

# The Unfeasible General Formula for P vs NP

A Conceptual Framework on Conditional Subsets, Infinite Formulas, and Non-Reversibility

**This is purely theoretical and conceptual; no formal proof is claimed.**

Yuhendra Rizwan Shah

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## Abstract

This work presents a conceptual exploration of a general formula for P vs NP, based on the following assumptions:

- A general formula for P vs NP must, *in principle*, contain *every possible algorithm and method* to solve every problem instance.
- Since each problem can have infinitely many solutions or approaches, the full set of solution methodologies,  $\mathcal{S}$ , is hypothesized to have cardinality  $\geq 2^{\aleph_0}$ , making the General Formula  $G$  **too immense to be fully represented or computed by macro-scale physics**.
- Only **conditional or selective subsets** ( $\mathcal{C}_P \subset G$ ) are activated for specific problem instances  $P$ ; inactive variables are effectively set to zero.
- Finite problems can yield finite results because only the relevant subset is activated.
- **Full utilization of  $G$**  requires an infinitely large set of problems—including repeated instances—since each problem can be solved in infinitely many ways.
- A new conceptual class, NNP (Non-reversible NP), is introduced, characterized by **non-injective** (many-to-one) mappings, where reconstructing the input from the output is computationally infeasible.

This framework provides a conceptual bridge connecting computational complexity, fractal geometry, and theoretical physics.

*Purpose: To provide a theoretical and quantitative exploration of P vs NP across mathematics, science, and physics, aiding future research with reference.*

# Contents

<b>1</b>	<b>P vs NP: Assumptions for a General Formula</b>	<b>3</b>
1.1	Conditional Activation of Subsets . . . . .	3
1.2	Fractals and Complexity . . . . .	3
1.3	Full Utilization . . . . .	3
<b>2</b>	<b>Formalizing the General Formula</b>	<b>3</b>
2.1	Definitions . . . . .	3
2.2	Representation Examples . . . . .	3
2.2.1	Algebraic . . . . .	3
2.2.2	Numerical . . . . .	4
2.2.3	Geometric . . . . .	4
2.2.4	Set-theoretic . . . . .	4
2.2.5	Computational / NP-type . . . . .	4
2.2.6	Combinatorial / Coordinate . . . . .	4
<b>3</b>	<b>A New Proposal: P vs NP vs NNP</b>	<b>5</b>
3.1	Conceptual Hierarchy . . . . .	5
3.2	Binary Example (NNP) . . . . .	5
3.3	Defining NNP Problems . . . . .	5
<b>4</b>	<b>Discussion</b>	<b>6</b>
<b>5</b>	<b>Conclusion</b>	<b>6</b>

# 1 P vs NP: Assumptions for a General Formula

**General Formula Assumption:** We hypothesize a General Formula  $G$ , a conceptual operator capable of solving *every* computational problem:

$$G : \mathcal{P} \rightarrow \mathcal{S},$$

where  $\mathcal{P}$  is the set of all possible problems and  $\mathcal{S}$  contains every conceivable algorithm, solution method, or formula.  $G$  is **infinitely large**, containing all possible solution branches and approaches.

## 1.1 Conditional Activation of Subsets

For a finite problem instance  $P \in \mathcal{P}$ , only a **conditional subset**  $\mathcal{C}_P \subset G$  is activated. All other variables remain zero, ensuring finite outputs. For example, in  $x+y+z+z^2+z^3+\dots$ , if the problem involves only  $x$  and  $y$ , then  $z$  and its powers do not contribute.

## 1.2 Fractals and Complexity

Conditional subsets  $\mathcal{C}_P$  can be visualized as fractal-like structures embedded in the manifold of  $G$ . Each activated subset corresponds to the solution with minimal Big-O complexity, while inactive variables remain zero. This illustrates how infinite structures yield finite, computable results.

## 1.3 Full Utilization

The entire structure of  $G$  is activated only over an infinite sequence of problem instances, revealing all solution branches. Finite problems activate only relevant paths, maintaining computational feasibility.

# 2 Formalizing the General Formula

## 2.1 Definitions

- **Set of All Problems ( $\mathcal{P}$ ):** Includes all P, NP, and hypothetical higher complexity classes.
- **Set of Solution Methodologies ( $\mathcal{S}$ ):** All conceivable algorithms, formulas, and methods.  $|\mathcal{S}| \geq 2^{\aleph_0}$ .
- **General Formula ( $G$ ):** Maps problems to all possible solutions, i.e.,  $G : \mathcal{P} \rightarrow \mathcal{S}$ .
- **Conditional Subset ( $\mathcal{C}_P$ ):** For a problem  $P$ ,  $\mathcal{C}_P \subset G$  contains only the methods relevant to  $P$ . All elements in  $G \setminus \mathcal{C}_P$  are zero.

