

Complexity

# From computability to complexity

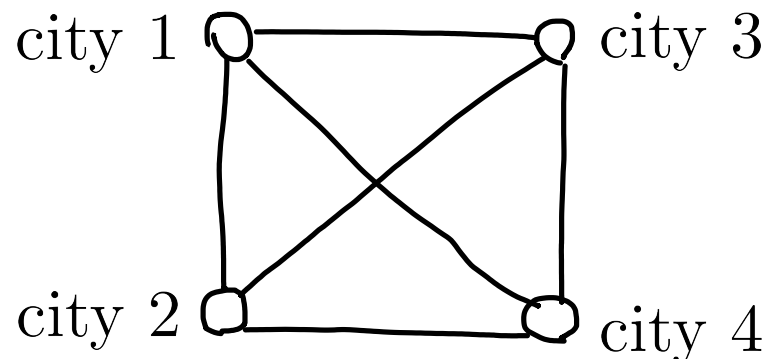
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Even when a problem is decidable (i.e. algorithmic solvable), it may not be *practically* solvable as it may require too much time and/or space

*Travelling Salesman Problem* (TSP):



Find the shortest route that visits each city exactly once and returns to the starting city?

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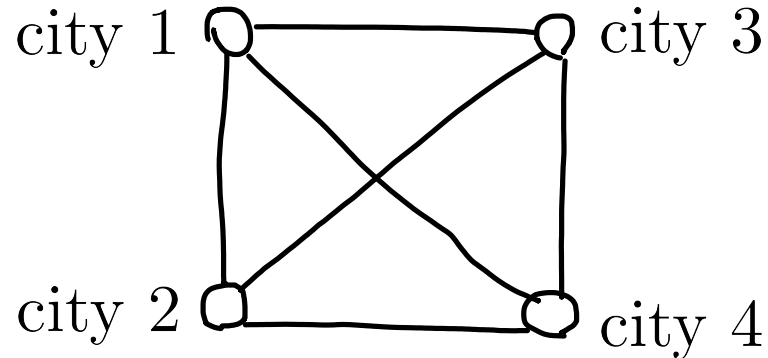
Even when a problem is decidable (i.e. algorithmic solvable), **it may not be *practically* solvable** as it may require too much time and/or space

From now on: let's focus on decidable problems, and identify problems that can be **solved efficiently** (as well as those that are **intractable**)

This is the (final) topic of **complexity**

# Time complexity

*Travelling Salesman Problem (TSP):*



Find the shortest route that visits each city exactly once and returns to the starting city?

Suppose  $\mathbf{M}_{TSP}$  is a decider (i.e. algorithm) that solves TSP.

Want: how many steps (i.e. head moves)  $\mathbf{M}_{TSP}$  takes before it halts

Number of steps depends on [length of input string](#) (number of cities)

# Time complexity

Given an algorithm (i.e. a TM), we define the (worst-case) time complexity

Defn. Let  $\mathbf{M}$  be a (deterministic) decider.

For an input string  $s$ ,  $\mathbf{M}$  accepts or rejects  $s$  after  $t(s)$  steps.

The *time complexity* of  $\mathbf{M}$  is

$$f(n) = \max_{\{s \in \Sigma^* \mid |s|=n\}} t(s)$$



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$$f(n) = \max_{\{s \in \Sigma^* \mid |s|=n\}} t(s)$$

*Exact* number of steps of  $\mathbf{M}$  is often complicated.

Consider *asymptotic time complexity*: when  $n$  is large.

