Complexity Theory: Zooming Out

Eric Price

UT Austin

CS 331, Spring 2020 Coronavirus Edition

Eric Price (UT Austin)

Complexity Theory: Zooming Out

Class Outline





Eric Price (UT Austin)

Complexity Theory: Zooming Out

• P: Polynomial time

- P: Polynomial time
- NP: Nondeterministic polynomial time

- P: Polynomial time
- NP: Nondeterministic polynomial time
- PP: failure probability < 1/2.

- P: Polynomial time
- NP: Nondeterministic polynomial time
- PP: failure probability < 1/2.
 - Kind of silly: $NP \subseteq PP$

- P: Polynomial time
- NP: Nondeterministic polynomial time
- PP: failure probability < 1/2.
 - ▶ Kind of silly: $NP \subseteq PP$ (guess x; if f(x) true, return True; if f(x) false, flip a coin)

- P: Polynomial time
- NP: Nondeterministic polynomial time
- PP: failure probability < 1/2.
 - ▶ Kind of silly: $NP \subseteq PP$ (guess x; if f(x) true, return True; if f(x) false, flip a coin)
- BPP: Probabilistic polynomial time, failure probability at most 1/3.

- P: Polynomial time
- NP: Nondeterministic polynomial time
- PP: failure probability < 1/2.
 - ▶ Kind of silly: $NP \subseteq PP$ (guess x; if f(x) true, return True; if f(x) false, flip a coin)
- BPP: Probabilistic polynomial time, failure probability at most 1/3.
- BQP: Probabilistic quantum polynomial time, failure probability at most 1/3.

- P: Polynomial time
- NP: Nondeterministic polynomial time
- PP: failure probability < 1/2.
 - ▶ Kind of silly: $NP \subseteq PP$ (guess x; if f(x) true, return True; if f(x) false, flip a coin)
- BPP: Probabilistic polynomial time, failure probability at most 1/3.
- BQP: Probabilistic quantum polynomial time, failure probability at most 1/3.
- PSPACE: Polynomial space

- P: Polynomial time
- NP: Nondeterministic polynomial time
- PP: failure probability < 1/2.
 - ▶ Kind of silly: $NP \subseteq PP$ (guess x; if f(x) true, return True; if f(x) false, flip a coin)
- BPP: Probabilistic polynomial time, failure probability at most 1/3.
- BQP: Probabilistic quantum polynomial time, failure probability at most 1/3.
- PSPACE: Polynomial space
- NPSPACE: Nondeterministic, polynomial space

- P: Polynomial time
- NP: Nondeterministic polynomial time
- PP: failure probability < 1/2.
 - ▶ Kind of silly: $NP \subseteq PP$ (guess x; if f(x) true, return True; if f(x) false, flip a coin)
- BPP: Probabilistic polynomial time, failure probability at most 1/3.
- BQP: Probabilistic quantum polynomial time, failure probability at most 1/3.
- PSPACE: Polynomial space
- NPSPACE: Nondeterministic, polynomial space
 - ► NPSPACE = PSPACE: try all proofs.

- P: Polynomial time
- NP: Nondeterministic polynomial time
- PP: failure probability < 1/2.
 - ▶ Kind of silly: $NP \subseteq PP$ (guess x; if f(x) true, return True; if f(x) false, flip a coin)
- BPP: Probabilistic polynomial time, failure probability at most 1/3.
- BQP: Probabilistic quantum polynomial time, failure probability at most 1/3.
- PSPACE: Polynomial space
- NPSPACE: Nondeterministic, polynomial space
 - ► NPSPACE = PSPACE: try all proofs.
- EXP: Exponential time

- P: Polynomial time
- NP: Nondeterministic polynomial time
- PP: failure probability < 1/2.
 - ▶ Kind of silly: $NP \subseteq PP$ (guess x; if f(x) true, return True; if f(x) false, flip a coin)
- BPP: Probabilistic polynomial time, failure probability at most 1/3.
- BQP: Probabilistic quantum polynomial time, failure probability at most 1/3.
- PSPACE: Polynomial space
- NPSPACE: Nondeterministic, polynomial space
 - ► NPSPACE = PSPACE: try all proofs.
- EXP: Exponential time
- NEXP: Nondeterministic exponential time

$P \subseteq NP \subseteq PSPACE \subseteq EXP \subseteq NEXP \subseteq EXPSPACE \subseteq \dots$

$P \subseteq NP \subseteq PSPACE \subseteq EXP \subseteq NEXP \subseteq EXPSPACE \subseteq \dots$

• Know: $P \neq EXP$, $PSPACE \neq EXPSPACE$.

