# Computation with Absolutely No Space Overhead

Lane Hemaspaandra<sup>1</sup> Proshanto Mukherji<sup>1</sup> Till Tantau<sup>2</sup>

<sup>1</sup>Department of Computer Science University of Rochester

<sup>2</sup>Fakultät für Elektrotechnik und Informatik Technical University of Berlin

Developments in Language Theory Conference, 2003



The Model of Overhead-Free Computation
The Standard Model of Linear Space
Our Model of Absolutely No Space Overhead

The Power of Overhead-Free Computation
Palindromes
Linear Languages
Context-Free Languages with a Forbidden Subword
Languages Complete for Polynomial Space

Limitations of Overhead-Free Computation Linear Space is Strictly More Powerful





### The Model of Overhead-Free Computation

The Standard Model of Linear Space Our Model of Absolutely No Space Overhead

### The Power of Overhead-Free Computation

**Palindromes** 

Linear Languages

Context-Free Languages with a Forbidden Subword

Languages Complete for Polynomial Space

Limitations of Overhead-Free Computation Linear Space is Strictly More Powerful



### The Model of Overhead-Free Computation

The Standard Model of Linear Space Our Model of Absolutely No Space Overhead

### The Power of Overhead-Free Computation

**Palindromes** 

Linear Languages

Context-Free Languages with a Forbidden Subword

Languages Complete for Polynomial Space

### Limitations of Overhead-Free Computation

Linear Space is Strictly More Powerful



# The Model of Overhead-Free Computation The Standard Model of Linear Space Our Model of Absolutely No Space Overhead

### The Power of Overhead-Free Computation

**Palindromes** 

Linear Languages

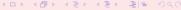
Context-Free Languages with a Forbidden Subword

Languages Complete for Polynomial Space

## Limitations of Overhead-Free Computation

Linear Space is Strictly More Powerful







- Input fills fixed-size tape
- Input may be modified
- Tape alphabet is larger than input alphabet







- Input fills fixed-size tape
- Input may be modified
- Tape alphabet is larger than input alphabet







- Input fills fixed-size tape
- Input may be modified
- Tape alphabet is larger than input alphabet







- Input fills fixed-size tape
- Input may be modified
- Tape alphabet is larger than input alphabet







- Input fills fixed-size tape
- Input may be modified
- Tape alphabet is larger than input alphabet







- Input fills fixed-size tape
- Input may be modified
- Tape alphabet is larger than input alphabet







- Input fills fixed-size tape
- Input may be modified
- Tape alphabet is larger than input alphabet







- Input fills fixed-size tape
- Input may be modified
- Tape alphabet is larger than input alphabet







- Input fills fixed-size tape
- Input may be modified
- Tape alphabet is larger than input alphabet





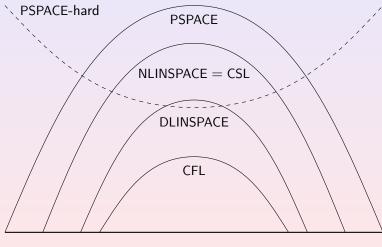


- Input fills fixed-size tape
- Input may be modified
- Tape alphabet is larger than input alphabet





# Linear Space is a Powerful Model





- Input fills fixed-size tape
- Input may be modified
- Tape alphabet equals input alphabet







- Input fills fixed-size tape
- Input may be modified
- Tape alphabet equals input alphabet







- Input fills fixed-size tape
- Input may be modified
- Tape alphabet equals input alphabet

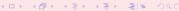




# tape 1 0 1 0 0 1 0 1 Turing machine

- Input fills fixed-size tape
- Input may be modified
- Tape alphabet equals input alphabet







- Input fills fixed-size tape
- Input may be modified
- Tape alphabet equals input alphabet







- Input fills fixed-size tape
- Input may be modified
- Tape alphabet equals input alphabet







### Intuition

 Tape is used like a RAM module.





# **Definition of Overhead-Free Computations**

### Definition

A Turing machine is overhead-free if

- it has only a single tape,
- writes only on input cells,
- writes only symbols drawn from the input alphabet.





### Definition

A language  $L \subseteq \Sigma^*$  is in

DOF if L is accepted by a deterministic overhead-free machine with input alphabet  $\Sigma$ ,

DOF<sub>poly</sub> if L is accepted by a deterministic overhead-free machine with input alphabet  $\Sigma$  in polynomial time

is the nondeterministic version of DOF,

NOF





### Definition

A language  $L \subseteq \Sigma^*$  is in

DOF if L is accepted by a deterministic overhead-free machine with input alphabet  $\Sigma$ ,

 $\mathsf{DOF}_{\mathsf{poly}}$  if L is accepted by a deterministic overhead-free machine with input alphabet  $\Sigma$  in polynomial time.