## 2.2 Representation Examples

### 2.2.1 Algebraic

Infinite series  $x + y + z + z^2 + z^3 + \dots$  demonstrates how finite problems activate only specific variables.

### 2.2.2 Numerical

$$1 = \frac{2}{2}, \quad 1 = \sqrt{1}, \quad 1 = \sin^2(\pi/2) + \cos^2(\pi/2), \quad 1 = \sum_{k=0}^0 k^0, \dots$$

Each representation belongs to  $G$ ; finite problems select a relevant  $\mathcal{C}_P$ .

### 2.2.3 Geometric

- 1D line segment: multiple representations.
- 2D shapes (triangle, square): edges, rotations, and transformations.
- 3D shapes (cube, tetrahedron): coordinates, volumes, combinatorial arrangements.

### 2.2.4 Set-theoretic

For  $S = \{a, b, c\}$ ,  $G$  contains all subsets, unions, intersections, and power sets. Conditional activation selects relevant subsets.

### 2.2.5 Computational / NP-type

- Base-3 counting: count numbers of length  $n$  satisfying a property  $P$ ; irrelevant numbers contribute zero.
- Graph coloring: 3 nodes, 3 colors; only valid colorings activated.

### 2.2.6 Combinatorial / Coordinate

2D grids illustrate multiple paths.  $G$  contains infinitely many formulas, only relevant ones are active.

### 3 A New Proposal: P vs NP vs NNP

**Speculative Idea:** NNP (Non-reversible NP) extends NP by emphasizing non-injective mappings, where input reconstruction is infeasible.

#### 3.1 Conceptual Hierarchy

- **P problems:** Efficiently solvable. Mapping may be injective; minimal activation subset  $\mathcal{C}_P$ .
- **NP problems:** Solutions verifiable efficiently. Mapping reversible in principle but may require large  $\mathcal{C}_P$ .
- **NNP problems:** Highly non-injective ( $f : I \rightarrow O$ ). Even with known output, reconstructing input is computationally infeasible; subset  $\mathcal{C}_P$  cannot easily yield inverse mapping.

*This classification uses conditional subset activation from  $G$  to distinguish NNP problems from  $P$  and  $NP$ .*

#### 3.2 Binary Example (NNP)

Problem: Count 0s and 1s in a binary string of length  $n$ .

- Forward: Output  $(n_0, n_1)$  computed linearly; minimal  $\mathcal{C}_P$  activated.
- Reverse:  $\binom{n}{n_1}$  strings produce same output. Exponentially many possibilities; reconstructing input infeasible.
- Conclusion: Illustrates non-injective, many-to-one property defining NNP.  $G$  contains all  $\binom{n}{n_1}$  possibilities.

#### 3.3 Defining NNP Problems

1. Identify the output: number, set, graph, string, etc.
2. Examine forward computability: feasible with activated subset  $\mathcal{C}_P$ .
3. Test non-reversibility: reconstructing input requires exponential resources; multiple inputs map to same output.
4. Map to  $G$ : conceptualize all possible solutions; activate  $\mathcal{C}_P$  for instance.
5. Classify: Label as NNP if conditions met. Hierarchy:

$$P \subset NP \subset NNP$$

*Example: Counting 0s and 1s in a string illustrates NNP: easy forward computation, infeasible reverse reconstruction.*

*This classification ties back to the general formula, linking conditional subset activation to  $P$ ,  $NP$ , and  $NNP$ .*

## 4 Discussion

- The general formula  $G$  is an abstract, infinitely large structure, not meant to be physically realized.
- Conditional subsets  $\mathcal{C}_P$  explain why finite problems are solvable within  $G$ .
- NNP highlights a conceptual layer beyond NP, emphasizing non-reversibility.
- Connections to fractals, dimensionality, and combinatorial explosion illustrate how infinite structures yield finite, computable outputs.
- Future work could formalize metrics for subset activation, map fractal dimensions to computational complexity, or explore implications for cryptography and irreversible processes.

## 5 Conclusion

This paper proposes a conceptual framework unifying:

- A general formula  $G$  containing all possible solutions for all problems.
- Conditional subsets  $\mathcal{C}_P$  explaining finite computation.
- A new class NNP, highlighting non-reversibility and many-to-one mappings.

The framework is theoretical, exploratory, and purely conceptual, offering a foundation for further investigation into P vs NP, non-reversibility, and computational complexity.

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