Circuits

- A circuit has input bits x_1, x_2, \ldots, x_n of some string $x = x_1 \ldots x_n$.
- It uses AND, OR and NOT gates.
- Each AND, OR gate has at most two inputs
- Notation: $C(x) = C(x_1, x_2, ..., x_n)$
- Size(C) = number of AND and OR gates
- Some times allow inputs $\neg x_1, \neg x_2, \ldots$

- A Language *L* is decided by a family of circuits C_0, C_1, \ldots (where C_n takes *n* input bits x_1, \ldots, x_n) iff for all *n*, for all *x* with |x| = n, $x \in L$ iff $C_n(x) = 1$
- $L \in Size(S(n))$, if it is decided by a family $C_0, C_1, ...$ where C_n has size $\leq S(n)$.

Theorem: Every language
$$L \in Size(O(2^n))$$

proof: $Size(C_0) \leq 1$.
For C_{n+1} , note that $f(x_1, x_2, \dots, x_{n+1}) = (x_1 \text{ AND } f(1, x_2, \dots, x_{n+1})) \text{ OR} ((\neg x_1) \text{ AND } f(0, x_2, \dots, x_{n+1}))$.

Thus, $Size(C_{n+1}) \leq 3 + 2 * Size(C_n)$ Thus, $Size(C_n) \leq 2 * 2^{n+1} - 3$, satisfies the constraints.

P/poly

For *L* to be in P/poly, means it is accepted in Poly time by some machine *M* with advice/help of length at most poly-size in the length of the input. This help is same for all strings of the same length, but can be different for strings of different length. Formally:

- There is a two input TM M, which runs in poly-time
- For each length n, have advice string A_n (length bounded by polynomial in n).
- The polynomials are fixed for each L (independent of input x).
- $x \text{ in } L \text{ iff } M(x, A_{|x|}) \text{ accepts.}$

Theorem: L in P/poly iff L can be decided by a polynomial size circuit

Proof: If L can be decided by polynomial size circuit, then using the coding of the circuit as advice to TM, one can decide L.

Now suppose L in P/poly (via M and A_n). Construct a circuit as follows:

On input x, we additionally have "fixed" bits of advice $A_{|x|}$. Then, we can consider calculating $T_0(x, A_{|x|}), T_1(x, A_x), \ldots$ where $T_i(x, A_{|x|})$ is the configuration of the TM after i steps of computation.

- Initial configuration $T_0(x, A_{|x|})$ is easy to describe. Using poly-size circuit one can calculate $T_{i+1}(x, A_{|x|})$ from $T_i(x, A_{|x|})$.
- From $T_{p(n)}(X, A_{|x|})$ using poly-size circuit one can calculate the answer.
- So summing up the above circuit sizes, in total a polynomial size circuit can decide L.

Note that P/poly is not contained in P or even $DTIME(2^{2^{2^{2^n}}})$

Think of a language which depends only on the input size and ...!

Is $NP \subseteq \mathbf{P}/poly$? Unlikely. Theorem: If $NP \subseteq \mathbf{P}/poly$, then $PH \subseteq \Sigma_2^p$. We will show that if $NP \subseteq \mathbf{P}/poly$, then $\Pi_2^p \subseteq \Sigma_2^p$. First suppose $NP \subseteq \mathbf{P}/poly$, then for the languages $L \in NP$, we can find the "y" in $(\exists y)[P(x, y)]$ as in the characterization of NP, using poly size circuits. For this, one can do as follows:

Suppose $x \in L$ iff $(\exists y : |y| = p(|x|))[P(x,y)]$. Let $L' = \{(x, z \#^{p(|x|)-|z|}) :$ there exists $z', P(x, zz')\}$. Then, $L' \in NP$, and thus in P/poly. Let the above be witnessed by machine M. Now, using above M one can construct M', in P/poly, which on input x can iteratively find $y_1, y_1y_2, y_1y_2y_3..., y_1y_2...y_{p|x|}$, if such a y exists. Now let $L \in \Pi_2^p$. Then $x \in L$ iff $(\forall y)(\exists z)[Q(x, y, z)]$, where y, z are poly-size bounded with respect to |x|, and Q is a poly-time computable predicate.

Let $L' = \{(x, y) : (\exists z)Q(x, y, z)\}.$

Now, L' is in NP. Thus, there is a poly-size circuit which computes z from (x, y).

Now, $x \in L$ iff $\exists C$ of size polynomial in length of x, such that for all y, Q(x, y, C(x, y)), where length of y and C are polynomially bounded.

Thus, $L \in \Sigma_2^p$.

BPP

Theorem: $BPP \subseteq P/poly$ Proof: If L in BPP, then there is an algorithm A(x,r) (|r| polynomial in |x|) which outputs correct value for L(x) with probability at least $1 - \frac{1}{2^{|x|+2}}$. Thus, for any particular length n, for at least 3/4-th of the corresponding possible r of length polynomial in n, for all x, A(x,r) gives the correct answer.

Thus, we can use such r as the help bits!