galois



SIEVE Circuit IR Specification

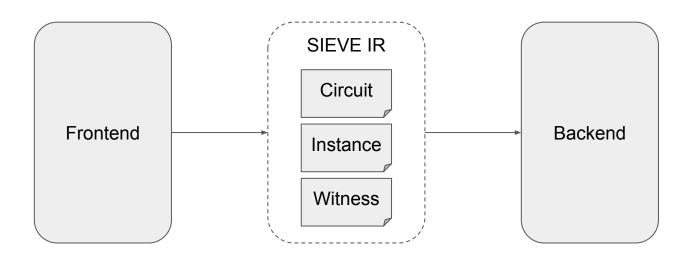
ZKProof 5.5 - 2 August 2023

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Background: SIEVE

- DARPA program focused on improving the utility and efficiency of (mostly interactive) ZK protocols
- Teams are split into two categories:
 - Frontends Produce ZK statements for different applications
 - Backends Efficiently verify ZK statements generated by frontends
- There are many frontend and backend teams, and they need a standard way to represent ZK statements

SIEVE Circuit IR



- Standardized circuit representation of ZK proofs
- Designed by a committee made up of all the SIEVE teams
- Enables backends to run all* ZK statements produced by frontends

Target Applications

- Proofs of software vulnerabilities
- Early focus on "really big" proofs
- Mobile <-> cloud proofs
- Policy Enforcement
 - Healthcare
 - Government Regulations
 - Transparency
 - Geo-fencing and location history

Why Circuits?

- R1CS?
 - Theoretically equivalent to Circuits
 - Practically not so equivalent
 - Round trip translation grows about 10x
- Plonk-ish?
 - Didn't have name recognition when we started
- Memory Efficiency
 - Statement Streaming
 - Delete temporary wires
- Multi Field Proofs ("field switching")
- Flexibility & Scalability
 - Expectation: Frontend research yields smaller circuits
 - Reality: Frontend research yields additional features with higher circuit density

Language Overview: Types

```
polynomial P, with coefficients c<sub>0...n</sub> we encode:
```

For some prime p and

```
// Index 0: Boolean  
@type field 2;  

// Index 1: GF(2^63) with polynomial modulus x^63 + x + 1  
@type ext field 0 63 0x80000000000003; 

// Index 2: Unsigned 32-bit integers  
@type ring 32;
```

- Supported types: prime fields, extension fields, rings
 - Circuits can contain multiple types in the same statement
 - Types are defined in the circuit header
 - Types are referenced by index

Language Overview: Gates

```
$0 <- @private(0);
$1 <- @private(0);
$2 <- @mul($0, $0);
$3 <- @mul($1, $1);
$4 <- @add($2, $3);
@assert_zero($4);
```

- Basic gates: @add, @mul, @assert_zero
- Read from witness or instance: @private, @public
 - Values are streamed from a separate file
- Text and flatbuffer representations

Language Overview: Functions

```
@function(dot_prod_10, @out: 1:1, @in: 1:10, 1:10)
    $21 <- @mul($1, $11);
    // ...
@end
$25 <- @call(dot_prod_10, $0 ... $9, $10 ... $19);</pre>
```

- Users can define and call function gates
 - Useful for frequently used subcircuits

Language Overview: Plugin Extensions

```
@plugin(ram, init, <size>)
@plugin(ram, read, <addr>)
@plugin(ram, write, <addr>, <value>)
```

- ZK is moving quickly, so the IR needs a way to support the latest features and protocols
- IR supports plugins, which allow users to define their own gadgets
 - Typically useful when backends have efficient protocols for specific operations
- Official plugins: RAM, permutations, iterators, vectors, arithmetic
- Unofficial plugins: Polynomial equality checks, disjunctions

Language Overview: New and Delete

```
@new($10... $20);
// Assignments and usage of $10, $11, ... $20
@delete($10 ... $20);
```

- Allocate a block of contiguous wires with @new
 - Subsequent gates may assign within the block
- Delete a block of wires

Memory Management: Function Parameter Rules

```
@new($0 ... $9); @new($10 ... $19);
$20 <- @call(dot_prod_10, $0 ... $9, $10 ... $19);
@new($21 ... $40);
$41 ... $50 <- @call(vec_mul_10, $21 ... $30, $31 ... $40);</pre>
```

- Each Parameter Range must span within a single allocation
 - Subsets are okay
- Output parameters may implicitly allocate
 - May not conflict with prior allocations, even if unassigned

Memory Management: Function Scope Why? Out: \$0 In: \$1 ... \$10 @function(dot_prod_10, @out: 1:1, @in: 1:10, 1:10) In: \$11 ... \$20 // gates... Locals... @end \$25 <- @call(dot_prod_10, \$0 ... \$9, \$10 ... \$19); Calling Scope Local: \$0 ... \$7 Local: \$8 ... \$15 Consecutive wire numbers Local: \$16 ... \$23 **Discontiguous wire storage** Local: \$24 ... \$32 (e.g. distinct allocations) "shape" mismatch between

caller and function

Conversion Gates

Convert a value from one type to another

Enable conversions in the Circuit's Header

```
@type field 2; // type 0: Booleans
@type field 2305843009213693951; // type 1: Mersenne 61
// Allow bidirectional conversions
@convert(@out: 0:61, @in: 1:1);
@convert(@out: 1:1, @in: 0:61);

    Use conversions within the circuit's body (not' with @no_modulus (default)

Big-endian

$0 <- 1: <12345>; // (assign a constant)
    $0 ... $60 <- @convert(1: $0, @modulus); // Convert to boolean</pre>
```

Compose or decompose as bits or digits, with the prime as a base.

SIEVE Circuit IR Ecosystem

Frontends

- Proofs of vulnerability: Cheesecloth (Galois), Reverie (Trail of Bits)
- General Purpose/Policy Enforcement: zk-SecreC (Cyberbernetica), PicoZK (Stealth/UVM)

"Mid-ends" (SIEVE IR tools/libraries)

- WizToolKit
- zkInterface-sieve

Backends

- VOLE: Mac'n'cheese (Galois), EMP (Stealth/NWU)
- LIGERO: LIGERO (Ligero)
- LPZK: (Stealth), Formally-Verified (SRI)

Lessons learned

- When designing the IR by committee, people had different visions and priorities
 - Human vs machine readable
 - Debuggable vs efficient
 - Featureful vs simpler abstractions
- DARPA required interoperability between all teams
- Suggestions for future standards:
 - Attempt to understand everyone's vision and priorities
 - Define a process for proposing, debating, and agreeing on designs and features
 - Assign an unbiased arbiter to carry out the process

Beyond SIEVE

- SIEVE is ending in a year
- Hopefully the SIEVE Circuit IR standard will be useful outside of SIEVE
- Perhaps the standard will be adopted by ZKProof and continue to evolve with the wider community
 - PLONK plugin extension?
 - Compiler from SIEVE Circuit IR to PLONK?

Summary

- SIEVE Circuit IR has proven to be a useful language for encoding ZK statements
 - Enabled interoperability between ZK frontends and backends
- Consider using the SIEVE Circuit IR in your next project!

https://github.com/sieve-zk/ir/

- Resources
 - Blog: https://stealthsoftwareinc.github.io/wizkit-blog/blog.html
 - WizToolKit: https://stealthsoftwareinc.github.io/wiztoolkit/
 - zkInterface: https://crates.io/crates/zki_sieve