

Interactive Proofs

Lecture 19
And Beyond

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 - Similar to $BPP \subseteq \Sigma_2^P$ (yields MAM protocol; $MAM=AM$)

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- Similarly, $MA \subseteq \Sigma_2^P$

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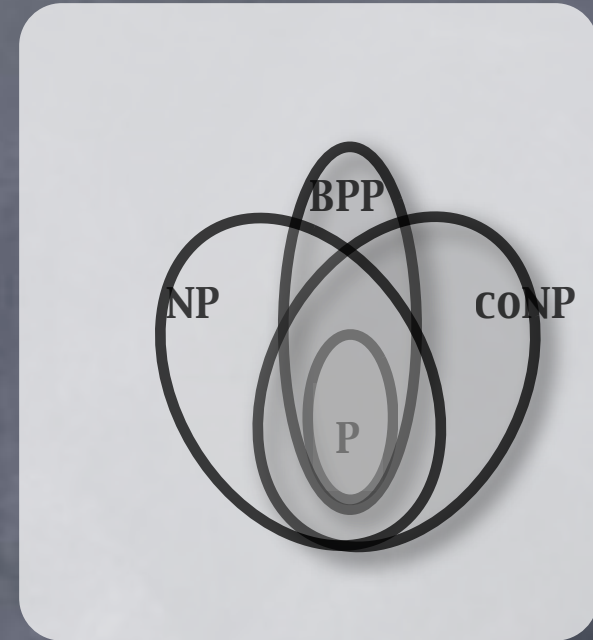
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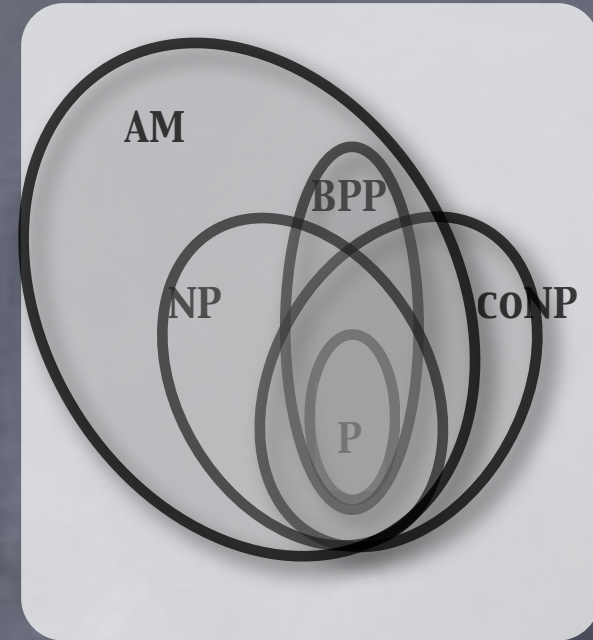
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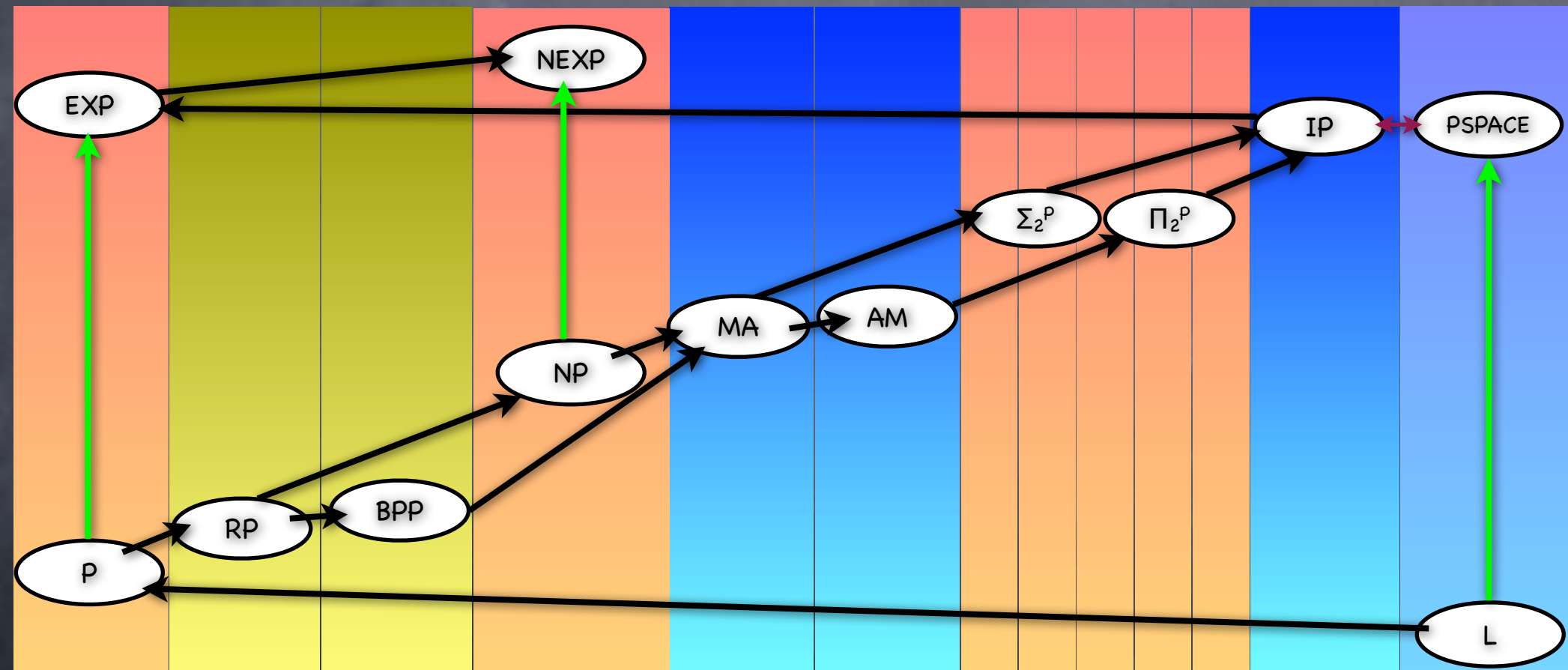


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Zoo



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- **Vendor:** But I don't have a (nano-bio-quantum) implementation of the prover's program...

