

Focus thus far in the course: protecting communication (e.g., message confidentiality and message integrity)

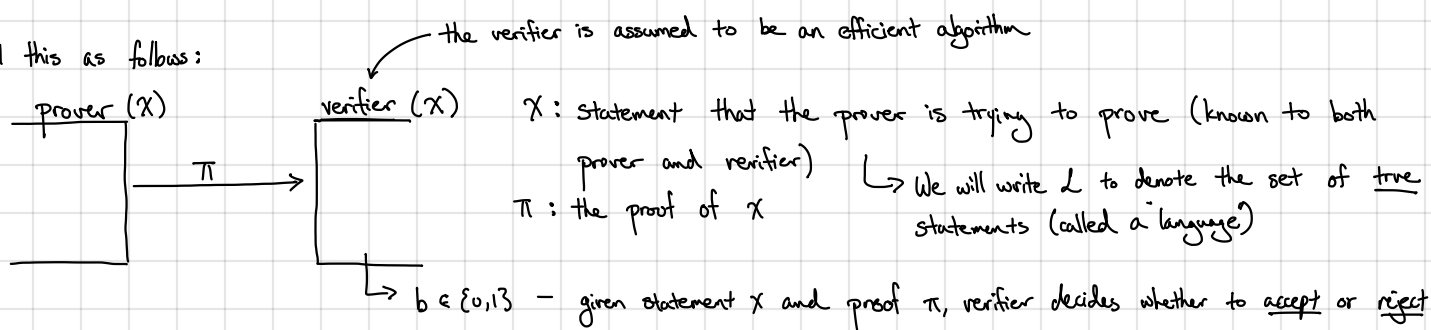
Remainder of course: protecting computations

Zero-knowledge: a defining idea at the heart of theoretical cryptography
↳ Idea will seem very counter-intuitive, but surprisingly powerful (with surprising implications (DSA/ECDSA signatures based on ZK!))
↳ Showcases the importance and power of definitions (e.g., "What does it mean to know something?")

We begin by introducing the notion of a "proof system"

- Goal: A prover wants to convince a verifier that some statement is true
- e.g., "This Sudoku puzzle has a unique solution"
"The number N is a product of two prime numbers p and q "
"I know the discrete log of h base g "
- } these are all examples of statements

We model this as follows:



Properties we care about:

- Completeness: Honest prover should be able to convince honest verifier of true statements

$$\forall x \in L : \Pr[\pi \leftarrow P(x) : V(x, \pi) = 1] = 1$$

[Could relax requirement to allow for some error]

- Soundness: Dishonest prover cannot convince honest verifier of false statement

$$\forall x \notin L : \Pr[\pi \leftarrow P(x) : V(x, \pi) = 1] < 1/3$$

Important: We are not restricting to efficient provers (for now)

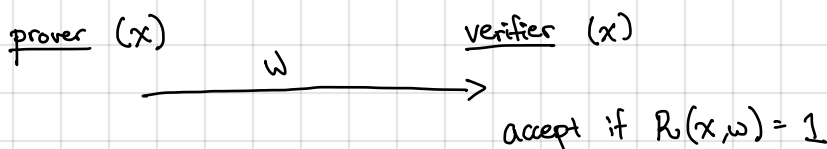
Typically, proofs are "one-shot" (i.e., single message from prover to verifier) and the verifier's decision algorithm is deterministic
↳ Languages with these types of proof systems precisely coincide with NP (proof of statement x is to send NP witness w)

Recall that NP is the class of languages where there is a deterministic solution-checker:

$$L \in NP \iff \exists \text{ efficiently-computable relation } R \text{ s.t.}$$
$$x \in L \iff \exists w \in \{0,1\}^{|x|} : R(x, w) = 1$$

↑ ↑ ↑ ↑
statement language witness NP relation

Proof system for NP:

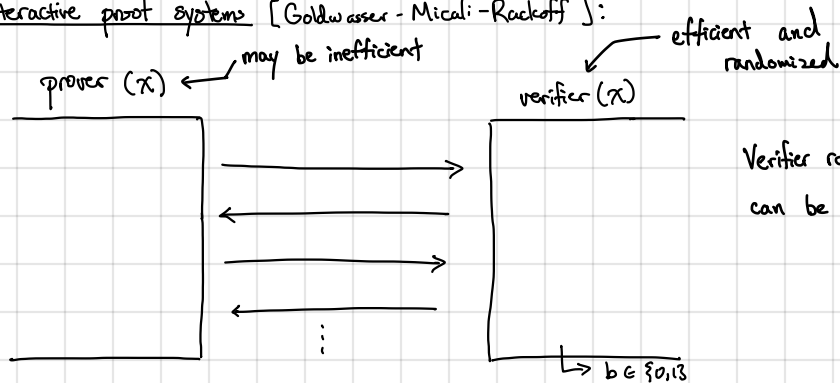


Perfect completeness + soundness

Going beyond NP: we augment the model as follows

- Add randomness: the verifier can be a randomized algorithm
- Add interaction: verifier can ask "questions" to the prover

Interactive proof systems [Goldwasser-Micali-Rickoff]:



Interactive proof should satisfy completeness + soundness (as defined earlier)

We define $IP[k]$ to denote class of languages where there is an interactive proof with k messages.

We write $IP = IP[\text{poly}(n)]$ where n is the statement length

(i.e., IP is the class of languages with an interactive proof with polynomially-many rounds)

Special case: Arthur-Merlin proofs: verifier randomness is public and known to the prover

$AM[k]$: AM proof with k messages, class $AM = AM[2]$ (two-message public-coin proofs)

for constant k , $AM[k] = AM = AM[2]$ (constant message = 2 message)

↳ equivalent to $BP \cdot NP$ (class of languages with randomized reduction from 3-SAT)

$B \leq_r C \iff \exists \text{ efficient } M : \forall x : \Pr[C(M(x)) = B(x)] \geq \frac{2}{3}$

↳ randomized reduction

Theorem (Goldwasser-Sipser): For every $k \in \mathbb{N}$, $IP[k] \subseteq AM[k+2]$

(Any private-coin interactive proof can be simulated by a public-coin interactive proof with two extra rounds)

What is the power of IP ?

- For constant number of messages, seems comparable to NP ($IP[k]$ collapses to AM for constant $k \in \mathbb{N}$)

- Going from constant to polynomial number of rounds is significant!

Theorem. (Lund-Fortnow-Karloff-Nisan'90, Shamir'90) $IP = PSPACE$.

↳ the set of languages that can be checked in polynomial space

Proof (Idea). We will prove a weaker statement which illustrates all of the main techniques of the proof.

Let $3col$ be the graph 3-coloring problem

- Given graph $G = (V, E)$, can we color the nodes so two adjacent nodes have different colors? [NP complete]

Let $\#3col$ be the problem of counting the number of 3-colorings of a graph.

We will show $\#3col \in IP$ (this implies for instance that $coNP \subseteq IP$ since $\#3col$ is $coNP$ -hard)

↳ $\#3col$ is $\#P$ -complete (Today's theorem: $PH \subseteq P^{\#P}$)

$coNP$: problems where NO instances can be efficiently checked [if number of colorings is 0, then G is a NO instance]

↳ counting the number of witnesses to a polynomial-time relation

Step 1 (Arithmetization): We will construct a polynomial P_G that outputs 1 on a valid coloring and 0 otherwise.

- Let $G = (V, E)$ be the graph. For each vertex $u \in V$, let $x_u \in \{0,1,2\}$ be the associated color.

$|V| = n \quad |E| = m$

- Consider the polynomial

$$\hat{P}_G(x_1, \dots, x_n) = \prod_{(u,v) \in E} (x_u - x_v)$$

Suppose (x_1, \dots, x_n) is an invalid coloring. Then, for some $(u,v) \in E$, $x_u = x_v$, and $P_G(x_1, \dots, x_n) = 0$.

Suppose (x_1, \dots, x_n) is a valid coloring. Then, for all $(u,v) \in E$, $x_u - x_v \in \{-2, -1, 1, 2\}$.

