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MPC, Secure Multiparty Computation

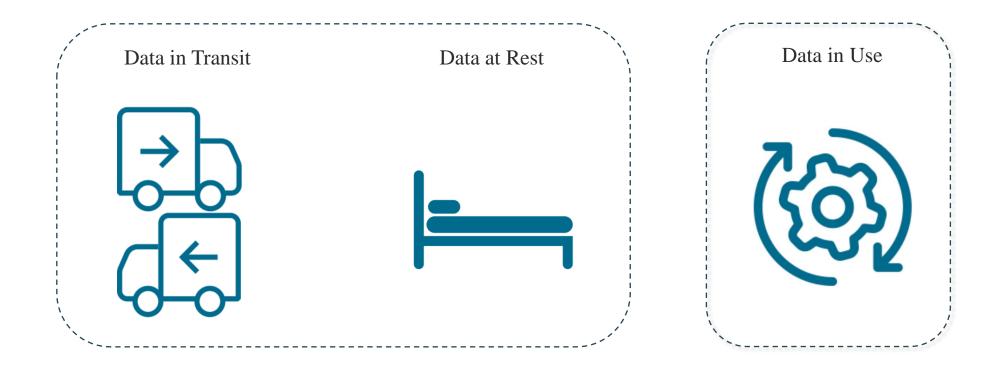
PPML, Privacy-Preserving Machine Learning

Currently, I'm still learning, reading, exploring

Welcome to communication, collaboration, casual conversation

Questions?

The Three States of Data



Traditional Cryptography

Secure Computation Technologies

Data in Use













Data in Use

How to allow the collection and purposeful processing of

private data, without compromising individual privacy?

Privacy-Enhancing Technologies

Data in Use









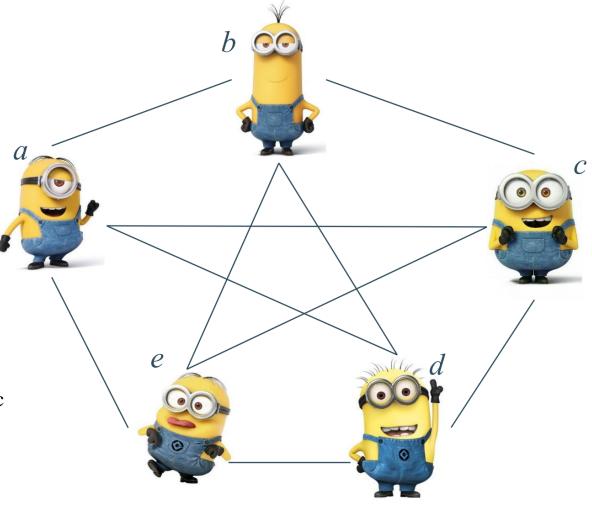
Yao's millionaires' problem

Two millionaires wish to know who is richer. However, they do not want to find out inadvertently any additional information about each other's wealth. How can they carry out such a conversation?

-- 1982

Protocols for MPC enable a set of
parties to interact and calculate a joint
function of their private inputs while
revealing nothing but the output

MPC protocols combine multiple cryptographic techniques to achieve varied functionalities.

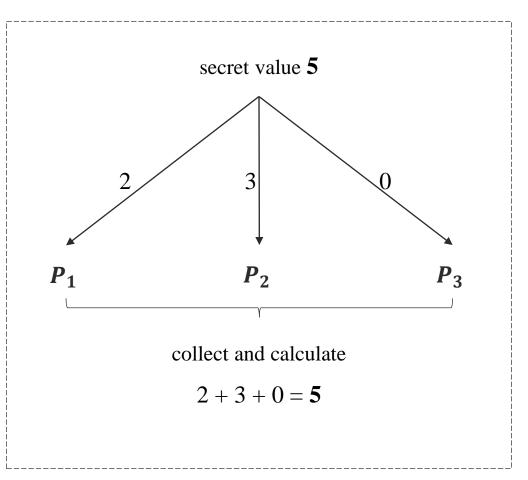


Securely calculate f(a, b, c, d, e)

