

Theory of Computation, CSCI 438 spring 2022
Introduction to Complexity Theory and Complexity Relationships among Models,
pg. 275-284, April 22nd

Computability theory versus complexity theory:

- Computability theory
 - What can and can't be computed.
 - Acceptors for non-Turing equivalent machines, are decidable. A_{TM} is not decidable, but is recognizable. The complement of A_{TM} , is not recognizable.
 - The Church-Turing thesis tells us that all “reasonable” models of computation are equivalent (decide and recognize the same class of languages).
- Complexity theory
 - Considers how difficult to compute (space or time). Only computable languages are considered.
 - The choice of model makes a difference.

Definition of the running time of a deterministic Turing-decider (page 276):

Let M be a deterministic Turing machine that halts on all inputs. The running time or time complexity of M 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 .

If $f(n)$ is the running time of M , we say that M is an $f(n)$ time Turing machine.

Rather than specifying f exactly, use the Big-O/small-o categories for execution time (execution time, space, or some other resource):

$O(c)$, $O(\log n)$, $O(n)$, $O(n \log n)$, $O(n^2)$, $O(n^3)$, ... - P
 $O(c^n)$, $O(c^{n^n})$, ... - NP

In Big-O, it is only necessary that you find a particular multiplier k for which the inequality holds beyond some minimum x .

Relationships among computation models

Multi-tape Turing machine to single tape Turing machine:

Theorem 7.8 (page 282)

Let $t(n)$ be a function, where $t(n) \geq n$. Then every $t(n)$ time multi-tape Turing machine has an equivalent $O(t^2(n))$ time single-tape Turing machine.

Recall from before:

Multitape Turing Machine: Like an ordinary Turing Machine but it has several tapes so several read/write heads. Say initially, input on tape 1 is as usual and the other tapes are blank.

Formally define the machine:

$$M = (Q, \Sigma, \Gamma, \delta, q_0, q_{\text{accept}}, q_{\text{reject}})$$

$$\delta: Q \times \Gamma^k \rightarrow Q \times \Gamma^k \times \{L, R, S\}^k$$

$$\delta: \underbrace{Q \times \Gamma \times \Gamma \times \dots \times \Gamma}_{k \text{ times}} \rightarrow \underbrace{Q \times \Gamma \times \Gamma \times \dots \times \Gamma}_{k \text{ times}}, \underbrace{\{L, R, S\} \times \{L, R, S\} \times \dots \times \{L, R, S\}}_{k \text{ times}}$$

Nondeterministic Turing machine to deterministic Turing machine:

Theorem 7.11 (page 284)

Let $t(n)$ be a function, where $t(n) \geq n$. Then every $t(n)$ time nondeterministic single-tape Turing machine has an equivalent $2^{O(t(n))}$ time deterministic Turing machine.

Recall from before:

Nondeterministic TM: Defined as expected. M is as usual,

$$M = (Q, \Sigma, \Gamma, \delta, q_0, q_{\text{accept}}, q_{\text{reject}}),$$

except that the signature of delta has changed:

$$\text{deterministic: } Q \times \Gamma \rightarrow Q \times \Gamma \times \{L, R\}$$

$$\text{nondeterministic: } Q \times \Gamma \rightarrow \mathcal{P}(Q \times \Gamma \times \{L, R\})$$

A string is accepted by a nondeterministic TM if there is some sequence of possible moves that will put the machine in an accept state.