

CS 594 – ADVANCED CRYPTO (SPRING 2026)

Alex Block

Lecture 11

February 23, 2026

ZERO-KNOWLEDGE, INTUITIVELY

WHAT IS “ZERO-KNOWLEDGE”?

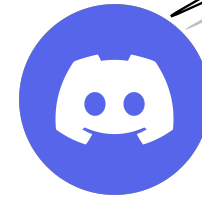
WHAT IS “ZERO-KNOWLEDGE”?



WHAT IS “ZERO-KNOWLEDGE”?

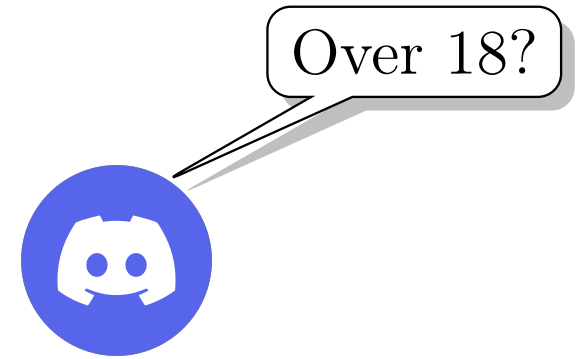


WHAT IS “ZERO-KNOWLEDGE”?

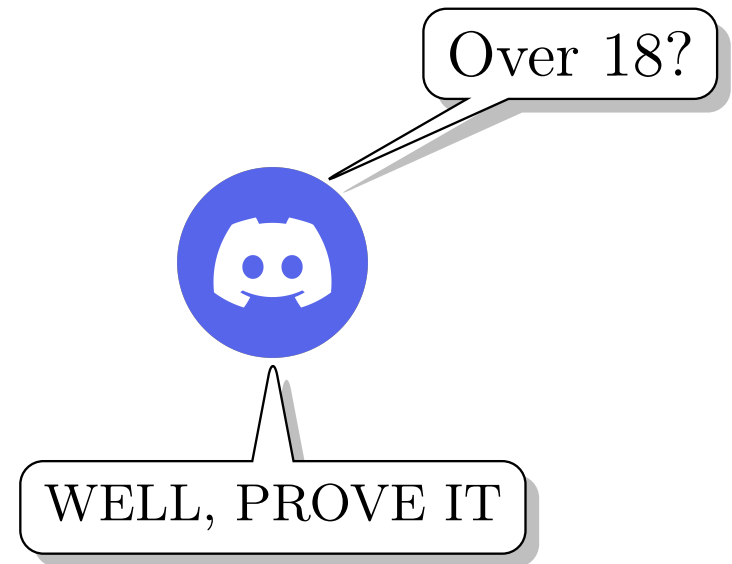


Over 18?

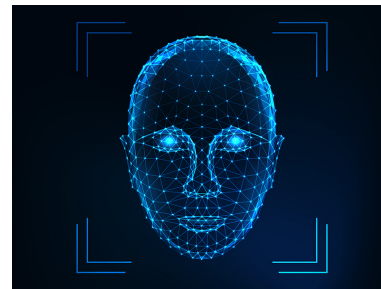
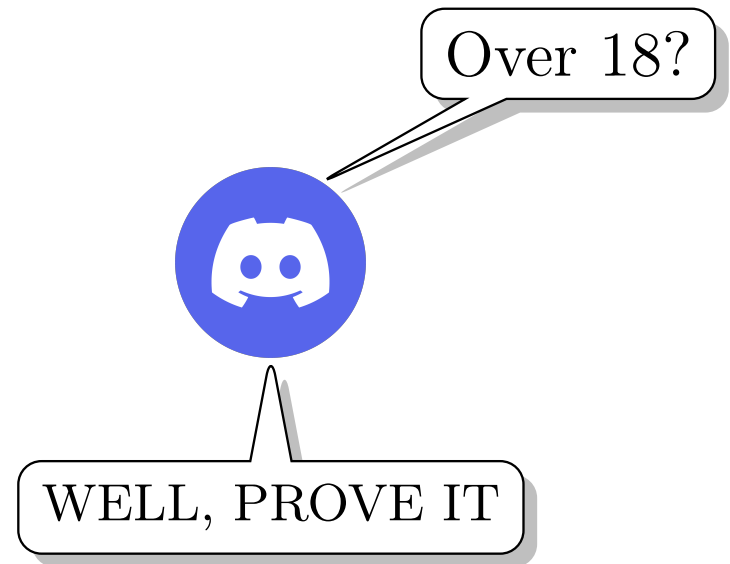
WHAT IS “ZERO-KNOWLEDGE”?



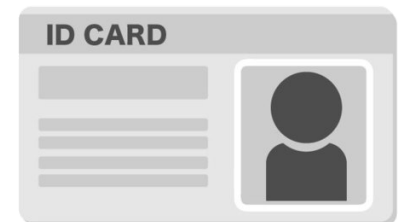
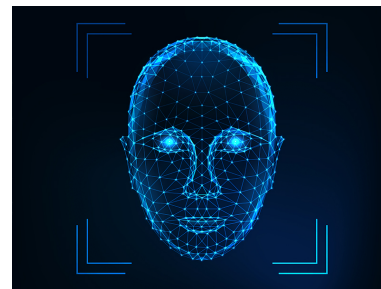
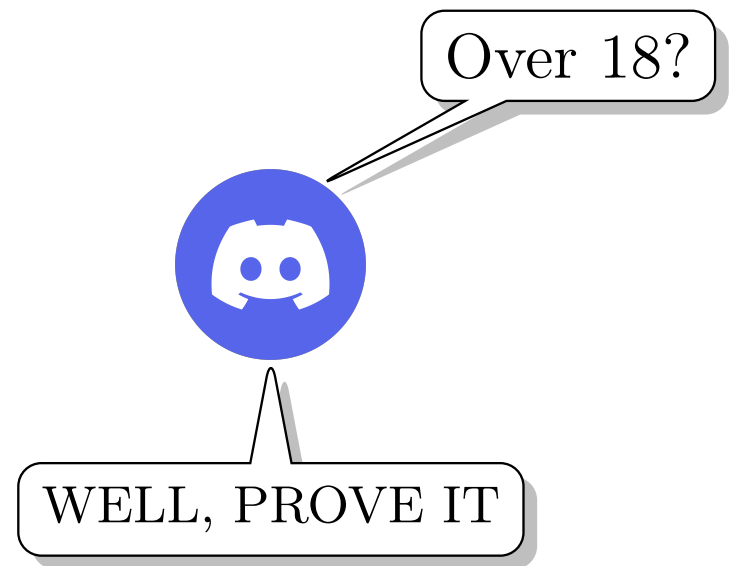
WHAT IS “ZERO-KNOWLEDGE”?



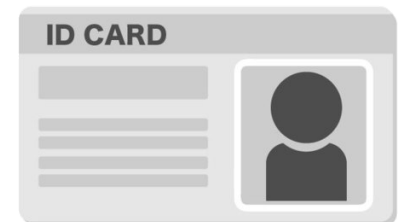
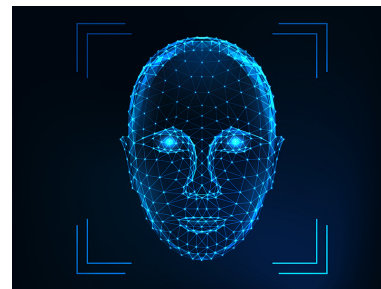
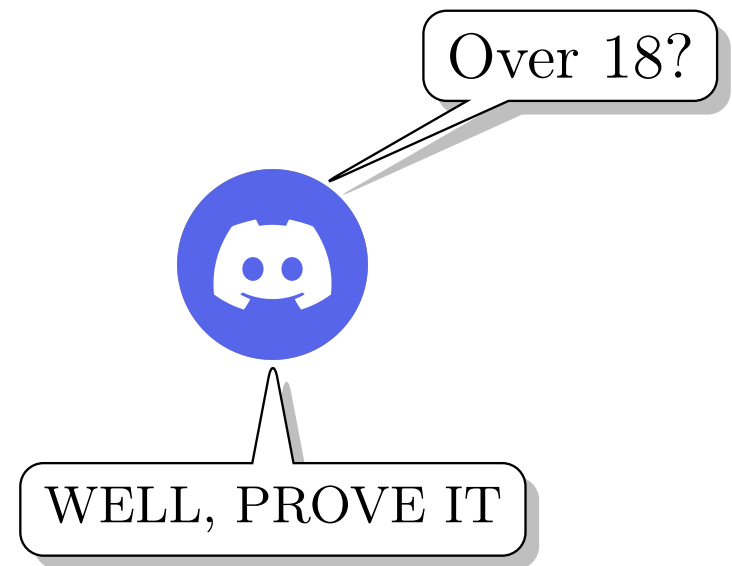
WHAT IS “ZERO-KNOWLEDGE”?



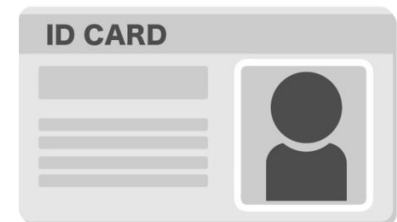
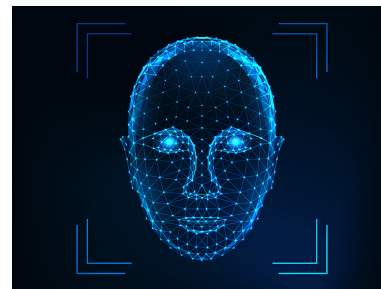
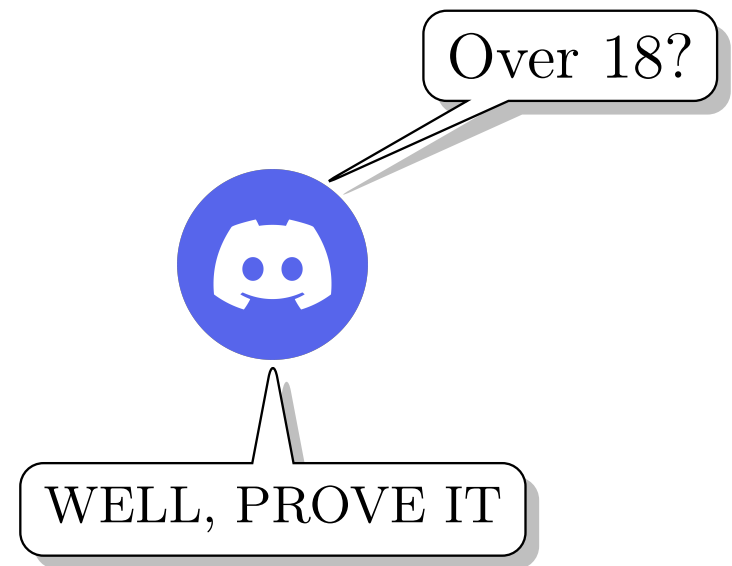
WHAT IS “ZERO-KNOWLEDGE”?



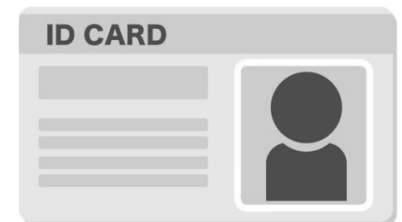
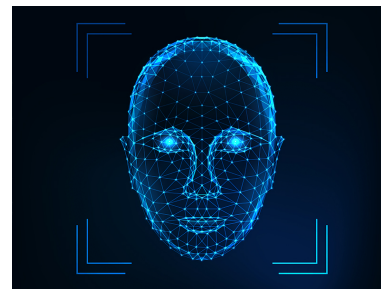
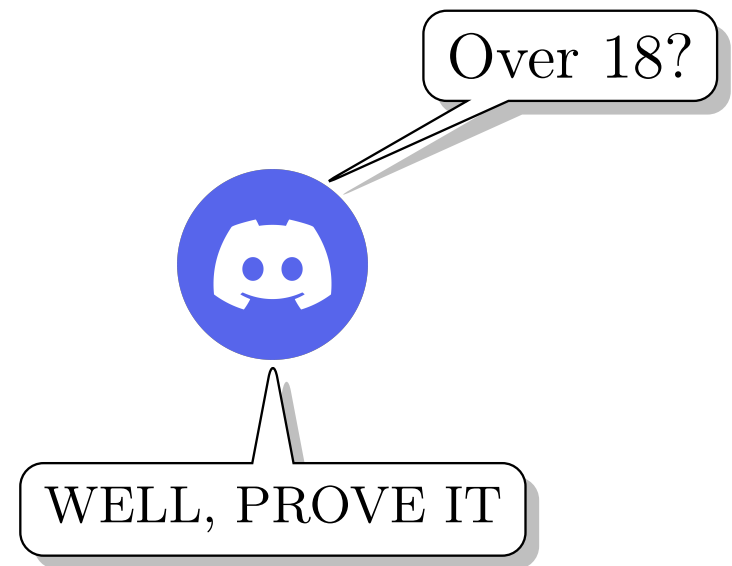
WHAT IS “ZERO-KNOWLEDGE”?