# Big-O

e.g. Let  $f(n) = 6n^3$

Then  $f(n) = O(\underline{\underline{n^3}})$   
 $g(n) = n^3$

e.g. Let  $f(n) = 6n^3 + 10n^2$

Then  $f(n) = O(n^3)$

Write  $f(n) = O(g(n))$  if

$(\exists c \geq 1)(\exists n_0 \geq 1)(\forall n \geq n_0) f(n) \leq cg(n)$

$$\frac{c=7}{n_0=1} : f(n) = 6n^3 \leq 7n^3 = c \cdot g(n)$$

$$c=16 : f(n) = 6n^3 + 10n^2 \leq 6n^3 + 10n^3 = 16 \cdot n^3 = c \cdot g(n)$$



# Big-O

e.g. Let  $f(n) = 6n^3 + 5n^2 + 4n + 100$

Then  $f(n) = O(n^3)$

e.g. Let  $f(n) = 3n^2 + 20n \log_2 n + 10^2$

Then  $f(n) = O(n^2)$

e.g. Let  $f(n) = 2 \log_2 n + 7 \log_2(\log_2 n) + 4$

Then  $f(n) = O(\log_2 n) = O(\log n)$

# Big-O

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e.g. Let  $f(n) = 2 \log_2 n + 7 \log_2 \log_2 n + 4$

Then  $f(n) =$

e.g. Let  $f(n) = 99$

Then  $f(n) = O(1)$

e.g. Let  $f(n) = 88n^{99} + 2^n$

Then  $f(n) =$   
 ~~$O(n^{99})$~~   
 $O(2^n)$

*polynomial complexity*  
*exponential complexity*

# Big-O

$$\text{e.g. } f(n) = O(n^2) + O(n) = O(n^2)$$

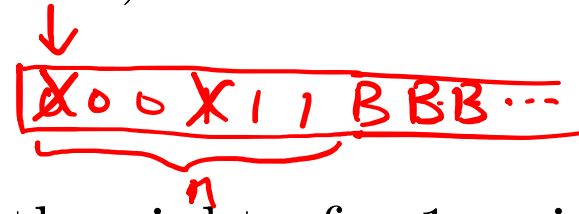
$$\text{e.g. } f(n) = O(n \log n) + \frac{n}{2}O(n) = O(n^2)$$

$$\text{e.g. } f(n) = \underset{\substack{2^{c \cdot n} \\ \text{exp.}}}{2^{O(n)}} + \underset{\substack{n^c \\ \text{poly.}}}{n^{O(1)}} = 2^{O(n)}$$

# Example

Consider the following TM (decider) **M1** that decides

$$L = \{ \alpha^n \beta^n \mid n = 0, 1, \dots \}:$$



**M1** = “On input string  $s$ :

1) Scan the tape; if a 0 is to the right of a 1, reject

2) Scan the tape and cross off one 0 and one 1.  $\rightarrow O(n)$

Repeat until no 0 or no 1 on the tape.  $\frac{n}{2}$

3) If only 0 remains or only 1 remains on the tape, reject; if neither 0 nor 1 remains on the tape, accept.”

$$|s| = n$$

$$\begin{aligned} \text{Time complexity } f(n) &= O(n) + \frac{n}{2} \cdot O(n) + O(n) \\ &= O(n^2) \end{aligned}$$

$$n \rightarrow \frac{n}{2} \rightarrow \frac{n}{4} \rightarrow \dots$$



# Example

Consider the following TM (decider) **M2** that decides

$$L = \{ \alpha^n \beta^n \mid n = 0, 1, \dots \}:$$

**M2** = “On input string  $s$ :

1) Scan the tape; if a 0 is to the right of a 1, reject

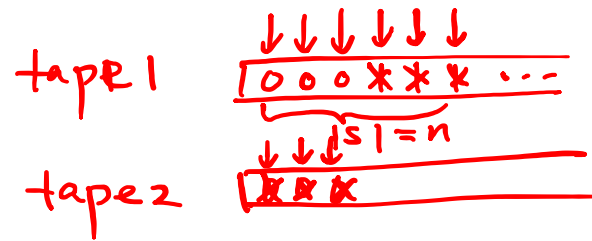
2) Scan the tape and cross off *every other* 0 starting from the first 0, then *every other* 1 starting from the first 1.

Repeat until no 0 or no 1 on the tape.

