

SMPC for Decentralized Distributed Systems



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The Hygiene Games

- Gamification for hand hygiene
- Requirements
 - Privacy protection
 - Computation of system statistics
 - Bluetooth mesh network

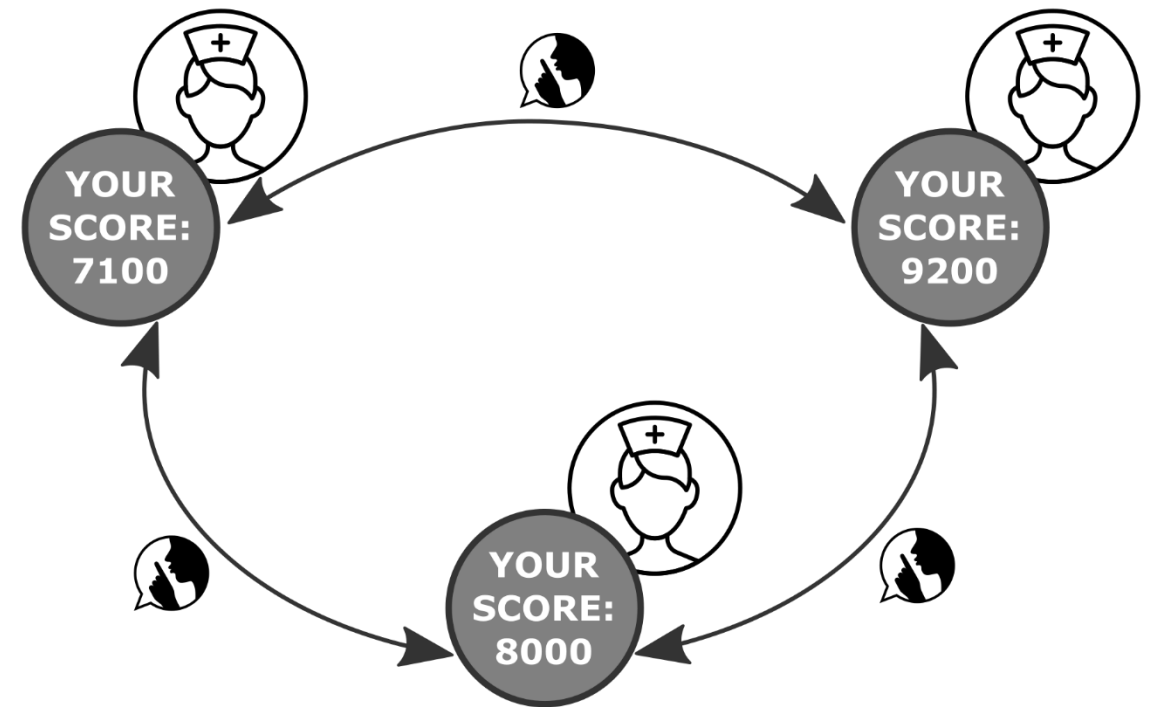
Privacy Protection

