



Folding in gnark

Master Thesis

Jens Ernstberger, April 24, 2023

Title: "Folding in gnark"
 Supervisor: Jens Ernstberger
 Period: 24 weeks

Context

Recursive SNARK computation ensures the feasibility of many state-of-the-art solutions for blockchain scalability and on-chain identity verification. IVC (Incrementally Verifiable Computation) enables the prover to recursively prove the correct execution of incremental computations at n steps. A well-known approach to construct IVC is to use succinct non-interactive arguments of knowledge (SNARKs) for NP: at each incremental step n , the prover produces a SNARK proving that it has applied F correctly to the output of step $n-1$ and that the SNARK verifier represented as a circuit has accepted the SNARK from step $n-1$.

The goal of this thesis is to implement a folding scheme, such as Nova [1, 5, 3, 2], in the gnark library [8]. gnark already provides the SNARK primitive in a usable interface, such that the main task lies in implementation of the folding scheme itself. So far, there only exists a folding scheme implementation in circom with Groth16 [10] and a Nova implementation that makes use of the Spartan proof system based on the hardness of the discrete logarithm problem [9]. Ideally, the folding scheme to be implemented enables usage of arbitrary predicates at each step [5], and relies on plonkish arithmetization [3].

Requirements

- High: Independent work ethic and strong mathematical background.
- High: Knowledge of Golang and number theory.

Tasks

1. Familiarization with SNARKs and folding schemes
2. Familiarization with gnark and gnark-crypto
3. Proposing a detailed methodology for implementation
4. Implementation of the proposed methodology
5. Experiments: Measure performance of the proposed methodology as compared to existing implementations

Preliminary Schedule

Task / Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
Familiarization	█	█	█	█																					
Definition of resources			█	█	█																				
Proposal of a Methodology						█	█	█	█	█															
Implementation											█	█	█	█	█	█	█								
Experiments																		█	█	█	█	█			
Report																						█	█	█	█

References

- [1] <https://eprint.iacr.org/2021/370.pdf>
 [2] <https://eprint.iacr.org/2023/573.pdf>

- [3] https://github.com/geometryresearch/technical_notes/blob/main/sangria_folding_plonk.pdf
- [4] <https://www.ingonyama.com/blogs/sparkworks-native-hardware-acceleration-in-arkworks>
- [5] <https://eprint.iacr.org/2022/1758.pdf>
- [6] <https://eprint.iacr.org/2022/999.pdf>
- [7] <https://eprint.iacr.org/2022/1396.pdf>
- [8] <https://github.com/ConsenSys/gnark>
- [9] <https://github.com/microsoft/Nova>
- [10] <https://github.com/nalinbhardwaj/Nova-Scotia>