

Efficient Zero-Knowledge Proofs

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Zero-knowledge proof

Statement

Zero-knowledge:
Nothing but truth revealed

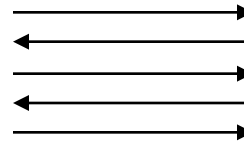


Prover

Soundness:
Statement is true

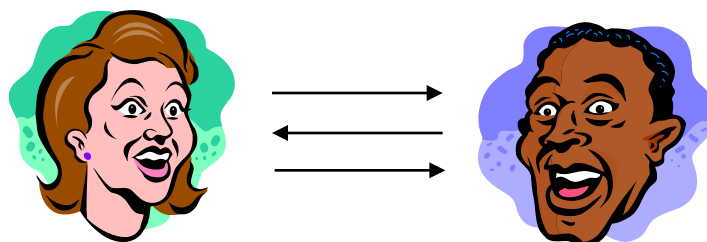


Verifier

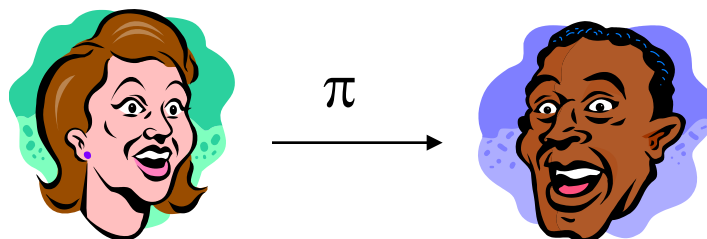


Round complexity

- Interactive zero-knowledge proof



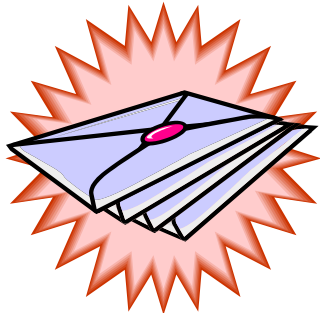
- Non-interactive zero-knowledge proof



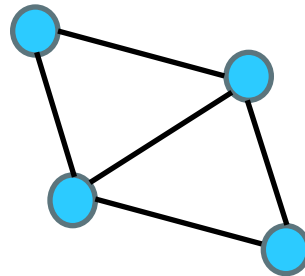
Statements

$$(x_1 \wedge x_2 \wedge \neg x_3) \vee (x_2 \wedge x_4 \wedge x_5)$$

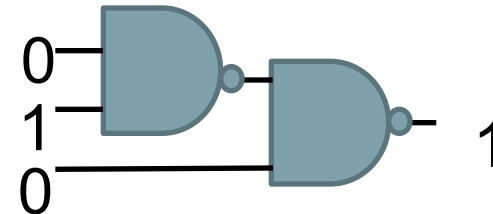
SAT



Plaintext is
signature on...



Hamiltonian



Circuit SAT

- Statements are $\phi \in L$ for a given NP-language L
- Prover knows witness w such that $(\phi, w) \in R_L$
 - But wants to keep the witness secret!

Proof system (Setup, Prove, Verify)

- $\text{Setup}(1^\lambda) \rightarrow crs$:
 - Sometimes we assume a trusted setup. This is in particular required for non-interactive zero-knowledge.
- $\langle \text{Prove}(crs, \phi, w); \text{Verify}(crs, \phi) \rangle \rightarrow \text{accept/reject}$
 - Stateful algorithms `Prove` and `Verify` interact. In the end `Verify` accepts or rejects the proof.

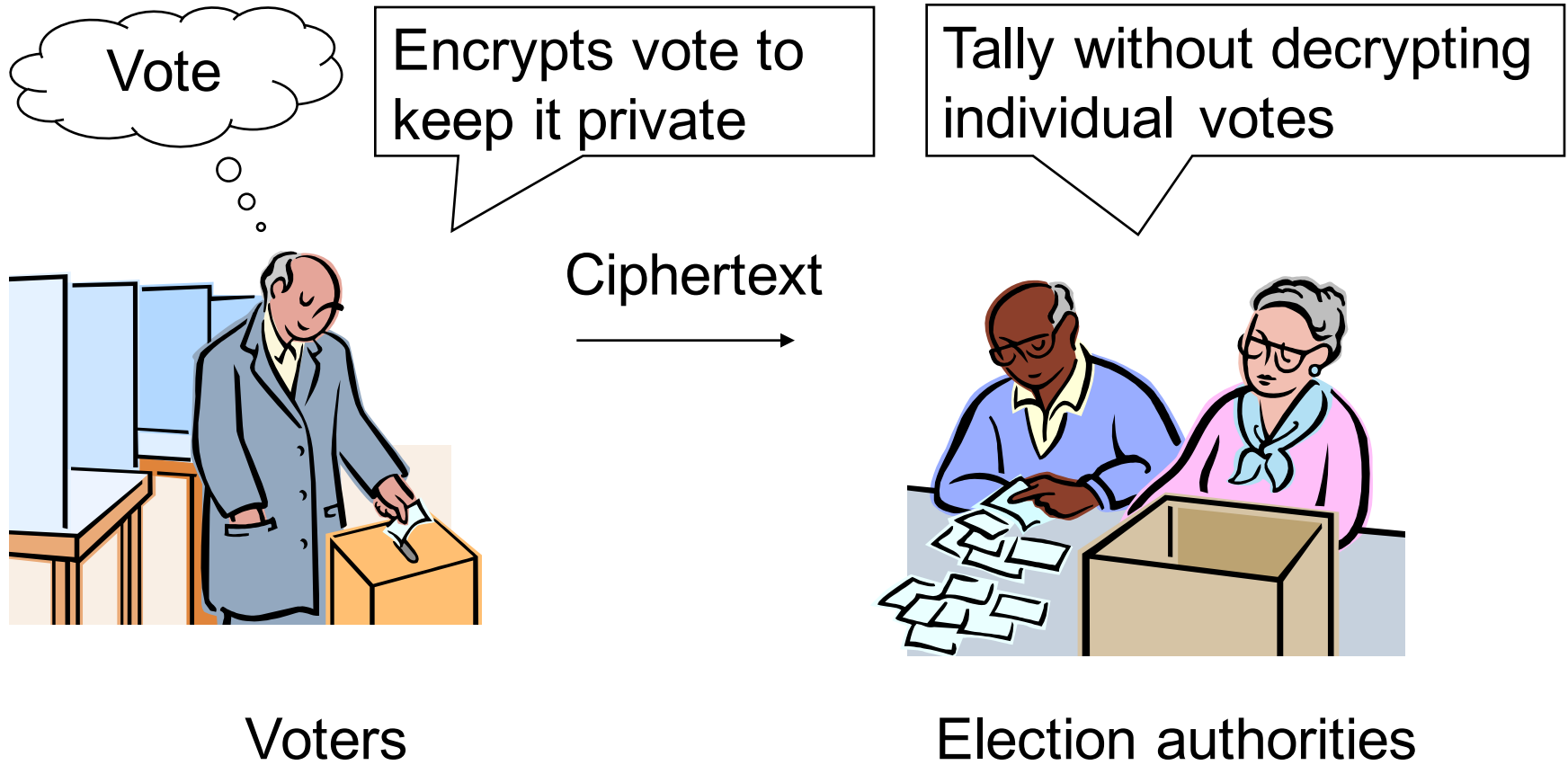
In non-interactive proofs the prover generates a proof using $\text{Prove}(crs, \phi, w) \rightarrow \pi$ and the verifier runs $\text{Verify}(crs, \phi, \pi)$ to decide whether to accept or reject

