

Zero Knowledge Succinct Arguments: an Introduction

Alessandro Chiesa
UC Berkeley

Motivation

cryptography is a powerful tool
for building secure systems

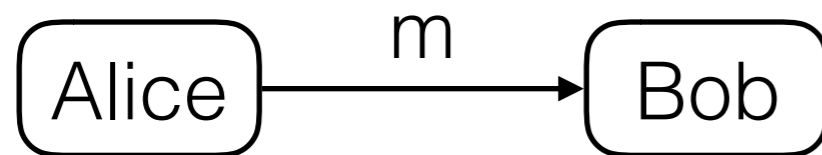
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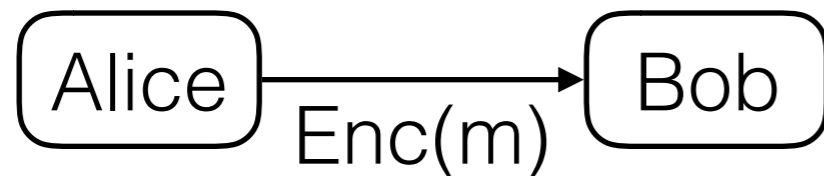
confidentiality



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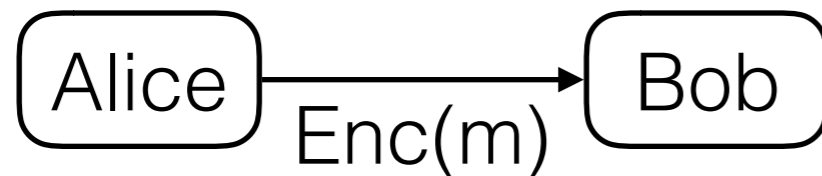
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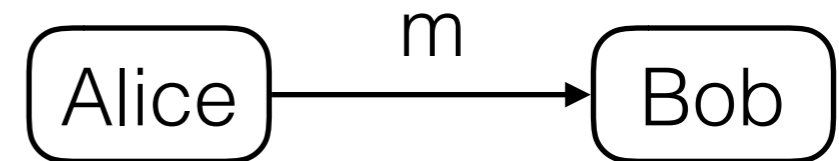
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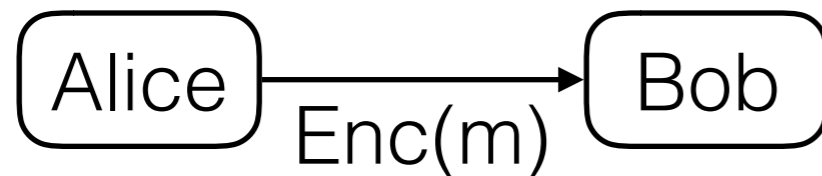
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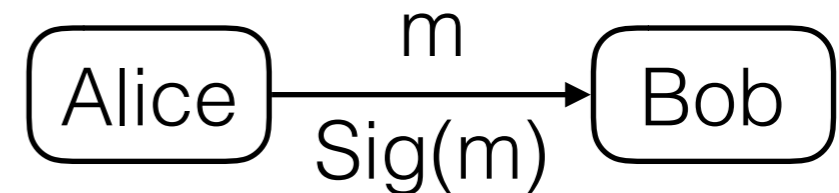
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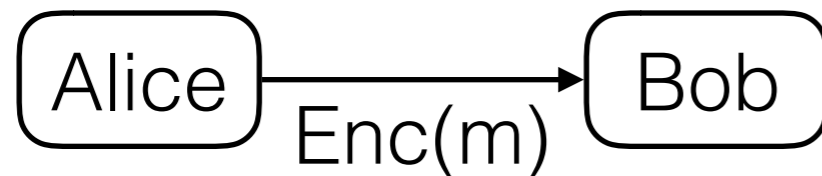
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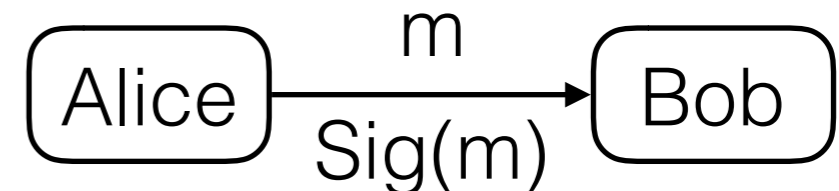
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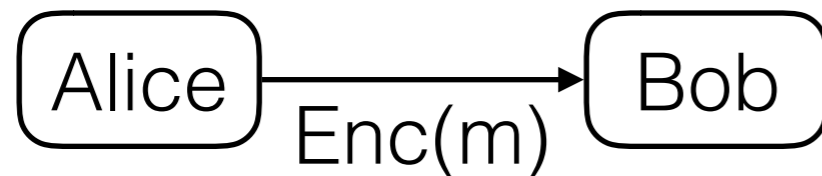


what about security properties for **computation**?

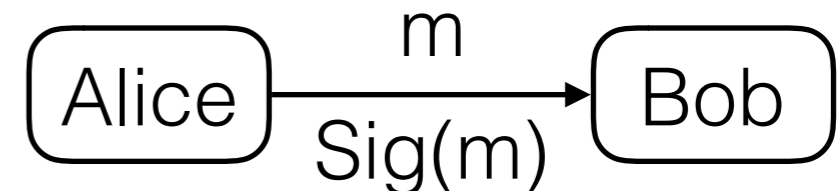
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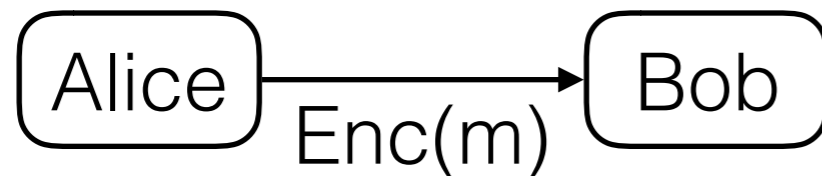
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cryptographic proofs offer
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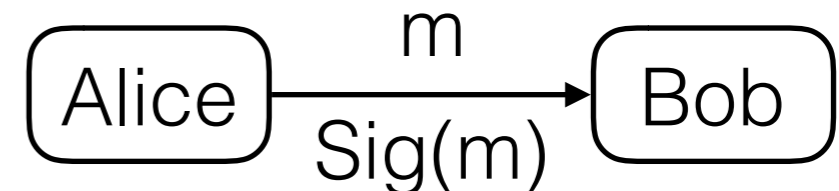
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one of the exciting crypto deployment frontiers today

Cryptographic Proofs

Cryptographic Proofs

a powerful defense against malicious behavior
especially in **distributed protocols**

Cryptographic Proofs

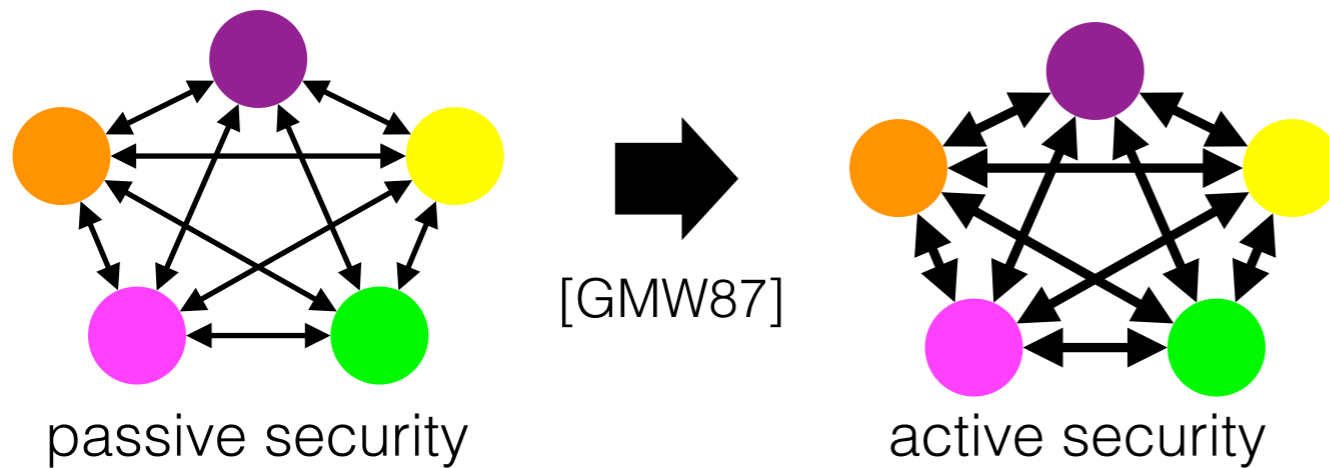
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via a multi-party protocol

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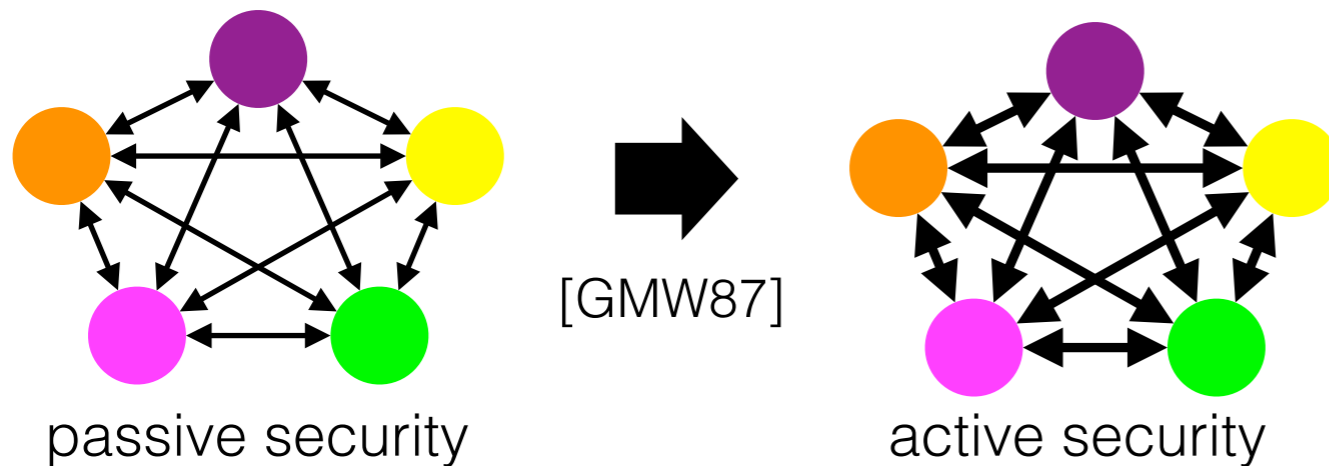
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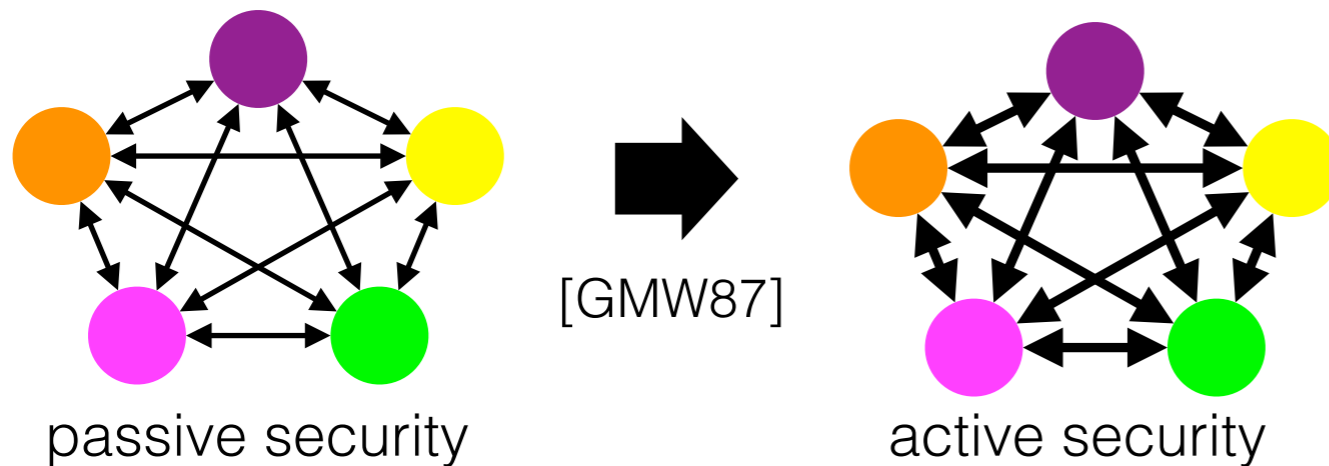
Key properties

- zero knowledge
- proof of knowledge

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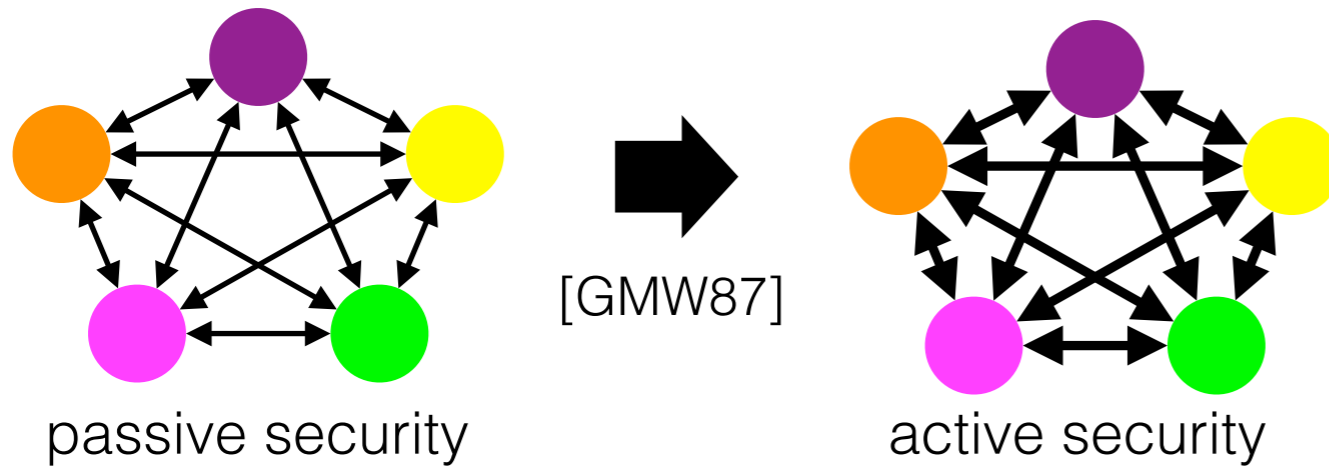
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2010s blockchain technology

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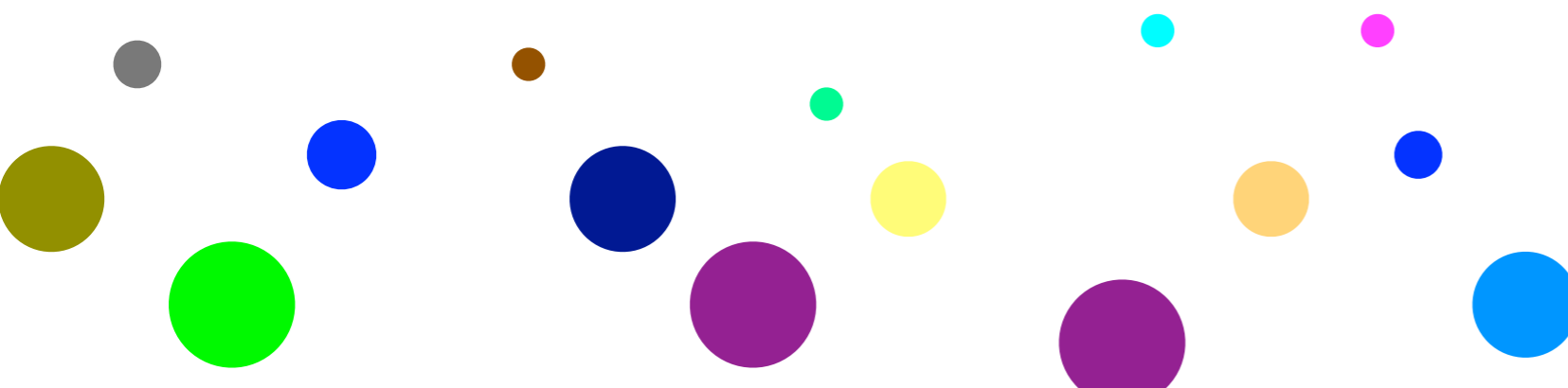
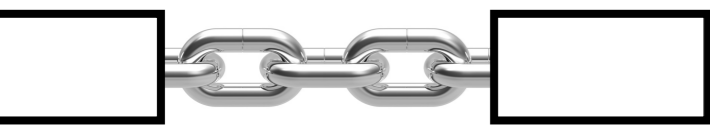
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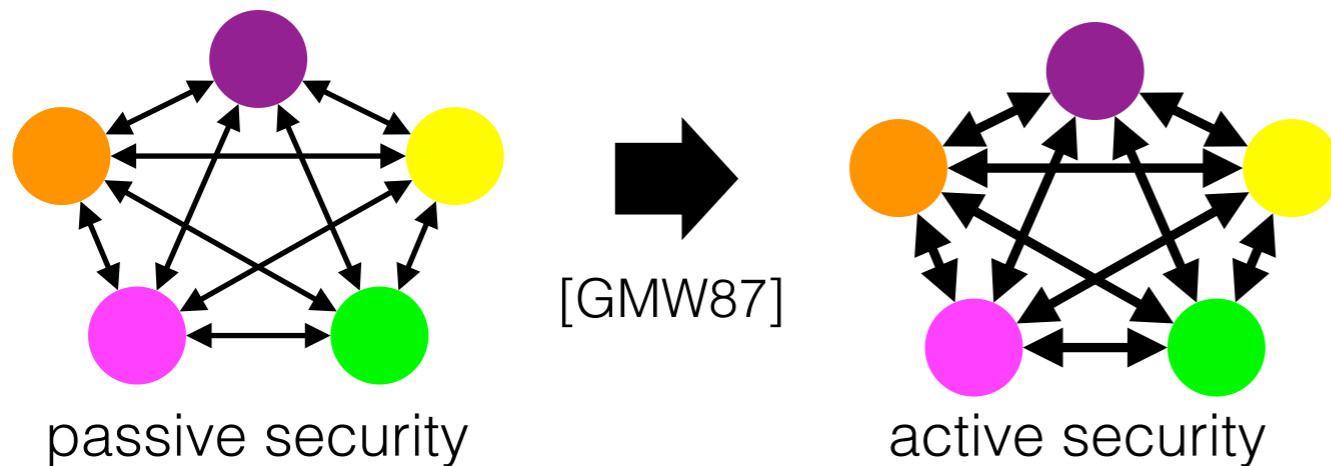
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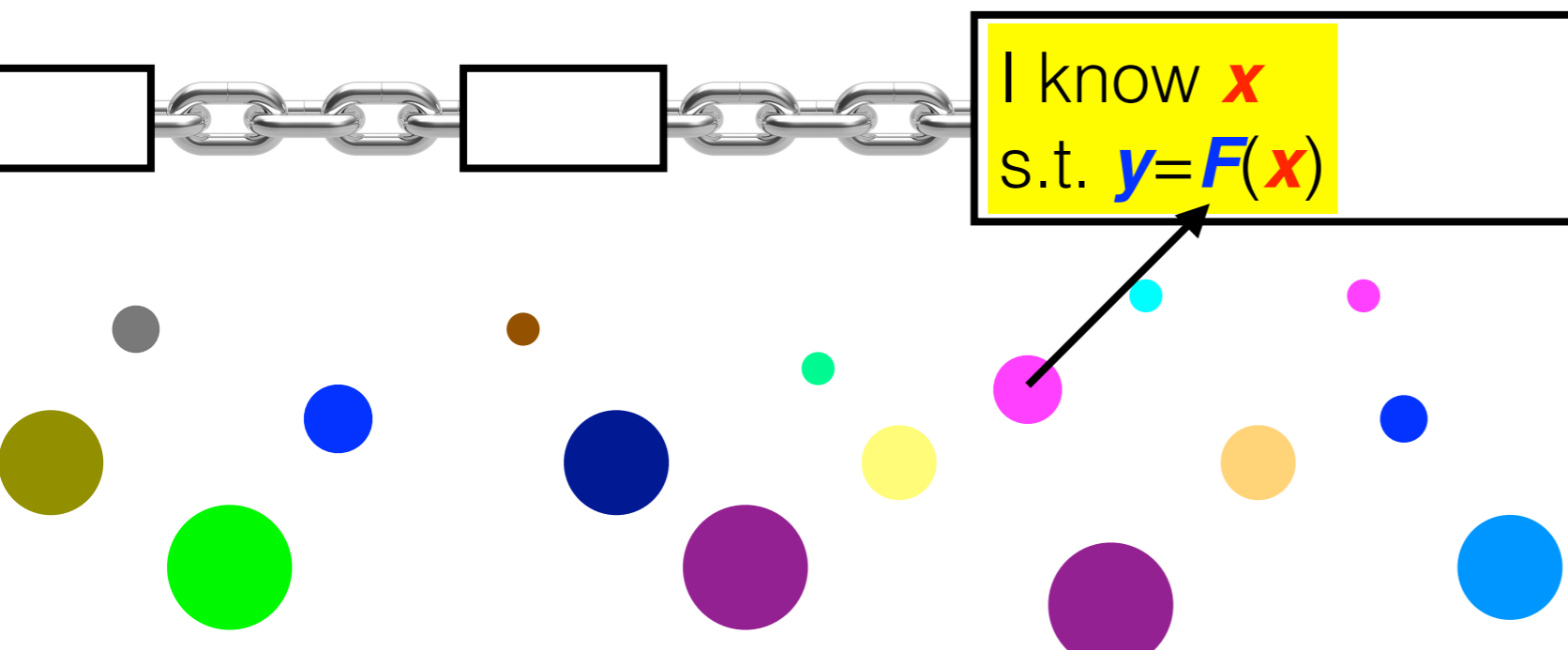
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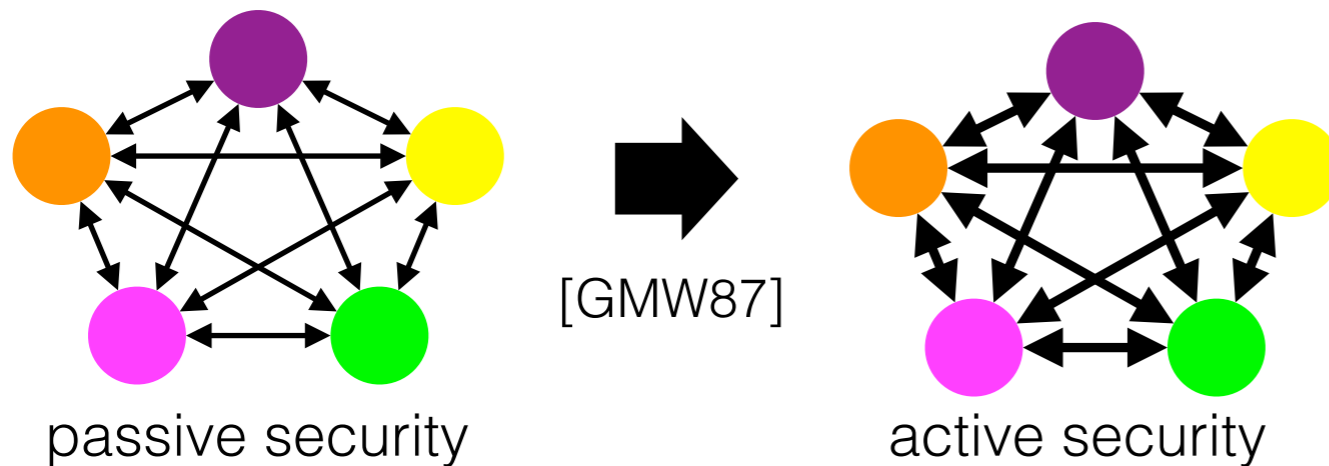
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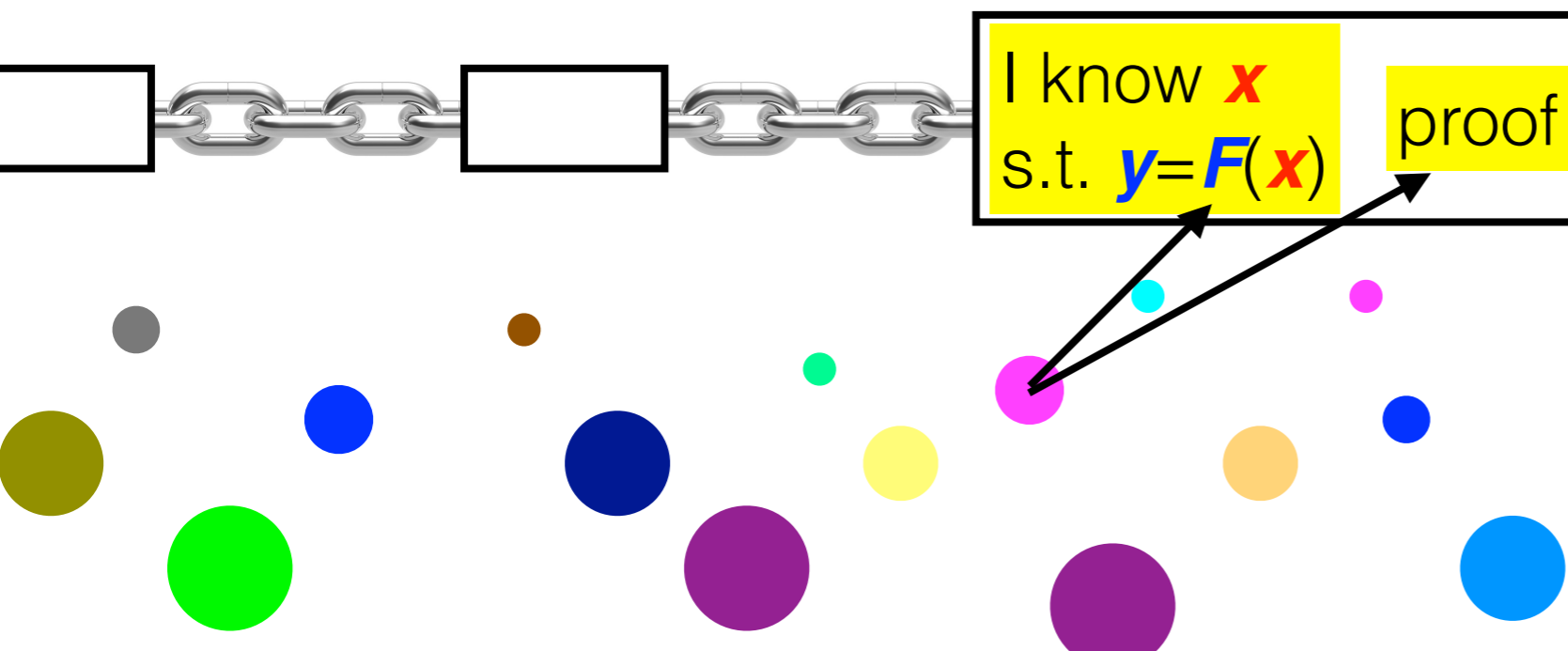
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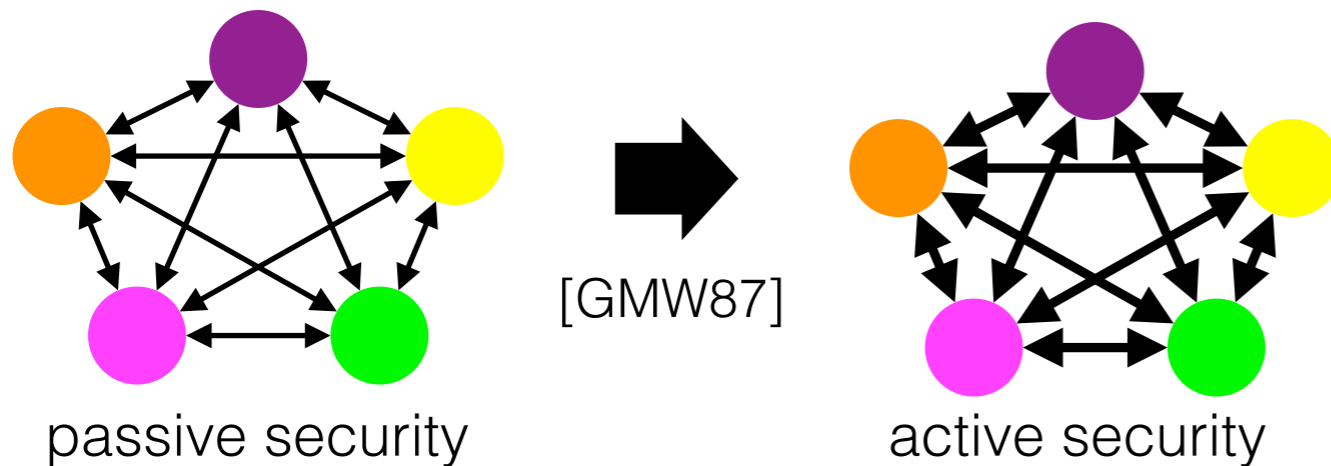
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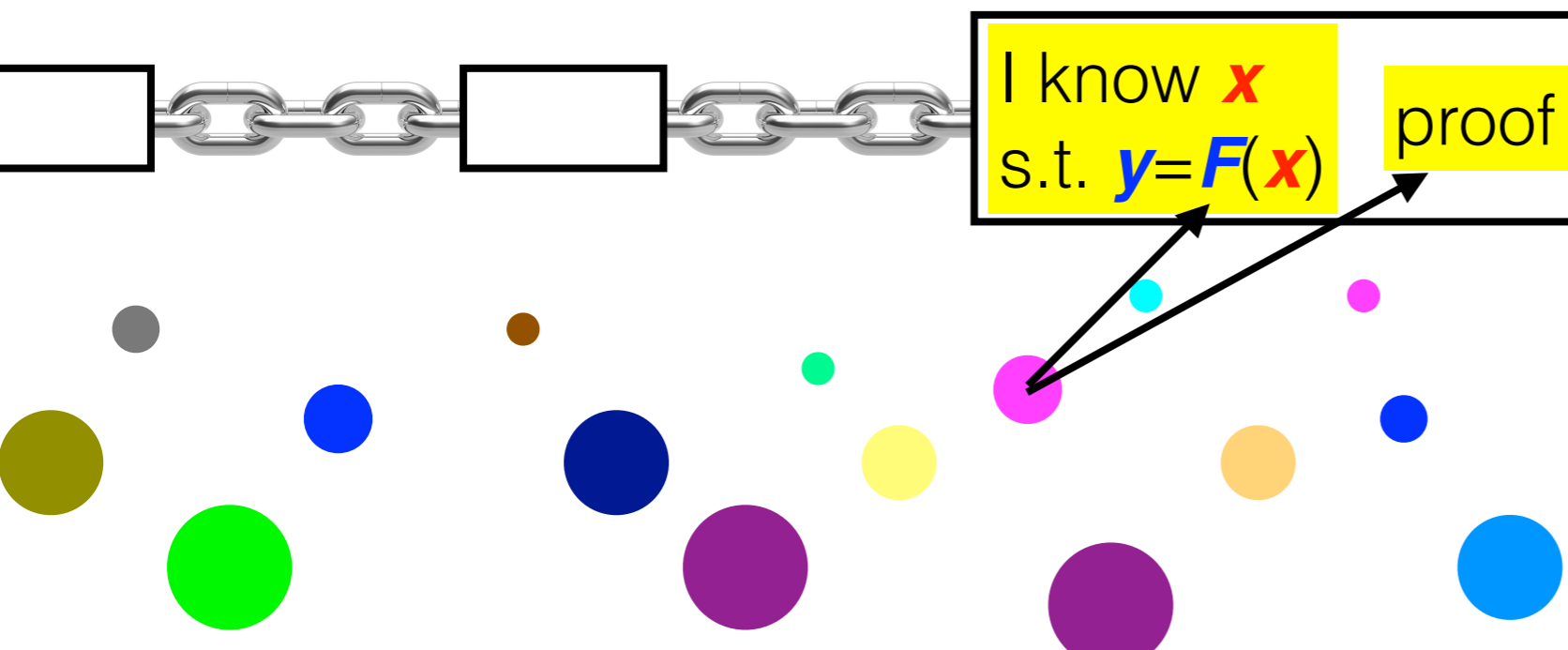
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zk-SNARK

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Additional key properties

- non-interactive
- publicly verifiable
- succinct

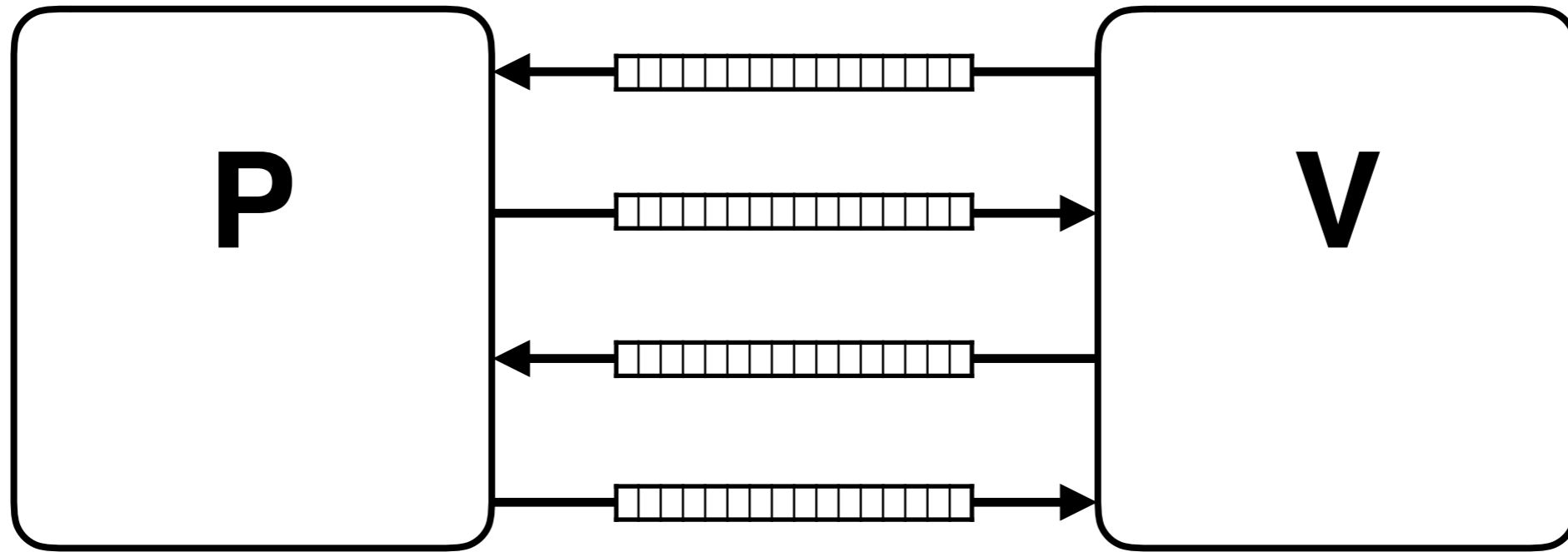
Origins

Zero Knowledge Proofs

[GMR85]

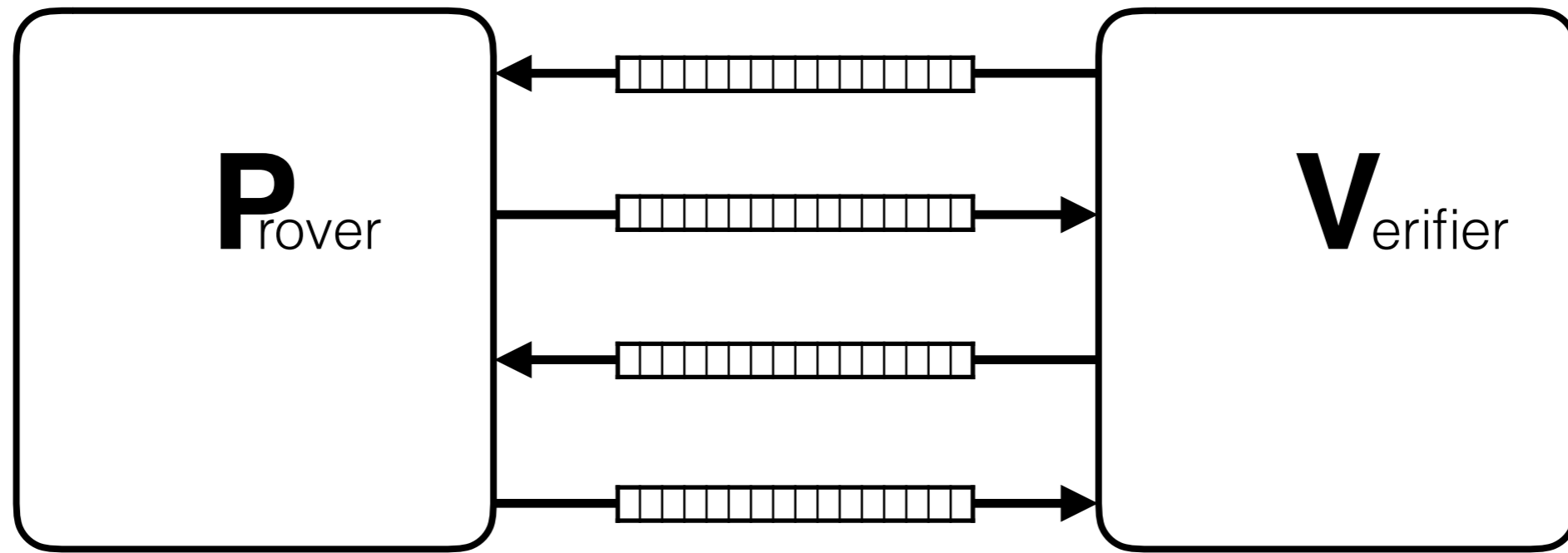
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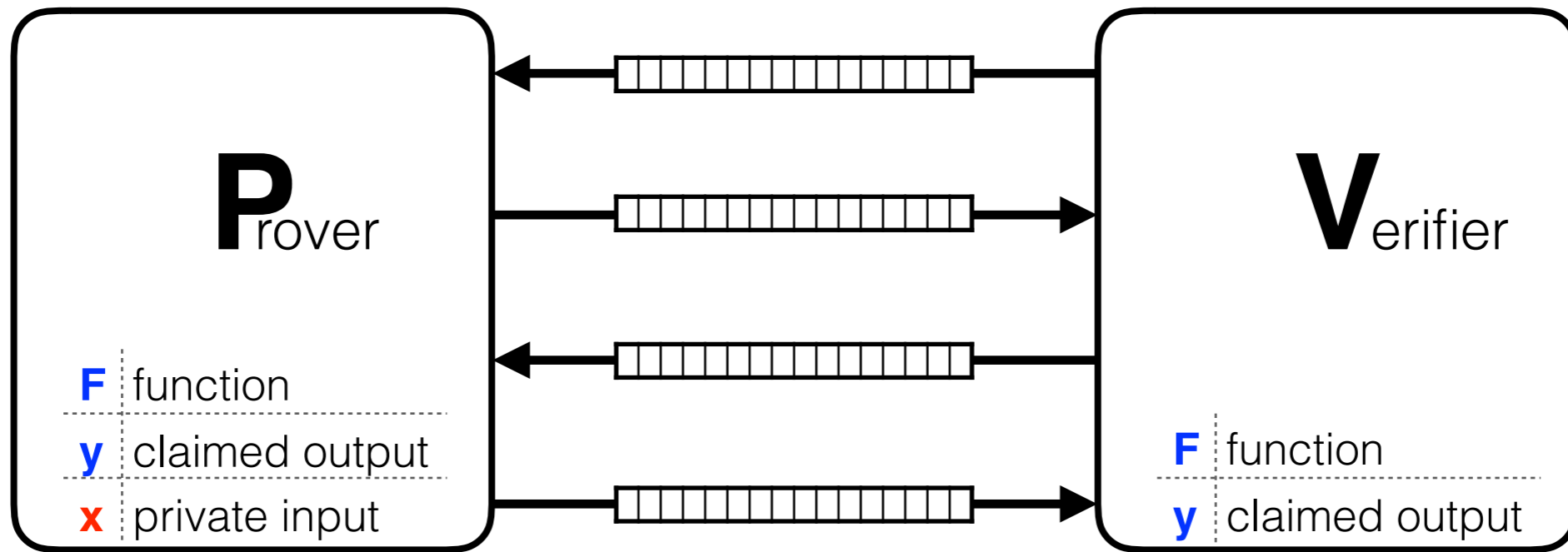
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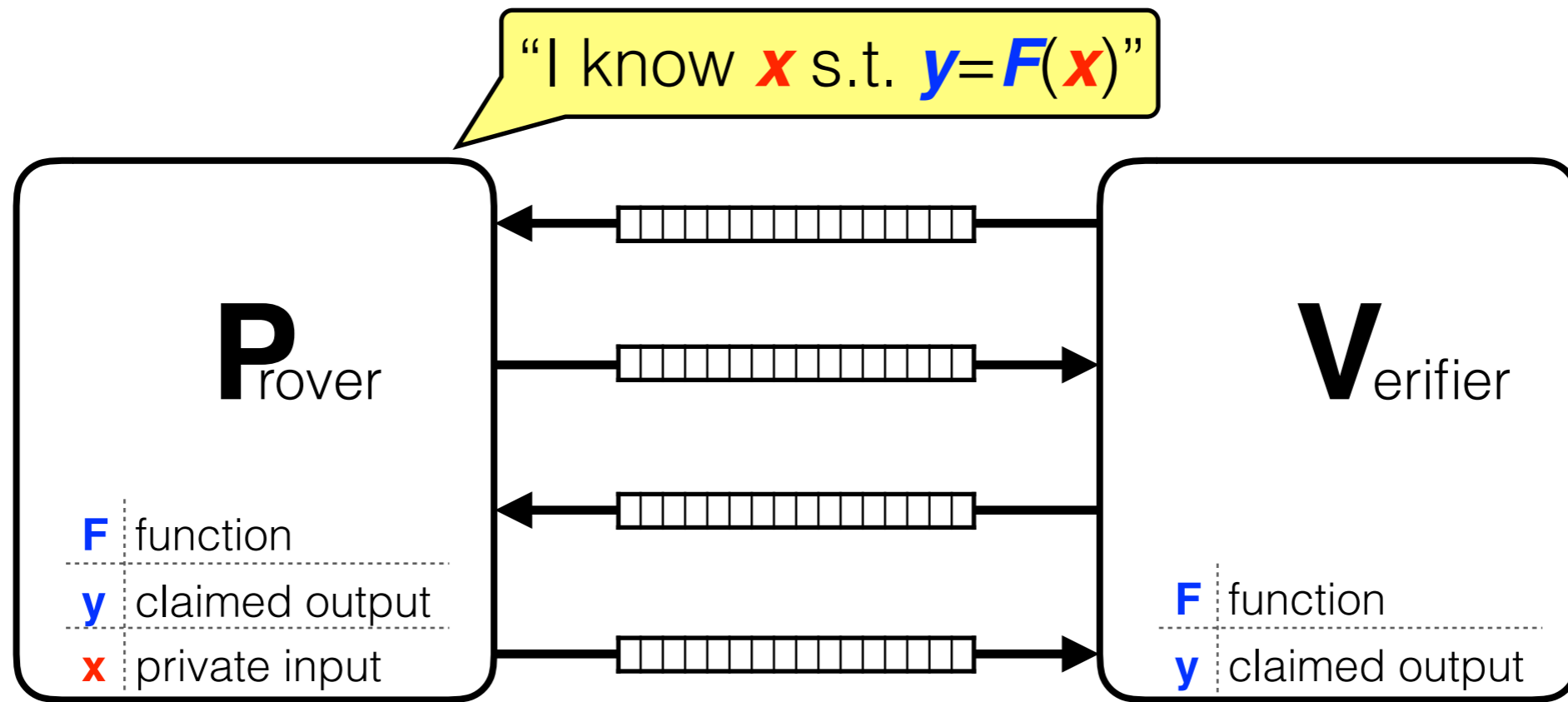
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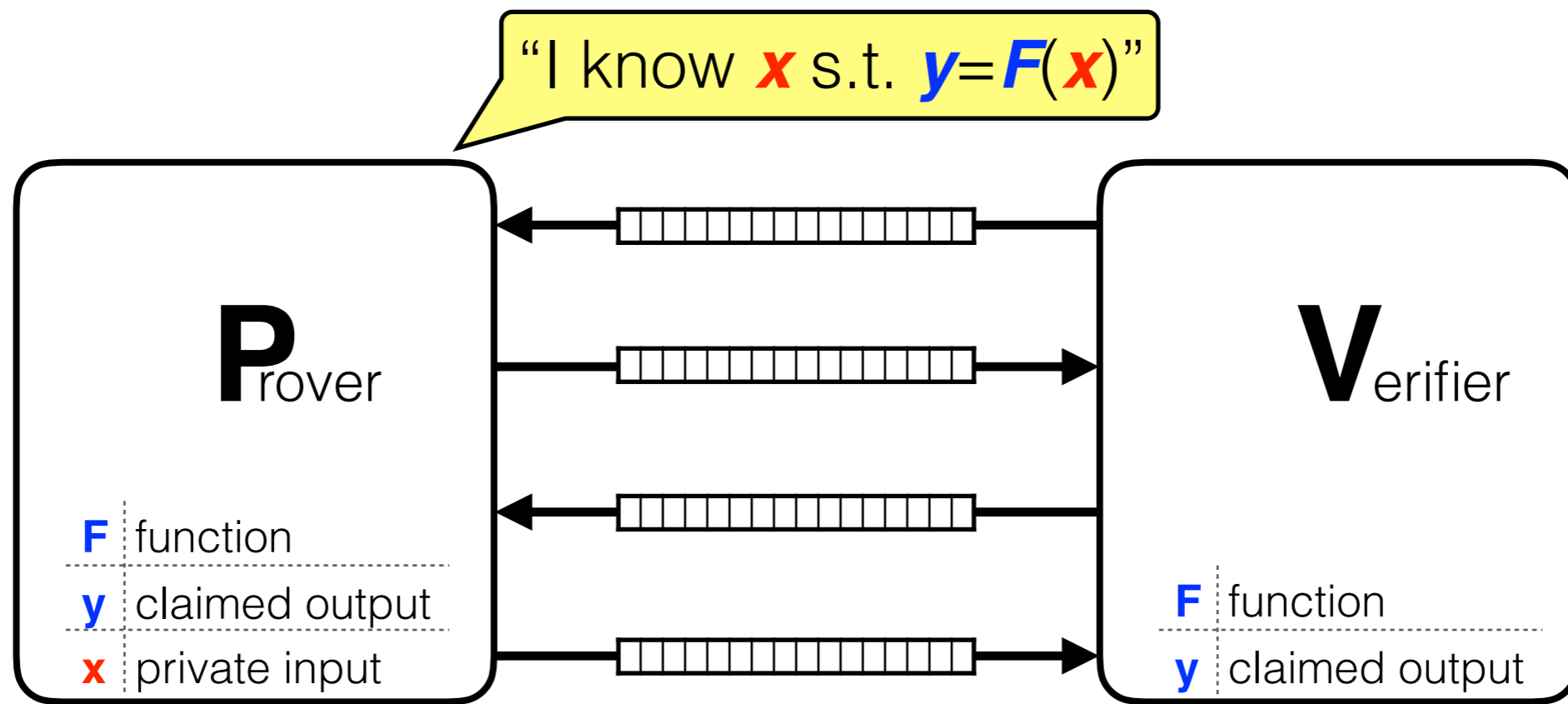
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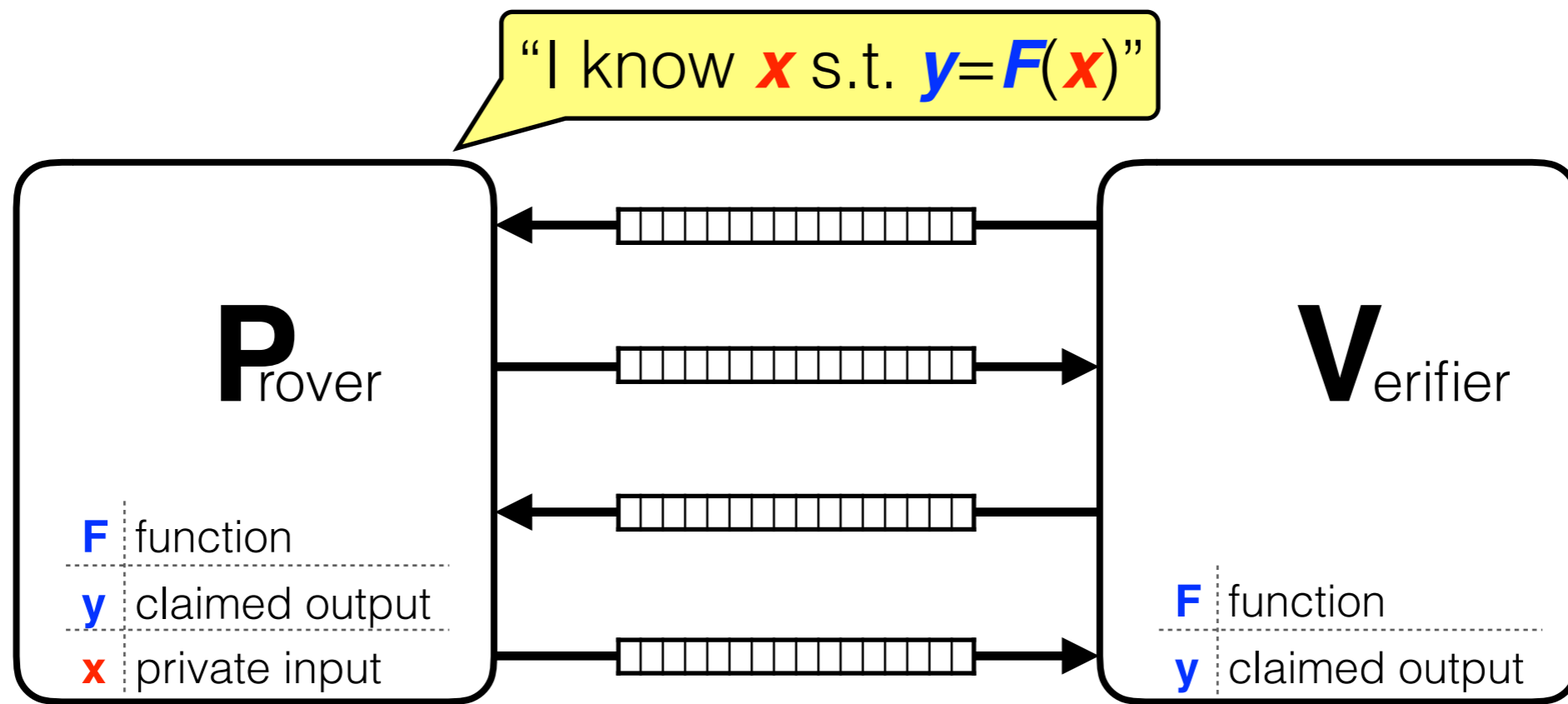
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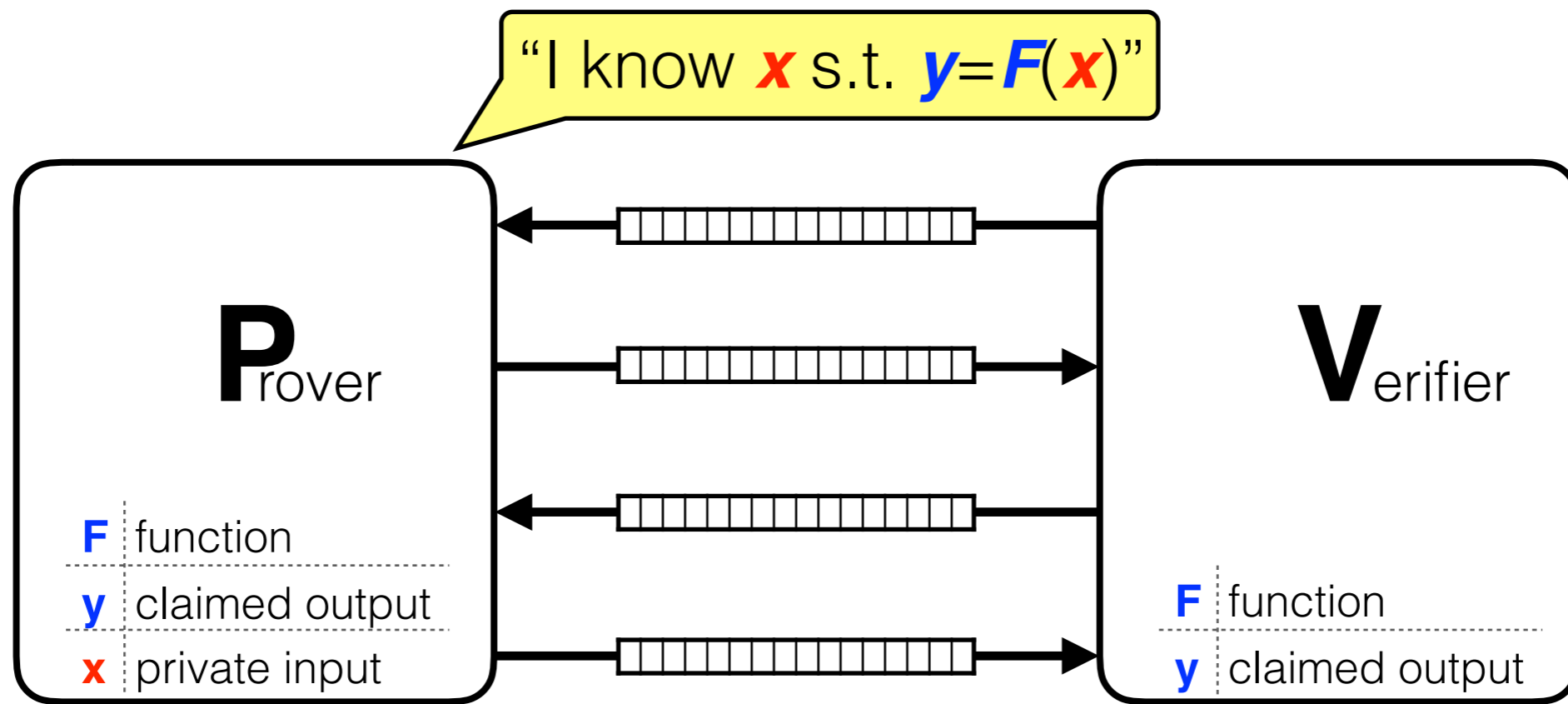


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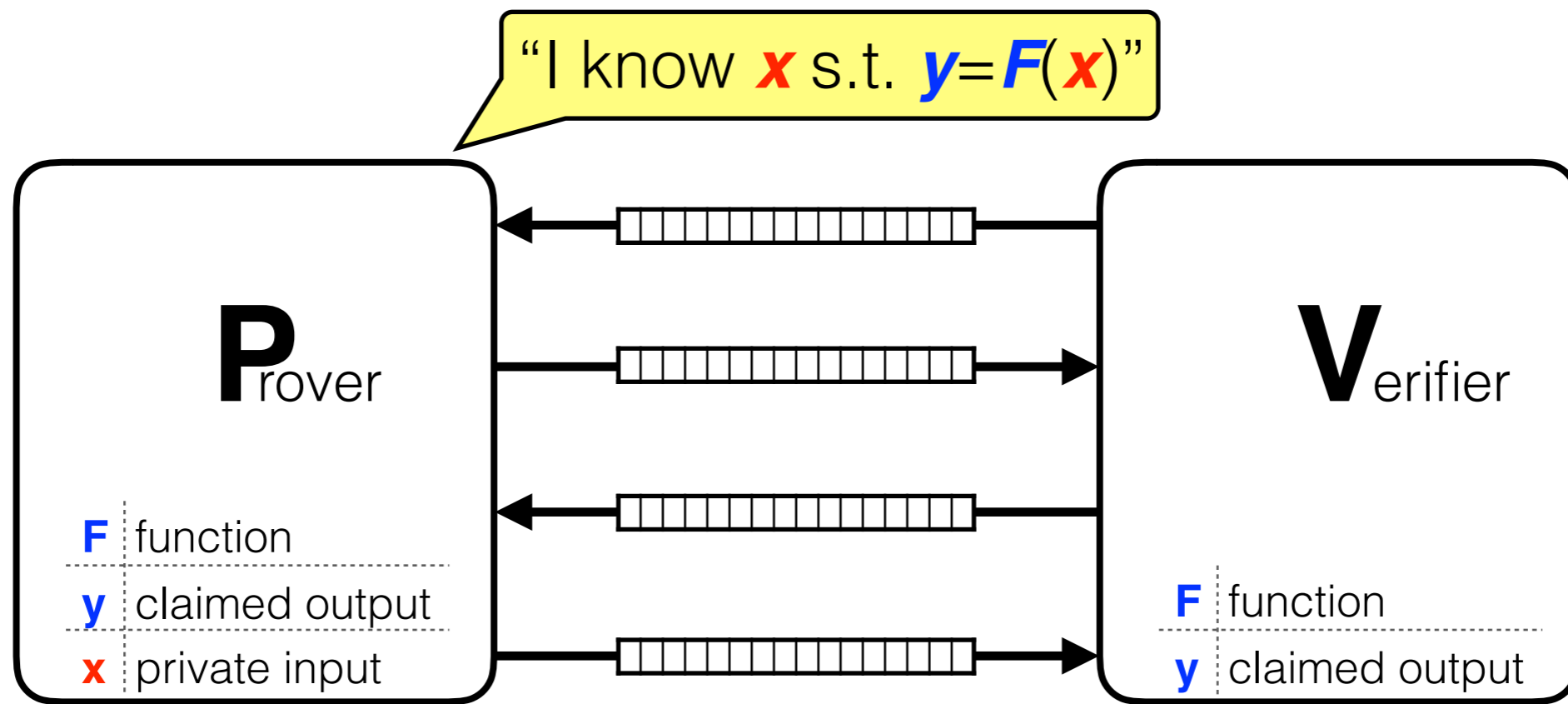
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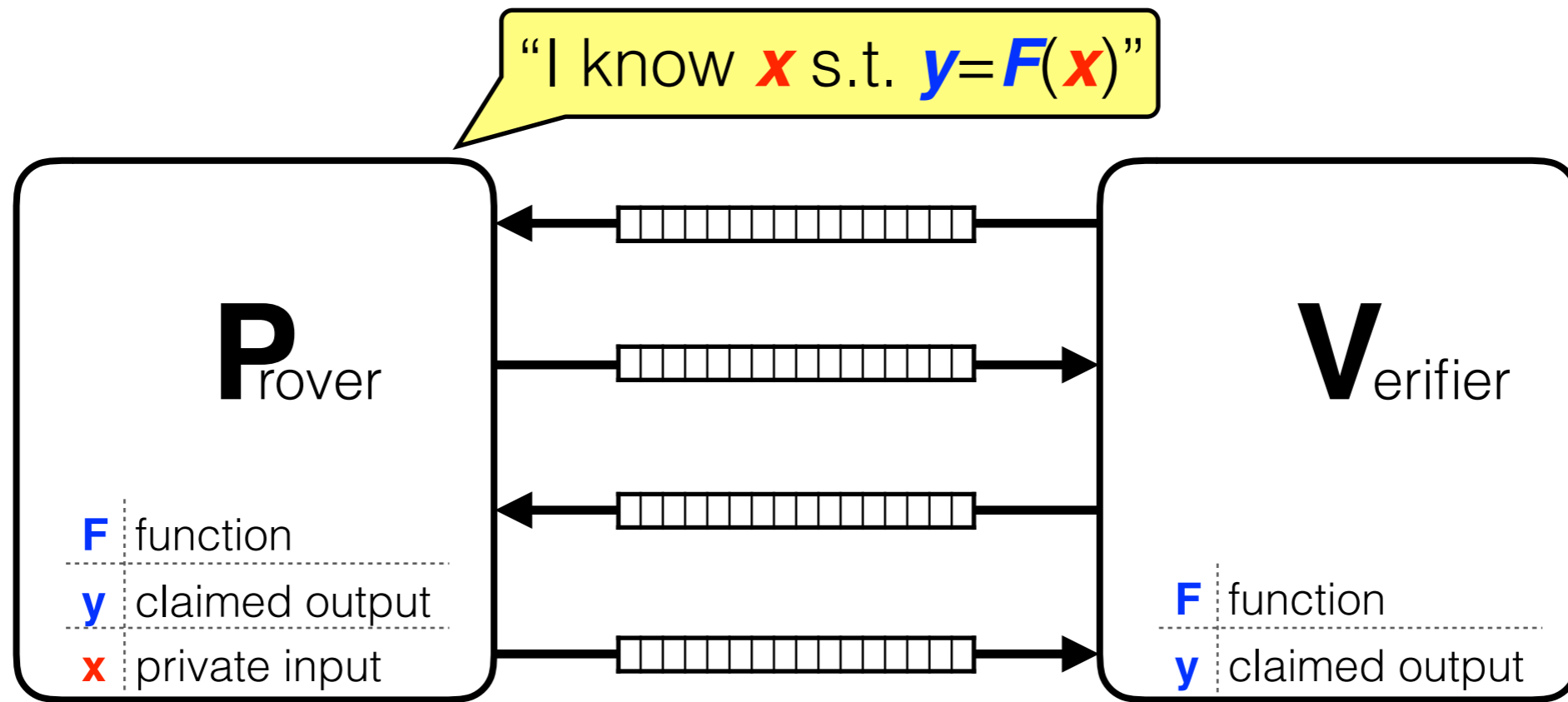
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simulator

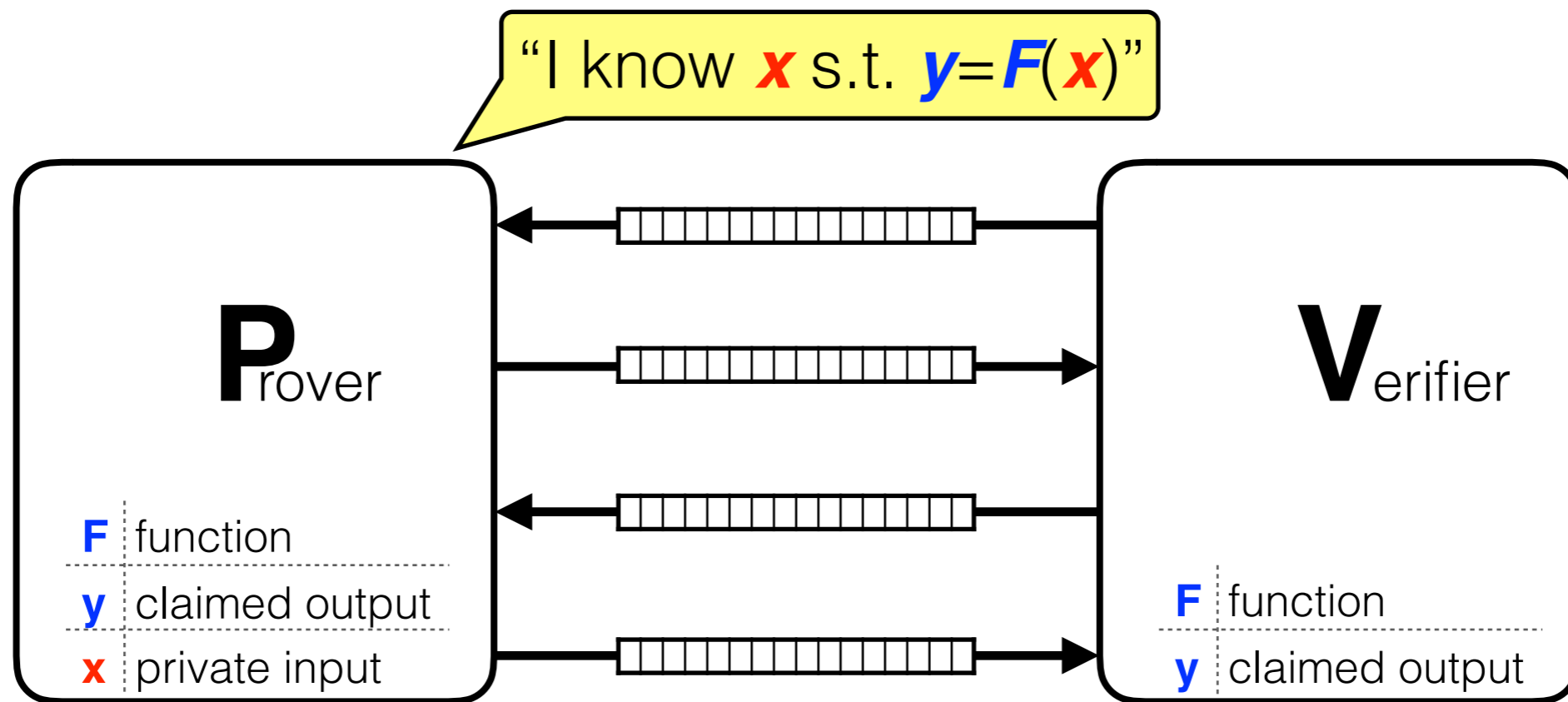
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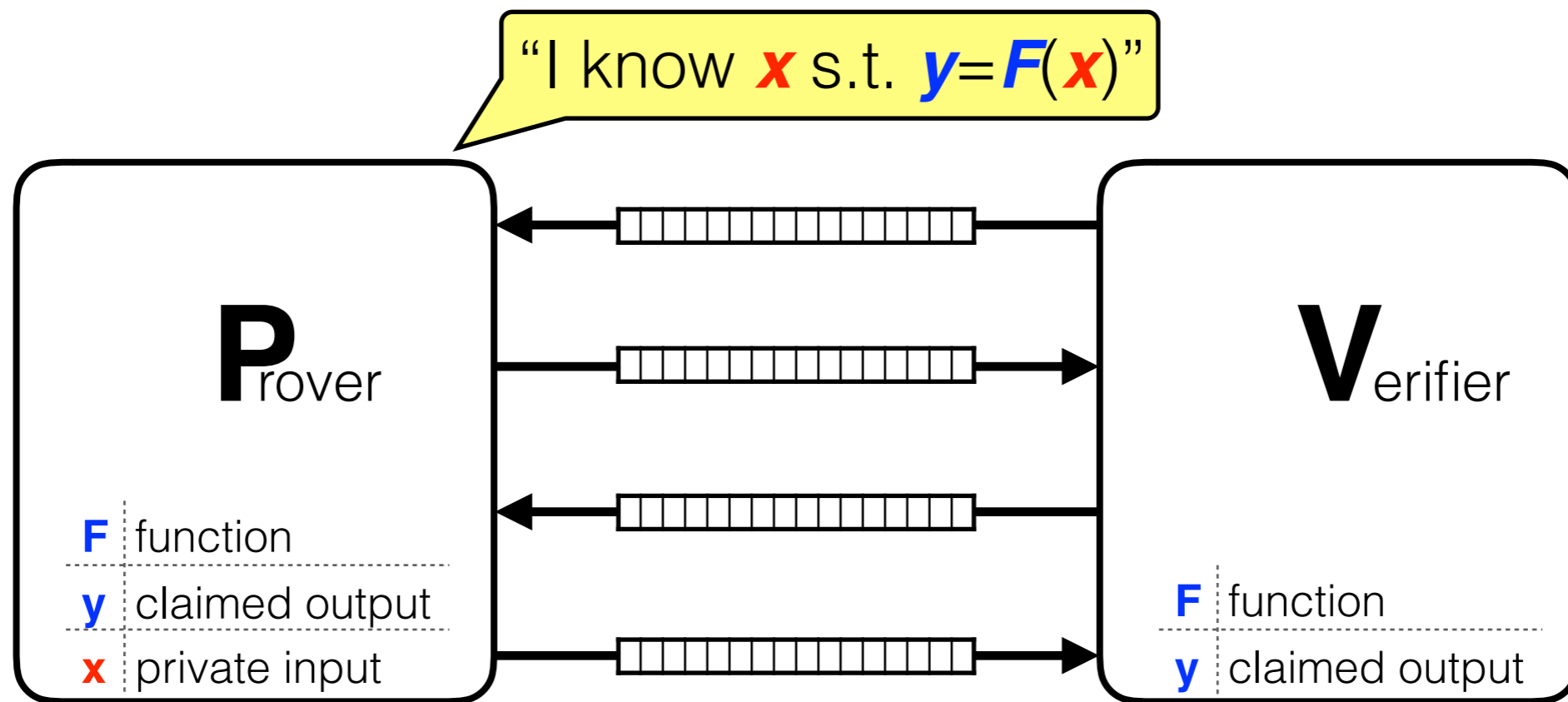
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[GMR85]: ZKPs for certain number-theoretic problems (QR, QNR)

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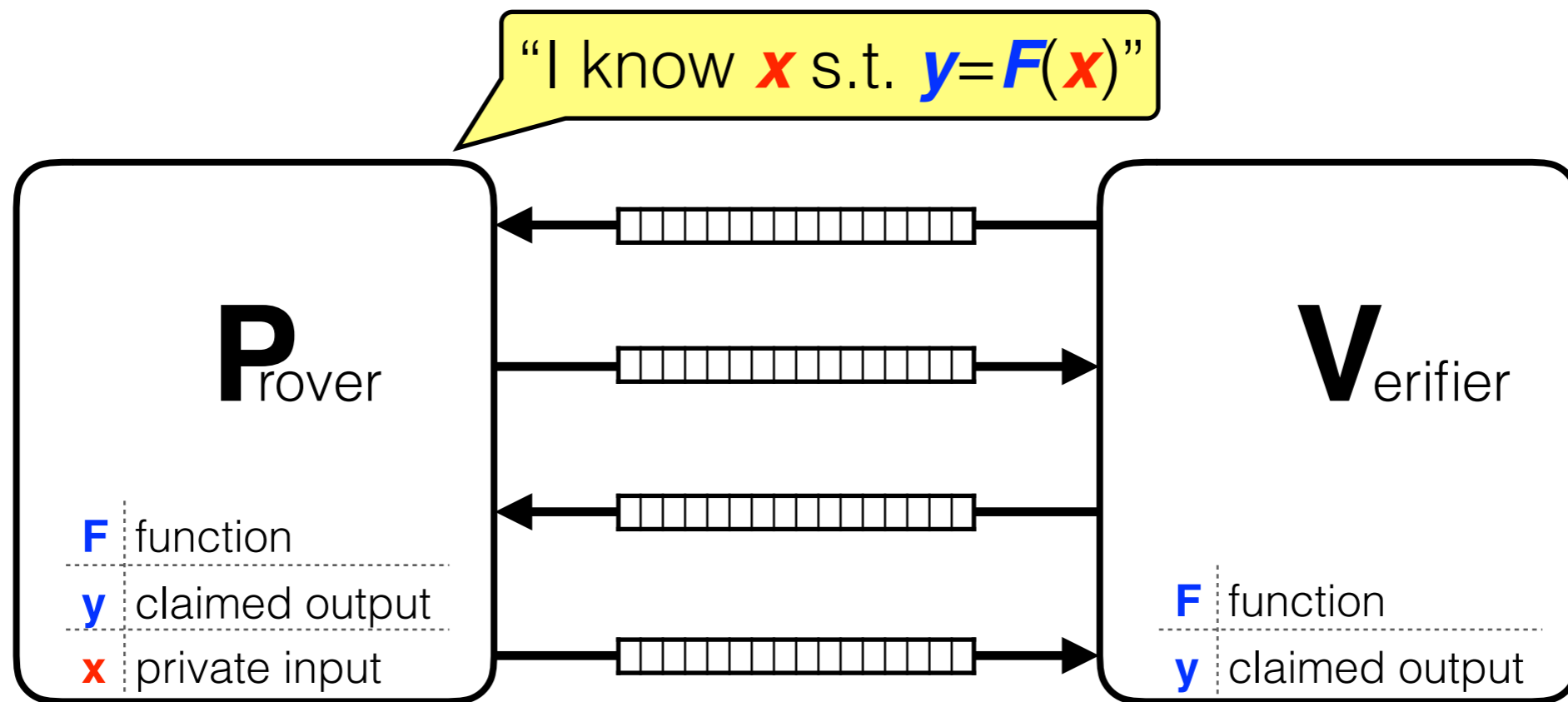


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If one-way functions exist:

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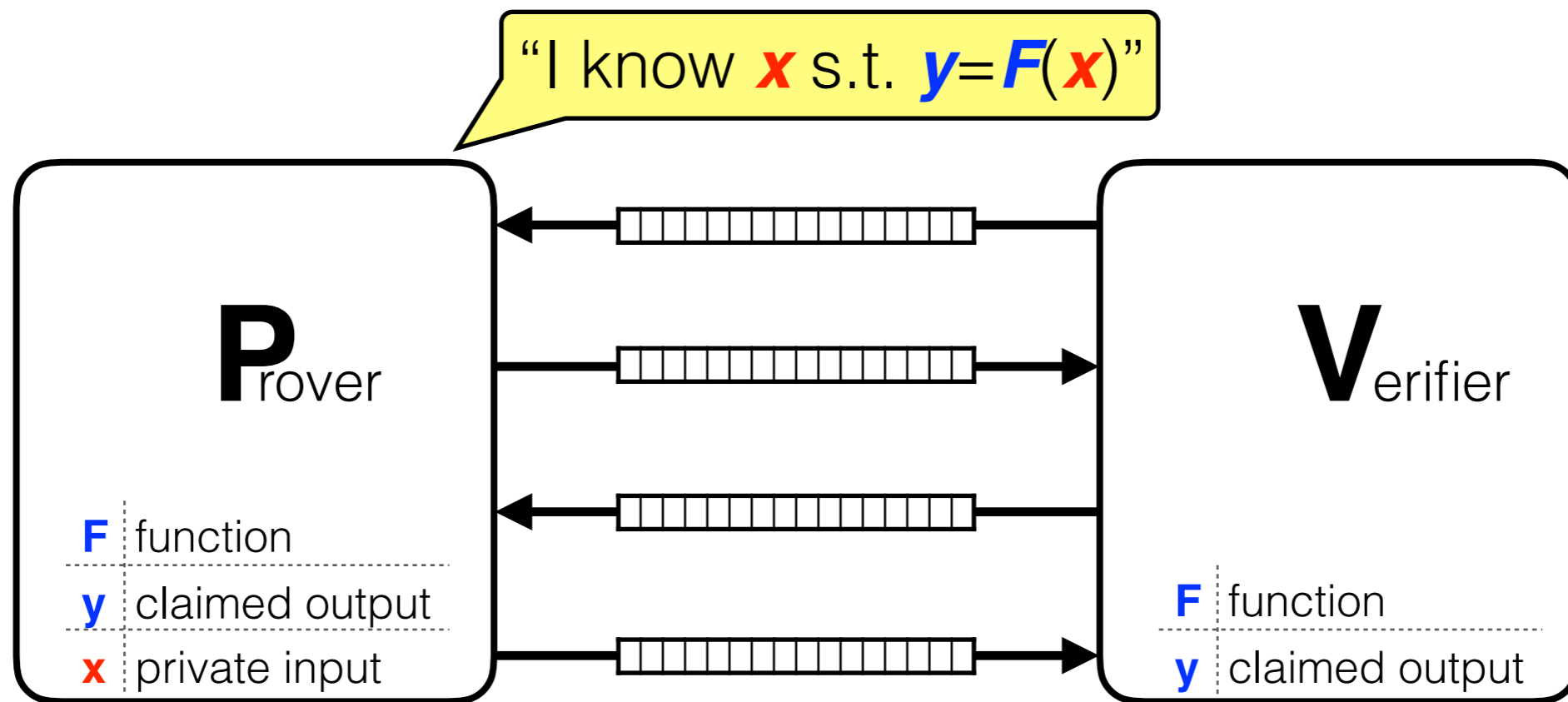
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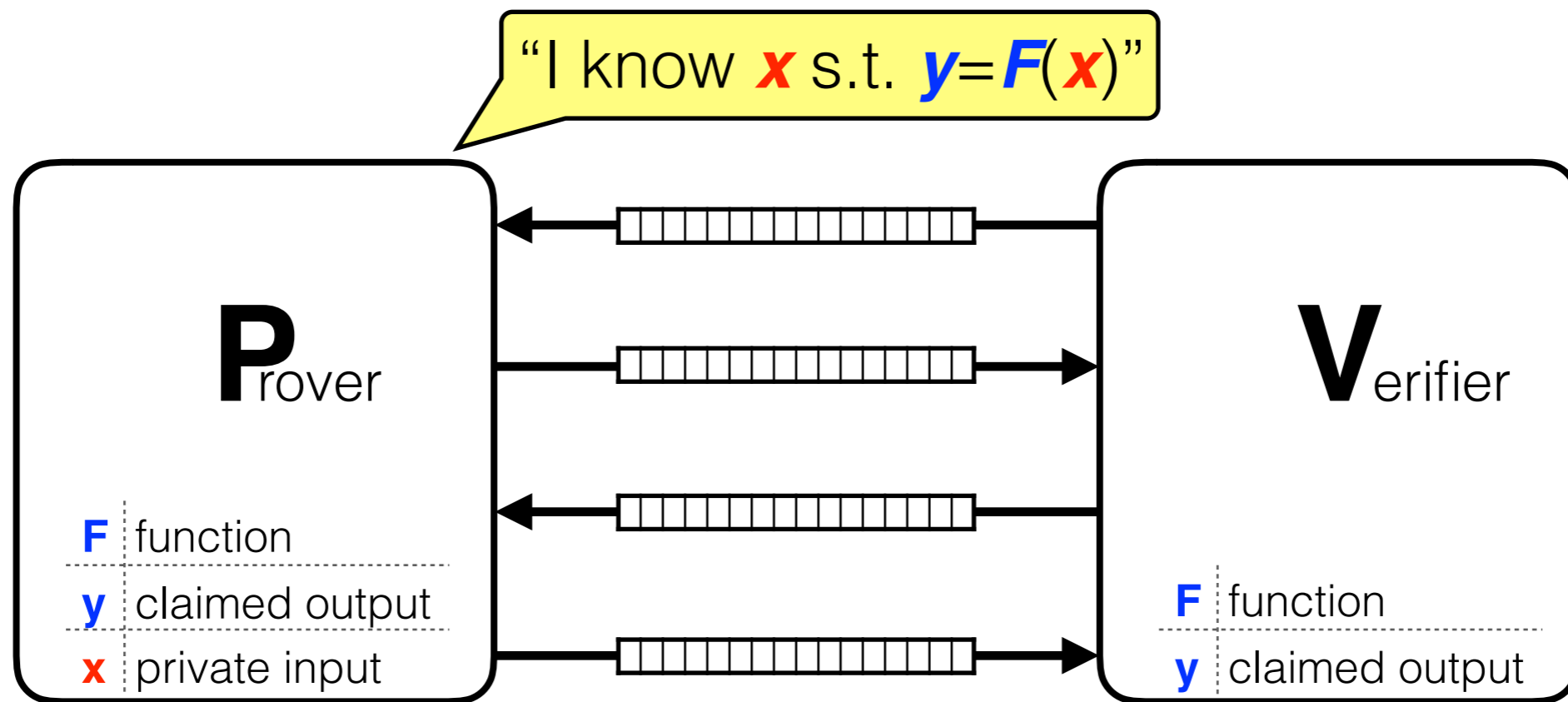
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[GMW86]: ZKPs for all poly-**time** computable functions F

[BGGHKMR88]: ZKPs for all poly-**space** computable functions F

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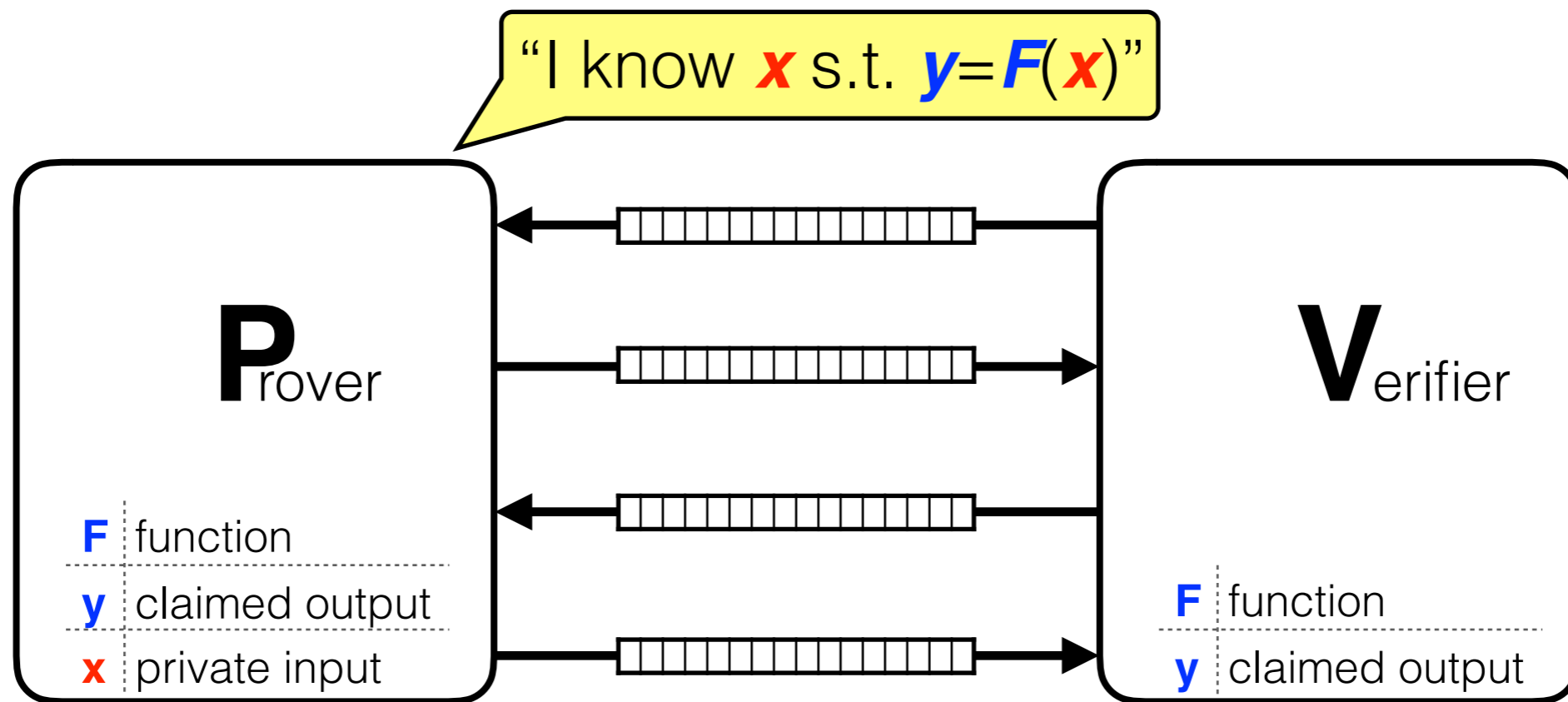
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Powerful cryptographic primitive.

