

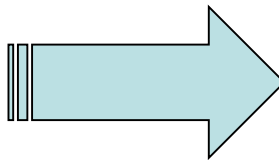
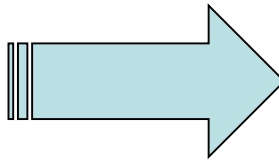
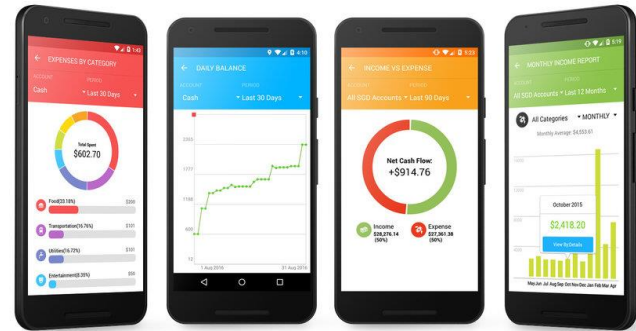
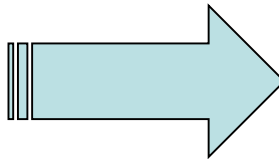
Secure Multiparty Computation: An Introduction

Yuval Ishai

Technion



Going digital...



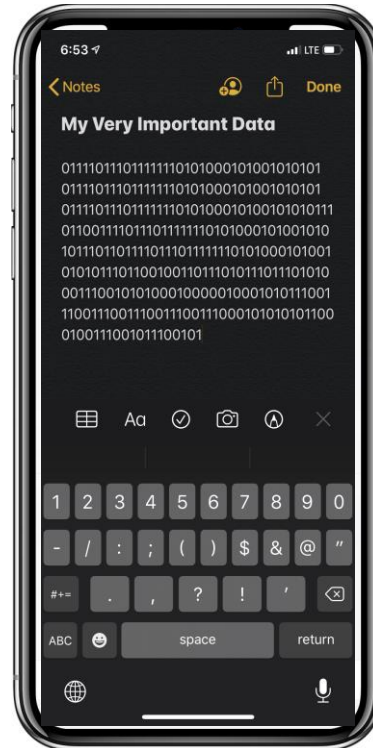
How to store important data



How to store important data



How to store important data



How to store important data



Data is virtually indestructible

Error-correcting codes: Hamming 1947, Shannon 1948, ...

Similar level of integrity with far less storage

What about confidentiality?



Single point of failure!

Single point of failure!

Single point of failure!

What about confidentiality?



Use Secret Sharing!


Alibaba Cloud



X_1

X_2

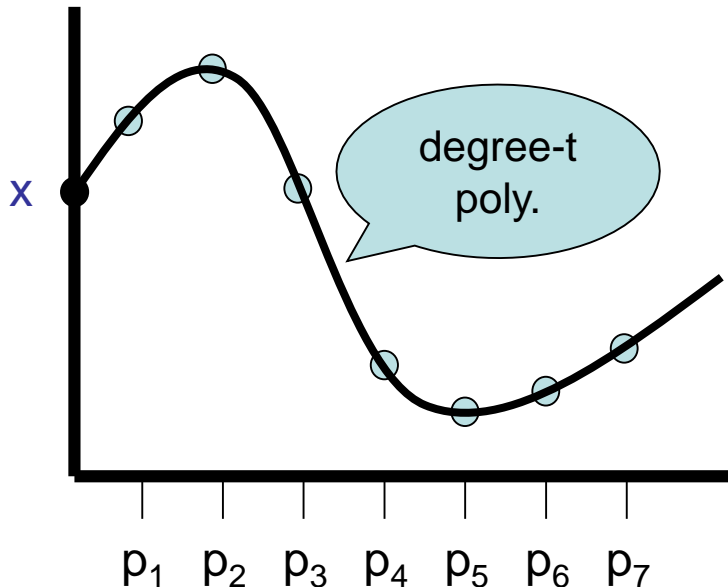
X_3

X_4

X_5

X_6

X_7



Data is virtually unleakable
AND indestructible...

Can we still search the data?



X_1

X_2

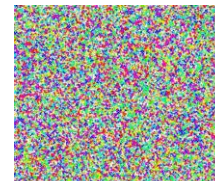
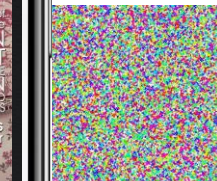
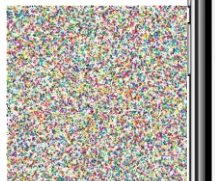
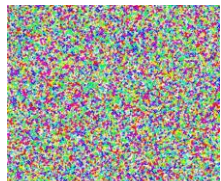
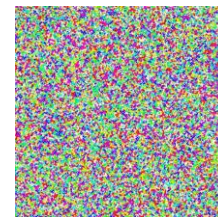
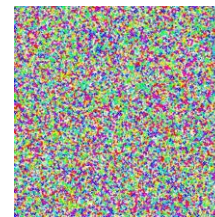
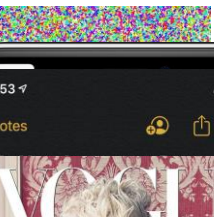
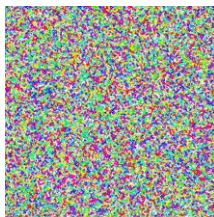
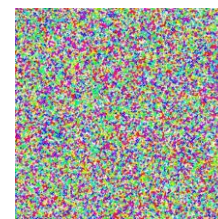
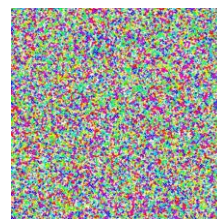
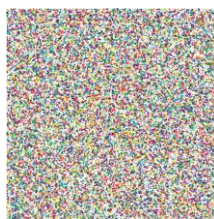
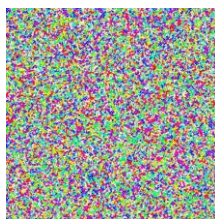
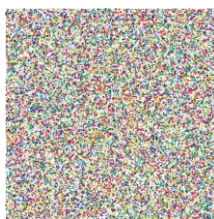
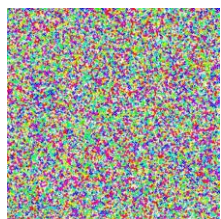
X_3

