

# C: There's a SNARK for That

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Madars Virza

& Co.



# Problem: integrity on untrusted platform

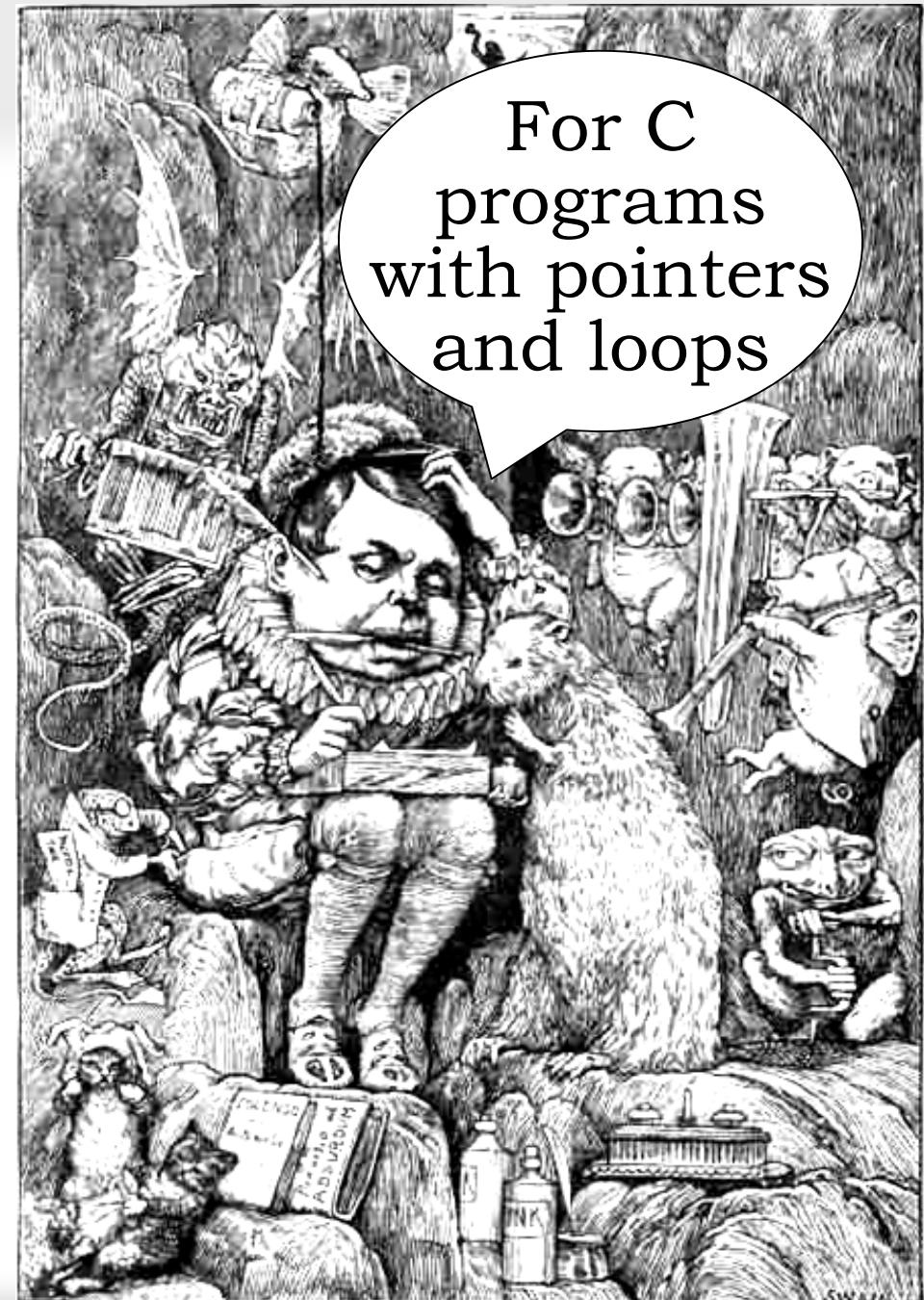
- Faults
- Someone else's cloud
- Platform trojans
- Blue pill
- OS bugs
- Untrusted data origins
- Crypto protocols

