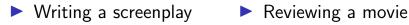
Theory of Computation The Class NP

Which tasks are easier?



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- Writing a screenplay
- Doing a homework assignment

- Reviewing a movie
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- Finding 1000
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- Reviewing a movie
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$$F = (x_1 \land x_2 \land x_3) \lor (x_4 \land x_5 \land x_6)$$

B) $F = (x_1 \lor x_2 \lor x_3) \land (x_4 \lor x_5 \lor x_5)$
C) $F = (x_1 \lor x_2) \land (\neg x_1 \lor \neg x_2) \land (x_3 \lor \neg x_4)$
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The language 3-SAT

4 / 30



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4

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$3\text{-SAT} \in \text{EXP}$

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▶ $O(2^n) \cdot \text{poly-time} \in \text{EXP}$

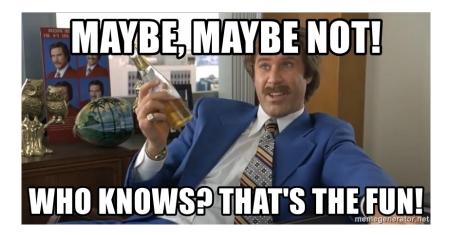
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- ► Can 3-SAT be solved in polynomial time?
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- But we also have reason to believe that 3-SAT is easier than some other problems in EXP
- ▶ 3-SAT can be **verified** in polynomial time

3-SAT search vs. verification

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The string *c* is sometimes called a **certificate**, witness, or **proof** that $w \in L$

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 - ► This means that every w ∈ L has a polynomial-length certificate

$10 \, / \, 30$

3-SAT is poly-time verifiable We'll construct a poly-time verifier V

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• $O(m \cdot n) =$ poly-time verification

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- Does nondeterminism make our machines faster?

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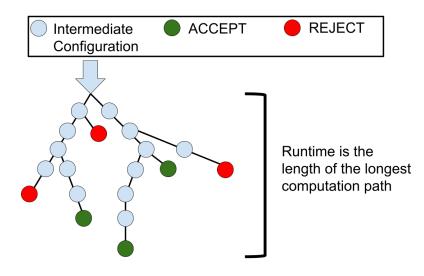
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It only takes a polynomial amount of time to "guess" the solution



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$$14 \, / \, 30$$

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$$NP = \bigcup_{c} NTIME(T(n^{c}))$$

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Input: A formula F with n variables and m clauses
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2. Check if A satisfies the formula F

15

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- If F is satisfiable, at least one computation path will guess a satisfying assignment
- If F is not satisfiable, every computation path will reject

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• $O(n) \cdot \text{poly-time} \in NP$

Let's re-examine the nondeterministic $\operatorname{3-SAT}$ algorithm

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Let's re-examine the nondeterministic $\operatorname{3-SAT}$ algorithm

Input: A formula *F* with *n* variables and *m* clauses A string *w*

- 1. Nondeterministically guess truth assignment A Nondeterministically guess a certificate c
- 2. Check if A satisfies the formula FCheck if c proves that $w \in L$
- 3. Accept F if A satisfies F. Reject otherwise Accept if c proves that $w \in L$. Reject otherwise

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- Nondeterministic machines are efficient when there is a short, easily verified certificate

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$18 \, / \, 30$

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 - Construct a verifier V that takes a string w and an accepting computation history H as input
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 - We can verify that H is a computation history for which M accepts w in poly-time

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(⇐) ► Suppose *L* has a poly-time verifier *V*



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 - Construct an NTM that takes a string w as input, nondeterministically guesses a certificate c, and passes it to V to check if w ∈ L



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 - Since V runs in poly-time, it takes poly-time to check if c proves that w ∈ L

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- NP is the set of languages that can be decided in nondeterministic polynomial time
- Alternately, it is the set of languages that can be *verified* in (deterministic) polynomial time
- To show that a language is in NP, it suffices to show that a potential solution to the problem can be checked for validity in polynomial time

The language IND-SET

$21 \, / \, 30$

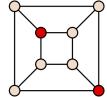
▶ Def: Let G = (V, E) be a graph. A independent set is a collection of vertices I ⊆ V such that no two vertices are connected

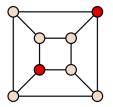
21

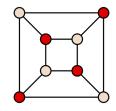
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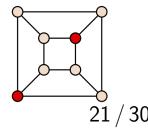












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IND-SET = { $\langle G, k \rangle | G$ has a size k independent set}

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$\text{IND-SET} \in \text{NP}$



Approach 1: Construct a poly-time verifier V 1. V takes $\langle G, k, I \rangle$ as input



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Approach 2: Construct a machine *M* that runs in nondeterministic poly-time

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23 / 30

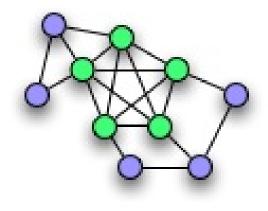
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$$CLIQUE = \{\langle G, k \rangle | G \text{ has a size k clique} \}$$

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Approach 1: Construct a poly-time verifier V

$25 \, / \, 30$

Approach 1: Construct a poly-time verifier V1. V takes $\langle G, k, C \rangle$ as input



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Approach 2: Construct a machine *M* that runs in nondeterministic poly-time

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Example: (31, 7, 4, 9, 5, 20)**Solution:** $7 + 4 + 20 = 31\sqrt{20}$

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$$(31, 7, 4, 9, 5, 20)$$

Solution: $7 + 4 + 20 = 31\checkmark$

Example: (101, 6, 8, 10)**Solution:** It is impossible; 6 + 8 + 10 = 24 < 101

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Approach 2: Construct a machine *M* that runs in nondeterministic poly-time

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- ▶ O(n)· poly-time \in NP





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