

## Problem Set 1

Assigned: Sun. Feb. 9, 2014

Due: Fri. Feb. 21, 2014 (5 PM sharp)

- You must *type* your solutions. L<sup>A</sup>T<sub>E</sub>X, Microsoft Word, and plain ascii are all acceptable. Submit your solutions *via email* to `cs221-hw@seas.harvard.edu`. If you use L<sup>A</sup>T<sub>E</sub>X, please submit both the compiled file (`.pdf`) and the source (`.tex`). Please name your files `PS1-yourlastname.*`.
- Strive for clarity and conciseness in your solutions, emphasizing the main ideas over low-level details. Do not despair if you cannot solve all the problems! Difficult problems are included to stimulate your thinking and for your enjoyment, not to overwork you. \*'ed problems are extra credit.

**Problem 1. (A Universal NTM)** Show that there is a universal *nondeterministic* Turing machine whose running time when simulating a nondeterministic TM  $N$  (encoded by a string  $\alpha$ ) on input  $x$ , is at most  $c_\alpha \cdot \text{Time}_N(x)$  for some constant  $c_\alpha$  depending only on the encoding  $\alpha$ . (Hint: use the “guess and verify” approach to designing efficient nondeterministic algorithms.)

**Problem 2. (An Average-Case Time Hierarchy)** Let  $f, g : \mathbb{N} \rightarrow \mathbb{N}$  be such that  $f(n) \log f(n) = o(g(n))$  and  $g$  is time-constructible. Show that there is a language  $L \in \mathbf{DTIME}(g(n))$  with the property that for every TM  $M$  running in time  $f(n)$ , there is a constant  $\varepsilon_M > 0$  such that for all sufficiently large  $n$ ,  $M$  errs in deciding  $L$  on at least an  $\varepsilon_M$  fraction of inputs of length  $n$ .

**Problem 3. (A Tighter Time Hierarchy Theorem)** Prove that for every constant  $\varepsilon > 0$ ,  $\mathbf{DTIME}(n \log^\varepsilon n) \not\subseteq \mathbf{DTIME}(n)$ . (Hint: use translation. first try to handle the case that  $\varepsilon > 1/2$ .)

**Problem 4. (LINEAR PROGRAMMING)** A *linear program* consists of a collection of variables  $x_1, \dots, x_n$ , a linear objective function  $\sum_i c_i x_i$  (specified by the vector  $\vec{c} \in \mathbb{Q}^n$ ), and a collection of constraints each of which is a linear inequality  $\sum_i a_i x_i \leq b$  (specified by  $\vec{a} \in \mathbb{Q}^n$  and  $b \in \mathbb{Q}$ ). To *solve* a linear program is to find a vector  $\vec{x} \in \mathbb{Q}^n$  maximizing the objective function subject to the given constraints. In vector notation, we maximize  $\vec{c} \cdot \vec{x}$  subject to  $A\vec{x} \leq \vec{b}$ , where  $A$  is the matrix whose rows are the constraint vectors  $\vec{a}$  and the inequality is componentwise.

The decisional version of this problem is  $\text{LP} = \{(\vec{c}, A, \vec{b}, K) : \exists \vec{x} \in \mathbb{Q}^n \text{ s.t. } A\vec{x} \leq \vec{b}, \vec{c} \cdot \vec{x} \geq K\}$ . The ellipsoid and interior point algorithms show that  $\text{LP} \in \mathbf{P}$ ; you may use this below.

1. Prove that LP is  $\mathbf{P}$ -complete under logspace mapping reductions. (Remark: INTEGER PROGRAMMING, the variant of LINEAR PROGRAMMING where all numbers in the problem are integers and we solve for integer solutions, is actually  $\mathbf{NP}$ -complete.)

2. Show that a language  $L$  has polynomial-sized circuits if and only if there is a sequence of linear programs  $P_n = (A_n, \vec{b}_n)$  (with no objective function) with  $\text{poly}(n)$  variables and  $\text{poly}(n)$  constraints and entries from  $\{-1, 0, 1\}$  such that for every input  $w \in \{0, 1\}^n$ ,  $w \in L$  if and only if  $P_n$  has a feasible solution  $\vec{x}$  whose first  $n$  coordinates equal  $w$ . Thus another approach to proving  $\mathbf{P} \neq \mathbf{NP}$  is to prove a superpolynomial lower bound on the size of linear programs whose feasible solutions project to some  $\mathbf{NP}$  language.

**Problem 5. (FACTORING)** The FACTORING problem is: given a number  $n$ , find its prime factorization. There is no polynomial-time algorithm known for this problem; indeed, much of public-key cryptography relies on its presumed hardness. In this problem, you will explore the complexity of FACTORING. Throughout, you may use the fact that deciding primality is in  $\mathbf{P}$ .

1. Show that FACTORING can be cast as an  $\mathbf{NP}$  search problem (in the sense of Problem 3 on Problem Set 0), and hence can be solved in polynomial time if  $\mathbf{P} = \mathbf{NP}$ .
2. Show that if FACTORING is  $\mathbf{NP}$ -hard under Cook reductions, then  $\mathbf{NP} = \mathbf{coNP}$ .
3. (\*) Give an explicit algorithm for FACTORING such that the running time of this algorithm is polynomial if and only if FACTORING can be solved in polynomial time. (Hint: think diagonalization.) Compare the asymptotic running time of your algorithm to the running time of the fastest possible algorithm for FACTORING. Is your algorithm practical?