

# Privacy Enhancing Technologies

## 3. Zero-knowledge Proofs

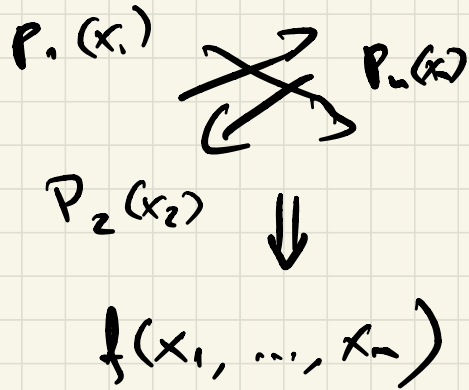
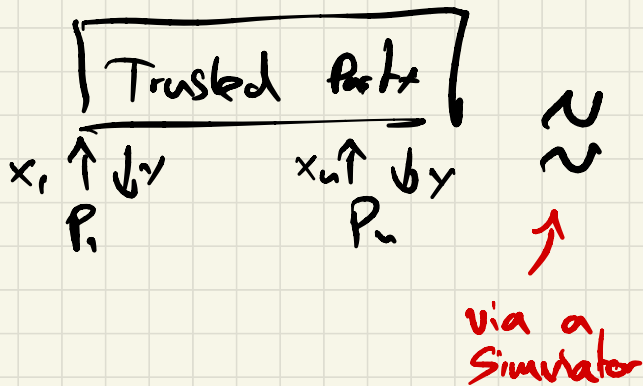
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# Recap on MPC



A protocol that is secure for any function  
if  $A$  is semi-honest

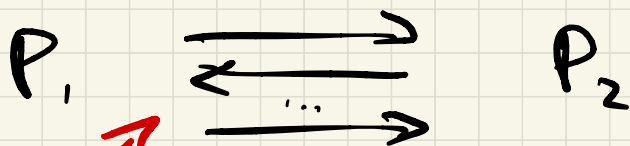
↳ not true in practice...

What about malicious security?  
what can  $A$  do?

\* Abort at any point  $\Rightarrow$  Fairness issue

↳ all parties  
get  $y$ , or  
none of them

Fairness is impossible !



at this point  
 $P_1$  knows  $\gamma$

↑  
what if  $P_1$   
doesn't send this msg  
if protocol is fair  
 $P_2$  should also get  $\gamma$

$\Rightarrow$  the last msg is redundant

$\Rightarrow$  recurse, all msgs are redundant

MPC properties:

\* privacy & correctness

← this is (or free in semi-honest setting

↑  
in malicious setting  
this is harder

\* Fairness

\* Input independence

↳ A can't choose its input to depend on an honest party's

# Why not use MPC for everything?

→ We have a protocol to compute any function privately

↳ parties learn  $y$  and nothing else

→ We might want:

- more efficiency
- less interaction
- "more" privacy

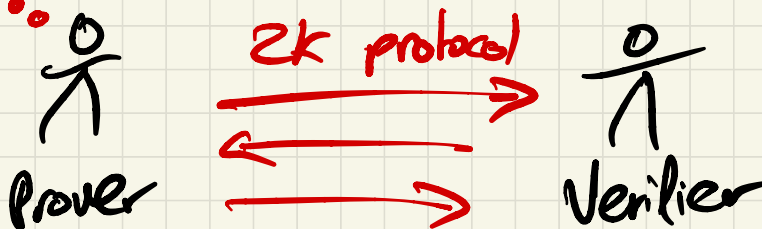
~~it~~  
(revealing  $y$  exactly might be bad)

