



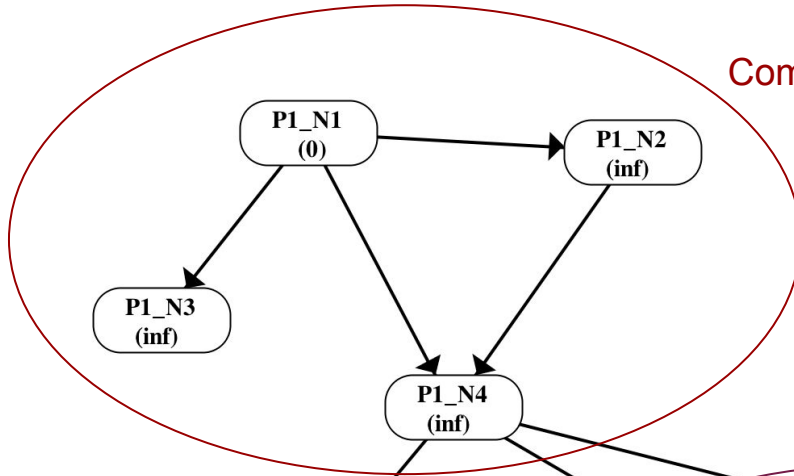
Network Distance

And Other iterative problems
in MPC

Network Distance

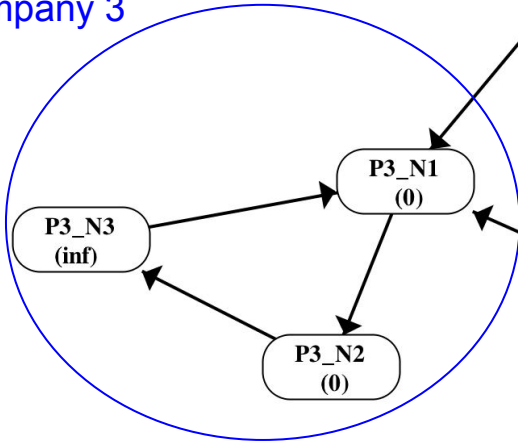
- Large network with nodes belonging to different companies.
- Two kinds of nodes: Vulnerable, and Safe.
- Compute minimum distance to a vulnerable node for all nodes.
- Vulnerable nodes have distance 0
- Safe nodes have distance infinity.
- Computation consists of alternating rounds of addition and min.