$P \subseteq NP \subseteq PSPACE \subseteq EXP \subseteq NEXP \subseteq EXPSPACE \subseteq \dots$

- Know: $P \neq EXP$, $PSPACE \neq EXPSPACE$.
- That's about it.

 $P \subseteq NP \subseteq PSPACE \subseteq EXP \subseteq NEXP \subseteq EXPSPACE \subseteq \dots$

- Know: $P \neq EXP$, $PSPACE \neq EXPSPACE$.
- That's about it.

 $P \subseteq BPP \subseteq BQP \subseteq PSPACE$

 $P \subseteq NP \subseteq PSPACE \subseteq EXP \subseteq NEXP \subseteq EXPSPACE \subseteq \dots$

- Know: $P \neq EXP$, $PSPACE \neq EXPSPACE$.
- That's about it.

 $P \subseteq BPP \subseteq BQP \subseteq PSPACE$

• Most people expect: P = BPP, everything else \subsetneq .

 $P \subseteq NP \subseteq PSPACE \subseteq EXP \subseteq NEXP \subseteq EXPSPACE \subseteq \dots$

- Know: $P \neq EXP$, $PSPACE \neq EXPSPACE$.
- That's about it.

$$P \subseteq BPP \subseteq BQP \subseteq PSPACE$$

- Most people expect: P = BPP, everything else \subsetneq .
- Don't know *NP* compared to *BPP* or *BQP* (or even if one is inside the other).

• P: evaluate a function

- P: evaluate a function
 - Given a circuit f and input x, what is f(x)?

- P: evaluate a function
 - Given a circuit f and input x, what is f(x)?
- NP: solve a *puzzle*

- P: evaluate a function
 - ▶ Given a circuit *f* and input *x*, what is *f*(*x*)?
- NP: solve a puzzle

▶ SAT: given *f*, determine if $\exists x : f(x) = 1$?

- P: evaluate a function
 - ▶ Given a circuit *f* and input *x*, what is *f*(*x*)?
- NP: solve a puzzle
 - SAT: given f, determine if $\exists x : f(x) = 1$?
 - Think candy crush: is there any sequence of moves to achieve score X?

- P: evaluate a function
 - ▶ Given a circuit *f* and input *x*, what is *f*(*x*)?
- NP: solve a *puzzle*
 - SAT: given f, determine if $\exists x : f(x) = 1$?
 - ▶ Think candy crush: is there any sequence of moves to achieve score X?
 - Easy to verify once the solution is found.

- P: evaluate a function
 - ▶ Given a circuit *f* and input *x*, what is *f*(*x*)?
- NP: solve a *puzzle*
 - SAT: given f, determine if $\exists x : f(x) = 1$?
 - Think candy crush: is there any sequence of moves to achieve score X?
 - Easy to verify once the solution is found.
- PSPACE: solve a 2-player game

- P: evaluate a function
 - ▶ Given a circuit *f* and input *x*, what is *f*(*x*)?
- NP: solve a *puzzle*
 - SAT: given f, determine if $\exists x : f(x) = 1$?
 - ▶ Think candy crush: is there any sequence of moves to achieve score X?
 - Easy to verify once the solution is found.
- PSPACE: solve a 2-player game

 $\blacktriangleright \mathsf{TQBF}: \exists x_1 \forall x_2 \exists x_3 \cdots \forall x_n : f(x) = 1$

- P: evaluate a function
 - ▶ Given a circuit *f* and input *x*, what is *f*(*x*)?
- NP: solve a *puzzle*
 - SAT: given f, determine if $\exists x : f(x) = 1$?
 - Think candy crush: is there any sequence of moves to achieve score X?
 - Easy to verify once the solution is found.
- PSPACE: solve a 2-player game
 - $\blacktriangleright \mathsf{TQBF}: \exists x_1 \forall x_2 \exists x_3 \cdots \forall x_n : f(x) = 1$
 - Think chess: do I have a move, so no matter what you do, I can find a move, so no matter, etc., etc., I end up winning?

