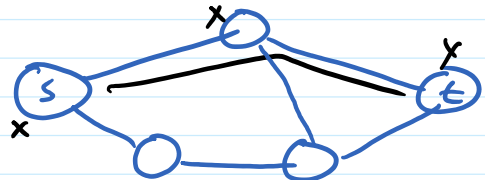


PSPACE

```

DFS_VISIT(curr, parent, t)
{
  // mark current vertex as processing and do bookkeeping
  color[curr] = GRAY;
  pi[curr] = parent;
  // iterate over outgoing edges
  for each vertex v s.t. there is an edge (curr, v)
    if (color[v] == WHITE)
      // found an edge to a new vertex -- explore it
      DFS_VISIT(v, curr, t);
  // mark current vertex finished
  s->color[curr] = BLACK;
}

```

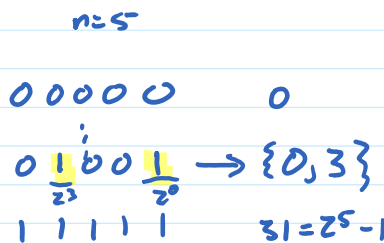


INDEPENDENT\_SET(G, k)

```

{
  n = number of vertices in G
  best = empty
  for i = 0 to 2^n - 1
    // interpret i as a set
    S = empty
    for j = 0 to n-1
      if i % 2^j != 0
        S = S union {j}
    if S is an independent set in G and len(S) > len(best)
      best = S
  return len(best) >= k
}

```



HC(G)

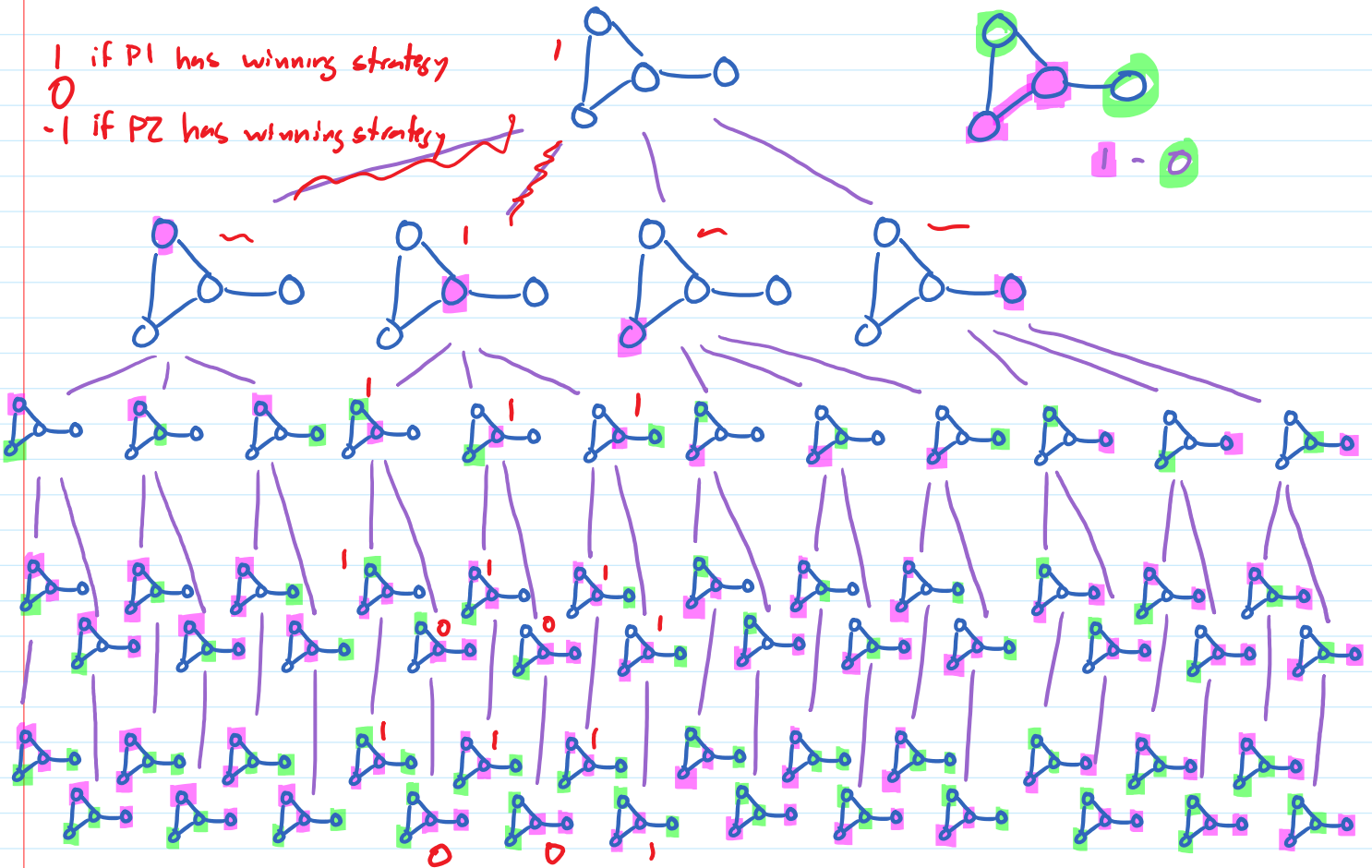
for i = 0 to n! - 1  
 interpret i as permutation of vertices p  
 if p + edge to complete cycle is a cycle in G  
 return YES  
 return NO

poly space so ISE PSPACE

HC ∈ PSPACE

ISE PSPACE

Edge Covering Game: 2 players take turns coloring an uncolored vertex in an undirected graph their color. Winner is player with most edges having their color at both ends.



