

• Complexity Theory

- Measuring time and space needed for the computation.
- Involves estimating the number of steps required, or number of cells on tape, as a function of input size.

- The 'running time' or 'time complexity' of a turing machine M (or of an algorithm) is the maximum number of moves it makes on any input of length n (before M accepts or rejects).
- As a function of n . Eg: $2n^2 + 5n + 3$

- M runs in time $f(n)$
- M is an $f(n)$ time Turing machine.
- We will often skip the fine details about this function $f(n)$. A rough estimate suffices most of the time.

• Big O notation: Refresh

When $f(n) = 2n^2 + 5n + 3$,

we often say $f(n) = O(n^2)$.

• What does it mean?

• In general, what is meant by

$f(n) = O(g(n))$?

- We may assume f and g are functions on non-negative integers, and the values they can have are non-negative.
- Reasonable assumptions, as n is the input size (in number of bits, or number of symbols on tape), f is time or space.

So, let f and g be two functions,

$$f, g: \mathbb{N} \rightarrow \mathbb{R}^+$$

We say $f(n) = O(g(n))$ if $\exists c > 0$

such that $f(n) \leq c g(n)$

for all $n \geq 1$. [or $n \geq n_0$,
 n_0 a +ve integer]

- It means that

$g(n)$ is some kind of an upper bound for $f(n)$, if we ignore constant factors.

" $g(n)$ is an asymptotic upper bound".

• $2n^2 + 5 = O(n^2)$, and $2n^2 + 5 = O(n^3)$

- When it comes to $\log n$, the base does not matter.

Because $\log_b n = \frac{\log_a n}{\log_a b}$,

we can ignore the constant $\log_a b$.

- When $f(n) = O(n^k)$, it is a "polynomial".

• Small o notation:

$f(n) = o(g(n))$ means

$f(n) < c g(n)$ for all $n \geq n_0$.

• n^2 is NOT $o(n^2)$.

$$\lim_{n \rightarrow \infty} \frac{f(n)}{g(n)} = 0.$$

• Analysis of running time:

- The first Turing machine: $0^n 1^n$
- Easy to see that it runs in $O(n^2)$ time, or $O(n^2)$ moves in the worst case.
- 2-tapes, it runs in $O(n)$.
- A faster algorithm on single tape?

- Idea: cross off alternative zeroes, and then alternative ones. It reduces the input size.
- Total no. of bits odd - reject!