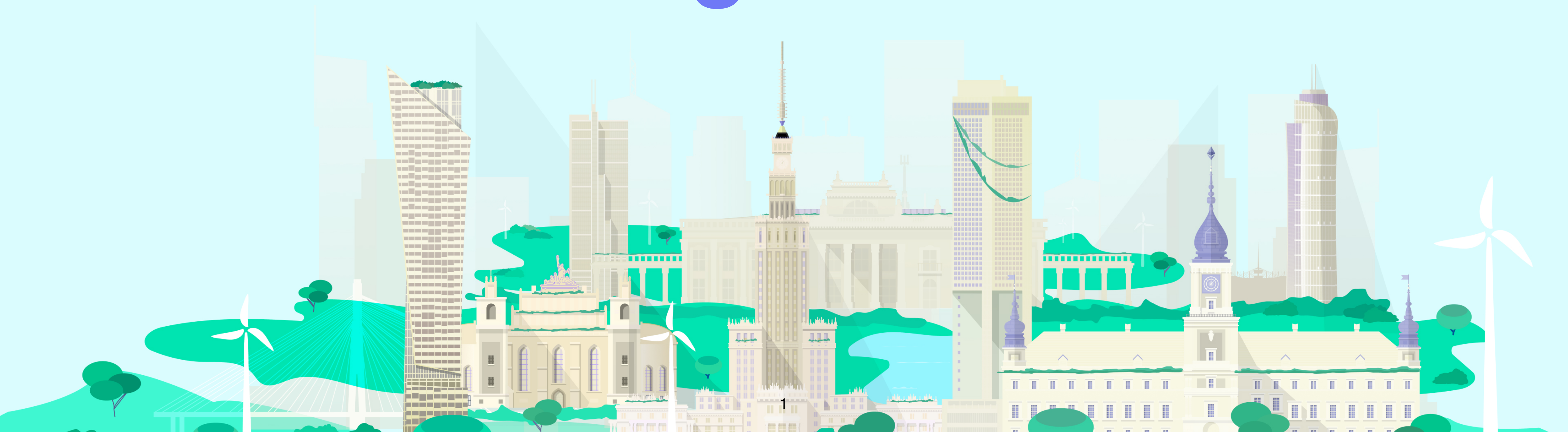




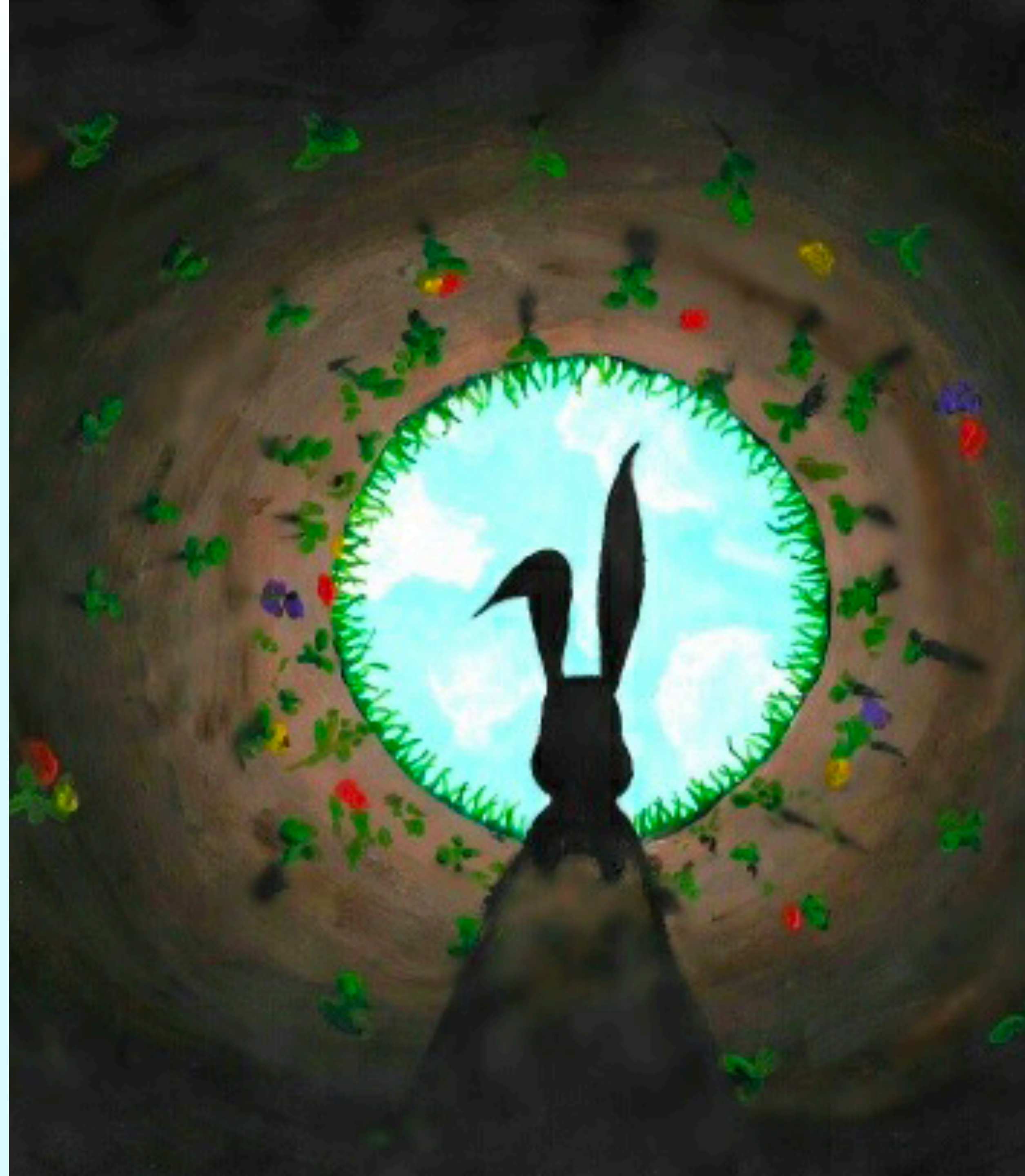
eth warsaw

Introduction to Zero Knowledge



How it all began

- Fall 2017 - a small after-hours project
- Became spiral of extremely positive events



How it all began

- EDCON 2017 in Paris
- Founded ETHWORKS
- Unilogin (founded and failed)
- Waffle and useDApp
- Grow Ethworks from 20+ to 40+ in 7 months
- Organised 0xHack with 1000+ participants
- ETHWORKS got acquired
- CTO at TrustToken
- Watch next generation creating EthWarsaw



I was **lucky**. I **bet boldly**.
And I achieved far more than
what I **dreamed of**.

So many dreams come true...

- work with great people
- do great engineering work
- take part in impactful projects
- build popular opensource
- And many others...

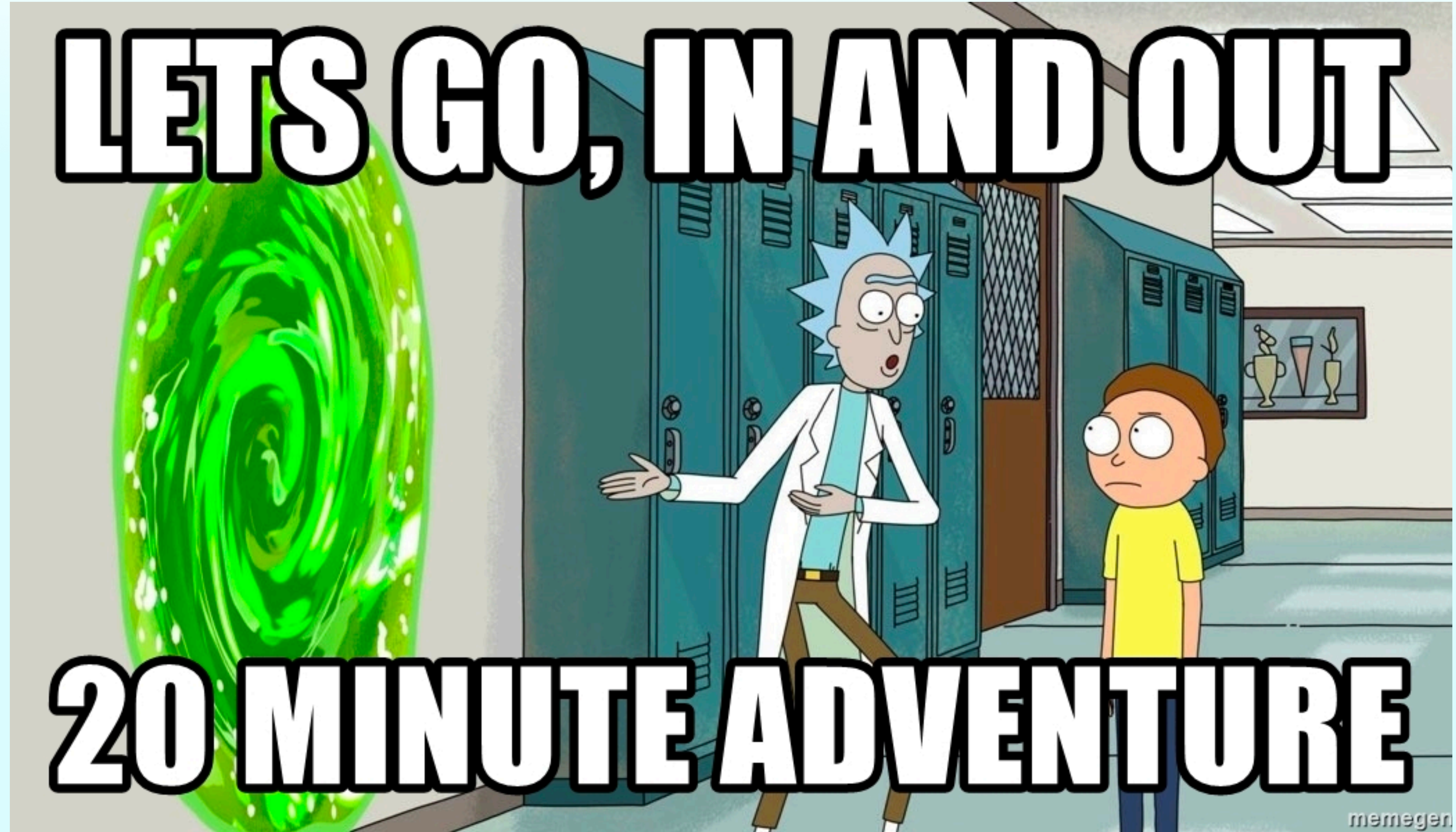
but most importantly...