Zero-knowledge proofs

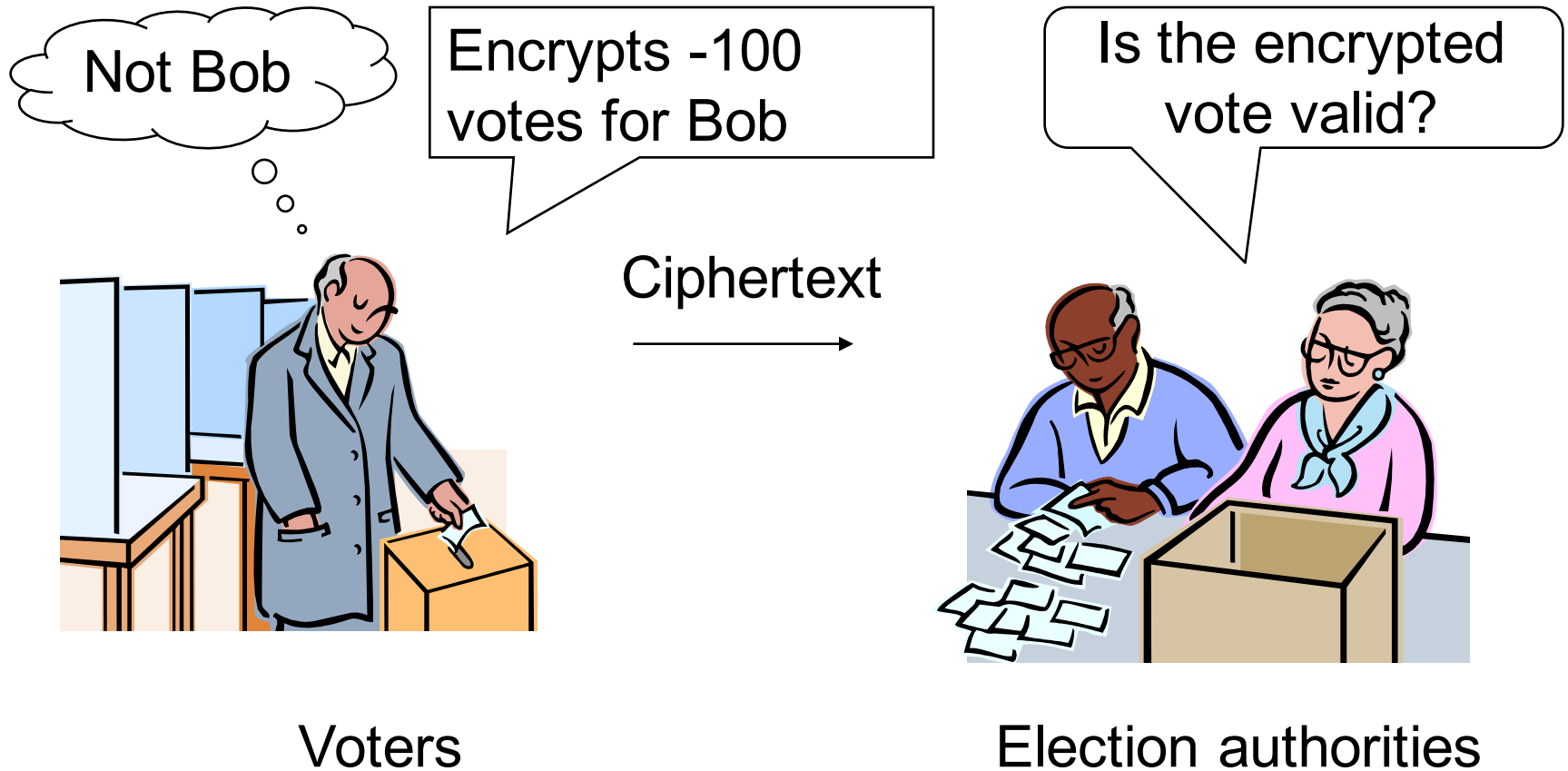


- Completeness
 - Prover can convince the verifier when statement is true
- Soundness
 - Cheating prover cannot convince the verifier when statement is false
- Zero-knowledge
 - No leakage of information (except truth of statement) even if interacting with a cheating verifier
 - Defined as there being a simulator that can produce a transcript without knowing the witness (and therefore not leaking anything about the witness)

