Complexity Theory Easter 2019 Suggested Exercises 1

- 1. In the lecture, a proof was sketched showing a $\Omega(n \log n)$ lower bound on the complexity of the sorting problem. It was also stated that a similar analysis could be used to establish the same bound for the Travelling Salesman Problem. Give a detailed sketch of such an argument. Can you think of a way to improve the lower bound?
- 2. Say we are given a set $V = \{v_1, \ldots, v_n\}$ of vertices and a cost matrix $c: V \times V \to \mathbb{N}$. For a set $S \subseteq V$, let $t_{S,i}$ denote the cost of the shortest path that starts at v_1 , visits all vertices in S and ends at v_i . Describe a dynamic programming algorithm that computes $t_{S,i}$ for all sets S and all i. Show that your algorithm can be used to solve the Travelling Salesman Problem in time $O(n^2 2^n)$.
- 3. Consider the language Unary-Prime in the one letter alphabet $\{a\}$ defined by Unary-Prime = $\{a^n \mid n \text{ is prime}\}$. Show that this language is in P.
- 4. Suppose $S \subseteq \mathbb{N}$ is a set of natural numbers and consider the language Unary-S in the one letter alphabet $\{a\}$ defined by Unary- $S = \{a^n \mid n \in S\}$, and the language Binary-S in the two letter alphabet $\{0, 1\}$ consisting of those strings starting with a 1 which are the binary representation of a number in S. Show that if Unary-S is in P then Binary-S is in TIME(2^{cn}) for some constant c.
- 5. We say that a propositional formula ϕ is in 2CNF if it is a conjunction of clauses, each of which contains exactly 2 literals. The point of this problem is to show that the satisfiability problem for formulas in 2CNF can be solved by a polynomial time algorithm.

First note that any clause with 2 literals can be written as an implication in exactly two ways. For instance $(p \lor \neg q)$ is equivalent to $(q \to p)$ and $(\neg p \to \neg q)$, and $(p \lor q)$ is equivalent to $(\neg p \to q)$ and $(\neg q \to p)$.

For any formula ϕ , define the directed graph G_{ϕ} to be the graph whose set of vertices is the set of all literals that occur in ϕ , and in which there is an edge from literal x to literal y if, and only if, the implication $(x \to y)$ is equivalent to one of the clauses in ϕ .

(a) If ϕ has *n* variables and *m* clauses, give an upper bound on the number of vertices and edges in G_{ϕ} .

- (b) Show that ϕ is *unsatisfiable* if, and only if, there is a literal x such that there is a path in G_{ϕ} from x to $\neg x$ and a path from $\neg x$ to x.
- (c) Give an algorithm for verifying that a graph G_{ϕ} satisfies the property stated in (b) above. What is the complexity of your algorithm?
- (d) From (c) deduce that there is a polynomial time algorithm for testing whether or not a 2CNF propositional formula is satisfiable.
- (e) Why does this idea not work if we have 3 literals per clause?
- 6. A clause (i.e. a disjunction of literals) is called a *Horn* clause, if it contains at most one positive literal. Such a clause can be written as an implication: $(x \lor (\neg y) \lor (\neg w) \lor (\neg z))$ is equivalent to $((y \land w \land z) \rightarrow x))$. HORNSAT is the problem of deciding whether a given Boolean expression that is a conjunction of Horn clauses is satisfiable.
 - (a) Show that there is a polynomial time algorithm for solving HORNSAT. (Hint: if a variable is the only literal in a clause, it must be set to true; if all the negative variables in a clause have been set to true, then the positive one must also be set to true. Continue this procedure until a contradiction is reached or a satisfying truth assignment is found).
 - (b) In the proof of the NP-completeness of SAT it was shown how to construct, for every nondeterministic machine M, integer k and string x a Boolean expression ϕ which is satisfiable if, and only if, M accepts x within n^k steps. Show that, if M is deterministic, than ϕ can be chosen to be a conjunction of Horn clauses.
 - (c) Conclude from (b) that the problem HORNSAT is P-complete under L-reductions.
- 7. We define the complexity class of *quasi-polynomial-time* problems Quasi-P by:

$$\mathsf{Quasi-P} = \bigcup_{k=1}^{\infty} \mathsf{Time}(n^{(\log n)^k}).$$

Show that if $L_1 \leq_P L_2$ and $L_2 \in \mathsf{Quasi-P}$, then $L_1 \in \mathsf{Quasi-P}$.

- 8. In general k-colourability is the problem of deciding, given a graph G = (V, E), whether there is a colouring $\chi : V \to \{1, \ldots, k\}$ of the vertices such that if $(u, v) \in E$, then $\chi(u) \neq \chi(v)$. That is, adjacent vertices do not have the same colour.
 - (a) Show that there is a polynomial time algorithm for solving 2-colourability.
 - (b) Show that, for each k, k-colourability is reducible to k + 1-colourability. What can you conclude from this about the complexity of 4-colourability?