# Course Notes

## COMP130023.01 Theory of Computation

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### What do we study?

- What is computation, i.e., computation model
- Finite automaton, context-free grammar
- Turing machine (= algorithm)
- $\bullet$  Computability
- Complexity class (P, NP, PSPACE, EXP, L, NL, ...)
- NP completeness, reduction

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### 1 Lesson 1

## 1.1 Big-O Notation

**def** 1.1. Let  $f, g : \mathbb{N} \to \mathbb{R}$ 

- Write f = O(g) if  $(\exists c > 0)(\exists N)(\forall n \ge N)(|f(n)| \le cg(n))$ .
- Write  $f = \Omega(g)$  if  $(\exists c > 0)(\exists N)(\forall n \ge N)(|f(n)| \ge cg(n))$ .
- Write  $f = \Theta(g)$  if  $(\exists c_1, c_2 > 0)(\exists N)(\forall n \ge N)(c_1g(n) \le |f(n)| \le c_2g(n))$ .

• Write f = o(g) if  $(\forall \epsilon > 0)(\exists N)(\forall n \ge N)(|f(n)| \le \epsilon g(n))$ .

Big-O Notation is the most commonly used one among the four.

**e.g.** 1.1. 
$$f(n) = 6n^4 - 3n^3 + 5 \Rightarrow f(n) = O(n^4)$$

Proof. 
$$|6n^4 - 3n^3 + 5| \le 6n^4 + 3n^4 + 5n^4 = 13n^4$$

**e.g.** 1.2. 
$$\sum_{i=1}^{n} i^2 = \frac{n(n+1)(2n+1)}{6} = O(n^3)$$

exercises 1.1. Write in big-O notation:

- 1.  $5 + 0.001n^3 + 0.25n$
- 2.  $500n + 100n^{1.5} + 50n \log_{10} n$
- 3.  $n^2 \log_2 n + n(\log_2 n)^2$
- 4.  $3\log_8 n + \log_2(\log_2 n)$

solution 
$$O(n^3)$$
;  $O(n^1.5)$ ;  $O(n^2 \log n)$ ;  $O(\log n)$ 

prop 1.1.

- $f_1 = O(g_1), f_2 = O(g_2) \Rightarrow f_1 f_2 = O(g_1 g_2)$
- f(O(g)) = O(fg)
- $f_1 = O(g_1), f_2 = O(g_2) \Rightarrow f_1 + f_2 = O(max(g_1, g_2))$
- $f_1 = O(g), f_2 = O(g) \Rightarrow f_1 + f_2 = O(g)$
- $f = O(g) \Rightarrow kf = O(g)$

often encountered:

• 
$$constant: O(1)$$

$$-\sum_{k=1}^{n} \frac{1}{k} = \ln n + O(1)$$
$$-\sum_{k=1}^{n} \frac{1}{k^2} = O(1)$$
$$-\sum_{k=1}^{n} \frac{1}{k \ln k} = \ln \ln n + O(1)$$

- double logarithmic:  $O(\log \log n)$
- logarithmic: O(log n)
- $polylogarithmic: O((\log n)^c), c > 0$
- linear: O(n)
- quasilinear:  $O(n \log^c n)$ ,  $O(n \log^{O(1)} n)$
- quadratic:  $O(n^2)$

def 1.2. 
$$\omega(g), \theta(g)$$

- $f = \omega(g) \ if(\forall c > 0)(\exists N)(\forall n \ge N)(f(n) \ge cg(n))$
- $g = \theta(g)$  (or equivalently  $f \sim g$ ) if  $(\forall \epsilon > 0)(\exists N)(\forall n \geq N)(|f(n) g(n)| < \epsilon g(n))$

#### 1.2 Alphabets and Languages

def 1.3. (alphabet) An alphabet is a set of symbols

- Roman alphabet:  $a, b, c, d, \dots, z$
- $binary\ alphabet: 0, 1$

#### def 1.4. (string and its length)

A string (over an alphabet) is a finite sequence of symbols from the alphabet.

