

## EXPTIME algorithms

Is there any problem such that its input size is  $N$ ; its output size is polynomial in terms of  $N$ , yet its running time is super-polynomial( $N$ ) on a deterministic Turing machine?

Is there any problem such that its input size is  $N$ ; its output size is polynomial in terms of  $N$ , yet its running time is super-polynomial( $N$ ) on a non-deterministic Turing machine?

Thanks!

EDIT:

The algorithm can use more than polynomial( $N$ ) space during computation.

The "polynomial( $N$ ) output size" was to avoid algorithms who generated output of size  $\exp(N)$  and thus tribally taking atleast  $\exp(N)$  time to run.

computational-complexity

edited Jul 14 '10 at 18:14

asked Jul 14 '10 at 5:18

 LowerBounds  
277 5 18

1 Recall that it's still open whether  $P$  is the same as  $PSPACE$  (problems which can be solved using polynomial amounts of memory but arbitrary time). So you'd need to find something that provably required super-polynomial amounts of space but didn't require super-polynomial amounts of space to give the output. – Noah Snyder Jul 14 '10 at 5:39

Can you explain more? I think you're saying something deep, but I'm too stupid to understand. – LowerBounds Jul 14 '10 at 5:46

3 Do you need just EXPTIME-Complete problem? If so there is one in wikipedia: en.wikipedia.org/wiki/EXPTIME. Given a (deterministic for first question, nondeterministic for the second) Turing machine and time  $T$  decide whether it halts after  $T$  steps. – falagar Jul 14 '10 at 6:10

1 You say that the output size is polynomial in  $N$ , but is this really what you mean? After all, any decision problem has yes/no output, which is constant size. So any decidable set that is not in  $P$  would be an example for your first question, and these are abundant. Similarly, any decidable set not in  $NP$  would be an example for your second. But perhaps you meant that the problem used only polynomial space altogether (putting it in  $PSPACE$ ), rather than merely polynomial size output. – Joel David Hamkins Jul 14 '10 at 10:30

### 3 Answers

**Short answer:** Yes and yes. For the first question, you could take any *EXPTIME*-complete problem. For the second you could take any *NEXPTIME*-complete problem.

**Long answer:**

Your first question is answered by the problem:

*Given a deterministic Turing machine  $M$ , string  $x$ , and integer  $k$  in binary, does  $M$  accept  $x$  within  $k$  steps?*

The output is one bit (yes or no). The above problem is *EXPTIME*-complete, hence it requires time that is exponential in the lengths of  $M$ ,  $x$ , and  $k$ . It is crucial that  $k$  be written in binary. If it were written in unary (as a string of  $k$  ones) then it is solvable in polynomial time by direct simulation.

Your second question is answered by the problem:

*Given a nondeterministic Turing machine  $N$ , string  $x$ , and integer  $k$  in binary, is there an accepting computation path in  $N(x)$  that has at most  $k$  steps?*

Again the output is just one bit. The above problem is *NEXPTIME*-complete, and hence requires exponential time even on a nondeterministic machine. Again it is crucial that  $k$  is written in binary; if it were written in unary then the above problem is *NP*-complete, and is more commonly known as the "Bounded Halting Problem".

This can all be found in the early chapters of any text on complexity theory.

answered Jul 14 '10 at 6:40



Ryan Williams

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Oops... didn't realize that part of my answer was just repeating what others wrote (I just quickly typed in an answer and went on my way). Hope it helps, nevertheless – Ryan Williams Jul 14 '10 at 7:28

@Ryan: basically because solving it any "faster" than simulating  $k$  steps, in the general case would be akin to solving the halting problem? – LowerBounds Jul 14 '10 at 18:15

@unknown: Yes, it is akin to solving the halting problem, in that from both assumptions you can derive a contradiction via diagonalization. The same proof strategy goes through with little modification. – Ryan Williams Jul 14 '10 at 21:02

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can someone elaborate on what the computation path means? like the decision the algorithm makes at each point of branching? – [Pita](#) Sep 3 '15 at 5:39

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Remember that by the [time hierarchy theorem](#) we are assured that there is some decision problem (output size = 1) in EXP that is not in P. So the trivial answer to your question is YES. Of course, if you want a specific problem, then something EXP-complete as [@falagar](#) mentions will do it. if you want instead a 'natural problem', then I'm not sure what the answer is.

answered Jul 14 '10 at 6:20



[Suresh Venkat](#)

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A number of EXPTIME-complete problems are listed [here](#).

They include some interesting ones about games, such as generalized chess, checkers, and Go.

answered Jul 14 '10 at 10:32



[John Stillwell](#)

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