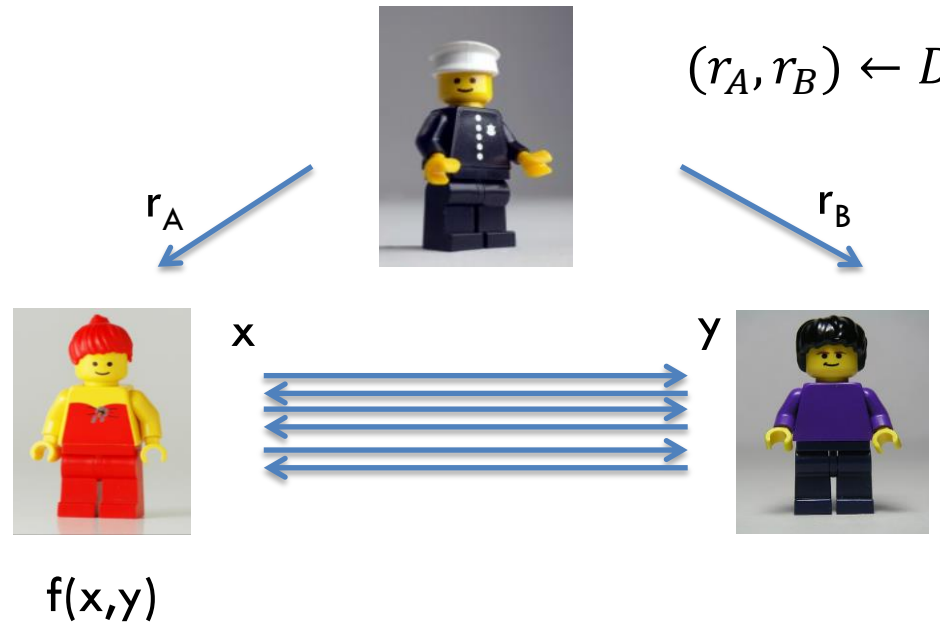


“Tiny OT” – Part 2

**A ~~New~~ (4 years old) Approach to
Practical Active-Secure
Two-Party Computation**

Claudio Orlandi, Aarhus University

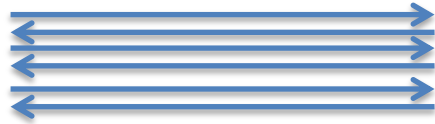
Trusted Dealer



Preprocessing



r_A



r_B



r_A

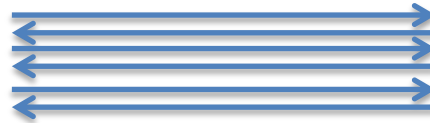


r_B



$f(x,y)$

x



y



Online Phase

TinyOT authenticated bits

- $[x] = ((x_A, k_A, m_A), (x_B, k_B, m_B))$ s.t.
 - $m_B = k_A + x_B \Delta_A$ (symmetric for m_A)
 - Δ_A, Δ_B is the same for all wires.
 - MACs, keys are k-bit strings.
- Very similar to Oblivious Transfer
 - Sender has two messages u_0, u_1
 - Receiver has a bit b and learns u_b
 - Set $u_0 = k, u_1 = k + \Delta, b = x$
then $u_b = k + x\Delta$

Two problems:

- *Efficiency*: OT requires public key primitives, inherently efficient

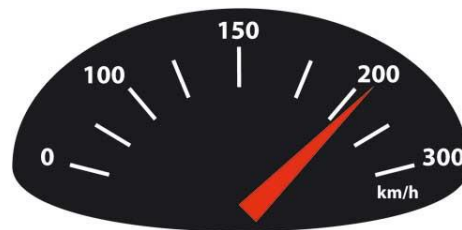
The Crypto Toolbox



Weaker assumption

Stronger assumption

OTP >> SKE >> PKE >> FHE >> Obfuscation



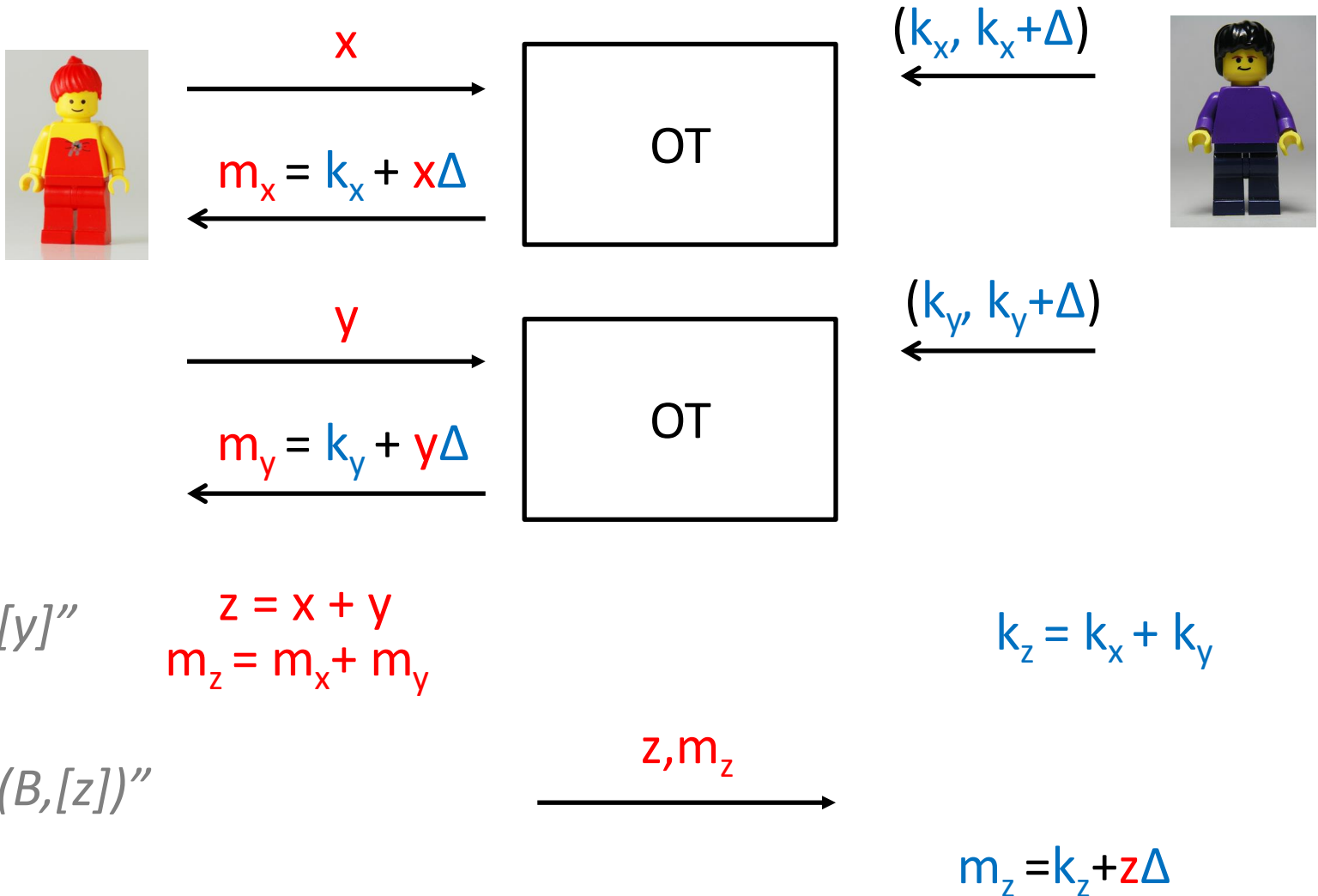
More efficient

Less efficient

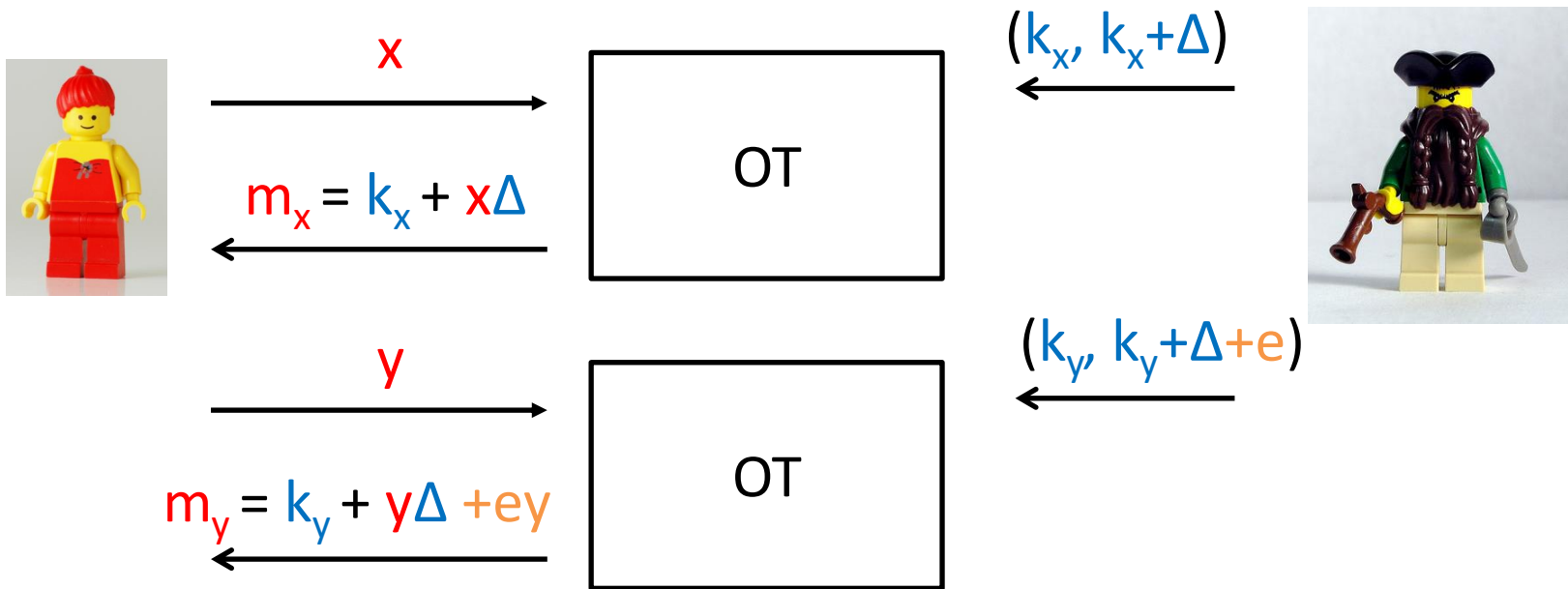
Two problems:

- **Efficiency**: OT requires public key primitives, inherently efficient
- **Security**: If we authenticated more than one bit, how do we make sure Bob uses the same value Δ ?
- Two birds with one stone! Next hour:
Active secure OT extension!

