

COMS 4236: Computational Complexity (Fall 2018)

Problem Set #3

Wenbo Gao - wg2313@columbia.edu

December 9, 2018

Problem 1

Problem. Problem 11.5.18 on page 275 of CC: Show that, if $NP \subseteq BPP$, then $RP = NP$. (That is, if SAT can be solved by randomized machine, then it can be solved by randomized machines with no false positives, presumably by computing a satisfying truth as in Example 10.3.)

Problem 2

Problem. Let $0 < \epsilon_1 < \epsilon_2 < 1$ denote two constants. Let $D(\cdot, \cdot)$ be a deterministic polynomial-time computable Boolean function, and let L be a language (the setting so far is exactly the same as the definition of BPP.) D and L satisfy the following property: Given any $x \in \{0, 1\}^n$, if y is sampled uniformly at random from $\{0, 1\}^m$ for some m polynomial in n , then

$$x \in L \Rightarrow \Pr_{y \in \{0, 1\}^m}[D(x, y) = 1] \geq \epsilon_2 \text{ and } x \notin L \Rightarrow \Pr_{y \in \{0, 1\}^m}[D(x, y) = 1] \leq \epsilon_1.$$

Show that $L \in \text{BPP}$. (Note that ϵ_2 can be smaller than $1/2$. Use the Chernoff bound.)

Problem 3

Problem. Similar to P/poly , one can define $P/\log n$, where the advice string is of length only $O(\log n)$ for input size n . Show that, if $\text{SAT} \in P/\log n$, then $P = \text{NP}$. (Hint: Self-reducibility.)

Problem 4

Problem. Show that, if $\text{PSPACE} \subseteq \text{P/poly}$, then $\text{PSPACE} = \Sigma_2^P$. (Hint: Use self-reducibility to "implicitly" build a winning strategy for the existential player in the TQBF game.)