

# CS21 Decidability and Tractability

Lecture 18  
February 17, 2021

## Grades so far

- An idea of eventual scale:

2020: mean 81.3; median 81.8 (83.0, 85.8)  
 2019: mean 82.0; median 84.0  
 2018: mean 78.5; median 81.9  
 2016: mean 80.1; median 79.5  
 2015: mean 77.5; median 80.3

2020	2019	2018	2017	2016
97.5 100A+	96.5 100A+	96.5 100A+	96-100 A+	96-100 A+
88.5 97.5A	90.5 96.5A	89.5 96.5A	89-95 A	93-97 A
86.5 89.5A-	87.5 90.5A-	88.5 89.5A	85-88 A-	88-92 A-
83.5 86.5B+	84.5 87.5B+	83.5 86.5B+	79-84 B+	83-87 B+
78.5 83.5B	79.5 84.5B	78.5 83.5B	74-78 B	78-82 B
73.5 78.5B-	75 79.5B-	73.5 78.5B-	70-73 B-	75-77 B-
69.5 73.5C+	71 75C+	69.5 73.5C+	65-69 C+	71-74 C+
65.5 69.5C	67 71C	65.5 69.5C	63-66 C	67-70 C
61 65.5C-	63 67C-	61.5 65.5C-	57-62 C-	64-66 C-
56.5 61D+	58 63D+	56.5 61.5D+	53-56 D+	57-63 D+
51.5 56.5D	53 58D	51.5 56.5D	47-52 D	52-56 D
0 51.5E/F	0 53E/F	0 51.5E/F	<47 E/F	<52 E/F

## Outline

- Examples of problems in P
- The complexity classes P, EXP
- Time Hierarchy Theorem
- hardness and completeness
  - an EXP-complete problem

## Examples of languages in P

- Recall: positive integers  $x, y$  are relatively prime if their Greatest Common Divisor (GCD) is 1.
- will show the following language is in P:  
 $RELPRIME = \{ \langle x, y \rangle : x \text{ and } y \text{ are relatively prime} \}$
- what is the running time of the algorithm that tries all divisors up to  $\min\{x, y\}$ ?

## Euclid's Algorithm

- possibly earliest recorded algorithm

on input  $\langle x, y \rangle$ :

- repeat until  $y = 0$ 
  - set  $x = x \bmod y$
  - swap  $x, y$
- $x$  is the  $GCD(x, y)$ . If  $x = 1$ , accept; otherwise reject

Example run on input  $\langle 10, 22 \rangle$ :

$x, y = 10, 22$   
 $x, y = 22, 10$   
 $x, y = 10, 2$   
 $x, y = 2, 0$   
 reject

## Euclid's Algorithm

- possibly earliest recorded algorithm

on input  $\langle x, y \rangle$ :

- repeat until  $y = 0$ 
  - set  $x = x \bmod y$
  - swap  $x, y$
- $x$  is the  $GCD(x, y)$ . If  $x = 1$ , accept; otherwise reject

Example run on input  $\langle 24, 5 \rangle$ :

$x, y = 24, 5$   
 $x, y = 5, 4$   
 $x, y = 4, 1$   
 $x, y = 1, 0$   
 accept

## Euclid's Algorithm

on input  $\langle x, y \rangle$ :

- (1) repeat until  $y = 0$ 
  - (2) set  $x = x \bmod y$
  - (3) swap  $x, y$

•  $x$  is the  $\text{GCD}(x, y)$ . If  $x = 1$ , accept; otherwise reject

• every 2 times through loop,  $(x, y)$  each reduced by  $\frac{1}{2}$

• loops  $\leq 2\max\{\log_2 x, \log_2 y\}$   
 $= O(n = |\langle x, y \rangle|)$ ; poly time for each loop

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7

**Claim:** value of  $x$  reduced by  $\frac{1}{2}$  at every execution of (2) except possibly first one.

Proof:

• after (2)  $x < y$

• after (3)  $x > y$

• if  $x/2 \geq y$ , then  $x \bmod y < y \leq x/2$

• if  $x/2 < y$ , then  $x \bmod y = x - y < x/2$

## A puzzle

- Find an efficient algorithm to solve the following problem:
- Input: sequence of pairs of symbols  
 e.g.  $(A, b), (E, D), (d, C), (B, a)$
- Goal: determine if it is possible to circle at least one symbol in each pair without circling upper and lower case of same symbol.

