

# Hierarchy Theorems

Idea: Similar to arbitrary complex functions. Just need to be careful on how much space/time is needed to construct the diagonalizing function.

## Space hierarchy

**Theorem:** Suppose  $L$  is accepted by a  $S(n) \geq \log n$  space bounded machine. Then  $L$  can be accepted by a  $S(n)$  space bounded machine which halts on all inputs (i.e. it either accepts or rejects every string).

**Proof:** Suppose  $M$  is  $S(n)$  space bounded and accepts  $L$ . wlog assume that  $M$  uses only one work tape.

Alphabet size of  $M$ :  $r$ .

Number of states of  $M$ :  $s$ .

If  $M$  uses space  $l$  on input  $x$  and accepts  $x$ , then it accepts within

$(|x| + 2) \cdot s \cdot l \cdot r^l < c^{\max(l, \log |x|)}$  steps, for some constant  $c$ .  
(since otherwise an ID must repeat and the machine diverges)

Machine  $M'$  simulating  $M$  is constructed as follows.

$M'$  uses two working tapes. The first work tape is used for simulation of  $M$ , and the 2nd tape keeps number of steps used by  $M$  (in base  $c$ ).

On input  $x$ ,

Initially Mark the length of the counter (2nd tape) as  $\log |x|$ .

Simulate  $M$ , tracking the number of steps used by  $M$ .

If  $M$  uses more space than in the counter, increase the length of the counter.

If  $M$  accepts, then accept.

If  $M$  does not accept or if counter overflows, then reject.

(Note that overflow of counter indicates that some ID must have been repeated since  $M$  has used more than  $c^{\max(l, \log |x|)}$  time steps, where  $l$  is the space used by  $M$  on the input). QED

Let  $M_0, M_1, \dots$  denote some recursive ordering of all the TMs using 2-tapes and alphabet  $0, 1, B$ .

**Theorem:** Suppose  $S_2(n)$  and  $S_1(n)$  are both  $\geq \log n$ .  
Suppose that  $S_2(n)$  is fully space constructible and

$$\lim_{n \rightarrow \infty} \frac{S_1(n)}{S_2(n)} = 0$$

Then there is a language in  
 $\text{DSPACE}(S_2(n)) - \text{DSPACE}(S_1(n))$ .

Proof: We construct a machine  $M$  which is  $S_2(n)$  space bounded.

$M$  has fixed number of tapes (atleast 3).

Let  $L$  denote the language accepted by  $M$ .

$L$  will not be in  $DSPACE(S_1(n))$ .

$M$  rejects all inputs of the form  $1^k$ .

$M$  on input of the form  $1^k 0x$  works as follows:

Mark out space  $S_2(|1^k 0x|)$  on the work tape. (Note that  $S_2$  is fully space constructible)

Simulate machine  $M_x$  on input  $1^k 0x$ . If this simulation of machine  $M_x$  attempts to use more space than  $S_2(|1^k 0x|)$ , then  $M$  rejects the input.

If  $M_x$  halts on input  $1^k 0x$  in the above simulation (without using more than  $S_2(|1^k 0x|)$  space) then  $M$  accepts iff  $M_x$  did not accept the input.

In the above simulation, one can assume that  $M_x$  uses only 2 tapes and uses alphabet  $\{0, 1, B\}$ .

Claim: Language accepted by  $M$  is in  $\text{DSPACE}(S_2(n))$  and not in  $\text{DSPACE}(S_1(n))$ .

$M$  is  $S_2(n)$  space bounded, thus  $L$  is in  $\text{DSPACE}(S_2(n))$ .

Suppose by way of contradiction (Sbwoc) that  $M'$  is  $S_1(n)$  space bounded and accepts  $L$ . Then, there exists another 2-tape machine  $M_x$  which accepts  $L$  using alphabet  $0, 1, B$  and uses space  $\leq dS_1(n)$ , for some constant  $d$ . Without loss of generality assume that  $M_x$  halts on all inputs.

