

Secure Multiparty Computation (MPC)

Serge Fehr

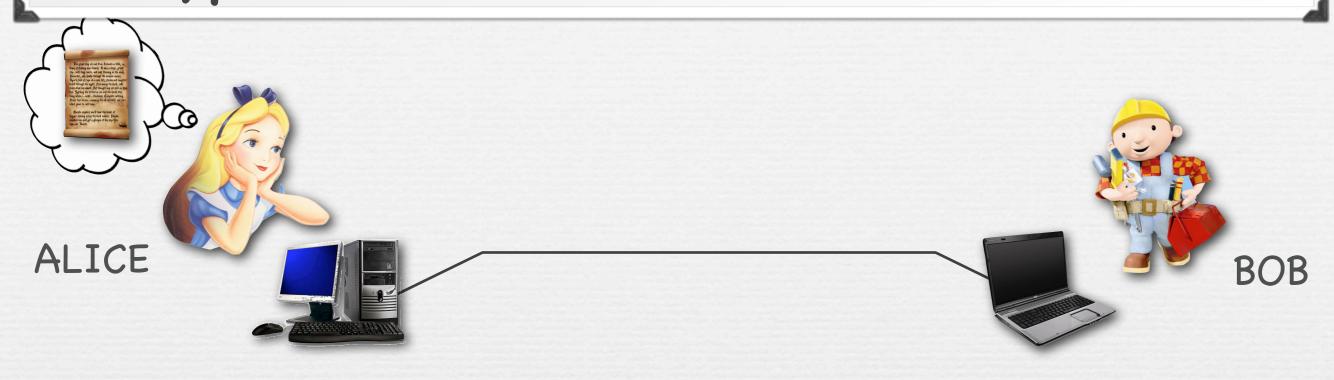
CWI Amsterdam
www.cwi.nl/~fehr

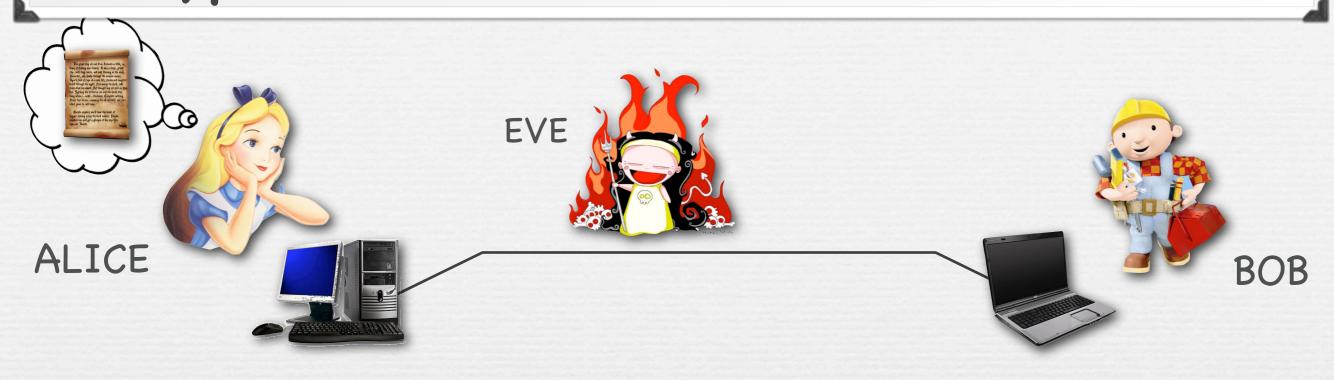
Meeting on Privacy-Enhancing Cryptography

