# **Complexity Theory**

Lecture 11: The Space Complexity Analogue of P vs NP

Tom Gur

http://www.cl.cam.ac.uk/teaching/2324/Complexity

The key players:

```
\mathsf{L}\subseteq\mathsf{N}\mathsf{L}\subseteq\mathsf{P}\subseteq\mathsf{N}\mathsf{P}\subseteq\mathsf{P}\mathsf{SPACE}\subseteq\mathsf{N}\mathsf{P}\mathsf{SPACE}\subseteq\mathsf{EXP}\subseteq\mathsf{N}\mathsf{EXP}
```

The key players:

```
\mathsf{L}\subseteq\mathsf{N}\mathsf{L}\subseteq\mathsf{P}\subseteq\mathsf{N}\mathsf{P}\subseteq\mathsf{P}\mathsf{SPACE}\subseteq\mathsf{N}\mathsf{P}\mathsf{SPACE}\subseteq\mathsf{EXP}\subseteq\mathsf{N}\mathsf{EXP}
```

You should also know coNP, coNL, UP, R, RE, BQP (Quantum P)

The key players:

```
\mathsf{L}\subseteq\mathsf{N}\mathsf{L}\subseteq\mathsf{P}\subseteq\mathsf{N}\mathsf{P}\subseteq\mathsf{P}\mathsf{SPACE}\subseteq\mathsf{N}\mathsf{P}\mathsf{SPACE}\subseteq\mathsf{EXP}\subseteq\mathsf{N}\mathsf{EXP}
```

You should also know coNP, coNL, UP, R, RE, BQP (Quantum P)

Bonus contemporary classes: IP, SZK, BPP, FP, FNP, PCP, QMA

# Scaling up complexity results

We can scale up relations between complexity classes. For example:

 $\mathsf{L}=\mathsf{P}\implies\mathsf{PSPACE}=\mathsf{EXP}$ 

We can scale up relations between complexity classes. For example:

 $\mathsf{L}=\mathsf{P}\implies\mathsf{PSPACE}=\mathsf{EXP}$ 

**Proof:** Let  $S \in EXP$ .

We can scale up relations between complexity classes. For example:

 $L = P \implies PSPACE = EXP$ 

**Proof:** Let  $S \in EXP$ .

Then  $S' = \{x01^{2^{|x|^k}} : x \in S\} \in \mathsf{P}.$ 

We can scale up relations between complexity classes. For example:

 $L = P \implies PSPACE = EXP$ 

**Proof:** Let  $S \in EXP$ .

Then  $S' = \{x01^{2^{|x|^k}} : x \in S\} \in \mathsf{P}.$ 

Hence,  $S' \in L$ ; denote the algorithm by A.

We can scale up relations between complexity classes. For example:

 $L = P \implies PSPACE = EXP$ 

**Proof:** Let  $S \in EXP$ .

Then  $S' = \{x01^{2^{|x|^k}} : x \in S\} \in \mathsf{P}.$ 

Hence,  $S' \in L$ ; denote the algorithm by A.

Given  $x \in S$ , we can emulate  $\mathcal{A}(x01^{2^{|x|^{k}}})$  in polynomial space.

We can scale up relations between complexity classes. For example:

 $L = P \implies PSPACE = EXP$ 

**Proof:** Let  $S \in EXP$ .

Then  $S' = \{x01^{2^{|x|^k}} : x \in S\} \in \mathsf{P}.$ 

Hence,  $S' \in L$ ; denote the algorithm by A.

Given  $x \in S$ , we can emulate  $\mathcal{A}(x01^{2^{|x|^k}})$  in polynomial space. Thus  $S \in \mathsf{PSPACE}$ . We can scale up relations between complexity classes. For example:

 $L = P \implies PSPACE = EXP$ 

**Proof:** Let  $S \in EXP$ .

Then  $S' = \{x01^{2^{|x|^k}} : x \in S\} \in \mathsf{P}.$ 

Hence,  $S' \in L$ ; denote the algorithm by A.

