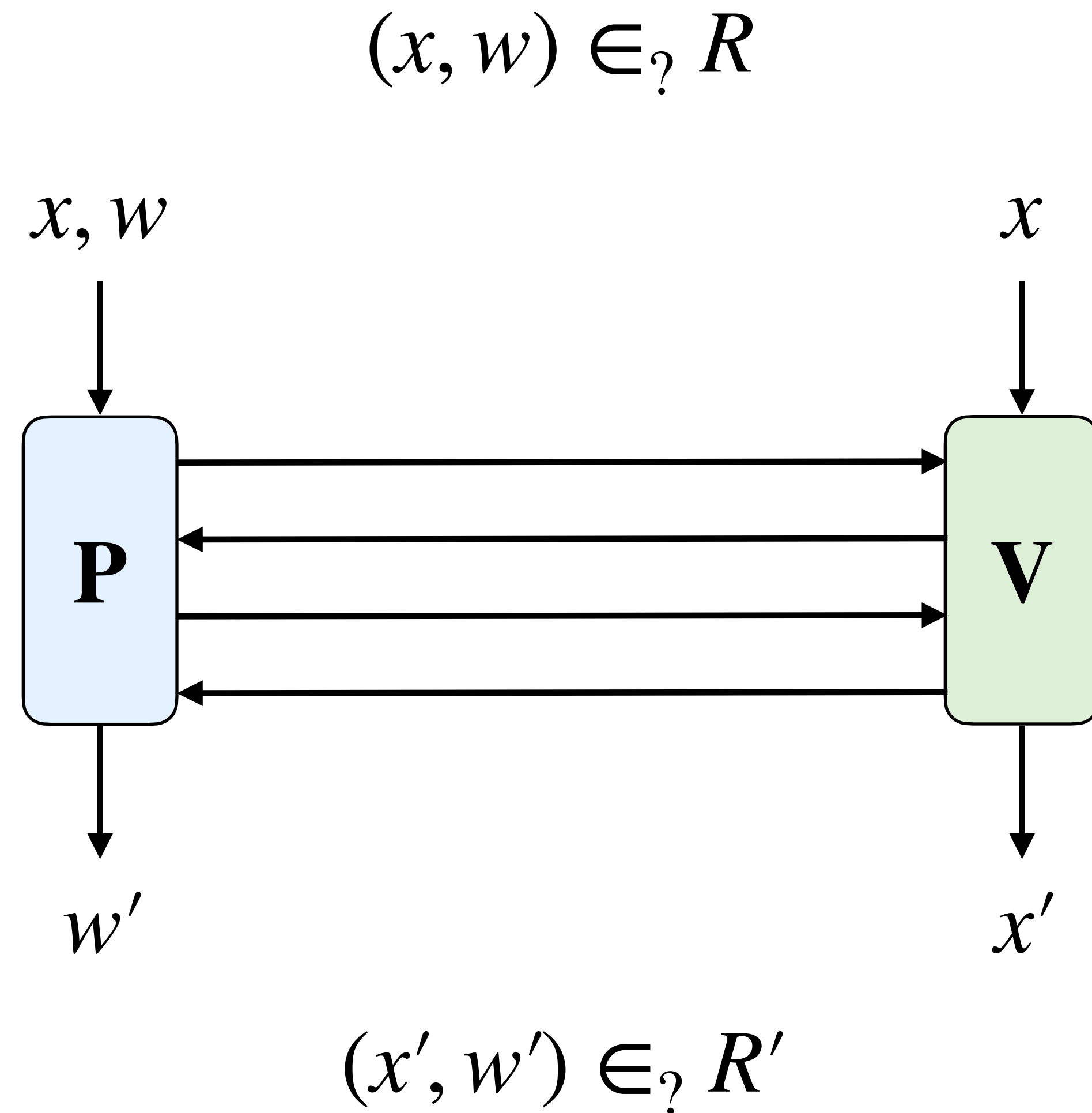


Hash-based Folding Schemes

William Wang (NYU)

with Benedikt Bünz, Alessandro Chiesa, Giacomo Fenzi, Pratyush Mishra, Wilson Nguyen

Reductions



completeness

if $(x, w) \in R$, then
 $\langle \mathbf{P}, \mathbf{V} \rangle \rightarrow (x', w') \in R'$

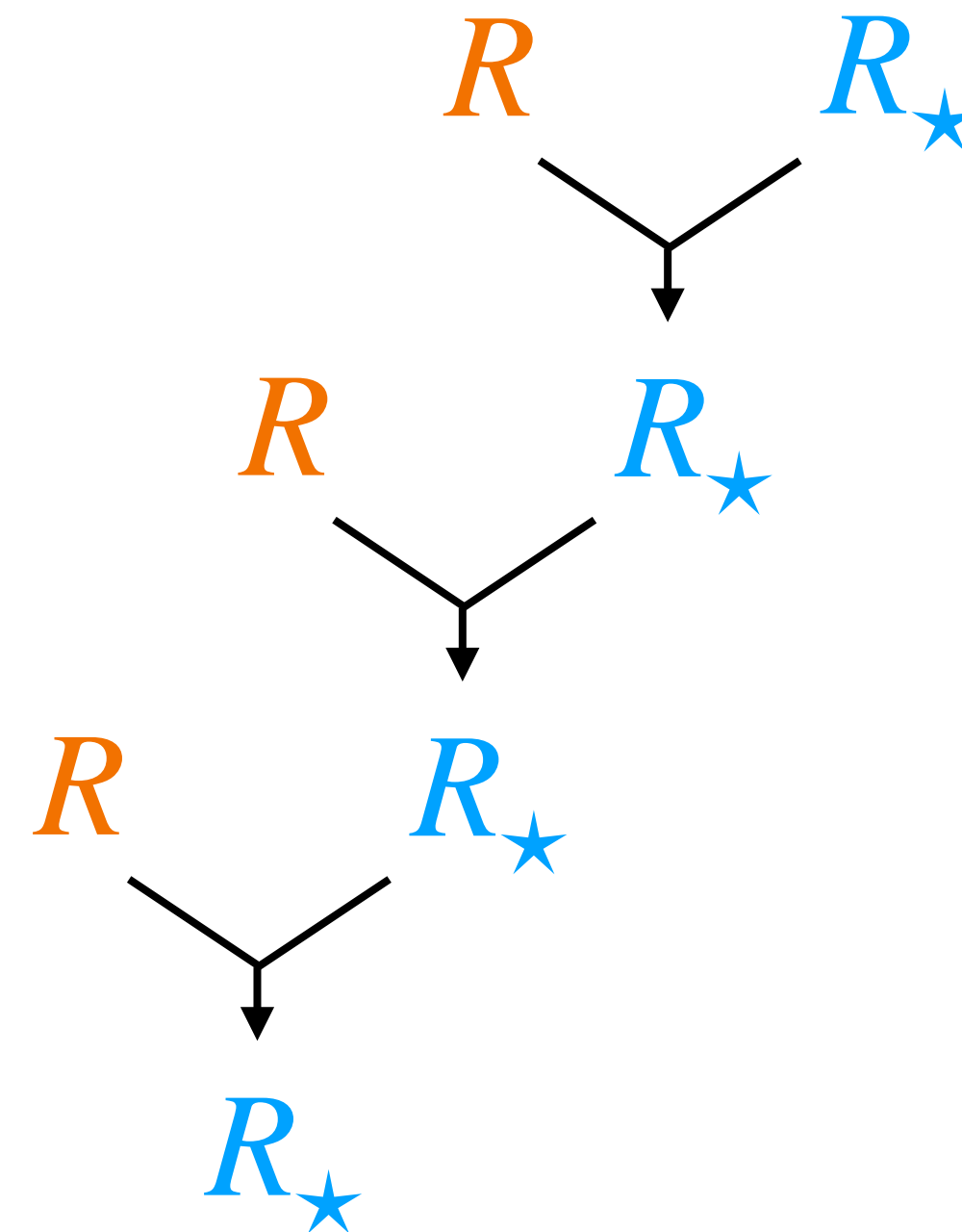
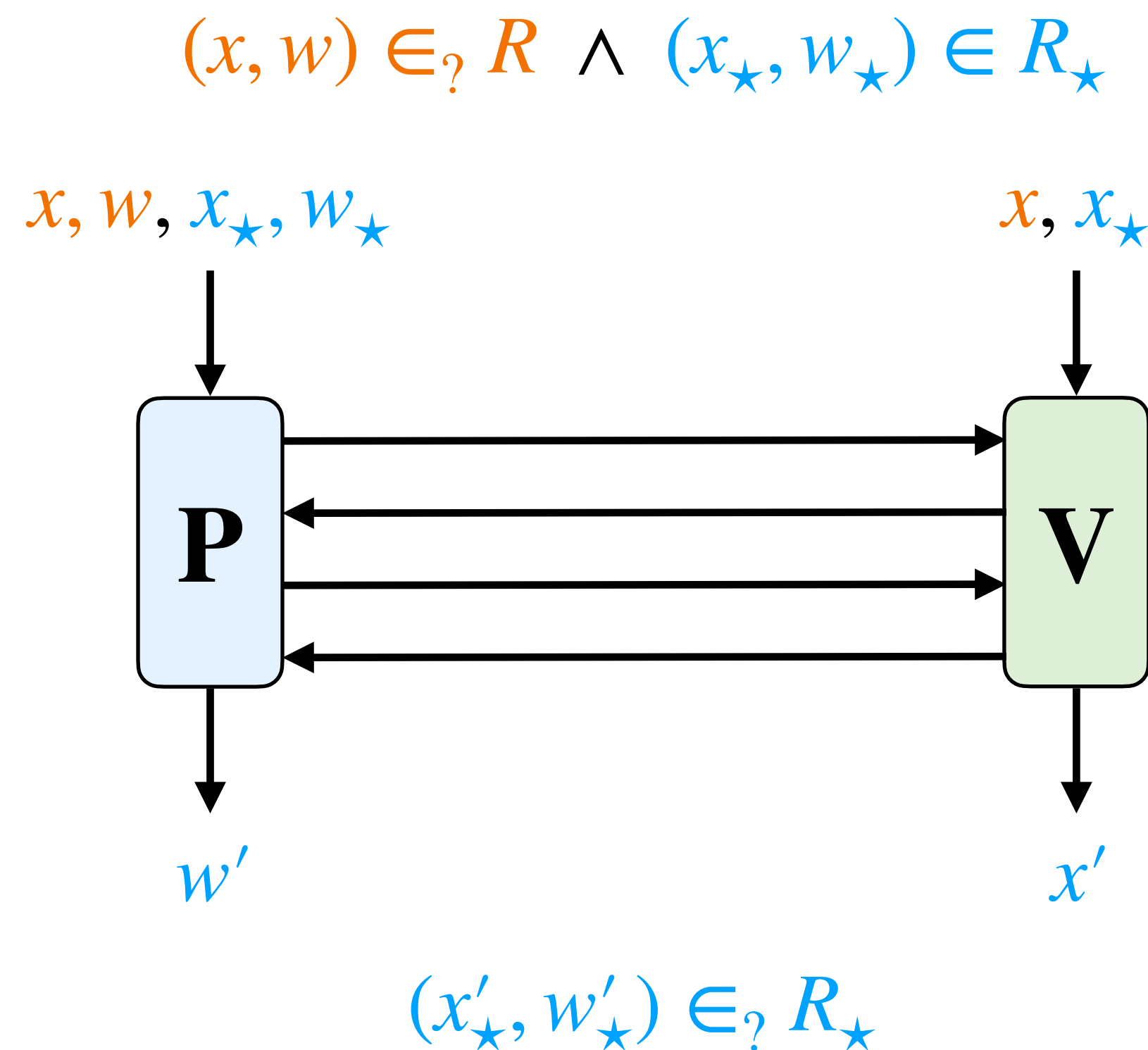
soundness

