

M²ulti-Party Computation Part 1

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Plan for the next 3 hours...

- **Part 1: Secure Computation with a Trusted Dealer**
 - Warmup: One-Time Truth Tables
 - Evaluating Circuits with Beaver's trick
 - MAC-then-Compute for Active Security
- **Part 2: Oblivious Transfer**
 - OT: Definitions and Applications
 - Passive Secure OT Extension
 - OT Protocols from DDH (Naor-Pinkas/PVW)
- **Part 3: Garbled Circuits**
 - GC: Definitions and Applications
 - Garbling gate-by-gate: Basic and optimizations
 - Active security 101: simple-cut-and choose, dual-execution

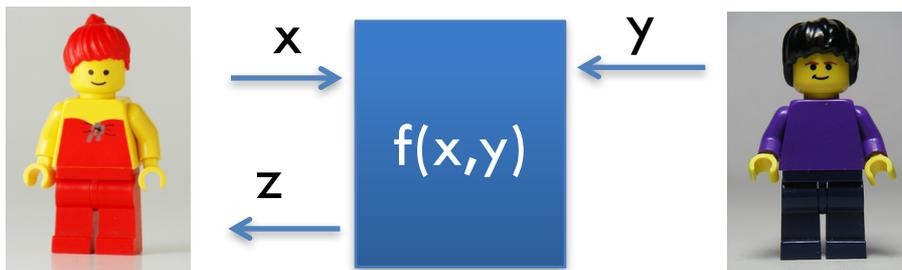
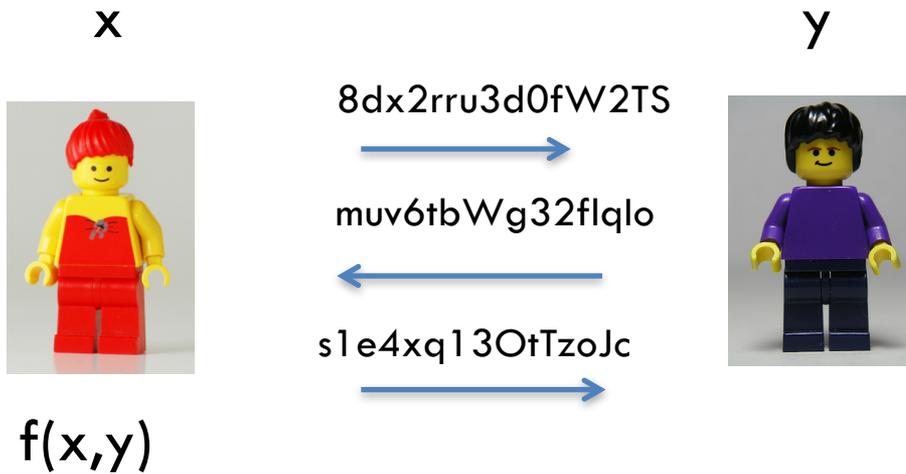
Want more?

- **Cryptographic Computing – Foundations**
 - <http://orlandi.dk/crycom>
 - Programming & Theory Exercises
 - Will be happy to answer questions by mail!

...also the reason why I cannot stay here longer ☹

- **These slides (+ references & pointers)**
 - <http://orlandi.dk/ecrypt>

Secure Computation

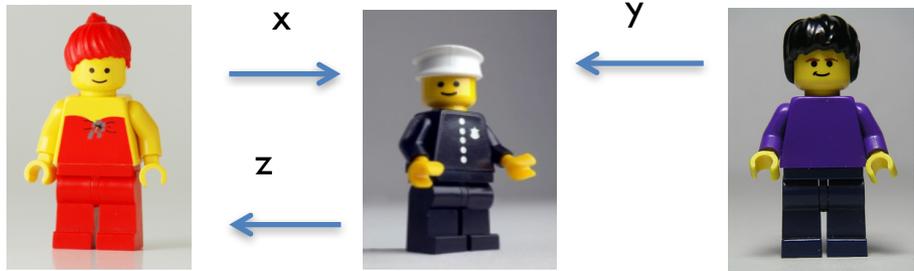


- *Privacy*
- *Correctness*
- *Input independence*
- ...

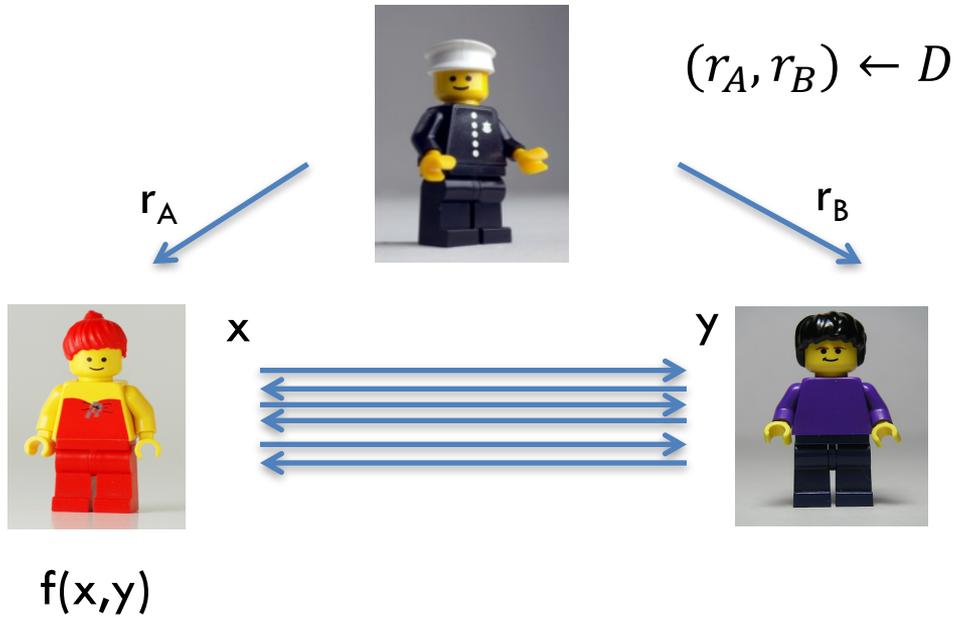
What kind of *Secure* Computation?

