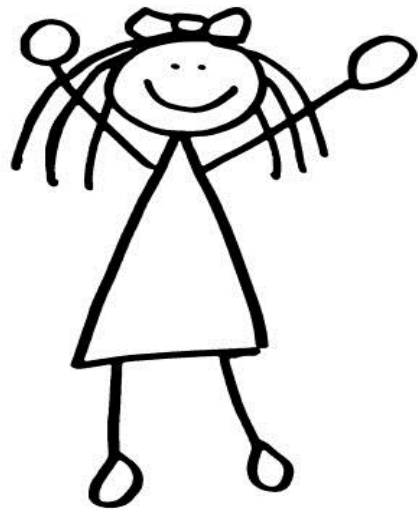


# Faster Secure Multi-Party Computation of AES and DES Using Lookup Tables

Marcel Keller, Emmanuela Orsini, **Dragos Rotaru**, Peter Scholl,  
Eduardo Soria-Vazquez, and Srinivas Vivek

ACNS 2017

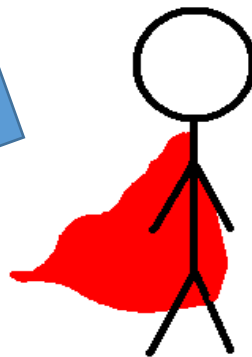
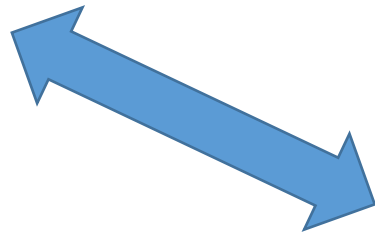
# Multi-Party Computation



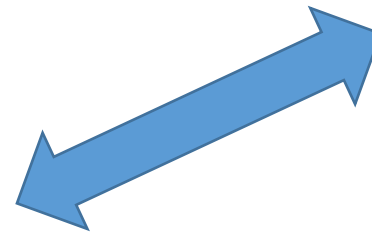
a



c

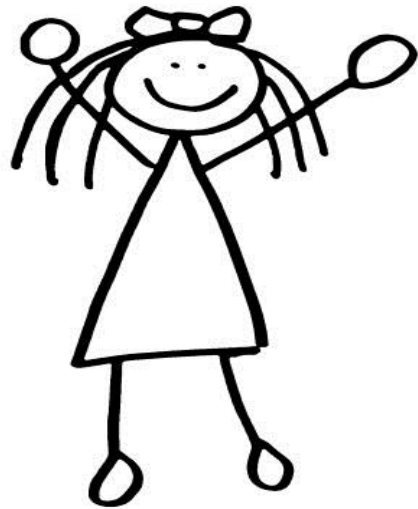


b



**Goal:** Compute  $F(a, b, c)$ .

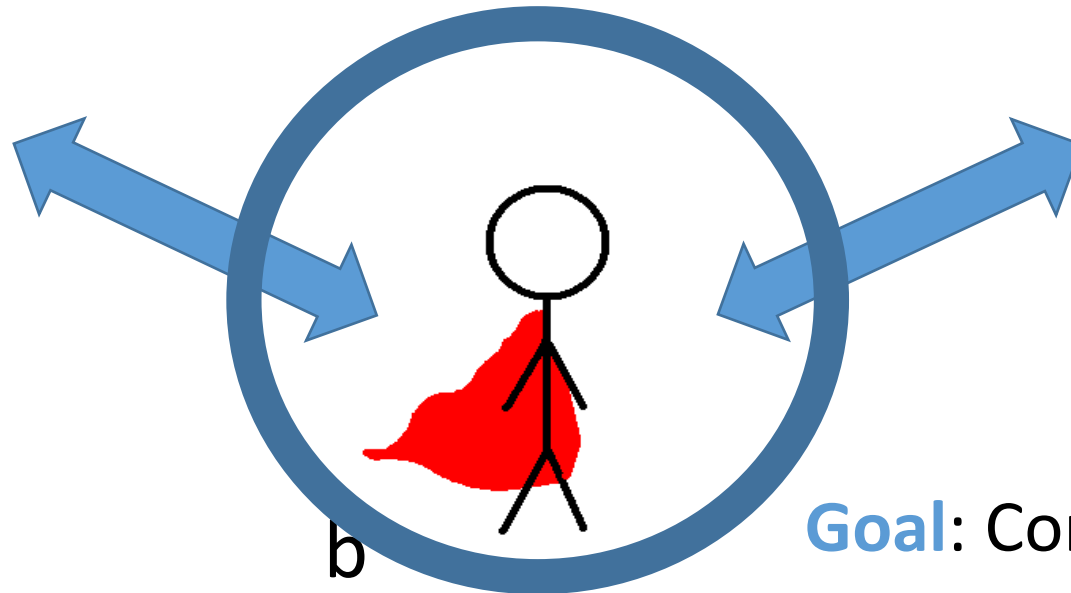
# Multi-Party Computation



a



c

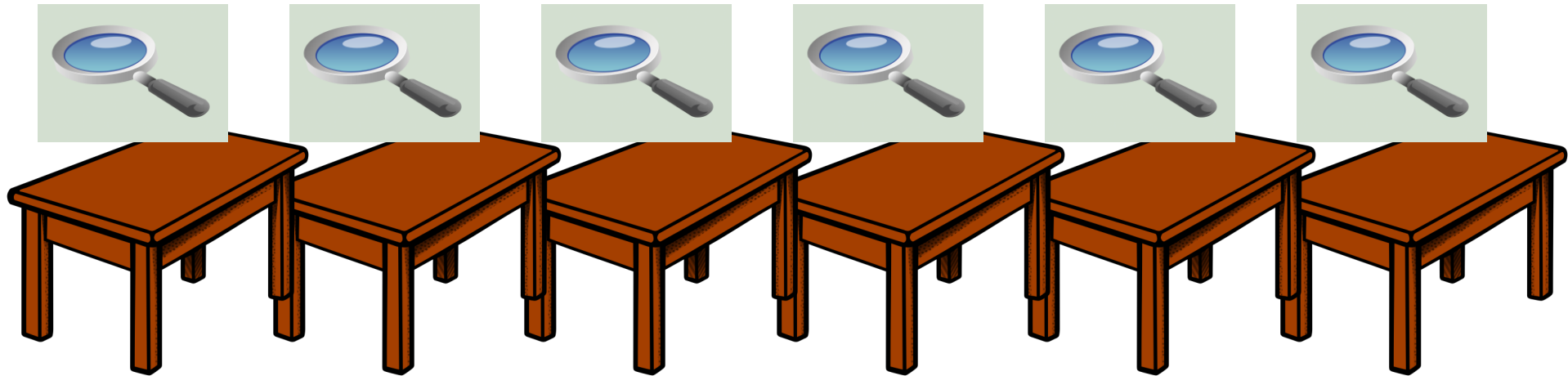


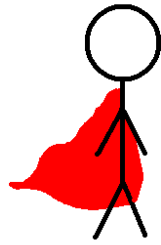
b

**Goal:** Compute  $F(a, b, c)$ .



Bob has problems.





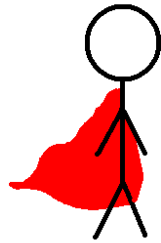
has problems?

Look-up tables are everywhere in MPC.

Floating  
Point

Oblivious  
RAM

Non-linear  
functions



has problems?

Look-up tables are everywhere in MPC.

