

## Problem 1

In this problem you will show that if we don't put reasonable restrictions on the class of ensembles, average-case complexity is no easier than worst-case complexity.

- (a) Show that for every  $L \notin P$  there exists an ensemble  $\mu_L$  such that  $(L, \mu_L)$  does not have polynomial-time heuristic algorithms. (**Hint:**  $\mu_L$  should give a lot of weight to the "hard" instances of  $L$ .)
- (b) Show that there exists an ensemble  $\mu$  such that for every  $L \in NP$ ,  $(L, \mu)$  has polynomial-time heuristic algorithms if and only if  $L \in P$ . (**Hint:** Use the various  $\mu_L$  from part (a) to construct  $\mu$ .)

## Problem 2

In this problem you investigate the difference between polynomial-time computable and polynomial-time samplable ensembles.

- (a) Let  $\{G_n\}$  be a pseudorandom generator. Show that the ensemble  $\mu$  obtained by choosing a random  $X \in \{0, 1\}^n$  and outputting  $G_n(X)$  is not polynomial-time computable. Thus if pseudorandom generators exist, then  $PCOMP \neq PSAMP$ .
- (b) Show that  $PCOMP = PSAMP$  if and only if  $P = P^{\#P}$ . (**Hint:** For the "only if" direction, consider sampling pairs  $(\varphi, a)$ , where  $\varphi$  is a DNF and  $a$  is a satisfying assignment for  $\varphi$ .)

### Problem 3

Show that  $(L, \mu)$  has an average polynomial-time algorithm if and only if there is an algorithm  $A$  with the following properties:

- $A$  takes two inputs  $x$  and  $\varepsilon$  and runs in time  $\text{poly}(|x|, 1/\varepsilon)$ .
- For every input  $x$  and every  $\varepsilon$ ,  $A(x, \varepsilon)$  outputs either  $L(x)$  ("yes" if  $x \in L$ , "no" if  $x \notin L$ ) or the special symbol "fail".
- For every  $n$  and  $\varepsilon$ ,

$$\Pr[A(x, \varepsilon) = \text{"fail"}] \leq \varepsilon.$$

Using this alternative definition of average polynomial-time algorithms, conclude that if  $(L, \mu)$  reduces to  $(L', \mu')$  and  $(L', \mu')$  has an average polynomial-time algorithm, so does  $(L, \mu)$ .

### Problem 4

An undirected graph is *bipartite* if it has no cycles of odd length. We define the decision problem

$$BIPART = \{G : G \text{ is bipartite}\}.$$

Assuming that  $USTCON \in L$ , show that  $BIPART \in L$ . Recall the decision problem  $USTCON$ :

$$USTCON = \{(G, s, t) : s \text{ and } t \text{ are connected in } G\}.$$

(**Hint:** Look at the graph  $G^2$  whose vertices are the same as  $G$  and whose edges correspond to paths of length two in  $G$ .)