

Computation with Absolutely No Space Overhead

Lane Hemaspaandra¹ Proshanto Mukherji¹ Till Tantau²

¹Department of Computer Science
University of Rochester

²Fakultät für Elektrotechnik und Informatik
Technical University of Berlin

Developments in Language Theory Conference, 2003



Outline

1. The Model of Overhead-Free Computation

The Standard Model of Linear Space

Our Model of Absolutely No Space Overhead

2. The Power of Overhead-Free Computation

Palindromes

Linear Languages

Context-Free Languages with a Forbidden Subword

Languages Complete for Polynomial Space

3. Limitations of Overhead-Free Computation

Linear Space is Strictly More Powerful



Outline

1. The Model of Overhead-Free Computation

The Standard Model of Linear Space

Our Model of Absolutely No Space Overhead

2. The Power of Overhead-Free Computation

Palindromes

Linear Languages

Context-Free Languages with a Forbidden Subword

Languages Complete for Polynomial Space

3. Limitations of Overhead-Free Computation

Linear Space is Strictly More Powerful



Outline

1. The Model of Overhead-Free Computation

The Standard Model of Linear Space

Our Model of Absolutely No Space Overhead

2. The Power of Overhead-Free Computation

Palindromes

Linear Languages

Context-Free Languages with a Forbidden Subword

Languages Complete for Polynomial Space

3. Limitations of Overhead-Free Computation

Linear Space is Strictly More Powerful



Outline

1. The Model of Overhead-Free Computation

The Standard Model of Linear Space

Our Model of Absolutely No Space Overhead

2. The Power of Overhead-Free Computation

Palindromes

Linear Languages

Context-Free Languages with a Forbidden Subword

Languages Complete for Polynomial Space

3. Limitations of Overhead-Free Computation

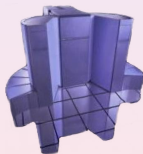
Linear Space is Strictly More Powerful



The Standard Model of Linear Space

tape

0	0	1	0	0	1	0	0
---	---	---	---	---	---	---	---



Turing machine

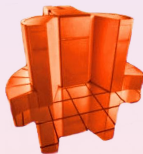
Characteristics

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

The Standard Model of Linear Space

tape

\$	0	1	0	0	1	0	0
----	---	---	---	---	---	---	---



Turing machine

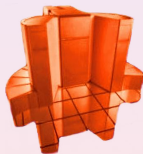
Characteristics

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

The Standard Model of Linear Space

tape

\$	0	1	0	0	1	0	0
----	---	---	---	---	---	---	---



Turing machine

Characteristics

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

The Standard Model of Linear Space

tape

\$	0	1	0	0	1	0	\$
----	---	---	---	---	---	---	----



Turing machine

Characteristics

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

The Standard Model of Linear Space

tape

\$	0	1	0	0	1	0	\$
----	---	---	---	---	---	---	----



Turing machine

Characteristics

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

The Standard Model of Linear Space

tape

\$	\$	1	0	0	1	0	\$
----	----	---	---	---	---	---	----



Turing machine

Characteristics

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

The Standard Model of Linear Space

tape

\$	\$	1	0	0	1	0	\$
----	----	---	---	---	---	---	----



Turing machine

Characteristics

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

The Standard Model of Linear Space

tape

\$	\$	1	0	0	1	\$	\$
----	----	---	---	---	---	----	----



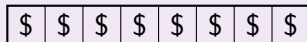
Turing machine

Characteristics

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

The Standard Model of Linear Space

tape



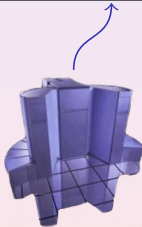
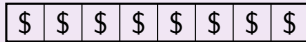
Turing machine

