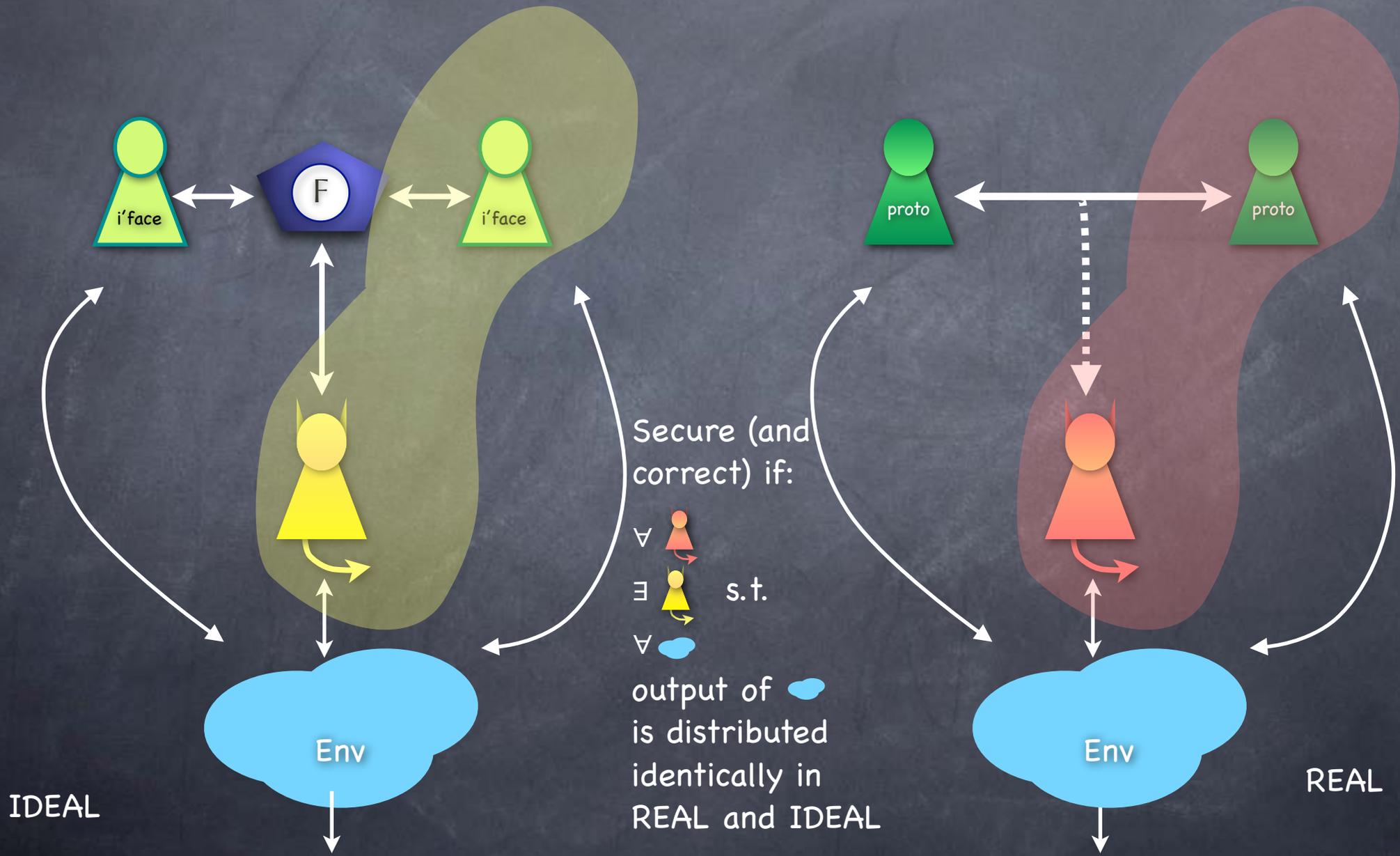


# Secure 2-Party Computation

Lecture 14  
Yao's Garbled Circuit

RECALL

# SIM-Secure MPC



RECALL

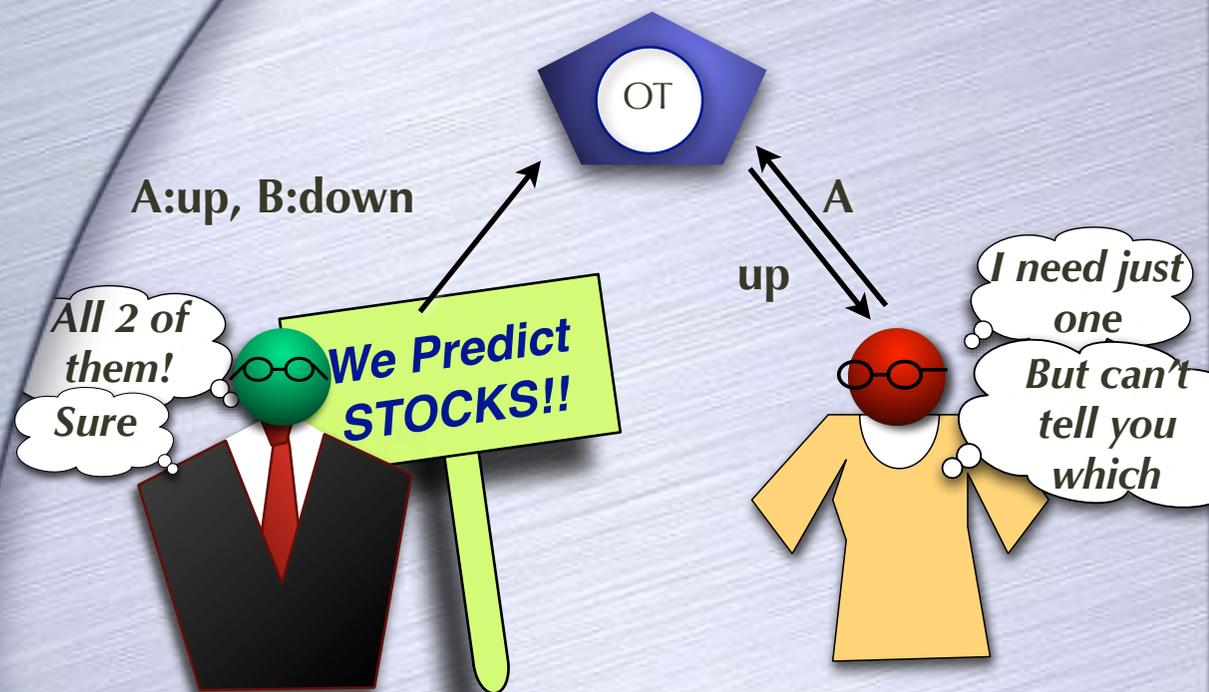
# Passive Adversary

- Gets **only read access** to the internal state of the corrupted players (and can use that information in talking to environment)
  - Also called “Honest-But-Curious” adversary
  - Will require that **simulator also corrupts passively**
- Simplifies several cases
  - e.g. coin-tossing [**why?**], commitment [**coming up**]
- Oddly, sometimes security against a passive adversary is more demanding than against an active adversary
  - Active adversary: too pessimistic about what guarantee is available even in the IDEAL world
  - e.g. 2-party SFE for OR, with output going to only one party (trivial against active adversary; impossible without computational assumptions against passive adversary)

RECALL

# Oblivious Transfer

- Pick one out of two, without revealing which
- Intuitive property: transfer partial information “obliviously”



# An OT Protocol (passive corruption)



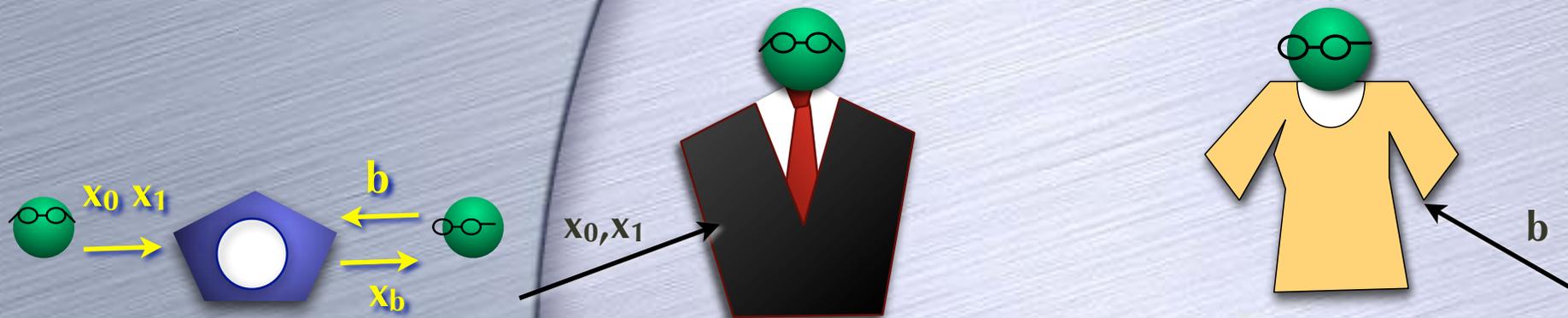
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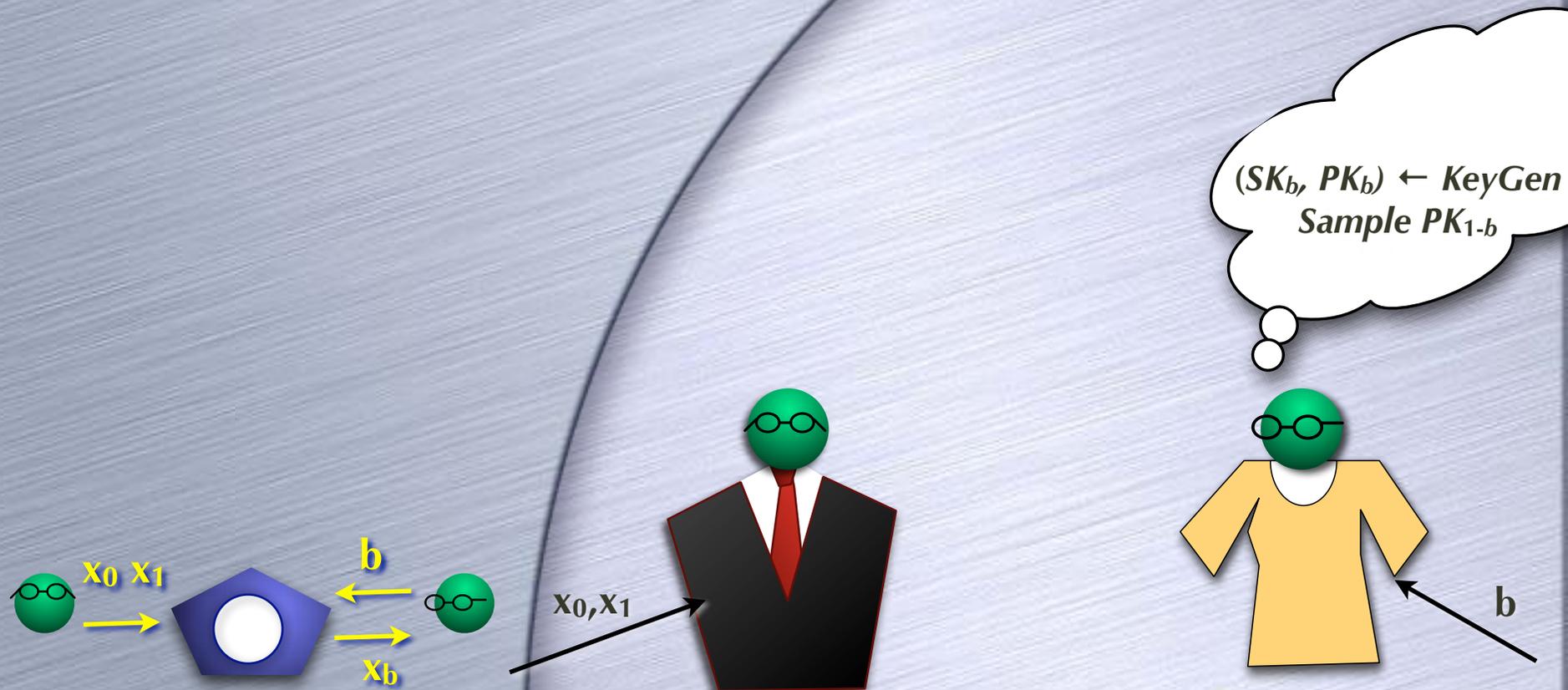
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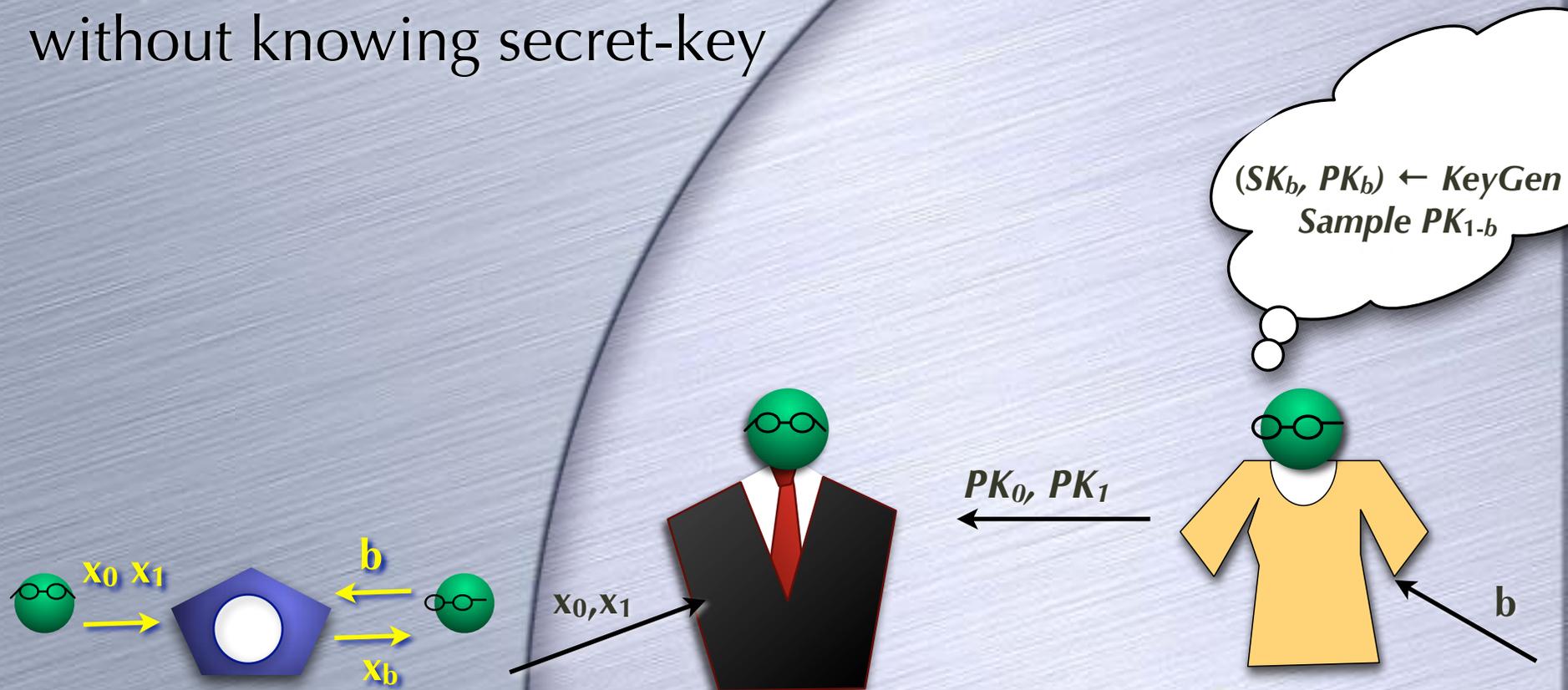
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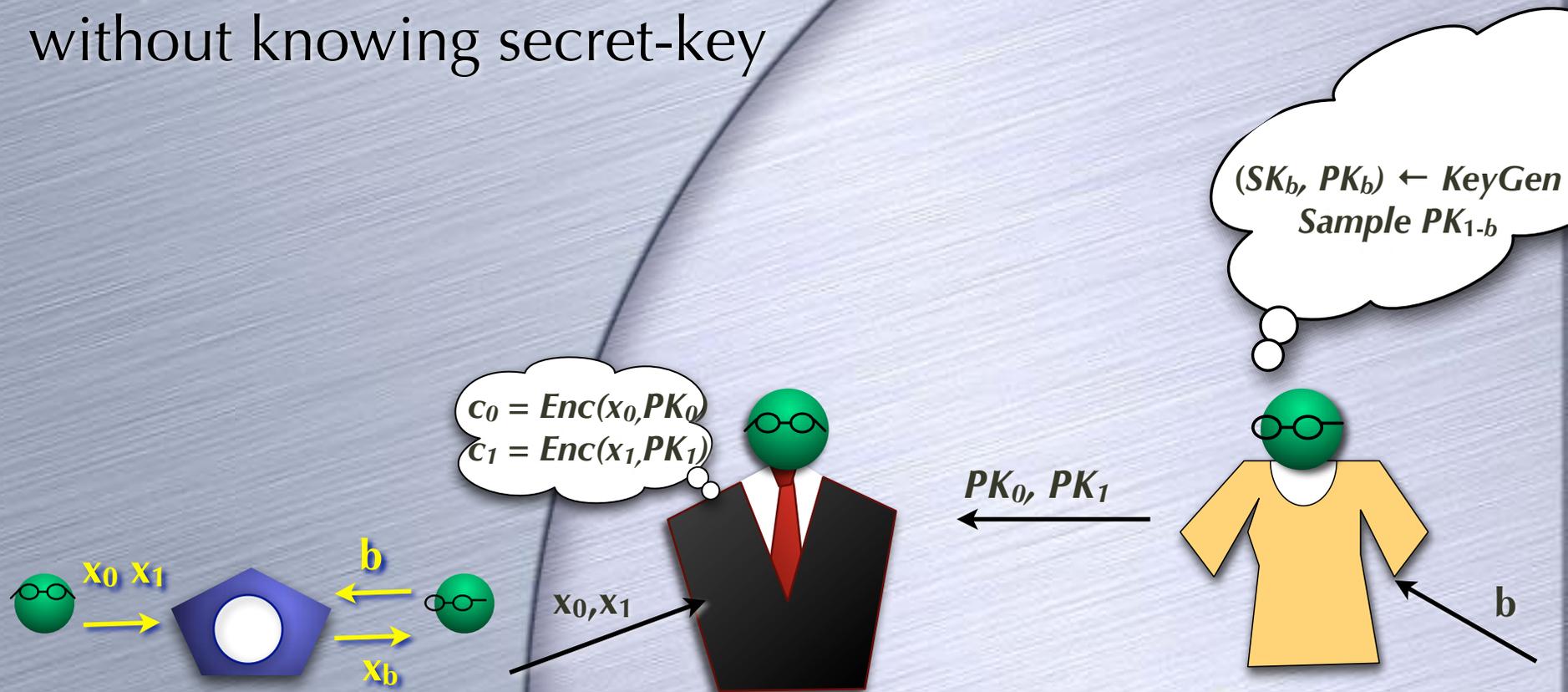
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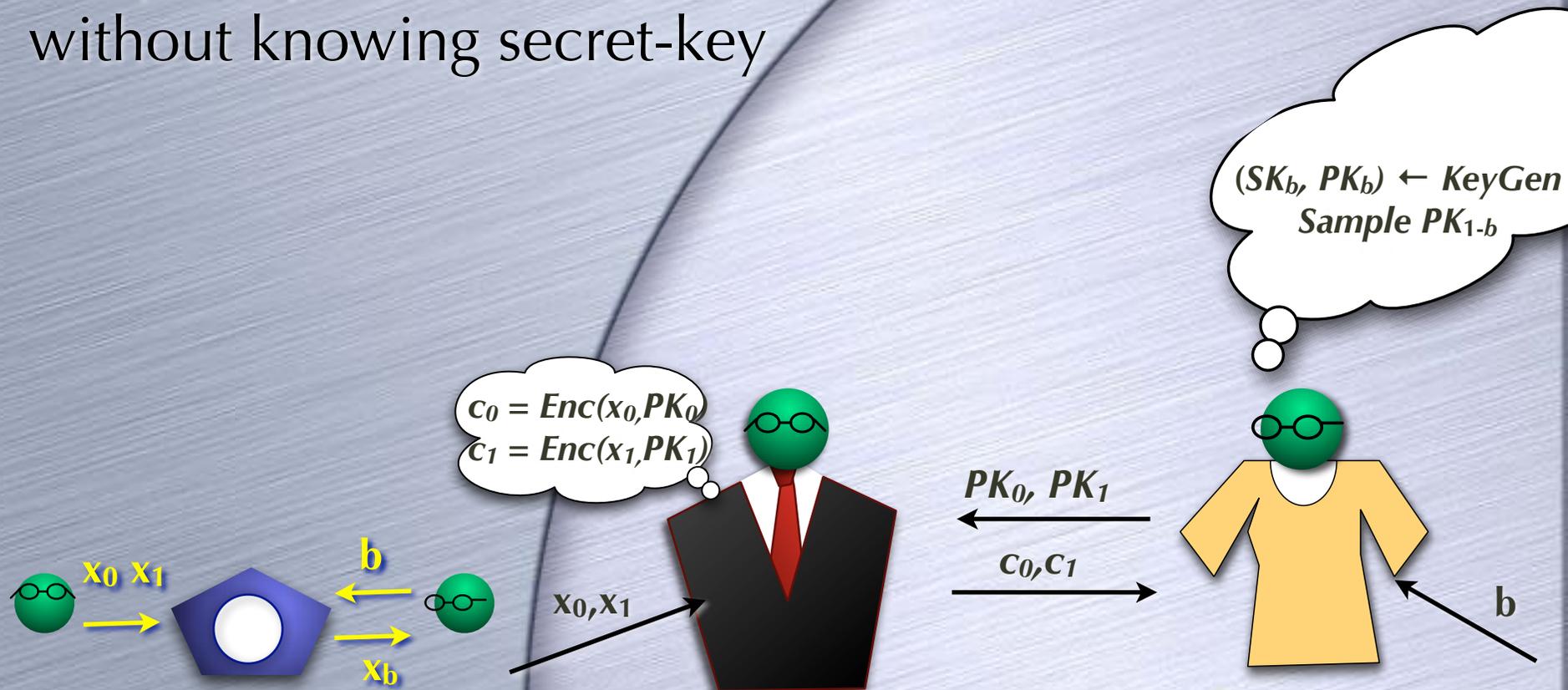
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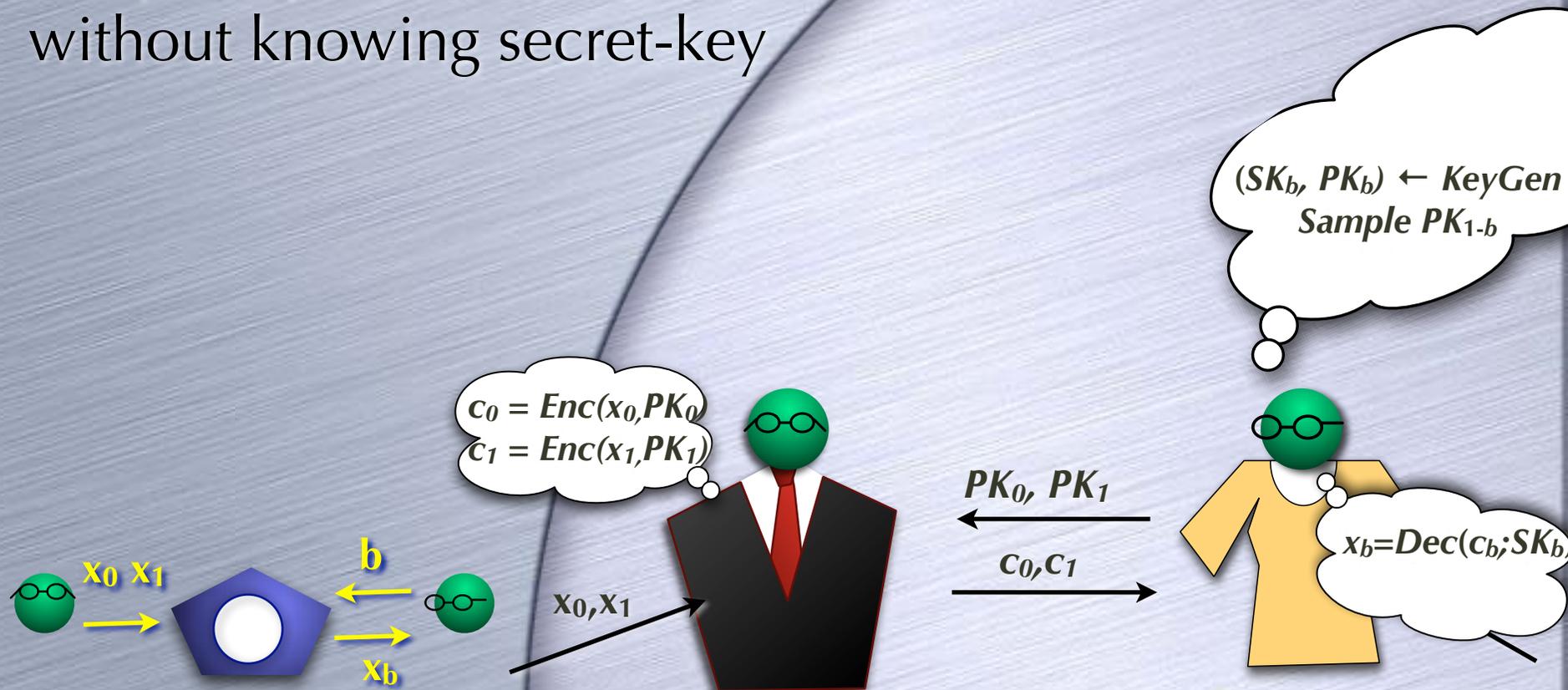
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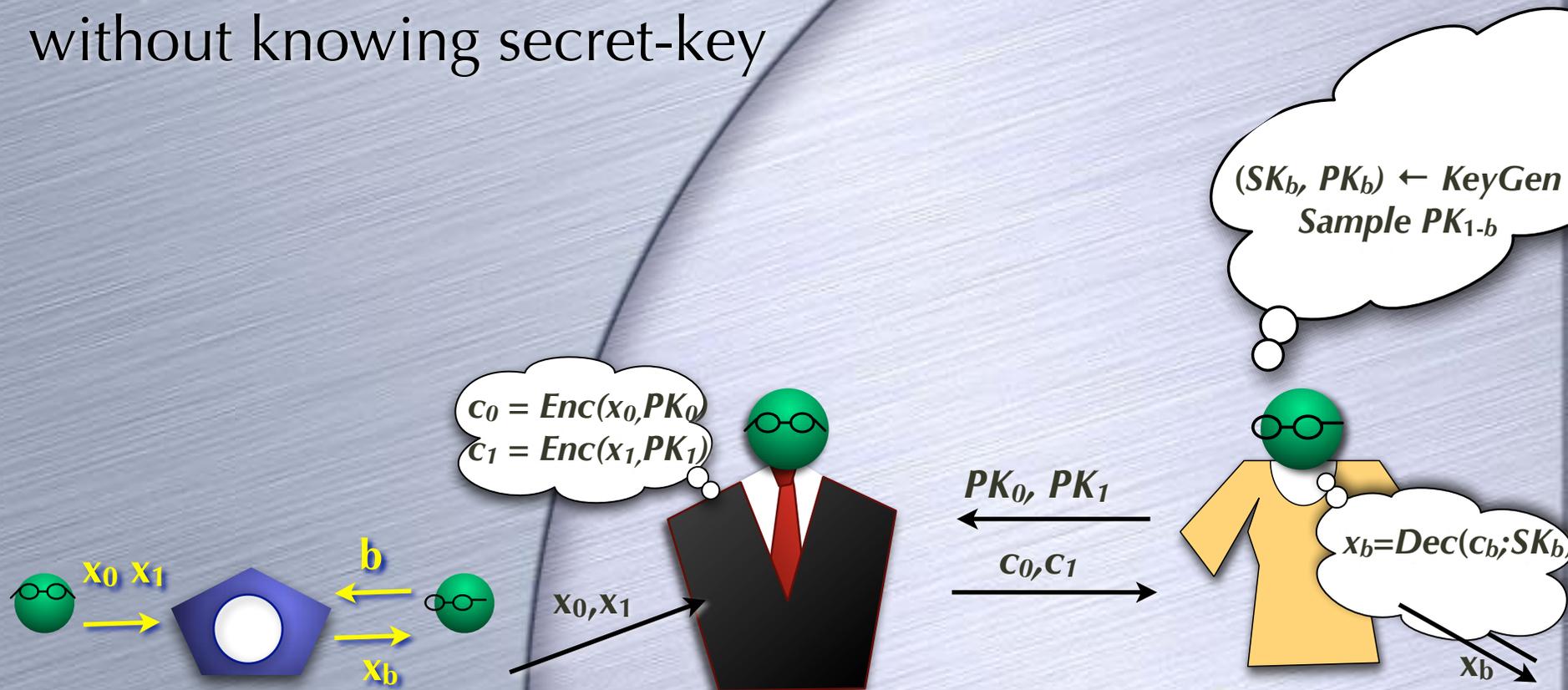
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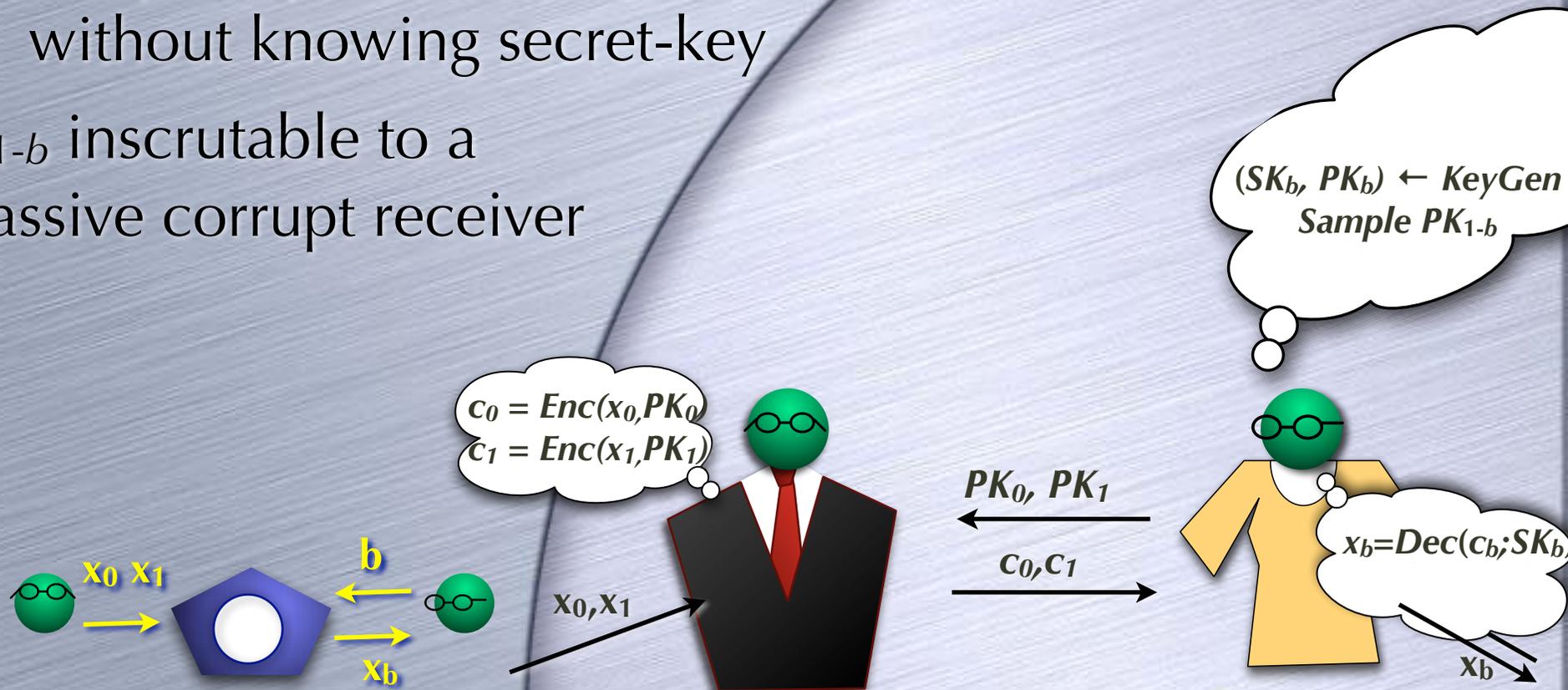
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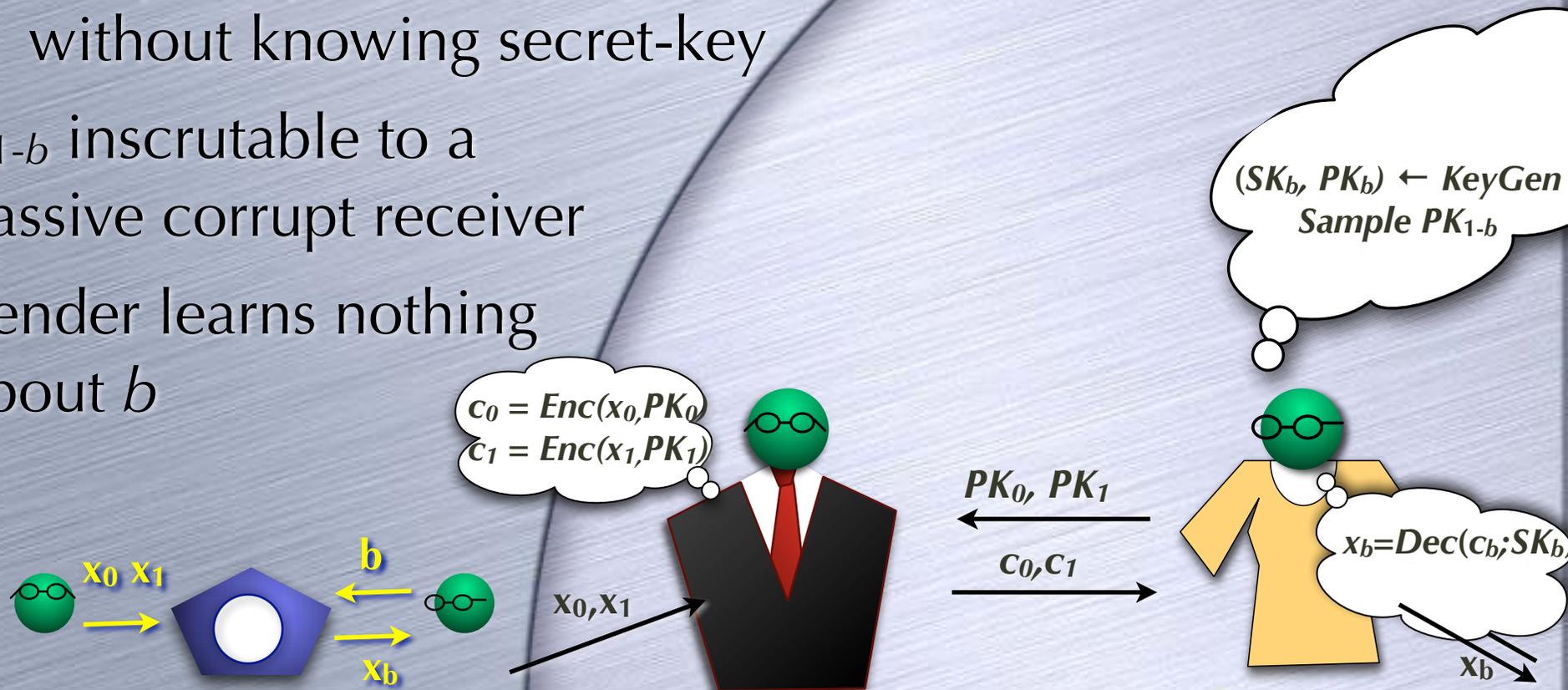
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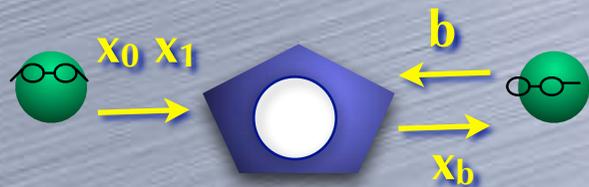


