

LegoSNARK: Compose ZKPs Simply and Efficiently

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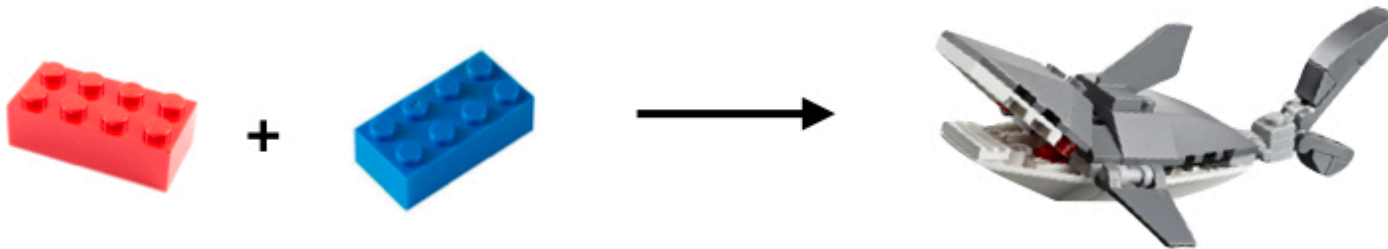
eprint: ia.cr/2019/142

API (soon): github.com/imdea-software/legosnark

Modular SNARKs

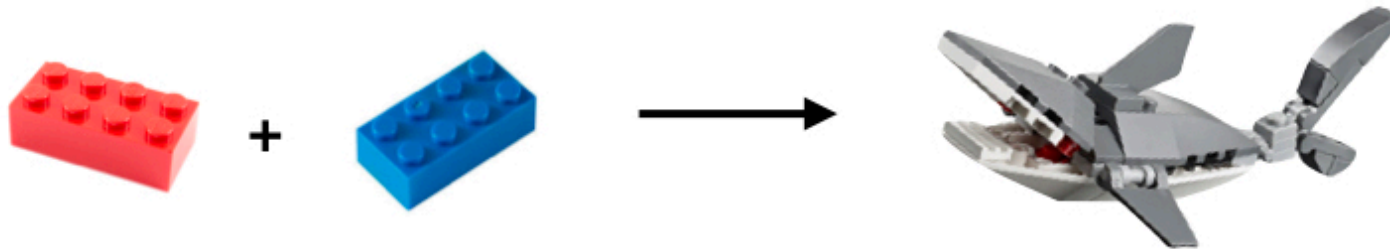
Modular SNARKs

Modularity (roughly):



Modular SNARKs

Modularity (roughly):



Our focus: Non-Interactive and Succinct arguments

Modularity: “*Why?*” and “*What Exactly?*”



Through two Tales...

A Tale of Efficiency

A Tale of Efficiency



$R(\mathbf{h}, \mathbf{A}, \mathbf{B}) :=$

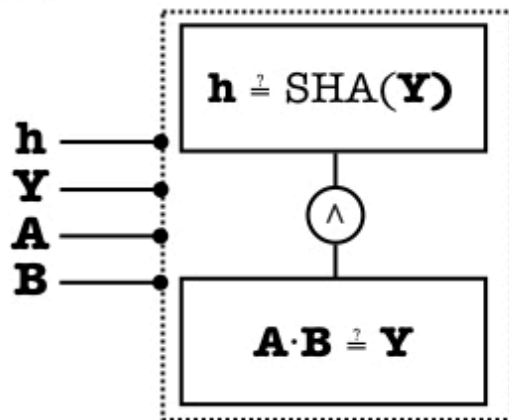
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A Tale of Efficiency

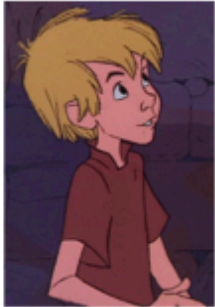


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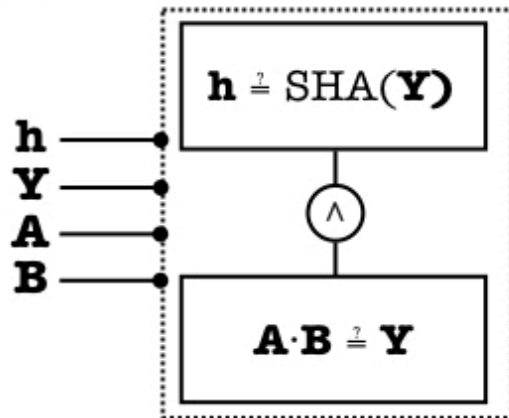
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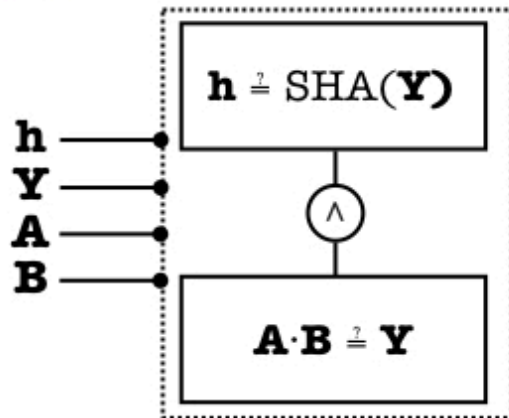
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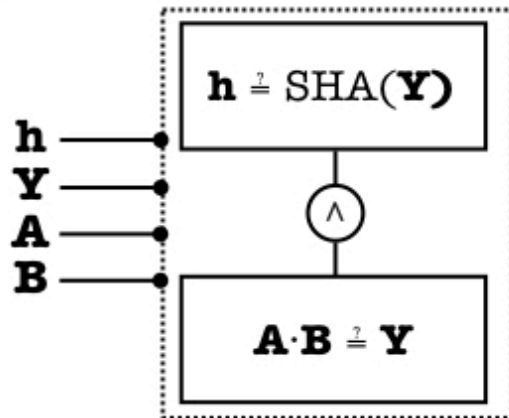
 ZKP1

 ZKP2

A Tale of Efficiency



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Bool

Algebra

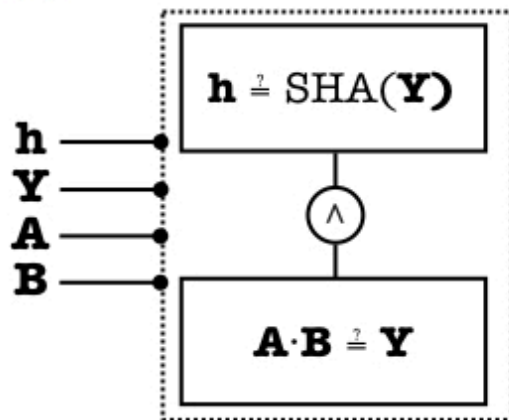
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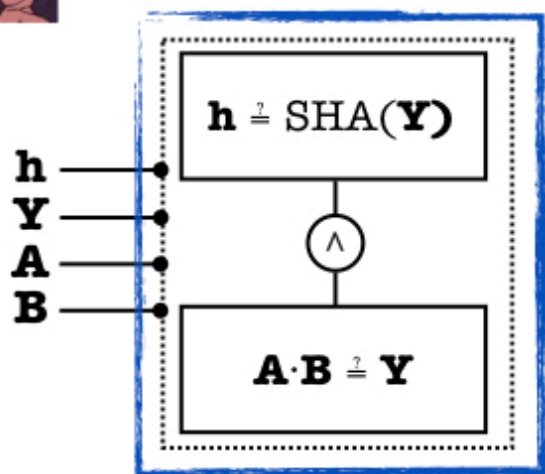


		Bool	Algebra
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	ZKP2	☹	☺

A Tale of Efficiency



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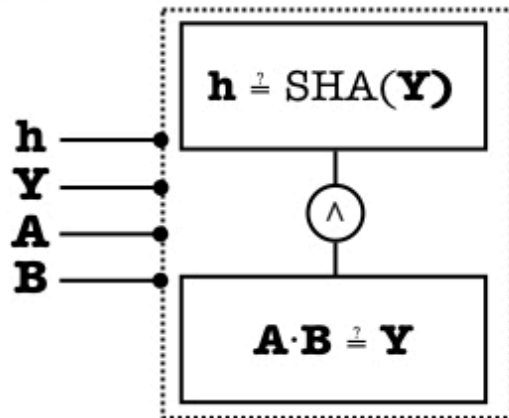
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A Tale of Efficiency



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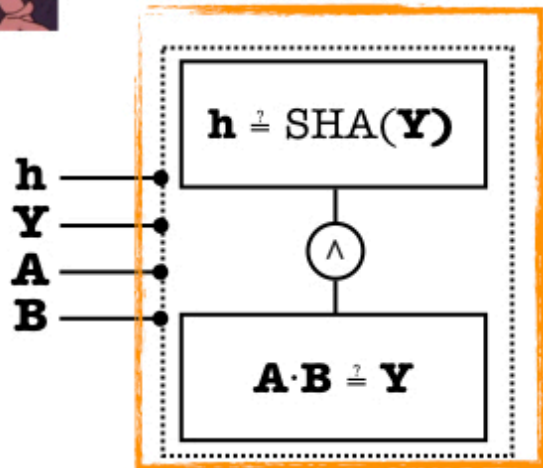




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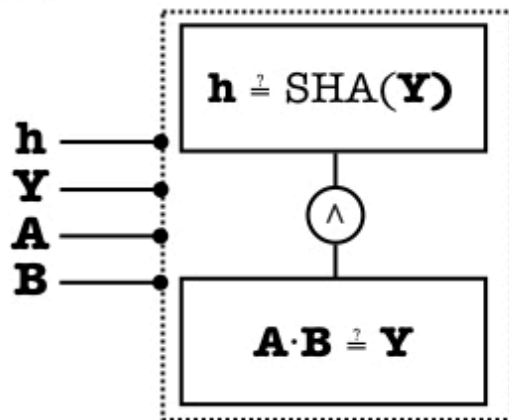




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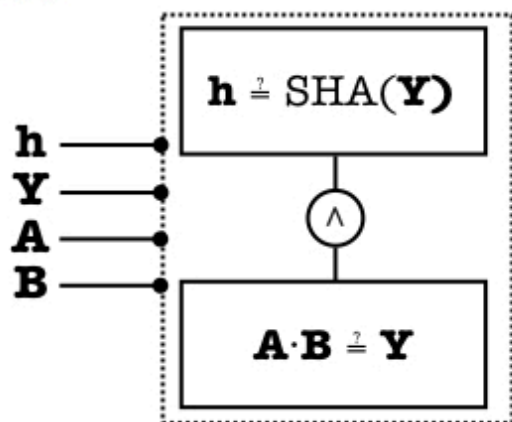


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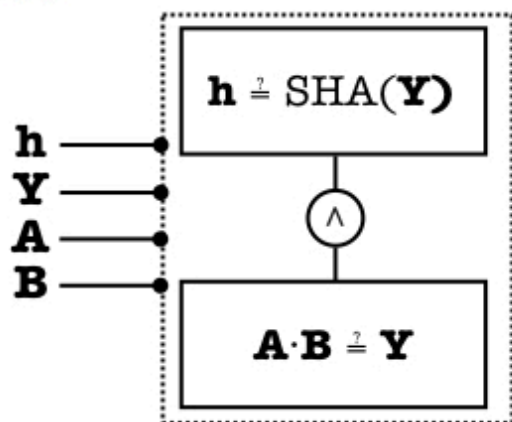


This is suboptimal!

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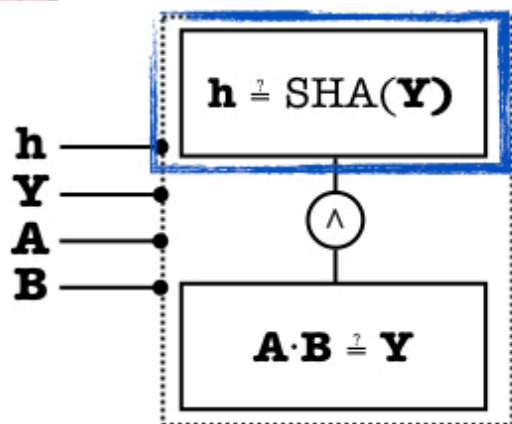
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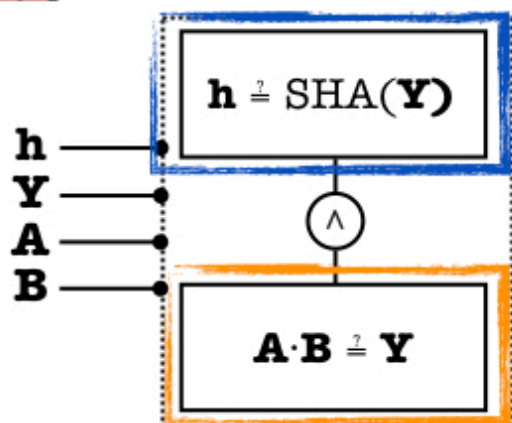
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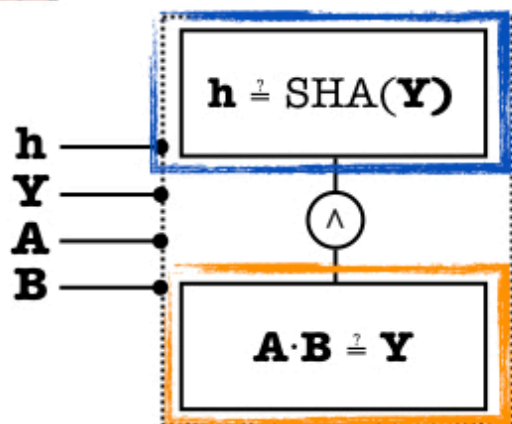
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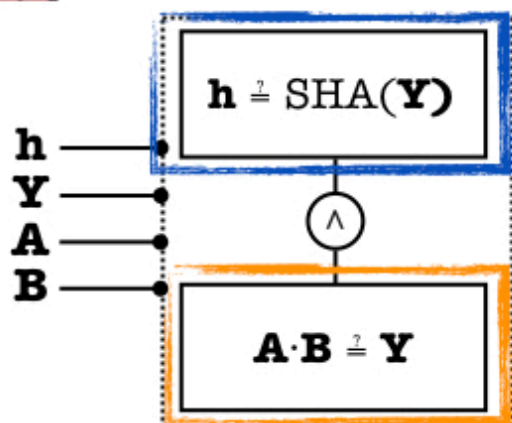
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“Splittable” relations are common

(e.g. select+aggregate in a DB, polynomial evaluation)

A Tale of Simplicity



There once were two bearded wizards...

A Tale of Simplicity



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Digression: UNIX's simplicity

Do Not *Write* Programs; *Glue* Them Together.

UNIX shell commands are simple.

grep 'pattern' file	Prints lines matching a pattern
----------------------------	---------------------------------

head -n 5 file	prints first five lines from a file
tail file	prints last lines from a file

sort -u file	sorts and return unique lines
uniq -c file	filters adjacent repeated lines

cut -f 1,3 file	retrieves data from selected columns in a tab-delimited file
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Problem: find the top 5 most frequent first names in a digital phone book.

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Ms. Emmy Noether 612567105

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```

Solution:

```
cut -d ' ' -f 2 book.txt | sort | uniq -c | sort -rn | head -5
```

Do Not *Write* SNARKs;
Glue Them Together.

UNIX Philosophy

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- Write programs that do one thing and do it well.

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We need a “cryptographic pipeline”

(should preserve soundness,
ZK, succinctness, etc.)

Our Pipeline: Commit-and-Prove (CP)

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Commitments.



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Important:
can be opened in only one way.

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CP-SNARKs.