Authenticated Bits



Authenticated Bits



“ $[z] = [x] + [y]$ ”

$$z = x + y$$

$$m_z = m_x + m_y$$

$$k_z = k_x + k_y$$

“ $z = \text{Open}(p, f, v)$ ”

Bob learns y (and therefore x)!
(should only learn XOR)

z, m_z

$$m_z = k_z + z\Delta + ey$$

Part 2: Active Secure OT Extension

- **Warmup: OT properties**
- Recap: Passive Secure OT Extension
- Active Secure OT Extension

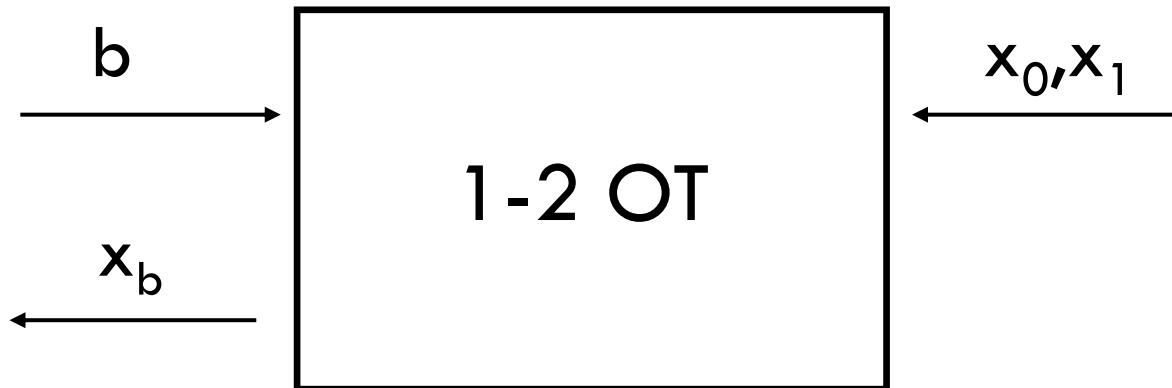


Receiver

OT



Sender



- $x_b = x_0 + b(x_0 + x_1)$
- $x_b = (1+b) x_0 + b x_1$

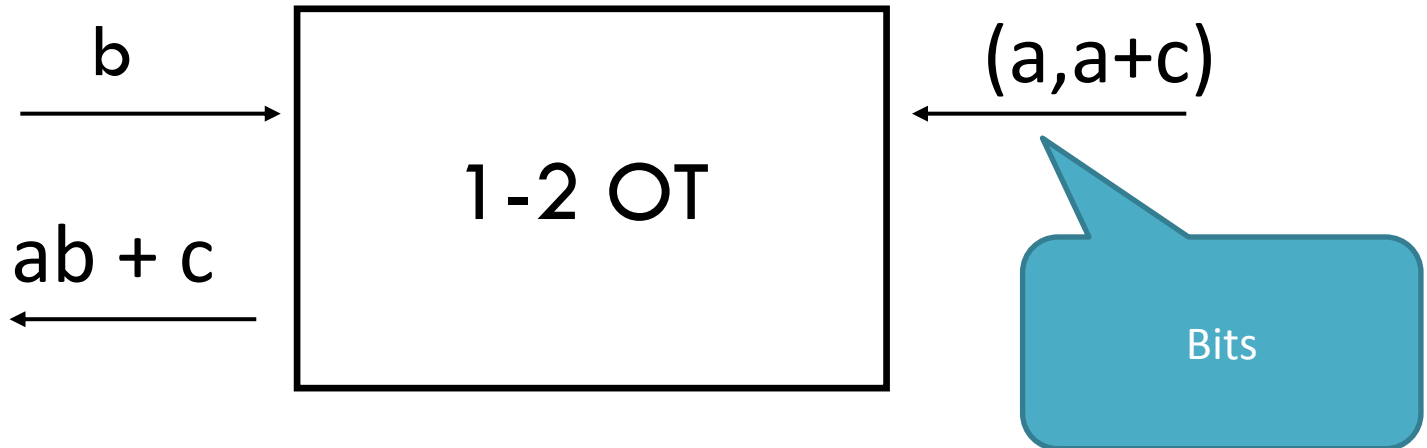


Receiver

$$OT = AND$$



Sender





Receiver



Sender

Stretching OT

k-bit strings

m_0, m_1

k_0, k_1

1-2 OT

poly(k)-bit strings

$(u_0, u_1) = (\text{prg}(k_0) + m_0, \text{prg}(k_1) + m_1)$

$m_b = \text{prg}(k_b) + u_b$

b

b

k_b

Random OT = OT



b

c, r_c

ROT

r_0, r_1

m_0, m_1

$(x_0, x_1) = ((r_0 + m_0), (r_1 + m_1))$

$m_b = r_c + x_b$

if $b=c$



Random OT = OT



b

c, r_c

ROT

r_0, r_1

m_0, m_1

$d = b + c$

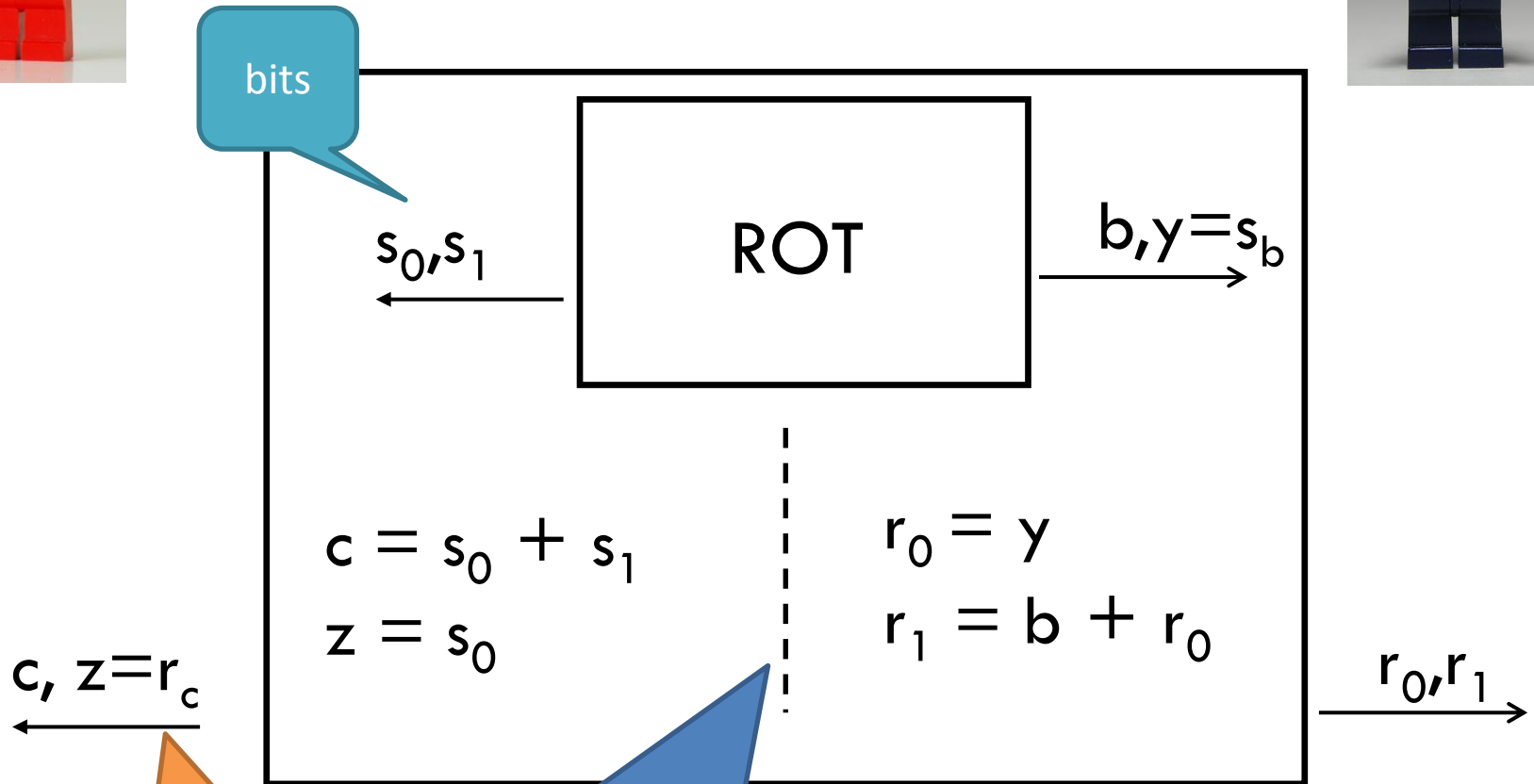
$(x_0, x_1) = (r_{0+d} + m_0, r_{1+d} + m_1)$

$m_b = r_c + x_b$

Exercise: check that it works!



(R)OT is symmetric



Exercise: check that it works

No communication!

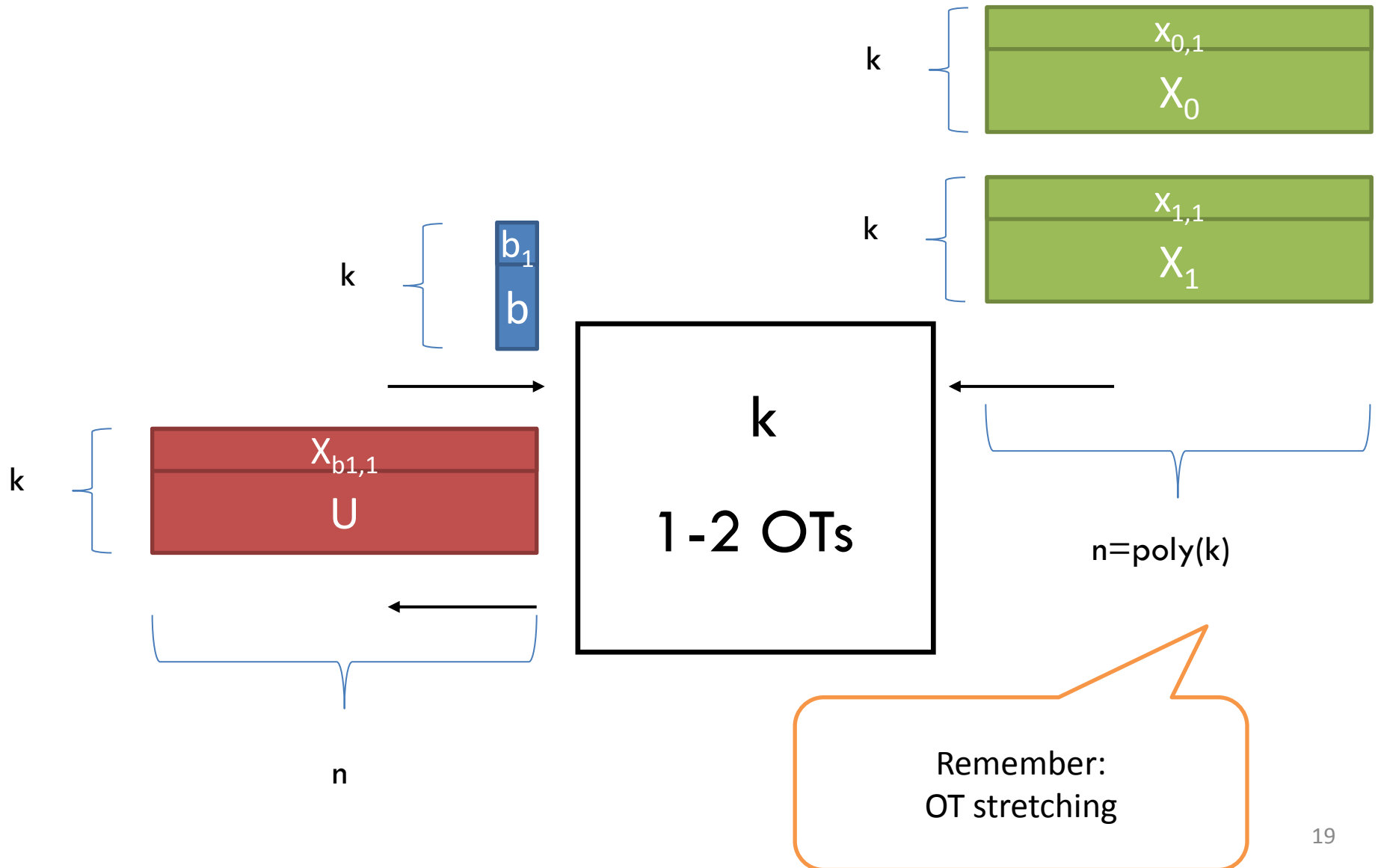
Part 2: Active Secure OT Extension

- Warmup: OT properties
- **Recap: Passive Secure OT Extension**
- Active Secure OT Extension

