

Complexity classes BPP and BQP

BPP = "bounded error - probability,
probabilistic, polynomial time"

Def.: Probabilistic Turing machine (PTM)

formally exactly as non-deterministic T.M.,
particularly with transition-relations,

$$\delta: (s, a) \mapsto \left\{ \begin{array}{l} (s_1, a_1, m_1), \\ (s_2, a_2, m_2), \\ \vdots \\ (s_k, a_k, m_k) \end{array} \right\},$$

but now with alternative interpretation:
prob. T.M. chooses one rule

$\tau_i \in \delta(s, a)$ at random with equal
probability $1/k$.

$\rightarrow h \xrightarrow{r_i} h'$ with prob. $1/k$

\rightarrow prob. T.M. M on input x holds in x' with probability $p(x'|x)$.

Def.: Comp. class BPP

$L \in \text{BPP} \Leftrightarrow L$ decided by PTM in polynomial time with error probability $P_{\text{err}} \leq 1/4$; i.e.

$\exists \alpha \in \mathbb{N}$, PTM M s.t.

(1) $\forall x \in \Sigma^*$: $\text{time}_M(x) \leq |x|^\alpha$.

(2) $\forall x \in L$: M accepts x with prob. $p \geq 3/4$

(3) $\forall x \notin L$: M accepts x with prob. $p \leq 1/4$

(" M accepts x " = " M holds on input x with output 1 "

Rmks.:

1) $PTM \Leftrightarrow$ standard computer with
true random number
generator

!?
 \Leftrightarrow standard computer with
pseudo rand. numb. gen.

2) Complexity theory finds strong
evidence for $BPP = P$!
(„derandomization“)

3) $BPP =$ "class of problems that
can be efficiently solved by
Monte Carlo Methods"

4) error bounds can be strongly
relaxed: e.g. for $\varepsilon > 0$, $q \in]\varepsilon, 1-\varepsilon[$

$\forall x \in L$: M accepts x with prob.

$$p \geq q + \underline{\underline{\epsilon}}$$

$\forall x \notin L$: M accepts x with prob.

$$p \leq q - \underline{\underline{\epsilon}}$$

why? run (ϵ, q) -PTM k times
on same input x , choose k suff.

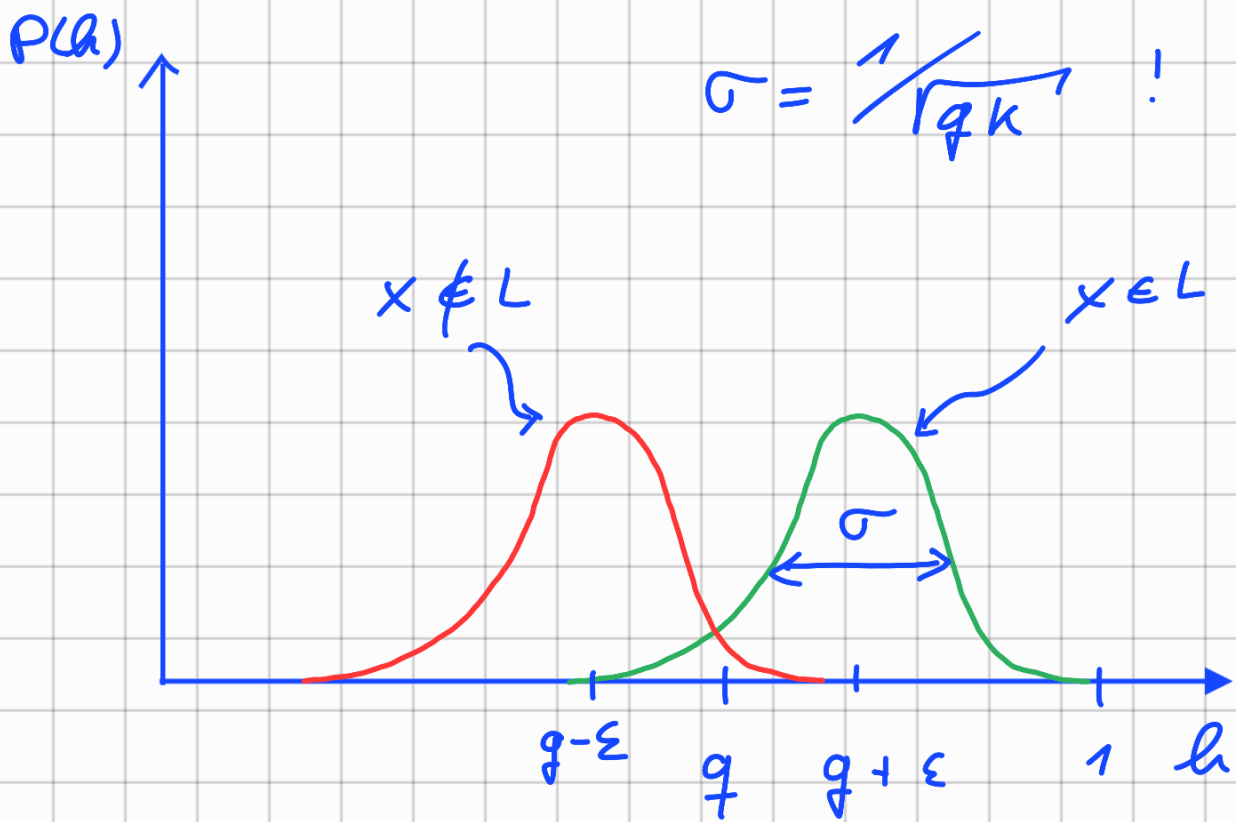
large:

let $h = \frac{K_{\text{accept}}}{k} =$ relative freq.
of acceptions in
 k runs on inp. x ,

• accept x if $h > q$

• reject x if $h \leq q$





$$\rightarrow P_{\text{err}} \sim e^{-\frac{\epsilon^2}{2\sigma^2}} = e^{-qk\frac{\epsilon^2}{2}}$$

$$\rightarrow \text{for } k \gg \frac{1}{q\epsilon^2}$$

P_{err} exponentially small!

Similarly: for any $\epsilon > 0$, $q \in]0,1[$:

$\forall x \in L$: M accepts x with

$$P \geq q + \underline{\underline{\epsilon}} - \epsilon$$

$\forall x \notin L$: M accepts x with

$$p \leq \frac{1}{2^k} - \frac{1}{2^{k+d}}$$

\rightarrow choose $k = |x|^{2k+d}$!

Quantum complexity class BQP

("bounded error-prob., quantum, poly. time")

BQP = "class of problems that can be solved with quantum computer in polynomial time"

problem: make sure that used

quantum circuits can be build

with reasonable ($\hat{=}$ polynomial in $|x|$)

effort!

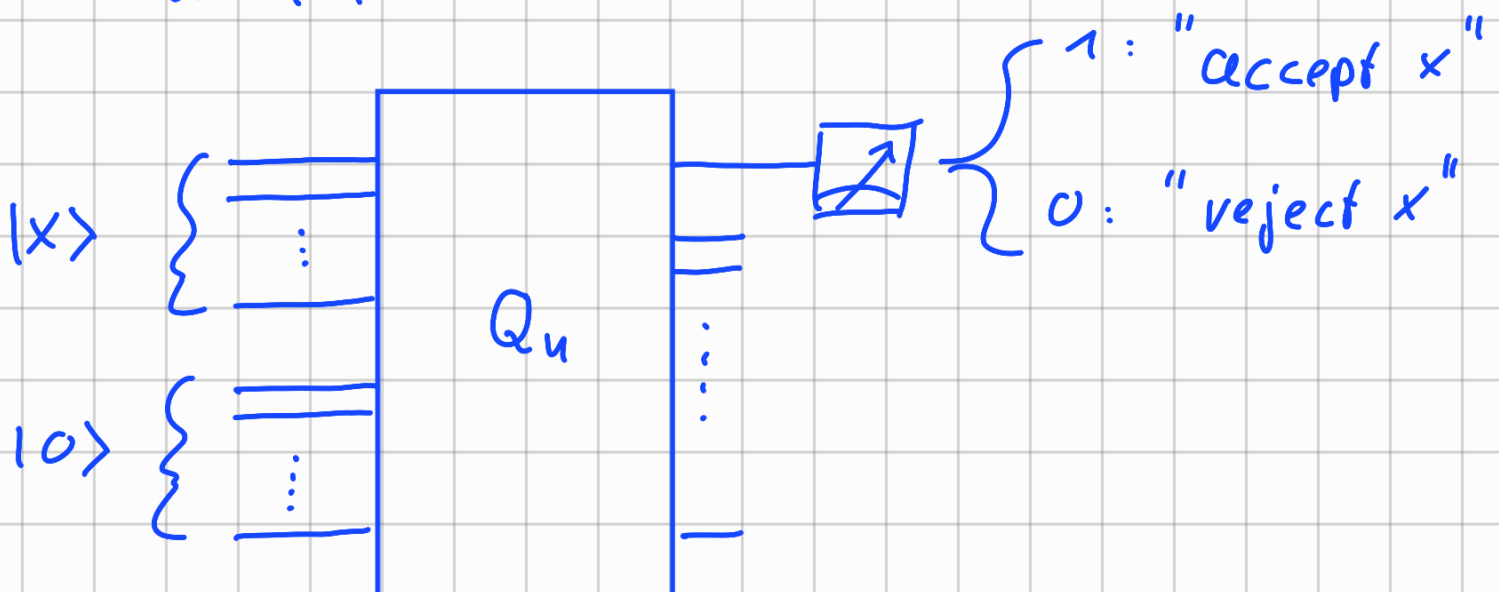


Def. :

- Family of circuits $\{Q_n\}_{n \in \mathbb{N}}$ is polynomial-time generated

$\Leftrightarrow \exists$ T.M. M which on input n outputs (encoding of) circuit Q_n in polynomial time:
 $\text{time}_M(n) \leq n^d$

- acceptance of $x \in \Sigma^*$ by circuit Q_n ,
 $n = |x|$:



Def: Quantum comp. class BQP

$L \in \text{BQP} \iff \exists$ polynomial-time
generated $\{Q_n\}_{n \in \mathbb{N}}$ s.t.

