

# **space complexity**

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## **computational resources**

time

memory (space)

data

energy

randomness

....

## **computational complexity**

**devices** have costs

**problems** have complexities (minimum cost for solving)

## space: examples

$\sqrt{2}, \pi$

memory of programs

space complexity of Palindromes

tape of a Turing machine

## definition: cost

a TM  $M$  and input  $x \in \{0, 1\}^*$

$\text{SPACE}(M, x)$  is the number of locations on the (working) tape  $M$  visits during the run on  $x$  (could be  $\infty$ )

for  $n \in \mathbb{N}$

$$\text{SPACE}(M, n) = \max_{x \in \{0, 1\}^n} \text{SPACE}(M, x)$$

## remarks

space is at most time

memory locations can be used more than once “for free”

do not count access to input (sublinear space)

## classes

let  $S : \mathbb{N} \rightarrow \mathbb{N}$

the language  $L \subseteq \{0, 1\}^*$  is in  $\text{SPACE}(S(n))$  if there is a TM  $M$  that decides  $L$  so that

$$\text{SPACE}(M, n) = O(S(n))$$

e.g.  $\text{SPACE}(n)$

## space constructible

from now on we assume that there is a TM  $M$  that given  $1^n$  as input computes  $S(n)$  using space  $O(S(n))$

reasonable functions are such but not all functions

## non determinism

a powerful resource: non determinism, “guess”,  $\exists$

the space cost of a NTM  $M$  on  $x$  is the maximum space in the run of  $M$  on  $x$  over all (non-det.) choices

$\text{NSPACE}(S(n))$

## space and time

### theorem

for every  $S : \mathbb{N} \rightarrow \mathbb{N}$  so that  $S(n) \geq \log_2 n$

$$\begin{aligned}\text{DTIME}(S(n)) &\subseteq \text{SPACE}(S(n)) \\ &\subseteq \text{NSPACE}(S(n)) \subseteq \text{DTIME}(2^{O(S(n))})\end{aligned}$$

first two inclusions ...

third ...

## configuration graphs

directed graph  $G_{M,x}$  for TM  $M$  and input  $x$

vertices are the “configurations” (i.e., a vertex  $v$  encodes a possible state of the computation but not  $x$ )

there is an edge  $(v, u)$  if  $M$  moves from state  $v$  to state  $u$  in one time step

there is a single “accept vertex” (w.l.o.g.)

## remarks

vertices do not depend on  $x$  but edges do (they must)

if  $M$  is deterministic, all out-degrees are one

if  $M$  is non-deterministic, all out-degrees are at most two

loops correspond to computations that do not terminate

## observations

$M$  accepts  $x \in \{0, 1\}^n$  iff there is a path from the initial state to the accept vertex in  $G_{M,x}$

described vertices by  $B := O(\text{SPACE}(M, x) + \log n)$  bits

the number of vertices is at most  $2^B$

## the edges

for every TM or NTM  $M$  and  $x \in \{0, 1\}^n$ , there is a CNF formula  $\varphi = \varphi_{M,x}$  so that for every two strings  $v, u$

$\varphi(v, u) = 1$  iff  $v, u$  encode vertices and  $(v, u)$  is edge in  $G_{M,x}$

the size of  $\varphi$  is  $\leq O(\text{SPACE}(M, x) + \log n)$

**reason** AND of many local checks (Cook-Levin)

## simulating NTIME

**think of a computation as walk on graph**

given  $M \in \text{NSPACE}(S(n))$ , for input  $x \in \{0, 1\}^n$  need to decide if there is a path from initial state to accepting state in  $G_{M,x}$

