



Computational Complexity

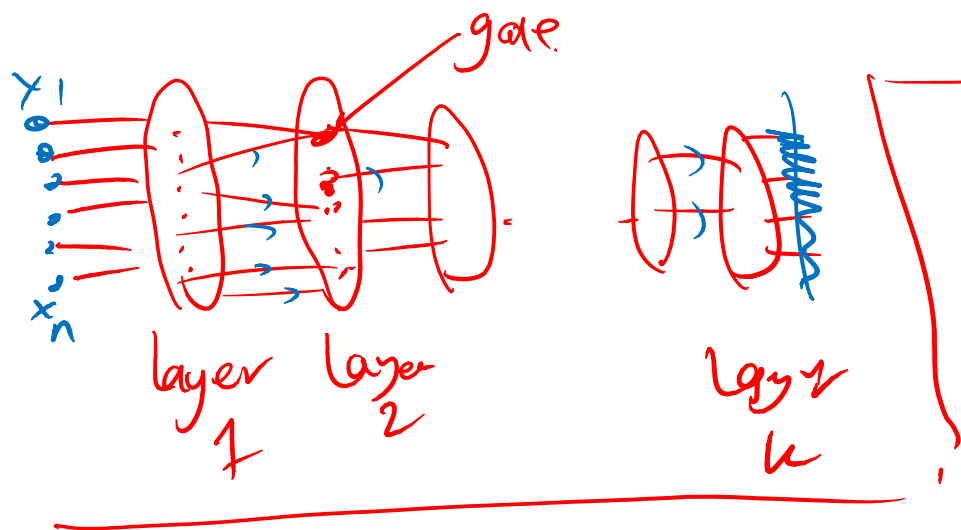
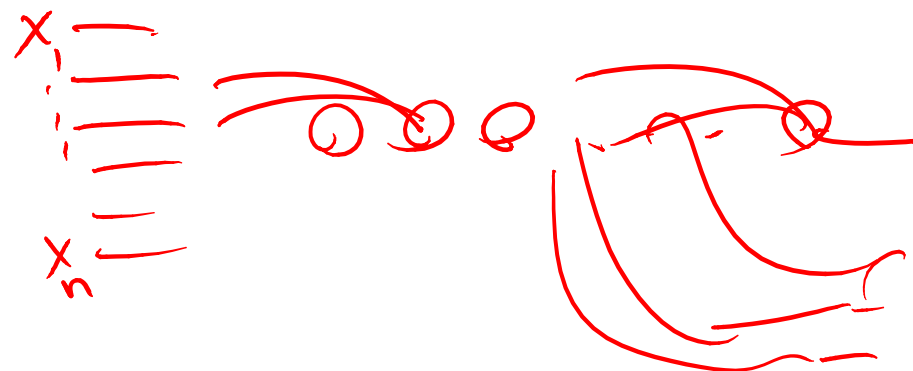
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Depth of a Circuit as "parallel time"

Time
Turing Machine

Size
Circuit.



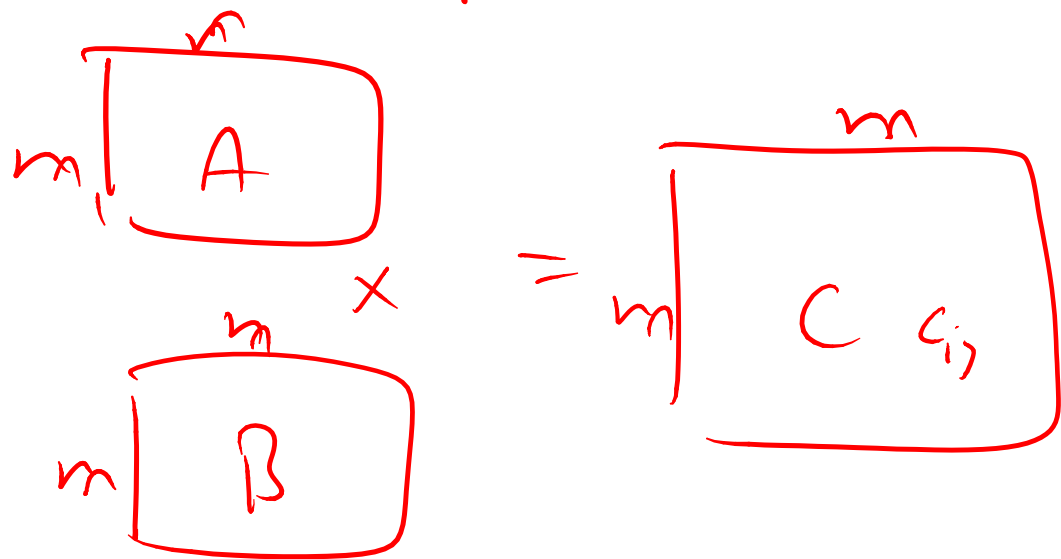
Thm 1 every directed graph with no cycle has a topological order

