

COMPUTATIONAL COMPLEXITY

LECTURER: Edward A. Hirsch

<https://edwardahirsch.github.io/edwardahirsch>

`edward.a.hirsch@gmail.com`

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- ▶ Randomized Computation.
 - ▶ Algorithmic definitions (**ZPP**, **RP**, **BPP**).
 - ▶ Examples.
 - ▶ Probability amplification.
 - ▶ NTM-based definitions, equivalence of the definitions.
 - ▶ Discussion on probabilistic classes.
 - ▶ (To be continued in the next lectures.)

Randomized algorithms as probabilistic processes

- ▶ We consider decision problems (Yes / No).
- ▶ A randomized algorithm has access to a source of uniformly random independent bits (“random string”).
- ▶ Such an algorithm can give a wrong answer with a not-so-big probability.
- ▶ Versions (to be defined later):
 - ▶ The probability of error: *mostly* interested in “bounded” error (small enough – to be discussed).
 - ▶ “False negative”: the correct answer is Yes, but we say No.
 - ▶ “False positive”: the correct answer is No, but we say Yes.
 - ▶ Both false negative and false positive answers.
 - ▶ **Zero** error (so what was the use of randomness?).

We are not talking here about approximation algorithms! The answer is exact . . . but maybe wrong.

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- ▶ Versions (to be defined later):
 - ▶ The probability of error: *mostly* interested in “bounded” error (small enough – to be discussed).
 - ▶ “False negative”: the correct answer is Yes, but we say No. → **RP**
 - ▶ “False positive”: the correct answer is No, but we say Yes. → **co-RP**
 - ▶ Both false negative and false positive answers. → **BPP**
 - ▶ **Zero** error (so what was the use of randomness?). → **ZPP**

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One-sided bounded error

a probabilistic Turing machine: with a random string instead of a witness

A **one-sided bounded error** algorithm A for language L :

$$\blacktriangleright \forall x \in L \quad \Pr\{A(x) = 1\} \geq \frac{1}{2}.$$

// False negative with probability $\leq 1/2$

$$\blacktriangleright \forall x \notin L \quad A(x) = 0.$$

// No false positives

Class **RTime** $[t(n)]$: languages with such $O(t(n))$ -time algorithms.

$$\mathbf{RP} = \bigcup_{k \in \mathbb{N}} \mathbf{RTime}[n^k]$$

One-sided bounded error: Verifying matrix multiplication

Fingerprinting

One can multiply two $n \times n$ matrices using $O(n^3)$ (obviously), or slightly faster [Strassen] or even just $O(n^{2.3715\dots})$ arithmetic operations [Vassilevska-Williams et al, 2023]— still more than n^2 .

Can one verify it faster?

Randomized (**co-RTime**) algorithm for verifying the product [Freivalds, 1977]:

Input: $n \times n$ matrices A, B, C .

Output: "Yes" if $A \cdot B = C$.

1. Sample a random vector $r \in \{0, 1\}^n$.
2. Compute vectors $e_1 = A(Br)$ and $e_2 = Cr$.
3. If $e_1 = e_2$, then accept; otherwise reject.

// $O(n^2)$ operations

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2. Compute vectors $e_1 = A(Br)$ and $e_2 = Cr$. *// $O(n^2)$ operations*
3. If $e_1 = e_2$, then accept; otherwise reject.

This is a **co-RTime** algorithm. Proof:

- ▶ If $A \cdot B = C$, it accepts.
- ▶ If $A \cdot B \neq C$, let $D := AB - C$ (a matrix with nonzero entry $D_{p,s} \neq 0$). $\Pr\{\text{false positive}\}$:

$$\Pr_r\{A(Br) = Cr\} = \Pr_r\{Dr = 0\} = \Pr_r\left\{\sum_{i=1}^n D_{p,i}r_i = 0\right\} = \Pr_r\left\{-\sum_{i \neq s} D_{p,i}r_i = D_{p,s}r_s\right\} \leq \frac{1}{2}$$

(r_i 's are independent, so think like we choose r_s after $\sum_{i \neq s} D_{p,i}r_i$ is computed).

