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# **Function F**



## Yao's Millionaires' ("greater than" or "GT") Problem

- Determine who is richer between two parties
- No information about a party's amount of assets is leaked to the other party
- Yao gave the first protocol for solving the secure comparison problem (Exponential in time and space requirements)







# Design of 2 Secure 2-Parties Computation Protocols for F



- Two-round GT protocol based on an additive homomorphic (e.g. Paillier) cryptosystem
- Defined a primitive called S-COT, a stronger version of COT
  - Conditional OT: S has a secret s —>R, OT occurs iff a public predicate Q(x,y) = 1,
     x is S's input(can be not private), y is R's private input.
  - Stronger-COT: 1. x is private, 2. Not revealing Q(x,y) to R
- Exploit the structure of the GT predicate in a novel way
- More efficient and flexible than the best previously known in the semi-honest setting with the unbounded receiver



- 1. Alice with private input  $x = x_n x_{n-1} \dots x_1$  does the following:
  - Runs key generation phase
  - Encrypts x bit-wise and sends pk,  $Enc(x_n)$ , . . . , $Enc(x_1)$  to Bob
- 2. Bob with private input  $y = y_n y_{n-1} \dots y_1$  does the following for each  $i = 1, \dots, n$ :
  - Computes  $\operatorname{Enc}(d_i) = \operatorname{Enc}(x_i y_i)$
  - Computes  $\operatorname{Enc}(f_i) = \operatorname{Enc}(x_i 2x_iy_i + y_i)$
  - Computes  $\operatorname{Enc}(\gamma_i) = \operatorname{Enc}(2\gamma_{i-1} + f_i)$  where  $\gamma_0 = 0$
  - Computes  $\operatorname{Enc}(\delta_i) = \operatorname{Enc}(\operatorname{d}_i + \operatorname{r}_i(\gamma i 1))$  where  $\operatorname{r}_i \in {}_R Z_n$
  - Randomly permutates  $\text{Enc}(\delta_i)$  and sends to Alice
- 3. Alice obtains  $\text{Enc}(\delta_i)$  from Bob, then decrypts.
  - If there exists a value  $v \in \{+1,-1\}$  and output  $v \rightarrow If \ x > y$ , the output value v = +1; if x < y, v = -1



- Two-round GT protocol based on multiplicative(e.g., El Gamal) or additive(e.g., Paillier) homomorphic cryptosystem
- Reduce GT problem to the intersection problem of two sets
- Multiplicative homomorphic encryption scheme is more efficient than an additive one



- Main Idea: Reduce the GT problem to the set intersection problem
- 0-encoding:  $S_s^0 = \{s_n s_{n-1} \dots s_{i+1} \mid s_i = 0, 1 \le i \le n\}$
- 1-encoding:  $S_s^1 = \{s_n s_{n-1} \dots s_i 1 \mid s_i = 1, 1 \le i \le n\}$
- Both  $S_s^0$  and  $S_s^1$  have at most n elements
- When encode x into its 1-encoding  $S^1_x$  and y into its 0-encoding  $S^0_y$ , x>y if and only if  $S^1_x$  and  $S^0_y$  has a common element

Example: x = 110 and y = 010,  $S_x^1$  = {1,11} ,  $S_v^0$  = {1,011}



- 1. Alice with private input  $x = x_n x_{n-1} \dots x_1$  does the following:
  - Run G to choose a key pair (pk, sk) for (E,D)
  - Prepare a  $2 \times$  n-table  $T[i,j], i \in \{0,1\}, 1 \le j \le n$ , such that  $T[x_i,i] = E(1)$  and  $T[\overline{x_i},i] = E(r_i)$  for some random  $r_i \in G_q$
  - Send T to Bob
- 2. Bob with private input  $y = y_n y_{n-1} \dots y_1$  does the following:
  - For each  $t = t_n t_{n-1} \dots t_i \in S_v^0$ , compute  $c_t = T[t_n, n] \odot T[t_{n-1}, n-1] \dots T[t_i, i]$
  - Prepare  $1 = n |S_y^0|$  random encryptions  $z_j = (a_j, b_j) \in G_q^2, 1 \le j \le 1$
  - Scalarize  $c_i$ 's and permutate  $c_i$ 's and  $z_j$ 's randomly as  $c_1, c_2, \ldots, c_n$
  - Send  $c_1, c_2, \ldots, c_n$  to Alice
- 3. Alice decrypts  $D(c_i) = m_i$ ,  $1 \le i \le n$ , and determine x > y if and only if some  $m_i = 1$ 
  - When  $x \le y$ , negligible probability that GT protocol returns a wrong answer due to randomization
  - Using additive homomorphic encryption, replace E(1) by E(0) in setting up the table T





