

# **RSA**®Conference2020

San Francisco | February 24 – 28 | Moscone Center

**HUMAN**  
ELEMENT

SESSION ID: CRYPT-F03

## Universally Composable Accumulators

Foteini Baldimtsi, Ran Canetti, Sophia Yakoubov



**Sophia Yakoubov**

Postdoc

Aarhus University

@sophiay135

#RSAC

# Our Contributions

- **Accumulators** are used in...
  - (Anonymous) Credentials
  - Cryptocurrencies
  - Group and Ring Signatures
- Definition styles:

	Game-Based Definitions	UC Definitions
Statement	Simple	Complex
Proof of secure use in system	Hard	Easy

# Our Contributions

- First UC definition for accumulators
- Proof of equivalence of game-based and UC definitions

	Game-Based Definitions	= UC Definitions
Statement	Simple	Complex
Proof of secure use in system	Hard	Easy

# Our Contributions

- First UC definition for accumulators
- Proof of equivalence of game-based and UC definitions
  - Best of both worlds!
  - All existing constructions are automatically UC-secure

	Game-Based Definitions	= UC Definitions
Statement	Simple	Complex
Proof of secure use in system	Hard	Easy

# Our Contributions

- First UC definition for accumulators
- Proof of equivalence of game-based and UC definitions
- Demonstration of Composition
  - Modular accumulators
  - Anonymous credentials

	Game-Based Definitions	= UC Definitions
Statement	Simple	Complex
Proof of secure use in system	Hard	Easy

## OUTLINE

- What is an accumulator?
- First UC definition for accumulators
- Proof of equivalence of game-based and UC definitions
- Demonstration of Composition

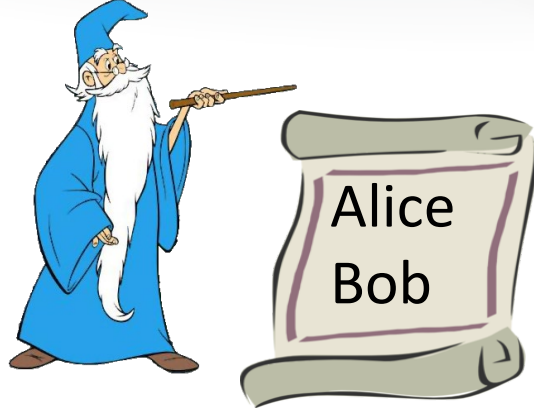
## OUTLINE

- What is an accumulator?
- First UC definition for accumulators
- Proof of equivalence of game-based and UC definitions
- Demonstration of Composition

- What is an accumulator?
- First UC definition for accumulators
- Proof of equivalence of game-based and UC definitions
- Demonstration of Composition



# Application: Credentials



# Application: Credentials

I'm Alice, a member of the gym!

Yep, you're on Merlin's list.  
Go ahead.



# Application: Credentials



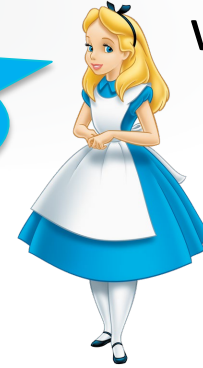
# Accumulators: a digest of set $S$

$S = \{\text{Alice, Bob, ...}\}$

Can I have the  
membership witness  
for "Alice"?

Witness  $w_A$

$w_A$



# Application: Credentials

 $w_A$ 

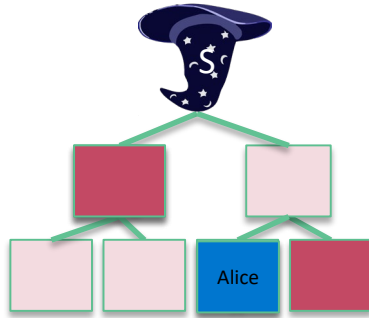
I'm Alice, a member of the gym!  $w_A$

So you are. Go ahead.



