CS5371 Theory of Computation Lecture 18: Complexity III (Two Classes: P and NP)

# Objectives

- Define what is the class P
- Examples of languages in P
- Define what is the class NP
- Examples of languages in NP

#### The Class P

Definition: P is the class of languages that are decidable in polynomial time on a single-tape DTM. In other words,  $\bigcup_{k=1}$  TIME(n<sup>k</sup>)

- P is invariant for all computation models that are polynomially equivalent to the single-tape DTM, and
- Proughly corresponds to the class of problems that are realistically solvable

#### Further points to notice

- When we describe an algorithm, we usually describe it with stages, just like a step in the TM, except that each stage may actually consist of many TM steps
- Such a description allows an easier (and clearer) way to analyze the running time of the algorithm

#### Further points to notice (2)

- So, when we analyze an algorithm to show that it runs in poly-time, we usually do:
  - 1. Give a polynomial upper bound on the number of stages that the algorithm uses when its input is of length n
  - 2. Ensure that each stage can be implemented in polynomial time on a reasonable deterministic model
- When the two tasks are done, we can say the algorithm runs in poly-time (why??)

#### Further points to notice (3)

- Since time is measured in terms of n, we have to be careful how to encode a string
- We continue to use the notation ( ) to indicate a reasonable encoding
- E.g., the graph encoding in (V,E), DFA encoding in (Q, $\Sigma$ , $\delta$ ,q<sub>0</sub>,F), are reasonable

## Examples of Languages in P

Let PATH be the language  $\{\langle G,s,t \rangle \mid G \text{ is a graph with path from } s \text{ to } t\}$ 

Theorem: PATH is in P.

How to prove?? ... Find a decider for PATH that runs in polynomial time

# PATH is in P

Proof: A polynomial time decider M for PATH operates as follows:

- $M = "On input \langle G, s, t \rangle,$ 
  - 1. Mark node s
  - 2. Repeat until no new nodes are marked
    - Scan all edges of G to find an edge that has exactly one marked node. Mark the other node
  - 3. If t is marked, accept. Else, reject."

# PATH is in P (2)

What is the running time for M?

- Let m be the number of nodes in G
- Stages 1 and 3 each involves O(1) scan of the input
- Stage 2 has at most m runs, each run checks at most all the edges of G. Thus, each run involves at most O(m<sup>2</sup>) scans of the input → Stage 2 involves O(m<sup>3</sup>) scans
- Since m = O(n), where n = input length, the total time is polynomial in n

#### **RELPRIME** is in P

Let RELPRIME be the language  $\{\langle x,y \rangle \mid x \text{ and } y \text{ are integers, } gcd(x, y) = 1\}$ 

Theorem: RELPRIME is in P.

How to prove?? ... Let's try this ...

## RELPRIME is in P (2)

Proof (?): Let M be the following decider for RELPRIME:

# M = "On input (x, y), 1. Let z = min {x, y} 2. Repeat for k = 2, 3, 4, ..., z if k divides both x and y, reject; 3. If no k can divide both x and y, accept" Quick Quiz: Does M run in polynomial time? ... No, so the proof is not correct...

# RELPRIME is in P (3)

Proof: Let E (Euclidean algorithm) be the following decider for RELPRIME:

#### E = "On input ⟨x, y⟩, 1. If x < y, exchange x and y 2. Repeat until y = 0 i. Assign x ← x mod y ii. Exchange x and y 3. If x = 1, accept. Else, reject."

Question: What is the running time of E?

# RELPRIME is in P (4)

- Stage 1 and Stage 3 is run once
- Each run of Stage 2 reduces the value of x at least by half → number of runs of Stage 2 is O(z), with z = log x + log y
- Each run in the above stages requires arithmetic operations, which takes time polynomial in the encoding of operands → polynomial in z
- Total running time is polynomial in z
- Since z = O(n), RELPRIME is in P

#### Correctness

In the previous slides, let  $x_i$  and  $y_i$  be the values of the x and y when we run Stage 2 the i<sup>th</sup> time. We claim that  $x_{end}$  becomes 1 in the end if and only if the original  $x_0$ and  $y_0$  are relatively prime

Proof: We show  $gcd(x_k, y_k) = gcd(x_{k+1}, y_{k+1})$ for all k = 0,1,..., end-1. If this is true,  $gcd(x_0, y_0) = ... = gcd(x_{end}, 0) = x_{end}$ , so that our claim is correct.

#### Correctness (2)

First, any common divisor of  $x_k$  and  $y_k$  must divide both  $x_{k+1}$  [which is  $y_k$ ] and  $y_{k+1}$  [which is  $x_k$ mod  $y_k$ ]. This implies that

 $gcd(x_k,y_k) \leq gcd(x_{k+1},y_{k+1}).$ 

Second, any common divisor of  $x_{k+1}$  and  $y_{k+1}$ must divide both  $x_k$  [which is equal to  $r * x_{k+1} + y_{k+1}$  for some r] and  $y_k$  [which is  $x_{k+1}$ ]. This implies  $gcd(x_k, y_k) \ge gcd(x_{k+1}, y_{k+1})$ .

# Every CFL is in P

Theorem: Every context-free language is in P.

How to prove?? ... Let's recall an old idea for deciding a particular CFL ...

# Every CFL is in P (2)

Proof(?): Let C be the CFL and G be the CFG in Chomsky Normal form that generates C. Define M as follows:

- $M = "On input w = w_1 w_2 ... w_n$ ,
  - 1. Construct all possible derivations in G with 2n-1 steps
  - If any derivation generates w, accept.
     Else, reject."