**Empty string** is string of no symbols, denoted by  $\varepsilon$ .

The set of all string is denoted by  $\Sigma^*$ . Denote by  $\Sigma^n$  the set of all string of length n.

So, 
$$\Sigma^* = \bigcup_{n>0} \Sigma^n$$
.

Denote the length of a string w by |w|

**e.g.** 1.3. 
$$\{0,1\}^* = \{\varepsilon,0,1,00,01,\cdots\}, |\varepsilon| = 0, |0110| = 4$$

def 1.5. (concatenation) Two strings over the same alphabet can be combined by the operation of concatenation. The concatenation of x and y is denoted by xy.

def 1.6. (substring, suffix, prefix)

A string v is a substring of w if  $\exists$  strings x and y such that w = xvy.

If w = xv for some x, then v is a **suffix** of w.

If w = vy for some y, then v is a **prefix** of w.

**def 1.7.** ("power") The string  $w^i$  is defined:  $w^0 = \varepsilon, w^{i+1} = w^i w, i \in \mathbb{N}$ 

**e.g.** 1.4. 
$$01^0 = \varepsilon$$
,  $01^1 = 01$ ,  $01^2 = 0101$ 

def 1.8. (reversal) The reversal of a string w, denoted by  $w^R$ , is the string "spelled backwards" A formal definition can be given by induction on length:

- 1. If  $w = \varepsilon$ ,  $w^R = w = \varepsilon$
- 2. If |w| = n + 1, where w = ua,  $a \in \Sigma$ , then  $w^R = au^R$

**def 1.9.** (language) **Language** is a set of strings over an alphabet, That is,  $L \subseteq \Sigma^*$ .

For example,  $\emptyset$ ,  $\Sigma^*$ ,  $\Sigma$  are all languages

- $\sigma = \{0, 1\}$
- $Even = \{0, 10, 100, 110, \cdots, \}$
- $Odd = \{1, 11, 101, \cdots\}$
- $Prime = \{10, 11, 101, 111, \cdots\}$
- $Palindrome = \{w | w^R = w\} = \{\varepsilon, 0, 1, 00, 11, \cdots\}$

def 1.10. (complement, binary language operations)

Let L be a language. The **complement** of L, denoted by  $\overline{L}$ , is  $\Sigma^* - \overline{L}$ . So  $\overline{\overline{L}} = L$ .

Note that since L is a set, we can define  $union(\cup)$ ,  $interchapter^*(\cap)$  and difference.

The concatenation of  $L_1$  and  $L_2$  is defined by  $L_1L_2 = w \in \Sigma^*, w = xy, \exists x \in L_1, y \in L_2$ 

#### 1.3 Encoding of Problems

#### 1.3.1 Examples

- 1. (Integer multiplication) Given two non-negative integers x, y, compute xy.
- 2. (**Primality testing**) Given  $n \in \mathbb{N}$ , decide if n is a prime.
- 3. (Hamiltonian cycle) Given an undirected graph G, test if G has a Hamiltonian cycle.

#### 1.3.2 Analysis

• **Decision** problem: 2,3

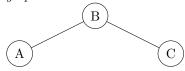
• Computation problem: 1

#### 1.3.3 Conclusion

- By encoding, decision problem is language. Any computation problem is a function from Σ\* to Σ\*. Our course only concerns decision problem, namely language.
- By preprocessing, one can switch between encodings.