- I was **at the frontier**

I keep looking for **bold bets** ever since. I am looking to be **at the frontier.**

Call to adventure...

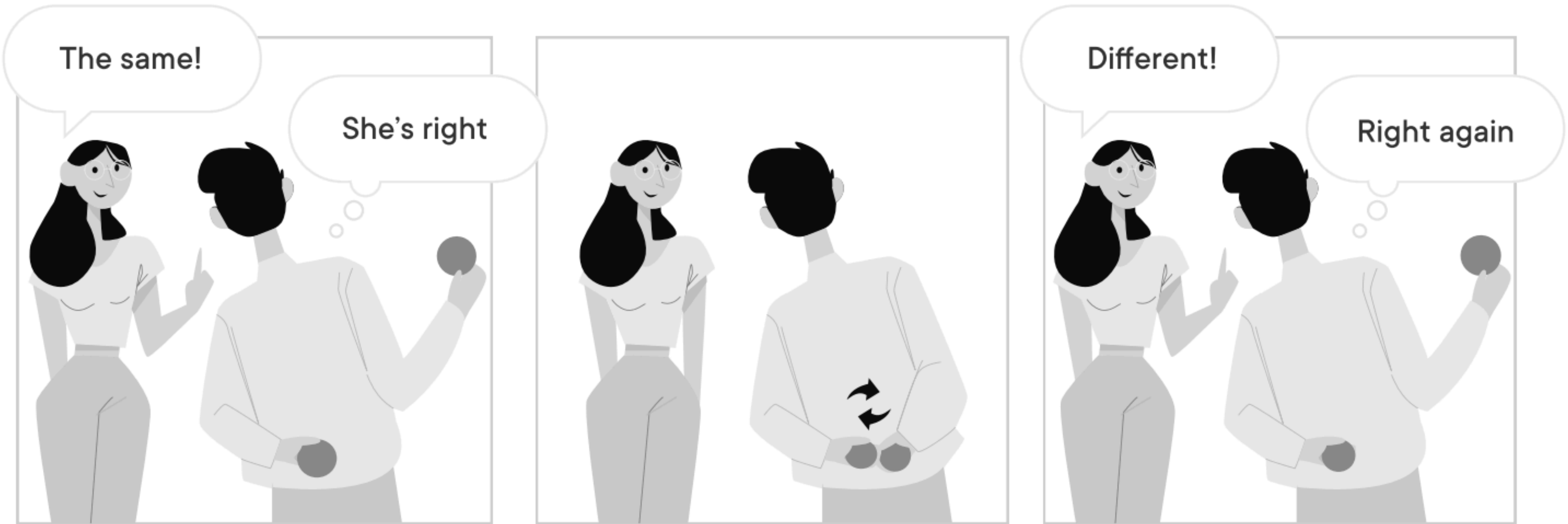
I would like to invite you to **bet big**, to get to **frontiers**.
And today I am sharing with you
my **best bet by far**.



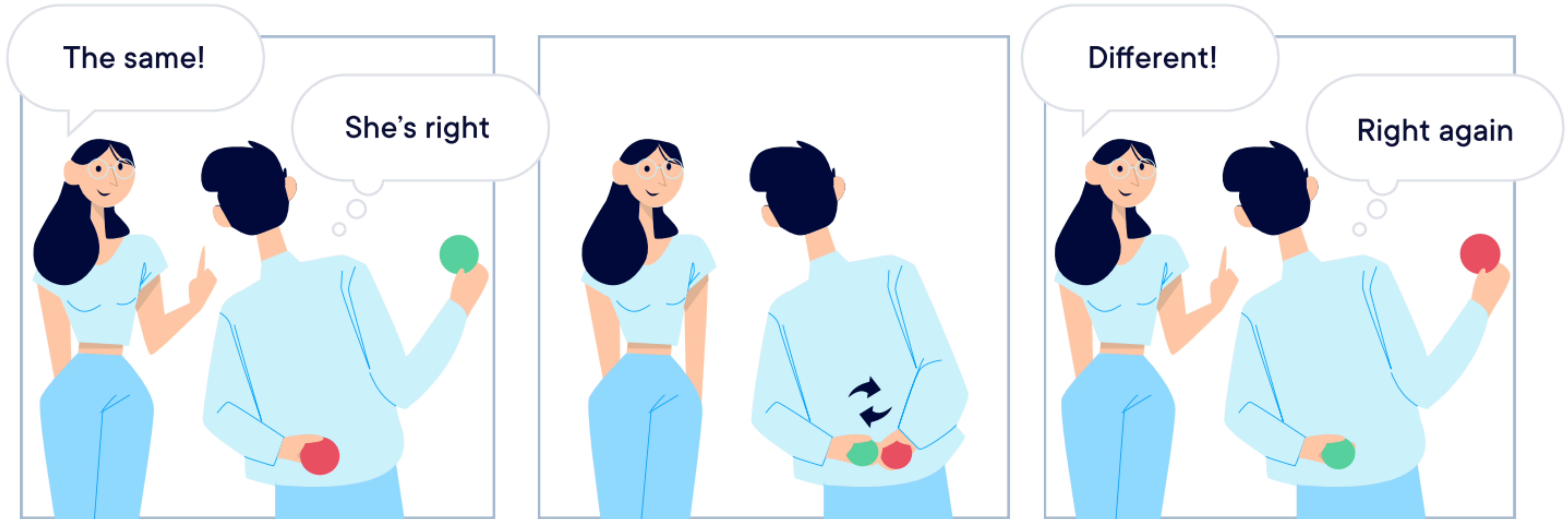
Introduction to Zero Knowledge

Color blind example

What Victor (verifier) sees



What Peggy (prover) sees



Sudoku example

	9			8		4		
		2		4	1			5
3							6	
	1							
7	6			2			1	9
							8	
	2							8
5			2	9		3		
		4		5			2	

?





1	9	7	6	8	5	4	3	2
6	8	2	3	4	1	7	9	5
3	4	5	9	7	2	8	6	1
4	1	8	5	6	9	2	7	3
7	6	3	8	2	4	5	1	9
2	5	9	7	1	3	6	8	4
9	2	6	4	3	7	1	5	8
5	7	1	2	9	8	3	4	6
8	3	4	1	5	6	9	2	7



Random permutation

1	9	7	6	8	5	4	3	2
6	8	2	3	4	1	7	9	5
3	4	5	9	7	2	8	6	1
4	1	8	5	6	9	2	7	3
7	6	3	8	2	4	5	1	9
2	5	9	7	1	3	6	8	4
9	2	6	4	3	7	1	5	8
5	7	1	2	9	8	3	4	6
8	3	4	1	5	6	9	2	7



2	3	1	9	7	4	5	6	8
9	7	8	6	5	2	1	3	4
6	5	4	3	1	8	7	9	2
5	2	7	4	9	3	8	1	6
1	9	6	7	8	5	4	2	3
8	4	3	1	2	6	9	7	5
3	8	9	5	6	1	2	4	7
4	1	2	8	3	7	6	5	9
7	6	5	2	4	9	3	8	1



Victor can make one of 28 choices:

- **Choose one of the rows**
- Choose one of the columns
- Choose one of the sub-boxes
- See the permuted version of the original puzzle

6	5	4	3	1	8	7	9	2

Victor can make one of 28 choices:

- Choose one of the rows
- Choose one of the columns
- Choose one of the sub-boxes
- **See the permuted version of the original puzzle**

	3			7		5		
		8		5	2			4
6							9	
	2							
1	9			8			2	3
							7	
	8							7
4			8	3		6		
		5		4			8	

Production

Rules

- account balance ≥ 0
- tx.in = tx.out
- tx signature is valid

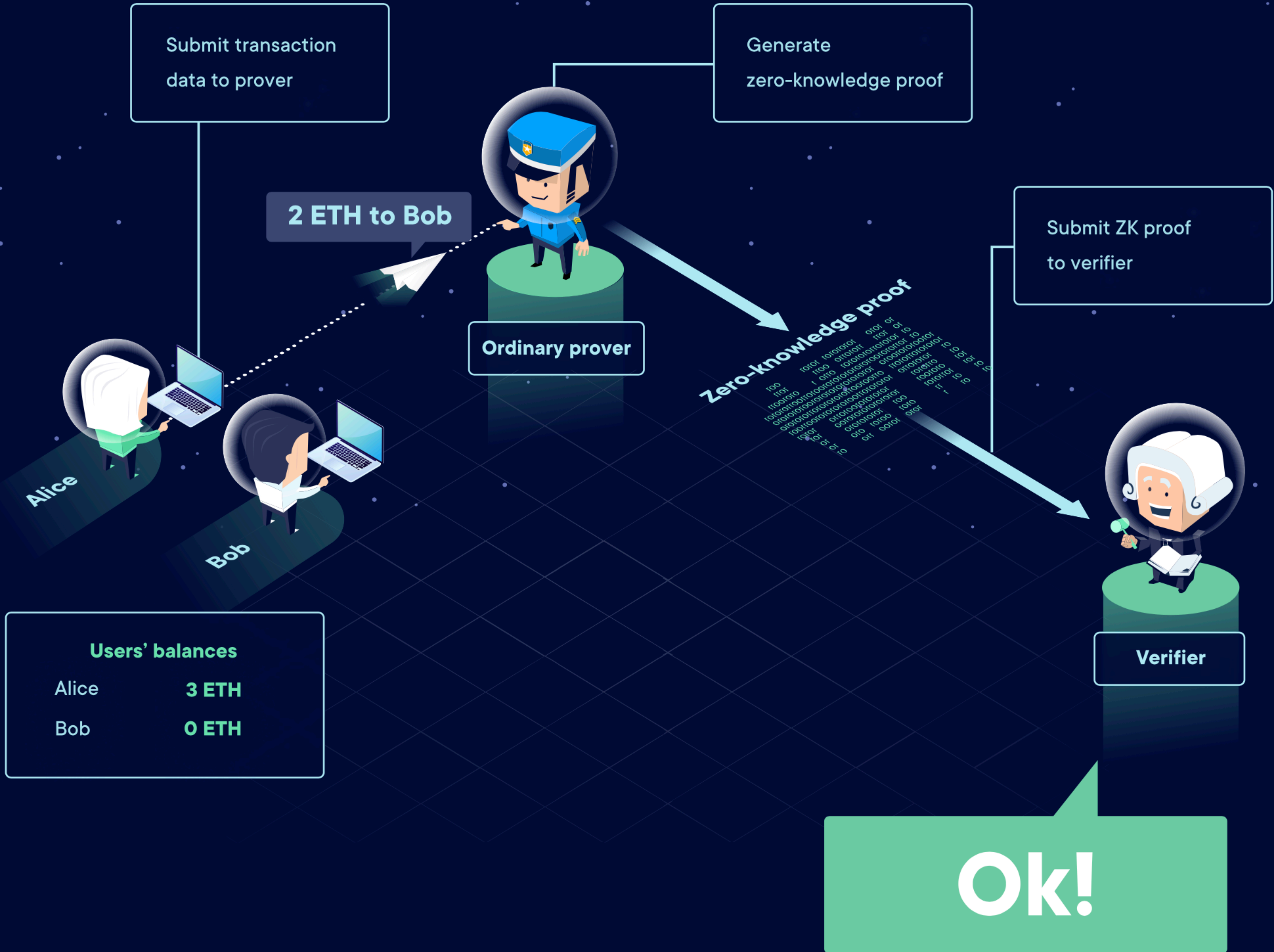
Use rules to create ZK circuit

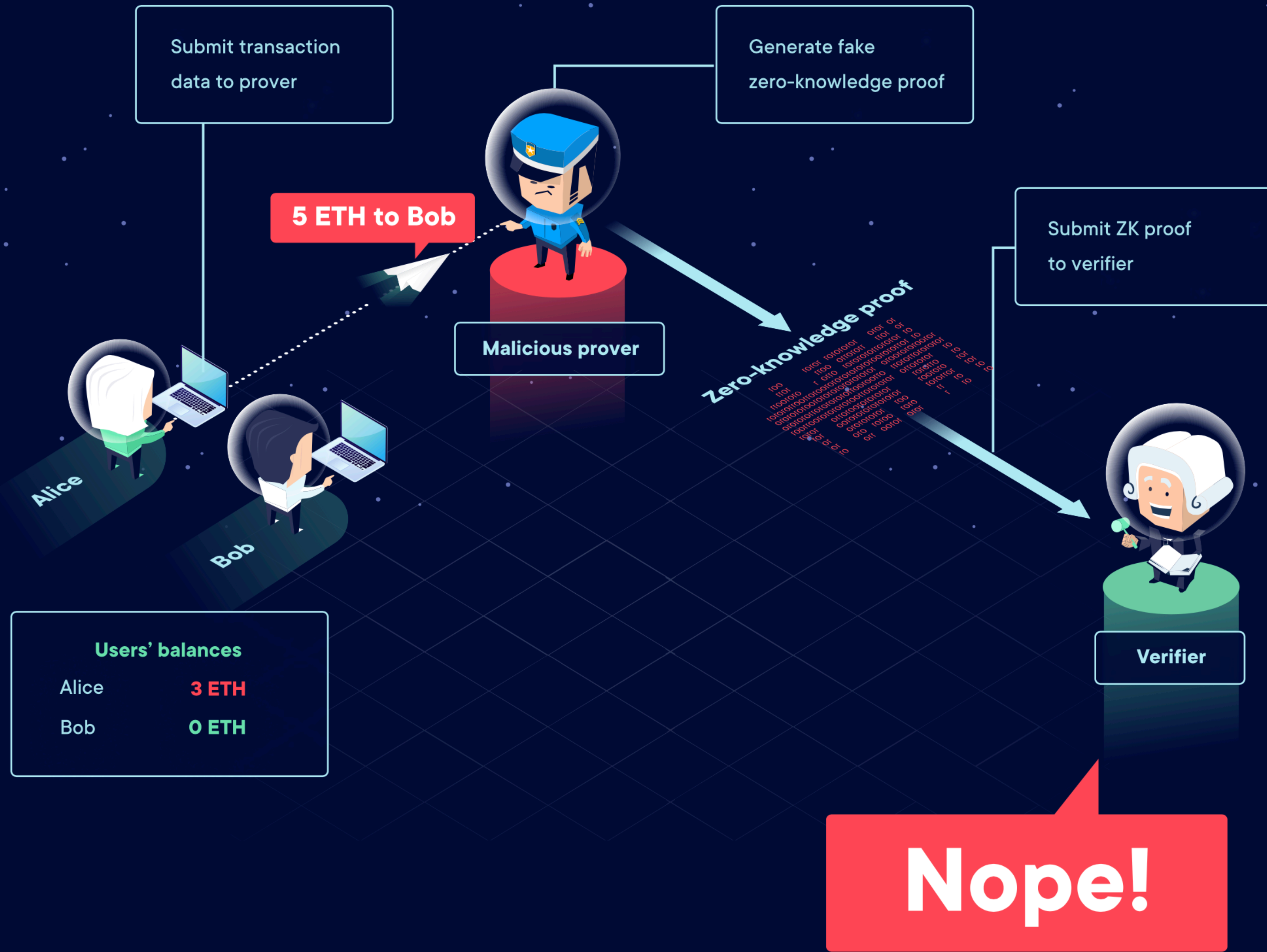
Generate prover
and verifier

Verifier

Prover







Oh right, what we can do with it?

- Verifiable random function
- Verifiable delay function (VDF)
- On-chain mixers
- Privacy oriented cryptocurrencies
- Layer 2
- Compress blockchain: Mina



Verifiable random function (PoS)

RANDOM SERIES: 42, 42, 42, 42

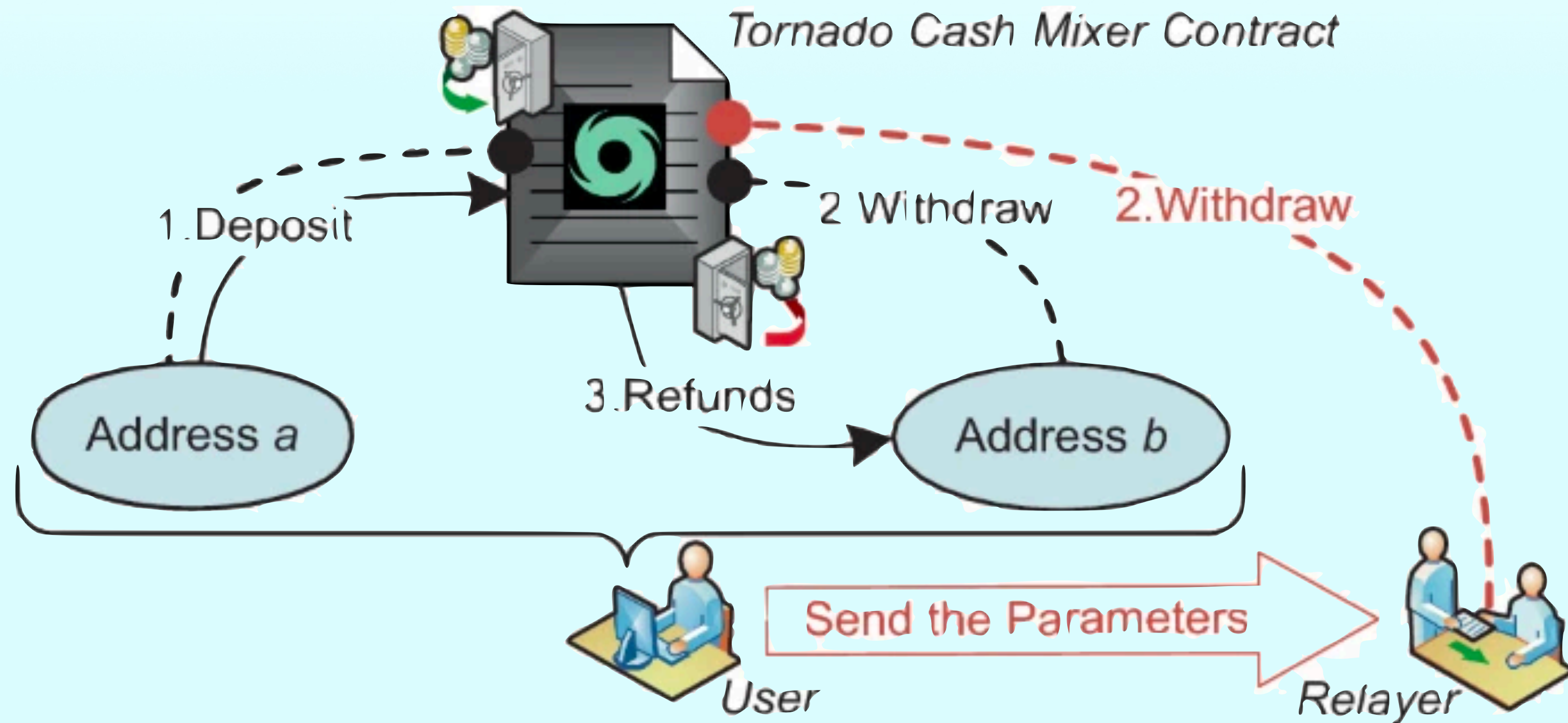
$$\text{RANDOM}(X) = \text{HASH}(x)$$

Verifiable delay function

DEALED RANDOM(x) = HASH^{BIG}(x)

Tornado Cash

- You can input the deposit from the addr. A
0.1ETH, 1ETH, 10ETH or 100ETH
- Get a note in return (zk-proof)
- Can forward the note to Relayer who will execute the transaction
- A note will be added to Nullifiers

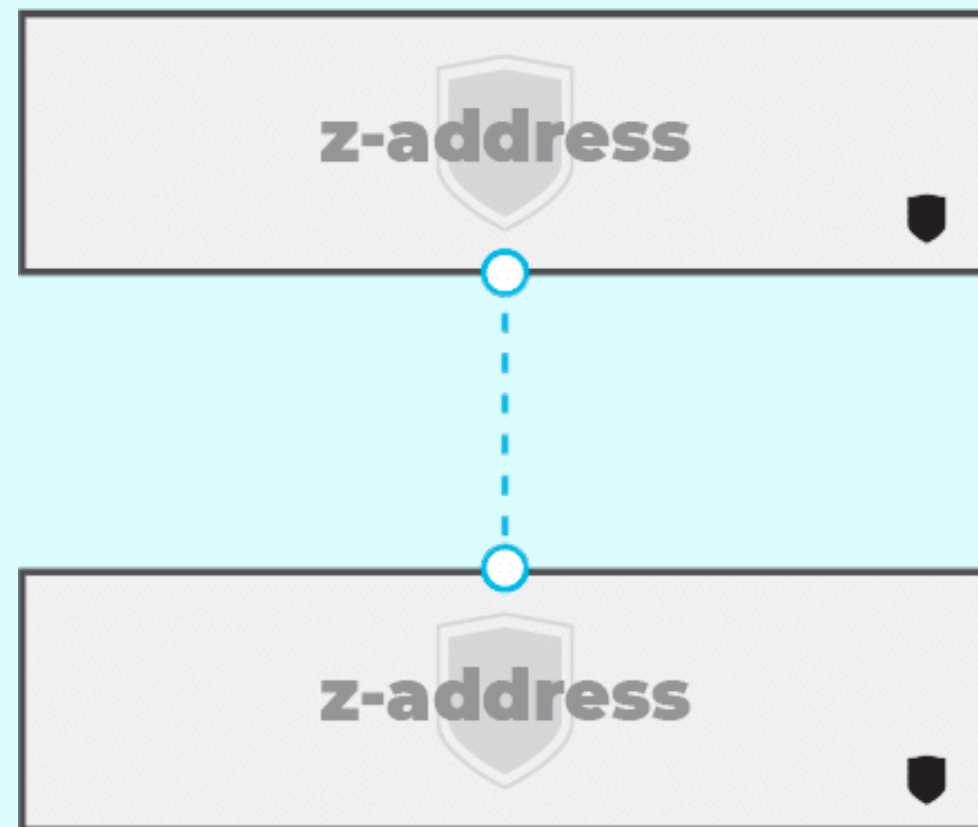


Tornado Cash Nova

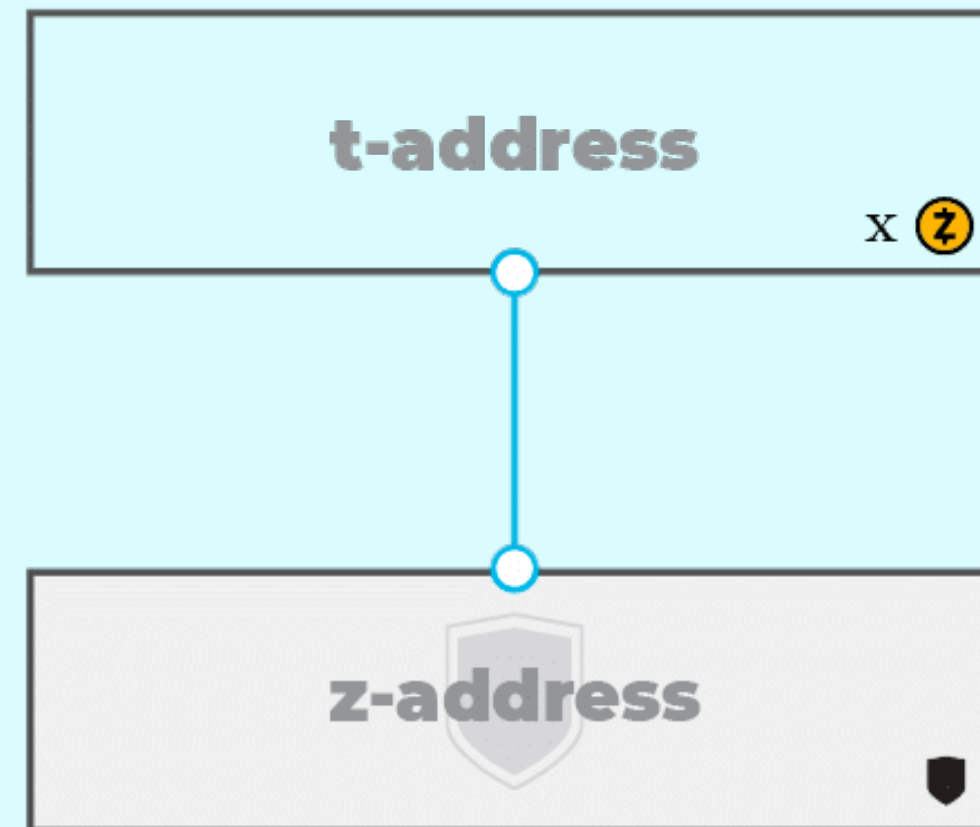
- Support notes splitting
- Briding to Gnosis Chain
- Released in December
- Also coming: Railgun

