

## Dark Matter Implementation

### **Configuration:**

**Platform:** Ubuntu Server 18.04

**Instance Type:** t2.medium

**Virtualization:** hvm

**vCPUs:** 2

**Memory:** 4GB

**Compiler:** G++ 7.5

**Code runs 1000 runs each time, time in document per run**

**Running environment:** Amazon AWS

### Code building notes:

Currently, the flags needed to run the program are in the mains.hpp file.

Options:

**PACKED\_PRF\_CENTRAL = 1.** - centralized packed PRF, both phases 2 and 3 are packed (no lookup table), key is Toeplitz:

**UNPACKED\_PRF\_CENTRALIZED = 1.** - Centralized naïve version unpacked

**PACKED\_PRF\_CENTRAL\_LOOKUP = 1** , centralized using lookup table

**TEST\_PRF= 1**, Distributed dark matter version, packed, no lookup table

**TEST\_NP = 1**, New protocol, packed, no lookup table

**TEST\_NP\_LOOKUP = 1** , New protocol with lookup table

### Building the code:

```
g++ -std=c++14 -O3 -o pDarkMatterPRF -I include/darkmatter/ src/*.cpp tests/*.cpp
```

**Runtimes:**

Runtime executed on Amazon AWS:

**Centralized version:****Centralized PRF Implementation (Using Packing)**

Phase	$10^{-6}$ sec ( $\mu s$ )	Rounds/sec	Macbook Air ( $\mu s$ )
<b>P1</b> ( $K * X$ )	3.16	$0.37 * 10^6$	4.8
<b>P2</b>	0.62	$2 * 10^6$	0.09
<b>P3</b> (Mult by 81x256 Rand mat)	12.07	$0.082 * 10^6$	136.70
<b>Full Protocol</b>	18.5	65,400	142.70

**Centralized PRF Implementation (Naïve/ Unpacked implementation)**

Phase	$10^{-6}$ sec (AWS)	Rounds/s (AWS)	Macbook Air
<b>P1</b> ( $K * X$ )	2.52	~400K	3.889
<b>Unpacking of 81 X 256 randomization matrix</b>	0.23		0.356
<b>P3</b> ( $Rmat * (K * X)$ )	15.39	~65K	22.354
<b>Full Protocol</b>	20.19	~50K	28.448

**Centralized PRF Implementation (Using Packing+ Lookup Table)**

Phase	$10^{-6}$ sec (AWS)	Rounds/s (AWS)	Local Macbook Air
<b>Calling Lookup function</b>	1.84	~544K	14.786
<b>Full Protocol</b>	6.08	~165K	21.188

Distributed version:

Notes: Preprocessing are excluded from timings.

Distributed Dark Matter PRF Implementation

Phases	AWS ( $\mu s$ )	Macbook Air( $\mu s$ )
AX + B (Party 1)	10.72	14.65
AX + B (Party 2)	11.37	10.80
Phase 1(Total)	22.08	
Share Conversion (Party 1)	2.92	5.05
Share Conversion (Party 2)	3.87	2.83
Phase 2(Total)	6.80	
Phase 3 (Randomization)	23.73	285.22
PRF (entire PRF w/o preproc)	61.08	324.79

New Protocol (Z3 packing, no lookup table)

Phase	Phase Sub-Module	AWS Time( $\mu s$ )	Number of Rounds/ Iterations	Macbook Air( $\mu s$ )	Number of Rounds/ Iterations
Phase 1	Party 1	0.61	~811K	0.05	~100M
	Party 2	0.61		0.05	
	Mask	0.61		0.04	
	Total (phase 1)	1.23		0.10	
Phase 2	Party 1	6.09	~149K	3.38	~291K
	Party 2	6.09		3.38	
	Mask	0.59		0.04	
	Total (phase 2)	6.69		3.42	
Phase 3	Party 1	12.24	~81K	49.98	~19K
	Party 2	12.23		50.31	
	Total (phase 3)	12.24		50.31	
	Entire PRF	20.20	~49K	57.37	~17K

## New Protocol (Z3 packing, LOOKUP TABLE)- Improvement expected

Phase	Phase Sub-Module	AWS Time( $\mu s$ )	Number of Rounds/ Iterations	Macbook Air( $\mu s$ )	Number of Rounds/ Iterations
Phase 1	Party 1	0.61	~821K	0.08	~6578K
	Party 2	0.60		0.06	
	Mask	0.60		0.07	
	Total (phase 1)	1.21		0.15	
Phase 2	Party 1	6.15	~148K	4.11	~239K
	Party 2	6.07		4.05	
	Mask	0.59		0.05	
	Total (phase 2)	6.75		4.16	
Phase 3	Party 1	6.20	~161K	15.05	~66K
	Party 2	6.05		14.68	
	Total (phase 3)	6.20		15.05	
	Entire PRF	14.17	~70K	19.37	~51K

### Some rough preliminary insight (based on AWS):

- 1) Using lookup table improves the timing for phase 3 by ~50 %.
- 2) Using lookup table improves the overall time for executing new protocol by ~30%

### Communication:

We can do back of the envelope estimates, but the actual communication time will depend on many factors. Below is a rough idea:

For the new protocol we have: *each party sends  $4N$  bits.*

For a 25 Mbps connection, we get  $25 \cdot 10^6 / 1024 = \sim 24K$  executions per sec

for 1 Gigabit, we get  $\sim 1M$  executions/sec

Synchronization is needed between the parties, though, so the assumption this is independent is an estimate.

Details: phase 1 - each party sends matrix  $K$  and vector  $X$ .  $K$  can be Toeplitz, so each party will send  $3N$  bits. phase 2 - each party sends  $w'$  ( $N$  bits)