### Computation with Absolutely No Space Overhead

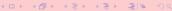
Lane Hemaspaandra<sup>1</sup> Proshanto Mukherji<sup>1</sup> Till Tantau<sup>2</sup>

<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





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

The Power of Overhead-Free Computation

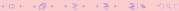
**Palindromes** 

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





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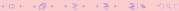
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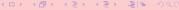
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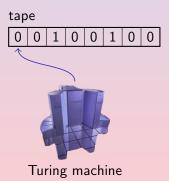
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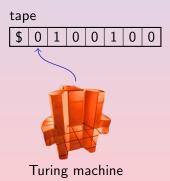




- Input fills fixed-size tape
- Input may be modified
- Tape alphabet is larger than input alphabet







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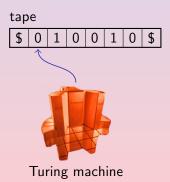




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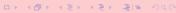






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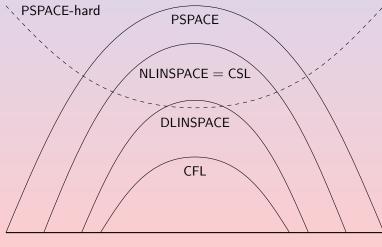


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# Linear Space is a Powerful Model

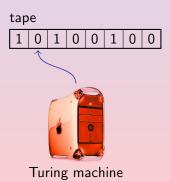




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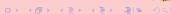






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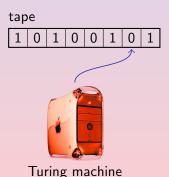




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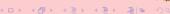


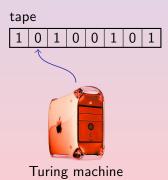




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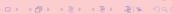


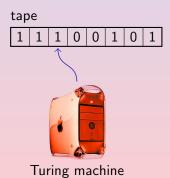




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- Input fills fixed-size tape
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Turing machine

#### 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.

is the nondeterministic version of DOF,

NOF





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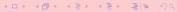
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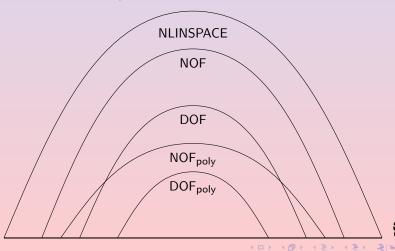
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# Simple Relationships among Overhead-Free Computation Classes





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

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### Palindromes Can be Accepted in an Overhead-Free Way



### Algorithm

#### Phase 1:

Compare first and last bit
Place left end marker

Place left end marker Place right end marker

### Phase 2:

### Palindromes Can be Accepted in an Overhead-Free Way



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### Palindromes Can be Accepted in an Overhead-Free Way



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### Palindromes Can be Accepted in an Overhead-Free Way



### Algorithm

#### Phase 1:

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#### Phase 2:

Compare bits next to end markers

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

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### Algorithm

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

#### Phase 2:

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Find left end marker

Advance left end marker

Find right end marker

Advance right end marker

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## Palindromes Can be Accepted in an Overhead-Free Way



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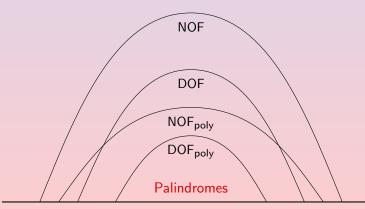
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### Phase 2:

# Palindromes Linear Languages Forbidden Subword

# 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

 $G_1: S \rightarrow 00S0 \mid 1.$ 

 $G_2 \colon S \to 0S10 \mid 0.$ 

### 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.



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 $G_2$  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 =  $\{uvw \mid u, v, \text{ and } w \text{ are palindromes}\}$ 

### $\mathsf{Theorem}$

Every metalinear language is in NOFpoly.



# 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

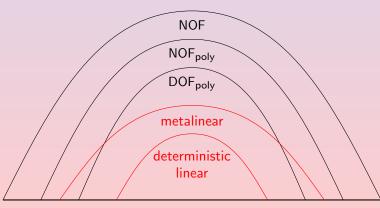
TRIPLE-PALINDROME = { $uvw \mid u, v, \text{ and } w \text{ are palindromes}$ }.

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# Relationships among Overhead-Free Computation Classes





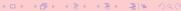
# Definition of Almost-Overhead-Free Computations

### Definition

A Turing machine is almost-overhead-free if

- it has only a single tape,
- writes only on input cells,
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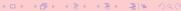
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# Context-Free Languages with a Forbidden Subword Can Be Accepted in an Overhead-Free Way

### 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  $L \in NOF_{poly}$ .

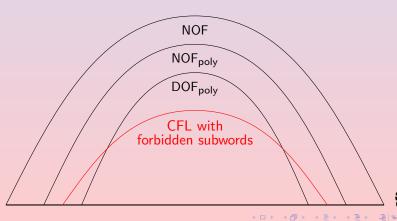
### Proof.

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

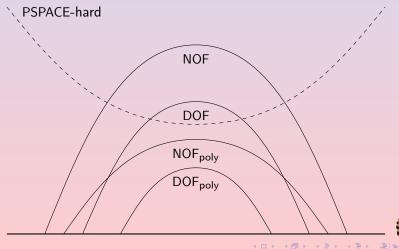
DOF contains languages that are complete for PSPACE.

▶ 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

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Linear Languages

Context-Free Languages with a Forbidden Subword Languages Complete for Polynomial Space

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

### Theorem

 $DOF \subseteq DLINSPACE$ .

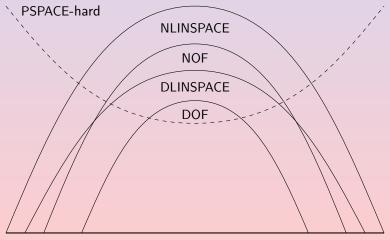
### Theorem

 $NOF \subseteq NLINSPACE$ .

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.





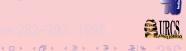


A. Salomaa.

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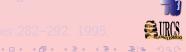
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### **Appendix**

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  $A \in \mathsf{DLINSPACE}$  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.  $\mathsf{DCFL} \subseteq \mathsf{DOF}_{\mathsf{poly}}$ .
- 2. CFL  $\subseteq$  NOF<sub>poly</sub>.





# **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.

