

Probabilistic Computation

Lecture 12

Flipping coins, taking chances

PP, BPP

Probabilistic Computation

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- Output depends not only on x , but also on random “coin flips”

Probabilistic Computation

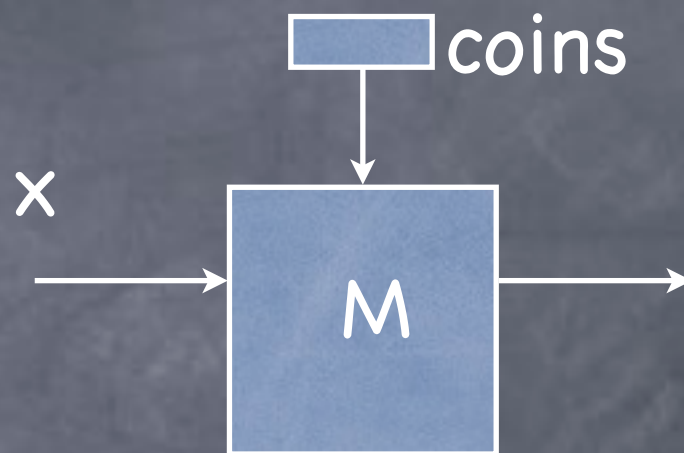
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 - When M does decide, much better than random guess

Probabilistic TM

Probabilistic TM

- Like an NTM, but the two possible transitions are considered to be taken with equal probability

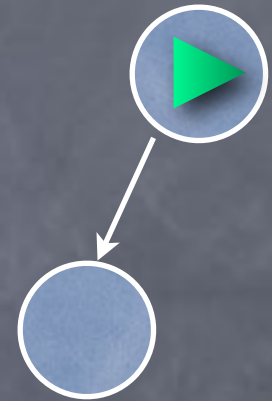
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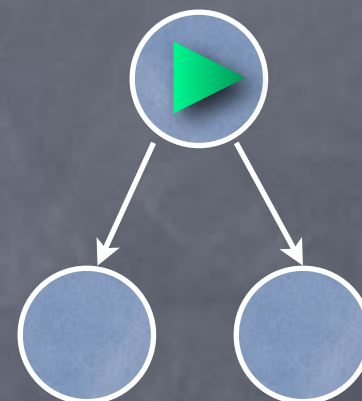
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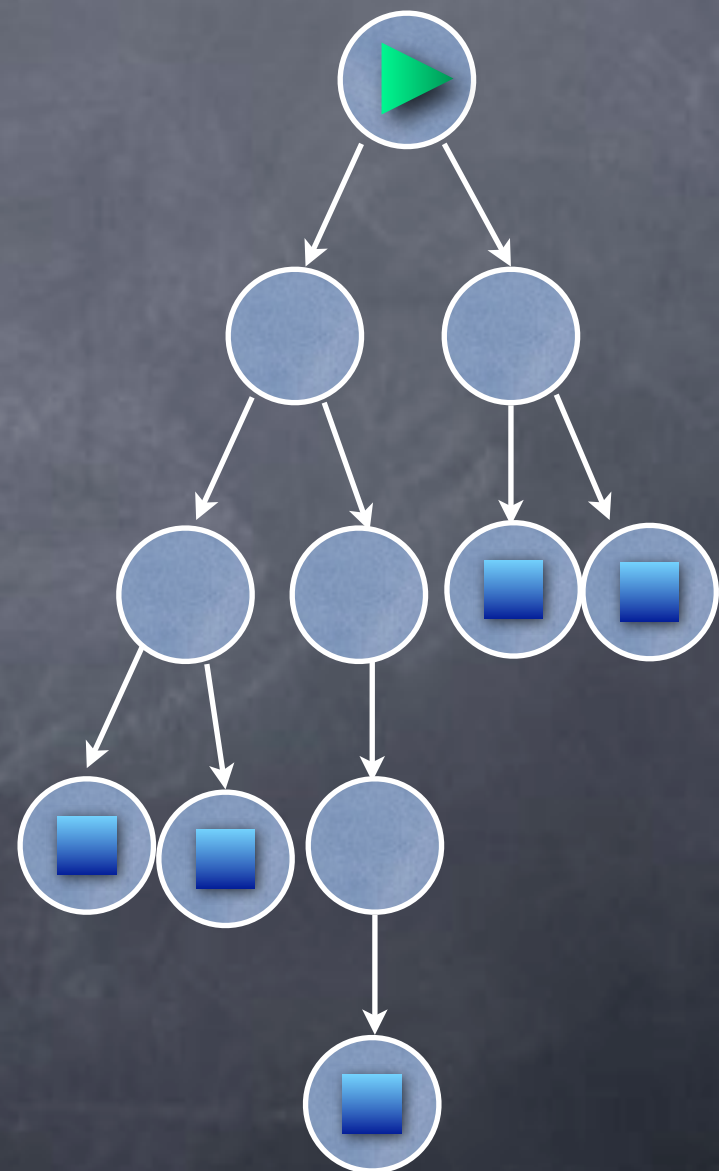
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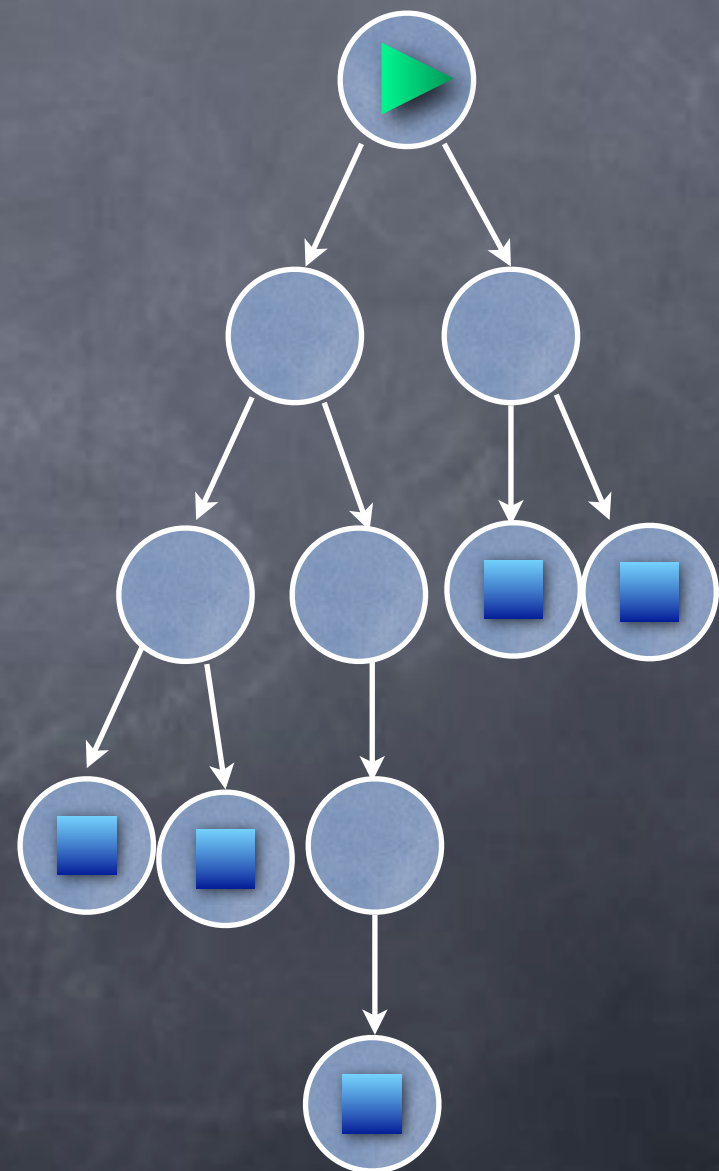
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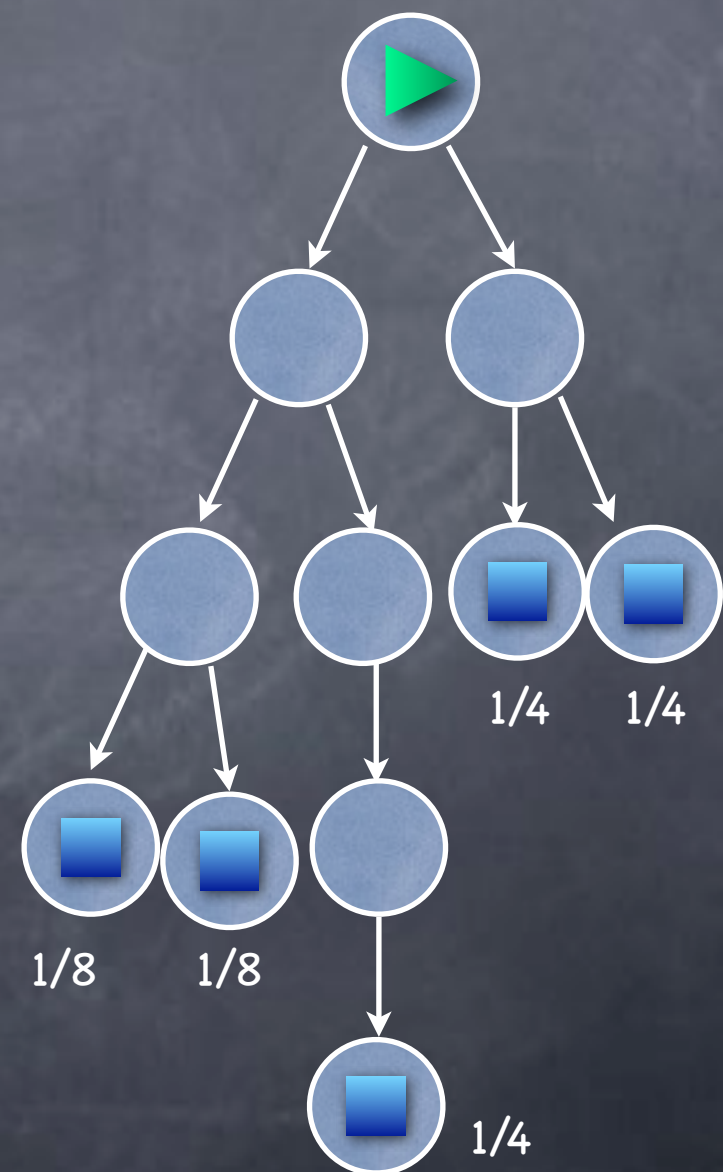
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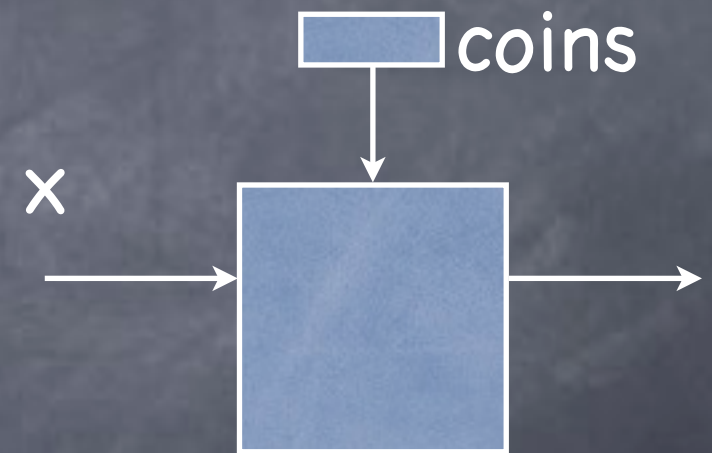