OT Extension

- OT pro(v/b)ably requires public-key primitives
 - OT extension \approx hybrid encryption
 - **Start from k “real” OTs**
 - **Turn them into $\text{poly}(k)$ OTs using only few symmetric primitives per OT**

OT Extension, Pictorially



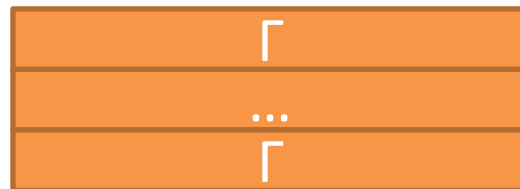
Condition for OT extension



\oplus

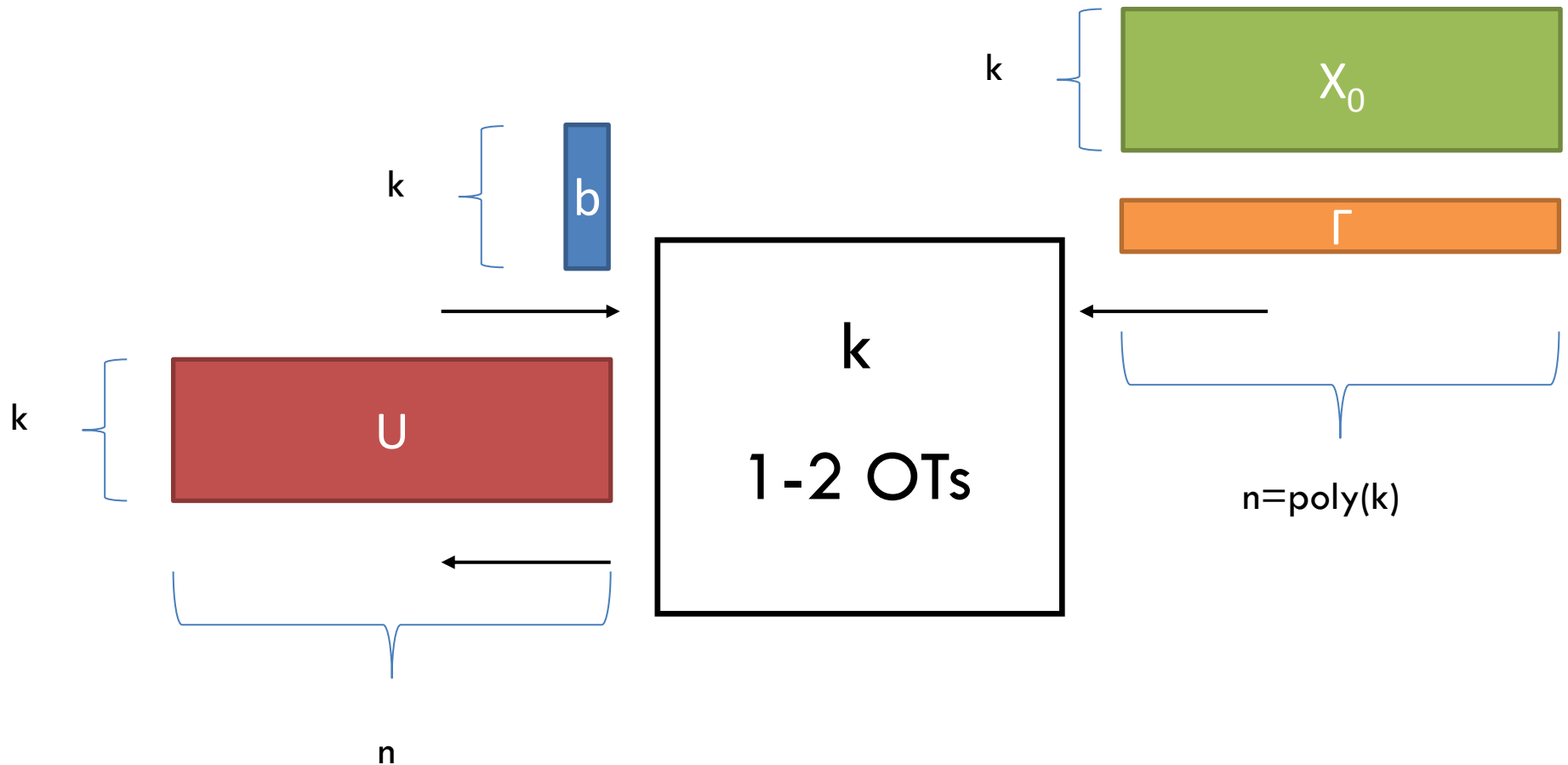


=

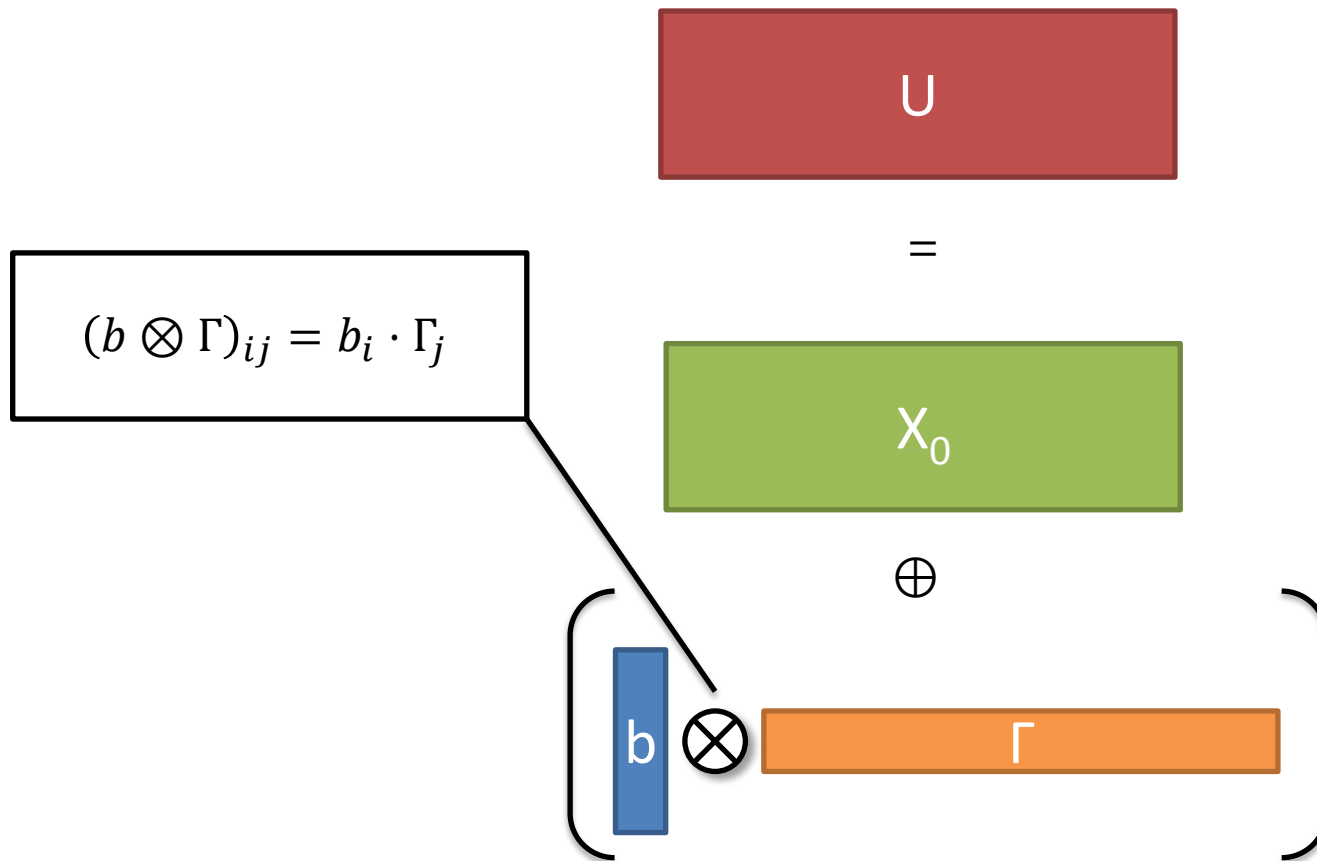


Problem for active security!

