

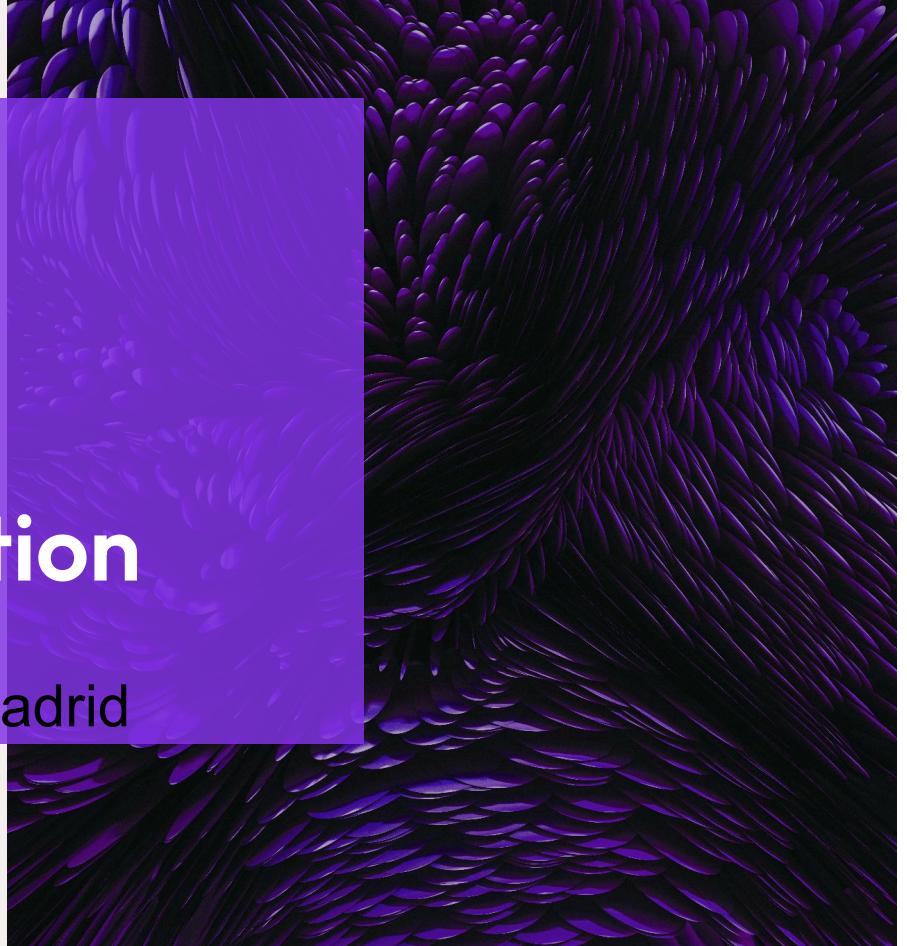
zero-knowledge programmable cryptography for verifiable computation

October 17th, 2023

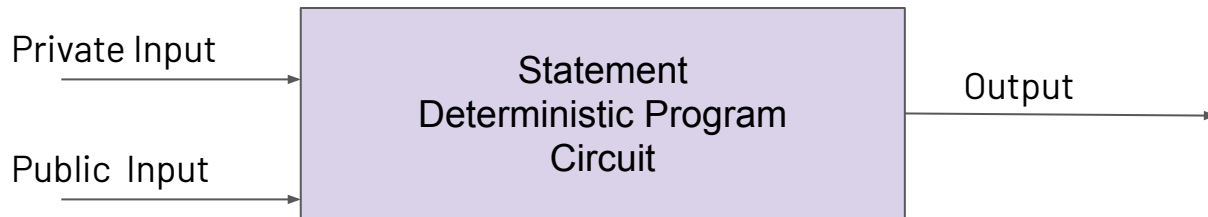
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@jbaylina



What's a non interactive zero knowledge proof

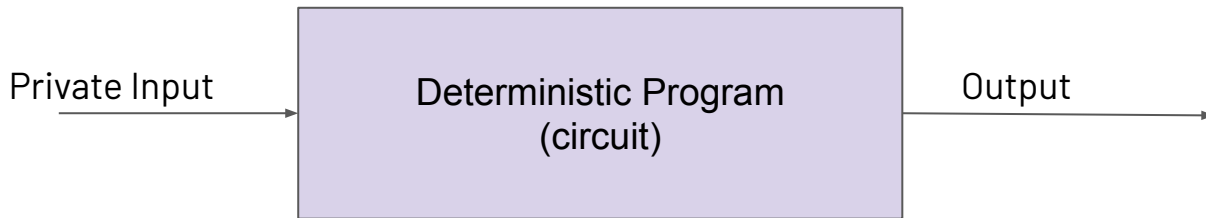


Given a circuit and its input, the prover can run the circuit and generate a proof.

Given the proof and the public input/output, I can proof to a verifier that who generated that proof knew the private input and executed the circuit.

This proof does not reveal anything about the private input

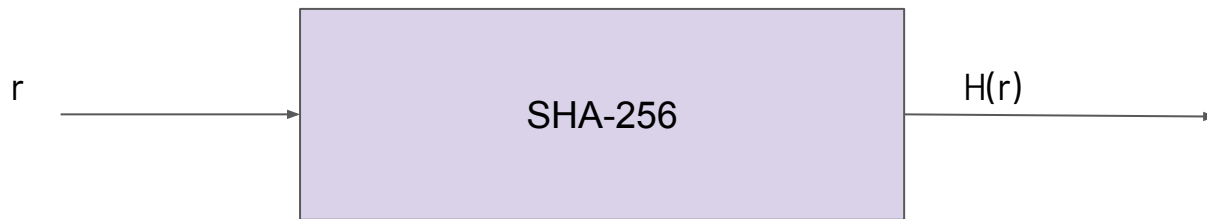
What's a zero knowledge proof



$\text{Proof} = F(\text{Circuit}, \text{PrivateInput})$

$V(\text{Circuit}, \text{Output}, \text{Proof}) = \text{true/false}$

Example



$\text{Proof} = F(\text{SHA-256}, r)$

$V(\text{SHA-256}, H(r), \text{Proof}) = \text{true}$

Simple Circuit

Truth table

s1	s2	s3
0	0	1
0	1	1
1	0	1
1	1	0



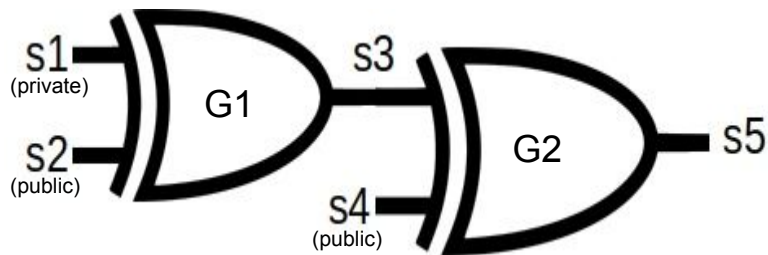
Constraints system

$$s_3 = 1 - s_1 s_2$$

Circom circuit

```
template NAND() {  
    signal input s1;  
    signal input s2;  
    signal output s3;  
  
    s3 <== 1 - s1*s2;  
}  
  
component main = NAND()
```

Composite Circuit



Constraints system

$$\begin{cases} s_3 &= s_1 + s_2 - 2s_1s_2 \\ s_5 &= s_3 + s_4 - 2s_3s_4 \end{cases}$$

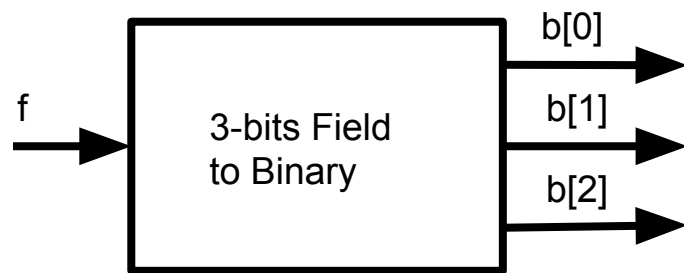
nand.circom

```
template NAND() {  
    signal input a;  
    signal input b;  
    signal output out;  
  
    out <== 1 - a*b;  
}
```

composite.circom

```
include "nand.circom"  
  
template Composite() {  
    signal private input s1;  
    signal input s2;  
    signal input s3;  
    signal output s5;  
    signal s4  
  
    component G1 = NAND();  
    component G2 = NAND();  
  
    s1 ==> G1.a;  
    s2 ==> G1.b;  
    G1.out ==> G2.a;  
    s3 ==> G2.b;  
    G2.out ==> s5;  
}  
  
component main =  
    Composite();
```