X_4

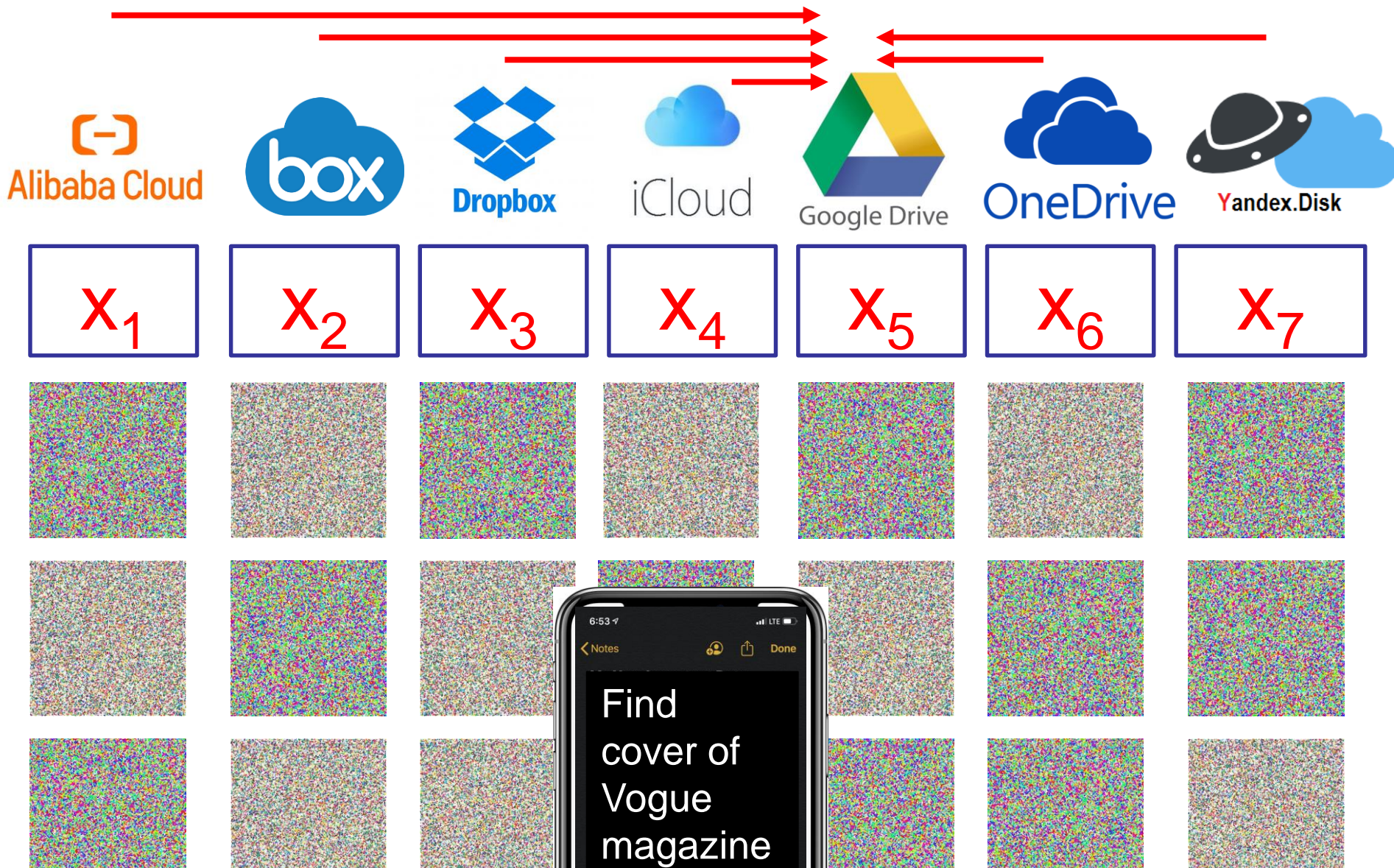
X_5

X_6

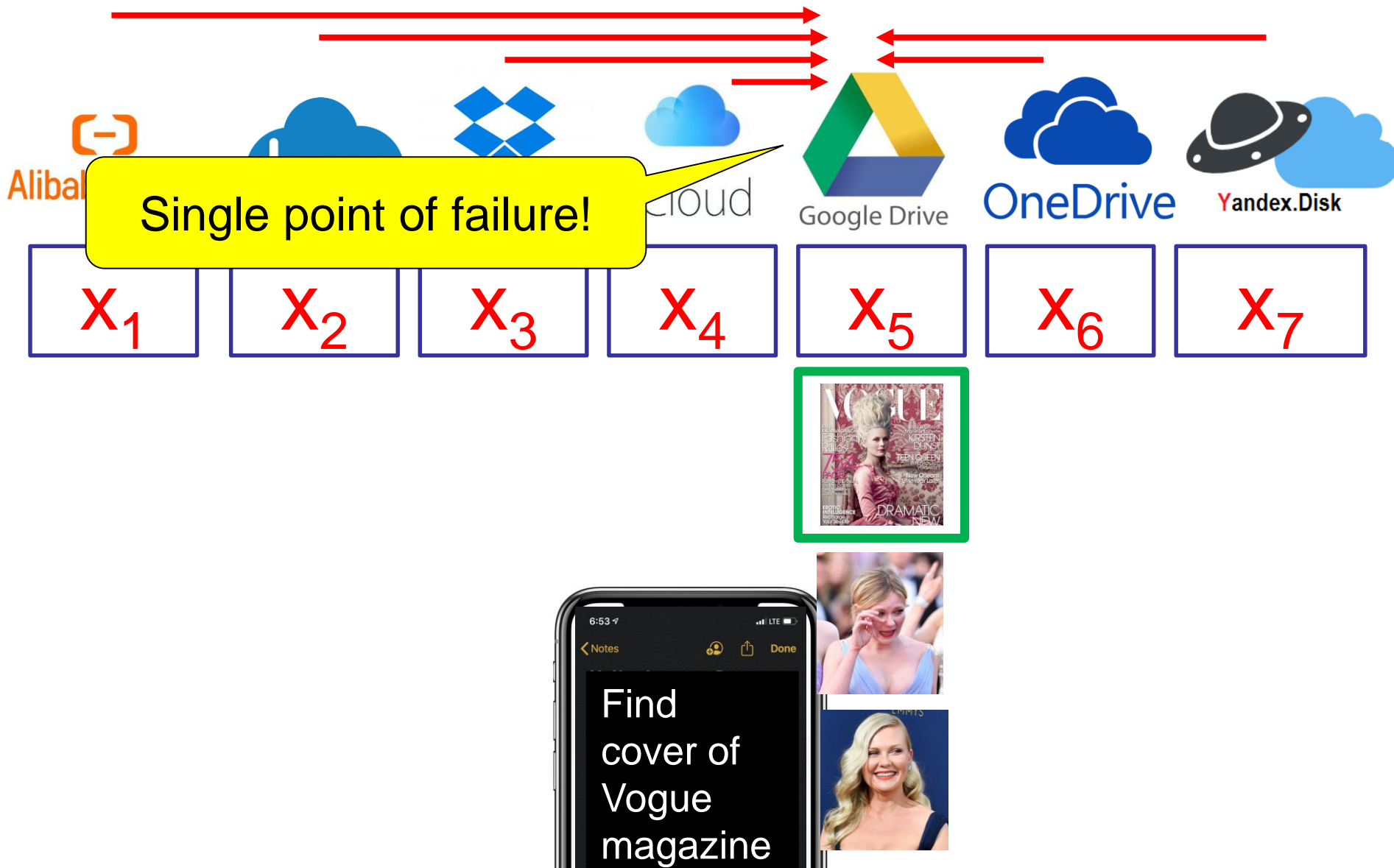
X_7



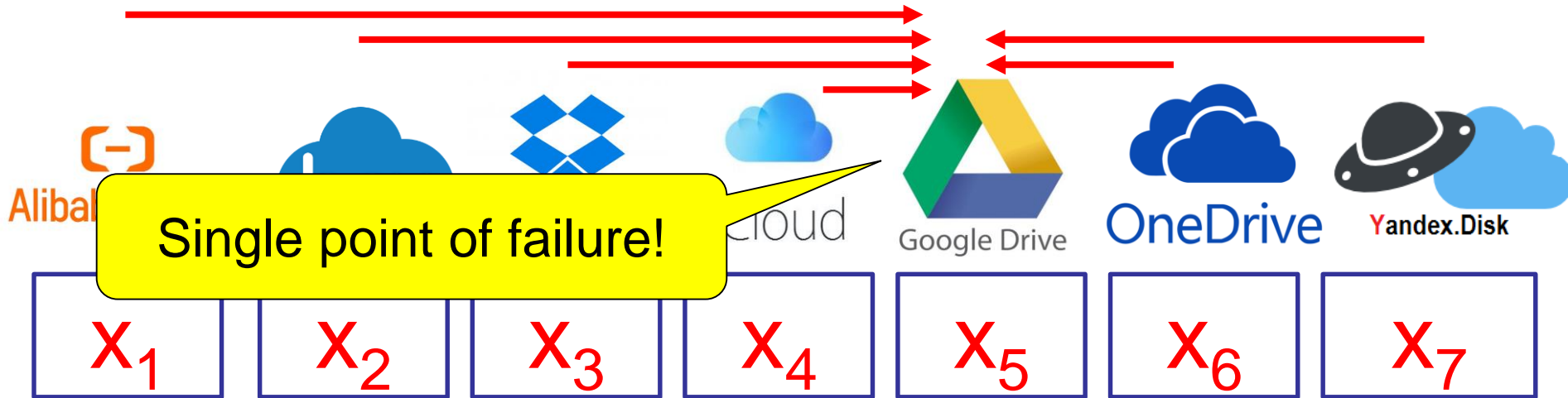
Can we still search the data?