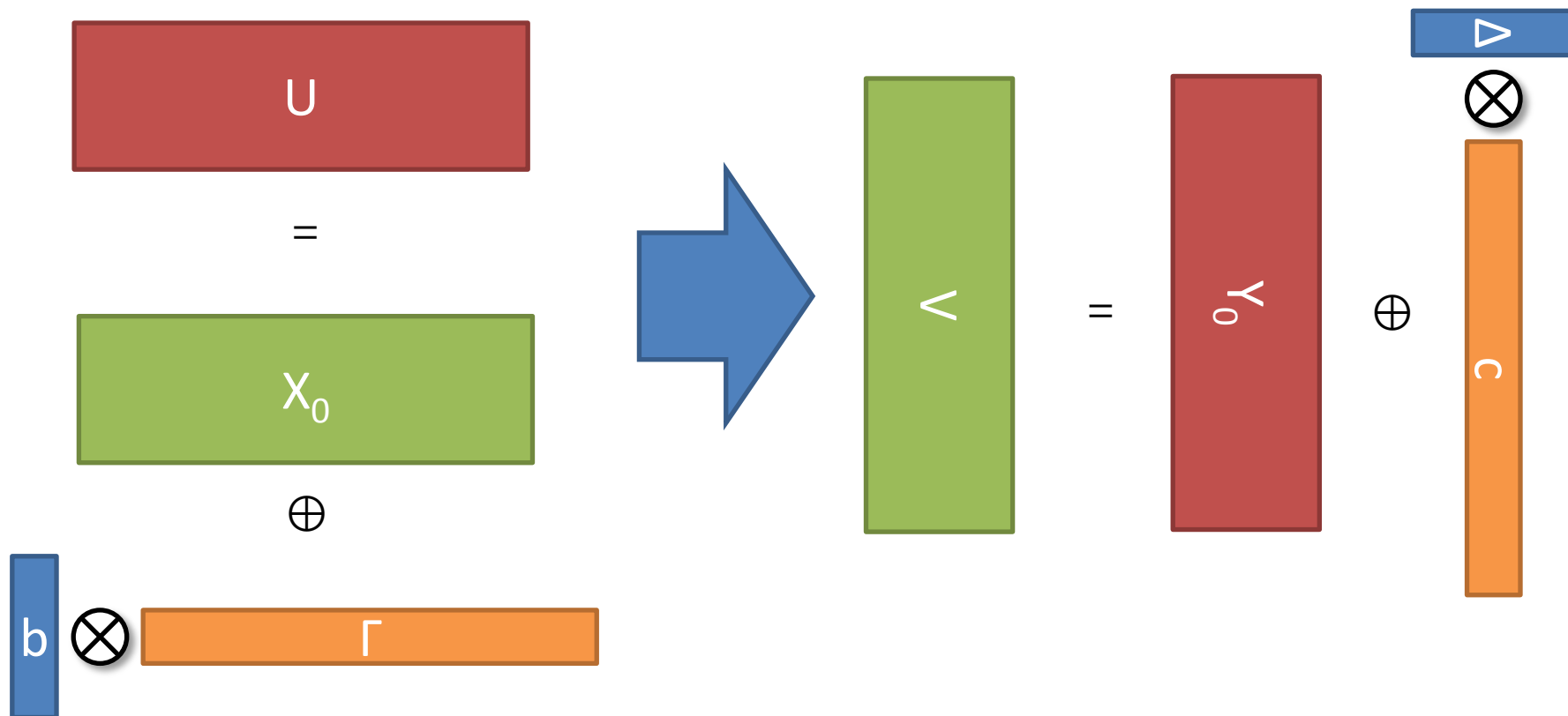
OT Extension, Pictorially



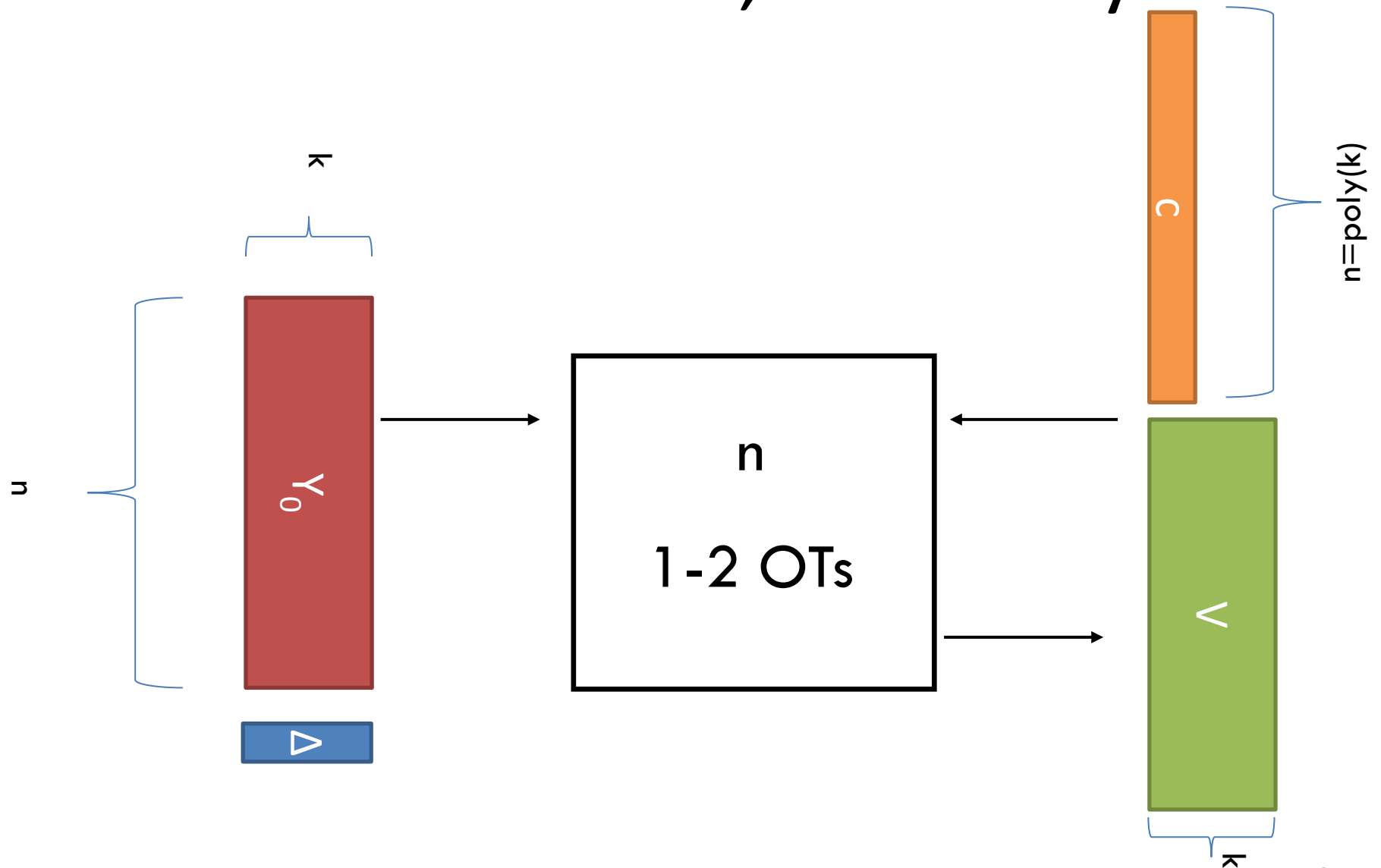
OT Extension, Pictorially



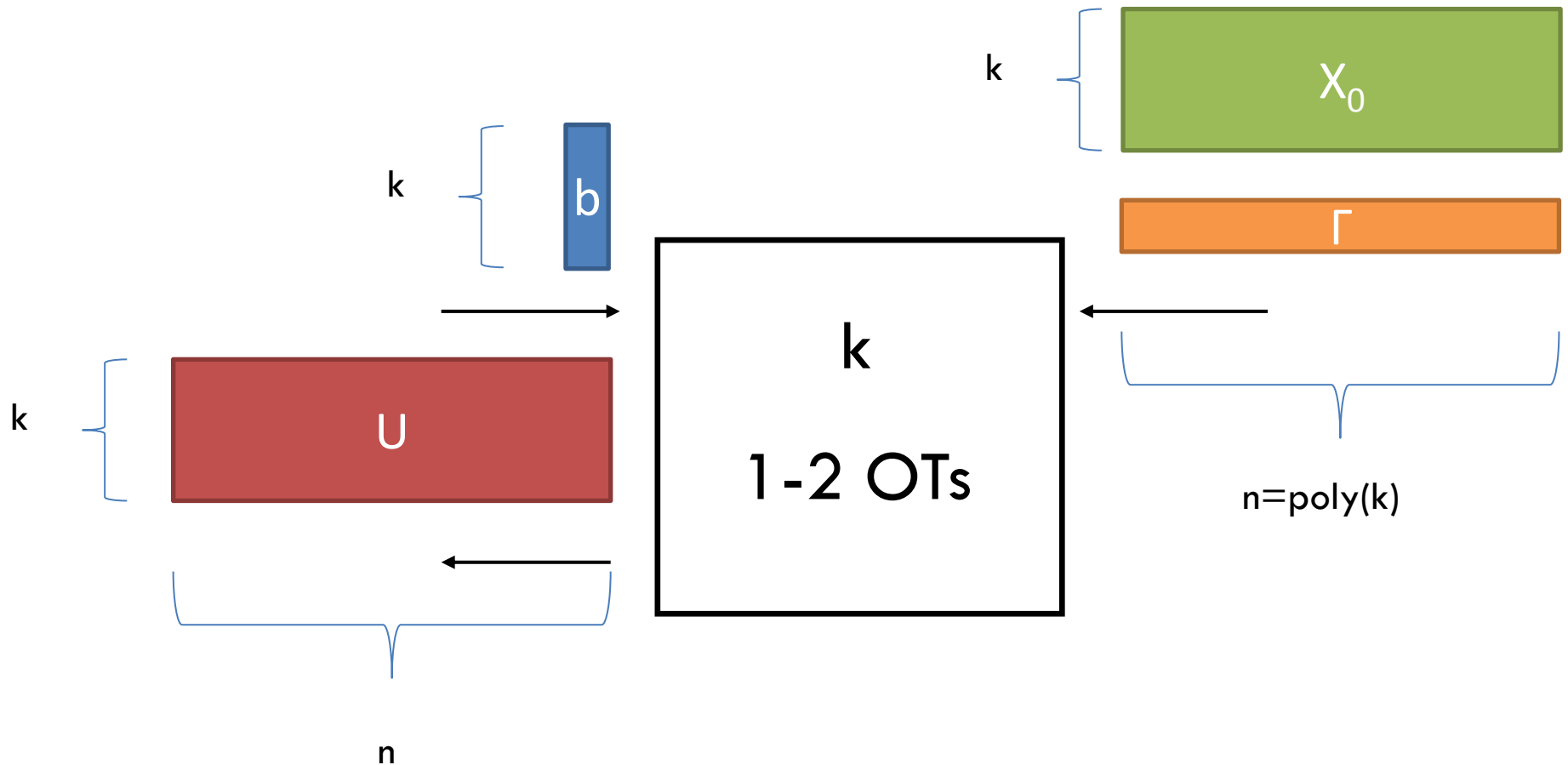
OT Extension, Turn your head!



OT Extension, Pictorially



OT Extension, Pictorially

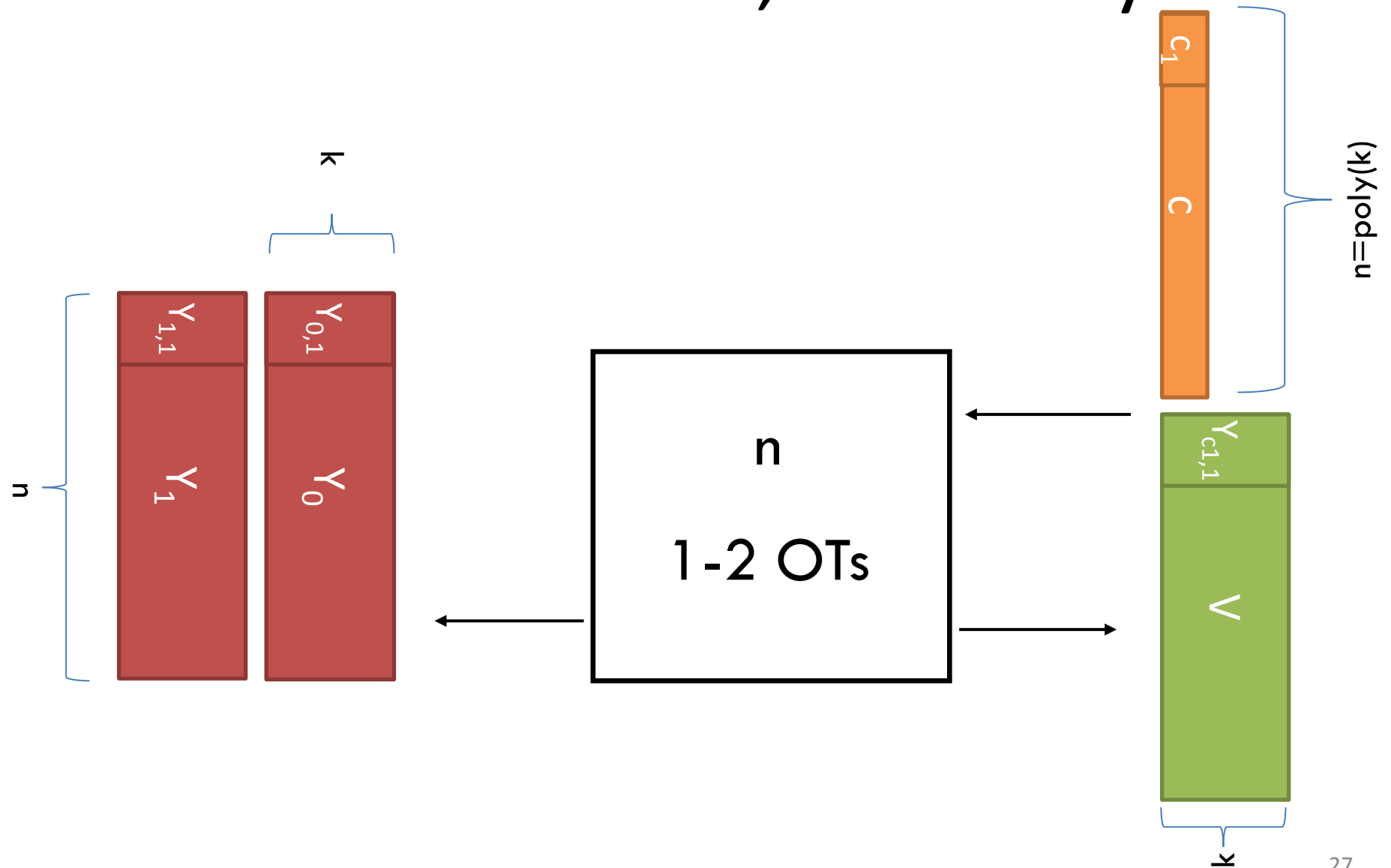


Defining Y_1

The diagram illustrates the definition of Y_1 as the direct sum of Y_0 and a vector space with four basis elements. On the left is a red rectangle labeled Y_1 . In the middle is an equals sign. To the right of the equals sign is another red rectangle labeled Y_0 , followed by a direct sum symbol \oplus . To the right of the symbol is a blue rectangle divided into four horizontal sections, each containing a white triangle pointing to the right, representing a basis for the added space.

