

Secure Multiparty Computation: An Introduction

Yuval Ishai

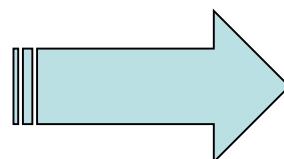
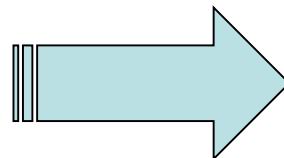
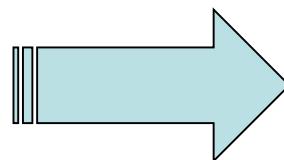


Technion



European
Research
Council

Going digital...



How to store important data



How to store important data



How to store important data



Alibaba Cloud



iCloud



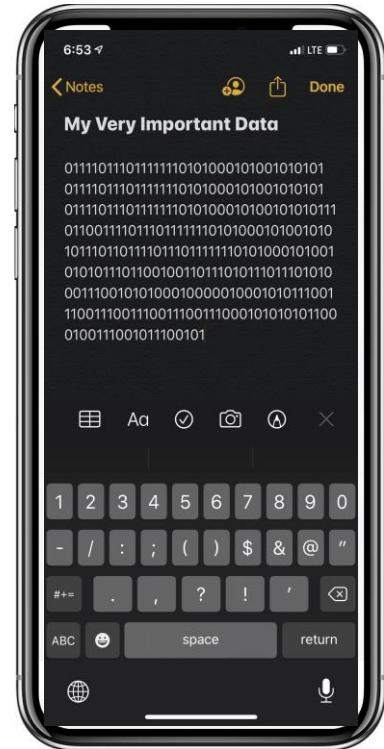
Google Drive



OneDrive



Yandex.Disk



How to store important data



Alibaba Cloud



iCloud



Google Drive



OneDrive



Yandex.Disk

Data is virtually indestructible

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

Similar level of integrity with far less storage

What about confidentiality?



Alibaba Cloud



iCloud



Google Drive



OneDrive



Yandex.Disk

Single point of failure!

Single point of failure!

Single point of failure!

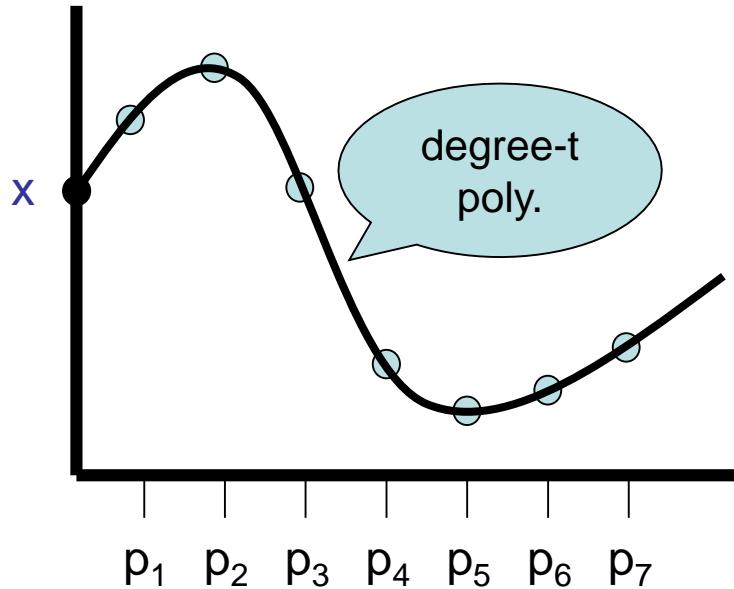
What about confidentiality?



Alibaba Cloud



Use Secret Sharing!



Data is virtually un leakable
AND indestructible...

Can we still search the data?

 Alibaba Cloud



X_1

X_2

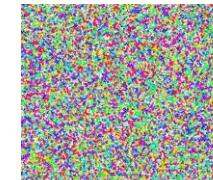
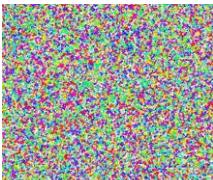
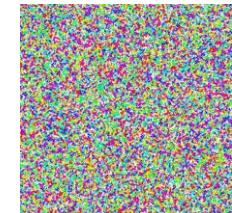
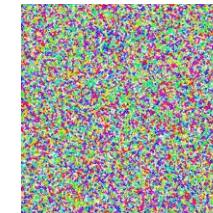
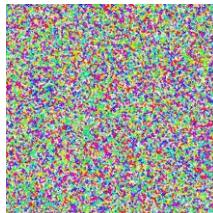
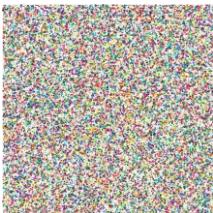
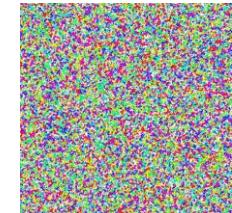
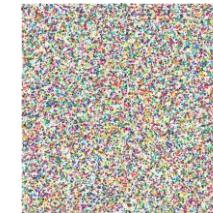
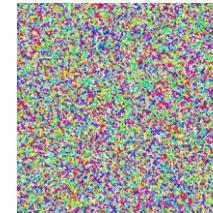
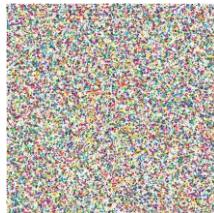
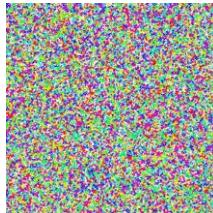
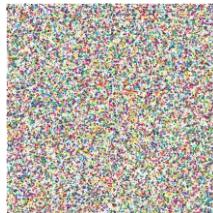
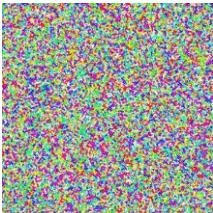
X_3

X_4

X_5

X_6

X_7



Can we still search the data?



X_1

X_2

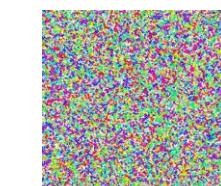
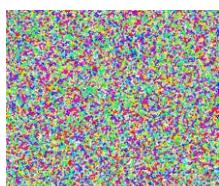
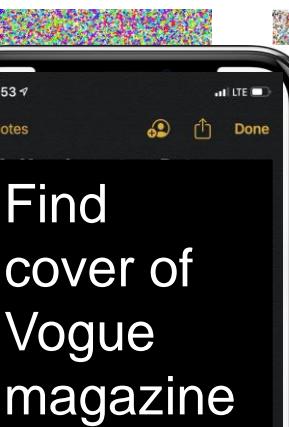
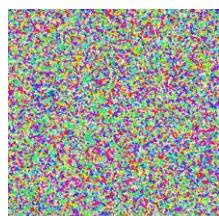
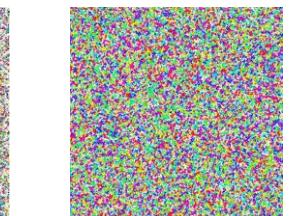
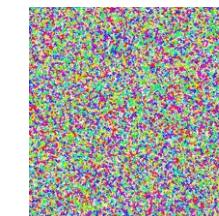
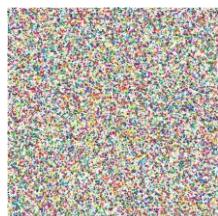
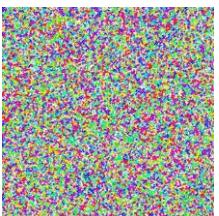
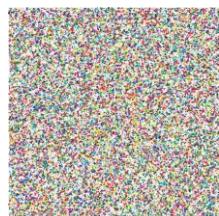
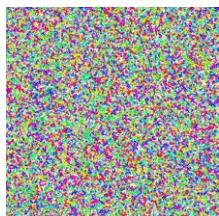
X_3