DAAG — graph.
| directed acyclic

depth of a DAG : length of longest path in G .
 minimum # of layers G could be drawn : $\frac{D_G}{L_G}$ } Thm $\frac{D_G}{L_G}$

Matrix multiplication

$$n = \text{input size} = \theta(m^2)$$



Most obvious Alg: $m^3 = n^{3/2}$

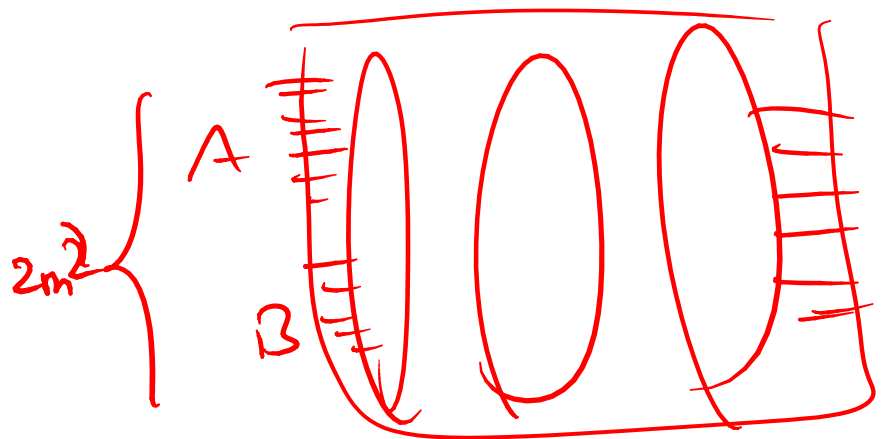
Strassen's Alg $m^{2.8} = n^{1.4}$

Compute c_{ij} indep from $c_{i'j'}$

$$c_{ij} = \sum_{k=1}^m a_{ik} \cdot b_{kj}$$



Computing $a_{ik} \cdot b_{kj}$ is indep of $a_{il} b_{lj}$



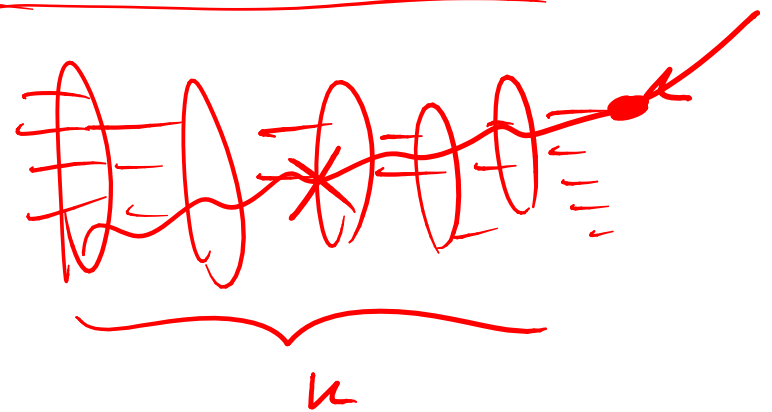
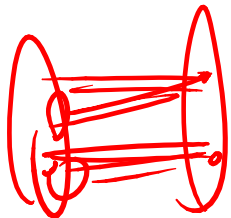
Thm: Computing matrix multiplication in $\boxed{\lg(n)}$