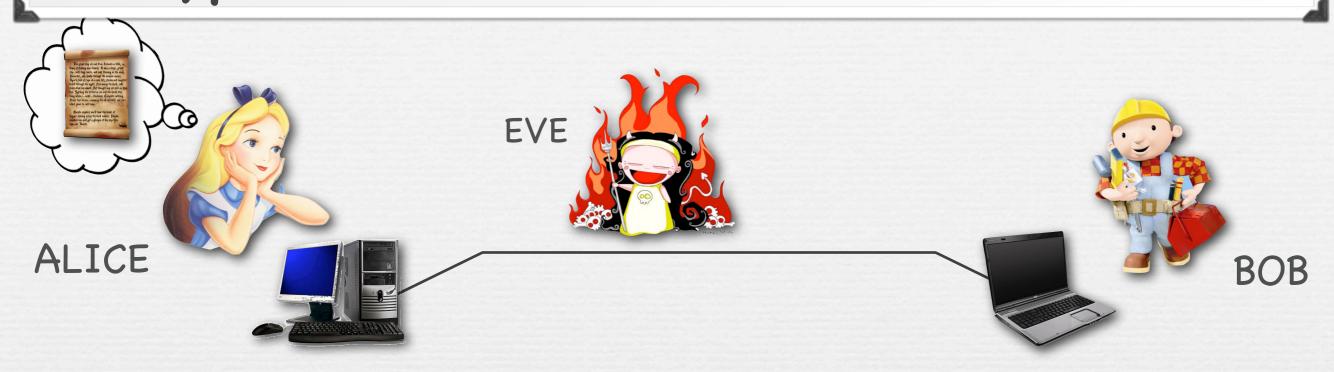
December 8 & 9, 2011

Outline

- Intro and problem description
- Possibility result
- High-level idea

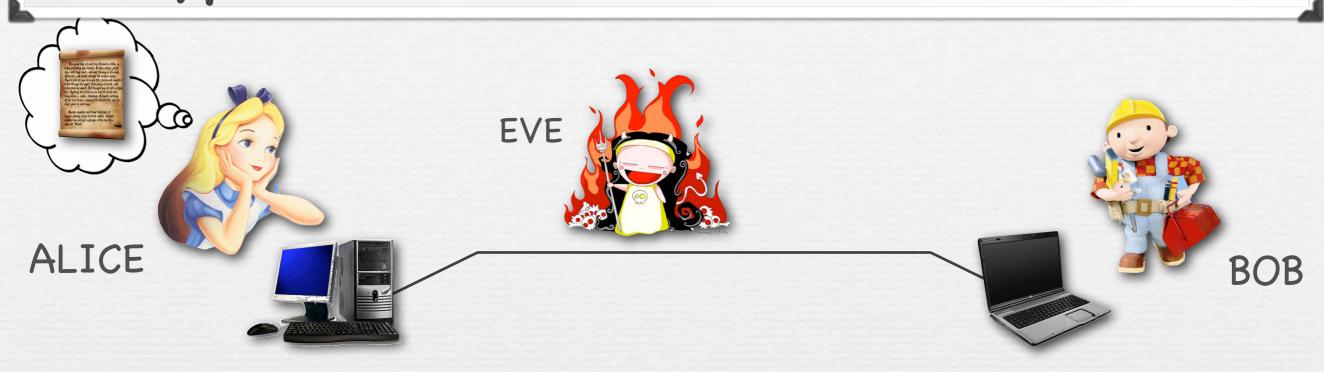






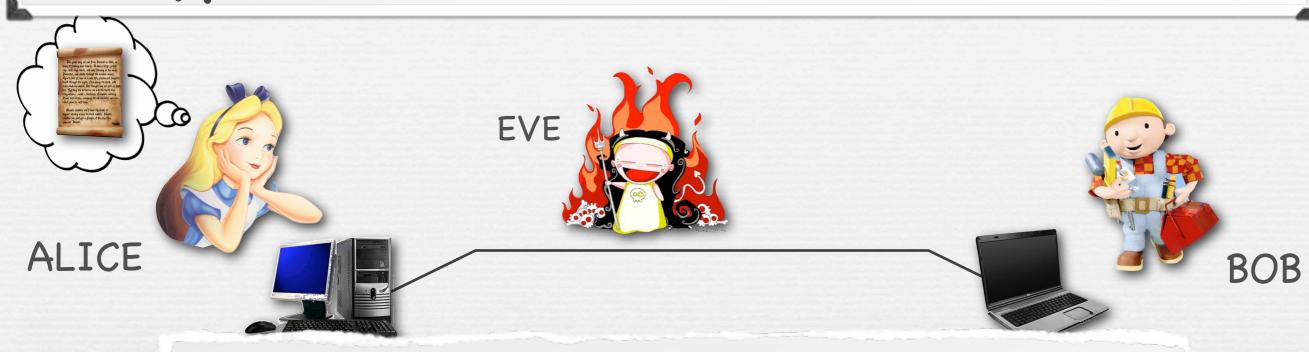
Eve can:

- eavesdrop the communication
 - -> use encryption (symmetric or public-key)



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- eavesdrop the communication
 - -> use encryption (symmetric or public-key)
- modify (or insert/delete) messages
 - -> use authentication or digital signatures



Eve co

- eav
 - ->
- moc

Distinguishing features

- clear distinction between good and bad
- know whom to trust
- Freveal all-or-nothing

-> use authentication or aigital signatures







Company B

A and B want to compare their performance





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- Parties Neither is willing to reveal its detailed performance data



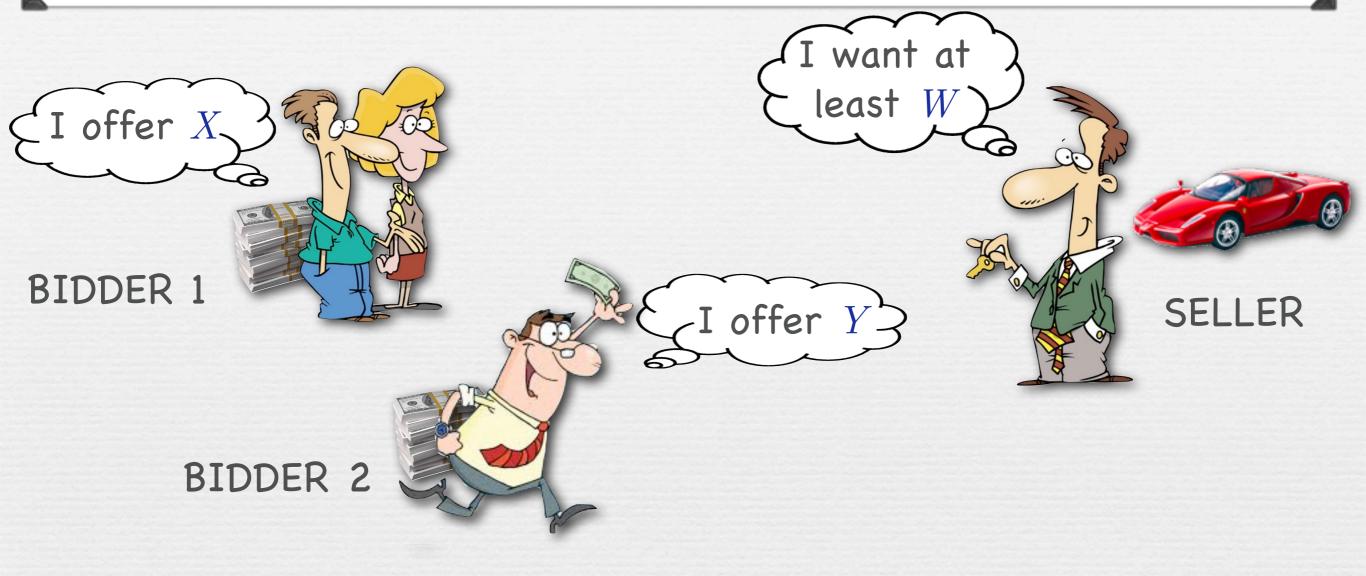


Company B

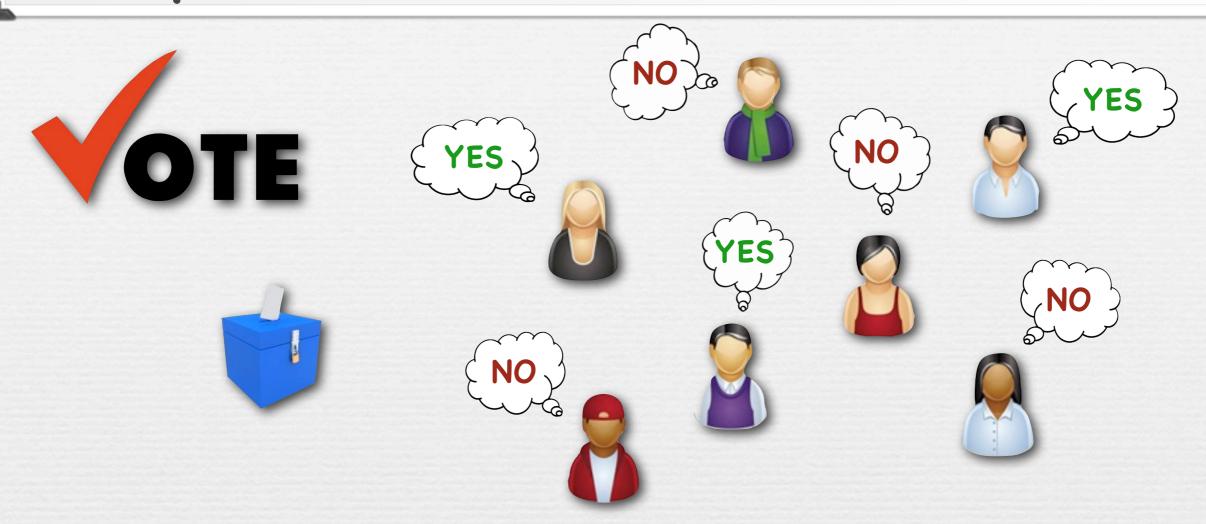
- A and B want to compare their performance
- PNeither is willing to reveal its detailed performance data

OR

- A and B want to find the overlap in customers
- PNeither is willing to reveal its own customer list