X_4

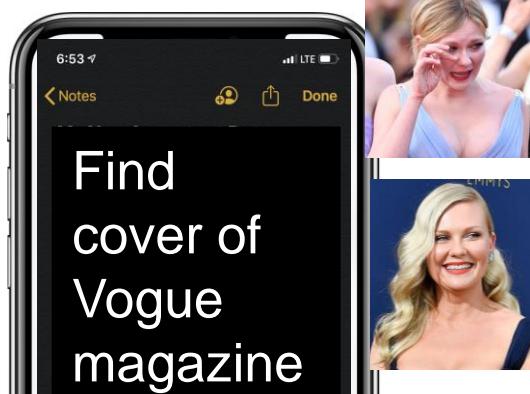
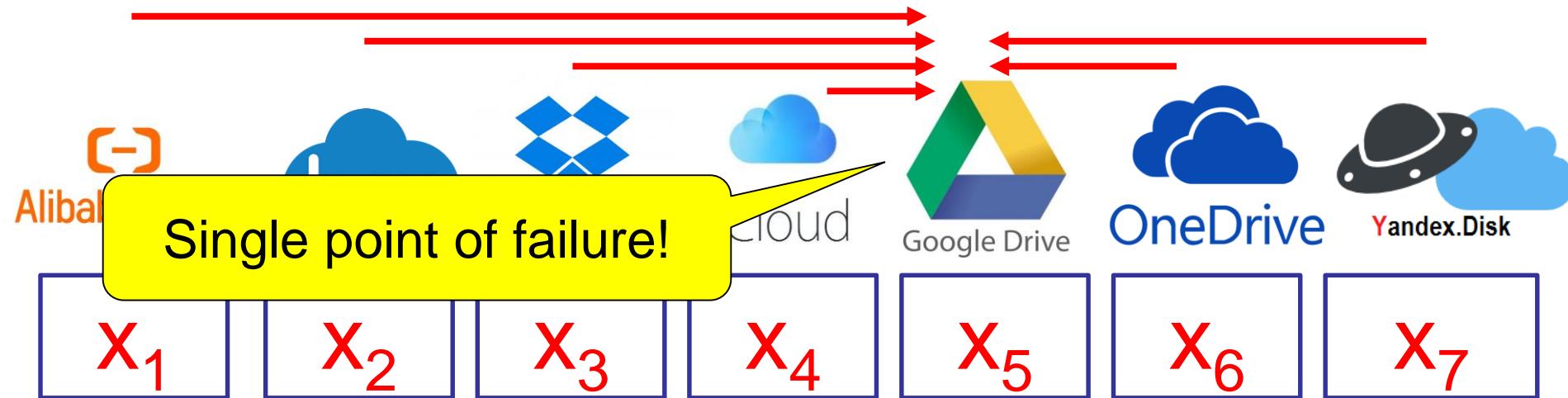
X_5

X_6

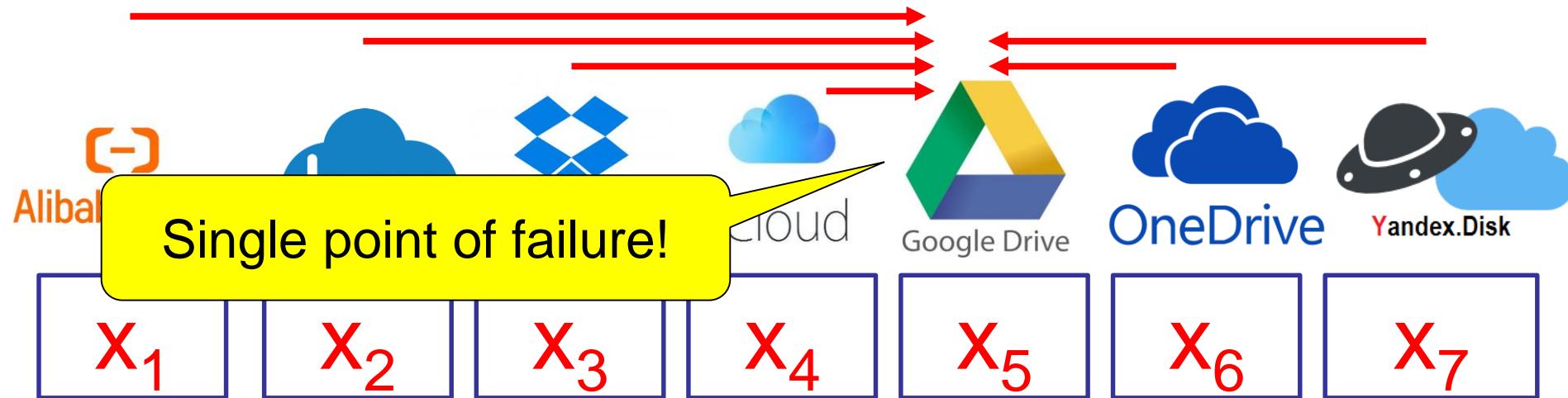
X_7



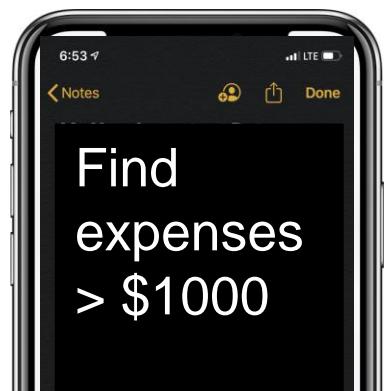
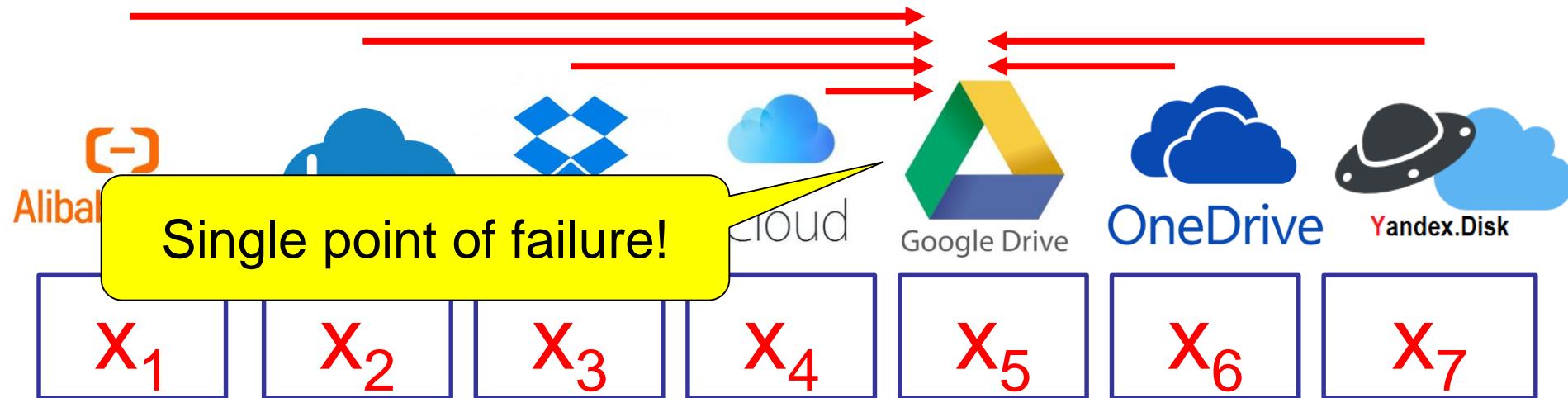
Can we still search the data?



