

L14 Multi-party Computation

- Oblivious Transfer
- GMW Protocol
- Garbled Circuits

期末

1月10日

2pm - 4:30pm

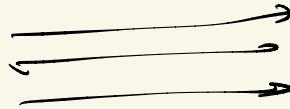
Oblivious Transfer

Sender



Alice

input m_0, m_1



Receiver



Bob

input $b \in \{0, 1\}$

output m_b

1) Correctness

2) Security against sender : Sender learns nothing about b

3) Security against receiver : Receiver learns nothing about m_{1-b}

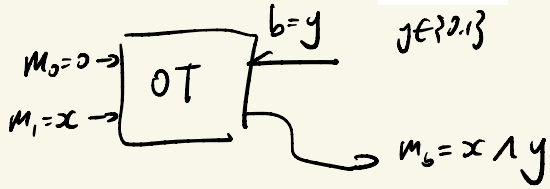
2PC problem

$$f((m_0, m_1), b) = (\perp, m_b)$$

e.g. AND



$x \in \{0,1\}$



$y \in \{0,1\}$

Construction of OT

input m_0, m_1



trapdoor:
 d

trapdoor permutation f
 N, e
hard instance Δ

inverts
 r_0, r_1
" " "
 $f^{-1}(s_0), f^{-1}(s_1)$

$$s_0, s_1 = \left\{ \begin{array}{l} s_b = f(r_b) \\ s_{1-b} = \Delta - s_b \end{array} \right\}$$

$HCBC(r_0) \oplus m_0$
 $HCBC(r_1) \oplus m_1$

input b



inputs
 r_b

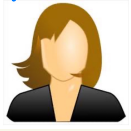
compute m_b

Sender's view
can be statistically simulated.

Receiver's view
is computationally simulatable

Construction of OT

input m_0, m_1



input b



trapdoor: d

trapdoor permutation f
 N, e
 hard instance Δ

$$s_0, s_1 = \begin{cases} s_b = f(r_b) \\ s_{1-b} = \Delta - s_b \end{cases}$$

inputs r_b

inverts r_0, r_1
 " $f^{-1}(s_0)$ " $f^{-1}(s_1)$

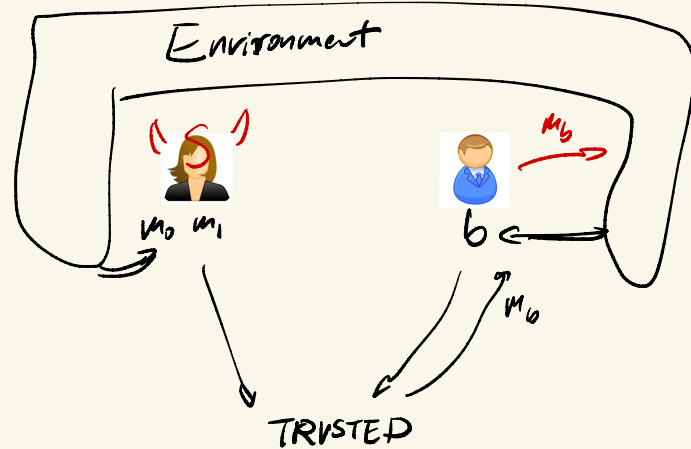
$$\begin{aligned} & \text{HCB}(r_0) \oplus m_0 \\ & \text{HCB}(r_1) \oplus m_1 \end{aligned}$$

compute m_b

Malicious receiver
 want simulator S

Malicious sender

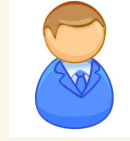
IDEAL WORLD



Construction of OT



input m_0, m_1



input b

Homomorphic
evaluation

$\leftarrow pk, Enc(b)$

$Enc(b \cdot (m_1 - m_0) + m_0)$

decrypt

\downarrow
 m_b

$$Enc(b) = g^b r^2$$

$$Enc(b \cdot (m_1 - m_0) + m_0) = (Enc(b))^{m_1 - m_0} \cdot g^{m_0} \cdot s^2$$

