

Families of SNARK-friendly 2-chains of elliptic curves

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- 1 Preliminaries
 - Zero-knowledge proof
 - ZK-SNARK
 - Recursive ZK-SNARKs
- 2 Contributions: Families of 2-chains
 - Constructions
 - Implementations

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Zero-knowledge proof

What is a zero-knowledge proof?

“I have a *complete, sound and zero-knowledge* proof that a statement is true”.

Complete

True statement \implies honest prover convinces honest verifier

Sound

False statement \implies cheating prover cannot convince honest verifier
(except with small proba)

Zero-knowledge

True statement \implies verifier learns nothing more than statement is true

ZK-SNARK

Zero-Knowledge Succinct Non-interactive ARgument of Knowledge

“I have a *complete, computationally sound, zero-knowledge, succinct, non-interactive* proof that a statement is true and that I know a related secret”.

Succinct

Honestly-generated proof is very “short” and “easy” to verify.

Non-interactive

No interaction between the prover and verifier for proof generation and verification.

ARgument of Knowledge

Honest verifier is convinced that a computationally bounded prover knows a secret information.

ZK-SNARK

Preprocessing ZK-SNARK of NP language

Let F be a **public** NP program, x and z be **public** inputs, and w be a **private** input such that $z := F(x, w)$.

A ZK-SNARK consists of algorithms S, P, V s.t. for a security parameter λ :

$$\text{Setup:} \quad (pk, vk) \quad \leftarrow \quad S(F, 1^\lambda)$$

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$$\begin{array}{llll} \text{Setup:} & (pk, vk) & \leftarrow & S(F, 1^\lambda) \\ \text{Prove:} & \pi & \leftarrow & P(x, z, w, pk) \end{array}$$

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Verify:	false/true	\leftarrow	$V(x, z, \pi, vk)$

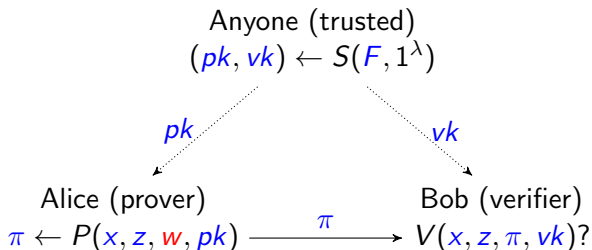
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ZK-SNARK

Pairing-based preprocessing ZK-SNARK of NP language

- $E: y^2 = x^3 + ax + b$ elliptic curve defined over \mathbb{F}_q , q a prime power.
- r prime divisor of $\#E(\mathbb{F}_q) = q + 1 - t$, t Frobenius trace.
- k embedding degree, smallest integer $k \in \mathbb{N}^*$ s.t. $r \mid q^k - 1$.
- a bilinear pairing

$$e : \mathbb{G}_1 \times \mathbb{G}_2 \rightarrow \mathbb{G}_T$$

- $\mathbb{G}_1 \subset E(\mathbb{F}_q)$ a group of order r
- $\mathbb{G}_2 \subset E(\mathbb{F}_{q^k})$ a group of order r .
- $\mathbb{G}_T \subset \mathbb{F}_{q^k}^*$ group of r -th roots of unity.

Example: Groth16 [Gro16]

Given $z := F(x, w)$ where $(x, z, w) = (x_0, \dots, x_i, z_{i+1}, \dots, z_\ell, w_{\ell+1}, \dots, w_n)$

Example: Groth16 [Gro16]

Given $z := F(x, w)$ where $(x, z, w) = (x_0, \dots, x_i, z_{i+1}, \dots, z_l, w_{l+1}, \dots, w_n)$

- $(pk, vk) \leftarrow S(F, 1^\lambda)$ where

$$pk \in \mathbb{G}_1^{2n+l+3} \times \mathbb{G}_2^{l+2}, \quad vk \in \mathbb{G}_1^{l+1} \times \mathbb{G}_2^2 \times \mathbb{G}_T$$

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- $\pi \leftarrow P(x, z, w, pk)$ where

$$\pi = (A, B, C) \in \mathbb{G}_1 \times \mathbb{G}_2 \times \mathbb{G}_1 \quad (O_\lambda(1))$$

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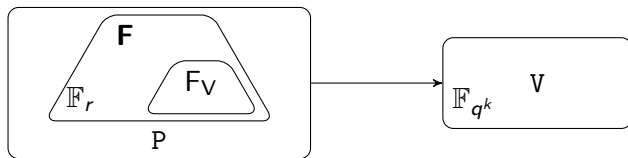
- false/true $\leftarrow V(x, z, \pi, vk)$ where V is

$$e(A, B) \stackrel{?}{=} vk_1 \cdot e(vk'_2, vk_3) \cdot e(C, vk_4) \quad (O_\lambda(\ell)) \quad (*)$$

and $vk'_2 = \sum_{i=0}^{\ell} [x_i] vk_2$.