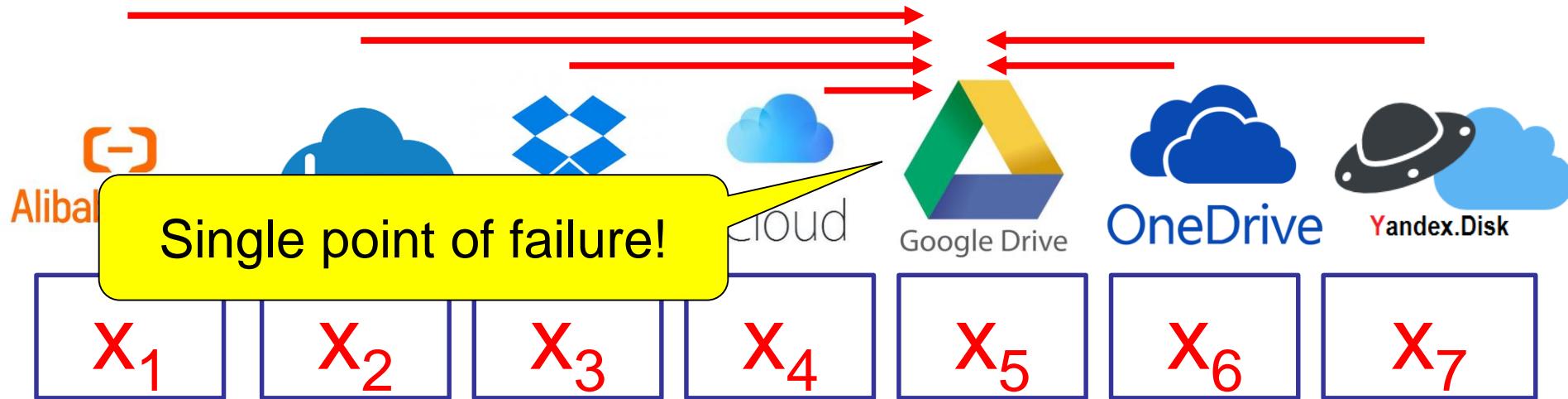
Can we still search the data?



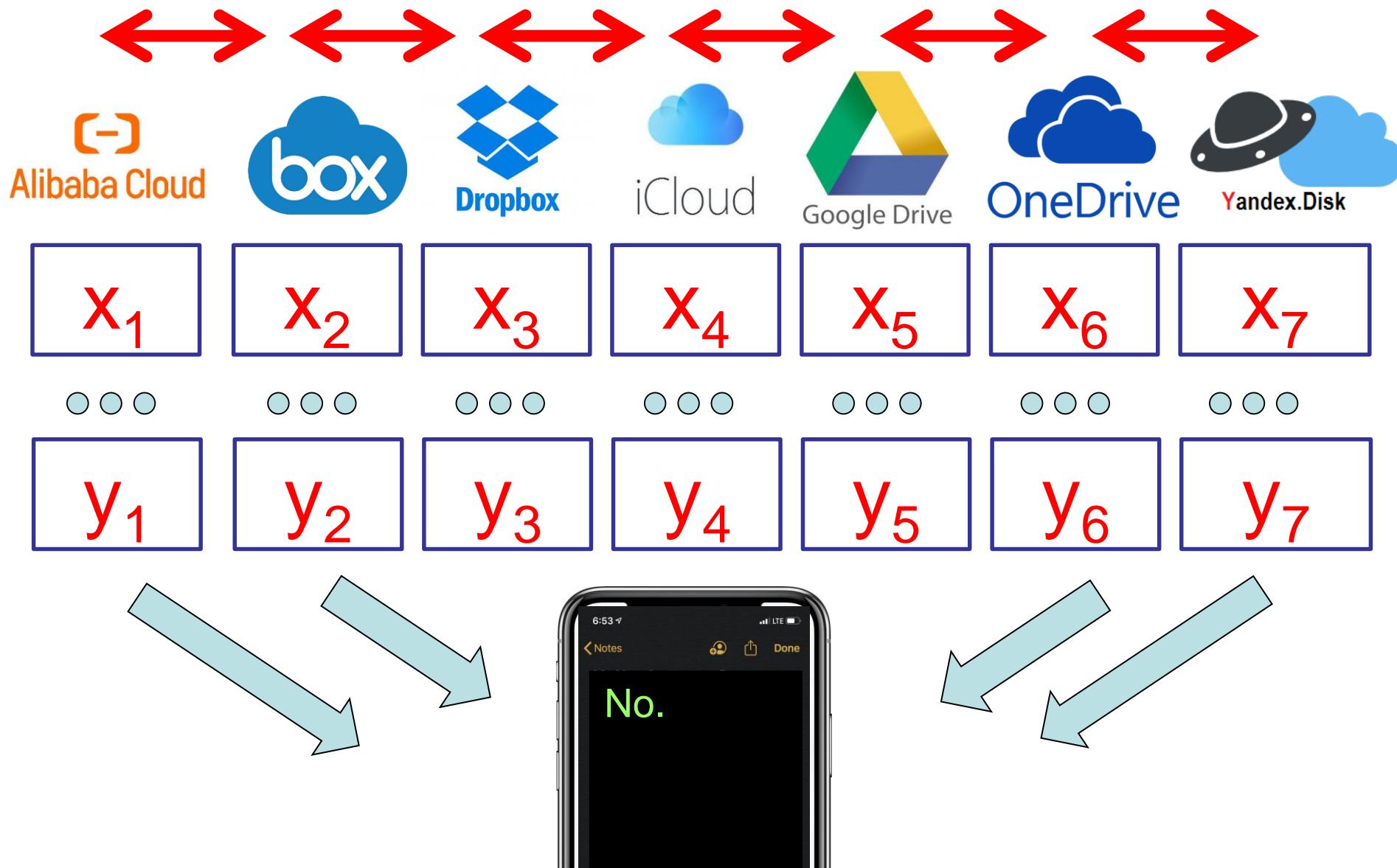
Can we still search the data?



