

# Complexity Theory

Jan Křetínský

Technical University of Munich  
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Lecture 2

# **Turing Machines**

# Agenda

Formalize a **model of computation!**

- $k$ -tape Turing machines
- robustness
- universal Turing machine
- computability, halting problem
- **P**

**Which models of computation do you know?**

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- programming languages
- hardware
- biological/chemical systems
- primitive/ $\mu$ -recursive functions/ $\lambda$ -calculus
- logic
- automata
- quantum computers
- paper and pencil

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Turing machines!

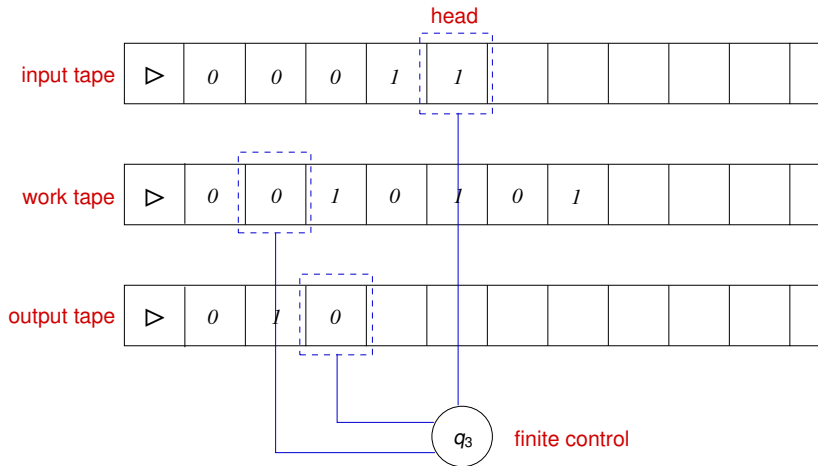
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Turing machines!

Church-Turing Thesis: all models equally expressive

# TMs – illustrated





# $k$ -tape Turing machines

- $k$  scratchpad tapes, infinitely long, contain cells
    - one input tape, read-only
    - one output tape
    - working tapes
    - $k$  heads positioned on individual cells for reading and writing
  - finite control (finite set of rules)
  - vocabulary, alphabet to write in cells
  - actions: depending on
    - symbols under heads
    - control state
- one can
- move heads (right, left, stay)
  - write symbols into current cells

## TMs – reading palindromes

TM for function  $pal : \{0, 1\}^* \rightarrow \{0, 1\}$  which outputs 1 for **palindromes**.

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- **copy input** to work tape
- move input head to front, work tape head to end
- in each step
  - **compare** input and work tape
  - move input head **right**
  - move work head **left**
- if whole input processed, output 1

# TMs – formally

## Definition (*k*-tape Turing machine (syntax))

Turing machine is a triple  $(\Gamma, Q, \delta)$  where

- $\Gamma$  is a **finite alphabet** (tape symbols) comprising 0, 1,  $\square$  (empty cell), and  $\triangleright$  (start symbol)
- $Q$  is **finite** set of **states** (control) containing  $q_{start}$  and  $q_{halt}$
- $\delta : Q \times \Gamma^k \rightarrow Q \times \Gamma^{k-1} \times \{l, s, r\}^k$ , **transition function** such that  $\delta(q_{halt}, \vec{\sigma}) = (q_{halt}, \vec{\sigma}_{2..k}, \vec{s})$ .

# TMs – formally

## Definition (Computing a function and running time)

Let  $M$  be a  $k$ -tape TM and  $x \in (\Gamma \setminus \{\square, \triangleright\})^*$  an **input**. Let  $T : \mathbb{N} \rightarrow \mathbb{N}$  and  $f : \{0, 1\}^* \rightarrow \{0, 1\}^*$  be functions.

1. the **start configuration** of  $M$  on input  $x$  is  $\triangleright x \square^\omega$  on the input tape and  $\triangleright \square^\omega$  on the  $k - 1$  other tapes; all heads are on  $\triangleright$ ; and  $M$  is in state  $q_{start}$
2. if  $M$  is in state  $q$  and  $(\sigma_1, \dots, \sigma_k)$  are symbols being read, and  $\delta(q, (\sigma_1, \dots, \sigma_k)) = (q', (\sigma'_2, \dots, \sigma'_k), \vec{z})$ , then **at the next step**  $M$  is in state  $q'$ ,  $\sigma_i$  has been replaced by  $\sigma'_i$  for  $i = 2..k$  and the heads have moved **left**, **stayed**, or **right** according to  $\vec{z}$
3.  $M$  has **halted** if it gets to state  $q_{halt}$
4.  $M$  **computes  $f$  in time  $T$**  if it halts on input  $x$  with  $f(x)$  on its output tape and every  $x \in \{0, 1\}^*$  requires **at most**  $T(|x|)$  steps.

## Remarks on TM definition

- TMs are **deterministic**
- going left from  $\triangleright$  means **staying**
- item 4: consider **time-constructible** functions  $T$  only
  - $T(n) \geq n$  and
  - exists TM  $M$  computing  $T$  in time  $T$
- TM define **total functions**

# Agenda

- $k$ -tape Turing machines ✓
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# Robustness

Definition of TM is **robust**, most choices do **not change** complexity classes.

