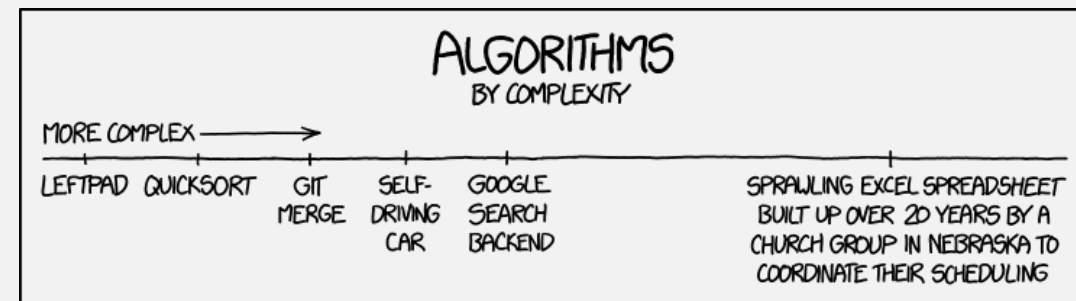


UMB CS 420

Time Complexity

Wednesday, April 13, 2022



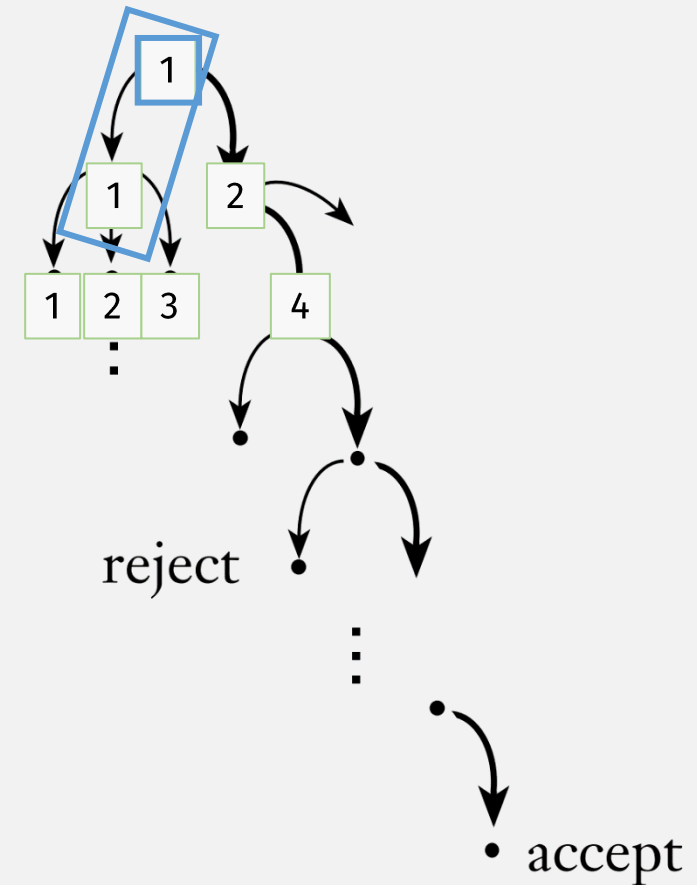
Announcements

- HW 9 out
 - Due Sunday 4/17 11:59pm

Flashback: Nondet. TM \rightarrow Deterministic TM

- To simulate NTM with Det. TM:
 - Number the nodes at each step
 - Deterministically check every tree path, in breadth-first order
 - Root node: 1
 - 1-1

