

The Title of Your Paper

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Abstract

Anonymous broadcast functionality \mathcal{F}_R^K

Initialise:

- (1) a list of pending messages $L_{pend} \leftarrow []$
- (2) $status_P \in \{0, 1\} \leftarrow 0$ for party P indicating whether P has sent a message in the current round

■ Upon receiving **(sid, WRITE, M)** from honest party P or **(sid, WRITE, M, P)** from S on behalf of corrupted party P :

If $status_P = 0$, then

- (1) set $status_P \leftarrow 1$
- (2) append M to L_{pend}
- (3) if $|L_{pend}| = K$, then
 - (a) order the messages lexicographically as $\langle M_1, \dots, M_K \rangle$
 - (b) set $L_{pend} \leftarrow []$
 - (c) set $status_P \leftarrow 0$ for every P
 - (d) send **(sid, BROADCAST, $\langle M_1, \dots, M_K \rangle$)** to all parties and **(sid, BROADCAST, $\langle M_1, \dots, M_K \rangle, P$)** to S
- (4) else, send **(sid, WRITE, $[M], P$)** to S

Riposte UC Protocol

Variables:

- R - number of rows in each database table
- C - length of messages
- e_l - $R \times C \times 2$ bitstring containing 0 everywhere except in row l which contains $(M, M^2) \in \mathbb{F}^k$, where M is the message to be sent
- K - message limit in a round

Initialise:

- (1) $status_P \in \{0, 1\} \leftarrow 0$ for party P indicating whether P has sent a message in the current round
- (2) $count \in \mathbb{N} \leftarrow 0$ indicating the number of valid write requests received this round

■ Upon receiving **(sid, WRITE, M)** from P

If $status_P = 0$, then

- (1) set $status_P \leftarrow 1$
- (2) P chooses index $l \xleftarrow{\$} \{x | x \in \mathbb{N}, 0 \leq x < R\}$ and generates bitstring e_l
- (3) generate random $R \times C \times 2$ bitstring r
- (4) send **(prove, P, e_l)** to $\mathcal{F}_{ZK}^{R, R'}$
- (5)
- (6) send $r \oplus e_l$ to Server B using $\mathcal{F}_{\mathcal{AEC}}(\{A, B\})$
- (7) send r to Server A using $\mathcal{F}_{\mathcal{AEC}}(\{A, B\})$
- (8) $count \leftarrow count + 1$
- (9) if $count = K$, then
 - (a) set $status_P \leftarrow 0$
 - (b) set $count \leftarrow 0$

■ Upon receiving **(sid, BROADCAST, M_A)** from Server A and **(sid, BROADCAST, M_B)** from Server B

- (1) Verify that $M_A = M_B$
- (2) If $M_A = M_B$, forward to \mathcal{Z}

■ Upon receiving **(sid, SEND, $r \oplus e_l$)** from P , if P has not executed a write request in this phase, then Server B executes the following: DOES THE SERVER NEED TO WAIT FOR VERIFICATION FROM ZK HERE?

- (1) XOR $r \oplus e_l$ into its database
- (2) if $count = K$, then
 - (a) combine database with Server A's database
 - (b) check for collisions
 - (c) resolve collisions
 - (d) order messages lexicographically as $M_B = \langle M_1, \dots, M_K \rangle$
 - (e) broadcast messages to all parties

■ Upon receiving **(sid, SEND, e_l)** from P , if P has not executed a write request in this phase, then Server A executes the following:

- (1) XOR r into its database
- (2) if $count = K$, then
 - (a) combine database with Server B's database
 - (b) check for collisions
 - (c) resolve collisions
 - (d) order messages lexicographically as $M_A = \langle M_1, \dots, M_K \rangle$
 - (e) broadcast messages to all parties

Figure 1: Anonymous broadcast ideal functionality.

Figure 2: Anonymous broadcast protocol.

AE channel functionality $\mathcal{F}_{\text{AEC}}(\{A, B\})$

Initialise a list $\text{PendingMsg} \leftarrow \emptyset$.

■ Upon receiving $(\text{sid}, \text{SEND}, M)$ from P , if P is honest, then:

- (1) If $\{A, B\} \setminus \{P\}$ is corrupted, then send $(\text{sid}, \text{SEND}, M, P)$ to \mathcal{S} .
- (2) If $\{A, B\} \setminus \{P\}$ is honest, then
 - Choose a random tag $\xleftarrow{\$} \{0, 1\}^\lambda$.
 - Add (tag, M, P) to PendingMsg
 - Send $(\text{sid}, \text{SEND}, \text{tag}, |M|, P, \{A, B\} \setminus \{P\})$ to \mathcal{S} .
- (3) Upon receiving $(\text{sid}, \text{ALLOW}, \text{tag})$ from \mathcal{S} , if there is a (tag, M, P) in PendingMsg , then remove (tag, M, P) from PendingMsg and send $(\text{sid}, \text{SEND}, M)$ to $\{A, B\} \setminus \{P\}$

Figure 3: Anonymous broadcast ideal functionality.

Zero-knowledge functionality $\mathcal{F}_{\text{ZK}}^{R, R'}$

- (1) Wait for an input (prove, y, w) from P such that $(y, w) \in R$ if P is honest, or $y, w \in R'$ if P is corrupt. Send $(\text{prove}, l(y))$ to \mathcal{A} . Further, wait for a message **ready** from V , and send **ready** to \mathcal{A} .
- (2) Wait for message **lock** from \mathcal{A} .
- (3) Upon receiving a message **done** from \mathcal{A} , send **done** to P . Further, wait for an input **proof** from \mathcal{A} and send (proof, y) to V .

Corruption rules:

- If P gets corrupted after sending (prove, y, w) and before Step 2, \mathcal{A} is given (y, w) and is allowed to change this value to any value $(y', w') \in R'$ at any time before Step 2.

Figure 4: Zero-knowledge functionality $\mathcal{F}_{\text{ZK}}^{R, R'}$

Broadcast functionality \mathcal{F}_{BC}

- (1) Wait for an input (prove, y, w) from P such that $(y, w) \in R$ if P is honest, or $y, w \in R'$ if P is corrupt. Send $(\text{prove}, l(y))$ to \mathcal{A} . Further, wait for a message **ready** from V , and send **ready** to \mathcal{A} .
- (2) Wait for message **lock** from \mathcal{A} .
- (3) Upon receiving a message **done** from \mathcal{A} , send **done** to P . Further, wait for an input **proof** from \mathcal{A} and send (proof, y) to V .

Corruption rules:

- If P gets corrupted after sending (prove, y, w) and before Step 2, \mathcal{A} is given (y, w) and is allowed to change this value to any value $(y', w') \in R'$ at any time before Step 2.

Figure 5: Zero-knowledge functionality $\mathcal{F}_{\text{ZK}}^{R, R'}$

1 Introduction

This document is the \LaTeX template for submitting your final MSci project paper, at the School of Computing Science of the University of Glasgow. This is an updated version, starting for the academic year 2024/25. Please make sure to update your personal details, including title, name, and matriculation number, within the `%% STUDENT INFORMATION %%` section of the attached \LaTeX source file `main.tex`.

This template is directly derived from ACM's `acmart` package; make sure to consult the corresponding [documentation](#) if you face any technical issues, or if you want to explore the full range of features offered.

Unless you are already an experienced \LaTeX user, perhaps the most straightforward way to typeset your paper is to work directly on Overleaf; this is a cloud service (so no need for a local installation) which you can easily sign up for using your `@glasgow.ac.uk` email. Here is also a very useful [\$\text{\LaTeX}\$ tutorial](#).

2 Background

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Perhaps you want to cite the seminal paper of Turing [3], or prior [2] and concurrent [1] work.

3 My Amazing System

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4 Evaluation

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	machine A	machine B
CPU	Intel Core i7-9700 CPU	2x Intel Xeon E5-2630 v3
CPU Frequency	3.00GHz	2.40GHz
RAM	16GB DDR4	128GB
OS	Ubuntu 20.04 LTS	Ubuntu 16.04 LTS
Compiler	GCC 9.3	GCC 7.3
libm	v2.31	v2.23
libomp	v4.5	v4.5

Table 1: This is the table caption.

4.1 Experimental Setup

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4.2 Experimental Analysis

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Our results are summarized in Table 1, and a visual representation of our analysis can be seen in ??.

5 Conclusions

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Acknowledgments

I would like to thank ...

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