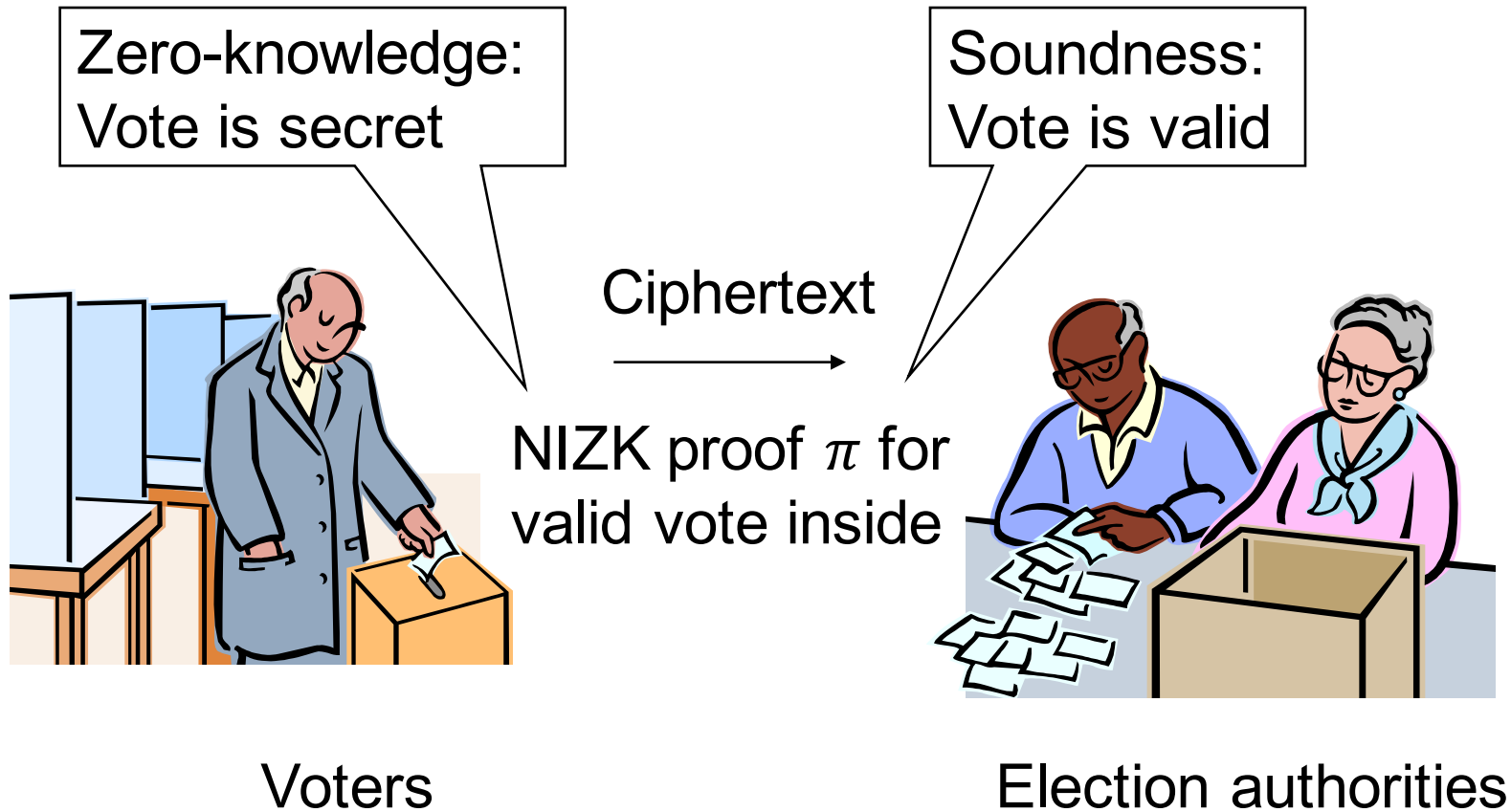
Internet voting



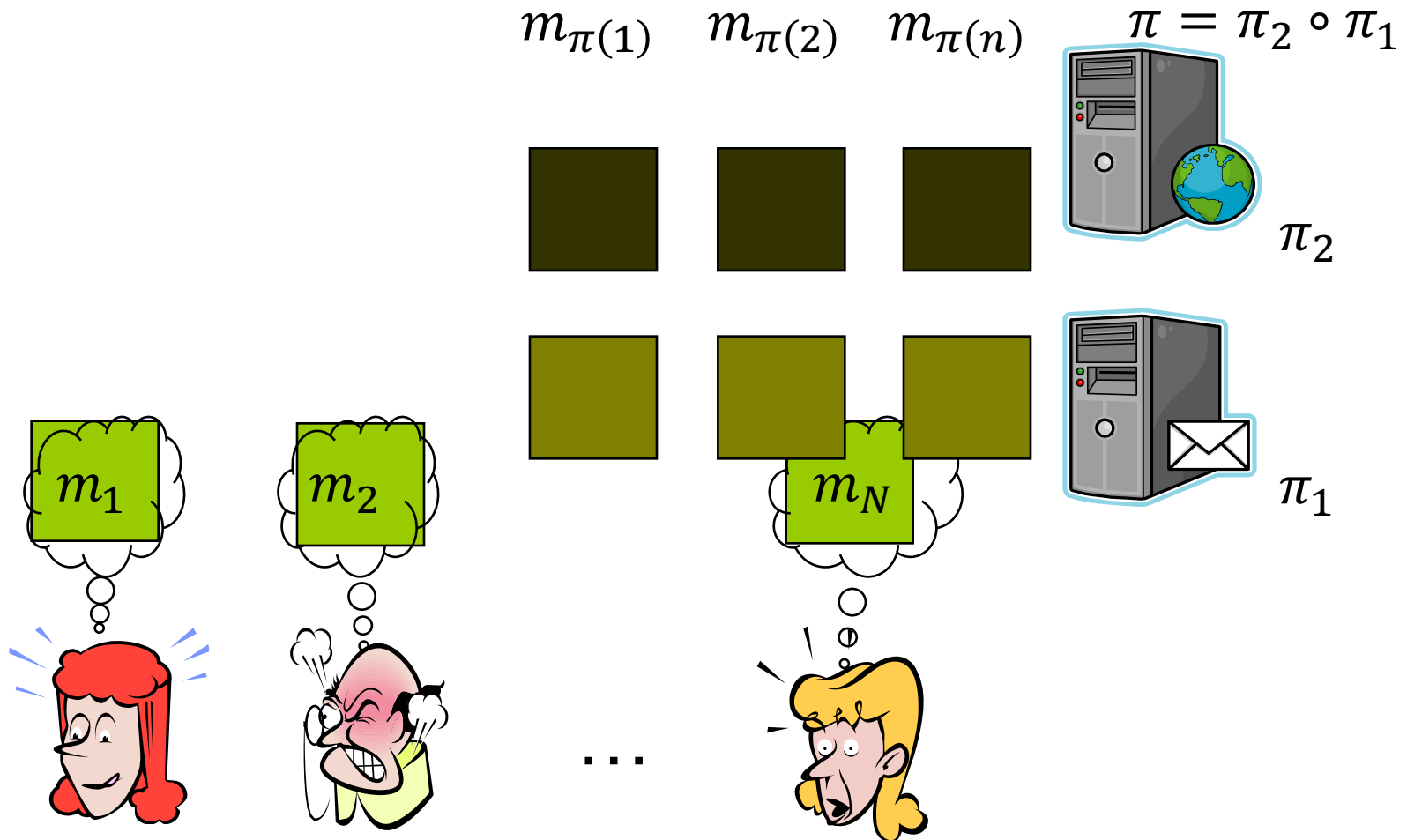
Election fraud



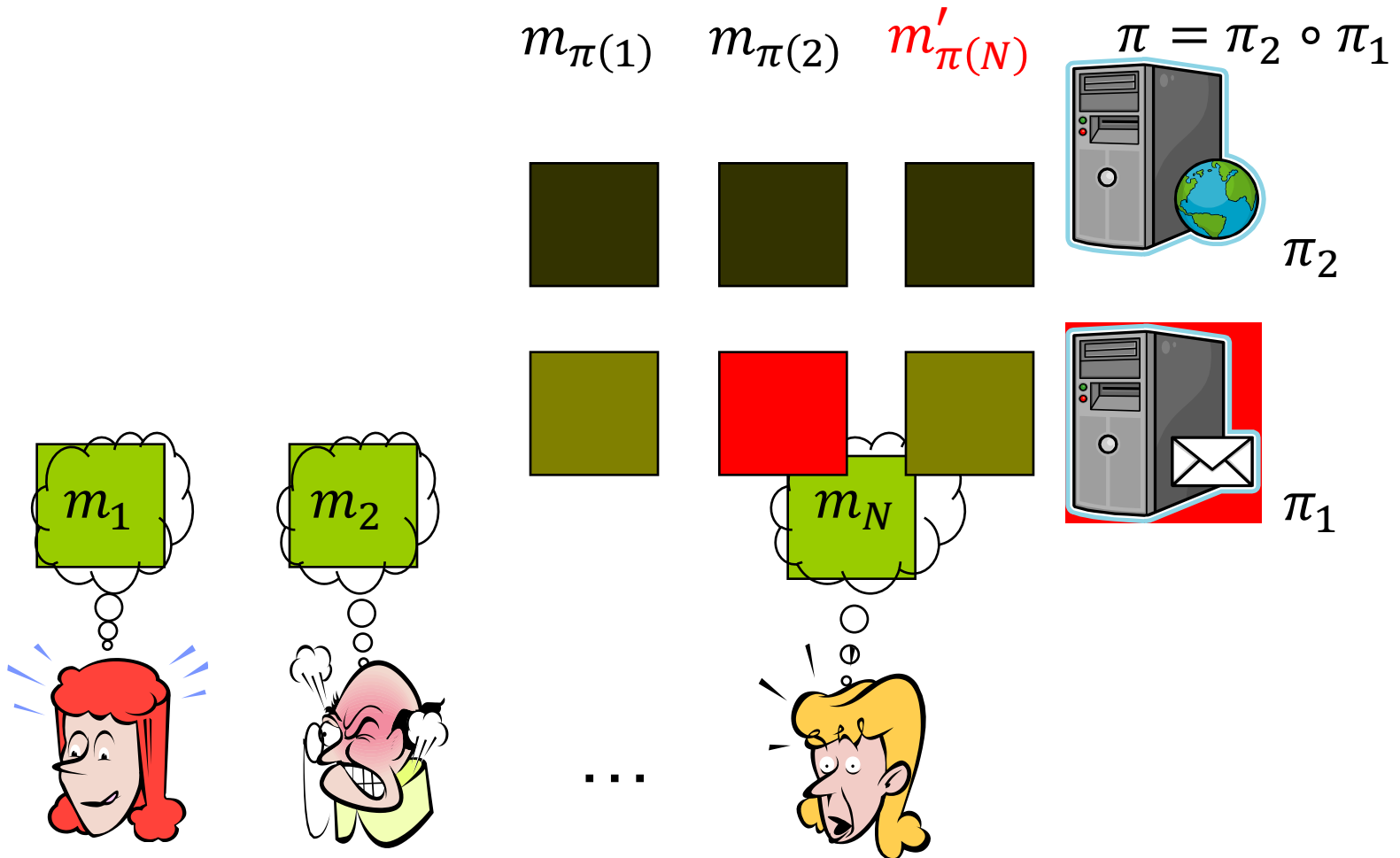
Zero-knowledge proof as solution



