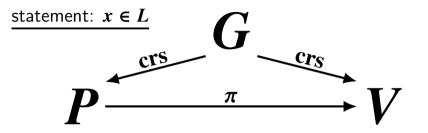
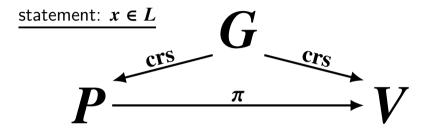


# Holographic SNARGs for P and Batch-NP from (Polynomially Hard) Learning with Errors

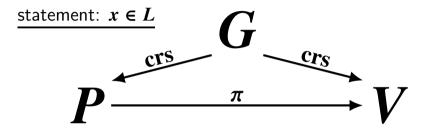
Susumu Kiyoshima





• Completeness:  $x \in L \Rightarrow$  honest P can convince V

**Soundness:**  $x \notin L \Rightarrow$  any PPT  $P^*$  cannot convince V



- **Completeness:**  $x \in L \Rightarrow$  honest *P* can convince *V*
- **Soundness:**  $x \notin L \Rightarrow$  any PPT  $P^*$  cannot convince V
- Succinctness: proof length / verification time are very small



#### SNARG for P

SNARG for Batch-NP



#### SNARG for P

• statement: x (true iff M(x) = 1 for a pre-determined poly-time TM M)

#### SNARG for Batch-NP



#### SNARG for P

- statement: x (true iff M(x) = 1 for a pre-determined poly-time TM M)
- succinctness: verification time is poly(|x|, log T), where T := M's runtime
- SNARG for Batch-NP



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- statement: x (true iff M(x) = 1 for a pre-determined poly-time TM M)
- succinctness: verification time is  $poly(|x|, \log T)$ , where T := M's runtime

#### SNARG for Batch-NP

• statement: (Ckt,  $x_1, \ldots, x_k$ ) (true iff  $\forall i \in [k], \exists w_i \text{ s.t. } Ckt(x_i, w_i) = 1$ )



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Both can be achieved under standard assumptions! (e.g., LWE, DLIN over bilinear maps, sub-exponential DDH) [CJJ21, KVZ21, HJKS22, WW22, CGJJZ23, ...]

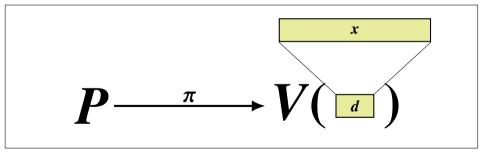
## Can Verification Time Be Sublinear in |Statement|?

• **Goal**: making verification time be sub-linear in |x| (for the case of P) and sub-linear in  $|x_1| + \cdots + |x_k|$  (for the case of Batch-NP)

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  - Possible if the statement is given to V in a pre-processed format

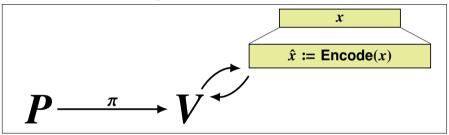
(e.g., V is given a digest of x or  $(x_1, \ldots, x_k)$  [KP16, CJJ21, KVZ21, DGKV22, ...])



# Our Target: Holographic SNARG (1/2) $\bigcirc$ **NTT**

Verification time is sub-linear in the statement length when V is given

oracle access to an encoding of the statement



#### Related notions:

 Holographic PCPs [BFLS91], Holographic IOPs [CHMMVW20, COS20], Holographic interactive proofs/arguments [GR17, BR22]

# Our Target: Holographic SNARG (2/2) ONT

#### Application:

• 2-round arguments of proximity [KR15], 3-round ZK arguments [BKP18, K22], probabilistically checkable arguments [BR22]

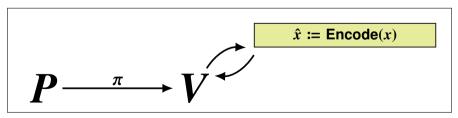
# Our Target: Holographic SNARG (2/2) ONT

#### Application:

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#### Why useful as building block?

