

Despite Ladner's Theorem, there are very few natural problems that are:

- Known to be in NP, and
- Not known to be NP-complete, and
- Not known to be in P

**Examples:**

- Factoring natural numbers
- Graph Isomorphism
- Model Checking the  $\mu$ -Calculus

$$\text{PRIME} = \{m \in \mathbf{N} \mid m \text{ is prime}\}$$

**Prop:**  $\overline{\text{PRIME}} \in \text{NP}$

**Proof:**

$$m \in \overline{\text{PRIME}} \Leftrightarrow m < 2 \vee \exists xy (1 < x < m \wedge x \cdot y = m)$$

□

**Question:** Is  $\text{PRIME} \in \text{NP}$ ?

**Fact 15.1 (Fermat's Little Thm)** *Let  $p$  be prime and  $0 < a < p$ , then,  $a^{p-1} \equiv 1 \pmod{p}$ .*

$$\mathbf{Z}_n^* = \{a \in \{1, 2, \dots, n-1\} \mid \text{GCD}(a, n) = 1\}$$

$\mathbf{Z}_n^*$  is the multiplicative group of integers mod  $n$  that are relatively prime to  $n$ .

**Euler's phi function:**  $\varphi(n) = |\mathbf{Z}_n^*|$

**Prop:** If  $n = p_1^{\alpha_1} p_2^{\alpha_2} \cdots p_k^{\alpha_k}$  is the prime factorization of  $n$ , then

$$\varphi(n) = n(p_1 - 1)(p_2 - 1) \cdots (p_k - 1) / (p_1 p_2 \cdots p_k)$$

**Euler's Thm:** For any  $n$  and any  $a \in \mathbf{Z}_n^*$ ,  $a^{\varphi(n)} \equiv 1 \pmod{n}$ .

**Fact:** Let  $p > 2$  be prime. Then  $\mathbf{Z}_p^*$  is a cyclic group of order  $p - 1$ . That is,

$$\mathbf{Z}_p^* = \{a, a^2, a^3, \dots, a^{p-1}\}$$

$$m \in \text{PRIME} \Leftrightarrow \exists a \in \mathbf{Z}_m^* (\text{ord}(a) = m - 1)$$

**Pratt's Thm:**  $\text{PRIME} \in \text{NP}$ .

**Proof:** Given  $m$ ,

1. Guess  $a$ ,  $1 < a < m$
2. Check  $a^{m-1} \equiv 1 \pmod{m}$  by repeated squaring.
3. Guess prime factorization:  $m - 1 = p_1^{\alpha_1} p_2^{\alpha_2} \cdots p_k^{\alpha_k}$
4. Check for  $1 \leq i \leq k$ ,  $a^{m-1/p_i} \not\equiv 1 \pmod{m}$
5. Recursively check that  $p_1, p_2, \dots, p_k$  are prime.

Divide and Conquer NP Algorithm:

$$T(n) = O(n^2) + T(n - 1)$$

$$T(n) = O(n^3) \quad \square$$

**Cor:**  $\text{PRIME}$  and  $\text{FACTORING}$  are in  $\text{NP} \cap \text{co-NP}$ .

**Proof:**  $\text{PRIME}$ : immediately from Pratt's Thm.

$\text{FACTORING}$  is the problem of given  $N$ , find its prime factorization:  $N = p_1^{\alpha_1} p_2^{\alpha_2} \cdots p_k^{\alpha_k}$ .

Think of this as a decision problem by putting the factorization in a standard form, e.g.,  $p_1 < p_2 < \cdots < p_k$ , and asking if bit  $i$  of the factorization is "1".

