


# Advanced Algorithms

Lecture 25: Limits on efficient computation

# Lower bounds on computation

- Can we search for an element  $x$  in a sorted,  $n$ -element array in time  $< \log n$ ?
  - Can we solve the shortest path problem in time  $O(m+n)$  on all graphs?
  - Can we multiply two  $n \times n$  matrices in time  $O(n^2)$ ?
  - Can we factor an  $n$  digit number in  $\text{poly}(n)$  time?
- 
- open

**Challenge in lower bounds:** must reason about an algorithm without knowing what it is!

# The model matters!

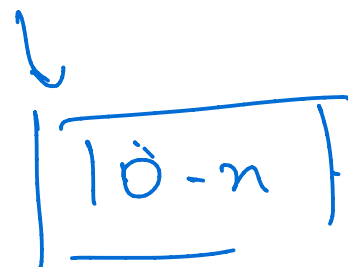
**Problem.** can we search for an element  $x$  in a sorted,  $n$ -element array in time  $< \log n$ ?

- What operations are “allowed”? [*if only comparisons, then there’s a lower bound of  $\log n$* ]
- What about randomness? [*makes things tricky*]

↘ Yao's minimax principle.

# Last class

- In limited models, can show “**unconditional**” lower bounds
- **Key question:** is there a model that captures “all computations”
- Turing machine / RAM model — [Church-Turing thesis]
- Move to decision problems (YES/NO answers)
  - Fairly general way of moving to decision versions.  
(Ind Set)
- Lower bounds for TMs hard to prove!



# Lower bounds



**"I can't find an efficient algorithm, I guess I'm just too dumb."**



**"I can't find an efficient algorithm, because no such algorithm is possible!"**

# Conditional lower bounds

*Idea behind "reductions".*



**"I can't find an efficient algorithm, but neither can all these famous people."**

# Complexity classes

Group problems into “classes” — *equally difficult/easy*

# The class P

**Definition.** set of all decision problems that can be solved in polynomial time (on a Turing machine) .

[ definition of the class  
does not allow  
randomness ] .

- Does graph have a path of length  $\leq L$  between  $u$  and  $v$ ?
- Does graph have a spanning tree of total cost  $\leq C$ ?

→  
...  
...



All problems solvable in poly time on a non-det.

# The class NP

Turing machine

Non-deterministic polynomial time

**Definition.** the set of all decision problems for which there is a polynomial time "verification algorithm"

- **Recall (independent set).** does a graph have an independent set (set of vertices with no edges) of size  $k$ ? verification alg.

✓ - For any YES instance of problem,  
- There is a "witness" that can convince someone that the answer is YES.

- Given a NO instance, there is no way to convince ... that answer is YES.

$G, k.$

witness: simply the independent set  $S$ .

Verification alg: - check that  $|S| > k$ .

{ - check that there are no edges between vertices of  $S$ .

$O(n^2)$  time algorithm.

↳ if both conditions are met,  
return YES  
↳ else return NO.

# Verification Procedure

Prover



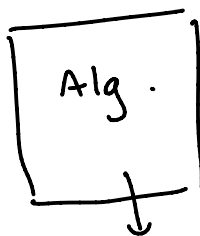
generate  $S$ .



Verifier



$S$   
→



} runs in poly time.

- check if  $S \subseteq V$ ,  $|S| \geq k$
- checks that there are no edges.

★  $\rightarrow$  If  $(G, k)$  is a YES instance then  $\exists S$  that prover can use to make verifier output YES.

★  $\rightarrow$  If  $(G, k)$  is actually a NO instance, there is NO choice of  $S$  that can make verifier output YES.

# Witnesses and NP

$S$  : witness or certificate .

$\square$  : verification algorithm .

# Problems in NP

We don't know for sure if  $P \neq NP$ .

- All problems in P

no need to look at certificate.

