

ZoKrates

zkSNARKs for Developers

I know that
I learn
nothing.



@schaeff



@vanderkriek

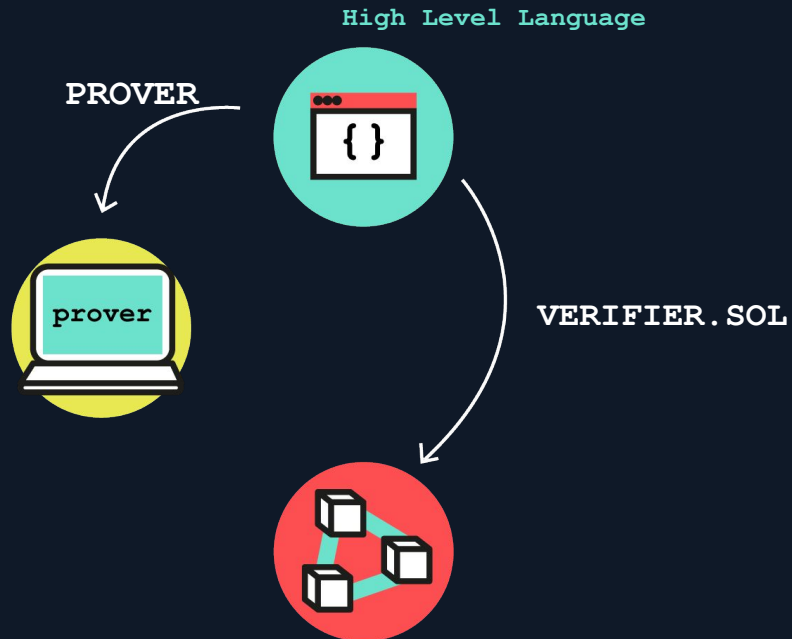
Design principles

- > High level language
- > Compiles to R1CS
- > Modular backend implementations
- > Heavy use of optimisation



Where does it run?

- > Compiler: native, Remix, playground
- > Schemes: gl6, gm17, marlin, **nova**
- > Proving: bellman, ark, bellperson, **snarkjs**
- > Verifier: EVM, CLI, js



Hello world

```
hello.zok
```

```
def main(private field a, private field b, field c) {  
    assert(a*b == c);  
}
```

```
bash
```

```
> zokrates compile -i hello.zok  
> zokrates compute-witness -a 3 3 9  
> zokrates generate-proof  
> zokrates export-verifier
```

Language features

```
sha256.zok
```

```
from "./IVconstants" import IVconstants;
from "./shaRound" import shaRound;

def sha256<K>(u32[K][16] a) -> u32[8] {
    u32[8] current = IVconstants;

    for u32 i in 0..K {
        current = shaRound(a[i], current);
    }

    return current;
}
```

Non-optimal compiler output

```
sha256round.zok
```

```
u32 res = (a & b) ^ (a & c) ^ (b & c);
```

```
// bc === b * c
```

```
// bc - res === (2 * bc - b - c) * a;
```

Compile

user



```
18 bool[32] c_bits = cast(c);
19
20 // create bits of the result
21 bool[32] mut res_bits = [false; 32];
22
23 for u32 i in 0..32 {
24     field a = bool_to_field(a_bits[i]);
25     field b = bool_to_field(b_bits[i]);
26     field c = bool_to_field(c_bits[i]);
27 }
28 }
29
30 def main(u32 a, u32 b, u32 c) -> u32 {
31     return default(a, b, c);
32 }
33
```

Output

Execute

Abi

```
[2022-10-08T17:15:49.788Z]
Compilation successful (260
constraints) (took 354.10 ns) ✓
```

Isolating potentially unsafe behavior

- > Most ZoKrates code uses guarantees of the compiler
- > Performance critical parts in assembly blocks



ZoKrates + snarkjs

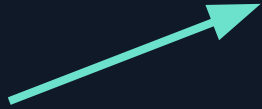
`main.zok`



`out`



`input.json`

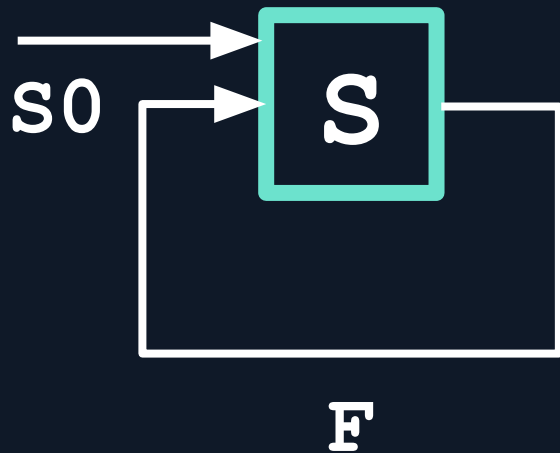


`out.r1cs`

`out.wtns`

Incrementally verifiable computation

- > Start with state S_0
- > Apply F to find S_1
- > Repeat!
- > Use recursive SNARKs to prove correct execution of the program so far



$$y = F(F(\dots F(S_0)))$$

Some use cases

- > Succinctly verifiable blockchains
- > VDFs
- > and more!



Nova support (soon!)

cube.zok

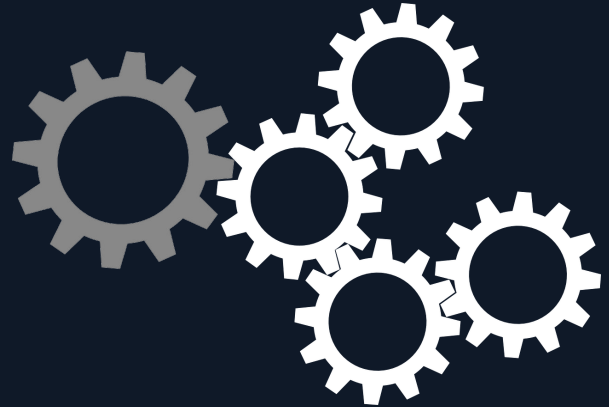
```
def main(field a) -> field {  
    return a**3;  
}
```

bash

```
> zokrates compile -i cube.zok --curve pallas  
> zokrates nova prove --init --steps 3 -a 42
```

In other news

- Powers of tau
- Log statements
- Marlin
- New syntax
- `play.zokrat.es`





zokrates.github.io

gitter.im/ZoKrates



@zokratesproject



@ZoKrates



@vanderkriek



@schaeff

 Compile

user



```
1 from "utils/casts" import cast;
2 from "EMBED" import field_to_bool_unsafe;
3
4 // using the default compiler code generation
5 def default(u32 a, u32 b, u32 c) -> u32 {
6     return (a & b) ^ (c & a) ^ (b & c);
7 }
8
9
```

Output

Abi

Assembly

assembly.zok

```
def hand_optimized(u8 a, u8 b, u8 c) -> u8 {  
  bool[8] a_bits = cast(a);  
  bool[8] b_bits = cast(b);  
  bool[8] c_bits = cast(c);  
  
  bool[8] mut res_bits = [false; 8];  
  
  for u32 i in 0..8 {  
    field a = bool_to_field(a_bits[i]);  
    field b = bool_to_field(b_bits[i]);  
    field c = bool_to_field(c_bits[i]);
```


Assembly

assembly.zok

```
    field mut res = 0;
    field bc = b * c;
    asm {
        res <-- bc - (2 * bc - b - c) * a;
        bc - res === (2 * bc - b - c) * a;
    }

    res_bits[i] = field_to_bool_unsafe(res);
}

return cast(res_bits);
}
```