Company 1

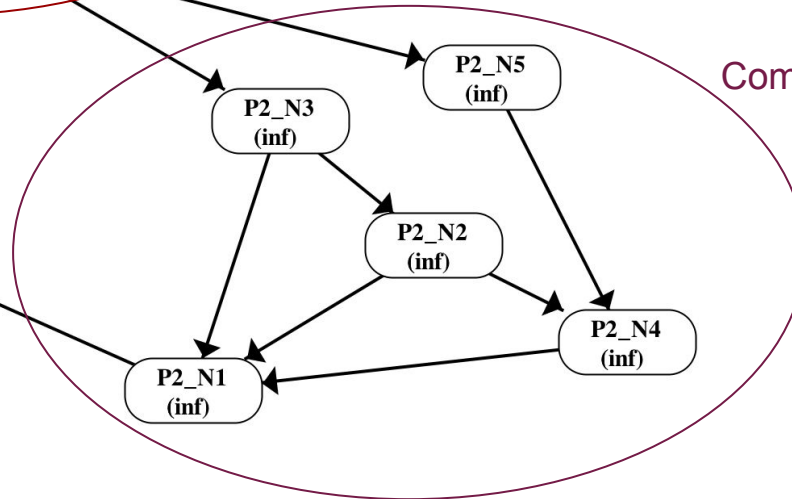


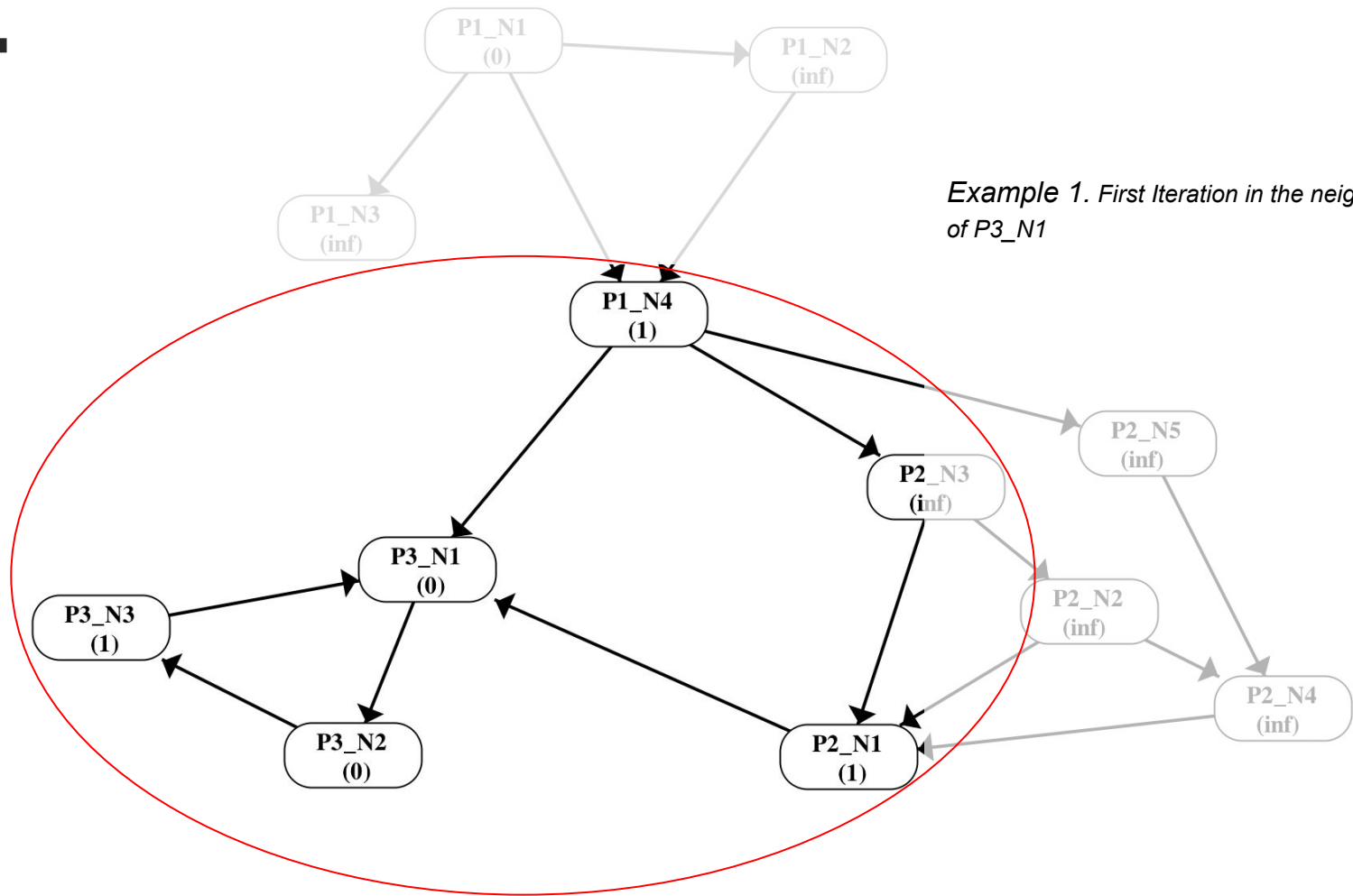
Example 1. Initial network where (inf) is safe and (0) is Vulnerable.

Company 3



Company 2





Example 1. First Iteration in the neighborhood of P3_N1

Security

- Passive Security (for now).
- Hide internal topology of a company's network.
- Final distance is known but not any intermediate values.
- Final distance is known but not the causing vulnerable nodes.
- Gateways graph is public.
- Final output is known to everyone (for now).

Problems

- Graph can be very large
 - Cannot perform MPC on the entire graph.
 - Companies perform direct computation on their private network.
 - MPC computation on the subgraph containing only gateways of companies.
 - Direct computation to propagate gateways results back into private network.

