

NP \neq P

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1. Introduce

The P versus NP problem is a major unsolved problem in computer science. Informally, it asks whether a computer can also quickly solve every problem whose solution can be quickly verified by a computer. It was introduced in 1971 by Stephen Cook in his seminal paper "The complexity of theorem proving procedures" and is considered by many to be the most important open problem in the field.

The informal term quickly used above means the existence of an algorithm for the task that runs in polynomial time. The general class of questions for which some algorithm can provide an answer in polynomial time is called "class P" or just "P". For some questions, there is no known way to find an answer quickly, but if one is provided with information

showing what the answer is, it may be possible to verify the answer quickly. The class of questions for which an answer can be verified in polynomial time is called NP.

NP-complete problems are a set of problems to each of which any other NP-problem can be reduced in polynomial time, and whose solution may still be verified in polynomial time. That is, any NP problem can be transformed into any of the NP-complete problems. Informally, an NP-complete problem is at least as "tough" as any other problem in NP.

NP-hard problems are those at least as hard as NP-complete problems, i.e., all NP-problems can be reduced (in polynomial time) to them. NP-hard problems need not be in NP, i.e., they need not have solutions verifiable in polynomial time.

In information theory, entropy is a measure of the uncertainty in a random variable. In this context, the term usually refers to the Shannon entropy, which quantifies the expected value of the information contained in a message. Entropy is typically measured in bits, nats, r bans. Shannon entropy is the average unpredictability in a random variable, which is equivalent to its information content.

The Shannon entropy, a measure of uncertainty (see further below) and denoted by $H(x)$, is defined as

$$H(x) = E[I(x_i)] = E[\log_2(1/p(x_i))] = -\sum p(x_i) \log_2(p(x_i)) \quad (i=1, 2, \dots, n)$$

Where $p(x_i)$ is the probability mass function of outcome x_i .

2. Preliminary theorem

(2.1) Polynomial identical theorem:

$$f(x) = a_k x^k + a_{k-1} x^{k-1} + \dots + a_1 x + a_0, a_k \neq 0;$$

$$g(x) = b_k x^k + b_{k-1} x^{k-1} + \dots + b_1 x + b_0, b_k \neq 0;$$

$$f(x) = g(x) \Leftrightarrow a_k = b_k, a_{k-1} = b_{k-1}, \dots, a_1 = b_1, a_0 = b_0, a_k \neq 0$$

(2.2) Binomial theorem:

Binomial theorem calls also Newton binomial theorem. Newton brought forth it in 1664-1665 year.

$$(a+b)^n = C_n^0 a^n + C_n^1 a^{n-1} b + \dots + C_n^i a^{n-i} b^i + \dots + C_n^n b^n, i > 0, i < n$$

C_n^i expresses combinational number of taking freely i elements from n elements, $C_n^i = n! / ((n-i)! i!)$

(2.3) The entropy of P problem is zero.

Because every step of P class problem is definitive, its happen probability is always 1. Base on the definition of P problem, P problem can via polynomial steps to get 1 definitive outcome. Define $T(n) = O(n^k)$, we

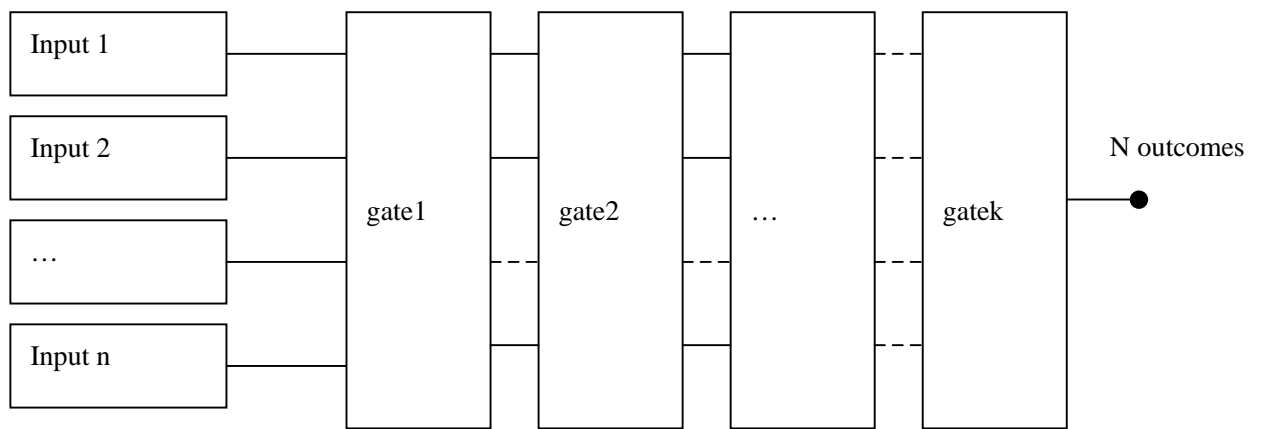
can express the happen probability as $p = \prod_{i=1}^{T(n)} p_i$, $p_i = 1 \Rightarrow p = 1 \Rightarrow$

there is only 1 outcome for P problem \Rightarrow entropy of P problem $H = \log(2,1) = 0$.