Note that the simulation of  $M_x$  by  $M$  above requires space  $cS_1(n)$ , for some constant  $c$ .

$c$  may depend on  $x$  but does not depend on  $k$ ;



Let  $k$  be large enough so that  $c * S_1(|1^k 0x|) < S_2(|1^k 0x|)$ .

Then the simulation of  $M_x$  by  $M$  on input  $1^k 0x$  must complete, and thus  $M$  accepts  $1^k 0x$  iff  $M_x$  did not.

Thus  $M_x$  accepts a different language than the language  $L$  accepted by  $M$ . QED

## Time Hierarchy

The proof for time hierarchy theorem is similar. The machine  $M$  as in the space hierarchy theorem, must have a constant number of tapes, whereas it must simulate an arbitrary machine  $M'$ .

This causes a slack factor in the time. (Recall that we lose a factor of  $\log$  in speed when we simulate using two tapes).

Theorem: Suppose  $T_2(n)$  is fully time constructible and  $T_2(n), T_1(n) \geq (1 + \epsilon)n$ . Suppose that

$$\lim_{n \rightarrow \infty} \frac{T_1(n) * \log(T_1(n))}{T_2(n)} = 0$$

Then there exists a language in  $\text{DTIME}(T_2(n))$  which is not in  $\text{DTIME}(T_1(n))$ . (Note that  $T_1(n), T_2(n) \geq n$  by our assumption on time.)

Proof: We construct a machine  $M$  which is  $O(T_2(n))$  time bounded. Let  $L$  be the language accepted by  $M$ . Clearly,  $L$  is in  $\text{DTIME}(T_2(n))$  (by linear speed up theorem).

Consider a machine  $M$  with at least 5 tapes (it may be more depending on number of tapes needed for fully time constructibility of  $T_2(n)$ ).

$M$  on any input, of length  $n$ , first marks out time  $T_2(n)$ . In the construction it simultaneously counts the number of steps taken in the construction. If the number of steps taken reaches  $T_2(n)$ , then  $M$  stops and the input is rejected. (Note that this is why we need  $T_2(n)$  to be fully time constructible).

$M$  rejects all inputs of the form  $1^k$ .

$M$  on input of the form  $1^k 0x$  works as follows:

$M$  simulates  $M_x$  on input  $1^k 0x$ . If this simulation takes more than  $T_2(|1^k 0x|)$  time then  $M$  rejects the input.

If  $M_x$  halts on input  $1^k 0x$  in the above simulation then  $M$  accepts iff  $M_x$  rejected the input.

In above construction, we consider only  $M_x$  which use 2 tapes and fixed alphabet say  $\{0, 1, B\}$ .

Let  $L$  be the language accepted by  $M$ .

$M$  is  $O(T_2(n))$  time bounded, thus  $L$  is in  $\text{DTIME}(T_2(n))$  (by linear speed up theorem).

Suppose by way of contradiction (Sbwoc) that  $M'$  is  $T_1(n)$  time bounded and accepts  $L$ .

Then, there exists another 2-tape machine  $M_x$  which accepts  $L$  using alphabet  $0, 1, B$  and is  $d * T_1(n) \log T_1(n)$ -time bounded, for some constant  $d$ .

Note that the simulation of  $M$  by  $M_x$  above requires time  $c * T_1(n) \log(T_1(n))$ , for some constant  $c$  (which may depend on  $x$  but does not depend on  $k$ ). To do the simulation,  $M$  copies  $x$  into a new tape, and then simulates  $M_x$  step by step on input  $1^k 0x$  using the input and another tape.

Let  $k$  be large enough so that

$$c * T_1(|1^k 0x|) * \log(T_1(|1^k 0x|)) < T_2(|1^k 0x|).$$

Then the simulation of  $M_x$  by  $M$  on input  $1^k 0x$  must complete, and thus  $M$  accepts  $1^k 0x$  iff  $M_x$  rejects it.

