

# Assignment #1

## Advanced Theory of Computation (COMP 531)

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1. Starting with a TM  $A$  space-bounded  $T(n) = O(S(n))$  which recognizes  $L$ , we define a new TM  $B$  space-bounded  $S(n)$  which will simulate  $A$  and detect loops in its linear configuration history using only a constant amount of extra memory.

The trick for loop detection with constant memory is to store two computation configurations, moving one forward by 1 step and the other by 2 steps using  $A$ 's transition function. Eventually if there is a loop, both configurations will be equal.

**Lemma 1.** *Two pointers  $a$  and  $b$  moving forward by 1 and 2 nodes respectively every step in a possibly infinite linked list will eventually be equal **iff** there is a loop in the list.*

*Proof.* ( $\implies$ ) Since  $b$  is ahead of  $a$ , the only way for  $a$  to catch up to  $b$  is if  $b$  follows a node that points to another node before  $a$ .  $b$  will then catch up to  $a$ . In that case we clearly have a loop.

( $\impliedby$ ) If there is no loop, it is clear that  $a$  will never catch up to  $b$  and they won't be equal. If there is a loop, eventually both  $a$  and  $b$  will both end up in that loop, traversing it forever. Because  $a$  and  $b$  advance by 1 and 2 nodes, the distance from  $b$  to  $a$  gets smaller by 1 at every step. Therefore since the loop has a finite size,  $b$  will eventually catch up to  $a$ .  $\square$

Since the amount of possible configurations of  $A$  is  $c^{S(n)}$ , when  $A$  does not halt, by the pigeonhole principle it must end up in the same state at least twice. It is also true that if a TM is in the same state twice, it will not halt as its behaviour is dependant solely on its configuration. Therefore when  $B$  detects a loop, it rejects because we know that  $A$  does not halt on words not in  $L$ .

2. We describe a single-tape TM  $M$  who recognizes the language  $L = \{a^n b^n : n \geq 0\}$  in time  $O(n \log n)$ .

The trick is to keep a counter for  $n$  which we shift through our pass of the tape, incrementing while we process the  $a$ 's and decrementing through the  $b$ 's. At the end, we only need to check that the counter is 0. The shifting, incrementing and decrementing operations all take  $O(\log n)$  steps. At every step of our pass (of which there are  $n$ ), we shift and increase/decrease the counter. Our result time complexity is then  $O(n \log n)$ .

In order to show that  $O(n \log n)$  is the best possible, we rely on the proven theorem (by Hartmanis, Lewis & Stearns) that any single-tape machine running in time  $o(n \log n)$  can only recognize regular languages and the fact that  $L$  is clearly not regular.

3. *Proof.* (by contradiction)

Suppose there is such a non-regular language  $L$  recognized by a TM  $M$  in space  $S(n) = o(\log \log(n))$ . Thus  $\forall k$ ,  $\exists$  input  $w$  that requires more than  $k$  cells.

Let  $w$  be the smallest such input and let  $n = |w| > k$ . Let  $C$  be the set of all possible configurations of the machine. A configuration depends on the current state, the tape content and the position of the tape head. The number of possible configurations is:

$$|C| = |Q| \cdot S(n) \cdot |\Gamma|^{S(n)} \leq c^{S(n)} \text{ for some constant } c$$

Let  $C_i(x)$  denote the sequence of configurations at boundary  $i$  while reading  $x$  (called crossing sequence). Whenever  $M$  crosses the boundary  $i$  (located between cells  $i$  and  $i + 1$ ), the current configuration is appended to  $C_i(x)$ .

Let  $S$  denote the set of all possible crossing sequences while reading  $w$ . The maximum length of a crossing sequence is  $|C|$  since otherwise  $M$  would end up in the same state twice and loop forever. Any element in a crossing sequence is a choice of  $|C|$  possible configurations by definition. Thus the size of  $S$  is:

$$|S| = |C|^{|C|} = (c^{S(n)})^{c^{S(n)}} = c^{S(n) \cdot c^{S(n)}} < c^{c \cdot S(n)} = c^{c \cdot o(\log \log n)} = o(n)$$

Therefore the number of possible crossing sequences is less than a constant factor of the length of  $w$ . By the pigeonhole principle, this means that  $\exists i, j, i < j$  such that  $C_i(w) = C_j(w)$ . If two different boundaries have the same crossing sequence, then removing the cells between such boundaries produces a new input  $w'$  that leads to the same result and uses as many cells as  $w$ . So  $|w'| < |w|$  yet we defined  $w$  to be the smallest input in  $L$  that uses more than  $k$  cells. Therefore such  $w$  cannot exist for all  $k$  and  $L$  must be regular. □

4. Let  $L$  be the language defined informally as the sequence of natural numbers in binary form. More formally:

$$L = \{b_0 \# b_1 \# \dots \# b_n : n \geq 1, b_i \in \{0, 1\}^* \text{ is the binary representation of } i\}$$

**Proposition 1.**  $L$  is recognizable in  $DSPACE(\log \log n)$ .

*Proof.* When parsing  $b_i$ , we need to make sure that  $b_i = b_{i-1} + 1$ . This can be done by first increasing  $b_{i-1}$  by 1 (constant memory needed for the remainder) and comparing it to  $b_i$ . We can compare two numbers one digit at a time. This requires 1 memory for the digit value and  $\log \log i$  for its position in  $b_i$  since the size of  $b_i$  is  $\log i$ . We do so for every pair of  $b_i$  and  $b_{i+1}$ . Since the largest number we verify is  $b_n$  of size  $\log(n)$ , we need only  $\log \log n$ . □

**Proposition 2.**  $L$  is not regular.

*Proof.*  $L$  cannot be regular since in order to verify that a  $b_i$  is indeed the successor of  $b_{i-1}$ , we must verify that both numbers match up. This comes down to recognizing the language  $\{ww : w \in \Sigma^*\}$  which is known to not be regular. □

5. We need this assumption in order to modify the encoding  $w$  without changing the behaviour of  $M_w$ . Because we are feeding  $w$  into  $M_w$ , we are essentially able to modify  $|w|$  and  $f(|w|)$ .

At the end of the proof, we suppose that we have  $M$  time-bounded by  $f(n)$  recognizing  $K$ . We then take a long enough encoding  $w$  of  $M$ . We are able to draw a contradiction:

- if  $M$  accepts  $w$  (i.e. itself) within  $f(|w|)$  steps, then this means  $w \in K$  but we defined  $K$  as the set of machines which do not accept within  $f(|w|)$  steps.
- if  $M$  does not accept  $w$  within  $f(|w|)$  steps, then this would mean that  $w \notin K$  whereas  $K$  as defined would contain  $w$ .

Therefore  $K$  is not recognizable in time  $f(n)$  but is computable, for any (space-constructible  $f$ ).