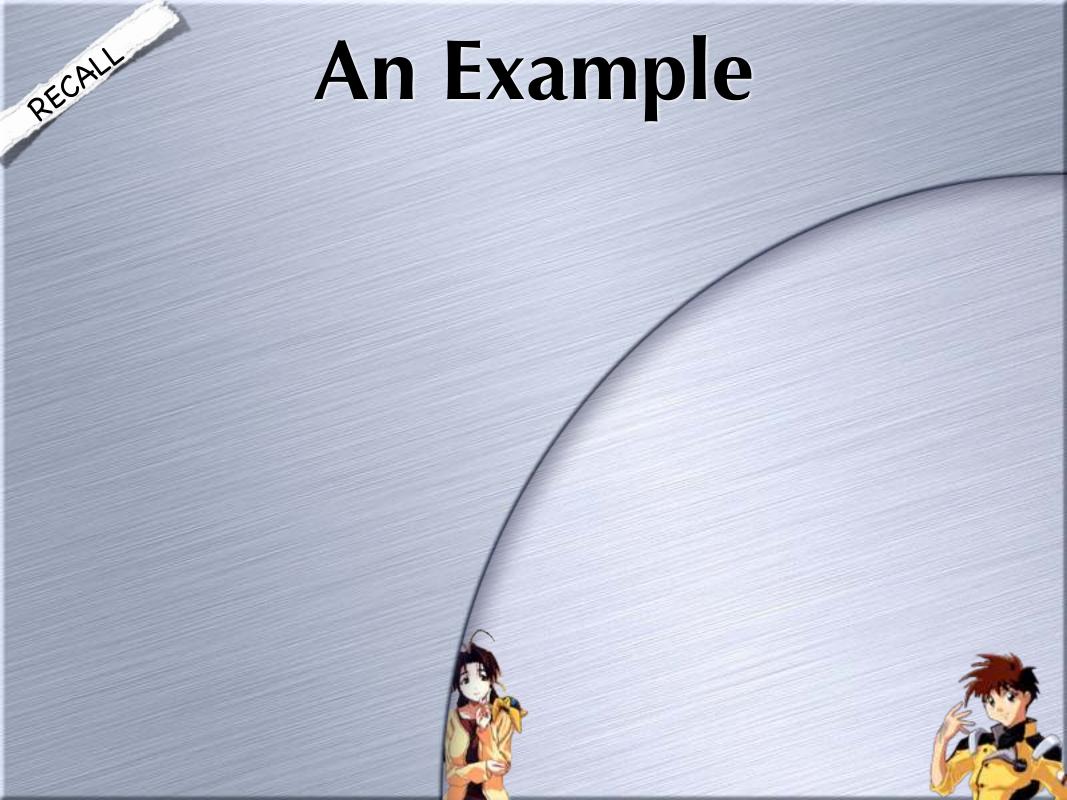
ZK Proofs (cntd.) Composition

ZK Proofs (cntd.) Composition

Lecture 16



RECALL An Example Graph Isomorphism

- Graph Isomorphism
 - (G_0 , G_1) in L iff there exists an isomorphism σ such that $\sigma(G_0)=G_1$





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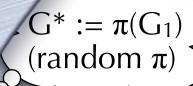
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 $G^* := \pi(G_1)$ (random π)

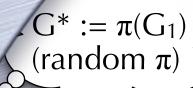


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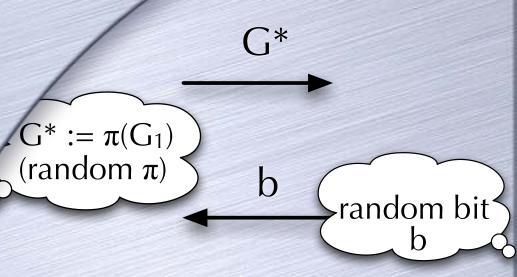
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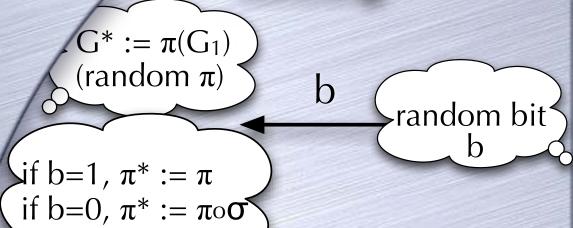


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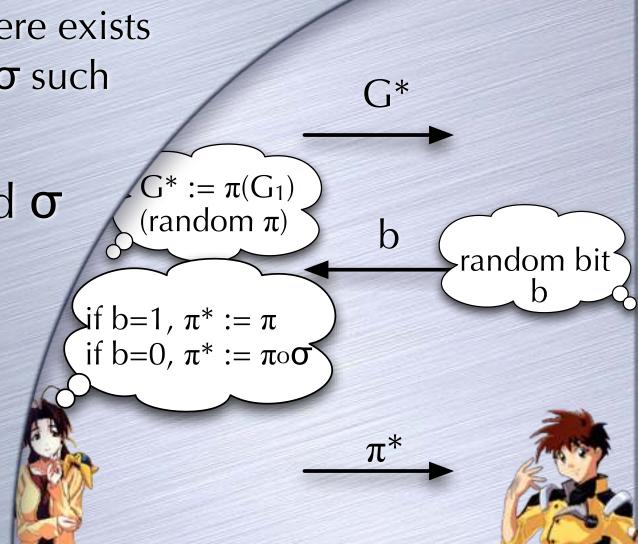
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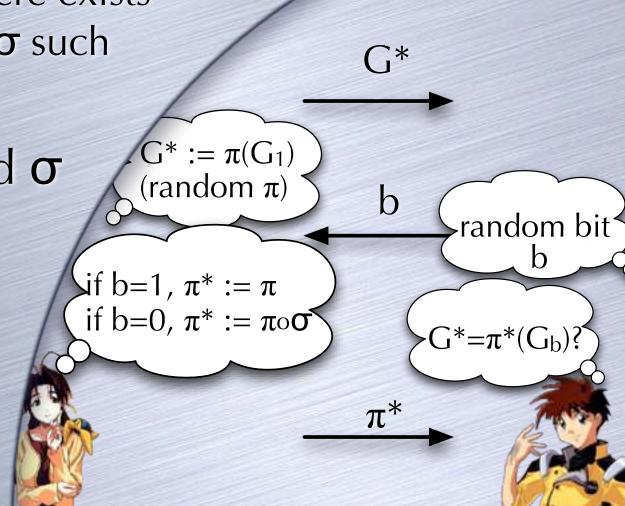


G*

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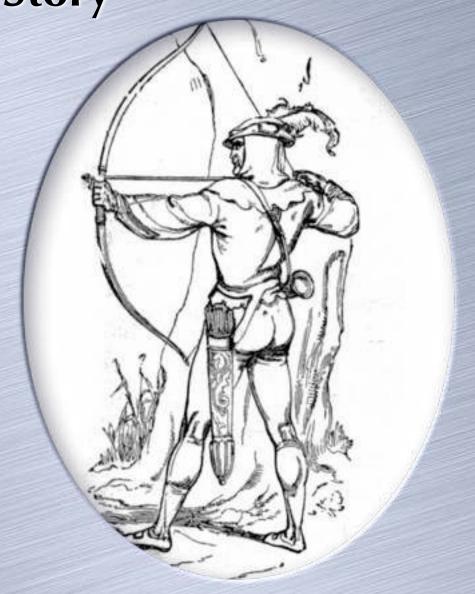


A Side Story



A Side Story

Bob: William Tell is a great marksman!



A Side Story

Bob: William Tell is a great

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Charlie: How do you know?



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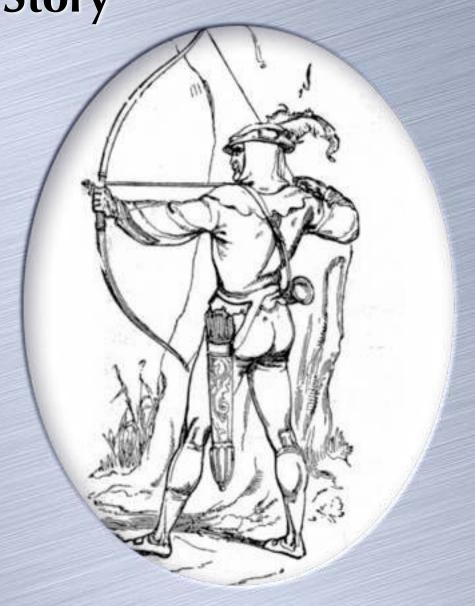
Charlie: How do you know?

