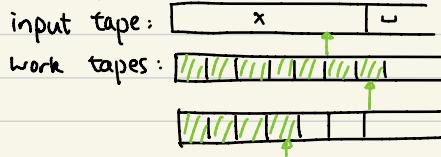


## 5.7 Space Complexity

resource: time, space, randomness, parallelism, etc.

**Def 5.30** Let  $S: \{N\} \rightarrow \{N\}$ . A TM M is said to run in space  $S(n)$  if, for every input  $x$ , it uses at most  $S(|x|)$  tape cells on its work tape, excluding read-only input tape.



**Def 5.31** Let  $S: \{N\} \rightarrow \{N\}$ . Language  $L \in \text{SPACE}(S(n))$  if there is a TM M that runs in space  $O(S(n))$  and decides L.

$\text{PSPACE} \stackrel{\text{def}}{=} \text{SPACE}(n^{\Theta(n)})$

$L \stackrel{\text{def}}{=} \text{SPACE}(\log n)$

$SAT = \{(\phi) : \phi \text{ has a satisfying assignment}\}$ .

$SAT \in \text{NP-Complete}$

$SAT \in \text{SPACE}(n)$

time:  $2^n$

$\Phi = (x_1 \vee x_2 \vee \bar{x}_3) \wedge (\bar{x}_2 \vee x_5 \vee \bar{x}_7) \wedge \dots$

For every  $\rho: \{x_1, \dots, x_n\} \rightarrow \{0, 1\}$ , check if  $\rho$  is a satisfying assignment

**Def 5.32** Let  $S: \{N\} \rightarrow \{N\}$ . Language L is in  $\text{NSPACE}(S(n))$  if there is an NTM that runs in space  $O(S(n))$  and decides L.

$NL \stackrel{\text{def}}{=} \text{NSPACE}(\log n)$

**Def 5.33 (Space constructible function)** Function  $S: \mathbb{N} \rightarrow \mathbb{N}$  is space constructible if there is a TM that, on input  $1^n$ , outputs the binary representation of  $S(n)$  in space  $O(S(n))$ .  
eg.  $L(\log_2 n)$ ,  $n, n^2, 2^n$ , are space constructible.

UTM 模拟: 时间  $\times \log$   
空间未变大。

**Thm 5.34** If  $f$  and  $g$  are space-constructible functions satisfying  $f(n) = O(g(n))$ ,  $(f(n) < g(n))$  then  $\text{SPACE}(f(n)) \subseteq \text{SPACE}(g(n))$

Proof. Construct the following TM: on input  $x \in \{0,1\}^*$ , simulate  $M_x$  on input  $x$  up to  $S(n)$ , where  $S(n) \stackrel{\text{def}}{=} f(n) \times (\frac{g(n)}{f(n)})$

$$= f(n) \cdot \lfloor \log_2 \frac{g(n)}{f(n)} \rfloor$$

$S(n)$  is space constructible in space  $O(g(n))$ .

$S(n) = O(g(n))$ ,  $S(n) = \omega(g(n))$ .

For each work tape, mark the  $S(n)^{\text{th}}$  cell using a special symbol  $\Theta$ . Once  $\Theta$  is read, terminate  $M_x$ .

#configurations  $\leq |Q| \times (|n|^{S(n)})^m \times S(n)^m$ .  $m$  tapes.

Count the number of steps, if it exceeds the above number, stop and accept. If the special symbol is read, stop and accept.

Otherwise, flip the output of  $M_x$ .

We claim  $L \in \text{SPACE}(g(n))$ , and  $L \notin \text{SPACE}(f(n))$ .

□

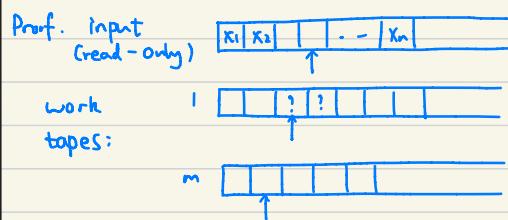
Let  $S: \mathbb{N} \rightarrow \mathbb{N}$  where  $S(n) \geq \log_2 n$ .

**Thm 5.35** 1)  $\text{DTIME}(S(n)) \subseteq \text{SPACE}(S(n))$ .

2)  $\text{SPACE}(S(n)) \subseteq \text{NSPACE}(S(n))$ . // NTM 比 TM 更强大

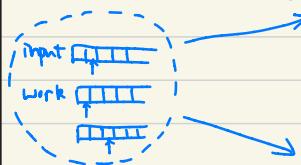
3)  $\text{NSPACE}(S(n)) \subseteq \text{DTIME}(2^{O(S(n))})$ . // 画树状图

$O_M(S(n))$ .