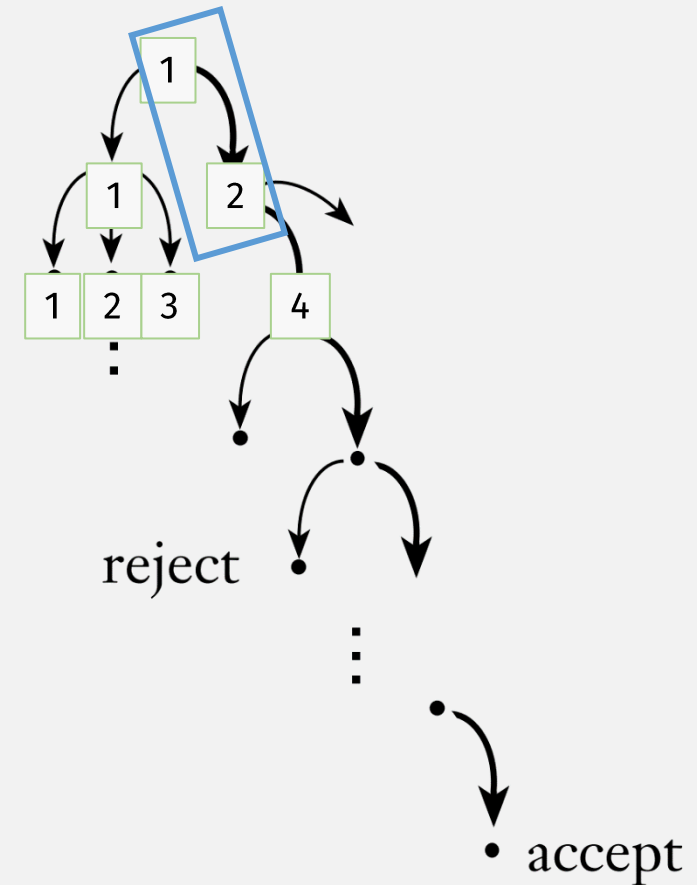
Nondeterministic
computation



Flashback: Nondet. TM \rightarrow Deterministic TM

- To simulate NTM with Det. TM:
 - Number the nodes at each step
 - Deterministically check every tree path, in breadth-first order
 - Root node: 1
 - 1-1
 - 1-2

Nondeterministic
computation



Flashback: Nondet. TM \rightarrow Deterministic TM

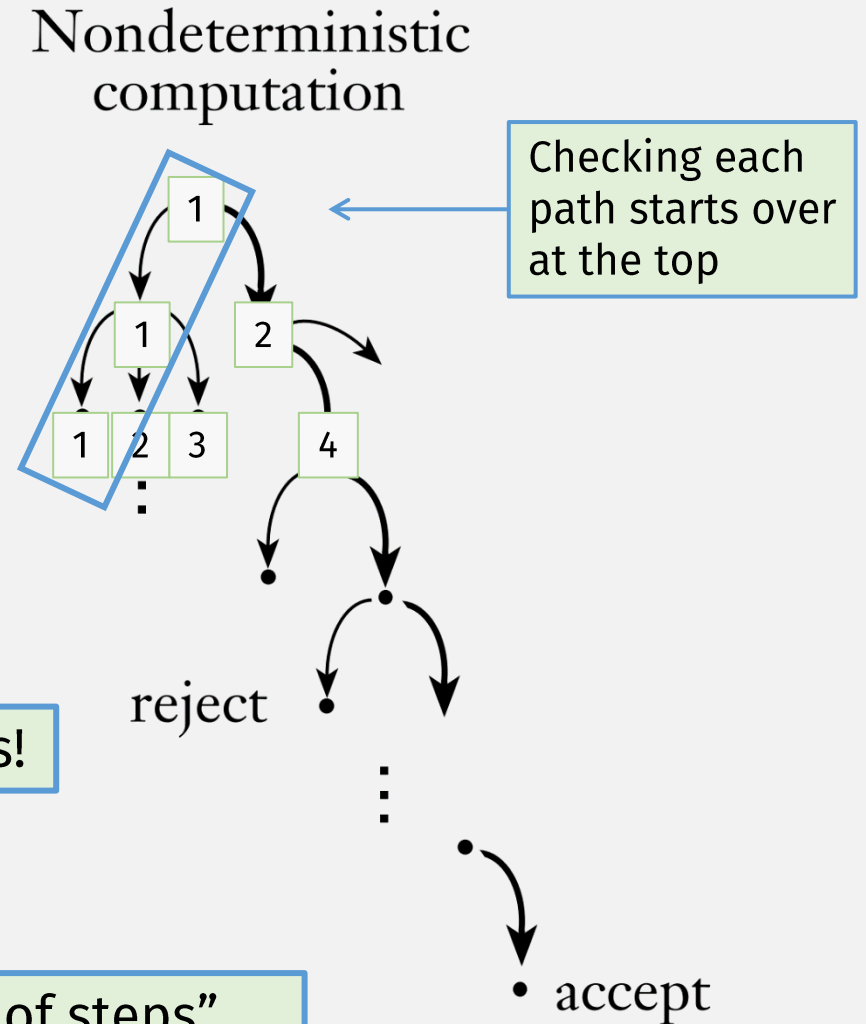
- To simulate NTM with Det. TM:
 - Number the nodes at each step
 - Deterministically check every tree path, in breadth-first order
 - Root node: 1
 - 1-1
 - 1-2
 - 1-1-1

A TM and a NTM are “equivalent” ...