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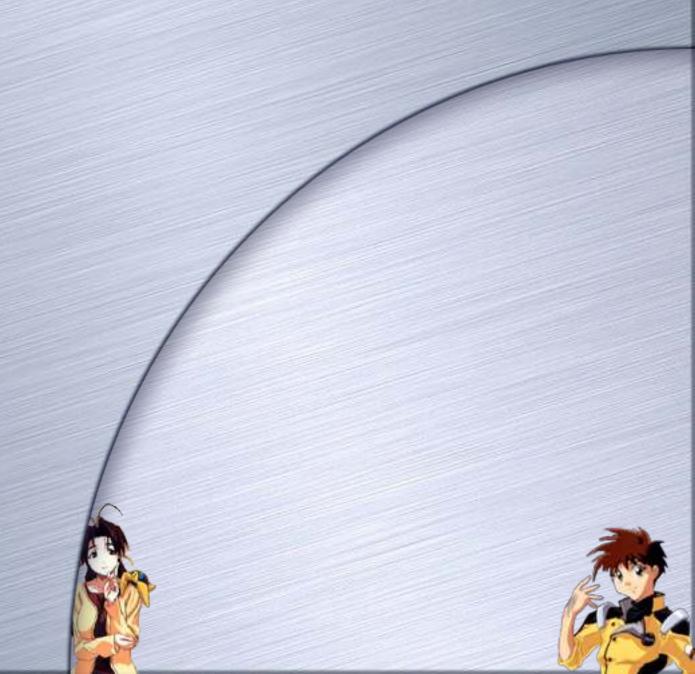
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Charlie: That convinced you? Anyone could have made it up!

Bob: But I picked b at random and she had no trouble answering me...



Interactive Proof

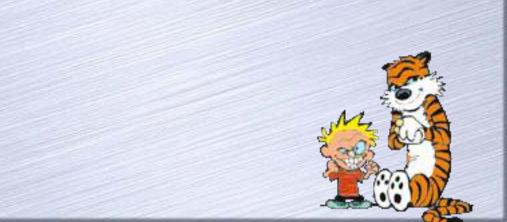


- Interactive Proof
 - Complete and Sound

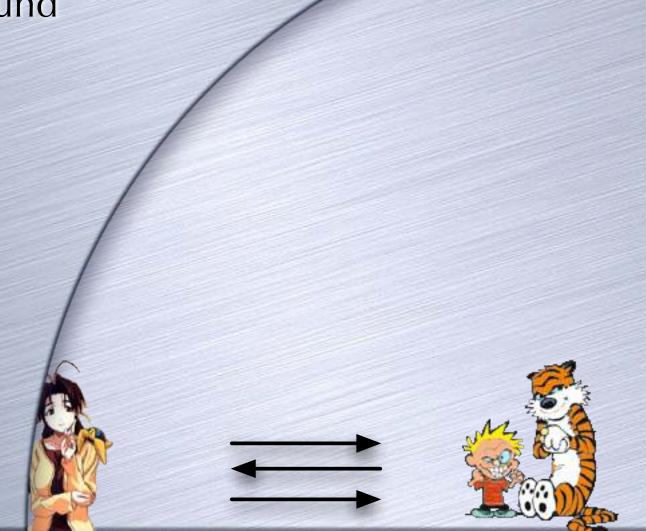
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- ZK Property:



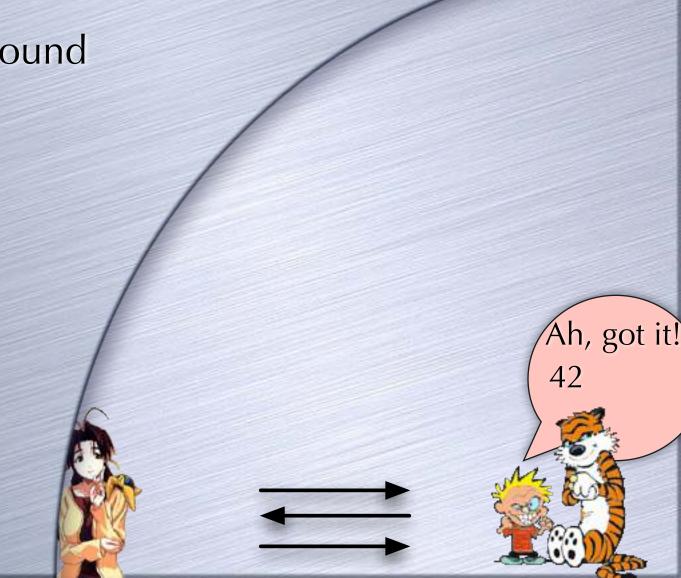
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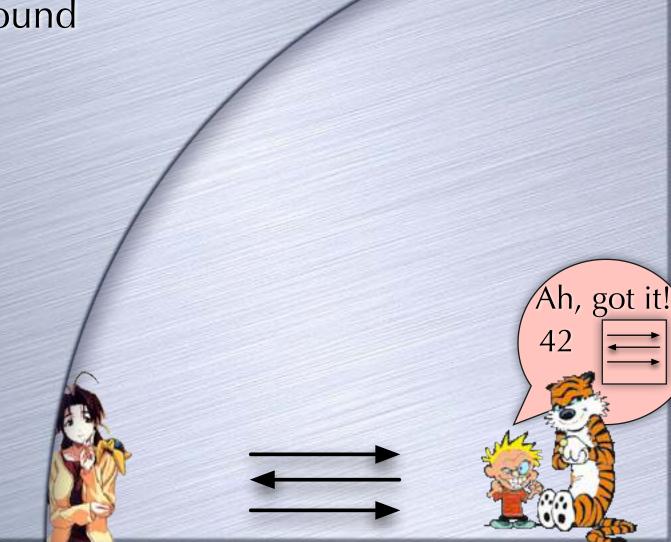
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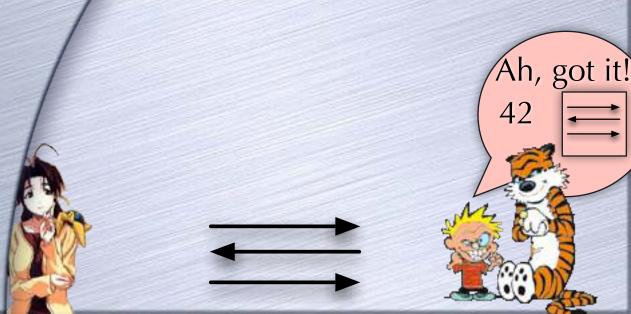
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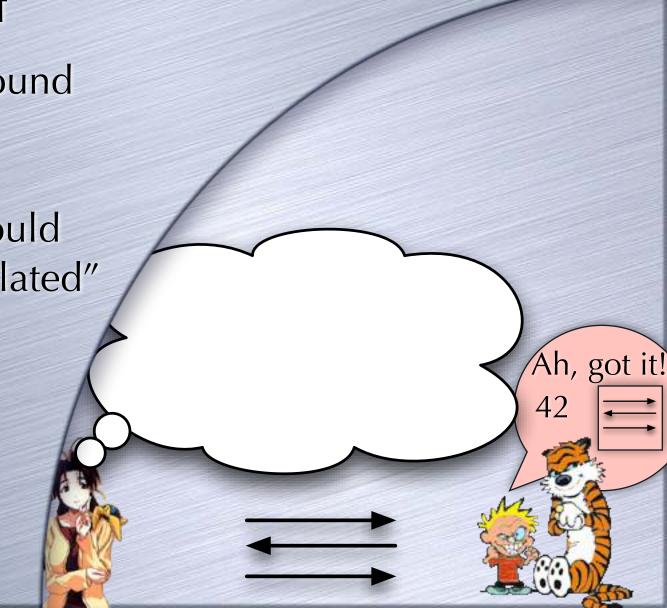
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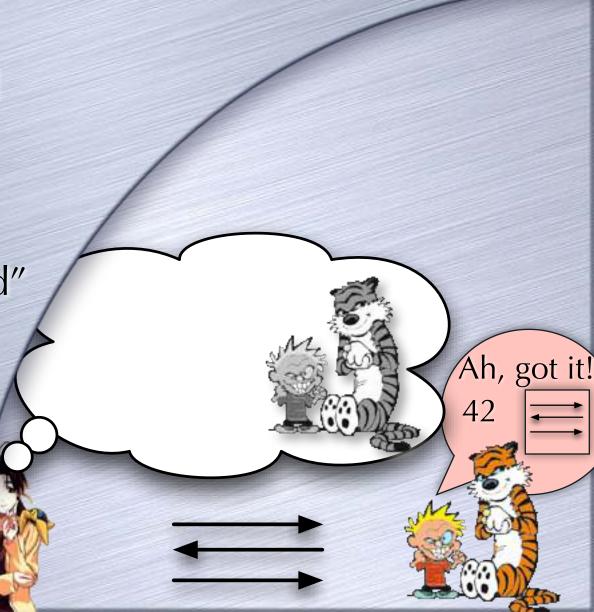
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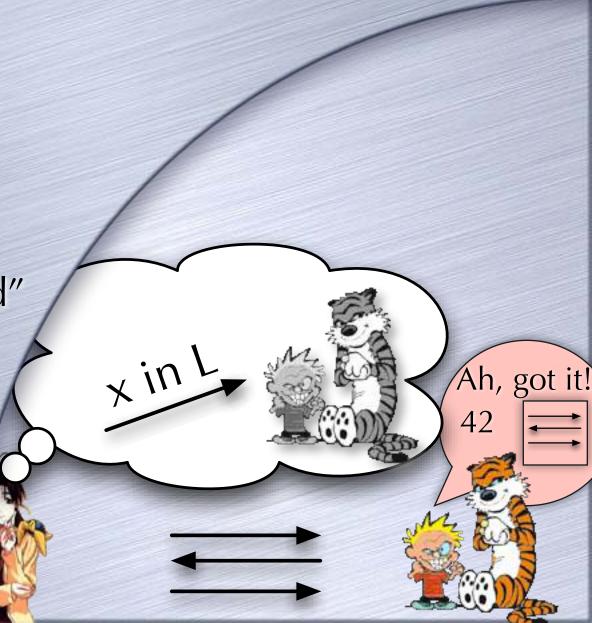


