

Zero-Knowledge Proofs

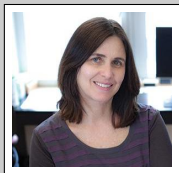
Abhishek Jain



JOHNS HOPKINS
UNIVERSITY

Zero Knowledge: History

- ▶ Invented by Shafi Goldwasser, Silvio Micali, Charlie Rackoff in 1980s



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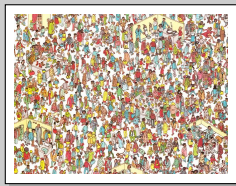
- ▶ Invented by Shafi Goldwasser, Silvio Micali, Charlie Rackoff in 1980s



- ▶ Paper rejected three times! Accepted the 4th time in 1985.
- ▶ Shafi and Silvio won the 2012 Turing Award for work on encryption and proof systems.

Scenario: Where's Waldo?


Alice

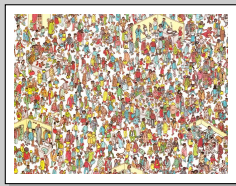



Bob

A “Hey Bob, I found Waldo!”

Scenario: Where's Waldo?


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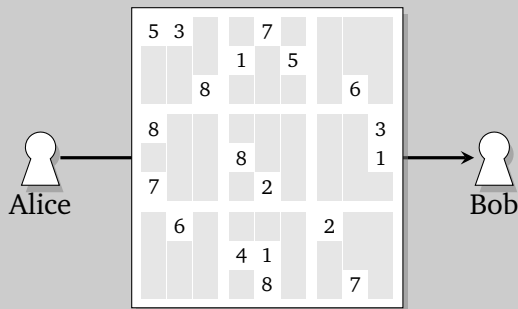



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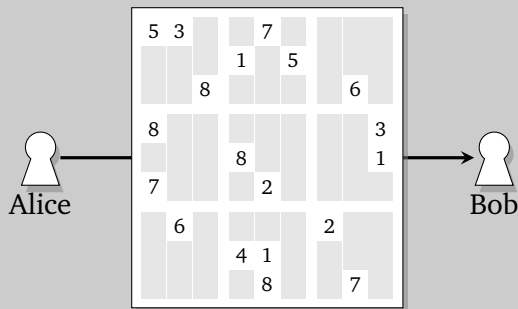
B “That was way too fast, I don’t believe you.”

Scenario: Sudoku



A “Hey Bob, check out this brutal Sudoku puzzle!”

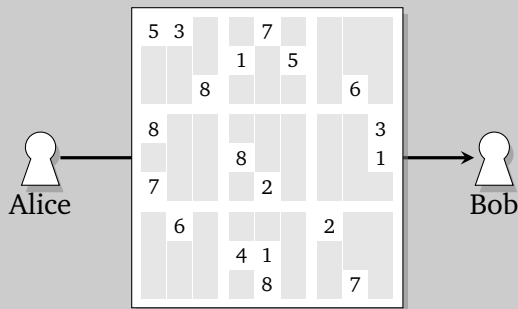
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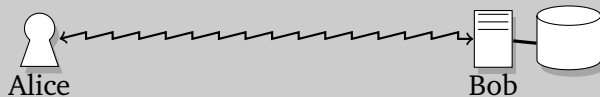
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Scenario: Sudoku



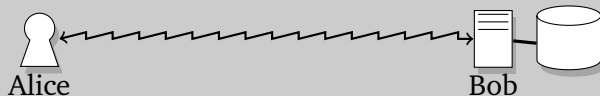
- A “Hey Bob, check out this brutal Sudoku puzzle!”
- B “Last week you gave me a puzzle with no solution. I wasted 3 hours.”
- A “This one has a solution, **trust me.**”

Scenario: Authentication



A “Can I have access to the database? It’s me, Alice.”

Scenario: Authentication



A “Can I have access to the database? It’s me, Alice.”

B “OK, send me your password so I know it’s you.”

A Problem of Trust and Information

Alice wants to convince Bob of something

- ▶ Waldo is in the picture
- ▶ Sudoku puzzle has a solution
- ▶ Alice is not an imposter

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Bob should not learn “too much”

- ▶ Waldo's location
- ▶ Sudoku solution
- ▶ Alice's password

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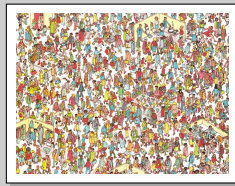
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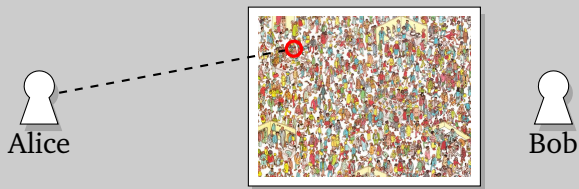
What might a possible solution look like?

