Today

- Randomization
- Example of randomized algorithms
- Model, Classes
- Detour: Promise problems
- Upcoming results:
  - Amplification of RP/BPP.
  - BPP in P/poly.
  - BPP in PH.

Randomized computation

- Physicists' Belief: Natural phenomena have randomness built into them.
- How does this affect our belief that "polynomial time" is all that is feasible?
- Should study formally.
- Are there examples of computations that are performed efficiently with randomization, but not without? (Yes! Several in number theory/algebra.)

Example Problems

- Given n-bit integer N, find a prime $p \in [N+1, N^2]$.
- Given n-bit prime p and integer a, find α such that $\alpha^2 = a(\mod N)$.
- Given k, $n \times n$ matrices $M_1, \ldots, M_k$ over the integers, do there exist integers $\gamma_1, \ldots, \gamma_k$ such that $\sum_{i=1}^{k} \gamma_i \cdot M_i$ is non-singular.
- Given algebraic circuits C_1 and C_2 over integers, are the two circuits computing the same function?

Why so common? Some basic tools

- If H is a subgroup of finite group G, then $|H|/|G| \leq 1/2$.
- $\#$ Primes in $[1, N]$ is $N/\ln N(1 + o(1))$.
- If $N \leq 2^n$ and $p_1, \ldots, p_{2n}$ are relatively prime, then $N \equiv 0(\mod p_i)$ for at most n of the p_i's.
- Multivariate polynomial p of degree d in n variables vanishes w.p. at most $d/|S|$ over a random element of S^n. (Prove the last?)

Example application: Square roots

- Finding square root of $a \mod p$.
- Equivalent to factoring $x^2 - a$ in $\mathbb{Z}_p[x]$.
- Key idea: $(x^2 - a) = (x - \alpha) \cdot (x + \alpha)$ which divides $\prod_{\beta \in Z_p}(x - \beta) = x^p - x$.
- Factor right hand side into $q_1(x) \cdot q_2(x)$ and hope $\gcd(x^2 - a, q_1(x))$ is non-trivial.
- One factorization of RHS: $x^p - x = x(x^{(p-1)/2} - 1)(x^{(p-1)/2} + 1)$. Hope $x - \alpha | x^{(p-1)/2} - 1$ but $x + \alpha$ doesn't. I.e., $\alpha^{(p-1)/2} = 1$ but $(-\alpha)^{(p-1)/2} = -1$. Happens only if $(-1)^{(p-1)/2} = -1$. Which happens only if $p = 3(mod 4)$. What about the other cases?

- Idea: Let's Factor $(x + \gamma)^2 - a = x^2 + 2\gamma x + \gamma^2 - a$. Factors are $x + \gamma + \alpha$ and $x + \gamma - \alpha$. If one is to be a factor of $x^{p-1}/2 - 1$ and the other not, then -1 better equal $((\gamma - \alpha)/(\gamma + \alpha))^{(p-1)/2} = (1 - 2\alpha/(gamma + \alpha))^{(p-1)/2}$. But the argument $1 - 2\alpha/(\gamma + \alpha)$ is almost random if γ is random. Hence it satisfies $(\cdot)^{(p-1)/2} = -1$ w.p. nearly $1/2$.
- Get following algorithm:
  - Pick $\gamma \in \mathbb{Z}_p$ at random.
  - Compute gcd of $(x^2 + 2\gamma x + \gamma^2 - a, x^{(p-1)/2} - 1)$.
  - If non-trivial and of the form $cx + d$, output $-(d/c)$.

Models: Randomized algorithms/Turing machines

- Model 1: Machine can enter a random state whenever it wishes. Takes one of two outgoing transitions randomly.
- (Equivalent) Model 2: Machine has two inputs: (1) The actual input and (2) the outcome of many independent random coin tosses.

Randomized machines and languages

Machine M for Language L has:

Completeness c if $c = \inf_{x \in L} \Pr_y[M(x, y) \text{accepts}$
(Assume uniform distribution on $\ell(|x|)$ bit strings.

Soundness s if $s = \sup_{x \notin L} \Pr_y[M(x, y) \text{accepts}]$.

M seems to decide membership in L if $c > s$. But even better if $c = 1$ (and/or $s = 0$).

Complexity Classes

- Resource? Space or Time?
- What kind of error? Two attributes; Four classes.
  - "False positives": Says $x \in L$ while $x \notin L$. (Soundness > 0.)
  - "False negatives": Says $x \notin L$ when $x \in L$. (Completeness < 1.)
- All in all, get eight classes!

Time-bounded randomization

- BPP: (Bounded Probability Polynomial-time): Both kinds of errors allowed (two-sided error): $L \in BPP$ if there exists a two-input deterministic machine M running in time poly in first input such that:

  $$x \in L \Leftrightarrow \Pr_y[M(x,y)\text{accepts}] \geq 2/3.$$

  (Completeness $= 2/3$; Soundness $= 1/3$).
- RP: (Randomized Polynomial-time): Only false negatives (one-sided error):

  $$x \in L \Rightarrow \Pr_y[M(x,y)\text{accepts}] \geq 2/3.$$

  (Completeness $= 2/3$; Soundness $= 0$ (perfect)).

Time-bounded randomization (contd.)

- co-RP: complements of RP languages.
- ZPP: Error happens with probabillity zero! So what does randomness do? Running time is not guaranteed to be polynomial. Only expected to be polytime.

Space-bounded randomization

Similar collection of four classes:

- BPL, RL, co-RL, ZPL.
- Catch 1: In two-input model, have one way access to second input.
- Catch 2: Machines bounded to run in polynomial time.

Looking ahead

- $2/3$, $1/3$ arbitrarily chosen. For definition of BPP suffices to have $c > s$. Similarly for RP, suffices to have $c > 0$ etc.
- Randomness more powerful than deterministic?
  - Belief: No.
  - Current evidence: Yes. There exist problems in RP that we can show to be in P. (Example: Primality testing.) There exist problems in RL that we can't show to be in L. (Example: USTCON - connectivity in undirected graphs.)

Looking further ahead

- How do RP, BPP etc. relate to familiar complexity classes.
- Obviously: ZPP in RP & co-RP; and all are in BPP.
- RP in NP (by definition).
- BPP? Don't quite know:
  - BPP in $P/_{\text{poly}}$.
  - BPP in PH.