

Advanced Tools from Modern Cryptography

Lecture 9

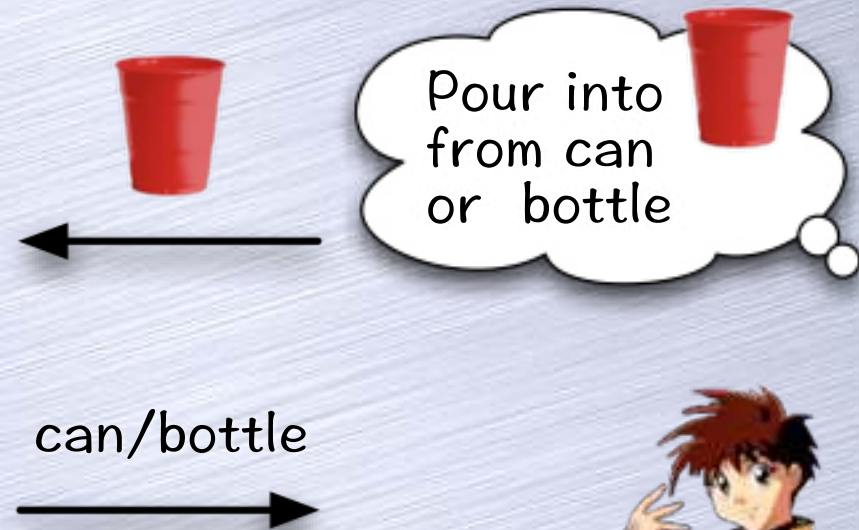
Zero-Knowledge Proofs

Zero-Knowledge Proof

- In cryptographic settings, often need to be able to verify various claims
 - e.g., 3 encryptions A, B, C are of values a, b, c s.t. $a=b+c$
 - Proof 1: Reveal a, b, c and how they get encrypted into A, B, C
 - Proof 2: Without revealing anything at all about a, b, c except the fact that $a=b+c$?
 - Zero-Knowledge Proof!
- Important application to secure multi-party computation: to upgrade the security of MPC protocols from security against passive corruption to security against active corruption
 - (Next time)

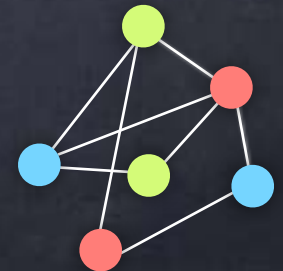
An Example

- Coke in bottle or can
- Prover claims: coke in bottle and coke in can are different
- ZK proof:
 - prover tells whether cup was filled from can or bottle
 - repeat till verifier is convinced



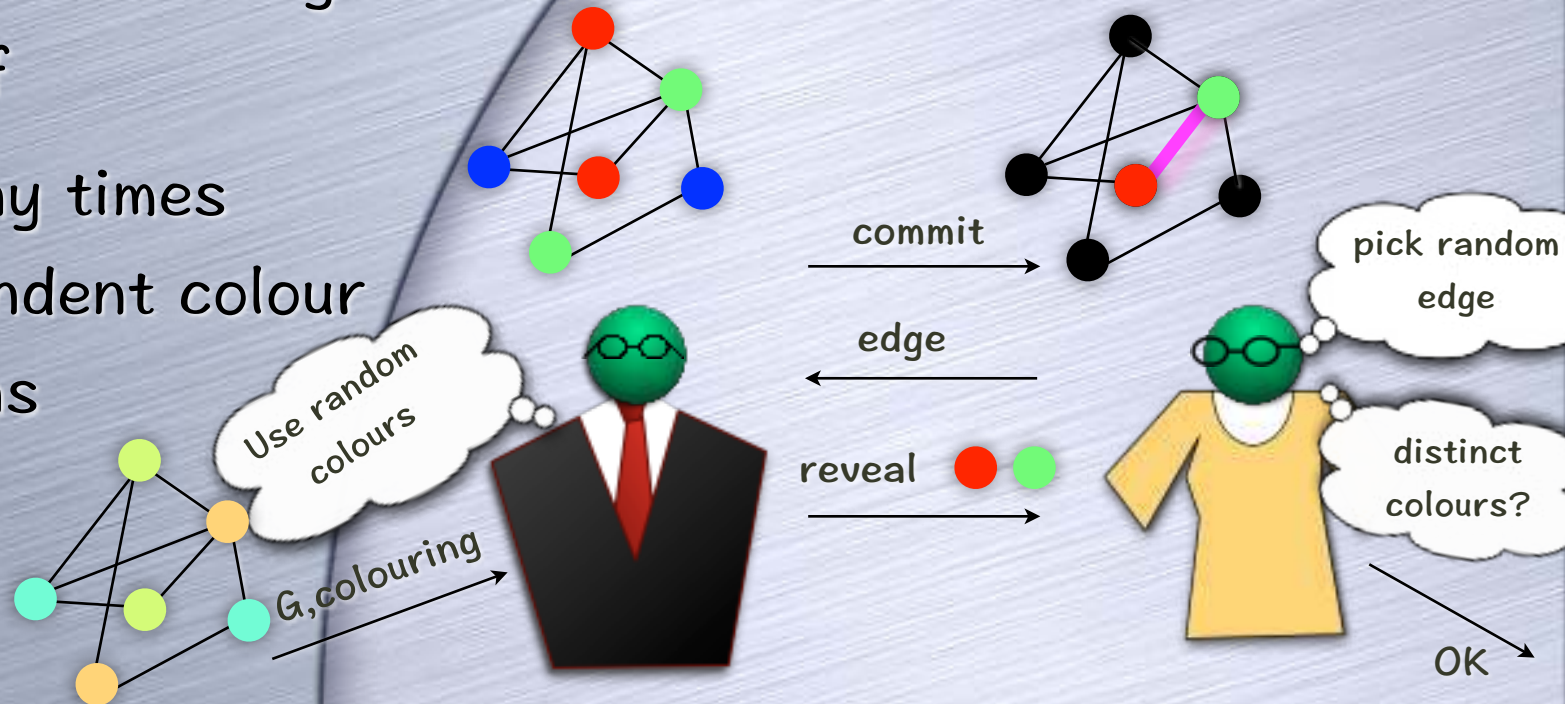
Commitment

- The functionality of **Commitment**:
 - Committing to a value: Alice puts the message in a box, locks it, and sends the locked box to Bob, who learns nothing about the message
 - Revealing a value: Alice sends the key to Bob. At this point she can't influence the message that Bob will get on opening the box.
- Implementation in the Random Oracle Model: $\text{Commit}(x) = H(x,r)$ where r is a long enough random string, and H is a random hash function (available as an oracle). To reveal, send (x,r) .
 - ⚠ ROM is a heuristic model: Can do provably impossible tasks in this model!
- An Example: To prove that the nodes of a graph can be coloured with at most 3 colours, so that adjacent nodes have different colours



A ZK Proof for Graph Colourability

- Uses a commitment protocol as a subroutine
- At least $1/\#\text{edges}$ probability of catching a wrong proof
- Repeat many times with independent colour permutations

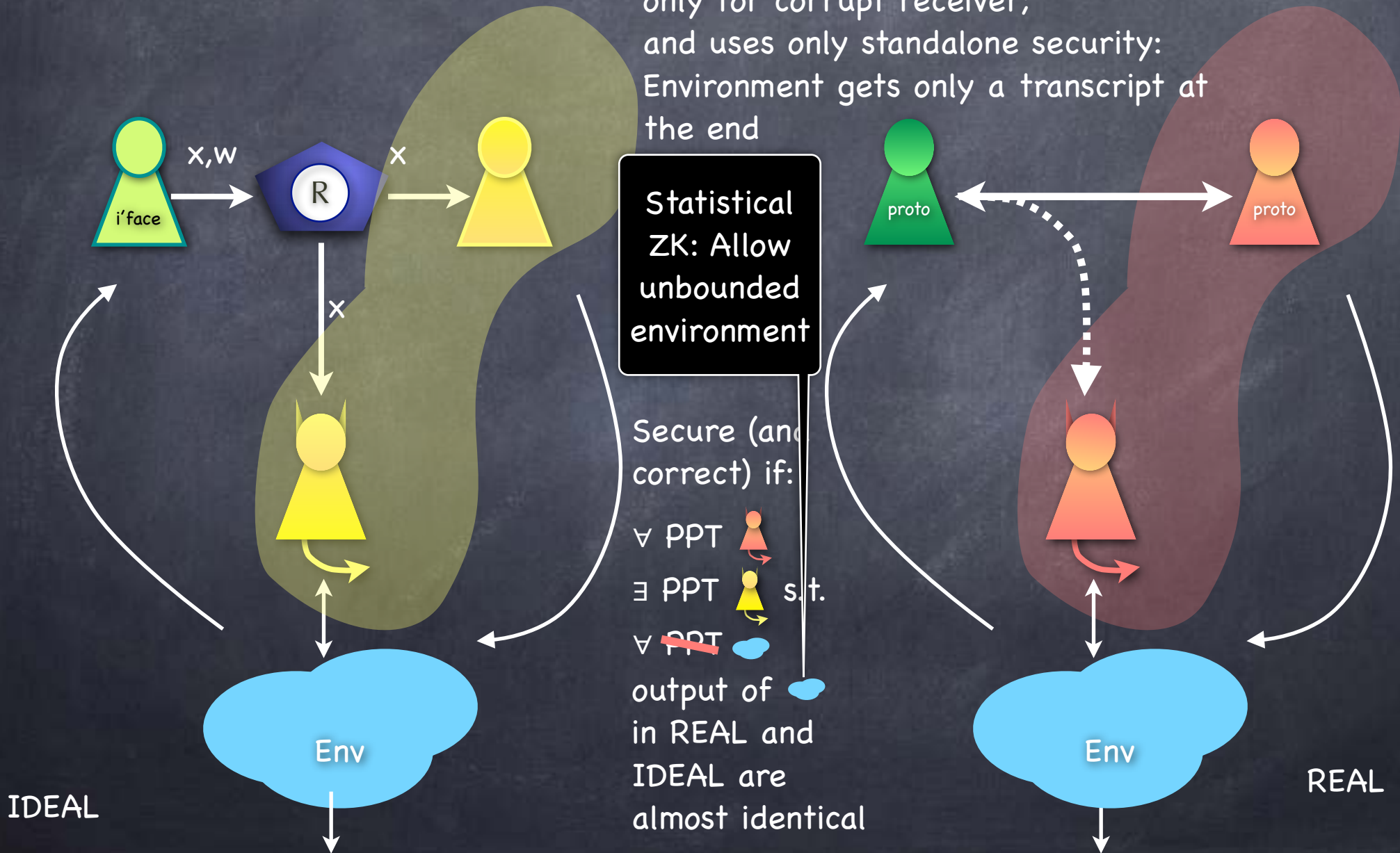


ZK Proofs Vocabulary

- **Statements:** Of the form “ $\exists w$ s.t. relation $R(x,w)$ holds”, where R defines a class of statements, and x specifies the particular statement (which is a common input to prover and verifier)
 - e.g., Given a graph G , \exists a colouring ϕ s.t. $\text{Valid}(G,\phi)$ holds
 - The relation R can be efficiently verified (polynomial time in size of x)
 - Set $L = \{ x \mid \exists w R(x,w) \text{ holds} \}$ is a language in NP
 - w is called a “witness” for $x \in L$
- **Completeness:** If prover & verifier are honest, for all $x \in L$, and prover given a valid witness w , verifier will always accept
- **Soundness:** If $x \notin L$, no matter what a cheating prover does, an honest verifier will reject (except with negligible probability)
 - **Proof-of-Knowledge:** A stronger soundness notion
- **Zero-Knowledge:** A (corrupt) verifier’s view can be simulated (honest prover, $x \in L$)
- Soundness can be required to hold even against computationally unbounded provers
 - **ZK Argument** system: Like a ZK proof system, but soundness only against PPT adversaries