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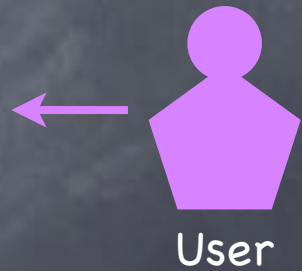
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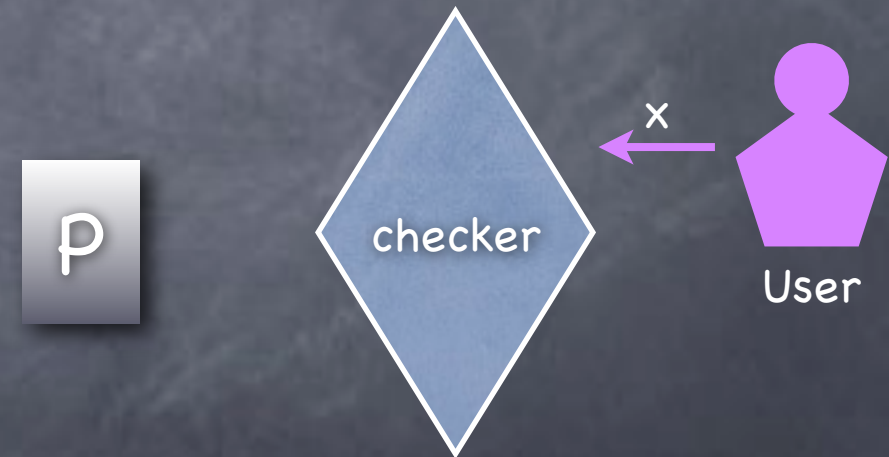
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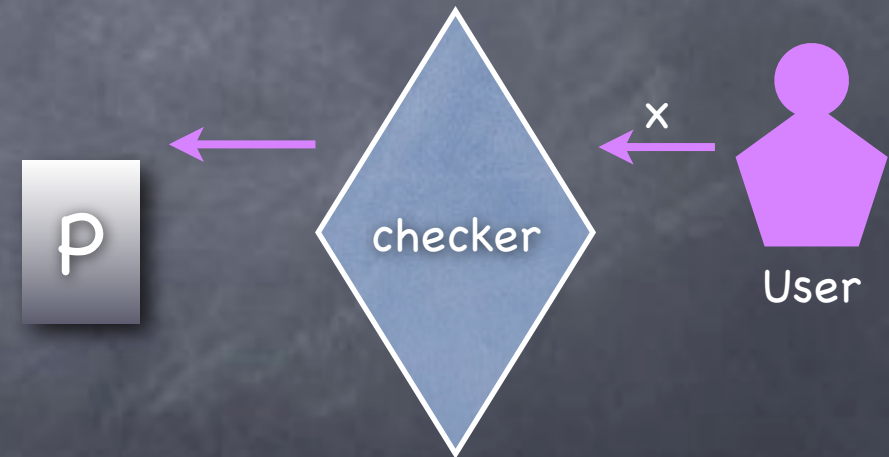
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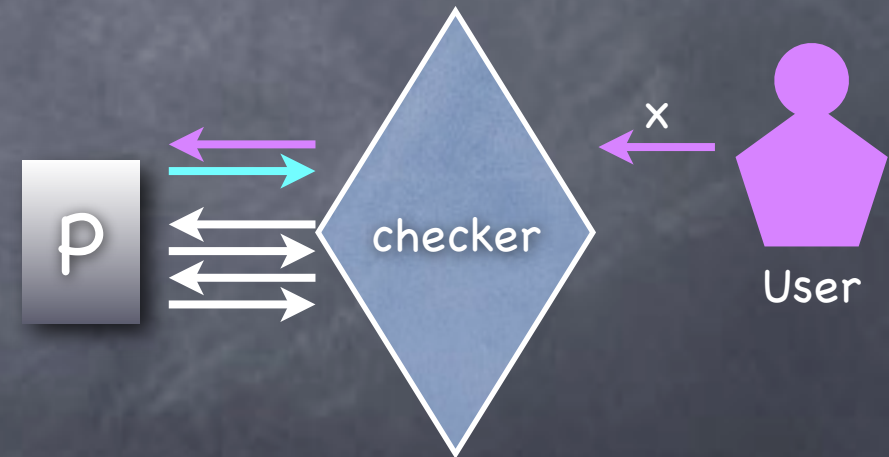
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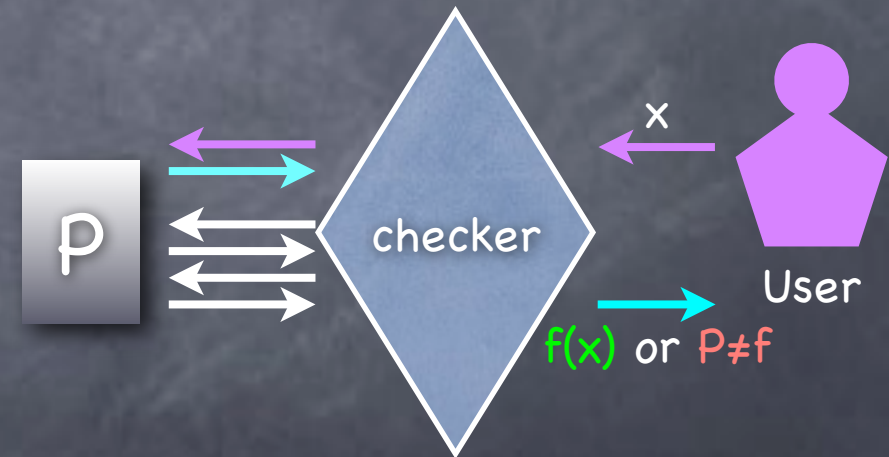