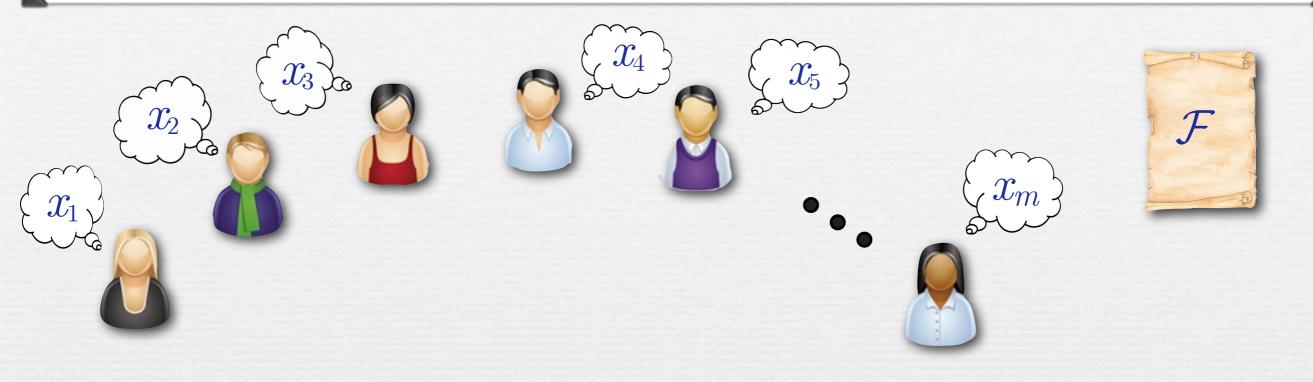


- Want to find out if bids are sufficient and who bids more, and e.g. agree on $\max\{W, \min\{X, Y\}+1\}$ as price.
- No one is willing to reveal his upper/lower bound.



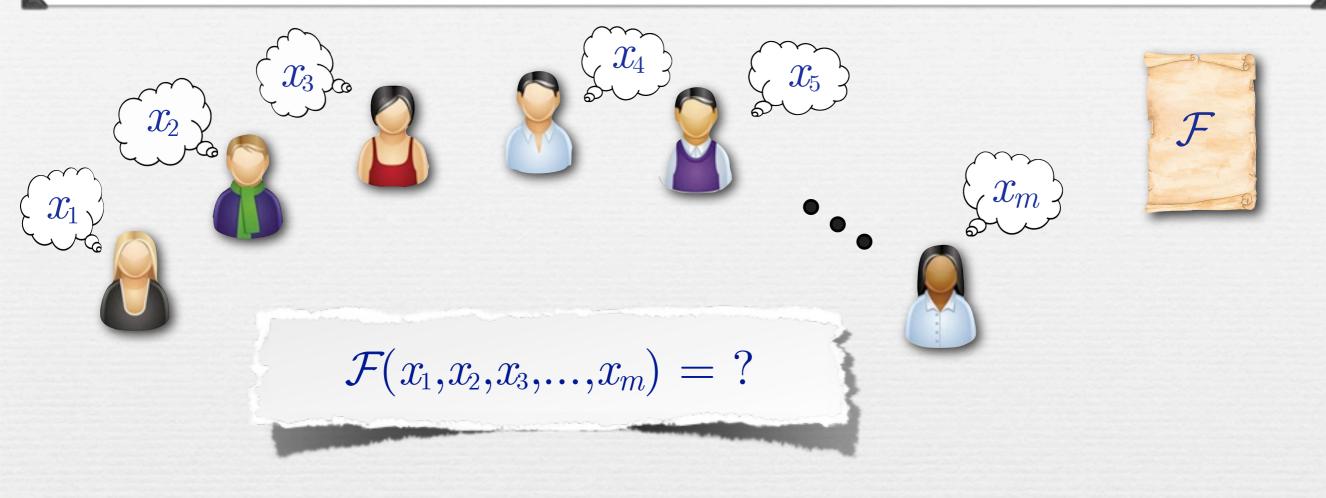
- Voters want to find out outcome of the vote.
- None is willing to reveal his individual vote.