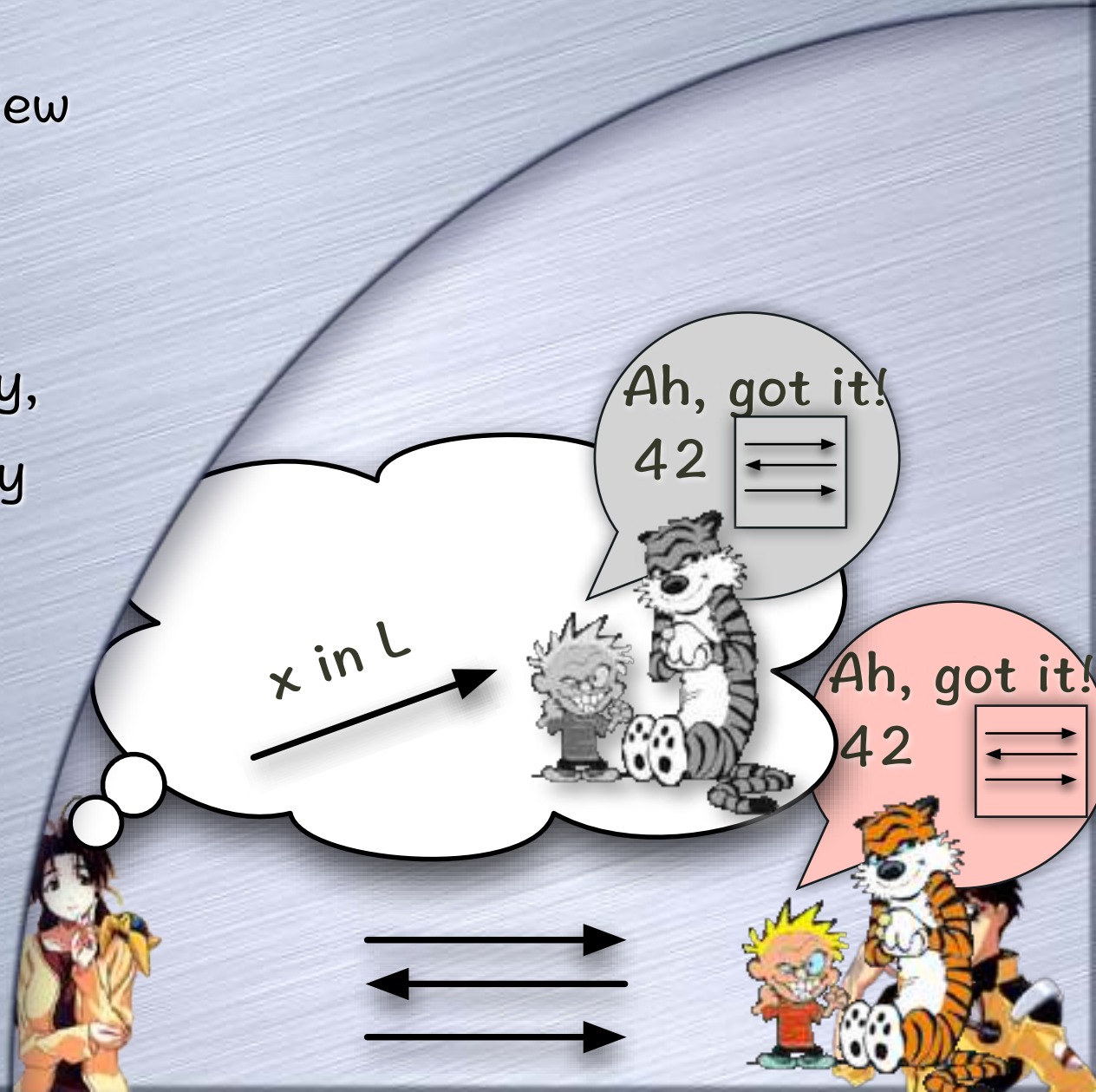
ZK Property

Classical definition uses simulation only for corrupt receiver;
and uses only standalone security: Environment gets only a transcript at the end



