Computability and Complexity Theory

Computability and complexity

- Computability theory
 - What is an algorithm ?
 - What problems can be solved on a computer ?
 - What is a computable function ?
 - Solvable vs. unsolvable problems (decidability)
- Complexity theory
 - How much time and memory is needed to solve a problem ?
 - Tractable vs. intractable problems

What is a computable function ?

• Non-trivial question ~ various formalizations, e.g.

 General recursive functions 	Gödel/Herbrand/Kleene 1936
– λ-calculus	Church 1936
– μ -recursive functions	Gödel/Kleene 1936
 Turing machines 	Turing 1936
 Post systems 	Post 1943
 Markov algorithms 	Markov 1951
 Unlimited register machines 	Shepherdson-Sturgis 1963

. . .

• All these approaches have turned out to be equivalent.

Church-Turing thesis

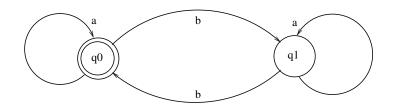
The class of intuitively computable functions is equal to the class of Turing computable functions.

Finite automata

Finite automaton: $M = (Q, \Sigma, \delta, q_0, F)$ with

- Q finite set of states
- Σ finite input alphabet
- $\delta: Q \times \Sigma \rightarrow Q$ transition function
- $q_0 \in Q$ initial state
- $F \subseteq Q$ set of *final states*





 $M^0 = (Q, \Sigma, \delta, q_0, F)$ with

- $Q = \{q_0, q_1\}, \ \Sigma = \{a, b\}, \ F = \{q_0\}$
- $\delta(q_0, a) = q_0$, $\delta(q_0, b) = q_1$, $\delta(q_1, a) = q_1$, $\delta(q_1, b) = q_0$

Recognizing languages

- Denote by Σ^* the set of finite words (strings) over Σ , by $\varepsilon \in \Sigma^*$ the empty word.
- Define $\overline{\delta}: Q \times \Sigma^* \to Q$ by

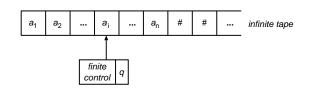
$$\overline{\delta}(q, \varepsilon) = q$$
 and
 $\overline{\delta}(q, wa) = \delta(\overline{\delta}(q, w), a)$, for all $w \in \Sigma^*, a \in \Sigma$.

• Language accepted by M:

$$L(M) = \{ w \in \Sigma^* \mid \overline{\delta}(q_0, w) = p, \text{ for some } p \in F \}$$

- *Example:* $L(M^0)$ is the set of all strings over $\Sigma = \{a, b\}$ with an even number of *b*'s.
- Gene regulatory networks can be modeled as networks of finite automata.

Turing machine



Depending on the symbol scanned and the state of the control, in each step the machine

- changes state,
- prints a symbol on the cell scanned, replacing what is written there,
- moves the head left or right one cell.

Formal definition

- $M = (Q, \Sigma, \Gamma, \delta, q_0, \#, F)$
- Q is the finite set of states.
- Γ is the finite alphabet of allowable *tape symbols*.
- $\# \in \Gamma$ is the *blank*.
- $\Sigma \subset \Gamma \setminus \{\#\}$ is the set of *input symbols*.
- $\delta: Q \times \Gamma \to Q \times \Gamma \times \{L, R\}$ is the *next move function* (possibly undefined for some arguments)
- $q_0 \in Q$ is the *start state*.
- $F \subseteq Q$ is the set of *final (accepting) states.*

Recognizing languages

- Instantaneous description: $\alpha_l q \alpha_r$, where
 - q is the current state,
 - $\alpha_l \alpha_r \in \Gamma^*$ is the string on the tape up to the rightmost nonblank symbol,
 - the head is scanning the leftmost symbol of α_r .
- *Move:* $\alpha_l q \alpha_r \vdash \alpha'_l q' \alpha'_r$, by one step of the machine.
- Language accepted by M

$$L(M) = \{ w \in \Sigma^* \mid q_0 w \vdash^* \alpha_l q \alpha_r, \text{ for some } q \in F \text{ and } \alpha_l, \alpha_r \in \Gamma^* \}$$

• *M* may not halt, if *w* is not accepted.

Example

• Turing machine

$$M = (\{q_0, \dots, q_4\}, \{0, 1\}, \{0, 1, X, Y, \#\}, \delta, q_0, \#, \{q_4\})$$

accepting the language $L = \{0^n 1^n \mid n \ge 1\}$

δ	0	1	Х	Y	#
q_0	(q_1, X, R)	_	—	(q_3, Y, R)	_
q_1	$(q_1, 0, R)$	(q_2, Y, L)	_	(q_1, Y, R)	_
	(q ₂ ,0, <i>L</i>)	—	(q_0, X, R)	(q_2, Y, L)	_
q_3	_	_	_	(q_3, Y, R)	$(q_4, \#, R)$
q_4	_	_	_	_	_

• Example computation

<i>q</i> 00011	\vdash	<i>Xq</i> 1011	\vdash	X0q ₁ 11	\vdash	<i>Xq</i> 20 <i>Y</i> 1	\vdash
<i>q</i> ₂ X0Y1	\vdash	<i>Xq</i> ₀ 0 <i>Y</i> 1	\vdash	<i>XXq</i> 1 Y1	\vdash	XXYq ₁ 1	\vdash
XXq ₂ YY	\vdash	Xq ₂ XYY	\vdash	XXq ₀ YY	\vdash	XXYq ₃ Y	\vdash
XXYYq ₃	\vdash	XXYY#q ₄					