

ideas

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1 Base property

1. Homomorphism: suppose $C1 = \{C1_{ij}\}, a_1, a'_1$ is for secret S1 (where C1 is commitment matrix and a_1, a'_1 is share polynomial for validator node P) and $C2 = \{C2_{ij}\}, a_2, a'_2$ is for secret S2. Then $C' = \{C'_{ij}\}$ where $C'_{ij} = C1_{ij} * C2_{ij}$, $a = a_1 + a_2$, $a' = a'_1 + a'_2$ will be for secret S1+S2. (I omit b and b' for simplicity)

2 New concept

1.sub-share: In AVSS protocol, if a dealer wants to share a secret to P_i , he will send (sid,SEND,C,a,a') to P_i . And in our case, P_i will receive secret shares from many dealers. suppose P_i receives K different secret shares. then a K sub-share is defined as below:

suppose there are k secret share messages (sid_i,SEND,C_i,a_i,a'_i) where i is from 1 to k. Then we build $C = \{C_{ij}\}$ where $C_{ij} = \prod Ck_{ij}$ for every k, $a = \sum a_k$ for every k, $a' = \sum a'_k$ for every k. and a set K which contains all different sid. And we define this (K,C,a(j),a'(j)) a K sub-share.

3 Protocol design

1.First phase: for every validate node P_i , suppose it received mutiple different secret share requests. and now it has (ID.k, send, Ck, a_k, a'_k) for each secret with id k. what it will do is to compute $C = \{C_{ij}\}$ where $C_{ij} = \prod Ck_{ij}$ for every k, $a = \sum a_k$ for every k, $a' = \sum a'_k$ for every k. and a set K which contains all different k. and send (ECHO,K,C,a(j),a'(j)) to every validate node P_j .

For example if a node receives sub-share of s1,s2,and s4. it will send (ECHO,K = [1, 2, 4],C,a(j),a'(j)) to every P_j where $C = \{C_{ij}\}$ where $C_{ij} = C1_{ij} * C2_{ij} * C4_{ij}$, $a(j) = a1(j) + a2(j) + a4(j)$, $a'(j) = a1'(j) + a2'(j) + a4'(j)$. And lets say this (C,a(j),a'(j)) is a [1,2,4] sub-share.

2.Second Phase: there will be a leader P_l in validate nodes. suppose we want to mix m secrets every time. P_l will have many counters, for each element in the set K of every ECHO message it received, the corresponding counter will add by one.

For example when P_l received an ECHO with set $K = [1,2,4]$. counter[1], counter[2], counter[4] will add by one.

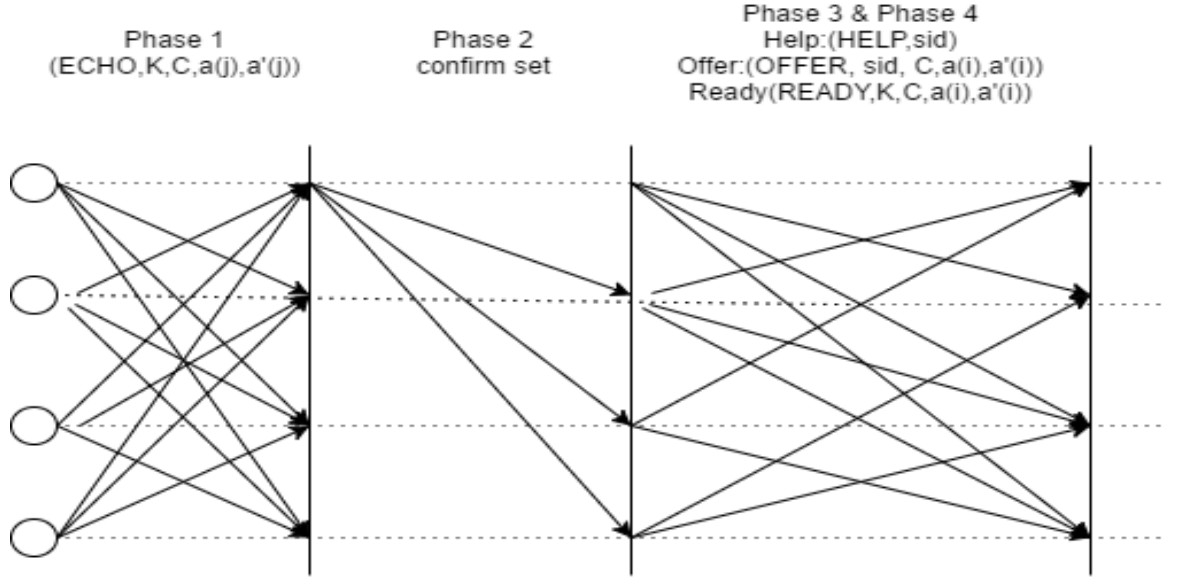
When there are m counters with value no less than $2t+1$. P_l will broadcast this m ids to every other nodes. This means our protocol choose these m secrets to mix.

For example, when $m = 3$ and P_l finds out that values of counter[1], counter[2], counter[3] are no less than $2t+1$, P_l will send (CONFIRM_SET, $K = [1,2,3]$) to every P_j .

3. Third phase, for every node P_i with its set K , it will receive a K' from P_l in the second phase. suppose $K = [1, 2, 4]$ and $K' = [1, 2, 3]$. what P_i is going to do is to change its $[1, 2, 4]$ sub-share to $[1, 2, 3]$ sub-share. Suppose (C, a, a') is P_i 's $[1, 2, 4]$ sub-share, First it can compute $C^* = \{C^*_{ij}\}$ where $C^*_{ij} = C_{ij}/C_{4ij}$, $a^* = a - a_4$, $a'^* = a' - a'_4$. and this (C^*, a^*, a'^*) is a $[1, 2]$ sub-share. next step is to change it to $[1, 2, 3]$ sub-share. Unfortunately P_i has no info about secret s_3 . So what it does is to send (HELP, 3) to every other nodes. other nodes which has info about s_3 will send (OFFER, 3, $C, a(i), a'(i)$) to P_i . To make sure P_i receives correct information, P_i will wait until it receives $2t+1$ OFFER message and be able to find out which message is right. Since there must be $t+1$ of message with the same C and this C will be the correct one. P_i will use polynomial interpolation to calculate its own a and a' for s_3 (even if client3 didn't send anything to P_i). Then P_i can get its $[1, 2, 3]$ sub-share. In this way every honest node can finally get its $[1, 2, 3]$ sub-share.

4. Forth phase, it is the same as READY phase of normal VSS. The only difference is that all things in (READY, $C, a(j), a'(j)$) contains info of $s_1+s_2+s_3$, not just one secret.

4 Figure



5 Message complexity

For phase 1 message complexity: $O(n^2)$.

For phase 2 message complexity: $O(n)$.

For phase 3: as for HELP and OFFER message the upper bound is : $O(kn^2)$, where k is the number of dealers. For ready message the complexity is $O(n^2)$.

And the message size is also bounded so the communication complexity is bounded.

The only problem is that is $O(kn^2)$ (the worst case in phase 3) acceptable.