

CS151 Complexity Theory

Lecture 4
April 8, 2021

NTIME Hierarchy Theorem

Theorem (Nondeterministic Time Hierarchy Theorem):

For every *proper complexity function* $f(n) \geq n$, and $g(n) = \omega(f(n+1))$,

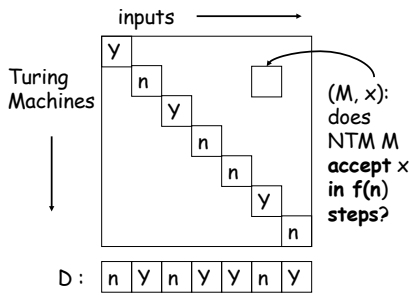
$$\text{NTIME}(f(n)) \subsetneq \text{NTIME}(g(n)).$$

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NTIME Hierarchy Theorem

Proof attempt:
(what's wrong?)

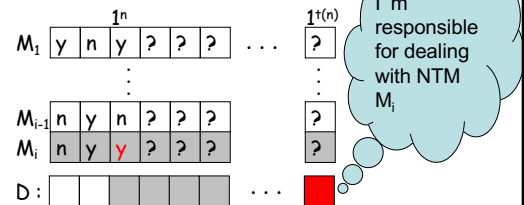


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NTIME Hierarchy Theorem

- Let $t(n)$ be large enough so that can decide if NTM M running in time $f(n)$ accepts 1^n , in time $t(n)$.

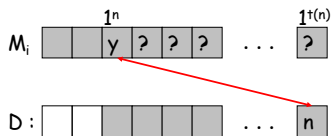


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NTIME Hierarchy Theorem

- Enough time on input $1^{t(n)}$ to do the *opposite* of $M_i(1^n)$:

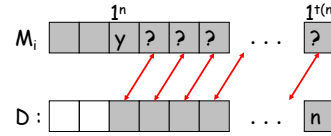


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NTIME Hierarchy Theorem

- For k in $[n \dots t(n)]$ can to do *same* as $M_i(1^{k+1})$ on input 1^k

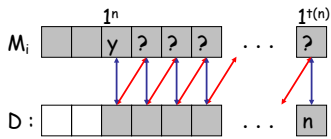


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NTIME Hierarchy Theorem

- Did we diagonalize against M_i ?
 - if $L(M_i) = L(D)$ then:



- equality along all arrows.
- contradiction.

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NTIME Hierarchy Theorem

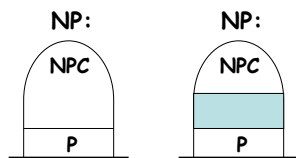
- General scheme:
 - interval $[1 \dots t(1)]$ kills M_1
 - interval $[t(1) \dots t(t(1))]$ kills M_2
 - interval $[t^{i-1}(1) \dots t^i(1)]$ kills M_i
- Running time of D on 1^n : $f(n+1) +$ time to compute interval containing n
- conclude D in **NTIME**($g(n)$) ($g(n) = \omega(f(n+1))$)

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Ladner's Theorem

- Assuming $\mathbf{P} \neq \mathbf{NP}$, what does the world (inside \mathbf{NP}) look like?



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Ladner's Theorem

Theorem (Ladner): If $\mathbf{P} \neq \mathbf{NP}$, then there exists $L \in \mathbf{NP}$ that is neither in \mathbf{P} nor \mathbf{NP} -complete.

- Proof: “lazy diagonalization”
 - deal with similar problem as in NTIME Hierarchy proof

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Ladner's Theorem

- Can enumerate (TMs deciding) all languages in \mathbf{P} .
 - enumerate TMs so that each machine appears infinitely often
 - add clock to M_i so that it runs in at most n^i steps

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Ladner's Theorem

- Can enumerate (TMs deciding) all \mathbf{NP} -complete languages.
 - enumerate TMs f_i computing all polynomial-time functions
 - machine N_i decides language SAT reduces to via f_i if f_i is reduction, else SAT (details omitted...)

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Ladner's Theorem

- Problem: eager $f(n)$ too difficult to compute
- on input of length n ,
 - look at all strings z of length $< n$
 - compute $SAT(z)$ or $N_i(z)$ for each !
- Solution: “lazy” $f(n)$
 - on input of length n , only run for $2n$ steps
 - if enough time to see should increase (over $f(n-1)$), do it; else, stay same
 - (alternate proof: give explicit $f(n)$ that grows slowly enough...)