Other Circuit-Based Complexity Classes

$L \in NC_i$: if L can be computed by circuits $\{C_0, C_1, \dots, C_n, \dots\}$
such that $\text{Depth}(C_n) = O(\log^i n)$

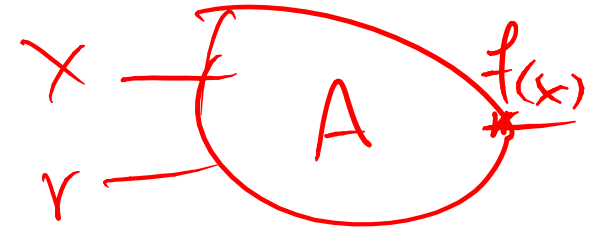
Thm: Computing matrix mult. over Boolean ($\wedge \equiv \wedge$ $\oplus \equiv \oplus$)
is in NC_2

$NC_0 =$ constant depth circuits



New Topic: Randomized Computation

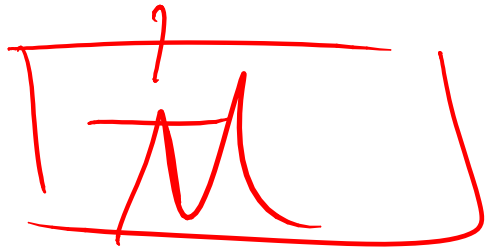
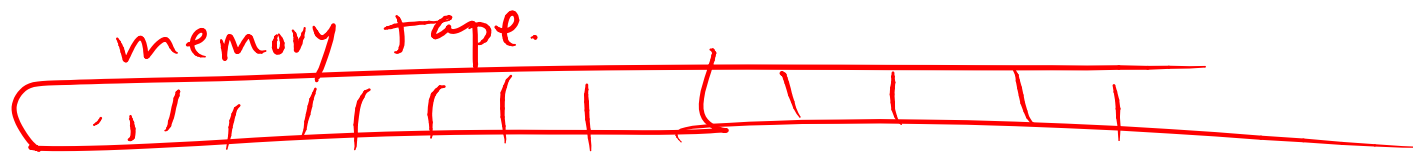
- Nature seems to provide randomness; can we use it?



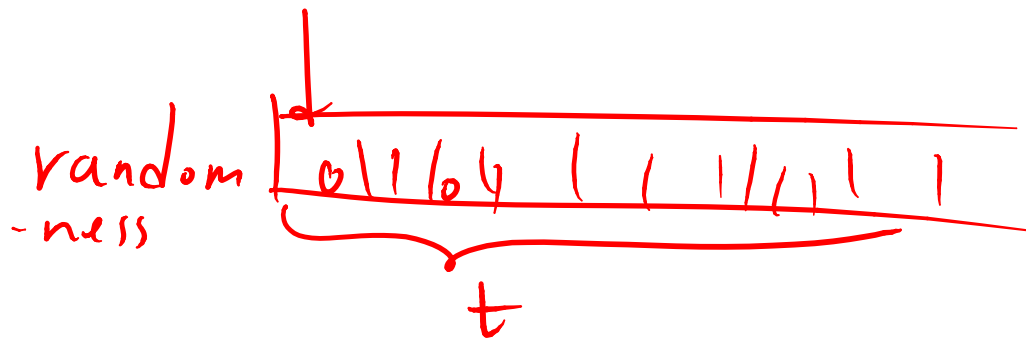
- What if we find the “solution” with probability $1 - 2^{-100}$?

- Note: we do not assume the input to be random...

Formalizing Randomized Computation



if M runs in time t



when M starts to work. random Tape is written with a random sequence.

bounded error probabilistic poly time.

Complexity Class **BPP**

say that a PTM M decides L in time $T(n)$ if for every $x \in \{0, 1\}^*$, M halts in $T(|x|)$ steps regardless of its random choices, and $\Pr[M(x) = L(x)] \geq 2/3$.

$$1 - 2^{-100} \\ \geq \frac{1}{2} + \frac{1}{n}$$

We let **BPTIME**($T(n)$) be the class of languages decided by PTMs in $O(T(n))$ time and define **BPP** = $\cup_c \mathbf{BPTIME}(n^c)$.