

Complexity Theory  
**Exercise 5: Space Complexity**  
 1st December 2021

**Exercise 5.1.** A *deterministic linear bounded automaton* (LBA) is a tuple

$$\langle Q, \Sigma, \Gamma, \delta, q_0, Q_F, E_L, E_R \rangle$$

where  $\langle Q, \Sigma, \Gamma, \delta, q_0, Q_F \rangle$  is a Turing machine and  $E_L, E_R \in \Sigma$  are left/right markers, such that for all  $q \in Q$ ,  $\delta(q, E_L) = \langle q, E_L, R \rangle$  and  $\delta(q, E_R) = \langle q, E_R, L \rangle$ . An LBA receives as input  $E_L w_1 w_2 \dots w_n E_R$ .

Let  $\mathbf{A}_{\text{LBA}}$  be the word problem of deterministic linear bounded automata.

$$\mathbf{A}_{\text{LBA}} = \{ \langle \mathcal{M}, w \rangle \mid \mathcal{M} \text{ is a (deterministic) LBA and } w \in \mathbf{L}(\mathcal{M}) \}$$

Show that  $\mathbf{A}_{\text{LBA}}$  is PSPACE-complete.

**Exercise 5.2.** Consider the Japanese game *go-moku* that is played by two players X and O on a 19x19 board. Players alternately place markers on the board, and the first one to have five of its markers in a row, column, or diagonal wins.

Consider the generalised version of go-moku on an  $n \times n$  board. Say that a *position* of go-moku is a placement of markers on such a board as it could occur during the game, together with a marker which player moves next. We define

$$\mathbf{GM} = \{ \langle B \rangle \mid B \text{ is a position of go-moku where X has a winning strategy} \}.$$

Show that  $\mathbf{GM}$  is in PSPACE.

**Exercise 5.3.** Show that the universality problem of nondeterministic finite automata

$$\mathbf{ALL}_{\text{NFA}} = \{ \langle \mathcal{A} \rangle \mid \mathcal{A} \text{ an NFA accepting every valid input} \}$$

is in PSPACE.

**Hint:**

большинство вопросов формулы: абстрактная задача, теорема  
 that is  $\in \Gamma(\mathcal{A})$ . Then use this fact to give a non-deterministic algorithm whose space consumption is  
 prove that  $\Gamma(\mathcal{A}) \in \Sigma^*$  and  $\mathcal{A}$  has  $n$  states, then there exists a word  $w \in \Sigma^*$  of length at most  $\Sigma$  such

**Exercise 5.4.** Show that the composition of logspace reductions again yields a logspace reduction.

**Exercise 5.5.** Show that the word problem  $\mathbf{A}_{\text{NFA}}$  of non-deterministic finite automata is NL-complete.

**Exercise 5.6.** Show that

$$\mathbf{BIPARTITE} = \{ \langle G \rangle \mid G \text{ a finite bipartite graph} \}$$

is in NL. For this show that  $\overline{\mathbf{BIPARTITE}} \in \text{NL}$  and use  $\text{NL} = \text{coNL}$ . **Hint:**

show that a graph  $G$  is bipartite if and only if it does not contain a cycle of odd length.