

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

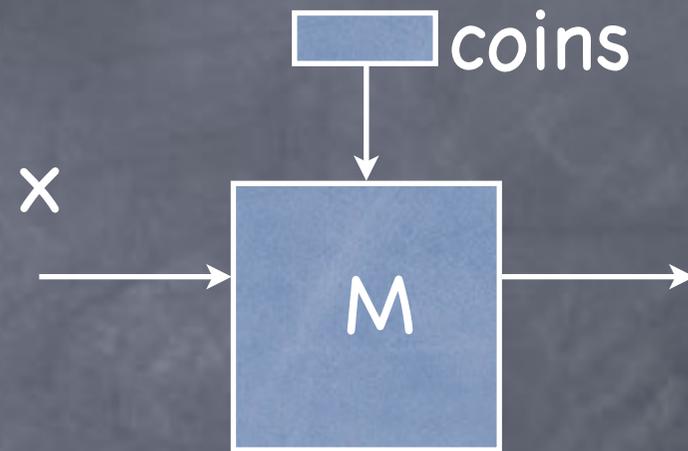
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 - When M does decide, much better than random guess

Probabilistic TM

Probabilistic TM

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

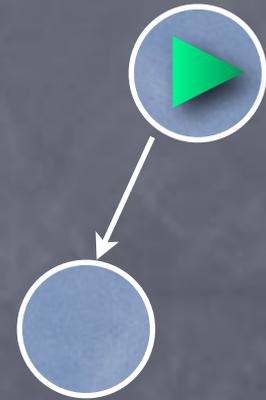
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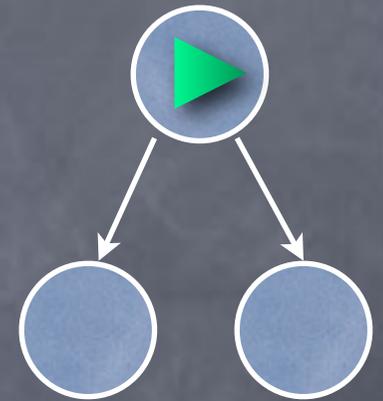
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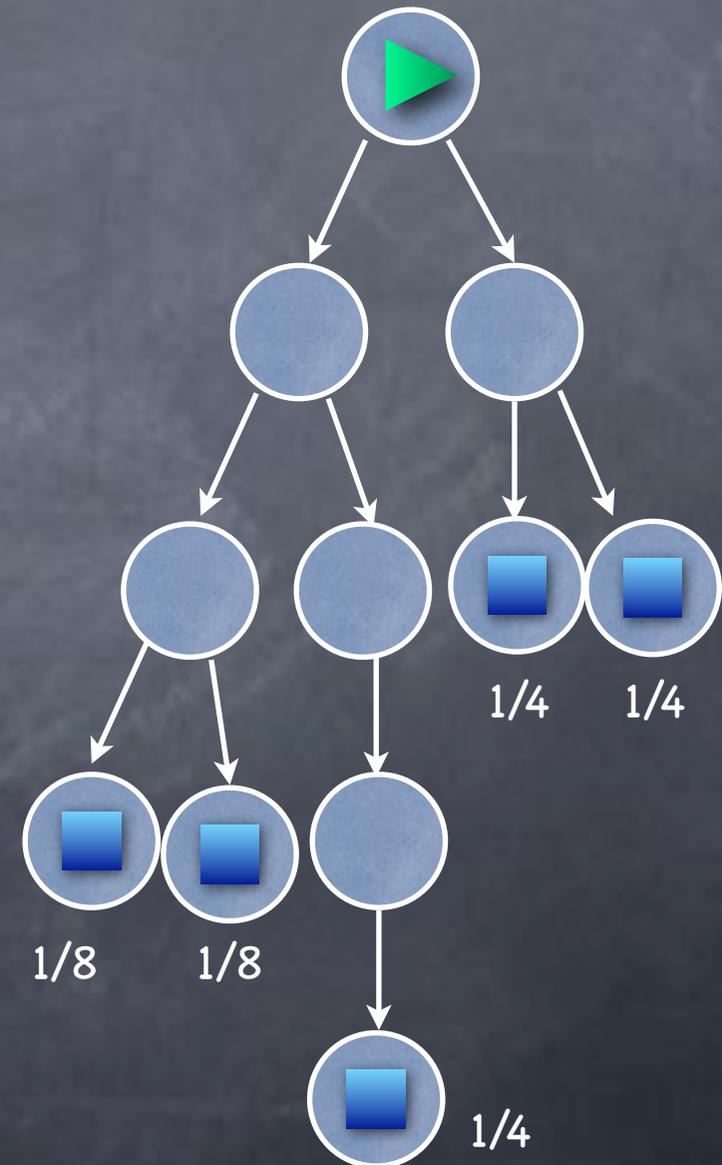
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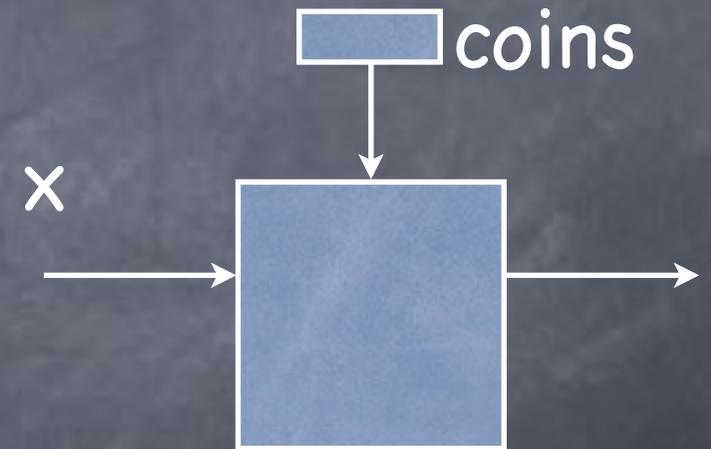


Probabilistic TM

- Like an NTM, but the two possible transitions are considered to be taken with equal probability
- Defines a probability with which an input is accepted or rejected

