ECE 518 Project 4

Alan Palayil Due Date: 12/04/2022

Section I Overview

In this project, we work on the Garbled Circuit which was discussed in Lecture 18. We implement the circuit that enables two parties to compute a function. There were modifications done for the simplicity of the garbled circuit within Golang. We implemented garbled circuit mechanism including the garbler, input/output, and few tests to evaluate the evaluator.

Section II Alice the Garbler

In the implementation of the garbler is in alice.go file in prj04-go. In alice.go, the wires are labelled from 0 to n+m-1 with each wire object containing two random 128-bit values, one for 0 or 1. Alice generates these values in a function and is not revealed to Bob. Only NAND logical gate function for Alice to generate the garbled truth table fir each Gate object in the function encryptGates. In troubleshooting, only the first two bytes were printed in the log messages for the 128-bit signals.

The file is not modified as the tests are focused on the evaluator in bob.go file.

Section III Implement Bob the Evaluator

In the implementation for the evaluator within the garbled circuit we are to work on the function evaluateGarbledCircuit in bob.go file. We heavily refer to Lecture 18 to work over the function. We setup the gates array in a way such that it is guaranteed that when you process a gate following its order in the gates array, both of its input signals are available already. Using the hint within the for loop:

```
a := signals[gate.in0]
b := signals[gate.in1]
```

We need to implement S_a and S_b using the logic $S_a = a[0]/128$ and $S_b = b[0]/128$ and find the location index (S_aS_b) of the decrypted key 'g' which basically equates to:

sasb := sa*2 + sb

We add a new AES cipher for 'g' similar to the cipher in alice.go and decrypt the table using the location index and assign the signal to the decrypted the cipher.

Section IV Testing the Implementation

We test our code by running the go package using "go run" There are 10 test testcases in gc.go which are executed from the main function. I have added the Debug Console to display the passing of each testcase during the execution.

```
Starting: C:\Users\alanp\go\bin\dlv.exe dap --check-go-version=false --
listen=127.0.0.1:53141 from a:\Downloads\prj04-go
DAP server listening at: 127.0.0.1:53141
Type 'dlv help' for list of commands.
```

```
Process 13376 has exited with status 0
Detaching
dlv dap (18012) exited with code: 0
```

Section V Appendix

alice.go

```
package main
// Alice the garbler
import (
    "crypto/aes"
    "crypto/rand"
    "fmt"
type Wire struct {
   // 128-bit values, v[0] for 0 and v[1] for 1.
   v [2][]byte
type Gate struct {
    logic string
    in0, in1, out int
    // garbled truth table
    table [4][]byte
```

```
// helper function to make gate creation easy
func makeGate(logic string, in0, in1, out int) Gate {
    return Gate{logic: logic, in0: in0, in1: in1, out: out}
func encryptWires(n, m int) []Wire {
   // We need n+m wires for n input bits and m gates.
    wires := make([]Wire, m+n)
    for i := range wires {
        // use a pointer so we can modify wire in the array
        wire := &wires[i]
        // For each wire, we need to prepare two random
        // 128-bit values, v[0] for 0 and v[1] for 1.
        wire.v[0] = make([]byte, 16)
        wire.v[1] = make([]byte, 16)
        rand.Read(wire.v[0])
        rand.Read(wire.v[1])
        // to be different for v[0] and v[1] - correct
        // v[1] by inverting its first bit if not.
```

```
if wire.v[0][0]&0x80 == wire.v[1][0]&0x80 {
            wire.v[1][0] = wire.v[1][0] ^ 0x80
    return wires
// encrypt a row in the truth table
func encryptOneRow(a, b, o []byte) []byte {
    if len(a) != 16 || len(b) != 16 || len(o) != 16 {
        panic("only 128-bit wires are supported")
   c, _ := aes.NewCipher(append(a, b...))
    // encrypt the output
    garbled := make([]byte, 16)
    c.Encrypt(garbled, o)
    return garbled
func encryptGates(gates []Gate, wires []Wire) {
```

```
for i := range gates {
   // use a pointer so we can modify gate in the array
   gate := &gates[i]
   if gate.logic != "NAND" {
       panic("only NAND gates are supported")
   // input and output wires
   A := wires[gate.in0]
   B := wires[gate.in1]
   0 := wires[gate.out]
   // selection bits are used to arrange the rows
   // in the garbled truth table
   sa := (A.v[0][0] \& 0x80) >> 7
   sb := (B.v[0][0] \& 0x80) >> 7
   // generate rows in the garbled truth table
   gate.table[sa*2+sb] = encryptOneRow(A.v[0], B.v[0], O.v[1])
   gate.table[sa*2+1-sb] = encryptOneRow(A.v[0], B.v[1], 0.v[1])
   gate.table[(1-sa)*2+sb] = encryptOneRow(A.v[1], B.v[0], O.v[1])
   gate.table[(1-sa)*2+1-sb] = encryptOneRow(A.v[1], B.v[1], 0.v[0])
    fmt.Printf("encrypt %d[%x,%x]=NAND(%d[%x,%x],%d[%x,%x]): %x,%x,%x,%x\n",
        gate.out, 0.v[0][:2], 0.v[1][:2],
```