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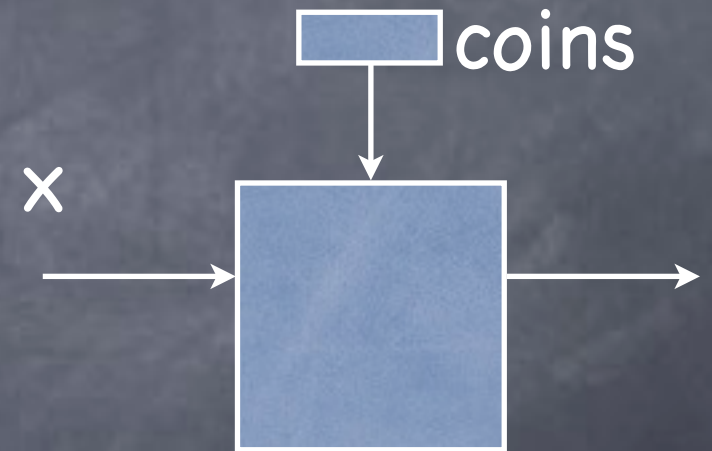


Random Tape



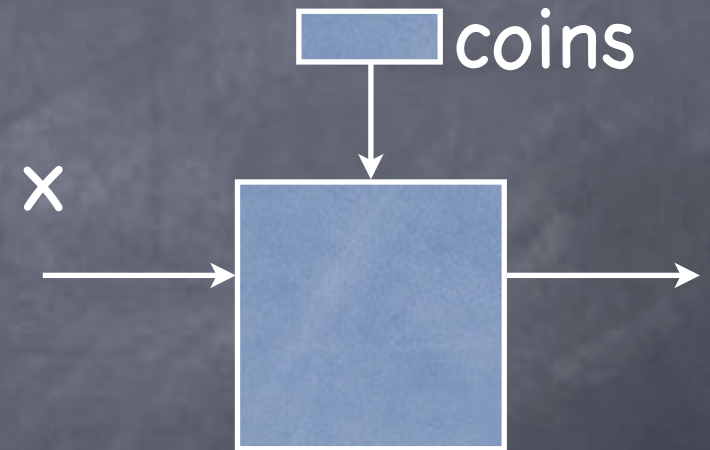
Random Tape

- Random choice: flipping a fair coin



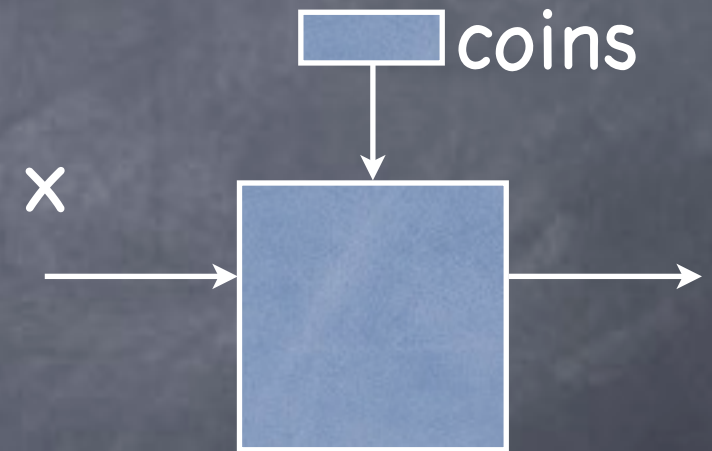
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- Random choice: flipping a fair coin
 - Coin flip is written on a read-once “random tape”



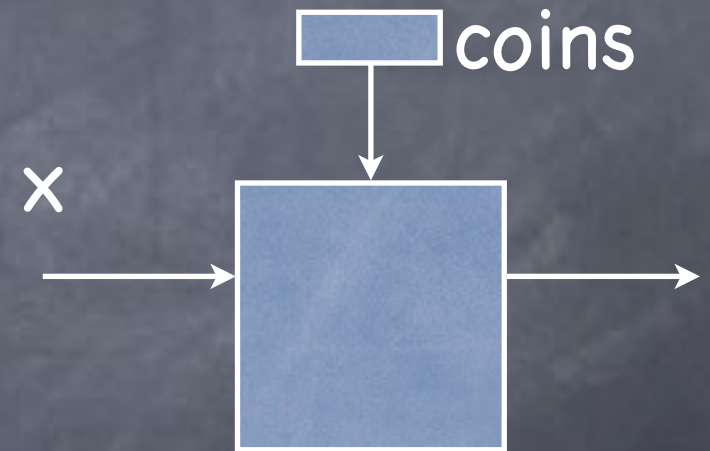
Random Tape

- Random choice: flipping a fair coin
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 - Enough coin flips made and written on the tape first, then start execution

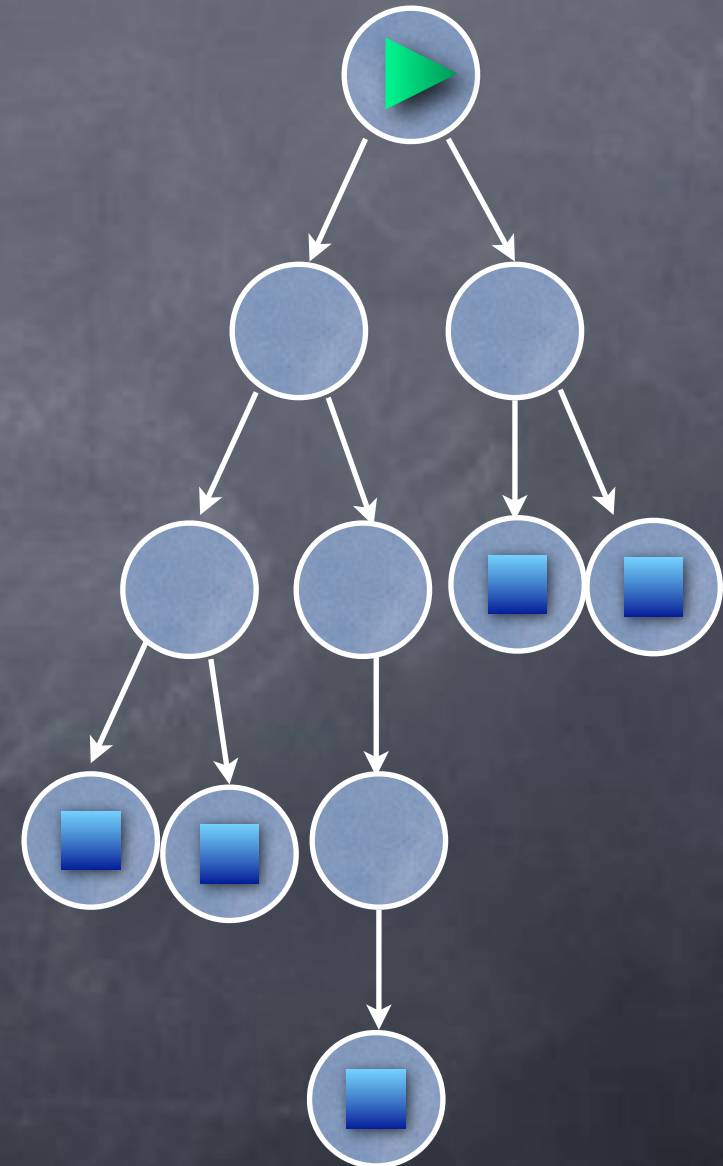


Random Tape

- Random choice: flipping a fair coin
 - Coin flip is written on a read-once “random tape”
 - Enough coin flips made and written on the tape first, then start execution
 - When considering bounded time TMs length of random tape (max coins used) also bounded