Characteristics

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

The Standard Model of Linear Space

tape

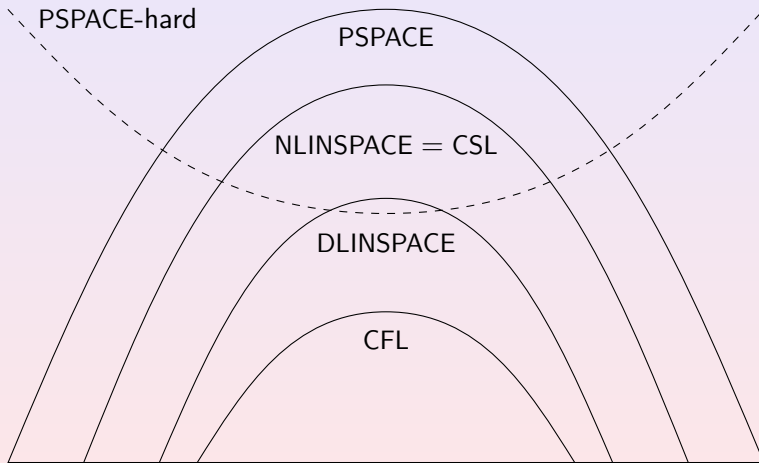


Turing machine

Characteristics

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

Linear Space is a Powerful Model



Our Model of “Absolutely No Space Overhead”

tape

0	0	1	0	0	1	0	0
---	---	---	---	---	---	---	---



Turing machine

Characteristics

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

Our Model of “Absolutely No Space Overhead”

tape

1	0	1	0	0	1	0	0
---	---	---	---	---	---	---	---



Turing machine

Characteristics

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

Our Model of “Absolutely No Space Overhead”

tape

1	0	1	0	0	1	0	0
---	---	---	---	---	---	---	---



Turing machine

Characteristics

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

Our Model of “Absolutely No Space Overhead”

tape

1	0	1	0	0	1	0	1
---	---	---	---	---	---	---	---



Turing machine

Characteristics

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

Our Model of “Absolutely No Space Overhead”

tape

1	0	1	0	0	1	0	1
---	---	---	---	---	---	---	---



Turing machine

Characteristics

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

Our Model of “Absolutely No Space Overhead”

tape

1	1	1	0	0	1	0	1
---	---	---	---	---	---	---	---



Turing machine

Characteristics

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

Our Model of “Absolutely No Space Overhead”



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.

Overhead-Free Computation Complexity Classes

Definition

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

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

DOF_{poly} if L is accepted by a deterministic overhead-free machine with input alphabet Σ in polynomial time.

NOF is the nondeterministic version of DOF,

NOF_{poly} is the nondeterministic version of DOF_{poly} .



Overhead-Free Computation Complexity Classes

Definition

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

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

DOF_{poly} if L is accepted by a deterministic overhead-free machine with input alphabet Σ in polynomial time.

NOF is the nondeterministic version of DOF,

NOF_{poly} is the nondeterministic version of DOF_{poly}.



Overhead-Free Computation Complexity Classes

Definition

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

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

DOF_{poly} if L is accepted by a deterministic overhead-free machine with input alphabet Σ in polynomial time.

NOF is the nondeterministic version of DOF,

NOF_{poly} is the nondeterministic version of DOF_{poly}.



Overhead-Free Computation Complexity Classes

Definition

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

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

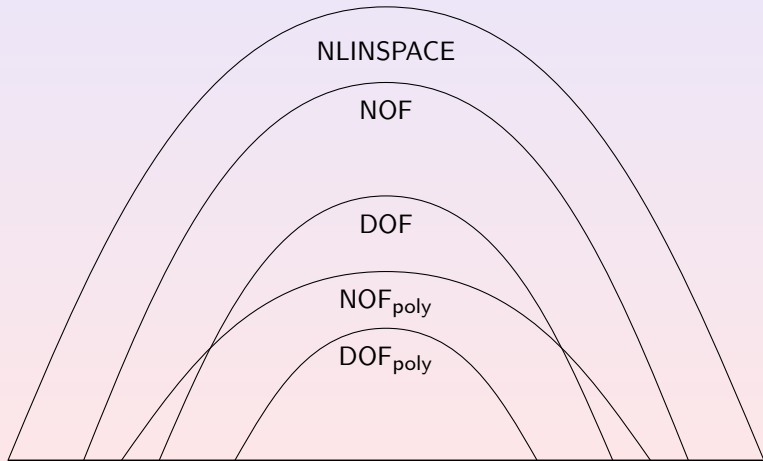
DOF_{poly} if L is accepted by a deterministic overhead-free machine with input alphabet Σ in polynomial time.