NOF is the nondeterministic version of DOF,

is the nondeterministic version of DOF $_{\mathsf{poly}}.$ 





### Definition

A language  $L \subseteq \Sigma^*$  is in

DOF if L is accepted by a deterministic overhead-free machine with input alphabet  $\Sigma$ ,

 $\mathsf{DOF}_{\mathsf{poly}}$  if L is accepted by a deterministic overhead-free machine with input alphabet  $\Sigma$  in polynomial time.

NOF is the nondeterministic version of DOF,

NOF<sub>poly</sub> is the nondeterministic version of DOF<sub>poly</sub>





### Definition

A language  $L \subseteq \Sigma^*$  is in

DOF if L is accepted by a deterministic overhead-free machine with input alphabet  $\Sigma$ ,

 $\mathsf{DOF}_{\mathsf{poly}}$  if L is accepted by a deterministic overhead-free machine with input alphabet  $\Sigma$  in polynomial time.

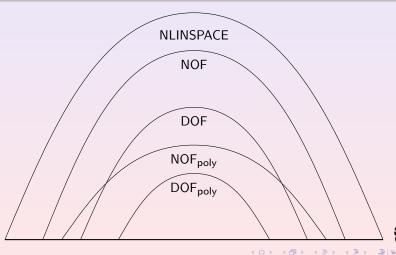
NOF is the nondeterministic version of DOF,

NOF<sub>poly</sub> is the nondeterministic version of DOF<sub>poly</sub>.





# Simple Relationships among Overhead-Free Computation Classes



The Model of Overhead-Free Computation
The Standard Model of Linear Space
Our Model of Absolutely No Space Overhead

The Power of Overhead-Free Computation

Palindromes

Linear Languages

Context-Free Languages with a Forbidden Subword

Languages Complete for Polynomial Space

Limitations of Overhead-Free Computation Linear Space is Strictly More Powerful





### Algorithm

### Phase 1:

Compare first and last bit Place left end marker Place right end marker

### Phase 2:



### Algorithm

### Phase 1:

Compare first and last bit Place left end marker Place right end marker

### Phase 2:



### Algorithm

### Phase 1:

Compare first and last bit Place left end marker Place right end marker

### Phase 2:



### Algorithm

### Phase 1:

Compare first and last bit Place left end marker Place right end marker

### Phase 2:

Compare bits next to end markers

Find left end marker Advance left end marker Find right end marker Advance right end marker



### Algorithm

### Phase 1:

Compare first and last bit Place left end marker Place right end marker

### Phase 2:



### Algorithm

### Phase 1:

Compare first and last bit Place left end marker Place right end marker

### Phase 2:



## Algorithm

#### Phase 1:

Compare first and last bit Place left end marker Place right end marker

#### Phase 2:



## Algorithm

#### Phase 1:

Compare first and last bit Place left end marker Place right end marker

#### Phase 2:



## Algorithm

#### Phase 1:

Compare first and last bit Place left end marker Place right end marker

#### Phase 2:



### Algorithm

#### Phase 1:

Compare first and last bit Place left end marker Place right end marker

#### Phase 2:



## Algorithm

#### Phase 1:

Compare first and last bit Place left end marker Place right end marker

#### Phase 2:



## Algorithm

#### Phase 1:

Compare first and last bit Place left end marker Place right end marker

#### Phase 2:



## Algorithm

#### Phase 1:

Compare first and last bit Place left end marker Place right end marker

#### Phase 2:



## Algorithm

#### Phase 1:

Compare first and last bit Place left end marker Place right end marker

#### Phase 2:



## Algorithm

#### Phase 1:

Compare first and last bit Place left end marker Place right end marker

#### Phase 2:



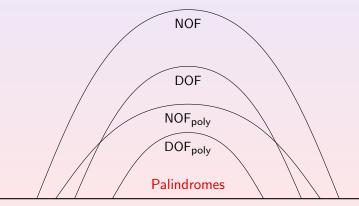
## Algorithm

#### Phase 1:

Compare first and last bit Place left end marker Place right end marker

#### Phase 2:

# Relationships among Overhead-Free Computation Classes







## A Review of Linear Grammars

#### Definition

A grammar is linear if it is context-free and there is only one nonterminal per right-hand side.

#### Example

 $\textit{G}_1 \colon \textit{S} \rightarrow 00\textit{S}0 \mid 1 \text{ and } \textit{G}_2 \colon \textit{S} \rightarrow 0\textit{S}10 \mid 0.$ 

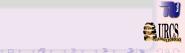
#### Definition

A grammar is deterministic if "there is always only one rule that can be applied.

