

Efficient Interactive Proofs for Non-Deterministic Bounded Space

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Background

Interactive Proofs (IPs)?

Untrusted Prover (Merlin)

Randomized Verifier (Arthur)

Many Questions

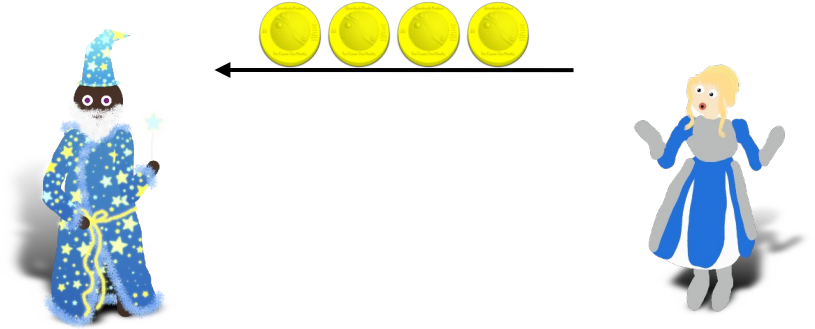


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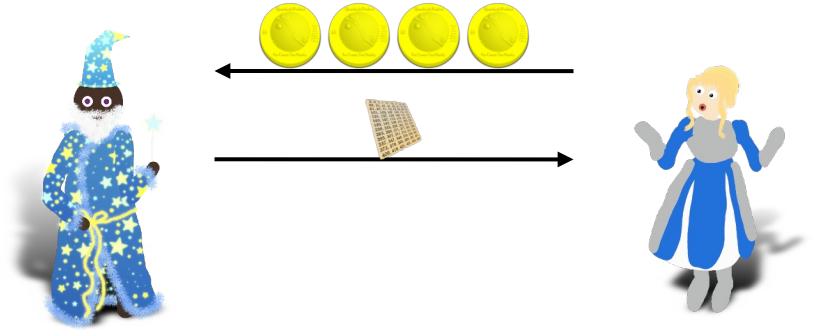


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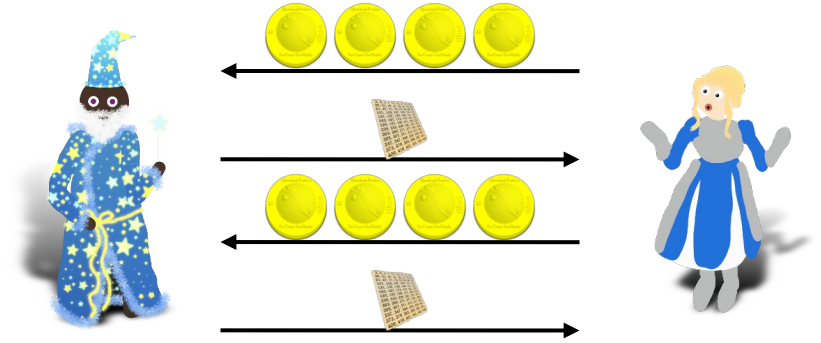


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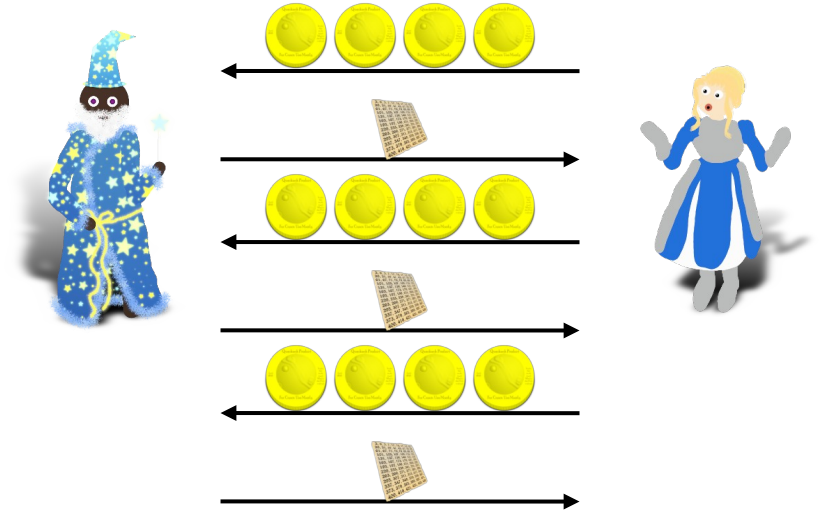