Floating  
Point

Oblivious  
RAM

Non-linear  
functions

# Non-linear? AES and 3-DES

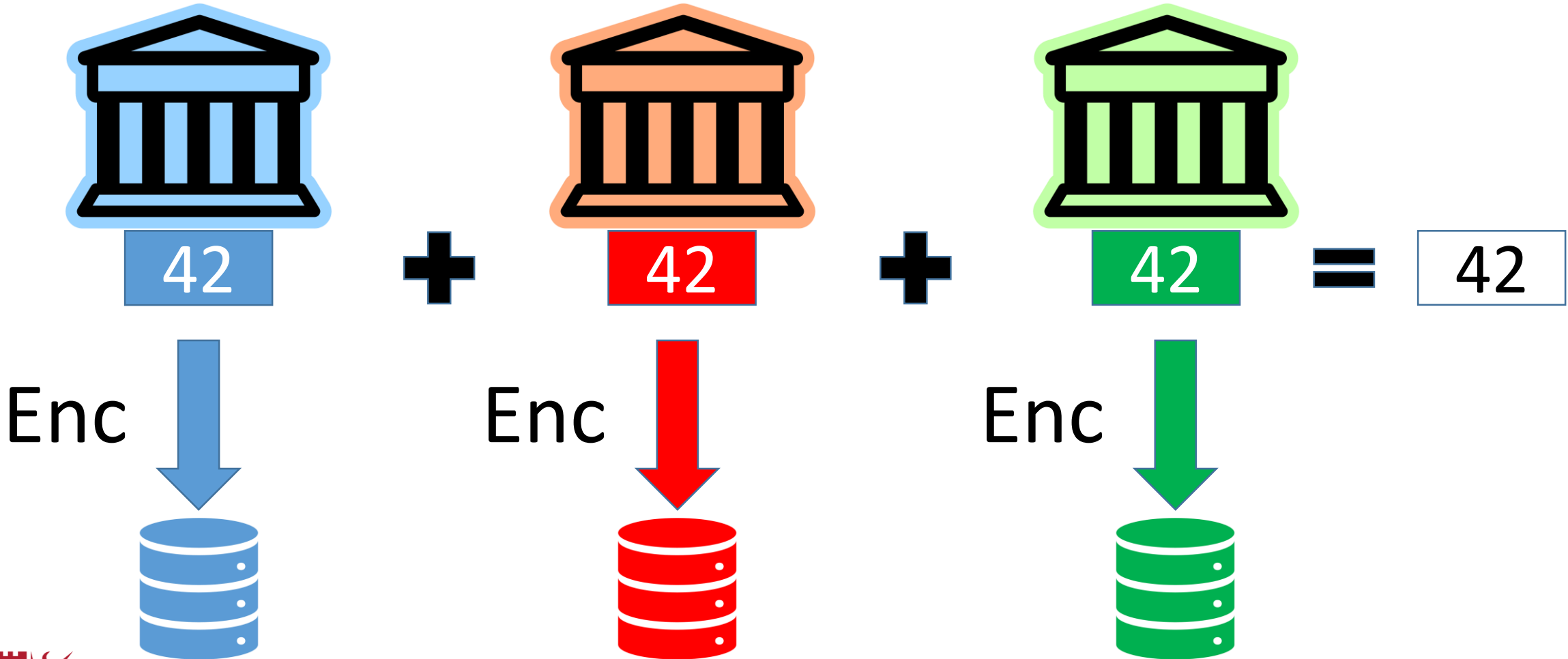


# Non-linear? AES and 3-DES

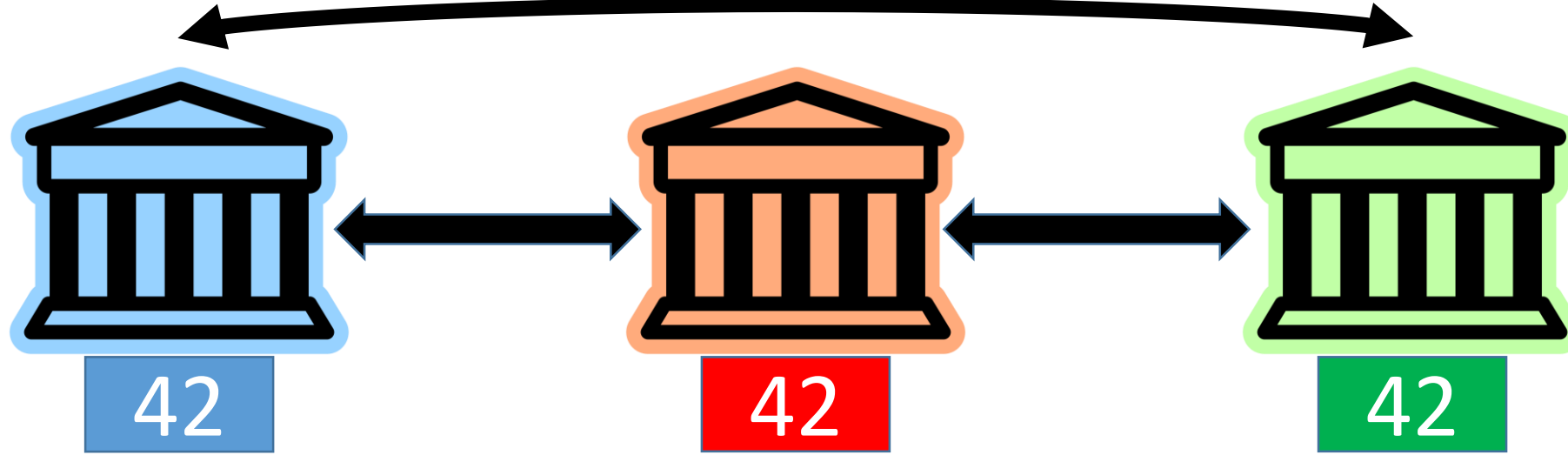




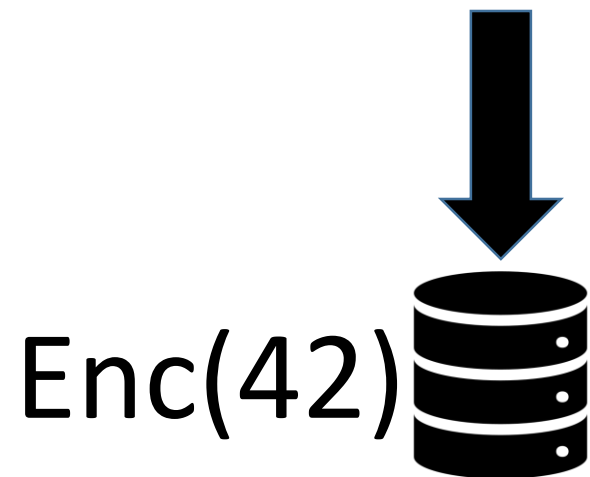
# Non-linear? AES and 3-DES



# Non-linear? AES and 3-DES



System researched in  
Brandeis JANA project.



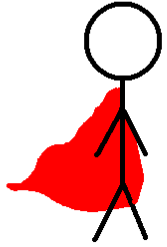
# Fastest AES and 3-DES in MPC with malicious security

- Apply side-channel countermeasures in the MPC land.
- Improve on previous AES TinyTable by at least 50 times.
- 3-DES has now 100 times faster online time.

# Concurrent Work

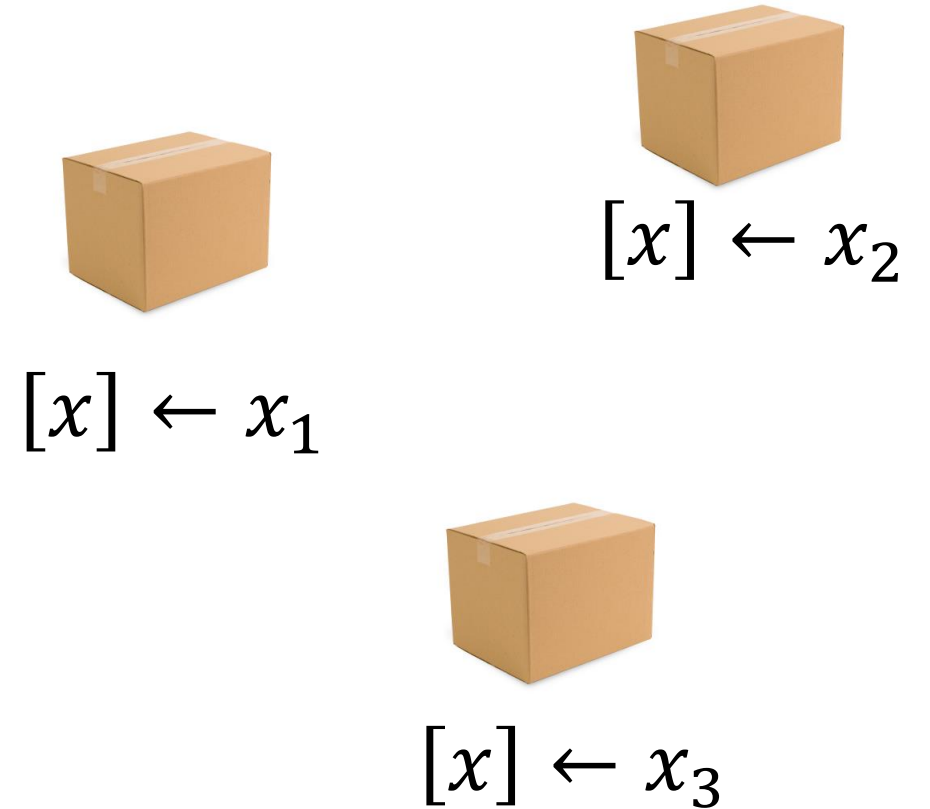
- [DNNR16] – TinyTable. Improved version now at CRYPTO17.
- [DKS+17] – Dessouky et al. in NDSS17. Semi-Honest setting based on 1-out-of-N OT. Also built a compiler which can be used with our protocol.

