## **Today**

- Toda's Theorem
- Part 1:  $PH \subseteq BP \cdot \bigoplus \cdot P$ .
- Part 2:  $BP \cdot \bigoplus \cdot P \subseteq P^{\#P}$

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- Think of:
  - $\exists$  operator as layer of OR gates.
  - $\forall$  operator as layer of AND gates.
  - BP operator as approximate Majority gate.

Operators vs. Constant Depth Circuits

- ⊕ operator as a parity gate.
- Complexity classes become constant depth circuit.
- Part 1 of Toda's theorem says constant depth AND-OR circuit can be replaced by a depth two circuit circuit with parity gates at bottom level and an approximate majority at top level, uniformly.

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### Breakdown of Part 1

$$\exists \cdot BP \cdot \bigoplus \cdot P$$

$$\subseteq BP \cdot \bigoplus \cdot BP \cdot \bigoplus \cdot P$$

$$\subseteq BP \cdot BP \cdot \bigoplus \cdot \bigoplus \cdot P$$

$$\subseteq BP \cdot BP \cdot \bigoplus \cdot P$$

 $\subseteq$  BP  $\cdot \bigoplus \cdot P$ 

Rest follows by closure under complementation and induction.

# Part 1, Step 1

Write  $\exists \cdot BP \cdot \bigoplus \cdot P$ 

as

 $\exists x, \text{BP } y, \bigoplus z, M(w, x, y, z)$ 

or as

 $\exists x, N(w, x)$  where  $N \in \mathrm{BP} \cdot \bigoplus \cdot P$ .

By Valiant-Vazirani & amplification, we note this condition can be written as

$$BP_{\mathbf{h}} \bigoplus_{\mathbf{x},\mathbf{b},c} N_1(w,\mathbf{h},\mathbf{x},\mathbf{b},c)$$

where  $\mathbf{h}$  is a sequence of m hash functions,  $\mathbf{x}$  is m non-det. choices for N,  $\mathbf{b}$  is m bits, and c is a bit.

 $N_1(w, \mathbf{h}, \mathbf{x}, \mathbf{b}, c)$  accepts if the input is all 0s or if c=1 and for all i,  $N_2(w, h_i, x_i, b_i)$  accepts.

 $N_2(w, h_i, x_i, b_i)$  accepts if the input is all 0s or if  $b_i = 1$  and  $h_i(x_i) = 1$  and  $N(w, x_i)$ .

To conclude, suffices to observe that  $N_1$ 's computation is in  $\mathrm{BP} \cdot \bigoplus \cdot P$ .

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### Overview

- Concludes Part 1 of Toda's Theorem.
- For Part 2, need to understand some arithmetic games one can play with # accepting paths.

## Part 1, Steps 2, 3 & 4

Nothing special: Just do blind actions and for various choice of parameters, things work.

**Step 2** Switch  $2^a$ -ary parity gate with  $2^b$ -ary BP gates of error  $2^{-c}$  and get a BP gate that errs with probability  $2^{b-c}$ .

**Step 3** Collapse parity gates and it just works  $\bigoplus_y \bigoplus_z f(y,z) = \bigoplus_{y,z} f(y,z)$ .

**Step 4** Collapse BP gates:  $BP_y BP_z f(y,z)$  vs.  $BP_{y,z} f(y,z)$ ? If  $BP_y$  errs with probability  $\epsilon$  and  $BP_z$  errs with probability  $\delta$  then  $BP_{y,z}$  errs with probability at most  $\epsilon + \delta$ .

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## **Arithmetic games**

- If non-deterministic machine  $M_1$  on input  $w_1$  has  $n_1$  accepting paths, and  $M_2$  on input  $w_2$  has  $n_2$  accepting paths, then can create machines + inputs that have  $n_1+n_2$ , or  $n_1 \times n_2$  accepting paths.
- W.l.o.g. consider circuits. Have circuits  $C_1$ ,  $C_2$   $(C_i(\cdot) = M_i(w_i, \cdot))$  taking n-bit inputs and accepting  $n_1$  and  $n_2$  inputs respectively.
- Then, circuit  $C_3$  given by  $C_3(x,y) = C_1(x) \wedge C_2(x)$  accepts  $n_1 n_2$  inputs.
- And,  $C_4$  given by  $C_4(x,b) = (b \wedge C_1(x)) \vee (\overline{b} \wedge C_2(x))$  has  $n_1 + n_2$  accepting inputs.

### More arithmetic

- Can also construction circuits with any fixed number of accepting inputs.
- So given any polynomial p with positive coefficients, and circuit C with N accepting inputs, can construct C' with p(N) accepting inputs. Furthermore size of  $C' = O(|p| \cdot |C|)$ .
- If p is a constant degree polynomial with constant coefficients, can apply this process  $O(\log n)$  times.

Will use the last parts later, but first show how to amplify.

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# Polynomial magic=?

How would we come up with the polynomial h?

- Requirements:
  - $-h(a) = b \pmod{2^{2^{c+1}}} \text{ for } b \in \{0, -1\}.$
  - Coefficients of h non-negative.
- First condition says  $a^2|h(a)$  and  $(a+1)^2|h(a)+1$ . Natural choice (to make coeff. of  $a^1$  disappear),  $h_1(a)+1=(a+1)^2(a-1)^2=a^4-2a^2+1$ . Now have  $h_2(a)=a^4-2a^2$ . Satisfies first condition, but violates second.
- To make coefficients positive, add a (large multiple of) polynomial with +ve

# "Boosting" modular counts

- Suppose  $a = b \pmod{2^{2^c}}$  for  $b \in \{0, -1\}$ .
- Then for  $h(a) = 3a^4 + 4a^3$  have  $h(a) = b \pmod{2^{2^{c+1}}}$ .
- Let  $h^{(i)}(a) = h(h^{(i-1)}(a)$ , where  $h^{(0)}(a) = a$ .
- Let  $t = O(\log m)$ . Let C' be the circuit with  $h^{(t)}(\#_x C(x,y))$  accepting inputs. (Can construct such C' in polynomial time.).
- ullet C' is what we need.

QED. (Done with Toda's theorem.)

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coefficients that is 0 on  $a^2$  and  $(a+1)^2$ . Simple choice  $= a^2(a+1)^2$ .

• New candidate  $h_2(a) = h_1(a) + 2 \cdot a^2(a + 1)^2 = 3a^4 + 4a^3$ .