

Dining Cryptographers Network

An anonymous messaging system

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Original Problem

Three (or more) cryptographers are eating a meal at a restaurant.

Afterwards the waiter announces that the meal has been paid for

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Only two options exist:

- ▶ One of the diners secretly paid for the meal
- ▶ The NSA paid for the meal

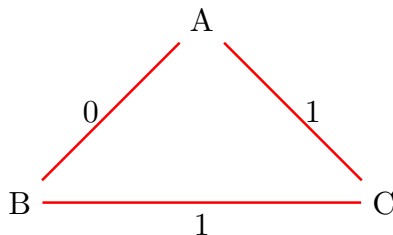


Original Problem (cont.)

Each cryptographer respects the others' right to pay for dinner but need to know if they did or the NSA paid

- ▶ Essentially they need to send an anonymous 1 bit of information

First they need to get a shared bit between each pair (flip a coin behind a menu)

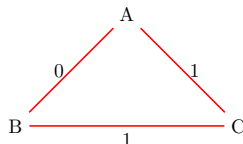


Original Problem (cont.)

Each of the participants follows:

- If they paid: announce the negation of the xor of things they know

Announce:
 $\neg(0 \oplus 1) = 0$



Announce:
 $0 \oplus 1 = 1$

Announce:
 $1 \oplus 1 = 0$

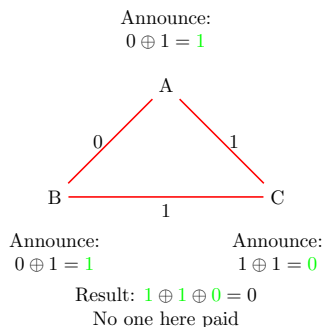
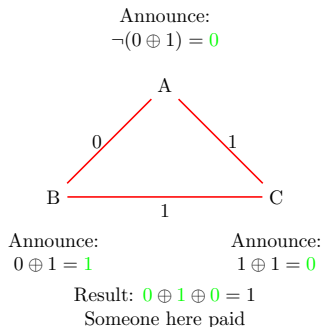
Result: $0 \oplus 1 \oplus 0 = 1$

Someone here paid

Original Problem (cont.)

Each of the participants follows:

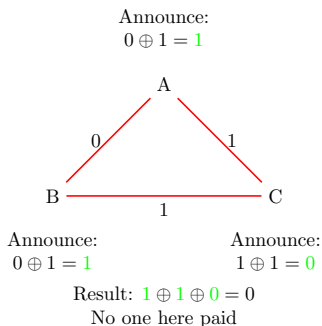
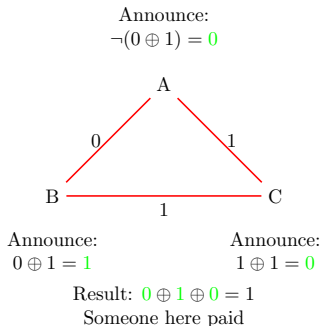
- ▶ If they paid: announce the negation of the xor of things they know
- ▶ If they didn't pay: announce the xor of things they know



Original Problem (cont.)

Each of the participants follows:

- ▶ If they paid: announce the negation of the xor of things they know
- ▶ If they didn't pay: announce the xor of things they know
- ▶ xor announced data: 0 == NSA paid, 1 == someone paid



Dining Cryptographers Network

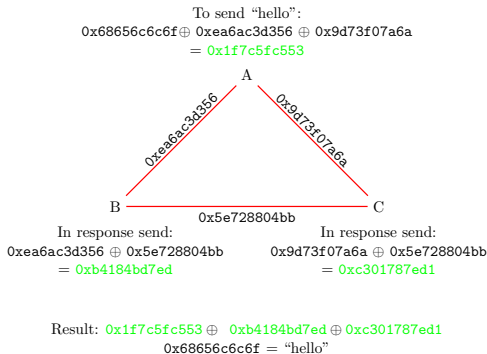
This problem of sending one bit can be extended to sending multiple bits, i.e. a message!

First issue, can't reuse bits! With repeated messages users gain information about who is sending what.



DC Net methodology

1. Establish a shared secret between each pair
 - ▶ Diffie Hellman Key Exchange!
2. Use shared keys to seed separate PRNGs
 - ▶ Lots of shared secrets!
3. Same protocol as before!



Design Considerations

Our goal is to be anonymous

- ▶ Clients can't just send out messages themselves
- ▶ Need a well-behaving server to handle broadcasting messages (playing role of waiter)

It appears there is no more negation in the previous example, but in fact negation is simply the same as xoring by 1. Thus our negate/not negate idea is replaced with an xor

Demo