# MPC with Secret Sharing

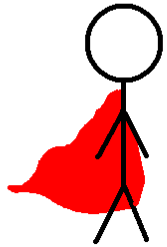


$$x = x_1 + \dots + x_n$$

Each  $P_i$  has  $[x] \leftarrow x_i$

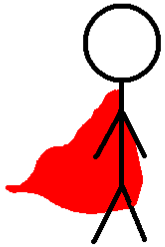


# MPC Preprocessing Phase



**Generate Triples.**  
 **$[c] = [a][b]$**

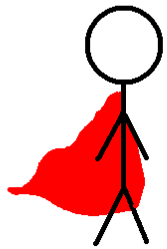
# MPC Preprocessing Phase



**Generate Triples.**

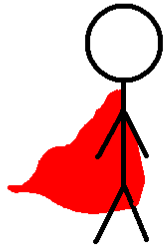
$$[c] = [a][b]$$

# MPC Preprocessing Phase

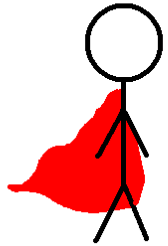




# MPC Preprocessing Phase

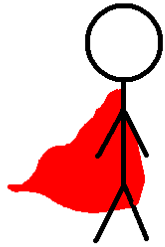


# MPC Online Phase



**Use Triples.**

# MPC Online Phase



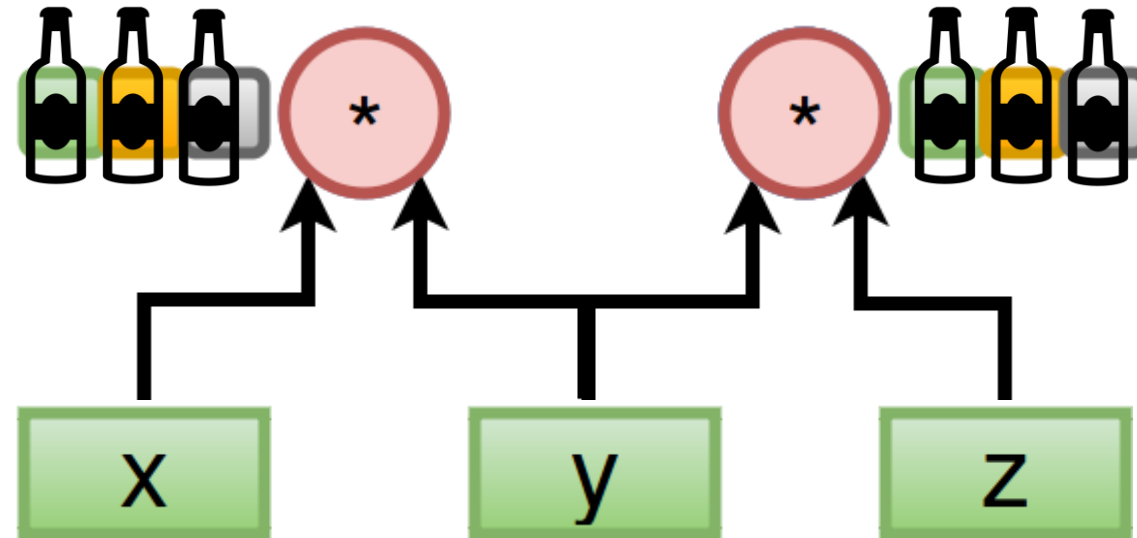
# MPC Circuit Evaluation

x

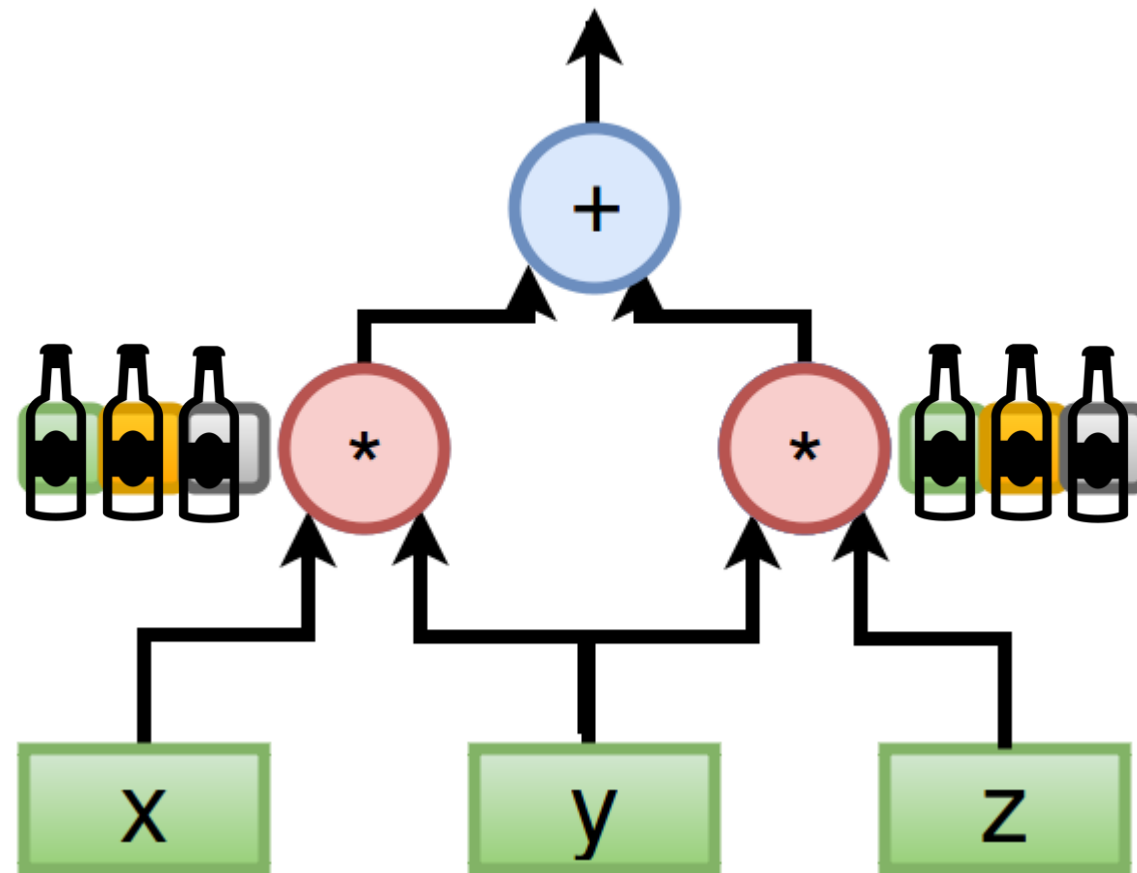
y

z

# MPC Circuit Evaluation

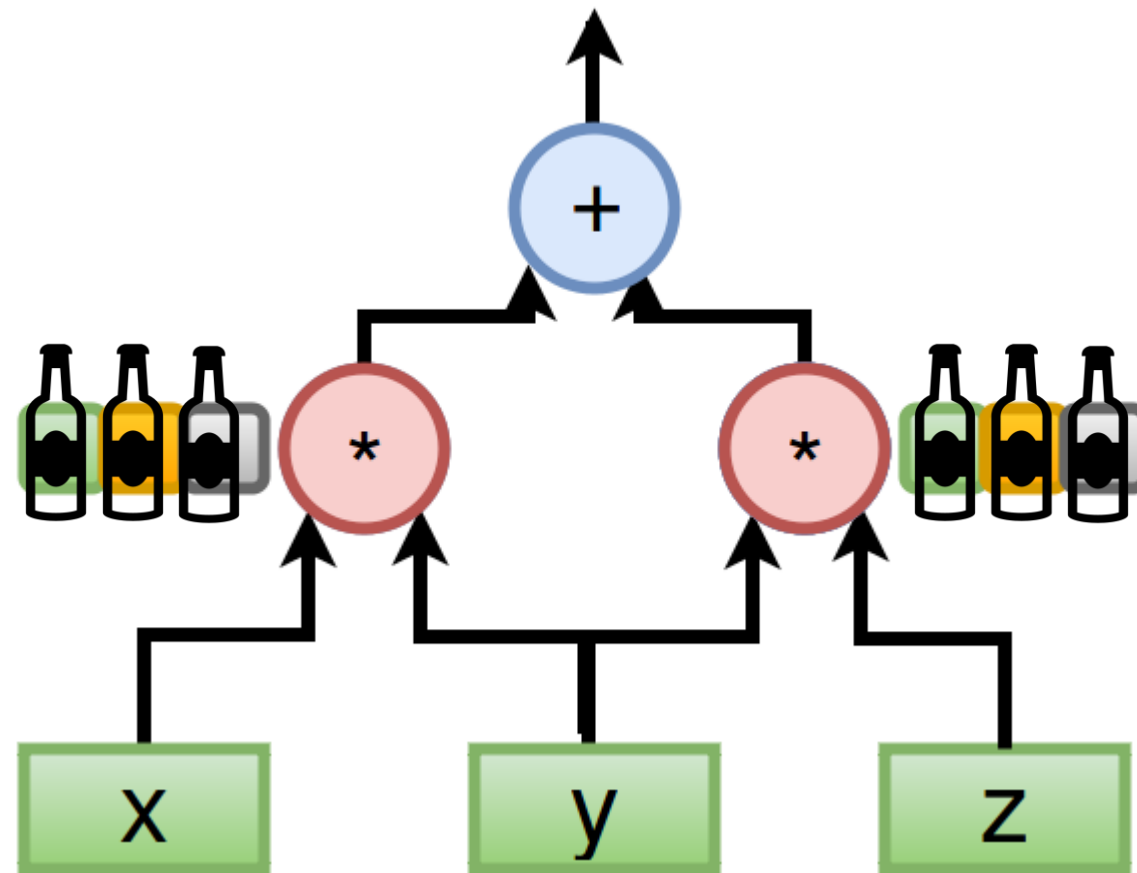


# MPC Circuit Evaluation

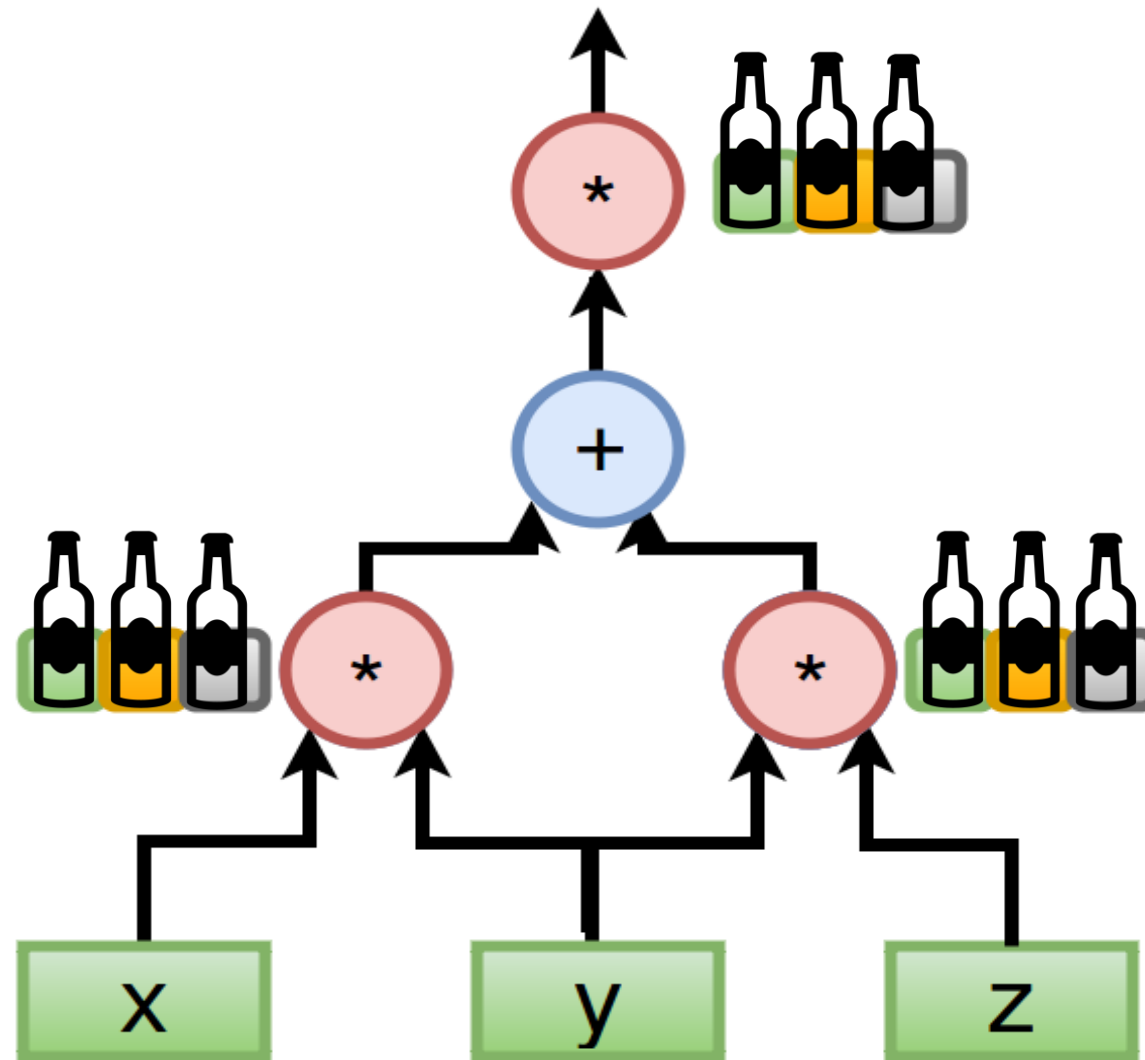




# MPC Circuit Evaluation



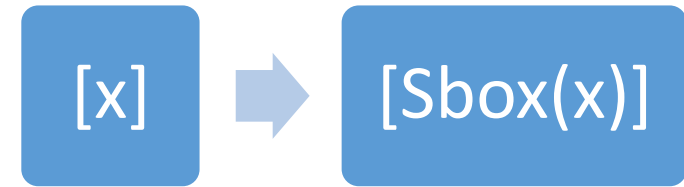
# MPC Circuit Evaluation




3 triples.  
2 rounds.



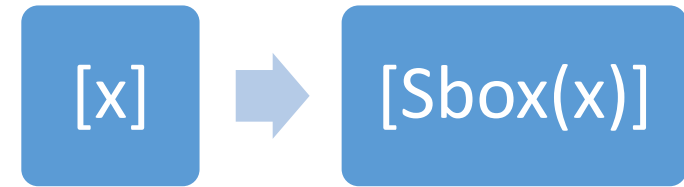