#### Example

 $G_1: S \rightarrow 00S0 \mid 1$  is deterministic.

 $G_2: S \to 0S10 \mid 0$  is **not** deterministic.



## A Review of Linear Grammars

#### **Definition**

A grammar is linear if it is context-free and there is only one nonterminal per right-hand side.

#### Example

 $G_1: S \to 00S0 \mid 1 \text{ and } G_2: S \to 0S10 \mid 0.$ 

#### Definition

A grammar is deterministic if

"there is always only one rule that can be applied."

#### Example

 $G_1: S \rightarrow 00S0 \mid 1$  is deterministic.

 $G_2: S \rightarrow 0S10 \mid 0$  is **not** deterministic.



# Deterministic Linear Languages Can Be Accepted in an Overhead-Free Way

#### Theorem

Every deterministic linear language is in DOF<sub>poly</sub>.





# Metalinear Languages Can Be Accepted in an Overhead-Free Way

#### Definition

A language is metalinear if it is the concatenation of linear languages.

#### Example

TRIPLE-PALINDROME =  $\{uvw \mid u, v, \text{ and } w \text{ are palindromes}\}$ 

#### $\mathsf{Theorem}$

Every metalinear language is in NOF<sub>poly</sub>





# Metalinear Languages Can Be Accepted in an Overhead-Free Way

#### Definition

A language is metalinear if it is the concatenation of linear languages.

#### Example

TRIPLE-PALINDROME = { $uvw \mid u, v, \text{ and } w \text{ are palindromes}$ }.

#### Theorem

Every metalinear language is in NOF<sub>poly</sub>



# Metalinear Languages Can Be Accepted in an Overhead-Free Way

#### Definition

A language is metalinear if it is the concatenation of linear languages.

#### Example

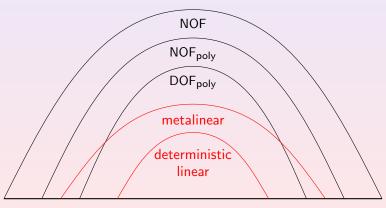
TRIPLE-PALINDROME = { $uvw \mid u, v, \text{ and } w \text{ are palindromes}$ }.

#### Theorem

Every metalinear language is in NOF<sub>poly</sub>.



# Relationships among Overhead-Free Computation Classes





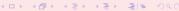


# Definition of Almost-Overhead-Free Computations

#### Definition

- A Turing machine is almost-overhead-free if
  - it has only a single tape,
  - writes only on input cells,
  - writes only symbols drawn from the input alphabet





# Definition of Almost-Overhead-Free Computations

#### Definition

A Turing machine is almost-overhead-free if

- it has only a single tape,
- writes only on input cells,
- writes only symbols drawn from the input alphabet plus one special symbol.





## Definition of Almost-Overhead-Free Computations

#### Definition

A Turing machine is almost-overhead-free if

- it has only a single tape,
- writes only on input cells,
- writes only symbols drawn from the input alphabet plus one special symbol.





Palindromes Linear Languages Forbidden Subword Complete Languages

# Context-Free Languages with a Forbidden Subword Can Be Accepted in an Overhead-Free Way

#### Theorem

Let L be a context-free language with a forbidden word. Then  $L \in NOF_{poly}$ .

→ Skip proof





# Context-Free Languages with a Forbidden Subword Can Be Accepted in an Overhead-Free Way

#### Theorem

Let L be a context-free language with a forbidden word.

Then  $L \in NOF_{poly}$ .

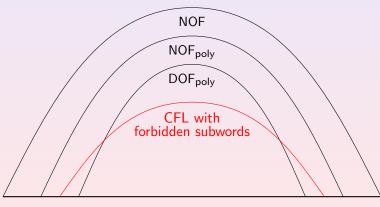
#### Proof.

Every context-free language can be accepted by a nondeterministic almost-overhead-free machine in polynomial time.





# Relationships among Overhead-Free Computation Classes





Palindromes Linear Languages Forbidden Subword Complete Languages

# Some PSPACE-complete Languages Can Be Accepted in an Overhead-Free Way

#### Theorem

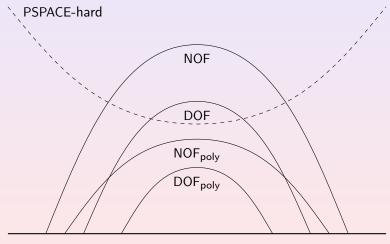
DOF contains languages that are complete for PSPACE.