- Personal data on own device
- Modest value without comparison

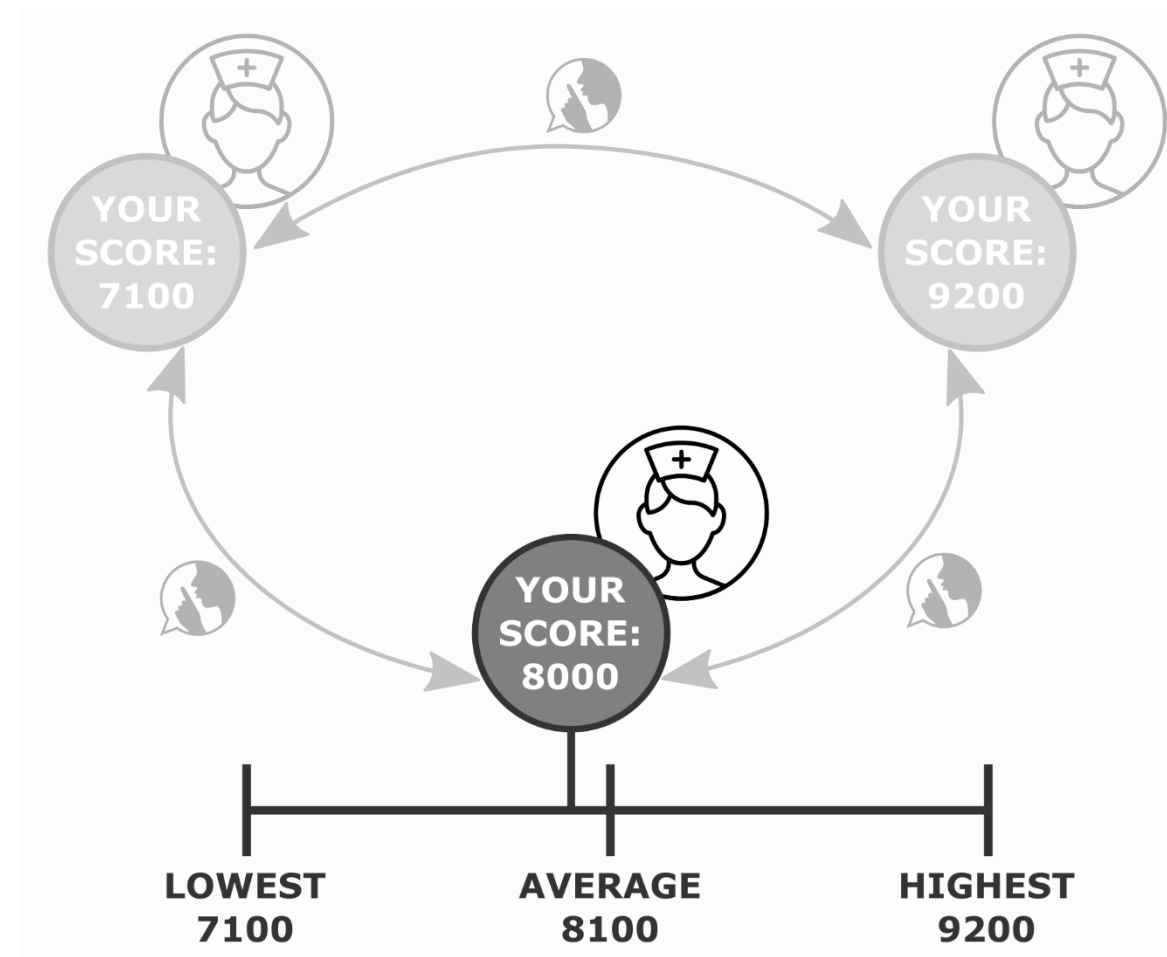


Privacy Protection

- Exchange data for comparison



Privacy Protection



SMPC

- Subfield of cryptography:
 - compute function over inputs of multiple parties
 - keep the inputs private