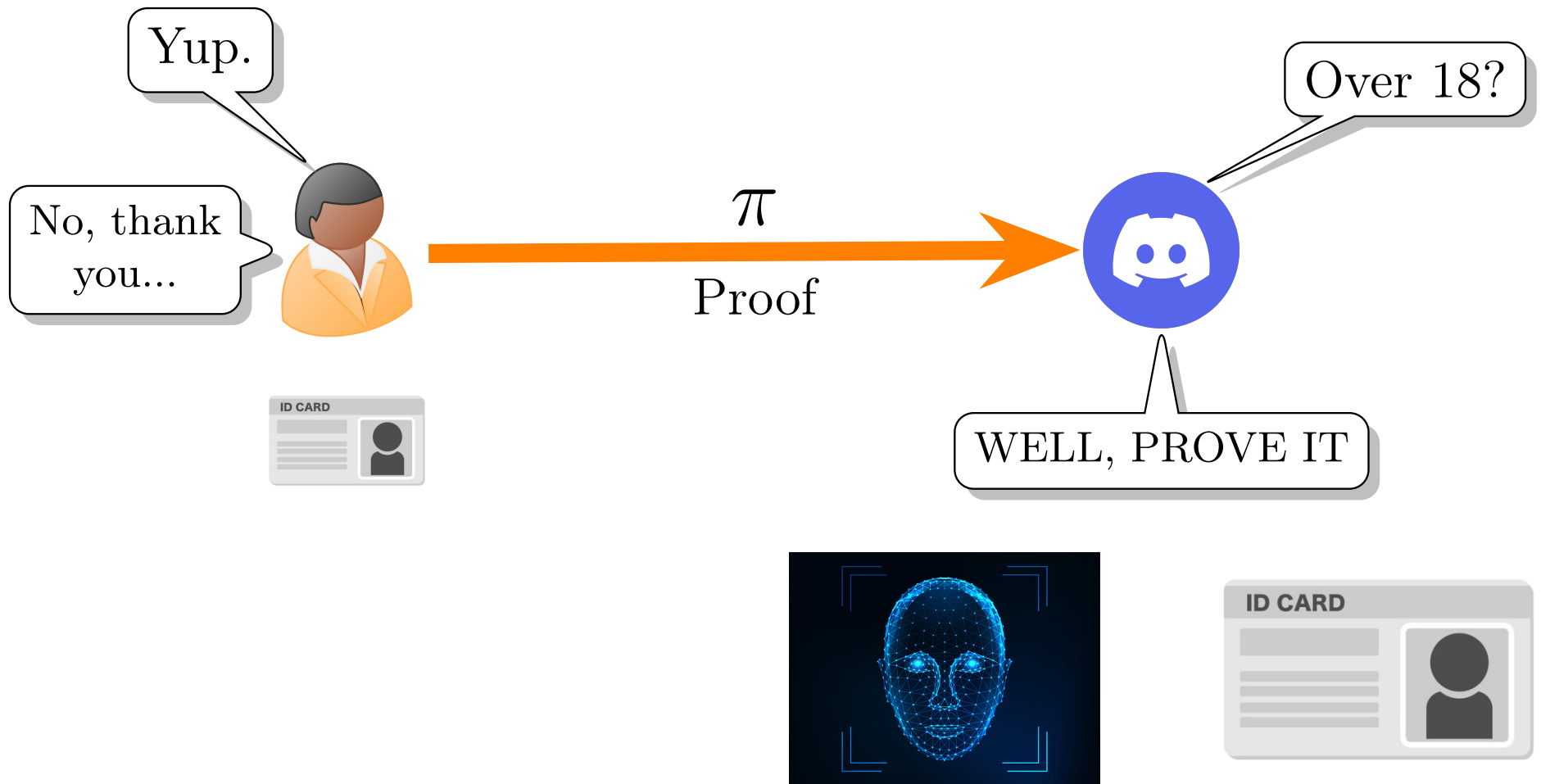
WHAT IS “ZERO-KNOWLEDGE”?



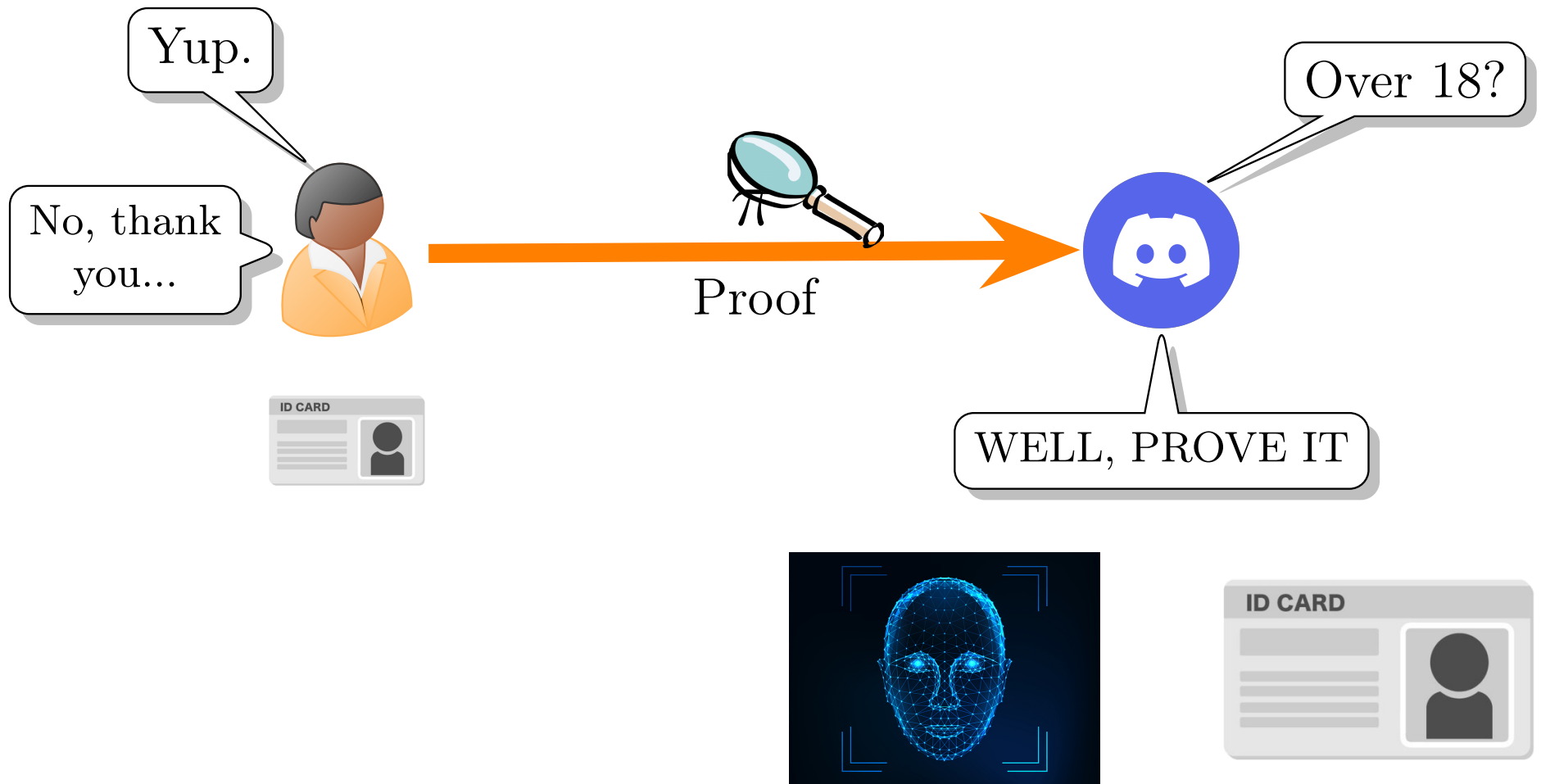
WHAT IS “ZERO-KNOWLEDGE”?



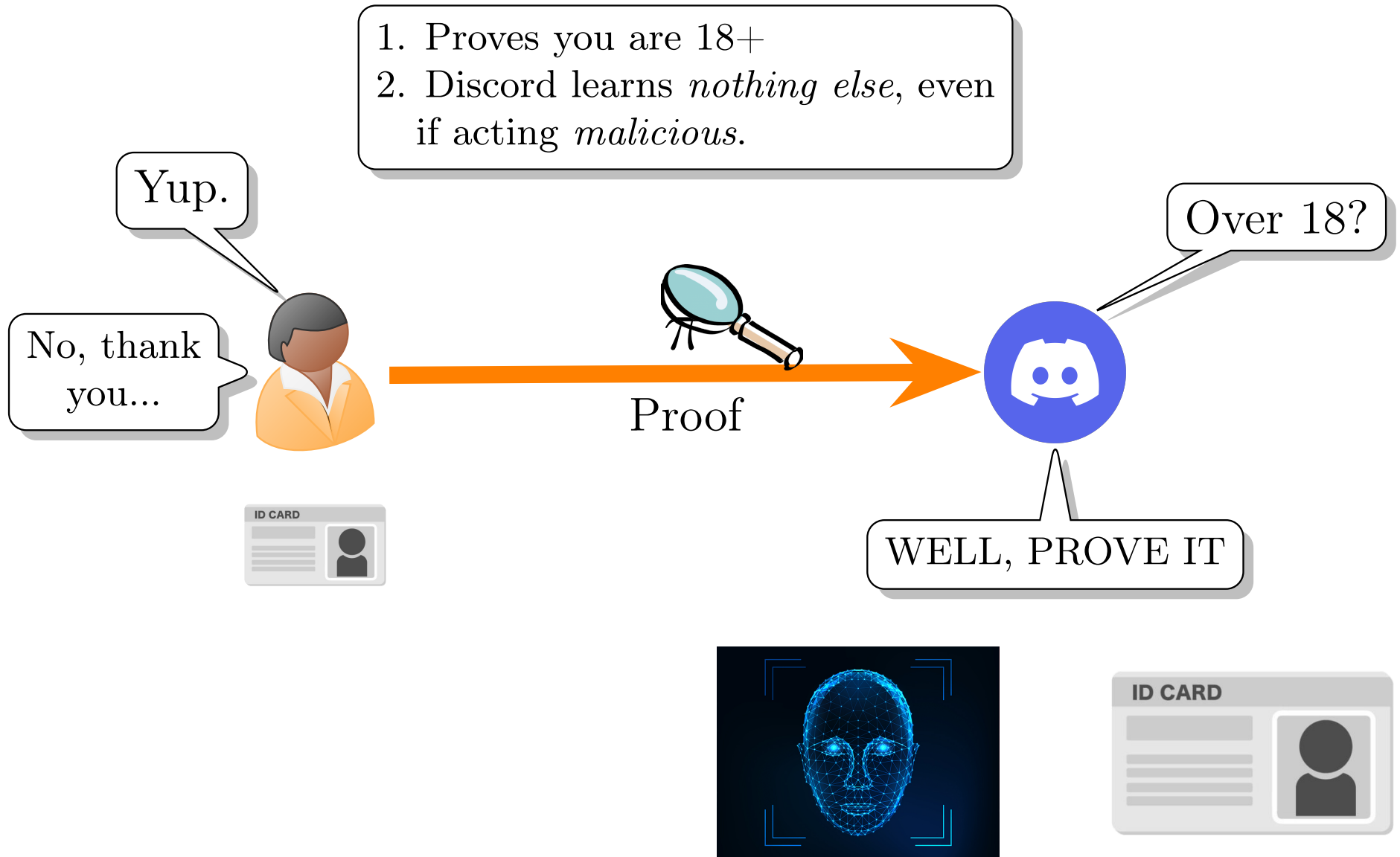
WHAT IS “ZERO-KNOWLEDGE”?



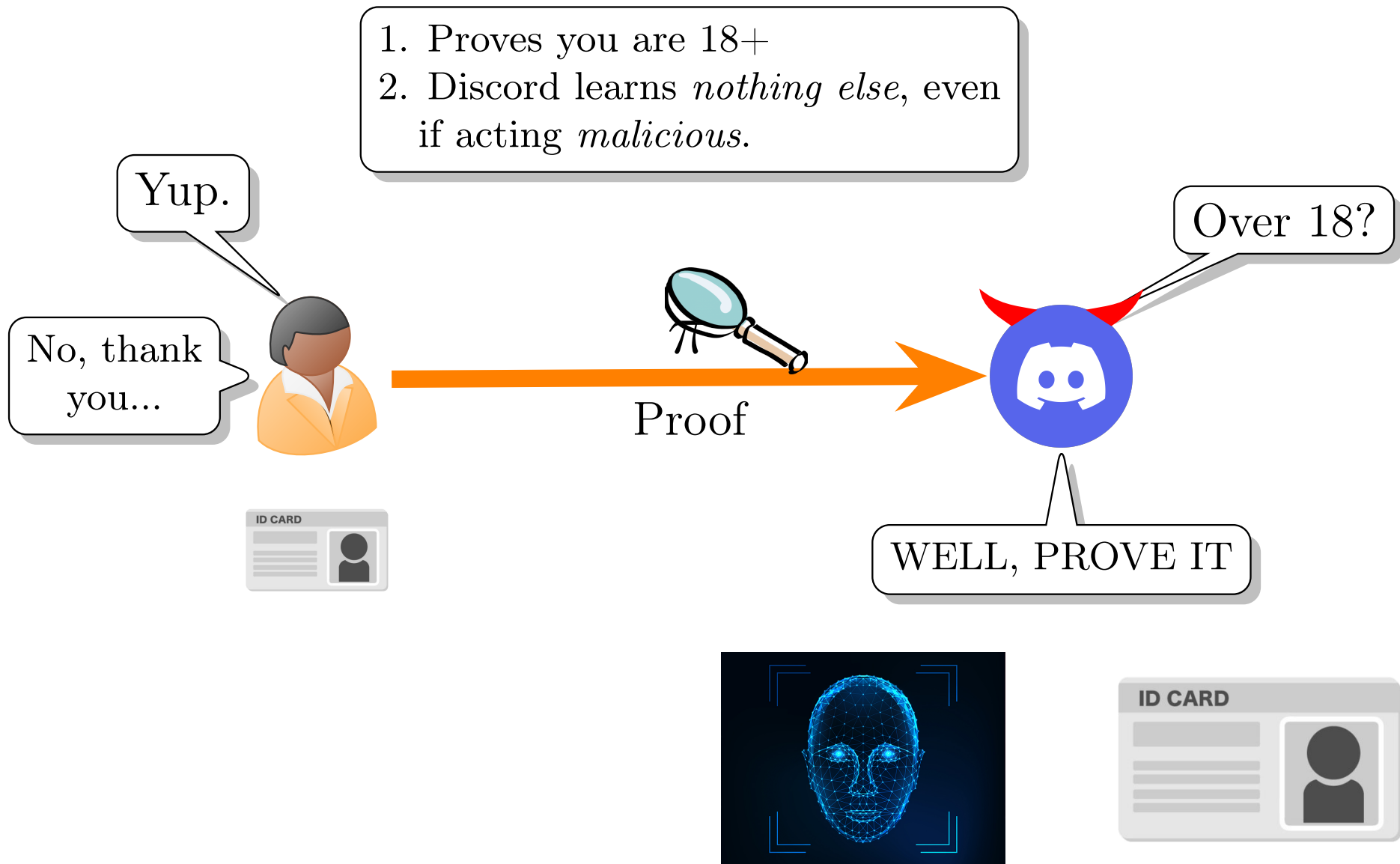
WHAT IS “ZERO-KNOWLEDGE”?



WHAT IS “ZERO-KNOWLEDGE”?



WHAT IS “ZERO-KNOWLEDGE”?



WHAT IS “ZERO-KNOWLEDGE”?

WHAT IS “ZERO-KNOWLEDGE”?

- Intuition: prove a statement is *true*, while revealing *nothing* else.

WHAT IS “ZERO-KNOWLEDGE”?

- Intuition: prove a statement is *true*, while revealing *nothing* else.
- Examples:

WHAT IS “ZERO-KNOWLEDGE”?

- Intuition: prove a statement is *true*, while revealing *nothing* else.
- Examples:
 - Prove you have the correct security clearance without revealing identity/clearance.

WHAT IS “ZERO-KNOWLEDGE”?

- Intuition: prove a statement is *true*, while revealing *nothing* else.
- Examples:
 - Prove you have the correct security clearance without revealing identity/clearance.
 - Prove your bank account has the most money among a group of friends without revealing the amount.

WHAT IS “ZERO-KNOWLEDGE”?

- Intuition: prove a statement is *true*, while revealing *nothing* else.
- Examples:
 - Prove you have the correct security clearance without revealing identity/clearance.
 - Prove your bank account has the most money among a group of friends without revealing the amount.
 - Prove your system is in compliance with some laws without revealing user data.

WHAT IS “ZERO-KNOWLEDGE”?

- Intuition: prove a statement is *true*, while revealing *nothing* else.
- Examples:
 - Prove you have the correct security clearance without revealing identity/clearance.
 - Prove your bank account has the most money among a group of friends without revealing the amount.
 - Prove your system is in compliance with some laws without revealing user data.
- Natural Questions:

WHAT IS “ZERO-KNOWLEDGE”?

- Intuition: **prove** a statement is *true*, while revealing *nothing* else.
- Examples:
 - Prove you have the correct security clearance without revealing identity/clearance.
 - Prove your bank account has the most money among a group of friends without revealing the amount.
 - Prove your system is in compliance with some laws without revealing user data.
- Natural Questions:
 - Prove?

WHAT IS “ZERO-KNOWLEDGE”?

- Intuition: prove a statement is *true*, while revealing *nothing* else.
- Examples:
 - Prove you have the correct security clearance without revealing identity/clearance.
 - Prove your bank account has the most money among a group of friends without revealing the amount.
 - Prove your system is in compliance with some laws without revealing user data.
- Natural Questions:
 - Prove?
 - Statement?

WHAT IS “ZERO-KNOWLEDGE”?

- Intuition: prove a statement is *true*, while revealing *nothing* else.
- Examples:
 - Prove you have the correct security clearance without revealing identity/clearance.
 - Prove your bank account has the most money among a group of friends without revealing the amount.
 - Prove your system is in compliance with some laws without revealing user data.
- Natural Questions:
 - Prove?
 - Statement?
 - Reveal nothing else?

REVIEW: LANGUAGES AND COMPLEXITY CLASSES

REVIEW: LANGUAGES AND COMPLEXITY CLASSES

REVIEW: LANGUAGES AND COMPLEXITY CLASSES

- A *language* is a set of strings $L \subseteq \{0, 1\}^*$.

REVIEW: LANGUAGES AND COMPLEXITY CLASSES

- A *language* is a set of strings $L \subseteq \{0, 1\}^*$. A *relation* is a tuple of strings $R \subseteq \{0, 1\}^* \times \{0, 1\}^*$.

REVIEW: LANGUAGES AND COMPLEXITY CLASSES

- A *language* is a set of strings $L \subseteq \{0, 1\}^*$. A *relation* is a tuple of strings $R \subseteq \{0, 1\}^* \times \{0, 1\}^*$.
- A language L is *Turing decidable* if there exists a Turing machine M_L such that for all $x \in \{0, 1\}^*$, $M_L(x) = 1$ if and only if $x \in L$, and $M_L(x) = 0$ otherwise.

REVIEW: LANGUAGES AND COMPLEXITY CLASSES

- A *language* is a set of strings $L \subseteq \{0, 1\}^*$. A *relation* is a tuple of strings $R \subseteq \{0, 1\}^* \times \{0, 1\}^*$.
- A language L is *Turing decidable* if there exists a Turing machine M_L such that for all $x \in \{0, 1\}^*$, $M_L(x) = 1$ if and only if $x \in L$, and $M_L(x) = 0$ otherwise.
 - L is *efficiently decidable* if M_L runs in polynomial time.

REVIEW: LANGUAGES AND COMPLEXITY CLASSES

- A *language* is a set of strings $L \subseteq \{0, 1\}^*$. A *relation* is a tuple of strings $R \subseteq \{0, 1\}^* \times \{0, 1\}^*$.
- A language L is *Turing decidable* if there exists a Turing machine M_L such that for all $x \in \{0, 1\}^*$, $M_L(x) = 1$ if and only if $x \in L$, and $M_L(x) = 0$ otherwise.
 - L is *efficiently decidable* if M_L runs in polynomial time.
- $\mathbf{P} = \{L : L \text{ is efficiently decidable}\}$.

REVIEW: LANGUAGES AND COMPLEXITY CLASSES

- A *language* is a set of strings $L \subseteq \{0, 1\}^*$. A *relation* is a tuple of strings $R \subseteq \{0, 1\}^* \times \{0, 1\}^*$.
- A language L is *Turing decidable* if there exists a Turing machine M_L such that for all $x \in \{0, 1\}^*$, $M_L(x) = 1$ if and only if $x \in L$, and $M_L(x) = 0$ otherwise.
 - L is *efficiently decidable* if M_L runs in polynomial time.
- $\mathbf{P} = \{L : L \text{ is efficiently decidable}\}$.
- A language L is *verifiable* if there exists a Turing machine M_L such that for all $x \in \{0, 1\}^*$:

REVIEW: LANGUAGES AND COMPLEXITY CLASSES

- A *language* is a set of strings $L \subseteq \{0, 1\}^*$. A *relation* is a tuple of strings $R \subseteq \{0, 1\}^* \times \{0, 1\}^*$.
- A language L is *Turing decidable* if there exists a Turing machine M_L such that for all $x \in \{0, 1\}^*$, $M_L(x) = 1$ if and only if $x \in L$, and $M_L(x) = 0$ otherwise.
 - L is *efficiently decidable* if M_L runs in polynomial time.
- $\mathbf{P} = \{L : L \text{ is efficiently decidable}\}$.
- A language L is *verifiable* if there exists a Turing machine M_L such that for all $x \in \{0, 1\}^*$:
 - $x \in L \iff \exists w \in \{0, 1\}^* \text{ s.t. } M_L(x, w) = 1.$

REVIEW: LANGUAGES AND COMPLEXITY CLASSES

- A *language* is a set of strings $L \subseteq \{0, 1\}^*$. A *relation* is a tuple of strings $R \subseteq \{0, 1\}^* \times \{0, 1\}^*$.
- A language L is *Turing decidable* if there exists a Turing machine M_L such that for all $x \in \{0, 1\}^*$, $M_L(x) = 1$ if and only if $x \in L$, and $M_L(x) = 0$ otherwise.
 - L is *efficiently decidable* if M_L runs in polynomial time.
- $\mathbf{P} = \{L : L \text{ is efficiently decidable}\}$.
- A language L is *verifiable* if there exists a Turing machine M_L such that for all $x \in \{0, 1\}^*$:
 - $x \in L \iff \exists w \in \{0, 1\}^* \text{ s.t. } M_L(x, w) = 1$.
- A *relation for language* L , denoted as R_L , is the set of all tuples (x, w) such that $M_L(x, w) = 1$.

REVIEW: LANGUAGES AND COMPLEXITY CLASSES

REVIEW: LANGUAGES AND COMPLEXITY CLASSES

- A language/relation R_L is *efficiently verifiable* if M_L runs in polynomial time and for all $(x, w) \in R_L$, $|w| = \text{poly}(|x|)$.

REVIEW: LANGUAGES AND COMPLEXITY CLASSES

- A language/relation R_L is *efficiently verifiable* if M_L runs in polynomial time and for all $(x, w) \in R_L$, $|w| = \text{poly}(|x|)$.
- **NP** = $\{L : L \text{ is efficiently verifiable}\}$. $P \subseteq NP$

REVIEW: LANGUAGES AND COMPLEXITY CLASSES

- A language/relation R_L is *efficiently verifiable* if M_L runs in polynomial time and for all $(x, w) \in R_L$, $|w| = \text{poly}(|x|)$.
- $\mathbf{NP} = \{L : L \text{ is efficiently verifiable}\}$.
- $\mathbf{coNP} = \{L : \bar{L} \in \mathbf{NP}\}$. $\text{coNP} \neq \overline{\text{NP}}$

REVIEW: LANGUAGES AND COMPLEXITY CLASSES

- A language/relation R_L is *efficiently verifiable* if M_L runs in polynomial time and for all $(x, w) \in R_L$, $|w| = \text{poly}(|x|)$.
- $\mathbf{NP} = \{L : L \text{ is efficiently verifiable}\}$.
- $\mathbf{coNP} = \{L : \bar{L} \in \mathbf{NP}\}$.

Theorem 1

$$\mathbf{P} \subset \mathbf{NP} \cap \mathbf{coNP}.$$

REVIEW: LANGUAGES AND COMPLEXITY CLASSES

- A language/relation R_L is *efficiently verifiable* if M_L runs in polynomial time and for all $(x, w) \in R_L$, $|w| = \text{poly}(|x|)$.
- $\mathbf{NP} = \{L : L \text{ is efficiently verifiable}\}$.
- $\mathbf{coNP} = \{L : \bar{L} \in \mathbf{NP}\}$.

Theorem 1

$$\mathbf{P} \subset \mathbf{NP} \cap \mathbf{coNP}.$$

- For complexity class \mathbf{C} , a language $L \in \mathbf{C}$ is \mathbf{C} -*complete* if for all $L' \in \mathbf{C}$, $L' \leq_p L$ (L' is polynomial-time reducible to L).

REVIEW: LANGUAGES AND COMPLEXITY CLASSES

- A language/relation R_L is *efficiently verifiable* if M_L runs in polynomial time and for all $(x, w) \in R_L$, $|w| = \text{poly}(|x|)$.
- $\mathbf{NP} = \{L : L \text{ is efficiently verifiable}\}$.
- $\mathbf{coNP} = \{L : \bar{L} \in \mathbf{NP}\}$.

Theorem 1

$$\mathbf{P} \subset \mathbf{NP} \cap \mathbf{coNP}.$$

- For complexity class \mathbf{C} , a language $L \in \mathbf{C}$ is \mathbf{C} -*complete* if for all $L' \in \mathbf{C}$, $L' \leq_p L$ (L' is polynomial-time reducible to L).
 - \exists poly-time computable function f such that $x \in L' \iff f(x) \in L$.

REVIEW: LANGUAGES AND COMPLEXITY CLASSES

REVIEW: LANGUAGES AND COMPLEXITY CLASSES

Theorem 2 (Cook-Levin)

boolean

3SAT = { ϕ : ϕ is a satisfiable 3CNF formula} is **NP**-complete.

is

REVIEW: LANGUAGES AND COMPLEXITY CLASSES

Theorem 2 (Cook-Levin)

$3\text{SAT} = \{\phi: \phi \text{ is a satisfiable 3CNF formula}\}$ is **NP**-complete.

- **PSPACE** = $\{L: L \text{ is Turing decidable in polynomial space}\}$.

REVIEW: LANGUAGES AND COMPLEXITY CLASSES

Theorem 2 (Cook-Levin)

$3\text{SAT} = \{\phi : \phi \text{ is a satisfiable 3CNF formula}\}$ is **NP**-complete.

- **PSPACE** = $\{L : L \text{ is Turing decidable in polynomial space}\}$.
- Note: **NP** \subseteq **PSPACE**.

REVIEW: LANGUAGES AND COMPLEXITY CLASSES

Theorem 2 (Cook-Levin)

$3\text{SAT} = \{\phi : \phi \text{ is a satisfiable 3CNF formula}\}$ is **NP**-complete.

- **PSPACE** = $\{L : L \text{ is Turing decidable in polynomial space}\}$.
- Note: **NP** \subseteq **PSPACE**.

What's the point here?

REVIEW: LANGUAGES AND COMPLEXITY CLASSES

Theorem 2 (Cook-Levin)

$3\text{SAT} = \{\phi : \phi \text{ is a satisfiable 3CNF formula}\}$ is **NP**-complete.

- **PSPACE** = $\{L : L \text{ is Turing decidable in polynomial space}\}$.
- Note: **NP** \subseteq **PSPACE**.

What's the point here?

The “statements” we prove will be with respect to some fixed language.

INTERACTIVE PROOFS AND ARGUMENTS

INTERACTIVE PROOFS

INTERACTIVE PROOFS

- Let $L \in \mathbf{NP}$ with relation R_L .

INTERACTIVE PROOFS

- Let $L \in \mathbf{NP}$ with relation R_L .
- For $(x, w) \in R_L$, in some sense, w is a “proof” that $x \in L$.

$$\underline{(x, w)} \rightarrow N_L(x, w)$$

INTERACTIVE PROOFS

- Let $L \in \mathbf{NP}$ with relation R_L .
- For $(x, w) \in R_L$, in some sense, w is a “proof” that $x \in L$.
 - Given (x, w) and some description of L , computing $M_L(x, w)$ convinces you if $x \in L$ or $x \notin L$.

INTERACTIVE PROOFS

- Let $L \in \mathbf{NP}$ with relation R_L .
- For $(x, w) \in R_L$, in some sense, w is a “proof” that $x \in L$.
 - Given (x, w) and some description of L , computing $M_L(x, w)$ convinces you if $x \in L$ or $x \notin L$.
- *Interactive Proofs*: attempt to re-define \mathbf{NP} using *interaction*.

INTERACTIVE PROOFS

- Let $L \in \mathbf{NP}$ with relation R_L .
- For $(x, w) \in R_L$, in some sense, w is a “proof” that $x \in L$.
 - Given (x, w) and some description of L , computing $M_L(x, w)$ convinces you if $x \in L$ or $x \notin L$.
- *Interactive Proofs*: attempt to re-define \mathbf{NP} using *interaction*.
- Goal: using interaction, for some fixed $x \in \{0, 1\}^*$, can a (all-powerful) prover P with $w \in \{0, 1\}^*$ such that $(x, w) \in R_L$ convince a (computationally-weak) verifier V that $x \in L$ while only exchanging $o(|w|)$ bits?

INTERACTIVE PROOFS

INTERACTIVE PROOFS

$$X = \{ \phi(x_1, \dots, x_n) \} \quad W = \{ (a_1, \dots, a_n) \text{ s.t.} \\ \phi(a_1, \dots, a_n) = 1 \}$$

$(x, w) \in R_L$

INTERACTIVE PROOFS

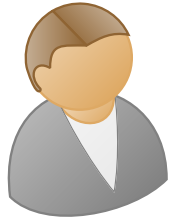
$$(x, w) \in R_L$$



Prover P

INTERACTIVE PROOFS

$$(x, w) \in R_L$$

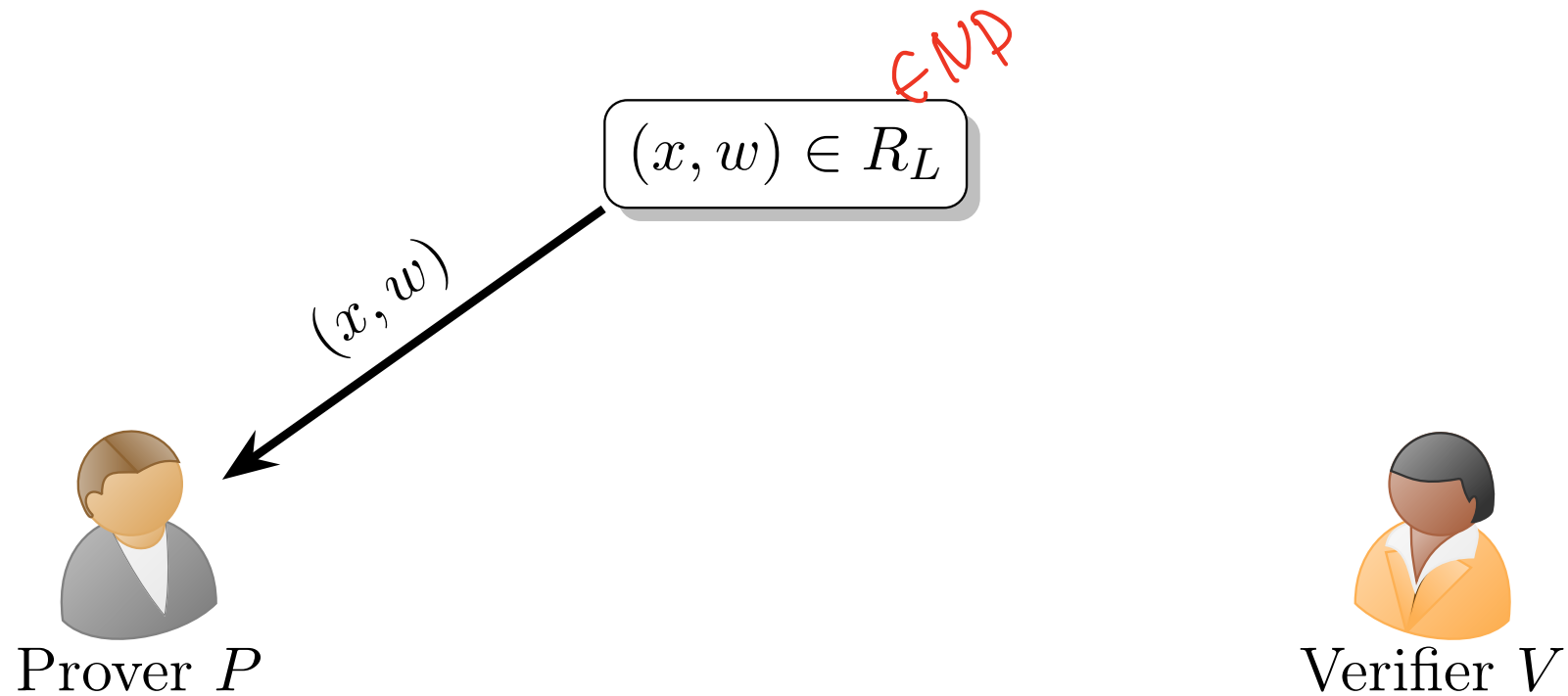


Prover P

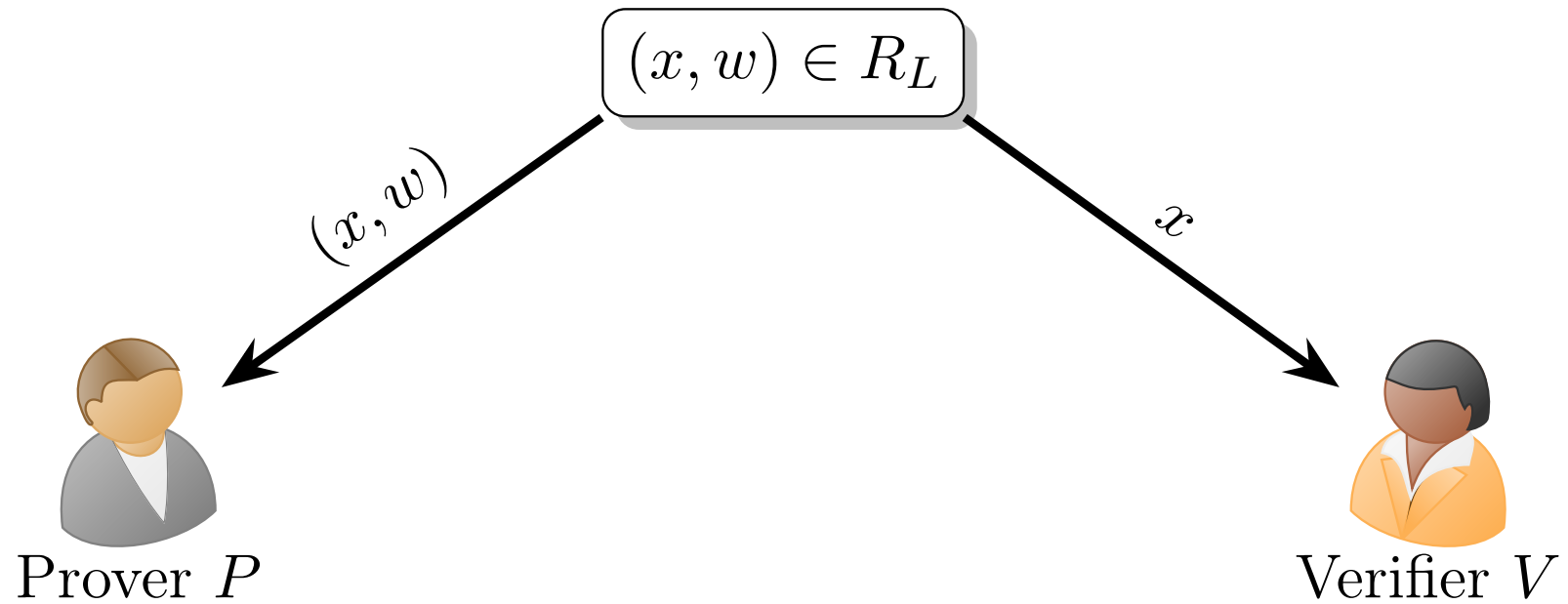


Verifier V

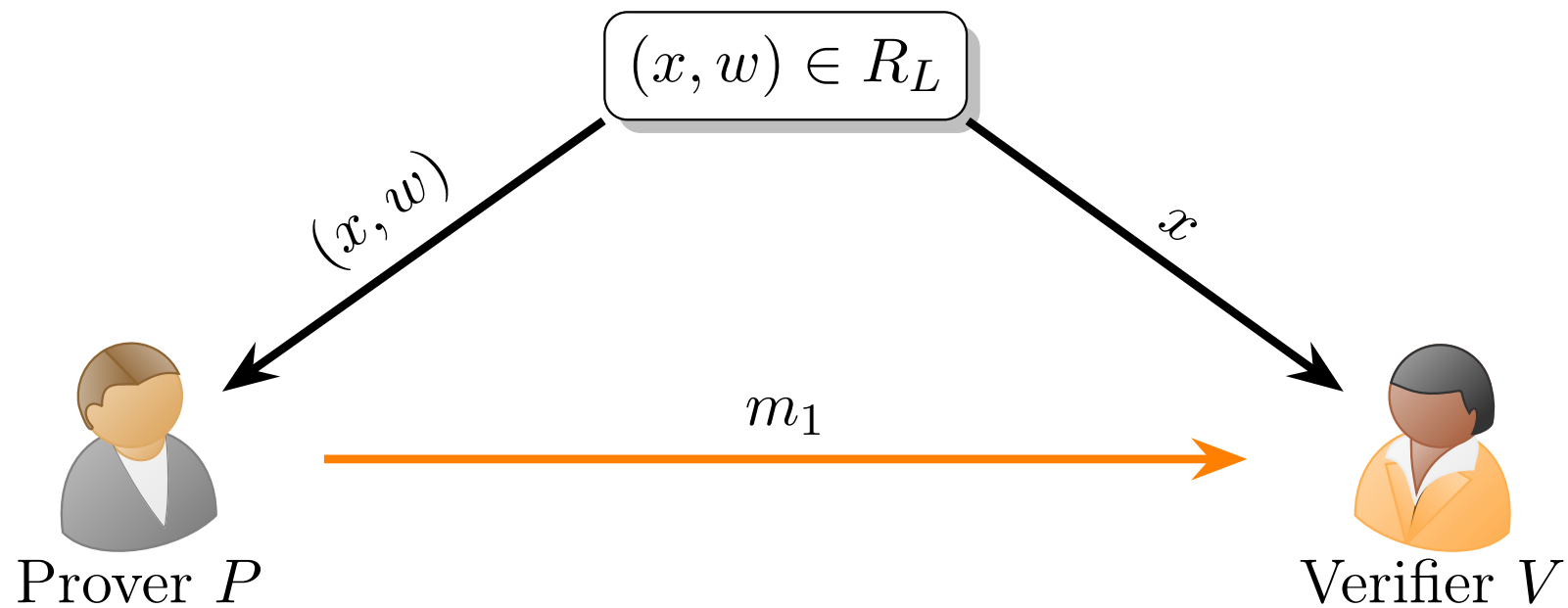
INTERACTIVE PROOFS



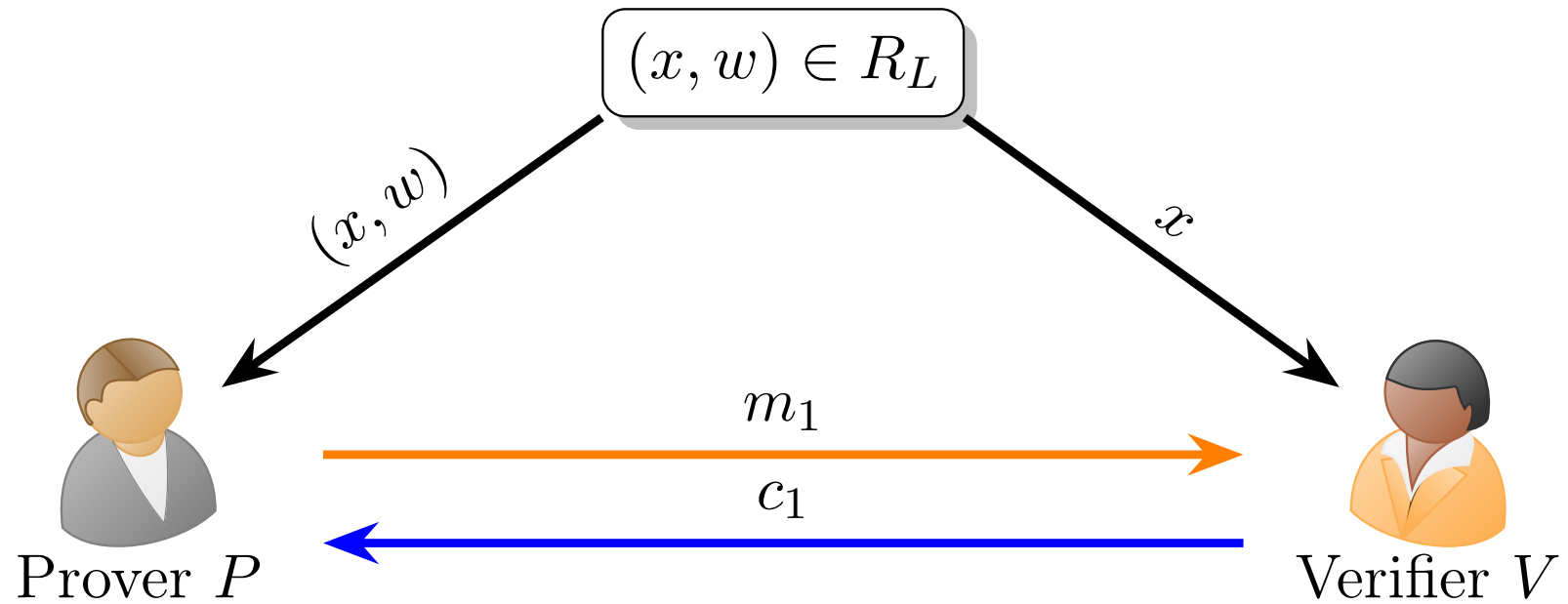
INTERACTIVE PROOFS



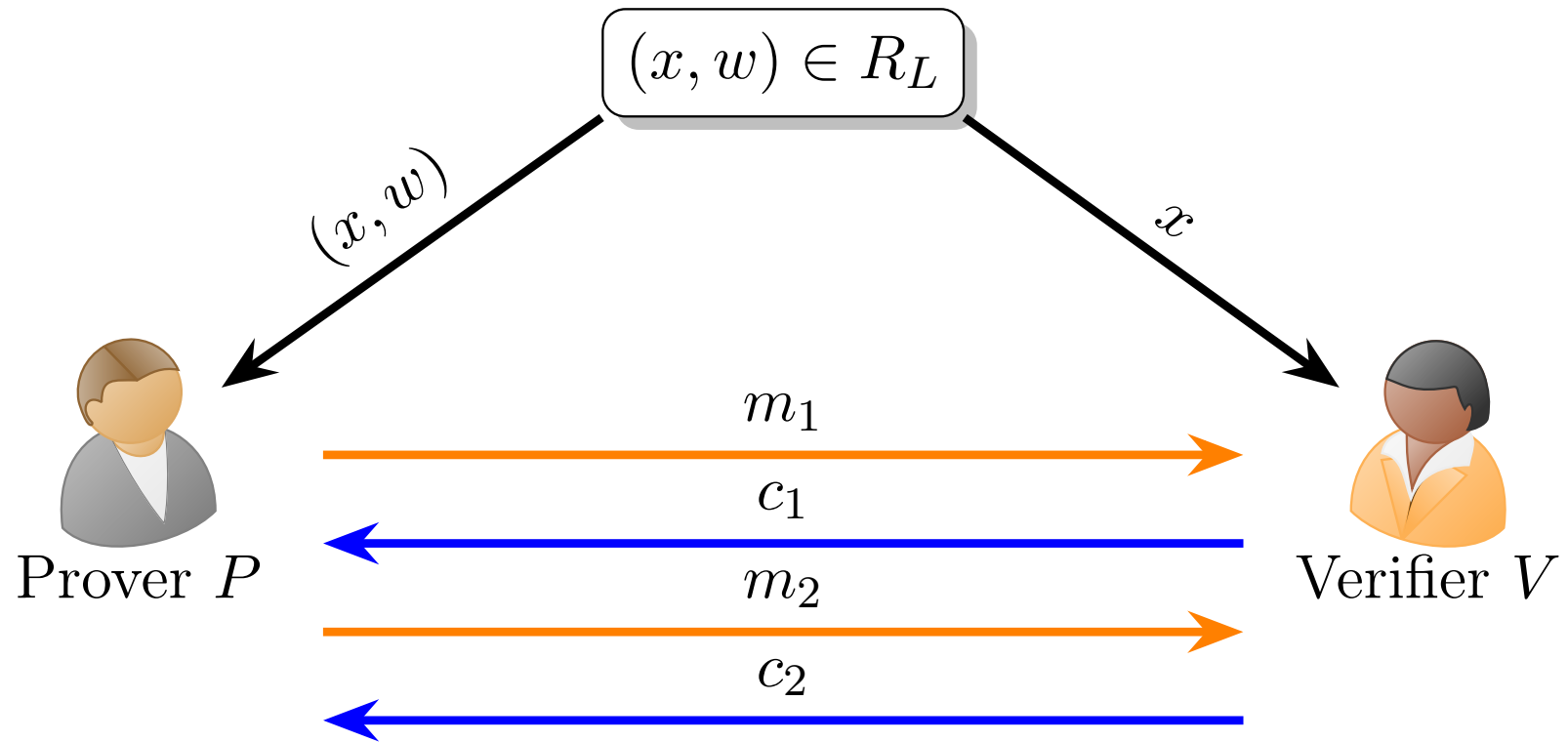
INTERACTIVE PROOFS



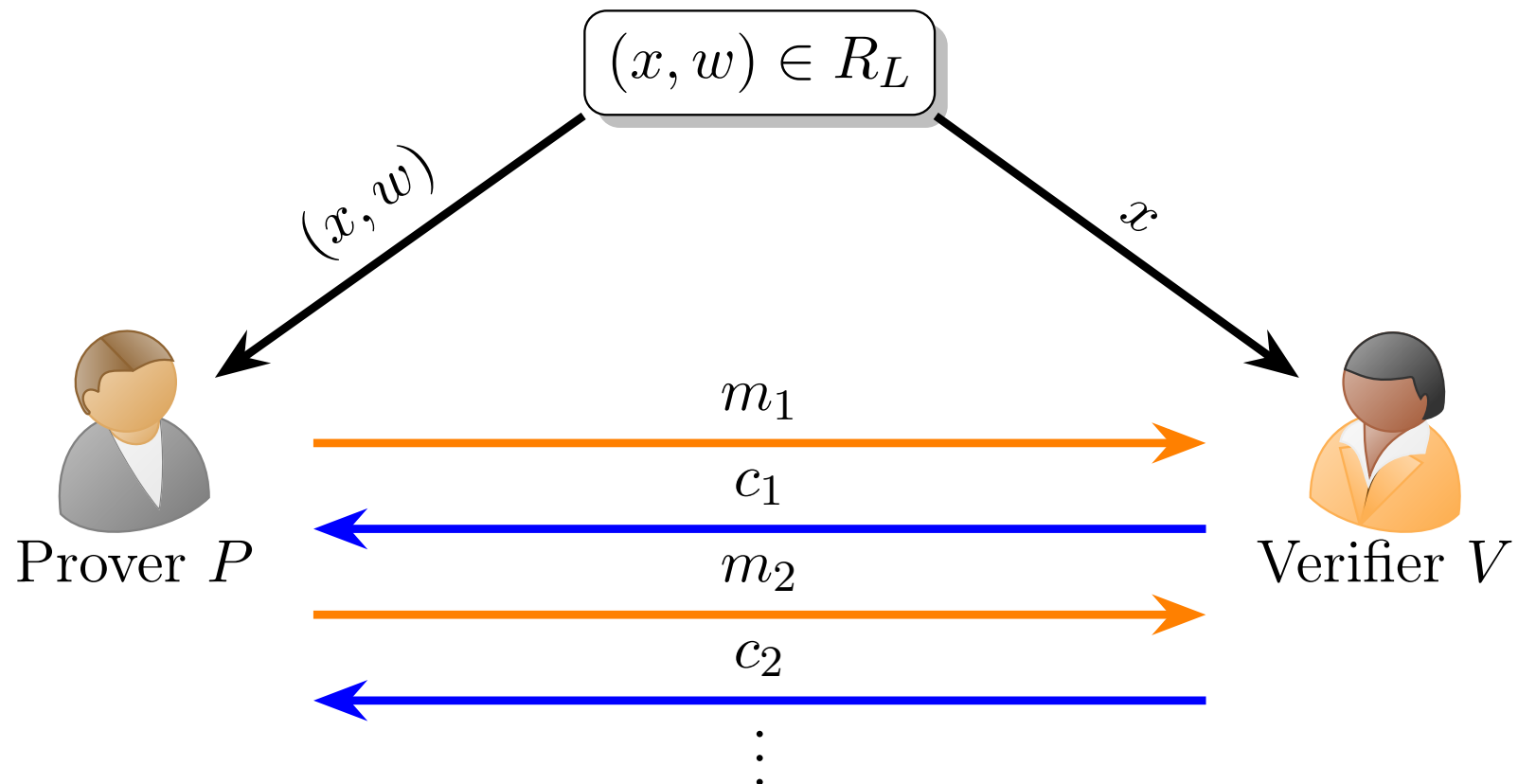
INTERACTIVE PROOFS



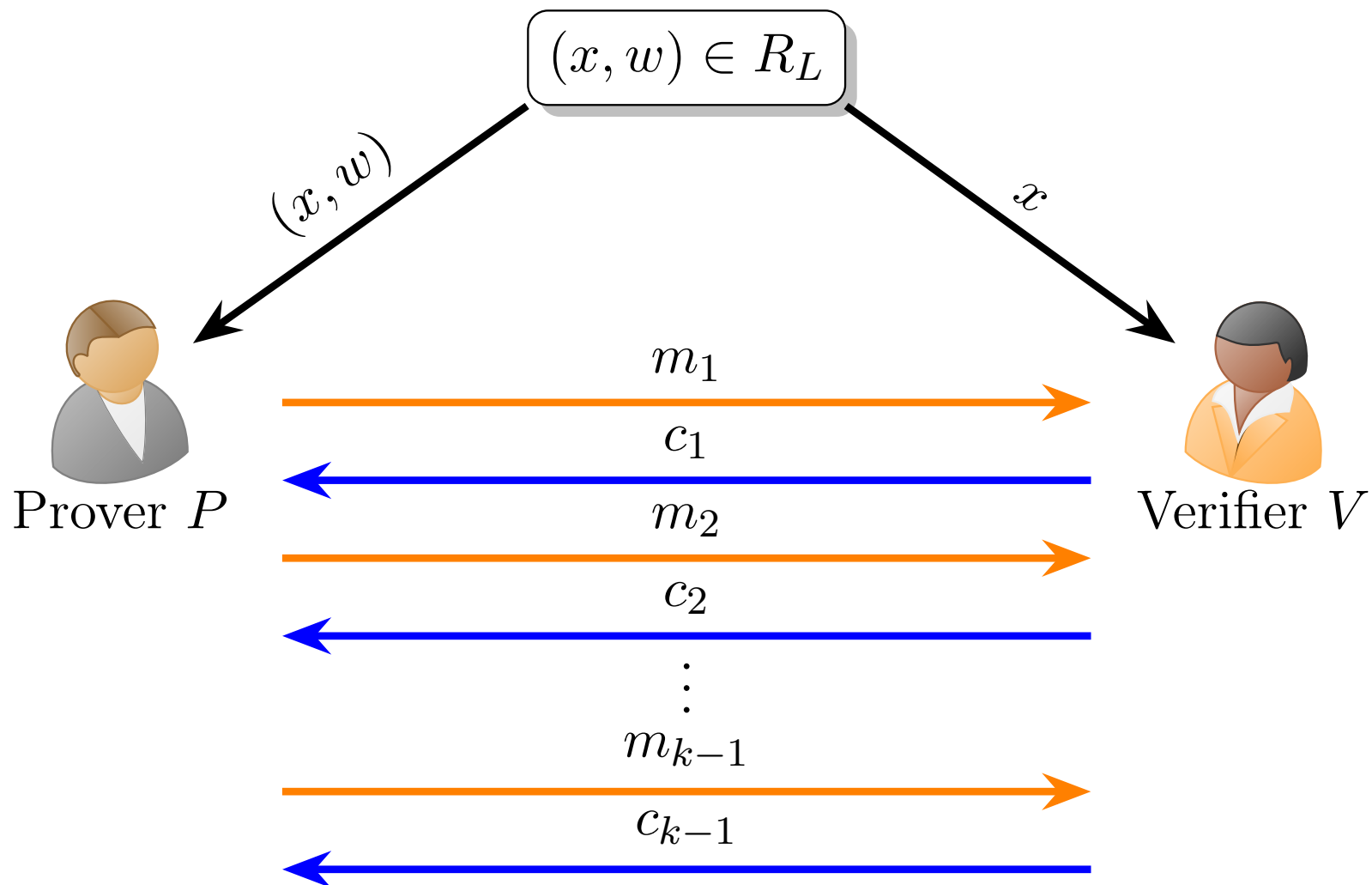
INTERACTIVE PROOFS



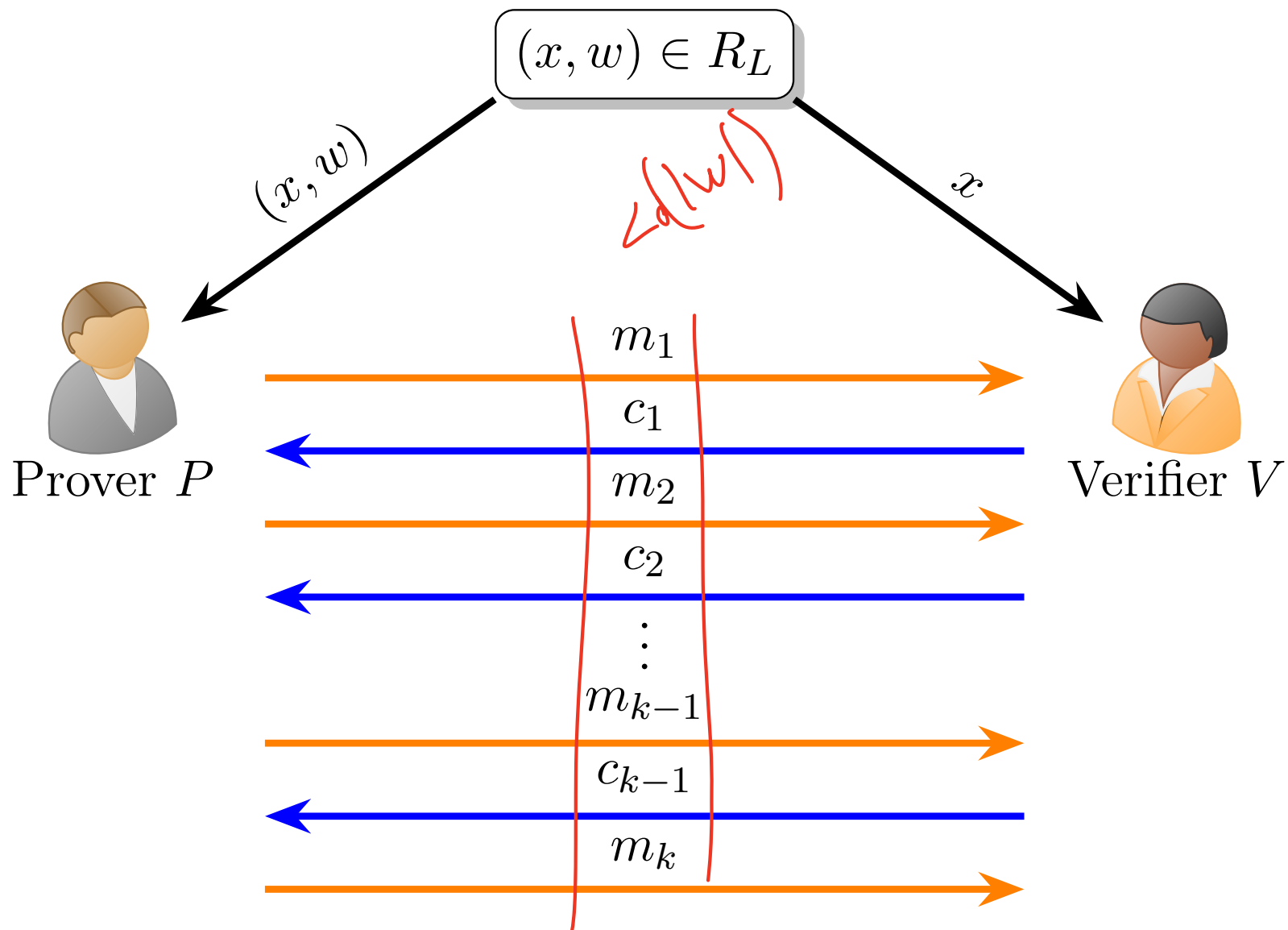
INTERACTIVE PROOFS



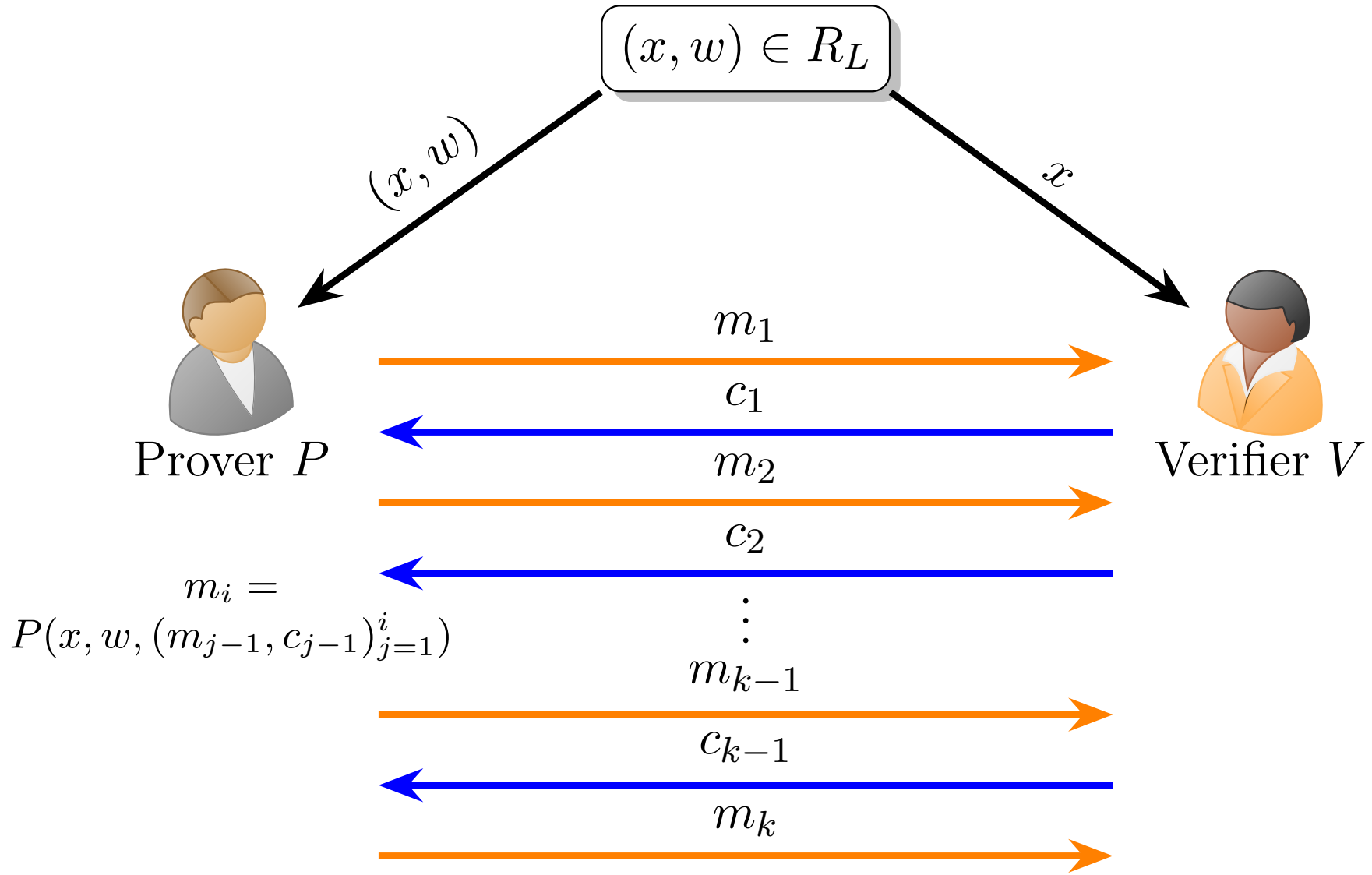
INTERACTIVE PROOFS



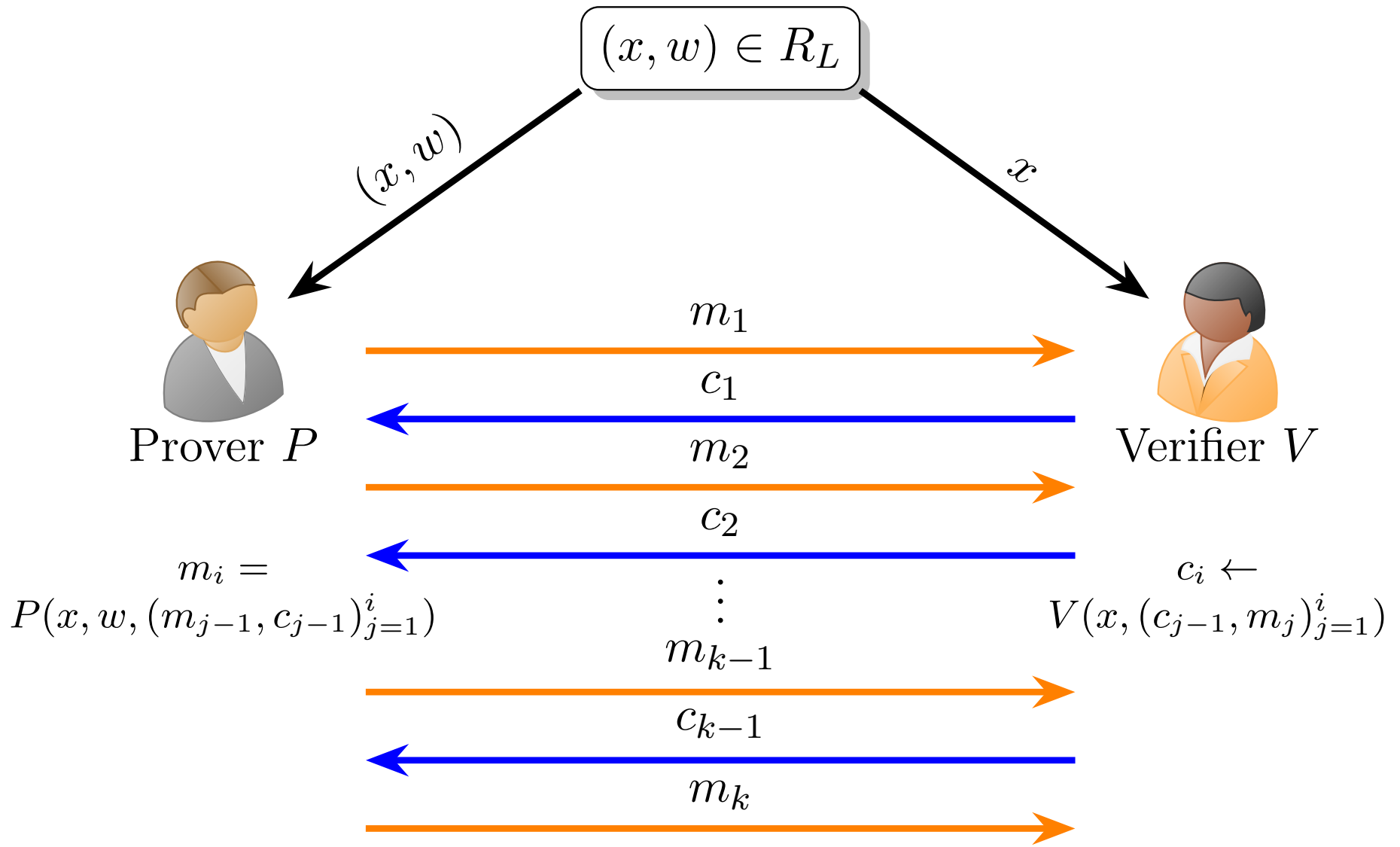
INTERACTIVE PROOFS



INTERACTIVE PROOFS



INTERACTIVE PROOFS



INTERACTIVE PROOFS: DEFINITION AND NOTES

Definition 1 (Interactive Proof)

INTERACTIVE PROOFS: DEFINITION AND NOTES

Definition 1 (Interactive Proof)

A pair of interactive algorithms (P, V) is a *k-round interactive proof* for a language L if the following hold.

INTERACTIVE PROOFS: DEFINITION AND NOTES

Definition 1 (Interactive Proof)

A pair of interactive algorithms (P, V) is a *k-round interactive proof* for a language L if the following hold.

- (Efficiency) P is a deterministic and computationally unbounded algorithm, while V is a probabilistic polynomial-time algorithm;

INTERACTIVE PROOFS: DEFINITION AND NOTES

Definition 1 (Interactive Proof)

A pair of interactive algorithms (P, V) is a *k-round interactive proof* for a language L if the following hold.

- (Efficiency) P is a deterministic and computationally unbounded algorithm, while V is a probabilistic polynomial-time algorithm;
- (Completeness) If $x \in L$, then $\Pr_V[\langle P, V \rangle(x) = 1] \geq 2/3$;

INTERACTIVE PROOFS: DEFINITION AND NOTES

Definition 1 (Interactive Proof)

A pair of interactive algorithms (P, V) is a *k-round interactive proof* for a language L if the following hold.

- (Efficiency) P is a deterministic and computationally unbounded algorithm, while V is a probabilistic polynomial-time algorithm;
- (Completeness) If $x \in L$, then $\Pr_V[\langle P, V \rangle(x) = 1] \geq 2/3$;
- (Soundness) If $x \notin L$, then for all algorithms P^* , $\Pr_V[\langle P^*, V \rangle(x) = 1] \leq 1/3$;

INTERACTIVE PROOFS: DEFINITION AND NOTES

Definition 1 (Interactive Proof)

A pair of interactive algorithms (P, V) is a k -round interactive proof for a language L if the following hold.

- (Efficiency) P is a deterministic and computationally unbounded algorithm, while V is a probabilistic polynomial-time algorithm;
- (Completeness) If $x \in L$, then $\Pr_V[\langle P, V \rangle(x) = 1] \geq 2/3$;
- (Soundness) If $x \notin L$, then for all algorithms P^* , $\Pr_V[\langle P^*, V \rangle(x) = 1] \leq 1/3$;
- (Rounds) P and V exchange $2k + 1$ messages during the interaction.

INTERACTIVE PROOFS: DEFINITION AND NOTES

Definition 1 (Interactive Proof)

A pair of interactive algorithms (P, V) is a k -round interactive proof for a language L if the following hold.

- (Efficiency) P is a deterministic and computationally unbounded algorithm, while V is a probabilistic polynomial-time algorithm;
 - (Completeness) If $x \in L$, then $\Pr_V[\langle P, V \rangle(x) = 1] \geq 2/3$;
 - (Soundness) If $x \notin L$, then for all algorithms P^* , $\Pr_V[\langle P^*, V \rangle(x) = 1] \leq 1/3$;
 - (Rounds) P and V exchange $2k + 1$ messages during the interaction.
-
- Notation $\langle P(w), V(z) \rangle(x) = b$

INTERACTIVE PROOFS: DEFINITION AND NOTES

Definition 1 (Interactive Proof)

A pair of interactive algorithms (P, V) is a k -round *interactive proof* for a language L if the following hold.

- (Efficiency) P is a deterministic and computationally unbounded algorithm, while V is a probabilistic polynomial-time algorithm;
 - (Completeness) If $x \in L$, then $\Pr_V[\langle P, V \rangle(x) = 1] \geq 2/3$;
 - (Soundness) If $x \notin L$, then for all algorithms P^* , $\Pr_V[\langle P^*, V \rangle(x) = 1] \leq 1/3$;
 - (Rounds) P and V exchange $2k + 1$ messages during the interaction.
-
- Notation $\langle P(w), V(z) \rangle(x) = b$
 - b is the result of the interaction; $b = 1$ means the *verifier accepts*; otherwise it *rejects*.

INTERACTIVE PROOFS: DEFINITION AND NOTES

Definition 1 (Interactive Proof)

A pair of interactive algorithms (P, V) is a k -round interactive proof for a language L if the following hold.

- (Efficiency) P is a deterministic and computationally unbounded algorithm, while V is a probabilistic polynomial-time algorithm;
- (Completeness) If $x \in L$, then $\Pr_V[\langle P, V \rangle(x) = 1] \geq 2/3$;
- (Soundness) If $x \notin L$, then for all algorithms P^* , $\Pr_V[\langle P^*, V \rangle(x) = 1] \leq 1/3$;
- (Rounds) P and V exchange $2k + 1$ messages during the interaction.

- Notation $\langle P(w), V(z) \rangle(x) = b$
 - b is the result of the interaction; $b = 1$ means the verifier accepts; otherwise it rejects.
 - x is the common input to both parties; w is private to P and z is private to V .

INTERACTIVE PROOFS: DEFINITION AND NOTES

Definition 1 (Interactive Proof)

A pair of interactive algorithms (P, V) is a k -round interactive proof for a language L if the following hold.

- (Efficiency) P is a deterministic and computationally unbounded algorithm, while V is a probabilistic polynomial-time algorithm;
 - (Completeness) If $x \in L$, then $\Pr_V[\langle P, V \rangle(x) = 1] \geq 2/3$;
 - (Soundness) If $x \notin L$, then for all algorithms P^* , $\Pr_V[\langle P^*, V \rangle(x) = 1] \leq 1/3$;
 - (Rounds) P and V exchange $2k + 1$ messages during the interaction.
- We usually require *perfect completeness*: the probability = 1 above.

INTERACTIVE PROOFS: DEFINITION AND NOTES

Definition 1 (Interactive Proof)

A pair of interactive algorithms (P, V) is a k -round *interactive proof* for a language L if the following hold.

- (Efficiency) P is a deterministic and computationally unbounded algorithm, while V is a probabilistic polynomial-time algorithm;
 - (Completeness) If $x \in L$, then $\Pr_V[\langle P, V \rangle(x) = 1] \geq 2/3$;
 - (Soundness) If $x \notin L$, then for all algorithms P^* ,
 $\Pr_V[\langle P^*, V \rangle(x) = 1] \leq \frac{1}{3}$; $\forall \text{poly}(1/x) \text{ or } \text{negl}(1/x)$
 - (Rounds) P and V exchange $2k + 1$ messages during the interaction.
-
- We usually require *perfect completeness*: the probability = 1 above.
 - Ideally, we want soundness error ε , where $\varepsilon = 1/\text{poly}$ or negl .

INTERACTIVE PROOFS: DEFINITION AND NOTES

Definition 1 (Interactive Proof)

A pair of interactive algorithms (P, V) is a k -round *interactive proof* for a language L if the following hold.

- (Efficiency) P is a deterministic and computationally unbounded algorithm, while V is a probabilistic polynomial-time algorithm;
 - (Completeness) If $x \in L$, then $\Pr_V[\langle P, V \rangle(x) = 1] \geq 2/3$;
 - (Soundness) If $x \notin L$, then for all algorithms P^* , $\Pr_V[\langle P^*, V \rangle(x) = 1] \leq 1/3$;
 - (Rounds) P and V exchange $2k + 1$ messages during the interaction.
-
- We usually require *perfect completeness*: the probability = 1 above.
 - Ideally, we want soundness error ε , where $\varepsilon = 1/\text{poly}$ or **negl**.
 - Since V is poly-time (in $|x|$), the number of bits exchanged must be $\text{poly}(|x|)$.

INTERACTIVE PROOFS: DEFINITION AND NOTES

Definition 1 (Interactive Proof)

A pair of interactive algorithms (P, V) is a k -round *interactive proof* for a language L if the following hold.

- (Efficiency) P is a deterministic and computationally unbounded algorithm, while V is a probabilistic polynomial-time algorithm;
 - (Completeness) If $x \in L$, then $\Pr_V[\langle P, V \rangle(x) = 1] \geq 2/3$;
 - (Soundness) If $x \notin L$, then for all algorithms P^* , $\Pr_V[\langle P^*, V \rangle(x) = 1] \leq 1/3$;
 - (Rounds) P and V exchange $2k + 1$ messages during the interaction.
- $\pi = (m_1, c_1, \dots, c_{k-1}, m_k)$ is the *transcript* of the interaction, and is also called the *proof*; m_i is P 's message, and c_i is V 's message.

INTERACTIVE PROOFS: DEFINITION AND NOTES

Definition 1 (Interactive Proof)

A pair of interactive algorithms (P, V) is a *k-round interactive proof* for a language L if the following hold.

- (Efficiency) P is a deterministic and computationally unbounded algorithm, while V is a probabilistic polynomial-time algorithm;
 - (Completeness) If $x \in L$, then $\Pr_V[\langle P, V \rangle(x) = 1] \geq 2/3$;
 - (Soundness) If $x \notin L$, then for all algorithms P^* , $\Pr_V[\langle P^*, V \rangle(x) = 1] \leq 1/3$;
 - (Rounds) P and V exchange $2k + 1$ messages during the interaction.
-
- $\pi = (m_1, c_1, \dots, c_{k-1}, m_k)$ is the *transcript* of the interaction, and is also called the *proof*; m_i is P 's message, and c_i is V 's message.
 - V may toss *private/hidden randomness*, but this is not necessary.

INTERACTIVE PROOFS: DEFINITION AND NOTES

Definition 1 (Interactive Proof)

A pair of interactive algorithms (P, V) is a k -round *interactive proof* for a language L if the following hold.

- (Efficiency) P is a deterministic and computationally unbounded algorithm, while V is a probabilistic polynomial-time algorithm;
 - (Completeness) If $x \in L$, then $\Pr_V[\langle P, V \rangle(x) = 1] \geq 2/3$;
 - (Soundness) If $x \notin L$, then for all algorithms P^* , $\Pr_V[\langle P^*, V \rangle(x) = 1] \leq 1/3$;
 - (Rounds) P and V exchange $2k + 1$ messages during the interaction.
-
- $\pi = (m_1, c_1, \dots, c_{k-1}, m_k)$ is the *transcript* of the interaction, and is also called the *proof*; m_i is P 's message, and c_i is V 's message.
 - V may toss *private/hidden randomness*, but this is not necessary.
 - π is *publicly verifiable* if any other verifier V' can examine π and output accept/reject with the same guarantees.

INTERACTIVE PROOFS: DEFINITION AND NOTES

Definition 1 (Interactive Proof)

A pair of interactive algorithms (P, V) is a k -round *interactive proof* for a language L if the following hold.

- (Efficiency) P is a deterministic and computationally unbounded algorithm, while V is a probabilistic polynomial-time algorithm;
 - (Completeness) If $x \in L$, then $\Pr_V[\langle P, V \rangle(x) = 1] \geq 2/3$; and
 - (Soundness) If $x \notin L$, then for all algorithms P^* , $\Pr_V[\langle P^*, V \rangle(x) = 1] \leq 1/3$.
 - (Rounds) P and V exchange $2k + 1$ messages during the interaction.
- We will assume that all our protocols are *public-coin*: V 's messages are all uniformly random (with respect to some set).

INTERACTIVE PROOFS: DEFINITION AND NOTES

Definition 1 (Interactive Proof)

A pair of interactive algorithms (P, V) is a k -round *interactive proof* for a language L if the following hold.

- (Efficiency) P is a deterministic and computationally unbounded algorithm, while V is a probabilistic polynomial-time algorithm;
 - (Completeness) If $x \in L$, then $\Pr_V[\langle P, V \rangle(x) = 1] \geq 2/3$; and
 - (Soundness) If $x \notin L$, then for all algorithms P^* , $\Pr_V[\langle P^*, V \rangle(x) = 1] \leq 1/3$.
 - (Rounds) P and V exchange $2k + 1$ messages during the interaction.
-
- We will assume that all our protocols are *public-coin*: V 's messages are all uniformly random (with respect to some set).
 - $|\pi|$ is the *proof size*, and we want $|\pi| = o(|w|)$, where $(x, w) \in R_L$.

INTERACTIVE PROOFS: RESULTS

INTERACTIVE PROOFS: RESULTS

- Let $\mathbf{IP}[k]$ be the set of all languages with a k -round interactive proof.

INTERACTIVE PROOFS: RESULTS

- Let $\mathbf{IP}[k]$ be the set of all languages with a k -round interactive proof.

- $\mathbf{IP} = \bigcup_{c \in \mathbb{N}} \mathbf{IP}[n^c]$.
poly # rounds in length of $|x|$

INTERACTIVE PROOFS: RESULTS

- Let $\mathbf{IP}[k]$ be the set of all languages with a k -round interactive proof.
- $\mathbf{IP} = \cup_{c \in \mathbb{N}} \mathbf{IP}[n^c]$.

Theorem 3 (Shamir; Lund, Fortnow, Karloff, and Nisan)

$$\mathbf{IP} = \mathbf{PSPACE}.$$

INTERACTIVE PROOFS: RESULTS

- Let $\mathbf{IP}[k]$ be the set of all languages with a k -round interactive proof.
- $\mathbf{IP} = \cup_{c \in \mathbb{N}} \mathbf{IP}[n^c]$.

Theorem 3 (Shamir; Lund, Fortnow, Karloff, and Nisan)

$$\mathbf{IP} = \mathbf{PSPACE}.$$

- Let \mathbf{dIP} be \mathbf{IP} but with *deterministic verifiers*.

INTERACTIVE PROOFS: RESULTS

- Let $\mathbf{IP}[k]$ be the set of all languages with a k -round interactive proof.
- $\mathbf{IP} = \bigcup_{c \in \mathbb{N}} \mathbf{IP}[n^c]$.

Theorem 3 (Shamir; Lund, Fortnow, Karloff, and Nisan)

$$\mathbf{IP} = \mathbf{PSPACE}.$$

- Let \mathbf{dIP} be \mathbf{IP} but with *deterministic verifiers*.

Theorem 4

$$\mathbf{dIP} = \mathbf{NP}.$$

$$\mathbf{NP} \subseteq \mathbf{dIP}$$

$$\omega \longrightarrow V : \text{run } M_C(x, \omega)$$

INTERACTIVE PROOFS: RESULTS

- Let $\mathbf{IP}[k]$ be the set of all languages with a k -round interactive proof.
- $\mathbf{IP} = \cup_{c \in \mathbb{N}} \mathbf{IP}[n^c]$.

Theorem 3 (Shamir; Lund, Fortnow, Karloff, and Nisan)

$$\mathbf{IP} = \mathbf{PSPACE}.$$

- Let \mathbf{dIP} be \mathbf{IP} but with *deterministic verifiers*.

Theorem 4

$$\mathbf{dIP} = \mathbf{NP}.$$

- Notably: $\mathbf{NP} \subseteq \mathbf{IP}$.

INTERACTIVE ARGUMENTS

INTERACTIVE ARGUMENTS

- Natural restriction: *efficient provers*.

INTERACTIVE ARGUMENTS

- Natural restriction: *efficient provers*.

Definition 2 (Interactive Argument)

INTERACTIVE ARGUMENTS

- Natural restriction: *efficient provers*.

Definition 2 (Interactive Argument)

A pair of interactive algorithms (P, V) is a *k-round interactive argument* for a language L if the following hold.

INTERACTIVE ARGUMENTS

- Natural restriction: *efficient provers*.

Definition 2 (Interactive Argument)

A pair of interactive algorithms (P, V) is a *k-round interactive argument* for a language L if the following hold.

- (Efficiency) P and V are probabilistic polynomial-time algorithms;

INTERACTIVE ARGUMENTS

- Natural restriction: *efficient provers*.

Definition 2 (Interactive Argument)

A pair of interactive algorithms (P, V) is a k -round *interactive argument* for a language L if the following hold.

- (Efficiency) P and V are probabilistic polynomial-time algorithms;
- (Perfect Completeness) If $x \in L$, then $\Pr_V[\langle P, V \rangle(x) = 1] = 1$;

INTERACTIVE ARGUMENTS

- Natural restriction: *efficient provers*.

Definition 2 (Interactive Argument)

A pair of interactive algorithms (P, V) is a k -round interactive argument for a language L if the following hold.

- (Efficiency) P and V are probabilistic polynomial-time algorithms;
- (Perfect Completeness) If $x \in L$, then $\Pr_V[\langle P, V \rangle(x) = 1] = 1$;
- (Soundness) If $x \notin L$, then for all PPT algorithms P^* ,
 $\Pr_V[\langle P^*, V \rangle(x) = 1] \leq \text{negl}(|x|)$;

INTERACTIVE ARGUMENTS

- Natural restriction: *efficient provers*.

Definition 2 (Interactive Argument)

A pair of interactive algorithms (P, V) is a k -round interactive argument for a language L if the following hold.

- (Efficiency) P and V are probabilistic polynomial-time algorithms;
- (Perfect Completeness) If $x \in L$, then $\Pr_V[\langle P, V \rangle(x) = 1] = 1$;
- (Soundness) If $x \notin L$, then for all PPT algorithms P^* ,
 $\Pr_V[\langle P^*, V \rangle(x) = 1] \leq \text{negl}(|x|)$;
- (Rounds) P and V exchange $2k + 1$ messages during the interaction.

ZERO-KNOWLEDGE PROOFS

IPS SO FAR

IPs SO FAR

- In the context of IP's, we have only been concerned with malicious *provers*.

IPs SO FAR

- In the context of IP's, we have only been concerned with malicious *provers*.
- This makes sense for several reasons.

IPs SO FAR

- In the context of IP's, we have only been concerned with malicious *provers*.
- This makes sense for several reasons.
 - IPs are used in the context of *verifiable computation/delegation*.

IPs SO FAR

- In the context of IP's, we have only been concerned with malicious *provers*.
- This makes sense for several reasons.
 - IPs are used in the context of *verifiable computation/delegation*. The verifier is asking the prover to compute some function of her data, so why would she be malicious?

IPs SO FAR

- In the context of IP's, we have only been concerned with malicious *provers*.
- This makes sense for several reasons.
 - IPs are used in the context of *verifiable computation/delegation*. The verifier is asking the prover to compute some function of her data, so why would she be malicious?
 - Prover is assumed to be much more computationally capable, even for interactive arguments.

IPs SO FAR

- In the context of IP's, we have only been concerned with malicious *provers*.
- This makes sense for several reasons.
 - IPs are used in the context of *verifiable computation/delegation*. The verifier is asking the prover to compute some function of her data, so why would she be malicious?
 - Prover is assumed to be much more computationally capable, even for interactive arguments. Does it make sense for a computationally weak verifier to try and “cheat” this powerful prover?

IPs SO FAR

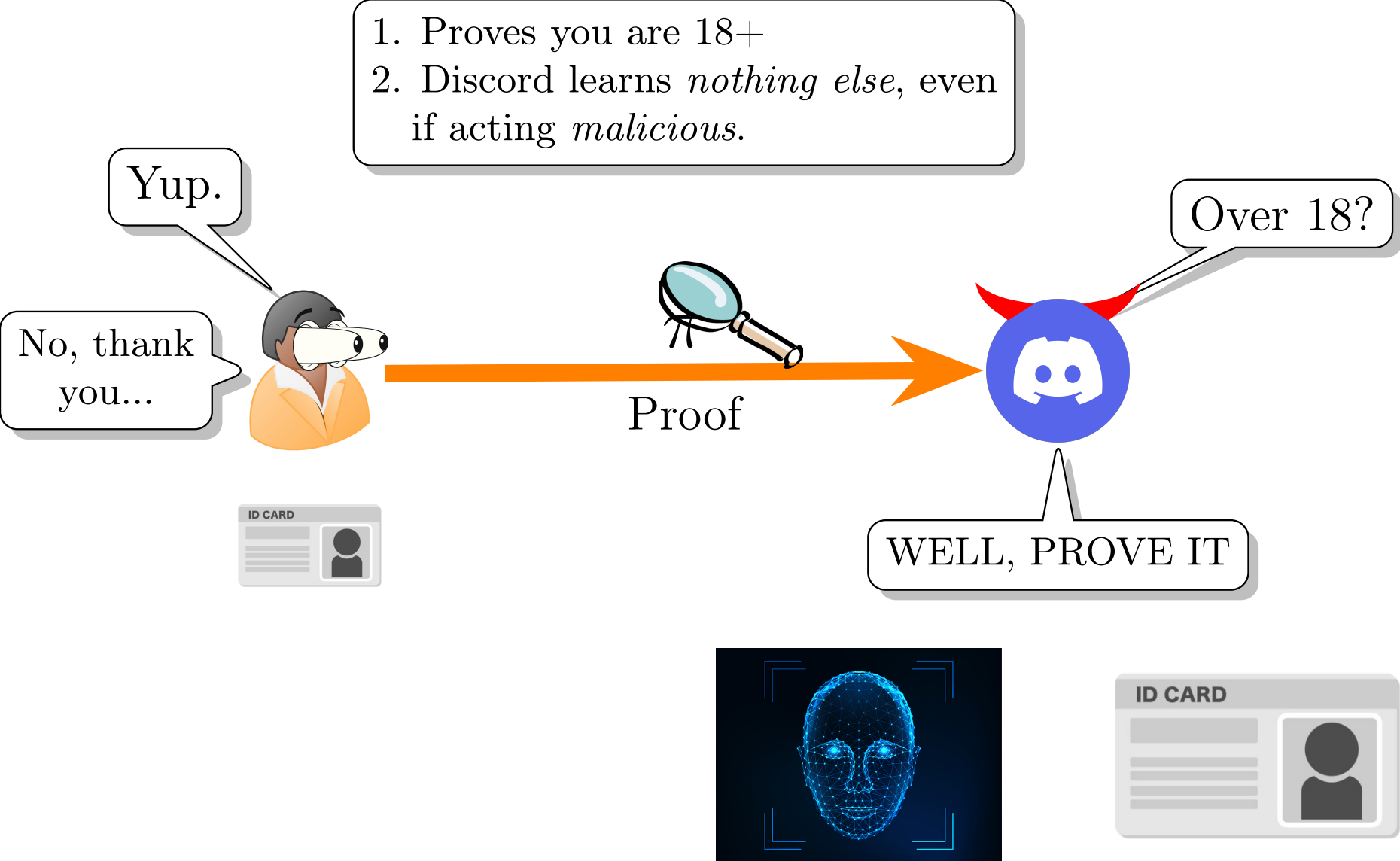
- In the context of IP's, we have only been concerned with malicious *provers*.
- This makes sense for several reasons.
 - IPs are used in the context of *verifiable computation/delegation*. The verifier is asking the prover to compute some function of her data, so why would she be malicious?
 - Prover is assumed to be much more computationally capable, even for interactive arguments. Does it make sense for a computationally weak verifier to try and “cheat” this powerful prover?
- *Zero-knowledge* attempts to handle the following threat scenario:

IPs SO FAR

- In the context of IP's, we have only been concerned with malicious *provers*.
- This makes sense for several reasons.
 - IPs are used in the context of *verifiable computation/delegation*. The verifier is asking the prover to compute some function of her data, so why would she be malicious?
 - Prover is assumed to be much more computationally capable, even for interactive arguments. Does it make sense for a computationally weak verifier to try and “cheat” this powerful prover?
- *Zero-knowledge* attempts to handle the following threat scenario:

What if (honest) P 's witness contains *sensitive* information?

EXAMPLE FROM BEFORE



ZERO-KNOWLEDGE PROOFS

ZERO-KNOWLEDGE PROOFS

Definition 3 (Zero-knowledge Proof, Informal)

ZERO-KNOWLEDGE PROOFS

Definition 3 (Zero-knowledge Proof, Informal)

Let (P, V) be a k -round interactive proof for a language L .

ZERO-KNOWLEDGE PROOFS

Definition 3 (Zero-knowledge Proof, Informal)

Let (P, V) be a k -round interactive proof for a language L . Then, we say that the proof system has *zero-knowledge* if

ZERO-KNOWLEDGE PROOFS

Definition 3 (Zero-knowledge Proof, Informal)

Let (P, V) be a k -round interactive proof for a language L . Then, we say that the proof system has *zero-knowledge* if for every PPT verifier algorithm V^* ,

ZERO-KNOWLEDGE PROOFS

Definition 3 (Zero-knowledge Proof, Informal)

Let (P, V) be a k -round interactive proof for a language L . Then, we say that the proof system has *zero-knowledge* if for every PPT verifier algorithm V^* , there exists a PPT algorithm S (the *simulator*), which can depend on V^* , such that

ZERO-KNOWLEDGE PROOFS

Definition 3 (Zero-knowledge Proof, Informal)

Let (P, V) be a k -round interactive proof for a language L . Then, we say that the proof system has *zero-knowledge* if for every PPT verifier algorithm V^* , there exists a PPT algorithm S (the *simulator*), which can depend on V^* , such that for all $x \in L$, the distribution $S(x)$ is “indistinguishable” from $\text{View}_{V^*}(\langle P, V^* \rangle(x))$.

ZERO-KNOWLEDGE PROOFS

Definition 3 (Zero-knowledge Proof, Informal)

Let (P, V) be a k -round interactive proof for a language L . Then, we say that the proof system has *zero-knowledge* if for every PPT verifier algorithm V^* , there exists a PPT algorithm S (the *simulator*), which can depend on V^* , such that for all $x \in L$, the distribution $S(x)$ is “indistinguishable” from $\text{View}_{V^*}(\langle P, V^* \rangle(x))$. Here, $\text{View}_{V^*}(\langle P, V^* \rangle(x))$ denotes the distribution (with respect to V^*) over proofs/transcripts generated by the interaction between P and V^* .

ZERO-KNOWLEDGE PROOFS

Definition 3 (Zero-knowledge Proof, Informal)

Let (P, V) be a k -round interactive proof for a language L . Then, we say that the proof system has *zero-knowledge* if for every PPT verifier algorithm V^* , there exists a PPT algorithm S (the *simulator*), which can depend on V^* , such that for all $x \in L$, the distribution $S(x)$ is “indistinguishable” from $\text{View}_{V^*}(\langle P, V^* \rangle(x))$. Here, $\text{View}_{V^*}(\langle P, V^* \rangle(x))$ denotes the distribution (with respect to V^*) over proofs/transcripts generated by the interaction between P and V^* .

- Intuition:

ZERO-KNOWLEDGE PROOFS

Definition 3 (Zero-knowledge Proof, Informal)

Let (P, V) be a k -round interactive proof for a language L . Then, we say that the proof system has *zero-knowledge* if for every PPT verifier algorithm V^* , there exists a PPT algorithm S (the *simulator*), which can depend on V^* , such that for all $x \in L$, the distribution $S(x)$ is “indistinguishable” from $\text{View}_{V^*}(\langle P, V^* \rangle(x))$. Here, $\text{View}_{V^*}(\langle P, V^* \rangle(x))$ denotes the distribution (with respect to V^*) over proofs/transcripts generated by the interaction between P and V^* .

- Intuition:

- If $x \in L$, V learns nothing from interacting with P beyond what V could have computed efficiently herself.

ZERO-KNOWLEDGE PROOFS

Definition 3 (Zero-knowledge Proof, Informal)

Let (P, V) be a k -round interactive proof for a language L . Then, we say that the proof system has *zero-knowledge* if for every PPT verifier algorithm V^* , there exists a PPT algorithm S (the *simulator*), which can depend on V^* , such that for all $x \in L$, the distribution $S(x)$ is “indistinguishable” from $\text{View}_{V^*}(\langle P, V^* \rangle(x))$. Here, $\text{View}_{V^*}(\langle P, V^* \rangle(x))$ denotes the distribution (with respect to V^*) over proofs/transcripts generated by the interaction between P and V^* .

■ Intuition:

- If $x \in L$, V learns nothing from interacting with P beyond what V could have computed efficiently herself.
- This is because given x , V cannot distinguish between a transcript generated from interacting with P and one generated by $S(x)$.

ZERO-KNOWLEDGE PROOFS

Definition 3 (Zero-knowledge Proof, Informal)

Let (P, V) be a k -round interactive proof for a language L . Then, we say that the proof system has *zero-knowledge* if for every PPT verifier algorithm V^* , there exists a PPT algorithm S (the *simulator*), which can depend on V^* , such that for all $x \in L$, the distribution $S(x)$ is “indistinguishable” from $\text{View}_{V^*}(\langle P, V^* \rangle(x))$. Here, $\text{View}_{V^*}(\langle P, V^* \rangle(x))$ denotes the distribution (with respect to V^*) over proofs/transcripts generated by the interaction between P and V^* .

■ Intuition:

- If $x \in L$, V learns nothing from interacting with P beyond what V could have computed efficiently herself.
- This is because given x , V cannot distinguish between a transcript generated from interacting with P and one generated by $S(x)$.
- Another (bad) view: if $x \in L$, V could just compute $S(x)$ herself and be convinced $x \in L$.

no guarantees if $x \notin L$

ZERO-KNOWLEDGE PROOFS

ZERO-KNOWLEDGE PROOFS

- Natural Question: what type of “indistinguishability”?

ZERO-KNOWLEDGE PROOFS

- Natural Question: what type of “indistinguishability”?
 - *Perfect Zero-knowledge (PZK)*: $\text{View}_{V^*}(\langle P, V^* \rangle(x))$ and $S(x)$ are the same distribution.

ZERO-KNOWLEDGE PROOFS

- Natural Question: what type of “indistinguishability”?
 - *Perfect Zero-knowledge (PZK)*: $\text{View}_{V^*}(\langle P, V^* \rangle(x))$ and $S(x)$ are *the same distribution*.
 - *Statistical Zero-knowledge (SZK)*: the distributions are *statistically indistinguishable* (negligibly indistinguishable by any unbounded algorithm).

ZERO-KNOWLEDGE PROOFS

- Natural Question: what type of “indistinguishability”?
 - *Perfect Zero-knowledge (PZK)*: $\text{View}_{V^*}(\langle P, V^* \rangle(x))$ and $S(x)$ are *the same distribution*.
 - *Statistical Zero-knowledge (SZK)*: the distributions are *statistically indistinguishable* (negligibly indistinguishable by any unbounded algorithm).
 - *Computational Zero-knowledge (CZK)*: the distributions are *computationally indistinguishable* (negligibly indistinguishable by any PPT algorithm).


ZERO-KNOWLEDGE PROOFS

- Natural Question: what type of “indistinguishability”?
 - *Perfect Zero-knowledge (PZK)*: $\text{View}_{V^*}(\langle P, V^* \rangle(x))$ and $S(x)$ are *the same distribution*.
 - *Statistical Zero-knowledge (SZK)*: the distributions are *statistically indistinguishable* (negligibly indistinguishable by any unbounded algorithm).
 - *Computational Zero-knowledge (CZK)*: the distributions are *computationally indistinguishable* (negligibly indistinguishable by any PPT algorithm).
- Natural Question: interactive *proof* or *argument*?

ZERO-KNOWLEDGE PROOFS

- Natural Question: what type of “indistinguishability”?
 - *Perfect Zero-knowledge (PZK)*: $\text{View}_{V^*}(\langle P, V^* \rangle(x))$ and $S(x)$ are *the same distribution*.
 - *Statistical Zero-knowledge (SZK)*: the distributions are *statistically indistinguishable* (negligibly indistinguishable by any unbounded algorithm).
 - *Computational Zero-knowledge (CZK)*: the distributions are *computationally indistinguishable* (negligibly indistinguishable by any PPT algorithm).
- Natural Question: interactive *proof* or *argument*?
 - Zero-knowledge is defined the same for both.

ZERO-KNOWLEDGE PROOFS

- Natural Question: what type of “indistinguishability”?
 - *Perfect Zero-knowledge (PZK)*: $\text{View}_{V^*}(\langle P, V^* \rangle(x))$ and $S(x)$ are *the same distribution*.

 - *Statistical Zero-knowledge (SZK)*: the distributions are *statistically indistinguishable* (negligibly indistinguishable by any unbounded algorithm).
 - *Computational Zero-knowledge (CZK)*: the distributions are *computationally indistinguishable* (negligibly indistinguishable by any PPT algorithm).
- Natural Question: interactive *proof* or *argument*?
 - Zero-knowledge is defined the same for both.
- We now have 6 different meanings of “zero-knowledge proof;” we’ll see more.

**NEXT TIME: EXAMPLES OF ZERO-KNOWLEDGE
PROOFS**