Probability amplification: one-sided version

$\frac{1}{2}$ is a huge error probability, can one do better?

[Success] probability amplification.

Let A be a **RTime** algorithm for L with error prob. $1/2$.

Amplified algorithm B .

Input: x

For $i := 1$ to k

-- if $A(x) = 1$ then accept.

Reject.

// All attempts use independent random bits!

If $x \in L$, then

$$\Pr\{B(x) = 0\} \leq \frac{1}{2^k}.$$

If A runs in poly time and k is polynomial, the running time of B is still polynomial!

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Even smaller success probability can be amplified:

In general, T attempts turn error $1 - \frac{1}{T}$ into $\left(1 - \frac{1}{T}\right)^T < \frac{1}{e}$.

Thus time $\sim 1 / \text{prob. of success}$

An important example: PIT

Problem **ZeroP**:

Consider an “**algebraic**” circuit C using arithmetic operations $(+, \cdot)$, variables x_i , integer constants. Thus it computes a polynomial in $p_C \in \mathbb{Z}[x_1, \dots, x_n]$.

Question: Is it a **zero polynomial**? (All coefficients are zero.)

Problem **PIT** (Polynomial Identity Testing): easily reducible to ZeroP:

Question: Consider two circuits. Do they compute the same polynomial?

Randomized algorithm for ZeroP in **co-RP**.

Input: C .

Select random values r_1, \dots, r_n for x_1, \dots, x_n .

If $C(r_1, \dots, r_n) = 0$, then answer “Yes”, otherwise answer “No”.

No false negatives.

Two questions: how large r_i 's and what is the probability of error?

The Schwartz–Zippel Lemma helps us

Lemma (Schwartz–Zippel)

Let \mathbb{F} be a field, $0 \neq p \in \mathbb{F}[x_1, \dots, x_n]$, $\deg p \leq d$. Let finite $S \subseteq \mathbb{F}$. Then

$$\Pr[p(r_1, \dots, r_n) = 0] \leq \frac{d}{|S|}.$$

(This lemma is true for integers as well.)

Therefore if we choose $0 \leq r_i \leq s \cdot \deg p_C$, then the probability of error $\leq 1/s$.

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Therefore if we choose $0 \leq r_i \leq s \cdot \deg p_C$, then the probability of error $\leq 1/s$.

But what is $\deg p_C$? We only know $\deg p_C \leq 2^{|C|}$.

Then r_i 's are large, and the results of operations may reach $2^{2^{|C|}}$!

Choose $\mathbb{F} = \mathbb{F}_m$ for $m \in \mathbb{P}$, m selected at random from $2^{2^{|C|}} \dots 2^{4^{|C|}}$ in reasonably many attempts (recall the Prime Number Theorem: there are $\sim N/\ln N$ primes less than N).

Two sources of errors:

- ▶ $p \neq 0$ in S.-Z. lemma, but (r_1, \dots, r_n) is a root: $\leq d/2^{2^{|C|}}$, exponentially small.
- ▶ $p_C \neq 0$, but a nonzero coefficient of p_C is 0 modulo m : $\leq \text{const} \cdot 2^{|C|} \cdot 4^{|C|}/2^{4^{|C|}}$, exp. small (this is because a k -bit number can have at most k prime divisors).