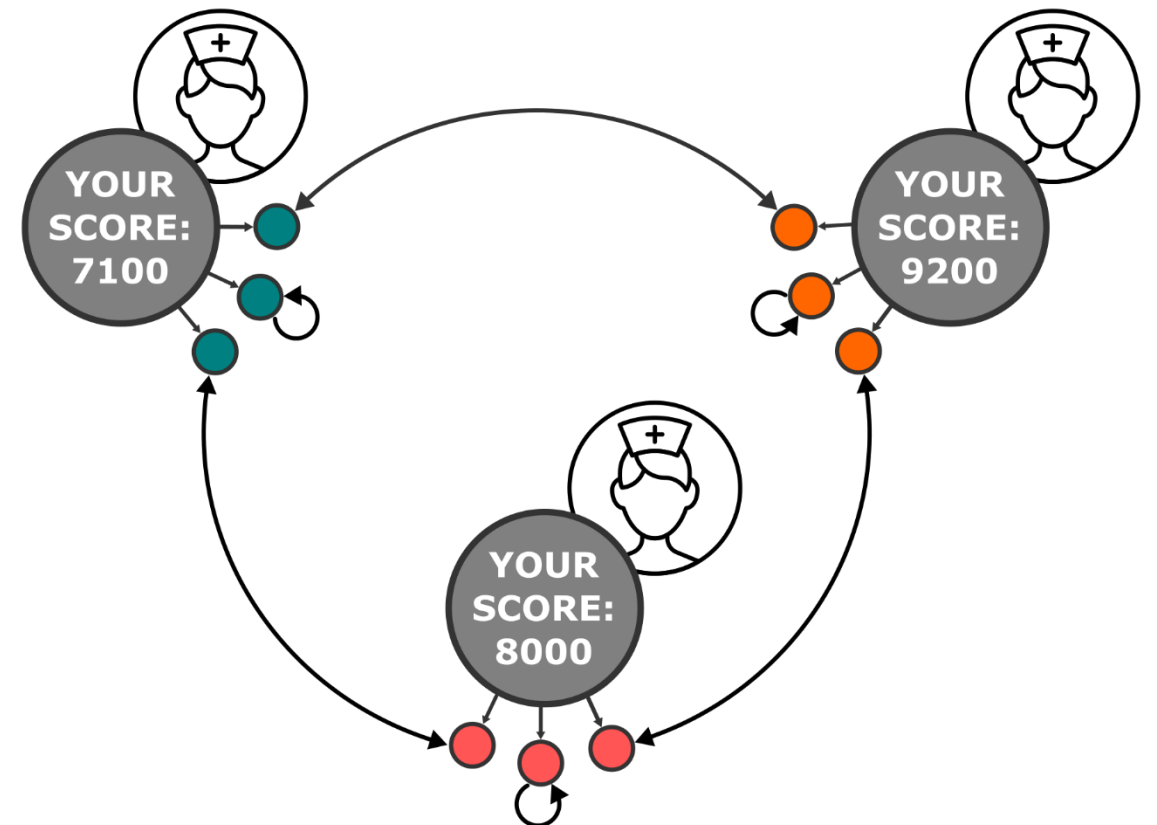
SMPC

- Three parties
- Score as input



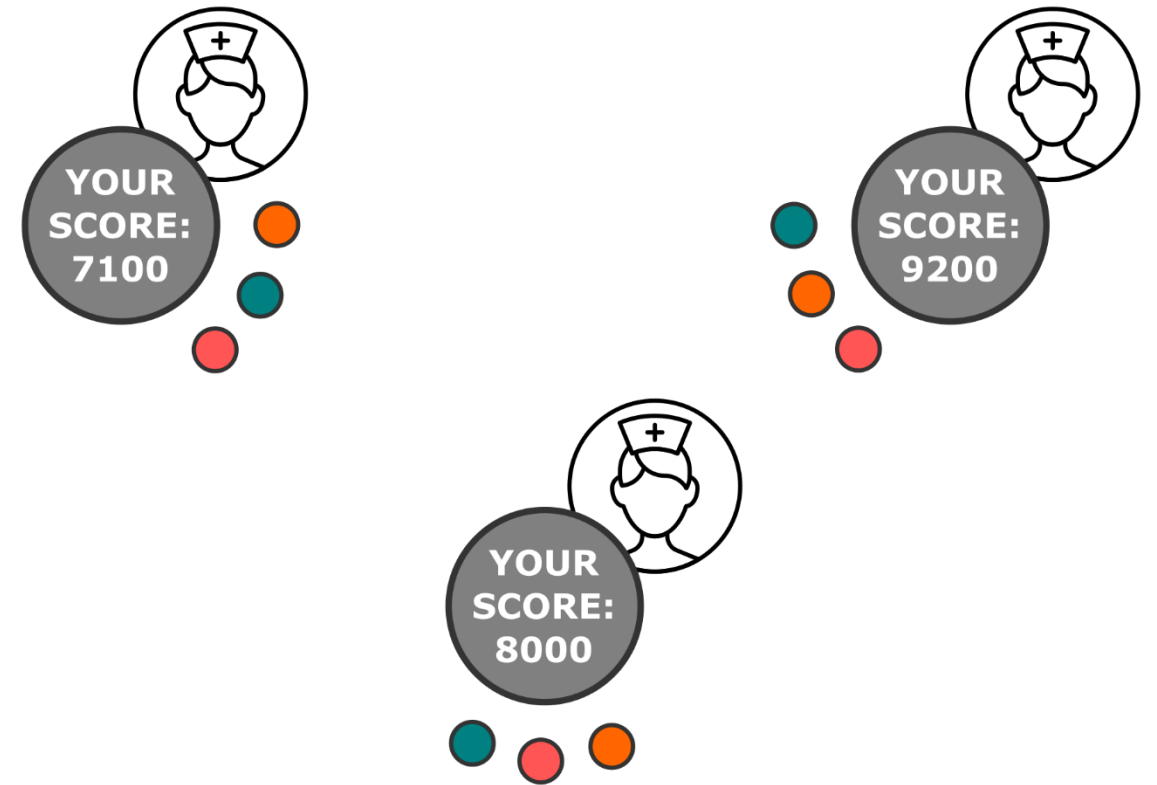
SMPC

- Secret sharing: n shares for n parties



