

CIS 5560

Cryptography Lecture 21

Course website:

pratyushmishra.com/classes/cis-5560-s24/

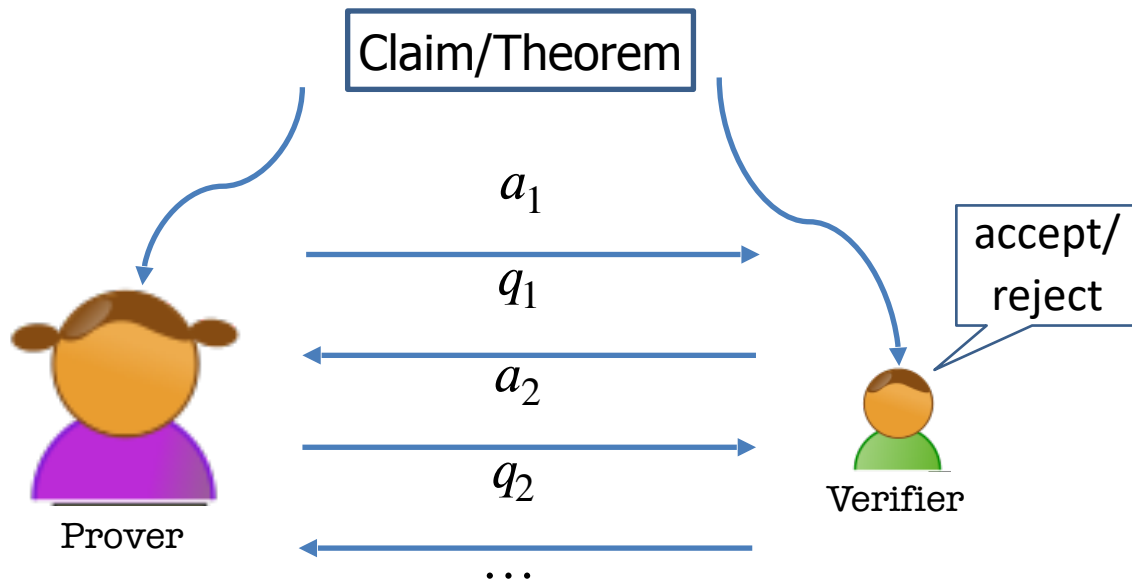
Announcements

- **HW 9 out**
 - Due **Wednesday Apr 17** at 11:59PM on Gradescope
 - Covers
 - One-time signatures
 - RSA-based signatures

Recap of last lecture

- What is a proof?
- Interactive Proofs
- *Zero-knowledge* interactive proofs

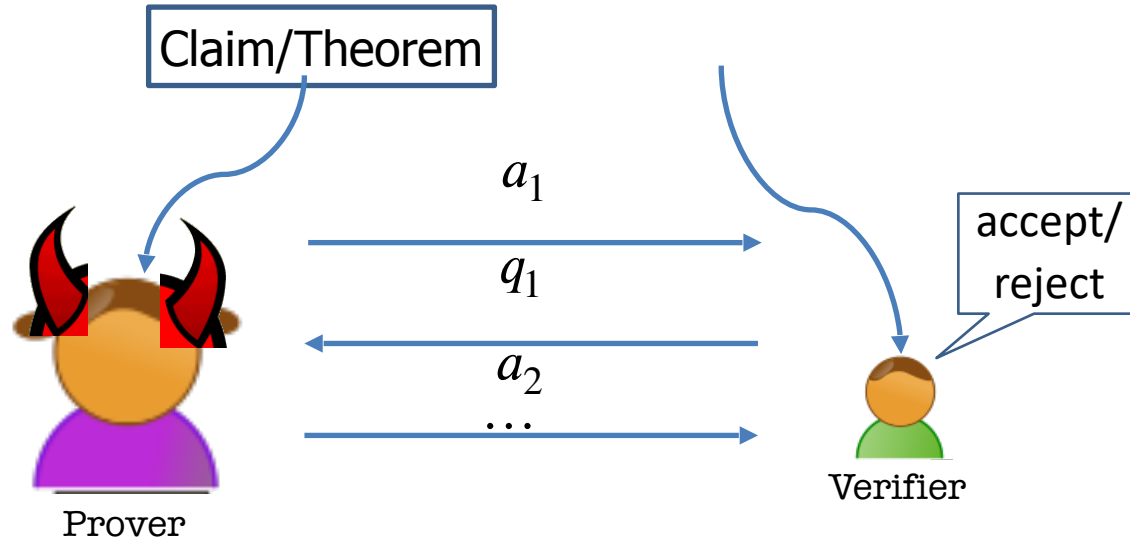
Interactive Proofs for a Language \mathcal{L}



