

Interactive Proofs

Lecture 19
And Beyond

So far

So far

- $IP = PSPACE = AM[poly]$

So far

- $IP = PSPACE = AM[poly]$
- PSPACE enough to calculate $\max \Pr[\text{yes}]$

So far

- $IP = PSPACE = AM[poly]$
 - PSPACE enough to calculate $\max \Pr[\text{yes}]$
 - $AM[poly]$ protocol for TQBF using **arithmetization**

So far

- $IP = PSPACE = AM[poly]$
 - PSPACE enough to calculate $\max \Pr[\text{yes}]$
 - AM[poly] protocol for TQBF using **arithmetization**
- In fact $IP[k] \subseteq AM[k+2]$ for all $k(n)$

So far

- $IP = PSPACE = AM[poly]$
 - PSPACE enough to calculate $\max \Pr[\text{yes}]$
 - $AM[poly]$ protocol for TQBF using **arithmetization**
- In fact $IP[k] \subseteq AM[k+2]$ for all $k(n)$
 - Using a **public-coin set lower-bound proof**

So far

- $IP = PSPACE = AM[poly]$
 - PSPACE enough to calculate $\max \Pr[\text{yes}]$
 - $AM[poly]$ protocol for TQBF using **arithmetization**
- In fact $IP[k] \subseteq AM[k+2]$ for all $k(n)$
 - Using a **public-coin set lower-bound proof**
- $AM[k] = AM$ for **constant** $k \geq 2$

So far

- $IP = PSPACE = AM[poly]$
 - PSPACE enough to calculate $\max \Pr[\text{yes}]$
 - $AM[poly]$ protocol for TQBF using arithmetization
- In fact $IP[k] \subseteq AM[k+2]$ for all $k(n)$
 - Using a public-coin set lower-bound proof
- $AM[k] = AM$ for constant $k \geq 2$
 - Using $MA \subseteq AM$ and alternate characterization in terms of pairs of complementary ATMs

So far

- $IP = PSPACE = AM[poly]$
 - PSPACE enough to calculate $\max \Pr[\text{yes}]$
 - $AM[poly]$ protocol for TQBF using arithmetization
- In fact $IP[k] \subseteq AM[k+2]$ for all $k(n)$
 - Using a public-coin set lower-bound proof
- $AM[k] = AM$ for constant $k \geq 2$
 - Using $MA \subseteq AM$ and alternate characterization in terms of pairs of complementary ATMs
- Perfect completeness: One-sided-error-AM = AM

So far

- $IP = PSPACE = AM[poly]$
 - PSPACE enough to calculate $\max \Pr[\text{yes}]$
 - $AM[poly]$ protocol for TQBF using arithmetization
- In fact $IP[k] \subseteq AM[k+2]$ for all $k(n)$
 - Using a public-coin set lower-bound proof
- $AM[k] = AM$ for constant $k \geq 2$
 - Using $MA \subseteq AM$ and alternate characterization in terms of pairs of complementary ATTMs
- Perfect completeness: One-sided-error- $AM = AM$
 - Similar to $BPP \subseteq \Sigma_2^P$ (yields MAM protocol; $MAM=AM$)

$$AM \subseteq \Pi_2^P$$

$$AM \subseteq \Pi_2^P$$

- Consider any L with an AM protocol

$$AM \subseteq \Pi_2^P$$

- Consider any L with an AM protocol
- By perfect completeness:

$$AM \subseteq \Pi_2^P$$

- Consider any L with an AM protocol
- By perfect completeness:
 - $x \in L \Rightarrow \forall y_{\text{Arthur}} \exists z_{\text{Merlin}} R(x, y_{\text{Arthur}}, z_{\text{Merlin}}) = 1$

$$AM \subseteq \Pi_2^P$$

- Consider any L with an AM protocol
- By perfect completeness:
 - $x \in L \Rightarrow \forall y_{\text{Arthur}} \exists z_{\text{Merlin}} R(x, y_{\text{Arthur}}, z_{\text{Merlin}}) = 1$
- And by (any positive) soundness:

$$AM \subseteq \Pi_2^P$$

- Consider any L with an AM protocol
- By perfect completeness:
 - $x \in L \Rightarrow \forall y_{\text{Arthur}} \exists z_{\text{Merlin}} R(x, y_{\text{Arthur}}, z_{\text{Merlin}}) = 1$
- And by (any positive) soundness:
 - $x \notin L \Rightarrow \exists y_{\text{Arthur}} \forall z_{\text{Merlin}} R(x, y_{\text{Arthur}}, z_{\text{Merlin}}) = 0$

$$AM \subseteq \Pi_2^P$$

- Consider any L with an AM protocol
- By perfect completeness:
 - $x \in L \Rightarrow \forall y_{\text{Arthur}} \exists z_{\text{Merlin}} R(x, y_{\text{Arthur}}, z_{\text{Merlin}}) = 1$
- And by (any positive) soundness:
 - $x \notin L \Rightarrow \exists y_{\text{Arthur}} \forall z_{\text{Merlin}} R(x, y_{\text{Arthur}}, z_{\text{Merlin}}) = 0$
- i.e., $x \in L \Leftrightarrow \forall y \exists z R(x, y, z) = 1$

$$AM \subseteq \Pi_2^P$$

- Consider any L with an AM protocol
- By perfect completeness:
 - $x \in L \Rightarrow \forall y_{\text{Arthur}} \exists z_{\text{Merlin}} R(x, y_{\text{Arthur}}, z_{\text{Merlin}}) = 1$
- And by (any positive) soundness:
 - $x \notin L \Rightarrow \exists y_{\text{Arthur}} \forall z_{\text{Merlin}} R(x, y_{\text{Arthur}}, z_{\text{Merlin}}) = 0$
- i.e., $x \in L \Leftrightarrow \forall y \exists z R(x, y, z) = 1$
- Similarly, $MA \subseteq \Sigma_2^P$

AM and coNP

AM and coNP

- If $\text{coNP} \subseteq \text{AM}$, then PH collapses to level 2

AM and coNP

- If $\text{coNP} \subseteq \text{AM}$, then PH collapses to level 2
- Will show $\text{coNP} \subseteq \text{AM} \Rightarrow \Sigma_2^P \subseteq \text{AM} \subseteq \Pi_2^P$

AM and coNP

- If $\text{coNP} \subseteq \text{AM}$, then PH collapses to level 2
 - Will show $\text{coNP} \subseteq \text{AM} \Rightarrow \Sigma_2^P \subseteq \text{AM} \subseteq \Pi_2^P$
 - $L \in \Sigma_2^P: \{x \mid \exists y (x,y) \in L'\}$ where $L' \in \text{coNP}$

AM and coNP

- If $\text{coNP} \subseteq \text{AM}$, then PH collapses to level 2
 - Will show $\text{coNP} \subseteq \text{AM} \Rightarrow \Sigma_2^P \subseteq \text{AM} \subseteq \Pi_2^P$
 - $L \in \Sigma_2^P$: $\{x \mid \exists y (x,y) \in L'\}$ where $L' \in \text{coNP}$
 - MAM protocol for L : Merlin sends y , and then they run an AM protocol for $(x,y) \in L'$

AM and coNP

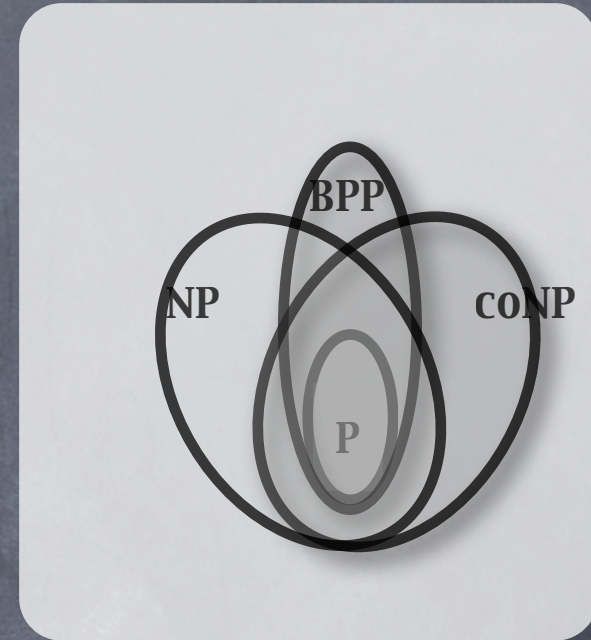
- If $\text{coNP} \subseteq \text{AM}$, then PH collapses to level 2
 - Will show $\text{coNP} \subseteq \text{AM} \Rightarrow \Sigma_2^P \subseteq \text{AM} \subseteq \Pi_2^P$
 - $L \in \Sigma_2^P$: $\{x \mid \exists y (x,y) \in L'\}$ where $L' \in \text{coNP}$
 - MAM protocol for L : Merlin sends y , and then they run an AM protocol for $(x,y) \in L'$
 - But $\text{MAM} = \text{AM}$

AM and coNP

- If $\text{coNP} \subseteq \text{AM}$, then PH collapses to level 2
 - Will show $\text{coNP} \subseteq \text{AM} \Rightarrow \Sigma_2^P \subseteq \text{AM} \subseteq \Pi_2^P$
 - $L \in \Sigma_2^P$: $\{x \mid \exists y (x,y) \in L'\}$ where $L' \in \text{coNP}$
 - MAM protocol for L : Merlin sends y , and then they run an AM protocol for $(x,y) \in L'$
 - But $\text{MAM} = \text{AM}$
- Corollary: If GI is NP-complete, PH collapses (recall $\text{GNI} \in \text{AM}$)

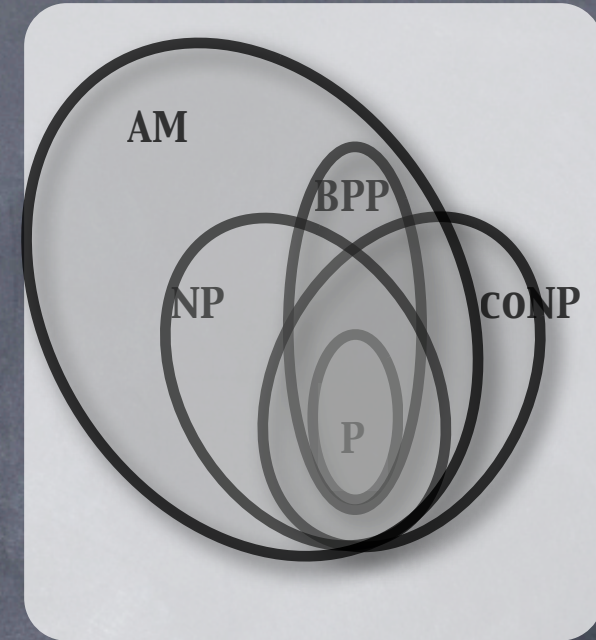
AM and coNP

- If $\text{coNP} \subseteq \text{AM}$, then PH collapses to level 2
 - Will show $\text{coNP} \subseteq \text{AM} \Rightarrow \Sigma_2^P \subseteq \text{AM} \subseteq \Pi_2^P$
 - $L \in \Sigma_2^P: \{x \mid \exists y (x,y) \in L'\}$ where $L' \in \text{coNP}$
 - MAM protocol for L: Merlin sends y , and then they run an AM protocol for $(x,y) \in L'$
 - But $\text{MAM} = \text{AM}$
- Corollary: If GI is NP-complete, PH collapses (recall $\text{GNI} \in \text{AM}$)