# Analyzing and Comparing the Performance



- The receiver needs n encryptions and n decryptions
- The sender needs n modular multiplications in the 2a step, n modular multiplications and n inversions in the 2b step, 2n modular multiplications in the 2c step. and (2 + log N)n modular multiplications in the second step
- Each inversion takes one modular multiplication
- Overall, the protocol needs 4n modular exponentiations (mod  $N^2$ ), and 7n modular multiplications (mod  $N^2$  )
- The communication cost is n ciphertexts for the receiver and n ciphertexts for the sender
  - 4n log N bits



- In Step 1, Alice encrypts n 1's
- In Step 2, Bob computes  $c_t$ ,  $t \in S_y^0$ , by reusing intermediate values
  - $\rightarrow$  (2n 3) multiplications of ciphertexts, n scalar operations at most
- In Step 3, Alice decrypts n ciphertexts.
- Overall, GT protocol needs  $5n \log p + 4n 6 \mod n$

$$\Rightarrow 5n \log p + 4n - 6 = n \times 2 \log p + 2 \times (2n - 3) + n \times 2 \log p + n \times \log p$$

• Communication complexity :  $6n \log p = 3n \times 2 \log p$  bits



	Computation of Alice	Computation of Bob	Total Computation	Communication
BK04	12n log N	4n log N + 28n	16n log N + 28n	4n log N
LT05	3n log p	2n log p + 4n – 6	5n log p + 4n – 6	6n log p

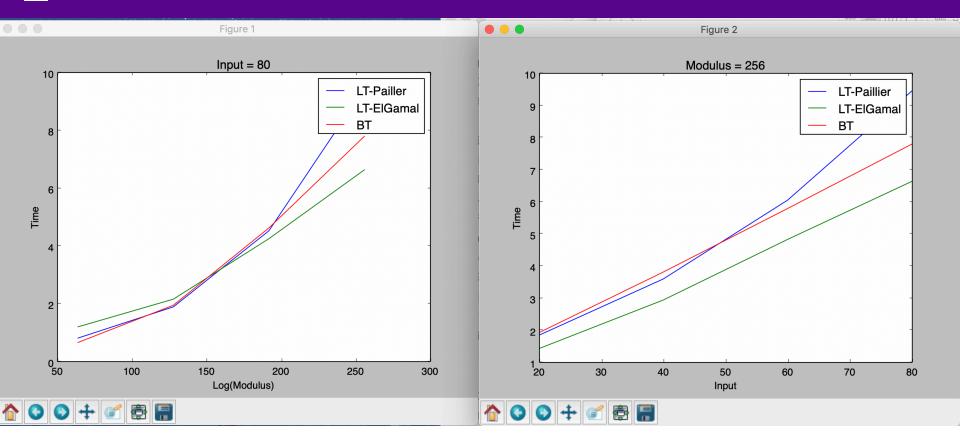
- Both constructions are secure in the semi-honest setting
- In the malicious setting, each round requires additional messages to assure legality of the sent messages
- The techniques are mostly based on non-interactive zero-knowledge proof of knowledge



```
$ python test.py
--- Testing LinTzeng Protocol ---
[1]Testing Paillier based...
Encryption Scheme: Paillier
Modulus Length: 256
Input Length: 100
---100/100 passed 8.53471922874 seconds ---
[2] Testing ElGamal based...
Encryption Scheme: ElGamal
Modulus Length: 256
Input Length: 100
---100/100 passed 7.4218378067 seconds ---
--- Testing Blake-Kolesnikov's Protocol ---
Encryption Scheme: Paillier
Modulus Length: 256
Input Length: 100
---100/100 passed 8.9105682373 seconds ---
```

- Result matches the analysis that **LT05** is faster than BT04
- Tested LT05 twice based on Paillier and El Gamal respectively where the one with El Gamal is faster







### **Obliv-C**

#### https://github.com/samee/obliv-c

a simple GCC wrapper that makes it easy to embed secure computation protocols inside regular C programs.

write in Obliv-C(oc) langauge and compile/link it with the project.

General but slow than previous function-specific protocol

```
Project2 > gc > million > ≡ million.oc
       #include<obliv.oh>
       #include"million.h"
       void millionaire(void* args)
         protocolIO *io=args;
         obliv int v1,v2;
         bool eq, lt;
         v1 = feedOblivInt(io->mywealth,1);
         v2 = feedOblivInt(io->mywealth,2);
 11
 12
         revealOblivBool(&eq,v1==v2,0);
 13
         revealOblivBool(&lt,v1<v2,0);</pre>
         io->cmp = (!eq?lt?-1:1:0);
```



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