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Professors: Geoffroy Couteau (couteau@irif.fr) & Alain Passelègue (alain.passelegue@ens-lyon.fr)

First part = complexity theory. End goal = interactive proofs. Second part = cryptography applications of complexity theory.

Notation 1. • $x \stackrel{\$}{\leftarrow} A$ means we assign x a random value from set A

- $\{0, 1\}^n$ denotes the set of bit strings of length n
- $\{0, 1\}^*$ denotes the set of all bit strings
- $|x|$ denotes the length of a bit string x
- $O(g)$ and $\Omega(g)$ are the standard Landau notations

Definition 1. P runs in time $\text{poly}(n) \Leftrightarrow \exists$ polynomial Q , runtime of P bounded by $Q(n)$

Definition 2 (Search problem). $R : \{0, 1\}^* \times \{0, 1\}^*, R(x) = \{y : \exists y, (x, y) \in R\}$ f solves the problem R if $\forall x, f(x) \in R(x)$ with $f : \{0, 1\}^* \rightarrow \{0, 1\}^* \times \perp$

Definition 3 (Decision problem). Let $S \subset \{0, 1\}^*$. $f : \{0, 1\}^* \rightarrow \{0, 1\}$ solves the problem S if $S = \{x : f(x) = 1\}$

Definition 4 (Language). A language is a subset of $\{0, 1\}^*$ $\mathcal{L}_n = \mathcal{L} \cap \{0, 1\}^n$

Definition 5 (Turing machine). • Environment = infinite band

- We can write things on the tape with an alphabet Σ (usually $\{0, 1, \text{blank}\}$)
- We have a pointer indicating where we are on the tape
- A set of states Q , including an initial state q_0 and a subset of final states Q_{halt}
- transition function: $T : \Sigma \times Q \rightarrow \Sigma \times Q \times \{-1, 0, +1\}$

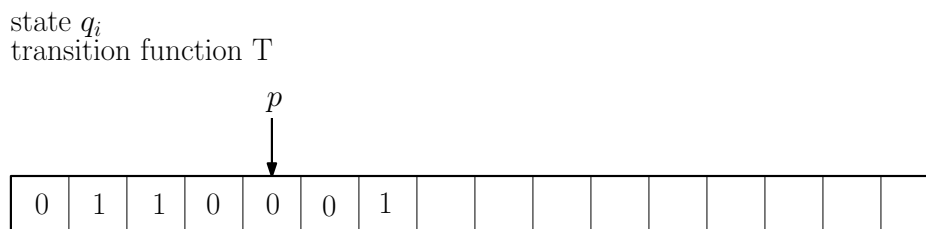


Figure 1: A Turing machine is an infinite tape, alongside some rules to work on this tape

Definition 6. M computes f if $\forall x \in \{0, 1\}^*$, when M is started with x on its tape, it halts after a finite number of steps with $f(x)$ written on its tape.

Definition 7 (Probabilistic Turing machine). *Turing Machine with two tapes:*

- *random tape = filled randomly with 0s and 1s*
- *work tape*

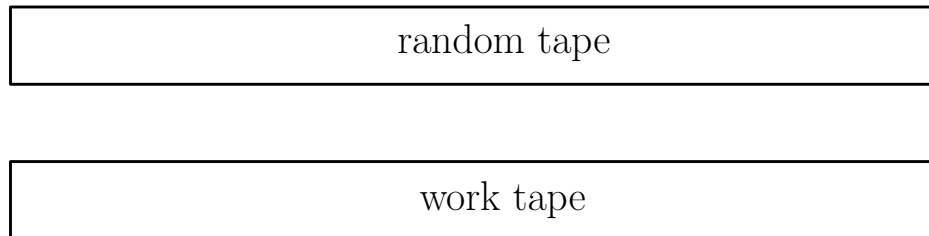


Figure 2: A probabilistic Turing machine

Notation 2. $M(x, r)$ means M is executed on input x with random tape r .

Definition 8 (Interactive Turing machine). *Five total tapes:*

- *input tape*
- *random tape*
- *work tape*
- *communication tape 1: read only*
- *communication tape 2: write only*

Definition 9 (Communication between two Turing machines). *Two machines M_1 and M_2 are said to be communicating if they share their communication tapes: one comm. tape 1 for one is comm. tape 2 for the other.*

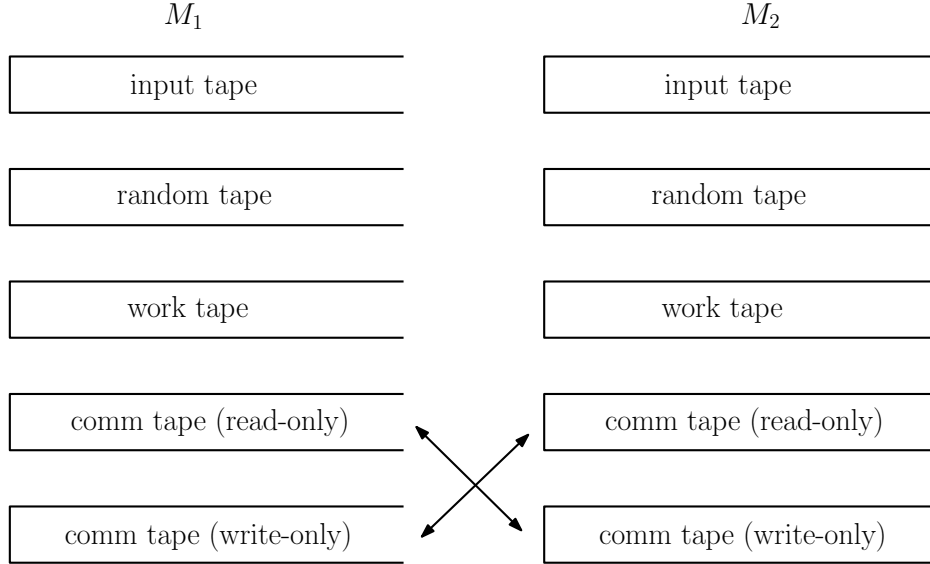


Figure 3: Two communicating machines: the arrows mean the tapes are the same

Definition 10 (Oracle Turing machine). M has oracle access to f if in addition to its usual behavior, M can query a value x to f in which case $f(x)$ is written on the tape.

Notation 3. • *PPT: probabilistic polynomial time*

- *PT = polynomial time*

A PPT Turing machine M is a probabilistic machine that always halts after some polynomial number of steps. \exists PPT TM $M \Leftrightarrow \exists$ probabilistic TM M and a polynomial P such that on any input $x \in \{0, 1\}^*$, M halts after at most $P(|x|)$ steps.

Definition 11 (Complexity). $P =$ languages \mathcal{L} which can be decided by a PT M $NP =$ languages \mathcal{L} if there exists a PT relation $R : \{0, 1\}^* \times \{0, 1\}^* \rightarrow \{0, 1\}$ such that $\mathcal{L} = \{x : \exists y, |y| = \text{poly}(x) \wedge R(x, y) = 1\}$

Definition 12 (Proof system). $\mathcal{L} \in NP$ has a proof system as it has the following properties:

1. completeness: $\forall x \in \mathcal{L}$, there exists a short and efficiently verifiable proof of $x \in \mathcal{L}$
2. soundness: no $x \notin \mathcal{L}$ has a short accepting proof

Definition 13 (NP-hardness and NP-completeness). \mathcal{L} is NP-hard if $\forall \mathcal{L}' \in NP$, $\mathcal{L}' \leq_P \mathcal{L}$ (\mathcal{L}' can be reduced to \mathcal{L} in polynomial time). This means that there exists a PT machine M such that $\forall x \in \{0, 1\}^*, x \in \mathcal{L}' \Leftrightarrow M(x) \in \mathcal{L}$. Such a reduction is also called a Karp-reduction.

We say \mathcal{L} is NP-complete if it is NP-hard and $\mathcal{L} \in NP$.

