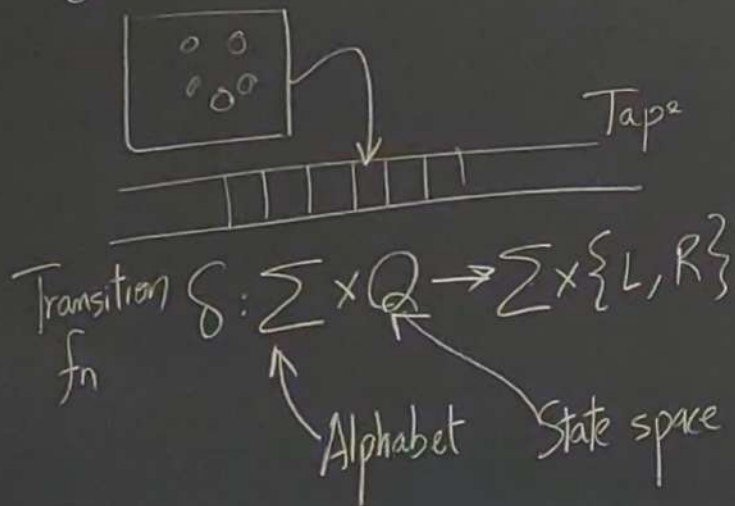


# Computational Complexity Theory

Turing Machine. model of computation



TMs are incredibly robust.  
Variants of TMs can be implemented  
by a "standard" TM

Standard TM.  $\Sigma = \{0, 1, \sqcup\}$

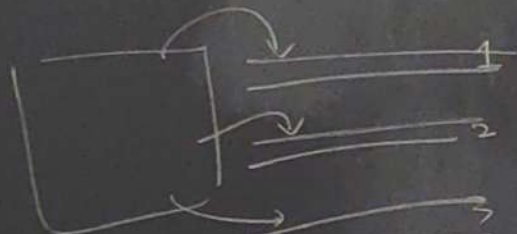
Single Tape

Head always moves left  
or right by single step.

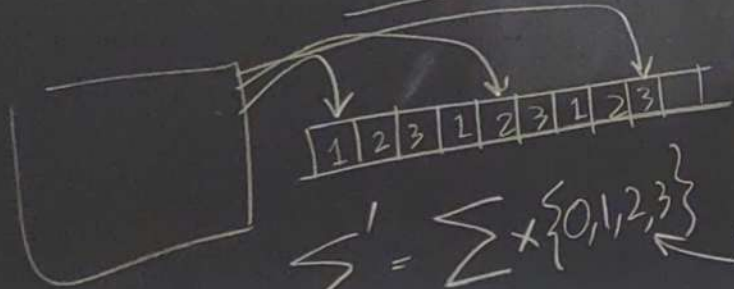
# Variants of TMs

1) Larger  $\Sigma$  (Binary encoding)

2) More tapes



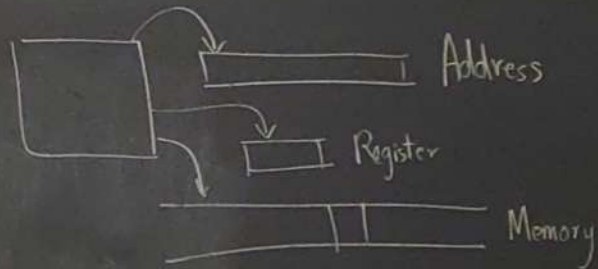
Interleave



$$\Sigma' = \Sigma \times \{0, 1, 2, 3\}$$

get a single head  
Storing whether head  
is at position

3) RAM model



Given an address, the TM  
fetches the content of address in memory  
into register.

# Computational Complexity Theory

Def: Let  $t(n): \mathbb{N} \rightarrow \mathbb{N}$  be  
a constructible/function  
computable

$\text{DTIME}(t(n))$  is the  
class of languages decidable in  $t(n)$   
time.