3) If only 0 remains or only 1 remains on the tape, reject; if neither 0 nor 1 remains on the tape, accept.”

$$\begin{aligned} \text{Time complexity } f(n) &= O(n) + \log_2 n O(n) + O(n) \\ &= O(n \log n) \end{aligned}$$

# Example



Consider the following TM (decider) **M3** with 2 tapes that decides  $L = \{ \frac{\alpha^n \beta^n}{0^n 1^n} \mid n = 0, 1, \dots \}$ :

**M3** = “On input string  $s$ :

- 1) Scan tape1; if a 0 is to the right of a 1, reject  $O(n)$
- 2) Scan 0s on tape1 until the first 1,  $O(n)$  and copy the 0s onto tape2.
- 3) Scan 1s on tape1 until B. For each 1 read on tape 1 cross off a 0 on tape2. If all 0s are crossed off on tape2 before 1s on tape1 are read, reject  $O(n)$
- 4) If 0 remains on tape2, reject; if all 0s are crossed off on tape2, accept.”  $O(n)$

Time complexity  $f(n) = O(n)$

# Recap

For language  $L = \{\alpha^n \beta^n \mid n = 0, 1, \dots\}$ :

	<b>M1</b> (1-tape)	<b>M2</b> (1-tape)	<b>M3</b> (2-tape)
Time complexity	$O(n^2)$	$O(n \log n)$	$O(n)$

$O(n \log n)$  is the *best* a single-tape TM can do if the language it decides is non-regular

Time complexity is dependent on models  
(Decidability was not)

# Polynomial difference

Multi-tape TM

Single-tape TM

Time complexity

$$(t(n) \geq n)$$

$$f(n) = O(t(n))$$

$$f(n) = O(t^2(n))$$



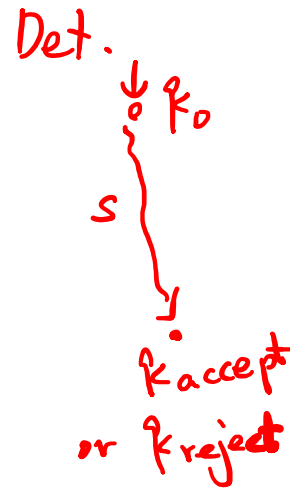
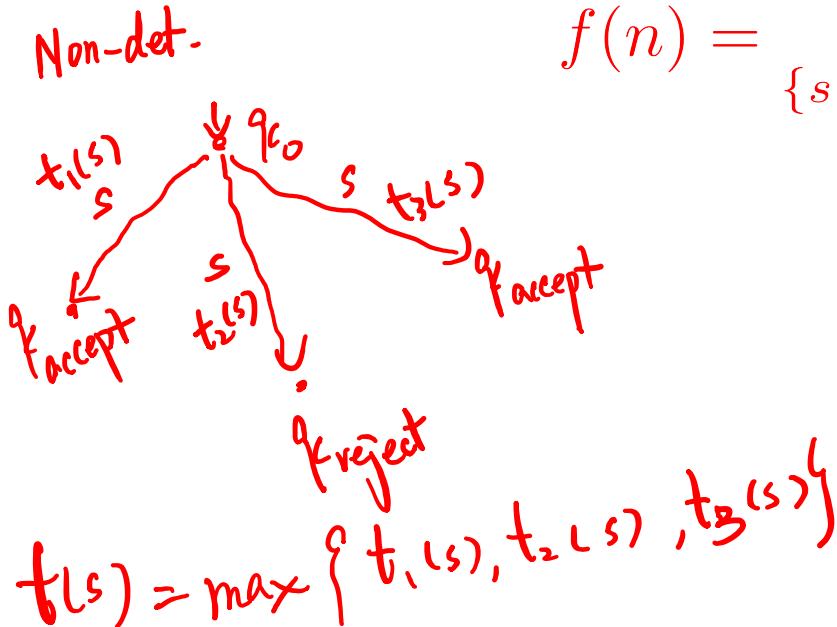
# Time complexity of nondeterministic TM

Defn. Let  $\mathbf{N}$  be a (nondeterministic) decider.