$$Y_1 = Y_0 \oplus \begin{matrix} \triangle \\ \triangle \\ \triangle \\ \triangle \end{matrix}$$

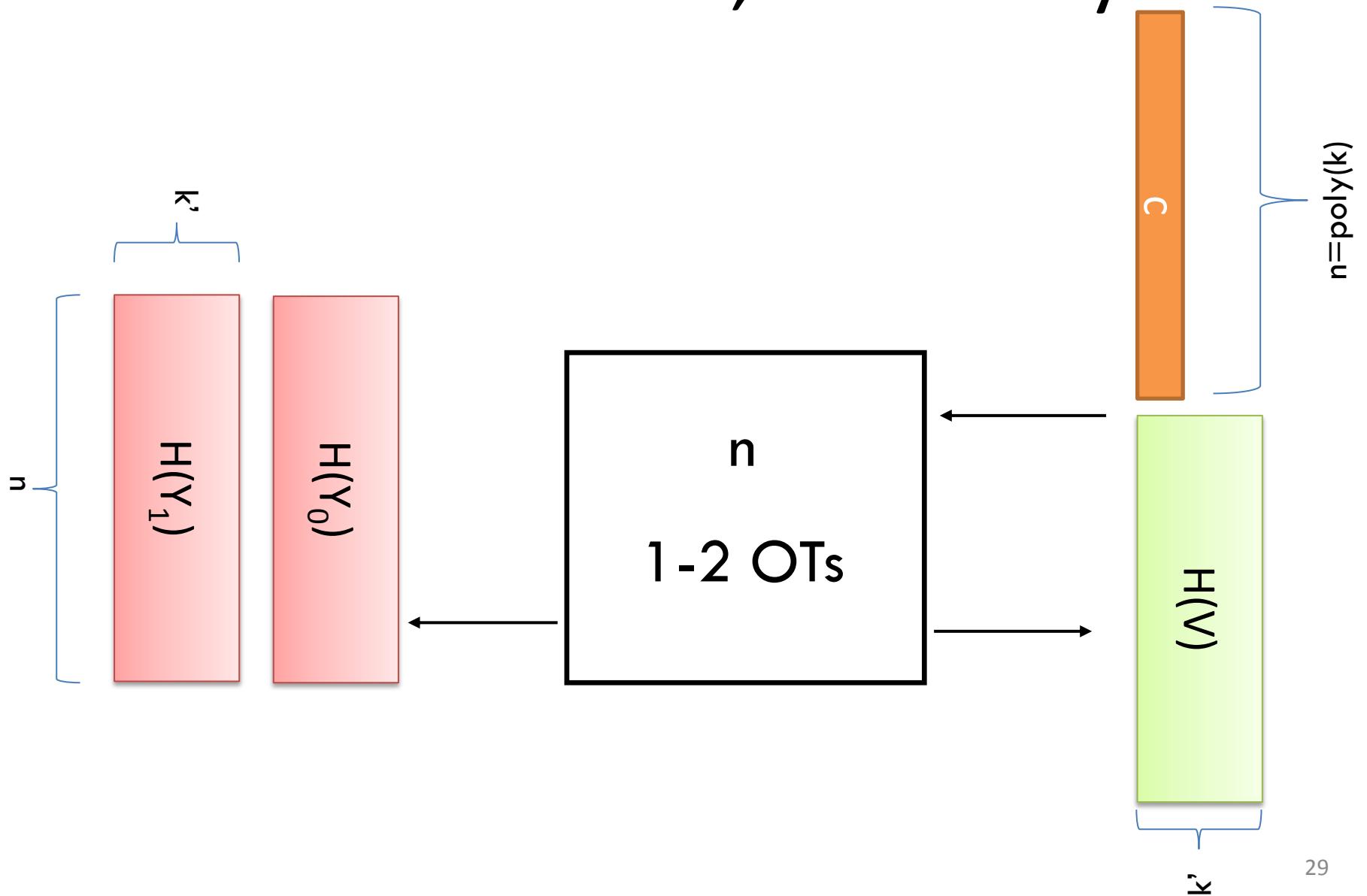
OT Extension, Pictorially



Finishing Up

- **Problem:** (Y_0, Y_1) not random!
- **Solution:** just hash each row
 - $Y'_0 = H(Y_0)$
 - $Y'_1 = H(Y_1)$
- Using a **correlation robust hash function** H s.t.
 1. $\{a_0, \dots, a_n, H(a_0 + \Delta), \dots, H(a_n + \Delta)\}$
 2. $\{a_0, \dots, a_n, b_0, \dots, b_n\}$ // $(a_i\text{'s}, b_i\text{'s random})$are ***computationally indistinguishable***

OT Extension, Pictorially



Recap

0. Stretch **k OTs** from k - to $\text{poly}(k)=n$ -bit long strings
 1. Set each pair of messages x_0^i, x_1^i s.t., $x_0^i \oplus x_1^i = \Gamma$
 2. **Turn your head** (S/R swap roles)
 3. The bits of $\mathbf{c}=\Gamma$ are the new **choice bits**
 4. The new messages are of the form $\mathbf{y}_0^j, \mathbf{y}_1^j = \mathbf{y}_0^j \oplus \Delta$
 5. Break the correlation: $\mathbf{y}'_0^j = H(\mathbf{y}_0^j), \mathbf{y}'_1^j = H(\mathbf{y}_1^j)$
- **Not secure against active adversaries**

Part 2: Active Secure OT Extension

- Warmup: OT properties
- Recap: Passive Secure OT Extension
- **Active Secure OT Extension**

Active Security

1. Set each pair of messages x_0^i, x_1^i s.t., $x_0^i \oplus x_1^i = \Gamma$

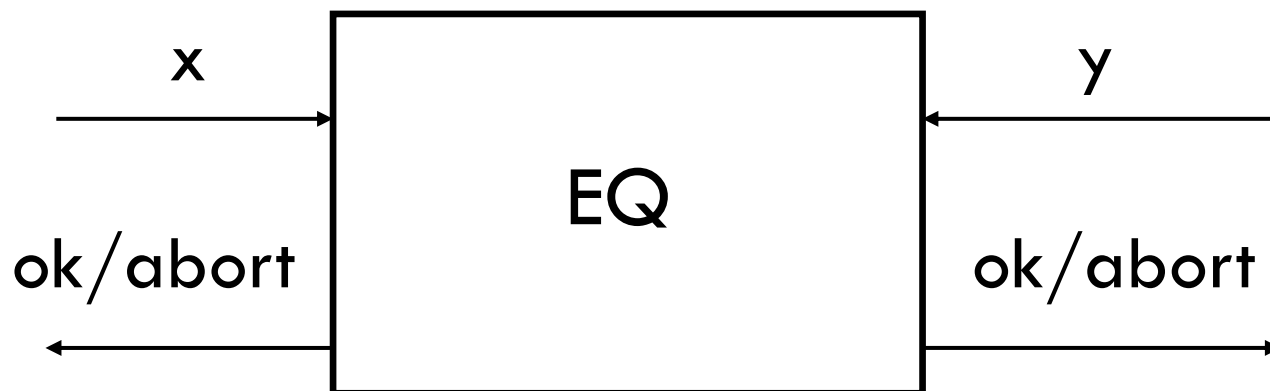
- **How to force Bob to use same value?**
- **“Cut-and-choose”**
 - Start with $\approx 2k$ OTs
 - Pair them at random (*destroys half*)
 - Check if the same Γ was used
 - **abort** otherwise



The Equality BOX

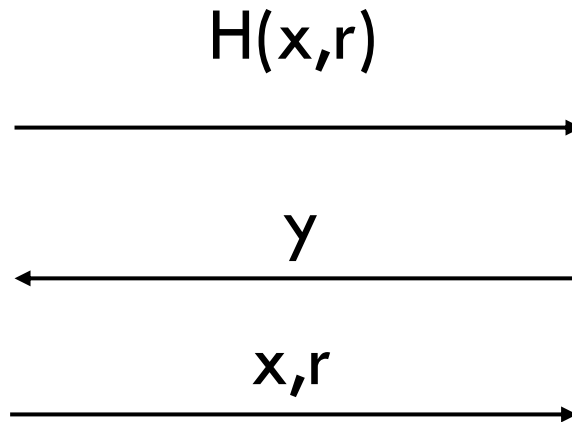
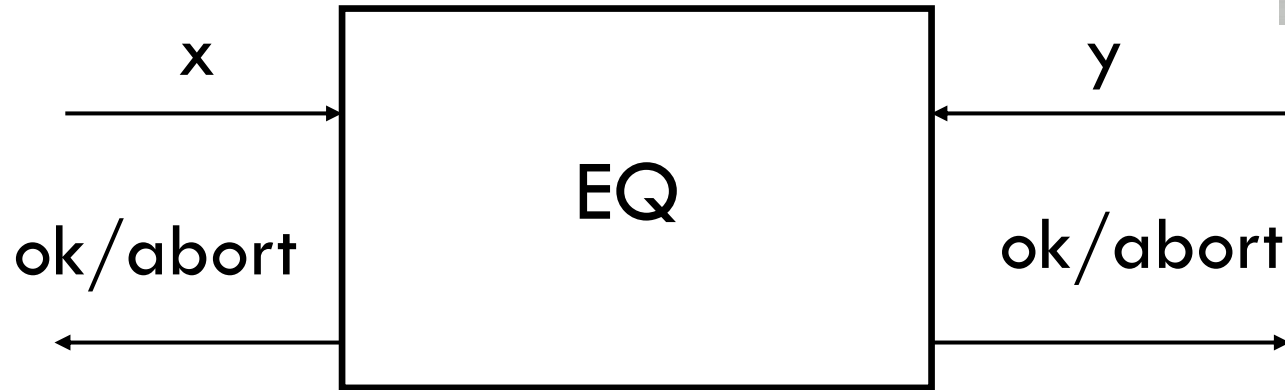