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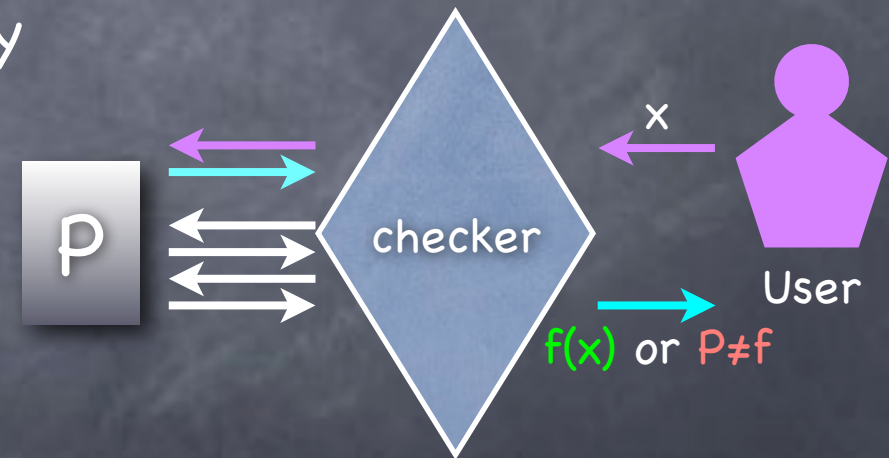
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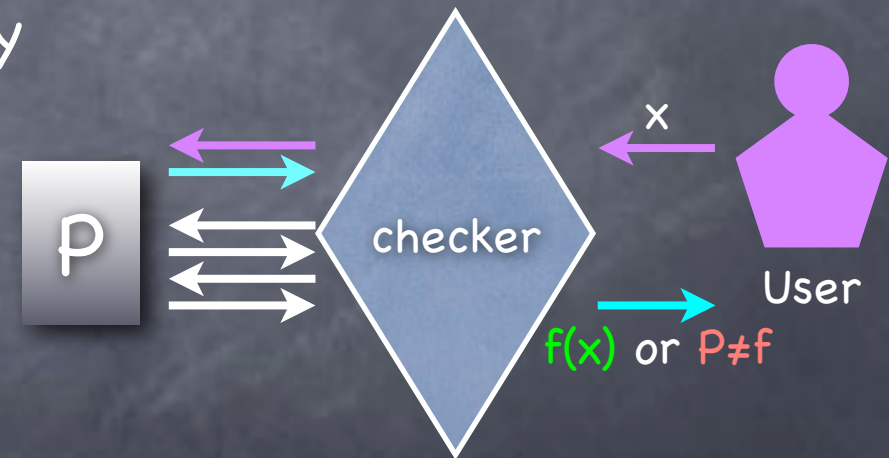
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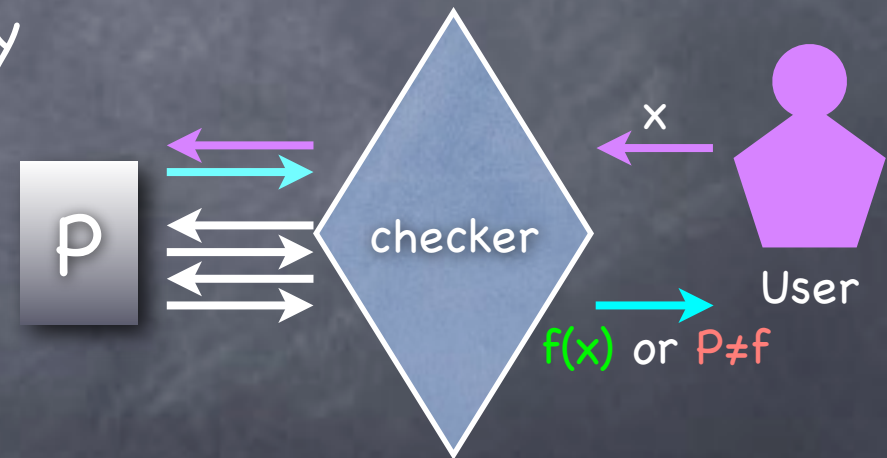
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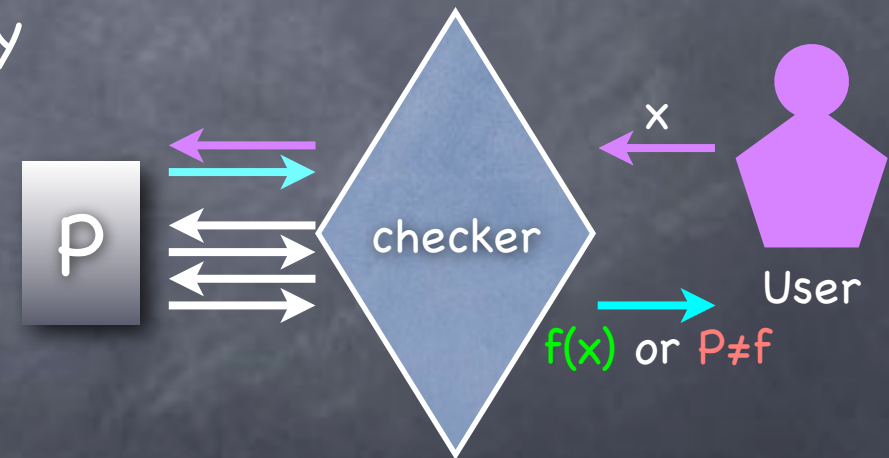
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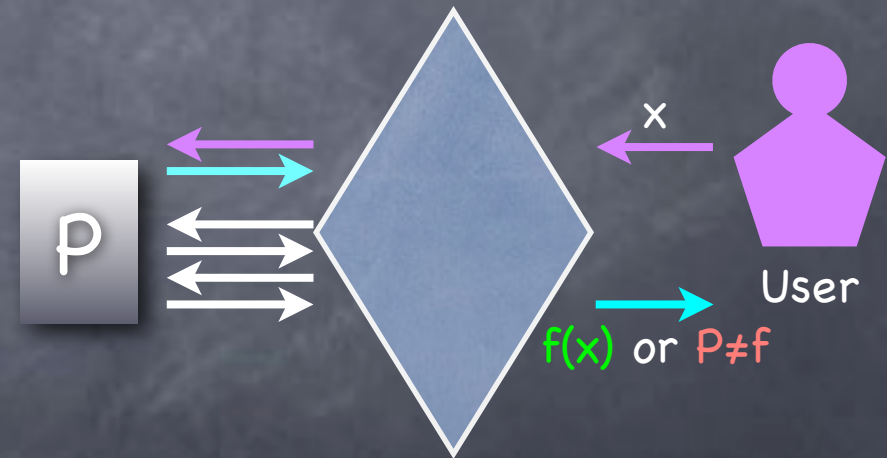