For an input string  $s$ ,  $\mathbf{N}$  accepts/rejects  $s$  on *multiple branches* and let  $t(s)$  be the **maximum steps among these branches**.

The *time complexity* of  $\mathbf{N}$  is

$$f(n) = \max_{\{s \in \Sigma^* \mid |s|=n\}} t(s)$$



# Exponential difference

Nondeterministic  
single-tape TM

Deterministic  
single-tape TM

Time complexity  
( $t(n) \geq n$ )

$$f(n) = O(t(n))$$

$$f(n) = 2^{O(t(n))}$$

# Class P and NP

Difference between multi-tape and single-tape: [polynomial](#)

Difference between nondeterministic and deterministic: [exponential](#)

e.g.  $n^3$  and  $2^n$

# Class P and NP

From now on: draw a line for decidable languages:

**Class P:** languages that can be decided by a polynomial time  $O(n^c)$  algorithm (tractable, practically computable)

**Class NP:** languages that can be decided by an exponential time  $O(2^{cn})$  algorithm, but a polynomial time algorithm has not been found (intractable, practically unsolvable)

This classification allows us to ignore *polynomial difference*  
In practice *polynomial difference* is still important

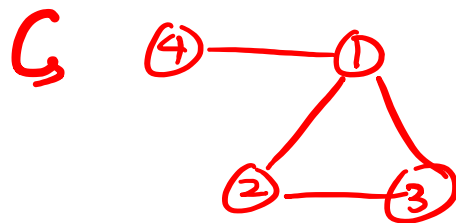
$\Sigma^*$   
decidable  
undecidable  
P  
NP

# Example

Language  $L = \{\alpha^n \beta^n \mid n = 0, 1, \dots\}$  can be decided by a TM with time complexity  $O(n)$  ( $O(n \log n)$ ,  $O(n^2)$ ) so it is in Class P

Every context-free language is in Class P

# Example



$n =$  "number of nodes"

Consider  $L := \{ \langle \mathcal{G} \rangle \mid \mathcal{G} \text{ is a undirected connected graph} \}$

We designed the following TM that decides  $L$

**M** = "On input string  $\langle \mathcal{G} \rangle$ :"

1) Select the first node and mark it.  $O(1)$

2) From a marked node  $v$ , select an unmarked node  $v'$  that is connected to  $v$  and mark  $v'$ .  $O(n) \cdot O(n)$

Repeat this step until no unmarked nodes can be selected.

3) Scan all nodes to determine if they are all marked. If so, accept. Otherwise, reject."  $O(n)$

Let  $n$  be the number of nodes in  $\mathcal{G}$

Time complexity  $f(n) = O(n^2)$

Class P

# Class NP

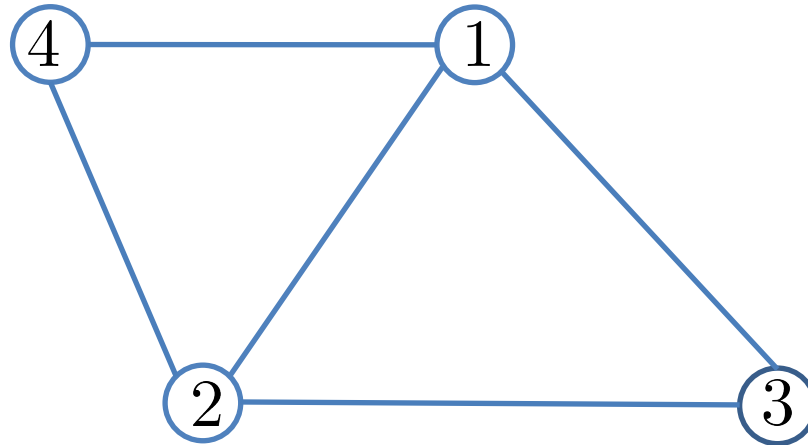
These are languages for which a polynomial time algorithm has not been found.

