

# Zero Knowledge Proof of Location

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Lionel Wolberger, Vadym Fedyukovych

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## Abstract

Many location based services authorize a user by assessing whether or not the user is within a given range of the service. To assess this range, systems request the user's geographical coordinates, and often store them for later analysis. We describe a system where the service authorization is based on a zero knowledge verification of a commitment. The commitment has no geographical coordinate data, yet can be reliably verified to prove that the user is within range of the service eligibility. The service has the assurance required to deliver the service while having zero knowledge of the user's geographical coordinates.

## 1 Zero Knowledge Proof of Location

The zero knowledge location We present a series of equations illustrated with a diagram and followed by notes.

The diagram This introduction describes a circle with geometric radius  $R$ . A node positioned inside the circle can calculate a mathematical commitment and share it. In the "green" cases the difference is greater than zero, in the "red" cases it is less than zero.

The equations outline all steps required to perform the full procedure, from commitment to verification. A protocol is specified where a verifier can process that commitment and determine the difference. A non-interactive and interactive protocol is defined. This proof is sufficient for many use cases, efficient, supports large scale analytics, and preserves users' privacy.

The notes can be read separately from the equations. Each note discusses a mathematical decision that we have made. Some of these decisions are not yet reflected in the equations shared in this paper.

A git repository is associated with this paper. C++ reference code can be found there enabling testing and efficiency metrics.

Common input of Prover and Verifier is commitment  $s_U$  to node location (1), airdrop location  $(x_l, y_l, z_l)$  and threshold  $d^2$  (integers), parameters  $(N, g, g_x, g_y, g_z, g_r, \{h_j\})$ .

$$s_U = g_x^{x_n} g_y^{y_n} g_z^{z_n} g^r \pmod{N} \quad (1)$$

Private input of Prover is node location  $(x_n, y_n, z_n)$  (integers) and location commitment randomness  $r$ , four numbers  $\{a_j\}$  calculated according to (2). Statement being proved is

$$d^2 - ((x_n - x_l)^2 + (y_n - y_l)^2 + (z_n - z_l)^2) = \sum_{j=1}^4 a_j^2 \quad (2)$$

Protocol runs as follows:

1. Prover picks random  $\{\alpha_j\}, \eta, \gamma, \beta_x, \beta_y, \beta_z, \beta_r, \rho_0, \rho_1$ , produces  $f_0, f_1$ , sends  $b_0, b_1, t_a, s_a, t_n$ :

$$f_0 = -(\beta_x^2 + \beta_y^2 + \beta_z^2) - \sum_{j=1}^4 \alpha_j^2 \quad (3)$$

$$f_1 = -((x_n - x_l)\beta_x + (y_n - y_l)\beta_y + (z_n - z_l)\beta_z) - \sum_{j=1}^4 a_j \alpha_j \quad (4)$$

$$t_n = g_x^{\beta_x} g_y^{\beta_y} g_z^{\beta_z} g^{\beta_r}, \quad s_a = g^\gamma \prod_{j=1}^4 h_j^{\alpha_j}, \quad t_a = g^\eta \prod_{j=1}^4 h_j^{\alpha_j} \quad (5)$$

$$b_0 = g^{f_0} g_r^{\rho_0}, \quad b_1 = g^{f_1} g_r^{\rho_1} \pmod{N} \quad (6)$$

2. Verifier chooses and sends his challenge  $c$
3. Prover produces and sends responses

$$X_n = cx_n + \beta_x, \quad Y_n = cy_n + \beta_y, \quad Z_n = cz_n + \beta_z, \quad R = cr + \beta_r \quad (7)$$

$$A_j = ca_j + \alpha_j, \quad R_a = c\gamma + \eta, \quad R_d = c\rho_1 + \rho_0 \quad (8)$$

4. Verifier accepts if

$$g_x^{X_n} g_y^{Y_n} g_z^{Z_n} g^R s_U^{-c} = t_n, \quad g^{R_a} \left( \prod_{j=1}^4 h_j^{A_j} \right) s_a^{-c} = t_a \quad (9)$$

$$g^{c^2 d^2 - ((X_n - cx_l)^2 + (Y_n - cy_l)^2 + (Z_n - cz_l)^2) - (A_1^2 + A_2^2 + A_3^2 + A_4^2)} g_r^{R_d} = b_1^c b_0 \pmod{N} \quad (10)$$

Figure 1: Private location verification protocol, interactive version

Input of Prover is location commitment  $s_U$  (1), location  $(x_n, y_n, z_n)$  and random  $r$  to open this commitment, airdrop location  $(x_l, y_l, z_l)$ , threshold  $d^2$ , parameters  $(N, g, g_x, g_y, g_z, g_r, h_j)$  and public information  $pubp$ .