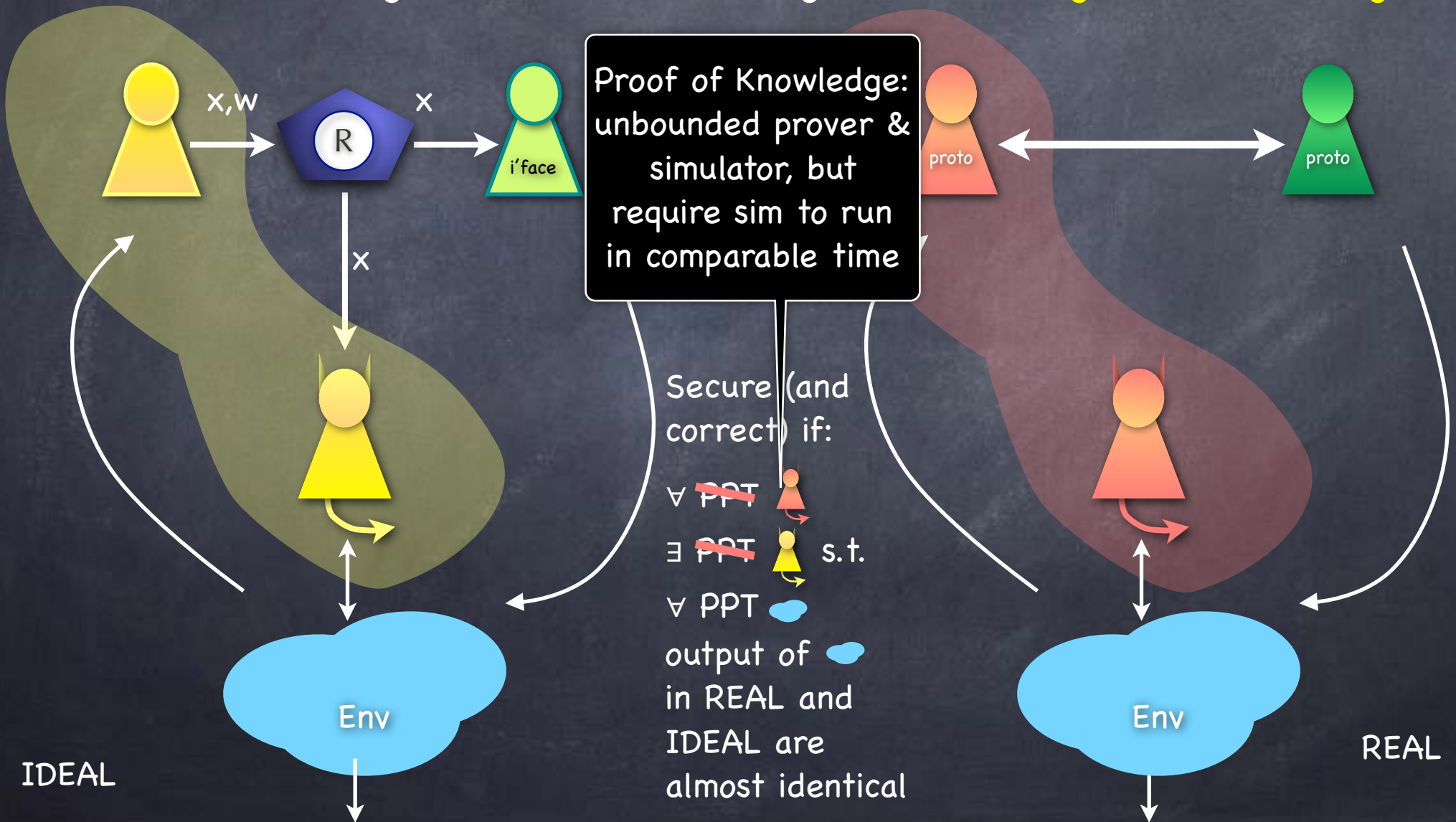
Simplified Picture

- ZK Property:
 - A corrupt verifier's view could have been "simulated"
 - \forall adversarial strategy, \exists a simulation strategy which produces an indistinguishable view
- Completeness and soundness defined separately