Company 1

P1_G1
(1)

*Example 1. First Iteration in the neighborhood
of P3_N1*

P3_G1
(0)

Company 3

P2_G2
(inf)

P2_G3
(inf)

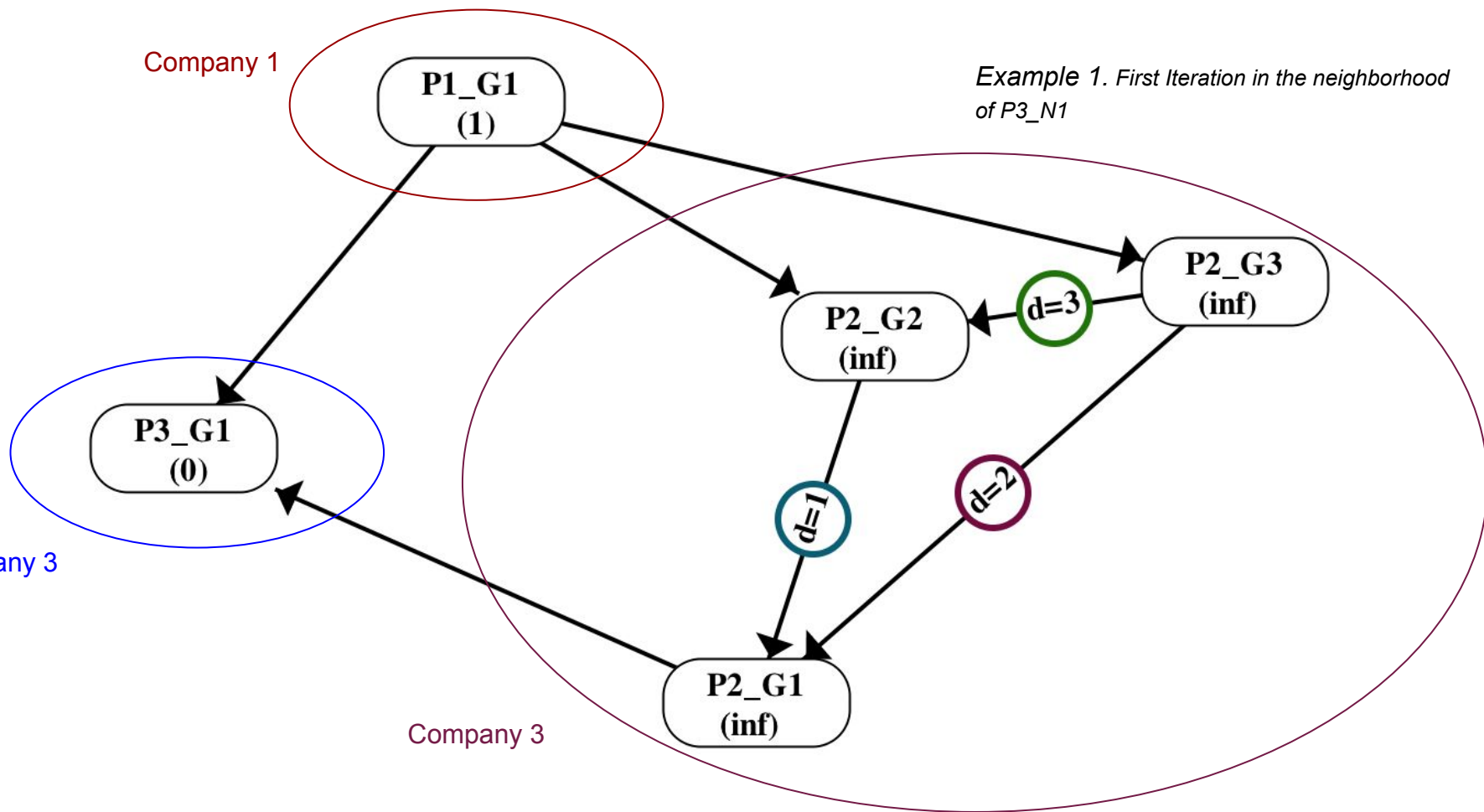
d=1

d=2

d=3

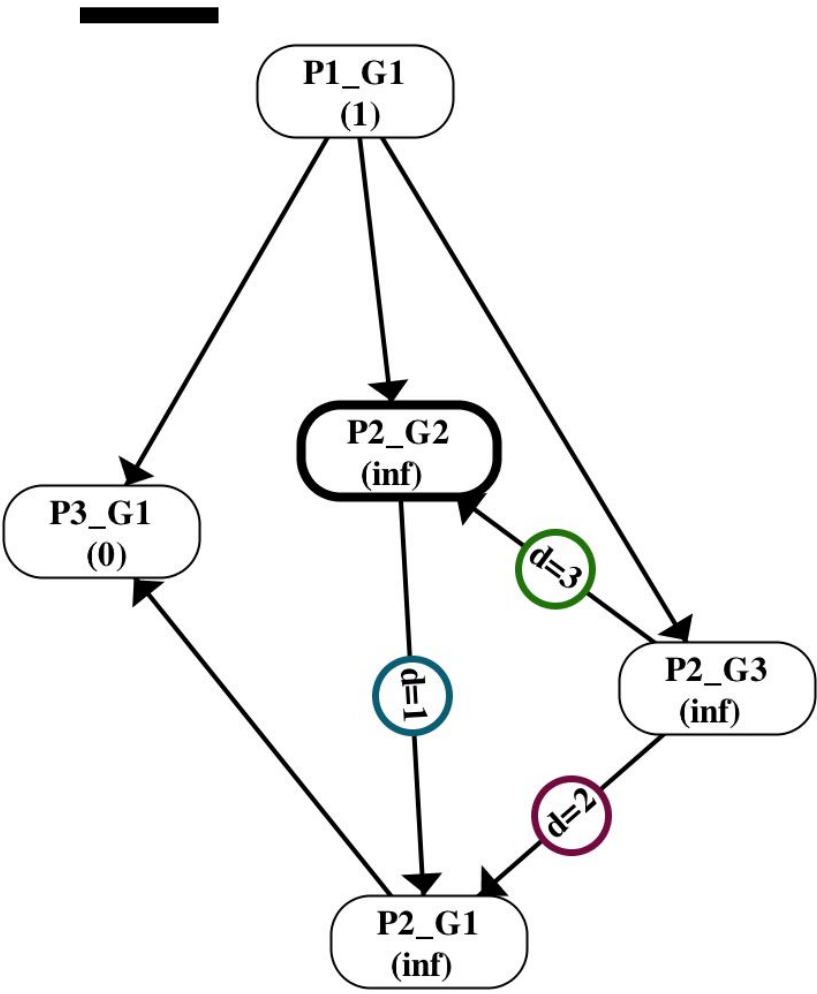
P2_G1
(inf)

Company 3



Problems

- Not revealing any intermediate values
 - Can be done with viff, but with huge cost (min is expensive).
 - Run algorithm with “symbolic” inputs.
 - Unwraps iteration/execution yielding an expression.
 - Secret share initial distances, evaluate expression in one shot.
 - Only final answer is revealed.
 - Expression can be optimized. It can be stored and re-used.



