

## The Number of Witnesses to Compositeness

**Theorem 67 (Solovay and Strassen (1977))** *If  $N$  is an odd composite, then  $(M|N) = M^{(N-1)/2} \pmod N$  for at most half of  $M \in \Phi(N)$ .*

- By Lemma 66 (p. 526) there is at least one  $a \in \Phi(N)$  such that  $(a|N) \neq a^{(N-1)/2} \pmod N$ .
- Let  $B = \{b_1, b_2, \dots, b_k\} \subseteq \Phi(N)$  be the set of *all* distinct residues such that  $(b_i|N) = b_i^{(N-1)/2} \pmod N$ .
- Let  $aB = \{ab_i \pmod N : i = 1, 2, \dots, k\}$ .
- Clearly,  $aB \subseteq \Phi(N)$ , too.

## The Proof (concluded)

- $|aB| = k$ .
  - $ab_i = ab_j \pmod N$  implies  $N|a(b_i - b_j)$ , which is impossible because  $\gcd(a, N) = 1$  and  $N > |b_i - b_j|$ .
- $aB \cap B = \emptyset$  because
$$(ab_i)^{(N-1)/2} = a^{(N-1)/2} b_i^{(N-1)/2} \neq (a|N)(b_i|N) = (ab_i|N).$$
- Combining the above two results, we know

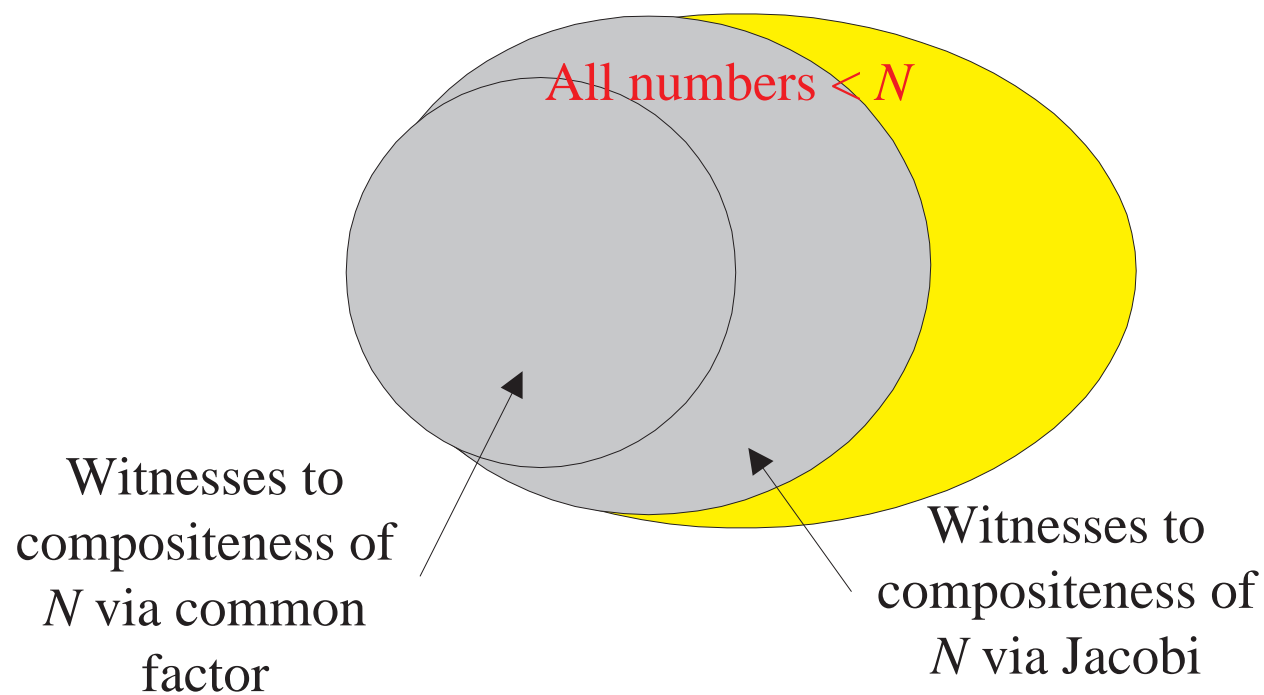
$$\frac{|B|}{\phi(N)} \leq \frac{|B|}{|B \cup aB|} = 0.5.$$