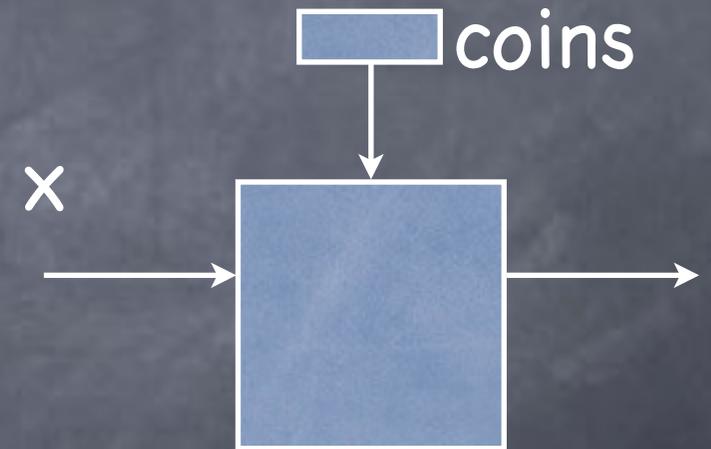


Random Tape



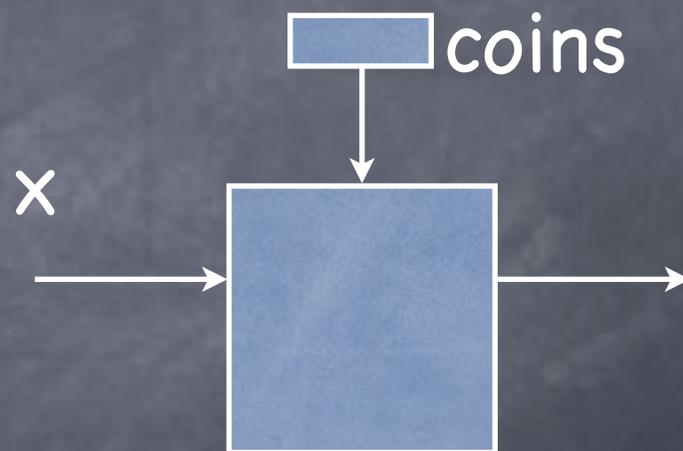
Random Tape

- Random choice: flipping a fair coin



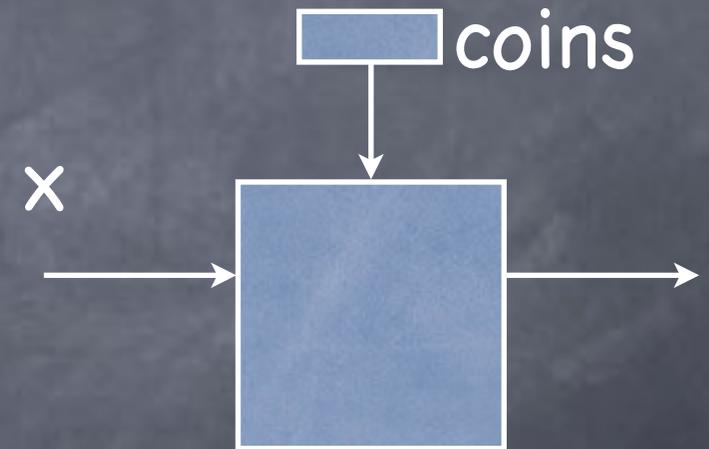
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- Random choice: flipping a fair coin
 - Coin flip is written on a read-once "random tape"



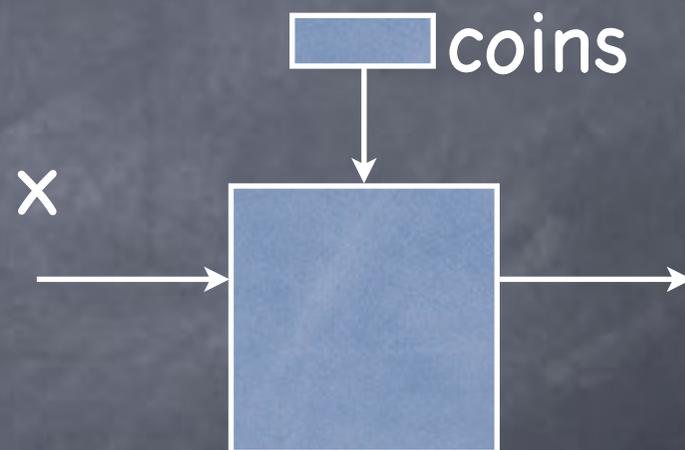
Random Tape

- Random choice: flipping a fair coin
 - Coin flip is written on a read-once "random tape"
 - Enough coin flips made and written on the tape first, then start execution