.. but **not** if we care about the # of steps!

So how inefficient is it?

First, we need a formal way to count “# of steps” ...



A Simpler Example: $A = \{0^k 1^k \mid k \geq 0\}$

$M_1 =$ “On input string w :

1. Scan across the tape and *reject* if a 0 is found to the right of a 1.
2. Repeat if both 0s and 1s remain on the tape:
3. Scan across the tape, crossing off a single 0 and a single 1.
4. If 0s still remain after all the 1s have been crossed off, or if 1s still remain after all the 0s have been crossed off, *reject*. Otherwise, if neither 0s nor 1s remain on the tape, *accept*.”

of steps (worst case), $n = \text{length of input}$:

➤ TM Line 1:

- n steps to scan + n steps to return to beginning = $2n$ steps

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of steps (worst case), n = length of input:

- TM Line 1:

- n steps to scan + n steps to return to beginning = $2n$ steps

➤ Lines 2-3 (loop):

- steps/iteration (line 3): $n/2$ steps to find “1” + $n/2$ steps to return = n steps
 - # iterations (line 2): Each scan crosses off 2 chars, so at most $n/2$ scans
 - Total = steps/iteration * # iterations = $n (n/2)$ = $n^2/2$ steps

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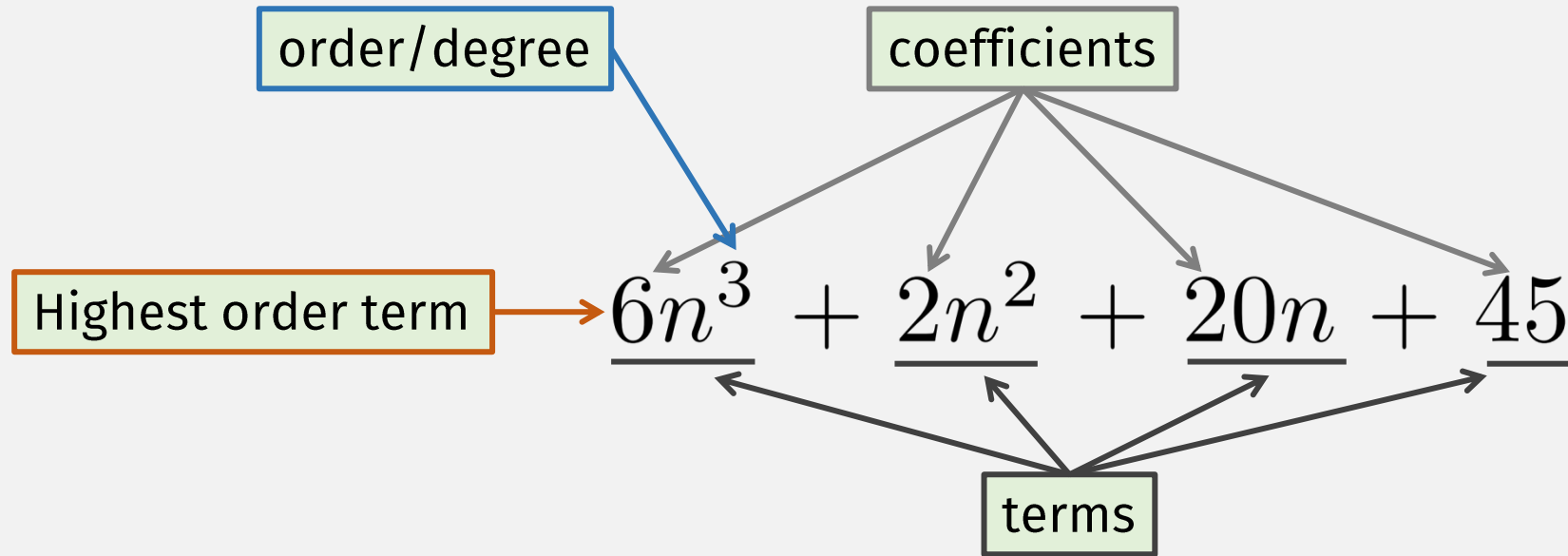
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$$n^2/2 + 3n$$

of steps (worst case), $n =$ length of input:

- TM Line 1:
 - n steps to scan + n steps to return to beginning = $2n$ steps
- Lines 2-3 (loop):
 - steps/iteration (line 3): $n/2$ steps to find “1” + $n/2$ steps to return = n steps
 - # iterations (line 2): Each scan crosses off 2 chars, so at most $n/2$ scans
 - Total = steps/iteration * # iterations = $n (n/2) =$ $n^2/2$ steps
- Line 4:
 - n steps to scan input one more time
- Total: $2n + n^2/2 + n =$ $n^2/2 + 3n$ steps

Interlude: Polynomials



Definition: Time Complexity

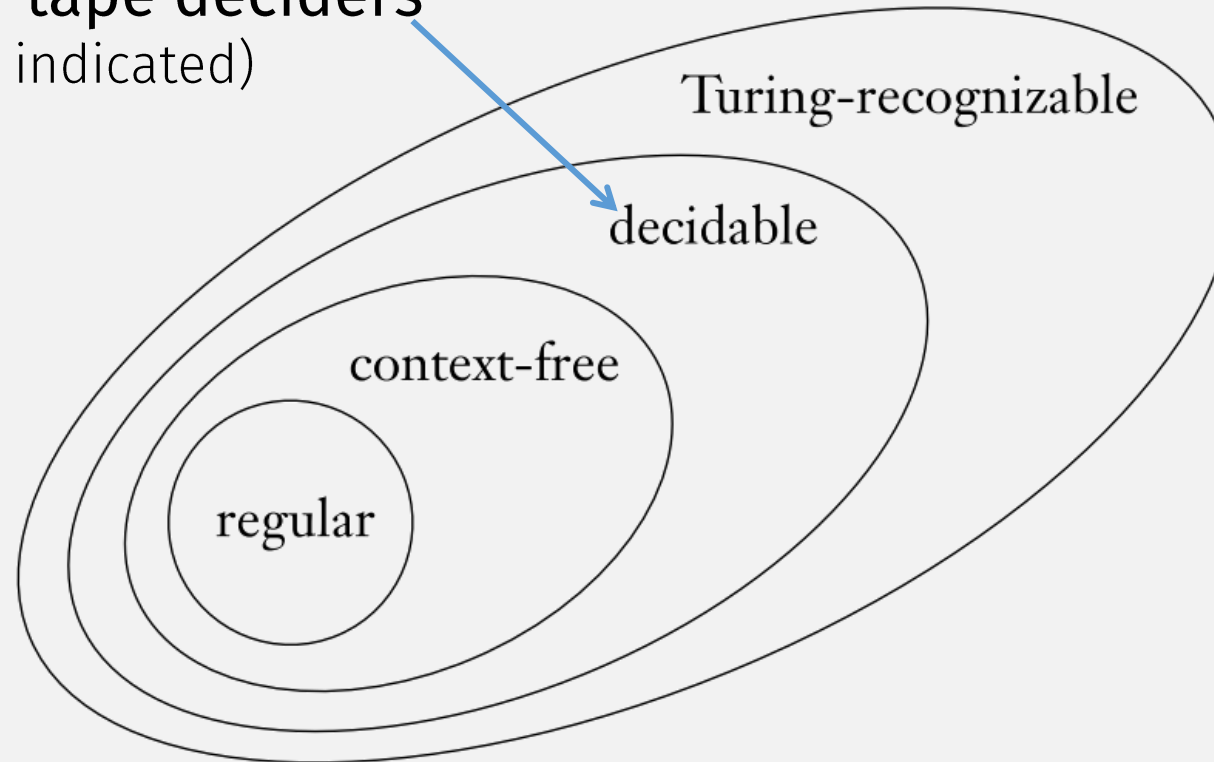
i.e., a decider (algorithm)

Let M be a deterministic Turing machine that halts on all inputs. The *running time* or *time complexity* of M is the function $f: \mathcal{N} \rightarrow \mathcal{N}$, where $f(n)$ is the maximum number of steps that M uses on any input of length n . If $f(n)$ is the running time of M , we say that M runs in time $f(n)$ and that M is an $f(n)$ time Turing machine. Customarily we use n to represent the length of the input.

**Running Time / Time Complexity is
a property of a (Turing) Machine**

Where Are We Now?

We are back in here now:
deterministic, single-tape deciders
(unless otherwise indicated)



Definition: Time Complexity

NOTE: n has no units, it's only roughly "length" of the input

n can be:
characters,
states,
nodes, ...

