DTIME, P, EXP, and of Course NP

Exposition by William Gasarch—U of MD

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We first look at some problems of interest.

Problems of Interest

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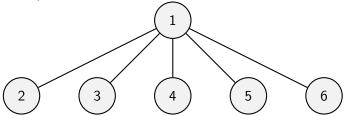
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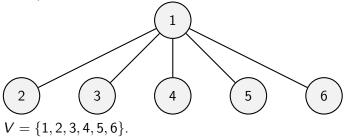
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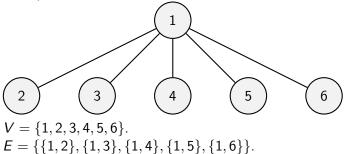
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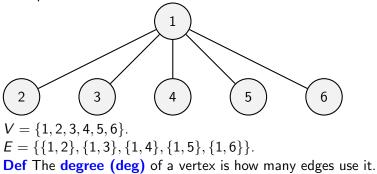
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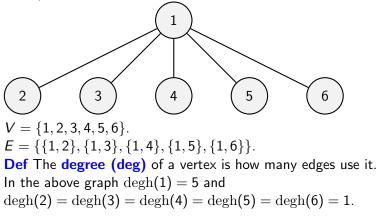


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Weighted Graphs

Def A weighted graph G = (V, E) is a graph together with, for each edge, a natural number.

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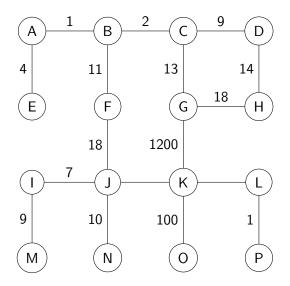
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Example V is the set of cities in America. $E = \{(x, y) : \exists a \text{ non-stop flight from } x \text{ to } y\}.$ **Def** A weighted graph G = (V, E) is a graph together with, for each edge, a natural number.

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Example V is the set of cities in America. $E = \{(x, y) : \exists a \text{ non-stop flight from } x \text{ to } y\}.$ Weight of (x, y) is price of the flight. (Cost is symmetric.)

Another Example of a Weighted Graph



Def Let G = (V, E) be a graph and $k \in \mathbb{N}$.

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1. A **Cycle** is a sequence of vertices v_1, v_2, \ldots, v_m such that every adjacent pair has edge, and (v_m, v_1) is an edge.

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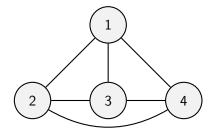
Def Let G = (V, E) be a graph and $k \in \mathbb{N}$.

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- 5. A **Ind.** Set of size *k* is a set of *k* vertices such that **n**o pair is an edge.

Example of a Clique on 4 Vertices

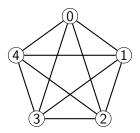
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An Example of a Clique on 5 Vertices

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 TSP Given a weighted graph G and a number k, is there a Ham cycle that costs ≤ k? Discuss Algorithms To Solve TSP.

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A model of Computation. A statement like
 EUL can be solved in time O(n)
 needs to say what device we are computing on.

Formalizing Representation and Computation

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Speed for Engineers



Speed for Engineers BILL How fast does this program run?

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BILL How fast does this program run? **ENG** It usually takes 18 minutes.

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However, we seek a more rigorous approach.
BILL How fast does this program run?
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BILL What is the length of the input? What is a step?
TODD Why ask me? The answers are on the next few slides that YOUR wrote.
BILL Good point!

1. The adj matrix of G is a an $n \times n$ matrix such that the (i,j) entry is 1 if $(i,j) \in E$ and 0 if $(i,j) \notin E$.

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- 2. A graph is represented by an adjacency matrix. An *n*-node graph is an n^2 -long string.
- 3. A set of graphs (like HAMC) is a set of strings, all of square length, all interpreted as an adjacency matrix for a graph.

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Length of the Input

Def The **length of an input** is simply the length of the string that represents it.

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We Sometimes Cheat We may take the length of a graph to be the number of vertices. These notions of length are poly-related to the actual length and hence is fine for our purposes.

Model of Computation: Turing Machines

Def A **Turing Machine** is a tuple $(Q, \Sigma, \delta, s, h)$ where

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Here is all you need to know:

- 1. Everything computable is computable by a Turing machine.
- 2. Turing machines compute with discrete steps so one can talk about how many steps a computation takes.

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The algorithms you gave for HAM, etc were EXP.

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The algorithms you gave for HAM, etc were EXP. The Question $HAM \in P$? The other problems in P?

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- 1. HAM \in EXP, by brute force.
- If I had a (1.618)ⁿ algorithm that's just brute force with some tricks.
- 3. If I had a n^{1000} algorithm then it's **NOT brute force**. I would have found something **very clever**.

- 1. HAM \in EXP, by brute force.
- If I had a (1.618)ⁿ algorithm that's just brute force with some tricks.
- If I had a n¹⁰⁰⁰ algorithm then it's NOT brute force. I would have found something very clever. Not practical. But that cleverness can probably be exploited to get a practical algorithm.

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Back to our Problems

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IS and TSP can also be written with a \exists quantifier and something easy-to-check.

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Why is this interesting?

We Look At CLIQ

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$$A = \{x : (\exists y)[|y| = p(|x|) \land (x, y) \in B]\}.$$

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▶ If $x \notin A$ then there is NO proof that $x \in A$.

Note HAM, EUL, CLIQ are all in NP.

All of Our Problems are in NP

HAM, EUL, CLIQ, IS, TSP are in NP.

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So Why Is This Important

Def A set Y is **NP-complete** (**NPC**) if the following hold:

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Cook and Levin in the early 1970's showed that SAT, a problem in logic, was NPC. They coded TM's into formulas. We won't do that here.

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1. CLIQ

2. HAM

- 3. IS
- 4. TSP

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Hence either

- 1. CLIQ
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- 1. CLIQ, HAM, IS, TSP are all in Poly time.
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The good money says that None are in Poly Time.

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- 1. Scheduling
- 2. Number Theory
- 3. Logic
- 4. Code Optimization
- 5. Operations Research
- 6. Formal Lang Theory
- 7. Games and Puzzles
- 8. Others

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The theory of NP-completeness enabled mathematicians to **state** what they wanted rigorously $(HAM \in P)$ and also gave the basis for proving likely it **cannot** be done (since HAM is NP-Complete).

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- 2. Intuitively **coming up with a proof** seems harder than **verifying a proof**.
- 3. $P \neq NP$ has great explanatory power. See next slide.

Set Cover Example of the problem

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4. There are many other approx problems where $P \neq NP$ explains why they cannot be improved.

My opinions



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1. 1.1 IF P = NP that might be proven in the next decade.

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 - 1.2 IF $P \neq NP$ this will not be proven until the year 2525.

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2. $P \neq NP$. In fact, SAT requires $2^{\Omega(n)}$ time.

What Do Theorists Think of P vs NP?

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What Do Theorists Think of P vs NP?

I have done three polls of what theorists think of P vs NP and other issues.

	P≠NP	P=NP	Ind	DK	other
2002	61 (61%)	9 (9%)	4 (4%)	22 (22%)	7 (7%))
2012	126 (83%)	12 (9%)	5 (3%)	1 (0.66%)	8 (5.1%)
2019	109 (88%)	15 (12%)	0	0	0

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