### Computation with Absolutely No Space Overhead

Lane Hemaspaandra<sup>1</sup> Proshanto Mukherji<sup>1</sup> Till Tantau<sup>2</sup>

<sup>1</sup>Department of Computer Science University of Rochester

<sup>2</sup>Fakultät für Elektrotechnik und Informatik Technical University of Berlin

Developments in Language Theory Conference, 2003



Outline Models Power of the Model Limitations of the Model Summary

# The Model of Overhead-Free Computation The Standard Model of Linear Space Our Model of Absolutely No Space Overhead

The Power of Overhead-Free Computation
Palindromes
Linear Languages
Context-Free Languages with a Forbidden Subword
Languages Complete for Polynomial Space

Limitations of Overhead-Free Computation Linear Space is Strictly More Powerful



Outline
Models
Power of the Model
Limitations of the Model
Summary

#### The Model of Overhead-Free Computation

The Standard Model of Linear Space Our Model of Absolutely No Space Overhead

#### The Power of Overhead-Free Computation

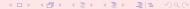
Palindromes

Linear Languages

Context-Free Languages with a Forbidden Subword

Languages Complete for Polynomial Space

Limitations of Overhead-Free Computation Linear Space is Strictly More Powerful



#### The Model of Overhead-Free Computation

The Standard Model of Linear Space Our Model of Absolutely No Space Overhead

#### The Power of Overhead-Free Computation

Palindromes

Linear Languages

Context-Free Languages with a Forbidden Subword

Languages Complete for Polynomial Space

#### Limitations of Overhead-Free Computation

Linear Space is Strictly More Powerful



### The Model of Overhead-Free Computation

The Standard Model of Linear Space
Our Model of Absolutely No Space Overhead

#### The Power of Overhead-Free Computation

**Palindromes** 

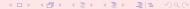
Linear Languages

Context-Free Languages with a Forbidden Subword

Languages Complete for Polynomial Space

#### Limitations of Overhead-Free Computation

Linear Space is Strictly More Powerful





- Input fills fixed-size tape
- Input may be modified
- Tape alphabet is larger than input alphabet



- Input fills fixed-size tape
- Input may be modified
- Tape alphabet is larger than input alphabet



- Input fills fixed-size tape
- Input may be modified
- Tape alphabet is larger than input alphabet



- Input fills fixed-size tape
- Input may be modified
- Tape alphabet is larger than input alphabet



- Input fills fixed-size tape
- Input may be modified
- Tape alphabet is larger than input alphabet



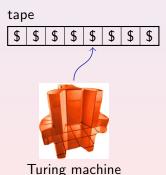
- Input fills fixed-size tape
- Input may be modified
- Tape alphabet is larger than input alphabet



- Input fills fixed-size tape
- Input may be modified
- Tape alphabet is larger than input alphabet



- Input fills fixed-size tape
- Input may be modified
- Tape alphabet is larger than input alphabet

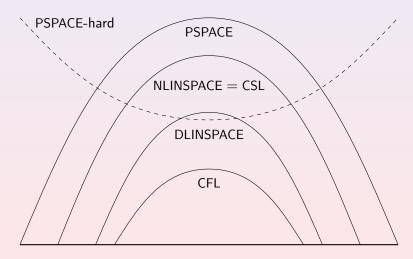


- Input fills fixed-size tape
- Input may be modified
- Tape alphabet is larger than input alphabet



- Input fills fixed-size tape
- Input may be modified
- Tape alphabet is larger than input alphabet

### Linear Space is a Powerful Model





- Input fills fixed-size tape
- Input may be modified
- Tape alphabet equals input alphabet

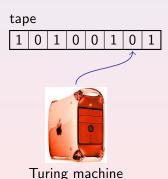


- Input fills fixed-size tape
- Input may be modified
- Tape alphabet equals input alphabet



Turing machine

- Input fills fixed-size tape
- Input may be modified
- Tape alphabet equals input alphabet



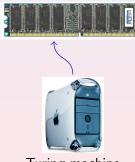
- Input fills fixed-size tape
- Input may be modified
- Tape alphabet equals input alphabet



- Input fills fixed-size tape
- Input may be modified
- Tape alphabet equals input alphabet



- Input fills fixed-size tape
- Input may be modified
- Tape alphabet equals input alphabet



Turing machine

#### Intuition

• Tape is used like a RAM module.

### Definition of Overhead-Free Computations

#### **Definition**

A Turing machine is overhead-free if

- it has only a single tape,
- writes only on input cells,
- writes only symbols drawn from the input alphabet.

#### Definition

A language  $L \subseteq \Sigma^*$  is in

DOF if L is accepted by a deterministic overhead-free machine with input alphabet  $\Sigma$ ,

DOF<sub>poly</sub> if L is accepted by a deterministic overhead-free machine with input alphabet  $\Sigma$  in polynomial time.