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1: if  $N$  is even but  $N \neq 2$  then
2:   return “ $N$  is composite”;
3: else if  $N = 2$  then
4:   return “ $N$  is a prime”;
5: end if
6: Pick  $M \in \{2, 3, \dots, N - 1\}$  randomly;
7: if  $\gcd(M, N) > 1$  then
8:   return “ $N$  is composite”;
9: else
10:  if  $(M|N) \neq M^{(N-1)/2} \pmod N$  then
11:    return “ $N$  is composite”;
12:  else
13:    return “ $N$  is a prime”;
14:  end if
15: end if
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## Analysis

- The algorithm certainly runs in polynomial time.
- There are no false positives (for COMPOSITENESS).
  - When the algorithm says the number is composite, it is always correct.
- The probability of a false negative is at most one half.
  - Suppose the input is composite.
  - The probability that the algorithm says the number is a prime is  $\leq 0.5$  by Theorem 67 (p. 533).
- So it is a Monte Carlo algorithm for COMPOSITENESS.

## The Improved Density Attack for COMPOSITENESS



## Randomized Complexity Classes; RP

- Let  $N$  be a polynomial-time precise NTM that runs in time  $p(n)$  and has 2 nondeterministic choices at each step.
- $N$  is a **polynomial Monte Carlo Turing machine** for a language  $L$  if the following conditions hold:
  - If  $x \in L$ , then at least half of the  $2^{p(n)}$  computation paths of  $N$  on  $x$  halt with “yes” where  $n = |x|$ .
  - If  $x \notin L$ , then all computation paths halt with “no.”
- The class of all languages with polynomial Monte Carlo TMs is denoted **RP** (**randomized polynomial time**).<sup>a</sup>

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<sup>a</sup>Adleman and Manders (1977).

## Comments on RP

- In analogy to Proposition 35 (p. 296), a “yes” instance of an RP problem has many certificates (witnesses).
- There are no false positives.
- If we associate nondeterministic steps with flipping fair coins, then we can cast RP in the language of probability.

## Comments on RP (concluded)

- The probability of false negatives is  $\epsilon \leq 0.5$ .
- But *any* constant between 0 and 1 can replace 0.5.
  - Repeat the algorithm  $k = \lceil -\frac{1}{\log_2 \epsilon} \rceil$  times and answer “yes” only if all runs answer “yes.”
  - The probability of false negatives becomes  $\epsilon^k \leq 0.5$ .
- In fact,  $\epsilon$  can be arbitrarily close to 1 as long as it is at most  $1 - 1/q(n)$  for some polynomial  $q(n)$ .
  - $-\frac{1}{\log_2 \epsilon} = O\left(\frac{1}{1-\epsilon}\right) = O(q(n))$ .



## Where RP Fits

- $P \subseteq RP \subseteq NP$ .
  - A deterministic TM is like a Monte Carlo TM except that all the coin flips are ignored.
  - A Monte Carlo TM is an NTM with extra demands on the number of accepting paths.
- $COMPOSITENESS \in RP$ ;<sup>a</sup>  $PRIMES \in coRP$ ;  
 $PRIMES \in RP$ .<sup>b</sup>
  - In fact,  $PRIMES \in P$ .<sup>c</sup>
- $RP \cup coRP$  is an alternative “plausible” notion of efficient computation.

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<sup>a</sup>Rabin (1976) and Solovay and Strassen (1977).

<sup>b</sup>Adleman and Huang (1987).

<sup>c</sup>Agrawal, Kayal, and Saxena (2002).

