

PLAYER-1

0

TOP SCORE

35000

PLAYER-2

0

TIME

2:13

a zksnarks minilab



\*

\*\*\*\*\*

dev @ iden3

node @ nou.network

org @ ethdevbcn meetup

auditor 4 maker, aragon0s,...

lecturer secure programming @ UPC

ukelele, hypnosys, analog synths &  
rust

\*\*\*\*\*

intro

simple use cases

general schema

zokrates

circom

hands on!



# zk-snark



- Zero Knowledge
- Succinct
- Non-interactive
- ARgument of Knowledge

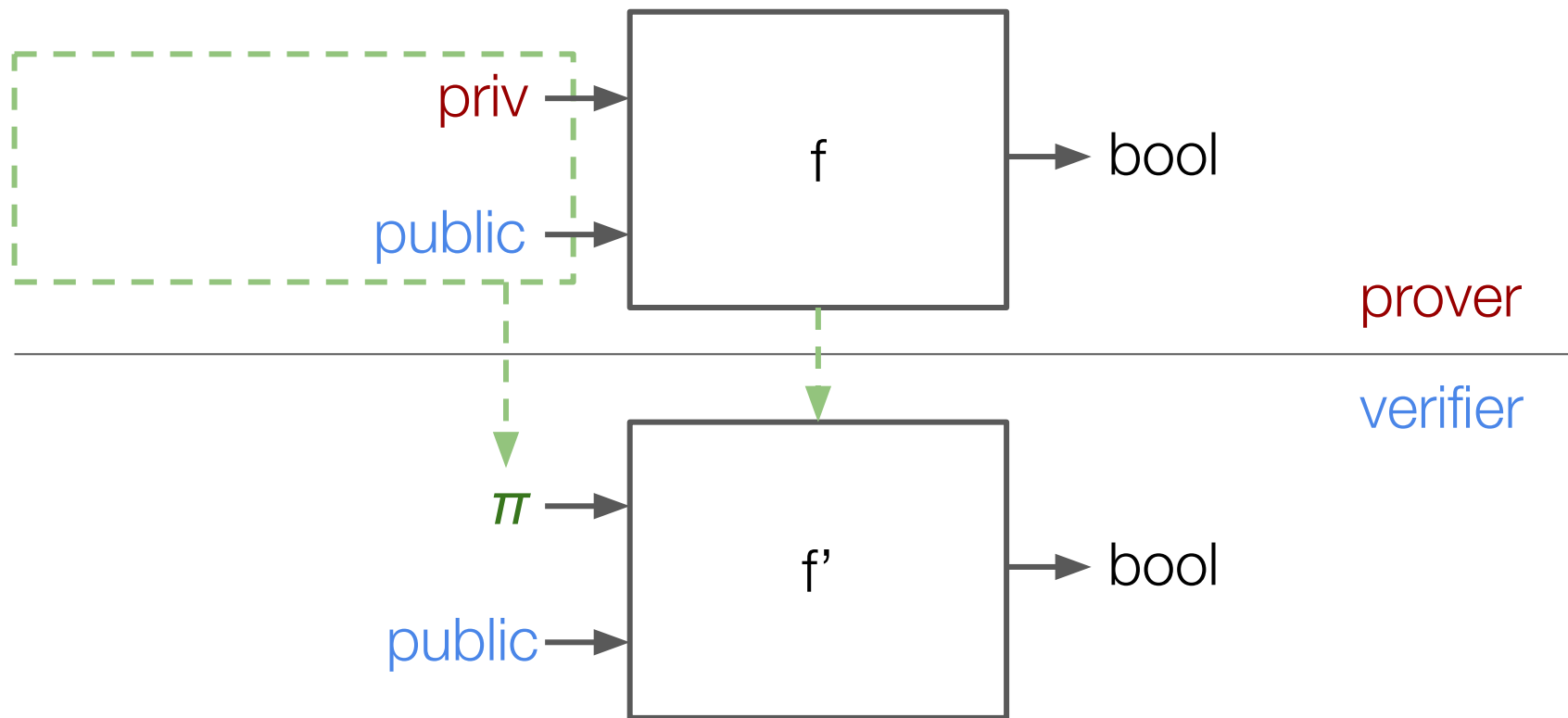
“Zero-knowledge” proofs allow one party (the prover) to prove to another (the verifier) that a statement is true, without revealing any information beyond the validity of the statement itself. For example, given the hash of a random number, the prover could convince the verifier that there indeed exists a number with this hash value, without revealing what it is. (Zcash)