$L \in \text{DTIME}(t(n))$  if

$\exists$  standard TM (and constant  $c$ ) that decides  $L$   
and runs in  $ct(n)$  time.

$\text{DTIME}(f(n))$  is independent of alphabet.

$\text{DTIME}_k(t(n))$  is for  $k$ -tape TMs

$\text{DTIME}_k(t(n)) \subseteq \text{DTIME}(t(n) \log t(n))$

Resources of  
interest:

- 1) Time: # steps  
a TM makes
- 2) Space: # tape  
cells accessed.

Thm: [Simulation Theorem]

A  $k$ -tape TM that runs in  $t(n)$  time  
can be simulated by a standard TM that  
runs in  $c \cdot k \cdot t(n)^2$  time.  
    ↖ constant

single head

Thm [Hennie-Stearns 71]  
Efficient simulation in  $c k t(n) \cdot \log t(n)$  time



Def.  $P = \bigcup_{k \in \mathbb{N}} \text{DTIME}(n^k)$

$P$  does not depend on specifics of TM

[Strong Church-Turing thesis, Cobham's thesis 62]

(1) All physically realizable models of computation can be simulated by standard TMs with polynomial overhead in run time.  
 $P$  is the class of efficiently decidable languages.

(2)  $P$  has nice "closure" properties  
An "efficient" algorithm can call an efficient algorithm.

(Polynomial calls to a polynomial time algorithm is still polynomial time.)

(3) [Edmonds 64, Gödel 52, Trakhenbrot's 50's]

For many languages, algorithm in  $\mathbb{P}$   
implies beating brute-force.

Def.  $\mathbb{P} = \bigcup_{k \in \mathbb{N}} \text{DTIME}(n^k)$

$\mathbb{P}$  does not depend on specifics of TM

Def.  $L \in \text{NP}$  if  $L$  is "efficiently verifiable".

$\exists$  polynomials  $p, t$  and a TM  $M$   
st.  $\forall x, |x| \leq n$   
 $\exists y, |y| \leq p(n)$

(1) If  $x \in L$

$\exists$  "certificate"  $y, |y| \leq p(n)$

and  $M(x, y)$  accepts in  $t(n)$  time.

(2) If  $x \notin L$

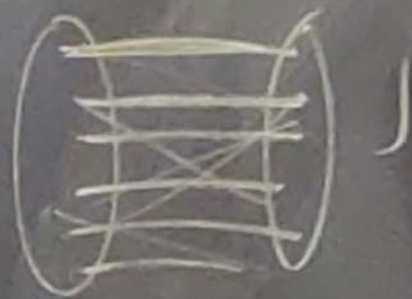
$\forall$  "certificates"  $y, |y| \leq p(n)$

$M(x, y)$  rejects in  $t(n)$  time.

# Complexity Theory

$\mathcal{L} = \{ G = (U, V, E), G \text{ bipartite} \ \& \ G \text{ has perfect matching} \}$

$\mathcal{L} \in \text{NP}$



Q. Hilbert's 10<sup>th</sup> problem polynomial  
Given a set of Diophantine equations,  
is there an integer solution?

$$x^2 + y^2 = z^2$$
$$2x + 3y = 10z$$



# Computational Comp

Q.  $A$  is integer matrix  
 $b$  is vector

$n$  is the  
number of bits  
to write entries  
of  $A, b$

Solve  $Ax = b$

( $A$  is square, solution is given  
by Cramer's rule)

$$x_i = \frac{\det(\begin{matrix} \square & \square & \square \\ \square & \square & \square \\ \square & \square & \square \end{matrix})}{\det(A)}$$

# lexity Theory

Thm:  $P \subseteq INP$

Verifier can ignore certificate.

Proof: Suppose  $Z \in P$ .  $\exists$  poly time TM  $M$  that decides  $Z$ .

The verifier  $M'$  does the following.

(1) Run  $M(x)$  and follow output.

