



# Computational Complexity

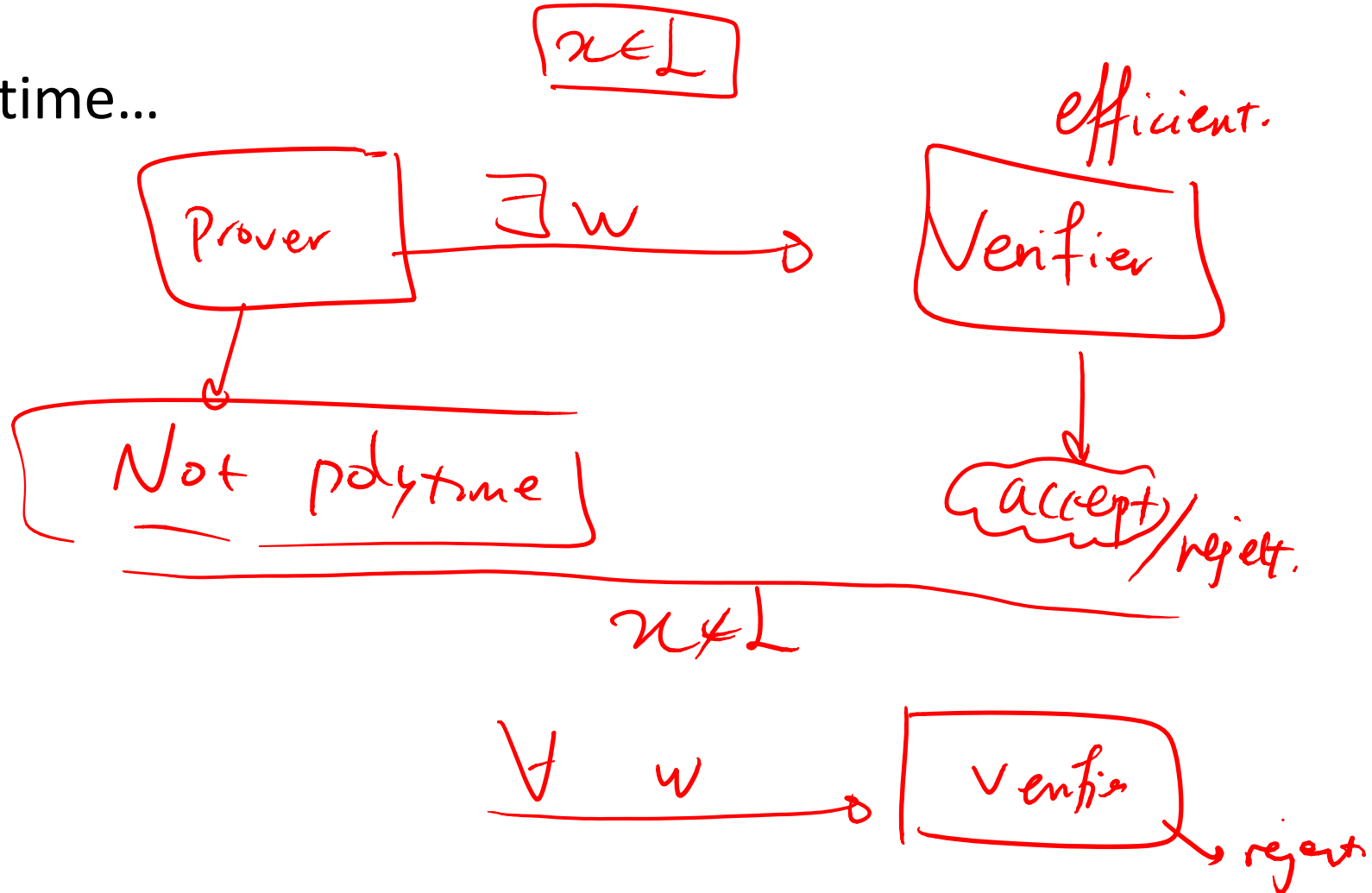
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# Interactive Proofs – Revising notion of “proof”

- Recalling NP one more time...



# Allowing interaction (interrogation)

- Coke vs. Pepsi

if you rights Convinced  
always,  
if  $\text{Coke} = \text{Pepsi} \implies P_V[\text{Convinced}] \leq \frac{1}{2}$

You  
prover.

