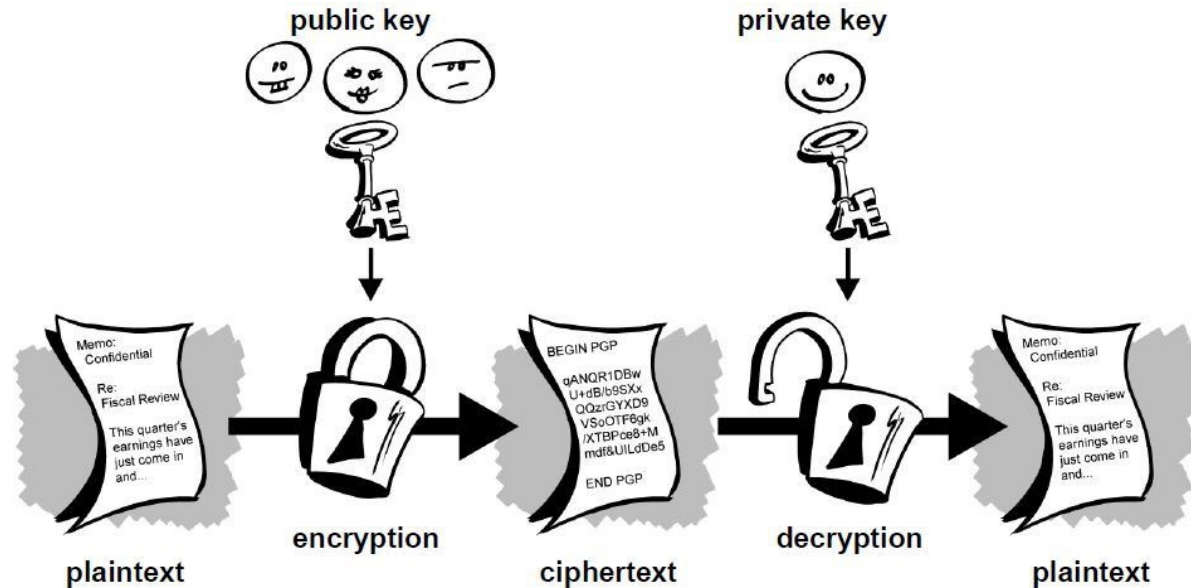


Coin Flipping Over the Internet

By
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Bad News



Flip a coin?



Alice and Bob are getting divorced

They can't even be in the same room together

Who keeps the car?