## ZPP<sup>a</sup> (Zero Probabilistic Polynomial)

- The class **ZPP** is defined as  $\text{RP} \cap \text{coRP}$ .
- A language in ZPP has *two* Monte Carlo algorithms, one with no false positives and the other with no false negatives.
- If we repeatedly run both Monte Carlo algorithms, *eventually* one definite answer will come (unlike RP).
  - A *positive* answer from the one without false positives.
  - A *negative* answer from the one without false negatives.

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<sup>a</sup>Gill (1977).

## The ZPP Algorithm (Las Vegas)

- 1: {Suppose  $L \in \text{ZPP}$ .}
- 2: { $N_1$  has no false positives, and  $N_2$  has no false negatives.}
- 3: **while true do**
- 4:   **if**  $N_1(x) = \text{"yes"}$  **then**
- 5:     **return** "yes";
- 6:   **end if**
- 7:   **if**  $N_2(x) = \text{"no"}$  **then**
- 8:     **return** "no";
- 9:   **end if**
- 10: **end while**

## ZPP (concluded)

- The *expected* running time for the correct answer to emerge is polynomial.
  - The probability that a run of the 2 algorithms does not generate a definite answer is 0.5 (why?).
  - Let  $p(n)$  be the running time of each run of the while-loop.
  - The expected running time for a definite answer is

$$\sum_{i=1}^{\infty} 0.5^i i p(n) = 2p(n).$$

- Essentially, ZPP is the class of problems that can be solved, without errors, in expected polynomial time.

## Large Deviations

- Suppose you have a *biased* coin.
- One side has probability  $0.5 + \epsilon$  to appear and the other  $0.5 - \epsilon$ , for some  $0 < \epsilon < 0.5$ .
- But you do not know which is which.
- How to decide which side is the more likely side—with high confidence?
- Answer: Flip the coin many times and pick the side that appeared the most times.
- Question: Can you quantify the confidence?

## The Chernoff Bound<sup>a</sup>

**Theorem 68 (Chernoff (1952))** *Suppose  $x_1, x_2, \dots, x_n$  are independent random variables taking the values 1 and 0 with probabilities  $p$  and  $1 - p$ , respectively. Let  $X = \sum_{i=1}^n x_i$ . Then for all  $0 \leq \theta \leq 1$ ,*

$$\text{prob}[X \geq (1 + \theta)pn] \leq e^{-\theta^2 pn/3}.$$

- The probability that the deviate of a **binomial random variable** from its expected value

$$E[X] = E\left[\sum_{i=1}^n x_i\right] = pn$$

decreases exponentially with the deviation.

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<sup>a</sup>Herman Chernoff (1923–). The bound is asymptotically optimal.

## The Proof

- Let  $t$  be any positive real number.
- Then

$$\text{prob}[X \geq (1 + \theta)pn] = \text{prob}[e^{tX} \geq e^{t(1+\theta)pn}].$$

- Markov's inequality (p. 484) generalized to real-valued random variables says that

$$\text{prob}[e^{tX} \geq kE[e^{tX}]] \leq 1/k.$$

- With  $k = e^{t(1+\theta)pn} / E[e^{tX}]$ , we have

$$\text{prob}[X \geq (1 + \theta)pn] \leq e^{-t(1+\theta)pn} E[e^{tX}].$$

## The Proof (continued)

- Because  $X = \sum_{i=1}^n x_i$  and  $x_i$ 's are independent,

$$E[e^{tX}] = (E[e^{tx_1}])^n = [1 + p(e^t - 1)]^n.$$

- Substituting, we obtain

$$\begin{aligned} \text{prob}[X \geq (1 + \theta)pn] &\leq e^{-t(1+\theta)pn} [1 + p(e^t - 1)]^n \\ &\leq e^{-t(1+\theta)pn} e^{pn(e^t - 1)} \end{aligned}$$

as  $(1 + a)^n \leq e^{an}$  for all  $a > 0$ .