# Everything is an Accumulator!

- Merkle Trees





# Everything is an Accumulator!

- Merkle Trees
- Digital Signatures



Merlin's signature  $\sigma$   
on "Alice"

Go ahead.



# Everything is an Accumulator!

- Merkle Trees
- Digital Signatures

Strong	Add
✓	X
X	✓



# Everything is an Accumulator!

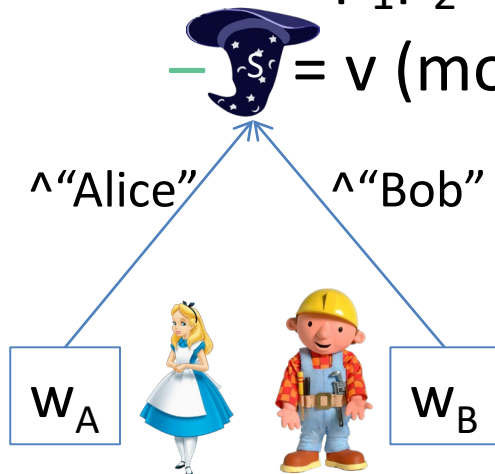
- Merkle Trees
- Digital Signatures
- RSA Accumulator

Strong	Add
✓	X
X	✓

—  $p_1, p_2$  secret primes

—  $n = p_1 p_2$

—  $s = v \pmod{n}$



# Everything is an Accumulator!

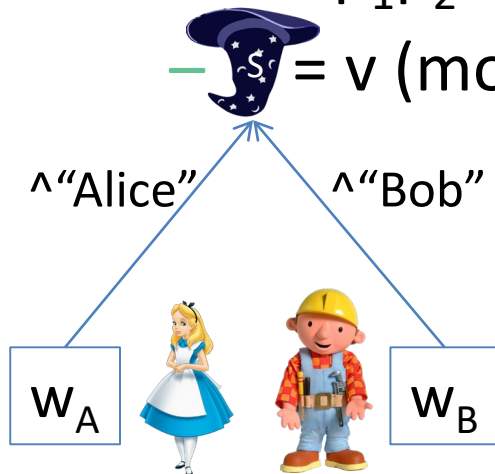
- Merkle Trees
- Digital Signatures
- RSA Accumulator

Strong	Add
✓	X
X	✓
X	

–  $p_1, p_2$  secret primes

–  $n = p_1 p_2$

–  $s = v \pmod{n}$



# Everything is an Accumulator!

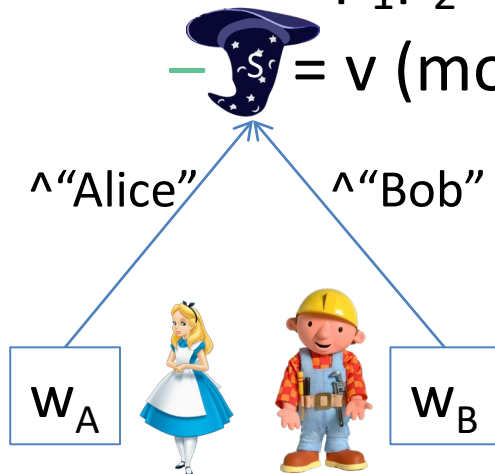
- Merkle Trees
- Digital Signatures
- RSA Accumulator

Strong	Add	Del	Hiding Update Message
✓	X	X	-
X	✓	X	✓
X	✓	✓	X


–  $p_1, p_2$  secret primes

–  $n = p_1 p_2$

–  $s = v \pmod{n}$



Can I join?

$w_C \leftarrow v$   
 $v \leftarrow v^{\text{"Charlie"}} \pmod{n}$   
  $\leftarrow \text{"Charlie"}$



# Everything is an Accumulator!

- Merkle Trees
- Digital Signatures
- RSA Accumulator

Strong	Add	Del	Hiding Update Message	Proofs of Non-Membership
✓	X	X	-	X
X	✓	X	✓	X
X	✓	✓	X	✓

There are many other interesting accumulator properties!

