

*Jean Goubault-Larrecq*

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# Randomized complexity classes

Today: Shamir's  
theorem

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# Today

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- ❖ The classes **ABPP, IP**
- ❖ Easy:  **$ABPP \subseteq IP \subseteq PSPACE$**
- ❖ Hard (Shamir's theorem):  **$ABPP = IP = PSPACE$**



**ABPP  $\subseteq$  IP  $\subseteq$  PSPACE**

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# ABPP, IP

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- ❖  $\mathbf{ABPP} \stackrel{\text{def}}{=} \mathbf{AM}[\text{poly}] = \{\text{languages recognizable by an A-M protocol with **polynomially many** rounds}\}$
- ❖  $\mathbf{IP} \stackrel{\text{def}}{=} \mathbf{IP}[\text{poly}] = \{\text{languages recognizable by an interactive proof with **polynomially many** rounds}\}$



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- ❖ **IP**  $\stackrel{\text{def}}{=} \text{IP}[\text{poly}] = \{\text{languages recognizable by an interactive proof with **polynomially many** rounds}\}$
- ❖ **Beware:** Merlin must provide answers  $y$  of size polynomial in  $n \stackrel{\text{def}}{=} \text{size}(x)$ , **not** in the size of the history

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# The subtlety with answer sizes

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- ❖ Imagine Merlin were allowed to answer  $y$  of size  $| \text{history} |^2$  (and Arthur is lazy, and  $|r| = n$ , to make things simpler)
- ❖  $|x \# q_1 \# r_1| = 2n + 2$
- ❖  $|x \# q_1 \# r_1 \# y_1| = (2n + 2) + 1 + (2n + 2)^2 = 4n^2 + 6n + 7 \geq 4n^2$
- ❖  $|x \# q_1 \# r_1 \# y_1 \# q_2 \# r_2 \# y_2| \geq (4n^2)^2 = 16n^4$
- ❖ ...



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- ❖  $|x \# q_1 \# r_1 \# y_1 \# \dots \# q_k \# r_k \# y_k| \geq 2^{2^k} n^{2^k}$

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- ❖ ...
- ❖  $|x\#q_1\#r_1\#y_1\#\dots\#q_k\#r_k\#y_k| \geq 2^{2^k}n^{2^k}$
- ❖ polynomial if  $k$  constant,  
**doubly exponential** if  $k=\text{poly}(n)$



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- ❖ Instead, Merlin must answer  $y$  of size  $\leq q(n)$  [ $q$  polynomial]  
Arthur also runs  $\mathcal{A}(x\#q_1\#r_1\#y_1\dots,r)$  in time  $\leq q(n)$   
hence uses up  $\leq q(n)$  random bits, produces question of size  $\leq q(n)$
- ❖  $|x\#q_1\#r_1| \leq n+2q(n)+2$
- ❖  $|x\#q_1\#r_1\#y_1| \leq n+3q(n)+3$
- ❖  $|x\#q_1\#r_1\#y_1\#q_2\#r_2\#y_2| \leq n+6q(n)+6$
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- ❖ ...
- ❖  $|x \# q_1 \# r_1 \# y_1 \# \dots \# q_k \# r_k \# y_k| \leq n + 3k q(n) + 3k$
- ❖ **polynomial** if  $k = \text{poly}(n)$

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# ABPP $\subseteq$ PSPACE

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- ❖ We start with the relatively simple inclusion **ABPP  $\subseteq$  PSPACE**
- ❖ Let  $L \in \mathbf{ABPP}$ , decided in  $R(n)$  rounds, random tape size  $=q(n)$ , lazy Arthur
- ❖ Idea: **count** the number of lists of random strings  $r_1, r_2, \dots, r_{R(n)}$  that lead to acceptance
- ❖ That must be  $\geq \frac{2}{3} \cdot 2^{R(n)q(n)}$  or  $\leq \frac{1}{3} \cdot 2^{R(n)q(n)}$ :  
accept if larger than  $\frac{1}{2} \cdot 2^{R(n)q(n)}$ , reject otherwise



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accept if larger than  $\frac{1}{2} \cdot 2^{R(n)q(n)}$ , reject otherwise
- ❖ Answers by Merlin are **guessed**.
- ❖ Hence  $L$  is in **NPSPACE**, therefore in **PSPACE** (Savitch).  
See lecture notes for details.



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# ABPP $\subseteq$ PSPACE: alternate argument

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- ❖ Let  $L \in \text{ABPP}$ , defined by formula

$$\exists r_1, \exists y_1, \exists r_2, \exists y_2, \dots, \exists r_k, \exists y_k, P(x, r_1, y_1, \dots, r_k, y_k) \quad [k=R(n)]$$

namely this is  $\geq 2/3$  if  $x \in L$ ,  $\leq 1/3$  if  $x \notin L$

- ❖ Hence

$$F(x) \stackrel{\text{def}}{=} \sum r_1, \max y_1, \sum r_2, \max y_2, \dots, \sum r_k, \max y_k, P(x, r_1, y_1, \dots, r_k, y_k)$$

is  $\geq 2/3 \cdot 2^{R(n)q(n)}$  if  $x \in L$ ,  $\leq 1/3 \cdot 2^{R(n)q(n)}$  if  $x \notin L$

- ❖ We accept if  $F(x) \geq 1/2 \cdot 2^{R(n)q(n)}$ , we reject otherwise

- ❖ Note that we can compute  $F(x)$  in poly space:

- $2R(n)$  words  $r_i, y_i$ , of size  $\leq q(n)$

- $P(x, r_1, y_1, \dots, r_k, y_k)$  poly time, hence poly space

- Intermediate counters  $\leq 2^{R(n)q(n)}$ , hence of size  $\leq R(n)q(n)$ .

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# IP $\subseteq$ PSPACE

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- ❖ Let now  $L \in \text{IP}$ , decided in  $R(n)$  rounds, random tape size  $=q(n)$   
Arthur no longer lazy:  $q_i \stackrel{\text{def}}{=} \mathcal{A}(x \# q_1 \# r_1 \# y_1 \# \dots \# y_{i-1}, r_i)$ , size  $\leq q(n)$
- ❖ If we **count** the number of lists of random strings  $r_1, r_2, \dots, r_{R(n)}$  that lead to acceptance, and Merlin guesses  $y_i$ ,  
then  $y_i$  may **depend on**  $r_1, r_2, \dots, r_i$   
— but it is only allowed to depend on  $(x \text{ and}) q_1, q_2, \dots, q_i$



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— but it is only allowed to depend on  $(x \text{ and}) q_1, q_2, \dots, q_i$
- ❖ Instead, we count the # of lists of **random questions**  $q_1, q_2, \dots, q_{R(n)}$   
— it is just that they are not **uniformly** random;  
we weigh each of them with the number of random strings that give rise to those questions: see lecture notes for details

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# IP $\subseteq$ PSPACE: alternate argument

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- ❖ Let  $L \in \mathbf{IP}$ , similarly as for  $\mathbf{AM}$ , we can show that  $L$  is defined by a formula
$$E' q_1, \exists y_1, E' r_2, \exists y_2, \dots, E' q_k, \exists y_k, \Pr_{r_1, \dots, r_k}(P(x, r_1, y_1, \dots, r_k, y_k)=1) \quad [k=R(n)]$$
where  $E' q_i$  is average over questions  $q_i$ ,  
with probability card  $\{r_i \mid \mathcal{A}(x \# q_1 \# r_1 \# y_1 \# \dots \# y_{i-1}, r_i)=q_i\} / 2^{q(n)}$
- ❖ This formula is  $\geq 2/3$  if  $x \in L$ ,  $\leq 1/3$  if  $x \notin L$



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- ❖ This formula is  $\geq 2/3$  if  $x \in L$ ,  $\leq 1/3$  if  $x \notin L$
- ❖ Hence
$$F(x) \stackrel{\text{def}}{=} \sum q_1, \max y_1, \sum q_2, \max y_2, \dots, \sum q_k, \max y_k, (\sum_{r_1, \dots, r_k} P(x, q_1, r_1, y_1, \dots, q_k, r_k, y_k))$$
(where the final sum ranges over random strings  $r_i$  yielding the correct questions  $q_i$ )  
is  $\geq 2/3 \cdot 2^{R(n)q(n)}$  if  $x \in L$ ,  $\leq 1/3 \cdot 2^{R(n)q(n)}$  if  $x \notin L$  [ $q(n) \stackrel{\text{def}}{=} \text{question size, now}$ ]

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(where the final sum ranges over random strings  $r_i$  yielding the correct questions  $q_i$ )  
is  $\geq 2/3 \cdot 2^{R(n)q(n)}$  if  $x \in L$ ,  $\leq 1/3 \cdot 2^{R(n)q(n)}$  if  $x \notin L$  [ $q(n) \stackrel{\text{def}}{=} \text{question size, now}$ ]
- ❖ We accept if  $F(x) \geq 1/2 \cdot 2^{R(n)q(n)}$ , we reject otherwise



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(where the final sum ranges over random strings  $r_i$  yielding the correct questions  $q_i$ )
$$\text{is } \geq 2/3 \cdot 2^{R(n)q(n)} \text{ if } x \in L, \leq 1/3 \cdot 2^{R(n)q(n)} \text{ if } x \notin L \quad [q(n) \stackrel{\text{def}}{=} \text{question size, now}]$$
- ❖ We accept if  $F(x) \geq 1/2 \cdot 2^{R(n)q(n)}$ , we reject otherwise
- ❖ Note that we can compute  $F(x)$  in poly space, as previously.

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# The easy direction

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- ❖ **Prop.  $ABPP \subseteq IP \subseteq PSPACE$**
- ❖ We have just sketched proofs of  **$IP \subseteq PSPACE$**
- ❖  **$ABPP \subseteq IP$**  is because  **$AM[f(n)] \subseteq IP[f(n)]$**  for any  $f$ :  
given  $L \in AM[f(n)]$  decided by a lazy Arthur,  
an  **$IP[f(n)]$**  protocol for  $f$  computes  $q_i \stackrel{\text{def}}{=} \mathcal{A}(x \# q_1 \# r_1 \# y_1 \# \dots \# y_{i-1}, r_i)$   
as  $r_i$ , simply.  $\square$



The hard direction:  
**PSPACE  $\subseteq$  ABPP**

# Shamir's theorem

**IP = PSPACE**

(J. ACM, 1992)

ADI SHAMIR

*The Weizmann Institute of Science, Rehovot, Israel*

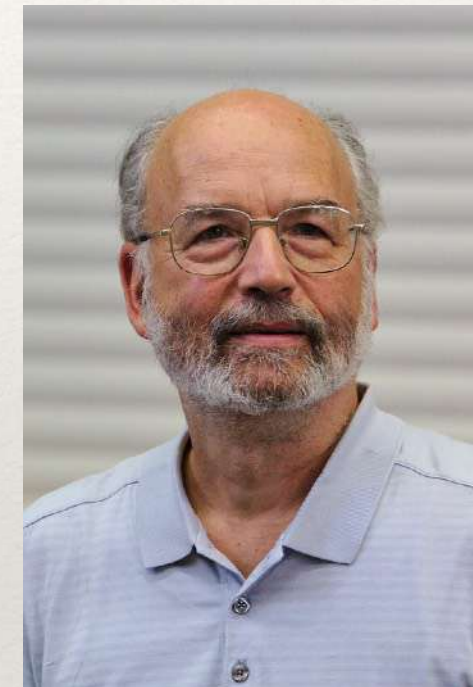
**Abstract.** In this paper, it is proven that when both randomization and interaction are allowed, the proofs that can be verified in polynomial time are exactly those proofs that can be generated with polynomial space.

Categories and Subject Descriptors: F.1.1 [**Computation by Abstract Devices**]: Models of Computation—*bounded-action devices (e.g., Turing machines, random access machines)*; F.1.2 [**Computation by Abstract Devices**]: Modes of Computation—*interactive computation, probabilistic computation, relations among modes*; F.1.3 [**Computation by Abstract Devices**]: Complexity Classes—*complexity hierarchies, relations among complexity classes*

General Terms: Algorithms, Theorem

Additional Key Words and Phrases: Interactive proofs, IP, PSPACE

Adi Shamir



Shamir shows  $\text{PSPACE} \subseteq \text{ABPP}$ ,  
which entails  $\text{IP}=\text{PSPACE}$

Building on a series of previous ideas by  
Lund, Feige, and others

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# Alexander Shen

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I will really describe A. Shen's simplified proof

Александр Ханиевич Шень

## **IP = PSPACE: Simplified Proof**

(J. ACM, 1992)

A. SHEN

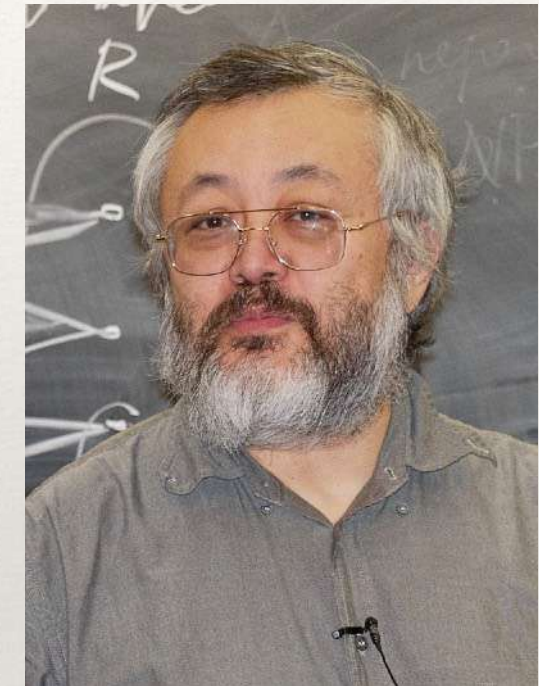
*Academy of Sciences, Moscow, Russia, CIS*

Abstract. Lund et al. [1] have proved that PH is contained in IP. Shamir [2] improved this technique and proved that PSPACE = IP. In this note, a slightly simplified version of Shamir's proof is presented, using degree reductions instead of simple QBFs.

Categories and Subject Descriptors: F. 1. 2 [Computation by Abstract Devices]: Modes of computation—Alternation and nondeterminism; probabilistic computation; F.1.3 [Computation by Abstract Devices]: Complexity classes—relation among complexity classes; F.4.1 [Mathematical Logic and Formal Languages]: Mathematical Logic—proof theory

General Terms: Theory

Additional Key Words and Phrases: Interactive proofs, PSPACE



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# General idea of the proof

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- ❖ We will show that **QBF** is in **ABPP**



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- ❖ For this, we will **arithmetize** the evaluation of QBF formulae

$$\forall X_1, \exists X_2, \forall X_3, \exists X_4, \dots, \forall / \exists X_k, G(X_1, X_2, \dots, X_k)$$

# General idea of the proof

- ❖ We will show that **QBF** is in **ABPP**
- ❖ For this, we will **arithmetize** the evaluation of OBF formulae

$$\forall X_1, \exists X_2, \forall X_3, \exists X_4, \dots, \forall / \exists X_k, G(X_1, X_2, \dots, X_k)$$

conjunction of  
3-clauses



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- ❖ because (low degree) polynomials provide proofs that are checkable with just **one random sample** (see next slides)



# Polynomials mod $p$

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❖ Let  $p$  be prime:  $K \stackrel{\text{def}}{=} \mathbb{Z} / p\mathbb{Z}$  is a **field**.

❖  $K[X_1, \dots, X_m] = \{\text{polynomials}$

$\sum_{n_1 \dots n_m} a_{n_1 \dots n_m} X_1^{n_1} \dots X_m^{n_m}$  on  $m$  variables  
with coefficients  $a_{n_1 \dots n_m}$  in  $K\}$

sum of **monomials**



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with coefficients  $a_{n_1 \dots n_m}$  in  $K\}$
- ❖ For every polynomial  $P$ , one can **evaluate**  
 $P$  on an  $m$ -tuple  $(v_1, \dots, v_m)$  in  $K^m$ ,  
yielding a value  $P(v_1, \dots, v_m)$  in  $K$

sum of **monomials**

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- ❖ Let  $p$  be prime:  $K \stackrel{\text{def}}{=} \mathbb{Z} / p\mathbb{Z}$  is a **field**.
- ❖  $K[X_1, \dots, X_m] = \{\text{polynomials}$   
 $\sum_{n_1 \dots n_m} a_{n_1 \dots n_m} X_1^{n_1} \dots X_m^{n_m}$  on  $m$  variables  
with coefficients  $a_{n_1 \dots n_m}$  in  $K\}$
- ❖ For every polynomial  $P$ , one can **evaluate**  
 $P$  on an  $m$ -tuple  $(v_1, \dots, v_m)$  in  $K^m$ ,  
yielding a value  $P(v_1, \dots, v_m)$  in  $K$
- ❖ This defines a **function**  $\llbracket P \rrbracket : K^m \rightarrow K$   
(a so-called **polynomial function**)

sum of monomials



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# Polynomials and polynomial functions

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- ❖ However, there is no ambiguity if  $P$  has low degree: for two polynomials  $P, Q$  in **one variable  $X_1$** , if  $\deg(P), \deg(Q) < p$ , then  $[[P]] = [[Q]]$  iff  $P = Q$



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- ❖ Equivalent to: if  $\deg(P) < p$ , then  $[[P]] = 0$  iff  $P = 0$  because  $P \neq 0$  implies  $P$  has  $\leq \deg(P)$  roots (**Lagrange**)

# The Schwartz-Zippel Lemma

- ❖ This generalizes to multivariate polynomials.
- ❖ For  $P \in K[X_1, \dots, X_m] \stackrel{\text{def}}{=} \sum_{n_1 \dots n_m} a_{n_1 \dots n_m} X_1^{n_1} \dots X_m^{n_m}$   
the **total degree**  $\deg(P) \stackrel{\text{def}}{=} \max \deg(a_{n_1 \dots n_m} X_1^{n_1} \dots X_m^{n_m})$   
where  $\deg(a_{n_1 \dots n_m} X_1^{n_1} \dots X_m^{n_m}) \stackrel{\text{def}}{=} n_1 + \dots + n_m$  if  $a_{n_1 \dots n_m} \neq 0$   
 $\stackrel{\text{def}}{=} 0$  otherwise
- ❖ A **root** of  $P$  is an  $m$ -tuple  $(v_1, \dots, v_m)$  such that  $P(v_1, \dots, v_m) = 0$
- ❖ **Theorem** (Schwartz 1980, Zippel 1979). Let  $K \stackrel{\text{def}}{=} \mathbb{Z} / p\mathbb{Z}$ ,  $m \geq 1$ .  
Every  $P \in K[X_1, \dots, X_m]$  such that  $P \neq 0$  has  $\leq \deg(P) \cdot p^{m-1}$  roots.



# The Schwartz-Zippel Lemma

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- ❖ By induction on  $m$ . We write  $P$  as a **univariate** polynomial in  $X_m$ , with coefficients in  $K[X_1, \dots, X_{m-1}]$ :
$$P = Q_d X_m^d + Q_{d-1} X_m^{d-1} + \dots + Q_1 X_m + Q_0,$$
where  $Q_d, Q_{d-1}, \dots, Q_1, Q_0 \in K[X_1, \dots, X_{m-1}]$  and  $Q_d \neq 0$
- ❖ **Base case:**  $m=1$ , this is Lagrange.

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- ❖ Note:  $\deg(P) \geq \deg(Q_d) + d$ . We count the roots  $(v_1, \dots, v_m)$  of  $P$ :



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  - ❖ or it is not: at most  $p^{m-1}$  possible  $(m-1)$ -tuples, times  $\leq d$  possible roots  $v_m$  (for each fixed  $(m-1)$ -tuple  $(v_1, \dots, v_{m-1})$ )



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- ❖ **Total:**  $\leq \deg(Q_d) \cdot p^{m-2} \cdot p + p^{m-1} \cdot d = (\deg(Q_d) + d) \cdot p^{m-1} \leq \deg(P) \cdot p^{m-1}$ .  $\square$

# Polynomial identity testing

- ❖ **Theorem** (Schwartz 1980, Zippel 1979). Let  $K \stackrel{\text{def}}{=} \mathbb{Z}/p\mathbb{Z}$ ,  $m \geq 1$ . Every  $P \in K[X_1, \dots, X_m]$  such that  $P \neq 0$  has  $\leq \deg(P) \cdot p^{m-1}$  roots.
- ❖ **Consequence (polynomial identity testing, PIT):**  
Given  $P \in K[X_1, \dots, X_m]$  with  $d \stackrel{\text{def}}{=} \deg(P) < p$ ,  
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- ❖ Hence the problem:  
INPUT:  $P \in K[X_1, \dots, X_m]$  with  $d \stackrel{\text{def}}{=} \deg(P) < p/2$ ,  
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is in **RP**.

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INPUT:  $P \in K[X_1, \dots, X_m]$  with  $d \stackrel{\text{def}}{=} \deg(P) < p/2$ , a « low degree polynomial »  
QUESTION:  $P \neq 0$ ?  
is in **RP**.  
provided evaluation of  $P$  can be done in **polynomial time**...