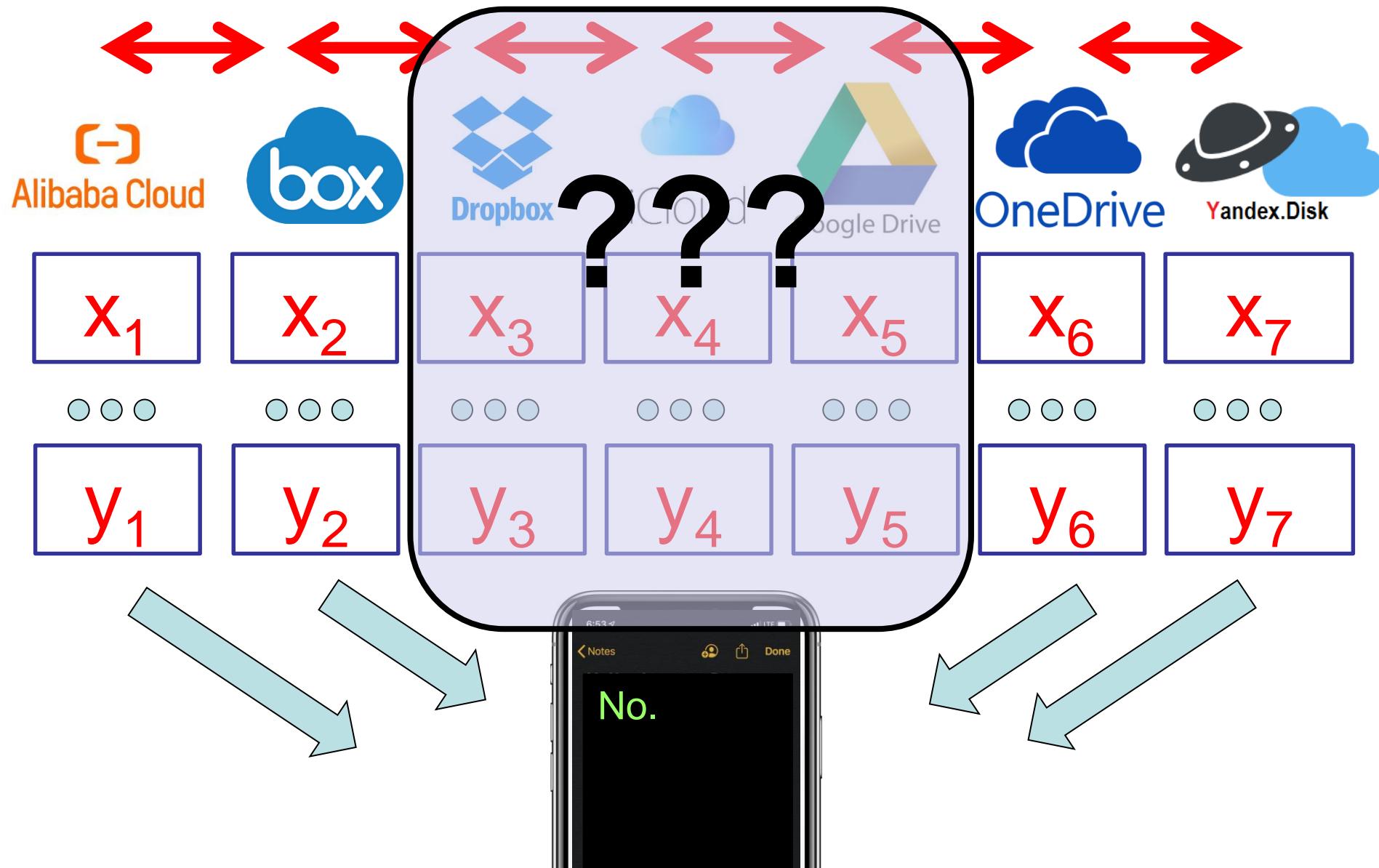
Can we still search the data?



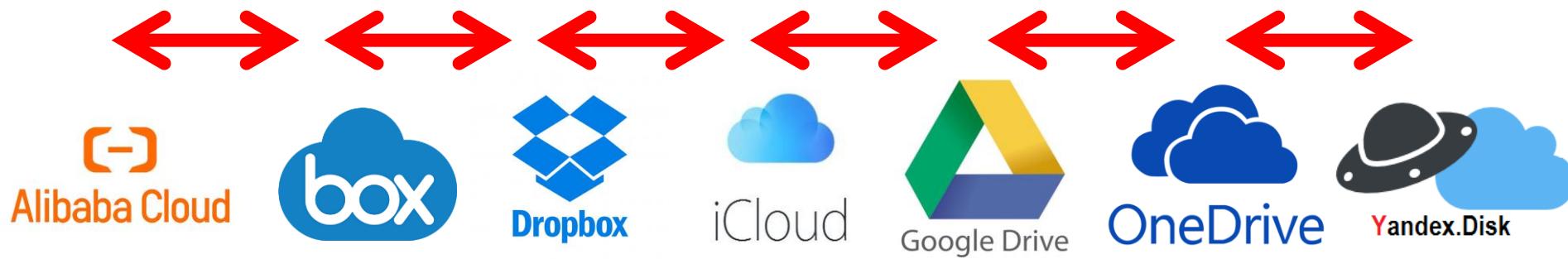
A Decentralized Alternative



A Decentralized Alternative



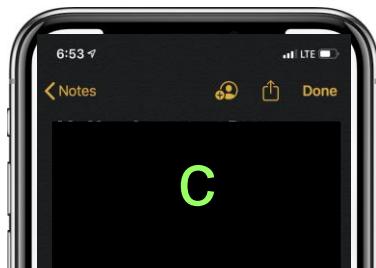
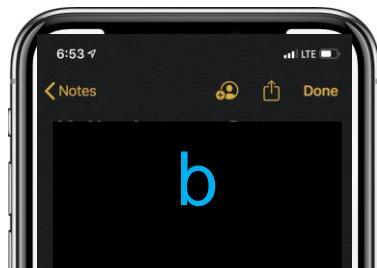
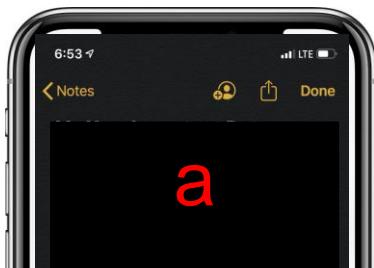
A Decentralized Alternative



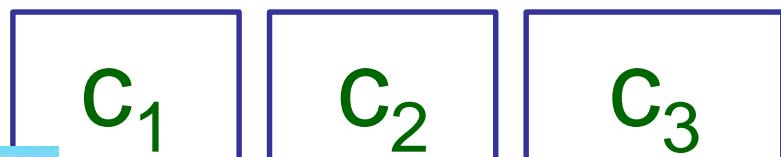
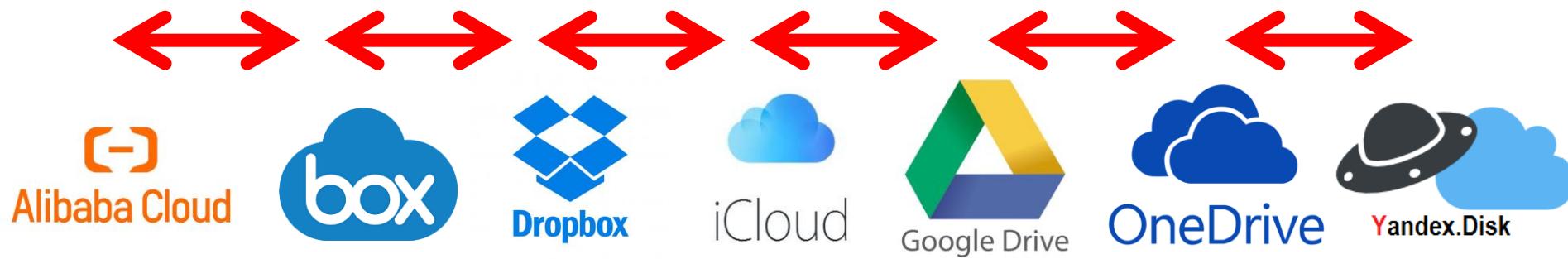
a_1 a_2 a_3