- What is an accumulator?
- First UC definition for accumulators
- Proof of equivalence of game-based and UC definitions
- Demonstration of Composition

# Universal Composability

Real World

Environment



# Universal Composability

Ideal World

Environment



functionality interfaces  
Functionality







# UC Signature Definition

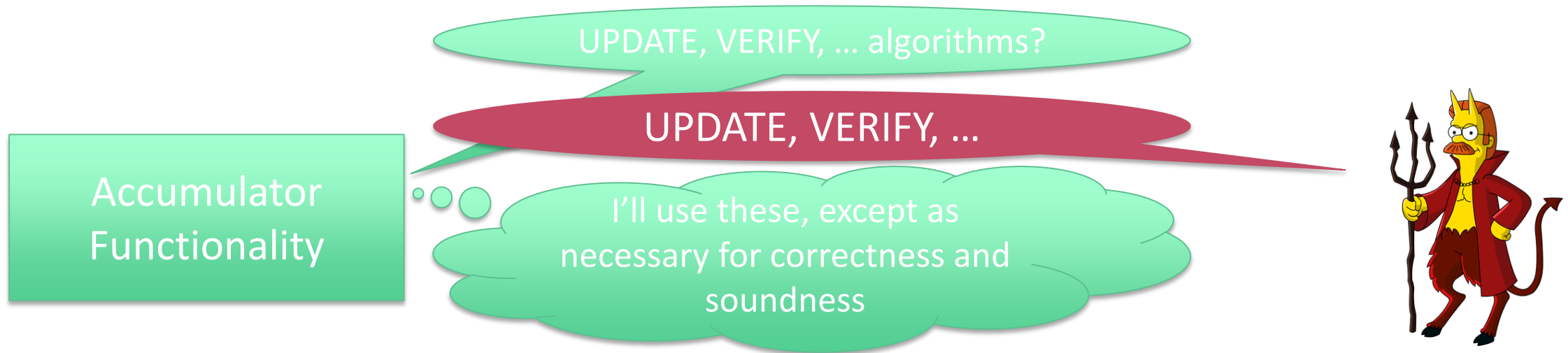
- Requesting **algorithms** from the adversary ensures VERIFY consistency
- This is intuitive: if the functionality never has to substitute algorithms' outputs...
  - The algorithms satisfy correctness and soundness (classical definitions)
  - This is indistinguishable from a real execution (UC security)



# UC Accumulator Definition

Same principle as  
for signatures!

- Requesting **algorithms** from the adversary ensures VERIFY consistency
- This is intuitive: if the functionality never has to substitute algorithms' outputs...
  - The algorithms satisfy correctness and soundness (classical definitions)
  - This is indistinguishable from a real execution (UC security)