NOF is the nondeterministic version of DOF,

NOF_{poly} is the nondeterministic version of DOF_{poly}.



Simple Relationships among Overhead-Free Computation Classes



Outline

1. The Model of Overhead-Free Computation

The Standard Model of Linear Space

Our Model of Absolutely No Space Overhead

2. The Power of Overhead-Free Computation

Palindromes

Linear Languages

Context-Free Languages with a Forbidden Subword

Languages Complete for Polynomial Space

3. Limitations of Overhead-Free Computation

Linear Space is Strictly More Powerful



Palindromes Can be Accepted in an Overhead-Free Way

tape

0	0	1	0	0	1	0	0
---	---	---	---	---	---	---	---



overhead-free machine

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



Palindromes Can be Accepted in an Overhead-Free Way

tape

1	0	1	0	0	1	0	0
---	---	---	---	---	---	---	---



overhead-free machine

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

Palindromes Can be Accepted in an Overhead-Free Way

tape

1	0	1	0	0	1	0	0
---	---	---	---	---	---	---	---



overhead-free machine

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

Palindromes Can be Accepted in an Overhead-Free Way

tape

1	0	1	0	0	1	0	1
---	---	---	---	---	---	---	---



overhead-free machine

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

Palindromes Can be Accepted in an Overhead-Free Way

tape

1	0	1	0	0	1	0	1
---	---	---	---	---	---	---	---



overhead-free machine

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



Palindromes Can be Accepted in an Overhead-Free Way

tape

0	1	1	0	0	1	0	1
---	---	---	---	---	---	---	---



overhead-free machine

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

Palindromes Can be Accepted in an Overhead-Free Way

tape

0	1	1	0	0	1	0	1
---	---	---	---	---	---	---	---



overhead-free machine

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

Palindromes Can be Accepted in an Overhead-Free Way

tape

0	1	1	0	0	1	1	0
---	---	---	---	---	---	---	---



overhead-free machine

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



Palindromes Can be Accepted in an Overhead-Free Way

tape

0	1	1	0	0	1	1	0
---	---	---	---	---	---	---	---



overhead-free machine

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

Palindromes Can be Accepted in an Overhead-Free Way

tape

0	0	1	0	0	1	1	0
---	---	---	---	---	---	---	---



overhead-free machine

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



Palindromes Can be Accepted in an Overhead-Free Way

tape

0	0	1	0	0	1	1	0
---	---	---	---	---	---	---	---



overhead-free machine

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

Palindromes Can be Accepted in an Overhead-Free Way

tape

0	0	1	0	0	1	0	0