Zero Knowledge Proofs

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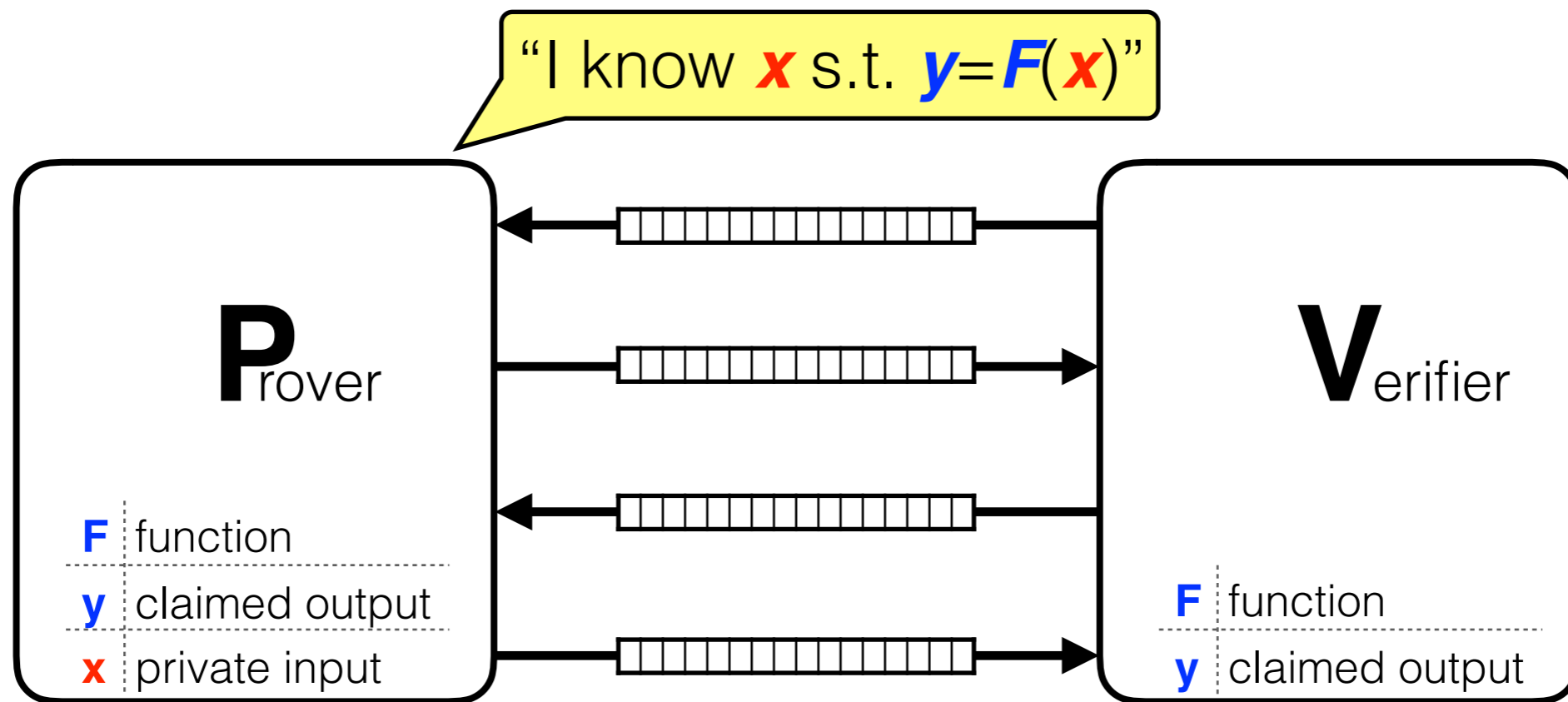


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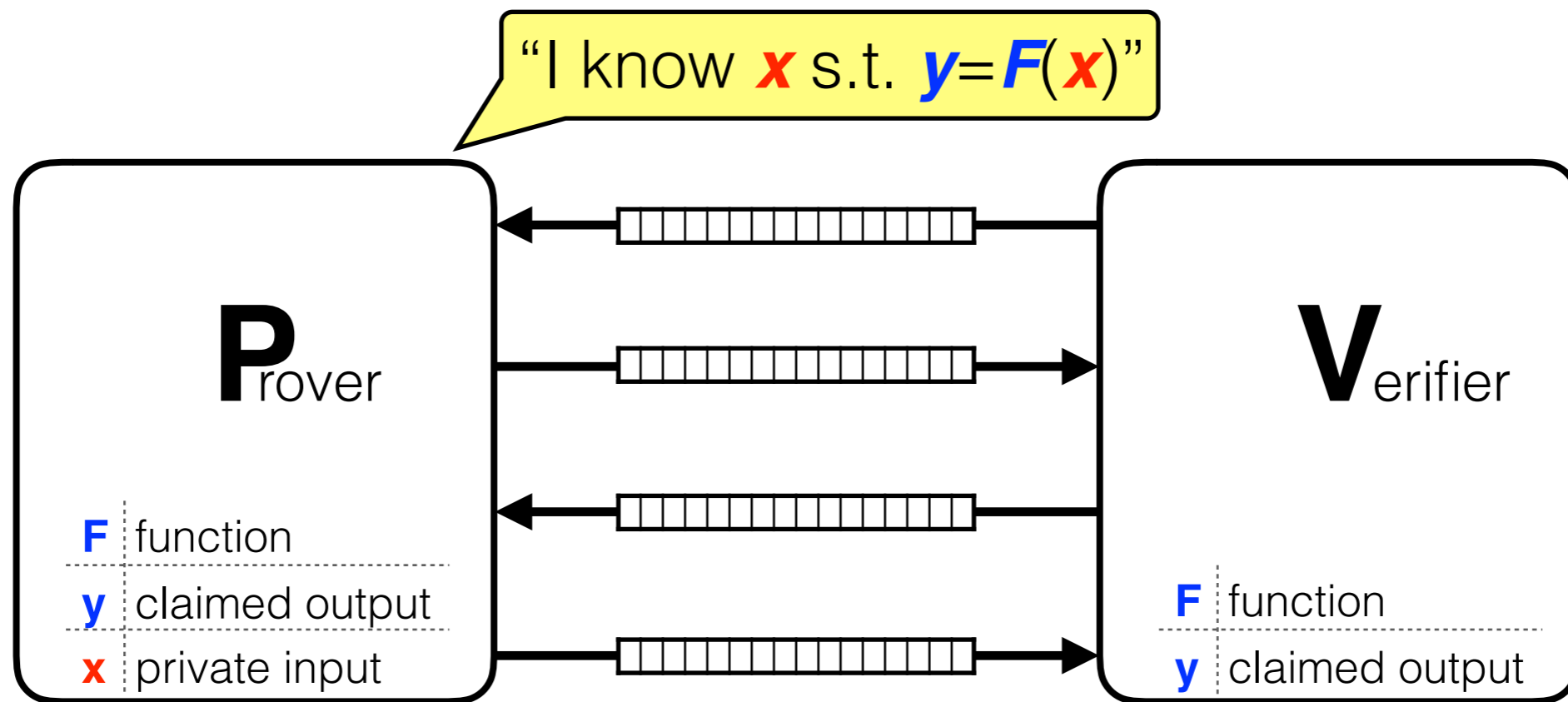
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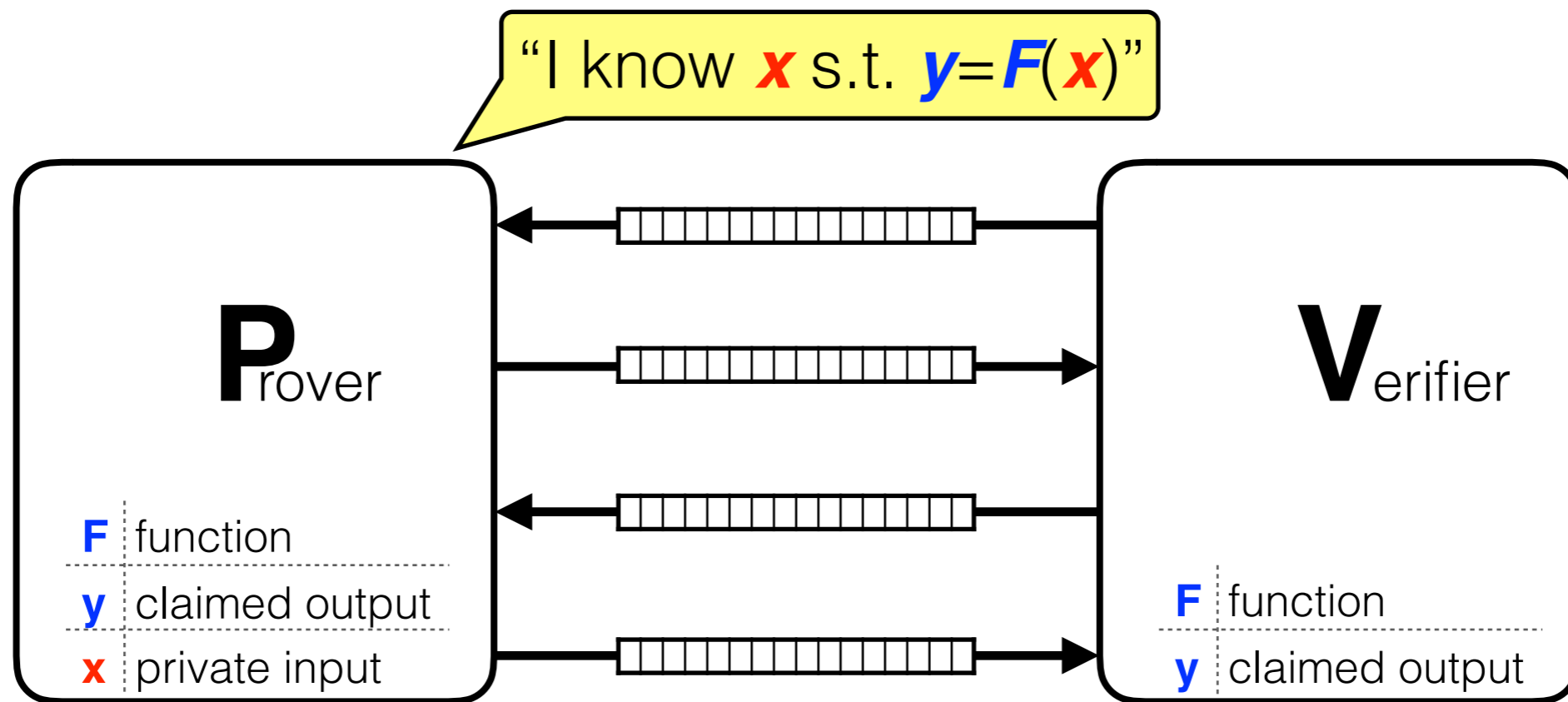
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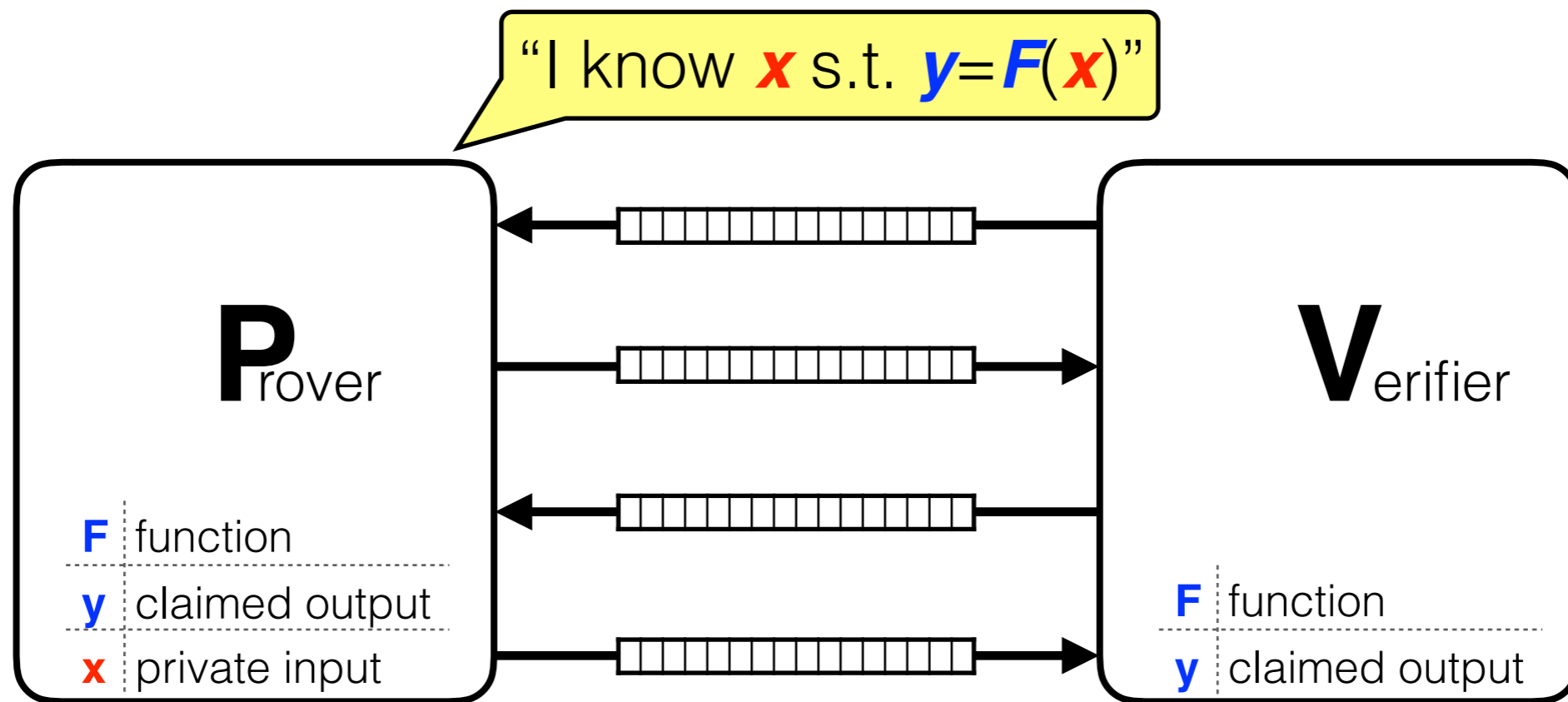
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communication complexity
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Zero Knowledge Proofs

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for typical F
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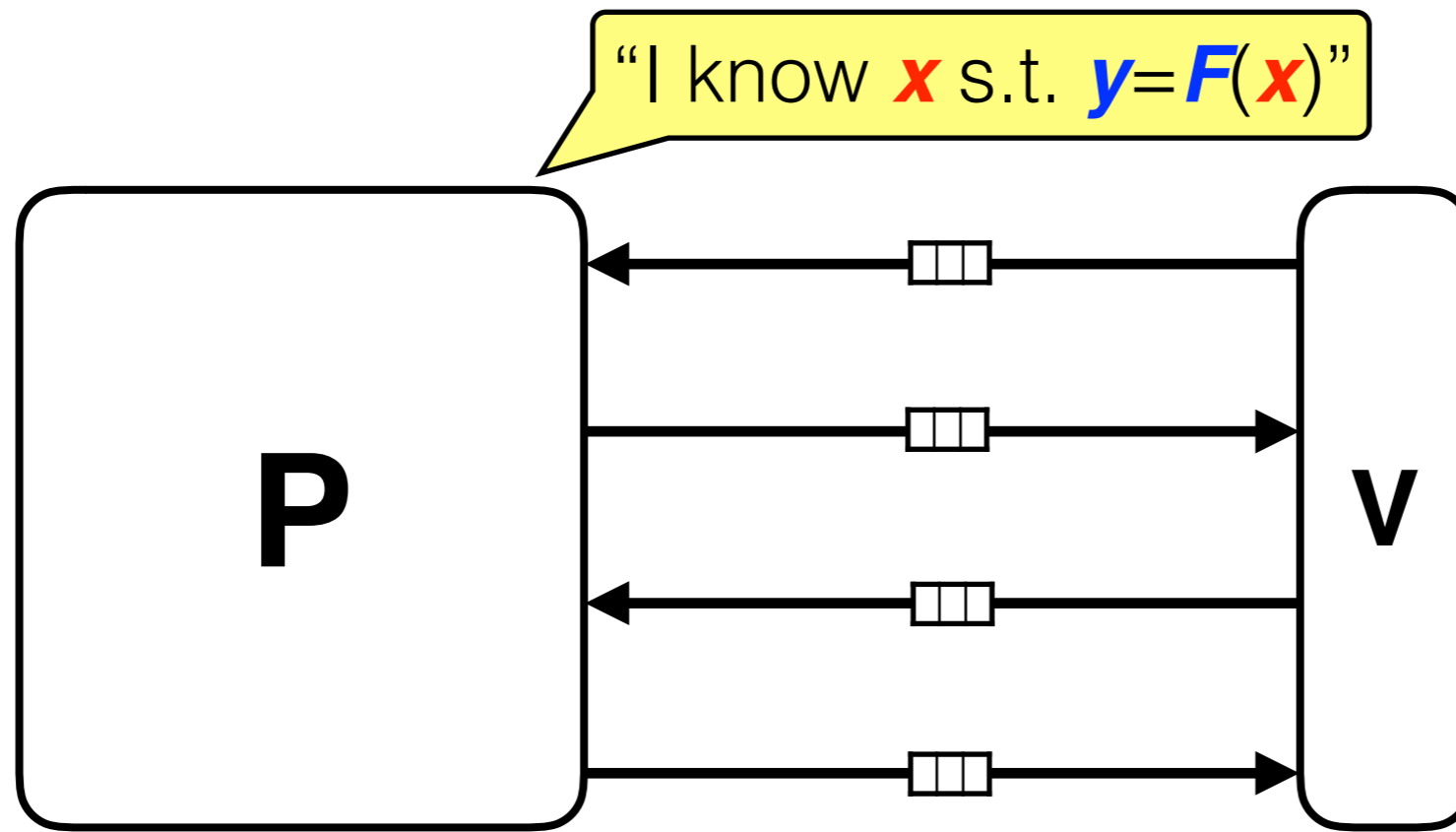
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Zero Knowledge **Succinct** Proofs

[Kilian92][Micali94]

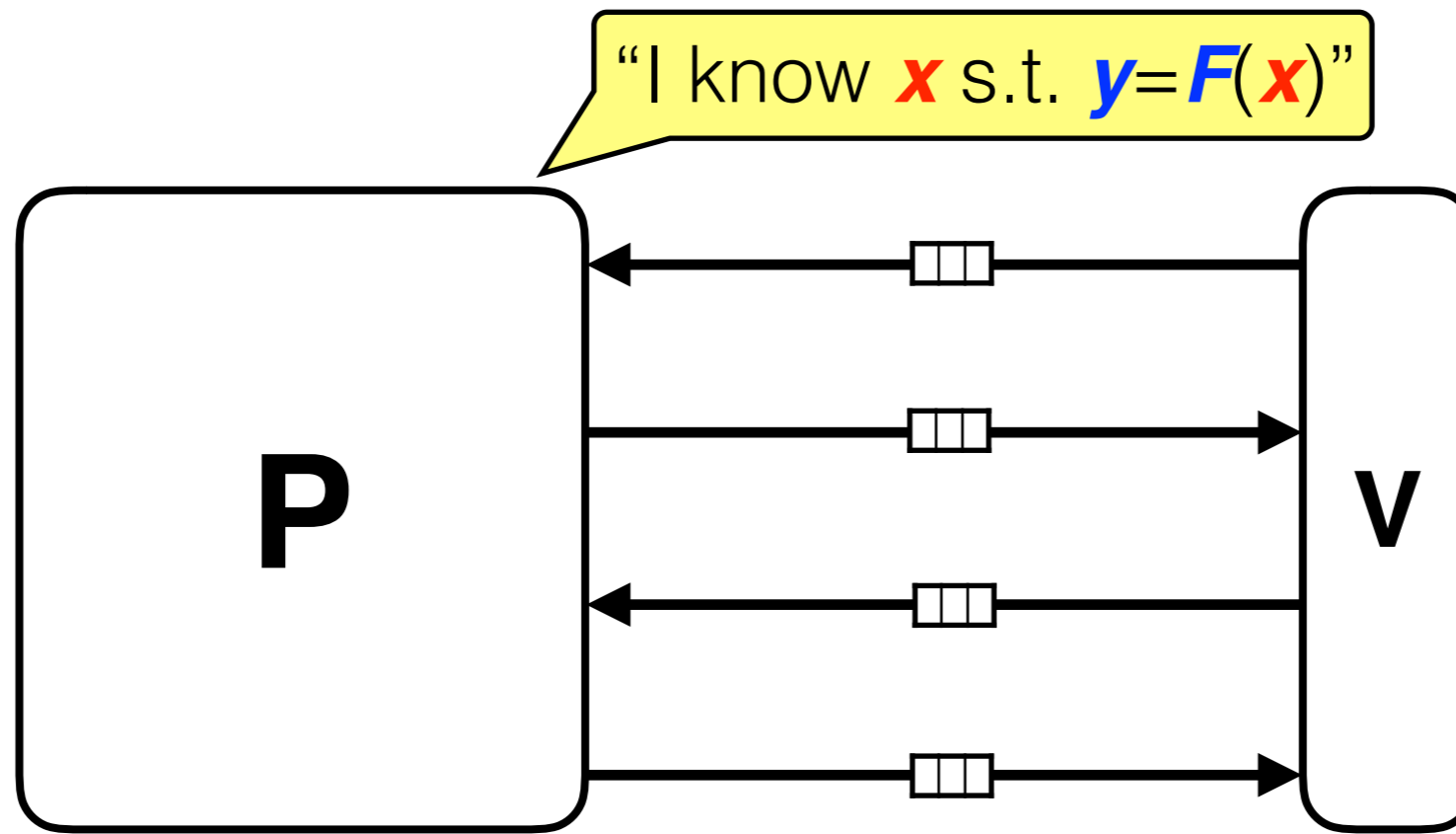
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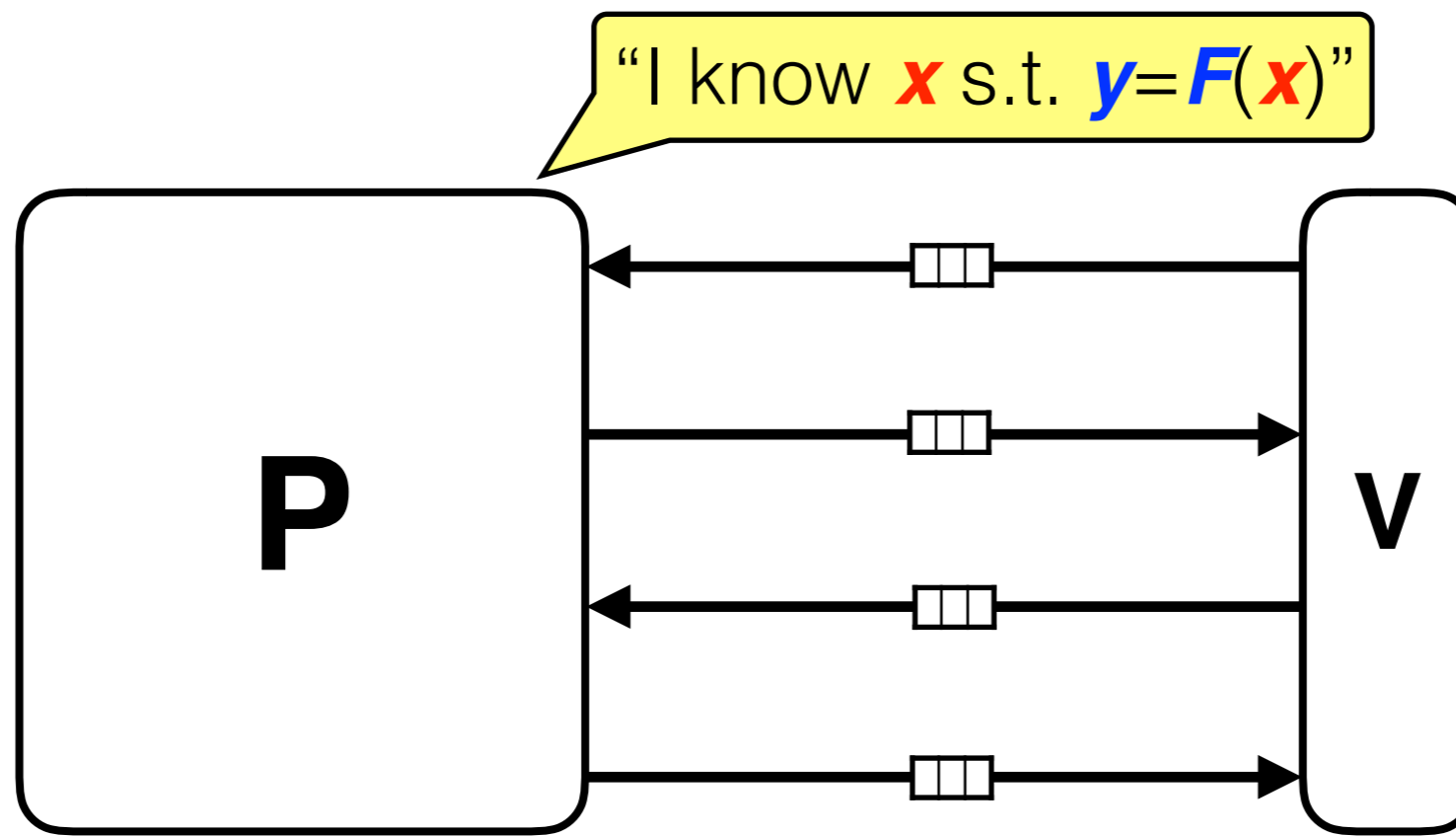
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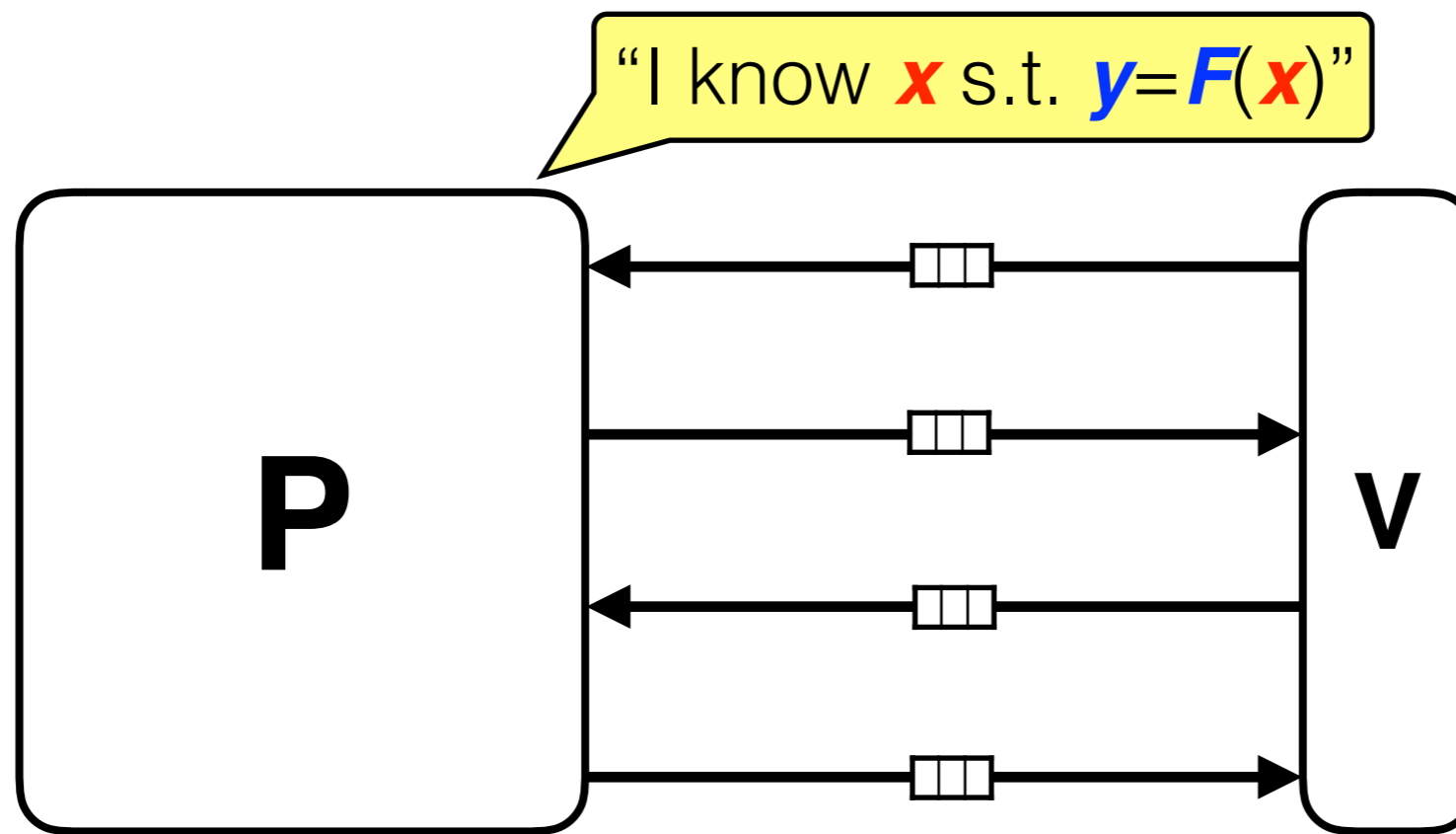
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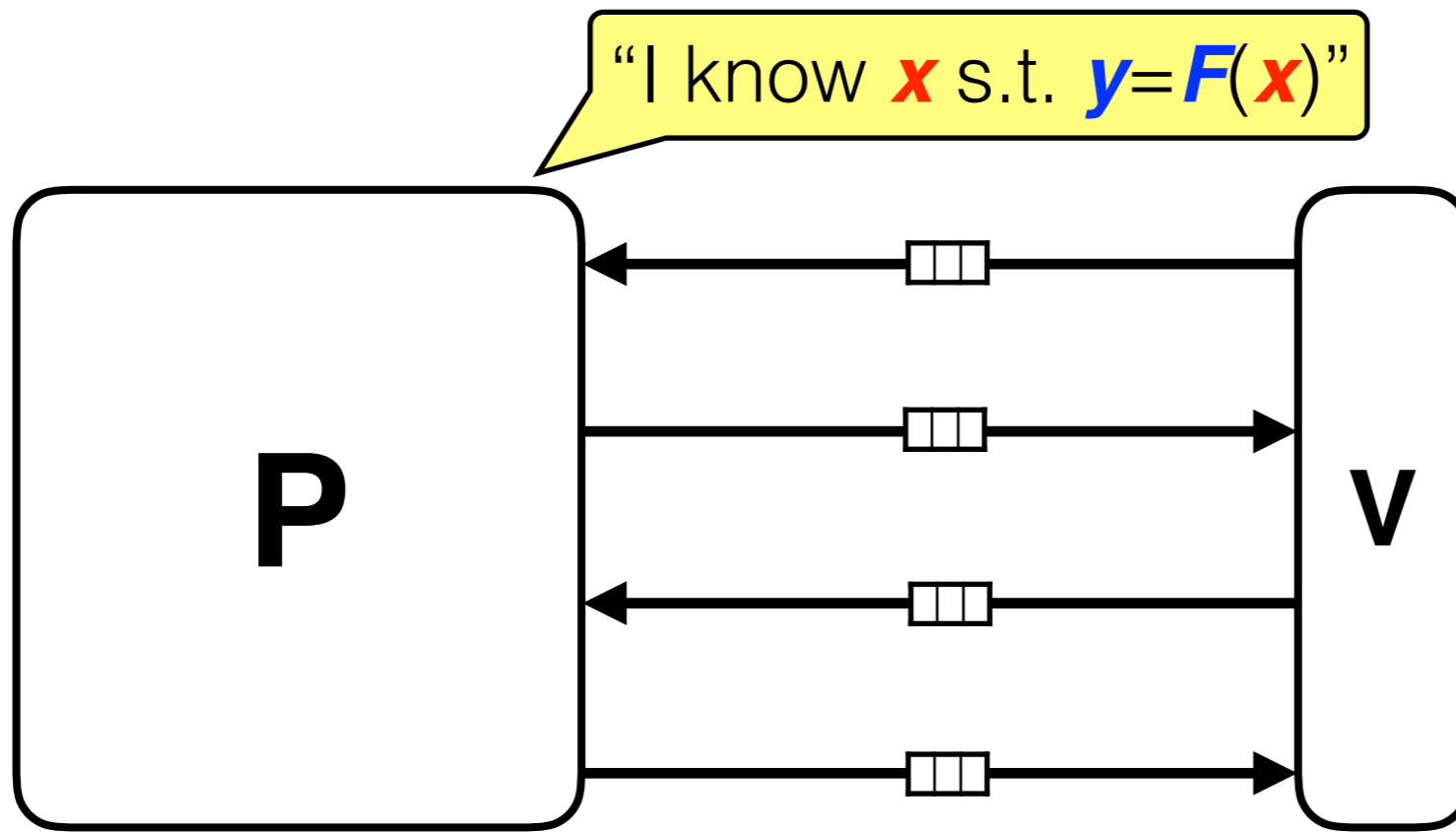
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Zero Knowledge ~~Succinct~~ Proofs

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Arguments



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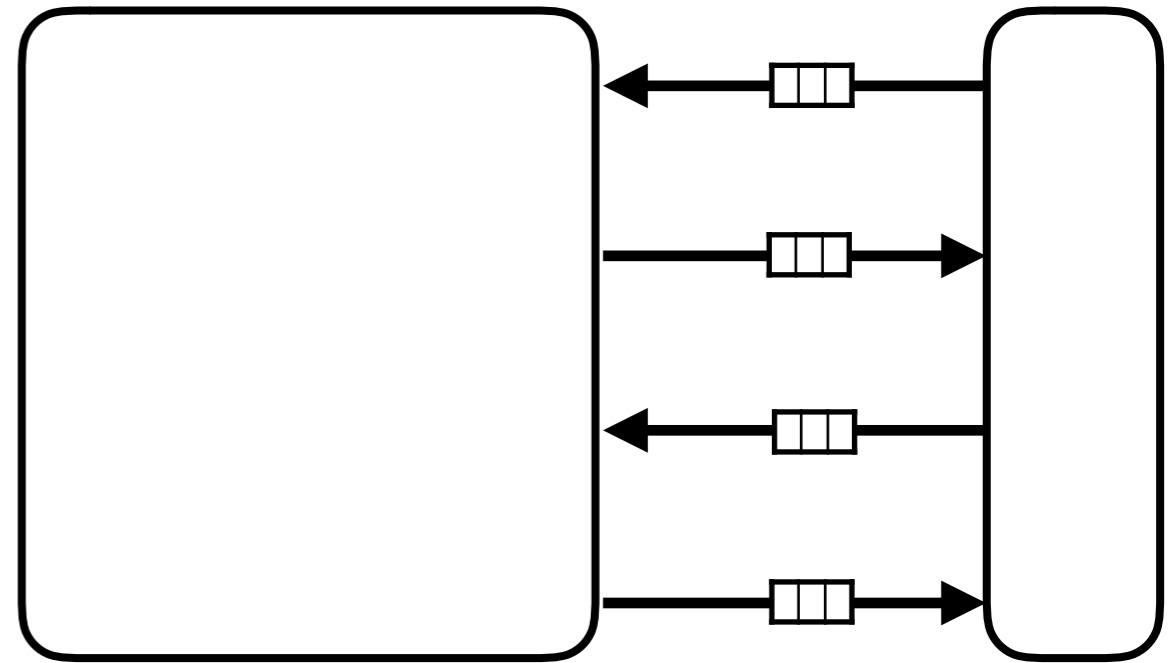
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Achieving Succinctness

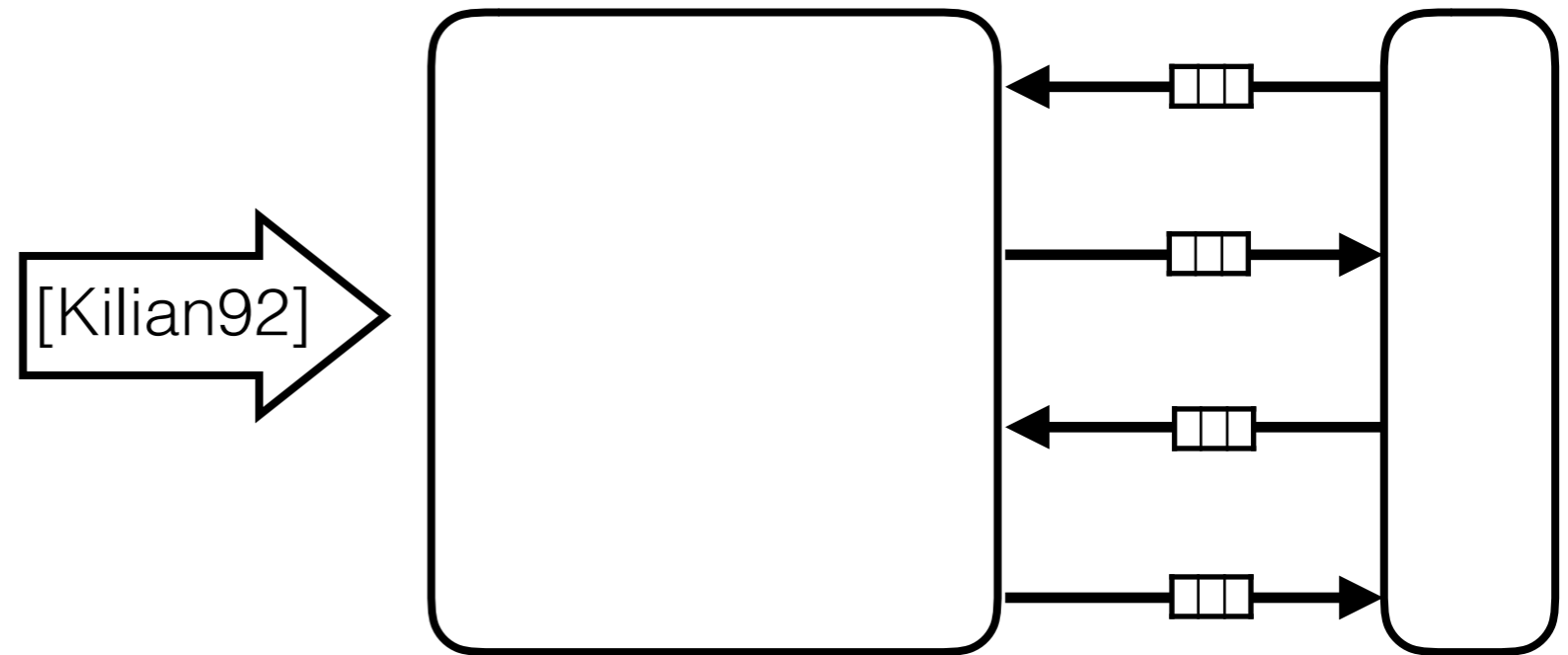
Achieving Succinctness

Zero Knowledge Succinct Proof



Achieving Succinctness

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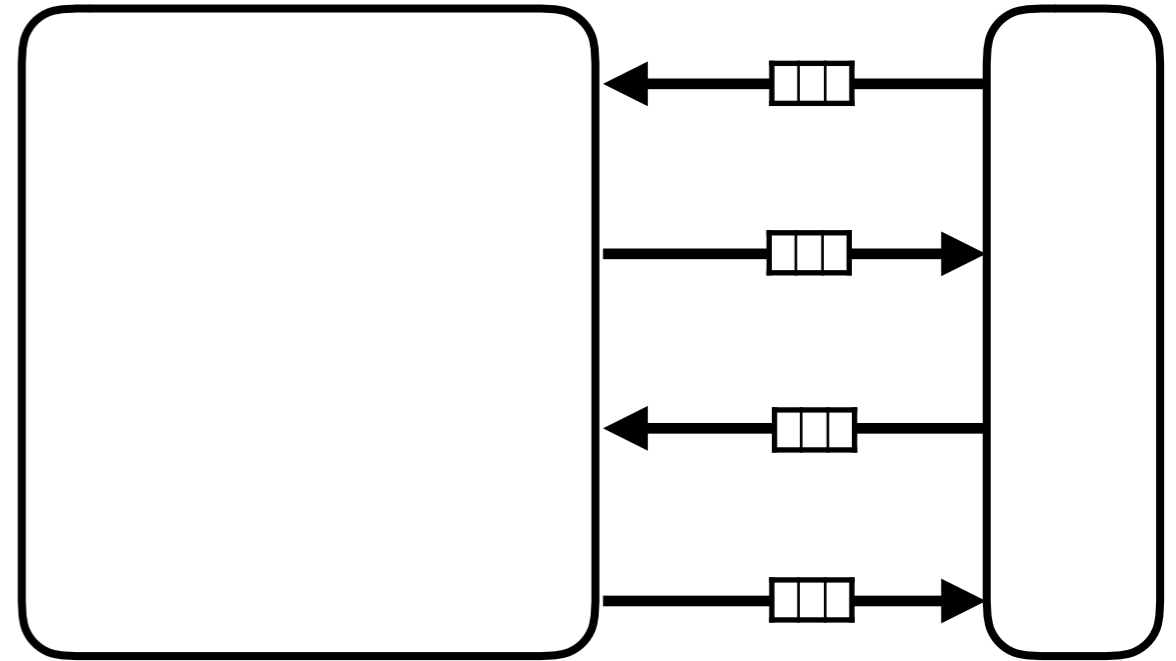


Achieving Succinctness

Probabilistically Checkable Proof

[BFLS91][FGLSS96][AS92][ALMSS92]

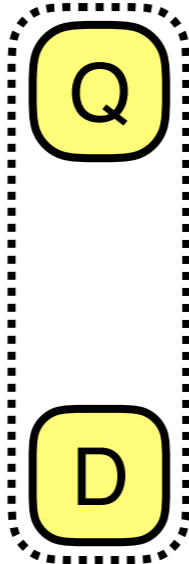
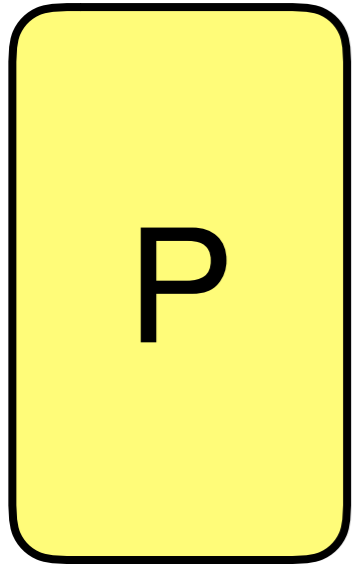
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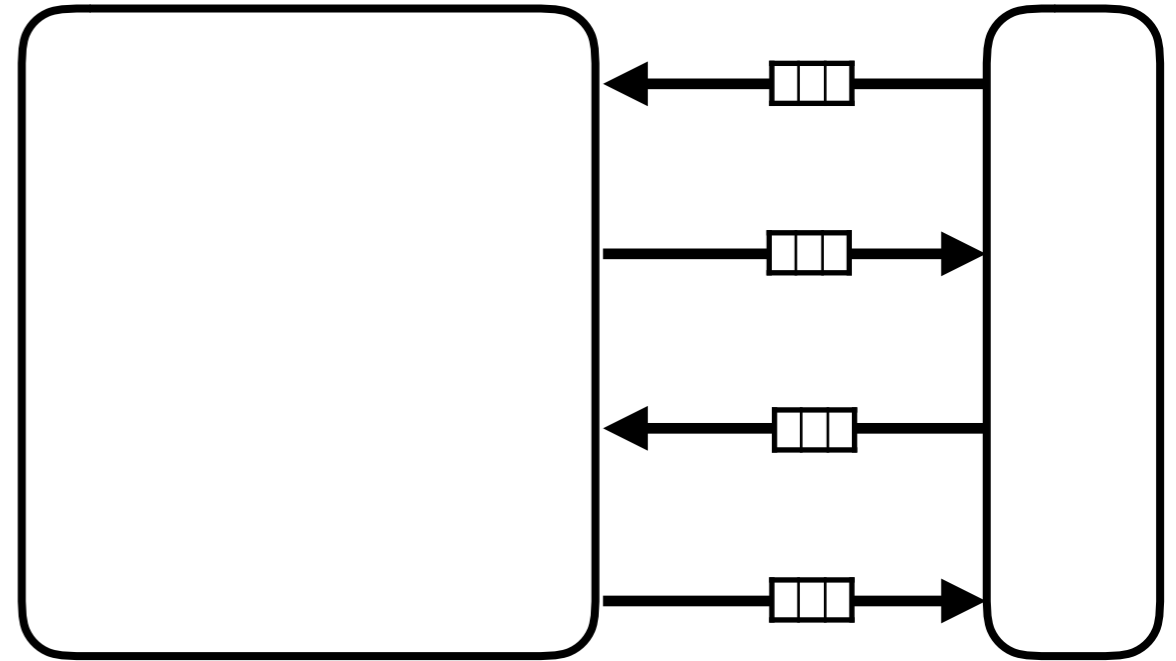
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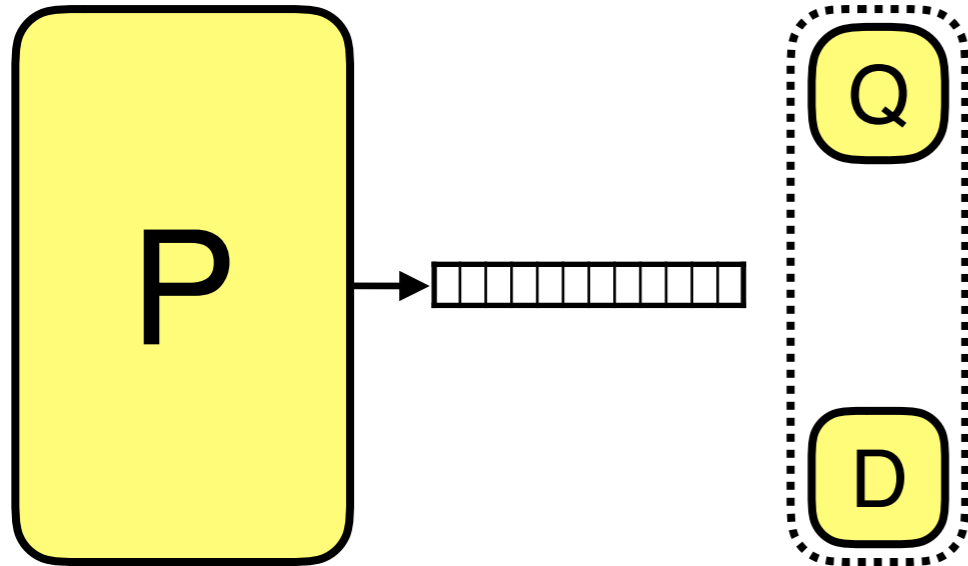
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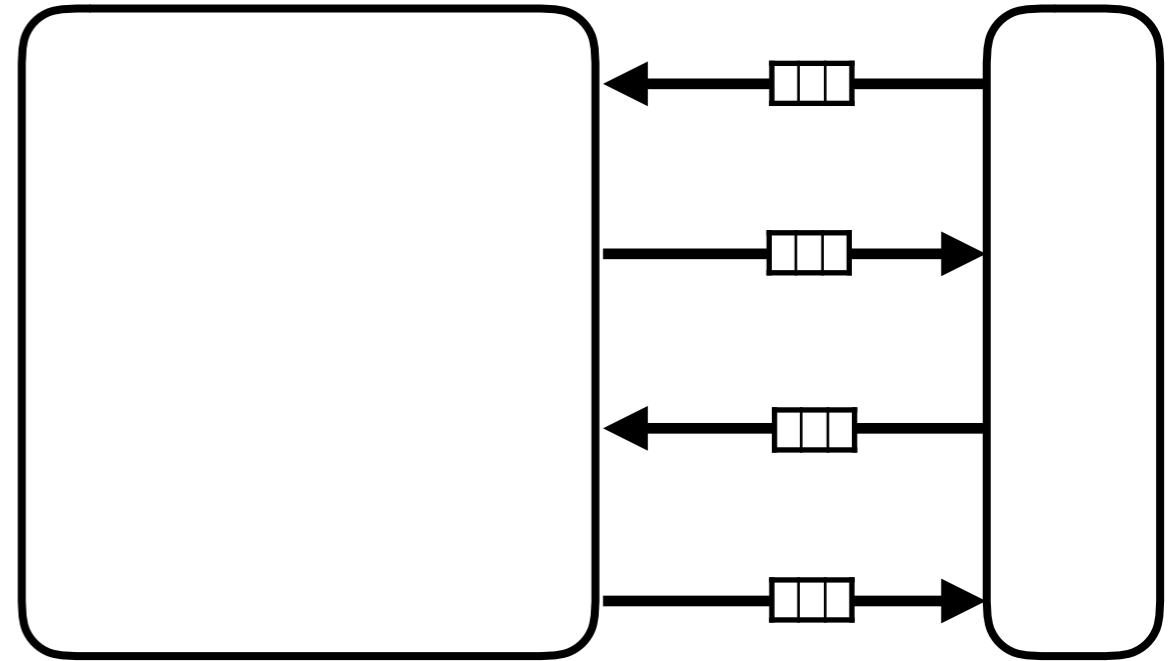
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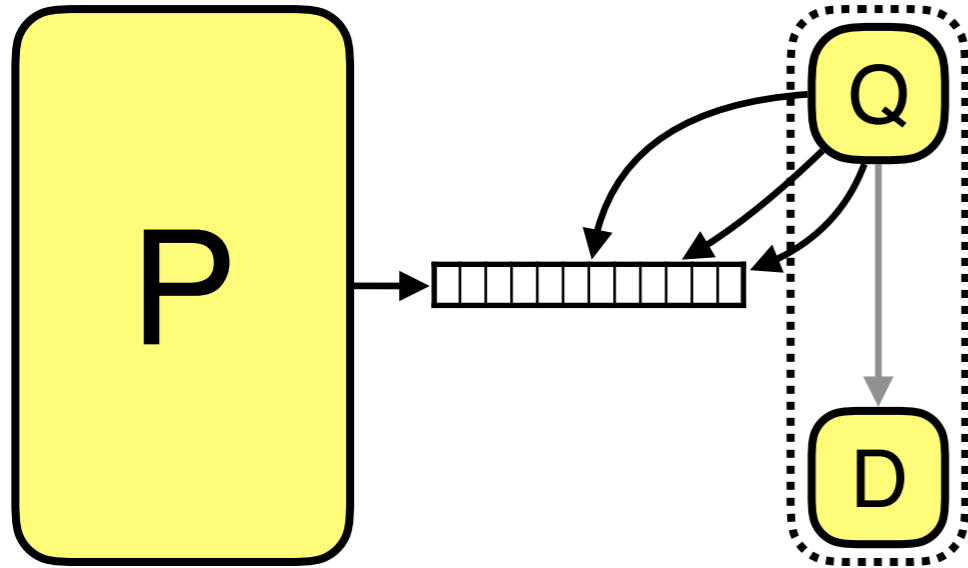
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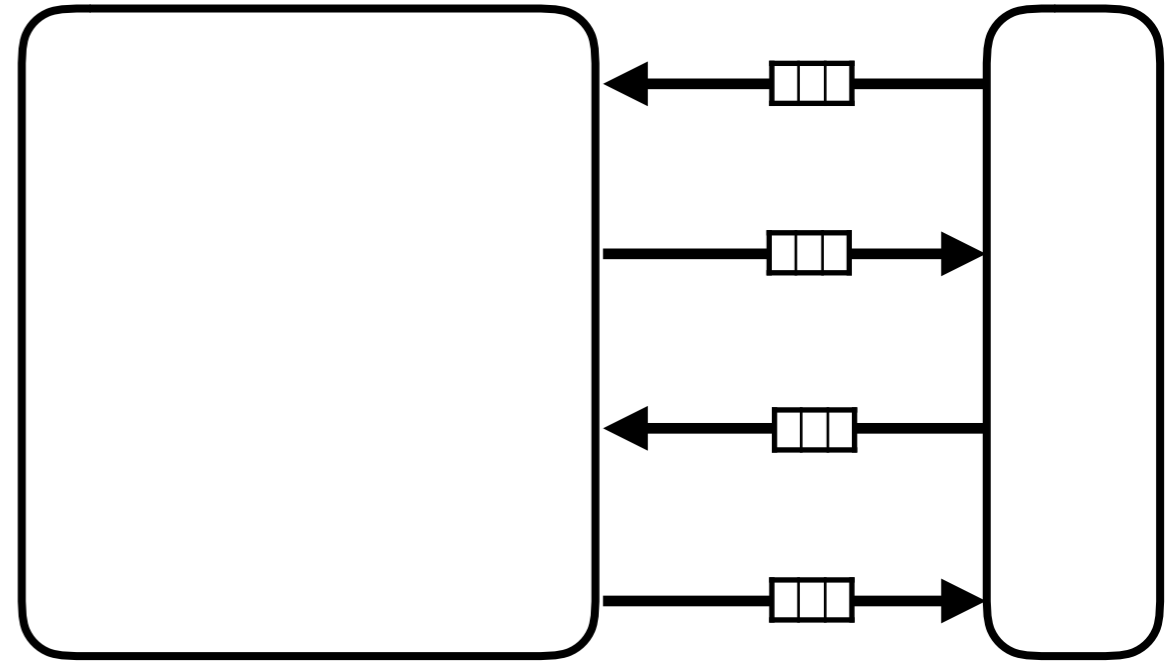
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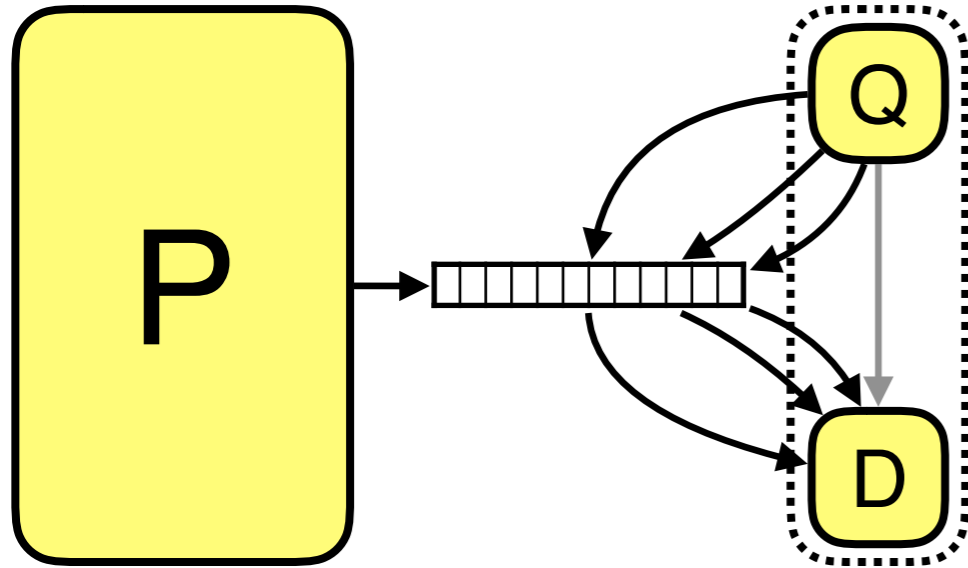
Zero Knowledge Succinct Proof



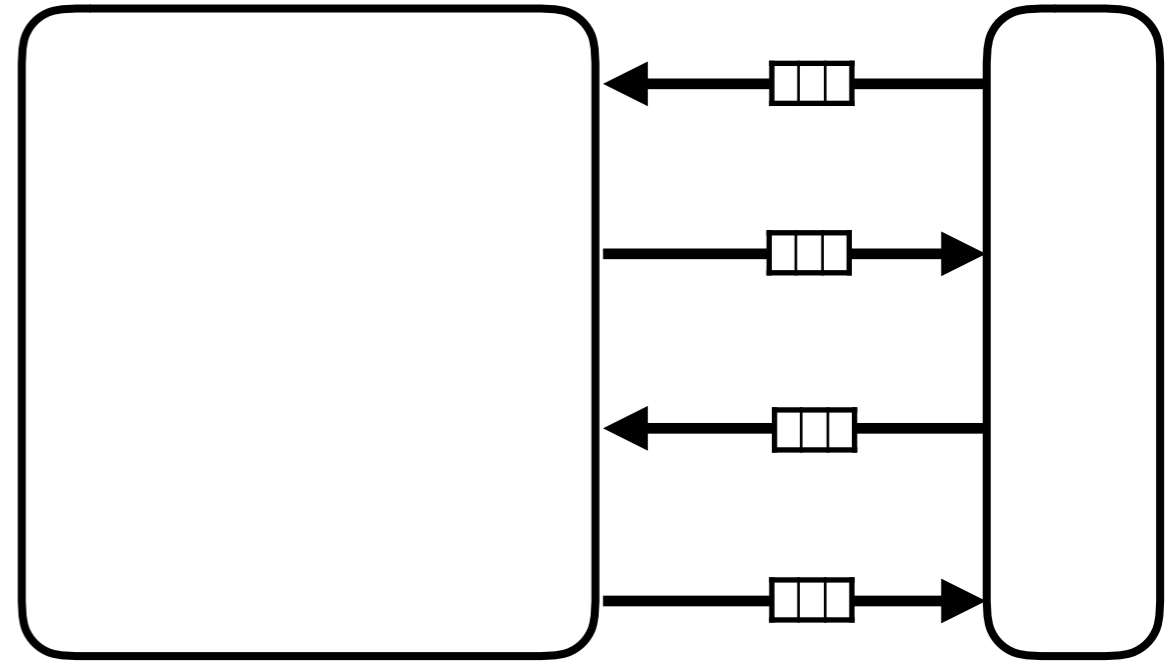
Achieving Succinctness

Probabilistically Checkable Proof

[BFLS91][FGLSS96][AS92][ALMSS92]



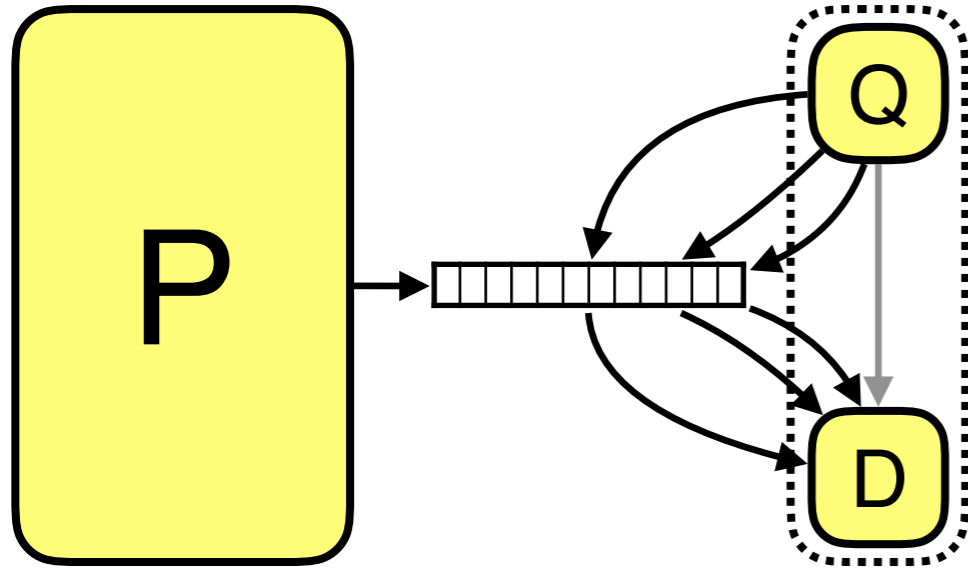
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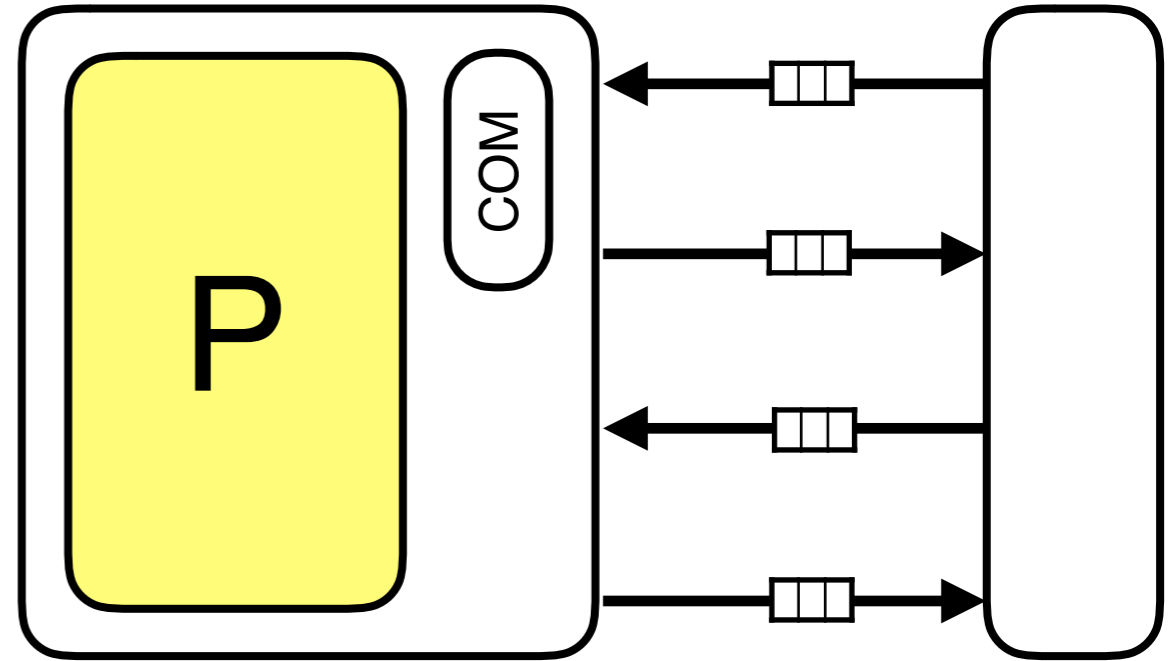
Achieving Succinctness

Probabilistically Checkable Proof

[BFLS91][FGLSS96][AS92][ALMSS92]



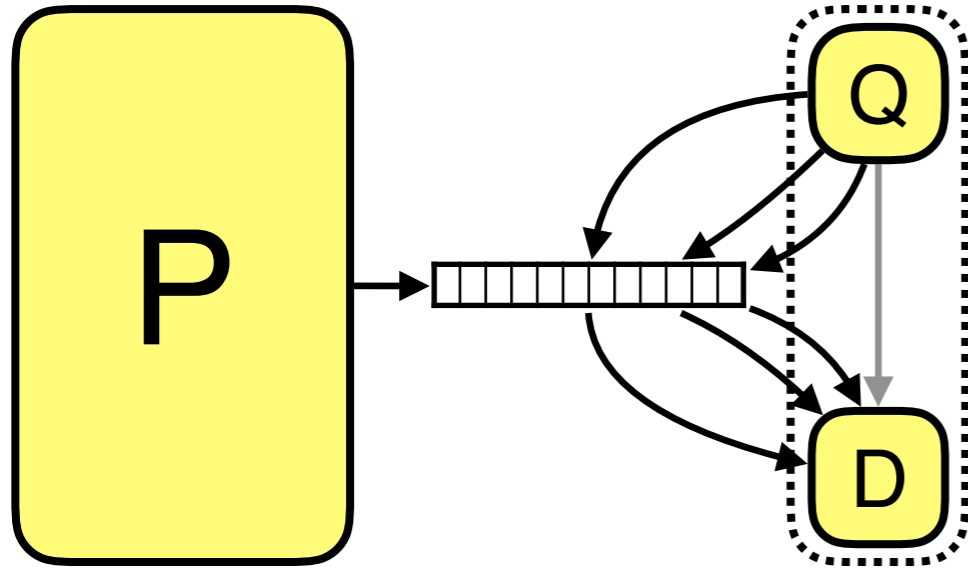
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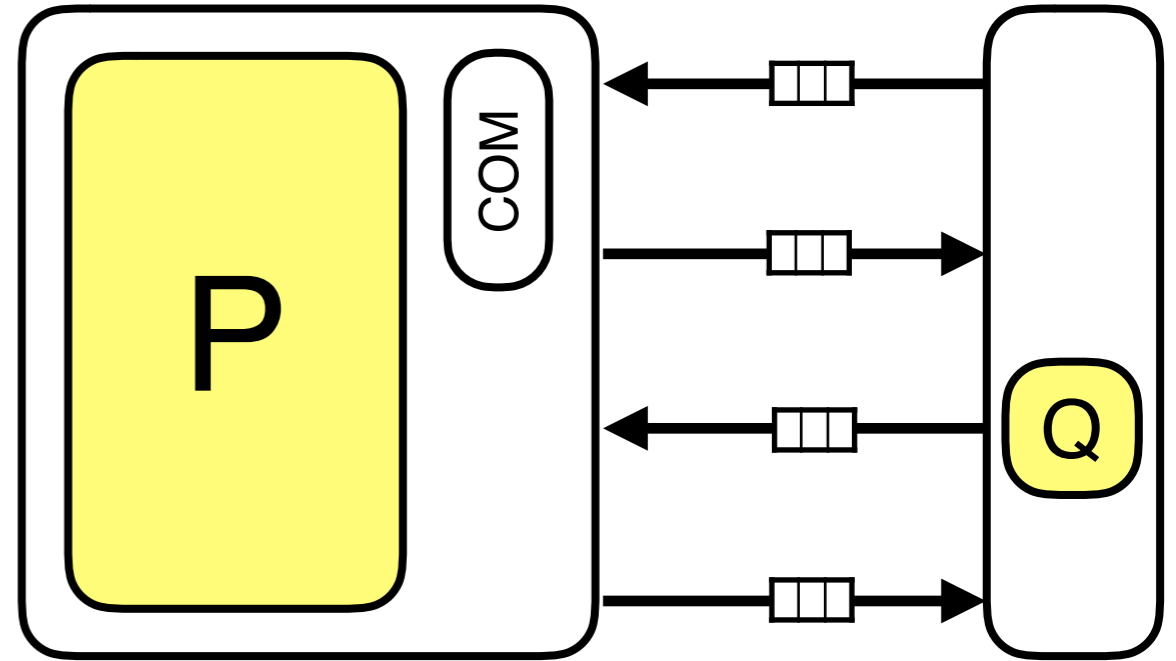
Achieving Succinctness

Probabilistically Checkable Proof

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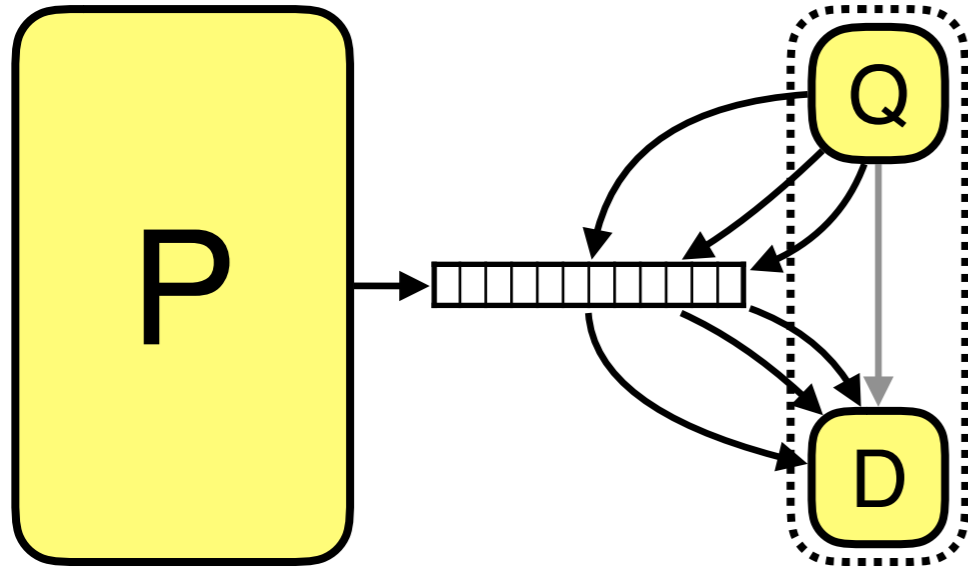
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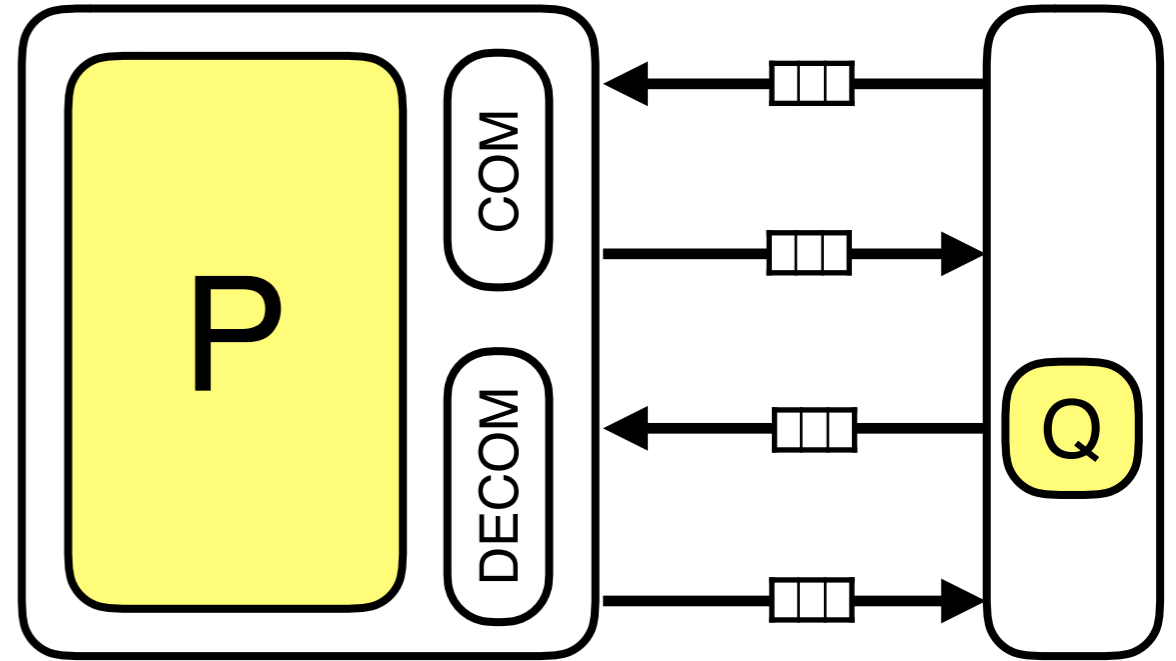
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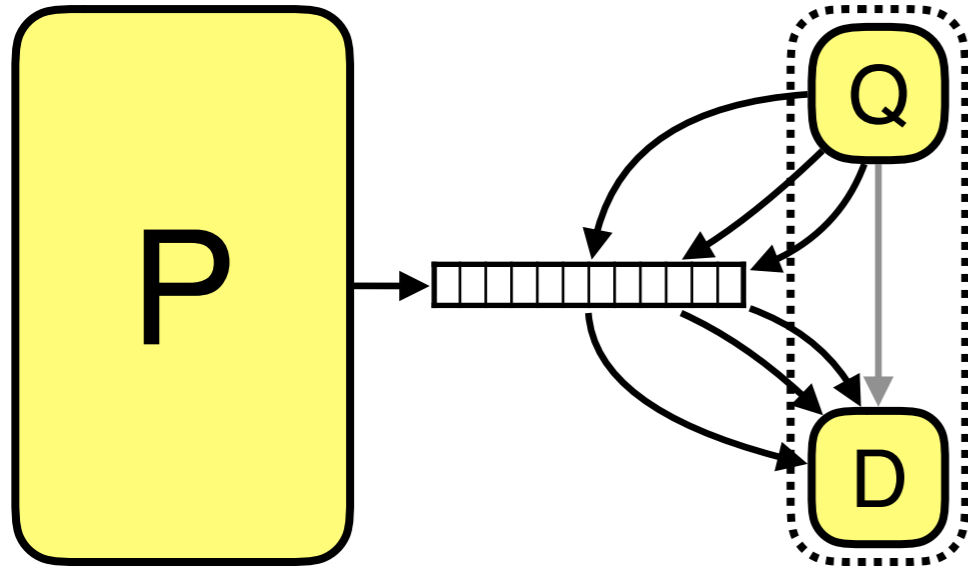
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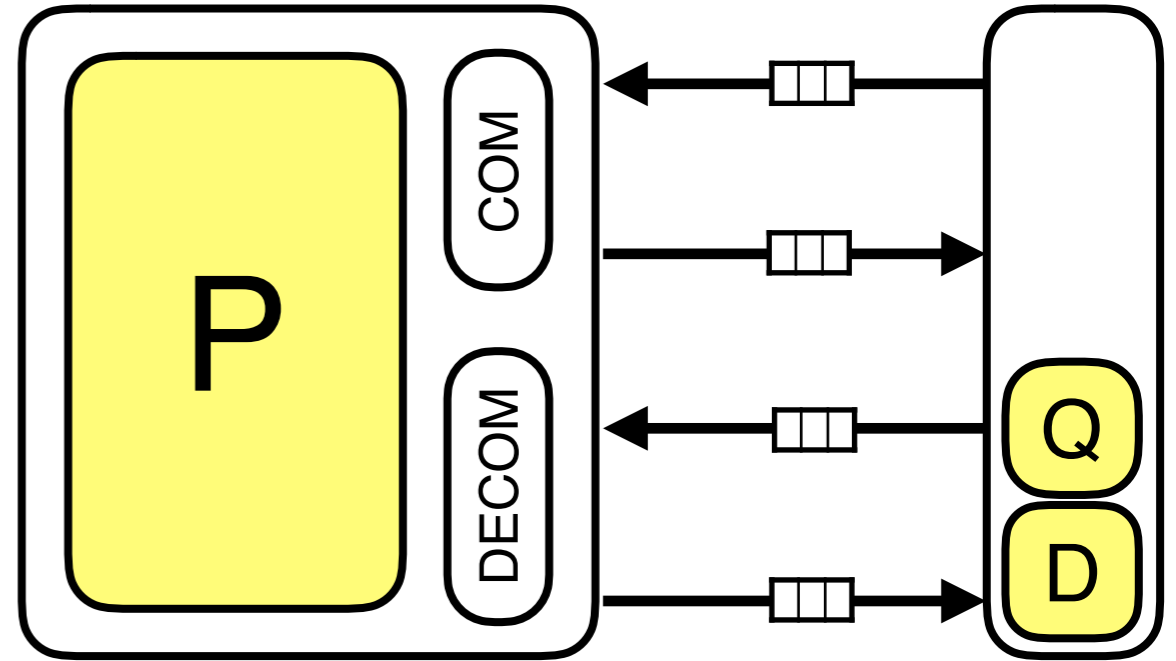
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Probabilistically Checkable Proof

[BFLS91][FGLSS96][AS92][ALMSS92]



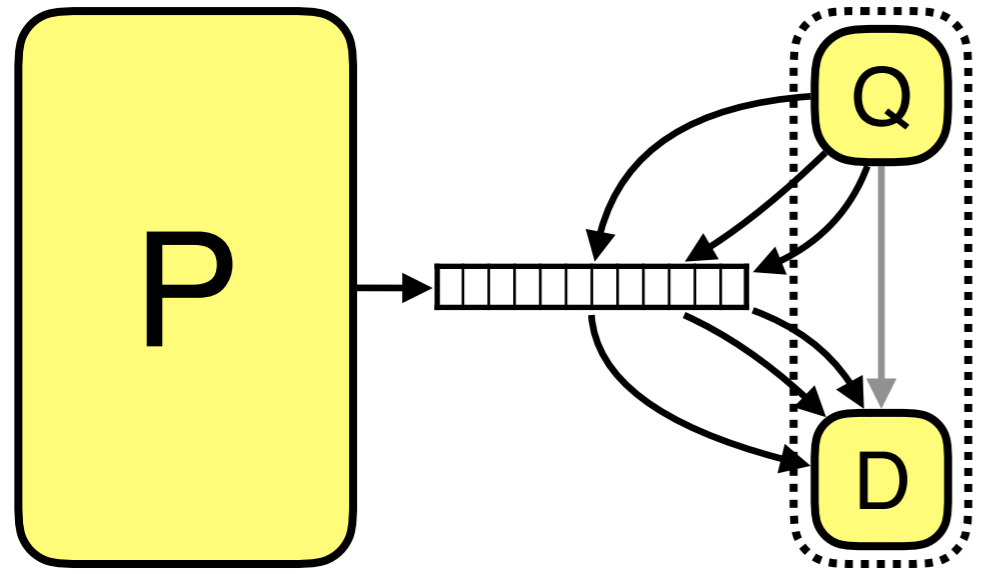
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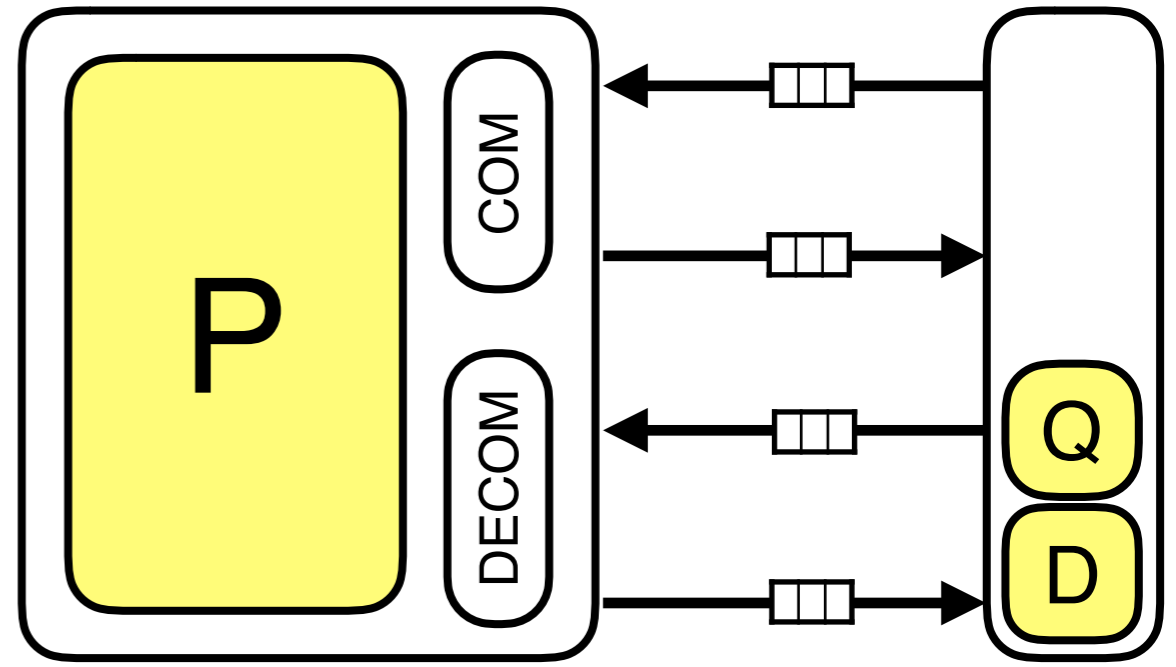
Achieving Succinctness

Probabilistically Checkable Proof

[BFLS91][FGLSS96][AS92][ALMSS92]



Zero Knowledge Succinct Proof



TOFIX

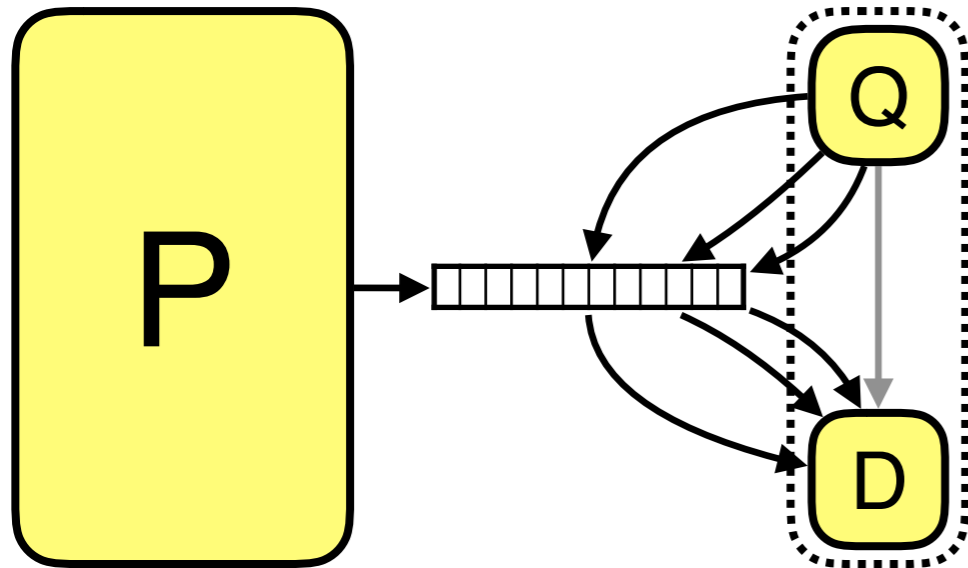
interactive

not succinct

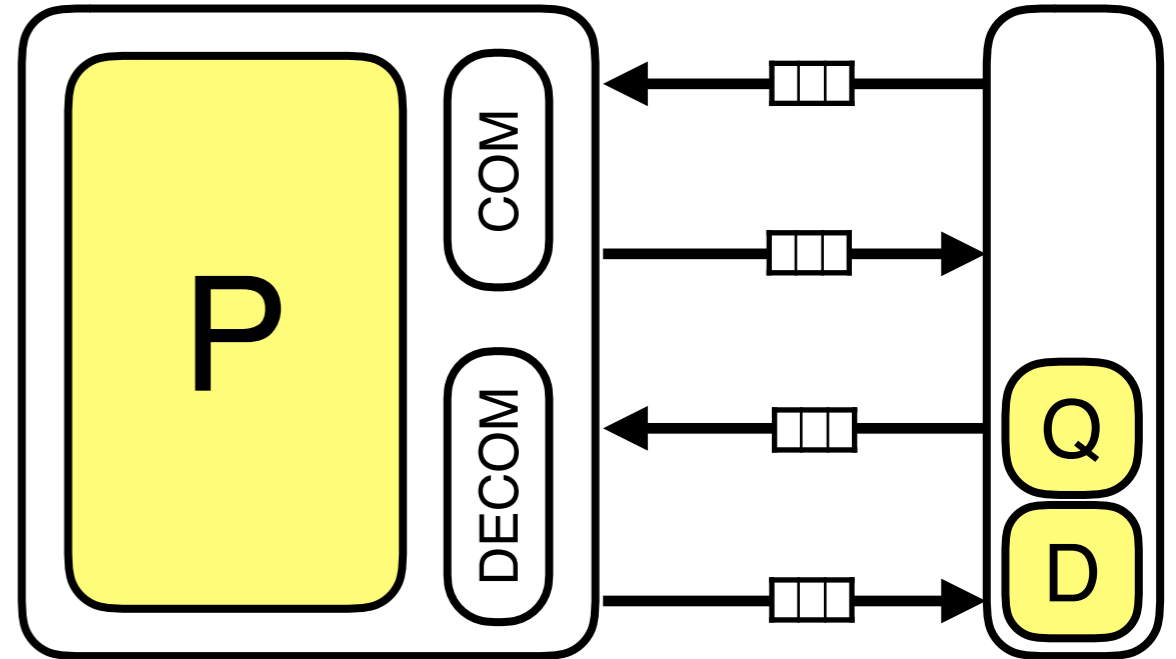
Achieving Succinctness

Probabilistically Checkable Proof

[BFLS91][FGLSS96][AS92][ALMSS92]



Zero Knowledge Succinct Proof



TOFIX

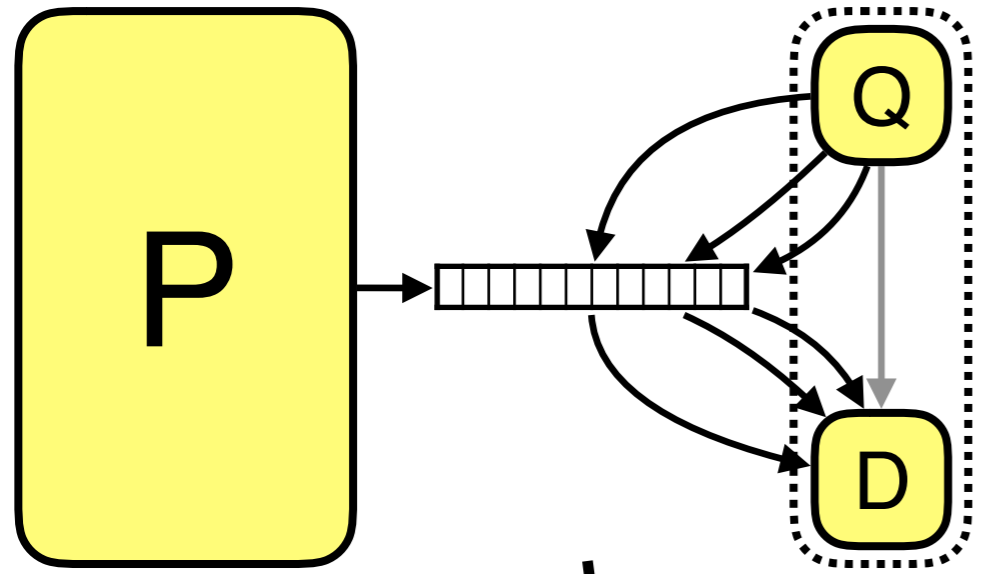
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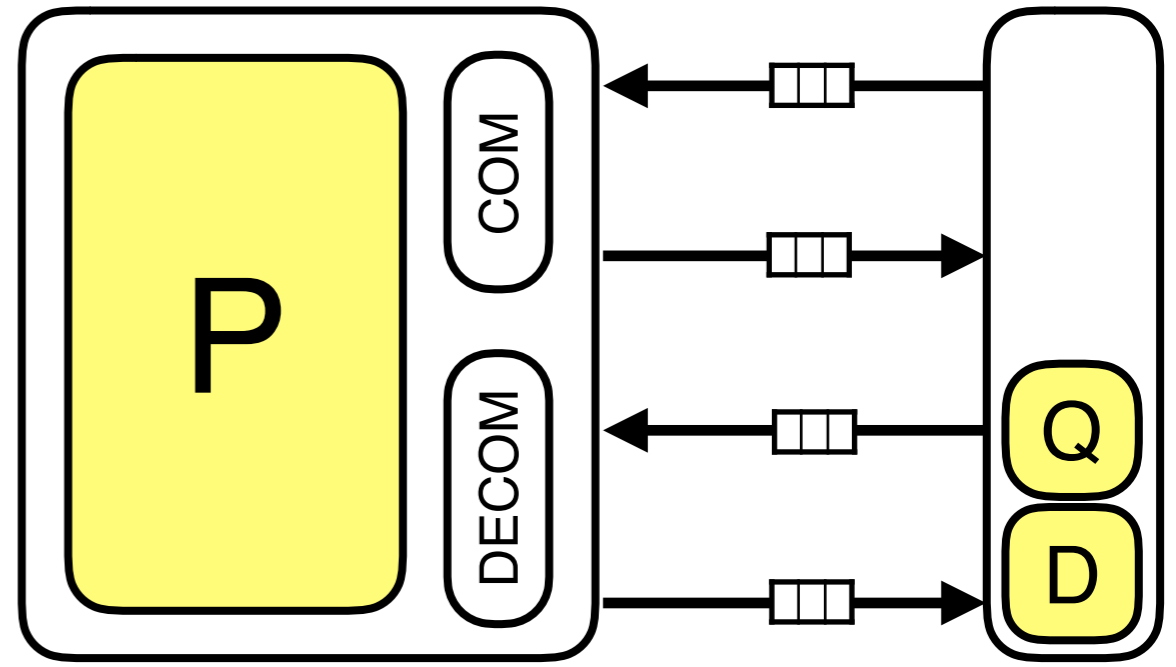
Achieving Succinctness

Probabilistically Checkable Proof

[BFLS91][FGLSS96][AS92][ALMSS92]



Zero Knowledge Succinct Proof



TOFIX

interactive

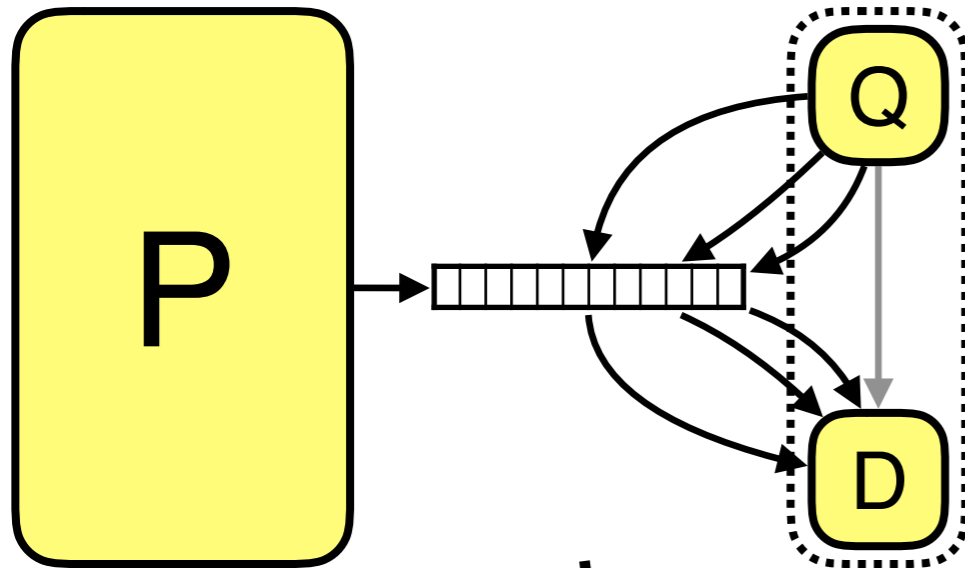
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bad concrete efficiency

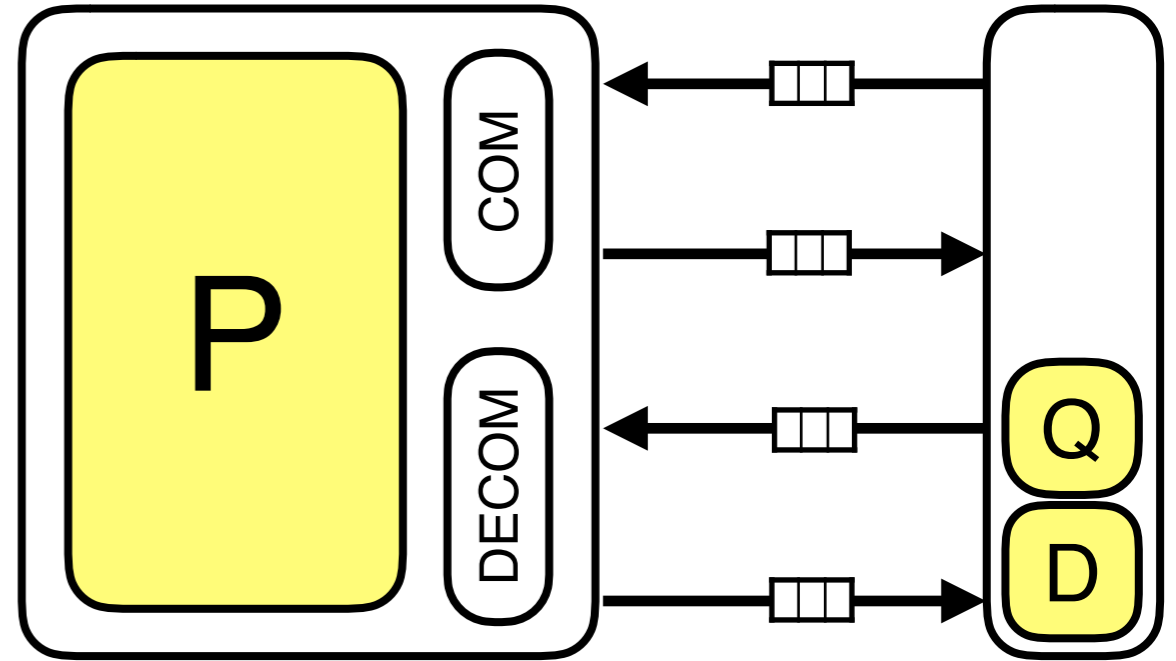
Achieving Non-Interactivity

Probabilistically Checkable Proof

[BFLS91][FGLSS96][AS92][ALMSS92]



Zero Knowledge Succinct Proof



TOFIX

interactive

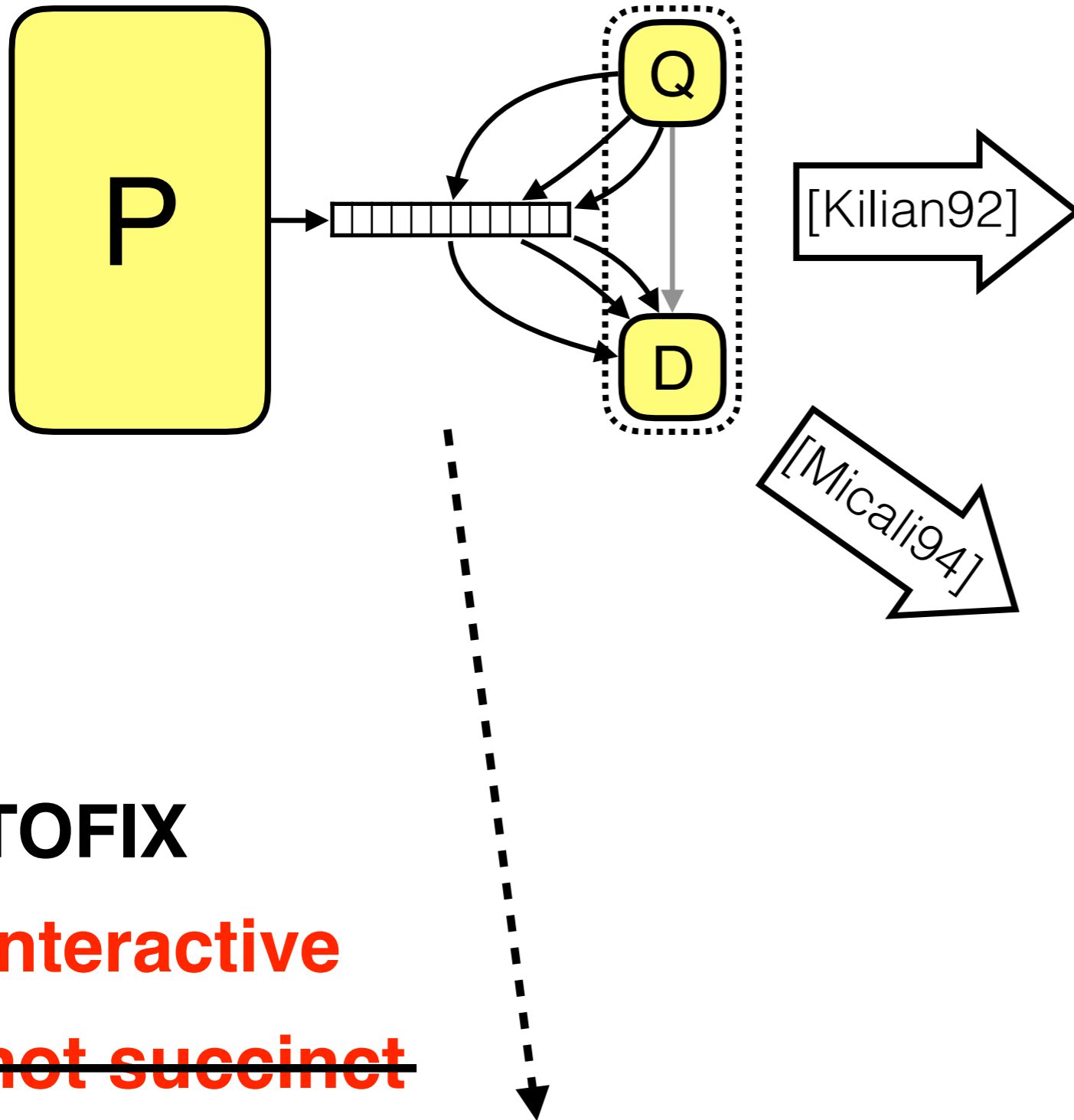
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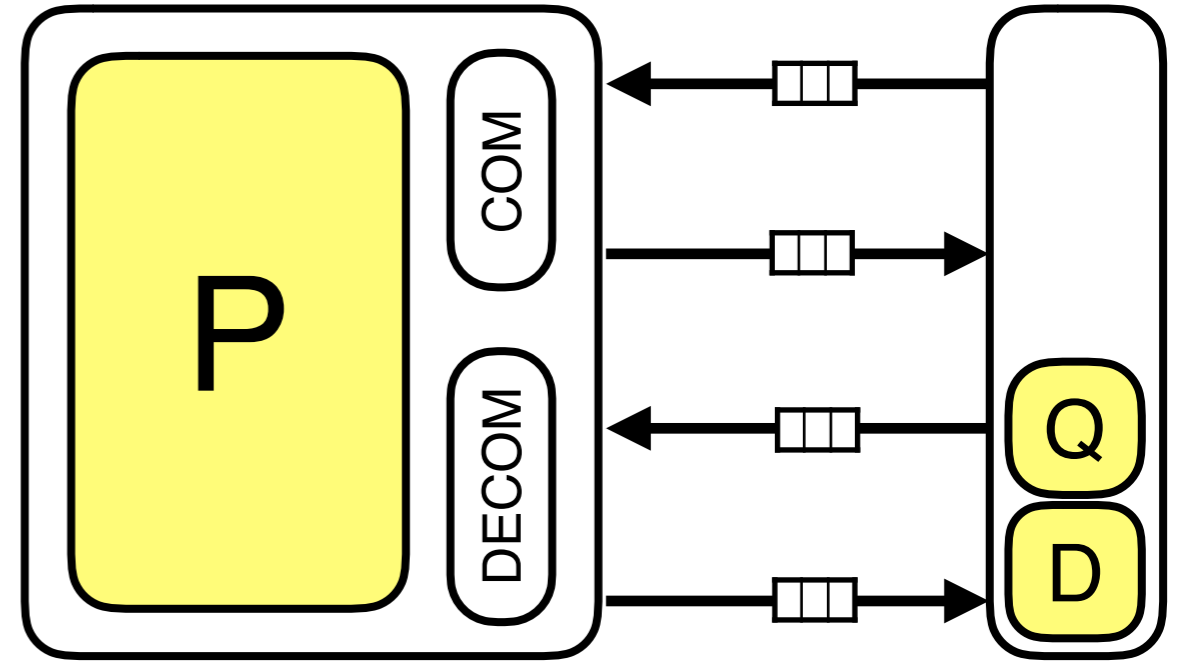
Achieving Non-Interactivity

Probabilistically Checkable Proof

[BFLS91][FGLSS96][AS92][ALMSS92]



Zero Knowledge Succinct Proof



TOFIX

interactive

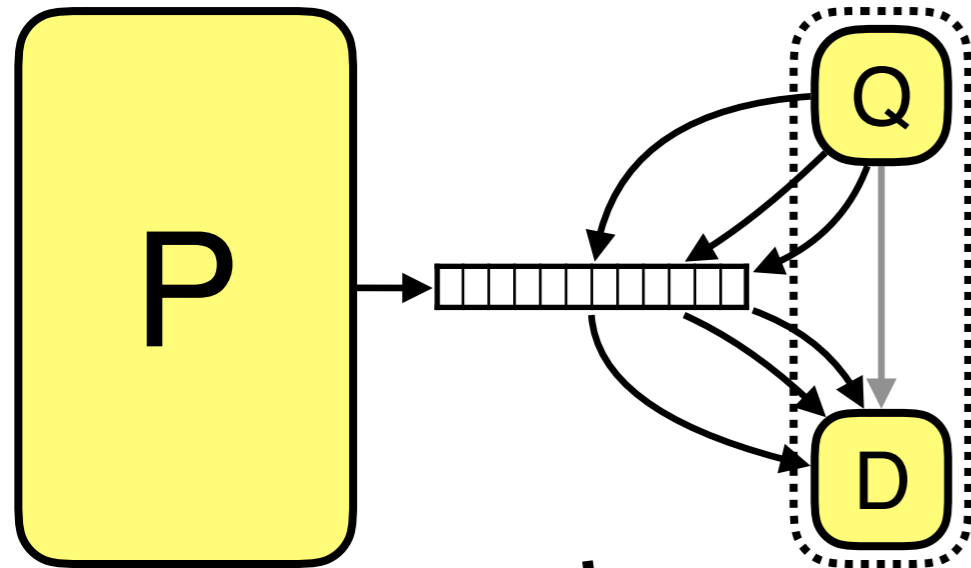
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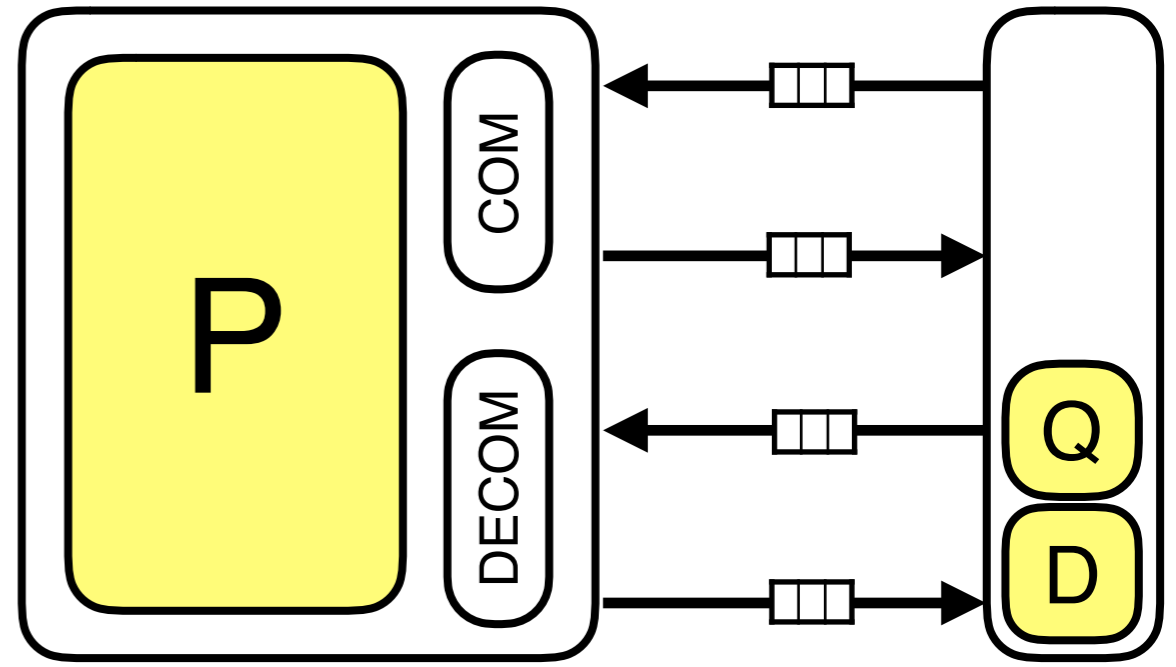
Achieving Non-Interactivity

Probabilistically Checkable Proof

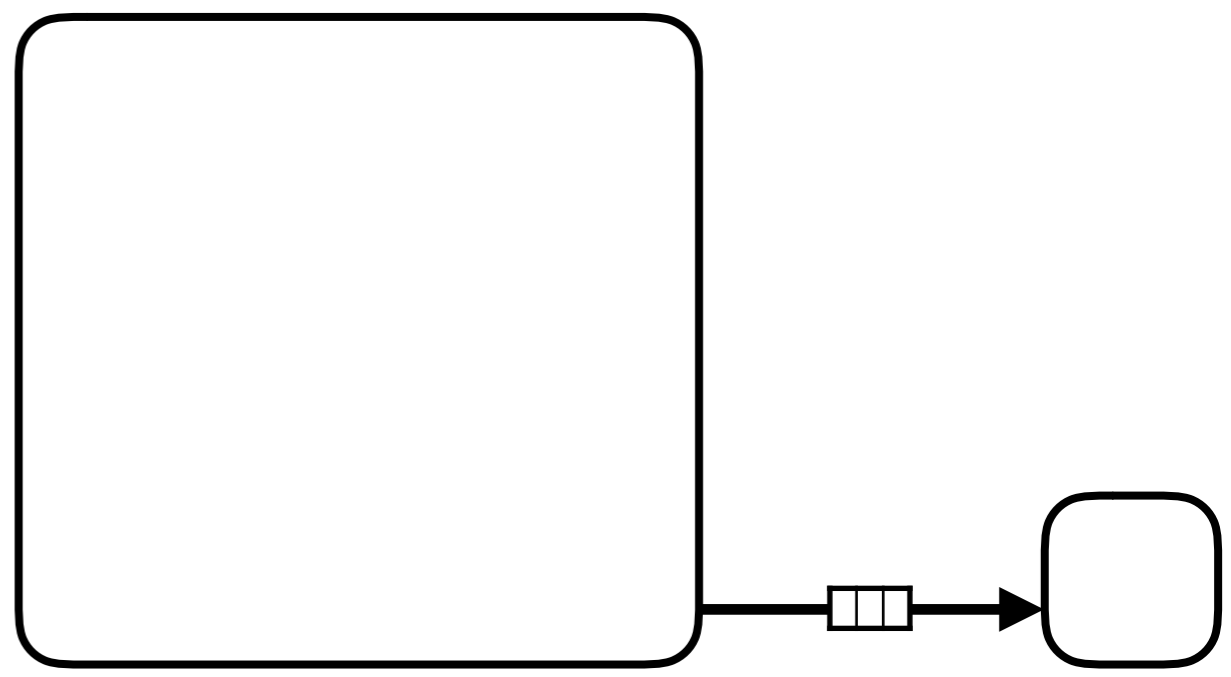
[BFLS91][FGLSS96][AS92][ALMSS92]



Zero Knowledge Succinct Proof



(the first)
Zero Knowledge SNARK



TOFIX

interactive

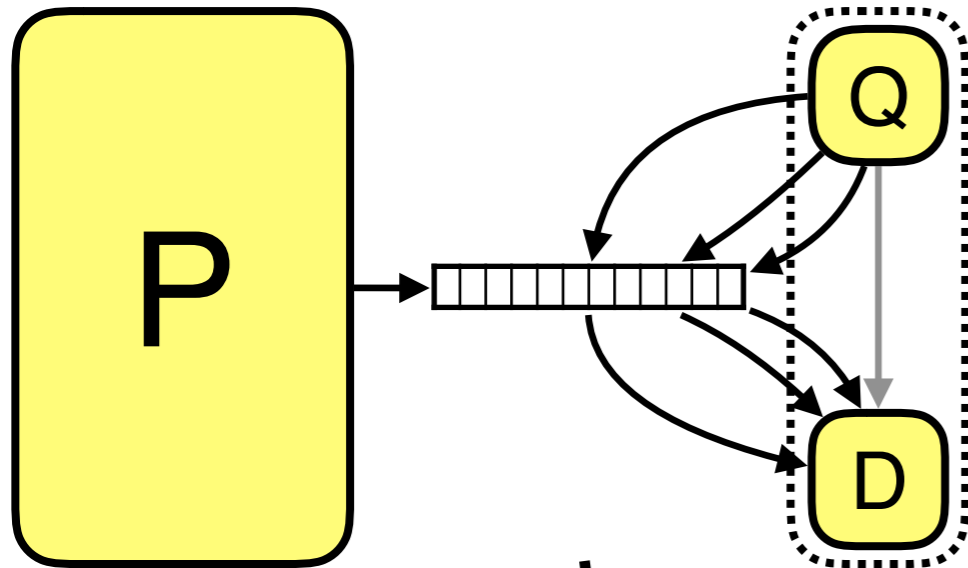
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bad concrete efficiency

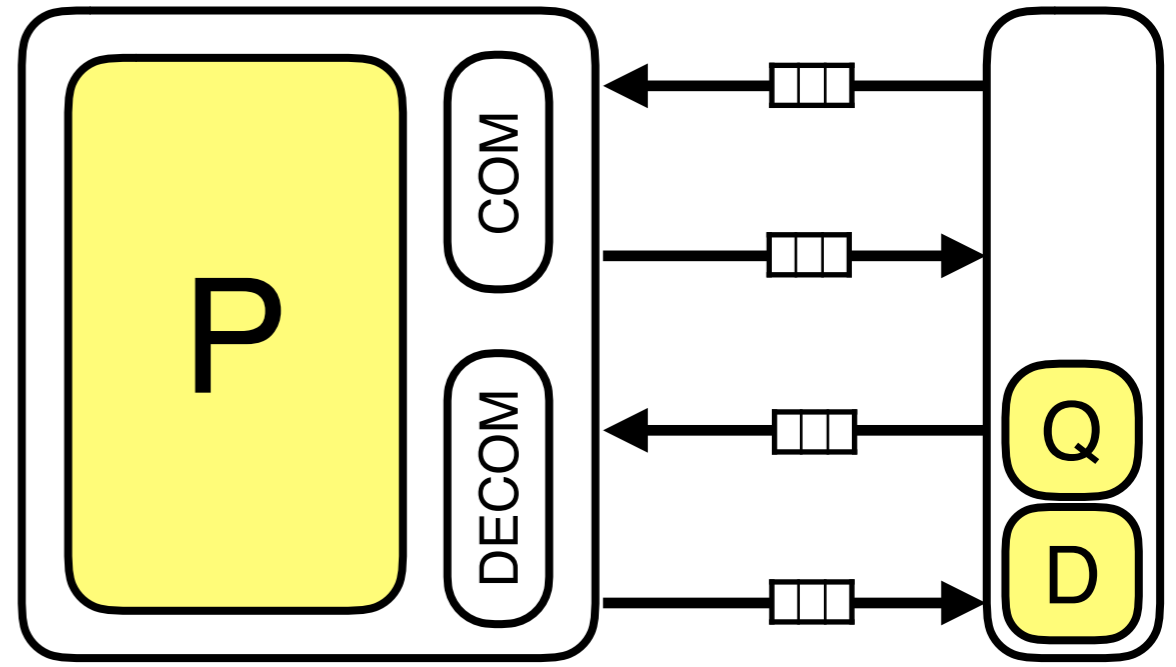
Achieving Non-Interactivity

Probabilistically Checkable Proof

[BFLS91][FGLSS96][AS92][ALMSS92]

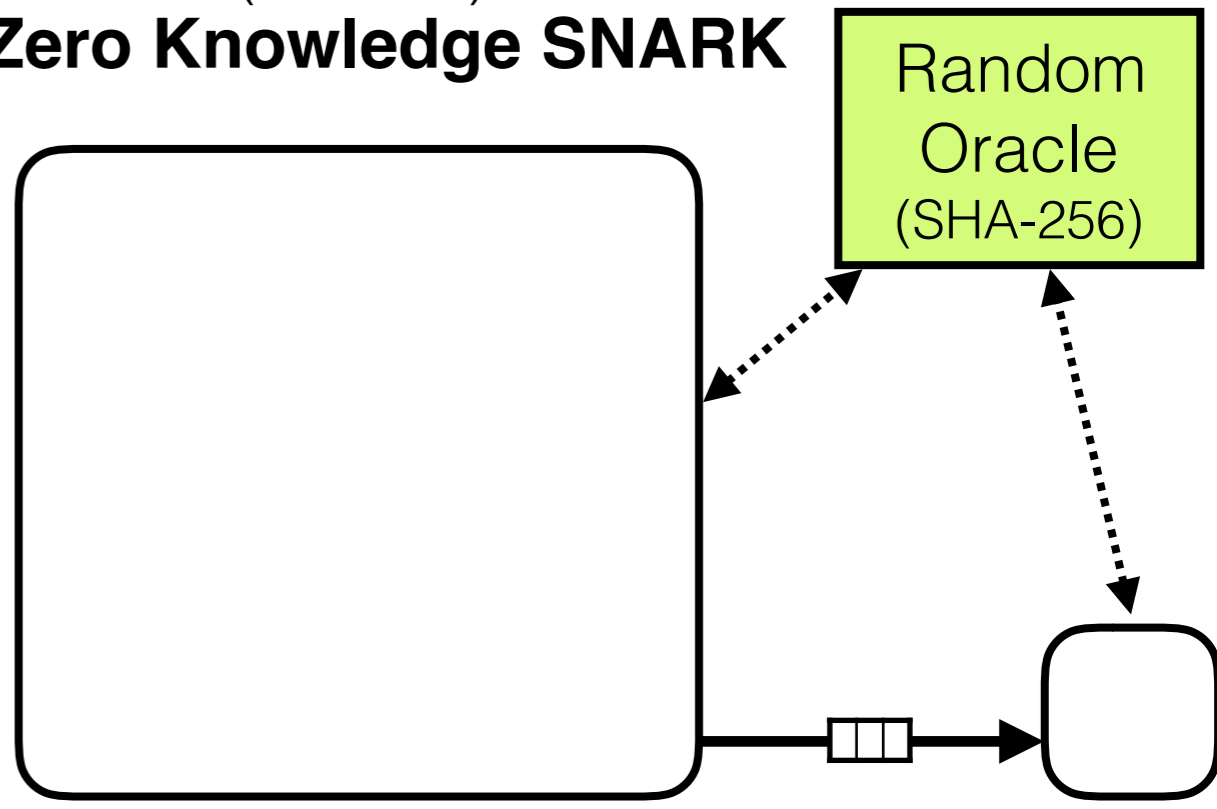


Zero Knowledge Succinct Proof



(the first)

Zero Knowledge SNARK



TOFIX

interactive

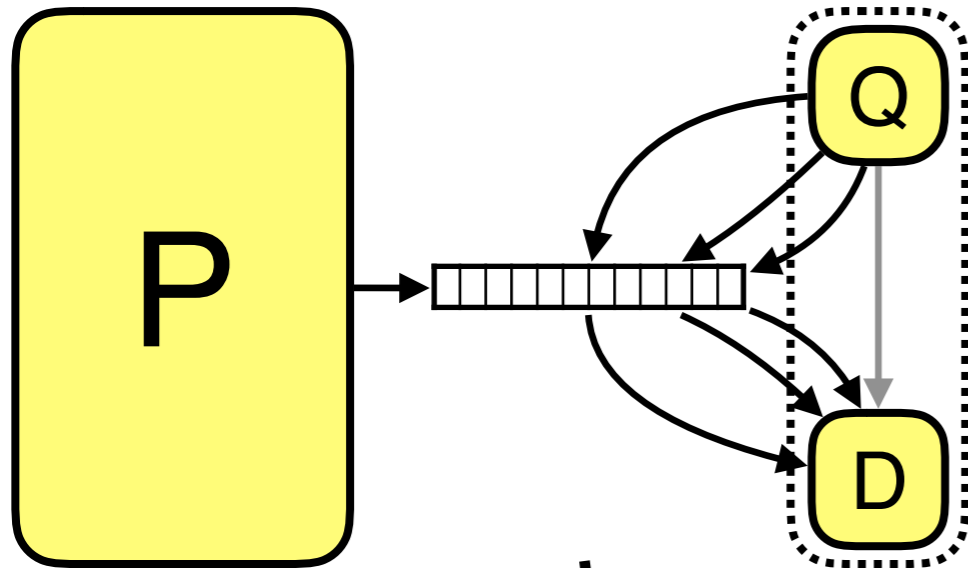
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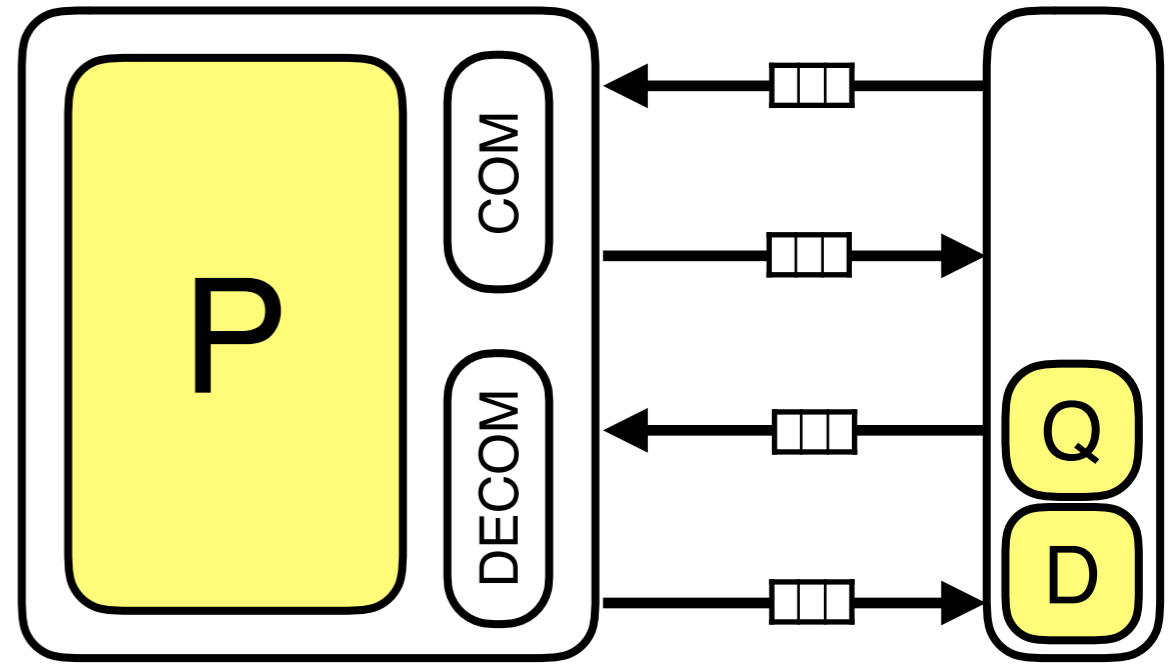
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[BFLS91][FGLSS96][AS92][ALMSS92]

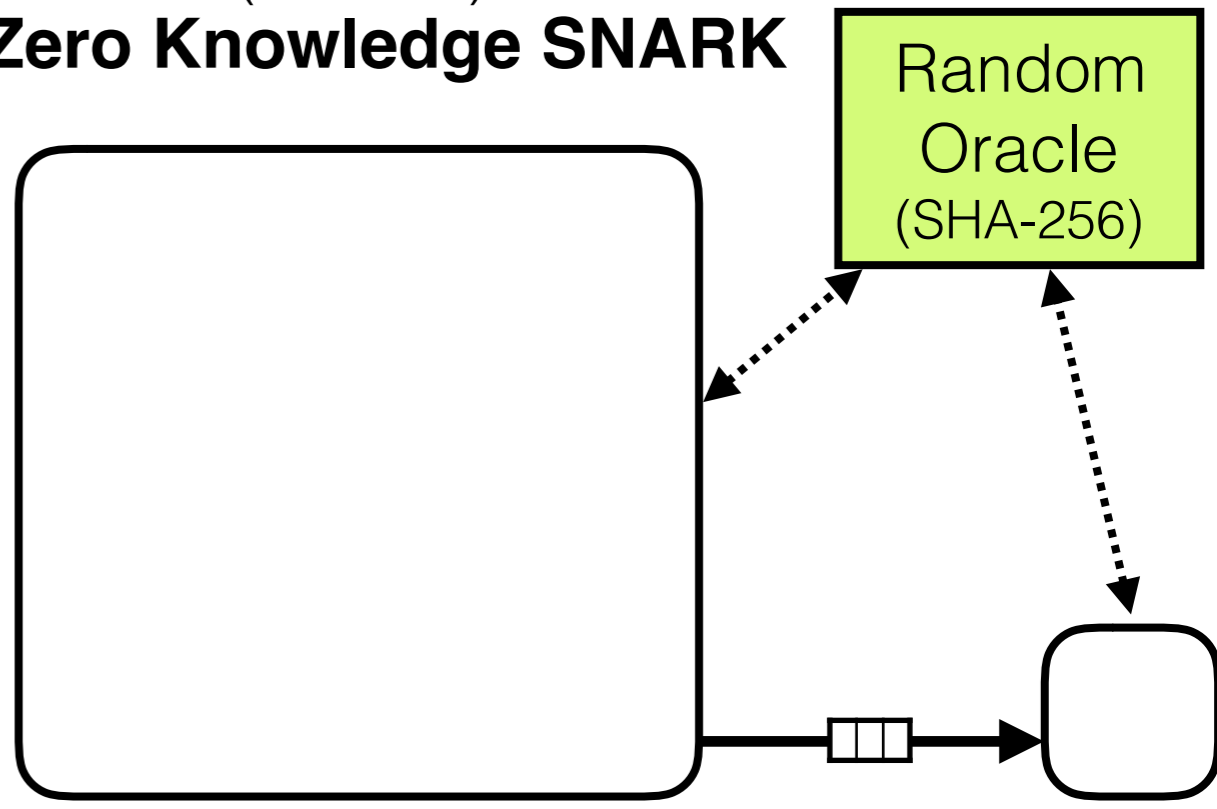


Zero Knowledge Succinct Proof



(the first)

Zero Knowledge SNARK



TOFIX

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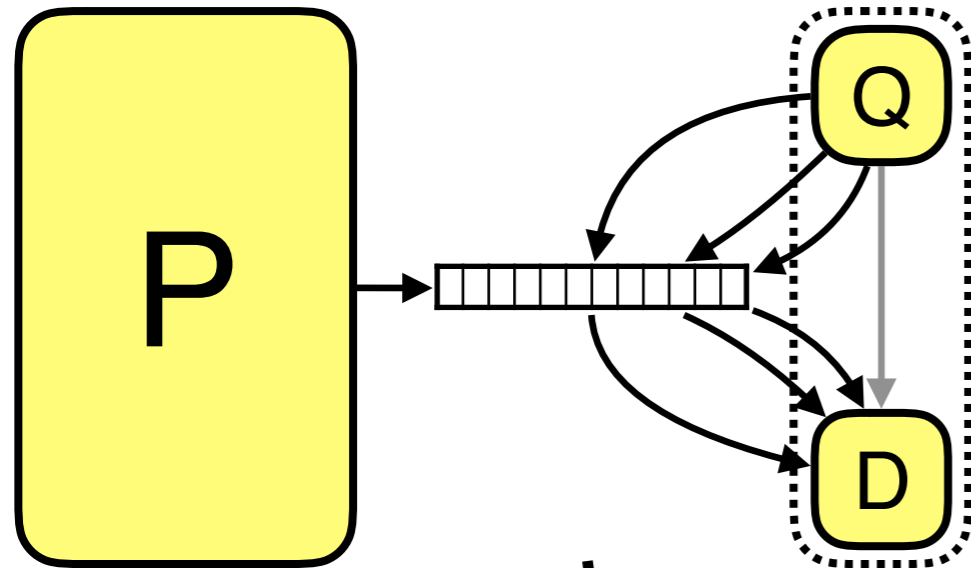
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Probabilistically Checkable Proof

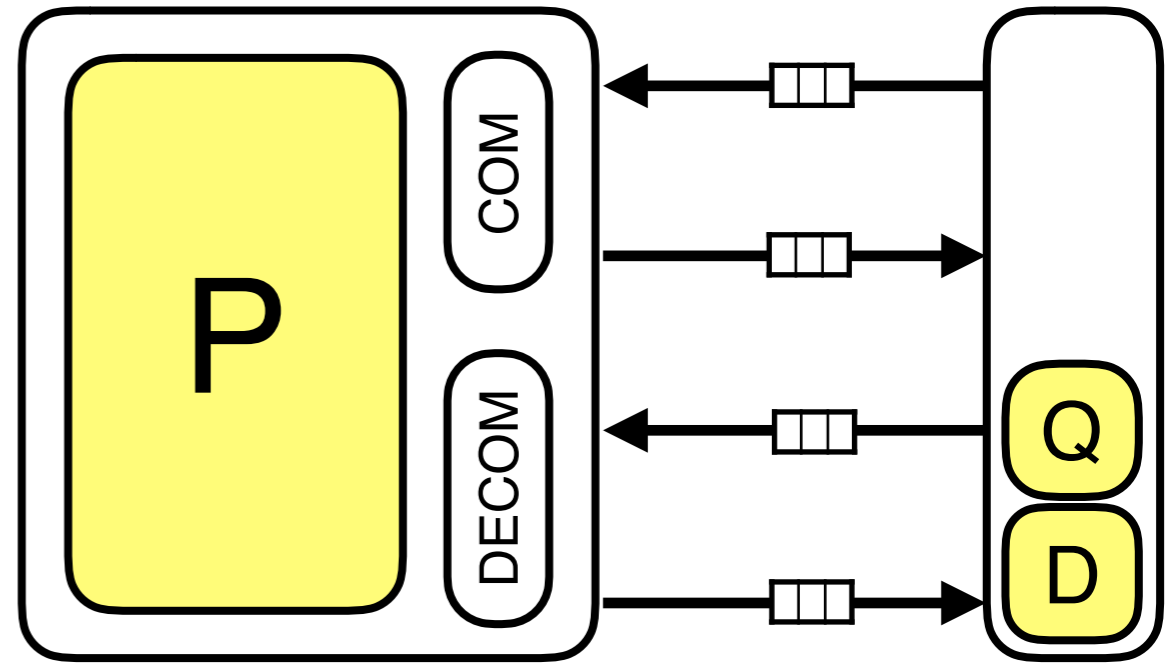
[BFLS91][FGLSS96][AS92][ALMSS92]



[Kilian92]

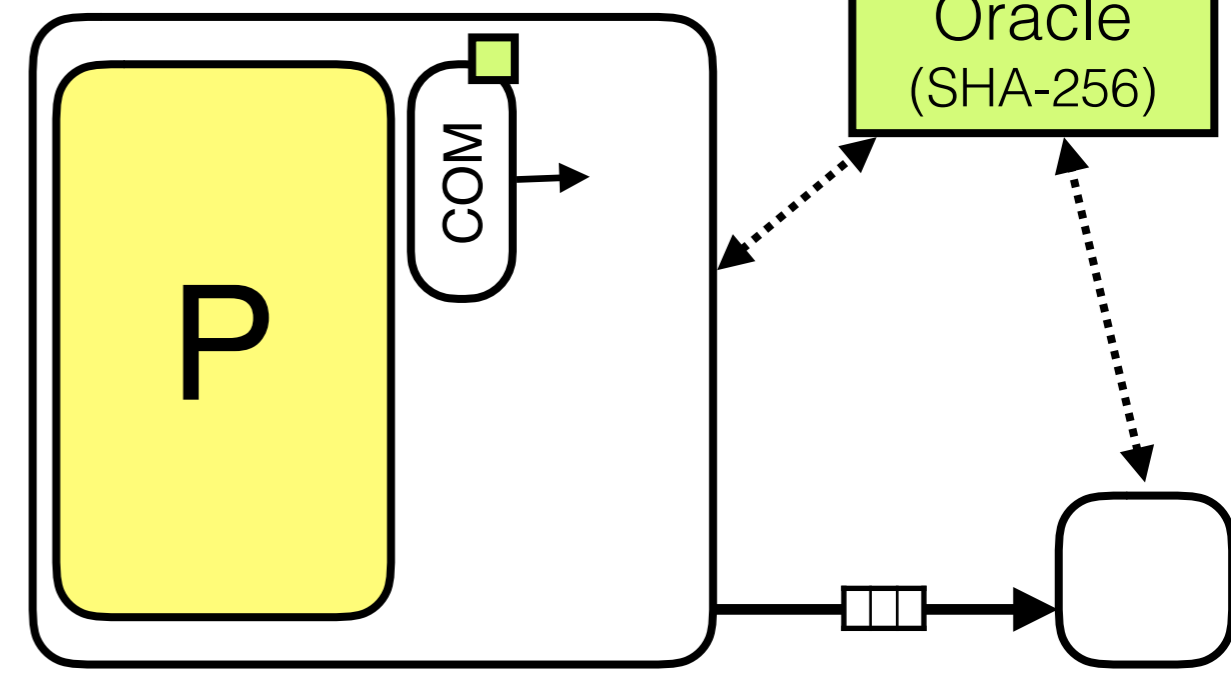
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Zero Knowledge Succinct Proof



(the first)

Zero Knowledge SNARK



TOFIX

~~interactive~~

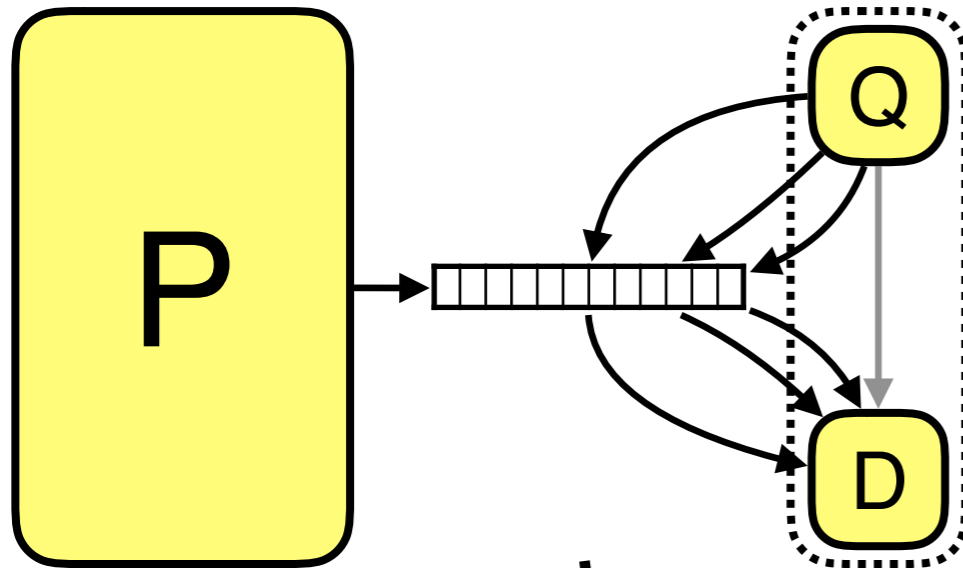
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Achieving Non-Interactivity

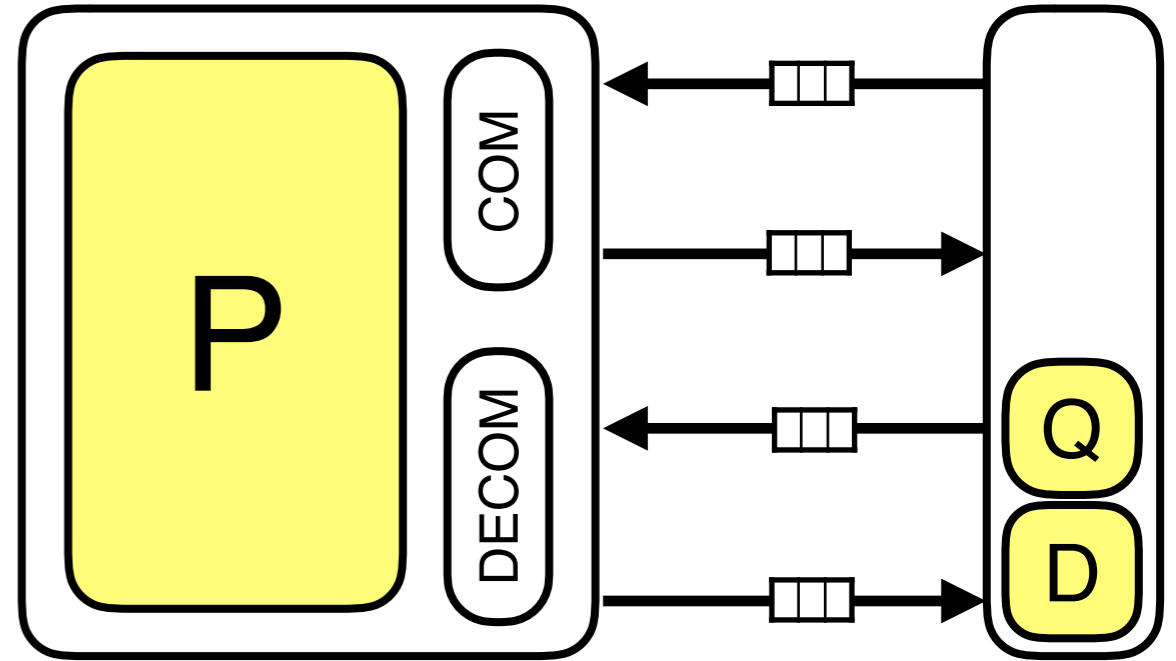
Probabilistically Checkable Proof

[BFLS91][FGLSS96][AS92][ALMSS92]



[Kilian92]

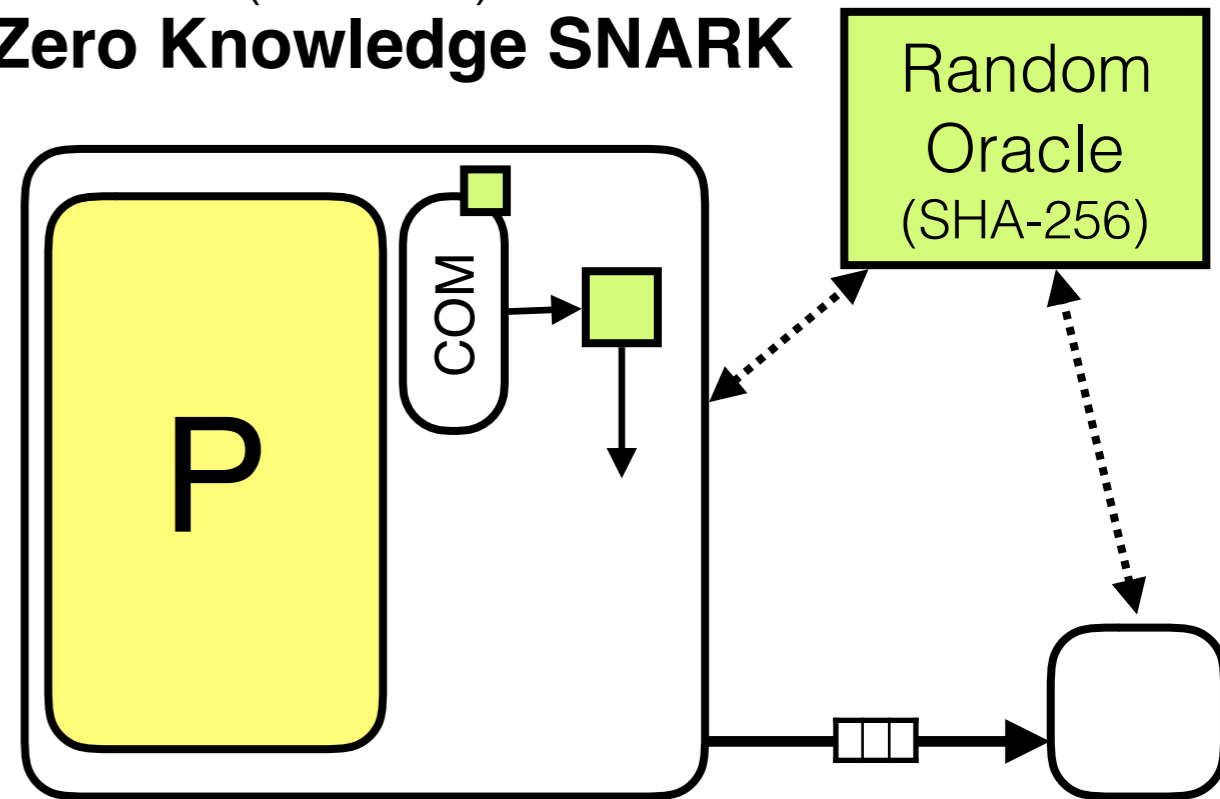
Zero Knowledge Succinct Proof



[Micali94]