# Complexity of arithmetic operations



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- ❖ Given numbers  $a, b$  of size  $\leq f(n)$ , in binary
- ❖  $a+b$ : time  $O(f(n))$ , result size  $\leq f(n)+1$
- ❖  $a.b$ : time  $O(f(n)^2)$ , result size  $\leq 2f(n)$   
[can be improved: Karatsuba  $O(f(n)^{\log 3/\log 2})$ , Toom-Cook  $O(f(n)^{1+\epsilon})$ , Schönhage-Strassen  $O(f(n) \log f(n) \log \log f(n))$ ]

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❖  $a^b$ : result size =  $b.size(a)$

**exponential in size( $b$ )**

Hence no matter which algorithm we choose to implement  $a^b$ , running time will be exponential

```
let rec pow(a,b)=  
  if b=0  
    then 1  
  else let (b',lsb) = b divmod 2 in  
        let r = pow(a,b') in  
        let r2 = r*r in  
        if lsb=0  
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Fast exponentiation



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❖ ... this is why we turn to **mod  $p$**  operations

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Here is an easy way

(assuming  $a$  on  $\leq k$  bits, and  $p \geq 1$ ;

more efficient: see Montgomery representation):

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r := x;
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for i=1 to k: (* Inv: q=p2k-i, r<2q, r=x mod p *)
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❖ Hence any polynomial computation involving  $A(n)$  additions and  $M(n)$  multiplications mod  $p$  takes time  $O(A(n)f(n) + M(n)f(n)^2)$ : **polynomial** if  $A(n), M(n), f(n)$  are polynomial.

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$P$  has polynomial size

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- ❖ When  $m=1$ , (3) is equivalent to:  $\text{deg}(P)$  is **polynomial**  
(In general, #monomials is exponential =  $O(\text{deg}(P)^m)$ )



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- ❖ Expressions will use extra operations:  $\vee, \wedge, \neg, \forall, \exists, \underline{\mathbb{R}}$

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# Finding prime numbers (1/3)

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in fact there are strictly more than  $N / (3 \log(2N))$

**Theorem 5.7 (Bertrand's Postulate).** *For any positive integer  $m$ , we have*

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Victor Shoup. *A Computational Introduction to Number Theory and Algebra*. (Beta version 4.) <https://shoup.net/ntb/>

- ❖ Then rejection sampling + primality testing



# Finding prime numbers (2/3)

❖ So  $> 2^{f(n)} / (3 (f(n)+1) \log 2)$   
primes of [exactly]  $f(n)$  bits,  
out of  $2^{f(n)-1} f(n)$ -bit numbers

❖  $\Pr_{p, \text{ of } f(n) \text{ bits}}(p \text{ is prime}) > 2 / (3 (f(n)+1) \log 2)$

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❖ Hence rejection sampling will find an  $f(n)$ -bit prime number in  
at most  $3 / 2 \log 2 (f(n)+1)$  tries on average

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For every natural number  $N$ , there is at least one prime number  $p$  such that  $N < p \leq 2N$ ; in fact there are strictly more than  $N / (3 \log(2N))$

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Victor Shoup. A Computational Introduction to Number Theory and Algebra. (Beta version 4.) <https://shoup.net/ntb/>