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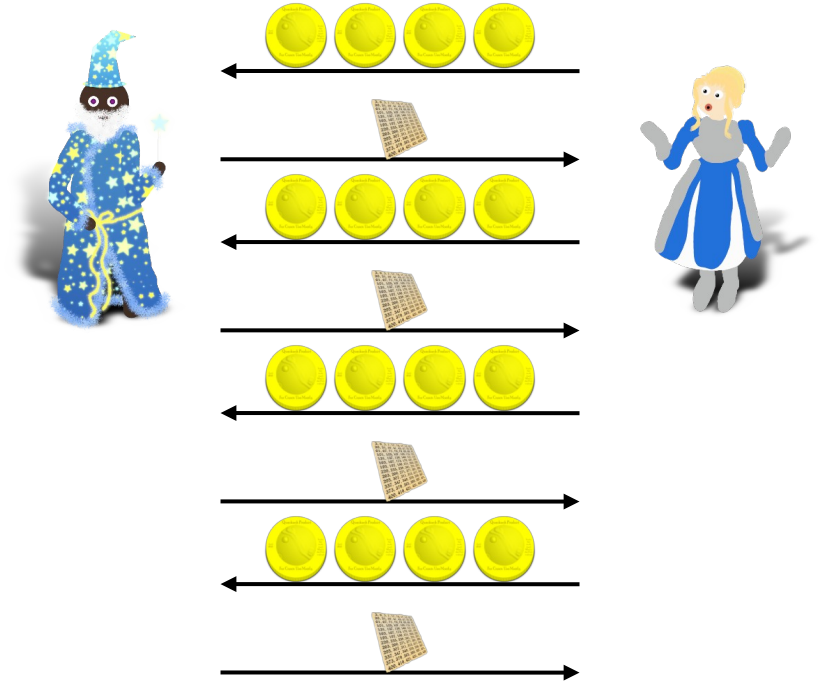


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Goal

- Perfect Completeness: an honest Prover always succeeds
- Statistical Soundness: any Prover is unlikely to trick Verifier
- Primary goal: minimize Verifier time.
- Secondary goal: minimize Prover time, Verifier space, generalize to alternating algorithms

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generalize to alternating algorithms

Other interactive protocols have much faster provers [\[RRR16\]](#).

IPs for Deterministic Algorithms

TISP[T, S]: time T and space S algorithms.

ITIME[T]: IP with T Verifier time.

[LFKN90, Shamir90, GKR08, HMS13, Thaler20, Cook22]

$$\text{TISP}[T, S] \subseteq \text{ITIME}[\tilde{O}(n + S \log(T))]$$

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Natural generalization, extremely well studied.

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IP verifiers are programs with nondeterminism AND randomness.

- Using Nisan's [Nisan90] PRG, IPs speed up randomized algorithms as much as known for deterministic [Cook22].
- Should IPs speed up nondeterministic algorithms as much?

Randomness Time T , Space S

Nondeterminism
Time T , Space S

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Randomness Nondeterminism
Time $\tilde{O}(\text{Slog}(T))$, Space $\tilde{O}(S)$

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Time ?, Space ?

Results

Result

Prior verifier for nondeterministic algorithms [Cook22]:

$$\text{NTISP}[T, S] \subseteq \text{ITIME}[\tilde{O}(n + S \log(T)^2)]$$

Our results:

$$\text{NTISP}[T, S] \subseteq \text{ITIME}[\tilde{O}(n + S \log(T))]$$

*Our verifiers also have space $\tilde{O}(S)$

IPs for NTISP as fast as known for TISP, up to a $\log(S)$ factor.