## The Proof (concluded)

- With the choice of  $t = \ln(1 + \theta)$ , the above becomes

$$\text{prob}[X \geq (1 + \theta)pn] \leq e^{pn[\theta - (1+\theta)\ln(1+\theta)]}.$$

- The exponent expands to  $-\frac{\theta^2}{2} + \frac{\theta^3}{6} - \frac{\theta^4}{12} + \dots$  for  $0 \leq \theta \leq 1$ , which is less than

$$-\frac{\theta^2}{2} + \frac{\theta^3}{6} \leq \theta^2 \left( -\frac{1}{2} + \frac{\theta}{6} \right) \leq \theta^2 \left( -\frac{1}{2} + \frac{1}{6} \right) = -\frac{\theta^2}{3}.$$

## Power of the Majority Rule

From  $\text{prob}[X \leq (1 - \theta)pn] \leq e^{-\theta^2 pn/2}$  (prove it):

**Corollary 69** *If  $p = (1/2) + \epsilon$  for some  $0 \leq \epsilon \leq 1/2$ , then*

$$\text{prob} \left[ \sum_{i=1}^n x_i \leq n/2 \right] \leq e^{-\epsilon^2 n/2}.$$

- The textbook's corollary to Lemma 11.9 seems incorrect.
- Our original problem (p. 545) hence demands, e.g.,  $n \approx 1.4k/\epsilon^2$  independent coin flips to guarantee making an error with probability  $\leq 2^{-k}$  with the majority rule.

## BPP<sup>a</sup> (Bounded Probabilistic Polynomial)

- The class **BPP** contains all languages  $L$  for which there is a precise polynomial-time NTM  $N$  such that:
  - If  $x \in L$ , then at least  $3/4$  of the computation paths of  $N$  on  $x$  lead to “yes.”
  - If  $x \notin L$ , then at least  $3/4$  of the computation paths of  $N$  on  $x$  lead to “no.”
- So  $N$  accepts or rejects by a *clear* majority.

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<sup>a</sup>Gill (1977).

## Magic 3/4?

- The number 3/4 bounds the probability (ratio) of a right answer away from 1/2.
- Any constant *strictly* between 1/2 and 1 can be used without affecting the class BPP.
- In fact, as with RP,

$$\frac{1}{2} + \frac{1}{q(n)}$$

for any polynomial  $q(n)$  can be used in place of 3/4 (p. 540).

## The Majority Vote Algorithm

Suppose  $L$  is decided by  $N$  by majority  $(1/2) + \epsilon$ .

