

Arthur and Merlin as Oracles

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Abstract

We study some problems solvable in polynomial time, given oracle access to the promise versions of the Arthur-Merlin classes. We show that

- $S_2^p \subseteq P^{\text{prAM}}$
- $BPP_{\parallel}^{\text{NP}} \subseteq P_{\parallel}^{\text{prAM}}$

Then, as a direct consequence of the Miltersen-Vinodchandran result [FOCS'99], we get that $S_2^p = P^{\text{NP}}$ and $BPP_{\parallel}^{\text{NP}} = P_{\parallel}^{\text{NP}}$, under the hardness hypothesis used for derandomizing AM. This gives an alternative (and perhaps, a more direct) proof of the same result obtained by Shaltiel and Umans [CCC'05].

We also derive some corollaries related to the Karp–Lipton theorem and learning circuits for SAT. Finally, we shall briefly discuss a P^{prAM} algorithm for finding near-optimal strategies of succinctly presented zero-sum games; Fortnow et. al [CCC'05] described a ZPP^{NP} algorithm for the same problem.