GM-encryption

$pk: \mathbb{Z}_p, g \in QR$

$sk: (p, q)$

Sender's View

is computationally simulatable

Receiver's View

is statistically simulatable

Constructing of OLE

Def of OLE



input a, b



input x
output $ax+b$

CRS
 (N^2, g, h) ← key of Paillier encryption



r.w

$$M = g^a h^{-r}, \quad M' = g^b h^{-r+x}$$

← Enc(x)



s, s'

Against malicious Sender

$$g \leftarrow \text{Hard group}$$

$$h \leftarrow \text{Hard group}$$

Against malicious Receiver

$$h = \text{Enc}(1)$$

$$g \leftarrow \text{Hard group}$$

Receiver decode:

$$x \left(g^{-rs} (h^r (N+1)^a)^{\sigma} \right) = (N+1)^{a\sigma+w}$$

$$\times \left(g^{-rs'} (h^r (N+1)^b)^{x-\sigma} \right) = (N+1)^{b-w+ax-a\sigma}$$

$$g^r, h^r (N+1)^a = \text{enc}(a)$$

$$M^r (N+1)^w = \text{enc}(w)$$

$$M'^r (N+1)^{b-w} = \text{enc}(b-w)$$

$$g^{rs} h^{-r\sigma} (N+1)^w$$

$$g^{rs'} h^{-r(x-\sigma)} (N+1)^{b-w}$$

ZPC for "AND"

e.g. AND



$x \in \{0,1\}$

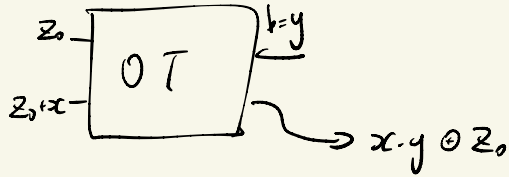


$y \in \{0,1\}$

output z_1

output z_0

sample z_0



$$z_0 \oplus z_1 = x \cdot y$$

e.g. Multiplication

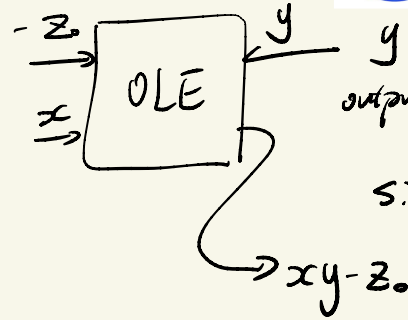


x
output z_0

sample z_0



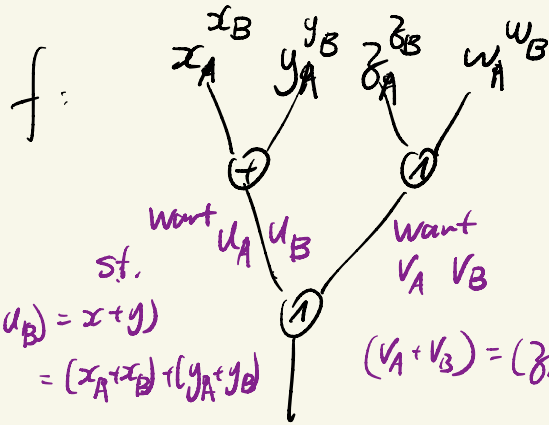
y
output z_1



$$\text{s.t. } z_0 + z_1 = x \cdot y$$

ZPC for any function f :

f can be computed by XOR, AND
(ADD, MULT)



① Additively Share the input

e.g. Alice has x

$x_A + x_B = x$
send x_B to Bob

st.
 $(u_A + u_B) = x + y$
 $= (x_A + x_B) + (y_A + y_B)$

$(v_A + v_B) = (z_A + z_B)(w_A + w_B)$

$= z_A w_A + z_A w_B + z_B w_B + z_B w_A$

OT

↓

ZPC for any function

• Semi-honest security

• #Round = depth + $O(1)$

• Communication complexity

= $\lambda \cdot (\text{circuit size})$

Solution:

let: $u_A = x_A + y_A$

$u_B = x_B + y_B$

Solution: Use OT: $z_A w_B = \alpha_A + \alpha_B$

$z_B w_A = \beta_A + \beta_B$

let $v_A = z_A w_A + \alpha_A + \beta_A$

$v_B = z_B w_B + \alpha_B + \beta_B$

MPC for any function

Parties = $\{P_1, P_2, \dots, P_n\}$

Goldreich-Micali-Wigderson GMW protocol

1) Additive share
if P_i has input x

$$x_1 \oplus x_2 \oplus \dots \oplus x_n = x$$

send x_j to P_j

$$2.2) \quad x = x_1 + \dots + x_n \quad y = y_1 + \dots + y_n$$



$$z = z_1 + \dots + z_n = (x_1 + \dots + x_n)(y_1 + \dots + y_n)$$

$$= \sum_i x_i y_i + \sum_{i \neq j} x_i y_j$$

2) Compute gate-by-gate

$$2.1) \quad x = x_1 + \dots + x_n \quad y = y_1 + \dots + y_n$$



$$z = z_1 + \dots + z_n$$

$$\text{let } z_i = x_i \oplus y_i$$

Between P_i, P_j use OT

$$\underbrace{a_{i,j}}_{\text{to } P_i} + \underbrace{b_{i,j}}_{\text{to } P_j} = x_i y_i$$

$$\text{let } z_i = x_i y_i + \sum_j a_{i,j} + \sum_j b_{j,i}$$

3) ~~3.1) randomization~~

3.2) disclose output

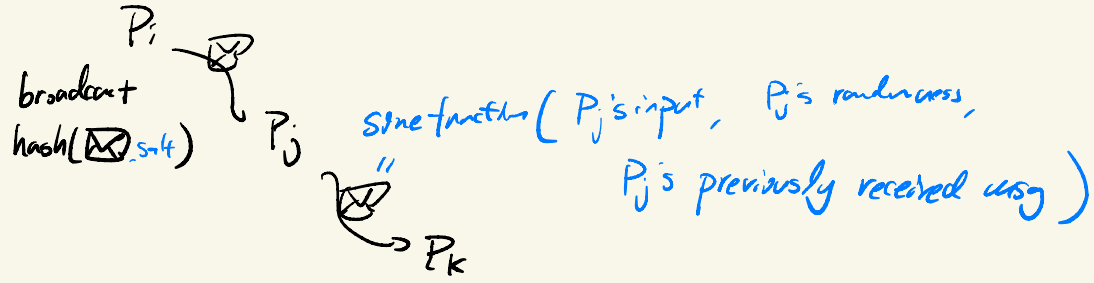
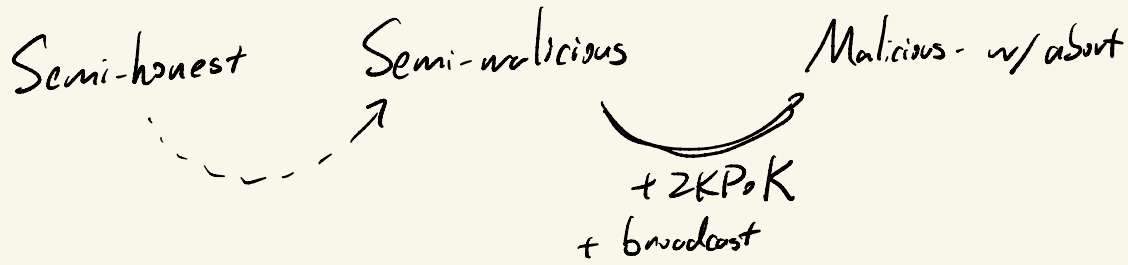
OT