$P2_G2_1$

$$= \min(P2_G2_0, P1_G1_0+1, P2_G3_0+3, P2_G1_0+1)$$

$$= \min(\text{inf}, 2, \text{inf}, \text{inf})$$

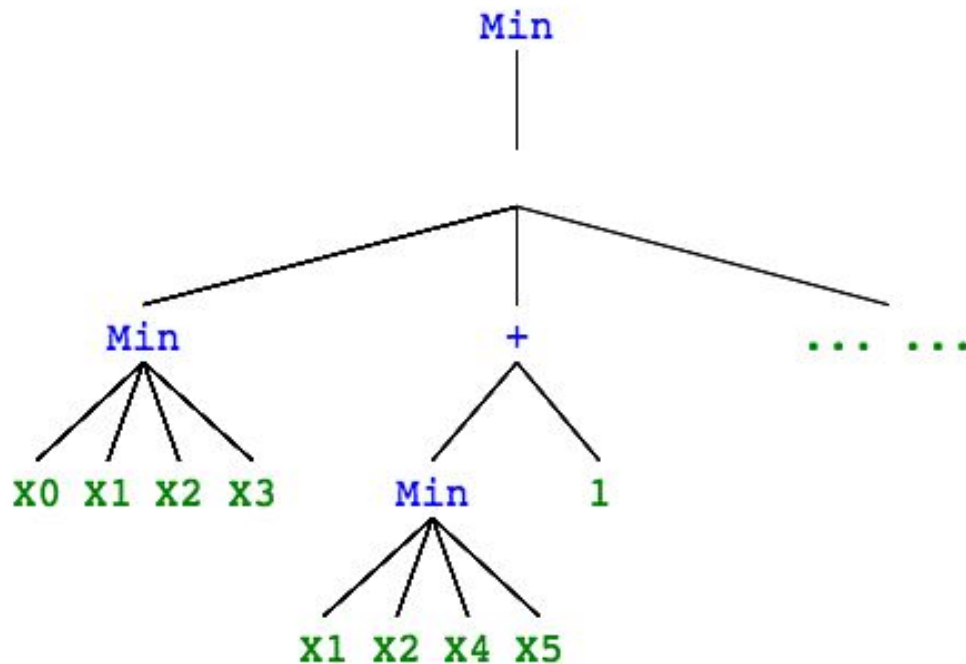
$P2_G2_2$

$$= \min(P2_G2_1, P1_G1_1+1, P2_G3_1+3, P2_G1_1+1)$$

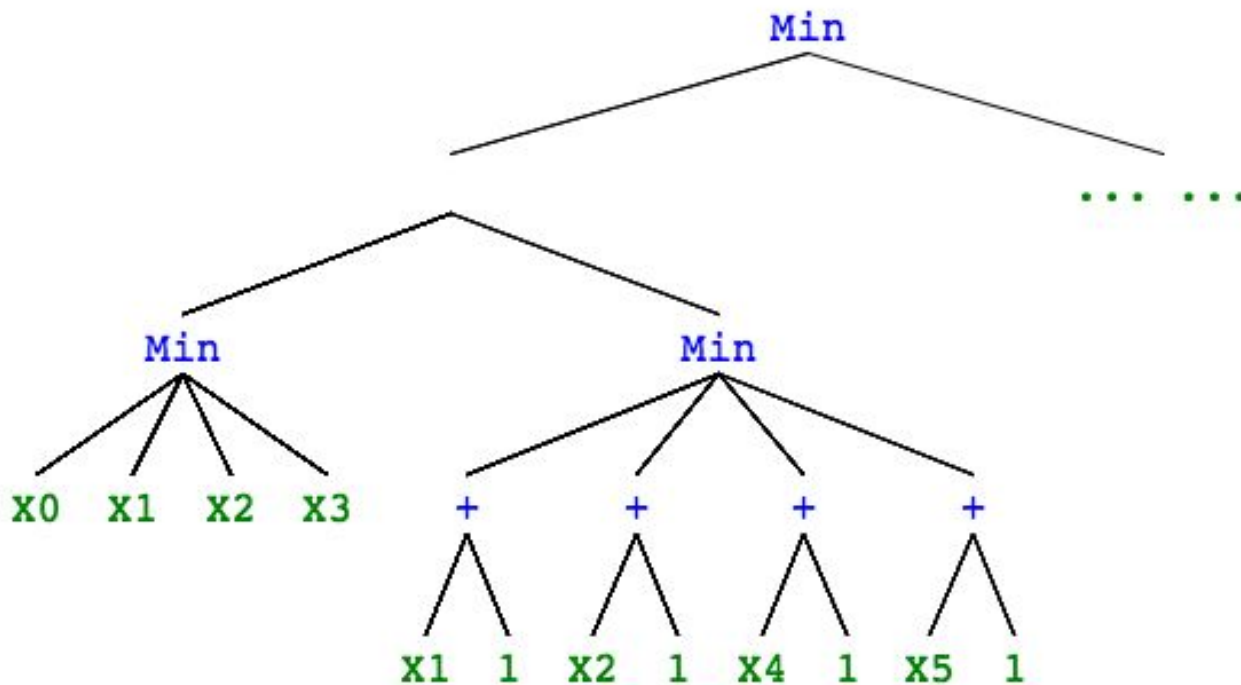
$$= \min(\min(\text{inf}, 2, \text{inf}, \text{inf}), \min(1, 1, \text{inf}, \text{inf})+1, \dots)$$