# Side-Channel inspired



- Write Sbox(x) as a poly with minimal non-linear multiplications, i.e. squares are (almost) for free
- AES Sbox requires 4 non-linear mults [RP10].

$$\{X, X^2\} \xrightarrow{\times} \{X^3, X^{12}\} \xrightarrow{\times} \{X^{14}\} \xrightarrow{\times} \{X^{15}, X^{240}\} \xrightarrow{\times} X^{254}$$


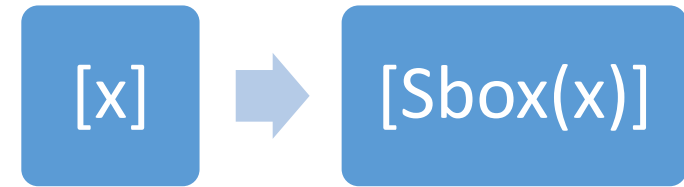
# Side-Channel inspired



- Write Sbox(x) as a poly with minimal non-linear multiplications, i.e. squares are (almost) for free
- AES Sbox requires 4 non-linear mults [RP10].
- DES Sbox requires 3 non-linear mults [PV16].

$$\{X, X^2\} \xrightarrow{\times} \{X^3, X^{12}\} \xrightarrow{\times} \{X^{14}\} \xrightarrow{\times} \{X^{15}, X^{240}\} \xrightarrow{\times} X^{254}$$

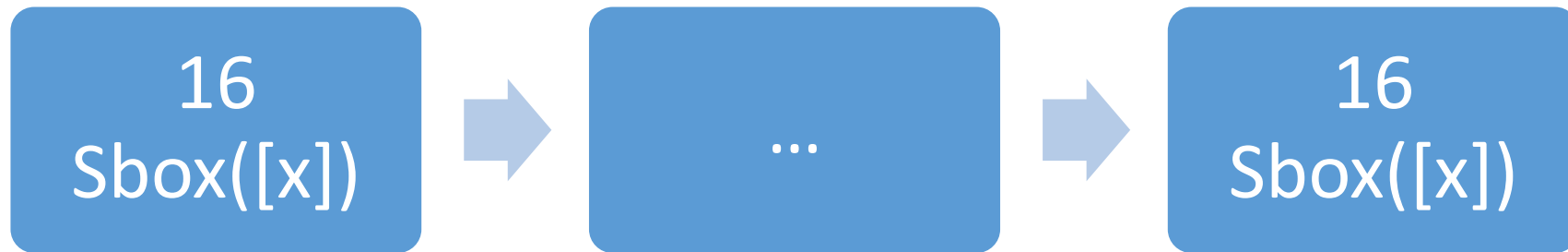
# Side-Channel inspired



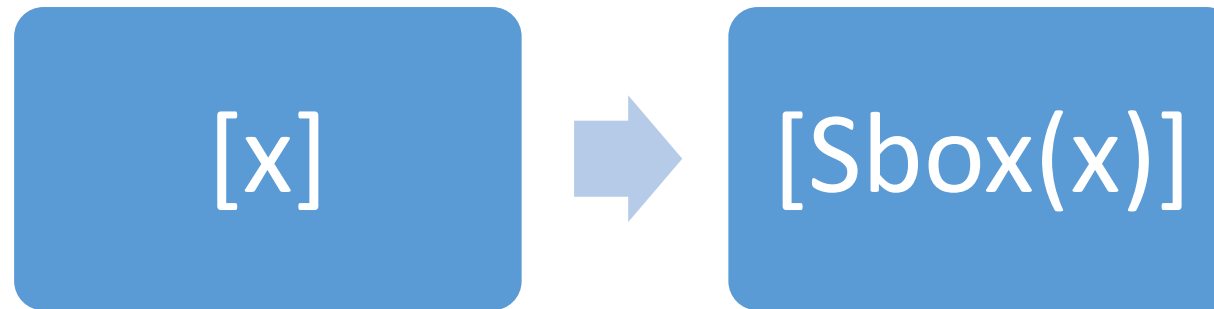
- [RR16] - AES latency around 15-20ms in 1GB/s LAN.
- Our AES-RP has 23ms over 1GB/s LAN network.

# AES-128

10 rounds



# How to Sbox – online



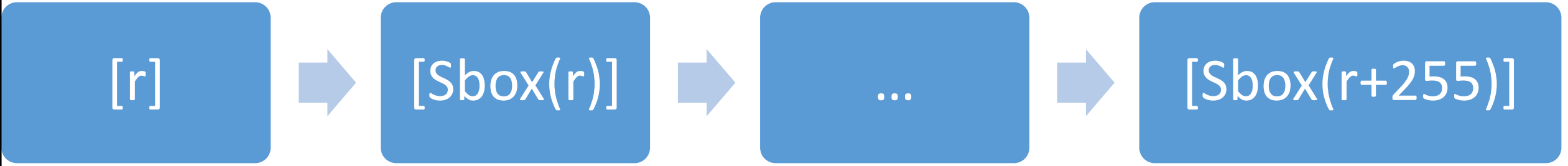
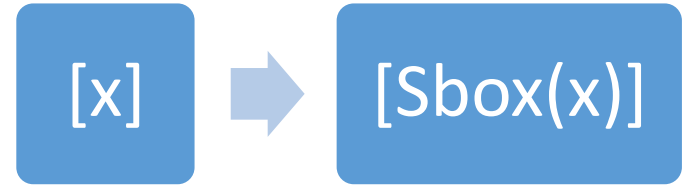
How to Sbox – online

[x]