Nondeterminism
Time T , Space S

+

Randomness

→

Randomness Nondeterminism
Time $\text{Slog}(T)^2$, Space $\text{Slog}(T)$

Result

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Generalization

Generalizes to alternating algorithms with few alternations.

$$\text{ATISP}_d[T, S] \subseteq \text{ITIME}[\tilde{O}(n + S \log(T) + Sd)]$$

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Generalizes to alternating algorithms with few alternations.

$$\text{ATISP}_d[T, S] \subseteq \text{ITIME}[\tilde{O}(n + S \log(T) + Sd)]$$

- Closely related to depth d circuits **[Ruz81]**.
- Non-trivial to reduce to Alternating algorithms to nondeterministic ones.

Techniques for Prior Results

Computation Graph

View space S program as

2^S state graph, G

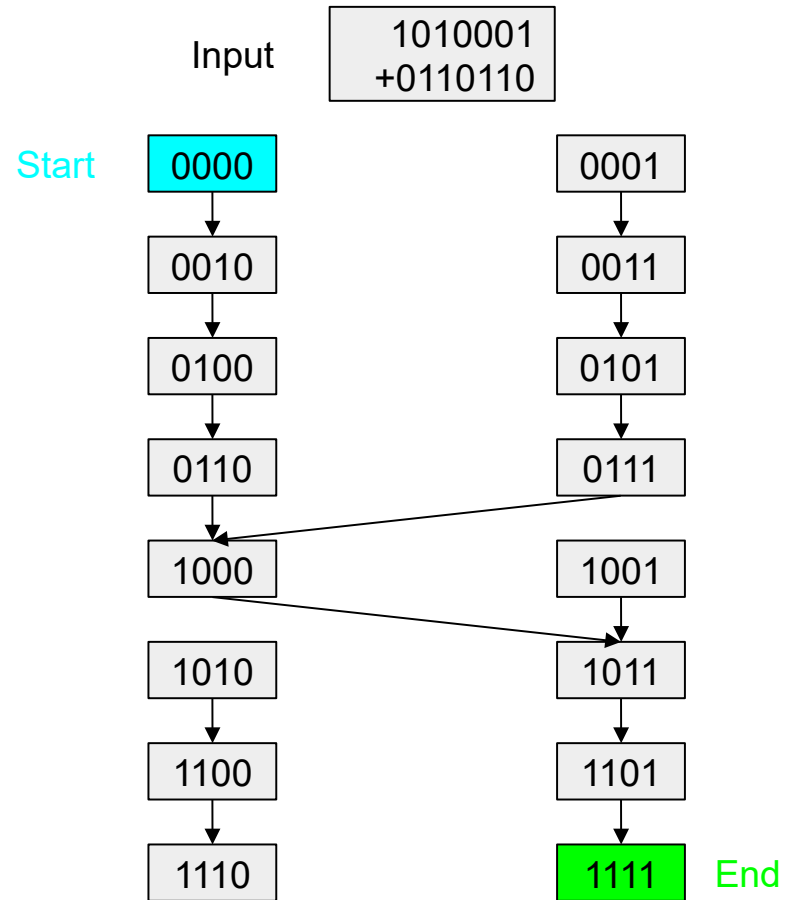
Edges are state transitions

Graph is a function of

Input, Program

Accepts IFF there is a length T path
from start to end.

Edges are fast to compute



Adjacency Matrix For Deterministic Algorithms

Represent G as an adjacency, M

Algorithm accepts in time T iff

$$M^T_{\text{start, end}} = 1$$

$M =$

		1					
1							
					1		
				1			
			1				
						1	
							1
							1

For deterministic algorithms, for all i ,
 M^i is a binary matrix.

With sum check [Thaler14, HMS13]
can reduce $\mathbf{M}^2(x_0, x_1) = \alpha$

to $\mathbf{M}(y_0, y_1) = \beta$

In time $\tilde{O}(S)$.