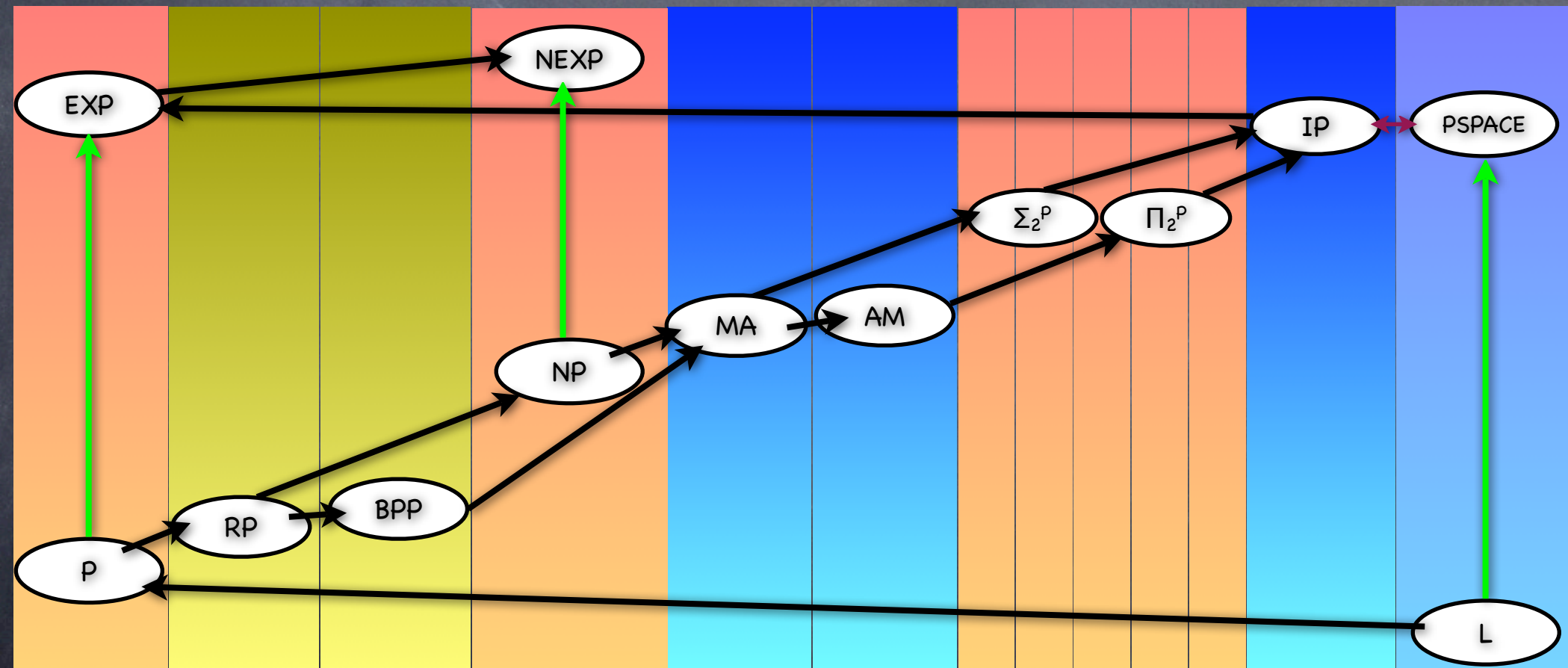


AM and coNP

- If $\text{coNP} \subseteq \text{AM}$, then PH collapses to level 2
 - Will show $\text{coNP} \subseteq \text{AM} \Rightarrow \Sigma_2^P \subseteq \text{AM} \subseteq \Pi_2^P$
 - $L \in \Sigma_2^P: \{x \mid \exists y (x,y) \in L'\}$ where $L' \in \text{coNP}$
 - MAM protocol for L : Merlin sends y , and then they run an AM protocol for $(x,y) \in L'$
 - But $\text{MAM} = \text{AM}$
- Corollary: If GI is NP-complete, PH collapses (recall $\text{GNI} \in \text{AM}$)



Zoo



Program Checking

Program Checking

- Suppose a special computer (using nano-bio-quantum technology!) is being sold for solving Graph Non-Isomorphism (GNI) efficiently

Program Checking

- Suppose a special computer (using nano-bio-quantum technology!) is being sold for solving Graph Non-Isomorphism (GNI) efficiently
 - How do we trust this?

Program Checking

- Suppose a special computer (using nano-bio-quantum technology!) is being sold for solving Graph Non-Isomorphism (GNI) efficiently
 - How do we trust this?
- **Vendor:** Trust me, this always works

Program Checking

- Suppose a special computer (using nano-bio-quantum technology!) is being sold for solving Graph Non-Isomorphism (GNI) efficiently
 - How do we trust this?
- **Vendor:** Trust me, this always works
- **User:** In fact I just care if it works correctly on the inputs I want to solve. Maybe for each input I have, your machine could prove correctness using an IP protocol?

Program Checking

- Suppose a special computer (using nano-bio-quantum technology!) is being sold for solving Graph Non-Isomorphism (GNI) efficiently
 - How do we trust this?
- **Vendor:** Trust me, this always works
- **User:** In fact I just care if it works correctly on the inputs I want to solve. Maybe for each input I have, your machine could prove correctness using an IP protocol?
- **Vendor:** But I don't have a (nano-bio-quantum) implementation of the prover's program...

