Lecture 9

More applications of pairwise independence

Interactive proofs.

Public cons vs. private coins

Derandomization Via method of conditional

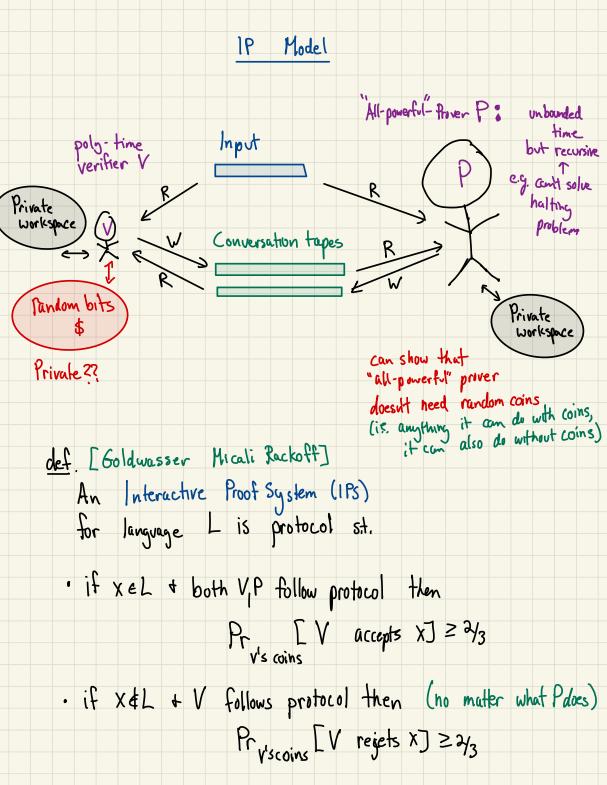
expectations

4

Another setting in which K-wise independence is useful;

Interactive Proofs

NP= all decision problems for which "Tes" answers can be verified in polytime by a deterministic TM ("verifier") IP: generalization of NP Short proofs => short interactive proofs " Conversations that convince"



Thm [Goldwasser Sipser] GS's Answer: NO! anything that has IP = IP public coins protocol with private coins also has (possibly different) pratocol with public coins. today we will see a <u>building block</u> for theorem: <u>Informally</u>: • Given set S st. SEIP < interesting even if SEP • Protocol in which P can convince V that size of set S is "big" Let  $S_{\varphi} = \frac{2}{3} \times \frac{1}{3} \times \frac{1$ Claim 3 protocol st. on input 9 

Note: Can use protocol to show that # rondom strings which cause algorithm of to accept on input x = 2/3 First idea Random Sampling Repeat ? times: V picks random assignment x 4 evaluates  $\mathcal{P}(\mathbf{x})$ Output <u># satisfying X's</u> total <del>#</del> repetitions how many repetitions? \_ R (# total assignments could be \_ R (# satisfying assignments) R(2")

All assignments  
All assignments  
Problem;  
what if Sp is small?  
Prix : Universal hashing.  
Recall:  
Family of fetns 
$$\mathcal{H} = \frac{1}{2}h_1 h_2 \dots \frac{1}{2}$$
  
for  $h_2$ : [N]  $\Rightarrow$  [M] is  
" pairwise independent" if  
when  $h \in \mathcal{H}$   
(i)  $\forall x \in [N]$ ,  $h(x) \in u[M]$   
(ii)  $\forall x \in [N]$ ,  $h(x) \in u[M]$   
(iii)  $\forall x_1 \neq x_2 \in [N]$ ,  $(h_1(x), h_2(x)) \in u[M]^{\lambda}$  unitarily  
equivalently:  
 $\forall x_1 \neq x_2 \in [N]$   
 $\forall y_1, y_2 \in [M]$ 

$$P_{r} [h(x_{1}) = y_{1} + h(x_{2}) = y_{1}] = \frac{1}{M^{2}}$$

$$he \mathcal{H}$$

How does it help? Need : all assignments  $|.|h(S_{p})| \approx |S_{p}|$ 2. h computable in poly time h hlso Size  $\lambda^{l}$ pick l st  $\lambda^{l} > k \ge \frac{\lambda^{l}}{2}$ size 2<sup>n</sup> idea • Clearly [h (Sp)] ≤ | Sp] this is a very nice hash property of fit. hash · hopefully [h(sq)] is not too much smaller than [sp] (we will show that whp [h(sp)] > [sp]  $\Rightarrow$  if l s.t.  $2^{l}$  is roughly |h(Sp)|then most of  $1...2^{l}$  gets mapped to by h(Sp)(Uses that It is p.i.)

A comment about p.i. hash fotns

typical use: (s)→(hls)) • map set S into smaller "space" • good for storage, reducing size of "name" of elements ... · need property of "few collisions" since collisions cause problems, so need to minim**eze** (e.g. in hash tables, collisions => chaining length) · here 'few collisions"  $\Rightarrow$  |h(s)| is not to much smaller than 151 Why is that good? range, say of · pick any pt in it will probably hit Ol uses that ~ h(x) is unif dist • if h(s) big,

Protocol: for distinguishing set of size K  
from set of size K/S  
Given II (p.i. fitus mapping 
$$20,13^n \rightarrow 30,13^l$$
)  
1. V picks h & AI  
2. V  $\rightarrow$  P: h  
3. P  $\rightarrow$  V: X  $\in$  Sg st. h(x) = 0<sup>l</sup>  
4. V accepts iff X  $\in$  Sg  
Idea: hope: h (Sp) fills "random" portion  
of range, so can distinguish Ih (Sp)  
large or small.  
Case 1 |Sg| > K:  
hopefully Ih (Sp)  $\approx$  K so 0<sup>l</sup> is "hit"  
with reasonable (= %?) probability.  
Then all - powerful P can find preimage in Sp  
Case 2 |Sg| <  $\frac{16}{5}$ :  
Ih (Sp) | < K/S so less likely 0<sup>l</sup> hrt.  
if not hit, P cant find preimage.  
If P sends V a fake preimage, V will detect.

$$\frac{1}{12} \frac{1}{12} \frac$$

Proof  $\begin{array}{l} \forall x \ \Pr\left[0^{l} = h(x)\right] = 2^{l} \quad \text{sina} \quad \text{$\#$ is $p$.i.} \\ \text{$so } \Pr_{h}\left[0^{l} \in h(W)\right] \leq \sum_{x \in W} \Pr\left[0^{l} = h(W)\right] = \frac{|W|}{2^{l}} = \alpha \end{array}$ RHS: Union bro LHS:  $\Pr[UA_i] \ge \ge \Pr[A_i] - \ge \Pr[A_i \cap A_i]$ inclusion exclusion  $= \frac{|u|}{2^{e}} - {\binom{|u|}{2}} \frac{1}{2^{2e}} \ge \frac{|u|}{2^{e}} - \frac{|u|^{2}}{2} \frac{1}{2^{2e}}$ 2 a- a2/2 

Finishing up: Pick l st.  $a^{l-1} \in \kappa \leq a^{l}$  $let a = \frac{|S_0|}{a^l}$ If ISpl > k then a = 3 so  $\Pr[D^{l} eh(S_{\varphi})] \ge a - \frac{a^{2}}{2} \ge 3/8$ assumption on K if ISpI < K/X then a < k < 1 so Pr[ol eh(sp)] ≤ a ≤ ∆ e.g. picking ∆= 4 gives ≤ Yy If repeat O(log 1/2) times, Chernoff ⇒ with prob ≥ 1-B if |Sy|=k then P is successful = 3/8-0(1) of repetitions if  $|S_{\varphi}| \in \frac{k}{\Delta}$  then P is successful  $\leq Y_{4} + o(i)$ of repetitions

Comments · can improve so &= 1-2 (how??)

· Can Use same idea to prive 1P private = 1P public coins coins argue that 1.6, protocol can be used to show size of accept region probability mass is large. (need that V Can verify a Conversation / random coin flips transcripts falls into accept region).