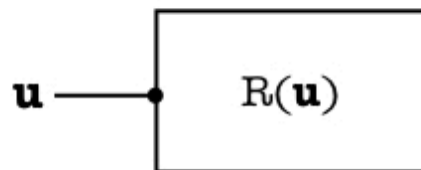
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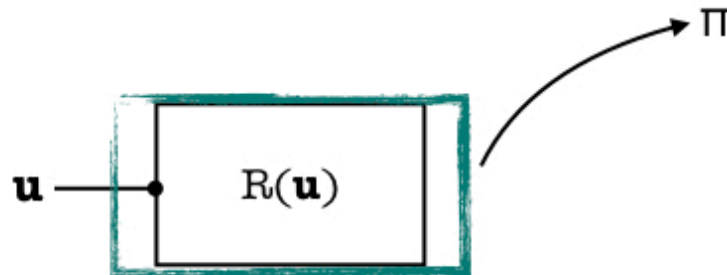
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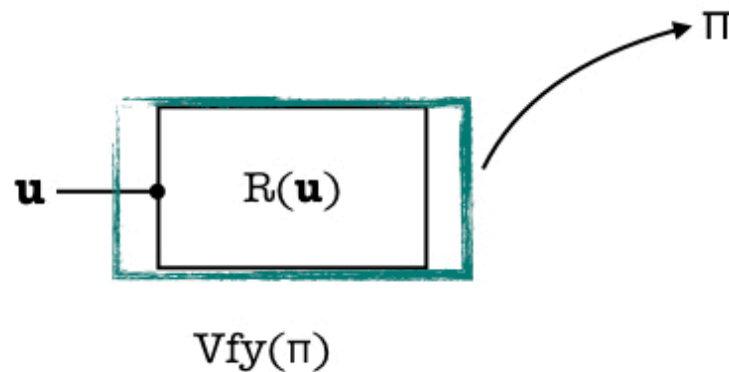
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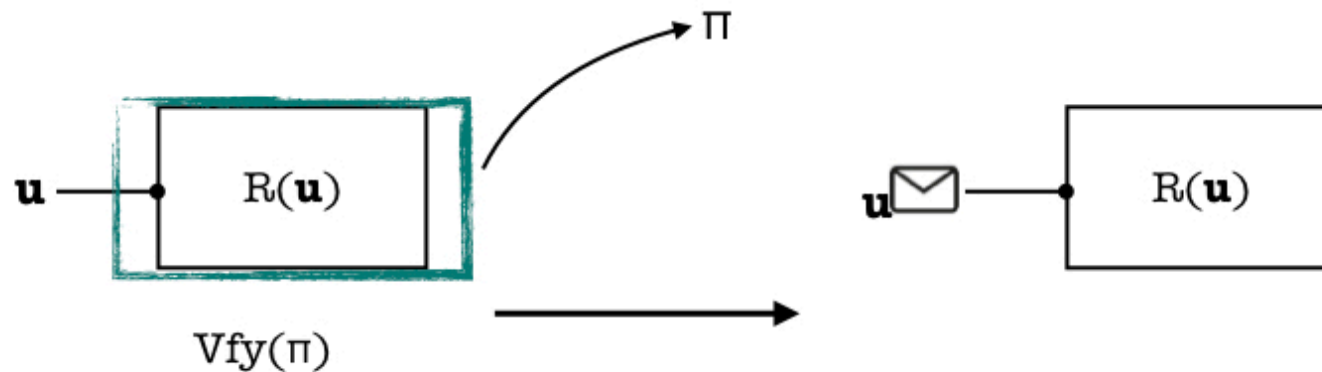
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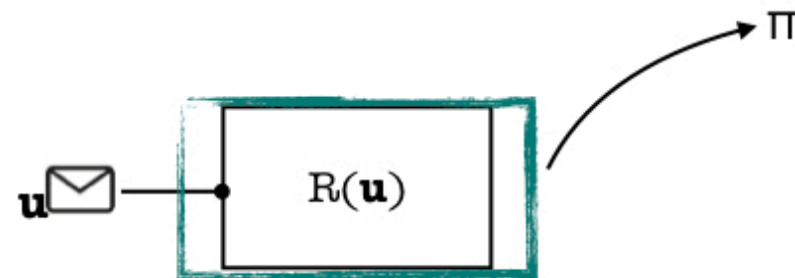
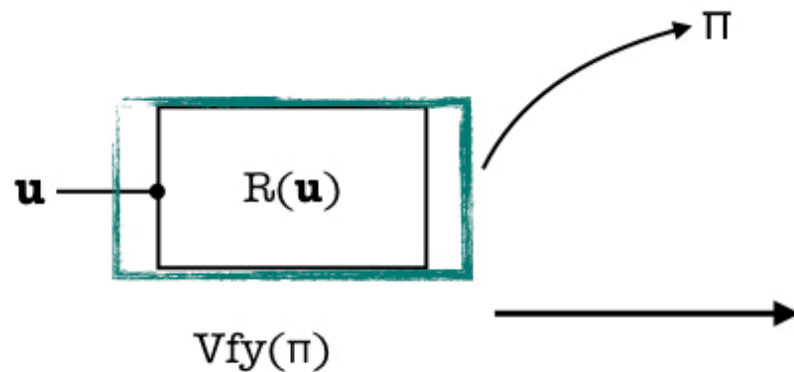
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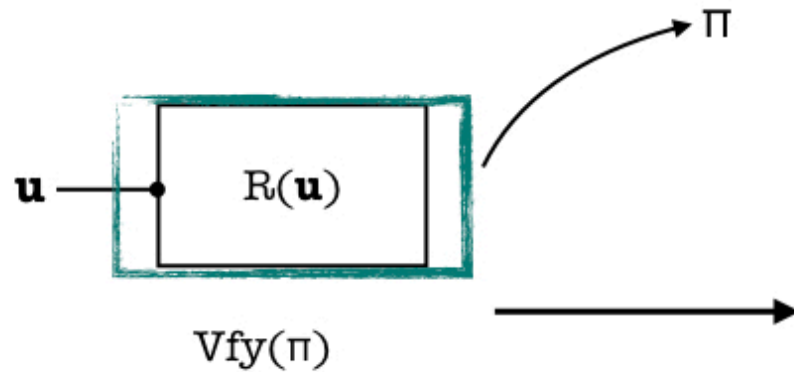
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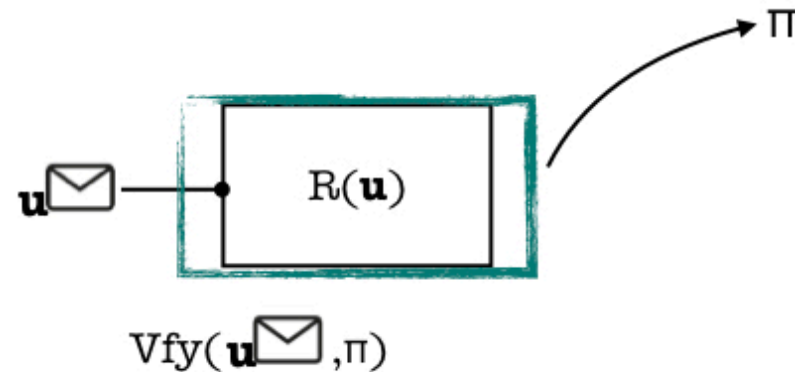


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Warm-up: What do we learn from verifying two CP-proofs on the same commitment?

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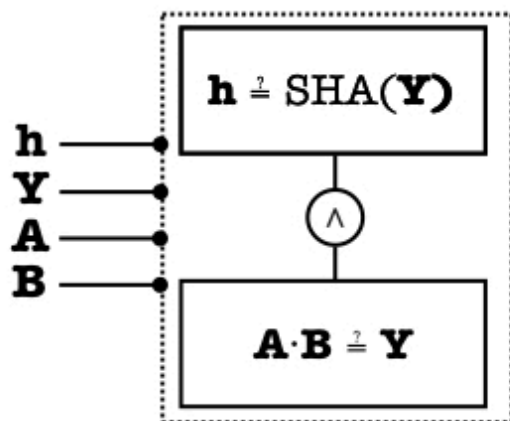
That the two properties hold for the same \mathbf{u} .

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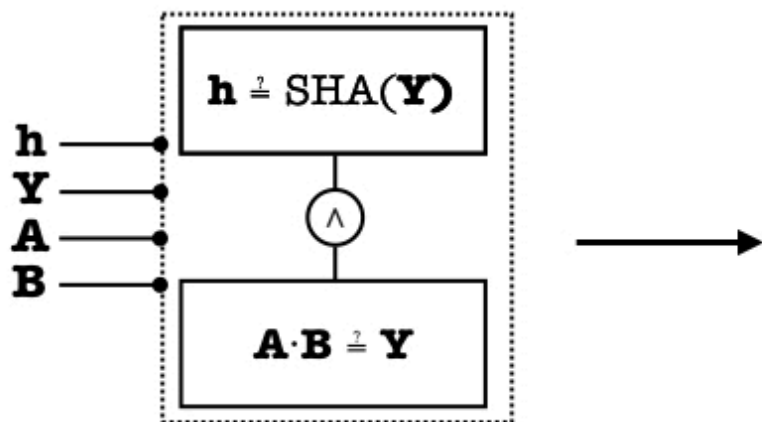


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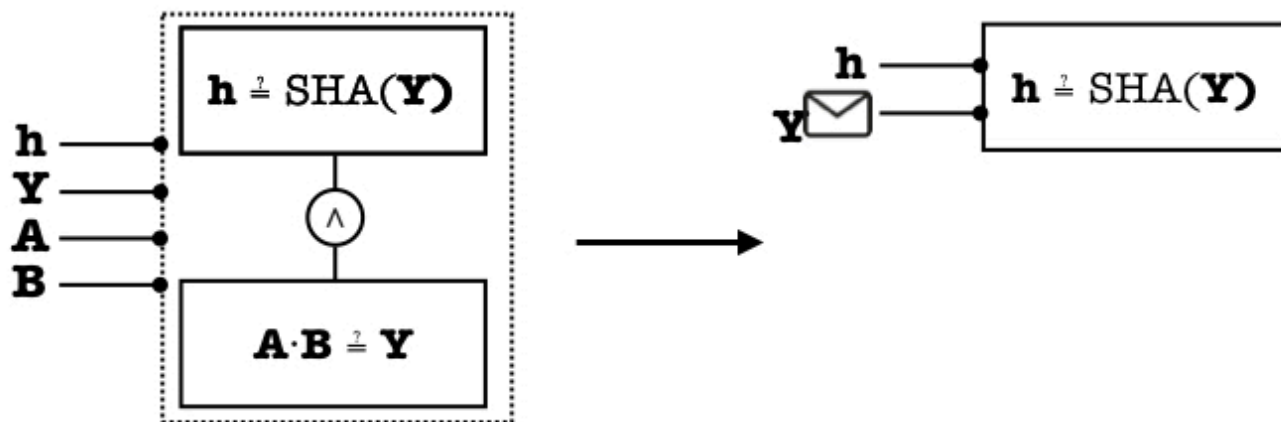


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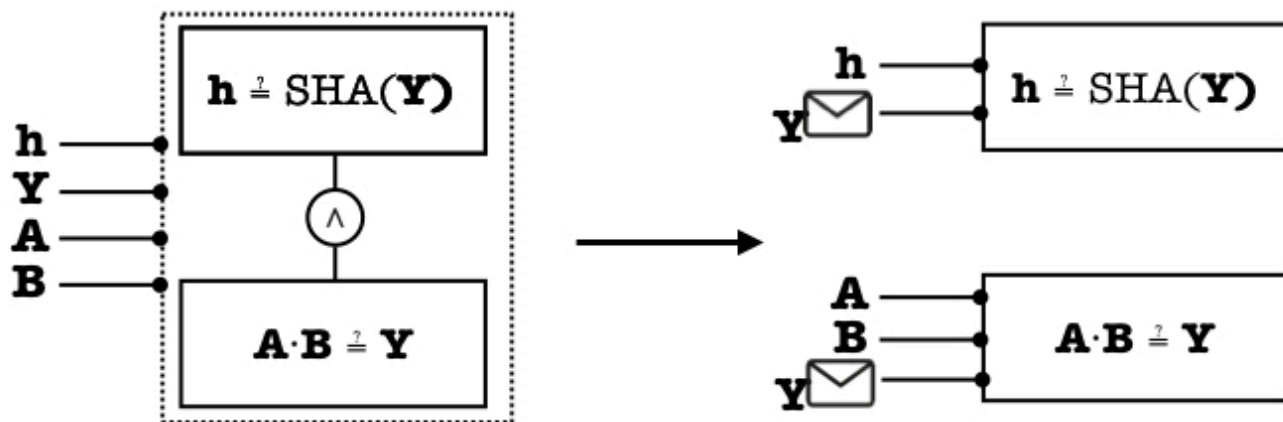


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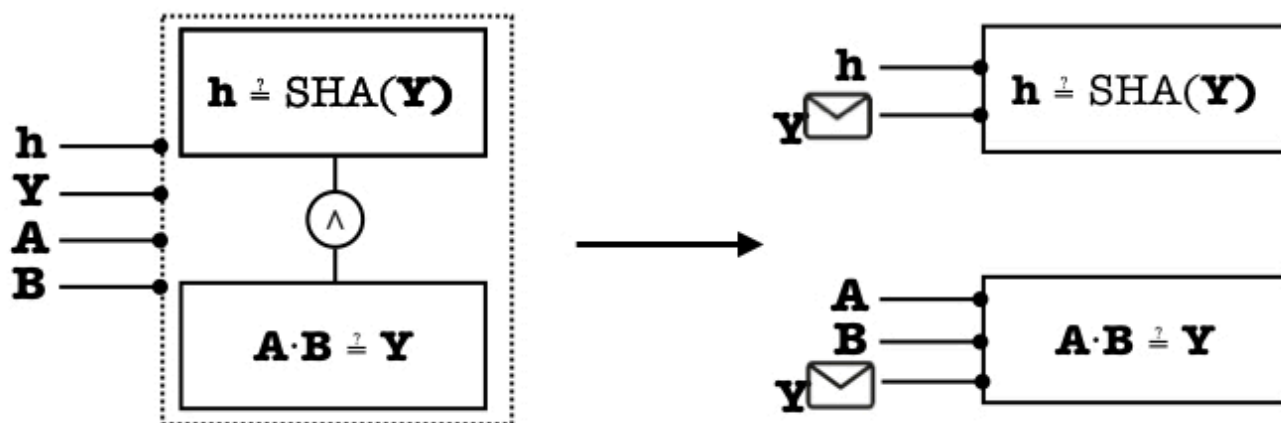


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CP_{bool}



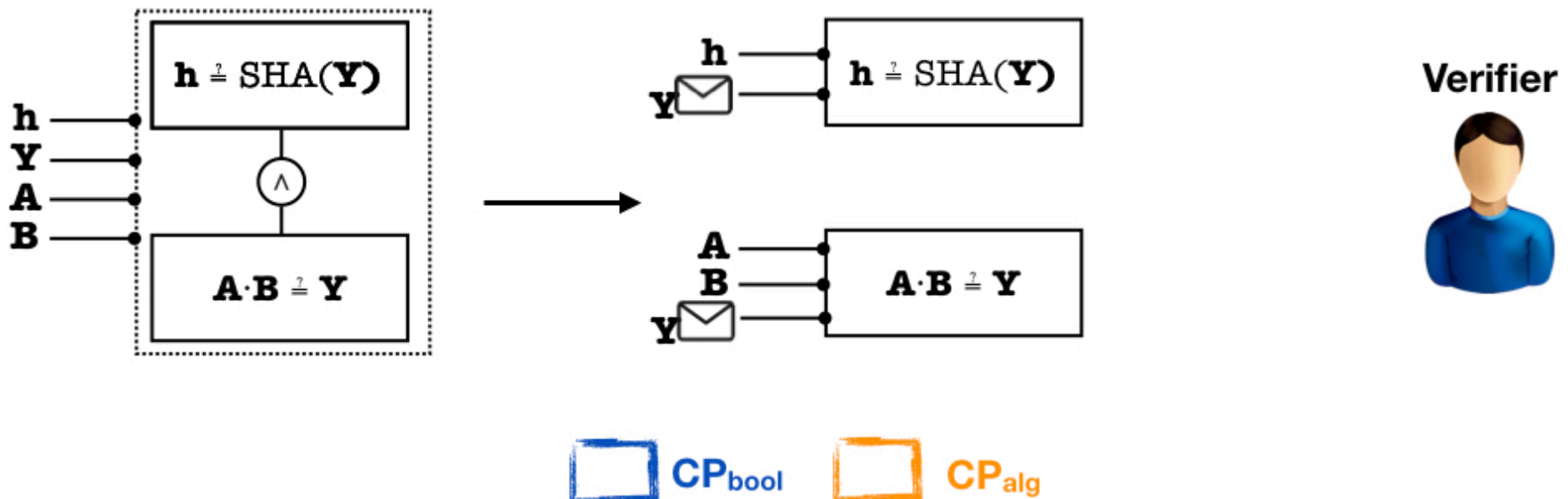
CP_{alg}

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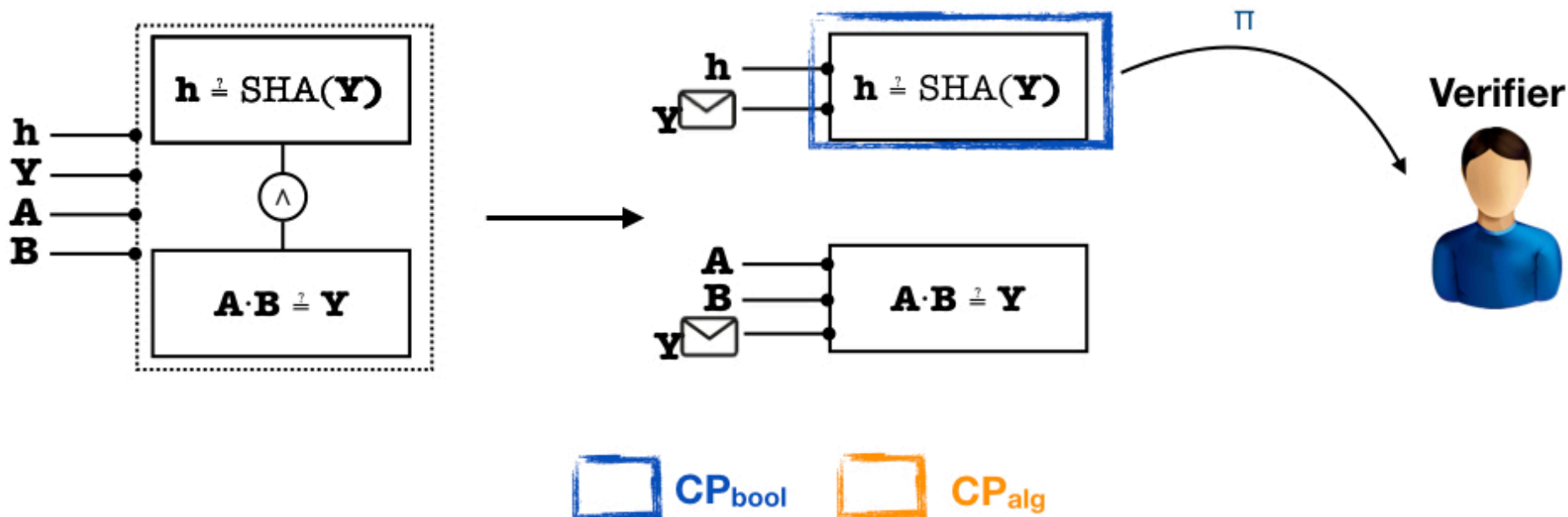