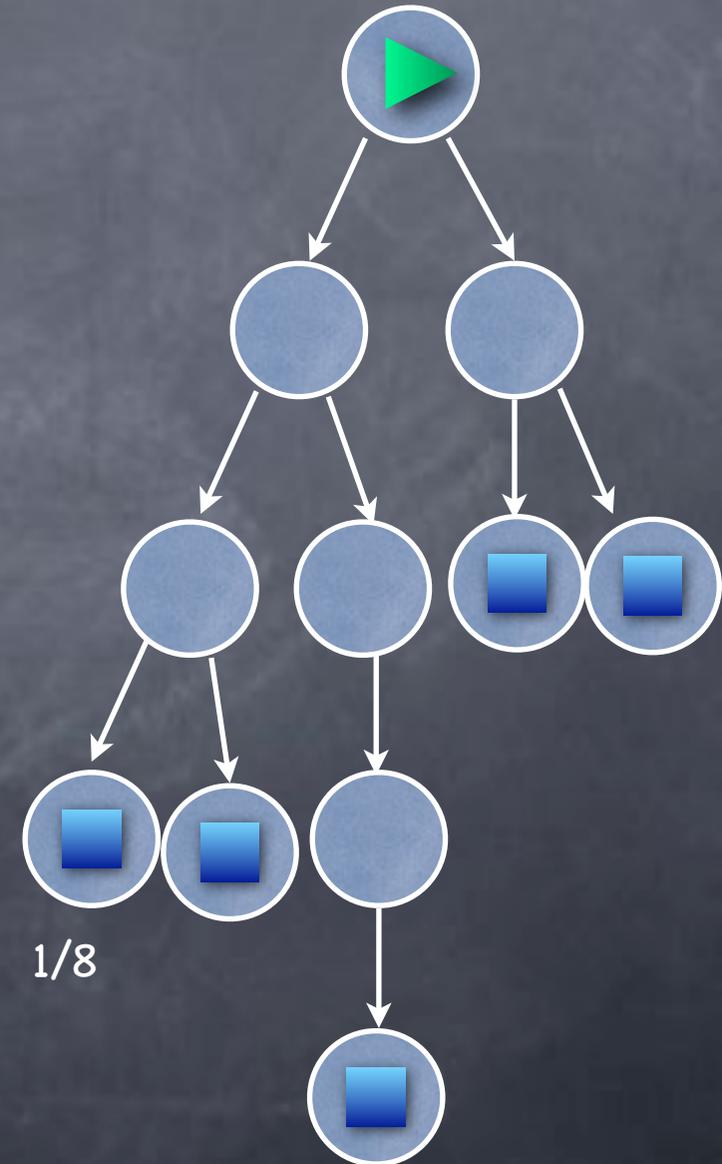
Random Tape

- 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

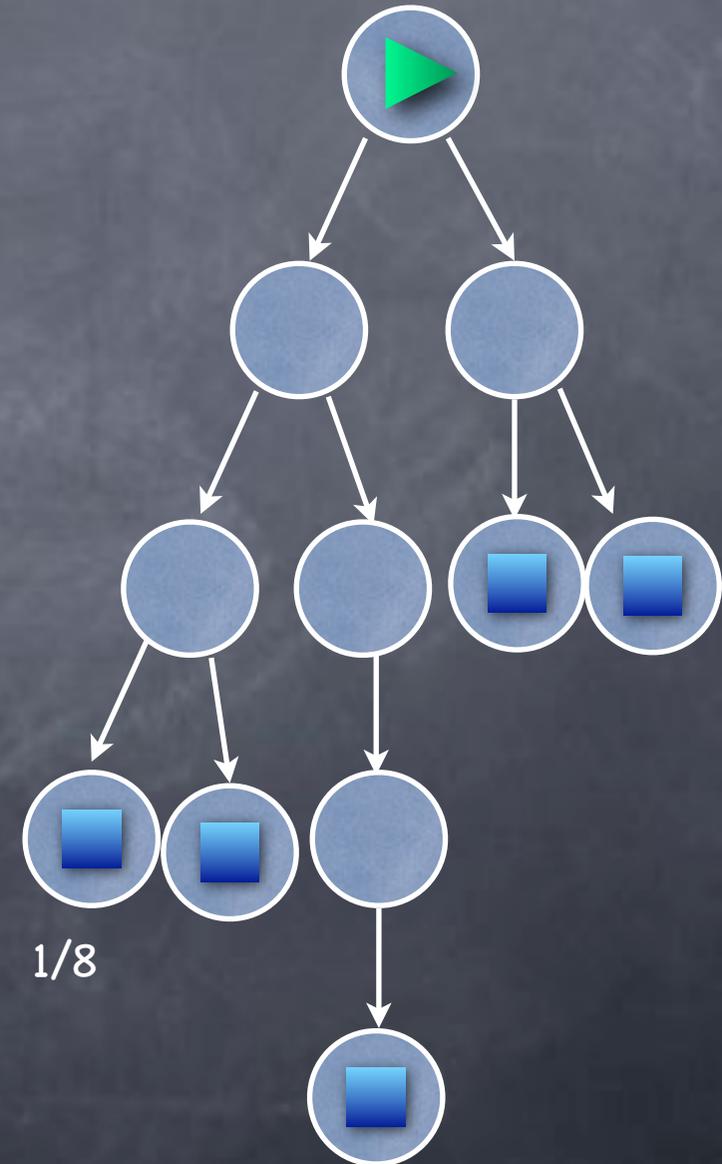
0	0	0
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Random Tape

0	0	0
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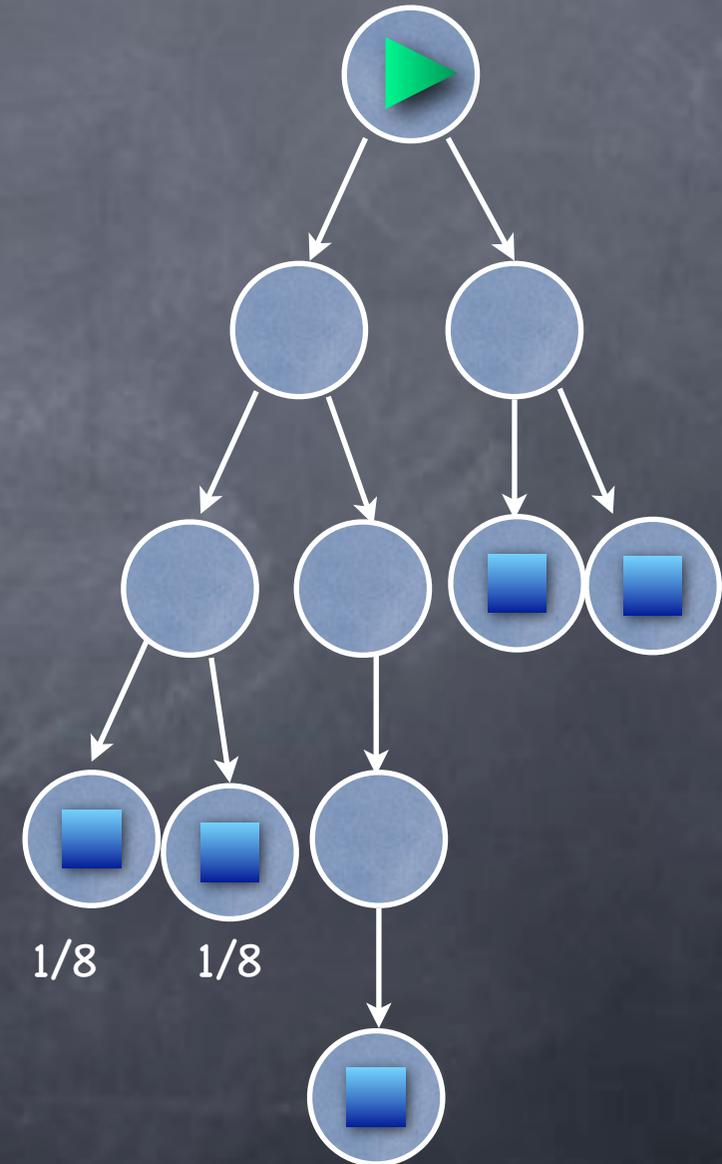
0	0	1
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Random Tape

