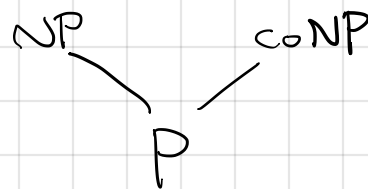


30 March 2018

Panorama of complexity classes.

Π
A decision problem Π belongs to coNP
iff \exists a verifier V such that
 $\Pi(x) = \text{no} \Rightarrow \exists y \ V(x, y) = \text{yes}$
 $\Pi(x) = \text{yes} \Rightarrow \nexists y \ V(x, y) = \text{yes}$



Equivalently $\Pi \in \text{coNP}$ iff $\neg \Pi \in \text{NP}$ where $\neg \Pi$ is the decision problem "output the negation of $\Pi(x)$."

E.g. Unsatisfiability = "Does this formula have no satisfying truth assignments?"

Does every unsatisfiable formula have a short, efficiently verifiable proof of unsatisfiability?

Does NP equal coNP ?

If $P = \text{NP}$ then $\text{NP} = \text{coNP}$.

Most computer scientists believe $\text{NP} \neq \text{coNP}$ and $P \neq \text{NP} \cap \text{coNP}$.

A problem in $\text{NP} \cap \text{coNP}$ but not known to be in P .

"Parity Games": given a directed graph with distinct integer labels on vertices. Alice & Bob play a game where they start at node s , make alternating moves along directed edges, Alice moves first, winner is Alice if the lowest-numbered node that gets visited ∞ often is even-numbered, Bob wins if it's odd.

Given a parity game, can Alice force a win?
Fastest known algorithm is "quasi-polynomial" time

$n^{\log^c(n)}$ for some constant $c < \infty$.

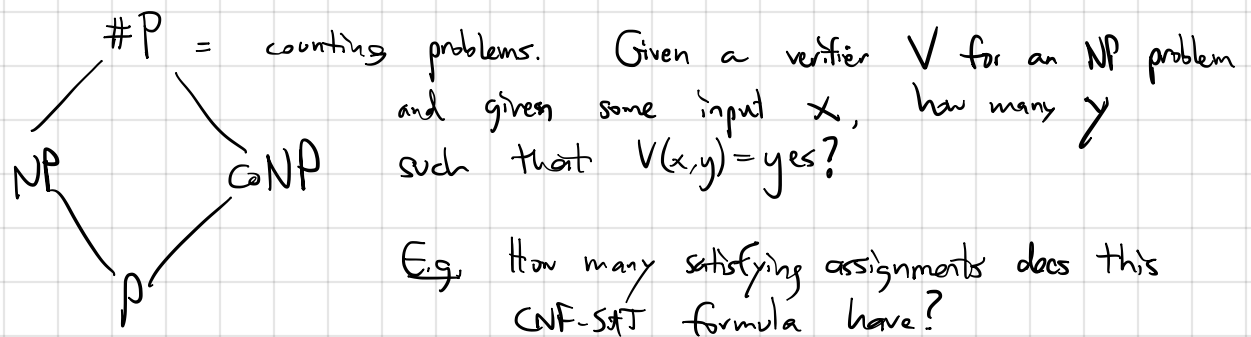
Another $\text{NP} \cap \text{coNP}$ problem: knot triviality.

Given a diagram like this...



determine if the 3-D curve represented by the diagram can be "unknotted" without breaking the loop.

Another problem that is $\text{NP} \cap \text{coNP}$: PRIMALITY. As of 2003, known to be in P .



#P believed to be much harder than NP.

Interesting facts: counting # of perfect matchings in a bipartite graph is #P-complete.

Whereas counting spanning trees of a graph has a polynomial algorithm.

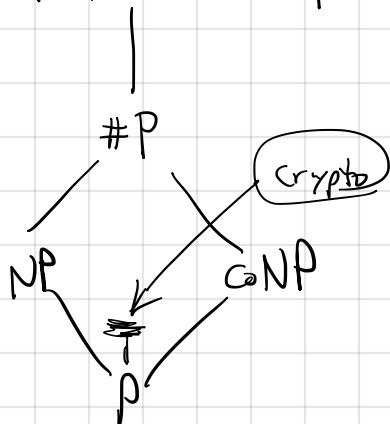
Importance: Computing probabilities of complex events.

Given a network whose edges "fail" independently with failure probability $p(e)$ on edge e , what is the probability of a network partition? (Set of failures that disconnect the graph.)

Called "network reliability" problem. #P-complete.

Many other such examples from machine learning.
(E.g. marginalization in graphical models.)

PSPACE = problems that can be solved in polynomial space.



Importance: complexity of solving 2-player combinatorial games.
Complexity of many "dynamic programming" problems of importance in OR.

Below P:

