

Homework 22

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1 Problem 36

Show that MAM is a subset of AM.

Consider an MAM protocol. The soundness error for this protocol is $\leq \frac{1}{3}$. Merlin sends a message, π , to Arthur, who then flips a coin to decide whether $x \in L$. The probability Arthur accepts if $x \notin L$ is $\leq \frac{1}{3}$. By using the known error reduction technique, Arthur can flip $m+1$ coins and decide if any of them would make him reject. The probability Merlin fools Arthur is $\leq \frac{1}{3^{m+1}}$.

Consider switching the protocol such that Arthur sends his random coin flips to Merlin before Merlin sends his message. Merlin can choose up to m different messages to send. For any given π Merlin chooses, the probability it will fool Arthur is $\leq \frac{1}{3^{m+1}}$. By using the union bound, the probability Merlin can choose a π which fools Arthur for all of his coin flips is $\leq \frac{1}{3}$. Therefore, this new AMM protocol is still sound.

Since an AMM protocol is equivalent to an AM protocol where both M messages are sent at once, this MAM protocol can be converted into an AM protocol. Therefore, $MAM \subseteq AM$.

2 Problem 37

2.1 Part a

First consider the protocol without linearization.

2.1.1 i

What is the integer S and polynomial $s(x)$ that Merlin sends in the first round?

$$S = 2.$$

$$\begin{aligned} s(x) &= \prod_{y=0}^1 \sum_{z=0}^1 P(x, y, z) \\ &= \sum_{z=0}^1 P(x, 0, z) * P(x, 1, z) \end{aligned}$$

$$\begin{aligned}
&= P(x, 0, 0) * P(x, 1, 0) + P(x, 0, 1) * P(x, 1, 1) \\
&= ((1 - (1 - x) * 1 * 0) * (1 - x * 0 * 1)) * ((1 - (1 - x) * 0 * 0) * (1 - (1 - x) * 1 * 1)) + \\
&\quad ((1 - (1 - x) * 1 * 1) * (1 - x * 0 * 0)) * ((1 - (1 - x) * 0 * 1) * (1 - (1 - x) * 1 * 0)) \\
&= (1 * 1) * (1 * (1 - (1 - x))) + ((1 - (1 - x)) * 1) * (1 * 1) \\
&= (1) * (x) + (x) * 1 \\
&= 2x
\end{aligned}$$

2.1.2 ii

What is the polynomial that Merlin sends in his second message to Arthur?

$$\begin{aligned}
s(r) &= \Pi_{y=0}^1 \Sigma_{z=0}^1 P(r, y, z) \\
q(y) &= \Sigma_{z=0}^1 P(r, y, z) \\
&= P(r, y, 0) + P(r, y, 1) \\
&= (1 - (1 - r) * (1 - y) * 0) * (1 - r * y * 1) + (1 - (1 - r) * (1 - y) * 1) * (1 - r * y * 0) \\
&= (1) * (1 - r * y) + (1 - (1 - r) * (1 - y)) * (1) \\
&= (1 - r * y) + (1 - (1 - r) * (1 - y)) \\
&= (1 - \frac{1}{3} * y) + (1 - (1 - \frac{1}{3}) * (1 - y)) \\
&= 1 - \frac{1}{3} * y + (1 - \frac{2}{3} * (1 - y)) \\
&= 1 - \frac{1}{3} * y + (1 - \frac{2}{3} + \frac{2}{3}y) \\
&= \frac{1}{3}y + \frac{4}{3}
\end{aligned}$$

2.1.3 iii

Arthur checks this second polynomial to see if it has some property, what property is this?

Whether $q(0) * q(1) = s(r)$ (if not, reject; otherwise continue)

2.2 Part b

Now consider the protocol with linearization.

2.2.1 i

What is the integer S and polynomial $s(x)$ that Merlin sends in the first round?

$$S = 2.$$

$$\begin{aligned}
s(x) &= \prod_{y=0}^1 \sum_{z=0}^1 P(x, y, z) \\
&= \sum_{z=0}^1 P(x, 0, z) * P(x, 1, z) \\
&= P(x, 0, 0) * P(x, 1, 0) + P(x, 0, 1) * P(x, 1, 1) \\
&= ((1 - (1 - x) * 1 * 0) * (1 - x * 0 * 1)) * ((1 - (1 - x) * 0 * 0) * (1 - (1 - x) * 1 * 1)) + \\
&\quad ((1 - (1 - x) * 1 * 1) * (1 - x * 0 * 0)) * ((1 - (1 - x) * 0 * 1) * (1 - (1 - x) * 1 * 0)) \\
&= (1 * 1) * (1 * (1 - (1 - x))) + ((1 - (1 - x)) * 1) * (1 * 1) \\
&= (1) * (x) + (x) * 1 \\
&= 2x \\
&= x
\end{aligned}$$

2.2.2 ii

What is the polynomial that Merlin sends in his second message to Arthur?

$$\begin{aligned}
s(r) &= \prod_{y=0}^1 \sum_{z=0}^1 P(r, y, z) \\
q(y) &= \sum_{z=0}^1 P(r, y, z) \\
&= P(r, y, 0) + P(r, y, 1) \\
&= (1 - (1 - r) * (1 - y) * 0) * (1 - r * y * 1) + (1 - (1 - r) * (1 - y) * 1) * (1 - r * y * 0) \\
&= (1) * (1 - r * y) + (1 - (1 - r) * (1 - y)) * (1) \\
&= (1 - r * y) + (1 - (1 - r) * (1 - y)) \\
&= (1 - \frac{1}{3} * y) + (1 - (1 - \frac{1}{3}) * (1 - y)) \\
&= 1 - y + (1 - (1 - y)) \\
&= 1 - y + y \\
&= 1
\end{aligned}$$

2.2.3 iii

Arthur checks this second polynomial to see if it has some property, what property is this?

Whether $q(0) * q(1) = s(r)$ (if not, reject; otherwise continue)