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Intro to Theory of Computation

Lecture 21

Last time
- Recursion theorem
- Measuring complexity
- Asymptotic notation

Today
- Measuring complexity
- Relationship between models
- Class P

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Exercise

In the future we will find algorithms for all computational problems, that is, problems with well-defined inputs and desired outputs.

A. True. I am an optimist.

B. It is difficult to make predictions, especially about the future.

C. False. Finitely many people will be able to design only finitely many algorithms.

D. False. There are more computational problems than algorithms.
Predictions

It is not hard to make predictions, it is hard to make interesting predictions (of unpredictable events you don’t control).

• It will be dark tonight at 11pm.
• Most people in this room will have another meal today.
• The exercise from the previous slide will appear on the final.
Running time analysis

If $M$ is a TM and $f: \mathbb{N} \to \mathbb{N}$ then

“$M$ runs in time $f(n)$” means

for every input $w \in \Sigma^*$ of length $n$,

$M$ on $w$ halts within $f(n)$ steps

• Focus on worst case:
  – upper bound on running time for all inputs of given length

• Exact time depends on computer
  – instead measure asymptotic growth
TIME($f(n)$) is a class of languages. 

$A \in \text{TIME}(f(n))$ means that some 1-tape TM M that runs in time $O(f(n))$ decides A.
How much time/memory needed to decide a language?

Example: Consider $A = \{0^m1^m | m \geq 0\}$.

- $M_1 =$
  1. Scan input and reject if it is not of the form $0^*1^*$.
  2. Repeat while both 0s and 1s remain on the tape:
     3. Cross off one 0 and one 1
     4. Accept if no 0s and no 1s left; otherwise reject.

- $M_1$ runs in time $O(n^2)$.
- $A \in TIME(n^2)$.
- Is there a faster algorithm?
How much time/memory needed to decide a language?

Example: Consider $A = \{0^m1^m | m \geq 0 \}$.

- $M_2 =$ “
  1. Scan input and reject if it is not of the form $0^*1^*$.  
  2. Repeat while both 0s and 1s remain on the tape:  
  3. **Reject** if total number of 0s and 1s remaining is odd.  
  4. Cross off every other 0 starting from the first 0  
      and every other 1 starting from the first 1  
  5. **Accept** if no 0s and no 1s left; otherwise **reject**.”

- $M_2$ runs in time $O(n \log n)$, so $A \in TIME(n \log n)$.

- Sipser, Problem 7.49: If language $L$ can be decided in $o(n \log n)$ time on a 1-tape TM then $L$ is regular.

- 1-tape TM need $\Omega(n \log n)$ time to decide $A$. 

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Two-tape TM can do it faster

Example: Consider \( A = \{0^m1^m | m \geq 0 \} \).

\[
\begin{array}{c}
\text{FINITE} \\
\text{CONTROL}
\end{array}
\rightarrow
\begin{array}{c}
0 & 0 & \ldots & 0 & 1 & 1 & \ldots & 1
\end{array}
\rightarrow
\begin{array}{c}
\ldots
\end{array}
\]

- \( M_3 = " \)
  1. Scan input and reject if it is not of the form \( 0^*1^* \).
  2. Copy 0s on tape 2.
  3. Scan tape 1. For each 1 read, cross off a 0 on tape 2.
  4. \textbf{Accept} if no 0s remain on tape 2; otherwise \textbf{reject}.

- \( A \) is decided in \( O(n) \) time (linear time) on a 2-tape TM.

Unlike decidability,
the complexity of the language depends on the model.
Theorem. Let $t(n)$ be a function, where $t(n) \geq n$. Every $t(n)$ time multitape TM has an equivalent $O\left((t(n))^2\right)$ time 1-tape TM.

Proof:

- Recall: we already showed how to simulate multitape TMs by 1-tape TMs.
- Need time analysis of the simulation.
Theorem: Every Multitape Turing Machine can be transformed into a single-tape Turing Machine.
SIMULATING MULTIPLE TAPES

1. “Format” tape.

2. For each move of the k-tape TM:
   - Scan left-to-right, finding current symbols
   - Scan left-to-right, writing new symbols
   - Scan left-to-right, moving each tape head.

3. If a tape head goes off right end, insert blank.
   If tape head goes off left end, move back right.
**Theorem.** Let $t(n)$ be a function, where $t(n) \geq n$. Every $t(n)$ time multitape TM has an equivalent $O\left((t(n))^2\right)$ time 1-tape TM.

**Proof:** Time analysis of the simulation.

- Time initialize tape: $O(n + k) = O(n)$
- Time to simulate one step of the multitape TM: $O(t(n))$ (at any point $\leq t(n)$ nonblank squares on each tape)
- Number of steps to simulate: $t(n)$

Total time: $O(n) + O(t(n))t(n) = O((t(n))^2)$
Exercise

Let \( t(n) \) be a function, where \( t(n) \geq n \).

Every 3-tape TM that runs in time \( O(t(n)) \) can be simulated by a 1-tape TM that runs in time

A. \( O(t(n)) \)
B. \( O(t(n^2)) \)
C. \( O(t(n^3)) \)
D. \( O\left((t(n))^2\right) \)
E. Some 3-tape TMs can’t be simulated by 1-tape TMs
The class $P$

$P$ is the class of languages decidable in polynomial time on a deterministic 1-tape TM:

$$P = \bigcup_{k} \text{TIME}(n^k).$$

- The same class even if we substitute another reasonable deterministic model.
- Roughly the class of problems realistically solvable on a computer.
The **running time** a nondeterministic **decider** $N$ is $t(n)$ if on all inputs of length $n$, NTM $N$ takes **at most** $t(n)$ steps on the **longest** nondeterministic branch.
Time complexity of NTMs

- Length of the longest computational branch, even if accepts before
Complexity relationships between models: nondeterminism

**Theorem.** Let $t(n)$ be a function, where $t(n) \geq n$. Every $t(n)$ time nondeterministic TM has an equivalent $2^{O(t(n))}$ time 1-tape deterministic TM.

**Proof:** Simulate an NTM by a 3-tape TM.

- # of leaves $\leq b^{t(n)}$
- # of nodes $\leq 2b^{t(n)}$

Time

- increment the address and simulate from the root to a node: $O(t(n))$
- Total: $O(t(n)b^{t(n)}) = 2^{O(t(n))}$
Theorem. Let \( t(n) \) be a function, where \( t(n) \geq n \). Every \( t(n) \) time nondeterministic TM has an equivalent \( 2^{O(t(n))} \) time 1-tape deterministic TM.

Proof: So, a 3-tape TM can simulate an NTM in \( 2^{O(t(n))} \) time. Converting to a 1-tape TM at most squares the running time:

\[
(2^{O(t(n))})^2 = 2^{O(2 \cdot t(n))} = 2^{O(t(n))}
\]
Difference in time complexity

At most *polynomial* difference between all reasonable deterministic models.

At most *exponential* difference between deterministic and nondeterministic models.
The class P

\( P \) is the class of languages decidable in polynomial time on a deterministic 1-tape TM:
\[
P = \bigcup_{k} \text{TIME}(n^k).
\]

- The same class even if we substitute another reasonable deterministic model.
- Roughly the class of problems realistically solvable on a computer.