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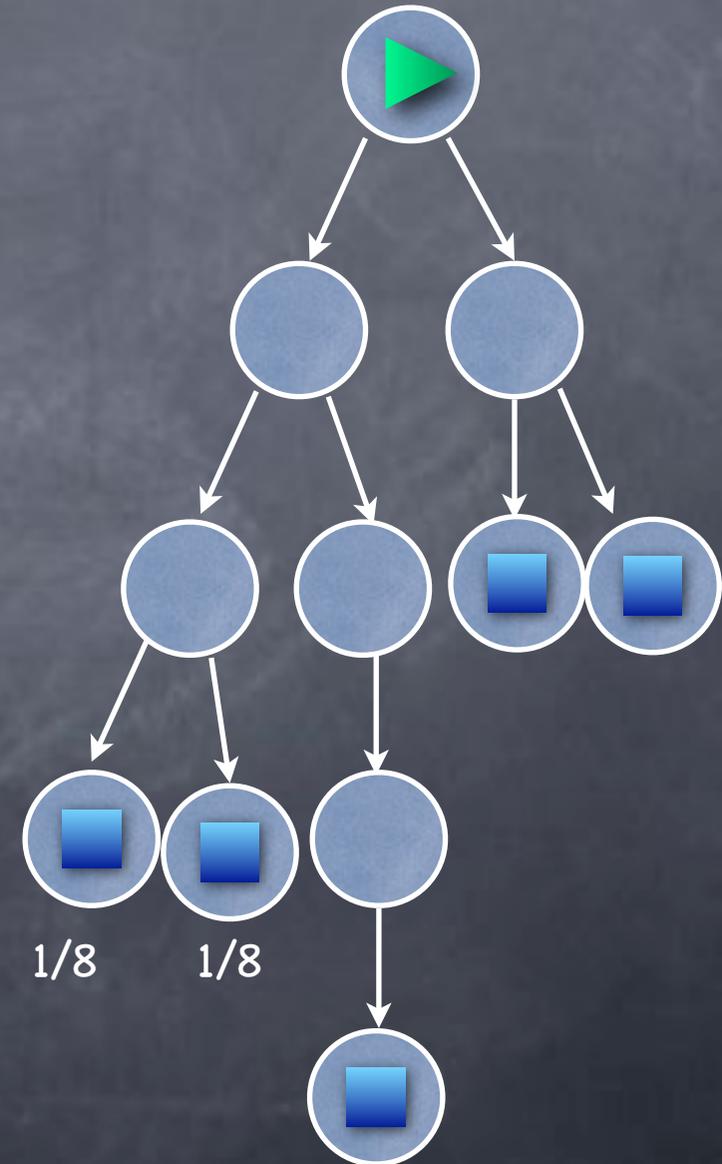


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0	1
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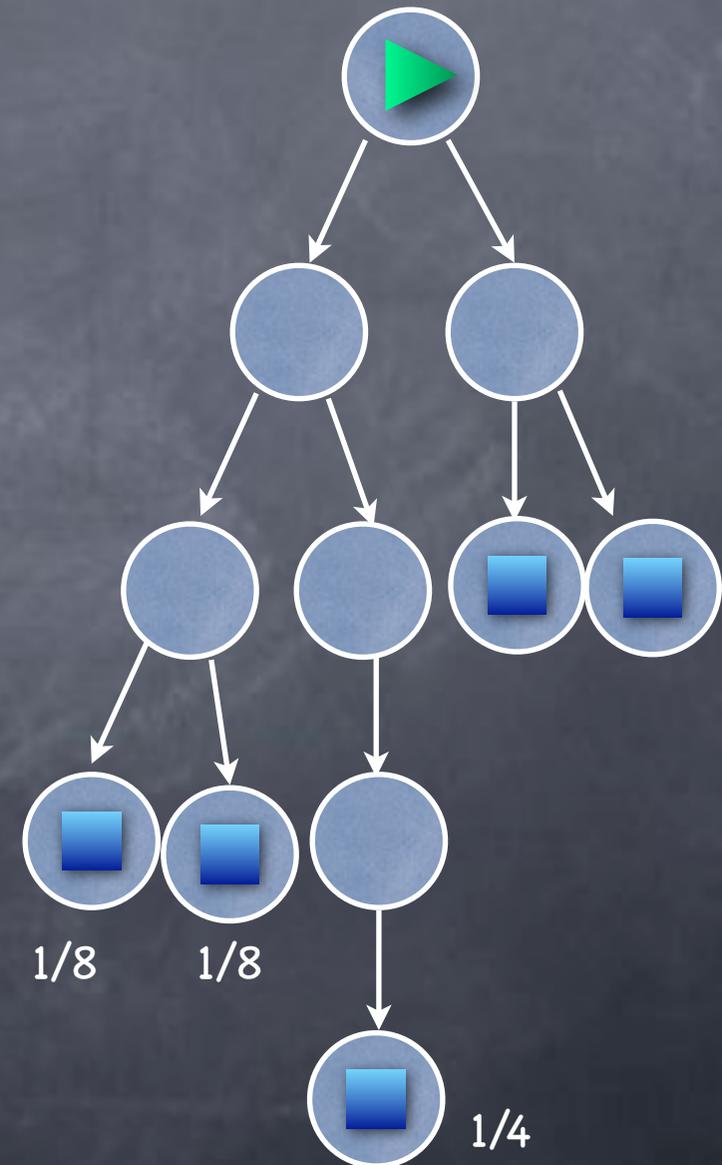


