Functionalities in ILC

Cool kids

1 Authenticated Message Transmission

Functionality $\mathcal{F}_{\mathrm{AUTH}}$

- 1. Upon receiving an input $(\mathtt{Send}, S, R, sid, m)$ from $ITI\ S$, generate a public delayed output $(\mathtt{Sent}, S, sid, m)$ to R and halt.
- 2. Upon receiving (Corrupt-sender, sid, m') from the adversary, and if the (Sent, S, sid, m) output is not yet delivered to R, then output (Sent, S, sid, m') to R and halt.

```
(* Do not need corrupt sender in static corruptions world *)
(* f2p.R notation? *)

nu { p2f, f2p, a2f } .
let ("Send", S, R, sid, m) = rd p2f in
(wr[pub, delay] ("Sent", S, sid, m) -> f2p.R) &
(let ("Corrupt-sender", sid, m') = rd a2f in
wr ("Sent", S, sid, m') -> f2p.R)
```

2 Secure Message Transmission

Functionality $\mathcal{F}_{ ext{SMT}}^l$

- 1. Upon receiving an input (Send, S, R, sid, m) from ITI S, send (Sent, S, R, sid, l(m)) to the adversary, generate a private delayed output (Sent, S, sid, m) to R and halt.
- 2. Upon receiving (Corrupt, sid, P) from the adversary, where $P \in \{S, R\}$, disclose m to the adversary. Next, if the adversary provides a value m', and P = S, and no output has been yet written to R, then output (Sent, S, sid, m') to R and halt.

3 Zero Knowledge Proofs

Functionality $\mathcal{F}_{ZK(R)}$

- 1. Upon receiving input (Prove, x, w, B) from A, leak (A, B, x, R(x, w)) to S.
- 2. When S returns ok, output (Verified, A, x, R(x, w)) to B.

```
(* Again, what is S *)
(* Cleaner way to supply multiple args to function *)
(* Distinguish recipients on f2p? *)

nu { p2f, f2p } .
let ("Prove", x, w, B) = rd p2f in
    wr (A, B, x, (R x) w) -> f2p.S .
    if rd p2f == "ok" then wr ("Verified", A, x, (R x) w) -> f2p.B
```

4 Key Exchange

Functionality $\mathcal{F}_{\mathrm{KE}}$

- 1. Upon receiving input (KE, B) from A, choose a key k and leak (A, B) to S.
- 2. Upon receiving input (KE, B) from A, leak (A, B) to S.
- 3. When S returns (ok, P) for $P = \{A, B\}$, output (A, B, k) to P.

5 Common Reference String

From UC commitments [1].

Functionality \mathcal{F}_{CRS}

 \mathcal{F}_{CRS} proceeds as follows, when parameterized by a distribution D.

1. When activated for the first time on input (value, sid), choose a value $d \stackrel{R}{\leftarrow} D$ and send d back to the activating party. In each other activation return the value d to the activating party.

```
Functionality parameterized by distribution D *)
2
  nu {p2f, f2p}
3
  let (pid, sid) = rd p2f in
4
     let d = rand in
       wr (pid, d) -> f2p .
       !(let (pid, sid) = rd p2f in
         wr (pid, d) -> f2p);;
   (* Test functionality *)
10
  nu {p2f, f2p}
11
   wr (0, 0) \rightarrow p2f . let (pid, d) = rd f2p in
12
       show pid ++ " received " ++ show d
13
     wr (1, 1) \rightarrow p2f . let (pid, d) = rd f2p in
       show pid ++ " received " ++ show d
15
     wr (2, 2) -> p2f . let (pid, d) = rd f2p in
16
       show pid ++ " received " ++ show d
17
     wr (3, 3) \rightarrow p2f . let (pid, d) = rd f2p in
18
       show pid ++ " received " ++ show d;;
19
```

6 Synchronous Communication

Functionality \mathcal{F}_{SYN}

 \mathcal{F}_{SYN} expects its SID to be of the form $sid = (\mathcal{P}, sid')$ where \mathcal{P} is a list of party identities among which sychronization is to be provided. It proceeds as follows.

- 1. At the first activation, initialize a round counter $r \leftarrow 1$, and send a public delayed output (Init, sid) to all parties \mathcal{P} .
- 2. Upon receiving input (Send, sid, M) from a party $P \in \mathcal{P}$, where $M = \{(m_i, R_i)\}$ is a set of pairs of messages m_i and recipient identities $R_i \in \mathcal{P}$, record (P, M, r) and output (sid, P, M, r) to the adversary.
- 3. Upon receiving input (Receive, sid, r') from a party $P \in \mathcal{P}$ do:
 - (a) If r' = r (i.e., r' is the current round), and all uncorrupted parties in \mathcal{P} have already sent their messages for round r, then:
 - i. Interpret N as the list of messages sent by all parties in this round. That is, $N = \{(S_i, R_i, m_i)\}$ where each $S_i, R_i \in \mathcal{P}$, m is a messages, and $S_i, R_i \in \mathcal{P}$. (S_i is taken as the sender of message m_i and R_i is the receiver. Note that either sender or receiver may be corrupted.)
 - ii. Prepare for each party $P \in \mathcal{P}$ the list L_P^r of messages that were sent to it in round r.
 - iii. Increment the rounder number: $r \leftarrow r + 1$.
 - iv. Output (Received, sid, L_P^{r-1}) to P. (Let $L_P^0 = \bot$.)
 - (b) If r' < r then output (Received, sid, $L_P^{r'}$) to P.
 - (c) Else (i.e., r' > r or not all parties in \mathcal{P} have sent their messages for round r), output (Round Incomplete) to P.

References

[1] Ran Canetti and Marc Fischlin. Universally composable commitments. In *Advances in Cryptology—Crypto 2001*, pages 19–40. Springer, 2001.