

Computational Complexity

Lecture 0

Computation

Computation

- A paradigm of modern science

Computation

- A paradigm of modern science
- Theory of computation/computational complexity is to computer science what theoretical physics is to electronics

Computational Complexity

Computational Complexity

- Computation:

Computational Complexity

- Computation:
 - Problems to be solved

Computational Complexity

- Computation:
 - Problems to be solved
 - Algorithms to solve them

Computational Complexity

- Computation:
 - Problems to be solved
 - Algorithms to solve them
 - in various models of computation

Computational Complexity

- Computation:
 - Problems to be solved
 - Algorithms to solve them
 - in various models of computation
- Complexity of a problem (in a comp. model)

Computational Complexity

- Computation:

- Problems to be solved

- Algorithms to solve them

- in various models of computation

- Complexity of a problem (in a comp. model)

- How much "resource" is sufficient/necessary

Computational Complexity

of
Problems

in
Models of
computation

w.r.t
Complexity
measures

Problems

Problems

- Input represented as (say) a binary string

Problems

- Input represented as (say) a binary string
- Given input, find a "satisfactory output"

Problems

- Input represented as (say) a binary string
- Given input, find a “satisfactory output”
 - Function evaluation: only one correct output

Problems

- Input represented as (say) a binary string
- Given input, find a “satisfactory output”
 - Function evaluation: only one correct output
 - Approximate evaluation

Problems

- Input represented as (say) a binary string
- Given input, find a “satisfactory output”
 - Function evaluation: only one correct output
 - Approximate evaluation
 - Search problem: find one of many (if any)

Problems

- Input represented as (say) a binary string
- Given input, find a “satisfactory output”
 - Function evaluation: only one correct output
 - Approximate evaluation
 - Search problem: find one of many (if any)
 - Decision problem: find out if any

Problems

- Input represented as (say) a binary string
- Given input, find a "satisfactory output"
 - Function evaluation: only one correct output
 - Approximate evaluation
 - Search problem: find one of many (if any)
 - Decision problem: find out if any
 - A Boolean function evaluation (TRUE/FALSE)

Decision Problems

Decision Problems

- Evaluate a Boolean function (TRUE/FALSE)

Decision Problems

- Evaluate a Boolean function (TRUE/FALSE)
 - i.e., Decide if input has some property

Decision Problems

- Evaluate a Boolean function (TRUE/FALSE)
 - i.e., Decide if input has some property
- Language

Decision Problems

- Evaluate a Boolean function (TRUE/FALSE)
 - i.e., Decide if input has some property
- Language
 - Set of inputs with a particular property

Decision Problems

- Evaluate a Boolean function (TRUE/FALSE)
 - i.e., Decide if input has some property
- Language
 - Set of inputs with a particular property
 - e.g. $L = \{x \mid x \text{ has equal number of 0s and 1s}\}$

Decision Problems

- Evaluate a Boolean function (TRUE/FALSE)
 - i.e., Decide if input has some property
- Language
 - Set of inputs with a particular property
 - e.g. $L = \{x \mid x \text{ has equal number of 0s and 1s}\}$
 - Decide if input is in L

Complexity of Languages

Complexity of Languages

- Some languages are “simpler” than others

Complexity of Languages

- Some languages are “simpler” than others
 - $L_1 = \{x \mid x \text{ starts with } 0\}$

Complexity of Languages

- Some languages are “simpler” than others
 - $L_1 = \{x \mid x \text{ starts with } 0\}$
 - $L_2 = \{x \mid x \text{ has equal number of } 0\text{s and } 1\text{s}\}$

Complexity of Languages

- Some languages are “simpler” than others
 - $L_1 = \{x \mid x \text{ starts with } 0\}$
 - $L_2 = \{x \mid x \text{ has equal number of } 0\text{s and } 1\text{s}\}$
- Simpler in what way?

Complexity of Languages

- Some languages are “simpler” than others
 - $L_1 = \{x \mid x \text{ starts with } 0\}$
 - $L_2 = \{x \mid x \text{ has equal number of } 0\text{s and } 1\text{s}\}$
- Simpler in what way?
 - Fewer calculations, less memory, need not read all input, can do in an FSM

Complexity of Languages

- Some languages are “simpler” than others
 - $L_1 = \{x \mid x \text{ starts with } 0\}$
 - $L_2 = \{x \mid x \text{ has equal number of } 0\text{s and } 1\text{s}\}$
- Simpler in what way?
 - Fewer calculations, less memory, need not read all input, can do in an FSM

Flying Spaghetti
Monster?

Complexity of Languages

Complexity of Languages

- Relating complexities of problems

Complexity of Languages

- Relating complexities of problems
 - $M_0 = \{x \mid x \text{ has more 0s than 1s}\}$

Complexity of Languages

- Relating complexities of problems
 - $M_0 = \{x \mid x \text{ has more 0s than 1s}\}$
 - $E_q = \{x \mid x \text{ has equal number of 0s and 1s}\}$

Complexity of Languages

- Relating complexities of problems
 - $M_0 = \{x \mid x \text{ has more 0s than 1s}\}$
 - $Eq = \{x \mid x \text{ has equal number of 0s and 1s}\}$
 - $Eq(x)$:

Complexity of Languages

- Relating complexities of problems
 - $M_0 = \{x \mid x \text{ has more 0s than 1s}\}$
 - $E_q = \{x \mid x \text{ has equal number of 0s and 1s}\}$
 - $E_q(x)$:
 - if ($M_0(x_0) == \text{TRUE}$ and $M_0(x) == \text{FALSE}$)
then TRUE; else FALSE

Complexity of Languages

- Relating complexities of problems
 - $M_0 = \{x \mid x \text{ has more 0s than 1s}\}$
 - $E_q = \{x \mid x \text{ has equal number of 0s and 1s}\}$
 - $E_q(x)$:
 - if ($M_0(x_0) == \text{TRUE}$ and $M_0(x) == \text{FALSE}$)
then TRUE; else FALSE
- E_q is not (much) more complex than M_0 .
 M_0 is at least (almost) as complex as E_q .

Complexity of Languages

- Relating complexities of problems
 - $M_0 = \{x \mid x \text{ has more 0s than 1s}\}$
 - $E_q = \{x \mid x \text{ has equal number of 0s and 1s}\}$
 - $E_q(x)$:
 - E_q reduces to M_0
 - if ($M_0(x_0) == \text{TRUE}$ and $M_0(x) == \text{FALSE}$)
then TRUE; else FALSE
- E_q is not (much) more complex than M_0 .
 M_0 is at least (almost) as complex as E_q .

Models of Computation

Models of Computation

- ◉ FSM, PDA, TM

Models of Computation

- FSM, PDA, TM
- Variations: Non-deterministic, probabilistic.
Other models: quantum computation

Models of Computation

- FSM, PDA, TM
- Variations: Non-deterministic, probabilistic.
Other models: quantum computation
- Church-Turing thesis: TM is as "powerful"
as it gets

Models of Computation

- FSM, PDA, TM
- Variations: Non-deterministic, probabilistic.
Other models: quantum computation
- Church-Turing thesis: TM is as "powerful"
as it gets
- Not enough TMs (algorithms/programs) to
solve all decision problems!

Models of Computation

- FSM, PDA, TM
- Variations: Non-deterministic, probabilistic.
Other models: quantum computation
- Church-Turing thesis: TM is as "powerful" as it gets
- Not enough TMs (algorithms/programs) to solve all decision problems!
- Non-uniform computation: circuit families

Complexity Measures

Complexity Measures

- Number of computational steps, amount of memory, circuit size/depth, ...