Comp. Unbounded

Probabilistic
Polynomial-time

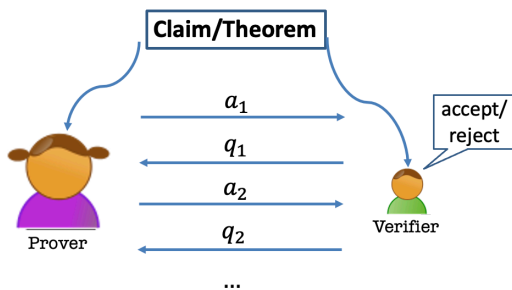
Interactive Proofs for a Language \mathcal{L}



Def: \mathcal{L} is an IP-language if there is a unbounded P and **probabilistic poly-time** verifier \underline{V} where

- **Completeness:** If $x \in \mathcal{L}$, \underline{V} always accepts.
- **Soundness:** If $x \notin \mathcal{L}$, **regardless of the cheating prover strategy**, \underline{V} accepts with negligible probability.

Interactive Proofs for a Language \mathcal{L}



Def: \mathcal{L} is an IP-language if there is a **probabilistic poly-time** verifier V where

- **Completeness:** If $x \in \mathcal{L}$,

$$\Pr[(P, V)(x) = \textit{accept}] = 1.$$

- **Soundness:** If $x \notin \mathcal{L}$, there is a negligible function negl s.t. for every P^* ,

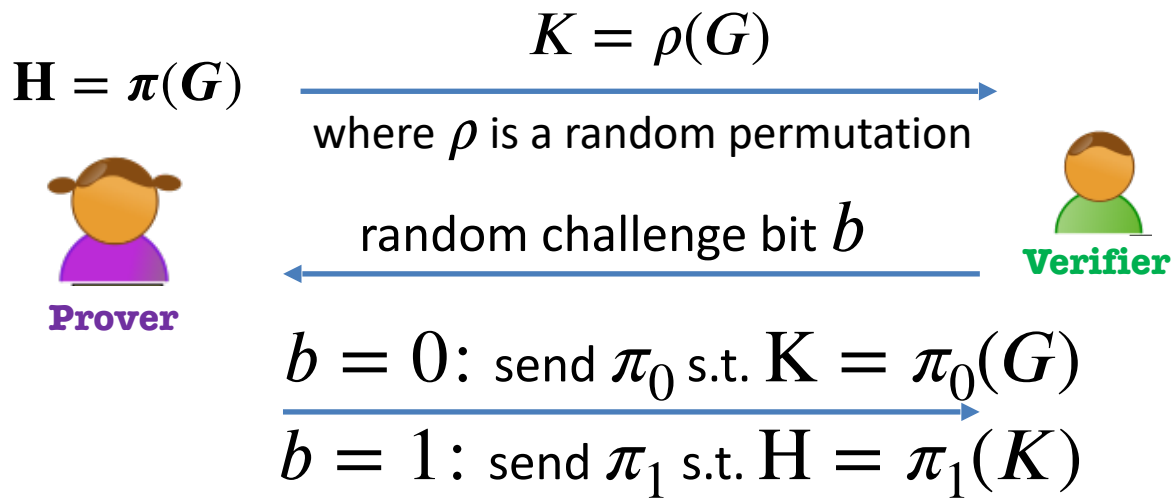
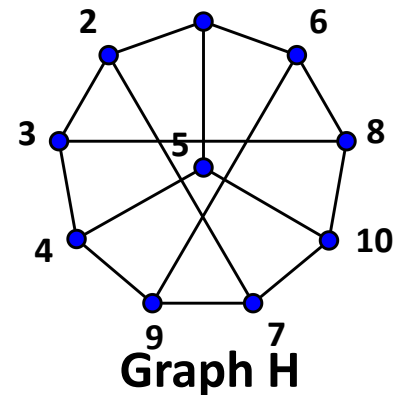
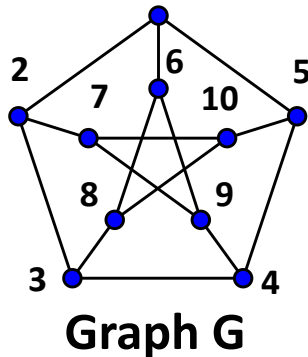
$$\Pr[(P^*, V)(x) = \textit{accept}] = \text{negl}(\lambda).$$