Define $f: \mathbb{R} \rightarrow \mathbb{R}$ be a polynomial where $f(0) = 0$ and $f(-2) = f(-1) = f(1) = f(2) = 1$.

e.g., $f(x) = \frac{5}{4}x^2 - \frac{1}{4}x^4$ satisfies the desired properties

- Define $P_G(x_1, \dots, x_n) = \prod_{(u,v) \in E} f(x_u - x_v)$

- For an invalid coloring: $P_G(x_1, \dots, x_n) = 0$

$$\implies \text{Number of valid colorings} = \sum_{x_1 \in \{0,1,2\}} \sum_{x_2 \in \{0,1,2\}} \dots \sum_{x_n \in \{0,1,2\}} P_G(x_1, \dots, x_n)$$

- For a valid coloring: $P_G(x_1, \dots, x_n) = 1$

Goal: interactive proof to check sum of this polynomial

$$K = \sum_{x_1 \in \{0,1,2\}} \sum_{x_2 \in \{0,1,2\}} \dots \sum_{x_n \in \{0,1,2\}} P_G(x_1, \dots, x_n)$$

Step 2 (Sumcheck protocol): Instead of working over \mathbb{R} , we will work over \mathbb{Z}_p (for prime p)

[if $p > 3^n$, this is guaranteed to be correct]

Approach: Prover first computes polynomial

$$P_1(x) = \sum_{x_2 \in \{0,1,2\}} \sum_{x_3 \in \{0,1,2\}} \dots \sum_{x_n \in \{0,1,2\}} \prod_{(u,v) \in E} f(x_u - x_v) \quad (*)$$

- This is a polynomial with degree $d \leq 4m$ since $\deg(f) = 4$

- Polynomial is univariate so can be described by at most $4m + 1$ coefficients

- Prover can send P_1 to verifier ($4m + 1$ coefficients) and verifier can check that

$$K = \sum_{x_1 \in \{0,1,2\}} P_1(x_1)$$

This can be checked efficiently! But what if prover cheats and sends \tilde{P}_1 , that does not satisfy $(*)$.

- Verifier needs to check validity of \tilde{P}_1 .

Idea: sample $r \xleftarrow{R} \mathbb{Z}_p$ and ask prover to prove that

$$\tilde{P}_1(r) = \sum_{x_2 \in \{0,1,2\}} \dots \sum_{x_n \in \{0,1,2\}} P_G(r, x_2, \dots, x_n)$$

two observations: if $(*)$ holds, then this is another instance of sumcheck with one fewer variable

if $(*)$ does not hold, then this statement is false unless r is a root of

$\tilde{P}_1 - P_1$. This polynomial is not identically zero, so it has at most $\deg(\tilde{P}_1 - P_1) \leq 4m$ roots.

$$\Pr[r \xleftarrow{R} \mathbb{Z}_p : \tilde{P}_1(r) = P_1(r)] \leq \frac{4m}{p}$$

\therefore with prob. $1 - \frac{4m}{p}$, prover now has to prove a false statement using sumcheck

Continue this process until we have a univariate polynomial:

$$\tilde{P}_{n-1}(r_{n-1}) = \sum_{x_n \in \{0,1,2\}} P_G(r_1, \dots, r_{n-1}, x_n)$$

this is a polynomial of degree $4m$ in 1 variable so the verifier can directly check it

if the statement is false \Rightarrow verifier always rejects
otherwise, verifier always accepts

Can now argue soundness inductively:

- for false statement on n variables: verifier rejects false statement w.p. at least $(1 - 4m/p)^n$
- trivial for case where $n = 1$
- for general case on n variables: $r_n \in \mathbb{Z}_p$ is not a root of $P_n - \tilde{P}_n$ w.p. $1 - 4m/p$, in which case prover must show false statement on $n-1$ variables
 \Rightarrow soundness $(1 - 4m/p)(1 - 4m/p)^{n-1} = (1 - 4m/p)^n$

choose $p > 4mn$ so soundness holds with constant prob.

Implication: $\#3col \in IP$ so $coNP \subseteq IP$.

Boolean formula
 $\forall x_1 \exists x_2 \forall x_3 \dots \exists x_n \phi(x_1, \dots, x_n)$

Approach directly generalizes to the total quantifier Boolean formula (TQBF) problem which is complete for PSPACE
 $\Rightarrow PSPACE \subseteq IP \Rightarrow IP = PSPACE$ \hookrightarrow arithmetize (with linearization), followed by sumcheck

Sumcheck protocols very useful for verifying polynomial-time computations with small communication
"interactive proofs for muggles" [Goldwasser-Kalai-Rothblum'08] } key building block for succinct arguments and verifiable computation