

Summary: Lecture 4

Summary for the chapter 7.3 from page 150 on. [3]

Nondeterministic Turing Machine

A nondeterministic Turing machine (*NTM*) has states, which have more than one possible next state for an action. The states are not completely determined by its action and the current symbol it sees, (unlike a deterministic Turing Machine).
NTMs are for example used in thought experiments. One of the most important problems is the P versus NP problem: How difficult it is to simulate nondeterministic computation with a deterministic computer? [1, 3]

Asymmetry of non-determinism

Asymmetry of nondeterministic acceptance:

- Example: find out if a formula φ is satisfiable ($\varphi \in SAT$):
 - choose truth values for the variables nondeterministically
 - check if they make φ become true
- this approach seems to be unpractical so check whether φ is not satisfiable ($\varphi \in \overline{SAT}$)
- Question whether $NP = coNP$ is a statement about *all* options

Asymmetry of nondeterministic space:

- Example: REACHABILITY $\in NL$
 - starting at start node 1
 - algorithm walks through nondeterministically chosen edges $\leq n$ times
 - only current position is remembered ($\log n$ space)
 - accepts if current node is node n
- this approach seems to be unpractical so check if node n is *not* reachable from node 1

$\log n$ space

A graph algorithm using $O(\log n)$ space stores a fixed number of pointers, independent of n , and manipulates them in some way. [2]

TODO

Questions:

Immerman-Szelepcsenyi

how many distinct nodes can be reached in a graph if you start from a graph x

$s(0)$ will contain node 1 and $s(1)$ will contain all neighbours of 1

we will have actual names

4 nested for loops and algorithm happens in the middle

outer for loop:

computes number of nodes reachable from initial node (for k steps with k as the iterative thingy in the for loop)

in each step we override the previous set with the next one because we only have limited space

second loop:

we get how far we got in the previous steps and sum up how far we can get (because we can get previous set size?)

third loop:

the actual magic happens here: checking something

Aux sounds like a port for headphones

return no when all guesses were correct? we remember solution that we were supposed to reach beforehand

it requires thinking

we cant even mark nodes (would use linear space) but with determinism we get it into $\log n$ (?)

Algorithm (2) slides seems to be important

TODO

Questions:

REACHABILITY \in NL

NL = nondeterministic logarithmic space

little bit of stuff between $\log n$ and constant but no interesting stuff

TODO

Questions:

References

- [1] Jeff Erickson. *Nondeterministic Turing Machine*. <http://jeffe.cs.illinois.edu/teaching/algorithms/models/09-nondeterminism.pdf>. 2016.
- [2] *Logarithmic Space and NL-Completeness*. http://www.cs.toronto.edu/~ashe/logspace_handout.pdf. 2020.
- [3] Christos H. Papadimitriou. *Computational Complexity*. Addison-Wesley Publishing Company, 1994.