# Finding prime numbers (2/3)

❖ So  $> 2^{f(n)} / (3 (f(n)+1) \log 2)$   
primes of [exactly]  $f(n)$  bits,  
out of  $2^{f(n)-1} f(n)$ -bit numbers

❖  $\Pr_{p, \text{ of } f(n) \text{ bits}}(p \text{ is prime}) > 2 / (3 (f(n)+1) \log 2)$

❖ Hence rejection sampling will find an  $f(n)$ -bit prime number in  
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- ❖ Imagine we can find an  $f(n)$ -bit prime number in average time  $p(n)$
- ❖ By simulating this computation for  $2p(n)$  steps, and failing if timeout is reached, either:
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# Drawing random numbers mod $p$

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# Arithmetization

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# Arithmetizing formulae

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- ❖ We will interpret QBF formulae  $F$  as **polynomial expressions**  $F(X_1, \dots, X_m)$  (we will **not** simplify them as polynomials)
- ❖ ... in such a way that for all **Booleans**  $v_1, \dots, v_m$ ,  
 $F(v_1, \dots, v_m)$  is the value of  $F[X_1 := v_1, \dots, X_m := v_m]$   
(and is in particular Boolean; we let false=0, true=1)
- ❖  $P \wedge Q \stackrel{\text{def}}{=} P \cdot Q$      $\neg P \stackrel{\text{def}}{=} 1 - P$      $P \vee Q \stackrel{\text{def}}{=} 1 - (1 - P)(1 - Q)$



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$k=\text{poly}(n)$ , good!



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# Arithmetizing QBF formulae

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$$\diamond P \wedge Q \stackrel{\text{def}}{=} P.Q \quad \neg P \stackrel{\text{def}}{=} 1-P \quad P \vee Q \stackrel{\text{def}}{=} 1-(1-P)(1-Q)$$

$$\diamond \forall X.P \stackrel{\text{def}}{=} P[X:=0] \wedge P[X:=1] \quad \exists X.P \stackrel{\text{def}}{=} P[X:=0] \vee P[X:=1]$$

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- ❖  $\forall X_1, \exists X_2, \forall X_3, \exists X_4, \dots, \forall / \exists X_m, G(X_1, X_2, \dots, X_m)$   
                                degree:  $2^m 3k$ , size  $O(2^m k)$



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**exponential:** no problem for Schwartz-Zippel (take  $f(n)$  polynomial  $> m \log_2(3k)$ ),  
but will cause a **size** problem later (solved by Shen's trick, see later)

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# An ABPP game to decide QBF

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- ❖ We first assume that the max degree  $d_{\max}$  of all polynomials we need to handle is **polynomial** (instead of  $2^m 3k$ )...



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$$\forall X_1, \exists X_2, \forall X_3, \exists X_4, \dots, \forall / \exists X_m, G(X_1, X_2, \dots, X_m) = 1$$
by asking Merlin for polynomials representing certain subformulae (~error-correcting codes), and checking them using Schwartz-Zippel



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- ❖ There will be  $m$  rounds
- ❖ Let me explain this with  $m=4$ ...



# An ABPP game to decide QBF

- ❖ At each point of the game, we will have a polynomial expression  $F$  (... with **no** variable) and an **objective** value  $w$ , and Arthur wishes to check whether  $\llbracket F \rrbracket = w$ .