- ***Dishonest majority***
 - The adversary can corrupt up to $n-1$ participants ($n=2$).
- ***Static Corruptions***
 - The adversary chooses which party is corrupted before the protocol starts.
- ***Passive & Active Corruptions***
 - Adversary follows the protocol vs.
(aka *semi-honest, honest-but-curious*)
 - Adversary can behave arbitrarily
(aka *malicious, byzantine*)
- ***No guarantees of fairness or termination***
 - Security with abort

Trusted Party



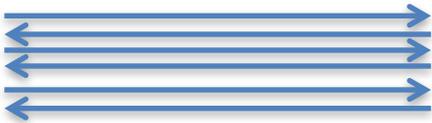
Trusted Dealer



Preprocessing



r_A



r_B

- Independent of x,y
- Typically only depends on **size of f**
- Uses public key crypto technology (**slower**)



r_A



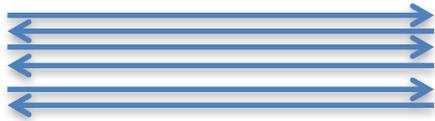
r_B

Online Phase



$f(x,y)$

x



y

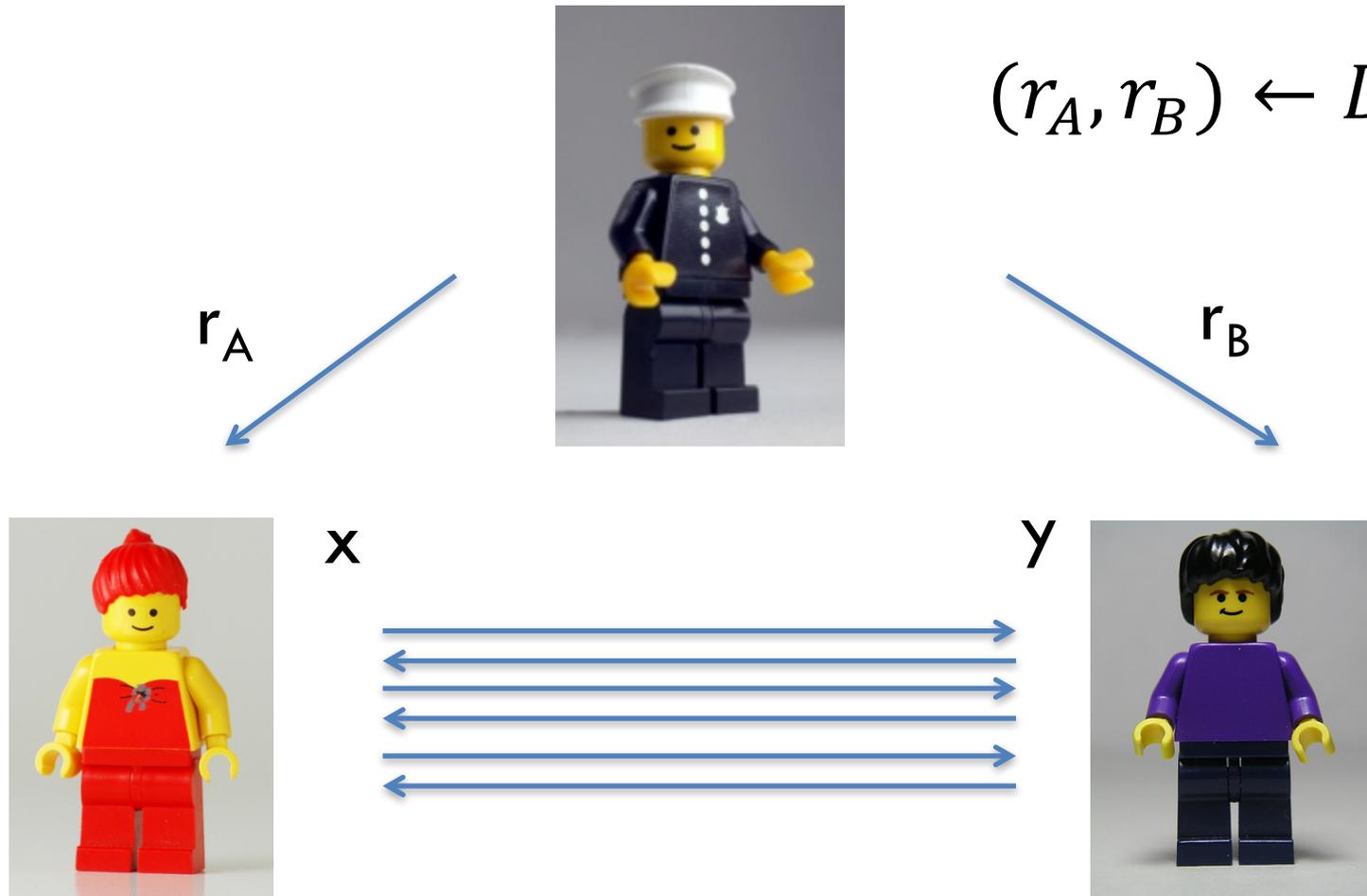


- Uses only information theoretic tools (**order of magn. faster**)

Part 1: Secure Computation with a Trusted Dealer

- **Warmup: One-Time Truth Tables**
- Evaluating Circuits with Beaver's trick
- MAC-then-Compute for Active Security