Given  $x \in S$ , we can emulate  $\mathcal{A}(x01^{2^{|x|^k}})$  in polynomial space. Thus  $S \in \mathsf{PSPACE}$ .

A similar argument shows that if P = NP, then EXP = NEXP.

# ST-Conn and NL

Recall the st-Connectivity problem: given a *directed* graph G = (V, E) and two nodes  $s, t \in V$ , determine whether there is a path from s to t.

Recall the st-Connectivity problem: given a *directed* graph G = (V, E) and two nodes  $s, t \in V$ , determine whether there is a path from s to t. Algorithm?

Recall the st-Connectivity problem: given a *directed* graph G = (V, E) and two nodes  $s, t \in V$ , determine whether there is a path from s to t. Algorithm?

A simple search algorithm (BFS) solves it:

mark node s, leaving other nodes unmarked, and initialise set S to {s};

Recall the st-Connectivity problem: given a *directed* graph G = (V, E) and two nodes  $s, t \in V$ , determine whether there is a path from s to t. Algorithm?

A simple search algorithm (BFS) solves it:

- mark node s, leaving other nodes unmarked, and initialise set S to {s};
- while S is not empty, choose node i in S: remove i from S and for all j such that there is an edge (i, j) and j is unmarked, mark j and add j to S;

Recall the st-Connectivity problem: given a *directed* graph G = (V, E) and two nodes  $s, t \in V$ , determine whether there is a path from s to t. Algorithm?

A simple search algorithm (BFS) solves it:

- mark node s, leaving other nodes unmarked, and initialise set S to {s};
- while S is not empty, choose node i in S: remove i from S and for all j such that there is an edge (i, j) and j is unmarked, mark j and add j to S;
- 3. if t is marked, accept else reject.

Recall the st-Connectivity problem: given a *directed* graph G = (V, E) and two nodes  $s, t \in V$ , determine whether there is a path from s to t. Algorithm?

A simple search algorithm (BFS) solves it:

- mark node s, leaving other nodes unmarked, and initialise set S to {s};
- while S is not empty, choose node i in S: remove i from S and for all j such that there is an edge (i, j) and j is unmarked, mark j and add j to S;
- 3. if t is marked, accept else reject.

Recall the st-Connectivity problem: given a *directed* graph G = (V, E) and two nodes  $s, t \in V$ , determine whether there is a path from s to t. Algorithm?

A simple search algorithm (BFS) solves it:

- mark node s, leaving other nodes unmarked, and initialise set S to {s};
- while S is not empty, choose node i in S: remove i from S and for all j such that there is an edge (i, j) and j is unmarked, mark j and add j to S;
- 3. if t is marked, accept else reject.

Complexity:  $O(n^2)$  time, O(n) space.

We can construct a (DFS-based) algorithm to show that the  $\ensuremath{\mathsf{st-Conn}}$  is in NL:

We can construct a (DFS-based) algorithm to show that the st-Conn is in NL:

1. write the index of node *s* in the work space;

We can construct a (DFS-based) algorithm to show that the st-Conn is in NL:

- 1. write the index of node *s* in the work space;
- 2. for *i*, the index currently written on the work space:

We can construct a (DFS-based) algorithm to show that the  $\ensuremath{\text{st-Conn}}$  is in NL:

- 1. write the index of node *s* in the work space;
- 2. for *i*, the index currently written on the work space:

2.1 if i = t then accept, else guess an index j (log n bits) and write it on the work space.

We can construct a (DFS-based) algorithm to show that the  $\ensuremath{\text{st-Conn}}$  is in NL:

- 1. write the index of node *s* in the work space;
- 2. for *i*, the index currently written on the work space:

2.1 if *i* = *t* then accept, else guess an index *j* (log *n* bits) and write it on the work space.
2.2 if (*i*, *j*) is not an edge, reject, else replace *i* by *j* and return to (2).

