

COMP4141 Theory of Computation

Lecture 11 Time complexity

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Time Complexity

Definition

The *time complexity* of a deterministic TM that halts on all inputs is the function $f : \mathbb{N} \rightarrow \mathbb{N}$, where $f(n)$ is the maximum number of steps that M uses on any input of length n .

Example

We know that $A = \{ 0^i 1^i \mid i \in \mathbb{N} \}$ is a CFL and decidable, e.g. by TM M_1 which on input w :

- 1 Scan w and reject if anything not in $\{\sqcup, 0, 1\}$ or 10 is found.
- 2 Repeat as long as there are 0s and 1s on the tape:
 - Scan across and replace with blanks both the leftmost 0 and the rightmost 1.
- 3 If either 0s or 1s are left reject, otherwise accept.

How much time does M_1 need, as a function f of the length of the input word w ?

w	ϵ	01	$0^2 1^2$	$0^3 1^3$	$0^4 1^4$	$0^5 1^5$
$f(w)$	2	8	19	34	53	76

Asymptotic Notation (Big- \mathcal{O})

The exact running time function is often too complicated. The highest order terms dominate the function eventually, so we can ignore the other terms.

Definition

Let $f, g : \mathbb{N} \rightarrow \mathbb{R}_{\geq 0}$. Say that $f(n) = \mathcal{O}(g(n))$ if there exist $c, n_0 > 0$ such that for all $n \geq n_0$

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

g is an (*asymptotic*) *upper bound* for f .

Bounds of the form n^c for some $c > 0$ are called *polynomial bounds*;

those of the form $2^{(n^\delta)}$ are called *exponential bounds* when $\delta \in \mathbb{R}$ is positive.

Examples

$$5n^3 + 2n^2 + 22n + 6 = \mathcal{O}(n^3)$$

f from M_1 is $\mathcal{O}(n^2)$.

Big- \mathcal{O} vs. log

We may safely omit the base of logarithms in the big- \mathcal{O} notation because

$$\log_a n = \frac{\log_b n}{\log_b a} .$$

Small- o Notation

Definition

Let $f, g : \mathbb{N} \rightarrow \mathbb{R}_{\geq 0}$. Say that $f(n) = o(g(n))$ if

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

that is, for any $c > 0$ there exist $n_0 > 0$ such that $f(n) < c \cdot g(n)$, for all $n \geq n_0$.

Observe that

- 1 $f = \mathcal{O}(f)$ but $f \neq o(f)$.
- 2 $f = o(g) \Rightarrow f = \mathcal{O}(g)$ but in general $f = o(g) \not\Rightarrow f = \mathcal{O}(g)$

Time Complexity Classes

Definition

Let $t : \mathbb{N} \rightarrow \mathbb{R}_{\geq 0}$. Define the *time complexity class*, **TIME**($t(n)$) to be the collection of all languages that are decidable by an $\mathcal{O}(t(n))$ time TM.

Example

Recall $A = \{ 0^i 1^i \mid i \in \mathbb{N} \}$. Our analysis of M_1 's running time showed that $A \in \mathbf{TIME}(n^2)$.

Example

Could we do better for A ?

Is there a TM that decides A asymptotically more quickly, that is, is $A \in \mathbf{TIME}(t(n))$ for some $t = o(n^2)$?

Consider M_2 , which on input w :

- 1 Scan w left to right and reject if 10 occurs as a substring.
- 2 Repeat as long as both 0 s and 1 s are on the tape:
 - 1 Scan from right to left and reject if there's an odd number of non- X s on the tape.
 - 2 Scan from left to right and replace every other 0 by an X , beginning with the first 0 . Then do the same for the 1 s.
- 3 If neither 0 s nor 1 s are left accept, otherwise reject.

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Consider M_2 , which on input w :

- 1 Scan w left to right and reject if 10 occurs as a substring. $\mathcal{O}(n)$
- 2 Repeat as long as both 0s and 1s are on the tape: $\mathcal{O}(\log n)$
 - 1 Scan from right to left and reject if there's an odd number of non-Xs on the tape. $\mathcal{O}(n)$
 - 2 Scan from left to right and replace every other 0 by an X, beginning with the first 0. Then do the same for the 1s. $\mathcal{O}(n)$
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- 3 If neither 0s nor 1s are left accept, otherwise reject. $\mathcal{O}(n)$

So $L(M_2) = A \in \mathbf{TIME}(n \log n)$.

Example

Compare the running times (step numbers) of M_1 and M_2 .

w	ϵ	01	0^21^2	0^31^3	0^41^4	0^51^5
$f_{M_1}(w)$	2	8	19	34	53	76
$f_{M_2}(w)$	1	15	45	63	117	141

So M_1 beats M_2 at least for short inputs. For $0^{20}1^{20}$ this is no longer the case.

Example

Could we do still better for A ?

Is there a TM that decides A asymptotically more quickly, that is, is $A \in \mathbf{TIME}(t(n))$ for some $t = o(n \log n)$?

We won't prove this here, but the answer is no, not with a deterministic single-tape TM.

Consider the two-tape TM M_3 , which on input w :

- 1 Scan from left to right and copy 0s onto the second tape until the first 1 occurs.
- 2 Keep scanning left to right across the 1s while scanning right to left on the second tape.
- 3 Accept if both heads encounter their first blank at the same time, otherwise reject.

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- 3 Accept if both heads encounter their first blank at the same time, otherwise reject. $\mathcal{O}(1)$

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- 3 Accept if both heads encounter their first blank at the same time, otherwise reject. $\mathcal{O}(1)$

So $L(M_3) = A \in \mathbf{TIME}_{2\text{-tape}}(n)$.