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		1				
1						
				1		
			1			
		1				
					1	
						1
						1

$M^2 =$

				1		
	1					
					1	
		1				
			1			
						1
						1
						1

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$$M =$$

		1				
1						
				1		
			1			
		1				
					1	
						1
						1

$$M^2 =$$

				1		
	1					
					1	
		1				
			1			
						1
						1
						1

$$M^4 =$$

						1
					1	
						1
		1				
			1			
						1
						1
						1

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		1				
1						
				1		
			1			
		1				
					1	
						1
						1

$$M^2 =$$

				1		
	1					
					1	
		1				
			1			
						1
						1
						1

$$M^4 =$$

						1
					1	
						1
		1				
			1			
						1
						1
						1

$$M^8 =$$

						1
						1
						1
		1				
			1			
						1
						1
						1

Nondeterministic Algorithm Matrix

For nondeterministic algorithms:

$$M_{\text{start, end}}^T = \# \text{valid proofs}$$

M =

	1	1					
		1	1				
			1	1			
			1				
					1	1	
						1	1
			1				1
							1

Matrix entries could be very large.

Random field size can help, but gives $\log(T)$ overhead of [Cook22].

Can't use sums, need to use ORs.

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M =

	1	1					
		1	1				
			1	1			
			1				
					1	1	
						1	1
			1				1
							1

M² =

		1	2	1			
			2	1			
			1		1	1	
			1				
			1			1	2
			1				2
			1				1
							1

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$$M =$$

	1	1					
		1	1				
			1	1			
			1				
					1	1	
						1	1
			1				1
							1

$$M^2 =$$

		1	2	1			
			2	1			
			1		1	1	
			1				
			1			1	2
			1				2
			1				1
							1

$$M^4 =$$

			4		1	2	2
			3			1	2
			3				3
			1				
			2				3
			1				2
			1				1
							1

Nondeterministic Algorithm Matrix

For nondeterministic algorithms:

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$$M =$$

	1	1					
		1	1				
			1	1			
			1				
					1	1	
						1	1
			1				1
							1

$$M^2 =$$

		1	2	1			
			2	1			
			1		1	1	
			1				
			1			1	2
			1				2
			1				1
							1

$$M^4 =$$

			4		1	2	2
			3			1	2
			3				3
			1				
			2				3
			1				2
			1				1
							1

$$M^8 =$$

			7				6
			4				3
			3				3
			1				
			2				3
			1				2
			1				1
							1

Boolean Formula for $M^{(2)}$

$M =$

	1	1					
		1	1				
			1	1			
			1				
					1	1	
						1	1
			1				1
							1

For notation, let $M(u,v) = M_{u,v}$

$$M^2(u,v) = \sum_{w \in \{0,1\}^S} M(u,w) M(w,v)$$

Replace $+$ with \vee

$$M^{(2)}(u,v) = \bigvee_{w \in \{0,1\}^S} M(u,w) M(w,v)$$

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		1	1			
			1	1		
			1			
				1	1	
					1	1
			1			1
						1

$M^{(2)} =$

		1	1	1		
			1	1		
			1		1	1
			1			
			1			1
			1			1
			1			1
			1			1

$M^{(4)} =$

			1		1	1	1
			1			1	1
			1				1
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			1			
				1	1	
					1	1
		1				1
						1

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		1	1	1			
			1	1			
			1		1	1	
			1				
			1			1	1
			1				1
			1				1
			1				1

$M^{(4)} =$

			1		1	1	1
			1			1	1
			1				1
			1				
			1				1
			1				1
			1				1
			1				1

$M^{(8)} =$

				1				1
				1				1
				1				1
				1				
				1				1
				1				1
				1				1
				1				1

Reduction

Let \mathbf{M} be the multilinear extension of M .

Given claim that $\mathbf{M}^{(2)}(u,v) = \alpha$, want to reduce to claim that $\mathbf{M}(u',v') = \beta$

Attempt 1, use $M^{(2)}(u,v) = 1 - \prod_{w \in \{0,1\}^S} (1 - M(u, w) M(w, v))$.

Degree is **way too high**: 2^S

Can handle one variable of w at a time with relinearizations [She92], but takes S linearizations of S variables, requires time $\tilde{O}(S^2)$.