“The simplest 2PC protocol ever”



$f(x, y)$

“The simplest 2PC protocol ever” OTTT (Preprocessing phase)

- 1) Write the truth table of the function F you want to compute



		y			
		0	1	2	3
x	0	3	2	2	2
	1	3	0	0	4
	2	1	0	0	4
	3	1	1	4	4

“The simplest 2PC protocol ever” OTTT (Preprocessing phase)

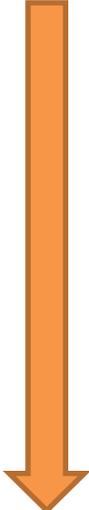
2) Pick random (r, s) , rotate rows and columns



$s=3$



$r=1$

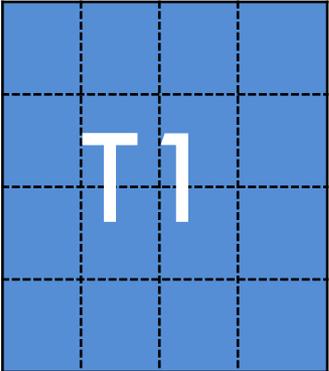


	0	1	2	3
0	1	4	4	1
1	2	2	2	3
2	0	0	4	3
3	0	0	4	1

“The simplest 2PC protocol ever” OTTT (Preprocessing phase)

3) Secret share the truth table i.e.,

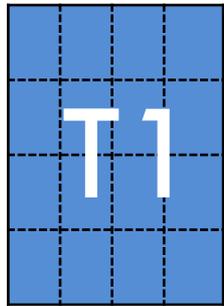


Pick  at random, and let

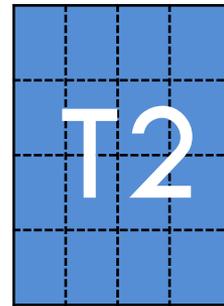
$$\begin{array}{|c|c|c|c|} \hline & & & \\ \hline & T2 & & \\ \hline & & & \\ \hline & & & \\ \hline \end{array} = \begin{array}{|c|c|c|c|} \hline 1 & 4 & 4 & 1 \\ \hline 2 & 2 & 2 & 3 \\ \hline 0 & 0 & 4 & 3 \\ \hline 0 & 0 & 4 & 1 \\ \hline \end{array} - \begin{array}{|c|c|c|c|} \hline & & & \\ \hline & T1 & & \\ \hline & & & \\ \hline & & & \\ \hline \end{array}$$

“The simplest

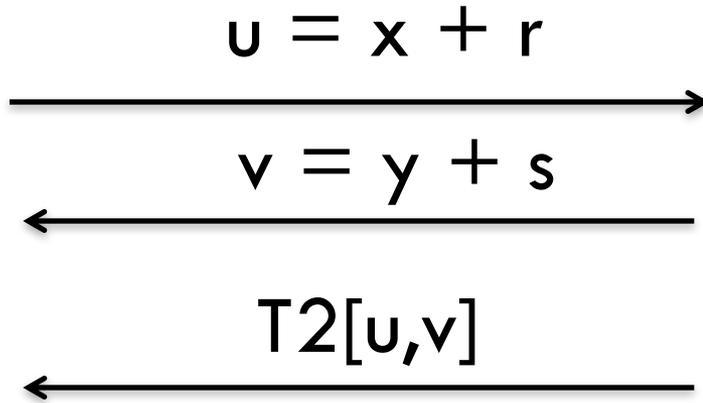
“Privacy”:
inputs masked w/ uniform
random values



, r



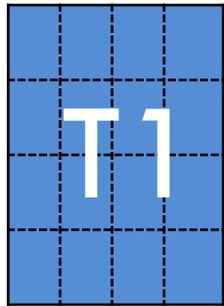
, s



Correctness:
by construction

output $f(x, y) = T1[u, v] + T2[u, v]$

What about active security?