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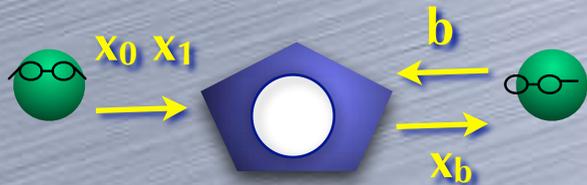


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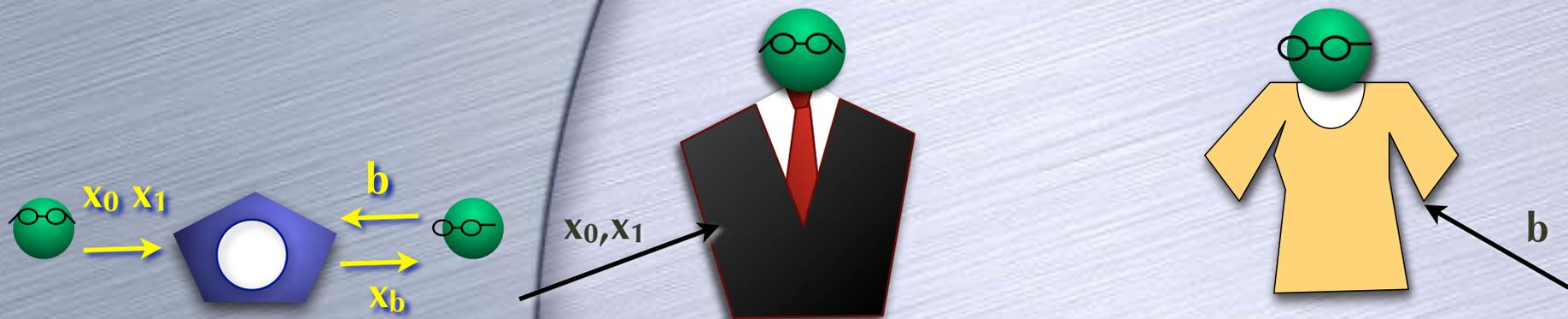
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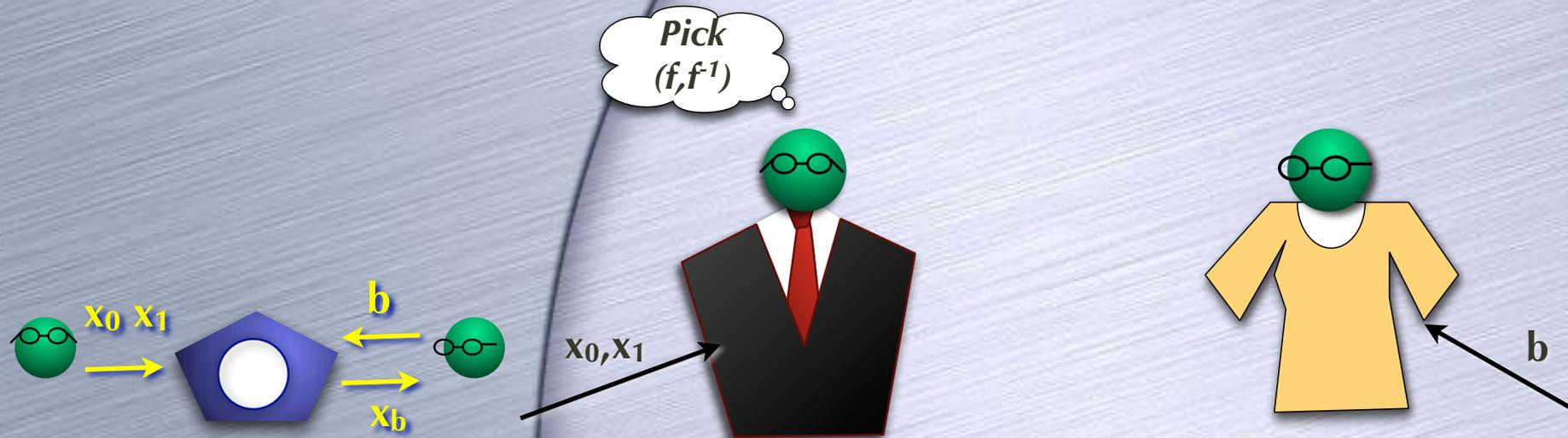
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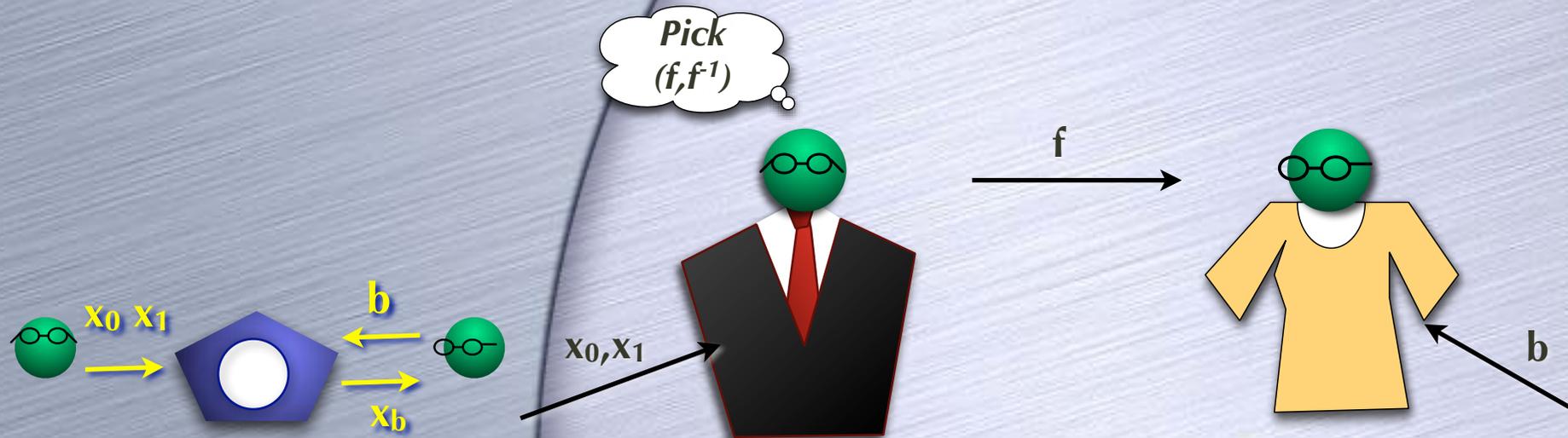
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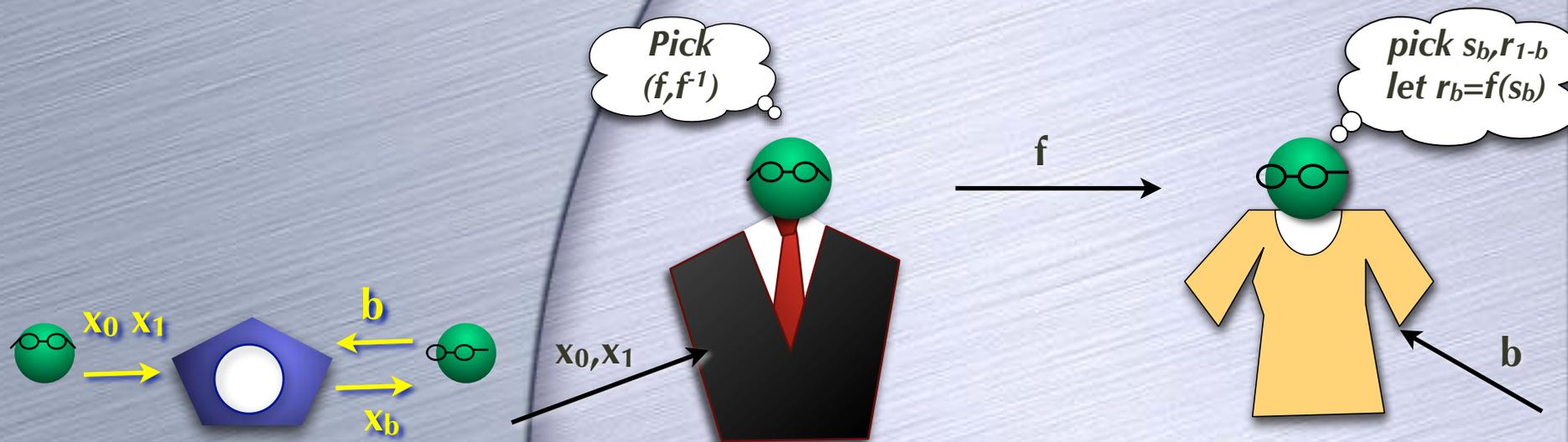
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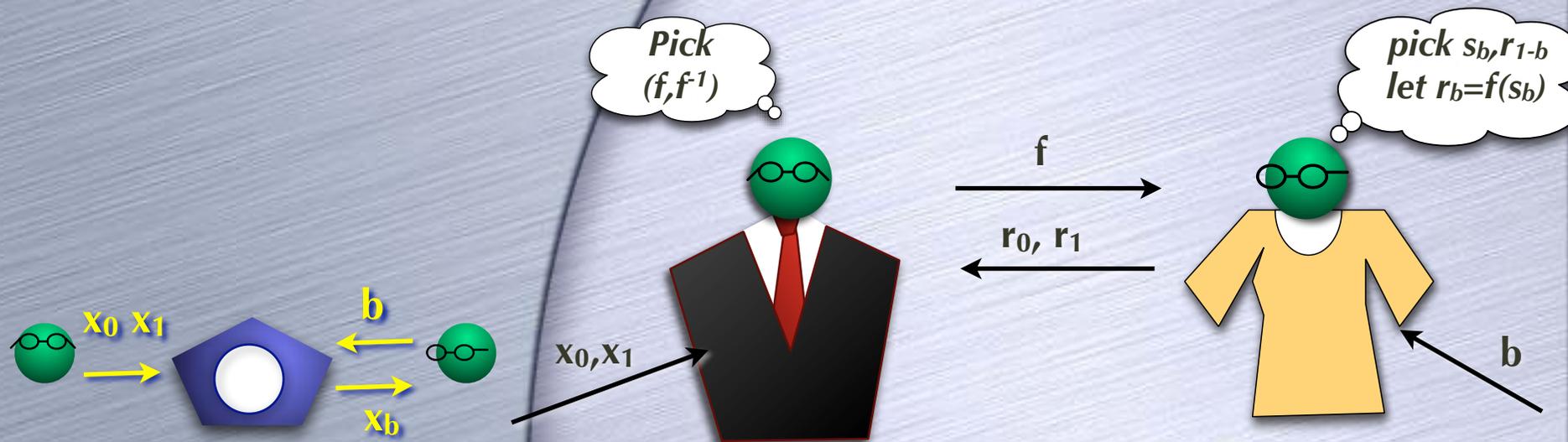
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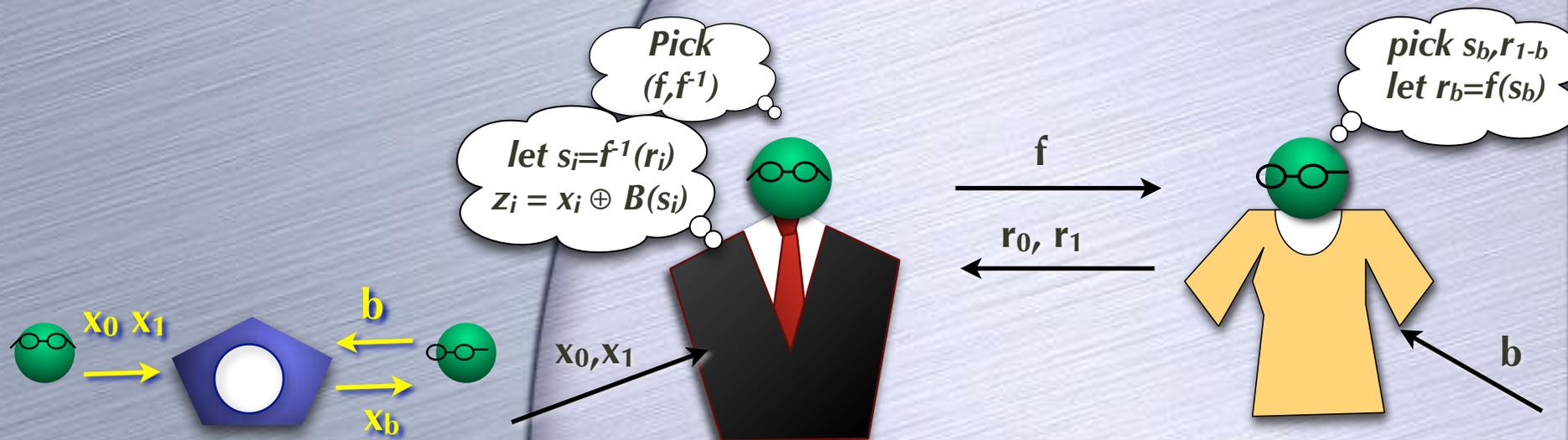
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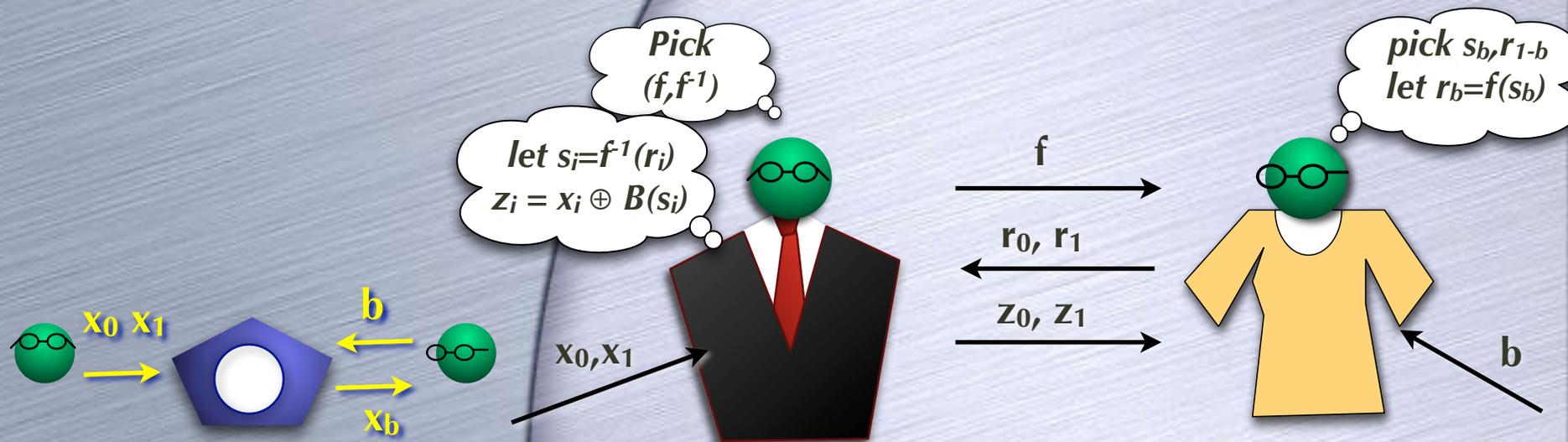
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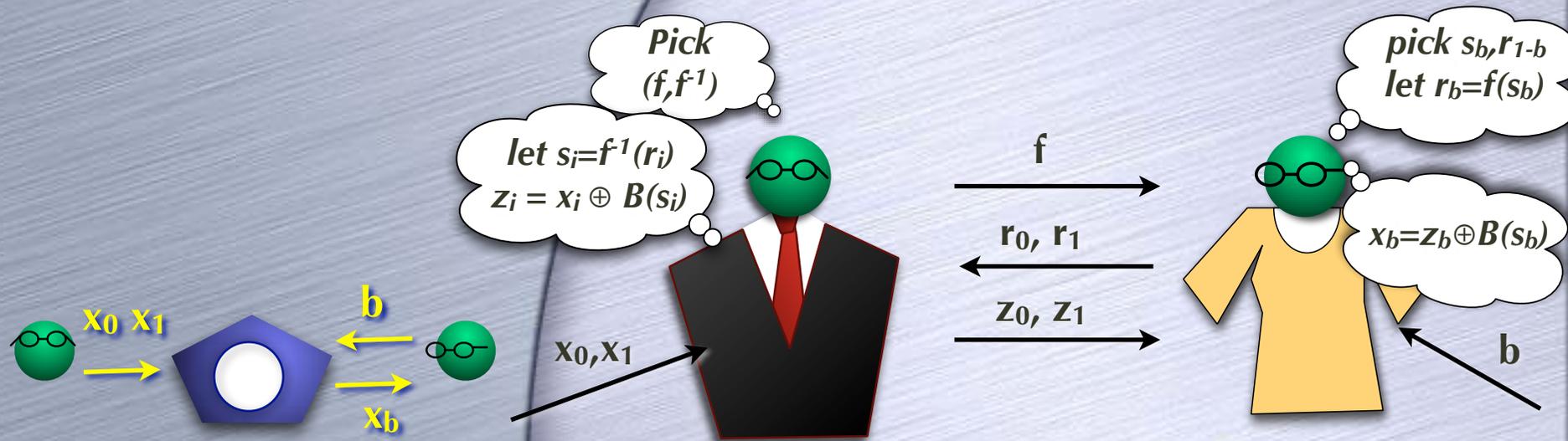
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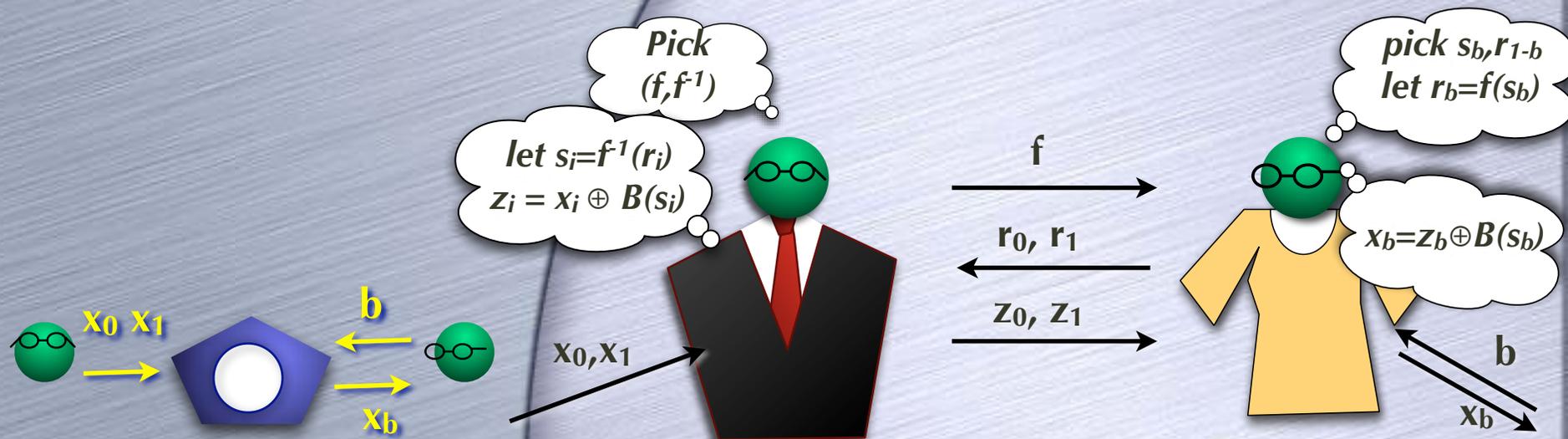
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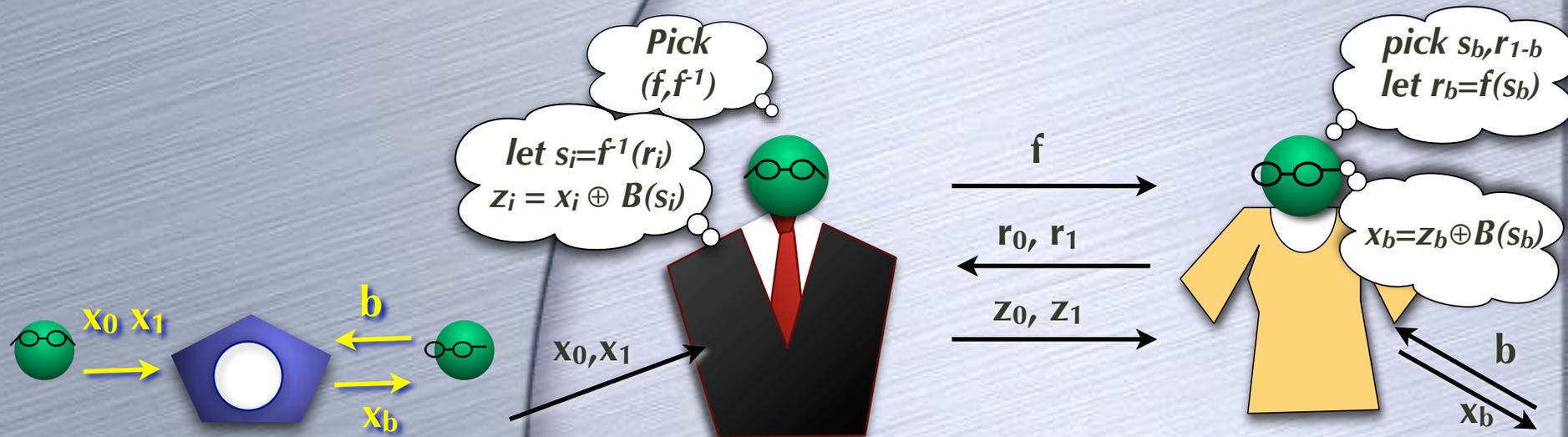
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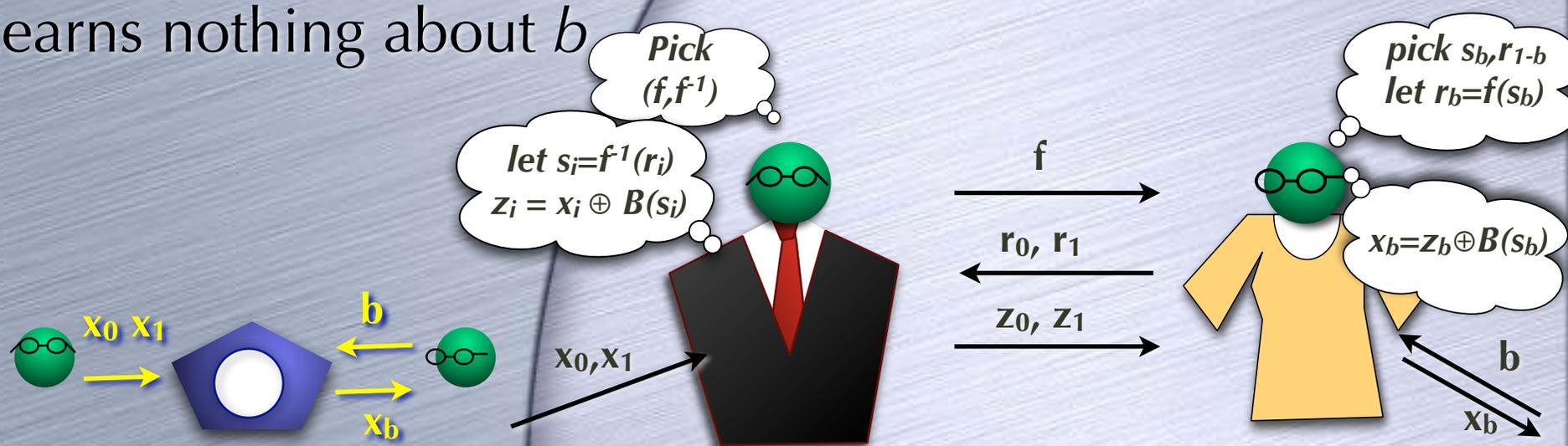
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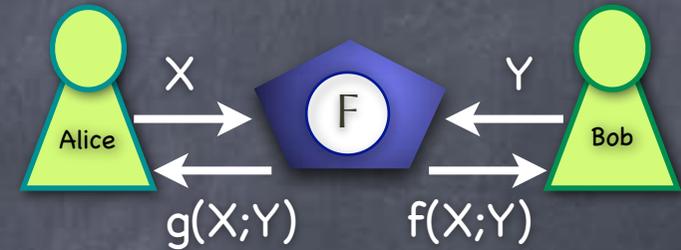
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# 2-Party SFE

