Disposition 9: Synchronous Agreement

Mathias Ravn Tversted

January 6, 2020

Table of contents

Synchronous Broadcast: The Goal

With synchronous broadcast, we are trying to solve an agreement problem. We are looking for the following properties

- **Agreement**: All honest parties make the same decision
- **Validity**: The decision must be sensible in some sensible
- **Termination**: If all parties start running the protocol, then all honest parties must end up with some decision

Synchronous Agreement

And we are looking at the following agreement problems: **Broadcast**: The sender S sends a single message. All receivers a message or NoMsg and agree on an output. If S is honest, then only the message can be output as coming from S. If S is honest, no one outputs NoMsg.
Byzantine Agreement: There are n parties $P_1, ..., P_n$. Each has bit b_i as input. They output a common decision bit d. All parties should agree on d. If all parties have the same input, they should all agree.

Definition of broadcast

There are n parties. $P_1, ..., P_n$. One sends message m to all the other parties. We are looking for *agreement*, *validity*, *termination*.