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Efficient elliptic curve arithmetic in zero-knowledge circuits

Simon Masson

ZKNox



Joint work with

Y. El Housni T. Piellard L. Eagen (Linea) (Linea) (Alpen Labs)

June 11th, 2025 - Berlin, ZK Day

ZKNOX team



Nicolas Bacca 20⁺ years experience (10⁺y web3) Security and hardware specialist Prev. Ledger cofounder/CTO



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Expertise and innovation to every challenge on the whole security chain:

- user end (secure enclaves, hardware wallets),
- back end (TEE, HSMs),
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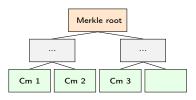
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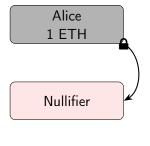
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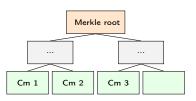
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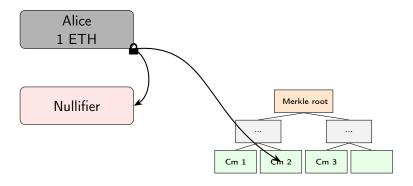
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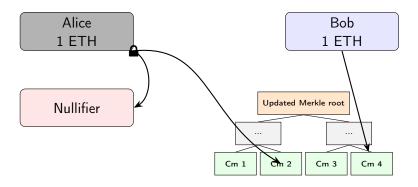
Alice 1 ETH

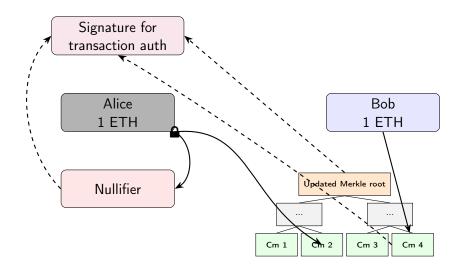












A zero-knowledge proof that:

- ▶ Binds the note owner to the created nullifier,
- Proves the ownership of the note,
- ▶ Authenticates the transaction from the owner to someone else.

A zero-knowledge proof that: (in practice)

- Binds the note owner to the created nullifier, (hash commitment)
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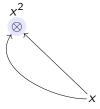
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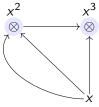
The signature curve is chosen so that the authentication circuit is *compatible* with the nullifier and ownership circuits.

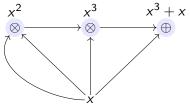
...but what is a circuit, exactly?

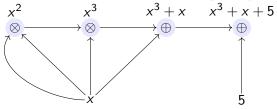
Proving the knowledge of a solution (x = 3) of $x^3 + x + 5 = 35$:

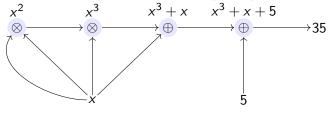
Χ

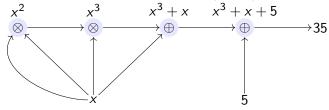






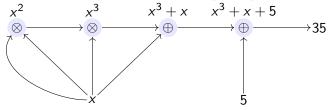






- (almost) Only additions and multiplications,
- Arithmetic is modulo a prime q (in \mathbb{F}_q).
 - Circom: BN254 scalar field,
 - Halo2: Pallas (or Vesta) scalar field,
 - Etc.

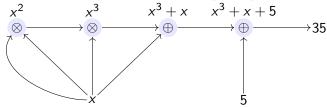
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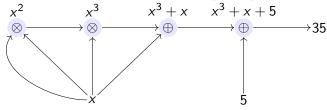
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(Railgun uses Circom; BabyJubjub defined over BN254 scalar field)

Signature verification: Elliptic curve scalar multiplications.

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$$Q = [2^4]P + P$$

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In practice:

- Off-chain: very efficient (a few milliseconds),
- ▶ On-chain: non-native scalar multiplication \approx 4 seconds.