Where's Waldo? Solution



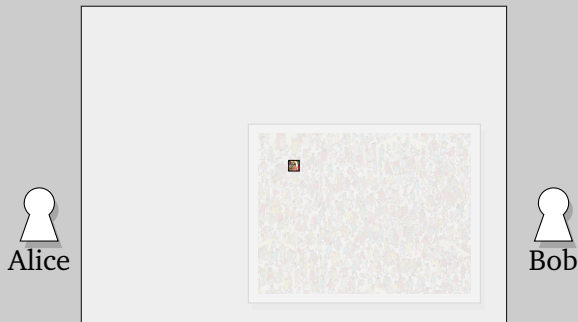
Solution:

Where's Waldo? Solution



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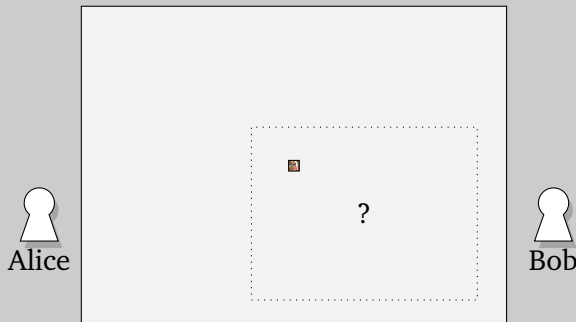
Where's Waldo? Solution



Solution:

1. Alice places opaque cardboard with hole over picture, revealing Waldo

Where's Waldo? Solution

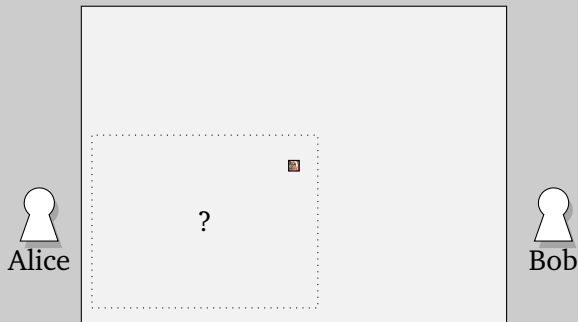


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Bob gets no information about Waldo's location within picture!

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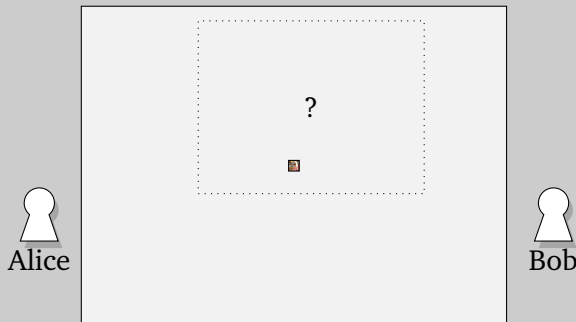


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Philosophy

Fuzzy Definition

A **zero-knowledge proof** is a way to convince someone of a fact without giving out “any additional information”

Philosophy

Fuzzy Definition

A **zero-knowledge proof** is a way to convince someone of a fact without giving out “any additional information”

What does it mean to

- ▶ prove something?
- ▶ give out information?

What is a proof?

Classical Definition

A proof is a list of logical steps. Something that Alice can write down and send to Bob.

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Must a proof be “non-interactive?”

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Must a proof be “non-interactive?”

Today: **Interactive Proofs**

A Lady Testing Tea



Muriel



Ronald

A true story [R. Fisher, *Mathematics of a Lady Testing Tea*, 1956]:

A Lady Testing Tea



Muriel



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A true story [R. Fisher, *Mathematics of a Lady Testing Tea*, 1956]:

M “Tea poured into milk tastes different than milk poured into tea.”

A Lady Testing Tea

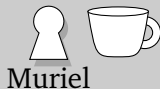


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R “...”

Fisher's Smart Idea: Interactive Proof



Muriel



Ronald

Fisher's Smart Idea: Interactive Proof



Muriel



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Random challenge In private, flip a coin to decide which to pour first (tea or milk).

Fisher's Smart Idea: Interactive Proof



Random challenge In private, flip a coin to decide which to pour first (tea or milk). Give cup to Muriel.