Coin Flipping over Telephone

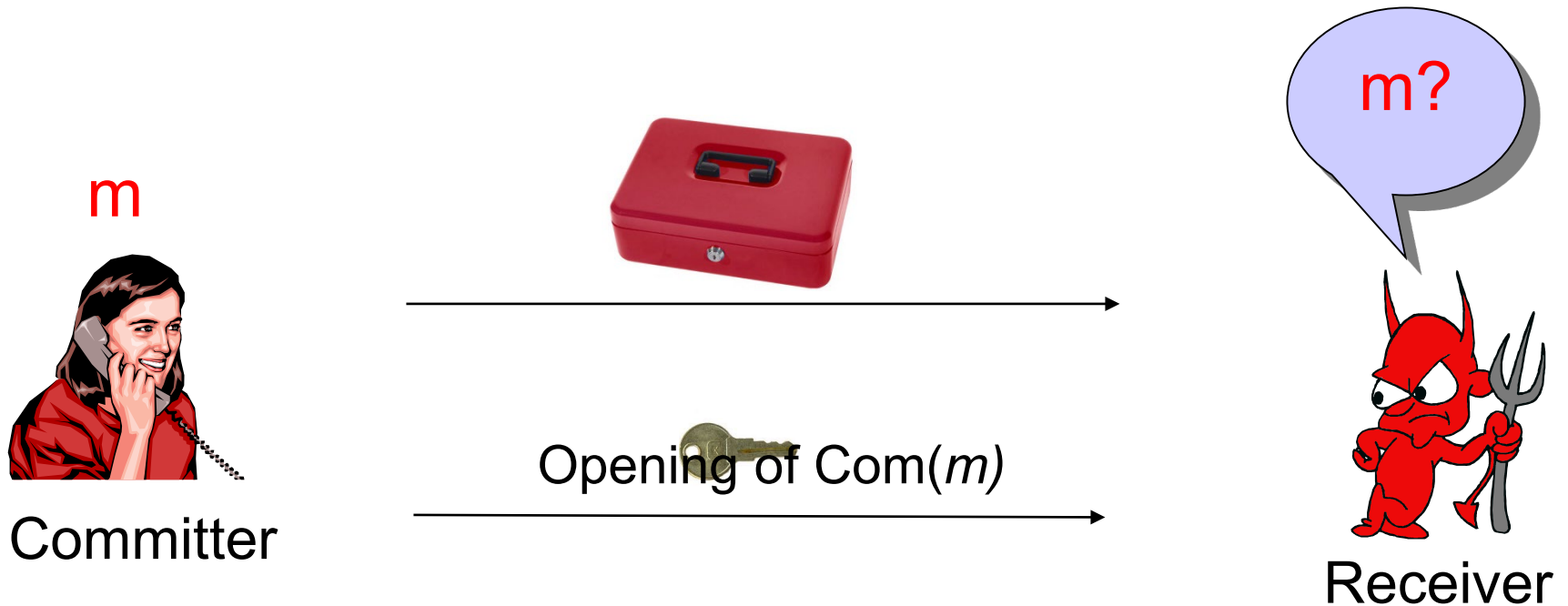
Can we flip a fair coin over the phone (or internet)?

Applications: cryptographic protocols, online gaming,



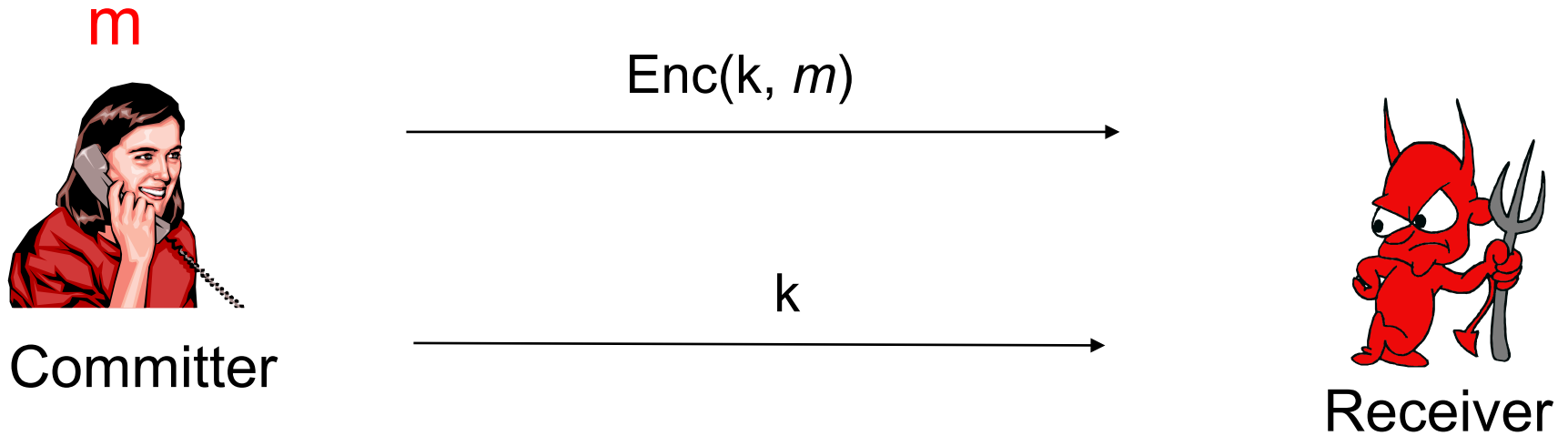
Blum (1981)