Complexity Measures

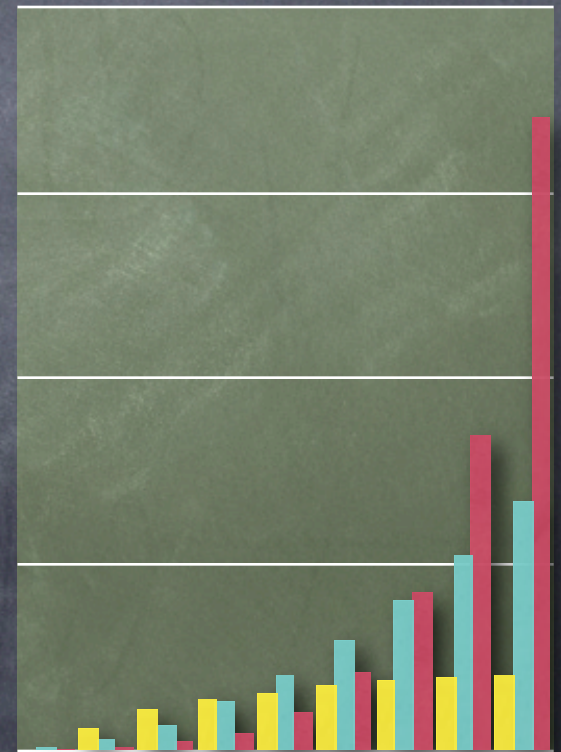
- Number of computational steps, amount of memory, circuit size/depth, ...
- Exact numbers very much dependent on exact specification of the model (e.g. no. of tapes in TM)

Complexity Measures

- Number of computational steps, amount of memory, circuit size/depth, ...
- Exact numbers very much dependent on exact specification of the model (e.g. no. of tapes in TM)
 - But "broad trends" robust

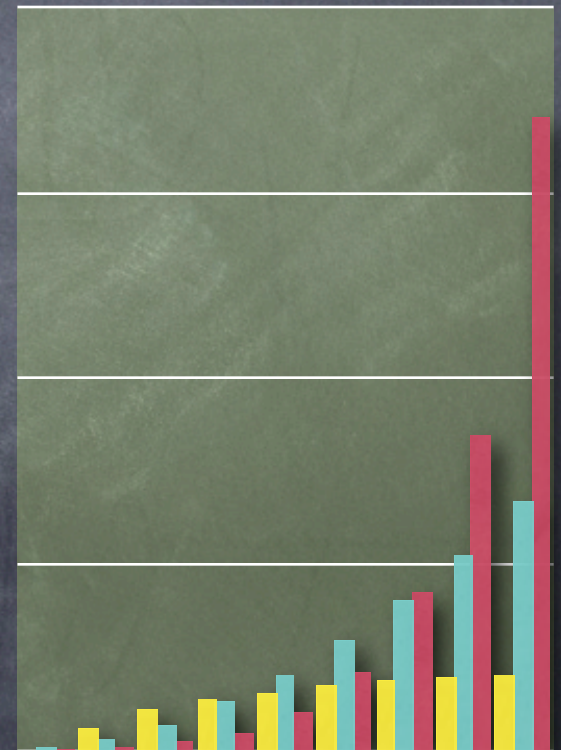
Complexity Measures

- Number of computational steps, amount of memory, circuit size/depth, ...
- Exact numbers very much dependent on exact specification of the model (e.g. no. of tapes in TM)
 - But “broad trends” robust



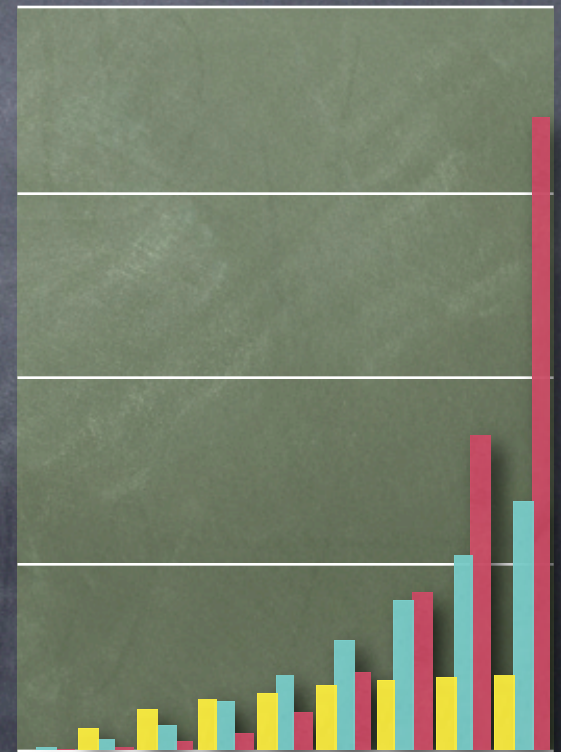
Complexity Measures

- Number of computational steps, amount of memory, circuit size/depth, ...
- Exact numbers very much dependent on exact specification of the model (e.g. no. of tapes in TM)
 - But "broad trends" robust
 - Trends: asymptotic



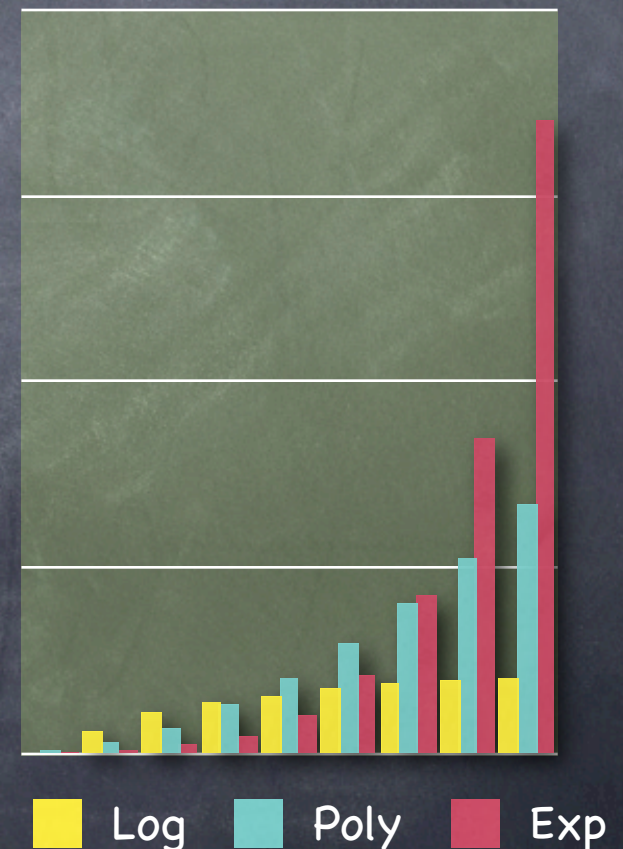
Complexity Measures

- Number of computational steps, amount of memory, circuit size/depth, ...
- Exact numbers very much dependent on exact specification of the model (e.g. no. of tapes in TM)
 - But “broad trends” robust
 - Trends: asymptotic
 - Broad: Log, Poly, Exp



Complexity Measures

- Number of computational steps, amount of memory, circuit size/depth, ...
- Exact numbers very much dependent on exact specification of the model (e.g. no. of tapes in TM)
 - But “broad trends” robust
 - Trends: asymptotic
 - Broad: Log, Poly, Exp



Complexity Theory

Complexity Theory

- Understand complexity of problems (i.e., how much resource used by best algorithm for it)

Complexity Theory

- Understand complexity of problems (i.e., how much resource used by best algorithm for it)
 - **Relate problems to each other [Reduce]**