if $x \notin L(R)$, then for any $\tilde{\mathbf{P}}$
w.h.p. $\langle \tilde{\mathbf{P}}, \mathbf{V} \rangle \rightarrow x' \notin L(R')$

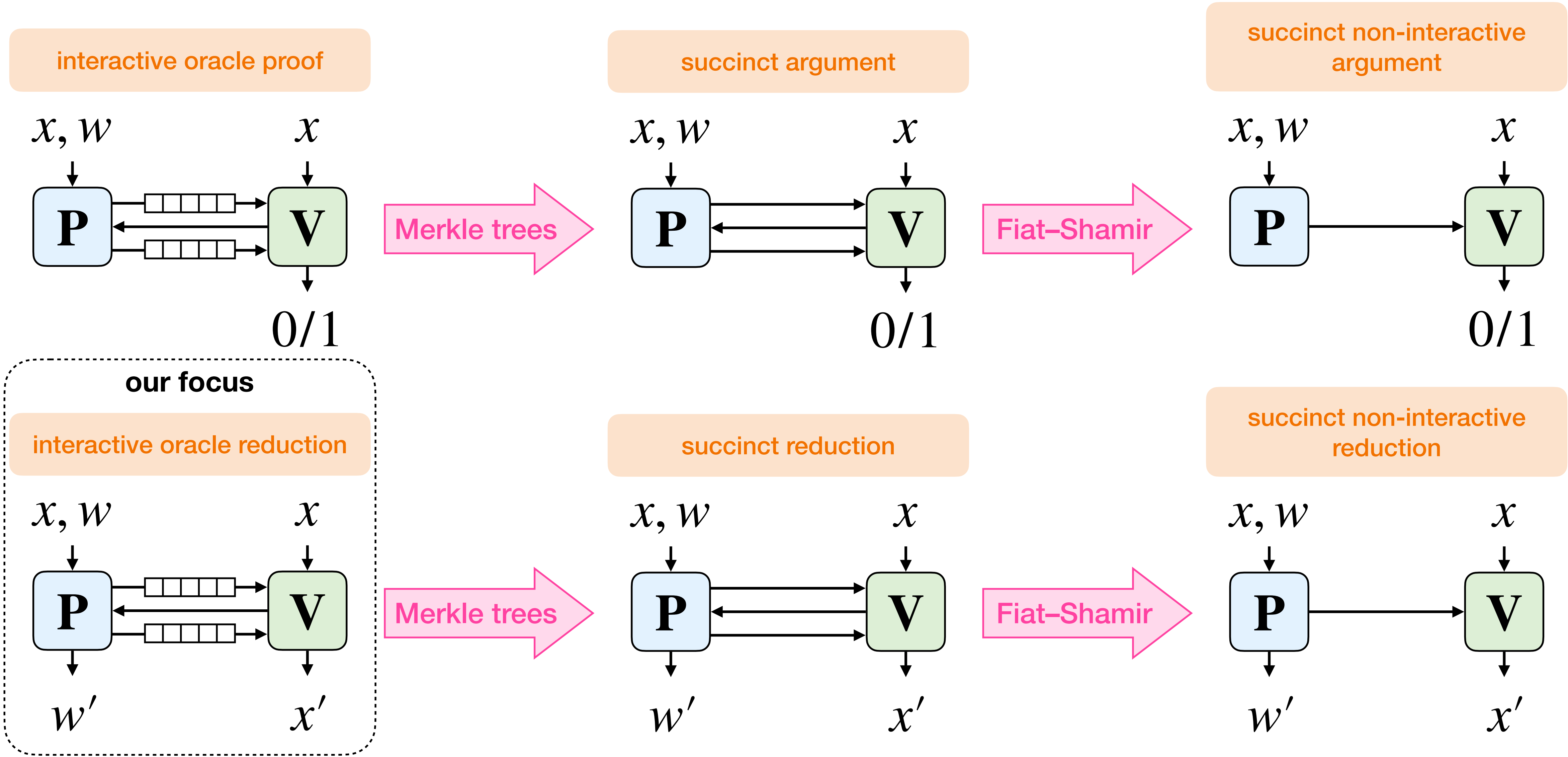
later: knowledge soundness

Folding/accumulation schemes [BCLMS21, KST21]

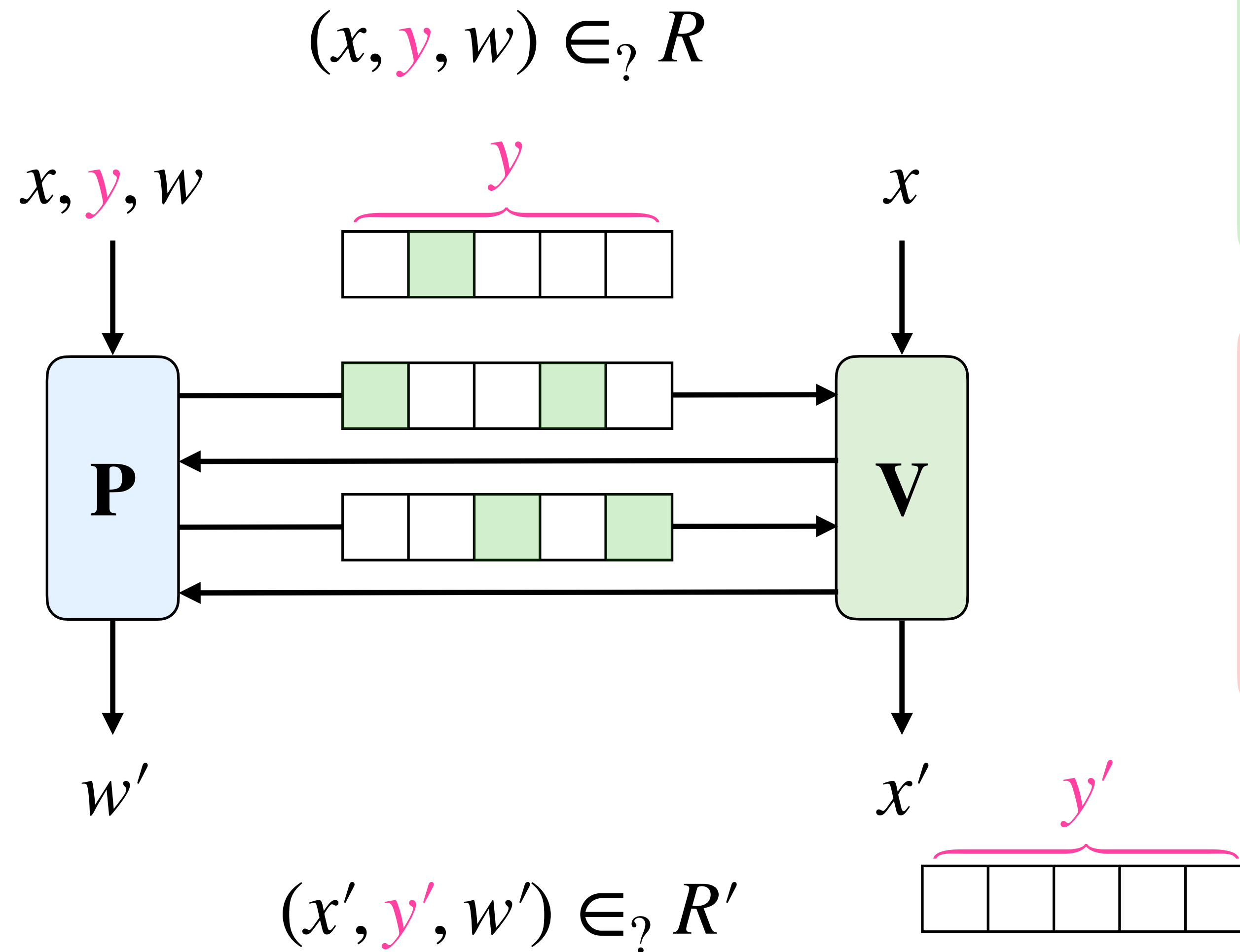
Folding scheme for R is a reduction from $R \times R_\star$ to R_\star .



Hash-based recipe [Kil92, Mic00, BCS16, ...]



Interactive oracle reductions [BCGGRS19, BMNW25]



completeness

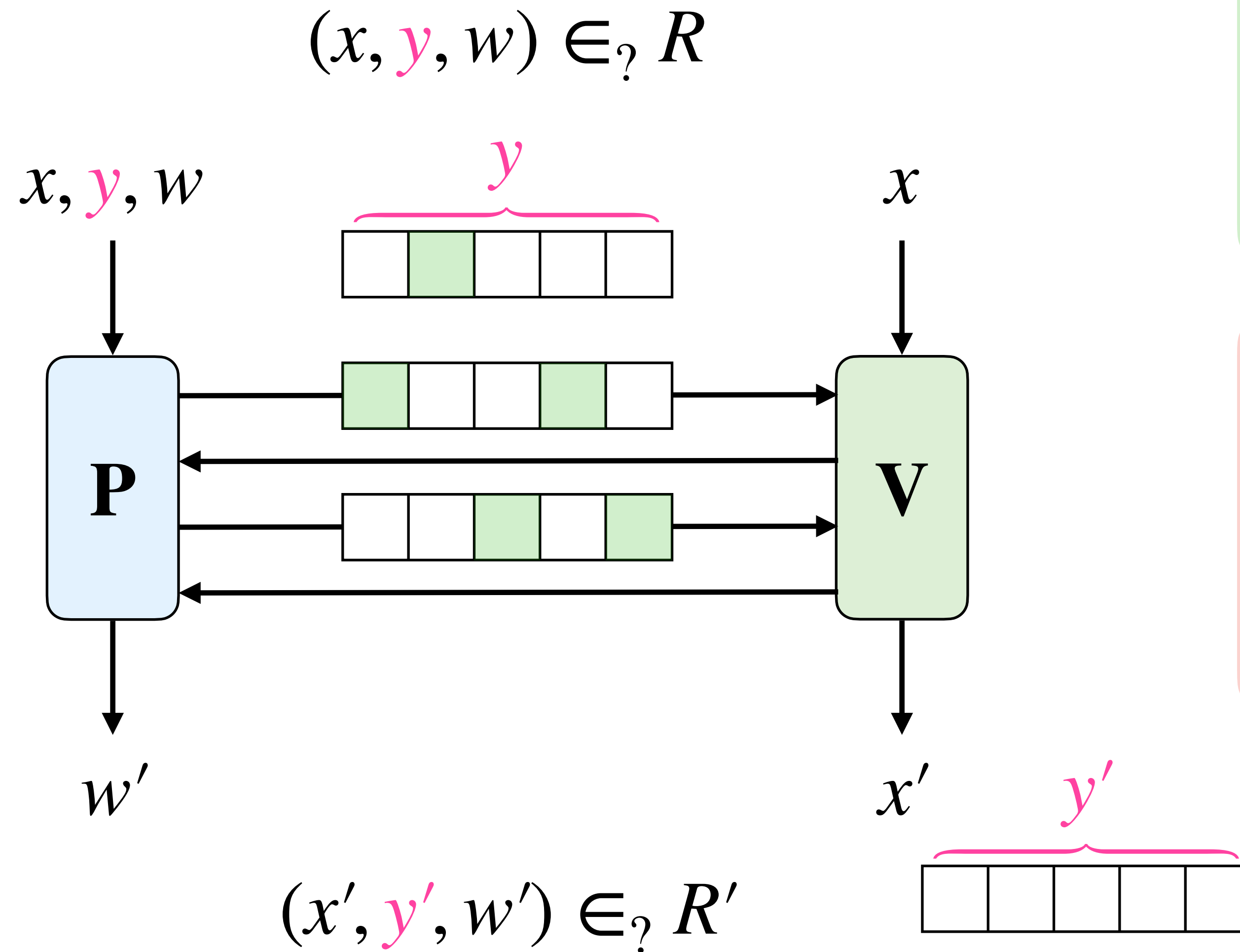
if $(x, y, w) \in R$, then
 $\langle \mathbf{P}, \mathbf{V} \rangle \rightarrow (x', y', w') \in R'$

soundness

if $y \notin L(R_x)$, then
 for any $\tilde{\mathbf{P}}$ w.h.p. $\langle \tilde{\mathbf{P}}, \mathbf{V} \rangle \rightarrow x', y'$
 s.t. $y' \notin L(R'_{x'})$

$$R_x := \{(y, w) : (x, y, w) \in R\}.$$

Interactive oracle reductions [BCGGRS19, BMNW25]



completeness

if $(x, y, w) \in R$, then
 $\langle \mathbf{P}, \mathbf{V} \rangle \rightarrow (x', y', w') \in R'$

soundness

if $\Delta(y, L(R_x)) > \delta$, then
 for any $\tilde{\mathbf{P}}$ w.h.p. $\langle \tilde{\mathbf{P}}, \mathbf{V} \rangle \rightarrow x', y'$
 s.t. $\Delta(y', L(R'_{x'})) > \delta$

$R_x := \{(y, w) : (x, y, w) \in R\}$.

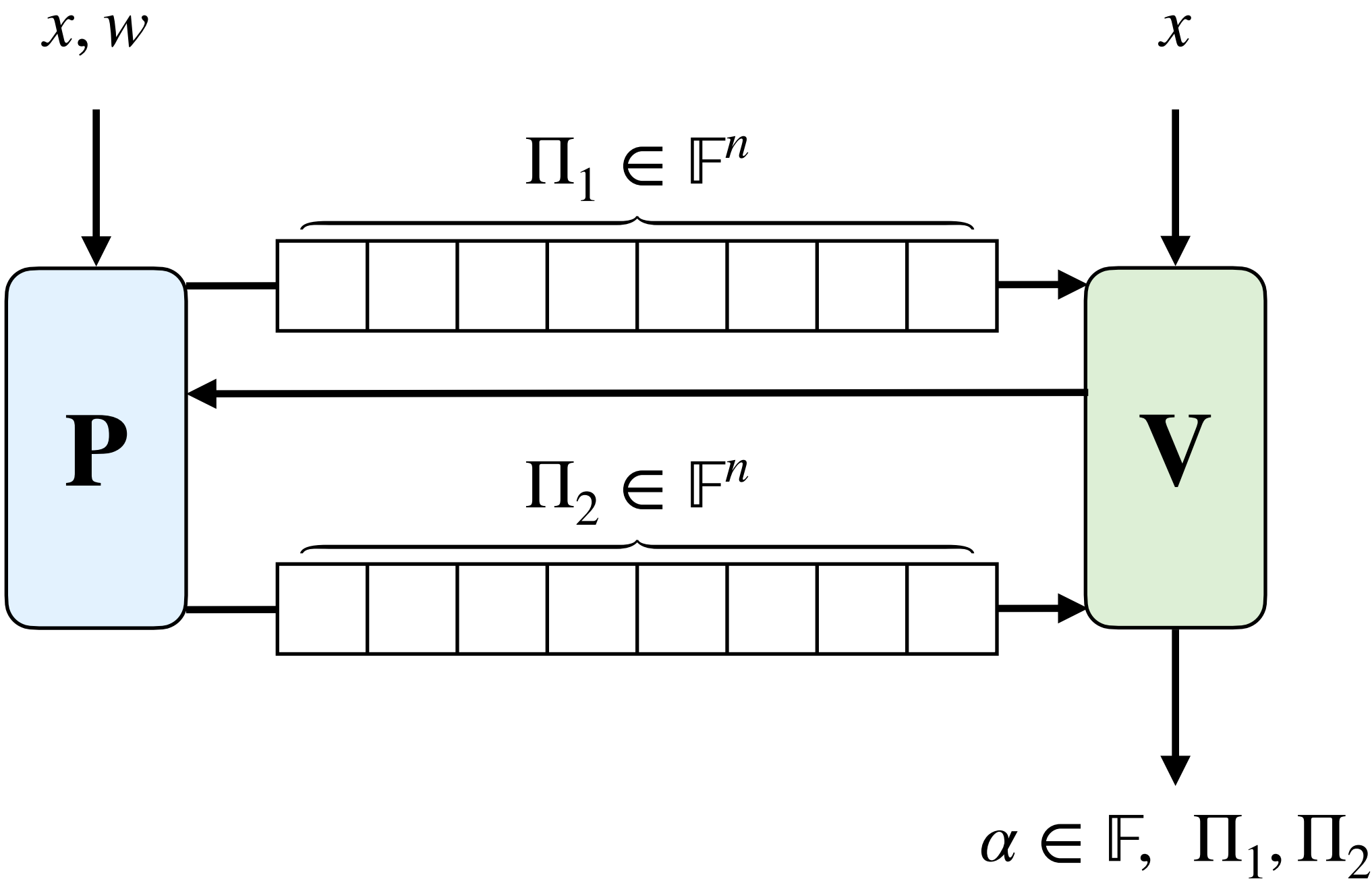
$\Delta(y, y') :=$ fraction of indices
 where y, y' differ.

IOR examples

Fix linear code $C \subset \mathbb{F}^n$.

reduction to proximity

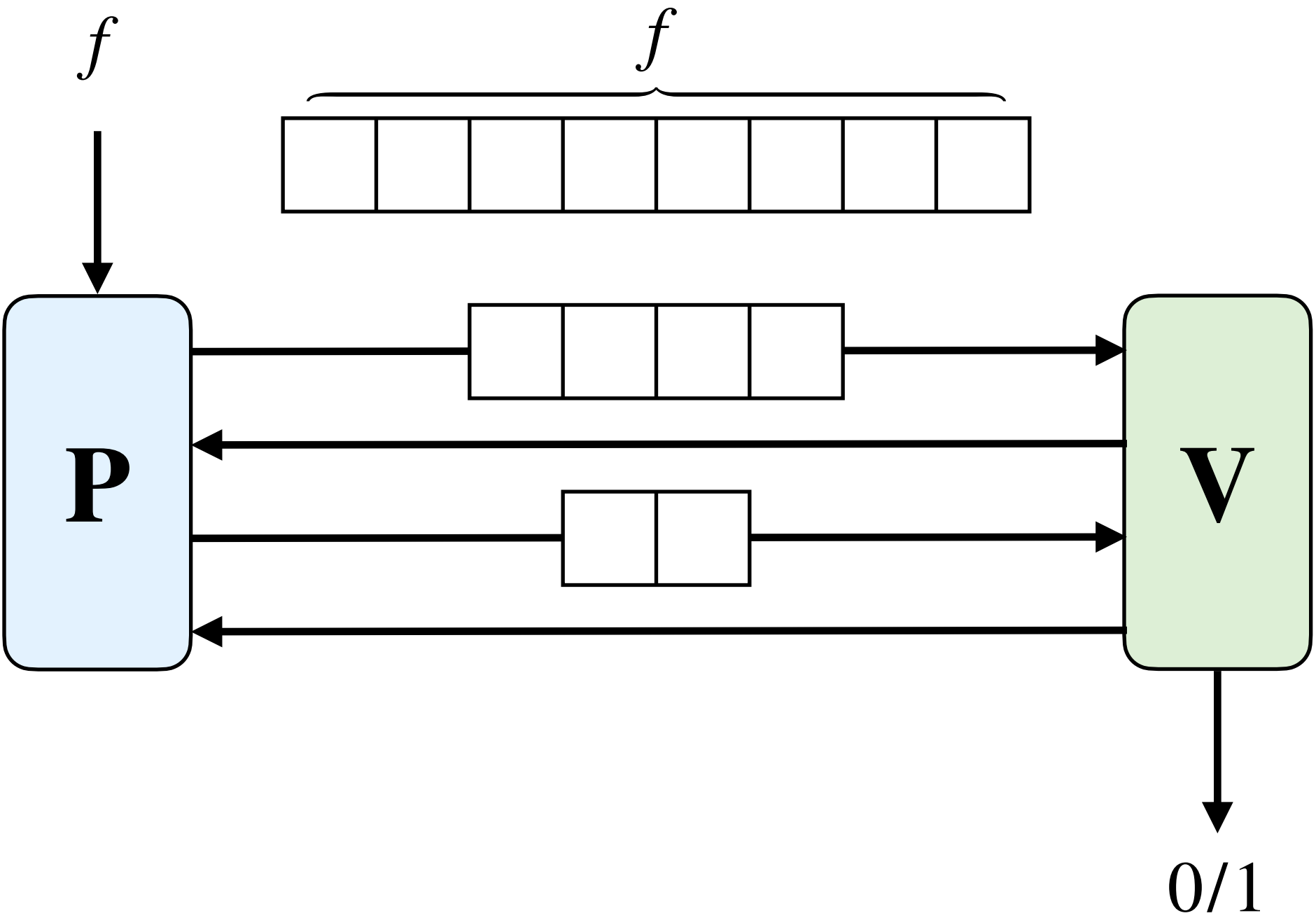
$$(x, w) \in R$$



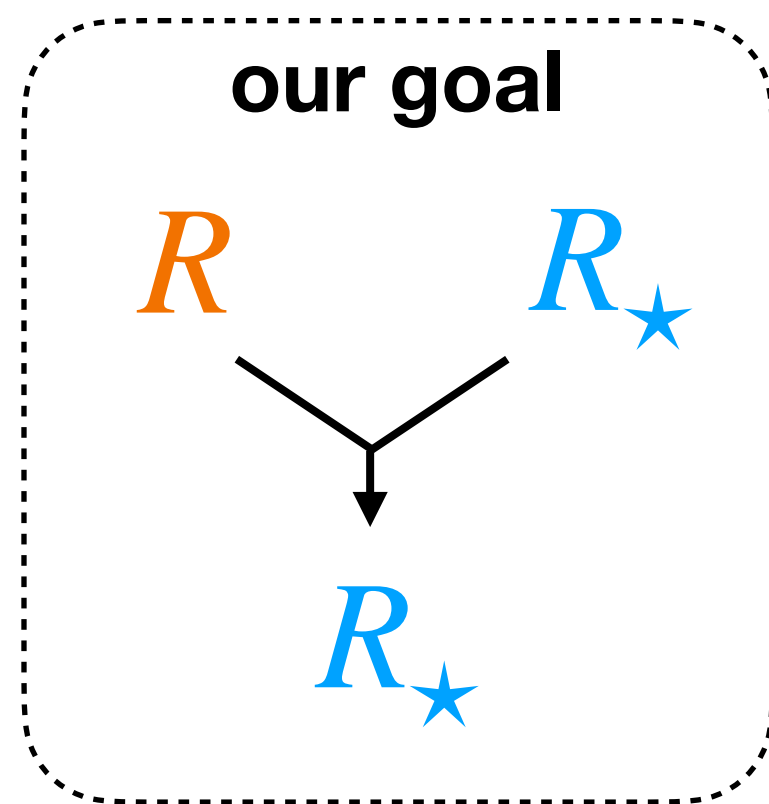
$$\Pi_1 + \alpha \cdot \Pi_2 \in_{\gamma} C$$