NOF is the nondeterministic version of DOF,

NOF<sub>poly</sub> is the nondeterministic version of DOF<sub>poly</sub>

#### Definition

A language  $L \subseteq \Sigma^*$  is in

DOF if L is accepted by a deterministic overhead-free machine with input alphabet  $\Sigma$ ,

 $\mathsf{DOF}_{\mathsf{poly}}$  if L is accepted by a deterministic overhead-free machine with input alphabet  $\Sigma$  in polynomial time.

NOF is the nondeterministic version of DOF,

NOF<sub>poly</sub> is the nondeterministic version of DOF<sub>poly</sub>

#### Definition

A language  $L \subseteq \Sigma^*$  is in

DOF if L is accepted by a deterministic overhead-free machine with input alphabet  $\Sigma$ ,

DOF<sub>poly</sub> if L is accepted by a deterministic overhead-free machine with input alphabet  $\Sigma$  in polynomial time.

NOF is the nondeterministic version of DOF,

NOF<sub>poly</sub> is the nondeterministic version of DOF<sub>poly</sub>

#### Definition

A language  $L \subseteq \Sigma^*$  is in

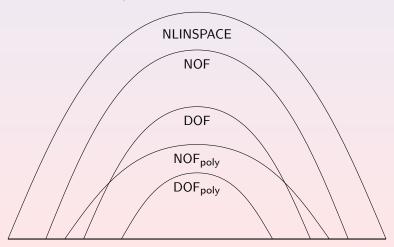
DOF if L is accepted by a deterministic overhead-free machine with input alphabet  $\Sigma$ ,

 $\mathsf{DOF}_{\mathsf{poly}}$  if L is accepted by a deterministic overhead-free machine with input alphabet  $\Sigma$  in polynomial time.

NOF is the nondeterministic version of DOF,

NOF<sub>poly</sub> is the nondeterministic version of DOF<sub>poly</sub>.

### Simple Relationships among Overhead-Free Computation Classes



### The Model of Overhead-Free Computation

The Standard Model of Linear Space Our Model of Absolutely No Space Overhead

#### The Power of Overhead-Free Computation

Palindromes

Linear Languages

Context-Free Languages with a Forbidden Subword

Languages Complete for Polynomial Space

#### Limitations of Overhead-Free Computation Linear Space is Strictly More Powerful



#### Algorithm

#### Phase 1:

Compare first and last bit Place left end marker Place right end marker

#### Phase 2:



#### Algorithm

Phase 1:

Compare first and last bit
Place left end marker
Place right end marker

Phase 2:



### Algorithm

Phase 1: Compare first and last bit Place left end marker Place right end marker

#### Phase 2:



### Algorithm

Phase 1:

Compare first and last bit Place left end marker Place right end marker

#### Phase 2:

Compare bits next to end markers

Find left end marker Advance left end marker Find right end marker Advance right end marker



#### Algorithm

Phase 1:

Compare first and last bit Place left end marker Place right end marker

Phase 2:



### Algorithm

Phase 1:

Compare first and last bit Place left end marker Place right end marker

Phase 2:



### Algorithm

Phase 1:

Compare first and last bit Place left end marker Place right end marker

Phase 2:



## Algorithm

Phase 1:

Compare first and last bit Place left end marker Place right end marker

Phase 2:



## Algorithm

Phase 1:

Compare first and last bit Place left end marker Place right end marker

Phase 2:



## Algorithm

Phase 1:

Compare first and last bit Place left end marker Place right end marker

Phase 2:



## Algorithm

Phase 1:

Compare first and last bit Place left end marker Place right end marker

Phase 2:



## Algorithm

Phase 1:

Compare first and last bit Place left end marker Place right end marker

Phase 2:



## Algorithm

Phase 1:

Compare first and last bit Place left end marker Place right end marker

Phase 2:



## Algorithm

Phase 1:

Compare first and last bit Place left end marker Place right end marker

Phase 2:



## Algorithm

Phase 1:

Compare first and last bit Place left end marker Place right end marker

Phase 2:



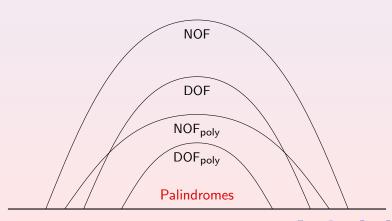
## Algorithm

Phase 1:

Compare first and last bit Place left end marker Place right end marker

Phase 2:

## Relationships among Overhead-Free Computation Classes



### A Review of Linear Grammars

#### **Definition**

A grammar is linear if it is context-free and there is only one nonterminal per right-hand side.