Two-Sided Simulation

- Require simulation also when prover is corrupt
 - Then simulator is a witness extractor
- Adding this (in standalone setting) makes it an **Argument of Knowledge**



Some ZK Proof Techniques

- Classic protocols for NP complete problems
 - e.g., graph 3 colorability (with standalone-secure commitment, instantiated using, say, one-way permutations)
 - Any NP language L has a ZK proof system via reduction to an NP complete problem
- More generally, by committing to a “probabilistically checkable proof”
 - Can improve the communication efficiency
- More efficient protocols for specific NP languages (avoiding the overhead of reduction to NP complete languages)
 - e.g., Proof of equality of discrete logs (coming up)
- Using MPC as a robust encoding
 - “MPC-in-the-head” (later)
- Non-interactive variants (later)
 - Often in the random-oracle model

Discrete Logarithm

- In a cyclic group, all elements can be written as g^0, g^1, \dots, g^{n-1}
- Given $D \in G$ and a generator g , \exists unique $d \in [0, n-1]$ s.t. $D = g^d$
 - Discrete logarithm of D w.r.t. g
- In many groups, finding the discrete logarithm is computationally hard
- Many commitment schemes, encryption schemes, collision-resistant hash functions etc. based on the hardness of discrete logarithm and related problems

Honest-Verifier ZK Proofs

- A ZK Proof of knowledge of **discrete log** of $R=g^r$
 - $P \rightarrow V$: $U := g^u$
 - $V \rightarrow P$: v
 - $P \rightarrow V$: $w := rv + u$ (modulo order of the group)
 - **V checks**: $g^w = R^v U$
- Proof of Knowledge:
 - Firstly, $g^w = R^v U \implies w = rv + u$, where $U = g^u$
 - If after sending U , P could respond to two different values of v : $w_1 = rv_1 + u$ and $w_2 = rv_2 + u$, then can solve for r
- HVZK: simulation picks w, v first and sets $U = g^w / R^v$

HVZK and Special Soundness

- **HVZK**: Simulation for honest (passively corrupt) verifier
 - e.g. in PoK of discrete log, simulator picks (v,w) first and computes U (without knowing u). Relies on verifier to pick v independent of U .
- **Special soundness**: given (U,v,w) and (U,v',w') s.t. $v \neq v'$ and both accepted by verifier, can derive a witness
 - e.g. solve r from $w=rv+u$ and $w'=rv'+u$ (given v,w,v',w')
 - **Proof of knowledge** (in stand-alone setting): for each U s.t. prover has significant probability of being able to convince, a simulator can extract r from the prover with overwhelming probability (using "rewinding")
 - Can amplify soundness using parallel repetition: still 3 rounds

Honest-Verifier ZK Proofs

- ZK PoK to prove **equality of discrete logs** for $((g,R),(C,D))$,
i.e., $R = g^r$ and $D = C^r$ [Chaum-Pederson]
- **P** \rightarrow **V**: $(U,T) := (g^u, C^u)$
- **V** \rightarrow **P**: v
- **P** \rightarrow **V**: $w := rv + u$
- **V checks**: $g^w = R^v U$ and $C^w = D^v T$
- Proof of Knowledge:
 - $g^w = R^v U, C^w = D^v T \implies w = rv + u = r'v + u'$
where $U = g^u, T = g^{u'}$ and $R = g^r, D = C^{r'}$
 - If after sending (U,T) P could respond to two different values of v : $rv_1 + u = r'v_1 + u'$ and $rv_2 + u = r'v_2 + u'$, then $r = r'$
- HVZK: simulation picks w, v first and sets $U = g^w / R^v, T = C^w / D^v$