(the first)

Zero Knowledge SNARK



TOFIX

~~interactive~~

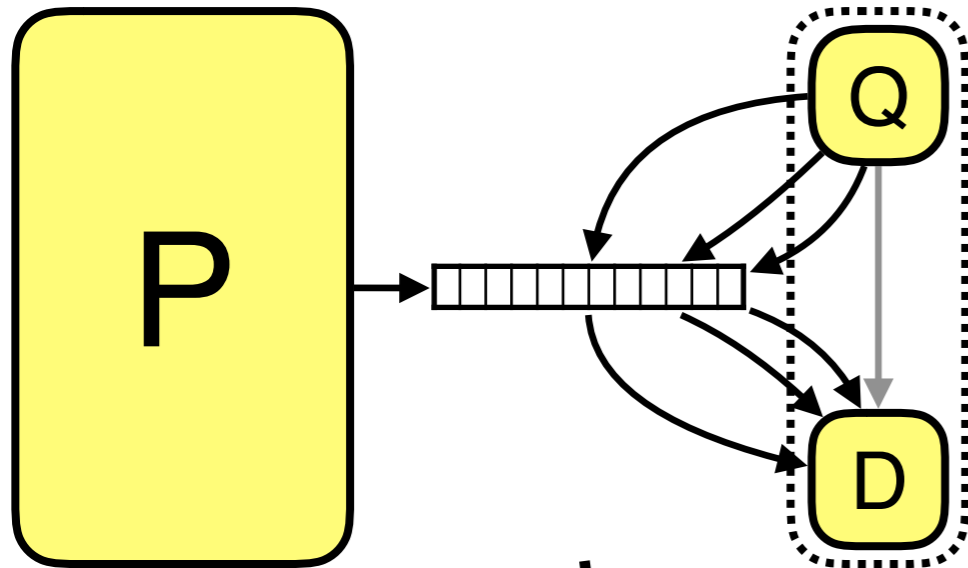
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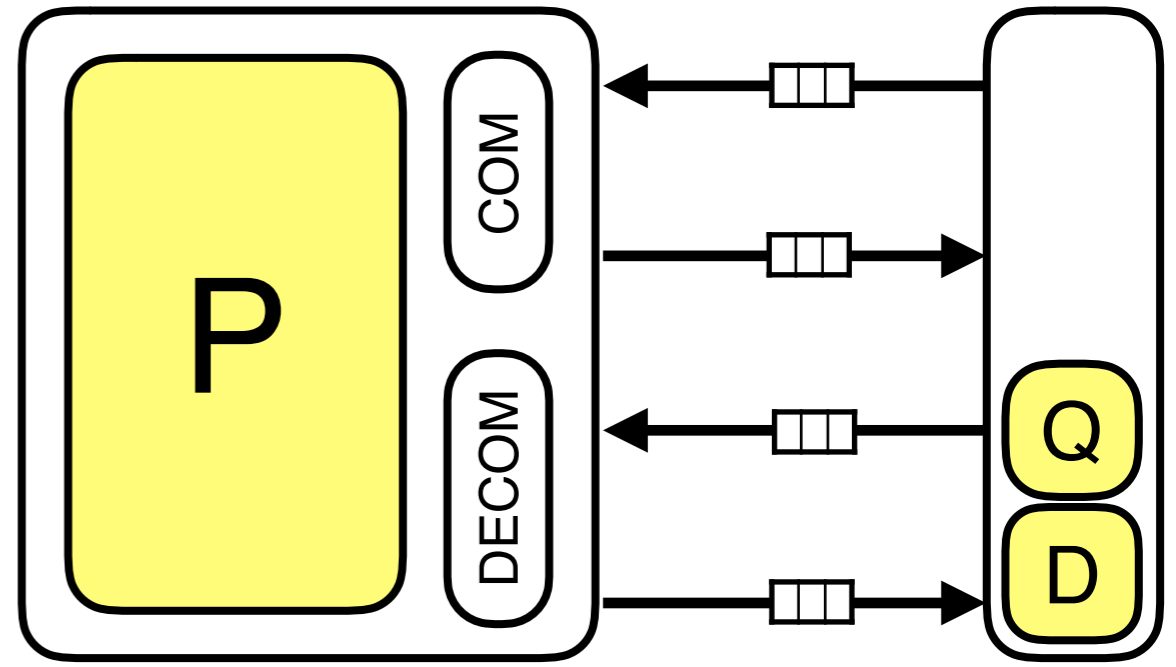
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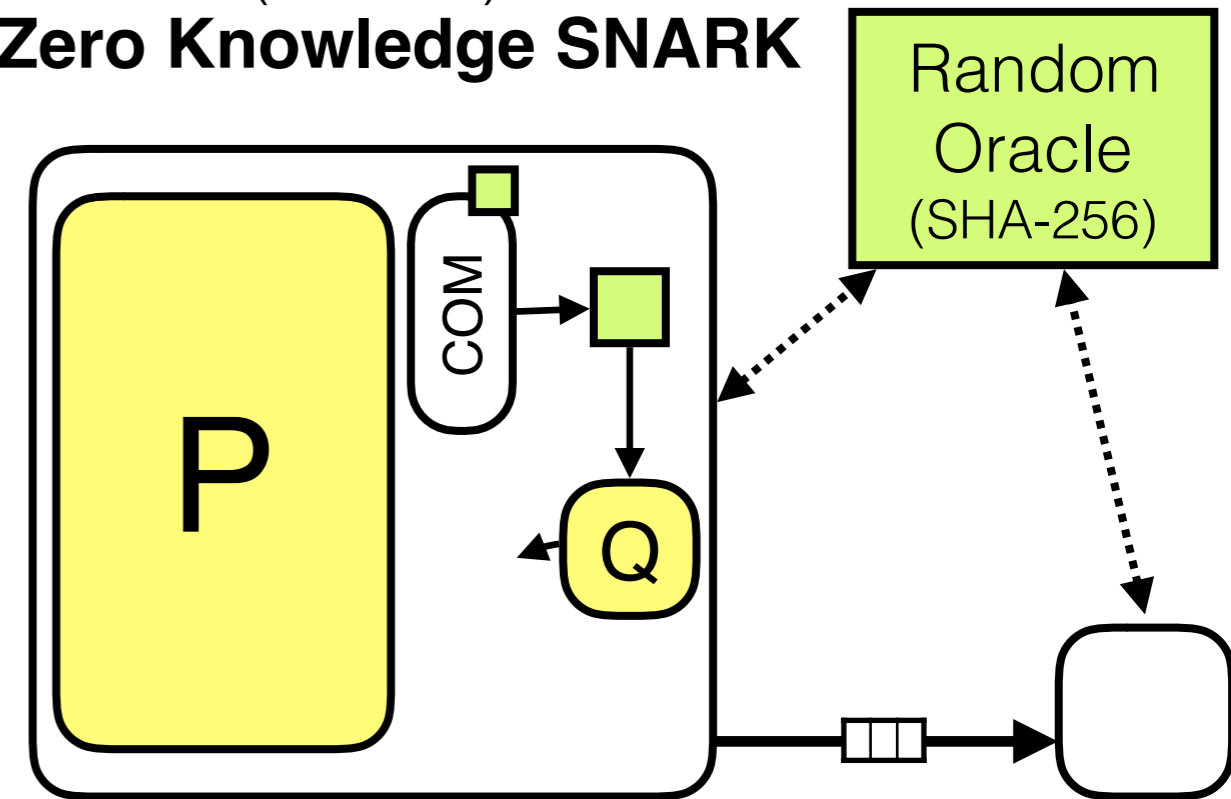


Zero Knowledge Succinct Proof



(the first)

Zero Knowledge SNARK



TOFIX

~~interactive~~

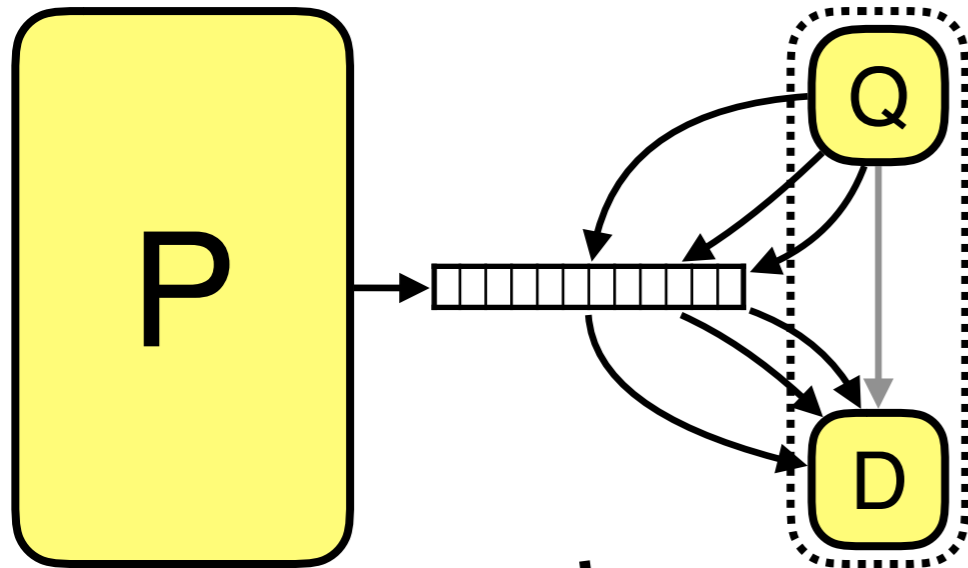
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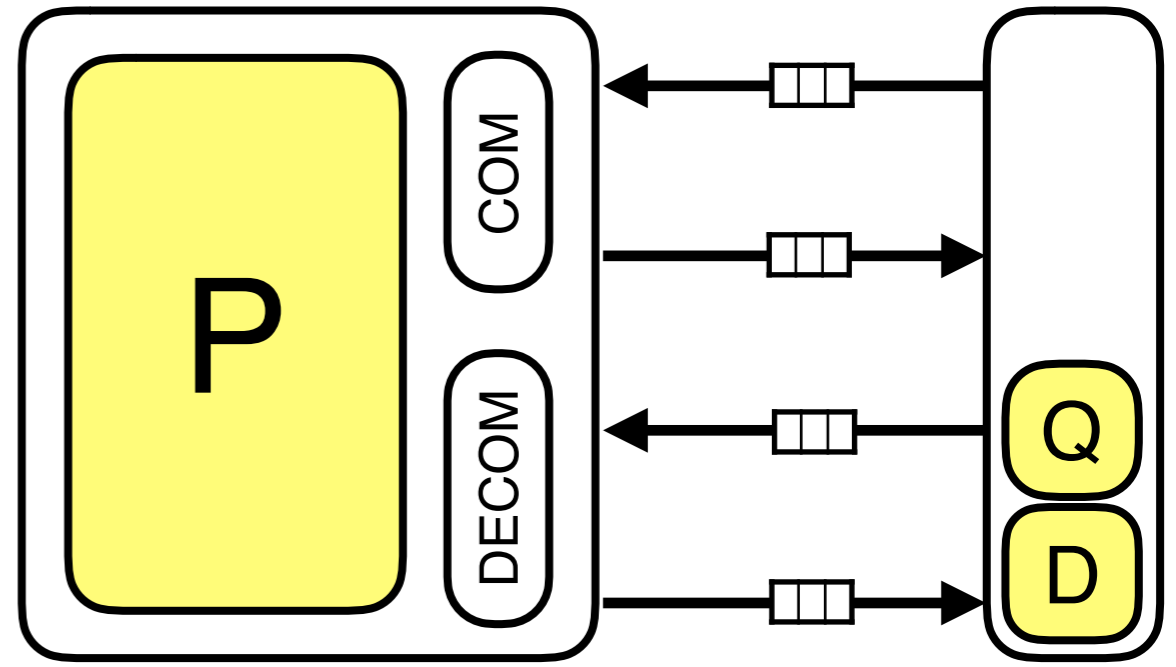
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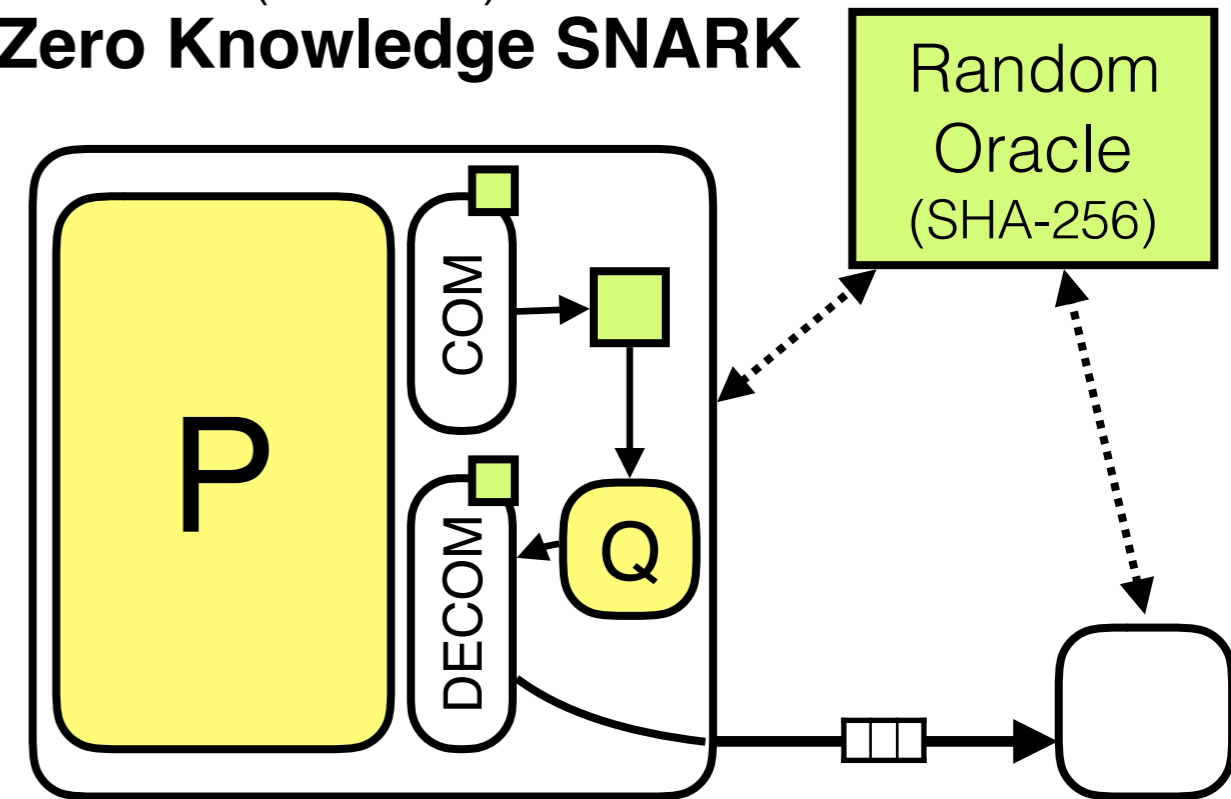


Zero Knowledge Succinct Proof



(the first)

Zero Knowledge SNARK



TOFIX

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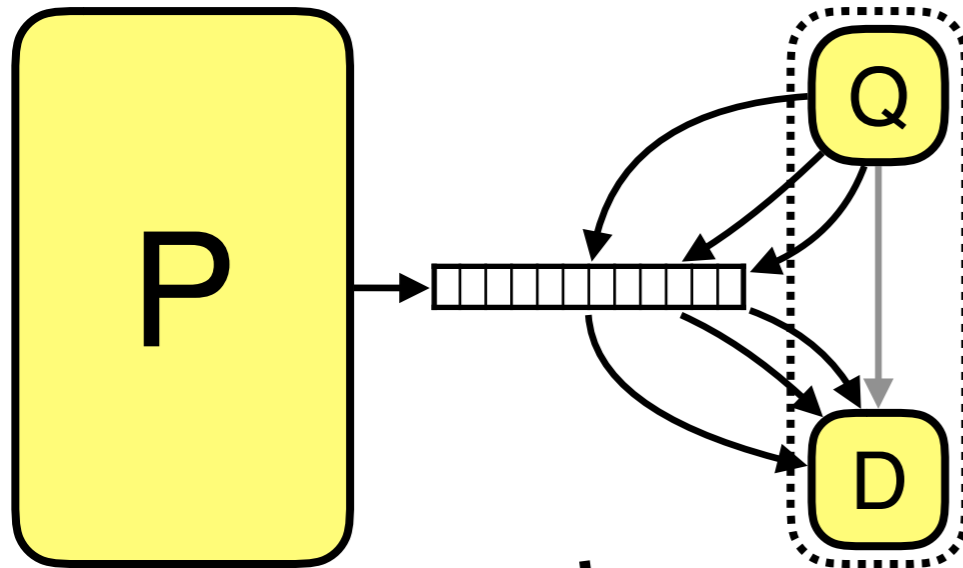
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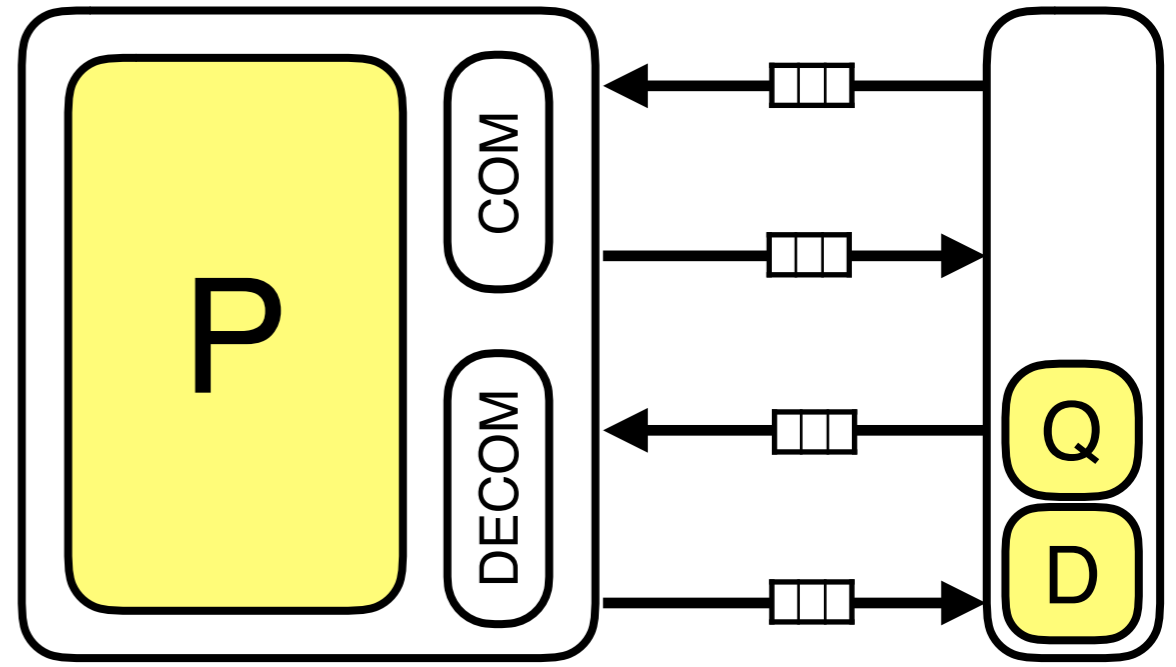
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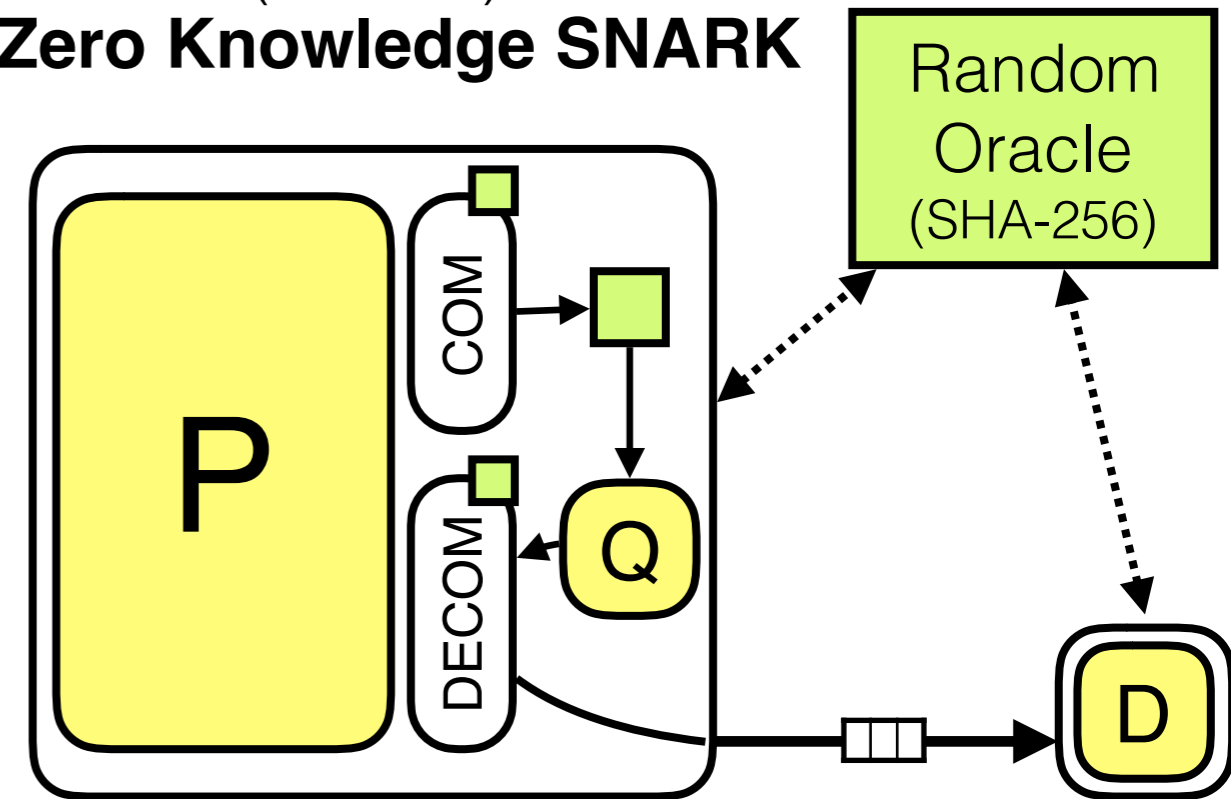


Zero Knowledge Succinct Proof



(the first)

Zero Knowledge SNARK



TOFIX

~~interactive~~

~~not succinct~~

~~bad concrete efficiency~~

Modern Era

The Quest for ZK-SNARKs without Random Oracles

The Quest for ZK-SNARKs without Random Oracles

Negative result: constructing them "requires strong assumptions" [GW11]

The Quest for ZK-SNARKs without Random Oracles

Negative result: constructing them "requires strong assumptions" [GW11]

Positive results (under strong assumptions):

The Quest for ZK-SNARKs without Random Oracles

Negative result: constructing them "requires strong assumptions" [GW11]

Positive results (under strong assumptions):

Knowledge of Exponent
[D 92]

The Quest for ZK-SNARKs without Random Oracles

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Positive results (under strong assumptions):

← Knowledge of Exponent
[D 92]

The Quest for ZK-SNARKs without Random Oracles

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Positive results (under strong assumptions):


Extractable Hash Functions
← Knowledge of Exponent
[D 92]

The Quest for ZK-SNARKs without Random Oracles

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Extractable Hash Functions

[BCCT 12]

[DFH 12]

[GLR 12]

[BC 12]

[BCCT 13]

[BCGLRT 16]

The Quest for ZK-SNARKs without Random Oracles

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Extractable Hash Functions

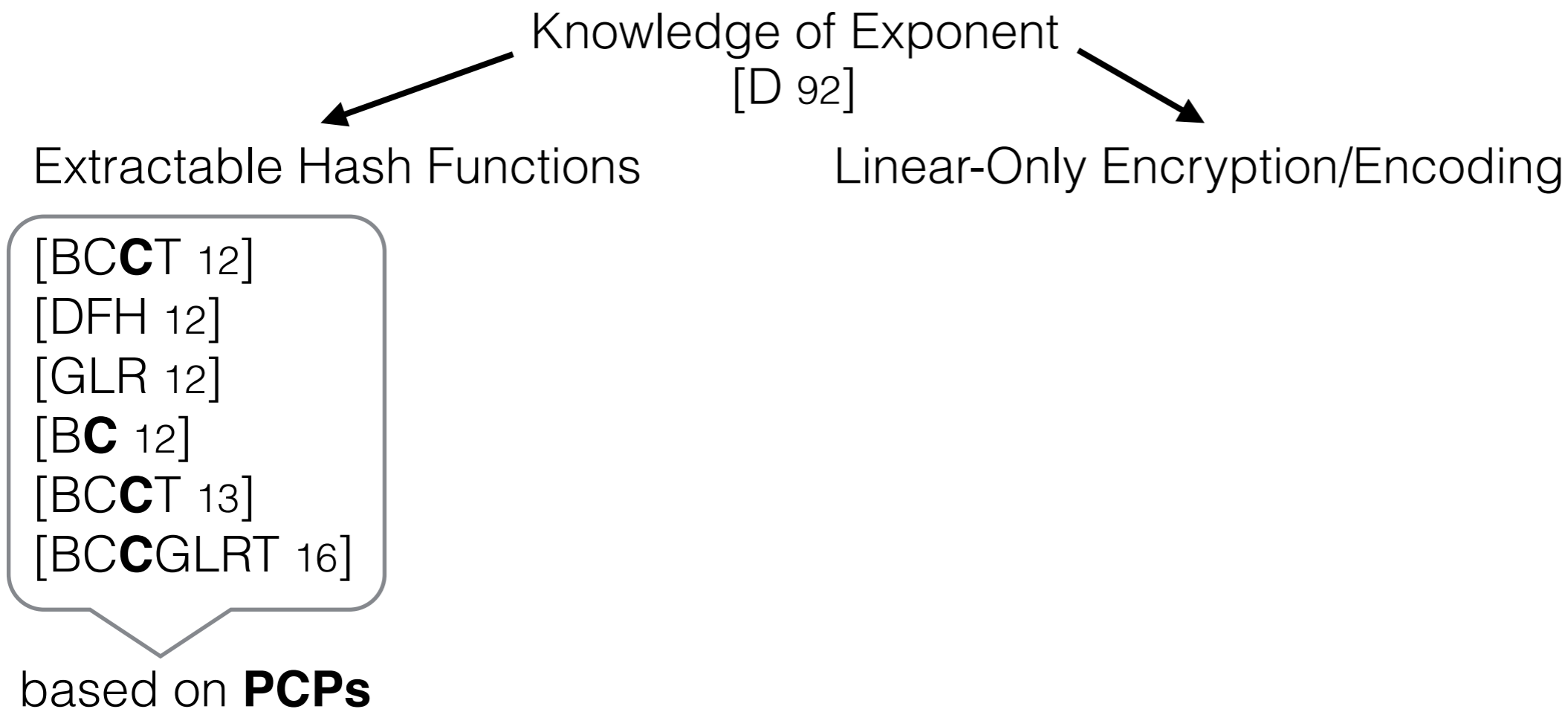
[BCCT 12]
[DFH 12]
[GLR 12]
[BC 12]
[BCCT 13]
[BCGLRT 16]

based on **PCPs**

The Quest for ZK-SNARKs without Random Oracles

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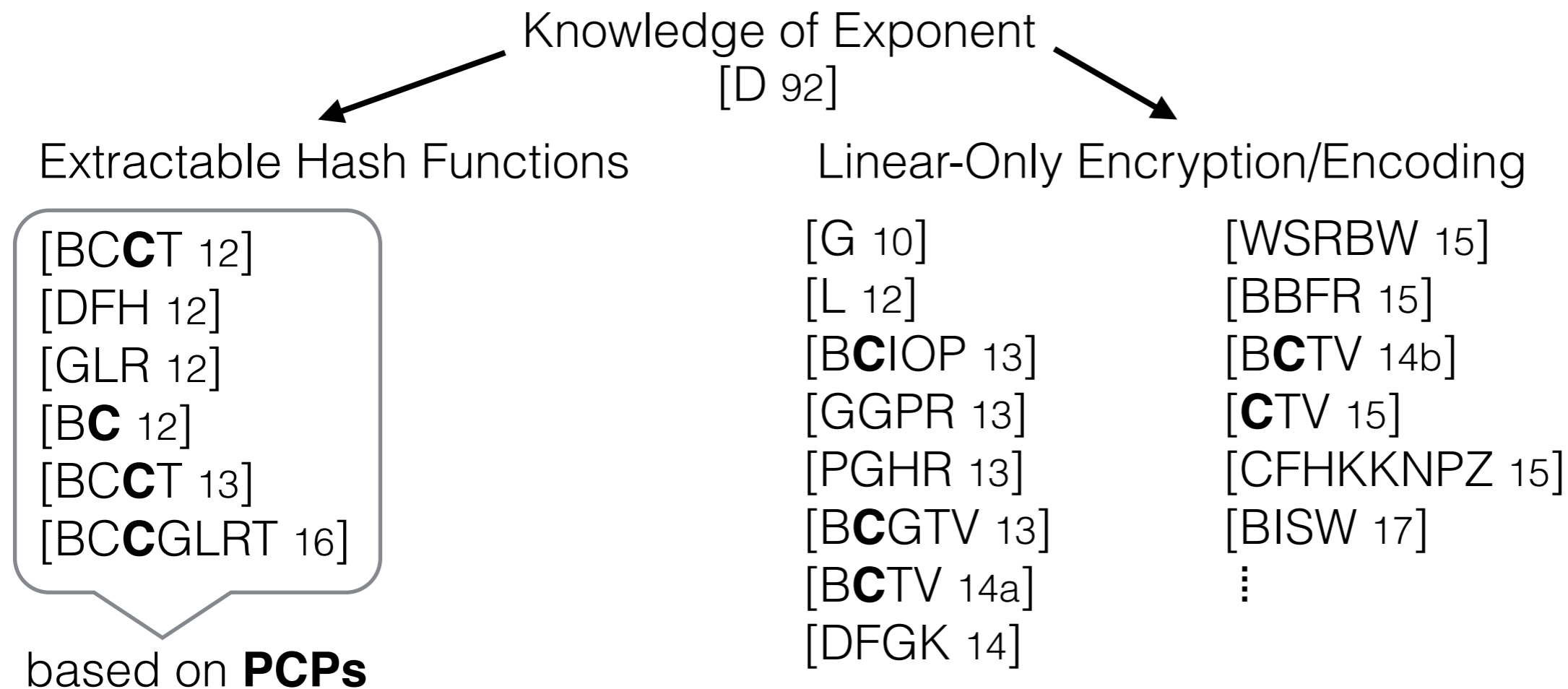
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The Quest for ZK-SNARKs without Random Oracles

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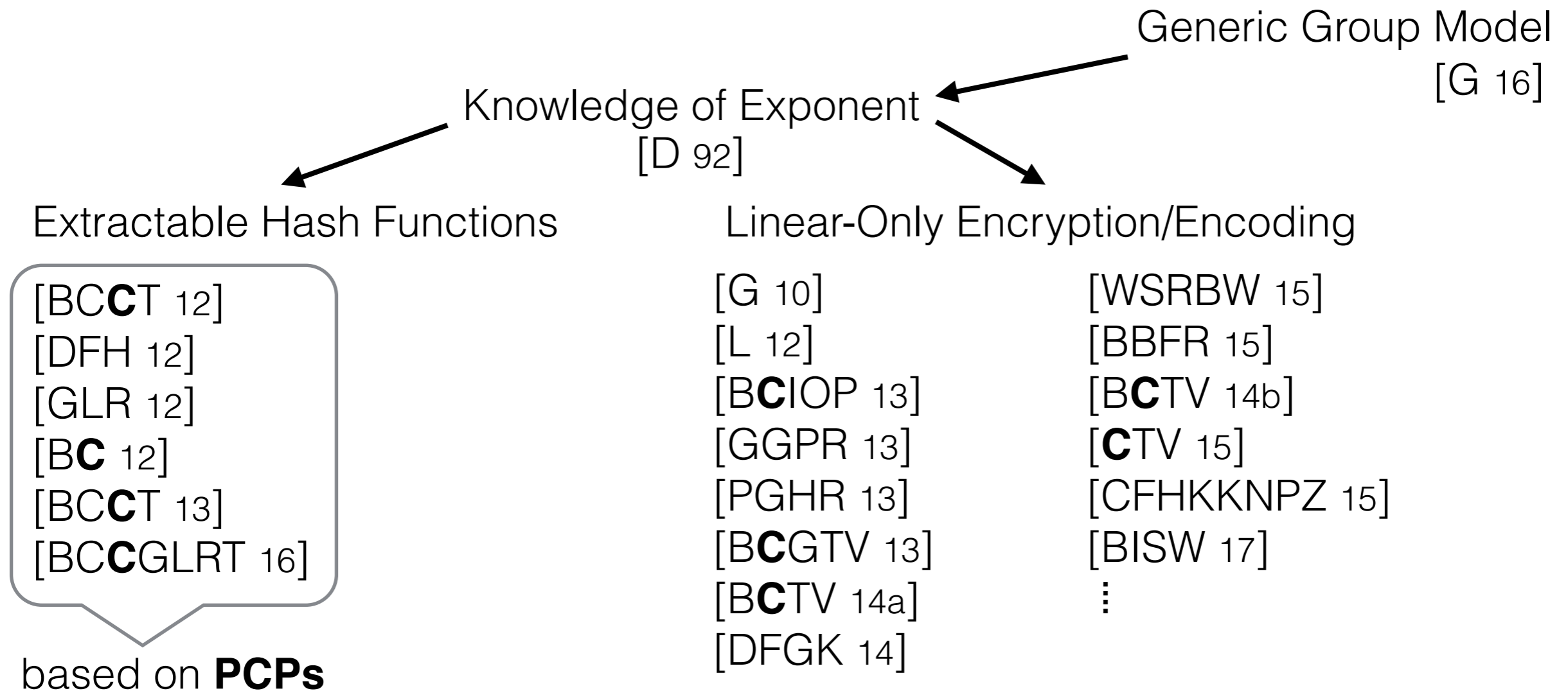
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The Quest for ZK-SNARKs without Random Oracles

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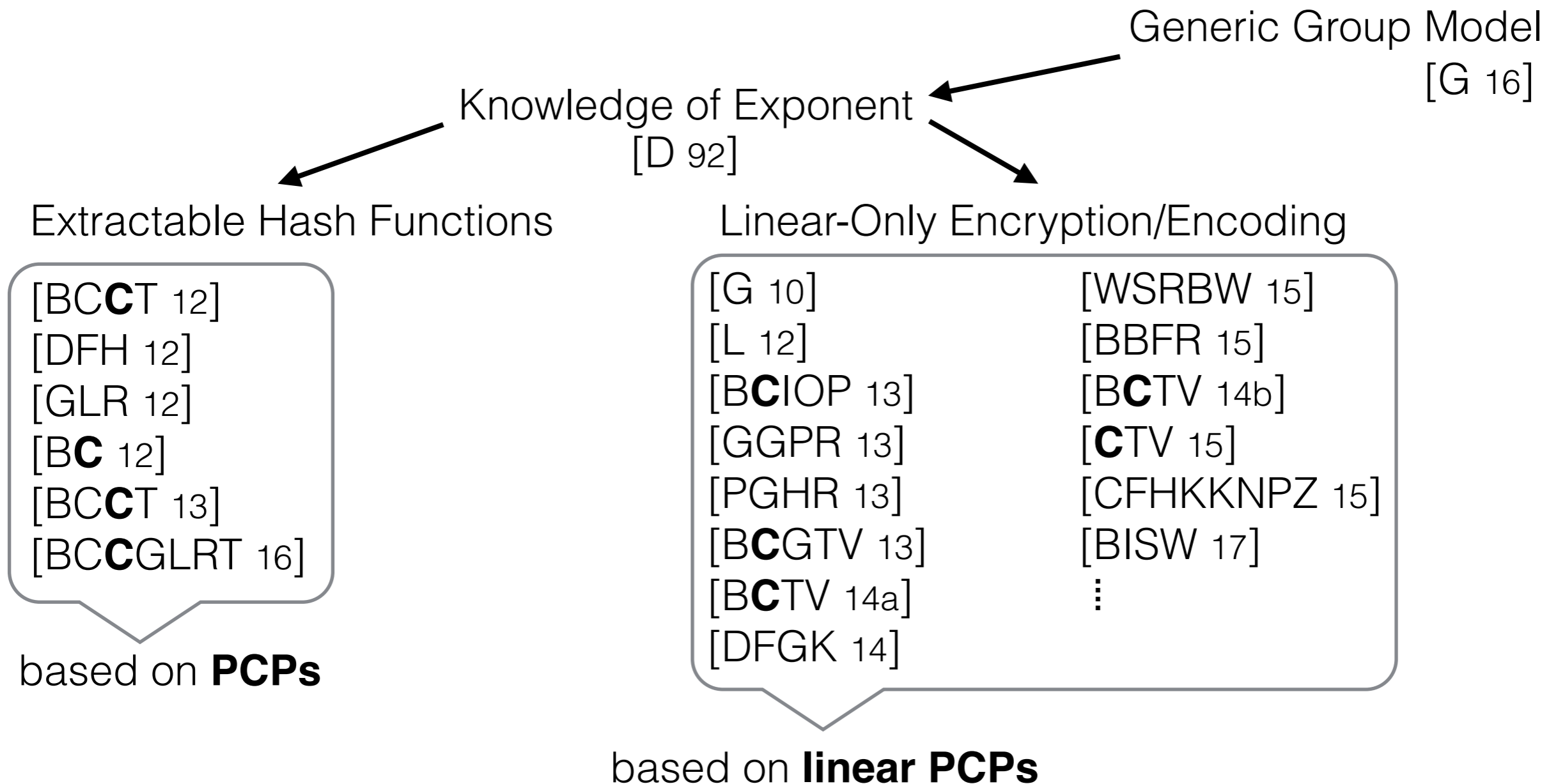
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The Quest for ZK-SNARKs without Random Oracles

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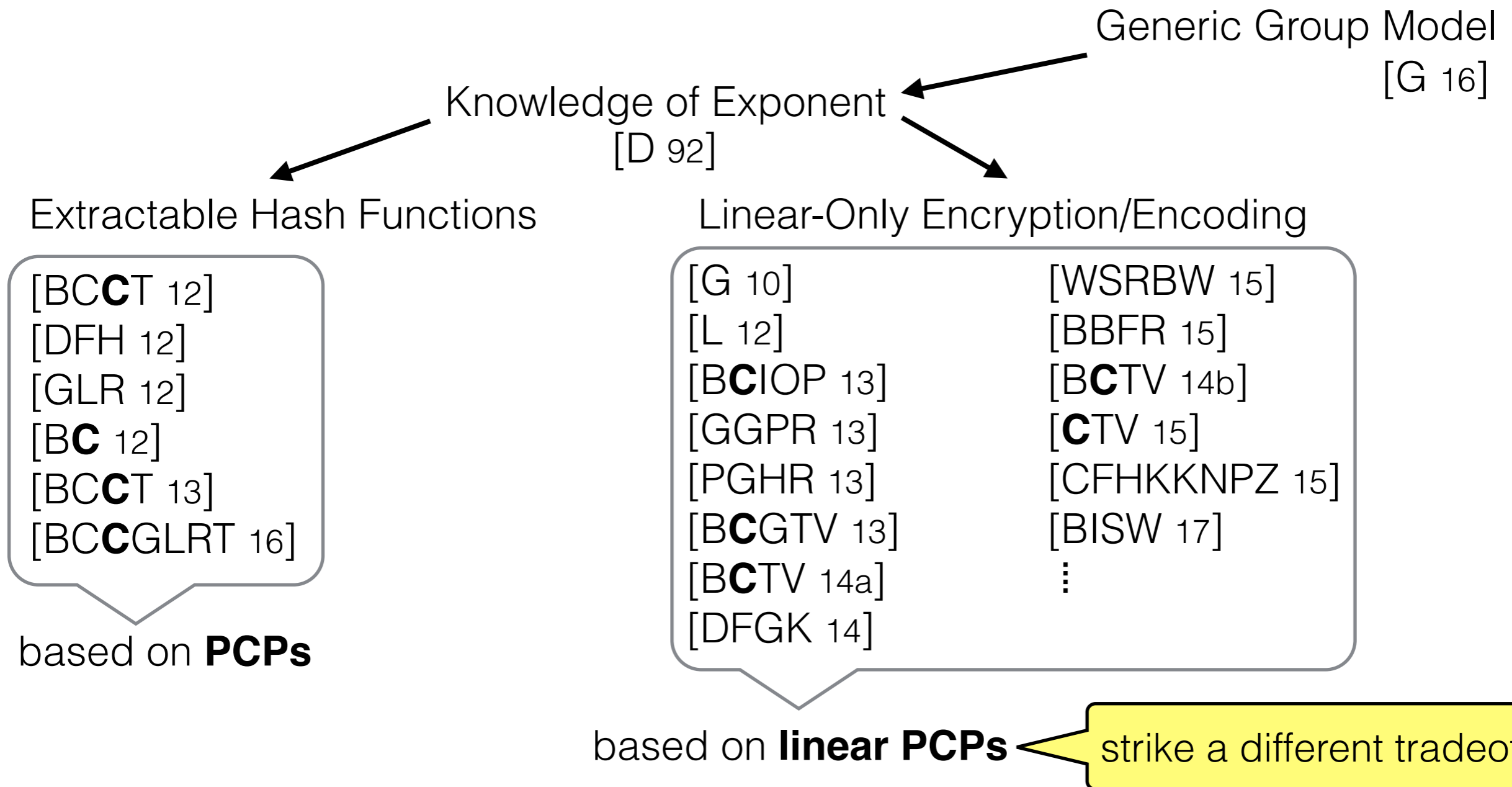
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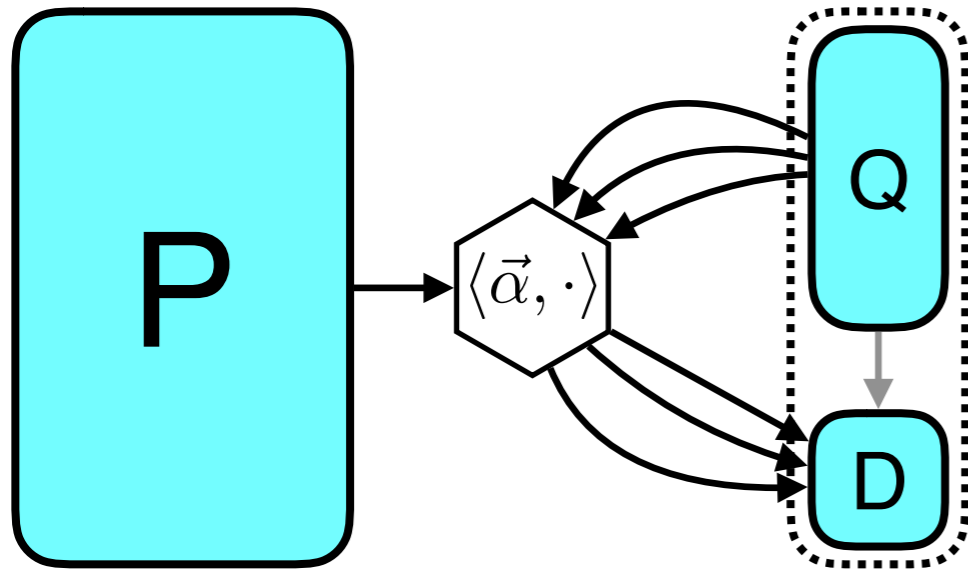
Positive results (under strong assumptions):



ZK-SNARKs from Linear PCPs

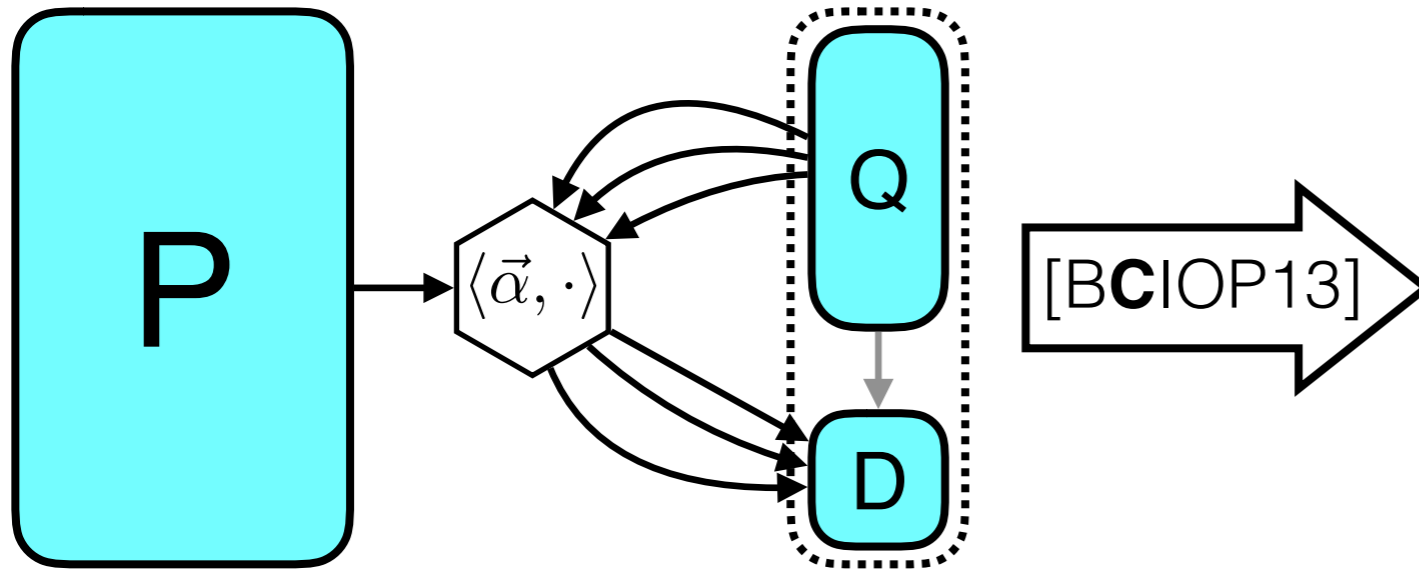
ZK-SNARKs from Linear PCPs

Linear PCP
[IKO07][BCIOP13]



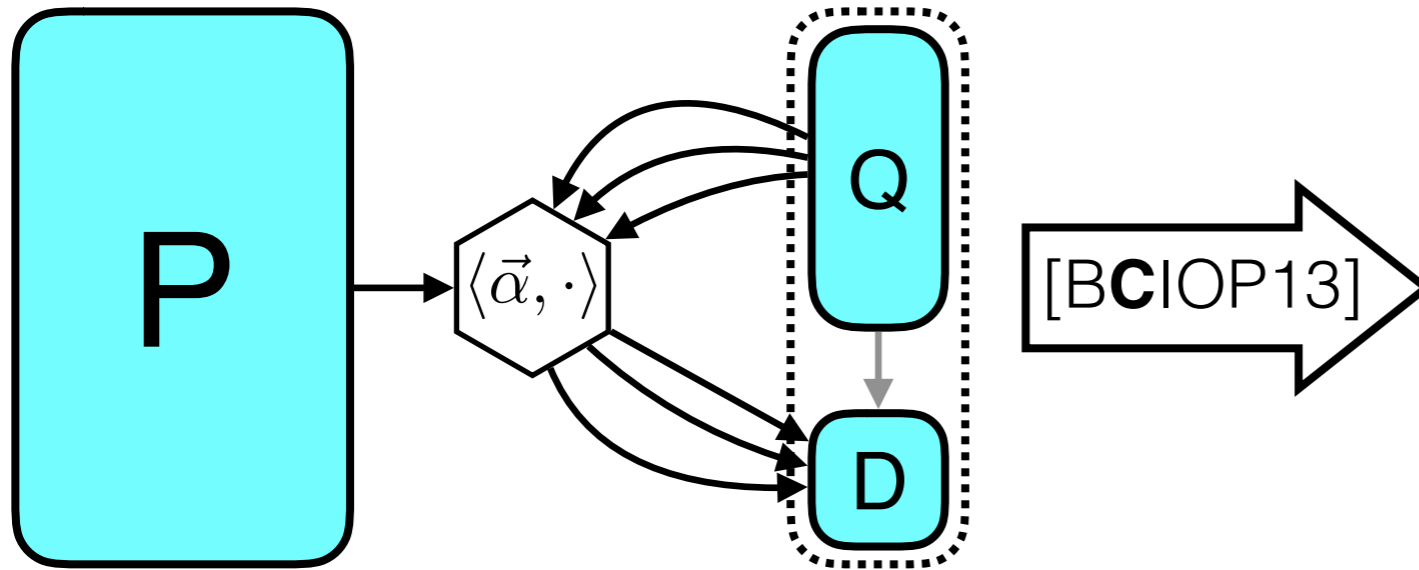
ZK-SNARKs from Linear PCPs

Linear PCP
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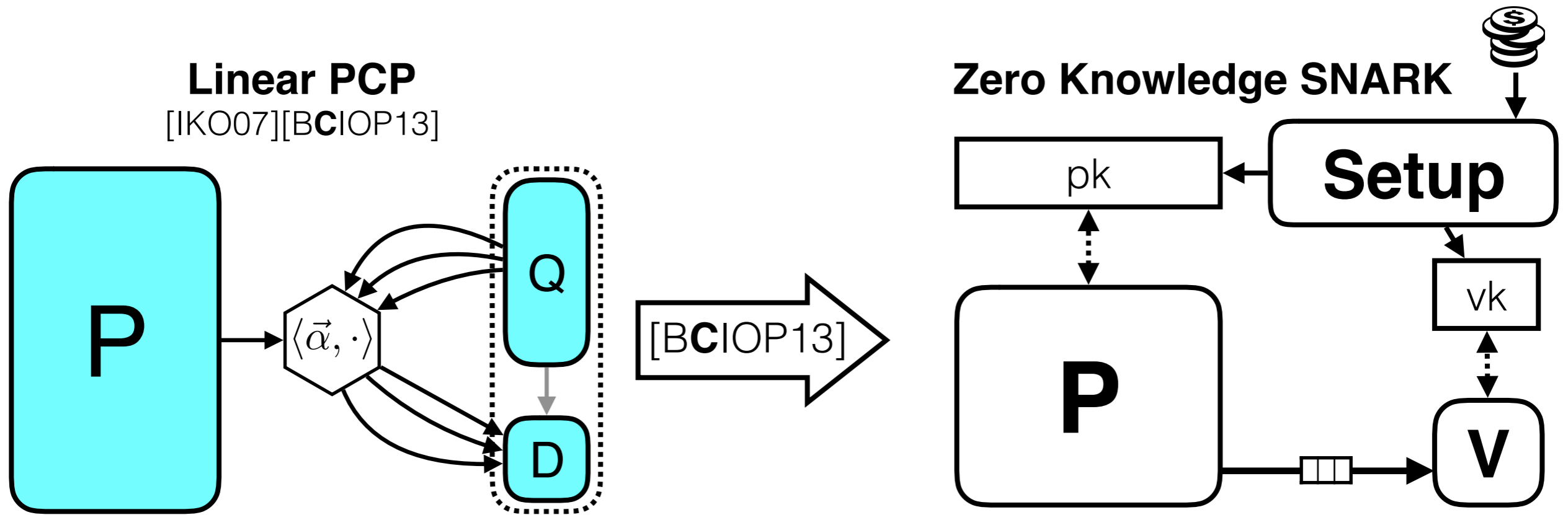
ZK-SNARKs from Linear PCPs

Linear PCP
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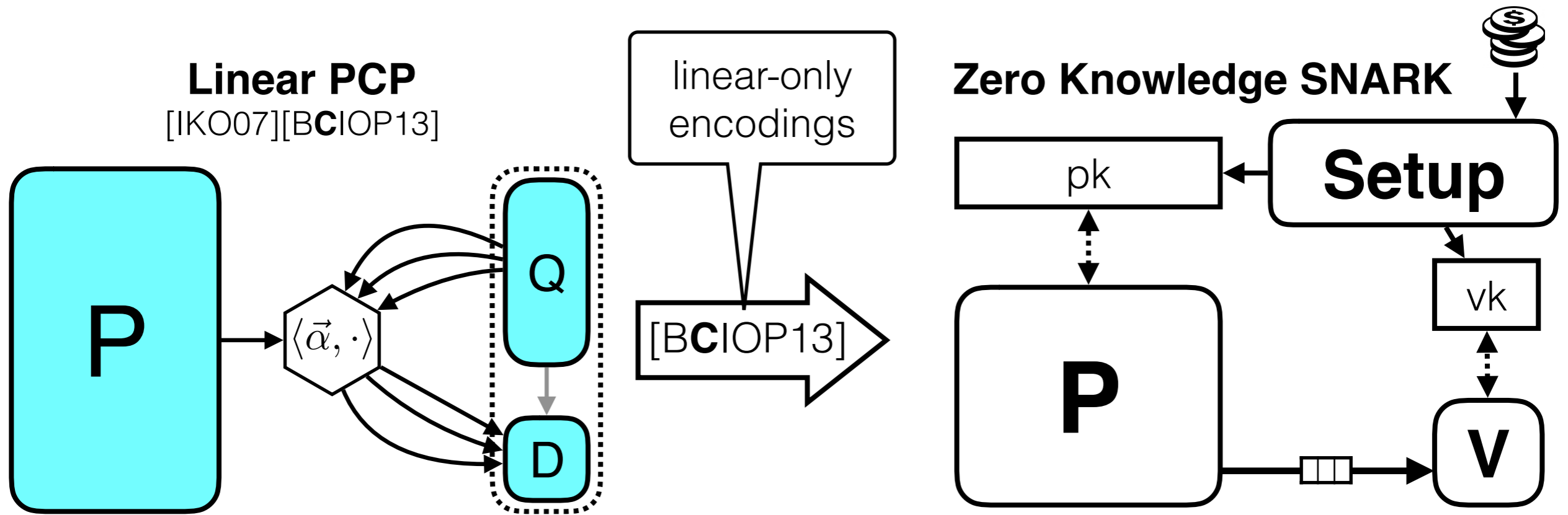


Zero Knowledge SNARK

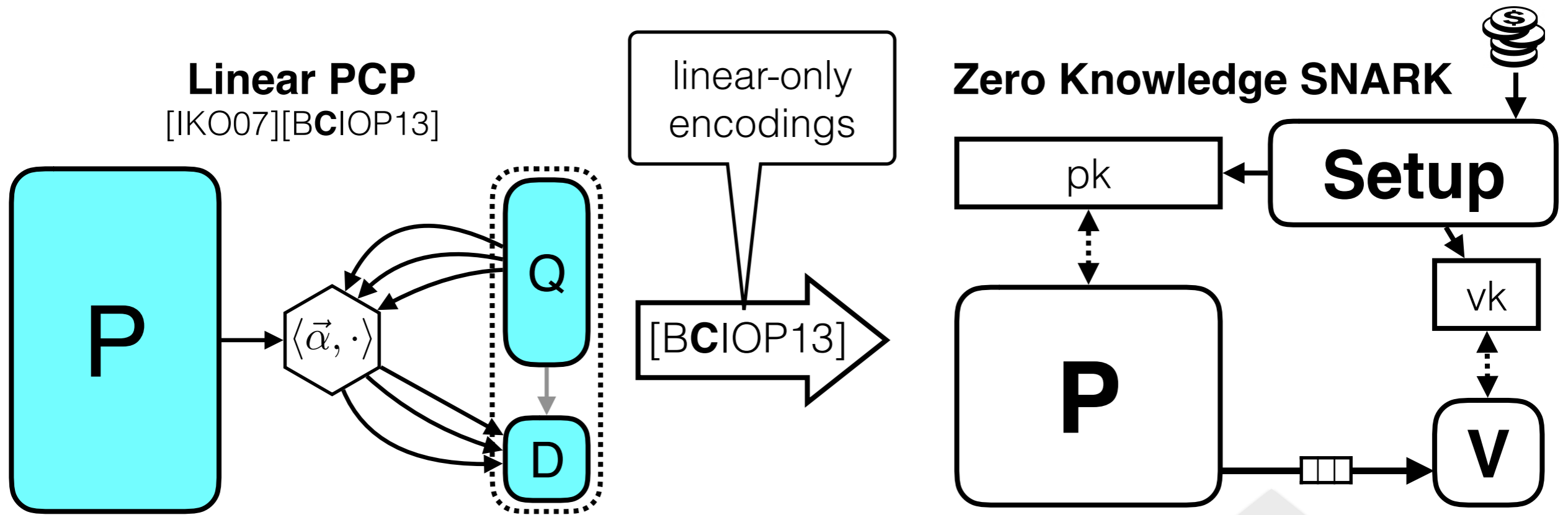
ZK-SNARKs from Linear PCPs



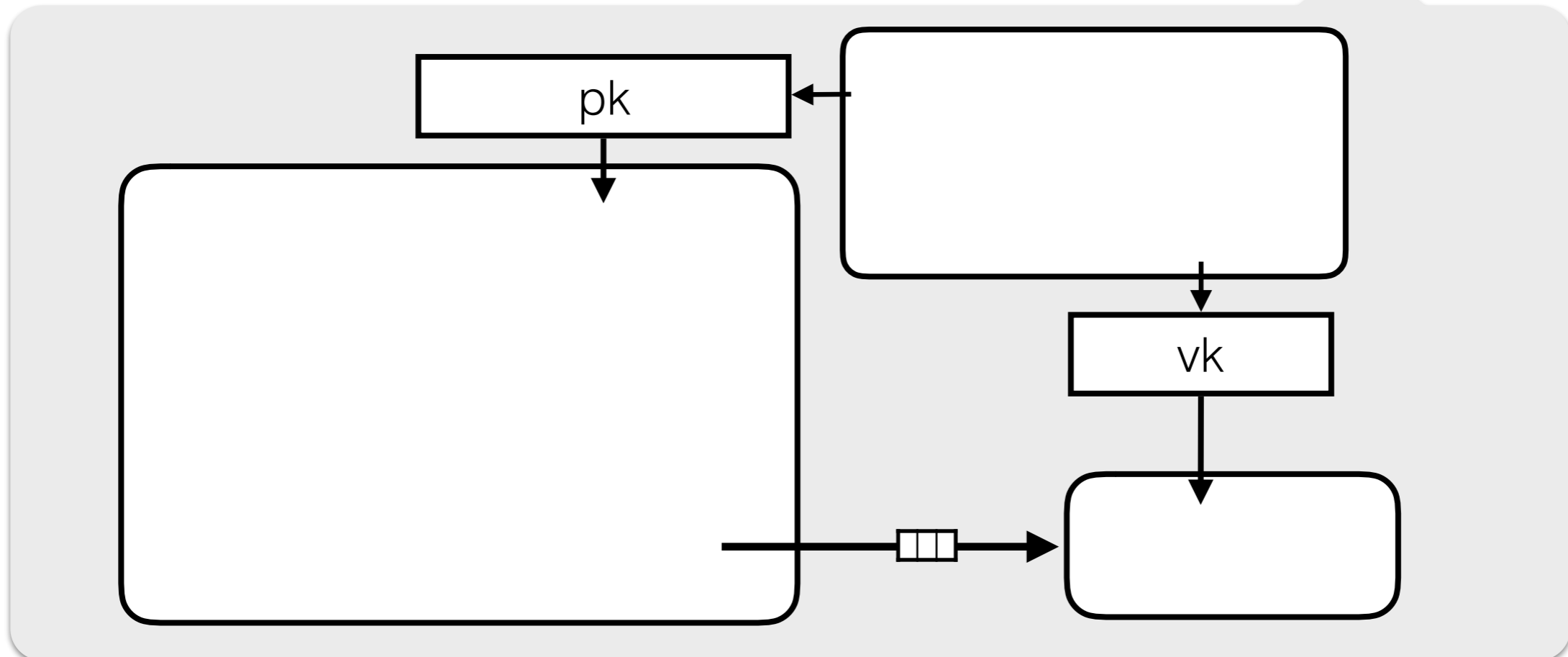
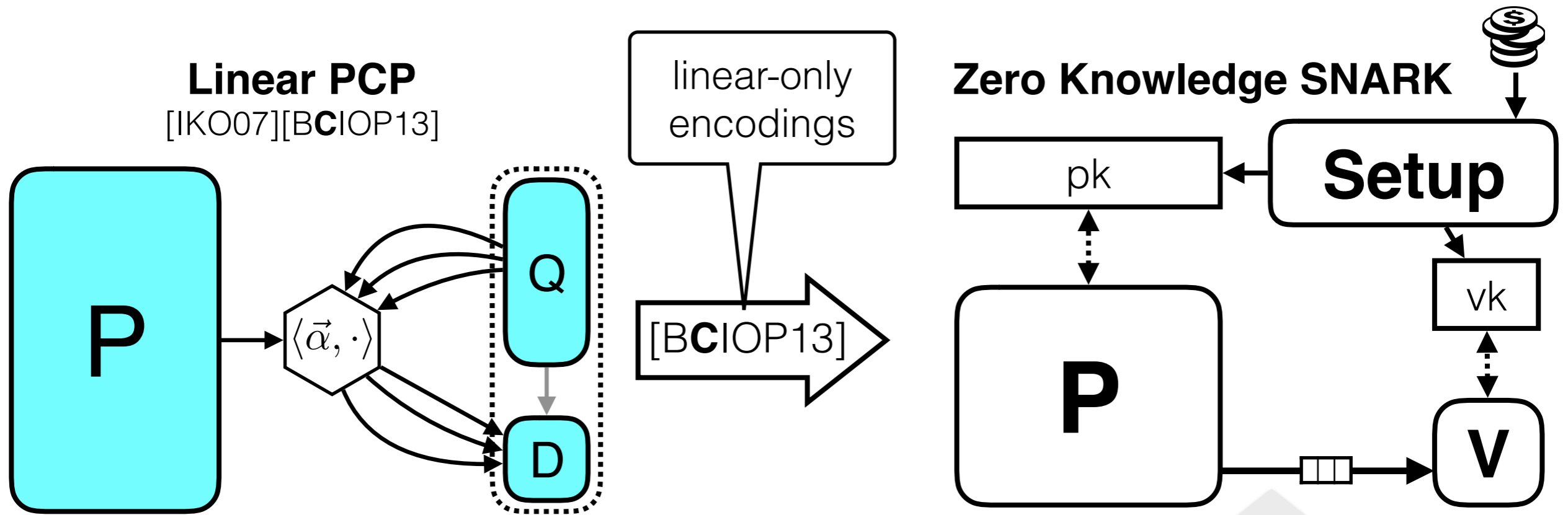
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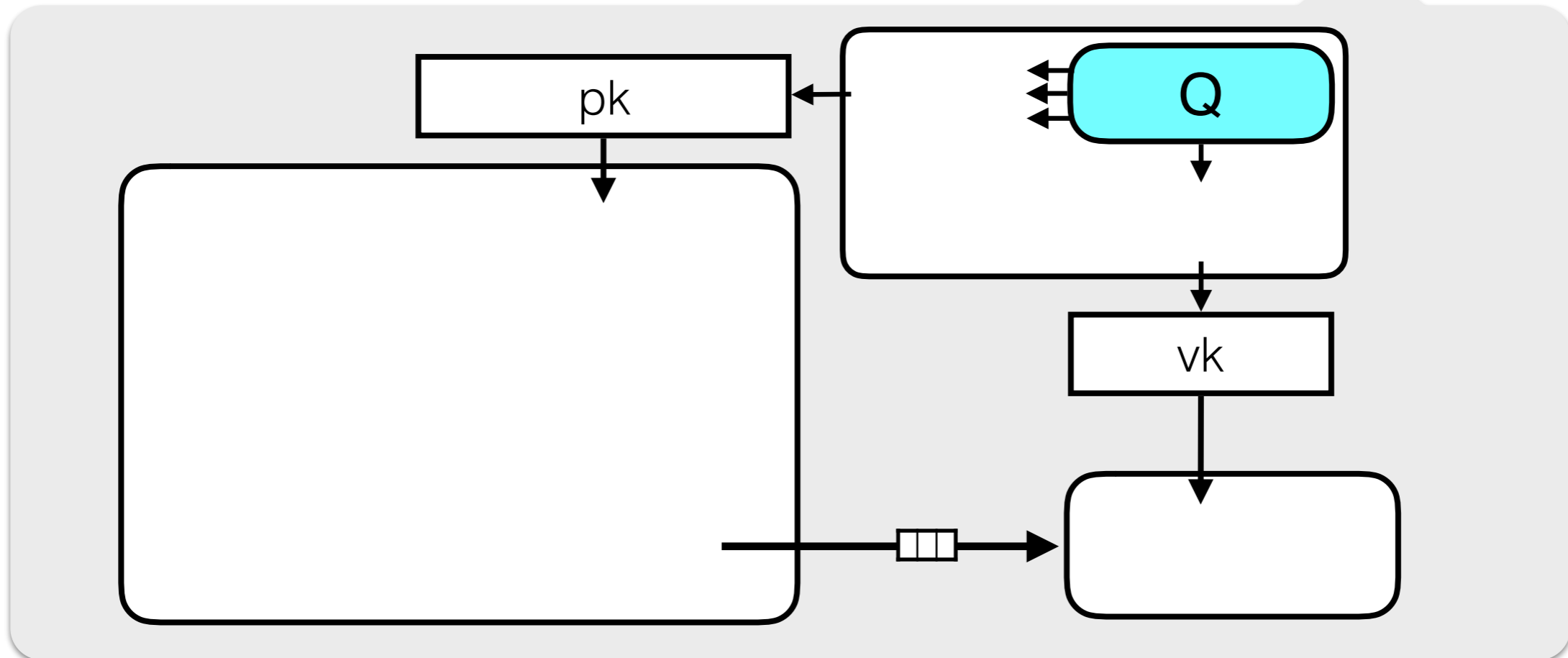
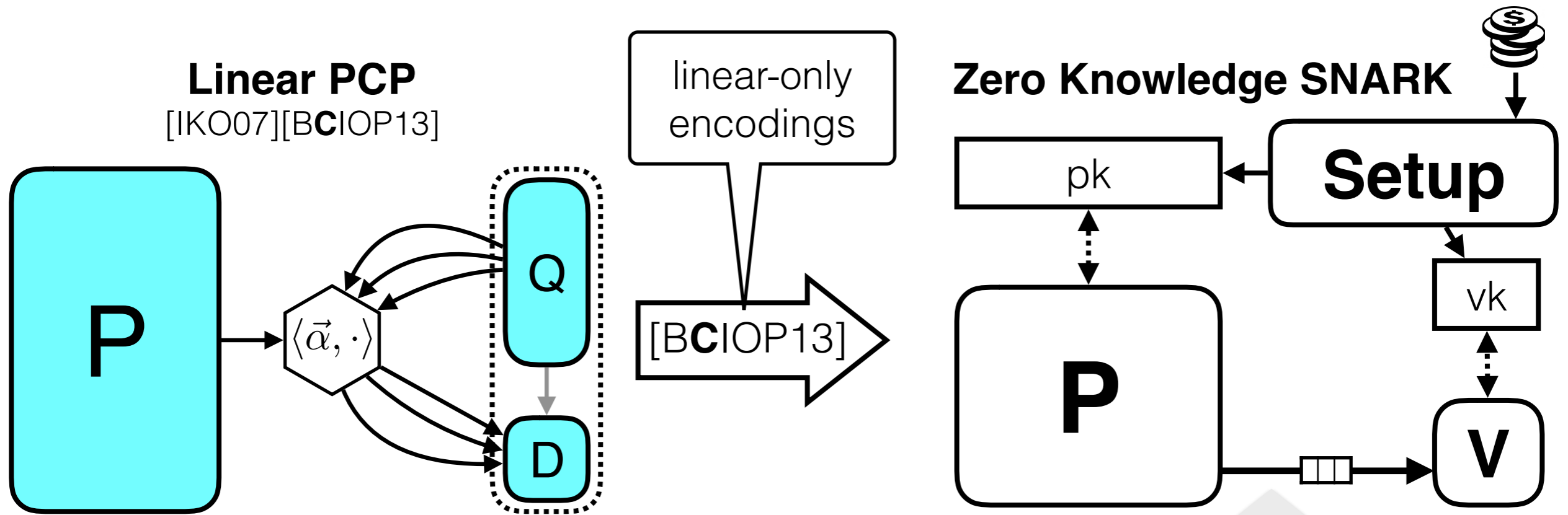
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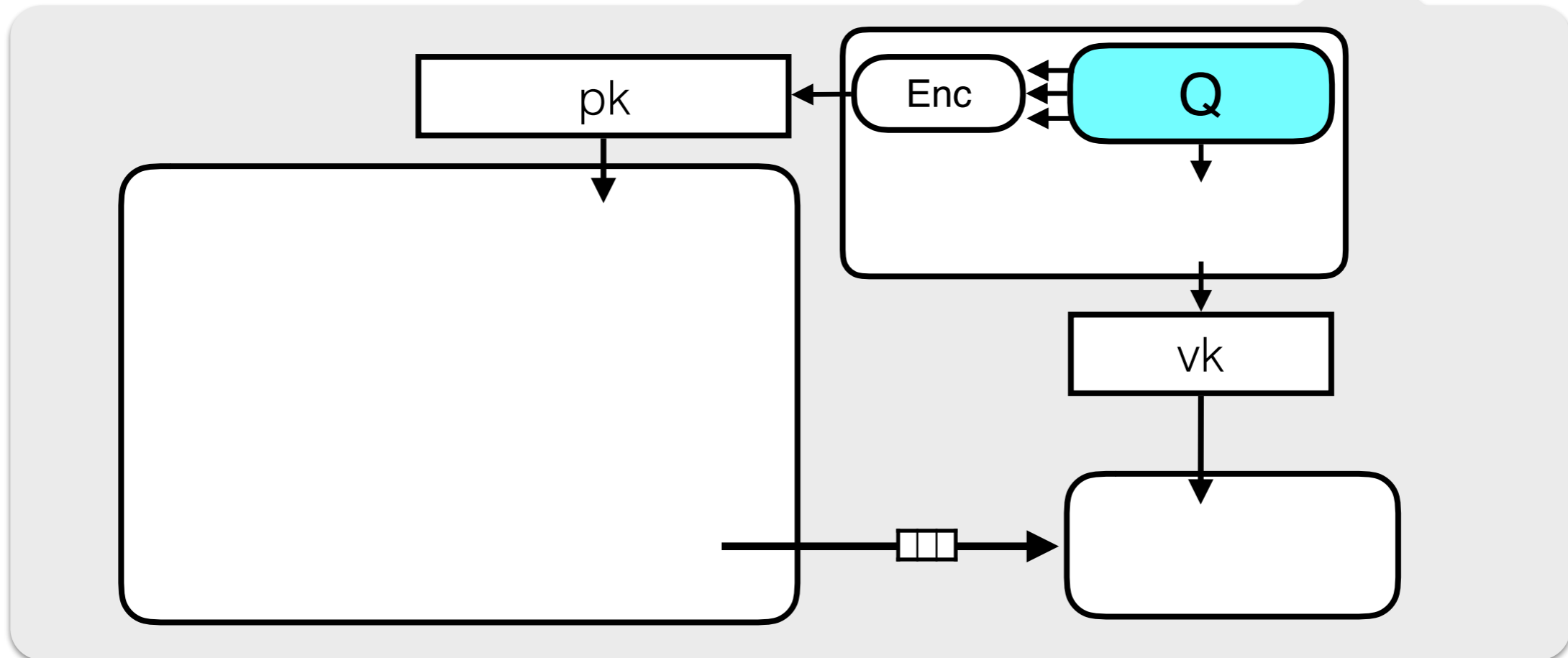
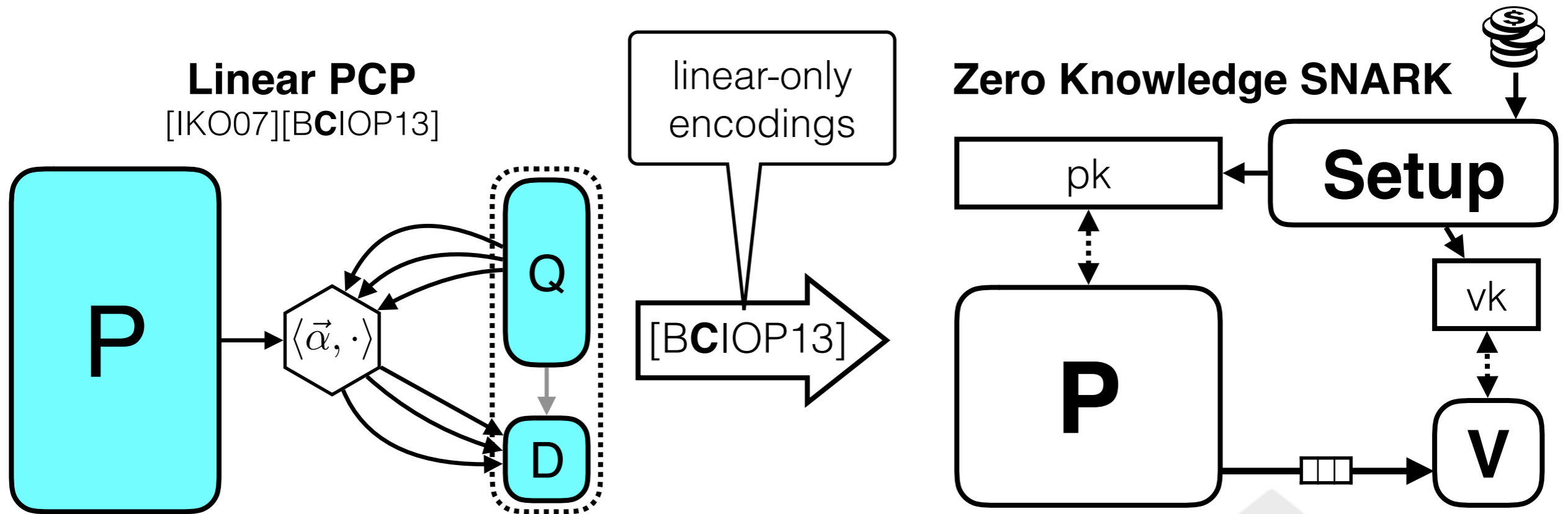
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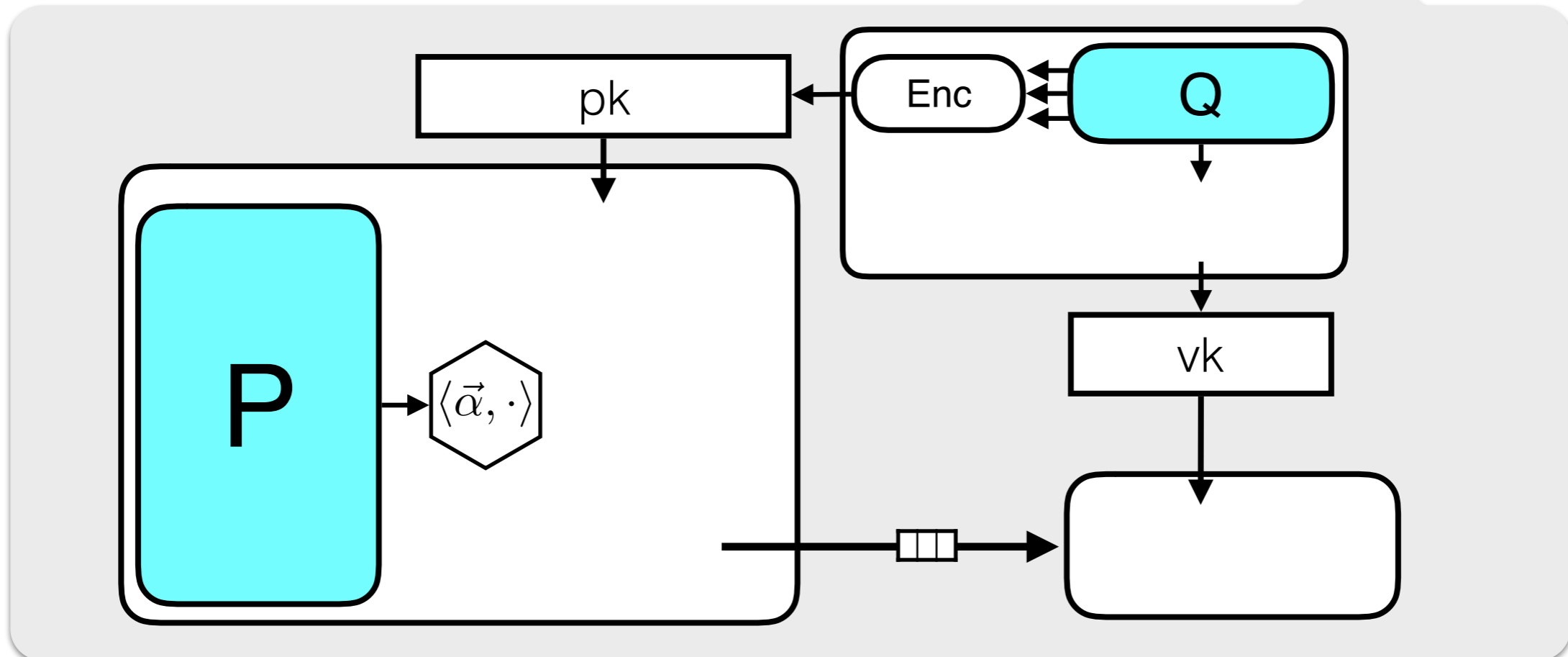
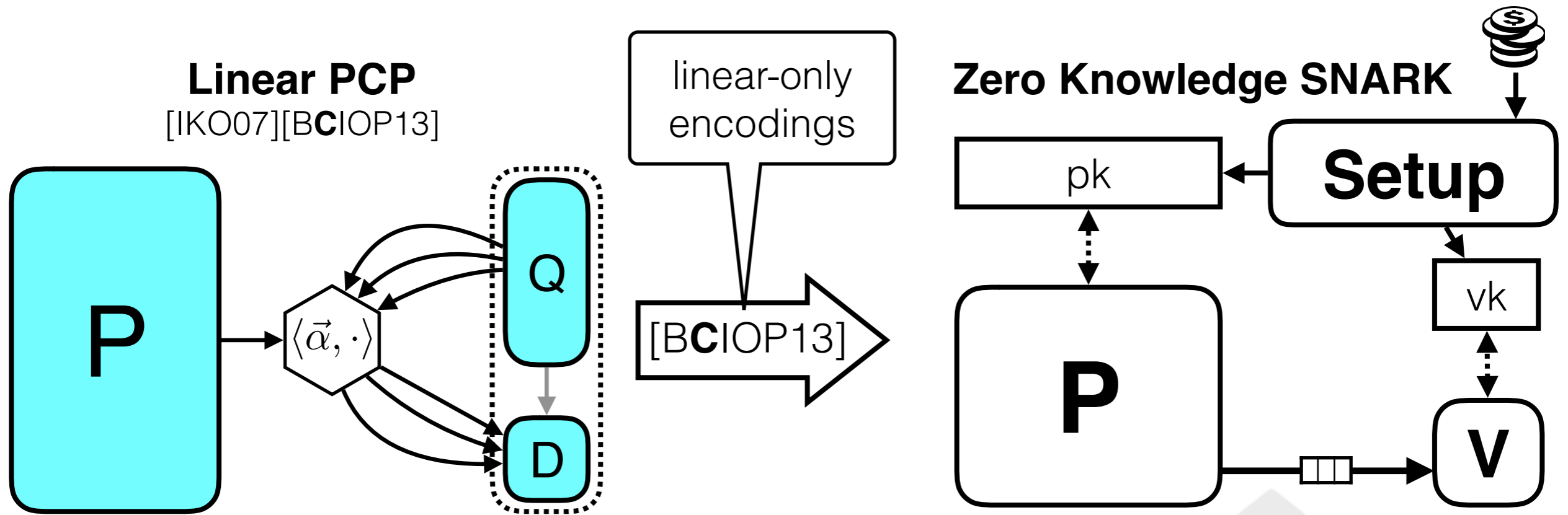
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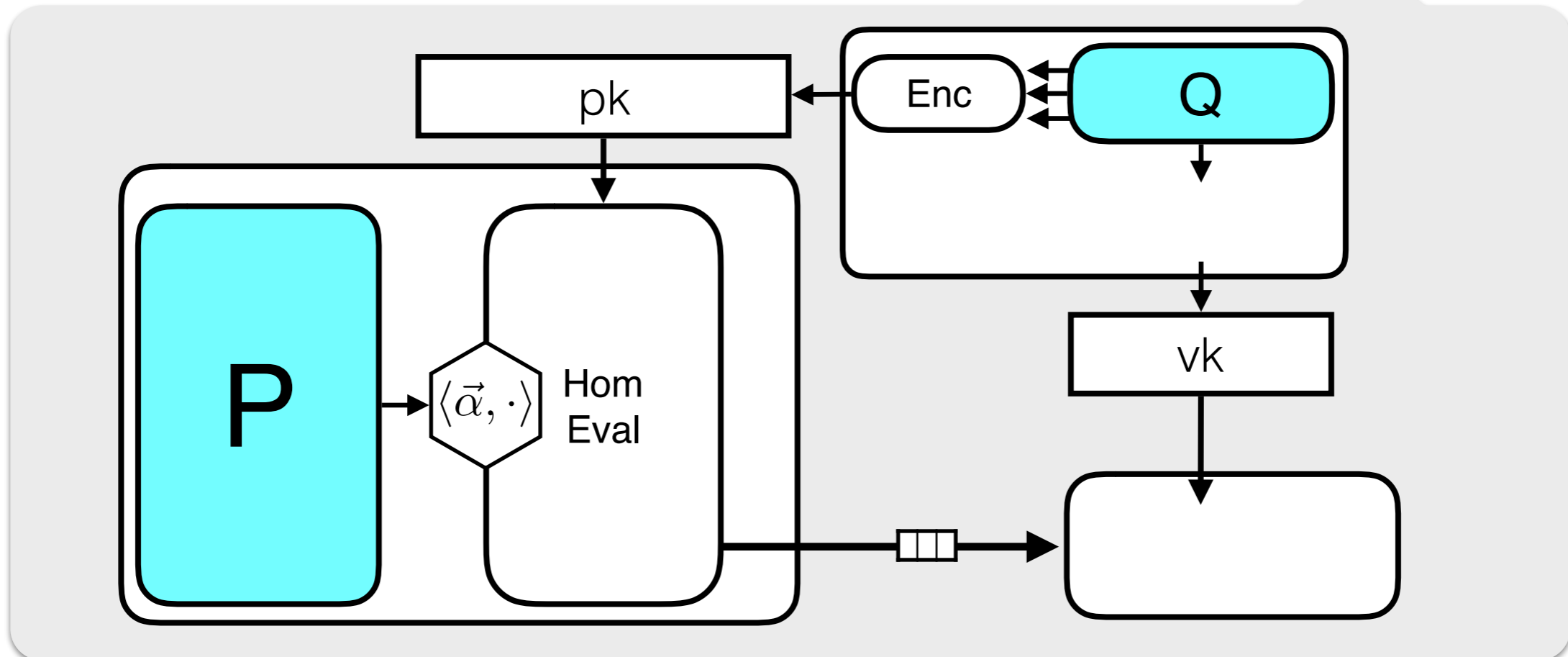
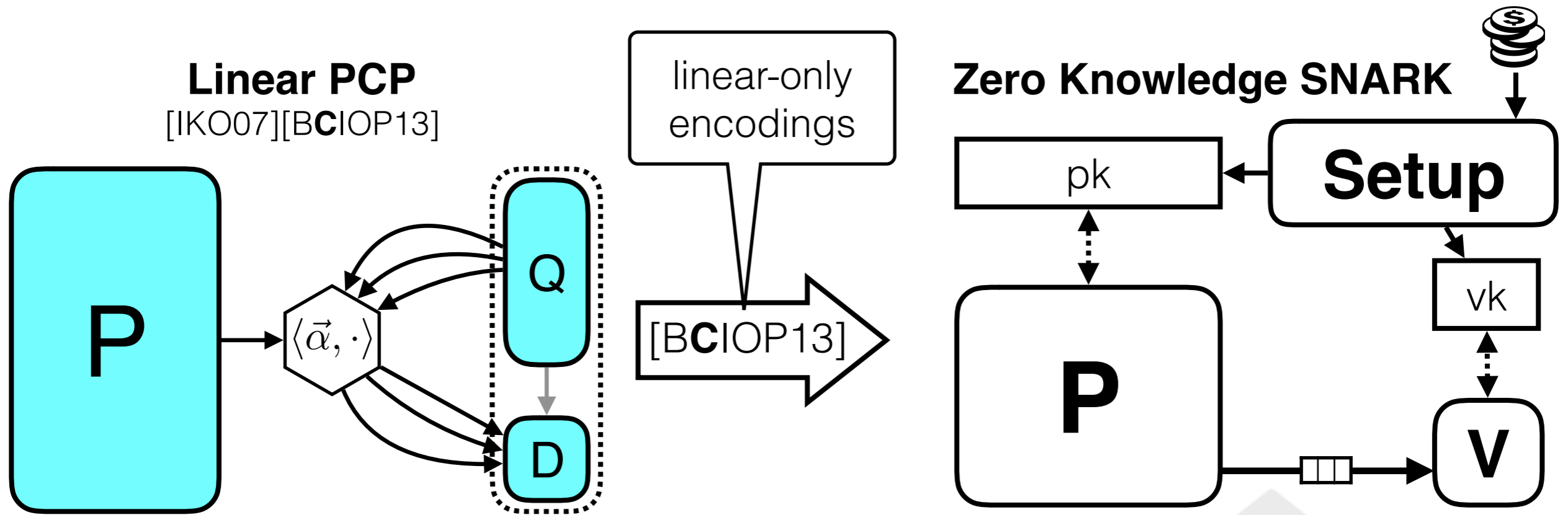
ZK-SNARKs from Linear PCPs



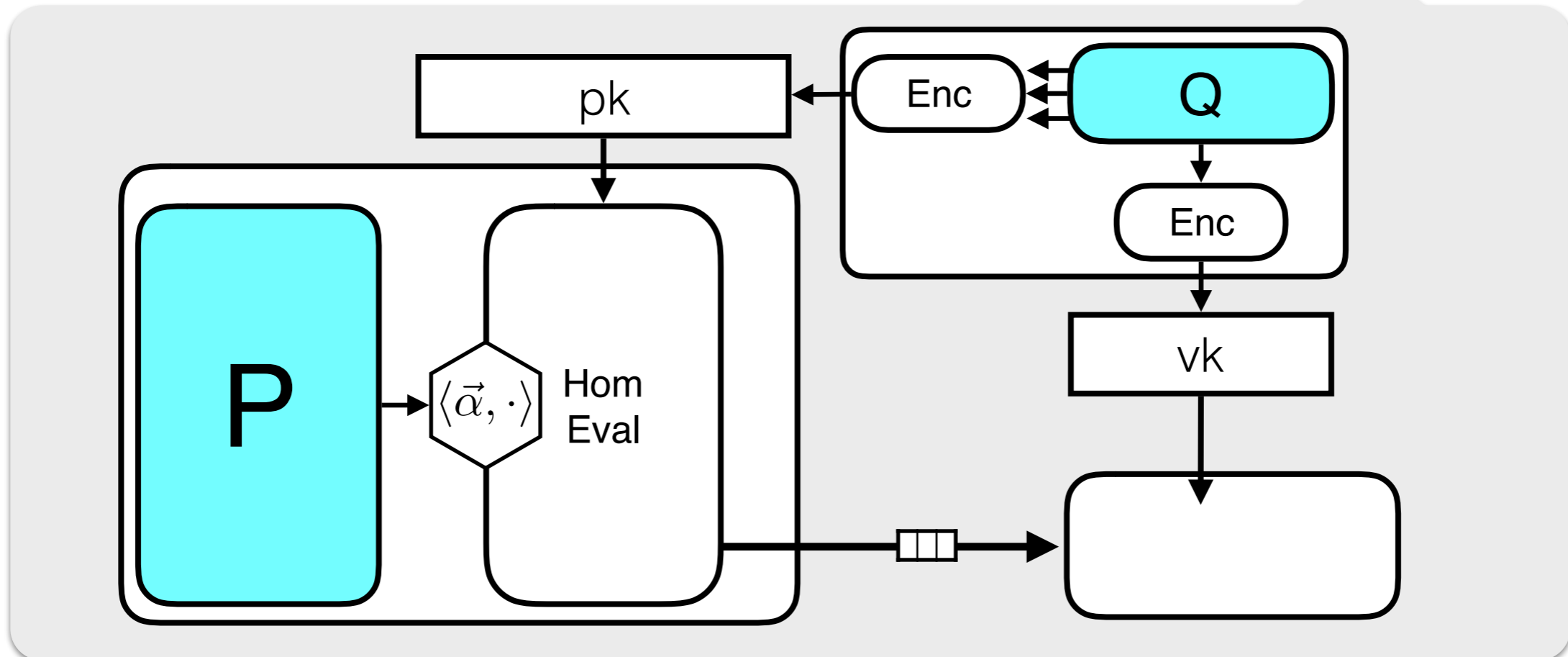
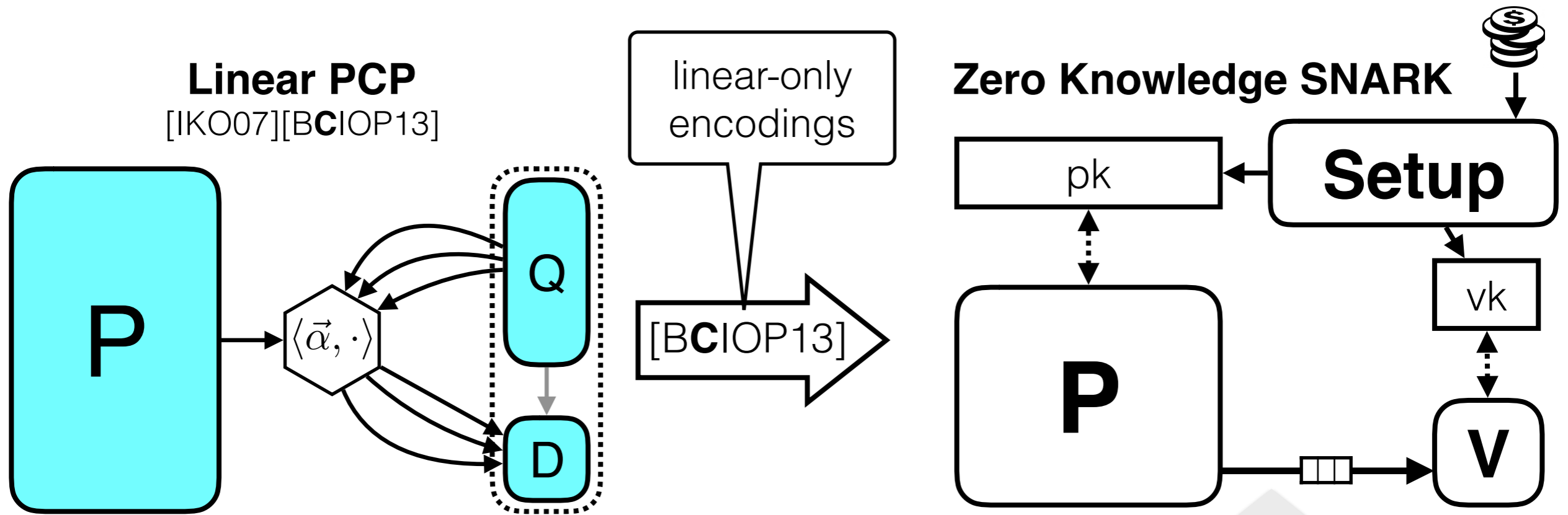
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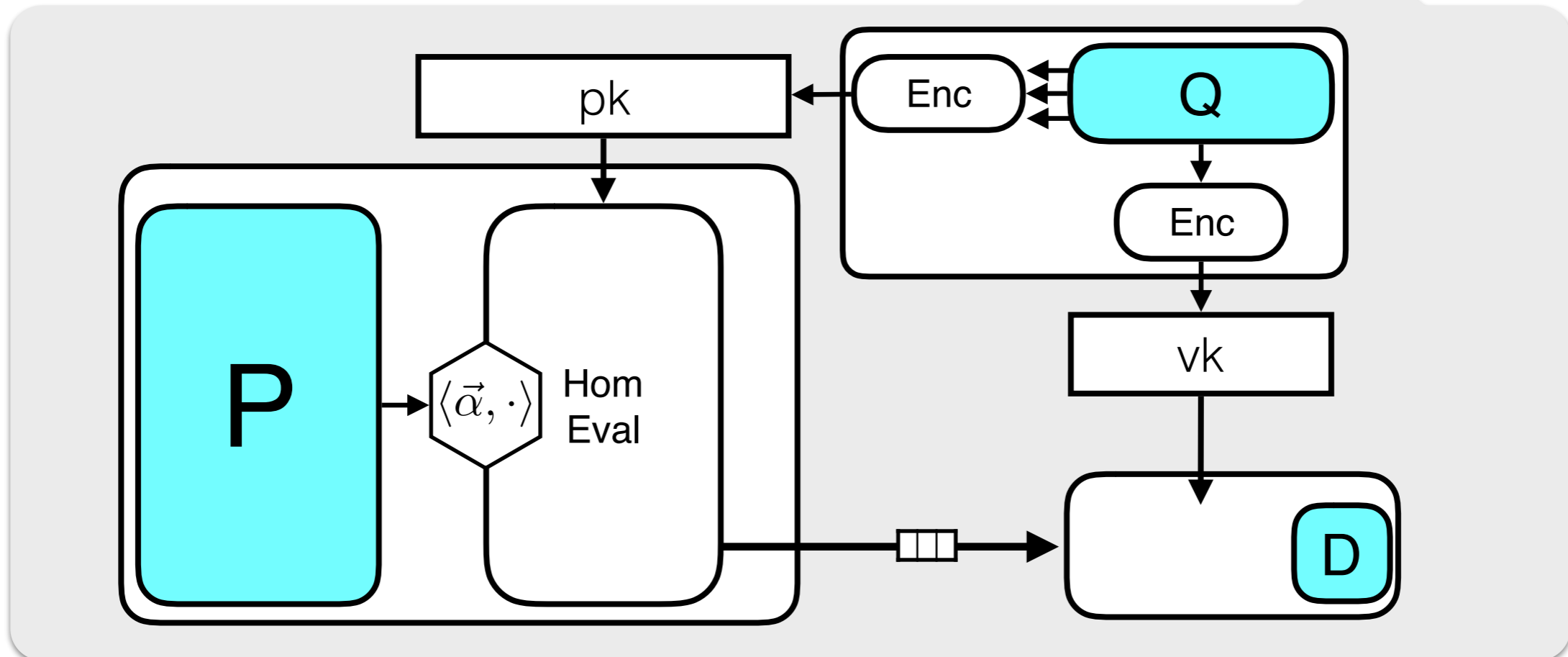
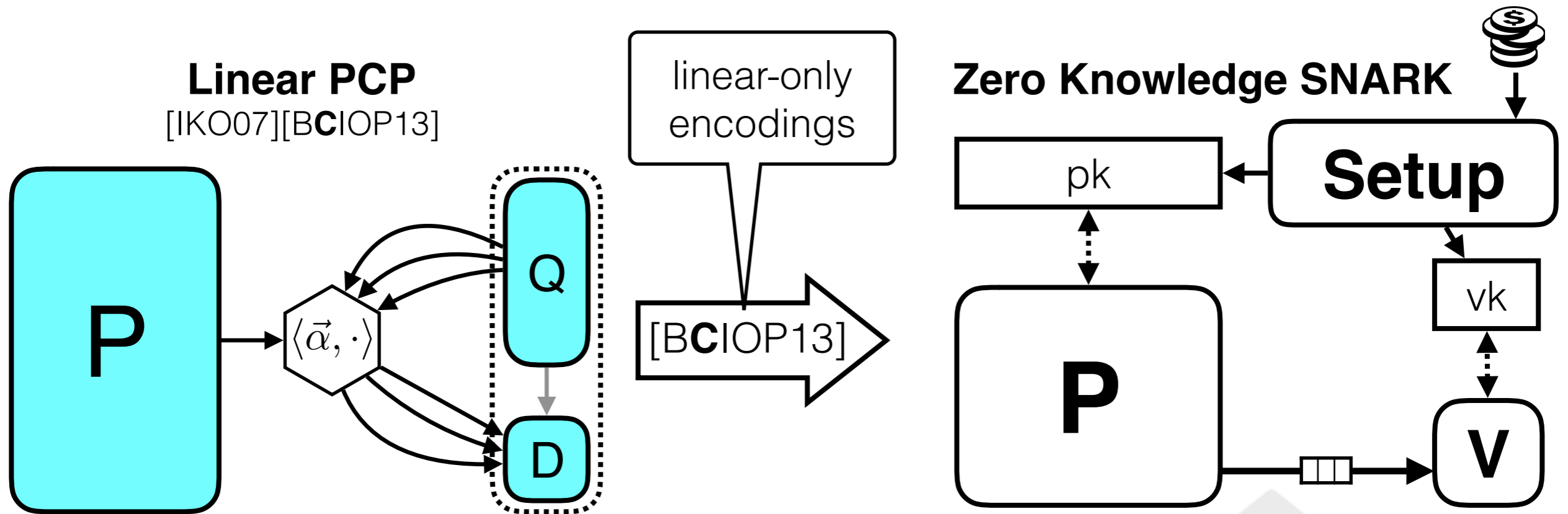
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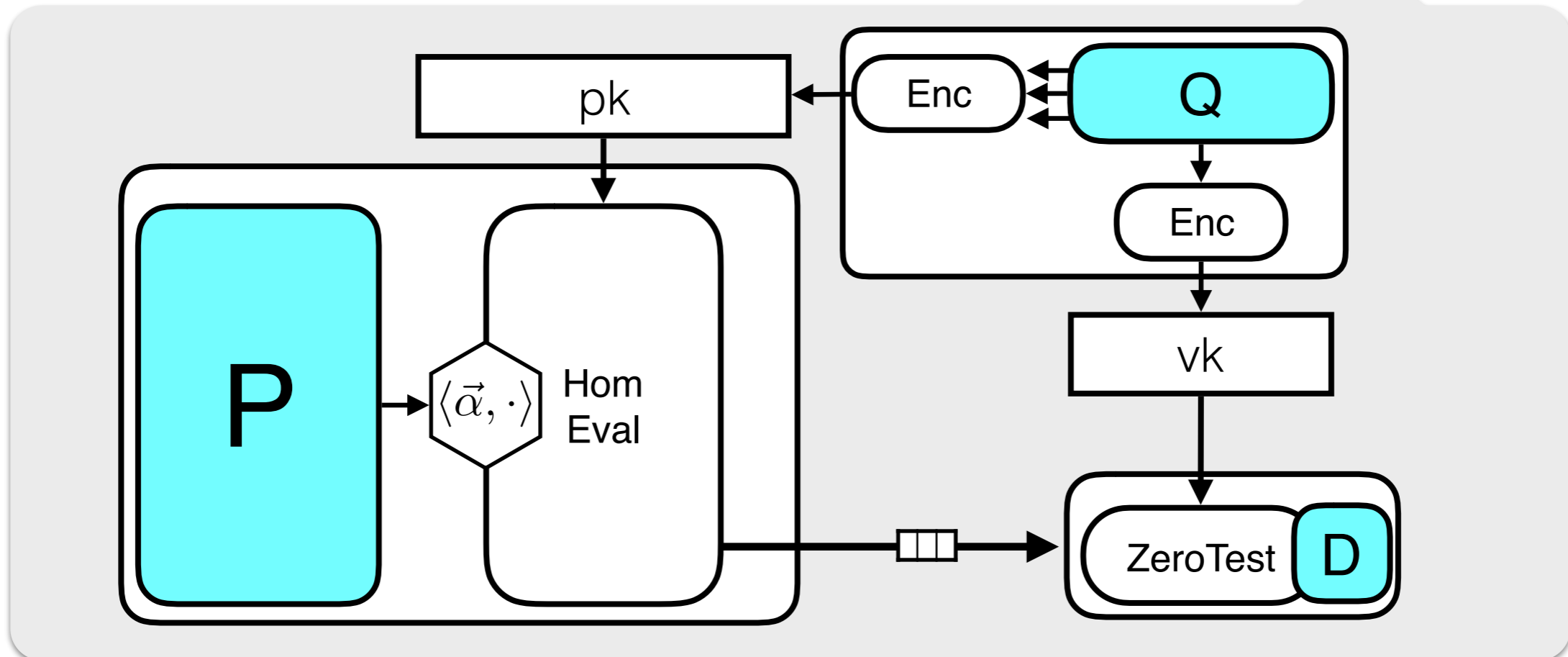
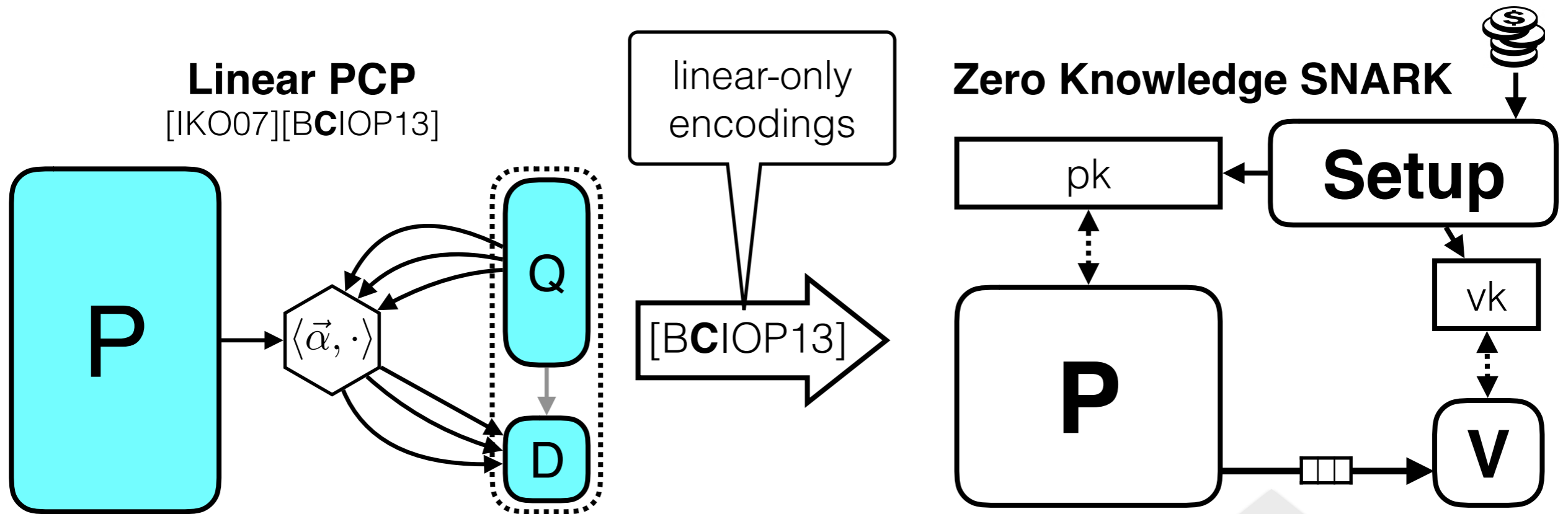
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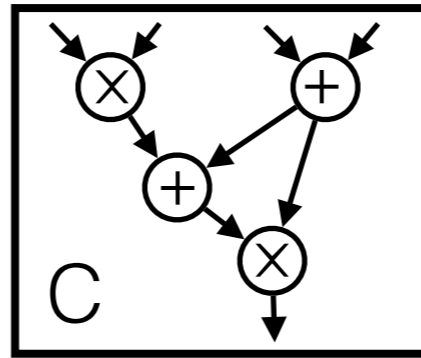
ZK-SNARKs from Linear PCPs



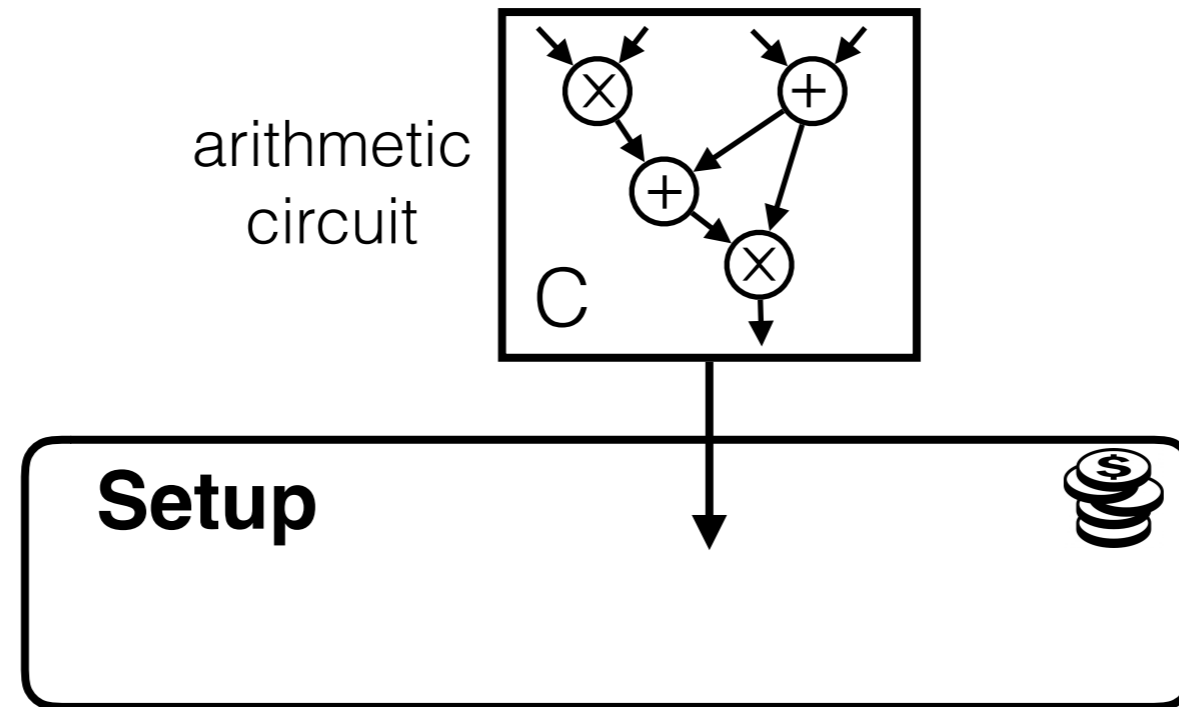
ZK-SNARKs from Linear PCPs

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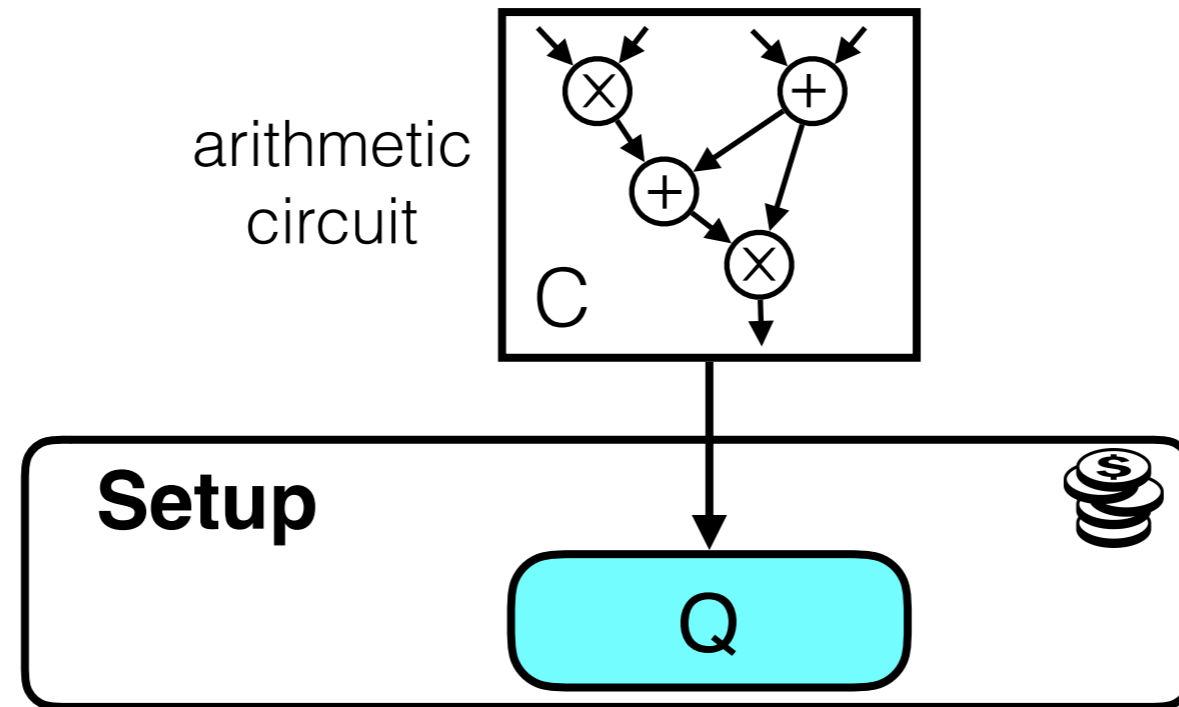
arithmetic
circuit



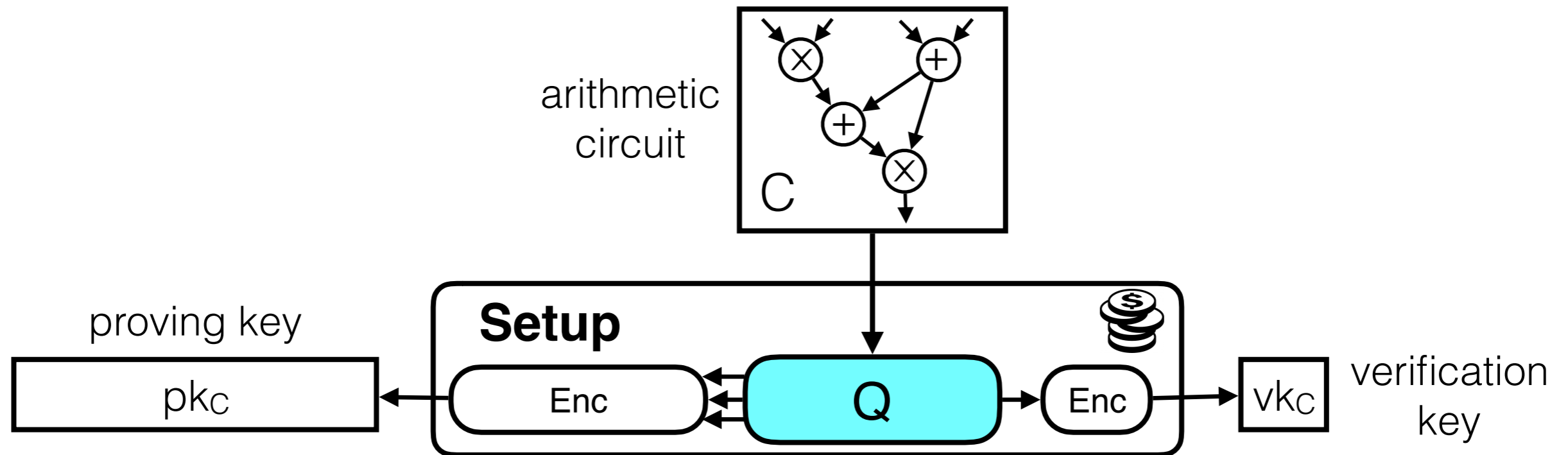
ZK-SNARKs from Linear PCPs



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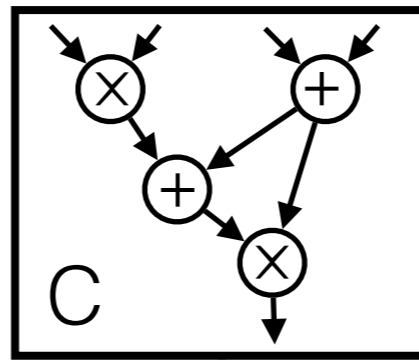


ZK-SNARKs from Linear PCPs



ZK-SNARKs from Linear PCPs

arithmetic circuit

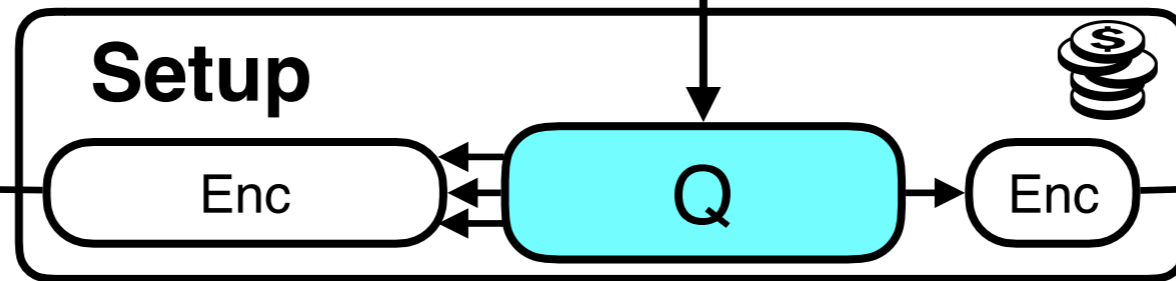


C

proving key



Setup

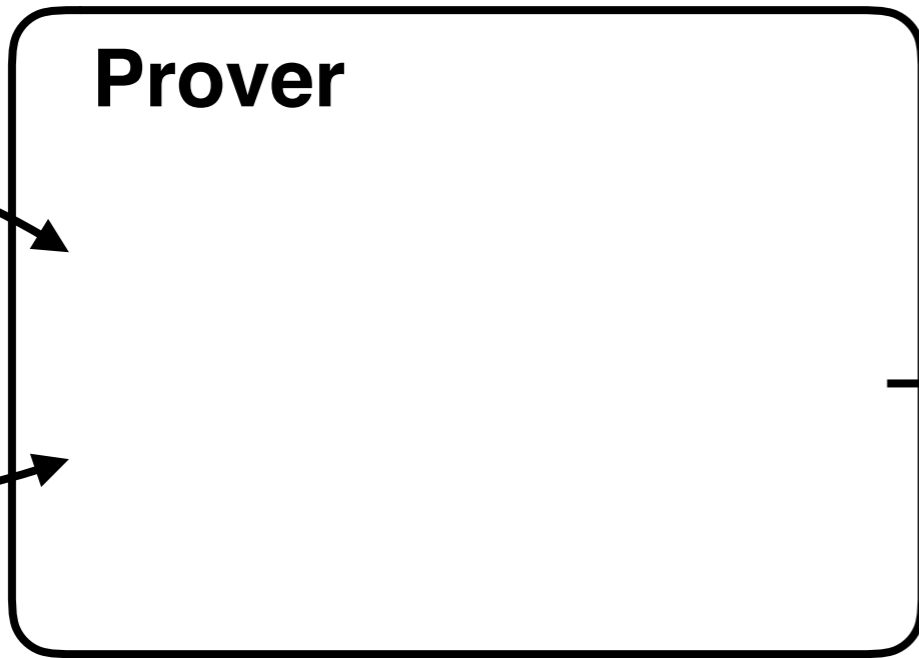


verification key

Prover

input
x

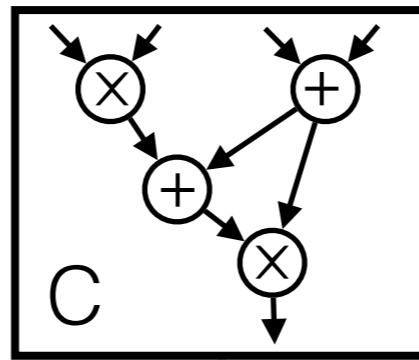
witness
w



Given public C, x
 \exists secret w s.t.
 $C(x, w) = 0$

ZK-SNARKs from Linear PCPs

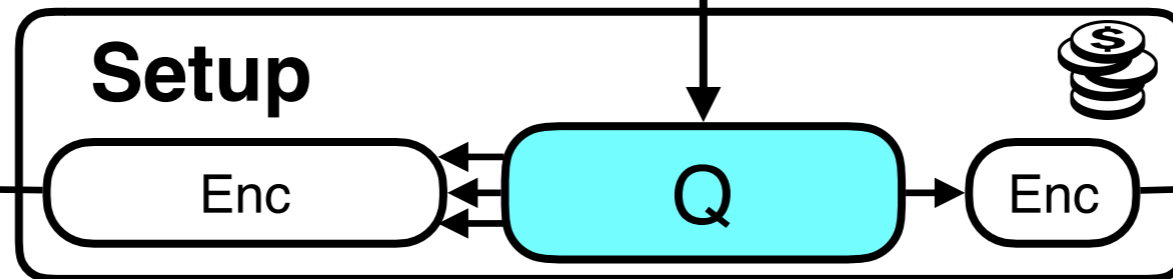
arithmetic circuit



proving key



Setup



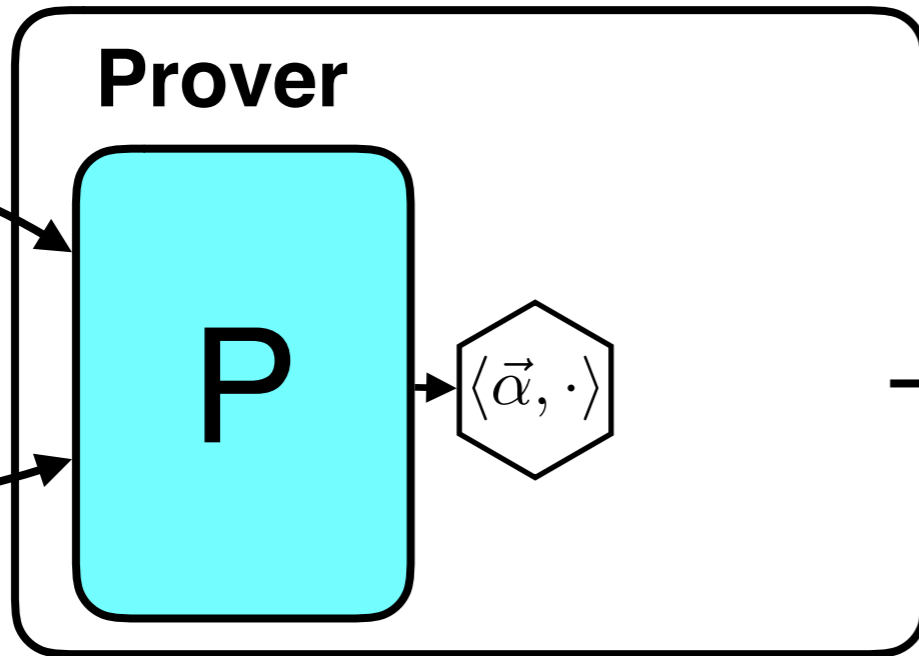
verification key



Prover

input x

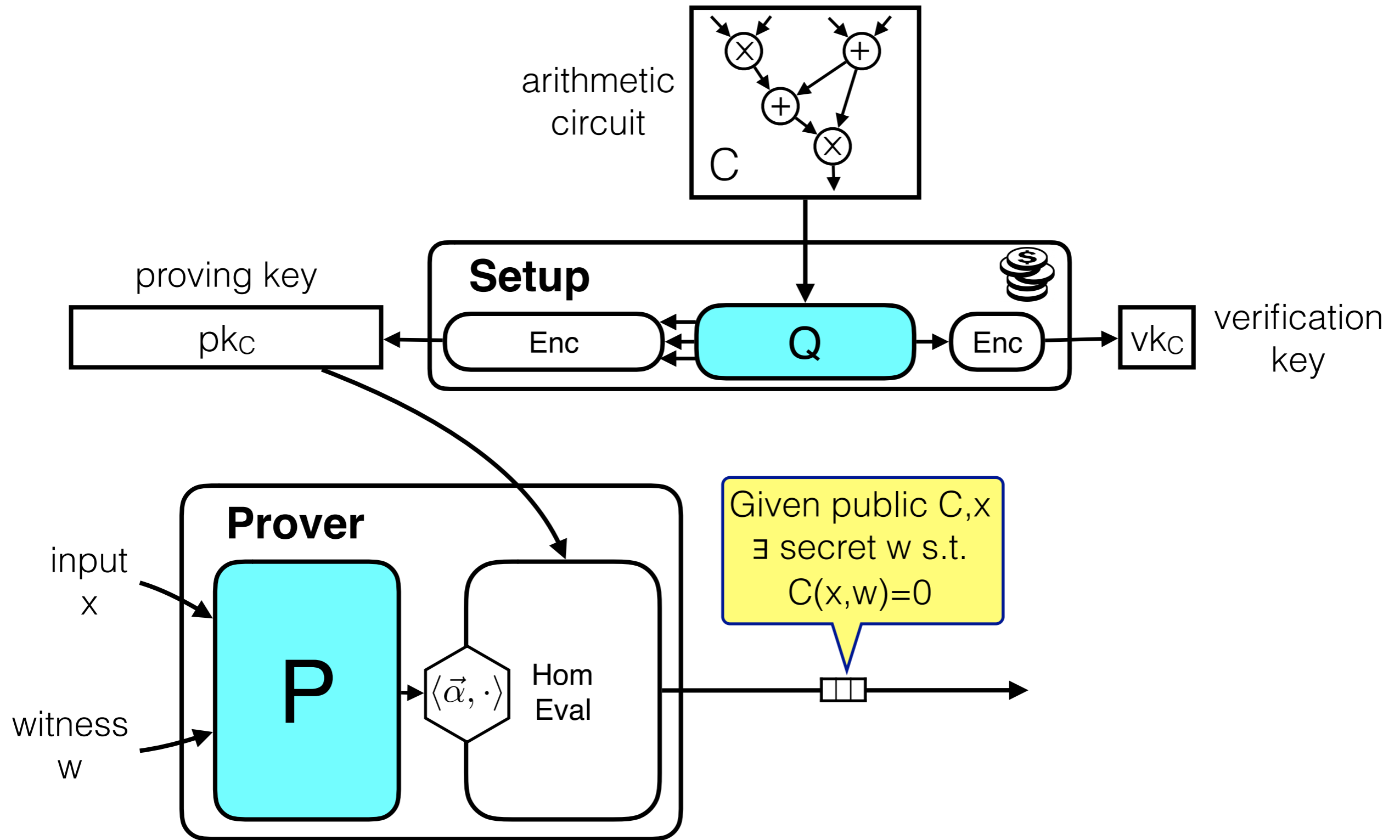
witness w



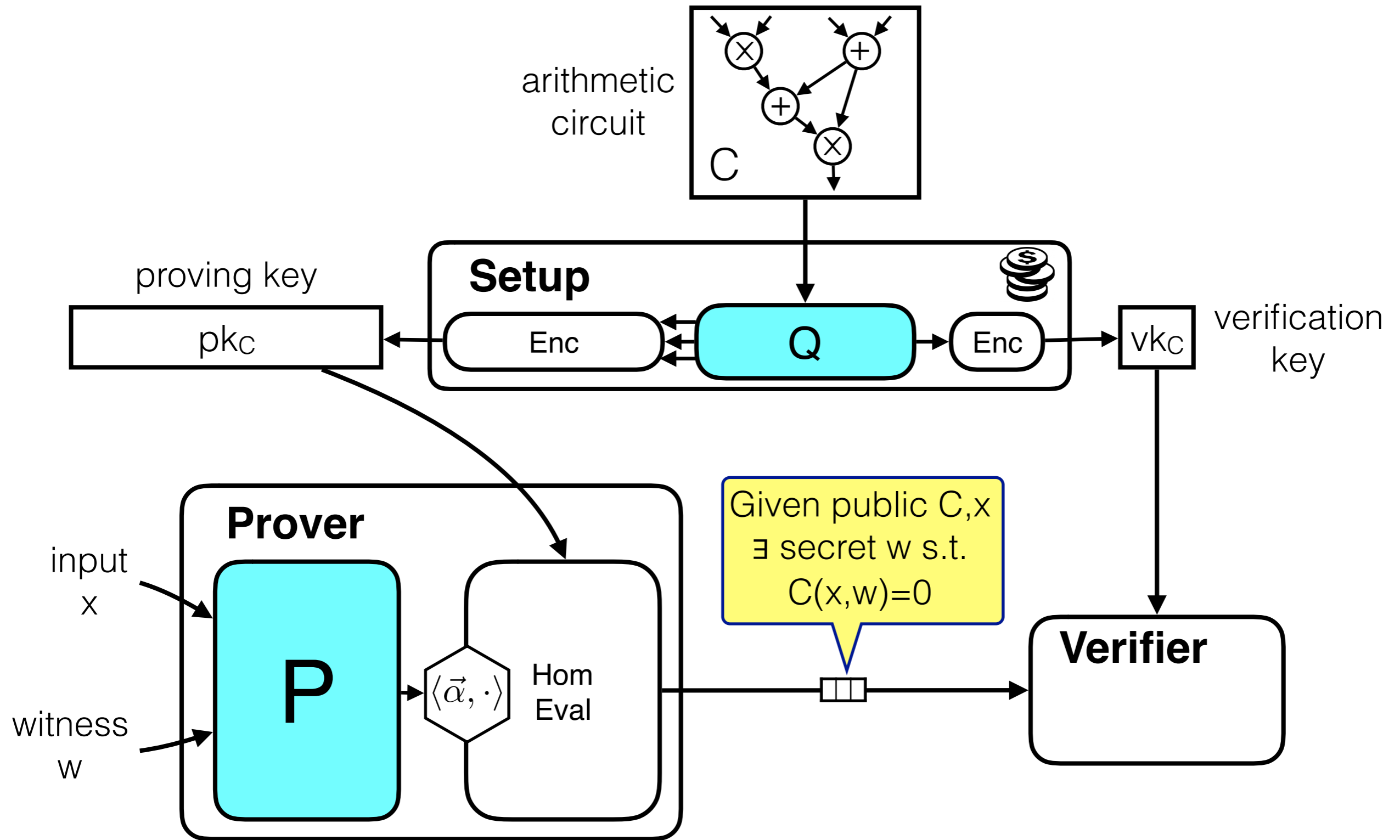
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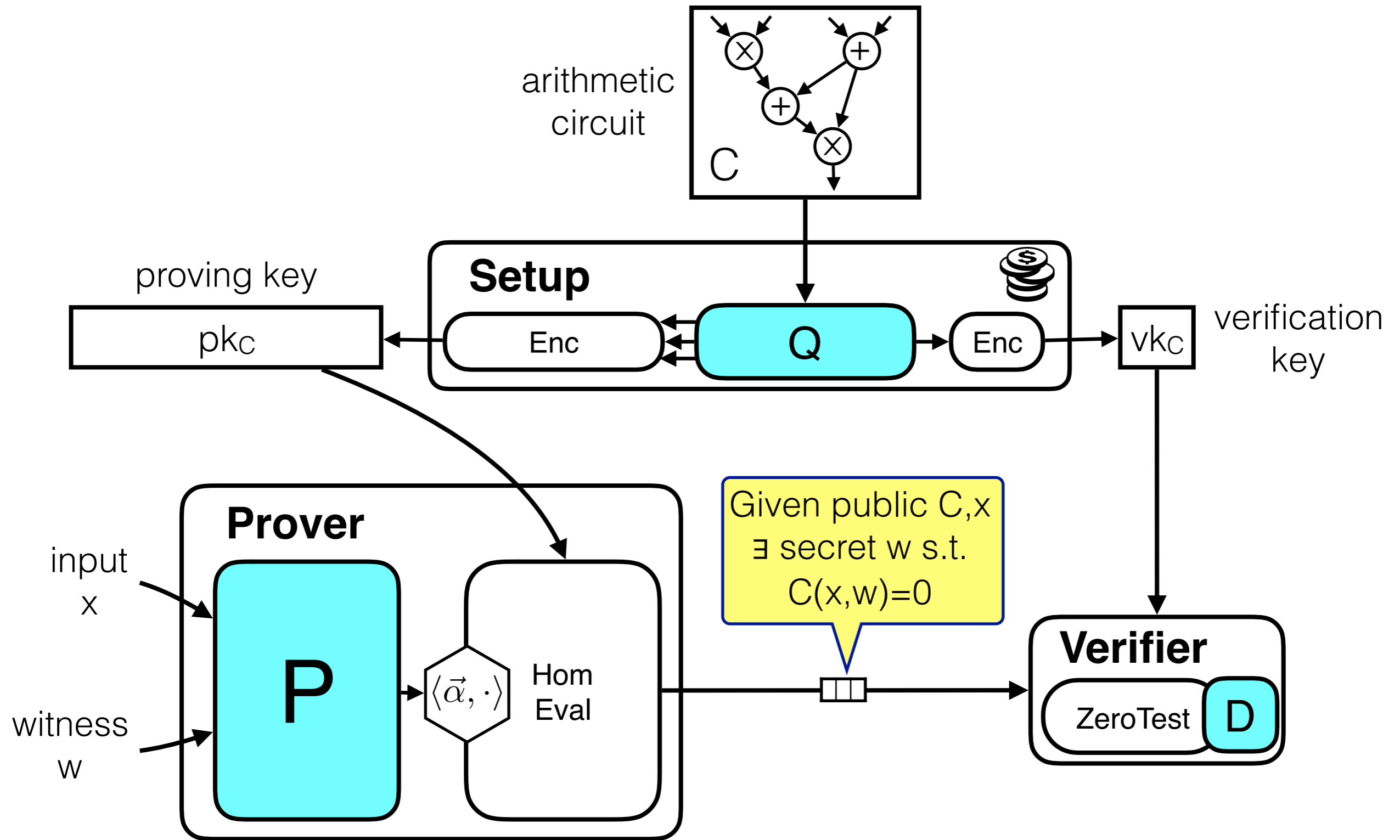
ZK-SNARKs from Linear PCPs



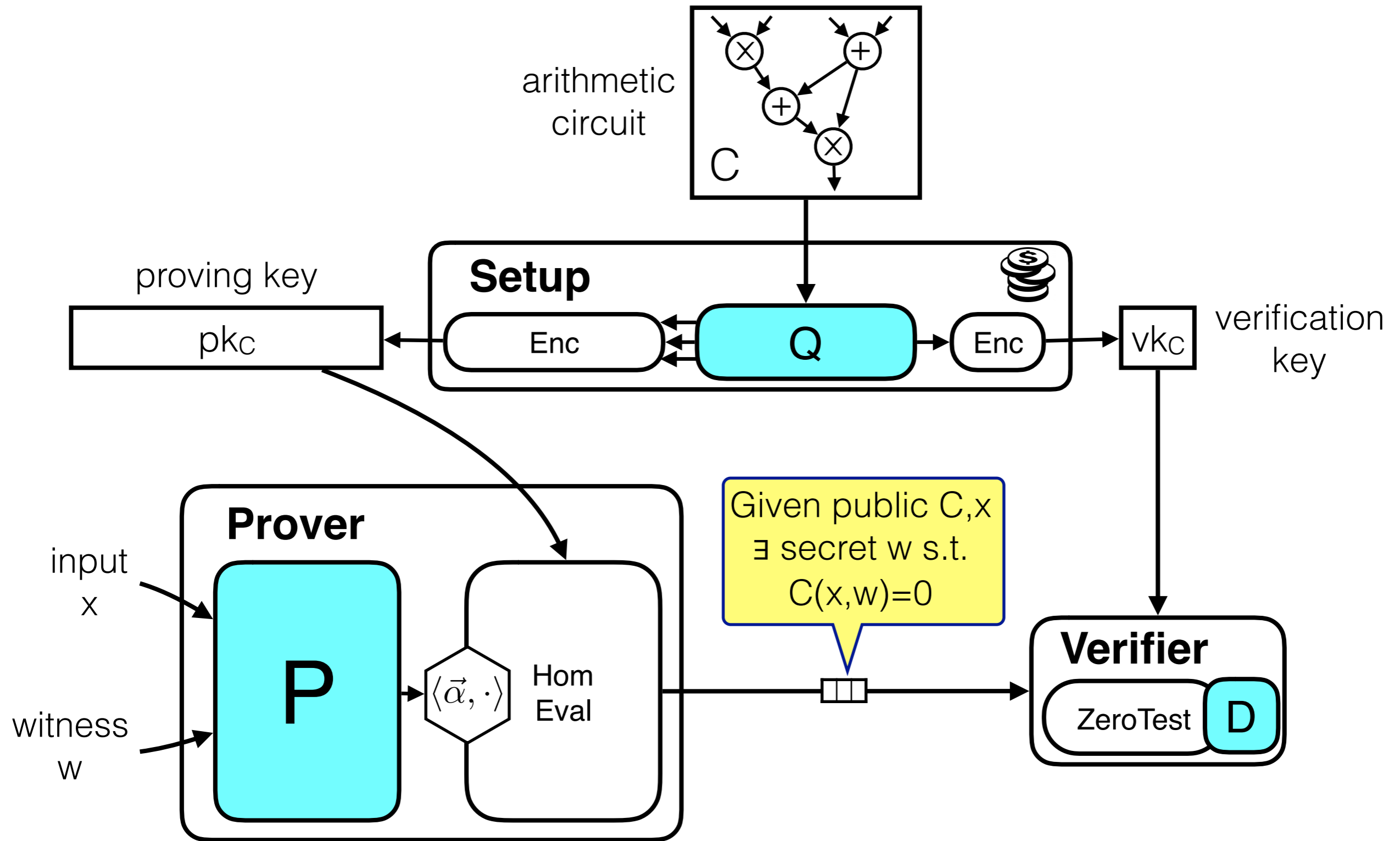
ZK-SNARKs from Linear PCPs



ZK-SNARKs from Linear PCPs

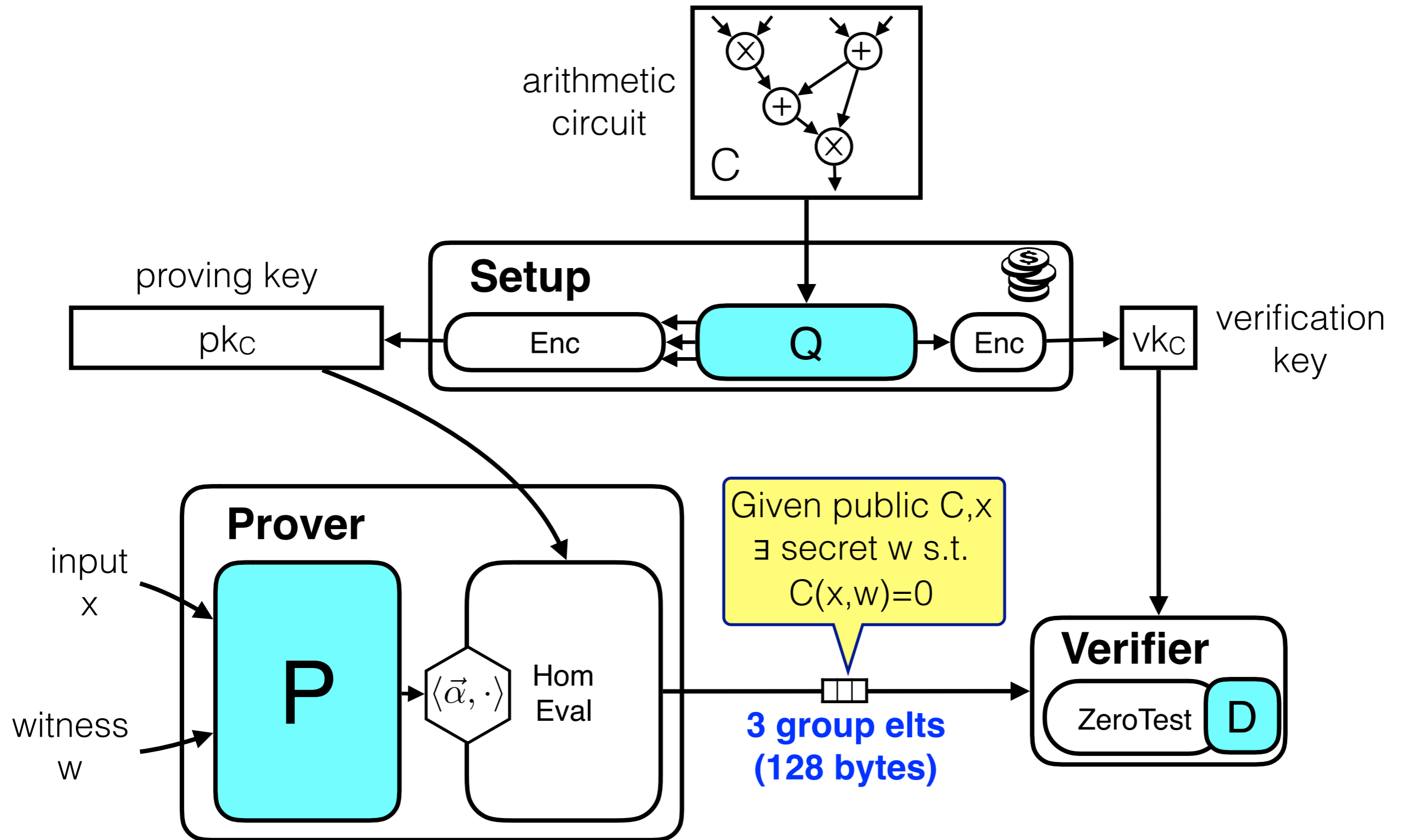


ZK-SNARKs from Linear PCPs



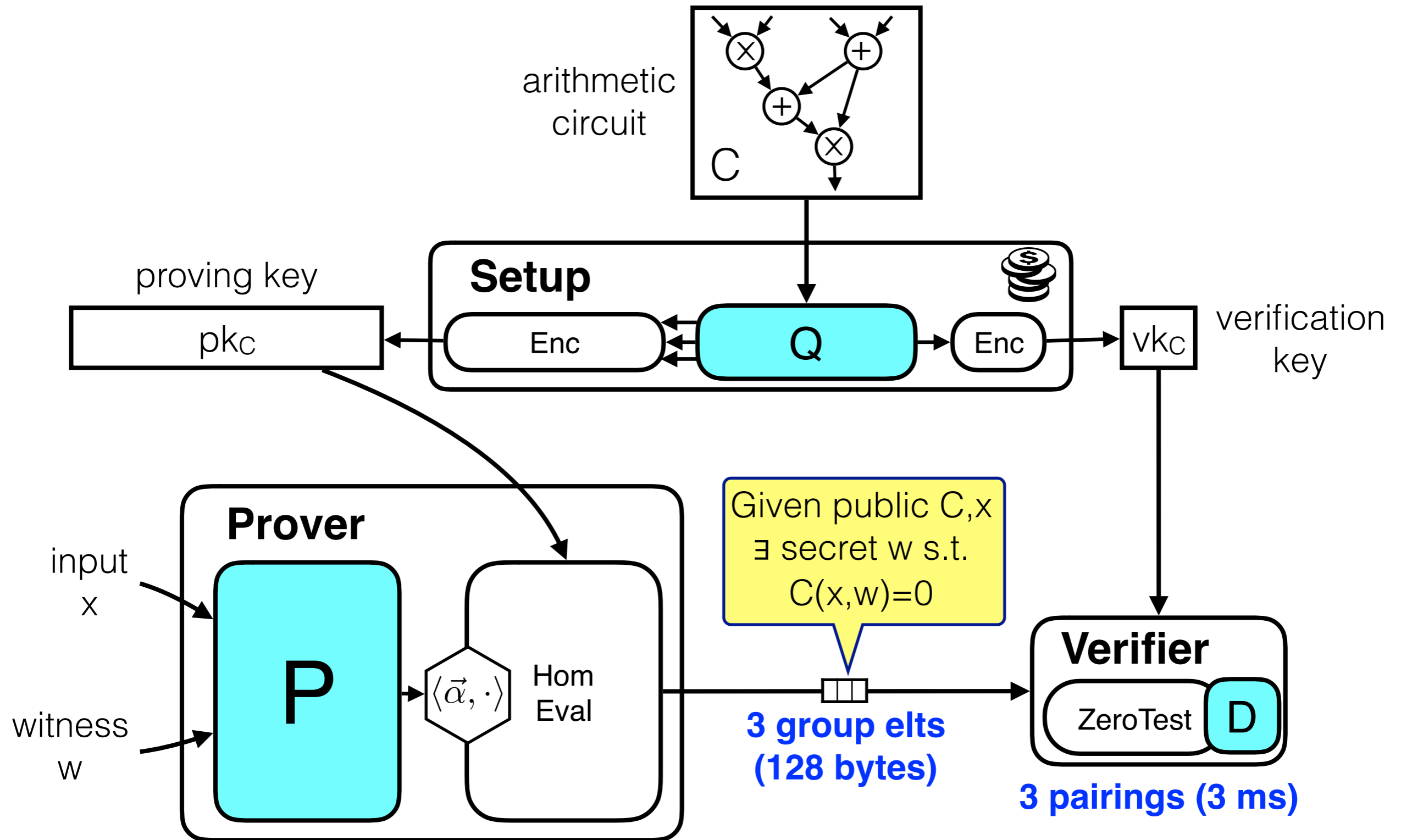
**libsnark's implementation
of [Groth EUROCRYPT '16]**