Recursive ZK-SNARKs

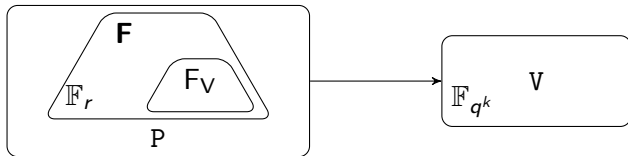
An arithmetic mismatch



- F** any program is expressed in \mathbb{F}_r
- P** proving is performed over \mathbb{G}_1 (and \mathbb{G}_2) (of order r)
- V** verification (eq. *) is done in $\mathbb{F}_{q^k}^*$
- F_v** program of **V** is natively expressed in $\mathbb{F}_{q^k}^*$ not \mathbb{F}_r

Recursive ZK-SNARKs

An arithmetic mismatch



F any program is expressed in \mathbb{F}_r

P proving is performed over \mathbb{G}_1 (and \mathbb{G}_2) (of order r)

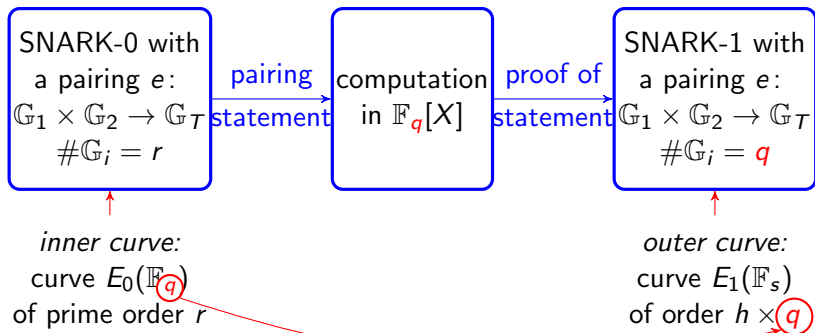
V verification (eq. *) is done in $\mathbb{F}_{q^k}^*$

F_v program of V is natively expressed in $\mathbb{F}_{q^k}^*$ not \mathbb{F}_r

- 1st attempt: choose a curve for which $q = r$ (impossible)
- 2nd attempt: simulate \mathbb{F}_q operations via \mathbb{F}_r operations ($\times \log q$ blowup)
- 3rd attempt: use a cycle/chain of pairing-friendly elliptic curves [CFH⁺15, BCTV14, BCG⁺20]

Recursive ZK-SNARKs

A proof of a proof



Given q , search for a pairing-friendly curve E_1 of order $h \cdot q$ over a field \mathbb{F}_s

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Choice of elliptic curves

ZK-curves

• SNARK

- E/\mathbb{F}_q BN, BLS12, BW12?, KSS16? ... [FST10]
 - pairing-friendly
 - $r - 1$ highly 2-adic (efficient FFT)

• Recursive SNARK (2-cycle)

- E_1/\mathbb{F}_{q_1} and E_2/\mathbb{F}_{q_2} MNT4/MNT6 [FST10, Sec.5], ? [CCW19]
 - both pairing-friendly
 - $r_2 = q_1$ and $r_1 = q_2$
 - $r_{\{1,2\}} - 1$ highly 2-adic (efficient FFT)
 - $q_{\{1,2\}} - 1$ highly 2-adic (efficient FFT)

• Recursive SNARK (2-chain)

- E_1/\mathbb{F}_{q_1} BLS12 ($seed \equiv 1 \pmod{3 \cdot 2^{large}}$) [BCG⁺20], ?
 - pairing-friendly
 - $r_1 - 1$ highly 2-adic
 - $q_1 - 1$ highly 2-adic
- E_2/\mathbb{F}_{q_2} Cocks–Pinch, Brezing–Weng
 - pairing-friendly
 - $r_2 = q_1$

