

Time Complexity

Want to understand which problems can be solved efficiently

This can mean quickly / little memory / parallelizable / ...

We start with running time.

def Running time of a (deterministic) TM.

$t(x) = \# \text{computation steps on input } x.$

$$t(n) = \max_{|x|=n} t(x).$$

↳ obs we are measuring "worst-case" time. Can also measure "average-case".

We don't care about exact runtime, so we use $O(\cdot)$ notation.

Recall $f \in O(g)$ if $\exists c, n_0 \quad f(n) \leq c \cdot g(n) \quad \forall n \geq n_0.$

f is a poly if $\exists c$ st $f \in O(n^c)$
is exp if $\exists c$ st $f \in O(2^{(n^c)})$.

e.g. M deciding palindromes:

M: input x
for $i = 1 \dots n/2$:
if $x[i] \neq x[n-i-1]$: reject
accept

$t(x) = O(|x|^2)$ no matter the input, hence $t(n) = O(n^2)$.

obs a RAM machine only needs time $O(n)$.

this difference is not too large:

th a 1-tape TM can simulate

→ a multi-tape TM in time $O(t^2)$
→ a RAM machine in time $\text{poly}(t, n)$.

We only consider 1-tape TMs from now on.

def $\text{DTIME}(g) = \{L : \exists M \text{ deciding } L \text{ in time } O(g)\}$.

e.g. $\text{PALINDROMES} \in \text{DTIME}(n^2)$.

(and also $\in \text{DTIME}(n^3)$, and $\text{DTIME}(2^n)$, ...)

Nondeterministic Time.

def $t(x) = \min_{\gamma: \text{ accepts } x} \# \text{steps of } \gamma.$

$$t(n) = \max_{|x|=n} t(x).$$

e.g. NTM deciding $\neg \text{PALINDROMES}$

N: input x
guess $i \in [1, n/2]$
if $x[i] \neq x[n-i-1]$: accept
else reject.

$t(n) = O(\log n + n) = O(n)$.

def $\text{NTIME}(g) = \{L : \exists N \text{ deciding } L \text{ in time } O(g)\}$.

e.g. $\neg \text{PALINDROMES} \in \text{NTIME}(n)$.