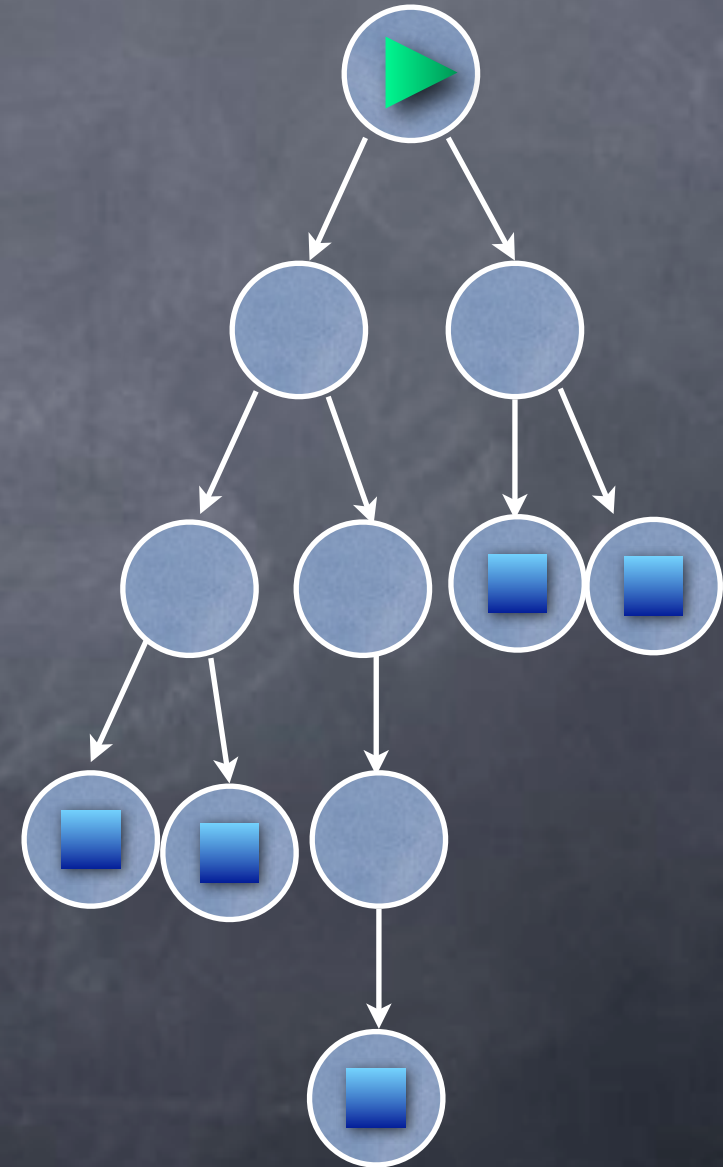


Random Tape



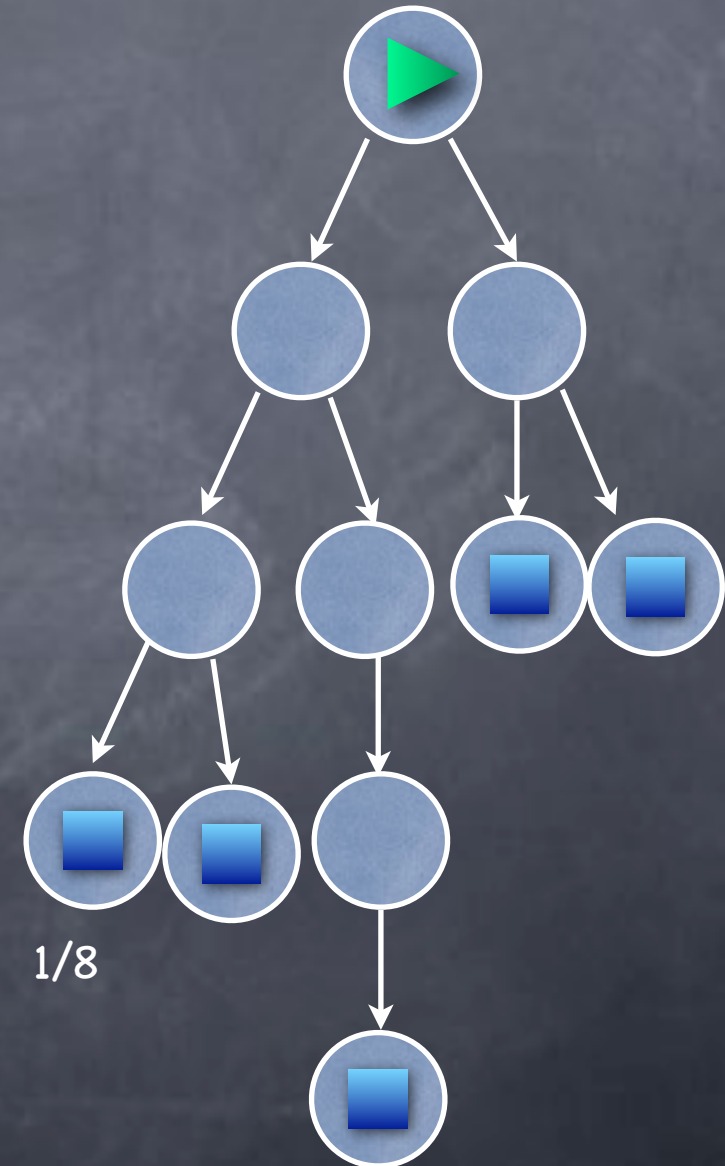
Random Tape

0	0	0
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Random Tape

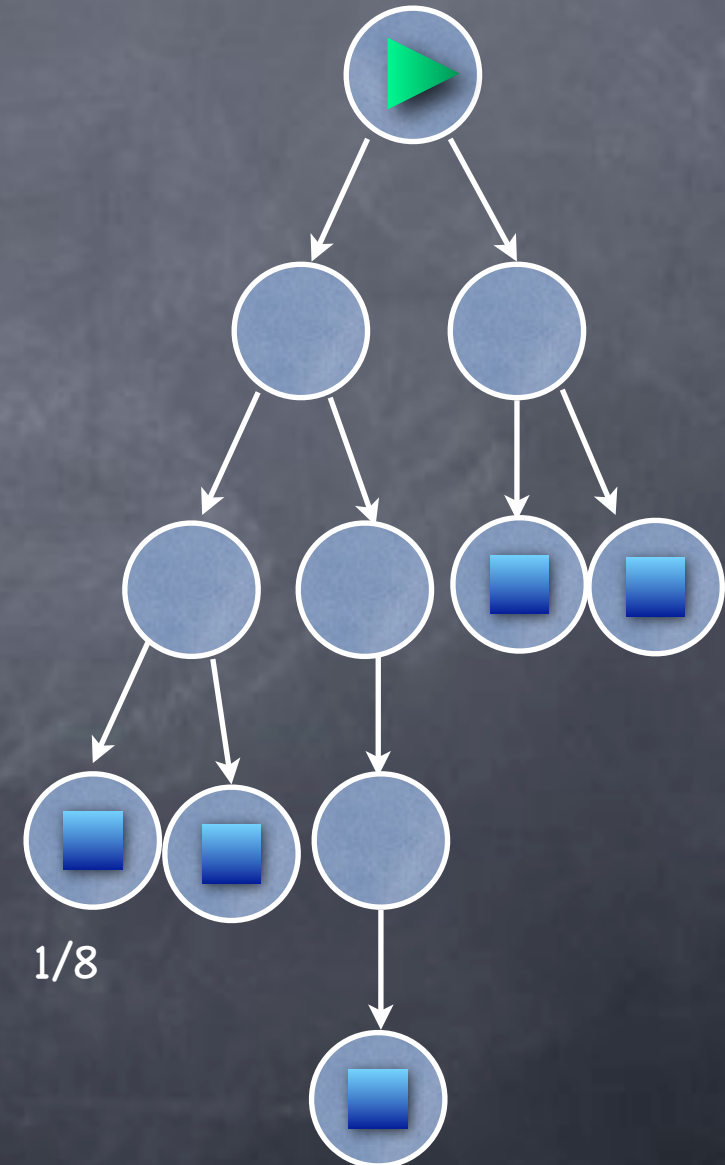
0	0	0
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Random Tape