Commitment Schemes



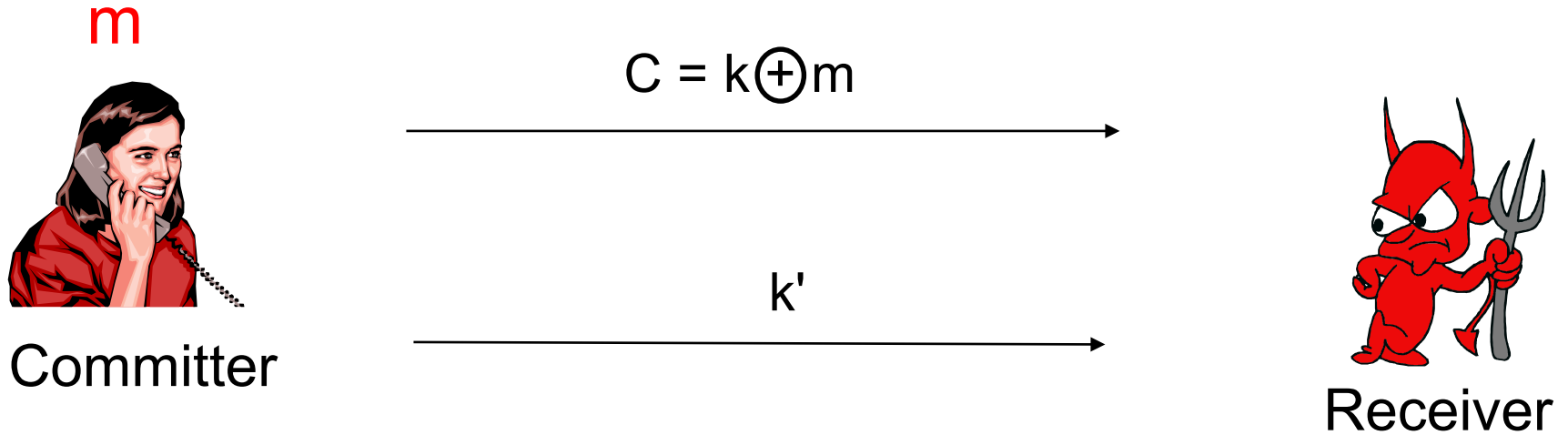
- Commitment like a note placed in a safe
- Two properties: **hiding and binding**
- Electronic equivalent of such a safe

Building Commitment Schemes



- Does this work?

Using one-time pads?



- Can choose any m' s.t. $C = k' \oplus m'$

ElGamal Commitment Scheme

- DDH assumption: given (g, g^a, g^b) , any information about g^{ab} is hard to compute (looks random)

Generate a, b randomly

m

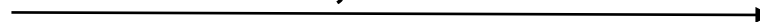


Committer

$g, g^a, g^b, m \cdot g^{ab}$



a, b



Receiver

- After commitment phase: m hidden
- Binding: a, b unique given commitment phase, hence m unique

Coin Flipping Attempt 1



$$b_0 = 0/1$$



$$b_1 = 0/1$$



$$b = b_0 \oplus b_1$$

- If both parties honest: b is random
- If Bob dishonest: can dictate output
 - Suppose Bob wants output = 1
 - If Alice chooses 0, Bob chooses 1
 - If Alice chooses 1, Bob chooses 0