# Zero-knowledge proof systems

→ MPC for 2 parties with one-sided privacy / correctness

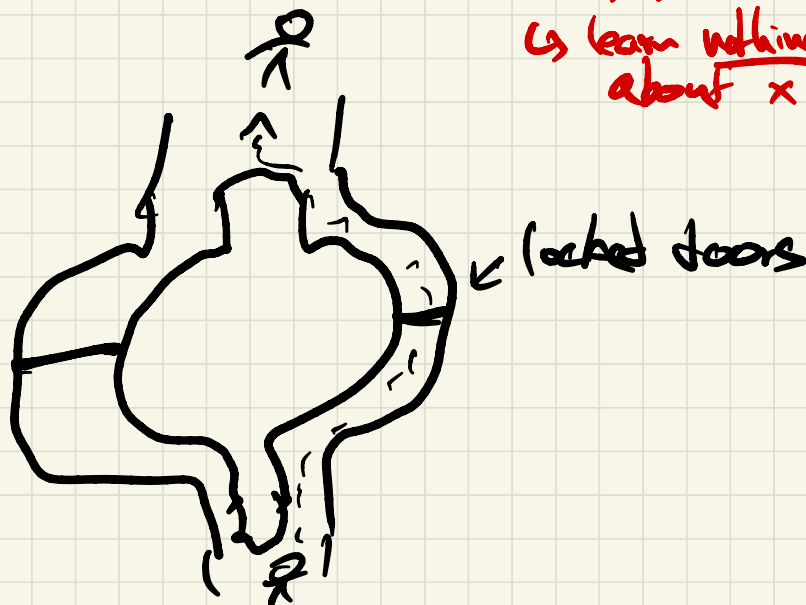
$\neq$  knows sat. assignment  $x$   
SAT formula  $\varphi$

$$\varphi = (x_1 \vee x_2 \vee x_3) \wedge (x_2 \vee x_m \vee x_n) \wedge \dots$$



↳ convinced that  $\varphi$  is satisfiable  
↳ learn nothing about  $x$

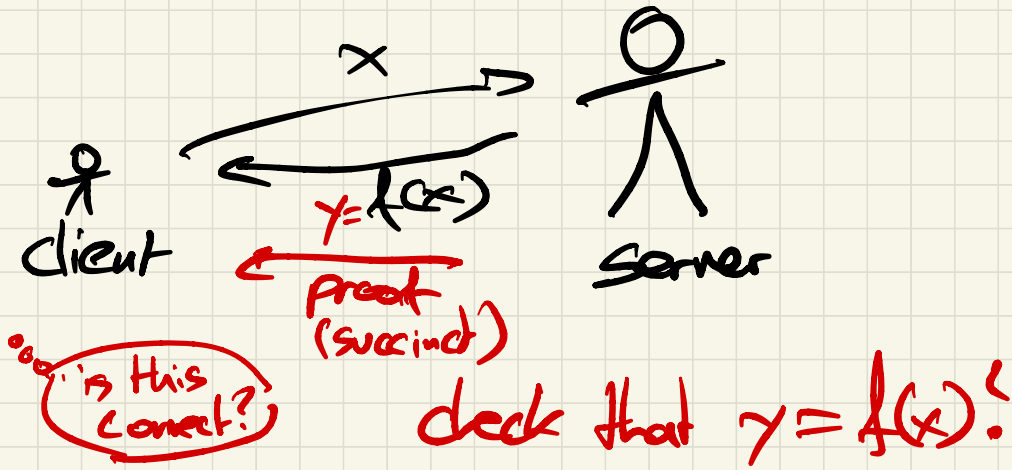
Example



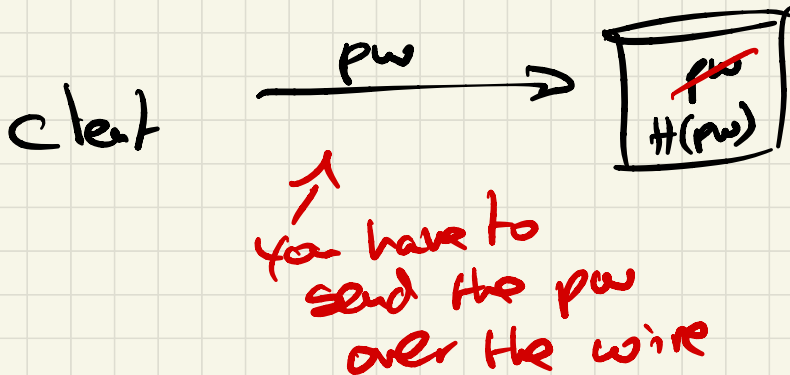
# Why zk?

