# Evolution of recursive snarks

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# Zero Knowledge Proofs

Completeness

Soundness

Zero-knowledge

## zkSNARK

• zero knowledge Succinct Non-Interactive Argument of Knowledge

$$C(x, w) = 0$$

$$h = SHA-256(m)$$

# The most widely used snarks

• Groth16

• STARK

Plonk (and its modifications)

• Halo2

## Pairing Friendly Curves

$$E: y^2 = x^3 + ax + b$$
 over field  $F_p$   
 $q$  — order of prime subgroup of  $E$ 

Embedding degree with respect to q: minimal k: q divides  $p^d-1$ 

Pairing-friendly if d is small:

Example: curve BLS12-381 has degree = 12

## Pairings

Bilinear map  $e: e(G_1, G_2) \rightarrow G_t$ 

#### 1. Bilinearity:

for any S from  $G_1$ , T from  $G_2$  and integers a and b

$$e(aS, bT) = e(S, T)^{ab}$$

#### 2.Non-degeneracy:

for any S from  $G_{1,}$  e(S,T)=1 iff T=0 for any T from  $G_{2,}$  e(S,T)=1 iff S=0, where O – point at infinity

## Pairing Friendly Curves security

Depends both on

1. hardness of solving of ECDLP:

$$A = xB$$

2. hardness of DLP problem in the field  $GF(p^k)$ :

$$a^{\mathbf{x}} = b$$

for known a, b from  $GF(p^k)$  and unknown natural x k is embedding degree

Best known method of breaking DLP is called Number Field Sieve (NFS)

## Chains of elliptic curves

$$E_1: y^2 = x^3 + ax + b$$
 over  $F_p$   
 $q$  - order of prime subgroup  $G_1$  of  $E_1$ 

$$E_2: y^2 = x^3 + a'x + b'$$
 over  $F_r$   
 $p'$  - order of prime subgroup  $G_2$  of  $E_2$ 

 $E_1$  and  $E_2$  are curves of chain of length 2 Next curve must have order of G equal to field of previous curve

## Cycles of elliptic curves

$$E_1: y^2 = x^3 + ax + b \text{ over } F_p$$
  
 $q$  - order of prime subgroup  $G_1$  of  $E_1$ 

$$E_2: y^2 = x^3 + a'x + b'$$
 over  $F_q$   
 $p'$  - order of prime subgroup  $G_2$  of  $E_2$ 

 $E_1$  and  $E_2$  are curves of cycle of length 2

# Some cyclic pairing-friendly curves

- Curves MNT 4 and MNT 6 form a cycle
- Length of field characteristic is 753 bits!!
- Solving down ~ 10 times ☺

## Recursive proof

#### Circuit *C*:

$$C(\mathbf{w}, \mathbf{x}) = 0$$

w – witness, x – public

vk – verification key

1. "Internal" Prover:

proves C(w, x) = 0: creates proof  $\pi_{inner}$ , so all can check it by running

$$Verify_{int}(vk, x, \pi_{int}) = 1$$

2. "External" Prover:

proves circuit  $Verify_{int}(vk, x, \pi_{int}) - 1 = 0$  using  $\pi_{int}$  as witness so all can check it by running

$$Verify_{ext}(vk, x, \pi_{ext}) = 1$$

### Use cases of snark recursion

Compression of proof

zkRollups

IVC incremental verifiable computing

### Verification in Groth16

$$e(A, B) = e(\alpha G, \beta H) * e(\sum_{j=0}^{t} a_j S_j, \gamma H) * e(C, \gamma H)$$

proof verification key public inputs

## Plonk

Uses KZG commitment that need pairing-friendly curves

As result Plonk has the same problems as groth16 with recursion

## Solution

Use another polynomial commitments, such that don't use pairings:

FRI (Fast Reed-Solomon Interactive oracle proofs)