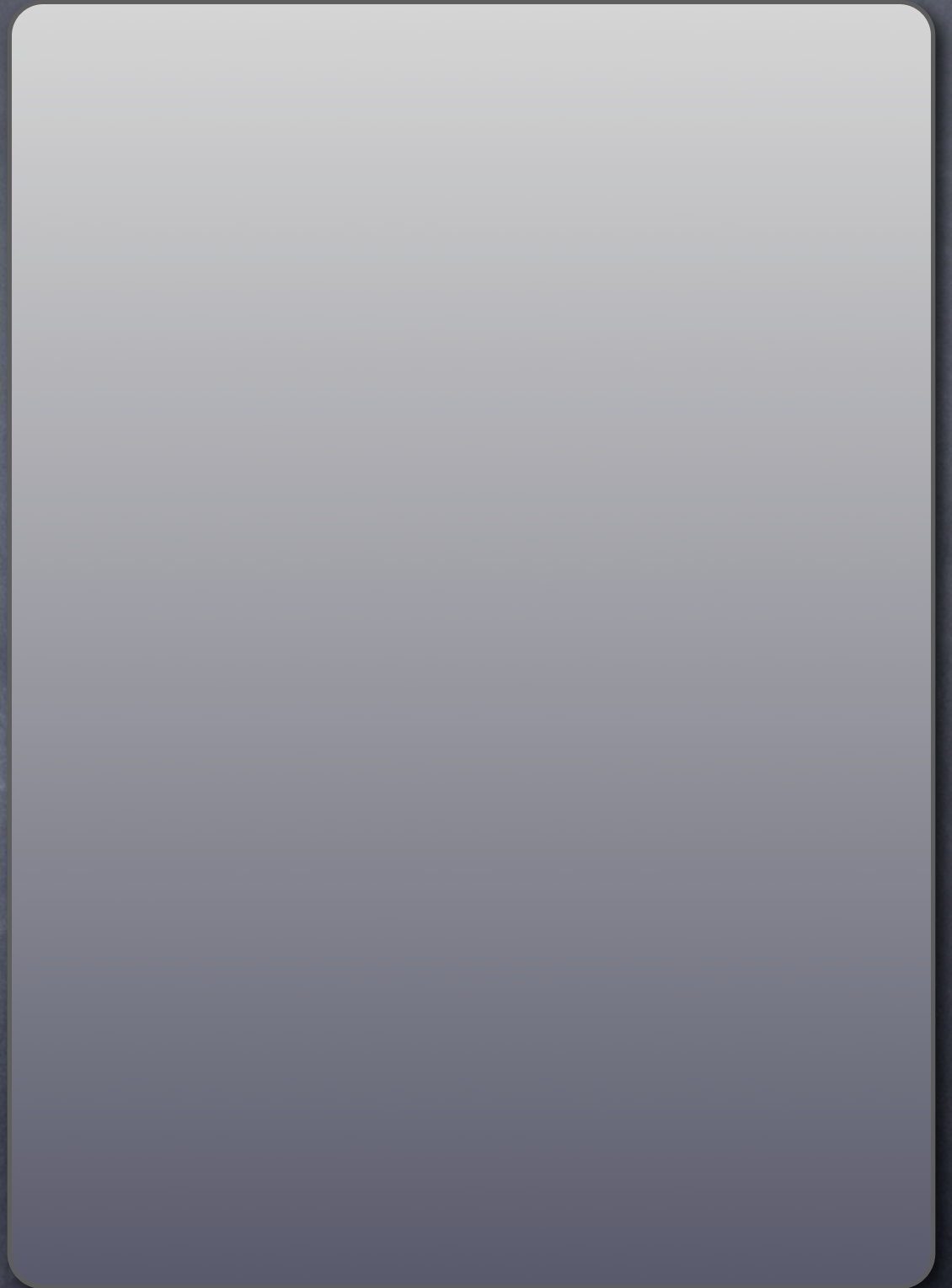
Complexity Theory

- Understand complexity of problems (i.e., how much resource used by best algorithm for it)
 - Relate problems to each other [Reduce]
 - Relate computational models/complexity measures to each other [Simulate]

Complexity Theory

- Understand complexity of problems (i.e., how much resource used by best algorithm for it)
 - Relate problems to each other [Reduce]
 - Relate computational models/complexity measures to each other [Simulate]
 - Calculate complexity of problems