- **alphabet** size (two is enough)
- number of tapes (one is enough)
- tape dimensions (one-directional tapes, bi-directional tapes, two-dimensional tapes)
- **random access** TMs
- **oblivious** TMs
  - see exercises
  - head positions at  $i$ -th step of execution on input  $x$  depend only on  $|x|$  and  $i$

All variations can simulate each other with at most **polynomial overhead** in running time.



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# Universal TM

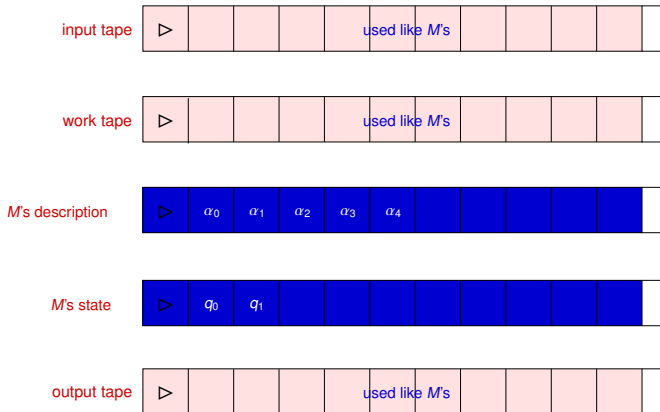
- TMs can be represented as **strings** (over  $\{0, 1\}$ ) by encoding their transition function (can you?)
  - write  $M_\alpha$  for TM **represented** by string  $\alpha$
  - every string  $\alpha$  represents **some** TM
  - every TM has **infinitely many** representations
- if TM  $M$  computes  $f$ , **universal TM**  $\mathcal{U}$  takes representation  $\alpha$  of TM  $M$  and input  $x$  and computes  $f(x)$
- like **general purpose computer** loaded with software
- like **interpreter** for a language written in same language
- $\mathcal{U}$  has **bounded** alphabet, rules, tapes; simulates much larger machines **efficiently**

# Efficient simulation

## Theorem (Universal TM)

*There exists a TM  $\mathcal{U}$  such that for every  $x, \alpha \in \{0, 1\}^*$ ,  $\mathcal{U}(x, \alpha) = M_\alpha(x)$ . If  $M_\alpha$  holds on  $x$  within  $T$  steps, then  $\mathcal{U}(x, \alpha)$  holds within  $O(T \log T)$  steps.*

# Construction of $\mathcal{U}$



## Simulating another TM

How does  $\mathcal{U}$  execute TM  $M$ ?

# Simulating another TM

How does  $\mathcal{U}$  execute TM  $M$ ?

1. transform  $M$  into  $M'$  with one input, one work, and one output tape  
computing the same function quadratic overhead
2. write  $M'$ 's description  $\alpha$  onto third tape  $|M'|$
3. write encoding of  $M'$  start state on fourth tape  $|Q'|$
4. for each step of  $M'$ 
  - 4.1 depending on state and tapes of  $M'$  scan  $\delta'$  tape  $|\delta'|$
  - 4.2 update constant

Simulation can be done with logarithmic slowdown using clever encoding of  $k$  tapes in one.

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# Deciding languages

- often one is interested in functions  $f : \{0, 1\}^* \rightarrow \{0, 1\}$
- $f$  can be identified with the language  $L_f = \{x \in \{0, 1\}^* \mid f(x) = 1\}$
- TM that computes  $f$  is said to **decide**  $L_f$  (and vice versa)



# Halting Problem

There are languages that **cannot be decided** by any TM regardless time and space.

## Example

The **halting problem** is the set of pairs of TM representations and inputs, such that the TMs eventually halt on the given input.

$$\text{Halt} = \{\langle \alpha, x \rangle \mid M_\alpha \text{ halts on } x\}$$

## Theorem

**Halt** is not decidable by any TM.

**Proof:** diagonalization and reduction

# DTIME

## Definition (DTIME)

Let  $T : \mathbb{N} \rightarrow \mathbb{N}$  be a function.  $L \subseteq \{0, 1\}^*$  is in  $\text{DTIME}(T)$  if there exists a TM deciding  $L$  in time  $T'$  for  $T' \in O(T)$ .

- **D** refers to **deterministic**
- **constants** are ignored since TM can be **sped up** by arbitrary constants

# P

## Definition (P)

$$P = \bigcup_{c \geq 1} \text{DTIME}(n^c)$$

- P captures tractable computations
- low-level choices of TM definitions are immaterial to P
- Connectivity, Primes  $\in$  P

# What have we learnt?

- many equivalent ways to capture essence of computations (Church-Turing)
- $k$ -tape TMs
- TM can be represented as strings; **universal TM** can simulate any TM given its representations with **polynomial overhead** only
- **uncomputable** functions do exist (halting problem): **diagonalization** and **reductions**
- **P** **robust** wrt. tweaks in TM definition (universal simulation)
- **P** captures **tractable** computations, solvable by TMs in **polynomial time**
- diagonalization, reduction
- up next: **NP**