Inner Product Argument

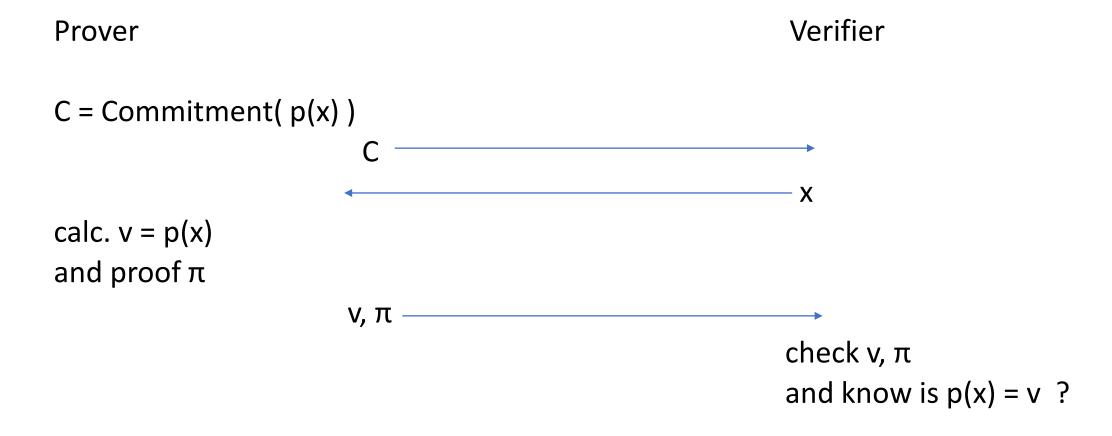
## Cycle curves

Pasta curves (Pallas and Vesta)

$$y^2 = x^3 + 5 \text{ over } F_p$$

#### Pallas curve:

#### Vesta curve:



### Pedersen commitment

**G** – vector of n group generators

U – generator

 $\mathbf{p}$  – vector of n coeff. of  $\mathbf{p}(\mathbf{x})$ 

 $C = \langle G, p \rangle$  - commitment of p(x)

Proof of v = f(x):

$$\pi = \{ L, R, G^{(0)}, p^{(0)} \}$$

**L**, **R** – vectors of length  $k = log_2 n$ 

Prover

**b** – vector 
$$\{1, x, ..., x^{n-1}\}$$

$$v = < p, b >$$

$$C^{(k)} = C + vU$$

Verifier

Round k

 $u_k$ 

$$\mathbf{p}^{(k-1)} = u_k \mathbf{p}_{lo}^k + u_k^{-1} \mathbf{p}_{hi}^k$$

$$\mathbf{b}^{(k-1)} = u_k^{-1} \mathbf{b}_{lo}^k + u_k \mathbf{b}_{hi}^k$$

$$\mathbf{G}^{(k-1)} = u_k^{-1} \mathbf{G}_{lo}^k + u_k \mathbf{G}_{hi}^k$$

$$C^{(k)} = C + vU$$

$$C^{(k-1)} = \langle p^{(k-1)}, G^{(k-1)} \rangle + \langle p^{(k-1)}, b^{(k-1)} \rangle \cup$$

$$C^{(k-2)} = \langle p^{(k-2)}, G^{(k-2)} \rangle + \langle p^{(k-2)}, b^{(k-2)} \rangle \cup$$

$$C^{(k-2)} = C^{(k-1)} + u_{k-2} L^{(k-1)} + u_{k-2}^{-2} R^{(k-1)}$$

#### Verifier:

$$b_0$$
 = <  $m{b}$  ,  $m{s}$  > Check  $m{G}^{(0)}$  = <  $m{s}$  ,  $m{G}$  >

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\mathbf{s} = (u_1^{-1} u_2^{-1} \cdots u_k^{-1}, u_1 u_2^{-1} \cdots u_k^{-1}, u_1^{-1} u_2 \cdots u_k^{-1}, u_1 u_2 \cdots u_k^{-1}, u_1 u_2 \cdots u_k^{-1}, \vdots u_1 u_2 \cdots u_k)
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