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1: for  $i = 1, 2, \dots, 2k + 1$  do  
2:   Run  $N$  on input  $x$ ;  
3: end for  
4: if “yes” is the majority answer then  
5:   “yes”;  
6: else  
7:   “no”;  
8: end if
```

## Analysis

- The running time remains polynomial, being  $2k + 1$  times  $N$ 's running time.
- By Corollary 69 (p. 550), the probability of a false answer is at most  $e^{-\epsilon^2 k}$ .
- By taking  $k = \lceil 2/\epsilon^2 \rceil$ , the error probability is at most  $1/4$ .
- Recall that  $\epsilon$  can be any inverse polynomial, because  $k$  remains polynomial in  $n$ .

## Aspects of BPP

- BPP is the most comprehensive yet plausible notion of efficient computation.
  - If a problem is in BPP, we take it to mean that the problem can be solved efficiently.
  - In this aspect, BPP has effectively replaced P.
- $(\text{RP} \cup \text{coRP}) \subseteq (\text{NP} \cup \text{coNP})$ .
- $(\text{RP} \cup \text{coRP}) \subseteq \text{BPP}$ .
- Whether  $\text{BPP} \subseteq (\text{NP} \cup \text{coNP})$  is unknown.
- But it is unlikely that  $\text{NP} \subseteq \text{BPP}$  (see p. 571).

## coBPP

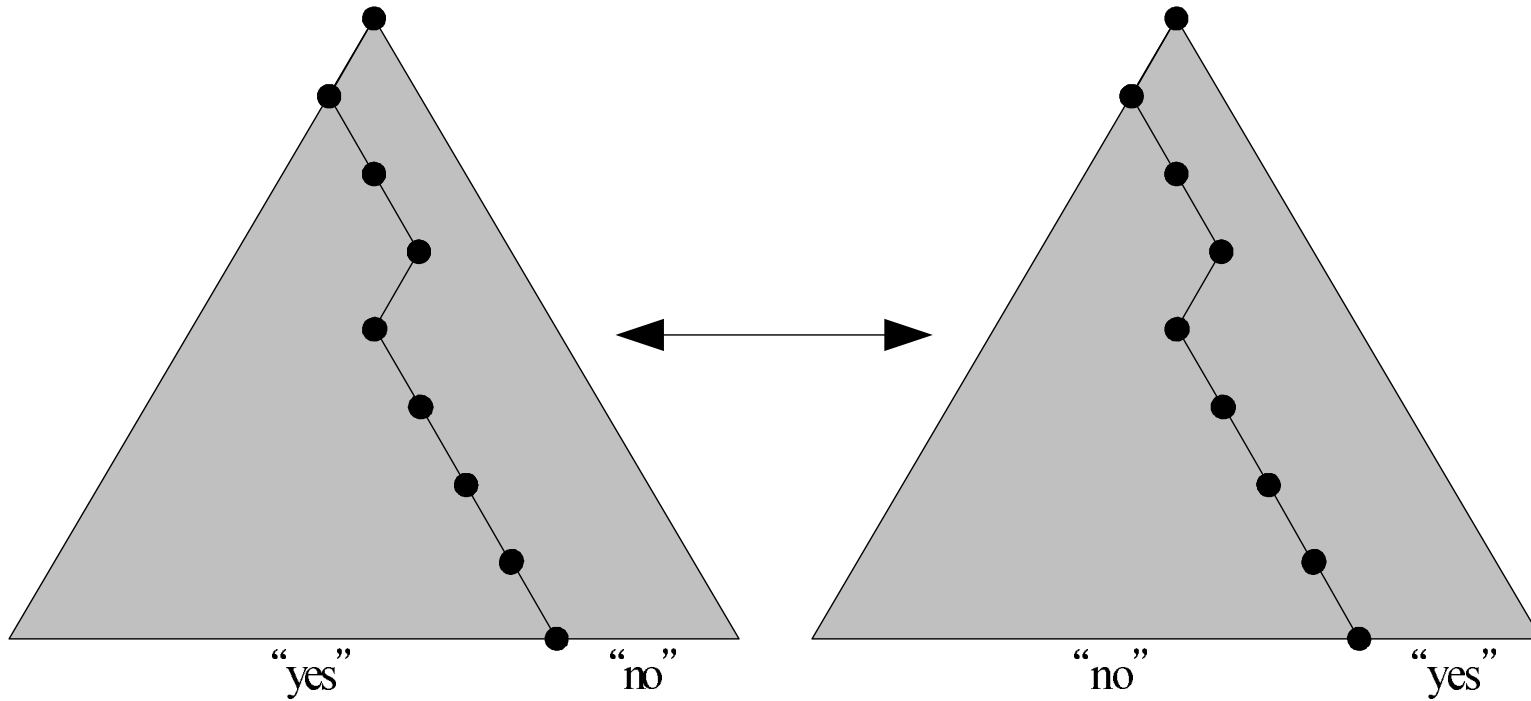
- The definition of BPP is symmetric: acceptance by clear majority and rejection by clear majority.
- An algorithm for  $L \in \text{BPP}$  becomes one for  $\bar{L}$  by reversing the answer.
- So  $\bar{L} \in \text{BPP}$  and  $\text{BPP} \subseteq \text{coBPP}$ .
- Similarly  $\text{coBPP} \subseteq \text{BPP}$ .
- Hence  $\text{BPP} = \text{coBPP}$ .
- This approach does not work for  $\text{RP}$ .<sup>a</sup>

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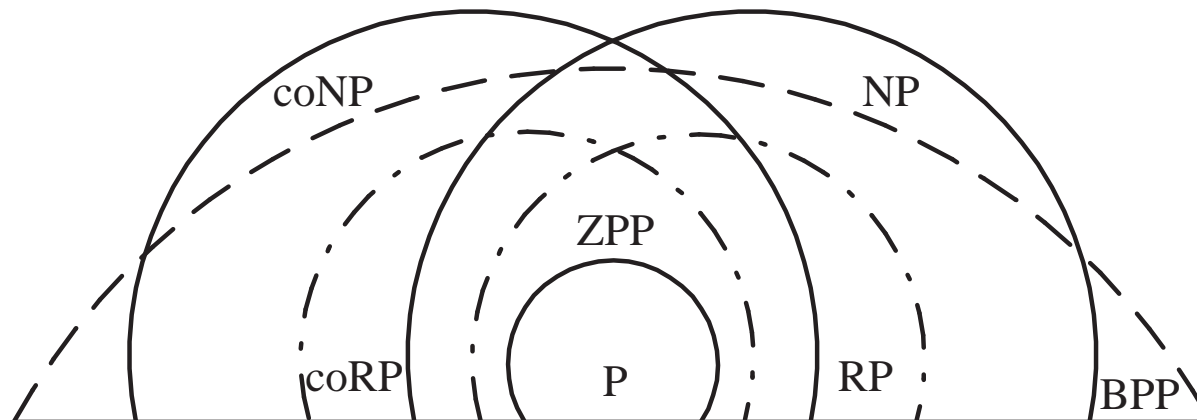
<sup>a</sup>It did not work for NP either.



# BPP and coBPP



# “The Good, the Bad, and the Ugly”



## Circuit Complexity

- Circuit complexity is based on boolean circuits instead of Turing machines.
- A boolean circuit with  $n$  inputs computes a boolean function of  $n$  variables.
- By identifying **true**/1 with “yes” and **false**/0 with “no,” a boolean circuit with  $n$  inputs accepts certain strings in  $\{0, 1\}^n$ .
- To relate circuits with an arbitrary language, we need one circuit for each possible input length  $n$ .