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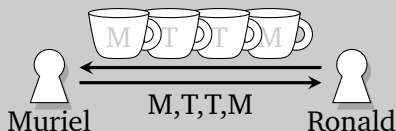


Random challenge In private, flip a coin to decide which to pour first (tea or milk). Give cup to Muriel.

Response Muriel guesses.

- ▶ If Muriel can really tell, she gets it right.
- ▶ If no difference in two kinds of teas, she has $1/2$ chance of guessing correctly.

Fisher's Smart Idea: Interactive Proof



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Response Muriel guesses.

- ▶ If Muriel can really tell, she gets it right.
- ▶ If no difference in two kinds of teas, she has $1/2$ chance of guessing correctly.

Repeat Repeat n times.

- ▶ If no difference in two kinds of teas, she has $(1/2)^n$ chance of guessing *all* correctly.

Epistemology: What is Knowledge?

Bad situation

x is true



Alice



Bob

Epistemology: What is Knowledge?

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Alice

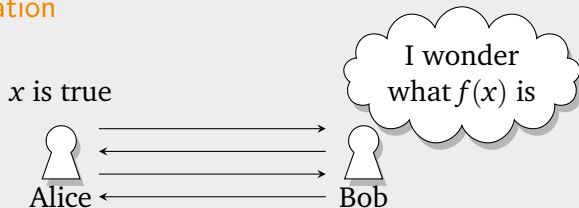
I wonder
what $f(x)$ is



Bob

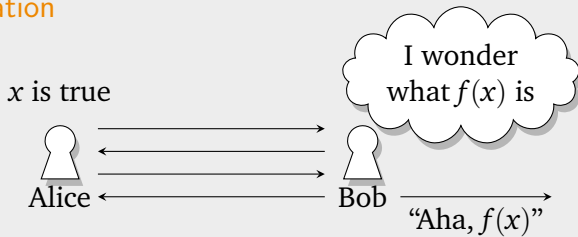
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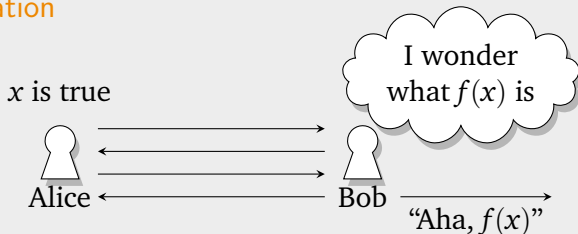
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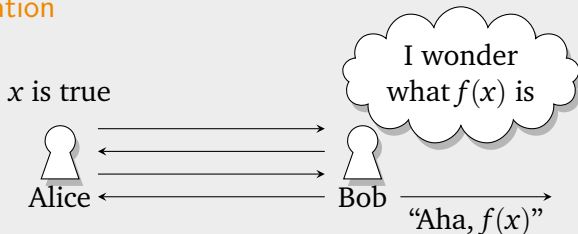
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- ▶ This situation is bad if Bob couldn't have computed $f(x)$ before the interaction

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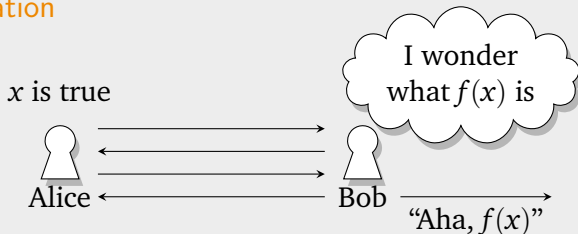
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- ▶ Interaction **transcript** gives him knowledge

Epistemology: What is Knowledge?

Bad situation



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Zero Knowledge (Want to say):

Everything Bob can compute *after* seeing the transcript, he could have computed *before* seeing the transcript.

Transcript Simulation

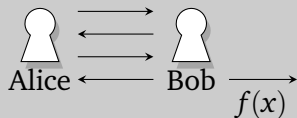
Clever Definition

Interaction is **zero-knowledge** if Bob could generate transcripts without interacting with Alice:

Transcript Simulation

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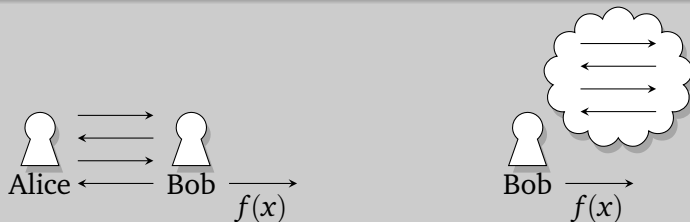


Whatever Bob could
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Transcript Simulation

Clever Definition

Interaction is **zero-knowledge** if Bob could generate transcripts without interacting with Alice:



Whatever Bob could compute *after* seeing the transcript ...