---	---	---	---	---	---	---	---



overhead-free machine

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



Palindromes Can be Accepted in an Overhead-Free Way

tape

0	0	1	0	0	1	0	0
---	---	---	---	---	---	---	---



overhead-free machine

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

Palindromes Can be Accepted in an Overhead-Free Way

tape

0	0	0	1	0	1	0	0
---	---	---	---	---	---	---	---



overhead-free machine

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



Palindromes Can be Accepted in an Overhead-Free Way

tape

0	0	0	1	0	1	0	0
---	---	---	---	---	---	---	---



overhead-free machine

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

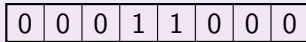
Advance left end marker

Find right end marker

Advance right end marker

Palindromes Can be Accepted in an Overhead-Free Way

tape



overhead-free machine

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

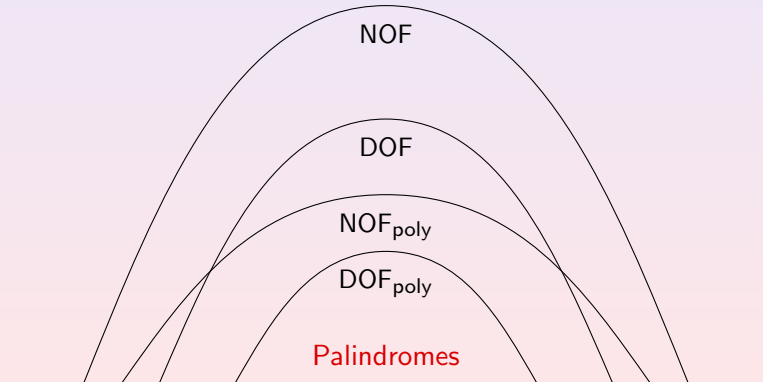
Advance left end marker

Find right end marker

Advance right end marker



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

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

Definition

A grammar is **deterministic** if
“there is always only one rule that can be applied.”

Example

$G_1: S \rightarrow 00S0 \mid 1$ is deterministic.
 $G_2: S \rightarrow 0S10 \mid 0$ is **not** 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

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

Definition

A grammar is **deterministic** if
“there is always only one rule that can be applied.”

Example

$G_1: S \rightarrow 00S0 \mid 1$ is deterministic.
 $G_2: S \rightarrow 0S10 \mid 0$ is **not** deterministic.



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

Theorem

Every deterministic linear language is in DOF_{poly} .

Metalinear Languages

Can Be Accepted in an Overhead-Free Way

Definition

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

Example

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

Theorem

Every metalinear language is in NOF_{poly} .

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_{poly} .



Metalinear Languages

Can Be Accepted in an Overhead-Free Way

Definition

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

Example

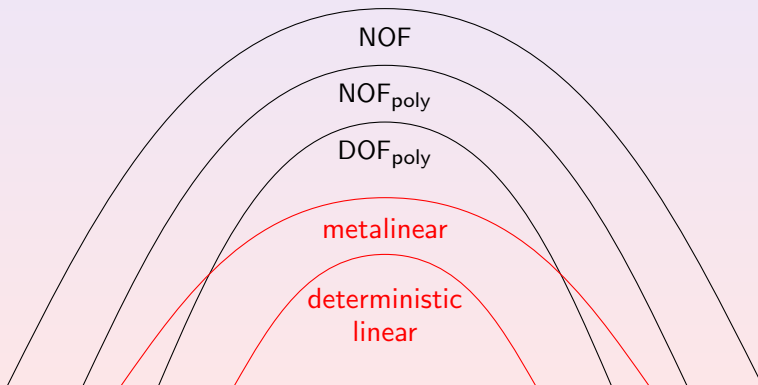
TRIPLE-PALINDROME = $\{uvw \mid u, v, \text{ and } w \text{ are palindromes}\}$.

Theorem

Every metalinear language is in NOF_{poly} .



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 $L \in \text{NOF}_{\text{poly}}$.

► Skip proof

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

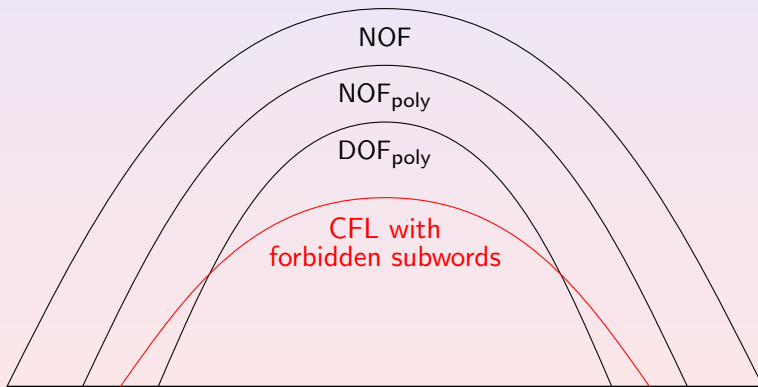
Theorem

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

Proof.