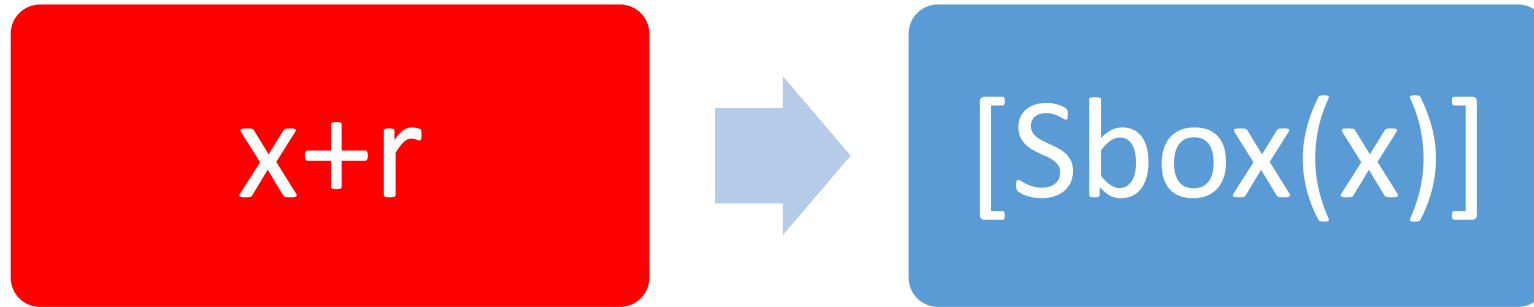
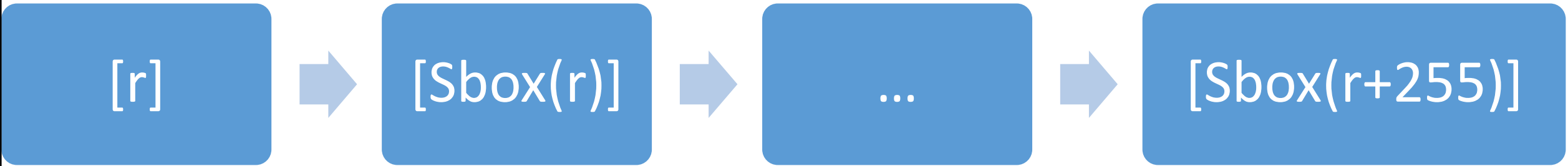
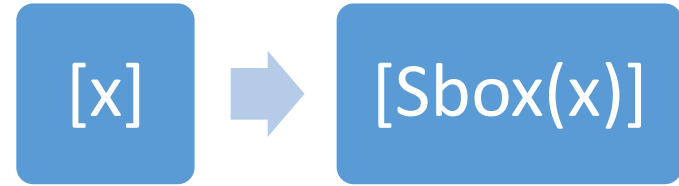


[Sbox(x)]

# How to Sbox – online

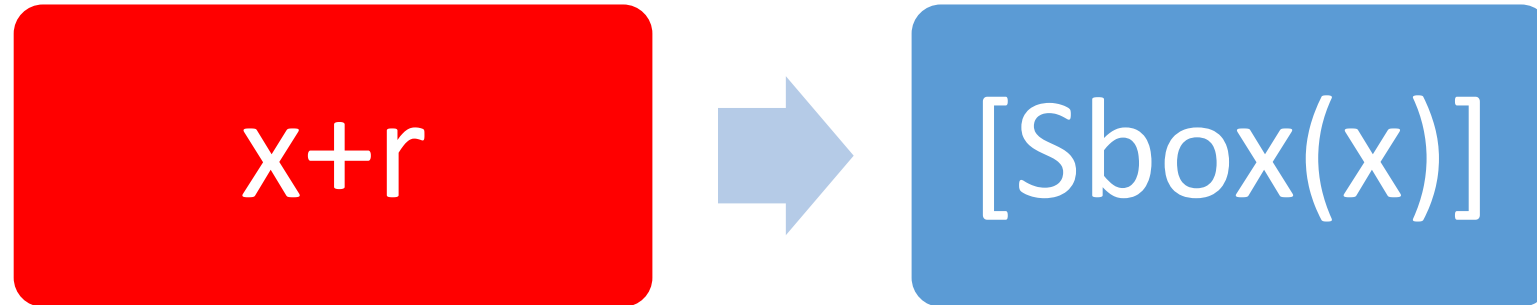
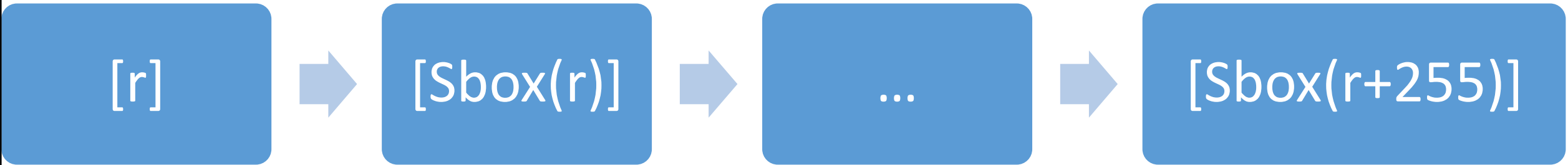
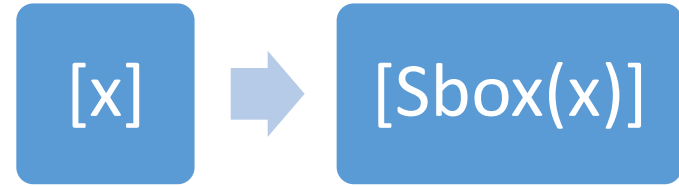


How to Sbox – online



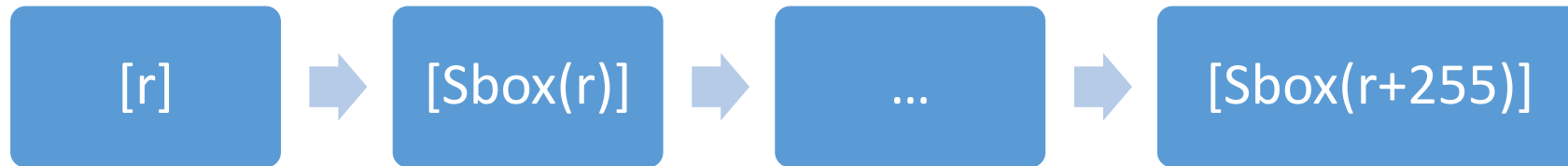


How to Sbox – online



At pos  $(x+r) \Rightarrow Sbox(r + x + r)$

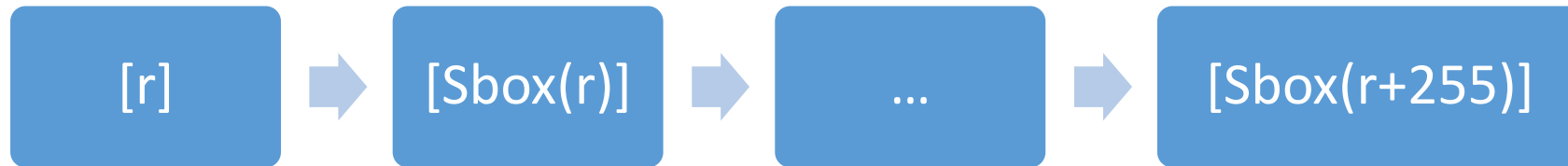
# How to Sbox - preprocessing



Take random  $[r]$ .

Compute  $[Sbox(r)]$ , ...  $[Sbox(r+255)]$

# How to Sbox - preprocessing



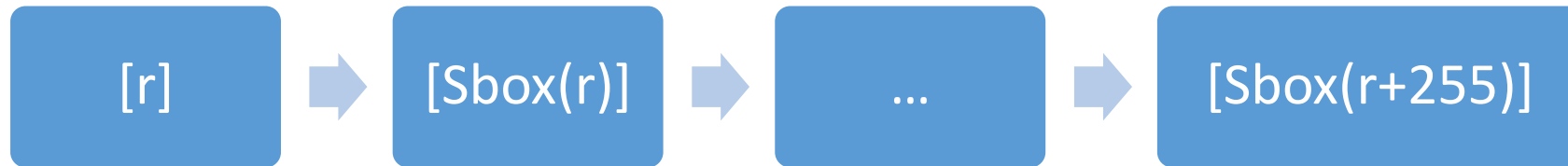
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7 mults.



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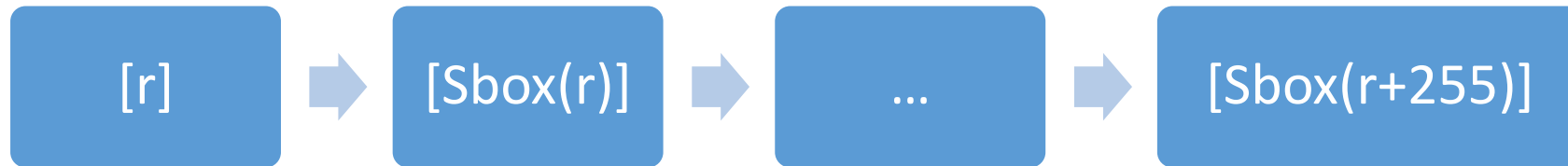
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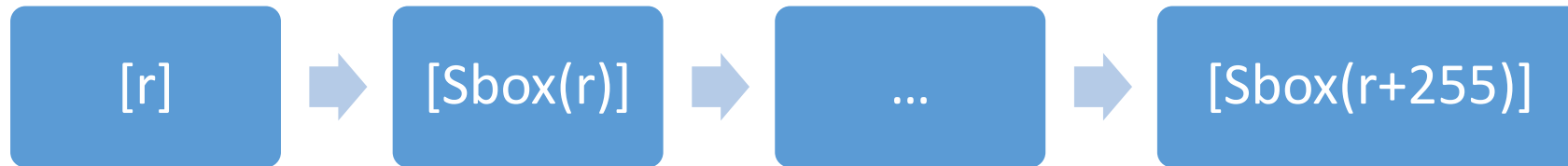
7 mults.



1792 mults.