▶ Proof details





# Relationships among Overhead-Free Computation Classes





### Outline

The Model of Overhead-Free Computation
The Standard Model of Linear Space
Our Model of Absolutely No Space Overhead

### The Power of Overhead-Free Computation

**Palindromes** 

Linear Languages

Context-Free Languages with a Forbidden Subword

Languages Complete for Polynomial Space

Limitations of Overhead-Free Computation Linear Space is Strictly More Powerful





# Some Context-Sensitive Languages Cannot be Accepted in an Overhead-Free Way

#### Theorem

 $DOF \subseteq DLINSPACE$ .

#### Theorem

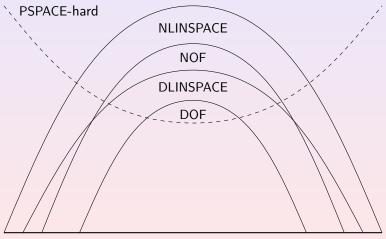
NOF Ç NLINSPACE.

The proofs are based on old diagonalisations due to Feldman, Owings, and Seiferas.





# Relationships among Overhead-Free Computation Classes



# Candidates for Languages that Cannot be Accepted in an Overhead-Free Way

#### Conjecture

DOUBLE-PALINDROMES ∉ DOF.

#### Conjecture

 $\{ww \mid w \in \{0,1\}^*\} \notin NOF.$ 

Proving the first conjecture would show DOF  $\subsetneq$  NOF.



# Summary

- Overhead-free computation is a more faithful model of fixed-size memory.
- Overhead-free computation is less powerful than linear space.
- Many context-free languages can be accepted by overhead-free machines.
- We conjecture that all context-free languages are in NOF<sub>poly</sub>.
- Our results can be seen as new results on the power of linear bounded automata with fixed alphabet size.







Formal Languages.

Academic Press, 1973.

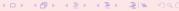
- E. Dijkstra.

  Smoothsort, an alternative for sorting in situ.

  Science of Computer Programming, 1(3):223–233, 1982
- E. Feldman and J. Owings, Jr. A class of universal linear bounded automata. Information Sciences, 6:187–190, 1973.
- P. Jančar, F. Mráz, M. Plátek, and J. Vogel.
  Restarting automata.

  FCT Conference 1995 LNCS 985, pages 282–292, 19







A. Salomaa.

Formal Languages.

Academic Press, 1973.

- E. Dijkstra.

Smoothsort, an alternative for sorting in situ.

Science of Computer Programming, 1(3):223–233, 1982.





A. Salomaa.

Formal Languages.

Academic Press, 1973.



E. Dijkstra.

Smoothsort, an alternative for sorting in situ. Science of Computer Programming, 1(3):223–233, 1982.

- E. Feldman and J. Owings, Jr. A class of universal linear bounded automata. Information Sciences, 6:187–190, 1973.







A. Salomaa.

Formal Languages.

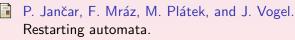
Academic Press, 1973.



E. Dijkstra.

Smoothsort, an alternative for sorting in situ. Science of Computer Programming, 1(3):223–233, 1982.

E. Feldman and J. Owings, Jr. A class of universal linear bounded automata. Information Sciences, 6:187–190, 1973.



FCT Conference 1995, LNCS 985, pages 282–292. 1995.



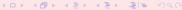


# Appendix Outline

## **Appendix**

Overhead Freeness and Completeness Improvements for Context-Free Languages Abbreviations





# Overhead-Free Languages can be PSPACE-Complete

#### Theorem

DOF contains languages that are complete for PSPACE.

#### Proof.

- Let  $A \in DLINSPACE$  be PSPACE-complete. Such languages are known to exist.
- Let M be a linear space machine that accepts  $A \subseteq \{0,1\}^*$ with tape alphabet  $\Gamma$ .
- Let  $h: \Gamma \to \{0,1\}^*$  be an isometric, injective homomorphism.
- Then h(L) is in DOF and it is PSPACE-complete.



## **Improvements**

#### Theorem

- 1.  $\mathsf{DCFL} \subseteq \mathsf{DOF}_{\mathsf{poly}}$ .
- 2.  $CFL \subseteq NOF_{poly}$ .



# **Explanation of Different Abbreviations**

DOF	Deterministic Overhead-Free.
NOF	Nondeterministic Overhead-Free.
DOF <sub>poly</sub>	Deterministic Overhead-Free, polynomial time.
DOF <sub>poly</sub>	Nondeterministic Overhead-Free, polynomial time.

Table: Explanation of what different abbreviations mean.