Coin Flipping Attempt 1



$$b_0 = 0/1$$



$$b_1 = 0/1$$

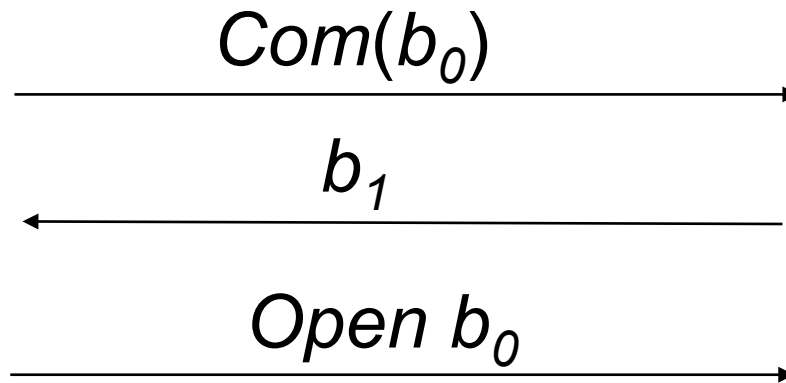


$$b = b_0 \oplus b_1$$

- What if Alice and Bob send messages simultaneously?
 - Protocol is secure even if Bob malicious

Fact: even if one bit random (and other bit doesn't depend upon it), XOR is random

Coin Flipping Protocol



$$b = b_0 \oplus b_1$$

- If both honest: both bits random and independent. XOR random
- **Alice dishonest, Bob honest:** After round 1, b_0 fixed (binding). Hence b_0 independent of b_1 . Now b_1 is random (and independent of b_0 if Bob honest). Hence XOR random.
- **Alice honest, Bob dishonest:** b_0 random, b_1 still independent of b_0 (hiding). Hence XOR random.

Multi-Party Coin Flipping

We have n parties, want to flip a single coin

- Example: choosing a leader in a group of n parties (leader election), choosing who goes first in a multi-player game, etc.
- Even if $n-1$ parties cheat and collude with each other, they can't bias outcome. Honest party is protected.

Issues: similar to two party.

- If an adv can choose its bit based on bits of other parties, it can control the output

Multi-Party Coin Flipping

Candidate Protocol

- Parties choose b_1, b_2, \dots, b_n resp
- **Day 1**: Parties send $\text{com}(b_1), \text{com}(b_2), \dots, \text{com}(b_n)$ (no particular order, free to go)
- **Day 2**: open b_1, b_2, \dots, b_n . $b = b_1 \oplus b_2 \oplus \dots \oplus b_n$

Idea: Say P_1 honest, others dishonest.

b_2, \dots, b_n fixed in stage 1. b_1 hidden.

So b_2, \dots, b_n can't depend upon b_1

Question

Is the candidate multi-party coin-flipping protocol secure?

Ans: Surprisingly, NO!

Answers

- Parties choose b_1, b_2, \dots, b_n resp
- **Day 1**: Parties send $\text{com}(b_1), \text{com}(b_2), \dots, \text{com}(b_n)$ (no particular order, free to go)
- **Day 2**: open b_1, b_2, \dots, b_n . $b = b_1 \oplus b_2 \oplus \dots \oplus b_n$

Say P_1 honest, others dishonest.

Day 1: P_2 waits for P_1 . Sets $\text{com}(b_2) = \text{com}(b_1)$

Day 2: P_1 sends opening of $\text{com}(b_1)$. P_2 replays the same message.

$$b = b_1 \oplus b_2 \oplus \dots \oplus b_n = b_3 \oplus \dots \oplus b_n$$

No easy fixes!

Committed values may be correlated



$$\begin{array}{c} g^a, g^b, m.g^{ab} \\ \hline a, b \end{array}$$



$$\begin{array}{c} g^a, g^b, \textcolor{red}{2}.m.g^{ab} \\ \hline a, b \end{array}$$

A Secure Protocol

Parties choose b_1, b_2, \dots, b_n resp

- **Day 1:** P_1 send $\text{com}(b_1)$,
- ...
- **Day n :** P_n send $\text{com}(b_n)$
- **Day $n+1$:** P_n opens $\text{com}(b_n)$
- ...
- **Day $n+n$:** P_1 opens $\text{com}(b_1)$

Idea: suppose P_2 “copied” from P_1
 P_2 has to open before P_1
Hard for P_2 : hiding

Questions?