Probabilistic Turing Machine (PTM) is a TM with two transition functions So, SI. To execute a &TM M on an imput x we choose in each step with probability 1/2 to apply the transition function so and with probability 1/2 to apply 81. This choice's made independently of all previous choices. The machine only outforts I (Accept) on O (Reject). We denote by Max, the random variable corresponding to the value M writes at the end of this process. For a function T:N ->N, we say that M runs in T(n) - time if for any input x, M holts on x within T(1x1) steps regardless of the random Chaices it makes. The Complexity classes BPTIME and BPP.

For a language $L \subseteq \{0,1\}^*$ and $X \in \{0,1\}^*$ we define L(X) = 1 if $X \in L$ and L(X) = 0 otherwise. For $T: N \rightarrow N$ and $L \subseteq \{0,1\}^*$ we say that a PTM decides L in time T(n) if for every $X \in \{0,1\}^*$ M holts in T(M) steps regardless of its random choices, and $Pr(M(X) = L(X)) \ge 2/3$. We let BPTIME(T(n)) be the class of languages decided by PTMS in O(T(m)) time and define $BPI = U_c BPTIME(n)$.

The Complexity closes Rtime (Tm) and RP.

RTime(Tm) Contains Every language L for which there is a PTM M running in Tm, time such that $\chi \in L \Rightarrow br[Max = 1] \geq 2/3$ $\chi \notin L \Rightarrow br[Max = 1] = 0$

We define RP= Uc>o RTime (nc).

The bomplenity closs coRP is defined as

CORP = { L/QLERP} >>

XEL >> Pr[Man=0]=0

x & L >> b. [Ma) = 0] > 3

The complexity closses 2 Time (Tm) and 2 PP.

The closs Z Gime (Tm) contains all the languages L for which there is an expected-time O(Tm) PTM M such that for every imput x, whenever M hotson x, the Output Mac, it produces is enactly L(x). We define $ZPP = U_{C70} Z Gime (mc)$. Relation between Randomised complexity closses.

DZPP = RP 1 coRP

(D) RP S BPP

3 CORPCBPP

(9) RPSNP

5 PEBPP

6 PS RP

OPE CO-RP

8 PS ZPP