THE USE OF NP-COMPLETE PROBLEMS FROM GRAPH THEORY IN PROTOCOLS FOR ZERO-KNOWLEDGE PROOFS

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Outline

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Graph Isomorphism Problem



General Setting:

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We assume a large network of interconnected users with no hardware safety that is,

- conversations may be listened to
- everyone is assumed to be dishonest until proved otherwise
- noone's identity can be taken for sure

For any conversation to take place, a **proof of identity** is required: a strictly defined *challenge and response protocol* designed to convince the recipient that the other person is who she claims to be.

Typical "real-life" situations:

- calling over the phone to activate a new credit card
- receiving an e-mail from a supposedly unbiased friend

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- a possibility to verify the identity for any pair of users in either direction
- a need for a large number of verifications done in real time = quickly
- safety against pretenders even after many years of use, and a substantial number of exchanges!

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All the known protocols allow for verifying the identity of the prover beyond any reasonable doubt.

Decision Problems: A *class* of problems with a yes/no answer.

Graph Isomorphism Problem

An NP-Problem: A class of decision problems that can be solved in polynomial non-deterministic time, and for which there exists a deterministic polynomial *certificate* for the instances where the answer is yes.

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Example: Given a formula in a conjunctive form in n logical variables, is there a specific choice of values for the variables that will make the formula true?

Note:

- non-deterministic polynomial algorithm
- certificate is any choice of variables making the formula true
- there is no certificate for the formula to be false
- ▶ it is an NP-complete problem

Theorem (Goldreich, Micali, Wigderson, 1991) Under the assumption that secure encryption functions exist, all NP problems give rise to zero-knowledge proofs.

NP-Complete Problems in Graph Theory

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Some of the better known NP-complete problems in graph theory include:

► Clique: given a graph *G* and a positive integer *k*, is there a set of *k* vertices in *G* that are all mutually adjacent?

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- ▶ **Hamiltonicity**: given a graph G, is there a cycle in G of length v = |V(G)|?

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The Provider assigns each user a graph that satisfies the condition, an instance with a yes answer, together with a certificate. Each user keeps the certificate away from all the other users while the assigned graphs are all published in a public "phonebook". When identification is required, the prover convinces the verifier of actually possessing the certificate without giving the certificate away!

Example Using Hamilton Cycles

Peggy and Victor both know the graph G assigned to Peggy. In addition, Peggy knows a Hamilton cycle for G.

▶ In order to verify her identity, Peggy chooses a random permutation p of V(G), and generates a "new" graph H = p(G) that she sends to Victor.

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- Peggy (in response to Victor's request) either
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- ▶ These steps are repeated until Victor is satisfied

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Victor never receives the Hamilton cycle for the original graph G.

Practical Consequences for Specific Graph Classes

Note: the zero-knowledge proof protocol requires for the verifier not to learn anything beyond the information computable without the challenge/response exchange.

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It is not clear however, how "safe" (i.e., computationally hard) is finding the certificate for any realistic "random" graph.

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Practical Consequences for Specific Graph Classes

The provider must be able to produce a large pool of graphs with at least one certificate

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The provider cannot use random graphs, as that would require testing the graphs for certificates - the very thing that is computationally infeasible

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NP-completness does not imply that the decision is hard for any random graph

In particular, it does not imply that the problem is hard for graphs constructed in any way that guarantees a certificate.

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- ▶ the size of the graph is not directly indicative of its complexity; hence, it is hard to evaluate the algorithms
- ▶ there is a large number of graph theoretical results that give conditions that guarantee/produce a certificate for large subclasses of graphs and that may be verified in polynomial time; the class of graphs for which the problem is hard may actually be "thin" within the class of all graphs

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Almost all regular graphs are Hamiltonian.

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Almost all k-regular graphs for a fixed $k \ge 3$ are Hamiltonian.

Note: knowing the Hamiltonicity of a graph may not be helpful for finding a Hamilton cycle.

Frieze, 1988, designed an $O(n^3 \log n)$ time algorithm that finds a Hamilton cycle in a high degree regular graph with a very high probability.

Frieze's algorithm allows for the pretender to find a certificate for "any" specific graph in real time.



Although nothing extra is revealed in the challenge/response sequence, there is a potential for the pretender to find a certificate for someone else's graph – but there is no way to verify the correctness of someone's certificate!

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Note: Gurevich and Shelah have improved the result to a linear algorithm.

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Some Few More Related Results

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Theorem (Garey, Johnson, Stockmeyer)

The graph 3-colorability, vertex cover, and the directed Hamiltonian path problems remain NP-complete even when restricted to graphs of degree bounded from below by a constant.

Note: many of the zero-knowledge proof protocols rely on this problem.

An instance for this problem consists of two graphs G_1 and G_2 with a decision to be made whether the two graphs are isomorphic.

Definition

Let $G_1=(V_1,E_1)$ and $G_2=(V_2,E_2)$ be two finite graphs. An isomorphism from G_1 to G_2 is a bijection $\varphi:V(G_1)\longrightarrow V(G_2)$ preserving the adjacency of vertices; u-v in G_1 if and only if $\varphi(u)-\varphi(v)$ in G_2 .

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- ▶ no one has been able to prove that no polynomial algorithm for this problem exists (which would of course prove that $P \neq NP$)

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- ▶ no one knows of a polynomial algorithm for this problem
- ▶ no one has been able to prove that no polynomial algorithm for this problem exists (which would of course prove that $P \neq NP$)
- no one has been able to show this problem to be NP-complete

Further notes:

 there is a number of obvious heuristics for this problem based on polynomially computable invariants

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- there is a number of obvious heuristics for this problem based on polynomially computable invariants
- ▶ B. McKays program "Nauty" is being widely used and believed to be the fastest for isomorphism testing for graphs of seemingly surprisingly large sizes; however, one needs to be aware that two "randomly chosen" graphs are extremely likely to be dramatically different; several classes of graphs have been shown to be exponentially hard for Nauty (see, e.g., A performance comparison of five algorithms for graph isomorphism, by Foggia, Sansone, and Vento).

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- altered or generalized versions of the isomorphism problem have been shown to be NP-complete; for example, the problem of determining whether a given graph has a fixed-point-free automorphism is NP-complete

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