We can use any n that is correlated with the input length.

Let M be a deterministic Turing machine that halts on all inputs. The *running time* or *time complexity* of M is the function $f: \mathcal{N} \rightarrow \mathcal{N}$, where $f(n)$ is the maximum number of steps that M uses on any input of length n . If $f(n)$ is the running time of M , say that M runs in time $f(n)$ and that M is an $f(n)$ time Turing machine. Customarily we use n to represent the length of the input.

- Machine M_1 that decides $A = \{0^k 1^k \mid k \geq 0\}$
 - Running time / Time Complexity: $n^2/2 + 3n$

$M_1 =$ "On input string w :

1. Scan across the tape and *reject* if a 0 is found to the right of a 1.
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Interlude: Asymptotic Analysis

Total: $n^2 + 3n$

- If $n = 1$
 - $n^2 = 1$
 - $3n = 3$
 - Total = 4
- If $n = 10$
 - $n^2 = 100$
 - $3n = 30$
 - Total = 130
- If $n = 100$
 - $n^2 = 10,000$
 - $3n = 300$
 - Total = 10,300
- If $n = 1,000$
 - $n^2 = 1,000,000$
 - $3n = 3,000$
 - Total = 1,003,000

asymptotic analysis only cares about **large** n

$n^2 + 3n \approx n^2$ as n gets large

Definition: Big- O Notation

Let f and g be functions $f, g: \mathcal{N} \rightarrow \mathcal{R}^+$. Say that $f(n) = O(g(n))$ if positive integers c and n_0 exist such that for every integer $n \geq n_0$,

$$f(n) \leq c g(n).$$

“only care about large n ”

When $f(n) = O(g(n))$, we say that $g(n)$ is an *upper bound* for $f(n)$, or more precisely, that $g(n)$ is an *asymptotic upper bound* for $f(n)$, to emphasize that we are suppressing constant factors.

In other words: Keep only highest order term, drop all coefficients

- Machine M_1 that decides $A = \{0^k 1^k \mid k \geq 0\}$
 - is an $n^2 + 3n$ time Turing machine
 - is an $O(n^2)$ time Turing machine
 - has asymptotic upper bound $O(n^2)$

Definition: Small- o Notation (less used)

Let f and g be functions $f, g: \mathcal{N} \rightarrow \mathcal{R}^+$. Say that $f(n) = o(g(n))$ if

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

In other words, $f(n) = o(g(n))$ means that for any real number $c > 0$, a number n_0 exists, where $f(n) < c g(n)$ for all $n \geq n_0$.

Analogy: Big- O : \leq :: small- o : $<$

Let f and g be functions $f, g: \mathcal{N} \rightarrow \mathcal{R}^+$. Say that $f(n) = O(g(n))$ if positive integers c and n_0 exist such that for every integer $n \geq n_0$,

$$f(n) \leq c g(n).$$

When $f(n) = O(g(n))$, we say that $g(n)$ is an **upper bound** for $f(n)$, or more precisely, that $g(n)$ is an **asymptotic upper bound** for $f(n)$, to emphasize that we are suppressing constant factors.

Big- O arithmetic

- $O(n^2) + O(n^2)$
= $O(n^2)$

- $O(n^2) + O(n)$
= $O(n^2)$

- $2n = O(n)$?
 - TRUE

- $2n = O(n^2)$?
 - TRUE

- $1 = O(n^2)$?
 - TRUE

- $2^n = O(n^2)$?
 - FALSE

NOTE: **Other courses** might use Big- Θ notation, which is a tighter bound where some of these equalities won't be true, e.g., $2n \neq \Theta(n^2)$

NOTE: **In this course**, we use Big- O only, not Big- Θ (so do not confuse the two)

Definition: Time Complexity Classes

Let $t: \mathcal{N} \rightarrow \mathcal{R}^+$ be a function. Define the *time complexity class*, $\mathbf{TIME}(t(n))$, to be the collection of all languages that are decidable by an $O(t(n))$ time Turing machine.