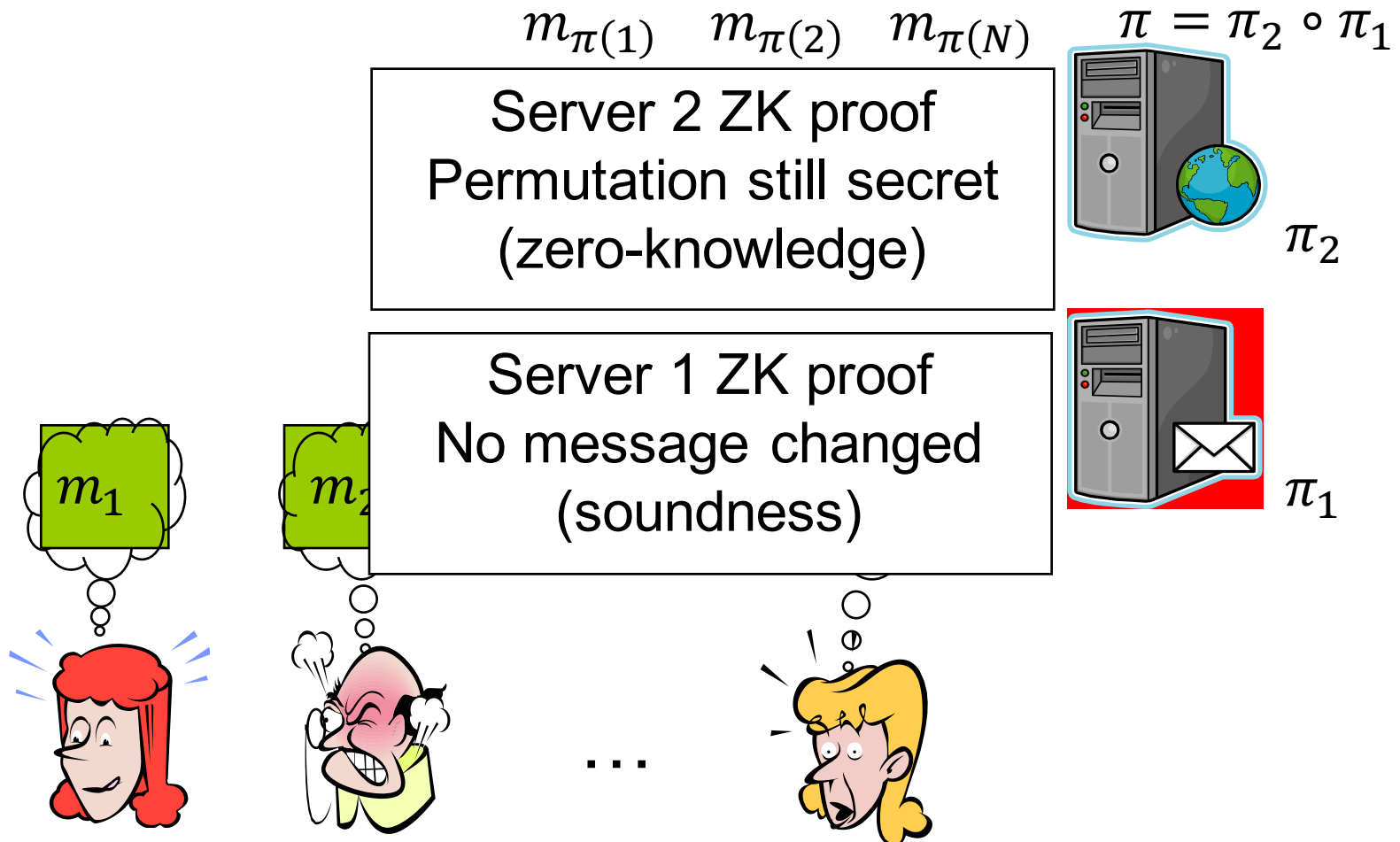
Mix-net: Anonymous message broadcast



Problem: Corrupt mix-server

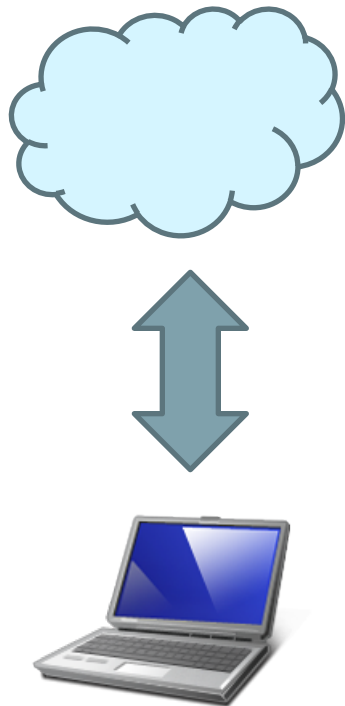


Solution: Zero-knowledge proof



$\pi = \pi_2 \circ \pi_1$

Verifiable outsourced computation



- Client outsources computation to the cloud
- Gets back result based on its own data and cloud data
- Cloud gives zero-knowledge proof that result is correct