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- Will consider boolean f (i.e., a language L)

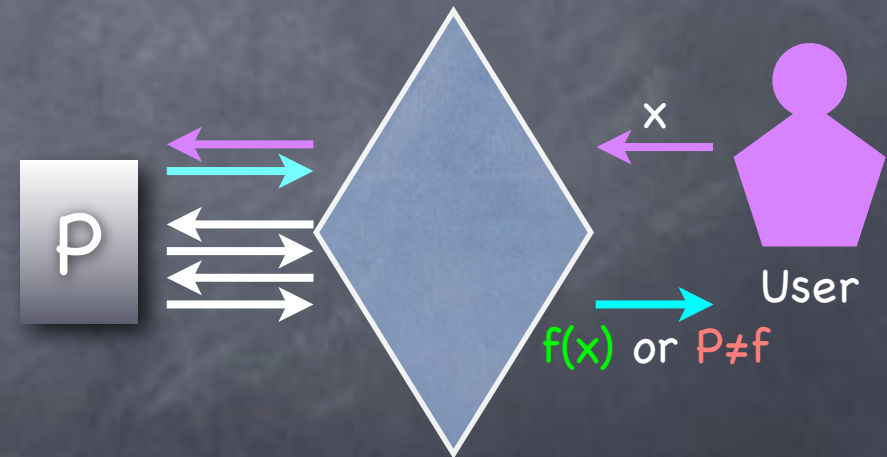


Program Checking and IP



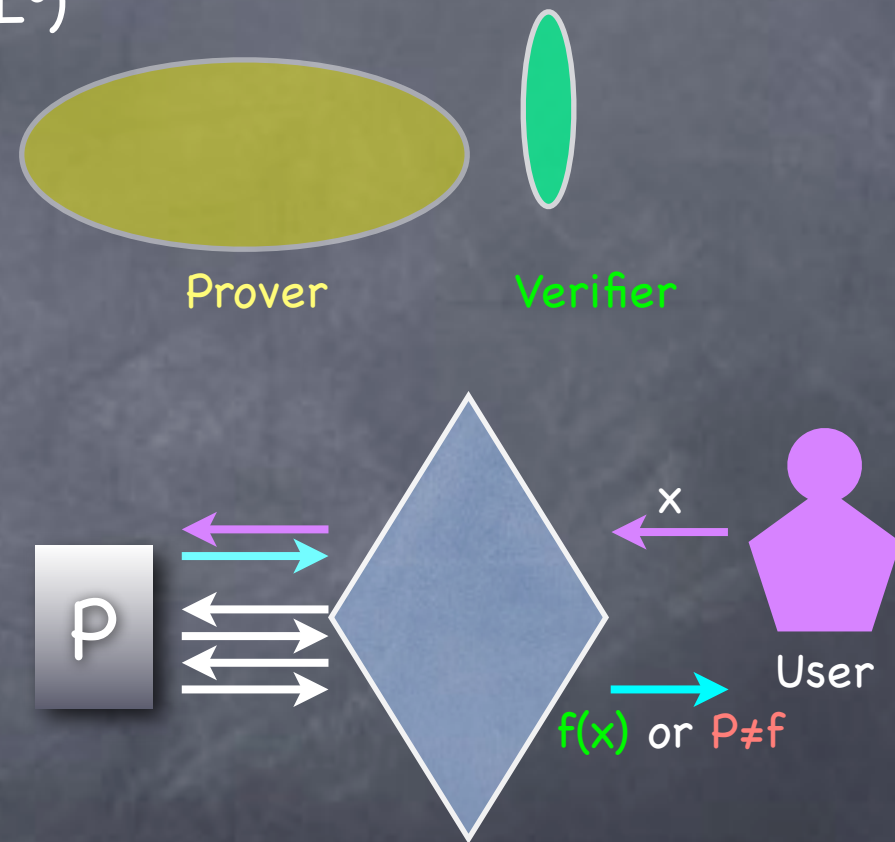
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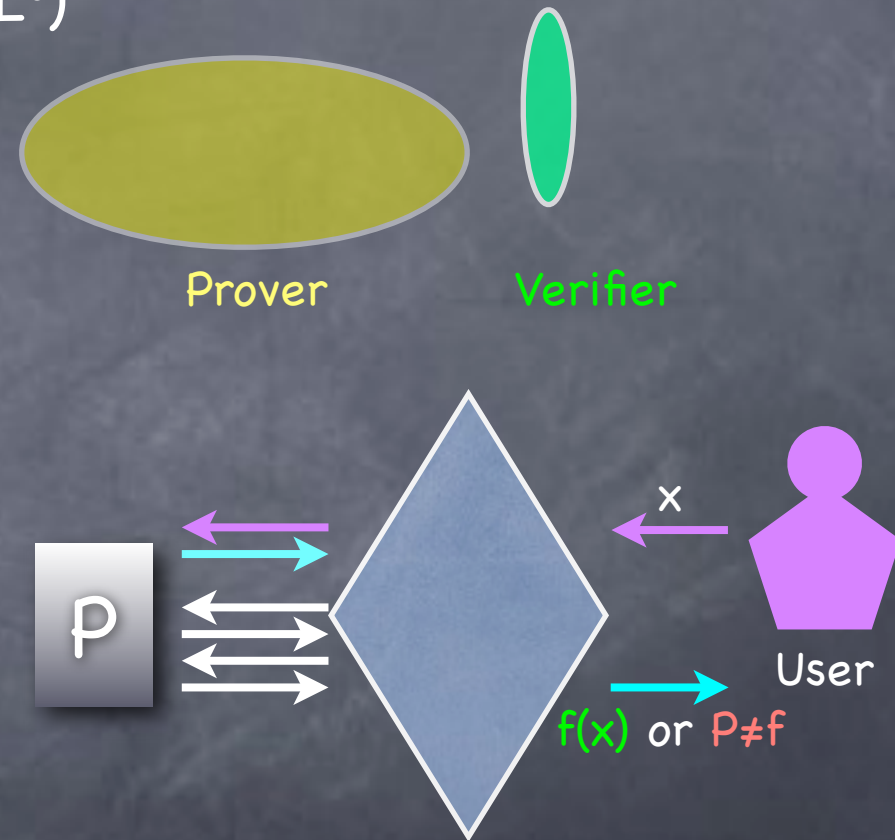
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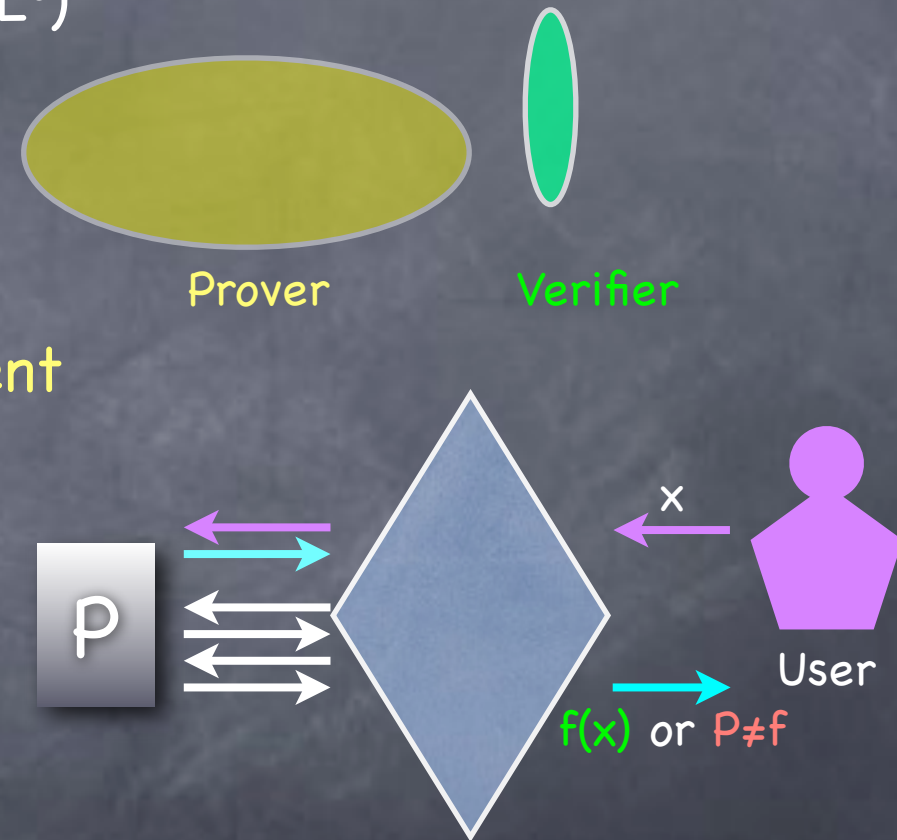
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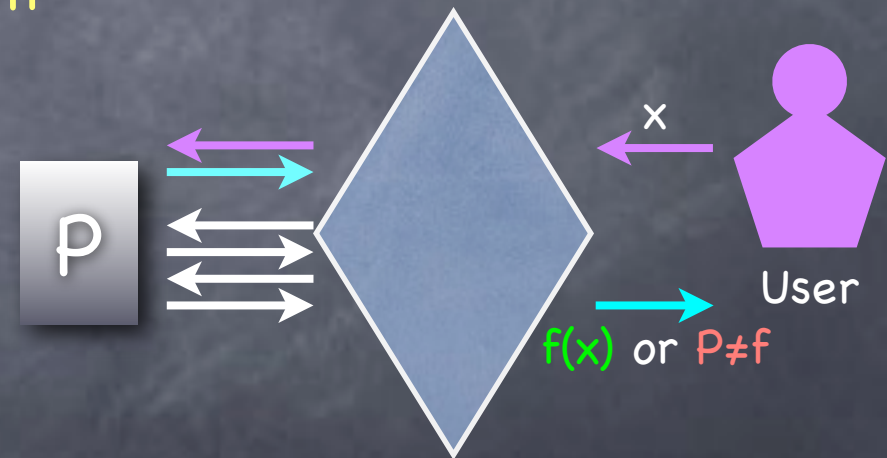
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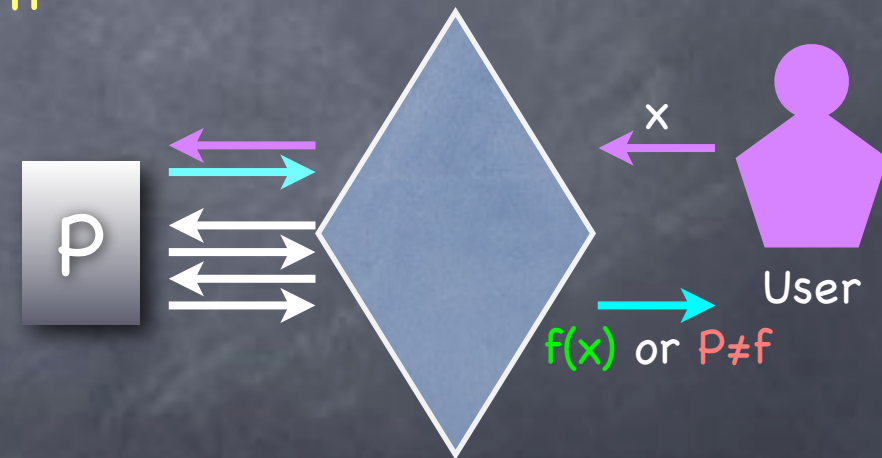
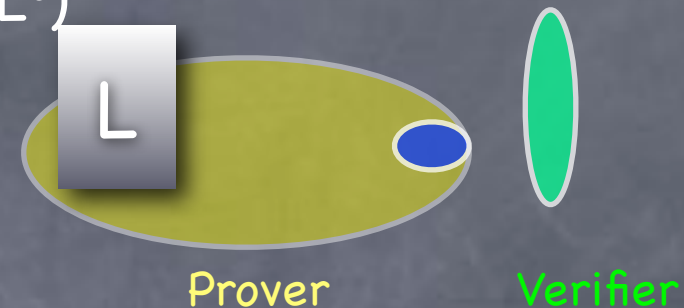