0 0 0

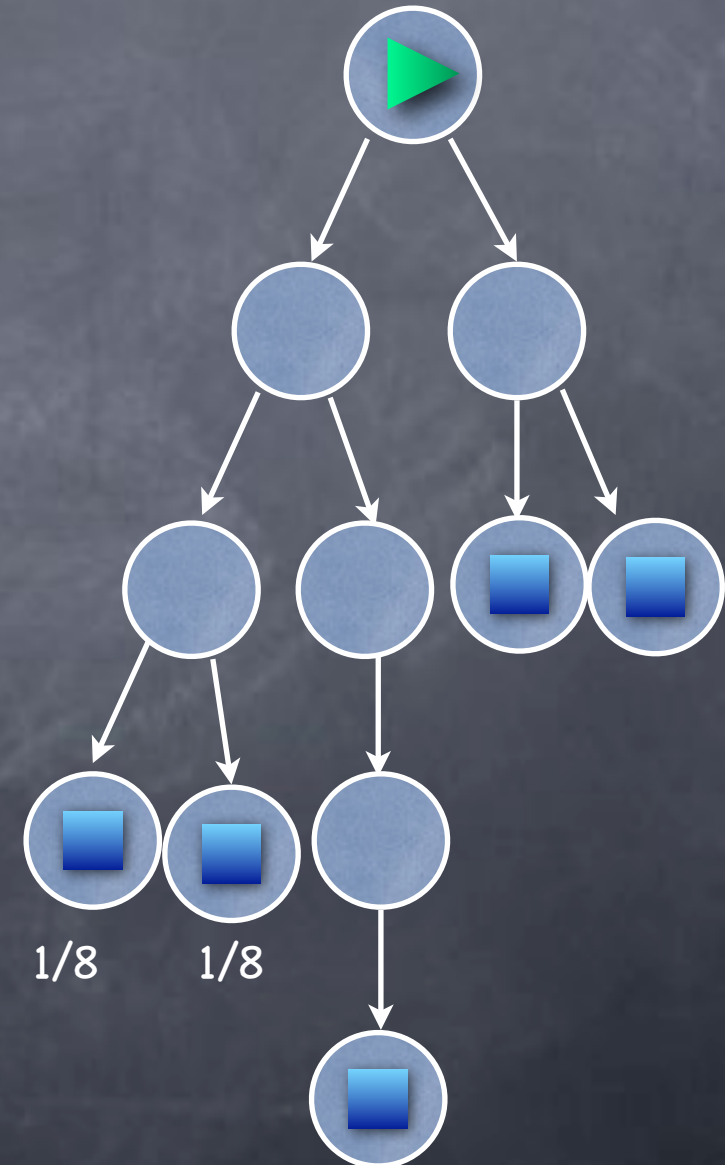
0	0	1
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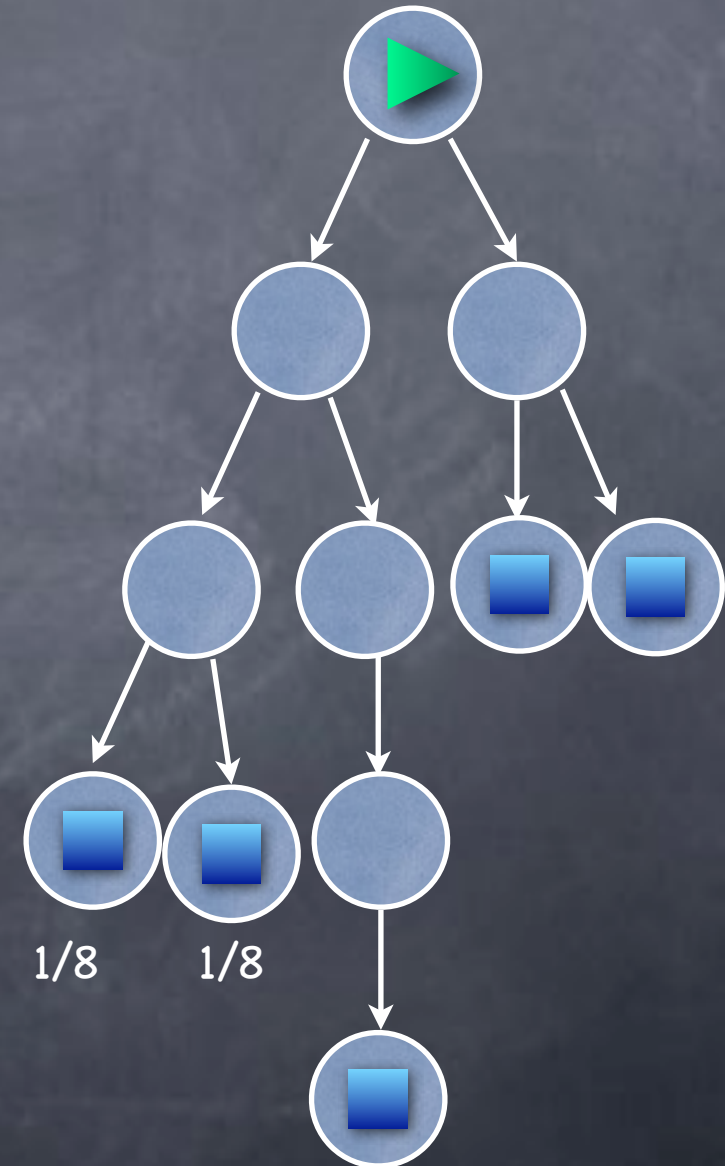


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0	1
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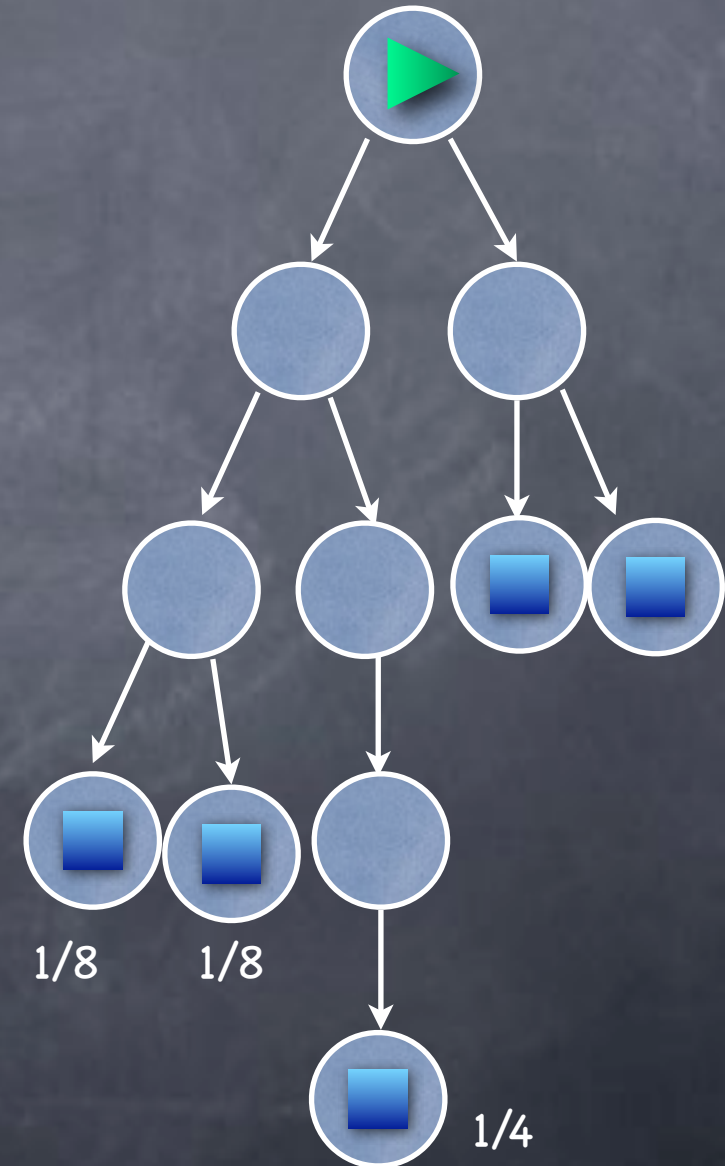


