
Complexity Theory

Due date: July 16, 2013 before class!

Problem 1 (10 Points)

Let \mathbf{IP}' denote the class obtained by allowing the prover to be probabilistic in the definition of \mathbf{IP} , i.e. the prover's strategy can be chosen at random from some distribution of functions. Prove that $\mathbf{IP}' = \mathbf{IP}$.

Problem 2 (10 Points)

Show that \mathcal{NP} and \mathbf{BPP} are contained in \mathbf{MA} and in \mathbf{AM} .

Problem 3 (10 Points)

A *zero-knowledge* proof system is an interactive proof system where the prover can convince the verifier that a given statement is true, without revealing any additional information about the statement apart from whether it is true or not. (For example, the protocol for $\mathbf{GRAPH\ NONISOMORPHISM}$ is zero-knowledge.)

Zero-knowledge proofs are highly important in Cryptography: for an authentication process one wants to convince the machine that indeed the password is correct, but without ever revealing it.

Describe a zero-knowledge interactive proof system for $\mathbf{HAMCYCLE}$.

Problem 4 (10 Points)

Describe the arithmetization of boolean formulae when implementing

- (i) FALSE with the value 0 and TRUE with -1 .
- (ii) FALSE with the value -1 and TRUE with 1.

(In the lecture you have seen the arithmetization for the case that FALSE $\mapsto 0$ and TRUE $\mapsto 1$.)