Today's Lecture

- Recap of GNI proof
- Look at “zero-knowledge” interactive proof for Graph Isomorphism
- Definition of Zero Knowledge
- Commitment Schemes
 - Pedersen Commitment Scheme

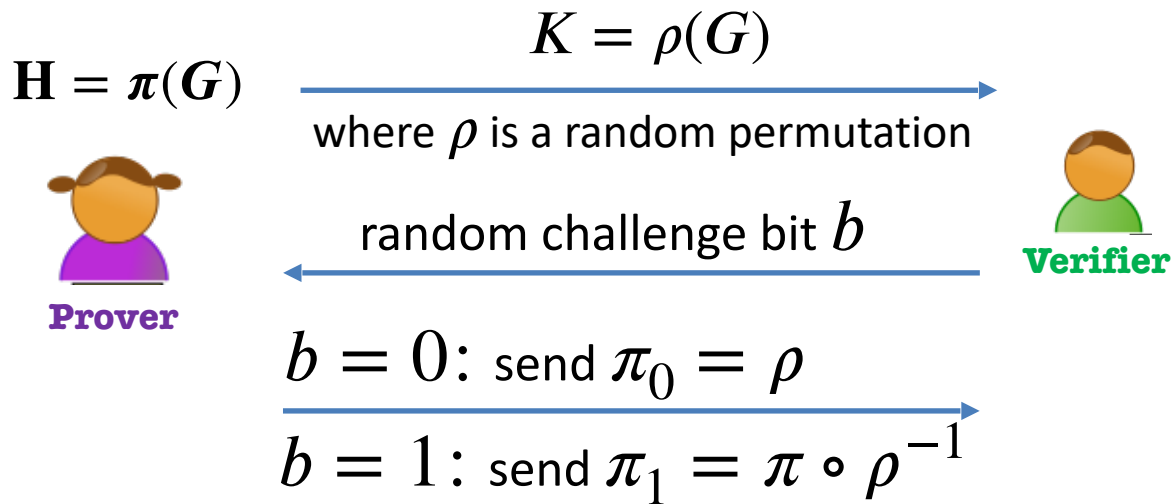
Recapping proof of GNI

ZK Proof for Graph Isomorphism



ZK Proof for Graph Isomorphism

Completeness?