# Solution: zk-SNARKs

zero knowledge  
Succint  
Noninteractive  
Argument of  
Knowledge

AKA

- Non-interactive CS proofs of knowledge
- Succint NIZK



```
#include <tinyram.h>
#define LEN 16

int main() {
    int state[256], stream[LEN];
    int i, j, t, k;

    for (i=0; i < 256; ++i) state[i] = i;
    /* KSA: mix in key */
    k = 0; j = 0;
    for (i=0; i < 256; ++i) {
        t = state[i];
        keybyte = read_aux_input_tape();
        j = (j + t + keybyte) & 0xFF;
        state[i] = state[j]; state[j] = t;
    }

    /* PRGA: produce stream */
    i=0; j=0;
    for (k=0; k < LEN; k++) {
        i = (i + 1) & 0xFF;
        t = state[i];
        j = (j + t) & 0xFF;
        state[i] = state[j];
        state[j] = t;
        stream[k] = state[(state[i] + state[j]) & 0xFF];
    }

    /* compare with the claim */
    for (i=0; i < LEN; i++)
        if (stream[i] != read_primary_input_tape()) {
            return 1;
        }
    return 0;
}
```

NORTH

LATITUDE

EQUATOR

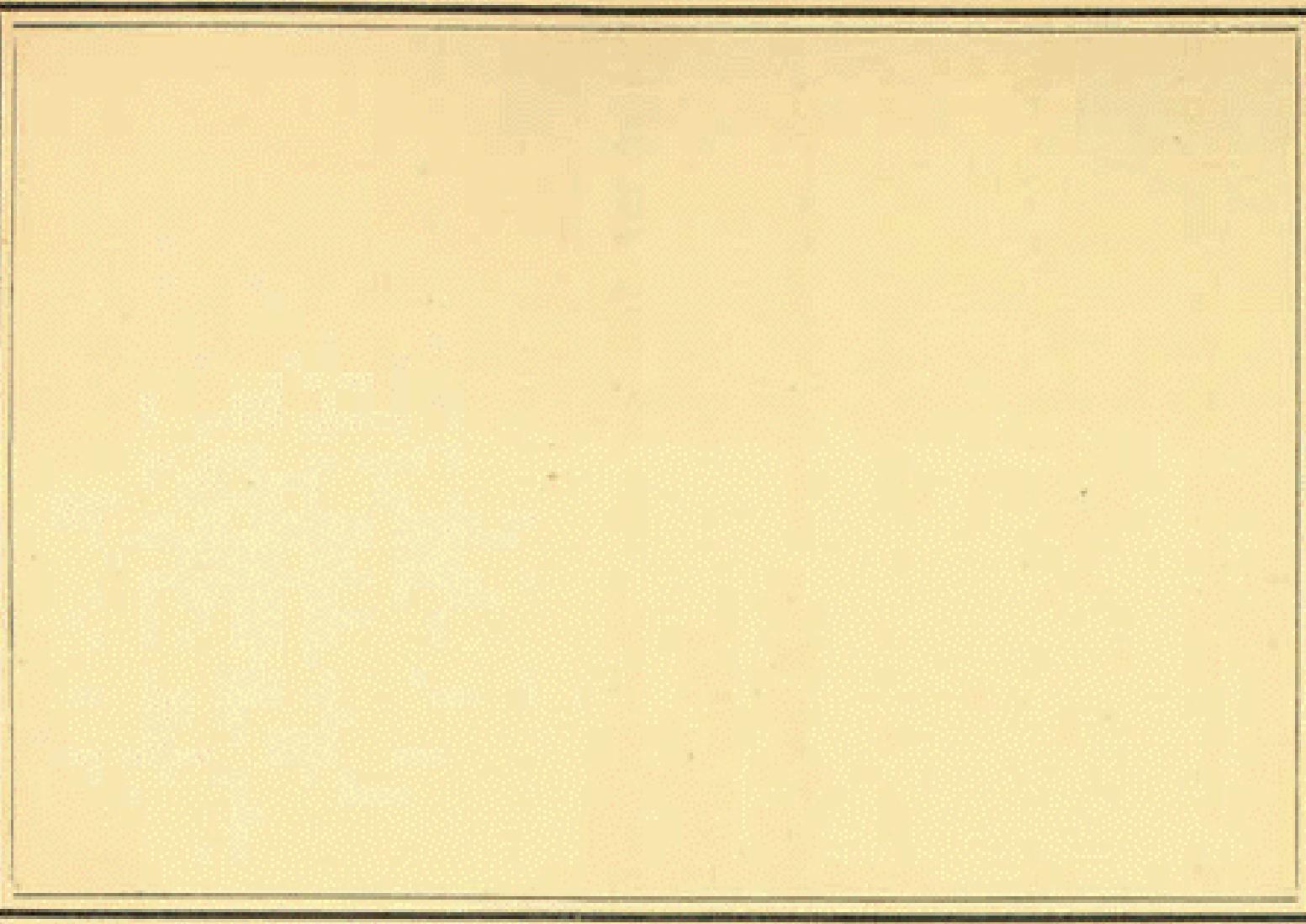
SOUTH POLE

EQUINOX

EAST

ZENITH

LONGITUDE



TORRID ZONE

MERIDIAN

WEST

NORTH POLE

NADIR

Scale

*Compass-Points. N, E, S, W.*

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C program

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based on GCC

TinyRAM program

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# TinyRAM architecture for fast verification

instruction mnemonic	operands	effects	flag	notes
and	$ri \ rj \ A$	compute bitwise AND of $[rj]$ and $[A]$ and store result in $ri$		
or	$ri \ rj \ A$	compute bitwise OR of $[rj]$ and $[A]$ and store result in $ri$		
xor	$ri \ rj \ A$	compute bitwise XOR of $[rj]$ and $[A]$ and store result in $ri$		