Preventing a single shareholder

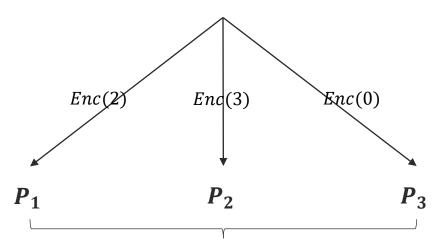
from having any useful knowledge

of the original secret value



Secret Sharing-based MPC Protocols

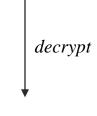
secret value 5

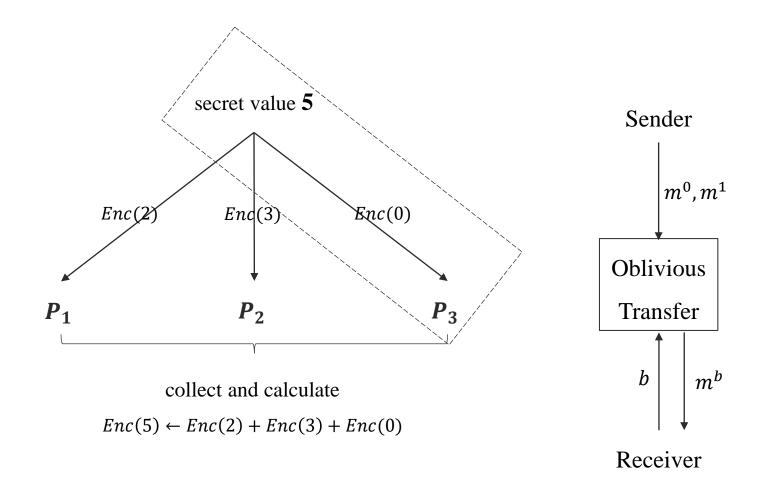


collect and calculate

$$Enc(5) \leftarrow Enc(2) + Enc(3) + Enc(0)$$

Homomorphic Encryption-based MPC Protocols





Receiver gains nothing but the piece he obtain.

Sender does not learn anything about which pieces of information were actually transferred to the receiver.

Oblivious Transfer-based MPC Protocols

secret value 5 Enc(2) Enc(3) Enc(0) P_1 P_2 P_3

collect and calculate

$$Enc(5) \leftarrow Enc(2) + Enc(3) + Enc(0)$$

MPC protocols blend multiple cryptographic techniques to achieve varied functionalities

2 MPC in Preprocessing Model Preprocessing Model

- The most common way to construct MPC protocols, increases efficiency
- Preprocessing/offline phase, online phase
- The preprocessing phase:
 data independent, any time prior to protocol execution,
 prepare random materials for input sharing and computation
- The online phase data dependent, consume preprocessed materials for computation

Online Phase



 P_2

X



 P_1

$$z = x \cdot y$$
?