Degree Reduction

$$1 = \bigvee_{i \in [k]} x_i$$

Razborov Smolensky

Razborov-Smolensky reduces degree

Idea: replace $\bigvee_{i \in [k]} x_i$

with $\sum_{j \in [k]} r_j x_j \pmod 2$

Where r is uniform random.

- Low degree, linear in $\text{GF}(2)$.
- If all x are 0, outputs 0.
- If any $x = 1$, then output 1 with probability $1/2$.

$$1 = \bigvee 0 \ 0 \ 1 \ 0 \ 1 \ 1 \ 1 \ 0 \ 1 \ 0 \ 1 \ 0 \ 0$$

$$1 = \bigoplus \quad 0 \quad 0 \quad 1 \quad 0 \quad 0 \quad 0 \quad 0$$

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$$0 = \oplus \quad 0 \ 1 \quad 1 \quad 1 \ 0 \quad 0 \ 1 \quad 0$$

Razborov Smolensky continued

$$1 = \bigvee_{i \in [L]} \bigwedge_{j \in [k]} x_j$$

Probability of failure decreases exponentially with repetitions.

$$\Pr_u[1 - \prod_{i \in [L]} (1 - \sum_{j \in [k]} r_{i,j} x_j) \neq \bigvee_{i \in [k]} x_i] \leq 2^{-L}$$

$m = 2^{O(S)}$ ANDs, choose $L = 2^\ell = \Omega(S)$. Most approximations are correct.

- Degree is small, $O(S)$
- $\ell = O(\log(S))$ variables

Razborov Smolensky continued

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$$\oplus \ 0 \quad 1 \ 0 \ 1 \ 1 \quad 1 \ 0 \quad 0$$

$$\oplus \quad 0 \quad 0 \quad 1 \ 1 \ 0 \ 1 \quad 1 \ 0$$

$$\oplus \quad \quad \quad 1 \ 0 \ 1 \ 0 \ 1 \ 0 \ 0$$

$$\oplus \quad 0 \ 1 \quad 1 \quad 1 \ 0 \quad 0 \ 1 \quad 0$$

$$\oplus \ 0 \ 0 \quad \quad \quad 0 \ 1 \quad 1$$

$$\Pr_u[1 - \prod_{i \in [L]} (1 - \sum_{j \in [k]} r_{i,j} x_j)^{\neq \bigvee_{i \in [k]} x_i}] \leq 2^{-L}$$

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- Degree is small, $O(S)$
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Applying Razborov Smolensky

Approximate $\sum_{w \in \{0,1\}^S} M(u, w) M(w, v)$

With $1 - \prod_{i \in [O(S)]} (1 - \sum_{w \in \{0,1\}^S} r_{i,w} M(u, w) M(w, v))$

Applying Razborov Smolensky

Approximate $\sum_{w \in \{0,1\}^S} M(u, w) M(w, v)$

With $1 - \prod_{i \in [O(S)]} (1 - \sum_{w \in \{0,1\}^S} r_{i,w} M(u, w) M(w, v))$

Problem, too much randomness!!

Want seed length $O(S)$!

Completely random r has seed length $S \cdot 2^S$!!

Derandomization

Derandomization Step 1, Epsilon Biased Sets

Like [GR20], epsilon biased sets to sample r .

- Epsilon biased sets fool parity functions, Razborov-Smolensky IS a conjunction of parity functions!
- Epsilon biased sets equivalent to codes, easy to compute.

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$$1 - \prod_{i \in [O(S)]} (1 - \sum_{w \in \{0,1\}^S} D(\text{seed}_i, w) M(u, w) M(w, v))$$

