

6. Space and Time Hierarchies

Goal: Show that more space and more time mean more power.

Proof technique: Diagonalization

↳ Show the existence of a language L (with certain properties, here space requirements) that cannot be decided by a TM drawn from a given set $S = \{M_1, M_2, \dots\}$ (again here defined by space requirements).

↳ Start with some language L_0 (having the property).

Then for $i = 1, 2, \dots$ do

change L_{i-1} to L_i so that

↳ none of M_1, \dots, M_i decides L_i

↳ L_i still has the property.

The language L is defined as the limit of this construction.

Warm-up on diagonalization:

Lemma: There are undecidable languages.

Proof (1-line version):

The set of languages over $\{0, 1\}$ is $\mathcal{P}(\{0, 1\}^*)$ and hence uncountable.

The set of TMs is countable. □

Proof (via diagonalization):

Consider an enumeration x_1, x_2, \dots of all binary strings and an enumeration M_1, M_2, \dots of all TMs over $\{0, 1\}$.

- 1 - Define $L := \{x_i \in \{0, 1\}^* \mid M_i(x_i) \neq 0\}$.

Illustration:

	x_1	x_2	x_3	x_4	...
M_1	1				
M_2		0			
M_3			0		
M_4				1	
...					...

defines L .

Towards a contradiction, assume some machine M decides L .

Let $i \in \mathbb{N}$ be such that $M = M_i$.

Consider now $x_i \in \{0, 1\}^*$.

If $M(x_i) = 1$, then $x_i \notin L$, so M is wrong.

If $M(x_i) = 0$, then $x_i \in L$, so M is also wrong. \square

6.1 Universal Turing Machines

Goal: • For diagonalization, we have to
(1) encode and (2) simulate Turing machines.

- For (1), we need a Gödel numbering of Turing machines.

For (2), we need a universal TM.

- Note that the universal TM should be an efficient simulator, i.e.,
very time and space bounds.

The size of the TM encoding will usually be a constant (M fixed, input varies),
so there is no point to be space efficient.

Moreover, the encoding should be easy to simulate.

Here, $\langle e, x \rangle$ is the encoding of E
 plus the encoding of the input $x = x_1, \dots, x_n \in \Sigma_E^*$.
 It takes the form

$$\langle e, x \rangle := \text{enc}(E) 1111 0^{x_1} 1 0^{x_2} 1 \dots 1 0^{x_n}$$

The machine U is called universal for the class of DTMs.
 U can be modified to an NTM that is universal for the class of NTMs.
 As an intuition, universal machines can be understood
 as assembly interpreters written in assembly.

Proof idea:

- Assume the given DTM E has k tapes.
 U stores them on one tape with the tape reduction trick,
 i.e., our new letters have $2k$ tracks.
- There is a problem:
 ↳ there is no bound on the size of the work alphabet T_E of E
 ↳ nevertheless, we have to fix the work alphabet T_U of U .

The solution is to store a symbol

$$\begin{pmatrix} \delta_1 \\ m_1 \\ \vdots \\ \delta_k \\ m_k \end{pmatrix} \in (T_E \times \{*, -\})^k$$

as a string of length $|T_E|$ of the form

$$\begin{pmatrix} f(\delta_1) \\ g(m_1) \\ \vdots \\ f(\delta_k) \\ g(m_k) \end{pmatrix} \in (\{0, 1\}^{2k})^{|T_E|} \quad \text{with} \quad \begin{aligned} f(\delta_k) &:= \sigma^k 1^{|T_E|-k} \\ g(*) &:= 1^{|T_E|} \\ g(-) &:= \sigma^{|T_E|} \end{aligned}$$

- The current state q_k of E is stored as a string $\sigma^k 1^{|Q|-k}$
 of length $|Q|$.

We place this string for the stack at the beginning of the work tape of U , followed by the source encoding of the work tape of E .

• The simulation of one transition is as follows.

- ↳ U goes through the transition function to find the first entry, where the stack matches the current state of E .
(To this end, U will compare the σ s after the Δ for enc(S) symbol by symbol to see whether they match the current stack stored at the beginning of the work tape.)
- ↳ If the stack does not match, U goes to the next entry of the transition function.
- ↳ If a transition for the stack is found, U will go over the work tape to check whether the current symbols match what the transition expects.
 - If the symbols do not match, U finds the next transition.
 - If the symbols do match, U moves back over the tape and performs the required changes.

• The time requirement to simulate a single step of E is

$$O(|\Sigma| \cdot 2 \cdot |E|s(n)) = O(|\Sigma|^2 s(n)).$$

There are $|\Sigma|$ transitions.

For each we may have to scan the whole tape (back and forth).
(On the way back, we may have to perform changes.)

