Outline
The Model of Overhead-Free Computation
The Power of Overhead-Free Computation
Limitations of Overhead-Free Computation
Summary

### Computation with Absolutely No Space Overhead

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Developments in Language Theory Conference, 2003

#### 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

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**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



#### Turing machine

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



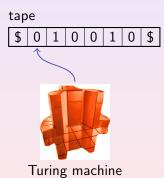
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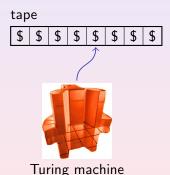
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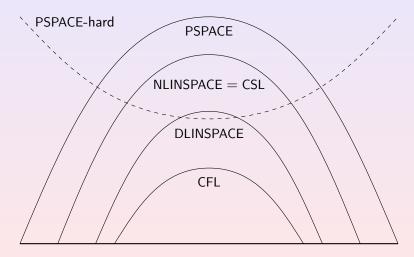


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### Linear Space is a Powerful Model





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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.

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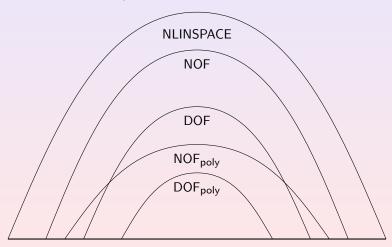
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NOF<sub>poly</sub> is the nondeterministic version of DOF<sub>poly</sub>.

### Simple Relationships among Overhead-Free Computation Classes



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

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



#### Algorithm

#### Phase 1:

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

#### Phase 2:



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Place left end marker
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Phase 2:



#### Algorithm

Phase 1: Compare first

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:



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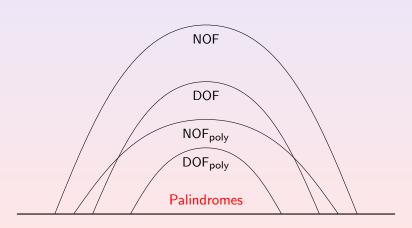
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# Palindromes Linear Languages Context-Free Languages with a Forbidden Subword Languages Complete for Polynomial Space

## 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

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

## A Review of Linear Grammars

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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>.

## Continued Review of Linear Grammars

#### **Definition**

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

## Continued Review of Linear Grammars

### Definition

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

### Example

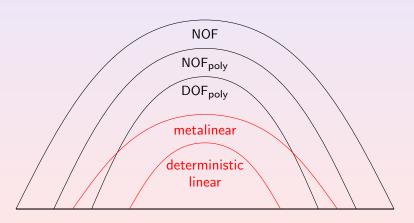
TRIPLE-PALINDROME = { $uvw \mid u, v, \text{ and } w \text{ are palindromes}$ }.

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

**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

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## Definition of Almost-Overhead-Free Computations

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# 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.

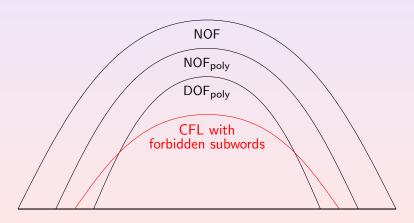
# Context-Free Languages with a Forbidden Subword Can Be Accepted in an Overhead-Free Way

#### **Theorem**

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

The proof is based on the fact that every context-free language can be accepted by a nondeterministic almost-overhead-free machine in polynomial time.

## Relationships among Overhead-Free Computation Classes



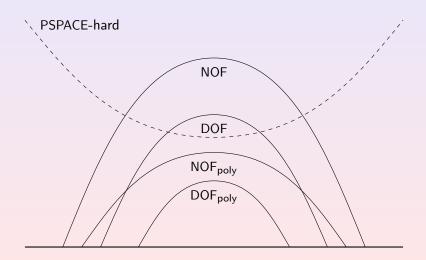
# Some PSPACE-complete Languages Can Be Accepted in an Overhead-Free Way

#### **Theorem**

DOF contains languages that are complete for PSPACE.

Go to proof details.

# Relationships among Overhead-Free Computation Classes



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

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

#### **Theorem**

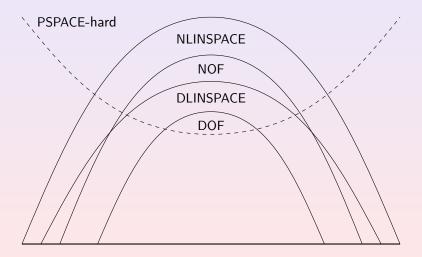
 $\mathsf{DOF} \subsetneq \mathsf{DLINSPACE}.$ 

#### **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

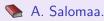
 $\{ww \mid w \in \{0,1\}^*\} \notin NOF.$ 

Proving the first conjecture would show DOF  $\subseteq$  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.

# For Further Reading



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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.
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### **Appendix**

Overhead Freeness and Completeness Improvements for Context-Free Languages

# 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.

return

## **Improvements**

#### Theorem

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