Program Checking

Program Checking

- Program checker

Program Checking

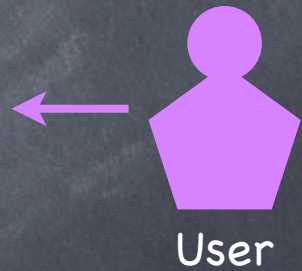
- Program checker



User

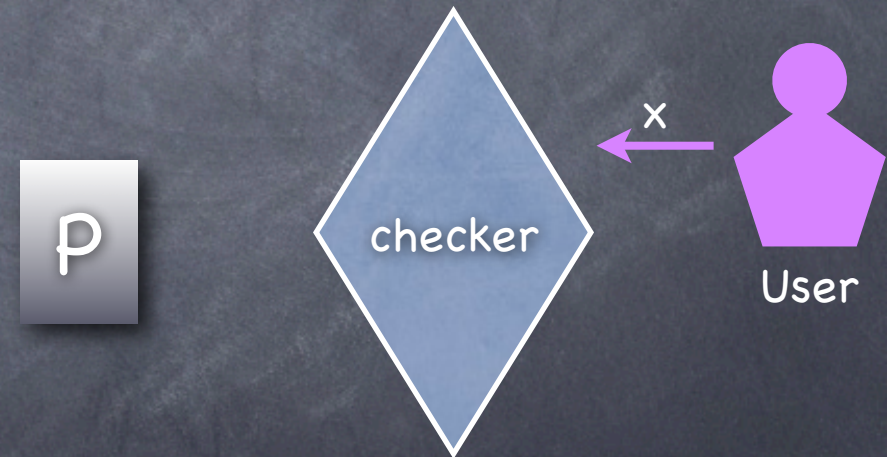
Program Checking

- Program checker



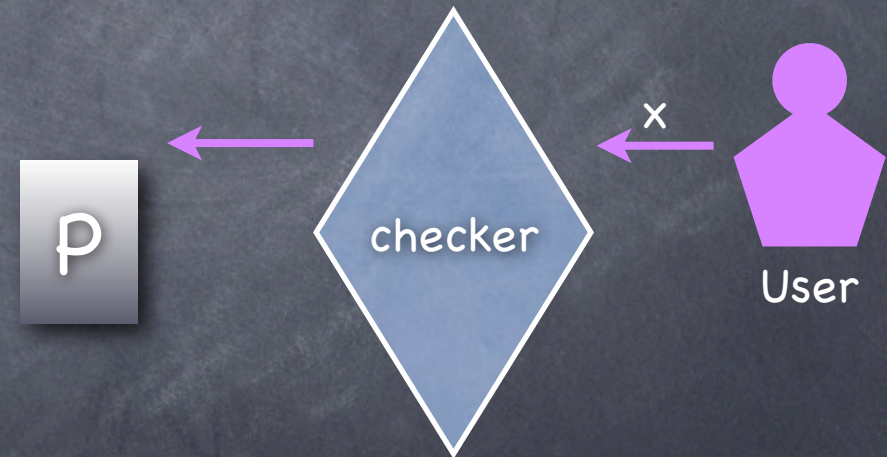
Program Checking

- Program checker



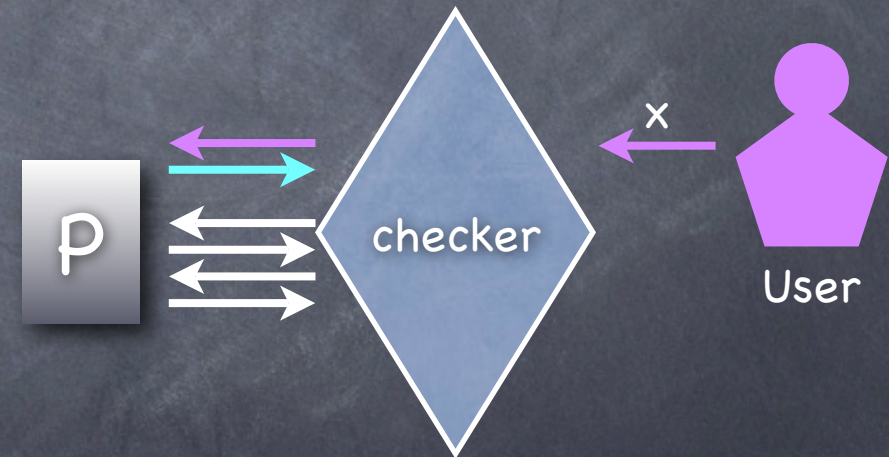
Program Checking

- Program checker



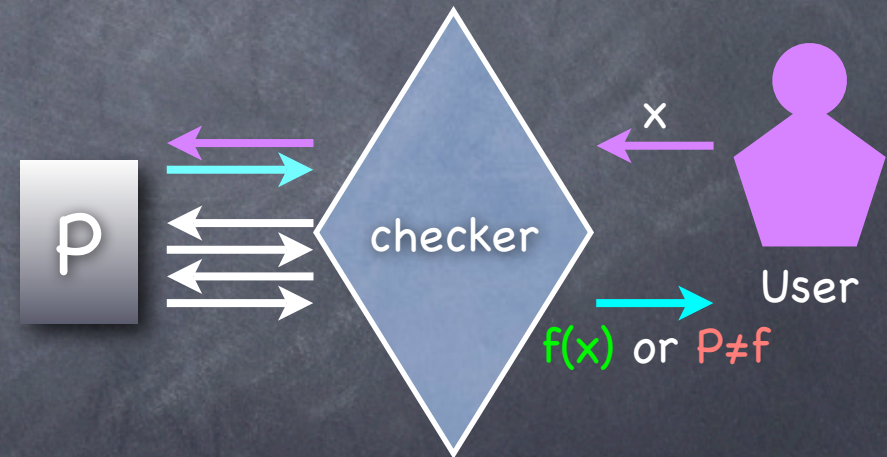
Program Checking

- Program checker



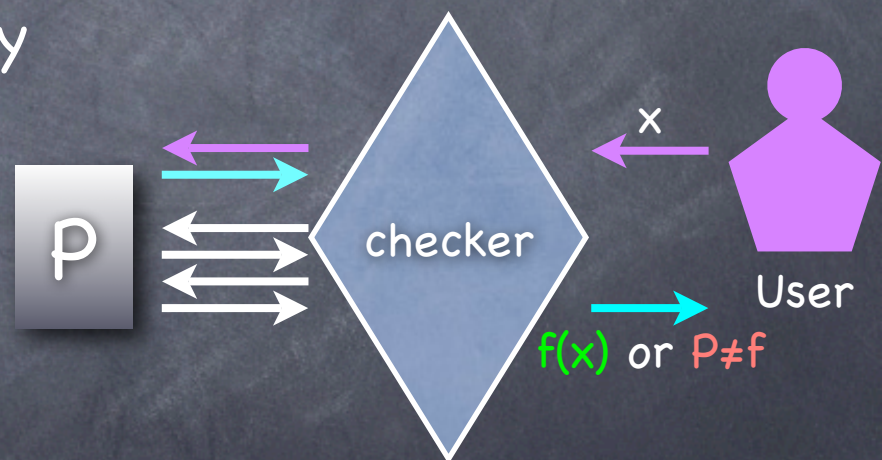
Program Checking

- Program checker



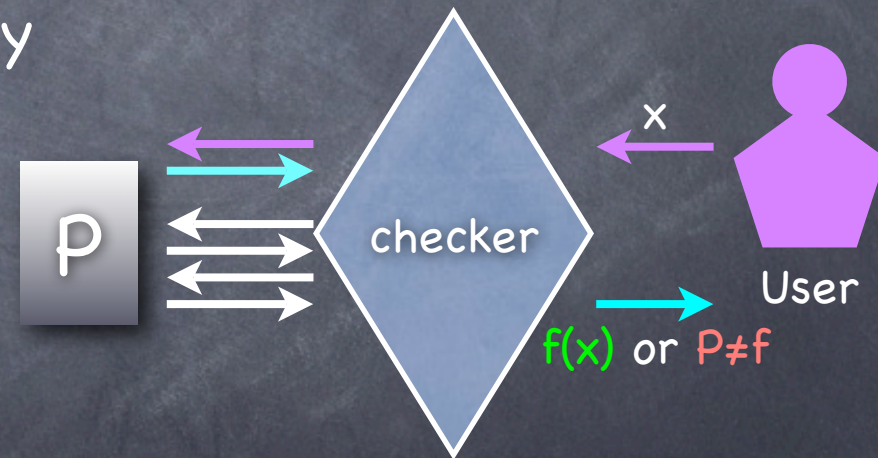
Program Checking

- Program checker
 - On each input, either ensures (w.h.p) that P 's output is correct, or finds out that $P \neq f$, efficiently



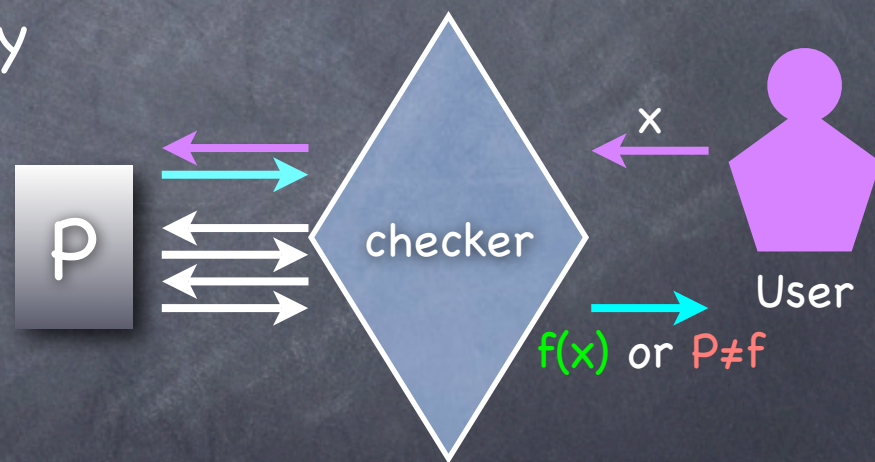
Program Checking

- Program checker
 - On each input, either ensures (w.h.p) that P 's output is correct, or finds out that $P \neq f$, efficiently
- **Completeness:** Vendor need not fear being falsely accused



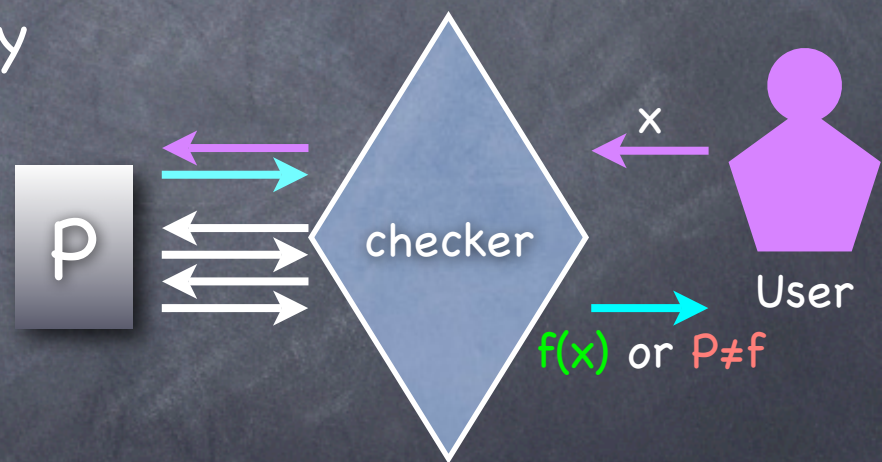
Program Checking

- Program checker
 - On each input, either ensures (w.h.p) that P 's output is correct, or finds out that $P \neq f$, efficiently
- **Completeness:** Vendor need not fear being falsely accused
- **Soundness:** User need not fear using a wrong value as $f(x)$

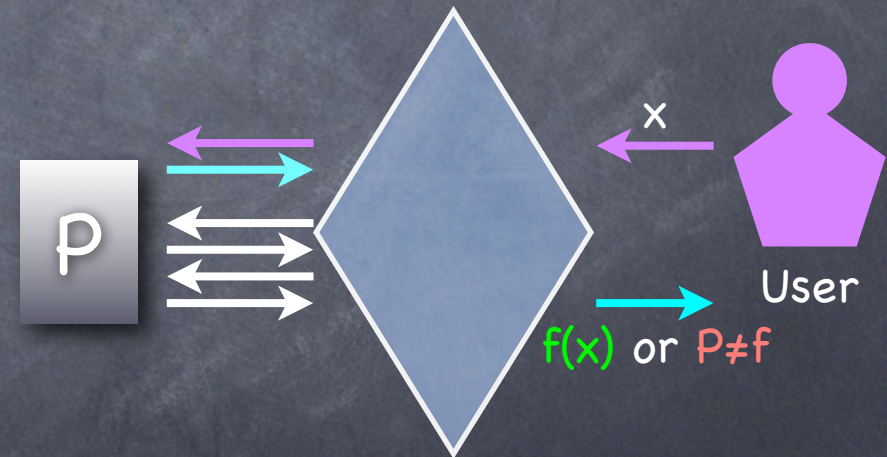


Program Checking

- Program checker
 - On each input, either ensures (w.h.p) that P 's output is correct, or finds out that $P \neq f$, efficiently
- **Completeness:** Vendor need not fear being falsely accused
- **Soundness:** User need not fear using a wrong value as $f(x)$
- Will consider boolean f (i.e., a language L)

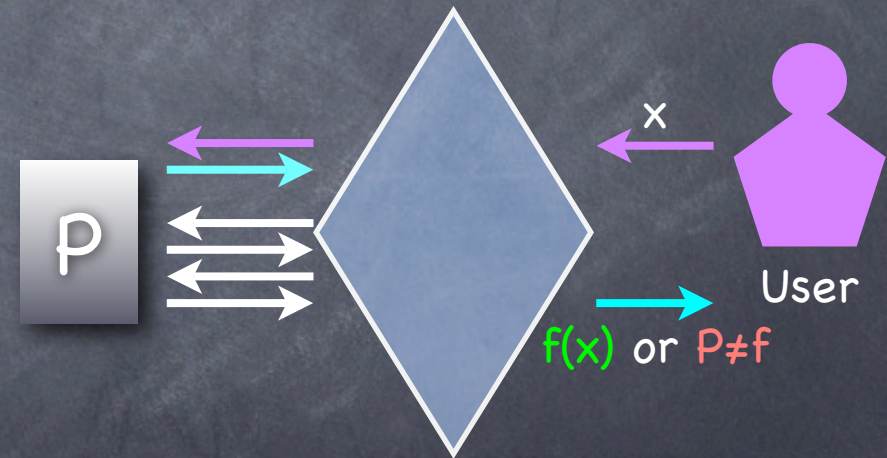


Program Checking and IP



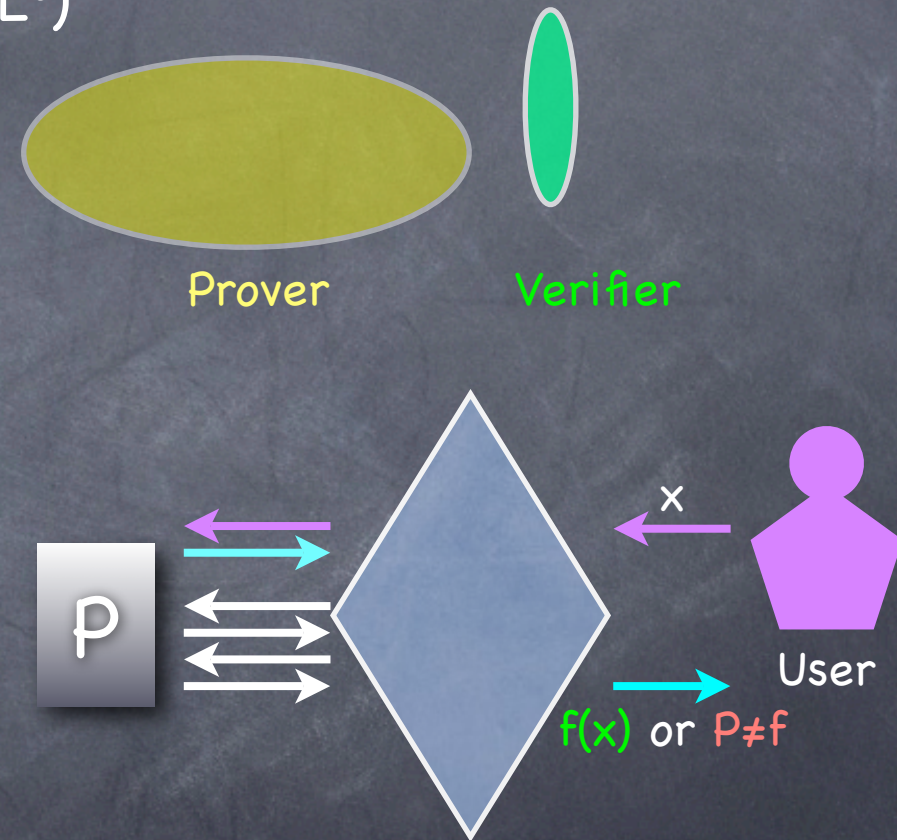
Program Checking and IP

- PC for L from IP protocols (for L and L^c)