# bits to encode a config  
 $= O(\log |x| + \log n \times (m+1) + S(n) \times m \times \log |T|)$   
 $= O(m(\log n + S(n)))$   
 $= O(mS(n)).$

Let  $G_{M,x}$  be the configuration graph for NTM  $M$  with input  $x \in \{0,1\}^*$



Use BFS to check if  $s$  and  $t$  are connected in time  
 $O(|V| + |E|) = O_m(V) = O_m(2^{\# \text{bits}}) = O_m(2^{O_m(S(n))}) = 2^{O_m(S(n))}$

□

Thm 5.36 (Savitch's Theorem) Let  $S: N \rightarrow \mathbb{N}$ , where  $S(n) \geq \log_2 n$ .

Then  $\text{NSPACE}(S(n)) \subseteq \text{SPACE}(S(n)^2)$ .

The theorem says deterministic TM can simulate nondeterministic TM by using a quadratic amount of original space.

Proof. Let  $L \in \text{NSPACE}(S(n))$ . prove  $L \in \text{SPACE}(S(n)^2)$

By definition,  $L$  is decided by an NTM  $M$  that runs in space  $O(S(n))$   
 consider the configuration graph  $G_{M,x}$  where  $x \in \{0,1\}^*$  is the input.

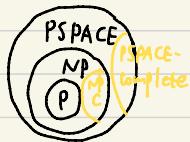
- 1) Each vertex  $v \in V(G_{M,x})$  is described by  $O_m(S(n))$  bits.
- 2)  $|V(G_{M,x})| = 2^{O_m(S(n))}$

directed s-t connectivity	BFS	DFS
time $O( V +t E )$	$O( V + E )$	
space $O( V )$	$O( V )$	
$ V  = 2^{O(S(n))}$ .		

time:  $(\text{fan-out})^{\# \text{depth}}$   
 $= |V|^{\log |V|}$

- 3) Each vertex has  $\leq 2$  outgoing edges. since we can assume M is a binary-choice NTM.
  - 4) Two outgoing neighbours can be computed in time  $O_m(S(n))$ .
  - 5) No self loop.
  - 6)  $G_{m,x}$  has one start state s.
  - 7)  $G_{m,x}$  has one accept state t. Do the cleaning after M accepts x  
 Define REACH( $u, v, i$ ) = 1 if there is a path from u to v of length  $\leq 2^i$ .  
 $\text{REACH}(u, v, i)$
- 
- If  $i=0$ , decide if  $(u, v) \in E(G_{m,x})$  and return  
 for  $w \in V(G_{m,x})$   
 if  $\text{REACH}(u, w, i-1)$  and  $\text{REACH}(w, v, i-1)$   
 then true  
 return false  
 recursion depth:  $\log |V| = O_m(S(n))$   
 space per node  $O_m(S(n))$ .  
 total  $O_m(S(n)^2)$

□



游戏

## 5.10 PSPACE problem

Recall that  $\text{PSPACE} = \text{SPACE}(n^{O(1)})$ Def 5.37 A language  $L$  is PSPACE-complete if1.  $L \in \text{PSPACE}$ , and2.  $(\forall K \in \text{PSPACE}) (K \leq_p L)$ .

PSPACE-Complete problems

1) Generalized Tic-Tac-Toe

2) Generalized Go

3) Generalized Geography

4) Planning with constraints

5) Equivalence of regular expressions with complement

X	O	X
	O	
		O

证明必胜策略

Def 5.38 (TQBF) A quantified Boolean formula (QBF) is an expression of the form  $Q_1 x_1 Q_2 x_2 \dots Q_n x_n \varphi(x_1, \dots, x_n)$ , where each  $Q_i \in \{\forall, \exists\}$ , each  $x_i$  is a Boolean variable, and  $\varphi$  is Boolean formula.

$$\text{TQBF} = \{(\varphi) : \varphi \text{ is a true QBF}\}$$

$$((x_i \vee \bar{x}_i) \wedge x_j) \vee \bar{x}_k$$

A Boolean formula is an expression built from Boolean variables, the constants 0 and 1, the connectives  $\vee, \wedge, \neg$

$\forall x \varphi(x)$  means  $\varphi(x)$  holds for every  $x \in \{0, 1\}$ .

$\exists x \varphi(x)$  means  $\varphi(x)$  holds for at least one  $x \in \{0, 1\}$ .