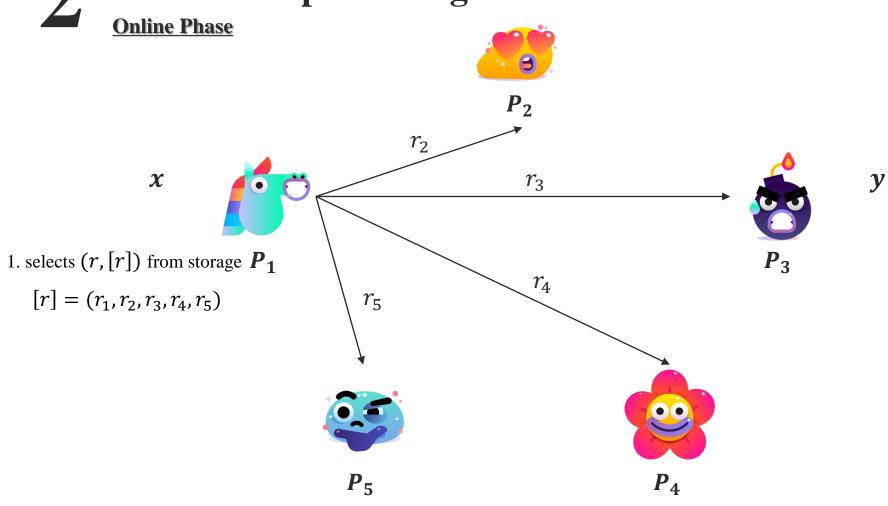
 P_{3}



 $P_{!}$



 P_4

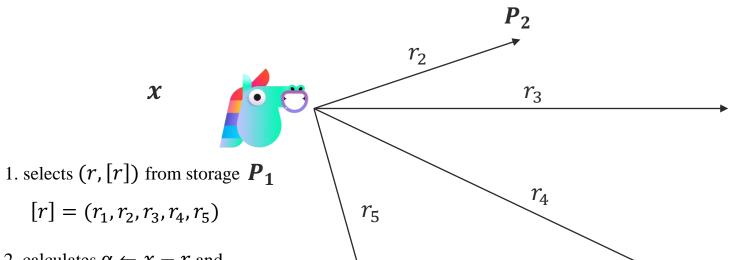


Online Phase

 \boldsymbol{x}



1. calculates $x_2 \leftarrow r_2 + \alpha$



y

1. calculates $x_3 \leftarrow r_3 + \alpha$

- 2. calculates $\alpha \leftarrow x r$ and
- then broadcast α
- 3. calculates $x_1 \leftarrow r_1 + \alpha$



 P_5

1. calculates $x_5 \leftarrow r_5 + \alpha$



 P_4

1. calculates $x_4 \leftarrow r_4 + \alpha$

Online Phase

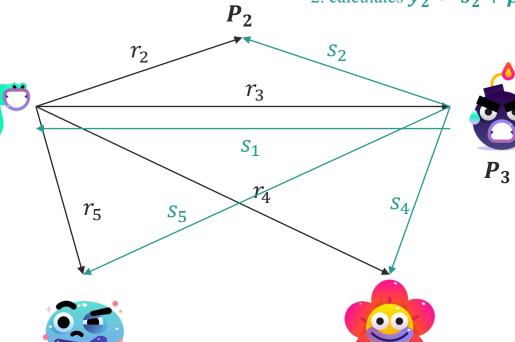
 \boldsymbol{x}

1. selects (r, [r]) from storage P_1

 $[r] = (r_1, r_2, r_3, r_4, r_5)$



- 1. calculates $x_2 \leftarrow r_2 + \alpha$
- 2. calculates $y_2 \leftarrow s_2 + \beta$



y

- 1. calculates $x_3 \leftarrow r_3 + \alpha$
- 2. selects (s, [s]) from storage $[s] = (s_1, s_2, s_3, s_4, s_5)$
- 3. calculates $\beta \leftarrow y s$ and then broadcast β
- 4. calculates $y_3 \leftarrow s_3 + \beta$

3. calculates $x_1 \leftarrow r_1 + \alpha$

then broadcast α

2. calculates $\alpha \leftarrow x - r$ and

4. calculates $y_1 \leftarrow s_1 + \beta$

- P_5
- 1. calculates $x_5 \leftarrow r_5 + \alpha$
- 2. calculates $y_5 \leftarrow s_5 + \beta$

- P_4 1. calculates $x_4 \leftarrow r_4 + \alpha$
- 2. calculates $y_4 \leftarrow s_4 + \beta$

Online Phase



. calculates
$$x_2 \leftarrow r_2 + \alpha$$

2. calculates
$$y_2 \leftarrow s_2 + \beta$$

 P_2



Random materials are generated 1. selects (r, [r]) from storage P_1

$$[r] = (r_1, r_2, r_3, r_4, r_5)$$

in preprocessing phase





2. selects (s, [s]) from storage $[s] = (s_1, s_2, s_3, s_4, s_5)$

3. calculates
$$x_1 \leftarrow r_1 + \alpha$$

4. calculates
$$y_1 \leftarrow s_1 + \beta$$



Lealculates
$$x_5 \leftarrow r_5 + \alpha$$

2. calculates
$$y_5 \leftarrow s_5 + \beta$$



 P_4

. calculates
$$x_4 \leftarrow r_4 + \alpha$$

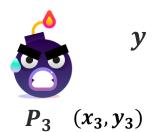
2. calculates
$$y_4 \leftarrow s_4 + \beta$$

Online Phase



 P_2 (x_2, y_2)