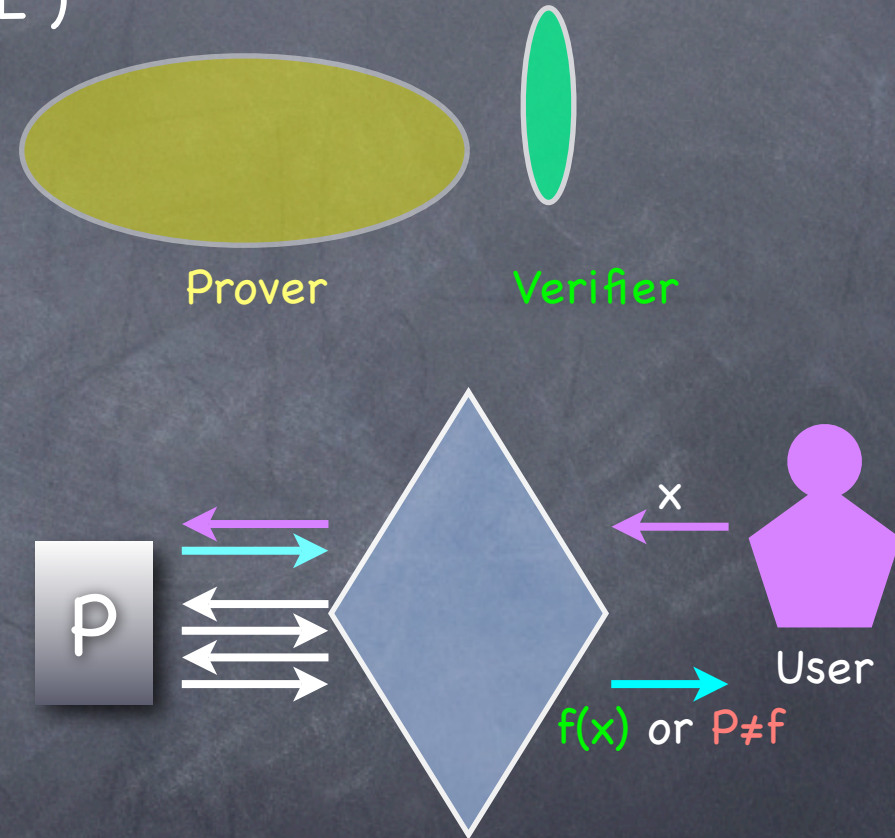
Program Checking and IP

- PC for L from IP protocols (for L and L^c)



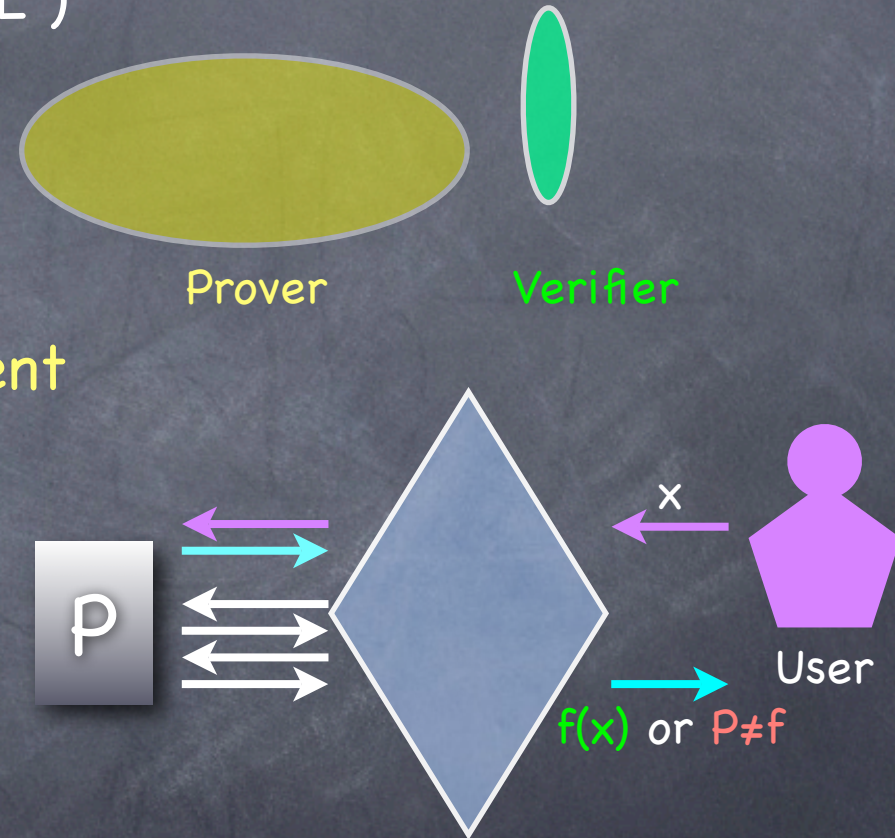
Program Checking and IP

- PC for L from IP protocols (for L and L^c)
- PC must be efficient. Provers may not be



Program Checking and IP

- PC for L from IP protocols (for L and L^c)
- PC must be efficient. Provers may not be
- If provers (for L and L^c) are **efficient** given L-oracle, can construct PC!

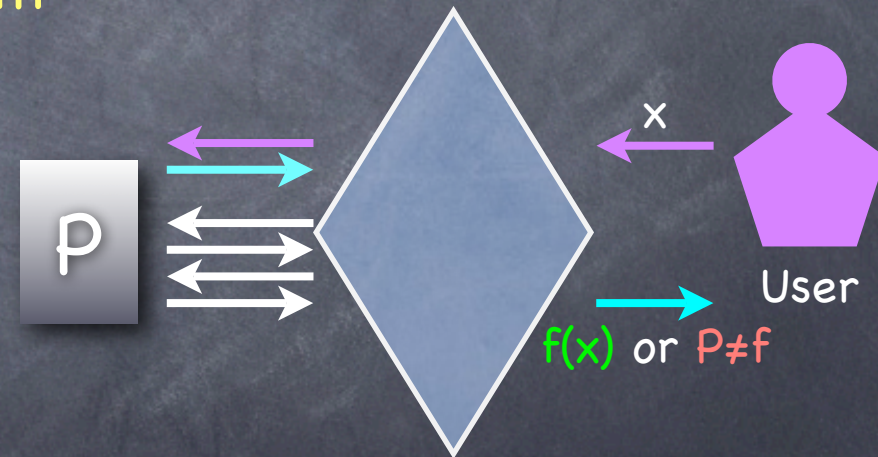
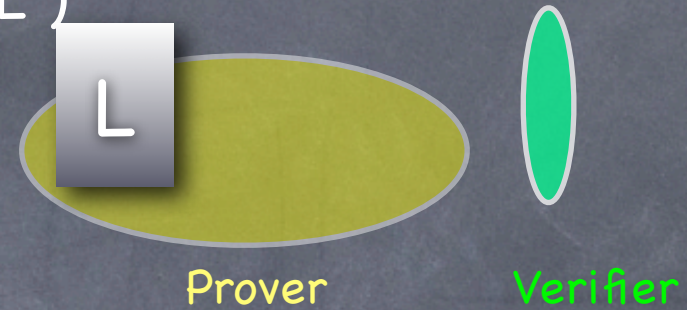


Program Checking and IP

- PC for L from IP protocols (for L and L^c)

- PC must be efficient. Provers may not be

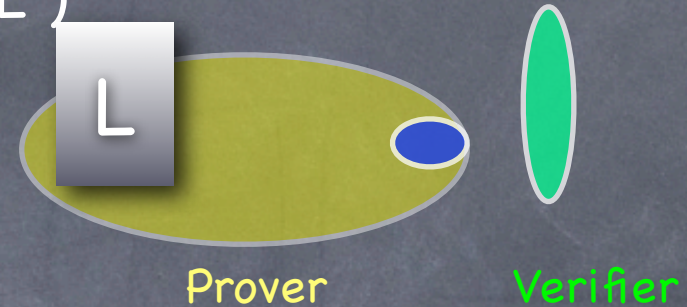
- If provers (for L and L^c) are **efficient** given **L-oracle**, can construct PC!



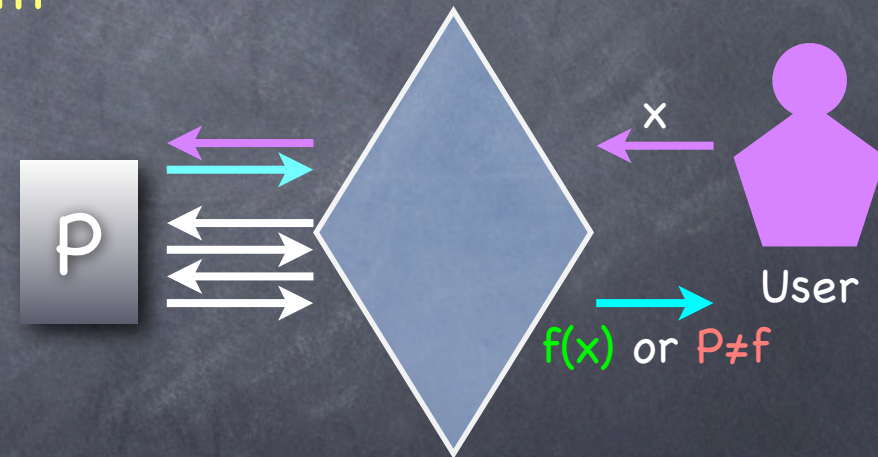
Program Checking and IP

- PC for L from IP protocols (for L and L^c)

- PC must be efficient. Provers may not be



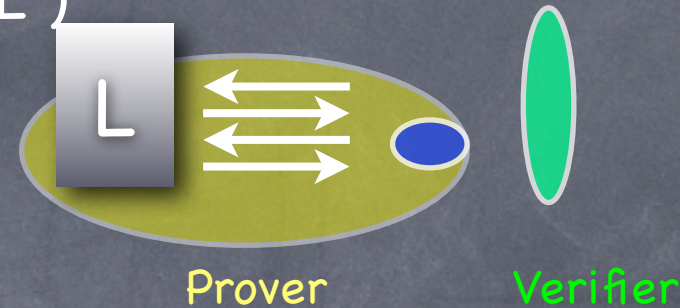
- If provers (for L and L^c) are **efficient** given **L-oracle**, can construct PC!



