

TPMPC 2019

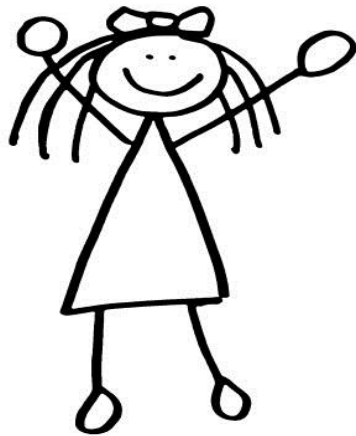
MARbled Circuits: Mixing Arithmetic and Boolean Circuits with Active Security*

Dragoş Rotaru and Tim Wood

University of Bristol, KU Leuven

* <https://ia.cr/2019/207>

What is multiparty computation?



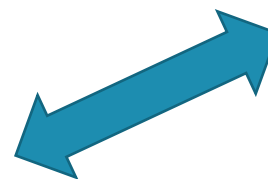
a



c



b



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

How can we achieve MPC?

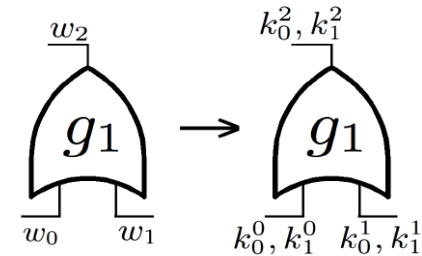
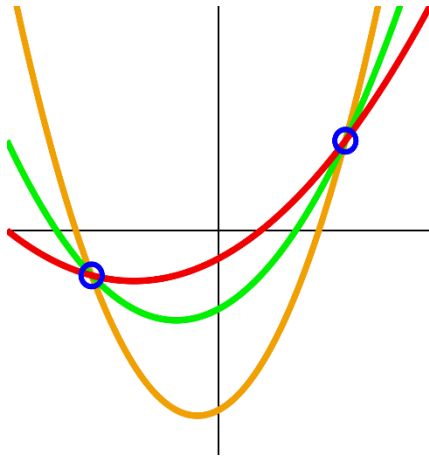


Figure 1: Garbling a single gate

w_0	w_1	w_2	k_0^0	k_1^0	k_2^0	garbled value
0	0	0	k_0^0	k_1^0	k_2^0	$H(k_0^0 k_1^0 g_1) \oplus k_2^0$
0	1	1	k_0^1	k_1^1	k_2^1	$H(k_0^1 k_1^1 g_1) \oplus k_2^1$
1	0	1	k_0^1	k_1^0	k_2^1	$H(k_0^1 k_1^0 g_1) \oplus k_2^1$
1	1	1	k_0^0	k_1^1	k_2^0	$H(k_0^0 k_1^1 g_1) \oplus k_2^0$

(a) Original Values

(b) Garbled Values

Figure 2: Computation table for g_1^{OR}

Secret Sharing	Garbled Circuits
Fast networks (LAN)	Slow Networks (WAN)
Arithmetic/Boolean circuits	Boolean circuits
Low depth, many AND gates	Large depth, few AND gates

Can we switch between?

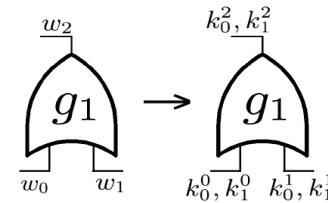
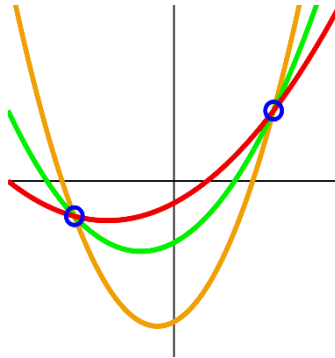