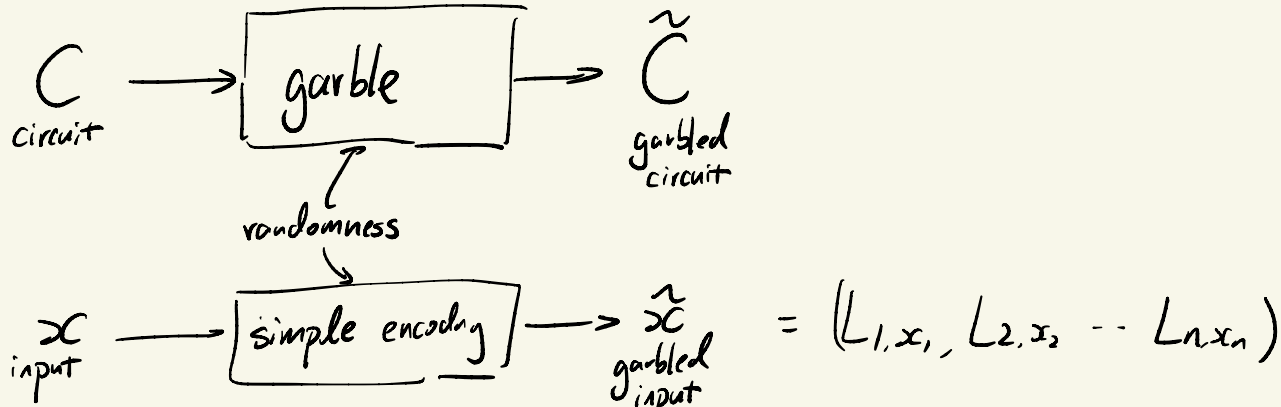
MPC for any function

- Semi-honest security
- #Round = depth + $O(1)$
- Communication complexity

$$= \lambda \cdot (\text{circuit size}) \cdot (\#party)^2$$



Yao's Garbled Circuit (GC) \approx computational randomized encoding



0) Simplicity: Labels $L_{1,0}, L_{1,1}, L_{2,0}, L_{2,1}, \dots, L_{n,0}, L_{n,1}$.

1) Correctness: $\text{Eval}(\hat{C}, \hat{x}) \rightarrow C(x)$

2) Security: \exists ppt Simulator S ,
any C, x

$$S(C, C(x)) \approx (\hat{C}, \hat{x})$$

GC + OT \Rightarrow ZPC



$x \in \{0,1\}^n$



$y \in \{0,1\}^n$

output $f(x,y)$

garble(f) $\rightarrow \tilde{f}$

\tilde{f}

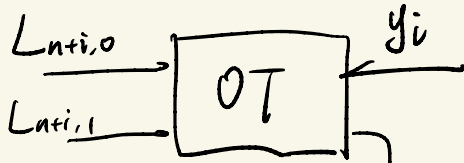
labels:

$L_{1,0}, L_{1,1}$

\vdots

$L_{2n,0}, L_{2n,1}$

L_{i,x_i} for $1 \leq i \leq n$



L_{n+i, y_i}

Correctness

GC's correctness

$$\text{Eval}(\tilde{f}, L_{i,x_i}, L_{n+i,y_i}) = f(x,y)$$

Semi-honest Security

GC's security

$$S(f, f(x,y))$$

$$\tilde{f}, L_{1,\dots}, L_{2n}$$

#Round = #Round of OT

communication =

GC construction

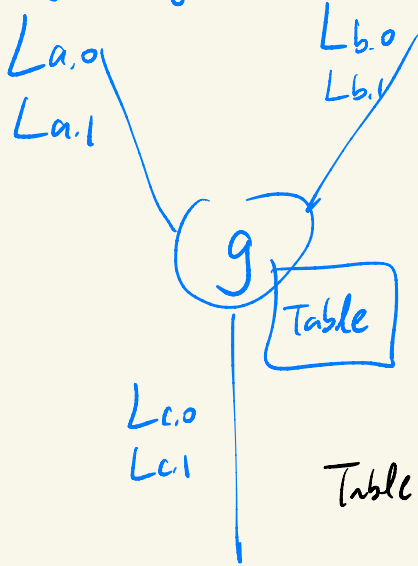
λ -bit long
↓

1) each wire: sample a pair of random labels

3) each output wire

$Enc(L_{d,0}, 0)$
$Enc(L_{d,1}, 1)$

2) each gate



Given $L_{a,x}, L_{b,y}$

can compute $L_{c,g(x,y)}$

and learn nothing of $L_{c,1-g(x,y)}$

① can detect if decryption key is correct

Table = shuffled

② shuffle

$Enc(L_{a,0}, Enc(L_{b,0}, L_{c,g(0,0)} \text{ --- } 1))$
$Enc(L_{a,\alpha}, Enc(L_{b,\beta}, L_{c,g(\alpha,\beta)} \text{ --- } 1))$ for $\alpha, \beta \in \{0,1\}$

GC security:

How to simulate

1) Each wire:

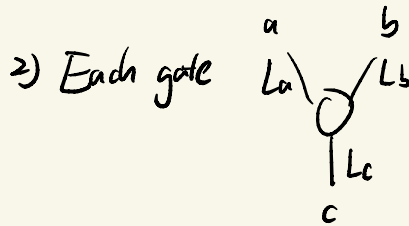
sample a random
Label
(garbled input)

3) Each output wire: (wired)

S knows the value of wire d
 $= v$

simulated
output wire
table =

$\text{Enc}(\$, l-d)$
$\text{Enc}(L_d, d)$



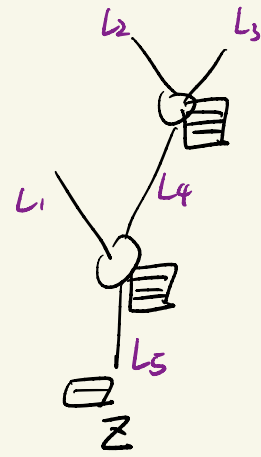
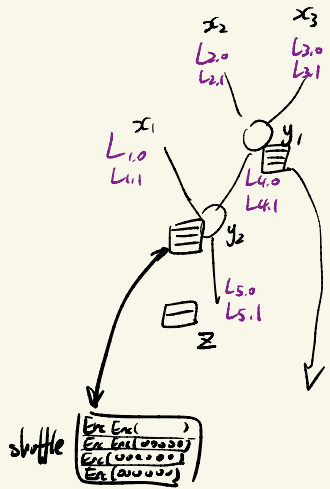
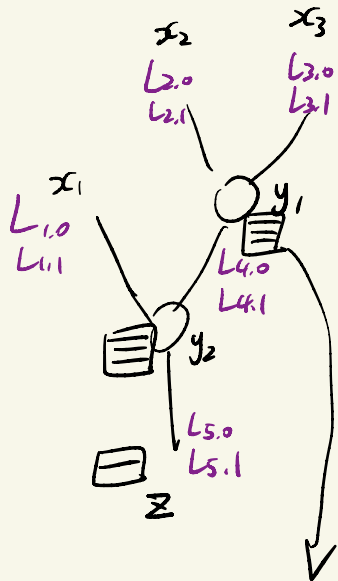
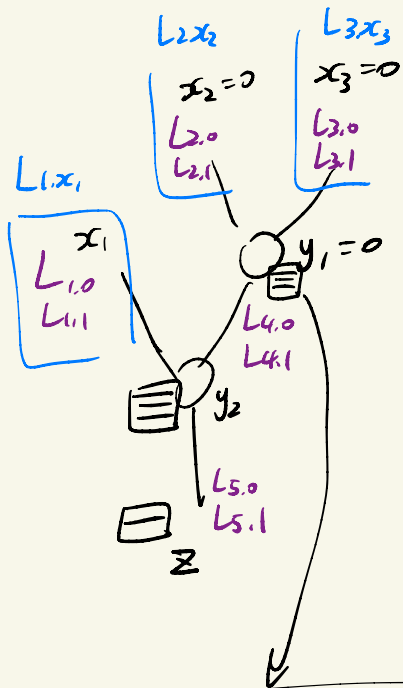
simulated
gate table = shuffled

$\text{Enc}(L_a, \text{Enc}(L_b, L_c))$
$\text{Enc}(L_a, \text{Enc}(\$, \text{arg}_1))$
$\text{Enc}(\$, \text{arg}_2)$
$\text{Enc}(\$, \text{arg}_3)$

REAL

Hybrid

IDEAL



shuffle

$\text{Enc}(L_{2.0}, \text{Enc}(L_{3.0}, L_{4.g(0,0)}))$	
$L_{2.0} \quad L_{3.1} \quad L_{4.g(0,1)}$	
$L_{2.1} \quad L_{3.0} \quad L_{4.g(1,0)}$	
$L_{2.1} \quad L_{3.1} \quad L_{4.g(1,1)}$	

shuffle

$\text{Enc}(L_{2.0}, \text{Enc}(L_{3.0}, L_{4.g(0,0)}))$
$\text{Enc}(L_{2.0}, \text{Enc}(L_{2.1}, 00000))$
$\text{Enc}(L_{2.1}, 00000)$
$\text{Enc}(L_{2.1}, 00000)$