

# COMS 4236: Intro to Computational Complexity

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Overview of today's lecture:

- quick
  - admin overview, web page
  - Content: computational problems  
computational model (TMs)  
complexity classes (time, space, nondeterminism)
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• Intro to topic + course

- Comput. theory: 1930s. Algorithms.

Q: what problems can computers solve?

- Complexity theory: 1960. Efficient algs.

Q: what problems can computers solve with  
bounded resources?

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Examples of g's that complexity theory studies:

(1) How hard is multiplication?

$m(n) = \min \#$  atomic steps required by best  
alg. for multiplying two  $n$ -bit #'s.

•  $m(n) \leq 2^{O(n)}$  (repeated add.)

•  $m(n) \leq O(n^2)$

$\overbrace{\hspace{10em}}^{n \text{ digits}}$   
73142...7  
5168...7  
1

$$3^n = 2^{O(n)}$$

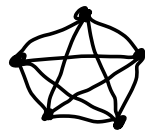
- $m(n) \leq O(n^{1.59}), O(n^{1.001})$
- 2019:  $m(n) \leq O(n \cdot \log n)$
- 2019: under network coding conj.,  $m(n) = \Theta(n \cdot \log n)$ .

② Is there an eff. alg. for

- CLIQUE: - input is  $n$ -node graph  $G$ ,  
param.  $k$ ;

- output  $Y$  iff  $G$  has  $k$ -clique

?



- PARTITION: - input is list  $x_1, \dots, x_n$  of  
 $n$  #s  
- output  $Y$  iff can split into  
two disj. subsets w/ same sum.

"NP Completeness": both easy or both hard.

③ Does randomness make computers more powerful?

④ Proof - written/static vs interactive.

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Admin stuff / web page:

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• Unit 1: Basics / comput. problems / models  
P, NP, time, space, nondet.

(Readings: Sipser Ch. 3, 7  
Arora/Barak: ch. 0, 1.1-1.6  
Papad.: 2.1-2.5)

Comput. Problems:

→ set of <sup>(a # of)</sup> instances : input-output pair.

Ex: mult. Input: two  $n$ -bit #s  $a, b$ .

Output: #  $a \cdot b$ .

We consider time, space, etc. of alg's for our comput. problems as a function of input length  $n$ .

$O(n)$  ?

$O(n^2)$  ?

$\geq O(n)$  ?

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Many types of CP's.

Example: CNF satisfiability.

CNF = AND of ORs of literals  $x_i$   $\bar{x}_i$  Bool Vars

$$\dots \wedge (\bar{x}_2 \vee \bar{x}_4 \vee x_6) \wedge (x_1 \vee \bar{x}_7 \vee x_3 \vee x_4)$$

Input: the CNF formula  $\varphi$ .

- Decision problem: is  $\varphi$  satisfiable?  $0=F$   
 $1=T$   
 (is there an assignment  $x = (x_1, \dots, x_n) \in \{0,1\}^n$   
 s.t.  $\varphi(x) = 1$  (T)?)
- search problem: find an asst.  $x$  sat.  $\varphi$   
 (or report "unsatisfiable").
- counting problem: output # of  $x \in \{0,1\}^n$  s.t.  
 $\varphi(x) = 1$ .

We'll mostly consider dec. problems.

Any dec. problem is  $\equiv$  to a language recog. problem:

$$L \subseteq \Sigma^* \quad \Sigma = \text{finite alphabet}$$

Any  $L \Leftrightarrow$  a dec. problem: given  $x$ , is  $x \in L$ ?  
 † vice versa.

e.g. dec version of CNF-SAT  $\Leftrightarrow$  lang  $L$   
 of all satisfiable  
 CNF formulas.

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Need • precise input/output repr. ①  
• comput. model. ② alphabet

① encode inputs/outputs as strings over  $\Sigma$ ;   
any reasonable rep. is OK; (not unary).  
we won't sweat details.

② Here too details usually not imp't;  
for concreteness: Turing machines.

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## TMs

- 1 tape or multitape → fixed # tapes  
 $c = 2$  or  $5$
- finite # internal states ;  $q_{\text{accept}}$  ;  $q_{\text{reject}}$
- Multitape TM:
  - read-only input tape L/R head movement
  - $c$  R/Write worktapes " " " "
  - write-only output tapes R only
  - finite state control, head on each tape.

Local comput's: based on state & contents of  
tape cells, do update

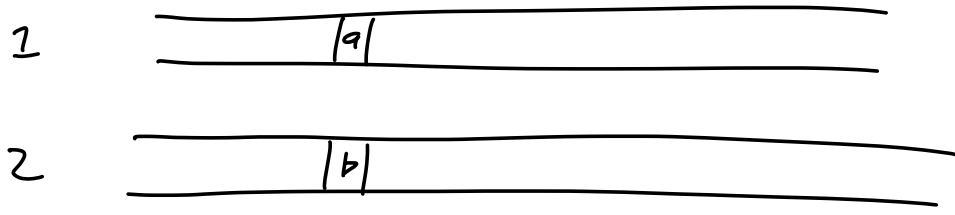
See books for details, conventions, etc.

Recall:

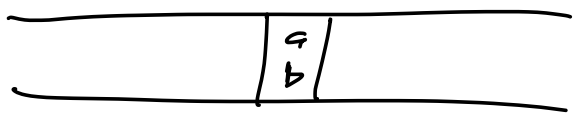
Our default model:  
multitape TM.

• multitape TMs  $\equiv$  to 1-tape TMs:

can sim  $\nearrow$  w/  $\rightarrow$   
 $T(n)$ -time multitape  $\rightarrow T(n)^2$  time on  $\circlearrowleft$



one tape machine



M

• View TM as computing string-val. function:

$x = \text{input string}$   
 $M(x) = \begin{cases} \text{contents of output tape if } M \text{ halts on } x \\ \perp \text{ o/w.} \end{cases}$

• View TM as acc/dec. languages:

given M,  $L = \{x : \text{on input } x, M \text{ halts in } q_{acc}\}$ .

Def: Lang. L is <sup>recognized</sup> accepted by TM M

if  $\forall x \in \Sigma^*$ ,  $M \text{ acc. } x \iff x \in L$ .

(for  $x \notin L$ , M may or may not halt).  
 (L is recognizable / recursively enumerable.)

Def: Lang  $L$  is decided by a TM if

$M$  • acc.  $x$  if  $x \in L$  }  $M$  always  
• rej.  $x$  if  $x \notin L$ . } halts.

( $L$  is decidable / recursive).

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Useful TM facts:

① TMs can be listed/enumerated:

every TM can be encoded by a finite string s.t.

(i) every string corr. to some TM;

(ii) " TM occurs only many times in the enumeration.

② Efficient universal TMs exist:

on input  $\langle M, x \rangle$ ,  $U$  simulates  $M$  on  $x$ .  
If  $M$  runs for  $T(|x|)$  time steps on  $x$ ,  
then  $U$  runs for

$c_M \cdot \text{poly}(T(|x|))$  steps on  $\langle M, x \rangle$

(even  $c_M \cdot T(|x|) \cdot \log T(|x|)$  is doable).

Easy to add "counter": on input  $\langle M, x, t \rangle$   
 $U$  accepts iff  $M$  acc.  $x$  within  $t$  time steps.

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We care about resource-bounded comput.

Most basic resources: time + space.

Next time:

+

• time complexity  
**P**, EXP, etc.

• space complexity  
L, PSPACE, etc.

• nondeterminism, **NP**  
NP-completeness: Cook-Levin,

few examples.

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