# More on Complexity

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## **Time Complexity**

- suppose the input to an algorithm has size n (for example, n is the number of variables in a propositional formula)
- suppose on any input, the algorithm always makes the same number of steps, c, regardless of how large n is (for example, it prints c 0s to the screen...). Then the growth rate of the running time as a function of input size is O(1): constant time
- suppose the algorithm takes at most  $c_1 \times n + c_2$  steps, where  $c_1$  and  $c_2$  are constants. This is O(n): linear time

### Time Complexity continued

- suppose the algorithm generates all triples of variables and then all pairs and iterates over them  $c_1$  times:  $c_1 \times n^3 + c_1 \times n^2$ . This is  $O(n^3)$ : polynomial time (generally,  $O(n^c)$ ).
- suppose the algorithm generates and checks all assignments of 0 and 1 to the n variables. There are  $2^n$  assignments, and suppose checking each takes n steps. Then the algorithms takes at most  $n \times 2^n$  steps. This is  $O(2^n)$ : exponential time.
- generally, exponential time is  $O(2^{polynomial(n)})$ , or  $O(2^{n^c})$

#### Size of the input

- usually the size of the input is characterised by several parameters
- for example, the number of agents k, the number of states n, the number of actions d
- the definition of time complexity is the same
- $O(n^2 \times k \times d)$  is polynomial in the input size
- $O(n \times d^k)$  is exponential (in the number of agents k).

#### Deterministic time complexity classes

- P, or PTIME, is the set of decision problems that can be solved in time  $O(n^c)$ , for some constant c
- EXPTIME is the set of decision problems that can be solved in time  $O(2^{n^c})$ , for some constant c

## A closer look at the complexity of ATL model checking

- PTIME complexity result for ATL model checking is relative to the size of the model and the formula
- size of the model is understood as the explicit representation, listing every state and every transition
- the number of states can be exponential in the number of propositional variables
- for |PV| variables, we have  $2^{|PV|}$  number of states
- ISPL encoding may have one Evolution clause for each of |PV| variables, but the transition function has to be specified for each of  $2^{|PV|}$  states

## A closer look at the complexity of ATL model checking

- PTIME complexity result for ATL model checking is relative to the size of the model and the formula
- size of the model is understood as the explicit representation, listing every state and every transition
- the number of transitions can be exponential in the number of agents
- m: transitions, n: states, d: actions k: agents
- $m = O(nd^k)$  (from each state there may be  $d^k$  transitions)
- ATL model checking is Δ<sup>P</sup><sub>3</sub>-complete with respect to the number of states, agents, actions, and implicit transitions (next slide)
- $\Delta_3^P = P^{NP^{NP}}$  is worse than  $P^{NP}$  which is worse than NP (it assumes an NP oracle that can ask another NP oracle)

### Implicit representations of transitions

- implicit concurrent game models: (similar to ISPL)
- implicit transition function ô
- for each state  $q^r$ , define an ordered set of pairs  $(\varphi^r_0, q^r_0), \ldots, (\varphi^r_{t_r}, q^r_{t_r})$ , where each  $\varphi^r_i$  is a formula specifying a set of actions that may be executed in  $q^r$ , and  $q^r_i$  is the resulting state
- $\varphi_i^r$  is a boolean combination of statements  $Agent_1.Action = \alpha$
- ullet  $\varphi^{\it r}_{\it tr}$  is  $\top$
- the first  $\varphi_i^r$  formula that holds determines the resulting state  $q_i^r$

### Example of implicit representation

- for example, q is the initial state, there are k agents, and each agent has two actions  $\alpha$  and  $\beta$  ( $2^k$  joint actions)
- if all agents execute action  $\alpha$ , the system goes into  $q\alpha$  state
- otherwise the system goes into  $q\beta$  state
- in  $q\alpha$  and  $q\beta$ , any action loops back to the same state
- from *q*:
  - (Agent<sub>1</sub>.Action =  $\alpha \wedge ... \wedge Agent_k$ .Action =  $\alpha$ ,  $q\alpha$ ),
  - (Agent<sub>1</sub>.Action =  $\beta \lor ... \lor Agent_k.Action = \beta$ ),  $q\beta$ ),
  - (⊤, q)
- from  $q\alpha$  :  $(\top : q_{\alpha})$
- from  $q\beta$  :  $(\top : q_{\beta})$

#### Complexity is sensitive to how we measure input size

- complexity is very sensitive to the context!
- in particular, the way we define the parameters, and measure their size, is crucial

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