Non-interactive proof is produced as follows:

1. Prover calculates  $a_1 \dots a_4$  from locations and threshold, picks random  $\{\alpha_j\}, \eta, \gamma, \beta_x, \beta_y, \beta_z, \beta_r, \rho_0, \rho_1$ , produces  $t_n, s_a, t_a, b_0, b_1$ :

$$t_n = g_x^{\beta_x} g_y^{\beta_y} g_z^{\beta_z} g_r^{\beta_r}, \quad s_a = g^\gamma \left( \prod_{j=1}^4 h_j^{a_j} \right), \quad t_a = g^\eta \left( \prod_{j=1}^4 h_j^{\alpha_j} \right) \pmod{N} \quad (11)$$

$$\tilde{f}_0 = \beta_x^2 + \beta_y^2 + \beta_z^2 + \alpha_1^2 + \alpha_2^2 + \alpha_3^2 + \alpha_4^2 \quad (12)$$

$$\tilde{f}_1 = (x_n - x_l)\beta_x + (y_n - y_l)\beta_y + (z_n - z_l)\beta_z + a_1\alpha_1 + a_2\alpha_2 + a_3\alpha_3 + a_4\alpha_4 \quad (13)$$

$$b_0 = g^{\tilde{f}_0} g_r^{\rho_0}, \quad b_1 = g^{2\tilde{f}_1} g_r^{\rho_1} \pmod{N} \quad (14)$$

2. Prover produces his challenge with a hash function from text representation of commitments generated at previous step and public information:

$$c = H(t_n || s_a || t_a || b_1 || b_0 || s_U || pubp) \quad (15)$$

3. Prover produces responses:

$$\begin{aligned} X_n &= -cx_n + \beta_x, \quad Y_n = -cy_n + \beta_y, \quad Z_n = -cz_n + \beta_z, \quad R = -cr + \beta_r \\ A_j &= -ca_j + \alpha_j, \quad R_a = -c\gamma + \eta, \quad R_d = -c\rho_1 + \rho_0 \end{aligned} \quad (16)$$

Non-interactive proof is  $(c, X_n, Y_n, Z_n, R, \{A_j\}, R_a, R_d, s_a, b_1)$ .

Proof verification:

$$\begin{aligned} F_d &= ((X_n + cx_l)^2 + (Y_n + cy_l)^2 + (Z_n + cz_l)^2) + (A_1^2 + A_2^2 + A_3^2 + A_4^2) - c^2 d^2 \\ H(g_x^{X_n} g_y^{Y_n} g_z^{Z_n} g^R s_U^c || s_a || g^{R_a} \left( \prod_{j=1}^4 h_j^{A_j} \right) s_a^c || b_1 || g^{F_d} g_r^{R_d} b_1^c || s_U || pubp) &= c \end{aligned} \quad (17)$$

Figure 2: Location proof generation and verification, non-interactive version

### 1.1 Diagram

### 1.2 Non-Interactive proof

### 1.3 Security properties

## 2 Implementation

We have this protocol implemented on top of Crypto++ library<sup>1</sup> serving as a bignumbers backend.

<sup>1</sup><https://cryptopp.com/>

Producing four-squares witness [6] is a work in progress, and is not a part of the protocol reported. To facilitate larger proof-of-concept application, a temporary approximate solution was introduced producing four squares.

[1]

### 3 Discussion and Conclusion

We have shown how a node can keep its location secret, yet allow a verifier to prove that the secret location is within a perimeter. We offer two methods to do so: interactive and non-interactive.

### References

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