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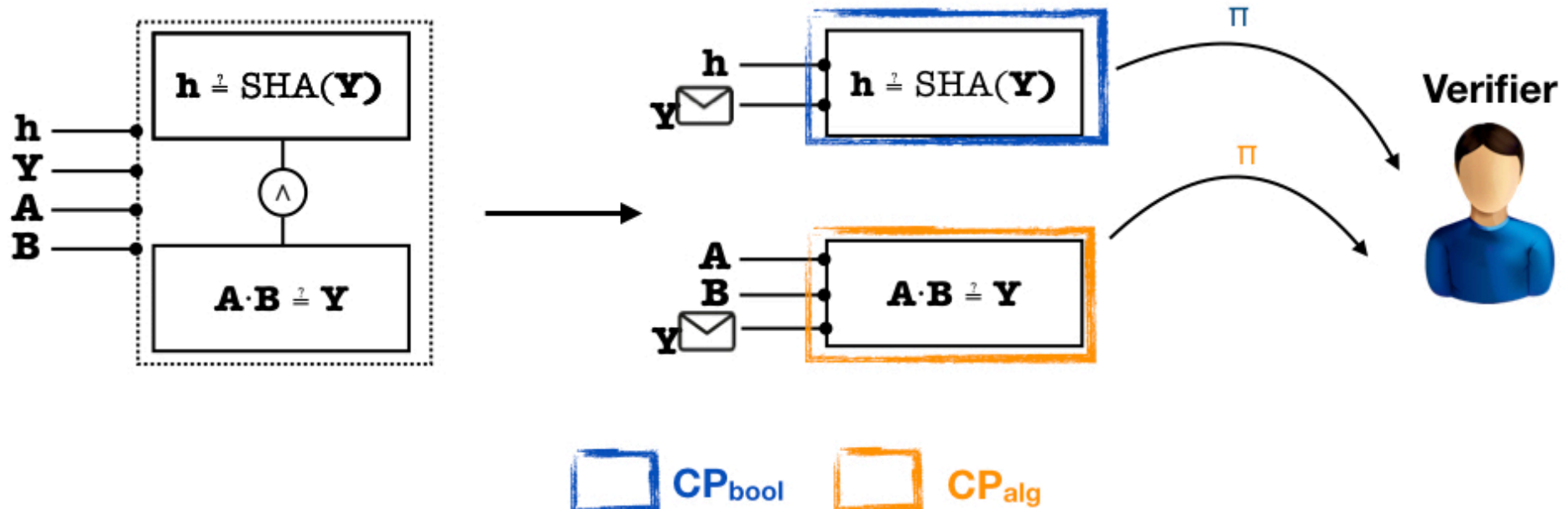


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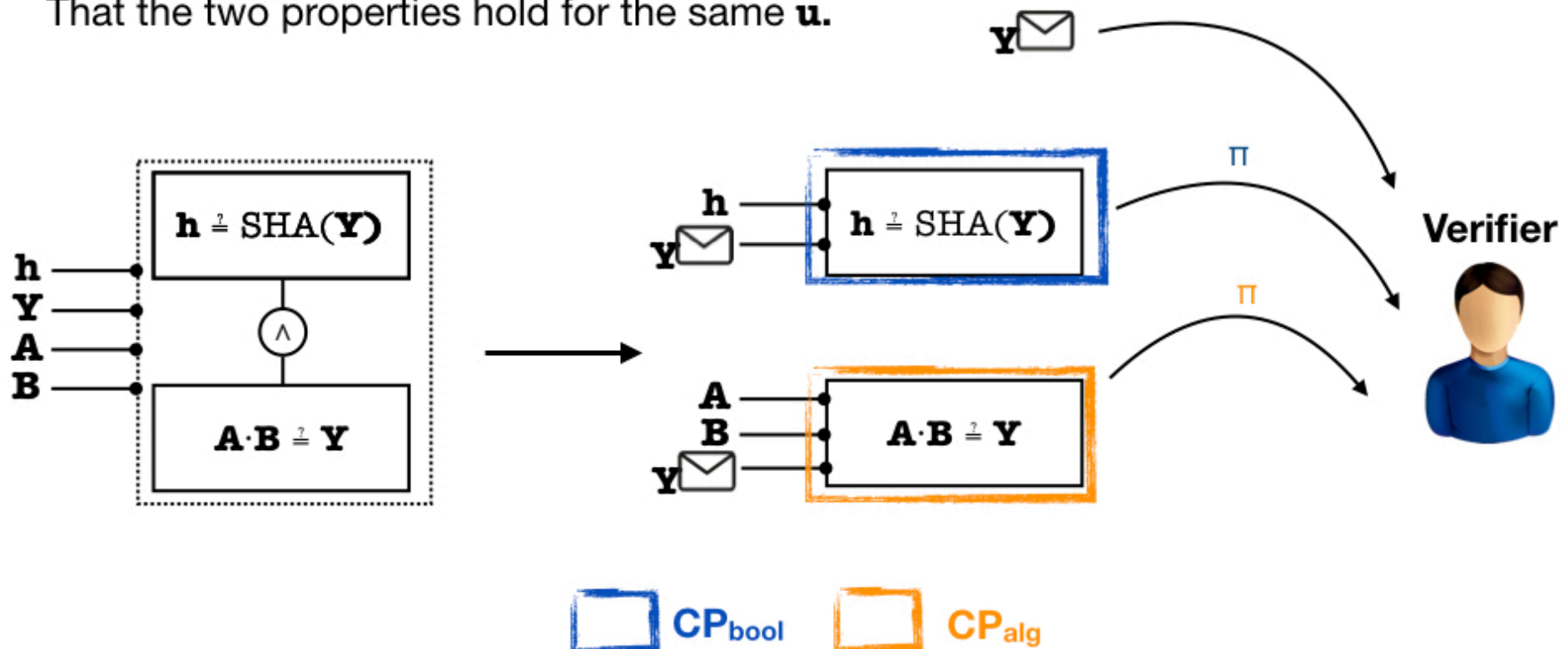


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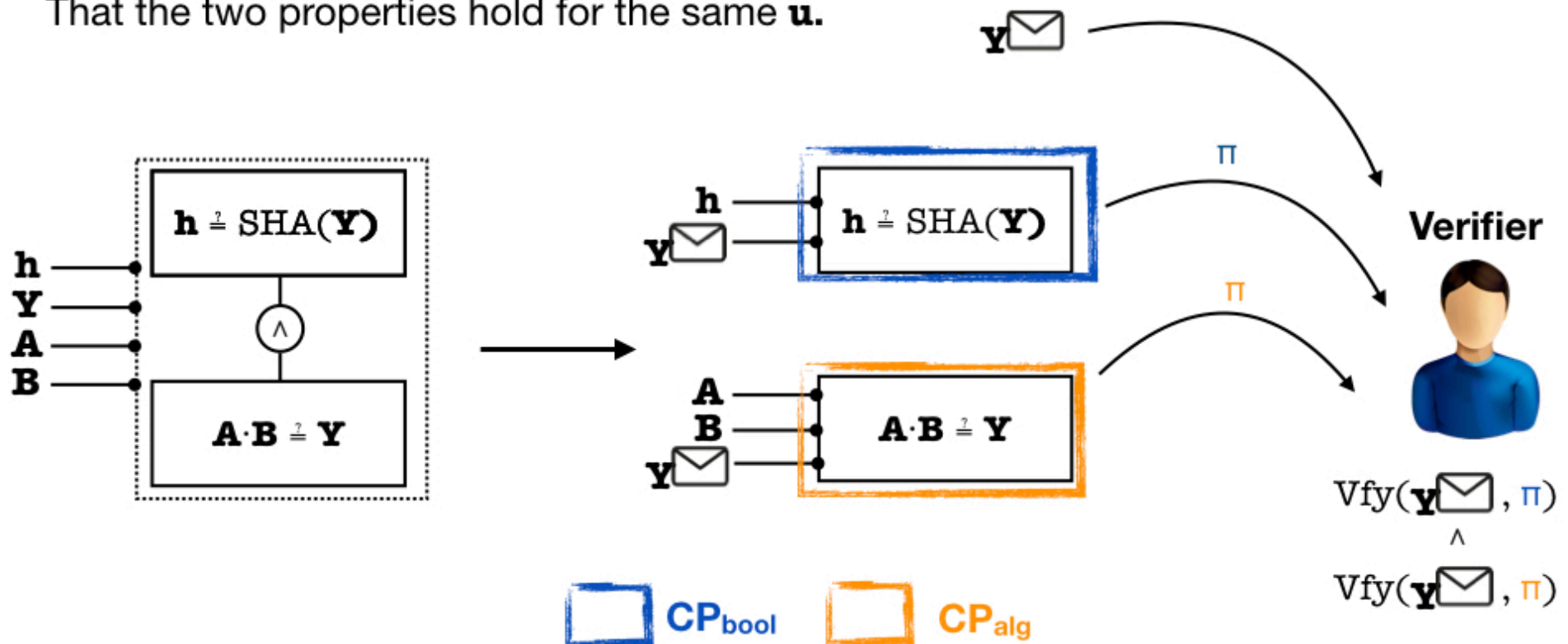


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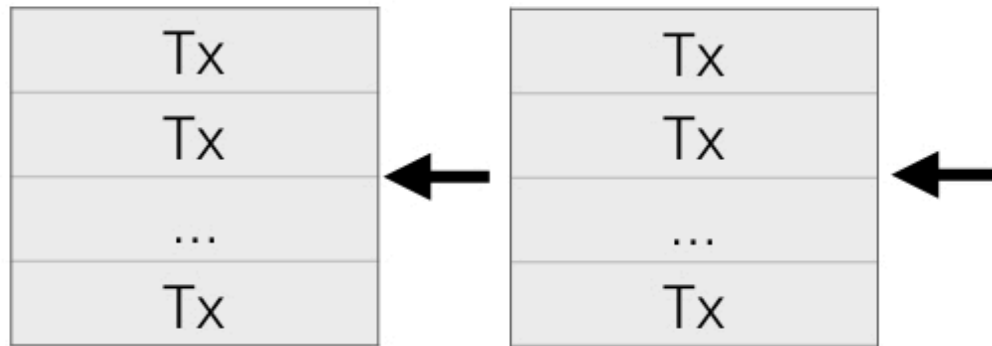
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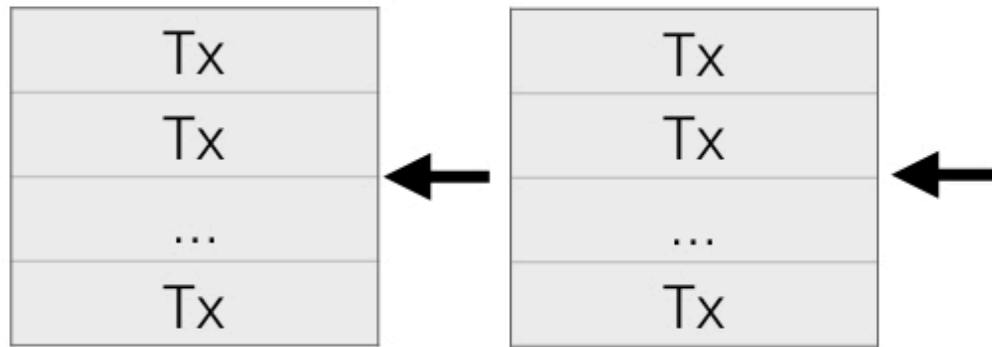


Application: Commit-(ahead-of-time)-and-Prove

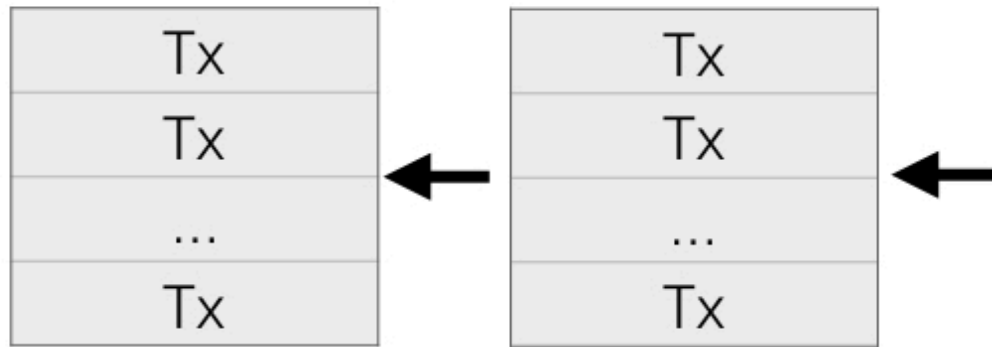
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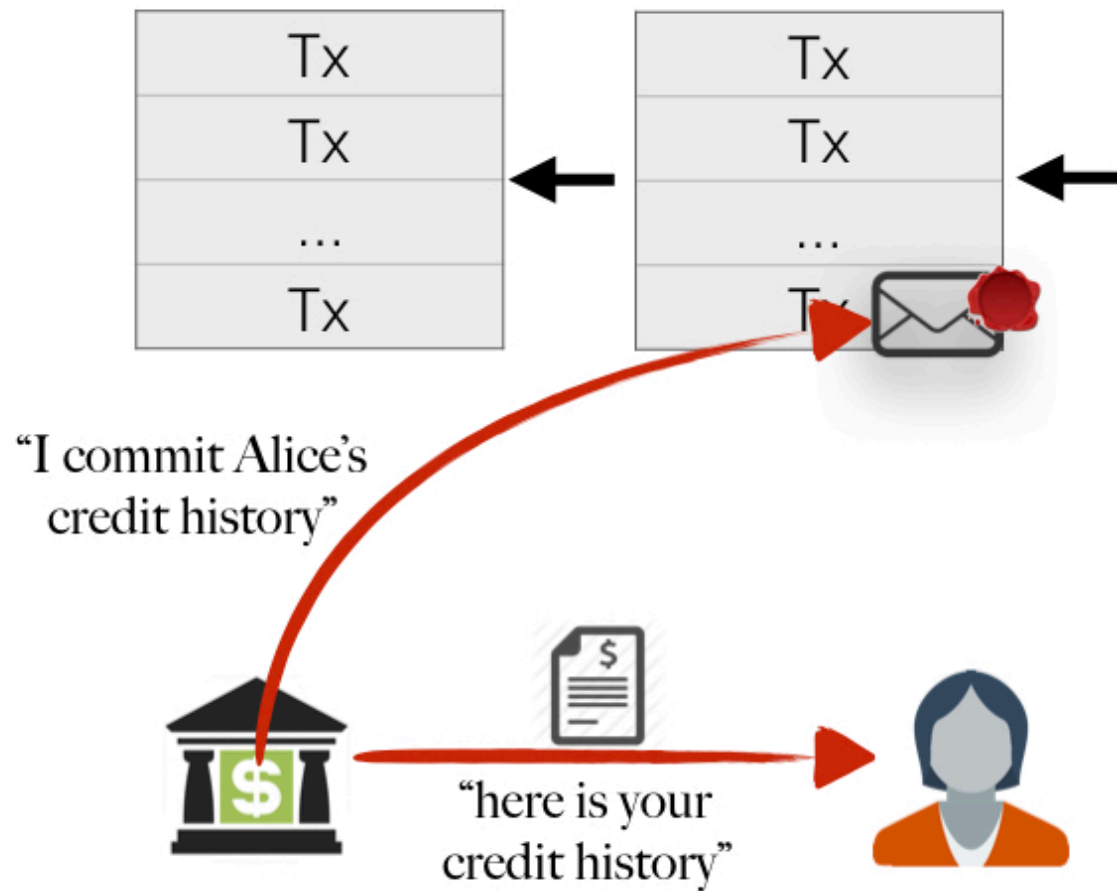
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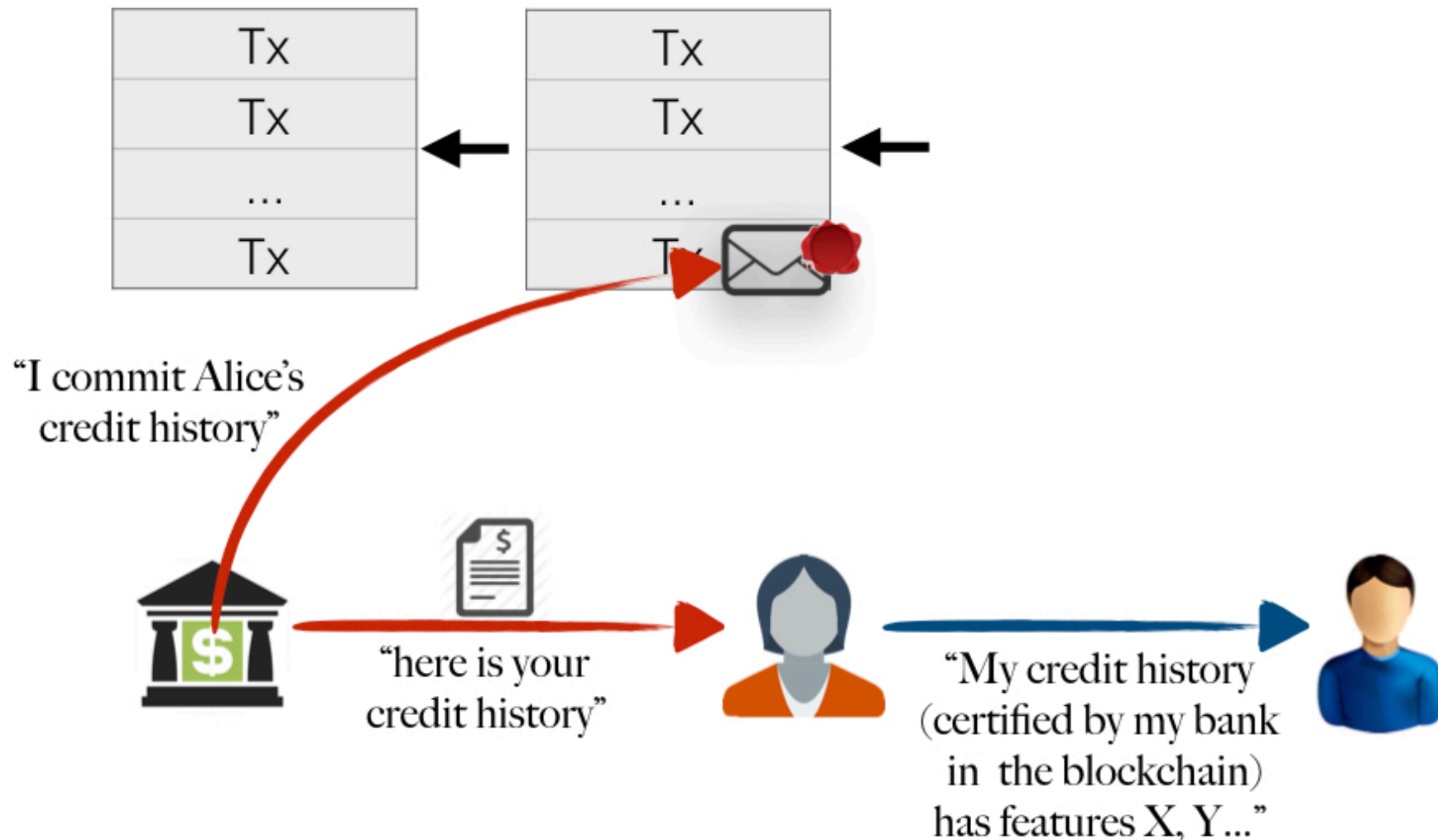
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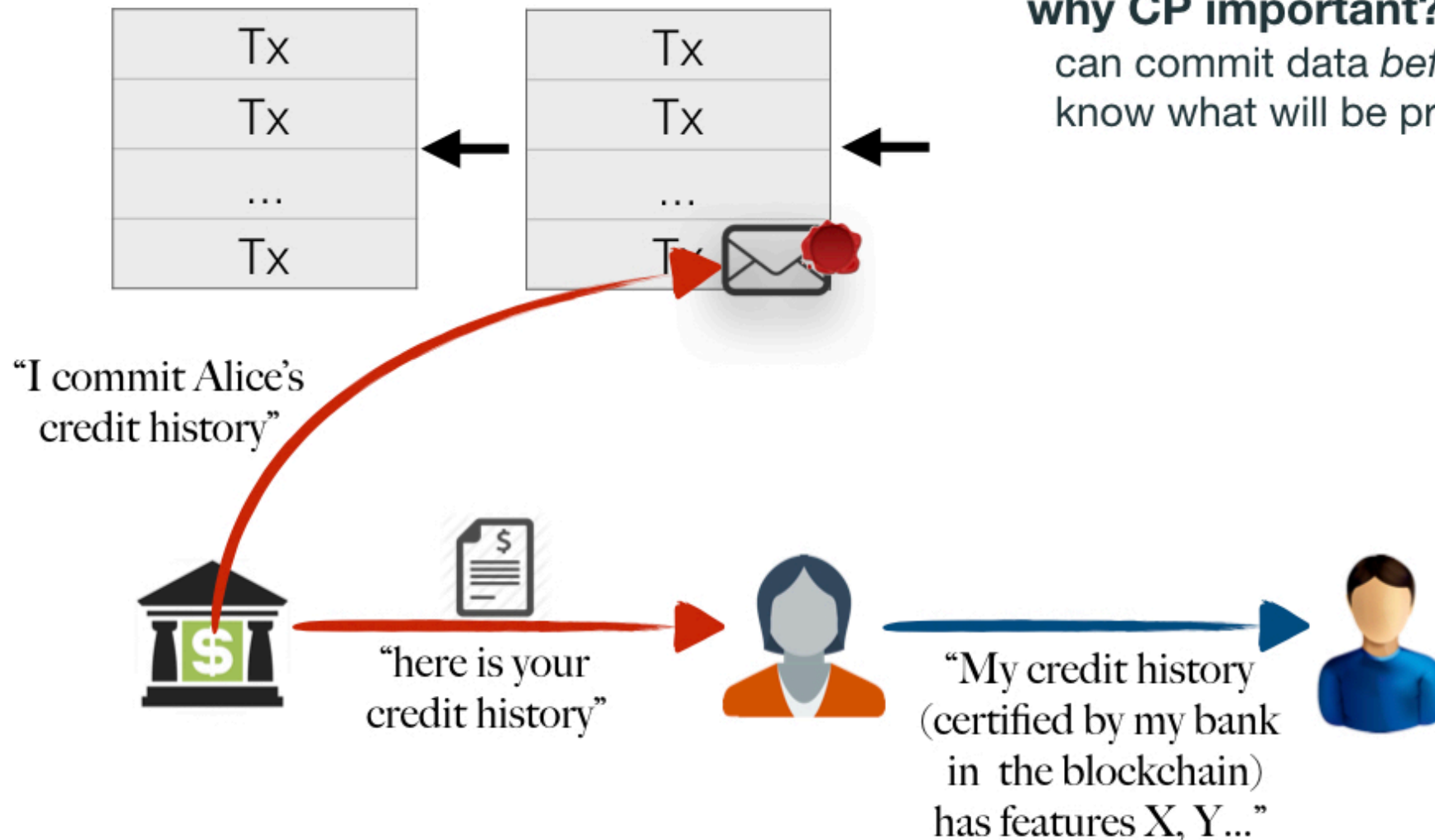
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can commit data *before* we know what will be proved