- $\hat{x}$  has many nice proprieties (e.g., information theoretic & locally testable)
- Verification of arbitrary computations is reduced to simple checks about  $\hat{x}$





#### Theorem 1 (main result)

- Two **holographic SNARGs** under the LWE assumption
- **1.** For P, and verification time is  $poly(\lambda, log|x|, log T)$
- **2.** For Batch-NP, and verification time is  $poly(\lambda, |Ckt|, \log k)$
- $(\lambda := security parameter)$

(As in prior constructions, the encoding we use is low-degree encoding (LDE))



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(As in prior constructions, the encoding we use is low-degree encoding (LDE))

- Prior constructions: either in the designated-verifier setting [KRR22, BHK17] or under the sub-exponential hardness of LWE [K22]
- ► Ours: publicly verifiable and under the polynomial hardness of LWE ☺

Our Results (2/2)



Theorem 2 (application of our holographic SNARGs)

Public-coin 3-round ZK argument from slightly super-poly hardness of

LWE and keyless multi-collision-resistant hash function

- Our holographic SNARGs + existing transformation [BKP18, K22]
- Prior to this result:
  - Private-coin: slightly super-poly hardness is sufficient for LWE [BKP18] ©
  - Public-coin: sub-exponential hardness is required for LWE [K22] (8)

Our Results (2/2)



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    slightly super-poly hardness is sufficient for LWE [this work] ☺

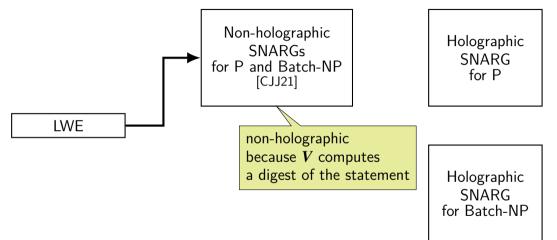


Holographic SNARG for P

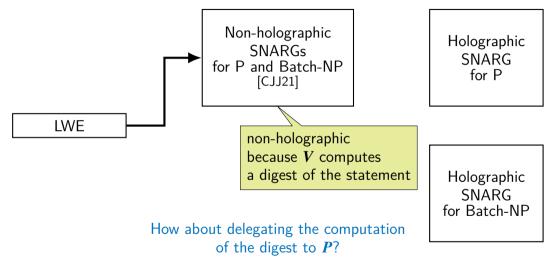
LWE

Holographic SNARG for Batch-NP

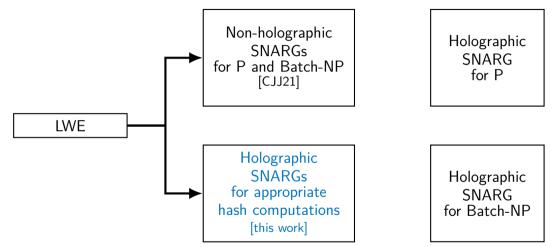




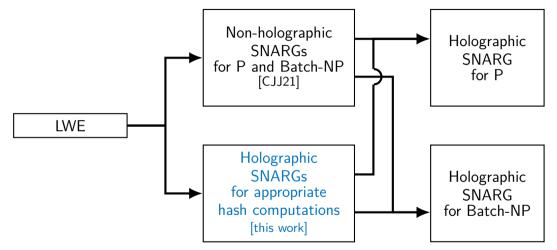




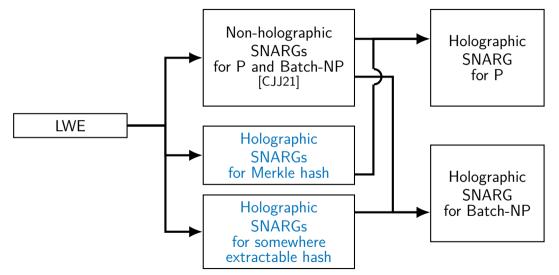




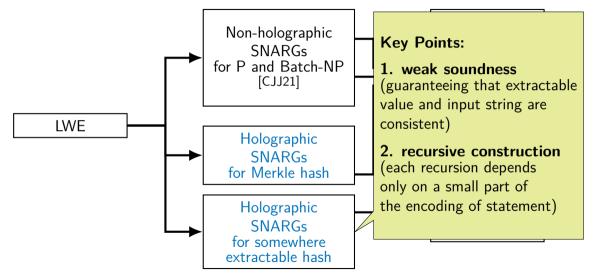




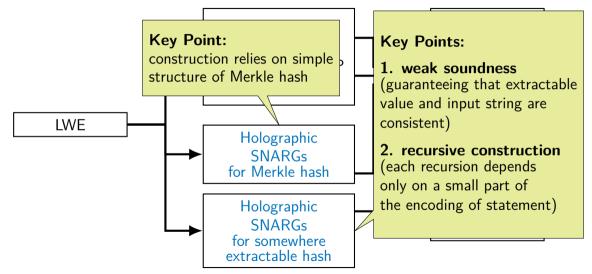












# Conclusion



#### • Main Result:

Holographic SNARGs for P and Batch-NP from LWE

#### ► Application:

• Public-coin 3-round ZK from weaker assumptions

(closing the gap between public-coin 3-round ZK and private-coin one)

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#### Thank you!

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