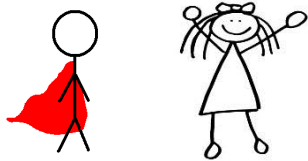
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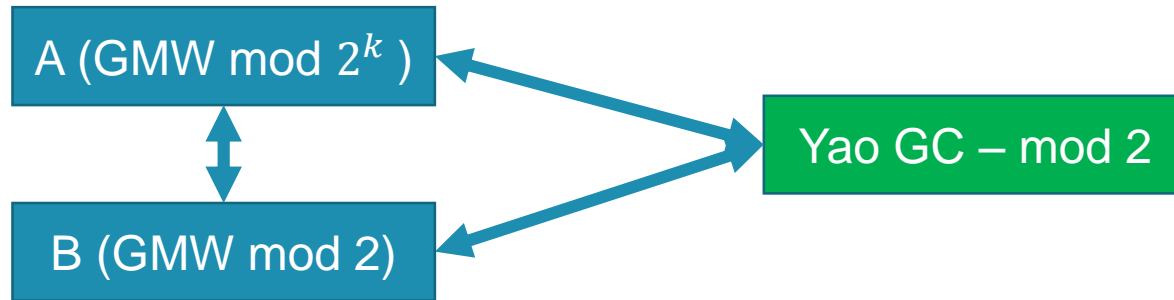
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ABY [DSZ'15]



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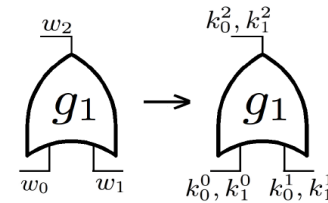
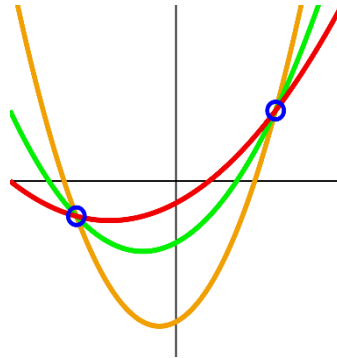


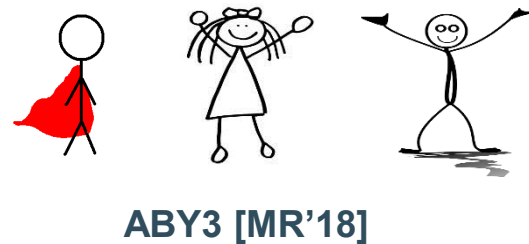
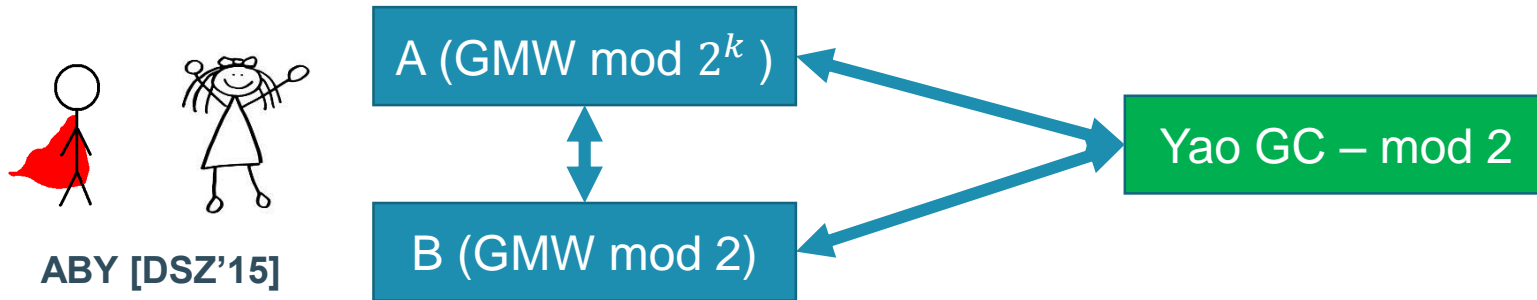
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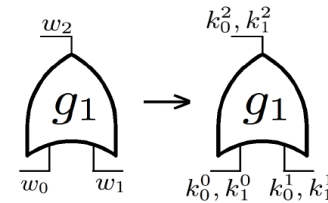
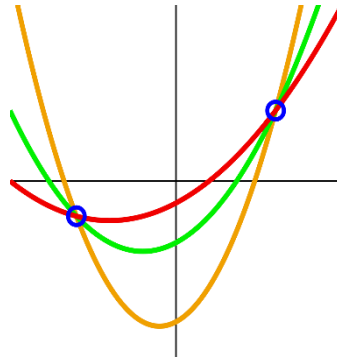


