18.404/6.840 Lecture 12

Last time:

- Self-reproducing machines and The Recursion theorem
- Applications:
  a) New proof that is undecidable
  b) is T-unrecognizable (and so is any infinite subset of)
  c) True but unprovable statements

Today:

- Introduction to Complexity Theory
- Complexity classes; the Class P

No lecture Tuesday, October 13 (Monday schedule due to Indigenous Peoples' Day)
I will hold my office hours (4:00-5:30) on October 13.

Midterm exam Thursday, October 15. No lecture that day.
Sample problems and solutions with exam instructions have been posted.

Intro to Complexity Theory

Computability theory (1930s - 1950s):
Is A decidable?

Complexity theory (1960s - present):
Is A decidable with restricted resources?
(time/memory/…)

Example: Let .
Q: How many steps are needed to decide ?
Depends on the input.

We give an upper bound for all inputs of length .
Called "worst-case complexity".

steps to decide

Theorem: A 1-tape TM can decide where, on inputs of length ,
uses at most steps, for some fixed constant .

Terminology: uses steps.

Proof: "On input
1. Scan input to check if , *reject* if not.
2. Repeat until all crossed off.
   Scan tape, crossing off one a and one b.
   Reject if only a's or only b's remain.
3. Accept if all crossed off. "

Analysis:
steps
iterations
steps
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steps
steps

Check-in 12.1

How much improvement is possible in the bound for this theorem about 1-tape TMs deciding ?

(a) is best possible.

(b) is possible.

(c) is possible.

Deciding faster

Theorem: A 1-tape TM can decide by using steps.

Proof:

"On input

1. Scan tape to check if . *Reject* if not.
2. Repeat until all crossed off.
   Scan tape, crossing off every other a and b.
   Reject if even/odd parities disagree.
3. Accept if all crossed off. "

Analysis:

steps

iterations

steps

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steps

steps

	Parities
a's	
b's	

Further improvement? Not possible.

Theorem: A 1-tape TM cannot decide by using steps.

You are not responsible for knowing the proof.

Deciding even faster

Theorem: A multi-tape TM can decide using steps.

"On input
1. Scan input to check if , *reject* if not.
2. Copy a's to second tape.
3. Match b's with a's on second tape.
4. *Accept* if match, else *reject*. "

Analysis:
steps
steps
steps
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steps

Model Dependence

Number of steps to decide depends on the model.

- **1-tape TM:**
- **Multi-tape TM:**

Computability theory: model independence (Church-Turing Thesis)
Therefore model choice doesn't matter. Mathematically nice.

Complexity Theory: model dependence
But dependence is low (polynomial) for reasonable deterministic models.
We will focus on questions that do not depend on the model choice.

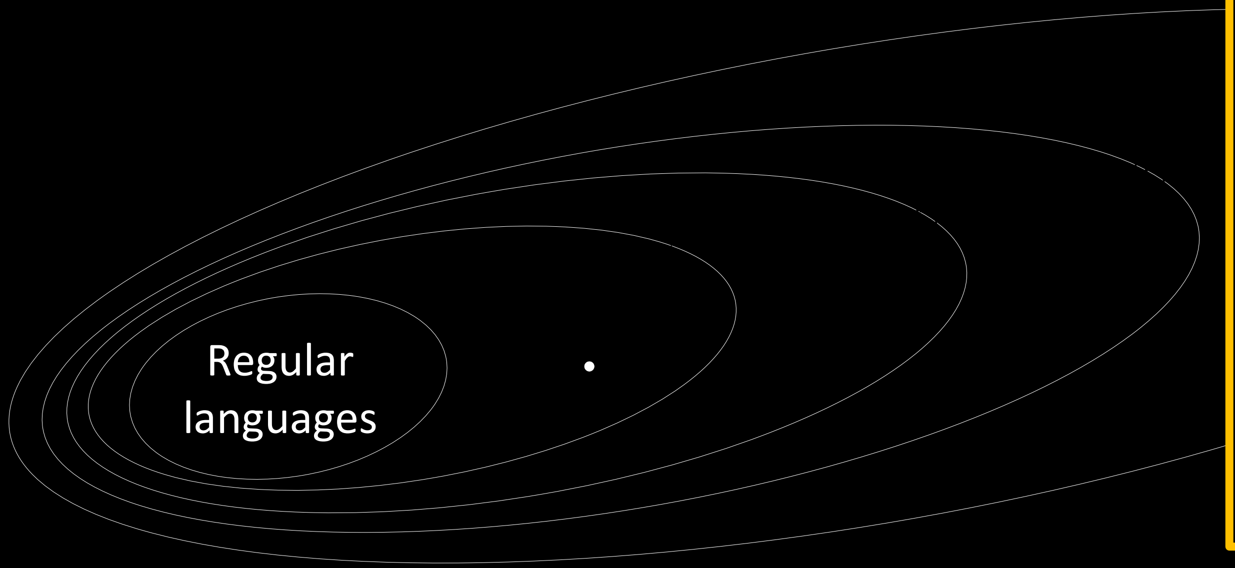
So… we will continue to use the 1-tape TM as the basic model for complexity.