Ring and group signatures



- Want to sign as member of group
- Anonymous within group
- Core techniques
 - NIZK proof that signer is member of group
 - Or NIZK proof that signer has signature certifying membership

ZeroCoin

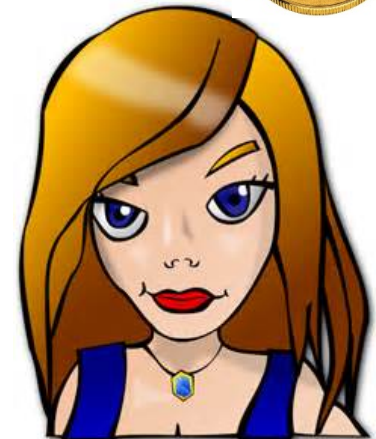
Coin spending

Reveal serial number



Anonymity

Each coin has unique secret serial number known only to owner
Use zero-knowledge proof to demonstrate one of the coins has revealed serial number



Preventing deviation (active attacks) by keeping people honest

Yes, here is a zero-knowledge proof that everything is correct

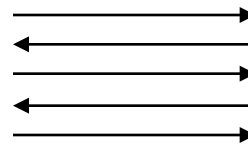


Alice

Did you follow the protocol honestly without deviation?



Bob

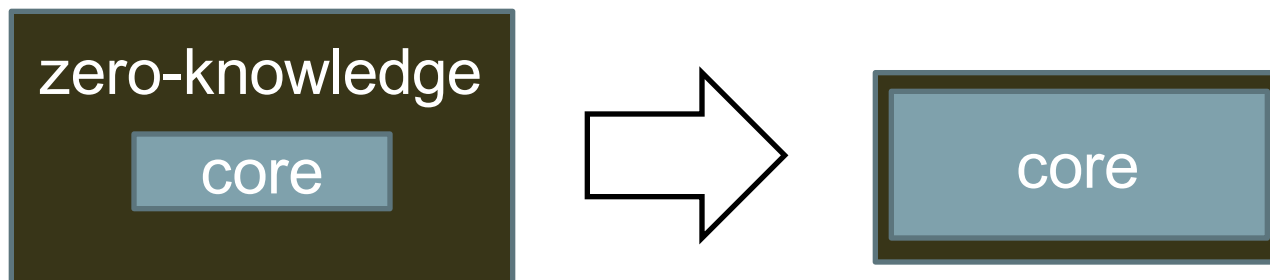


From malicious adversary to honest but curious adversary



Vision

- Main goal
 - Efficient and versatile zero-knowledge proofs
- Vision
 - Negligible overhead from using zero-knowledge proofs

