

# Secure Multi-Party Computation

Lecture 17  
GMW & BGW Protocols

# MPC Protocols

# MPC Protocols

- Yao's Garbled Circuit : 2-Party SFE secure against passive adversaries

# MPC Protocols

- Yao's Garbled Circuit : 2-Party SFE secure against passive adversaries
  - Using OT and PRG

# MPC Protocols

- Yao's Garbled Circuit : 2-Party SFE secure against passive adversaries
  - Using OT and PRG
- Today

# MPC Protocols

- Yao's Garbled Circuit : 2-Party SFE secure against passive adversaries
  - Using OT and PRG
- Today
  - Passive-secure GMW protocol: Generalizes to any number of parties, uses OT only

# MPC Protocols

- Yao's Garbled Circuit : 2-Party SFE secure against passive adversaries
  - Using OT and PRG
- Today
  - Passive-secure GMW protocol: Generalizes to any number of parties, uses OT only
  - Passive-secure BGW protocol: Doesn't even use OT, but relies on honest-majority

# MPC Protocols

- Yao's Garbled Circuit : 2-Party SFE secure against passive adversaries
  - Using OT and PRG
- Today
  - Passive-secure GMW protocol: Generalizes to any number of parties, uses OT only
  - Passive-secure BGW protocol: Doesn't even use OT, but relies on honest-majority
  - Going from passive to active security



# Basic GMW

# Basic GMW

- Adapted from the famous Goldreich–Micali–Wigderson (1987) protocol (by Goldreich–Vainish, Haber–Micali,...)

# Basic GMW

- Adapted from the famous Goldreich–Micali–Wigderson (1987) protocol (by Goldreich–Vainish, Haber–Micali,...)
- Idea: Evaluate a circuit with wire values secured using (linear) **secret-sharing**

# Recall Secret-Sharing

# Recall Secret-Sharing

- Fix any “secret”  $s$ . Let  $a, b$  be random conditioned on  $s = a + b$ . (All elements from a finite field.)

# Recall Secret-Sharing

- Fix any “secret”  $s$ . Let  $a, b$  be random conditioned on  $s = a + b$ . (All elements from a finite field.)
- Each of  $a, b$  by itself carries no information about  $s$ . (e.g., can pick  $a$  at random, set  $b = s - a$ .)

# Recall Secret-Sharing

- Fix any “secret”  $s$ . Let  $a, b$  be random conditioned on  $s = a + b$ . (All elements from a finite field.)
- Each of  $a, b$  by itself carries no information about  $s$ . (e.g., can pick  $a$  at random, set  $b = s - a$ .)
- Will write  $[s]_1$  and  $[s]_2$  to denote shares of  $s$

# Computing on Shares

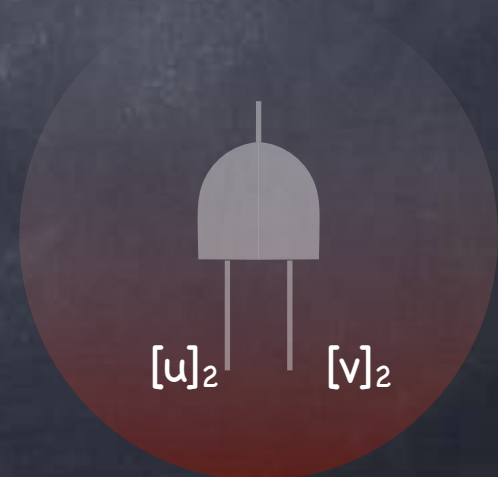


# Computing on Shares

- Let gates be  $+$  &  $\times$  (XOR & AND for Boolean circuits)

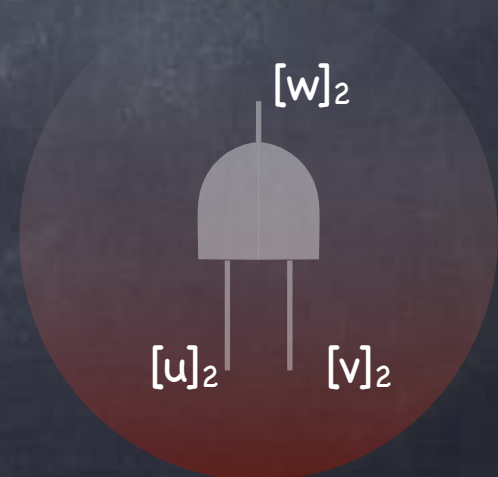
# Computing on Shares

- Let gates be  $+$  &  $\times$  (XOR & AND for Boolean circuits)
- Plan: shares of each wire value will be computed, with Alice holding one share and Bob the other. At the end, Alice sends her share of output wire to Bob.



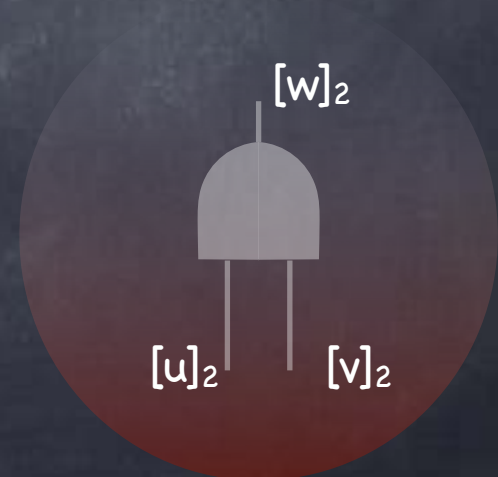
# Computing on Shares

- Let gates be  $+$  &  $\times$  (XOR & AND for Boolean circuits)
- Plan: shares of each wire value will be computed, with Alice holding one share and Bob the other. At the end, Alice sends her share of output wire to Bob.



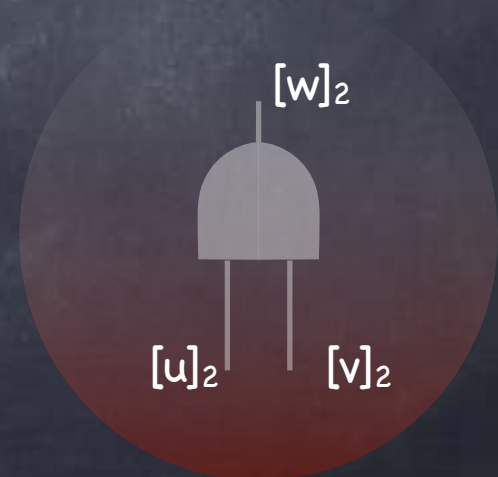
# Computing on Shares

- Let gates be  $+$  &  $\times$  (XOR & AND for Boolean circuits)
- Plan: shares of each wire value will be computed, with Alice holding one share and Bob the other. At the end, Alice sends her share of output wire to Bob.



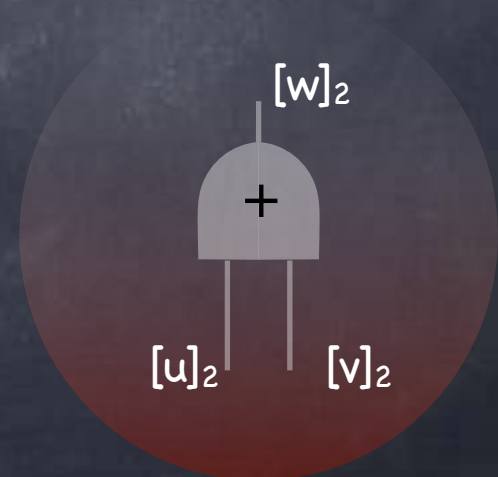
# Computing on Shares

- Let gates be  $+$  &  $\times$  (XOR & AND for Boolean circuits)
- Plan: shares of each wire value will be computed, with Alice holding one share and Bob the other. At the end, Alice sends her share of output wire to Bob.
- $w = u + v$  : Each one locally computes  $[w]_i = [u]_i + [v]_i$

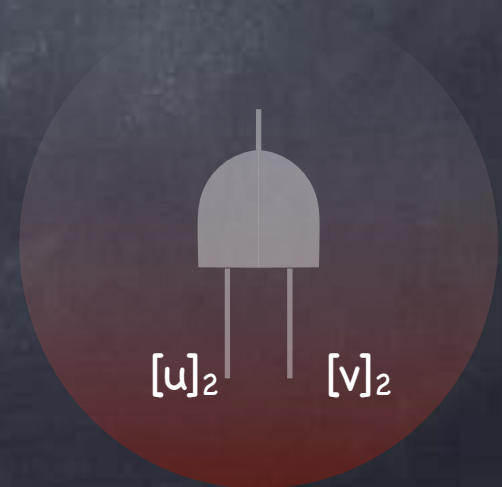
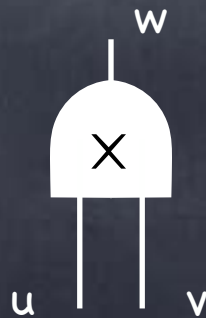


# Computing on Shares

- Let gates be  $+$  &  $\times$  (XOR & AND for Boolean circuits)
- Plan: shares of each wire value will be computed, with Alice holding one share and Bob the other. At the end, Alice sends her share of output wire to Bob.
- $w = u + v$  : Each one locally computes  $[w]_i = [u]_i + [v]_i$

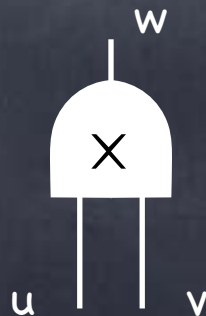


# Computing on Shares



# Computing on Shares

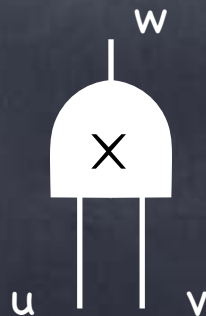
- What about  $w = u \times v$  ?





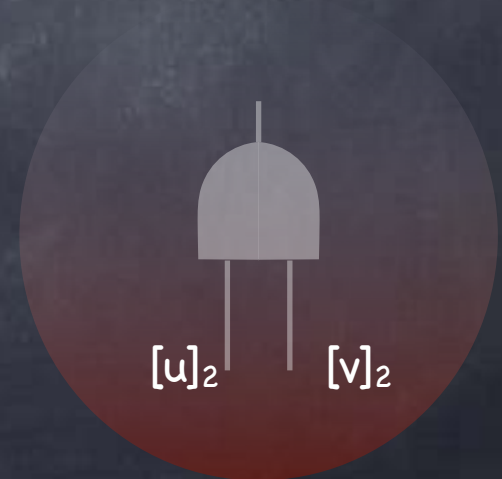
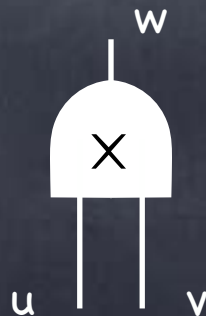
# Computing on Shares

- What about  $w = u \times v$  ?
  - Want  $[w]_1 + [w]_2 = ( [u]_1 + [u]_2 ) \times ( [v]_1 + [v]_2 )$



# Computing on Shares

- What about  $w = u \times v$  ?
  - Want  $[w]_1 + [w]_2 = ( [u]_1 + [u]_2 ) \times ( [v]_1 + [v]_2 )$
  - Alice picks  $[w]_1$ . Can let Bob compute  $[w]_2$  using the naive protocol for small functions



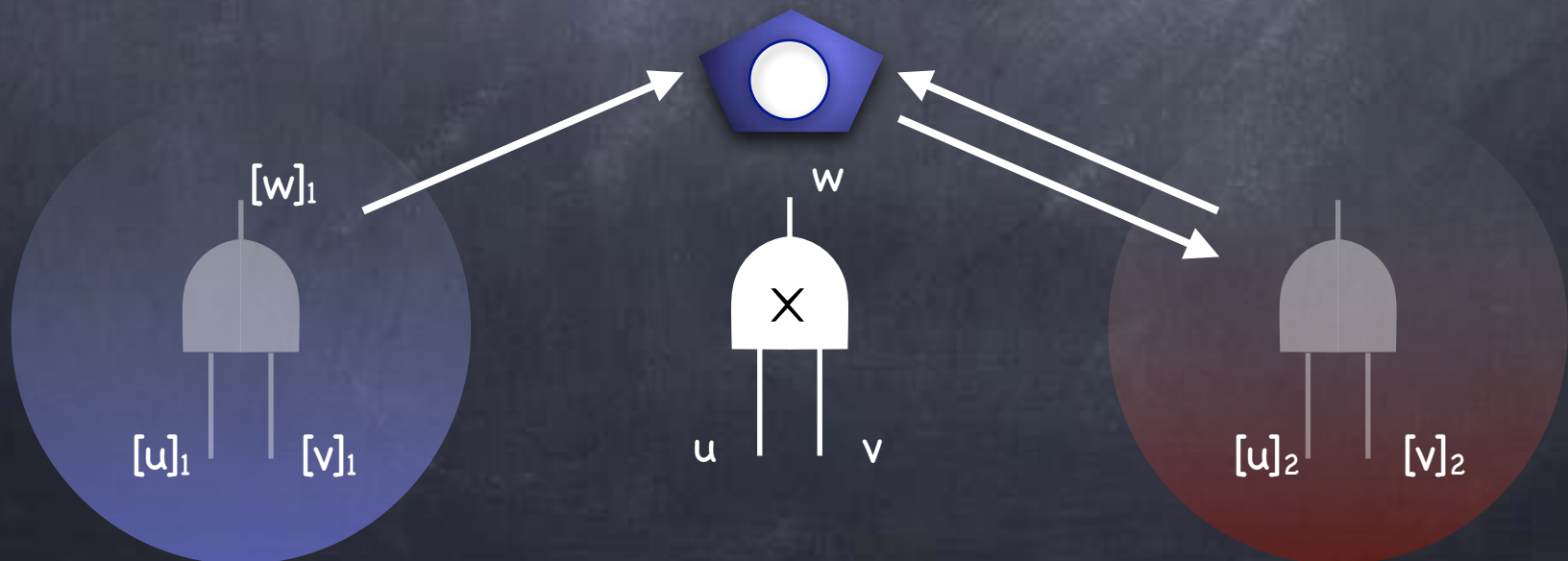
# Computing on Shares

- What about  $w = u \times v$  ?
  - Want  $[w]_1 + [w]_2 = ( [u]_1 + [u]_2 ) \times ( [v]_1 + [v]_2 )$
  - Alice picks  $[w]_1$ . Can let Bob compute  $[w]_2$  using the naive protocol for small functions



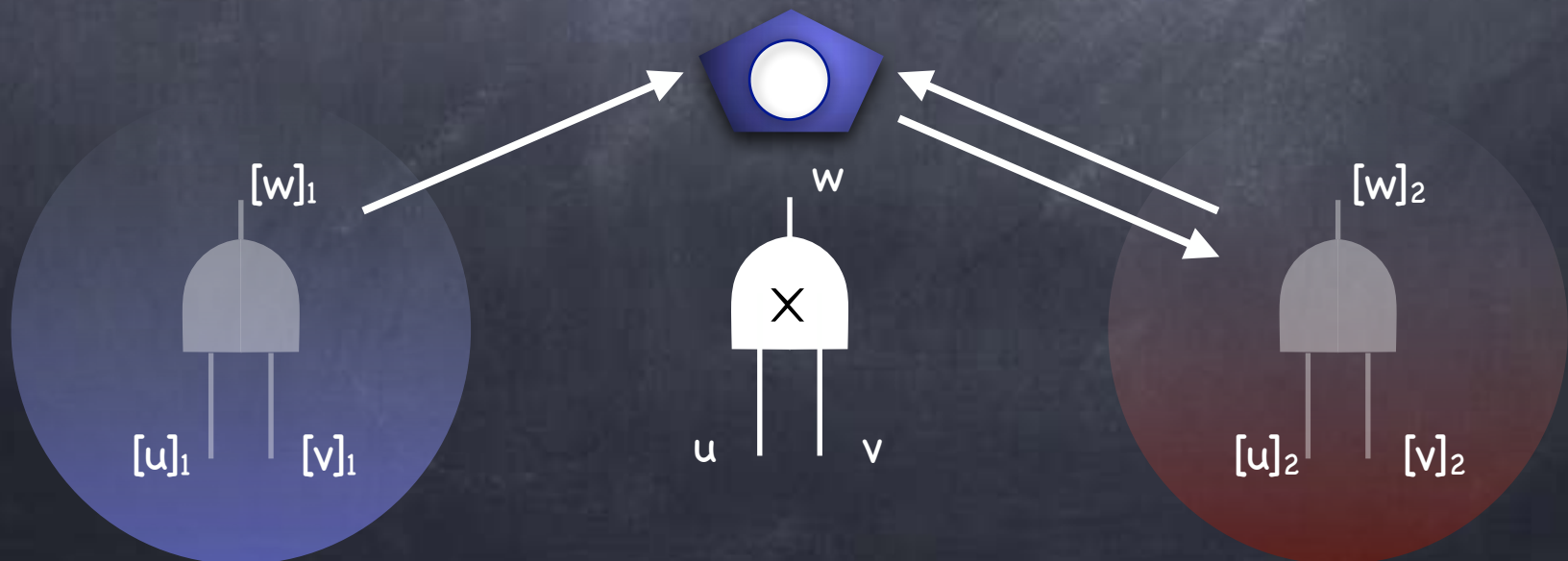
# Computing on Shares

- What about  $w = u \times v$  ?
  - Want  $[w]_1 + [w]_2 = ( [u]_1 + [u]_2 ) \times ( [v]_1 + [v]_2 )$
  - Alice picks  $[w]_1$ . Can let Bob compute  $[w]_2$  using the naive protocol for small functions



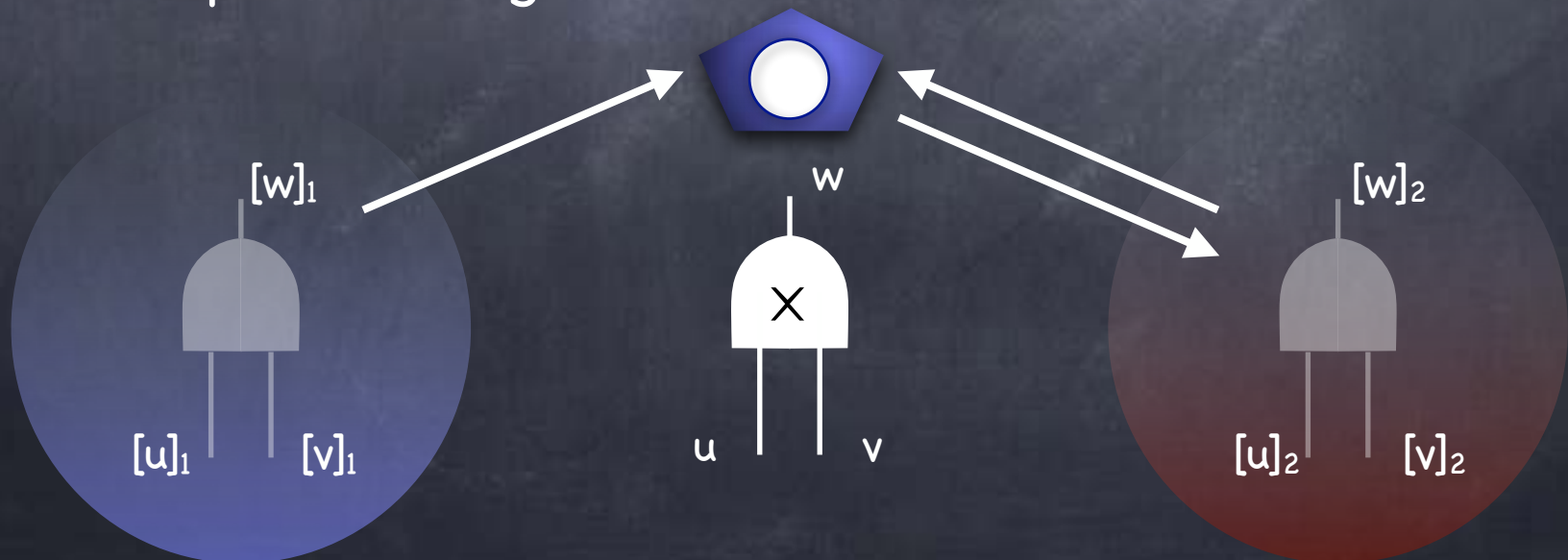
# Computing on Shares

- What about  $w = u \times v$  ?
  - Want  $[w]_1 + [w]_2 = ( [u]_1 + [u]_2 ) \times ( [v]_1 + [v]_2 )$
  - Alice picks  $[w]_1$ . Can let Bob compute  $[w]_2$  using the naive protocol for small functions



# Computing on Shares

- What about  $w = u \times v$  ?
  - Want  $[w]_1 + [w]_2 = ( [u]_1 + [u]_2 ) \times ( [v]_1 + [v]_2 )$
  - Alice picks  $[w]_1$ . Can let Bob compute  $[w]_2$  using the naive protocol for small functions
    - Bob's input is  $([u]_2, [v]_2)$ . Over the binary field, this requires a single 1-out-of-4 OT.



GMW: many parties

# GMW: many parties

• m-way sharing:  $s = [s]_1 + \dots + [s]_m$

Allows security against arbitrary number of corruptions



# GMW: many parties

- m-way sharing:  $s = [s]_1 + \dots + [s]_m$
- Addition, local as before

Allows security against arbitrary number of corruptions

# GMW: many parties

- m-way sharing:  $s = [s]_1 + \dots + [s]_m$

Allows security against arbitrary number of corruptions

- Addition, local as before

- Multiplication: For  $w = u \times v$

$$[w]_1 + \dots + [w]_m = ( [u]_1 + \dots + [u]_m ) \times ( [v]_1 + \dots + [v]_m )$$

- Party  $i$  computes  $[u]_i[v]_i$

- For every pair  $(i,j)$ ,  $i \neq j$ , Party  $i$  picks random  $a_{ij}$  and lets Party  $j$  securely compute  $b_{ij}$  s.t.  $a_{ij} + b_{ij} = [u]_i[v]_j$  using the naive protocol (a single 1-out-of-2 OT)

- Party  $i$  sets  $[w]_i = [u]_i[v]_i + \sum_j ( a_{ij} + b_{ji} )$

# GMW: with active corruption

- Original GMW approach: Use **Zero Knowledge proofs** (next time) to force the parties to run the protocol honestly
  - Needs (passive-secure) OT to be implemented using a protocol
- Alternate constructions give information-theoretic reduction to OT, starting from passive-secure GMW
  - Recent approach: pre-compile the circuit

# Passive-Secure GMW: Closer Look

# Passive-Secure GMW: Closer Look

- Multiplication:  $[w]_1 + [w]_2 = ( [u]_1 + [u]_2 ) \times ( [v]_1 + [v]_2 )$

# Passive-Secure GMW: Closer Look

- Multiplication:  $[w]_1 + [w]_2 = ( [u]_1 + [u]_2 ) \times ( [v]_1 + [v]_2 )$
- Computing shares  $a_{12}, b_{12}$  s.t.  $a_{12} + b_{12} = [u]_1 \cdot [v]_2$ :

# Passive-Secure GMW: Closer Look

- Multiplication:  $[w]_1 + [w]_2 = ( [u]_1 + [u]_2 ) \times ( [v]_1 + [v]_2 )$
- Computing shares  $a_{12}, b_{12}$  s.t.  $a_{12} + b_{12} = [u]_1 \cdot [v]_2$ :
  - Alice picks  $a_{12}$  and sends  $(-a_{12}, [u]_1 - a_{12})$  to OT. Bob sends  $[v]_2$  to OT.

# Passive-Secure GMW: Closer Look

- Multiplication:  $[w]_1 + [w]_2 = ( [u]_1 + [u]_2 ) \times ( [v]_1 + [v]_2 )$
- Computing shares  $a_{12}, b_{12}$  s.t.  $a_{12} + b_{12} = [u]_1 \cdot [v]_2$ :
  - Alice picks  $a_{12}$  and sends  $(-a_{12}, [u]_1 - a_{12})$  to OT. Bob sends  $[v]_2$  to OT.
  - What if Alice sends arbitrary  $(x, y)$  to OT? Effectively, setting  $a_{12} = -x, [u]_1' = y - x$ .



# Passive-Secure GMW: Closer Look

- Multiplication:  $[w]_1 + [w]_2 = ( [u]_1 + [u]_2 ) \times ( [v]_1 + [v]_2 )$
- Computing shares  $a_{12}, b_{12}$  s.t.  $a_{12} + b_{12} = [u]_1 \cdot [v]_2$ :
  - Alice picks  $a_{12}$  and sends  $(-a_{12}, [u]_1 - a_{12})$  to OT. Bob sends  $[v]_2$  to OT.
  - What if Alice sends arbitrary  $(x, y)$  to OT? Effectively, setting  $a_{12} = -x, [u]_1' = y - x$ .
  - What Bob sends to OT is  $[v]_2'$

# Passive-Secure GMW: Closer Look

- Multiplication:  $[w]_1 + [w]_2 = ( [u]_1 + [u]_2 ) \times ( [v]_1 + [v]_2 )$
- Computing shares  $a_{12}, b_{12}$  s.t.  $a_{12} + b_{12} = [u]_1 \cdot [v]_2$ :
  - Alice picks  $a_{12}$  and sends  $(-a_{12}, [u]_1 - a_{12})$  to OT. Bob sends  $[v]_2$  to OT.
  - What if Alice sends arbitrary  $(x, y)$  to OT? Effectively, setting  $a_{12} = -x, [u]_1' = y - x$ .
  - What Bob sends to OT is  $[v]_2'$
- i.e., arbitrary behavior of Alice & Bob while sharing  $[u]_1 \cdot [v]_2$  correspond to them locally changing their shares  $[u]_1$  and  $[v]_2$

# Passive-Secure GMW: Closer Look

- Multiplication:  $[w]_1 + [w]_2 = ( [u]_1 + [u]_2 ) \times ( [v]_1 + [v]_2 )$
- Arbitrary behavior of Alice while sharing  $[u]_1 \cdot [v]_2$  and  $[u]_2 \cdot [v]_1$  corresponds to her locally changing her shares of  $u$  and  $v$

# Passive-Secure GMW: Closer Look

- Multiplication:  $[w]_1 + [w]_2 = ( [u]_1 + [u]_2 ) \times ( [v]_1 + [v]_2 )$
- Arbitrary behavior of Alice while sharing  $[u]_1 \cdot [v]_2$  and  $[u]_2 \cdot [v]_1$  corresponds to her locally changing her shares of  $u$  and  $v$ 
  - Alice changing her share from  $[u]_1$  to  $[u]_1'$  is effectively changing  $u$  to  $u + \Delta_u$ , where  $\Delta_u = [u]_1' - [u]_1$  depends only on her own view

# Passive-Secure GMW: Closer Look

- Multiplication:  $[w]_1 + [w]_2 = ( [u]_1 + [u]_2 ) \times ( [v]_1 + [v]_2 )$
- Arbitrary behavior of Alice while sharing  $[u]_1 \cdot [v]_2$  and  $[u]_2 \cdot [v]_1$  corresponds to her locally changing her shares of  $u$  and  $v$ 
  - Alice changing her share from  $[u]_1$  to  $[u]_1'$  is effectively changing  $u$  to  $u + \Delta_u$ , where  $\Delta_u = [u]_1' - [u]_1$  depends only on her own view
- Over all effect: a corrupt party can arbitrarily add  $\Delta_u$  and  $\Delta_v$  to wires  $u$  and  $v$  before multiplication

# Passive-Secure GMW: Closer Look

- Multiplication:  $[w]_1 + [w]_2 = ( [u]_1 + [u]_2 ) \times ( [v]_1 + [v]_2 )$
- Arbitrary behavior of Alice while sharing  $[u]_1 \cdot [v]_2$  and  $[u]_2 \cdot [v]_1$  corresponds to her locally changing her shares of  $u$  and  $v$ 
  - Alice changing her share from  $[u]_1$  to  $[u]_1'$  is effectively changing  $u$  to  $u + \Delta_u$ , where  $\Delta_u = [u]_1' - [u]_1$  depends only on her own view
- Over all effect: a corrupt party can arbitrarily add  $\Delta_u$  and  $\Delta_v$  to wires  $u$  and  $v$  before multiplication
- Also, can add deltas to all input and output wires

# Active-Secure Variant of Basic GMW

# Active-Secure Variant of Basic GMW

- Any active attack on Basic GMW protocol corresponds to an additive attack on the wires of the circuit



# Active-Secure Variant of Basic GMW

- Any active attack on Basic GMW protocol corresponds to an additive attack on the wires of the circuit
- Idea: "Compile" the circuit such that any additive attack amounts to error (w.h.p.), resulting in random output

# Active-Secure Variant of Basic GMW

- Any active attack on Basic GMW protocol corresponds to an additive attack on the wires of the circuit
- Idea: "Compile" the circuit such that any additive attack amounts to error (w.h.p.), resulting in random output
- Additive Manipulation Detecting (AMD) circuits

# Active-Secure Variant of Basic GMW

- Any active attack on Basic GMW protocol corresponds to an additive attack on the wires of the circuit
- Idea: "Compile" the circuit such that any additive attack amounts to error (w.h.p.), resulting in random output
- **Additive Manipulation Detecting (AMD) circuits**
  - Extension of "AMD codes"

# Active-Secure Variant of Basic GMW

- Any active attack on Basic GMW protocol corresponds to an additive attack on the wires of the circuit
- Idea: "Compile" the circuit such that any additive attack amounts to error (w.h.p.), resulting in random output
- **Additive Manipulation Detecting (AMD) circuits**
  - Extension of "AMD codes"
    - e.g. encode  $x$  as a vector  $(x, r, xr)$  where  $r$  is random from a **large field**. Additive attacks (without knowing  $r$ ) detected unless  $(x+\delta_1)(r+\delta_2) = (xr+\delta_3)$ :  
i.e.,  $\delta_1 \cdot r + x \cdot \delta_2 + \delta_1 \cdot \delta_2 = \delta_3$ . Unlikely unless  $\delta_1 = 0$ .

# Honest Majority

# Honest Majority

- So far, arbitrary number of parties can be corrupted (in particular, secure 2-party computation, when one party is corrupt)
  - But needed to rely on OT

# Honest Majority

- So far, arbitrary number of parties can be corrupted (in particular, secure 2-party computation, when one party is corrupt)
  - But needed to rely on OT
- Up Next: Adversary can corrupt any set of less than  $t$  parties out of  $m$  parties (e.g.,  $t = n/2$ ,  $t = n/3$ )
  - Then, can get (UC) security just from secure communication channels
  - Bonus (omitted): Can ask for guaranteed output delivery

# BGW: Passive Security

- Ben-Or, Goldwasser, Wigderson (1988)



# BGW: Passive Security

- Ben-Or, Goldwasser, Wigderson (1988)
- Similar result by Chaum, Crepeau, Damgård (1988)

# BGW: Passive Security

- Ben-Or, Goldwasser, Wigderson (1988)
  - Similar result by Chaum, Crepeau, Damgård (1988)
- Again, gate-by-gate evaluation of shared wire-values

# BGW: Passive Security

- Ben-Or, Goldwasser, Wigderson (1988)
  - Similar result by Chaum, Crepeau, Damgård (1988)
- Again, gate-by-gate evaluation of shared wire-values
- Idea 1: Use a **linear secret-sharing scheme** that allows **local multiplication**

# BGW: Passive Security

- Ben-Or, Goldwasser, Wigderson (1988)
  - Similar result by Chaum, Crepeau, Damgård (1988)
- Again, gate-by-gate evaluation of shared wire-values
- Idea 1: Use a **linear secret-sharing scheme** that allows **local multiplication**
- Result can use a different linear secret-sharing scheme

# BGW: Passive Security

- Ben-Or, Goldwasser, Wigderson (1988)
  - Similar result by Chaum, Crepeau, Damgård (1988)
- Again, gate-by-gate evaluation of shared wire-values
- Idea 1: Use a **linear secret-sharing scheme** that allows **local multiplication**
  - Result can use a different linear secret-sharing scheme
  - Will rely on  $< n/2$  corruption

# BGW: Passive Security

- Ben-Or, Goldwasser, Wigderson (1988)
  - Similar result by Chaum, Crepeau, Damgård (1988)
  - Again, gate-by-gate evaluation of shared wire-values
  - Idea 1: Use a **linear secret-sharing scheme** that allows **local multiplication**
    - Result can use a different linear secret-sharing scheme
    - Will rely on  $< n/2$  corruption
  - Idea 2: Can move from one linear secret-sharing scheme to another securely

# BGW

- Idea 1: Use a linear secret-sharing that allows local multiplication, but resulting in shares in a different linear secret-sharing scheme

# BGW

- Idea 1: Use a linear secret-sharing that allows local multiplication, but resulting in shares in a different linear secret-sharing scheme
- **Shamir secret-sharing** using degree  $\lfloor (n-1)/2 \rfloor$  polynomials (privacy against  $< n/2$  ( $\leq \text{degree}+1$ ) corruption)
  - $[s]_i = \sigma(x_i)$  where polynomial  $\sigma$  s.t.  $\sigma(0) = s$
  - $\sigma(0) =$  a linear combination of  $\text{degree}+1$  shares  $\{\sigma(x_i)\}_i$



# BGW

- Idea 1: Use a linear secret-sharing that allows local multiplication, but resulting in shares in a different linear secret-sharing scheme
- **Shamir secret-sharing** using degree  $\lfloor (n-1)/2 \rfloor$  polynomials (privacy against  $< n/2$  ( $\leq \text{degree}+1$ ) corruption)
  - $[s]_i = \sigma(x_i)$  where polynomial  $\sigma$  s.t.  $\sigma(0) = s$
  - $\sigma(0) =$  a linear combination of degree+1 shares  $\{\sigma(x_i)\}_i$
- Multiplying two such polynomials for secrets  $s, t$ :  
 $\pi = \sigma \cdot \tau$ . Then  $[s \cdot t]_i = \pi(x_i) = \sigma(x_i) \cdot \tau(x_i)$  and  $\pi(0) = s \cdot t$

# BGW

- Idea 1: Use a linear secret-sharing that allows local multiplication, but resulting in shares in a different linear secret-sharing scheme
- **Shamir secret-sharing** using degree  $\lfloor (n-1)/2 \rfloor$  polynomials (privacy against  $< n/2$  ( $\leq \text{degree}+1$ ) corruption)
  - $[s]_i = \sigma(x_i)$  where polynomial  $\sigma$  s.t.  $\sigma(0) = s$
  - $\sigma(0) =$  a linear combination of degree+1 shares  $\{\sigma(x_i)\}_i$
- Multiplying two such polynomials for secrets  $s, t$ :  
 $\pi = \sigma \cdot \tau$ . Then  $[s \cdot t]_i = \pi(x_i) = \sigma(x_i) \cdot \tau(x_i)$  and  $\pi(0) = s \cdot t$
- Degree of  $\pi \leq n-1$  :  $\pi(0)$  reconstructible from  $n$  shares

# BGW

- Idea 2: Can move from linear secret-sharing scheme A to linear secret-sharing scheme B securely

# BGW

- Idea 2: Can move from linear secret-sharing scheme A to linear secret-sharing scheme B securely
- Given shares  $(a_1, \dots, a_n) \leftarrow \text{Share}_A(s)$
- Share each  $a_i$  using scheme B:  $(b_{i1}, \dots, b_{in}) \leftarrow \text{Share}_B(a_i)$
- Locally each party  $j$  reconstructs using scheme A:  
 $b_j \leftarrow \text{Recon}_A(b_{1j}, \dots, b_{nj})$