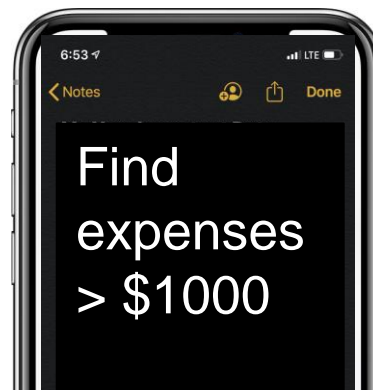
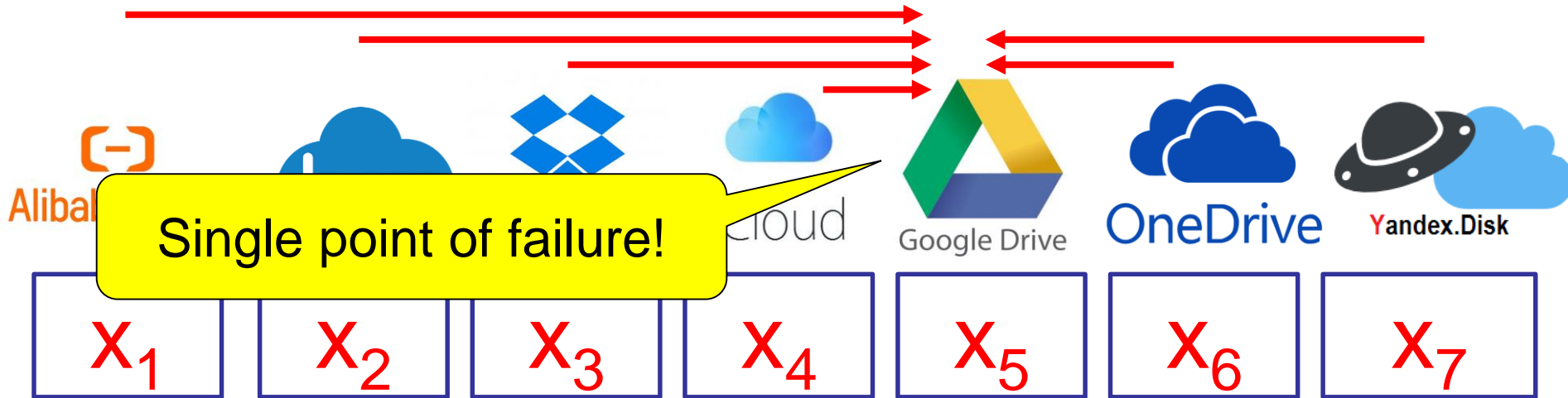
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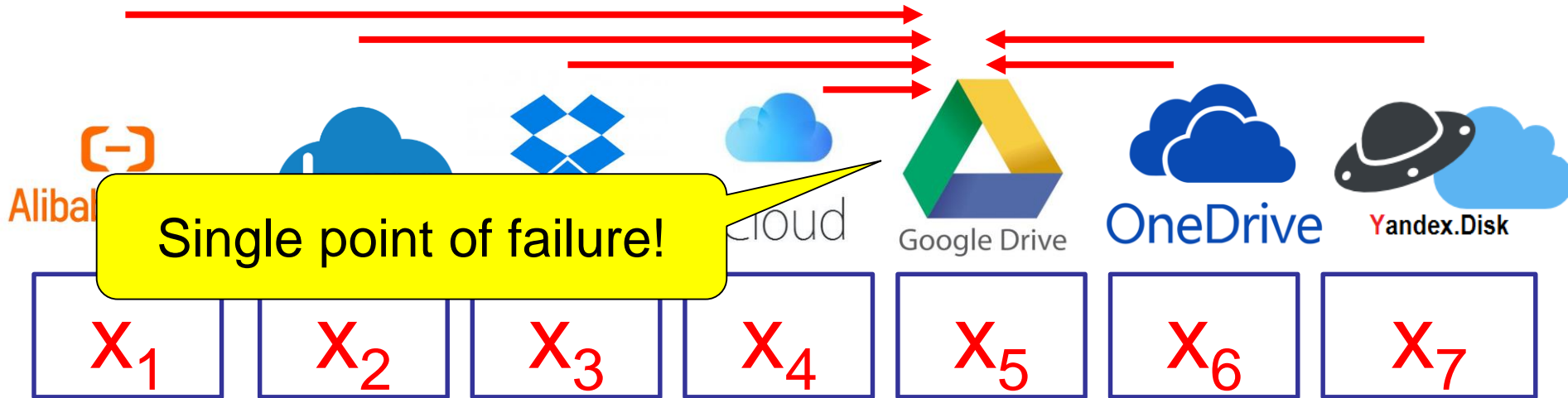
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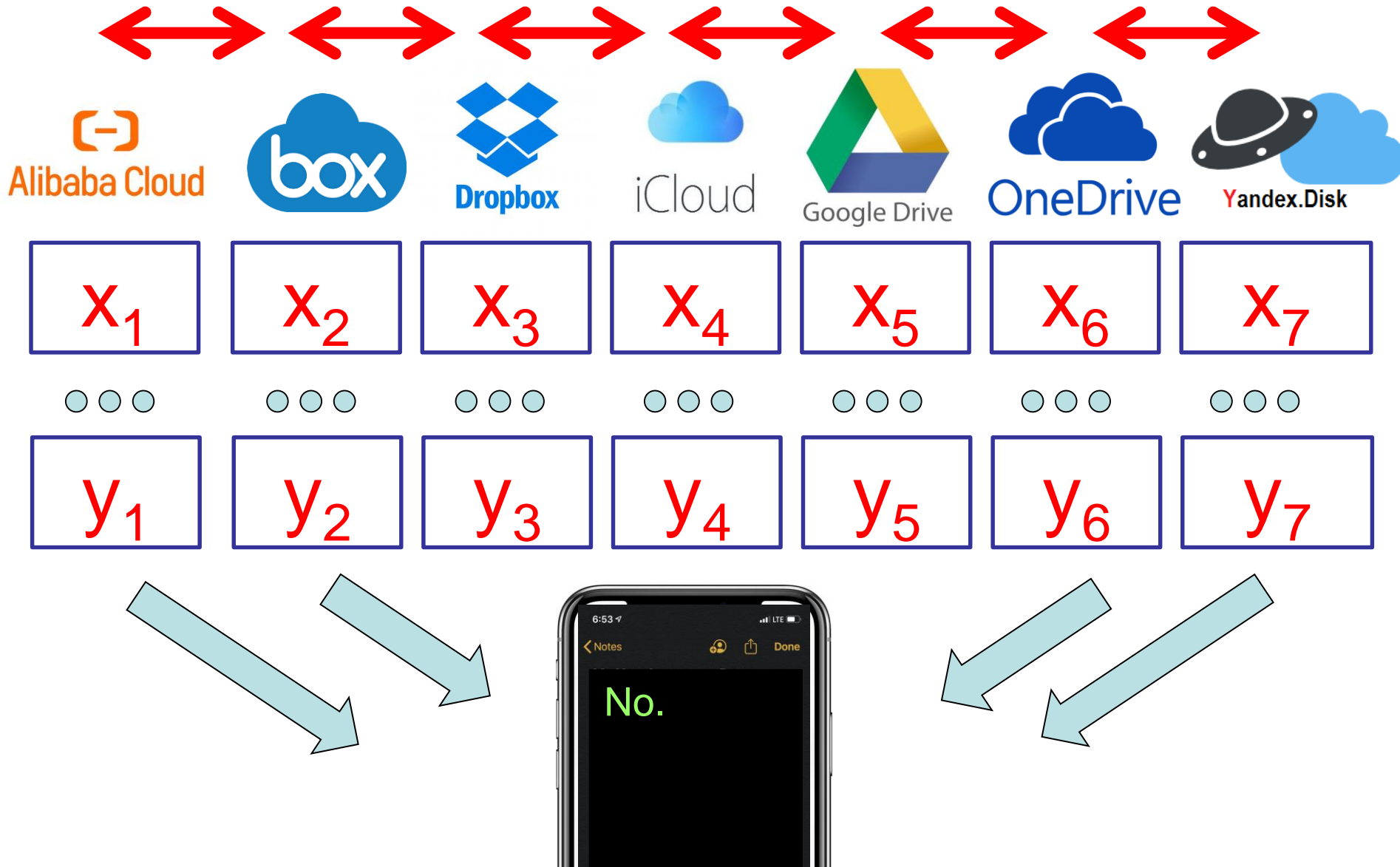
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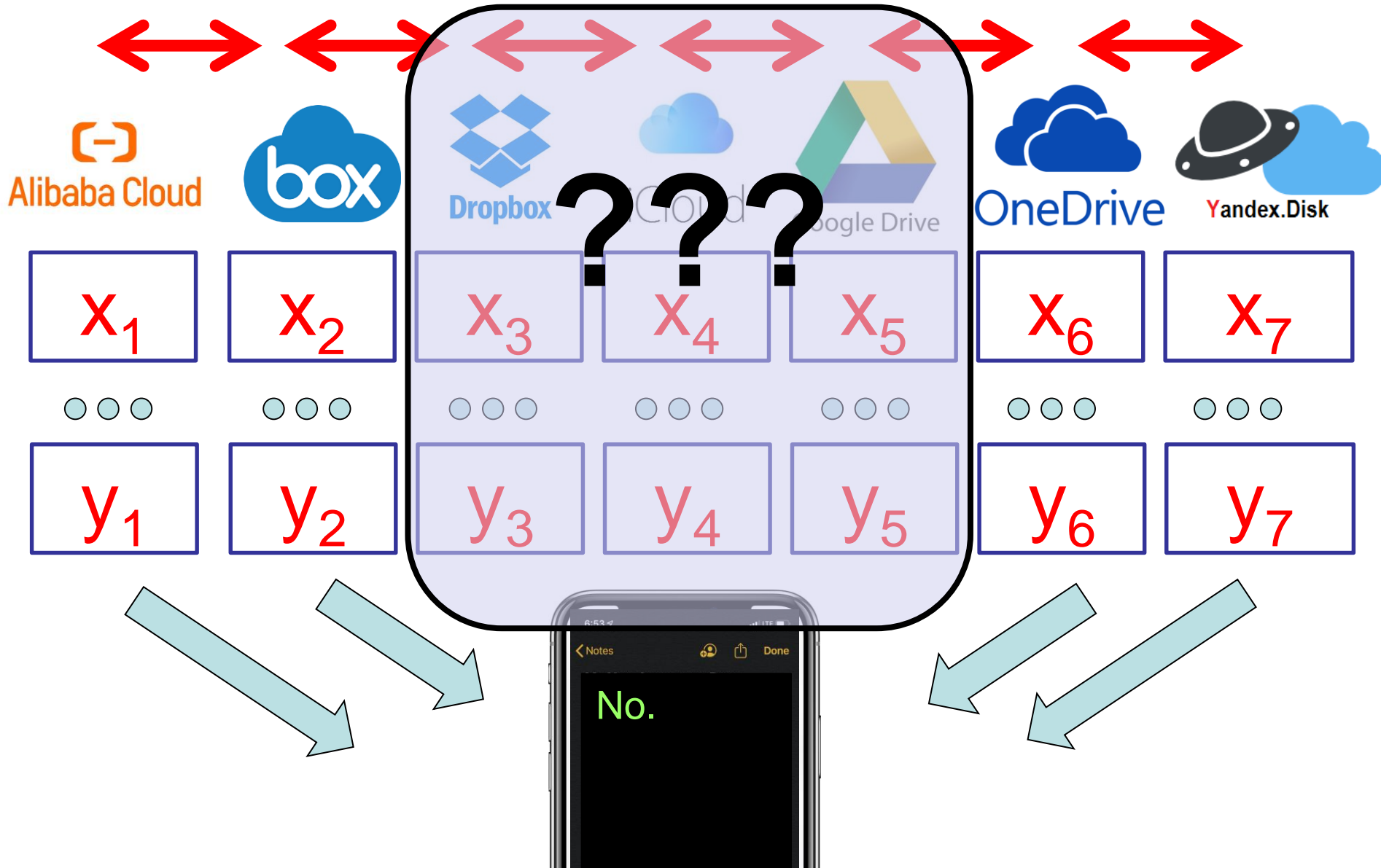
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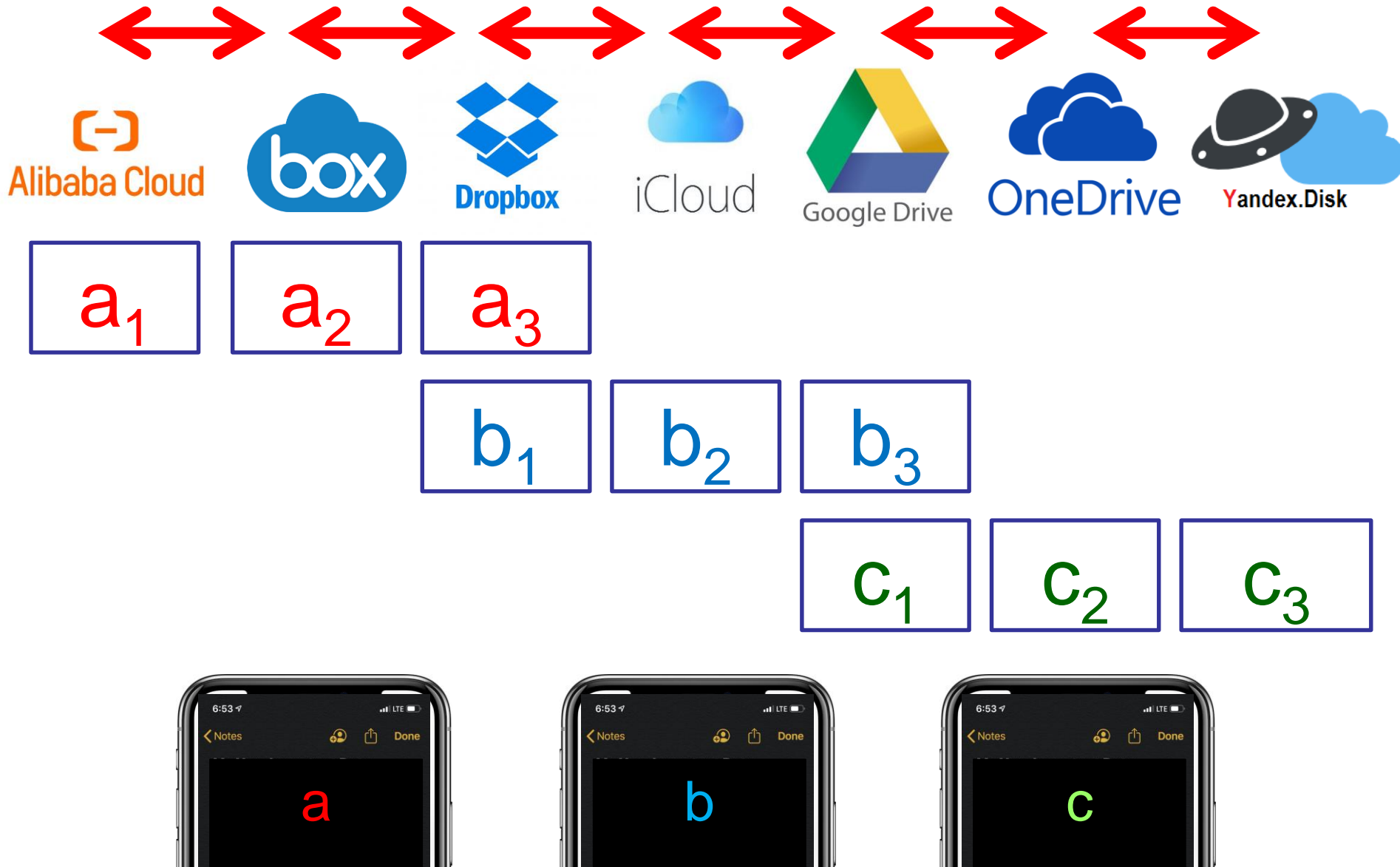
A Decentralized Alternative