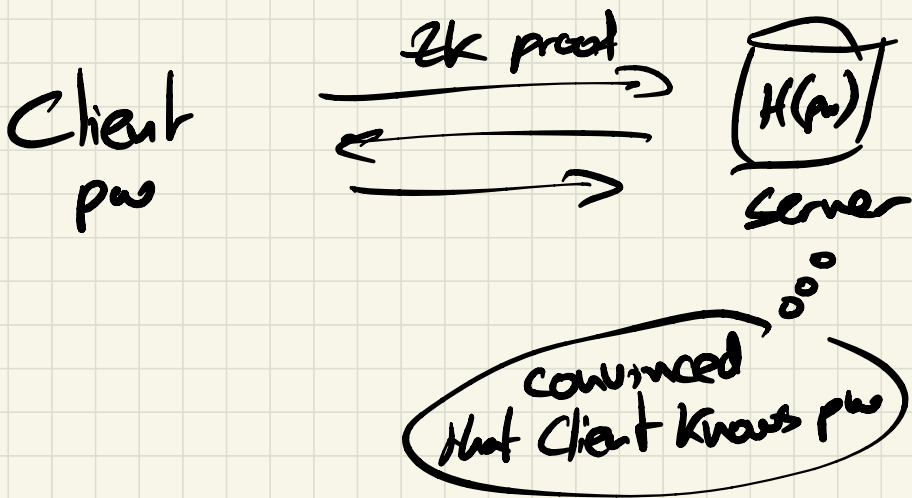
## Applications

- Verifiable computation



- Verifying Passwords





\* Cryptocurrencies

private payments

outsourcing work

\* Malicious MPC

Semi-honest protocol

+ ZK proofs

↳ when  $P_i$  sends msg  $m$ , they prove (in ZK) that this is the right msg to send



# Defining zk Proofs

$$\underline{\text{Circuits}} : C : \mathbb{F}^n \times \mathbb{F}^u \rightarrow \mathbb{F}$$

↑ "public input"
↑ "witness"
↙  $\alpha, \beta$

we say  $C$  is satisfiable on input  $x$  if  $\exists w$  such that  $C(x, w) = 0$

zk means informally that the verifier learns that  $C(x, w) = 0$  without learning  $w$

Def A ZK proof system for a family of circuits  $\mathcal{C}$  is denoted as  $\langle P, V \rangle (C, x)$  satisfies:

1) Completeness: for all  $C \in \mathcal{C}$ ,  $x \in \mathbb{F}^m$   
where  $C$  is sat. on  $x$ ,

$$\Pr [\langle P, V \rangle (C, x) = \text{"accept"}] \geq 2/3$$

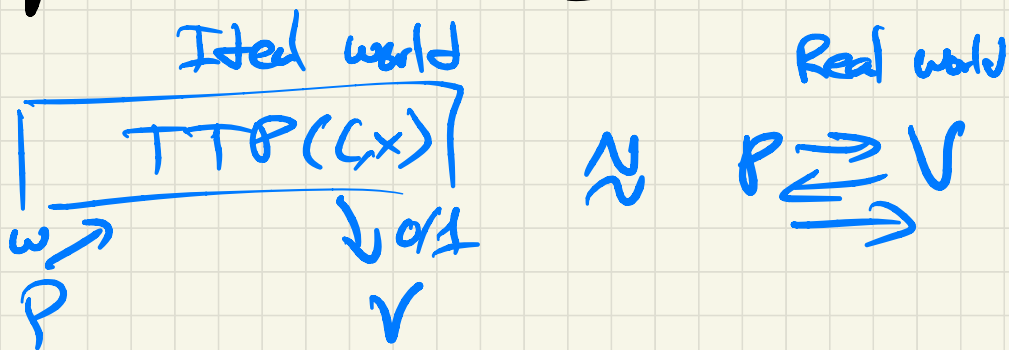
2) Soundness:  $\forall C \in \mathcal{C}$ ,  $x \in \mathbb{F}^m$   
where  $C$  is not sat. on  $x$   
and all malicious provers  $P^*$

$$\Pr [\langle P^*, V \rangle (C, x) = \text{"accept"}] \leq 1/3$$

3) Zero-knowledge  $\forall$  malicious  $V^*$

Here exists a simulator  $Sim_{V^*}$  st  
 $\forall C \in \mathcal{C}, x \in \mathcal{FF}^m$  where  $C$  is sat. on  $x$

$$View_{V^*}[C(P, V^*) (C, x)] \approx Sim_{V^*}(C, x)$$



# Discussion

Completeness error  
Soundness error

\* why  $2/3$ ,  $1/3$  ?

security  
proofs

↳ just repeat the protocol  $\lambda$  times

\* both the prover & verifier can be malicious

↳ soundness

↳ zk, "privacy"

## Additional properties

1) "Proof of knowledge"

$$C(x, w) = 0$$

the verifier  
learns that there  
exists a witness  $w$

not the same as "Prover knows  
the witness"