# BGW

- Idea 2: Can move from linear secret-sharing scheme A to linear secret-sharing scheme B securely
- Given shares  $(a_1, \dots, a_n) \leftarrow \text{Share}_A(s)$
- Share each  $a_i$  using scheme B:  $(b_{i1}, \dots, b_{in}) \leftarrow \text{Share}_B(a_i)$
- Locally each party  $j$  reconstructs using scheme A:  
 $b_j \leftarrow \text{Recon}_A(b_{1j}, \dots, b_{nj})$
- Claim:  $\text{Recon}_B(b_1, \dots, b_n) = s$

# BGW

- Idea 2: Can move from linear secret-sharing scheme A to linear secret-sharing scheme B securely
- Given shares  $(a_1, \dots, a_n) \leftarrow \text{Share}_A(s)$
- Share each  $a_i$  using scheme B:  $(b_{i1}, \dots, b_{in}) \leftarrow \text{Share}_B(a_i)$
- Locally each party  $j$  reconstructs using scheme A:  
 $b_j \leftarrow \text{Recon}_A(b_{1j}, \dots, b_{nj})$
- Claim:  $\text{Recon}_B(b_1, \dots, b_n) = s$ 
  - For any linear  $f$ ,  $\text{Recon}_B(f(\text{Share}_B(\vec{a}))) = f(\vec{a})$

# BGW

- Idea 2: Can move from linear secret-sharing scheme A to linear secret-sharing scheme B securely

- Given shares  $(a_1, \dots, a_n) \leftarrow \text{Share}_A(s)$

- Share each  $a_i$  using scheme B:  $(b_{i1}, \dots, b_{in}) \leftarrow \text{Share}_B(a_i)$

- Locally each party  $j$  reconstructs using scheme A:

$$b_j \leftarrow \text{Recon}_A(b_{1j}, \dots, b_{nj})$$

- Claim:  $\text{Recon}_B(b_1, \dots, b_n) = s$

- For any linear  $f$ ,  $\text{Recon}_B(f(\text{Share}_B(\vec{a}))) = f(\vec{a})$

- $\text{Recon}_A$  is a linear function

# Honest Majority

- Can't tolerate (passive) corruption of  $n/2$  parties unless functionality (passive) trivial for 2-party
- Can't tolerate active corruption of  $n/3$  parties (even for "broadcast") if guaranteed output delivery needed



# Honest Majority

- Can't tolerate (passive) corruption of  $n/2$  parties unless functionality (passive) trivial for 2-party
- Can't tolerate active corruption of  $n/3$  parties (even for "broadcast") if guaranteed output delivery needed
- More generally, guaranteed output delivery not possible if:
  - set of parties can be partitioned into three sets,  $S_1 \cup S_2 \cup S_3$  such that  $S_1, S_2$  (separately) may be passively corrupt, and  $S_3$  may be actively corrupt

# Active Security

- Active security with abort:
  - Run (passive-secure) BGW on an AMD circuit of the function
  - Each party will accept the output only if the output verifies

# Active Security

- Active security with abort:
  - Run (passive-secure) BGW on an AMD circuit of the function
  - Each party will accept the output only if the output verifies
  - In IDEAL, adversary can cause selective abort, after seeing its own output

# Active Security

- Active security with abort:
  - Run (passive-secure) BGW on an AMD circuit of the function
  - Each party will accept the output only if the output verifies
  - In IDEAL, adversary can cause selective abort, after seeing its own output
- Guaranteed output-delivery possible using alternate methods

# Active Security

- Active security with abort:
  - Run (passive-secure) BGW on an AMD circuit of the function
  - Each party will accept the output only if the output verifies
  - In IDEAL, adversary can cause selective abort, after seeing its own output
- Guaranteed output-delivery possible using alternate methods
  - Needs  $t < n/3$ . (Or  $t < n/2$ , but using a secure broadcast channel)

# Summary

# Summary

- Using pair-wise OT (and no computational assumption)

# Summary

- Using pair-wise OT (and no computational assumption)
  - Passive security and Active security possible against arbitrarily many corruptions



# Summary

- Using pair-wise OT (and no computational assumption)
  - Passive security and Active security possible against arbitrarily many corruptions
- Using Broadcast channel and point-to-point channels

# Summary

- Using pair-wise OT (and no computational assumption)
  - Passive security and Active security possible against arbitrarily many corruptions
- Using Broadcast channel and point-to-point channels
  - Active security (with guaranteed output delivery) possible against  $t < n/2$  corruptions

# Summary

- Using pair-wise OT (and no computational assumption)
  - Passive security and Active security possible against arbitrarily many corruptions
- Using Broadcast channel and point-to-point channels
  - Active security (with guaranteed output delivery) possible against  $t < n/2$  corruptions
- Using only point-to-point channels

# Summary

- Using pair-wise OT (and no computational assumption)
  - Passive security and Active security possible against arbitrarily many corruptions
- Using Broadcast channel and point-to-point channels
  - Active security (with guaranteed output delivery) possible against  $t < n/2$  corruptions
- Using only point-to-point channels
  - Passive security possible against  $t < n/2$  corruptions

# Summary

- Using pair-wise OT (and no computational assumption)
  - Passive security and Active security possible against arbitrarily many corruptions
- Using Broadcast channel and point-to-point channels
  - Active security (with guaranteed output delivery) possible against  $t < n/2$  corruptions
- Using only point-to-point channels
  - Passive security possible against  $t < n/2$  corruptions
  - Active security (with guaranteed output delivery) possible against  $t < n/3$  corruptions