

# Hallucinated Servers

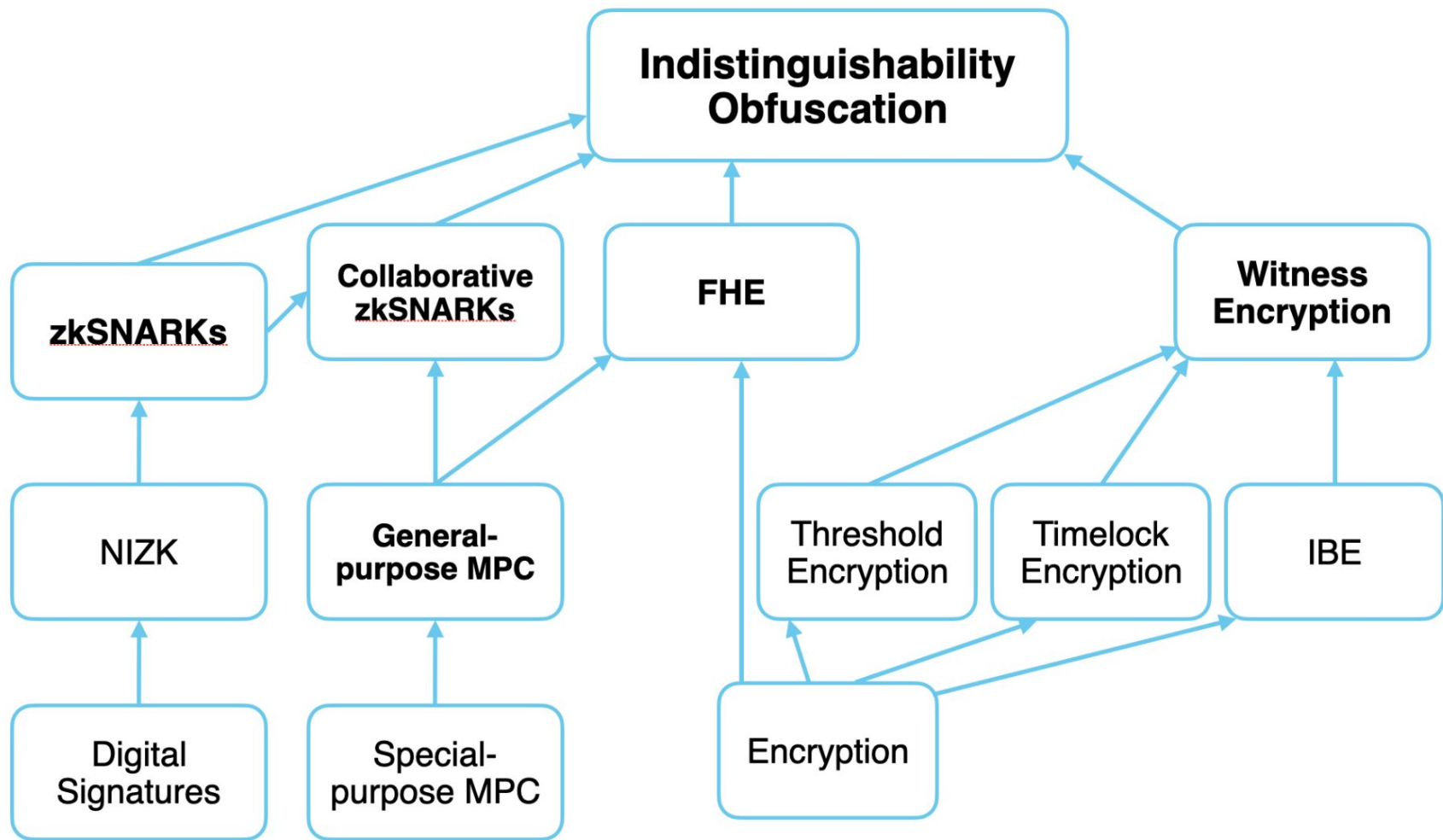
An introduction to Programmable Cryptography

**0xPARC**





0xPARC



# Four primitives

- Succinct zero-knowledge proofs
- Multiparty computation
- Fully homomorphic encryption
- Indistinguishability obfuscation

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- Succinct zero-knowledge proofs
  - Data integrity, verifiable computation
  - Cryptographic adapter
- Multiparty computation and fully homomorphic encryption
  - Collaboration with privacy
  - Hallucinated server
- Indistinguishability obfuscation
  - Arbitrary programmable functionality
  - Autonomous cryptographic agent

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# Succinct zero-knowledge proofs

- I know a secret input  $x$  such that  $f(x) = 0$ .
  - I don't reveal  $x$
  - Or, I reveal only a part of  $x$
- I know the private key corresponding to this public key.
- I possess a message...
  - with a valid digital signature from [authority]'s known public key...
  - and here are the first 50 characters of the message

# Succinct zero-knowledge proofs

- Applicable and widely used in practice
- Cost overhead: Thousands



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# Multi-party computation

- Each of us has some secret number  $x_i$
- We want to know some function of all our secrets
  - How many are bigger than 100?
- Application: Danish beet auction

# Multi-party computation

- Applicable in practice
  - At least for small groups
- Cost overhead: Thousands

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# Fully homomorphic encryption

- I encrypt my secret data
- You can operate on the data, but you can't access it
- I decrypt and learn the results of your operation

# Fully homomorphic encryption

- Overhead: Millions

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# Program obfuscation

- I can “obfuscate” any program  $f$  (a function)
- I give you the obfuscated source code
- You can run it and learn the output... but you can't learn anything more about how  $f$  works



# Program obfuscation

- Several protocols proposed
  - Some secure but impractical
  - Some fast(ish) but might be insecure
  - Further research needed

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