Definition 14 (Another definition of reduction). If f decides \mathcal{L} then M^f decides \mathcal{L}' . This is called a Cook-reduction or a Turing-reduction. This definition is more general, but both definitions are equivalent for decision problems.

Example 1 (Some NP-complete problems). • *SAT: is this CNF satisfiable? $CNF = \bigwedge (\bigvee \text{literals})$ proof by Cook in 1971 and Levin in 1973*

- 3-SAT: SAT with only 3 literals per clause (\vee) **exercise: polynomial reduction from SAT to 3-SAT**
- Graph Hamiltonicity: is there a hamiltonian cycle in the graph? (cycle that goes through each node exactly once)
- 3-coloring: coloring a graph with 3 colors

Theorem 1 (Ladner's theorem). $P \neq NP \Rightarrow \exists$ "NP-intermediate" problems = $NP \setminus NP\text{-hard}$

Simplified proof. Let $\mathcal{L} \in NP \setminus P$ such that the best algorithm deciding \mathcal{L} runs in time $n^{\log(n)}$. Define $\mathcal{L}' = \{(x, y) \mid x \in \mathcal{L} \wedge |x| + |y| = |x|^{\log(\log(|x|))}\}$ $\mathcal{L}' \in P$? If $\mathcal{L}' \in P$, then \mathcal{L} can be decided in time $\text{poly}(|x|^{\log(\log(|x|))})$ which is a contradiction. \mathcal{L}' NP-complete? If so, we can reduce \mathcal{L} to \mathcal{L}' in polynomial time. Let $N = |x|$, $N^{\log(\log(N))} = n$. \mathcal{L}' is decidable in time $N^{\log(N)}$ which implies \mathcal{L} is solvable in time $\text{poly}(N^{\log(N)})$ and $N^{\log(N)} = n^{o(\log(n^{o(1)}))}$ which is a contradiction. □

Definition 15 (coNP). $\mathcal{L} \in \text{coNP}$ if $\mathcal{L}^c \in NP$

Example 2. UNSAT is complete for coNP
TAUTOLOGY is complete for coNP

Remark 1. NP: $x \mid \exists y, R(x, y) = 1$ coNP: $x \mid \forall y, R(x, y) = 1$

Definition 16. $\forall k \in \mathbb{N}, \Sigma_k$ is the class of \mathcal{L} such that there exists a polynomial P and PT TM M such that $x \in \mathcal{L}$ iff $\exists y_1 \in \{0, 1\}^{P(|x|)}, \forall y_2 \in \dots, \exists y_3 \in \dots, \dots, M(x, y_1, \dots, y_k) = 1$

$$PH = \bigcup_{k \in \mathbb{N}} \Sigma_k$$

Remark 2. $\Sigma_0 = P, \Sigma_1 = NP$

Theorem 2. $P = NP \Leftrightarrow P = PH$

Proof. $\mathcal{L} \in \Sigma_{k+1}$: $\mathcal{L} = \{x : \exists y', (x, y') \in \mathcal{L}'\}$ where $\mathcal{L}' \in \Pi_k$

$\mathcal{L} \in \Sigma_2 \Leftrightarrow \exists$ polynomial P, $\mathcal{L}' \in \text{coNP}$: $\mathcal{L} = \{x : \exists y, (x, y) \in \mathcal{L}'\}$ If $P = NP$ then $P = \text{coNP}$ then $\Sigma_2 = NP = P$ with the above equivalence. □

Definition 17 (PSPACE). $\mathcal{L} \in \text{PSPACE}(S(n))$ if there exists a TM M that decides \mathcal{L} and the number of cells that will be non-blank at any time during the computation is bounded by $S(|x|)$

$$\text{PSPACE} = \bigcup_{c > 0} \text{SPACE}(n^c)$$

Example 3. TQBF : $\psi = Q_1 x_1 Q_2 x_2 \dots Q_n x_n \phi(x_1, \dots, x_n)$ where $Q_i \in \{\forall \exists\}$, x_1, \dots, x_n are bits, $|\phi| = m$ TQBF is PSPACE-complete **exercise: TQBF is in PSPACE**