

# Towards an implicit characterization of $NC^k$

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# Project

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$NC^k$  is the class of languages accepted by uniform boolean circuit families of depth  $O(\log^k n)$  and size  $2^{O(\log n)}$  with bounded gates; and  $NC = \bigcup_k NC^k$ .

For our approach we will look to  $NC^k$  from *Alternating Turing Machines* (ATMs).

Using the following theorem (relating the original definition of  $NC^k$  in terms of circuits to ATMs) we can actually use the characterization in terms of ATMs as *definition* of  $NC^k$ :

**Theorem (Ruzzo, [BO04, Theorem 4.1.(4)])**

Let  $k \geq 1$ . For any language  $L \subseteq \{0, 1\}^*$ ,  $L$  is recognized by an ATM in  $O(\log^k n)$  time and  $O(\log n)$  space iff it is in (uniform)  $NC^k$ .

## Rough idea

Thus, a function in  $NC^k$  needs  $O(\log^k n)$  *time* and  $O(\log n)$  *space* on an ATM.

The underlying intuition for the implicit characterization is:

- (Ordinary) ramified recursion captures the *time* aspect.
- Recursion with *pointers* captures the *space* aspect.

We will work in a *tiered* context using  $k + 2$  tiers:

- $k$  *tiers* for the nested recursions dealing with the *time* aspect;
- a separate tier for a recursion capturing the *space* aspect; and
- a tier for the *safe* arguments.

### Remark

*Recursion with Pointers is a special case of Recursion with Substitution.*

## Towards $NC^2$

Of course,  $NC^2$  should serve as a generic case for  $NC^k$ .

According to the underlying idea, the characterization of  $NC^2$  requires 4 tiers:

- **Tier 0**: Safe terms.
- **Tier 1**: Recursion with pointers (Space tier).
- **Tier 2**: Recursion without pointers (1st time tier).
- **Tier 3**: Recursion without pointers (2nd time tier), modifying Tier 2.

### Remark

*Modifying the following schemes carefully, one can use a common tier for tier 1 and tier 2; we prefer to separate them to stress the different role with respect to Space and Time.*

## $T^2$

Formally, we will work with binary trees build from 0 and 1 as use of the binary constructor  $*$ .

For simplicity, we will use natural numbers for the time tiers (one can think of a representation of the natural numbers by trees).

### Recursion for tier 1—with pointers

$$\begin{aligned}f(;; p, 0, \vec{t}; \vec{w}) &= g(;; p, 0, \vec{t}; \vec{w}), & f(;; p, 1, \vec{t}; \vec{w}) &= g(;; p, 1, \vec{t}; \vec{w}), \\f(;; p, u * v, \vec{t}; \vec{w}) &= h(;;; \vec{w}, f(;; p * 0, u, \vec{t}; \vec{w}), f(;; p * 1, v, \vec{t}; \vec{w})).\end{aligned}$$

### Recursion for tier 2

$$\begin{aligned}f(; 0, \vec{y}; \vec{t}; \vec{w}) &= g(; \vec{y}; \vec{t}; \vec{w}), \\f(; y + 1, \vec{y}; \vec{t}; \vec{w}) &= h(;;; \vec{w}, f(; y, \vec{y}; \vec{t}; \vec{w})).\end{aligned}$$

### Recursion for tier 3

$$\begin{aligned}f(0, \vec{x}; \vec{y}; \vec{t}; \vec{w}) &= g(\vec{x}; \vec{y}; \vec{t}; \vec{w}), \\f(x + 1, \vec{x}; \vec{y}; \vec{t}; \vec{w}) &= h(; \vec{y};; \vec{w}, f(x, \vec{x}; \vec{y}; \vec{t}; \vec{w})).\end{aligned}$$