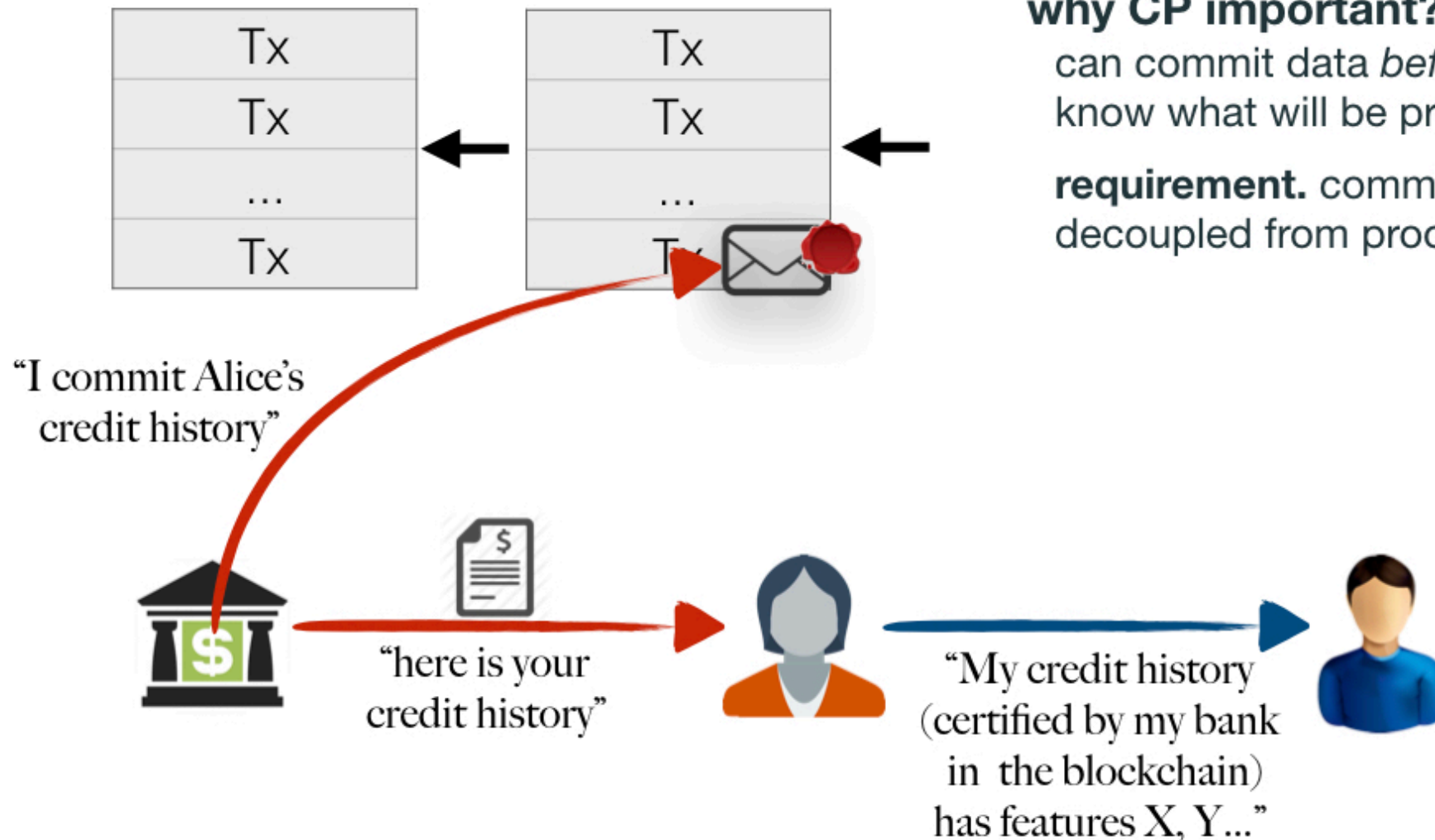


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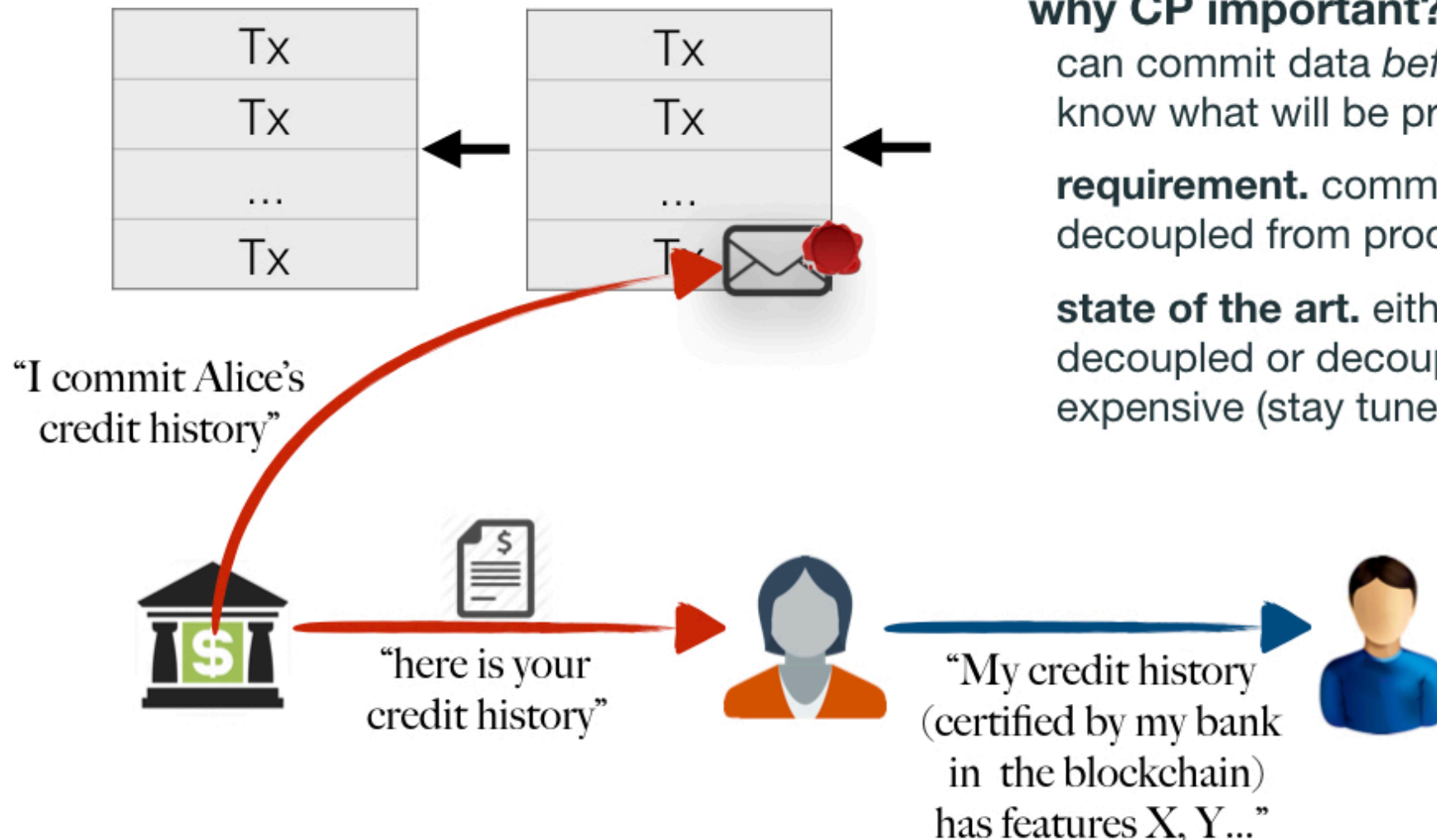
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state of the art. either not decoupled or decoupling is expensive (stay tuned)



So Far



+



So Far

We want to make SNARKs **modular** for better **efficiency** and better **design**



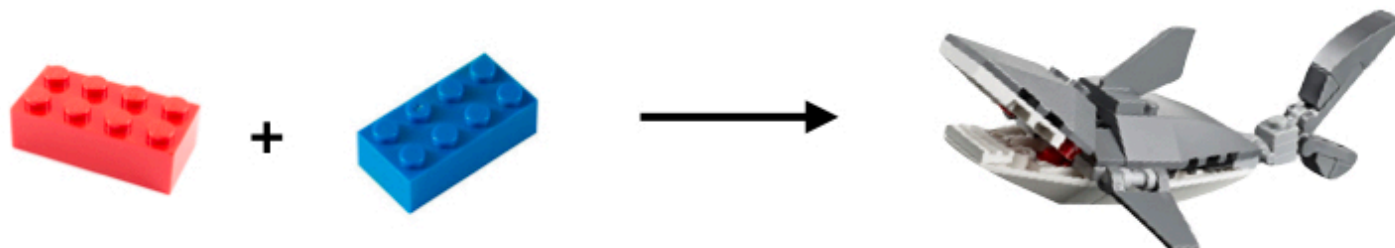
+



So Far

We want to make SNARKs **modular** for better **efficiency** and better **design**

To compose SNARKs: make them use **commitments as a “glue”** (commit-and-prove, or CP, SNARKs)



This Talk

This Talk



Building CP gadgets
and its challenges

This Talk



Building CP gadgets
and its challenges



Applications and Efficiency
of LegoSNARK

This Talk



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Applications and Efficiency
of LegoSNARK



LegoSNARK in practice:
a C++ API

Building a Pool of Gadgets



Building Gadgets

LegoSNARK
gadgets



Building Gadgets

LegoSNARK
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1. **Import** existing zkSNARKs in the framework

Building Gadgets

LegoSNARK
gadgets



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don't want to throw away years of research...
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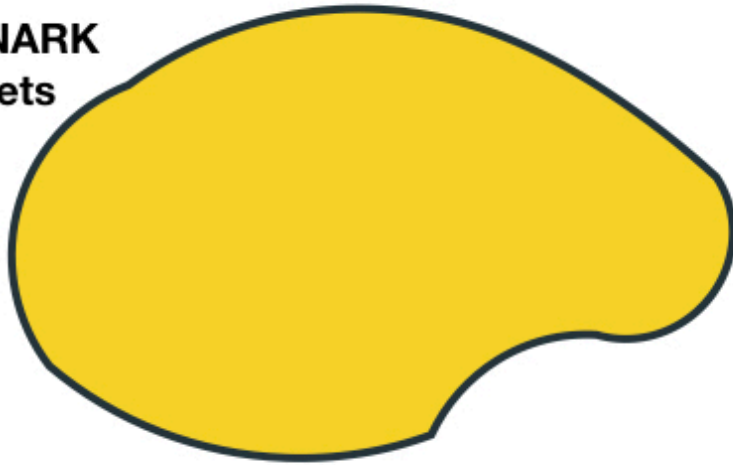
LegoSNARK
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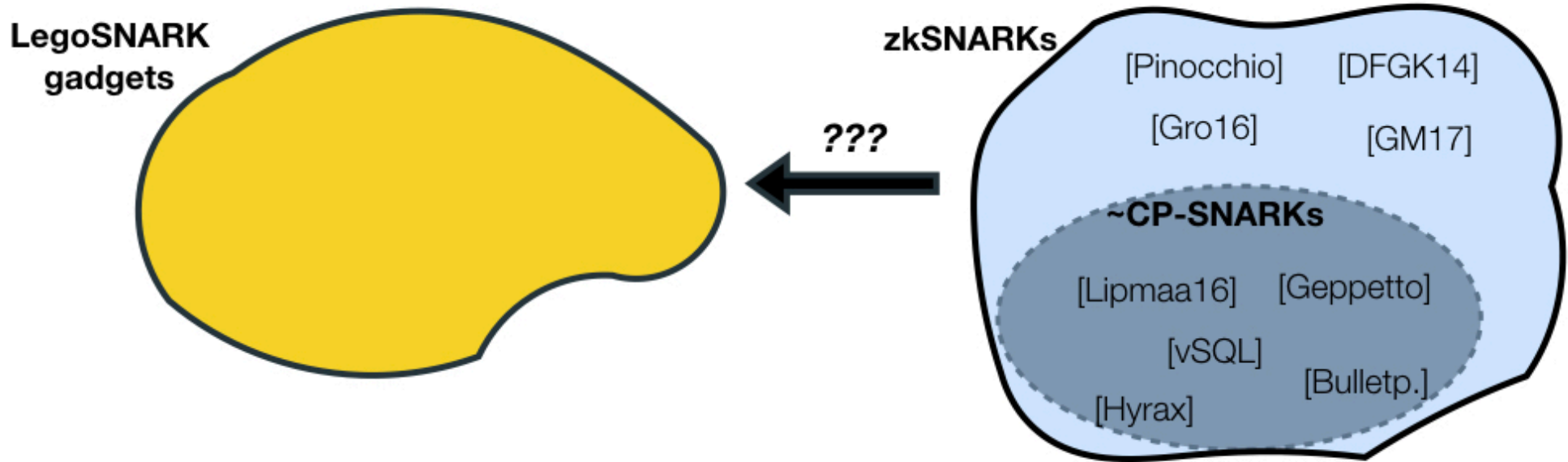
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2. **Construct** new CP-SNARKs
exploit the power of specialization

