

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

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## Complexity ZOO

Complexity class	Characterization
P	polytime deterministic algorithms
RP	polytime randomized algorithms with bounded one-size error <sup>1</sup>
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 <sup>2</sup>
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 complexity<sup>3</sup> 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  $k$ .<sup>4</sup>

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

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<sup>1</sup>Only false-negatives.

<sup>2</sup>We allow only AND, OR and NOT gates.

<sup>3</sup>Complexity 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.

<sup>4</sup>This 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  $\text{AC0}$  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  $\text{EXP} \subseteq \text{P}_{/\text{poly}} \Rightarrow \text{EXP} = \text{NEXP}$ .*