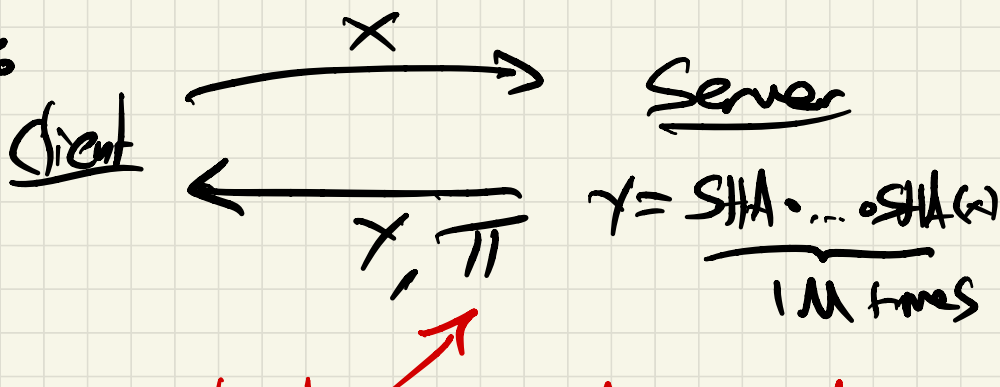
Password example :

prover  
 $pw$

verifier  
 $y = H(pw)$

- 2) Non-interactivity }  
 3) Succinctness } SNARGs  
 succinct  
 non-interactive  
 argument

Ex :



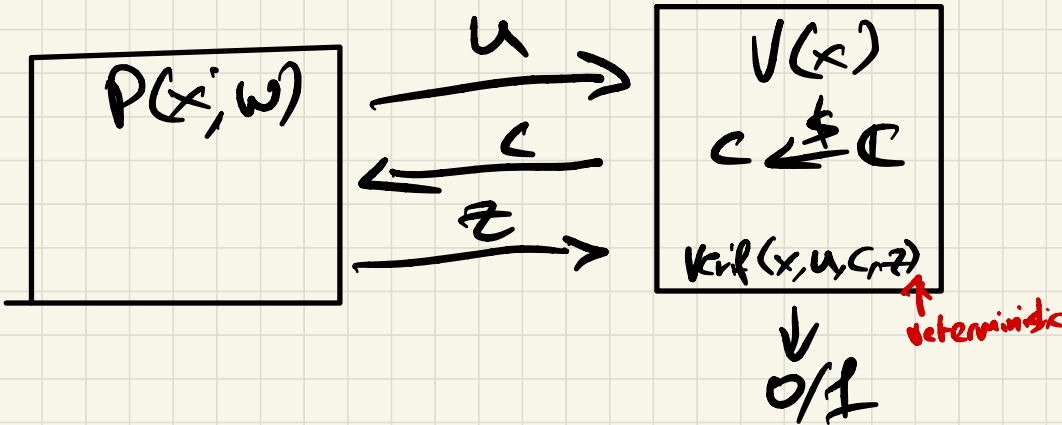
- client can verify proof  $\pi$  much faster than computing  $Y$
- we want the proof  $\pi$  to be a single msg

\* Non-interactivity (NIZKs)

$$P \xrightarrow{\Pi} V$$

Fiab-Shamir transform

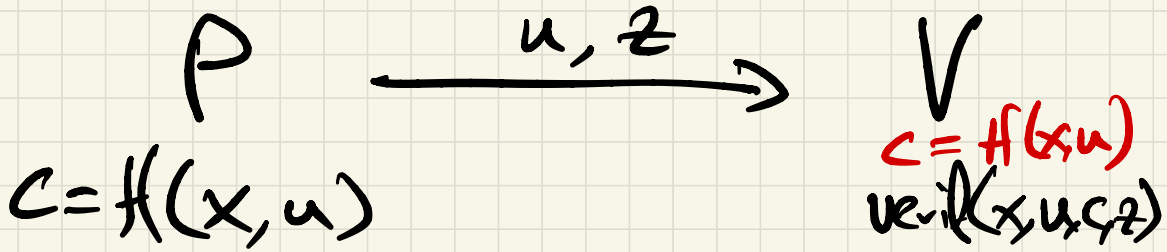
"Sigma Protocols"  $\Sigma$



Idea: have the prover choose  $c$  themselves

Issue: what if  $P$  cheats?

# How? Random Oracles



- to prove security assume  $H$  is a random function
- in practice, use a real hash function

## Not on soundness:

here we want soundness error to be negligible

# \* Succinctness

- short proofs :  $|\pi| = \text{poly}(\log(|C|))$
- efficient verif. : time to verify  $\pi$   
 $O(|x|, \text{poly}(\log(|C|)))$

Non-trivial :  $P \xrightarrow{w} Y$

this is not succinct!

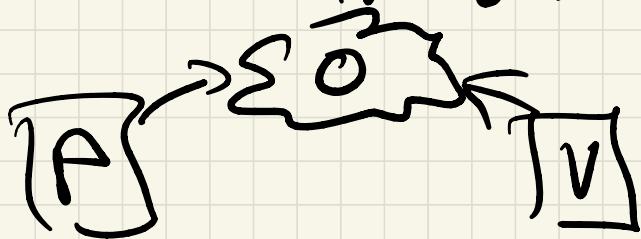
- $|w| = O(|C|)$
- verifier needs to run  $C(x, w)$



# Building SKARGs

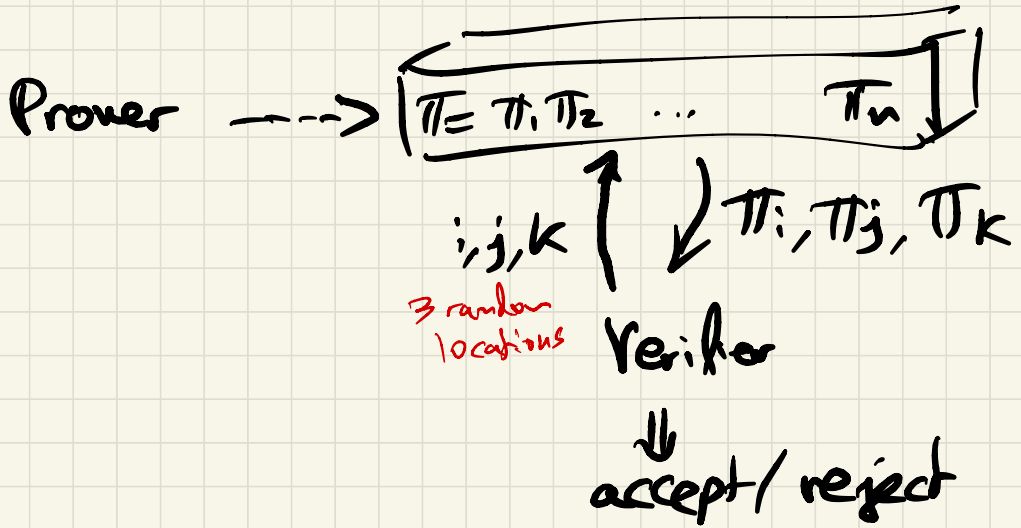
## Blueprint

- 1) Build a proof system that is succinct in some "weird" model without cryptography



- 2) "emulate" this weird model using cryptography

# The Box game

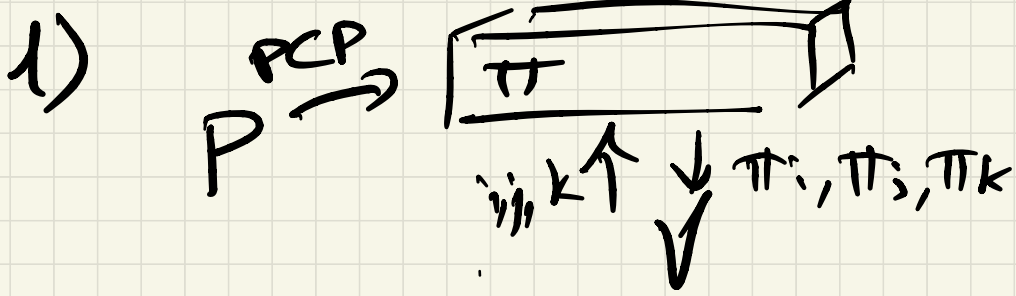


⚠ Amazing result: this is possible

PCP Theorem: all NP languages

have a proof system where  
 $O(|\pi|) = \text{poly}(|C|)$  and  $V$  reads  
 $\exists$  bits of the proof  $\forall$

$\hookrightarrow$  soundness error  $1/2$



Issue: this box doesn't exist

Sdu: Use cryptography

2) "Commitment scheme"

Special commitment scheme:

Vector comm. scheme

The box game is a "interactive oracle proof"  $\Pi$

