BU CS 332 – Theory of Computation

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Lecture 17:

- Mapping Reduction Examples
- Asymptotic Notation

Mark Bun

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Reading: Sipser Ch 5.3, 7.1

Mapping Reductions: Motivation

- 1. How do we formalize the notion of a reduction?
- 2. How do we use reductions to show that languages are unrecognizable?
- 3. How do we protect ourselves from accidentally "proving" bogus statements about recognizability?

Mapping Reductions

A function $f: \Sigma^* \to \Sigma^*$ is computable if there is a TM M which, given as input any $w \in \Sigma^*$, halts with only f(w) on its tape. ("Outputs f(w)")

Definition:

Let $A, B \subseteq \Sigma^*$ be languages. We say A is mapping reducible to B, written

 $A \leq_{\mathrm{m}} B$

if there is a computable function $f: \Sigma^* \to \Sigma^*$ such that for all strings $w \in \Sigma^*$, we have $w \in A \Leftrightarrow f(w) \in B$

Theorem: If $A \leq_m B$ and B is decidable, then A is also decidable

Corollary: If $A \leq_m B$ and A is undecidable, then B is also undecidable

New Proof: Equality Testing for TMs

 $EQ_{TM} = \{ \langle M_1, M_2 \rangle | M_1, M_2 \text{ are TMs and } L(M_1) = L(M_2) \}$ Theorem: $E_{TM} \leq_m EQ_{TM}$ (Hence EQ_{TM} is undecidable) Proof: The following TM N computes the reduction f:

On input $\langle M \rangle$: 1. Construct TMs M_1 , M_2 as follows: $M_1 = M$ $M_2 = "On input x,$ 1. Ignore x and reject"

2. Output $\langle M_1, M_2 \rangle$

Unrecognizability

Theorem: If $A \leq_m B$ and B is recognizable, then A is also recognizable

Corollary: If $A \leq_m B$ and A is unrecognizable, then B is also unrecognizable

Corollary: If $\overline{A_{TM}} \leq_m B$, then B is unrecognizable



Let *L* be a language. Which of the following is true?

a) If $L \leq_{m} A_{TM}$, then L is recognizable b) If $A_{TM} \leq_{m} L$, then L is recognizable c) If L is recognizable, then $L \leq_{m} A_{TM}$ d) If L is recognizable, then $A_{TM} \leq_{m} L$

Theorem: *L* is recognizable *if and only* if $L \leq_m A_{TM}$

Recognizability and A_{TM}

Theorem: *L* is recognizable *if and only if* $L \leq_m A_{TM}$ **Proof**:

Example: Another reduction to EQ_{TM} $EQ_{TM} = \{\langle M_1, M_2 \rangle | M_1, M_2 \text{ are TMs and } L(M_1) = L(M_2)\}$ Theorem: $A_{TM} \leq_m EQ_{TM}$ Proof: The following TM N computes the reduction f:

What should the inputs and outputs to f be?

- a) f should take as input a pair $\langle M_1, M_2 \rangle$ and output a pair $\langle M, w \rangle$
- b) f should take as input a pair $\langle M, w \rangle$ and output a pair $\langle M_1, M_2 \rangle$
- c) f should take as input a pair $\langle M_1, M_2 \rangle$ and either accept or reject
- d) f should take as input a pair $\langle M, w \rangle$ and either accept or reject

Example: Another reduction to EQ_{TM} $EQ_{TM} = \{\langle M_1, M_2 \rangle | M_1, M_2 \text{ are TMs and } L(M_1) = L(M_2)\}$ Theorem: $A_{TM} \leq_m EQ_{TM}$ Proof: The following TM computes the reduction f:

On input $\langle M, w \rangle$:

1. Construct TMs M_1 , M_2 as follows: M_1 = "On input x, M_2 = "On input x,

2. Output $\langle M_1, M_2 \rangle$

Consequences of $A_{\rm TM} \leq_{\rm m} EQ_{\rm TM}$

1. Since A_{TM} is undecidable, EQ_{TM} is also undecidable

2. $A_{\text{TM}} \leq_{\text{m}} EQ_{\text{TM}}$ implies $\overline{A_{\text{TM}}} \leq_{\text{m}} \overline{EQ_{\text{TM}}}$ Since $\overline{A_{\text{TM}}}$ is unrecognizable, $\overline{EQ_{\text{TM}}}$ is unrecognizable