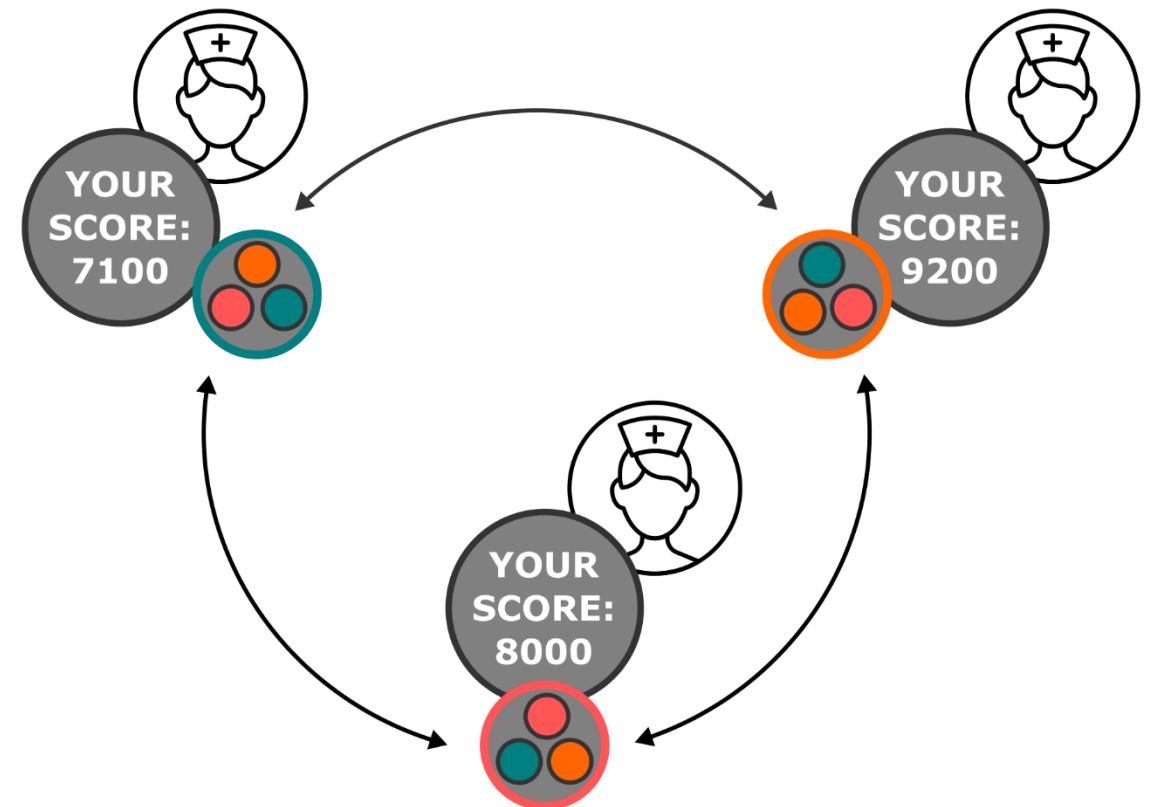
SMPC

- Each player: set of n shares



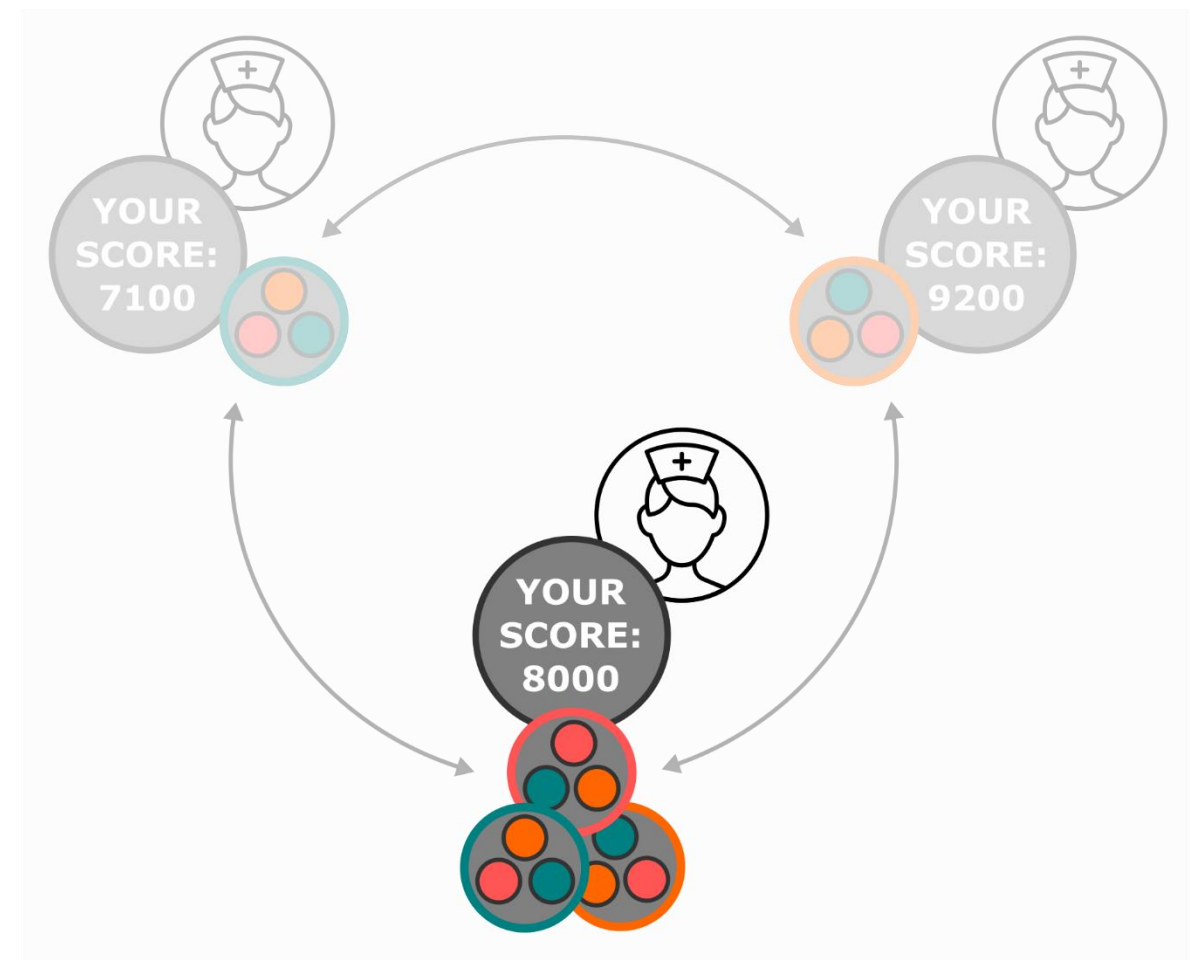
SMPC

- Computation on shares
- Broadcasting of result