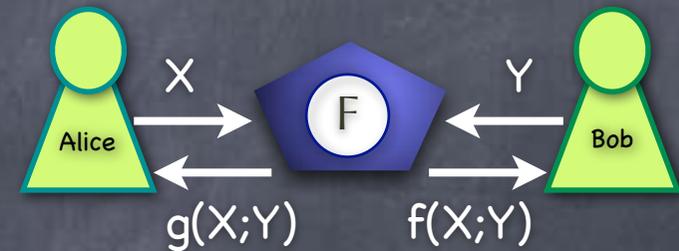
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  - Trusted party takes  $(X;Y)$ . Outputs  $g(X;Y)$  to Alice,  $f(X;Y)$  to Bob



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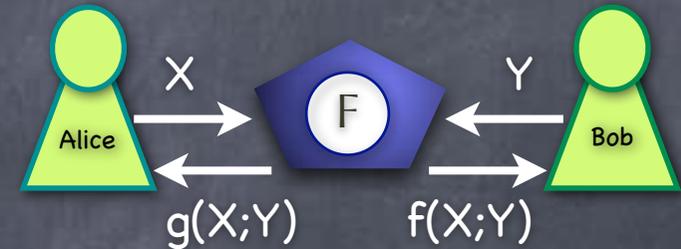


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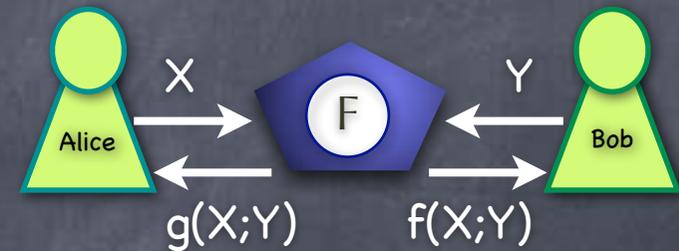
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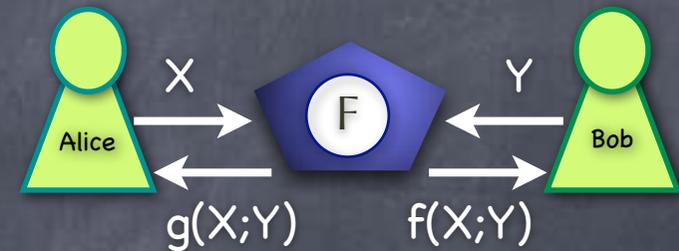


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  - Single-Output SFE: only one party gets any output

# 2-Party SFE

- Can reduce any SFE (even randomized) to a single-output deterministic SFE

- $f'(X, M, r_1; Y, r_2) = ( g(X; Y; r_1 \oplus r_2) \oplus M, f(X; Y; r_1 \oplus r_2) )$ . Compute  $f'(X, M, r_1; Y, r_2)$  with random  $M, r_1, r_2$
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- Fact: OT is complete even for active security

# "Completeness" of OT: Proof of Concept

- Single-output 2-party function  $f$
- Alice (who knows  $x$ , but not  $y$ ) prepares a table for  $f(x, \cdot)$  with  $N = 2^{|y|}$  entries (one for each  $y$ )
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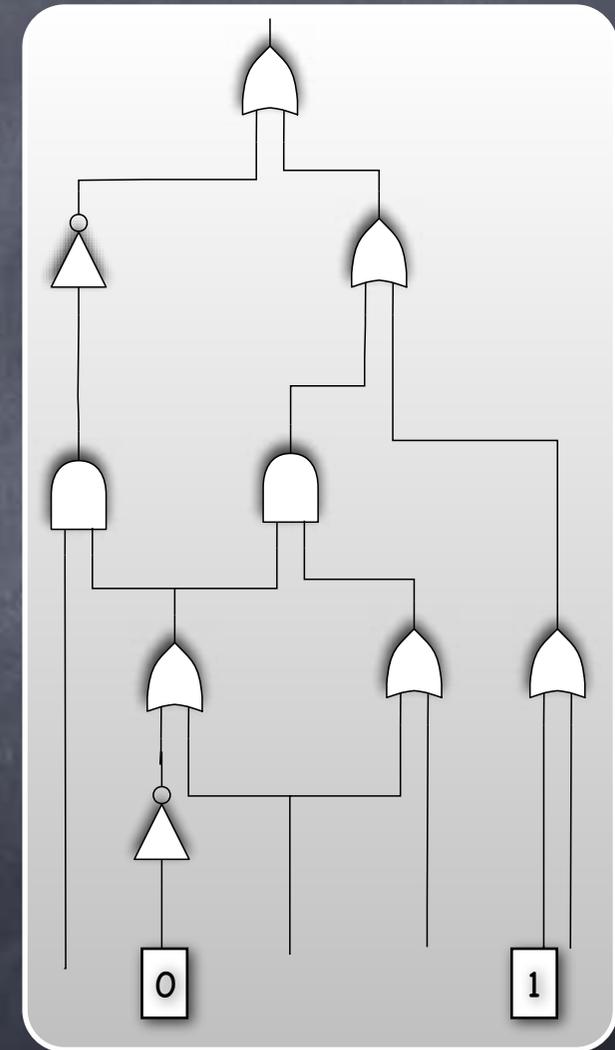
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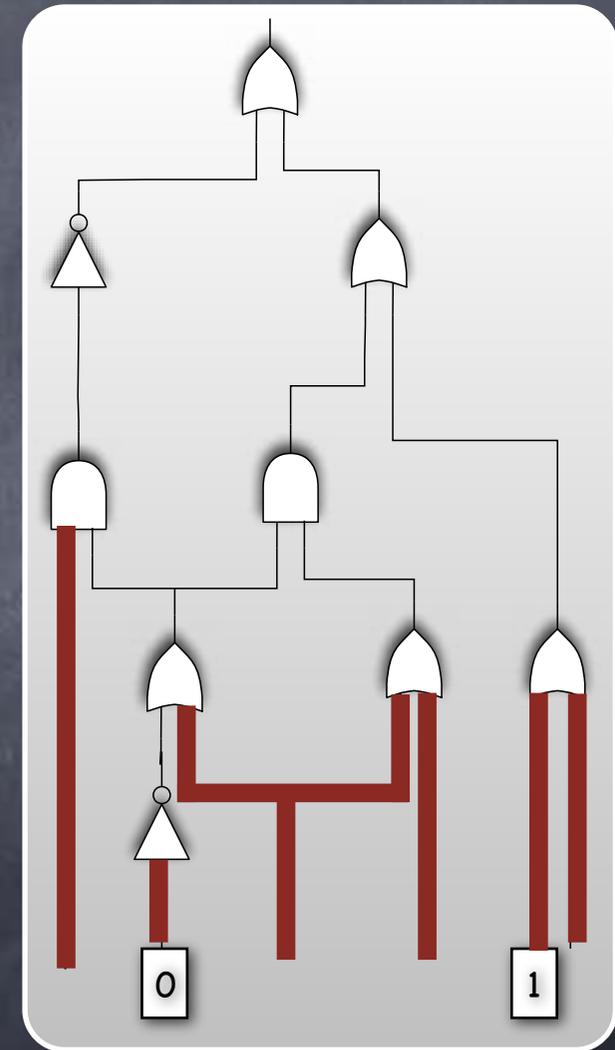
# Functions as Circuits

- Directed acyclic graph
  - Nodes: AND, OR, NOT, CONST gates, inputs, output(s)
  - Edges: Boolean valued wires
  - Each wire comes out of a unique gate, but a wire might fan-out
  - Can evaluate wires according to a topologically sorted order of gates they come out of



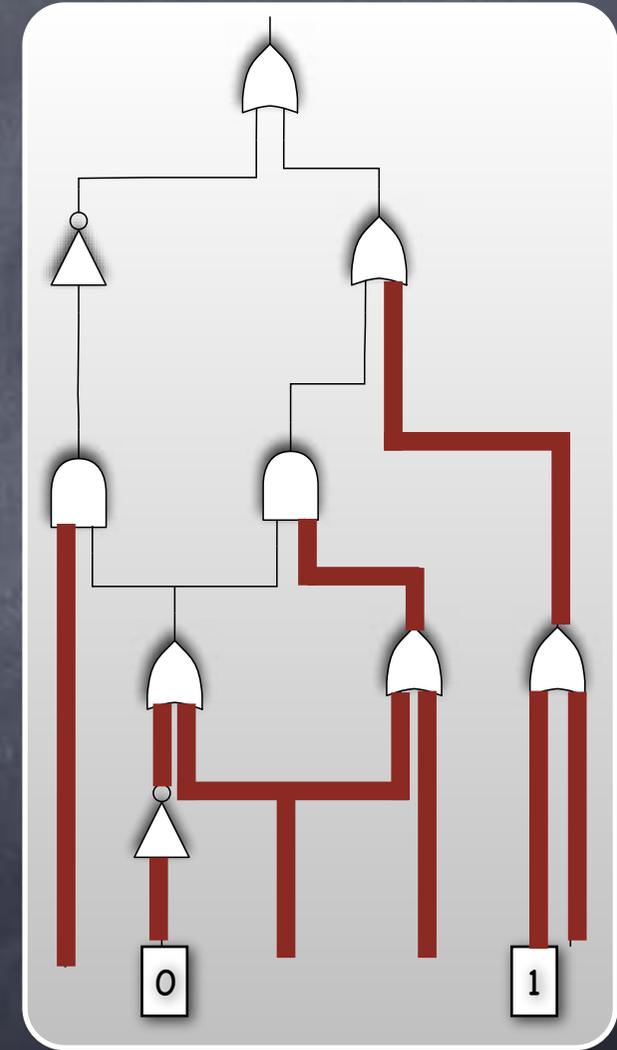
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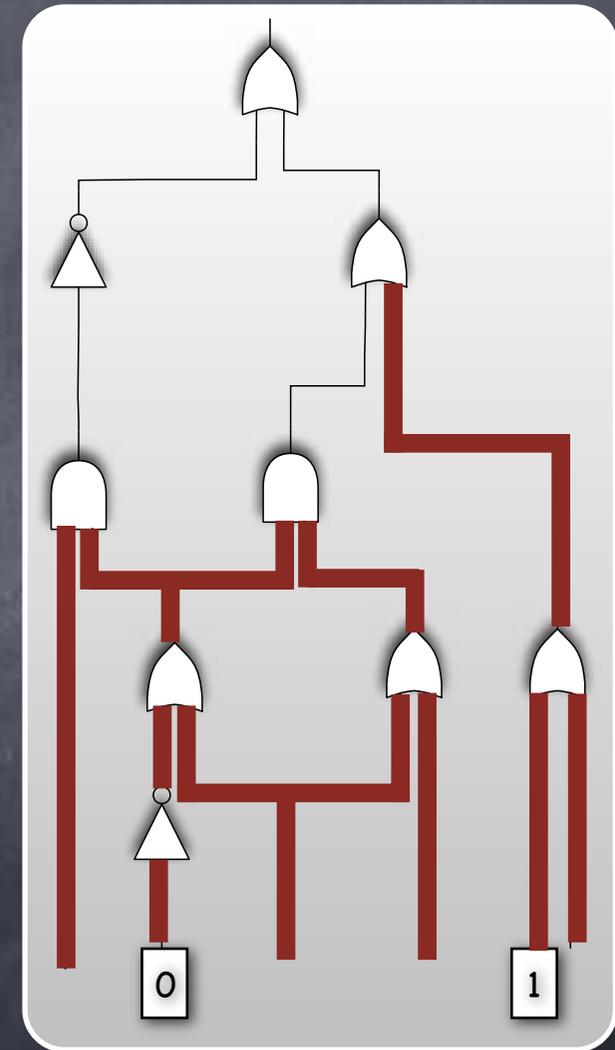
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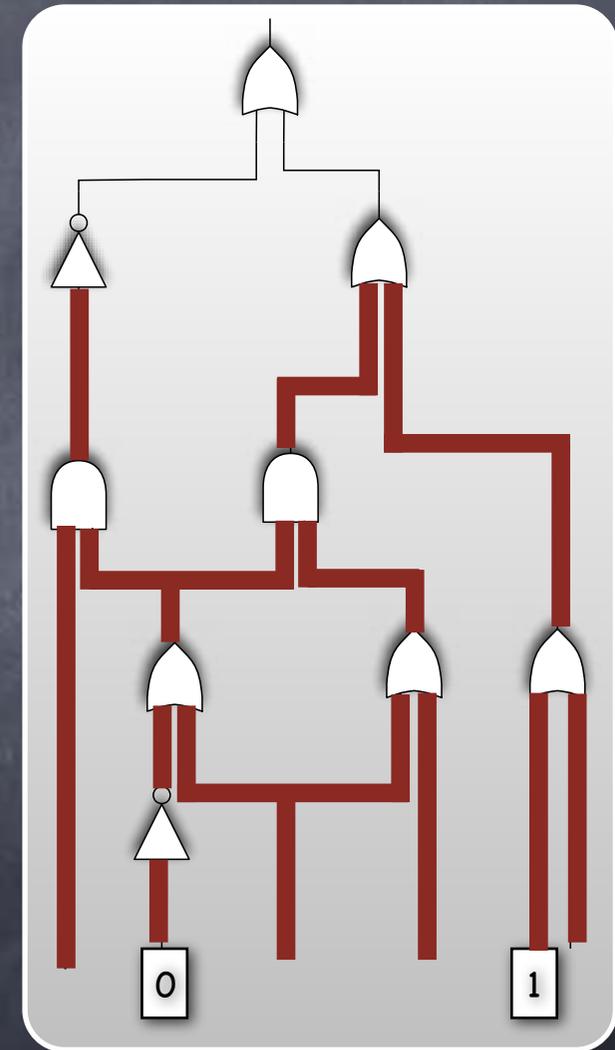
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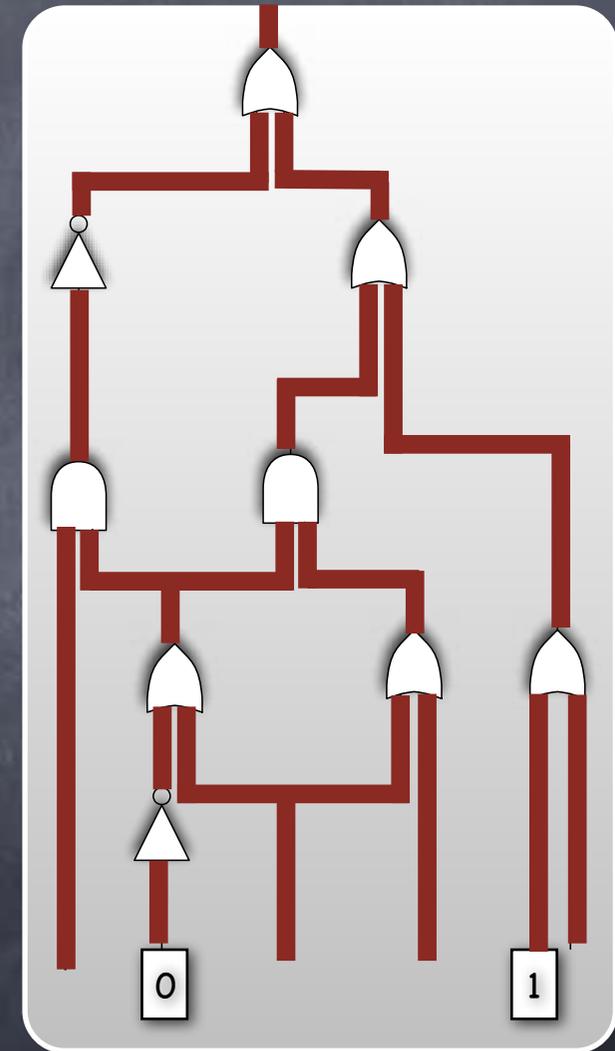
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	00	01	10	11
00	0	0	0	0
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- Interesting problems already given as succinct programs/circuits

