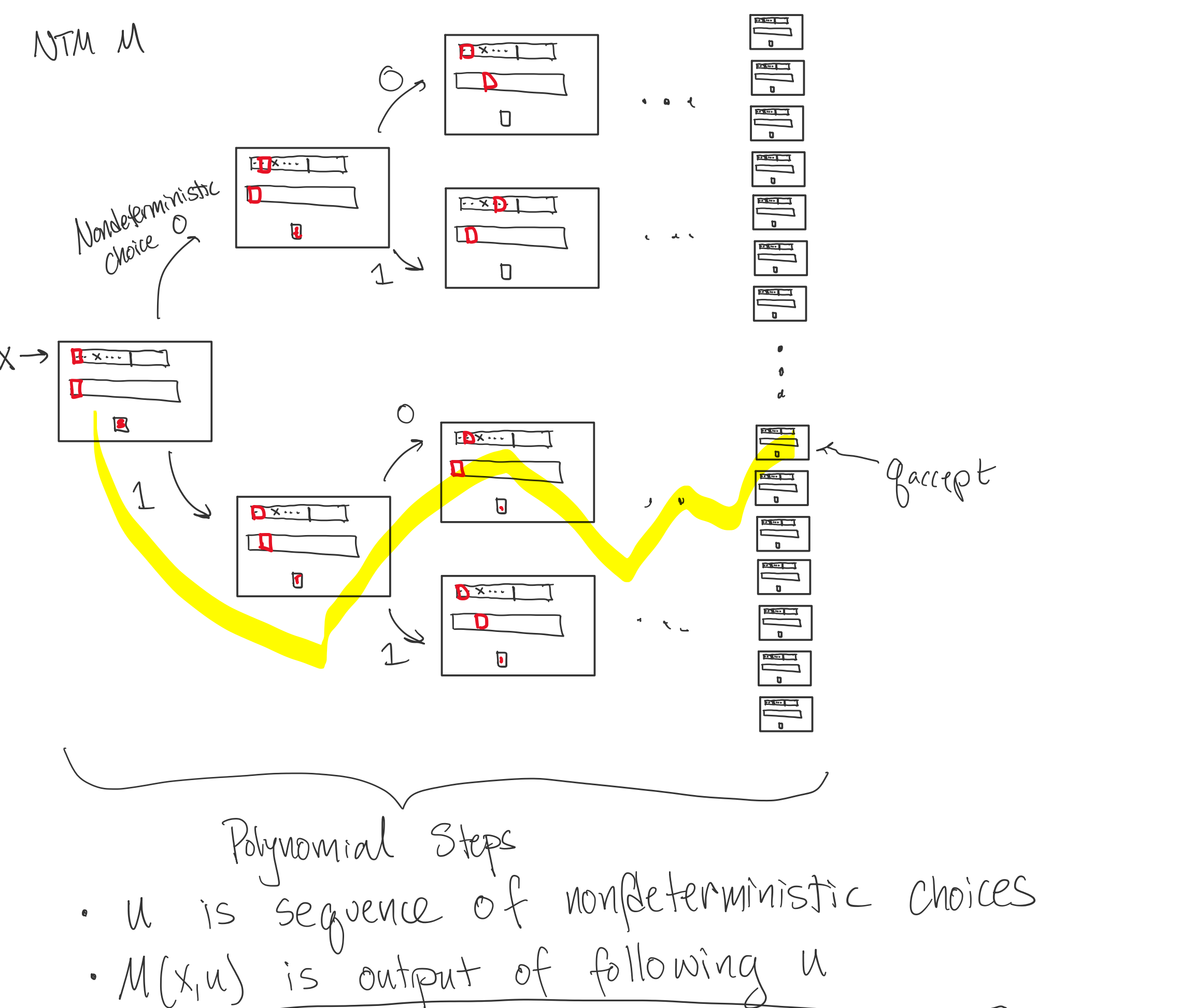
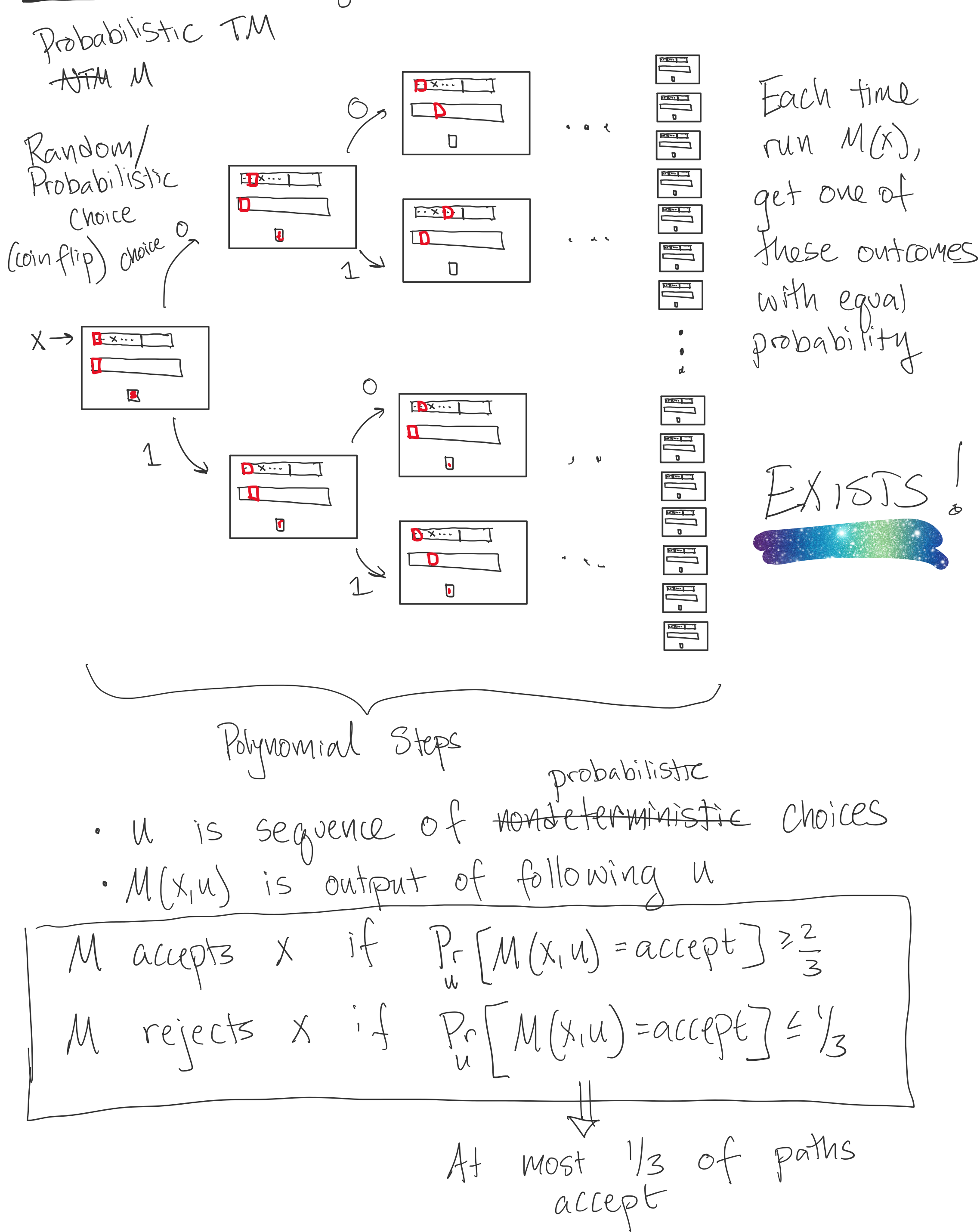


Recall Non-deterministic Polynomial Time Computation:



M accepts x if $\exists u: M(x,u)$ accepts
 M rejects x if $\forall u: M(x,u)$ rejects

Probabilistic Polynomial Time Computation:



M accepts x if $\Pr_u[M(x,u)=\text{accept}] \geq \frac{2}{3}$
 M rejects x if $\Pr_u[M(x,u)=\text{accept}] \leq \frac{1}{3}$

At most $\frac{1}{3}$ of paths accept

BPP (Bounded Probabilistic Polynomial Time)
 $L \in \text{BPP}$ if $\exists$ a probabilistic TM M st.
 M halts in polynomial time regardless of its random choices, and $\forall x \in \{0,1\}^n$

- If $x \in L$ $\Pr[M(x,u)=\text{accept}] \geq \frac{2}{3}$
- If $x \notin L$ $\Pr[M(x,u)=\text{reject}] \geq \frac{2}{3}$

Why $\frac{2}{3}$? Arbitrary. What is important?

- If $x \in L$ $\Pr[M(x,u)=\text{accept}] \geq \frac{1}{2} + \epsilon$
- If $x \notin L$ $\Pr[M(x,u)=\text{reject}] \geq \frac{1}{2} + \epsilon$

"Bounded away from $\frac{1}{2}$ "

As long as bounded, can do:

- Repeat M $O(k)$ times
 - Take majority vote
- If $x \in L$ $\Pr[M(x,u)=\text{accept}] \geq 1 - O(\frac{1}{2^k})$
 - If $x \notin L$ $\Pr[M(x,u)=\text{reject}] \geq 1 - O(\frac{1}{2^k})$

RP (Randomized Polynomial Time)
 $L \in \text{RP}$ if $\exists$ a probabilistic TM M st.
 M halts in polynomial time regardless of its random choices, and $\forall x \in \{0,1\}^n$

- If $x \in L$ $\Pr[M(x,u)=\text{accept}] \geq \frac{2}{3}$
- If $x \notin L$ $\Pr[M(x,u)=\text{accept}] = 0$

• If M decides $L \in \text{RP}$, and $M(x,u)$ accepts for a sequence of random choices u , what do you know?

- A) $x \in L$ B) $x \notin L$ C) Nothing

• If M decides $L \in \text{RP}$, and $M(x,u)$ rejects for a sequence of random choices u , what do you know?

- A) $x \in L$ B) $x \notin L$ C) Nothing

Example

$L = \{x \in \{0,1\}^*: x \text{ contains at least one } 1\}$
Let M be the PTM that looks a $2n/3$ bits of x , chosen at random.

$$x \in L \rightarrow \Pr(M \text{ accepts}) \geq \frac{2}{3}$$
$$x \notin L \rightarrow \Pr(M \text{ rejects}) = 1$$

Draw Map + Explain:

P, BPP, RP, NP, PSPACE