The General Problem

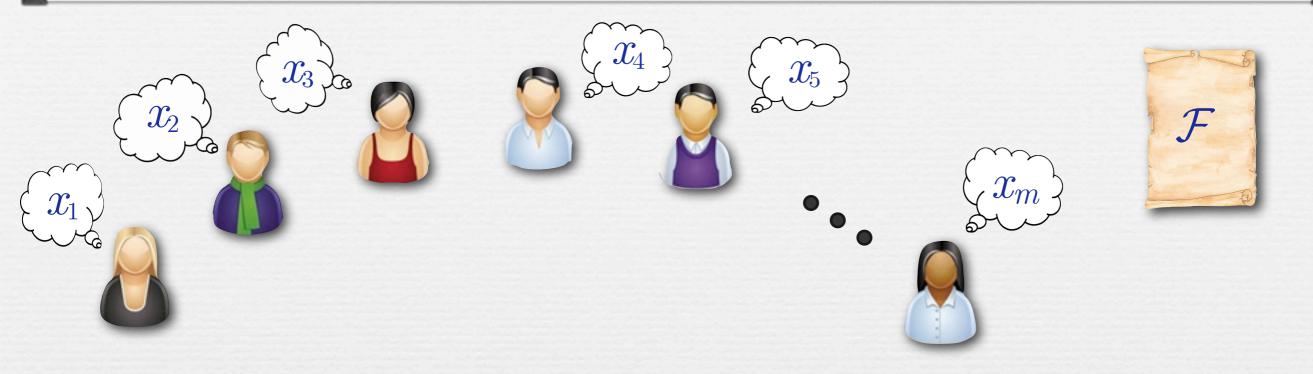


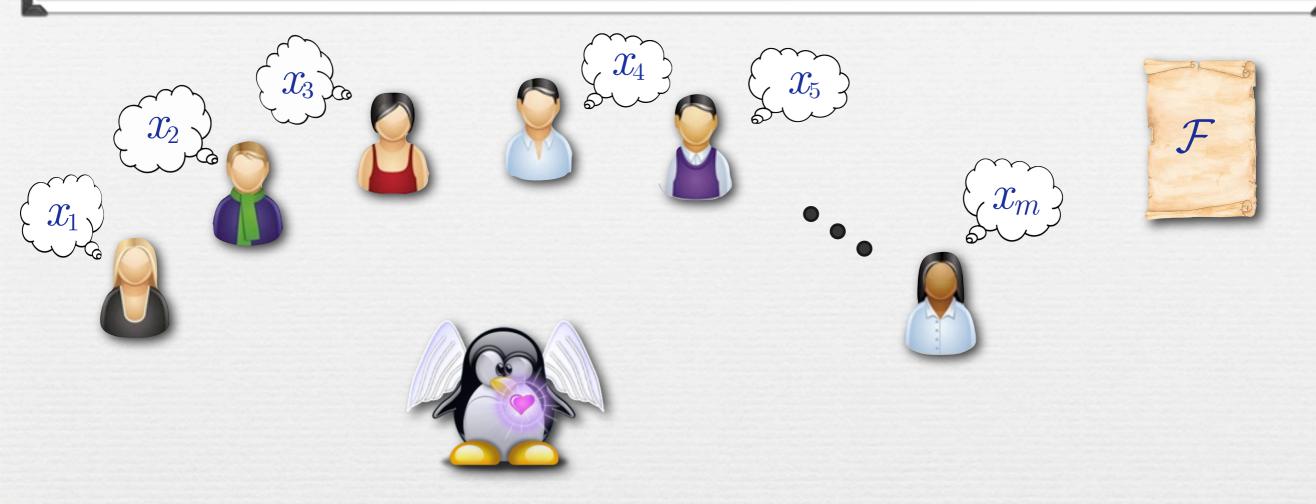
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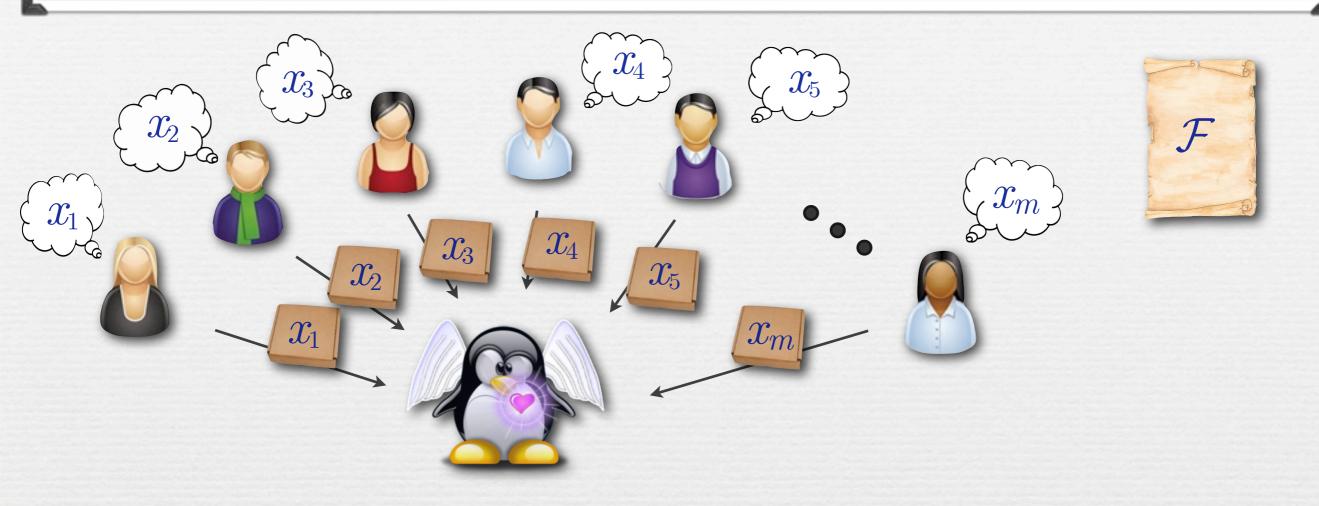


- $\stackrel{\circ}{=}$ Every user U_i has a private input x_i .
- Users want to learn $\mathcal{F}(x_1, x_2, x_3, ..., x_1)$. Variation: Different users learn different functions.
- Private inputs should remain private.