- ❖ Initially,  $F = F_0$ ,  $w = w_0 \stackrel{\text{def}}{=} 1$

$$F_0 \stackrel{\text{def}}{=} \forall X_1, \exists X_2, \forall X_3, \exists X_4, G(X_1, X_2, X_3, X_4)$$

$F_1(X_1)$

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- ❖ Since  $d_{\max}$  is (assumed) polynomial, and  $P_1(X_1)$  is **univariate**,  $P_1(X_1)$  has **polynomial size**

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... admittedly, it is **very** easy for a dishonest Merlin to pass this test

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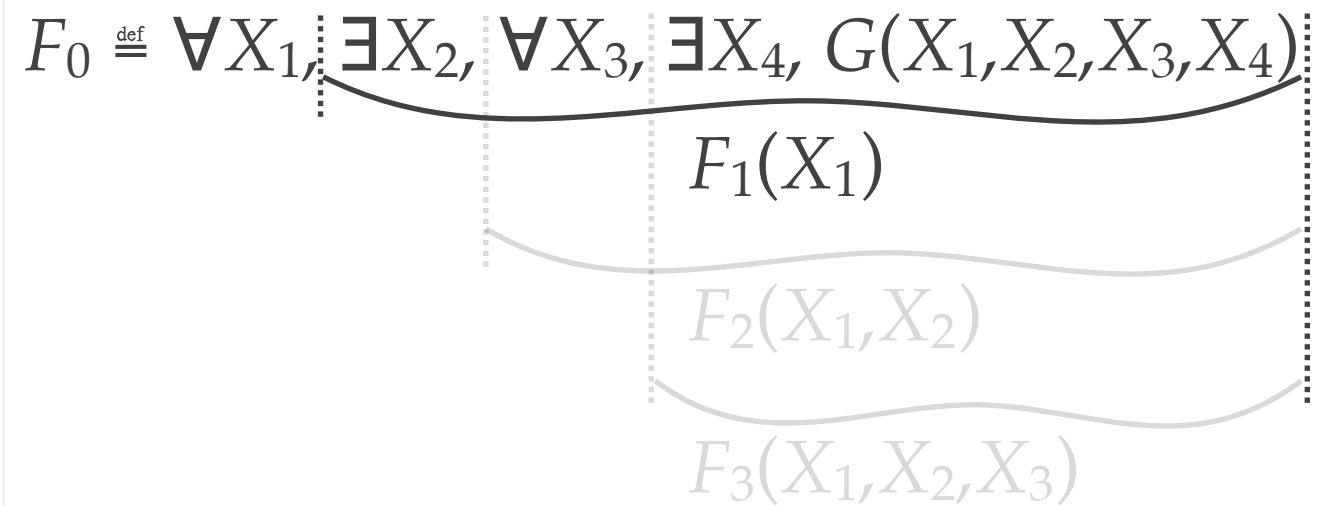
$F_2(X_1, X_2)$

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by Schwartz-Zippel (on one variable), this is a **reliable** test

$$F_0 \stackrel{\text{def}}{=} \forall X_1, \exists X_2, \forall X_3, \exists X_4, G(X_1, X_2, X_3, X_4)$$


The diagram illustrates the nesting of quantifiers in the formula  $F_0$ . Vertical dashed lines mark the positions of  $X_1, X_2, X_3,$  and  $X_4$ . A thick black bracket spans from  $X_1$  to  $X_4$ , labeled  $F_1(X_1)$ . A thinner grey bracket spans from  $X_2$  to  $X_4$ , labeled  $F_2(X_1, X_2)$ . A thin grey bracket spans from  $X_3$  to  $X_4$ , labeled  $F_3(X_1, X_2, X_3)$ .

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$$F_0 \stackrel{\text{def}}{=} \forall X_1, \exists X_2, \forall X_3, \exists X_4, G(X_1, X_2, X_3, X_4)$$

$F_1(X_1)$

$F_2(X_1, X_2)$

$F_3(X_1, X_2, X_3)$

Yes, with  $X_1 := v_1$   
Note that  $P_2(X_2)$  is univariate, too.

# An ABPP game to decide QBF

❖ Now  $F = F_1(v_1)$ ,  $w = w_1 \stackrel{\text{def}}{=} P_1(v_1)$

❖ Merlin gives  $P_2(X_2)$ , claims:

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❖ Arthur checks that

$\llbracket \exists X_2, P_2(X_2) \rrbracket = w_1$  by verifying that  $1 - (1 - P_2(0))(1 - P_2(1)) = w_1$

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Arthur draws  $v_2 \bmod p$  uniformly, and needs to check  $P_2(v_2) = F_2(v_1, v_2)$ ,  
by Schwartz-Zippel (on one variable), this is a **reliable** test

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# An ABPP game to decide QBF

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—  $\llbracket \exists X_2, P_2(X_2) \rrbracket = w_1$

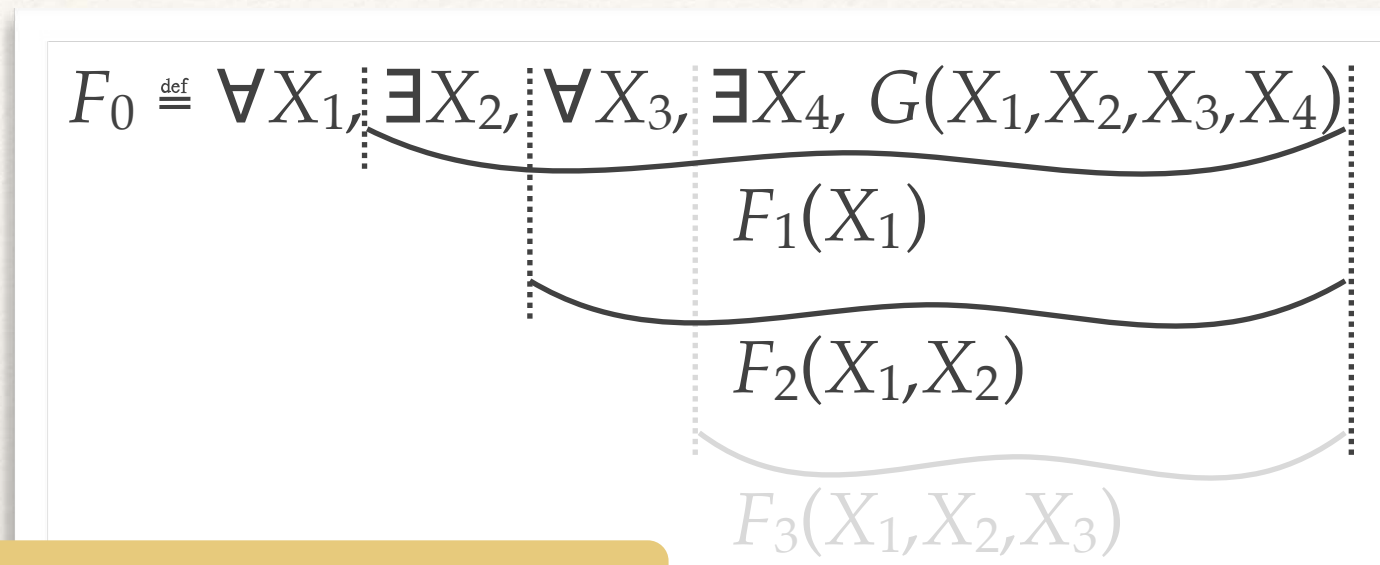
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Yes, with  $X_1 := v_1$

Note that  $P_2(X_2)$  is univariate, too.



# An ABPP game to decide QBF

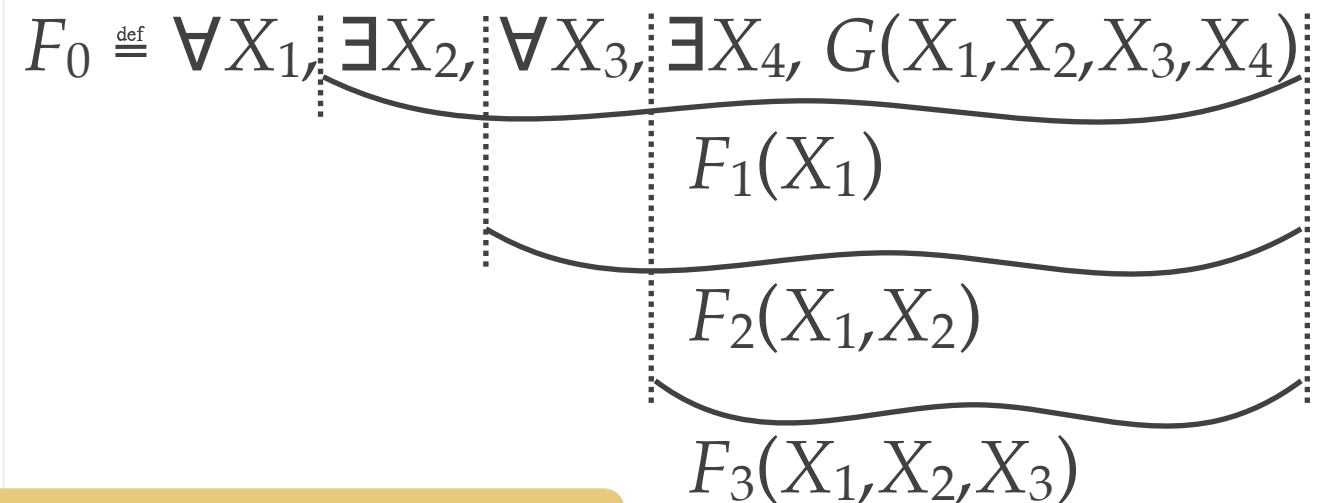
❖ Now  $F = F_2(v_1, v_2)$ ,  $w = w_2 \stackrel{\text{def}}{=} P_2(v_2)$

$$F_0 \stackrel{\text{def}}{=} \forall X_1, \exists X_2, \forall X_3, \exists X_4, G(X_1, X_2, X_3, X_4)$$

The diagram illustrates the decomposition of the quantifier prefix in  $F_0$  into subformulas  $F_1$ ,  $F_2$ , and  $F_3$ . Vertical dotted lines separate the quantifiers  $\forall X_1$ ,  $\exists X_2$ ,  $\forall X_3$ , and  $\exists X_4$ . Wavy lines group the quantifiers into subformulas:  $F_1(X_1)$  (under  $\forall X_1$ ),  $F_2(X_1, X_2)$  (under  $\forall X_1, \exists X_2$ ), and  $F_3(X_1, X_2, X_3)$  (under  $\forall X_1, \exists X_2, \forall X_3$ ).

# An ABPP game to decide QBF

- ❖ Now  $F = F_2(v_1, v_2)$ ,  $w = w_2 \stackrel{\text{def}}{=} P_2(v_2)$
