

1 75

 $(z_1 \leftrightarrow x_1) = (x_1 + x_1) \times (x_1 + x_1) \times$ 

 $\Lambda \left( \begin{array}{c} \overline{z}_{4} & \longleftrightarrow & \overline{z}_{1} \wedge \overline{z}_{3} \\ 
\Lambda \left( \begin{array}{c} \overline{z}_{2} & \longleftrightarrow & \overline{z}_{2} \\ 
\end{array} \right)$   $\Lambda \left( \begin{array}{c} \overline{z}_{2} & \longleftrightarrow & \overline{x}_{2} \\ 
\end{array} \right)$ 

ZICOXYE~ N(E, coxxy)=~(xxxx~ZI)~(xx~yxZI)~(~YxYxZI)~(~Xx~yxZI))\_

Decision

Problem P is in NP means there is a poly-time algorithm A sit. the set of instances x of P for which answer is TES is exactly the set of instances of x sit. there exists y (poly-size) sit. A(x,y)= OK

CO-NP

Problem X is in AP means there is a poly-time algorithm A s.t. the set of instances x of X for which answer is YESNOIS exactly the set of instances of x s.t. there exists y (poly-cize) s.t. A(x,y)=OK

Ex: SAT = given 4, Letermine : f 4 has no salistying assignment

SAT & co-NP using reither for SAT (xvy) a (xv

THM: If  $X \in P$  then  $\overline{X} \in P$ Proof: Suppose  $X \in P$ . Then  $\frac{X - comP(x)}{retun}$  is a poly-lime algebra  $\overline{X}$ ,  $\overline{X} \in P$ 

THM: If P=NP then NP=(0-NP)
Proof: Suppose P=NP (ned NP=co-NP)

NP = co-NP: X & NP then X &P and X &P and X &NP and X eco-NP

CO-NP & NP :

cor: If NP \$ co-NP then P\$NP

PSPACE

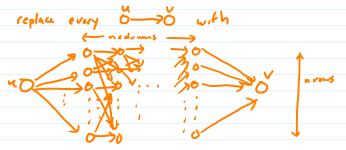
QSAT: Given 9, determine whether 3x, Vx, 3x, ... 9(x,,...,xn) is true.

AVG-PATH-LEN: Given directed G, vertices s,t, integer k, determine it aug path length s m, t > k

SEHAM-PATH SP AVG-PATH-LEN



AUG-PATH-LEN ENP? dunno, seems like not Same W/ GSAT



one s -> t HP becomes (m) paths of length (n+1)(n-1)

all other paths become & (n^n) paths of length & (n+1)(n-1)

if one HP: 11 6, then 50 many long paths in 6' that evs is > (n+1)(n-2)

PSPACE: Set of problems solvable in poly space

QSAT & PSPACE CVAL (4)

write Q x; 9'

Let 9T = 9' with x; set to T

9F = 9' with x; set to F

TT = cval (9T)

TE = cval (9T)

if Q = V and TT and TE both T

rolum T rehm T else if R= 3 and (r, or r, ) is T else relin F

AVG-PATH-CEN & PSPACE: try every permutation of values if it is a path compute long add to sum, avy = sum/count
return avy = k

P = PSPACE

NP & PSPACE CAM & PSPACE

SAT & PSPACE YXENP, X SP SAT