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This work: reduce scalars using circuit hints:

- ► Smaller circuits for signature verification,
- Improved proof computation for circuits of elliptic curves.

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 $\{x - kz = 0 \mod r\}$ is a lattice of dimension 2:

$$\begin{pmatrix} r & 0 \\ k & 1 \end{pmatrix} = \begin{pmatrix} \Box \Box \Box \Box \Box \Box & 0 \\ \Box \Box \Box \Box \Box \Box & 1 \end{pmatrix}$$

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Apply lattice reduction (like LLL) to find a short vectors.

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- \triangleright [k]P = Q: scalar of size 256,
- ► [x]P [z]Q = 0: scalars of size 128. \checkmark

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 $\{x_1 - k_1 z = 0 \mod r \text{ and } x_2 - k_2 z = 0 \mod r\}$ form a lattice of dimension 3:

$$\begin{pmatrix} r & 0 & 0 \\ 0 & r & 0 \\ k_1 & k_2 & 1 \end{pmatrix} = \begin{pmatrix} \Box \Box \Box \Box \Box \Box & 0 & 0 \\ 0 & \Box \Box \Box \Box \Box & 0 \\ \Box \Box \Box \Box \Box \Box & 1 \end{pmatrix}$$

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$$[k_1]P_1 + [k_2]P_2 = Q \iff [x_1]P_1 + [x_2]P_2 - [z]Q = 0$$

Triple scalar multiplication with scalars of 171 bits. ✓

GLV: a technique to faster scalar multiplication for specific curves:

 $[k]P = [k_1]P + [k_2]\psi(P)$ where $\psi(P)$ is easy to compute, and k_1, k_2 halved size.

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Single scalar multiplication with GLV and hint

$$\begin{pmatrix} r & 0 & 0 & 0 \\ -\lambda & 1 & 0 & 0 \\ k & 0 & 1 & 0 \\ 0 & 0 & -\lambda & 1 \end{pmatrix}$$

$$[k]P = Q$$

$$\updownarrow$$

$$[x]P + [y]\psi(P) - [z]Q - [t]\psi(Q) = 0$$

Quadruple 64-bit scalar multiplication.

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$$\begin{bmatrix} k \\ P = Q \\ \updownarrow \\ [x]P + [y]\psi(P) - [z]Q - [t]\psi(Q) = 0 \end{bmatrix}$$

$$\begin{bmatrix} x_1 \\ P_1 \\ F_2 \\ \downarrow \\ [x_1]P_2 \\ \downarrow \\ [x_2]P_1 + [x_2]P_2 \\ \downarrow \\ [x_3]P_1 + [x_2]P_2 \\ \downarrow \\ [x_4]P_1 + [x_2]P_2 \\ \downarrow \\ [x_4]P_1 + [x_2]P_2 + [x_2]\psi(P_2) \\ -[z]Q - [t]\psi(Q) = 0 \end{bmatrix}$$
 Sextuple 86-bit scalar multiplication.

Practical results

- ▶ Implementation in GNARK with two proof systems: R1CS and SCS.
- ▶ Native lookups are expensive ⇒ GLV with hints become expensive.

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Circuit	R1CS			SCS			
	Before	This work		Before	This work		
Non-native (P256)	157 685	78 940	50%	612 759	294 128	52%	
Non-native GLV (secP256k1)	78 940	60 089	24%	385 461	223 188	42%	
Native (Jubjub)	3 314	2 401	28%	5 863	4 549	22%	
Native GLV (Bandersnatch)	2 621	4 038		4 712	8 519		

Practical results

- ▶ Implementation in GNARK with two proof systems: R1CS and SCS.
- ▶ Native lookups are expensive ⇒ GLV with hints become expensive.

Circuit	R1CS			SCS		
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- ► The scalar decomposition is not optimal yet (xgcd vs 111),
- ► The cost is implementation-dependent,
- ▶ Out-of-circuit considerations are also important,
- ▶ Double scalar multiplication not implemented yet.

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Thank you for your attention.