BFS in time  $\text{poly}(|G_{M,x}|) \leq 2^{O(S(n)+\log n)}$

## **classification**

computational complexity classifies problems according to resources

## completeness

class  $C$  of problems

$X$  is complete for  $C$  if  $X \in C$  and  $Y \leq X$  for all  $Y \in C$

## poly space

$$\text{PSPACE} = \bigcup_{k \in \mathbb{N}} \text{SPACE}(n^k)$$

$$\text{NPSPACE} = \bigcup_{k \in \mathbb{N}} \text{NSPACE}(n^k)$$

## relationships

$$P \subseteq NP \subseteq PSPACE$$

check all assignments for a formula in polynomial space (and exponential time)

do not know if  $P = PSPACE$  but if  $P = PSPACE$  then  $P = NP$

## PSPACE completeness

$C \subseteq \{0, 1\}^*$  is PSPACE-complete if  $C \in \text{PSPACE}$  and  $L \leq_p C$  for every  $L \in \text{PSPACE}$

$X \leq_p Y$  if there is  $f : \{0, 1\}^* \rightarrow \{0, 1\}^*$  in poly-time so that  $x \in X$  iff  $f(x) \in Y$

## canonical completeness

$$\{\langle M, x, 1^s \rangle : M(x) = 1, \text{SPACE}(M, x) \leq s\}$$

but we want “natural” classes

## boolean formulas

variables  $x_1, \dots, x_n$

the expressions  $x_1, \dots, x_n$  and 0, 1 are formulas

if  $F$  is a formula then  $(\neg F)$  is a formula

if  $F_1, F_2$  are formulas then  $(F_1 \wedge F_2)$  and  $(F_1 \vee F_2)$  are formulas

## remarks

formulas are rooted labelled binary trees

formulas compute boolean functions  $\{0, 1\}^n \rightarrow \{0, 1\}$

every boolean function has a formula

formula complexity

if  $F$  has size  $s$  then can be described by  $O(s)$  bits

## **totally quantified boolean formula**

a TQBF is an expression of the form

$$E = Q_1 x_1 Q_2 x_2 \dots Q_n x_n \varphi$$

where  $\varphi$  is formula over  $x_1, \dots, x_n$  and  $Q_i \in \{\forall, \exists\}$  for all  $i$

## remarks

$$Q_1 x_1 Q_2 x_2 \dots Q_n x_n \varphi$$

all variables are quantified

each  $x_i$  takes values in  $\{0, 1\}$

a TQBF has a truth value in  $\{0, 1\}$

game theory  $\exists w_1 \forall b_1 \exists w_2 \forall b_2 \dots$

## TQBF

**theorem**

$$TQBF = \{\langle E \rangle : E \text{ is a true TQBF}\}$$

is PSPACE-complete

## TQBF $\in$ PSPACE

the algorithm  $A$  is recursive—reuses space

(base) no quantifiers

(step) input  $\forall x\psi(x)$  for formula  $\psi$

recursively set  $y_0 = A(\psi(0))$

write  $y_0$  and delete the rest of working memory

set  $y_1 = A(\psi(1))$

output  $y_0 \wedge y_1$

the case of  $\exists x\psi(x)$  is similar

## TQBF $\in$ PSPACE

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(step) input  $\forall x\psi(x)$

recursively set  $y_0 = A(\psi(0))$

write  $y_0$  and delete the working memory

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output  $y_0 \wedge y_1$

memory size is

$O(\text{the number of quantifiers plus the size of the inner formula})$

## TQBF is PSPACE-hard

$L \in \text{PSPACE}$  and  $M$  a poly-space TM for  $L$  and input  $x$

**goal:** construct a TQBF  $\psi = \psi_x$  so that

$$M(x) = 1 \iff \psi = 1$$

## TQBF is PSPACE-hard

TQBF  $\psi$  so that  $M(x) = 1 \iff \psi = 1$

recall  $\varphi_{M,x}$  that checks if  $v, u$  is an edge in  $G = G_{M,x}$

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inductively define  $\phi_0 = \varphi_{M,x}$  and

$$\phi_i(v, u) = \exists w \forall a, b$$

$$((a = v) \wedge (b = w)) \vee ((a = w) \wedge (b = u)) \rightarrow \phi_{i-1}(a, b)$$

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**claim** checks  $dist_G(v, u) \leq 2^i$  and has size  $O(i \cdot \log |G|)$