Two-sided bounded error

a probabilistic Turing machine: with a random string instead of a witness

A **two-sided bounded error** algorithm A for language L :

$$\blacktriangleright \forall x \in L \quad \Pr\{A(x) = 1\} \geq \frac{3}{4}. \quad // \text{False negative with probability} \leq 1/4$$

$$\blacktriangleright \forall x \notin L \quad \Pr\{A(x) = 1\} \leq \frac{1}{4}. \quad // \text{False positive with probability} \leq 1/4$$

Class **BPTIME** $[t(n)]$: languages with such $O(t(n))$ -time algorithms.

$$\mathbf{BPP} = \bigcup_{k \in \mathbb{N}} \mathbf{BPTIME}[n^k]$$

Amplification of success in BPP

Reduction of error

Let A be a **BPTIME** algorithm for L with error prob. $1/4$.

Amplified algorithm B .

Input: x

For $i := 1$ to k

-- if $A(x) = 1$ then $a_i := 1$ else $a_i := 0$. //All attempts use independent random bits!

If $\sum_{j=1}^k a_j > k/2$ then accept else reject.

Then $\Pr\{\text{more than } k/2 \text{ errors}\} \leq 2^{-\Omega(k)}$. Why?

Reminder: Chernoff inequality

$$\Pr\{Z > (1 + \varepsilon)pk\} < \left(\frac{e^\varepsilon}{(1 + \varepsilon)^{1+\varepsilon}}\right)^{pk} \leq e^{-\frac{pk\varepsilon^2}{4}},$$

where $Z = \sum_{i=1}^k z_i$ and every z_i is an independent random variable that equals 1 with probability p and 0 with probability $1 - p$.

For us z_i is an error ($a_i \neq L(x)$), in the i -th attempt, $p = \frac{1}{4}$, $\varepsilon = 1$.

Classes **RP** and **BPP** via witnesses

Bounded-error probabilistic computation

poly-bounded, poly-time verifiable

all witnesses of the same length

$L \in \mathbf{NP}$, if there is an “**NP**-relation” $R \subseteq \{0, 1\}^n \times \{0, 1\}^{p(n)}$ s.t. $\forall x \in \{0, 1\}^*$

$$x \notin L \Rightarrow \forall w (x, w) \notin R,$$

$$x \in L \Rightarrow \exists w (x, w) \in R.$$

Thus we can think about **RP**

computations in terms of **computation trees**.

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$$x \in L \Rightarrow \frac{|\{w \mid (x, w) \in R\}|}{|\{\text{all } w\}|} \geq \frac{1}{2}.$$

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Errorless algorithms:

$\mathbf{ZPP} = \mathbf{RP} \cap \mathbf{co-RP}$

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any constant $0 < c < 1$

Errorless algorithms:

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Two-sided error:

$L \in \mathbf{BPP}$, if there is an "NP-relation" R s.t. $\forall x \in \{0, 1\}^*$

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$$x \in L \Rightarrow \frac{|\{w \mid (x, w) \in R\}|}{|\{\text{all } w\}|} \geq \frac{3}{4}.$$

any two constants $0 < c_1 < c_2 < 1$

Thus we can think about **RP** and **BPP** computations in terms of **computation trees**.

Errorless randomized algorithms: Zero error (**ZPP**)

Definition 1. **ZPP** = **RP** \cap **co-RP**.

Definition 2. $L \in$ **ZPP** if there is an errorless expected-polynomial-time algorithm for L .

Equivalence:

$2 \Rightarrow 1$ Let A have $\mathbb{E} \text{time}_A(x) \leq p(|x|)$.

Interrupt A after $2p(|x|)$ steps and answer “no” (false negative).

$\Pr\{\text{time} \geq 2 \cdot \mathbb{E} \text{time}\} \leq \frac{1}{2}$ by Markov's inequality.

Thus we get an **RP** algorithm.

Analogously: **co-RP** (answer “yes” for false positives).

Errorless randomized algorithms: Zero error (**ZPP**)

Definition 1. **ZPP** = **RP** \cap **co-RP**.

Definition 2. $L \in$ **ZPP** if there is an errorless expected-polynomial-time algorithm for L .

Equivalence:

$1 \Rightarrow 2$ Let B be an **RP**- and C be a **co-RP**- algorithm for L .

