Complexity Lecture 35 Sections 14.1 - 14.2

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2 Complexity

- 3 Conjunctive Normal Form
- 4 The Satisfiability Problem



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Image: A matrix

Outline

1 The Post Correspondence Problem

2 Complexity

- 3 Conjunctive Normal Form
- 4 The Satisfiability Problem

5 Assignment

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Definition (The Post Correspondence Problem)

Given two sets of *n* strings over an alphabet Σ ,

 $\{w_1, w_2, w_3, \ldots, w_n\}$

and

 $\{v_1, v_2, v_3, \ldots, v_n\},\$

is it possible to satisfy the equation

 $w_i w_j w_k \cdots w_m = v_i v_j v_k \cdots v_m,$

where each w_i and v_i is any string from the respective sets? Repetitions are allowed and not every string need be used, but they must be indexed in the same order.

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Theorem

The Post Correspondence Problem is undecidable.

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Can	it be	done?	

- If so, then we must begin with (w_2, v_2) or (w_5, v_5) . Why?
- And we must end with (w_3, v_3) , (w_4, v_4) , or (w_6, v_6) .

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ba	С	cb	b	а	ba	ac
С	ca	bb	cb	ac	а	b

• Can it be done?

- If so, then we must begin with (w_2, v_2) or (w_5, v_5) . Why?
- And we must end with (*w*₃, *v*₃), (*w*₄, *v*₄), or (*w*₆, *v*₆). Why?

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Theorem

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Theorem

The Post Correspondence Problem is undecidable.

- The Post Correspondence Problem (PCP) can be reduced to many other decision problems.
- Thus, the undecidability of PCP implies the undecidability of many other problems.

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- There are two basic ways to measure complexity.
 - Time complexity How much time does a program require?
 - Space complexity How much memory does a program require?

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 - Time complexity How much time does a program require?
 - Space complexity How much memory does a program require?
- For a Turing machine,
 - Time complexity is measured by the number of transitions executed.
 - Space complexity is measured by the number of tape cells required.

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- There are two basic ways to measure complexity.
 - Time complexity How much time does a program require?
 - Space complexity How much memory does a program require?
- For a Turing machine,
 - Time complexity is measured by the number of transitions executed.
 - Space complexity is measured by the number of tape cells required.
- We will consider only time complexity.

(B)

- Typically, the number of transitions required by a Turing machine depends on the input.
- We are interested in the time complexity as a function of the size (length) of the input.
- If *n* is the size of the input, then we seek a function *T*(*n*) for the time complexity.

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- We are interested in the time complexity as a function of the size (length) of the input.
- If *n* is the size of the input, then we seek a function *T*(*n*) for the time complexity.
- But even for inputs of the same length, the times could be different.
- We define *T*(*n*) to be the worst case (maximal time) for all inputs of length *n*.

Example (The Turing Machine INCR)

- Recall the Turing machine INCR that incremented the input.
- *n* is the number of bits in the number.
- *n* transitions are needed to reach the right end of the number.
- At most, *n* transitions are needed to change 1's to 0's and then a 0 to 1.
- The worst case is when all the bits are 1. That case requires one additional transition, to write a 1 at the left end of the string of 0's.
- Thus, T(n) = 2n + 1.

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- In general, it is too tedious, and often not possible, and not really necessary to compute exactly the function T(n),
- Our primary concern is not the exact value of *T*(*n*), but how fast *T*(*n*) increases as *n* increases.
- Thus, it is enough to be able to say that $T(n) \in O(f(n))$ or $T(n) \in \Theta(f(n))$ for some known function f(n).

Definition (O (At least as fast as...))

The function $T(n) \in O(f(n))$ for some function f(n) if there exists a constant *c* such that $T(n) \leq cf(n)$ for all $n \geq n_0$ for some n_0 .

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Definition (Ω (At least as slow as...))

The function $T(n) \in \Omega(f(n))$ for some function f(n) if there exists a constant *c* such that $T(n) \ge cf(n)$ for all $n \ge n_0$ for some n_0 .

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The function $T(n) \in \Omega(f(n))$ for some function f(n) if there exists a constant *c* such that $T(n) \ge cf(n)$ for all $n \ge n_0$ for some n_0 .