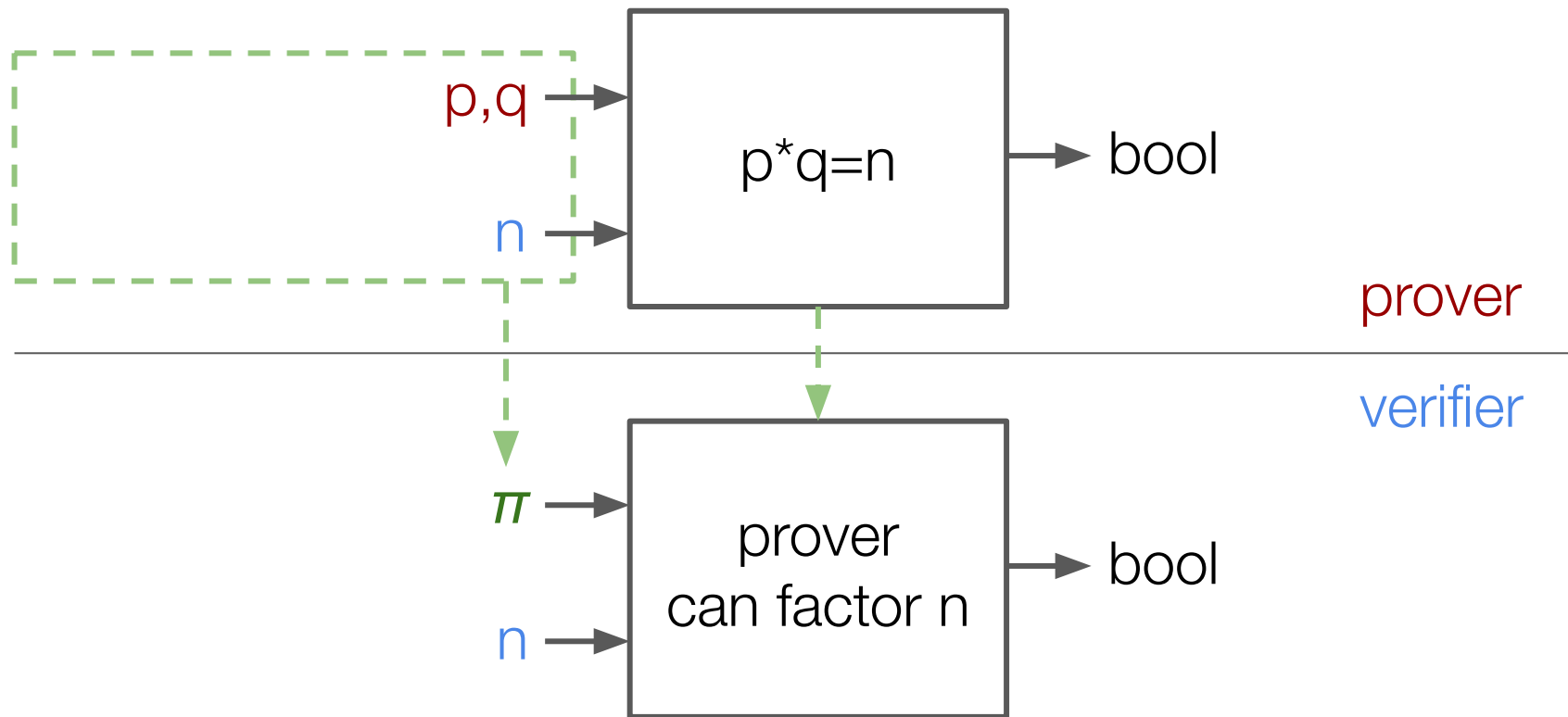
# zk-snark

- “Programmable” zero knowledge proofs
- Compatible with ethereum via bn128
- Growing set of tools
- Compression / scalability
- Privacy & Anonymity
- Zcash / Filecoin / Coda / Iden3 / RollUp / ZEXE