- P: evaluate a function
 - ▶ Given a circuit *f* and input *x*, what is *f*(*x*)?
- NP: solve a *puzzle*
 - SAT: given f, determine if $\exists x : f(x) = 1$?
 - Think candy crush: is there any sequence of moves to achieve score X?
 - Easy to verify once the solution is found.
- PSPACE: solve a 2-player game
 - $\models \mathsf{TQBF}: \exists x_1 \forall x_2 \exists x_3 \cdots \forall x_n : f(x) = 1$
 - Think chess: do I have a move, so no matter what you do, I can find a move, so no matter, etc., etc., I end up winning?
- Caveat: requires the puzzle/game to only have a polynomial number of moves.

- P: evaluate a function
 - ▶ Given a circuit *f* and input *x*, what is *f*(*x*)?
- NP: solve a puzzle
 - SAT: given f, determine if $\exists x : f(x) = 1$?
 - Think candy crush: is there any sequence of moves to achieve score X?
 - Easy to verify once the solution is found.
- PSPACE: solve a 2-player game
 - $\blacktriangleright \mathsf{TQBF}: \exists x_1 \forall x_2 \exists x_3 \cdots \forall x_n : f(x) = 1$
 - Think chess: do I have a move, so no matter what you do, I can find a move, so no matter, etc., etc., I end up winning?
- Caveat: requires the puzzle/game to only have a *polynomial number* of moves.
 - Puzzles/games with exponentially many moves may be harder.

- P: evaluate a function
 - ▶ Given a circuit *f* and input *x*, what is *f*(*x*)?
- NP: solve a *puzzle*
 - SAT: given f, determine if $\exists x : f(x) = 1$?
 - Think candy crush: is there any sequence of moves to achieve score X?
 - Easy to verify once the solution is found.
- PSPACE: solve a 2-player game
 - $\blacktriangleright \mathsf{TQBF}: \exists x_1 \forall x_2 \exists x_3 \cdots \forall x_n : f(x) = 1$
 - Think chess: do I have a move, so no matter what you do, I can find a move, so no matter, etc., etc., I end up winning?
- Caveat: requires the puzzle/game to only have a *polynomial number* of moves.
 - Puzzles/games with exponentially many moves may be harder.
 - ► Go (Japanese rules): actually EXP-complete to solve a position.

- P: evaluate a function
 - ▶ Given a circuit *f* and input *x*, what is *f*(*x*)?
- NP: solve a *puzzle*
 - SAT: given f, determine if $\exists x : f(x) = 1$?
 - Think candy crush: is there any sequence of moves to achieve score X?
 - Easy to verify once the solution is found.
- PSPACE: solve a 2-player game
 - $\blacktriangleright \mathsf{TQBF}: \exists x_1 \forall x_2 \exists x_3 \cdots \forall x_n : f(x) = 1$
 - Think chess: do I have a move, so no matter what you do, I can find a move, so no matter, etc., etc., I end up winning?
- Caveat: requires the puzzle/game to only have a *polynomial number* of moves.
 - ▶ Puzzles/games with exponentially many moves may be harder.
 - ► Go (Japanese rules): actually EXP-complete to solve a position.
 - Zelda: actually PSPACE-complete to solve a level.

Interactive proofs

• You're a lowly P peon, and can't solve NP problems (like candy crush), PSPACE ones (like chess), or EXP ones (like go).

Interactive proofs

- You're a lowly P peon, and can't solve NP problems (like candy crush), PSPACE ones (like chess), or EXP ones (like go).
- If a god appears before you, can they convince you of the answer?

Interactive proofs

- You're a lowly P peon, and can't solve NP problems (like candy crush), PSPACE ones (like chess), or EXP ones (like go).
- If a god appears before you, can they convince you of the answer?
 - But you're skeptical—maybe it's actually a devil before you.
- You're a lowly P peon, and can't solve NP problems (like candy crush), PSPACE ones (like chess), or EXP ones (like go).
- If a god appears before you, can they convince you of the answer?
 - But you're skeptical—maybe it's actually a devil before you.
- The god of candy crush can tell you the solution, and you can check.

- You're a lowly P peon, and can't solve NP problems (like candy crush), PSPACE ones (like chess), or EXP ones (like go).
- If a god appears before you, can they convince you of the answer?
 - But you're skeptical—maybe it's actually a devil before you.
- The god of candy crush can tell you the solution, and you can check.
- The god of chess can:

- You're a lowly P peon, and can't solve NP problems (like candy crush), PSPACE ones (like chess), or EXP ones (like go).
- If a god appears before you, can they convince you of the answer?
 - But you're skeptical—maybe it's actually a devil before you.
- The god of candy crush can tell you the solution, and you can check.
- The god of chess can:
 - tell you one line of play that wins for white?