... there is a way to compute without interaction!

Apparent Paradox

Paradox?

- ▶ Transcript should *convince* Bob of something new
- ▶ Bob could have generated transcript himself

Apparent Paradox



Bob



Charlie

B “Alice can tell whether tea is poured into milk or vice-versa!”

Apparent Paradox



Bob



Charlie

B “Alice can tell whether tea is poured into milk or vice-versa!”

C “Oh really?”

Apparent Paradox



- B “Alice can tell whether tea is poured into milk or vice-versa!”
- C “Oh really?”
- B “Yes, see all these correctly identified tea cups??”

Apparent Paradox



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Bob already knew the correct responses to challenges

- ▶ Convinced by *how* the transcript was generated (in response to his challenges)

Formal Definition

Definition [GMR 1985]

A **zero-knowledge proof** is an interactive protocol satisfying:

- ▶ The prover can always convince the verifier of any true statement

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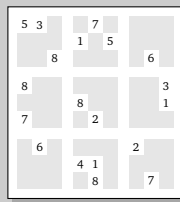
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A **zero-knowledge proof** is an interactive protocol satisfying:

- ▶ The prover can always convince the verifier of any true statement
- ▶ The verifier can't be convinced of a false statement (even by a cheating prover), except with very low probability
- ▶ There is an efficient procedure to output “same-looking” protocol transcripts

Sudoku Zero-Knowledge Proof

Zero-knowledge protocol:



Alice

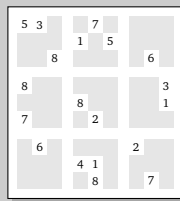
5	3	4	6	7	8	9	1	2
6	7	2	1	9	5	3	4	8
1	9	8	3	4	2	5	6	7
8	5	9	7	6	1	4	2	3
4	2	6	8	5	3	7	9	1
7	1	3	9	2	4	8	5	6
9	6	1	5	3	7	2	8	4
2	8	7	4	1	9	6	3	5
3	4	5	2	8	6	1	7	9

Bob

Sudoku Zero-Knowledge Proof

Zero-knowledge protocol:

1. Alice randomly relabels $\{1, \dots, 9\}$



Alice

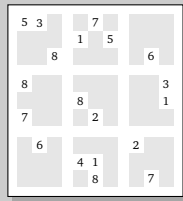
9	4	6	7	2	1	5	3	8
7	2	8	3	5	9	4	6	1
3	5	1	4	6	8	9	7	2
1	9	5	2	7	3	6	8	4
6	8	7	1	9	4	2	5	3
2	3	4	5	8	6	1	9	7
5	7	3	9	4	2	8	1	6
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Bob

Sudoku Zero-Knowledge Proof

Zero-knowledge protocol:

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2. Alice writes relabeled solution on scratch card, shows to Bob



Alice

9	4	6	7	2	1	5	3	8
7	2	8	3	5	9	4	6	1
3	5	1	4	6	8	9	7	2
1	9	5	2	7	3	6	8	4
6	8	7	1	9	4	2	5	3
2	3	4	5	8	6	1	9	7
5	7	3	9	4	2	8	1	6
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Bob

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Zero-knowledge protocol:

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3. Bob asks Alice to scratch off either:

5	3			7				
			1		5			
	8						6	
8							3	
7			8		2		1	
	6					2		
			4	1				
				8			7	

9	4	6	7	2	1	5	3	8
7	2	8	3	5	9	4	6	1
3	5	1	4	6	8	9	7	2
1	9	5	2	7	3	6	8	4
6	8	7	1	9	4	2	5	3
2	3	4	5	8	6	1	9	7
5	7	3	9	4	2	8	1	6
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4	6	9	8	1	7	3	2	5


Alice


Bob

and checks consistency

Sudoku Zero-Knowledge Proof

Zero-knowledge protocol:

1. Alice randomly relabels $\{1, \dots, 9\}$
2. Alice writes relabeled solution on scratch card, shows to Bob
3. Bob asks Alice to scratch off either:
 - ▶ A particular row

and checks consistency

5	3			7				
			1		5			
	8						6	
8							3	
7			8		2		1	
	6					2		
			4	1				
				8			7	