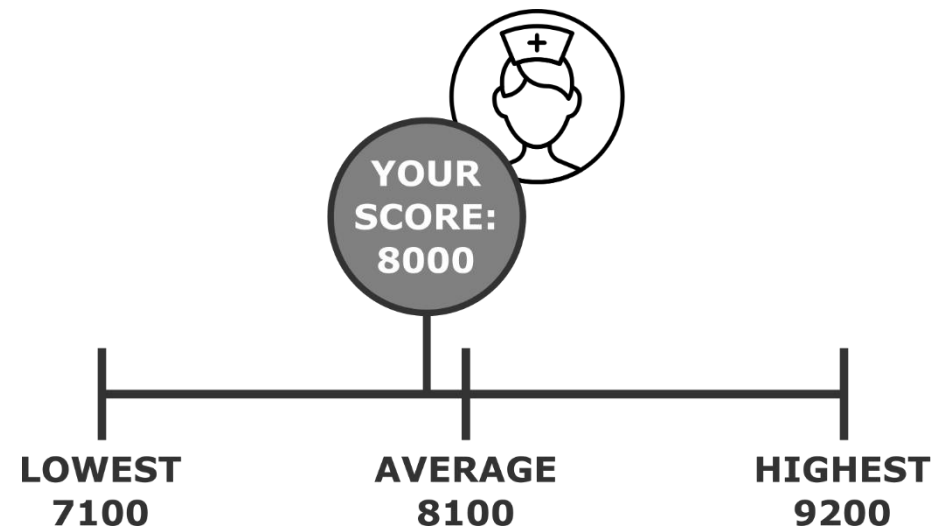


SMPC

- Each party:
 - Complete information for computation
 - Other inputs remain secret



SMPC



- Algorithms

- Secure addition
- Secure comparison