Zcash

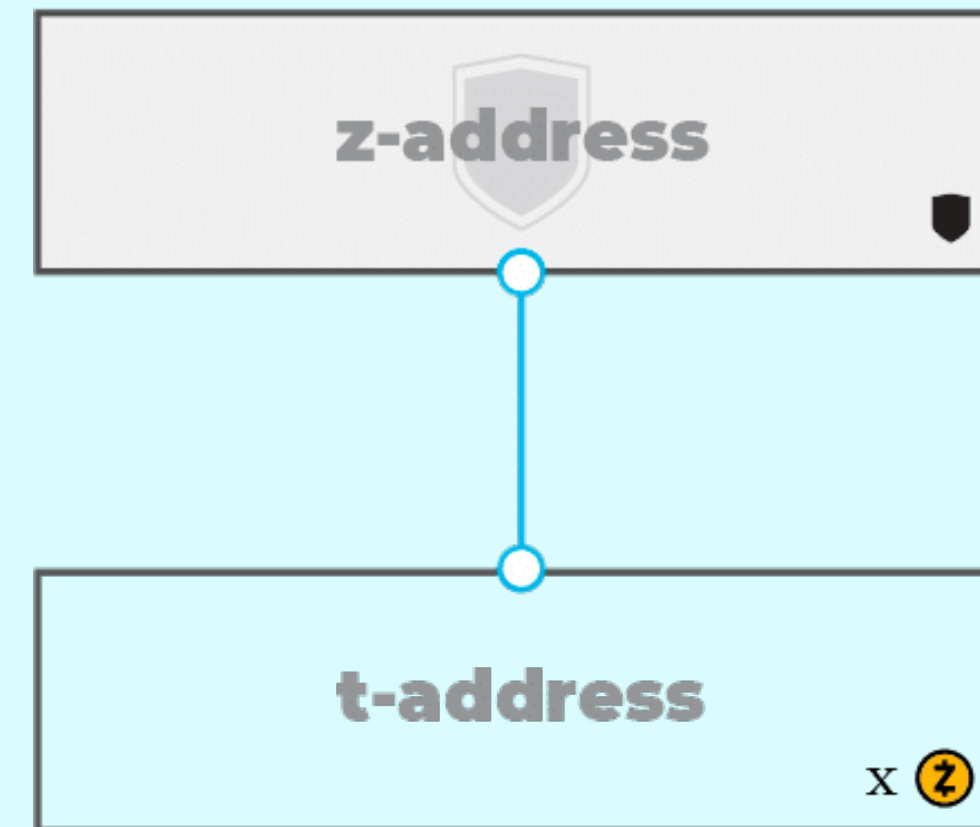
Private



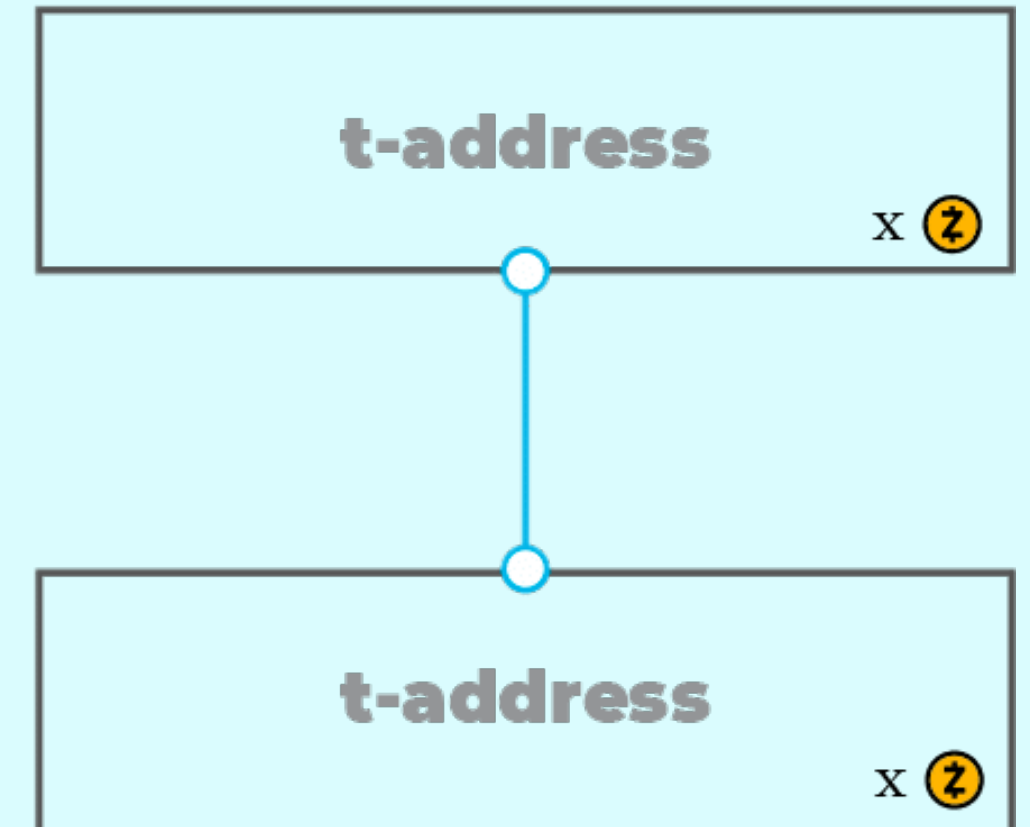
Deshielding



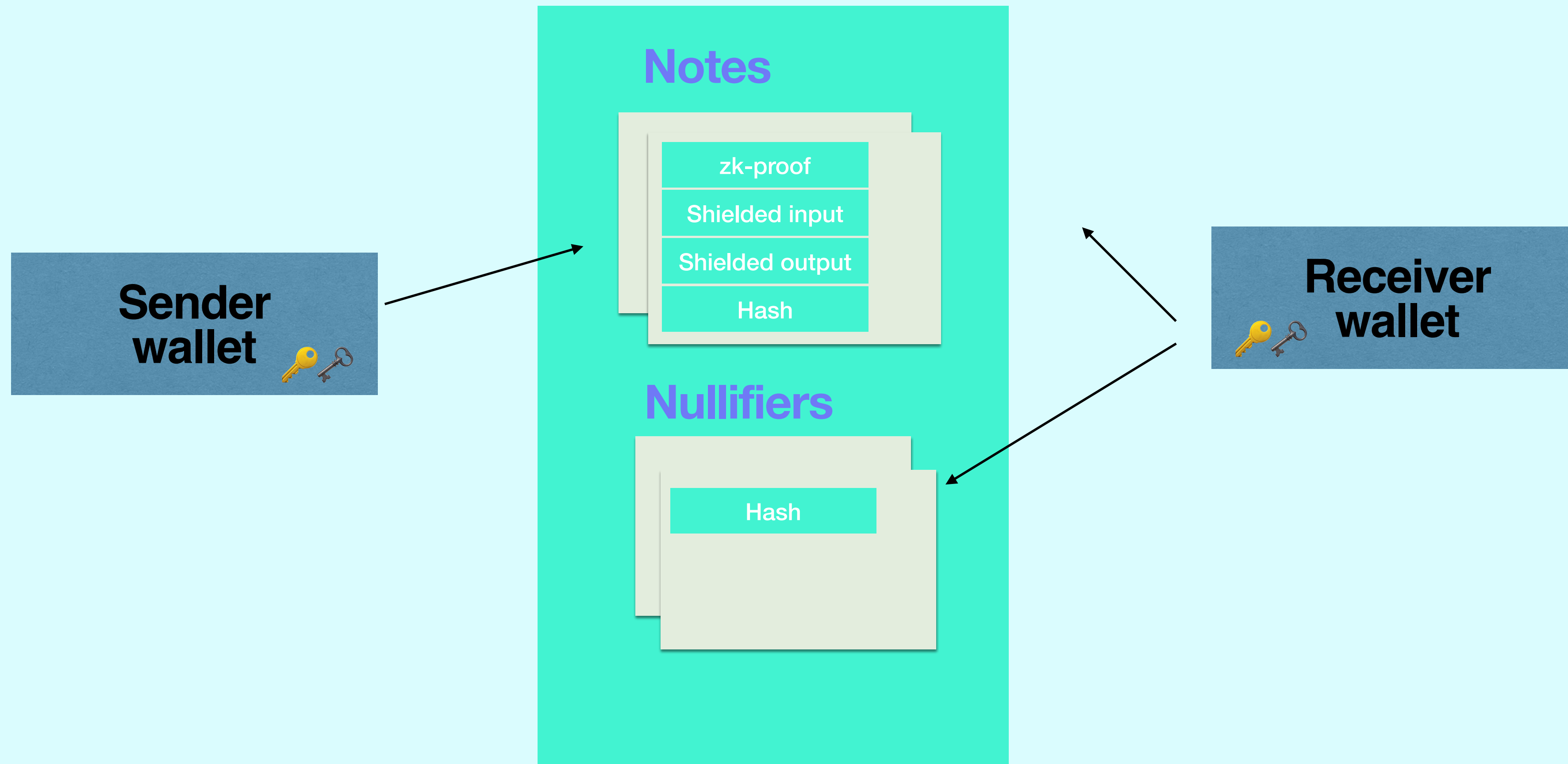
Shielding



Public



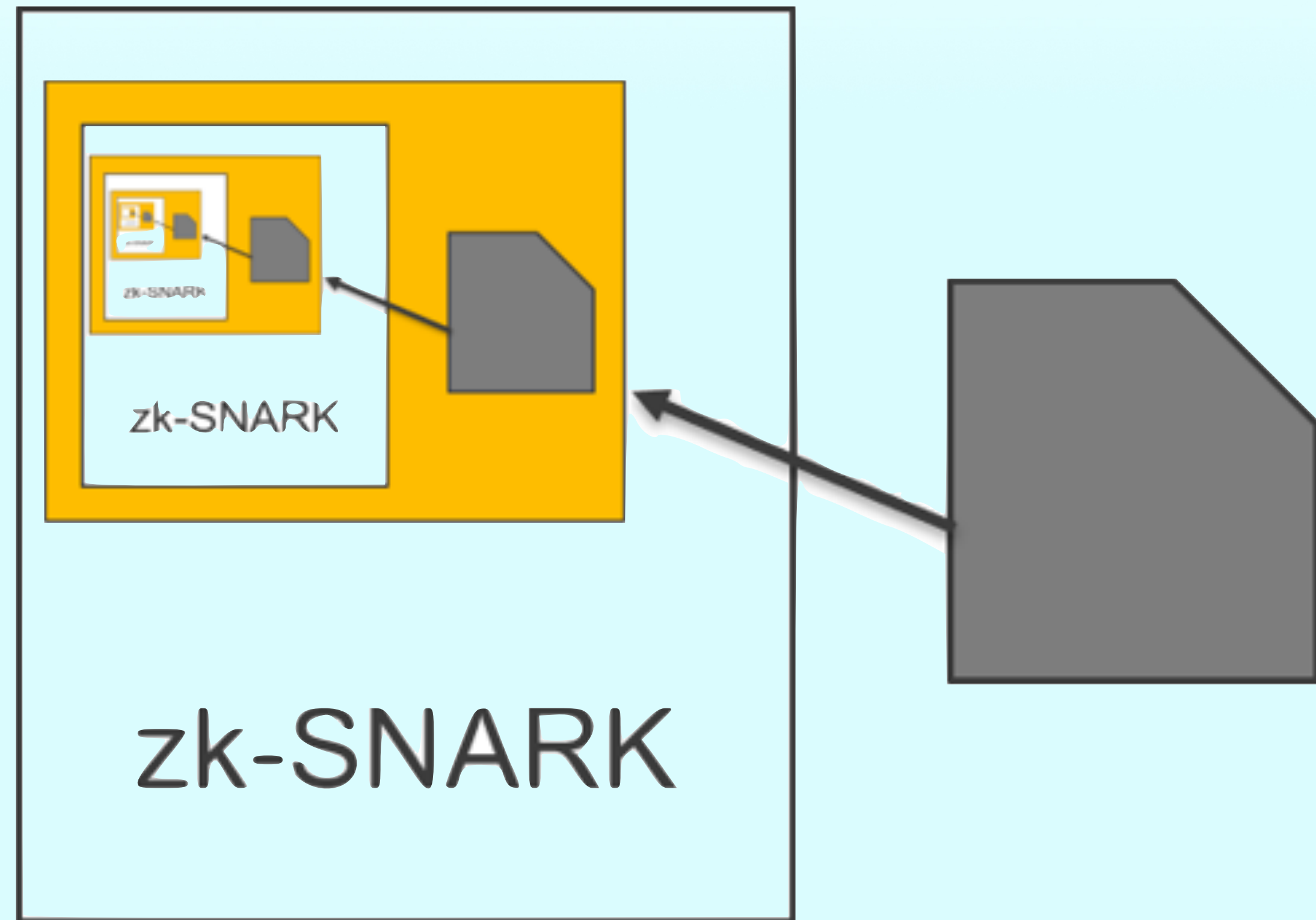