MINIMAX(p)

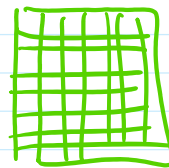
if  $p$  is end of game  
return value according to rules

else  
let  $S$  = set of positions reachable in one turn from  $p$

if  $p$  is P1's turn  
return  $\max_{p' \in S} \text{MINIMAX}(p')$

else  
return  $\min_{p' \in S} \text{MINIMAX}(p')$

putting pieces on board / no moving or remaining  
othello



$\leq 13^4$  arrangement

polynomial space per call for most games

length of game polynomial in size of board

polynomial recursion depth

poly \* poly total space  $\rightarrow$  poly total space

putting pieces on board / no moving or removing  
Othello  
Tic-Tac-Toe  
Gomoku  
Connect Four

$\in PSPACE$

poly · poly total space  $\rightarrow$  poly total space  
 $\downarrow$   
same  $\in PSPACE$

$P \subseteq NP \subseteq PSPACE$

$X$  is PSPACE-complete  $\wedge X \in P \rightarrow P = NP = PSPACE$

Randomized Algorithms

Randomized Algorithm: allow decisions based on coin flips

RP

Algorithm A solves X with one-sided error if  $X(x) = YES \rightarrow A(x) = YES$  with prob  $p > 0$   
 $X(x) = NO \rightarrow A(x) = NO$  with prob = 1

two-sided error

$X(x) = YES \rightarrow A(x) = YES$  with prob  $p > \frac{1}{2}$   
 $X(x) = NO \rightarrow A(x) = NO$  with prob  $p > \frac{1}{2}$

BPP

Let  $X \in BPP$  with alg A which gives correct answer with prob  $\frac{3}{4}$

$BPP \stackrel{?}{=} P$  unknown

$BPP \subseteq NP$   
 $NP \subseteq BPP$  unknown

good enough for most

X(x)  
 yes  $\leftarrow 0$   
 no  $\leftarrow 0$   
 for  $i=1$  to  $n$   
   result  $\leftarrow A(x)$   
   if result = YES  
     yes  $\leftarrow$  yes + 1  
   else  
     no  $\leftarrow$  no + 1  
 if yes > no  
   output YES

$n=3$      $X(x) = YES$

$$P(\text{output} = YES) = P(2 \text{ yrs}) + P(3 \text{ yrs})$$

$$= \left(\frac{3}{4}\right)^2 \cdot \left(\frac{1}{4}\right) \cdot 3 + \left(\frac{3}{4}\right)^3 = \frac{84}{64} > \frac{3}{4}$$

$$n=5 \quad P(YES) = \left(\frac{3}{4}\right)^3 \cdot \left(\frac{1}{4}\right)^2 \cdot 10 + \left(\frac{3}{4}\right)^4 \cdot \left(\frac{1}{4}\right) \cdot 5 + \left(\frac{3}{4}\right)^5$$

$$= \frac{918}{1024} > \frac{54}{64}$$

ZPP: decision problems with solutions with polynomial expected running time (but possibly unbounded worst case)

$P \subseteq ZPP \subseteq NP$

↑                    ↑  
 don't know if these are proper

(and if some NP-complete X satisfies  $X \in ZPP$ , then  $ZPP = NP$ )

$ZPP \subseteq NP$ : Let  $X \in ZPP$  [want  $X \in NP$  - poly-time verification alg for X]

Then there is an expected poly-time algorithm A that solves X

let p be polynomial s.t. the expected running time is  $p(|x|)$

X-VERIFY(x, y) ← sequence of coin flips of length  $p(|x|)$

simulate A(x) using y as source of coin flips  
 return result

can't have all executions take  $\geq$  average time

$X(x) = YES \rightarrow$  some execution of A(x) answers YES in  $\leq p(|x|)$  time

$X(x) = \text{YES} \rightarrow$  some execution of  $A(x)$  answers YES in  $\leq p(|x|)$  time

$\rightarrow X\text{-VERIFY}(x, y)$  answers YES when  $y$ 's coin flips from that execution  
size  $\leq p(|x|)$

$X(x) = \text{NO} \rightarrow$  all executions of  $A(x)$  answer NO

$\rightarrow X\text{-VERIFY}(x, y) = \text{NO}$  for all  $y$