- Most "puzzles"

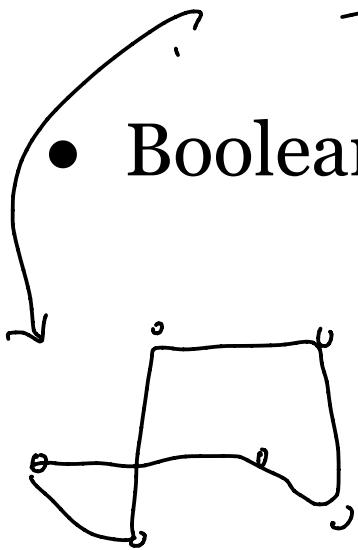
$n \times n$  Sudoku

witness:  
Solution  $S$   
to puzzle

Verifier:  
a procedure  
that checks  
validity  
of  $S$ .

- Traveling salesman problem

- Boolean "satisfiability"



$G$ , dists, target  
length of tour  
 $L$ .

Witness:  
Order in  
which to  
visit  
vertices.

Verifier:  
Verify that  
every vertex in  
 $G$  shows up <sup>exactly</sup> once  
& total len  $\leq L$ .

input size =  $s = \log N$  polynomial in # bits used to write  $N$ .

Primality testing: given  $N$ , return YES if

# is prime & NO if # is composite.

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list all primes  
certificate?  $\downarrow \leq \sqrt{N}$ .  
 $\bigcirc_{s/2} 2$

Verification  
algo?

→ Pratt '60s:

# Other complexity classes

- PSPACE — polynomial "space"