Quick Quiz: Does M run in polynomial time?

# Every CFL is in P (3)

Proof: Let C be the CFL and G = (V,T,S,R) be the CFG in Chomsky Normal form that generates C. Define D as follows:

- $D = "On input w = w_1 w_2 ... w_n,$ 
  - 1. If w =  $\varepsilon$  and S  $\rightarrow \varepsilon$  is a rule, accept
  - 2. Repeat for k = 1,2,...,n

i. For each substring w' of w of length

k, find all variables that generate w'

3. If S generates w, accept. Else, reject."

# Every CFL is in P (4)

More on Stage 2:

Repeat for k = 1, 2, ..., n

i. For each substring w' of w of length k, find all variables that generate w'

In order to perform this stage efficiently, we use the dynamic programming idea:

- For k = 1, we do this by brute force
- For each k = 2, 3, ..., n, we do this based on the results up to length k-1

# Every CFL is in P (5)

We shall store an n x n table such that the entry (i,j) stores the possible variables that can generate  $w_i w_{i+1} \dots w_j$ When k = 1, we do:

For each substring w' of w of length 1, find all variables that generate w'

So, for each i, we scan the rules in R of the form  $A \rightarrow b$  to fill in the entry (i,i)

# Every CFL is in P (6)

#### When k = 2, 3, ..., n, we do:

For each substring w' of w of length k, find all variables that generate w' (based on the result of length 1,2,...,k-1)

So, for each i, we scan the rules in R of the form  $A \rightarrow BC$ , and see if there exists x (between i and i+k-1) with B is in (i,x) and C is in (x+1,i+k-1). If so, add A in the entry (i,i+k-1)

# Every CFL is in P (7)

What is the running time for Stage 2?

- Let v and r be the number of variables and number of rules of G, which are both fixed constant independent of the input w
- We need to compute n x n entries in the table (each entry has at most v variables)
  - Each entry is computed by scanning all the rules, and for each rule, scanning the table at most O(n) times
  - Total scans to complete table = O(n x n x r x n x v) = O(n<sup>3</sup>)

# Every CFL is in P (7)

- As each scan (either the table or the rules) takes time polynomial to the input, Stage 2 takes polynomial time
- Also, the other stages take polynomial time (constant number of scans)

Thus we can decide C = L(G) in polynomial time, so that C is in P

#### The Class NP

Definition: A verifier for a language A is an algorithm V, where
A = { w | V accepts (w,c) for some string c}

A polynomial-time verifier is a verifier that runs in time polynomial in the length of the input w.

#### The Class NP

A language A is polynomially verifiable if it has a polynomial time verifier.

Definition: NP is the class of language that is polynomially verifiable.

#### Examples of Languages in NP

Let HAMILTON be the language  $\{\langle G \rangle \mid G \text{ is a Hamiltonian graph }\}$ 

Theorem: HAMILTON is in NP.

How to prove?? ... Define a polynomial time verifier V, and for each  $\langle G \rangle$  in HAMILTON, define a string c, and show  $\{\langle G \rangle \mid V \text{ accepts } \langle G, c \rangle\} = HAMILTON$ 

## HAMILTON is in NP

Proof: Define a TM V as follows:

- V = "On input  $\langle G, c \rangle$ ,
  - 1. If c is a cycle in G that visits each vertex once, accept
  - 2. Else, reject."
- Note: V runs in time polynomial in length of  $\langle G \rangle$  (why?)
- To show HAMILTON is in NP, it remains to show V is a verifier for HAMILTON

#### HAMILTON is in NP (2)

To show V is a verifier, we let  $H = \{ \langle G \rangle \mid V$ accepts  $\langle G, c \rangle \}$ , and show H = HAMILTON

For every  $\langle G \rangle$  in H, there is some c that V accepts  $\langle G, c \rangle$ . This implies  $\langle G \rangle$  is a Hamiltonian graph, and H  $\subseteq$  HAMILTON

For every  $\langle G \rangle$  in HAMILTON, let c be one of the hamilton cycle in the graph. Then, V accepts  $\langle G, c \rangle$ , and so HAMILTON  $\subseteq$  H

### Examples of Languages in NP (2)

Let COMPOSITE be the language

{ x | x is a composite number }

Theorem: COMPOSITE is in NP.

How to prove?? ... Define a polynomial time verifier V, and for each x in COMPOSITE, define a string c, and show that { x | V accepts  $\langle x,c \rangle$  } = COMPOSITE

# COMPOSITE is in NP

Proof: Define a TM V as follows:

- V = "On input  $\langle x, c \rangle$ ,
  - If c is not 1 or x, and c divides x, accept
  - 2. Else, reject."
- Note: V runs in time polynomial in length of  $\langle x \rangle$  (why?)
- To show COMPOSITE is in NP, it remains to show V is a verifier for COMPOSITE

#### COMPOSITE is in NP (2)

To show V is a verifier, we let  $C = \{x \mid V \\ accepts \langle x, c \rangle \}$ , and show C = COMPOSITE

For every x in C, there is some c that V accepts  $\langle G, c \rangle$ . This implies x is a composite number, and  $C \subseteq COMPOSITE$ 

For every x in COMPOSITE, let c be one of the divisor of x with 1 < c < x. Then, V accepts  $\langle x, c \rangle$ , and so COMPOSITE  $\subseteq C$ 

#### Next Time

- More on NP
- The class NP-Complete
  - Containing the "most difficult" problems in NP
- Proving a problem is in NP-Complete