Touching metal



Constraints system

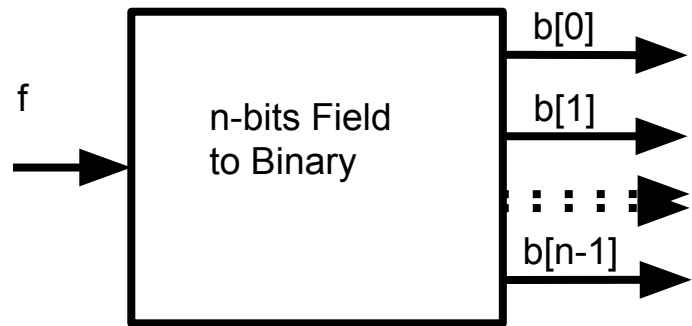
$$\begin{cases} b_0 \cdot 2^0 + b_1 \cdot 2^1 + b_2 \cdot 2^2 & = & f \\ b_0 \cdot (b_0 - 1) & = & 0 \\ b_1 \cdot (b_1 - 1) & = & 0 \\ b_2 \cdot (b_2 - 1) & = & 0 \end{cases}$$

```
template Num2Bits3() {  
    signal input f;  
    signal output b[3];  
  
    for (i=0; i<3; i++) {  
        b[i] <-- (f>>i) & 1;  
        b[i] * (b[i]-1) === 0;  
    }  
    b[0] + 2*b[1] + 4*b[2] ===  
f;  
}
```

==> ~~X~~ -->
 ===

<== ~~X~~ <--
 ===

Parametric templates



Constraints system

$$\left\{ \begin{array}{lcl} b_0 \cdot 2^0 + b_1 \cdot 2^1 + \dots + b_{n-1} \cdot 2^{n-1} & = & f \\ b_0 \cdot (b_0 - 1) & = & 0 \\ b_1 \cdot (b_1 - 1) & = & 0 \\ & \dots & \\ b_{n-1} \cdot (b_{n-1} - 1) & = & 0 \end{array} \right.$$

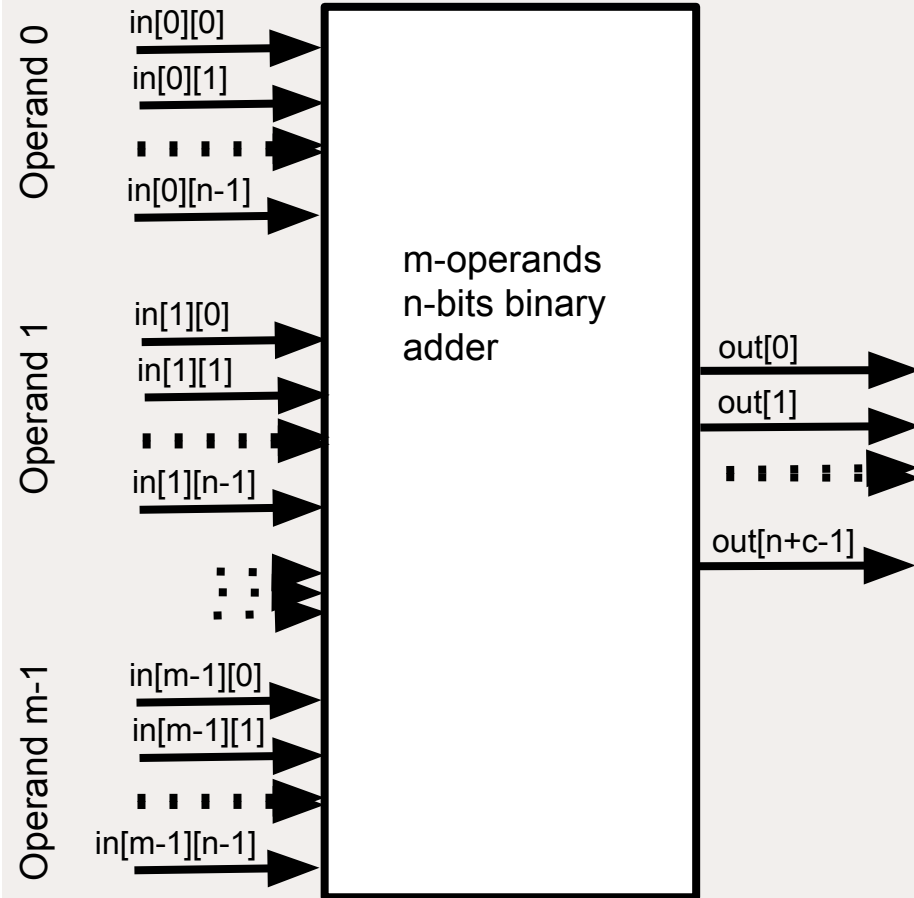
```
template Num2Bits(n) {
    signal input f;
    signal output b[n];
    var lc1=0;

    for (var i = 0; i<n; i++) {
        b[i] <-- (f >> i) & 1;
        b[i] * (b[i] - 1) === 0;
        lc1 += b[i] * 2**i;
    }

    lc1 === f;
}

component main = Num2Bits(253);
```


Binary adder



Constraints system for generic binary adder

$$\left\{ \begin{array}{l}
 in_{0,0} \cdot 2^0 + in_{0,1} \cdot 2^1 + \dots + in_{0,n-1} \cdot 2^{n-1} + \\
 + in_{1,0} \cdot 2^0 + in_{1,1} \cdot 2^1 + \dots + in_{1,n-1} \cdot 2^{n-1} + \\
 \dots \\
 + in_{m-1,0} \cdot 2^0 + in_{m-1,1} \cdot 2^1 + \dots + in_{m-1,n-1} \cdot 2^{n-1} \\
 out_0 \cdot 2^0 + out_1 \cdot 2^1 + \dots + out_{n+c-1} \cdot 2^{n+c-1} \\
 \\
 out_0 \cdot (out_0 - 1) = 0 \\
 out_1 \cdot (out_1 - 1) = 0 \\
 \dots \\
 out_{n+c-1} \cdot (out_{n+c-1} - 1) = 0
 \end{array} \right. =$$

```

function nbits(a) {
    var n = 1;
    var r = 0;
    while (n-1<a) {
        r++;
        n *= 2;
    }
    return r;
}

```

```

template BinSum(n, m) {
    var nout = nbits((2**n -1)*m);
    signal input in[m][n];
    signal output out[nout];

    var lin = 0;
    var lout = 0;

    var k;
    var j;

```

```

        for (k=0; k<n; k++) {
            for (j=0; j<m; j++) {
                lin += in[j][k] * 2**k;
            }
        }

        for (k=0; k<nout; k++) {
            out[k] <-- (lin >> k) & 1;

            // Ensure out is binary
            out[k] * (out[k] - 1) === 0;

            lout += out[k] * 2**k;
        }

        // Ensure the sum;
        lin === lout;
    }

```

```

component main = BinSum(64,2)

```

Baby Jub

The Order of the field is the order of the bn128 curve.

Field operations matches with the field of the circuit.

The curve is safe.

$$E_{E,a,d}: ax^2 + y^2 = 1 + dx^2y^2$$

$$(x_1, y_1) + (x_2, y_2) = \left(\frac{x_1y_2 + y_1x_2}{1 + dx_1x_2y_1y_2}, \frac{y_1y_2 - ax_1x_2}{1 - dx_1x_2y_1y_2} \right)$$

