

Computational Complexity I: Computability vs Complexity

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Context

- 1 Section 1: Computability
- 2 Section 2: Finite Automata - Recognizable Languages
- 3 Section 3: Context-free Grammars - Context-free Languages
- 4 Section 4: Turing Machines
- 5 Section 6: Synopsis

Computational Theory

Computational Theory

What is a decision problem?

Computational Theory

What is a decision problem?

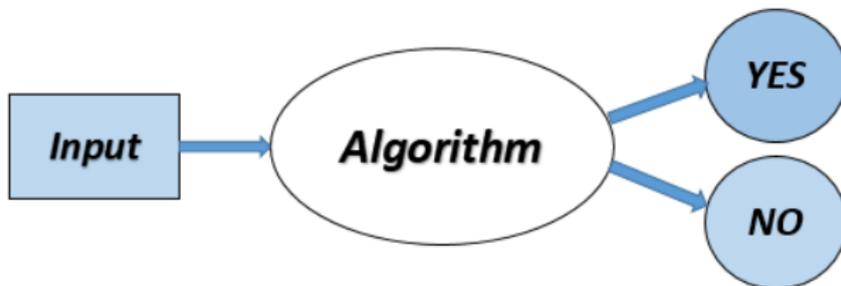
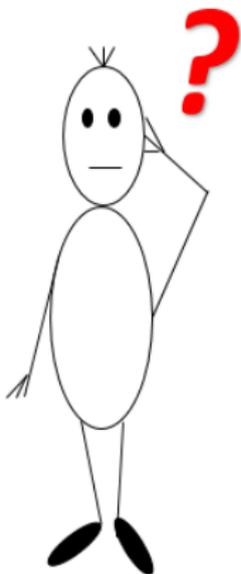


Figure: A decision problem has only two possible outputs, YES or NO.

Computational Theory



Computational Theory



- Can we solve all the problems?

Computational Theory



- Can we solve all the problems?
- Why some problems are not solving by computers?

History Overview



Figure: Hilbert



Figure: Gödel



Figure: Turing

History Overview



Figure: Hilbert



Figure: Gödel



Figure: Turing

- Completeness and automation of mathematics (1900).

History Overview



Figure: Hilbert



Figure: Gödel



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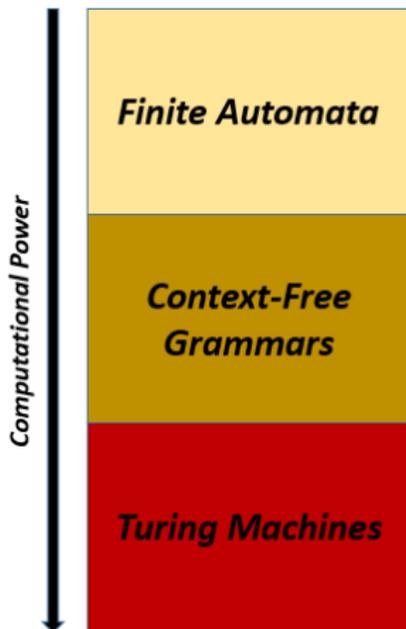


Figure: Turing

- Completeness and automation of mathematics (1900).
- Mathematics are **not complete!**
- Mathematics are **not automating!**

There are problems that are not computable!!!

Models of Computation



- Finite Automata and Regular Expressions
- Grammars and Pushdown Automata
- Turing Machines

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Finite Automata

- Automaton = an abstract computing device

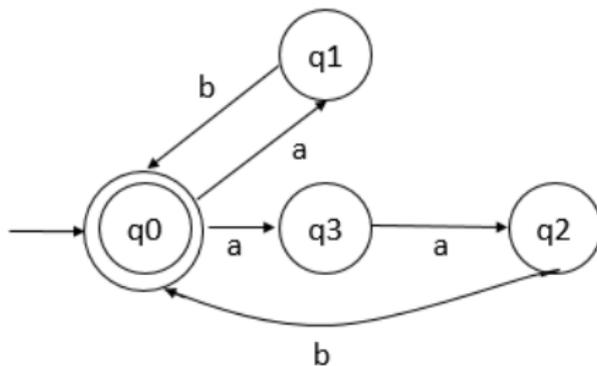


Figure: $L = (ab \cup aab)^*$

Recognizable Languages

$$L = \{ a^n b^n \mid n \geq 0 \}$$

Recognizable Languages

$L = \{ a^n b^n \mid n \geq 0 \}$ **NOT** recognizable...
(pumping lemma)

What can we do now?



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Context-free Grammars

Definition

$G = (X, V, S, R)$ context-free grammar

X : terminals,

V : variables,

S : axiom,

$R \subseteq V \times (V \cup X)^*$

Context-free Languages

Context-free Languages

$$L = \{ a^n b^n \mid n \geq 0 \}$$

Context-free Languages

$L = \{ a^n b^n \mid n \geq 0 \}$ is context-free



Context-free Languages

$$L = \{ ww \mid w \in \{a, b\}^* \}$$

Context-free Languages

$L = \{ ww \mid w \in \{a, b\}^* \}$ NOT context-free...

What can we do now?

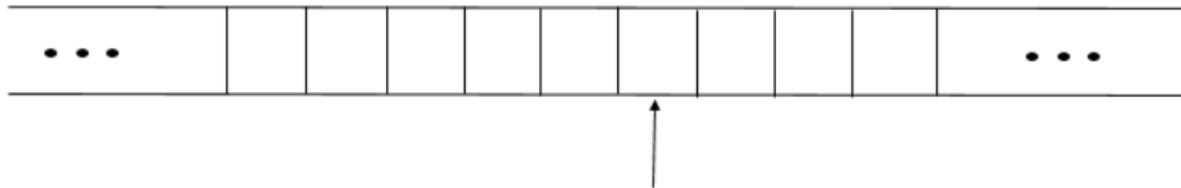


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Turing Machine

Tape



Read-Write Head

Turing Machine

Definition

$M = (Q, \Sigma, \Gamma, \delta, q_0, B, F)$ Turing Machine

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$q_0 \in Q$: initial state,

$B \in \Gamma$: blank symbol,

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Definition

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$q_0 \in Q$: initial state,

$B \in \Gamma$: blank symbol,

$F \subset Q$: final states

Thesis Church-Turing

If a problem can be solved with an algorithm, then there is a TM which solves the problem.

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If a problem can be solved with an algorithm, then there is a TM which solves the problem.

Extended model of TM:

- DTM
- Nondeterministic TM
- Restricted TM,
- Multitape TM, ...

Halting Problem

Halting Problem



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Synopsis

- Computability
- Finite Automata
- Context-free Grammars
- Turing Machines

I just need
the main ideas



References

- Hopcroft, J. E., Ullman, J. D.. Introduction to Automata Theory, Languages, and Computation. Boston: Addison-Wesley, c2001.
- Papadimitriou, C. H.. Computational Complexity. Reading, Mass.: Addison-Wesley, 1994.

Thank you!