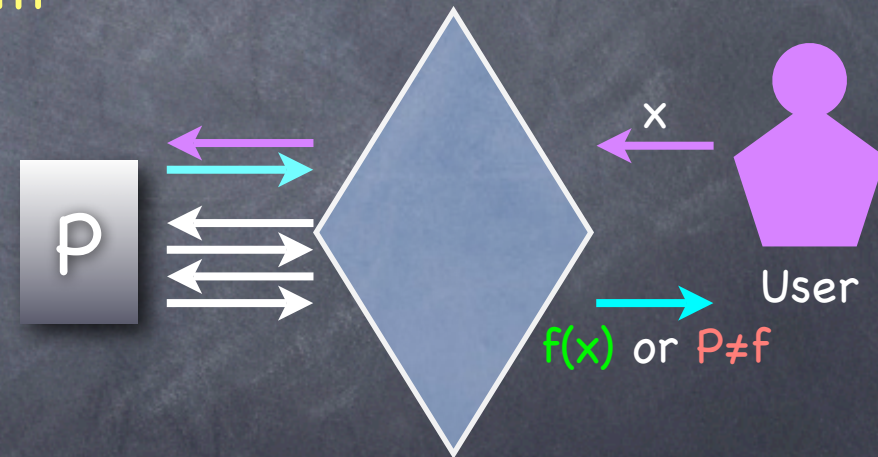
Program Checking and IP

- PC for L from IP protocols (for L and L^c)

- PC must be efficient. Provers may not be



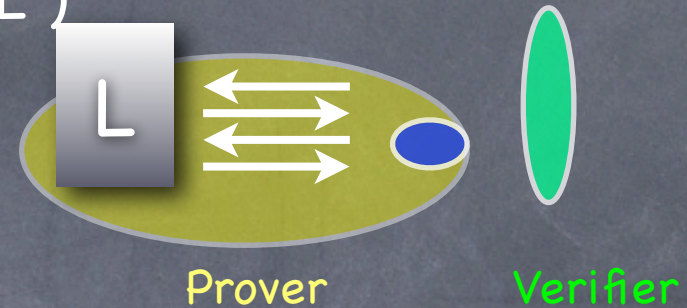
- If provers (for L and L^c) are **efficient** given **L-oracle**, can construct PC!



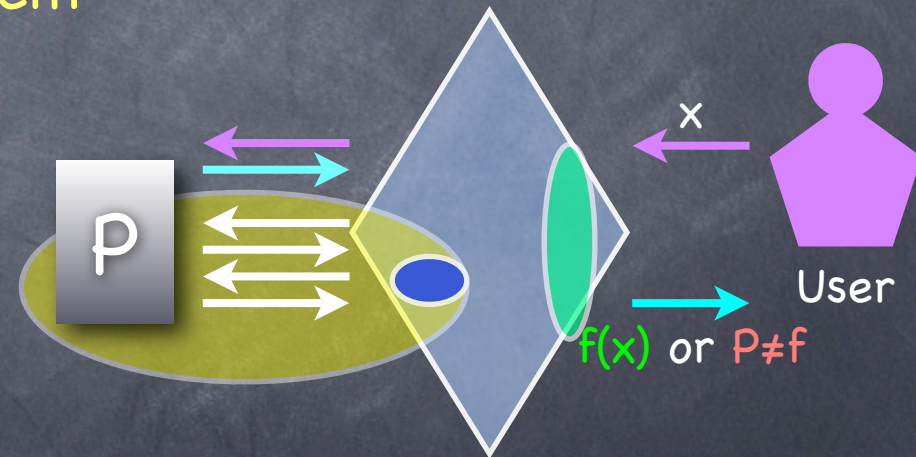
Program Checking and IP

- PC for L from IP protocols (for L and L^c)

- PC must be efficient. Provers may not be



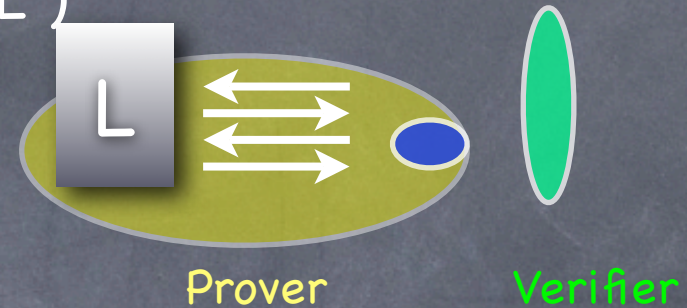
- If provers (for L and L^c) are **efficient** given L-oracle, can construct PC!



Program Checking and IP

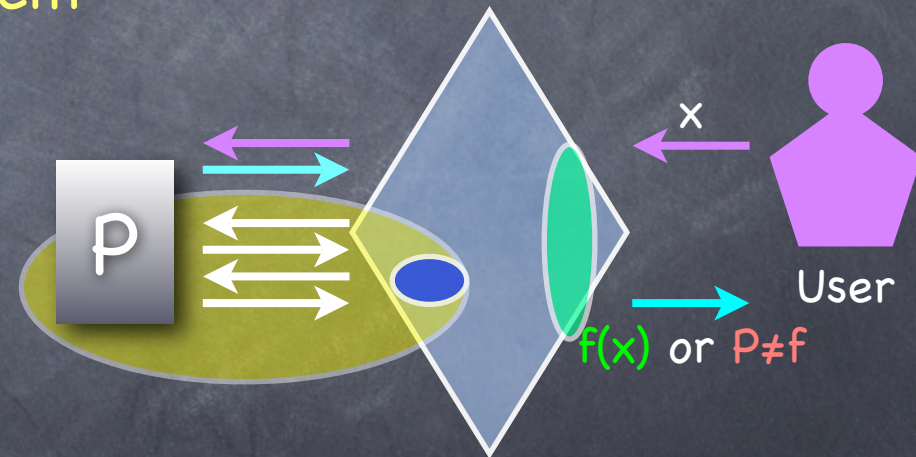
- PC for L from IP protocols (for L and L^c)

- PC must be efficient. Provers may not be



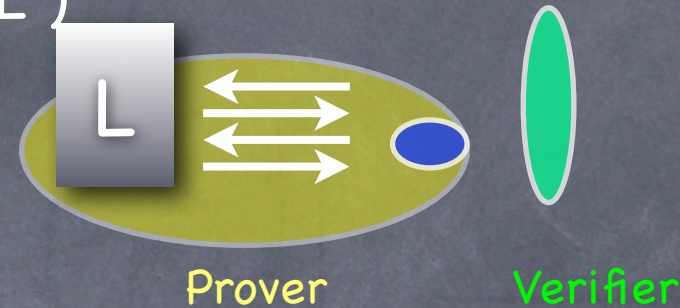
- If provers (for L and L^c) are **efficient given L-oracle**, can construct PC!

- Retains completeness and soundness



Program Checking and IP

- PC for L from IP protocols (for L and L^c)

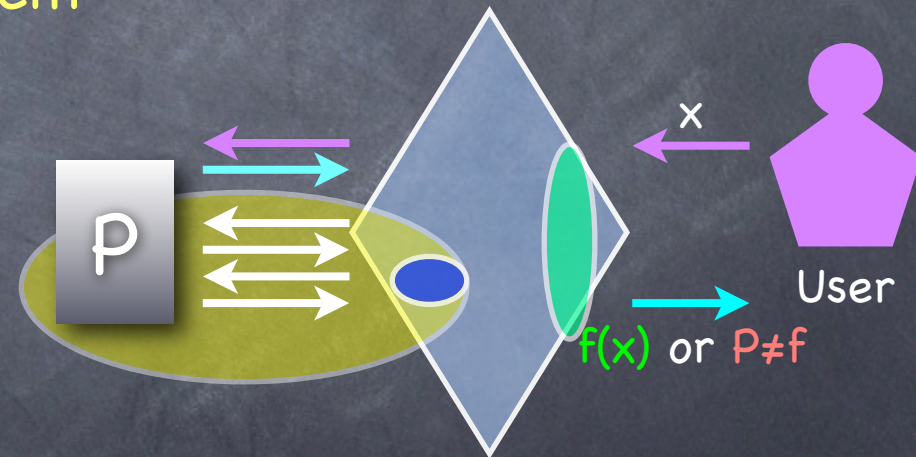


- PC must be efficient. Provers may not be

- If provers (for L and L^c) are **efficient given L-oracle**, can construct PC!

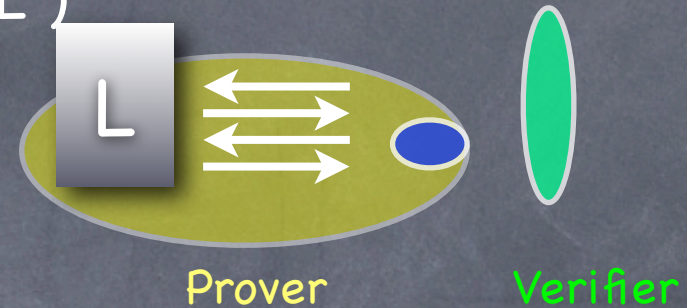
- Retains completeness and soundness

- e.g. For **PSPACE-complete L** (why?)