- BPP — randomized algorithms

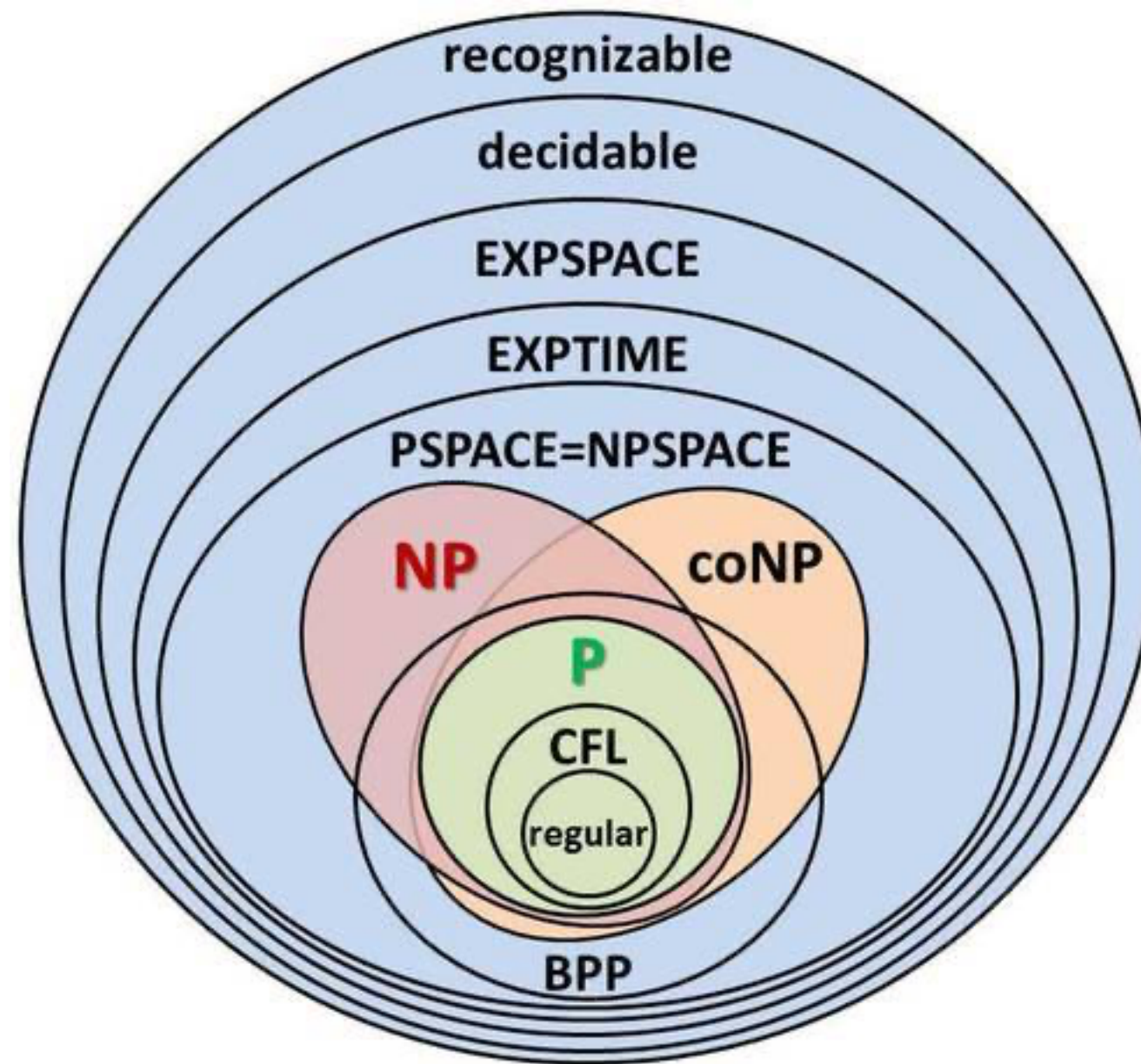
- #P — counting class

RP: lop-sided  
version.

games:  $n \times n$  chess.

(YES/NO problems for which  
there is a prob. polynomial  
time ALG that returns  
right answer with  
90% prob.)

# Complexity “classes”





# Reductions

## Informal vs formal...

Informal: suppose we have problems  $A$ ,  $B$ . Then we

say that  $A$  reduces to  $B$  if

given an algorithm for  $B$ , we can find an alg. for  $A$  of

"roughly same" complexity.



"I can't find an efficient algorithm, but neither can all these famous people."

Formal defn: [Polynomial time reduction].

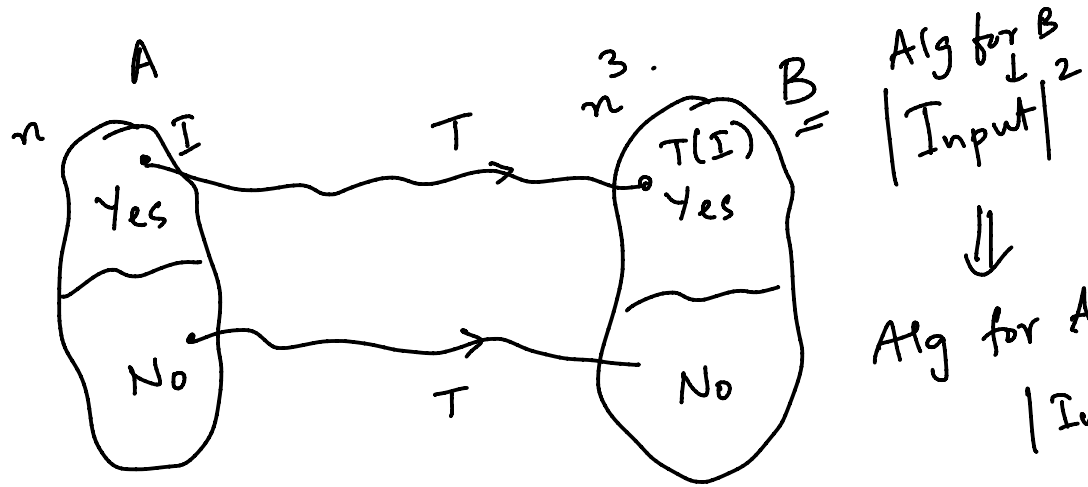
Let  $A$  &  $B$  be two decision problems. Then

we say that  $A \leq_p B$  if there exists a polynomial time procedure  $T$  that transforms any instance

$I$  of  $A \rightsquigarrow$  instance  $T(I)$  of  $B$ , such that

- if  $I$  is a YES inst. for  $A$ ,  $T(I)$  is a YES for  $B$

- " NO " " NO "



-  $T$  operates in polynomial time

\*  $T$  does not know if  $I$  is a YES or a NO instance

# NP-hard and NP-complete

# Boolean satisfiability

# Cook-Levin theorem