, r



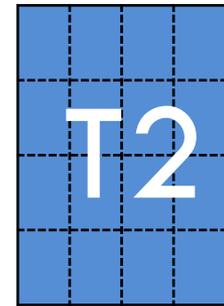
$$u = x + r$$



$$v = y + s + e1$$



$$T2[u,v] + e2$$



, s

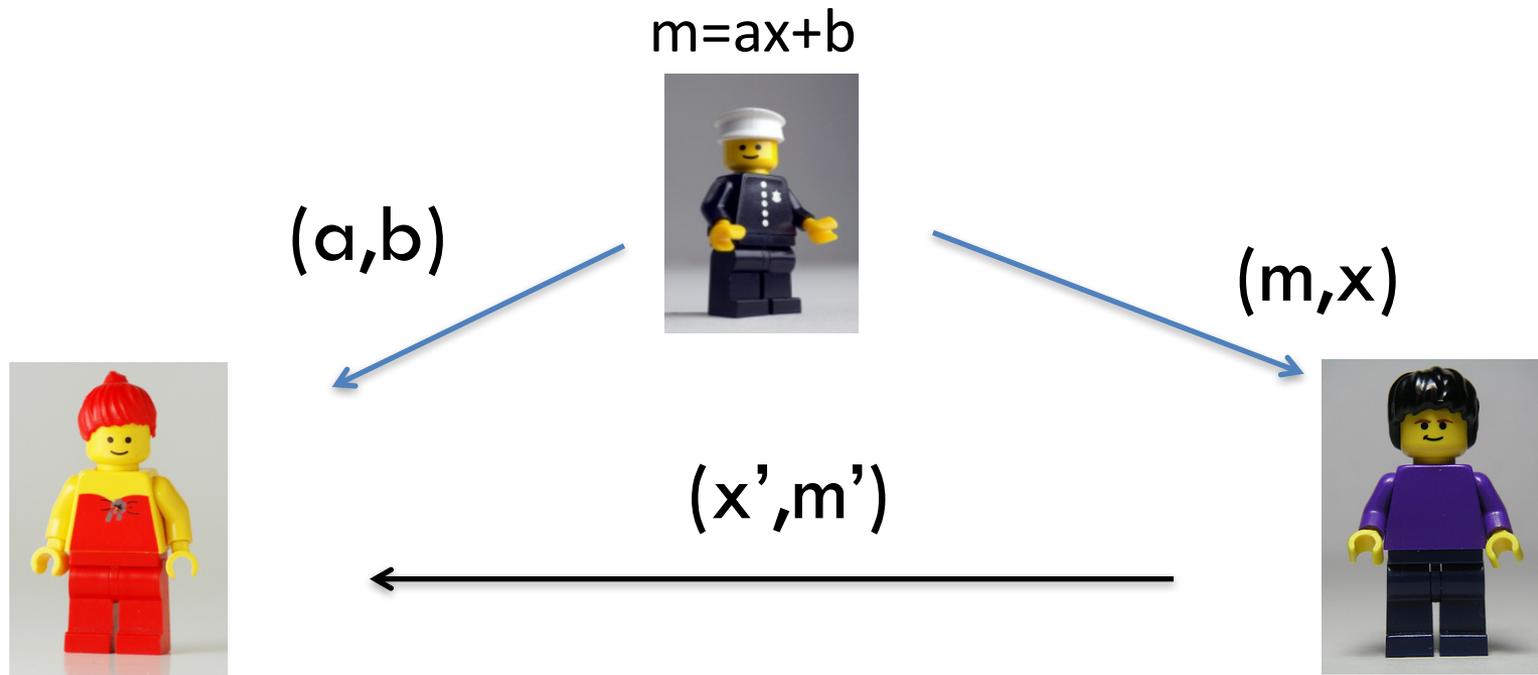


Is this cheating?

- $v = y + s + e1 = (y + e1) + s = y' + s$
 - Input substitution, **not cheating** according to the definition!
- $M2[u,v] + e2$
 - Changes output to $z' = f(x,y) + e2$
 - Example: $f(x,y)=1$ iff $x=y$ (e.g. pwd check)
 - $e2=1$ the output is **1 whp** (login without pwd!)
 - *Clearly breach of security!*

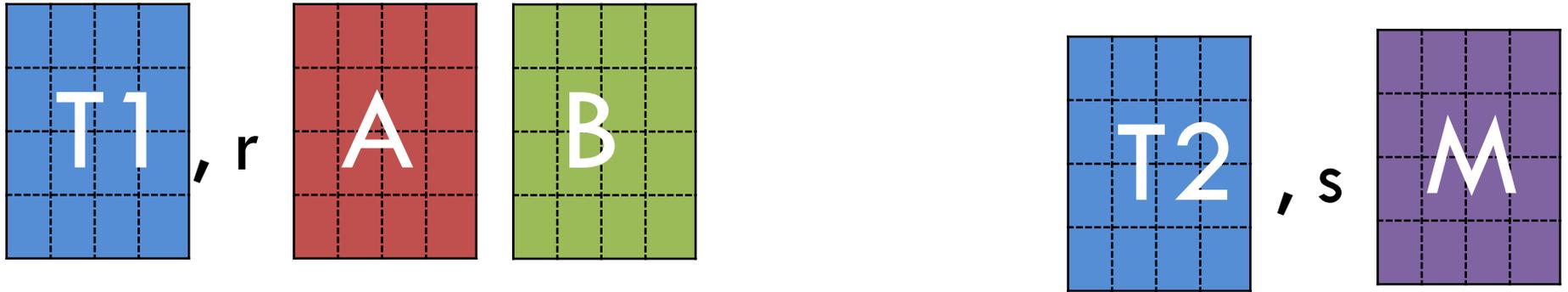
Force Bob to send the right value

- **Problem:** Bob can send the wrong shares
- **Solution:** use MACs
 - e.g. $m=ax+b$ with $(a,b) \leftarrow F$



Abort if $m' \neq ax' + b$

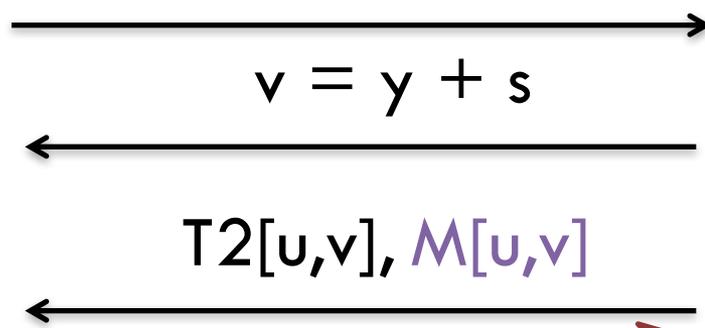
OTTT+MAC



$$u = x + r$$

$$v = y + s$$

$$T2[u,v], M[u,v]$$



If $(M[u,v] = A[u,v] * T2[u,v] + B[u,v])$
 output $f(x,y) = T1[u,v] + T2[u,v]$
 else
 abort