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0	0	0
---	---	---

0	0	1
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0	1
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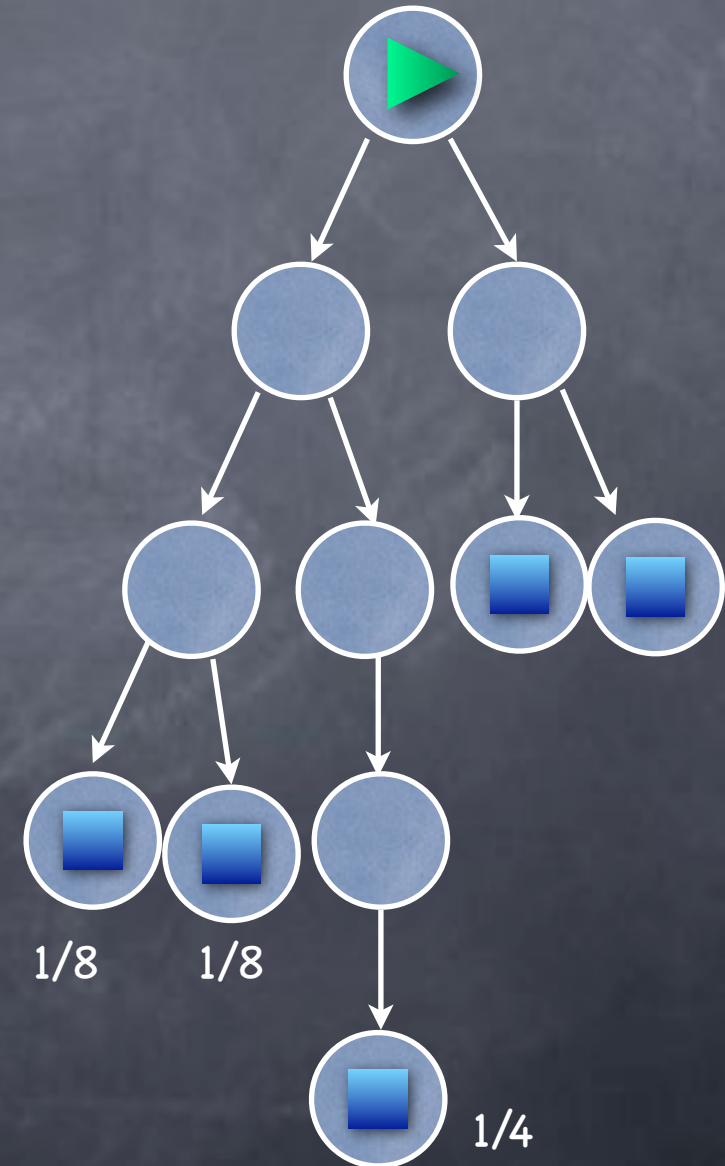
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0	0	0
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0	0	1
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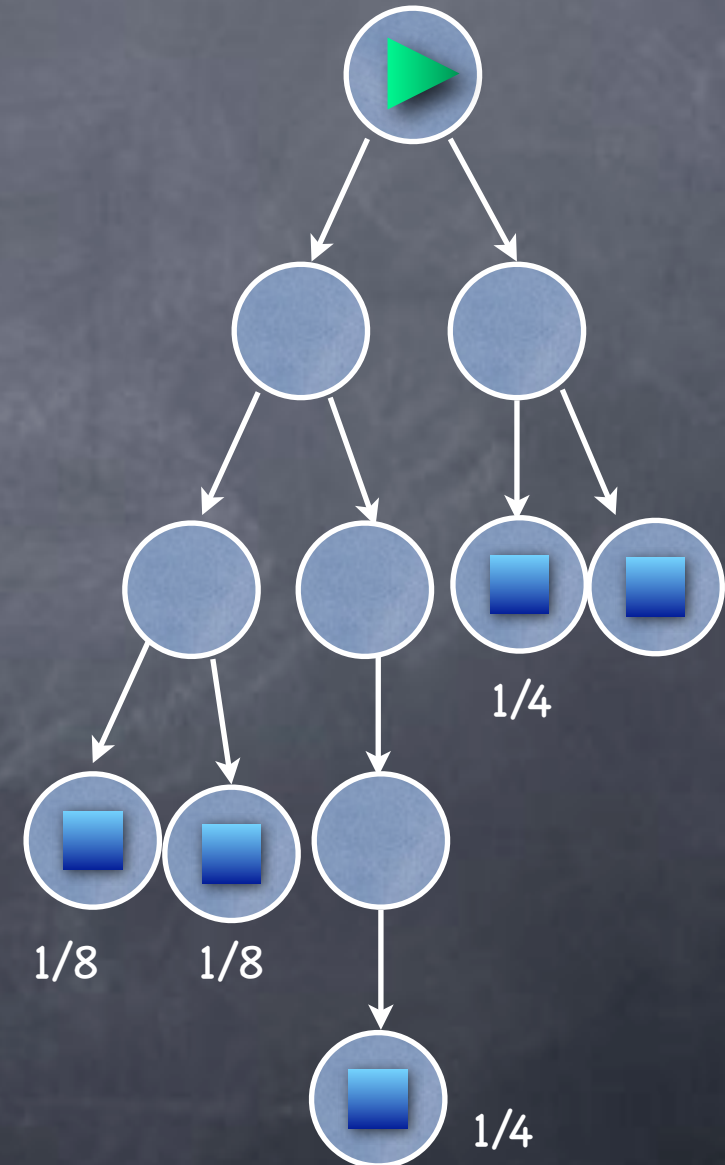
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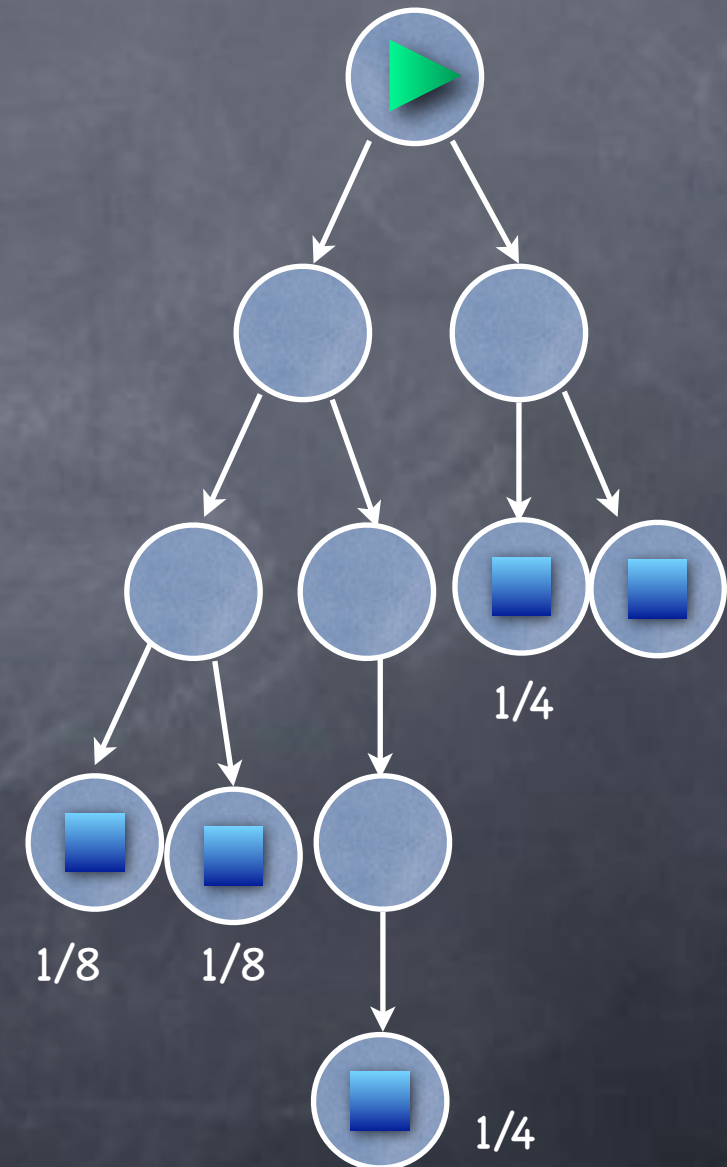
0	0	1
---	---	---