- ❖ Merlin gives  $P_3(X_3)$ , claims:
  - $\llbracket P_3(X_3) \rrbracket = \llbracket F_3(v_1, v_2, X_3) \rrbracket$
  - $\llbracket \forall X_3, P_3(X_3) \rrbracket = w_2$

$$F_0 \stackrel{\text{def}}{=} \forall X_1, \exists X_2, \forall X_3, \exists X_4, G(X_1, X_2, X_3, X_4)$$

$$F_1(X_1)$$
$$F_2(X_1, X_2)$$
$$F_3(X_1, X_2, X_3)$$

Yes, with  $X_1 := v_1$ ,  $X_2 := v_2$   
Note that  $P_3(X_3)$  is univariate, too



# An ABPP game to decide QBF

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❖ Arthur checks that

$\llbracket \forall X_3, P_3(X_3) \rrbracket = w_2$  by verifying that  $P_3(0)P_3(1) = w_2$

$$F_0 \stackrel{\text{def}}{=} \forall X_1, \exists X_2, \forall X_3, \exists X_4, G(X_1, X_2, X_3, X_4)$$
$$F_1(X_1)$$
$$F_2(X_1, X_2)$$
$$F_3(X_1, X_2, X_3)$$

Yes, with  $X_1 := v_1$ ,  $X_2 := v_2$   
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❖ In order to check  $\llbracket P_3(X_3) \rrbracket = \llbracket F_3(v_1, v_2, X_3) \rrbracket$

Arthur draws  $v_3 \bmod p$  uniformly, and will check  $P_3(v_3) = F_3(v_1, v_2, v_3)$ ,  
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$F_1(X_1)$

$F_2(X_1, X_2)$

$F_3(X_1, X_2, X_3)$

Yes, with  $X_1 := v_1, X_2 := v_2$   
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# An ABPP game to decide QBF

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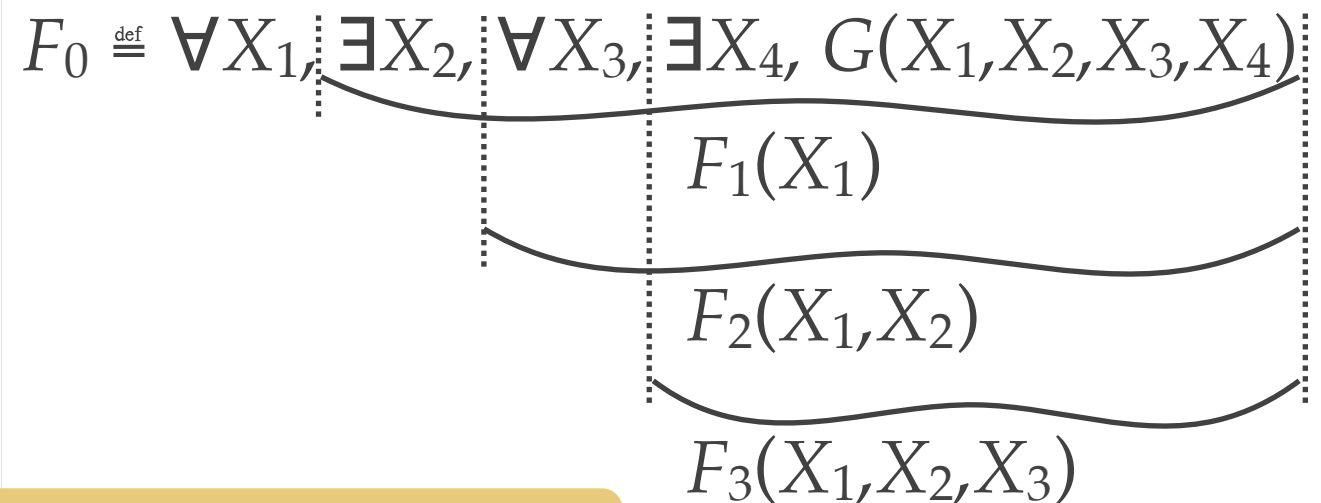
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❖ Now  $F = F_3(v_1, v_2, v_3)$ ,  $w = w_3 \stackrel{\text{def}}{=} P_3(v_3)$



Yes, with  $X_1 := v_1, X_2 := v_2$   
Note that  $P_3(X_3)$  is univariate, too

# An ABPP game to decide QBF

$$F_4(X_1, X_2, X_3, X_4)$$

❖ Now  $F = F_3(v_1, v_2, v_3)$ ,  $w = w_3 \stackrel{\text{def}}{=} P_3(v_3)$

$$F_0 \stackrel{\text{def}}{=} \forall X_1, \exists X_2, \forall X_3, \exists X_4, G(X_1, X_2, X_3, X_4)$$
$$F_1(X_1)$$
$$F_2(X_1, X_2)$$
$$F_3(X_1, X_2, X_3)$$



# An ABPP game to decide QBF

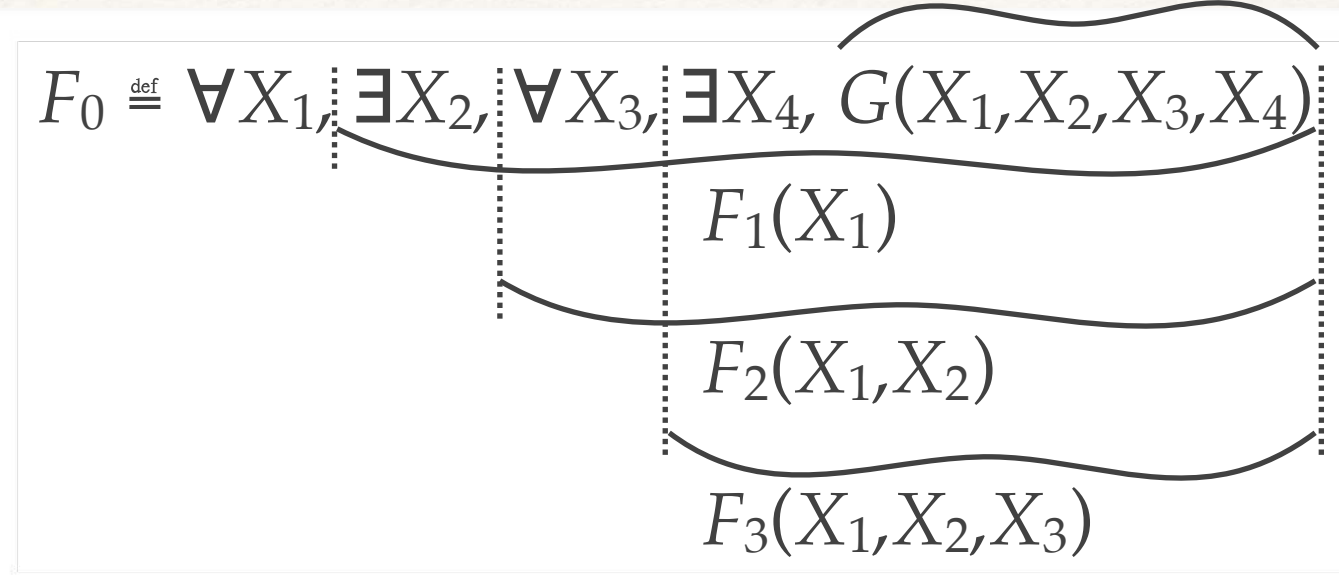
$$F_4(X_1, X_2, X_3, X_4)$$

❖ Now  $F = F_3(v_1, v_2, v_3)$ ,  $w = w_3 \stackrel{\text{def}}{=} P_3(v_3)$

❖ Merlin gives  $P_4(X_4)$ , claims:

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—  $\llbracket \exists X_4, P_4(X_4) \rrbracket = w_3$



# An ABPP game to decide QBF

$$F_4(X_1, X_2, X_3, X_4)$$

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$$F_0 \stackrel{\text{def}}{=} \forall X_1, \exists X_2, \forall X_3, \exists X_4, G(X_1, X_2, X_3, X_4)$$

$$F_1(X_1)$$

$$F_2(X_1, X_2)$$

$$F_3(X_1, X_2, X_3)$$

Yes, with  $X_1 := v_1, X_2 := v_2, X_3 := v_3$   
 Note that  $P_4(X_4)$  is univariate, too



# An ABPP game to decide QBF

$$F_4(X_1, X_2, X_3, X_4)$$

❖ Now  $F = F_3(v_1, v_2, v_3)$ ,  $w = w_3 \stackrel{\text{def}}{=} P_3(v_3)$

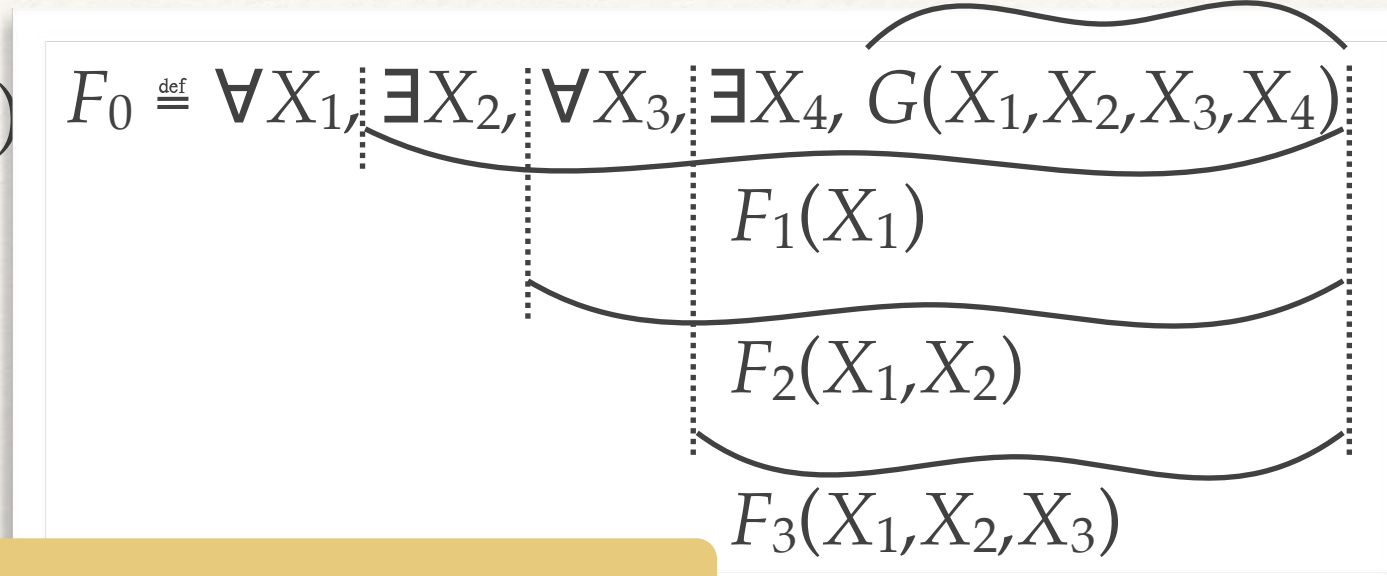
❖ Merlin gives  $P_4(X_4)$ , claims:

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Yes, with  $X_1 := v_1, X_2 := v_2, X_3 := v_3$   
 Note that  $P_4(X_4)$  is univariate, too

# An ABPP game to decide QBF

$$F_4(X_1, X_2, X_3, X_4)$$

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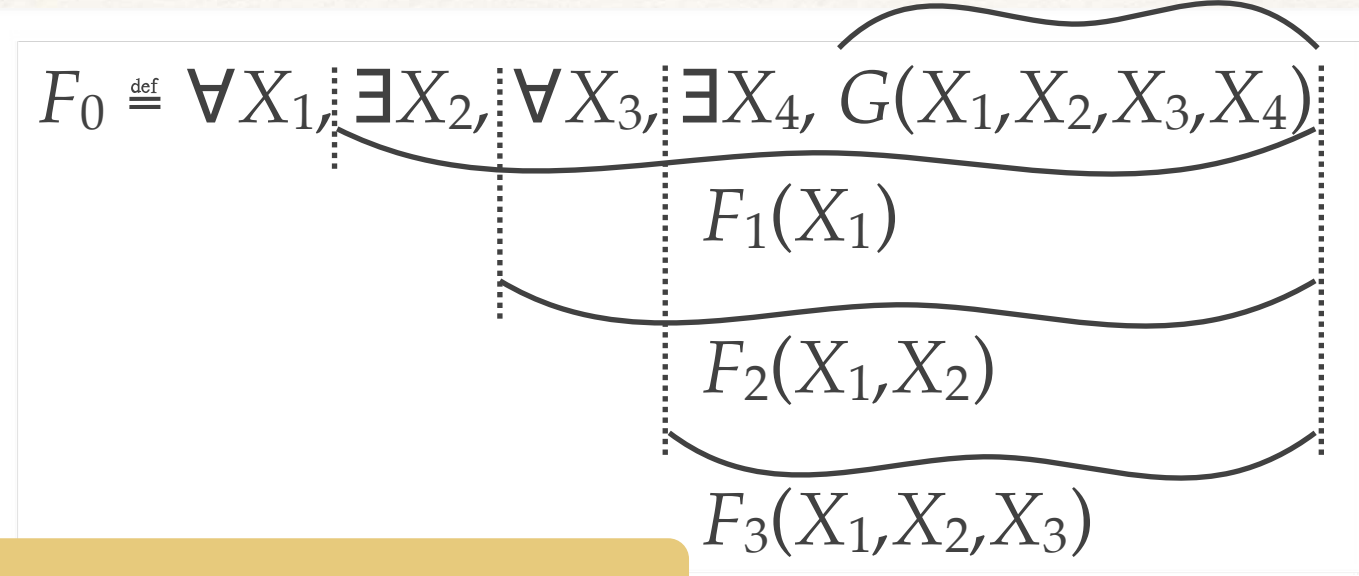
—  $\llbracket \exists X_4, P_4(X_4) \rrbracket = w_3$

❖ Arthur checks that