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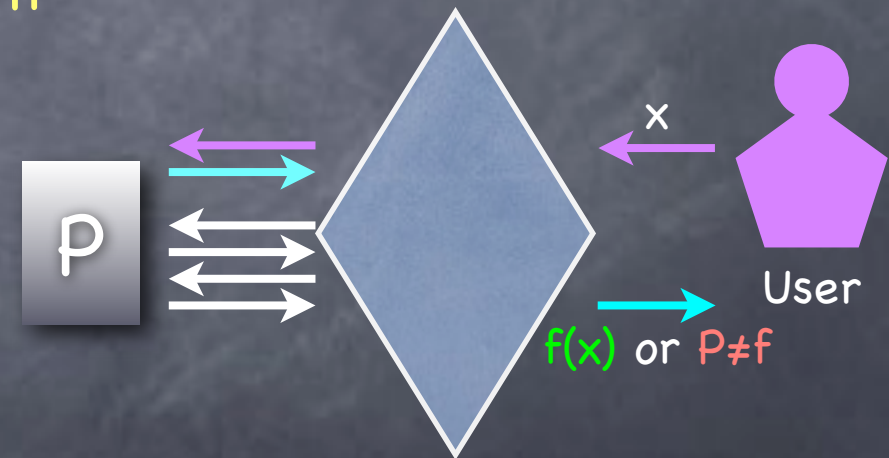
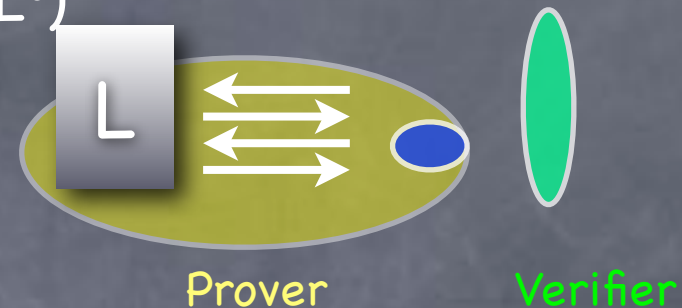


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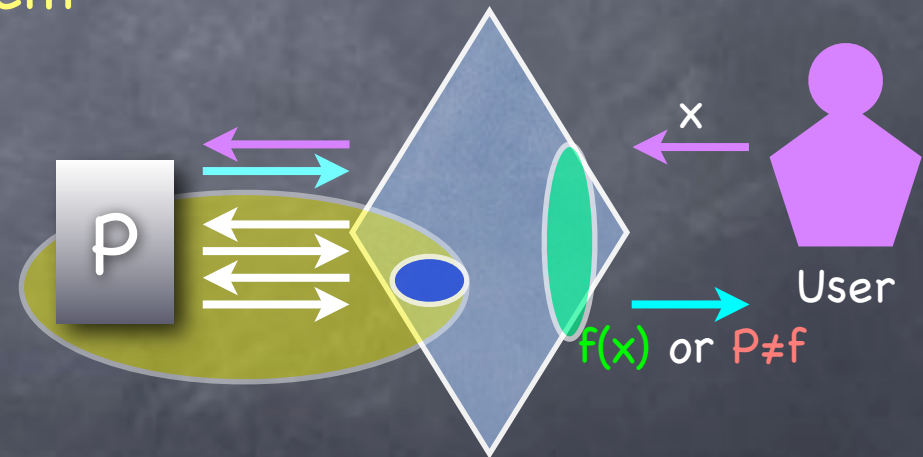
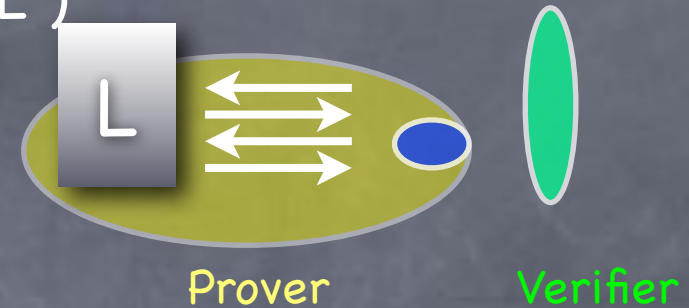


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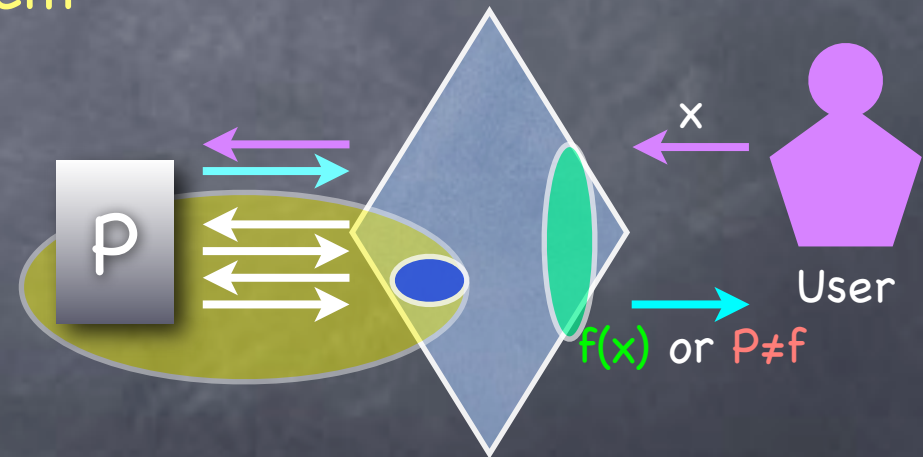
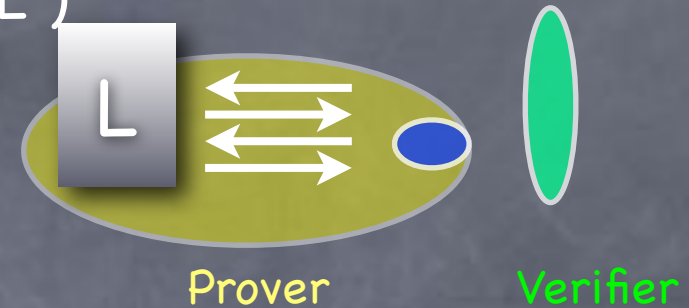
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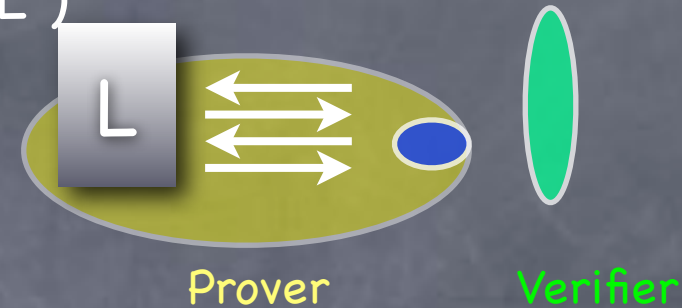
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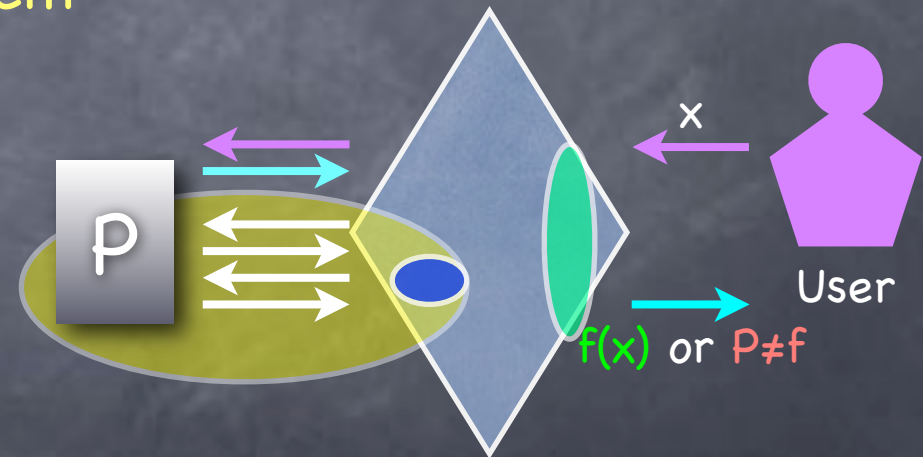


