

pp. 285-291. **The Class P** (Sec. 7.2)

- (p. 286) Definition: **Class P = class of all languages decidable by 1-tape TM in polynomial time**
 - P = union of all $\text{TIME}(n^k)$ problems for all k
 - Key: if some fancy TM has polynomial time algorithm for some problem, then so does a simple 1-tape TM
 - Key: close match to problems solvable on real computers
- Approach to analyzing algorithms for membership in P
 - See if polynomial upper bound on number of stages
 - See if each stage solvable by polynomial time TM
- All the following are in P
 - (p. 287) $\text{PATH} = \{ \langle G, s, t \rangle \mid G \text{ is directed graph } (V, E), \text{ with path from } s \text{ to } t \}$
 - $O(N)$: Place mark on vertex s
 - $O(|V| |E|)$: Repeat until no more marked
 - If edge (a, b) leads from marked a to unmarked b , then mark b (at most $|E|$ times per vertex)
 - $O(|V|)$: If t is marked, accept, else reject
 - At most $|V| + 2$ stages, totaling $O(|V| |E|)$ steps
 - (p. 289) $\text{RELPRIME} = \{ \langle x, y \rangle \mid x, y \text{ relatively prime} \}$
 - (p. 323) Other languages in P: Ex. 7.8-11, 7.13, 7.14, 7.17

(p. 290) **Theorem 7.16. Every CFL has a decider in P**

- i.e. if L expressible by a CFG, then there exists polynomial time decider
- Leads to (p. 322, Ex. 7.4) **closure of P under union, concatenation, and complement**
 - And Ex. 7.15 P **closed under star**
- Consider following as first notional proof of Theorem:
 - $L = \{w \mid w \text{ in a CFL from some CFG } G\}$
 - Express G in **Chomsky Normal Form** (p. 109)
 - All rules of form $A \rightarrow BC$ or $A \rightarrow t$
 - If w in L, $|w|=n$, any derivation has at most $2n-1$ steps
 - Notionally, for particular w , decider for L tries all derivations with $2n-1$ steps
 - But this is potentially exponential not polynomial

- Better algorithm uses **dynamic programming**:
 - Given a string w , record solution to smaller problems in $n \times n$ table ($n = |w|$) so don't need some terms to be recomputed over and over

		j: end of sub string														
		1	2	...	i-1	i	i+1	...	j	j+1	...	n-1	n			
i: Start of sub-string	1															
	2															
	...															Length 1 substrings
	i-1															Length 2 Substrings
	i															Length 3 Substrings
	i+1															...
	...															Length n substring
	j															
	j+1															
	...															
	n-1															
	n															

- Cell(i, j) = set of variables that generate $w_i w_{i+1} \dots w_j$
 - Fill in for string lengths in order 1, 2, ...
 - For length 1, look at $A \rightarrow b$ rules & record A in cell
 - Use entries for shorter strings in longer ones
 - To generate substring of length $k-i+1$, split $w_i \dots w_{k+1}$ into 2 pieces in k different ways:
 - $(w_i, w_{i+1} \dots w_{k+1}), (w_i w_{i+1}, w_{i+2} \dots w_{k+1}), (w_i \dots w_{i+2}, w_{i+3} \dots w_{k+1}), \dots (w_i \dots w_k, w_{k+1})$
 - For each split, examine each rule $A \rightarrow BC$ to see if B is generator for 1st part, & C a generator for 2nd part
 - If both, add A to Table(i, j)
- If S is in Table($1, n$) then accept, else reject

- See page 291 for algorithm
- Algorithm executes in $O(n^3)$ time!
- Try Problem 7.4 on p. 322

w=baba		j: end of sub string				
		1	2	3	4	S->RT
i: Start of sub	1					R->TR a
	2					T->TR b
	3					
	4					