bob.go

```
package main

import (
    "crypto/aes"
    "fmt"
)

// Bob the evaluator

func evaluateGarbledCircuit(inputs [][]byte, gates []Gate) []byte {
```

```
n := len(inputs) // number of inputs
m := len(gates) // number of gates
// array of signals have a size of n+m
signals := make([][]byte, m+n)
// setup inputs signals
for i := 0; i < n; i++ {
    signals[i] = inputs[i]
    fmt.Printf("input %d=%x\n", i, signals[i][:2])
// add code below to evaluate the gates
for _, gate := range gates {
    a := signals[gate.in0]
    b := signals[gate.in1]
    sa := (a[0] \& 0x80) >> 7
    sb := (b[0] \& 0x80) >> 7
    sasb := sa*2 + sb
    g, _ := aes.NewCipher(append(a, b...))
    ug := make([]byte, 16)
    g.Decrypt(ug, gate.table[sasb])
    signals[gate.out] = ug
```

```
// the last signal is the output
return signals[n+m-1]
}
```

gc.go

```
package main
import (
    "bytes"
    "fmt"
func encryptInputs(inputs []int, wires []Wire) [][]byte {
    signals := make([][]byte, len(inputs))
   for i, input := range inputs {
        signals[i] = wires[i].v[input]
    return signals
func decryptOutput(signal []byte, last Wire) int {
    if bytes.Compare(signal, last.v[0]) == 0 {
        return 0
    } else if bytes.Compare(signal, last.v[1]) == 0 {
        return 1
```

```
panic("invalid output signal")
func doTest(t string, gates []Gate, inputs []int, expected int) {
    wires := garbleCircuit(gates)
    signals := encryptInputs(inputs, wires)
    signal := evaluateGarbledCircuit(signals, gates)
    output := decryptOutput(signal, wires[len(wires)-1])
    if output != expected {
       panic("incorrect output for test " + t)
    } else {
        fmt.Printf(">>>>>>>>> test %s pass!\n", t)
func test123() {
    gates := []Gate{
       makeGate("NAND", 0, 1, 2),
    doTest("1", gates, []int{0, 0}, 1)
    doTest("2", gates, []int{0, 1}, 1)
    doTest("3", gates, []int{1, 0}, 1)
func test4() {
```

```
gates := []Gate{
        makeGate("NAND", 0, 1, 2),
        makeGate("NAND", 2, 2, 3),
    doTest("4", gates, []int{1, 1}, 1)
func test567() {
   gates := []Gate{
       makeGate("NAND", 0, 0, 2),
        makeGate("NAND", 1, 1, 3),
       makeGate("NAND", 2, 3, 4),
   doTest("5", gates, []int{0, 0}, 0)
   doTest("6", gates, []int{0, 1}, 1)
    doTest("7", gates, []int{1, 1}, 1)
func test890() {
    gates := []Gate{
        makeGate("NAND", 0, 1, 4),
        makeGate("NAND", 2, 3, 5),
        makeGate("NAND", 4, 5, 6),
    doTest("8", gates, []int{0, 0, 0, 0}, 0)
```

```
doTest("9", gates, []int{0, 1, 0, 0}, 0)
  doTest("10", gates, []int{1, 1, 1, 0}, 1)
}

func main() {
  test123()
  test4()
  test567()
  test890()
}
```

go.mod

```
module prj04
go 1.19
```