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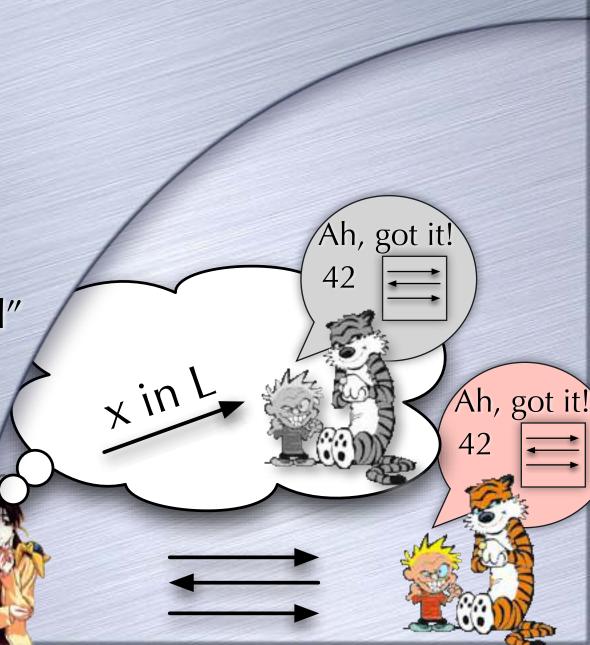


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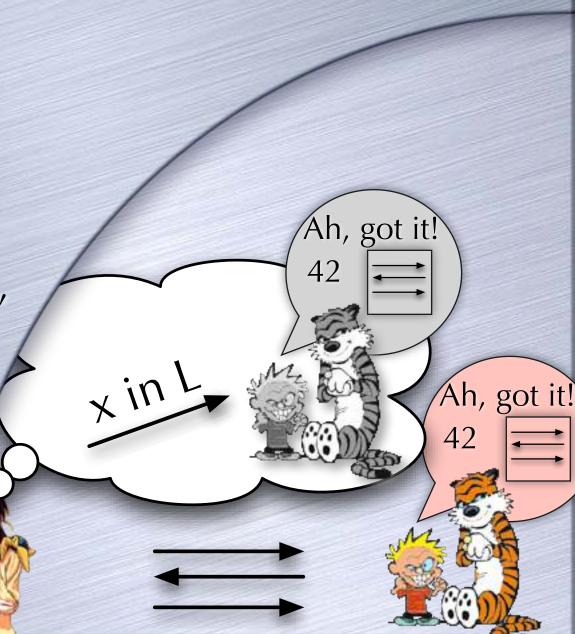
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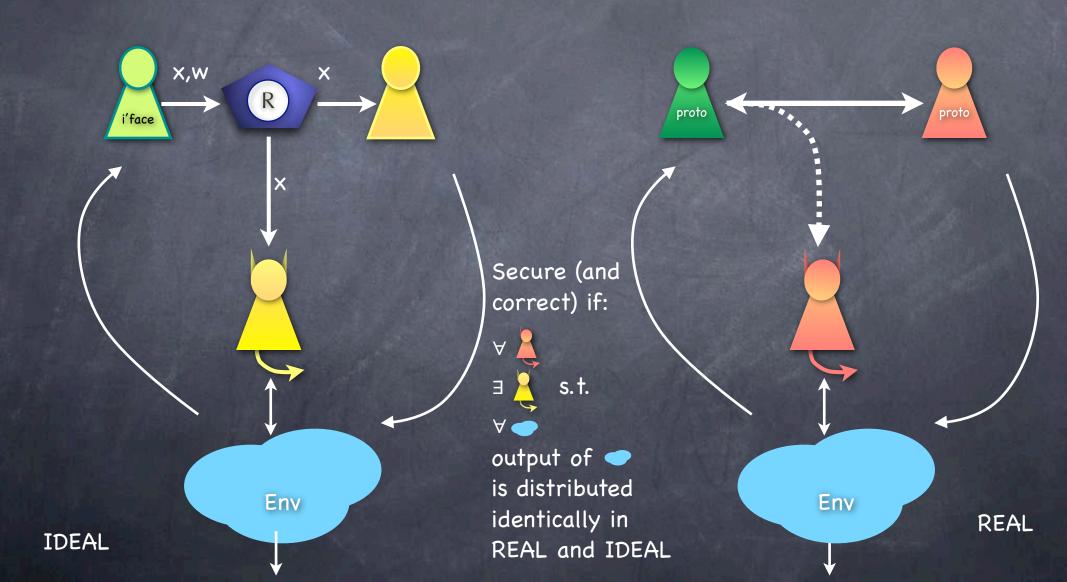
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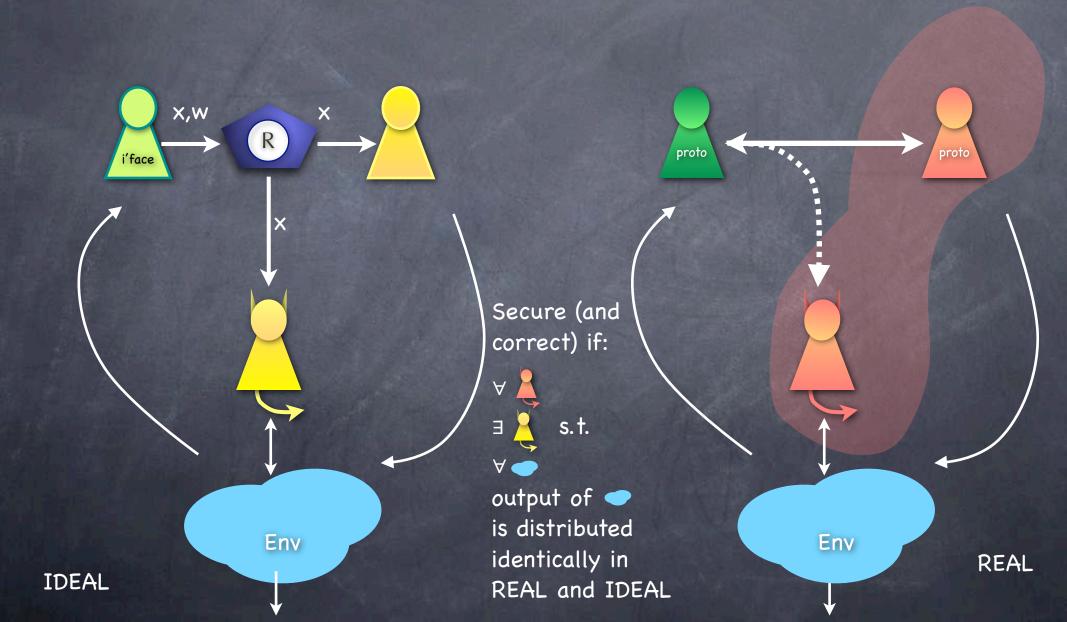
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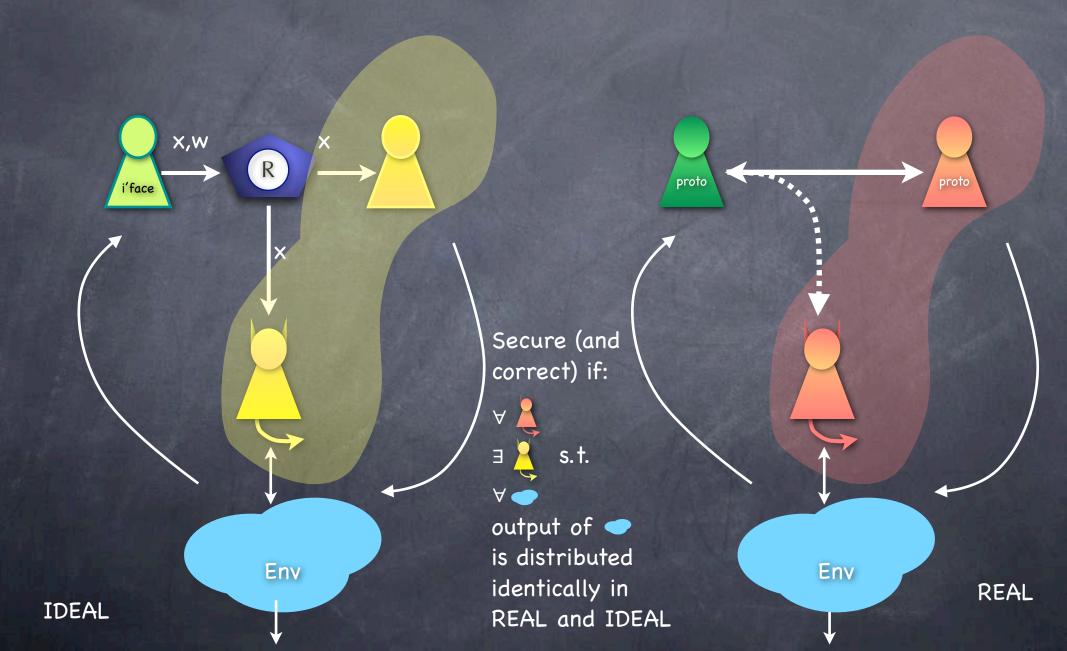


