

- For deterministic classes, $\mathcal{C} = \text{co-}\mathcal{C}$.
- P is considered the only *tractable* complexity class.
- **Satisfiability** and **validity** are complementary problems, hence determining that satisfiability is in \mathcal{C} immediately implies that validity is in $\text{co-}\mathcal{C}$, and vice versa.
- SAVITCH, W. J. (1970), Relationship between nondeterministic and deterministic tape complexities, J. Comput. System Sci. 4, 177-192.: $\text{PSPACE} = \text{NPSPACE}$
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- PSPACE and EXPTIME are deterministic complexity classes, co-PSPACE is identical to PSPACE and co-EXPTIME is identical to EXPTIME

$$\begin{array}{ccccccc} \text{P} & \subseteq & \text{NP} & \subseteq & \text{PSPACE} = \text{NSPACE} & \subseteq & \text{EXPTIME} \subseteq \text{NEXPTIME} \\ & & & & & & \uparrow \cap \\ \text{ELEM} & \dots & \supseteq & \text{N2EXPTIME} & \supseteq & \text{2EXPTIME} & \supseteq \text{EXPSpace} \end{array}$$

$$\begin{array}{ccccccc} & & & & \neq & & \\ & \text{P} & \subseteq & \text{NP} & \subseteq & \text{PSPACE} & \subseteq \text{EXPTIME} \end{array}$$

K4 is complete w.r.t. the class of all *transitive* Kripke frames, and also complete w.r.t. the class of all *irreflexive, transitive* Kripke frames. That is, $\mathbf{K4} = \text{Log } \mathbf{F}^{\text{tran}} = \text{Log } \mathbf{F}^{\text{irref,tran}}$.

Table 1: The complexity of the *satisfiability* problem for modal logics.

NP-complete	PSPACE-complete	EXPTIME-complete	NEXPTIME-complete	undecidable
PL , S5 , KD45	K_n , T_n , S4_n , $n \geq 1$	K_n^C , T_n^C , $n \geq 1$		
	S5_n , KD45_n , $n \geq 2$	S4_n^C , S5_n^C , KD45_n^C , $n \geq 2$		
NEXT(S4.3)	QBF	PDL		
		K^{E,A}		
			S5 \times S5 , S5 \times K	
				S5ⁿ for $n \geq 3$,
	LTL			
$n \times n$ tiling (n in unary)			$n \times n$ tiling (n in binary)	$\mathbb{N} \times \mathbb{N}$ tiling

- Cf. [Halpern and Moses, 1992, Table 1, p. 350]
- **PL**: propositional logic.
- **QBF**: the logic of quantified Boolean formulas.
- **PDL**: propositional dynamic logic.
- In the unary numeral system, 0 is represented by the empty string ϵ , numbers 1, 2, 3, ... are represented in unary as 1, 11, 111, ...
- C : the logic with common knowledge operator
- D : adding distributed knowledge (intersection operator) to the language does not affect the complexity
- in these cases of single-agent for **S4^C**, **S5^C** and **KD45^C**, common knowledge reduces to knowledge.
- NEXT(**S4.3**): any (consistent) normal extension of **S4.3**.
Hemaspaandra's Theorem: every normal logic extending **S4.3** is NP-complete.
- **K^{E,A}**: the expansion of modal logic **K** with the universal modality.
- **LTL**: propositional (linear) temporal logic with four temporal operators, \bigcirc (next), \Diamond (future / eventually), \Box (always) and U (until).

1 Tiling problems

A *tile* T is a 1×1 square fixed in orientation with colored edges $right(T), left(T), up(T)$ and $down(T)$ taken from some denumerable set.

A *tiling problem* takes the following form:

given a finite set \mathfrak{T} of tile types, can we cover a **certain part** of $\mathbb{Z} \times \mathbb{Z}$, using only tiles of this type, in such a way that adjacent tiles have the same color on the common edge.

There are some tiling problems:

1. $\mathbb{N} \times \mathbb{N}$ tiling.

Given a finite set \mathfrak{T} of tiles, can \mathfrak{T} tile $\mathbb{N} \times \mathbb{N}$?

The $\mathbb{N} \times \mathbb{N}$ tiling problem is undecidable, it is *re-complete*.