Run $B(x)$ and $C(x)$ until one of them produces a provably correct answer for x .

$$E \text{ attempts} \leq \frac{1}{2} \cdot 1 + \frac{1}{4} \cdot 2 + \frac{1}{8} \cdot 3 + \dots = \sum_{k=1}^{\infty} \frac{k}{2^k} = 2$$

Relation to NP and Closedness

Trivially $\mathbf{RP} \subseteq \mathbf{NP}$.

Thus $\mathbf{ZPP} = \mathbf{RP} \cap \mathbf{co-RP} \subseteq \mathbf{NP} \cap \mathbf{co-NP}$.

Where is \mathbf{BPP} ? We will see (it is unknown whether $\mathbf{BPP} \subseteq \mathbf{NP}$ or $\mathbf{NP} \subseteq \mathbf{BPP}$).

Closedness: Include subprocedure in the main program:

- ▶ $\mathbf{P} = \mathbf{P}^{\mathbf{P}}$.
- ▶ $\mathbf{ZPP} = \mathbf{ZPP}^{\mathbf{ZPP}}$ (use the definition with expected polynomial time) — Exercise.
- ▶ $\mathbf{BPP} = \mathbf{BPP}^{\mathbf{BPP}}$ (decrease the success probability of the oracle to exponentially small).
- ▶ $\mathbf{RP}^{\mathbf{RP}} = ? \dots$ unknown; this way one can build a hierarchy inside \mathbf{BPP} !

Errorless algorithm example: pattern matching with verification (1)

Find a pattern in a string.

Input: $p, s \in \{0, 1\}^*$.

Output: “yes” if $\exists x, y$ s.t. $s = xpy$.

- ▶ **NP**: obvious.
- ▶ deterministic $|s||p|$ comparisons: also obvious.
- ▶ deterministic $O(|s|)$ time: Knuth–Morrison–Pratt algorithm.
- ▶ we will show a simple randomized $O(|s|)$ -time algorithm.

Errorless algorithm example: pattern matching with verification (2)

Simple linear-time randomized “fingerprinting” algorithm:

1. Choose a random $m \in \mathbb{P}$ among at least M (to be chosen) first primes:
due to the Prime Number Theorem there are $\sim N/\ln N$ primes less than N .
2. We identify $|p|$ -bit strings with natural numbers $0..2^{|p|} - 1$.
3. Compute $r := p \bmod m$.
4. For $i:=1$ to $|s| - |p| + 1$
 - 4.1 Compute $r' := s[i..i + |p| - 1] \bmod m$. *// Can recompute faster from the previous value*
 - 4.2 If $r = r'$ then
accept.
5. Reject.

Correctness (**co-RTime**):

- ▶ If pattern p occurs in s , the algorithm accepts.
- ▶ If pattern p does not occur, there may be false positive with probability $\leq \frac{(|s|-|p|+1)|p|}{M}$
(because a k -bit number has at most k prime divisors,
so at each position i there are at most $|p|$ divisors of the number $p - s[i..i + |p| - 1]$,
($|s| - |p| + 1$) $|p|$ prime divisors in total).
- ▶ Choose $M \sim 2|p||s|$, thus the error probability is at most $1/2$.

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 - 4.1 Compute $r' := s[i..i + |p| - 1] \bmod m$. *// Can recompute faster from the previous value*
 - 4.2 If $r = r'$ then if $s[i..i + |p| - 1] = p$ then accept.
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Correctness (**co-RTime**):

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ZPP modification:

\mathbb{E} operations $\leq c|s| + O(|p|) + \frac{|s||p|}{m} \cdot |s| \cdot |p| = c|s| + O(1) + O(|p|) = c|s| + O(|p|)$
if $M \sim |s|^2|p|^2$, where c is a small constant (the number of operations to recalculate r') and $O(|p|)$ is for the initialization.