

# Theory of Computer Science

## D6. Beyond NP

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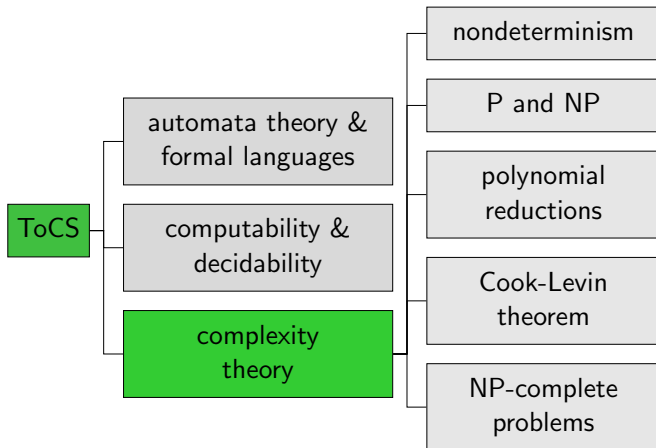
May 21, 2025 — D6. Beyond NP

D6.1 coNP

D6.2 Time and Space Complexity

D6.3 Counting

# Content of the Course



# Complexity Theory: What we already have seen

- ▶ **Complexity theory** investigates which problems are “easy” to solve and which ones are “hard”.
- ▶ two important problem classes:
  - ▶ **P**: problems that are solvable in **polynomial time** by “**normal**” **computation mechanisms**
  - ▶ **NP**: problems that are solvable in **polynomial time** with the help of **nondeterminism**
- ▶ We know that  $P \subseteq NP$ , but we do not know whether  $P = NP$ .
- ▶ Many practically relevant problems are **NP-complete**:
  - ▶ They belong to NP.
  - ▶ All problems in NP can be polynomially reduced to them.
- ▶ If there is an efficient algorithm for **one** NP-complete problem, then there are efficient algorithms for **all** problems in NP.

## D6.1 coNP

# Complexity Class coNP

## Definition (coNP)

**coNP** is the set of all languages  $L$  for which  $\bar{L} \in \text{NP}$ .

**Example:** The complement of SAT is in coNP.

# Hardness and Completeness

## Definition (Hardness and Completeness)

Let  $C$  be a complexity class.

A problem  $Y$  is called **C-hard** if  $X \leq_p Y$  for **all** problems  $X \in C$ .

$Y$  is called **C-complete** if  $Y \in C$  and  $Y$  is C-hard.

## Example (TAUTOLOGY)

The following problem **TAUTOLOGY** is coNP-complete:

**Given:** a propositional logic formula  $\varphi$

**Question:** Is  $\varphi$  valid, i.e. is it true under all variable assignments?

# Known Results and Open Questions

## Open

- ▶  $NP \stackrel{?}{=} coNP$

## Known

- ▶  $P \subseteq coNP$
- ▶ If  $X$  is NP-complete then  $\bar{X}$  is coNP-complete.
- ▶ If  $NP \neq coNP$  then  $P \neq NP$ .
- ▶ If a coNP-complete problem is in NP, then  $NP = coNP$ .
- ▶ If a coNP-complete problem is in P, then  $P = coNP = NP$ .



## D6.2 Time and Space Complexity

## Reminder: Time Complexity Classes

### Definition (Time Complexity Classes TIME and NTIME)

Let  $t : \mathbb{N} \rightarrow \mathbb{R}^+$  be a function.

The **time complexity class**  $\text{TIME}(t(n))$  is the collection of all languages that are decidable by an  $O(t)$  **time Turing machine**, and  $\text{NTIME}(t(n))$  is the collection of all languages that are decidable by an  $O(t)$  **time nondeterministic Turing machine**.

- ▶  $\text{TIME}(f)$ : all languages accepted by a **DTM** in time  $f$ .
- ▶  $\text{NTIME}(f)$ : all languages accepted by a **NTM** in time  $f$ .
- ▶  $P = \bigcup_{k \in \mathbb{N}} \text{TIME}(n^k)$
- ▶  $NP = \bigcup_{k \in \mathbb{N}} \text{NTIME}(n^k)$

# Space

- ▶ Analogously: A TM decides a language  $L$  in **space**  $f$  if the computation on every input visits at most  $f(|w|)$  tape cells besides its input on the tape.
- ▶ **SPACE**( $f$ ): all languages decided by a **DTM** in space  $f$ .
- ▶ **NSPACE**( $f$ ): all languages decided by a **NTM** in space  $f$ .

# Important Complexity Classes Beyond NP

- ▶  $\text{PSPACE} = \bigcup_{k \in \mathbb{N}} \text{SPACE}(n^k)$
- ▶  $\text{NPSPACE} = \bigcup_{k \in \mathbb{N}} \text{NSPACE}(n^k)$
- ▶  $\text{EXPTIME} = \bigcup_{k \in \mathbb{N}} \text{TIME}(2^{n^k})$
- ▶  $\text{EXPSPACE} = \bigcup_{k \in \mathbb{N}} \text{SPACE}(2^{n^k})$

Some known results:

- ▶  $\text{PSPACE} = \text{NPSPACE}$  (from Savitch's theorem)
- ▶  $\text{PSPACE} \subseteq \text{EXPTIME} \subseteq \text{EXPSPACE}$   
(at least one relationship strict)
- ▶  $\text{P} \neq \text{EXPTIME}$ ,  $\text{PSPACE} \neq \text{EXPSPACE}$
- ▶  $\text{P} \subseteq \text{NP} \subseteq \text{PSPACE}$

## D6.3 Counting

## #P

Complexity class **#P** (pronounced “Sharp P”)

- ▶ Set of functions  $f : \{0, 1\}^* \rightarrow \mathbb{N}_0$ , where  $f(n)$  is the number of accepting paths of a polynomial-time NTM

**Example (#SAT)**

The following problem **#SAT** is #P-complete:

**Given:** a propositional logic formula  $\varphi$

**Question:** Under how many variable assignments is  $\varphi$  true?

# What's Next?

contents of this course:

- A. background ✓
  - ▷ mathematical foundations and proof techniques
- B. automata theory and formal languages ✓
  - ▷ What is a computation?
- C. Turing computability ✓
  - ▷ What can be computed at all?
- D. complexity theory ✓
  - ▷ What can be computed efficiently?
- E. ~~more computability theory~~
  - ▷ Other models of computability