- Interactive Proof
 - Complete and Sound
- ZK Property:
 - Verifier's view could have been "simulated"
 - For every adversarial strategy, there exists a simulation strategy

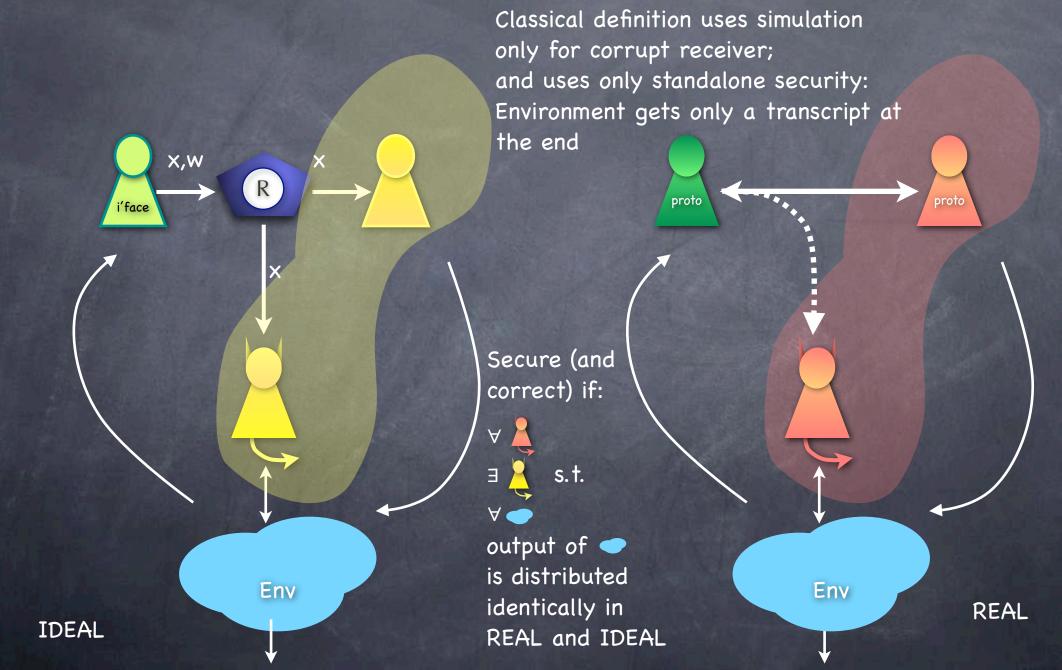


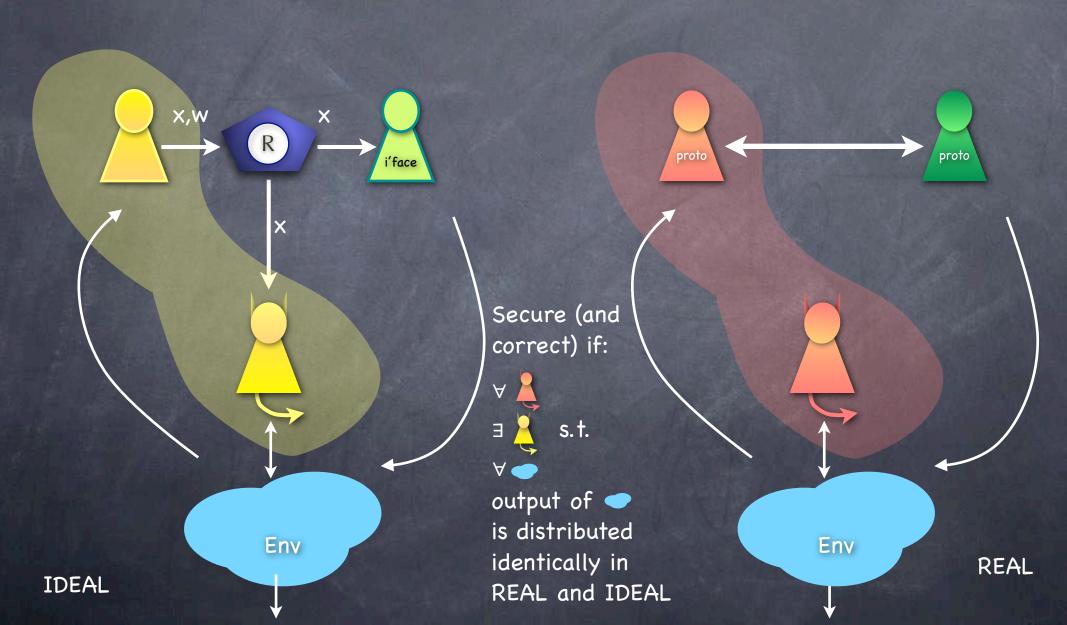




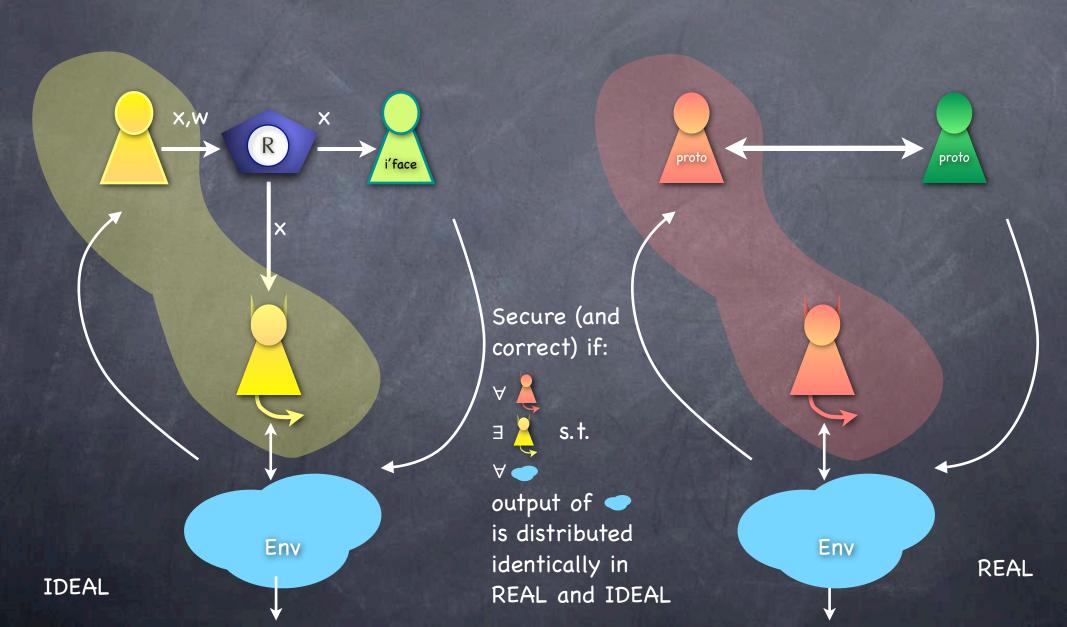


Classical definition uses simulation only for corrupt receiver; X,W proto proto Secure (and correct) if: output of is distributed Env Env identically in REAL **IDEAL** REAL and IDEAL