Zcash private transactions



Mina Blockchain

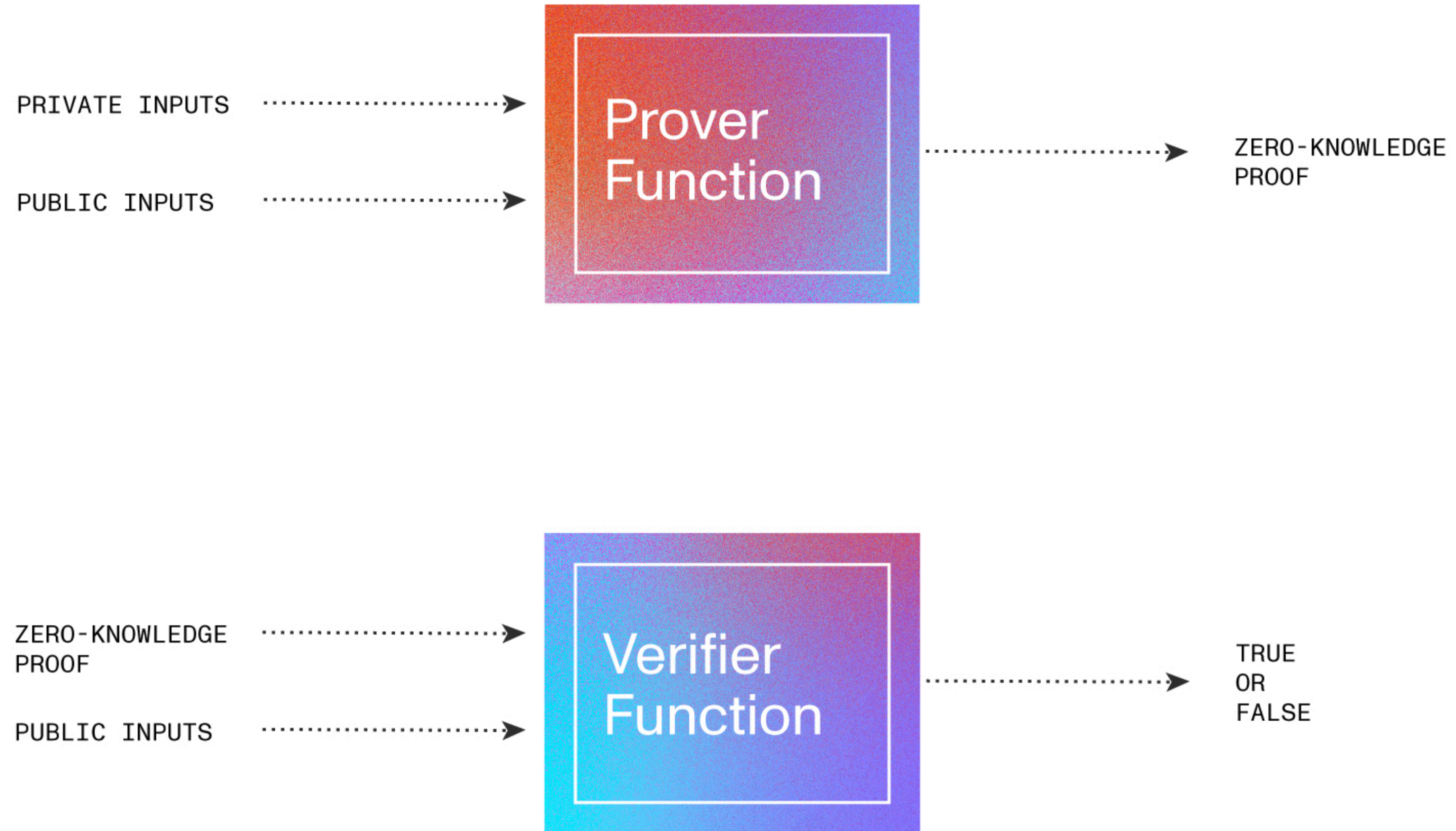
22KB¹

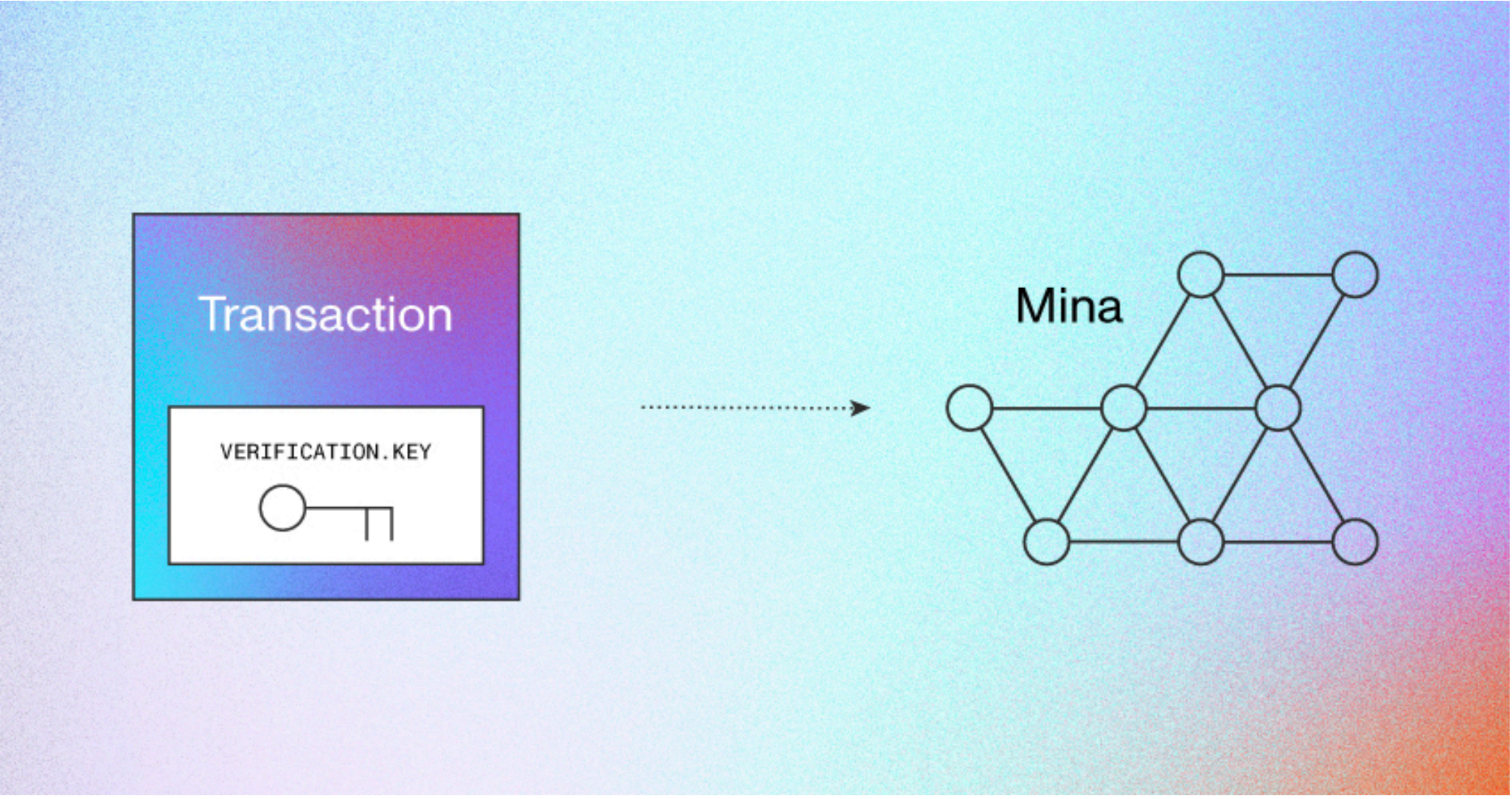
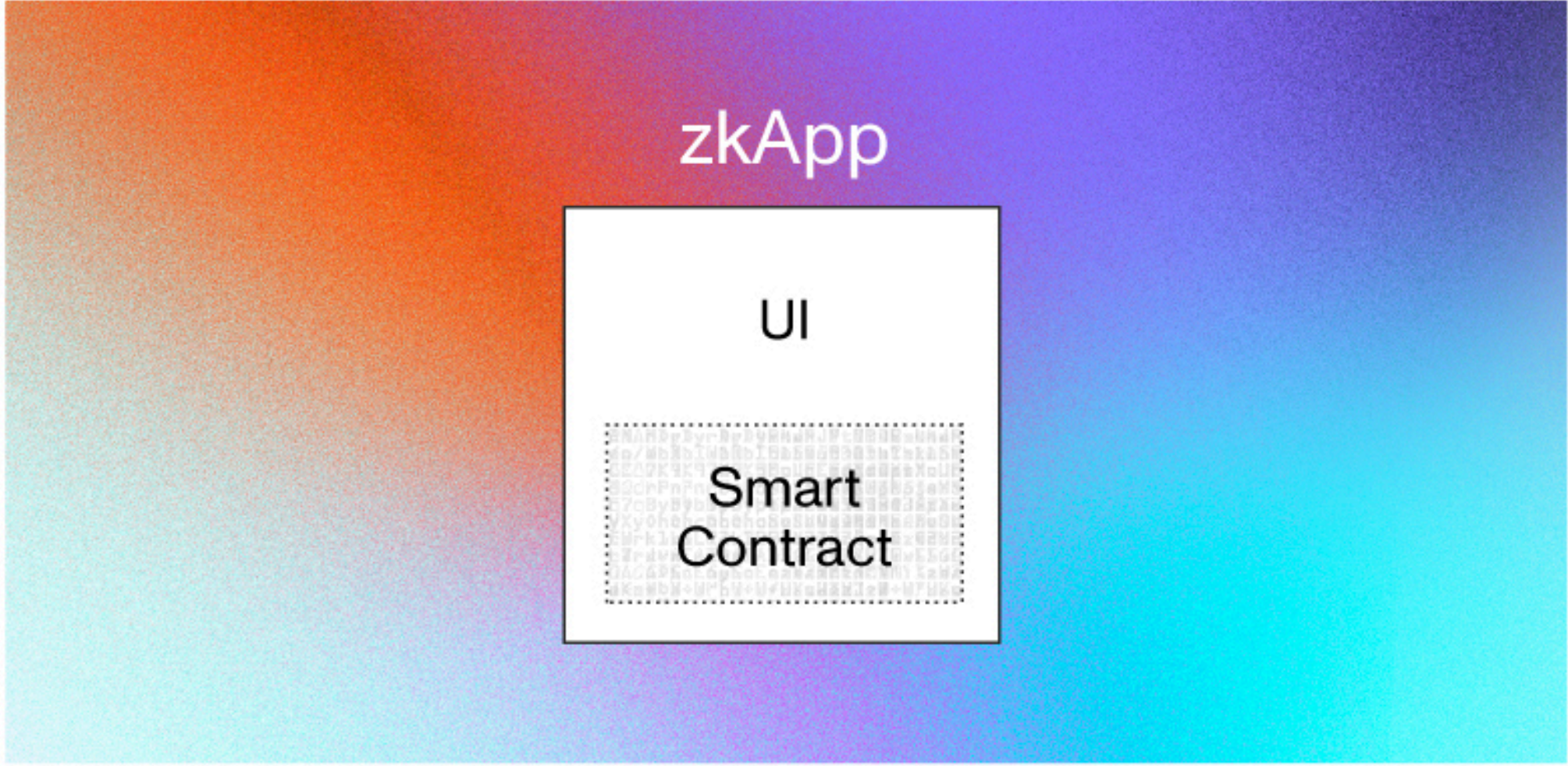
FIXED SIZE



Example zkApp:

<https://github.com/o1-labs/zkapp-cli/blob/main/examples/tictactoe/ts/src/index.ts>





```
class TicTacToe extends SmartContract {
  // The board is serialized as a single field element
  @state(Field) board: State<Field>;
  // false -> player 1 | true -> player 2
  @state(Bool) nextPlayer: State<Bool>;
  // defaults to false, set to true when a player wins
  @state(Bool) gameDone: State<Bool>;

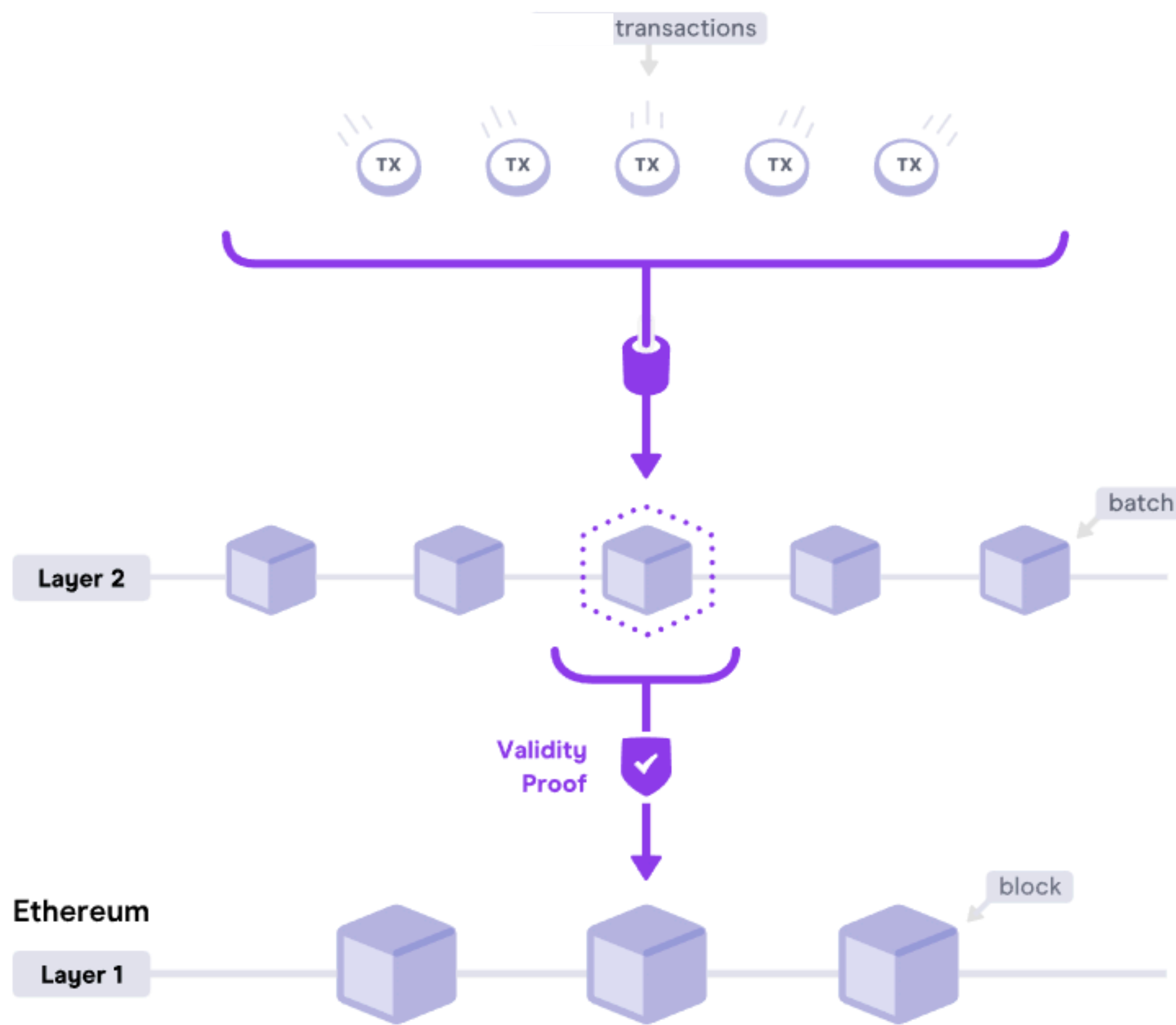
  // player 1's public key
  player1: PublicKey;
  // player 2's public key
  player2: PublicKey;

  // initialization
  constructor(
    initialBalance: UInt64,
    address: PublicKey,
    player1: PublicKey,
    player2: PublicKey
  ) {
    super(address);
    this.balance.addInPlace(initialBalance);
    this.board = State.init(Field.zero);
    this.nextPlayer = State.init(new Bool(false)); // player 1 starts
    this.gameDone = State.init(new Bool(false));

    // set the public key of the players
    this.player1 = player1;
    this.player2 = player2;
  }
}
```

```
// get player token
const player = Circuit.if(
  pubkey.equals(this.player1),
  new Bool(false),
  new Bool(true)
);
```

zkRollups



Many validity proofs
can be included in one layer 1 block

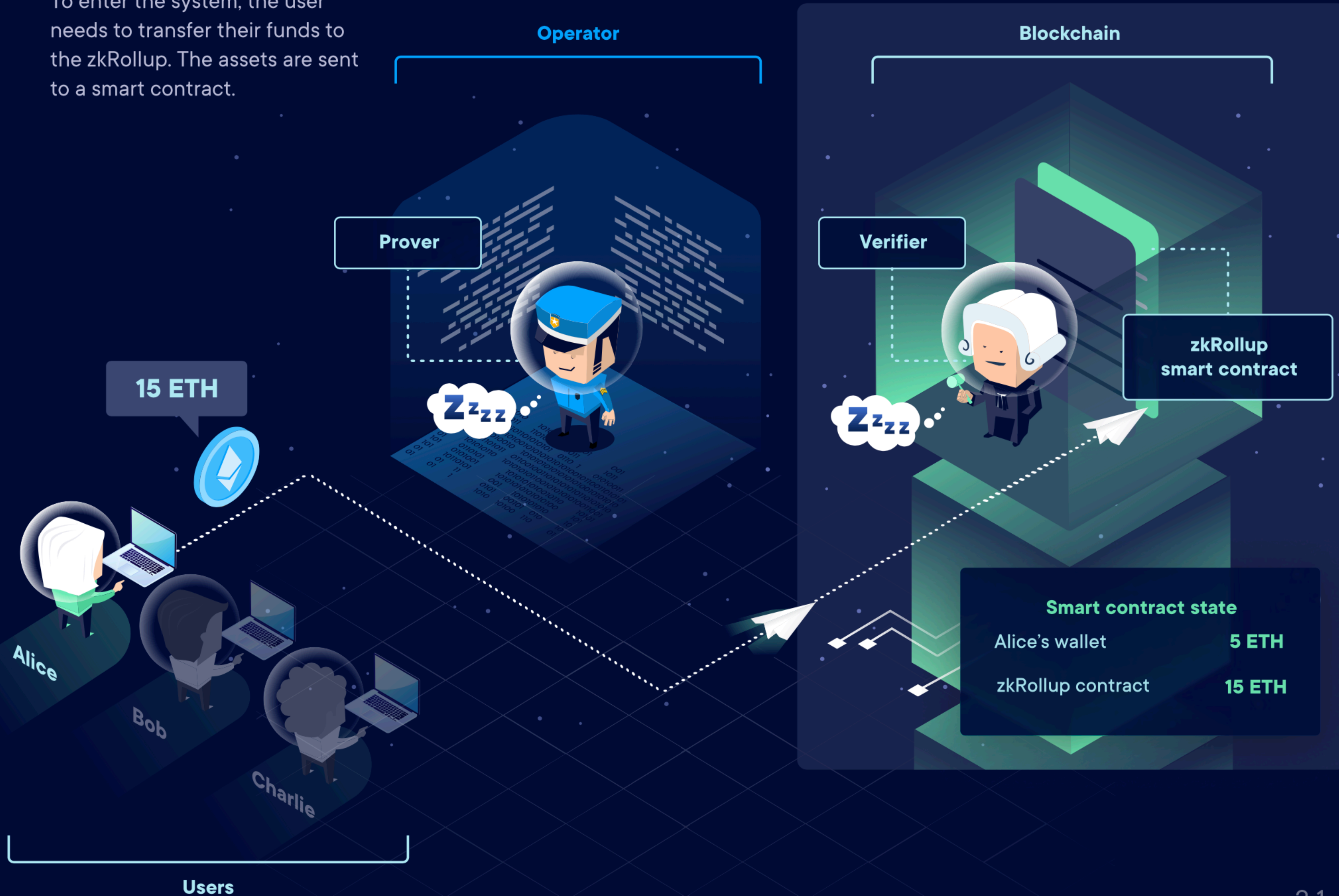
01. Start

While the operator server has an embedded prover, the smart contract is equipped with a pre-generated verifier.



02. Alice's Enter

To enter the system, the user needs to transfer their funds to the zkRollup. The assets are sent to a smart contract.



03. Alice's Transfer

The user can now transfer their funds to another person. They sign the transaction and submit it to the zkRollup operator.



04. Bob's Transfer



05. Charlie's Exit

If a user wishes to withdraw their funds from the zkRollup, they can submit their exit request to the operator any time.



06. Collecting Transactions

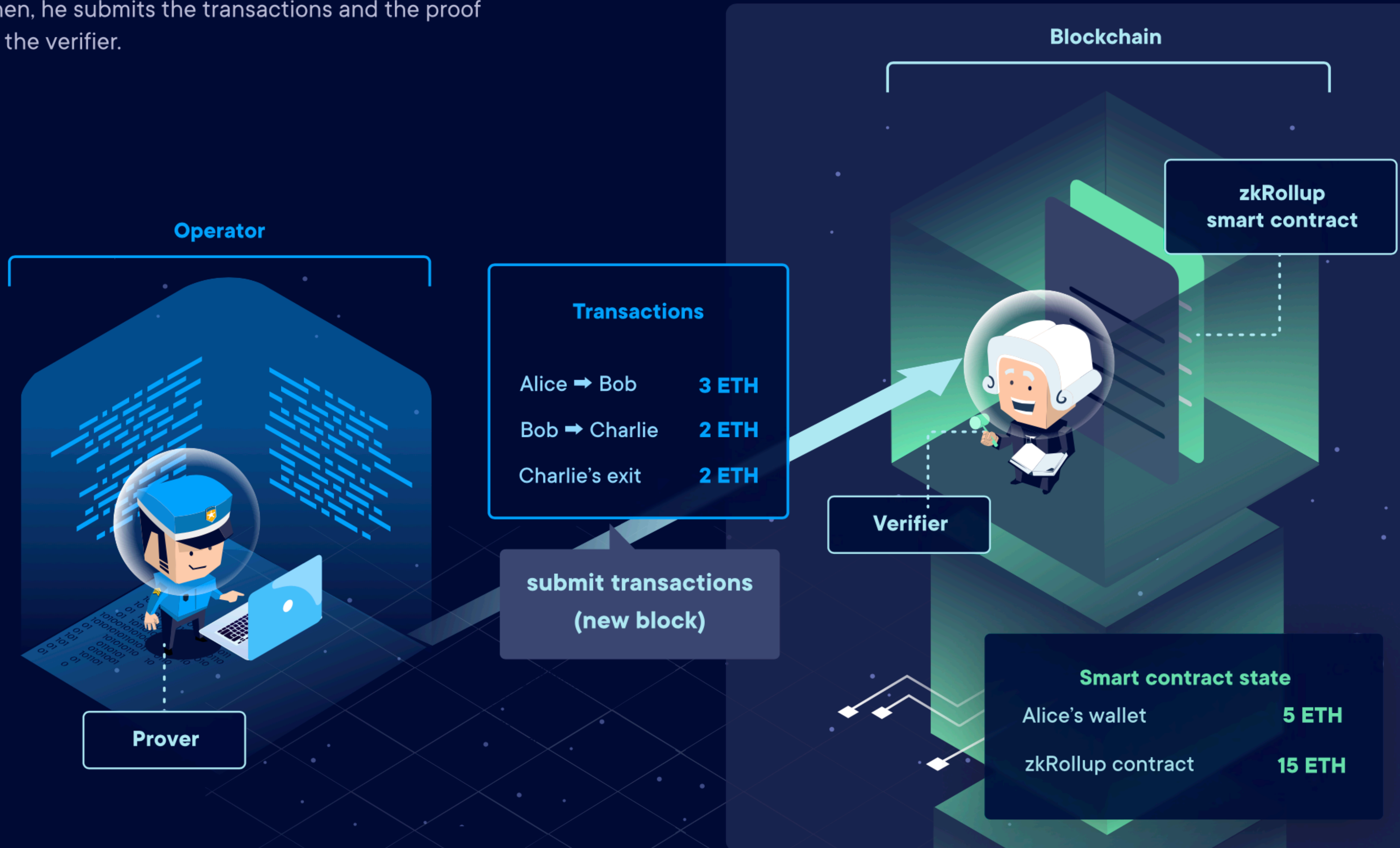
In the meantime, the operator collects transactions and exit requests from many users.

* Note that even if Bob and Charlie didn't have any funds on the zkRollup, they could still receive transfers from other users.



07. Submitting Transactions

Once in a while, the operator bundles the collected transactions together and generates a ZK proof. Then, he submits the transactions and the proof to the verifier.



08. Submitting ZK Proof

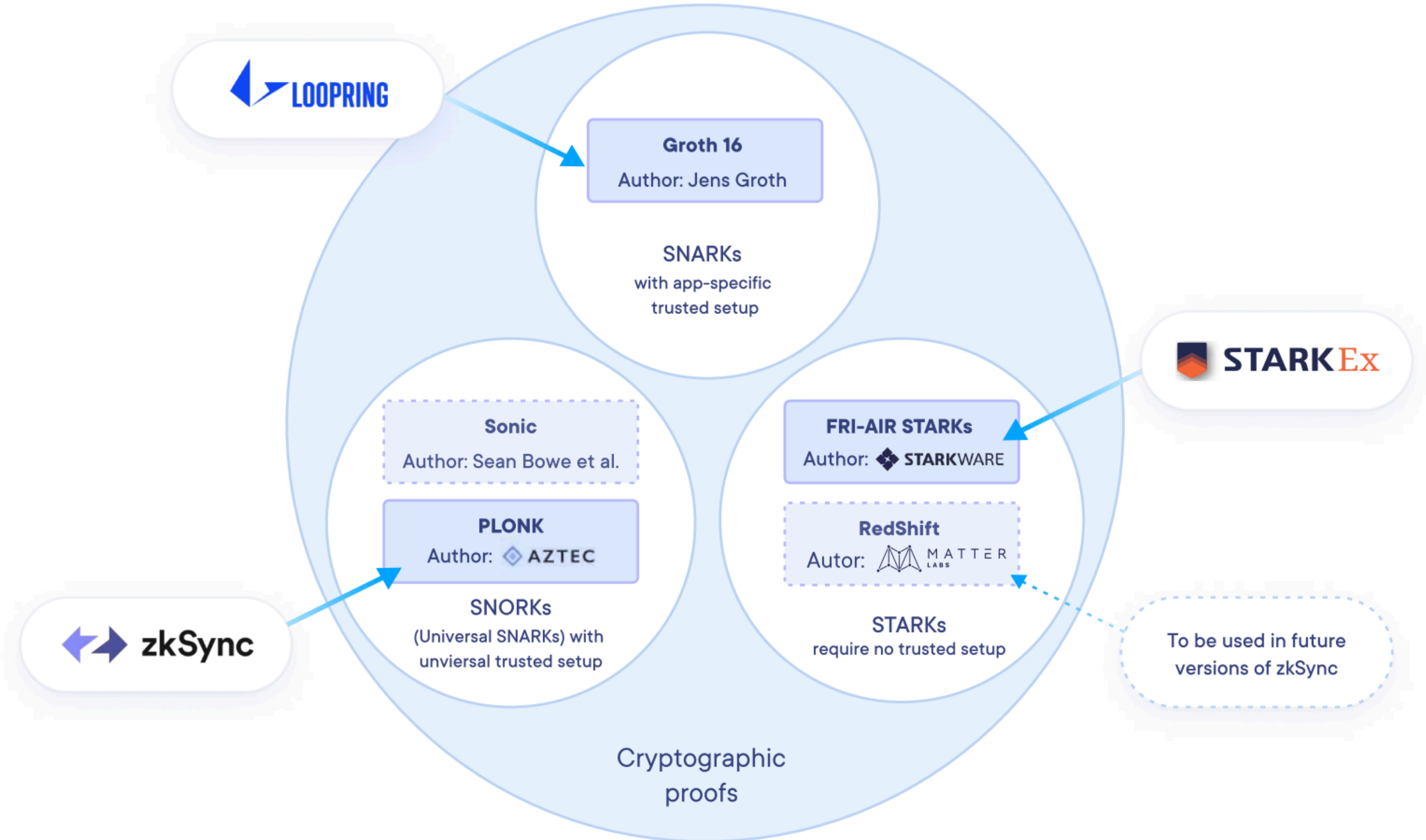
The smart contract verifies the transactions and the proof. Once it's done, the transactions are finalized.



SNARKs **vs.** STARKs

SNARK stands for:

- **s**uccinct: the proof is significantly smaller than the data it represents and can be verified quickly,
- **n**on-interactive: only one set of information is sent by the prover to the verifier, thus there's no back-and-forth interaction between them,
- **a**rgument of **k**nowledge: the proof is considered computationally sound—a malicious prover isn't likely to cheat the system without possessing the knowledge to support its statement.





Solutions based on the early SNARK technology (i.e. Groth16) require conducting the ceremony for every new version of the product. That's why Loopring described in our report later on needed to conduct one before launching the latest version of their protocol last year.

Another variant called Universal SNARKs or SNORKs (e.g. PLONK and SONIC), leverages **universal trusted setup**. For example, zkSync creators didn't have to conduct their own ceremony while launching the product: they re-used the ignition multi-party computing performed last year with approx. 200 reputable figures such as Vitalik Buterin. Universal trusted setup also allows them to extend and upgrade the zero-knowledge part of the protocol without conducting another ceremony.

Technology

- Circom + zksnarks.js
- SnarkyJS - Mina
- Cairo - Starkware
- Zokrates

Computation → Arithmetic Circuit → R1CS → QAP → zk-SNARK

- Homomorphic Hiding
- Blind Evaluation of Polynomials
- The Knowledge of Coefficient Test and Assumption
- How to make Blind Evaluation of Polynomials Verifiable
- From Computations to Polynomials
- The Pinocchio Protocol
- Pairings of Elliptic Curves

Thank you!



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