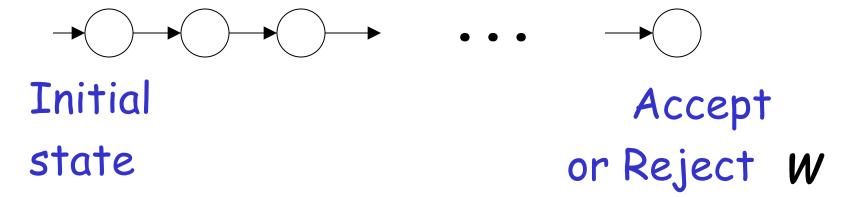
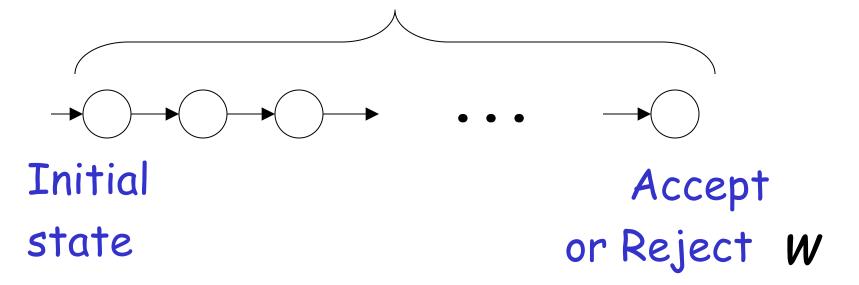
Time Complexity

Consider a <u>deterministic</u> Turing Machine M which <u>decides</u> a language L For any string W the computation of M terminates in a finite amount of transitions

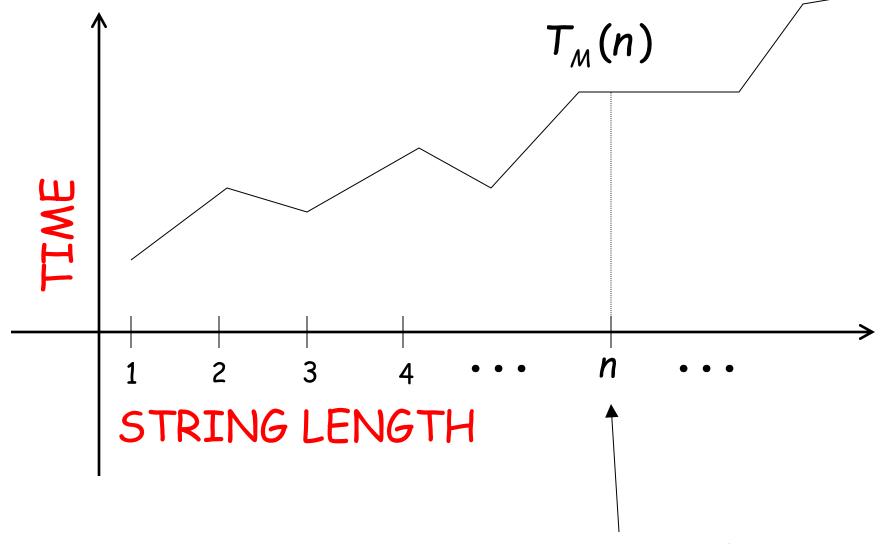


Decision Time = #transitions



Consider now all strings of length n

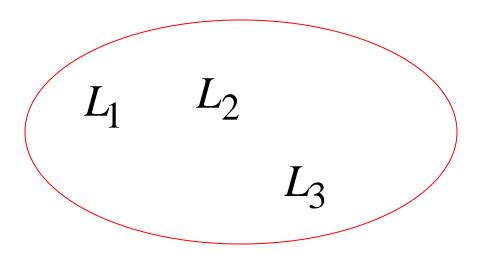
 $T_M(n)$ = maximum time required to decide any string of length n



Max time to accept a string of length n

Time Complexity Class: TIME(T(n))

All Languages decidable by a deterministic Turing Machine in time O(T(n))



Example: $L_1 = \{a^n b : n \ge 0\}$

This can be decided in O(n) time

TIME (n)
$$L_1 = \{a^n b : n \ge 0\}$$

Other example problems in the same class

TIME(n)

$$L_1 = \{a^nb : n \ge 0\}$$
 $\{ab^naba : n,k \ge 0\}$
 $\{b^n : n \text{ is even}\}$
 $\{b^n : n = 3k\}$