0	1
---	---

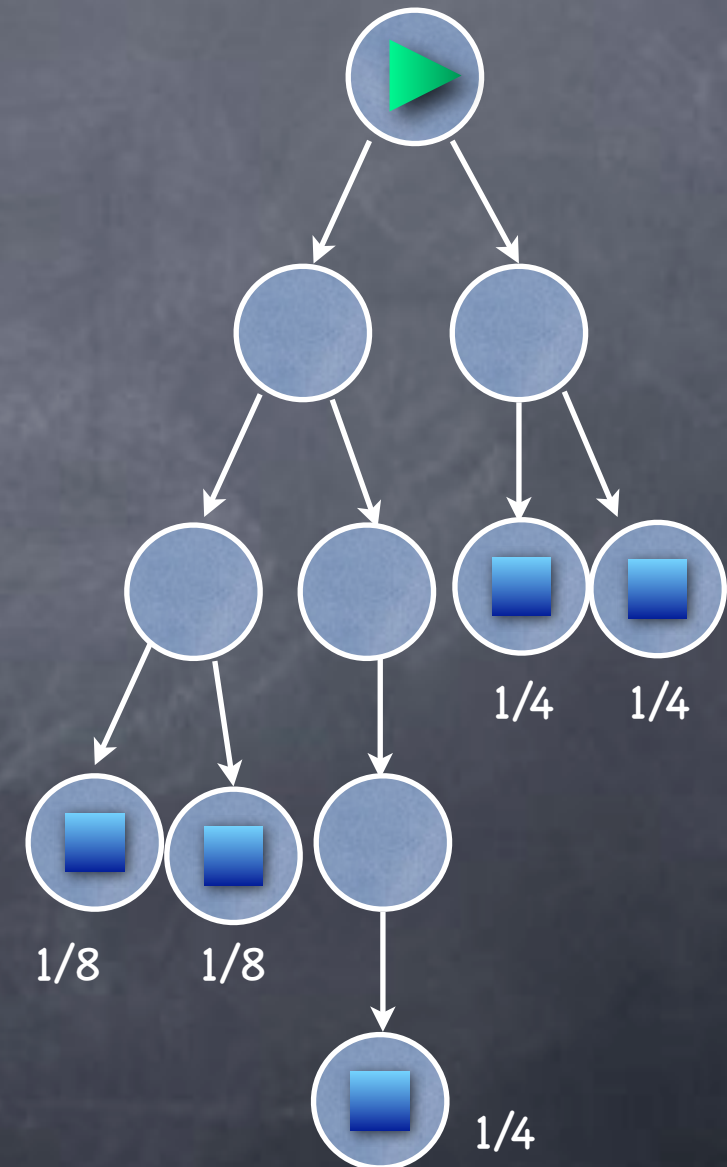
1	0
---	---



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---	---	---

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---	---	---

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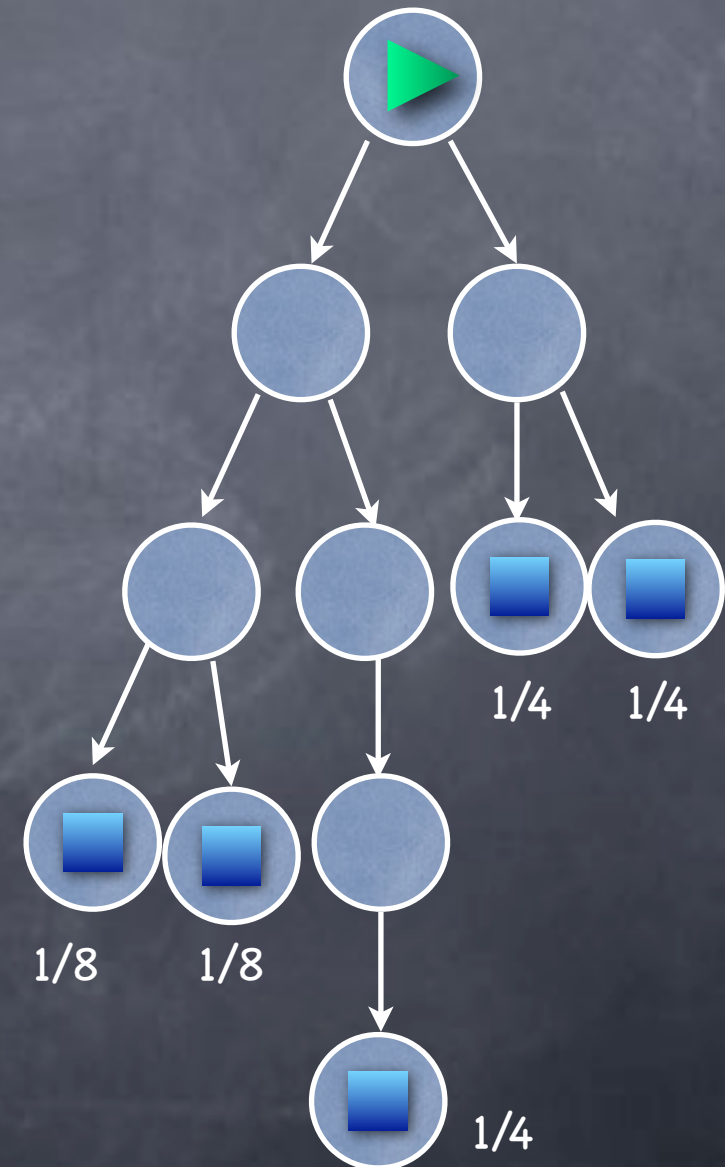
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- (Not standard nomenclature!)

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 - Similarly $\text{PTIME}(T)$ and $\text{RTIME}(T)$

PP, BPP and RP

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• $PP = \bigcup_{c>0} PTIME(O(n^c))$

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co-RTM

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NTM

co-RTM

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 - RP: if yes, may still say no w/p at most $1/3$
 - i.e., if RTM says no, can be wrong
 - co-RP: if no, may still say yes w/p at most $1/3$
 - i.e., if co-RTM says yes, can be wrong

co-BPP, co-PP

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- $\text{BPP} = \text{co-BPP}$

co-BPP, co-PP

- $BPP = co-BPP$
- co-BPTMs are same as BPTMs

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- $\text{BPP} = \text{co-BPP}$
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- In fact $\text{PP} = \text{co-PP}$

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- In fact $PP = co-PP$
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- $\text{BPP} = \text{co-BPP}$
 - co-BPTMs are same as BPTMs
- In fact $\text{PP} = \text{co-PP}$
 - PTMs and co-PTMs differ on accepting inputs with $\Pr[\text{yes}] = 1/2$
 - But can modify a PTM so that $\Pr[M(x)=\text{yes}] \neq 1/2$ for all x , without changing language accepted

pp = co-pp

$$\text{PP} = \text{co-PP}$$

- Modifying a PTM M to an equivalent PTM M' , so that for all x
 $\Pr[M'(x)=\text{yes}] \neq 1/2$

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- Consider $M'(x)$: w.p. $1/2$ run $M(x)$; w.p. $1/2$, ignore input and say yes w.p. $1/2 - \epsilon$, and say no w.p. $1/2 + \epsilon$