Expression Tree

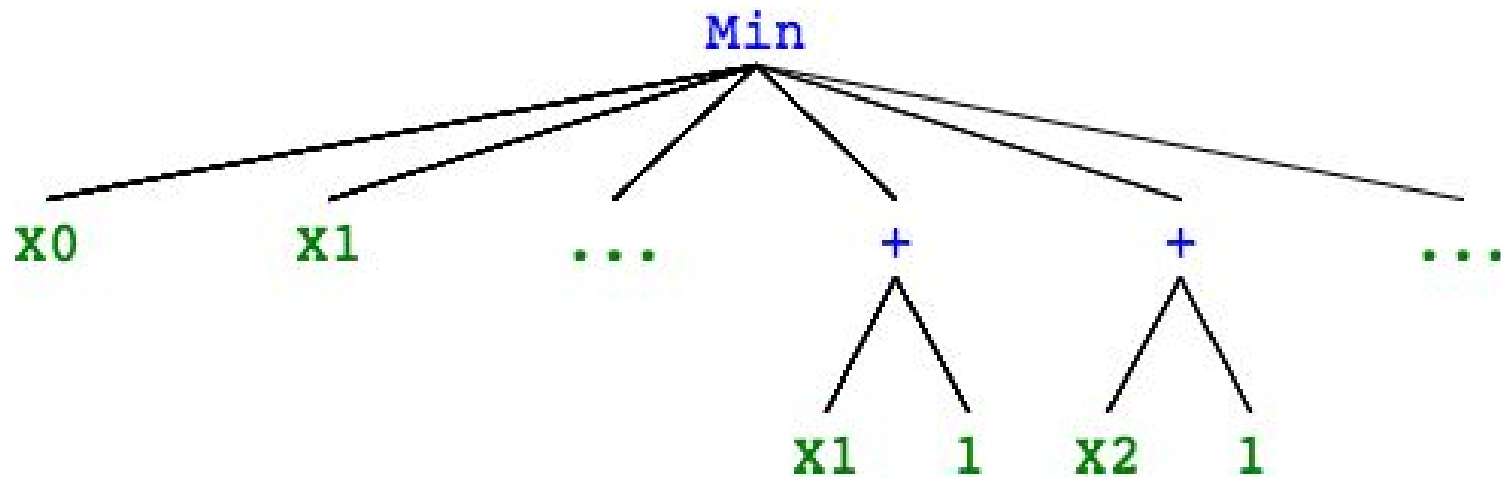
- Expressions as parse trees.
- Levels of + and Min.
- Optimizing the syntax tree is equivalent to simplifying the expression.
- Simplification utilizes distribution properties of + and Min.
- Simplification yields a single Min with compact additions.



Add-Min Reduction



Min-Min Reduction



Library Modules

- Implemented as a Python Library.
- Operator overloading to construct Expressions.
- Important Modules
 - Expression : AddExpression, MinExpression, VarExpression ...
 - Simplifiers: BaseSimplifier, Reductions, Optimizing Simplifiers ...
 - Evaluators: BaseEvaluator (Direct), ViffEvaluator.
- Customize expression, simplifiers, and evaluators (inheritance).
- Code does not reveal MPC, Expressions, or Twisted.

Remaining Work

- Optimizing Min expression by removing obvious terms.
 - $\text{Min}(X1 + 1, X1 + 2, \dots) \Rightarrow \text{Min}(X1 + 1, \dots)$
- Speed-up evaluation by exploiting similar terms (memoization).
- MPC protocols for Min
 - Currently we are using $(x * y/x + y * x/y) / (x/y + y/x)$
 - Slow (due to division), but does not reveal any information.
 - Look for faster division or min protocols with similar guarantees.
- SPDZ Evaluator ?
- Investigate producing different outputs for each company.

Future Extensions

- Provide builtin support for more expressions and simplifications.
- Apply the library to more problems.
- Include conditionals, loops, and other python statements
 - Overload the python parse tree instead of only operators.
 - Generic MPC protocols for these constructs.



Thank You

Questions?