Thus  $M_x$  accepts a different language than the language  $L$  accepted by  $M$ . QED

## Relationship among complexity classes

**Theorem:** (a)  $\text{DTIME}(S(n)) \subseteq \text{DSPACE}(S(n))$ .

(b) If  $L$  is in  $\text{DSPACE}(S(n))$ , and  $S(n) \geq \log n$ , then there exists a constant  $c$ , which depends on  $L$ , such that  $L$  is in  $\text{DTIME}(c^{S(n)})$ .

(c) If  $L$  is in  $\text{NTIME}(T(n))$  then there exists a constant  $c$ , which depends on  $L$ , such that  $L$  is in  $\text{DTIME}(c^{T(n)})$ .

Proof: (a) is trivial.

(b) We have seen the proof in the proof for space hierarchy theorem.

(c) was proved earlier.



## Translation Lemma

**Lemma:** Suppose  $S_1(n)$ ,  $S_2(n)$  and  $f(n)$  are fully space constructible with  $S_1(n) \geq \log n$ ,  $S_2(n) \geq n$  and  $f(n) \geq n$ . Then  $NSPACE(S_1(n)) \subseteq NSPACE(S_2(n))$  implies  $NSPACE(S_1(f(n))) \subseteq NSPACE(S_2(f(n)))$ .

Proof: Suppose  $L$  is accepted by a  $S_1(f(n))$  space bounded nondeterministic machine  $N$ .

We want to accept  $L$  using a  $S_2(f(n))$  space bounded nondeterministic machine.

Let  $L' = \{x\#^i : N \text{ accepts } x \text{ in space } S_1(|x| + i)\}$

Clearly  $L'$  is in  $\text{NSPACE}(S_1(n))$ .

By hypothesis,  $L'$  is also in  $\text{NSPACE}(S_2(n))$ .

Suppose  $N'$  witnesses above.

We now construct a nondeterministic machine  $N''$ , which is  $S_2(f(n))$  space bounded, and which accepts  $L$ .

$N''$  on input  $x$ :

Mark  $S_2(f(n))$  space down on its tapes. (Note that this can be done within space  $S_2(f(n))$ , since  $f(n)$  and  $S_2(n)$  are fully space constructible, and  $S_2(f(n)) \geq f(n) \geq n$ ). Guess  $i$ .

Simulate  $N'$  on inputs  $x\#^i$ .

For this simulation we need to keep track of the head of  $N'$  on the input tape. If the head is in the portion of  $x$  then it is done using the input head of  $N''$ . If head is in the portion  $\#^i$ , then we use a counter on a separate tape (note that length of this counter is at most  $\log i$ ). Note that head on non-input tapes can be kept track of by just simulating those heads on the respective tapes.

If in the simulation above  $N'$  accepts then  $N''$  accepts.

If  $N'$  uses more space than  $S_2(f(n))$  or the counter value for  $i$  overflows the space  $S_2(f(n))$ , then  $N''$  rejects.

Note that if  $x$  is in  $L$ ,  $N$  accepts  $x$  in space  $S_1(f(|x|)) = S_1(|x| + f(|x|) - |x|)$ . Thus for  $i = f(|x|) - |x|$ ,  $N'$  must accept  $x\#^i$  within space  $S_2(f(|x|))$ . Moreover, since  $i \leq f(|x|) \leq S_2(f(|x|))$ ,  $i$  can also fit in space  $S_2(f(|x|))$ . Thus  $N''$  will accept  $x$ . QED

Note that we can relax  $S_2(n) \geq n$  to  $S_2(n) \geq \log n$ , if we assume that  $S_2(f(n))$  is fully space constructible, since then we can lay out  $S_2(f(n))$  space without first laying down  $f(n)$  space.

Essentially the argument also works for deterministic space, time and nondeterministic time also.