We can construct a (DFS-based) algorithm to show that the  $\ensuremath{\text{st-Conn}}$  is in NL:

- 1. write the index of node *s* in the work space;
- 2. for *i*, the index currently written on the work space:

2.1 if *i* = *t* then accept, else guess an index *j* (log *n* bits) and write it on the work space.
2.2 if (*i*, *j*) is not an edge, reject, else replace *i* by *j* and return to (2).

We can construct a (DFS-based) algorithm to show that the  $\ensuremath{\mathsf{st-Conn}}$  is in NL:

- 1. write the index of node *s* in the work space;
- 2. for *i*, the index currently written on the work space:

2.1 if *i* = *t* then accept, else guess an index *j* (log *n* bits) and write it on the work space.
2.2 if (*i*, *j*) is not an edge, reject, else replace *i* by *j* and return to (2).

When in vertex i, the algorithm tries all possible indices j in parallel.

We can construct a (DFS-based) algorithm to show that the  $\ensuremath{\mbox{st-Conn}}$  is in NL:

- 1. write the index of node *s* in the work space;
- 2. for *i*, the index currently written on the work space:

2.1 if *i* = *t* then accept, else guess an index *j* (log *n* bits) and write it on the work space.
2.2 if (*i*, *j*) is not an edge, reject, else replace *i* by *j* and return to (2).

When in vertex i, the algorithm tries all possible indices j in parallel. For edges (i,j), the computation can continue.

We can construct a (DFS-based) algorithm to show that the st-Conn is in NL:

- 1. write the index of node *s* in the work space;
- 2. for *i*, the index currently written on the work space:

2.1 if *i* = *t* then accept, else guess an index *j* (log *n* bits) and write it on the work space.
2.2 if (*i*, *j*) is not an edge, reject, else replace *i* by *j* and return to (2).

When in vertex i, the algorithm tries all possible indices j in parallel. For edges (i,j), the computation can continue.

If there is a path from s to s, there will be a computation that visits all the nodes on that path.

#### st-conn is NL-complete

The problem st-conn is in NL. Is it also NL-complete?

#### **Definition (Logspace Reductions)** We write

#### $A \leq_L B$

if there is a reduction f of A to B that is computable by a deterministic Turing machine using  $O(\log n)$  workspace

#### **Definition (Logspace Reductions)** We write

#### $A \leq_L B$

if there is a reduction f of A to B that is computable by a deterministic Turing machine using  $O(\log n)$  workspace

#### **Definition (Logspace Reductions)** We write

#### $A \leq_L B$

if there is a reduction f of A to B that is computable by a deterministic Turing machine using  $O(\log n)$  workspace

We saw last lecture an outline for the proof that st-Conn is in NL:

• Start with an NL machine.

#### **Definition (Logspace Reductions)** We write

#### $A \leq_L B$

if there is a reduction f of A to B that is computable by a deterministic Turing machine using  $O(\log n)$  workspace

We saw last lecture an outline for the proof that st-Conn is in NL:

- Start with an NL machine.
- Construct its configuration graph.

#### **Definition (Logspace Reductions)** We write

#### $A \leq_L B$

if there is a reduction f of A to B that is computable by a deterministic Turing machine using  $O(\log n)$  workspace

We saw last lecture an outline for the proof that st-Conn is in NL:

- Start with an NL machine.
- Construct its configuration graph.
- Run an st-Conn algorithm and accept iff it accepted.

# L vs NL

**Theorem (Savitch's Theorem)** st-Conn can be solved by a deterministic algorithm in  $O((\log n)^2)$  space.

**Theorem (Savitch's Theorem)** st-Conn can be solved by a deterministic algorithm in  $O((\log n)^2)$  space.

**Theorem (Savitch's Theorem)** *st-Conn* can be solved by a deterministic algorithm in  $O((\log n)^2)$  space.

Consider the following recursive algorithm for determining whether there is a path from a to b of length at most i.