ZK-SNARKs from Linear PCPs



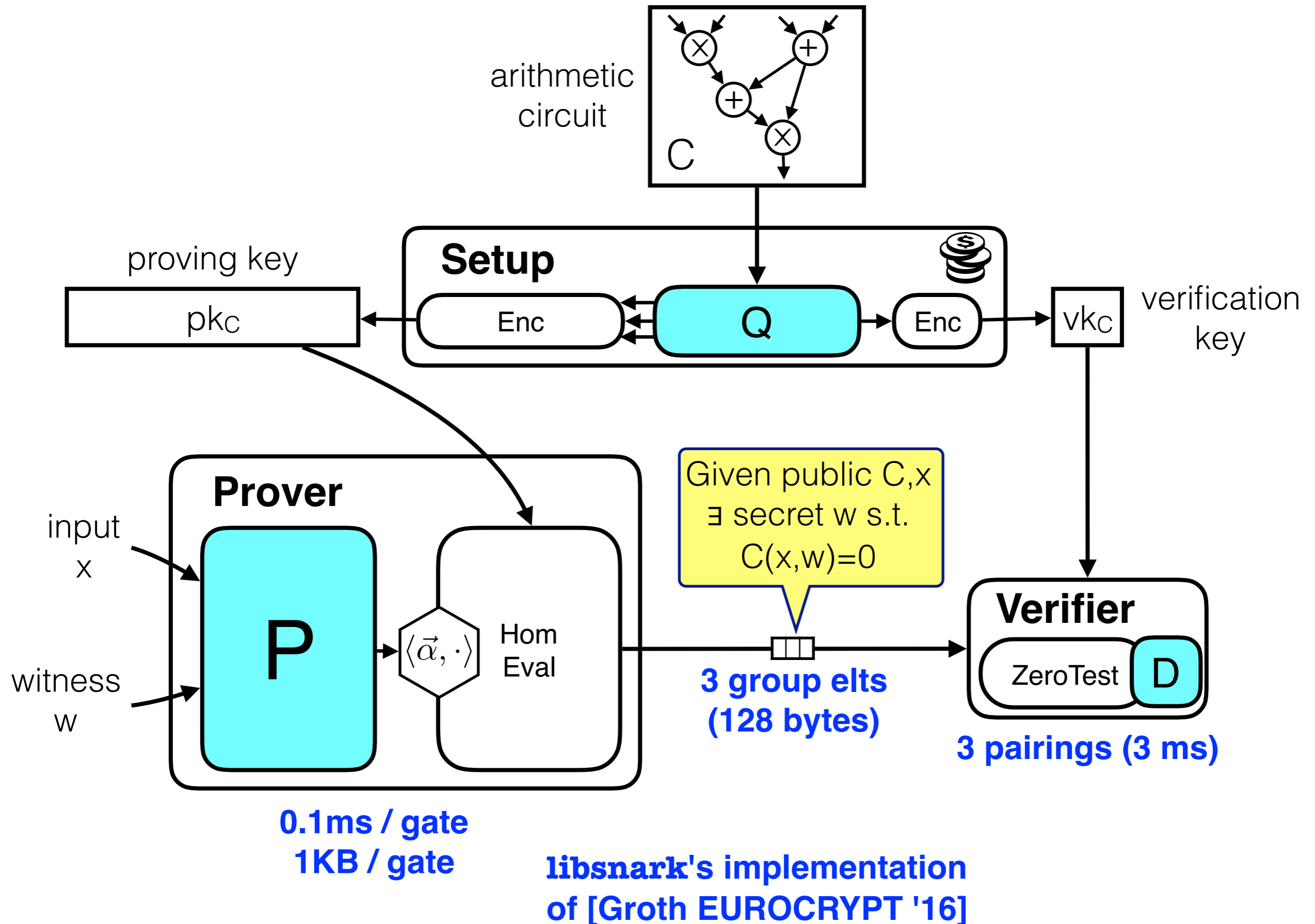
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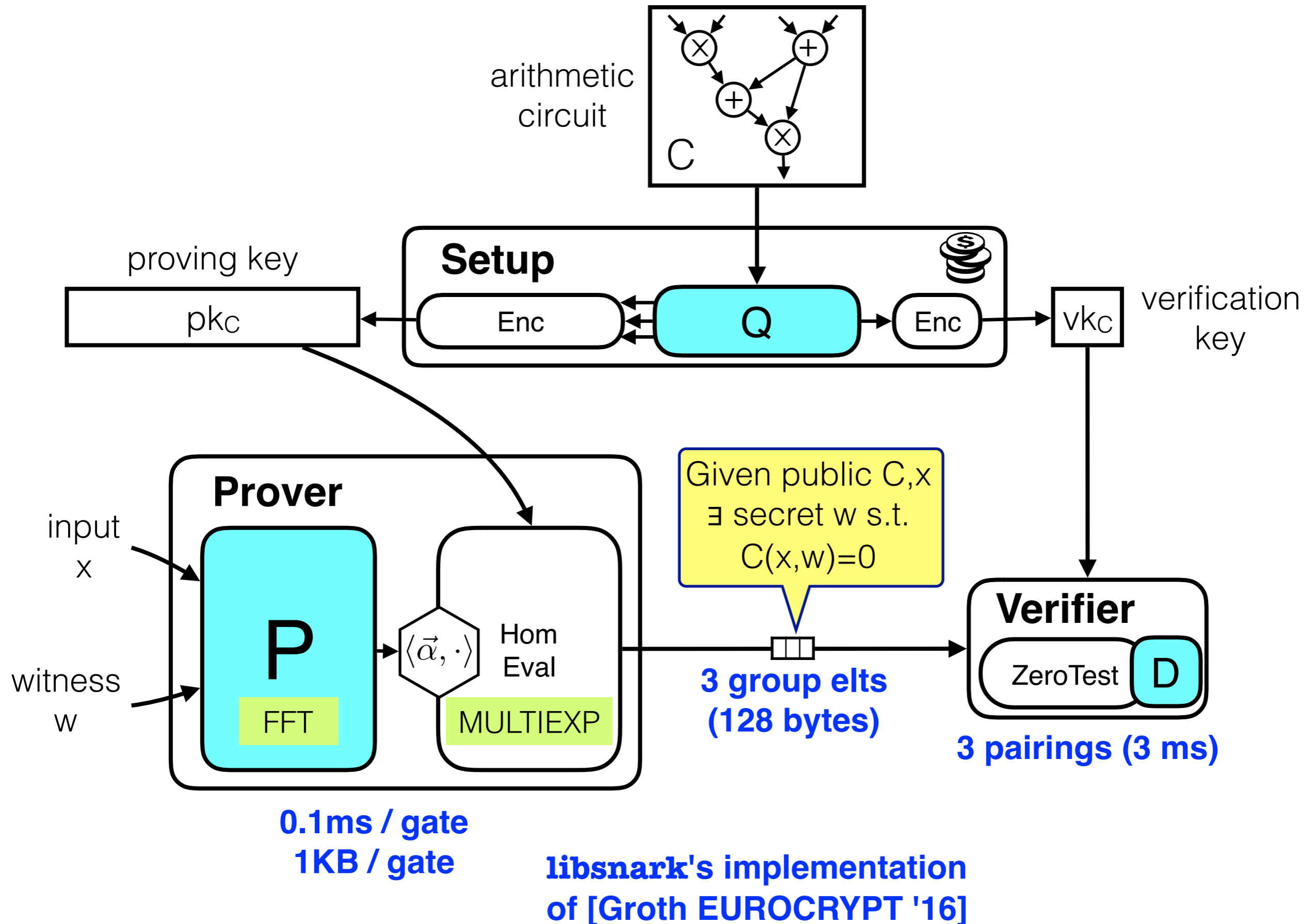


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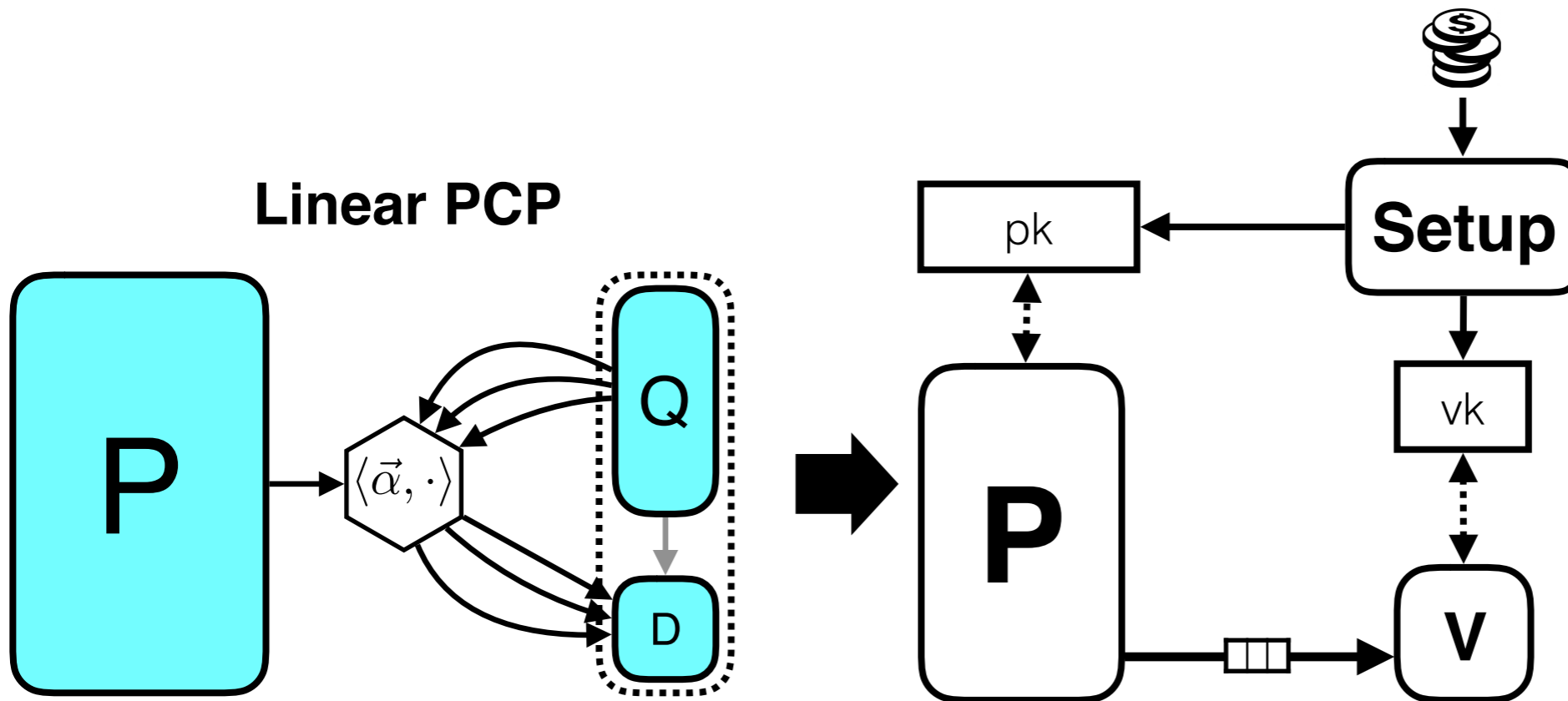
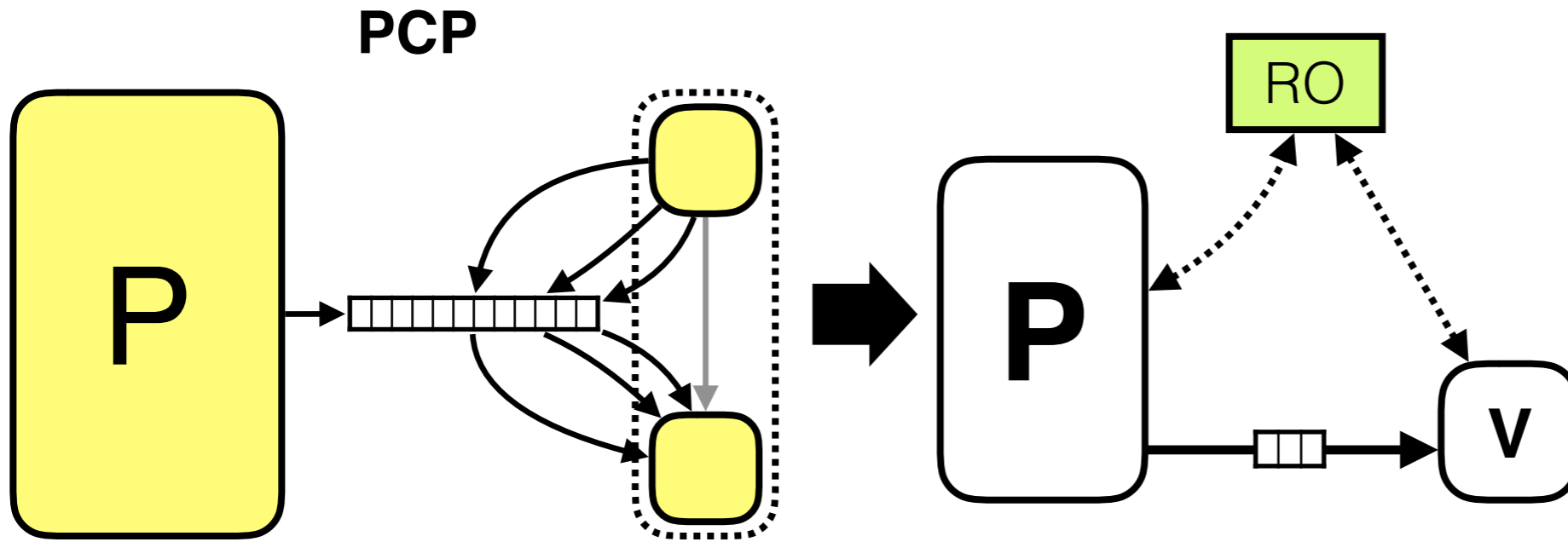


ZK-SNARKs from Linear PCPs

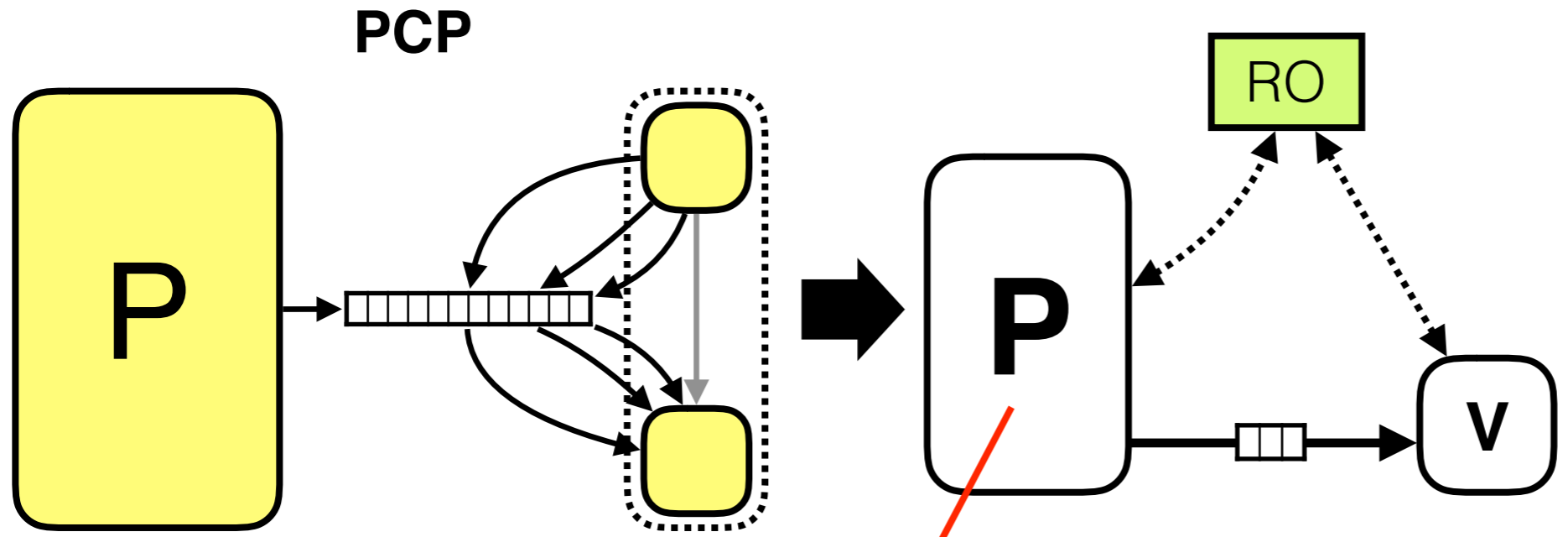


Which approach is better?

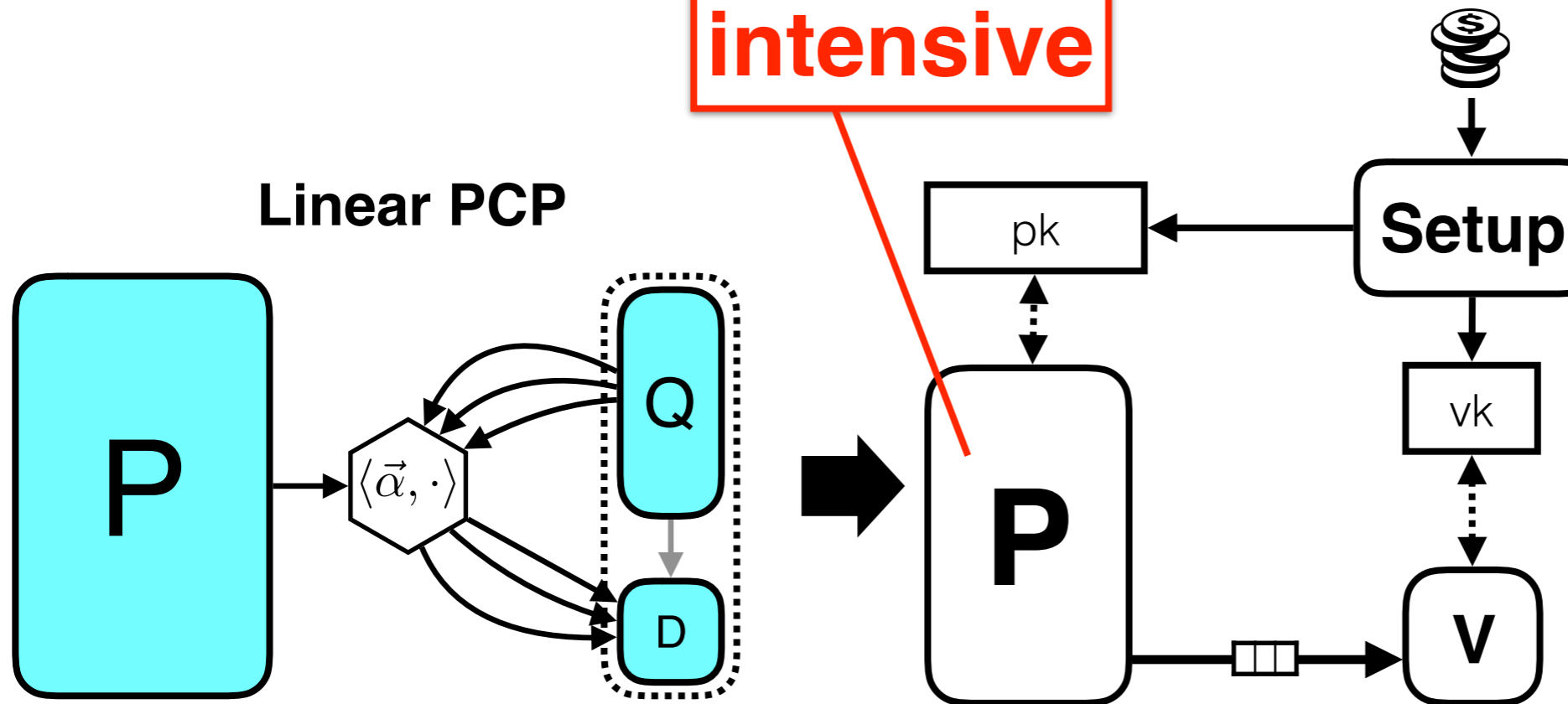
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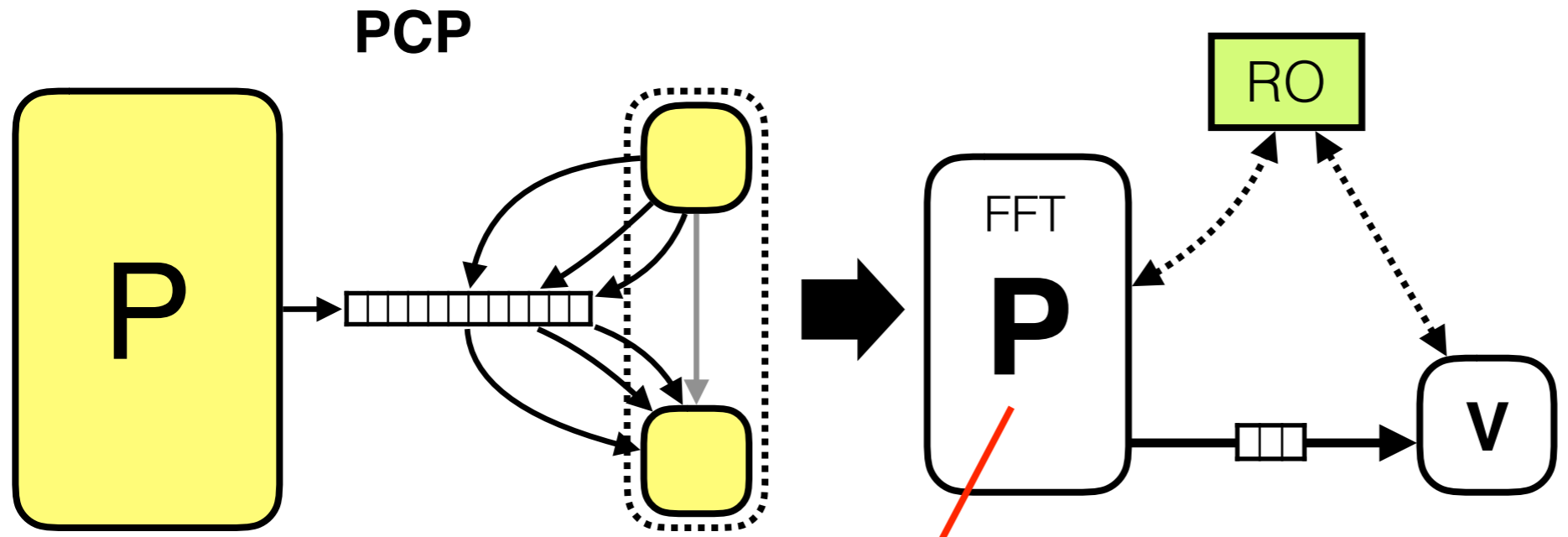
Which approach is better?



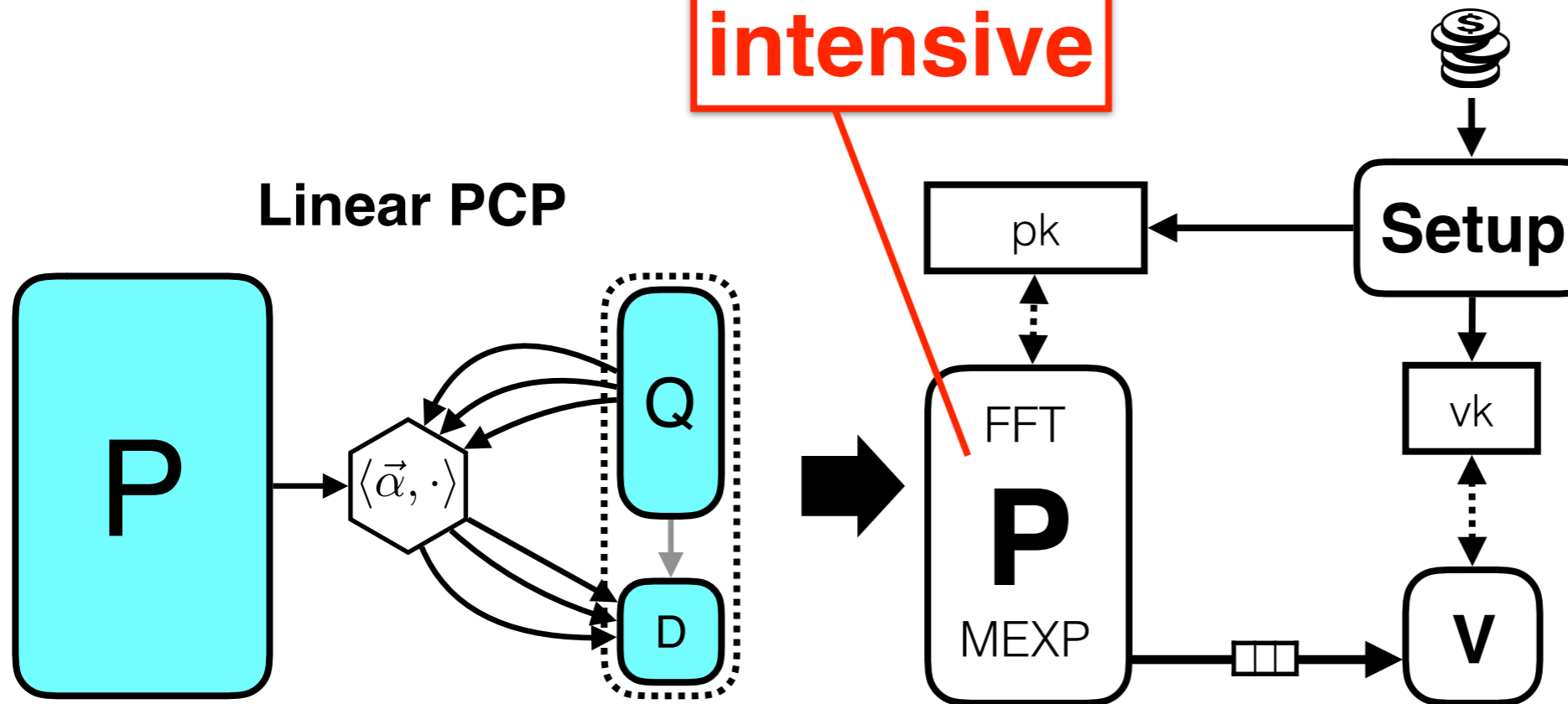
memory intensive



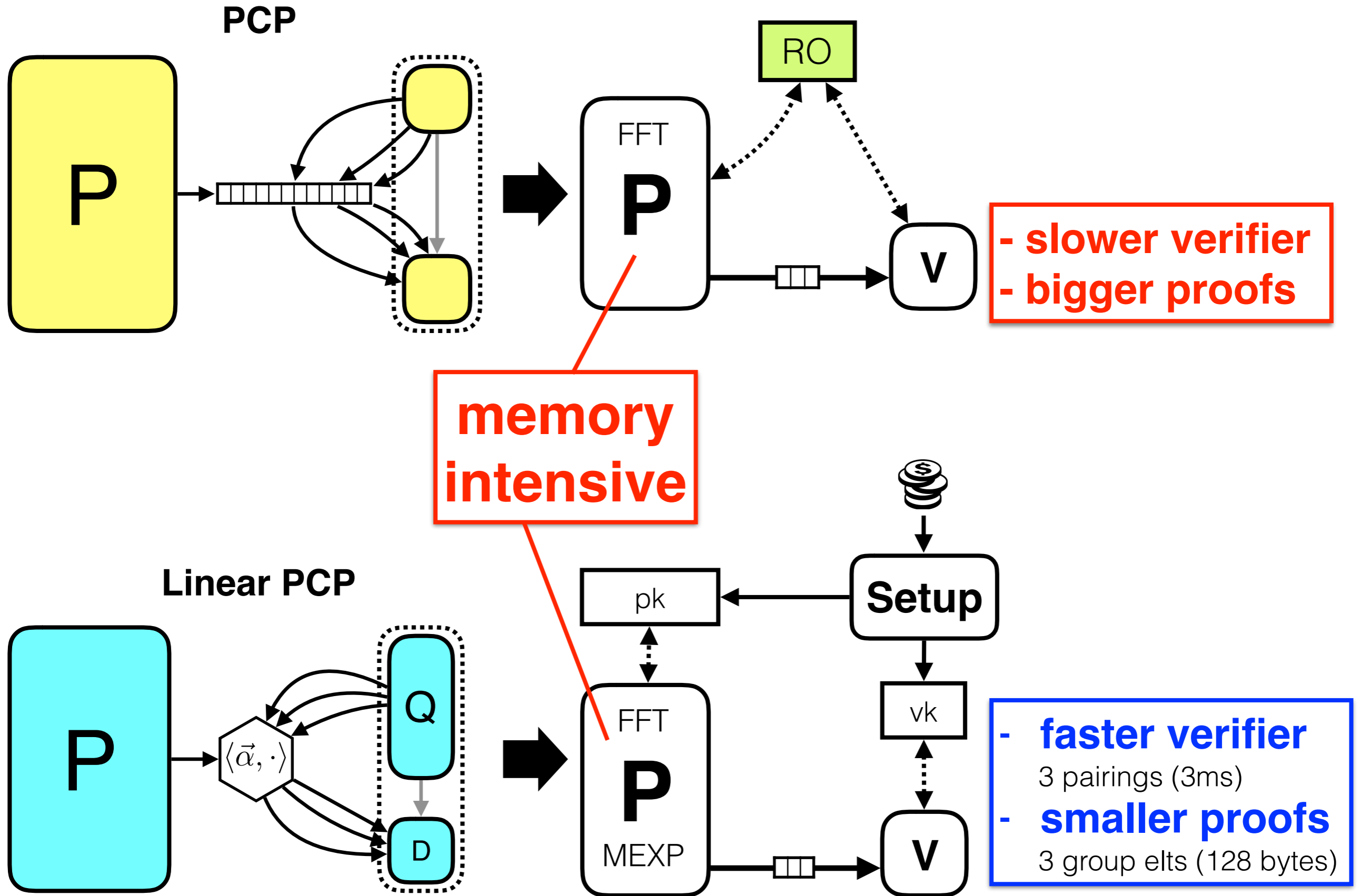
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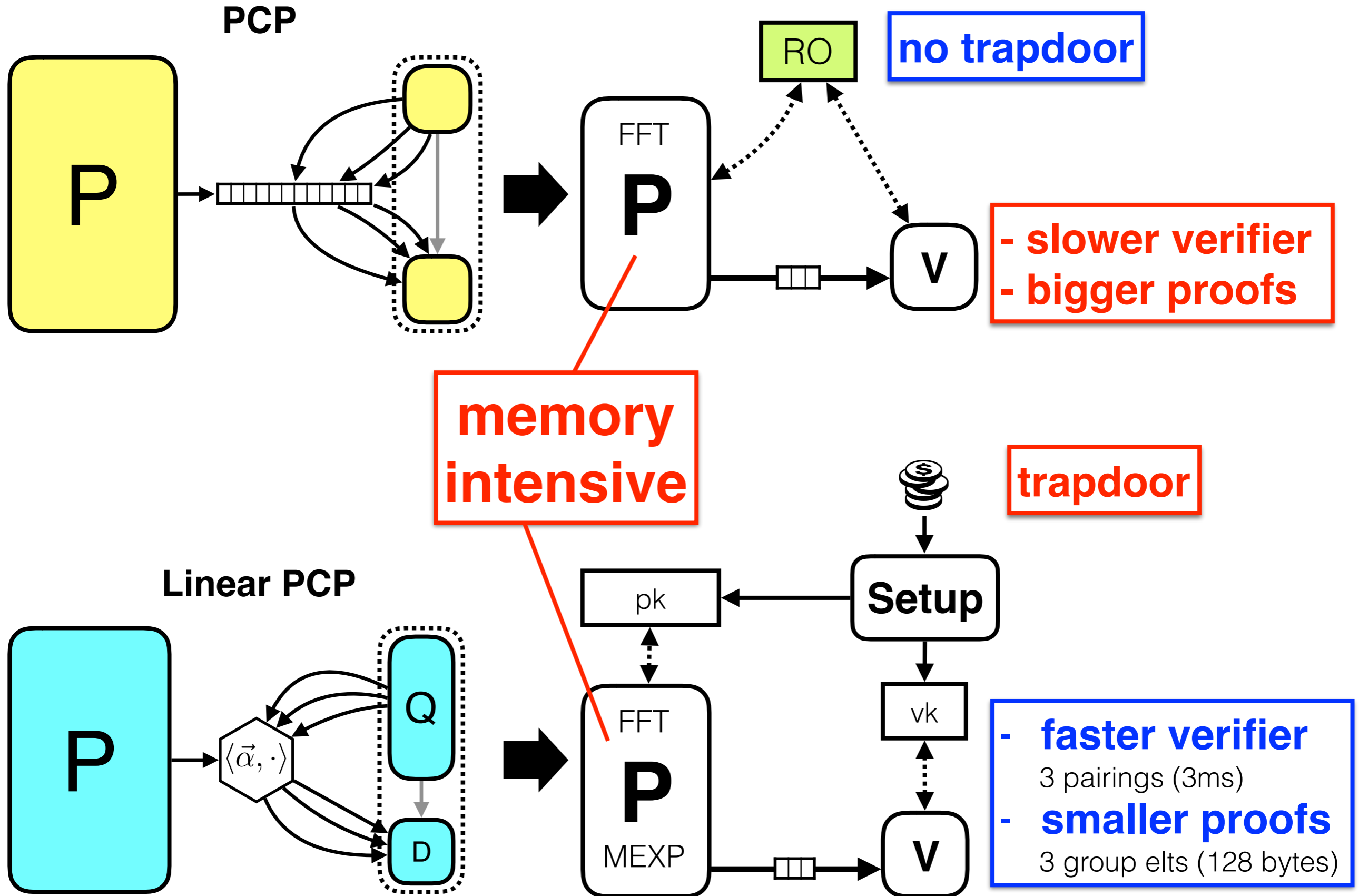
memory intensive



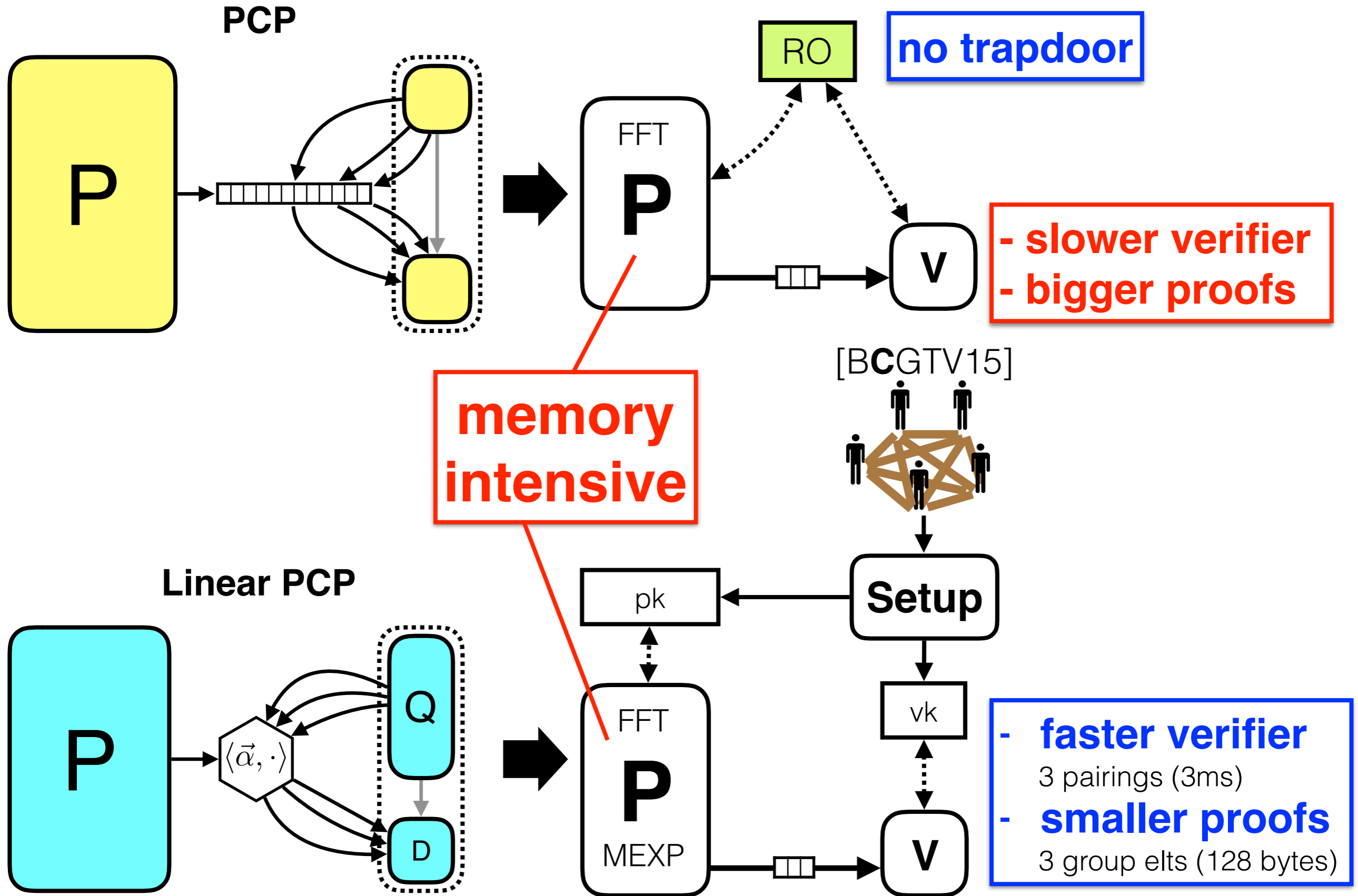
Which approach is better?



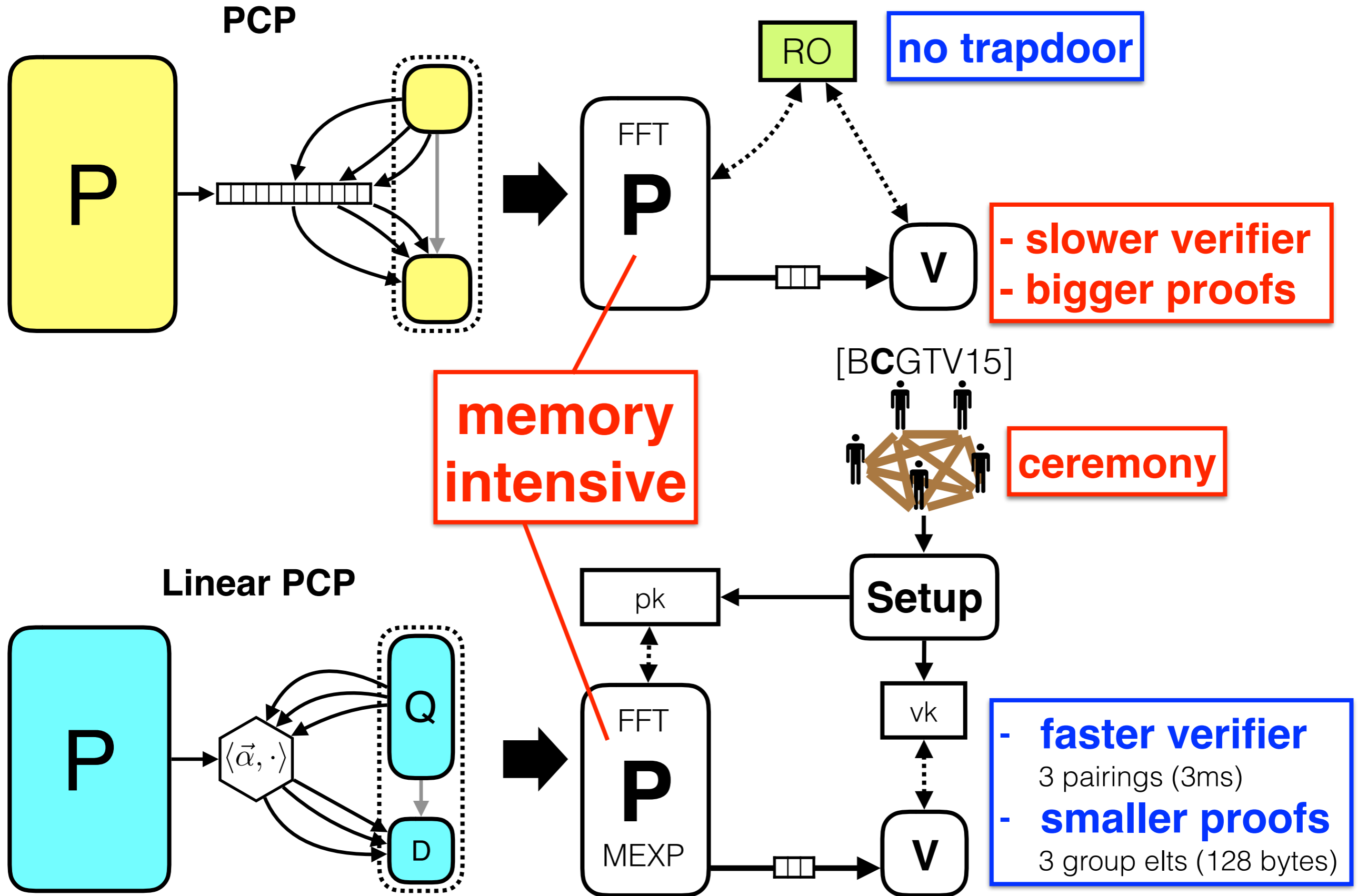
Which approach is better?



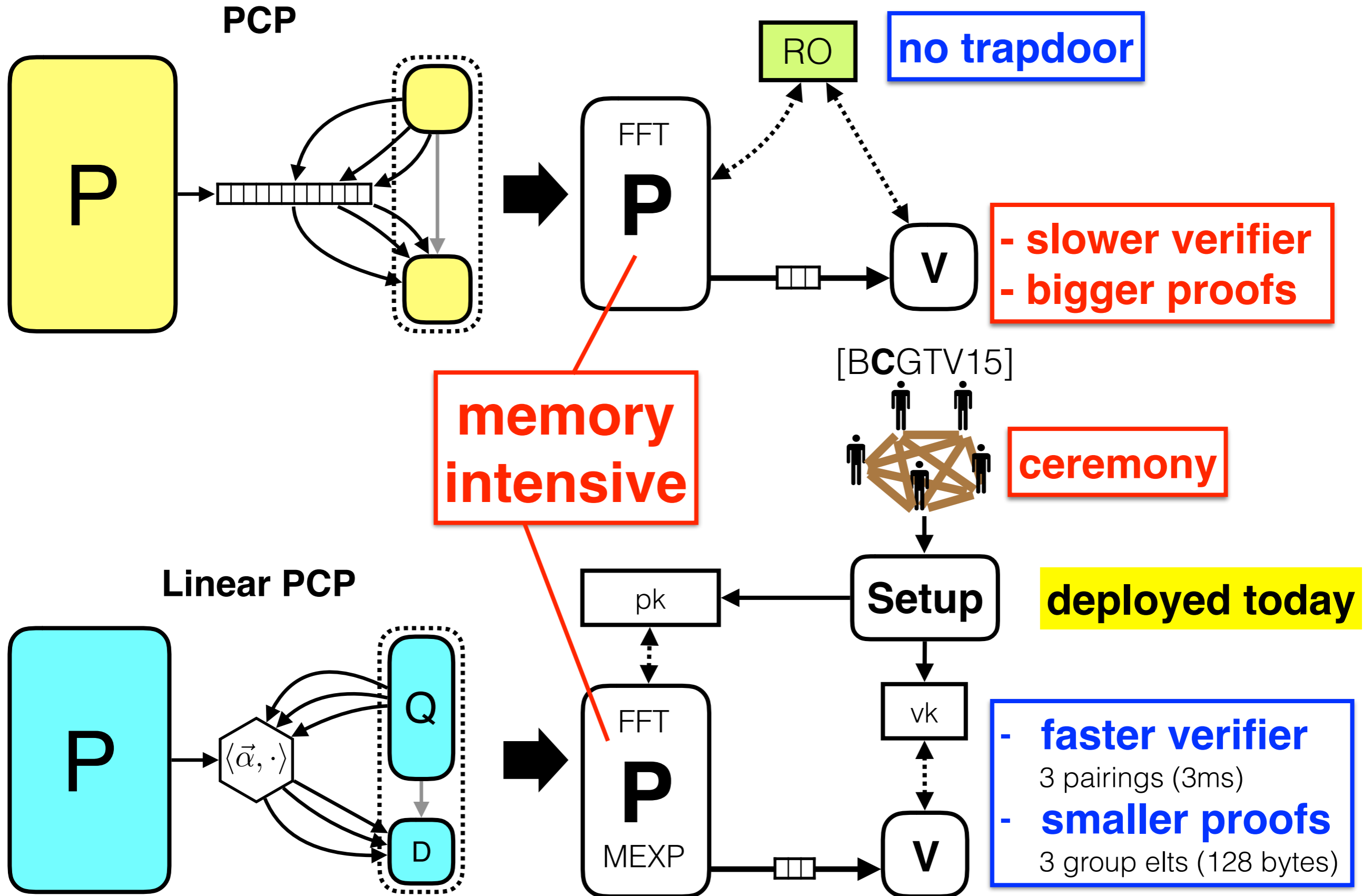
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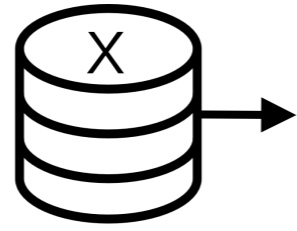
Which approach is better?



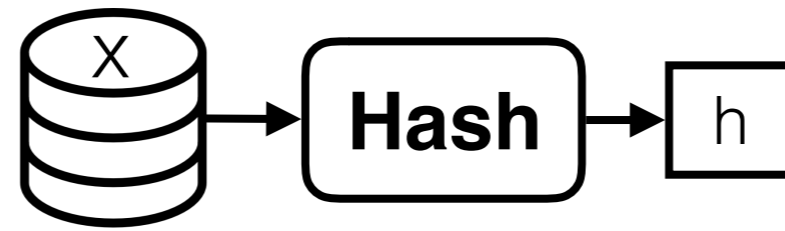
Frontiers

Authenticated Inputs

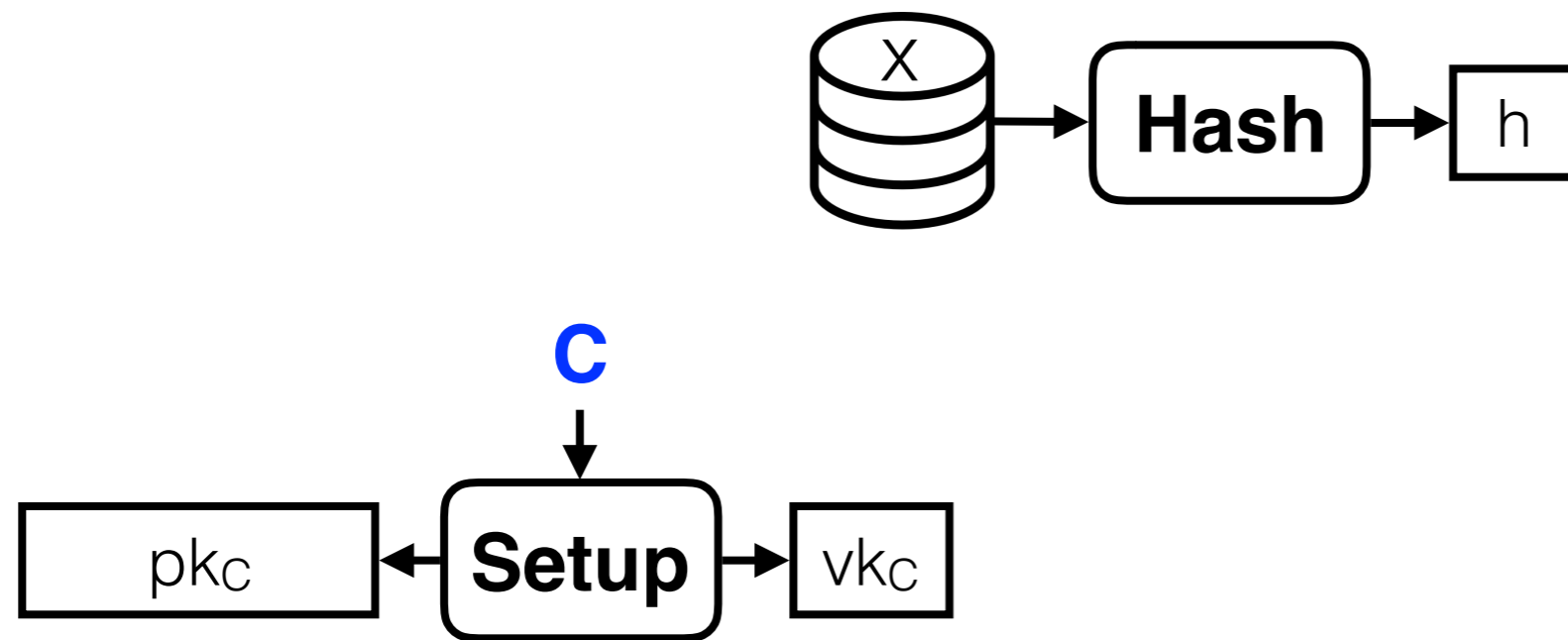
Authenticated Inputs



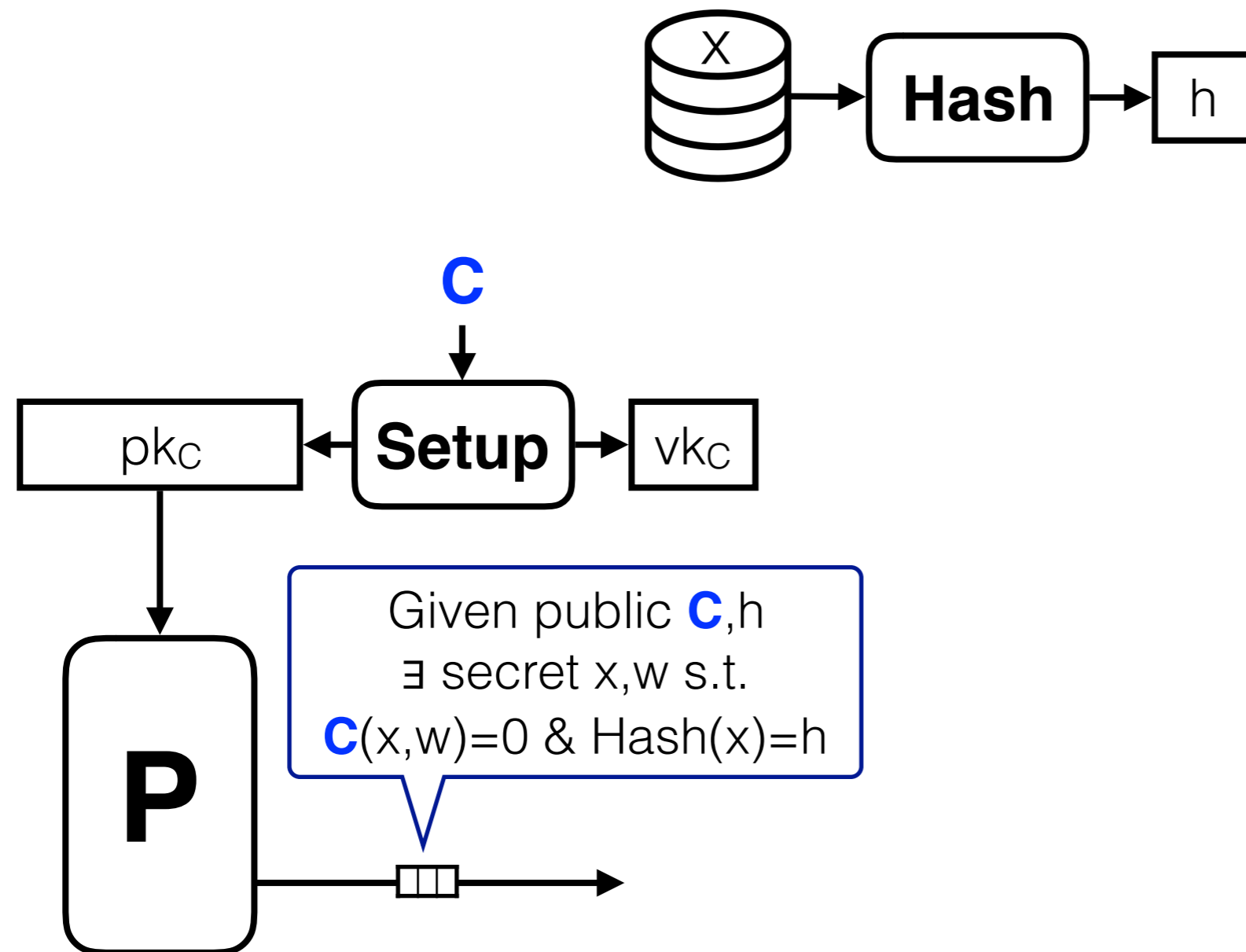
Authenticated Inputs



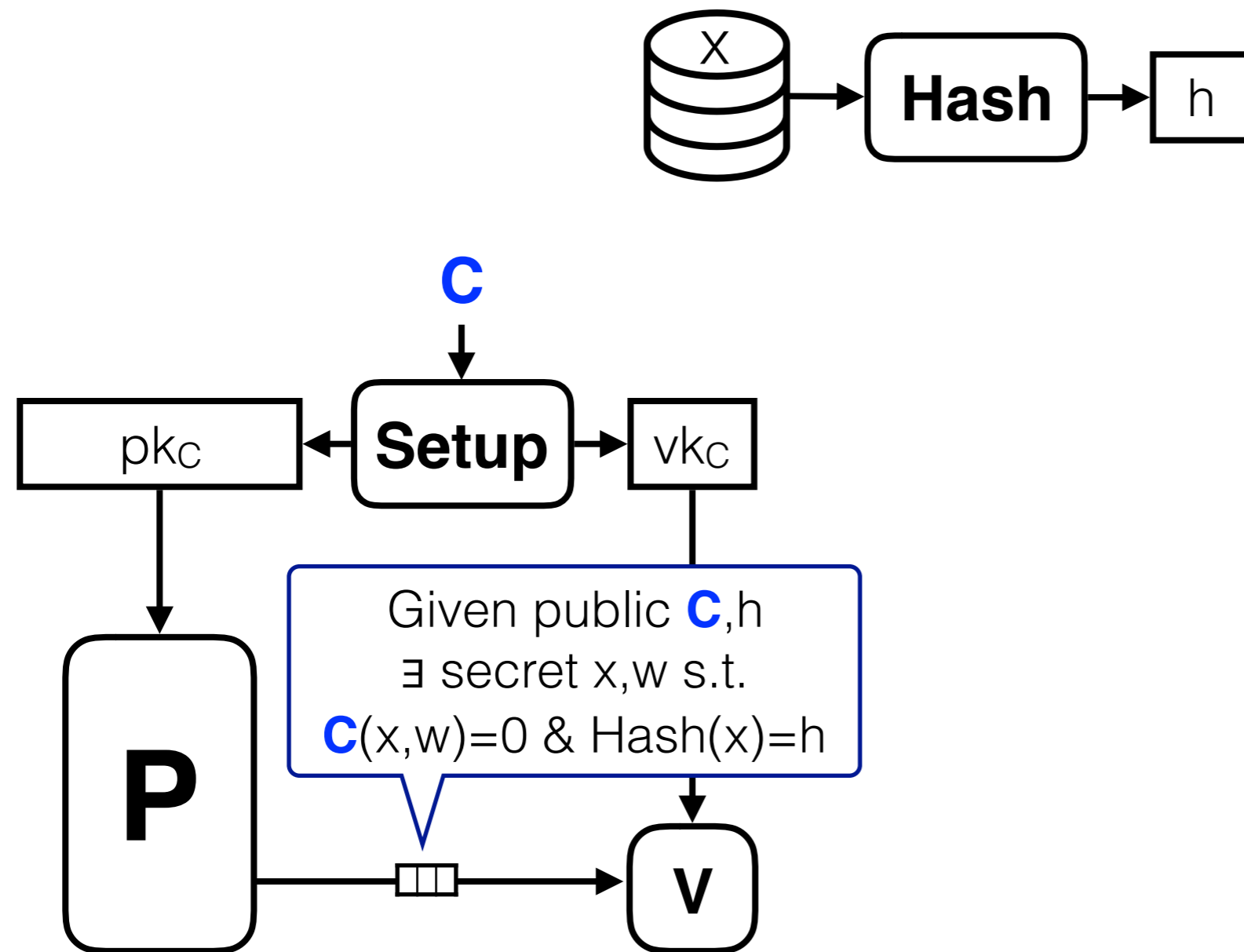
Authenticated Inputs



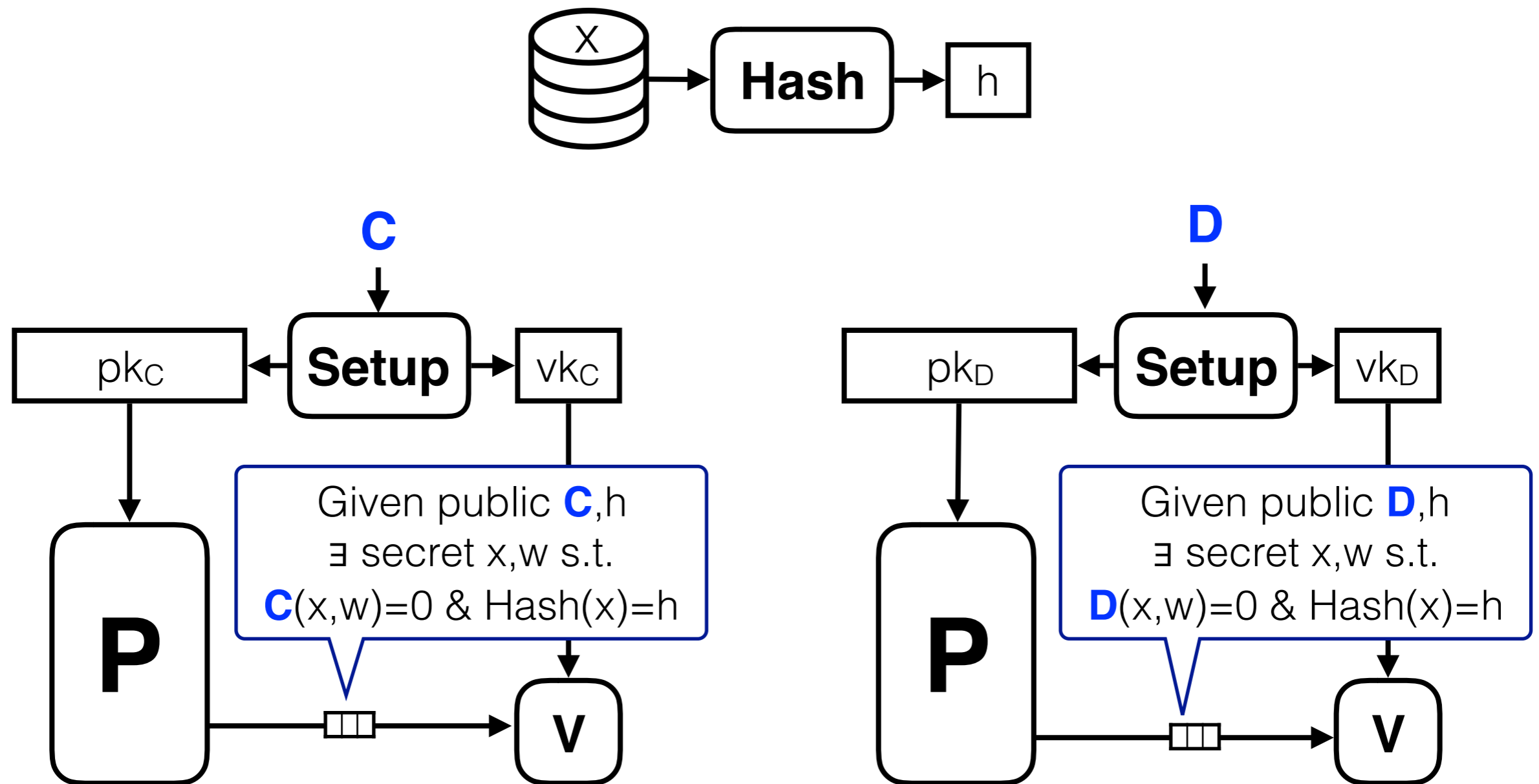
Authenticated Inputs



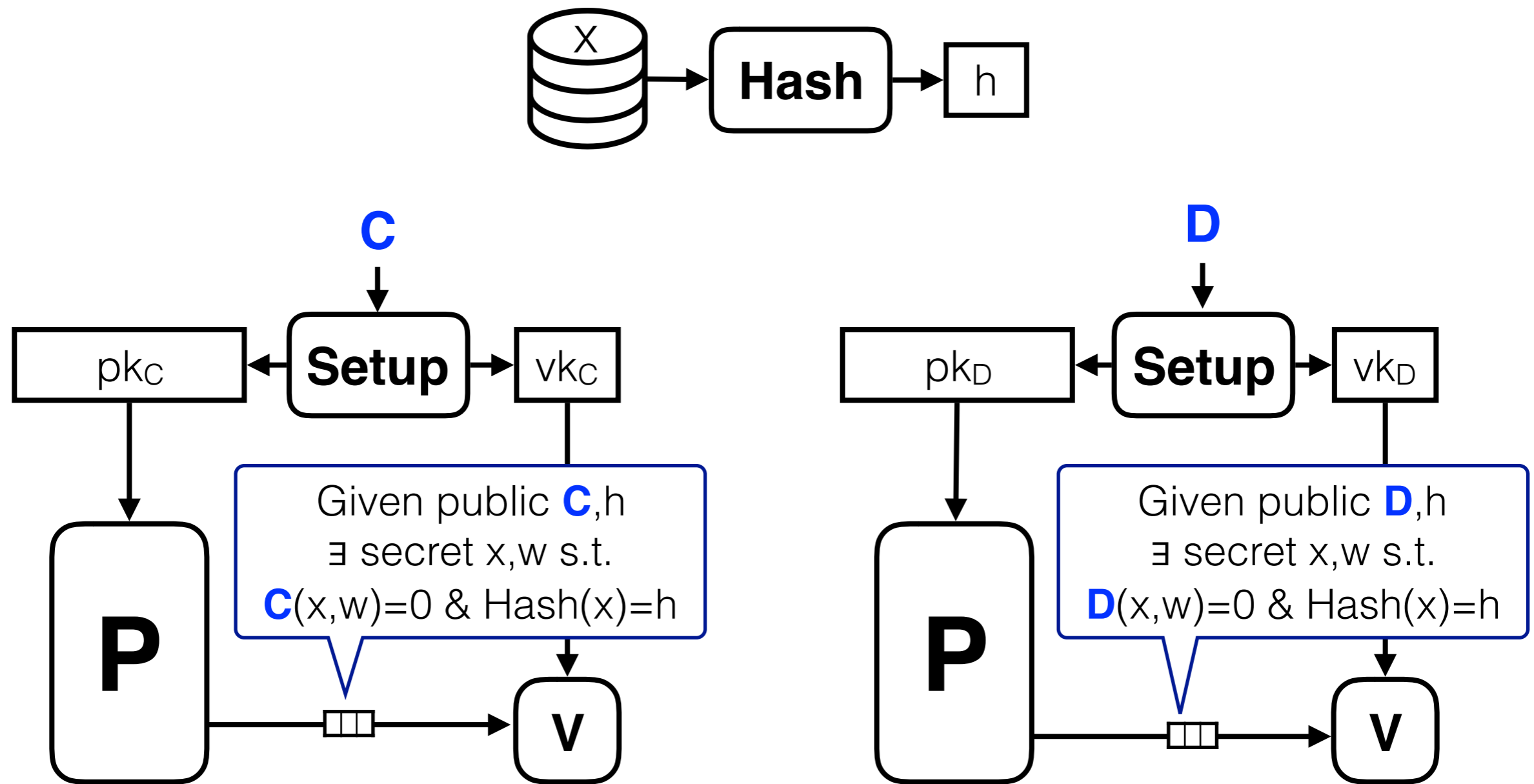
Authenticated Inputs



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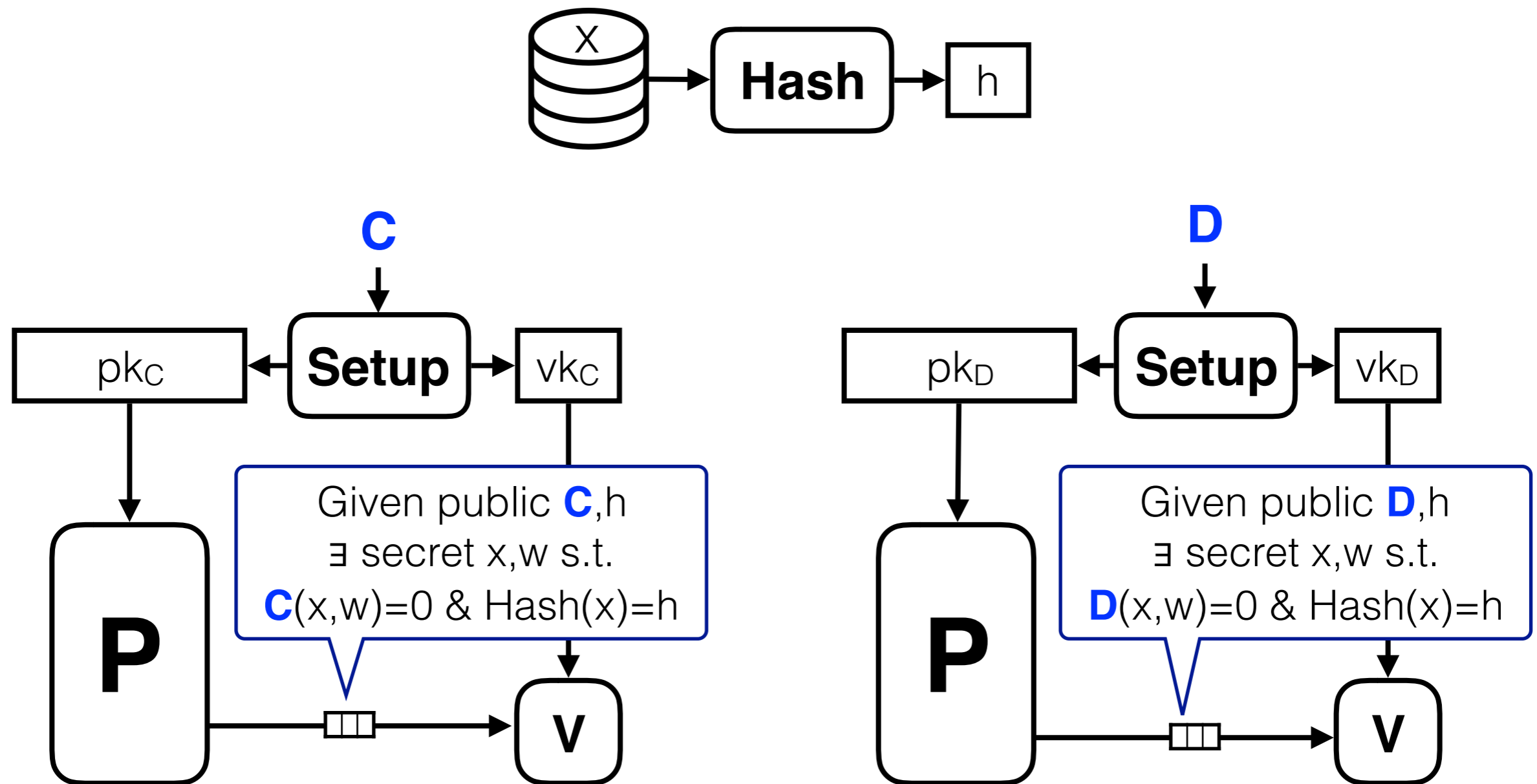


Authenticated Inputs



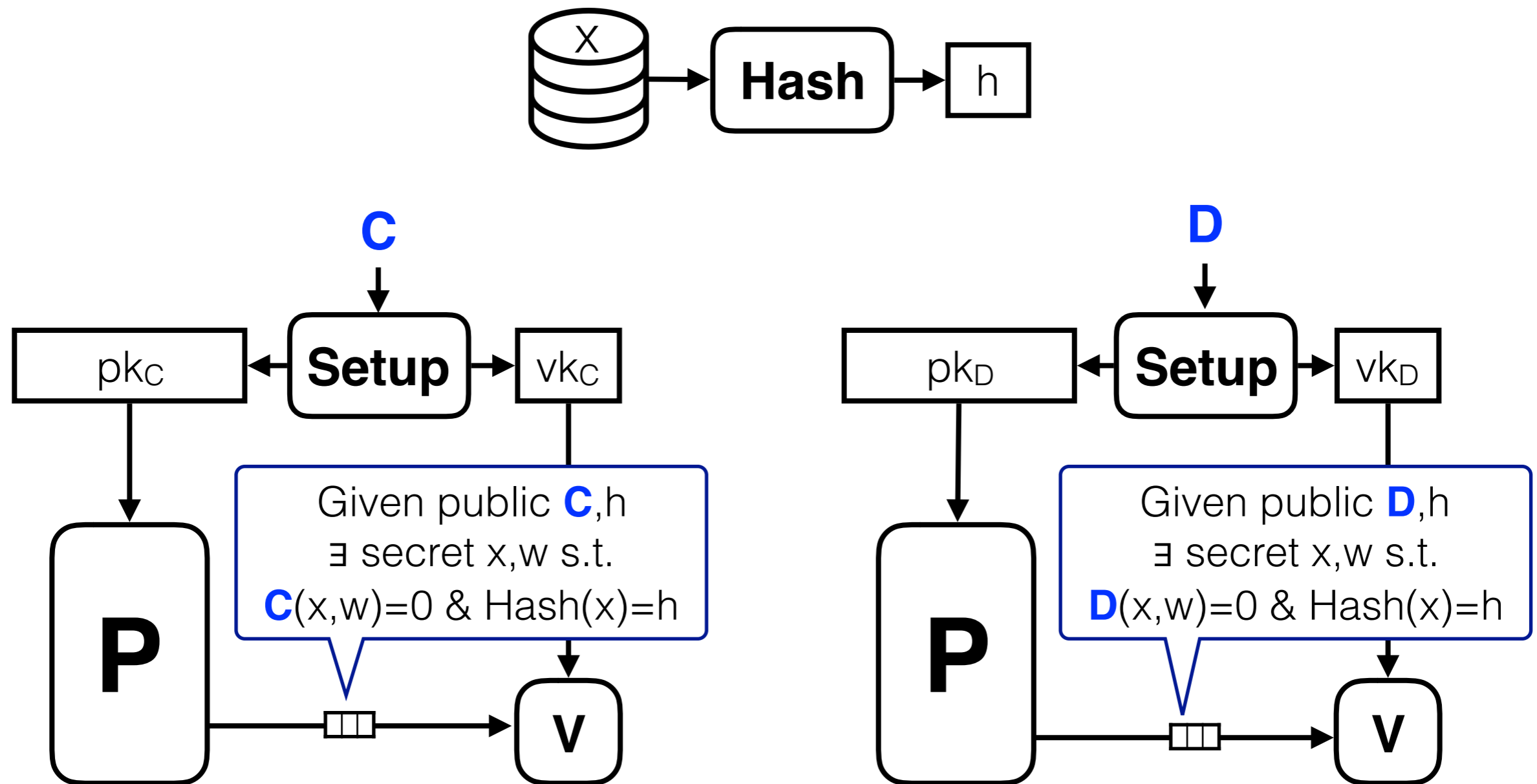
- generic uses of ZK-SNARKs are expensive

Authenticated Inputs



- generic uses of ZK-SNARKs are expensive
- **better:** co-design Hash and SNARK [FFGKOP CCS '16]

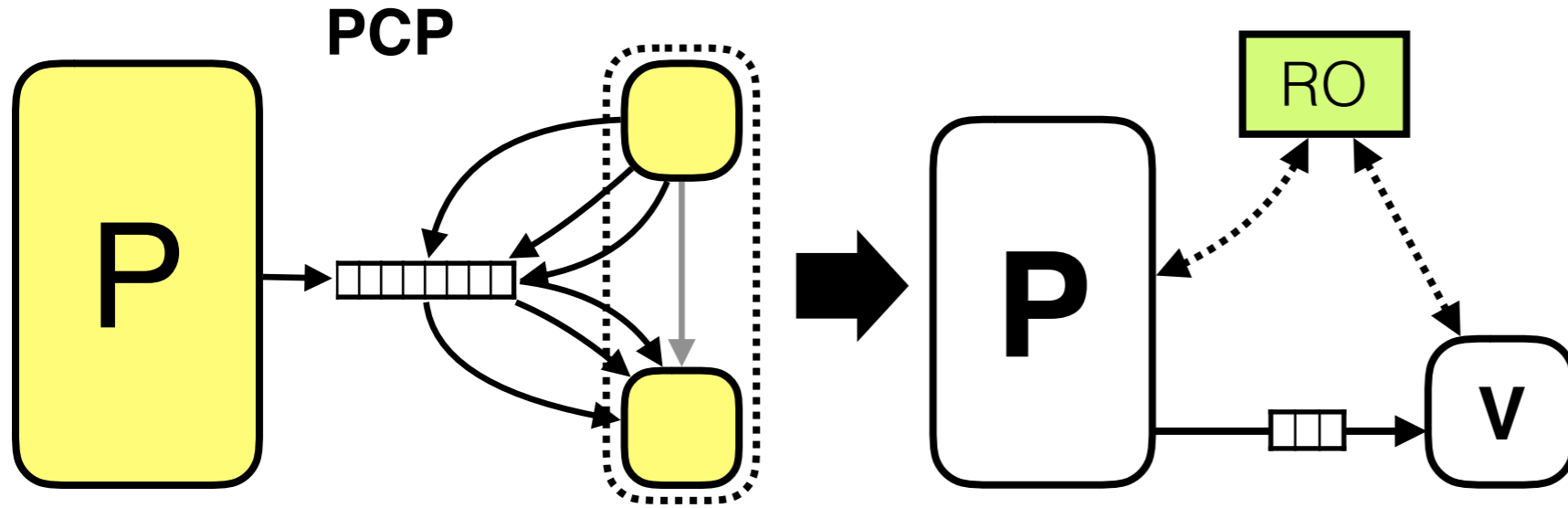
Authenticated Inputs



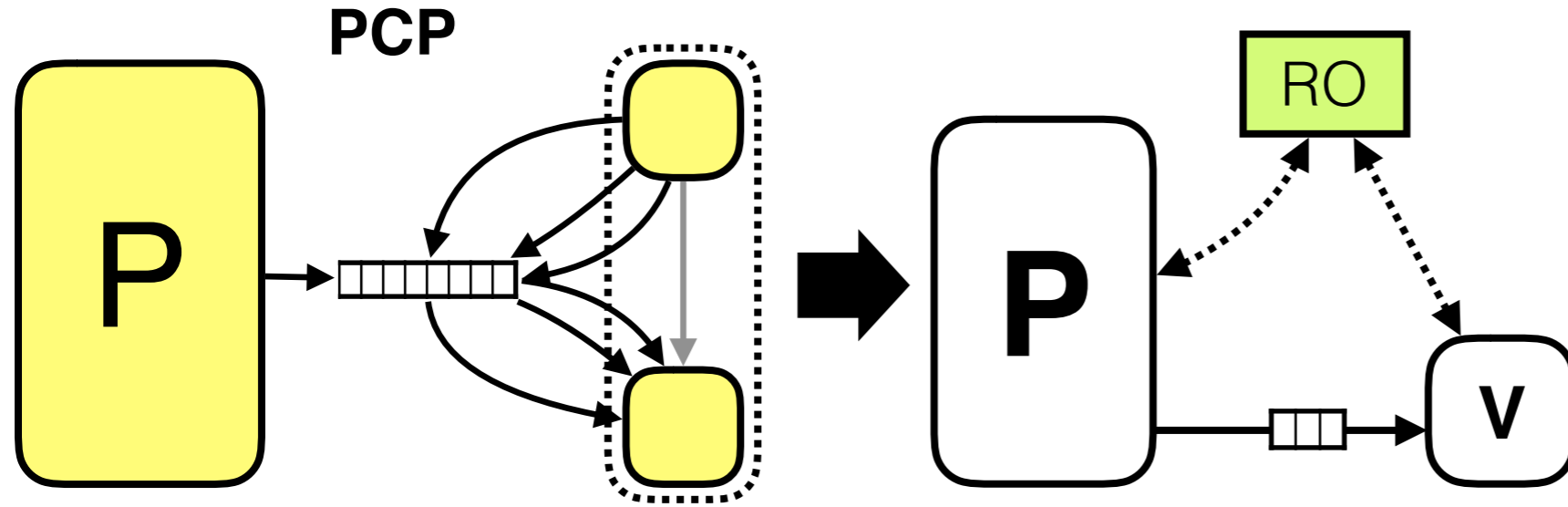
- generic uses of ZK-SNARKs are expensive
- **better:** co-design Hash and SNARK [FFGKOP CCS '16]
- **open:** preserve ZK?