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8

## A puzzle

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9

## 2SAT

- This is a disguised version of the language  
 $2\text{SAT} = \{\text{formulas in Conjunctive Normal Form with 2 literals per clause for which there exists a satisfying truth assignment}\}$   
 – CNF = "AND of ORs"  
 $(A, b), (E, D), (d, C), (b, a)$   
 $(x_1 \vee \neg x_2) \wedge (x_5 \vee x_4) \wedge (\neg x_4 \vee x_3) \wedge (\neg x_2 \vee \neg x_1)$   
 – satisfying truth assignment = assignment of TRUE/FALSE to each variable so that whole formula is TRUE

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10

## 2SAT

**Theorem:** There is a polynomial-time algorithm deciding 2SAT (" $2\text{SAT} \in P$ ").

Proof: algorithm described on next slides.

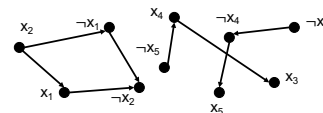
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11

## Algorithm for 2SAT

- Build a graph with separate nodes for each literal.  
 – add directed edge  $(x, y)$  iff formula includes clause  $(\neg x \vee y)$  (equiv. to  $x \Rightarrow y$ )



e.g.  $(x_1 \vee \neg x_2) \wedge (x_5 \vee x_4) \wedge (\neg x_4 \vee x_3) \wedge (\neg x_2 \vee \neg x_1)$

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12

## Algorithm for 2SAT

**Claim:** formula is unsatisfiable iff there is some variable  $x$  with a path from  $x$  to  $\neg x$  and a path from  $\neg x$  to  $x$  in derived graph.

- Proof ( $\Leftarrow$ )
  - edges represent implication  $\Rightarrow$ . By transitivity of  $\Rightarrow$ , a path from  $x$  to  $\neg x$  means  $x \Rightarrow \neg x$ , and a path from  $\neg x$  to  $x$  means  $\neg x \Rightarrow x$ .

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13

## Algorithm for 2SAT

- Proof ( $\Rightarrow$ )
  - to construct a satisfying assign. (if no  $x$  with a path from  $x$  to  $\neg x$  and a path from  $\neg x$  to  $x$ ):
    - pick unassigned literal  $s$  with no path from  $s$  to  $\neg s$
    - assign it TRUE, as well as all nodes reachable from it; assign negations of these literals FALSE
    - note: path from  $s$  to  $t$  and  $s$  to  $\neg t$  implies path from  $\neg t$  to  $\neg s$  and  $t$  to  $\neg s$ , implies path from  $s$  to  $\neg s$
    - note: path  $s$  to  $t$  (assigned FALSE) implies path from  $\neg t$  (assigned TRUE) to  $\neg s$ , so  $s$  already assigned at that point.

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14

## Algorithm for 2SAT

- Algorithm:
  - build derived graph
  - for every pair  $x$ ,  $\neg x$  check if there is a path from  $x$  to  $\neg x$  and from  $\neg x$  to  $x$  in the graph
- Running time of algorithm (input length  $n$ ):
  - $O(n)$  to build graph
  - $O(n)$  to perform each check
  - $O(n)$  checks
  - running time  $O(n^2)$ . 2SAT  $\in P$ .

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15

## Another puzzle

- Find an efficient algorithm to solve the following problem.
- Input: sequence of *triples* of symbols  
e.g. (A, b, C), (E, D, b), (d, A, C), (c, b, a)
- Goal: determine if it is possible to circle at least one symbol in each *triple* without circling upper and lower case of same symbol.