- You're a lowly P peon, and can't solve NP problems (like candy crush), PSPACE ones (like chess), or EXP ones (like go).
- If a god appears before you, can they convince you of the answer?
 - But you're skeptical—maybe it's actually a devil before you.
- The god of candy crush can tell you the solution, and you can check.
- The god of chess can:
 - tell you one line of play that wins for white?
 - with interactivity: convince you he's better than you at chess?

- You're a lowly P peon, and can't solve NP problems (like candy crush), PSPACE ones (like chess), or EXP ones (like go).
- If a god appears before you, can they convince you of the answer?
 - But you're skeptical—maybe it's actually a devil before you.
- The god of candy crush can tell you the solution, and you can check.
- The god of chess can:
 - tell you one line of play that wins for white?
 - with interactivity: convince you he's better than you at chess?
 - Remarkable fact: with interactivity, and careful questioning, can convince you white wins.

- You're a lowly P peon, and can't solve NP problems (like candy crush), PSPACE ones (like chess), or EXP ones (like go).
- If a god appears before you, can they convince you of the answer?
 - But you're skeptical—maybe it's actually a devil before you.
- The god of candy crush can tell you the solution, and you can check.
- The god of chess can:
 - tell you one line of play that wins for white?
 - with interactivity: convince you he's better than you at chess?
 - Remarkable fact: with interactivity, and careful questioning, can convince you white wins.
 - IP = PSPACE [1992]

- You're a lowly P peon, and can't solve NP problems (like candy crush), PSPACE ones (like chess), or EXP ones (like go).
- If a god appears before you, can they convince you of the answer?
 - But you're skeptical—maybe it's actually a devil before you.
- The god of candy crush can tell you the solution, and you can check.
- The god of chess can:
 - tell you one line of play that wins for white?
 - with interactivity: convince you he's better than you at chess?
 - Remarkable fact: with interactivity, and careful questioning, can convince you white wins.
 - IP = PSPACE [1992]
- The god of go:

- You're a lowly P peon, and can't solve NP problems (like candy crush), PSPACE ones (like chess), or EXP ones (like go).
- If a god appears before you, can they convince you of the answer?
 - But you're skeptical—maybe it's actually a devil before you.
- The god of candy crush can tell you the solution, and you can check.
- The god of chess can:
 - tell you one line of play that wins for white?
 - with interactivity: convince you he's better than you at chess?
 - Remarkable fact: with interactivity, and careful questioning, can convince you white wins.
 - ▶ IP = PSPACE [1992]
- The god of go:
 - Probably *cannot* convince you (if PSPACE \neq EXP)

- You're a lowly P peon, and can't solve NP problems (like candy crush), PSPACE ones (like chess), or EXP ones (like go).
- If a god appears before you, can they convince you of the answer?
 - But you're skeptical—maybe it's actually a devil before you.
- The god of candy crush can tell you the solution, and you can check.
- The god of chess can:
 - tell you one line of play that wins for white?
 - with interactivity: convince you he's better than you at chess?
 - Remarkable fact: with interactivity, and careful questioning, can convince you white wins.
 - ▶ IP = PSPACE [1992]
- The god of go:
 - ▶ Probably *cannot* convince you (if PSPACE ≠ EXP)
 - But two gods of go, in different rooms unable to communicate, can!

- You're a lowly P peon, and can't solve NP problems (like candy crush), PSPACE ones (like chess), or EXP ones (like go).
- If a god appears before you, can they convince you of the answer?
 - But you're skeptical—maybe it's actually a devil before you.
- The god of candy crush can tell you the solution, and you can check.
- The god of chess can:
 - tell you one line of play that wins for white?
 - with interactivity: convince you he's better than you at chess?
 - Remarkable fact: with interactivity, and careful questioning, can convince you white wins.
 - IP = PSPACE [1992]
- The god of go:
 - ▶ Probably *cannot* convince you (if PSPACE ≠ EXP)
 - But two gods of go, in different rooms unable to communicate, can!
 - In fact, MIP=NEXP [1991]

Class Outline

1 Complexity classes



• Given a piece of code, determine if it runs forever or will halt.