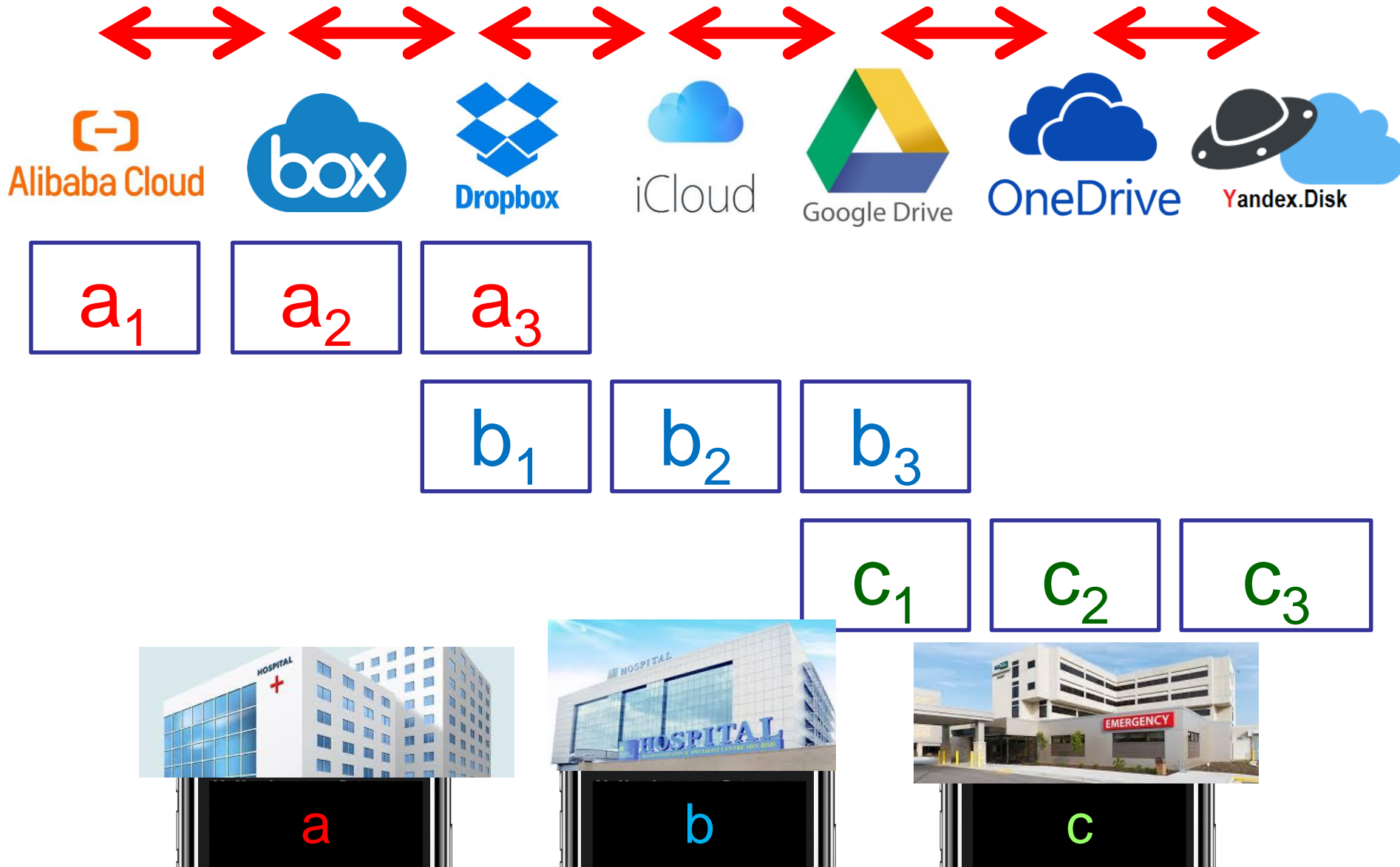
A Decentralized Alternative



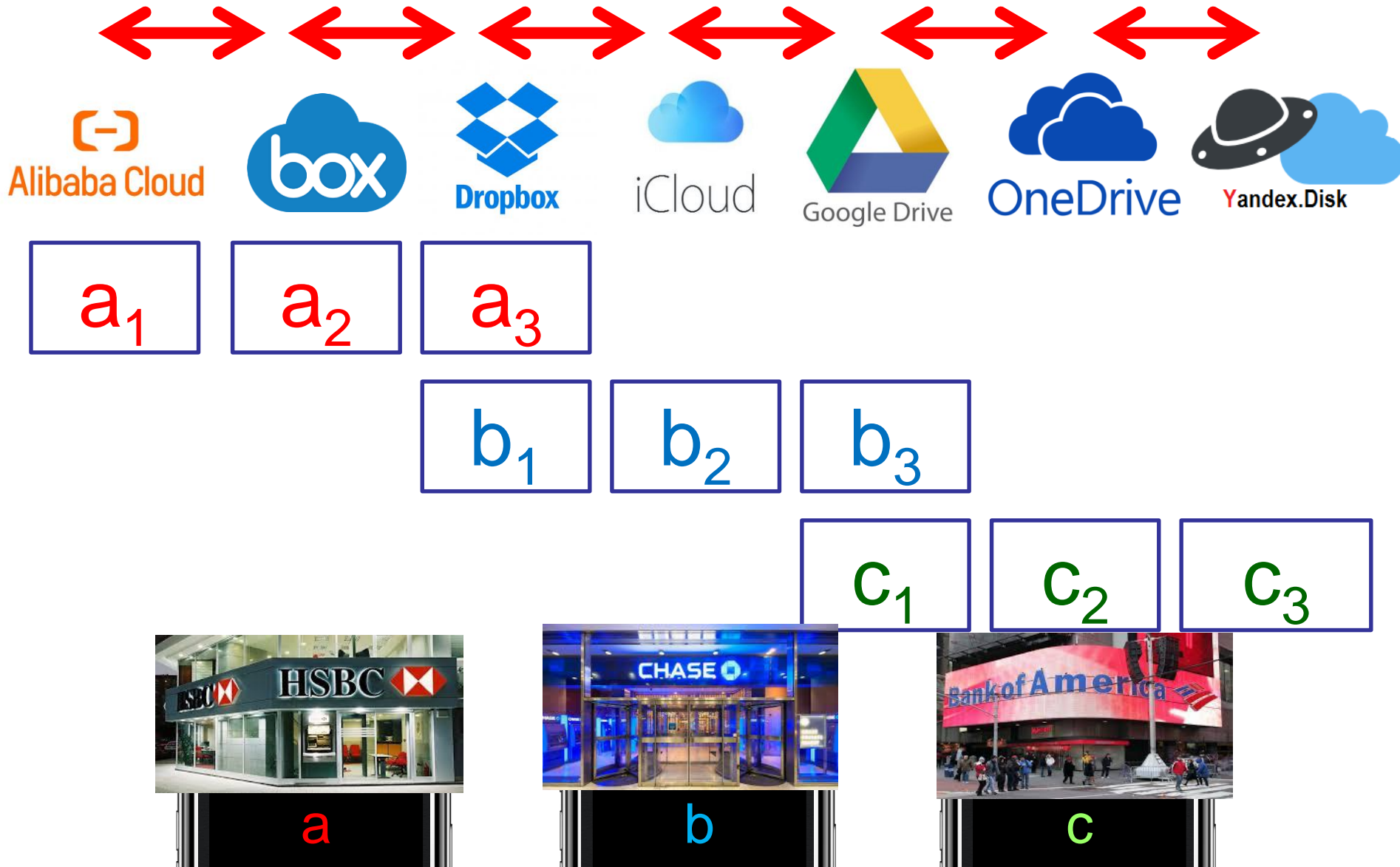
A Decentralized Alternative



A Decentralized Alternative



A Decentralized Alternative



Secure Multiparty Computation (MPC):

Process sensitive data without
introducing a single point of failure

	Information	Computation
Integrity	Error-correcting code	Fault-tolerant computation
Confidentiality +integrity	Secret-sharing scheme	Secure multiparty computation