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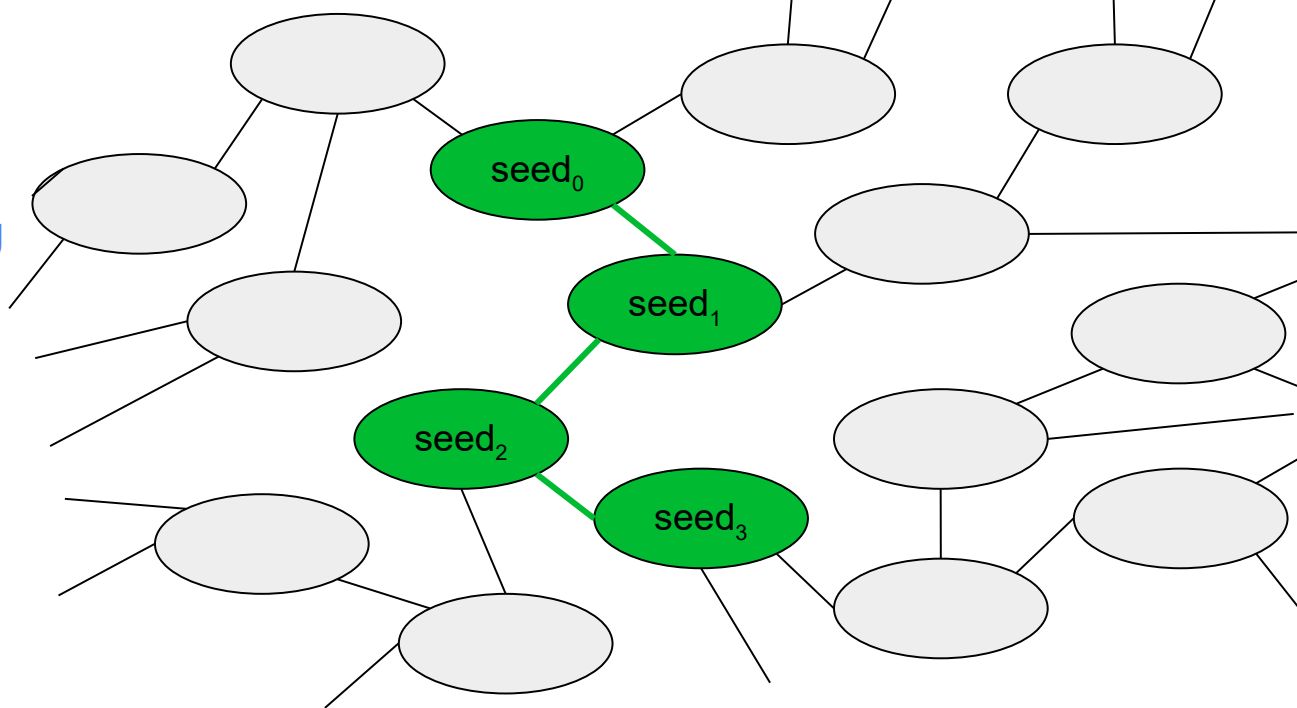
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$$1 - \prod_{i \in [O(S)]} (1 - \sum_{w \in \{0,1\}^S} D(\text{seed}_i, w) M(u, w) M(w, v))$$

- Takes $O(S)$ bits for one seed for one choice of i : seed_i .
- But $O(S)$ parities, $O(S^2)$ bits to sample them independently. Too much!