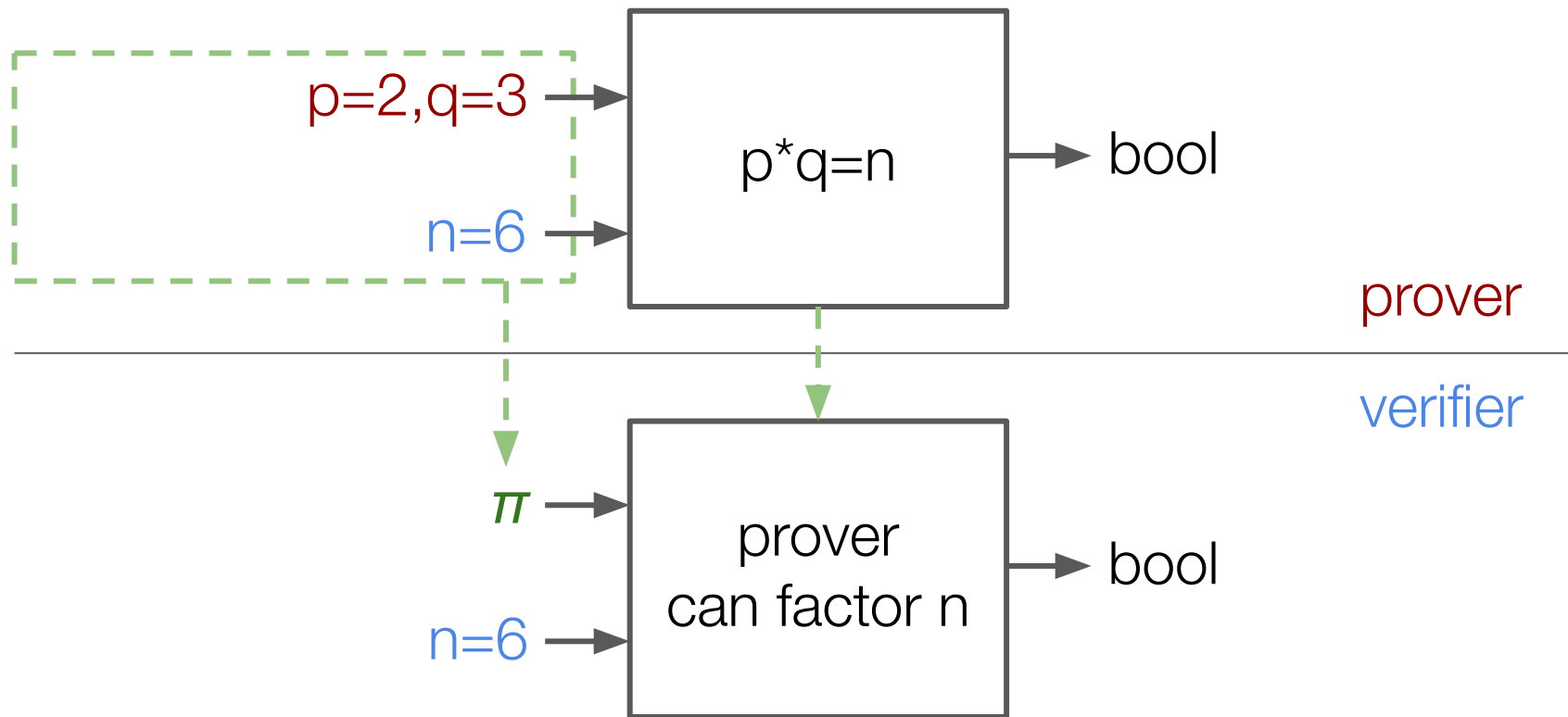
# zk-snark



# proof-of-factor



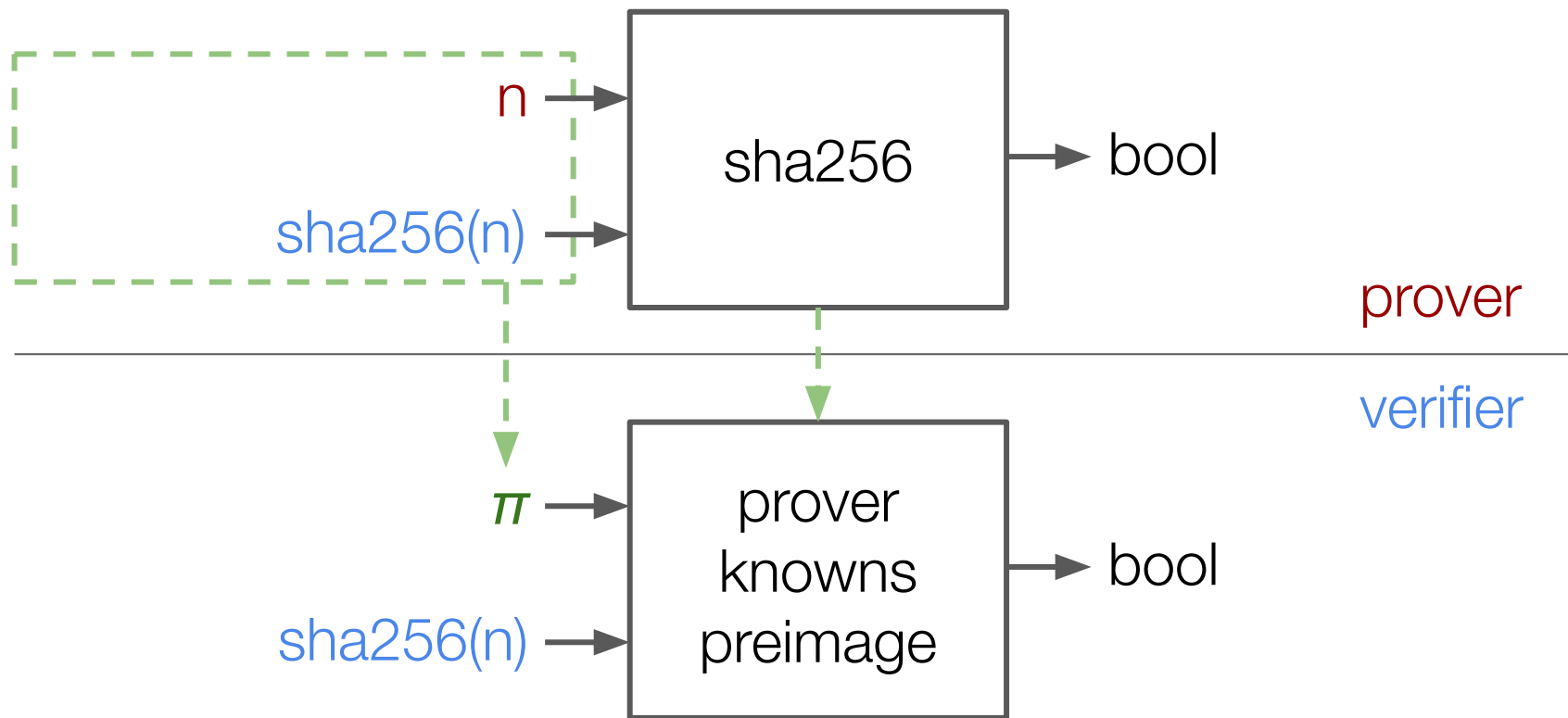
# proof-of-factor



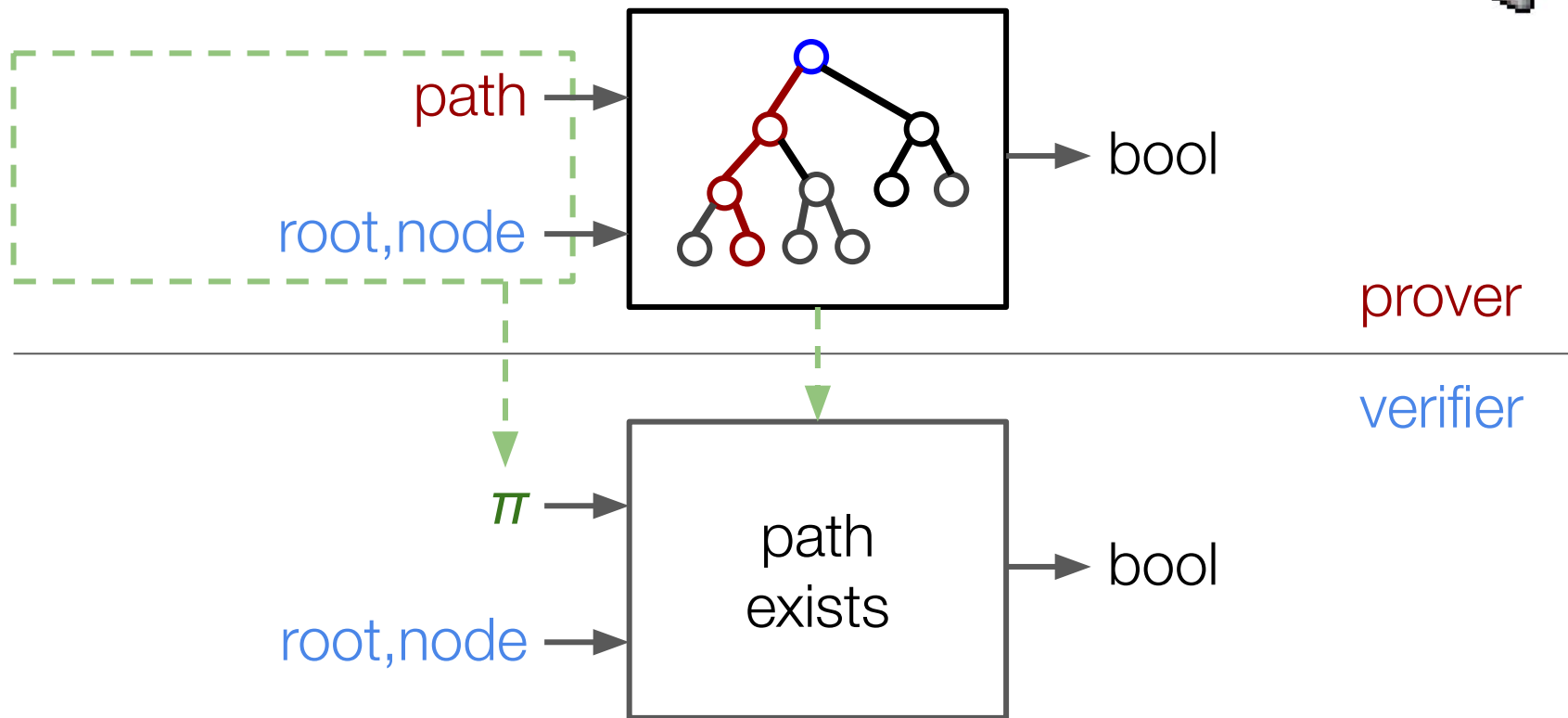