Program Checking and IP

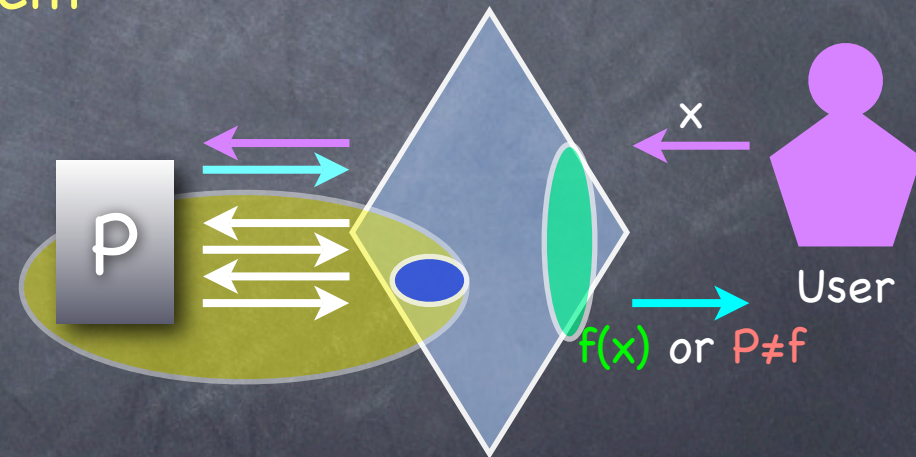
- PC for L from IP protocols (for L and L^c)



- PC must be efficient. Provers may not be

- If provers (for L and L^c) are **efficient given L-oracle**, can construct PC!

- Retains completeness and soundness



- e.g. For **PSPACE-complete L** (why?)

- How about Graph Isomorphism?

Program Checking for GI

Program Checking for GI

- If $P(G_0, G_1)$ says $G_0 \equiv G_1$, try to extract the isomorphism

Program Checking for GI

- If $P(G_0, G_1)$ says $G_0 \equiv G_1$, try to extract the isomorphism
 - Pick a node v in G_0 . For each node u in G_1 and ask for isomorphism of $(G_0 \setminus v, G_1 \setminus u)$

Program Checking for GI

- If $P(G_0, G_1)$ says $G_0 \equiv G_1$, try to extract the isomorphism
 - Pick a node v in G_0 . For each node u in G_1 and ask for isomorphism of $(G_0 \setminus v, G_1 \setminus u)$
 - If P says no for all u in G_1 , report “ P bad”

Program Checking for GI

- If $P(G_0, G_1)$ says $G_0 \equiv G_1$, try to extract the isomorphism
 - Pick a node v in G_0 . For each node u in G_1 and ask for isomorphism of $(G_0 \setminus v, G_1 \setminus u)$
 - If P says no for all u in G_1 , report “ P bad”
 - Else remember $v \mapsto u$, and recurse on $(G_0 \setminus v, G_1 \setminus u)$

Program Checking for GI

- If $P(G_0, G_1)$ says $G_0 \equiv G_1$, try to extract the isomorphism
 - Pick a node v in G_0 . For each node u in G_1 and ask for isomorphism of $(G_0 \setminus v, G_1 \setminus u)$
 - If P says no for all u in G_1 , report “ P bad”
 - Else remember $v \mapsto u$, and recurse on $(G_0 \setminus v, G_1 \setminus u)$
 - On finding isomorphism, verify and output $G_0 \equiv G_1$

Program Checking for GI

- If $P(G_0, G_1)$ says $G_0 \equiv G_1$, try to extract the isomorphism
 - Pick a node v in G_0 . For each node u in G_1 and ask for isomorphism of $(G_0 \setminus v, G_1 \setminus u)$
 - If P says no for all u in G_1 , report “ P bad”
 - Else remember $v \mapsto u$, and recurse on $(G_0 \setminus v, G_1 \setminus u)$
 - On finding isomorphism, verify and output $G_0 \equiv G_1$
- Note: An IP protocol (i.e., an NP proof) for GI, where prover is in ρ^{GI}

Program Checking for GI

Program Checking for GI

- If $P(G_0, G_1)$ says $G_0 \neq G_1$, test P similar to in IP protocol for GNI (coke from can/bottle)

Program Checking for GI

- If $P(G_0, G_1)$ says $G_0 \neq G_1$, test P similar to in IP protocol for GNI (coke from can/bottle)
 - Let $H = \pi(G_b)$ where π is a random permutation and $b = 0$ or 1 at random

Program Checking for GI

- If $P(G_0, G_1)$ says $G_0 \neq G_1$, test P similar to in IP protocol for GNI (coke from can/bottle)
 - Let $H = \pi(G_b)$ where π is a random permutation and $b = 0$ or 1 at random
 - Run $P(G_0, H)$ many times

Program Checking for GI

- If $P(G_0, G_1)$ says $G_0 \neq G_1$, test P similar to in IP protocol for GNI (coke from can/bottle)
 - Let $H = \pi(G_b)$ where π is a random permutation and $b = 0$ or 1 at random
 - Run $P(G_0, H)$ many times
 - If P says $G_0 \equiv H$ exactly whenever $b=0$, output $G_0 \neq G_1$

Program Checking for GI

- If $P(G_0, G_1)$ says $G_0 \neq G_1$, test P similar to in IP protocol for GNI (coke from can/bottle)
 - Let $H = \pi(G_b)$ where π is a random permutation and $b = 0$ or 1 at random
 - Run $P(G_0, H)$ many times
 - If P says $G_0 \equiv H$ exactly whenever $b=0$, output $G_0 \neq G_1$
 - Else output "Bad P "

Program Checking for GI

- If $P(G_0, G_1)$ says $G_0 \neq G_1$, test P similar to in IP protocol for GNI (coke from can/bottle)
 - Let $H = \pi(G_b)$ where π is a random permutation and $b = 0$ or 1 at random
 - Run $P(G_0, H)$ many times
 - If P says $G_0 \equiv H$ exactly whenever $b=0$, output $G_0 \neq G_1$
 - Else output "Bad P "
- Note: Prover in the IP protocol for GNI is in P^{GI}

Multi-Prover Interactive Proofs

Multi-Prover Interactive Proofs

- Interrogate multiple provers separately

Multi-Prover Interactive Proofs

- Interrogate multiple provers separately
 - Provers can't talk to each other during the interrogation (but can agree on a strategy a priori)

Multi-Prover Interactive Proofs

- Interrogate multiple provers separately
 - Provers can't talk to each other during the interrogation (but can agree on a strategy a priori)
 - Verifier cross-checks answers from the provers

Multi-Prover Interactive Proofs

- Interrogate multiple provers separately
 - Provers can't talk to each other during the interrogation (but can agree on a strategy a priori)
 - Verifier cross-checks answers from the provers
 - 2 provers as good as k provers

Multi-Prover Interactive Proofs

- Interrogate multiple provers separately
 - Provers can't talk to each other during the interrogation (but can agree on a strategy a priori)
 - Verifier cross-checks answers from the provers
 - 2 provers as good as k provers
 - **MIP = NEXP**

Multi-Prover Interactive Proofs

- Interrogate multiple provers separately
 - Provers can't talk to each other during the interrogation (but can agree on a strategy a priori)
 - Verifier cross-checks answers from the provers
 - 2 provers as good as k provers
 - **MIP = NEXP**
 - Parallel repetition theorem highly non-trivial!

Probabilistically Checkable Proofs (PCPs)

Probabilistically Checkable Proofs (PCPs)

- Prover submits a (very long) written proof

Probabilistically Checkable Proofs (PCPs)

- Prover submits a (very long) written proof
 - Verifier reads some positions (probabilistically chosen) from the proof and decides to accept or reject

Probabilistically Checkable Proofs (PCPs)

- Prover submits a (very long) written proof
 - Verifier reads some positions (probabilistically chosen) from the proof and decides to accept or reject
- PCP[r,q]: length of proof 2^r , number of queries q

Probabilistically Checkable Proofs (PCPs)

- Prover submits a (very long) written proof
 - Verifier reads some positions (probabilistically chosen) from the proof and decides to accept or reject
- $PCP[r,q]$: length of proof 2^r , number of queries q
- Intuitively, in MIP, the provers cannot change their strategy (because one does not know what the other sees), so must stick to a prior agreed up on strategy

Probabilistically Checkable Proofs (PCPs)

- Prover submits a (very long) written proof
 - Verifier reads some positions (probabilistically chosen) from the proof and decides to accept or reject
- $PCP[r,q]$: length of proof 2^r , number of queries q
- Intuitively, in MIP, the provers cannot change their strategy (because one does not know what the other sees), so must stick to a prior agreed up on strategy
 - Which will be the written proof

Probabilistically Checkable Proofs (PCPs)

- Prover submits a (very long) written proof
 - Verifier reads some positions (probabilistically chosen) from the proof and decides to accept or reject
- $PCP[r,q]$: length of proof 2^r , number of queries q
- Intuitively, in MIP, the provers cannot change their strategy (because one does not know what the other sees), so must stick to a prior agreed up on strategy
 - Which will be the written proof
 - $PCP[poly,poly] = MIP = NEXP$

PCP Theorem

PCP Theorem

• $NP = PCP[\log, \text{const}]$

PCP Theorem

- **NP = PCP[log,const]**
 - PCP is only poly long (just like usual NP certificate)

PCP Theorem

- **NP = PCP[log,const]**
 - PCP is only poly long (just like usual NP certificate)
 - But verifier reads only constantly many bits!

PCP Theorem

- **NP = PCP[log,const]**
 - PCP is only poly long (just like usual NP certificate)
 - But verifier reads only constantly many bits!
 - Extensively useful in proving “hardness of approximation” results for optimization problems

PCP Theorem

- **NP = PCP[log,const]**
 - PCP is only poly long (just like usual NP certificate)
 - But verifier reads only constantly many bits!
 - Extensively useful in proving “hardness of approximation” results for optimization problems
 - Also useful in certain cryptographic protocols

Zero-Knowledge Proofs

Zero-Knowledge Proofs

- Interactive Proof for membership in L

Zero-Knowledge Proofs

- Interactive Proof for membership in L
 - Complete and Sound

Zero-Knowledge Proofs

- Interactive Proof for membership in L
 - Complete and Sound
- ZK Property: Verifier “learns nothing” except that x is in L

Zero-Knowledge Proofs

- Interactive Proof for membership in L
 - Complete and Sound
- ZK Property: Verifier “learns nothing” except that x is in L



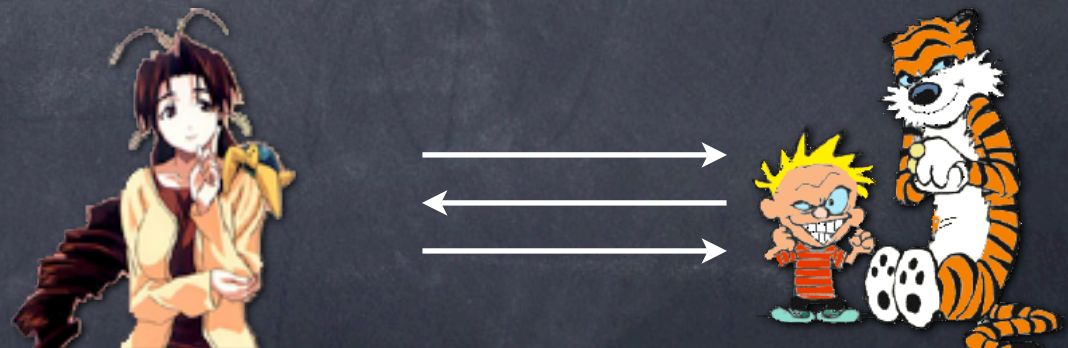
Zero-Knowledge Proofs

- Interactive Proof for membership in L
 - Complete and Sound
- ZK Property: Verifier “learns nothing” except that x is in L