Random Tape

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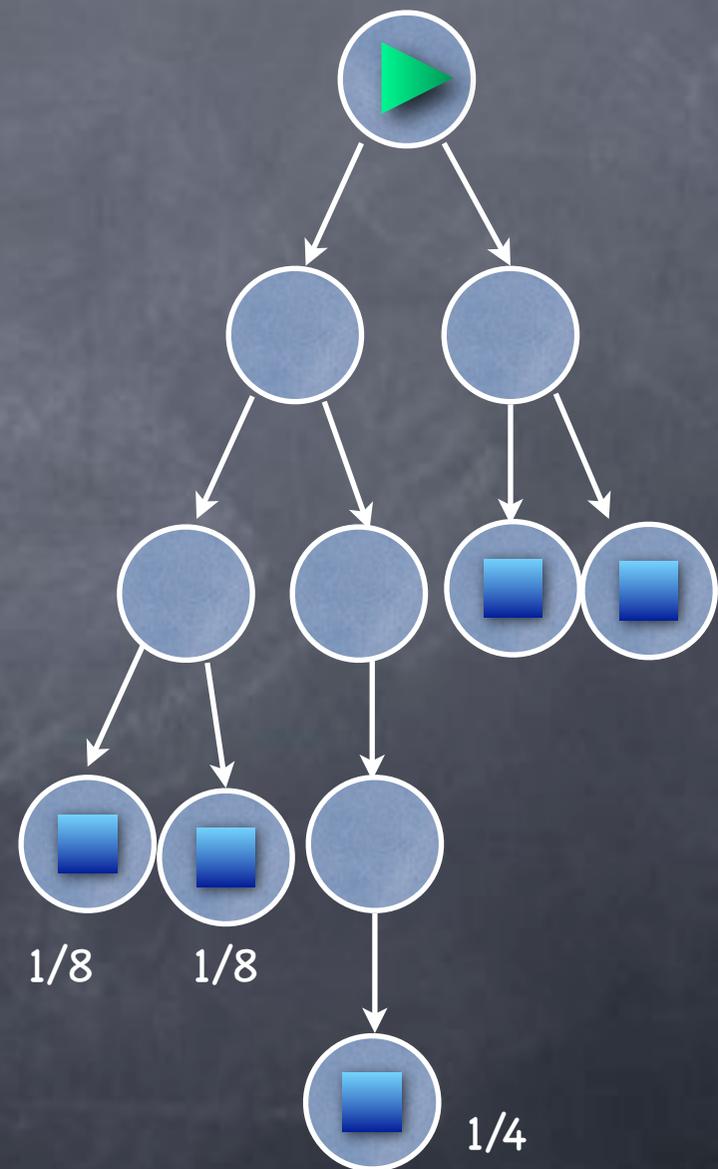
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0	0	0
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0	0	1
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0	1
---	---