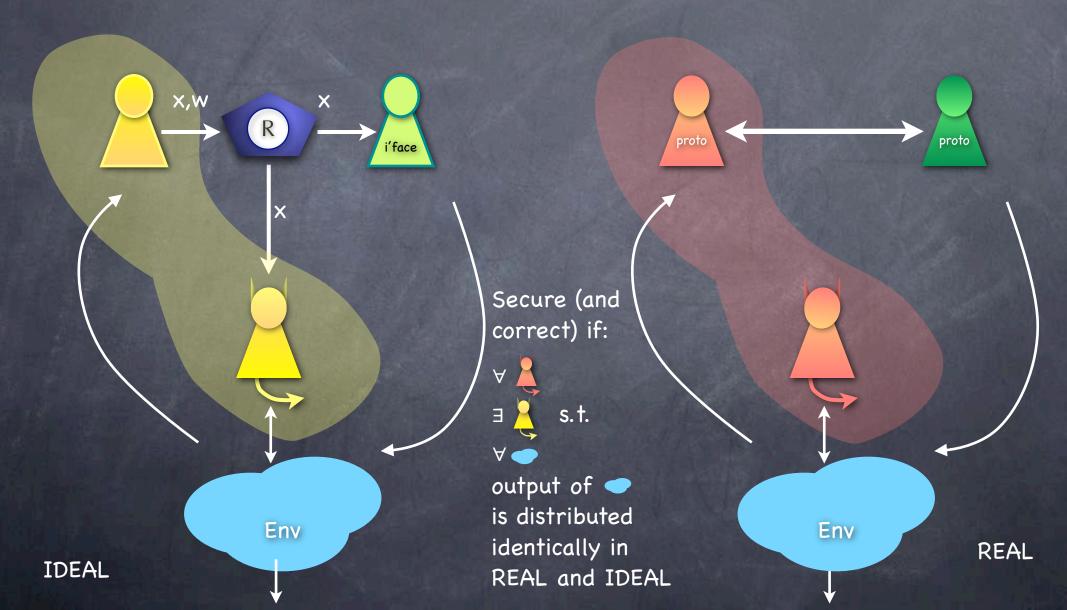




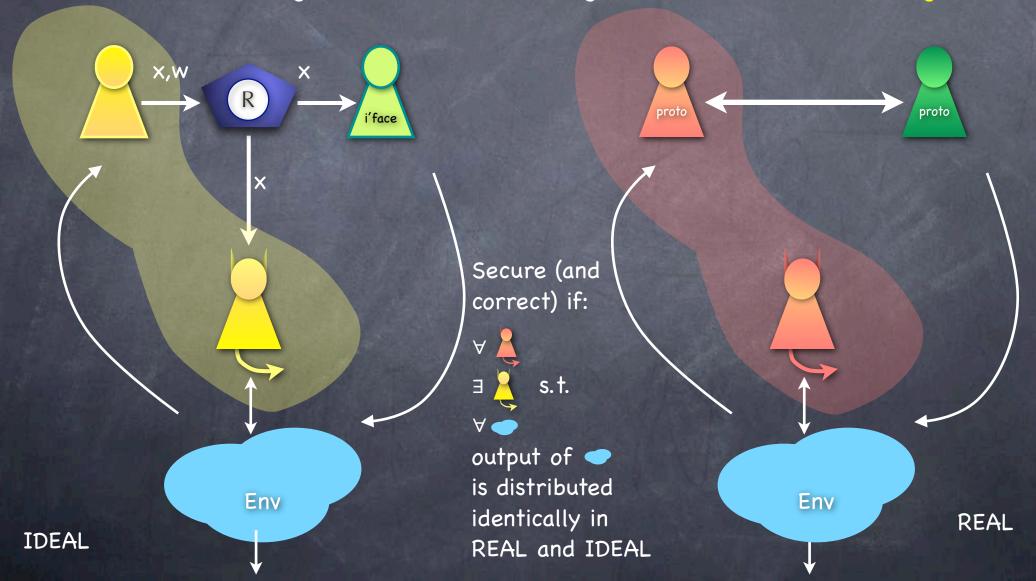
SIM-ZK would require simulation also when prover is corrupt

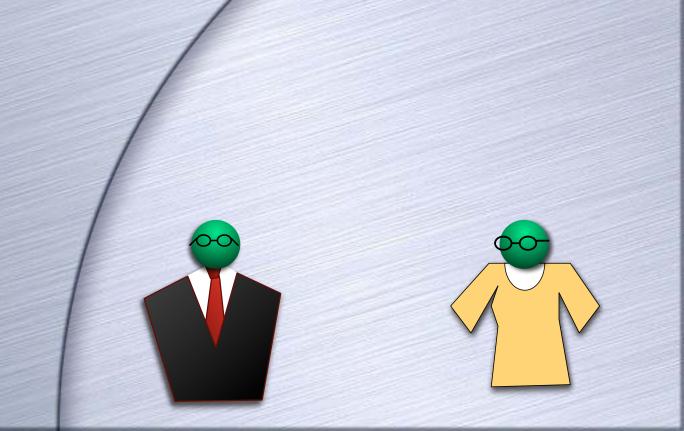


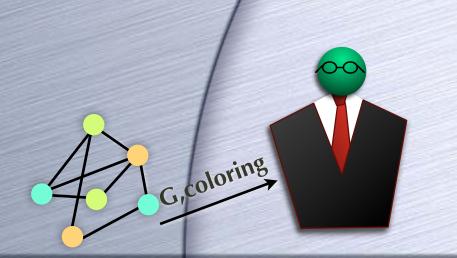
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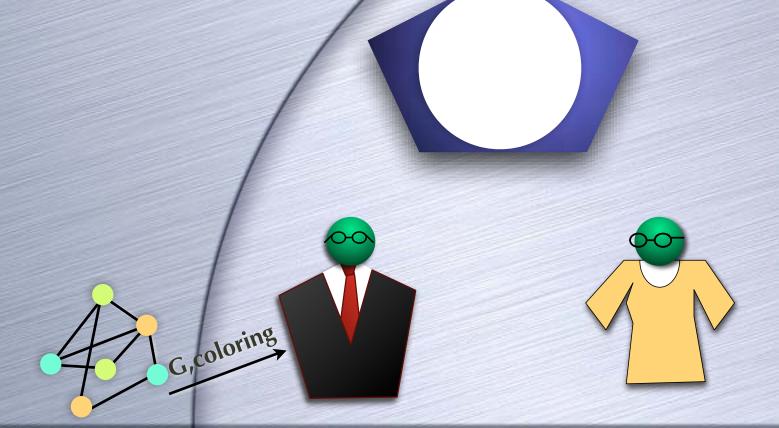
- SIM-ZK would require simulation also when prover is corrupt
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- Adding this (in standalone setting) makes it a Proof of Knowledge

