

# Foundations of Computing

## Lecture 19

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  - TM = 2-tape TM = Nondeterministic TM = algorithm

## Question

Suppose we want to solve a problem in real life, is knowing that it is decidable enough?

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## Complexity

The study of decidability under bounded models of computation

## 1 Polynomial Time

## 2 The Complexity Class $\mathcal{P}$

# Asymptotic Notation – Big-O

- To measure runtime of an algorithm, we need to count the number of steps it takes

$$1. \quad f(n) = 5n^2 \log n + 10n + 6$$

$$2. \quad f(n) = \begin{cases} 6n & \text{for } n < 1000 \\ 3n^3 & n \geq 1000 \end{cases}$$

$$3. \quad f(n) = \begin{cases} 2^n & n < 1000000000 \\ 5n & n \geq 1000000000 \end{cases}$$

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$$f(n) = 5n^3 + 3n^2 + 10n + 8$$

- Leading term is  $5n^3$
- Dropping the constant 5, we say  $f$  is asymptotically at most  $n^3$
- We write  $f = O(n^3)$

# Asymptotic Notation – Big-O

## Definition

Let  $f, g : \mathbb{N} \rightarrow \mathbb{R}$ , we say that  $f(n) = O(g(n))$  if

- There exist positive integers  $c, n_0$  s.t. for all  $n \geq n_0$

$$f(n) \leq cg(n)$$

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- I.e.,  $n_0 = 6, c = 6$
- Note that  $f(n) = O(n^4)$

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## Time Complexity Classes

Let  $t : \mathbb{N} \rightarrow \mathbb{N}$ . Define time complexity class  $TIME(t(n))$  as

$$TIME(t(n)) = \{L \mid L \text{ is a language decided by an } O(t(n)) \text{ time TM}\}$$

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  - If all 0s are crossed off before all 1s are done, reject

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- 3 Scan across all 1s on tape 1.
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  - If all 0s are crossed off before all 1s are done, reject
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# Can We Do Even Better?

- On a 1-tape TM cannot do better than  $O(n \log n)$
- What about on a 2-tape TM?

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$O(n)$

## Important

Time complexity depends on the exact model of computation

# Dependence on Model of Computation

## Theorem

For any function  $t(n) \geq n$ , every multi-tape TM (with  $O(1)$  tapes) running in time  $t(n)$  has an equivalent 1-tape TM running in time  $O(t^2(n))$ .

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## Efficient Computation

We define computation to be efficient if it runs in time bounded by some polynomial of the input size  $n$

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  - $\text{poly}(n) \cdot \text{poly}(n) = \text{poly}(n)$  (up to  $O(1)$  multiplications)

1 Polynomial Time

2 The Complexity Class  $\mathcal{P}$

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## Definition

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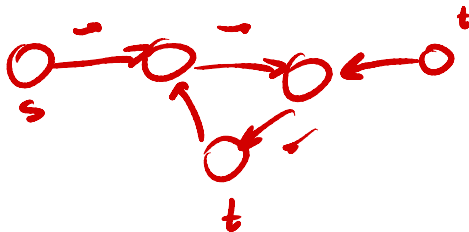
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- $\mathcal{P}$  corresponds to the class of “efficiently-solvable” problems
- $\mathcal{P}$  is invariant for all models of computation polynomially-equivalent to 1-tape TM
- $\mathcal{P}$  has nice closure properties

# Problems in $\mathcal{P}$

## PATH problem

$PATH = \{ \langle G, s, t \rangle \mid G \text{ is a directed graph that has a path from } s \text{ to } t \}$



## RELPRIME problem

$$RELPRIME = \{\langle x, y \rangle \mid x \text{ and } y \text{ are relatively prime integers}\}$$

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For  $a, b \in \mathbb{Z}$ ,  $\gcd(a, b) = c$  s.t.  $c$  is the largest integer so that  $c|a$  and  $c|b$

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$O(\log a)$  recursive  
 $O(|a|)$

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- We often more naturally think of computation as search problems (i.e., find a path from  $s$  to  $t$ )
- For some complexity classes, but not all, the two are equivalent – we will talk about this more later

- Nondeterministic computation and the class  $\mathcal{NP}$

$P \stackrel{?}{=} NP$