#### Example

 $G_1: S \to 00S0 \mid 1.$  $G_2: S \to 0S10 \mid 0.$ 

#### Definition

A grammar is deterministic if "there is always only one rule that can be applied."

#### Example

 $G_1$  is deterministic.

### A Review of Linear Grammars

#### Definition

A grammar is linear if it is context-free and there is only one nonterminal per right-hand side.

#### Example

```
G_1: S \to 00S0 \mid 1.

G_2: S \to 0S10 \mid 0.
```

#### Definition

A grammar is deterministic if "there is always only one rule that can be applied."

### Example

 $G_1$  is deterministic.

 $G_2$  is **not** deterministic.

# Deterministic Linear Languages Can Be Accepted in an Overhead-Free Way

#### Theorem

Every deterministic linear language is in DOF<sub>poly</sub>.

# Metalinear Languages Can Be Accepted in an Overhead-Free Way

#### Definition

A language is metalinear if it is the concatenation of linear languages.

#### Example

TRIPLE-PALINDROME =  $\{uvw \mid u, v, \text{ and } w \text{ are palindromes}\}$ 

#### Theorem

Every metalinear language is in NOF<sub>poly</sub>.



# Metalinear Languages Can Be Accepted in an Overhead-Free Way

#### Definition

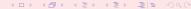
A language is metalinear if it is the concatenation of linear languages.

#### Example

TRIPLE-PALINDROME =  $\{uvw \mid u, v, \text{ and } w \text{ are palindromes}\}$ .

#### Theorem

Every metalinear language is in NOF<sub>poly</sub>.



# Metalinear Languages Can Be Accepted in an Overhead-Free Way

#### Definition

A language is metalinear if it is the concatenation of linear languages.

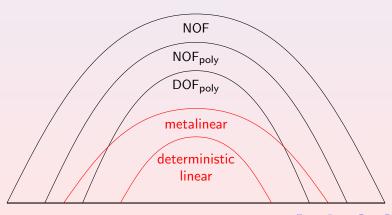
#### Example

TRIPLE-PALINDROME =  $\{uvw \mid u, v, \text{ and } w \text{ are palindromes}\}$ .

#### **Theorem**

Every metalinear language is in NOF<sub>poly</sub>.

# Relationships among Overhead-Free Computation Classes



## Definition of Almost-Overhead-Free Computations

#### Definition

A Turing machine is almost-overhead-free if

- it has only a single tape,
- writes only on input cells,
- writes only symbols drawn from the input alphabet plus one special symbol.

## Definition of Almost-Overhead-Free Computations

#### Definition

A Turing machine is almost-overhead-free if

- it has only a single tape,
- writes only on input cells,
- writes only symbols drawn from the input alphabet plus one special symbol.

## Definition of Almost-Overhead-Free Computations

#### Definition

A Turing machine is almost-overhead-free if

- it has only a single tape,
- writes only on input cells,
- writes only symbols drawn from the input alphabet plus one special symbol.

# Context-Free Languages with a Forbidden Subword Can Be Accepted in an Overhead-Free Way

#### Theorem

Let L be a context-free language with a forbidden word. Then  $L \in NOF_{poly}$ .

→ Skip proof

# Context-Free Languages with a Forbidden Subword Can Be Accepted in an Overhead-Free Way

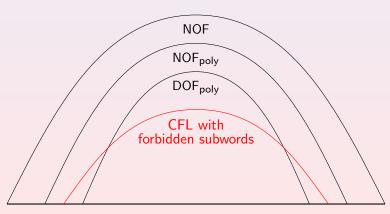
#### Theorem

Let L be a context-free language with a forbidden word. Then  $L \in NOF_{poly}$ .

#### Proof.

Every context-free language can be accepted by a nondeterministic almost-overhead-free machine in polynomial time.

# Relationships among Overhead-Free Computation Classes



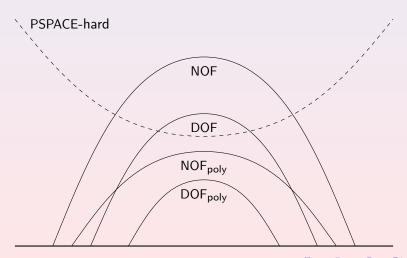
# Some PSPACE-complete Languages Can Be Accepted in an Overhead-Free Way

#### Theorem

DOF contains languages that are complete for PSPACE.