Complexity Classes



Complexity Classes

- Collect (decision) problems with similar complexity into **classes**

Complexity Classes

- Collect (decision) problems with similar complexity into **classes**



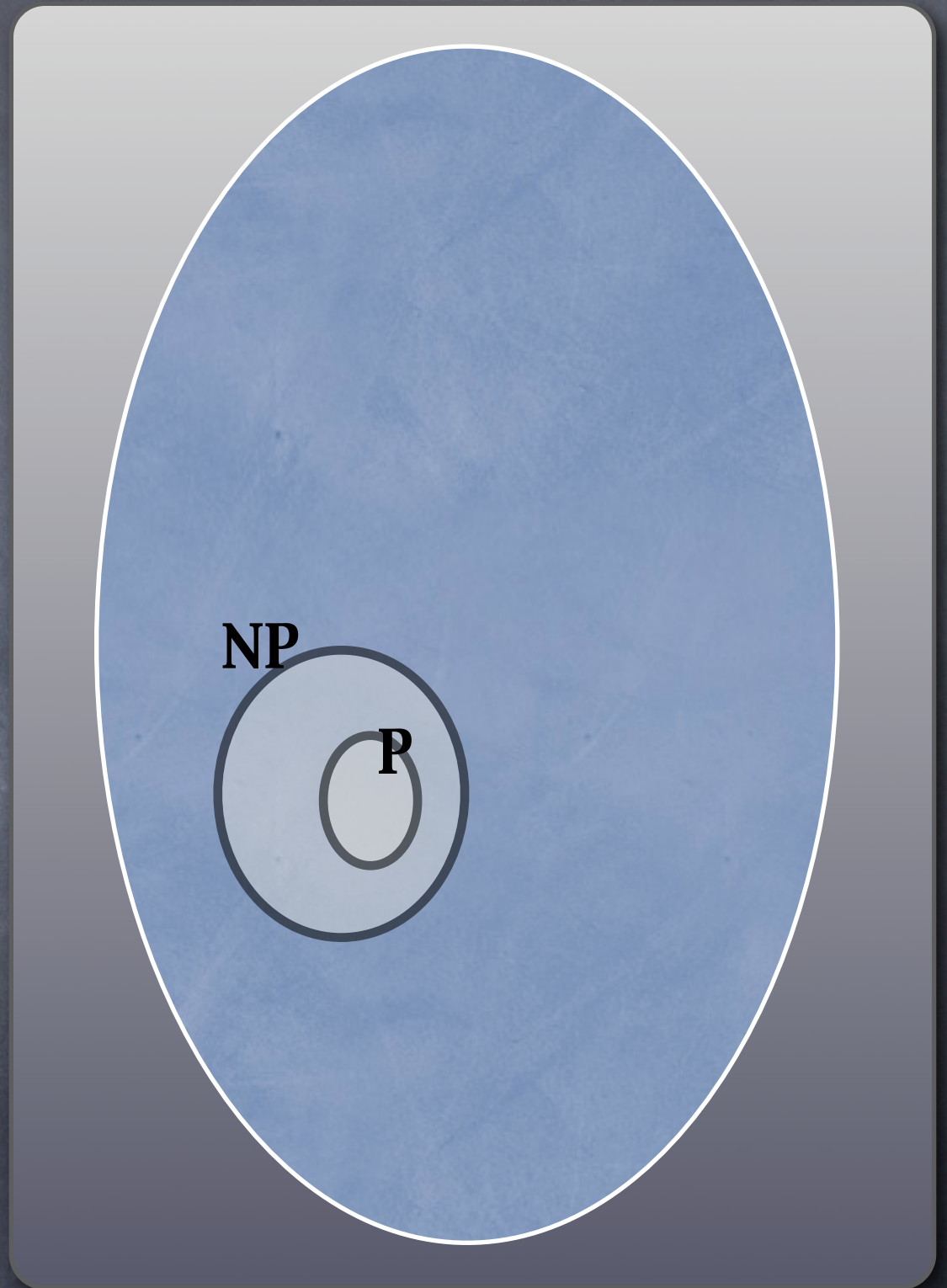
Complexity Classes

- Collect (decision) problems with similar complexity into **classes**



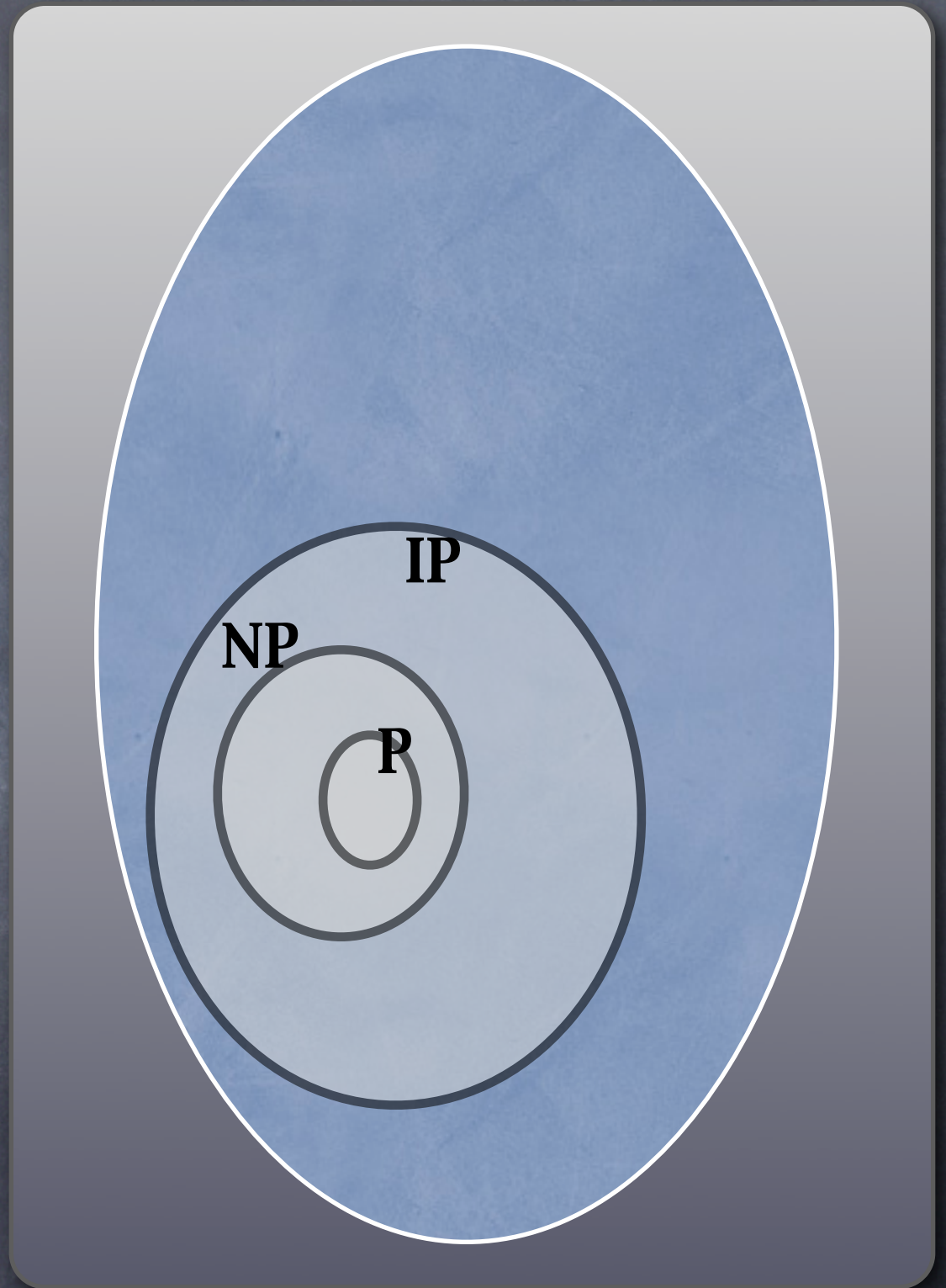
Complexity Classes