Existence is unknown.

Instead, a polynomial time algorithm using nondeterministic TM has been found, which corresponds to an exponential time algorithm using deterministic TM

# Example

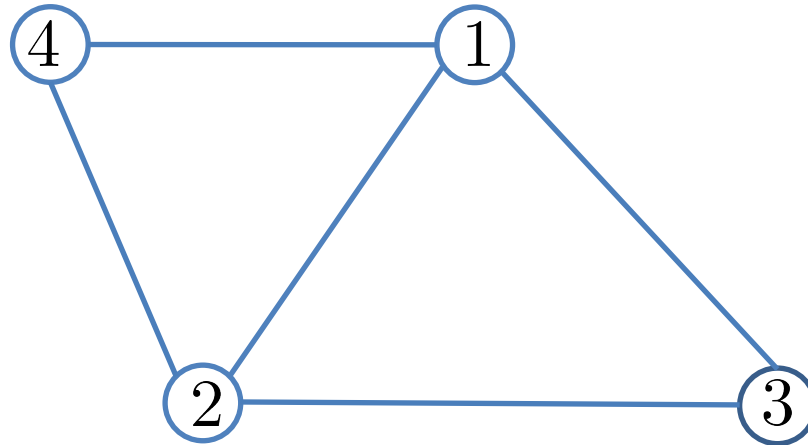
Let  $\mathcal{G}$  be an undirected graph. A *clique* is a subgraph of  $\mathcal{G}$ , where every two nodes are connected by an edge.





# Example

Let  $\mathcal{G}$  be an undirected graph. A *clique* is a subgraph of  $\mathcal{G}$ , where every two nodes are connected by an edge.



A  *$k$ -clique* is a clique that contains  $k$  nodes.

Problem: given a graph  $\mathcal{G}$  and a number  $k$ , determine if  $\mathcal{G}$  contains a  $k$ -clique.

# Example

Consider  $L := \{ \langle \mathcal{G}, k \rangle \mid \mathcal{G} \text{ is an undirected graph that contains a } k\text{-clique} \}$ .

Design a TM that decides  $L$

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Design a TM that decides  $L$

**N** = “On input string  $\langle \mathcal{G}, k \rangle$ :

1) Nondeterministically select  $k$  nodes.

2) Scan the edge set  $\mathcal{E}$  to check if an edge exists between every two of the selected  $k$  nodes

3) If there is a branch of **N** checks positively, accept.

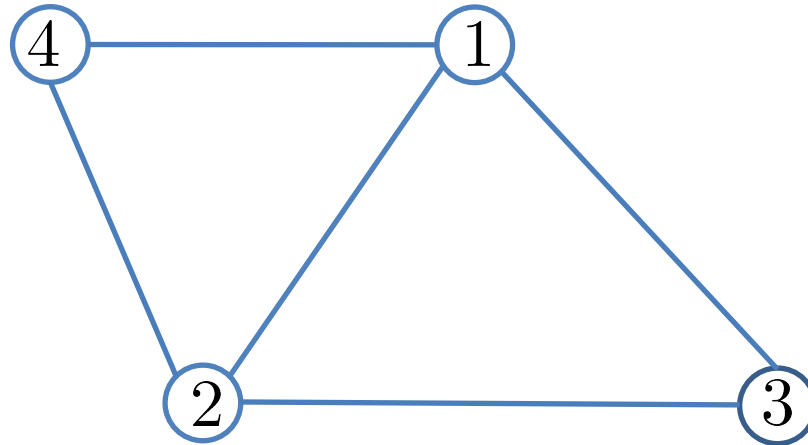
Otherwise, reject.”