- Given a piece of code, determine if it runs forever or will halt.
- Suppose you had a program HALTS(*p*, *x*) that determines if the program with code *p* halts on input *x*.

- Given a piece of code, determine if it runs forever or will halt.
- Suppose you had a program HALTS(*p*, *x*) that determines if the program with code *p* halts on input *x*.
- Consider the following function:
- 1: function TROUBLE(s)
- 2: if HALTS(s, s) then
- 3: while True do
- 4: pass
- 5: else
- 6: return

- Given a piece of code, determine if it runs forever or will halt.
- Suppose you had a program HALTS(*p*, *x*) that determines if the program with code *p* halts on input *x*.
- Consider the following function:
- 1: function TROUBLE(s)
- 2: if HALTS(s, s) then
- 3: while True do
- 4: pass
- 5: else
- 6: return
 - Does TROUBLE(TROUBLE) halt?

- Given a piece of code, determine if it runs forever or will halt.
- Suppose you had a program HALTS(*p*, *x*) that determines if the program with code *p* halts on input *x*.
- Consider the following function:
- 1: function TROUBLE(s)
- 2: if HALTS(s, s) then
- 3: while True do
- 4: pass
- 5: else
- 6: return
 - Does TROUBLE(TROUBLE) halt?
 - If it does, it doesn't; if it doesn't, it does.

- Given a piece of code, determine if it runs forever or will halt.
- Suppose you had a program HALTS(*p*, *x*) that determines if the program with code *p* halts on input *x*.
- Consider the following function:
- 1: function TROUBLE(s)
- 2: **if** HALTS(s, s) then
- 3: while True do
- 4: pass
- 5: else
- 6: return
 - Does TROUBLE(TROUBLE) halt?
 - If it does, it doesn't; if it doesn't, it does.
 - Resolution to paradox: HALTS cannot be written down.

- Given a piece of code, determine if it runs forever or will halt.
- Suppose you had a program HALTS(*p*, *x*) that determines if the program with code *p* halts on input *x*.
- Consider the following function:
- 1: function TROUBLE(s)
- 2: if HALTS(s, s) then
- 3: while True do
- 4: pass
- 5: else
- 6: return
 - Does TROUBLE(TROUBLE) halt?
 - If it does, it doesn't; if it doesn't, it does.
 - Resolution to paradox: HALTS cannot be written down.
 - Implies that HALTS(p)—with no input x—is also uncomputable.

- How about this solution:
- 1: function HALTS(p)
- 2: Run p for T steps (e.g., 1 hour).
- 3: If it halts, return TRUE
- 4: Otherwise, **return** FALSE.

- How about this solution:
- 1: function HALTS(p)
- 2: Run p for T steps (e.g., 1 hour).
- 3: If it halts, return TRUE
- 4: Otherwise, return FALSE.
 - Works for short programs!

- How about this solution:
- 1: function HALTS(p)
- 2: Run p for T(|p|) steps.
- 3: If it halts, return TRUE
- 4: Otherwise, return FALSE.
 - Works for short programs!
 - T needs to grow with the program size

- How about this solution:
- 1: function HALTS(p)
- 2: Run p for T(|p|) steps.
- 3: If it halts, return TRUE
- 4: Otherwise, return FALSE.
 - Works for short programs!
 - T needs to grow with the program size
 - There are a finite number of size-*k* programs, and one of them takes the longest before halting. This is the *busy beaver* number BB(*k*).

- How about this solution:
- 1: function HALTS(p)
- 2: Run p for T(|p|) steps.
- 3: If it halts, return TRUE
- 4: Otherwise, **return** FALSE.
 - Works for short programs!
 - T needs to grow with the program size
 - There are a finite number of size-k programs, and one of them takes the longest before halting. This is the *busy beaver* number BB(k).
 - Picking any $T(k) \geq BB(k)$ would work.

- How about this solution:
- 1: function HALTS(p)
- 2: Run p for T(|p|) steps.
- 3: If it halts, return TRUE
- 4: Otherwise, return FALSE.
 - Works for short programs!
 - T needs to grow with the program size
 - There are a finite number of size-*k* programs, and one of them takes the longest before halting. This is the *busy beaver* number BB(*k*).
 - Picking any $T(k) \geq BB(k)$ would work.
 - ... but HALTS is uncomputable, so BB(k) is too.