1. GEN: Upon getting (GEN,  $sid, S_0$ ) as first activation from  $\mathcal{AM}$  ...
  - (a) Initialize an operation counter  $t = 0$ .
  - (b) Initialize an empty list  $\mathbf{A}$ . This list will be used to keep track of all accumulator states.
  - (c) Initialize an empty map  $\mathbf{S}$ , and set  $\mathbf{S}[0] = S_0$ . (If  $S_0$  was not provided, use  $\emptyset$ .) This map will be used to map operation counters to current accumulated sets.
  - (d) Send (GEN,  $sid$ ) to Adversary  $\mathcal{A}_{ideal}$ .
  - (e) Get (ALGORITHMS,  $sid$ , (Gen, Update, WitCreate, WitUp, VerStatus, VerGen, VerUpdate)) from Adversary  $\mathcal{A}_{ideal}$ . This includes all of the accumulator algorithms; their expected input output behavior is described in Figure 1. All of them should be polynomial-time; we restrict the verification algorithms VerStatus, VerGen, VerUpdate to be deterministic.
  - (f) Run  $(sk, a_0, m_0, v) \leftarrow \text{Gen}(1^\lambda, S_0)$ .
  - (g) Verify that  $\text{VerGen}(S_0, a_0, v) = 1$ . If not, output  $\perp$  to  $\mathcal{AM}$  and halt. (This ensures strength.) Otherwise, continue.
  - (h) Store  $sk, m_0$ ; add  $a_0$  to  $\mathbf{A}$ .
  - (i) Output (ALGORITHMS,  $sid, S_0$ , (Gen, Update, WitCreate, WitUp, VerStatus, VerGen, VerUpdate)) to  $\mathcal{AM}$ .
2. UPDATE: Upon getting (UPDATE,  $sid, \text{Op}, x$ ) from  $\mathcal{AM}$  ...
  - (a) Increment the operation counter:  $t = t + 1$ .
  - (b) Set  $\mathbf{S}[t] = \mathbf{S}[t - 1]$ .
  - (c) Run  $(a_t, m_t, w_t^x, \text{upmsg}_t, v_t) \leftarrow \text{Update}(\text{Op}, sk, a_{t-1}, m_{t-1}, x)$ .
  - (d) If  $\text{Op} = \text{Add}$ :
    - i. Verify that  $\text{VerStatus}(\text{in}, a, x, w_t) = 1$ . If not, output  $\perp$  to  $\mathcal{AM}$  and halt. (This ensures correctness.) Otherwise, continue.
    - ii. If  $x \notin \mathbf{S}[t]$ , add  $x$  to  $\mathbf{S}[t]$ .
  - (e) If  $\text{Op} = \text{Del}$ :
    - i. Verify that  $\text{VerStatus}(\text{out}, a, x, w_t) = 1$ . If not, output  $\perp$  to  $\mathcal{AM}$  and halt. (This ensures negative correctness.) Otherwise, continue.
    - ii. If  $x \in \mathbf{S}[t]$ , remove  $x$  from  $\mathbf{S}[t]$ .
  - (f) Verify that  $\text{VerUpdate}(\text{Op}, a_{t-1}, a_t, x, v_t) = 1$ . If not, output  $\perp$  to  $\mathcal{AM}$  and halt. (This ensures strength.) Otherwise, continue.
  - (g) Store  $m_t, \text{upmsg}_t$ ; add  $a_t$  to  $\mathbf{A}$ .
  - (h) Output (UPDATE,  $sid, \text{Op}, a_t, x, w_t, \text{upmsg}_t$ ) to  $\mathcal{AM}$ .
3. WITCREATE: Upon getting (WITCREATE,  $sid, \text{stts}, x$ ) from  $\mathcal{AM}$  ...
  - (a) Run  $w \leftarrow \text{WitCreate}(\text{stts}, sk, a_t, m_t, x, (\text{upmsg}_1, \dots, \text{upmsg}_t))$
  - (b) If  $\text{stts} = \text{in}$ :
    - i. If  $x \in \mathbf{S}[t]$ , verify that  $\text{VerStatus}(\text{in}, a_t, x, w) = 1$ . If not, output  $\perp$  to  $\mathcal{AM}$  and halt. (This ensures creation-correctness.) Otherwise, continue.
  - (c) If  $\text{stts} = \text{out}$ :
    - i. If  $x \notin \mathbf{S}[t]$ , verify that  $\text{VerStatus}(\text{out}, a_t, x, w) = 1$ . If not, output  $\perp$  to  $\mathcal{AM}$  and halt. (This ensures negative-creation-correctness.) Otherwise, continue.
  - (d) Output (WITNESS,  $sid, \text{stts}, x, w$ ) to  $\mathcal{AM}$ .
4. WITUP: Upon getting (WITUP,  $sid, \text{stts}, a_{old}, a_{new}, x, w_{old}, (\text{upmsg}_{old+1}, \dots, \text{upmsg}_{new})$ ) from any party  $\mathcal{H}$  ...
  - (a) Run  $w_{new} \leftarrow \text{WitUp}(\text{stts}, x, w_{old}, (\text{upmsg}_{old+1}, \dots, \text{upmsg}_{new}))$
  - (b) If  $a_{old} \in \mathbf{A}$ ,  $a_{new} \in \mathbf{A}$  and  $old < new$ :
    - i. If  $\text{stts} = \text{in}$ ,  $\text{VerStatus}(\text{in}, a_{old}, x, w_{old}) = 1$ ,  $x \in \mathbf{S}[t]$  for  $t \in [old, \dots, new]$ ,  $\text{upmsg}_{old+1}, \dots, \text{upmsg}_{new}$  match the stored values and  $\text{VerStatus}(\text{in}, a_{new}, x, w_{new}) = 0$ , output  $\perp$  to  $\mathcal{P}$  and halt. (This ensures correctness.) Otherwise, continue.
    - ii. If  $\text{stts} = \text{out}$ ,  $\text{VerStatus}(\text{out}, a_{old}, x, w_{old}) = 1$ ,  $x \notin \mathbf{S}[t]$  for  $t \in [old, \dots, new]$ ,  $\text{upmsg}_{old+1}, \dots, \text{upmsg}_{new}$  match the stored values and  $\text{VerStatus}(\text{out}, a_{new}, x, w_{new}) = 0$ , output  $\perp$  to  $\mathcal{P}$  and halt. (This ensures negative correctness.) Otherwise, continue.
  - (c) Output (UPDATEDWITNESS,  $sid, \text{stts}, a_{old}, a_{new}, x, w_{old}, (\text{upmsg}_{old+1}, \dots, \text{upmsg}_{new}), w_{new}$ ) to  $\mathcal{H}$ .