Let  $n$  be the number of nodes in  $\mathcal{G}$

Time complexity  $f(n) =$

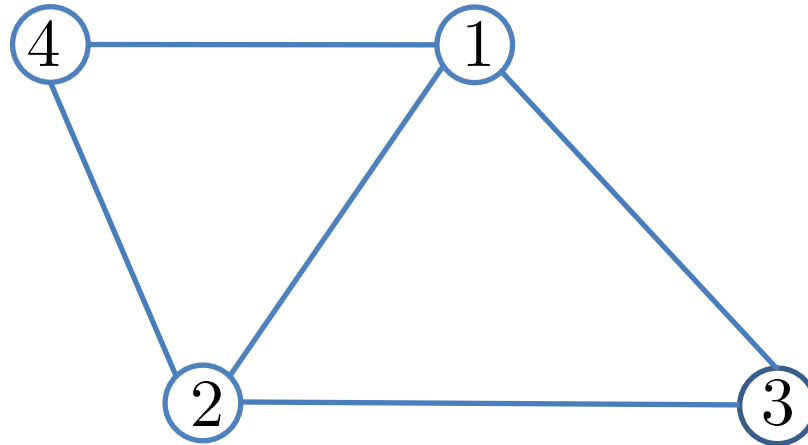
# Example

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Problem: given a graph  $\mathcal{G}$ ,  
determine if  $\mathcal{G}$  contains a Hamiltonian cycle.

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Consider  $L := \{ \langle \mathcal{G} \rangle \mid \mathcal{G} \text{ is an undirected graph that contains a Hamiltonian cycle} \}$ .

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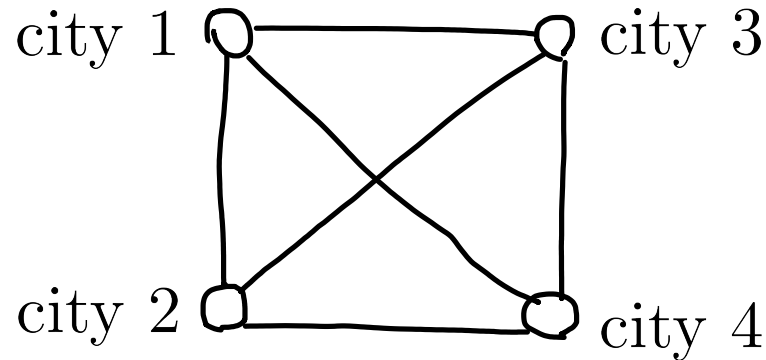
- 1) Nondeterministically select  $n$  edges.
- 2) Scan the edge set  $\mathcal{E}$  to check if the edges form a cycle that includes all nodes.
- 3) If there is a branch of **N** checks positively, accept. Otherwise, reject.”

Let  $n$  be the number of nodes in  $\mathcal{G}$

Time complexity  $f(n) =$

# Example

*Travelling Salesman Problem (TSP):*



Find the shortest route that visits each city exactly once and returns to the starting city?

Such a route is a **Hamiltonian cycle**

Problem: given a (weighted) undirected graph  $\mathcal{G}$  and a number  $d$ , determine if there is a Hamiltonian cycle with distance  $\leq d$



# Example

Consider  $L := \{ \langle \mathcal{G}, d \rangle \mid \mathcal{G} \text{ is a (weighted) undirected graph that contains a Hamiltonian cycle with distance } \leq d \}$ .

Design a TM that decides  $L$

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Design a TM that decides  $L$

**N** = “On input string  $\langle \mathcal{G}, d \rangle$ :

1) Nondeterministically select  $n$  edges.

2) Scan the edge set  $\mathcal{E}$  to check if the edges form a cycle that includes all nodes and the sum of distances is  $\leq d$ .

3) If there is a branch of **N** checks positively, accept. Otherwise, reject.”

Let  $n$  be the number of nodes in  $\mathcal{G}$

Time complexity  $f(n) =$

# Class P and NP

There are two possibilities:

$$P \not\subseteq NP$$

$$P = NP$$

One of the greatest open questions, worth of 1M USD