$a=1$

$d=970659884841754509737224722355771940678411521946606023308$

0913168975159366771

```
template BabyAdd() {
    signal input x1;
    signal input y1;
    signal input x2;
    signal input y2;
    signal output xout;
    signal output yout;

    signal beta;
    signal gamma;
    signal delta;
    signal tau;

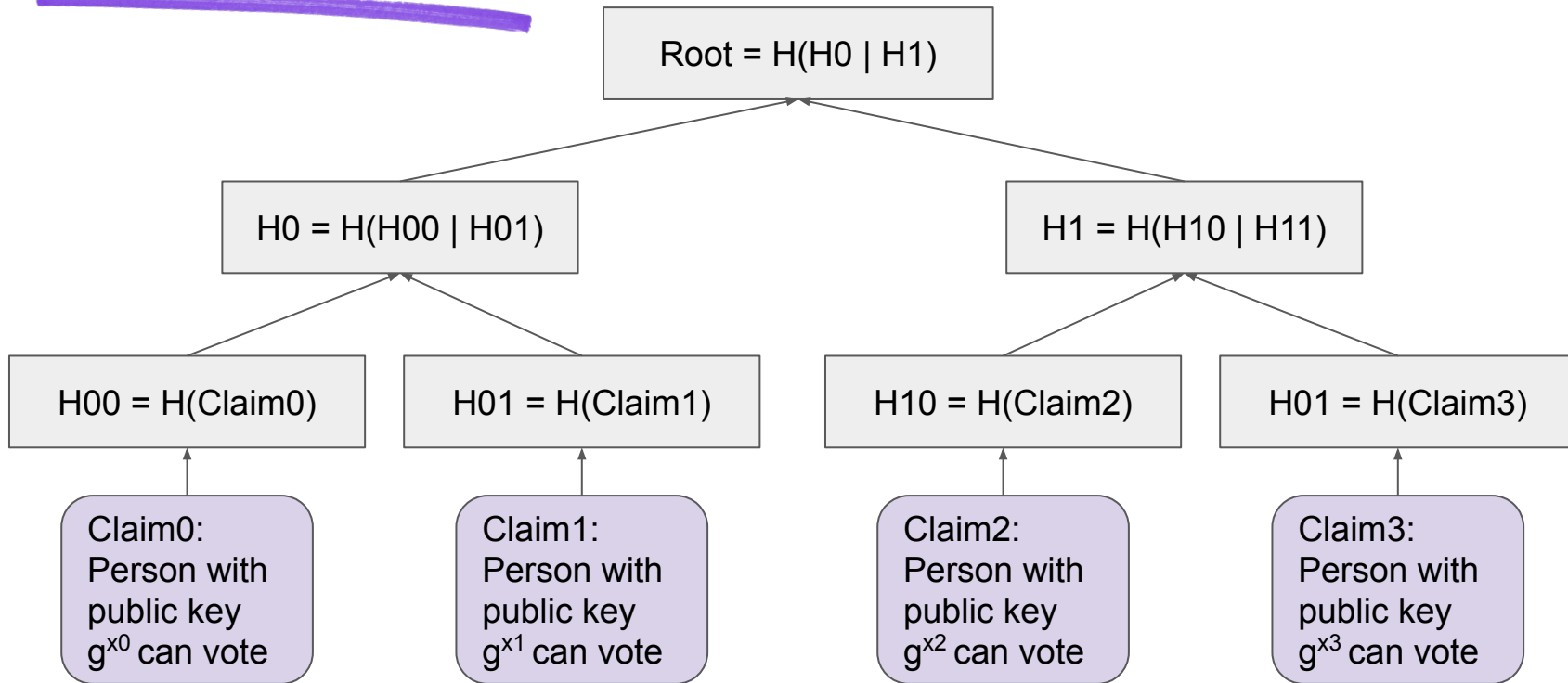
    var a = 168700;
    var d = 168696;

    beta <== x1*y2;
    gamma <== y1*x2;
    delta <== (-a*x1+y1)*(x2 + y2);
    tau <== beta * gamma;

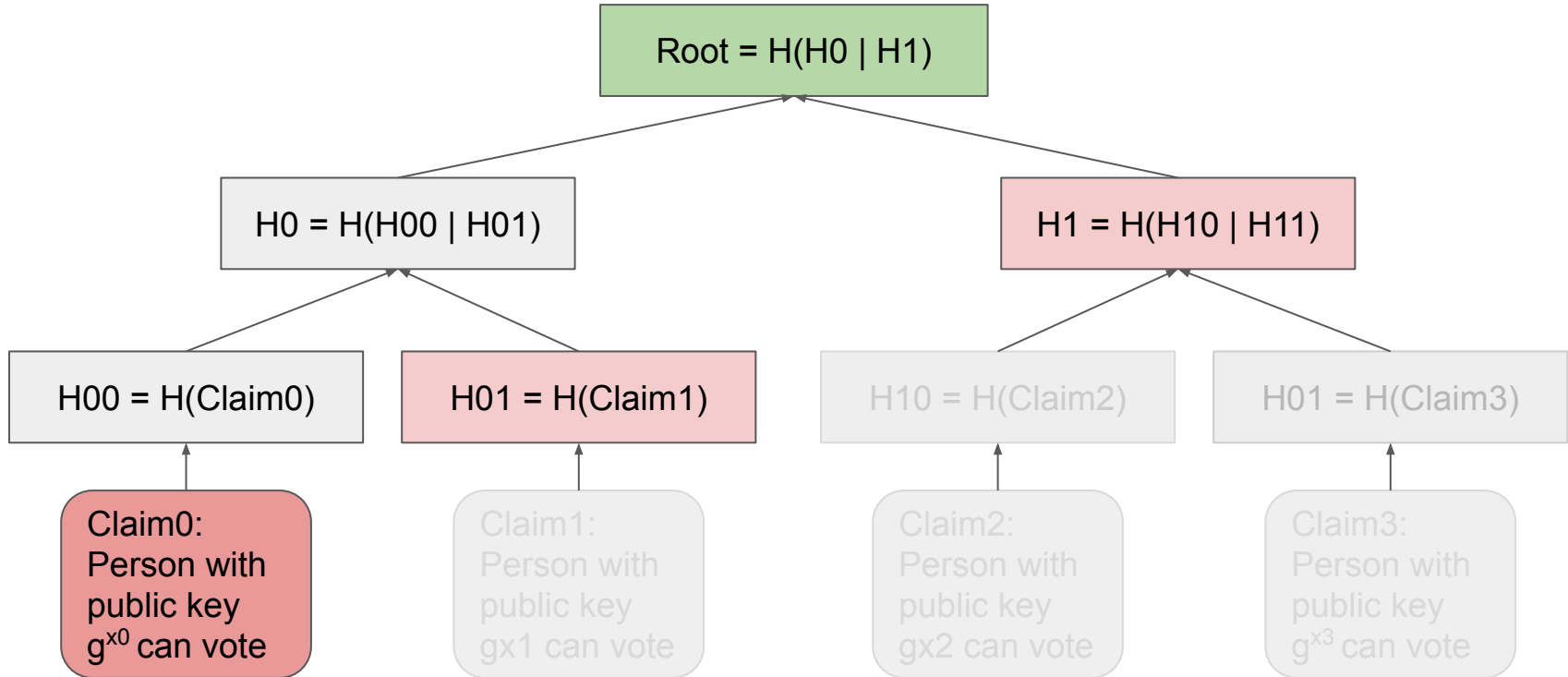
    xout <-- (beta + gamma) / (1+ d*tau);
    (1+ d*tau) * xout == (beta + gamma);

    yout <-- (delta + a*beta - gamma) / (1-d*tau);
    (1-d*tau)*yout == (delta + a*beta - gamma);
}
```