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16

## 3SAT

- This is a disguised version of the language  
3SAT = {formulas in Conjunctive Normal Form with 3 literals per clause for which there exists a satisfying truth assignment}  
e.g. (A, b, C), (E, D, b), (d, A, C), (c, b, a)  
 $(x_1 \vee \neg x_2 \vee x_3) \wedge (x_5 \vee x_4 \vee \neg x_2) \wedge (\neg x_4 \vee x_1 \vee x_3) \wedge (\neg x_3 \vee \neg x_2 \vee \neg x_1)$
- observe that this language is in TIME( $2^n$ )

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17

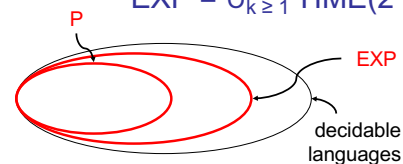
## Time Complexity

**Key definition:** “P” or “polynomial-time” is

$$P = \bigcup_{k \geq 1} \text{TIME}(n^k)$$

**Definition:** “EXP” or “exponential-time” is

$$\text{EXP} = \bigcup_{k \geq 1} \text{TIME}(2^{n^k})$$



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18

## EXP

$$P = \bigcup_{k \geq 1} \text{TIME}(n^k)$$

$$\text{EXP} = \bigcup_{k \geq 1} \text{TIME}(2^{n^k})$$

- Note:  $P \subseteq \text{EXP}$ .
- We have seen  $3\text{SAT} \in \text{EXP}$ .
  - does not rule out possibility that it is in P
- Is P different from EXP?

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19

## Time Hierarchy Theorem

**Theorem:** for every proper complexity function  $f(n) \geq n$ :

$$\text{TIME}(f(n)) \subsetneq \text{TIME}(f(2n)^3).$$

- Note:  $P \subseteq \text{TIME}(2^n) \subsetneq \text{TIME}(2^{(2n)^3}) \subseteq \text{EXP}$
- Most natural functions (and  $2^n$  in particular) are proper complexity functions. We will ignore this detail in this class.

February 17, 2021

CS21 Lecture 18

20

## Time Hierarchy Theorem

**Theorem:** for every proper complexity function  $f(n) \geq n$ :

$$\text{TIME}(f(n)) \subsetneq \text{TIME}(f(2n)^3).$$

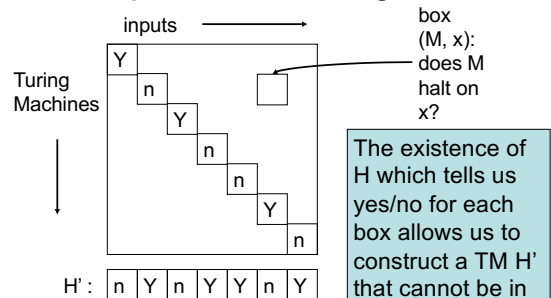
- Proof idea:
  - use diagonalization to construct a language that is not in  $\text{TIME}(f(n))$ .
  - constructed language comes with a TM that decides it and runs in time  $f(2n)^3$ .

February 17, 2021

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21

## Recall proof for Halting Problem

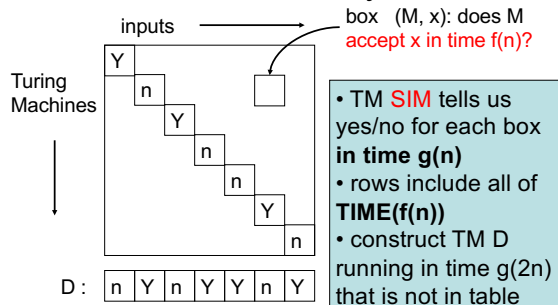


February 17, 2021

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22

## Proof of Time Hierarchy Theorem



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23