Derandomization Step 2, Random Walk Set Sampling

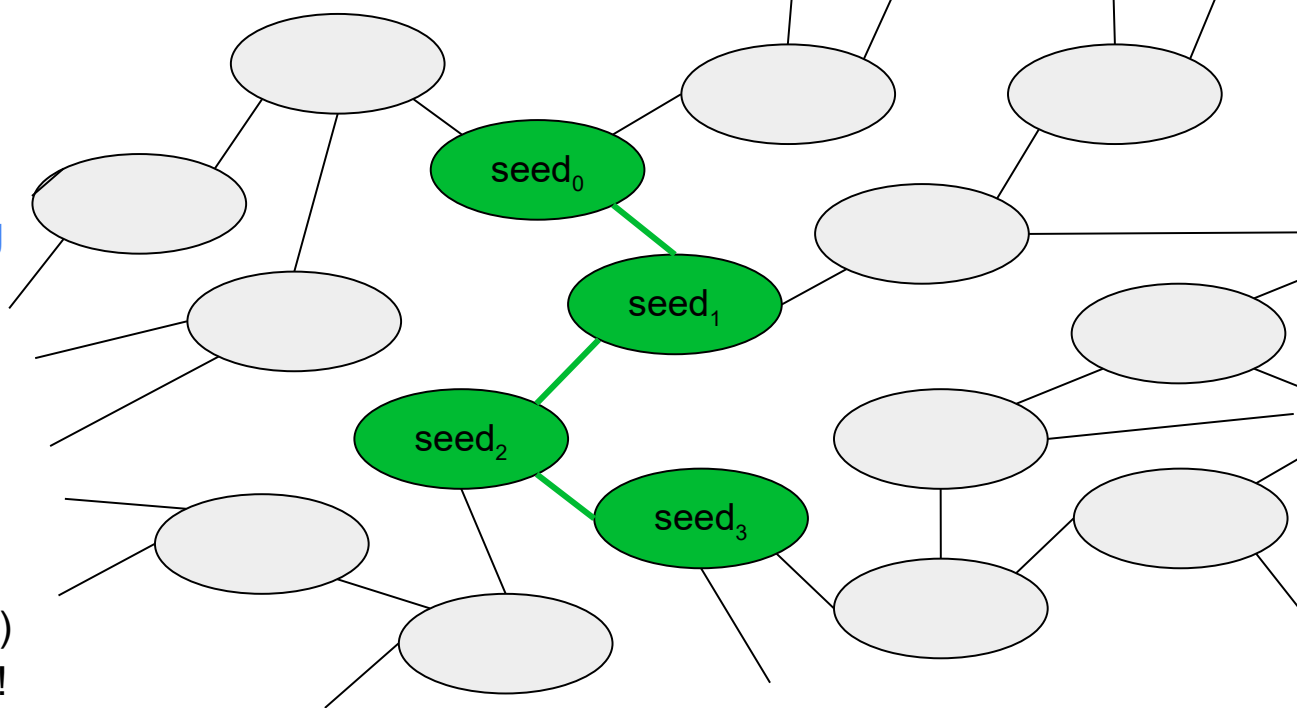
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seeds using a length $O(S)$
walk on expander graph.



Derandomization Step 2, Random Walk Set Sampling

Unlike [GR20], select $O(S)$ seeds using a length $O(S)$ walk on expander graph.

- Only takes **seed length** $O(S)$ to sample length $O(S)$ walk on length $O(S)$ seeds!
- Walk is efficient, epsilon biased set is efficient, **D is efficient.**



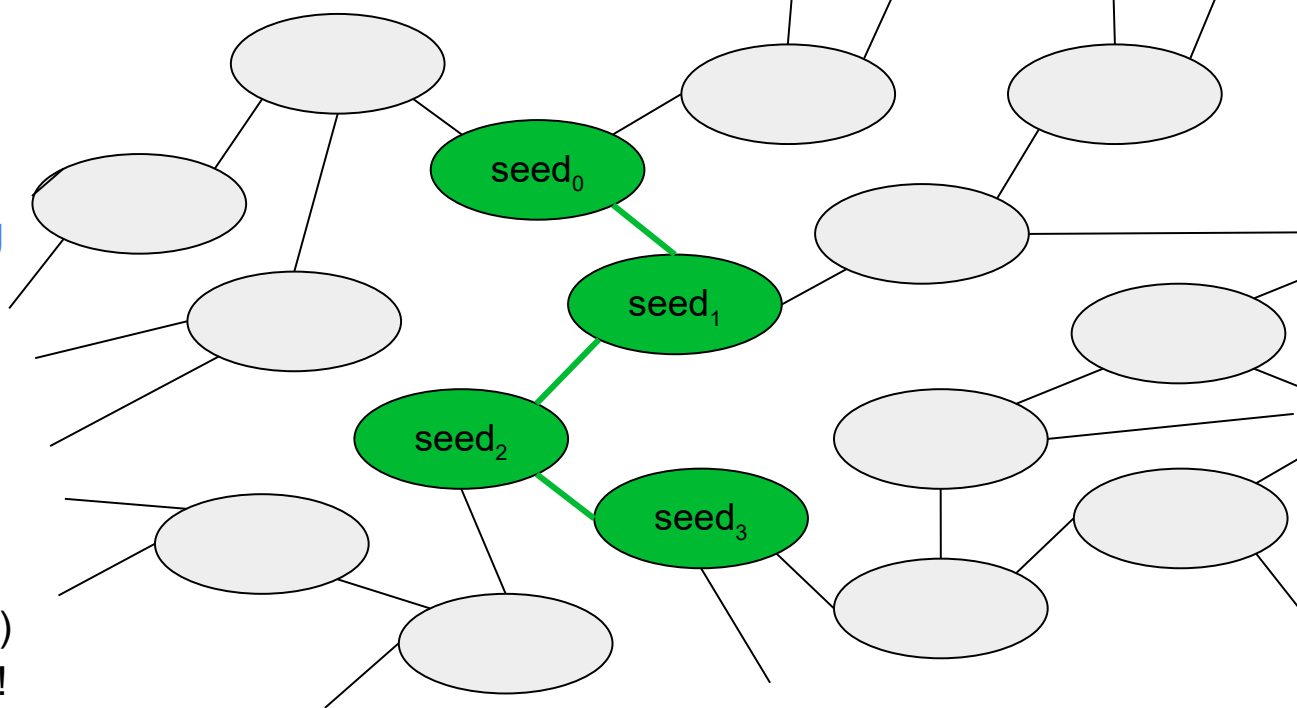
$$\text{walk} = (\text{seed}_0, \text{edge}_1, \text{edge}_2, \text{edge}_3)$$