# knowledge of preimage



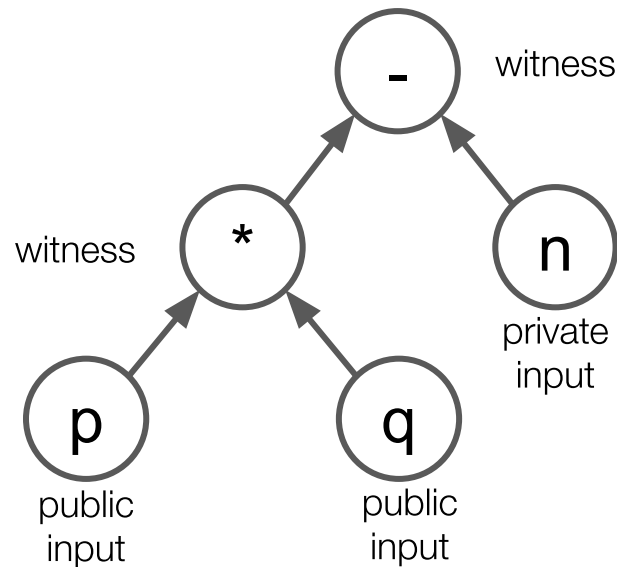
# proof-of-existence



# f



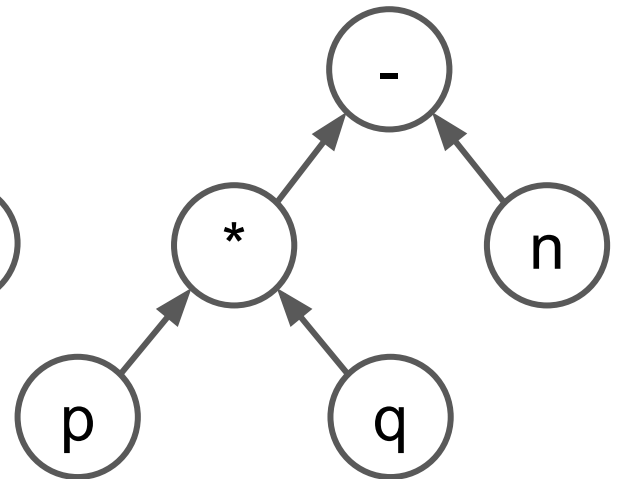
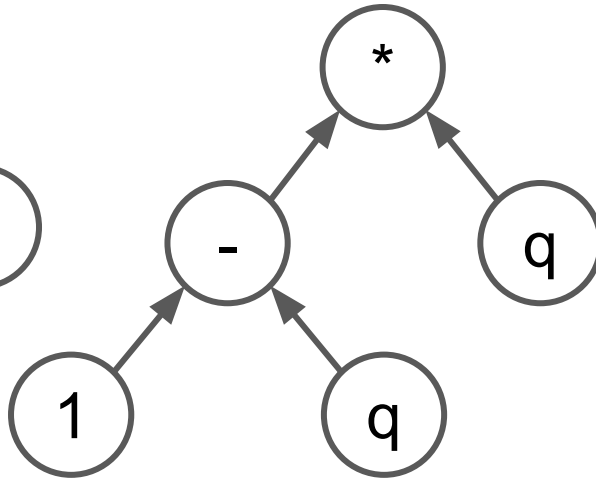
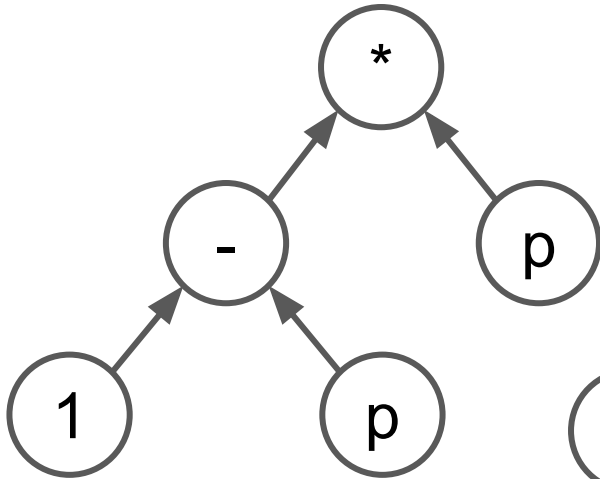
- No turing-complete
- Build an arithmetic circuits with  $+, -, *$ , that evals to zero
- $[a_1S_1+..+a_nS_n] * [b_1S_1+..+b_nS_n] + [c_1S_1+..+c_nS_n]$
- E.g  $n=a*b$
- $1S_p * 1S_q + -1S_n$



