

# Space Bounded **Scatter Machines**

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Computability theory

Abstract digital device

Complexity theory

Resources; e.g. time or space

## Decidability

 $P$  $NP$ 

### Definition

A deterministic Turing machine  $\mathcal{M}$  is said to decide a set  $A \subseteq \Sigma^*$  if,

- (a)  $\mathcal{M}$  halts for all  $w \in \Sigma^*$  and
- (b)  $\mathcal{M}$  accepts  $w$  if and only if  $w \in A$ .

### Definition

A non-deterministic Turing machine  $\mathcal{M}$  is said to decide a set  $A \subseteq \Sigma^*$  if,

- (a) if  $w \in A$   $\mathcal{M}$  halts and accepts at least one possible computation of  $w$  and
- (b) if  $w \notin A$   $\mathcal{M}$  do not accept any computation of  $w$ .

## Oracle Turing machine

An oracle is usually considered as a set.

The oracle Turing machine can consult the oracle during its computations.

## Advice Turing machine (non-uniform complexity)

An advice function  $f : \mathbb{N} \rightarrow \Sigma^*$  is a total function which assigns a word for each (input size)  $n \in \mathbb{N}$ .

The advice Turing machine receives extra input information, depending on (main) input size.

$P/\log \star$

$PSPACE/poly$

Bounded error **probabilistic decidability***BPP**BPPSPACE*

## Definition

A bounded error probabilistic Turing machine  $\mathcal{M}$  is said to decide a set  $A \subseteq \Sigma^*$  if, there is a rational number  $\epsilon$  with  $0 < \epsilon < 1/2$  such that, for every  $w \in \Sigma^*$  (a) if  $w \in A$ , then  $\mathcal{M}$  rejects  $w$  with probability at most  $\epsilon$  and (b) if  $w \notin A$ , then  $\mathcal{M}$  accepts  $w$  with probability at most  $\epsilon$ .

**Non-uniform** probabilistic decidability

$BPP // \log \star$

$BPPSPACE // poly$

### Definition

Let  $F$  be a class of advice functions, we denote by  $BPPSPACE // F$  the class of sets  $A$  for which there exists a probabilistic advice Turing machine  $\mathcal{M}$  bounded in polynomial space, a constant  $\epsilon$  with  $0 < \epsilon < 1/2$  and an advice function  $f \in F$  such that, for every  $w \in \Sigma^*$ ,

- (a) if  $w \in A$ , then  $\mathcal{M}$  rejects  $\langle w, f(|w|) \rangle$  with probability at most  $\epsilon$  and
- (b) if  $w \notin A$ , then  $\mathcal{M}$  accepts  $\langle w, f(|w|) \rangle$  with probability at most  $\epsilon$ .

## Scatter machine

Abstract analogue-digital device

## Turing machine

Abstract digital device

## Physical experiment

Abstract analogue device

Communication protocol

# Sharp scatter experiment

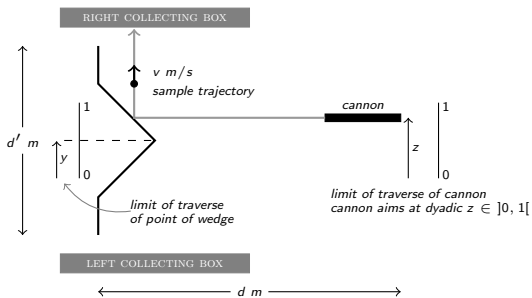


Figure: Sharp scatter experiment



Infinite precision

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Arbitrary precision

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Fixed precision

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# Smooth scatter experiment

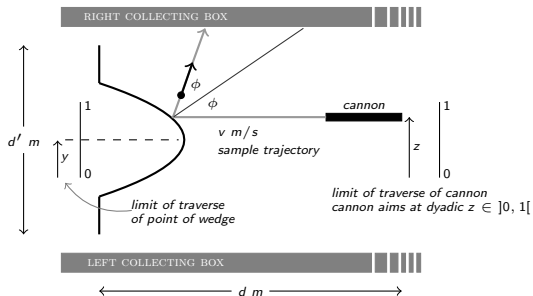


Figure: Smooth scatter experiment

Smooth scatter experiment

Physical time

$$\frac{A}{|y - z|^{n-1}} \leq t(z) \leq \frac{B}{|y - z|^{n-1}}$$

New communication protocol

Query tape not bounded

## Space bounded clocks

## Proposition

*In polynomial space, any clock ticks at most an exponential amount of transitions.*