proximity test

$$f \in_{\gamma} C$$

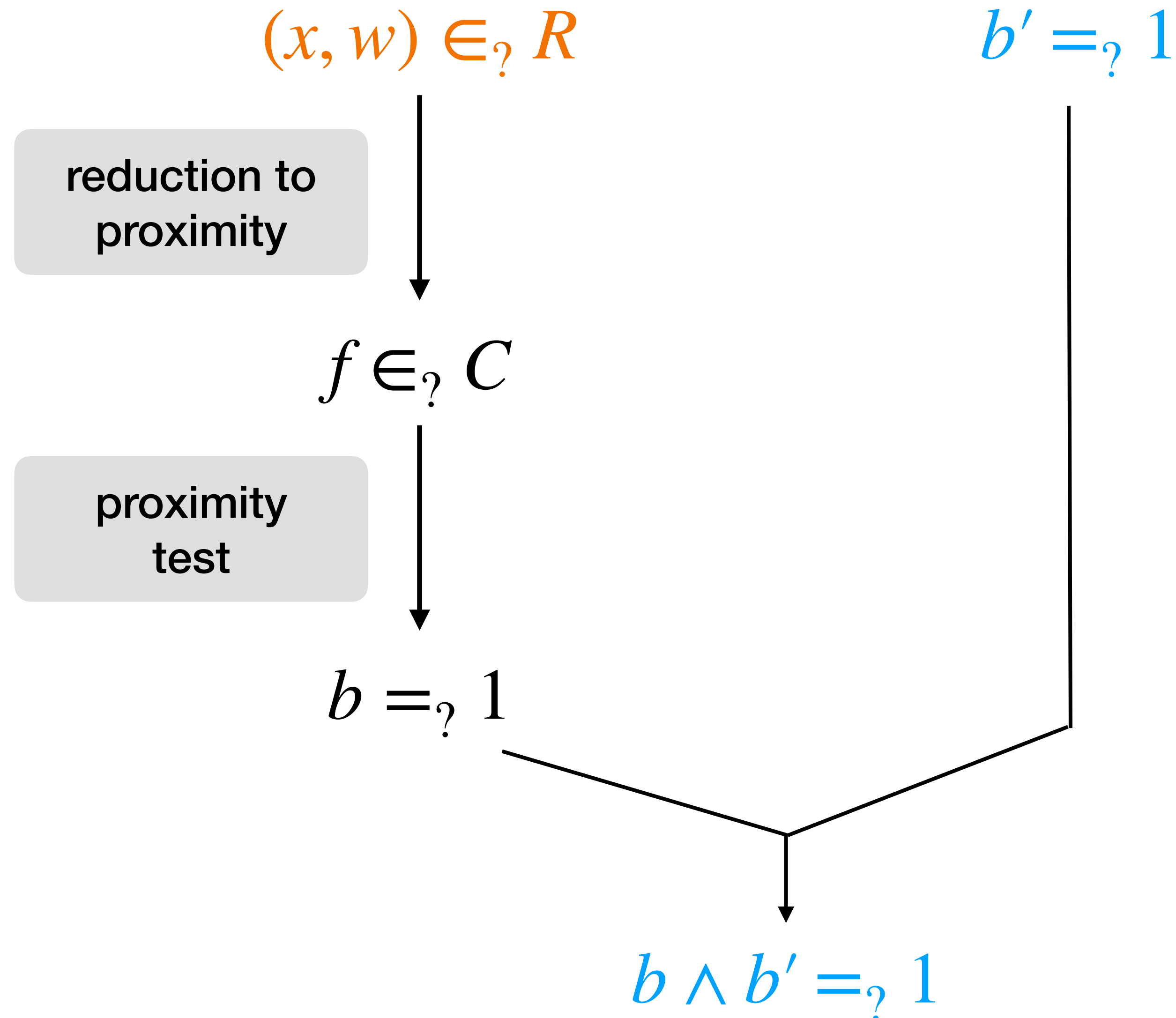


A "trivial" folding scheme

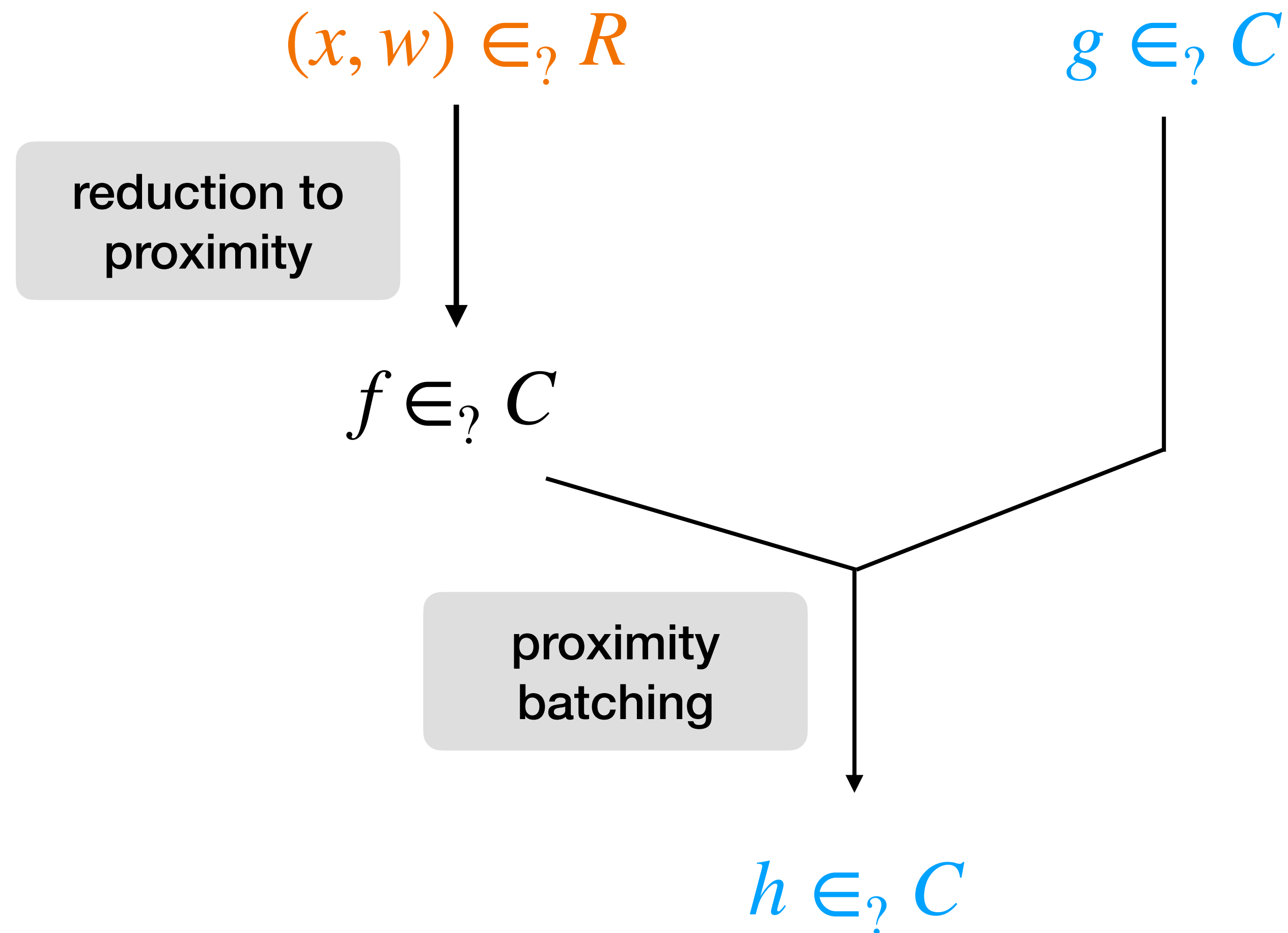
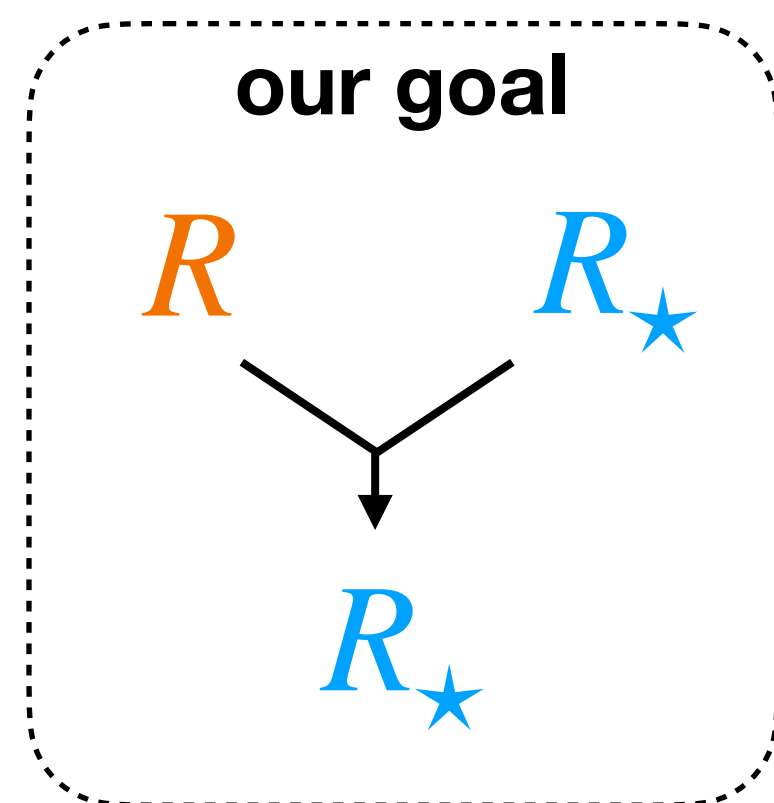


Can we do better?