This is in  $\text{NP} \cap \text{co-NP}$  because an NP or co-NP machine can guess the unique prime factorization, check that it is correct, and then read bit  $i$ . □

## More Primality Testing

$a \in \mathbf{Z}_m^*$  is a **quadratic residue** mod  $m$  iff,  $\exists b (b^2 \equiv a \pmod{m})$

For  $p$  prime let,

$$\left(\frac{a}{p}\right) = \begin{cases} 1 & \text{if } a \text{ is a quadratic residue mod } p \\ -1 & \text{otherwise} \end{cases}$$

Generalize to  $\left(\frac{a}{m}\right)$  when  $m$  is not prime,

$$\left(\frac{a}{mn}\right) = \left(\frac{a}{m}\right) \left(\frac{a}{n}\right)$$

$$\left(\frac{a}{m}\right) = \left(\frac{a \% m}{m}\right)$$

**Quadratic Reciprocity Thm:** [Gauss] For odd  $a, m$ ,

$$\left(\frac{a}{m}\right) = \begin{cases} \left(\frac{m}{a}\right) & \text{if } a \equiv 1 \pmod{4} \text{ or } m \equiv 1 \pmod{4} \\ -\left(\frac{m}{a}\right) & \text{if } a \equiv 3 \pmod{4} \text{ and } m \equiv 3 \pmod{4} \end{cases}$$

$$\left(\frac{2}{m}\right) = \begin{cases} 1 & \text{if } m \equiv 1 \pmod{8} \text{ or } m \equiv 7 \pmod{8} \\ -1 & \text{if } m \equiv 3 \pmod{8} \text{ or } m \equiv 5 \pmod{8} \end{cases}$$

Thus, we can calculate  $\left(\frac{a}{m}\right)$  efficiently. For example,

$$\begin{aligned} \left(\frac{107}{351}\right) &= -\left(\frac{351}{107}\right) = -\left(\frac{30}{107}\right) \\ &= -\left(\frac{2}{107}\right) \left(\frac{15}{107}\right) = -\left(\frac{107}{15}\right) \\ &= -\left(\frac{2}{15}\right) = -1 \end{aligned}$$

$$107 \equiv 351 \equiv 15 \equiv 3 \pmod{4}$$

$$107 \equiv 3 \pmod{8}; \quad 15 \equiv 7 \pmod{8}$$

**Fact:**[Gauss] For  $p$  prime,  $a \in \mathbf{Z}_p^*$ ,  $\left(\frac{a}{p}\right) \equiv a^{\frac{p-1}{2}} \pmod{p}$ .

**Fact:** If  $m$  not prime then,

$$\left| \left\{ a \in \mathbf{Z}_m^* \mid \left(\frac{a}{m}\right) \equiv a^{\frac{m-1}{2}} \pmod{m} \right\} \right| < \frac{m-1}{2}$$

**Solovay-Strassen Primality Algorithm:**

1. Input is odd number  $m$
2. For  $i := 1$  to  $k$  **do** {
3.     choose  $a < m$  at random
4.     **if**  $\text{GCD}(a, m) \neq 1$  **return**("not prime")
5.     **if**  $\left(\frac{a}{m}\right) \not\equiv a^{\frac{m-1}{2}} \pmod{m}$  **return**("not prime")
6. }
7. **return**("probably prime")

**Thm:**

- If  $m$  is prime then  $\text{Solovay-Strassen}(m)$  returns "probably prime".
- If  $m$  is not prime, then the probability that  $\text{Solovay-Strassen}(m)$  returns "probably prime" is less than  $1/2^k$ .

**Cor:** PRIME  $\in$  "Truly Feasible"

**Fact:** [Agrawal, Kayal, and Saxena, 2002] PRIME  $\in$  P

**Def:** A decision problem  $S$  is in BPP (Bounded Probabilistic Polynomial Time) iff there is a probabilistic, polynomial-time algorithm  $A$  such that for all inputs  $w$ ,

$$\begin{aligned} \text{if } (w \in S) \text{ then } \text{Prob}(A(w) = 1) &\geq \frac{2}{3} \\ \text{if } (w \notin S) \text{ then } \text{Prob}(A(w) = 1) &\leq \frac{1}{3} \end{aligned}$$

**Prop:** If  $S \in \text{BPP}$  then there is a probabilistic, polynomial-time algorithm  $A'$  such that for all  $n$  and all inputs  $w$  of length  $n$ ,

$$\mathbf{if} (w \in S) \mathbf{then} \text{Prob}(A'(w) = 1) \geq 1 - \frac{1}{2^n}$$

$$\mathbf{if} (w \notin S) \mathbf{then} \text{Prob}(A'(w) = 1) \leq \frac{1}{2^n}$$

**Proof:** Iterate  $A$  polynomially many times and answer with the majority. Probability the mean is off by  $\frac{1}{3}$  decreases exponentially with  $n$  — Chernoff bounds.  $\square$

Is BPP equal to P???