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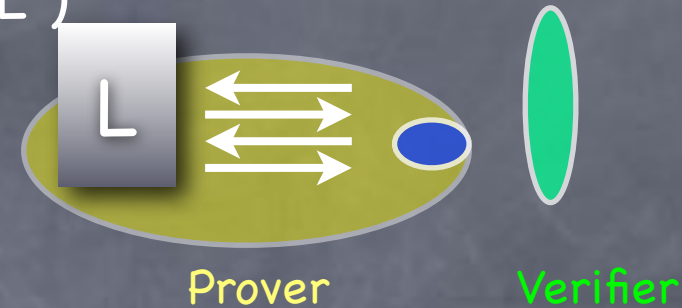
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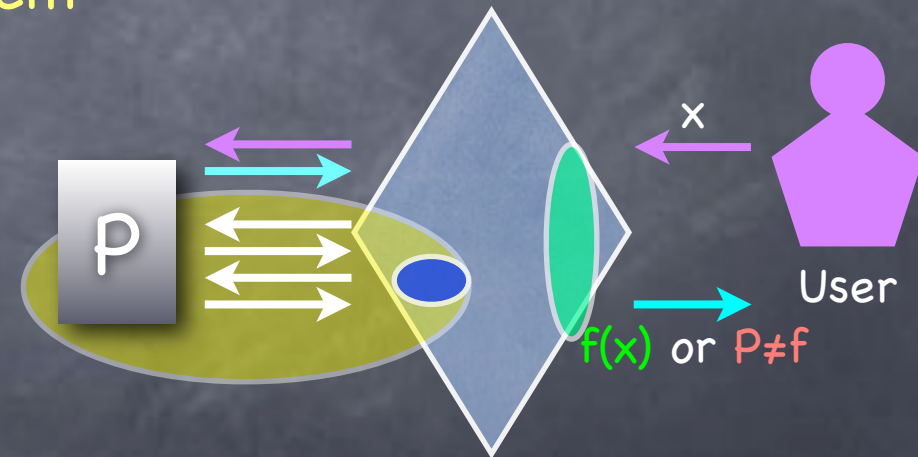
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- How about Graph Isomorphism?

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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!