$$PP = co-PP$$

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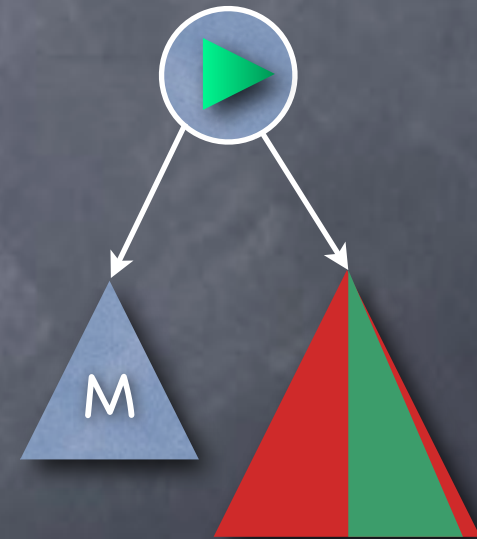
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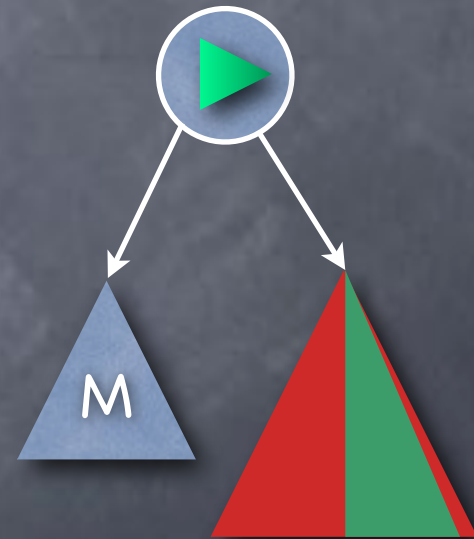
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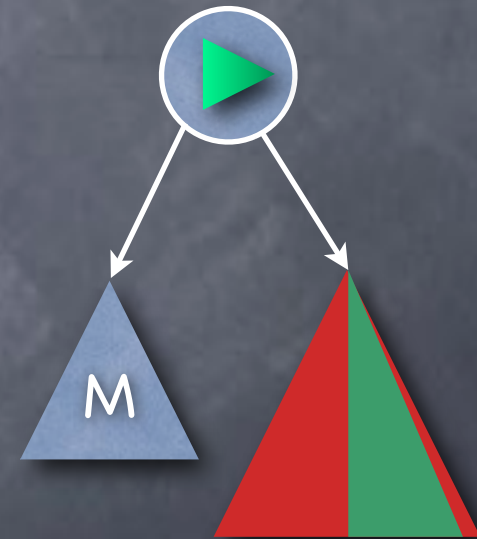
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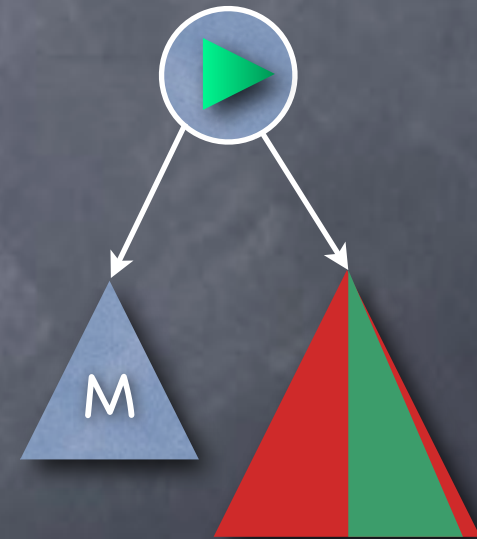
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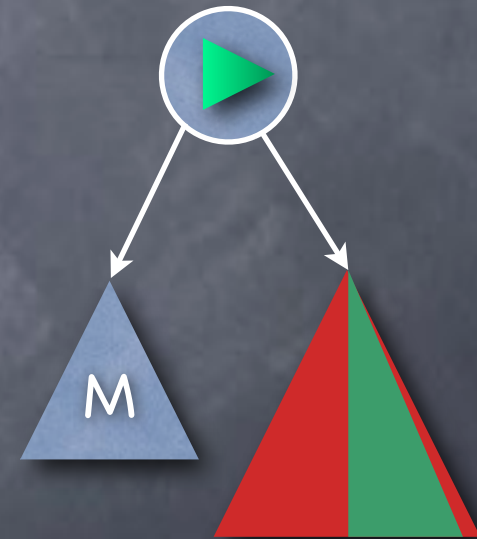
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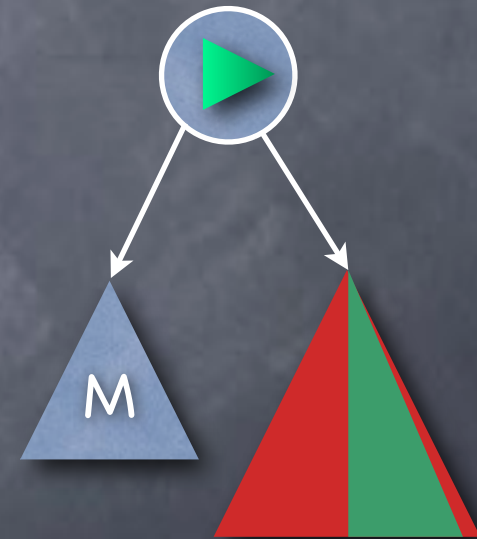
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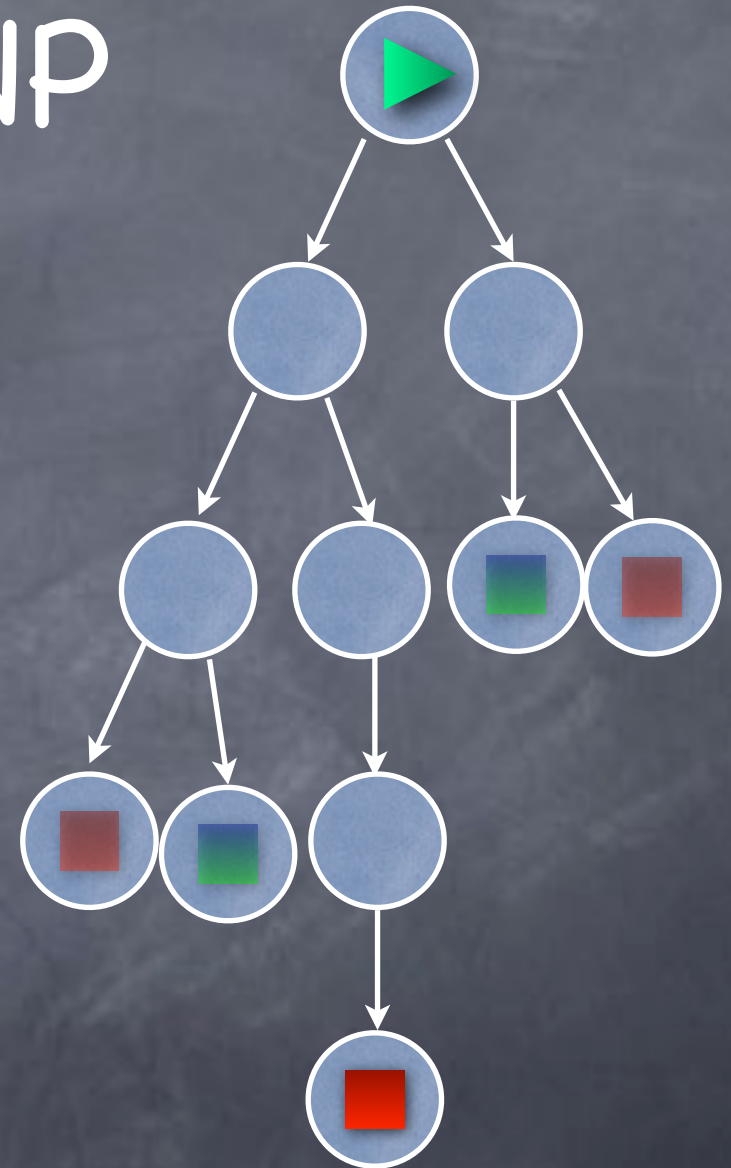
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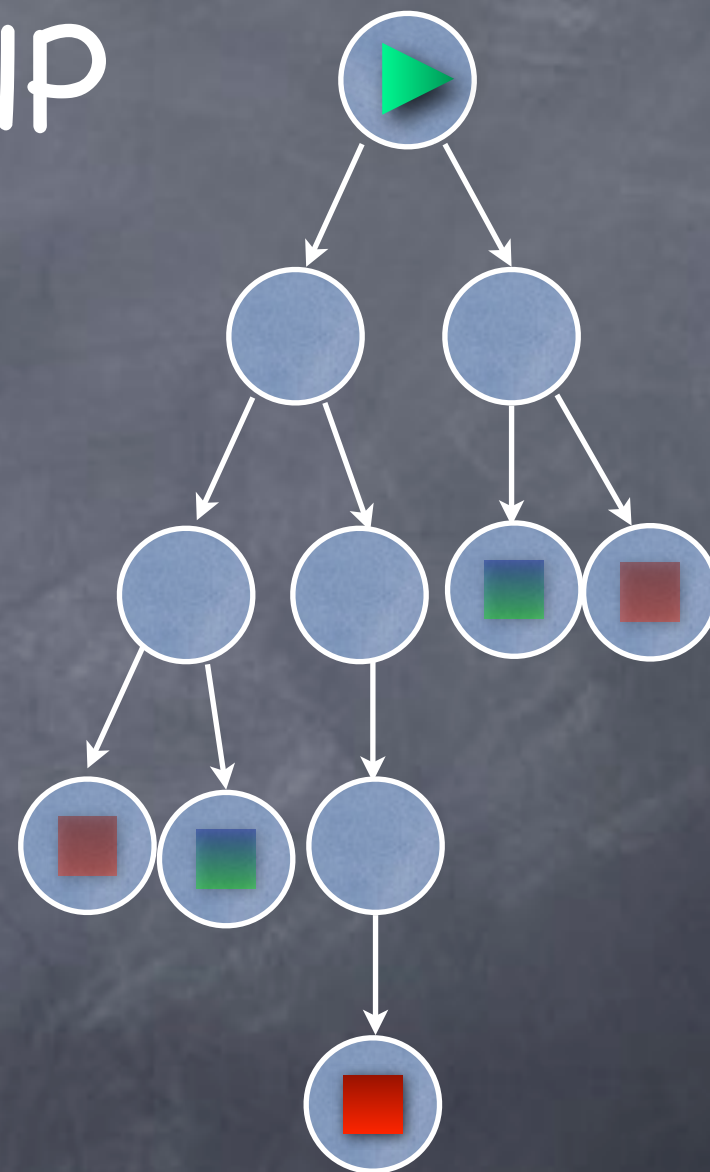