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❖ In order to check  $\llbracket P_4(X_4) \rrbracket = \llbracket F_4(v_1, v_2, v_3, X_4) \rrbracket$

Arthur draws  $v_4 \bmod p$  uniformly, and will check  $P_4(v_4) = F_4(v_1, v_2, v_3, v_4)$ ,  
by Schwartz-Zippel (on one variable), this is a **reliable** test



Yes, with  $X_1 := v_1, X_2 := v_2, X_3 := v_3$   
Note that  $P_4(X_4)$  is univariate, too



# An ABPP game to decide QBF

$$F_4(X_1, X_2, X_3, X_4)$$

❖ Now  $F = F_3(v_1, v_2, v_3)$ ,  $w = w_3 \stackrel{\text{def}}{=} P_3(v_3)$

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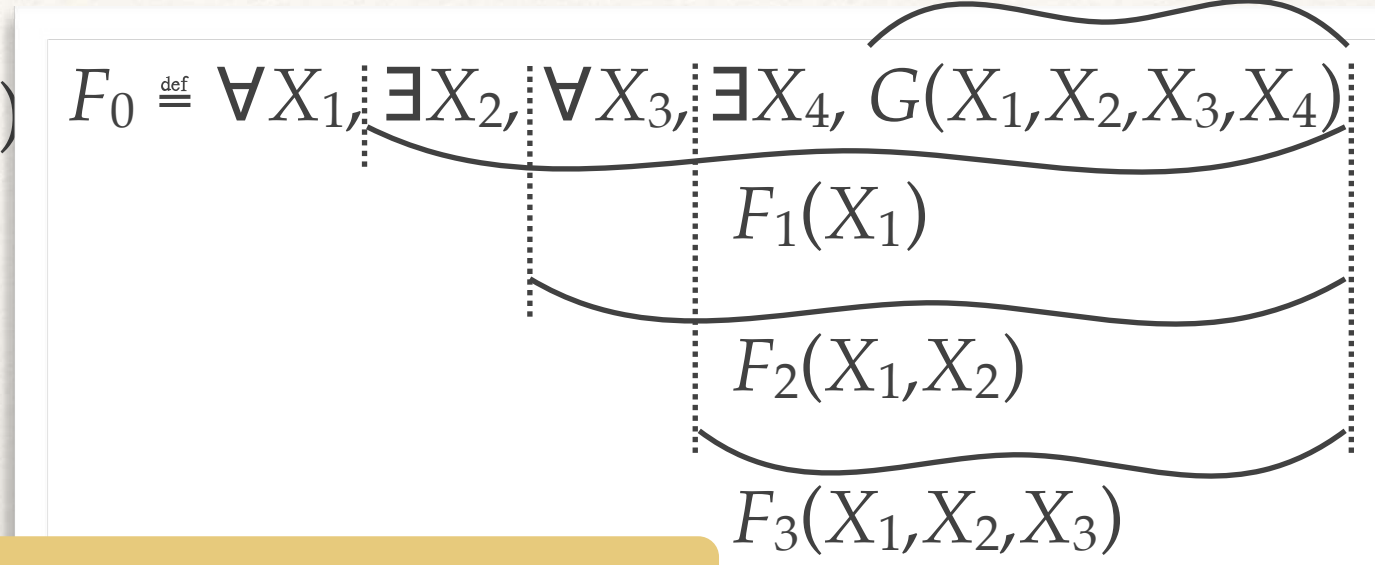
❖ Arthur checks that

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by Schwartz-Zippel (on one variable), this is a **reliable** test

❖ ... and Arthur can do this by himself, since  $F_4 = G$ .  $\square$



Yes, with  $X_1 := v_1, X_2 := v_2, X_3 := v_3$   
Note that  $P_4(X_4)$  is univariate, too

# Error bounds

- ❖ If  $F_0$  is true, then Merlin simply gives the simplified form of  $F_k(v_1, v_2, \dots, v_{k-1}, X_k)$  for  $P_k(X_k)$ , at each turn  $k$
- ❖ Arthur will **always** accept in the end, in that case

$$F_0 \stackrel{\text{def}}{=} \forall X_1, \exists X_2, \forall X_3, \exists X_4, G(X_1, X_2, X_3, X_4)$$

$F_4(X_1, X_2, X_3, X_4)$

The diagram illustrates the simplification of the formula  $F_0$  through successive quantifier elimination. The formula  $F_0$  is defined as  $\forall X_1, \exists X_2, \forall X_3, \exists X_4, G(X_1, X_2, X_3, X_4)$ . The variables  $X_1, X_2, X_3, X_4$  are grouped by vertical dashed lines. Curved lines indicate the elimination of quantifiers to form intermediate formulas  $F_1, F_2, F_3$  and the final formula  $F_4$ .  $F_1(X_1)$  is formed by eliminating  $X_2$  and  $X_3$ .  $F_2(X_1, X_2)$  is formed by eliminating  $X_3$ .  $F_3(X_1, X_2, X_3)$  is formed by eliminating  $X_4$ .  $F_4(X_1, X_2, X_3, X_4)$  is the original formula  $G$ .



# Error bounds

- ❖ If  $F_0$  is false, how can Merlin play (i.e., cheat) so as to force Arthur to eventually accept?

$$F_0 \stackrel{\text{def}}{=} \forall X_1, \exists X_2, \forall X_3, \exists X_4, G(X_1, X_2, X_3, X_4)$$

$F_4(X_1, X_2, X_3, X_4)$

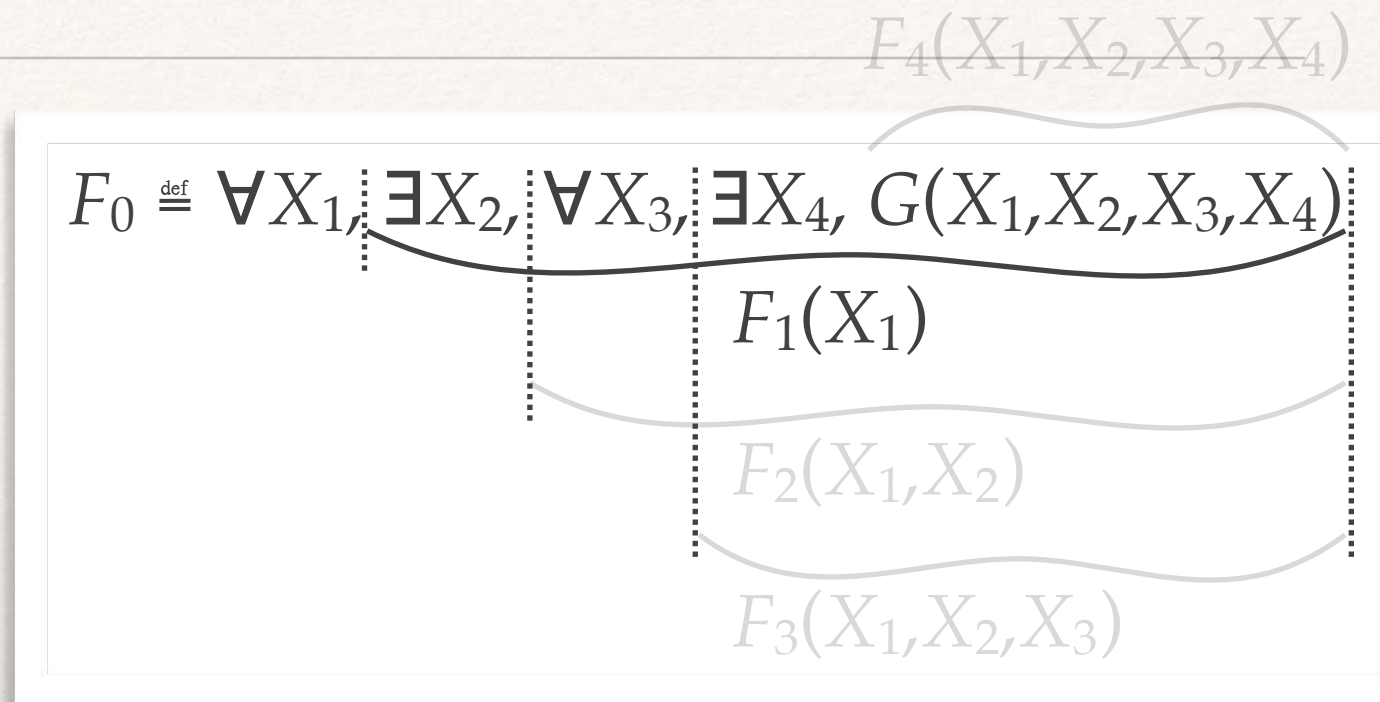
$F_1(X_1)$

$F_2(X_1, X_2)$

$F_3(X_1, X_2, X_3)$

# Error bounds

- ❖ If  $F_0$  is false, how can Merlin play (i.e., cheat) so as to force Arthur to eventually accept?

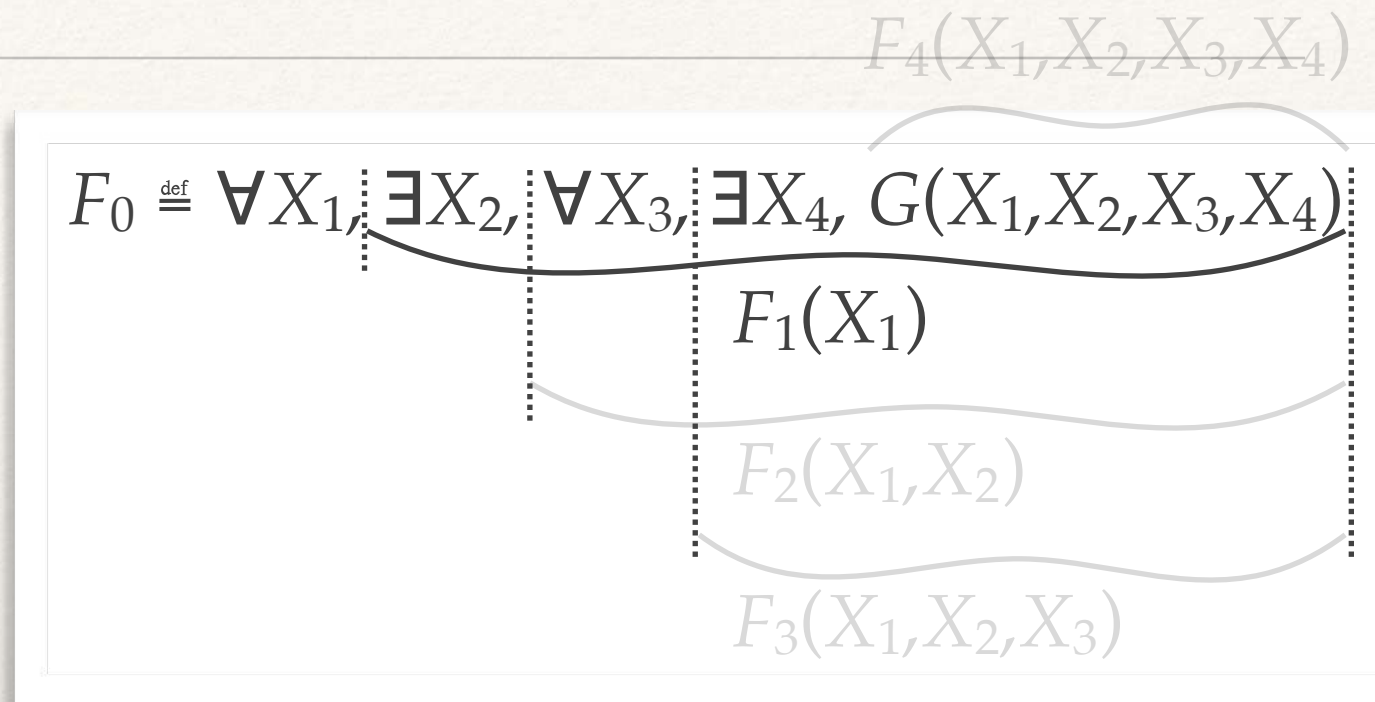


- ❖ **Round 1:**  $P_1(X_1) \neq F_1(X_1)$  [as polynomials]  
since  $\llbracket \forall X_1, P_1(X_1) \rrbracket = 1$  (Arthur checks  $\llbracket \forall X_1, P_1(X_1) \rrbracket = w_0$ , where  $w_0 = 1$ )  
but  $\llbracket \forall X_1, F_1(X_1) \rrbracket = \llbracket F_0 \rrbracket = 0$



# Error bounds

- ❖ If  $F_0$  is false, how can Merlin play (i.e., cheat) so as to force Arthur to eventually accept?

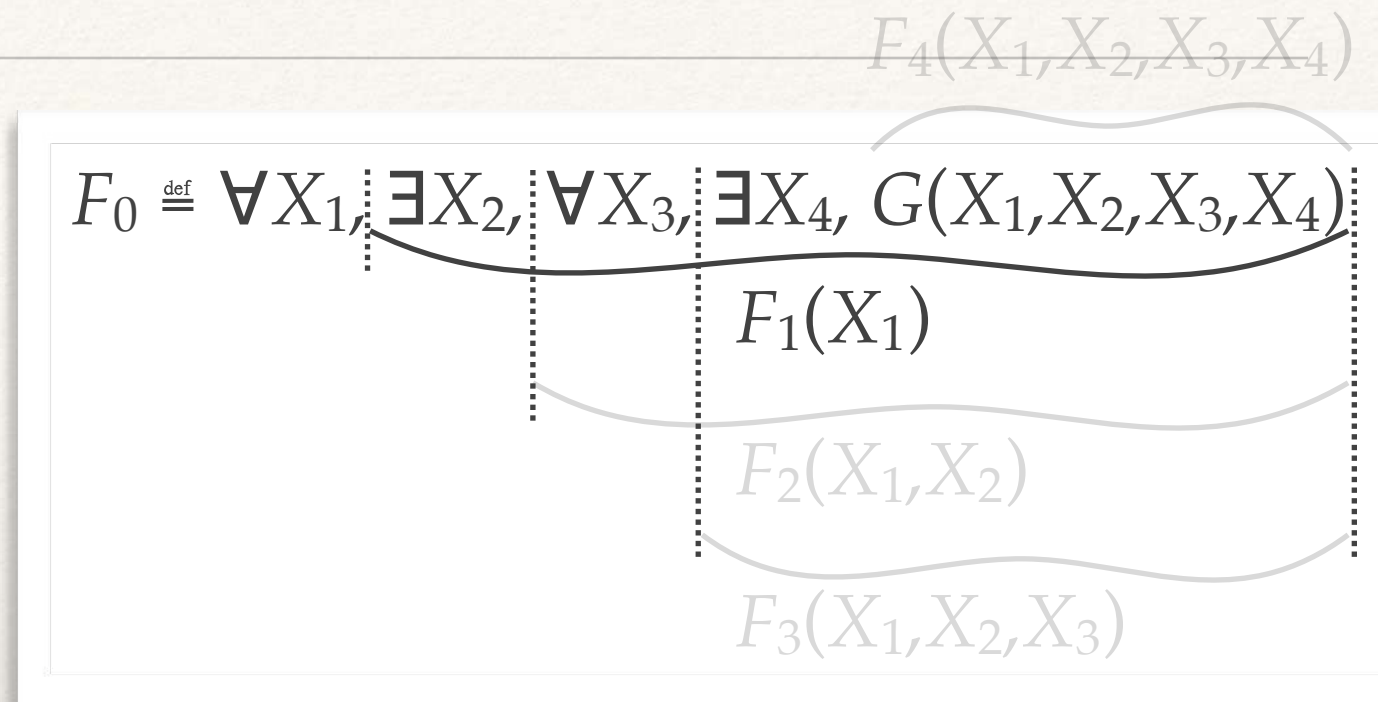


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 but  $\llbracket \forall X_1, F_1(X_1) \rrbracket = \llbracket F_0 \rrbracket = 0$
- ❖ With prob.  $\leq d_{\max}/p$  over  $v_1$   
 (Schwartz-Zippel),  $P_1(v_1) = F_1(v_1)$

$$\begin{array}{c}
 \frac{d_{\max}}{p} \quad \frac{1-d_{\max}}{p} \\
 \diagdown \quad \diagup \\
 P_1(v_1) = F_1(v_1)
 \end{array}$$