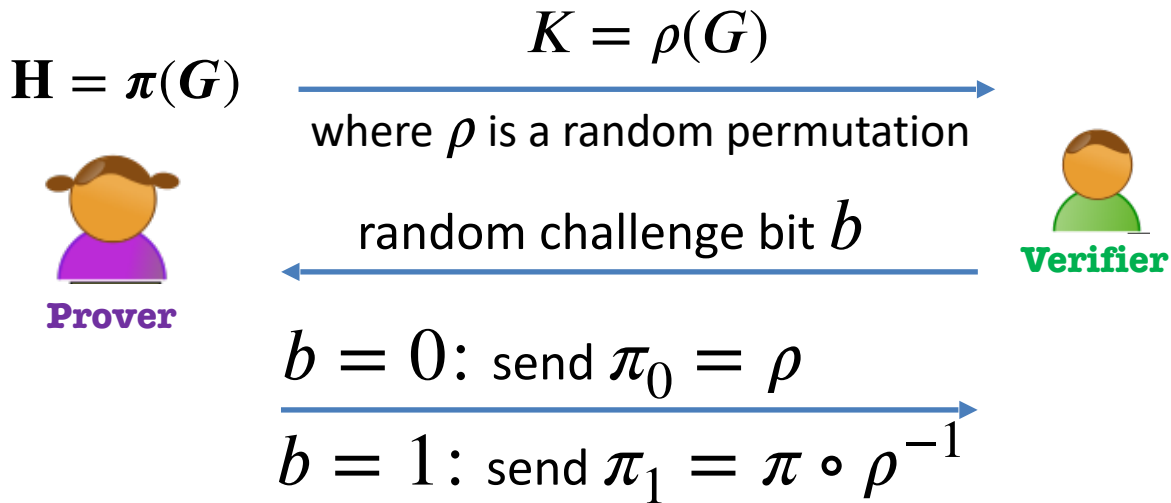


ZK Proof for Graph Isomorphism

Soundness: Suppose G and H are non-isomorphic, and a prover could answer both the verifier challenges. Then,

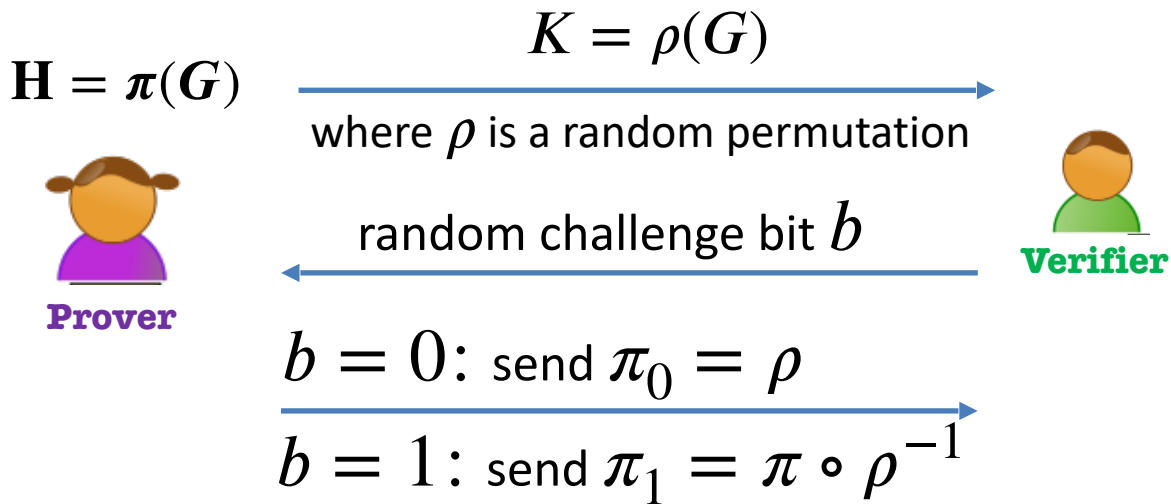
$$\mathbf{K} = \pi_0(G) \text{ and } \mathbf{H} = \pi_1(K).$$

In other words, $\mathbf{H} = \pi_1 \circ \pi_0(G)$, a contradiction!