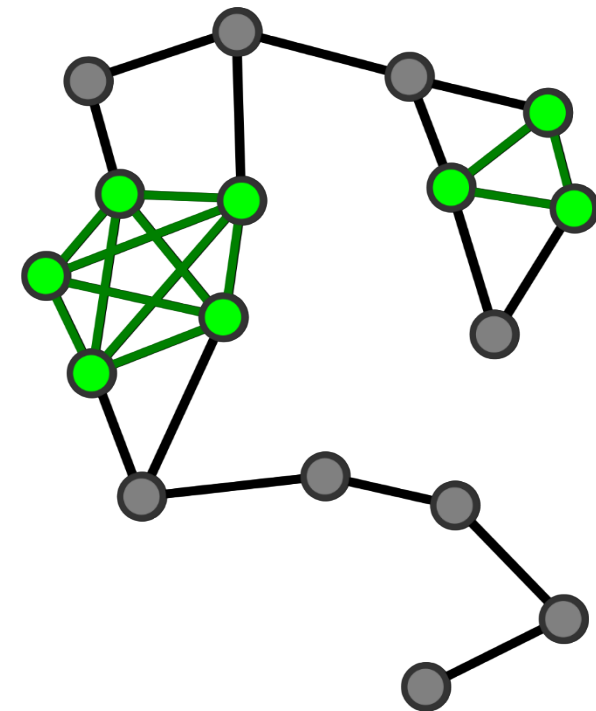
Decentralization

- Mesh network
 - Computation partners not stationary
 - Partitioning possible
 - No central database server