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set

$$\psi = \phi_{O(\log |G|)}(v_0, v_{accept})$$

## power of TQBF

$\exists w \forall a, b$

$((a = v) \wedge (b = w)) \vee ((a = w) \wedge (b = u)) \rightarrow \phi_{i-1}(a, b)$

**versus**

$\exists w$

$\phi_{i-1}(u, w) \wedge \phi_{i-1}(w, v)$

## summary

$$TQBF = \{\langle E \rangle : E \text{ is a true TQBF}\}$$

is PSPACE-complete

specifically, deciding the truth value of a TQBF is as hard as any poly-memory problem

## **observation**

we never used out-degrees are one

so it applies to non-deterministic computations

## **corollary**

PSPACE = NPSPACE

## non-deterministic space

**theorem** [Savitch 1970]

if  $S(n) \geq \log_2 n$  then

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

similar proof—TQBF of size  $\approx \log^2 |G|$

## log space

allowing space  $s$  allows to check  $\exp(s)$  options

the space analogs of P and NP are

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

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

## reductions

**correct notion of reductions for log space?**

$f : \{0, 1\}^* \rightarrow \{0, 1\}^*$  is implicitly log-space computable (ILC) if

- i. there is  $C > 0$  so that  $|f(x)| \leq C|x|^C$  for all  $x$
- ii.  $\{\langle x, i \rangle : f(x)_i = 1\} \in L$
- iii.  $\{\langle x, i \rangle : i \leq |f(x)|\} \in L$

## log space reductions

$A \leq_{\ell} B$  if there is ILC  $f$  so that  $x \in A$  iff  $f(x) \in B$  for all  $x$

### properties (exercise)

if  $A \leq_{\ell} B$  and  $B \in L$  then  $A \in L$

if  $A \leq_{\ell} B$  and  $B \leq_{\ell} C$  then  $A \leq_{\ell} C$

intuitive but not obvious—space must be reused

## NL

$C \subseteq \{0, 1\}^*$  is NL-complete if  $C \in NL$  and  $L \leq_{\ell} C$  for every  $L \in NL$

### theorem

the language *PATH*

$\{\langle G, s, t \rangle : G \text{ digraph, } s, t \in V(G), \text{ there is a path from } s \text{ to } t\}$

is *NL*-complete

**NL**

**theorem**

*PATH* is *NL*-complete

**sketch of proof...**

*PATH*  $\in$  NL

$w$  is a path from  $s$  of length  $\leq |G|$

accept only if  $w$  reaches  $t$

when walking along  $w$  we forget where we came from

## *PATH is NL-hard*

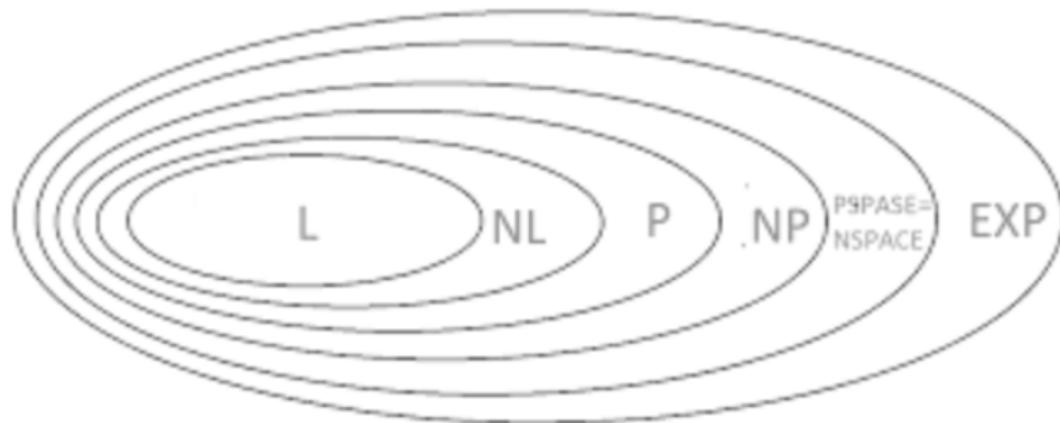
if  $L \in NL$  then there is log-space NTM  $N$  for it

the digraph  $G_{N,x}$

the reduction

$$f(x) = \langle G_{N,x}, v_0, v_{\text{accept}} \rangle$$

## summary



*coNL*

$$coNL = \{L : L^c \in NL\}$$

**remark**

deterministic classes are closed for “co” but not obvious (or false) for non-deterministic