3. Proof

Any NP problem can be transformed into any of the NP-complete problems. The first NP-complete problem is the logic circuit. That is, if the logic circuit equal to P problem, $NP = P$ is proven; if not equal to, $NP \neq P$ is proven.

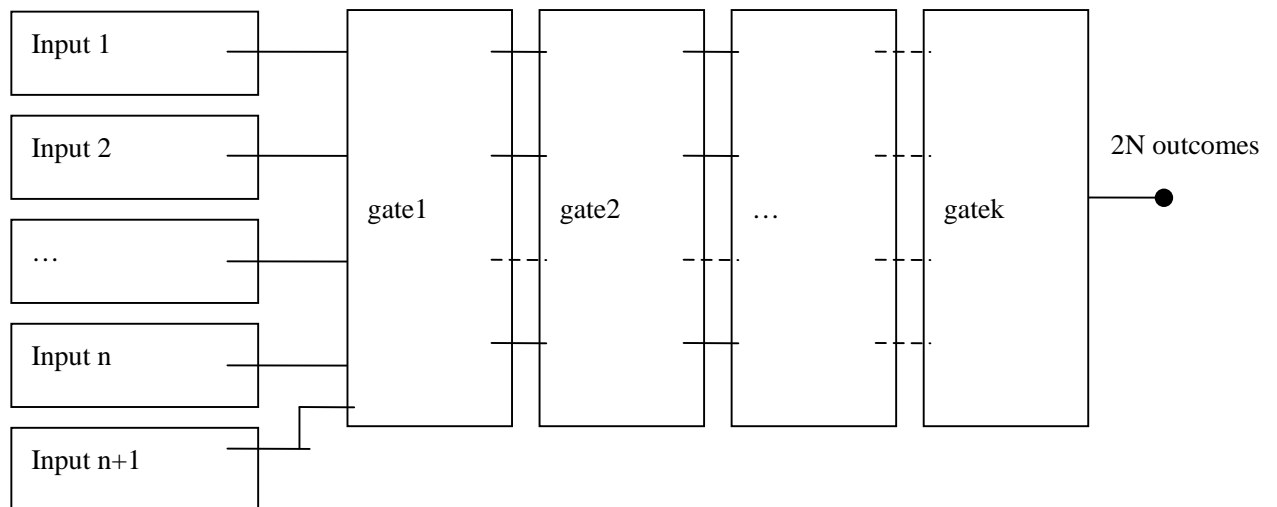
Let's considerate a logic circuit like below.



n inputs via k gates, then output.

Every input can be value 0 or 1, suppose n inputs can generate N outputs.

Express as $G(n) = N$.



Input increase to n+1, because input is value 0 or 1, new out can be

express as $G(n+1) = (N|_{n+1=0}) + (N|_{n+1=1}) = 2N$. It means that inputs from 1 to n generate N outputs, and input $n+1$ is value 0; inputs from 1 to n generate N outputs, and input $n+1$ is value 1. The total outputs are $2N$.

The logic circuit's entropy is $\log(2,N)$ when n inputs; the logic circuit's entropy is $\log(2,2N)$ when $n+1$ inputs. The delta entropy $\Delta H = H(n+1) - H(N) = \log(2,2N) - \log(2,N) = 1$ (3.1).

(3.2) Suppose $NP = P$, it means that

(3.2.1) Any NP problem can reduce to one P problem in polynomial time.

I.e. $NP = P_1$;

(3.2.2) Any NP problem can reduce to polynomial P problem in

polynomial time. I.e. $NP(n) = \sum_{i=1}^{T(n)} P_i(n)$, $T(n) = O(n^k)$;

(3.2.3) Any NP problem can reduce to exponential P problem in

polynomial time. I.e. $NP(n) = \sum_{i=1}^{T(n)} P_i(n)$, $T(n) = O(k^{p(n)})$;

(3.2.4) Any NP problem can reduce to more than exponential P problem

in polynomial time. I.e. $NP(n) = \sum_{i=1}^{T(n)} P_i(n)$, $T(n) > O(k^{p(n)})$.