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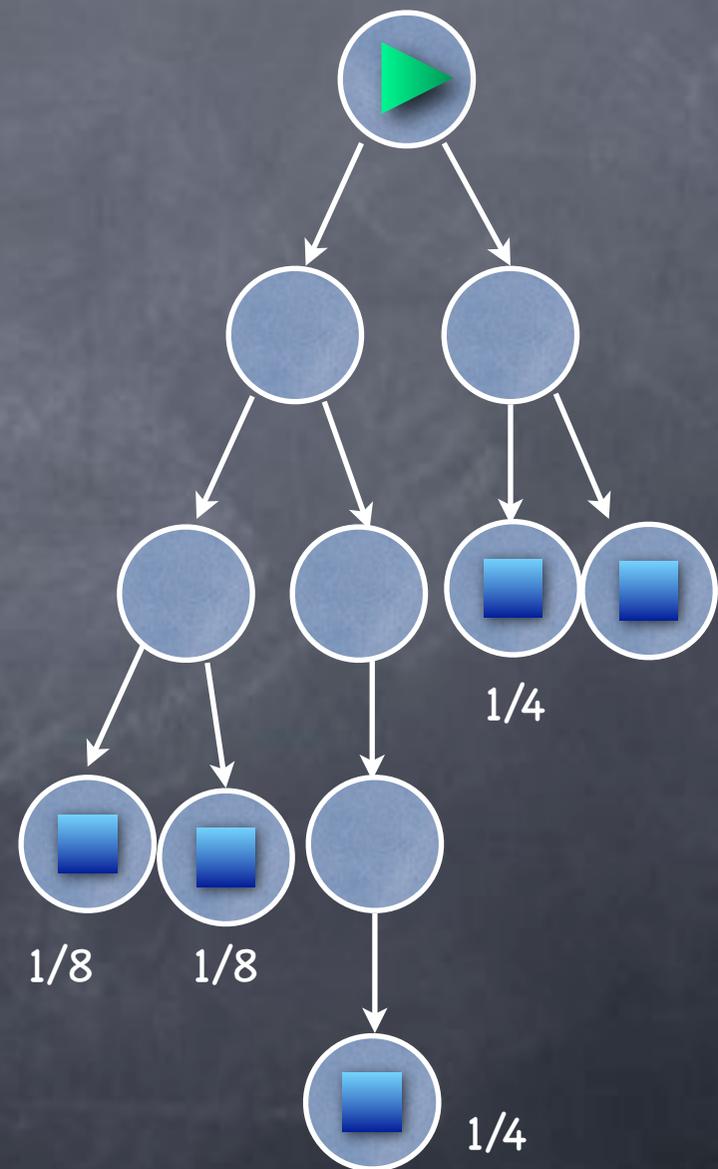
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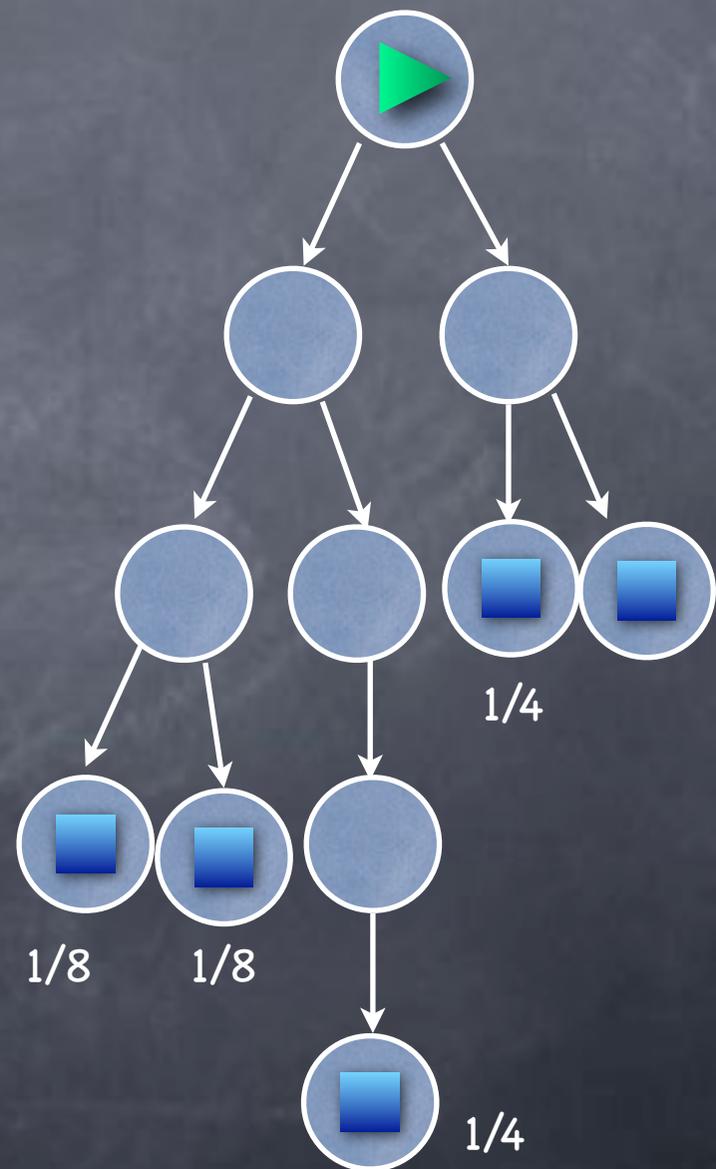
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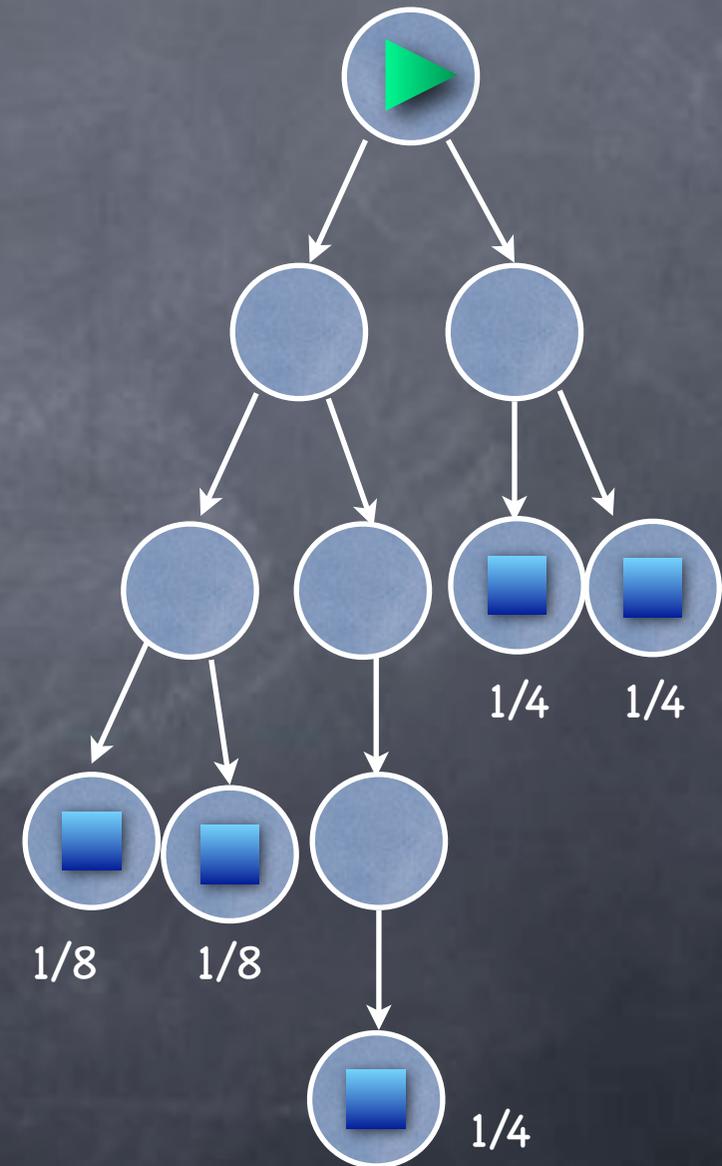
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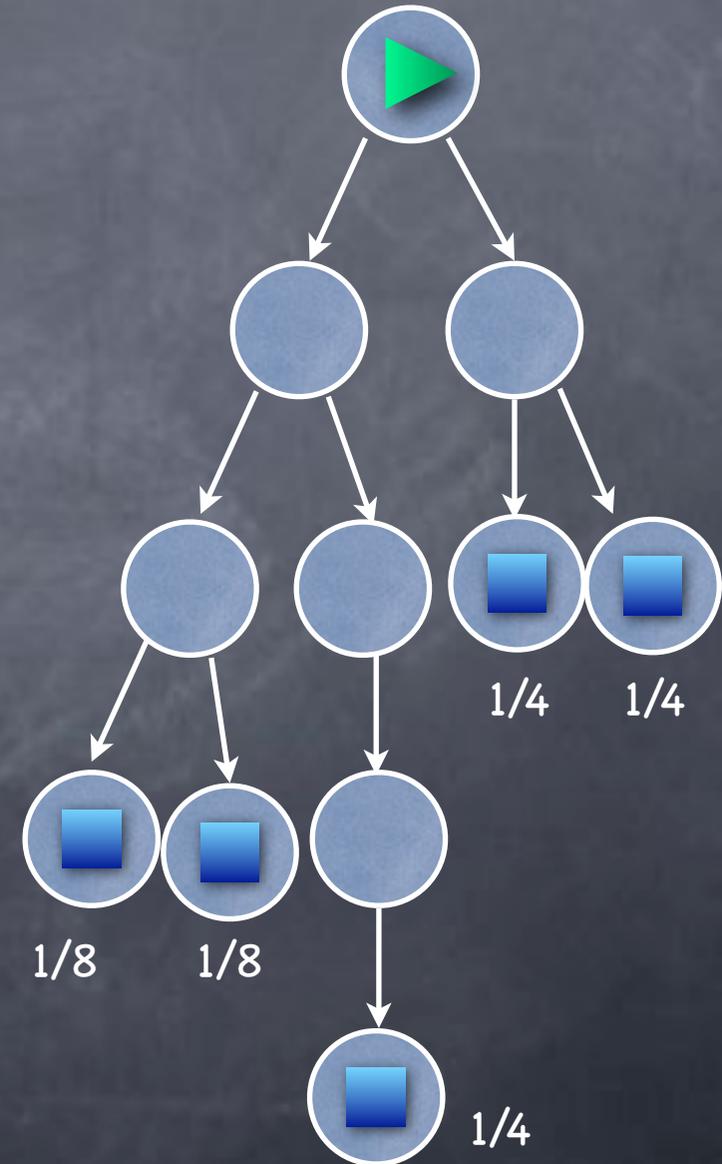
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NTM

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- (Not standard nomenclature!)