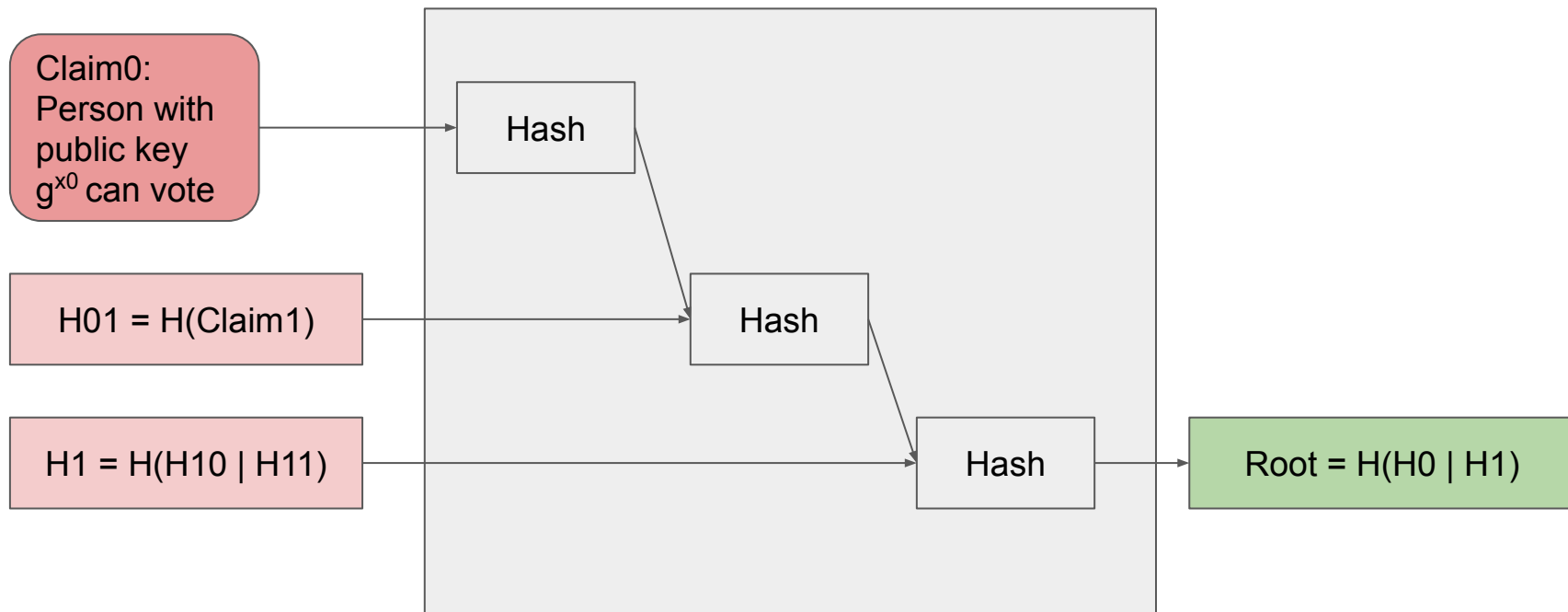
Merkle tree



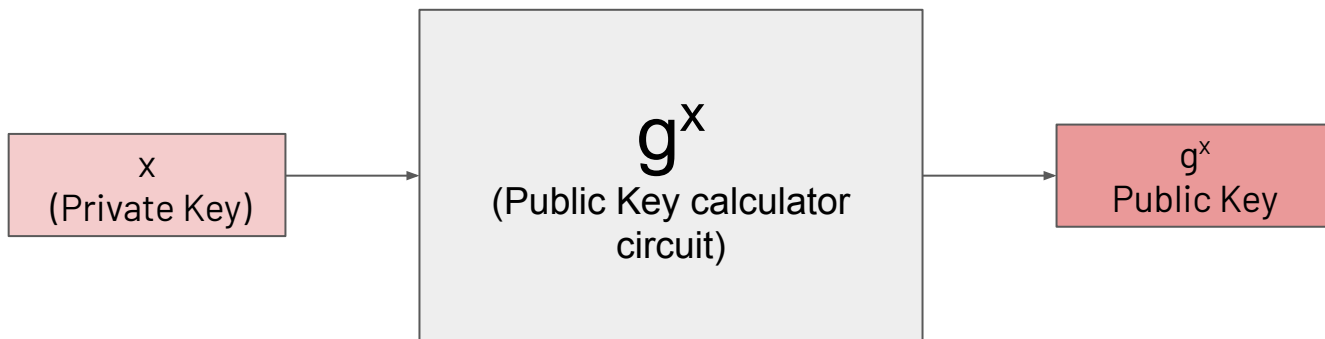
Merkle proof



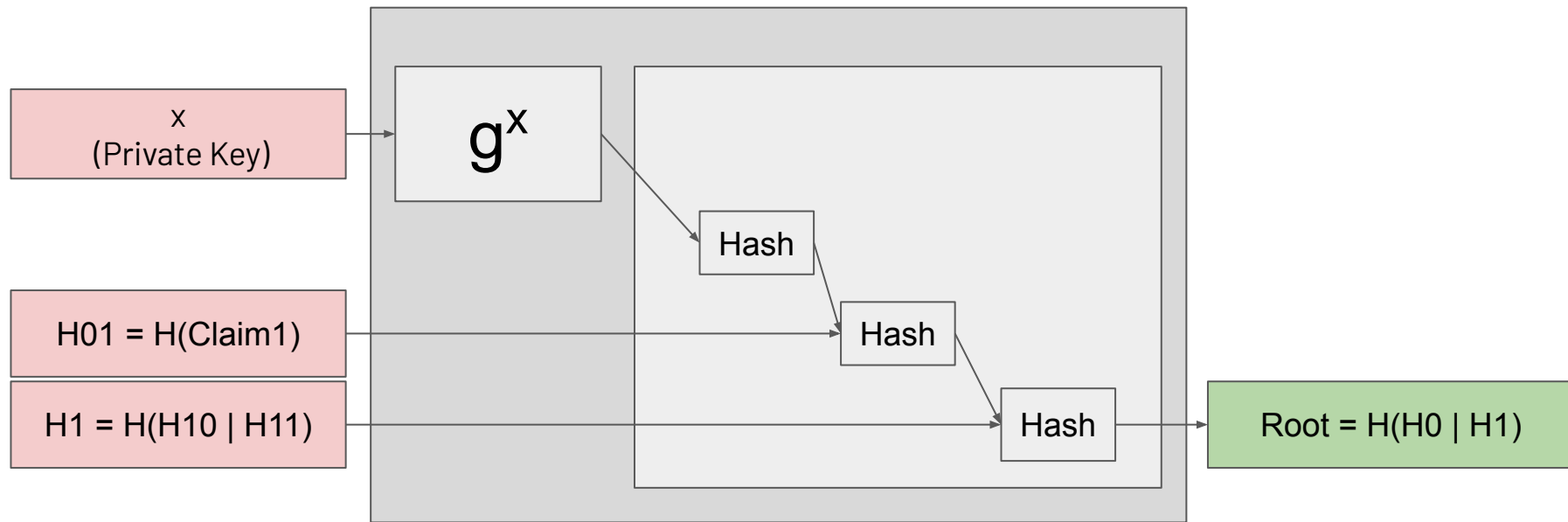
Merkle proof verifier circuit



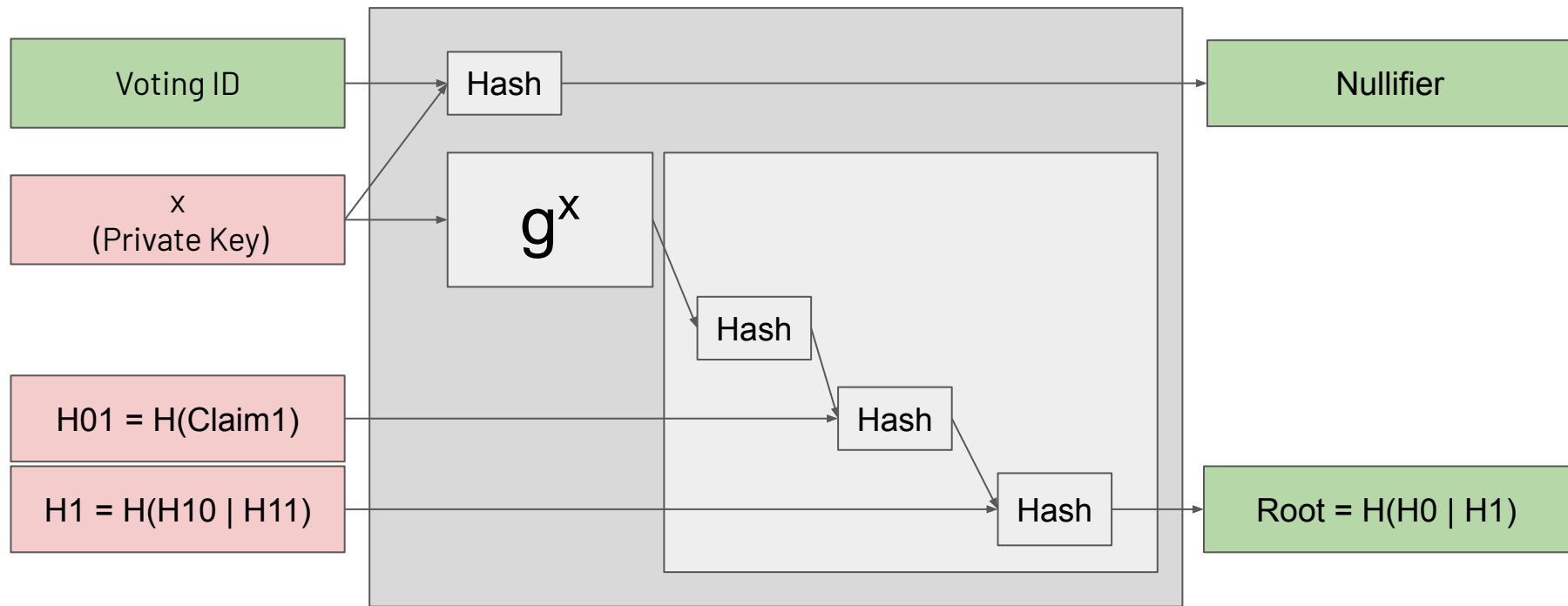
Proof of private key



Proof of belonging to a census



Preventing to vote more than once



CircomLib



<https://github.com/iden3/circomlib>

- Binary to Field and Field to Binary converters (With strict option)
- BabyJub
 - Addition / Constant scalar multiplication / Variable scalar multiplication
 - Edwards and Montgomery conversion
 - Point compression/decompression
- EdDSA
- Pedersen commitments
- MiMC7 Hash
- Sparse merkle trees processors to add/update/remove elements.
- Sparse merkle tree verifiers to verify inclusion and exclusion.
- Comparators
- Logical operators like adders and Binary Gates.
- SHA256 Hash function.
- ... and more

snarkJS:

<https://github.com/iden3/snarkjs>

circom:

<https://github.com/iden3/circom>

Polynomials representation

**Coefficients
representation**

$$p(x) = a_0 + a_1x + a_2x^2 \dots + a_nx^n$$

$$[a_0, a_1, a_2, \dots, a_n]$$

**Evaluation
representation**

$$p(x) = A_0L_0(x) + A_1L_1(x) + A_2L_2(x) + \dots + A_nL_n(x)$$

$$\langle A_0, A_1, A_2, \dots, A_n \rangle$$

fft



fft⁻¹

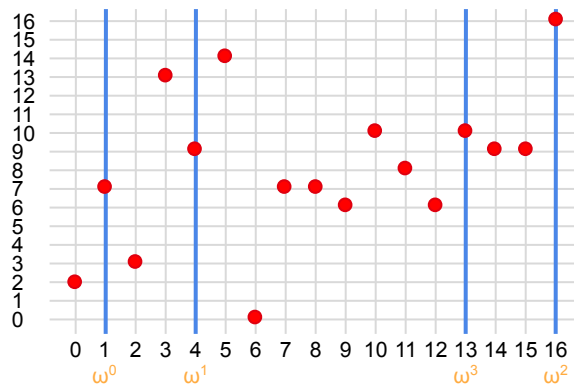
Numerical example

$q=17$

$\omega=4$

x	f(x)
0	2
$1 = \omega^0$	7
2	3
3	13
$4 = \omega^1$	9
5	14
6	0
7	7
8	7
9	6
10	10
11	8
12	6
$13 = \omega^3$	10
14	9
15	9
$16 = \omega^2$	16

