Foundations of Computing Lecture 19

Arkady Yerukhimovich

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Question

Suppose we want to solve a problem in real life, is knowing that it is decidable enough?

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Complexity

The study of decidability under bounded models of computation



2 The Complexity Class ${\cal P}$

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- We write $f = O(n^3)$

Definition

Let $f,g:\mathbb{N}\to\mathbb{R}$, we say that f(n)=O(g(n)) if

• There exist positive integers c, n_0 s.t. for all $n \ge n_0$

 $f(n) \leq cg(n)$

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- Note that $f(n) = O(n^4)$

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Worst-Case Complexity

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• Runtime measured as a function of |x|

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Time Complexity Classes

Let $t : \mathbb{N} \to \mathbb{N}$. Define time complexity class TIME(t(n)) as

 $TIME(t(n)) = \{L \mid L \text{ is a language decided by an } O(t(n)) \text{ time TM}\}$

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$L_1 = \{0^k 1^k \mid k \ge 0\}$

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Important

Time complexity depends on the exact model of computation

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Theorem

For any function $t(n) \ge n$, every multi-tape TM (with O(1) tapes) running in time t(n) has an equivalent 1-tape TM running in time $O(t^2(n))$.

Efficient Computation

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Why polynomial:

• Polynomials grow much slower than exponentials:

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- Polynomials grow much slower than exponentials:
 - $f(n) = n^3$: If n = 1000, f(n) = 1,000,000,000 large, but not unreasonable for today's PCs
 - $f(n) = 2^n$: If n = 1000, f(n) > number of atoms in the universe

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- All "reasonable" deterministic computation models are polynomially equivalent
- Convenient closure properties:
 - poly(n) + poly(n) = poly(n)
 - $poly(n) \cdot poly(n) = poly(n)$ (up to O(1) multiplications)

1 Polynomial Time

(2) The Complexity Class \mathcal{P}

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Image: A matrix and a matrix

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$$\mathcal{P} = \bigcup_k TIME(n^k)$$

 ${\cal P}$ is the class of languages decidable in polynomial time on a 1-tape deterministic TM.

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- ${\mathcal P}$ is invariant for all models of computation polynomially-equivalent to 1-tape TM

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- $\bullet \ \mathcal{P}$ corresponds to the class of "efficiently-solvable" problems
- ${\mathcal P}$ is invariant for all models of computation polynomially-equivalent to 1-tape TM
- \mathcal{P} has nice closure properties

PATH problem

$PATH = \{ \langle G, s, t \rangle \mid G \text{ is a directed graph that has a path from } s \text{ to } t \}$

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RELPRIME problem

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

Image: A matrix and a matrix

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April 1, 2025

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- We often more naturally think of computation as search problems (i.e., find a path from s to t)
- For some complexity classes, but not all, the two are equivalent we will talk about this more later

$\bullet\,$ Nondeterministic computation and the class \mathcal{NP}

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Image: A matched by the second sec

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