

On the (Non) NP-Hardness of Computing Circuit Complexity

Cody D. Murray and Ryan Williams

presented by Radek Hušek

Complexity ZOO

Complexity class	Characterization
P	polytime deterministic algorithms
RP	polytime randomized algorithms with bounded one-size error ¹
BPP	polytime randomized algorithms with bounded two-size error
ZPP	randomized algorithms with average polytime complexity
AC0	polysize circuits with unbounded fan-in and constant depth ²
AC0[m]	AC0 + “mod m ” gates
E	$\text{TIME}(2^{O(n)})$
EXP	$\text{TIME}(2^{n^{O(1)}})$ deterministic algorithms
P/poly	polytime with polynomial advise

The “N” prefix denotes non-deterministic variant of given complexity class: Input of non-deterministic algorithm is (except instance of given problem) a “certificate”. For every YES-instance there exists certificate which makes algorithm answer yes, and for NO-instance no certificate can convince algorithm to answer yes.

Given complexity class C , language L belongs into class i. o.- C (infinitely often) iff $L \cap \{0, 1\}^n = L' \cap \{0, 1\}^n$ for some $L' \in C$ and infinitely many n , and $\text{co}C := \{L : \bar{L} \in C\}$.

Minimum Circuit Size Problem Complexity

Definition 1. *The MINIMUM CIRCUIT SIZE PROBLEM (MCSP):*

Input is (T, k) where $T \in \{0, 1\}^n$ is truth-table of boolean function on $\log_2 n$ variables and $k \in \mathbb{N}$ (encoded binary or unary). Output is YES if there is circuit of complexity³ at most k which evaluates function T , and NO otherwise.

We’re encoding MCSP as string Tx , where $|T| = \max_{n \in \mathbb{N}} \{2^n < |Tx|\}$ and x is binary encoding of parameter k .⁴

We will use machine model with random access to input such as random-access Turing machine.

¹Only false-negatives.

²We allow only AND, OR and NOT gates.

³Complexity of is circuit is number of its gates and we’re allowed to use AND, OR and NOT gates with fan-in at most 2.

⁴This encoding limits possible values of k but it’s not a problem because every Boolean function on n variables has circuit complexity at most $(1 + o(1))2^n/n$ (Lupanov 59).

Definition 2. An algorithm $R : \Sigma^* \times \Sigma^* \rightarrow \{0, 1, *\}$ is $\text{TIME}(t(n))$ **reduction** from L to L' if there is constant $c \geq 0$ such that $\forall x \in \Sigma^*$:

- $R(x, i)$ runs in $O(t(|x|))$ for all $i \in \{0, 1\}^{\lceil 2^c \log_2 |x| \rceil}$,
- There is an $l_x \leq |x|^c + c$ such that $R(x, i) \in \{0, 1\}$ for all $i \leq l_x$ and $R(x, i) = *$ for all $i > l_x$, and
- $x \in L \Leftrightarrow R(x, 1)R(x, 2) \dots R(x, l_x) \in L'$.

Proposition 3 (Skyum & Valiant 85; Papadimitriou & Yannakakis 86). *SAT, Vertex Cover, Independent Set, Hamiltonian Path and 3-Coloring are NP-complete under $\text{TIME}(\text{poly}(\log(n)))$ reductions.*

Theorem 4. *For every $\delta < \frac{1}{2}$, there is no $\text{TIME}(n^\delta)$ reduction from PARITY to MCSP. Hence MCSP is not $\text{AC0}[2]$ -hard under $\text{TIME}(n^\delta)$ reductions.*

Theorem 5. *If MCSP is NP-hard under polytime reductions, then $\text{EXP} \neq \text{NP} \cap \text{P}_{/\text{poly}}$. Consequently $\text{EXP} \neq \text{ZPP}$.*

Theorem 6. *If MCSP is NP-hard under logspace reductions, then $\text{PSPACE} \neq \text{ZPP}$.*

Theorem 7. *If MCSP is NP-hard under logtime-uniform AC0 reductions, then $\text{NP} \not\subseteq \text{P}_{/\text{poly}}$ and $\text{E} \not\subseteq \text{i. o. -SIZE}(2^{\delta n})$ for some $\delta > 0$. As consequence $\text{P} = \text{BPP}$.*

Proofs

Lemma 8 (Williams 2013). *There is a universal $c \geq 1$ such than for any binary string T and any substring S of T , $\text{CC}(f_S) \leq \text{CC}(f_T) + c \log |T|$.*

Theorem 9 (Håstad 86). *For every $k \geq 2$, PARITY cannot be computed by circuits with AND, OR and NOT gates of depth k and size $2^{o(n^{1/(k-1)})}$.*

Definition 10 (Cabanets & Cai 2000). *A reduction from language L to MCSP is **natural** if the size of all output instances and the size parameters k depend only on length of the input to the reduction.*

Claim 11. *Let $\varepsilon > 0$. If there is $\text{TIME}(n^{1-\varepsilon})$ reduction from PARITY to MCSP, then there is $\text{TIME}(n^{1-\varepsilon} \log^2 n)$ natural reduction from PARITY to MCSP. Furthermore, the value of k in this natural reduction is $O(n^{1-\varepsilon} \text{poly}(\log(n)))$.*

Claim 12. *If there is a $\text{TIME}(n^{1-\varepsilon})$ reduction from PARITY to MCSP, then there is a $\Sigma_2 \text{TIME}(n^{1-\varepsilon} \text{poly}(\log(n)))$ algorithm for PARITY.*

Theorem 13. *If every sparse language in NP has polytime reduction to MCSP, then $\text{EXP} \subseteq \text{P}_{/\text{poly}} \Rightarrow \text{EXP} = \text{NEXP}$.*