Post-Quantum Security

Post-Quantum Security

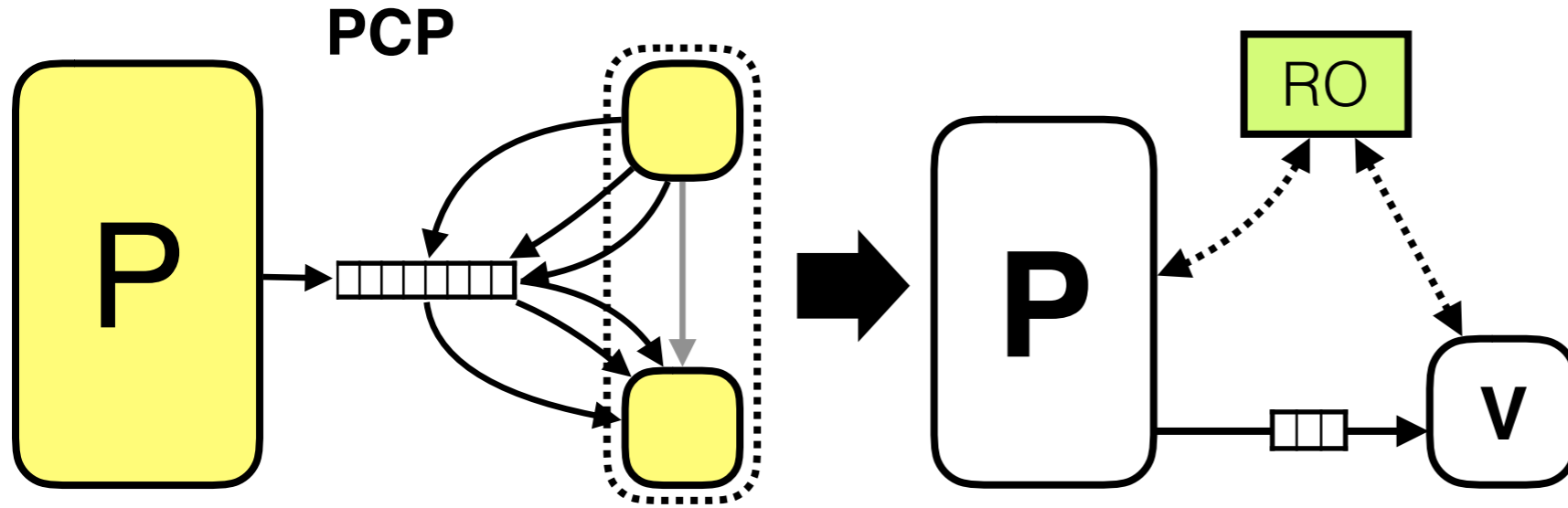


Post-Quantum Security

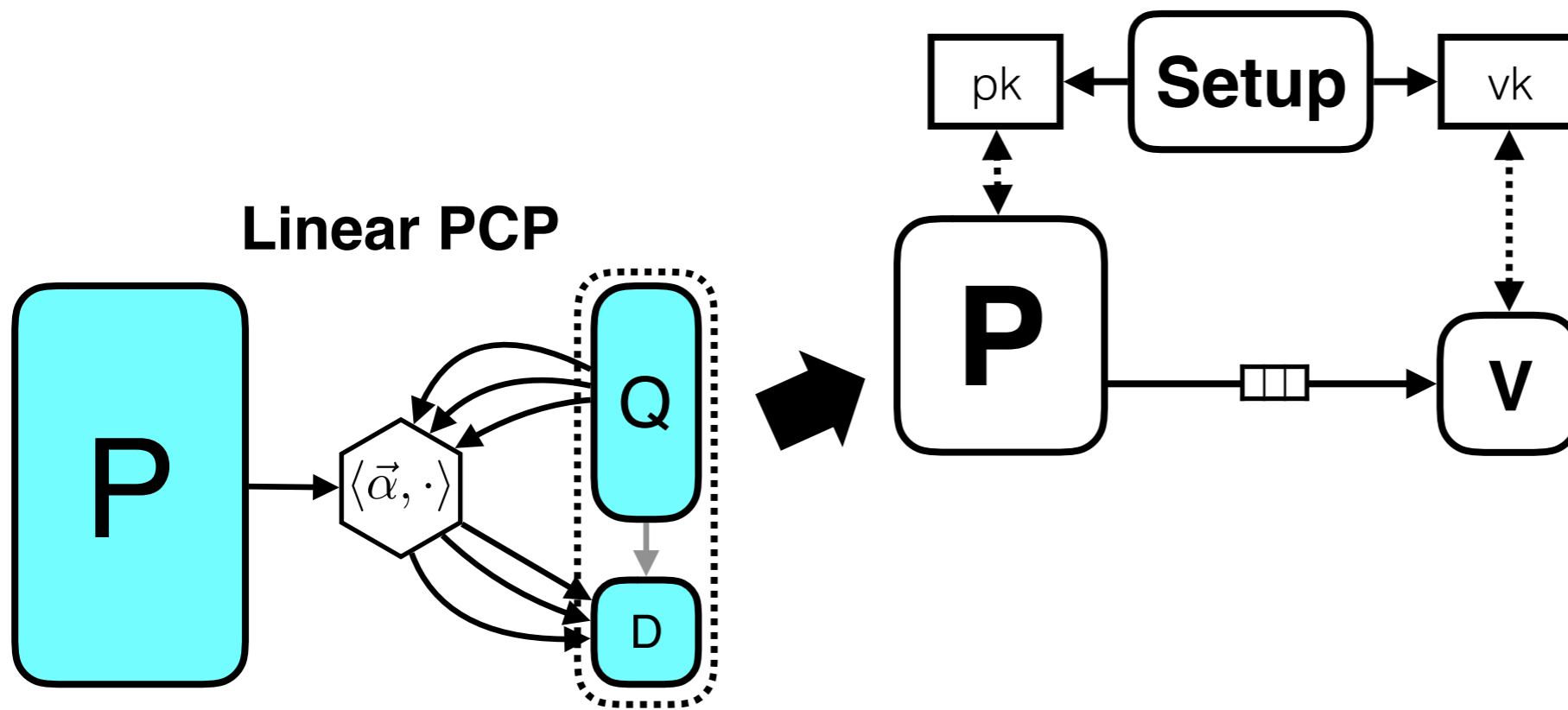


Looks solid.

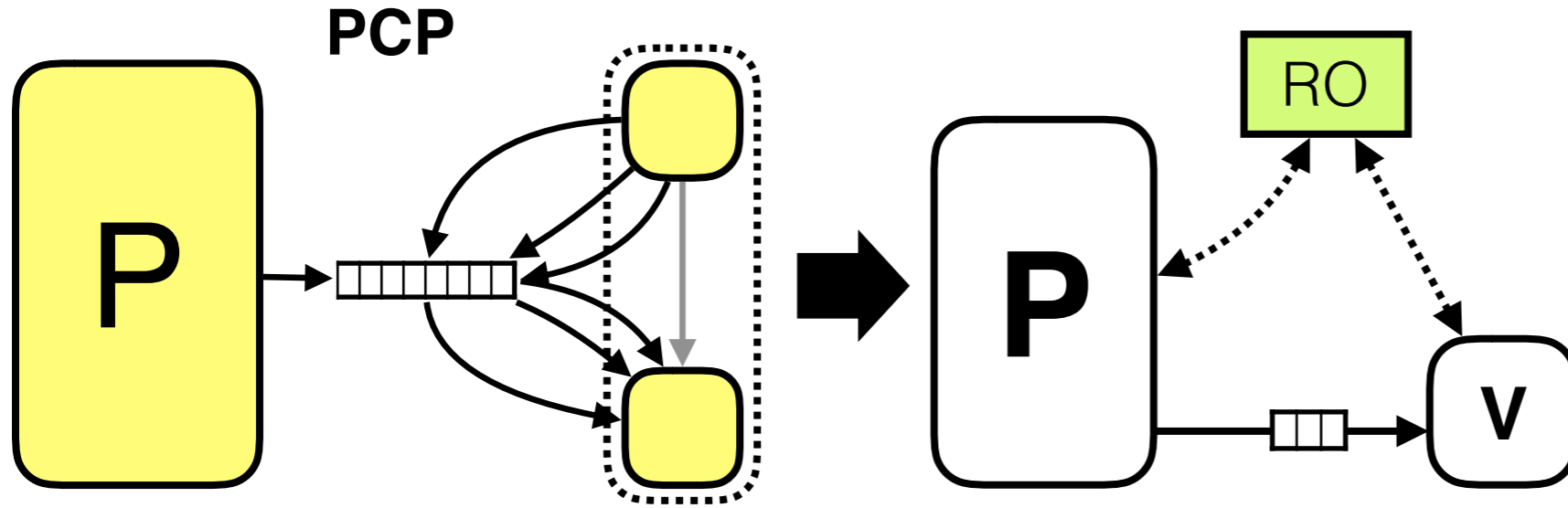
Post-Quantum Security



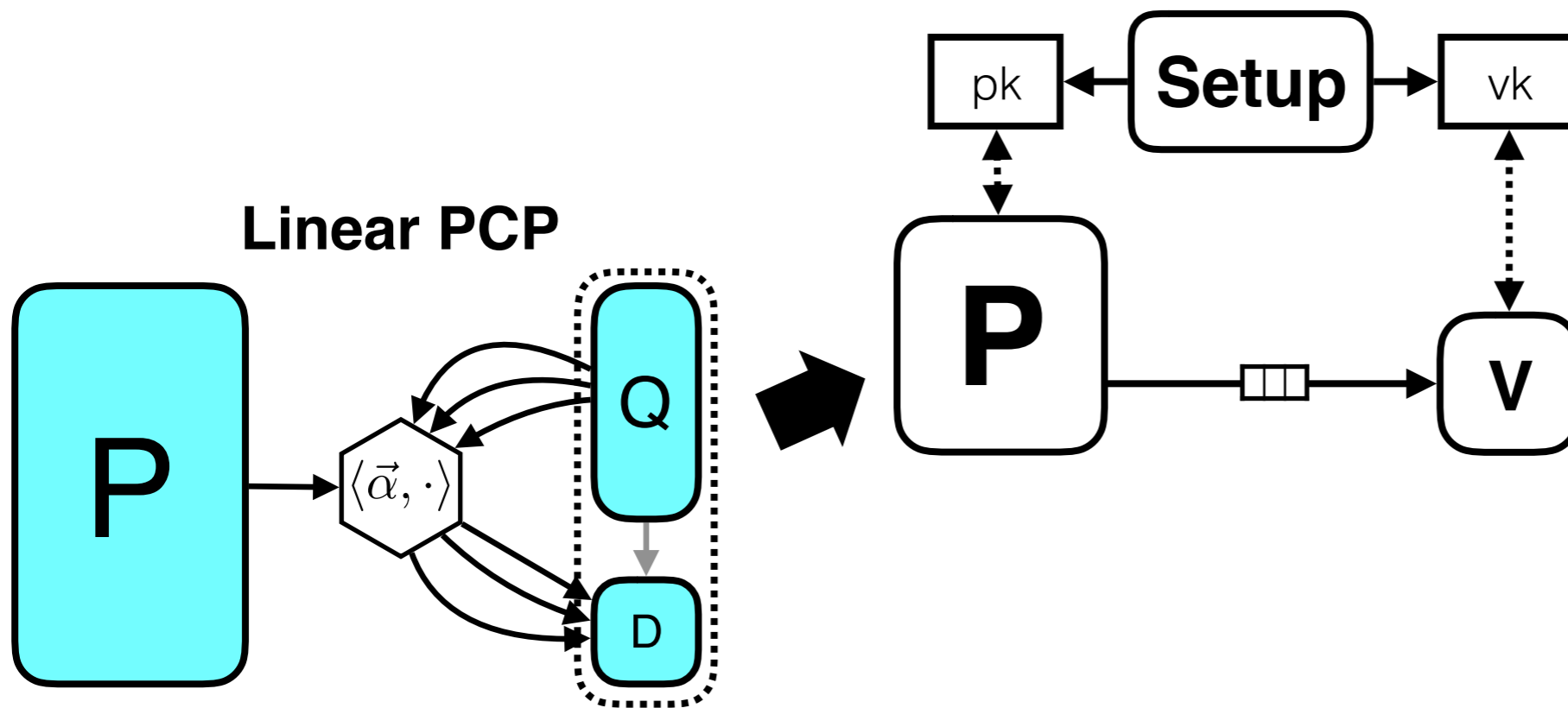
Looks solid.



Post-Quantum Security



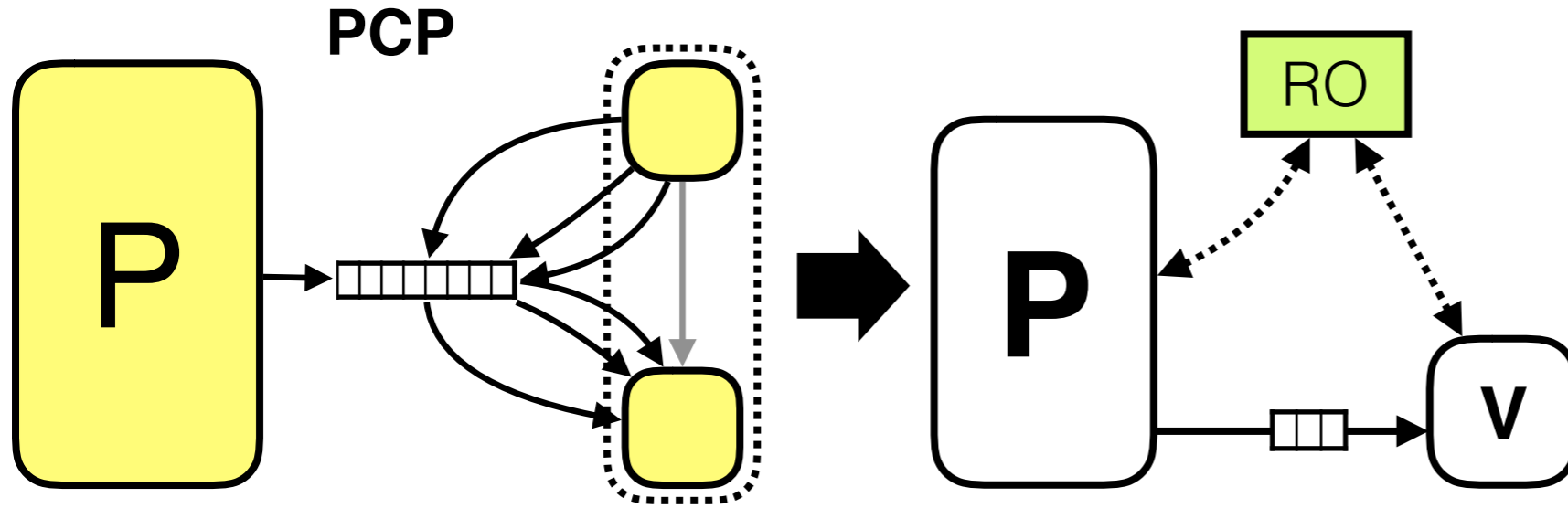
Looks solid.



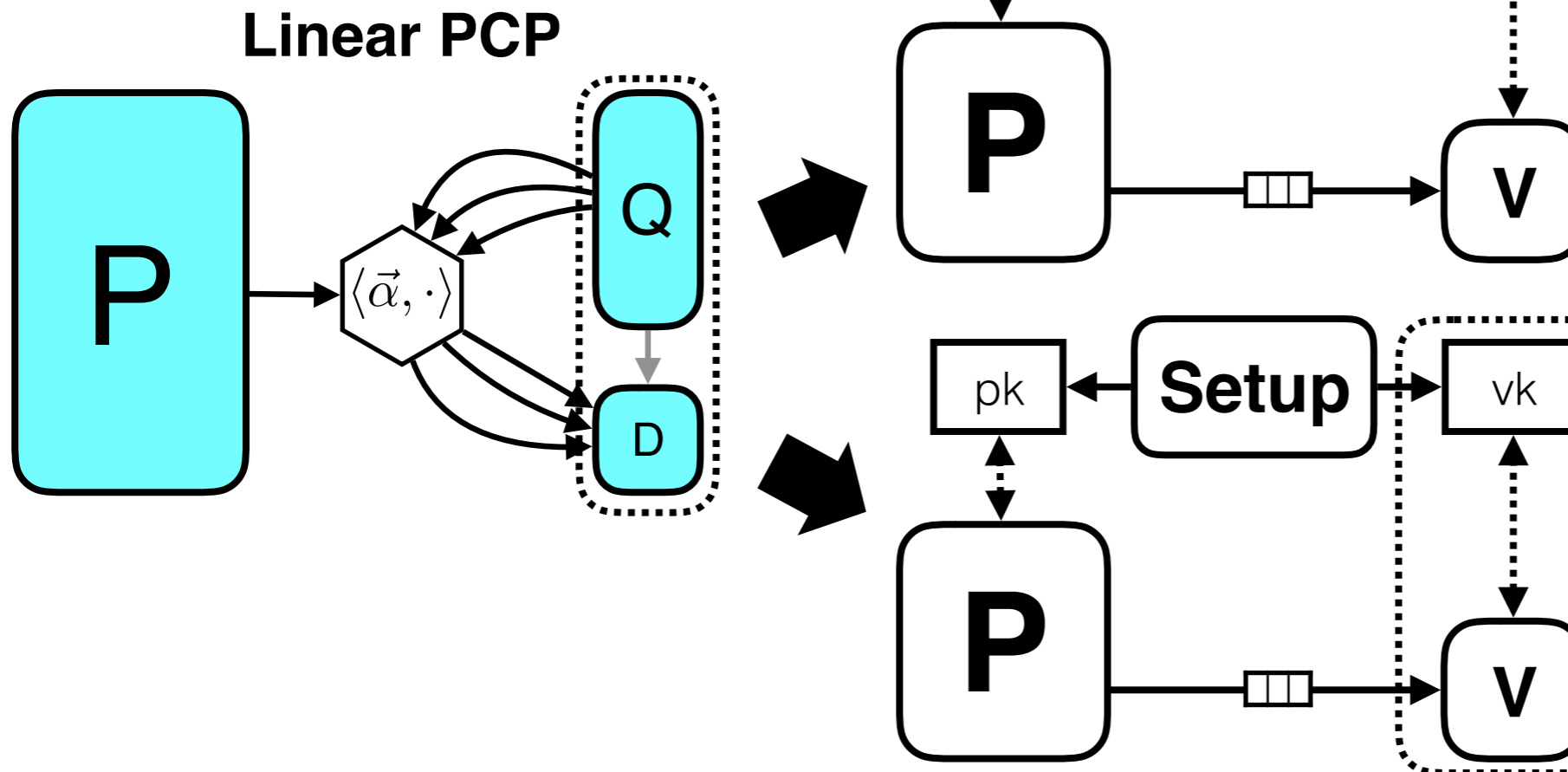
**Based on hardness of
DLOG in EC groups.**



Post-Quantum Security



Looks solid.

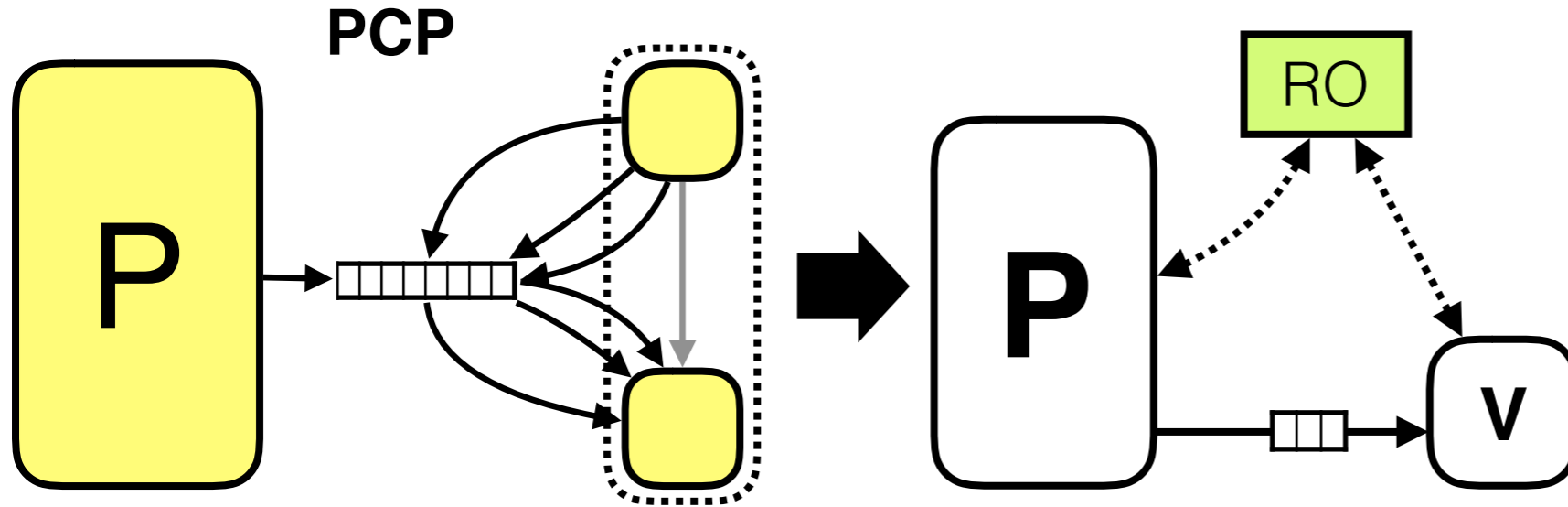


Based on hardness of DLOG in EC groups.

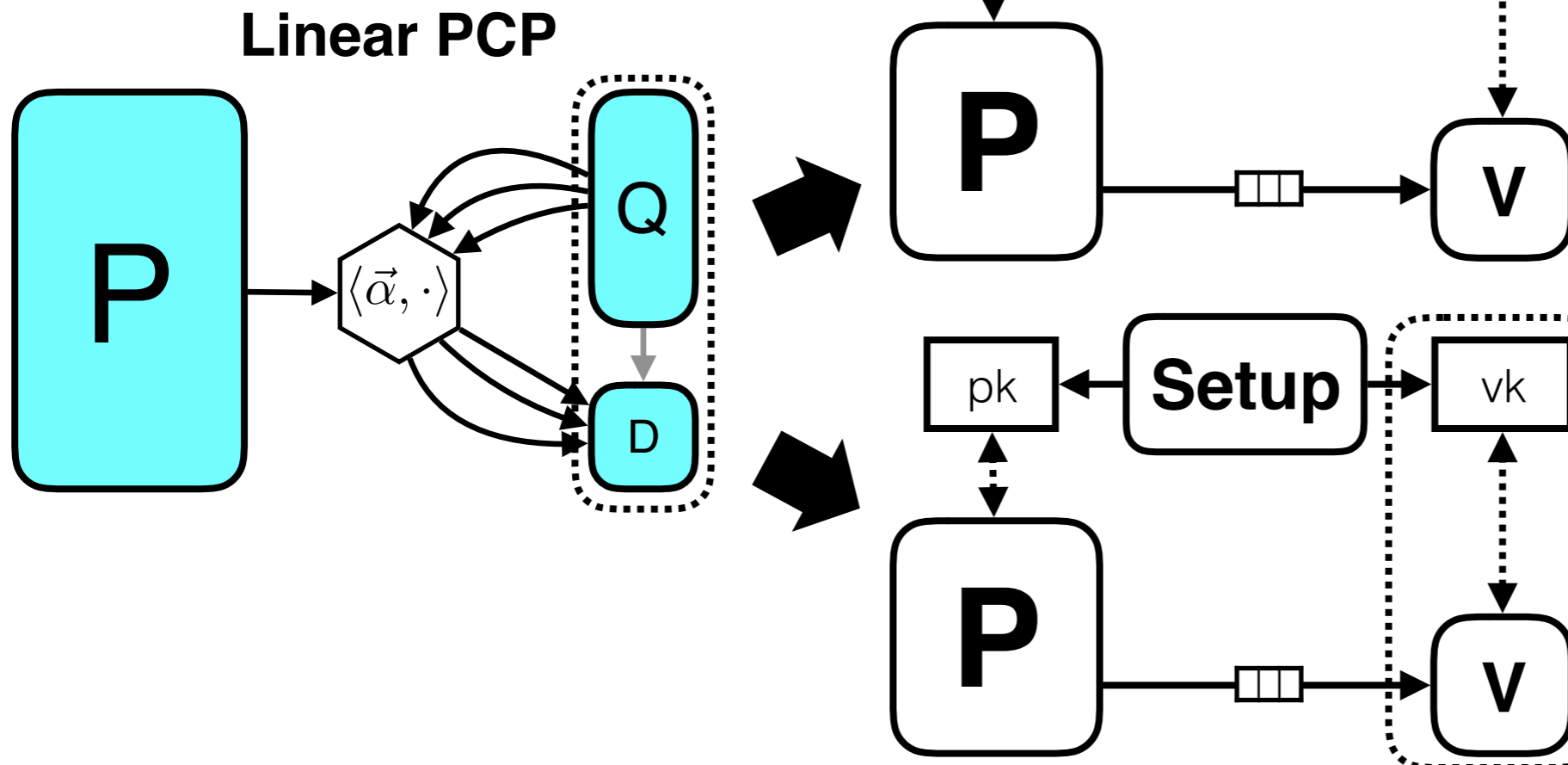


[BISW EUROCRYPT '17]

Post-Quantum Security



Looks solid.



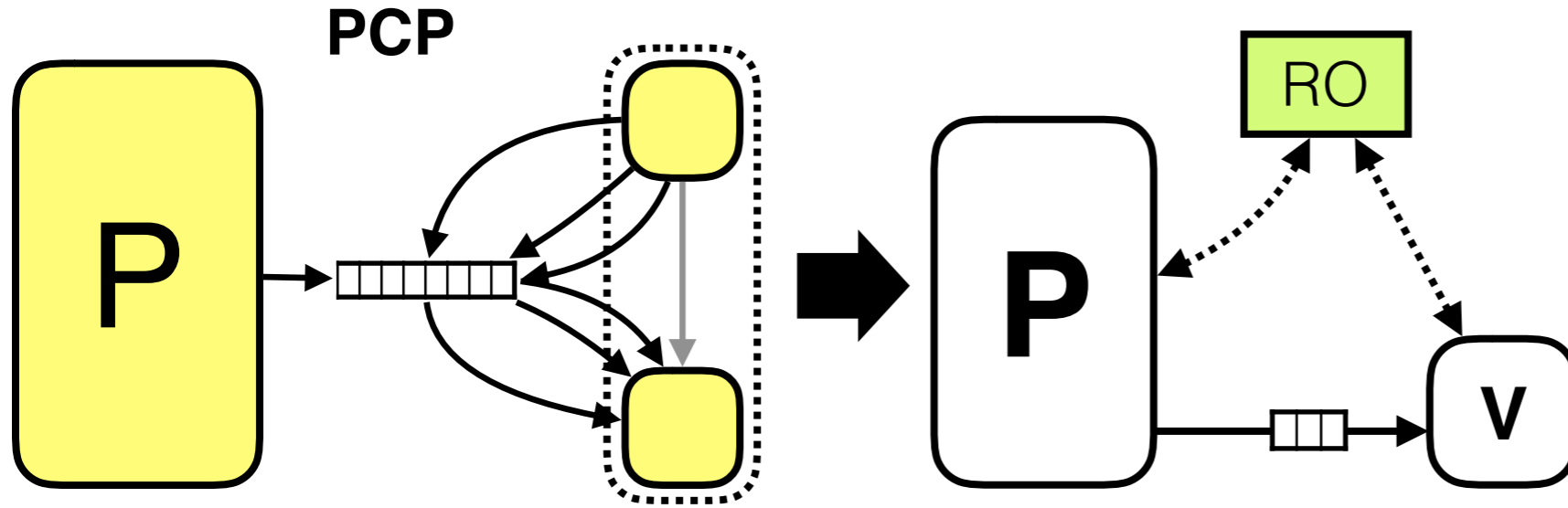
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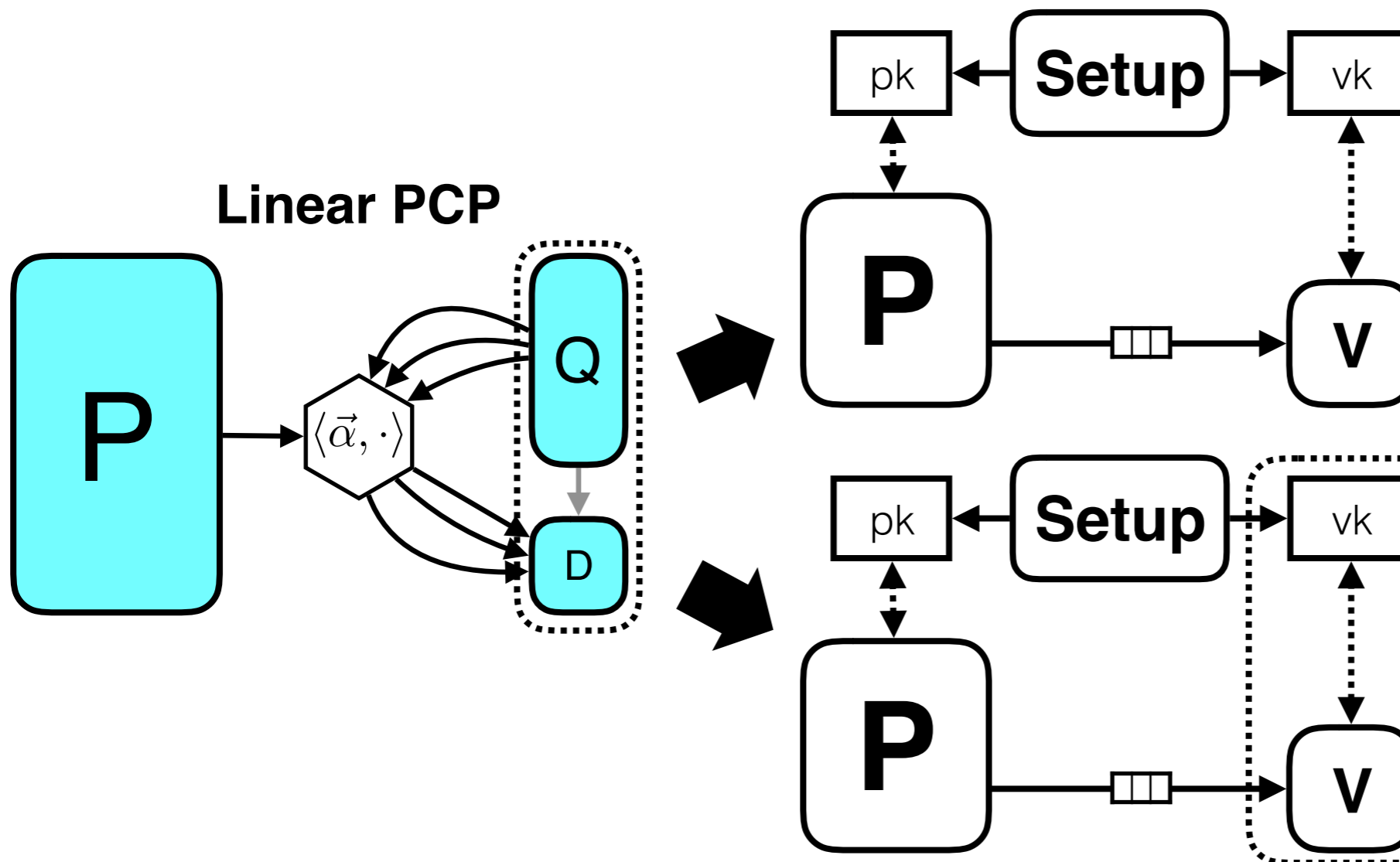
[BISW EUROCRYPT '17]

**Lattice-based
privately-verifiable
ZK-SNARK**

Post-Quantum Security



Looks solid.



Based on hardness of DLOG in EC groups.



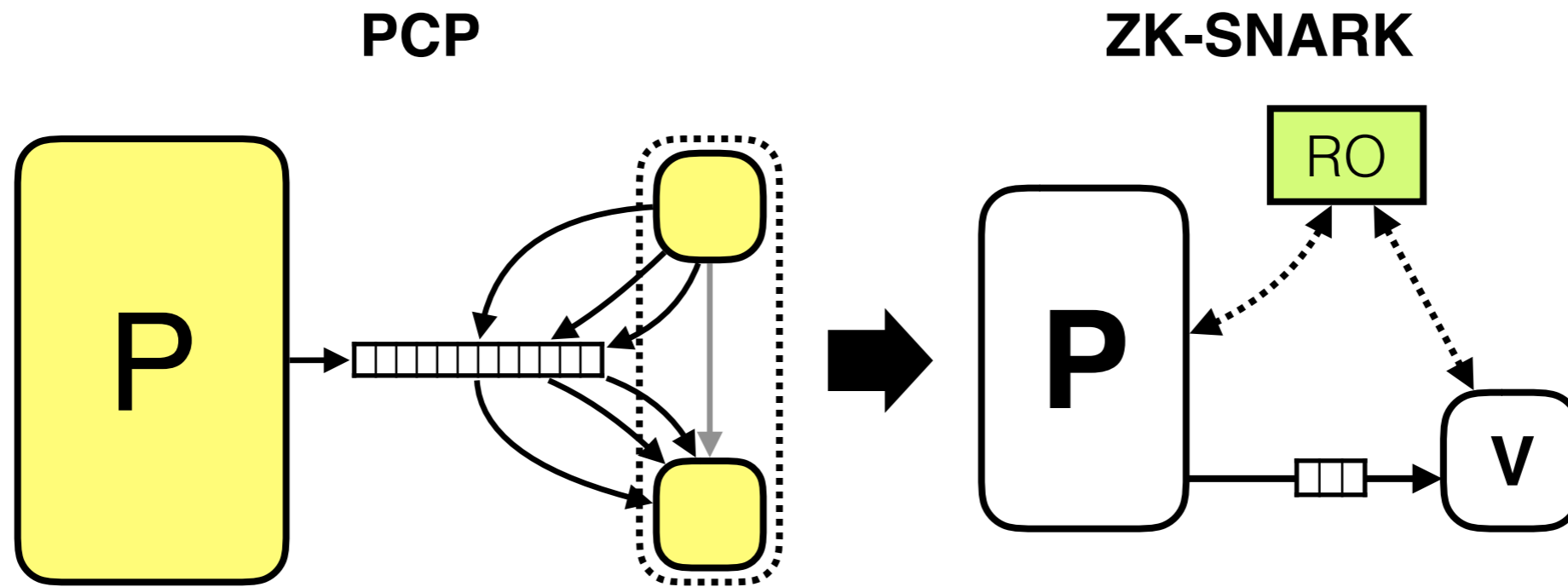
[BISW EUROCRYPT '17]

**Lattice-based
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ZK-SNARK**

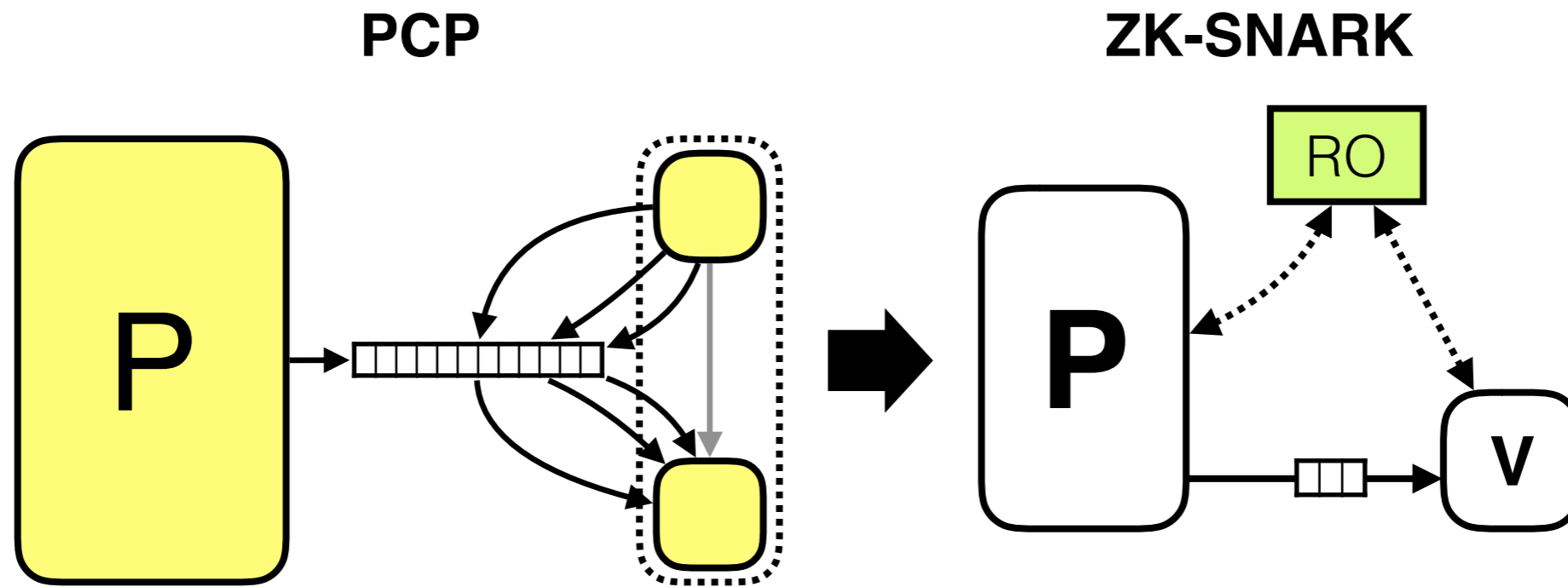
OPEN: public?

PCP-Based ZK-SNARKs

PCP-Based ZK-SNARKs

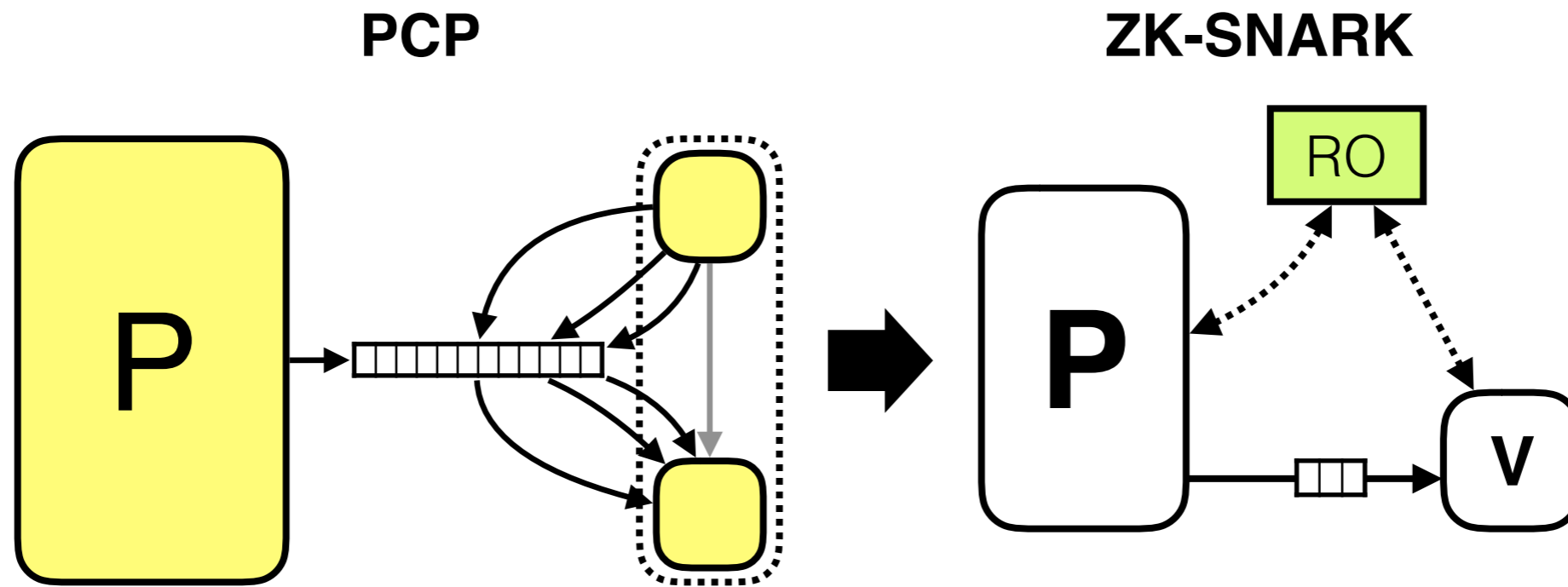


PCP-Based ZK-SNARKs



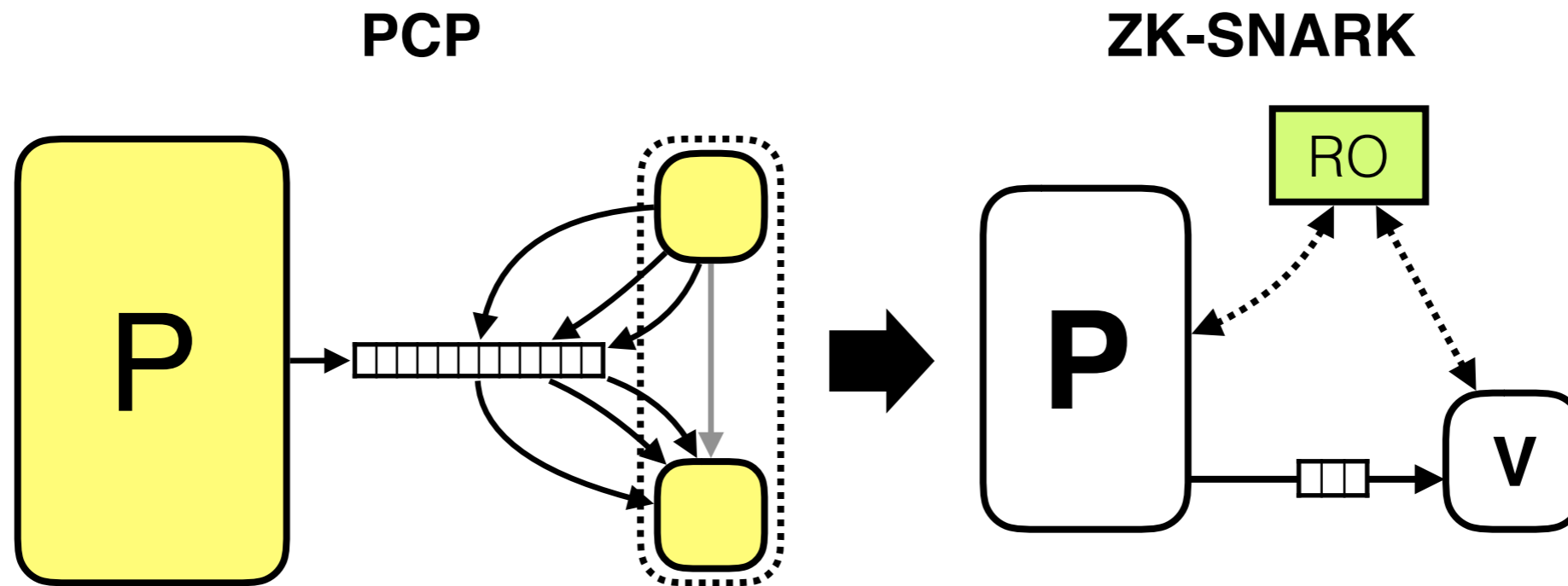
✓ succinct

PCP-Based ZK-SNARKs



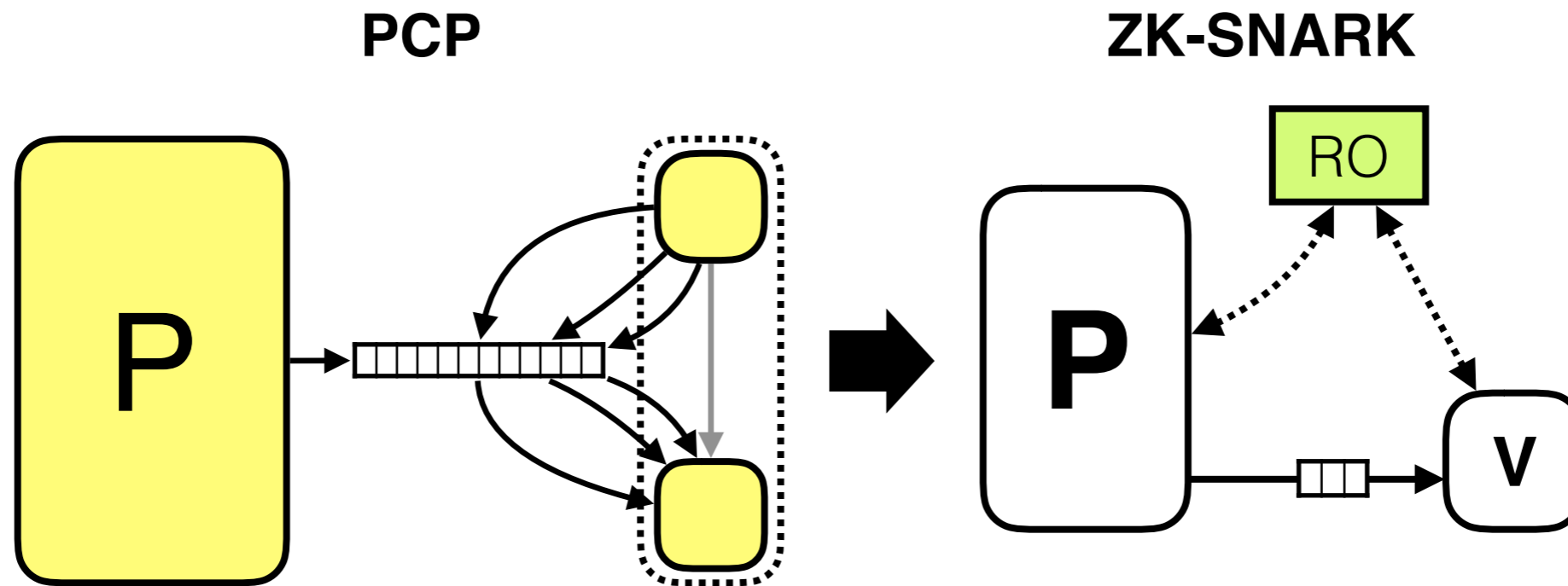
- ✓ succinct
- ✓ non-interactive

PCP-Based ZK-SNARKs



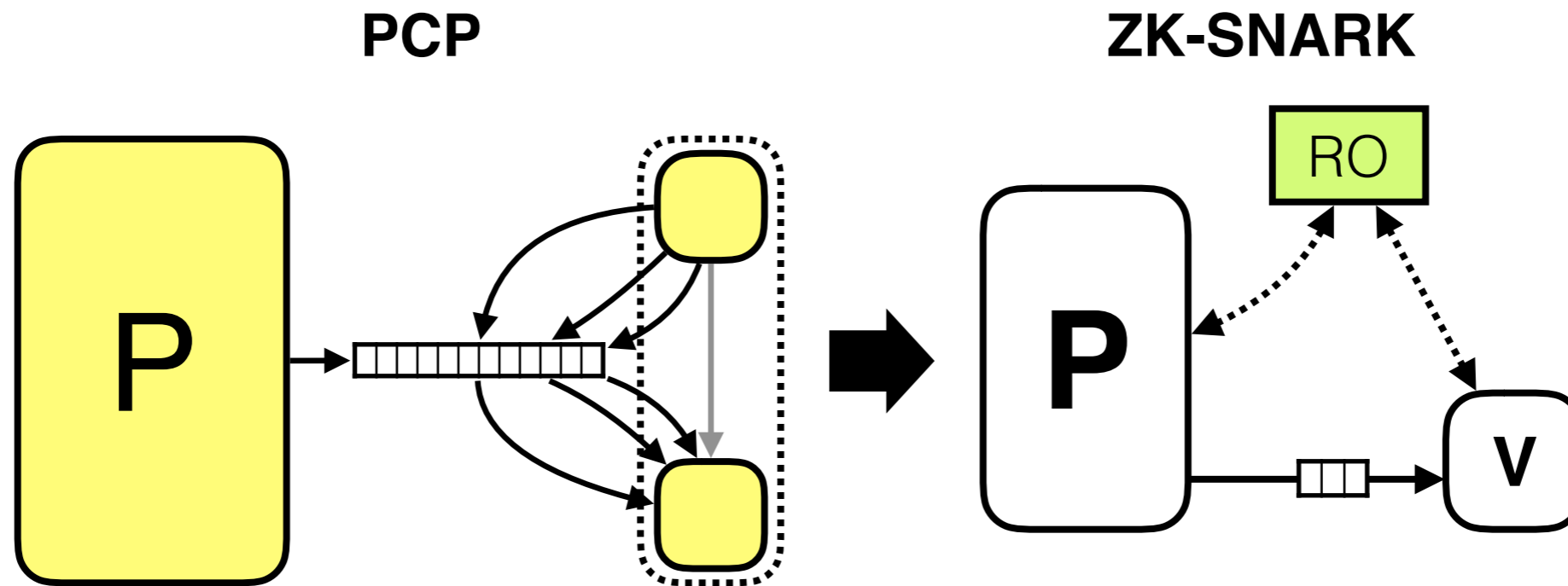
- ✓ succinct
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- ✓ no setup

PCP-Based ZK-SNARKs



- ✓ succinct
- ✓ non-interactive
- ✓ no setup
- ✓ post-quantum secure

PCP-Based ZK-SNARKs



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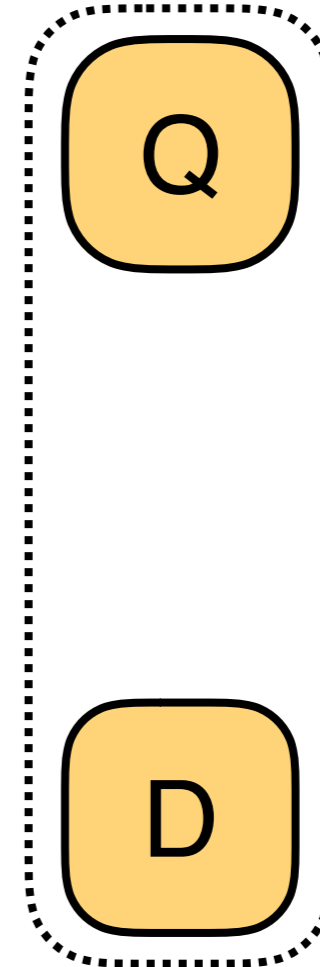
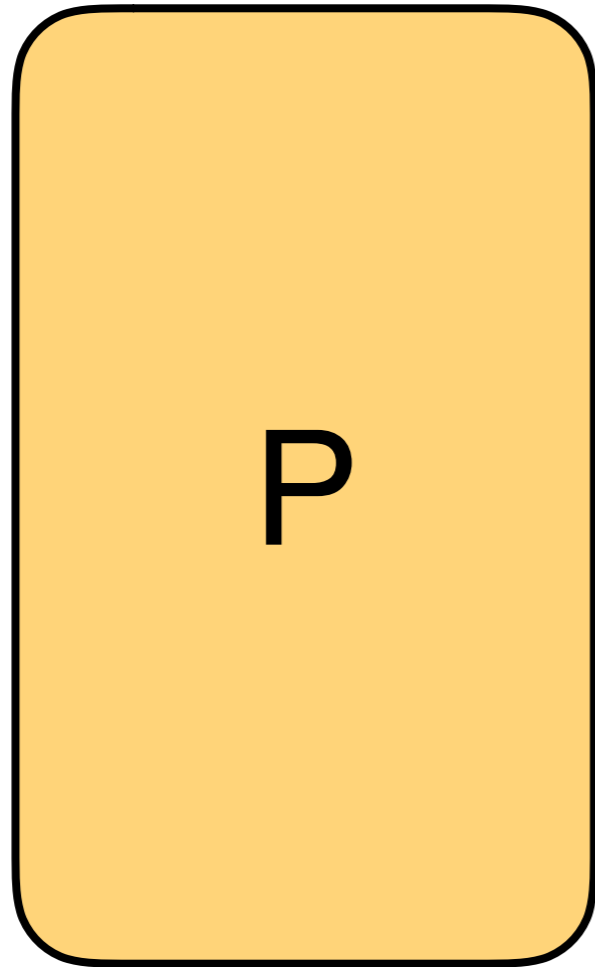
😭 terrible concrete efficiency

Interactive Oracle Proofs

[BCS16][RRR16]

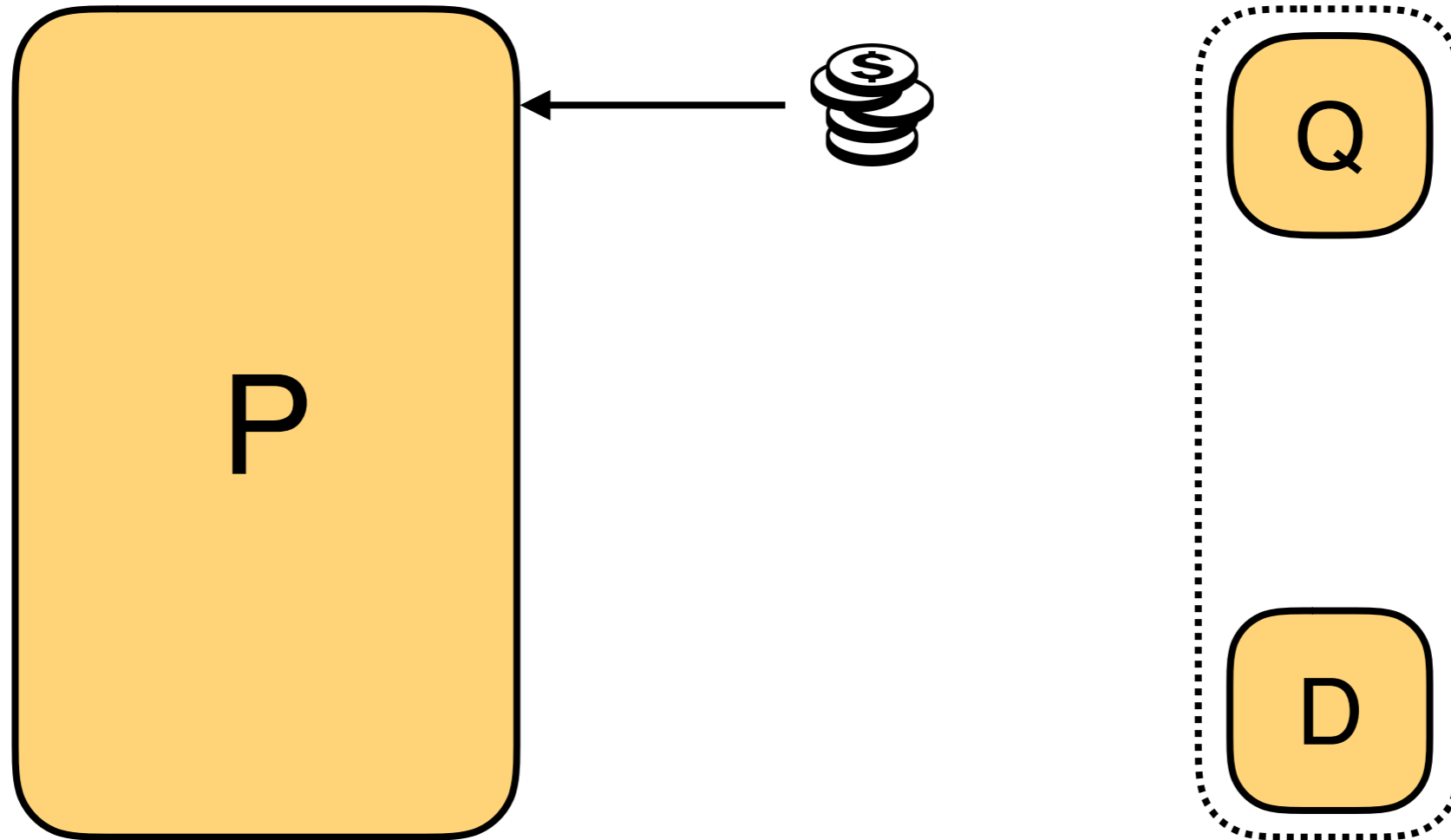
Interactive Oracle Proofs

[BCS16][RRR16]



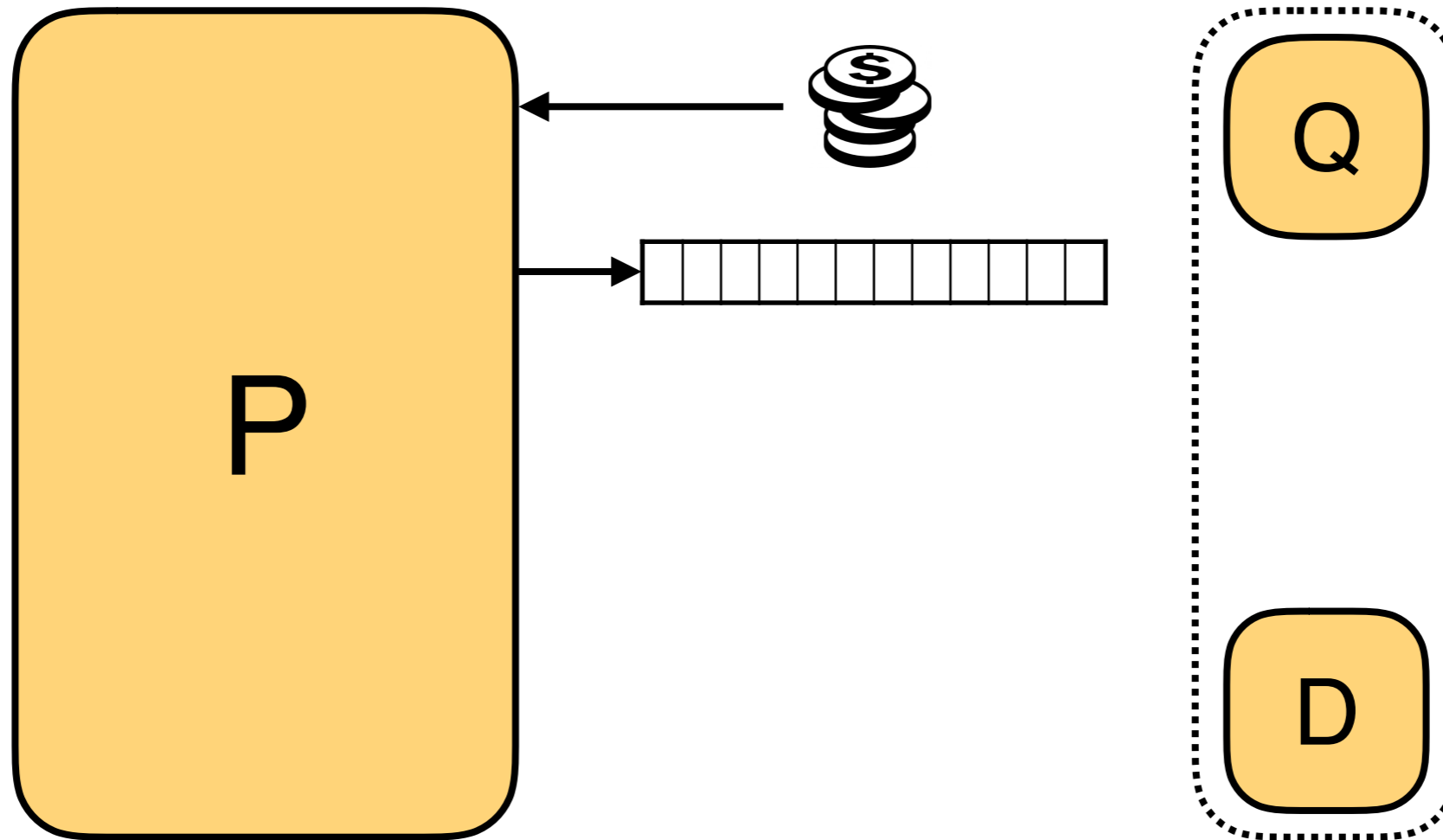
Interactive Oracle Proofs

[BCS16][RRR16]



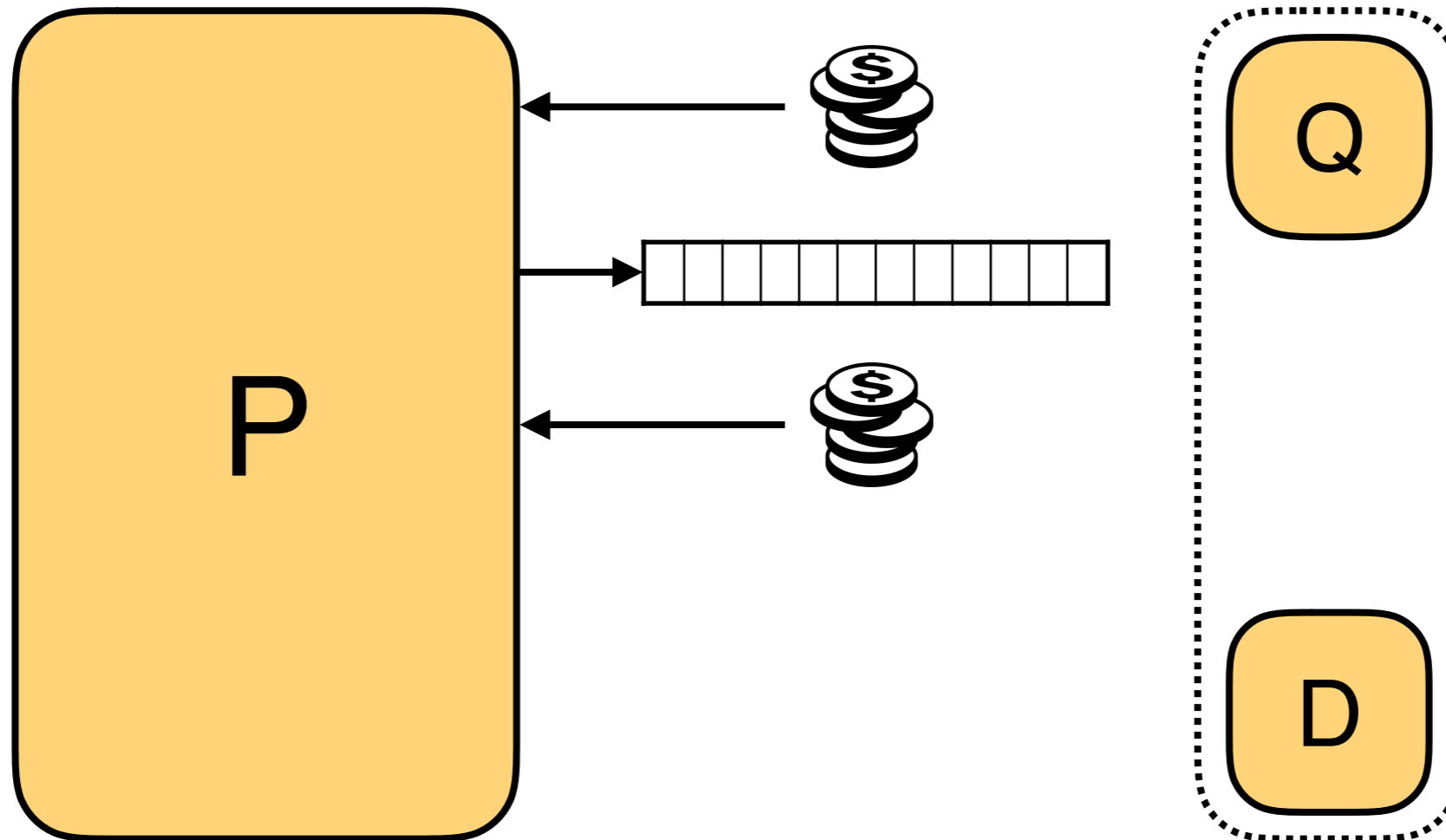
Interactive Oracle Proofs

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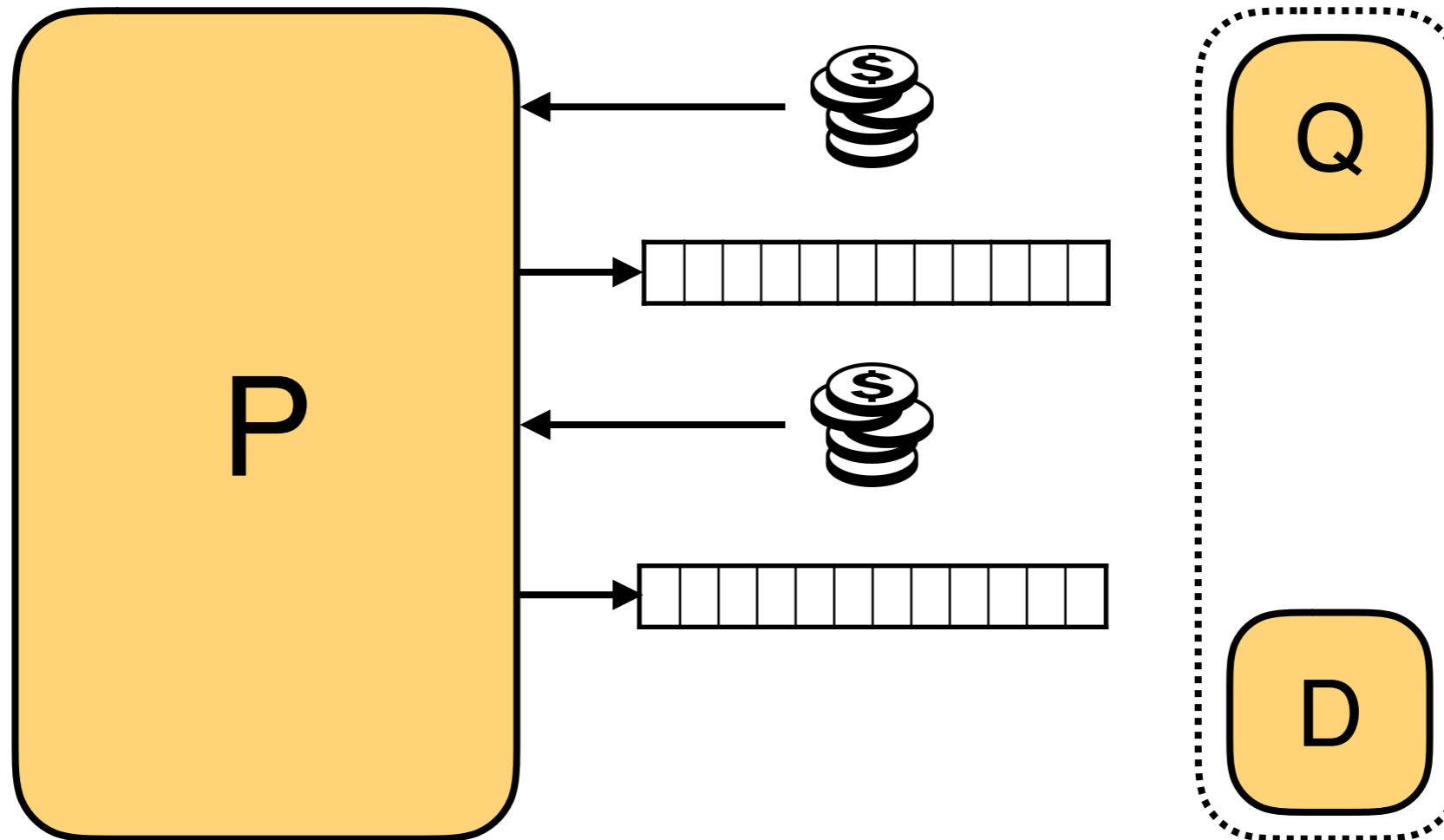
Interactive Oracle Proofs

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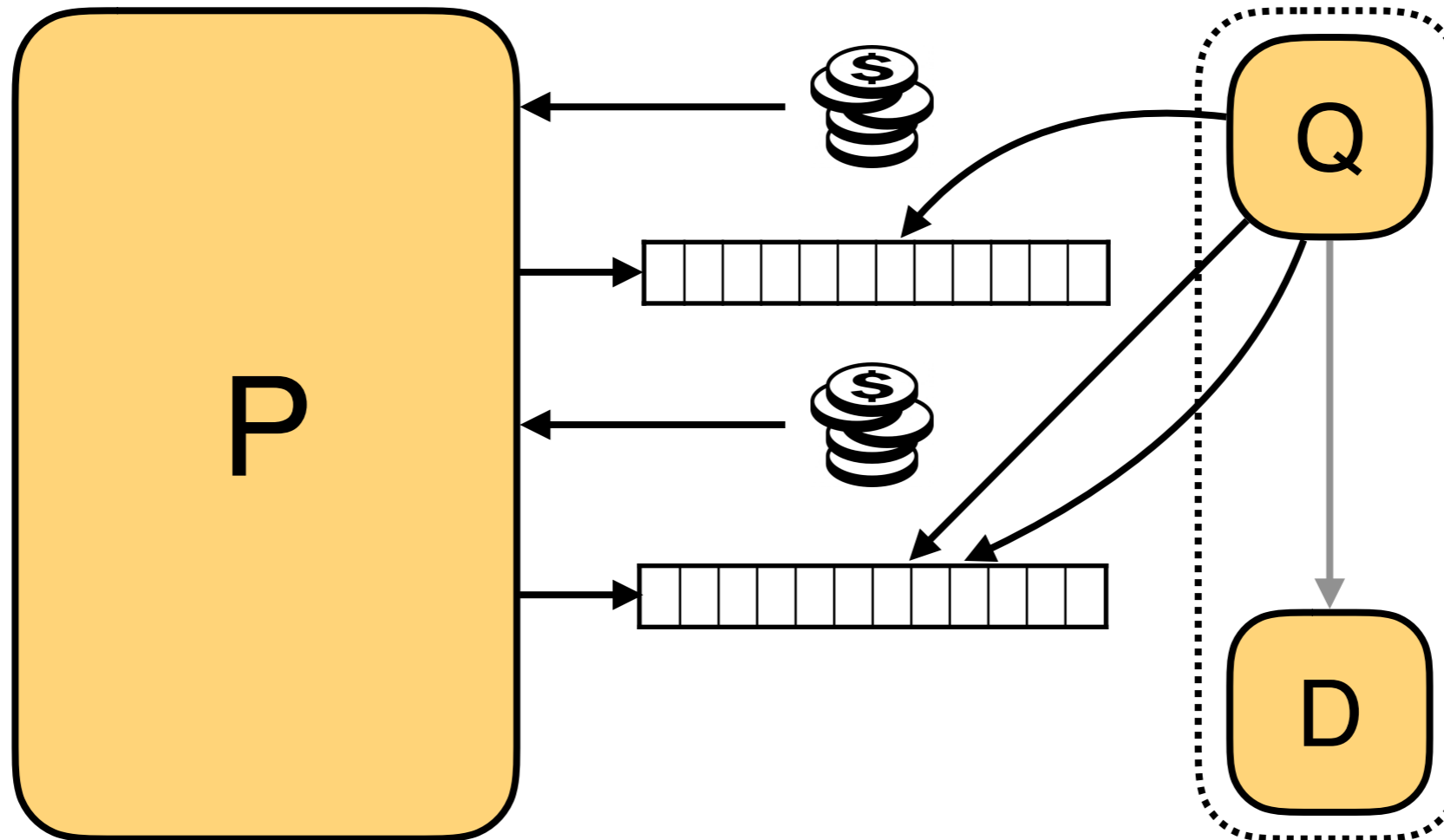
Interactive Oracle Proofs

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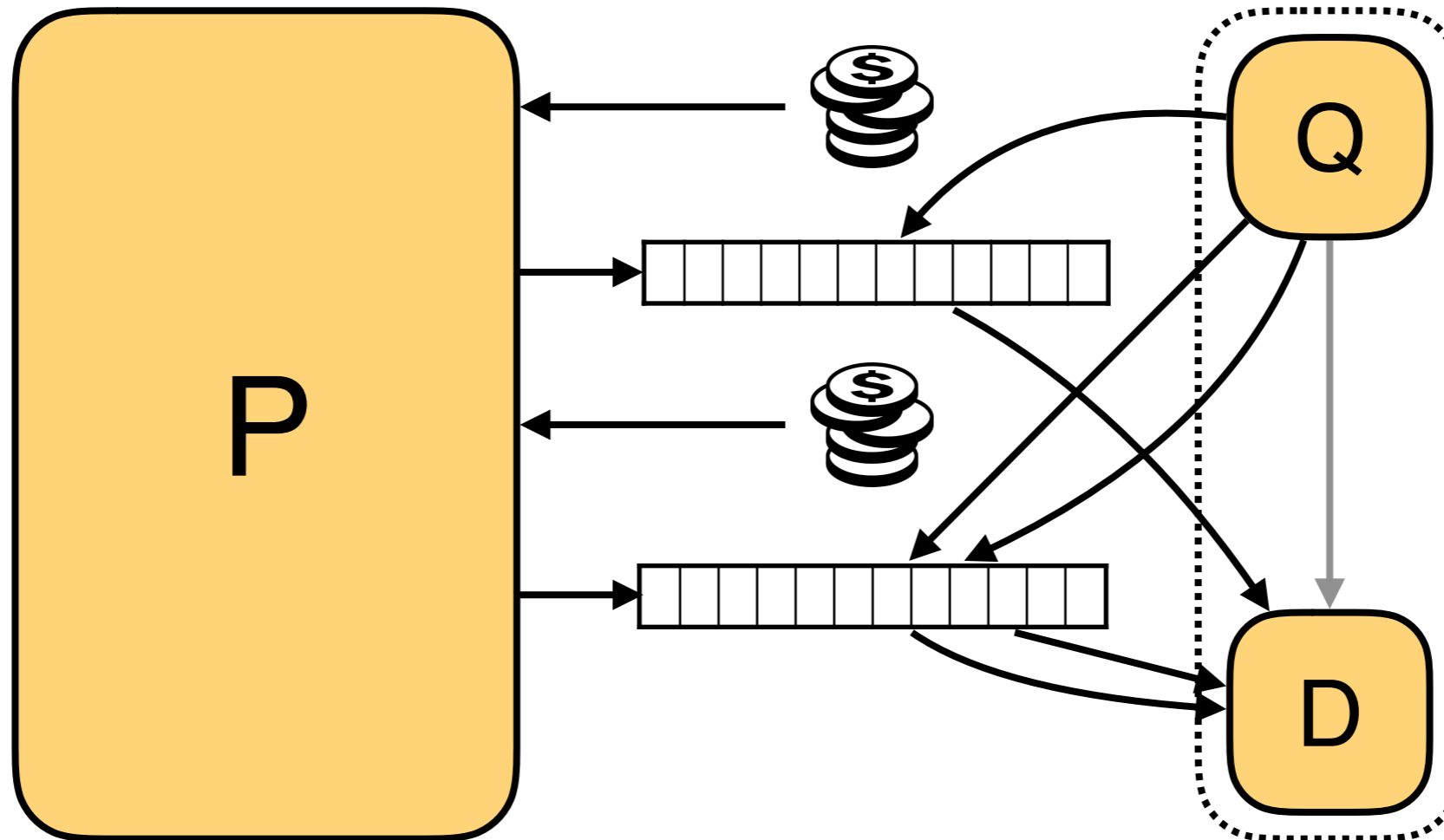
Interactive Oracle Proofs

[BCS16][RRR16]



Interactive Oracle Proofs

[BCS16][RRR16]

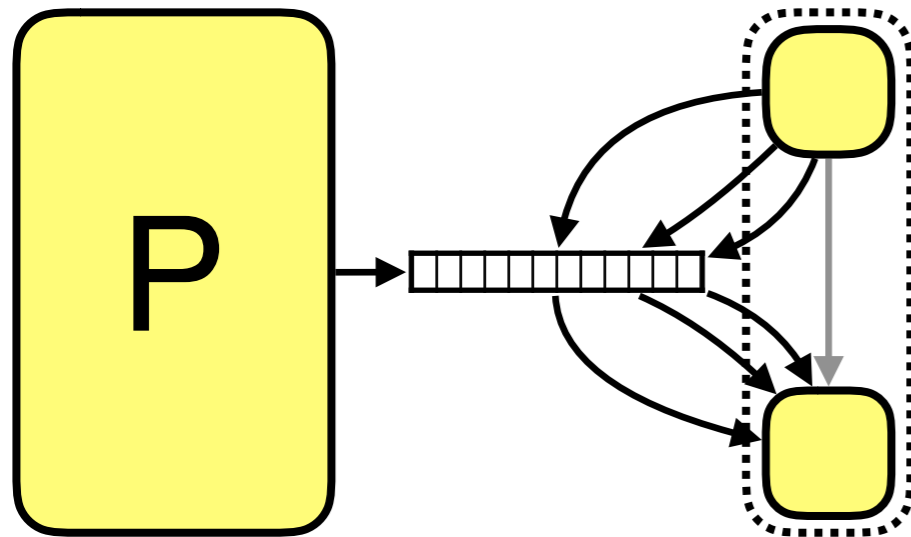


The verifier can simultaneously leverage randomness, interaction, and probabilistic checking.

