

# Mapping Finite State Machines to zk-SNARKs Using Category Theory

A talk for DEVCON V

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Statebox Team

8 Oct 2019, Osaka JP  
[arxiv.org/abs/1909.02893](https://arxiv.org/abs/1909.02893)



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What is important is to know that if you have a **boolean circuit**, then you can turn it into a zk-SNARK.

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Literally, a bunch of logical gates wired together.

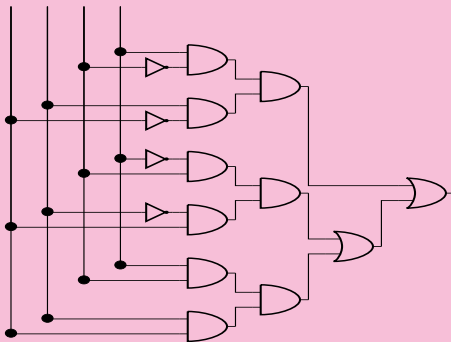
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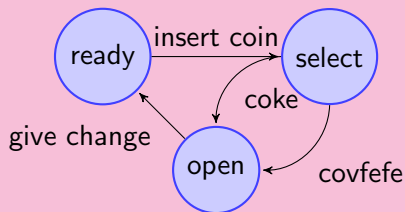
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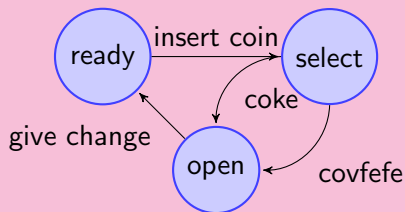
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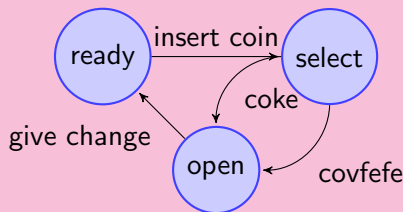
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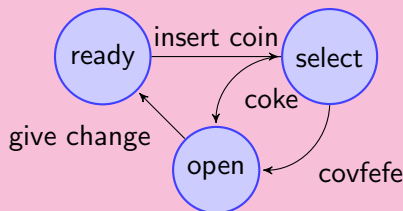


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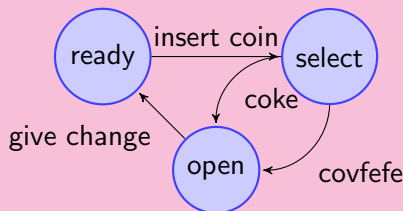
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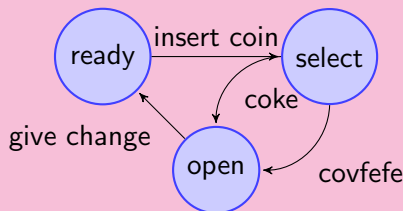


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If we can map graph paths to boolean circuits, then we can get a zk-SNARK verifying that a given computation followed the FSM rules!

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Category theory allows to relate different mathematical structures compositionally: That is, in a way that respects the structure of the things we are relating.

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Moreover, once categorified concepts are automatically related to all mathematics: If you have a categorical way to map what you care about to graphs, then you automatically have a way to map that thing to boolean circuits (and hence to get a zk-SNARK for it!)

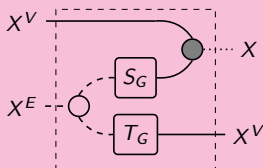
# The category of paths for a graph

Each graph  $G$  can be used to build a category  $\mathfrak{F}(G)$ , which represents all the possible paths in the graph:

$$\begin{array}{ccc} G & \longrightarrow & \mathfrak{F}(G) \\ f \downarrow & & \downarrow \mathfrak{F}(f) \\ G' & \longrightarrow & \mathfrak{F}(G') \end{array}$$

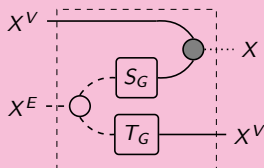
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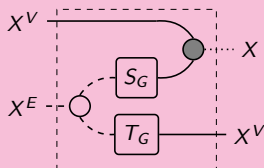
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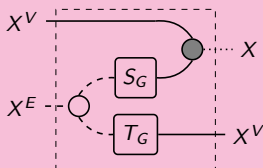


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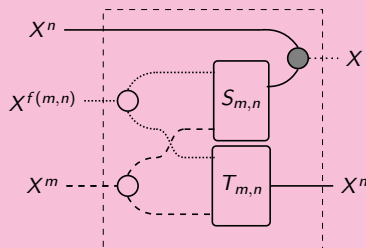
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We can clearly compose these circuits by piping them one into the other. For each category of paths  $\mathfrak{F}(G)$ , we are able to get a functor – a structure preserving map – to the category of boolean circuits.

# Generalizing over graphs

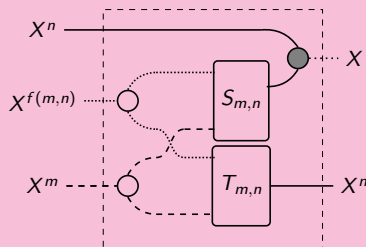
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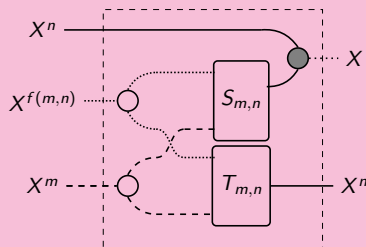
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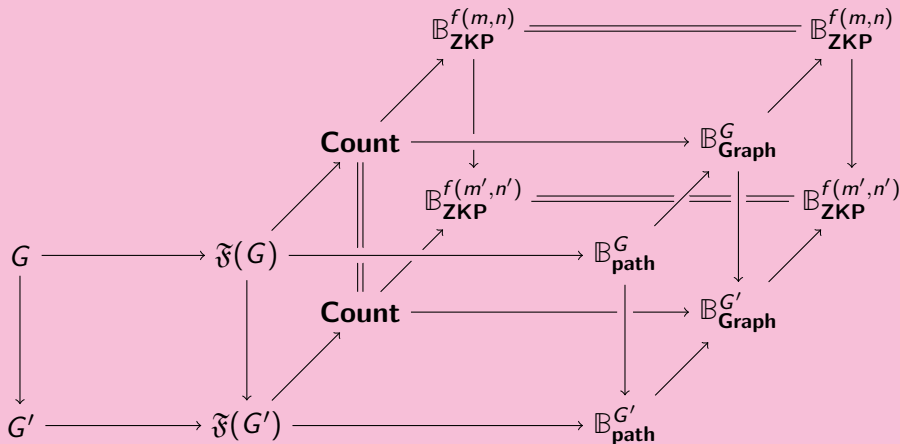


The second wire on the left accepts a specification of an adjacency matrix of  $m \times n$  bits. After having specified this, the circuit behaves like the one in the previous slide.

Again the circuits are composable and we obtain a functor from the category of graphs to the category of boolean circuits.

# The power of category theory

Everything we built is compositional!!



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Category theory seems difficult in the beginning, but it's just a better method to do software engineering!

*We are finished*  
**THANKS**  
**QUESTIONS PLEASE**