

# Time Complexity

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# Time Complexity Class

- Let  $f: \mathbb{N} \rightarrow \mathbb{R}^+$  be a function. Define the time complexity class  $TIME(f(n))$  to be the collection of all languages that are decidable by an  $O(f(n))$  Turing Machine.
- The class above is a class of **languages**. Does this seem to cause loss of generality?
- For example, the sorting problem (or function), can it be regarded as a language?

# Languages are general enough

- Let's look at the sorting example. Let  $\text{Sort}$  be the machine that does the sorting
- $\text{Sort}$  is a function that takes a tuple as input and outputs a tuple of the same size
- As we learnt before, a function is a set of ordered pairs. Here,  $\text{Sort}$  is a subset of  $\mathbb{N}^* \times \mathbb{N}^*$ .

# Every function problem can be turned into a decision problem

- Suppose we are given a tuple  $\bar{x} = (x_1, \dots, x_n)$  and that we want to compute  $\text{Sort}(\bar{x})$ .
- $\mathbb{N}^*$  is c.e., and so we can computably list it, say:  $(\bar{y})_1, (\bar{y})_2, \dots$
- And keep checking: is  $(\bar{x}, (\bar{y})_1) \in \text{Sort}$  ?, is  $(\bar{x}, (\bar{y})_2) \in \text{Sort}$  ?, .... until one of them is Yes

# Vice versa

- Every decision problem is a function problem. Why?
- Answer: the characteristic function

- Note that the transition from a function problem to a decision problem does not necessarily preserve the TIME complexity class
- Function Problem: Consider a machine Solver which can take an equation as an input (say quadratic equations), and outputs solutions.
- Decision Problem: Given an equation and a value  $x$ , decide whether  $x$  is a solution for the equation or not.

# Sort again (thoughts)

- When we listed  $(\bar{y})_1, (\bar{y})_2, \dots$  one may chose to do that smartly so the sorted tuple shows up faster
- For example, we could only list tuple of length  $n$
- With a deeper look, finding a smart way to list the tuples is a process that has its own running time

# Break

Hope we are comfortable with the fact that complexity theory is developed through decision problems



# The class P

- $P = \{L: L \text{ is a language decidable by some polytime TM}\}$
- Note that  $P = \bigcup_k TIME(n^k)$
- Why is
$$\bigcup_{k \in \mathbb{N}} TIME(n^k) = \{L: L \text{ is a language decidable by some polytime TM}\}$$

# How do we prove equality of sets?

- $\subseteq$ :

Let  $L$  be an arbitrary language from  $\bigcup_{k \in \mathbb{N}} \text{TIME}(n^k)$

- $\supseteq$

Let  $L$  be an arbitrary language decidable by some polytime TM

# The *PATH* problem

- Given a directed graph  $G$  and two nodes  $s, t$  in  $G$ . Consider the following question: Is there a path from  $s$  to  $t$ ?
- $PATH = \{(G, s, t) : G \text{ is a directed graph that has a directed path from } s \text{ to } t\}$
- This set (or relation) *PATH* is an example of what we mean by a problem in the context of complexity

# Unfolding *PATH*

- The question we first asked is equivalent to the following decision problem

Is  $(G, s, t) \in \textit{PATH}$ ?

- This question unfolds into:

Is  $G$  a directed graph?

Are  $s, t$  vertices in  $G$ ?

Is there a number  $n$ , and vertices  $v_1, v_2, \dots, v_n$  such that the edges  $(s, v_1), (v_1, v_2), \dots, (v_n, t)$  are edges in  $G$ ?