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  - Either party maybe corrupted passively
- Consider evaluating OR (single gate circuit)
  - Alice holds  $x=a$ , Bob has  $y=b$ ; Bob should get  $OR(x,y)$

# A Physical Protocol

	0	1
0	0	1
1	1	1

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- Alice prepares 4 boxes  $B_{xy}$  corresponding to 4 possible input scenarios, and 4 padlocks/keys  $K_{x=0}$ ,  $K_{x=1}$ ,  $K_{y=0}$  and  $K_{y=1}$

	0	1
0	0	1
1	1	1

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	0	1
0	0	1
1	1	1

11  
1

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10  
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01  
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	0	1
0	0	1
1	1	1



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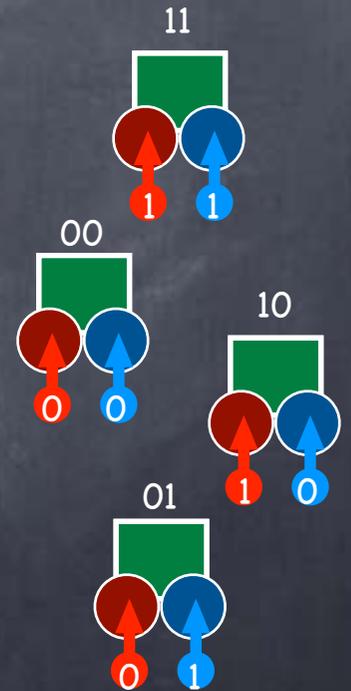
	0	1
0	0	1
1	1	1



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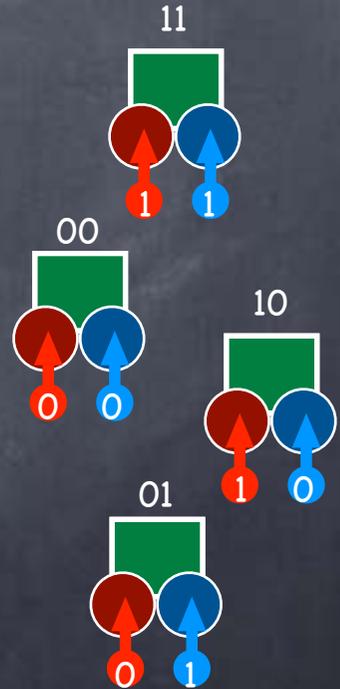
	0	1
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1	1	1



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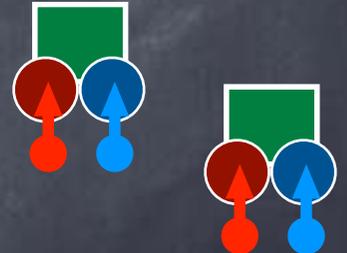
	0	1
0	0	1
1	1	1



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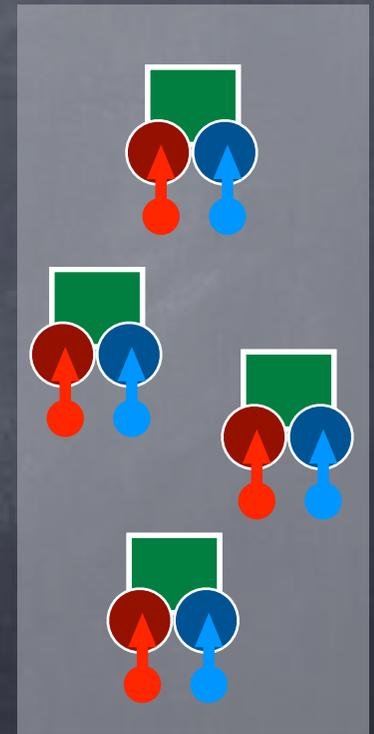
	0	1
0	0	1
1	1	1



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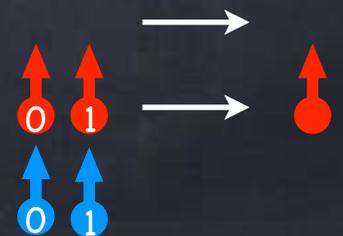
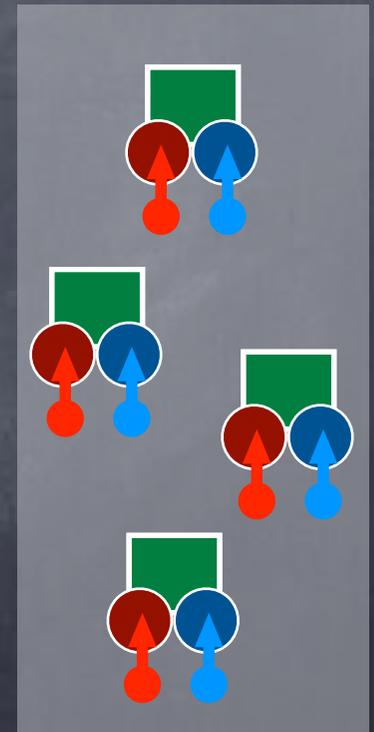
	0	1
0	0	1
1	1	1



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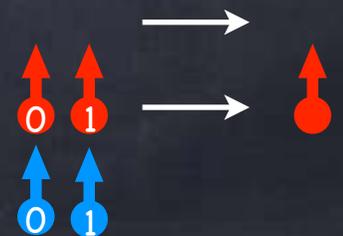
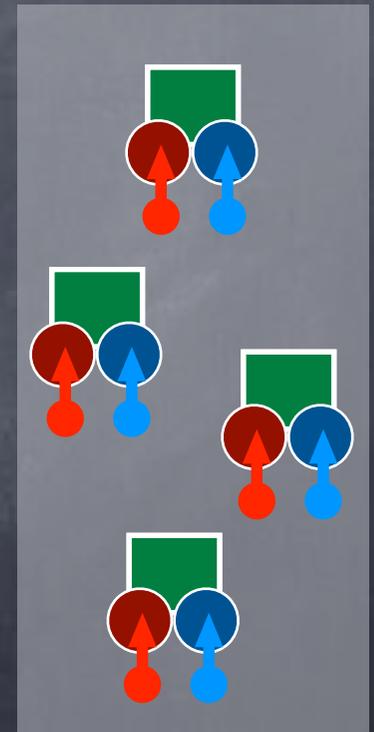
	0	1
0	0	1
1	1	1



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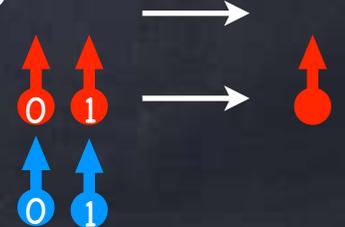
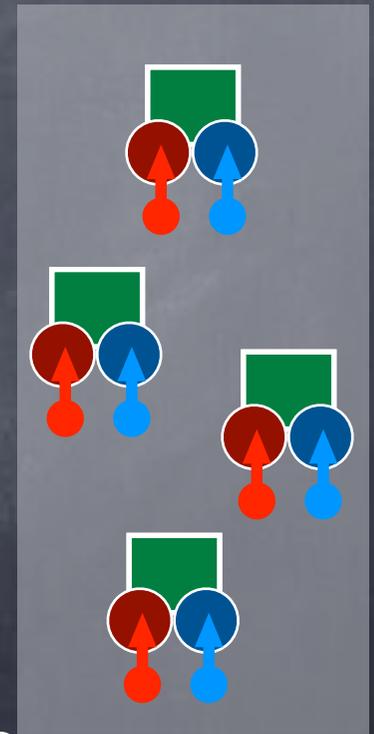
	0	1
0	0	1
1	1	1



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- Bob "obliviously picks up"  $K_{y=b}$ , and tries the two keys  $K_x, K_y$  on the four boxes. For one box both locks open and he gets the output.

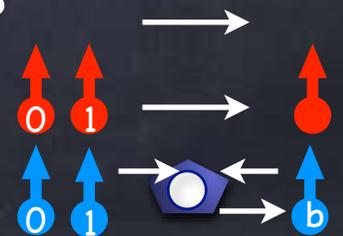
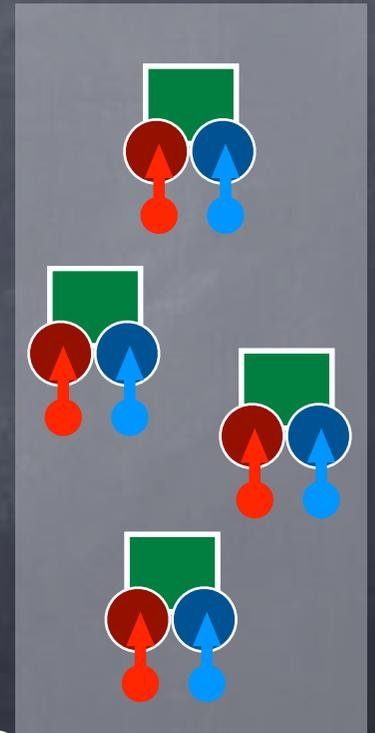
	0	1
0	0	1
1	1	1



# A Physical Protocol

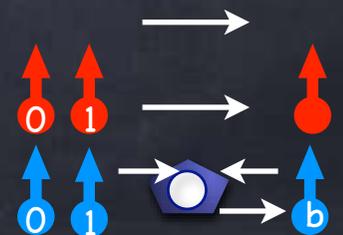
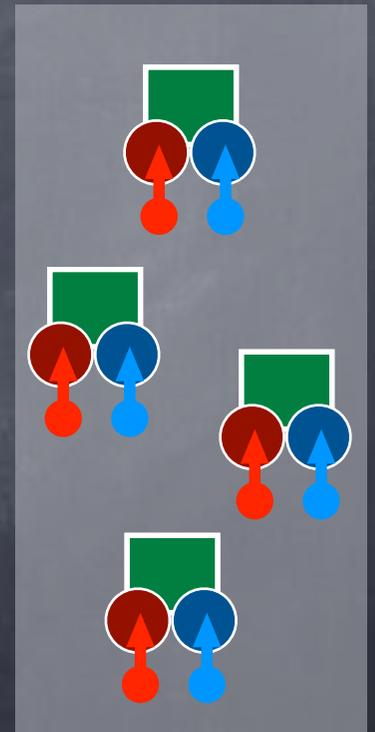
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	0	1
0	0	1
1	1	1



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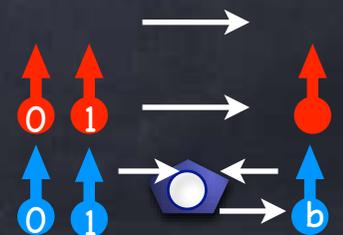
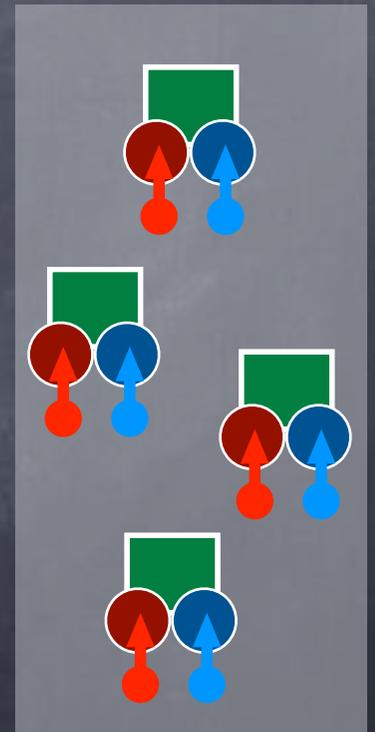
	0	1
0	0	1
1	1	1



# A Physical Protocol

Secure?

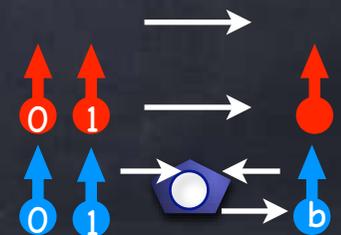
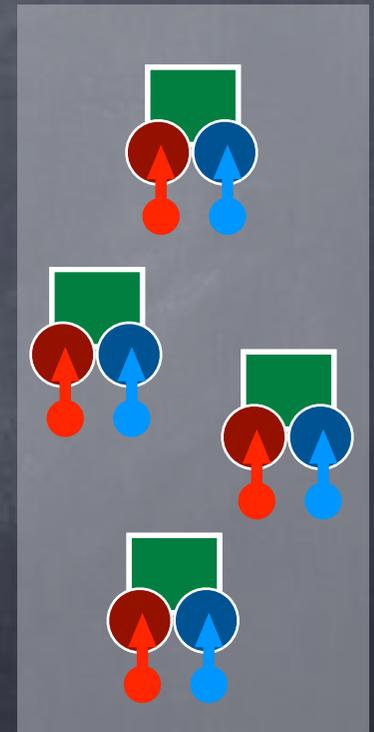
	0	1
0	0	1
1	1	1



# A Physical Protocol

- Secure?
- For curious Alice: only influence from Bob is when he picks up his key  $K_{y=b}$

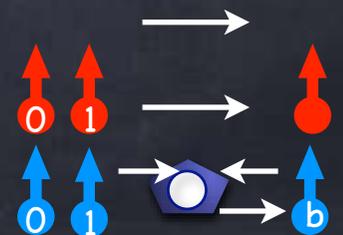
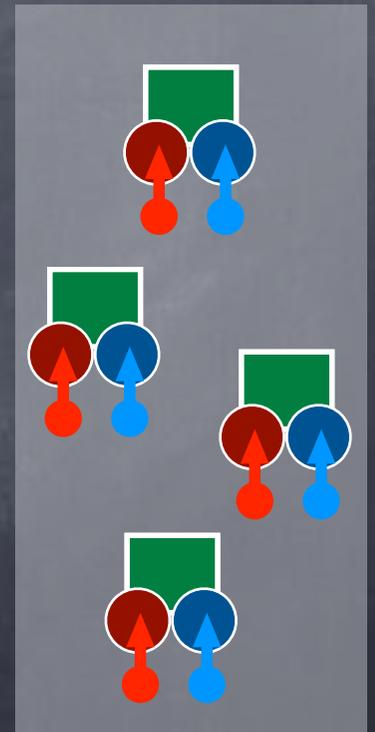
	0	1
0	0	1
1	1	1