Statistical security
 vs. malicious Bob
 w.p. $1 - 1/|F|$

“The simplest 2PC protocol ever” OTTT

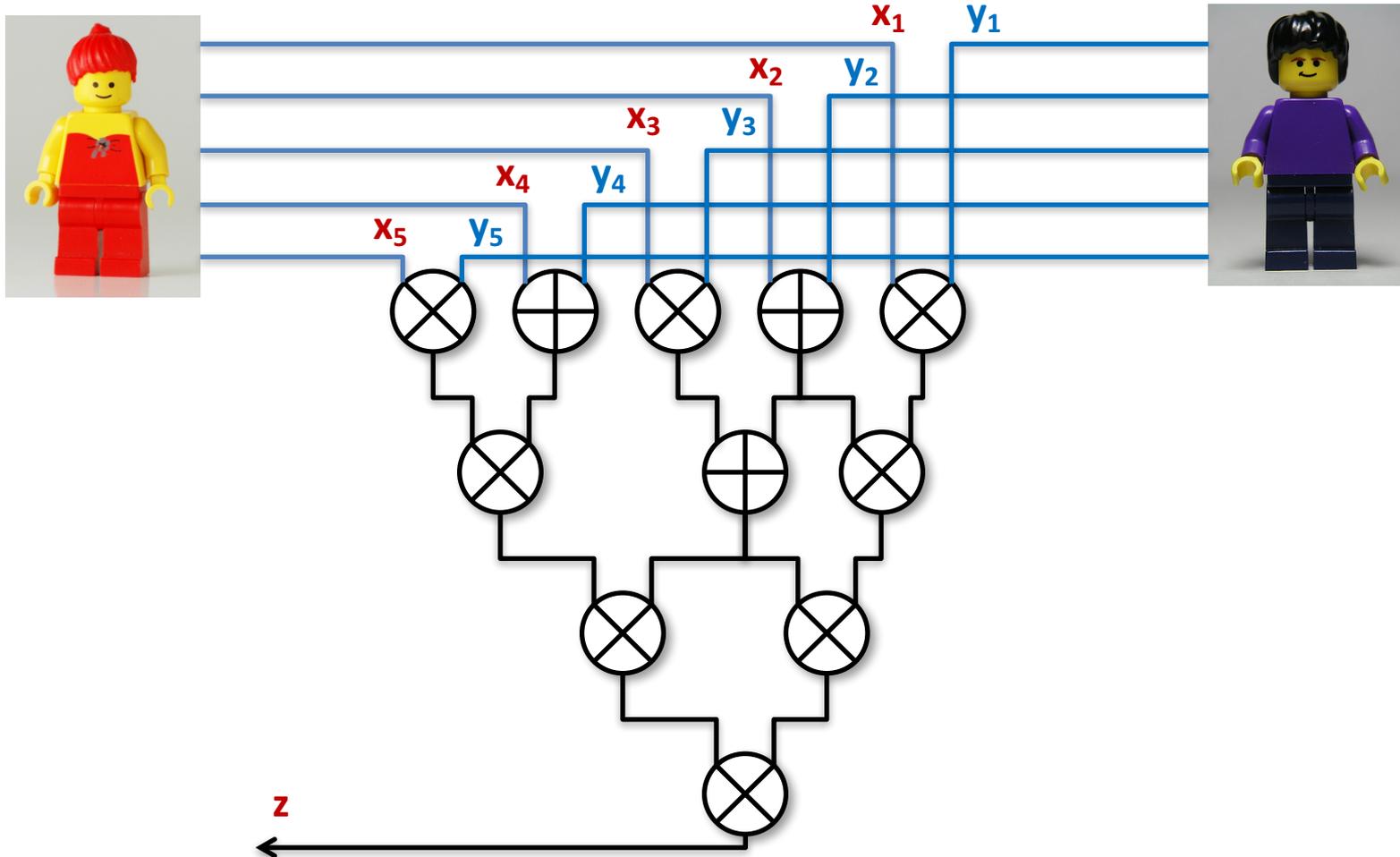
- **Optimal communication complexity** 😊
- **Storage exponential in input size** 😞

→ Represent function using circuit instead of truth table!

Part 1: Secure Computation with a Trusted Dealer

- Warmup: One-Time Truth Tables
- **Evaluating Circuits with Beaver's trick**
- MAC-then-Compute for Active Security

Circuit based computation



Invariant

- For each **wire** x in the circuit we have
 - $[x] := (x_A, x_B)$ // read “ x in a box”
 - Where **Alice holds** x_A
 - **Bob holds** x_B
 - Such that $x_A + x_B = x$
- Notation overload:
 - x is both the r-value and the l-value of x
 - use $n(x)$ for name of x and $v(x)$ for value of x when in doubt.
 - Then $[n(x)] = (x_A, x_B)$ such that $x_A + x_B = v(x)$



Circuit Evaluation (Online phase)



1) $[x] \leftarrow \text{Input}(A,x)$:

- chooses random x_B and send it to Bob
- set $x_A = x + x_B$ // symmetric for Bob

Alice only sends a random bit! “Clearly” secure

2) $z \leftarrow \text{Open}(A,[z])$: // $z \leftarrow \text{Open}([z])$ if both get output

- Bob sends z_B
- Alice outputs $z = z_A + z_B$ // symmetric for Bob

Alice should learn z anyway! “Clearly” secure



Circuit Evaluation (Online phase)



2) $[z] \leftarrow \text{Add}([x],[y])$ // at the end $z=x+y$

– Alice computes $z_A = x_A + y_A$

– Bob computes $z_B = x_B + y_B$

– We write $[z] = [x] + [y]$

No interaction! “Clearly” secure

“for free” : only a local addition!



Circuit Evaluation (Online phase)



2a) $[z] \leftarrow \text{Mul}(a, [x])$ // at the end $z = a * x$

- Alice computes $z_A = a * x_A$
- Bob computes $z_B = a * x_B$

2c) $[z] \leftarrow \text{Add}(a, [x])$ // at the end $z = a + x$

- Alice computes $z_A = a + x_A$
- Bob computes $z_B = x_B$



Circuit Evaluation (Online phase)



3) Multiplication?

How to compute $[z]=[xy]$?