b_1 b_2 b_3

c_1 c_2 c_3



A Decentralized Alternative



a

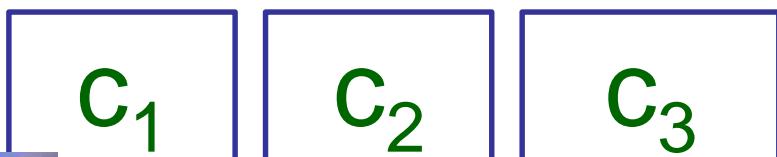
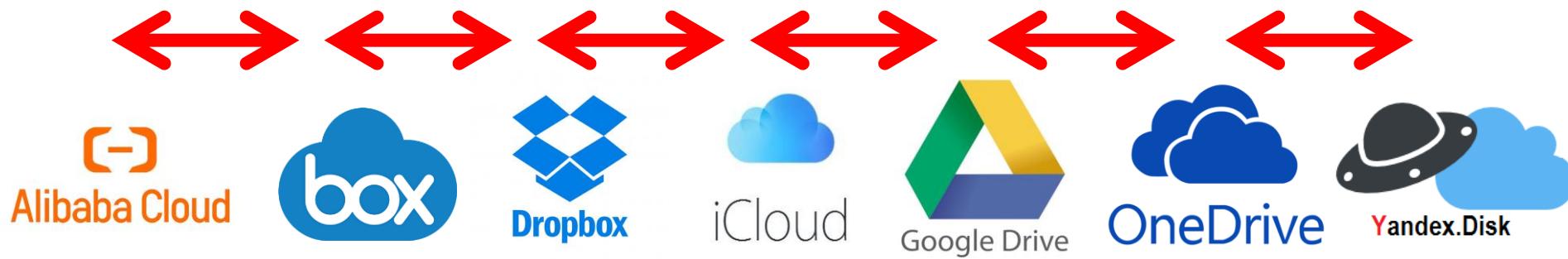


b



c

A Decentralized Alternative



a



b



c

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

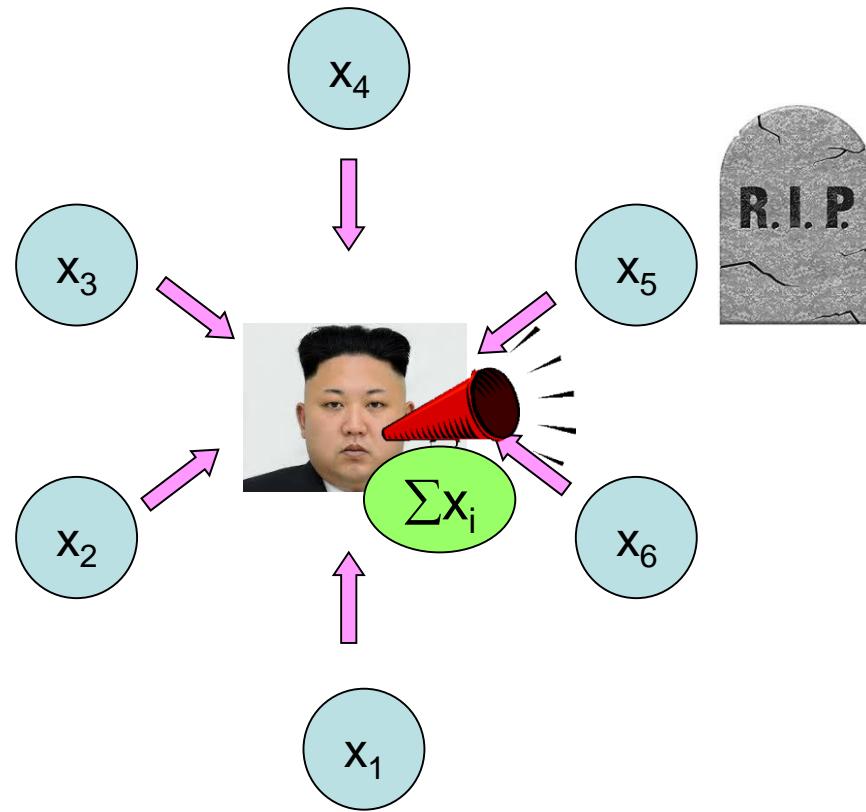
MPC is more general than it may seem

- 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

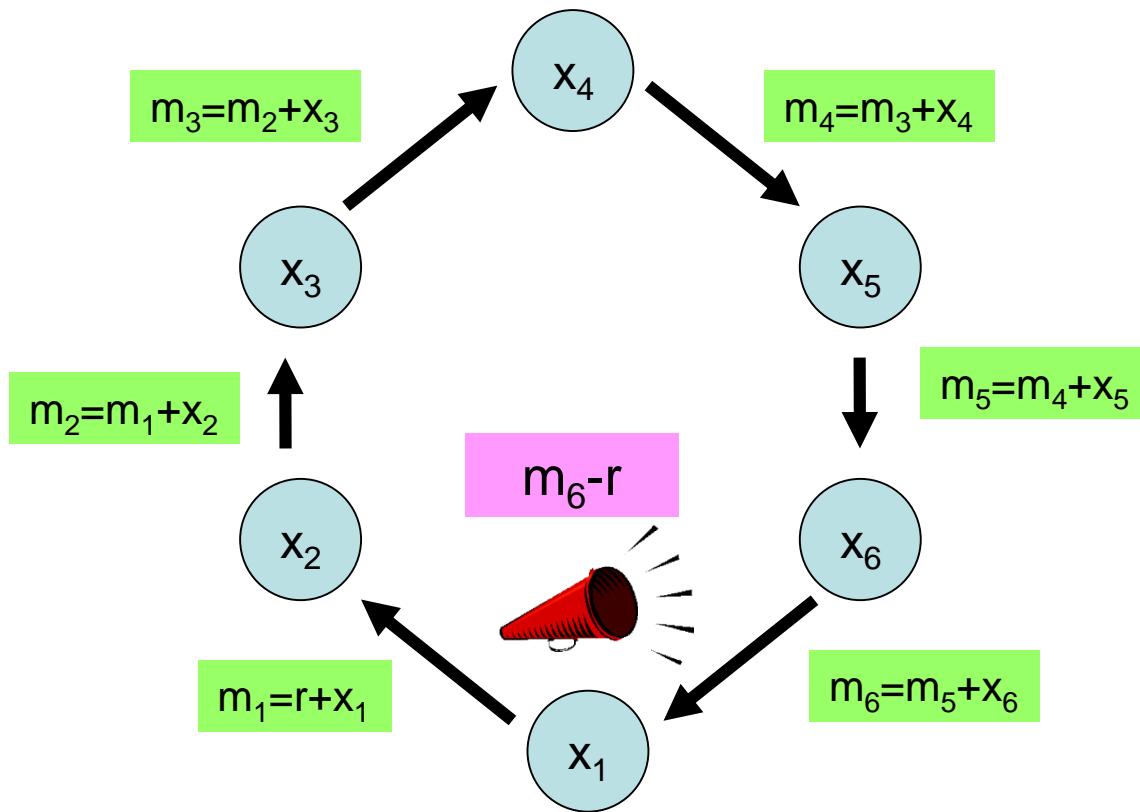
- MPC example
- Defining MPC
- Overview of results

How much do we earn?