Remember: TMs have a time complexity (i.e., a running time),
languages are in a time complexity class

The complexity class of a **language** is determined by the time complexity (running time) of its deciding **TM**

A **language** could be in more than one time complexity class

- Machine M_1 decides language $A = \{0^k 1^k \mid k \geq 0\}$
 - M_1 has time complexity (running time) of $O(n^2)$
 - A is in time complexity class $\mathbf{TIME}(n^2)$

A Faster Machine? $A = \{0^k 1^k \mid k \geq 0\}$

Previously:

M_2 = “On input string w :

1. Scan across the tape and *reject* if a 0 is found to the right of a 1.
2. Repeat as long as some 0s and some 1s remain on the tape:
3. Scan across the tape, checking whether the total number of 0s and 1s remaining is even or odd. If it is odd, *reject*.
4. Scan again across the tape, crossing off every other 0 starting with the first 0, and then crossing off every other 1 starting with the first 1.
5. If no 0s and no 1s remain on the tape, *accept*. Otherwise, *reject*.”

M_1 = “On input string w :

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A Faster Machine? $A = \{0^k 1^k \mid k \geq 0\}$

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Number of steps (worst case), $n =$ length of input:

➤ Line 1:

- n steps to scan + n steps to return to beginning = $O(n)$ steps

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Number of steps (worst case), n = length of input:

- Line 1:

- n steps to scan + n steps to return to beginning = $O(n)$ steps

➤ Lines 2-4 (loop):

- steps/iteration (lines 3-4): a scan takes $O(n)$ steps
- # iters (line 2): Each iter crosses off *half* the chars, so at most $O(\log n)$ scans
- Total: $O(n) * O(\log n) = \underline{O(n \log n) \text{ steps}}$

Interlude: Logarithms (dual to exponentiation)

- If $2^x = y$...
- ... then $\log_2 y = x$
- $\log_2 n = O(\mathbf{\log n})$
 - “divide and conquer” algorithms = $O(\mathbf{\log n})$
 - E.g., binary search
- (In computer science, **base-2 is the only base!**)

A Faster Machine? $A = \{0^k 1^k \mid k \geq 0\}$

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Number of steps (worst case), n = length of input:

- Line 1:
 - n steps to scan + n steps to return to beginning = $O(n)$ steps
- Lines 2-4 (loop):
 - steps/iteration (lines 3-4): a scan takes $O(n)$ steps
 - # iters (line 2): Each iter crosses off half the chars, so at most $O(\log n)$ scans
 - Total: $O(n) * O(\log n) = \underline{O(n \log n)}$ steps
- Line 5:
 - $O(n)$ steps to scan input one more time

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5. If no 0s and no 1s remain on the tape, *accept*. Otherwise, *reject*.”

$$O(n \log n)$$

$$\text{Prev: } n^2/2 + 3n = O(n^2)$$

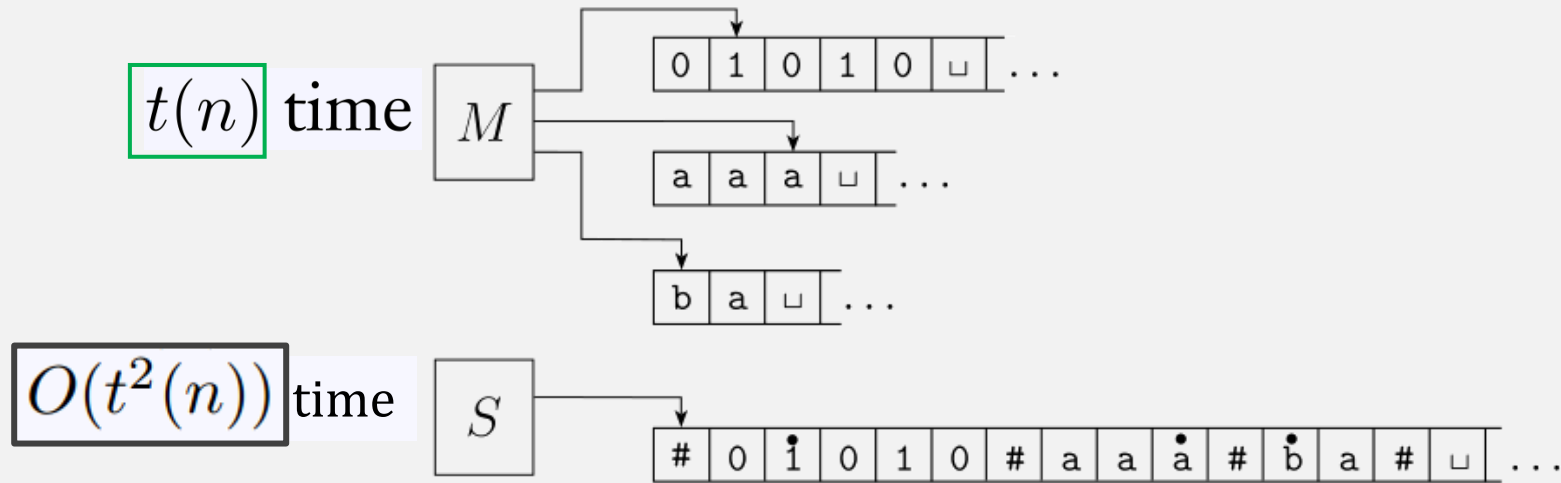
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 - Total: $O(n) * O(\log n) = \underline{O(n \log n)}$ steps
- Line 5:
 - $O(n)$ steps to scan input one more time
- Total: $O(n) + O(n \log n) + O(n) =$