 P_1 (x_1, y_1)





$$P_5$$
 (x_5, y_5)



 P_4 (x_4, y_4)

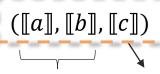
Online Phase



$$P_2$$
 (x_2, y_2)

 P_1 (x_1, y_1)

Each party takes a share of Beaver Triple



Random
$$c = a \cdot b$$



$$P_3$$
 (x_3, y_3)

y



$$P_5$$
 (x_5, y_5)



 P_4 (x_4, y_4)

Online Phase

 (x_1, y_1)



$$P_2$$
 (x_2, y_2) (a_2, b_2, c_2)

 \boldsymbol{x} (a_1,b_1,c_1)

Each party takes a share of Beaver Triple



y

$$_{3}$$
 (x_{3}, y_{3})

$$P_3$$
 (x_3, y_3) (a_3, b_3, c_3)

$$\llbracket a \rrbracket = \{a_i\}_{i=1}^n$$

$$[\![b]\!] = \{b_i\}_{i=1}^n$$

$$[\![c]\!] = \{c_i\}_{i=1}^n$$



$$P_5$$
 (a_5, b_5, c_5)



$$P_4$$
 (x_4, y_4) (a_4, b_4, c_4)

Online Phase



$$\begin{cases} \alpha_2 = x_2 - a_2 \\ \beta_2 = y_2 - b_2 \end{cases}$$

$$P_2$$
 (x_2, y_2) (a_2, b_2, c_2)

$$\begin{cases}
\alpha_{1} = x_{1} - a_{1} \\
\beta_{1} = y_{1} - b_{1}
\end{cases}$$

$$P_{1}$$

$$(x_{1}, y_{1}) \quad (a_{1}, b_{1}, c_{1})$$

Each party locally calculates:

$$\begin{cases} \alpha_i = x_i - a_i \\ \beta_i = y_i - b_i \end{cases}, \quad i = 1, ..., n$$



$$\mathbf{y} \qquad \begin{cases} \alpha_3 = x_3 - a_3 \\ \beta_3 = y_3 - b_3 \end{cases}$$

$$P_3$$
 (x_3, y_3) (a_3, b_3, c_3)

$$\begin{cases} \alpha_5 = x_5 - a_5 \\ \beta_5 = y_5 - b_5 \end{cases} (x_5, y_5)$$

 P_5 (a_5,b_5,c_5)



$$\begin{cases} \alpha_4 = x_4 - a_4 \\ \beta_4 = y_4 - b_4 \end{cases}$$

$$P_4$$
 (x_4, y_4) (a_4, b_4, c_4)

Online Phase



$$\begin{cases} \alpha_2 = x_2 - a_2 \\ \beta_2 = y_2 - b_2 \end{cases}$$

 P_2 (x_2, y_2) (a_2, b_2, c_2)

$$\begin{cases}
\alpha_{1} = x_{1} - a_{1} \\
\beta_{1} = y_{1} - b_{1}
\end{cases}$$

$$P_{1}$$

$$(x_{1}, y_{1}) \quad (a_{1}, b_{1}, c_{1})$$

Each party locally calculates:

$$z_i = c_i + \alpha \cdot b_i + \beta \cdot a_i + \alpha \cdot \beta \qquad \mathbf{P}_3 \quad (x_3, y_3) \quad (a_3, b_3, c_3)$$
$$(i = 1, \dots, n)$$



$$\mathbf{y} \qquad \begin{cases} \alpha_3 = x_3 - a_3 \\ \beta_3 = y_3 - b_3 \end{cases}$$

$$P_3$$
 (x_3, y_3) (a_3, b_3, c_3)

$$\begin{cases} \alpha_5 = x_5 - a_5 \\ \beta_5 = y_5 - b_5 \end{cases} (x_5, y_5)$$



$$P_5$$
 (a_5,b_5,c_5)



$$\begin{cases} \alpha_4 = x_4 - a_4 \\ \beta_4 = y_4 - b_4 \end{cases}$$

$$P_4$$
 (x_4, y_4) (a_4, b_4, c_4)