# Error bounds

- ❖ If  $F_0$  is false, how can Merlin play (i.e., cheat) so as to force Arthur to eventually accept?



- ❖ **Round 1:**  $P_1(X_1) \neq F_1(X_1)$  [as polynomials]  
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- ❖ With prob.  $\leq d_{\max}/p$  over  $v_1$   
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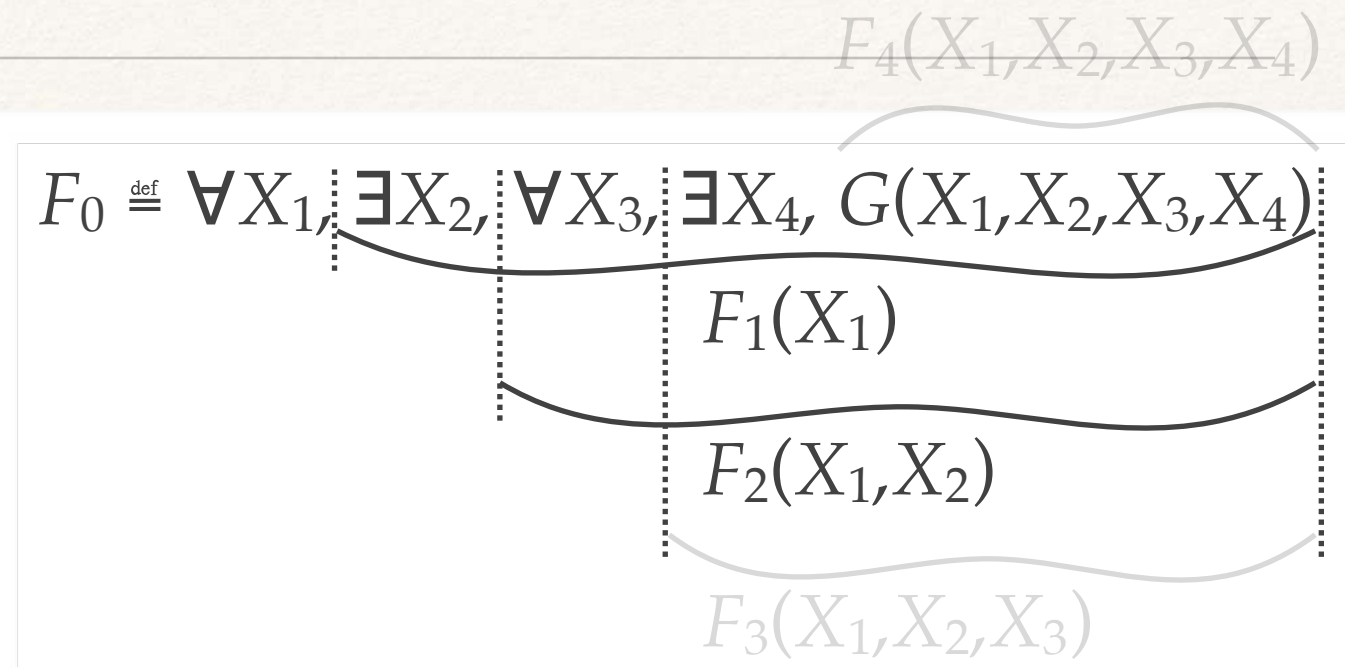
- ❖ Otherwise,  $F_1(v_1) \neq w_1$ , where  $w_1 \stackrel{\text{def}}{=} P_1(v_1)$ , so...

$$\begin{array}{c}
 \cancel{d_{\max}/p} \quad \cancel{1-d_{\max}/p} \\
 P_1(v_1) = F_1(v_1)
 \end{array}$$



# Error bounds

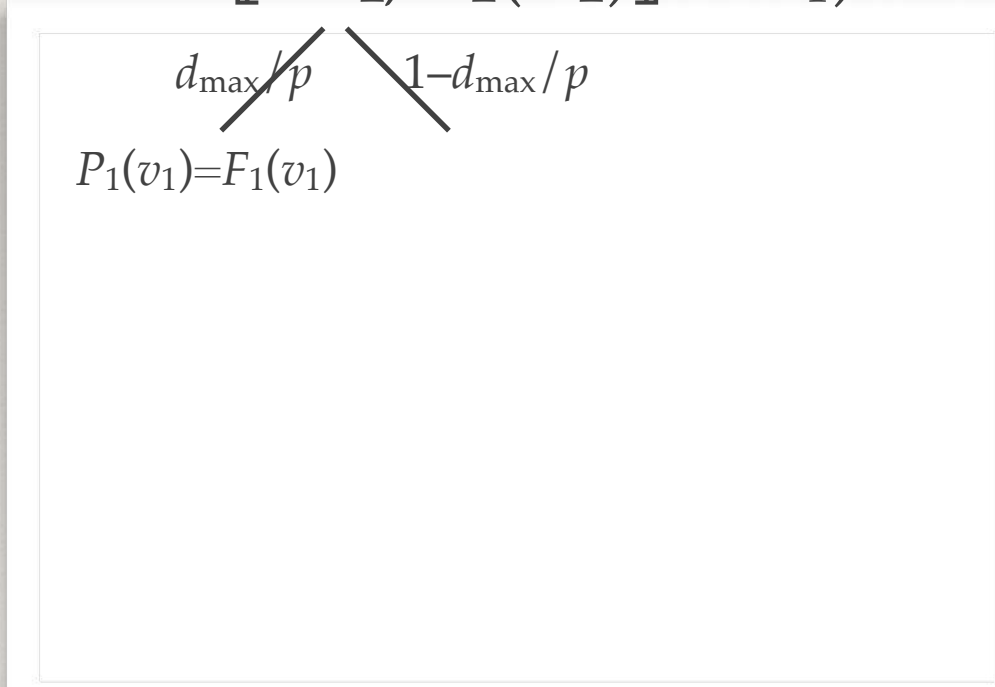
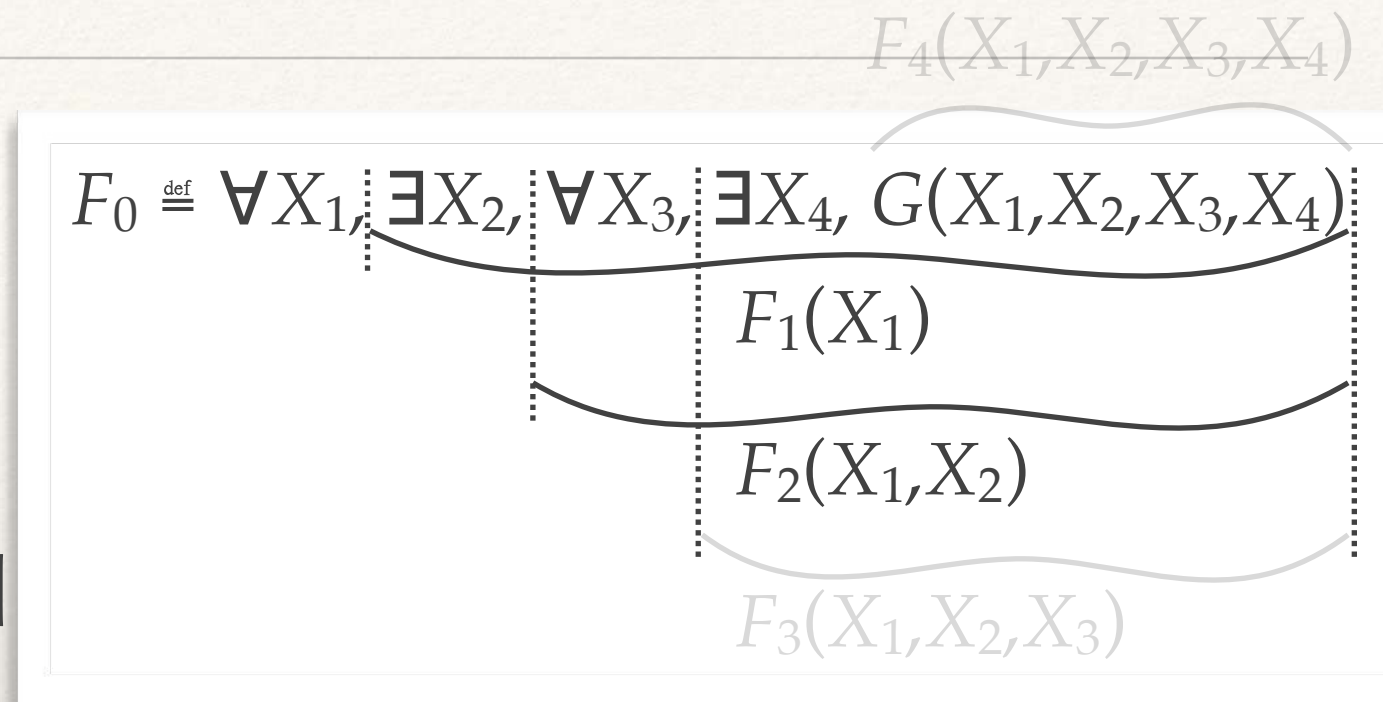
- ❖ If  $F_0$  is false, how can Merlin play so as to force Arthur to eventually accept?
- ❖ Recap: now  $F_1(v_1) \neq w_1$  [ $w_1 \stackrel{\text{def}}{=} P_1(v_1)$ ]



$$\begin{array}{c}
 \cancel{d_{\max}/p} \quad \cancel{1-d_{\max}/p} \\
 P_1(v_1) = F_1(v_1)
 \end{array}$$

# Error bounds

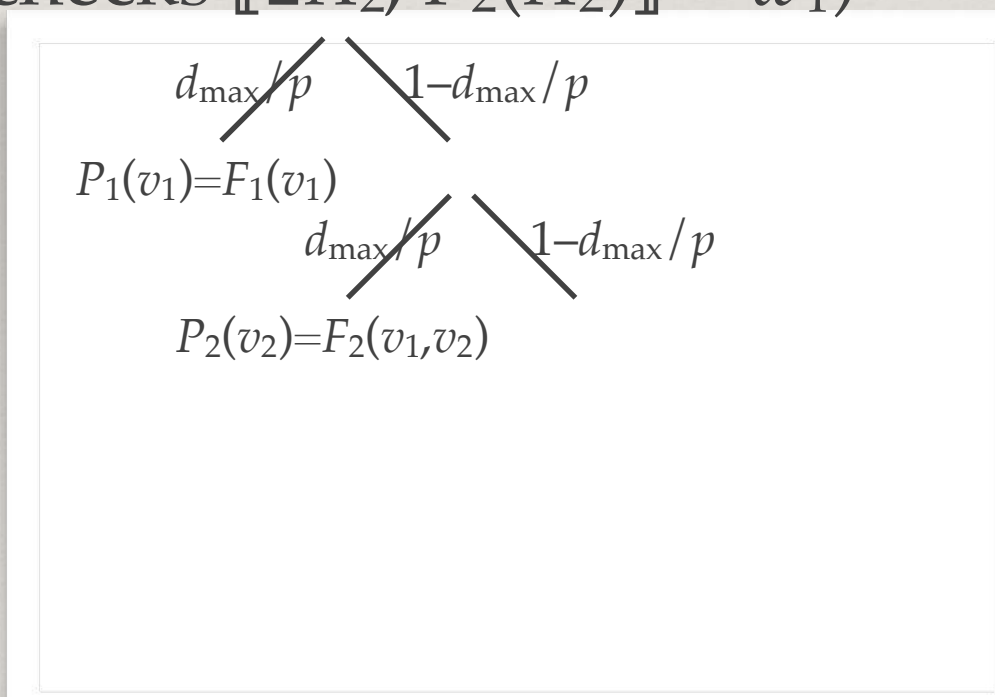
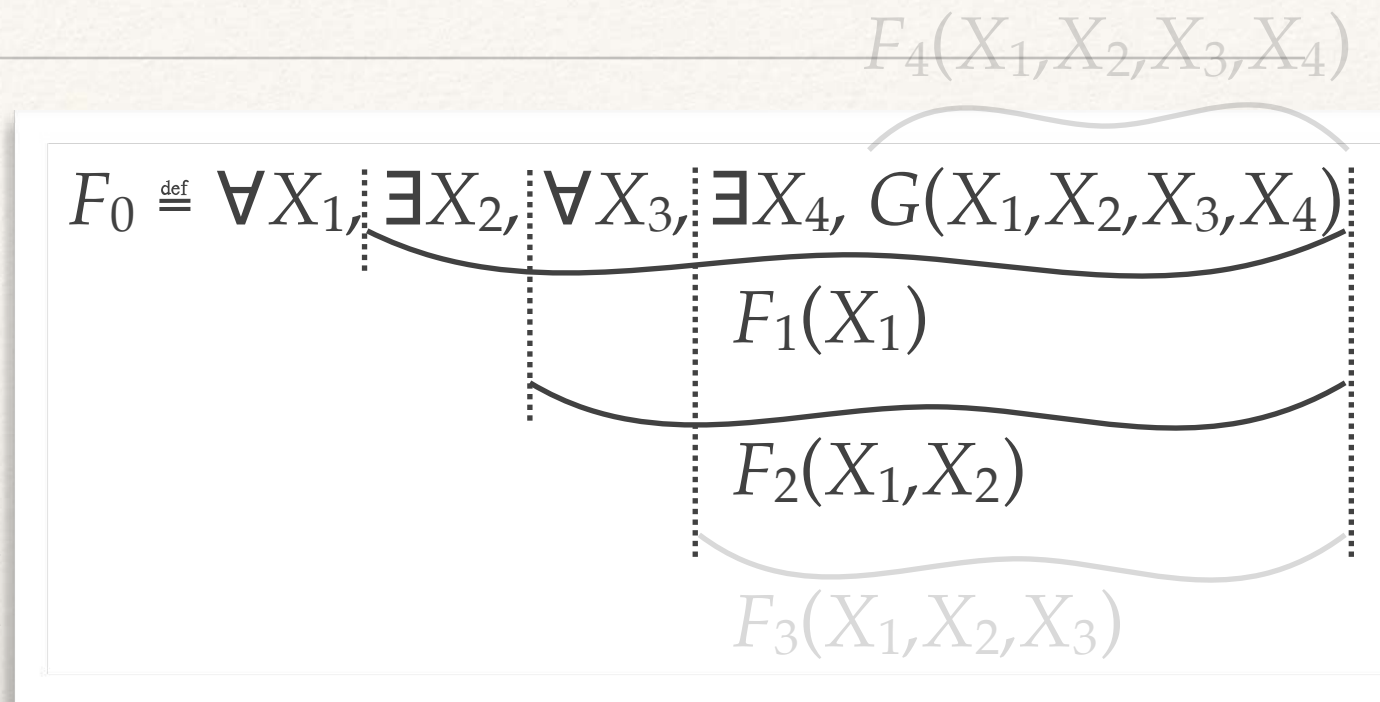
- ❖ If  $F_0$  is false, how can Merlin play so as to force Arthur to eventually accept?
- ❖ Recap: now  $F_1(v_1) \neq w_1$  [ $w_1 \stackrel{\text{def}}{=} P_1(v_1)$ ]
- ❖ **Round 2:**  $P_2(X_2) \neq F_2(v_1, X_2)$  [as polynomials]  
 since  $\llbracket \exists X_2, P_2(X_2) \rrbracket = w_1$  (since Arthur checks  $\llbracket \exists X_2, P_2(X_2) \rrbracket = w_1$ )  
 but  $\llbracket \exists X_2, F_2(v_1, X_2) \rrbracket = F_1(v_1) \neq w_1$





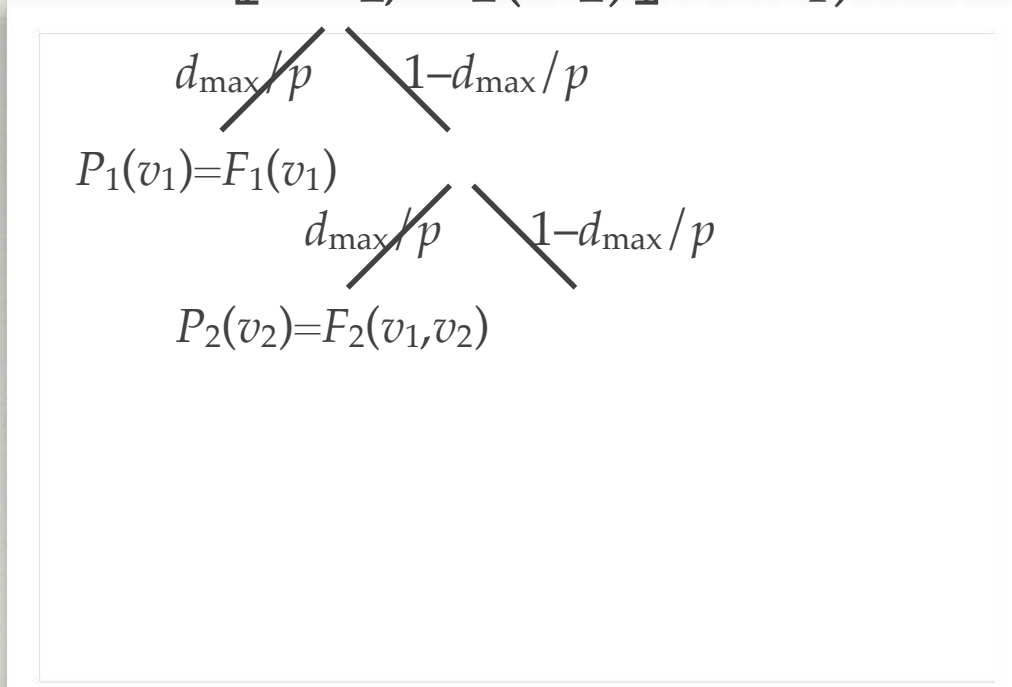
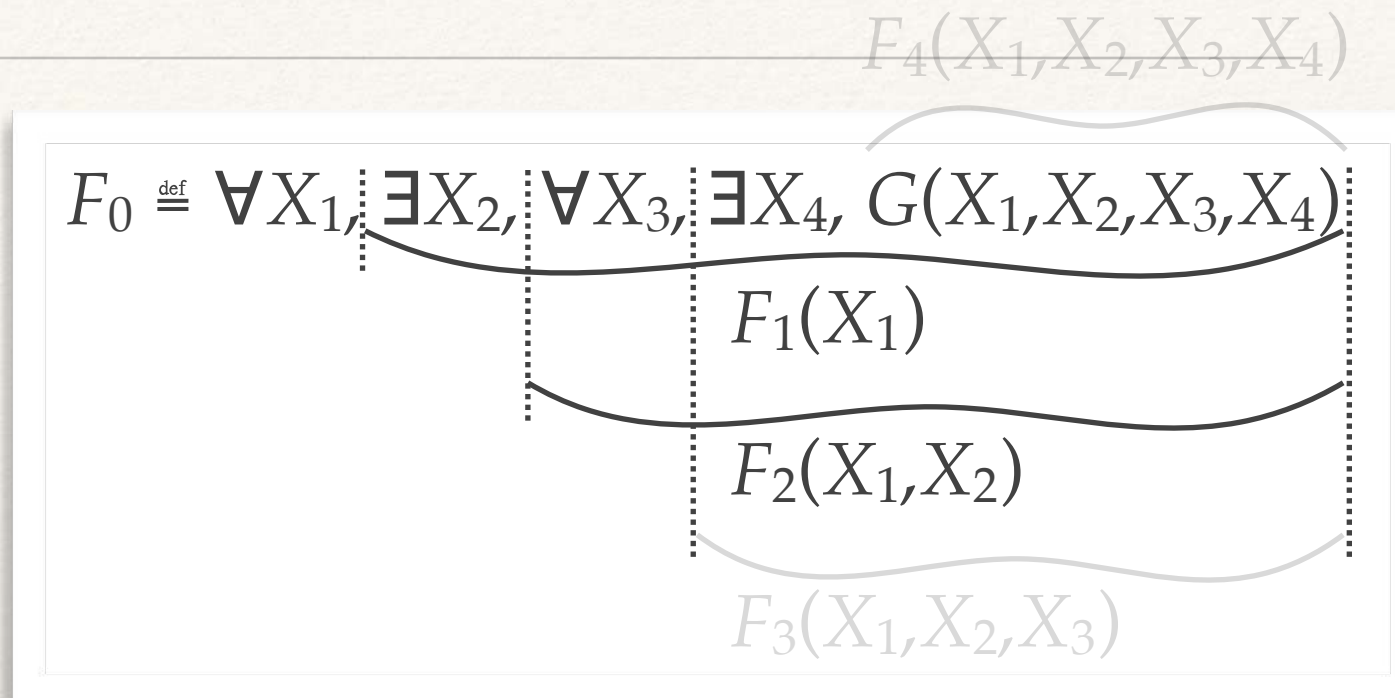
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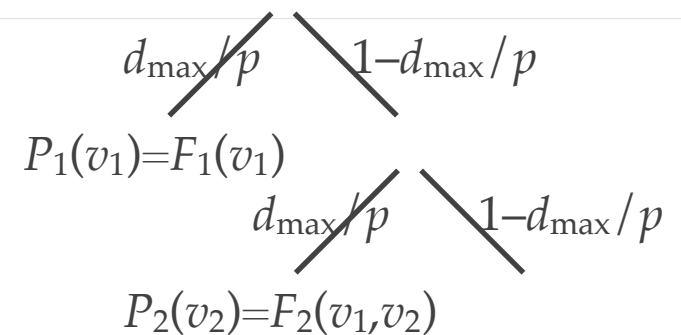
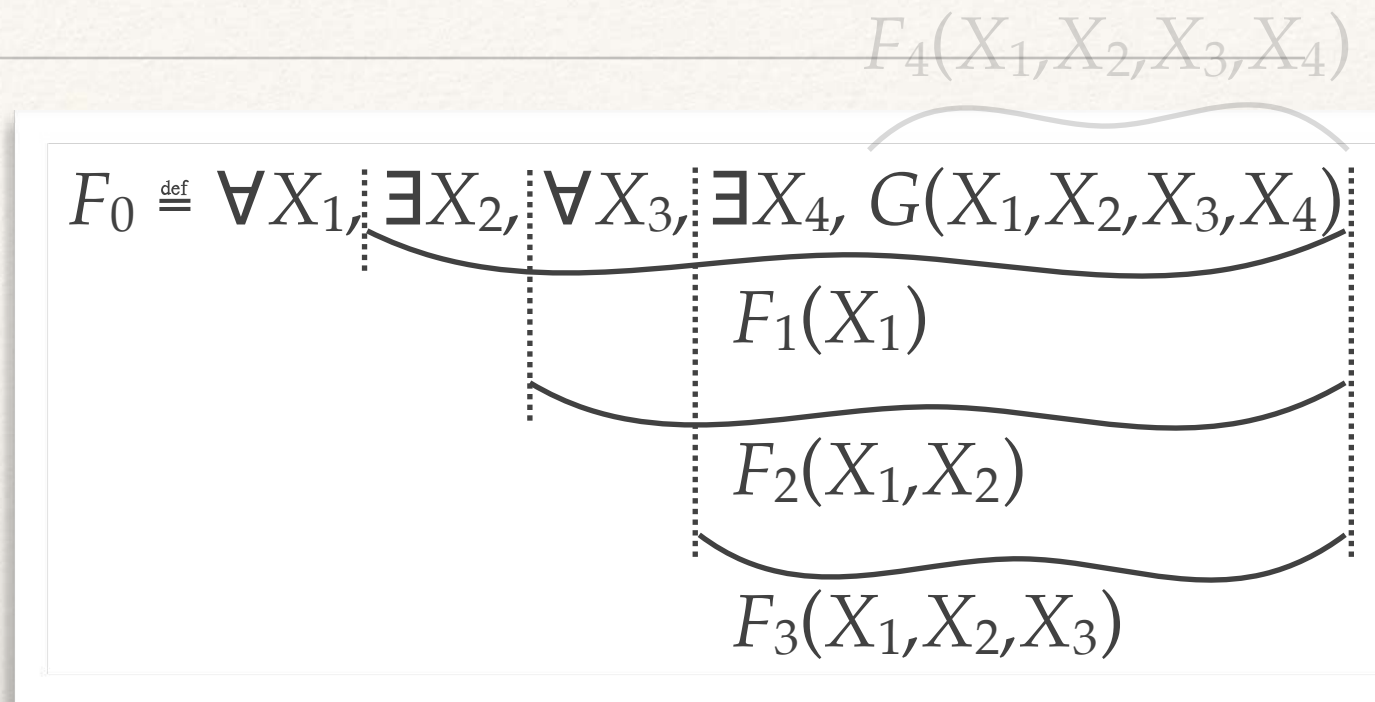
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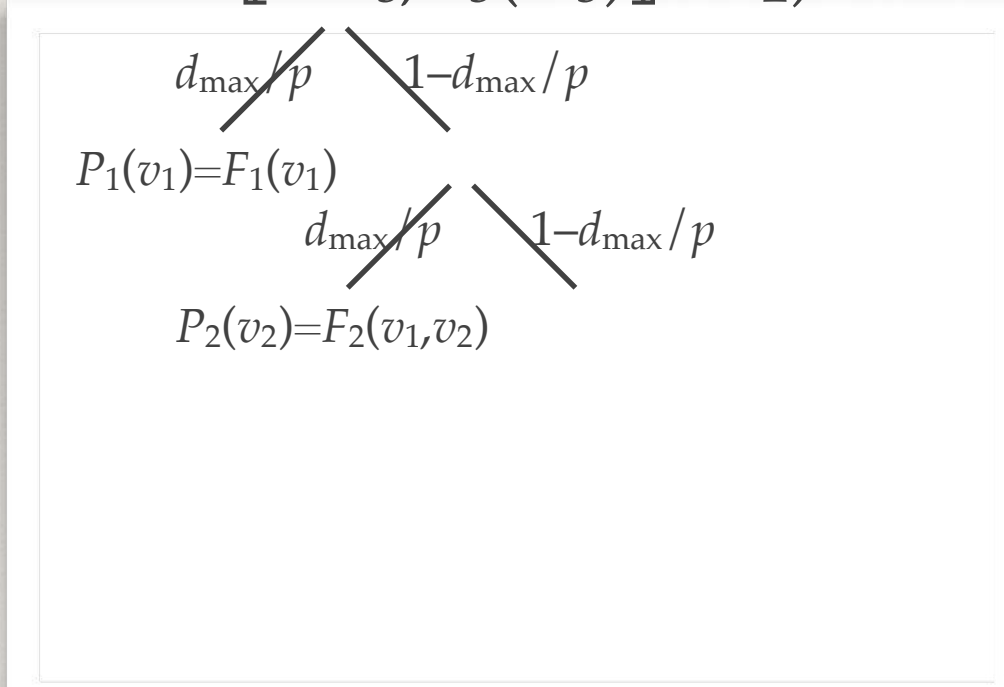
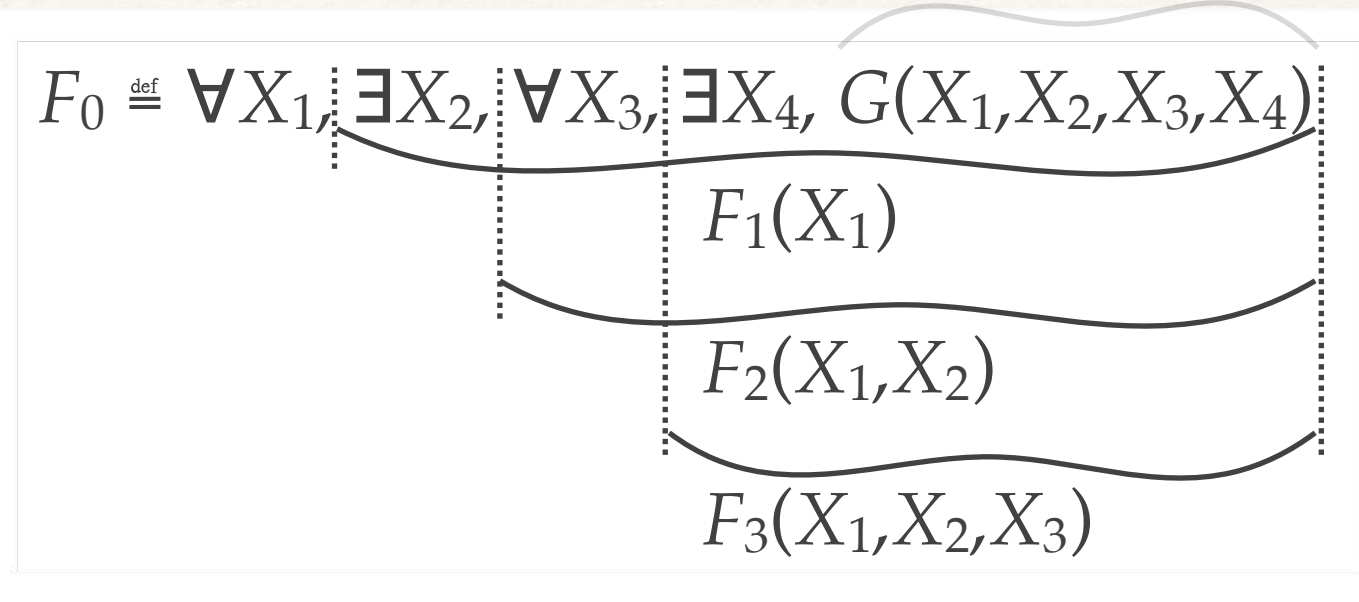
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# Error bounds

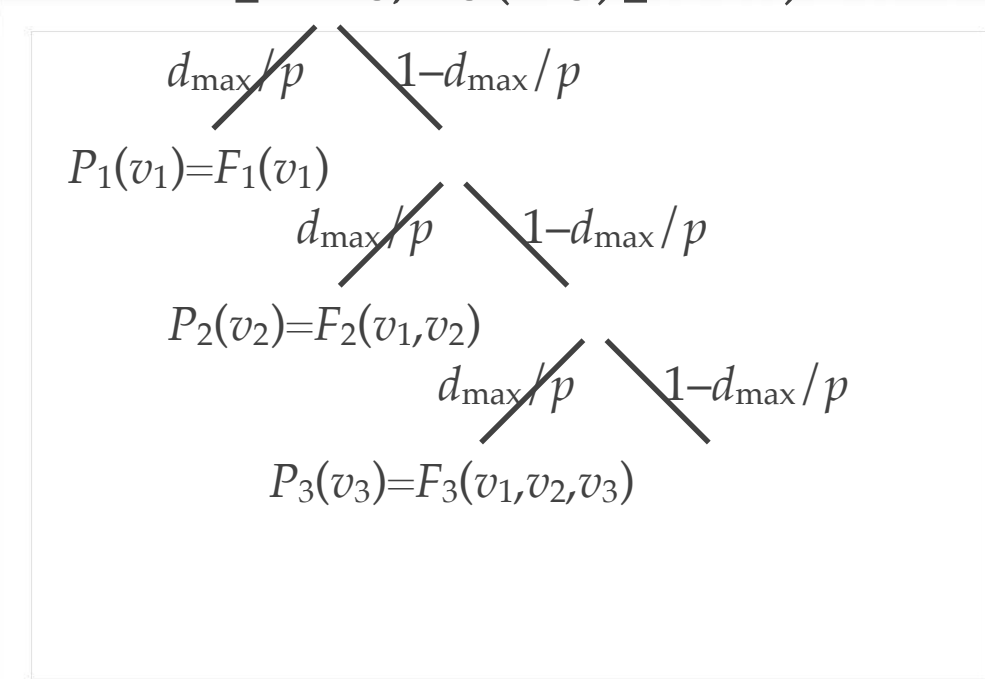
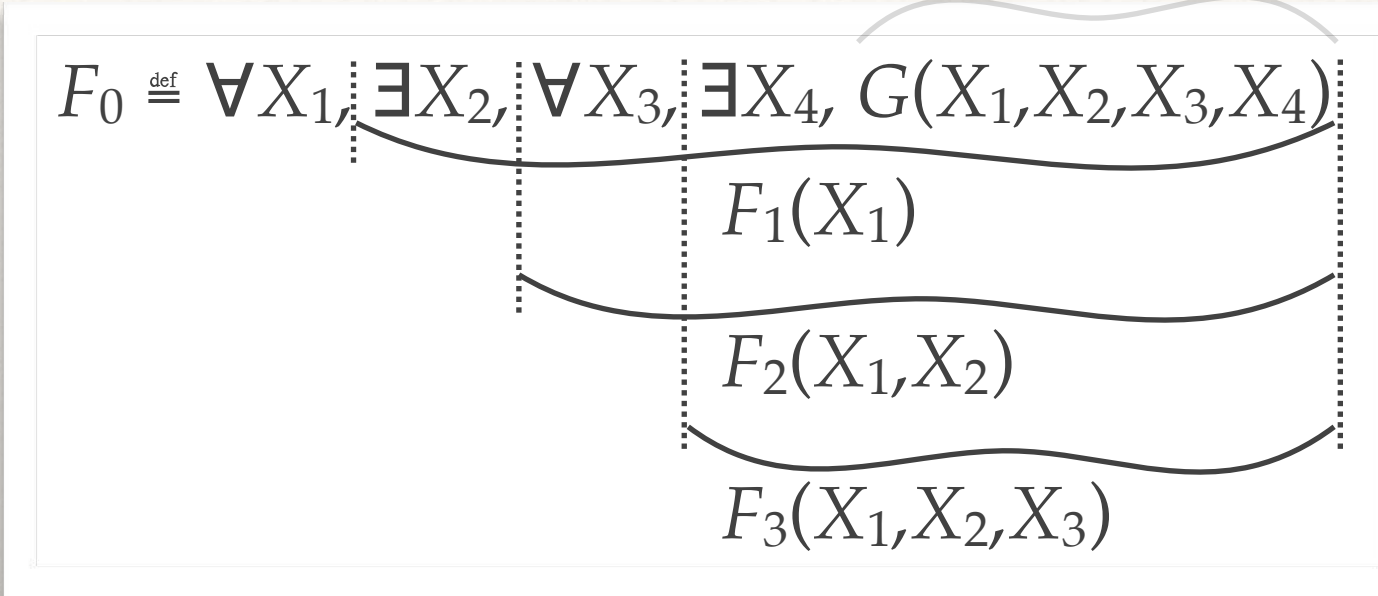
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# Error bounds

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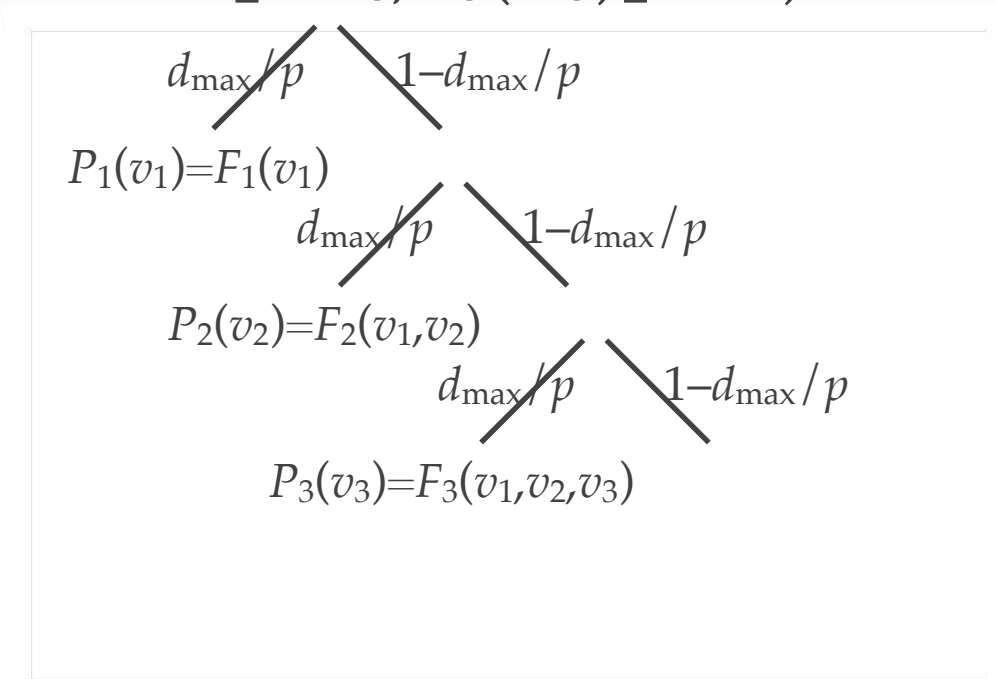
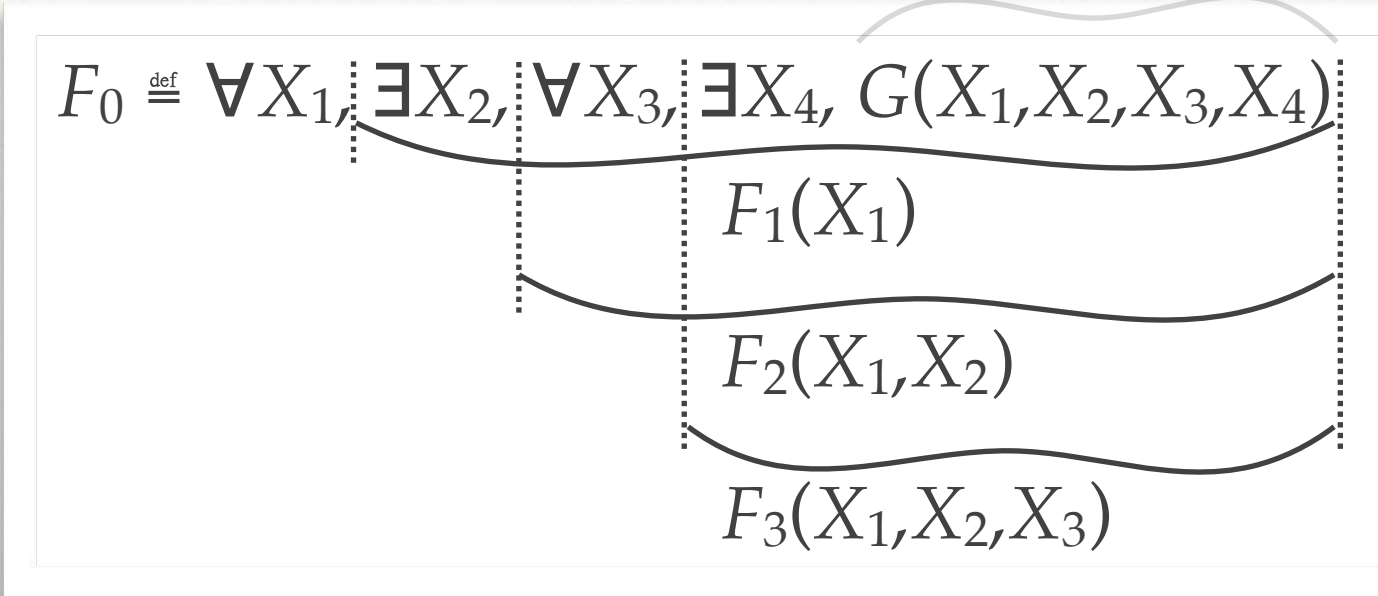
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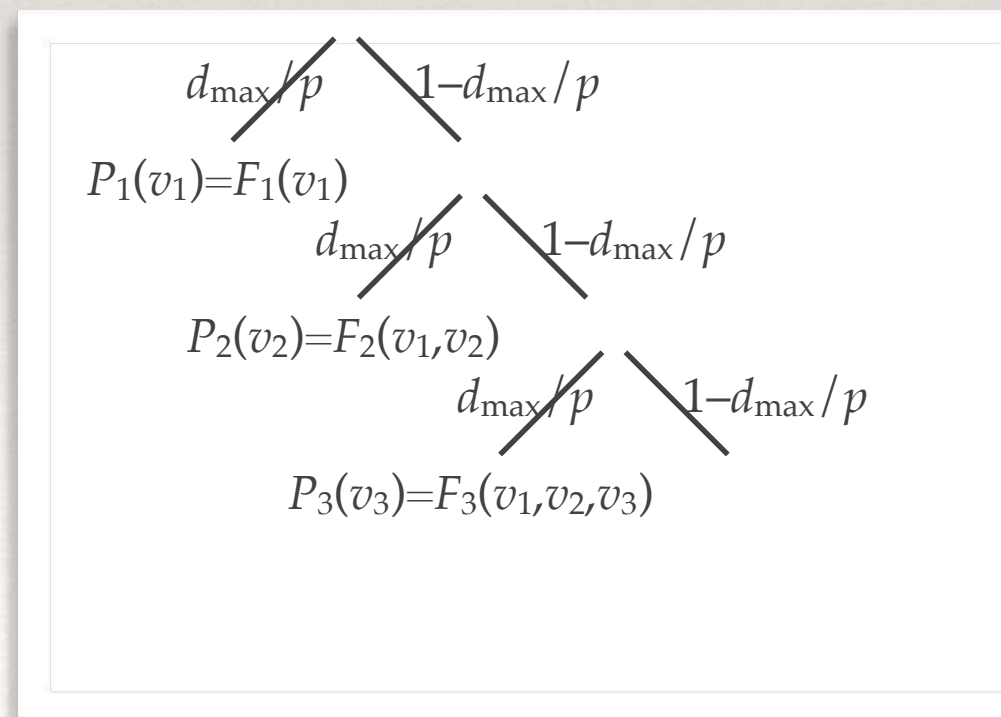
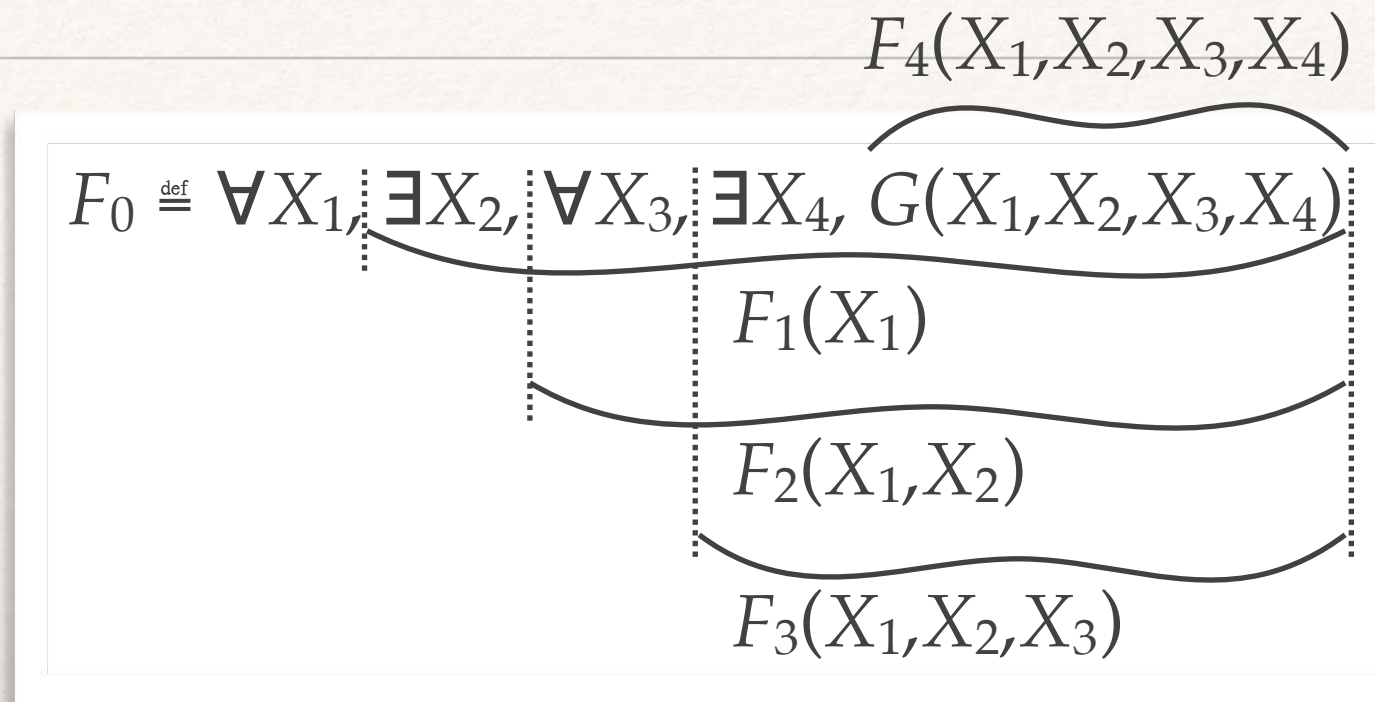
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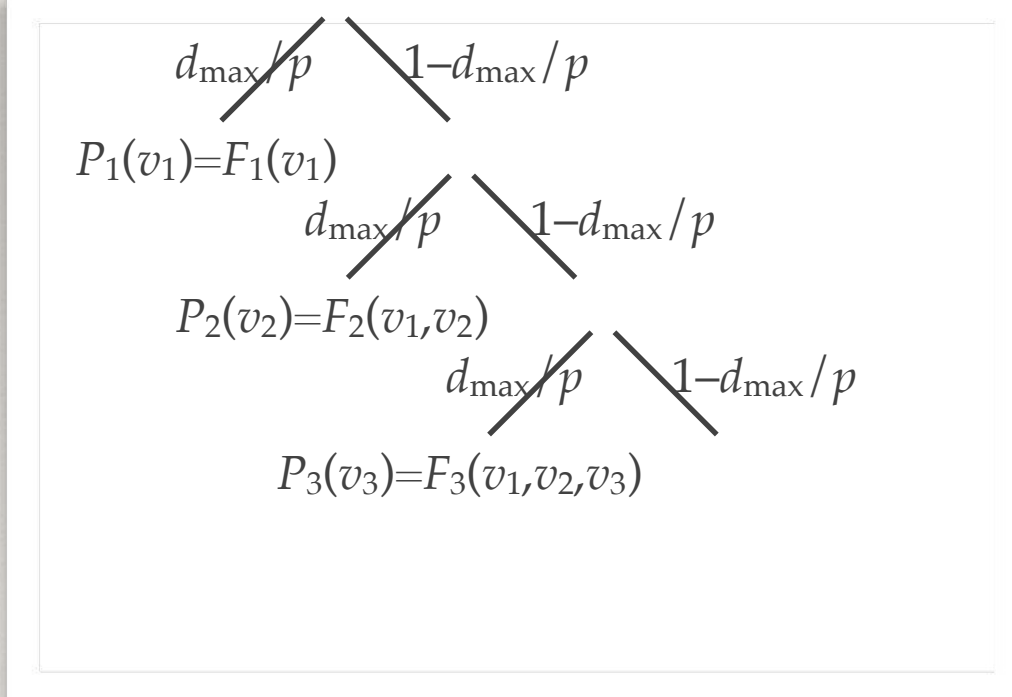
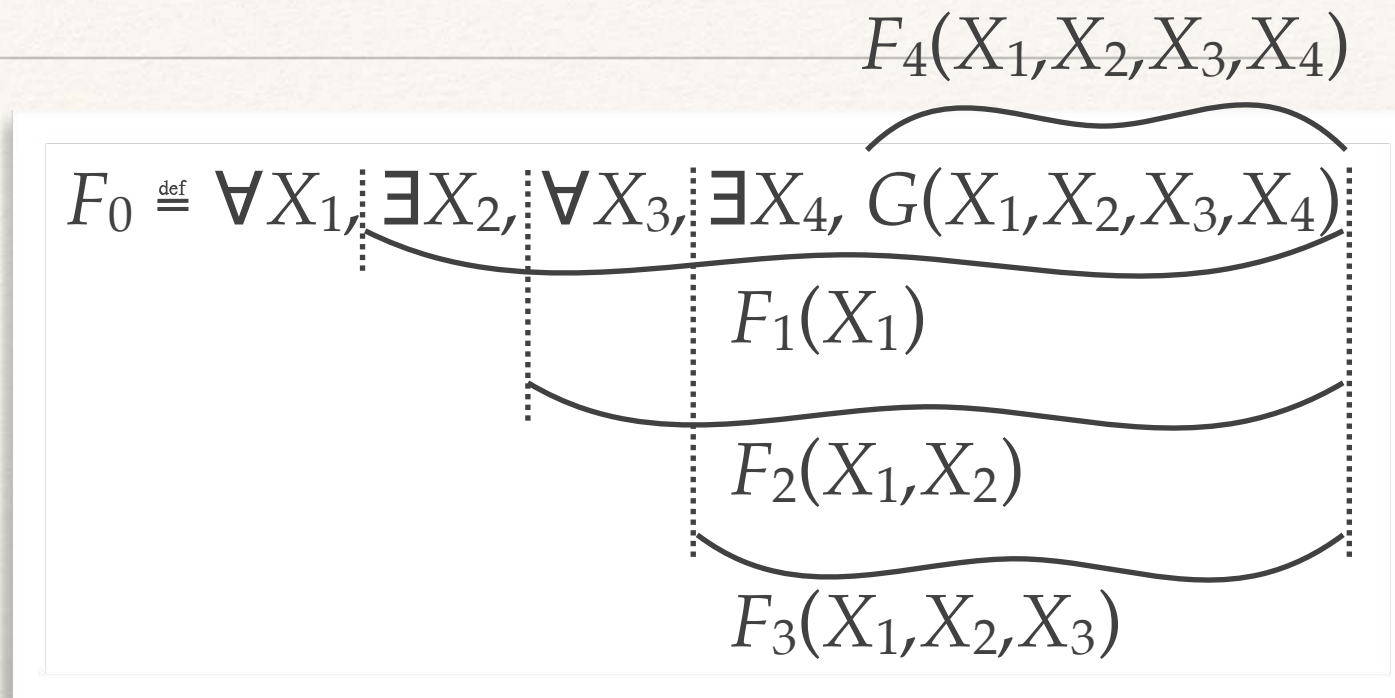
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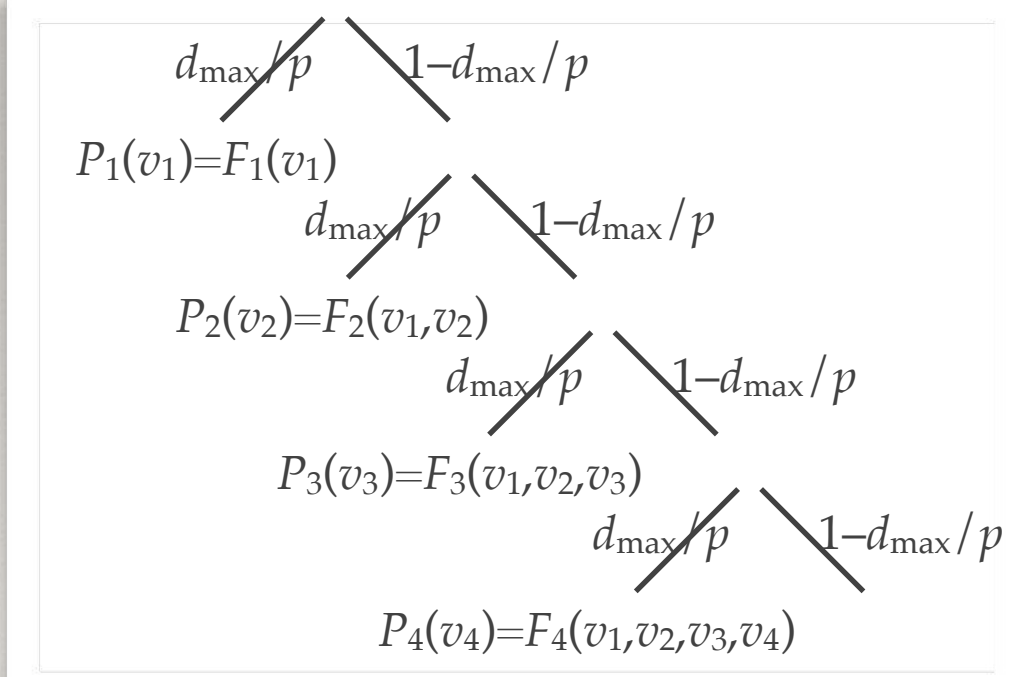
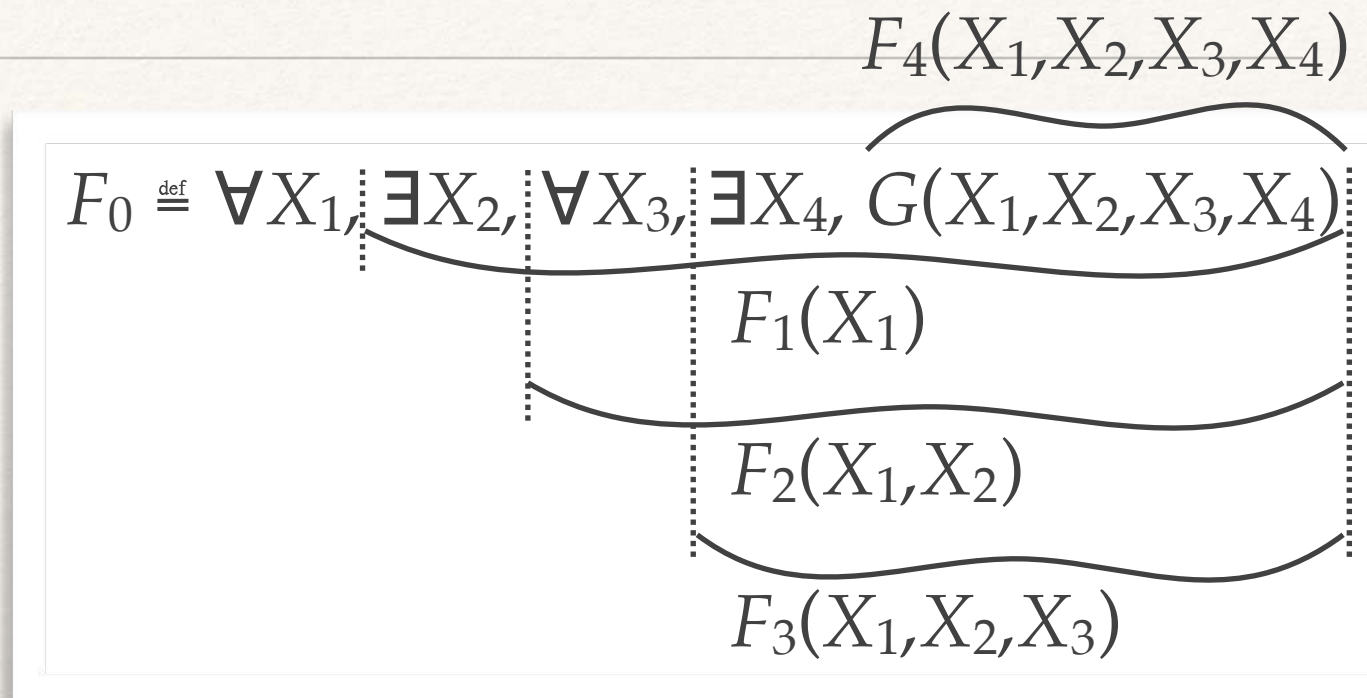
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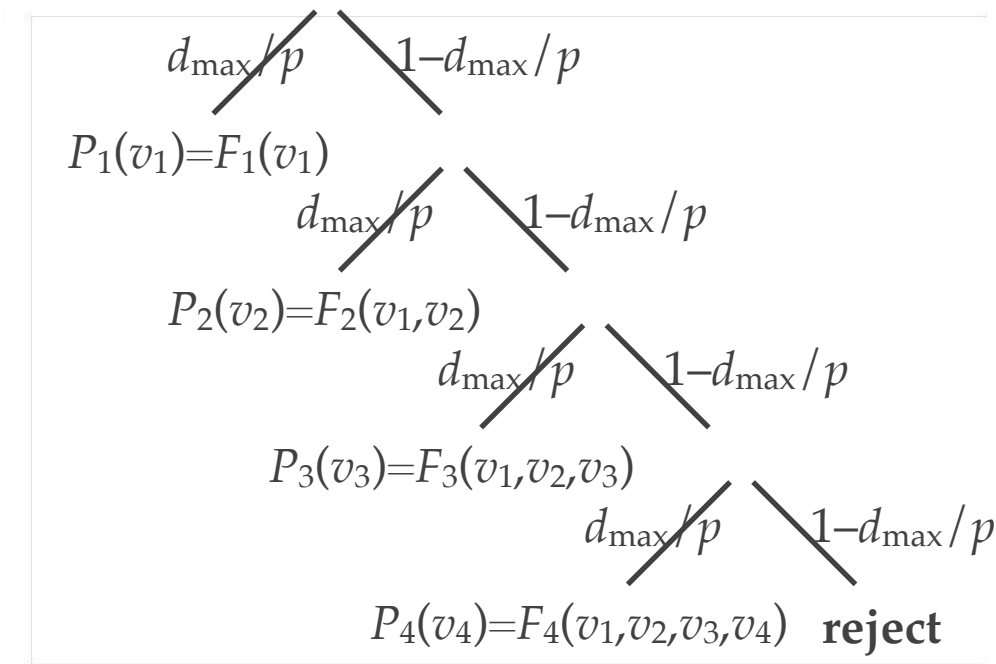
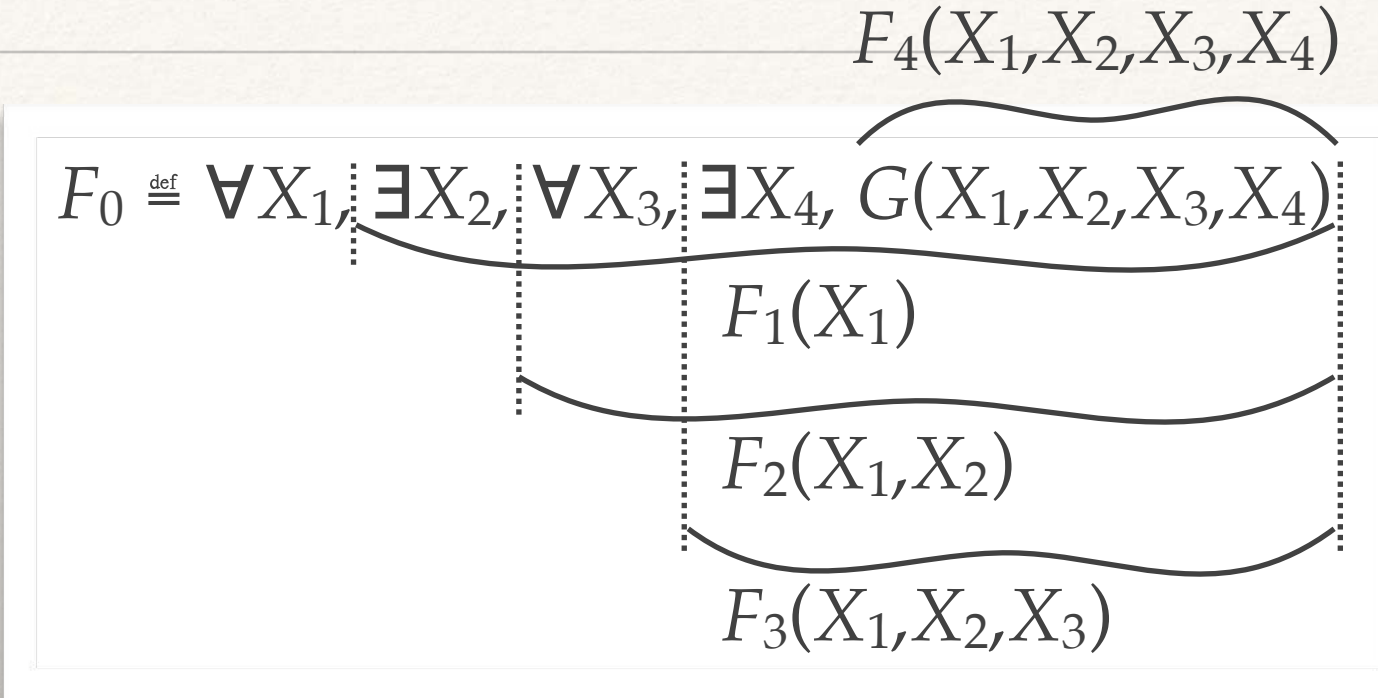
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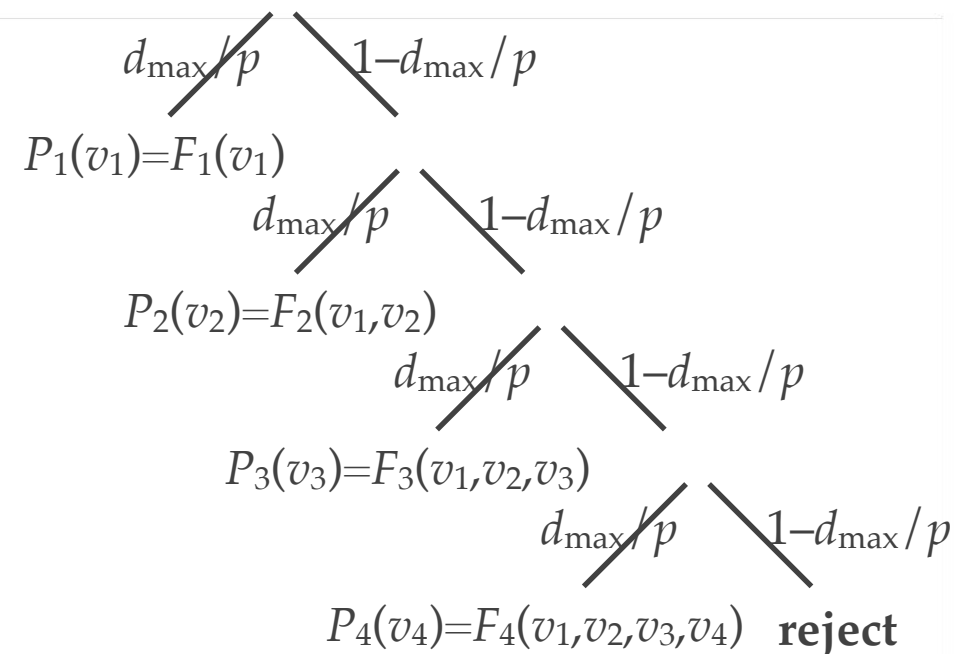
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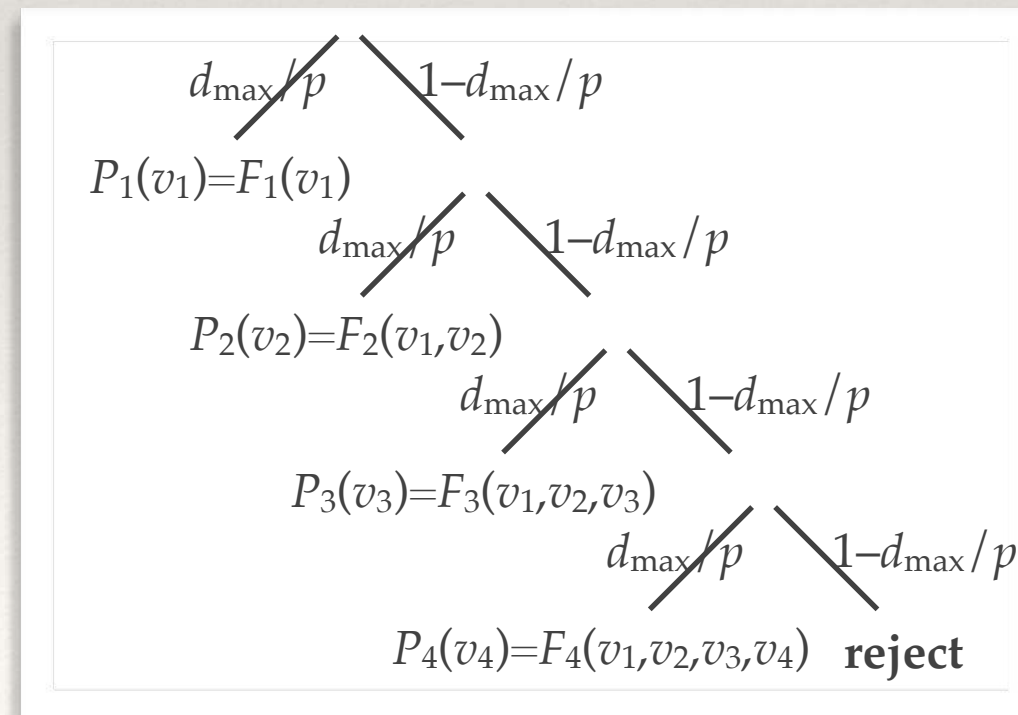
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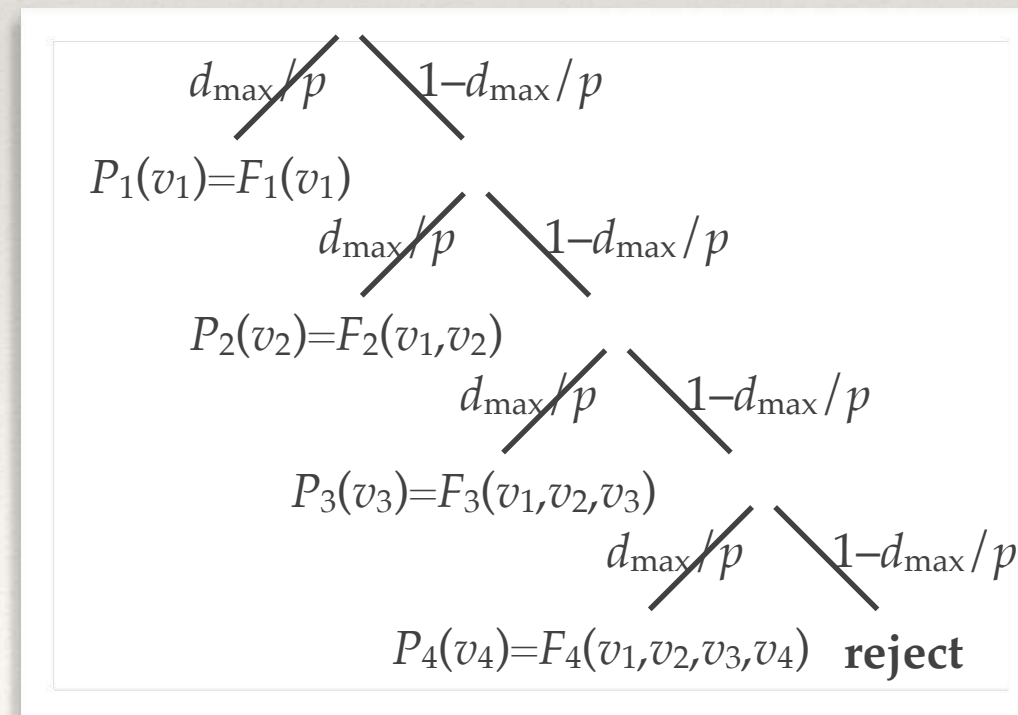
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- ❖ But all that works in poly time only if  $d_{\max}$  is polynomial in  $n$ ...



Shen's trick



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# Shen's trick: degree reduction