Complexity vs. Computability

In computability theory we proved that the various TM models (deterministic vs non-deterministic, single-tape vs multi-tape) were equally powerful.

In complexity theory the choice of TM models affects the time complexity of languages.

Multi-Tape TM vs. Single-Tape TM

Theorem

Let $t : \mathbb{N} \rightarrow \mathbb{R}_{\geq 0}$ be such that $\forall n \in \mathbb{N} (t(n) \geq n)$. Every t -time multi-tape TM has an equivalent $\mathcal{O}((t(n))^2)$ time single-tape TM.

Proof.

By analysing the time complexity of the construction given to show that every multi-tape TM M has an equivalent single-tape TM S .

Since for every step of M , the 1-tape simulator S might have to scan all of the tape used so far, the single step number k of M may cost S up to $\mathcal{O}(k)$ steps. Hence the running time of S on an input of length n is

$$\mathcal{O}\left(\sum_{k=1}^{t(n)} k\right) = \mathcal{O}\left(\frac{t(n) \cdot (t(n) + 1)}{2}\right) = \mathcal{O}((t(n))^2).$$



Non-Deterministic TM vs. (Deterministic) TM

The *running time* of a deciding non-deterministic TM N on an input word w is the maximum number of steps N uses on any *branch* of its computation tree when starting on w .

Theorem

Let $t : \mathbb{N} \rightarrow \mathbb{R}_{\geq 0}$ be such that $\forall n \in \mathbb{N} (t(n) \geq n)$. Every t -time non-deterministic TM has an equivalent $2^{\mathcal{O}(t)}$ time single-tape TM.

Remark: $f = 2^{\mathcal{O}(t)}$ means $f(n) \leq 2^{c \cdot t(n)}$ for some constant c .

Proof.

By analysing the time complexity of the construction given to show that every non-deterministic TM N has an equivalent deterministic TM S .

For inputs of length n the computation tree of N has depth at most $t(n)$. Every tree node has at most b children, where $b \in \mathbb{N}$ depends on N 's transition function. Thus the tree has no more than $b^{t(n)+1}$ nodes. S may have to explore all of them, in a breadth first fashion. Each exploration may take $\mathcal{O}(t(n))$ steps (from the root to a node).

So all explorations together may take $\mathcal{O}(t(n)) \cdot \mathcal{O}(b^{t(n)+1}) = 2^{\mathcal{O}(t(n))}$ time. □

P

Further study reveals that all deterministic models of computation are time equivalent up to some polynomial. This motivates

Definition

$$\mathbf{P} = \bigcup_{k \in \mathbb{N}} \mathbf{TIME}(n^k)$$

Examples in P

$PATH = \{ \langle G, s, t \rangle \mid t \text{ is reachable from } s \text{ in directed graph } G \}$

$RELPRIME = \{ \langle x, y \rangle \mid x, y \in \mathbb{N} \wedge \gcd(x, y) = 1 \}$

Details are in [Sipser2006].

Examples in P cont.

Theorem

Every CFL is in P.

Proof.

For CFG G in CNF the CYK algorithm runs in $\mathcal{O}(|w|^3)$ time on w . □

Beyond (?) P

A Hamiltonian path from node s to node t in a directed graph is a path from s to t that visits each node exactly once.

$$HAMPATH = \left\{ \langle G, s, t \rangle \mid \begin{array}{l} \text{Directed graph } G \text{ has a} \\ \text{Hamiltonian path from } s \text{ to } t \end{array} \right\}$$

$$COMPOSITES = \{ \langle x \rangle \mid \exists p, q \in \mathbb{N}_{>1} (x = p \cdot q) \}$$

(COMPOSITES shown to be in P in 2002, by a highly nontrivial argument. It is still not known how to do factorization in polynomial time on deterministic machines! Theoretically, factorization can be done in polynomial time and low probability of not getting an answer on quantum machines.)

Verifying an answer is often much easier than finding it.

Definition

A *verifier* for a language A is an algorithm V , where

$$A = \{ w \mid V \text{ accepts } \langle w, c \rangle \text{ for some string } c \}$$

We measure the running time of a verifier only in terms of the length of w , not that of the *certificate* (or *proof*) c . Language A is *polynomially verifiable* if it has a polynomial time verifier.

Examples

For *HAMPATH* a certificate for $\langle G, s, t \rangle$ could be the sequence of nodes forming a Hamiltonian path from s to t in G .

For *COMPOSITES* a certificate for $\langle x \rangle$ could be a non-trivial divisor of x .

NP

Definition

NP is the class of languages that have polynomial time verifiers.

Theorem

*A language is in **NP** iff it is decided by some non-deterministic polynomial time TM.*

Proof.

“ \subseteq ” use nondeterminism to guess the certificate.

“ \supseteq ” use the accepting branch of the computation tree as certificate. □

NTIME

Definition

NTIME $(t(n))$ is the class of languages decided by an $\mathcal{O}(t(n))$ time non-deterministic TM.

Corollary

$$\mathbf{NP} = \bigcup_{k \in \mathbb{N}} \mathbf{NTIME}(n^k)$$

Example: Cliques

A *clique* in an undirected graph is a fully connected subgraph. A k -clique is a clique with k nodes.

$$CLIQUE = \{ \langle G, k \rangle \mid \text{Undirected graph } G \text{ contains a } k\text{-clique} \}$$

is in **NP**.

Proof.

The certificate is a (representation of a) k -clique. □

—THE END—