Alice

9	4	6	7	2	1	5	3	8
7	2	8	3	5	9	4	6	1
3	5	1	4	6	8	9	7	2
1	9	5	2	7	3	6	8	4
6	8	7	1	9	4	2	5	3
2	3	4	5	8	6	1	9	7
5	7	3	9	4	2	8	1	6
8	1	2	6	3	5	7	4	9
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row 2



Bob

Sudoku Zero-Knowledge Proof

Zero-knowledge protocol:

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2. Alice writes relabeled solution on scratch card, shows to Bob
3. Bob asks Alice to scratch off either:
 - ▶ A particular row
 - ▶ A particular column

and checks consistency

5	3			7		
			1		5	
	8					6
8						3
7			8		2	
	6					
			4	1		2
				8		7



Alice

9	4	6	7	2	1	5	3	8
7	2	8	3	5	9	4	6	1
3	5	1	4	6	8	9	7	2
1	9	5	2	7	3	6	8	4
6	8	7	1	9	4	2	5	3
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col 7



Bob

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 - ▶ A particular row
 - ▶ A particular column
 - ▶ A particular 3×3 block

and checks consistency

5	3			7				
			1		5			
	8						6	
8								3
7			8					1
				2				
	6					2		
			4	1				
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blk 8



Bob

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 - ▶ A particular row
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 - ▶ A particular 3×3 block
 - ▶ Initial positions
 and checks consistency

5	3			7				
			1		5			
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8								3
7			8					1
				2				
	6					2		
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				8				7



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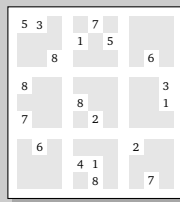


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 - ▶ A particular 3×3 block
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 and checks consistency
4. Repeat n times



Alice

9	4	6	7	2	1	5	3	8
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6	8	7	1	9	4	2	5	3
2	3	4	5	8	6	1	9	7
5	7	3	9	4	2	8	1	6
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Bob

Sudoku Zero-Knowledge Proof, Analysis

Observation

If Alice can answer all challenges successfully, her scratch card satisfies:

- ▶ Every row, column, block is permutation of $\{1, \dots, 9\}$
- ▶ Initial positions consistent with relabeling of $\{1, \dots, 9\}$ in original puzzle

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What if Alice is cheating (there really is no solution)?

⇒ No scratch card can correctly answer all challenges.

Sudoku Zero-Knowledge Proof, Analysis

Suppose Alice tries to prove an incorrect statement. Let c be a challenge that is bad for Alice's scratch card.

- ▶ Bob picks random challenge (28 choices)
- ▶ With probability $1/28$, Bob chooses c and Alice is caught!
- ▶ With probability $\leq 27/28$, Alice's cheating undetected

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Key Idea

Repeat protocol n times. Alice cheats undetected in all rounds with probability $(27/28)^n \approx (1/2)^{0.05n}$

Sudoku Zero-Knowledge Proof, Analysis

Suppose Alice tries to prove an incorrect statement. Let c be a challenge that is bad for Alice's scratch card.

- ▶ Bob picks random challenge (28 choices)
- ▶ With probability $1/28$, Bob chooses c and Alice is caught!
- ▶ With probability $\leq 27/28$, Alice's cheating undetected

Key Idea

Repeat protocol n times. Alice cheats undetected in all rounds with probability $(27/28)^n \approx (1/2)^{0.05n}$

When $n = 2500$, Alice caught with 99% probability.

Sudoku Zero-Knowledge Proof, Analysis

If Alice follows protocol (there is a solution), then each round transcript is:

Sudoku Zero-Knowledge Proof, Analysis

9	4	6	7	2	1	5	3	8
7	2	8	3	5	9	4	6	1
3	5	1	4	6	8	9	7	2
1	9	5	2	7	3	6	8	4
6	8	7	1	9	4	2	5	3
2	3	4	5	8	6	1	9	7
5	7	3	9	4	2	8	1	6
8	1	2	6	3	5	7	4	9
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If Alice follows protocol (there is a solution), then each round transcript is:

- ▶ Random permutation of $\{1, \dots, 9\}$ in random row,

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Each of these Bob could have generated himself (without the solution)!

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We have a zero-knowledge proof protocol for Sudoku, so what?

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Theorem

Every NP statement can be proven in zero-knowledge.

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Disclaimer: ZK proofs **very bad** for teaching courses:

- ▶ Students convinced that professor knows a lot
- ▶ Students gained no additional knowledge

Like Cryptography?

Take 600.442!

Thanks for your attention!

fin.

I hope this was a “talk about zero knowledge,”
not a “zero-knowledge talk.”