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

Relationships among Overhead-Free Computation Classes



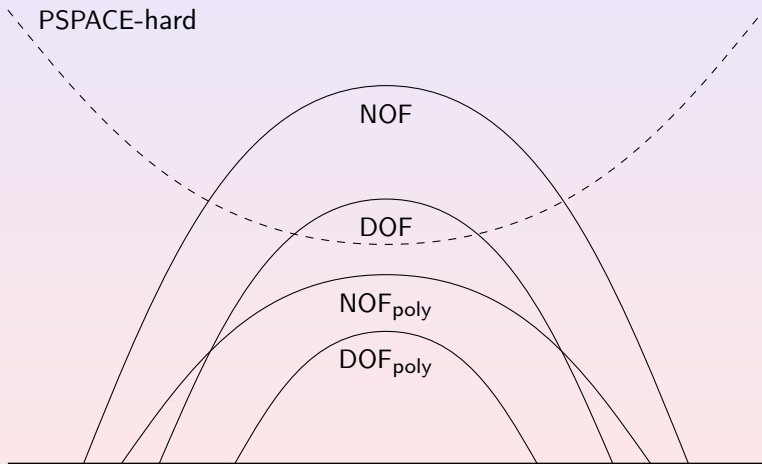
Some PSPACE-complete Languages Can Be Accepted in an Overhead-Free Way

Theorem

DOF contains languages that are complete for PSPACE.

► Proof details

Relationships among Overhead-Free Computation Classes



Outline

1. The Model of Overhead-Free Computation

The Standard Model of Linear Space

Our Model of Absolutely No Space Overhead

2. The Power of Overhead-Free Computation

Palindromes

Linear Languages

Context-Free Languages with a Forbidden Subword

Languages Complete for Polynomial Space

3. Limitations of Overhead-Free Computation

Linear Space is Strictly More Powerful



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

Theorem

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

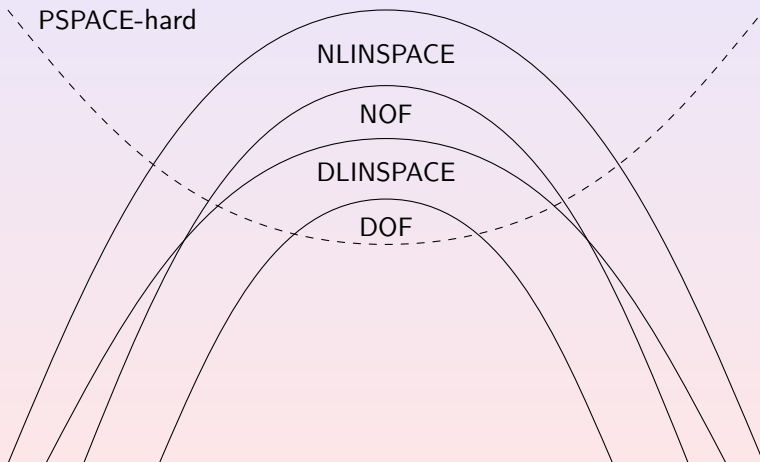
Theorem

$\text{NOF} \subsetneq \text{NLINSPACE}$.

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 \notin DOF.

Conjecture

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

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



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

Theorem

$\text{DOUBLE-PALINDROMES} \in \text{DOF}$.

Conjecture

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

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



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_{poly} .
- Our results can be seen as new results on the power of **linear bounded automata with fixed alphabet** size.



For Further Reading



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.

For Further Reading



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.

For Further Reading



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.

For Further Reading



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.

Appendix Outline

4. 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 $A \in \text{DLINSPACE}$ 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 Γ .
- Let $h: \Gamma \rightarrow \{0, 1\}^*$ be an isometric, injective homomorphism.
- Then $h(L)$ is in DOF and it is PSPACE-complete.

[Return](#)

Improvements

Theorem

1. $\text{DCFL} \subseteq \text{DOF}_{\text{poly}}$.
2. $\text{CFL} \subseteq \text{NOF}_{\text{poly}}$.

Explanation of Different Abbreviations

DOF	Deterministic Overhead-Free.
NOF	Nondeterministic Overhead-Free.
DOF _{poly}	Deterministic Overhead-Free, polynomial time.
DOF _{poly}	Nondeterministic Overhead-Free, polynomial time.

Table: Explanation of what different abbreviations mean.