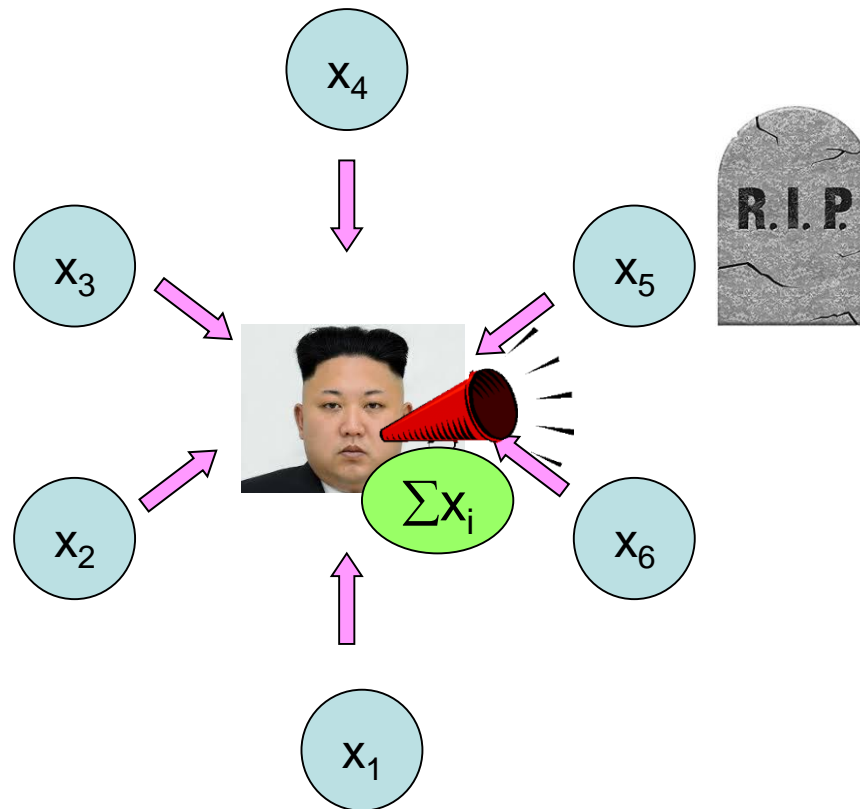
MPC is more general than it may seem

- Can capture problems from many areas
 - Error-correcting codes
 - Distributed algorithms
 - Interactive proofs, PCPs, randomness extractors
 - Encryption, signatures, zero-knowledge proofs
 - Cryptographic obfuscation, functional encryption
 - Anything that involves “good guys” trying to achieve a common goal in the presence of “bad guys”
- Too big to fail...
- Focus of this talk: secure function evaluation

Rest of Talk

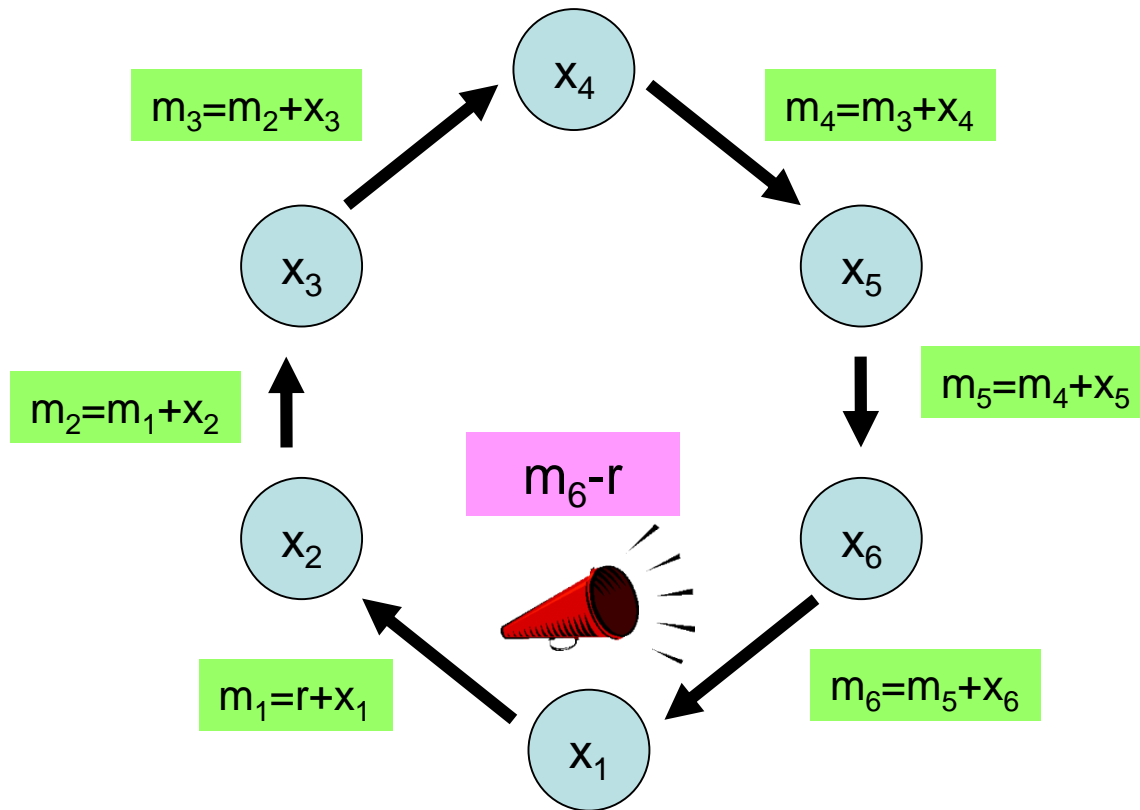
- MPC example
- Defining MPC
- Overview of results

How much do we earn?



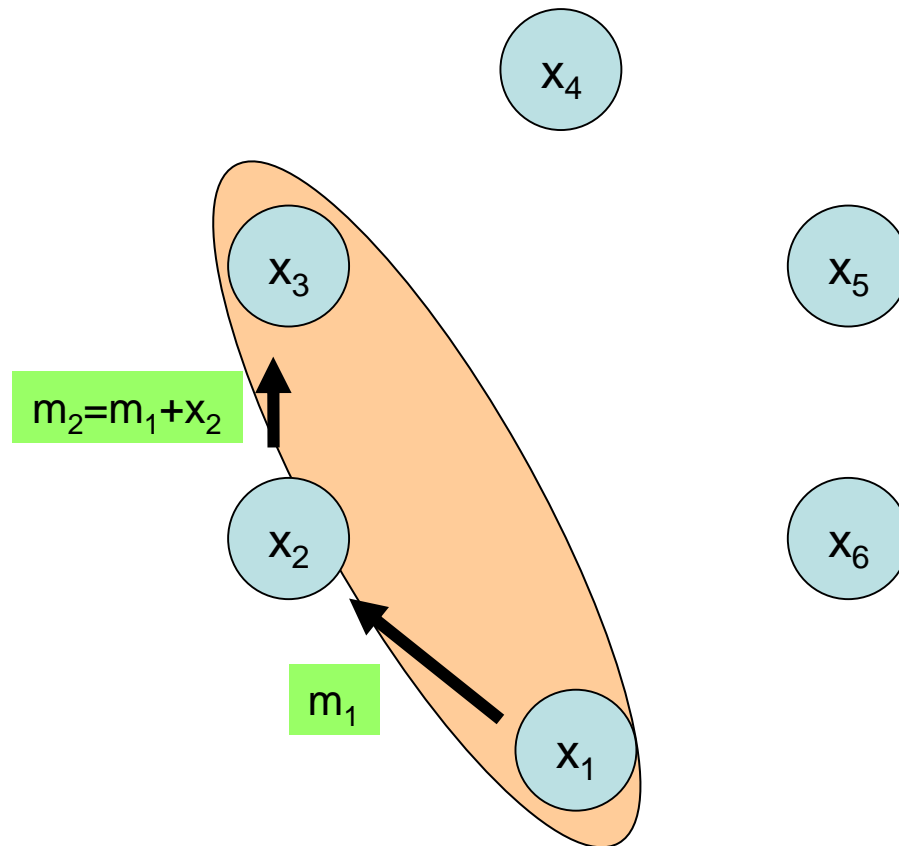
Goal: compute $\sum x_i$ without revealing anything else

A better way?

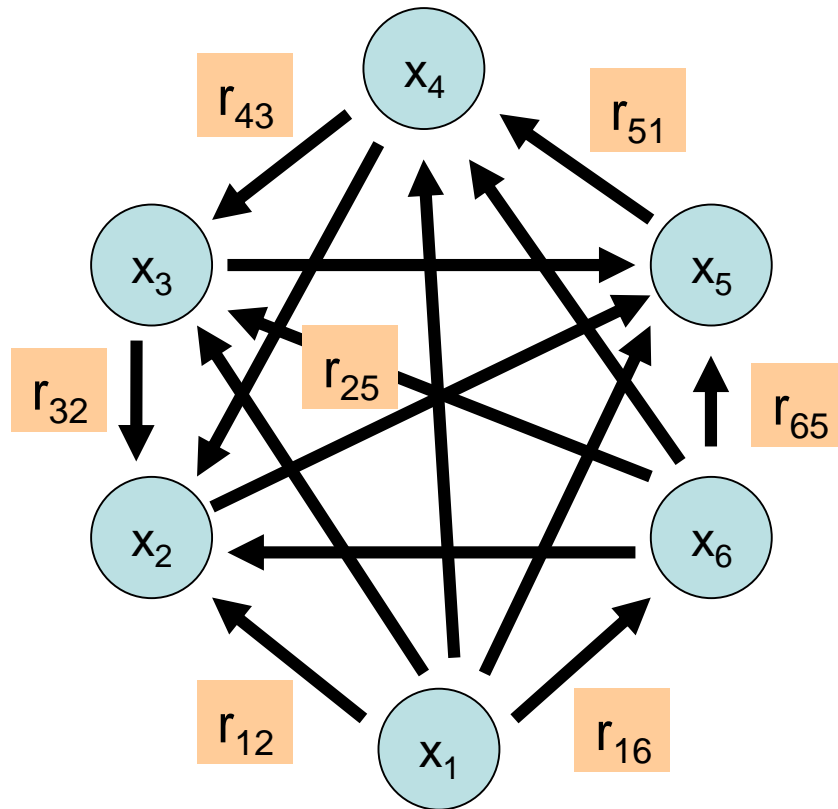


Assumption: $\sum x_i < M$ (say, $M = 10^{10}$)
(+ and - operations carried out modulo M)

A security concern



Resisting collusions



$$x_i + \text{inbox}_i - \text{outbox}_i$$

More generally

- Parties P_1, \dots, P_n want to compute $f(x_1, \dots, x_n)$
 - Up to t parties can collude
 - Should learn (essentially) nothing but the output
- Questions
 - When is there a secure MPC protocol for f
 - How efficient

Seminal feasibility results from the 1980s:

- **Information-theoretic** (unconditional) security possible when $t < n/2$
[BenOr-Goldwasser-Wigderson88, Chaum-Crépeau-Damgård88, Rabin-BenOr89]
- **Computational** security possible when $t < n$ (under standard assumptions)
[Yao86, Goldreich-Micali-Wigderson87]

More generally

- Parties P_1, \dots, P_n want to compute $f(x_1, \dots, x_n)$
 - Up to t parties can collude
 - Should learn (essentially) nothing but the output
- Questions
 - When is this at all possible?
 - How efficiently?