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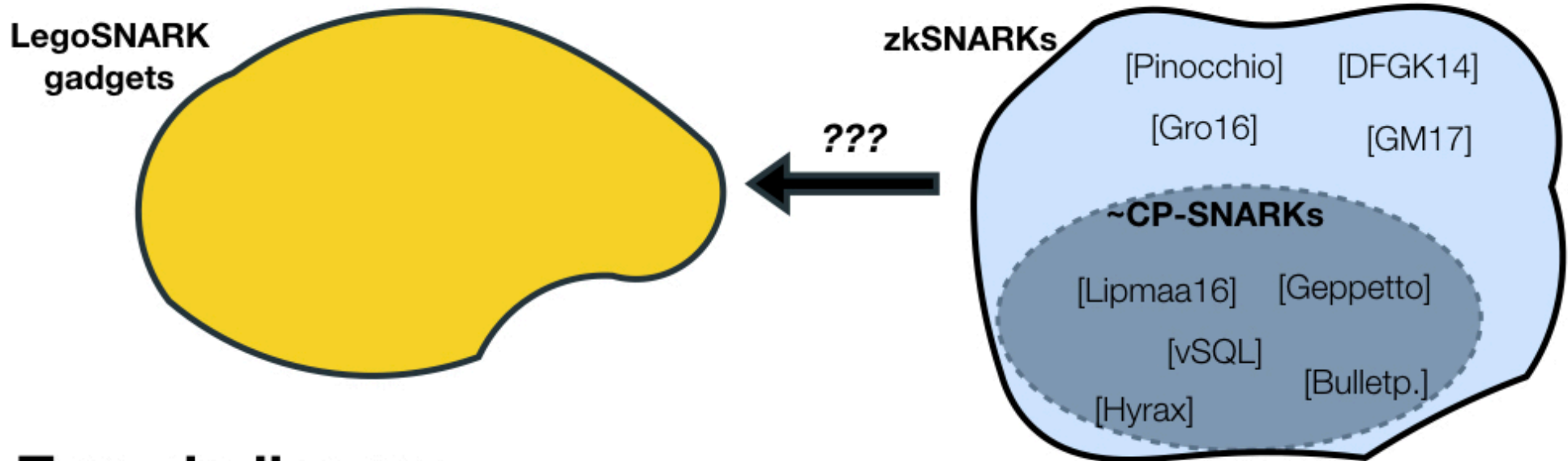
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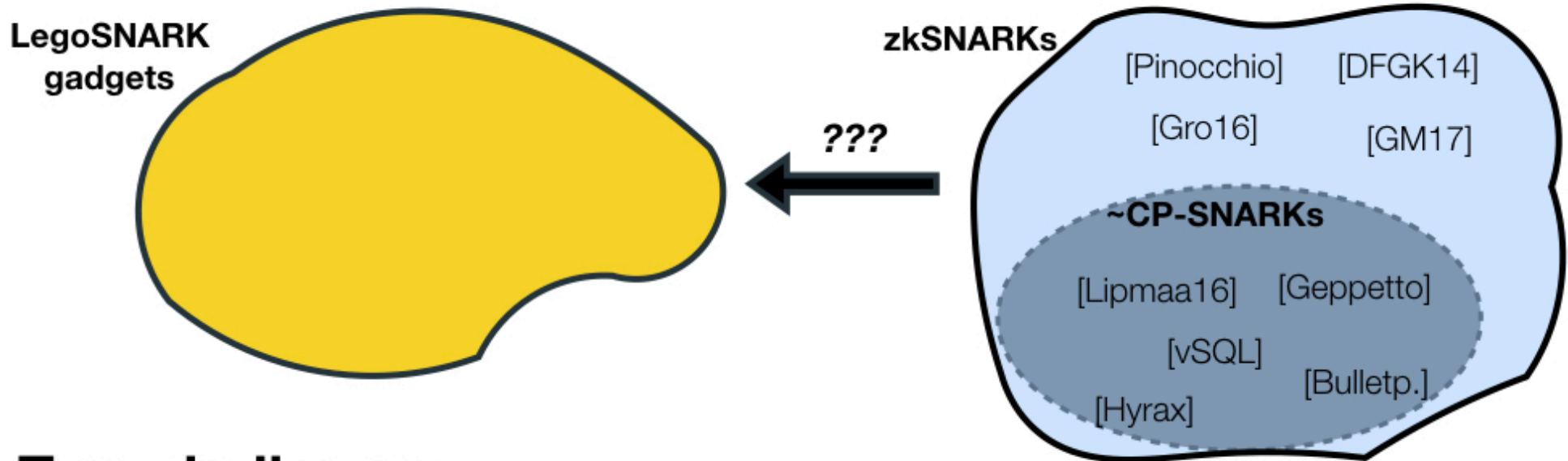


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Two challenges:

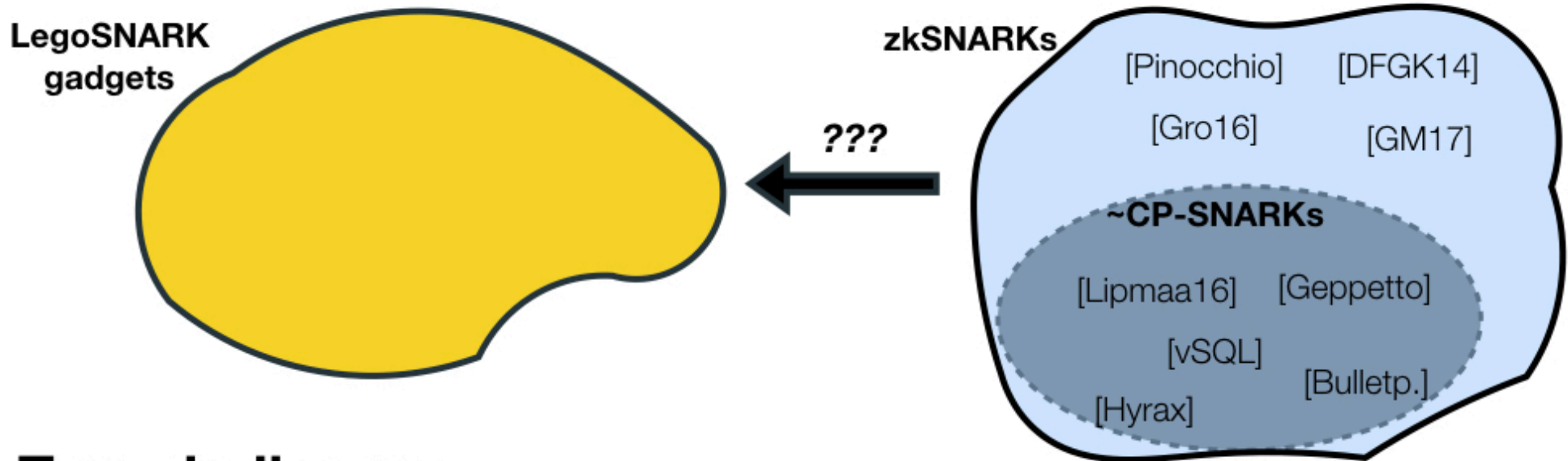
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Two challenges:

A. Many Popular zkSNARKs are not CP

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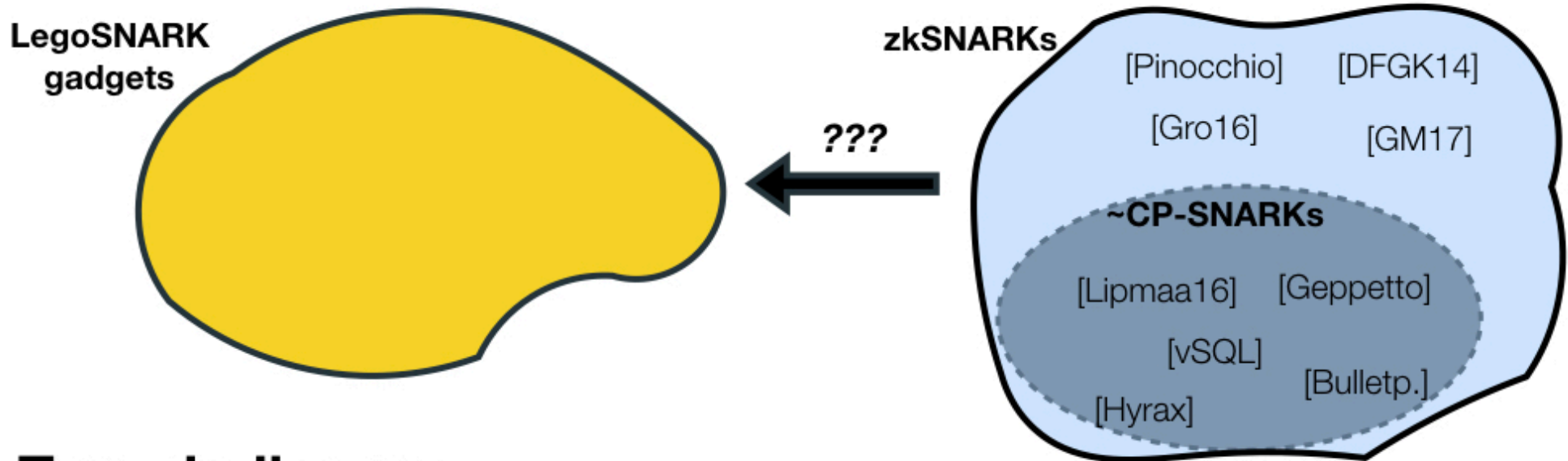


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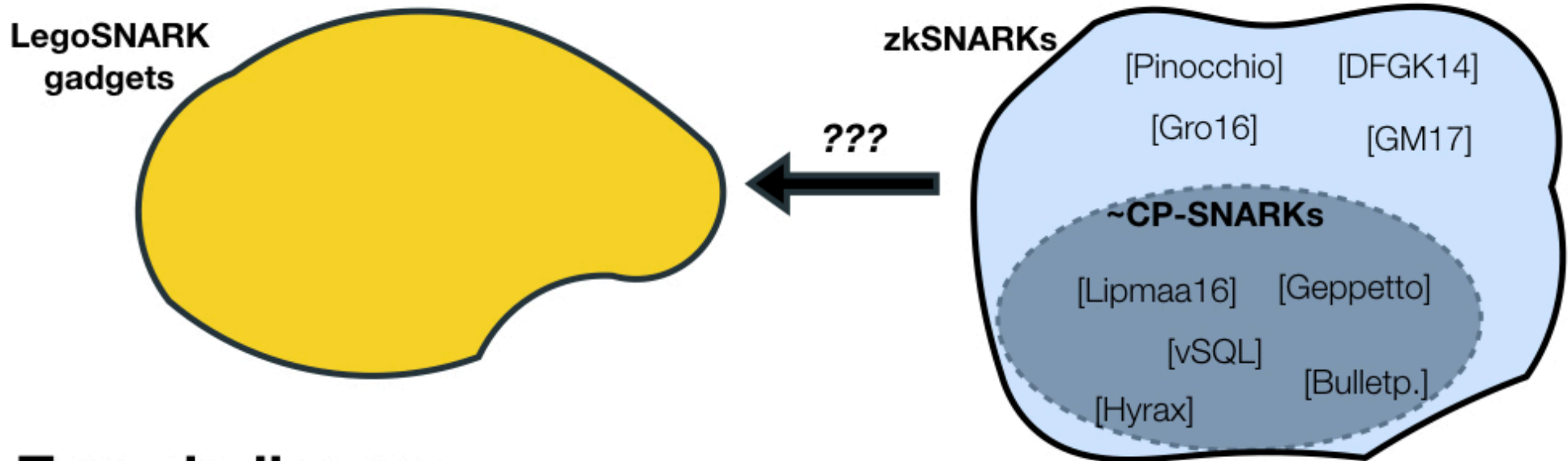


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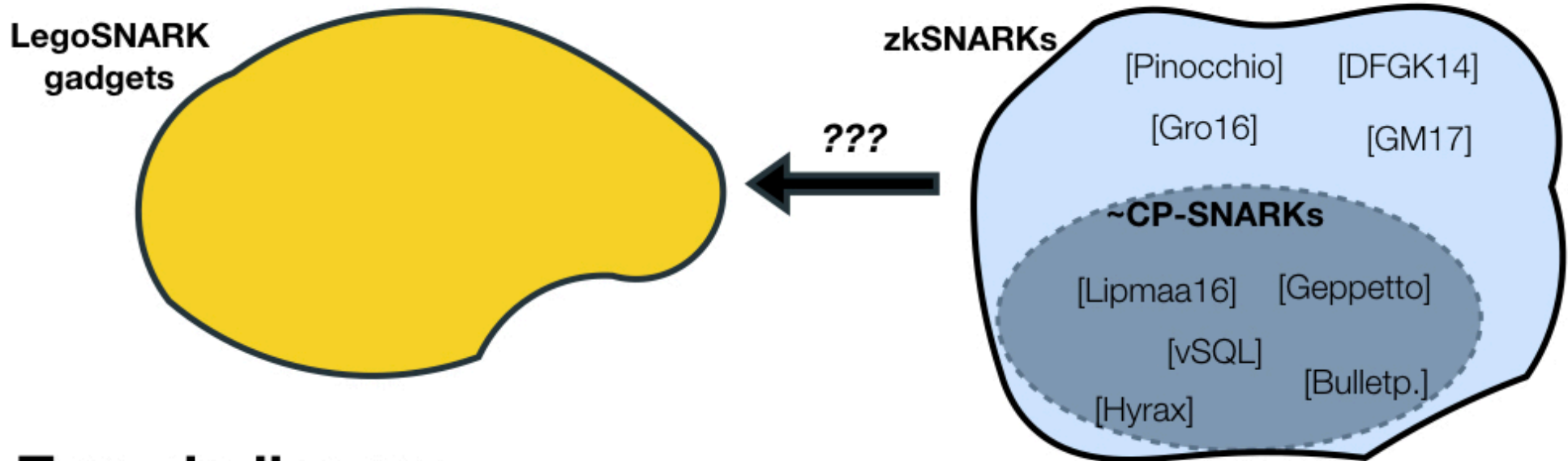
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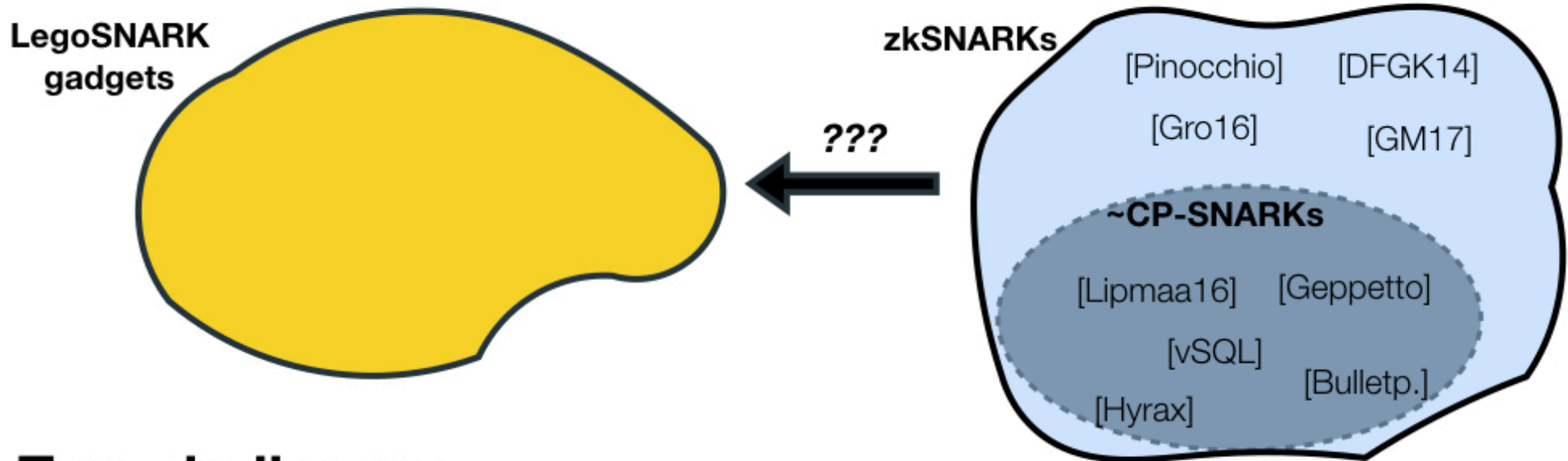
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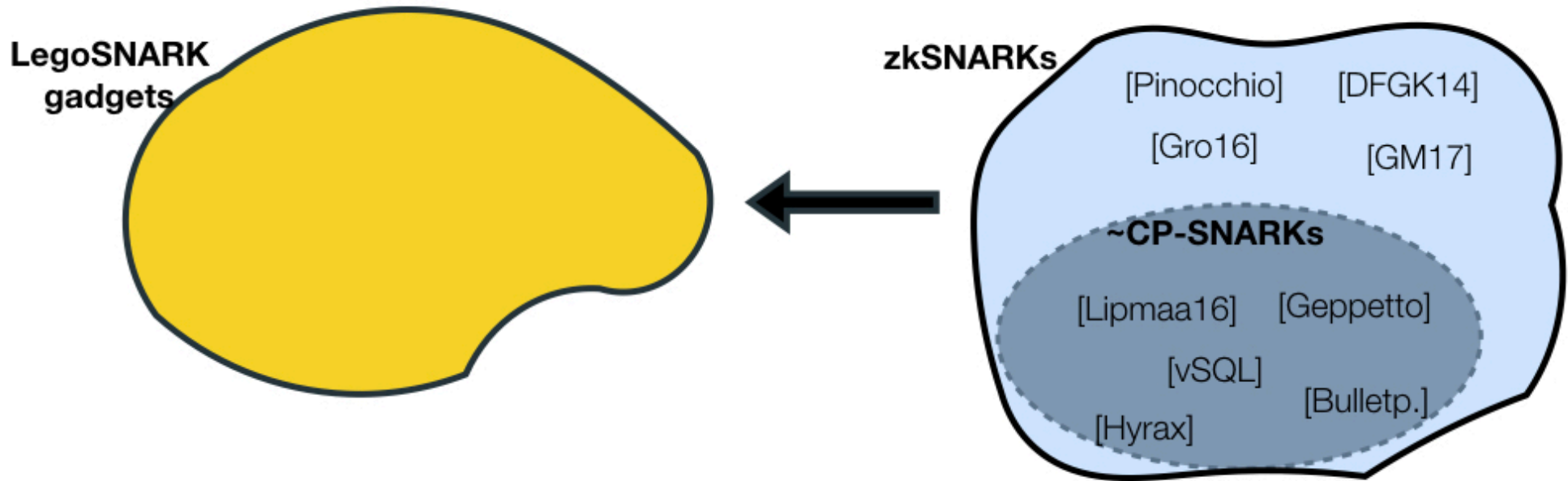
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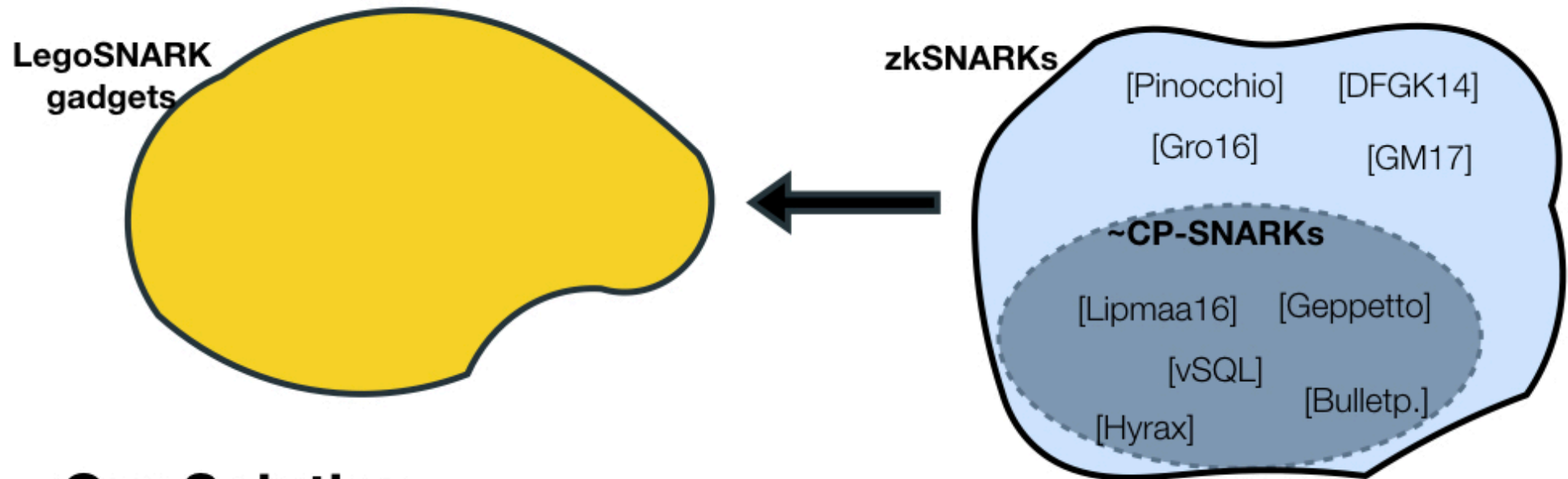
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Compiling zkSNARKs into CP-SNARKs