## Formal Definitions

- The **size** of a circuit is the number of *gates* in it.
- A **family of circuits** is an infinite sequence  $\mathcal{C} = (C_0, C_1, \dots)$  of boolean circuits, where  $C_n$  has  $n$  boolean inputs.
- For input  $x \in \{0, 1\}^*$ ,  $C_{|x|}$  outputs 1 if and only if  $x \in L$ .
- In other words,

$$C_n \text{ accepts } L \cap \{0, 1\}^n.$$

## Formal Definitions (concluded)

- $L \subseteq \{0, 1\}^*$  has **polynomial circuits** if there is a family of circuits  $\mathcal{C}$  such that:
  - The size of  $C_n$  is at most  $p(n)$  for some fixed polynomial  $p$ .
  - $C_n$  accepts  $L \cap \{0, 1\}^n$ .

## Exponential Circuits Suffice for All Languages

- Theorem 15 (p. 186) implies that there are languages that cannot be solved by circuits of size  $2^n/(2n)$ .
- But exponential circuits can solve *all* problems, decidable or otherwise.

**Proposition 70** *All decision problems (decidable or otherwise) can be solved by a circuit of size  $2^{n+2}$ .*

- We will show that for any language  $L \subseteq \{0, 1\}^*$ ,  $L \cap \{0, 1\}^n$  can be decided by a circuit of size  $2^{n+2}$ .

## The Proof (concluded)

- Define boolean function  $f : \{0, 1\}^n \rightarrow \{0, 1\}$ , where

$$f(x_1x_2 \cdots x_n) = \begin{cases} 1 & x_1x_2 \cdots x_n \in L, \\ 0 & x_1x_2 \cdots x_n \notin L. \end{cases}$$

- $f(x_1x_2 \cdots x_n) = (x_1 \wedge f(1x_2 \cdots x_n)) \vee (\neg x_1 \wedge f(0x_2 \cdots x_n))$ .
- The circuit size  $s(n)$  for  $f(x_1x_2 \cdots x_n)$  hence satisfies

$$s(n) = 4 + 2s(n - 1)$$

with  $s(1) = 1$ .

- Solve it to obtain  $s(n) = 5 \times 2^{n-1} - 4 \leq 2^{n+2}$ .

## The Circuit Complexity of P

**Proposition 71** *All languages in P have polynomial circuits.*

- Let  $L \in P$  be decided by a TM in time  $p(n)$ .
- By Corollary 32 (p. 282), there is a circuit with  $O(p(n)^2)$  gates that accepts  $L \cap \{0, 1\}^n$ .
- The size of the circuit depends only on  $L$  and the length of the input.
- The size of the circuit is polynomial in  $n$ .



## Polynomial Circuits vs. P

- Is the converse of Proposition 71 true?
  - Do polynomial circuits accept only languages in P?
- No.
- Polynomial circuits can accept *undecidable* languages!

## Languages That Polynomial Circuits Accept

- Let  $L \subseteq \{0, 1\}^*$  be an undecidable language.
