Week 12 - Friday

## COMP 4500

#### Last time

- What did we talk about last time?
- Showing lots of problems are NP-Complete
- Started Co-NP

#### **Questions?**

## Assignment 6

#### Exam 3 Post Mortem

## Logical warmup

- You are paddling a canoe around a perfectly circular pond
- Enjoying yourself immensely, you fail to notice that a goblin has crept up to the shore
- You remember four things from your old lessons on goblin lore
  - Goblins can't swim
  - Goblins are always hungry for human flesh
  - Goblins can run four times as fast as people can paddle canoes
  - People can run faster than goblins
- The goblin always assumes that you are making for the closest point on the shore and is always trying to cut you off
- If you can get to the shore, you can escape, provided that the goblin isn't waiting for you (you need a little margin)
- What's your escape strategy?





## Asymmetric certification

- Efficient certification is asymmetric
- A problem is in NP if and only if there is a certificate that can be checked in polynomial time for a "yes" answer
- If the answer is "no," there's no requirement for a certificate
- How would you give a short certificate that there's no satisfying assignment for 3-SAT?

#### Co-NP

- But there is an alternative definition
- Co-NP is the set of all problems for which there is a polynomial-size certificate if the answer is "no"
- Both Co-NP and NP problems can certainly be solved with exponential work
- Is Co-NP = NP?
- No one knows!

## What if NP ≠ Co-NP?

- Then we would know that **P** ≠ **NP**
- Proof:
  - Consider the contrapositive:  $(P = NP) \rightarrow (NP = Co-NP)$ .
  - P is closed under complementation. That means that the negated problem (all the strings that would give a "no") is also in P.
  - $X \in \mathbf{NP} \to X \in \mathbf{P} \to \overline{X} \in \mathbf{P} \to \overline{X} \in \mathbf{NP} \to X \in \mathbf{Co-NP}$
  - $X \in \mathbf{co} \mathbf{NP} \to \overline{X} \in \mathbf{NP} \to \overline{X} \in \mathbf{P} \to X \in \mathbf{P} \to X \in \mathbf{NP}$
  - Thus, NP = co-NP.
  - But, because the contrapositive is logically equivalent, that means that (NP ≠ Co-NP) → (P ≠ NP).

## Is $P = (NP \cap Co-NP)$ ?

- It's true that  $P \subseteq (NP \cap Co-NP)$
- But opinions are mixed as to whether there might be problems in NP ∩ Co-NP that cannot be solved in polynomial time
- Maybe you can find the answer!

## Computability

## **Turing machine**

- A Turing machine is a mathematical model for computation
- It consists of a head, an infinitely long tape, a set of possible states, and an alphabet of characters that can be written on the tape
- A list of rules saying what it should write and should it move left or right given the current symbol and state



## More formally

- A Turing machine is an idealized machine with seven objects:
  - *Q* a finite set of states
  - Σ the finite input alphabet
  - Γ the finite tape alphabet
  - $\delta$  is a finite subset of  $\mathbf{Q} \times (\Sigma \cup \epsilon) \times \Gamma \times \mathbf{Q} \times \Gamma^*$  which gives a set of transition rules
  - *q*<sub>o</sub> is the start state
  - $\Box \in \Gamma$  is a special symbol called the blank
  - *F* ⊆ *Q* is the set of accepting states
- Again, this is really just adding an infinite tape to a finite state automaton

## Turing machine example

- You can specify a Turing machine with a table giving its behavior for a specific configuration
- Turing's first example machine printed an infinite sequence of alternating 1s and os, separated by spaces:

Configuration		Behavior	
State	Symbol	Operation	Result State
В	Blank	Write o, Move Right	С
С	Blank	Write Blank, Move Right	E
E	Blank	Write 1, Move Right	F
F	Blank	Write Blank, Move Right	В

### A Turing machine as a transition diagram

The transition table from the previous slide can be drawn as a transition diagram too:



## **Church-Turing thesis**

- If an algorithm exists, a Turing machine can perform that algorithm
- In essence, a Turing machine is the most powerful model we have of computation
- Power, in this sense, means the *ability* to compute some function, not the *speed* associated with its computation
- Do you own a Turing machine?



# Upcoming

#### Next time...

- Finish theory of computing
- Load balancing
- Center selection
- Keep reading sections 11.1 and 11.2



#### Assignment 6 due tonight by midnight!