Terminology: Categories of Bounds

- Exponential time
 - $O(2^{n^c})$, for $c > 0$, or $2^{O(n)}$ (always base 2)
- Polynomial time
 - $O(n^c)$, for $c > 0$
- Quadratic time (special case of polynomial time)
 - $O(n^2)$
- Linear time (special case of polynomial time)
 - $O(n)$
- Log time
 - $O(\log n)$

Multi-tape vs Single-tape TMs: # of Steps



- For single-tape TM to simulate 1 step of multi-tape:
 1. Scan to find all “heads” = $O(\text{length of all } M\text{'s tapes})$
 2. “Execute” transition at all the heads = $O(\text{length of all } M\text{'s tapes})$
- # single-tape steps to simulate 1 multitape step (worst case)
 - = $O(\text{length of all } M\text{'s tapes})$
 - = $O(t(n))$, If M spends all its steps expanding its tapes
- Total steps (single tape): $O(t(n))$ per step $\times t(n)$ steps =

Flashback: Nondet. TM \rightarrow Deterministic TM

- Simulate NTM with Det. TM:
 - Number the nodes at each step
 - Deterministically check every tree path, in breadth-first order
 - 1
 - 1-1
 - 1-2
 - 1-1-1

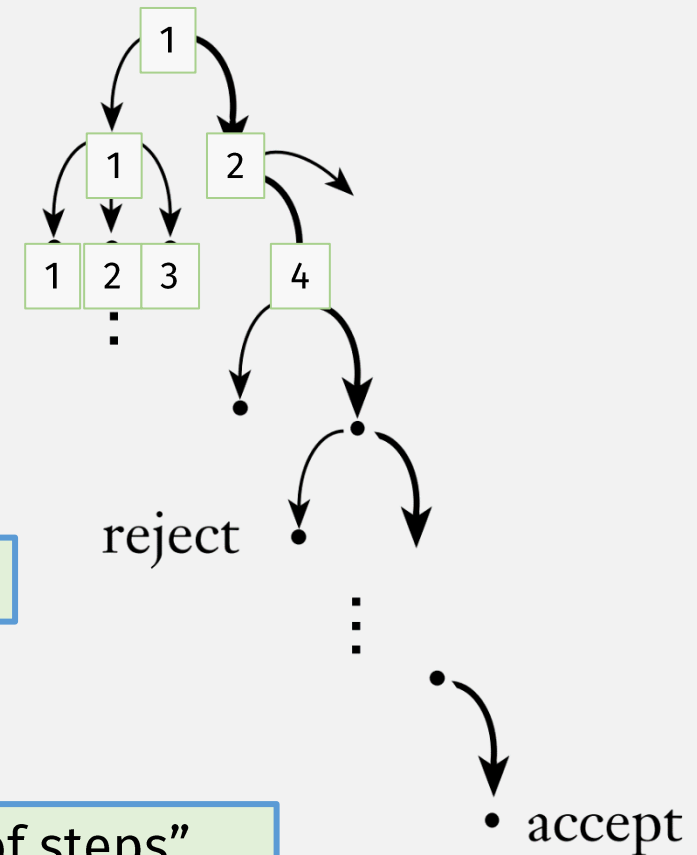
A TM and a NTM are “equivalent” ...

.. but not if we care about the # of steps

How inefficient is it?

First, we need a formal way to count “# of steps” ...