Definition (Θ (Just as fast as...))

The function $T(n) \in \Theta(f(n))$ for some function f(n) if there exists a constants c_1 and c_2 such that $c_1f(n) \leq T(n) \leq c_2f(n)$ for all $n \geq n_0$ for some n_0 .

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Outline



2 Complexity



4 The Satisfiability Problem

5 Assignment

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Definition (The Satisfiability Problem)

Given a boolean expression *e* in Conjunctive Normal Form, the Satisfiability Problem (SAT) asks whether *e* is true for some choice of boolean values of its variables, i.e, is *e* "satisfiable?"

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Definition (Conjunctive Normal Form)

A boolean expression e is in conjunctive normal form (CNF) if

$$e = t_1 \wedge t_2 \wedge \cdots \wedge t_n$$

where for each term (or clause) t_i ,

$$t_i = s_{i1} \vee s_{i2} \vee \cdots \vee s_{im},$$

where each s_{ij} is a boolean variable or its negation.

- Disjunctive normal form (DNF) is similar, with \land and \lor reversed.
- Some definitions require that every variable x appear in every clause either as x or as \overline{x} .

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Example (Examples)

• Let the variables be x_1 , x_2 , and x_3 .

• An example

 $(x_1 \lor x_2) \land (\overline{x_1} \lor x_3) \land (\overline{x_3})$

Convert the expression

 $(x_1 \lor \overline{x_3}) \land (\overline{x_1} \lor x_2 \lor x_3)$

from CNF to DNF.

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• Apply DeMorgan's Law to e.

$$\overline{e} = \overline{(x_1 \lor \overline{x_3}) \land (\overline{x_1} \lor x_2 \lor x_3)} = (\overline{x_1} \land x_3) \lor (x_1 \land \overline{x_2} \land \overline{x_3}) = (\overline{x_1} \land x_2 \land x_3) \lor (\overline{x_1} \land \overline{x_2} \land x_3) \lor (x_1 \land \overline{x_2} \land \overline{x_3}).$$

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• Write the truth table for \overline{e} and e.

<i>X</i> 1	<i>x</i> ₂	<i>X</i> 3	ē	е
1	1	1	0	1
1	1	0	0	1
1	0	1	0	1
1	0	0	1	0
0	1	1	1	0
0	1	0	0	1
0	0	1	1	0
0	0	0	0	1

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• Select the combinations that make e true.

<i>x</i> ₁	<i>x</i> ₂	<i>X</i> 3	ē	е
1	1	1	0	1
1	1	0	0	1
1	0	1	0	1
1	0	0	1	0
0	1	1	1	0
0	1	0	0	1
0	0	1	1	0
0	0	0	0	1

3

• Write e in DNF based on the table.

$$e = (x_1 \land x_2 \land x_3) \lor (x_1 \land x_2 \land \overline{x_3}) \lor (x_1 \land \overline{x_2} \land \overline{x_3}) \lor (\overline{x_1} \land x_2 \land \overline{x_3}) \lor (\overline{x_1} \land \overline{x_2} \land \overline{x_3}).$$

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- To convert e from CNF to DNF,
 - Write e in DNF based on the table.

$$e = (x_1 \land x_2 \land x_3) \lor (x_1 \land x_2 \land \overline{x_3}) \lor (x_1 \land \overline{x_2} \land \overline{x_3}) \lor (\overline{x_1} \land x_2 \land \overline{x_3}) \lor (\overline{x_1} \land \overline{x_2} \land \overline{x_3}).$$

• The procedure can be reversed to convert DNF to CNF.

Image: A mail and A

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Definition (The Satisfiability Problem)

Given a boolean expression *e* in CNF, the Satisfiability Problem (SAT) asks whether *e* is satisfiable.

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- One method to decide the problem is to try "true" and "false" for each of the *n* variables.
- There are 2ⁿ possible combinations, so the run time is exponential.
- Another method is to convert *e* from CNF to DNF, at which point the answer is obvious.
- How efficiently can we convert from CNF to DNF?

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Homework

- Section 14.1 Exercises 1, 2.
- Section 14.2 Exercises 4, 5.

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