$$|\text{walk}| = O(S) + O(1) + O(1) + O(1)$$

Derandomization Step 2, Random Walk Set Sampling

Unlike [GR20], select $O(S)$ seeds using a length $O(S)$ walk on expander graph.

- Only takes **seed length $O(S)$** to sample length $O(S)$ walk on length $O(S)$ seeds!
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$$\text{walk} = (\text{seed}_0, \text{edge}_1, \text{edge}_2, \text{edge}_3)$$

$$|\text{walk}| = O(S) + O(1) + O(1) + O(1)$$

$$1 - \prod_{i \in [O(S)]} (1 - \sum_{w \in \{0,1\}^S} D(\text{seed}_i, w) M(u, w) M(w, v))$$

Main Reduction

$$1 - \prod_{i \in \{0,1\}^\ell} (1 - \sum_{w \in \{0,1\}^S} D(\text{walk}_i, w) M(u, w) M(w, v))$$

- Represent i as binary, so it has $\ell = O(\log(S))$ bits.
- Remove one variable in i at a time.
 - For each variable need to do relinearization: $S \tilde{O}(\log(S))$
 - Need to do a product reduction: $\tilde{O}(\log(S))$
- Total time: $S \log(S) \tilde{O}(\log(S))$

Left with a claim about the multilinear extension of $D \circ \text{walk}$ and \mathbf{M} .

Final points

- Need to run reduction $\log(T)$ times and compute multilinear extension of computation graph. Total time:

$$O(n + S \log(T) \log(S)) \tilde{O}(\log(S))$$

- Use IP for deterministic algorithms to verify claim about D_{α} walk.
- If seeds fail, can prove they fail.
- Same idea works for unbounded fan-in circuits.
 - Faster than GKR for very large fan in.
 - Less optimized prover.

Contrast with GR20

Similar:

- Optimized for unbounded fan-in circuits.
- Uses Razborov Smolensky.
- Uses same epsilon biased sets.
- Achieve perfect completeness when seed is bad in same way.

Different:

- Optimized for time, instead of rounds.
 - More rounds to do degree reduction.
 - Lower degree polynomials.
 - Only constant number of claims at once.
- Requires further derandomization using random walks on expanders.
- Uses fast Interactive Provers for deterministic algorithms instead of direct arithmetization.

Open Problems

- Better Doubly Efficient Interactive Proofs (fast provers and verifiers).
- Extend Results to Threshold Circuits (Our results give fast verifiers for $AC[\oplus]$ circuits).
- Give protocols for randomized algorithms with simultaneous:
 - Same verifier time
 - Perfect completeness
 - $2^{O(s)}$ prover time (as opposed to $2^{O(\text{Slog}(T))}$).

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