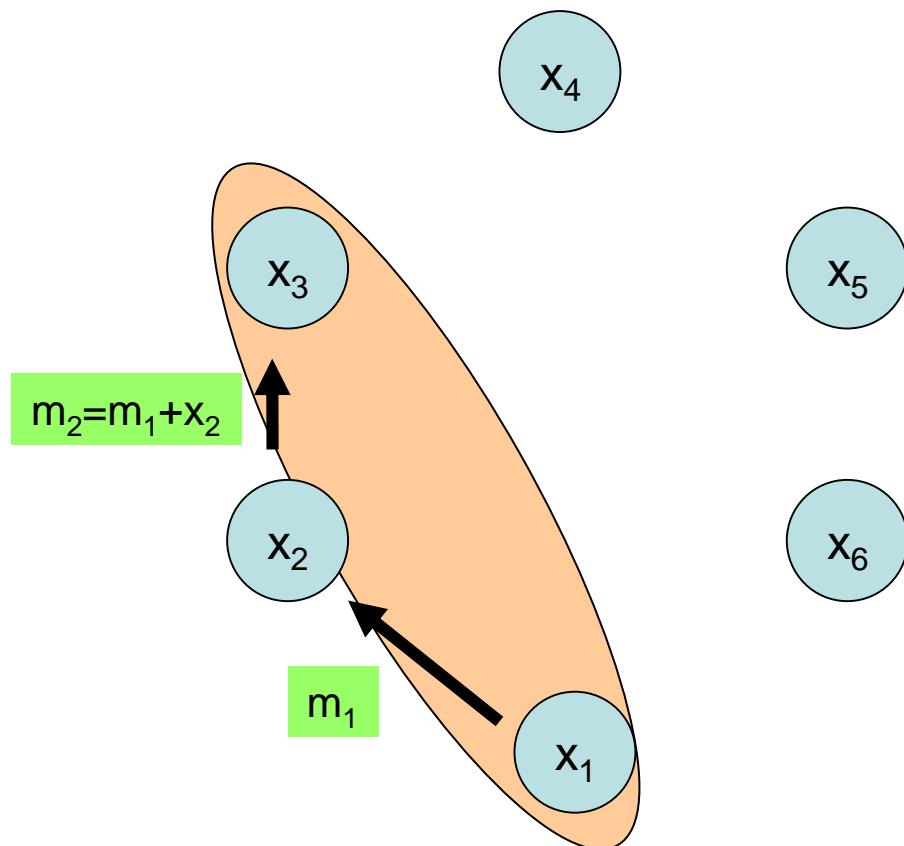
Goal: compute $\sum x_i$ without revealing anything else

A better way?

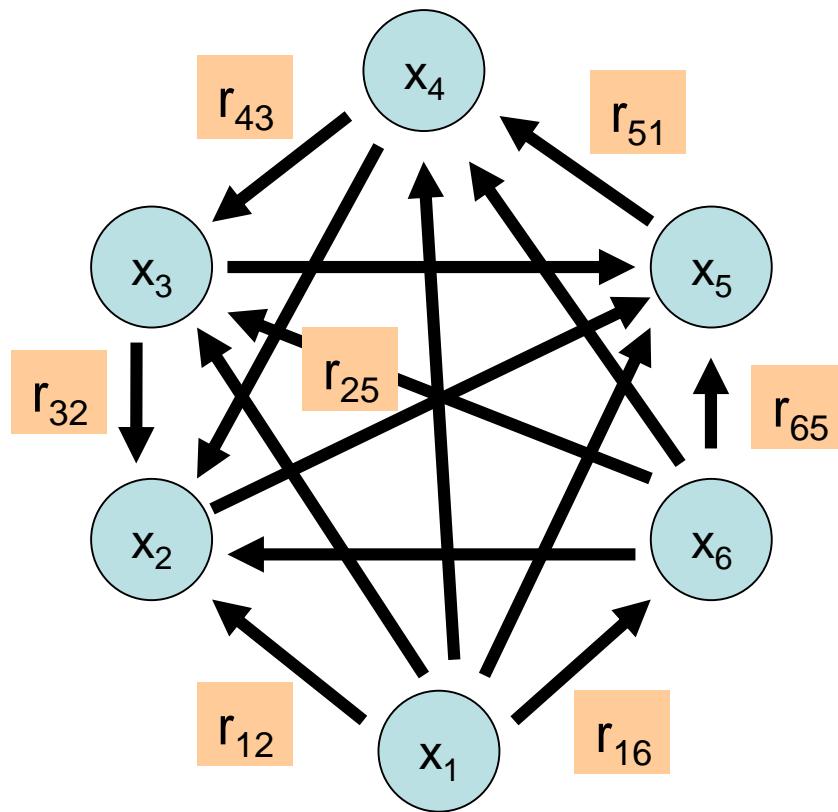


Assumption: $\sum x_i < M$ (say, $M = 10^{10}$)
(+ and - operations carried out modulo M)

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 is it?

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?



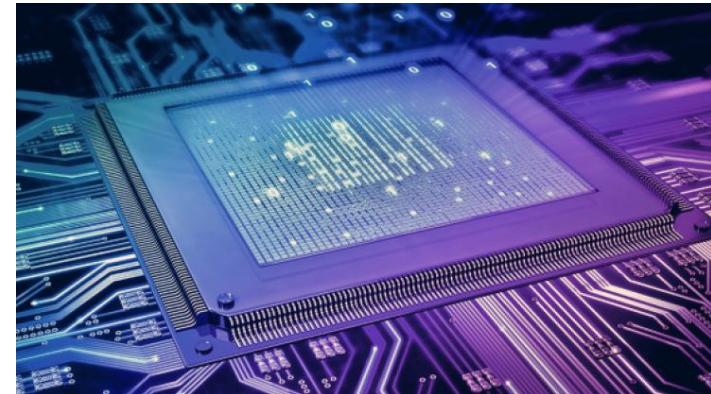
- Several efficiency measures:
communication, rounds, computation
- Very active area of research, both theoretical and applied
- Relatively small gap between “provable” and “heuristic” security

Many applications

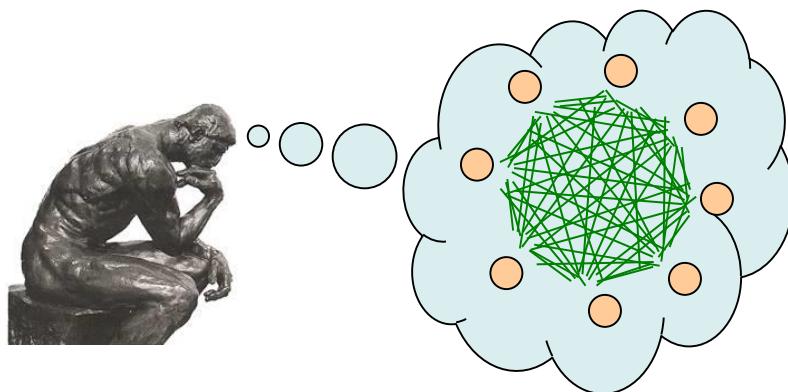
(some unexpected...)



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



Private Circuits
[ISW03,...]



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

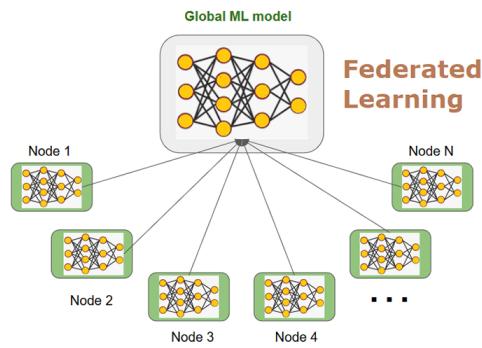


Defeating hardware trojans
[DFS16,BGILT18,...]

From Theory to Practice?



<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

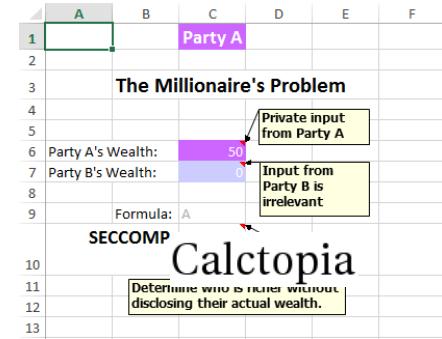
SHARE

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

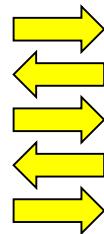
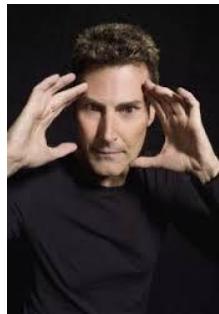
Real/Ideal Paradigm

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

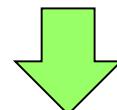
- “Whatever an adversary can achieve by attacking the **real** protocol, it could have also achieved by attacking an **ideal** protocol that employs a trusted party.”
- Achieve = learn + influence
- Formalized via a **simulator**
- Captures secrecy, correctness, independence of inputs, ...