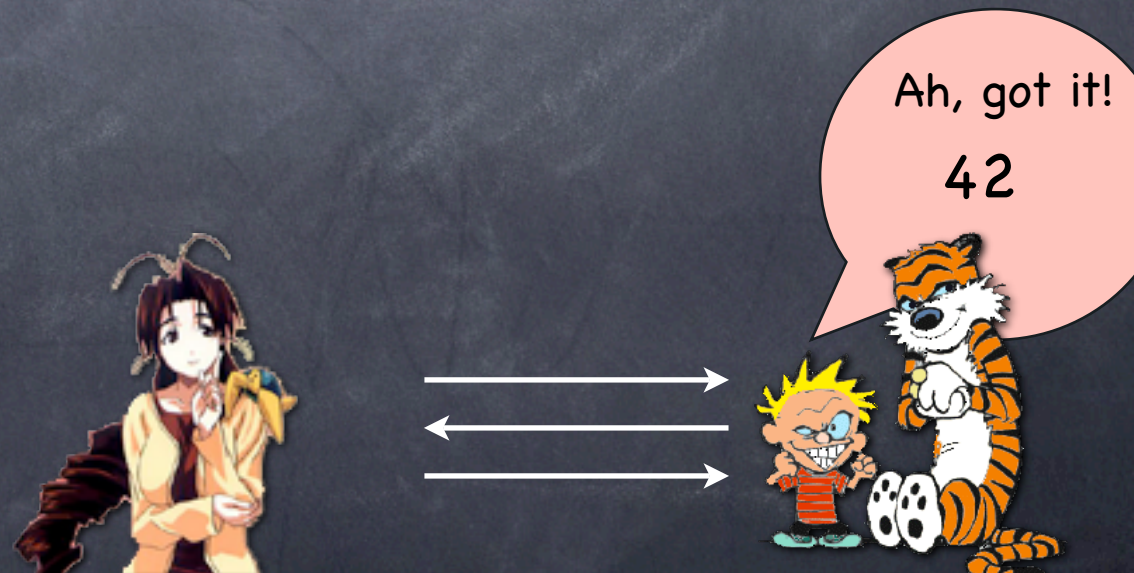
Zero-Knowledge Proofs

- Interactive Proof for membership in L
 - Complete and Sound
- ZK Property: Verifier “learns nothing” except that x is in L



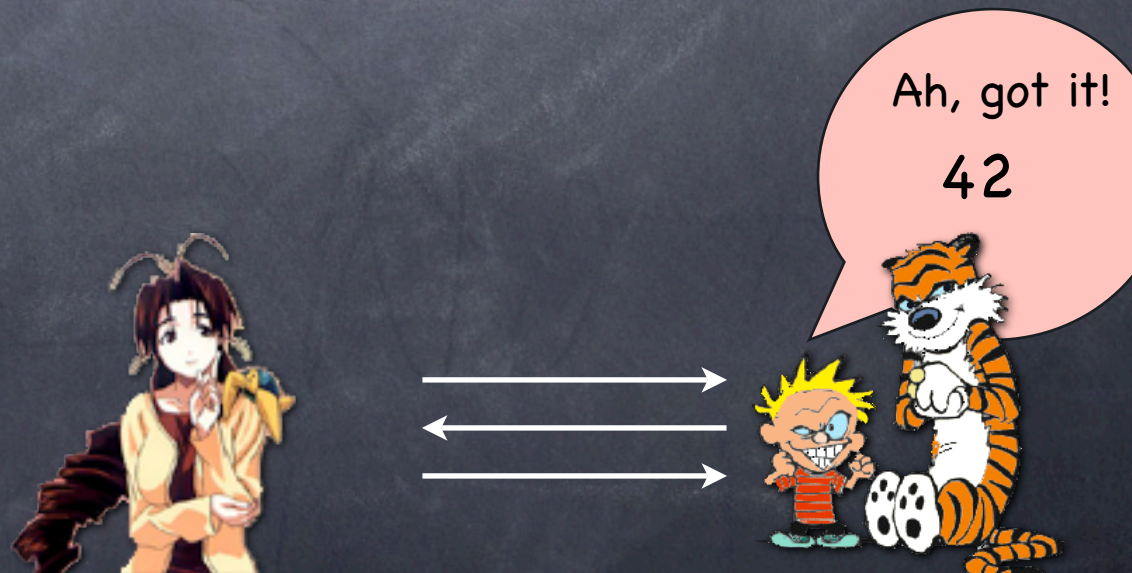
Zero-Knowledge Proofs

- Interactive Proof for membership in L
 - Complete and Sound
- ZK Property: Verifier “learns nothing” except that x is in L



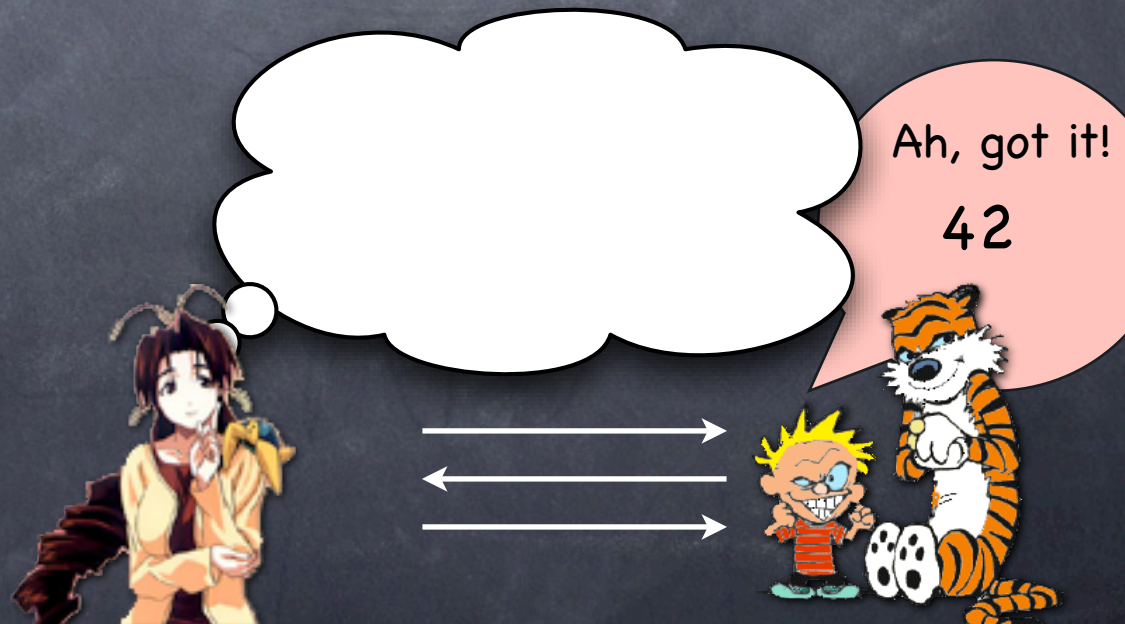
Zero-Knowledge Proofs

- Interactive Proof for membership in L
 - Complete and Sound
 - ZK Property: Verifier “learns nothing” except that x is in L
 - Verifier’s view could have been “simulated”



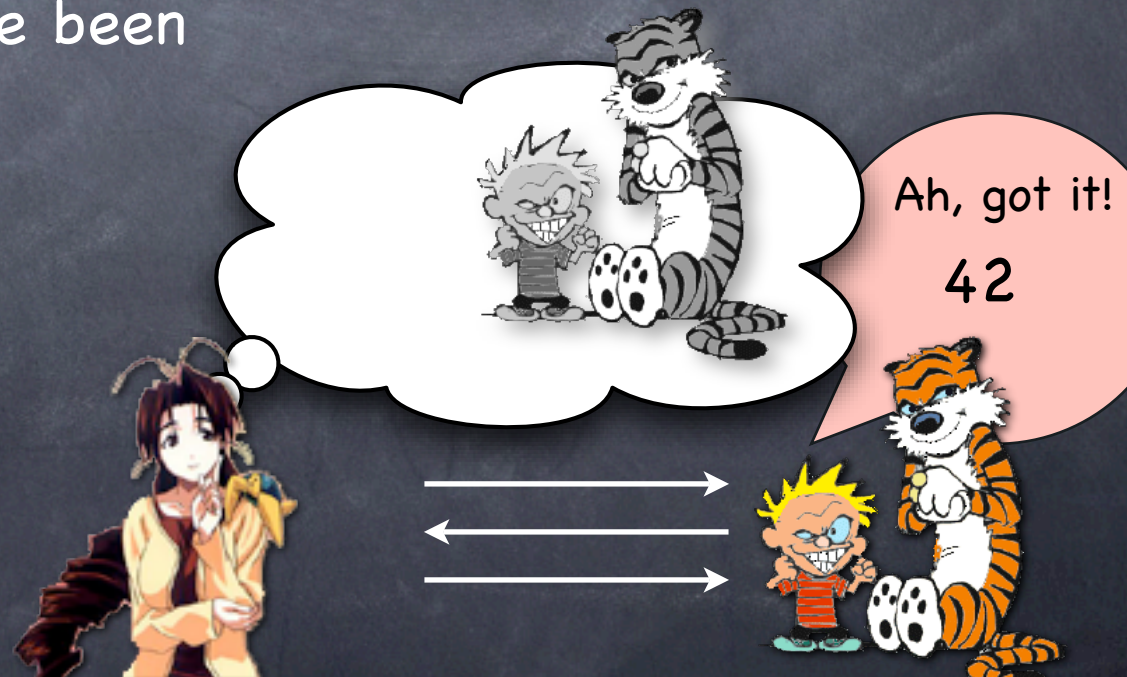
Zero-Knowledge Proofs

- Interactive Proof for membership in L
- Complete and Sound
- ZK Property: Verifier “learns nothing” except that x is in L
- Verifier’s view could have been “simulated”