EQ_{TM} itself is also unrecognizable $EQ_{TM} = \{\langle M_1, M_2 \rangle | M_1, M_2 \text{ are TMs and } L(M_1) = L(M_2)\}$ Theorem: $\overline{A_{TM}} \leq_m EQ_{TM}$ (Hence EQ_{TM} is unrecognizable)

Proof: The following TM computes the reduction:

On input $\langle M, w \rangle$:

- 1. Construct TMs M_1 , M_2 as follows:
 - M_1 = "On input x,
 - 1. Ignore *x*
 - 2. Run *M* on input *w*
 - 3. If *M* accepts, accept. Otherwise, reject."
- 2. Output $\langle M_1, M_2 \rangle$

M₂ = "On input x, 1. Ignore x and reject"

Where we are in CS 332

Automata	Computability	Complexity
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Previous unit: Computability theory What problems can / can't computers solve?

Final unit: Complexity theory What problems can / can't computers solve under constraints on their computational resources?

Time and space complexity

Today: Start answering the basic questions

- 1. How do we measure complexity? (as in CS 330)
- 2. Asymptotic notation (as in CS 330)
- 3. How robust is the TM model when we care about measuring complexity?
- 4. How do we mathematically capture our intuitive notion of "efficient algorithms"?

Time and space complexity

Time complexity of a TM = Running time of an algorithm

= Max number of steps as a <u>function</u> of input length n

Space complexity of a TM = Memory usage of algorithm = Max number of tape cells as a <u>function</u> of input length n

Review of asymptotic notation *O*-notation (upper bounds)

f(n) = O(g(n)) means:There exist constants $c > 0, n_0 > 0$ such that $f(n) \le cg(n)$ for every $n \ge n_0$

Example:
$$2n^2 + 12 = O(n^3)$$
 (*c* = 3, *n*₀ = 4)

Properties of asymptotic notation:

Transitive:

f(n) = O(g(n)) and g(n) = O(h(n)) means f(n) = O(h(n))

Not reflexive:

f(n) = O(g(n)) does not mean g(n) = O(f(n))



Example:
$$f(n) = 2n^2$$
, $g(n) = n^3$

Alternative (better) notation: $f(n) \in O(g(n))$

Examples

• $10^6 n^3 + 2n^2 - n + 10 =$

• $\sqrt{n} + \log n =$

• $n(\log n + \sqrt{n}) =$

Little-oh

If *O*-notation is like \leq , then *o*-notation is like < f(n) = o(g(n)) means: For every constant c > 0, there exists $n_0 > 0$ such that $f(n) \leq cg(n)$ for every $n \geq n_0$

Example: $2n^2 + 12 = o(n^3)$ $(n_0 = \max\{4/c, 3\})$

True facts about asymptotic expressions

Which of the following statements is true about the function $f(n) = 2^n$?

a)
$$f(n) = O(3^n)$$

b)
$$f(n) = o(3^n)$$

c)
$$f(n) = O(n^2)$$

d)
$$n^2 = O(f(n))$$



Asymptotic notation within expressions

Asymptotic notation within an expression is shorthand for "there exists a function satisfying the statement"

Examples:

• $n^{O(1)}$

• $n^2 + O(n)$

• (1 + o(1))n

FAABs: Frequently asked asymptotic bounds

- Polynomials. $a_0 + a_1n + \dots + a_dn^d$ is $O(n^d)$ if $a_d > 0$
- Logarithms. $\log_a n = O(\log_b n)$ for all constants a, b > 0

For every
$$c > 0$$
, $\log n = o(n^c)$

- Exponentials. For all b > 1 and all d > 0, $n^d = o(b^n)$
- Factorial. $n! = n(n-1) \cdots 1$

By Stirling's formula,

$$n! = \left(\sqrt{2\pi n}\right) \left(\frac{n}{e}\right)^n \left(1 + o(1)\right) = 2^{O(n\log n)}$$