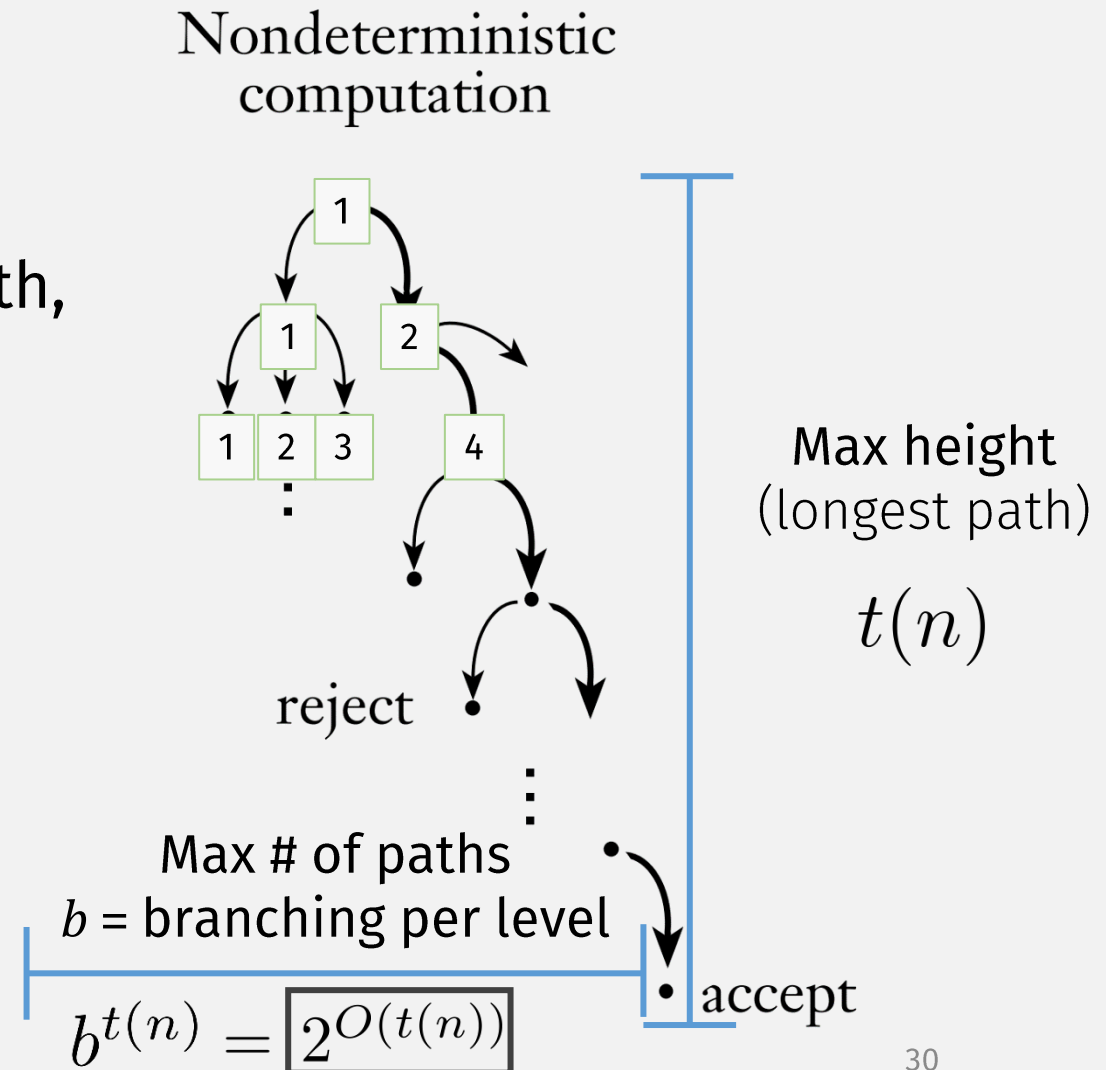
Nondeterministic computation



Flashback: Nondet. TM \rightarrow Deterministic TM

$t(n)$ time \rightarrow $2^{O(t(n))}$ time

- Simulate NTM with Det. TM:
 - Number the nodes at each step
 - Deterministically check every tree path, in breadth-first order
 - 1
 - 1-1
 - 1-2
 - 1-1-1



Summary: TM Variations

- If multi-tape TM: $t(n)$ time
- Then equivalent single-tape TM: $O(t^2(n))$
 - **Quadratically** slower
- If non-deterministic TM: $t(n)$ time
- Then equivalent single-tape TM: $2^{O(t(n))}$
 - **Exponentially** slower

Check-in Quiz 4/13

On gradescope