Real/Ideal Paradigm

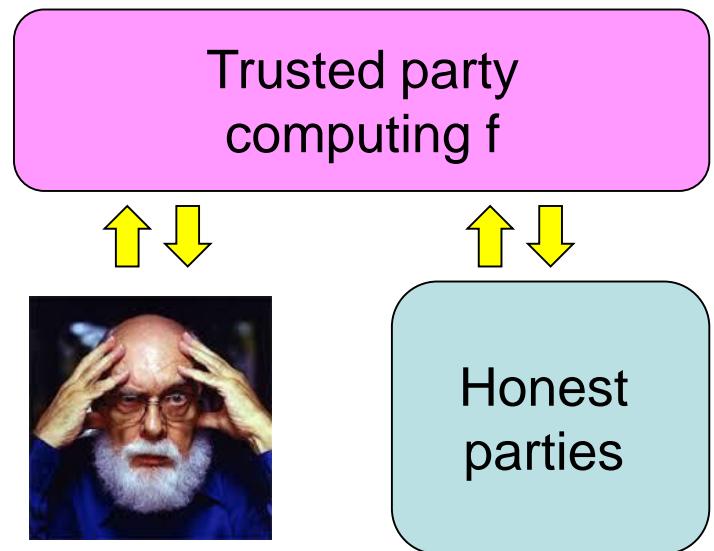
Real protocol



Adversary



Ideal protocol

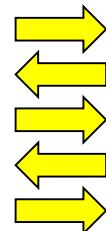
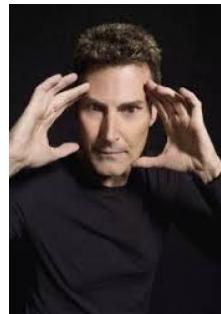


Simulator

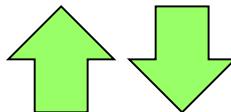
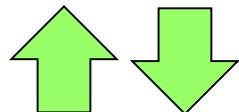


Real/Ideal Paradigm

Real protocol



Adversary

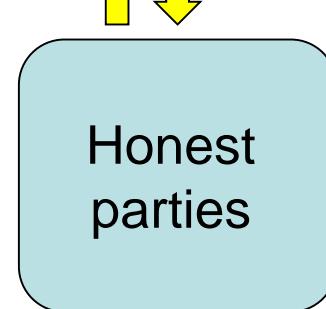
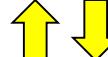
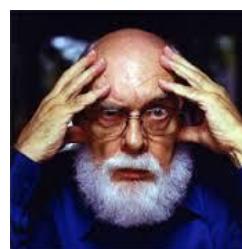


Environment Z

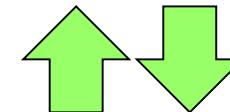
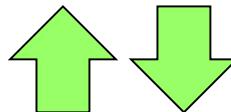
→ 0/1

Ideal protocol

Trusted party
computing f



Simulator



Environment Z

→ 0/1

Real/Ideal Paradigm

Real protocol

Ideal protocol

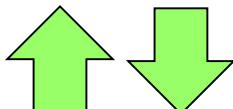
Protocol π securely realizes f if:

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

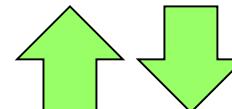
Adversary



Environment Z

→ 0/1

Simulator



Environment Z

→ 0/1

Real/Ideal Paradigm

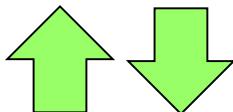
Real protocol

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
Universally Composable MPC: Z arbitrarily interacts with A/S

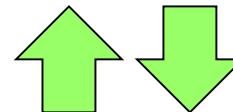
Adversary



Environment Z

→ 0/1

Simulator



Environment Z

→ 0/1

Real/Ideal Paradigm

Real protocol

Ideal protocol

Protocol π securely realizes f if:

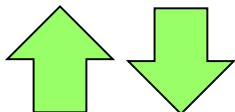
For every A there is S such that for every Z ,
 $\Pr[\text{Real}(Z, A, \pi) = 1] \approx \Pr[\text{Ideal}(Z, S, f) = 1]$

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

Adversary



Environment Z

→ 0/1

Simulator



Environment Z

→ 0/1

Real/Ideal Paradigm

Real protocol

Ideal protocol

Protocol π securely realizes f if:

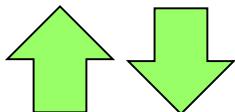
For every A there is S such that for every Z ,
 $\Pr[\text{Real}(Z, A, \pi) = 1] \approx \Pr[\text{Ideal}(Z, S, f) = 1]$

Environment Z cannot distinguish between

$\text{REAL}_{A, \pi} = (\text{View of } A, \text{Output of } H)$ in Real protocol attacked by A

$\text{IDEAL}_{S, f} = (\text{Output of } S, \text{Output of } H)$ in Ideal protocol attacked by S

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 answers to very general questions
- 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 **ITC** 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 models... but:

Which functionalities are “safe” to compute?

Out of scope for MPC

Theme of mechanism design, differential privacy, algorithmic fairness

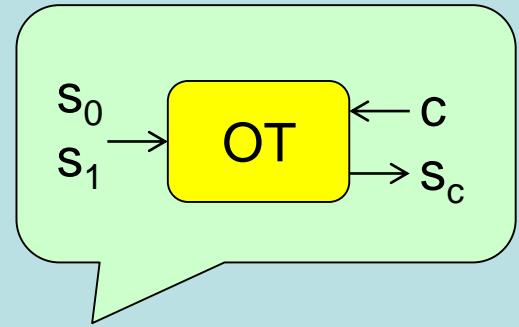
- Defining an MPC task involves specifying
 - **Functionality**: what do we want to achieve?
 - **Network model**: how are we going to do this?
 - **Adversary**: who do we need to protect against?
 - **Security type**: which kind of protection do we want?

Landscape of Definitions

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?
 - **Adversary**: who do we need to protect against?
 - **Security type**: which kind of protection do we want?

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

– Func

– Net

– Network model: 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 $t < n/2$

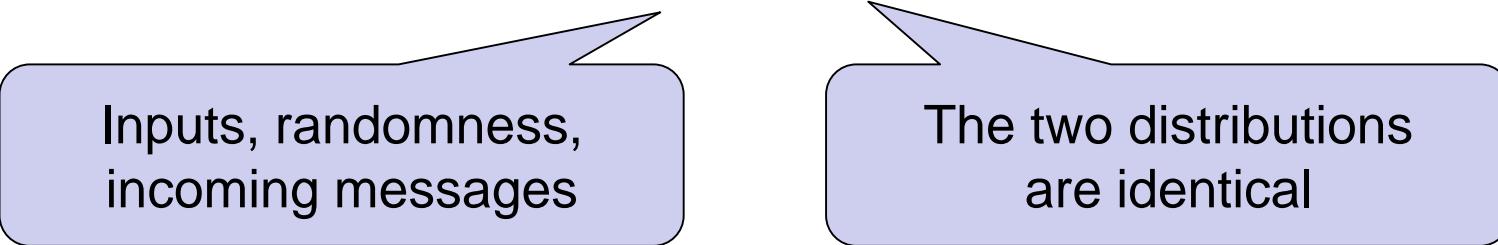
Now are we going to talk
about security with abort
and how to do it?