$\forall x \in L : Q_{|x|}$ accepts x with
 $p \geq 3/4$

$\forall x \notin L : Q_{|x|}$ accepts x with
 $p \leq 1/4$

Remarks:

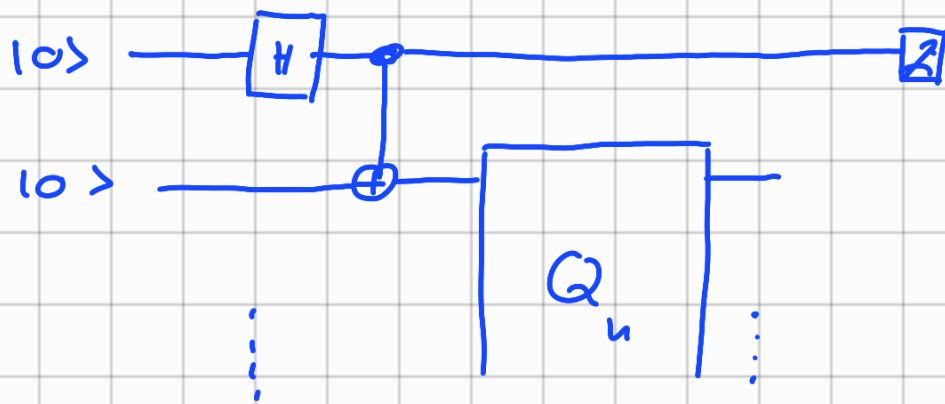
1) error-probabilities as flexible as in
BPP

2) obviously $\text{BPP} \subseteq \text{PQP}$

$\Gamma \cdot P \subset \text{BQP} \checkmark$

• random bits: $|0\rangle \rightarrow \boxed{H} \rightarrow \boxed{Z} \checkmark$

alternatively:



3) strong evidence for $BPP \subsetneq PQP$

↖ FACTOR \in BQP (Show!)

but probably FACTOR \notin BPP

4) no evidence for $NP \subset BQP$!

apart from speeding-up search

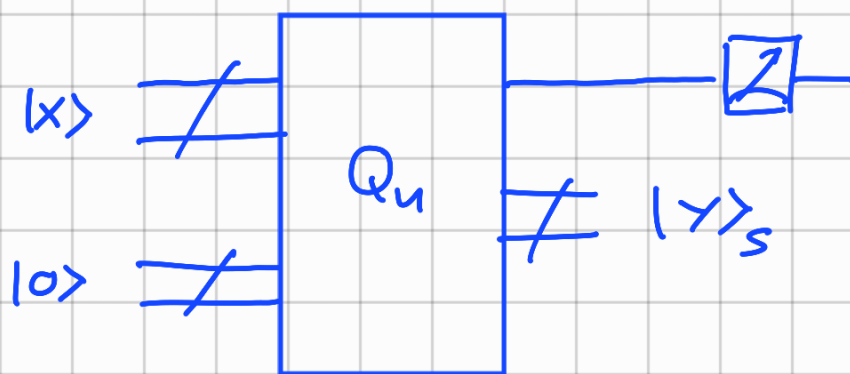
for solutions with Grover's algorithm

no systematic improvements by quantum

algorithms in sight!

5) BQP \subseteq PSPACE

"classical" computation of $P_{\text{accept}}(x)$
 in polynomial space possible by
 summing up (exponentially many) path-
amplitudes :



$$P_{\text{accept}}(x) = \sum_{y \in \{0,1\}^s} \underbrace{|\langle 1, y | Q_u | x, 0 \rangle|^2}_{\geq A_y}$$

assume that Q_u is composed of
 $T = |x|^2$ elementary gates

$G_1, G_2, \dots, G_T \quad \longrightarrow \quad :$

$$A_y = \langle 1, y | G_T G_{T-1} \dots G_2 G_1 | x, 0 \rangle$$

$$= \sum_{i_1, \dots, i_{T-1} \in \{0,1\}^{S+1}} \langle 1, y | G_T | i_{T-1} \rangle \cdot$$

$$\cdot \underbrace{\langle i_{T-1} | G_{T-1} | i_{T-2} \rangle \dots \langle i_1 | G_1 | x, 0 \rangle}_{\text{computable in PSPACE}}$$

computable in PSPACE !

$$\rightarrow P_{\text{accept}}(x) = \sum_y |A_y|^2 \quad \text{computable}$$

in PSPACE.

Relationship of P , BPP , BQP , NP , $PSPACE$:

