## zkSaaS

#### Zero-Knowledge SNARKs as a Service

Sanjam Garg

Aarushi Goel

Abhishek Jain Guru Vamsi Policharla

Sruthi Sekar







**USENIX Security 2023** 

zk-SNARKs: Zero-Knowledge Succinct Non-Interactive Arguments of Knowledge



### zk-SNARKs: Zero-Knowledge Succinct Non-Interactive Arguments of Knowledge



#### zk-SNARKs: Numerous Applications





Verifiable Inference of Machine Learning [LKKO20]



Private Smart Contracts [BCGMMW20]



Proving existence of bugs in code [HK20]



Verifying authenticity of images in media [NT16]



Privacy Respecting Cryptocurrency [BCGGMTV14]

### zk-SNARKs: Lots of Work on Improving Efficiency



#### Gru's Quest to be a Supervillain

Since Gru has a very long list of despicable achievements, computing a zk-SNARK will take a really long time





I am a great villain and deserve to be part of Vicious 6



Vicious 6: A prolific set of Supervillains

Gru: Rising Villain

### Can Gru Delegate zk-SNARK Computation?



#### Can Gru Delegate zk-SNARK Computation?



#### Can Gru Delegate zk-SNARK Computation?



### Collaborative zk-SNARKs [OB22]



Efficient MPC for computing zk-SNARKs

Each party does work proportional to a single prover





[WZCAS18] leverage parallelism to distribute work across machines in a compute cluster to get faster proof generation

Not Privacy Preserving

#### Our Goal

## Better utilization of resources of the parties in collaborative zk-SNARKs, for faster proof generation, in a privacy-preserving manner

### Our Results: **zkSaaS**

Framework

For privacy preserving delegation of zk-SNARK computation. Each servers is expected to run for a shorter duration than a single local prover.



Design zkSaaS for Groth16 [Gro16], Marlin [CHMMVW20] and Plonk [GWC19].

Implementation

Implement a prototype of **zkSaaS** for Groth16, Plonk and get  $\approx 22 \times$  speed-up when run with 128 parties for  $2^{21} - 2^{25}$  constraints

### zkSaaS Framework

#### **Typical zk-SNARKs**

Step 1: Computing Extended Witness

Step 2: Generating Proof (Cryptographic Operations + Field Operations)

<u>Pre-Processing:</u> each server gets a part of the correlated randomness



Client computes Step 1

Servers collectively compute Step 2

### **zkSaaS** Framework

π

#### **Typical zk-SNARKs**

**Computing Extended Witness** Step 1:

Step 2: **Generating Proof** (Cryptographic Operations + Field Operations)

<u>Pre-Processing</u>: each server gets a part of the correlated randomness



**Cryptographic Operations get equally** divided amongst all servers

Field Operations get equally divided amongst small servers. King does work linear in the number of field operations.

Client computes Step 1

Servers collectively compute Step 2

#### Applicability of **zkSaaS**

To aid users with small devices

For extremely large computations

## Designing **zkSaaS**

### General Template [OB22]

Identify basic building blocks in zk-SNARKs

Design custom MPC protocols for each building block with the required efficiency

Combine them to get a **zkSaaS** for the corresponding zk-SNARK

╋

#### Building Blocks in Groth16, Marlin, Plonk

Multi-Scalar Multiplications (MSM)

$$F(g_1, \alpha_1, \dots, g_m, \alpha_m) = \prod_{i \in [m]} g_i^{\alpha_i}$$

Fast Fourier Transform (FFT)

For converting between coefficient and evaluation representation of polynomials



Polynomial Multiplication and Division

A combination of addition, multiplication and FFT operations

### Packed Secret Sharing (PSS) [FY92]



#### **Regular Secret Sharing**

1 Value  $\rightarrow n$  shares

Corruption threshold:  $t < \frac{n}{2}$ 

### Packed Secret Sharing (PSS) [FY92]



#### **Regular Secret Sharing**

1 Value  $\rightarrow n$  shares

Corruption threshold: 
$$t < \frac{n}{2}$$



#### Packed Secret Sharing

O(n) Values  $\rightarrow n$  shares

### Packed Secret Sharing (PSS) [FY92]



#### **Regular Secret Sharing**

1 Value  $\rightarrow n$  shares

Corruption threshold: 
$$t < \frac{n}{2}$$



#### Packed Secret Sharing

O(n) Values  $\rightarrow n$  shares

Corruption threshold 
$$t < n(\frac{1}{2} - \frac{1}{\epsilon})$$

## **Experimental Results**

#### **zkSaaS** for Groth16: Setup

N1 GCP Instances



### **zkSaaS** for Groth16









 1vCPU and 4 GB RAM
 9

96vCPU and 1vCPU and 2 GB RAM each 128 GB RAM

#### **Memory Exhaustion**

Weak servers can handle 16 times more constraints than consumer machine before running out of memory

Running Time

We get  $\approx 22 \times$  speed-up over consumer machine

Why not 32 times?

- 1. FFT doesn't achieve equal division of work
- 2. Sub-optimal use of Pippenger's algorithm for MSMs



### **zkSaaS** for Groth16





Local Prover

zkSaaS Servers

No. of corrupt servers = n/4



#### Paper

#### Code

# Thanks!



aarushi.goel@ntt-research.com



https://aarushigoel.github.io/