

Comment expliquer les preuves à divulgation nulle de connaissance à vos enfants ?

Pascal Lafourcade

Chaire sur la Confiance Numérique



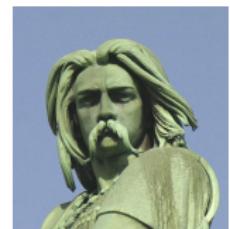
28 Mai 2014

Idea of Zero Knowledge Proof



Prover (P)

(P) convinces (V) that it knows something without revealing any information



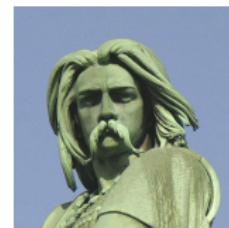
Verifier (V)

Idea of Zero Knowledge Proof



Prover (P)

(P) convinces (V) that it knows something without revealing any information



Verifier (V)

Applications:

- ▶ Authentication systems: prove its identity to someone using a password without revealing anything about the secret.
- ▶ Prove that a participant behavior is correct according to the protocol (e.g. integrity of ballots in vote).
- ▶ Group signature, secure multiparty computation, e-cash ...

Outline

Motivation

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Principle of the Cave

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Graph Coloring

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Schnorr Protocol

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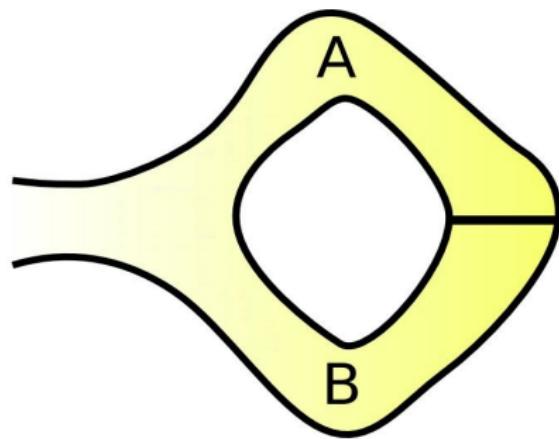
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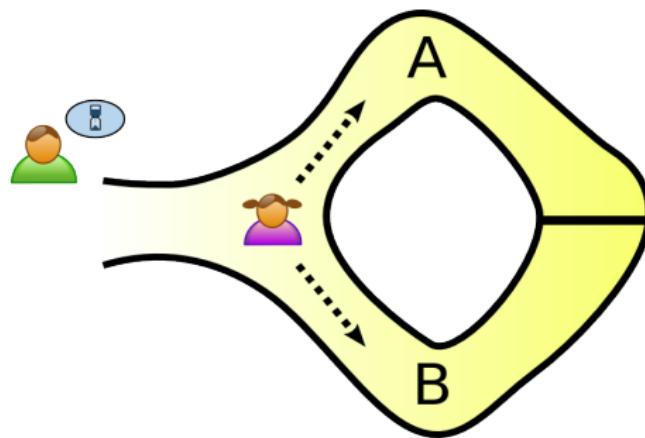
Cave example (0)



Door with a secret code

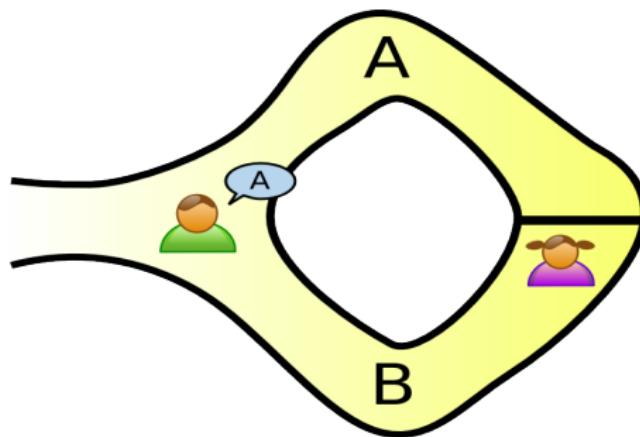
Cave example (I)

V waits outside while P chooses a path



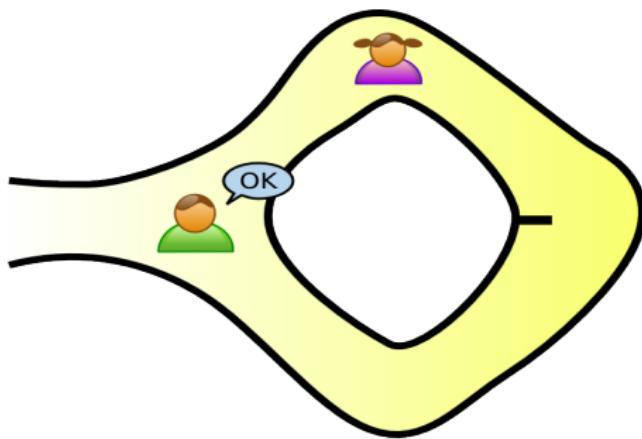
Cave example (II)

V enters and shouts the name of a path



Cave example (III)

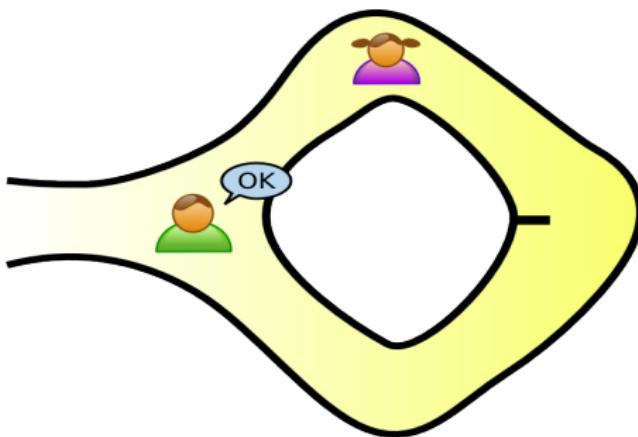
P returns along the desired path (using the secret if necessary)



Cave example (III)

P returns along the desired path (using the secret if necessary)

$A = \text{"P does not know the secret"}$
is equivalent to say "P is lucky"

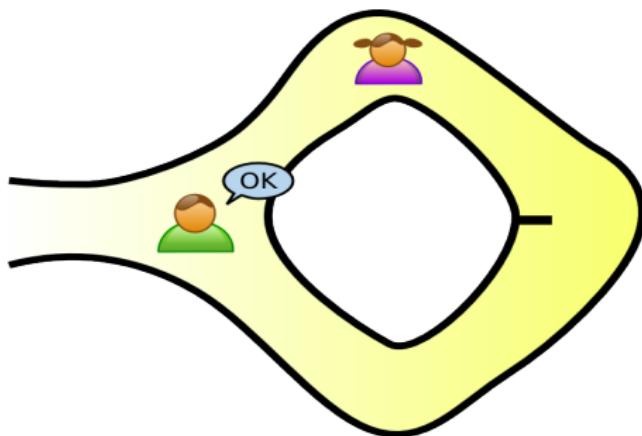


$$Pr[A] = \frac{1}{2}$$

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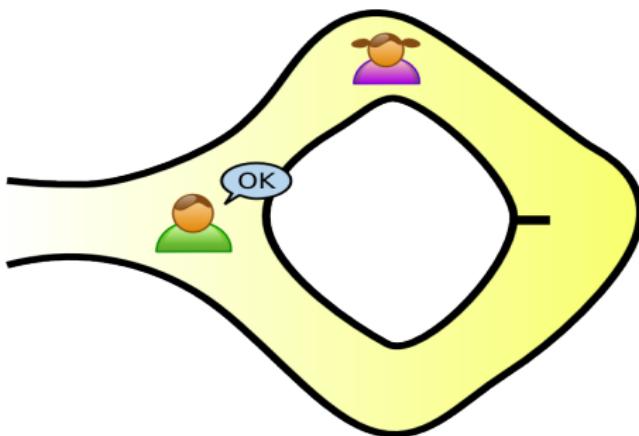
After k tries,

$$Pr[A] = \left(\frac{1}{2}\right)^k$$

Cave example (III)

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$$\Pr[A] = \frac{1}{2}$$

After k tries,

$$\Pr[A] = \left(\frac{1}{2}\right)^k$$

$\bar{A} = \text{"P knows the secret", then}$

$$\Pr[\bar{A}] = 1 - \Pr[A] = 1 - \left(\frac{1}{2}\right)^k$$

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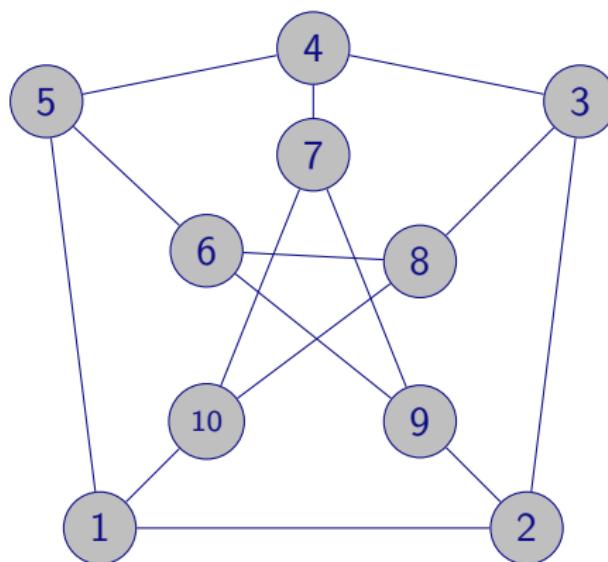
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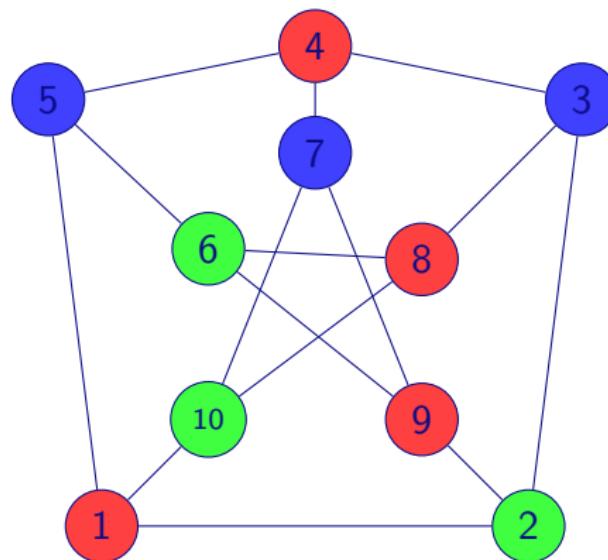
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Graph 3-coloring is NP-complete: ● ● ●



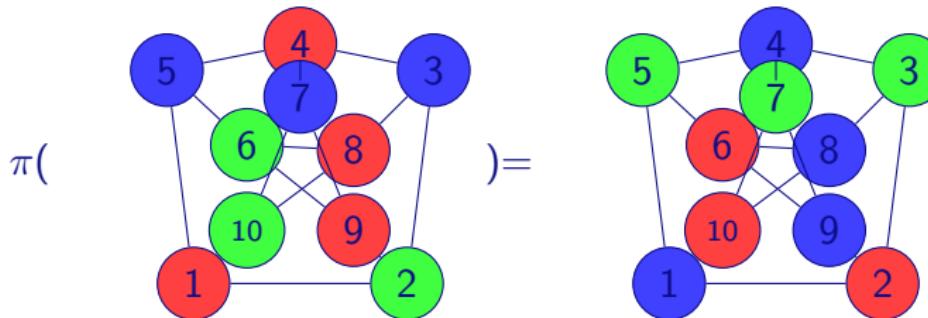
Petersen graph

Graph 3-coloring is NP-complete: ● ● ●



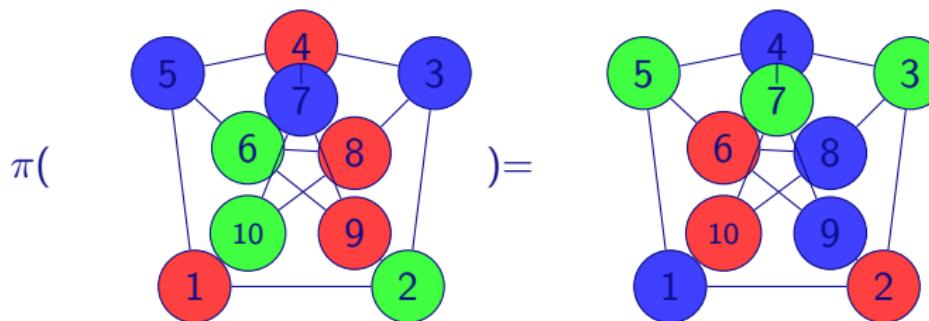
P wants to prove to V his 3-coloring of $G = (E, V)$

P selects a permutation π of the 3 colors.

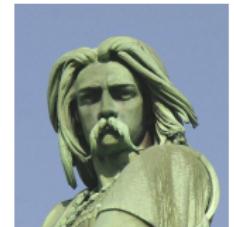


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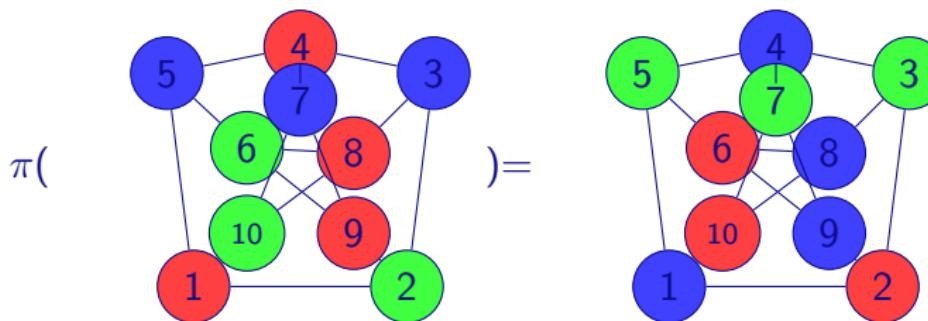


Chooses $\forall u \in V, r_u$

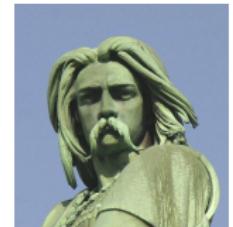


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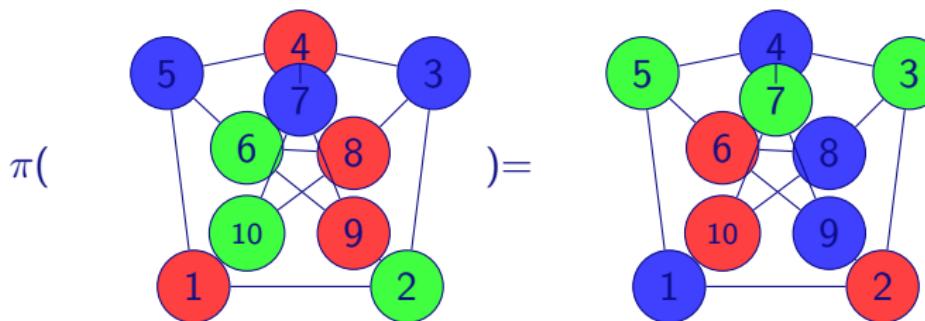
$\rightarrow \forall u \in V, e_u = H(\pi(c(u))) || r_u \rightarrow$



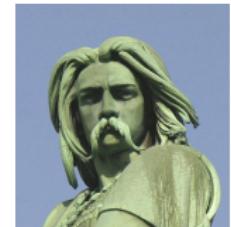
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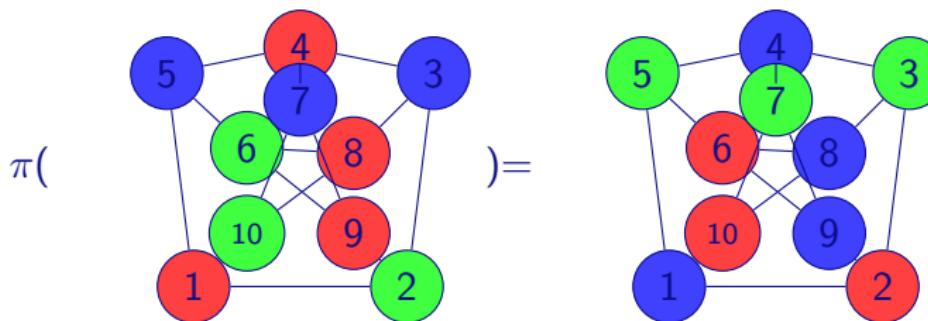


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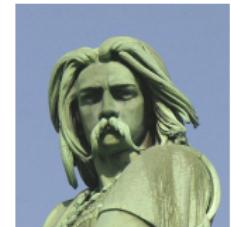
Chooses i and j

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$\rightarrow \forall u \in V, e_u = H(\pi(c(u)) || r_u) \rightarrow$
 $\leftarrow u_i, u_j \leftarrow$

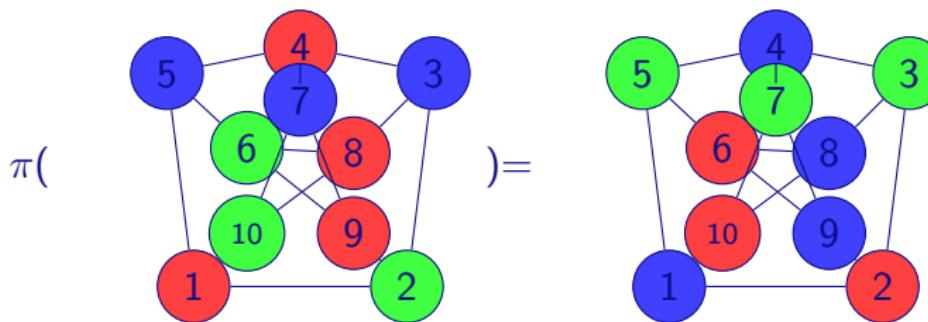


Chooses $\forall u \in V, r_u$

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$\rightarrow \forall u \in V, e_u = H(\pi(c(u)) || r_u) \rightarrow$
 $\qquad \leftarrow u_i, u_j \leftarrow$
 $\longrightarrow r_{u_i}, r_{u_j}, \pi(c(u_i)), \pi(c(v_j)) \longrightarrow$

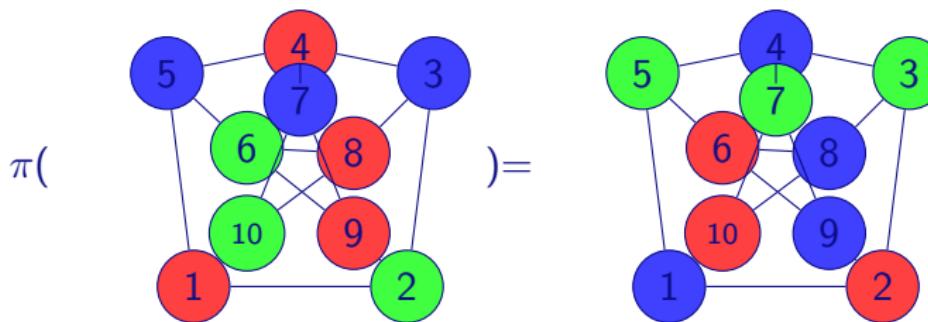


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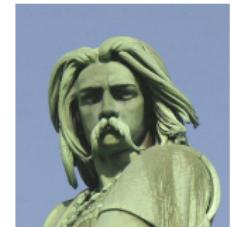
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$$\rightarrow \forall u \in V, e_u = H(\pi(c(u)) || r_u) \rightarrow \\ \leftarrow u_i, u_j \leftarrow \\ \longrightarrow r_{u_i}, r_{u_j}, \pi(c(u_i)), \pi(c(v_j)) \longrightarrow$$

Chooses $\forall u \in V, r_u$

V accepts, if $e_{u_i} = H(\pi(c(u_i)) || r_{u_i})$ and
 $e_{u_j} = H(\pi(c(u_j)) || r_{u_j})$



Chooses i and j

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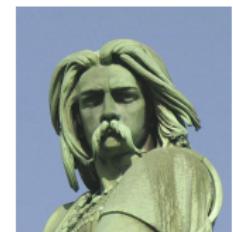
Conclusion

Schnorr Protocol, 1991

Let G_q a cyclic group of order q with a public generator g

Goal

P wants to prove the knowledge of x , where $y = g^x$

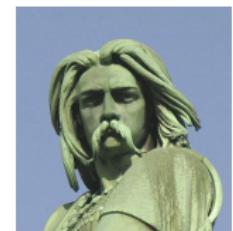


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Let G_q a cyclic group of order q with a public generator g

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Chooses a random r

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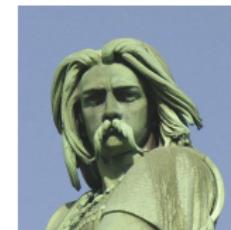
Let G_q a cyclic group of order q with a public generator g

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$$\longrightarrow t = g^r \longrightarrow$$



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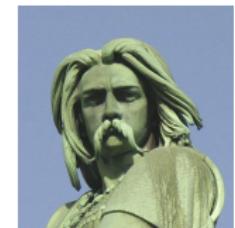
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Chooses a random c

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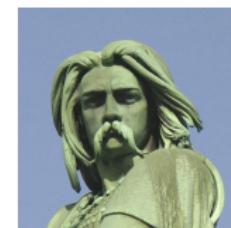
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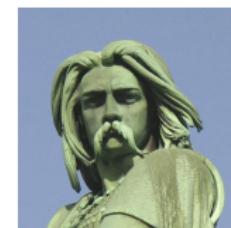
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$$\longrightarrow t = g^r \longrightarrow$$

$$\longleftarrow c \longleftarrow$$

$$\longrightarrow s = r + x \cdot c \longrightarrow$$



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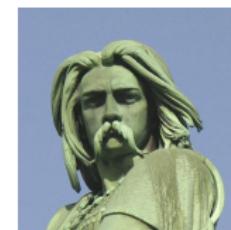
Chooses a random r

$$\longrightarrow t = g^r \longrightarrow$$

$$\longleftarrow c \longleftarrow$$

$$\longrightarrow s = r + x \cdot c \longrightarrow$$

V accepts, if $t \cdot y^c = g^s$



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Schnorr Protocol, 1991

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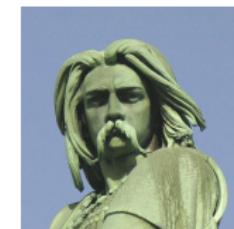
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$$\rightarrow t = g^r \rightarrow$$

$$\leftarrow c \leftarrow$$

$$\rightarrow s = r + x \cdot c \rightarrow$$



Chooses a random r

V accepts, if $t \cdot y^c = g^s$

$$t \cdot y^c = g^r \cdot (g^x)^c = g^{r+x \cdot c} = g^s$$

Chooses a random c

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Things to bring home

- ▶ Existence of Interactive Zero-knowledge Proof
- ▶ 3 protocols :
 1. Cave
 2. Graph 3 coloring
 3. Discret Logarithm (Schnorr)

Conclusion

Thank you for your attention.

Questions ?