$$f(x) = 2 + 3x + x^2 + x^3$$



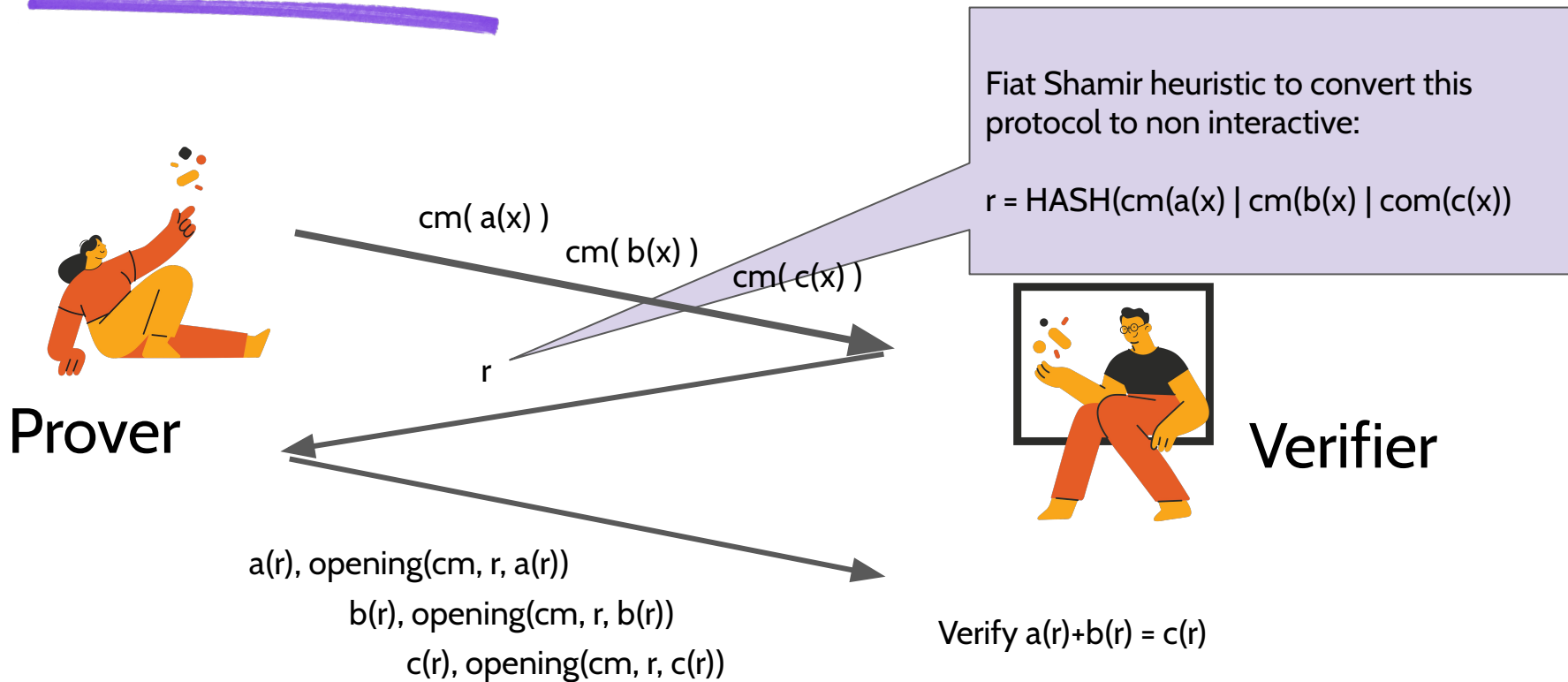
Coefficients representation: $[2,3,1,1]$

Evaluation representation: $\langle 7,9,16,10 \rangle$

$$\text{fft}([2,3,1,1]) = \langle 7,9,16,10 \rangle$$

$$\text{fft}^{-1}(\langle 7,9,16,10 \rangle) = [2,3,1,1]$$

Polynomial protocols



Verifiable relationships between polynomials

- General Polynomial relationship

- Example:

- $a(x) \cdot b(x) + 44 \cdot c(x) \cdot x^2 == (d(x) + 1)^2$

- Relationships with neighbor points

- Example:

- $a(wx) = a(x)^2 \quad <1, 2, 4, 16>$

- $a(wx) = b(x) + 3 \cdot c(x)$

- Specific Value at some point

- Example:

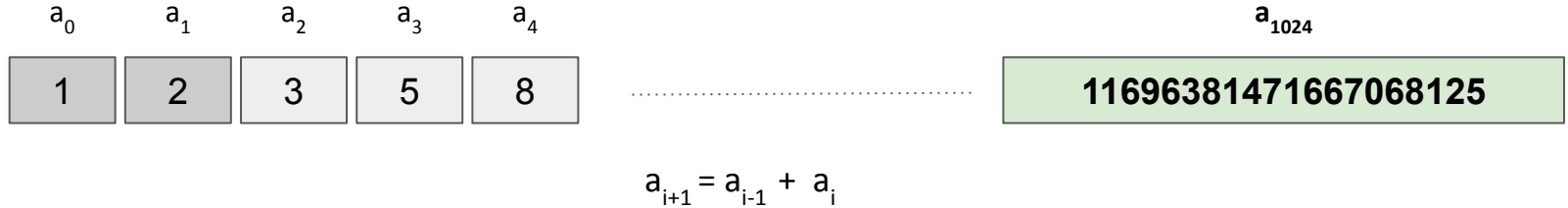
- $Z(1) = 1$

- Permutation between two polynomials in the roots of unity.

- Inclusion (Plookup)

Hello World: Fibonacci Series

F
0xffffffff00000001



fibonacci.circom

```
pragma circom 2.0.6;

template Fibonacci(n) {
    signal input a0;
    signal input a1;
    signal output out;


    signal im[n-1];

    for (var i=0; i<n-1; i++) {
        if (i==0) {
            im[i] <== a0 + a1;
        } else if (i==1) {
            im[i] <== a1 + im[0];
        } else {
            im[i] <== im[i-2] + im[i-1];
        }
    }

    out <== im[n-2];
}

component main = Fibonacci(1024);
```

Polynomial Identities State Machine



x	ISLAST(x)	aBeforeLast(x)	aLast(x)
1	0	1	2
ω	0	2	3
ω^2	0	3	5
ω^3	0	5	8

ω^{1022}	0	1680423158674040822 3	13338893954341244223
ω^{1023}	1	1333889395434124422 3	11696381471667068125

$aBeforeLast(\omega x) = aLast(x)$
 $aLast(\omega x) = aBeforeLast(x) + aLast(x)$

Hello world

fibonacci.pil

```
constant %N = 1024;

namespace Fibonacci(%N);
  pol constant ISLAST;           // 0,0,0,0,.....,1
  pol commit aBeforeLast, aLast;

  (1-ISLAST) * (aBeforeLast' - aLast) = 0;
  (1-ISLAST) * (aLast' - (aBeforeLast + aLast)) = 0;

public out = aLast(%N-1);
ISLAST *( aLast- :out) = 0;
```

fibonacci.js

```
const { FGL } = require("pil-stark");

module.exports.buildConstants = async function
(pols) {

    const N = pols.ISLAST.length;

    for ( let i=0; i<N; i++) {
        pols.ISLAST[i] = (i == N-1) ? 1n : 0n;
    }
}

module.exports.execute = async function (pols,
input) {

    const N = pols.aLast.length;

    pols.aBeforeLast[0] = BigInt(input[0]);
    pols.aLast[0] = BigInt(input[1]);

    for (let i=1; i<N; i++) {
        pols.aBeforeLast[i] = pols.aLast[i-1];
        pols.aLast[i] = FGL.add(
            pols.aBeforeLast[i-1],
            pols.aLast[i-1]
        );
    }
    return pols.aLast[N-1];
}
```

fibonacci.test.js

```
const assert = require("assert");
const path = require("path");
const { FGL, starkSetup, starkGen, starkVerify } =
  require("pil-stark");
const { newConstantPolsArray, newCommitPolsArray,
  compile, verifyPil } = require("pilcom");
const smFibonacci = require("../src/fibonacci.js");

describe("test fibonacci sm", async function () {
  this.timeout(10000000);
  let constPols, cmPols, pil;

  it("It should create the pols main", async () => {
    pil = await compile(
      FGL, path.join(__dirname, "../src/fibonacci.pil"));

    constPols = newConstantPolsArray(pil);

    await smFibonacci.buildConstants(
      constPols.Fibonacci);

    cmPols = newCommitPolsArray(pil);

    const result = await smFibonacci.execute(
      cmPols.Fibonacci, [1,2]);

    console.log("Result: " + result);

    const res = await verifyPil(
      FGL, pil, cmPols, constPols);
    assert(res.length == 0);
  });
});
```

```
it("It should generate and verify the stark", async () => {
  const starkStruct = {
    nBits: 10,
    nBitsExt: 14,
    nQueries: 32,
    verificationHashType : "GL",
    steps: [
      {nBits: 14},
      {nBits: 9},
      {nBits: 4}
    ]
  };

  const setup = await starkSetup(
    constPols,
    pil,
    starkStruct
  );

  const resP = await starkGen(
    cmPols,
    constPols,
    setup.constTree,
    setup.starkInfo
  );

  const resV = await starkVerify(
    resP.proof,
    resP.publics,
    setup.constRoot,
    setup.starkInfo
  );

  assert(resV==true);
});
```

Permutation Checks

x	a(x)	b(x)
1	3	1
ω	2	2
ω^2	6	3
ω^3	5	4
ω^4	4	5
ω^5	8	6
ω^6	7	7
ω^7	1	8

```
namespace PermutationExample(%N);  
  pol commit a, b;  
  
  a is b;
```


Higher Complexity Permutation Checks

x	selA(x)	a1(x)	a2(x)	SELB(x)	B1(x)	B2(x)
1	1	3	333	1	1	111
ω	1	2	222	1	2	222
ω^2	0			1	3	333
ω^3	0			1	4	444
ω^4	1	4	444	0		
ω^5	0			0		
ω^6	0			0		
ω^7	1	1	111	0		

```
namespace PermutationExample(%N);  
  pol constant SELB, B1, B2;  
  pol commit selA, a1, a2;  
  
  selA { a1, a2 } is SELB { B1, B2 };
```