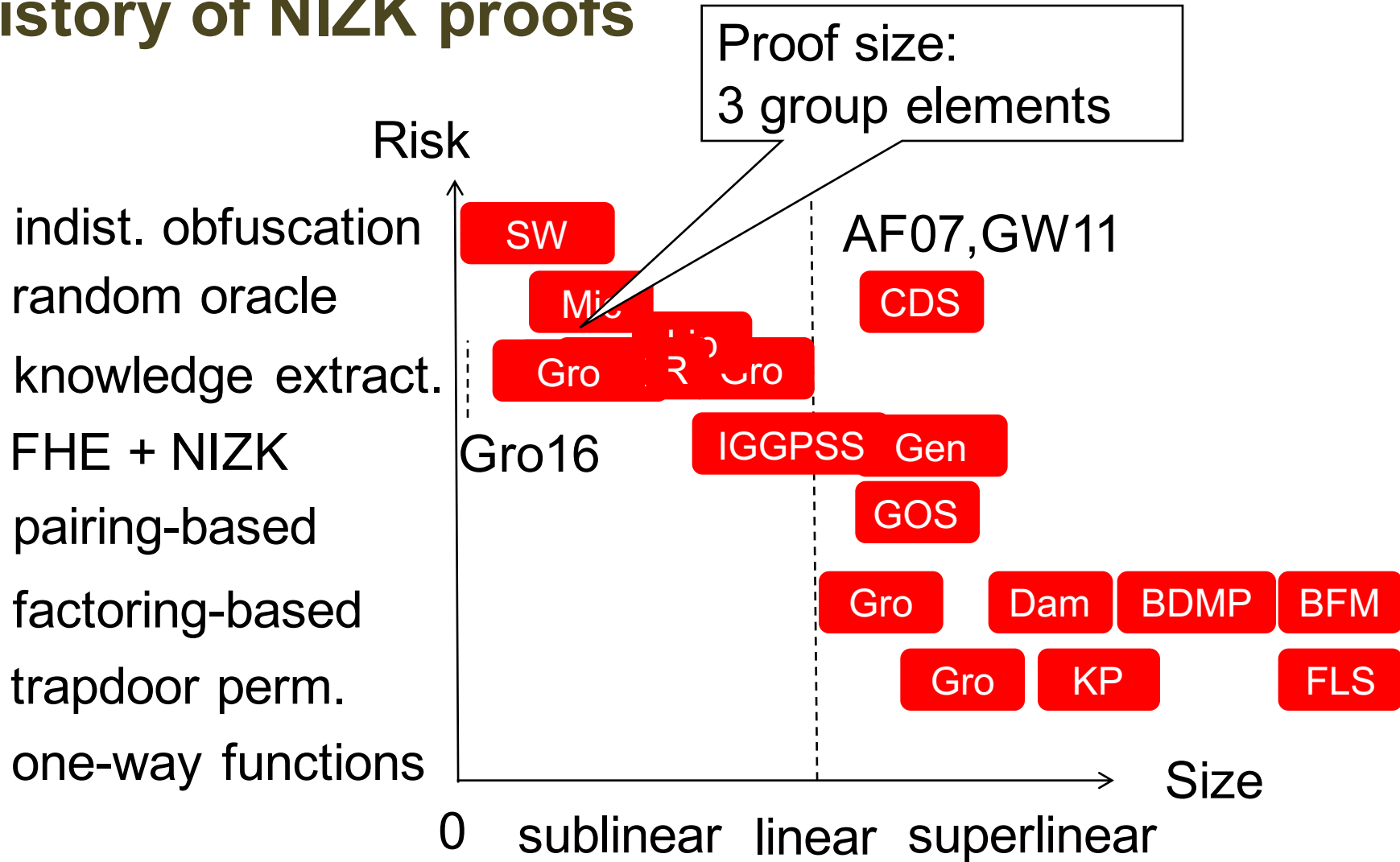


- Security against active attacks standard feature

Performance parameters

- Prover's computation
 - Time and memory
- Verifier's computation
 - Time and memory
- Communication
 - Bits transmitted
 - Number of messages exchanged

History of NIZK proofs



Groth

EUROCRYPT 2016

Rounds	Prover	Verifier	Communication
Non-interactive	N exponentiations	$ \phi $ exponentiations	3 group elements

- Arithmetic circuit
 - N multiplication gates
 - $|\phi|$ public input wires
- NIZK argument
 - Perfect completeness
 - Perfect zero-knowledge
 - Computational soundness
 - Generic group model

zk-SNARK
 Succinct Non-interactive
 Argument of Knowledge

Verifiable computation zk-SNARKs

- Pinnocchio, Libsnark, Pantry, Buffet,...
- Prove program P with input x outputs y
 - Zero-knowledge useful if part of x is secret

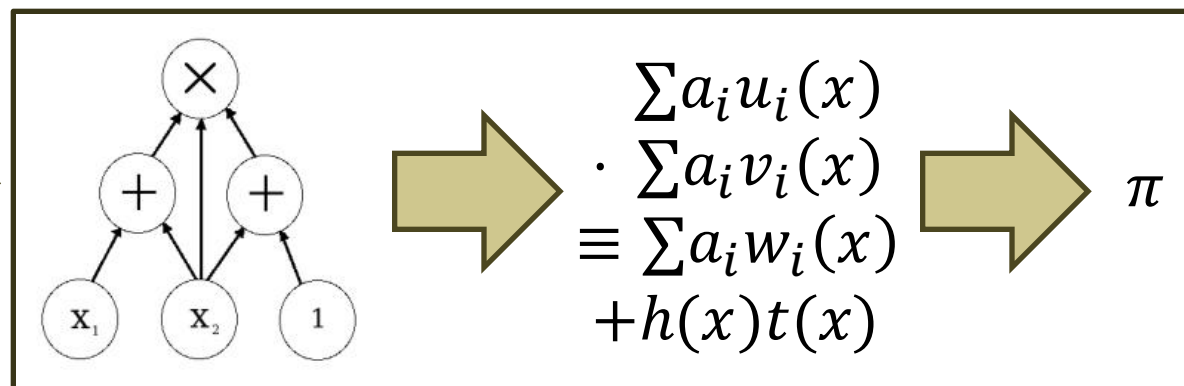
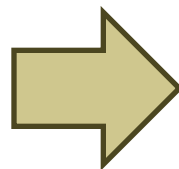
```

blink.c
-----
* Author: Leah Buechler
* Filename: blink.c
* Date: 2/1/2013
*/

#define F_CPU 1000000
#include <avr/io.h>
#include <util/delay.h>
#include <../leah_library/pin_macros.h>

int main(void)
{
    bblOutput();
    blInput();
    blHigh();

    for(;;)
    {
        if (blLow())
        {
            bblHigh();
        }
        else
        {
            blLow();
        }
    }
    return 0;
}
    
```



Libsnark implementation

- 4x faster prover, 200B proofs

Prime order bilinear groups

- $\text{Gen}(1^k)$ generates $(p, G_1, G_2, G_T, e, g, h)$
- G_1, G_2, G_T finite cyclic groups of prime order p generated by g, h and $e(g, h)$
- Bilinear map
 - $e(g^a, h^b) = e(g, h)^{ab}$
- Generic group operations efficiently computable
 - Deciding group membership, group multiplications, pairing

Asymmetric bilinear groups (Type III): No efficiently computable isomorphism between G_1 and G_2

Additive notation

- Given bilinear group $(p, G_1, G_2, G_T, e, g, h)$ define

$$[a]_1 = g^a \quad [b]_2 = h^b \quad [c]_T = e(g, h)^c$$
 and use additive notation for elements in brackets
- The generators can now be written $[1]_1, [1]_2, [1]_T$
- Define dot products using linear algebra notation

$$[\vec{a}]_* \cdot \vec{b} = [\vec{a} \cdot \vec{b}]_* \quad [\vec{a}]_1 \cdot [\vec{b}]_2 = [\vec{a} \cdot \vec{b}]_T$$
- And for matrix multiplication