#### e.g. 1.5.

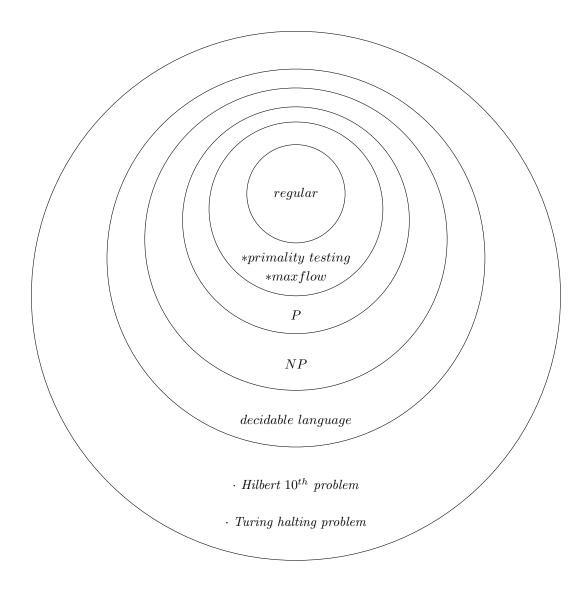
 $\bullet$  graph



• adjacency matrix

$$\begin{bmatrix} 0 & 1 & 1 \\ 1 & 0 & 1 \\ 1 & 1 & 0 \end{bmatrix}$$

•  $adjacency\ list$   $(1,2),(1,3),\cdots$ 



all languages  $L \subseteq \Sigma^* = \{\varepsilon, 0, 1, 00, 01, \cdots\}$ 

#### remark.

**NP**: problems that are efficiently verifiable

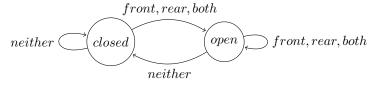
P: problems that are efficiently solvable, i.e. solvable in  $n^{O(1)}$  time

regular language: problems that are solvable without memory, i.e. solvable by finite automation

## 2 Lesson 2

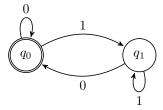
### 2.1 Finite Automation

e.g. 2.1. Automatic Door



	front	rear	both	neither
front	$\checkmark$	×	$\checkmark$	×
rear	×	$\checkmark$	$\checkmark$	×

**e.g.** 2.2.  $L = \{w \in \{0,1\}^* | w = w_1 w_2 \cdots w_n, w_n = 0\}$ 



remark.  $q_0: accepted state$ 

$$Q = \{q_0, q_1\}, \Sigma = \{0, 1\}, \delta : Q \times \Sigma \to Q$$

	0	1
$q_0$	$q_0$	$q_1$
$q_1$	$q_0$	$q_1$

#### def 2.1. (finite automation)

A finite automation is a 5-tuple  $(Q, \Sigma, \delta, q_0, F)$ , where:

- 1. Q is a finite set called the states
- 2.  $\Sigma$  is the alphabet
- 3.  $\delta: Q \times \Sigma \to Q$  is the transition function

- 4.  $q_0$  is the start state
- 5.  $F \subseteq Q$  is the set of accept states

**def 2.2.** Let  $M = (Q, \Sigma, \delta, q_0, F)$  be a finite automation, let  $w = w_1 w_2 \cdots w_n$  be a string, where each  $w_i \in \Sigma$ .

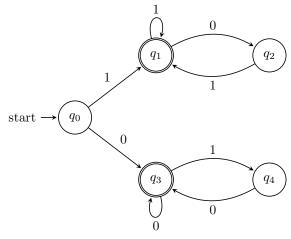
Then M accept w if there is a sequence of states  $r_0, r_1, \dots, r_n \in Q$ , such that:

- 1.  $r_0 = q_0$
- 2.  $\delta(r_i, w_{i+1}) = r_{i+1}$ , for  $i = 0, 1, 2, \dots, n-1$
- 3.  $r_n \in F$

def 2.3. If L is the set of strings that M accepts, we say L is the language of M, and write L(M) = L, we say M recognizes/decides/accepts L.

If M accepts no string, it recognizes one language namely, the empty language.

**e.g.** 2.3.  $L = \{w \in \{0,1\}^* | w = w_1 w_2 \cdots w_n, w_n = w_1\}$ 



## 2.2 Regular Language

**def 2.4.** (regular language)  $L \subseteq \Sigma^*$  is a **regular language** if there is a finite automation that accepts L

Let  $A, B \subseteq \Sigma^*$ , define:

- $(union) A \cup B = \{x \in \Sigma^* | x \in A \text{ or } x \in B\}$
- (concatenation)  $AB = \{xy | x \in A, y \in B\}$

