

# ZK Bootcamp: Homework 1

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## Math Introduction

### Problem 1

Working with the following set of Integers  $S = \{0, 1, 2, 3, 4, 5, 6\}$ , what is:

- $4 + 4 \equiv 1 \pmod{7}$
- $3 \cdot 5 \equiv 1 \pmod{7}$
- By Fermat's Little Theorem,  $3^{-1} \equiv 3^{7-2} \pmod{7} \equiv 5 \pmod{7}$

### Problem 2

$S = \{0, 1, 2, 3, 4, 5, 6\}$  and operation  $+$  is a group.

*Proof.* For any  $a, b, c \in S$

- Closure. It's easy to see that  $a + b \pmod{7} \in S$
- Associativity.  $S$  is a subset of integers, thus  $(a + b) + c = a + (b + c)$
- Identity. The identity element is 0 since  $a + 0 = a$
- Inverse element. It's easy to see that, by FLT,  $-a \equiv 5a \pmod{7}$  and  $-a + 5a = 4a \pmod{7} \in S$

□

### Problem 3

$-13 \pmod{5} \equiv 2 \pmod{5}$

## Use cases of zkp

- Authenticate users without exchanging secret information such as passwords
- Allow one to prove that they satisfy a requirement without revealing the data itself. For example, proving that one's income is in admissible range for a loan
- Allow voters to vote anonymously without compromising the legitimacy of the votes

However, zkp has a few challenges.

- As demonstrated by the ball-picking example, the probability of the prover lying decreases with each iteration but ZKP's don't guarantee 100% that the prover isn't lying
- zkps require many interactions between the verifier and the prover in interactive ZKP's or require a great deal of computations in non-interactive ZKP's. They may not be suitable for slow or mobile devices.