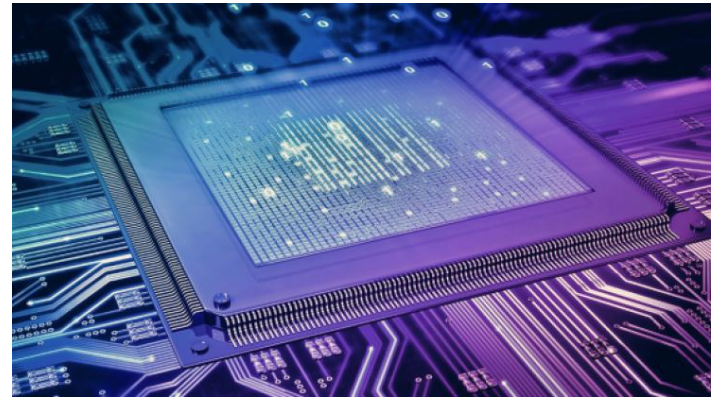
- Several efficiency measures:
communication, rounds, computation
- Very active area of research, both theoretical and applied
- Relatively small gap between “provable” and “heuristic” security

Many applications

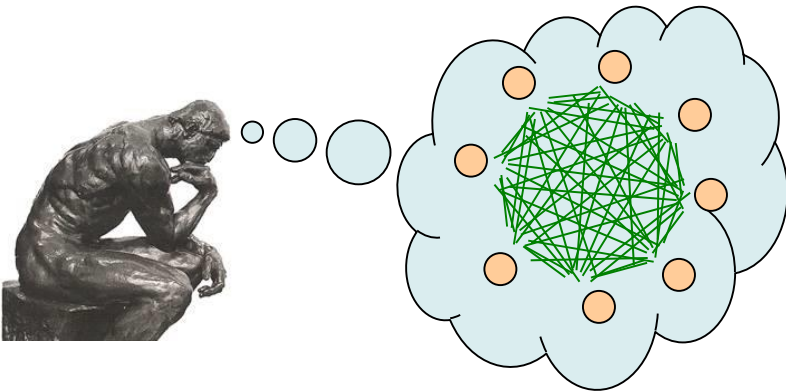
(some unexpected...)



Voting, trading, bidding, matching,
key management, smart contracts,...



Private Circuits
[ISW03,...]

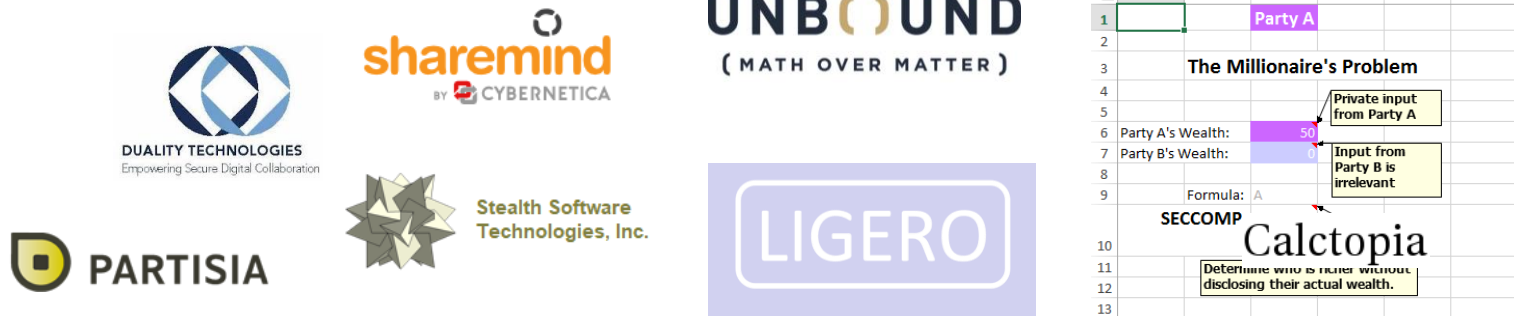


MPC => ZK => post-quantum signatures
[IKOS07,...,AHIV17,CDG+17,KRW18,...]



Defeating hardware trojans
[DFS16,BGILT18,...]

From Theory to Practice?



	A	B	C	D	E	F
1			Party A			
2						
3						
4						
5						
6			Party A's Wealth:	50		
7			Party B's Wealth:			
8						
9			Formula: A			
10			SECCOMP			
11						
12						
13						

The Millionaire's Problem

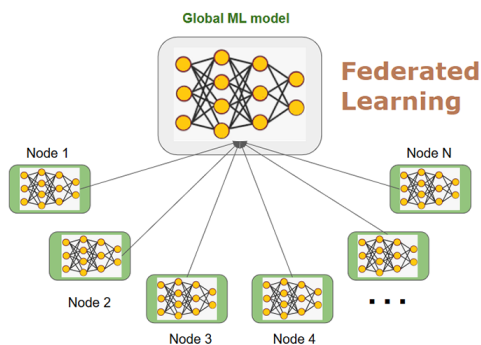
Private input from Party A

Input from Party B is irrelevant

Calctopia

Determine who is richer without disclosing their actual wealth.

<https://www.multipartycomputation.com/mpc-software>



Security

Google takes the PIS out of advertising: New algo securely analyzes shared encrypted data sets without leaking contents

Plus: MongoDB crams end-to-end crypto into database tech

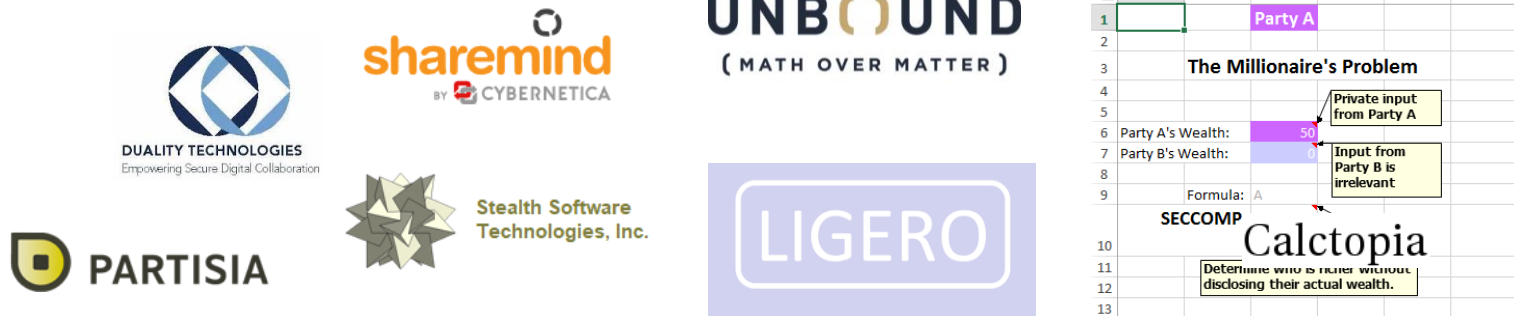
By Thomas Claburn in San Francisco 19 Jun 2019 at 21:47 11 SHARE

Google open-sources cryptographic tool to keep data sets private

by RAVIE LAKSHMANAN — 6 months ago in SECURITY



From Theory to Practice?



- Much more room for efficiency improvements
 - Both for general MPC and for useful instances
 - Ideally: approach efficiency of insecure computation
 - Quite far, but no barriers in sight
- Rest of talk: definitions, protocols, recent progress

Definitions

Real/Ideal Paradigm

[Goldwasser-Micali82, Goldwasser-Micali-Rackoff85,
Goldreich-Micali-Wigderson87, ..., Canetti01, ...]

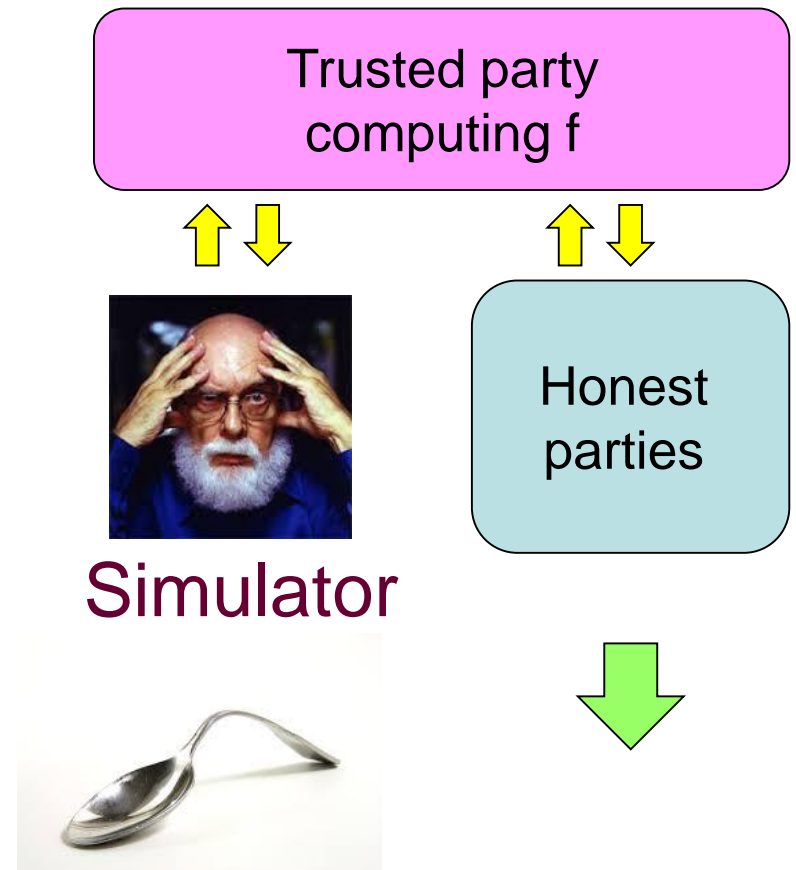
- “Whatever an adversary can achieve by attacking the **real** protocol, it could have also achieved by attacking an **ideal** protocol that employs a trusted party.”
- Achieve = learn + influence
- Formalized via a **simulator**
- Captures secrecy, correctness, independence of inputs, ...