**f**



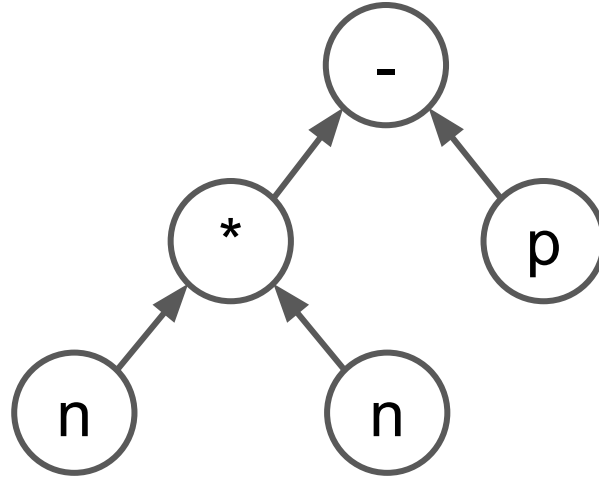
- $n = p \text{ AND } q$
- $(-1S_p + 1S_{ONE}) * (1S_p) + []$
- $(-1S_q + 1S_{ON}) * (1S_q) + []$
- $(1S_p) * (1S_q) + (-1S_n)$



**f**



- $n = \sqrt{p}$
- $(1S_n)^*(1S_n) + (-1S_p)$





# about the magic

## Generate R1CS constraints

$[a_1 S_1 + \dots + a_n S_n] * [b_1 S_1 + \dots + b_n S_n] + [c_1 S_1 + \dots + c_n S_n] = 0$   
 $[a_1 S_1 + \dots + a_n S_n] * [b_1 S_1 + \dots + b_n S_n] + [c_1 S_1 + \dots + c_n S_n] = 0$   
 $[a_1 S_1 + \dots + a_n S_n] * [b_1 S_1 + \dots + b_n S_n] + [c_1 S_1 + \dots + c_n S_n] = 0$   
 $[a_1 S_1 + \dots + a_n S_n] * [b_1 S_1 + \dots + b_n S_n] + [c_1 S_1 + \dots + c_n S_n] = 0$   
 $[a_1 S_1 + \dots + a_n S_n] * [b_1 S_1 + \dots + b_n S_n] + [c_1 S_1 + \dots + c_n S_n] = 0$   
 $[a_1 S_1 + \dots + a_n S_n] * [b_1 S_1 + \dots + b_n S_n] + [c_1 S_1 + \dots + c_n S_n] = 0$   
 $[a_1 S_1 + \dots + a_n S_n] * [b_1 S_1 + \dots + b_n S_n] + [c_1 S_1 + \dots + c_n S_n] = 0$

## Rewr. as a matrix

$$A(w) \times B(w) + C(w) = 0$$

## Rewr. as divisibility

$(A(w) \times B(w) + C(w)) / Z$   
has no remainder



## Elliptic curve pairings

$$e(P^a, Q^b) = e(P, Q)^{ab}$$



**zk-snark proof**

## Describe the circuit

$$p * q * r == n$$

where  $p, q, r$  are private

$$p * q = w1$$

$$w1 * r = n$$

compile

## RAW R1CS

$$[a_1S_1+...+a_nS_n] * [b_1S_1+...+b_nS_n] + [c_1S_1+...+c_nS_n]=0$$

$$[a_1S_1+...+a_nS_n] * [b_1S_1+...+b_nS_n] + [c_1S_1+...+c_nS_n]=0$$

$$[a_1S_1+...+a_nS_n] * [b_1S_1+...+b_nS_n] + [c_1S_1+...+c_nS_n]=0$$

...

## OPTIMIZED R1CS

$$[a_1S_1+...+a_nS_n] * [b_1S_1+...+b_nS_n] + [c_1S_1+...+c_nS_n]=0$$

...

trusted setup

INPUT 2,3,5,30

WITNESS 2,3,5,30,6

PROV KEY

VERIF KEY

PROVER

$\pi$

VERIFIER

PUBLIC INPUT 30



# compilers



- Zokrates
  - <https://github.com/Zokrates/ZoKrates> by Thibaut Schaeffer
  - Rust / Bellman
  - Algebra-approach, high level, can handle automatically  $a*b*c == 0$
  - Focused on generating ethereum smartcontracts
- Circom
  - <https://github.com/iden3> mainly all zk\* made by Jordi
  - Js / wasm
  - Circuit-approach, low level, allows manual optimizations
  - General tooling & flexible framework, smartcontracts & wasm
- There are more! see Harry Roberts' talks



# proof-of-factor



- I want a smartcontract that gives 1ETH to whom factors a number
- `play(uint256 p, uint256 q)` can be frontrunned with higher gas
- I need to proof to the smartcontract that I factored it without revealing `p,q`

Creator

Create the verifier  
Deploy the SC with challenge

```
uint256 challenge;  
prove(proof) {  
    verify(challenge,proof)  
    msg.sender.transfer(1 ether);  
    selfdestruct();  
}
```

