

Complexity Reading Group 11/5/2015

1 BPP

Definition 1: For a function $T : \mathbb{N} \mapsto \mathbb{N}$, and a language $L \subseteq \{0,1\}^*$, consider a Probabilistic Turing Machine (PTM), has two functions δ_1 and δ_2 that each specify a set of rules for the TM. At each step, the PTM flips a fair coin, and the result determines if the PTM uses δ_1 or δ_2 for its current rule. We say a PTM M decides L in time $T(n)$ for every $x \in \{0,1\}^*$, M halts in $T(|x|)$, and $\Pr(M(x) = L(x)) \geq \frac{2}{3}$.

Definition 2: The class $\text{BPTIME}(T(n))$, is the class of languages that can be decided in $\mathcal{O}(T(n))$ by a PTM

Definition 3: The class $\text{BPP} = \cup_c \text{BPTIME}(n^c)$ is the class of languages that can be decided in polynomial time by a PTM

Definition 4: A Language L is in BPP if \exists a poly time TM M and a poly $p : \mathbb{N} \mapsto \mathbb{N}$ s.t.:

$$\forall_u : u \in \{0,1\}^*, \Pr_r \in \{0,1\}^{p(x)} [M(x,r) = L(x)] \geq \frac{2}{3} \quad (1)$$

Note: $P \subseteq \text{BPP}$, since we could set $\delta_1 = \delta_2$.

2 Examples

Example: Finding the median in a list, i.e. compute the $\frac{n}{2}$ -th smallest element in a list.

There is a nice randomized algorithm that can compute the median in $\mathcal{O}(n)$ time.

More general solution: Finding the k -th smallest number.

Algorithm: *FindKthSmallest*(L, k)

- Pick a random index, $i \in [1 : \text{len}(L)]$
- Go through the list and put all $a_j \leq a_i$ into T .
- if $|T| \geq k$, then we know the number we're looking for is in T . So, return *FindKthSmallest*($T, |T| - k$), or something. The k passed in here isn't exact but it's something like that..

- if $|T| < k$, then we know it's not in T , so it must be in the remainder of L (that we didn't put in T). So, return $FindKthSmallest(L, T, k - |T|)$

Polynomial Identity Testing: Suppose we have two polynomials: $P, Q : (x_1, \dots, x_n) \mapsto F$, for some ring F . The question is, are P and Q equivalent polynomials?

Zero Testing: For a polynomial P , is $P = 0$? These two problems are actually identical, because we can ask $P - Q = 0$, and ask $P = Q$, where $Q = 0$.

Lemma 1: Let $p(x_1, \dots, x_n)$ be non-zero polynomial of total degree at most d . Let S be a set of integers with at least $d + 1$ elements. If a_1, \dots, a_n are randomly chosen from S , then the probability that, if you evaluate p on these integers, then:

$$\Pr(a_1, \dots, a_n \neq 0) \geq 1 - \frac{d}{|S|} \quad (2)$$

3 The Class RP

Definition 4: $\text{RTIME}(T(n))$ contains any language L for which there is a PTM M that runs in time $T(n)$ such that:

$$x \in L \rightarrow \Pr(M(x) = 1) \geq \frac{2}{3} \quad (3)$$

$$x \notin L \rightarrow \Pr(M(x) = 1) = 0 \quad (4)$$

Definition 5: The class RP is the set of all languages that can be decided in polynomial time by an RTM :

$$RP = \cup_c \text{RTIME}(n^c) \quad (5)$$

Definition 6: For a PTM M and input X , define a random variable $T_{M,x}$ as the running time of M over x . $\Pr(T_{M,x} = T) = p$ over random choices of M over x , it will halt T steps. We say M has expected running time $T(n)$ if $\mathbb{E}[T_{M,x}] \leq T(|x|)$. Then M has *zero sided error*

Definition 7: $ZTIME(T(n))$ is the class of languages that can be decided with *zero sided error*

Definition 8: ZPP is the class:

$$ZPP = \cup_c ZTIME(n^c) \quad (6)$$

Lemma 2: $ZPP = co - RP \cap RP$

Proof:

(a) $L \in ZPP$ iff there exists a poly time PTM M with outputs, in $\{0, 1?\}$ such that:
 $\forall_x : x \in \{0, 1\}^*$, with probability 1, $M(x) \in \{L(x), ?\}$, and $\Pr(M(x) = ?) \leq \frac{1}{2}$.

(b) $ZPP = co - RP \cap RP$