# The Complexity Class P

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Proseminar Theoretische Informatik WiSe 2020-21 Institut für Informatik Freie Universität Berlin Computability versus Complexity

Computability versus Complexity

What kind of efficiency?

## **Complexity classes**

#### **Definition**

Let  $f: \mathbb{N} \to \mathbb{R}^+$  be a function. The complexity class TIME of f contains all languages that are computable in  $\mathcal{O}(f(n))$  time for an input of size n.

 $\mathsf{TIME}(f(n)) \coloneqq \{ \ L \ | \text{There is a deterministic TM that decides } L \text{ in} \\ \mathcal{O}\left(f(n)\right) \text{ time for an input of size } n \ \}$ 

### The Class P

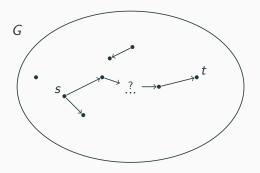
#### **Definition**

P is the class of languages decidable in polynomial time on a deterministic single-tape TM.

$$\mathsf{P} \coloneqq \bigcup_{k \in \mathbb{N}} \mathsf{TIME}(n^k)$$

### The PATH Problem

PATH :=  $\{ \langle G, s, t \rangle \mid G \text{ is a directed graph and there is a}$ path between nodes s and t  $\}$ 



## $\textbf{PATH} \in \textbf{P}$

 $\begin{array}{c} \textbf{Theorem} \\ \mathsf{PATH} \in \mathsf{P} \end{array}$ 

### $PATH \in P$

# $\begin{array}{c} \textbf{Theorem} \\ \mathsf{PATH} \in \mathsf{P} \end{array}$

#### Beweis.

**Input:**  $\langle G, s, t \rangle$ , where G is a directed graph with nodes s, t.

### **Function:**

- 1. Mark s.
- 2. Repeat until no more nodes are marked:
  - 2.1. Search through edges E. If an edge (u, v) is found with u marked and v not marked, mark v.
- 3. If *t* is marked, accept. Otherwise, reject.

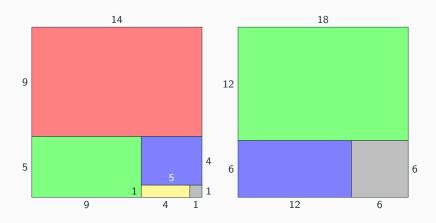
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If two natural integers have the greatest common divisor (GCD) 1, they are called *relatively prime*.

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RELPRIME := {  $\langle x, y \rangle \mid x \text{ and } y \text{ are relatively prime } }$ 

# The Euclidian Algorithm



 $\begin{array}{l} \textbf{Theorem} \\ \mathsf{RELPRIME} \in \mathsf{P} \end{array}$ 

# **Theorem** $RELPRIME \in P$

Beweis.

**Input:**  $\langle x, y \rangle$ , where  $x, y \in \mathbb{N}$ .

### **Function:**

- 1: while y > 0 do
- 2:  $x \leftarrow x \mod y$
- 3: Swap x and y
- 4: If x = 1, accept. Otherwise, reject.

# **Context-Free Languages**

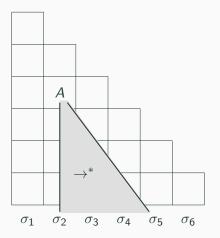
#### **Theorem**

Every context-free language  $L \in CFL$  is in P.

 $\Rightarrow$  CYK algorithm

# Reminder: CYK Algorithm

Follows the principle of dynamic programming. Recursion from last semester:  $V[i,j] = \{ A \in V \mid A \rightarrow^* \sigma_i ... \sigma_j \}$ 



### $CFL \subset \mathbf{P}$

### Beweis.

**Input:**  $w \in \Sigma^*$ , for  $w \neq \varepsilon$  write  $w = \sigma_1 \sigma_2 ... \sigma_n$ .

#### **Function:**

10:

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1: For w = \varepsilon, if S \to \varepsilon is production, accept. Otherwise, reject.
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2: **for** 
$$i = 1$$
 to  $n$  **do**

4: If 
$$A \to \sigma_i$$
 is a rule, place  $A$  in  $table(i, i)$ .

5: **for** 
$$l = 2$$
 to  $n$  **do**  $\triangleright$  Substring length

6: **for** 
$$i = 1$$
 to  $n - l + 1$  **do**

 $\, \triangleright \, \, \mathsf{Starting} \, \, \mathsf{position} \, \,$ 

7: 
$$j \leftarrow i + l - 1$$

▷ End position

8: **for** 
$$k = i \text{ to } j - 1 \text{ do}$$

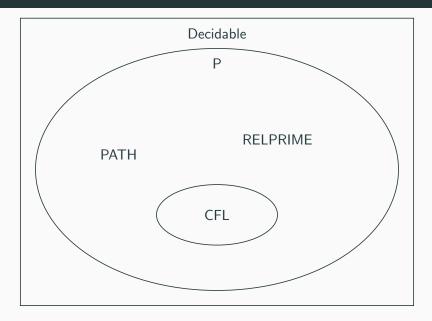
▷ Split position

9: **for** each rule 
$$A \rightarrow BC$$
 **do**

If 
$$B \in table(i, k)$$
 and  $C \in table(k + 1, j)$ , put  $A$  in  $table(i, j)$ .

11: If 
$$S \in table(1, n)$$
, accept. Else, reject.

# Final Landscape of Languages



#### Resources



Michael Sipser.

Introduction to the Theory of Computation, Third Edition.

Cengage Learning, 2012.



David Wees.

Visualizing euclid's algorithm.

https://www.geogebra.org/m/ztbesvsd, 11.11.2020, 21:30 (last visited).