# The PCP Theorem or <br> How to Catch a Cheat, Efficiently 

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$+8$

# Motivation: Modelling Homework 

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\left[\begin{array}{l}
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- Best known algorithm: $\gg 2 \times 10^{12}$ steps!
- Takes Cueball $\approx 15$ minutes on his Mac



## Blackhat: I can do it faster!



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- Can Cueball verify that $\mathbf{C}$ is the correct answer?
- Naïve way: compute $\mathbf{A B}$ on his Mac and compare to $\mathbf{C}$
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- Can Cueball verify efficiently (say $<1$ minute)?


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- Fact: If $\mathbf{C} \neq \mathbf{A B}$ then $\mathbf{A}(\mathbf{B r}) \neq \mathbf{C r}$ with probability $\geq 1 / 2$
- Repeat with $\mathbf{r}_{1}, \ldots, \mathbf{r}_{q}$ for more confidence


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## Generalisation: PCP Theorem ${ }^{\ddagger}$

- Substitute matrix multiplication $\rightarrow$ any effectively solvable computational problem
- Probablistically checkable proofs (PCP)
- PCP Theorem: solution to any effectively solvable problem, can be verified randomly in a relatively short time
- NP $=\mathrm{PCP}[\log , 1]$
- Intuition: verify random parts of the solution

[^0]
## Moral of the Story

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- Randomness is a powerful resource
- Verify computation
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- Don't trust people wearing hats!


Thank you!


[^0]:    ${ }^{\ddagger}$ Arora and Safra, 1998

