

P



# Formalizing running time

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We used ad-hoc metrics

- #comparison for comparison sort
- #multiplications for matrix multiplication

We need a generic notion of running time

- Back to Turing machine!

# Formalized running time

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**Definition:** Let  $f: \{0,1\}^* \rightarrow \{0,1\}^*$  and let  $T: \mathbb{N} \rightarrow \mathbb{N}$  be some function and let  $M$  be a Turing machine. We say that  $M$  *computes*  $f$  if for every  $x \in \{0,1\}^*$ , whenever  $M$  is initialized to the start configuration on input  $x$ , then it halts with  $f(x)$  written on its output tape. We say  $M$  *computes*  $f$  *in*  $T(n)$ -*time* if its computation on every input  $x$  requires at most  $T(|x|)$  steps.

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## Robustness of definition

- non-binary alphabet  $\Gamma$ : encode a symbol using  $\log |\Gamma|$  bits ( $\log |\Gamma|$ -X blowup)
- TM with  $k$  tapes: encode to one tape via interleaving, and simulate each step by sweeping back and forth ( $T(n)$  steps for each original step, quadratic blowup)

# Decision problems

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## Decision Problems:

- The output is *yes* or *no* (1 or 0)
- The function  $f: \{0,1\}^* \rightarrow \{0,1\}$  is essentially a subset of  $\{0,1\}^*$  and called a *language*
- Goal: decide if the given input belongs to the language

**Definition:** Let  $L \subseteq \{0,1\}^*$  and let  $T : \mathbb{N} \rightarrow \mathbb{N}$  be some function and let  $M$  be a Turing machine. We say that  $M$  *decides*  $L$  in  $T(n)$  time if for every  $x \in \{0,1\}^*$ , whenever  $M$  is initialized to the start configuration on input  $x$ , then it halts in at most  $T(|x|)$  steps, and accepts if and only if  $x \in L$ .

# The class P

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**Definition (class DTIME):** Let  $T : \mathbb{N} \rightarrow \mathbb{N}$  be some function. A language  $L$  is in **DTIME**( $T(n)$ ) iff there is a Turing machine that decides  $L$  in time  $O(T(n))$ .

**Definition (class P):** Let  $\mathbf{P} = \bigcup_{c \geq 1} \mathbf{DTIME}(n^c)$

E.g., the graph connectivity (reachability) problem



# Example: Graph Connectivity

**Input:** a directed graph  $G$  (with  $n$  nodes)

**Output:** decide if  $G$  is connected

**Algorithm:** compute the transitive (adjacency matrix multiplication, in  $O(n^4)$  steps)

**Complexity:**  $\text{DTIME}(n^4)$ , and also  $\mathbf{P}$

# Why Polynomial?

**Cobham-Edmonds Thesis (1965):**

**P** = The collection of tractable computational problems

Platform-independence

- any problem in P can be solved in polynomial time on *any* reasonable computational model
- Strong Church-Turing Thesis: “Every physically realizable computation model can be simulated by a TM with polynomial overhead”

Encoding-independence

- if a problem is in P for one encoding, it will be in P even if input instances are encoded in a different manner

Low-order polynomial

- Most P problems in practice have low orders ( $\Theta(n^3)$  or  $\Theta(n^5)$ )
- Even if the current best algorithm is  $\Theta(n^{100})$ , much better running time will likely soon be discovered

Closure properties

- The class P is closed under addition, multiplication, composition, etc.