Alice, Bob should compute

$$z_A + z_B = (x_A + x_B)(y_A + y_B)$$

$$= x_A y_A + x_B y_A + x_A y_B + x_B y_B$$

How do we compute this?

Alice can compute this

Bob can compute this



Circuit Evaluation (Online phase)



3) $[z] \leftarrow \text{Mul}([x],[y])$:

1. Get $[a],[b],[c]$ with $c=ab$ from trusted dealer



2. $e = \text{Open}([a] + [x])$

3. $d = \text{Open}([b] + [y])$

Is this secure?
e,d are "one-time-pad" encryptions
of x and y using a and b

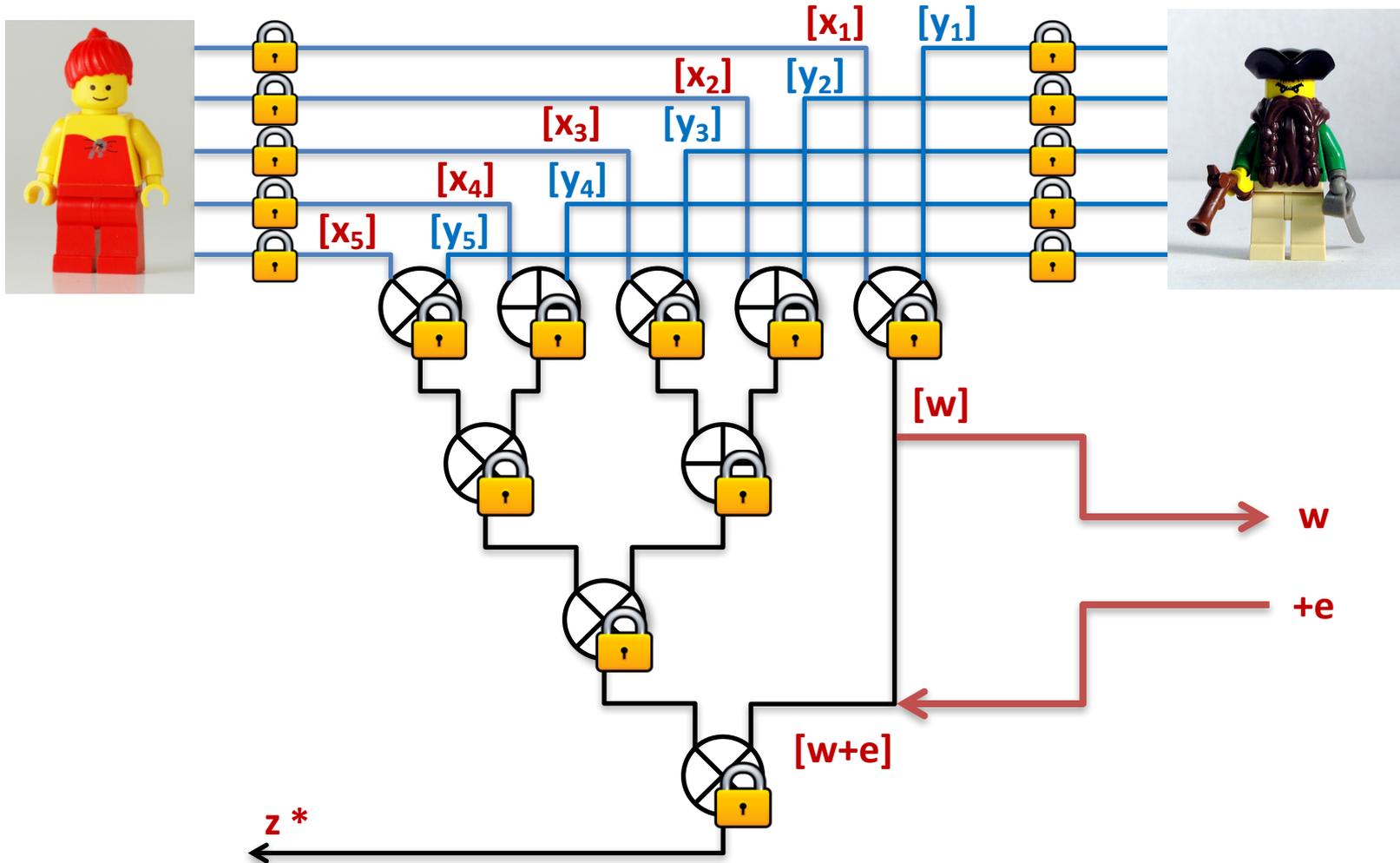
4. Compute $[z] = [c] + e[y] + d[x] - ed$

$$ab + (ay+xy) + (bx+xy) - (ab+ay+bx+xy)$$

Part 1: Secure Computation with a Trusted Dealer

- Warmup: One-Time Truth Tables
- Evaluating Circuits with Beaver's trick
- **MAC-then-Compute for Active Security**

Secure Computation



Active Security?

- **“Privacy?”**
 - even a malicious Bob does not learn anything 😊
- **“Correctness?”**
 - a corrupted Bob can change his share during any “Open” (both final result or during multiplication) leading the final output to be incorrect 😞

Problem

2) $z \leftarrow \text{Open}(A, [z])$:

– Bob sends $z_B + e$

– Alice outputs $z = z_A + z_B + e$

// error change output distribution in way that cannot be simulated by input substitution

Solution: add MACs

2) $z \leftarrow \text{Open}(A, [z])$:

- Bob sends z_B, m_B
- Alice outputs
 - $z = z_A + z_B$ if $m_B = z_B \Delta_A + k_A$
 - “abort” otherwise
- **Solution:** Enhance representation $[x]$
 - $[x] = ((x_A, k_A, m_A), (x_B, k_B, m_B))$ s.t.
 - $m_B = x_B \Delta_A + k_A$ (symmetric for m_A)
 - Δ_A, Δ_B is the same for all wires.