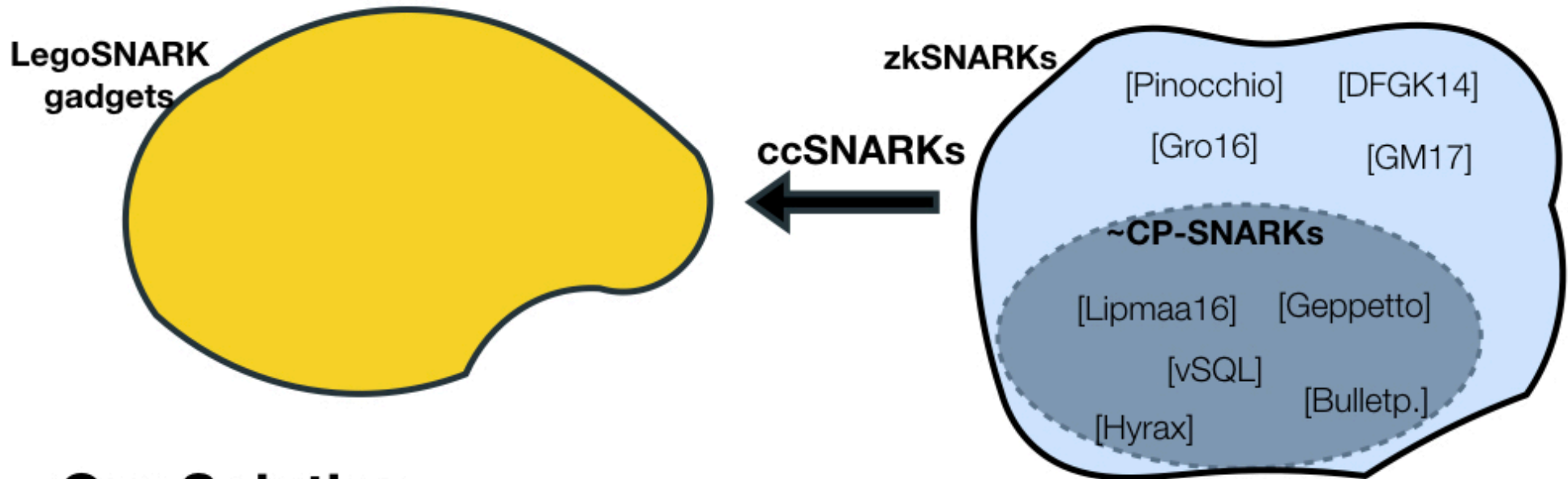


Compiling zkSNARKs into CP-SNARKs



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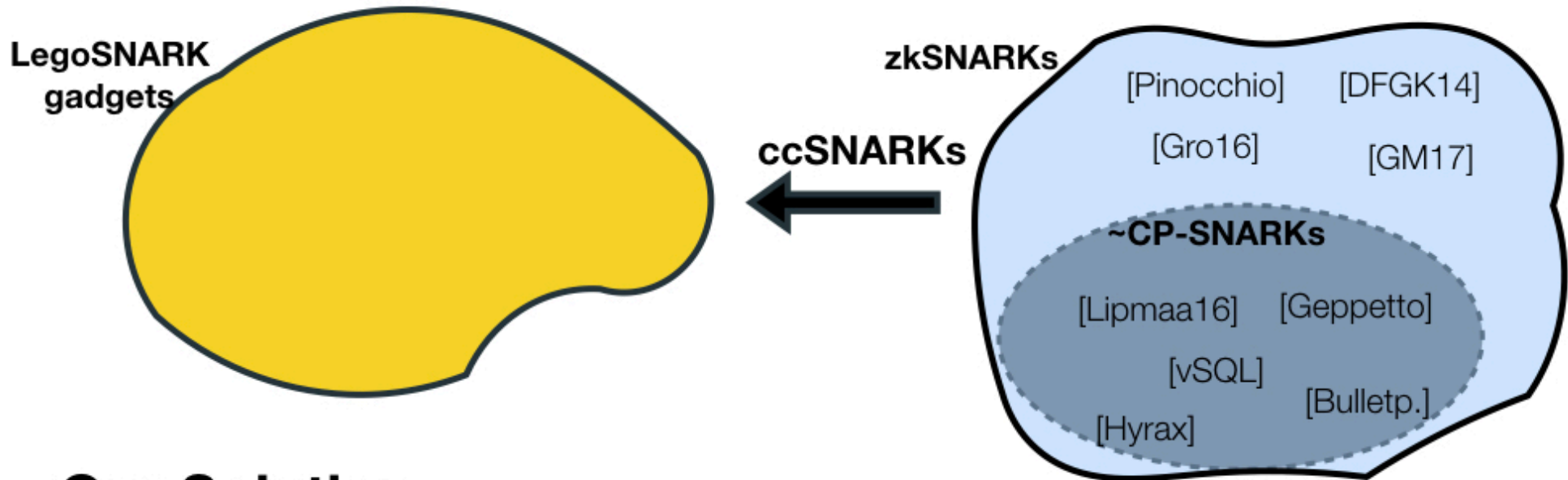
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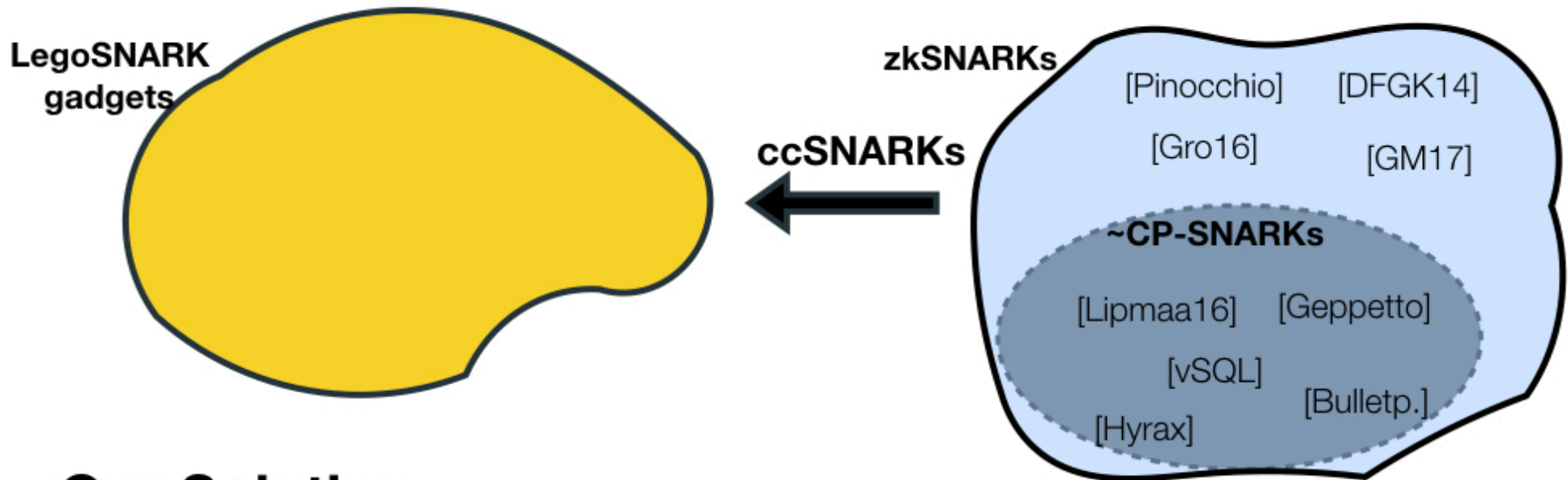
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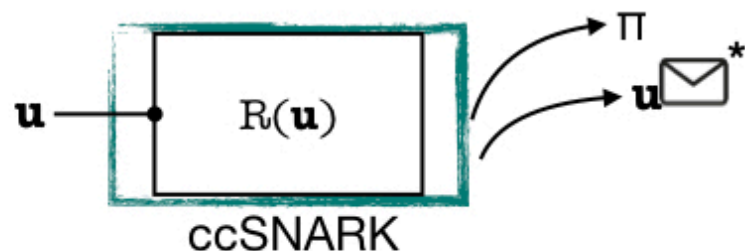
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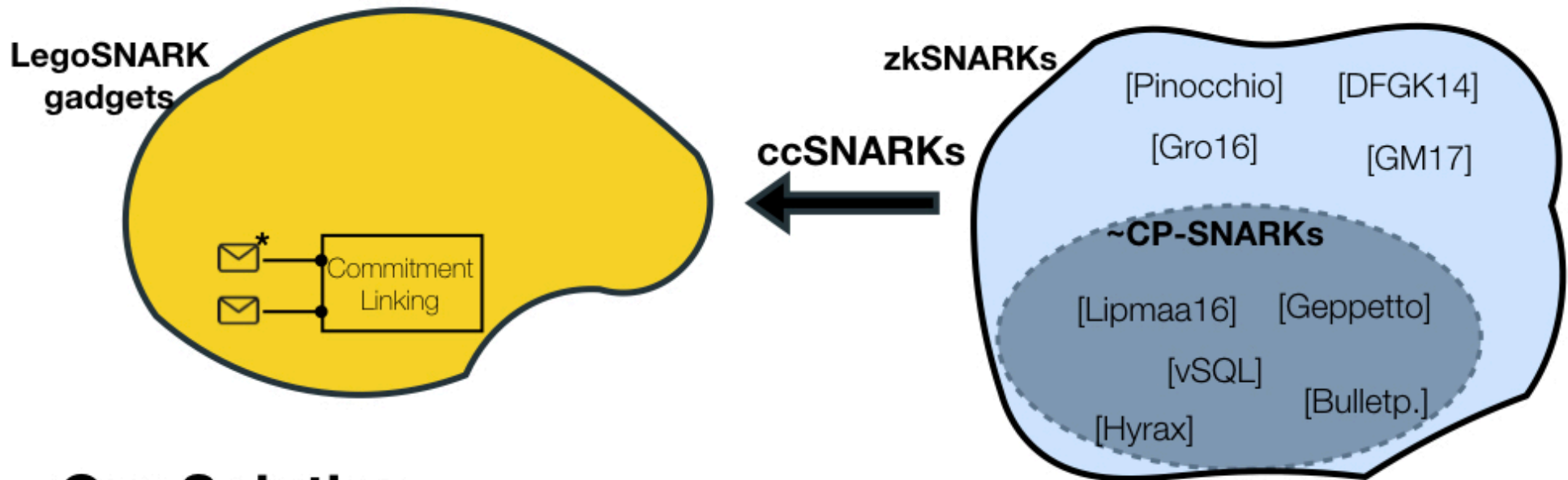


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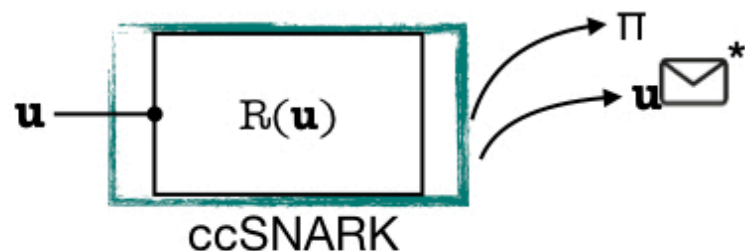


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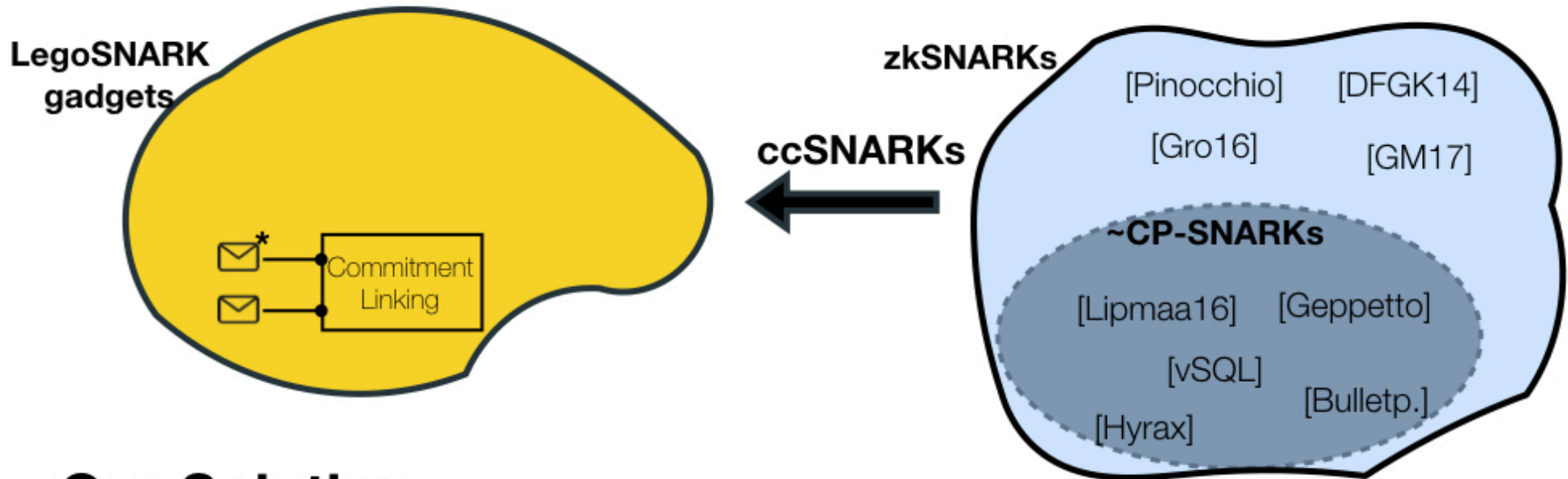


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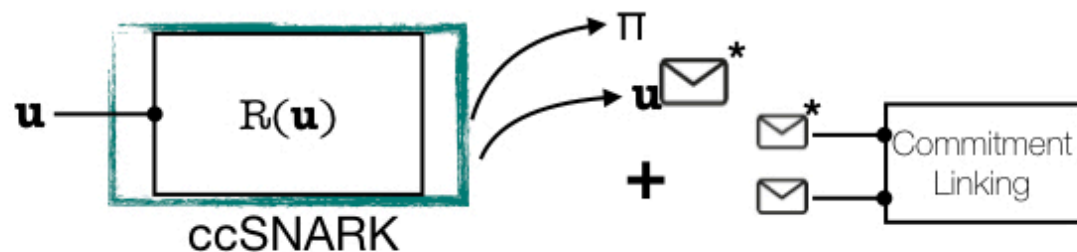