•  $(star) A^* = \{x_1 x_2 \cdots x_k | k \ge 0, x_1, x_2, \cdots, x_k \in A\}$ 

thm 2.5. If  $A_1, A_2$  are regular languages, so is  $A_1 \cup A_2$ 

Proof. Let  $M_1 = (Q_1, \Sigma_1, \delta_1, q_{10}, F_1)$  accepts  $A_1$ ,  $M_2 = (Q_2, \Sigma_2, \delta_2, q_{20}, F_2)$  accepts  $A_2$ , construct  $M = (Q, \Sigma, \delta, q_0, F)$ :

- 1.  $Q = Q_1 \times Q_2 = \{(r_1, r_2) | r_1 \in Q_1, r_2 \in Q_2\}$
- 2.  $\delta: Q \times \Sigma \to Q$  is defined as for each  $(r_1, r_2) \in Q$ , and each  $a \in \Sigma$ , let  $\delta((r_1, r_2), a) = (\delta_1(r_1, a), \delta_2(r_2, a))$
- 3.  $q_0 = (q_{10}, q_{20})$
- 4.  $F = \{(r_1, r_2) | r_1 \in F_1 \text{ or } r_2 \in F_2\}$

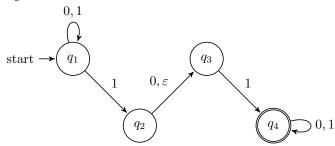
**remark.** so is  $A \cap B$ 

thm 2.6. If  $A_1, A_2$  are regular languages, so is  $A_1A_2$ 

- **DFA**: deterministic finite automation
- NFA: nondeterministic...

If at least one of these processes accepts, then the entire computation accepts.

e.g. 2.4. NFA:



input: 010110

e.g. 2.5. Let A be the language consisting of all strings over  $\{0,1\}$  containing a 1 in the third position from the end (e.g., 000100 is in A but 0011 is not). The following four-state NFA recognizes A.

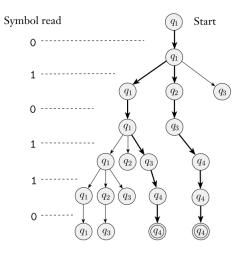


Figure 1: The computation of NFA on input 010110

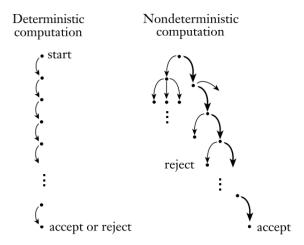
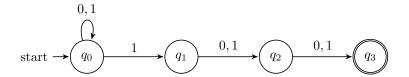
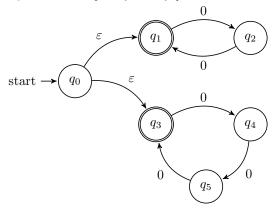


Figure 2: Deterministic and nondeterministic computations with an accepting branch



**e.g.** 2.6.  $L = \{0^k, 2|k \text{ or } 3|k\}$ 



def 2.7. (NFA)

An **NFA** is a 5-tuple  $(Q, \Sigma, \delta, q_0, F)$ , where:

- $1.\ Q$  is a finite set of states
- 2.  $\Sigma$  is the alphabet
- 3.  $\delta: Q \times (\Sigma \cup \{\varepsilon\}) \to P(Q)$  is the transive funtion
- 4.  $a_0 \in Q$  is the start state
- 5.  $F \subseteq Q$  is the set of accept states

#### def 2.8.

Let  $N=(Q,\Sigma,\delta,q_0,F)$  be an NFA, and let  $w\in\Sigma^*$ . Say N accepts w if we can write  $w=y_1y_2\cdots y_m$ , where  $y_i\in\Sigma\cup\{\varepsilon\}$ , and there exist  $r_0,r_1,\cdots,r_m\in Q$ , such that:

- 1.  $r_0 = q_0$
- 2.  $r_{i+1} \in \delta(r_i, y_{i+1})$  for  $i = 0, 1, \dots, m-1$
- 3.  $r_m \in F$

thm 2.9. Every NFA has an equivalent DFA

Proof.