Linear representation

- Given

- $[x] = ((x_A, k_{Ax}, m_{Ax}), (y_B, k_{Bx}, m_{Bx}))$

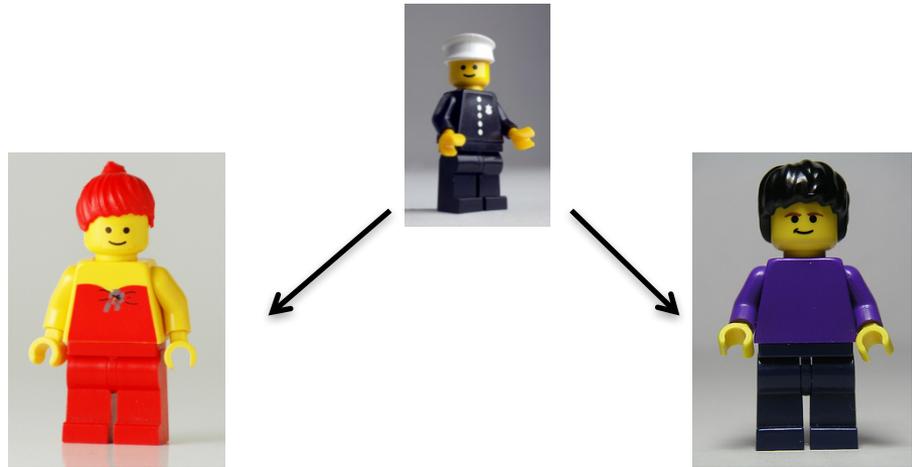
- $[y] = ((y_A, k_{Ay}, m_{Ay}), (y_B, k_{By}, m_{By}))$

- Compute $[z] = ($
 $(z_A = x_A + y_A, \quad k_{Az} = k_{Ax} + k_{Ay}, \quad m_{Az} = m_{Ax} + m_{Ay}),$
 $(z_B = x_B + y_B, \quad k_{Bz} = k_{Bx} + k_{By}, \quad m_{Bz} = m_{Bx} + m_{By}),)$

- And $[z]$ is in the right format since...

$$\begin{aligned} m_{Bz} &= (m_{Bz} + m_{By}) = (k_{Ax} + x_B \Delta_A) + (k_{Ay} + y_B \Delta_A) \\ &= (k_{Ax} + k_{Ay}) + (x_B + y_B) \Delta_A = k_{Az} + z_B \Delta_A \end{aligned}$$

Recap



1. Output Gates:

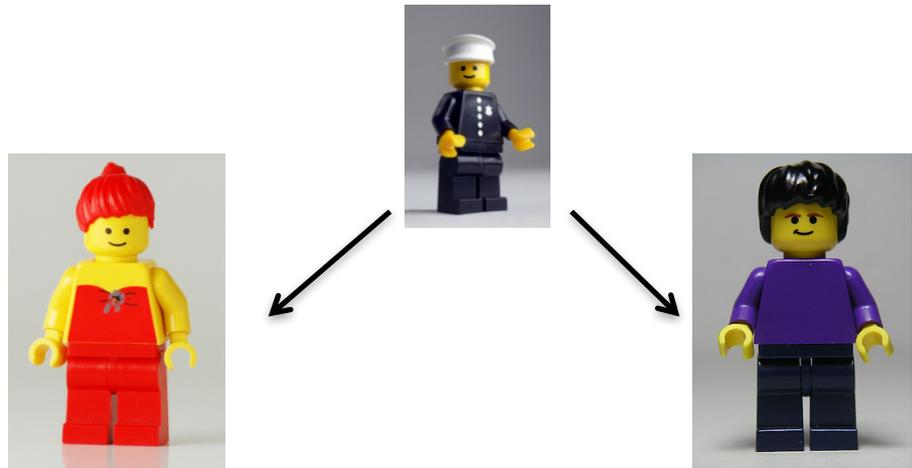
- Exchange shares and MACs
- Abort if MAC does not verify

2. Input Gates:

- Get a random $[r]$ from *trusted dealer*
- $r \leftarrow \text{Open}(A, [r])$
- Alice sends Bob $d=x-r$,
- Compute $[x]=[r]+d$

Allows simulator to
extract $x^* = r+d^*$

Recap



1. Addition Gates:

- Use linearity of representation to compute $[z]=[x]+[y]$

2. Multiplication gates:

- Get a random triple $[a][b][c]$ with $c=ab$ from
- $e \leftarrow \text{Open}([a]+[x]), d \leftarrow \text{Open}([b]+[y])$
- Compute $[z] = [c] + a[y] + b[x] - ed$