- Collect (decision) problems with similar complexity into **classes**



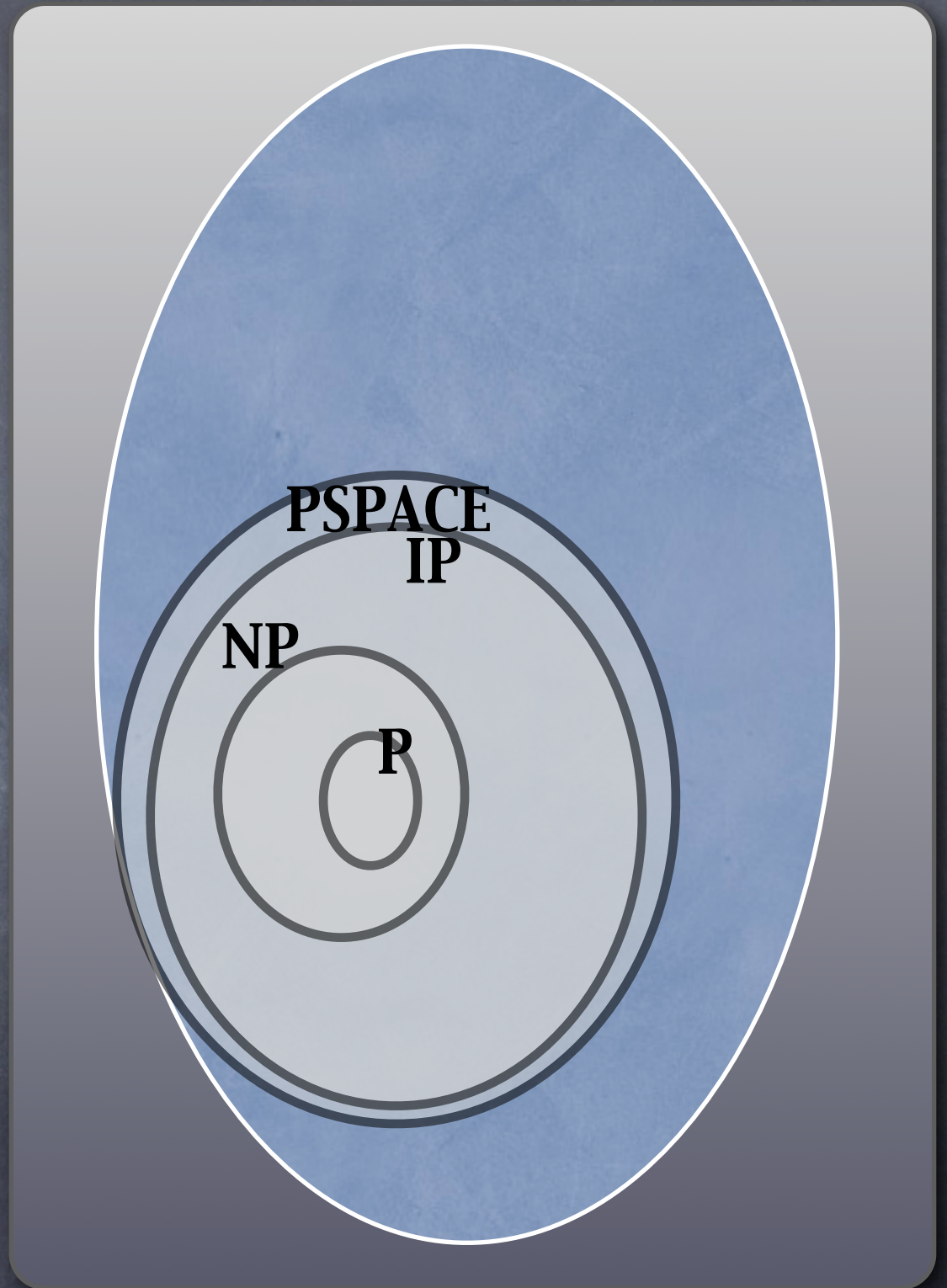
Complexity Classes

- Collect (decision) problems with similar complexity into **classes**



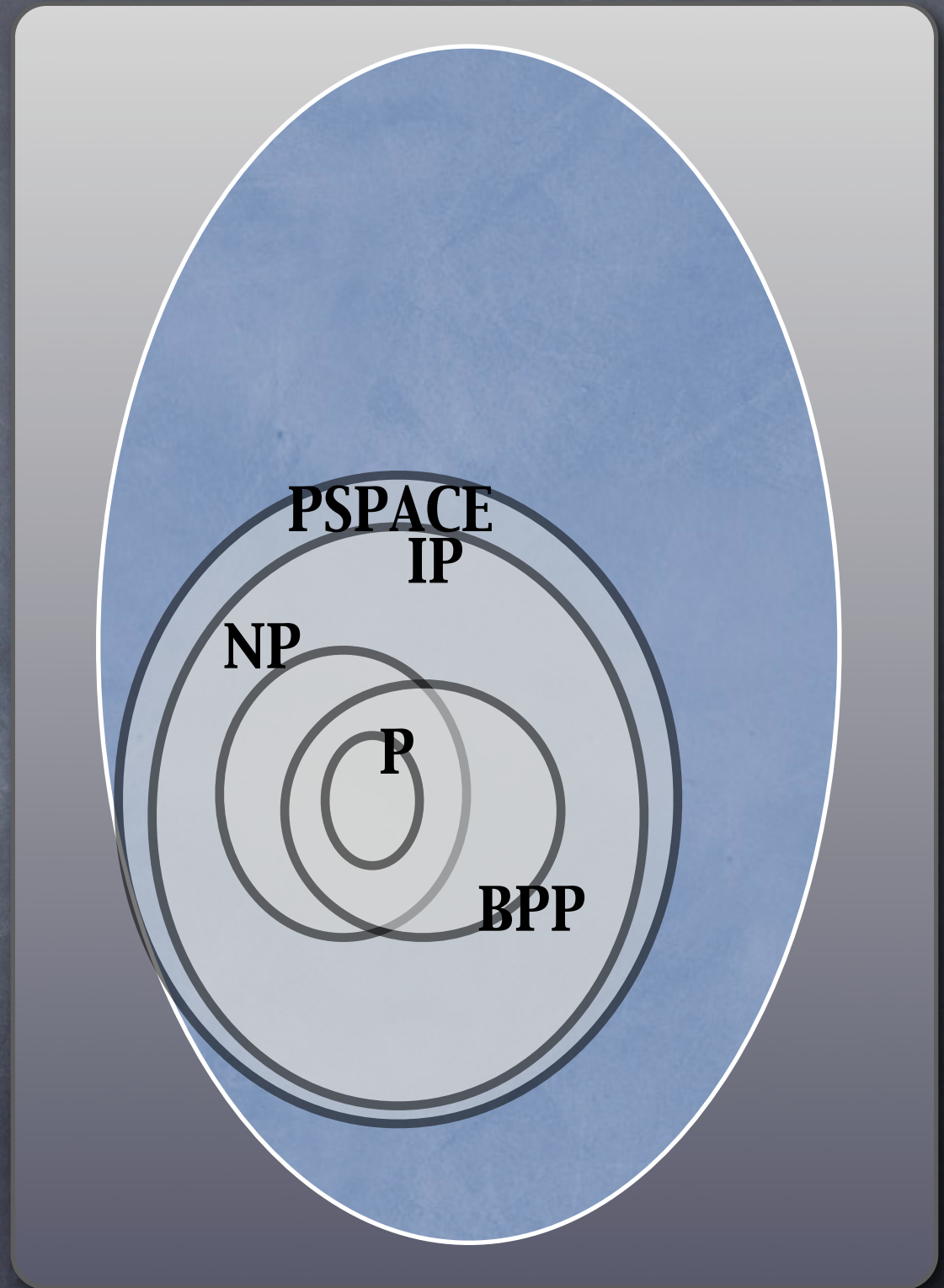
Complexity Classes

- Collect (decision) problems with similar complexity into **classes**



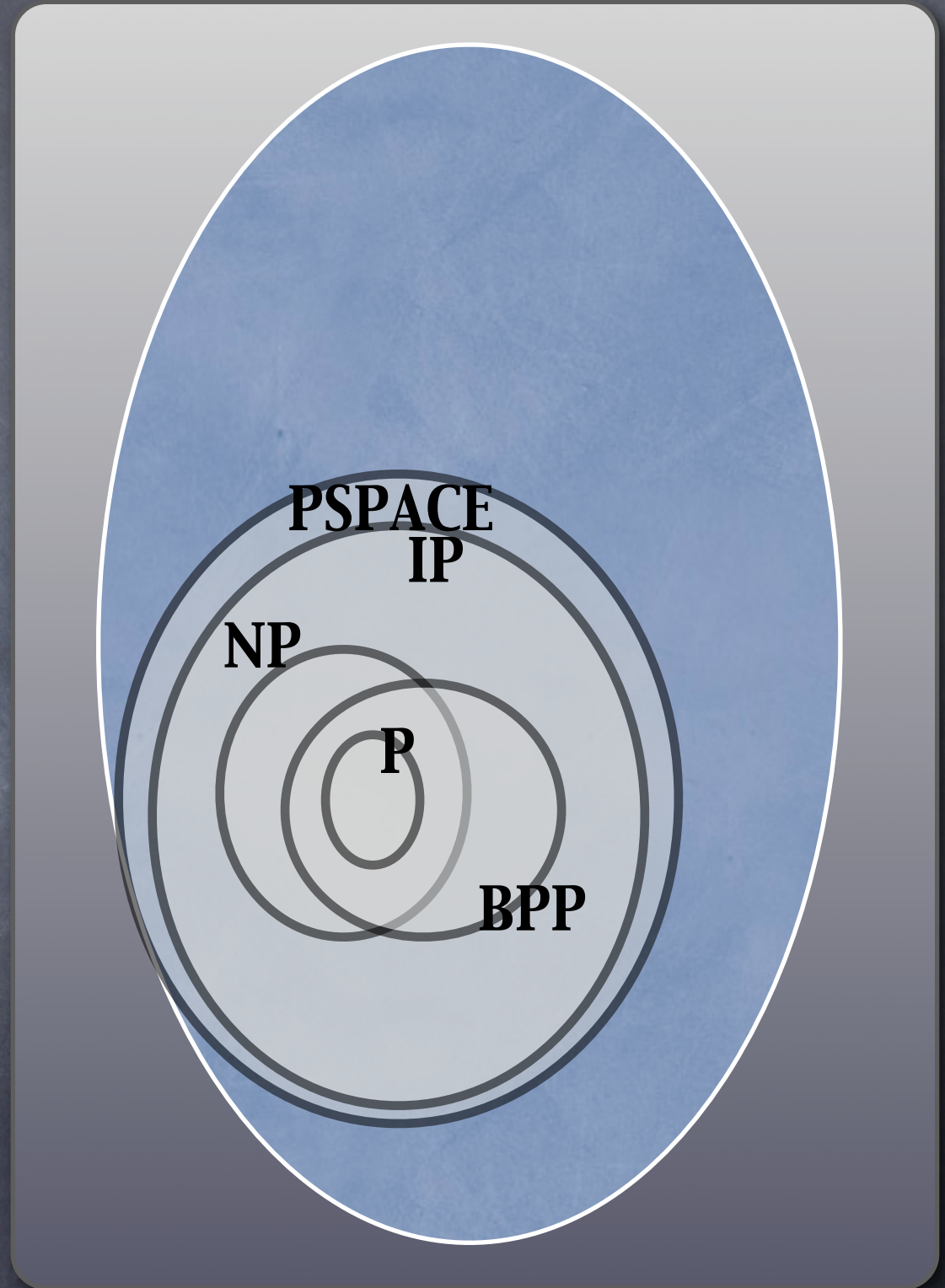
Complexity Classes

