



ZKBOO

Table of Contents

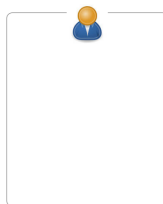
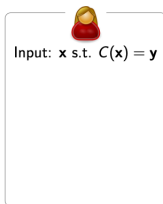
1 MPC

MPC

Definition

Σ -Protocol

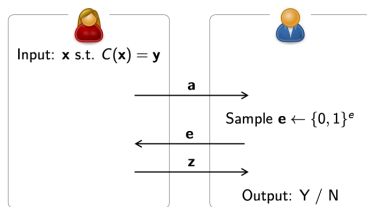
Public data: $C : \{0, 1\}^n \rightarrow \{0, 1\}^m$ (boolean circuit) and $\mathbf{y} \in \{0, 1\}^m$



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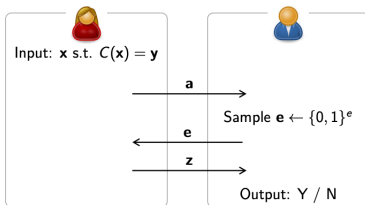


7 / 15

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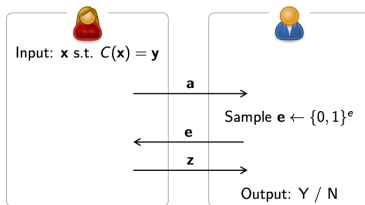
Complete: if Alice and Bob honest and $C(\mathbf{x}) = \mathbf{y}$,
 $\Pr[\text{Bob outputs Y}] = 1$

7 / 15

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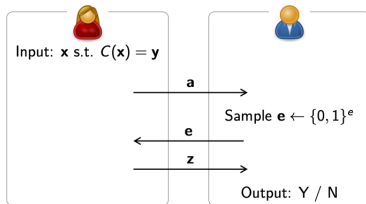
Soundness: from ≥ 2 accepting conversations (a, e_i, z_i) with $e_i \neq e_j$ we can efficiently compute x' s.t. $C(x') = y$

7 / 15

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The protocol has **soundness error** ϵ :
if Alice is cheating, then $\Pr[\text{Bob outputs Y}] \leq \epsilon$

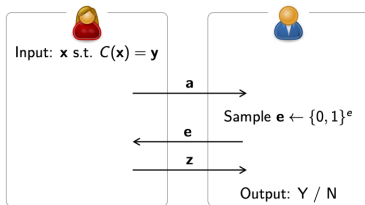
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7 / 15

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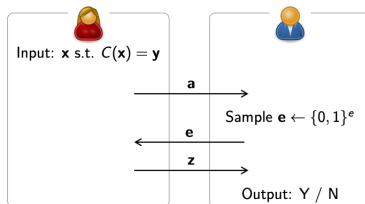
(Honest-Verifier) **ZK property**:
the distribution of (a, e, z) does not reveal info on x

7 / 15

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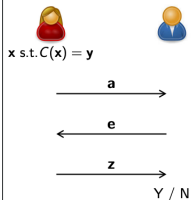


It can be made non-interactive!
(Fiat-Shamir heuristic)

7 / 15

Definition

Σ -Protocol Recap



- Complete: if Alice honest, $\Pr[\text{Bob says } Y] = 1$
- Soundness error: if Alice cheats, $\Pr[\text{Bob says } Y] \leq \epsilon$
- ZK property: no info on x !
- 3 rounds, public coin \rightarrow non-interactive

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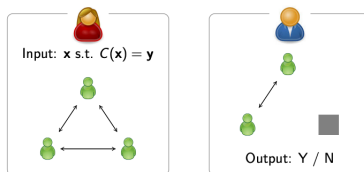
8 / 15

Definition

Related work:

IKOS Construction (or "MPC-in-the-head")

[Ishai-Kushilevitz-Ostrovsky-Sahai 2007]



9 / 15

Definition

Circuit decomposition:

Goal: compute $C(\mathbf{x})$ splitting the computation in 3 branches s.t. looking at any 2 consecutive branches gives no info on \mathbf{x}

10 / 15

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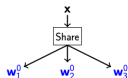
Let N be a fixed integer,
consider the following finite set of functions:

$$\mathcal{F} = \{\text{Share, Rec and } f_1^{(j)}, f_2^{(j)}, f_3^{(j)}\}_{j=1, \dots, N}$$

10 / 15

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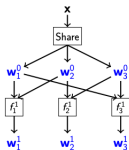
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10 / 15

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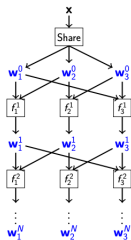
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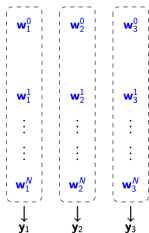
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10 / 15

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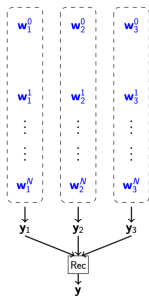
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10 / 15

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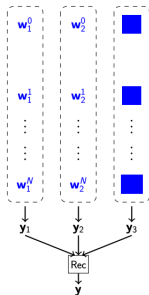
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- correctness: $\mathbf{y} = C(\mathbf{x})$

10 / 15

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Let N be a fixed integer, consider the following finite set of functions:

$$\mathcal{F} = \{f_1^{(j)}, f_2^{(j)}, f_3^{(j)}\}_{j=1, \dots, N}$$

- correctness: $\mathbf{y} = C(\mathbf{x})$
- 2-privacy: $\forall e, \forall j (\mathbf{w}_e^j, \mathbf{w}_{e+1}^j, \mathbf{y}_{e+2})$ doesn't reveal info on \mathbf{x}

10 / 15

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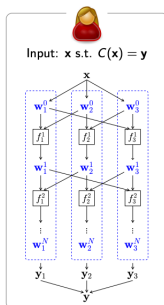
Input: \mathbf{x} s.t. $C(\mathbf{x}) = \mathbf{y}$



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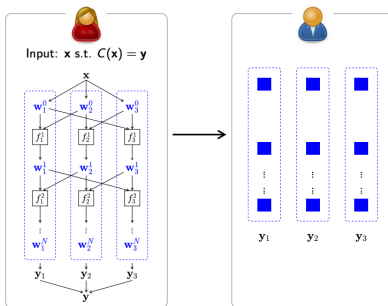


11 / 15

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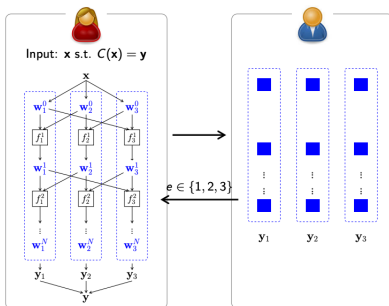


11 / 15

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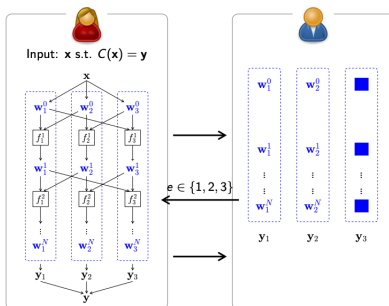


11 / 15

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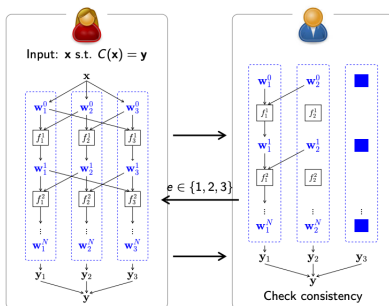


11 / 15

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11 / 15

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