

# Complexity Theory

## Lecture 10

---

**Tom Gur**

<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.

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.

# 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  $k$ .

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.

# 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.

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.

# 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

$$P \subseteq UP \subseteq NP$$

# UP One-way Functions

We have

$$P \subseteq UP \subseteq NP$$

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

# 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  $L$ .

## $P \neq UP$ 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.*

# 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.

# 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.

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

# Classes

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

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

# 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.



# 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.

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

# 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:

# 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**.

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

# 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  $S \in EXP$ .

## Padding arguments

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

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

**Proof:** Let  $S \in EXP$ .

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



## 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,  $S' \in L$ .

## 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.

## 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

# 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:

# 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

# 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



# Examples

All of the following functions are constructible:

- $\lceil \log n \rceil$ ;

# Examples

All of the following functions are constructible:

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

# Examples

All of the following functions are constructible:

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

# Examples

All of the following functions are constructible:

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

# Examples

All of the following functions are constructible:

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

# 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  $O(f(n))$ .

# 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  $O(f(n))$ .



# 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  $f$ .

# Establishing Inclusions

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

- $\text{SPACE}(f(n)) \subseteq \text{NSPACE}(f(n))$ ;

# Establishing Inclusions

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

- $\text{SPACE}(f(n)) \subseteq \text{NSPACE}(f(n))$ ;
- $\text{TIME}(f(n)) \subseteq \text{NTIME}(f(n))$ ;

# Establishing Inclusions

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

- $SPACE(f(n)) \subseteq NSPACE(f(n))$ ;
- $TIME(f(n)) \subseteq NTIME(f(n))$ ;
- $NTIME(f(n)) \subseteq SPACE(f(n))$ ;

# Establishing Inclusions

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

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

# Establishing Inclusions

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

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

# 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  $G$ .

# 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  $\{a\}$ ;

# 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  $S$ ;

# 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  $k$ .

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.*

Questions?