Choice of elliptic curves

Curve E_2/\mathbb{F}_{q_2}

- q is a prime or a prime power
 - t is relatively prime to q
 - ~~r is prime~~
 - ~~r divides $q + 1 - t$~~
 - ~~r divides $q^k - 1$ (smallest $k \in \mathbb{N}^*$)~~
 - $4q - t^2 = Dy^2$ (for $D < 10^{12}$) and some integer y
- } r is a **fixed** chosen prime that divides $q + 1 - t$ and $q^k - 1$ (smallest $k \in \mathbb{N}^*$)

Algorithm 1: Cocks–Pinch method

- 1 Fix k and D and choose a prime r s.t. $k|r - 1$ and $(\frac{-D}{r}) = 1$;
 - 2 Compute $t = 1 + x^{(r-1)/k}$ for x a generator of $(\mathbb{Z}/r\mathbb{Z})^\times$;
 - 3 Compute $y = (t - 2)/\sqrt{-D} \pmod r$;
 - 4 Lift t and y in \mathbb{Z} ;
 - 5 Compute $q = (t^2 + Dy^2)/4$ (in \mathbb{Q});
 - 6 back to 1 if q is not a prime integer;
-

2-chains

Limitations and improvements

- $\rho = \log_2 q / \log_2 r \approx 2$ (because $q = f(t^2, y^2)$ and $t, y \stackrel{\$}{\leftarrow} \text{mod } r$).
- The curve parameters (q, r, t) are not expressed as polynomials.

Algorithm 2: Brezing–Weng method

- 1 Fix k and D and choose an irreducible polynomial $r(x) \in \mathbb{Z}[x]$ with positive leading coefficient ¹ s.t. $\sqrt{-D}$ and the primitive k -th root of unity ζ_k are in $K = \mathbb{Q}[x]/r(x)$;
- 2 Choose $t(x) \in \mathbb{Q}[x]$ be a polynomial representing $\zeta_k + 1$ in K ;
- 3 Set $y(x) \in \mathbb{Q}[x]$ be a polynomial mapping to $(\zeta_k - 1)/\sqrt{-D}$ in K ;
- 4 Compute $q(x) = (t^2(x) + Dy^2(x))/4$ in $\mathbb{Q}[x]$;

-
- $\rho = 2 \max(\deg t(x), \deg y(x)) / \deg r(x) < 2$
 - $r(x), q(x), t(x)$ but $q(x)$ (never) irreducible!
 - lift $t = t(x_0) + h_t r$ and $y = y(x_0) + h_y r$

¹conditions to satisfy Bunyakovsky conjecture which states that such a polynomial produces infinitely many primes for infinitely many integers.

Groth16 SNARK

- 128-bit security
- pairing-friendly
- efficient $\mathbb{G}_1, \mathbb{G}_2, \mathbb{G}_T$ and pairing
- $p - 1 \equiv r - 1 \equiv 0 \pmod{2^L}$ for large input $L \in \mathbb{N}^*$ (FFTs)

→ BLS ($k = 12$) family of roughly 384 bits with seed $x \equiv 1 \pmod{3 \cdot 2^L}$

Universal-KZG SNARK

- 128-bit security
- pairing-friendly
- efficient $\mathbb{G}_1, \mathbb{G}_2, \mathbb{G}_T$ and pairing
- $p - 1 \equiv r - 1 \equiv 0 \pmod{2^L}$ for large $L \in \mathbb{N}^*$ (FFTs)

→ BLS ($k = 24$) family of roughly 320 bits with seed $x \equiv 1 \pmod{3 \cdot 2^L}$

Groth16 SNARK

- 128-bit security
- pairing-friendly
- efficient $\mathbb{G}_1, \mathbb{G}_2, \mathbb{G}_T$ and pairing
- $r' = p$ ($r' - 1 \equiv 0 \pmod{2^L}$)

→ BW ($k = 6$) family of roughly 768 bits with $(t \bmod x) \bmod r \equiv 0$ or 3

Universal-KZG SNARK

- 128-bit security
- pairing-friendly
- efficient $\mathbb{G}_1, \mathbb{G}_2, \mathbb{G}_T$ and pairing
- $r' = p$ ($r' - 1 \equiv 0 \pmod{2^L}$)

→ BW ($k = 6$) family of roughly 704 bits with $(t \bmod x) \bmod r \equiv 0$ or 3

→ CP ($k = 8$) family of roughly 640 bits

→ CP ($k = 12$) family of roughly 640 bits

All \mathbb{G}_i formulae and pairings are given in terms of x and some $h_t, h_y \in \mathbb{N}$.