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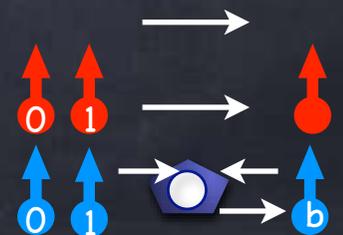
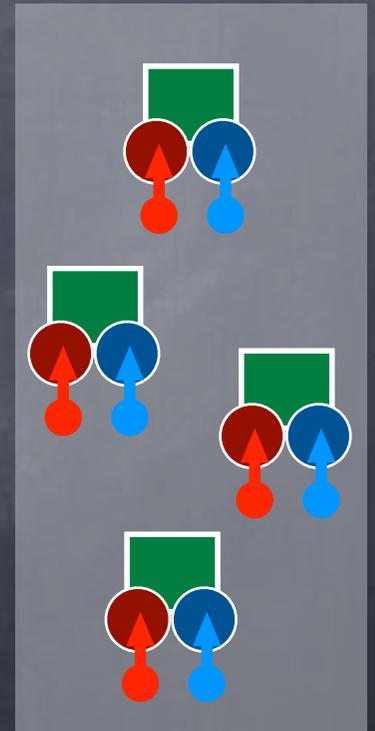
	0	1
0	0	1
1	1	1



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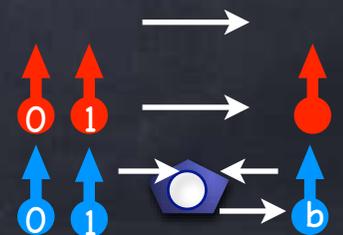
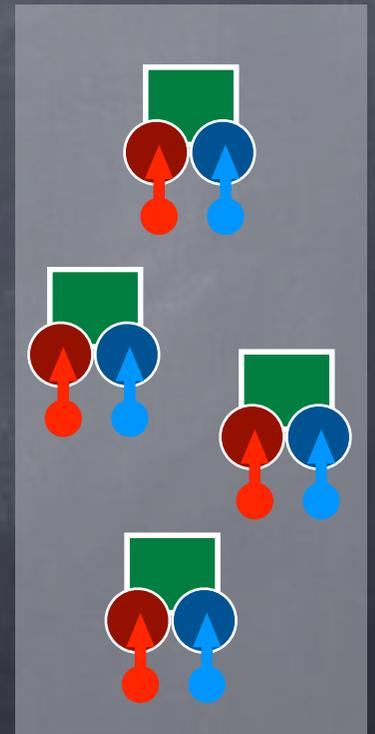
	0	1
0	0	1
1	1	1



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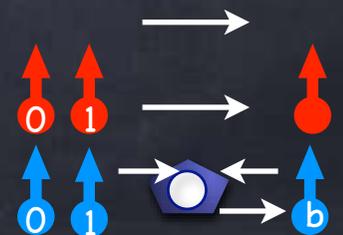
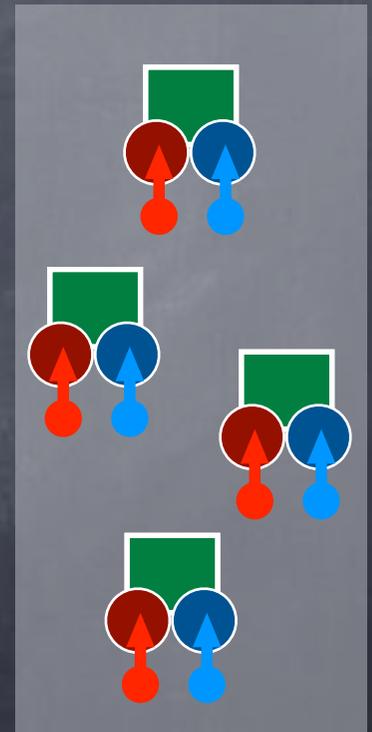
	0	1
0	0	1
1	1	1



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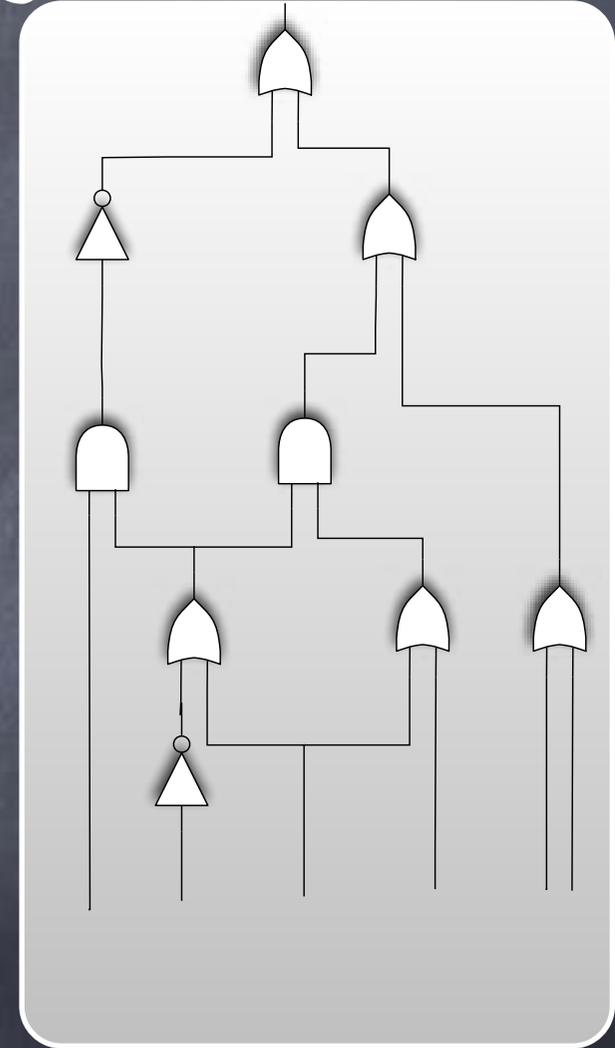
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- Note when  $y=1$ , cases  $x=0$  and  $x=1$  appear same

	0	1
0	0	1
1	1	1



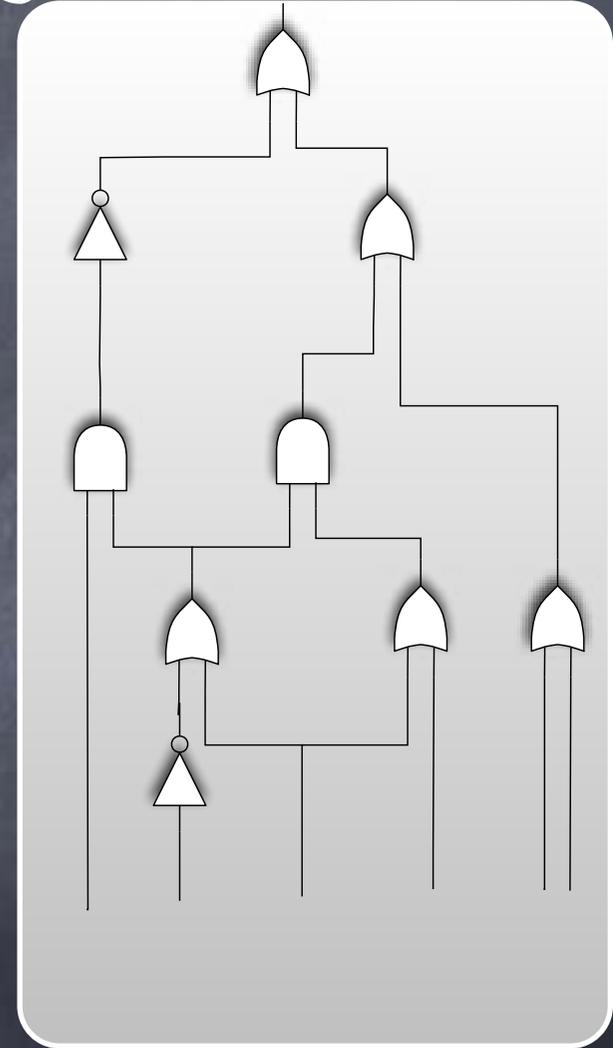
# Larger Circuits

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- Idea: For each gate in the circuit Alice will prepare locked boxes, but will use it to keep keys for the next gate

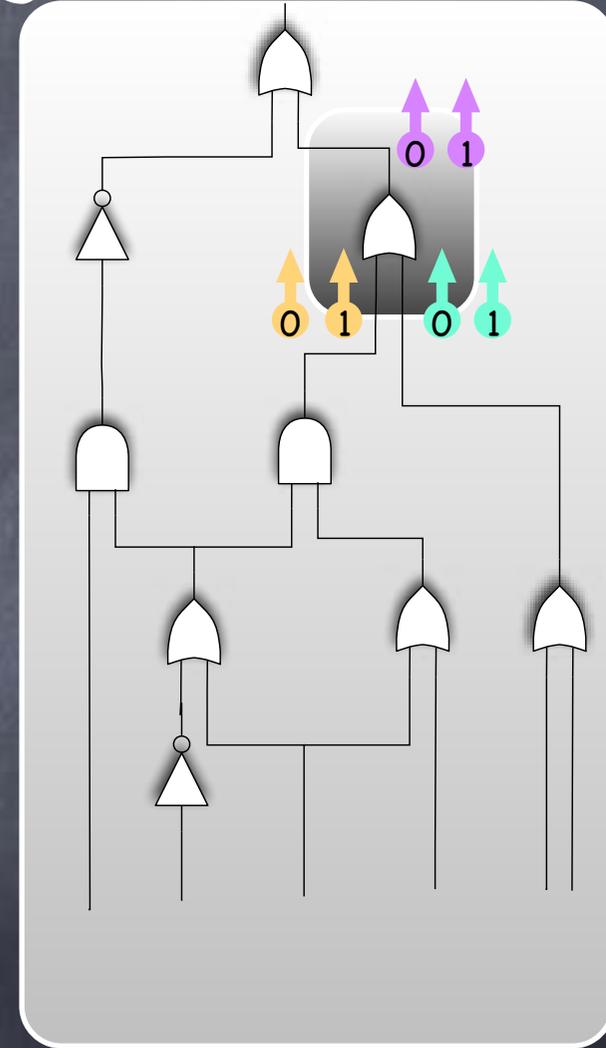






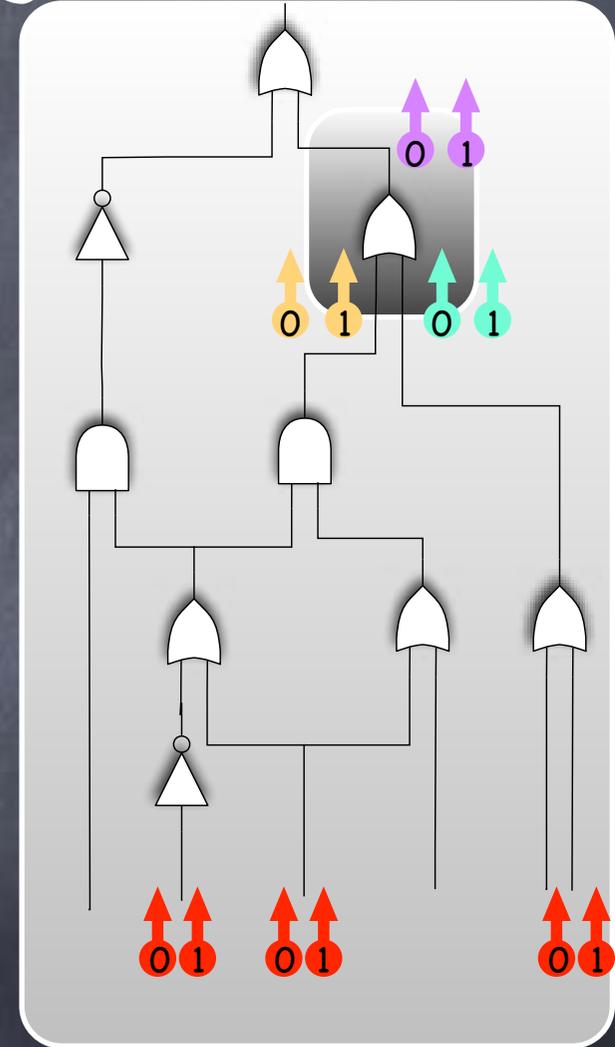
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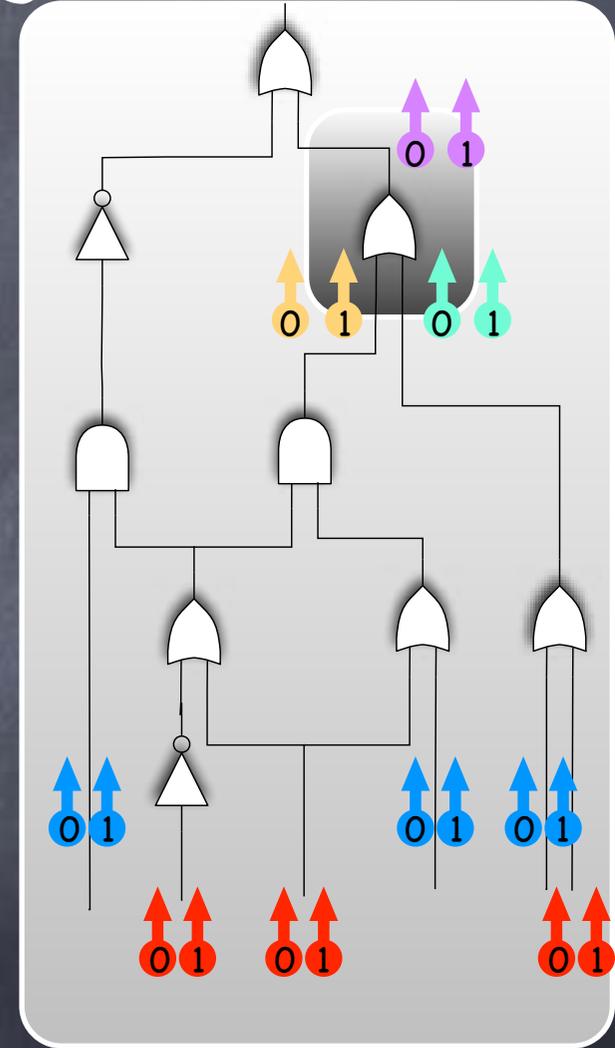
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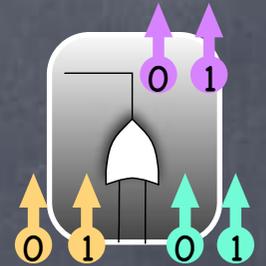
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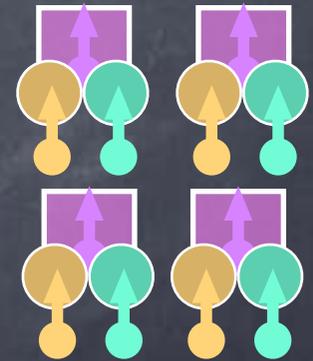
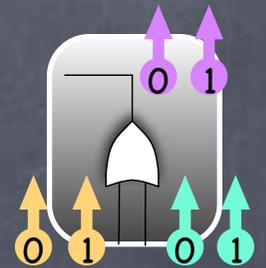
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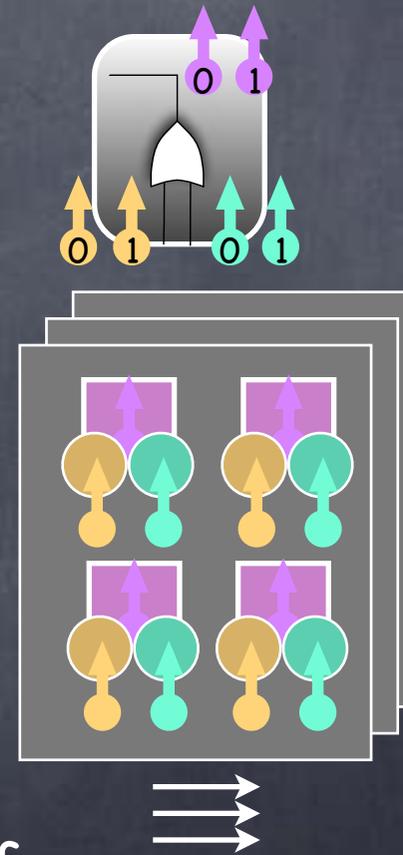
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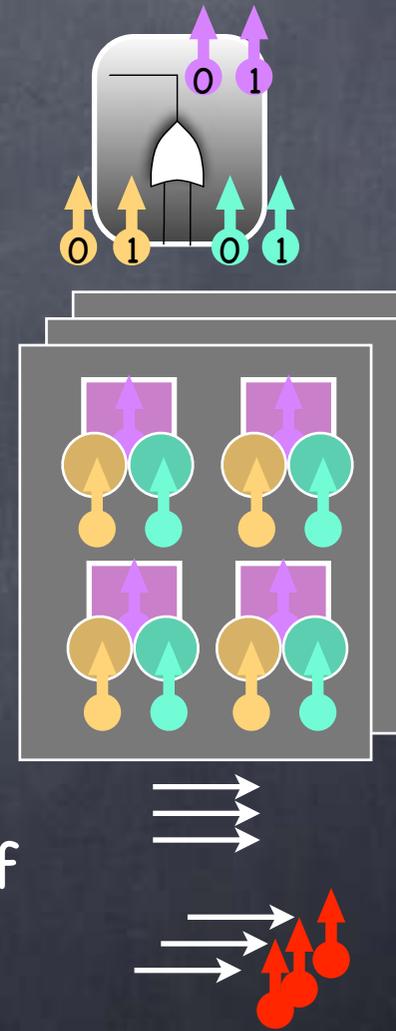
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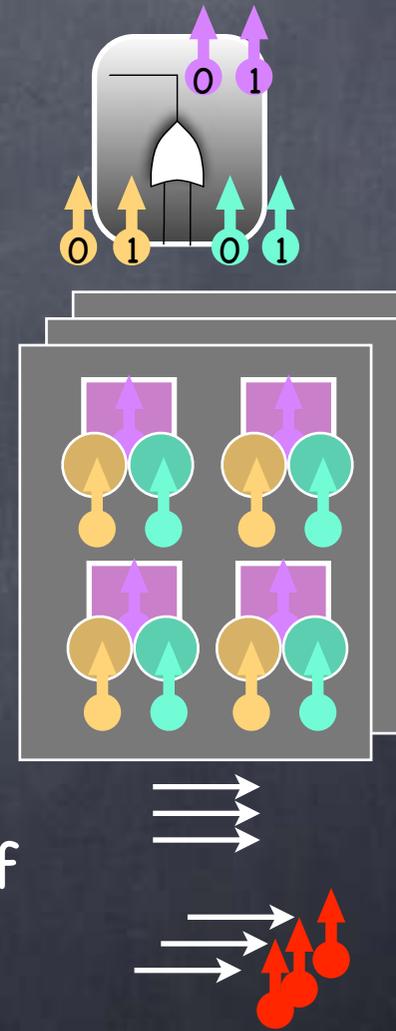
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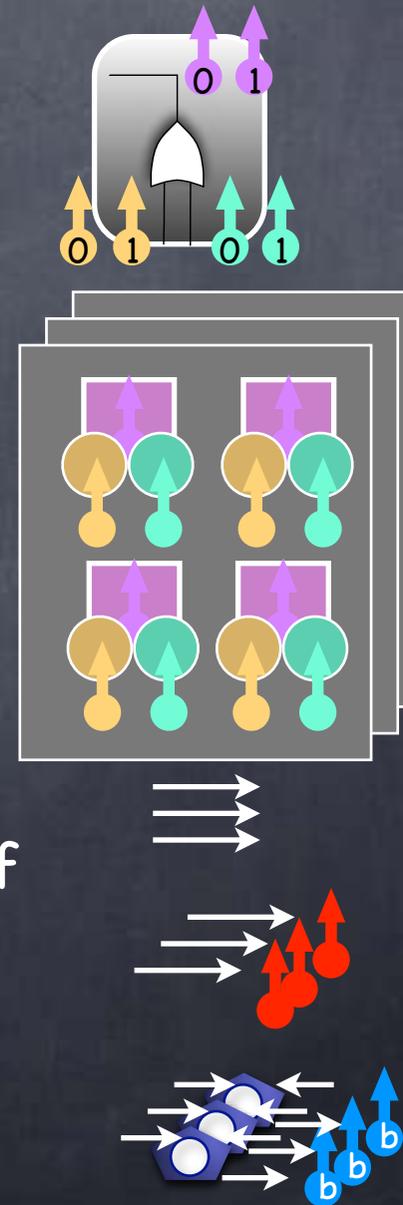
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  - Obviously: one key for each of Bob's input wires