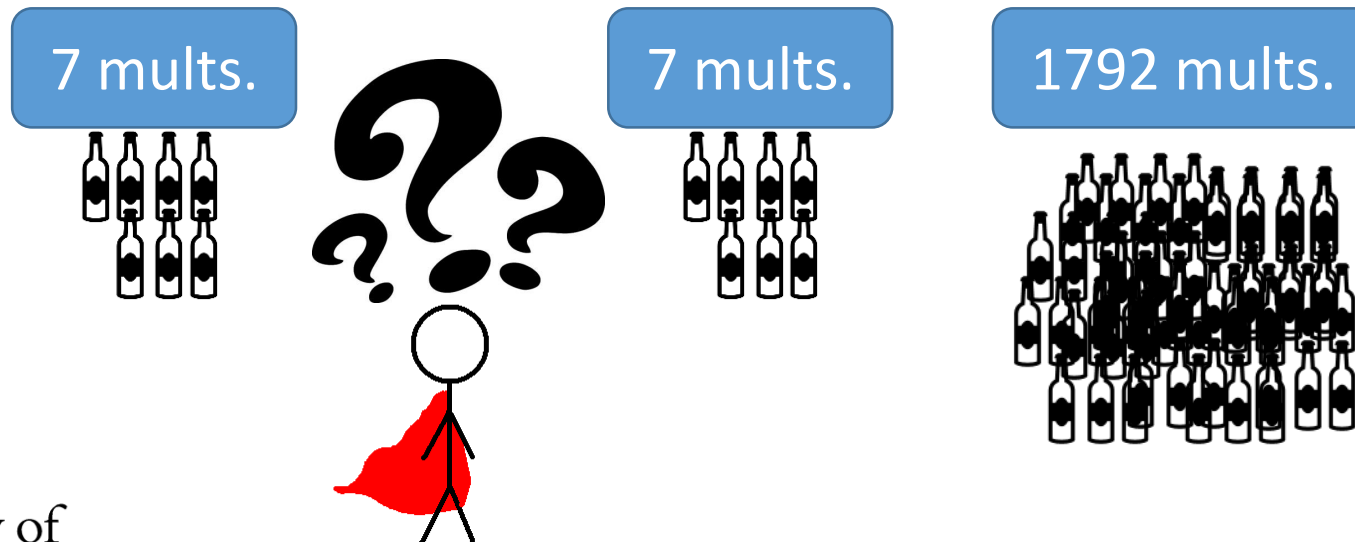


# How to Sbox - preprocessing

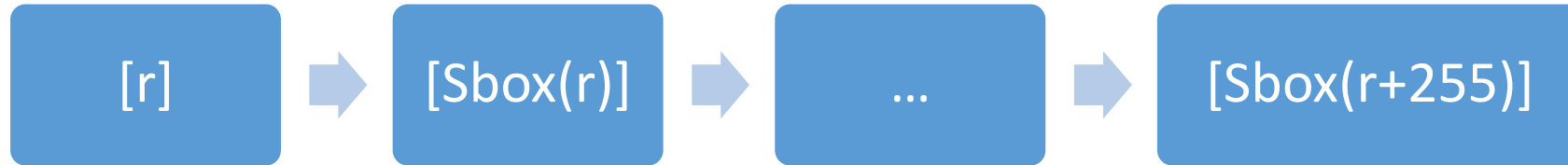


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# How to Sbox - preprocessing



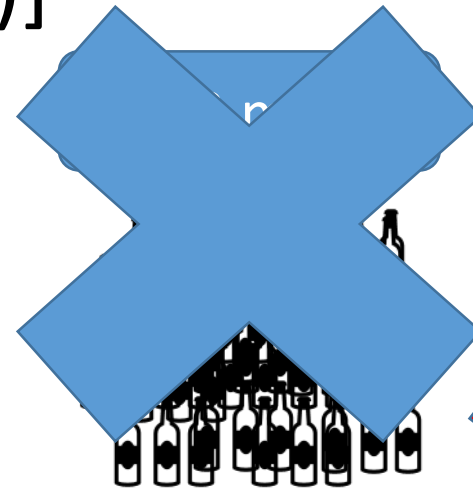
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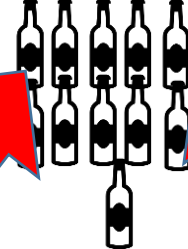
7 mults.



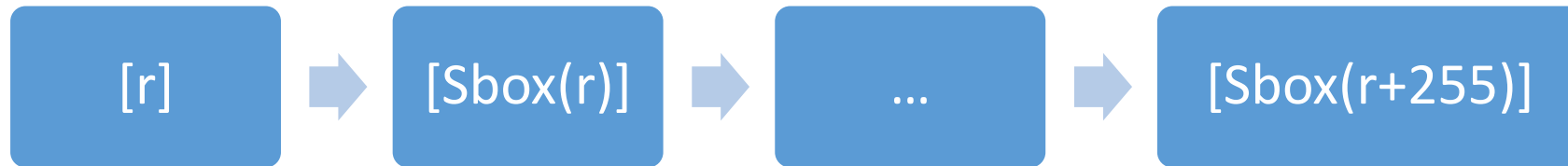
7 mults.



11 mults.

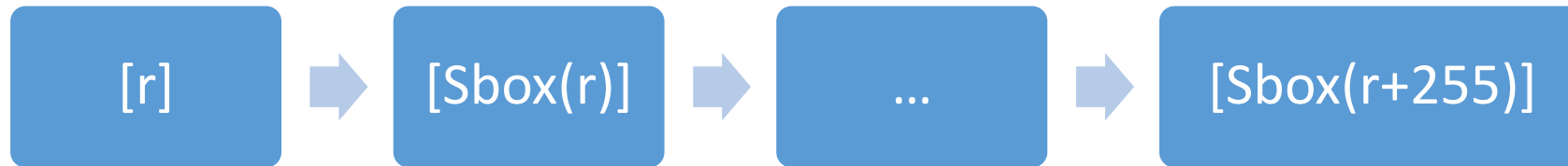


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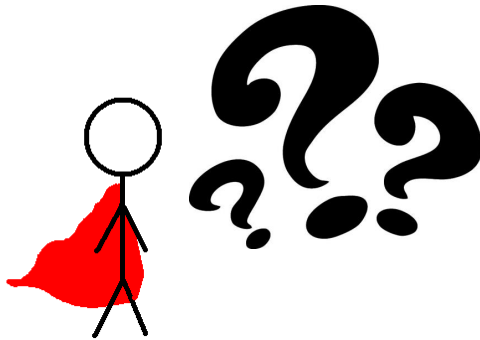
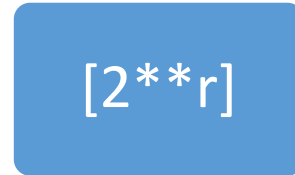
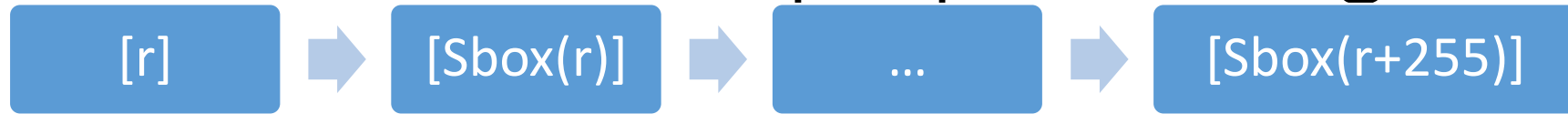


# How to Sbox - preprocessing

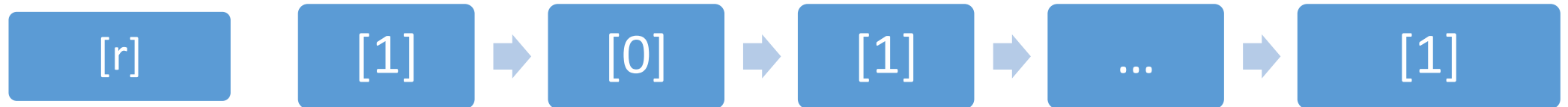
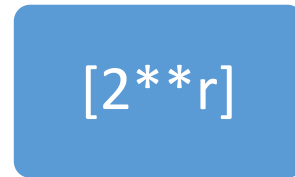
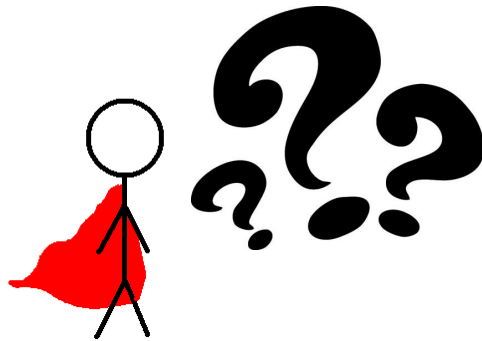
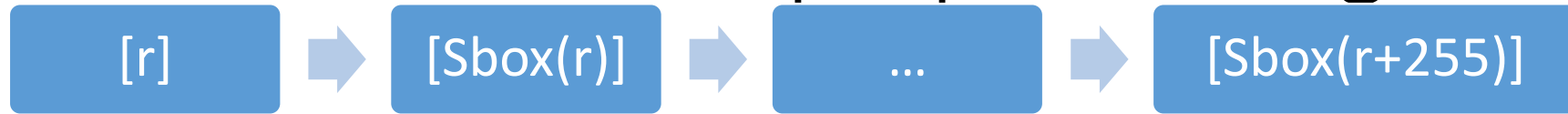


- Demultiplex on secret data with few multiplications.
- Multiplex Sbox is (almost) for free