- How about this solution:
- 1: function HALTS(p)
- 2: Run p for T(|p|) steps.
- 3: If it halts, return TRUE
- 4: Otherwise, **return** FALSE.
 - Works for short programs!
 - T needs to grow with the program size
 - There are a finite number of size-*k* programs, and one of them takes the longest before halting. This is the *busy beaver* number BB(*k*).
 - Picking any $T(k) \geq BB(k)$ would work.
 - ... but HALTS is uncomputable, so BB(k) is too.
 - $\bullet\,$ Still, there exists a program that solves $\rm HALTS$ on any 1Gb program.

- How about this solution:
- 1: function HALTS(p)
- 2: Run p for T(|p|) steps.
- 3: If it halts, return TRUE
- 4: Otherwise, **return** FALSE.
 - Works for short programs!
 - T needs to grow with the program size
 - There are a finite number of size-*k* programs, and one of them takes the longest before halting. This is the *busy beaver* number BB(*k*).
 - Picking any $T(k) \geq BB(k)$ would work.
 - ... but HALTS is uncomputable, so BB(k) is too.
 - $\bullet\,$ Still, there exists a program that solves $\rm HALTS$ on any 1Gb program.
 - And it's even short!

- How about this solution:
- 1: function HALTS(p)
- 2: Run p for T(|p|) steps.
- 3: If it halts, return TRUE
- 4: Otherwise, **return** FALSE.
 - Works for short programs!
 - T needs to grow with the program size
 - There are a finite number of size-*k* programs, and one of them takes the longest before halting. This is the *busy beaver* number BB(*k*).
 - Picking any $T(k) \geq BB(k)$ would work.
 - ... but HALTS is uncomputable, so BB(k) is too.
 - $\bullet\,$ Still, there exists a program that solves $\rm HALTS$ on any 1Gb program.
 - ▶ And it's even short! Just needs to know the slowest size-*k* machine.

- How about this solution:
- 1: function HALTS(p)
- 2: Run p for T(|p|) steps.
- 3: If it halts, return TRUE
- 4: Otherwise, **return** FALSE.
 - Works for short programs!
 - T needs to grow with the program size
 - There are a finite number of size-*k* programs, and one of them takes the longest before halting. This is the *busy beaver* number BB(*k*).
 - Picking any $T(k) \geq BB(k)$ would work.
 - ... but HALTS is uncomputable, so BB(k) is too.
 - $\bullet\,$ Still, there exists a program that solves $\rm HALTS$ on any 1Gb program.
 - ▶ And it's even short! Just needs to know the slowest size-*k* machine.

 BB(k) := longest number of steps any k-state Turing machine takes before halting.

- BB(k) := longest number of steps any k-state Turing machine takes before halting.
- Per Wikipedia: BB(2) = 6

- BB(k) := longest number of steps any k-state Turing machine takes before halting.
- Per Wikipedia: BB(2) = 6, BB(3) = 21

- BB(k) := longest number of steps any k-state Turing machine takes before halting.
- Per Wikipedia: BB(2) = 6, BB(3) = 21, BB(4) = 107

- BB(k) := longest number of steps any k-state Turing machine takes before halting.
- Per Wikipedia: BB(2) = 6, BB(3) = 21, BB(4) = 107,

BB(5) = 47176870 (?),

- BB(k) := longest number of steps any k-state Turing machine takes before halting.
- Per Wikipedia: BB(2) = 6, BB(3) = 21, BB(4) = 107,

BB(5) = 47176870 (?), $BB(6) \ge 7.4 \times 10^{36534}$,

- BB(k) := longest number of steps any k-state Turing machine takes before halting.
- Per Wikipedia: BB(2) = 6, BB(3) = 21, BB(4) = 107,

 $\mathrm{BB}(5) = 47176870 \ (?), \ \mathrm{BB}(6) \geq 7.4 \times 10^{36534}, \ \mathrm{BB}(7) \geq 10^{10^{10^{10^{10^{7}}}}}$

- BB(k) := longest number of steps any k-state Turing machine takes before halting.
- Per Wikipedia: BB(2) = 6, BB(3) = 21, BB(4) = 107,

BB(5) = 47176870 (?), BB(6) \geq 7.4 \times 10³⁶⁵³⁴, BB(7) \geq 10^{10^{10^{10^{10¹⁰}}}}

• To be clear, we have no clue what the actual values are.
- BB(k) := longest number of steps any k-state Turing machine takes before halting.
- Per Wikipedia: BB(2) = 6, BB(3) = 21, BB(4) = 107,

BB(5) = 47176870 (?), BB(6) \geq 7.4 \times 10³⁶⁵³⁴, BB(7) \geq 10^{10^{10^{10^{10¹⁰}}}}

- To be clear, we have no clue what the actual values are.
- Doesn't really reveal the true enormousness of busy beavers! 9^{99°} is big too, but BB is utterly different.