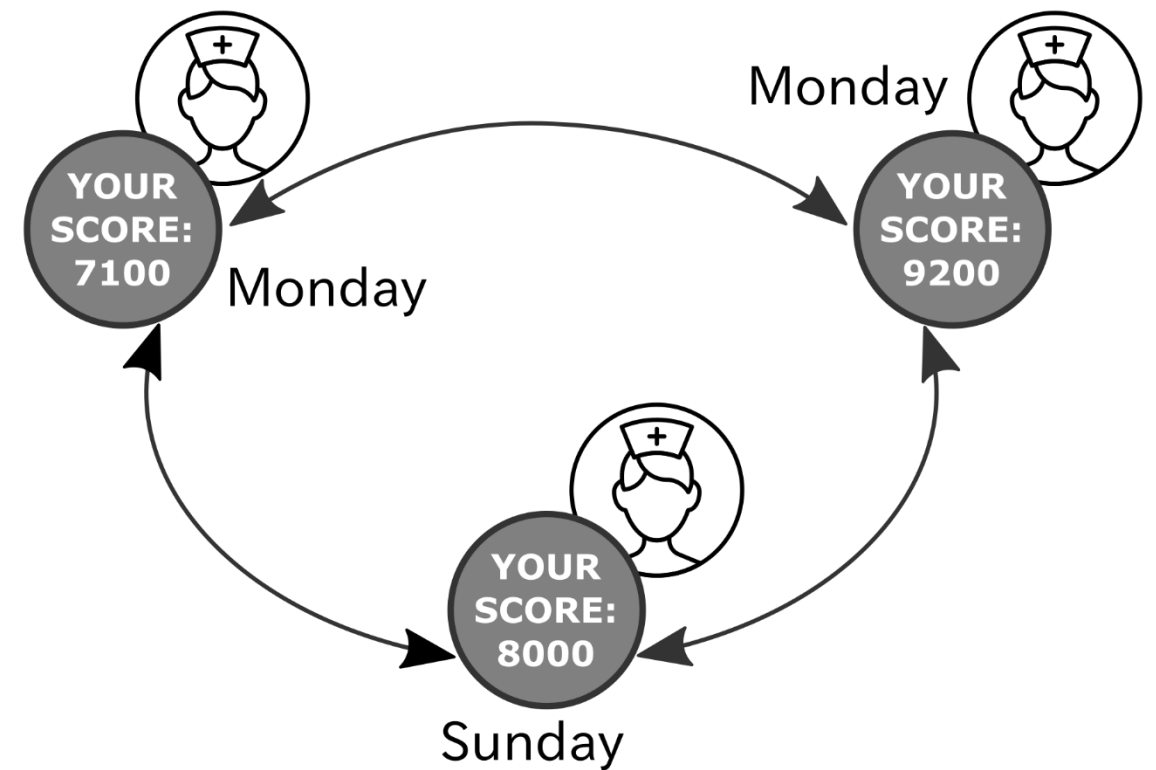
Decentralization

- Broadcast protocols
 - Detection of nodes
 - Distribute data
- Distributed Database
 - Blockchain



Distribution

- Synchronization of clocks (Berkeley)
- Coordinator election



Requirements

- C library; JNI for Java/Android usage
- Node coordination and synchronization
- SMPC
- Data distribution and preservation