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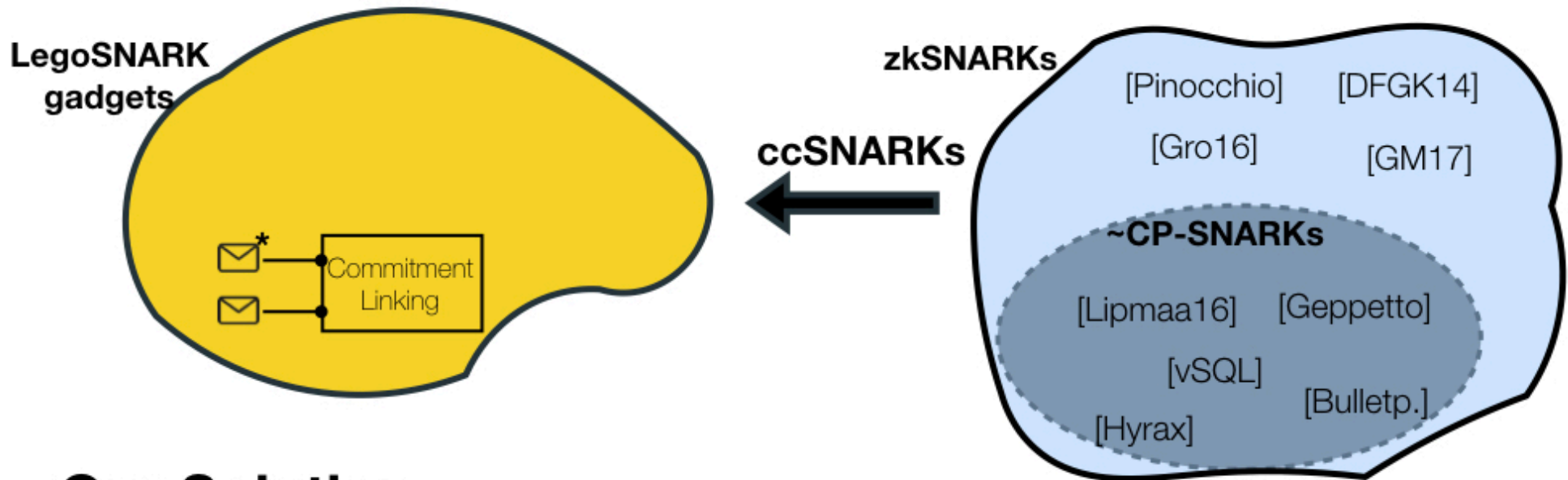


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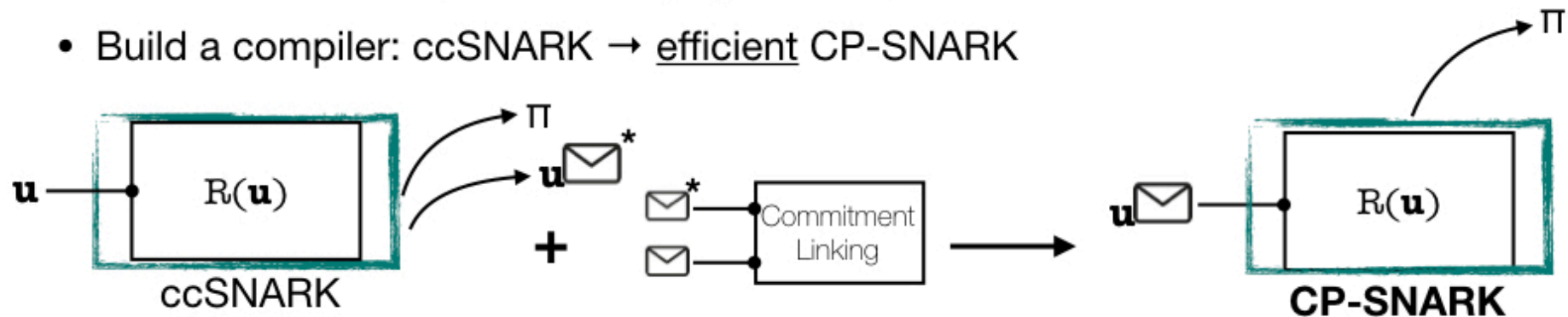


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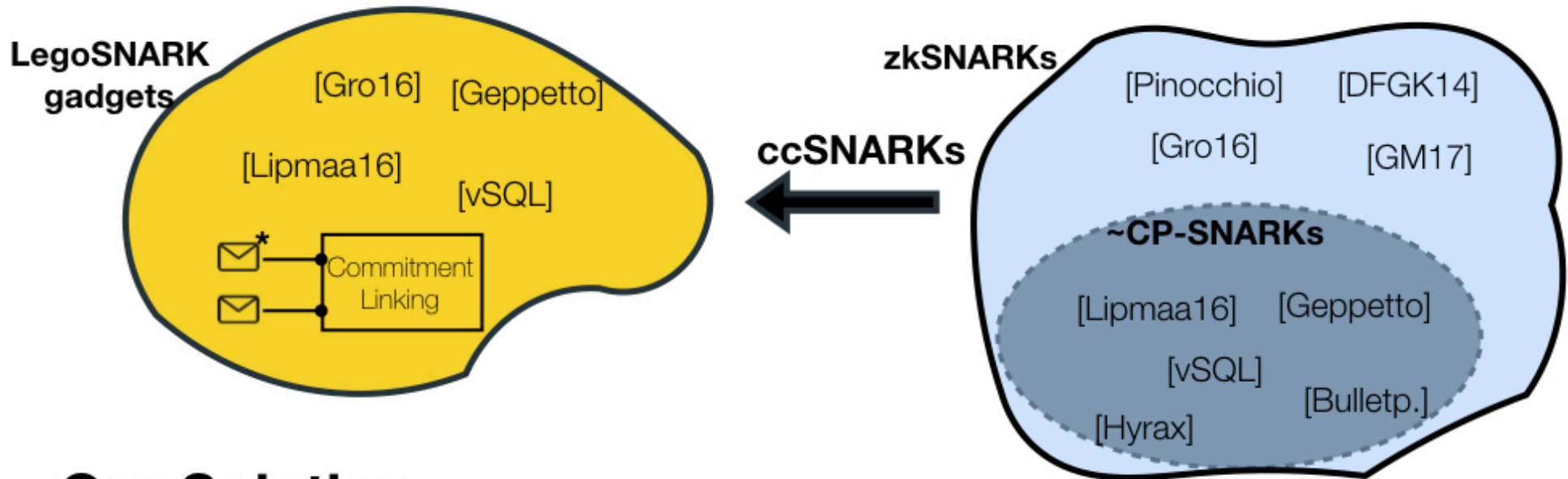


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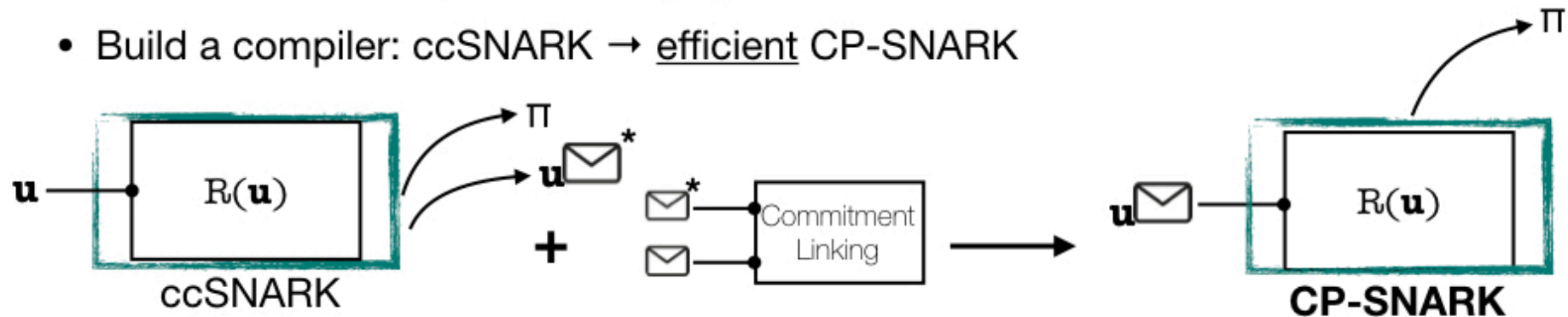


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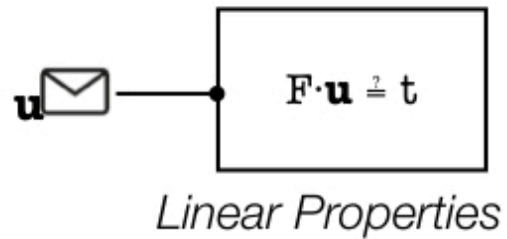
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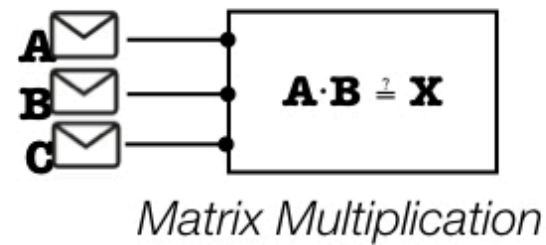
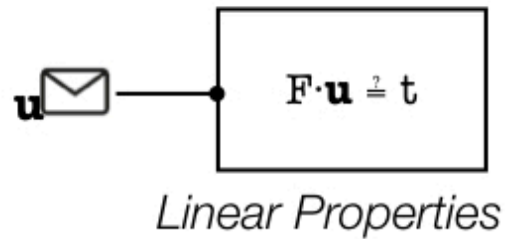


2. Specialized Proof Gadgets in LegoSNARK

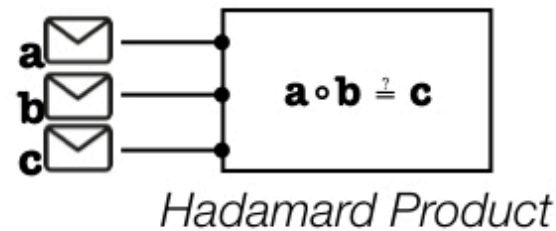
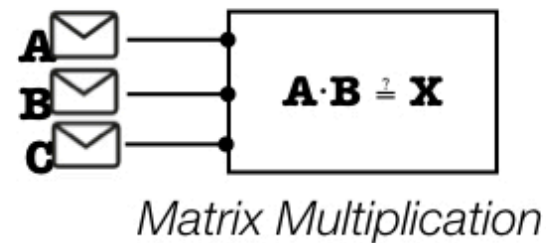
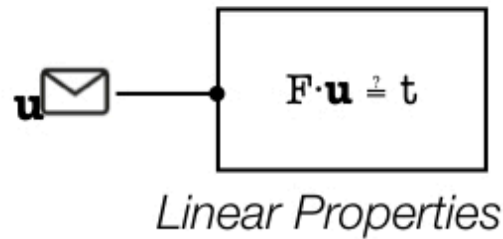
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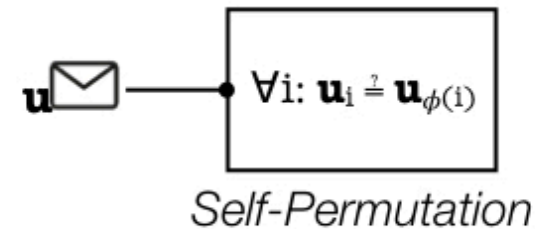
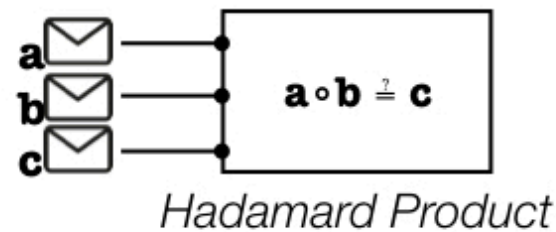
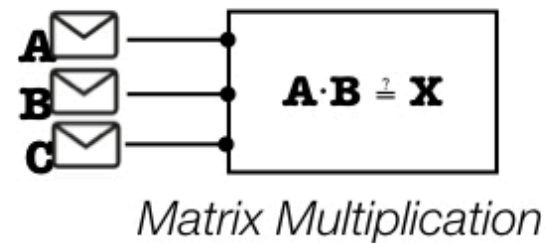
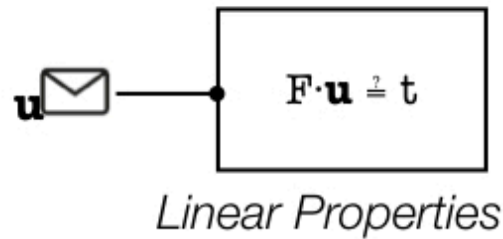
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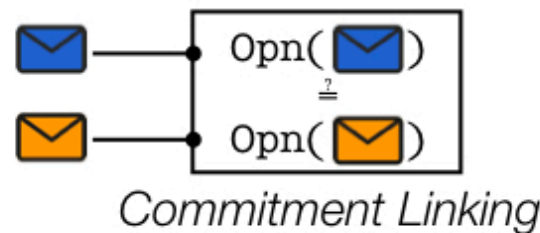
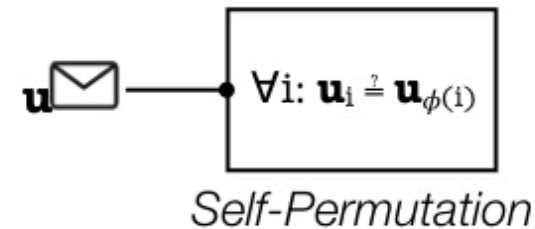
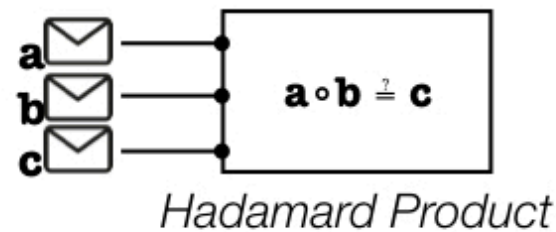
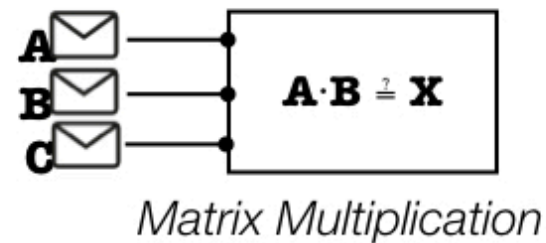
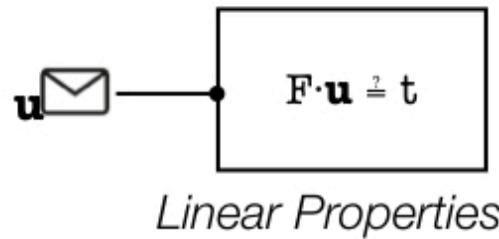
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Is This Really Any Good?



Checking Modularity on its Promises

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- Can we build/glue new SNARKs for complex relations?

Checking Modularity on its Promises

- Can we build/glue new SNARKs for complex relations?
- Is any of this really efficient?

New General-purpose SNARKs

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General-Purpose Efficient CPSnark:

LegoGroth16: efficient CP version of Groth16

(5000x faster than trivially opening a commitment in Groth16)

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LegoUAC

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New General-purpose SNARKs

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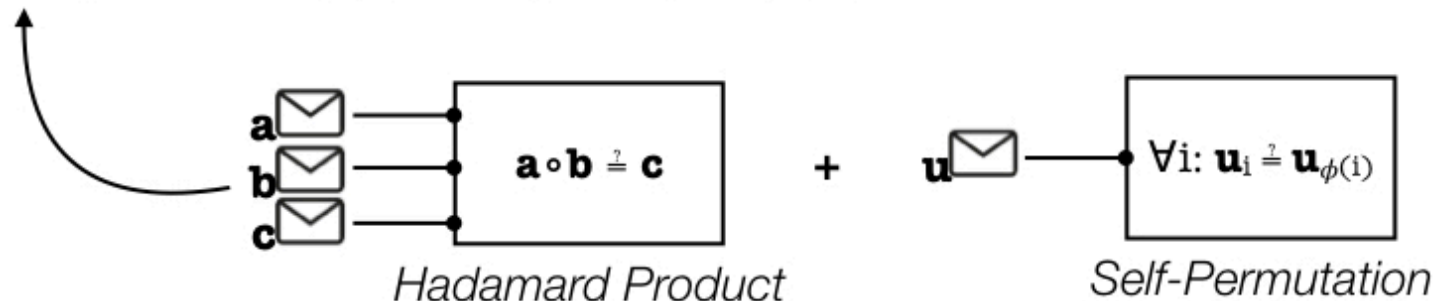
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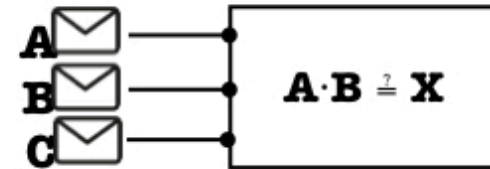
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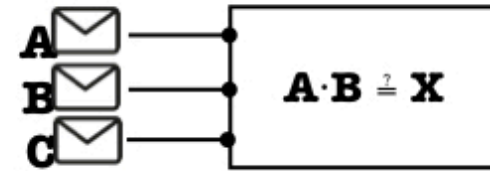


