**Exercise 1** Show that the invariant  $\gamma(L)$  of a lattice L is scaling-invariant and rotation invariant. That is:

- i)  $\gamma(c \cdot L) = \gamma(L)$  for any  $c \in \mathbb{R}^{\times}$ .
- ii)  $\gamma(\mathbf{R} \cdot L) = \gamma(L)$  for any  $\mathbf{R} \in \mathcal{O}_n(\mathbb{R})$ , the group of orthonormal transformations.

**Exercise 2** How does the Lagrange reduction algorithm behave if the input is not a basis, that is if  $b_1$ ,  $b_2$  are co-linear? Does it terminates, and if so, what is its output? Discuss the two cases:

- i) If  $\mathbf{b}_1 = \alpha \mathbf{b}_2$  for  $\alpha \in \mathbb{Q}$
- ii) If  $\mathbf{b}_1 = \alpha \mathbf{b}_2$  for  $\alpha \in \mathbb{R} \setminus \mathbb{Q}$ .

(Hint: You should recognize an algorithm invented about 2 millennia before Lagrange!)

**Exercise 3** In this exercise we consider applying Lagrange Reduction over the Gaussian integers, that is the ring  $\mathbb{Z}[i] = \{a + bi : a, b \in \mathbb{Z}\}$  where  $i \in \mathbb{C}$  is an imaginary unit:  $i^2 + 1 = 0$ . The Euclidean inner product is replace by the Hermitian inner product :  $\langle x, y \rangle = \sum x_j \bar{y}_j$ . The rounding of a complex number  $a + bi \in \mathbb{C}$  is given as  $\lfloor a + bi \rfloor := \lfloor a \rfloor + \lfloor b \rfloor i \in \mathbb{Z}[i]$ .

- i) Prove that for all  $c \in \mathbb{C}$ ,  $|c |c| \le \sqrt{2}/2 < 1$ .
- ii) Given the basis  $\mathbf{B} \in \mathbb{C}^{2\times 2}$  of a Gaussian lattice  $G = \mathbf{B} \cdot \mathbb{Z}[i]^2$ , prove that Lagrange algorithm terminates and that it output a shortest non-zero vector of G (you can ignore the issue of representing irrational complex numbers, and assume that each arithmetic operation over  $\mathbb{C}$  takes time 1).
- iii) (Hard). And what about the same over the Eisenstein integers:  $\mathbb{Z}[j] = \{a + bj : a, b \in \mathbb{Z}\}$  where  $j \in \mathbb{C}$  is a solution of  $j^2 + j + 1 = 0$ ? How would you even define rounding from  $\mathbb{C}$  to  $\mathbb{Z}[j]$ ?