

# On the Design and Implementation of Efficient Zero-Knowledge Proofs of Knowledge

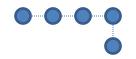
SPEED-CC, Berlin (Germany), October 13th, 2009

Endre Bangerter<sup>1</sup>, <u>Stephan Krenn</u><sup>1,2</sup>, Ahmad-Reza Sadeghi<sup>3</sup>, Thomas Schneider<sup>3</sup>, and Joe-Kai Tsay<sup>4</sup>

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# Why to Avoid ZK-PoK in Hidden Order Groups

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#### Outline

Proofs of knowledge in hidden order groups

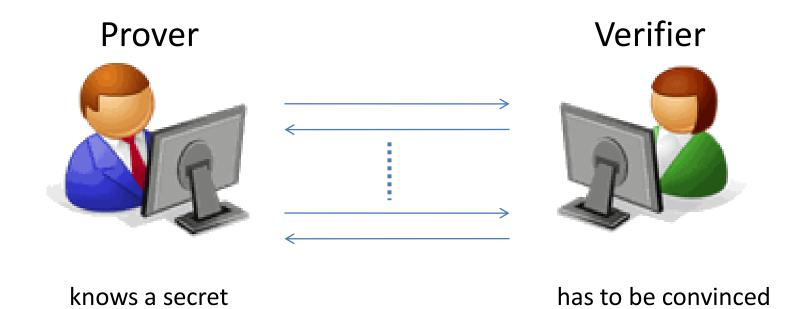
Exact efficiency and security analysis

Conclusion





#### Introduction



Proof of Knowledge: Prover cannot cheat

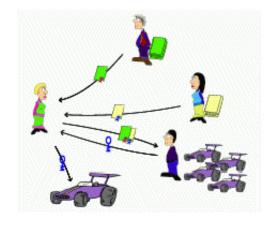
Zero-Knowledge: Verifier cannot learn secret



## **Applications**

# Remote Authentication (e.g. DAA)





# Credential Systems (e.g. idemix)



#### The Schnorr Protocol



 $\overline{1 \operatorname{know} x} = \log_g y.$ 



$$r \in_R \mathbb{Z}$$
  
 $t := g^r$ 

$$\stackrel{\mathcal{t}}{\longrightarrow}$$

$$c \in_{\mathbb{R}} C$$

$$s := r + cx$$

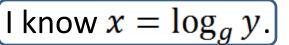
$$\stackrel{S}{\longrightarrow}$$

$$c \in_R C$$

$$g^s \stackrel{?}{=} ty^c$$



#### The Schnorr Protocol

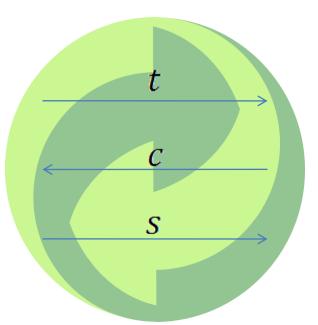






$$r \in_R \mathbb{Z}$$
  
 $t := g^r$ 

$$s := r + cx$$



$$c \in_R C$$

$$c \in_R C$$

$$g^s \stackrel{?}{=} ty^c$$



**BUT:** We must use  $C = \{0,1\}$ !



A Computationally Hard Problem

Given safe RSA modulus n, and  $x, y \in_R \mathbb{Z}_n^*$ , cannot compute a, b, c, w such that  $w^c = x^a y^b$  and  $(c \nmid a \text{ or } c \nmid b)$ .

holds under: Strong RSA Assumption

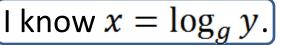
Given safe RSA modulus n, and  $y \in_R \mathbb{Z}_n^*$ ,

cannot compute  $a, e \neq 1$  such that  $a^e = y$ .



# A Damgård/Fujisaki based Protocol







$$r, \overline{r}, \overline{x} \in_R \mathbb{Z}$$
  
 $t := g^r$ 

$$\bar{y} := \bar{h}_1^x \bar{h}^{\bar{x}}$$

$$\bar{t} := \bar{h}_1^r \bar{h}^{\bar{r}}$$

$$s := r + cx$$

$$\bar{s} := \bar{r} + c\bar{x}$$

$$t, \bar{t}, \bar{y}$$

$$S, \overline{S}$$

$$c \in_R C$$

$$g^s \stackrel{?}{=} ty^c$$

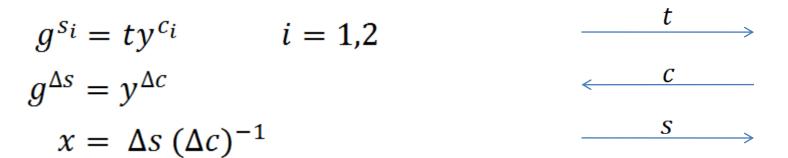
$$\bar{h}_1^s \bar{h}^{\bar{s}} \stackrel{?}{=} \bar{t} \bar{y}^c$$

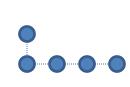
With large challenge set.



# E. Bangerter, S. Krenn, A.-R. Sadeghi, T. Schneider, J.-K. Tsay

# Why it works...





# E. Bangerter, S. Krenn, A.-R. Sadeghi, T. Schneider, J.-K. Tsay

# Why it works...

$$g^{s_i} = t y^{c_i}$$

$$i = 1,2$$

$$\rightarrow$$
  $g^{\Delta s} = y^{\Delta c}$ 

$$\rightarrow$$
  $x = \Delta s (\Delta c)^{-1}$ 

$$\begin{array}{c}
t, \overline{t}, \overline{y} \\
 \leftarrow c \\
 \hline
S, \overline{S} \\
 \rightarrow
\end{array}$$

$$\bar{h}_1^{s_i}\bar{h}^{\bar{s}_i} = \bar{t}\bar{y}^{c_i} \qquad i = 1,2$$

$$ightharpoonup ar{h}_1^{\Delta S} ar{h}^{\Delta ar{S}} = ar{y}^{\Delta C}$$
 and  $\Delta C \mid \Delta S$ 

$$\rightarrow x = \frac{\Delta s}{\Delta c}$$

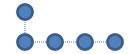


#### **Outline**

Proofs of knowledge in hidden order groups

Exact efficiency and security analysis

Conclusion



## **Intuitive Comparison**



#### Schnorr protocol:

slow looooong

DF-based protocol: fast elegant





#### A Closer Look

Common reference string

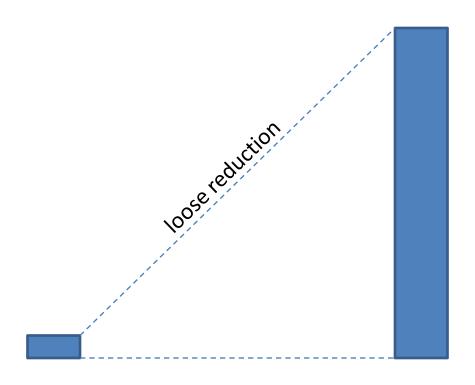
Only computationally sound

Bad complexity reductions





### **Bad Reductions**



Probability of breaking Strong RSA

Probability of breaking the protocol

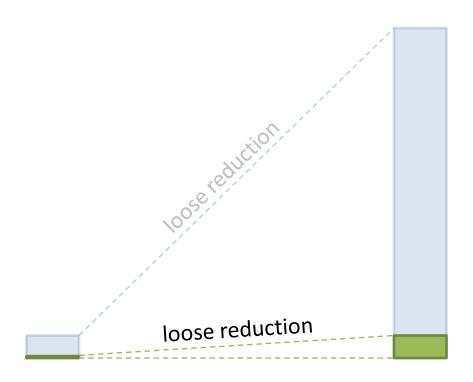


# Is DAA broken?





#### **Bad Reductions**

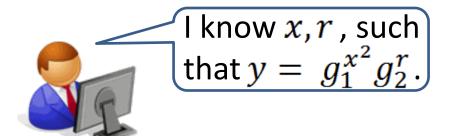


Probability of breaking Strong RSA

Probability of breaking the protocol



#### **Relative Costs**



Costs (Schnorr)

Costs (DF-based)

for cheating probability of 2<sup>-80</sup> and prover limited to 2<sup>80</sup> steps.

$ n_0 $	<b>n</b>   = 15528	<b> n </b> = 2048	optimal <b> n </b>
1024	42.7	2.7	1.9
1280	24.0	1.7	1.1
1536	13.1	1.0	0.7
2048	5.6	0.6	0.3



# So...





# Sources of Inefficiency

Complexity of proof goal

Relative costs

Size of underlying group

Relative costs

Flexibility of |n|

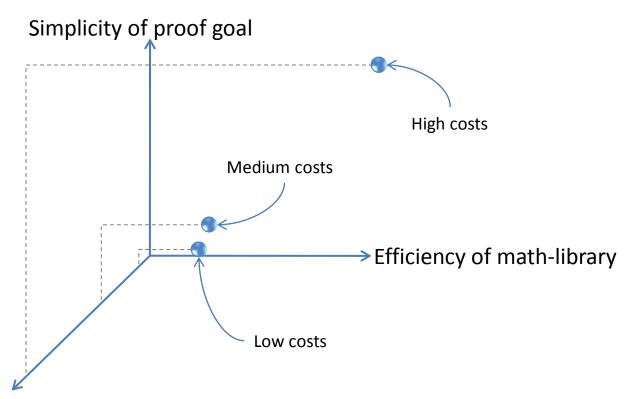
Relative costs

Relative costs

Efficiency of math-library



### Dependencies of Relative Costs



Decreasing size of underlying group



#### Outline

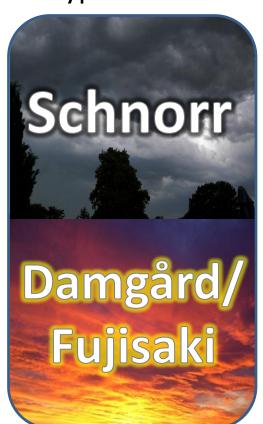
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Crypto folklore



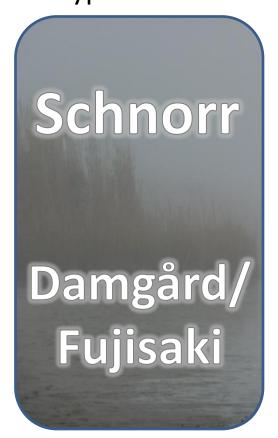
Design vs. implementation







Crypto folklore



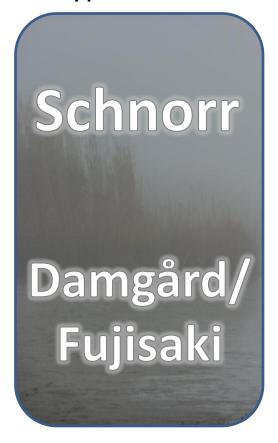
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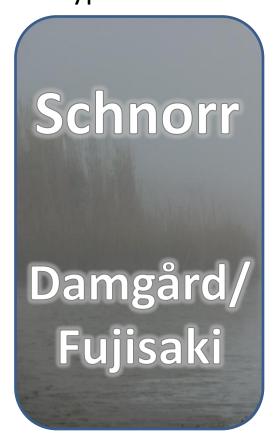
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Design vs. implementation









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