

2019-01-15.2

# CS 579: Computational Complexity: Lecture 1

26 - 30

today: admin [survey form]  
motivation and goals  
background

admin

class: CS 579 Computational Complexity

TR 3-30-4:45 1109 Siebel

courses.engr.illinois.edu/cs579 ← piazza link

me: Prof. Michael A. Forbes

miforbes@illinois.edu

Siebel 322D

office hrs: T5, R1, or by appt

TA: Zanda Kelley

ank2@illinois.edu

W4-6 SC 3303

grades - 75% 6 biweekly papers; starts Thurs

|| get lighter in 2nd half due to projects ||

|| late policy is online ||

- 30% course project

groups of  $2+\epsilon$  ||  $\epsilon = \text{arbitrary}$  ||

read paper  $\rightarrow$  -30 min presentation

- short report

refs: "Introduction to the Theory of Computation" by Sipser

2nd or 3rd edition ok

for ~ first  $\frac{1}{2}$  of course

- "Computational Complexity" by Arora-Boppana

for ~ second  $\frac{1}{2}$  of course

- course notes || ~ illegible ||

prereq: models of computation: 374 475, ... || will overlap ||

|| automata, TMs, etc ||

- algorithms: 473

- discrete math: 173

- Mathematical Maturity

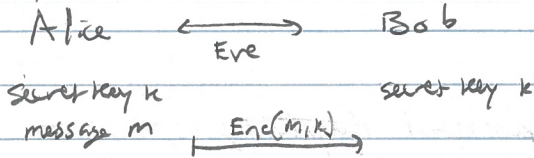
=> Quizzes

Michael Farber  
 mfarber@illinois.edu  
 2018-01-15.2  
 65579

2019-01-15.1  
 2019-01-15.3

motivation & goals

cryptology & encryption is everywhere



want:  $\exists$  decrypr  $\exists$   $\text{Dec}(\text{Enc}(m, k), k) = m$   $\exists$  algo

$\exists$  security  $\exists$   $\text{Crack}(\text{Enc}(m, k))$  "reveals nothing" about  $m$

(if)  $\text{Crack}$  is efficient algo  $\leftarrow$  requires concrete modeling  
 $\exists$  lack of algo

principle: crypto requires  $\left. \begin{array}{l} \text{- easy problems} \\ \text{- hard problems} \end{array} \right\}$  of a structured form

Q: are there hard problems?  
 which problems are hard?  
 why are problems hard?

A:  $\rightarrow$  is a hard question

Q: what is "convincing evidence" that a problem is hard?

someone on the internet said it was hard  
 we tried really hard and found no algorithm  
 no algo of specific/natural form can solve the problem  
 "similar" problems can be proven to be hard  
 unconditional mathematical proof of hardness

also this case

goals: identify <sup>important</sup> computational problems

shortest paths in graphs

primality testing

satisfiability of boolean formula

identify important computational resources

time

space

ability to solve a given computational problem

Q: does using more of a resource give more computational power? Feathermap  
 how do different types of resources compare?  $\exists$  sleep vs caffeine  
 problems vs resources?  $\exists$  caffeine vs theorem?

- this course:
- structural complexity (3/4)
    - theory of Turing machines, different results
    - few unconditional results
  - concrete complexity (1/4)
    - theory of finite computational models, eg circuits
    - "more" unconditional results

= questions  
 background

def: a language is a set  $L \subseteq \Sigma^*$   
 ↑ alphabet, often  $\{0,1\}$

Q: given  $x \in \Sigma^*$ , is  $x \in L$ ? [ prototypical computational question capturing most other variants ]

[ need model of computation

def: a deterministic finite automaton (DFA) is a 5-tuple  $M = (Q, \Sigma, \delta, q_0, F)$  where

- $Q$  is finite set of states
- $\Sigma$  is finite set called alphabet
- $\delta: Q \times \Sigma \rightarrow Q$  is transition function
- $q_0 \in Q$  start state
- $F \subseteq Q$  accept states

A DFA accepts  $x \in \Sigma^*$  if - start at  $q_0$  and  $x_1$

- at  $i$ th step transition  $(q, x_i) \rightarrow q' = \delta(q, x_i)$

$L(M) = \{x \mid M \text{ acc } x\}$

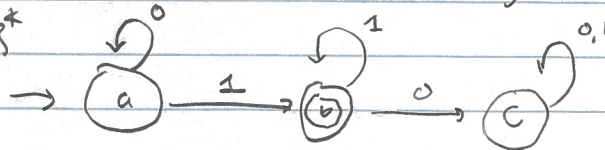
- at  $n$ th step  $n = |x|$  [ is a computer ]

↖ regular language

- accept if  $q \in F$

- reject else

eg:  $\Sigma = \{0,1\}^*$



↖ accept state

$L(M) = \{0^*11^*\}$  is regular

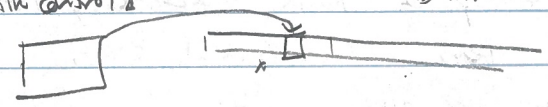
Fact:  $\{0^n1^n : n \in \mathbb{N}\}$  is not regular [ this is amazing ]

[ DFA's not understood ]

[ need storage model ]

Michael Farber  
 m.farber@illinois.edu  
 2019-01-15.4 ← 2019-01-15.3  
 2019-01-17.1 → 2019-01-17.1  
 CS 579

def: a Turing Machine (TM) is  $\{ \text{finite control} \}$  w/ a tape for storage  $\{ \text{infinite tape} \}$



formally:  
 $Q$  set of states  $\{q_{start}, q_{rej}, q_{acc}\}$   
 $\Sigma$  tape alphabet  
 $\delta$  transition function

$\delta(\text{current symbol, state}) \rightarrow (\text{head movement, new symbol, new state})$

TM computes by:  
 - tape initialized to  $x \cup \{ \text{blank symbol} \}^*$   
 - head placed at start of tape  
 - iterate  $\delta$  until reach  $q_{acc}$  or  $q_{rej}$

language  $L$  of TM  $M$ :  
 $M$  on  $x$  reaches  $q_{acc} \Rightarrow x \in L$   
 $M$  on  $x$  reaches  $q_{rej} \Rightarrow x \notin L$  [doesn't halt]

Fact: - exists TM  $M$  w/  $L(M) = \{0^n 1^n\}$   $\{ \text{example} \}$   
 - any language of any known programming language, is also the language of some TM

Church-Turing thesis:  $\rightarrow$  possible

Fact:  $L = \{ \langle A, x \rangle \mid A \text{ does not halt when running on } x \}$   
 $\leftarrow$  TM  
 $\leftarrow$  input language of a TM  
 $\rightarrow$  is undecidable  $\{ \text{even TMs are limited} \}$

Q: what can TMs do efficiently?

next time: time complexity