---

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❖ ... but the degree of  $\underline{R}X, P(X)$  is **at most one** (in  $X$ )

---

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- ❖ That has now  $m+m(m+1)/2$  quantifiers instead of  $m$  (polynomial)



---

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# Testing $\underline{R}$ probabilistically

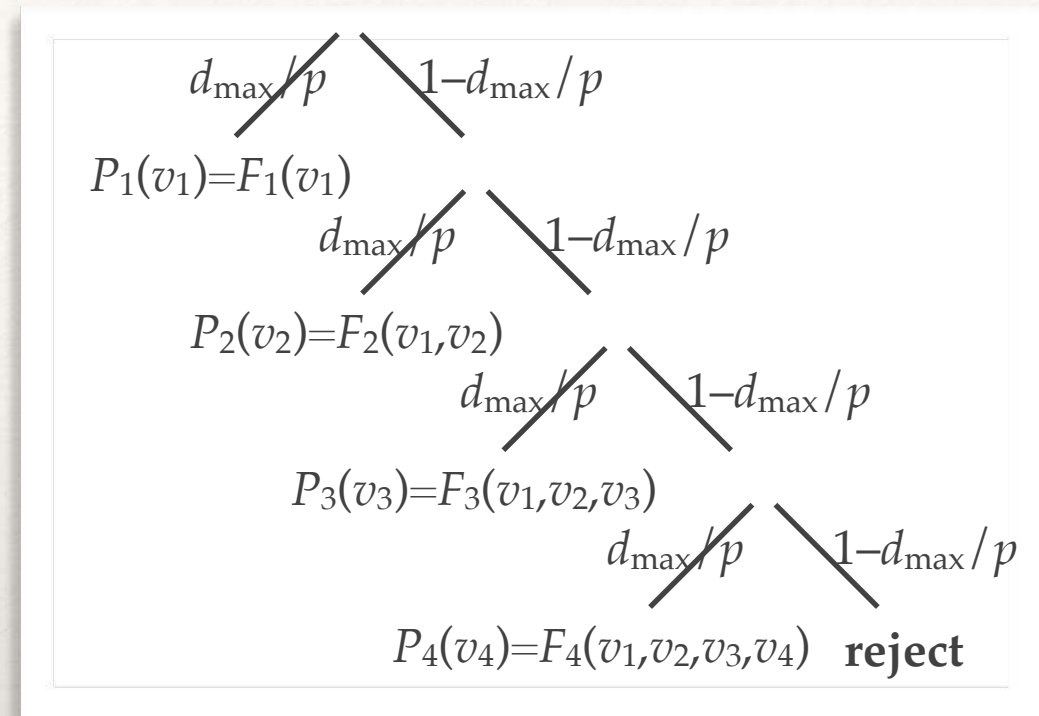
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- ❖ ... then goes on to the next round by drawing  $v_{k+1} \bmod p$ ,  
with the goal of checking  $F_{k+1}(v_{k+1})=w_{k+1}$ , where  $w_{k+1} \stackrel{\text{def}}{=} P_{k+1}(v_{k+1})$



# Error bounds, and $d_{\max}$

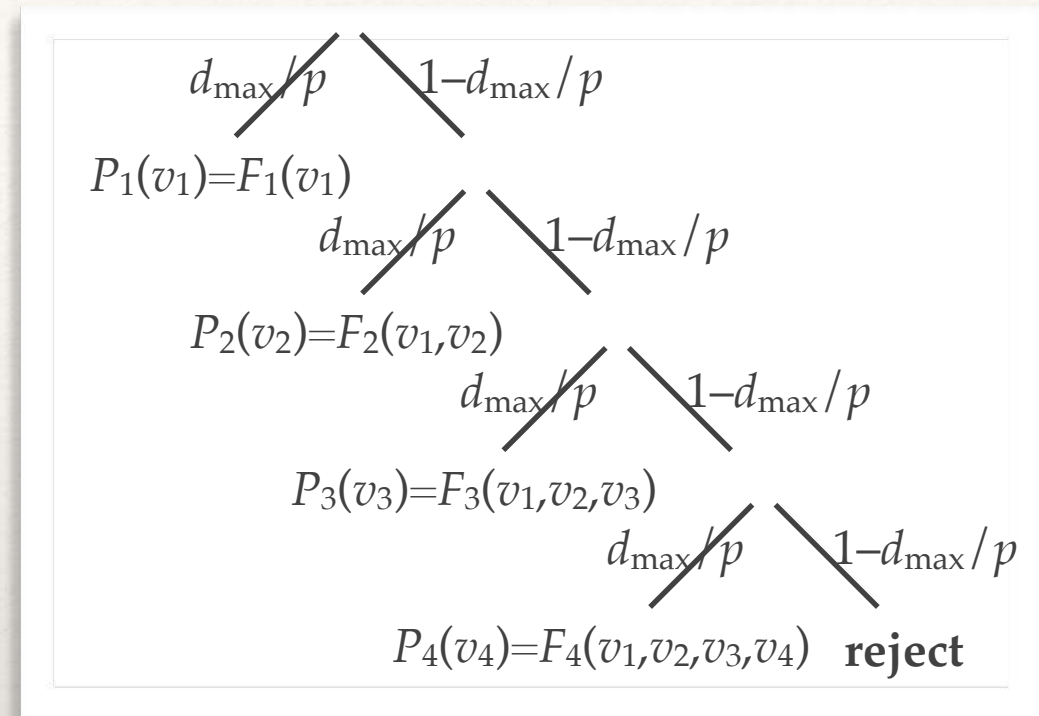
- ❖ If  $F_0$  is false, then probability of acceptance is  $\leq \# \text{quantifiers} \cdot d_{\max} / p$
- ❖ Now  $\# \text{quantifiers} = m + m(m+1)/2$



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 $\dots$   
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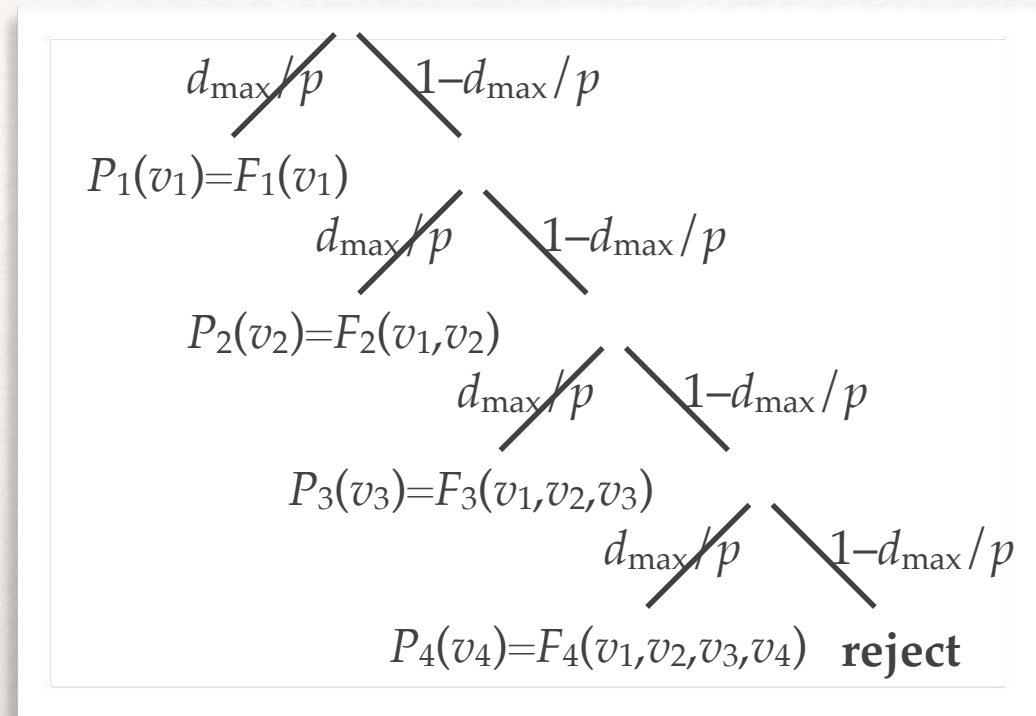


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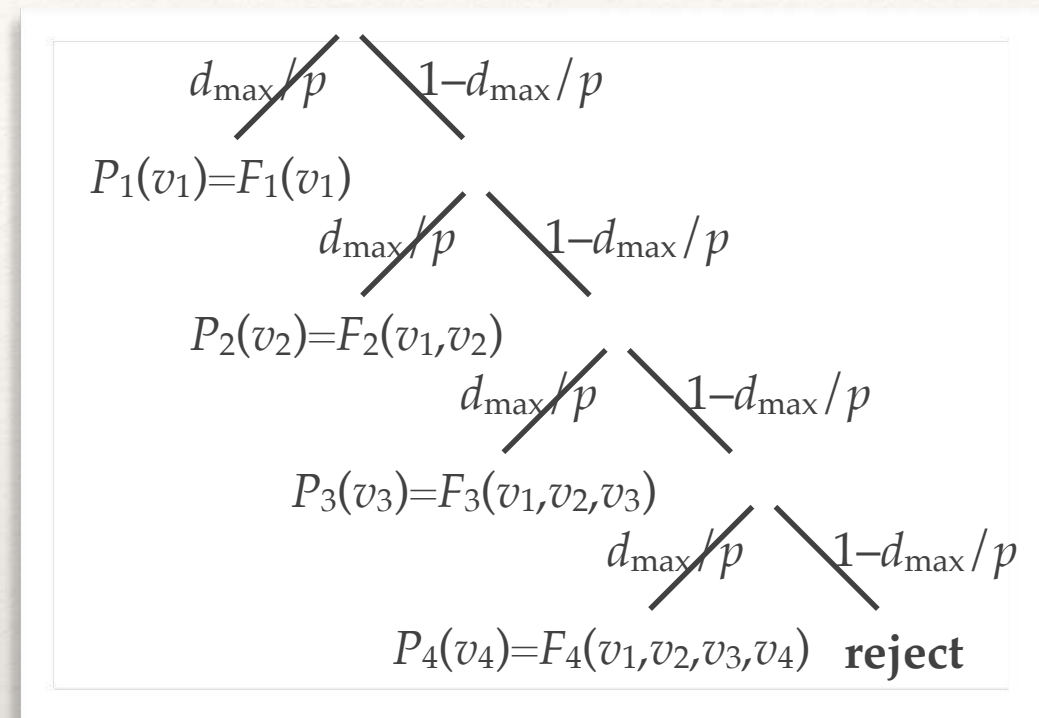


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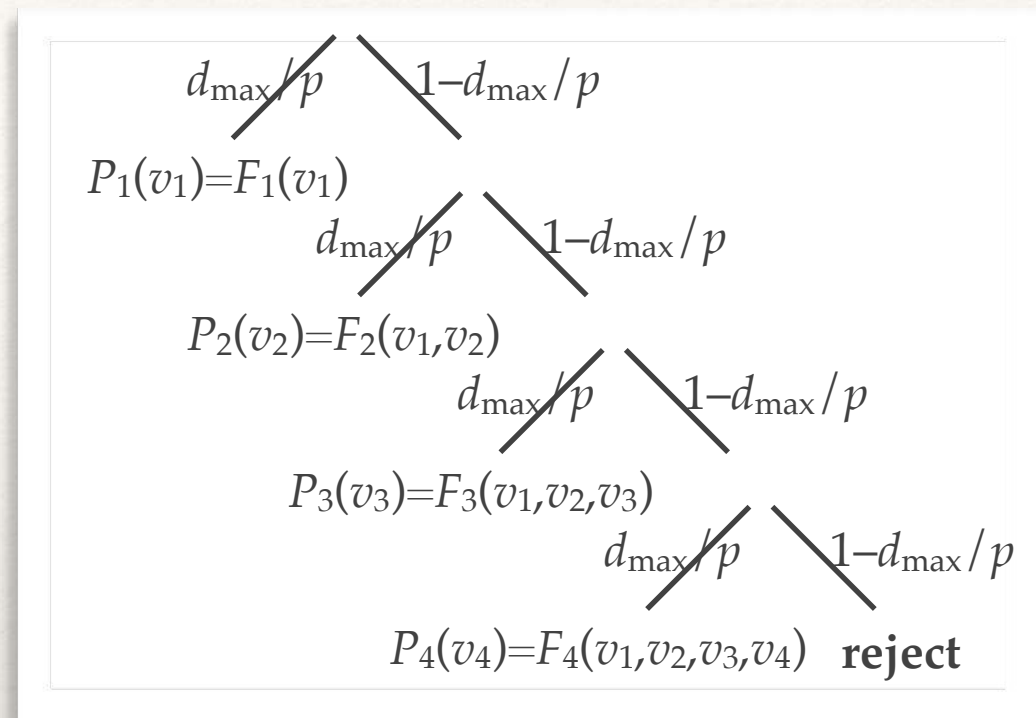
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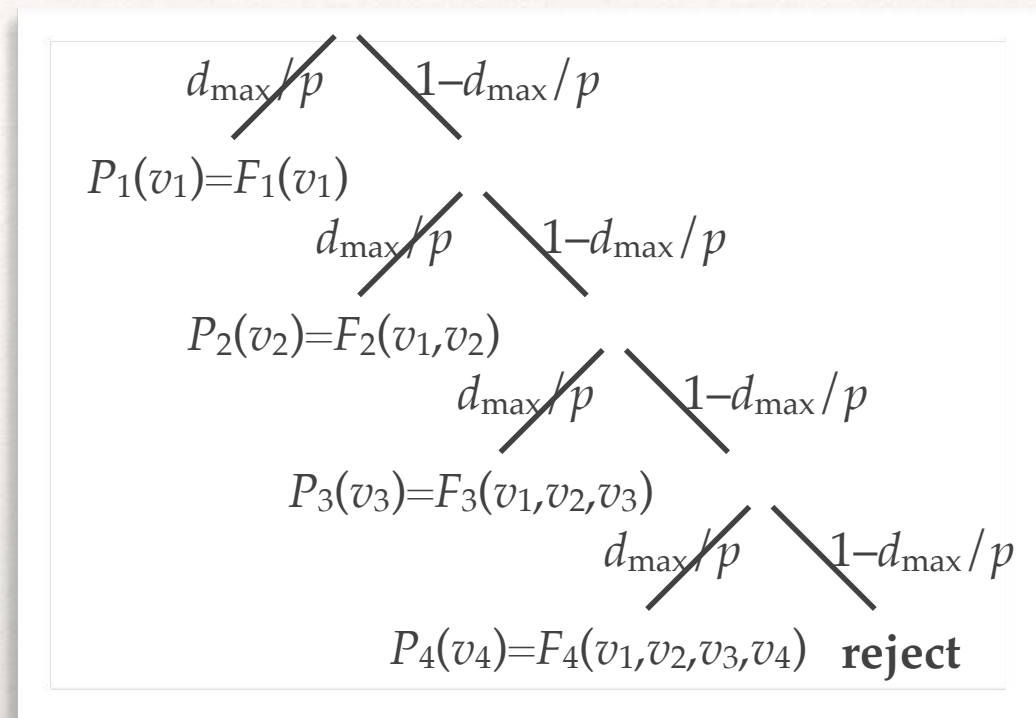
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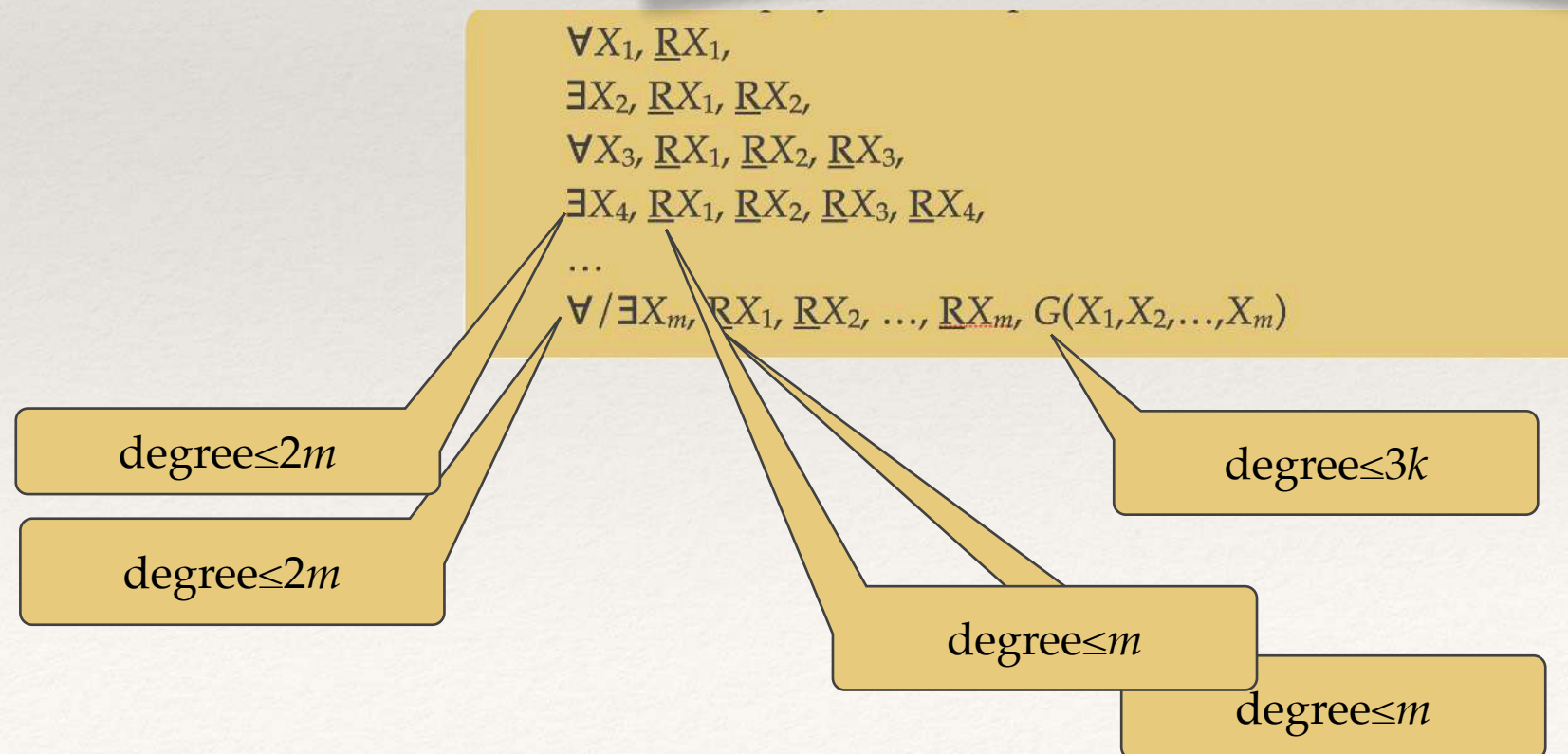
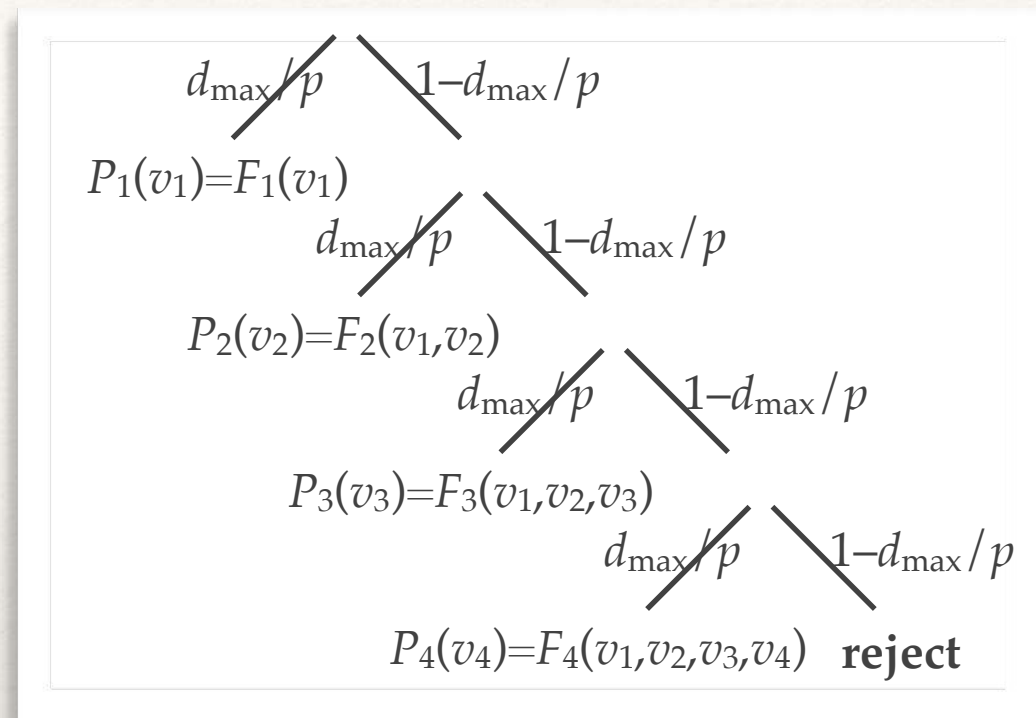
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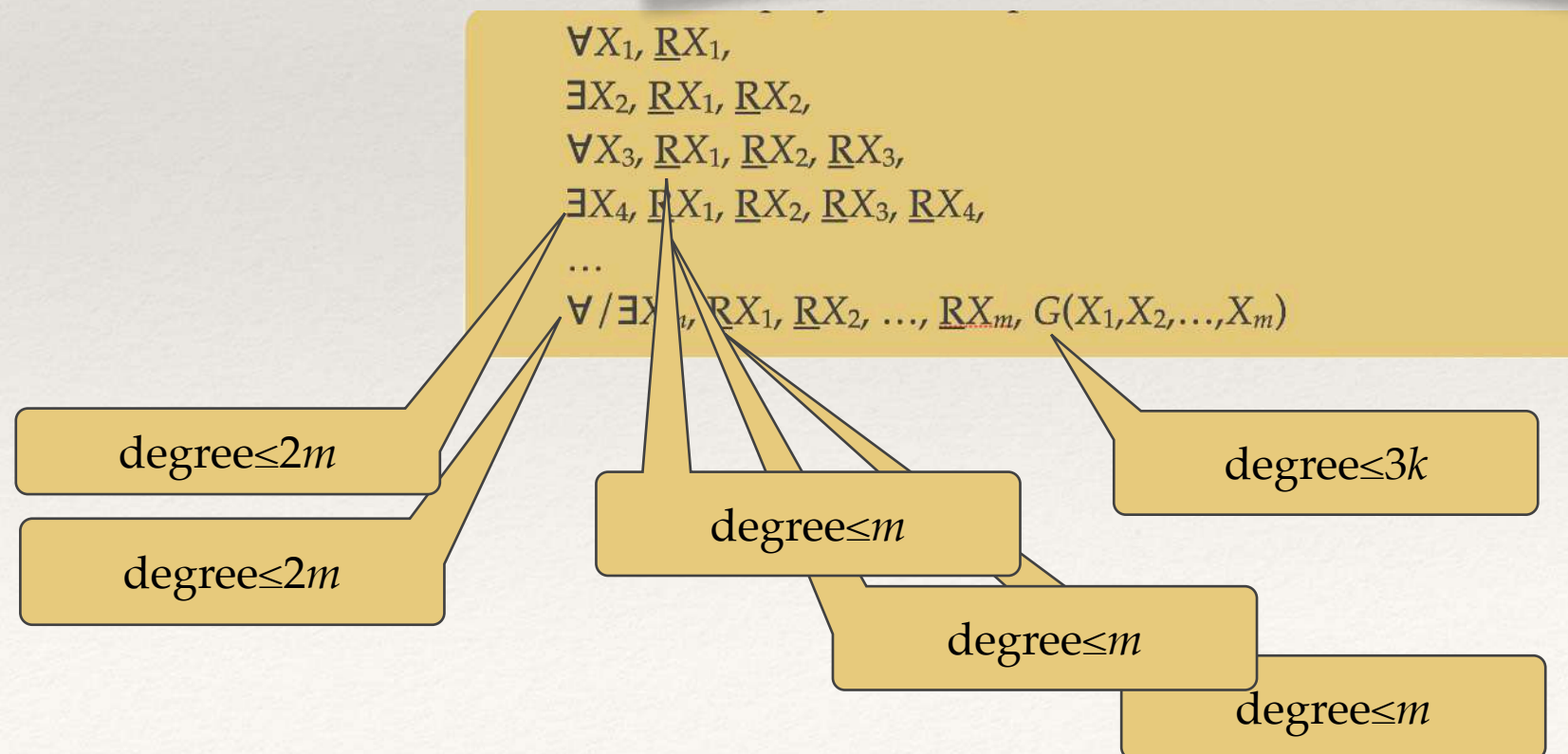
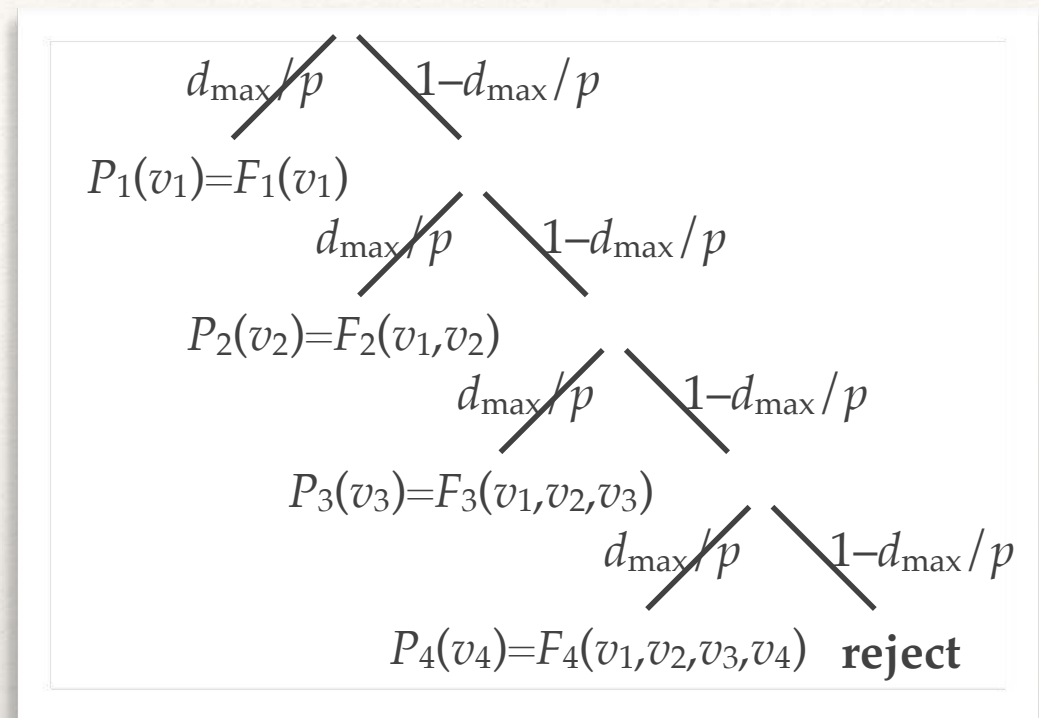
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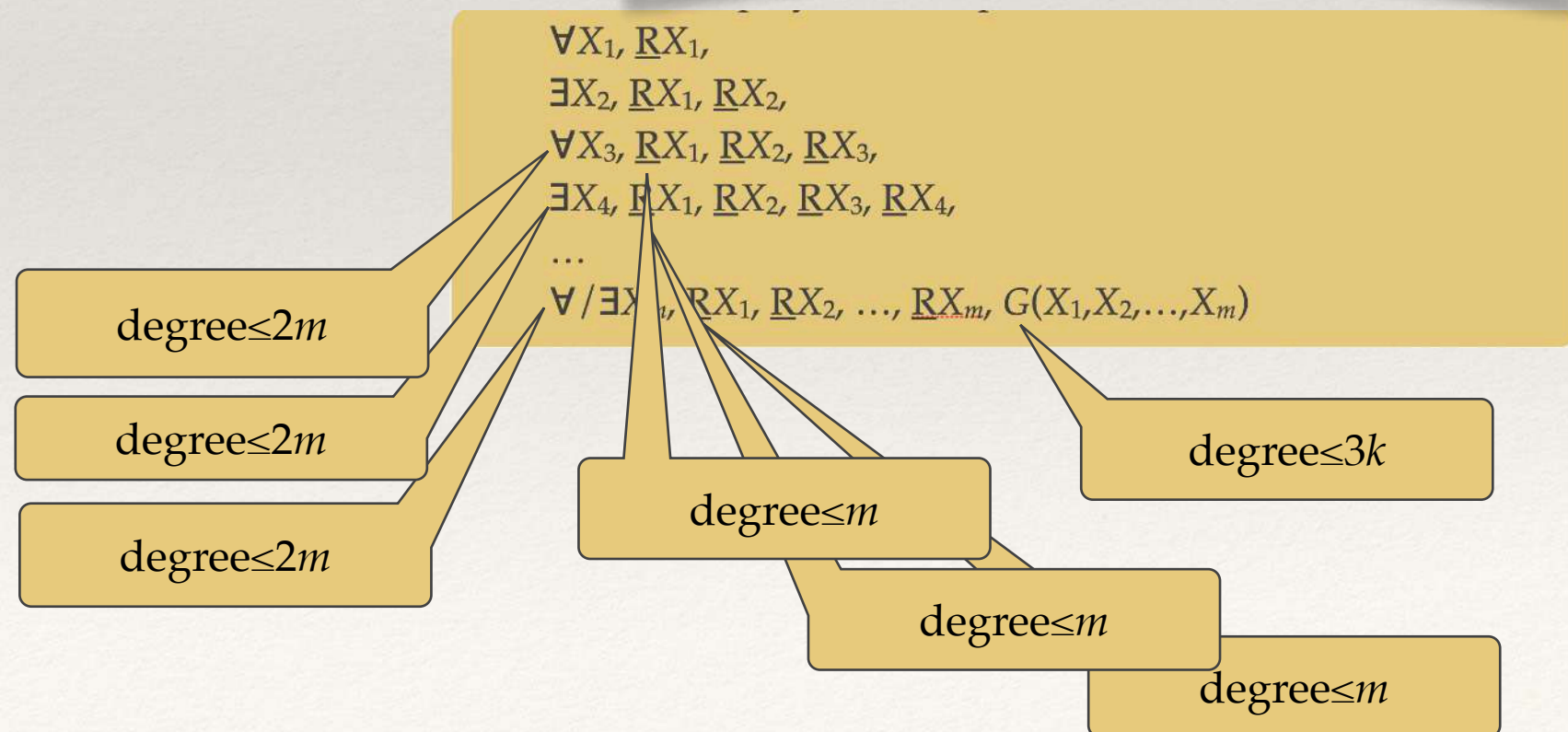
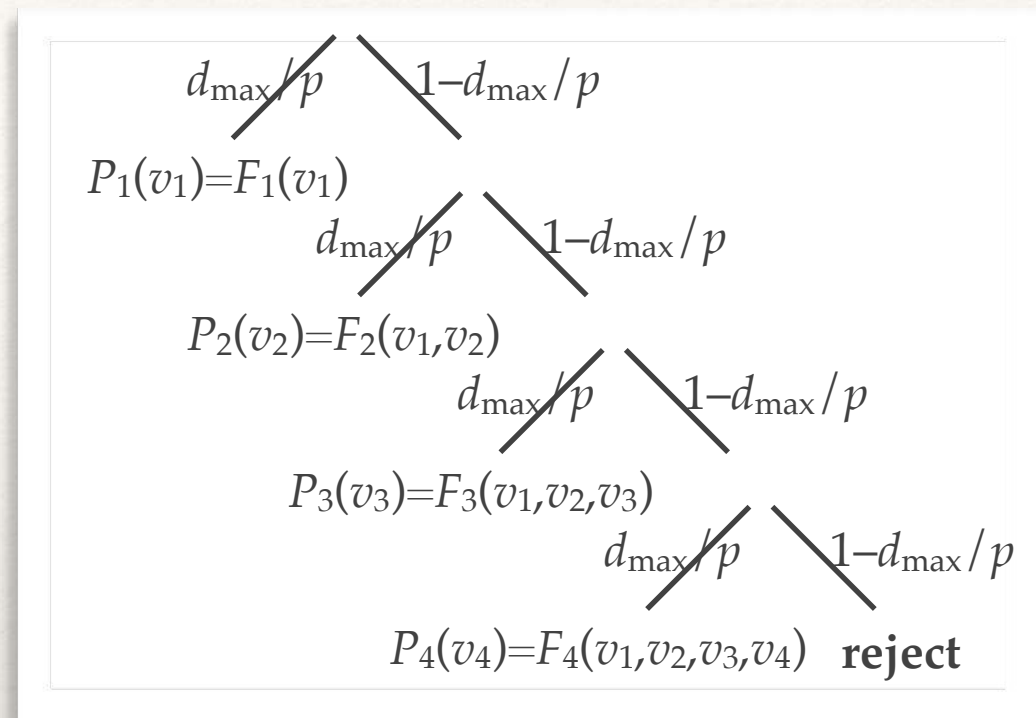
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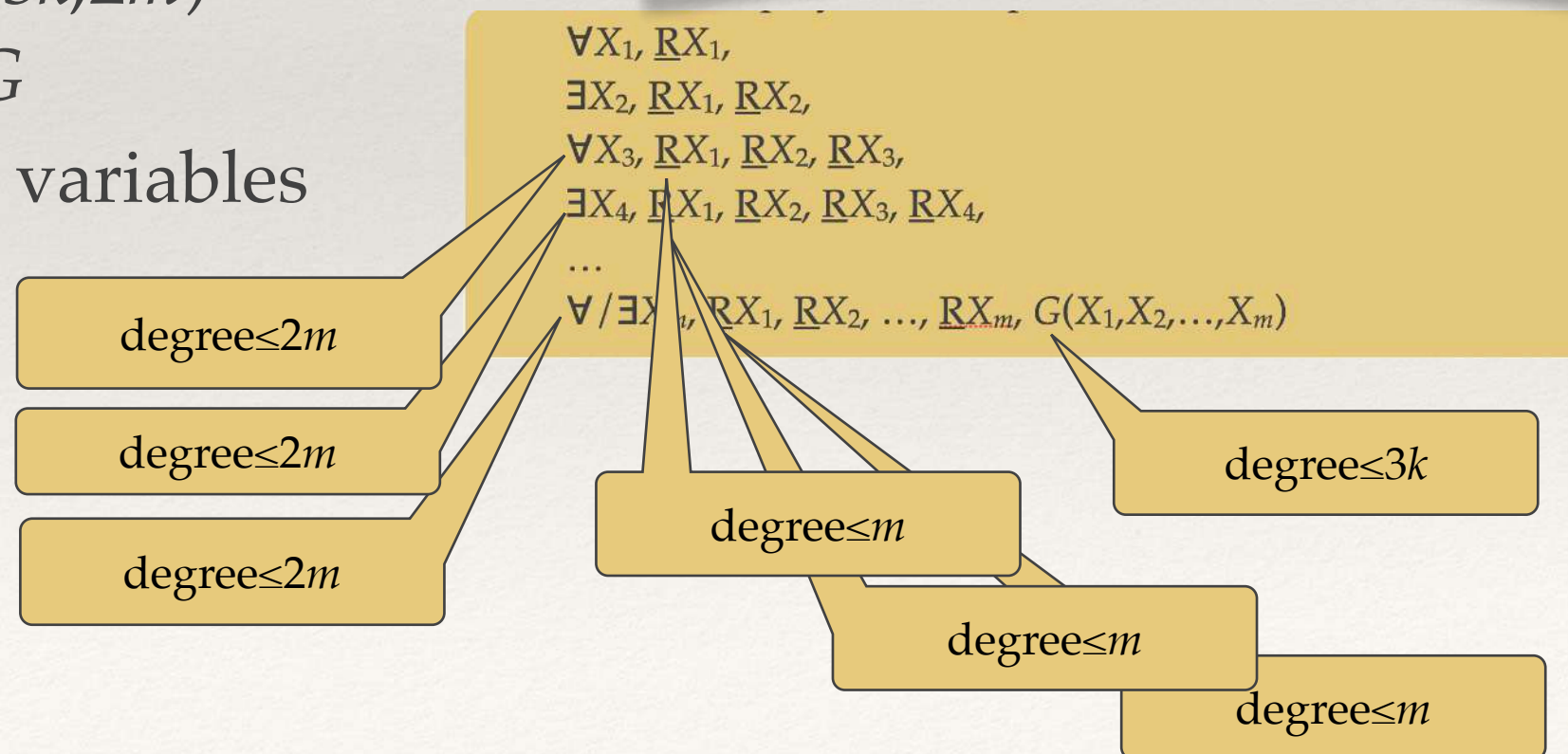
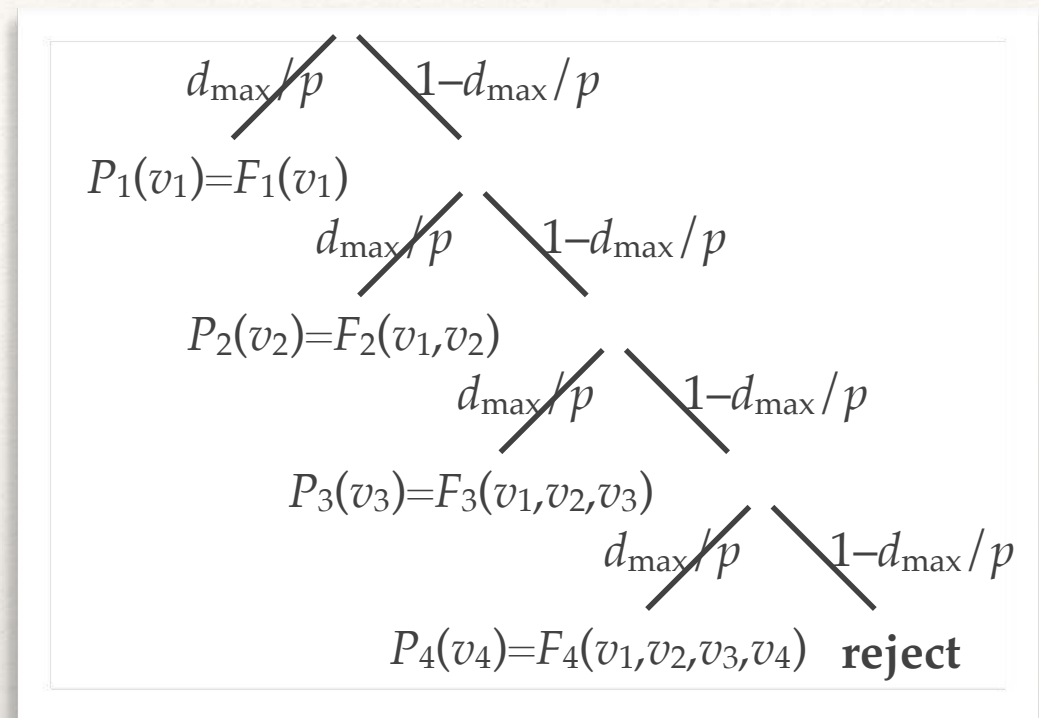
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- ❖ precisely, at most  $\max(3k, 2m)$  where  $k \stackrel{\text{def}}{=} \# \text{clauses in } G$
- $$m \stackrel{\text{def}}{=} \# \text{quantified variables}$$

... **linear** in  $\text{size}(F_0)$





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# The final adjustments (1/3)

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- ❖ If  $F_0$  is false, then probability of acceptance is  $\leq \# \text{quantifiers} \cdot d_{\max} / p$   
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$$f(n) \stackrel{\text{def}}{=} q(n) + \lceil 3 \log_2 n + \log_2 6 \rceil + 2$$
  
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Repeating this process while it fails,  
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- ❖ Hence the total probability of failure is at most:
  - $1 / 2^{q(n)+2}$  when drawing  $p$
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- ❖ ... hence with probability  $\leq 1 / 2^{q(n)}$ .  $\square$



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and every PSPACE language has an ABPP protocol with **perfect soundness**



Next time...

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- ❖ A glimpse at the Arora-Safra theorem  
 $\mathbf{NP=PCP}(O(\log n), O(1), O(1))$
- ❖ ... specially its relationship to the hardness of **approximation** problems