- BB(k) := longest number of steps any k-state Turing machine takes before halting.
- Per Wikipedia: BB(2) = 6, BB(3) = 21, BB(4) = 107,

BB(5) = 47176870 (?), BB(6) \geq 7.4 \times 10³⁶⁵³⁴, BB(7) \geq 10^{10^{10^{10^{10¹⁰}}}}

- To be clear, we have no clue what the actual values are.
- Doesn't really reveal the true enormousness of busy beavers! 9^{9⁹} is big too, but BB is utterly different.
- BB(2000) is *impossible to prove an upper bound on*. It's just a number, but you can't prove that the number is correct.

Theorem (Gödel's second incompleteness theorem)

Theorem (Gödel's second incompleteness theorem)

No consistent system of axioms can prove its own consistency.

• Mathematical proofs are based on a set of axioms

Theorem (Gödel's second incompleteness theorem)

- Mathematical proofs are based on a set of axioms
 - Euclidean geometry (two points determine a line, etc.)

Theorem (Gödel's second incompleteness theorem)

- Mathematical proofs are based on a set of axioms
 - Euclidean geometry (two points determine a line, etc.)
 - ► ZFC: Zermelo-Fraenkel set theory with the axiom of choice is standard.

Theorem (Gödel's second incompleteness theorem)

- Mathematical proofs are based on a set of axioms
 - Euclidean geometry (two points determine a line, etc.)
 - > ZFC: Zermelo-Fraenkel set theory with the axiom of choice is standard.
- Axioms are *inconsistent* if they can prove a contradiction.

Theorem (Gödel's second incompleteness theorem)

- Mathematical proofs are based on a set of axioms
 - Euclidean geometry (two points determine a line, etc.)
 - > ZFC: Zermelo-Fraenkel set theory with the axiom of choice is standard.
- Axioms are *inconsistent* if they can prove a contradiction.
- 1: function FINDINCONSISTENCY(A)
- 2: **for** every possible string *s* **do**
- 3: **if** *s* is a valid proof under *A* of a contradiction **then**
- 4: **return** *s*

Theorem (Gödel's second incompleteness theorem)

- Mathematical proofs are based on a set of axioms
 - Euclidean geometry (two points determine a line, etc.)
 - > ZFC: Zermelo-Fraenkel set theory with the axiom of choice is standard.
- Axioms are inconsistent if they can prove a contradiction.
- 1: function FINDINCONSISTENCY(A)
- 2: **for** every possible string *s* **do**
- 3: **if** *s* is a valid proof under *A* of a contradiction **then**
- 4: return s
 - FINDINCONSISTENCY(A) halts \iff A is inconsistent.

Theorem (Gödel's second incompleteness theorem)

- Mathematical proofs are based on a set of axioms
 - Euclidean geometry (two points determine a line, etc.)
 - > ZFC: Zermelo-Fraenkel set theory with the axiom of choice is standard.
- Axioms are inconsistent if they can prove a contradiction.
- 1: function FINDINCONSISTENCY(A)
- 2: **for** every possible string *s* **do**
- 3: **if** *s* is a valid proof under *A* of a contradiction **then**
- 4: return s
 - FINDINCONSISTENCY(A) halts \iff A is inconsistent.
 - Therefore, if A is consistent, HALTS(FINDINCONSISTENCY, A) cannot be proven under A.

Theorem (Gödel's second incompleteness theorem)

No consistent system of axioms can prove its own consistency.

- Mathematical proofs are based on a set of axioms
 - Euclidean geometry (two points determine a line, etc.)
 - ► ZFC: Zermelo-Fraenkel set theory with the axiom of choice is standard.
- Axioms are *inconsistent* if they can prove a contradiction.
- 1: function FINDINCONSISTENCY(A)
- 2: **for** every possible string *s* **do**
- 3: **if** *s* is a valid proof under *A* of a contradiction **then**
- 4: return s
 - FINDINCONSISTENCY(A) halts \iff A is inconsistent.
 - Therefore, if A is consistent, HALTS(FINDINCONSISTENCY, A) cannot be proven under A.
 - Therefore BB(|FINDINCONSISTENCY| + |ZFC|) cannot be upper bounded under ZFC.