TIME Complexity Classes

Defn: Let . Say TM <u>runs in time</u> if
always halts within steps on all inputs of length .

Defn: TIMEsome deterministic 1-tape TM decides
and runs in time

Example:



Check-in 12.2

Let .

What is the smallest function such that TIME ?

(a)

(b)

(c)

(d)

Check-in 12.2

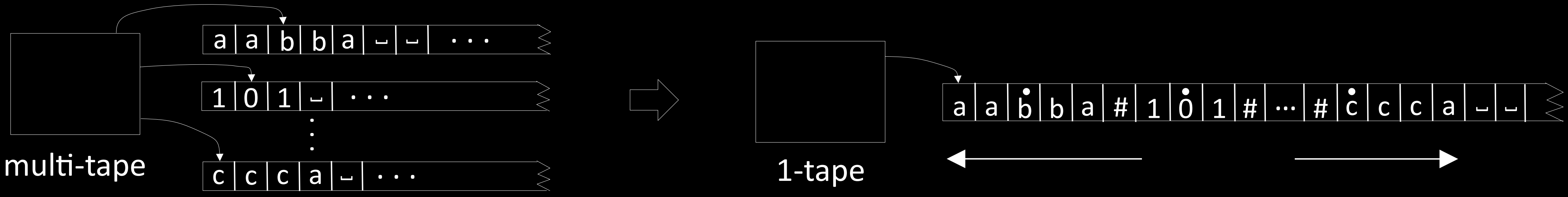

Coffee
Break

Multi-tape vs 1-tape time

Theorem: Let .

If a multi-tape TM decides in time , then .

Proof: Analyze conversion of multi-tape to 1-tape TMs.



To simulate 1 step of ’s computation, uses steps.

So total simulation time is .

Similar results can be shown for other reasonable deterministic models.

Relationships among models

Informal Defn: Two models of computation are polynomially related if each can simulate the other with a polynomial overhead:
So time time on the other model, for some .

All reasonable deterministic models are polynomially related.

- 1-tape TMs
- multi-tape TMs
- multi-dimensional TMs
- random access machine (RAM)
- cellular automata

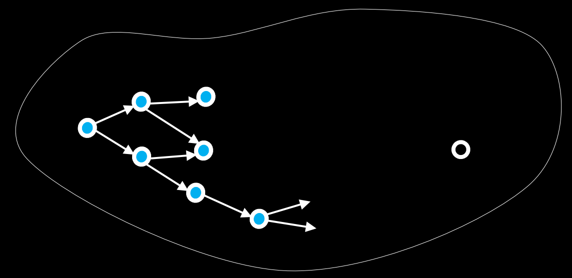
The Class P

Defn: P

polynomial time decidable languages

- Invariant for all reasonable deterministic models
- Corresponds roughly to realistically solvable problems

Example: is a directed graph with a path from to



Theorem:

Proof: "On input

1. Mark
2. Repeat until nothing new is marked:
   For each marked node :
   Scan to mark all where is an edge
3. *Accept* if is marked. *Reject* if not.

iterations

iterations

steps

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steps

To show polynomial time:
Each stage should be clearly polynomial and the total number of steps polynomial.

and

Example: is a directed graph with a path from to
and the path goes through every node of

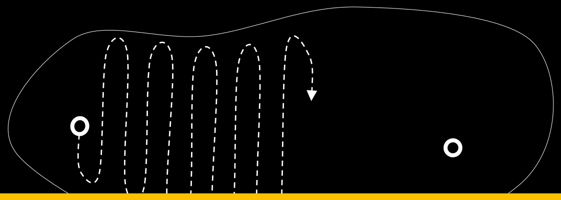
Called a Hamiltonian path

Recall Theorem:

Question: P ?

"On input
1. Let be the number of nodes in .
2. For each path of length in
   test if is a Hamiltonian path from to .
   Accept if yes.
3. *Reject* if all paths fail."

May be paths of length
so algorithm is exponential time
not polynomial time.



Check-in 12.3

Is P ?

(a) Definitely Yes. You have a polynomial-time algorithm.

(b) Probably Yes. It should be similar to showing .

(c) Toss up.

(d) Probably No. Hard to beat the exponential algorithm.

(e) Definitely No. You can prove it!

Quick review of today

1. Introduction to Complexity Theory
2. Which model to use? 1-tape-TMs
3. TIME complexity classes
4. The class P
5. P