- Let  $U = \{1^n : \text{the binary expansion of } n \text{ is in } L\}$ .<sup>a</sup>
  - For example,  $11111_1 \in U$  if  $101_2 \in L$ .
- $U$  is also undecidable.
- $U \cap \{1\}^n$  can be accepted by the trivial circuit  $C_n$  that outputs 1 if  $1^n \in U$  and outputs 0 if  $1^n \notin U$ .<sup>b</sup>
- The family of circuits  $(C_0, C_1, \dots)$  is polynomial in size.

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<sup>a</sup>Assume  $n$ 's leading bit is always 1 without loss of generality.

<sup>b</sup>We may not know which is the case for *general*  $n$ .

## A Patch

- Despite the simplicity of a circuit, the previous discussions imply the following:
  - Circuits are *not* a realistic model of computation.
  - Polynomial circuits are *not* a plausible notion of efficient computation.
- What is missing?
- The *effective and efficient constructibility* of

$$C_0, C_1, \dots$$

## Uniformity

- A family  $(C_0, C_1, \dots)$  of circuits is **uniform** if there is a  $\log n$ -space bounded TM which on input  $1^n$  outputs  $C_n$ .
  - Note that  $n$  is the length of the input to  $C_n$ .
  - Circuits now cannot accept undecidable languages (why?).
  - The circuit family on p. 566 is not constructible by a *single* Turing machine (algorithm).
- A language has **uniformly polynomial circuits** if there is a *uniform* family of polynomial circuits that decide it.

## Uniformly Polynomial Circuits and P

**Theorem 72**  *$L \in P$  if and only if  $L$  has uniformly polynomial circuits.*

- One direction was proved in Proposition 71 (p. 564).
- Now suppose  $L$  has uniformly polynomial circuits.
- A TM decides  $x \in L$  in polynomial time as follows:
  - Calculate  $n = |x|$ .
  - Generate  $C_n$  in  $\log n$  space, hence polynomial time.
  - Evaluate the circuit with input  $x$  in polynomial time.
- Therefore  $L \in P$ .

## Relation to P vs. NP

- Theorem 72 implies that  $P \neq NP$  if and only if NP-complete problems have no *uniformly* polynomial circuits.
- A stronger conjecture: NP-complete problems have no polynomial circuits, *uniformly or not*.
- The above is currently the preferred approach to proving the  $P \neq NP$  conjecture—without success so far.