Examples in class:

$$TIME(n^2)$$

$${a^nb^n:n\geq 0}$$

$$\{ww^{R}: w \in \{a,b\}\}$$

$$\{ww : w \in \{a,b\}\}$$

Examples in class:

$$TIME(n^3)$$

CYK algorithm

$$L_2 = \{\langle G, w \rangle : w \text{ is generated by }$$

context - free grammar $G\}$

Matrix multiplication

$$L_3 = \{\langle M_1, M_2, M_3 \rangle : n \times n \text{ matrices} \}$$

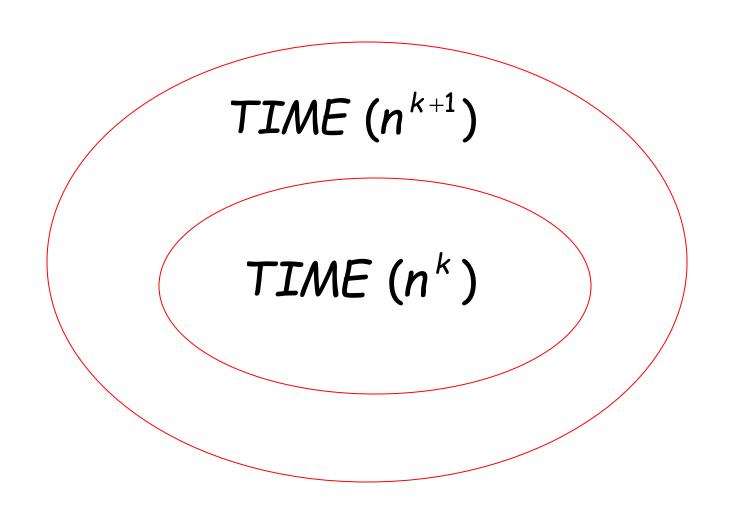
and
$$M_1 \times M_2 = M_3$$

Polynomial time algorithms: $TIME(n^k)$

constant k > 0

Represents tractable algorithms: for small k we can decide the result fast

It can be shown: $TIME(n^{k+1}) \subset TIME(n^k)$



The Time Complexity Class P

$$P = \bigcup_{k>0} TIME(n^k)$$

Represents:

- ·polynomial time algorithms
- "tractable" problems

```
Class P
          \{a^nb\}
  \{a^nb^n\}
                 {ww }
CYK-algorithm
   Matrix multiplication
```

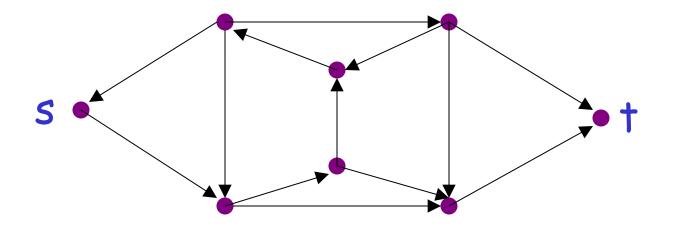
Exponential time algorithms: $TIME(2^{n^k})$

Represent intractable algorithms:

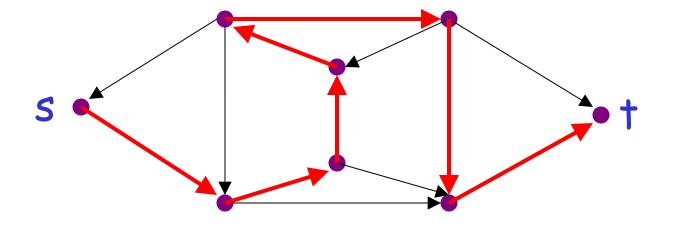
Some problem instances

may take centuries to solve

Example: the Hamiltonian Path Problem



Question: is there a Hamiltonian path from s to t?



YES!