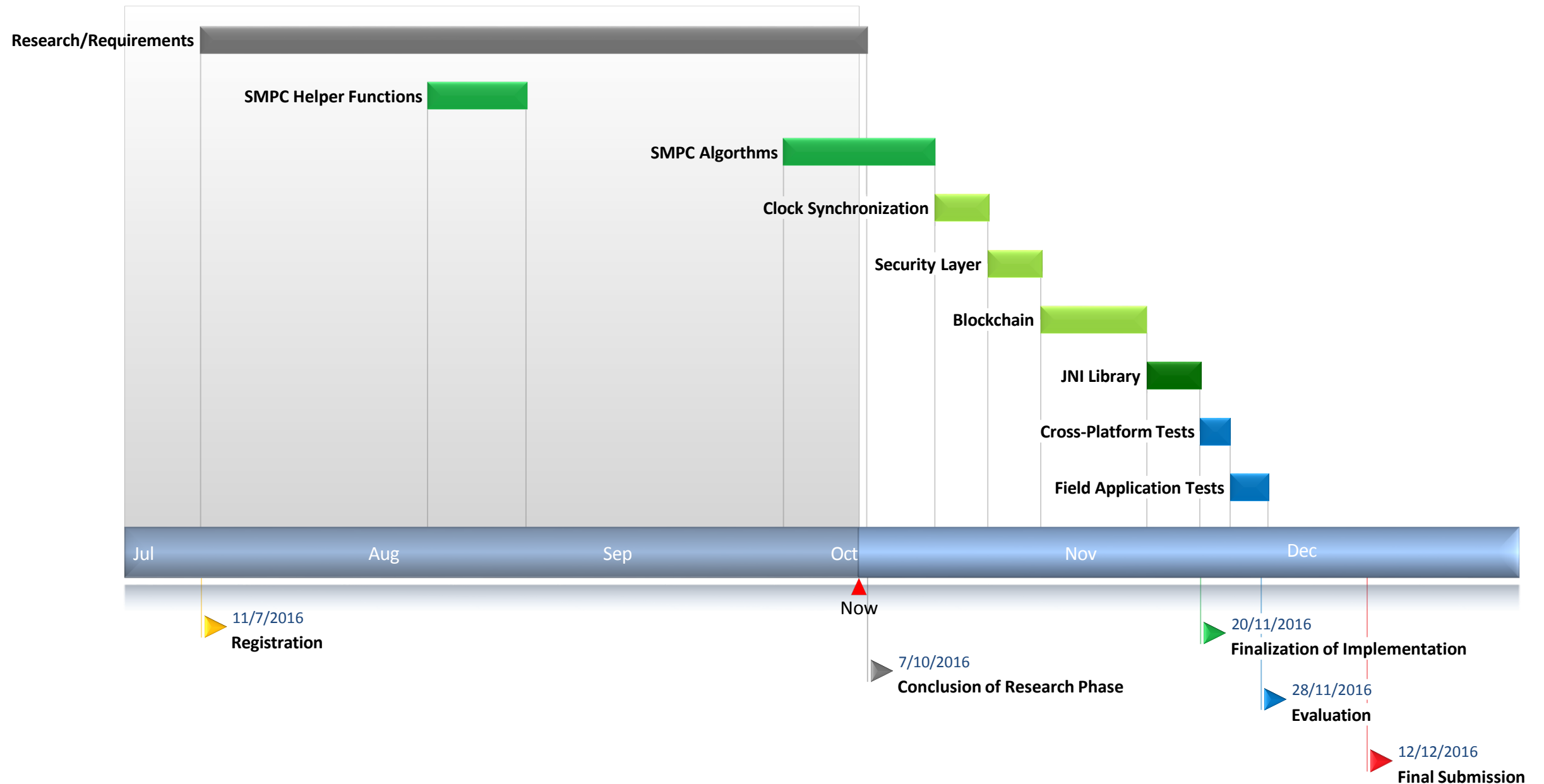
Tasks

- Secure addition protocol
- Secure comparison protocol
- Secure communication layer
- Detection/notification of participants
- Coordinator election
- Clock synchronization
- Distributed Database/blockchain
- Flooding

Evaluation

- Test framework with devices of diverse computation power
 - RasPi 3, various Android devices, Xadow GSM+BLE, TI CC2650STK
- Field application tests
- Attack scenarios
- Security evaluation in different environments

Schedule



Summary

- SMPC for Decentralized Distributed Systems
 - privacy protecting computations
 - Mesh network