Plookup

x	a(x)	b(x)
1	3	1
ω	3	2
ω^2	6	3
ω^3	5	4
ω^4	6	5
ω^5	6	6
ω^6	1	7
ω^7	1	8

```
namespace PlookupExample(%N);  
  pol commit a, b;  
  
  a in b;
```

Higher Complexity Plookup

x	selA(x)	a1(x)	a2(x)	SELB(x)	B1(x)	B2(x)
1	1	3	333	1	1	111
ω	1	3	333	1	2	222
ω^2	0			1	3	333
ω^3	0			1	4	444
ω^4	1	4	444	0		
ω^5	0			0		
ω^6	0			0		
ω^7	1	1	111	0		

```
namespace PlookupExample(%N);  
  pol constant SELB, B1, B2;  
  pol commit selA, a1, a2;  
  
  selA { a1, a2 } in SELB { B1, B2 };
```

Connection Checks

x	a(x)	S(x)
1	3	ω^5
ω	66	ω^6
ω^2	1833	ω^7
ω^3	3	1
ω^4	3	ω^3
ω^5	3	ω^4
ω^6	66	ω
ω^7	1833	ω^2

```
namespace ConnectionExample(%N);  
  pol constant S;  
  pol commit a;  
  
  a connect S;
```

Higher Complexity Connection Checks

x	a(x)	b(x)	c(x)	S1(x)	S2(x)	S3(x)
1	1	2	3	1	k_1	ω^3
ω	3	4	5	k_2	$k_1 \omega$	$k_1 \omega^2$
ω^2	3	5	6	ω	$k_2 \omega$	$k_1 \omega^3$
ω^3	3	6	7	ω^2	$k_2 \omega^2$	$k_2 \omega^3$
ω^4				ω^4	$k_1 \omega^4$	$k_2 \omega^4$
ω^5				ω^5	$k_1 \omega^5$	$k_2 \omega^5$
ω^6				ω^6	$k_1 \omega^6$	$k_2 \omega^6$
ω^7				ω^7	$k_1 \omega^7$	$k_2 \omega^7$

```
namespace PermutationExample(%N);  
  pol constant SELB, B1, B2;  
  pol commit selA, a1, a2;  
  
  { a1, a2, a3 } connect { S1, S2, S3 };
```

Plonk Example

```
// Plonk circuit
```

```
namespace main;
```

```
pol committed a, b, c
```

```
pol constant Sa, Sb, Sc;
```

```
pol constant Ql, Qr, Qm, Qo, Qc;
```

```
pol constant L1;
```

```
// 1, 0, 0, ...
```

```
public publicInput = a(0);
```

```
{a, b, c} connect {Sa, Sb, Sc};
```

```
pol ab = a*b;
```

```
Ql*a + Qr*b + Qo*c + Qm*ab + Qc = 0;
```

```
L1 * (a - :publicInput) = 0;
```

Custom Gates in CIRCOM

```
pragma circom 2.0.6;
pragma custom_templates;

template custom CMul() {
  signal input ina[3];
  signal input inb[3];
  signal output out[3];

  var A = (ina[0] + ina[1]) * (inb[0] + inb[1]);
  var B = (ina[0] + ina[2]) * (inb[0] + inb[2]);
  var C = (ina[1] + ina[2]) * (inb[1] + inb[2]);
  var D = ina[0]*inb[0];
  var E = ina[1]*inb[1];
  var F = ina[2]*inb[2];
  var G = D-E;

  out[0] <-- C+G-F;
  out[1] <-- A+C-E-E-D;
  out[2] <-- B-G;
}
```

Custom Gates in CIRCOM

- Can be used as normal templates.
- Witness calculator is generated by CIRCOM like any other template.
- No constraints are allowed.
- All the custom gates are exported to the .r1cs file.
- This allows to do a circuit in circom and proof/verify it with a STARK!
- Supported primes in circom: BN128, BLS-12381, Goldilocks

Plonk Example

```
// Plonk circuit

namespace main;

    pol committed a, b, c
    pol constant Sa, Sb, Sc;
    pol constant Ql, Qr, Qm, Qo, Qc;
    pol constant L1;                                // 1, 0, 0, ...

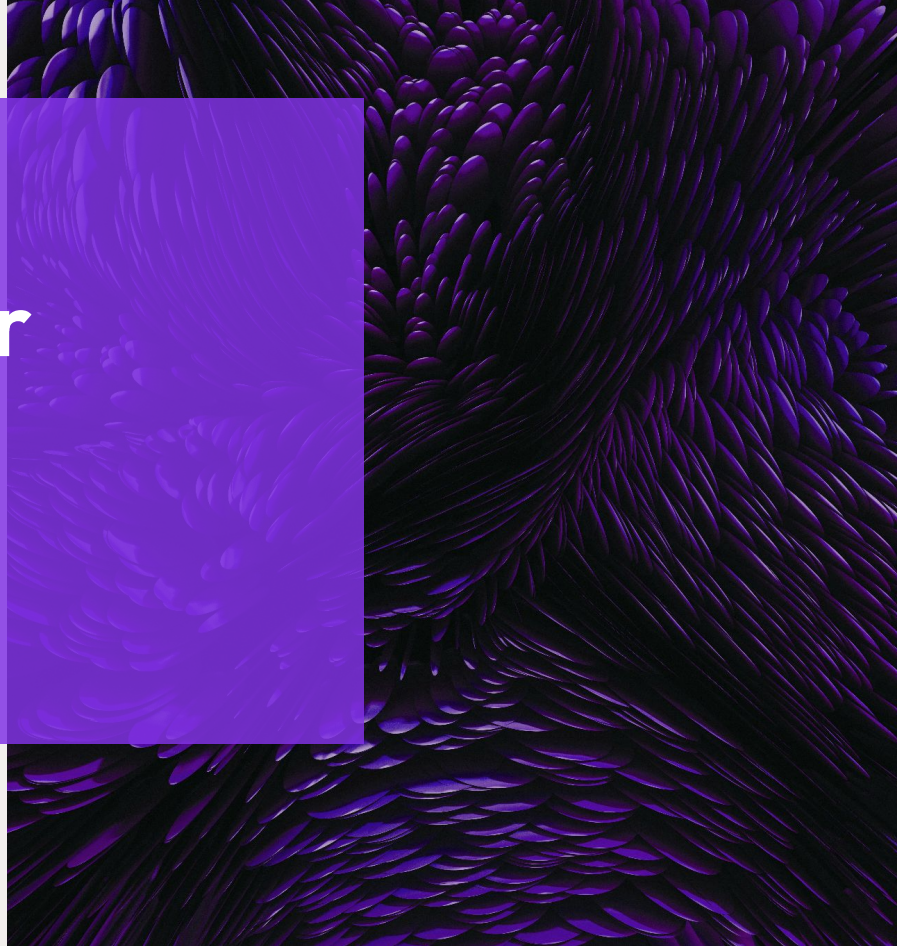
    public publicInput = a(0);

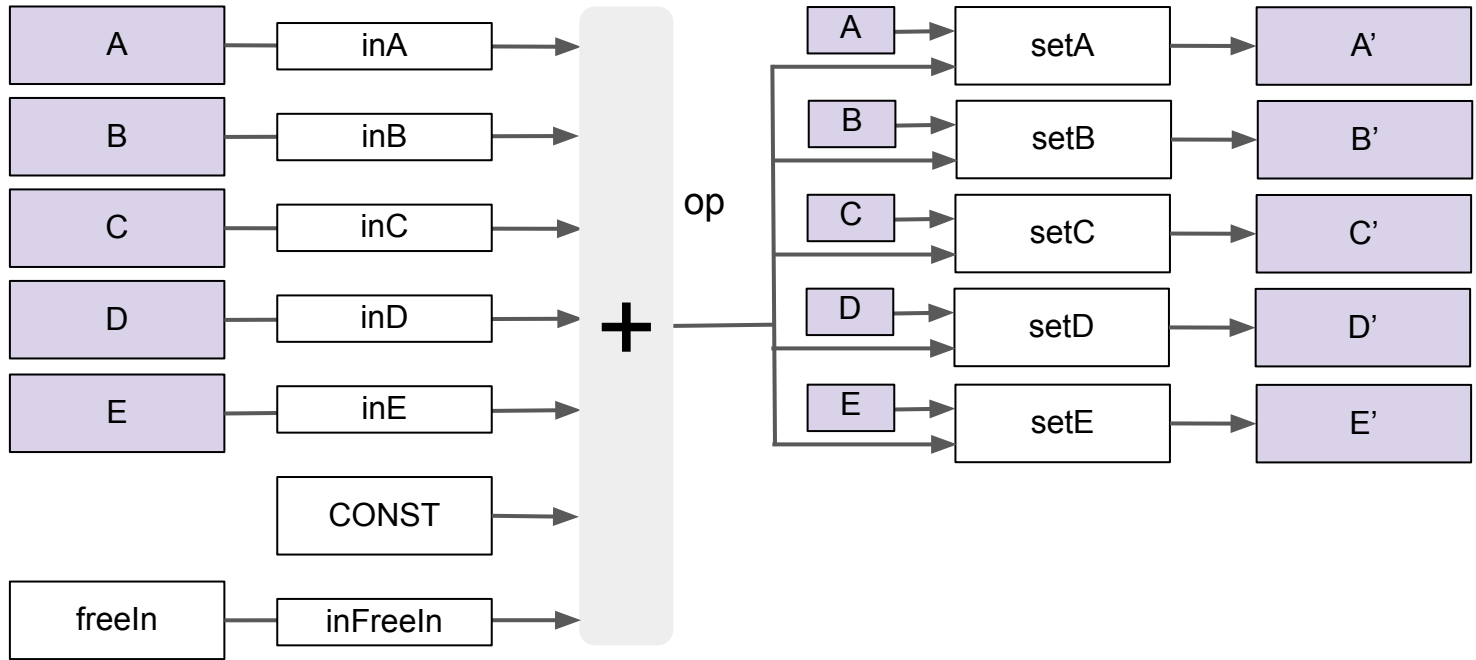
    {a, b, c} connect {Sa, Sb, Sc};

    pol ab = a*b;
    Ql*a + Qr*b + Qo*c + Qm*ab + Qc = 0;

    L1 * (a - :publicInput) = 0;
```

