

# Lecture 22: Zero-Knowledge Proofs

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# Overview

- Administrivia
- Why Zero Knowledge?
- Zero-Knowledge Proofs
- Conclusion
- Acknowledgements

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from *November 24th until December 7th* and provide us with your evaluation and feedback on the course!

- This would really help me figuring out what worked and what didn't for the course

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- Undergraduate Research Fellowship (URF):

<https://grec.cs.uwaterloo.ca/>

- Undergraduate Research Internship (URI):

[https://cs.uwaterloo.ca/current-undergraduate-students/  
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- For Canadians, please check out NSERC's USRA:

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  - But then Bob has access to her entire database!
  - Can Alice convince Bob that she gave right file without giving any more *knowledge* beyond that she gave right file?

# Zero-Knowledge Proofs

Proofs in which the verifier gains *no knowledge* beyond the validity of the assertion.

How do you prove that you know something without showing how you know it.

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- In both cases Alice conveyed *information!*

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- One-way communication (or, in other words, very little interaction!)
- Verifier *does not trust* prover. Otherwise no need to verify proof!

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- In this setting, verifier *learns the proof!*

$C =$  graph  $G$  is Hamiltonian

$P :=$  give a Hamiltonian cycle

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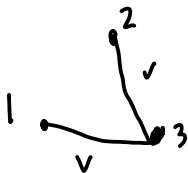
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iff there is a permutation of vertices

$$\sigma : V_{G_0} \rightarrow V_{G_1}$$

s.t.

$$\{u, v\} \in E_{G_0} \Leftrightarrow \{\sigma(u), \sigma(v)\} \in E_{G_1}$$



$$\begin{aligned} \sigma(1) &= 1 \\ \sigma(2) &= 3 \\ \sigma(3) &= 2 \end{aligned} \quad \text{isomorphic}$$



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- In this setting, verifier *learns the isomorphism* (i.e., the proof)!

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  - Make proofs *interactive*, instead of only one-way
  - Verifier is allowed *private randomness*
- In the end, we will see a (zero-knowledge) proof for graph isomorphism as follows:

Alice: I will not give you an isomorphism, but I will prove that I could give you one, if I wanted to.

$G_0$   $G_1$  isomorphic ( $\rho$  isomorphism)

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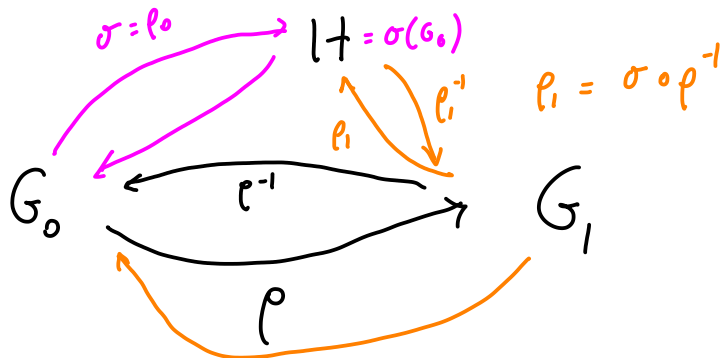
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- Note that verifier will not learn isomorphism between  $G_0$  and  $G_1$ !

$$\rho_b = \rho \circ \tilde{\Pi}$$

random permutation!

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  - Claim is *false*  $\Rightarrow$  can catch bad proof with probability = 1/2

$$G_0 \leftrightarrow H$$

$b = 1$  then prover's done

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  - Can amplify probability of catching bad proof by repeating protocol above!

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  - Verifier picks random bit  $b \in \{0, 1\}$
  - Prover gives isomorphism  $\rho_b$
  - Verifier checks that  $\rho_b(H) = G_b$
- Note that verifier will not learn isomorphism between  $G_0$  and  $G_1$ !
- Note that:
  - Claim is *true*  $\Rightarrow$  prover can always give isomorphism!
  - Claim is *false*  $\Rightarrow$  can catch bad proof with probability = 1/2
  - Can amplify probability of catching bad proof by repeating protocol above!
- How can we model the fact that verifier does not gain knowledge?!

Simulation!

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- Simulation  $\Rightarrow V$  gained no new information!

# Perfect Zero Knowledge Proof

Note that we usually talked about not trusting provers so far, but for Zero-Knowledge, we will *not trust verifiers* (as they may try to obtain information about the proof!)

information  
knowledge

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### Definition (Perfect Zero Knowledge)

A prover  $P$  is *perfect zero-knowledge* for language  $L$  if for every polynomial time, randomized verifier  $V^*$ , there is a randomized algorithm  $M^*$  such that for every  $x \in L$  the following random variables are identically distributed:

- $\langle P, V^* \rangle(x)$ , that is, output of interaction between prover  $P$  and verifier  $V^*$  on input  $x$
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- The above captures the idea that  $V^*$  is not gaining any extra computational power by interacting with  $P$ , since same output could have been generated by  $M^*$

# Perfect Zero Knowledge Proof<sup>2</sup>

- Previous definition is a bit too strict to be useful, so we relax it.<sup>1</sup>
- We will allow simulator to fail with small probability (denoted by outputting  $\perp$ )

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<sup>1</sup>Very common phenomenon in crypto, that statistical indistinguishability too strict.

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- 1 With probability  $\leq 1/2$ ,  $M^*(x) = \perp$  *fails*
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*not failing*
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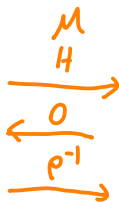
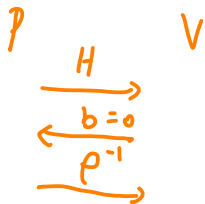
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- Note that whenever we don't fail, we output same distribution as the original protocol!

# Conclusion

- We saw today how the power of interaction can be used to verify validity of “proofs” without conveying information about it



# Conclusion

- We saw today how the power of interaction can be used to verify validity of “proofs” without conveying information about it
- Has applications in
  - Modern cryptography
  - Credit Cards
  - Passwords
  - Complexity Theory (can use zero-knowledge to construct complexity classes)
  - Used in cryptocurrencies (validate transactions without giving details about transactions)

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<https://inst.eecs.berkeley.edu/~cs276/fa20/slides/lec14.pdf>