For (3.2.1), if $NP = P_1$, from preliminary theorem (2.3) The entropy of P problem is zero $\Rightarrow \Delta H = H(P_1(n+1)) - H(P_1(n)) = 0 - 0 = 0$. It's contradictory with (3.1);

For (3.2.2), $NP(n) = \sum_{i=1}^{T(n)} P_i(n)$, $T(n) = O(n^k)$, because (2.3) The entropy of

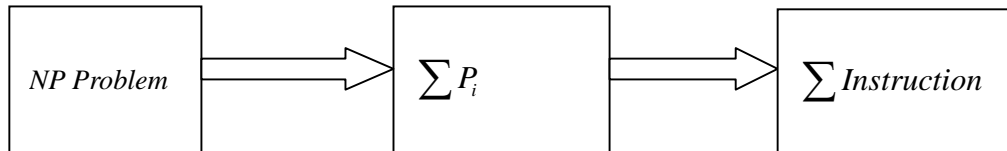
P problem is zero \Rightarrow every $P_i(n)$ is a outcome, which include information quantity and reduce indeterminacy, otherwise entropy of NP problem is also zero. And because (3.1) $\Rightarrow \Delta H = H(P_1(n+1)) - H(P_1(n)) = \log(2, T(n+1)) - \log(2, T(n)) = 1 \Rightarrow \log(2, T(n+1)) - \log(2, T(n)) = \log(2, T(n+1)/T(n)) = 1 \Rightarrow T(n+1)/T(n) = 2$, denote $T(n) = a_k \cdot x^{k'} + a_{k'-1} x^{k'-1} + \dots + a_1 x + a_0, a_k \neq 0 \Rightarrow T(n+1) = a_k \cdot (n+1)^{k'} + a_{k'-1} (n+1)^{(k'-1)} + \dots + a_1 (n+1) + a_0 = 2T(n) = 2(a_k \cdot n^{k'} + a_{k'-1} n^{(k'-1)} + \dots + a_1 n + a_0)$, because of (2.1) Polynomial identical theorem and (2.2) Binomial theorem $\Rightarrow 2a_k n^{k'} = a_k n^{k'} \Rightarrow a_k = 0$, it's contradictory with $a_k \neq 0, T(n) = a_k \cdot n^{k'} + a_{k'-1} n^{(k'-1)} + \dots + a_1 n + a_0, a_k \neq 0$.

For (3.2.3), $NP(n) = \sum_{i=1}^{T(n)} P_i(n), T(n) = O(k^{p(n)})$, $P_i(n)$ is a outcome, which include information quantity and reduce indeterminacy, otherwise entropy of NP problem is also zero. $\Rightarrow NP(n)$'s complexity $\geq T(n) \cdot n = O(k^{p(n)}) \cdot n \geq O(k^{p(n)}) \Rightarrow NP(n)$'s complexity is exponential, it's contradictory with $NP = P$.

For (3.2.4), $NP(n) = \sum_{i=1}^{T(n)} P_i(n), T(n) > O(k^{p(n)})$, $P_i(n)$ is a outcome, which include information quantity and reduce indeterminacy, otherwise entropy of NP problem is also zero. $\Rightarrow NP(n)$'s complexity $\geq T(n) \cdot n > O(k^{p(n)}) \cdot n \geq O(k^{p(n)}) \Rightarrow NP(n)$'s complexity is more than exponential, it's contradictory with $NP = P$.

4. Explain

To explain my proof clearly, I draw a flow chart to denote that computer handles NP problem process.



Any P problem must reduce to basic instruction; any NP problem must reduce to P problem.

But if NP=P, it violates entropy theorem. Any NP problem can't reduce to polynomial P problem.

When NP reduces to 1 P problem, the delta entropy is always zero.

When NP reduces to polynomial P problem, the delta entropy does not equal to 1.

When NP reduces to exponential P problem or more complex, the complexity has become contradictory with definition of P problem.

All scenarios are contradictory, so NP = P is wrong,

5. Conclusion

In essence, P problem is a deterministic problem, which can reduce to basic instructions in polynomial time.

NP problem is a non-deterministic problem, which can't reduce to P problem in polynomial time.

If $NP = P$, it means that deterministic problem equals to non-deterministic problem, which violates information entropy principle.

So any non-deterministic problem is not easy to calculate.

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