A solution: search exhaustively all paths

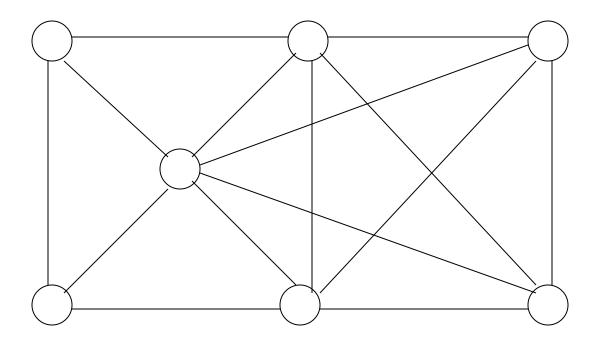
 $L = {\langle G, s, t \rangle}$: there is a Hamiltonian path in G from s to t}

 $L \in TIME(n!) \approx TIME(2^{n^k})$

Exponential time

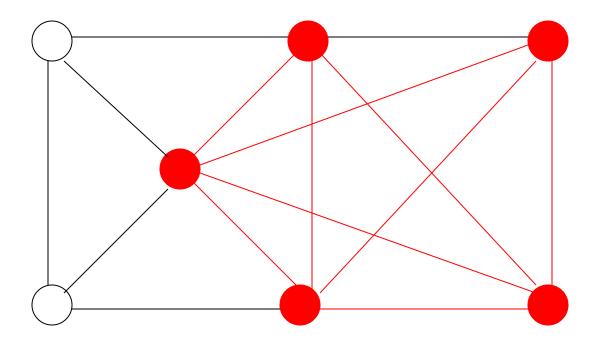
Intractable problem

The clique problem



Does there exist a clique of size 5?

The clique problem



Does there exist a clique of size 5?

Example: The Satisfiability Problem

Boolean expressions in Conjunctive Normal Form:

$$t_1 \wedge t_2 \wedge t_3 \wedge \cdots \wedge t_k$$
 clauses

$$t_i = x_1 \vee \overline{x}_2 \vee x_3 \vee \cdots \vee \overline{x}_p$$
Variables

Question: is the expression satisfiable?

$$(\overline{x}_1 \lor x_2) \land (x_1 \lor x_3)$$

Satisfiable:

$$x_1 = 0$$
, $x_2 = 1$, $x_3 = 1$

$$(\overline{x}_1 \vee x_2) \wedge (x_1 \vee x_3) = 1$$

Example:
$$(x_1 \lor x_2) \land \overline{x}_1 \land \overline{x}_2$$

Not satisfiable

$$L = \{w : \text{expression } w \text{ is satisfiabl e}\}$$

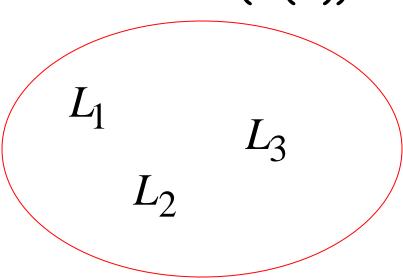
$$L \in TIME(2^{n^k})$$
 exponential

Algorithm:

search exhaustively all the possible binary values of the variables

Non-Determinism

Language class: NTIME(T(n))



A Non-Deterministic Turing Machine decides each string of length n in time O(T(n))

Non-Deterministic Polynomial time algorithms:

$$L \in NTIME(n^k)$$

The class NP

$$NP = \bigcup_{k>0} NTIME (n^k)$$

Non-Deterministic Polynomial time

Example: The satisfiability problem

 $L = \{w : \text{expression } w \text{ is satisfiabl } e\}$

Non-Deterministic algorithm:

- ·Guess an assignment of the variables
- ·Check if this is a satisfying assignment

 $L = \{w : \text{expression } w \text{ is satisfiabl e} \}$

Time for n variables:

•Guess an assignment of the variables O(n)

• Check if this is a satisfying assignment O(n)

Total time: O(n)

 $L = \{w : \text{expression } w \text{ is satisfiabl } e\}$

$$L \in NP$$

The satisfiability problem is an NP - Problem

Observation:

$$P \subseteq NP$$

Deterministic Polynomial

Non-Deterministic Polynomial Open Problem: P = NP?

WE DO NOT KNOW THE ANSWER

Open Problem: P = NP?

Example: Does the Satisfiability problem have a polynomial time deterministic algorithm?

WE DO NOT KNOW THE ANSWER