Eric Price (UT Austin)

• Gödel says: we cannot prove any upper bound on BB(|FINDINCONSISTENCY| + |*ZFC*|) is.

- Gödel says: we cannot prove any upper bound on BB(|FINDINCONSISTENCY| + |ZFC|) is.
 - Concretely: we cannot prove BB(2000). [O'Rear, Aaronson-Yedidia '16]

- Gödel says: we cannot prove any upper bound on BB(|FINDINCONSISTENCY| + |ZFC|) is.
 - Concretely: we cannot prove BB(2000). [O'Rear, Aaronson-Yedidia '16]
 - (Probably impossible to prove for much smaller values, too.)

- Gödel says: we cannot prove any upper bound on BB(|FINDINCONSISTENCY| + |ZFC|) is.
 - Concretely: we cannot prove BB(2000). [O'Rear, Aaronson-Yedidia '16]
 - (Probably impossible to prove for much smaller values, too.)
- Bounding BB(744) would show the Riemann hypothesis is provable (one way or the other).

• Recall: MIP = NEXP:

- Recall: MIP = NEXP:
 - Two non-interacting provers in separate rooms can convince a P verifier of anything computable in nondeterministic exponential time.

- Recall: MIP = NEXP:
 - Two non-interacting provers in separate rooms can convince a P verifier of anything computable in nondeterministic exponential time.
- MIP*: two *quantum entangled* non-interacting provers can convince a P verifier *that a program halts.*

- Recall: MIP = NEXP:
 - Two non-interacting provers in separate rooms can convince a P verifier of anything computable in nondeterministic exponential time.
- MIP*: two *quantum entangled* non-interacting provers can convince a P verifier *that a program halts.*
 - ▶ MIP* = RE [Ji-Natarajan-Vidick-Wright-Yuen '20].

- Recall: MIP = NEXP:
 - Two non-interacting provers in separate rooms can convince a P verifier of anything computable in nondeterministic exponential time.
- MIP*: two *quantum entangled* non-interacting provers can convince a P verifier *that a program halts.*
 - ▶ MIP* = RE [Ji-Natarajan-Vidick-Wright-Yuen '20].
- Note: unlike the halting problem, this is computable

- Recall: MIP = NEXP:
 - Two non-interacting provers in separate rooms can convince a P verifier of anything computable in nondeterministic exponential time.
- MIP*: two *quantum entangled* non-interacting provers can convince a P verifier *that a program halts.*
 - ▶ MIP* = RE [Ji-Natarajan-Vidick-Wright-Yuen '20].
- Note: unlike the halting problem, this is computable
 - If the program doesn't halt, the prover doesn't have to halt either—it just shouldn't give the wrong answer.

- Recall: MIP = NEXP:
 - Two non-interacting provers in separate rooms can convince a P verifier of anything computable in nondeterministic exponential time.
- MIP*: two *quantum entangled* non-interacting provers can convince a P verifier *that a program halts.*
 - ▶ MIP* = RE [Ji-Natarajan-Vidick-Wright-Yuen '20].
- Note: unlike the halting problem, this is computable
 - If the program doesn't halt, the prover doesn't have to halt either—it just shouldn't give the wrong answer.
 - So the prover could just run the program till it halts...

- Recall: MIP = NEXP:
 - Two non-interacting provers in separate rooms can convince a P verifier of anything computable in nondeterministic exponential time.
- MIP*: two *quantum entangled* non-interacting provers can convince a P verifier *that a program halts.*
 - ▶ MIP* = RE [Ji-Natarajan-Vidick-Wright-Yuen '20].
- Note: unlike the halting problem, this is computable
 - If the program doesn't halt, the prover doesn't have to halt either—it just shouldn't give the wrong answer.
 - So the prover could just run the program till it halts...
 - but certainly not in polynomial time!



$P \subseteq NP \subseteq PSPACE \subseteq EXP \subseteq NEXP \subseteq EXPSPACE \subseteq \dots$ $P \subseteq BPP \subseteq BQP \subseteq PSPACE$

- Halting problem and busy beaver are *uncomputable*
- Cannot prove BB(2000) in ZFC

Eric Price (UT Austin)