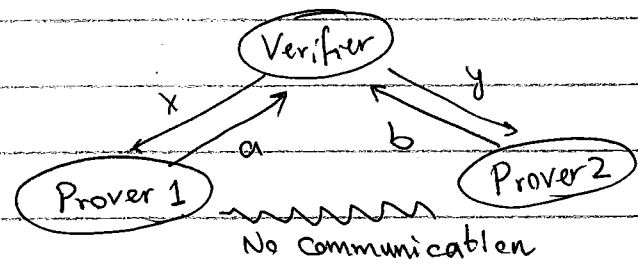


1

Parallel repetition:

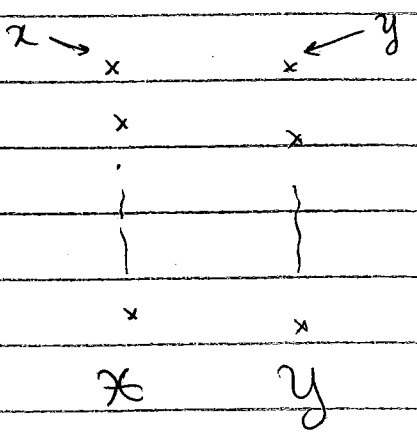
2-prover 1-round games (2PIR)



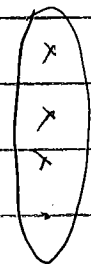
Verifier accepts if  $V(x, y, a, b) = 1$ .

Game:  $V: \mathcal{X} \times \mathcal{Y} \times \Sigma \times \Sigma \rightarrow \{0, 1\}$ ,  $|\Sigma| = q$ .

Important in PCPs and inapproximability.



Example:  $\phi$ : 3SAT instance.



$x = \text{clause}$

$y = \text{variables of } \phi$ .

$$V(C_j, x_i, \alpha, \beta) = 1$$

if  $\alpha$  satisfies  $C_j$  and

$$\alpha|_{x_i} = \beta$$

- ① If  $\phi$  is satisfiable  $\Rightarrow \exists$  strategy that makes  $V=1$  w.p. 1.
- ② If every assignment fails to satisfy  $p$  fraction of the clauses, then no strategy can make  $V=1$  w.p.  $> 1-p^3$ .

(2)

Value of a game:  $G$   $\searrow$   $\text{Val}(G) =$

$$v(G) = \max_{\pi_1, \pi_2} \left[ \Pr_{(x,y) \sim (\mathcal{X}, \mathcal{Y})} [V(x,y, \pi_1(x), \pi_2(y))] \right]$$

mapping from questions to answers:

$$\begin{cases} \pi_1: \mathcal{X} \rightarrow \Sigma \\ \pi_2: \mathcal{Y} \rightarrow \Sigma \end{cases}$$

Comment:  $P_1, P_2$  don't communicate, but can allow shared randomness

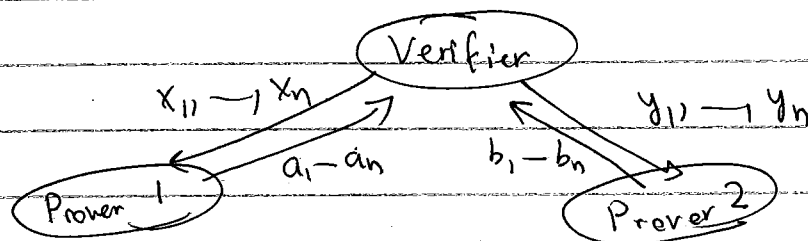
shared randomness

$$\text{thus, } \begin{cases} \pi_1: \mathcal{X} \times \mathcal{R} \rightarrow \Sigma \\ \pi_2: \mathcal{Y} \times \mathcal{R} \rightarrow \Sigma \end{cases}$$

\* But shared randomness doesn't affect the value of the game.

\*  $n$ -repeated games: Ask  $n$  independent questions in parallel:

Verifier samples  $(x_1, y_1), \dots, (x_n, y_n) \sim (\mathcal{X}, \mathcal{Y})$   
(ie., tensor product of the graph) iid.



Accept iff  $\bigwedge_{i=1}^n V(x_i, y_i, a_i, b_i) = 1$ .

3

Question:  $w(G^n)$  vs.  $w(G)^n$  ?

Trivial:  $w(G^n) \geq w(G)^n$

provers can answer just like  $G$ , independently.

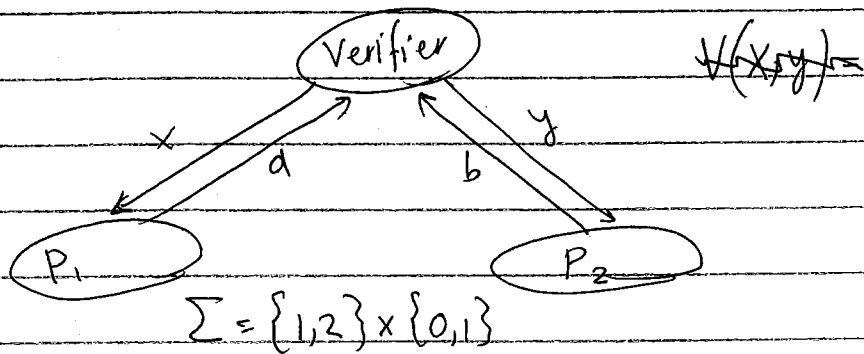
FRS'88 "claimed" that  $w(G^n) = w(G)^n$   
(i.e., parallel repetition = serial repetition.)

But the claim is false.

The answers can be correlated.

Counter-Example: (Fortnow-Feige)

$(X, Y) \sim \text{u.a.r. bits}$



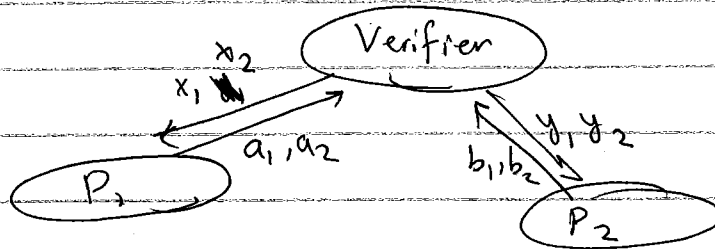
$V(x, y, a, b) = 1$  iff  $a = b = (i, c)$   
&  $P_i$  got bit  $c$

4

Note:  $w(G) = \frac{1}{2}$ . (at least one prover must guess other prover's bit).

Now parallel repeat the game twice.

$(x_1, y_1), (x_2, y_2)$  iid.



Can't do better than half (value can't increase in a repeated game).

But can do better than  $\frac{1}{4}$ .

$w_i = \text{win on question } i$ :

$$\Pr(w_1 \wedge w_2) = \Pr(w_1) \Pr(w_2 | w_1)$$

Strategy:

$$a_1 = (1, x_1)$$

$$b_1 = (1, y_2)$$

$$a_2 = (2, x_1)$$

$$b_2 = (2, y_2)$$

They win the first question if  $x_1 = y_2$   
 $\Pr(w_1) = \frac{1}{2}$ .

But if so, we also win the 2nd round.

$$\Rightarrow w(G^2) = \frac{1}{2}$$

□

(5)

\* By conditioning, the conditioned subsequent rounds can have "implicit communication"!

Exercise: If  $n = \text{even}$ ,  $w(G^n) = 2^{-n/2}$   
for the above example.

\* Parallel repetition theorem: (Raz'95)

$\forall$  games  $G$ , following holds:

If  $w(G) = 1 - \delta$ , then

$$w(G^n) \leq 2^{-\Omega_{\delta, q}(n)}$$

known:  $\delta^2$  necessary!

In fact,  $w(G^n) \leq 2^{-\Omega\left(\frac{\delta^3 n}{\log q}\right)}$   
known: some dependence on  $q$  necessary!  
( $q = |\Sigma|$ )

Comment: PCP theorem + Parallel repetition

$\Rightarrow$  Strong inapproximability for the "label cover" problem, which implies many strong hardness results.

\* Simplification of Raz'95: Holenstein '07.

There's a new linear-algebraic proof too!

6

Lemma (Main):

$$\exists \gamma = \gamma(\delta, b) \text{ s.t.}$$

$$\forall S \subseteq [n], |S| \leq \gamma n,$$

$$\Pr[W_S] \geq 2^{-\gamma n} \Rightarrow \exists i \text{ s.t.}$$

Prob. of winning  
on all coordinates in S

$$\Pr(W_i | W_S) < 1 - \frac{\delta}{2}.$$

This implies the theorem. Start with  $S = \emptyset$  and increment it until the conclusion is violated or S becomes too large.

$$\text{Pick } i_1, \dots, i_l \text{ s.t. } \Pr(W_{i_j} | W_{i_1} \wedge \dots \wedge W_{i_{j-1}}) \leq 1 - \frac{\delta}{2}$$

$$\Rightarrow w(G^n) \leq \max \left\{ 2^{-\gamma n}, \left(1 - \frac{\delta}{2}\right)^{\gamma n} \right\}.$$

Proving the main lemma:

Intuition: Fix S. How to find i?

Use strategy for  $G^n$  to get one for G.  
Suppose the conclusion is false.

Fix i. Given  $(x, y) \sim (\mathbb{X}, \mathbb{Y})$ ,

Use shared randomness to generate  $n-1$  other questions  
s.t. when  $(x, y)$  is placed in the  $i$ th coordinate

⑦

and the rest of the questions in the other coordinates, s.t. the resulting distribution is statistically close to  $(x_1, y_1)(x_2, y_2) \dots (x_n, y_n) \mid W_S$ .  
(because the assumption holds conditioned on winning on  $S$ ).

Two main obstacles:

① Must have:  $(x, y) \underset{\text{close}}{\approx} (x_i, y_i) \mid W_S$ .  
(even to make syntactic sense!)

$\Rightarrow$  Need such an  $i$ !

This is not so hard to overcome.  
(using the fact that  $P_r(W_S)$  isn't too bad!)

② (Bigger Problem) How to fill in the values outside the  $i$ th coordinate, without any communication?  
(NB:  $(x, y)$  might be correlated).

Idea: we can use "correlated sampling" as we saw (in a simple form) in the last lecture.