

Complexity Theory

Lecture 10

<http://www.cl.cam.ac.uk/teaching/2324/Complexity>

One Way Functions

A function f is called a *one way function* if it satisfies the following conditions:

1. f is one-to-one.
2. for each x , $|x|^{1/k} \leq |f(x)| \leq |x|^k$ for some k .
3. f is computable in polynomial time.
4. f^{-1} is *not* computable in polynomial time.

We cannot hope to prove the existence of one-way functions without at the same time proving $P \neq NP$.

It is strongly believed that the **RSA** function:

$$f(x, e, p, q) = (x^e \bmod pq, pq, e)$$

is a one-way function.

UP One-way Functions

We have

$$P \subseteq UP \subseteq NP$$

It seems unlikely that there are any NP-complete problems in UP.

One-way functions exist *if, and only if*, $P \neq UP$.

$P \neq UP$ Implies One-Way Functions Exist

Suppose that L is a language that is in UP but not in P . Let U be an *unambiguous* machine that accepts L .

Define the function f_U by

*if x is a string that encodes an accepting computation of U ,
then $f_U(x) = 1y$ where y is the input string accepted by this
computation.*

$f_U(x) = 0x$ otherwise.

We can prove that f_U is a one-way function.

Space Complexity

We've already seen the definition $SPACE(f)$: the languages accepted by a machine which uses $O(f(n))$ tape cells on inputs of length n . *Counting only work space.*

$NSPACE(f)$ is the class of languages accepted by a *nondeterministic* Turing machine using at most $O(f(n))$ work space.

As we are only counting work space, it makes sense to consider bounding functions f that are less than linear.

Classes

$$L = \text{SPACE}(\log n)$$

$$NL = \text{NSPACE}(\log n)$$

$$\text{PSPACE} = \bigcup_{k=1}^{\infty} \text{SPACE}(n^k)$$

The class of languages decidable in polynomial space.

$$\text{NPSPACE} = \bigcup_{k=1}^{\infty} \text{NSPACE}(n^k)$$

Also, define:

co-NL – the languages whose complements are in **NL**.

co-NPSPACE – the languages whose complements are in **NPSPACE**.

Inclusions

We have the following inclusions:

$$L \subseteq NL \subseteq P \subseteq NP \subseteq PSPACE \subseteq NPSPACE \subseteq EXP$$

where $EXP = \bigcup_{k=1}^{\infty} TIME(2^{n^k})$

Moreover,

$$L \subseteq NL \cap \text{co-NL}$$

$$P \subseteq NP \cap \text{co-NP}$$

$$PSPACE \subseteq NPSPACE \cap \text{co-NPSPACE}$$

Padding arguments

We can scale up relations between complexity classes. For example:

$$L = P \implies PSPACE = EXP$$

Proof: Let $S \in EXP$.

Then $S' = \{x01^{2^{|x|^k}} : x \in S\} \in P$.

Hence, $S' \in L$.

Given $x \in S$, we can generate $x01^{2^{|x|^k}} \in S'$ in polynomial space.

Thus $S \in PSPACE$.

Constructible Functions

A complexity class such as $\text{TIME}(f)$ can be very unnatural, if f is.

We restrict our bounding functions f to be proper functions:

Definition

A function $f : \mathbb{N} \rightarrow \mathbb{N}$ is *constructible* if:

- f is non-decreasing, i.e. $f(n+1) \geq f(n)$ for all n ; and
- there is a deterministic machine M which, on any input of length n , replaces the input with the string $0^{f(n)}$, and M runs in time $O(n + f(n))$ and uses $O(f(n))$ *work space*.

Examples

All of the following functions are constructible:

- $\lceil \log n \rceil$;
- n^2 ;
- n ;
- 2^n .

If f and g are constructible functions, then so are $f + g$, $f \cdot g$, 2^f and $f(g)$ (this last, provided that $f(n) > n$).

Using Constructible Functions

$\text{NTIME}(f)$ can be defined as the class of those languages L accepted by a *nondeterministic* Turing machine M , such that for every $x \in L$, there is an accepting computation of M on x of length at most $O(f(n))$.

If f is a constructible function then any language in $\text{NTIME}(f)$ is accepted by a machine for which all computations are of length at most $O(f(n))$.

Also, given a Turing machine M and a constructible function f , we can define a machine that simulates M for $f(n)$ steps.

Establishing Inclusions

To establish the known inclusions between the main complexity classes, we prove the following, for any constructible f .

- $SPACE(f(n)) \subseteq NSPACE(f(n))$;
- $TIME(f(n)) \subseteq NTIME(f(n))$;
- $NTIME(f(n)) \subseteq SPACE(f(n))$;
- $NSPACE(f(n)) \subseteq TIME(k^{\log n + f(n)})$;

The first two are straightforward from definitions.

The third is an easy simulation.

The last requires some more work.

Reachability

Recall the **Reachability** problem: given a *directed* graph $G = (V, E)$ and two nodes $a, b \in V$, determine whether there is a path from a to b in G .

A simple search algorithm solves it:

1. mark node a , leaving other nodes unmarked, and initialise set S to $\{a\}$;
2. while S is not empty, choose node i in S : remove i from S and for all j such that there is an edge (i, j) and j is unmarked, mark j and add j to S ;
3. if b is marked, accept else reject.

We can use the $O(n^2)$ algorithm for **Reachability** to show that:

$$\text{NSPACE}(f(n)) \subseteq \text{TIME}(k^{\log n + f(n)})$$

for some constant k .

Let M be a nondeterministic machine working in space bounds $f(n)$.

For any input x of length n , there is a constant c (depending on the number of states and alphabet of M) such that the total number of possible configurations of M within space bounds $f(n)$ is bounded by $n \cdot c^{f(n)}$.

Here, $c^{f(n)}$ represents the number of different possible contents of the work space, and n different head positions on the input.