Real/Ideal Paradigm

Real protocol

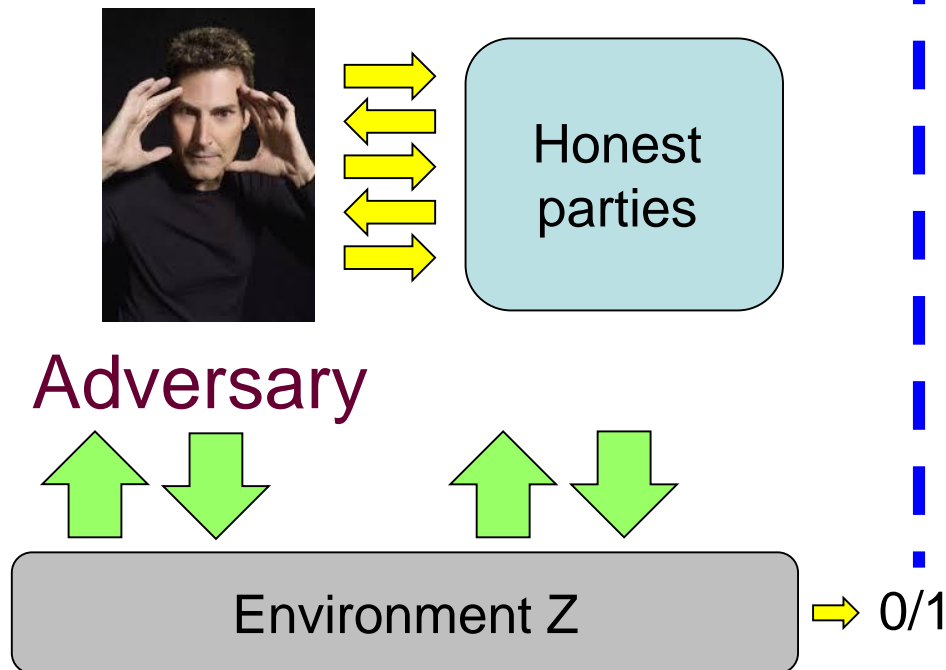


Ideal protocol

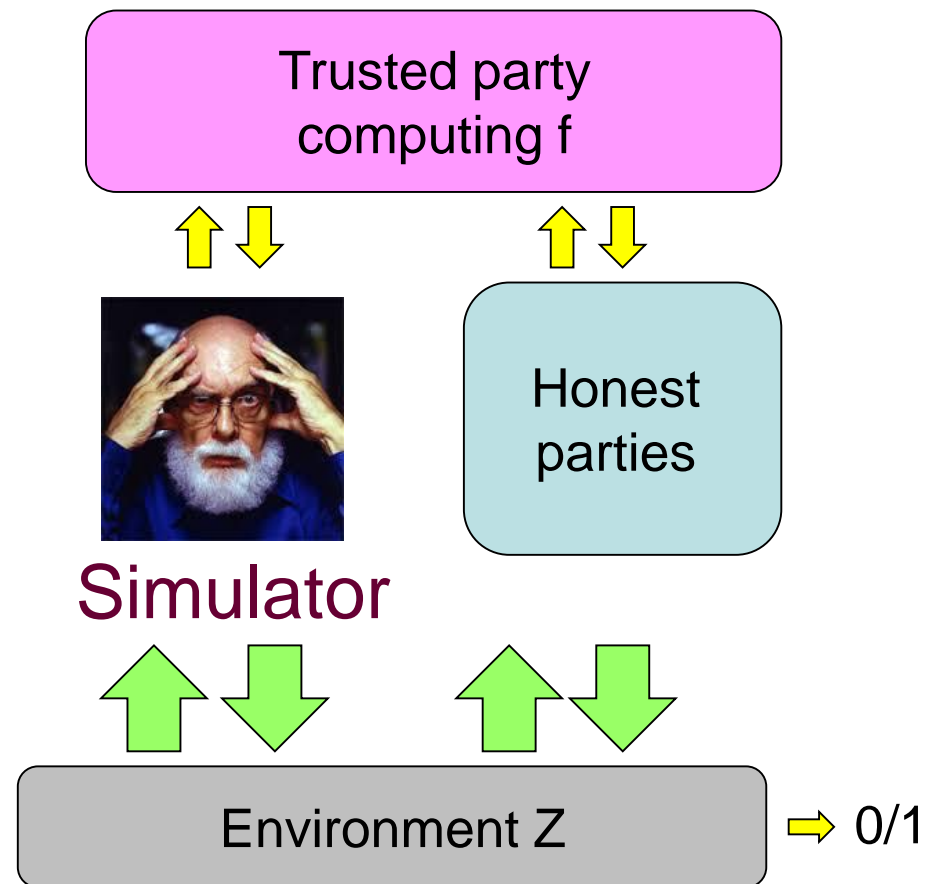


Real/Ideal Paradigm

Real protocol



Ideal protocol



Real/Ideal Paradigm

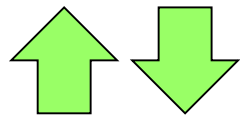
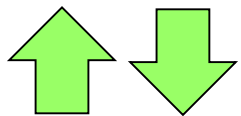
Real protocol

Ideal protocol

Protocol π securely realizes f if:
For every A there is S such that for every Z ,
 $\Pr[\text{Real}(Z, A, \pi) = 1] \approx \Pr[\text{Ideal}(Z, S, f) = 1]$

Standalone MPC: Z only sends inputs and receives outputs
Universally Composable MPC: Z arbitrarily interacts with A/S

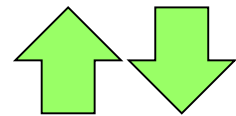
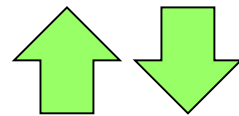
Adversary



Environment Z

→ 0/1

Simulator



Environment Z

→ 0/1

Real/Ideal Paradigm

Real protocol

Ideal protocol

Standalone security with “straight-line simulation” + mild technical requirement

→ UC security

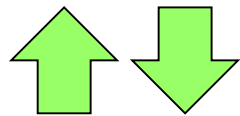
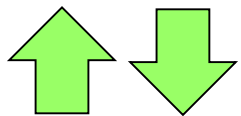
[Kushilevitz-Lindell-Rabin10]

Applies to natural protocols in the information-theoretic setting

Standalone MPC: Z only sends inputs and receives outputs

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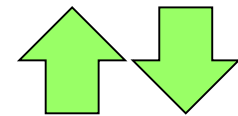
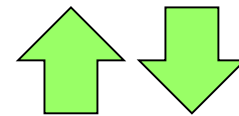
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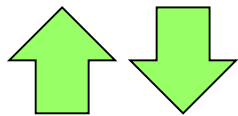
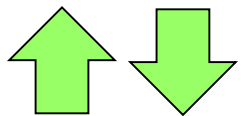
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Environment Z cannot distinguish between
 $\text{REAL}_{A, \pi} = (\text{Output of } A, \text{Output of } H)$ in Real protocol attacked by A
 $\text{IDEAL}_{S, f} = (\text{Output of } S, \text{Output of } H)$ in Ideal protocol attacked by S

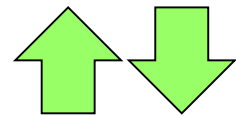
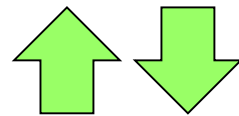
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Real/Ideal Paradigm

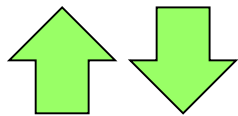
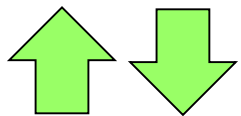
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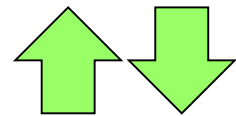
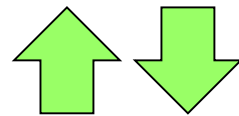
Adversary



Environment Z

→ 0/1

Simulator



Environment Z

→ 0/1

Landscape of Definitions

- Many different models... but:
 - answers to most natural questions are only sensitive to very few aspects of model
 - general connections between models
 - few “standard” models
- Defining an MPC task involves specifying
 - **Functionality**: what do we want to achieve?
 - **Network model**: how are we going to do this?
 - **Adversary**: who do we need to protect against?
 - **Security type**: which kind of protection do we want?

Landscape of Definitions

- Many different definitions
 - answer to very different questions
 - general vs. specific
 - few “standard” definitions
- Captures the ideal goal
 - Specifies solution using help of trusted party
 - Defines inevitable vulnerabilities
- Variants
 - Deterministic vs. randomized
 - Single output vs. multi-output
 - Non-reactive vs. reactive
- Defining an MPC task involves specifying
 - **Functionality**: what do we want to achieve?
 - **Network model**: how are we going to do this?
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Landscape of Definitions

- Many different models... but:

Which functionalities are “safe” to compute?

Out of scope for MPC

Theme of mechanism design, differential privacy, algorithmic fairness

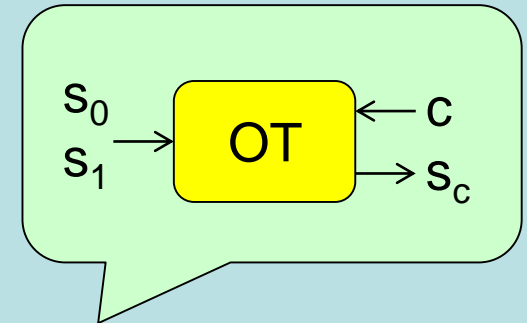
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Landscape of Definitions

Synchronous vs. Asynchronous

Secure vs. Insecure channels

Helper functionalities: broadcast, oblivious transfer (OT), ...



- Defining a task involves specifying
 - **Functionality**: what do we want to achieve?
 - **Network model**: how are we going to do this?
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Landscape of Definitions

- Possible sets of corrupted parties

- Typically a threshold t

Passive (semi-honest) vs. Active (malicious)

Computationally bounded vs. Unbounded

- Static vs. adaptive vs. mobile

- Function: what do we want to achieve?
- Network model: how are we going to do this?
- Adversary: who do we need to protect against?
- Security type: which kind of protection do we want?

Landscape of Definitions

- Many different models... but:
 - answers to most natural questions are only sensitive to very few aspects of model

Standalone vs. Universally Composable (UC)

Perfect vs. Statistical vs. Computational

Full security vs. Security with abort

– New

[Cleve86]:

Generally impossible
unless $t < n/2$

need
d o

In ideal protocol:
First S gets its outputs,
then decides if to abort

More explicitly...

- Simplest setting:
 - Perfect security over secure channels
 - Deterministic, single-output f
 - Passive adversary
 - Unbounded simulator
- π is a t -secure protocol for f if:
 - It correctly computes f
 - $\forall T \subseteq [n]$ of size $\leq t$, $\forall x, x'$ such that $x_T = x'_T$ and $f(x) = f(x')$

$$\text{View}_T(x) \equiv \text{View}_T(x')$$

Inputs, randomness,
incoming messages

The two distributions
are identical

More explicitly...

