Theory of Computer Science

D6. Beyond NP

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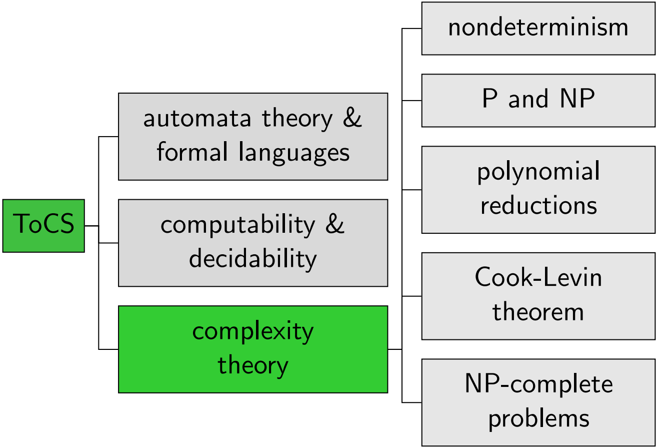
Content of the Course



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 $\bar{L} \in \mathsf{NP}$.

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 $X \leq_{\mathrm{p}} Y$ for all problems $X \in \mathrm{C}$.

Y is called C-complete if $Y \in \mathrm{C}$ and Y is C-hard.

Example (Tautology)

The following problem Tautology is coNP-complete:

Given: a propositional logic formula φ

Question: Is φ 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 $t : \mathbb{N} \to \mathbb{R}^+$ be a function.

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

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

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 it 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

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

Some known results:

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

Question: Under how many variable assignments is φ 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