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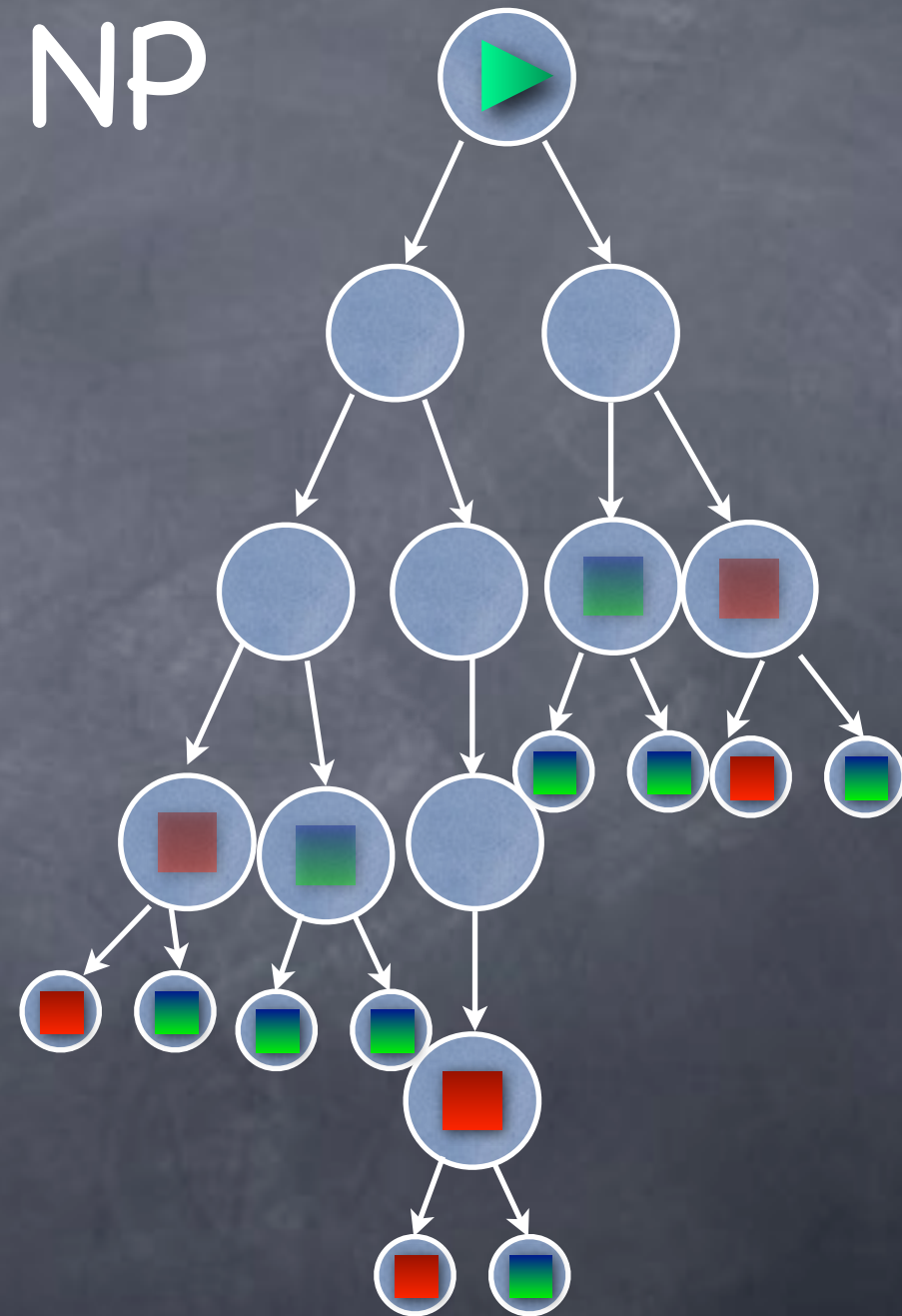
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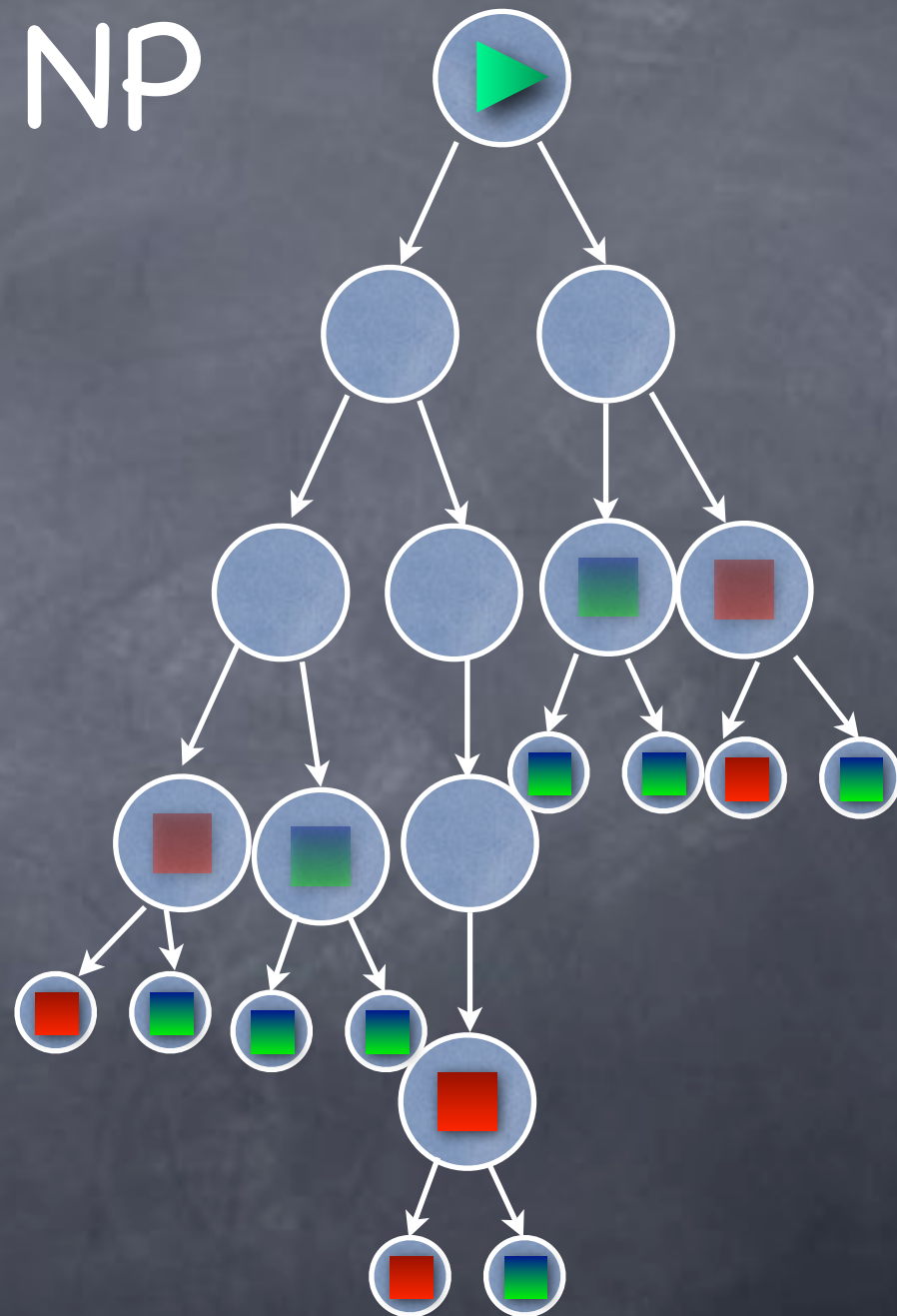
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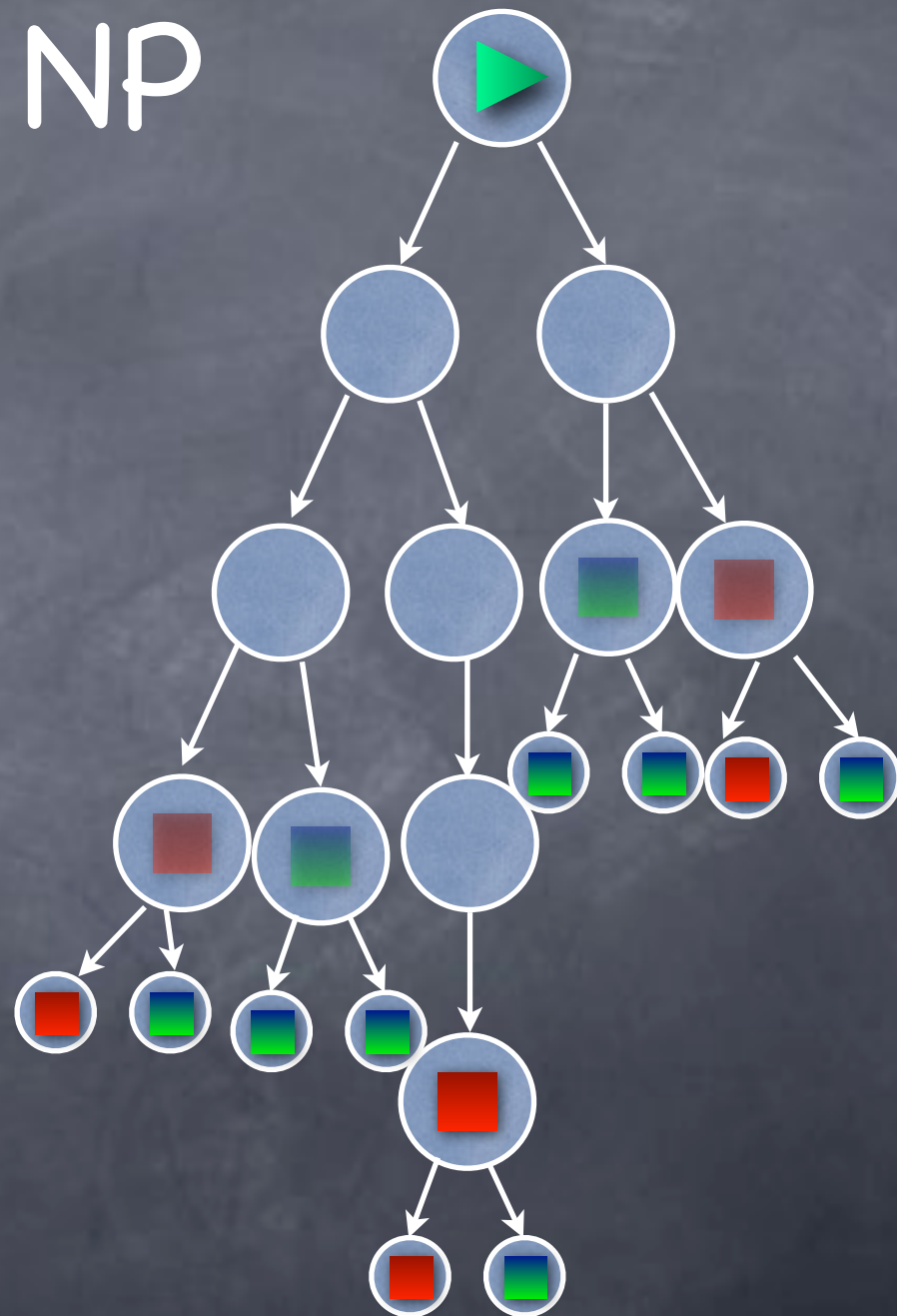
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 - $t = O(n^d/\delta^2)$ enough for $\Pr[\text{error}] \leq 2^{-n^d}$

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- Next: more on BPP and relatives