# How to Sbox - preprocessing

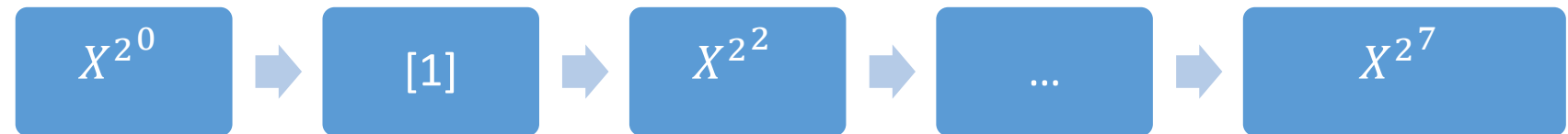
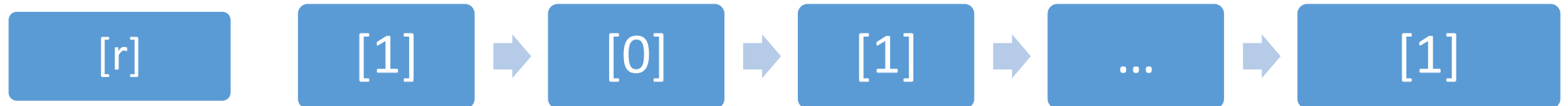
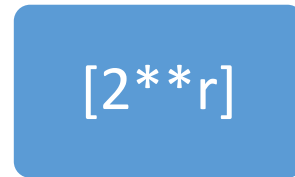
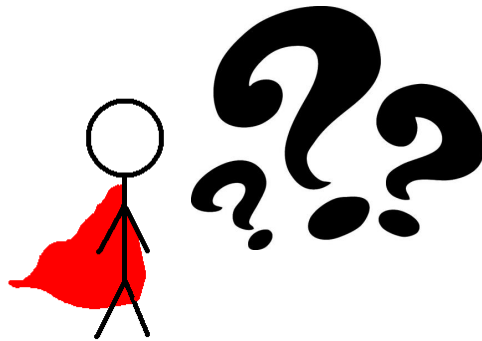


# How to Sbox - preprocessing



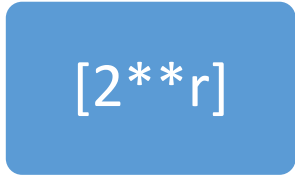
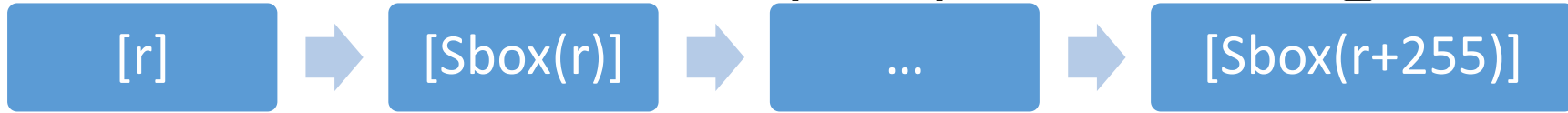
$$[X^r] = [2^r] \in GF(2^n)$$

# How to Sbox - preprocessing

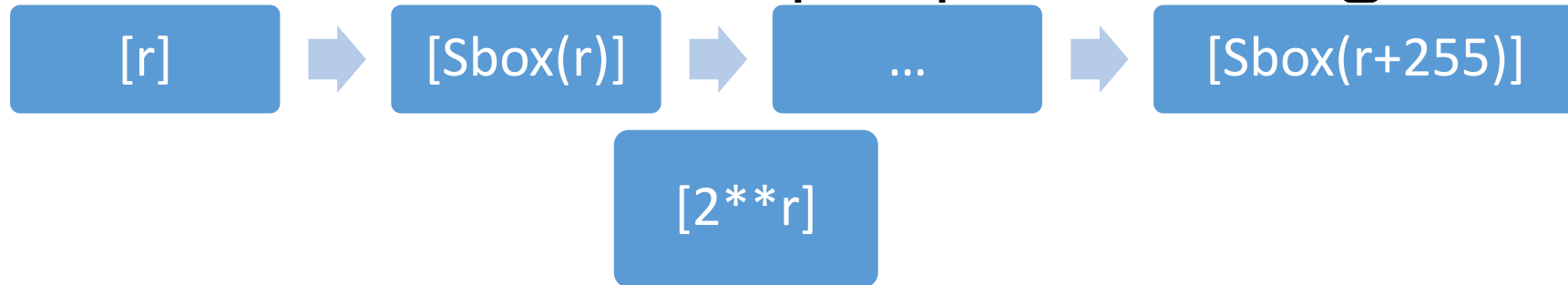


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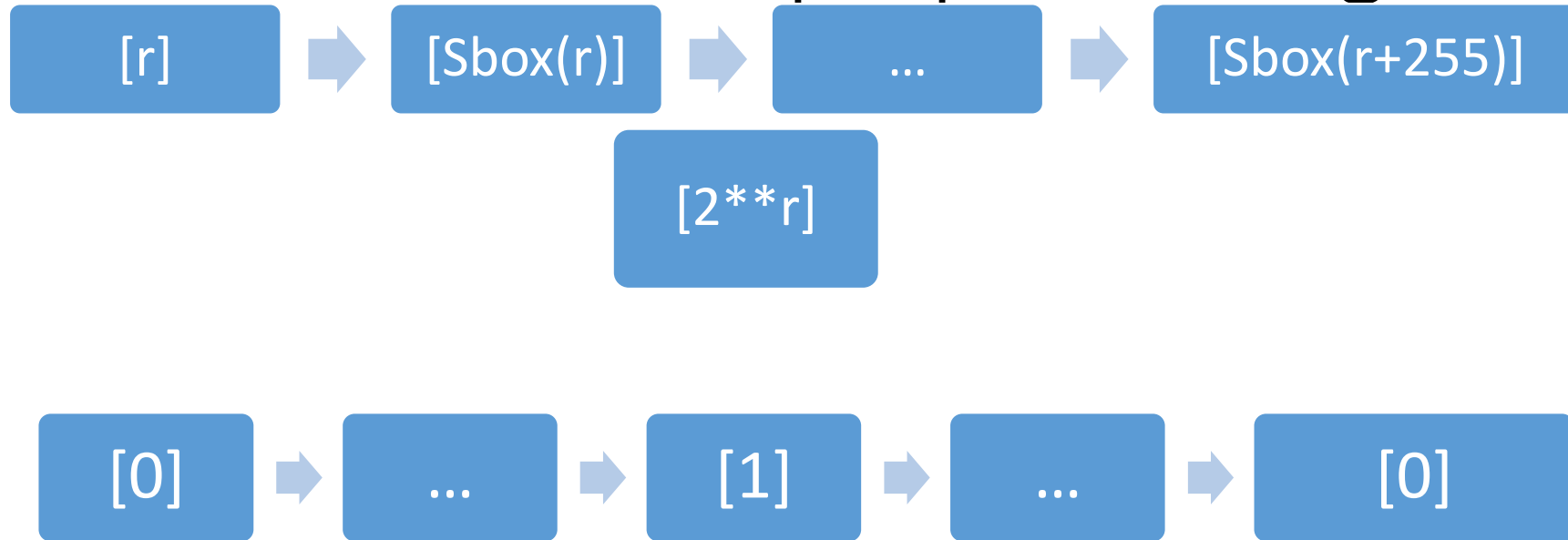
# How to Sbox - preprocessing



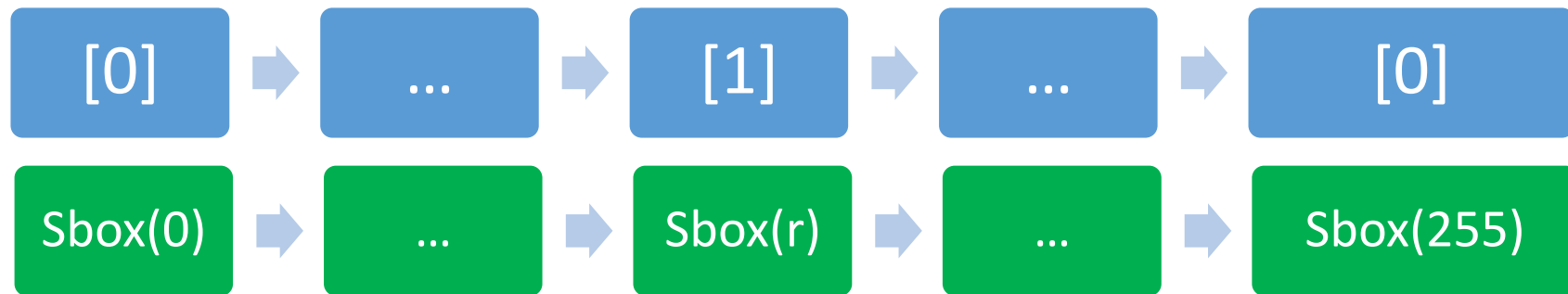
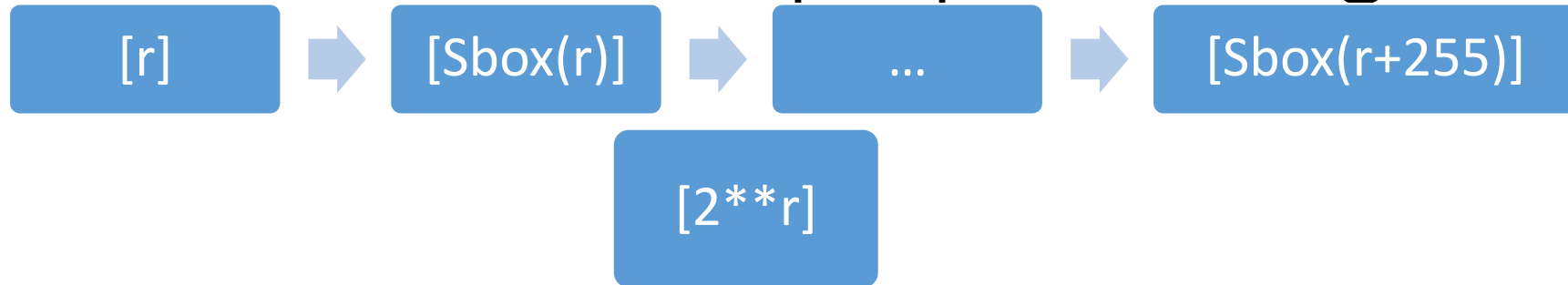
# How to Sbox - preprocessing



