

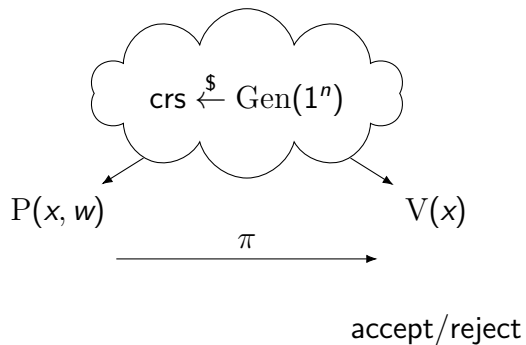
# On Weak NIZKs, One-way Functions and Amplification

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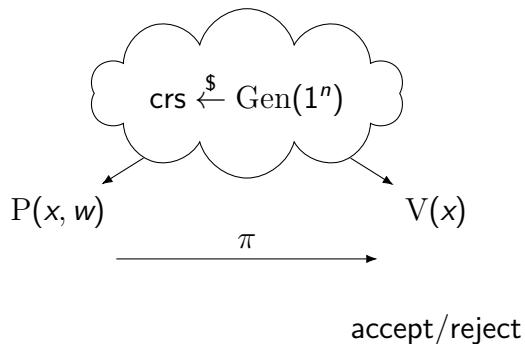
**James Hulett** (UIUC)

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# Non-Interactive Zero-Knowledge (for NP)

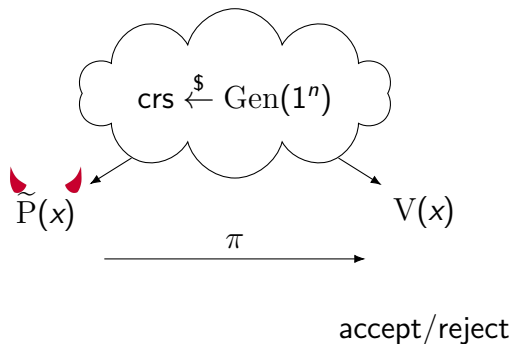


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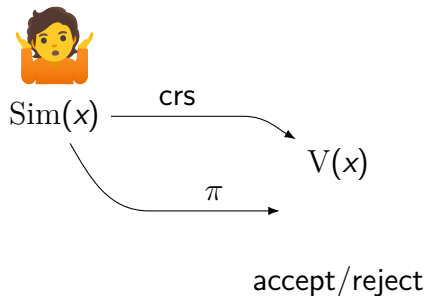
**Completeness:** If  $x \in \mathcal{L}$ ,  $\Pr[V \text{ accepts}] \geq 1 - \epsilon_c$ .

# Non-Interactive Zero-Knowledge (for NP)



**Soundness:** If  $x \notin \mathcal{L}$ , then for any nuPPT cheating prover  $\tilde{P}$ ,  $\Pr[V \text{ accepts}] \leq \epsilon_s$ .

# Non-Interactive Zero-Knowledge (for NP)



**Zero-Knowledge:** There is a simulator  $\text{Sim}$  that for every  $x \in \mathcal{L}$  is  $\epsilon_{\text{zk}}$  computationally indistinguishable from  $V$ 's view.

# NIZK and OWF

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Our goal: understand what happens if the error parameters are allowed to be large, even constant.

# Why Weak NIZKs?

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Recent work [GJS19,BKP+24,BG24,AK25] has shown that we can amplify “weak” NIZKs to get negligible errors.

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Viewpoint 1: understand if the hardness of constructing NIZKs is “inherent” or only comes from needing the errors to be small.

Viewpoint 2: if weak NIZKs give one-way functions, we can amplify “for free”!

# Main Results

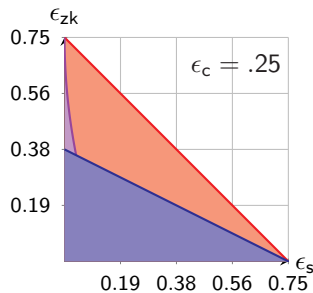
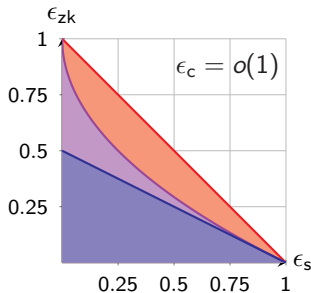
Suppose  $\text{NP} \not\subseteq \text{ioP/poly}$  and we have a weak NIZK for NP. Then one-way functions exist if for any polynomial  $p$ , any of the following hold:

- ▶  $\epsilon_c(n) + \epsilon_s(n) + 2\epsilon_{zk}(n) < 1 - \frac{1}{p(n)}$
- ▶  $\epsilon_c(n) + \epsilon_{zk}(n) + 2\sqrt{\epsilon_s(n)} < 1 - \frac{1}{p(n)}$
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(\* as long as *either*  $\text{NP} \not\subseteq \text{ioP/poly}$  or  $\text{NP} \subseteq \text{BPP}$ )

# Overview of Techniques

Each parameter regime uses different techniques to show that if one-way functions don't exist but NP has a weak NIZK,  $\text{NP} \subseteq \text{ioP}/\text{poly}$ :

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Our main technical insight is to modify the algorithm from [OW93] to:

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This replaces an *additive*  $\epsilon_{zk}$  loss with a *multiplicative*  $\frac{1}{\sqrt{\epsilon_s}}$  loss!

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Generalization to interactive zero-knowledge?

- ▶ Upcoming work: some progress, but seems stuck at constant rounds.

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Thanks!