An  $O((\log n)^2)$  space st-Conn deterministic algorithm:

An  $O((\log n)^2)$  space st-Conn deterministic algorithm:

Path(a, b, i)

An  $O((\log n)^2)$  space st-Conn deterministic algorithm:

Path(a, b, i)

if i = 1:

An  $O((\log n)^2)$  space st-Conn deterministic algorithm:

Path(a, b, i)

if i = 1:

1. if (a, b) is an edge or a = b accept

An  $O((\log n)^2)$  space st-Conn deterministic algorithm:

#### Path(a, b, i)

- if i = 1:
  - 1. if (a, b) is an edge or a = b accept
  - 2. else reject

An  $O((\log n)^2)$  space st-Conn deterministic algorithm:

#### Path(a, b, i)

- if i = 1:
  - 1. if (a, b) is an edge or a = b accept
  - 2. else reject

An  $O((\log n)^2)$  space st-Conn deterministic algorithm:

#### Path(a, b, i)

if i = 1:

- 1. if (a, b) is an edge or a = b accept
- 2. else reject

else (if i > 1), for each vertex v, check:

An  $O((\log n)^2)$  space st-Conn deterministic algorithm:

#### Path(a, b, i)

if i = 1:

- 1. if (a, b) is an edge or a = b accept
- 2. else reject

else (if i > 1), for each vertex v, check:

1. Path( $a, v, \lfloor i/2 \rfloor$ )

An  $O((\log n)^2)$  space st-Conn deterministic algorithm:

Path(a, b, i)

if i = 1:

- 1. if (a, b) is an edge or a = b accept
- 2. else reject

else (if i > 1), for each vertex v, check:

- 1. Path( $a, v, \lfloor i/2 \rfloor$ )
- 2. Path( $v, b, \lceil i/2 \rceil$ )

An  $O((\log n)^2)$  space st-Conn deterministic algorithm:

Path(a, b, i)

if i = 1:

- 1. if (a, b) is an edge or a = b accept
- 2. else reject

else (if i > 1), for each vertex v, check:

- 1. Path( $a, v, \lfloor i/2 \rfloor$ )
- 2. Path( $v, b, \lceil i/2 \rceil$ )

An  $O((\log n)^2)$  space st-Conn deterministic algorithm:

Path(a, b, i)

if i = 1:

- 1. if (a, b) is an edge or a = b accept
- 2. else reject

else (if i > 1), for each vertex v, check:

- 1. Path( $a, v, \lfloor i/2 \rfloor$ )
- 2. Path( $v, b, \lceil i/2 \rceil$ )

if such an v is found, then accept, else reject.

An  $O((\log n)^2)$  space st-Conn deterministic algorithm:

Path(a, b, i)

if i = 1:

- 1. if (a, b) is an edge or a = b accept
- 2. else reject

else (if i > 1), for each vertex v, check:

- 1. Path( $a, v, \lfloor i/2 \rfloor$ )
- 2. Path( $v, b, \lceil i/2 \rceil$ )

if such an v is found, then accept, else reject.

The maximum depth of recursion is  $\log n$ , and the number of bits of information kept at each stage is  $3 \log n$ .

The space efficient algorithm for reachability used on the configuration graph of a nondeterministic machine shows:

 $\mathsf{NSPACE}(f) \subseteq \mathsf{SPACE}(f^2)$ 

for  $f(n) \ge \log n$ .

The space efficient algorithm for reachability used on the configuration graph of a nondeterministic machine shows:

 $\mathsf{NSPACE}(f) \subseteq \mathsf{SPACE}(f^2)$ 

for  $f(n) \ge \log n$ .

This yields

PSPACE = NPSPACE = co-NPSPACE.

A still more clever algorithm for Reachability has been used to show that nondeterministic space classes are closed under complementation:

A still more clever algorithm for Reachability has been used to show that nondeterministic space classes are closed under complementation:

If  $f(n) \ge \log n$ , then

NSPACE(f) = co-NSPACE(f)

A still more clever algorithm for Reachability has been used to show that nondeterministic space classes are closed under complementation:

If  $f(n) \ge \log n$ , then

NSPACE(f) = co-NSPACE(f)

In particular

NL = co-NL.

# Bonus: Zero-Knowledge Proofs