Fig. 4. Ideal Functionality  $\mathcal{F}_{ACC}$  for Accumulators With Explicit Verification Algorithm

See the paper for  
the full  
functionality 😊

1. VERSTATUS: Upon getting (VERSTATUS,  $sid, \text{stts}, a, \text{VerStatus}', x, w$ ) from any party  $\mathcal{P}$  ...
  - (a) If  $\text{VerStatus}' = \text{VerStatus}$  and there exists a  $t$  such that  $a = a_t \in \mathbf{A}$ :
    - i. Let  $t$  be the largest such number.
    - ii. If  $\text{stts} = \text{in}$ :
      - A. If  $\mathcal{AM}$  not corrupted,  $x \notin \mathbf{S}[t]$  and  $\text{VerStatus}(\text{in}, a_t, x, w) = 1$ , output  $\perp$  to  $\mathcal{P}$  and halt. (This ensures collision-freeness.) Otherwise, continue.
      - B. Set  $\phi = \text{VerStatus}(\text{in}, a_t, x, w)$ .
    - iii. If  $\text{stts} = \text{out}$ :
      - A. If  $\mathcal{AM}$  not corrupted,  $x \in \mathbf{S}[t]$  and  $\text{VerStatus}(\text{out}, a_t, x, w) = 1$ , output  $\perp$  to  $\mathcal{P}$  and halt. (This ensures negative collision-freeness.) Otherwise, continue.
      - B. Set  $\phi = \text{VerStatus}(\text{out}, a_t, x, w)$ .
  - (b) Otherwise, set  $\phi = \text{VerStatus}'(\text{stts}, a, x, w)$ .
  - (c) Output (VERIFIED,  $sid, \text{stts}, a, \text{VerStatus}', x, w, \phi$ ) to  $\mathcal{P}$ .
2. VERGEN: Upon getting (VERGEN,  $sid, S, a, v, \text{VerGen}'$ ) from any party  $\mathcal{P}$  ...
  - (a) Set  $\phi = \text{VerGen}'(S, a, v)$ .
  - (b) Output (VERIFIED,  $sid, S, a, v, \text{VerGen}', \phi$ ) to  $\mathcal{P}$ .
3. VERUPDATE: Upon getting (VERUPDATE,  $sid, \text{Op}, a, a', x, v_t, \text{VerUpdate}'$ ) from any party  $\mathcal{P}$  ...
  - (a) Set  $\phi = \text{VerUpdate}'(\text{Op}, a, a', x, v_t)$ .
  - (b) Output (VERIFIED,  $sid, \text{Op}, a, a', x, v_t, \text{VerUpdate}', \phi$ ) to  $\mathcal{P}$ .