Implementation and benchmark

Short-list of curves

We short list few 2-chains of the proposed families that have some additional nice engineering properties

- Groth16: BLS12-377 and BW6-761
- Universal-KZG: BLS24-315 and BW6-633 (or BW6-672)

Table: Cost of S, P and V algorithms for Groth16 and Universal-KZG. n =number of multiplication gates, a =number of addition gates and ℓ =number of public inputs. M_G =multiplication in G and P=pairing.

	S	P	V
Groth16	$3n M_{G_1}, n M_{G_2}$	$(4n - \ell) M_{G_1}, n M_{G_2}$	$3 P, \ell M_{G_1}$
Universal-KZG	$d_{\geq n+a} M_{G_1}, 1 M_{G_2}$	$9(n + a) M_{G_1}$	$2 P, 18 M_{G_1}$

Implementation and benchmark

<https://github.com/ConsenSys/gnark> (Go)

F_V : program that checks V (eq. *) ($\ell = 1$, ~~$n = 80000$~~ $n = 19378$)

Table: Groth16 (ms)

	S	P	V
BLS12-377	387	34	1
BLS24-315	501	54	4
BW6-761	1226	114	9
BW6-633	710	69	6
BW6-672	840	74	7

Table: Universal-KZG (ms)

	S	P	V
BLS12-377	87	215	4
BLS24-315	76	173	1
BW6-761	294	634	9
BW6-633	170	428	6
BW6-672	190	459	7

Play with gnark!

Write SNARK programs at <https://play.gnark.io/>

Example: Proof of Groth16 V program (eq. *)

The screenshot shows the gnark playground interface. At the top, there's a browser address bar with 'play.gnark.io'. Below it, the page title is 'The gnark playground' with a dropdown menu set to 'Groth16'. There are buttons for 'Run', 'Share', and 'Examples'. The main area contains a Go code editor with the following code:

```
1 // Welcome to the gnark playground!
2 package main
3
4 import (
5     "bytes"
6     "encoding/hex"
7
8     "github.com/consensys/gnark-crypto/ecc"
9     "github.com/consensys/gnark/backend/groth16"
10    "github.com/consensys/gnark/frontend"
11    "github.com/consensys/gnark/std/groth16/bls12377"
12 )
13
14 func init() {
15     // Groth16 verify algorithm has a pairing computation.
16     // In-circuit pairing computation needs a SNARK friendly 2-chains of elliptic curves.
17     // That is: the base field of one curve ("inner curve")
18     // is equal to the scalar field of the other ("outer curve").
19     // This example use the pair of curves BNG_761 / BLS12_377
20     // More details on the curves here https://eprint.iacr.org/2021/1359
21     // Overrides the default playground curve (BN254) with the curve BNG_761
22     curve = ecc.BNG_761
23 }
24
25 // This example implements a Groth16 Verifier inside a Groth16 circuit:
26 // That is, an "outer" proof verifying an "inner" proof. It is available in gnark/std ready to use circuit components.
27 // Notation follows Figure 4. in DIZK paper https://eprint.iacr.org/2018/691.pdf
```

Below the code, there's a status bar indicating 'Proof is valid' and '19378 constraints'. A table shows the results of the proof verification:

#	L	R	0
0	1	hv0 + 91893752504881257701523279626832445440-hv1	Hash + 8444461749428370424248824938781546531375899335154063827935233455917409239041-hv2
1	hv3	1 + -hv3	0

At the bottom, there's a link 'About the playground'.

paper [ePrint 2021/1359](#)

implementations [github/ConsenSys/gnark-crypto](#) (Go)

[gitlab/inria/snark-2-chains](#) (SageMath/MAGMA)

follow-up work Survey of elliptic curves for proof systems [ePrint 2022/586](#)

follow-up work Pairings in Rank-1 Constraint System (to be submitted)

follow-up work Co-factor clearing and subgroup membership on pairing-friendly elliptic curves [ePrint 2022/352](#)
(AFRICACRYPT 2022)

THANK YOU!



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On cycles of pairing-friendly elliptic curves.

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