P_TIME, B_PTIME and R_TIME

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P TIME, BPTIME and RTIME

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 - Similarly $\text{P}_{\text{TIME}}(T)$ and $\text{R}_{\text{TIME}}(T)$

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RP and co-RP

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 - 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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co-BPP, co-PP

- BPP = co-BPP
 - co-BPTMs are same as BPTMs
- In fact PP = 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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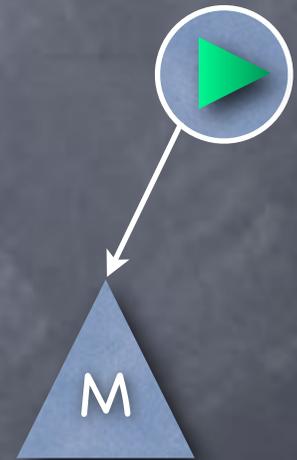
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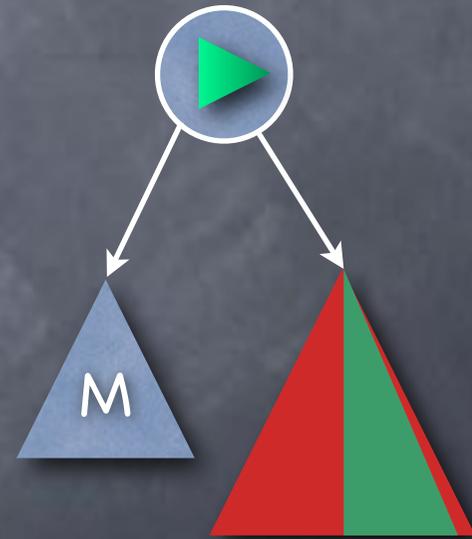
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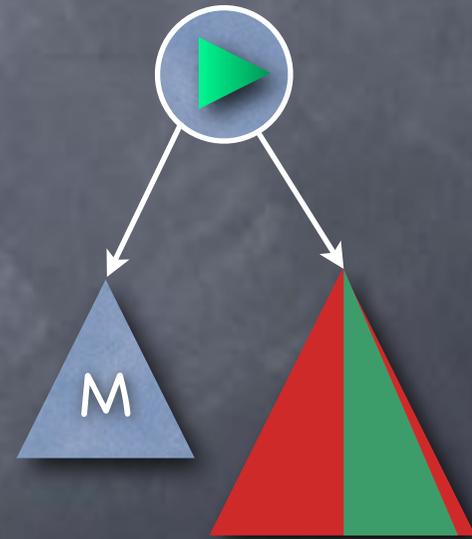