Claim :  $\text{Coke} \neq \text{Pepsi}$

challenge  $\in_R \{\text{Coke}, \text{Pepsi}\}$

identity challenge.

Moh;  
Verifier

- Informal Definition:

**IP** = class of problems whose solution can be proved interactively

# Graph Non-Isomorphism

$$GI : L = \{ (G_1, G_2) \mid G_1 \equiv G_2 \}$$

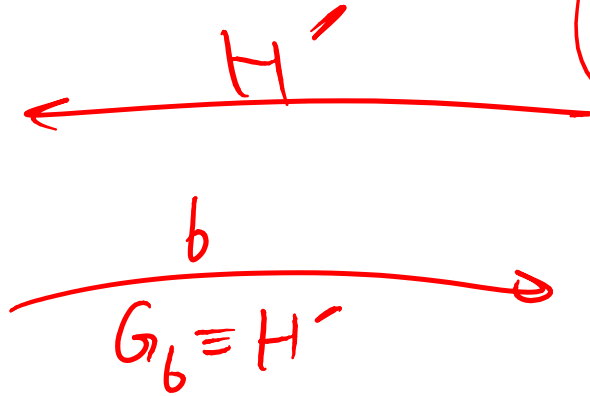
$GI \in NP$

- It is not known whether  $GNI \in NP$  or not... but we show  $GNI \in IP$

Prover

Claim:  $G_1 \neq G_2$

Verifier



Choose  $H \in \{G_1, G_2\}$

relabel nodes of  $H$  at random

if prover concedes in claim  $\Rightarrow$  verifier accepts.

$\star$  prover is lying

$H'$ 's distribution is independent of choice of  $H \Rightarrow$  prover can guess  $b$  w.p.  $\leq \frac{1}{2}$

$$P_1[E_1 \wedge E_2] = P_1[E_1] \cdot P_1[E_2 | E_1]$$

Can we decrease the "error" ?

$P_1$  { We have a 2-message interactive protocol for GNI

Completeness: if  $x \in \text{GNI} \implies$  honest prover convinces verifier

Soundness: if  $x \notin \text{GNI} \implies$  for any prover: Verifier rejects w. p.  $1 - (\frac{1}{2}) \leftarrow \text{err}$

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Protocol 2: Prover

Completeness: if  $x \in \text{GNI} \rightarrow$  Verifier accepts both executions

Soundness:  $x \notin \text{GNI}$

$P_1$

if verifier  
accept

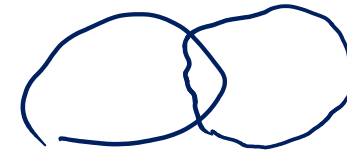
run  $P_1$  again

$$P_1[acc_1 \wedge acc_2] = P_1[acc_1] \cdot P_1[acc_2 | acc_1]$$

Verif. : accept iff both executions lead to accept.

# Is randomness of the verifier really helpful?

**Definition 8.3** (*Deterministic proof systems*) We say that a language  $L$  has a  $k$ -round *deterministic interactive proof system* if there's a deterministic TM  $V$  that on input  $x, a_1, \dots, a_i$  runs in time polynomial in  $|x|$ , and can have a  $k$ -round interaction with any function  $P$  such that



Why dIP is not interesting?

$$\textcircled{NP} \subseteq \text{dIP}$$
$$\underline{NP = \text{dIP}}$$

transcript  
is witness

# The formal definition of class **IP**

**Definition 8.6** (*Probabilistic verifiers and the class **IP***) For an integer  $k \geq 1$  (that may depend on the input length), we say that a language  $L$  is in **IP** $[k]$  if there is a probabilistic polynomial-time Turing machine  $V$  that can have a  $k$ -round interaction with a function  $P: \{0, 1\}^* \rightarrow \{0, 1\}^*$  such that

$$\text{(Completeness)} \quad x \in L \Rightarrow \exists P \Pr[\text{out}_V \langle V, P \rangle(x) = 1] = 1$$

$$\text{(Soundness)} \quad x \notin L \Rightarrow \forall P \Pr[\text{out}_V \langle V, P \rangle(x) = 1] \leq 1/3$$

where all probabilities are over the choice of  $r$ .

We define **IP** =  $\cup_{c \geq 1} \mathbf{IP}[n^c]$ .