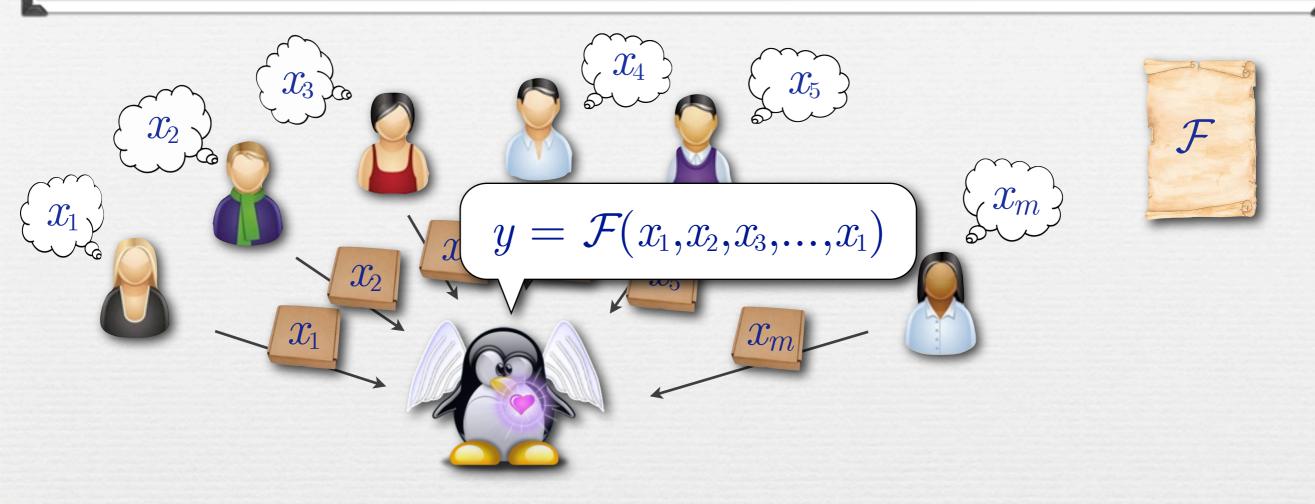




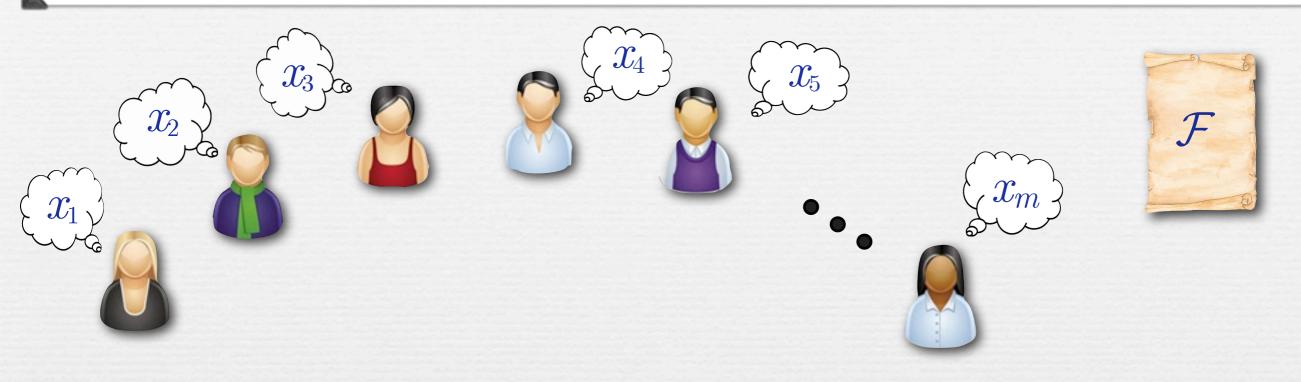
trusted authority TA

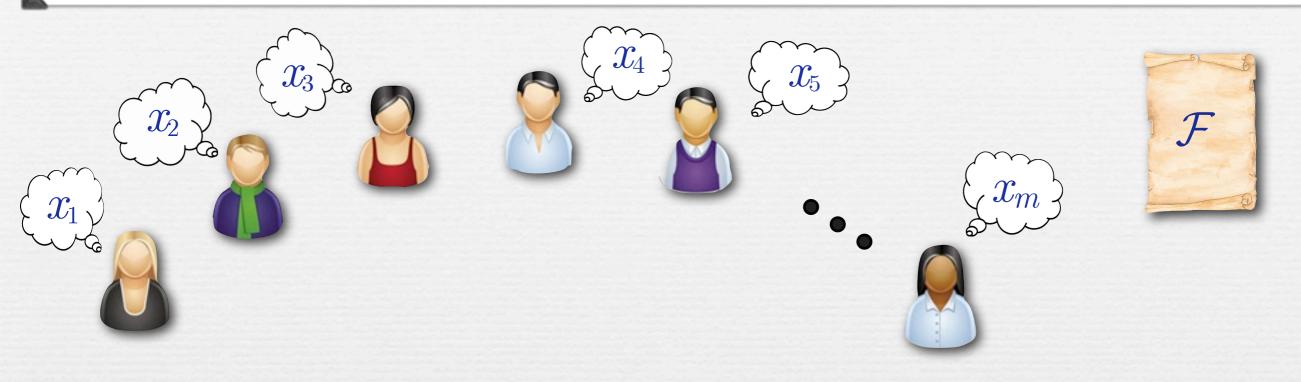


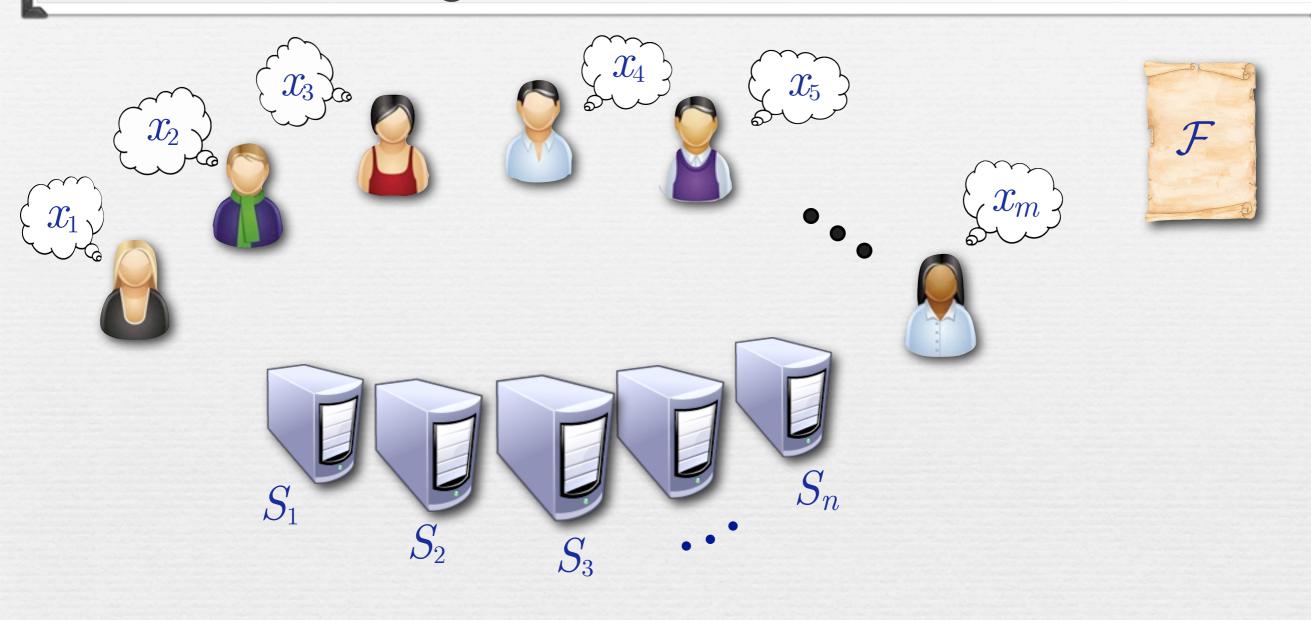
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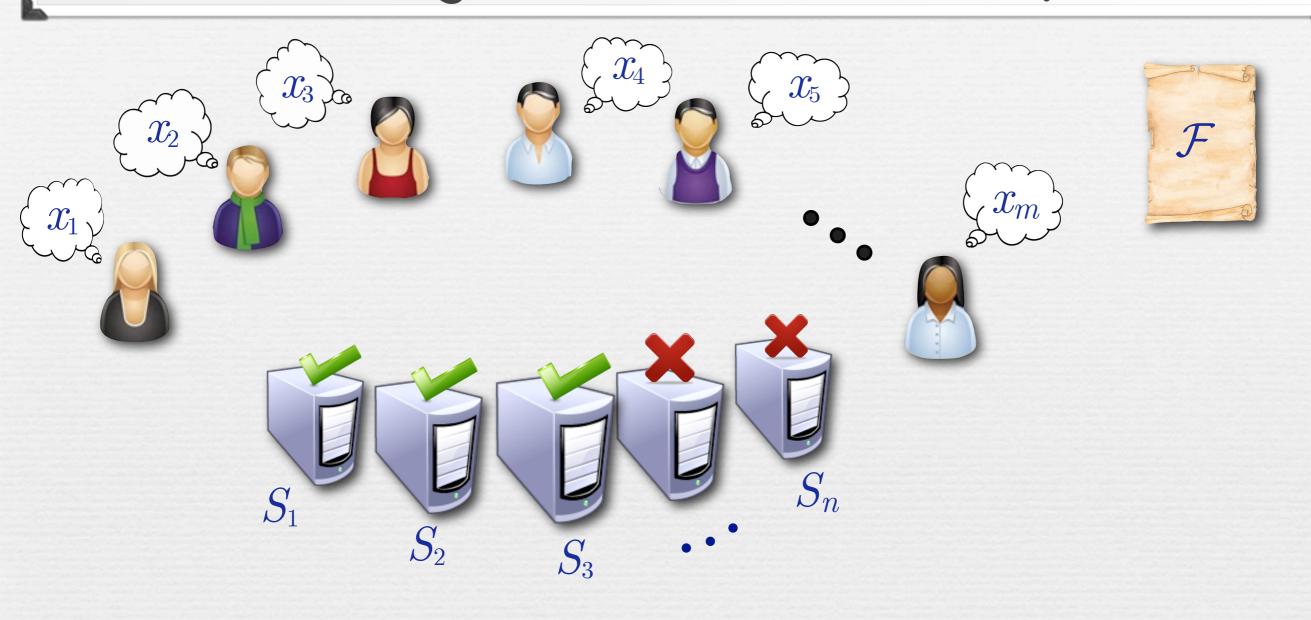
- \subseteq Every user U_i sends his x_i to trusted authority TA.
- F TA computes $y = \mathcal{F}(x_1, x_2, x_3, ..., x_1)$, and
- φ announces y to everyone.