not	$ri \ A$	compute bitwise NOT of $[A]$ and store result in $ri$		
add	$ri \ rj \ A$	compute $[rj]_u + [A]_u$ and store result in $ri$		
sub	$ri \ rj \ A$	compute $[rj]_u - [A]_u$ and store result in $ri$		
mull	$ri \ rj \ A$	compute $[rj]_u \times [A]_u$ and store least significant bits of result in $ri$		
umulh	$ri \ rj \ A$	compute $[rj]_u \times [A]_u$ and store most significant bits of result in $ri$		
smulh	$ri \ rj \ A$	compute $[rj]_s \times [A]_s$ and store most significant bits of result in $ri$		
udiv	$ri \ rj \ A$	compute quotient of $[rj]_u/[A]_u$ and store result in $ri$		
umod	$ri \ rj \ A$	compute remainder of $[rj]_u/[A]_u$ and store result in $ri$		
shl	$ri \ rj \ A$	shift $[rj]$ by $[A]$		
shr	$ri \ rj \ A$	shift $[rj]$ by $[A]$		
cmpe	$ri \ A$	none ("comparisons")		
cmpa	$ri \ A$	none ("comparisons")		
cmpae	$ri \ A$	none ("comparisons")		
cmpg	$ri \ A$	none ("comparisons")		
cmpge	$ri \ A$	none ("comparisons")		
mov	$ri \ A$	store $[A]$ in $ri$		
cmove	$ri \ A$	store $[A]$ in $ri$ if flag = 1,		
jmp	$A$	set pc to $[A]$		
cjmp	$A$	if flag = 1, set pc to $[A]$		
cnjmp	$A$	if flag = 0, set pc to $[A]$		
store	$A \ ri$	store $[ri]$ at memory address $[A]_u$		
load	$ri \ A$	store the content of memory address $[A]_u$ into $ri$		
read	$ri \ A$	if the $[A]_u$ -th tape has remaining words then consume the next word, store it in $ri$ , and set flag = 0; otherwise store $0^W$ in $ri$ and set flag = 1	←	(1)
answer	$A$	stall or halt (and the return value is $[A]_u$ )		(2)

(1) All but the first two tapes are empty: if  $[A]_u \notin \{0, 1\}$  then store  $0^W$  in  $ri$  and set flag = 1.  
(2) `answer` causes a stall (i.e., not increment pc) or a halt (i.e., the computation stops); the choice between the two is undefined.

$+, -, \times, \text{div}, \text{mod}, \oplus, \text{shifts}$   
 Arithmetic comparison,  
 Branches  
 Memory load/store  
 Input tapes read

Spec: <http://scipr-lab.org/tinyram>

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C program

**Compiler**

based on GCC

TinyRAM program

**Circuit Generator**

based on theory  
of [BCGT13]

circuit

TORIIDI ZONE

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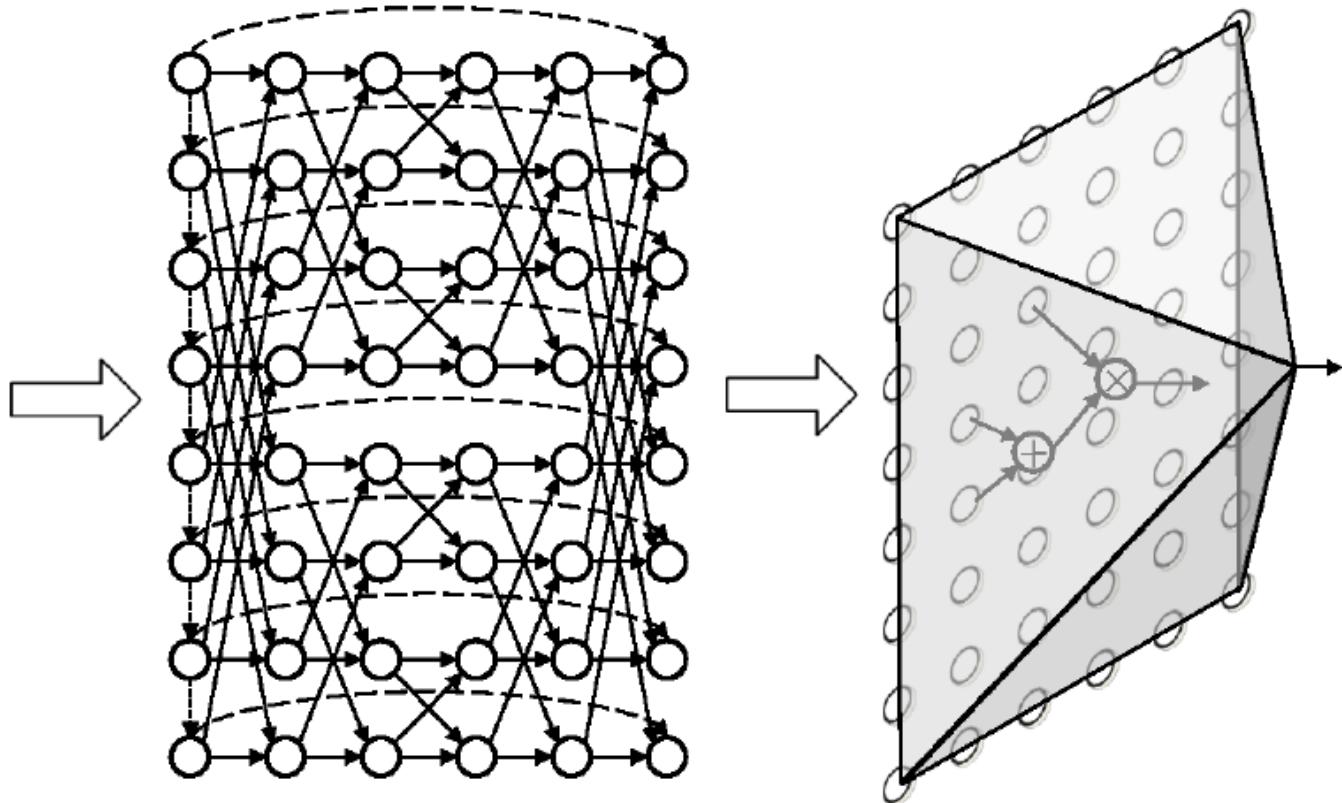
WEST

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NADIR

# Converting TinyRAM verification to circuit satisfiability

```
_sumarray:  
    store r0 r0  
    mov   r1 0000  
    mov   r2 1000  
    mov   r3 2000  
    mov   r4 0  
    mov   r5 100  
  
_loop:  
    cmpe r4 r5  
    cjmp _end  
    load r6 r1  
    pload r6 r1  
    load r7 r2  
    pload r7 r2  
    add  r8 r7 r5  
    store r3 r8  
    add  r1 r1 1  
    add  r2 r2 1  
    add  r3 r3 1  
    add  r4 r4 1  
    jmp  _sum  
  
_end:
```



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**zkSNARK for CircuitSAT**

based on theory  
of [GGPR13]  
[BCIOP13]

TORQUED ZONE

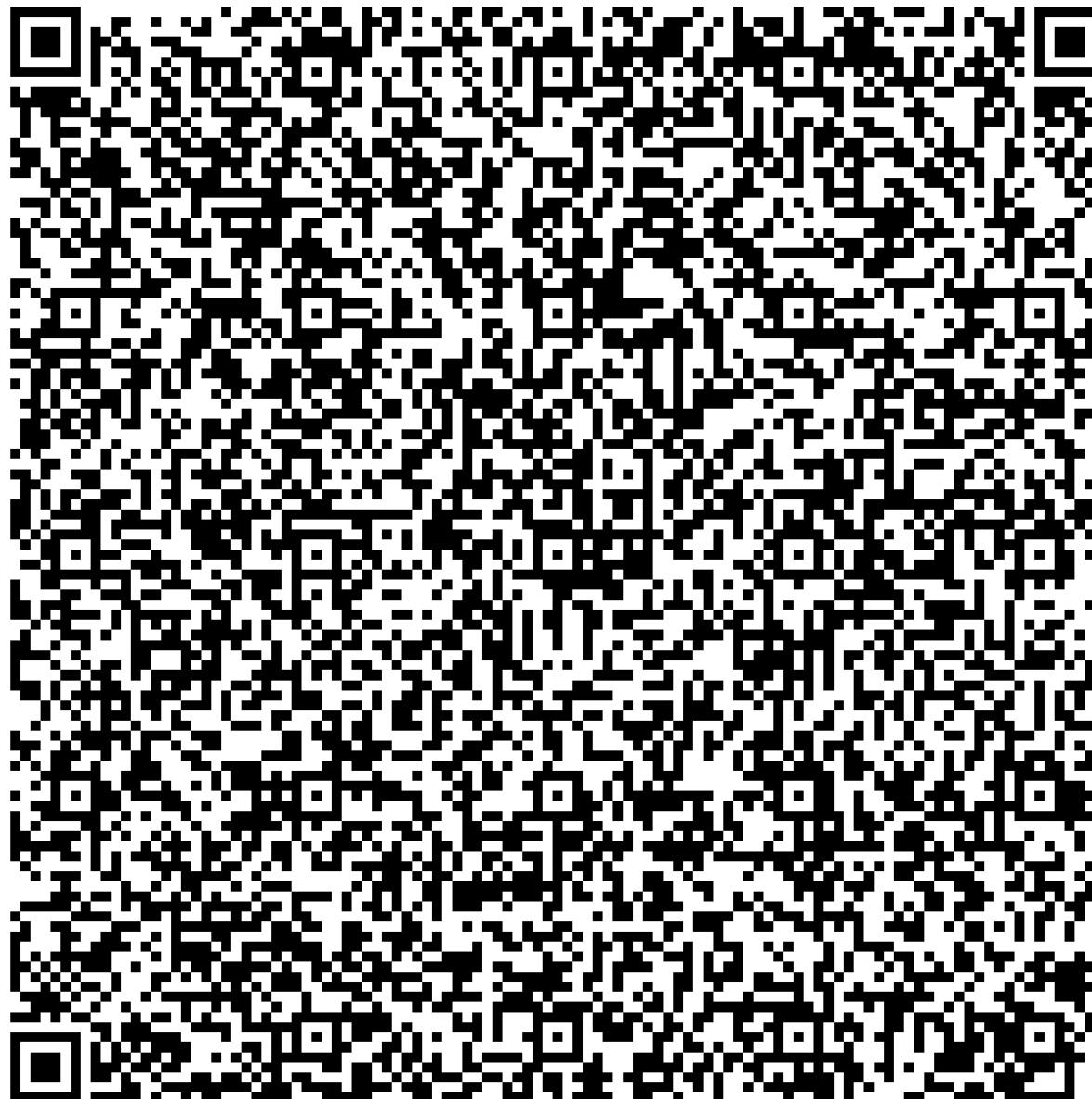
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**“I know an RC4 key producing  
26 41 5B C4 4C EC ED 6C 89 99 68 E1 82 04 DE”**



*322-byte  
proof*

**“The execution of arbitrary C programs  
can be verified in a few milliseconds  
and 322 bytes”**



**<http://scipr-lab.org>**

**What Would you Like to Prove Today?**