$$M[\vec{a}]_* = [M\vec{a}]_*$$

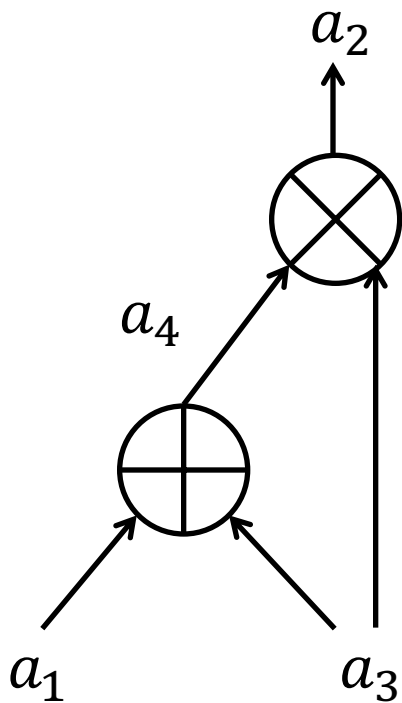
Pairing-based SNARK

- NP-relation R with statements ϕ and witnesses w
- Common reference string
 - Generate $(\vec{\sigma}_1, \vec{\sigma}_2, \tau) \leftarrow \text{Setup}(R)$
 - Let common reference be $(R, [\vec{\sigma}_1]_1, [\vec{\sigma}_2]_2)$
- Proof
 - $(\Pi_1, \Pi_2) \leftarrow \text{ProofMatrix}(R, \phi, w)$
 - $\pi = ([\vec{\pi}_1]_1, [\vec{\pi}_2]_2) = (\Pi_1 [\vec{\sigma}_1]_1, \Pi_2 [\vec{\sigma}_2]_2)$
- Verification
 - $(T_1, \dots, T_\eta) \leftarrow \text{Test}(R, \phi)$
 - Accept the proof π if and only if for all T_1, \dots, T_η

Generic group operations

$$\begin{bmatrix} \vec{\sigma}_1 \\ \vec{\pi}_1 \end{bmatrix}_1 \cdot T_i \begin{bmatrix} \vec{\sigma}_2 \\ \vec{\pi}_2 \end{bmatrix}_2 = [0]_T$$

Arithmetic circuit



- Write as quadratic equation

$$(a_1 + a_3) \cdot a_3 = a_2$$
- In general arithmetic circuit can be written as a set of equations of the form

$$\sum a_i u_i \cdot \sum a_i v_i = \sum a_i w_i$$
 over variables a_1, \dots, a_m and by convention $a_0 = 1$
- Arithmetic circuit defines an NP-language with statements (a_1, \dots, a_ℓ) and witnesses $(a_{\ell+1}, \dots, a_m)$

Rewriting the circuit as polynomial equations

- Consider an equation $\sum a_i u_i \cdot \sum a_i v_i = \sum a_i w_i$
- Let $u_i(x), v_i(x), w_i(x)$ be polynomials such that

$$u_i(r) = u_i \quad v_i(r) = v_i \quad w_i(r) = w_i$$
- Then equation satisfied if

$$\sum a_i u_i(x) \cdot \sum a_i v_i(x) \equiv \sum a_i w_i(x) \pmod{(x - r)}$$
- Pick degree $n - 1$ polynomials $u_i(x), v_i(x), w_i(x)$ such that this holds for all equations, using distinct r_1, \dots, r_n for the n equations in the circuit
- Values a_0, \dots, a_m satisfy all equations if

$$\sum a_i u_i(x) \cdot \sum a_i v_i(x) \equiv \sum a_i w_i(x) \pmod{\prod (x - r_j)}$$

Quadratic arithmetic program

- A quadratic arithmetic program over \mathbf{Z}_p consists of polynomials $u_i(x), v_i(x), w_i(x), t(x) \in \mathbf{Z}_p[x]$
- It defines an NP-relation with
 - Statements (a_1, \dots, a_ℓ)
 - Witnesses $(a_{\ell+1}, \dots, a_m)$
 - Satisfying (using $a_0 = 1$ to handle constants)
$$\sum a_i u_i(x) \cdot \sum a_i v_i(x) \equiv \sum a_i w_i(x) \pmod{t(x)}$$

Knowledge soundness

Generic group adversary

- Random encodings $[\cdot]_i: \mathbf{Z}_p \rightarrow G_i$
- Gets encodings $[\vec{\sigma}_1]_1, [\vec{\sigma}_2]_2$
- Oracle access to polynomially many group additions and pairings

Outline of proof we have soundness

- Generic group adversary must pick $(\phi, [A]_1, [C]_1, [B]_2)$ where $[A]_1, [C]_1$ are computed linearly from $[\vec{\sigma}_1]_1$ and $[B]_2$ from $[\vec{\sigma}_2]_2$
- We argue that generic adversary cannot learn non-trivial information about common reference string using generic group operations, so linear combinations chosen obliviously of $\vec{\sigma}_1, \vec{\sigma}_2$
- Careful analysis shows this choice is unlikely to satisfy verification equation

$$[A]_1 \cdot [B]_2 = [\alpha]_1 \cdot [\beta]_2 + \sum_{i=0} a_i \left[\frac{\beta u_i(x) + \alpha v_i(x) + w_i(x)}{\gamma} \right]_1 \cdot [\gamma]_2 + [C]_1 \cdot [\delta]_2$$

satisfies verification

Efficiency

Efficiency gain

1. Generic group model
2. Carefully crafted verification equations

Arithmetic circuits	Proof size	Prover	Verifier	Equations
[PGHR13] (symmetric)	$8 G$	$7m + n E$	$\ell E, 11 P$	5
This work (symmetric)	$3 G$	$m + 3n E$	$\ell E, 3 P$	1
[BCTV14]	$7 G_1, 1 G_2$	$6m + n E_1, m E_2$	$\ell E_1, 12 P$	5
This work	$2 G_1, 1 G_2$	$m + 3n E_1, n E_2$	$\ell E_1, 3 P$	1
Boolean circuits				
[DFGK14]	$3 G_1, 1 G_2$	$m + n E_1$	$\ell M_1, 6 P$	3
This work	$2 G_1, 1 G_2$	$n E_1$	$\ell M_1, 3 P$	1

Circuits with m wires, n gates, statement size ℓ ($\ell \ll n < m$)

Group element G , exponentiation E , pairing P , multiplication M

Thanks

- Questions?