▶ Proof details

# Relationships among Overhead-Free Computation Classes



### The Model of Overhead-Free Computation

The Standard Model of Linear Space Our Model of Absolutely No Space Overhead

#### The Power of Overhead-Free Computation

**Palindromes** 

Linear Languages

Context-Free Languages with a Forbidden Subword

Languages Complete for Polynomial Space

# Limitations of Overhead-Free Computation

Linear Space is Strictly More Powerful

# Some Context-Sensitive Languages Cannot be Accepted in an Overhead-Free Way

#### **Theorem**

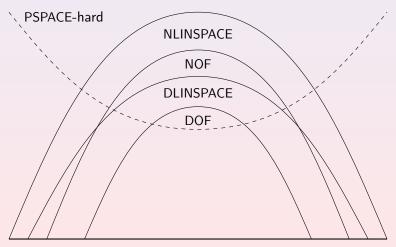
 $\mathsf{DOF} \subsetneq \mathsf{DLINSPACE}.$ 

#### **Theorem**

 $NOF \subseteq NLINSPACE$ .

The proofs are based on old diagonalisations due to Feldman, Owings, and Seiferas.

# Relationships among Overhead-Free Computation Classes



# Candidates for Languages that Cannot be Accepted in an Overhead-Free Way

## Conjecture

DOUBLE-PALINDROMES ∉ DOF.

## Conjecture

 $\{ww \mid w \in \{0,1\}^*\} \notin NOF.$ 

Proving the first conjecture would show DOF  $\subsetneq$  NOF.

# Summary

- Overhead-free computation is a more faithful model of fixed-size memory.
- Overhead-free computation is less powerful than linear space.
- Many context-free languages can be accepted by overhead-free machines.
- We conjecture that all context-free languages are in NOF<sub>poly</sub>.
- Our results can be seen as new results on the power of linear bounded automata with fixed alphabet size.

- A. Salomaa.
  - Formal Languages.

Academic Press, 1973.

- E. Dijkstra.
  Smoothsort, an alternative
- E. Feldman and J. Owings, Jr.
  A class of universal linear bounded automata
- P. Jančar, F. Mráz, M. Plátek, and J. Vogel. Restarting automata.

FCT Conterence 1995, LNCS 985, pages 282–292. 1995

- A. Salomaa.
  - Formal Languages.

Academic Press, 1973.

- E. Dijkstra.
  - Smoothsort, an alternative for sorting in situ.

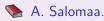
Science of Computer Programming, 1(3):223–233, 1982.

- E. Feldman and J. Owings, Jr. A class of universal linear bounded automata Information Sciences, 6:187–190, 1973.
- P. Jančar, F. Mráz, M. Plátek, and J. Vogel. Restarting automata.
  - FCT Conference 1995, LNCS 985, pages 282–292. 1995

- A. Salomaa.
  - Formal Languages.

Academic Press, 1973.

- E. Dijkstra.
  - Smoothsort, an alternative for sorting in situ. *Science of Computer Programming*, 1(3):223–233, 1982.
- E. Feldman and J. Owings, Jr.
  A class of universal linear bounded automata. *Information Sciences*, 6:187–190, 1973.
- P. Jančar, F. Mráz, M. Plátek, and J. Vogel. Restarting automata. FCT Conference 1995, LNCS 985, pages 282–292.



Formal Languages.

Academic Press, 1973.

E. Dijkstra.

Smoothsort, an alternative for sorting in situ. *Science of Computer Programming*, 1(3):223–233, 1982.

- E. Feldman and J. Owings, Jr. A class of universal linear bounded automata. Information Sciences, 6:187–190, 1973.
- P. Jančar, F. Mráz, M. Plátek, and J. Vogel. Restarting automata. FCT Conference 1995, LNCS 985, pages 282–292. 1995.

#### **Appendix**

Overhead Freeness and Completeness Improvements for Context-Free Languages Abbreviations

# Overhead-Free Languages can be PSPACE-Complete

#### **Theorem**

DOF contains languages that are complete for PSPACE.

#### Proof.

- Let A ∈ DLINSPACE be PSPACE-complete.
   Such languages are known to exist.
- Let M be a linear space machine that accepts  $A \subseteq \{0,1\}^*$  with tape alphabet  $\Gamma$ .
- Let  $h: \Gamma \to \{0,1\}^*$  be an isometric, injective homomorphism.
- Then h(L) is in DOF and it is PSPACE-complete.



## **Improvements**

#### Theorem

- $1. \ \, \mathsf{DCFL} \subseteq \mathsf{DOF}_{\mathsf{poly}}.$
- $\mathbf{2.} \;\; \mathsf{CFL} \subseteq \mathsf{NOF}_{\mathsf{poly}}.$

## Explanation of Different Abbreviations

DOF	Deterministic Overhead-Free.
NOF	Nondeterministic Overhead-Free.
DOF <sub>poly</sub>	Deterministic Overhead-Free, polynomial time.
DOF <sub>poly</sub>	Nondeterministic Overhead-Free, polynomial time.

Table: Explanation of what different abbreviations mean.