- **Output ok if equal**
- **abort/reveal all if different**



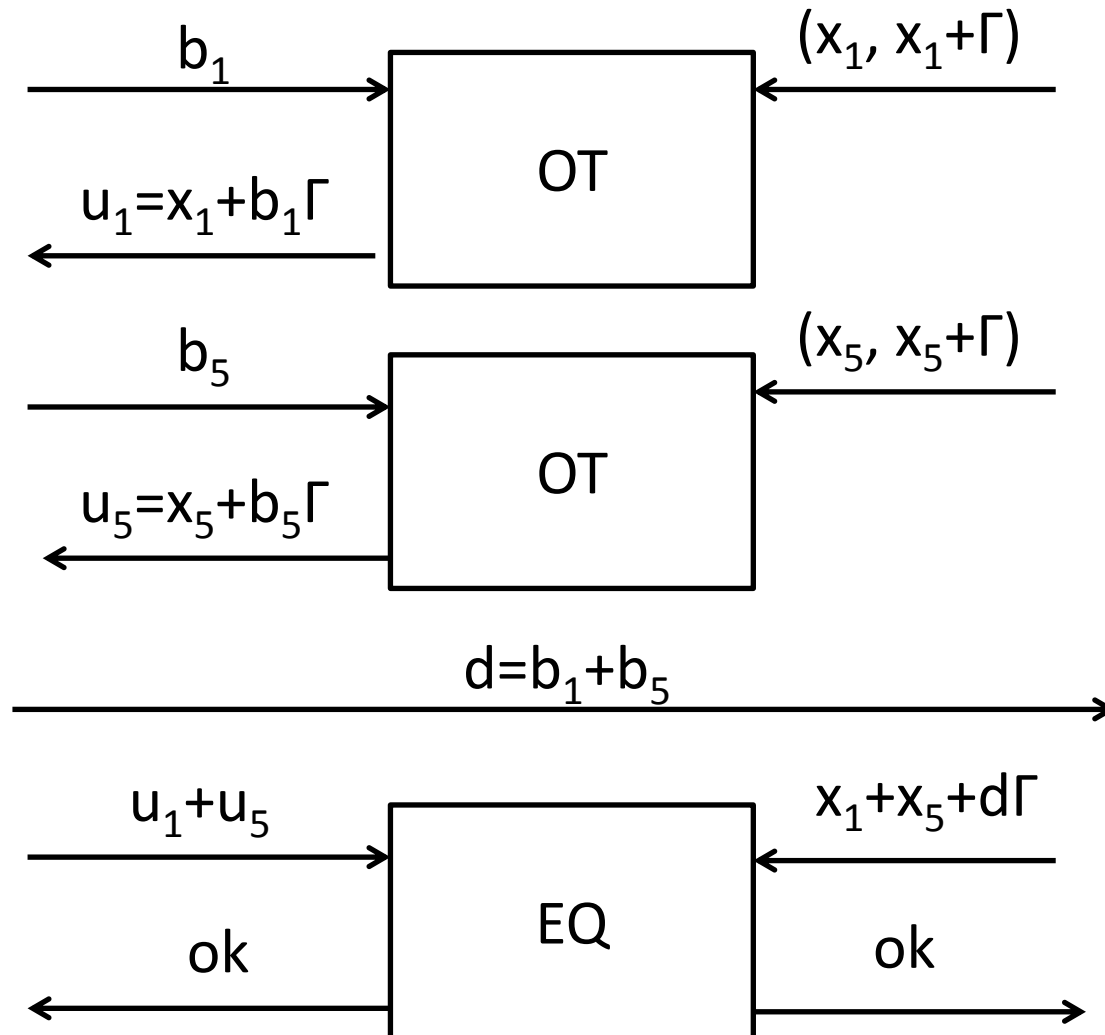


The Equality BOX





Pair and check



Analysis

- **Ok if both honest**

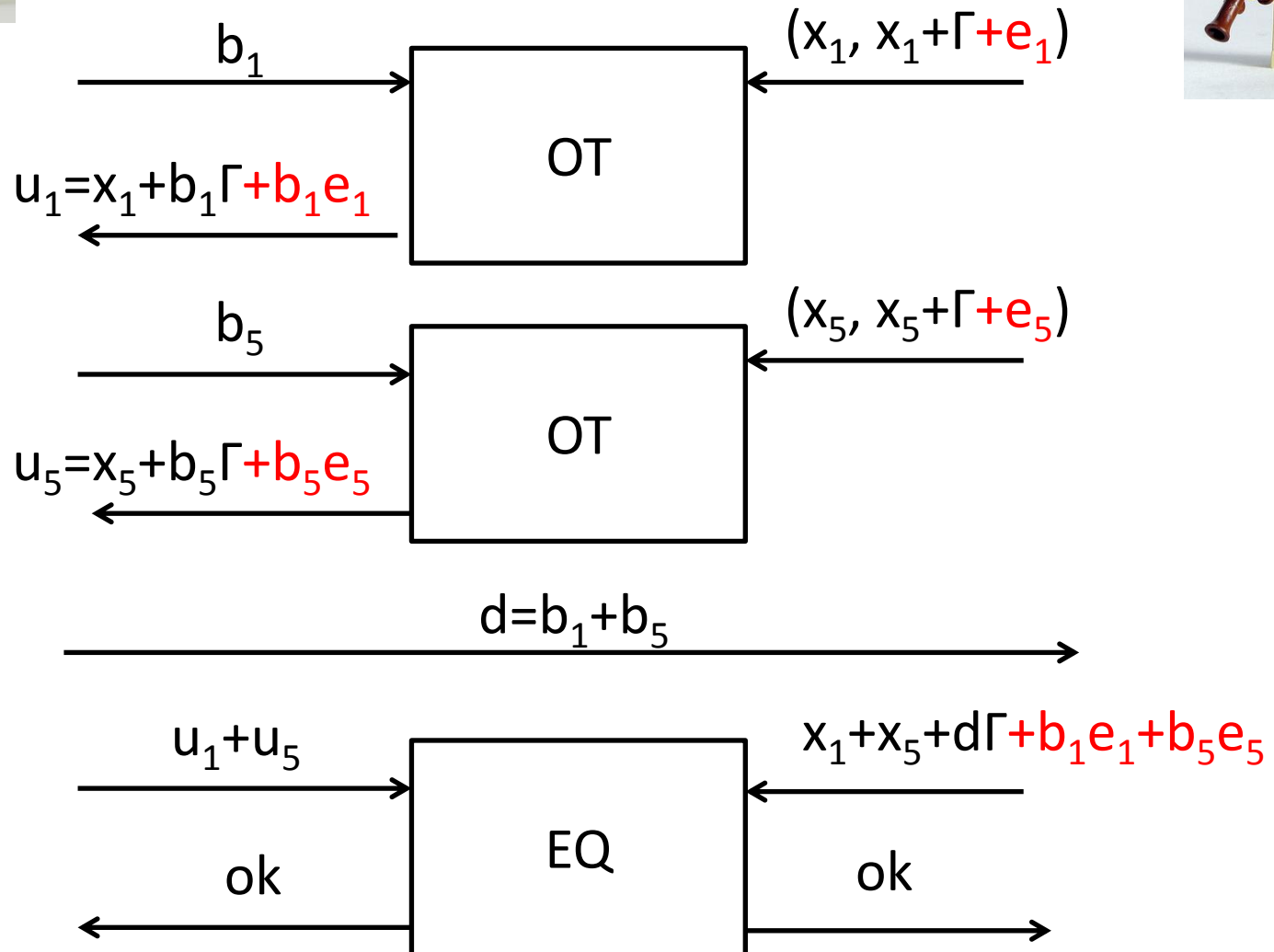
- $u_i = x_i + b_i \Gamma_i$
- $u_i + u_j = x_i + x_j + (b_i + b_j) \Gamma$ if $\Gamma_i = \Gamma_j = \Gamma$
- Throw away OT j and keep i for later use

- **Why use EQ?**

- Alice needs to prove d is correct too!
- **Else:** corrupted Alice sends $d = 1 + b_i + b_j \dots$
- ...learns two MACs with same key
- ...learns Γ
- ...protocol breaks down completely



Corrupted Bob



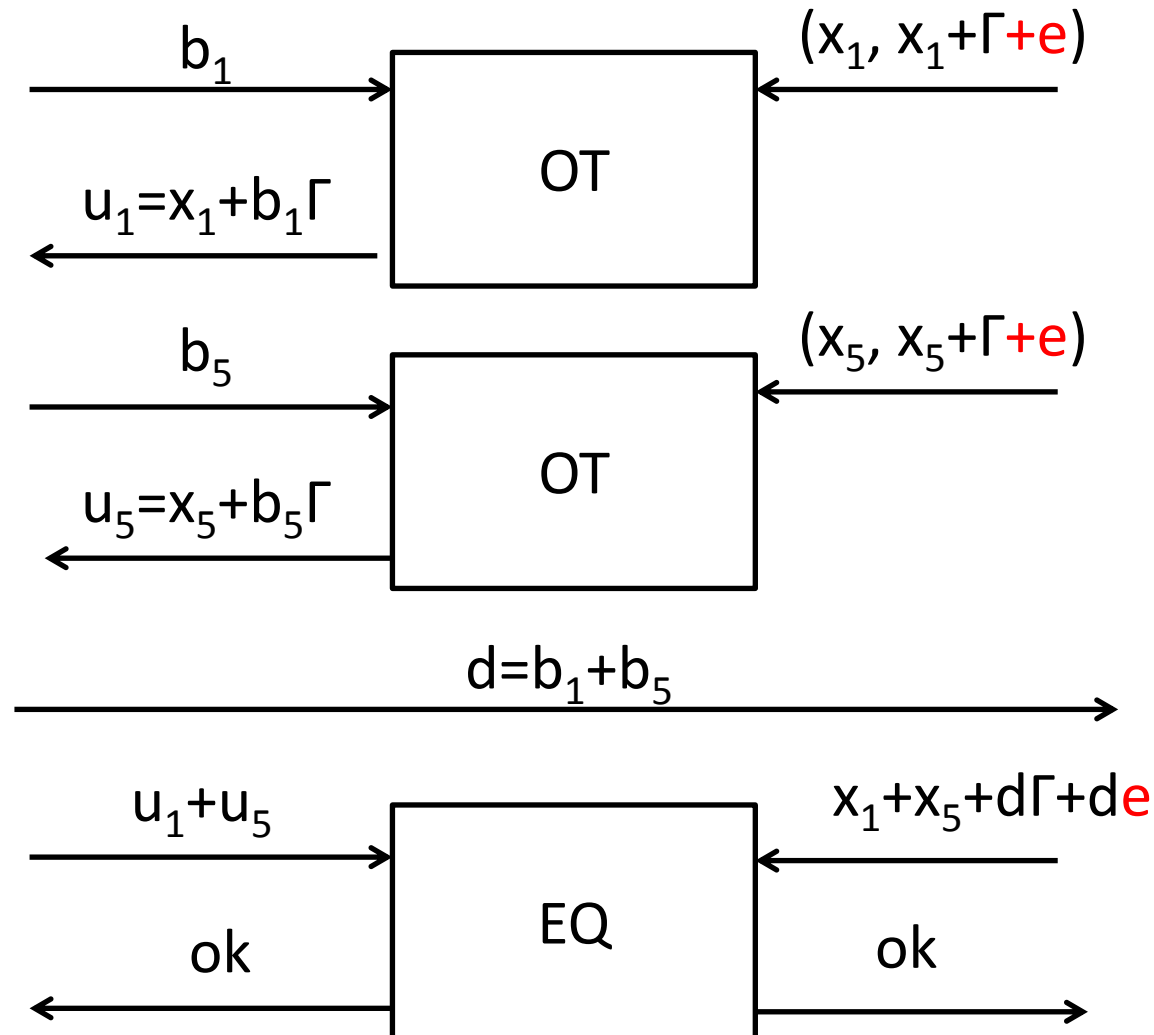
Three cases

- **No error:** $e_i = e_j = 0$
 - Bob always pass the check and learns nothing 😊
- **One error:** $e_i \neq 0, e_j = 0$
 - Bob pass the test if guess b_i correctly
 - 50% abort, 50% Bob learns b_i 😐
- **Canceling errors:** $e_i = e_j \neq 0$
 - Bob always pass the test
 - Can be simulated by leaking bit b_i 😞

For simplicity
 $\forall i \ e_i \in \{0, e^*\}$

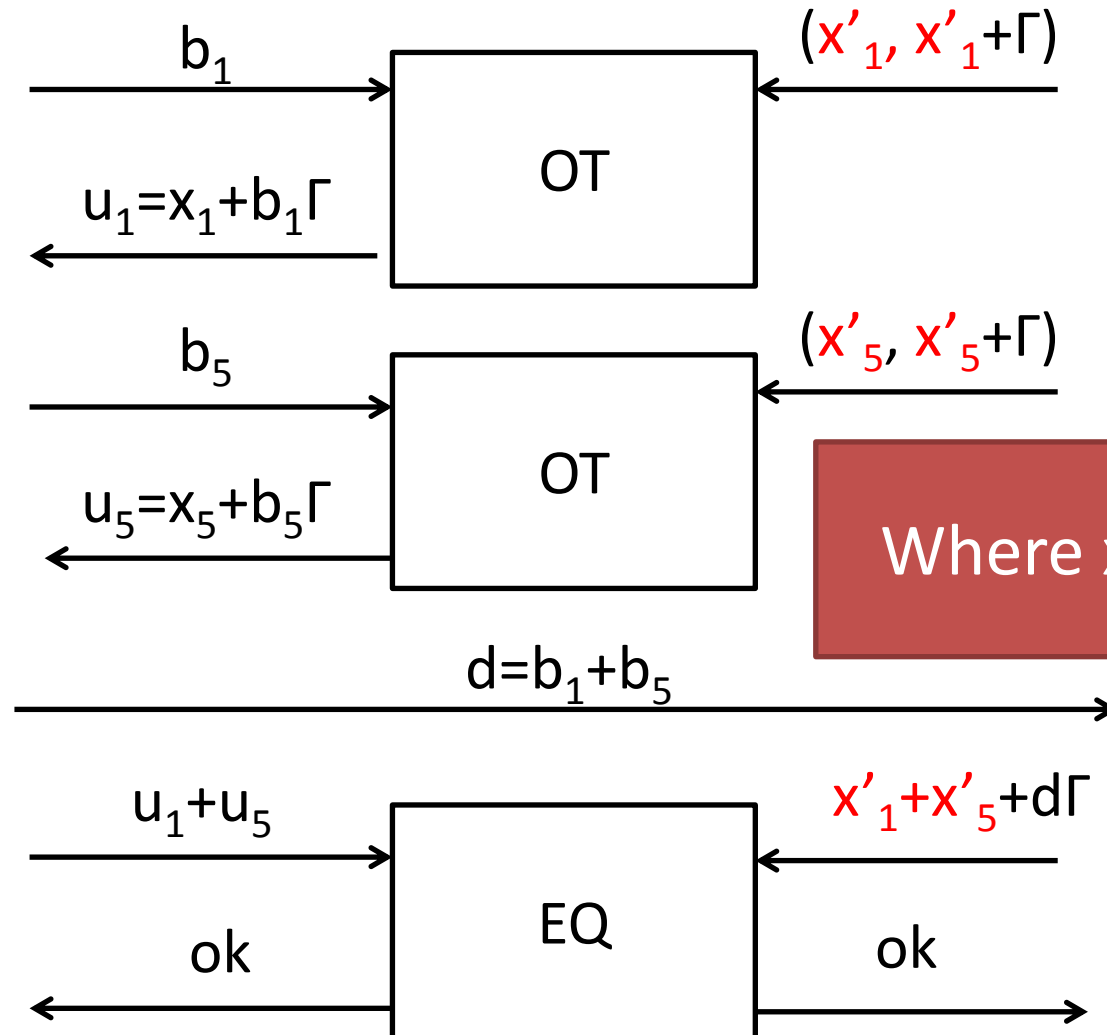


Simulating ☹️





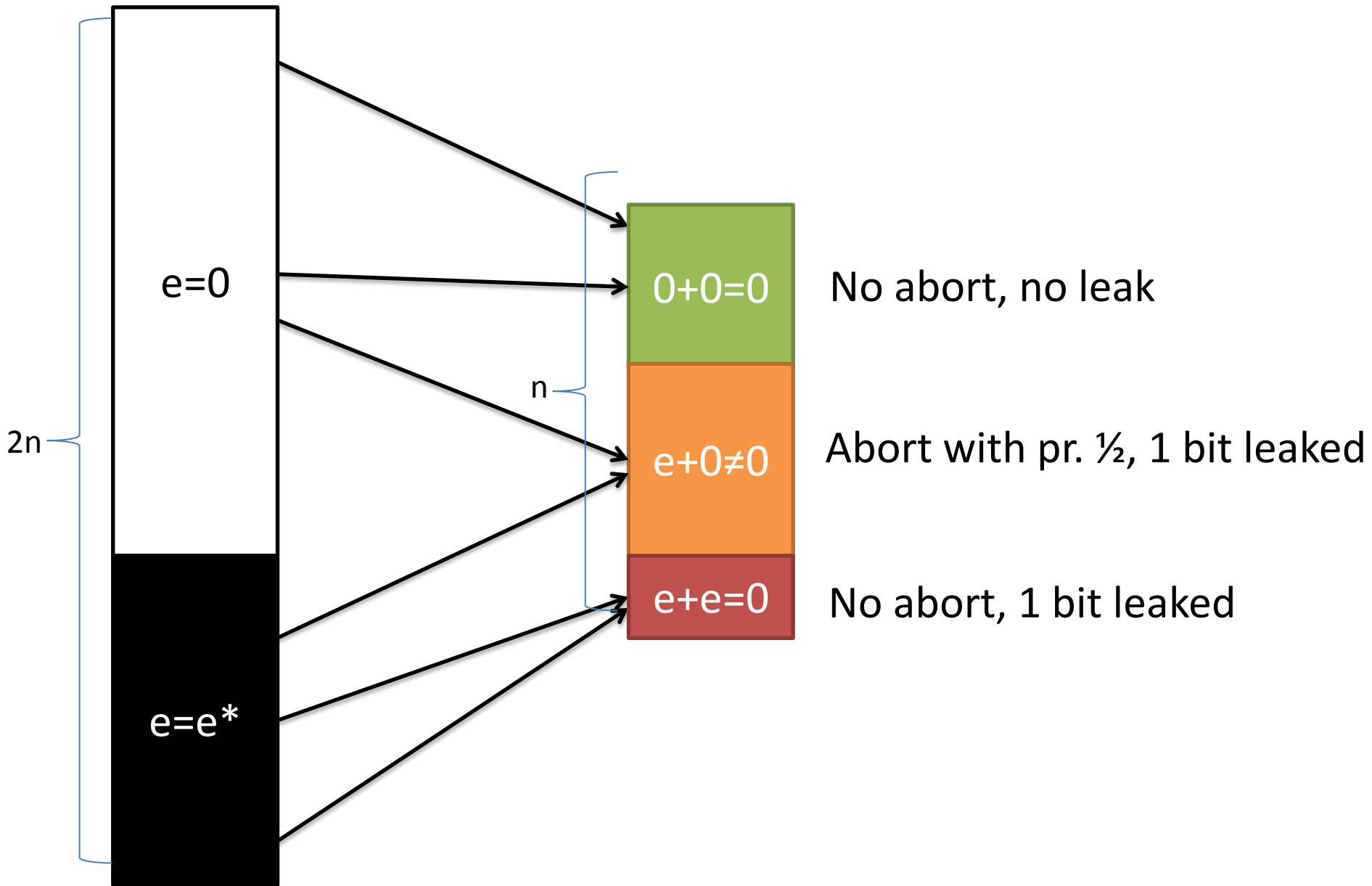
Simulating ☹️



Three cases

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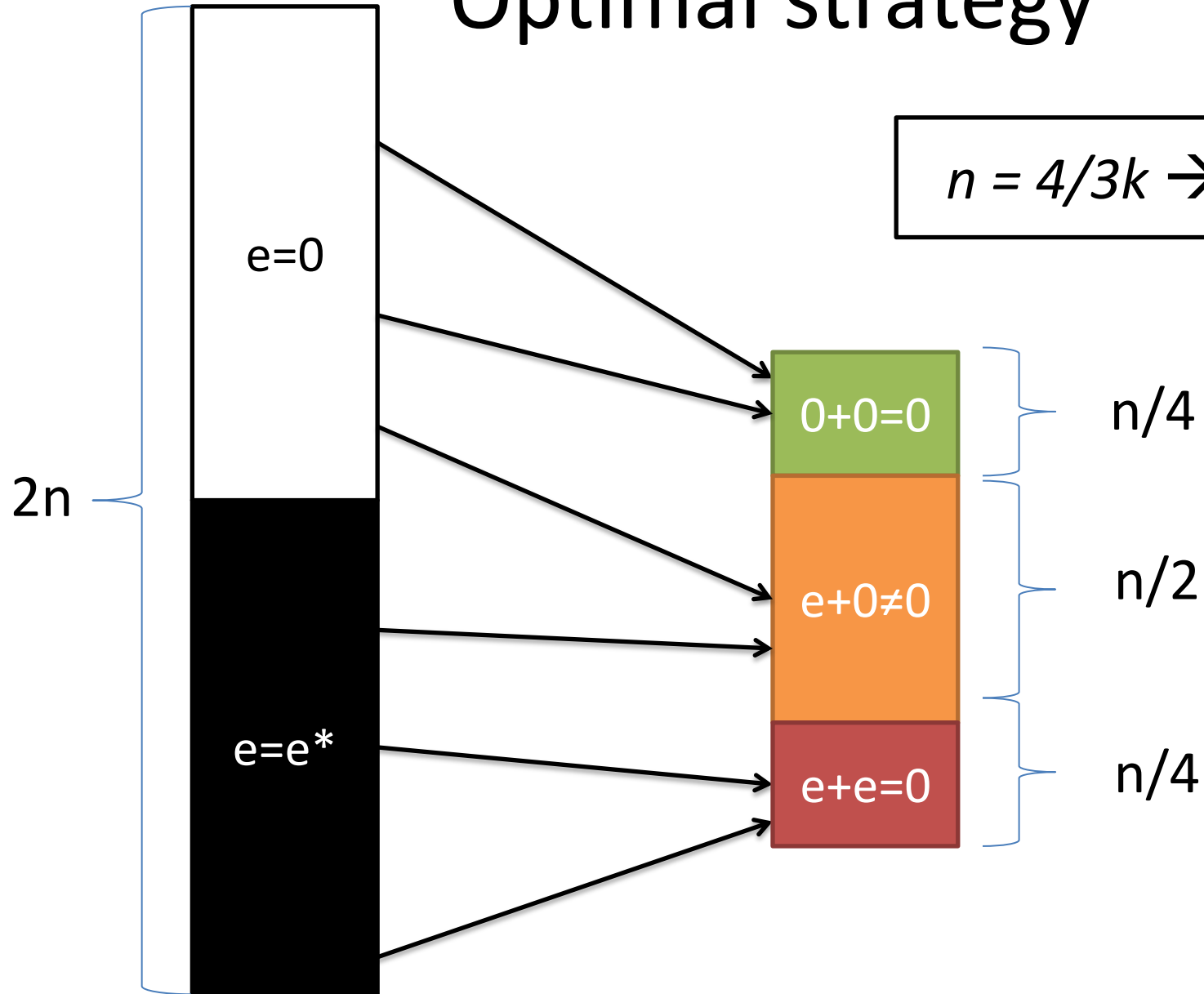


How many bits does Bob learn?