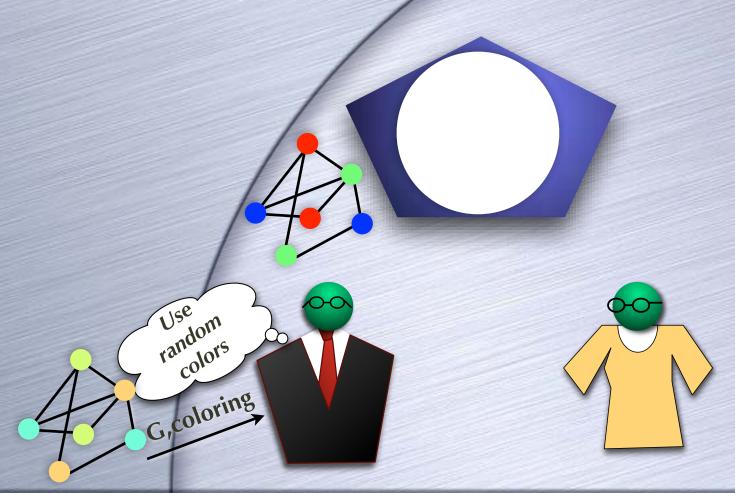


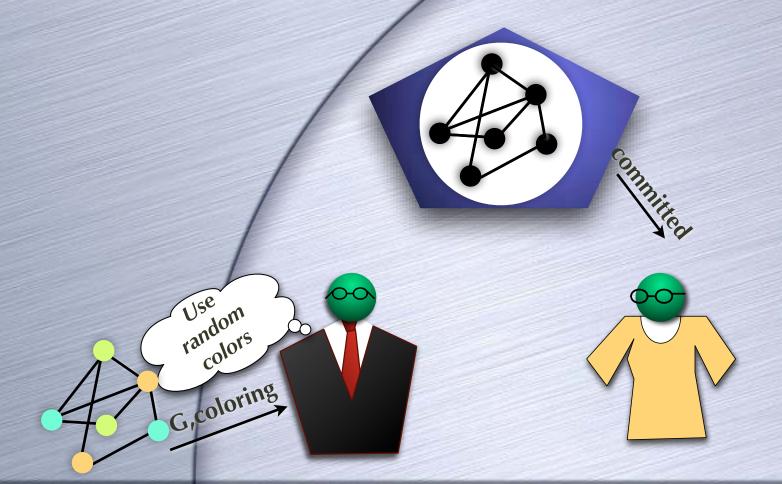


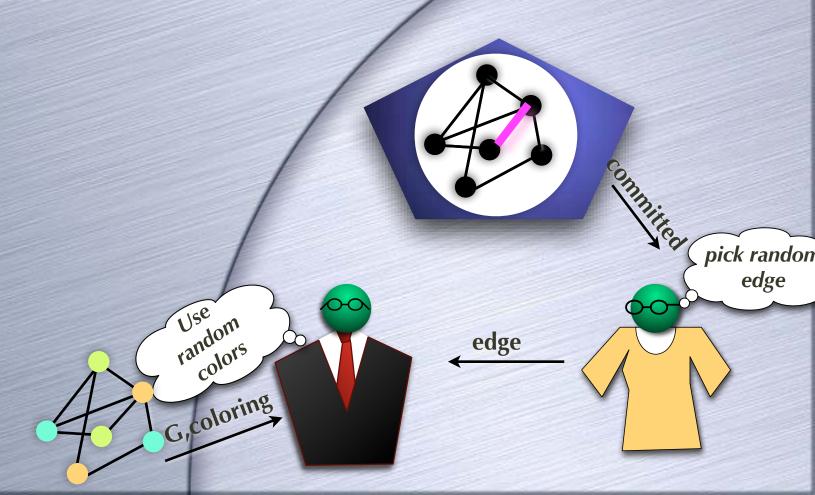


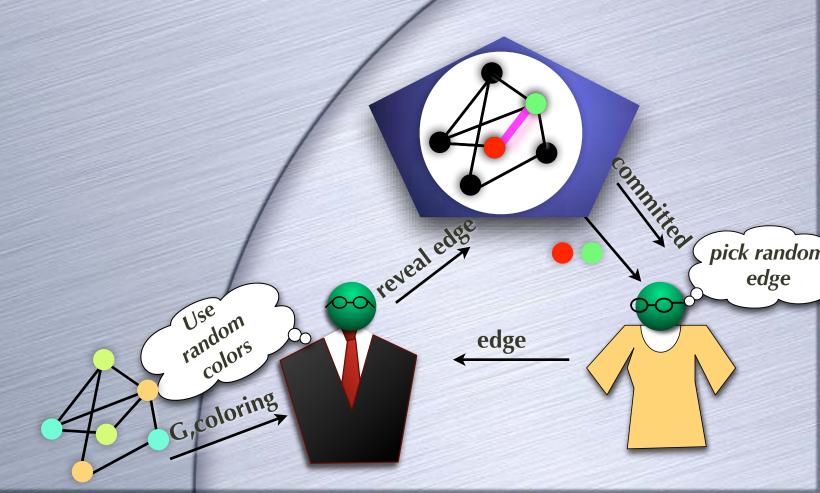


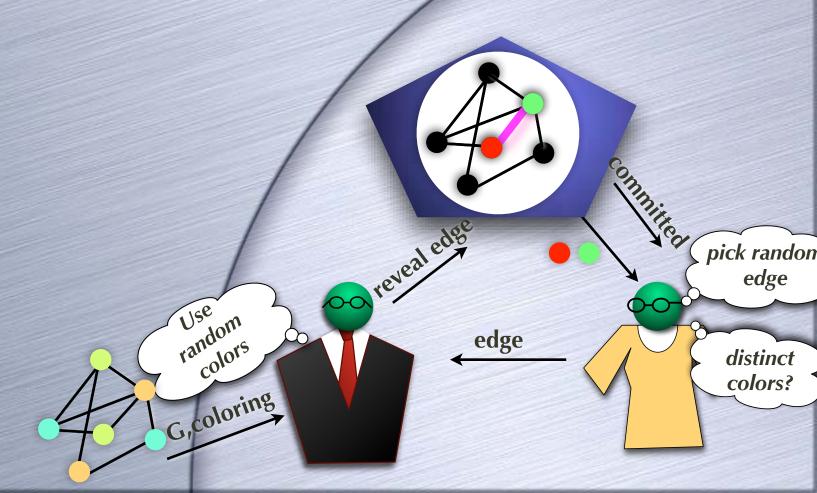


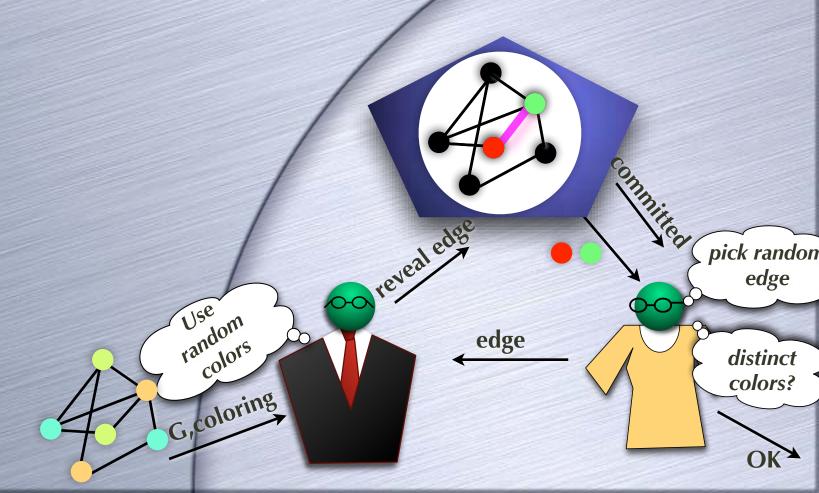


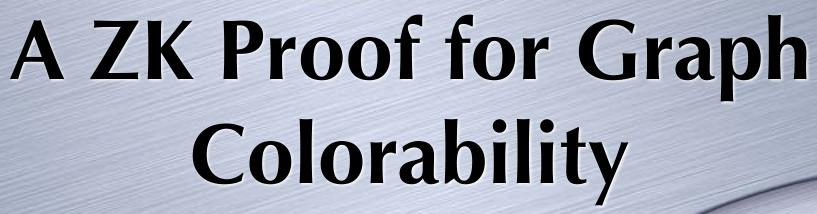






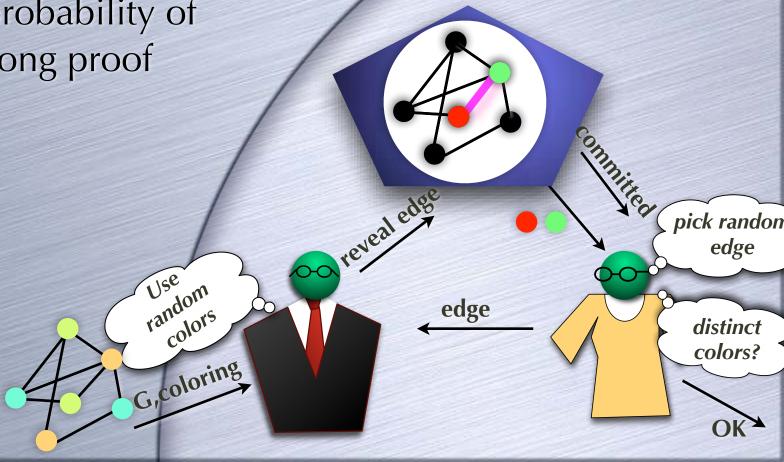


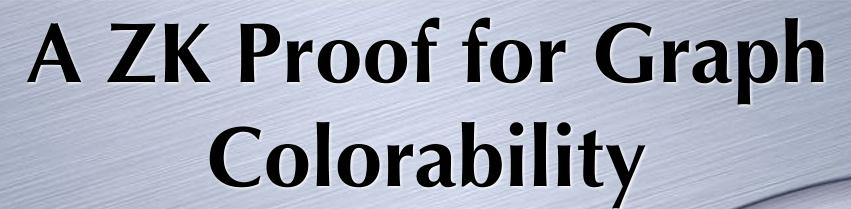




Uses a commitment protocol as a subroutine

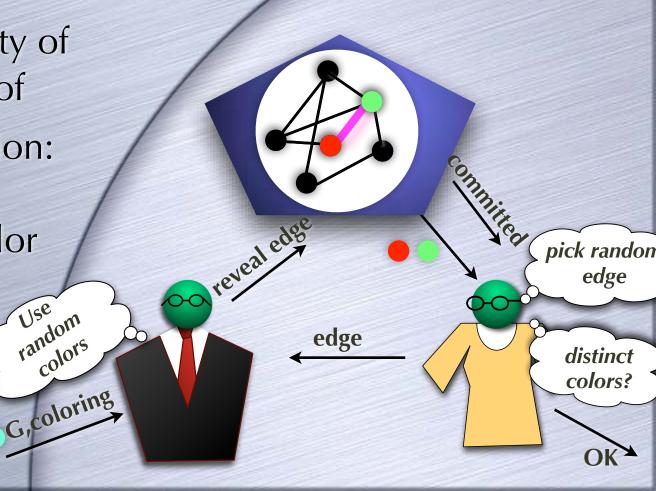
 At least 1/m probability of catching a wrong proof

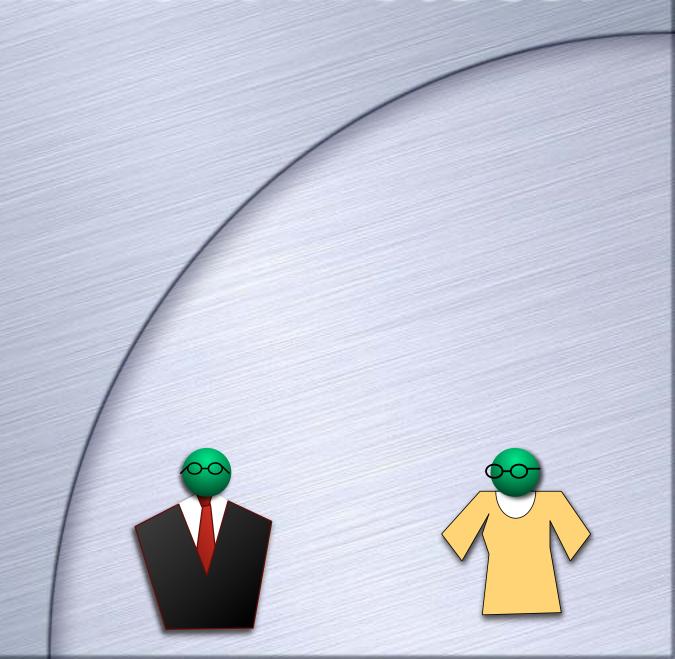




colors

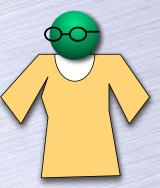
- Uses a commitment protocol as a subroutine
- At least 1/m probability of catching a wrong proof
- Soundness amplification: Repeat say mk times (with independent color permutations) Use random