- Collect (decision) problems with similar complexity into **classes**



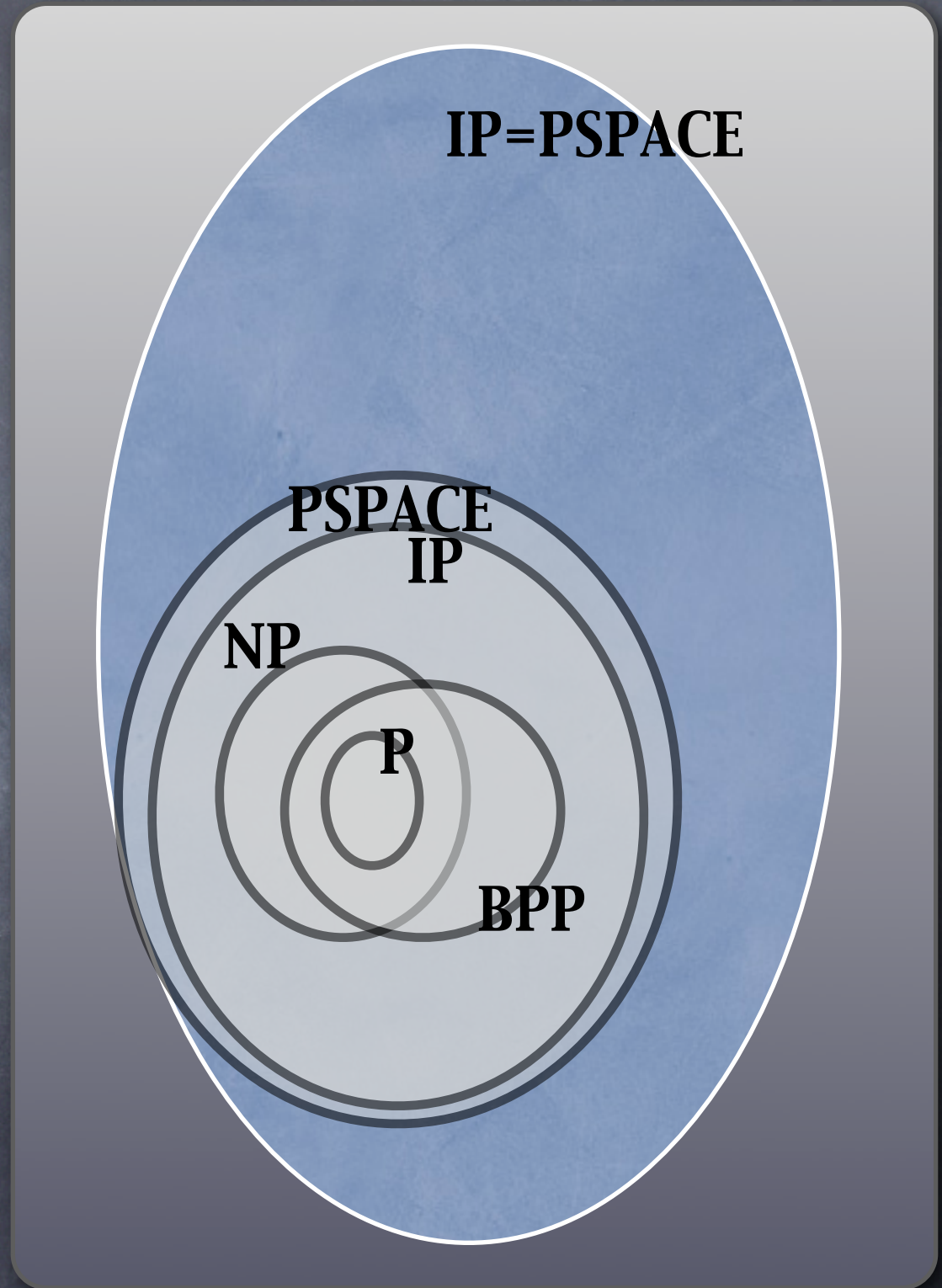
Complexity Classes

- Collect (decision) problems with similar complexity into **classes**
- Relate classes to each other



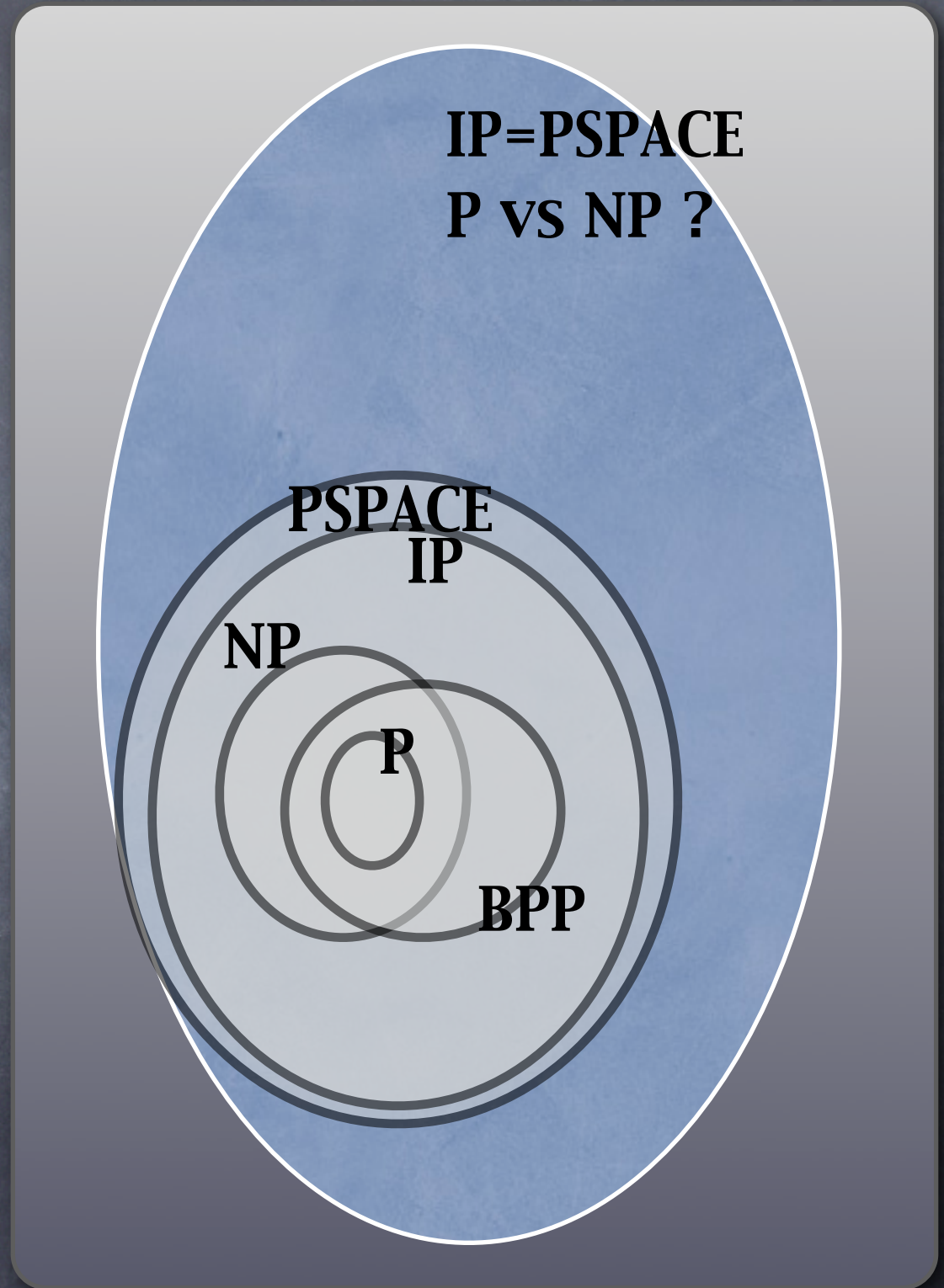
Complexity Classes

- Collect (decision) problems with similar complexity into **classes**
- Relate classes to each other