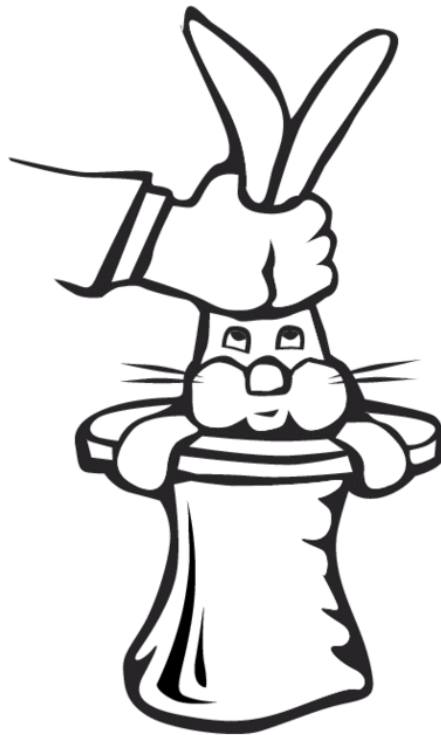
- **Define game:**
 - Choose how many $e \neq 0$. Abort \rightarrow loses
 - Receive b_i for all i in **yellow** and **red**
 - Guess **entire vector b** . Wrong guess \rightarrow loses
- **Define leak** $L < n + \log(\text{pr. Bob wins the game})$
 - Win = **not abort** + **correct guess**
 - $\Pr(\text{not abort}) = 2^{-\#\text{yellow}}$
 - $\Pr(\text{correct guess}) = 2^{-\#\text{green}}$
- $L = n - \#\text{yellow} - \#\text{green} = \#\text{red}$

Optimal strategy

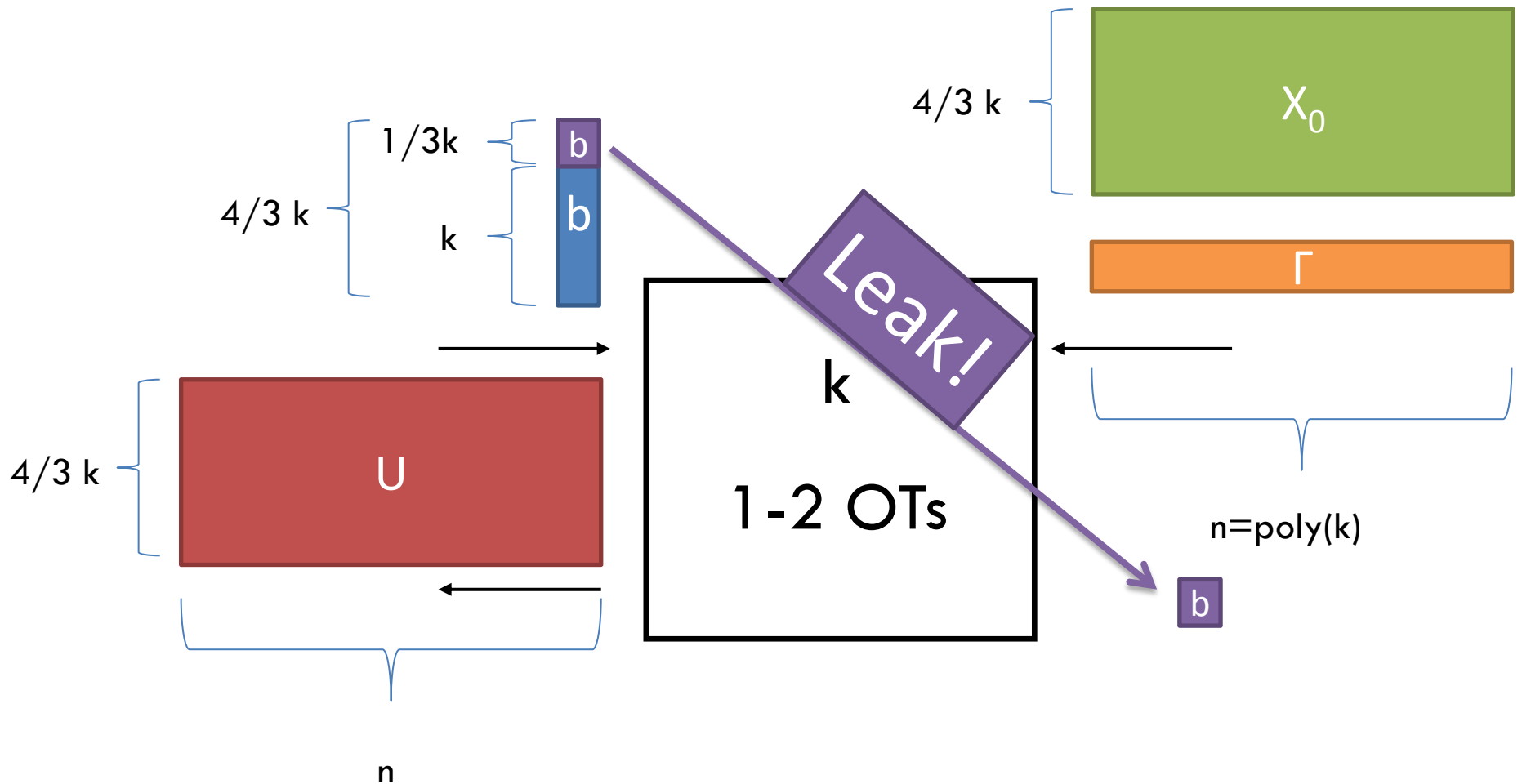
$$n = 4/3k \rightarrow L < k/3$$



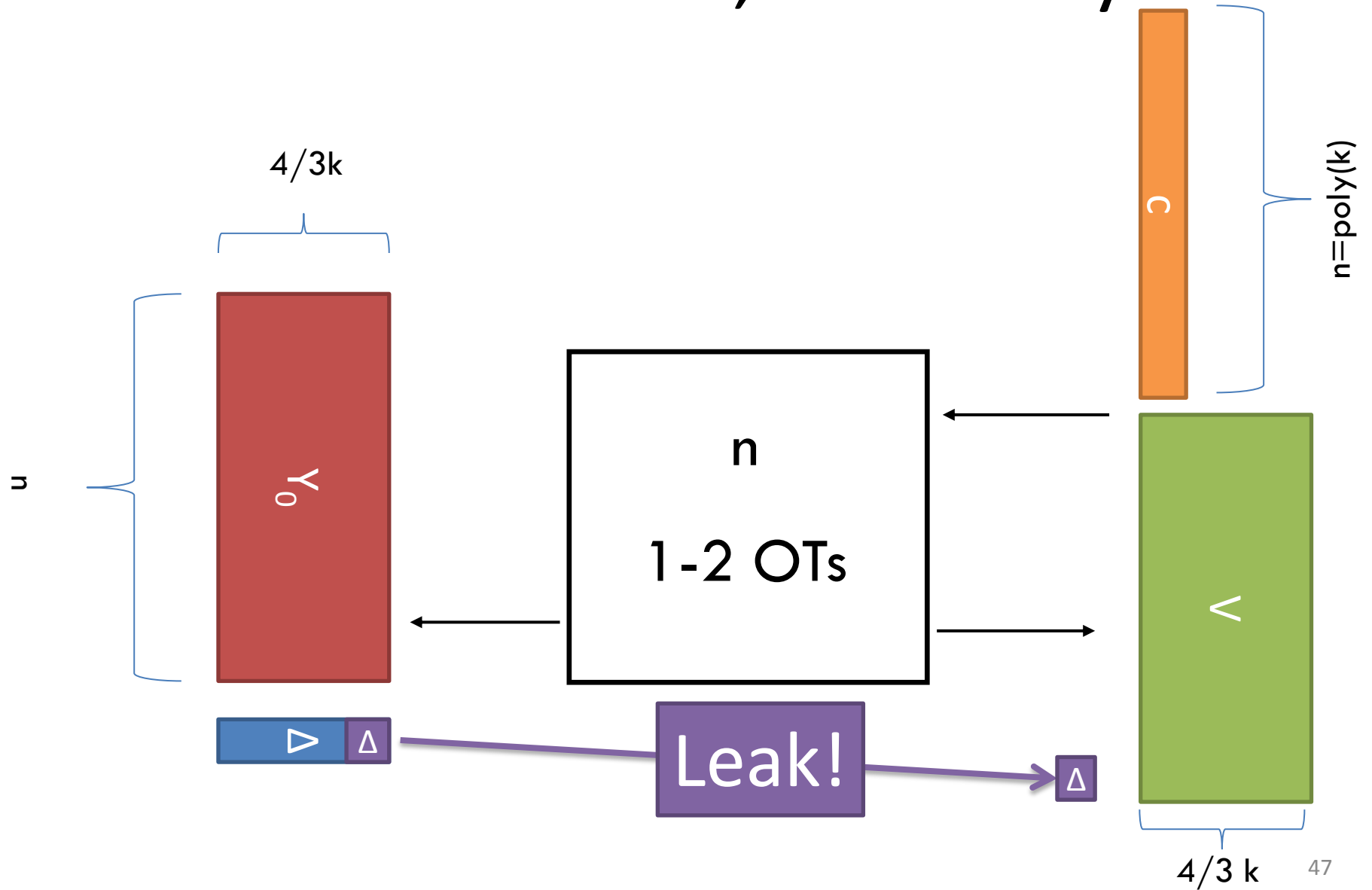
Finishing up...



OT Extension, Pictorially



OT Extension, Pictorially



Solutions

- ***OT Extension:***
 - *Hash the leak away!*
- ***Authenticated Bits (need linear relation)***
 - *Universal hash...*
(multiply with random matrix A)
 - *...or do nothing!*
(MAC still secure with k unknown bits!)

TinyOT authenticated bits

- $[x] = ((x_A, k_A, m_A), (x_B, k_B, m_B))$ s.t.
 - $m_B = k_A + x_B \Delta_A$ (symmetric for m_A)
 - Δ_A, Δ_B is the same for all wires
(where the adversary knows at most L bit).
 - MACs, keys are k -bit strings.

Authenticated Bits/OT Extension

1. Run $(2+2\mu)n$ OTs with constant difference Γ
2. *Cut-and-choose* and throw away half OTs
3. *Turn your head* (OT extension)

Authenticated Bits

4. *Deal with μ -leaked bits with universal hash (or don't).*

OT Extension

4. *Deal with μ -leaked bits with cryptographic hash.*