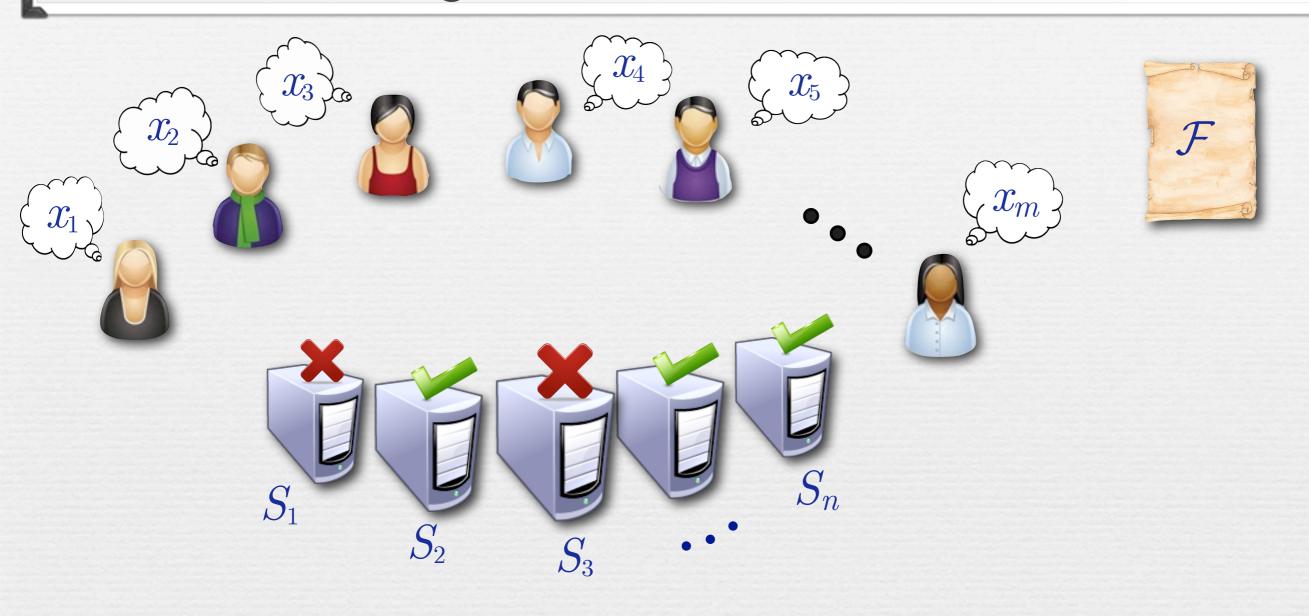




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Want:

- No single (malicious) server learns any input.
- Malicious servers jointly should not learn any input.
- $\stackrel{\text{\tiny ω}}{=}$ Also: malicious servers cannot influence outcome y.



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- No need to know whom to trust.
- Different users may trust different servers.
- No single point of failure

Only requirement:

sufficiently many servers are honest.



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Perform computation by a aroup of servers.

A MPC emulates an imaginary fully trusted party by means of a group of partly trusted parties.

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Possibility of MPC

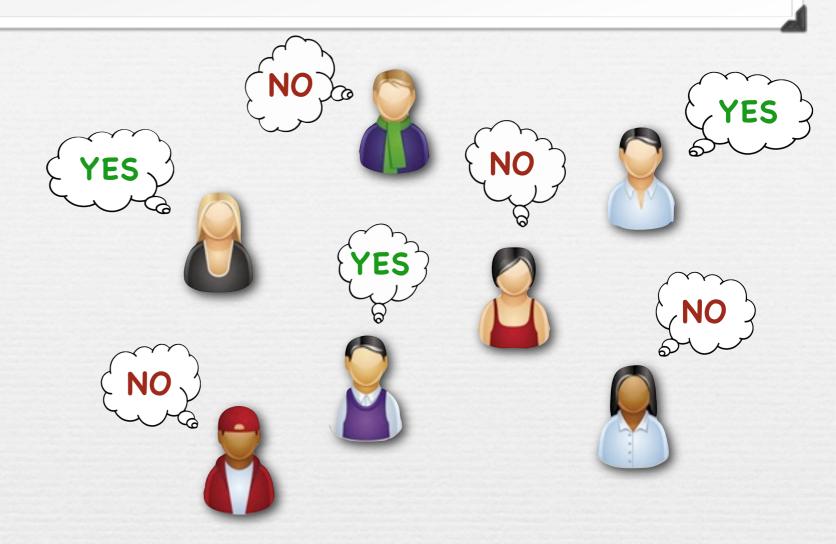
Under reasonable set-up assumptions (e.g. PKI), general secure MPC is possible if (and only if) a majority of the servers are honest, i.e., t < n/2 of the *n* servers are malicious.

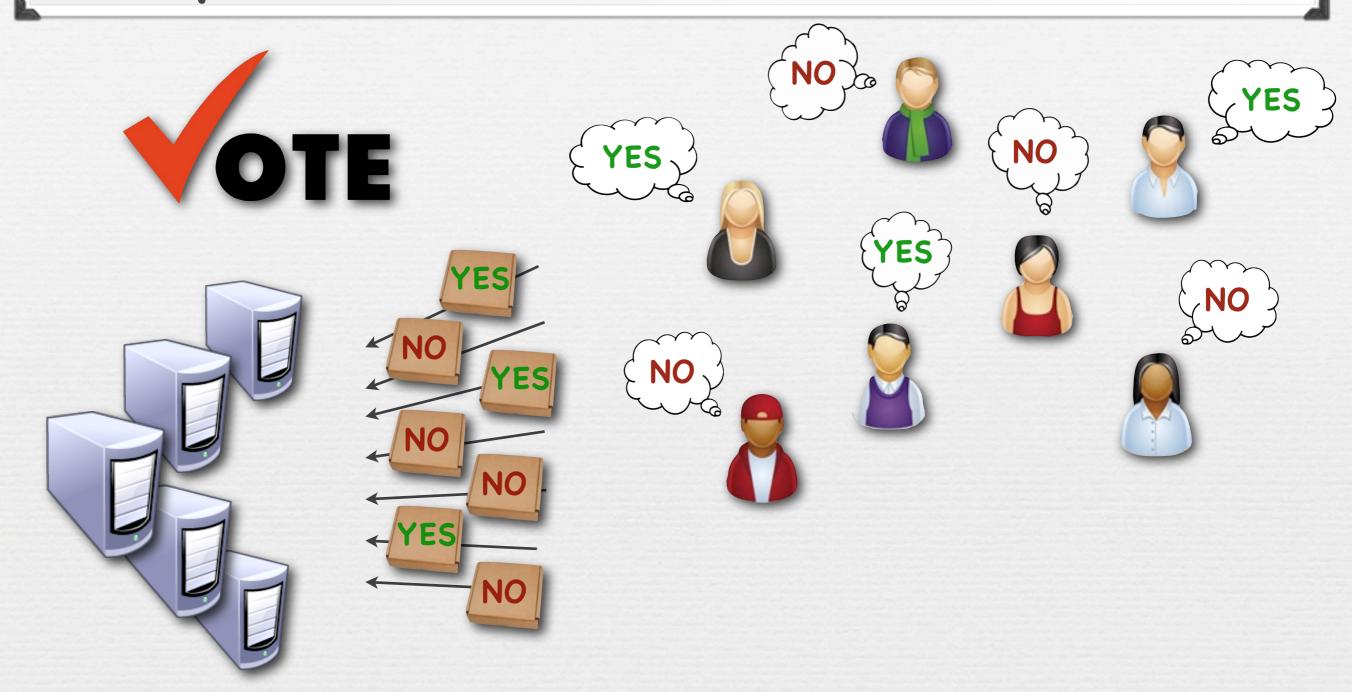
Exist many different variants which differ in:

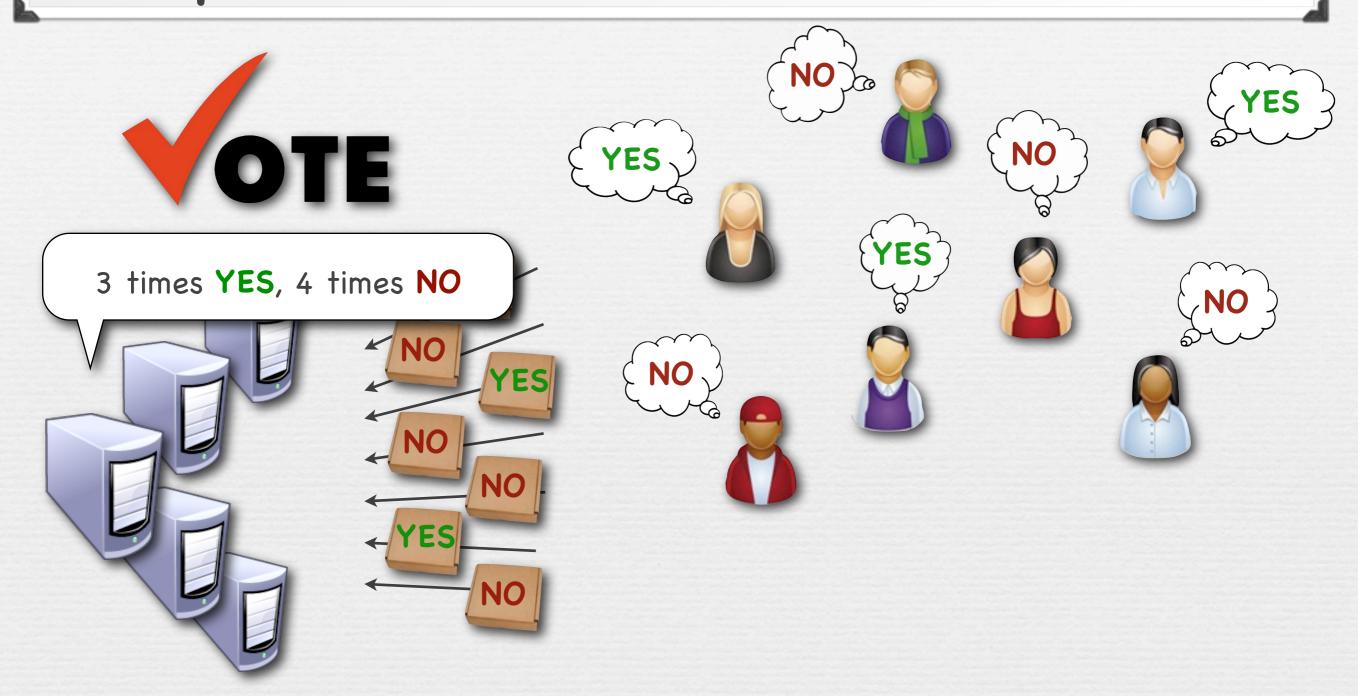
- complexity
- flavors of security # of malicious servers
- set-up assumptions communication model
 - etc.











Promise:

- Votes remain private and tally is guaranteed correct
- If a majority of servers is honest.

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Tool: Homomorphic Threshold Encryption

Public-key encryption scheme with special properties

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- Decryption key is "shared" among servers.
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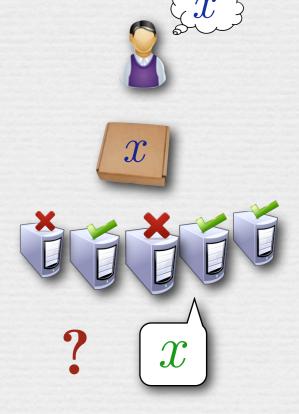






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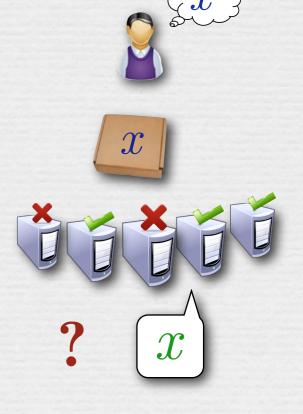
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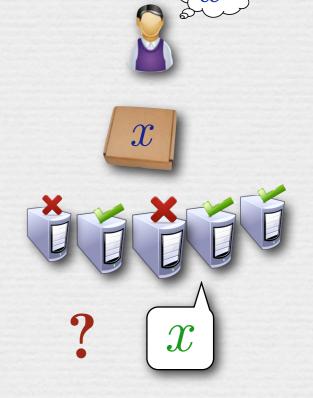
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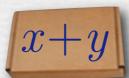
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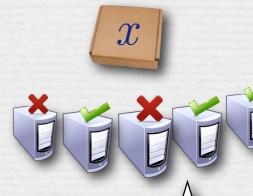