Probably, because pseudo-random number generators are good.

Is randomness ever useful?

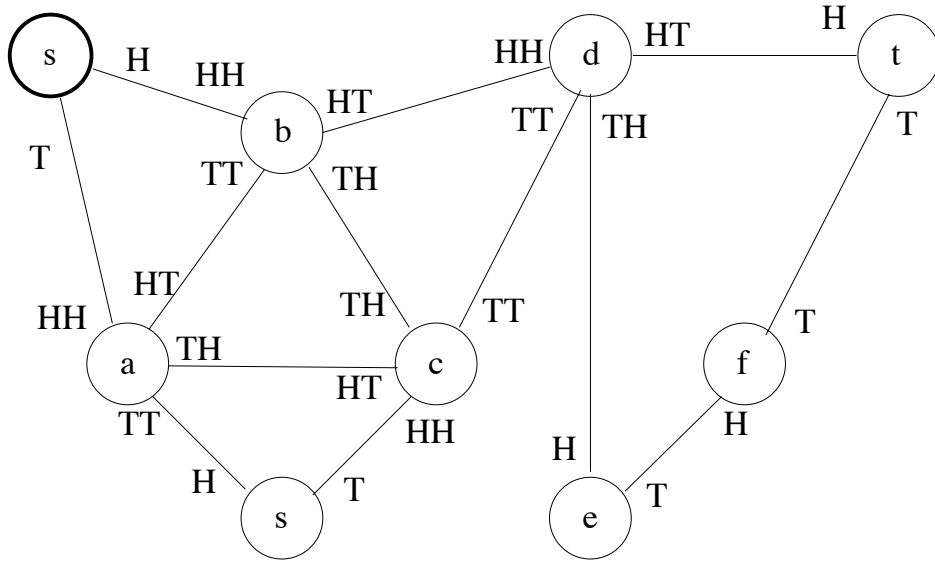
Yes: *Theory of Games and Economic Behavior*, by John Von Neumann, and Oskar Morgenstern, Princeton university press, 1944.

Colonel Kelly:

Which base to inspect?

If we randomize, then our opponent cannot know what we will do.

$$\text{UREACH} = \{G, \text{undirected} \mid s \stackrel{*}{\underset{G}{\rightarrow}} t\}$$



**Fact 15.2** Consider a random walk in a connected undirected graph  $G$ . Let  $T(i)$  be the expected number of steps until we have reached all vertices, assuming we start at vertex  $i$ . Then,  $T(i) \leq 2m(n-1)$ , where  $n = |V|$ ,  $m = |E|$ .

**Corollary 15.3**  $\text{UREACH} \in \text{BPL}$ .

**Definition 15.4** A universal traversal sequence for graphs on  $n$  nodes, is a sequence of instructions,  $q = a_1 a_2 a_3 \cdots a_t \in \{1, \dots, n-1\}^*$ , such that for any **undirected** graph on  $n$  nodes, if we start at  $s$  in  $G$  and follow  $q$ , then we will visit every vertex in the connected component of  $s$ .  $\square$

**Fact 15.5** Undirected graphs with  $n$  vertices have universal traversal sequences of length  $O(n^3)$ .

**Fact 15.6 (Reingold, 2004)**  $\text{UREACH} \in \text{L}$

**Proof idea:** derandomization of universal traversal sequences using expander graphs.  $\square$

**Corollary 15.7**  $\text{Symmetric-L} = \text{L}$