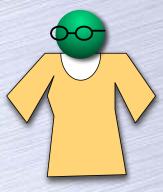
Using a OWP f and a hardcore predicate for it B



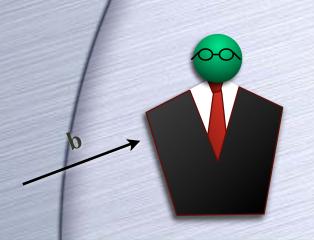


- Using a OWP f and a hardcore predicate for it B
- Satisfies only classical (IND) security, in terms of hiding and binding



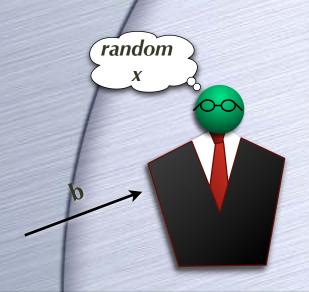


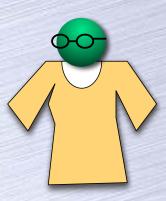
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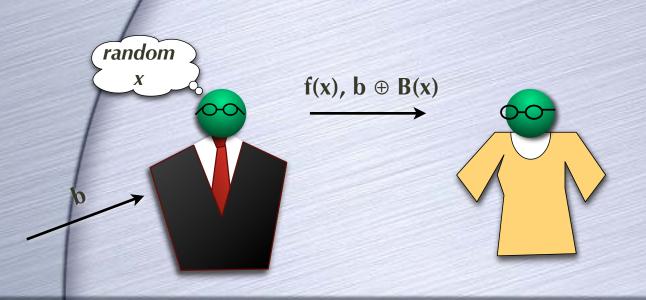


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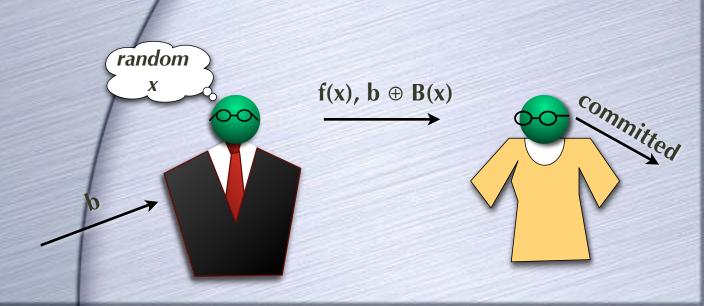




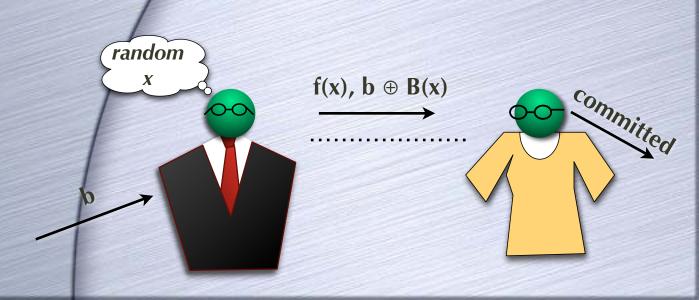
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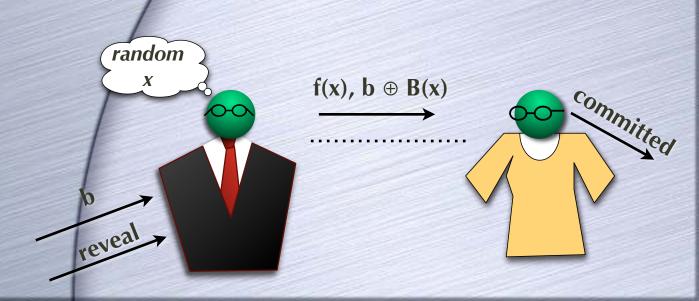
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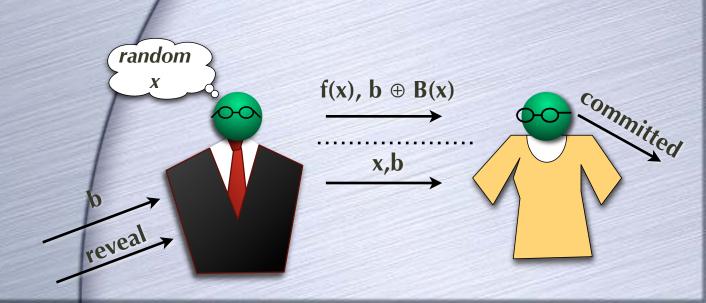
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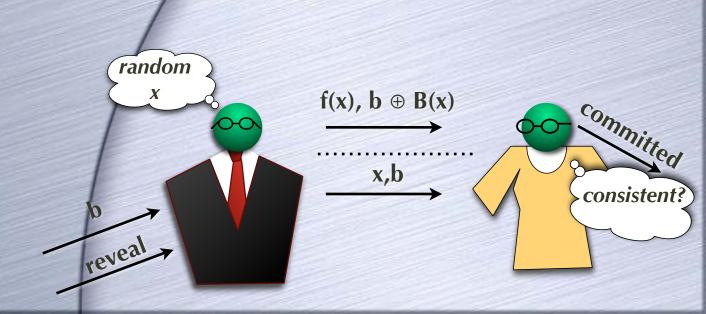
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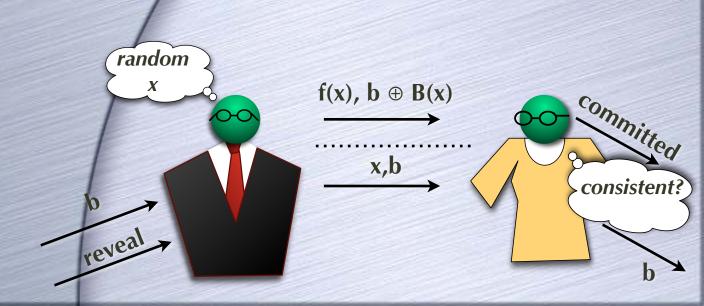
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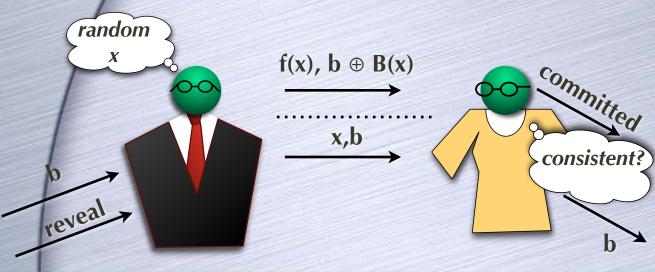
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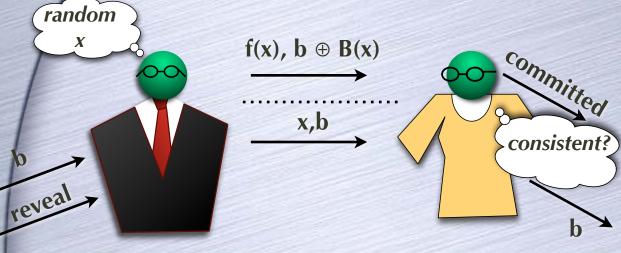
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- Using a OWP f and a hardcore predicate for it B
- Satisfies only classical (IND) security, in terms of hiding and binding
- Perfectly binding because f is a permutation



- Using a OWP f and a hardcore predicate for it B
- Satisfies only classical (IND) security, in terms of hiding and binding
- Perfectly binding because f is a permutation
- Hiding because B(x) is pseudorandom given f(x)



IP and ZK defined [GMR'85]

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- ZK for all NP languages [GMW'86]

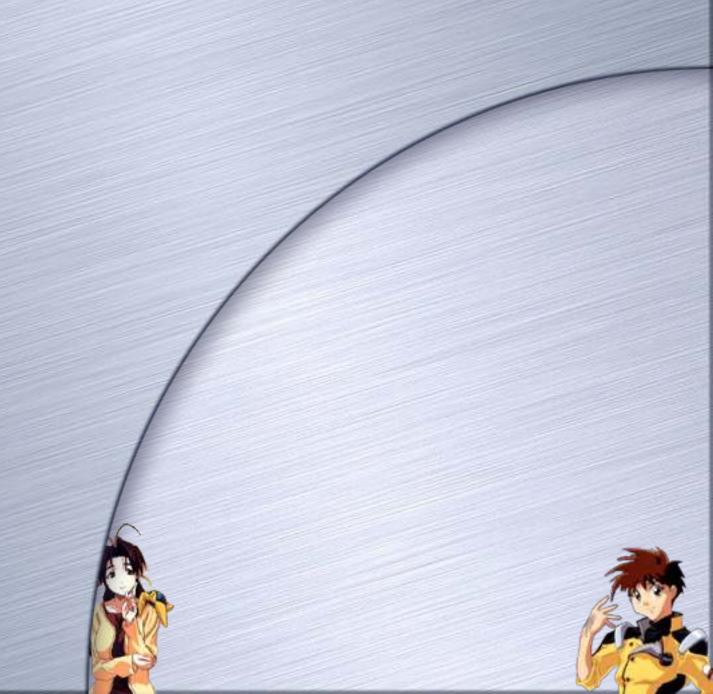
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- Variants (known for NP)
 - ZKPoK, Statistical ZK Arguments, Non-Interactive ZK (using a common random string), Witness-Indistinguishable Proofs, ...