Fig. 5. Ideal Functionality  $\mathcal{F}_{ACC}$  Interfaces for Third Parties

- What is an accumulator?
- First UC definition for accumulators
- Proof of equivalence of game-based and UC definitions
- **Demonstration of Composition**
  - Modular accumulators
  - Anonymous credentials

- What is an accumulator?
- First UC definition for accumulators
- Proof of equivalence of game-based and UC definitions
- **Demonstration of Composition**
  - **Modular accumulators**
  - Anonymous credentials

# Everything is an Accumulator!

- Merkle Trees
- Digital Signatures
- RSA Accumulator

Strong	Add	Del	Hiding Update Message	Proofs of Non-Membership
✓	X	X	-	X
X	✓	X	✓	X
X	✓	✓	X	✓

# Everything is an Accumulator!

- Merkle Trees
- Digital Signatures
- RSA Accumulator

Strong	Add	Del	Hiding Update Message	Proofs of Non-Membership
✓	X	X	-	X
X	✓	X	✓	X
X	✓	✓	X	✓

- WANT

✓	✓	✓
---	---	---

# Composition: Braavos



Adding “Alice”:

Pick random  $R$

(“Alice”,  $R$ )  $R$



**SIGNATURES**



**RSA**

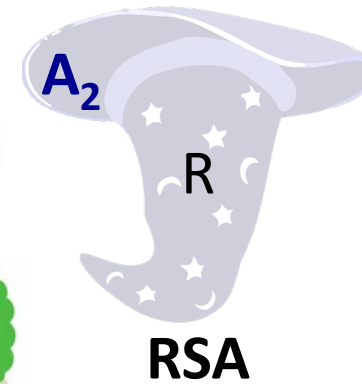
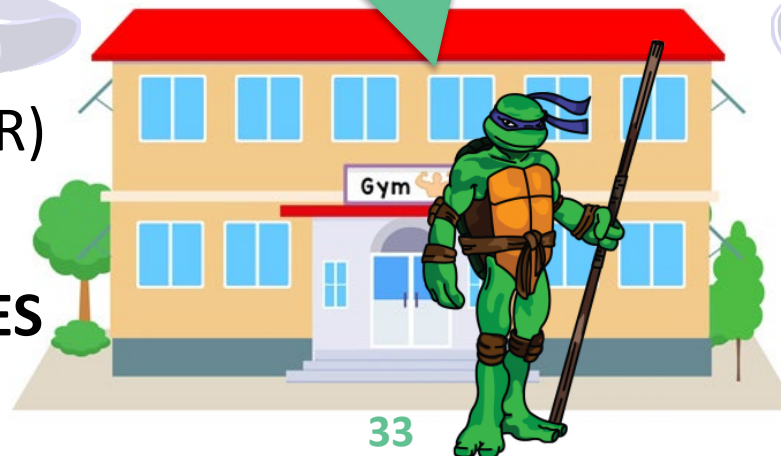


# Composition: Braavos



R, witness  $w_1$  that (R, "Alice") in  $A_1$ , witness  $w_2$  that R in  $A_2$

Go ahead.