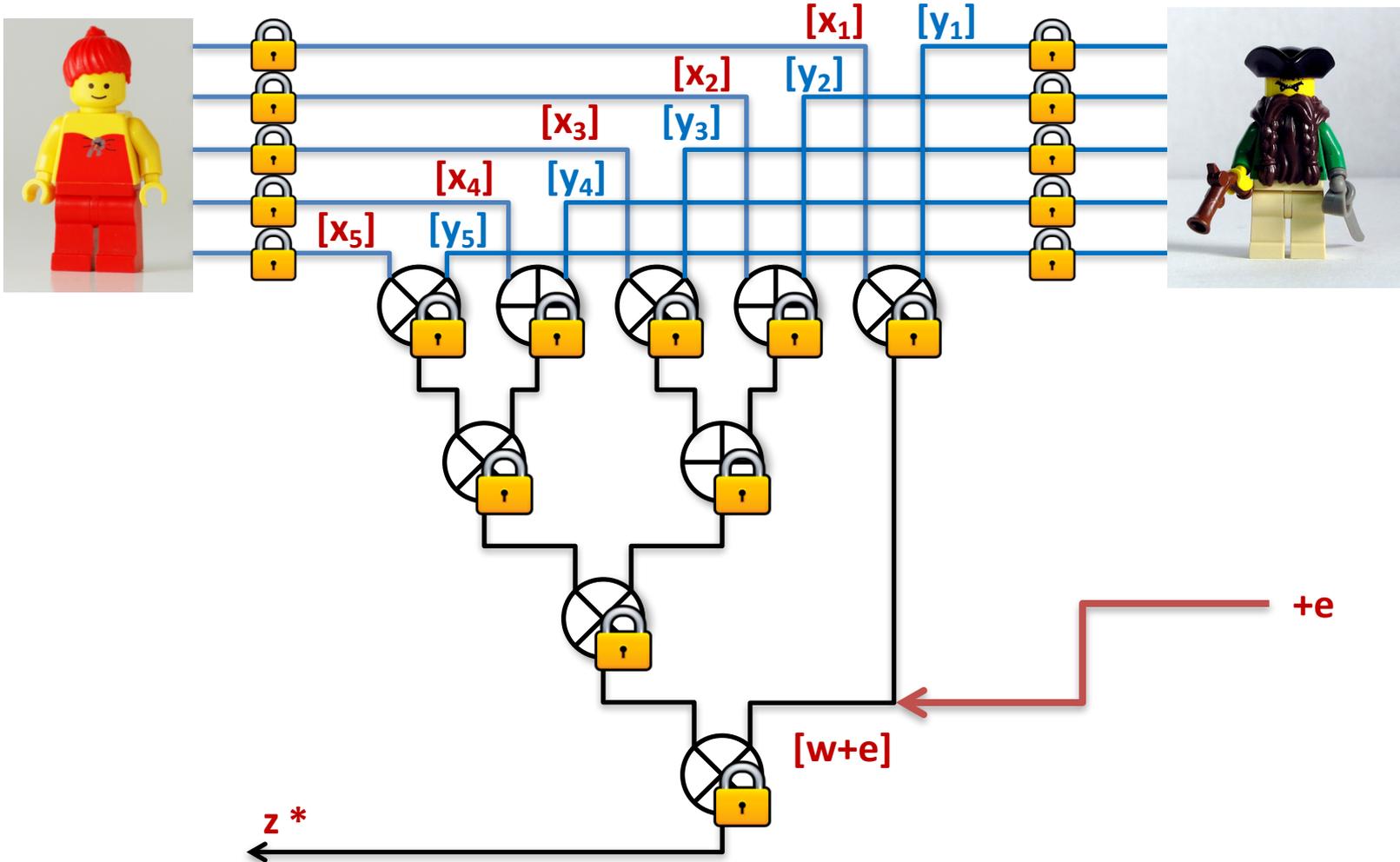
Final remarks

- Size of MACs
- Lazy MAC checks

Size of MACs

1. Each party must store a mac/key pair ***for each other party***
 - quadratic complexity! ☹️
 - SPDZ for linear complexity.
2. MAC is only as hard as guessing key!
 k MACs in parallel give security $1/|F|^k$
 - In *TinyOT* $F=\mathbb{Z}_2$, then MACs/Keys are k -bit strings
 - *MiniMACs* for constant overhead

Lazy MAC Check



Lazy MAC Check

1) $z \leftarrow \text{PartialOpen}(A, [z]):$

1. Bob sends z_B
2. Bob runs `OutMAC.append(m_B)`
3. Alice runs `InMAC.append($k_A + z_B \Delta_A$)`
4. Alice outputs $z = z_A + z_B$

2) $z \leftarrow \text{FinalOpen}(A, [z]):$

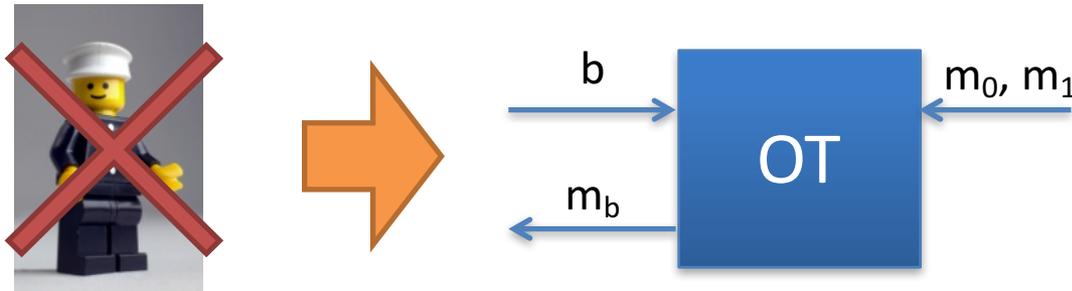
1. Steps 1-3 as before
2. Bob sends $u = H(\text{OutMAC})$ to Alice
3. Alice outputs $z = z_A + z_B$ if $u = H(\text{InMAC})$
4. “abort” otherwise

Recap of Part 1

- Two protocols ***“in the trusted dealer model”***
 - **One Time-Truth Table**
 - **Storage** $\exp(\text{input size})$ 😞
 - **Communication** $O(\text{input size})$ 😊
 - **1 round** 😊
 - **(SPDZ)/BeDOZa/TinyOT online phase**
 - **Storage** linear #number of AND gates
 - **Communication** linear #number of AND gates
 - **#rounds** = depth of the circuit
 - ...and add enough **MACs** to get **active security**

Recap of Part 1

- To do secure computation is enough to precompute enough **random multiplications!**



- If no *semi-trusted party is available*, we can use **cryptographic assumption** (next)