## Proposition

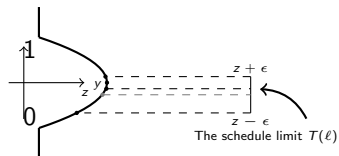
*There exists a clock bounded in polynomial space such that, for an input of size  $n$ , ticks an exponential amount of transitions on  $n$ .*

## Random coin toss generator

## Proposition

*Given a biased coin with probability of heads  $q \in ]\delta, 1 - \delta[$ , for some  $0 < \delta < 1/2$ , and  $\gamma \in ]0, 1[$ , we can simulate, up to probability  $\geq \gamma$ , a sequence of independent fair coin tosses of length  $n$  by doing a linear number of biased coin tosses.*

## RIGHT COLLECTING BOX



## LEFT COLLECTING BOX

Figure: The  $SmSE$  with fixed precision as a coin.

We can have an exponential amount of fair coin tosses, up to probability  $\geq \gamma$  and not all at once, within polynomial space.

## Scatter machine

- Turing machine together with scatter experiment

## Lower bounds

Simulate advice Turing machines in scatter machines

## Upper bounds

Simulate scatter machines in advice Turing machines

## Lower bounds

- Choose the correct scatter experiment
- Obtain the vertex position (advice)
- Perform the digital computations
- (Possibly) Obtaining fair random bits

## Upper bounds

- Choose the correct advice
- Perform the digital computations
- Simulating digitally the oracle calls using the advice

# Time bounded scatter machine

	<b>Infinite</b>	<b>Arbitrary</b>	<b>Fixed</b>
<b>Lower Bound</b>	$P/poly$	$P/poly$	$BPP//\log^* \star$
<b>Upper Bound</b>	$P/poly$	$P/poly$	$BPP//\log^* \star$
<b>Lower Bound</b>	$P/\log^* \star$	$BPP/\log^* \star$	$BPP/\log^* \star$
<b>Upper Bound</b> Exponential schedule	$P/\log^* \star$	$BPP//\log^2 \star$	$BPP//\log^2 \star$
<b>Upper Bound</b> Explicit Time	—	$BPP/\log^* \star$ Exponential schedule	$BPP/\log^* \star$ Exponential schedule

Computational power of the scatter machine bounded in polynomial time with the sharp scatter experiment (above) and the smooth scatter experiment (below)



# Space bounded scatter machine

	<b>Infinite</b>	<b>Arbitrary</b>	<b>Fixed</b>
<b>Lower Bound</b>	$PSPACE/poly$	$BPPSPACE//poly$	$BPPSPACE//poly$
<b>Upper Bound</b>	$PSPACE/poly$	$BPPSPACE//poly$	$BPPSPACE//poly$
<b>Lower Bound</b>	$PSPACE/poly$	$BPPSPACE//poly$	$BPPSPACE//poly$
<b>Upper Bound</b>	$PSPACE/poly$	$BPPSPACE//poly$	$BPPSPACE//poly$

Computational power of the scatter machine with the standard communication protocol bounded in polynomial space with the sharp scatter experiment (above) and the smooth scatter experiment (below)

## Space bounded scatter machine (generalized)

	<b>Infinite</b>	<b>Arbitrary</b>	<b>Fixed</b>
<b>Lower Bound</b>	$2^{\Sigma^*}$	$2^{\Sigma^*}$	$BPPSPACE // poly$
<b>Upper Bound</b>	$2^{\Sigma^*}$	$2^{\Sigma^*}$	$BPPSPACE // poly$
<b>Lower Bound</b> with time schedule	$PSPACE / poly$	$BPPSPACE // poly$	$BPPSPACE // poly$
<b>Lower Bound</b> without time schedule	$2^{\Sigma^*}$	$2^{\Sigma^*}$	—
<b>Upper Bound</b>	$2^{\Sigma^*}$	$2^{\Sigma^*}$	$BPPSPACE // poly$

Computational power of the scatter machine with the generalized communication protocol bounded in polynomial space with the sharp scatter experiment (above) and the smooth scatter experiment (below)

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