Building a processor with arithmetics





```
pol op = A*inA + B*inB + C*inC + D*inD + E*inE + freeIn*inFreeIn + CONST;
```

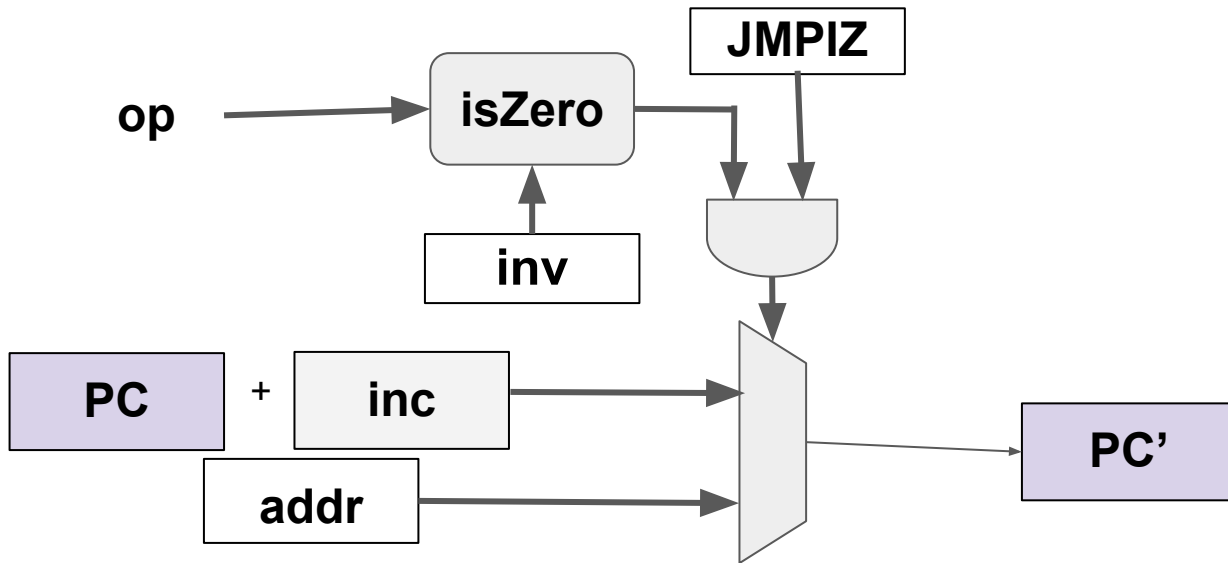
```
A' = (op - A) * setA + A;
```

```
B' = (op - B) * setB + B;
```

```
C' = (op - C) * setC + C;
```

```
D' = (op - D) * setD + D;
```

```
E' = (op - E) * setE + E;
```



```
pol commit inv;  
pol isZero = 1 -op * inv;  
isZero * op = 0;  
pol jmp = JMP IZ*isZero;
```

$$PC' = jmp * (addr - (PC+INC)) + (PC+INC);$$

Execution Trace

PROGRAM COUNTER REGISTER	INSTRUCTION
0	ADD
1	JMP 5
5	MUL
6	JMP 5
5	MUL
6	JMP 5

C

ROM

PROGRAM LINE	INSTRUCTION
0	ADD
1	JMP 5
2	ADD
3	ADD
5	MUL
6	JMP 5

Execution Trace

COUNT	INSTRUCTION	ADDR	VALUE
0			
1	WR	5	2
2	WR	3	8
3	RD	5	2
4			
5	RD	5	2
6	RD	3	8
7	WR	5	34
8			
9	RD	5	34

Memory

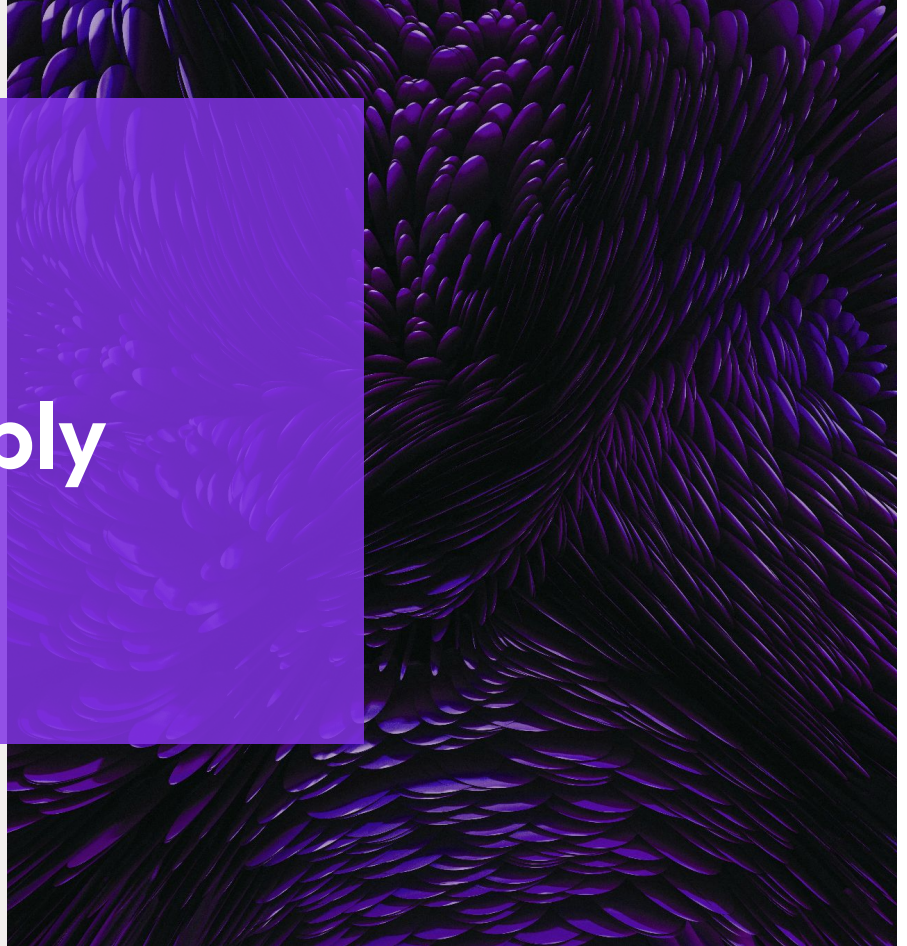
ADDR	COUNT	INSTRUCTION	VALUE
3	2	WR	2
3	6	RD	2
5	1	WR	8
5	3	RD	8
5	5	RD	8
5	7	WR	34
5	9	RD	34

⊂

```
MAIN.arith {MAIN.A , MAIN.B , MAIN.C , MAIN.D, MAIN.op} in
ARITH.latch {ARITH.A , ARITH.B , ARITH.C , ARITH.D , ARITH.E};
```

The diagram illustrates the data flow between the MAIN and ARITH modules. The MAIN module has columns labeled ..., A, B, C, D, op, and ... The ARITH module has columns labeled ..., A, B, C, D, E, and ... Two horizontal bars represent data buffers. The top bar is orange in MAIN and blue in ARITH, with an arrow pointing from ARITH to MAIN. The bottom bar is orange in MAIN and blue in ARITH, with an arrow pointing from MAIN to ARITH.

zkROM Writting programs in assembly



ZKASM-ROM

- Ethereum Transaction processor
- FREE Input the Transactions and the hash must match.
- zkCounters to prevent the proof to fail (DoS).