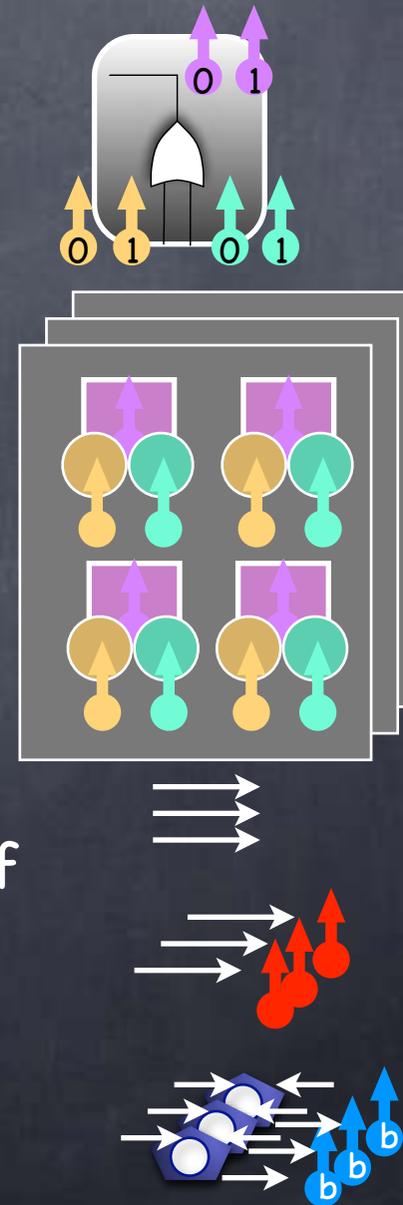
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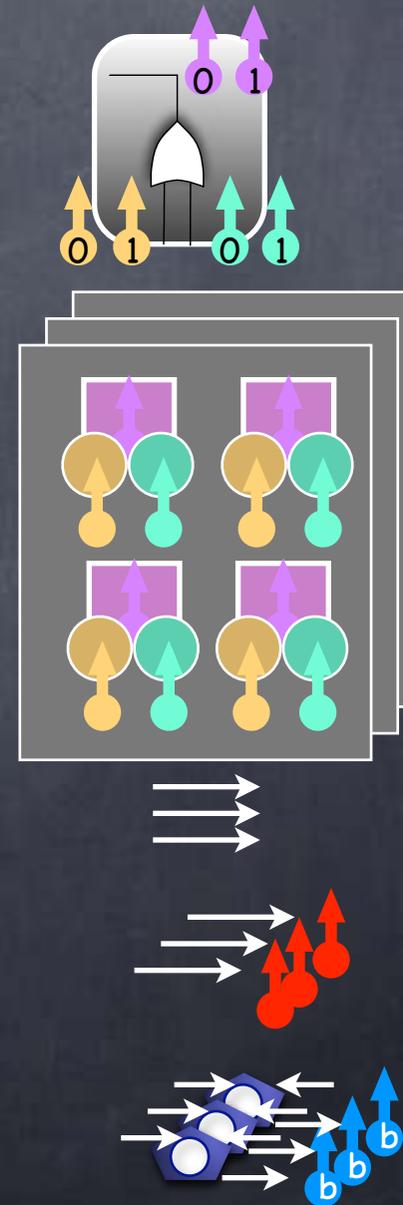


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- Give to Bob: Boxes for each gate, one key for each of Alice's input wires
  - Obviously: one key for each of Bob's input wires
- Boxes for output gates have values instead of keys

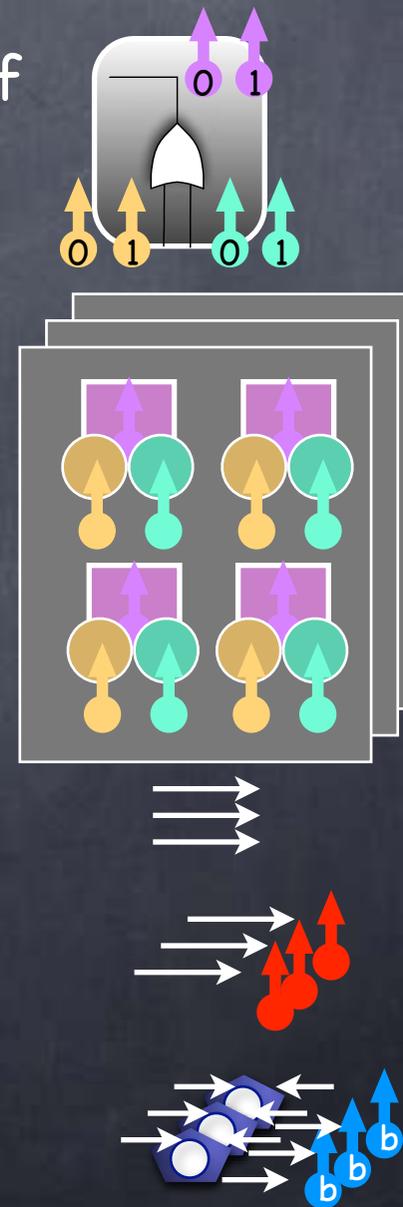


# Larger Circuits



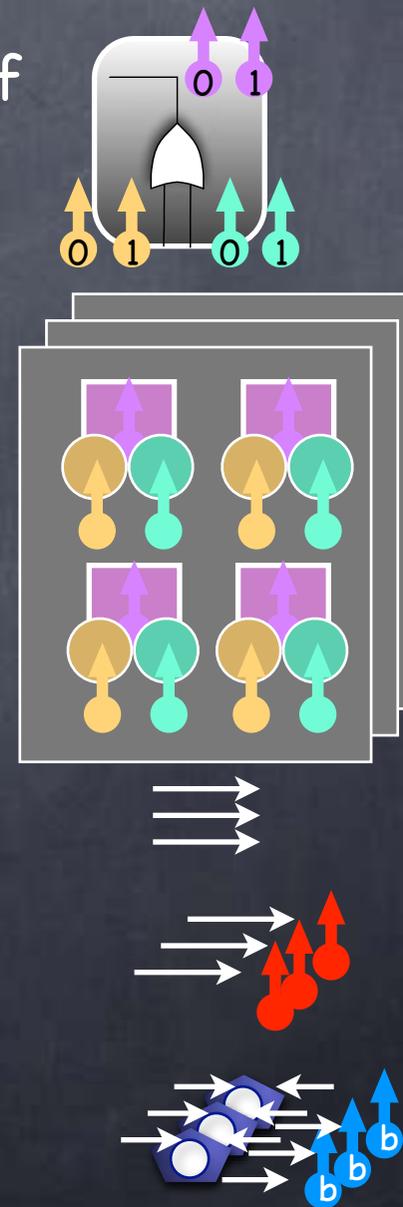
# Larger Circuits

- Evaluation: Bob gets one key for each input wire of a gate, opens one box for the gate, gets one key for the output wire, and proceeds



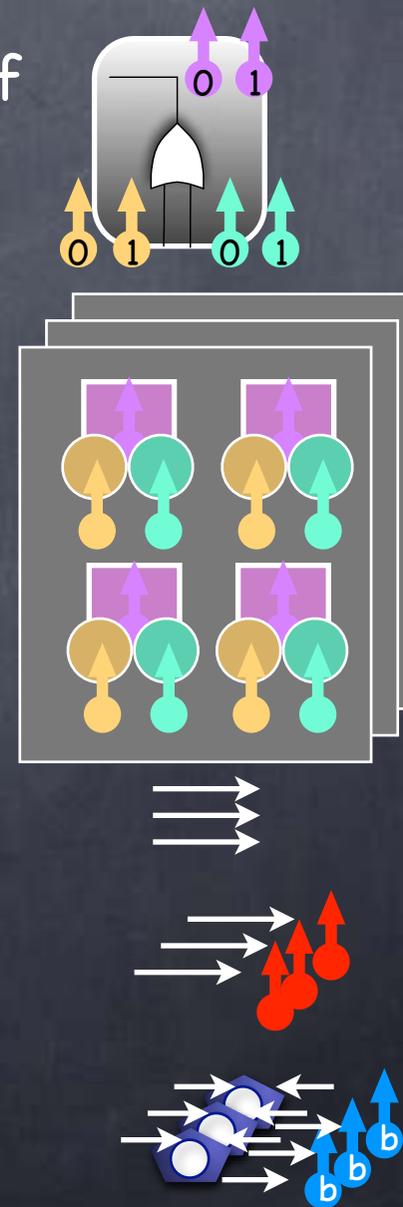
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- Gets output from a box for the output gate



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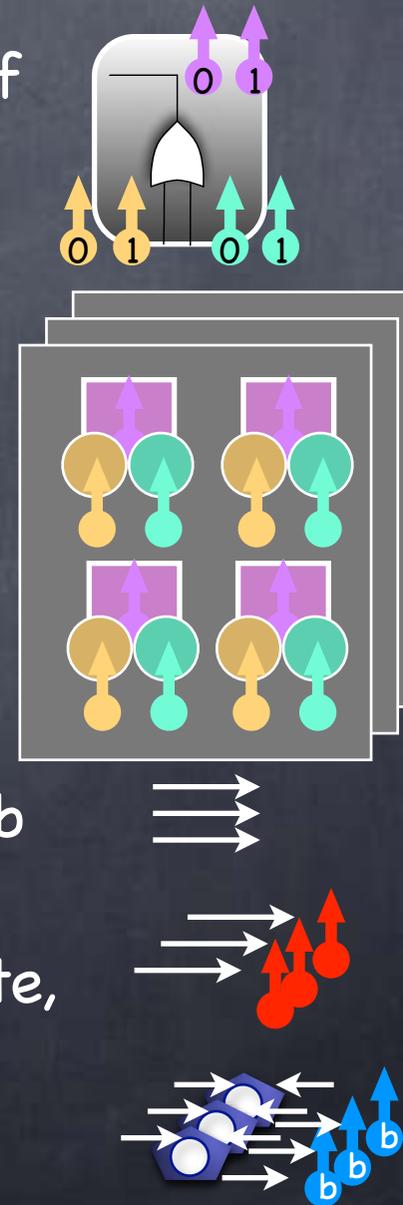
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  - Gets output from a box for the output gate
- Security similar to before
  - Curious Alice sees nothing
  - Bob can simulate his view given final output: Bob could prepare boxes and keys (stuffing unopenable boxes arbitrarily); for an output gate, place the output bit in the box that opens



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- Much more efficient than the proof of concept protocol, but relies on one-way functions (PRG) in addition to OT

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- Coming up: More protocols. More composition.