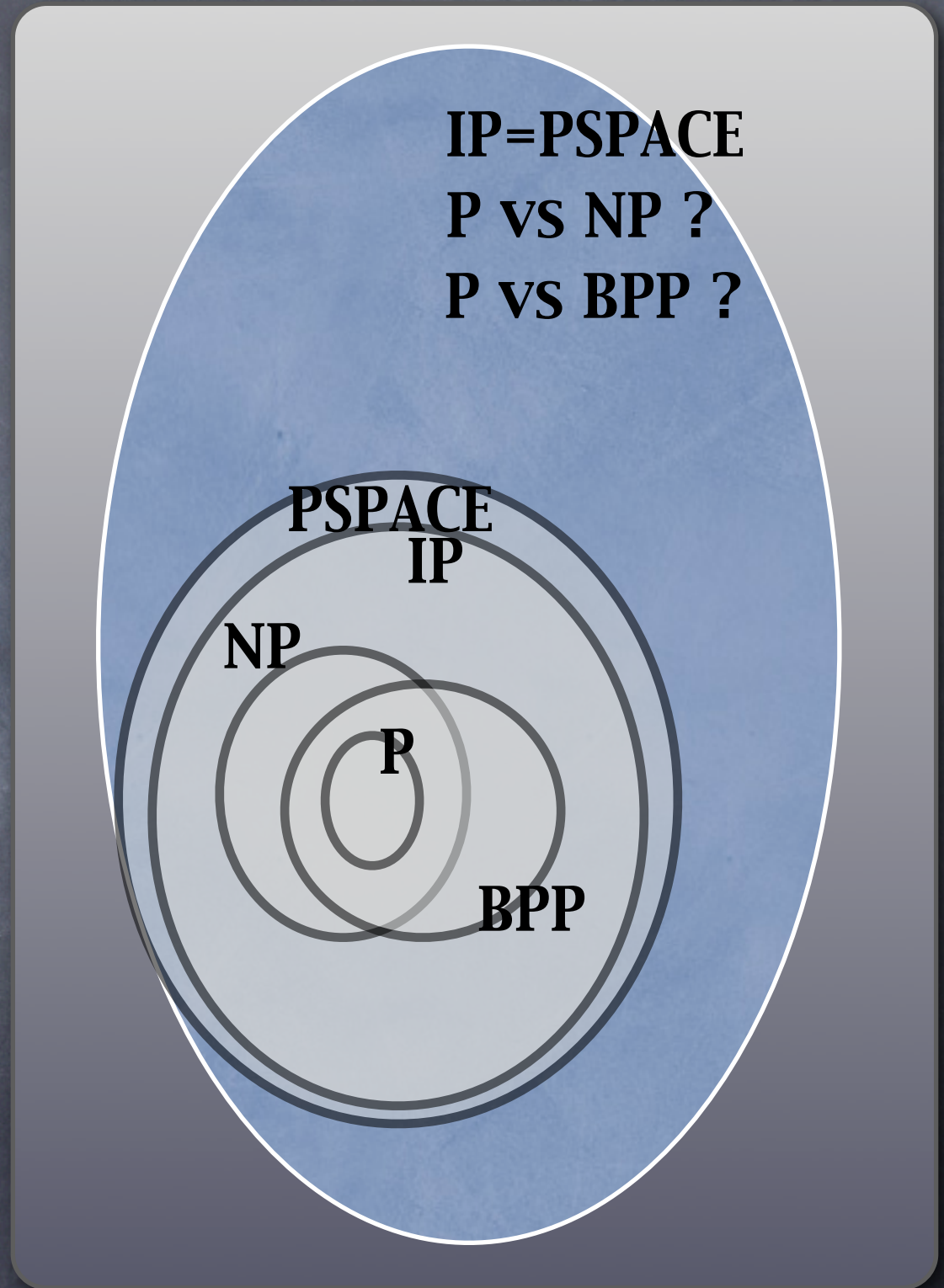
Complexity Classes

- Collect (decision) problems with similar complexity into **classes**
- Relate classes to each other



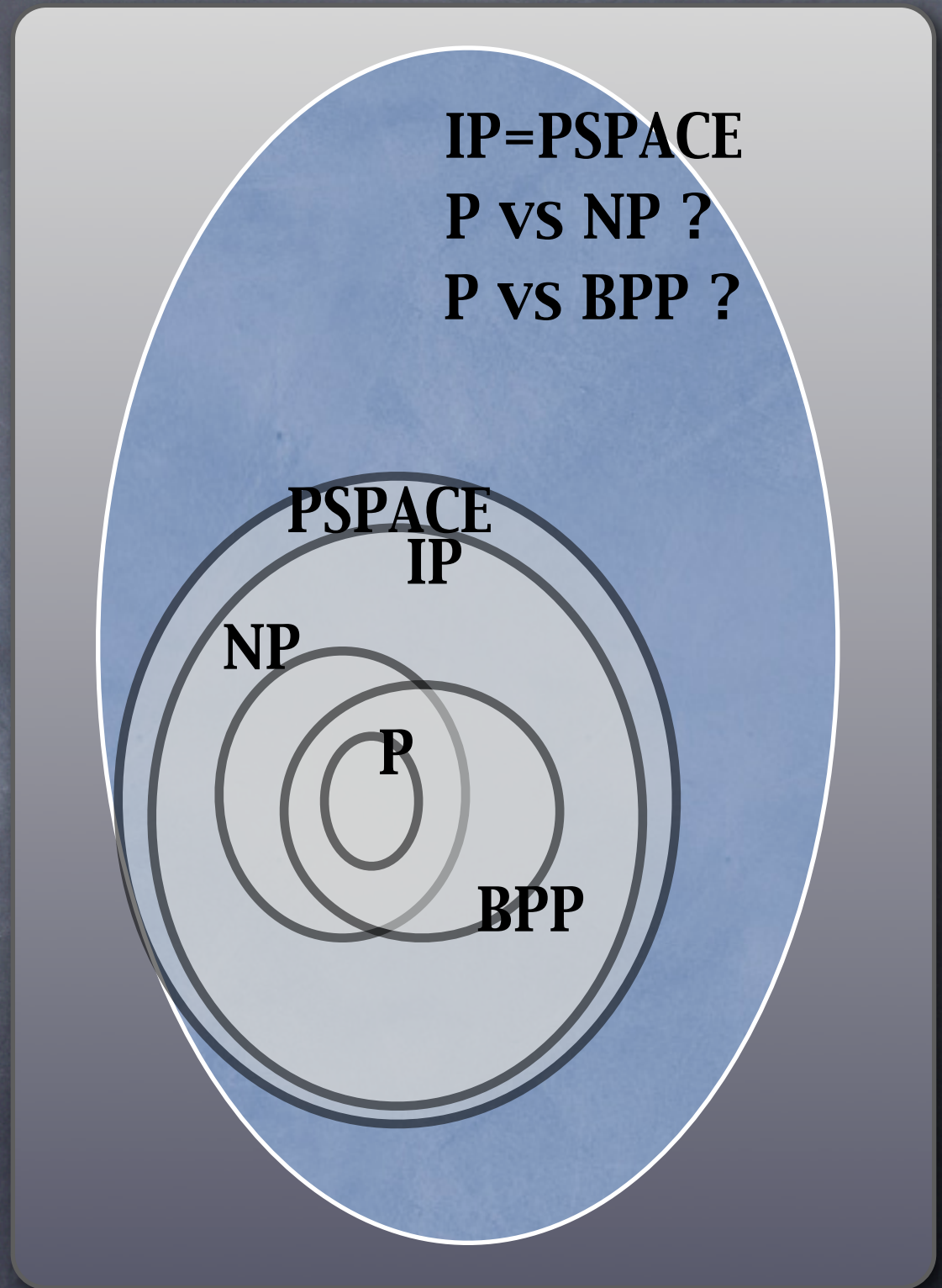
Complexity Classes

- Collect (decision) problems with similar complexity into **classes**
- Relate classes to each other



Complexity Classes

- Collect (decision) problems with similar complexity into **classes**
- Relate classes to each other
- Hundreds of classes!

