

CS748: Arithmetic Circuit Complexity.

- Classically, computation is modelled using Turing machines.

- I.e. A computer program is seen as a machine $M = (T, Q, \delta)$ where,

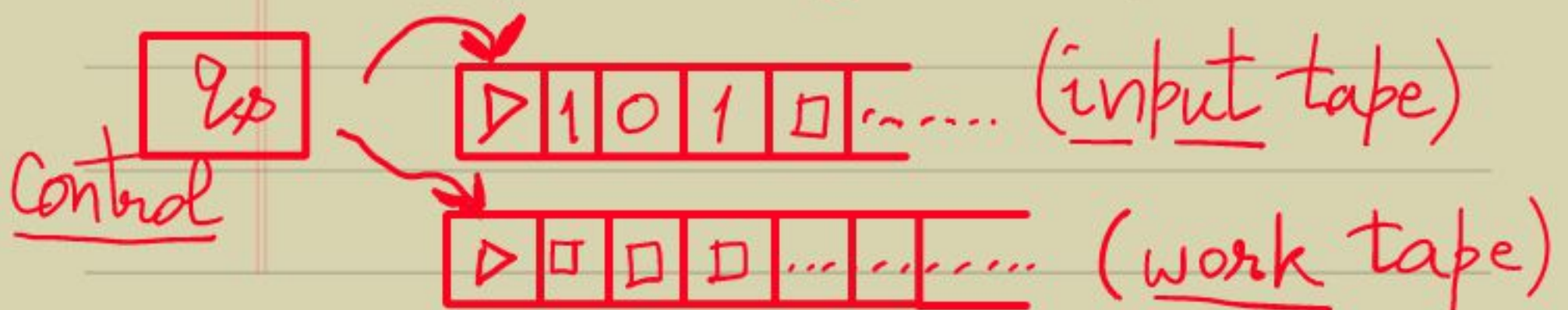
- T is the alphabet, say \triangleright (start), \square (blank), 0 & 1.

- Q is the set of states (at least q_s & q_f).

- δ is the transition function
 $\delta: Q \times T^2 \rightarrow Q \times T^2 \times \{S, L, R\}^2$.

head movement

- Example configuration:



- Time is the number of transition steps.

- Space is the number of work tape cells used.

- For input size n & a function $f: \mathbb{N} \rightarrow \mathbb{R}_{>0}$ we can talk about complexity classes $D_{\text{time}}(f(n))$ & $\text{Space}(f(n))$ as the set of problems that are computable in time $O(f(n))$ & space $O(f(n))$ respectively.

- This leads us to a zoo of classes!

$$P := \bigcup_{c \in \mathbb{N}} D_{\text{time}}(n^c)$$

$$P_{\text{space}} := \bigcup_{c \in \mathbb{N}} \text{Space}(n^c)$$

$$NP := \bigcup_{c \in \mathbb{N}} N_{\text{time}}(n^c)$$

$$\mathbb{L} := \text{Space}(\lg n)$$

$$\triangleright \mathbb{L} \subseteq P \subseteq NP \subseteq P_{\text{space}} \subseteq EXP \\ \subseteq EXP_{\text{space}} \subseteq EEXP.$$

- There are also randomized versions:

$$ZPP \subseteq RP \subseteq BPP \subseteq PP \subseteq P_{\text{space}}$$

- and oracle-based classes:

$$\begin{array}{ccccccc} \Sigma_1 & \subseteq & \Sigma_2 & \subseteq & \Sigma_3 & \subseteq & \dots \subseteq PH \subseteq P_{\text{space}} \\ \parallel & & \parallel & & \parallel & & \parallel \\ NP & & NP^{\Sigma_1} & & NP^{\Sigma_2} & & \bigcup_{c \in \mathbb{N}} \Sigma_c \end{array}$$

- This course will take a different route to build a zoo of computational classes!

- Instead of seeing computation as a sequence of very simple steps, we will view it as an algebraic expression.

- Definition: An arithmetic circuit C , over a field F , is a rooted dag as follows. The leaves are the variables x_1, \dots, x_n (input) & the root outputs a polynomial $C(\vec{x})$.

The internal vertices are gates that compute $* \text{ or } +$ in $F[\vec{x}]$.

The edges are called wires & they can have constant (in F) labels to do scalar multiplication.

The #wires & the size of the constants comprise the size of the circuit C .

A max-path from a leaf to the root determines the depth of C .

$\deg(C)$ refers to the degree of the intermediate polynomials computed.

- Eg. The polynomial $f = (x_1 + x_2)^8 - (x_1 + x_2)^4$ has the following circuit representation:



- Note that the circuit for f is quite compact (though f has 14 monomials!)
- Repeated-squaring is used.

- Definition: fanin (resp. fanout) of a circuit refers to the max indegree (resp. outdegree) of the gates/vertices. A circuit with fanout = 1 is called a formula.

- Suppose $\mathcal{F} := \{f_i(x_1, \dots, x_i) \mid i \in \mathbb{N}\}$ is a family of polynomials (call it problem). We will say that a family of