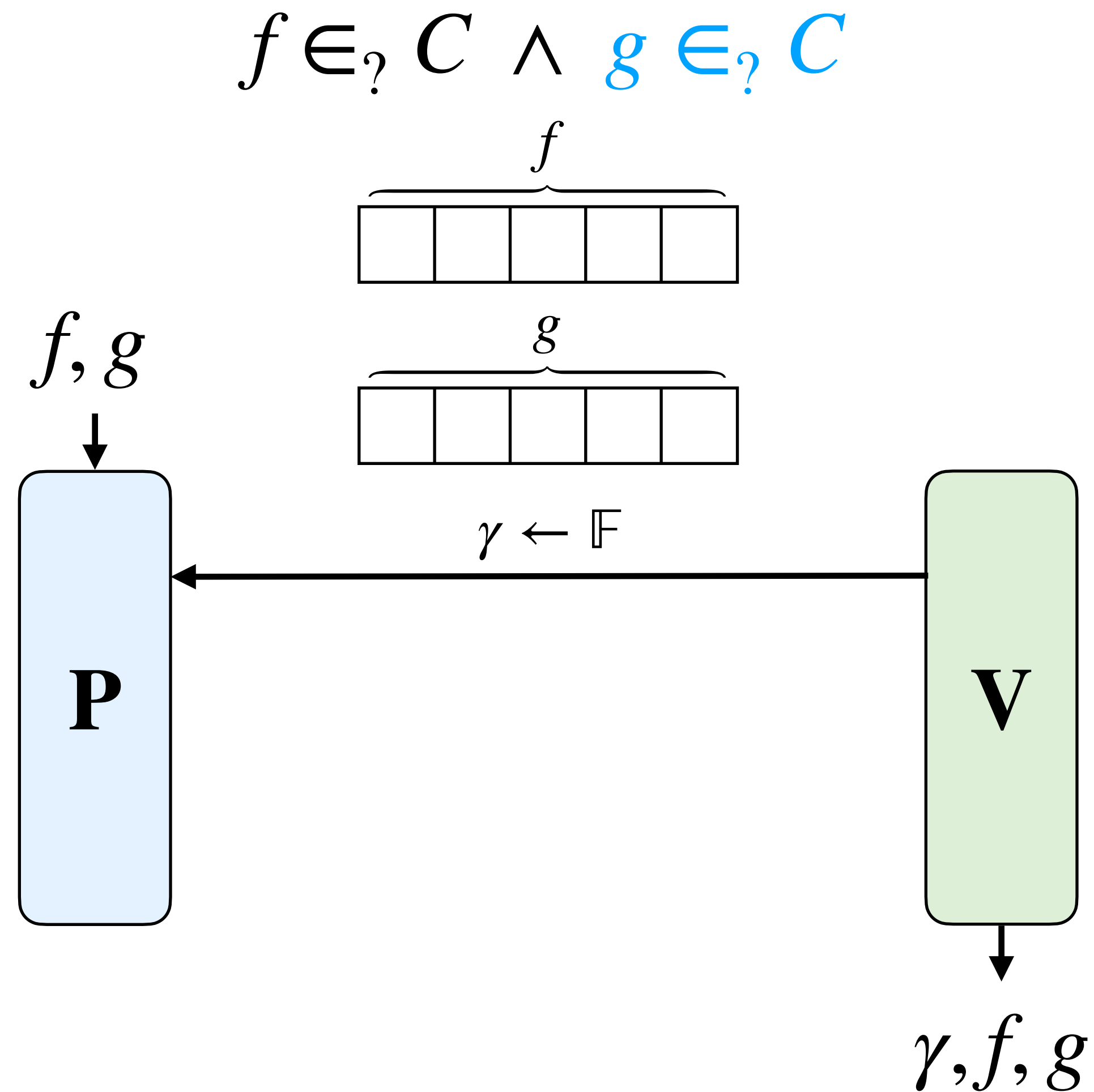
- faster prover?
- smaller verifier?



Can we do better?



Proximity batching



$$f + \gamma \cdot g \in_? C$$

completeness

if $f, g \in C$, then

$$f + \gamma \cdot g \in C$$

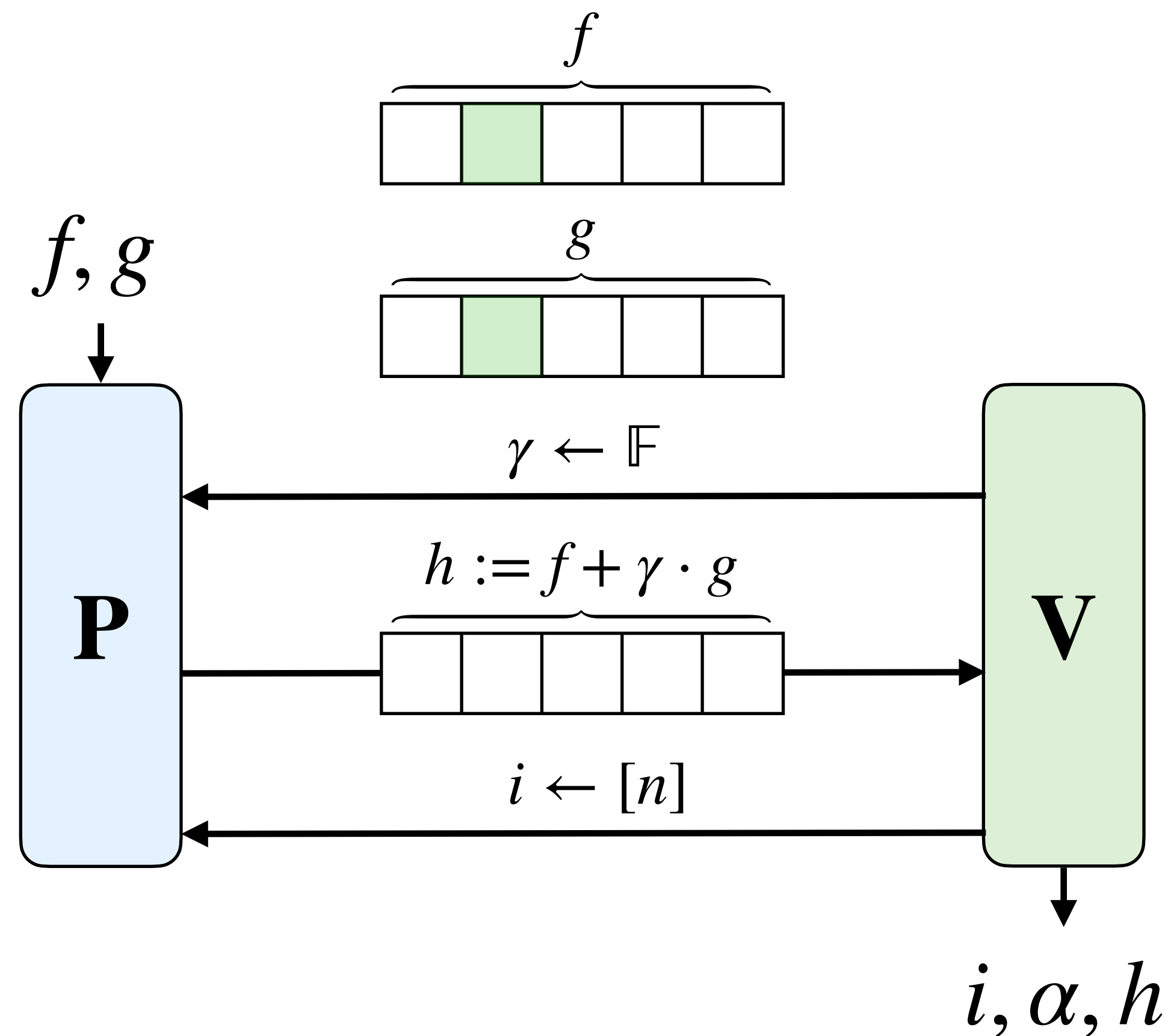
soundness

if $\Delta(f, C) > \delta$ or $\Delta(g, C) > \delta$,
then w.h.p. $\Delta(f + \gamma \cdot g, C) > \delta$

think $\delta = 1/3$, distance of C is $2/3$

Proximity batching

$$f \in_? C \wedge g \in_? C$$



$$h \in_? \{u \in C : u[i] = \alpha\}$$

completeness if $f, g \in C$, then $f + \gamma \cdot g \in C$

since $h := f + \gamma \cdot g$,
 $h \in C \wedge h[i] = \alpha$

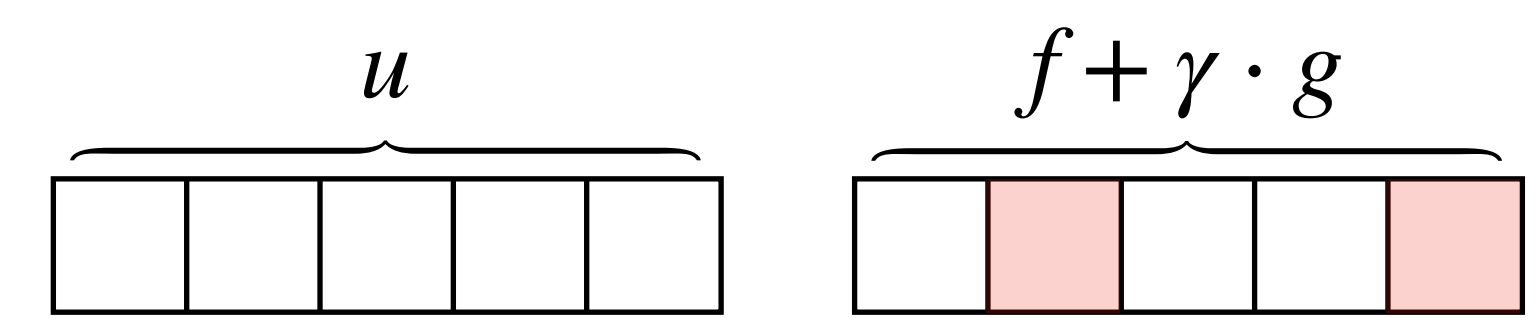
soundness

if $\Delta(f, C) > \delta$ or $\Delta(g, C) > \delta$,
 then w.h.p. $\Delta(f + \gamma \cdot g, C) > \delta$