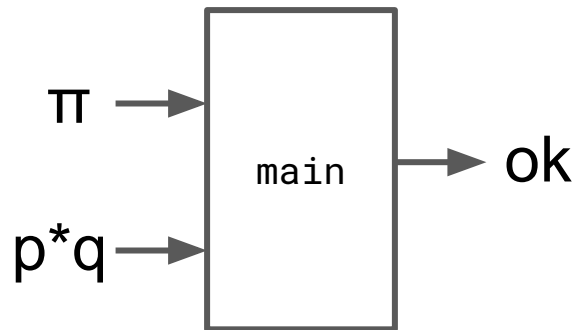
User

Read challenge from SC  
Factorize challenge and get `p,q`  
Generate proof that I own `p,q`  
Call SC `prove(proof)`

# public sybil control by proof-of-factor



$p * q == r$



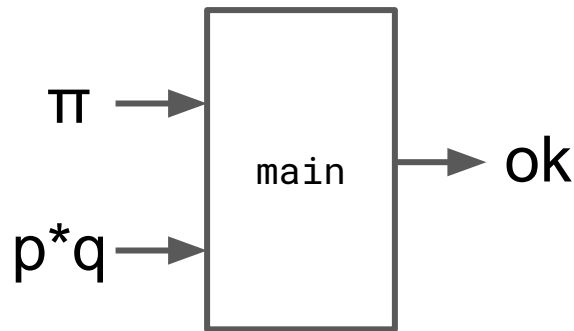
# public sybil control by proof-of-factor



$p * q == r$

$p \neq 1$

$q \neq 1$



# public sybil control by proof-of-factor

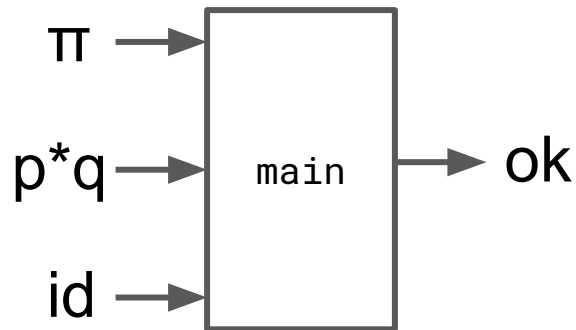


$p * q == r$

$p \neq 1$

$q \neq 1$

$id \neq 0$





zokrates

# sybil.code



```
def main(private field p, private field q, field id) -> (field):  
    0 == if 1 == p then 1 else 0 fi  
    0 == if 1 == q then 1 else 0 fi  
    0 == if 0 == id then 1 else 0 fi  
    return p * q  
}
```

# compile, setup, witness, proof and verifier



```
docker run --name zokrates -ti zokrates/zokrates:0.3.3 /bin/bash
```

```
docker exec -u 0 -it zokrates bash
```

```
apt update && apt install vim
```

```
vim sybil.code
```

```
./zokrates compile -i sybil.code
```

```
./zokrates setup
```

```
./zokrates export-verifier
```

The image shows the Remix IDE interface. At the top, the browser address bar displays the URL 'remix.ethereum.org/#optimize=false&version=soljson-v0.4.25+commit.59dbf8f1.js'. Below the address bar, there's a navigation bar with various icons and links. The left sidebar contains a 'browser' section with a list of files, including 'browser' and 'config'. The main workspace area shows a file named 'browser/snarks 3.sol' open. A search bar is visible at the top of the workspace, and a list of transactions is displayed below it. The first transaction is highlighted, showing a hex string '0x49062EB25F523642e7f80F585657Acad15152efC' and its corresponding hash '416894198603449170399196068829023546812585553660'. The interface is clean and modern, with a light blue and white color scheme.



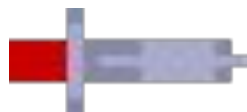
# generate proof that I can factor 6



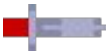
```
./zokrates compute-witness -a 2 3 <address as number>
```

```
./zokrates generate-proof
```

```
event CanFactor(bool yes);  
function check() public returns(bool) {  
    var proof = Verifier.Proof ({ /* put here the output of generate-proof */ });  
    uint[] memory inputValues = new uint[](2);  
    inputValues[0]=uint256(msg.sender);  
    inputValues[1]=6;  
    emit CanFactor(verify(inputValues,proof)==0);  
}
```