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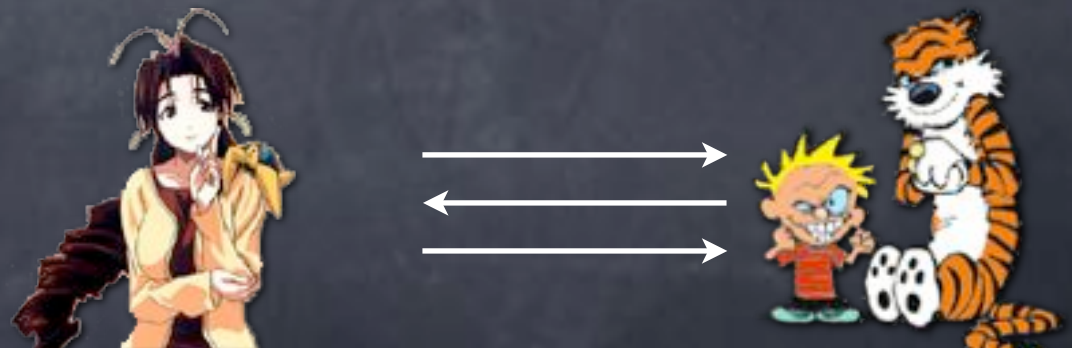
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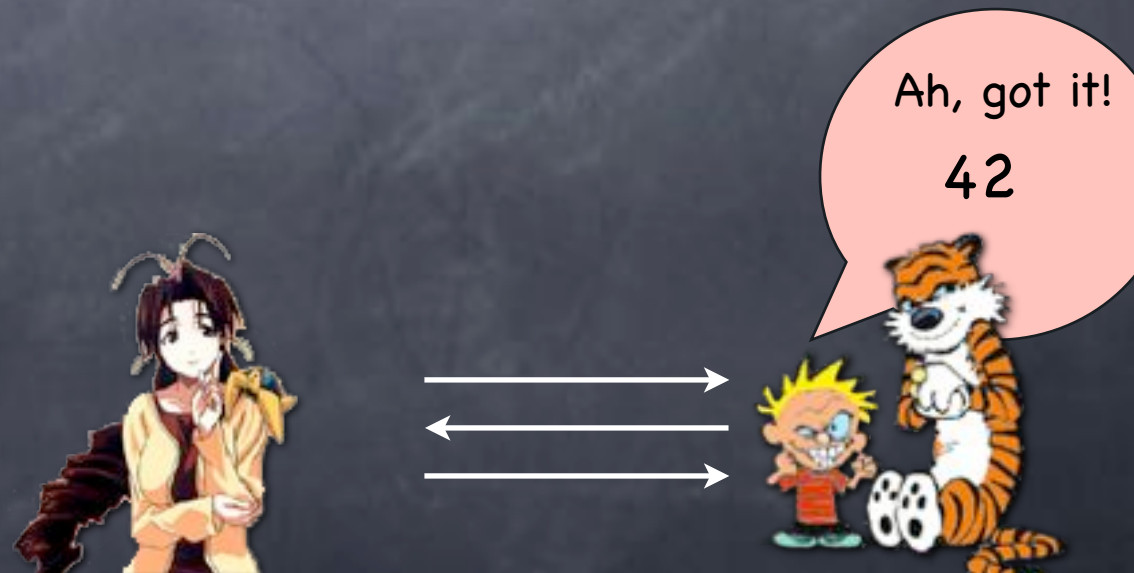
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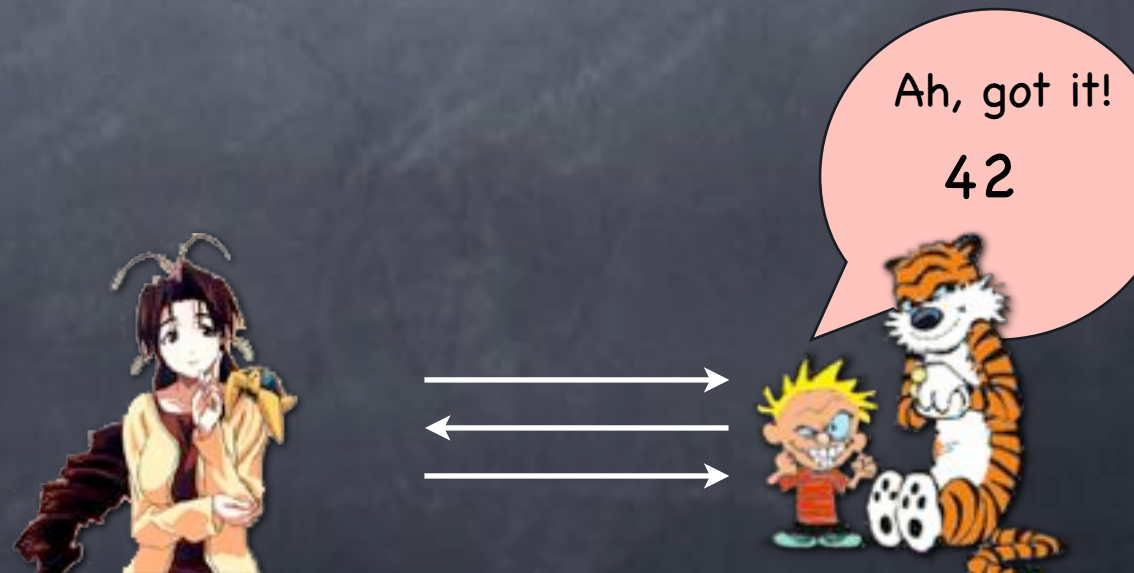
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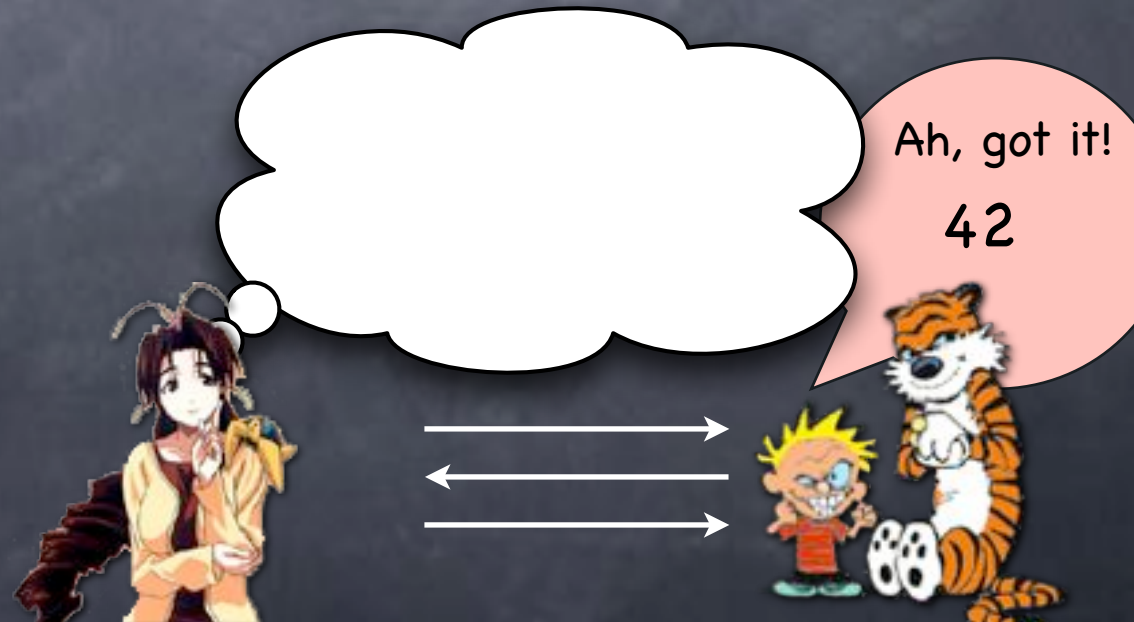
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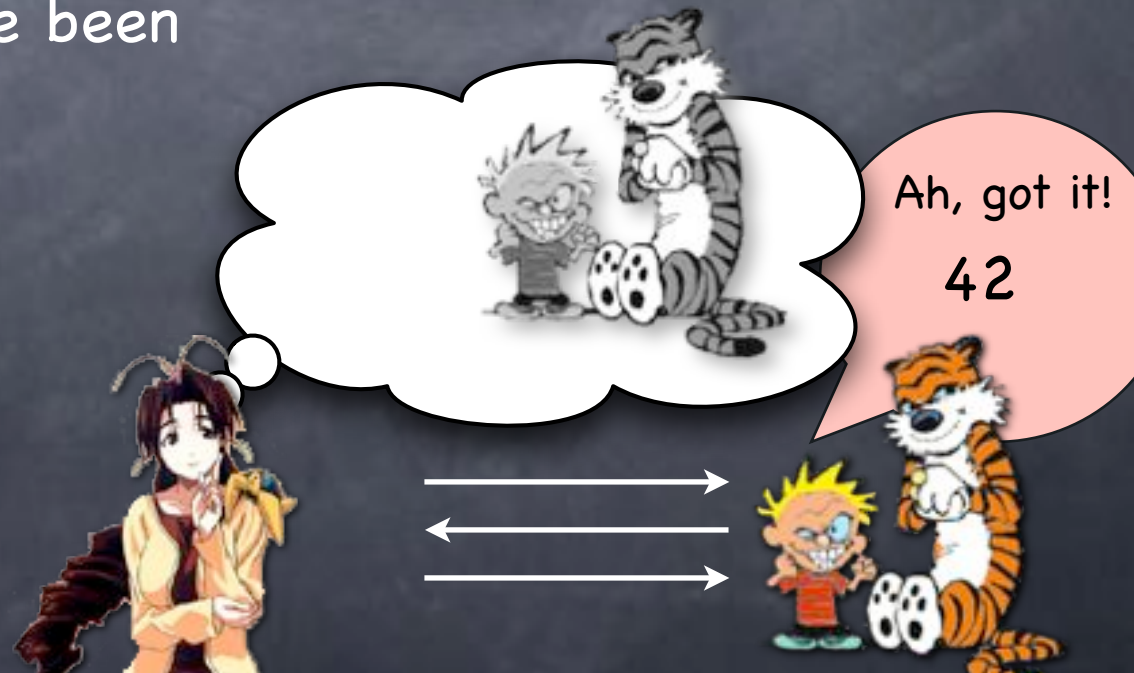
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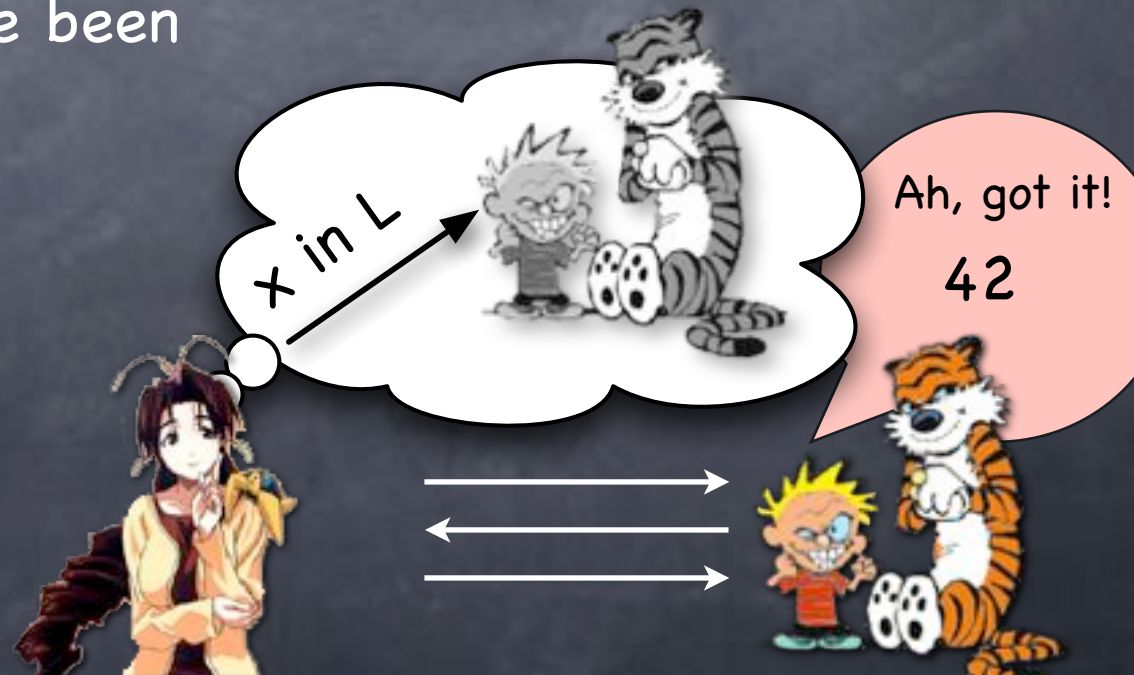