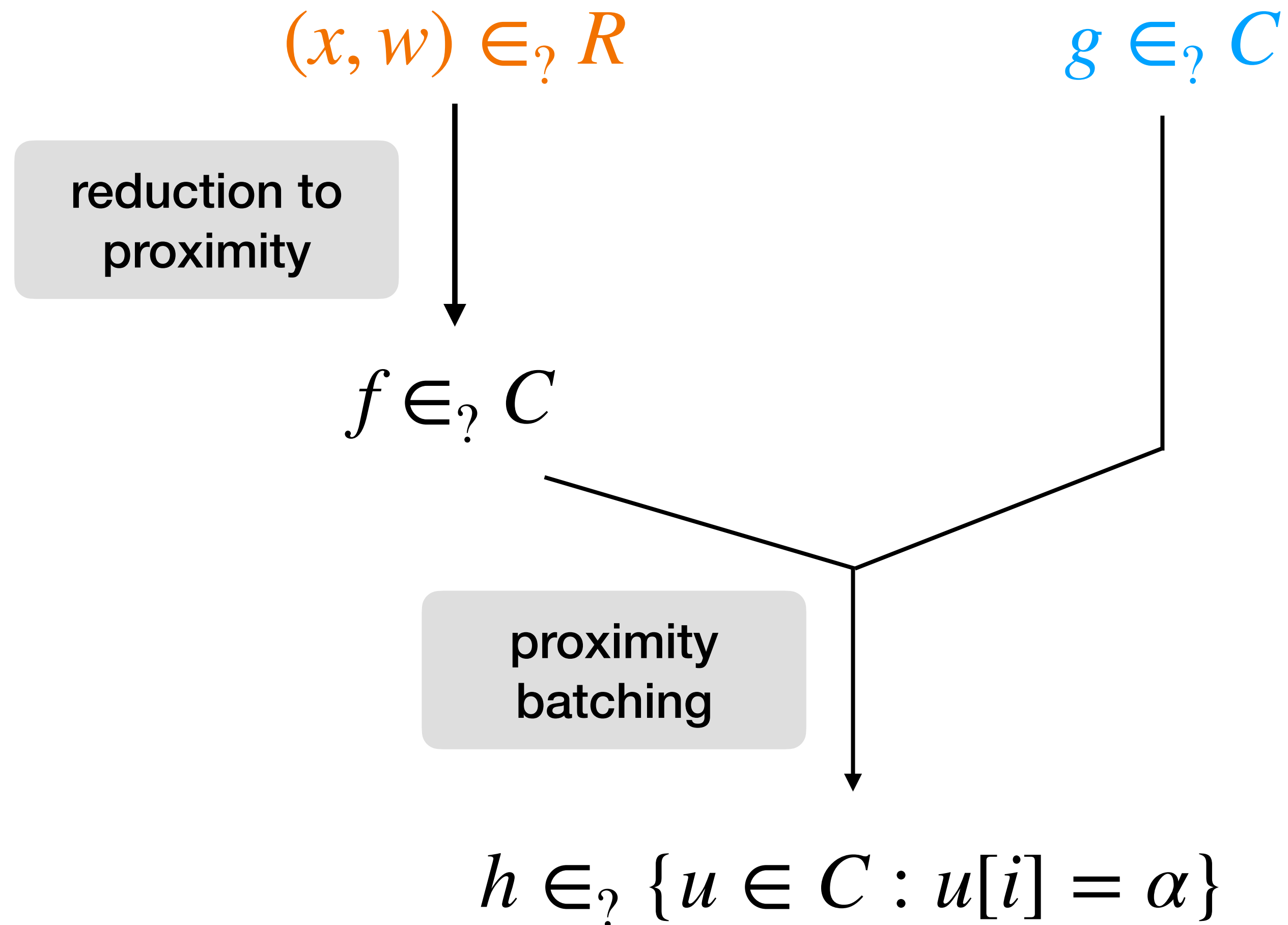
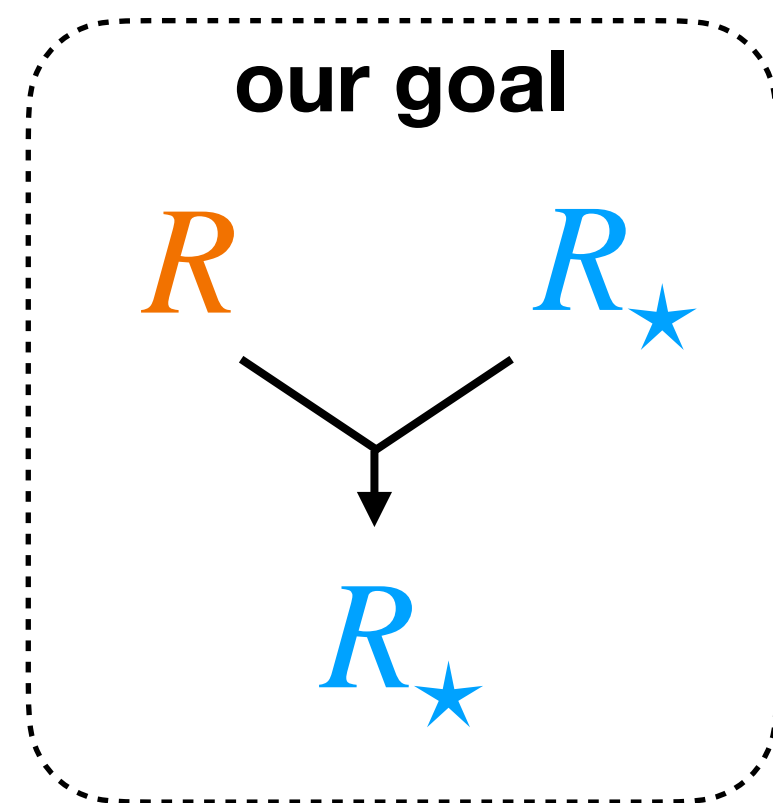
assume unique $u \in C$ with $\Delta(h, u) \leq \delta$

w.p. δ , $u[i] \neq \alpha$

amplify with $O(\lambda)$ queries



Zooming out



Constrained codes

Multilinear extension: for $u \in \mathbb{F}^n$ there is a unique multilinear polynomial $\hat{u} : \mathbb{F}^{\log n} \rightarrow \mathbb{F}$ such that

$$\hat{u}(\mathbf{x}) = u[\text{int}(\mathbf{x})] \text{ for } \mathbf{x} \in \{0,1\}^{\log n}$$

Constrained codes:

$$C_{\mathbf{x},\alpha} := \{u \in C : \hat{u}(\mathbf{x}) = \alpha\}$$

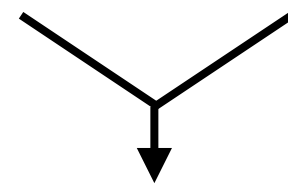
Fact: $\{u \in C : u[i] = \alpha\} = C_{\text{int}^{-1}(i),\alpha}$

$$\begin{array}{rcl} \text{int}(0,0,0) & = & 1 \\ \text{int}(0,0,0) & = & 2 \\ \text{int}(0,1,0) & = & 3 \\ & \vdots & \\ \text{int}(1,1,1) & = & 8 \end{array}$$

Constrained code reductions

reduction toolbox

$$f_1 \in? C_{\mathbf{x}_1, \alpha_1} \quad f_2 \in? C_{\mathbf{x}_2, \alpha_2}$$



$$f_1 + \gamma \cdot f_2 \in? C_{\mathbf{y}, \beta}$$

$$f \in? C_{\mathbf{x}_1, \alpha_1} \cap \dots \cap C_{\mathbf{x}_t, \alpha_t}$$



$$f \in? C_{\mathbf{y}, \beta}$$

$$(x, w) \in? R$$



reduction to
proximity

$$f \in? C$$

$$g \in? C_{\mathbf{x}, \alpha}$$



proximity
batching



$$h \in? C_{\mathbf{y}, \beta}$$

WARP [BCFW25]

an essentially optimal hash-based folding scheme for R1CS (and more)

Under the hood:

- instantiable with any linear code
- proximity batching for $\{u \in C : u \text{ encodes an R1CS witness}\}$

Matrices $\mathbf{A}, \mathbf{B}, \mathbf{C} \in \mathbb{F}^{M \times N}$ with S non-zero entries

Instance $x \in \mathbb{F}^{N-k}$, witness $w \in \mathbb{F}^k$

$$R_{\text{R1CS}} = \left\{ (x, w) : \mathbf{A} \begin{bmatrix} x \\ w \end{bmatrix} \circ \mathbf{B} \begin{bmatrix} x \\ w \end{bmatrix} = \mathbf{C} \begin{bmatrix} x \\ w \end{bmatrix} \right\}$$

Prover cost:

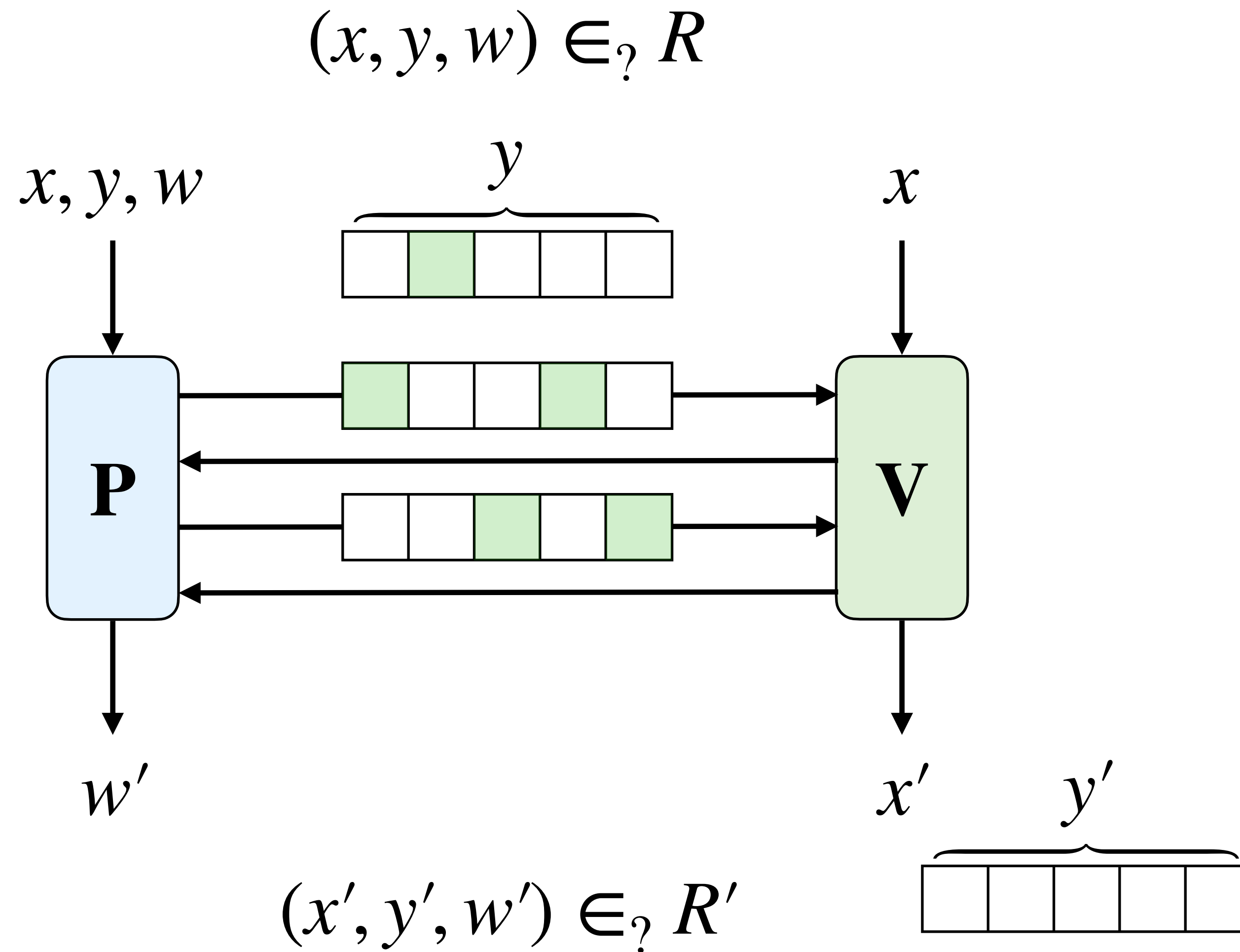
- $O(S)$ \mathbb{F} -ops (linear time)
- $O(k)$ random oracle queries

Verifier cost:

- $O(\log N + \log M + \lambda)$ \mathbb{F} -ops
- $O(\lambda \cdot \log k)$ random oracle queries

Instantiable with any \mathbb{F} sufficiently large for soundness.

Knowledge soundness



knowledge soundness (no witness)

for any \tilde{P} w.h.p. $\langle \tilde{P}, V \rangle \rightarrow x', y'$:

given \bar{y}' s.t.

$$\Delta(y', \bar{y}') \leq \delta, \quad \bar{y}' \in L(R'_{x'})$$

\Downarrow

$E(x, y, \tilde{P}, \bar{y}') \rightarrow \bar{y}$ s.t.

$$\Delta(y, \bar{y}) \leq \delta, \quad \bar{y} \in L(R_x)$$

how does extractor E work?

straightline: E runs P in one shot

rewinding: E can restore P to arbitrary states

- only expected polynomial time
- worse concrete efficiency
- incompatible with UC security

Extraction strategies

C has an efficient error corrector (Reed–Solomon codes)

- straightline extraction
- no linear-time encodable codes (of practical interest)

C does not have an efficient error corrector (expander codes, RAA codes)

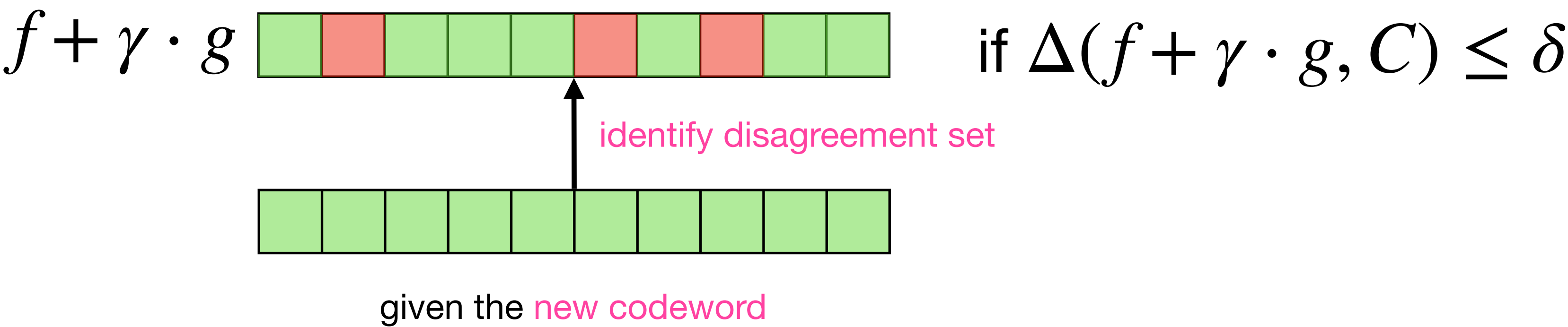
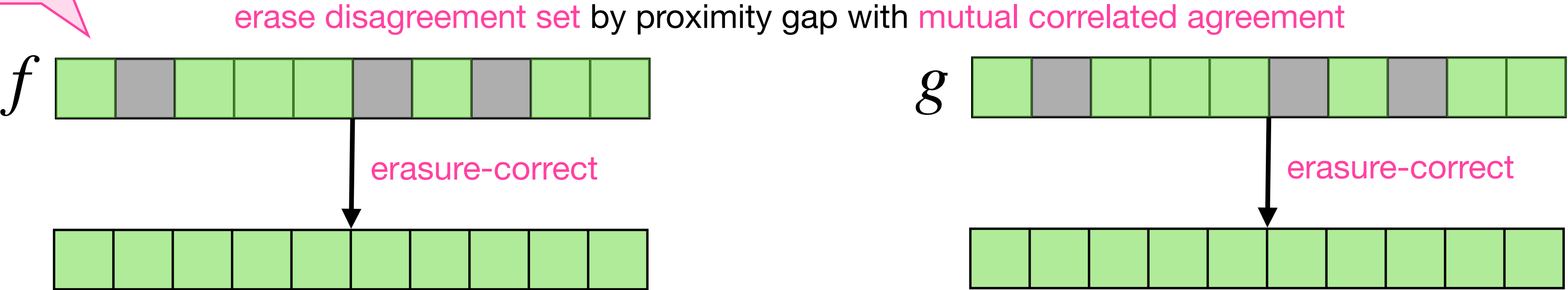
- rewinding extraction
- linear-time encodable codes

WARP: straightline extraction, even if C does not have an efficient error corrector

Straightline extraction for any linear code

then $\Delta(f, C) \leq \delta$ and $\Delta(g, C) \leq \delta$ by proximity gap

traditionally,
error-correct



Straightline extraction for any linear code

Three steps

1. Leverage the new codeword
 - New definition of round-by-round knowledge soundness
2. Proximity gap with mutual correlated agreement (known for any linear code)
3. Erasure correction (known for any linear code)

Applicable to linear-time succinct arguments

- Blaze, BaseFold, Brakedown, ...

Some open questions

- Open questions for succinct arguments → folding schemes
 - Linear-time folding over small fields
 - Linear-time folding with constant round complexity
- Straightline extraction for hash-based succinct arguments

<https://ia.cr/2024/474>

<https://ia.cr/2024/1731>

<https://ia.cr/2025/753>