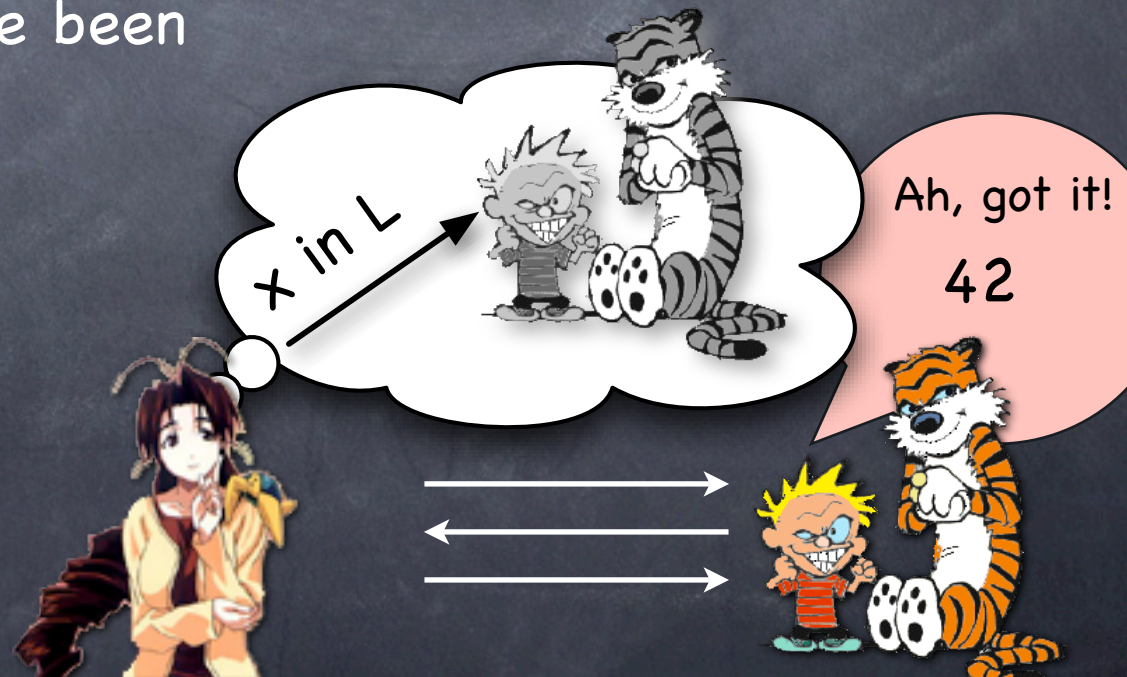
Zero-Knowledge Proofs

- Interactive Proof for membership in L
- Complete and Sound
- ZK Property: Verifier “learns nothing” except that x is in L
- Verifier’s view could have been “simulated”



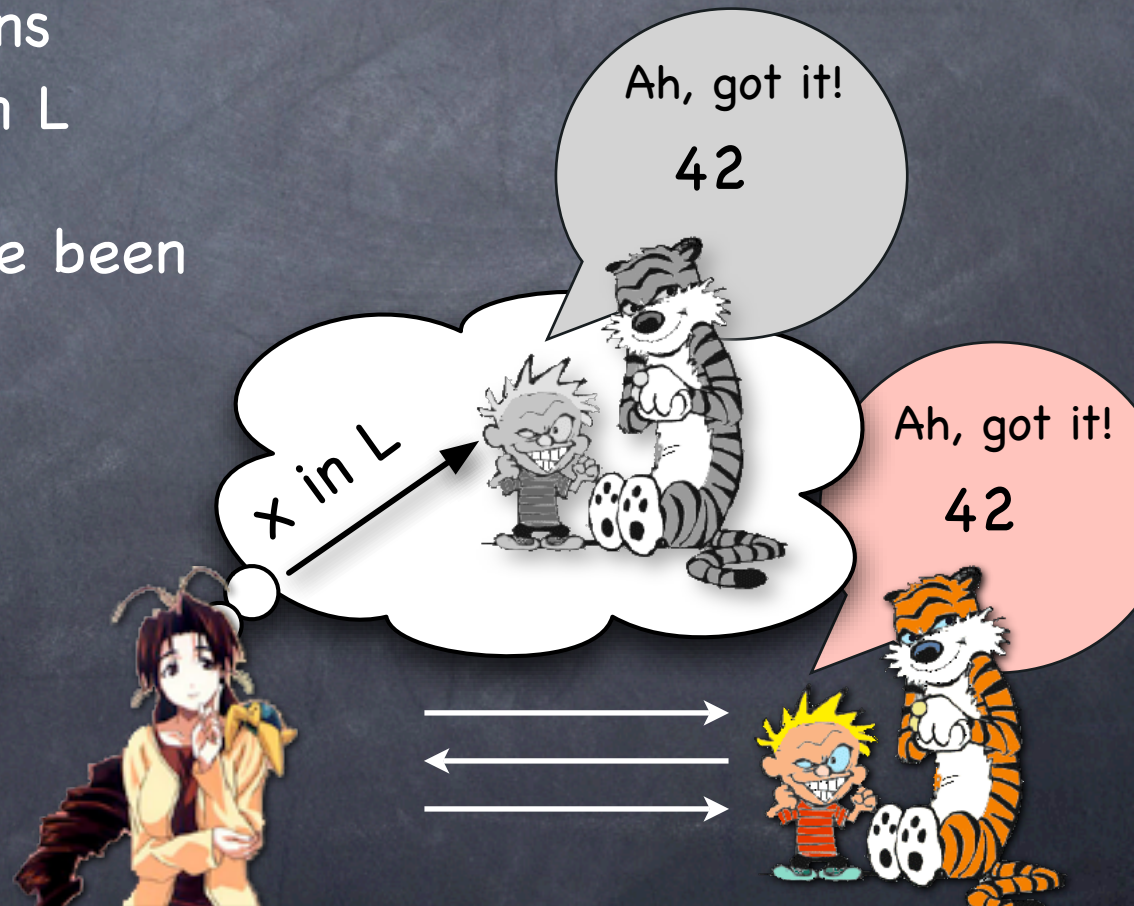
Zero-Knowledge Proofs

- Interactive Proof for membership in L
- Complete and Sound
- ZK Property: Verifier “learns nothing” except that x is in L
- Verifier’s view could have been “simulated”



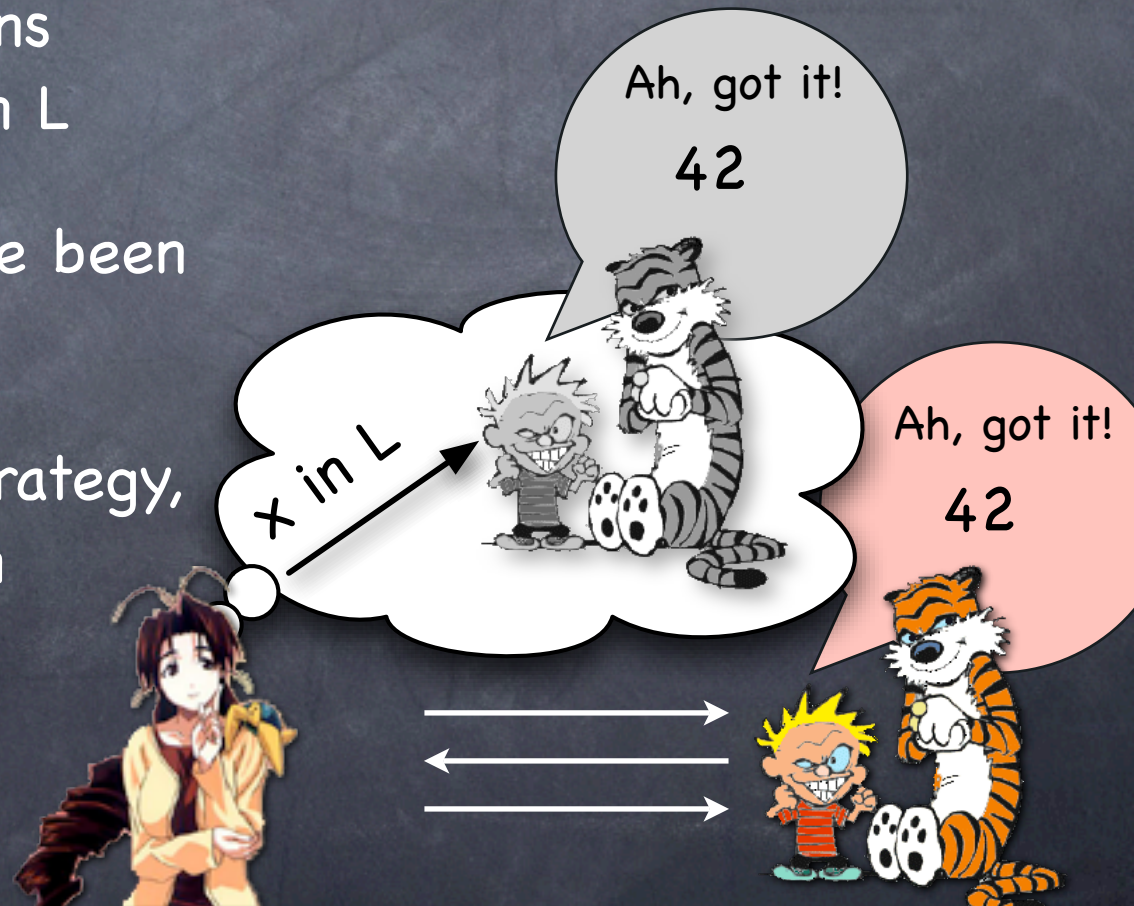
Zero-Knowledge Proofs

- Interactive Proof for membership in L
- Complete and Sound
- ZK Property: Verifier “learns nothing” except that x is in L
- Verifier’s view could have been “simulated”



Zero-Knowledge Proofs

- Interactive Proof for membership in L
- Complete and Sound
- ZK Property: Verifier “learns nothing” except that x is in L
- Verifier’s view could have been “simulated”
- For every adversarial strategy, there exists a simulation strategy



Summary

Summary

- Interactive Protocols

Summary

- Interactive Protocols
 - Public coins, ATTM, collapse of $AM[k]$, arithmetization, set lower-bound, perfect completeness

Summary

- Interactive Protocols
 - Public coins, ATTM, collapse of $AM[k]$, arithmetization, set lower-bound, perfect completeness
 - Zoo: MA and AM, between 1st and 2nd levels of PH

Summary

- Interactive Protocols
 - Public coins, ATTMs, collapse of $AM[k]$, arithmetization, set lower-bound, perfect completeness
 - Zoo: MA and AM, between 1st and 2nd levels of PH
- Other related concepts

Summary

- Interactive Protocols
 - Public coins, ATTM, collapse of $AM[k]$, arithmetization, set lower-bound, perfect completeness
 - Zoo: MA and AM, between 1st and 2nd levels of PH
- Other related concepts
 - MIP, PCP, ZK proofs

Summary

- Interactive Protocols
 - Public coins, ATMs, collapse of $AM[k]$, arithmetization, set lower-bound, perfect completeness
 - Zoo: MA and AM, between 1st and 2nd levels of PH
- Other related concepts
 - MIP, PCP, ZK proofs
- Understanding power of interaction/non-determinism and randomness

Summary

- Interactive Protocols
 - Public coins, ATMs, collapse of $AM[k]$, arithmetization, set lower-bound, perfect completeness
 - Zoo: MA and AM, between 1st and 2nd levels of PH
- Other related concepts
 - MIP, PCP, ZK proofs
- Understanding power of interaction/non-determinism and randomness
 - Useful in “hardness of approximation”, in cryptography, ...