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Ladner's Theorem

- Key: n eventually large enough to notice completed previous stage

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Ladner's Theorem

- Inductive definition of $f(n)$
 - $f(0) = 0$
 - $f(n)$: for n steps compute $f(0), f(1), f(2), \dots$

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Ladner's Theorem

- if $k = 2i$:
 - for n steps try (lex order) to find z s.t. $SAT(z) \neq M_i(z)$ and $f(|z|)$ even
 - if found, $f(n) = f(n-1) + 1$ else $f(n-1)$
- if $k = 2i + 1$:
 - for n steps try (lex order) to find z s.t. $TRIV(z) \neq N_i(z)$ and $f(|z|)$ odd
 - if found, $f(n) = f(n-1) + 1$ else $f(n-1)$

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Ladner's Theorem

- Finishing up:
 - $L = \{ x \mid x \in SAT \text{ if } f(|x|) \text{ even,}$
 $x \in TRIV \text{ if } f(|x|) \text{ odd } \}$
- $L \in NP$ since $f(|x|)$ can be computed in $O(n)$ time

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Ladner's Theorem

- suppose M_i decides L
 - f gets stuck at $2i$
 - $L \equiv SAT$ for $z : |z| > n_0$
 - implies $SAT \in P$. Contradiction.
- suppose N_i decides L
 - f gets stuck at $2i+1$
 - $L \equiv TRIV$ for $z : |z| > n_0$
 - implies $L(N_i) \in P$. Contradiction.
- (last of diagonalization...)

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A puzzle

A puzzle:
two kinds
of trees

depth
n

- cover up nodes with c colors
- promise: never color "arrow" same as "blank"
- determine which kind of tree in $\text{poly}(n, c)$ steps?

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A puzzle

depth
n

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A puzzle

depth
n

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Introduction

- Ideas
 - depth-first-search; stop if see
 - how many times may we see a given "arrow color"?
 - at most $n+1$
 - pruning rule?
 - if see a color $> n+1$ times, it can't be an arrow node; prune
 - # nodes visited before know answer?
 - at most $c(n+2)$

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Sparse languages and NP

- We often say **NP**-complete languages are "hard"
- More accurate: **NP**-complete languages are "expressive"
 - lots of languages reduce to them

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Sparse languages and NP

- Sparse language**: one that contains at most $\text{poly}(n)$ strings of length $\leq n$
- not very expressive – can we show this cannot be **NP**-complete (assuming $P \neq NP$)?
 - yes: Mahaney '82 (homework problem)
- Unary language**: subset of 1^* (at most n strings of length $\leq n$)

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Sparse languages and NP

Theorem (Berman '78): if a unary language is NP-complete then $P = NP$.

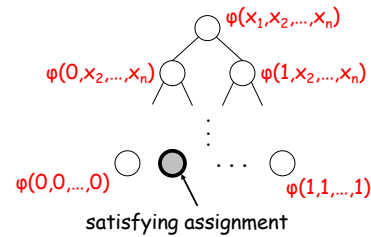
- Proof:
 - let $U \subseteq 1^*$ be a unary language and assume $SAT \leq U$ via reduction R
 - $\varphi(x_1, x_2, \dots, x_n)$ instance of SAT

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Sparse languages and NP

– self-reduction tree for φ :

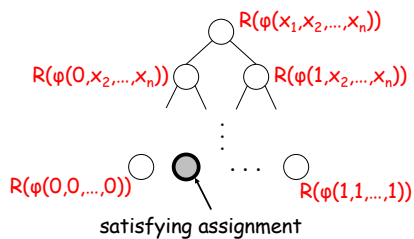


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Sparse languages and NP

– applying reduction R :



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Sparse languages and NP

- on input of length $m = |\varphi(x_1, x_2, \dots, x_n)|$, R produces string of length $\leq p(m)$
- R 's different outputs are “colors”
 - 1 color for strings not in 1^*
 - at most $p(m)$ other colors
- puzzle solution \Rightarrow can solve SAT in $\text{poly}(p(m)+1, n+1) = \text{poly}(m)$ time!

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Summary

- nondeterministic time classes:
 - NP, coNP, NEXP**
- NTIME Hierarchy Theorem:
 - NP \neq NEXP**
- major open questions:
 - $P \stackrel{?}{=} NP$ $NP \stackrel{?}{=} coNP$**

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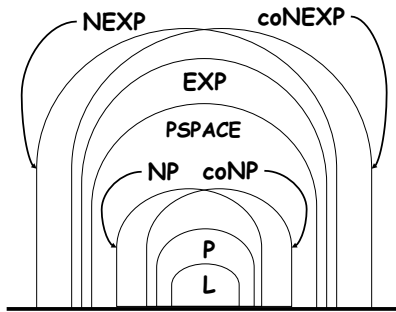
Summary

- NP-“intermediate” problems (unless $P = NP$)
 - technique: **delayed diagonalization**
- unary languages not NP-complete (unless $P = NP$)
 - true for **sparse languages** as well (homework)
- complete problems:
 - circuit SAT is **NP-complete**
 - UNSAT is **coNP-complete**
 - succinct circuit SAT is **NEXP-complete**

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Summary



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Remainder of lecture

- nondeterminism applied to space
- reachability
- two surprises:
 - Savitch's Theorem
 - Immerman/Szelepcsényi Theorem

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