



# CS 579: Computational Complexity. Lecture 5

Randomized Computation

Alexandra Kolla

# Today

- Probabilistic complexity classes
- Relationship between classes
- BPP in  $\Sigma_2$

# Probabilistic complexity classes

- Algorithm  $A$  gets as input sequence of random bits  $r$  and “real” input  $x$  of the problem.
- Output is the correct answer for input  $x$  with some probability.
- **Definition.**  $A$  is called polynomial time probabilistic algorithm if the size of the random sequence  $|r|$  is poly in  $|x|$  and  $A$  runs in time polynomial in  $|x|$ .

# Probabilistic complexity classes

- **Definition (BPP).** Decision problem  $L$  belongs to the class BPP if there is a polynomial time algorithm  $A$  and a polynomial  $p()$  such that:

- For every

$$x \in L, \Pr_{r \in \{0,1\}^{p(|x|)}} [A(r, x) \text{ accepts}] \geq \frac{2}{3}$$

- For every

$$x \notin L, \Pr_{r \in \{0,1\}^{p(|x|)}} [A(r, x) \text{ accepts}] \leq \frac{1}{3}$$

# Probabilistic complexity classes

- We can also define the class P similarly:
- **Definition (P).** Decision problem L belongs to the class P if there is a polynomial time algorithm A and a polynomial  $p()$  such that:
  - For every
$$x \in L, Pr_{r \in \{0,1\}^{p(|x|)}} [A(r, x) \text{ accepts}] = 1$$
  - For every
$$x \notin L, Pr_{r \in \{0,1\}^{p(|x|)}} [A(r, x) \text{ accepts}] = 0$$

# Probabilistic complexity classes

- **Definition (RP).** Decision problem  $L$  belongs to the class RP if there is a polynomial time algorithm  $A$  and a polynomial  $p()$  such that:
  - For every
$$x \in L, Pr_{r \in \{0,1\}^{p(|x|)}} [A(r, x) \text{ accepts}] \geq \frac{1}{2}$$
  - For every
$$x \notin L, Pr_{r \in \{0,1\}^{p(|x|)}} [A(r, x) \text{ accepts}] = 0$$

# Probabilistic complexity classes

- **Definition (coRP).**  $\text{coRP} = \{L | \bar{L} \in \text{RP}\}$
- In other words, the error is in the other direction (will never output 0 if  $x \in L$  but may output 1 if  $x \notin L$ ).

# Probabilistic complexity classes

- We can also define the class P similarly:
- **Definition (ZPP).** Decision problem  $L$  belongs to the class ZPP if there is a polynomial time algorithm  $A$  whose output can be 0,1 ? and a polynomial  $p()$  such that:
  - For every  $x \in L$ ,  $Pr_{r \in \{0,1\}^{p(|x|)}} [A(r, x) = ?] \leq \frac{1}{2}$
  - $\forall x \forall r$  such that  $A(x, r) \neq ?$ , then  $A(x, r) = 1$  iff  $x \in L$ .



# Relations between complexity classes

- **Theorem 1.**  $RP \subseteq NP$
- **Theorem 2.**  $ZPP \subseteq RP$

# Relations between complexity classes

- **Exercise.**  $ZPP = RP \cap coRP$

# Relations between complexity classes

- **Theorem 3.** A language  $L$  is in the class ZPP if and only if  $L$  has an average polynomial time algorithm that always gives the right answer.

# Relations between complexity classes

- **Theorem 4.**  $RP \subseteq BPP$

# Probability amplification

- We can also define the class RP with error probability exp. close to zero:
- **Definition (RP).** Decision problem  $L$  belongs to the class RP if there is a polynomial time algorithm  $A$  and polynomial  $p()$  such that for some fixed polynomial  $q()$ :
  - For every  $x \in L$ ,  $Pr_{r \in \{0,1\}^{p(|x|)}} [A(r, x) \text{ accepts}] \geq 1 - \left(\frac{1}{2}\right)^{q(|x|)}$
  - For every  $x \notin L$ ,  $Pr_{r \in \{0,1\}^{p(|x|)}} [A(r, x) \text{ accepts}] = 0$

# Probability amplification

- **Theorem.** (Chernoff bound)

Suppose  $X_1, \dots, X_k$  are independent random variables with values in  $\{0,1\}$  and for every  $i$ ,  $\Pr[X_i = 1] = p$ . Then

$$\Pr \left[ \frac{1}{k} \sum_{i=1}^k X_i - p > \epsilon \right] < e^{\left\{ -\frac{\epsilon^2 k}{2p(1-p)} \right\}}$$
$$\Pr \left[ \frac{1}{k} \sum_{i=1}^k X_i - p < -\epsilon \right] < e^{\left\{ -\frac{\epsilon^2 k}{2p(1-p)} \right\}}$$

# Probability amplification

- Re-define BPP with exp. small error.
- **Definition (BPP).** Decision problem  $L$  belongs to the class BPP if there is a polynomial time algorithm  $A$  and polynomial  $p()$  such that for some fixed polynomial  $q()$  :
  - For every  $x \in L, \Pr_{r \in \{0,1\}^{p(|x|)}} [A(r, x) \text{ accepts}] \geq 1 - \left(\frac{1}{2}\right)^{q(|x|)}$
  - For every  $x \notin L, \Pr_{r \in \{0,1\}^{p(|x|)}} [A(r, x) \text{ accepts}] \leq \left(\frac{1}{2}\right)^{q(|x|)}$

# Biased coins

- Could an algorithm get more power if the coin is not fair?
- **Lemma 1.** A coin with  $\Pr(\text{heads}) = p$  can be simulated in expected time  $O(1)$  provided that the  $i$ -th bit of  $p$  is computed in  $\text{poly}(i)$  time.
- **Lemma 2.** A coin with  $\Pr(\text{heads}) = 1/2$  can be simulated by an algorithm that has access to a stream of  $p$ -biased coins in expected time  $O(1/p(1-p))$ . (ex)



# Relations between probabilistic classes and circuit complexity

- **Theorem.**  $BPP \subseteq SIZE(n^{O(1)})$

# Other relations

- **Open.**  $BPP \subseteq NP$  (unlikely by previous lecture)


$$\text{BPP} \subseteq \Sigma_2$$

- **Theorem.** (Siepser-Gacs-Lautemann)  $\text{BPP} \subseteq \Sigma_2$