$T^3$ **Recursion for tier 1—with pointers**

$$f(;;; p, 0, \vec{t}; \vec{w}) = g(;;; p, 0, \vec{t}; \vec{w}), \quad f(;;; p, 1, \vec{t}; \vec{w}) = g(;;; p, 1, \vec{t}; \vec{w}),$$

$$f(;;; p, u * v, \vec{t}; \vec{w}) = h(;;; \vec{w}, f(;;; p * 0, u, \vec{t}; \vec{w}), f(;;; p * 1, v, \vec{t}; \vec{w})).$$

**Recursion for tier 2**

$$f(;; 0, \vec{y}; \vec{t}; \vec{w}) = g(;; \vec{y}; \vec{t}; \vec{w}),$$

$$f(;; y + 1, \vec{y}; \vec{t}; \vec{w}) = h(;;; \vec{w}, f(;; y, \vec{y}; \vec{t}; \vec{w})).$$

**Recursion for tier 3**

$$f(; 0, \vec{x}; \vec{y}; \vec{t}; \vec{w}) = g(; \vec{x}; \vec{y}; \vec{t}; \vec{w}),$$

$$f(; x + 1, \vec{x}; \vec{y}; \vec{t}; \vec{w}) = h(;; \vec{y}; \vec{w}, f(; x; \vec{y}; \vec{t}; \vec{w})).$$

**Recursion for tier 4**

$$f(0, \vec{r}; \vec{x}; \vec{y}; \vec{t}; \vec{w}) = g(\vec{r}; \vec{x}; \vec{y}; \vec{t}; \vec{w}),$$

$$f(r + 1, \vec{r}; \vec{x}; \vec{y}; \vec{t}; \vec{w}) = h(; \vec{x}; \vec{y}; \vec{w}, f(r; \vec{x}; \vec{y}; \vec{t}; \vec{w}))$$

## Work in progress result

So far we work forward to the following *Work in progress result*:

$$T^2 \subseteq NC^2 \subseteq T^3$$

with its generalization to

$$T^k \subseteq NC^k \subseteq T^{k+1}$$



$$NC^2 \subseteq T^3$$

- 1 We use *configuration trees*, in which all configurations of the ATM are represented as paths.  
The values at the leafs of a configuration tree at time  $t$  correspond to the values at level  $t$  in the bottom-up labeling of the computation tree.
- 2 The definition of the configuration tree at time 0 needs a recursion in tier 1 (the space tier).
- 3 We define an *update function* which updates the configuration tree from time  $t$  to  $t + 1$ . **This definition needs a recursion in tier 2.**
- 4 **Two additional nested recursions** allow the iteration of this update function needed for the  $O(\log^2 n)$  computation steps of the ATM.
- 5 We define an *eval function* to read off the result of the computation. This eval function needs a recursion, but it is not a nested one.

## Remark

*The idea of the proof is the same as for the proof of the lower bound in Bellantoni/Oitavem [BO04].*

$$T^2 \subseteq NC^2$$

The idea for the proof of this inclusion is to model the computations of  $T^2$  by circuits.

In general, these circuits will be too big. However, in a second step an ATM (equivalent to  $NC^2$ ) can compute these circuits bitwise.

## Remarks

- Leivant-Marion: *Linear ramified recurrence with substitution*

$$LRRS = NC^1$$

- Leivant: *Ramified schematic recurrence*

$$RSR^m \subseteq NC^m \subseteq RSR^{m+2}, \quad m \geq 2.$$

- $AC^k$

- $T^k$  as a “natural” theory.

## References

- S. Bellantoni and I. Oitavem. *Separating NC along the  $\delta$  axis*, Theoretical Computer Science 318, 2004, pp. 57–78.
- D. Leivant. *A characterization of NC by tree recursion*, FOCS 1998. IEEE Computer Society, 1998, pp. 716–724.
- D. Leivant and J.-Y. Marion. *A characterization of alternating log time by ramified recurrence*, Theoretical Computer Science 236(1–2), 2000, pp. 192–208.