

CS310 : Automata Theory 2019

Lecture 41: Efficiency in computation
Classifying problems by their complexity

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Recap

Turing machines and computability

1. Turing machines

- (i) Definition & variants
- (ii) Decidable and Turing recognizable languages
- (iii) Church-Turing Hypothesis

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- (ii) Via reductions
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3. Applications: showing (un)decidability of other problems

- (i) A string matching problem: Post's Correspondance Problem
- (ii) A problem for compilers: Unambiguity of Context-free languages
- (iii) Between TM and PDA: Linear Bounded Automata

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Turing machines and computability

1. Turing machines
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3. Applications: showing (un)decidability of other problems
 - (i) A string matching problem: Post's Correspondance Problem
 - (ii) A problem for compilers: Unambiguity of Context-free languages
 - (iii) Between TM and PDA: Linear Bounded Automata
4. Efficiency in computation: run-time complexity.
 - (i) Running time complexity: polynomial and exponential time
 - (ii) Nondeterministic polynomial time, and the P vs NP problem.
 - (iii) NP-completeness, the Cook-Levin Theorem.

NP-completeness

Definition

A language B is NP-complete if two conditions hold:

1. B is in NP,
2. every A in NP is polynomial time reducible to B

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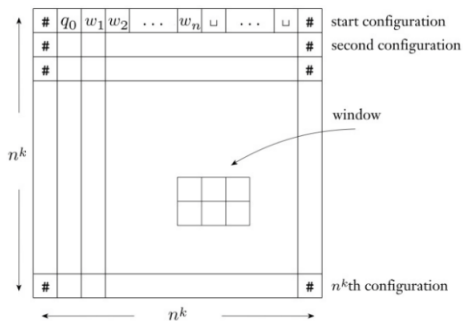
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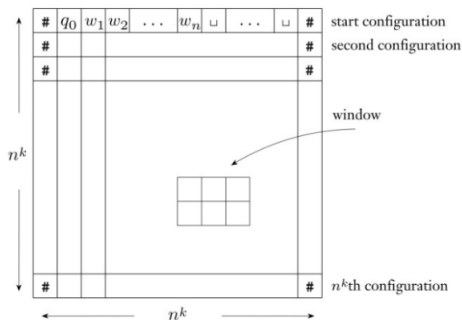
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4. Thus, N acc w iff there exists an accepting tableau for N on w .

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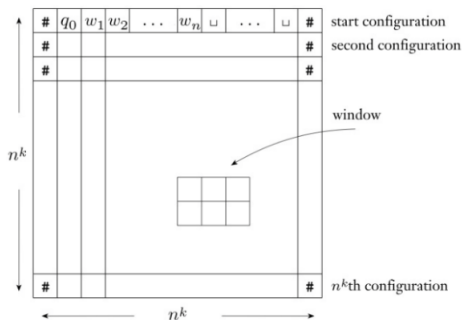
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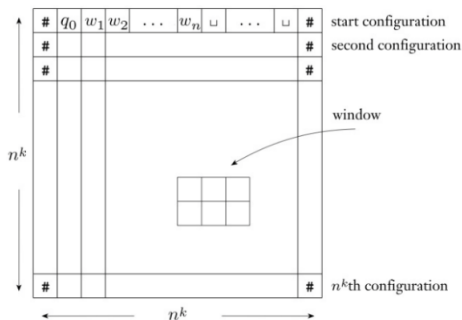


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1. Variable $x_{i,j,s}$ for each $1 \leq i, j \leq n^k$, $s \in C = Q \cup \Gamma \cup \{\#\}$.

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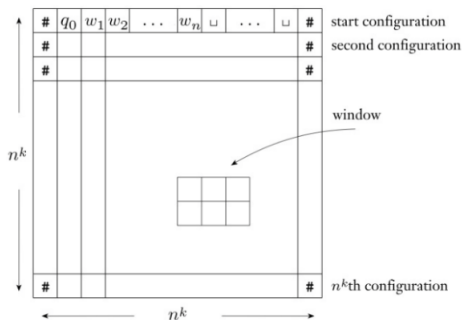


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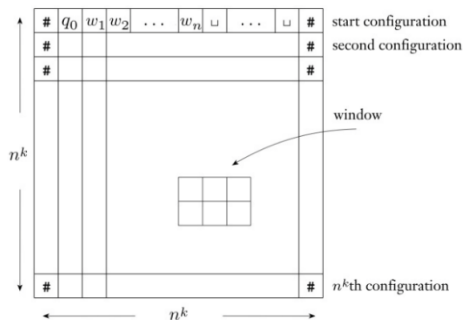


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4. $\varphi = \varphi_{cell} \wedge \varphi_{start} \wedge \varphi_{move} \wedge \varphi_{acc}$

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3. Ex: Give 3 examples of legal windows and 3 illegal windows, given $\delta(q, a) = \{q, b, R\}$, $\delta(q, b) = \{(q', c, L), (q', a, R)\}$

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Encode this as a disjunct $\bigvee_{a_1 \dots a_6 \text{ is legal}} (x_{i,j-1,a_1} \wedge x_{i,j,a_2} \wedge \dots)$

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Thus, we have a PTime reduction from any NP problem to SAT, i.e., SAT is NP-hard.

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Well, there are some natural problems that are not known to be in P , but that are in NP and not known to be NP-hard.

Getting around NP-hardness

Many problems are *NP*-complete. So what do people do?

An algorithmician's answer:

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3. Goal nowadays: develop efficient encoding **into** SAT!