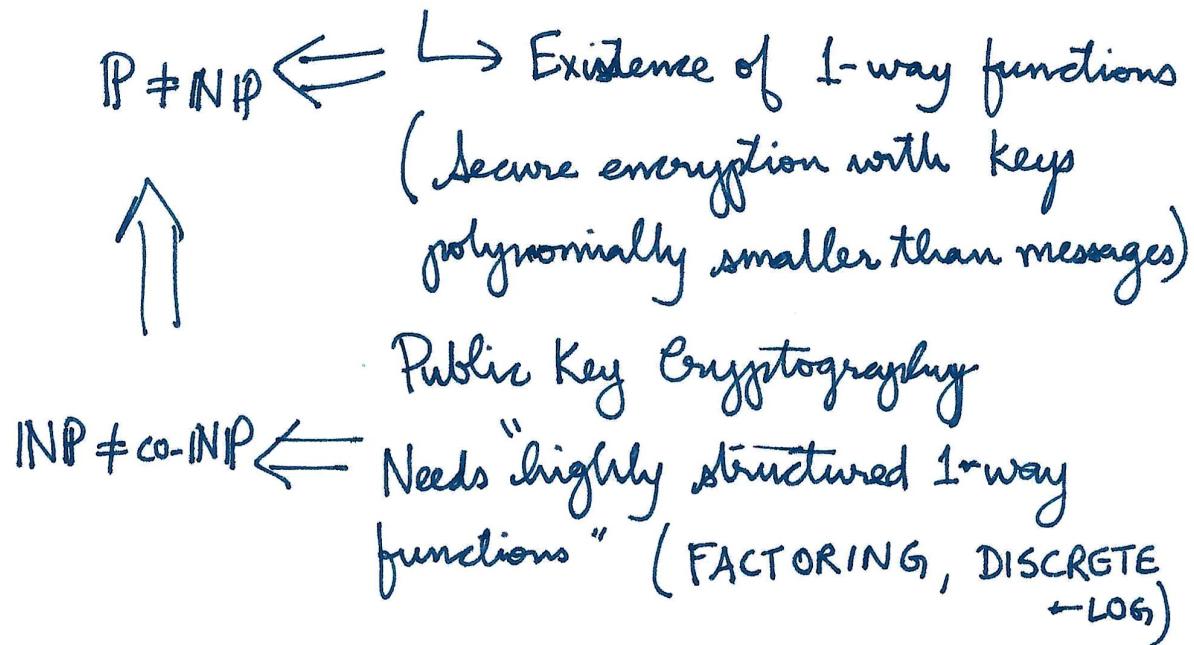


Impagliazzo's Five Worlds

P vs NP and Cryptography



(1) Algorithmica: $P = NP$

No cryptography. But amazing algorithms.

Non-determinism can be efficiently simulated.

2) Heuristica: $P \neq NP$ but NP is "easy on average".

If

~~A 1-way implies that~~ NP problems can be solved (efficiently) on "random" inputs, then 1-way functions do not exist.

[Levin] Theory of average-case complexity

Maybe $P \neq NP$ (for $L \in NP$, hard inputs exist).

~~Contra~~ Maybe coming up with hard inputs is itself hard!
(det.)

Let A be an algorithm that solves/decides an NP language L .

$$\forall D \quad \boxed{\mathbb{E}_{\substack{x \sim D \\ x \in \{0,1\}^n}} [\text{running time of } A \text{ on } x] \leq n^c}$$

distribution of inputs

Furthermore D is "poly-time" samplable: samples for D can be generated in polynomial time.

Then $L \in \text{dist } P$

Maybe $\text{dist } NP \subseteq \text{dist } P$.

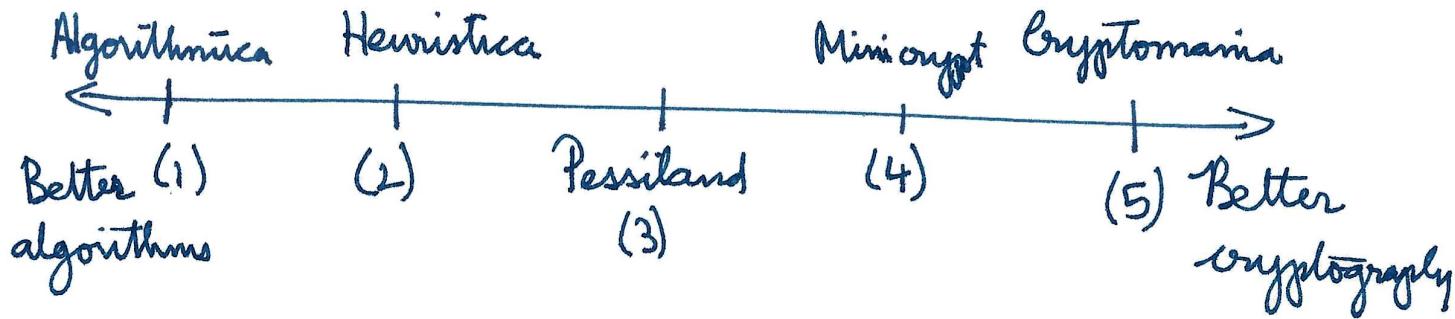
If 1-way fns. exist, $\text{dist } NP \not\subseteq \text{dist } P$.