Since the tape has a length of $|E|s(n)$,

we write at $O(|\Sigma| \cdot 2 \cdot |E|s(n))$ steps.

each transition scan tape back and forth

6.2 Deterministic Space Hierarchy

Theorem (Deterministic Space Hierarchy):

Let $s_2(n) \gg \log n$ be space constructible and let $s_1 = o(s_2)$.

Then

$$DSPACE(s_1) \subsetneq DSPACE(s_2).$$

In particular, $L \subsetneq PSPACE$.

Proof:

Let U be the universal TM from the previous theorem.

We construct a TM M that

↳ is s_2 -space bounded and

↳ so that $L(M) \notin DSPACE(s_1)$.

M works as follows:

Input: $y \in \{0, 1\}^*$, interpreted as $\langle e, x \rangle$.

Output: 0 if the TM E encoded by e accepts y
1 otherwise.

Begin:

1. Mark $s_2(|y|)$ cells on the tape

2. Let $y = \langle e, x \rangle$.

Check whether e is a valid encoding of a DTM E .
(can be done in $\log |y|$ space.)

3. M now simulates E on input y (not x).

To this end, M behaves like U .

4. On an extra tape, M counts the steps of U ,
using a ternary counter with $s_2(|y|)$ digits.

5. If during the simulation, U leaves the marked space,
 M rejects.

6. If E halts, M halts. If E accepts, M rejects.
 If E rejects, M accepts.
7. If E makes more than $3^{s_2(|y|)}$ steps, M accepts.

End.

To show that $L(M)$

$$L(M) = \{ \langle e, x \rangle \mid E \text{ does not accept } \langle e, x \rangle \text{ in space } \leq s_2(\langle e, x \rangle) \} \notin \text{DSPACE}(s_1),$$

We proceed by contradiction and assume this was the case.

Let N be an s_1 -space bounded and total DTM with

$$L(N) = L(M).$$

It is sufficient to consider N 1-tape (with extra input tape).

Let e be an encoding of N

and let $y = \langle e, x \rangle$ for x sufficiently long.

1) $y \in L(M)$.

If M accepts y ,

then either the simulation of N terminated or N makes more than $3^{s_2(|y|)}$ steps.

→ If N terminated and M accepted y , then N rejected y ,

a contradiction to the assumption $L(M) = L(N)$.

→ In the latter case, N cannot make more than

$$c^{s_1(|y|)} (s_1(|y|) + 2) (|y| + 2)$$

steps (otherwise, N would enter an infinite loop).

Thus, if

$$3^{s_2(|y|)} > c^{s_1(|y|)} \cdot (s_1(|y|)+2) (|y|+2)$$

$$\Leftrightarrow \underbrace{\log 3}_{> 1} \cdot s_2(|y|) > \log c \cdot s_1(|y|) + \log (s_1(|y|)+2) + \log (|y|+2),$$

We can enforce domination and derive a contradiction, too.

For long enough x , the inequality holds.

2) $y \notin L(M)$.

If M rejects y ,

M ran out of space or N terminated.

→ The termination case is again easy:

since $y \notin L(M)$, N accepts y .

→ We show that the first case does not happen.

Since N is s_1 -space bounded,

the simulation via U needs $|e| \cdot s_1(|y|)$ space.

But

$$|e| \cdot s_1(|y|) \leq s_2(|y|)$$

for sufficiently large x .

Note that M is s_2 -space bounded.

□

6.3 Further Hierarchy Results

For time complexity, the separation result will not be as nice.

Why? The universal TM is slower than the given TM by a quadratic factor.

Lemma (Deterministic Time Hierarchy):

Let t_2 be time constructible and $t_1^2 = o(t_2)$.

Then

$$DTIME(t_1) \subsetneq DTIME(t_2).$$

In particular, $PTime \subsetneq EXP$.

Hennie & Stearns showed a more efficient universal TM construction that allows us to strengthen the theorem.

Theorem (Hennie & Stearns '66):

Let t_2 be time constructible and $t_1 \cdot \log t_1 = o(t_2)$.

Then

$$DTIME(t_1) \subsetneq DTIME(t_2).$$

For non-deterministic space, we can combine the deterministic space hierarchy result with Savitch's theorem.

Theorem (Non-Deterministic Space Hierarchy):

Let $s_2(n) \geq \log n$ be space constructible and let $s_1 = o(s_2)$.

Then

$$NSPACE(s_1(n)) \subseteq \overset{\text{Savitch}}{DSPACE}(s_1(n)^2) \subsetneq \overset{DSH}{DSPACE}(s_2(n)^2) \subseteq NSPACE(s_2(n)^2).$$

In particular, $NL \subsetneq PSPACE$.