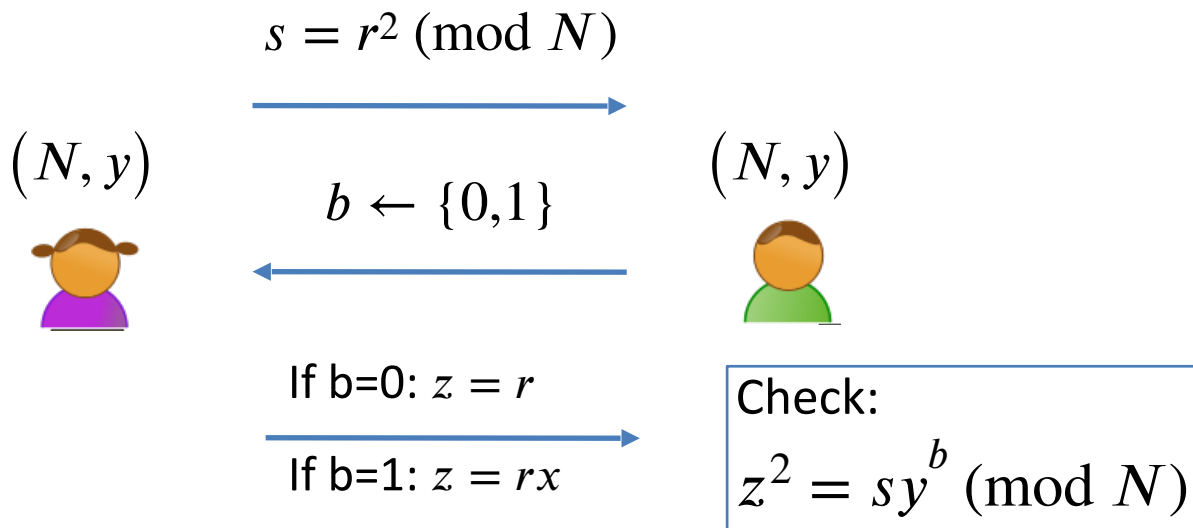
ZK Proof for Graph Isomorphism

Zero Knowledge?



Interactive Proof for QR

$$\mathcal{L} = \{(N, y) \mid \exists x \in \mathbb{Z}_N, y = x^2 \pmod N\}.$$



Completeness

Claim: If $(N, y) \in L$, then the verifier accepts the proof with probability 1.

Proof:

$$z^2 = (rx^b)^2 = r^2(x^2)^b = sy^b \pmod{N}$$

So, the verifier's check passes and he accepts.

Soundness

Claim: If $(N, y) \notin L$, then for every cheating prover P^* , the verifier accepts with probability at most $1/2$.

Proof: Suppose the verifier accepts with probability $> 1/2$.