Online Phase

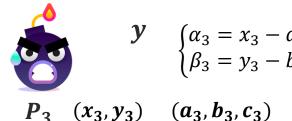


$$\begin{cases} \alpha_2 = x_2 - a_2 \\ \beta_2 = y_2 - b_2 \end{cases}$$

 P_2 (x_2, y_2) (a_2, b_2, c_2)

$$\begin{cases}
\alpha_{1} = x_{1} - a_{1} \\
\beta_{1} = y_{1} - b_{1}
\end{cases}$$

$$\begin{matrix}
P_{1} \\
(x_{1}, y_{1}) \\
(a_{1}, b_{1}, c_{1})
\end{matrix}$$



$$\begin{cases} \alpha_5 = x_5 - a_5 \\ \beta_5 = y_5 - b_5 \end{cases} (x_5, y_5)$$

$$p_5 (a_5, b_5, c_5)$$



$$\begin{cases} \alpha_4 = x_4 - a_4 \\ \beta_4 = y_4 - b_4 \end{cases}$$

$$P_4$$
 (x_4, y_4) (a_4, b_4, c_4)

Online Phase

$$\begin{cases} \alpha_2 = x_2 - a_2 \\ \beta_2 = y_2 - b_2 \end{cases}$$

$$\begin{cases}
\alpha_{1} = x_{1} - a_{1} \\
\beta_{1} = y_{1} - b_{1}
\end{cases}$$

$$\begin{matrix}
P_{1} \\
(x_{1}, y_{1}) \quad (a_{1}, b_{1}, c_{1})
\end{cases}$$

$$z_{1} = c_{1} + \alpha \cdot b_{1} + \beta \cdot a_{1} + \alpha \cdot \beta$$

$$z_{2} = c_{2} + \alpha \cdot b_{2} + \beta \cdot a_{2} + \alpha \cdot \beta$$

$$z_{3} = c_{3} + \alpha \cdot b_{3} + \beta \cdot a_{3} + \alpha \cdot \beta$$

$$z_{4} = c_{4} + \alpha \cdot b_{4} + \beta \cdot a_{4} + \alpha \cdot \beta$$

$$z_{5} = c_{5} + \alpha \cdot b_{5} + \beta \cdot a_{5} + \alpha \cdot \beta$$

$$\begin{cases} \alpha z_1 + z_2 + z_3 + z_4 + z_5 = c + \alpha \cdot b + \beta \cdot a + \alpha \cdot \beta \\ \beta_5 = y_5 - b_5 \end{cases} (x_5, y_5)$$

$$\begin{cases} \alpha_4 = x_4 - a_4 \\ \beta_4 = y_4 - b_4 \end{cases}$$

$$P_5$$
 (a_5, b_5, c_5)

$$y \qquad \begin{cases} \alpha_3 = x_3 \\ \beta_3 = y_3 \end{cases}$$

$$P_3 \quad (x_3, y_3) \quad (a_3, b_3, c_3)$$

$$\alpha = x - a$$

$$\beta = y - b$$

$$c = a \cdot b$$

$$\begin{cases} \alpha_4 = x_4 - a_4 \\ \beta_4 = y_4 - b_4 \end{cases}$$

Online Phase

$$\begin{cases} \alpha_2 = x_2 - a_2 \\ \beta_2 = y_2 - b_2 \end{cases}$$

$$\begin{cases}
\alpha_1 = x_1 - a_1 \\
\beta_1 = y_1 - b_1
\end{cases}$$

$$\begin{matrix}
P_1 \\
(x_1, y_1) \quad (a_1, b_1, c_1)
\end{cases}$$

$$z_{1} = c_{1} + \alpha \cdot b_{1} + \beta \cdot a_{1} + \alpha \cdot \beta$$

$$z_{2} = c_{2} + \alpha \cdot b_{2} + \beta \cdot a_{2} + \alpha \cdot \beta$$

$$z_{3} = c_{3} + \alpha \cdot b_{3} + \beta \cdot a_{3} + \alpha \cdot \beta$$

$$z_{4} = c_{4} + \alpha \cdot b_{4} + \beta \cdot a_{4} + \alpha \cdot \beta$$

$$z_{5} = c_{5} + \alpha \cdot b_{5} + \beta \cdot a_{5} + \alpha \cdot \beta$$

$$(az_1 + z_2 + z_3 + z_4 + z_5) = c + \alpha \cdot b + \beta \cdot a + \alpha \cdot \beta$$