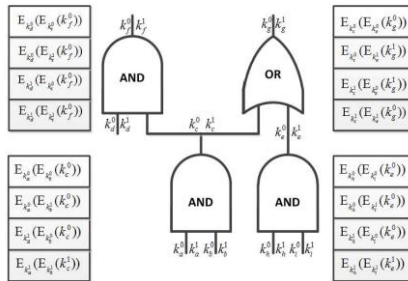
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- π is a t -secure protocol for f if:
 - It correctly computes f
 - $\forall T \subseteq [n]$ of size $\leq t$, $\forall x, x'$ such that $x_T = x'_T$ and $f(x) = f(x')$
 $\text{View}_T(x) \equiv \text{View}_T(x')$
- Q: For which f does such π exist?
 - All f when $t < n/2$ [BGW88, CCD88, ...]
 - Open for bigger t , except when $n=2$ [CK89, Kus89, Bea89, ...]

How do general
protocols work?

4 Approaches to MPC

Garbled Circuits

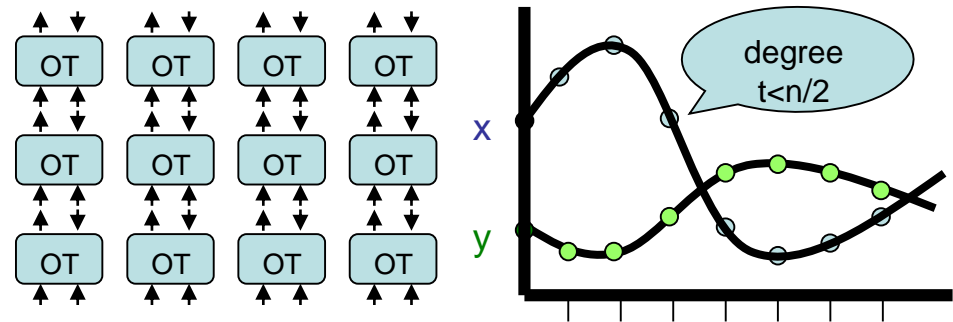
[Yao 86,...]



Linear Secret Sharing

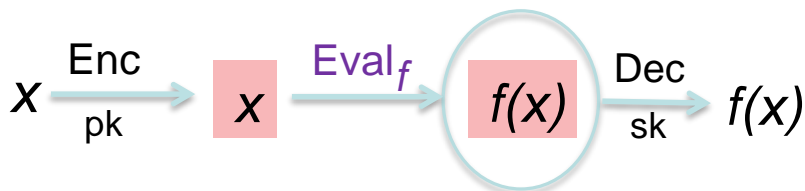
[Goldreich-Micali-Wigderson 87]

[BenOr-Goldwasser-W88, Chaum-Crépeau-Damgård88, ...]



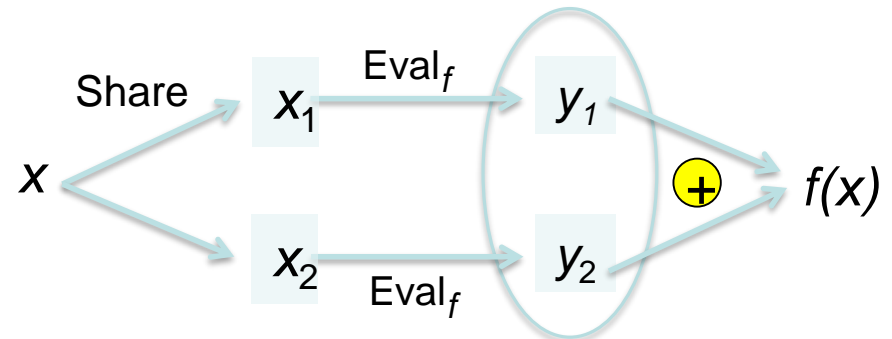
Fully Homomorphic Encryption

[Gentry 09,...]

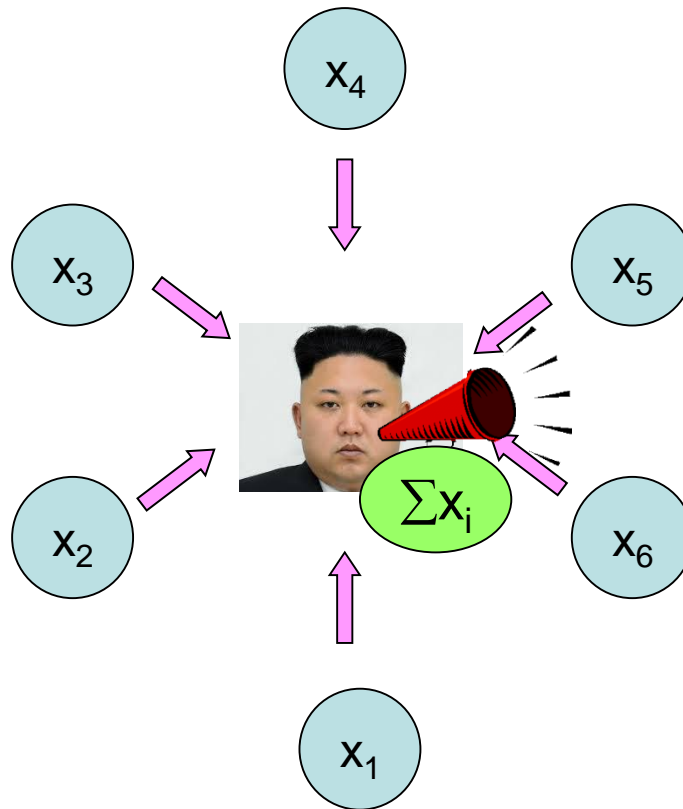


Homomorphic Secret Sharing

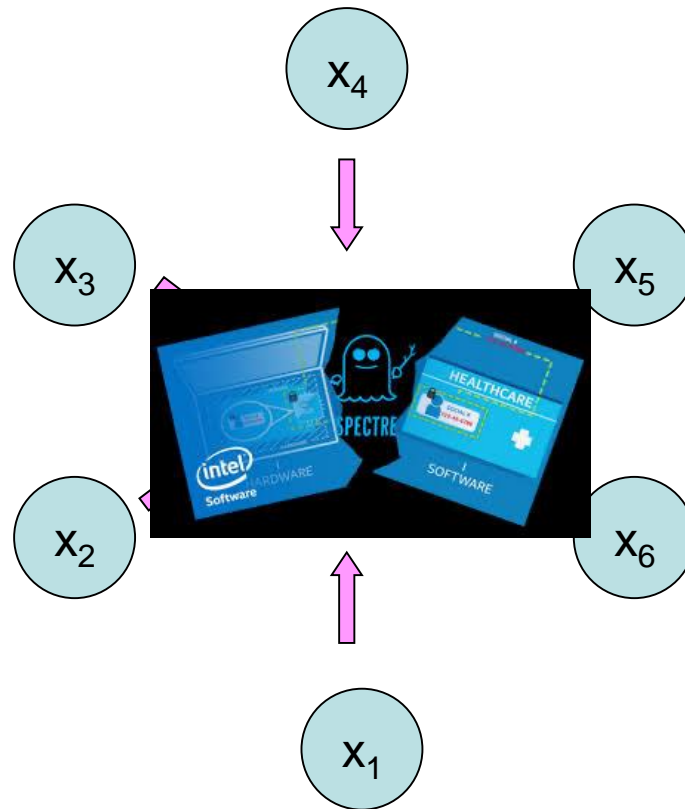
[Boyle-Gilboa-I 15,...]



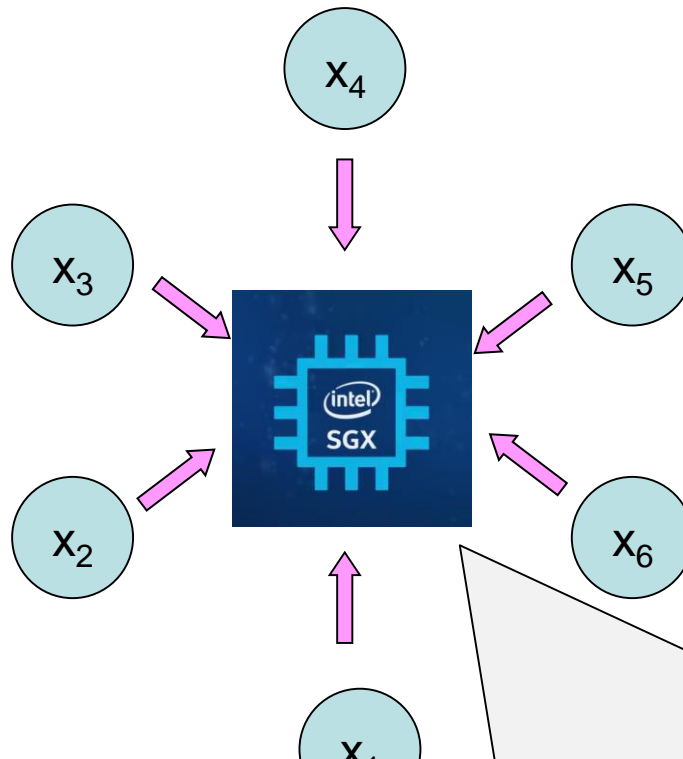
In hardware we trust?



In hardware we trust?



In hardware we trust?



Potential synergy with MPC:

- Build trusted hardware using simple MPC
- MPC on top of trusted hardware for best-of-both-worlds security

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=== Theory & Practice of Multi-Party Computation Workshop 2020 ===

The TPMPC workshops aim to bring together practitioners and theorists working in multi-party computation. This year's event will be held in Aarhus, Denmark from May 25th to May 28th.

Call for Contributed Talks

Deadline: 25 February 2020

TPMPC solicits contributed talks in the area of the theory and/or practice of secure multiparty computation. Talks can include papers published recently in top conferences, or work yet to be published. Areas of interest include:

- Theoretical foundations of multiparty computation: feasibility, assumptions, asymptotic efficiency, etc.
- Efficient MPC protocols for general or specific tasks of interest
- Implementations and applications of MPC

For further details regarding contributed talks and submissions, see:

<https://www.multipartycomputation.com/tpmpc-2020>