Example.  $\varphi(x, y) = (x \vee \neg y) \wedge (\neg x \vee y)$

$$= \neg(x \oplus y)$$

$x$	$y$	$(x \vee \neg y) \wedge (\neg x \vee y) = \overline{x \oplus y}$
0	0	1
0	1	0
1	0	0
1	1	1
$\forall y \exists x \varphi(x, y)$	true	$\in \text{TQBF}$
$\exists x \forall y \varphi(x, y)$	false	$\notin \text{TQBF}$
白玩家：想为 true	白玩家：想为假，必胜策略？	

把 Tic-Tac-Toe 回归到  $\leftarrow$

TQBF

QBF-EVAL benchmark competition

Example. Tic - Tac - Toe

$O_1$	$O_2$	0000	0001	0010	$q \leq 2^4$	$(a_i, b_i, c_i, d_i) \in \{0, 1\}^4$
$x_1$	$x_2$	0011	0100	0101		
$x_3$		0110	0111	1000		

$$(\exists a_1 \exists b_1 \exists c_1 \exists d_1) (\forall a_2 \forall b_2 \forall c_2 \forall d_2) \dots (\exists a_q \exists b_q \exists c_q \exists d_q) (\varphi(a_1, \dots, d_q))$$

Formula  $\varphi(a_1, b_1, \dots, a_q, b_q, c_q, d_q)$  enforces the rules of the game:

- 1) Validity. each move encodes a valid board position
- 2) Uniqueness: no two moves select the same position
- 3) Winning condition

Theorem 5.39 TQBF is PSPACE-complete.

Proof. First, we prove TQBF  $\in \text{PSPACE}$ .

Let  $\Psi = Q_1 X_1 Q_2 X_2 \dots Q_n X_n \underline{\phi(X_1, \dots, X_n)}$   $\rightarrow$  no other free variables

be a QBF with  $n$  variables and of size  $m$ .

$TQBF(\Psi = Q_1 x_1 \cdots Q_n x_n \varphi(x_1 \dots x_n))$

if  $n=0$ , evaluate  $\varphi$  and return  $\varphi$ .

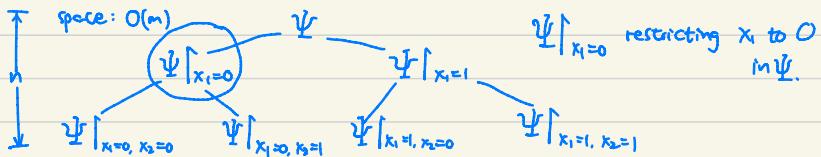
let  $Q_i x_i$  be the first quantifier

Define  $\Psi_0 = Q_2 x_2 \cdots Q_n x_n \varphi(0, x_2, \dots, x_n)$

$\Psi_1 = Q_2 x_2 \cdots Q_n x_n \varphi(1, x_2, \dots, x_n)$

If  $Q_i = \exists$ , return  $TQBF(\Psi_0) \vee TQBF(\Psi_1)$

If  $Q_i = \forall$ , return  $TQBF(\Psi_0) \wedge TQBF(\Psi_1)$



space:  $O(nm)$  time:  $O(2^n)$

Space complexity: (recursion depth)  $\times$  (space per node)  
 $= n \times O(m) = O(nm) = O(|x|^2)$

Input size =  $O(mn)$

So,  $TQBF \in \text{EXPSPACE}$ .

We show  $L \in_p TQBF$  for every  $L \in \text{EXPSPACE}$ .

By definition,  $L$  is decided by a TM that runs in space  $S(n)$ ,

where  $S(n)$  is a polynomial

$x \in L \xrightarrow{\text{polytime}} \Psi = \Psi(x, M) \in TQBF$

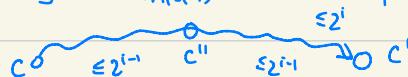
Let  $x \in \{0,1\}^*$ . we construct QBF  $\Psi = \Psi(M, x)$  of size  $O_m(S(n)^L)$ , such that  $x \in L \iff \Psi \in TQBF$ .



Let  $c$  denote a configuration, where  $c \in \{0, 1\}^{O_m(s(n))}$

Let  $\Psi_i(c, c')$  is true if there is a path from  $c$  to  $c'$  of length  $\leq 2^i$

Finally,  $\Psi = \Psi_{O_m(s(n))}(c_{\text{start}}, c_{\text{accept}})$



$$\Psi_i(c, c') = (\exists c'') (\Psi_{i-1}(c, c'') \wedge \Psi_{i-1}(c'', c')) \quad \text{if } i \neq 1, \quad S_i = 2S_{i-1}$$

$$\Psi_1(c, c') = (\exists c'') (\forall D) (\forall E)$$

$$((D=c \wedge E=c'') \vee (D=c'' \wedge E=c') \rightarrow \Psi_{i-1}(D, E))$$

$$S_i = S_{i-1} + O_m(i) \Rightarrow S_{O_m(s(n))} = O_m(s(n)) + O_m(s(n))^2 = O_m(s(n)^2)$$

$\Psi_o(c, c')$  = true if  $c'$  is the next configuration of  $c$ .

We have done this in Cook - Levin theorem, the size of the formula is  $O_m(s(n)^2)$ .

□