Some examples:

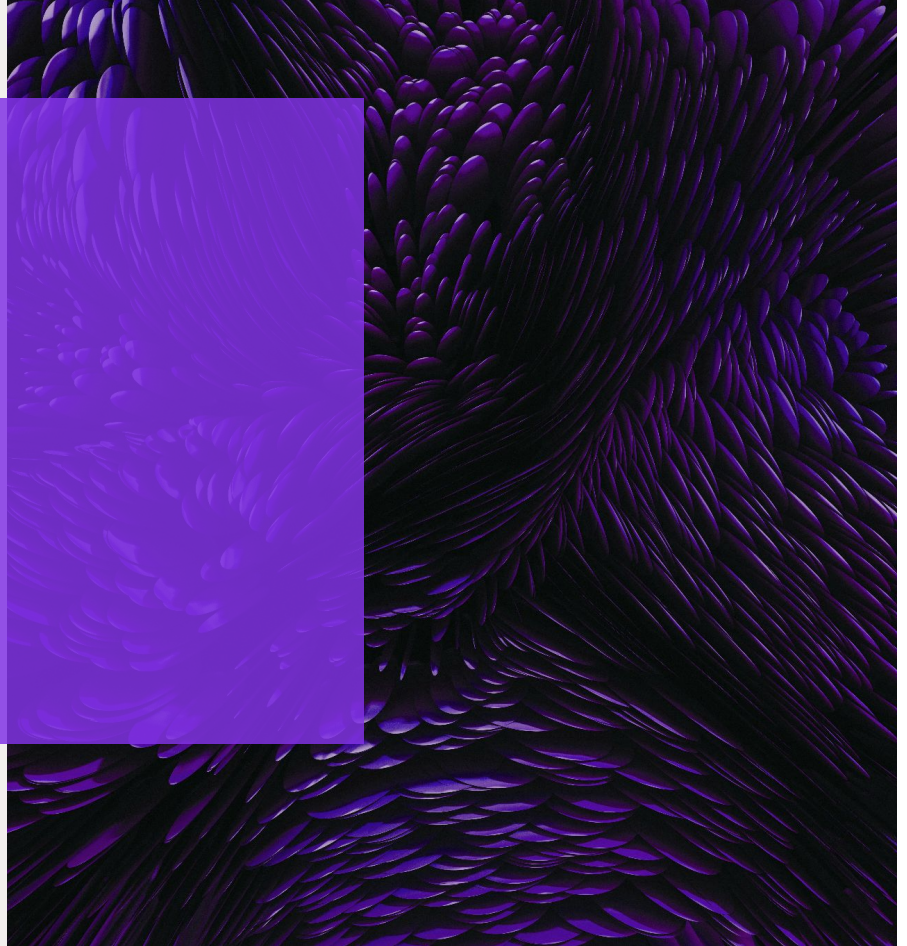
- [Opcodes](#)
- [RLP Processing](#)

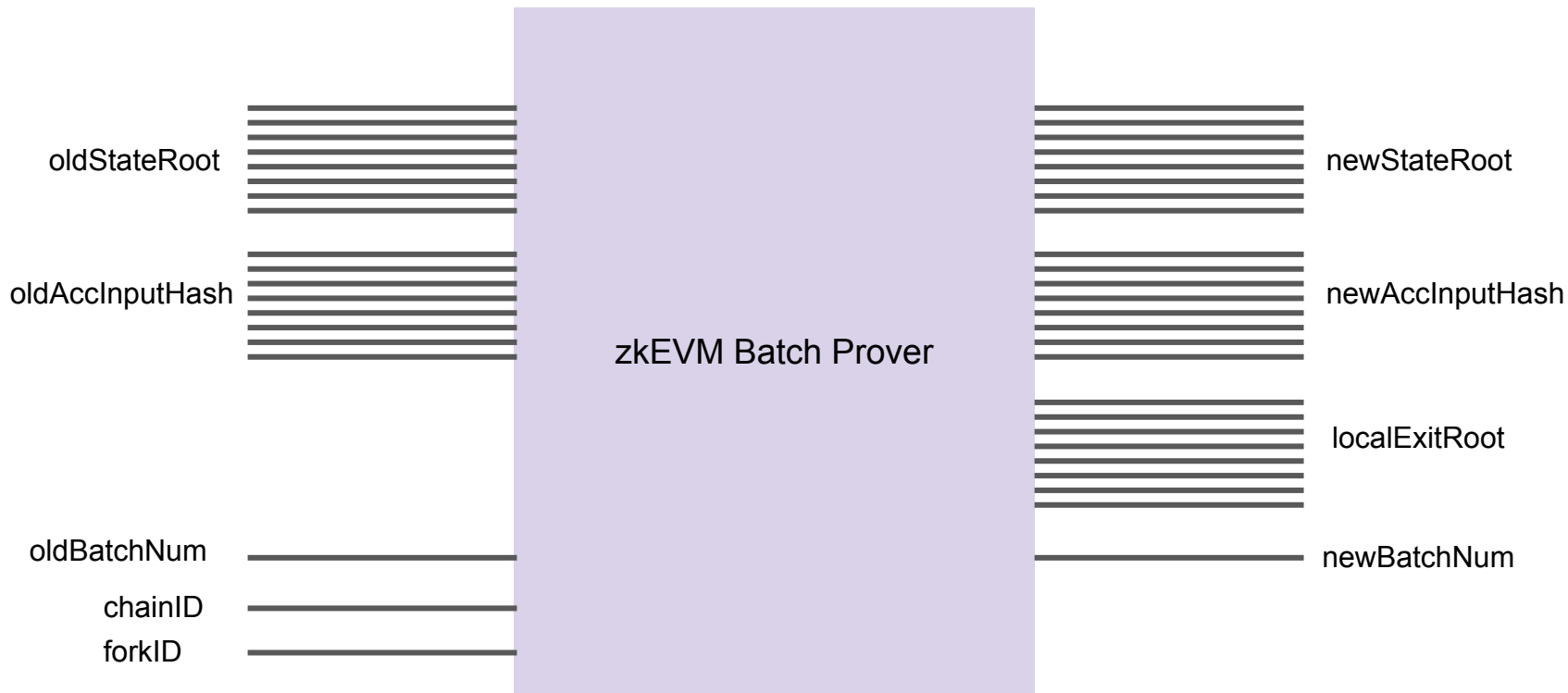
```

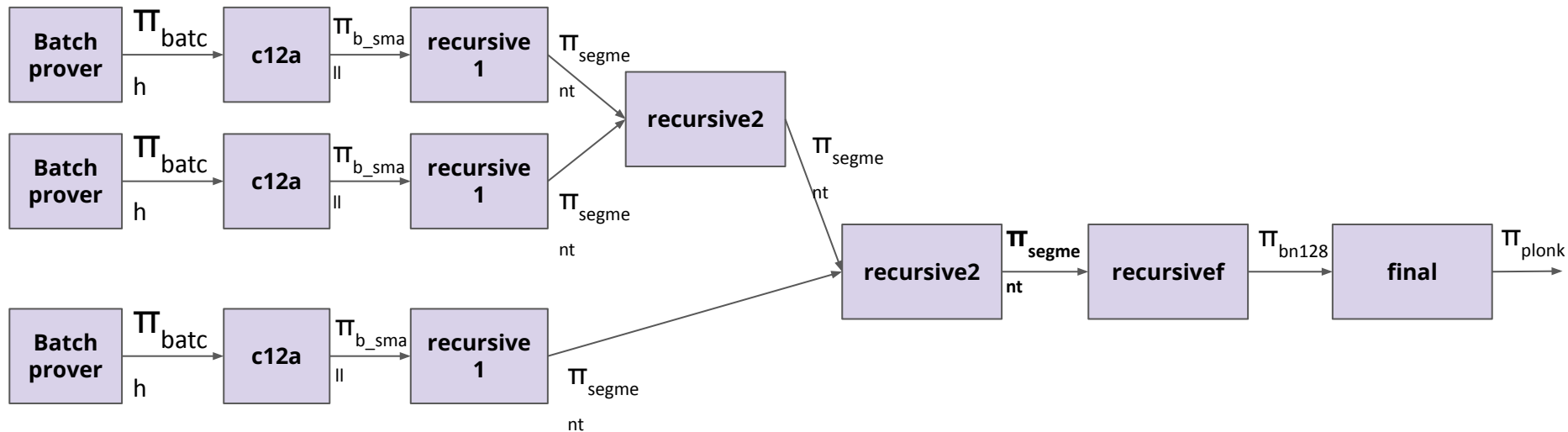
2109 opPUSH31:
2110     31 => D
2111     $ => B                                :MLOAD(isCreateContract)
2112     0 - B                                :JMPN(opAuxPUSHB)
2113                                           :JMP(opAuxPUSHA)
2114
2115 opPUSH32:
2116     32 => D
2117     $ => B                                :MLOAD(isCreateContract)
2118     0 - B                                :JMPN(opAuxPUSHB)
2119                                           :JMP(opAuxPUSHA)
2120
2121 opDUP1:
2122
2123     %MAX_CNT_STEPS - STEP - 120 :JMPN(outOfCounters)
2124
2125     SP - 1 => SP      :JMPN(stackUnderflow)
2126     $ => A            :MLOAD(SP++)
2127     1024 - SP        :JMPN(stackOverflow)
2128     A                :MSTORE(SP++)
2129     1024 - SP        :JMPN(stackOverflow)
2130     GAS-3 => GAS      :JMPN(outOfGas)
2131                                           :JMP(readCode)
2132
2133 opDUP2:
2134
2135     %MAX_CNT_STEPS - STEP - 120 :JMPN(outOfCounters)
2136
2137     SP - 2 => SP      :JMPN(stackUnderflow)
2138     $ => A            :MLOAD(SP)

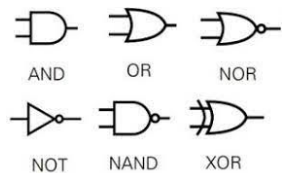
```

Recursion

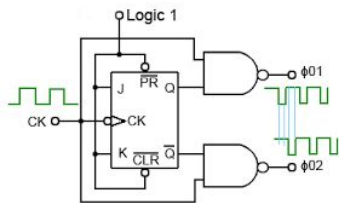








R1CS



Polynomial
Identities/
State
Machines

PIL
Polynomial
Identity
Language



zkASM



Build a better world!



Thank you
@jbaylina