

Exercise 1: Argue that if $\Delta_k^{\mathbf{P}} = \Sigma_k^{\mathbf{P}}$, then $\Delta_k^{\mathbf{P}} = \mathbf{PH}$.

Solution: My plan is to prove that if $\Delta_k^{\mathbf{P}} = \Sigma_k^{\mathbf{P}}$, then $\Delta_k^{\mathbf{P}} = \Pi_k^{\mathbf{P}}$. This implies that $\Sigma_k^{\mathbf{P}} = \Pi_k^{\mathbf{P}}$, and we have seen in class that this implies $\Sigma_k^{\mathbf{P}} = \Pi_k^{\mathbf{P}} = \mathbf{PH}$.

For this, recall the recursive definition of these classes:

$$\begin{aligned}\Delta_k^{\mathbf{P}} &= \mathbf{P}^{\Sigma_{k-1}^{\mathbf{P}}}. \\ \Sigma_k^{\mathbf{P}} &= \mathbf{NP}^{\Sigma_{k-1}^{\mathbf{P}}}. \\ \Pi_k^{\mathbf{P}} &= \mathbf{co-NP}^{\Sigma_{k-1}^{\mathbf{P}}}.\end{aligned}$$

The inclusions $\Delta_k^{\mathbf{P}} \subseteq \Sigma_k^{\mathbf{P}}$ and $\Delta_k^{\mathbf{P}} \subseteq \Pi_k^{\mathbf{P}}$ clear from the definitions and have been discussed in class. Therefore, it is enough to prove

$$(1) \quad \Sigma_k^{\mathbf{P}} \subseteq \Delta_k^{\mathbf{P}} \implies \Pi_k^{\mathbf{P}} \subseteq \Delta_k^{\mathbf{P}}.$$

Suppose that $\Sigma_k^{\mathbf{P}} \subseteq \Delta_k^{\mathbf{P}}$ and let $X \in \Pi_k^{\mathbf{P}}$ be a language. Then, $\bar{X} \in \Sigma_k^{\mathbf{P}} \subseteq \Delta_k^{\mathbf{P}}$. However, $\Delta_k^{\mathbf{P}}$ is closed under complement, because its languages can be decided deterministically in polynomial time with a $\Sigma_{k-1}^{\mathbf{P}}$ oracle (in particular, the output bit can just be flipped). More formally, let M be a DTM that decides \bar{X} with access to a $\Sigma_{k-1}^{\mathbf{P}}$ oracle. Then, a DTM M' that decides X with access to the same oracle can be constructed: Run M on the input and output the opposite of the answer given by M . This implies that $X \in \Delta_k^{\mathbf{P}}$, proving (1).

Exercise 2: Let $A, B \subseteq \{0, 1\}^*$ be two languages. Show that if $A \leq_m^l B$ and $B \in \mathbf{NL}$, then $A \in \mathbf{NL}$.

Solution: Recall that $A \leq_m^l B$ means that there is a log-space computable function f (say, by a deterministic Turing machine D) such that

$$(2) \quad x \in A \iff f(x) \in B.$$

On the other hand, $B \in \mathbf{NL}$ means that there is a log-space non-deterministic Turing machine M such that M accepts x if and only if $x \in B$. Naïvely, a nondeterministic Turing machine N can be constructed that computes $f(x)$ by running D and runs M on the output. However, this machine would not necessarily run in log-space, because it would need to write the output of f on one of its work tapes in order for M to read it. Instead, use a trick introduced in class: I construct the k th bit of $f(x)$ whenever it is needed by M . To achieve this, in addition to the input and work tapes of D , and the output and work tapes of M , I need:

- A work tape K of which only one bit is used, which corresponds to the k th bit of $f(x)$. This serves as the output tape of D and the input tape of M . The head associated with this tape never moves.
- A work tape MC to store the position of the read head of M , and increment it or decrement it whenever the program of M moves the read head.
- A work tape DC to store the position of the write head of D , and increment it or decrement it whenever the program of D moves the write head.

More precisely, the machine works as follows:

Algorithm 1 Nondeterministic Turing Machine N that decides A

Require: x

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1:  $MC \leftarrow 0$ 
2: for step  $S$  of a run of  $M$  do
3:   if  $S$  reads from the input then
4:      $DC \leftarrow 0$ 
5:     for step  $T$  of a run of  $D$  on the input  $x$  from its initial configuration do
6:       if  $T$  writes bit  $b$  to the output tape and  $DC = MC$  then
7:         Write  $b$  in  $K$ 
8:       end if
9:       Perform step  $T$ , without moving  $N$ 's write head or writing to its output tape
10:      if  $T$  moves the write head to the left then
11:         $DC \leftarrow DC - 1$ 
12:      else if  $T$  moves the write head to the right then
13:         $DC \leftarrow DC + 1$ 
14:      end if
15:    end for
16:  end if
17:  Perform step  $S$ , reading from  $K$  instead of the input tape, and never moving  $N$ 's read head
18:  if  $S$  moves the read head to the left then
19:     $MC \leftarrow MC - 1$ 
20:  else if  $S$  moves the read head to the right then
21:     $MC \leftarrow MC + 1$ 
22:  end if
23: end for
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Note that the machine N is a (non-deterministic, because the steps of the machine M used are non-deterministic) Turing machine that completely emulates the machine M on the input $f(x)$. Therefore, it accepts x if and only if M accepts $f(x)$. That is, if and only if $x \in A$. Furthermore, it only uses as much space as M and D together, plus the space used in the tapes MC , DC and K . However, K is only one bit, and MC and DC can count only up to $|f(x)|$, which is polynomial in $|x|$, because D is a log-space machine. Therefore, the number of bits used by N is logarithmic in $|x|$. This concludes the proof that $A \in \mathbf{NL}$.