ZK-SNARKs From IOPs

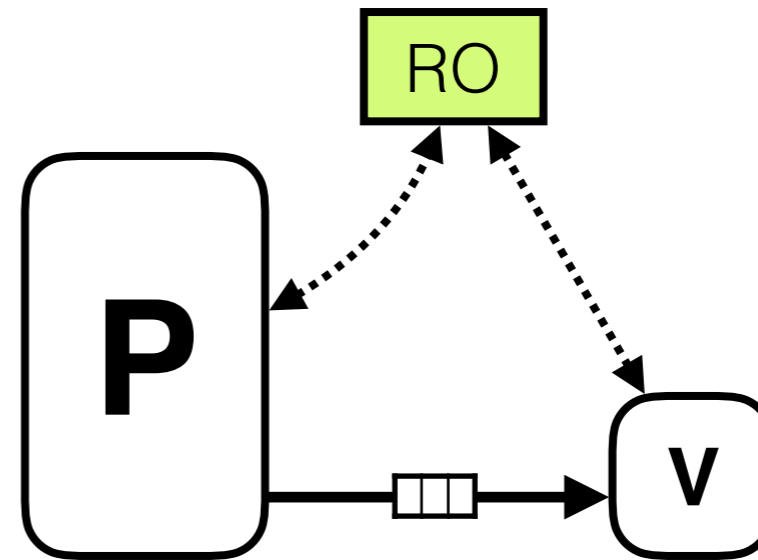
ZK-SNARKs From IOPs

Probabilistically Checkable Proof



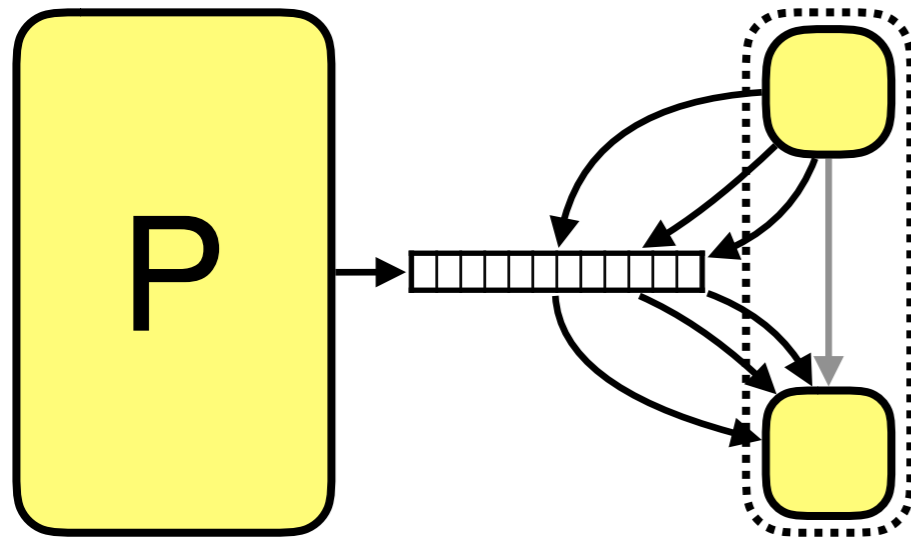
[Micali94]

Zero Knowledge SNARK



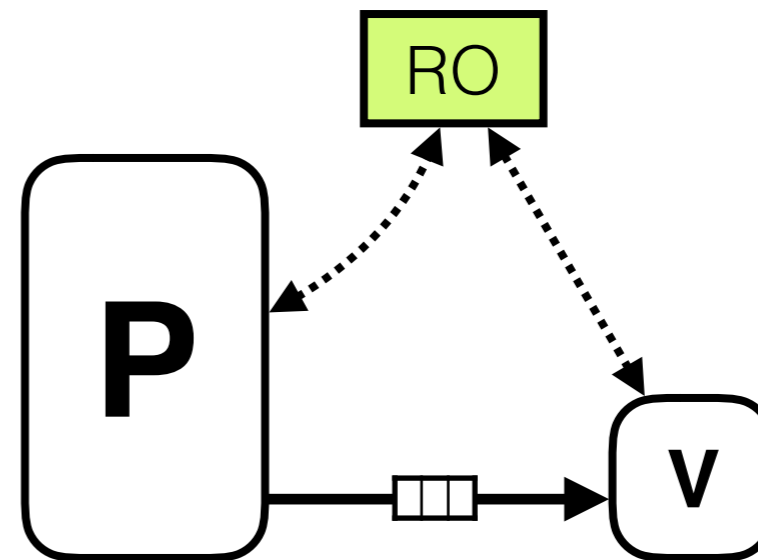
ZK-SNARKs From IOPs

Probabilistically Checkable Proof

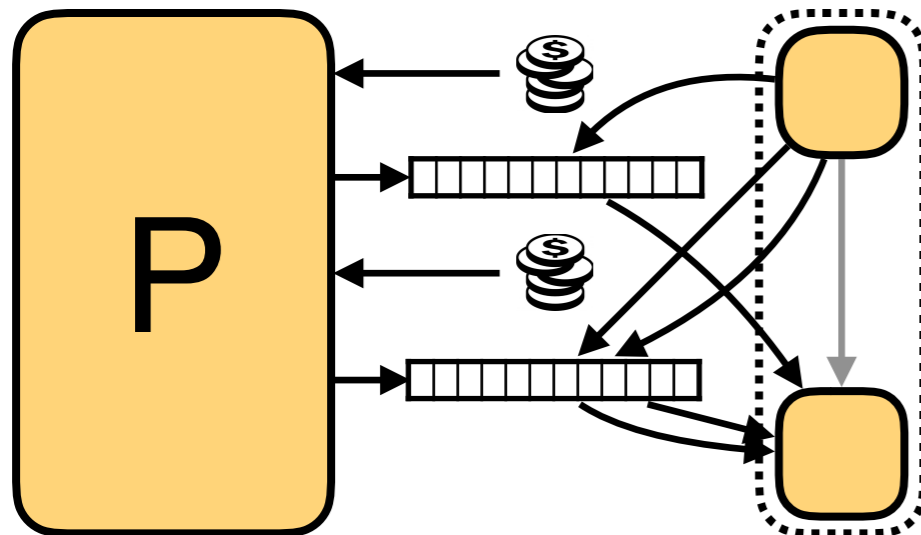


[Micali94]

Zero Knowledge SNARK



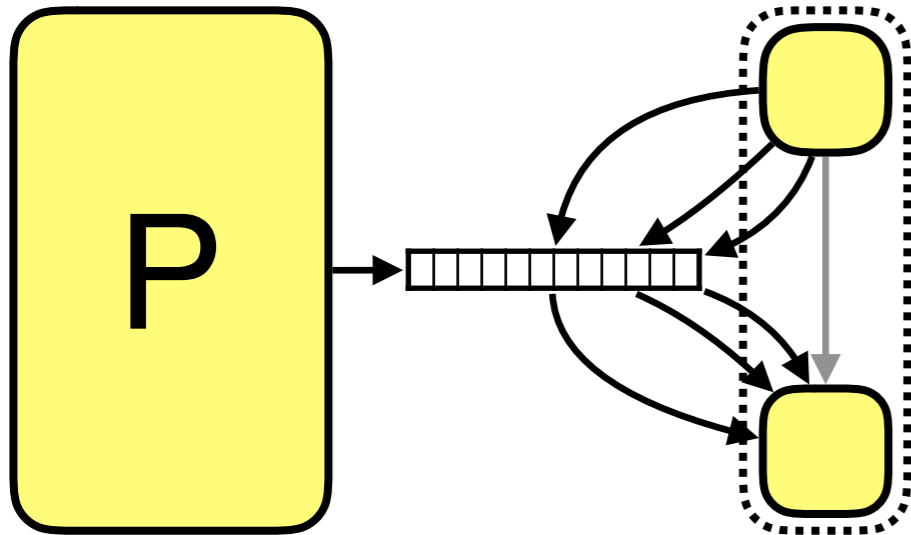
Interactive Oracle Proof



[BCS16]

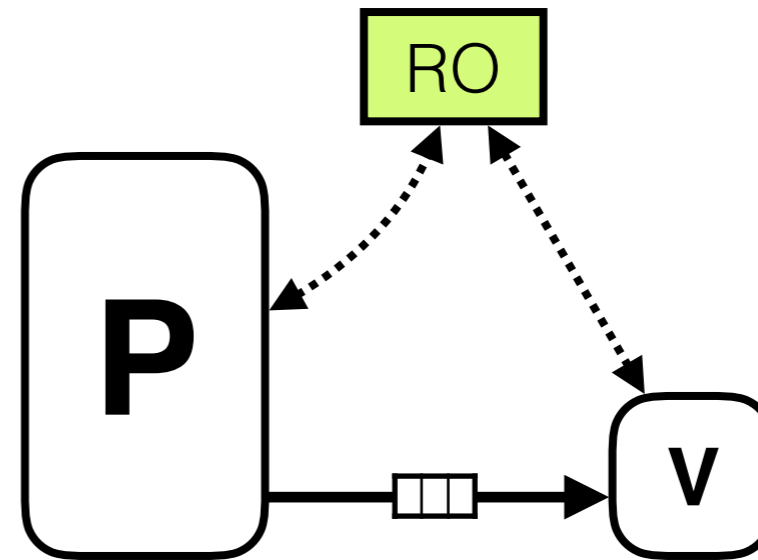
ZK-SNARKs From IOPs

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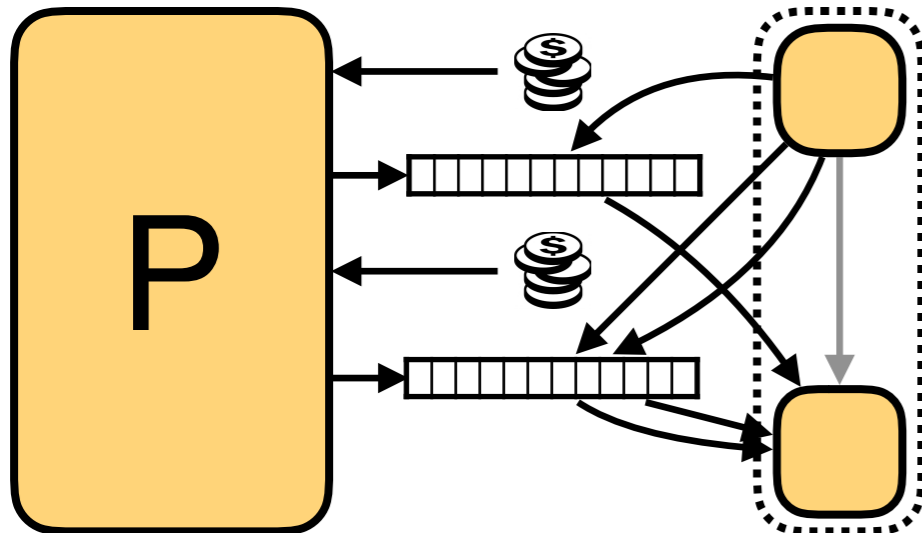


[Micali94]

Zero Knowledge SNARK



Interactive Oracle Proof

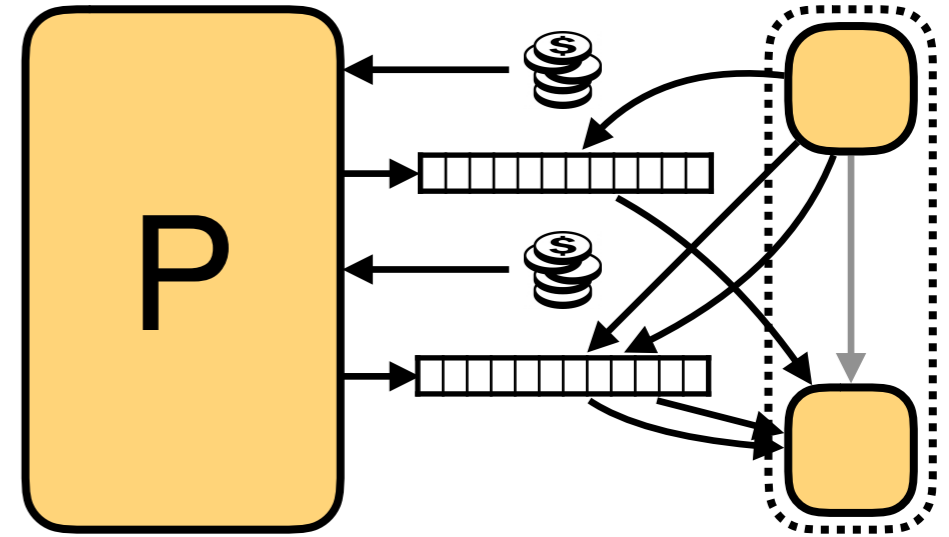
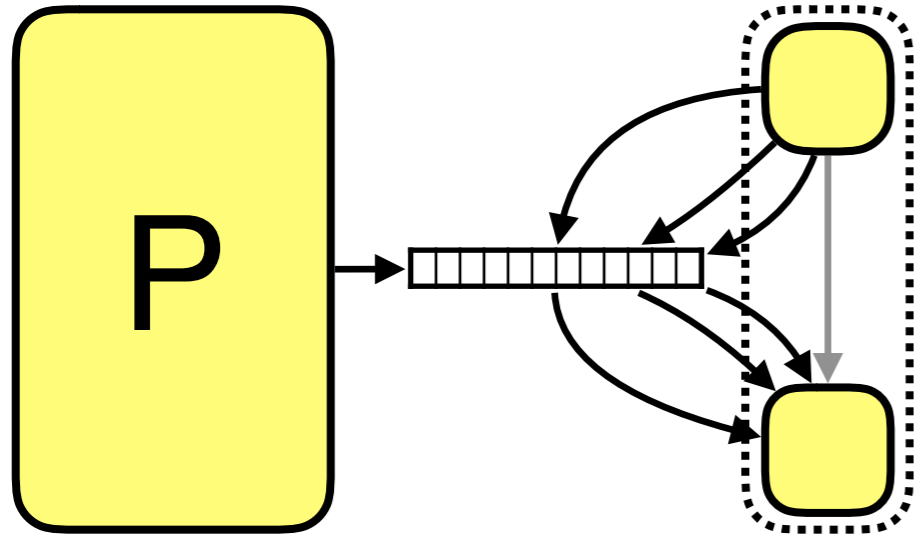


[BCS16]

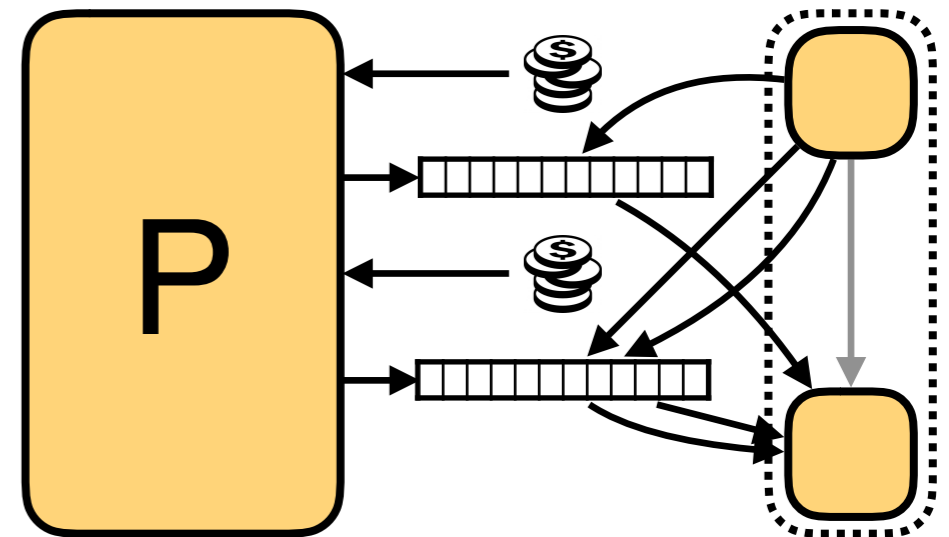
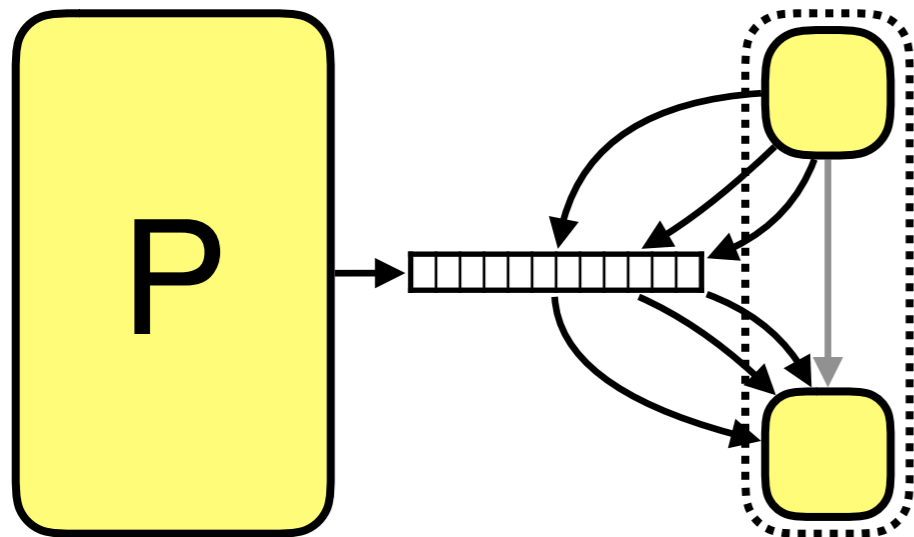
Q: any efficiency gains?

IOPs are more efficient than PCPs

IOPs are more efficient than PCPs

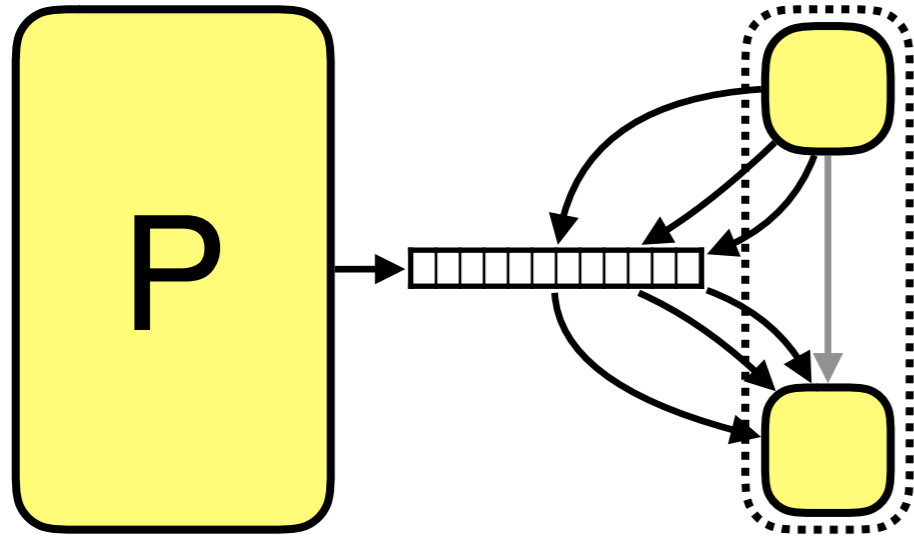


IOPs are more efficient than PCPs

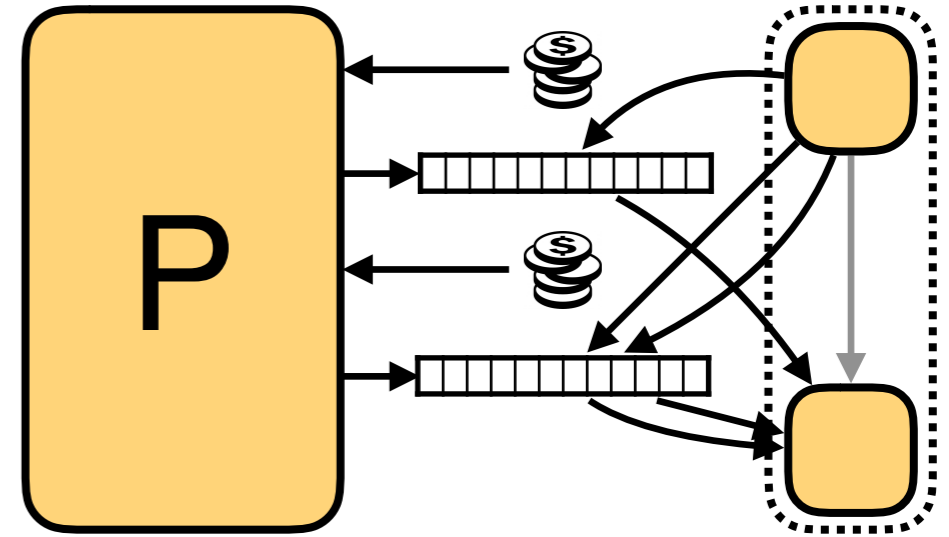


best proof length
without ZK

IOPs are more efficient than PCPs

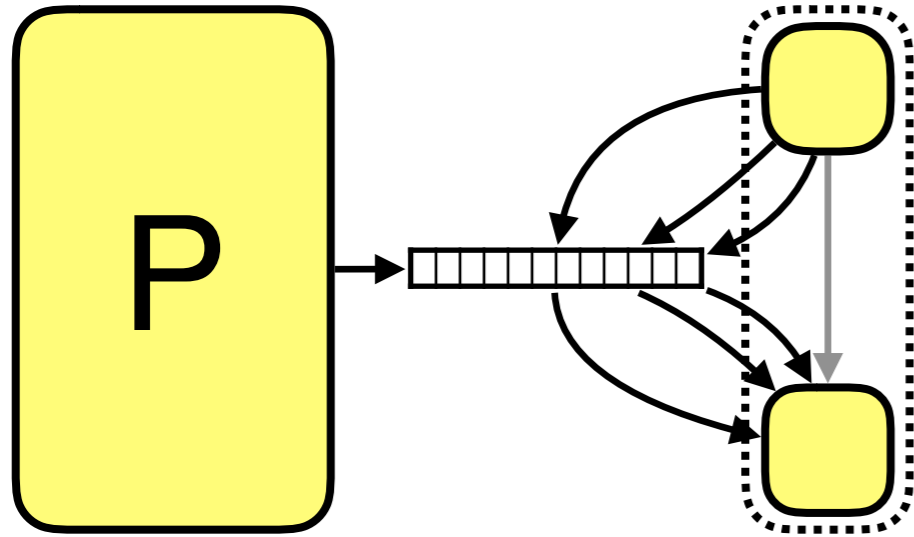


quasilinear
[BS08][Din07]



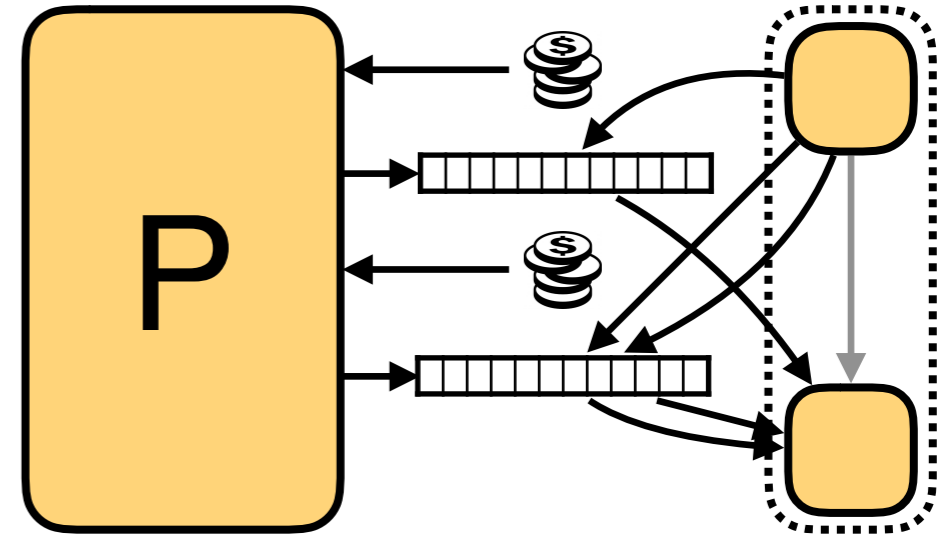
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without ZK

IOPs are more efficient than PCPs



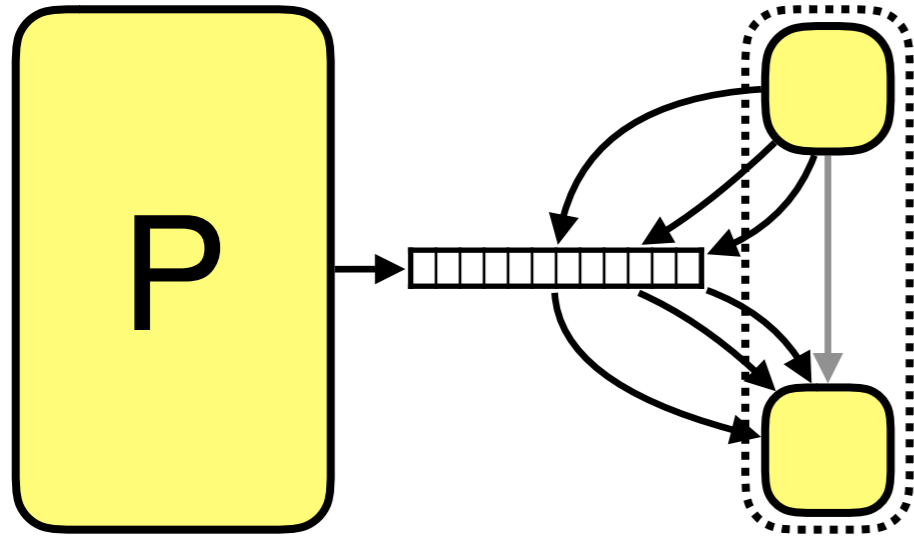
quasilinear
[BS08][Din07]

best proof length
without ZK

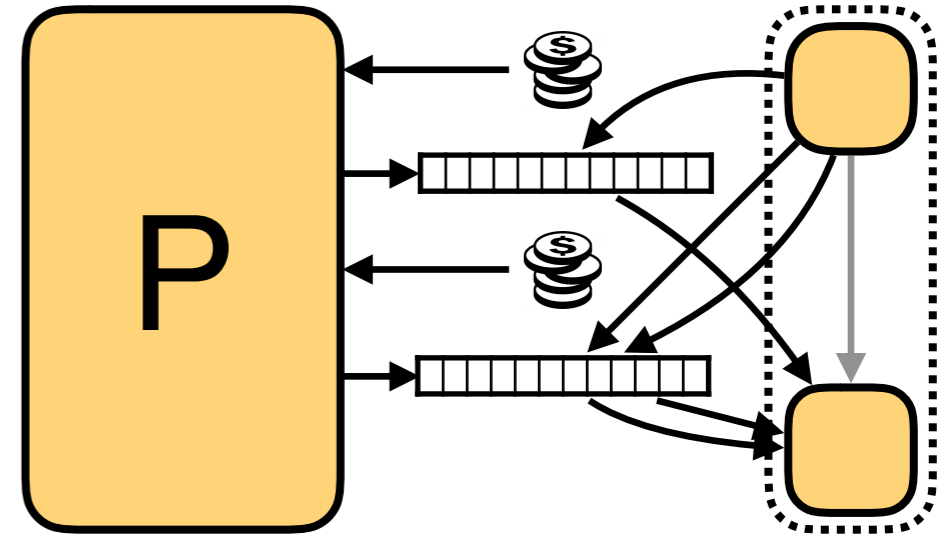


linear
[BCGRS16]

IOPs are more efficient than PCPs



quasilinear
[BS08][Din07]

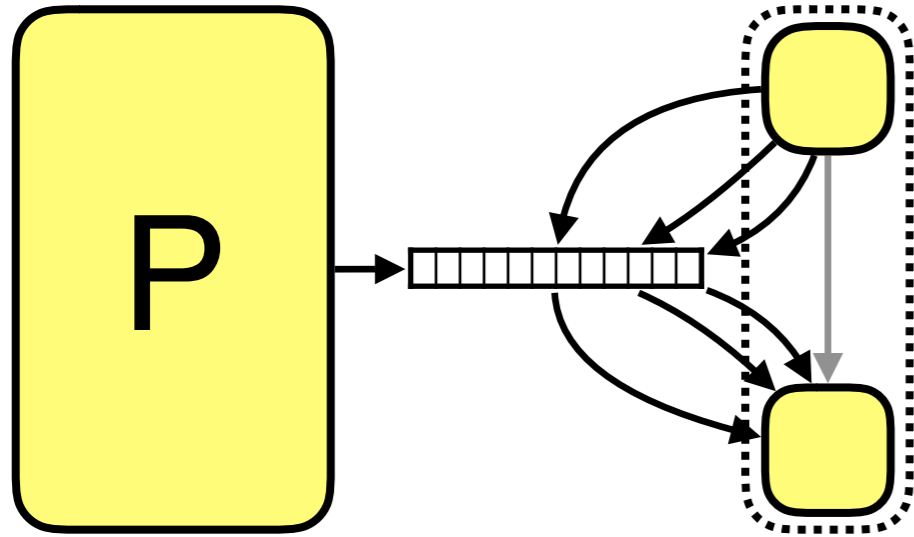


best proof length
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linear
[BCGRS16]

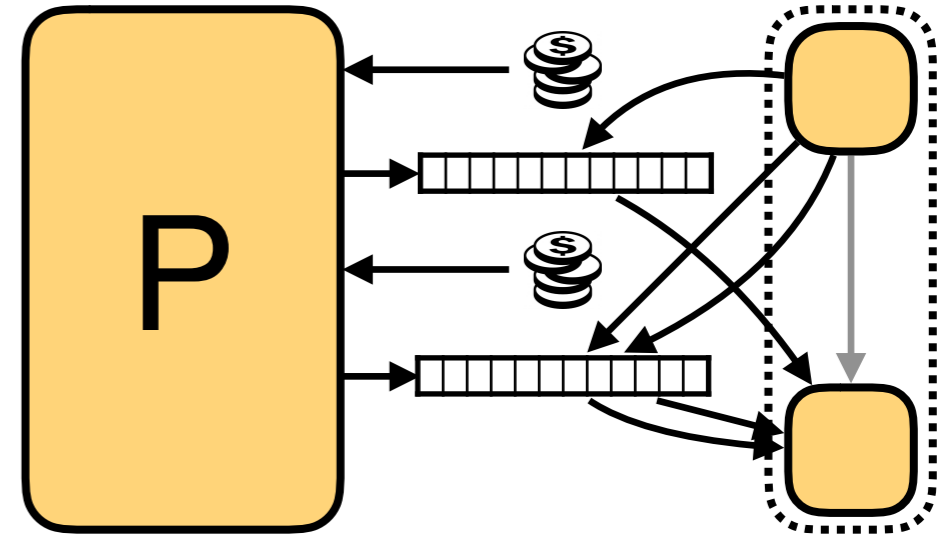
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[BS08][Din07]

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[KPT97]

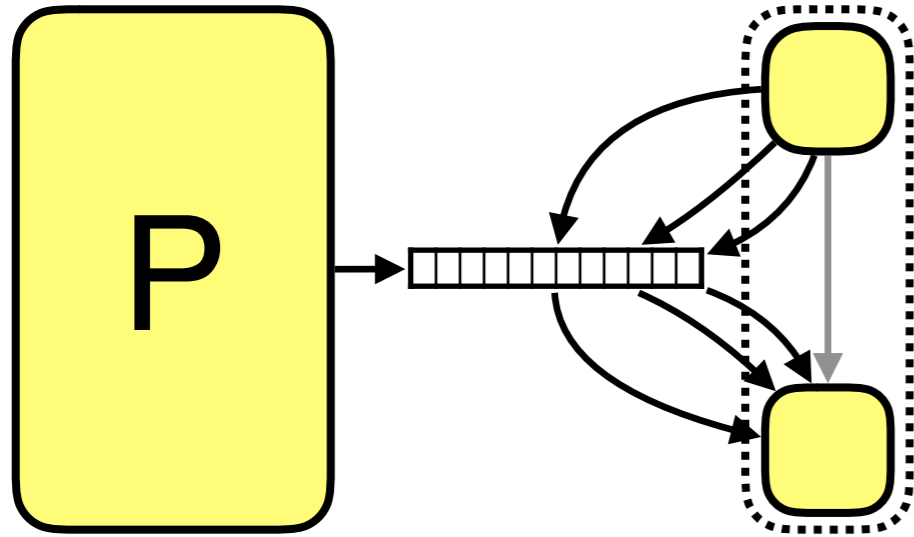


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without ZK

best proof length
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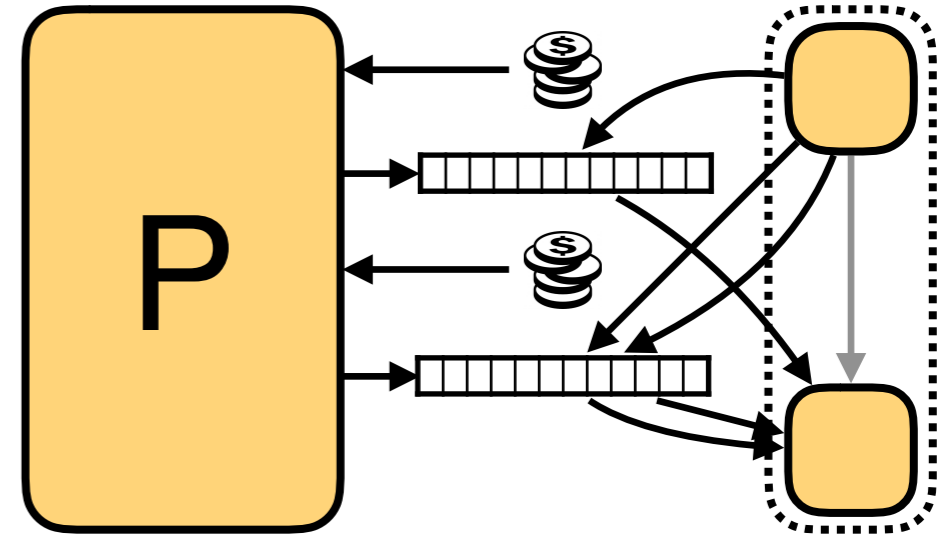
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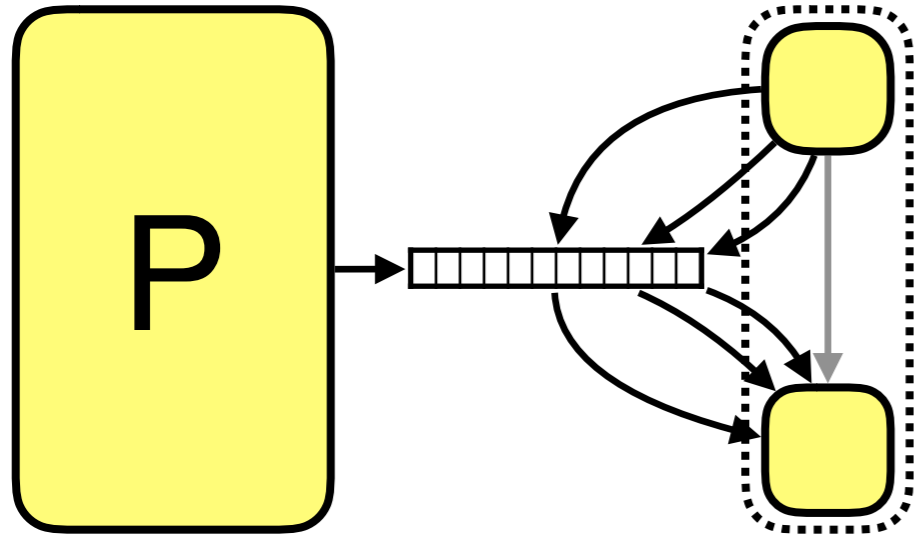
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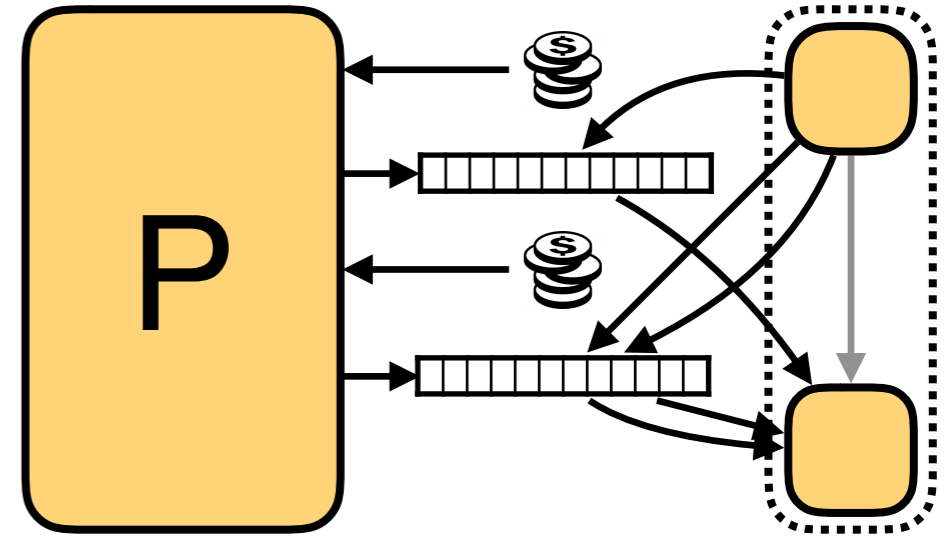
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quasilinear
[BS08][Din07]

polynomial
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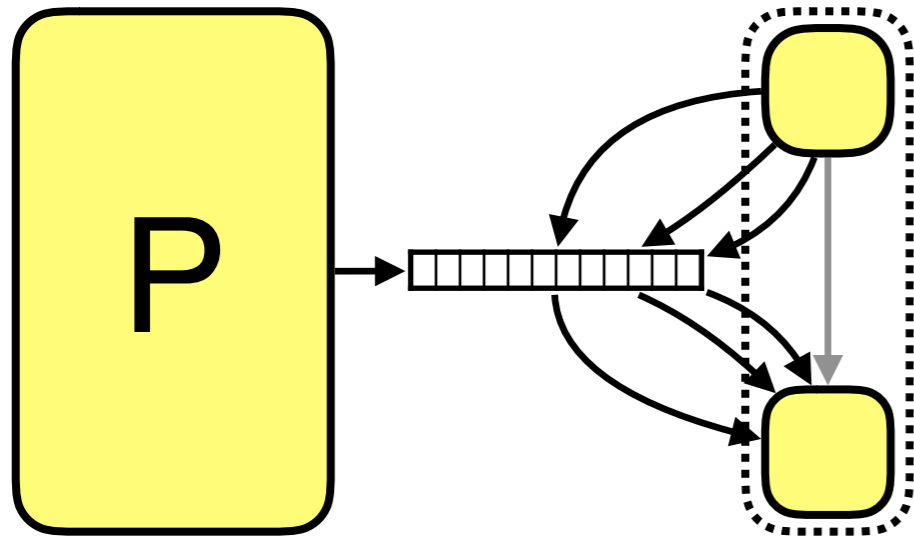
best proof length
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linear
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quasilinear
[BCGV16]

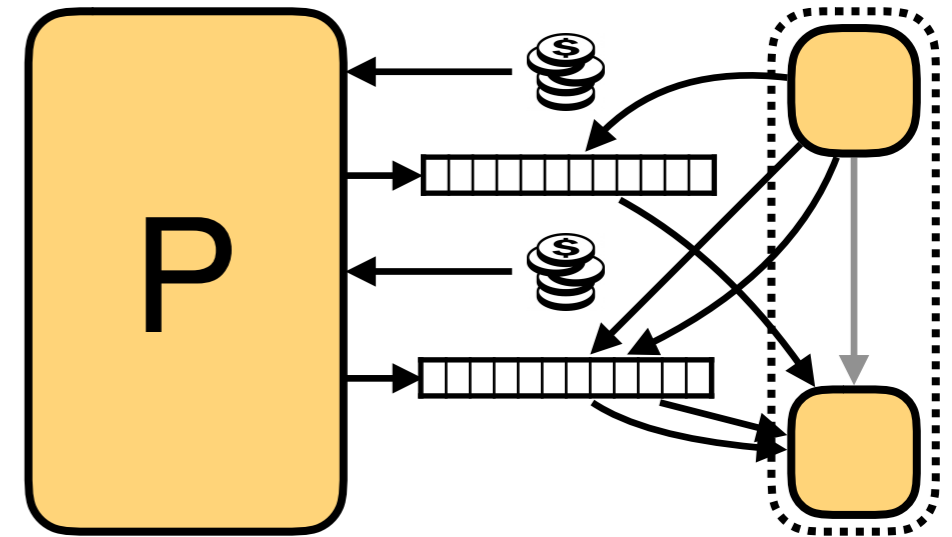
cheaper ZK...
[BCFGRS16][BCFS17]

IOPs are more efficient than PCPs



quasilinear
[BS08][Din07]

polynomial
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best proof length
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best proof length
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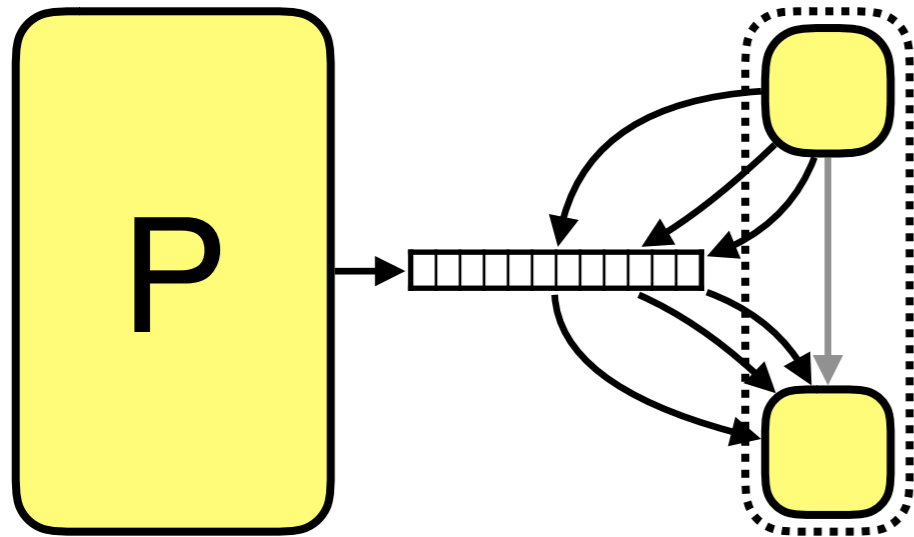
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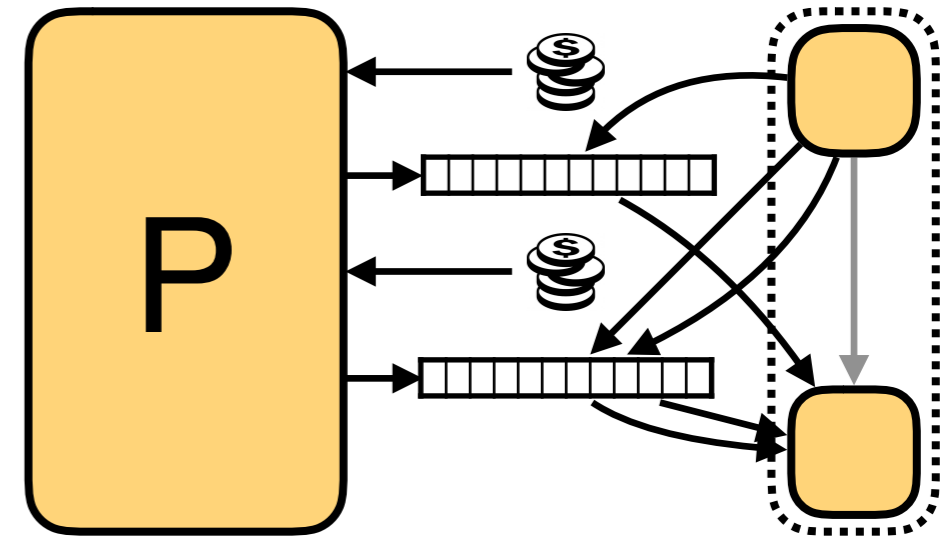
Encouraging progress, and it already improved working prototypes.

IOPs are more efficient than PCPs



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best proof length
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[BCGRS16]

quasilinear
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cheaper ZK...
[BCFGRS16][BCFS17]

Encouraging progress, and it already improved working prototypes.

Still more research is needed for practical deployment.

Cryptographic Proofs

Cryptographic Proofs

algebraic
geometry

coding
theory

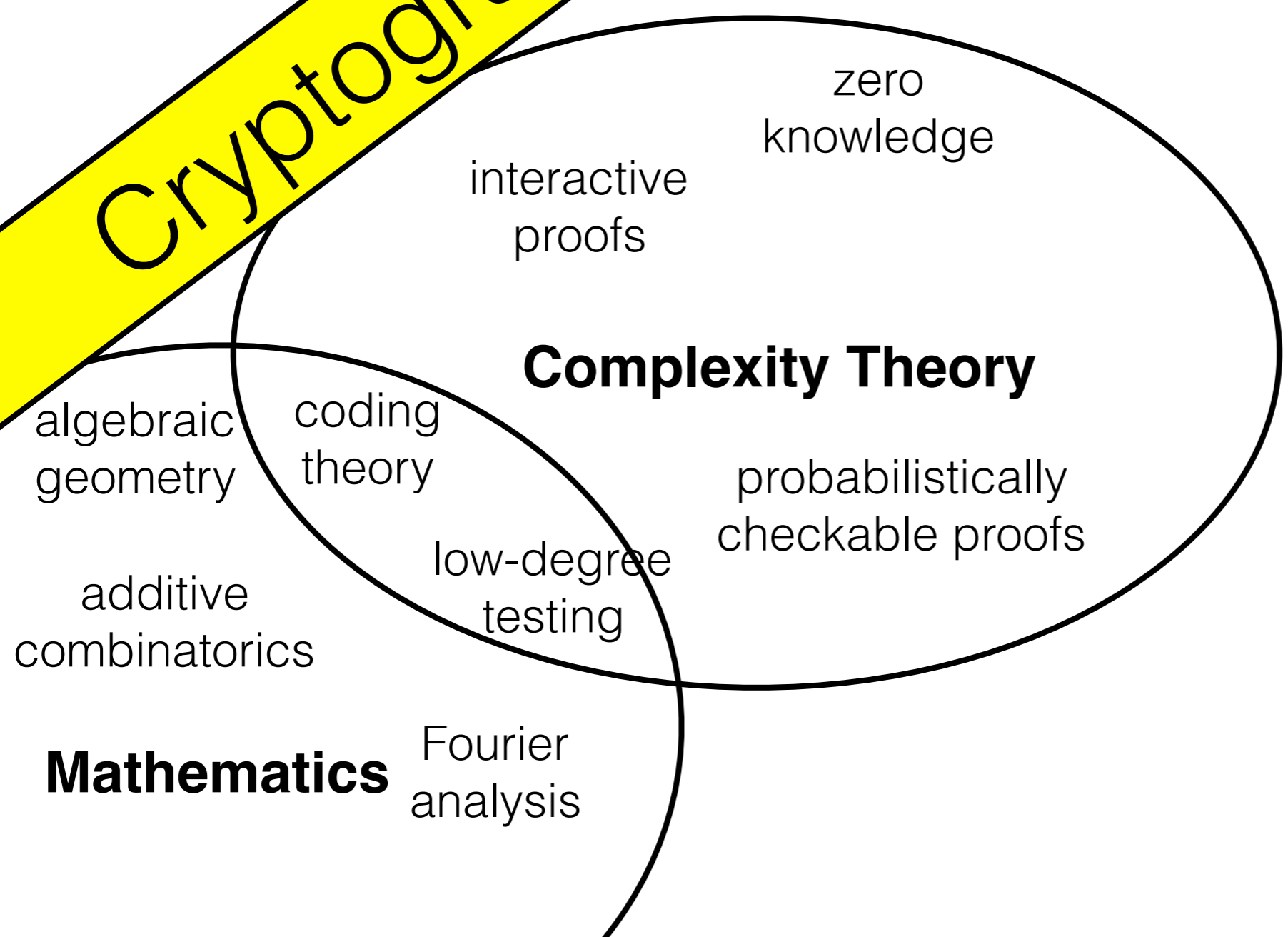
additive
combinatorics

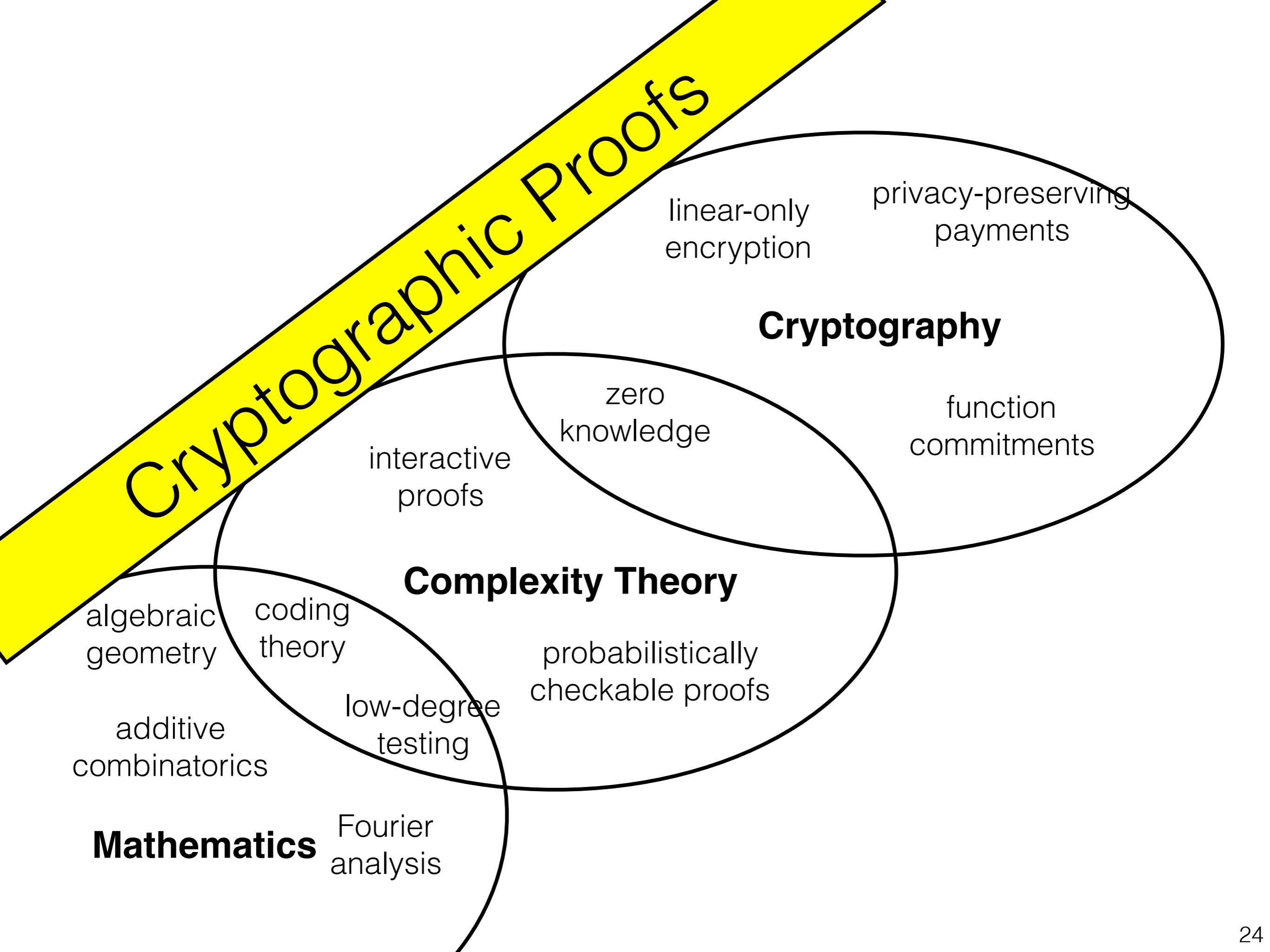
low-degree
testing

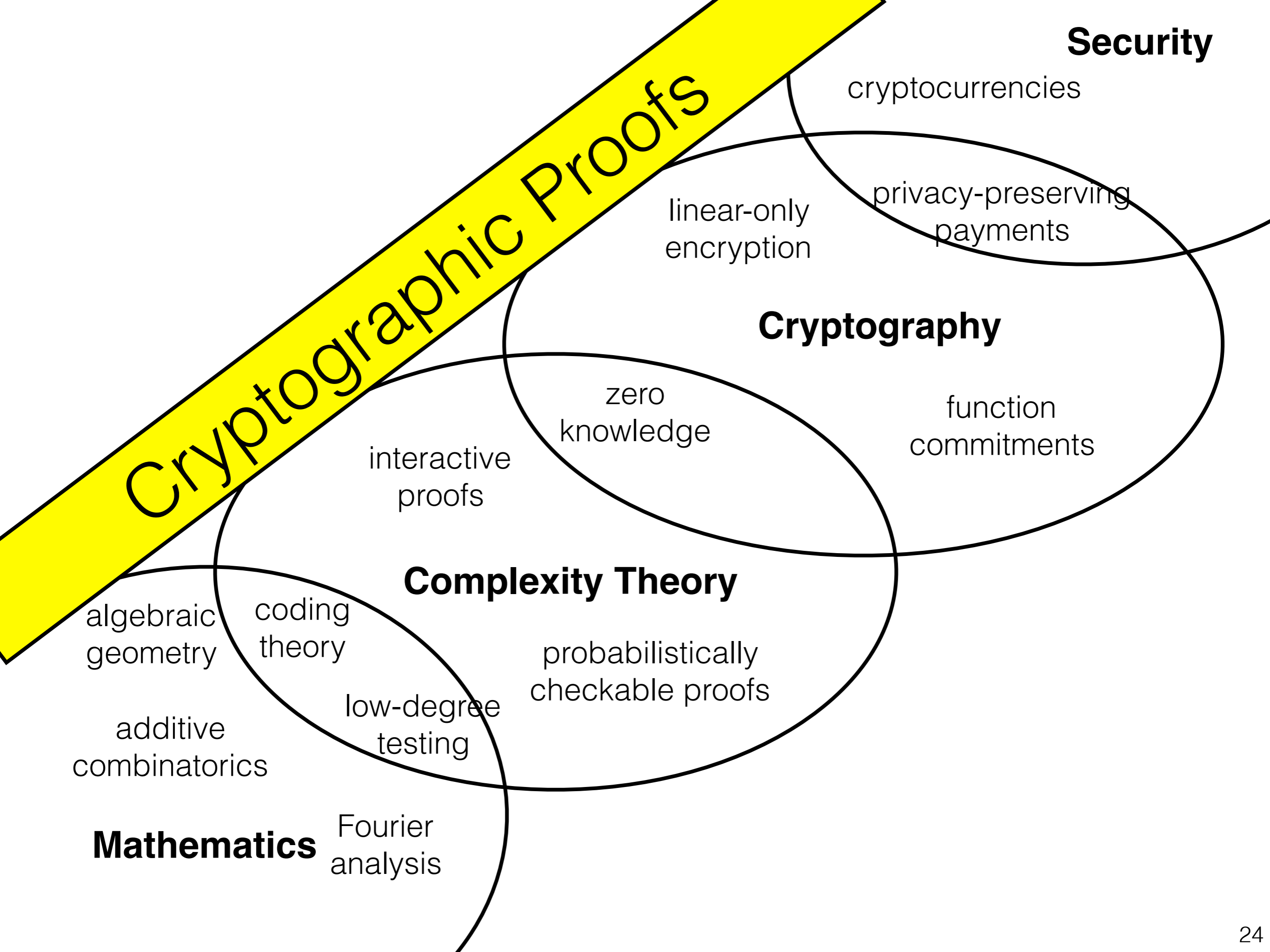
Mathematics

Fourier
analysis

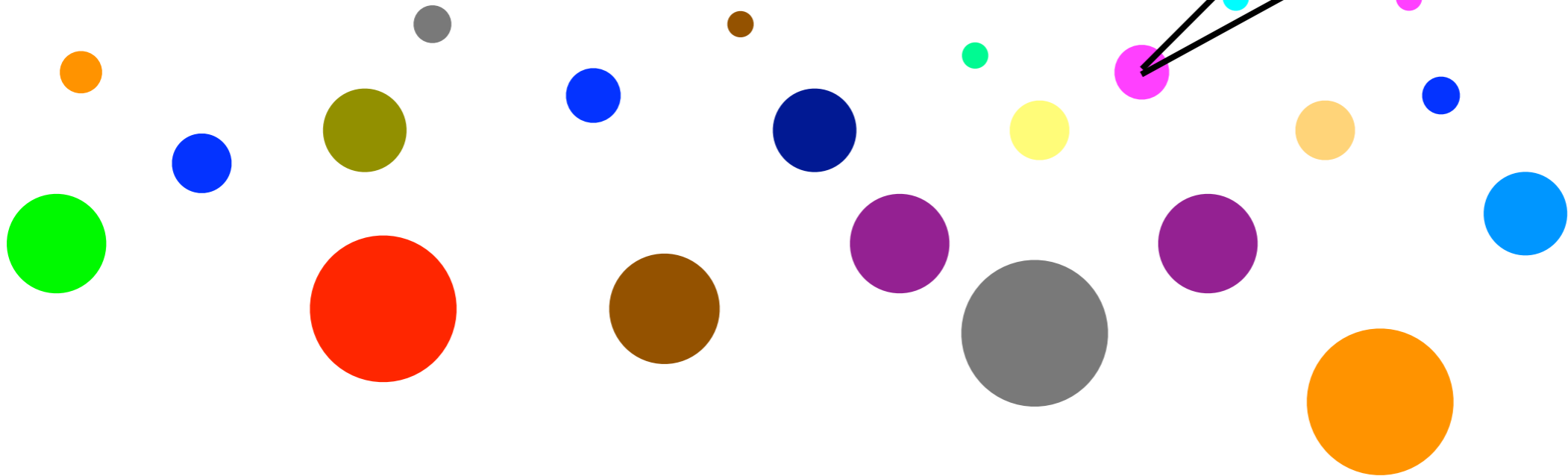
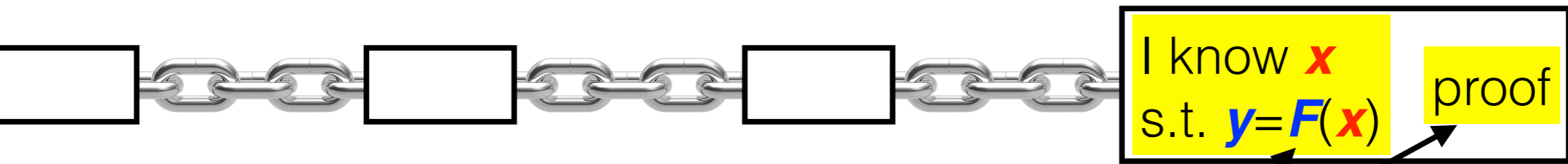
Cryptographic Proofs



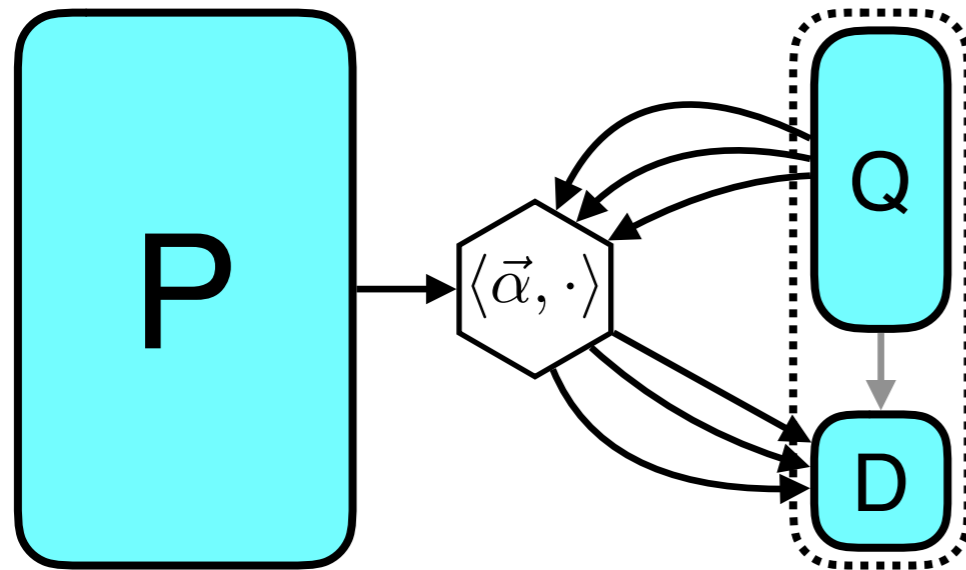




Thanks!



A Simple Linear PCP



Def: The language \mathcal{L} consists of tuples
 (p_1, \dots, p_m)
where each p_i is a quadratic polynomial
over \mathbf{F} in n variables such that there is an
assignment $\mathbf{w} = (w_1, \dots, w_n)$ such that
$$p_1(\mathbf{w}) = \dots = p_m(\mathbf{w}) = 0.$$

Theorem:

The language \mathcal{L} has a linear PCP with

- proof length $(n+1)^2$,
- query complexity 3,
- soundness error $2/|\mathbf{F}|$.

A Simple Linear PCP



A Simple Linear PCP

Bundling. Let $r_1, \dots, r_m \in \mathbb{F}$ be random and $\omega = (\omega_1, \dots, \omega_n) \in \mathbb{F}^n$.

If $p_1(\omega) = \dots = p_m(\omega) = 0$ then $\sum_{i=1}^m r_i p_i(\omega) = 0$ with probability 1.

If $\exists j \in [m]$ s.t. $p_j(\omega) \neq 0$ then $\sum_{i=1}^m r_i p_i(\omega) = 0$ with probability $\leq 1/|\mathbb{F}|$.

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Prover. Given an assignment $\omega = (\omega_1, \dots, \omega_n) \in \mathbb{F}^n$, the prover writes the linear function:

$$\vec{\alpha} := \begin{pmatrix} 1 & \omega_1 & \omega_2 & \dots & \omega_n \\ \omega_1 & \omega_1^2 & \omega_1\omega_2 & \dots & \omega_1\omega_n \\ \omega_2 & \omega_2\omega_1 & \omega_2^2 & \dots & \omega_2\omega_n \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ \omega_n & \omega_n\omega_1 & \omega_n\omega_2 & \dots & \omega_n^2 \end{pmatrix} .$$

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Verifier. The verifier has oracle access to some linear function

$$\vec{\alpha} = \begin{pmatrix} \alpha_{0,0} & \alpha_{0,1} & \alpha_{0,2} & \dots & \alpha_{0,n} \\ \alpha_{1,0} & \alpha_{1,1} & \alpha_{1,2} & \dots & \alpha_{1,n} \\ \alpha_{2,0} & \alpha_{2,1} & \alpha_{2,2} & \dots & \alpha_{2,n} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ \alpha_{n,0} & \alpha_{n,1} & \alpha_{n,2} & \dots & \alpha_{n,n} \end{pmatrix} .$$

and thinks of each quadratic polynomial p_i as

$$p_i = \begin{pmatrix} p_{i,0,0} & p_{i,0,1} & p_{i,0,2} & \dots & p_{i,0,n} \\ 0 & p_{i,1,1} & p_{i,1,2} & \dots & p_{i,1,n} \\ 0 & 0 & p_{i,2,2} & \dots & p_{i,2,n} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & 0 & \dots & p_{i,n,n} \end{pmatrix} .$$

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Verifier (cont'd). The verifier samples $r_1, \dots, r_m \in \mathbb{F}$ and $s_0, \dots, s_n \in \mathbb{F}$ at random and then generates three queries:

- $\vec{q}_1 := \sum_{i=1}^m r_i p_i$
- $\vec{q}_2 := (s_0, s_1, \dots, s_n) \otimes (1, 0, \dots, 0)$;
- $\vec{q}_3 := (s_0, s_1, \dots, s_n) \otimes (s_0, s_1, \dots, s_n)$.

Upon receiving answers $a_1 := \langle \vec{\alpha}, \vec{q}_1 \rangle$, $a_2 := \langle \vec{\alpha}, \vec{q}_2 \rangle$, $a_3 := \langle \vec{\alpha}, \vec{q}_3 \rangle$, check that

$$a_1 = 0 \quad \text{and} \quad a_2^2 = a_3 .$$

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 If $p_1(\omega) = \dots = p_m(\omega) = 0$ then $\sum_{i=1}^m r_i p_i(\omega) = 0$ with probability 1.
 If $\exists j \in [m]$ s.t. $p_j(\omega) \neq 0$ then $\sum_{i=1}^m r_i p_i(\omega) = 0$ with probability $\leq 1/|\mathbb{F}|$.

Prover. Given an assignment $\omega = (\omega_1, \dots, \omega_n) \in \mathbb{F}^n$, the prover writes the linear function:

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$$a_1 = 0 \quad \text{and} \quad a_2^2 = a_3 .$$

Proof. Observe that:

- $a_1 = \langle \vec{\alpha}, \vec{q}_1 \rangle = \langle \vec{\alpha}, \sum_{i=1}^m r_i \cdot p_i \rangle = \sum_{i=1}^m r_i \cdot \langle \vec{\alpha}, p_i \rangle$;
- $a_2 = \langle \vec{\alpha}, \vec{q}_2 \rangle = \sum_{i=0}^n \alpha_{0,i} \cdot s_i$, so that $a_2^2 = \sum_{i,j=0}^n \alpha_{0,i} \alpha_{0,j} \cdot s_i s_j$;
- $a_3 = \langle \vec{\alpha}, \vec{q}_3 \rangle = \sum_{i,j=0}^n \alpha_{i,j} \cdot s_i s_j$.

Distinguish between two cases:

- 1 There are i, j such that $\alpha_{i,j} \neq \alpha_i \alpha_j$.
Then $\Pr_{s_0, \dots, s_n} [a_2^2 = a_3] \leq 2/|\mathbb{F}|$.
- 2 For all i, j it holds that $\alpha_{i,j} = \alpha_i \alpha_j$.
Thus there is $(\omega_0, \dots, \omega_n)$ such that $\vec{\alpha} = (\omega_0, \dots, \omega_n) \otimes (\omega_0, \dots, \omega_n)$.
WLOG can assume that $\omega_0 = 1$.
Then $\langle \vec{\alpha}, p_i \rangle = p_i(\omega)$ for every i , so that $a_1 = \sum_{i=1}^m r_i p_i(\omega)$.