Gadgets with Optimal Proving Time: Matrix Multiplication



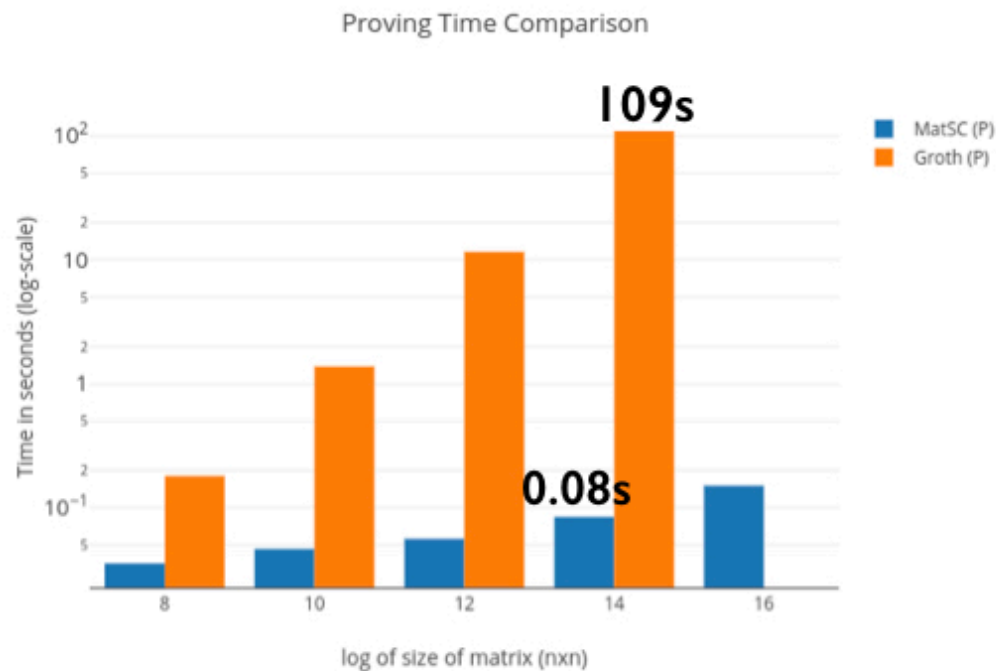
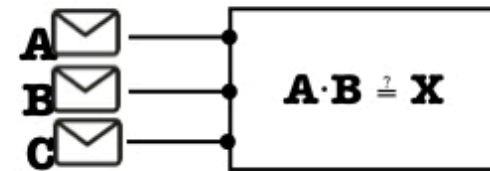
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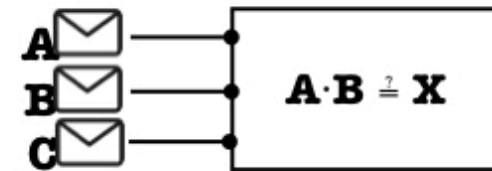
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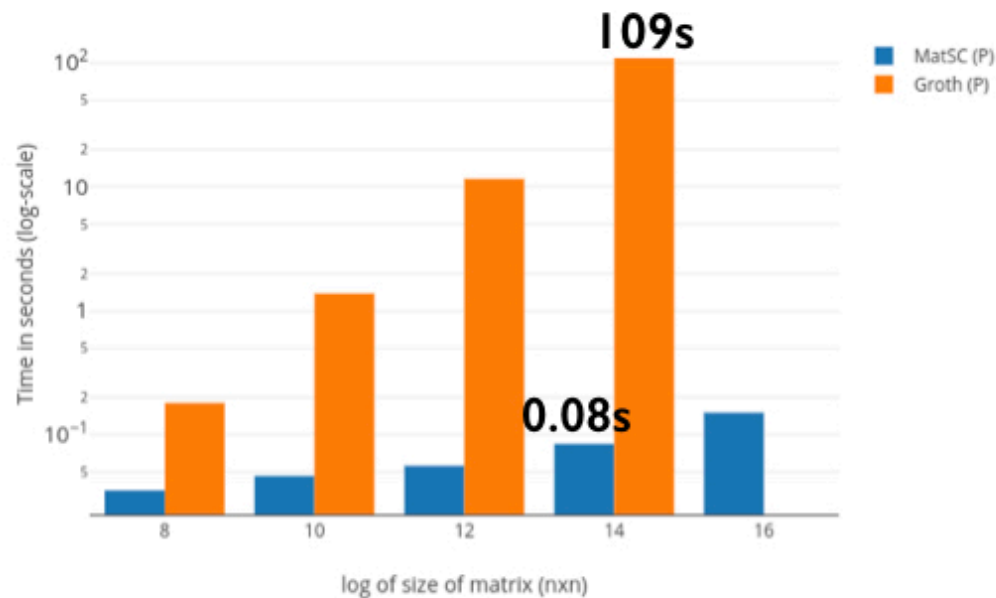
n^2

(optimal proving time)

$n^3 \log(n)$



Proving Time Comparison

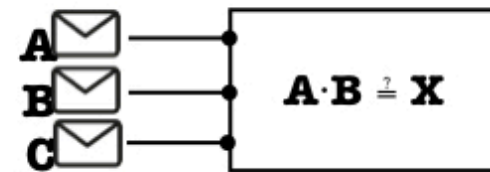


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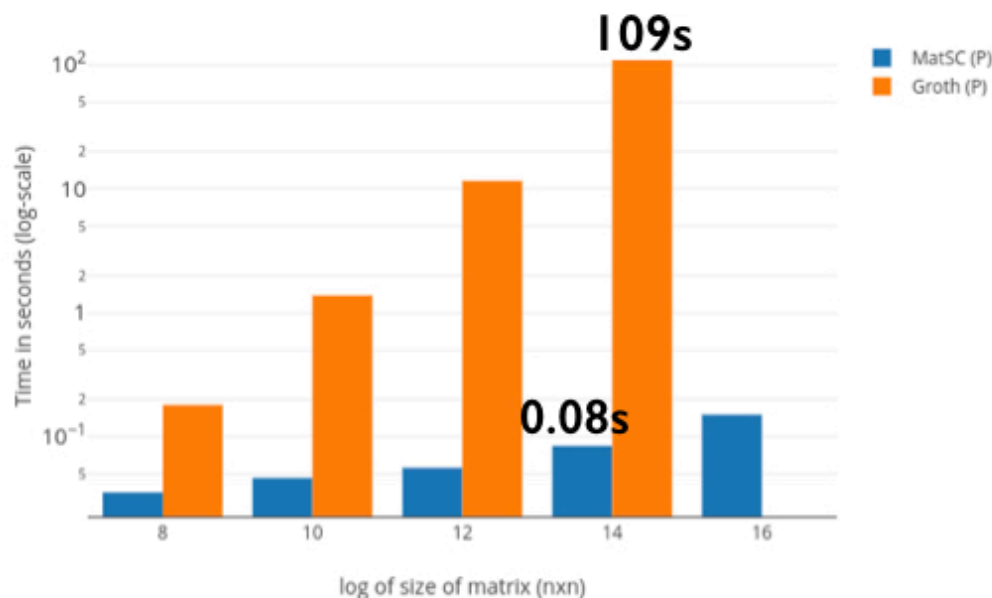
Our gadget vs Groth16:

n^2 \nearrow $n^3 \log(n)$

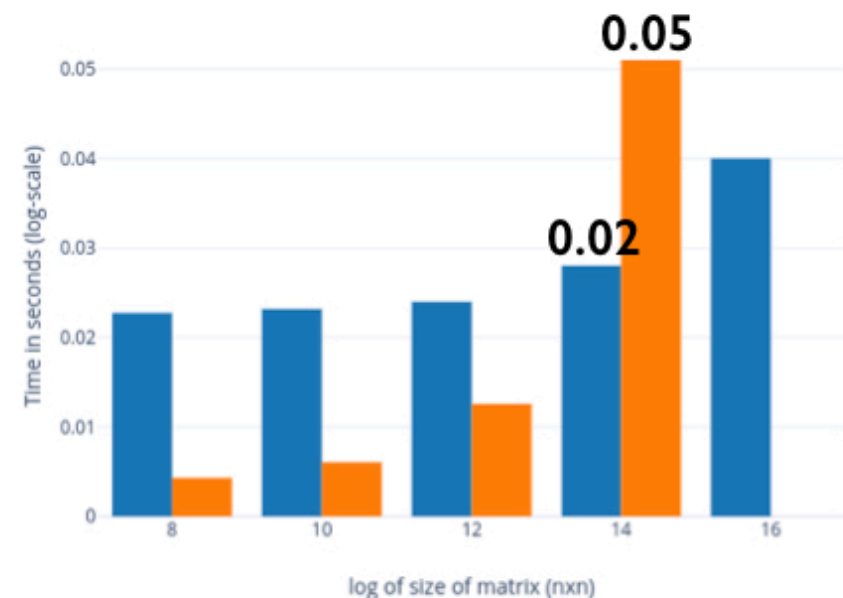
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Proving Time Comparison



Verification Time Comparison



LegoSNARK in Practice



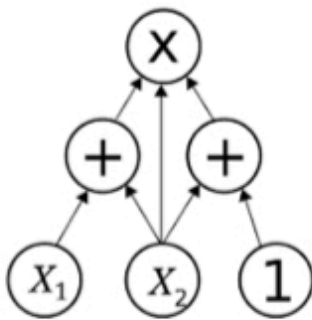
github.com/imdea-software/legosnark

Abstraction in SNARK APIs

Abstraction in SNARK APIs

A		B		C	
1	5	1	1	1	0
3	0	3	0	3	0
35	0	35	0	35	1
9	0	9	0	9	0
27	0	27	0	27	0
30	1	30	0	30	0

35 * 1 - 35 = 0

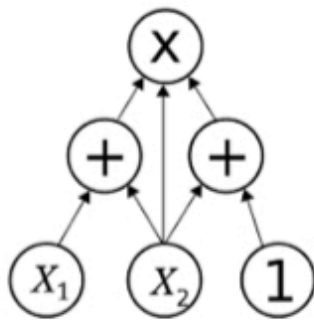


**Standard Abstractions in
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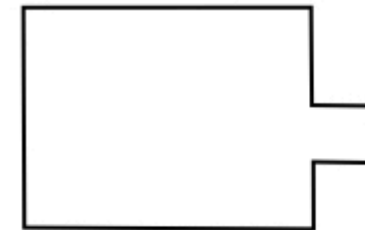
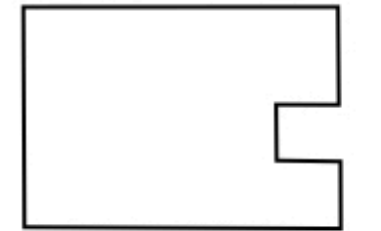
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Standard Abstractions in SNARK Libraries



Abstractions in LegoSNARK

Goals of Our API

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Being an EDSL.

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- Abstractions for gadgets and relations

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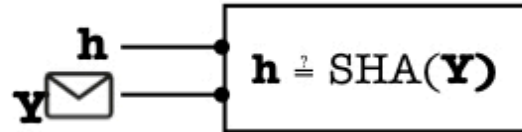
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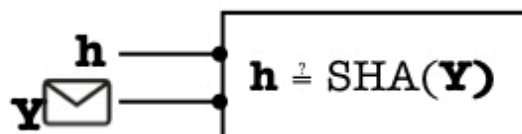
Being an EDSL.

- Abstractions for gadgets and relations
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- Super easy to compose gadgets and relations (exploiting automatic type deduction)
- Easy to define your own gadgets/relations

Defining Relations



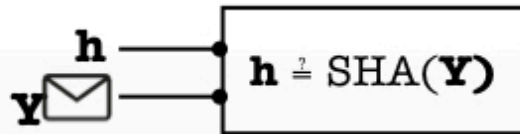
Defining Relations



```
struct ShaSyntax
{
  // [ ... ]
  decl("h"_s) .as<FldVec>() .public(), // h is a public input
  decl("Y"_s) .as<FldMatrix>() .committed() // Y is a committed input
  // [ ... ]
};

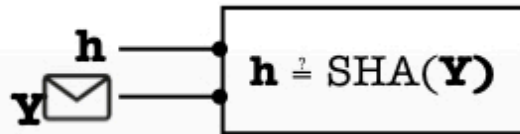
// automatically defines ShaR::instance (next slide)
using ShaR = Rel<ShaSyntax>;
```

Compile-Time Checks in LegoSNARK



```
// Defining Instance of SHA relation  
ShaR::instance sha_in;  
sha_in["Y"_s] = someMatrix; // GOOD: right type  
/*  
sha_in["Y"_s] = someFieldElement; // WON'T COMPILE: wrong type  
*/
```

Compile-Time Checks in LegoSNARK

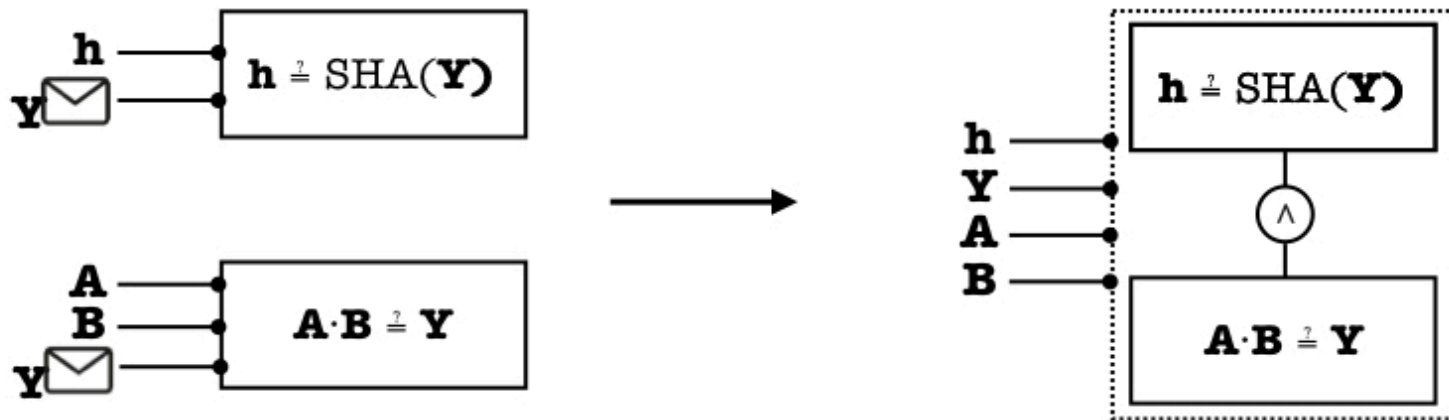


```
// Defining Instance of SHA relation
ShaR::instance sha_in;
sha_in["Y"_s] = someMatrix; // GOOD: right type
/*
sha_in["Y"_s] = someFieldElement; // WON'T COMPILE: wrong type
*/

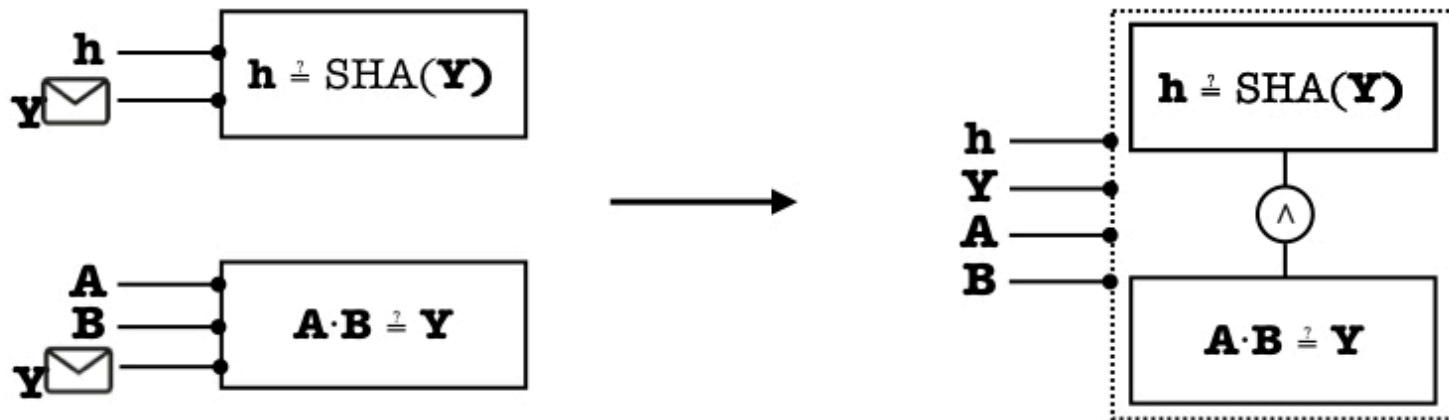
SHAGadget sha_zkp;
// [ ... ]
sha_zkp.prv(sha_in); // WON'T COMPILE: variable "h" is not initialized

sha_in["h"_s] = someFieldVec;
sha_zkp.prv(sha_in); // GOOD: now it's initialized
```

Composition



Composition



```
using ComposedGadget = Compose<MatMulGadget, SHAGadget>;  
ComposedGadget cmp_gadg;  
  
// ...  
auto matrix_sha_in = sha_in || mat_mult_in; // automatically checks compatibility  
cmp_gadg.prv(matrix_sha_in);
```

Wrapping up

Wrapping up



Modular Approach to
SNARK Design

Wrapping up



Modular Approach to
SNARK Design



Efficiency + Ease of Design

Wrapping up



Modular Approach to
SNARK Design



Efficiency + Ease of Design



Programming SNARKs
differently

github.com/imdea-software/legosnark

Wrapping up



Modular Approach to
SNARK Design



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Recent Extension:

Accumulate-and-Prove ia.cr/2019/1255

Wrapping up



Modular Approach to
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Thanks!



specialized LegoSNARK gadgets



Relation	commit. scheme	CP scheme	time		space		assumpt.	uni	upd
			Prove	Ver	crs	π			
<i>Pedersen commitments open to the same vector</i> $R_{\text{link}}(\mathbf{c}', \mathbf{u}, \mathbf{o}') := \mathbf{c}' \stackrel{?}{=} \text{Ped}(\mathbf{u}, \mathbf{o}')$ $n= \mathbf{u} $	Pedersen*	CP _{link}	n	1	n	1	AGM		
<i>Linear properties</i> $R_{\mathbf{F}, \mathbf{c}}(\mathbf{u}) := \mathbf{F} \cdot \mathbf{u} \stackrel{?}{=} \mathbf{c}$ $\mathbf{F}^{m \times n}$	Pedersen*	CP _{lin}	n	1	n	1	AGM		
	PolyCom	CP' _{lin}	$ \mathbf{F} +m+n$	$\log m \cdot n$	$m \cdot n$	$\log m \cdot n$	q-SDH, KoE, ROM		
<i>Matrix multiplication</i> $R_{\text{mm}}(\mathbf{X}, \mathbf{A}, \mathbf{B}) := \mathbf{X} \stackrel{?}{=} \mathbf{A} \cdot \mathbf{B}$ $n \times n$	PolyCom	CP _{mmul}	n^2	$n^2 + \log n$	n^2	$\log n$	q-SDH, KoE, ROM		
<i>Hadamard product</i> $R_{\text{had}}(\mathbf{a}, \mathbf{b}, \mathbf{c}) := \mathbf{c} \stackrel{?}{=} \mathbf{a} \circ \mathbf{b}$ $n= \mathbf{u} $	PolyCom	CP _{had}	n	$\log n$	n	$\log n$	q-SDH, KoE, ROM		
<i>Self permutation</i> $R_{\phi}(\mathbf{u}) := \forall i: u_i \stackrel{?}{=} u_{\phi(i)}$ $n= \mathbf{u} $	PolyCom	CP _{sfprm}	n	$\log n$	n	$\log n$	q-SDH, KoE, ROM		

Pedersen* = any Pedersen-like commitment. PolyCom from [zk-vSQL]

AGM='Algebraic Group Model'. **uni**versal crs (yes, no). **up**datable crs (yes, to be proven)

Thanks!