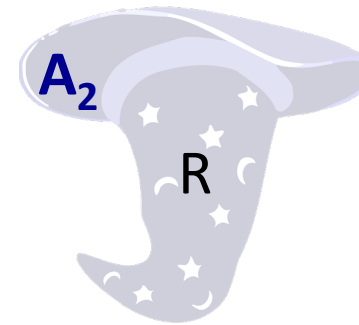
# Composition: Braavos



Deleting “Alice”:



**SIGNATURES**



**RSA**

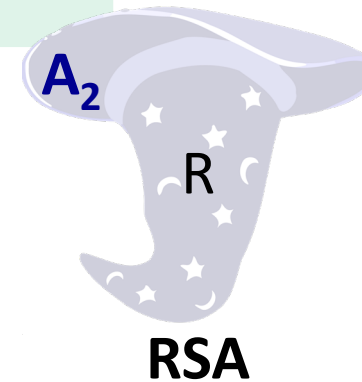
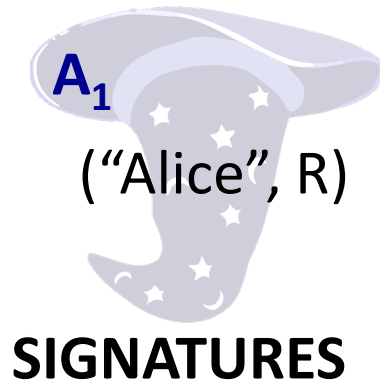
# Composition: Braavos

- Merkle Trees
- Digital Signatures
- RSA Accumulator

Strong	Add	Del	Hiding Update Message	Proofs of Non-Membership
✓	X	X	-	X
X	✓	X	✓	X
X	✓	✓	X	✓

We can achieve better efficiency by using CL-RSA-B instead

- Braavos



- What is an accumulator?
- First UC definition for accumulators
- Proof of equivalence of game-based and UC definitions
- **Demonstration of Composition**
  - Modular accumulators
  - **Anonymous credentials**

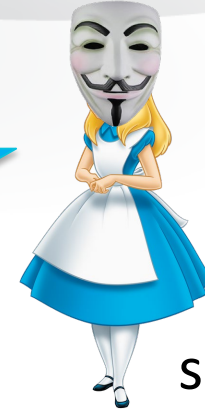
# Composition: Anonymous Credentials

- We can build revocable anonymous credentials by combining...
  - An hiding update message (HUM) accumulator, e.g. Braavos
  - Zero knowledge proofs

# Composition: Anonymous Credentials

Zero knowledge proof of knowledge of  $sk_A$ ,  $pk_A$ , w such that...

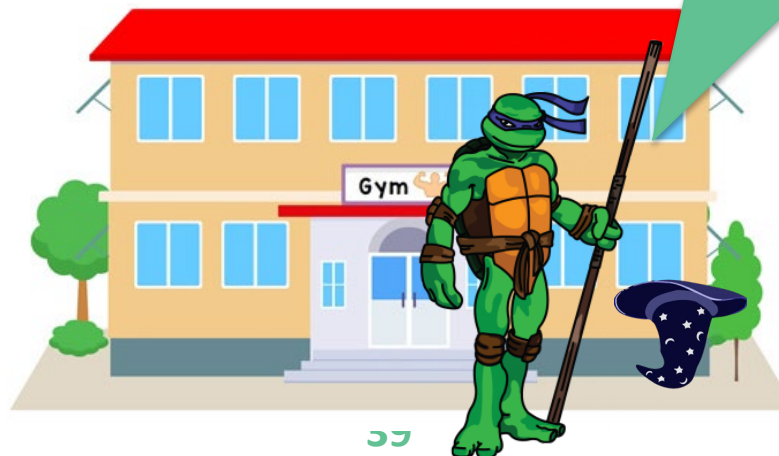
- $sk_A$  matches  $pk_A$
- $pk_A$  is in the accumulator



$sk_A$ ,  $pk_A$

Hiding update messages ensure that no-one learns who gets added or deleted!

Go ahead.



## OUTLINE

- What is an accumulator?
- First UC definition for accumulators
- Proof of equivalence of game-based and UC definitions
- Demonstration of Composition