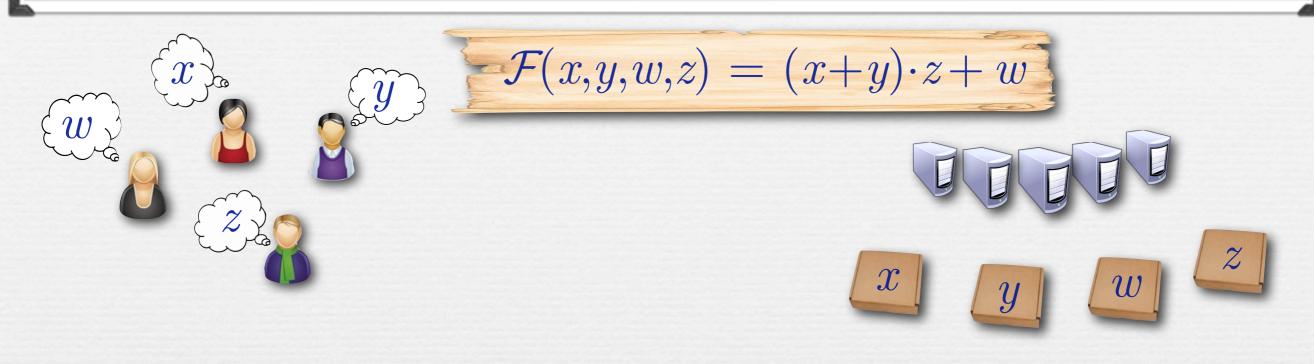


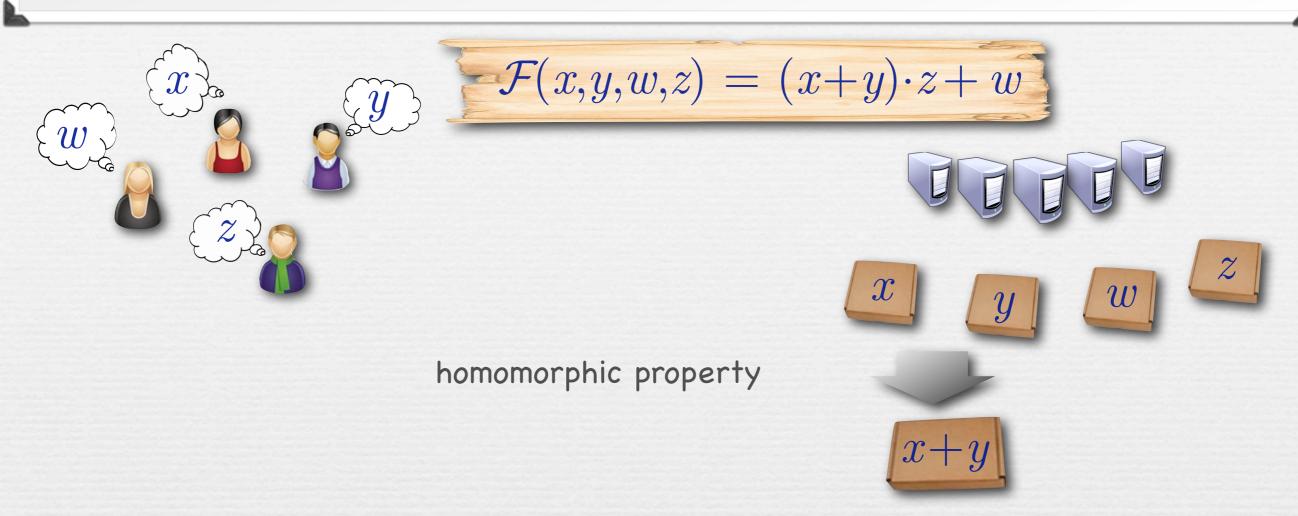


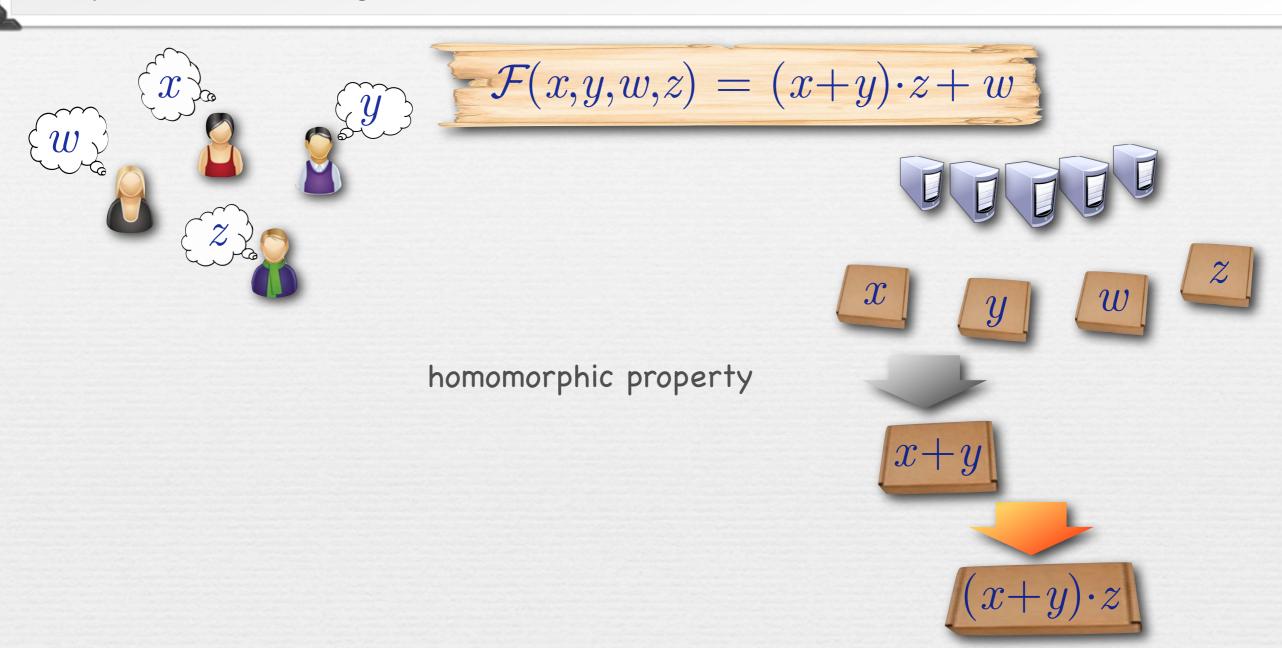






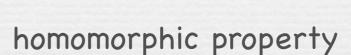




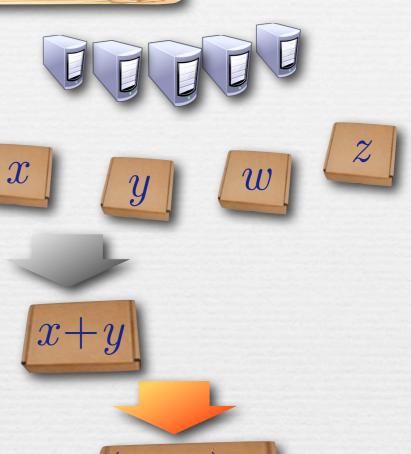




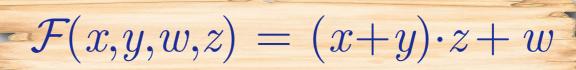


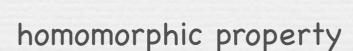


complex subprotocol, involving communication among the servers



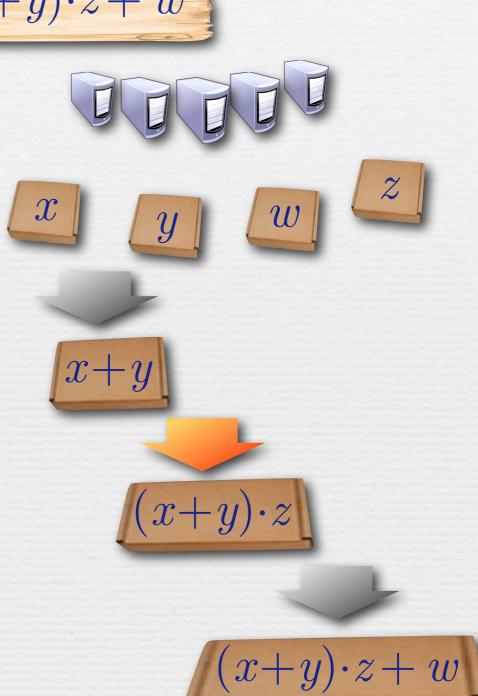






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homomorphic property



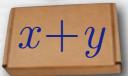


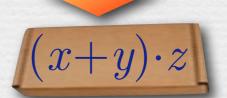




homomorphic property

complex subprotocol, involving communication among the servers





homomorphic property

threshold property

$$(x+y)\cdot z + w$$

Summary

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- parties have common goal yet conflicting interests
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Downside: general solutions are rather inefficient

But: special purpose solutions can be reasonably efficient (see next talk by Tomas Toft)

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THANK YOU