# How to Sbox - preprocessing



# How to Sbox - preprocessing

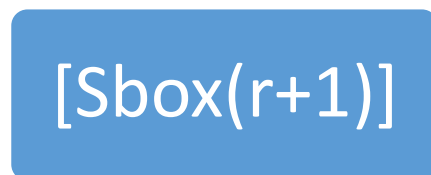
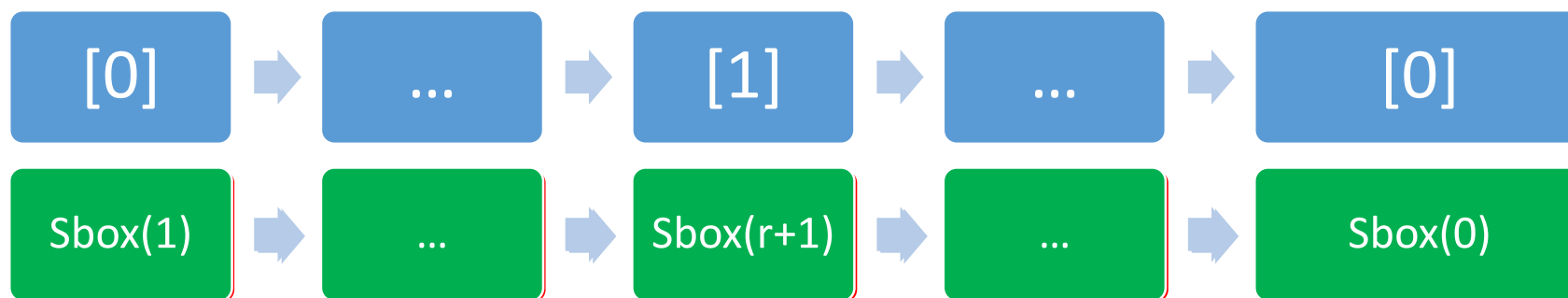
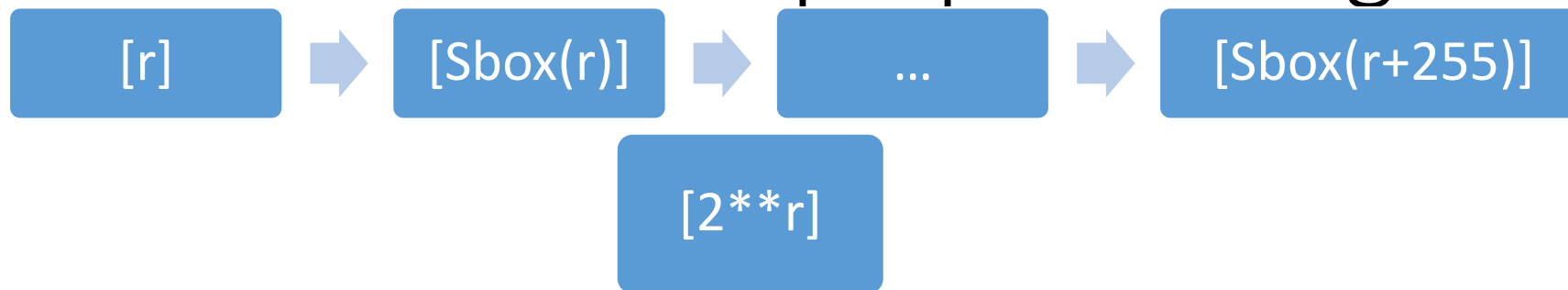


[Sbox(r)]

Mult. with public scalars is cheap

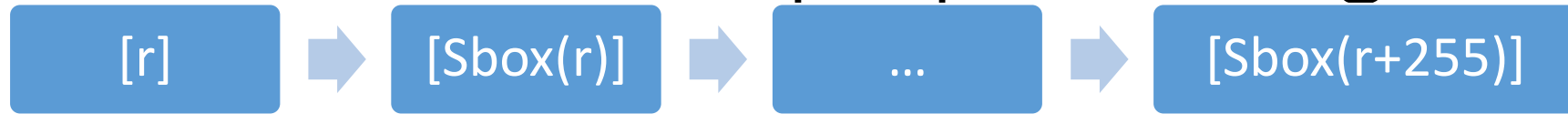


# How to Sbox - preprocessing



Mult. with public scalars is cheap

# How to Sbox - preprocessing



[KOS16]

7 mults. in  $GF(2^{256})$   
850kB

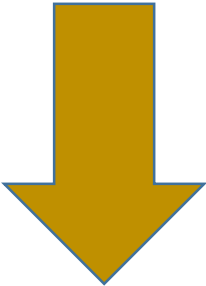


# How to Sbox - preprocessing



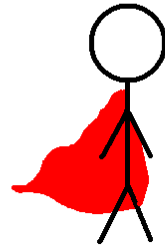
[KOS16]

7 mults. in  $GF(2^{256})$   
850kB



View ops. as polys in  $GF(2^k)$

11 mults. in  $GF(2^{40})$   
47kB

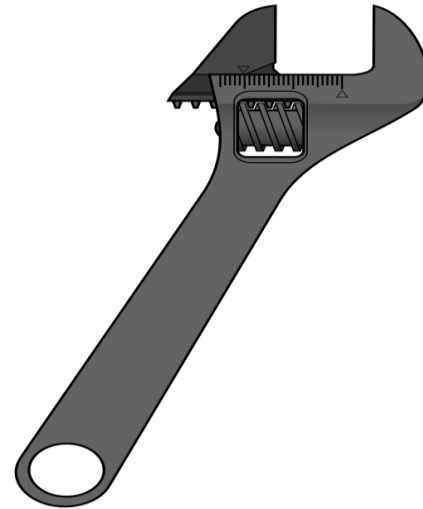
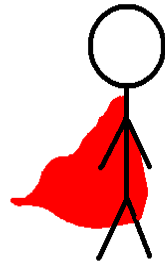
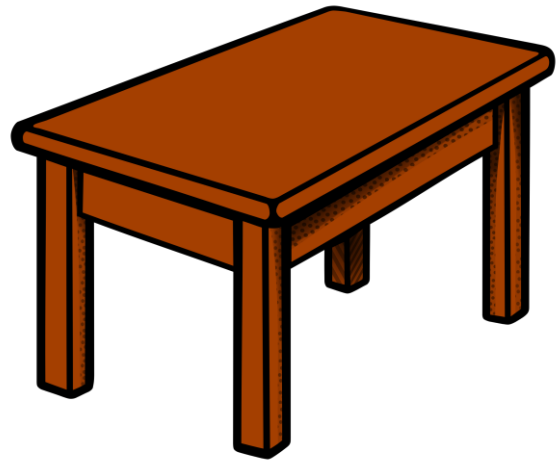


# TL;DR

$N$	$k = 1$	8	40	64	128
64	62	9	5	5	5
128	126	17	7	6	6
256	254	33	11	8	7
512	510	65	18	12	9
1024	1022	129	31	20	13

**Table 1.** Number of  $\mathbb{F}_2 \times \mathbb{F}_{2^k}$  multiplications for creating a masked lookup table of size  $N$ , for varying  $k$ .

So many choices...



# Faster is...faster.

Protocol	Online		Comms. (total)	Notes
	Latency (ms)	Throughput (/s)		
TinyTable (binary) [DNNR16]	4.18	24500	3.07 MB	
TinyTable (optim.) [DNNR16]	1.02	339000	786.4 MB	
Wang et al. [WRK17]	0.93	1075	2.57 MB	10 Gbps
Rindal-Rosulek [RR16]	1.0	1000	1.6 MB	10 Gbps
OP-LUT [DKS <sup>+</sup> 17]	5	41670	0.103 MB	passive
SP-LUT [DKS <sup>+</sup> 17]	6	2208	0.044 MB	passive
<b>AES-LT</b>	<b>0.93</b>	<b>236200</b>	<b>8.4 MB</b>	
<b>AES-RP</b>	<b>7.19</b>	<b>940</b>	<b>2.9 MB</b>	

**Table 6.** Performance comparison with other 2-PC protocols for evaluating AES in a LAN setting.

# Faster is...faster.

Protocol	Online		Comms. (total)	Notes
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**Table 6.** Performance comparison with other 2-PC protocols for evaluating AES in a LAN setting.

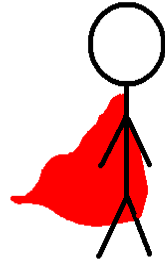


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**Table 6.** Performance comparison with other 2-PC protocols for evaluating AES in a LAN setting.

# Thank you! #triples



# LAN results.

Cipher	Online (single-thread)			Online (multi-thread)			Preprocessing <sup>a</sup>
	Latency (ms)	Batch size	ops/s	Batch size	ops/s	Threads	ops/s
AES-BD	5.20	64	758	1024	3164	16	30.7
AES-RP	7.19	1024	940	64	3872	16	<b>46.1</b>
AES-LT	<b>0.928</b>	1024	51654	512	<b>236191</b>	32	16.79
3DES-Raw	270	512	130	-	-	-	1.24
3DES-PV	36.98	512	86	512	366	32	<b>25.6</b>
3DES-LT	<b>4.254</b>	1024	10883	512	<b>45869</b>	16	15.3

**Table 3.** 1 Gbps LAN timings for evaluating AES and 3DES in MPC.

#party #party #party