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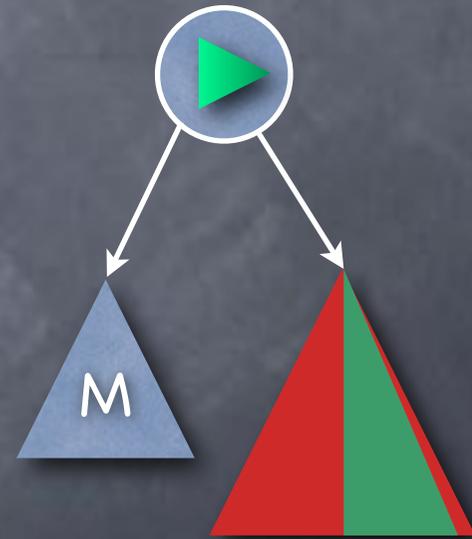
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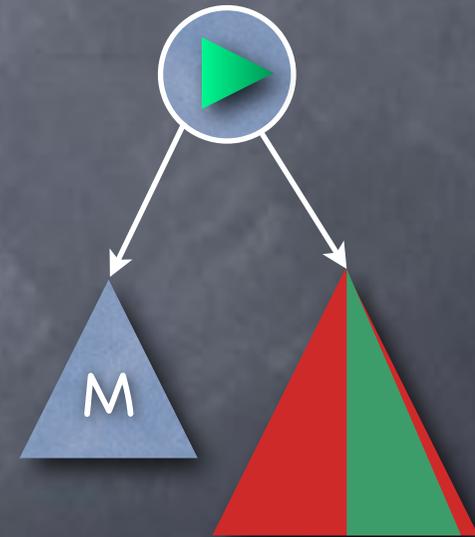
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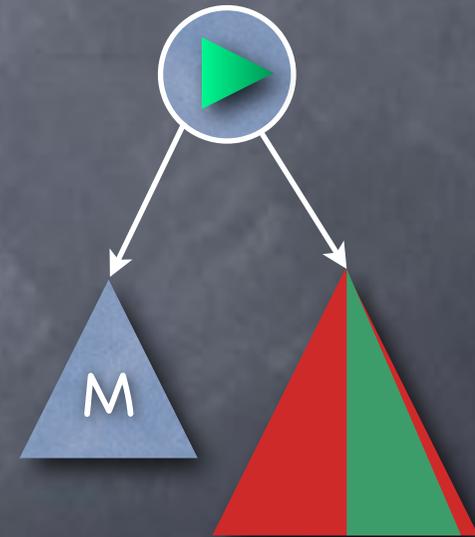
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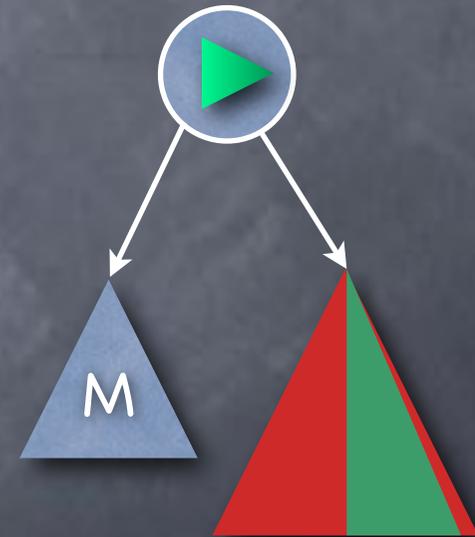
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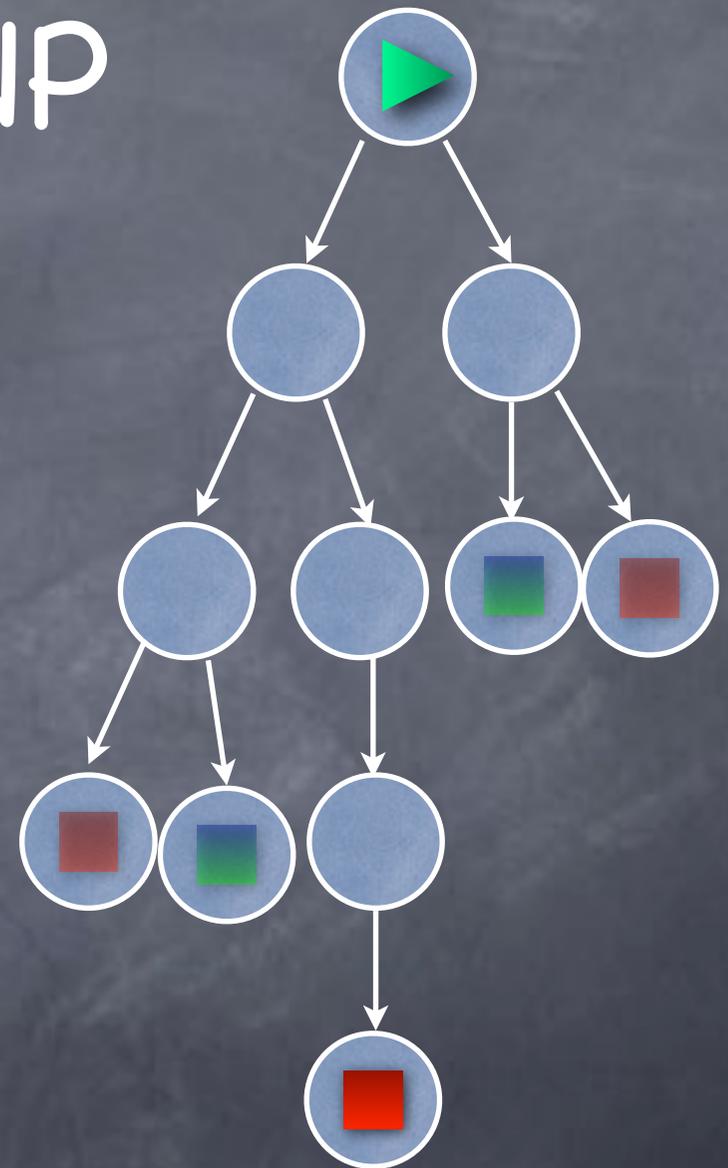
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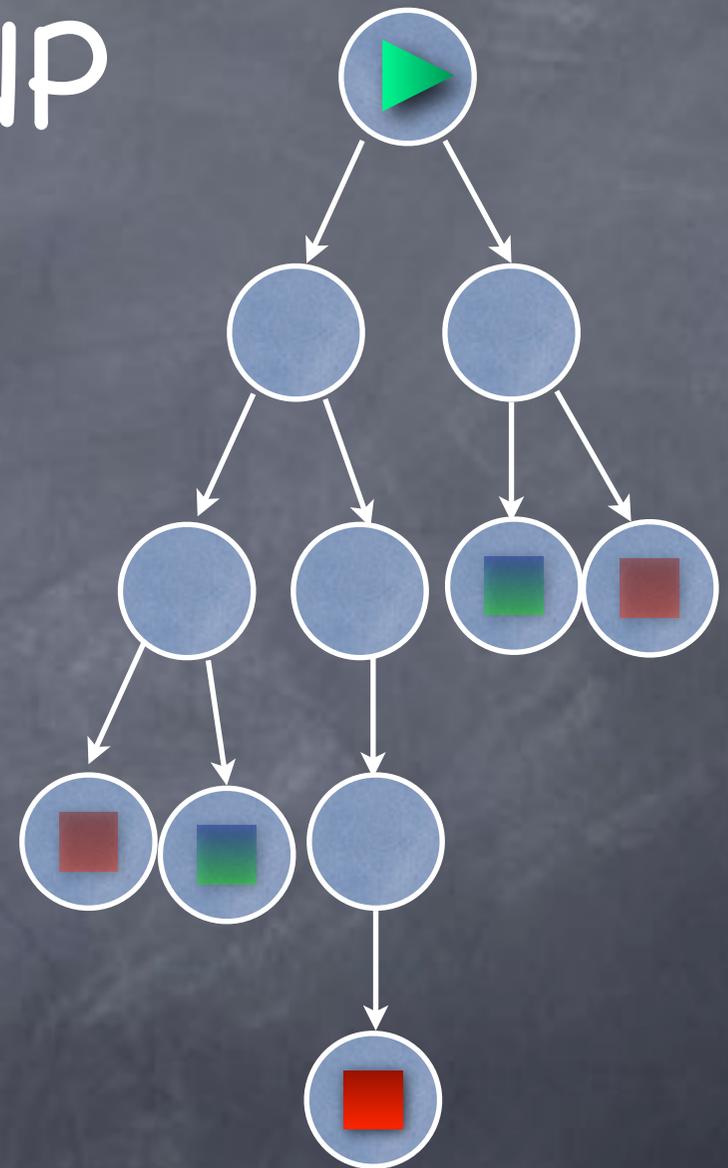


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- If M rejects, accept with $1/2$ prob., else accept



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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