Derandomization via the method of Conditional expectations idea: New Coin tosses of algorithm as path down tree of depth m # coin tosses depth m = # coin tosses good bod bad bad good bod bad bad cilternatively: Con Count Coun good = correct / reach witness / good approximation / Pass ... good randomized algorithm => most leaves good iden: find a good path to kaf "bit-by-bit"

more formally: Fix randomized algorithm A input x m=# random bits used by A on x for lisism & r. ... r. e Euis set ist i bits  $le + p(r_1 ... r_i) = \text{fraction of Continuations} (cool)$ to  $r_1 ... r_i$  that end in "good" leaf to rimining  $e(r_1, r_2) = average cut value if set$ pick (i+1)<sup>se to</sup> $mth bits rendemly <math>e(r_1, r_2) = average cut value if set$ first i nodes to riminip(r, ..., r, )= 1. p(r, ..., r, o) +1, b((1,..,1))by averaging, I setting of Cit, to 0 or 1 st.  $p(r_{1.1}, r_{1/1}) = p(r_{1.1}, r_{1/1})$ Can we figure out which one?

if 
$$p(r_1 \cdots r_{i+1}) \ge p(r_1 \cdots r_i)$$
  $\forall i$   
then  $p(r_1 \cdots r_m) \ge p(r_1 \cdots r_{m-1}) \ge \dots \ge p(r_1) \ge \frac{1}{2}$  fraction of guod paths  
T  
this is a  
leaf So  
value is lor 0  
but if  $\ge 2/3$   
it must be  $\perp$ 

main issue: how do we choose best Viti Setting at each step?

<u>Example</u> Max cut (second way to de randomize) recall algorithm:

Recall from lecture 7: Analysis: V v, v on opposite V sides of cut Let  $1_{u_1v} = \begin{cases} 1 & \text{if } r_u \neq r_v \\ 0 & 0.w. \end{cases}$  $C_{vt} size = \sum_{(u,v) \in E} 1_{u,v}$  $E[cut size] = E[\Sigma ] u_{1}v]$  $= \sum_{\substack{(u,v) \in E}} E[1_{u,v}] = \sum_{\substack{(u,v) \in E}} Pr[1_{u,v} = 1]$  $= \sum P_{\Gamma} \left[ \left( \int_{\Gamma} = | \phi | v^{2} = 0 \right) I_{\Gamma} \left( \int_{\Gamma} = 0 \phi | v^{2} = 1 \right) \right]$ (u1v)eE = | [ - [ + + +] = 1[] So expect of the edges to cross cut! Nok; E[cut size] = IE] => ] cut of size IE] average cut size produced by algorithm must be one that is at least as big as the average

derandomization:

e(r, ...,r) = E [ | Cut (S, T) ] given r, ...r; choices mude] R\_{i+1}...Rn e (no choices fixed yet)  $\ge \frac{|E|}{2}$  (previous lecture) how do we calculate e (r\_...rit)? Let  $S_{in} = \frac{3}{2} \operatorname{nodes} j \left( j \leq i+1 \right), f_{j} = 0 \quad S \neq T$   $T_{i+1} = \frac{3}{2} \operatorname{nodes} j \left( j \leq i+1 \right), f_{j} = 1 \quad S \quad S \neq T$   $V_{i+1} = \frac{3}{2} \operatorname{nodes} j \left( j \geq i+2 \right) \neq j \leq n \quad S \quad S \neq T$   $V_{i+1} = \frac{3}{2} \operatorname{nodes} j \left( j \geq i+2 \right) \neq j \leq n \quad S \quad S \neq T$   $V_{i+1} = \frac{3}{2} \operatorname{nodes} j \left( j \geq i+2 \right) \neq j \leq n \quad S \quad S \neq T$  $\frac{fact}{fact} = (r_1 \cdots r_{j,t+1}) = (\# edges between S_{j+1} + T_{j+1}) = (\# edges between S_{j+1} + T_{j+$ 50 ° + 12 (# edges touching Viti) (Follows from same reasoning as last lecture) Not: don't need to calculate e (r...r.it) just need to figure out which is bigger  $e(r_1...r_i \circ)$  or  $e(r_1...r_i \circ)$ 

how do we do this? same for # edges between Sin + Tim both Un is same for both Uit differs only on edges to node its to maximize this, place node it to maximize cut size; Si Vin Vin U Compure #edges between Viti + Sn VS. " " " Ti =) Can deterministually pick which choice gives yjelds'. bigger # edges fouching lite ⇒ if do this for each i, get solution which is ≥ expected value in deterministic way Greedy Algorithm  $I) S \leftarrow P, T \leftarrow Q$ else place Vi in T