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

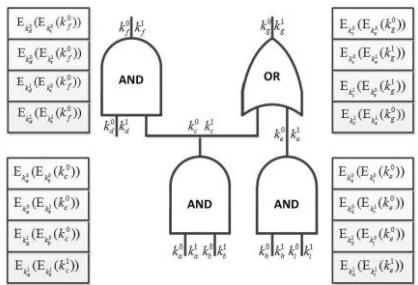
More explicitly...

- 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 $f(x) = f(x')$
 $\text{View}_T(x) \equiv \text{View}_T(x')$
- 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?

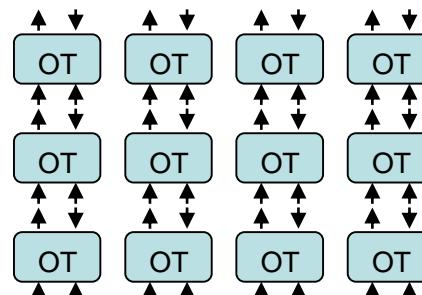
4 Approaches to MPC

Garbled Circuits [Yao 86,...]



Linear Secret Sharing

[Goldreich-Micali-Wigderson 87]
[BenOr-Goldwasser-W88, Chaum-Crépeau-Damgård88, ...]

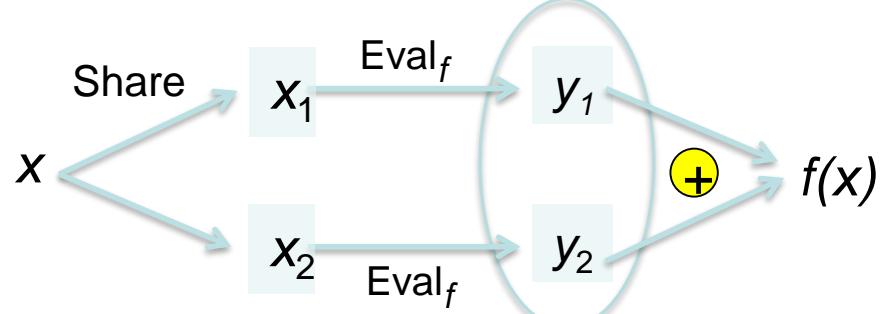


Fully Homomorphic Encryption [Gentry 09,...]

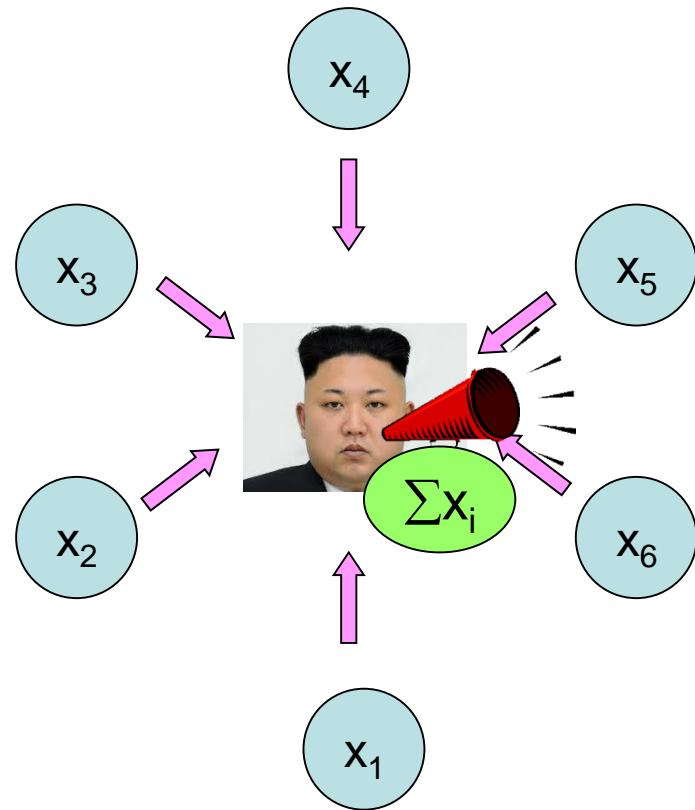


Homomorphic Secret Sharing

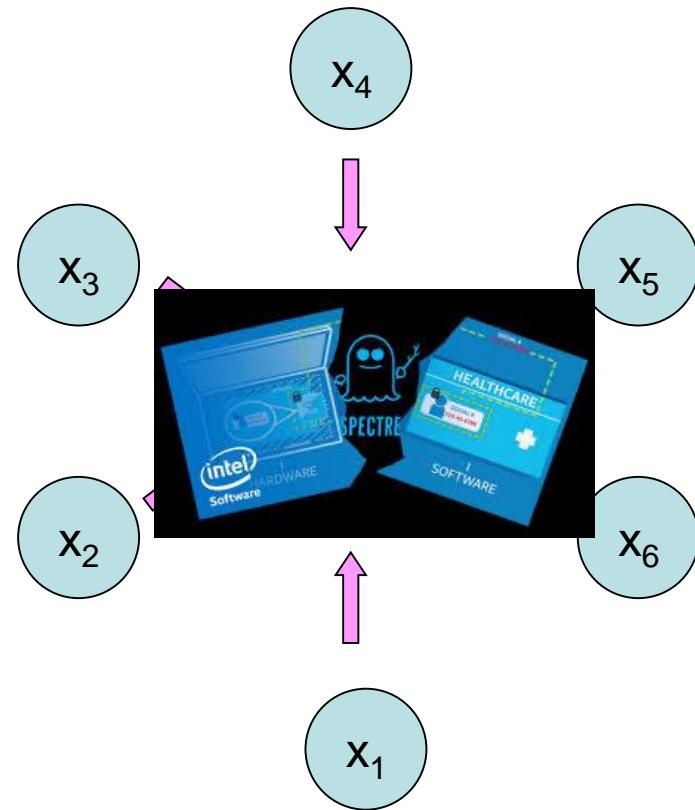
[Boyle-Gilboa-I 15,...]



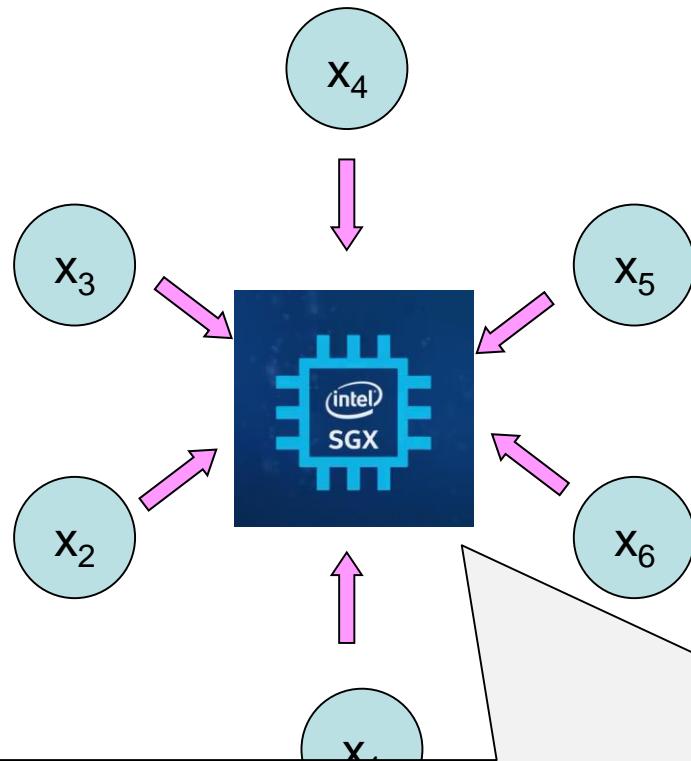
In hardware we trust?



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

Advertisement: TPMPC 2020

== 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>