

Secure Computation - I

CS 601.642/442 Modern Cryptography

Fall 2019

Motivating Example

Consider two billionaires Alice and Bob with net worths x and y , respectively:

- They want to find out who is richer by computing the following function

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- Problem: Alice learns Bob's net worth (and vice-versa). No privacy!
- Main Question: Can Alice and Bob compute f in a “secure manner” s.t. they only learn the output of f , and *nothing more*?

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- Even if one party is adversarial, it should not learn anything beyond the output (and its own input)
- Think: How to formalize this security requirement?

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- **Malicious:** Such an adversary can deviate from the protocol instructions and follow an arbitrary strategy

Note: We will only consider *semi-honest* adversaries

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- Idea: Use simulation paradigm, as in zero-knowledge proofs
- View of adversary in the protocol execution can be efficiently simulated given only its input and output, and without the input of the honest party

Secure Computation: Definition

Definition (Semi-honest Secure Computation)

A protocol $\pi = (A, B)$ securely computes a function f in the semi-honest model if there exists a pair of non-uniform PPT simulator algorithms $\mathcal{S}_A, \mathcal{S}_B$ such that for every security parameter n , and all inputs $x, y \in \{0, 1\}^n$, it holds that:

$$\left\{ \mathcal{S}_A(x, f(x, y)), f(x, y) \right\} \approx \left\{ e \leftarrow [A(x) \leftrightarrow B(y)] : \text{View}_A(e) \right\},$$

$$\left\{ \mathcal{S}_B(y, f(x, y)), f(x, y) \right\} \approx \left\{ e \leftarrow [A(x) \leftrightarrow B(y)] : \text{View}_B(e) \right\}.$$

Remarks on Definition

- In addition to the above security requirement, we also need protocol correctness property, namely, that the outputs of the parties corresponds to the correct function evaluation on the inputs when all the parties are honest

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- Since semi-honest adversary behaves honestly during the protocol, the above property implies that outputs of honest parties are correct even when some parties are semi-honest
- More tricky in the case of malicious adversaries (security definition much more non-trivial)

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Note: Definition of secure computation promises that in a secure OT protocol, A does not learn b and B does not learn a_{1-b}

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- **OT is complete:** given a secure protocol for OT, any function can be securely computed
- **OT is necessary:** OT is the minimal assumption for secure computation

Oblivious Transfer: Construction

Let $\{f_i\}_{i \in \mathcal{I}}$ be a family of trapdoor permutations with sampling algorithm Gen . Let h be a hardcore predicate for any f_i .

Sender's input: (a_0, a_1) where $a_i \in \{0, 1\}$

Receiver's input: $b \in \{0, 1\}$

Protocol OT = (A, B) :

$A \rightarrow B$: A samples $(f_i, f_i^{-1}) \leftarrow \text{Gen}(1^n)$ and sends f_i to B

$B \rightarrow A$: B samples $x \xleftarrow{\$} \{0, 1\}^n$ and computes $y_b = f_i(x)$. It also samples $y_{1-b} \xleftarrow{\$} \{0, 1\}^n$. B sends (y_0, y_1) to A

$A \rightarrow B$: A computes the inverse of each value y_j and XORs the hard-core bit of the result with a_j :

$$z_j = h(f_i^{-1}(y_j)) \oplus a_j$$

A sends (z_0, z_1) to B

$B(x, b, z_0, z_1)$: B outputs $h(x) \oplus z_b$

OT = (A, B) is Semi-honest Secure : Intuition

- Security against A : Both y_0 and y_1 are uniformly distributed and therefore independent of b . Thus, b is hidden from A

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- Security against B : If B could learn a_{1-b} , then it would be able to predict the hardcore predicate

Note: A *malicious* B can easily learn a_{1-b} by deviating from the protocol strategy

OT = (A, B) is Semi-honest Secure : Simulator \mathcal{S}_A

Simulator $\mathcal{S}_A((a_0, a_1), \perp)$:

- 1 Fix a random tape r_A for A . Run honest emulation of A using (a_0, a_1) and r_A to obtain the first message f_i
- 2 Choose two random strings $y_0, y_1 \in \{0, 1\}^n$ as B 's message
- 3 Run honest emulation of A using (y_0, y_1) to obtain the third message (z_0, z_1)
- 4 Stop and output \perp

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Claim: The following two distributions are identical:

$$\left\{ \mathcal{S}_A((a_0, a_1), \perp), a_b \right\} \text{ and } \left\{ e \leftarrow [A(a_0, a_1) \leftrightarrow B(b)] : \text{View}_A(e), \text{Out}_B(e) \right\}$$

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Proof: The only difference between \mathcal{S}_A and real execution is in step 2. However, since f is a permutation, y_0, y_1 are identically distributed in both cases.

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Simulator $\mathcal{S}_B(b, a_b)$:

- 1 Sample f_i
- 2 Choose random tape r_B for B . Run honest emulation of B using (b, r_B, f_i) to produce (x, y_0, y_1) s.t. $y_b = f_i(x)$ and $y_{1-b} \xleftarrow{\$} \{0, 1\}^n$
- 3 Compute $z_b = h(x) \oplus a_b$ and $z_{1-b} \xleftarrow{\$} \{0, 1\}$
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Proof: The only difference is in step 3, where \mathcal{S}_B computes z_{1-b} as a random bit. However, since $h(f_i^{-1}(y_{1-b}))$ is indistinguishable from random (even given y_{1-b}), this change is indistinguishable

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- Details outside the scope of this class