$$(az_1 + z_2 + z_3 + z_4 + z_5) = c + \alpha \cdot b + \beta \cdot a + \alpha \cdot \beta$$

$$(az_1 + z_2 + z_3 + z_4 + z_5) = c + \alpha \cdot b + \beta \cdot a + \alpha \cdot \beta$$

$$(az_1 + z_2 + z_3 + z_4 + z_5) = c + \alpha \cdot b + \beta \cdot a + \alpha \cdot \beta$$

$$(az_1 + z_2 + z_3 + z_4 + z_5) = c + \alpha \cdot b + \beta \cdot a + \alpha \cdot \beta$$

$$(z_1 + z_2 + z_3 + z_4 + z_5) = c + \alpha \cdot b + \beta \cdot a + \alpha \cdot \beta$$

$$(z_2 + z_3 + z_4 + z_5) = c + \alpha \cdot b + \beta \cdot a + \alpha \cdot \beta$$

$$(z_3 + z_4 + z_5) = c + \alpha \cdot b + \beta \cdot a + \alpha \cdot \beta$$

$$(z_4 + z_4 + z_5) = c + \alpha \cdot b + \beta \cdot a + \alpha \cdot \beta$$

$$(z_5 + z_5) = c + \alpha \cdot b + \beta \cdot a + \alpha \cdot \beta$$

$$(z_5 + z_5) = c + \alpha \cdot b + \beta \cdot a + \alpha \cdot \beta$$

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$$(z_5 + z_5) = c + \alpha \cdot b + \beta \cdot a + \alpha \cdot \beta$$

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$$(z_5 + z_5) = c + \alpha \cdot b + \beta \cdot a + \alpha \cdot \beta$$

$$(z_5 + z_5) = c + \alpha \cdot b + \beta \cdot \alpha \cdot b + \alpha \cdot \beta$$

$$(z_5 + z_5) = c + \alpha \cdot b + \beta \cdot \alpha \cdot b + \alpha \cdot \beta \cdot b + \alpha \cdot \beta \cdot \alpha \cdot b + \alpha \cdot \beta \cdot$$

Online Phase



$$\begin{cases} \alpha_2 = x_2 - a_2 \\ \beta_2 = y_2 - b_2 \end{cases}$$

 P_2 (x_2, y_2) (a_2, b_2, c_2)

$$\begin{cases} \alpha_1 = x_1 - a_1 \\ \beta_1 = y_1 - b_1 \end{cases} P_1$$

$$(x_1, y_1) \quad (a_1, b_1, c_1)$$

$$z = z_1 + z_2 + z_3 + z_4 + z_5$$
$$= x \cdot y$$

$$(p_3-y_3)$$

$$P_3$$
 (x_3, y_3)

$$P_3$$
 (x_3, y_3) (a_3, b_3, c_3)

$$\begin{cases} \alpha_5 = x_5 - a_5 \\ \beta_5 = y_5 - b_5 \end{cases} (x_5, y_5)$$

$$P_5$$
 (a_5, b_5, c_5)



$$\begin{cases} \alpha_4 = x_4 - a_4 \\ \beta_4 = y_4 - b_4 \end{cases}$$

$$P_4$$
 (x_4, y_4) (a_4, b_4, c_4)

2 MPC in Preprocessing Model Preprocessing Model

MAC

Message Authentication Code

GCs

Garbled Circuits

OT Extension

Oblivious Transfer Extension

OPE

Oblivious Product Evaluation

PRF

Pseudo Random Function

FSS

Functional Secret Sharing

- [1] M. Keller, E. Orsini, and P. Scholl, 'MASCOT: Faster Malicious Arithmetic Secure Computation with Oblivious Transfer'
- [2] I. Damgard, V. Pastro, N. P. Smart, and S. Zakarias, 'Multiparty Computation from Somewhat Homomorphic Encryption'
- [3] R. Bendlin, I. Damgård, C. Orlandi, and S. Zakarias, 'Semi-Homomorphic Encryption and Multiparty Computation'

Thank You

Welcome to communication and collaboration

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