Authentication



- Authentication
 - Using ZK Proof of Knowledge



- Authentication
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- Canonical use: As a tool in larger protocols



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X1

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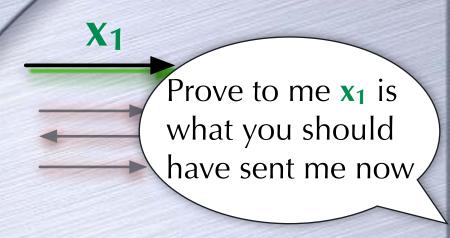
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Prove to me x₁ is what you should have sent me now.

X1



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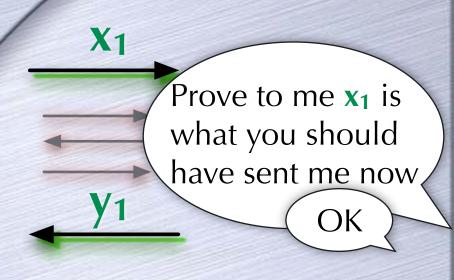


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Prove y₁

is what...

Authentication

Using ZK Proof of Knowledge

Canonical use: As a tool in larger protocols

To enforce "honest behavior" in protocols

At each step prove in ZK it was done as prescribed

Prove y₁

is what..

Authentication

Using ZK Proof of Knowledge

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Authentication

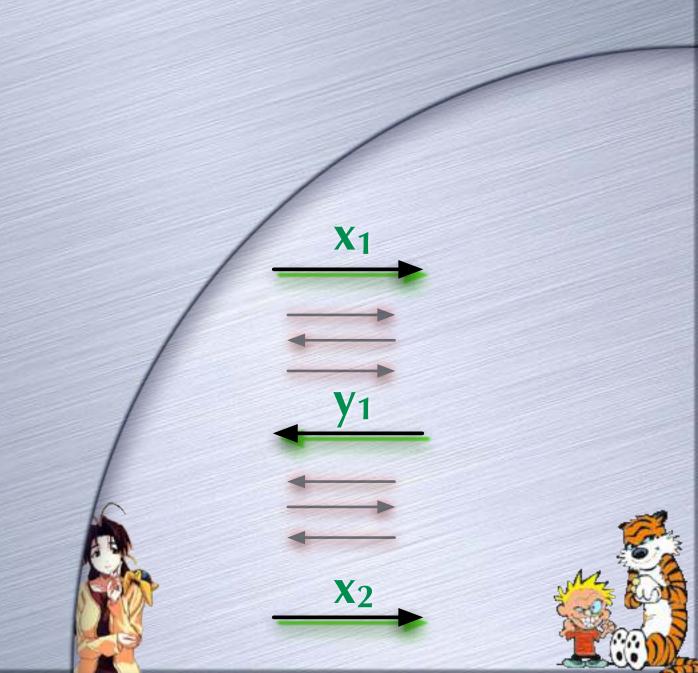
Using ZK Proof of Knowledge

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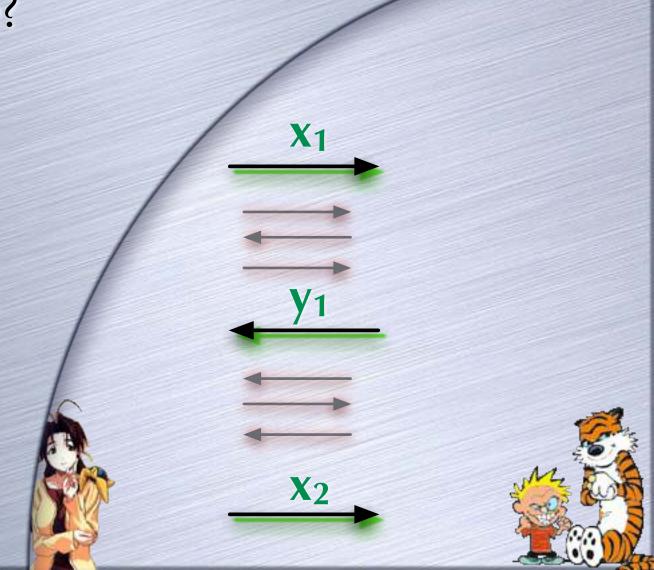
To enforce "honest behavior" in protocols

At each step prove in ZK it was done as prescribed

X1 Prove to me x_1 is what you should have sent me now. Prove x₂ is what... X_2

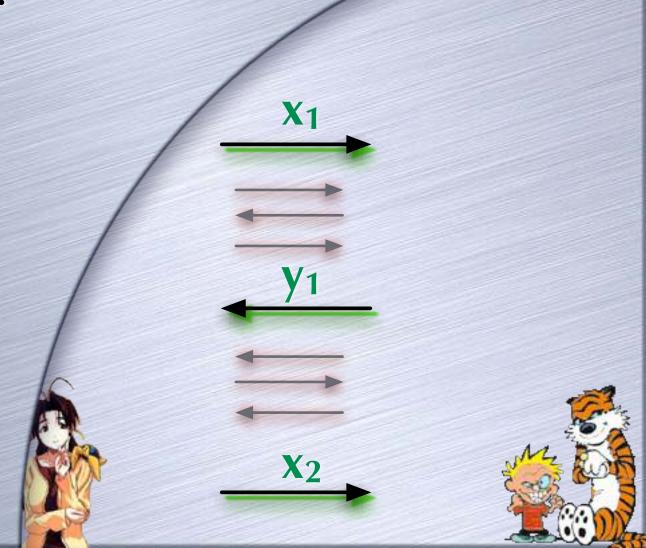


Does the proof stay ZK in the big picture?

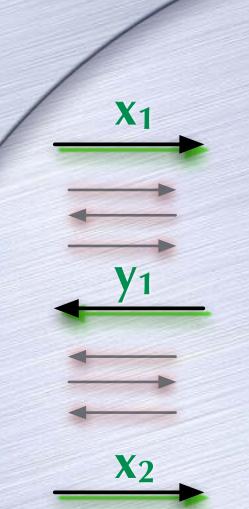


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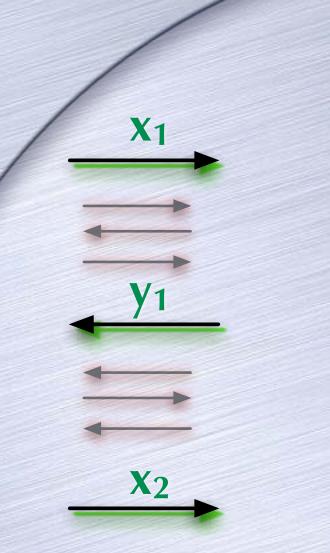
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 - Several issues: auxiliary information from previous runs, concurrency issues, malleability/man-in-themiddle



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 - Several issues: auxiliary information from previous runs, concurrency issues, malleability/man-in-themiddle
 - In general, to allow composition more complicated protocols





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Play the GM's against each other Will not lose against both!

- Multiple executions provide new opportunities for the hacker
 - Person-in-the-middle attack



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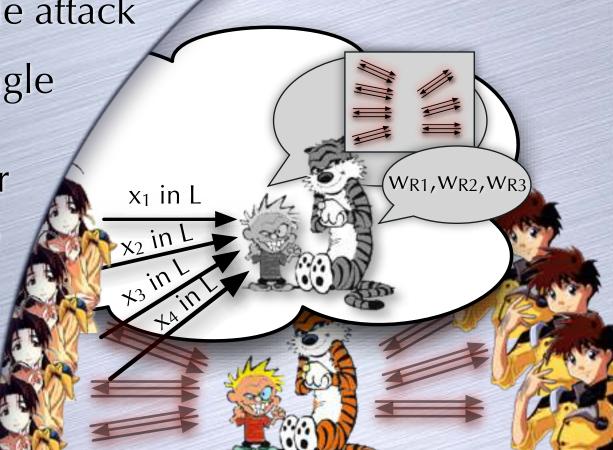
Person-in-the-middle attack

Simulability of a single execution doesn't imply simulation for multiple executions

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Person-in-the-middle attack

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x₁ in L

WR1,WR2,WR3

Multiple executions provide new opportunities for the hacker

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Simulability of a single execution doesn't imply simulation for multiple executions

Or when run along with other protocols

A security guarantee

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