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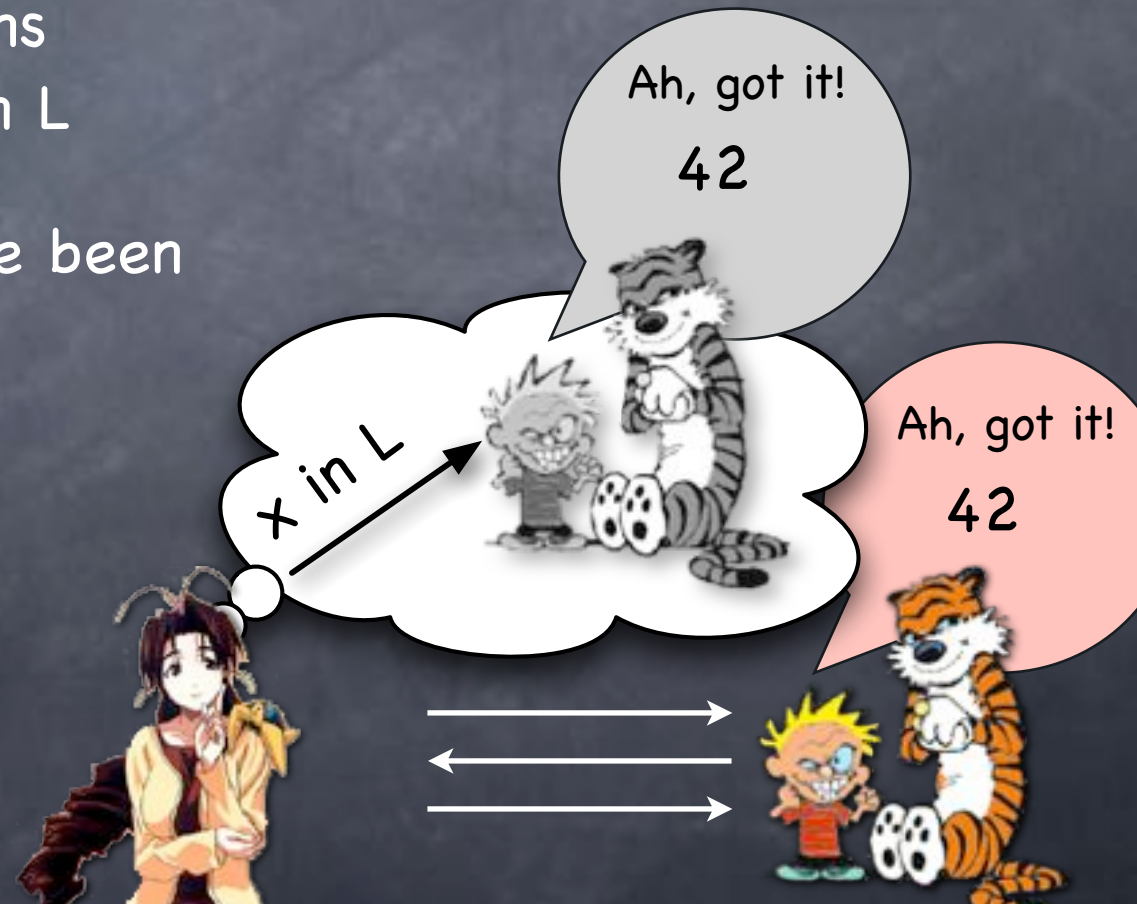
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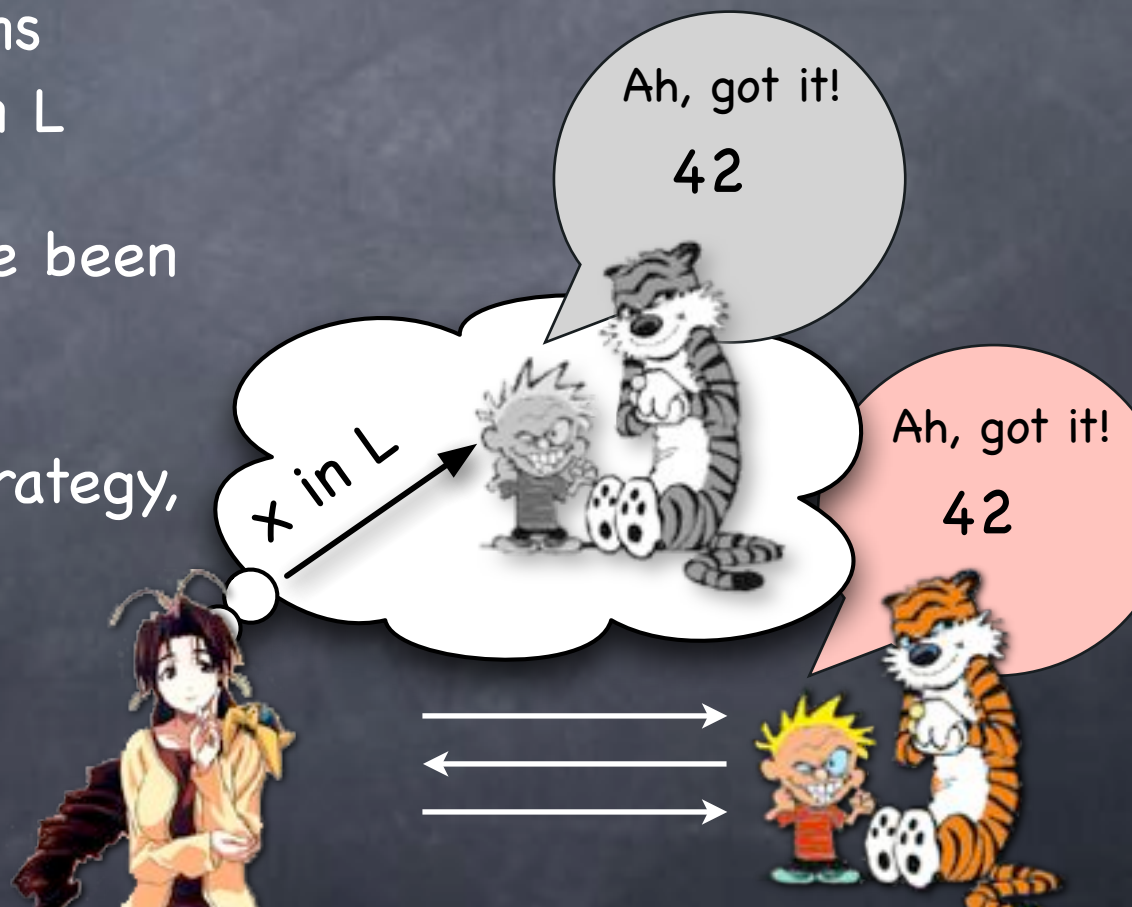
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- ZK Property: Verifier “learns nothing” except that x is in L
- Verifier’s view could have been “simulated”
- For every adversarial strategy, there exists a simulation strategy



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 - Useful in “hardness of approximation”, in cryptography, ...