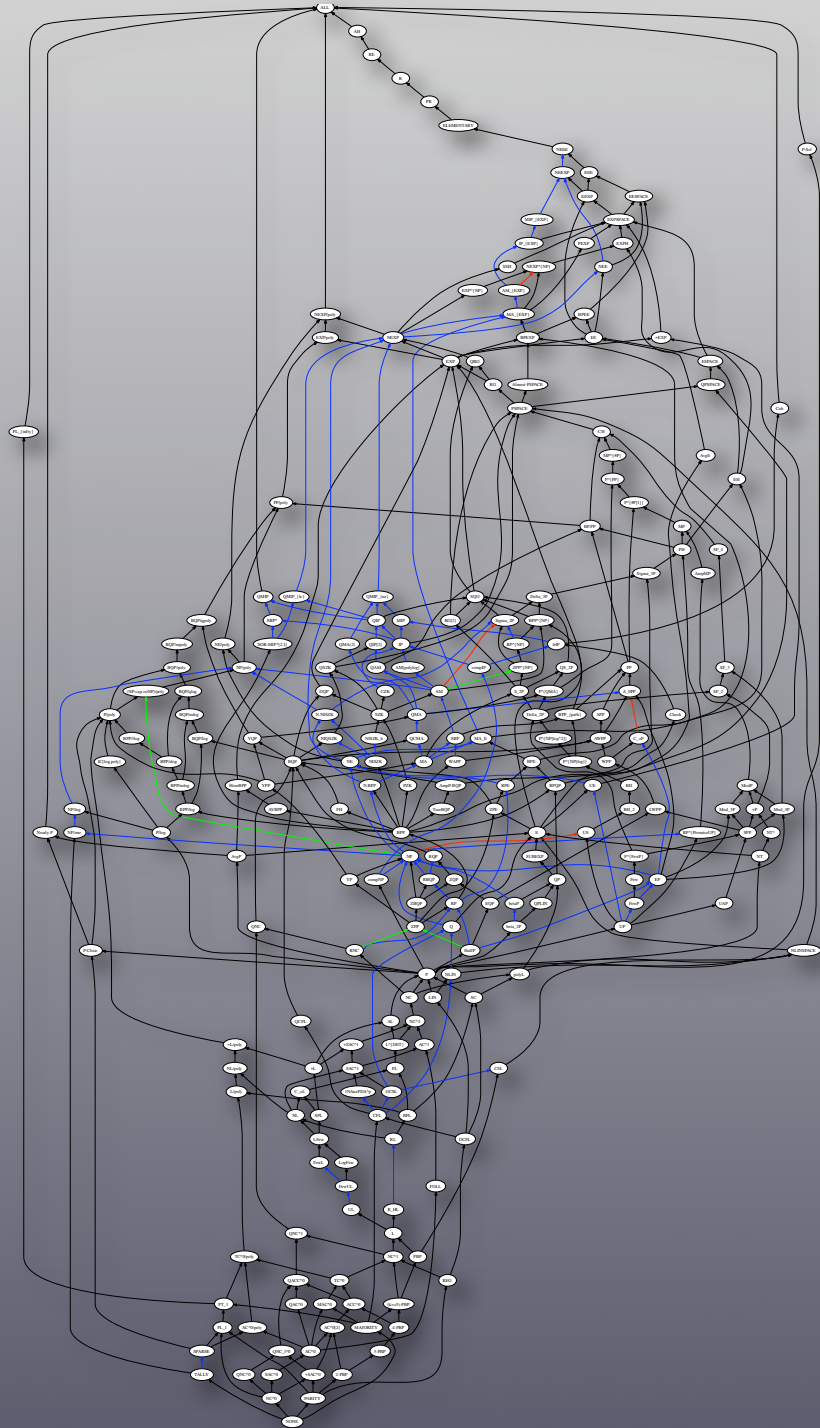


Complexity Zoo!

- Collect problems with similar complexity into **classes**
 - Relate classes to each other
 - Hundreds of classes!

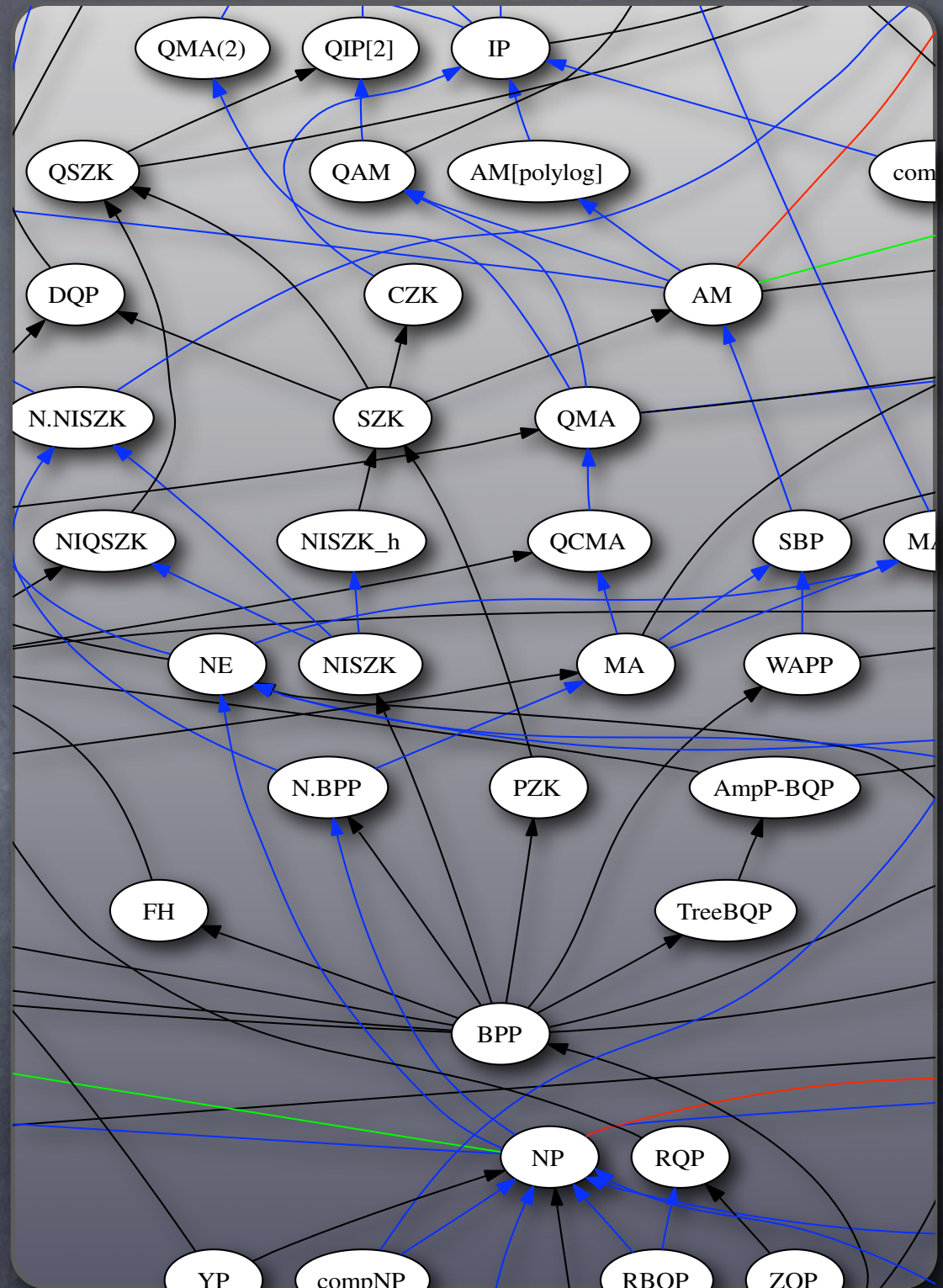
Complexity Zoo!

- Collect problems with similar complexity into **classes**
- Relate classes to each other
- Hundreds of classes!



Complexity Zoo!

- Collect problems with similar complexity into **classes**
- Relate classes to each other
- Hundreds of classes!



Complexity in various settings

Complexity in various settings

- With various models of computation: decision trees, interactive settings, probabilistic computation

Complexity in various settings

- With various models of computation: decision trees, interactive settings, probabilistic computation
- Various measures: depth, width, amount of communication, number of rounds, amount of randomness, amount of non-uniformity, ...

Complexity in various settings

- With various models of computation: decision trees, interactive settings, probabilistic computation
- Various measures: depth, width, amount of communication, number of rounds, amount of randomness, amount of non-uniformity, ...
- Various connections: time vs. space, randomness vs. hardness

Cryptography

Cryptography

- Need to prove that a scheme is secure (according to some definition)

Cryptography

- Need to prove that a scheme is secure (according to some definition)
 - i.e., breaking security has high complexity

Cryptography

- Need to prove that a scheme is secure (according to some definition)
 - i.e., breaking security has high complexity
 - Reductions: if you could break my scheme's security efficiently, I can solve a hard problem almost as efficiently

Cryptography

- Need to prove that a scheme is secure (according to some definition)
 - i.e., breaking security has high complexity
 - Reductions: if you could break my scheme's security efficiently, I can solve a hard problem almost as efficiently
 - Hard problems: almost all instances hard

Cryptography

- Need to prove that a scheme is secure (according to some definition)
 - i.e., breaking security has high complexity
 - Reductions: if you could break my scheme's security efficiently, I can solve a hard problem almost as efficiently
 - Hard problems: almost all instances hard
 - For most keys scheme should be secure

All that and much more..

All that and much more..

- Welcome to CS 579!

All that and much more..

- Welcome to CS 579!
- Textbook: www.cs.princeton.edu/theory/complexity/

All that and much more..

- Welcome to CS 579!
- Textbook: www.cs.princeton.edu/theory/complexity/
- About 6 assignments and a class test

All that and much more..

- Welcome to CS 579!
- Textbook: www.cs.princeton.edu/theory/complexity/
- About 6 assignments and a class test
- Office hours: TBA