Then, there is some $s \in \mathbb{Z}_N^*$ s.t. the prover produces

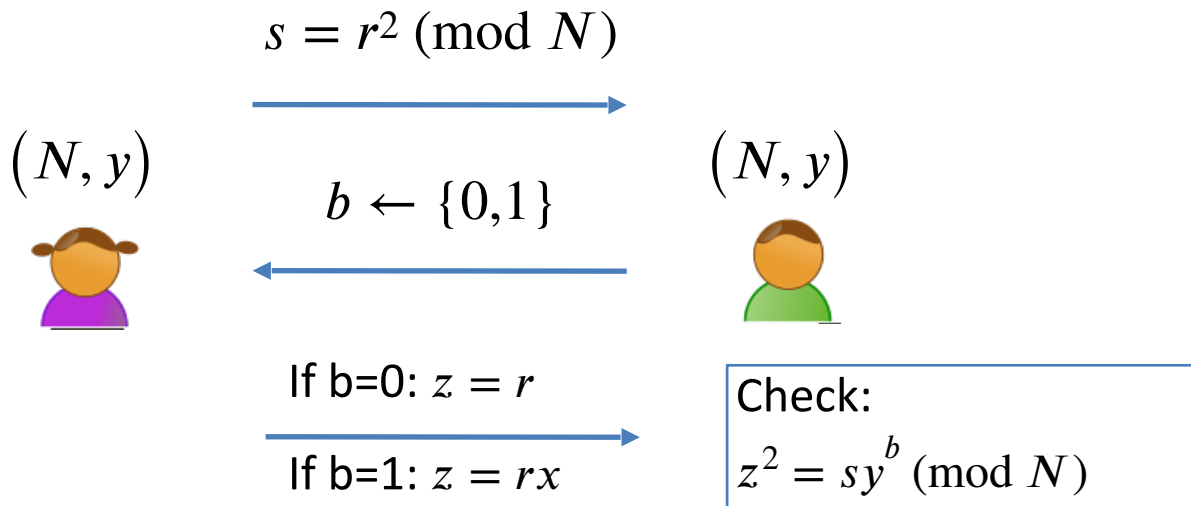
$$z_0 : z_0^2 = s \pmod{N}$$

$$z_1 : z_1^2 = sy \pmod{N}$$

This means $(z_1/z_0)^2 = y \pmod{N}$, which tells us that $(N, y) \in L$.

This is Zero-Knowledge.

But what does that mean?



How to Define Zero-Knowledge?

After the interaction, V knows:

- The theorem is true; and
- A **view** of the interaction
(= transcript + randomness of V)

P gives zero knowledge to V :

When the theorem is true, the view gives V nothing that he couldn't have obtained on his own without interacting with P .

How to Define Zero-Knowledge?

(P, V) is zero-knowledge if V can generate his **VIEW** of the interaction **all by himself** in **probabilistic polynomial time**.

How to Define Zero-Knowledge?

(P, V) is zero-knowledge if V can “simulate” his **VIEW** of the interaction **all by himself** in **probabilistic polynomial time**.

The Simulation Paradigm



$n_S:$
 (b, z)

$view_V(P, V):$
 $(s, b, z),$
Coins = b

PPT “simulator” S



(N, y)

$s = r^2 \pmod{N}$

$b \leftarrow \{0,1\}$

If $b=0: z = r$

If $b=1: z = rx$

(N, y)



Check:

$z^2 = sy^b \pmod{N}$

Zero Knowledge: Definition

An Interactive Protocol (P,V) is zero-knowledge for a language L if there exists a **PPT** algorithm S (a simulator) such that **for every** $x \in L$, the following two distributions are indistinguishable:

1. $view_V(P, V)$
2. $S(x, 1^\lambda)$

(P,V) is a zero-knowledge interactive protocol if it is complete, sound and zero-knowledge.

Perfect Zero Knowledge: Definition

An Interactive Protocol (P, V) is **perfect zero-knowledge** for a language L if there exists a PPT algorithm S (a simulator) such that for every $x \in L$, the following two distributions are **identical**:

1. $view_V(P, V)$
2. $S(x, 1^\lambda)$

(P, V) is a zero-knowledge interactive protocol if it is complete, sound and zero-knowledge.

Computational Zero Knowledge: Definition

An Interactive Protocol (P,V) is **computational zero-knowledge** for a language L if there exists a PPT algorithm S (a simulator) such that for every $x \in L$, the following two distributions are **computationally indistinguishable**:

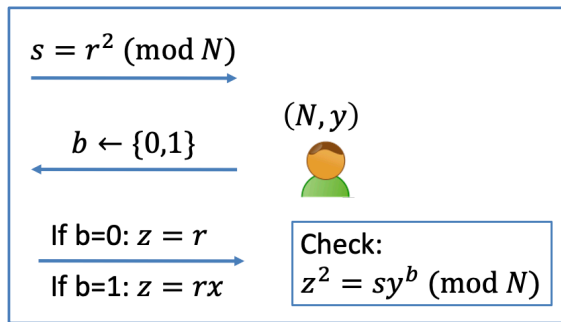
1. $view_V(P, V)$

2. $S(x, 1^\lambda)$

(P,V) is a zero-knowledge interactive protocol if it is complete, sound and zero-knowledge.

Zero Knowledge

Claim: The QR protocol is zero knowledge.



$view_V(P, V)$:
 (s, b, z)

Simulator S works as follows:

1. First pick a random bit b .
2. pick a random $z \in Z_N^*$.
3. compute $s = z^2 / y^b$.
4. output (s, b, z) .

Exercise: The simulated transcript is identically distributed as the real transcript in the interaction (P, V) .