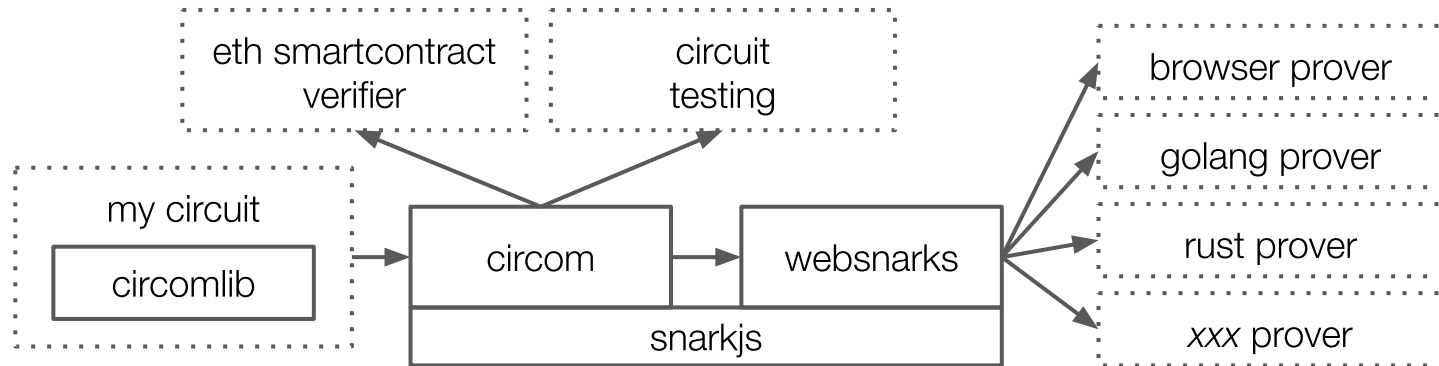


**circom**



# iden3 zk repos

- snarkjs - zk-snarks libraries in javascript
- circom - circuit compiler to R1CS & witness code generation
- circomlib - sha256, pedersen, MiMC, SMTs, EdDSA,... + optimized js libs
- websnarks - webassembly generator for snarks
- rust-circom-experimental - rust port for circom
- current functionality:





# circuit.circom

```
include "node_modules/circomlib/circuits/comparators.circom";
```

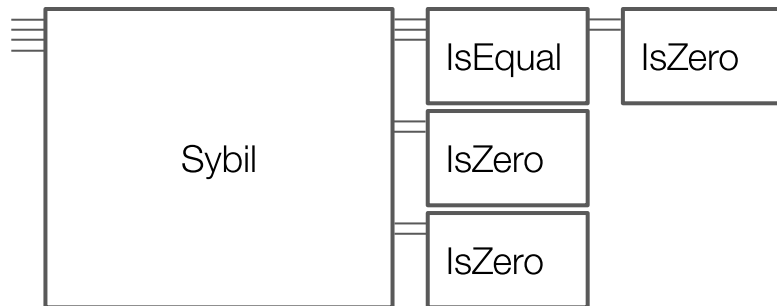
```
template Sybil() {  
    signal private input p;  
    signal private input q;  
    signal input r;  
    signal input id;
```

```
    component p_eq_1 = IsEqual();  
    p_eq_1.in[0] <== p;  
    p_eq_1.in[1] <== 1;  
    p_eq_1.out === 0;
```

```
    component q_eq_1 = IsEqual();  
    q_eq_1.in[0] <== q;  
    q_eq_1.in[1] <== 1;  
    q_eq_1.out === 0;
```

```
    component id_eq_0 = IsZero();  
    id_eq_0.in <== id;  
    id_eq_0.out === 0;  
    r <== p * q;  
}
```

```
component main = Sybil();
```





# compile, setup, witness, proof and verifier

```
npm i -g circom snarkjs
```

```
npm i circomlib
```

```
circom
```

```
snarkjs setup --protocol=groth
```

```
vi input.json
```

```
{ "p": "2", "q": "3", "r": "6", "id": <id> }
```

```
snarkjs calculatewitness
```

```
snarkjs proof
```

```
snarkjs generateverifier
```



# generate proof in webassembly

```
git clone https://github.com/iden3/websnark
```

```
node websnark/tools/buildwitness.js -i witness.json -o witness.bin
```

```
node websnark/tools/buildpkey.js -i proving_key.json -o proving_key.bin
```

```
cp websnark/example/index.html websnark/example/websnark.js
```

```
npm i -g live-server
```

```
live-server
```



# automatic witness generation

```
template Pow(N) {  
    signal input in;  
    signal output out;  
  
    signal iterm[N-1];  
    var i;  
    iterm[0] <== in;  
    for (i=1;i<N;i++) {  
        iterm[i] <== iterm[i-1]*in;  
    }  
    out <== iterm[N-1];  
}  
  
component main = Pow(120);  
  
const cirDef=await compiler("pow.circom")  
  
const circuit=new snarkjs.Circuit(cirDef);  
  
const witness = circuit.calculateWitness({  
    "in": "3301"  
});  
  
// witness[1] == 3301^120
```



# rust-circom-experimental

- some steps behind circom-js
- needs circom-lang formalization
- needs R1CS standardization
- finishing interoperability
- language experiments
- faster than js





`adria@codecontext.io`

thanks!



level completed!  
time for your magic  
hands\_on!