(2) Heuristica: $P \neq NP$ but $\text{dist } NP = \text{dist } P$

1-way fns. do not exist. No cryptography.

But we can "practically" solve any NP problem.

(Random SAT: choose 3CNF randomly. One can generate seemingly hard instances for any solver.)



5) Cryptomania: FACTORING is hard (not solvable in polynomial time). (^{we think} $\text{NP} \neq \text{co-NP}$)

We think we live in this world.

Public key crypto, PRGs, etc.

But algorithms are "weak" against NP problems.

4) Minicrypt: FACTORING is easy (maybe $\text{NP} \cap \text{co-NP}$ = P)
No Public-Key Crypto, as far as we know

But one-way fns. exist.

PRGs, secure encryption with poly. smaller keys

3) Pessiland: $\text{dist P} \neq \text{dist NP}$ & one-way fns. do not exist.

No algorithmic benefits, no crypto

Can we rule out Pessiland?

Quantum computing

[Shor'94] A quantum computer can factorize integers (suitable) in polynomial time.
 $BQP \leftarrow$ poly time quantum algorithm.

$$\underline{BPP = BQP} \quad (\text{Church-Turing thesis extended})$$

FACTORING & BPP

Quantum computers can be physically built.

Shor's algorithm requires a specific kind of quantum computer (NOT adiabatic, which is what most startups are building).

Levin & Goldreich: Shor's algorithm requires measurement of "superposition" (and other physical quantities) at a precision far far beyond our (current) capacities.

FACTORING : best algorithm

$$(N = \text{size } \boxed{\log_2 N} = n)$$

$$2^{[(\log N)^{1/3} \dots]} \quad \leftarrow \text{Subexponential!}$$

$$2^{n^{1/3}}$$

$$2^n$$

$$2^{dn} \quad \text{constant}$$

SAT : The best algorithms are

Graph Isomorphism : [Babai'16] Algorithm runtime $n^{\text{poly}(\log n)}$.

What is the optimal running time for SAT?

It is $\geq 2^{\alpha n}$: ETH (Exponential Time Hypothesis)

For k-SAT, runtime
as $k \rightarrow \infty$

$$\geq 2^n$$

SETH (Strong ETH)

(upto poly factors)

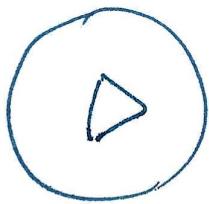
Fine-grained Complexity

Complexity within P : Depends on RAM model vs TMs

RAM model, and linear time reductions.

If there are subquadratic time algorithms for many problem stuck at quadratic time (edit distance, subgraph counting . . .), then SETH is false.

$G_1 =$



Counting triangles / finding triangle

The complexity of this problem (we think $\geq m^{4/3}$) can be related to other problems #edges via reductions

Why is progress of P vs NP stalled?

For every technique proposed, in a few years, someone proves impossibility for that technique.

$$P \neq NP \leftarrow \text{diagonalization}$$

[Baker-Gill-Solovay 70s] No! Diagonalization proofs do not "relativize" but P vs NP does relativize..

$$\exists \text{ lang. } A \text{ s.t. } P^A = NP^A \quad \exists \text{ lang. } B \text{ s.t. } P^B \neq NP^B$$

Diagonalization proofs enumerate code, which is independent of oracle.

[Razborov-Rudich 94] "Natural proofs" cannot separate P vs NP . ($NP \not\subseteq P/\text{poly}$), assuming 1-way fns. exist.

[Mulmuley-Sohoni 2000-2010s] Geometric Complexity Theory. (GCT)
A new approach for P vs NP using algebraic geometry.

Recently, barriers for GCT have been found.

A success story:

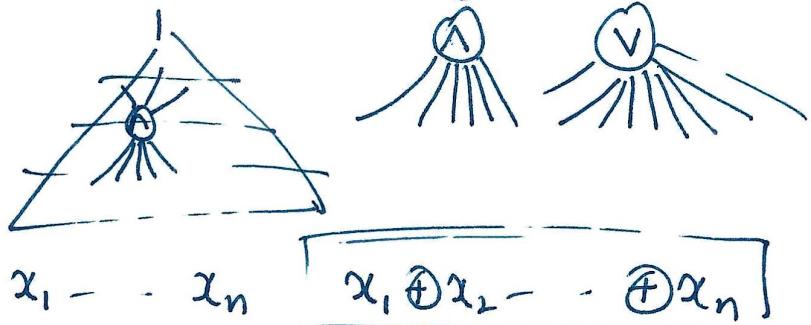
[Williams 2014] $\text{NEXP} \neq \text{IP}$ does not have constant depth circuits (with mod gates).

[Håstad 99] Prove circuit lower bound.

Simplest kind of circuit. Constant depth, but unbounded fanin

AC_0

Parity $\notin \text{AC}_0$



Suppose we have mod_2 gates



[Razborov-Smolensky] mod_3 cannot be computed

mod_q cannot be computed using constant depth circuits of mod_p gates ($p \neq q$, primes)

Suppose we have mod_6 gates. Constant depth circuit.

ACC_0

$\text{NP} \notin \text{ACC}_0$ (Huge open problem)

[Williams] $\text{NEXP} \notin \text{ACC}_0$