## co for log-space

**theorem [Immerman-Szelepcsenyi]**

$$NL = coNL$$

## exercises

suffices to prove  $coNL \subseteq NL$

suffices to prove  $PATH^c \in NL$

$\text{PATH}^c \in \text{NL}$

need a witness that “proves” there is no path

a log space  $M$  so that for every  $(G, s, t)$

if  $\langle G, s, t \rangle \notin \text{PATH}$  then  $\exists w : M(\langle G, s, t \rangle, w) = 1$

if  $\langle G, s, t \rangle \in \text{PATH}$  then  $\forall w : M(\langle G, s, t \rangle, w) = 0$

**remark**  $|w| \leq \text{poly}$

$PATH^c \in NL$  part I

a log space  $M$  so that for every  $(G, s, t)$

**if  $c$  is number of vertices reachable from  $s$  then**

if  $\langle G, s, t \rangle \notin PATH$  then  $\exists w : M(\langle G, s, t, c \rangle, w) = 1$

if  $\langle G, s, t \rangle \in PATH$  then  $\forall w : M(\langle G, s, t, c \rangle, w) = 0$

## $PATH^c \in NL$ part I

given  $G, s, t$  and  $c = |reach(s)|$

for each  $v \in V$

$$b_v = 1[v \in reach(s)]$$

$$p_v = \begin{cases} \text{path } s \rightarrow v & b_v = 1 \\ \perp & b_v = 0 \end{cases}$$

set  $w = ((b_v, p_v) : v \in V)$

$M$  checks in log space<sup>1</sup> (verify...)

1.  $\sum_v b_v = c$
2.  $b_t = 0$
3. for all  $v$  if  $b_v = 1$  then  $p_v$  is valid

---

<sup>1</sup>input  $w$  is not counted as memory

## $PATH^c \in NL$ part II

given  $G, s, t$  and  $c = |reach(s)|$

**remains to certify  $c$**

let  $V_i = \{v : dist(s, v) \leq i\}$

so  $|V_0| = 1$  and  $|V_n| = c$

## $\text{PATH}^c \in \text{NL}$ part II

given  $G, s, t$  and  $c = |\text{reach}(s)|$

**remains to certify  $c$**

let  $V_i = \{v : \text{dist}(s, v) \leq i\}$

so  $|V_0| = 1$  and  $|V_n| = c$

**certify  $|V_{i+1}|$  given  $|V_i|$**

## $PATH^c \in NL$ part II

$$V_i = \{v : dist(s, v) \leq i\}$$

**goal** certify  $|V_{i+1}| = c_{i+1}$  given  $|V_i| = c_i$

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**goal** certify  $|V_{i+1}| = c_{i+1}$  given  $|V_i| = c_i$

$v \in V_{i+1}$ : path  $p_v$  of length  $\leq i + 1$

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$v \notin V_{i+1}$ : for all  $u \in V_i$  there is no edge  $(u, v)$

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$v \notin V_{i+1}$ : for all  $u \in V_i$  there is no edge  $(u, v)$

certify  $\exists [v \in V_{i+1}]$  for all  $v$  and check size

**summary**  $PATH^c \in NL$

**two things we can do**

count

verify that a path is correct

total size of  $w$  is  $poly(|G|)$

## log-space

**theorem [Immerman-Szelepcsenyi]**

$$NL = coNL$$

## summary

space

poly-space TQBF

log-space PATH

computation as a huge graph with simple edges