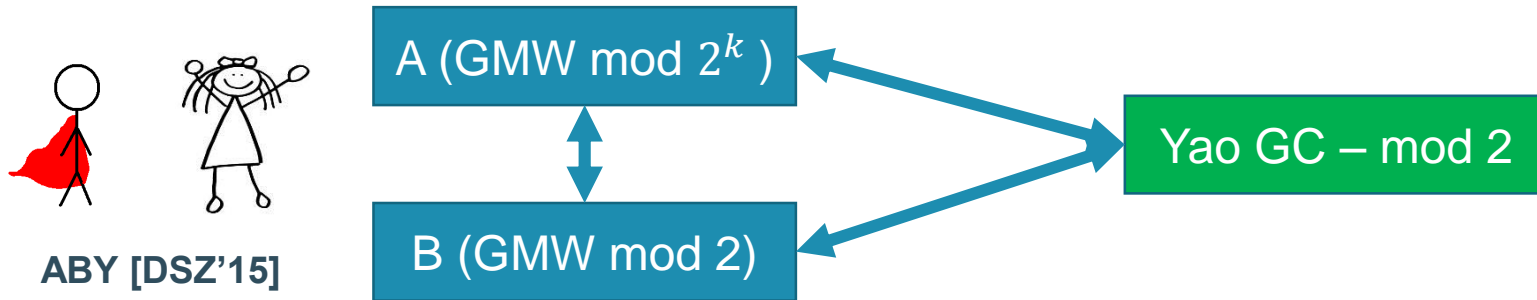
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What about dishonest majority?

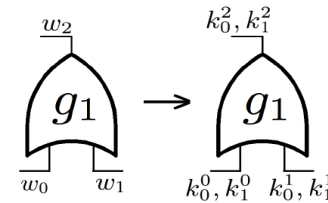
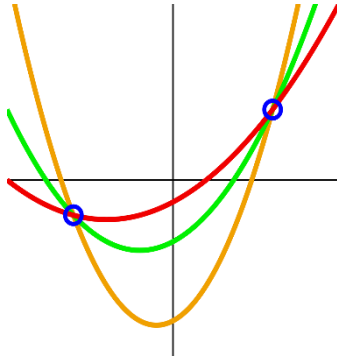


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0	1	1	k_0^0	k_1^1	k_0^1	k_1^0	$H(k_0^0 k_1^1 g_1) \oplus k_0^1$
1	0	1	k_0^1	k_1^0	k_0^0	k_1^1	$H(k_0^1 k_1^0 g_1) \oplus k_0^1$
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CORRUPT

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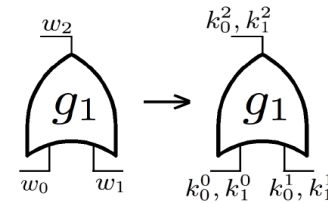
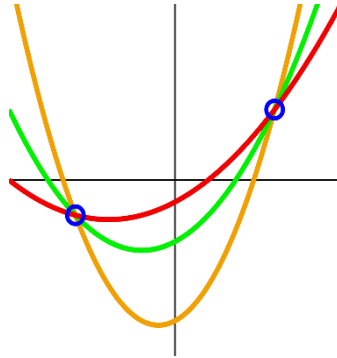


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0	1	1	k_0^0	k_1^1	k_0^1	k_1^1	$H(k_0^0 k_1^1 g_1) \oplus k_0^2$
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(a) Original Values

(b) Garbled Values

Figure 2: Computation table for g_1^{OR}

SPDZ

WRK'17

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What about dishonest majority?

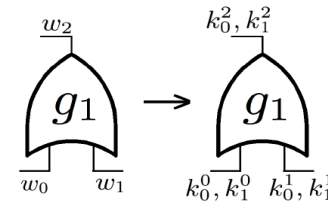
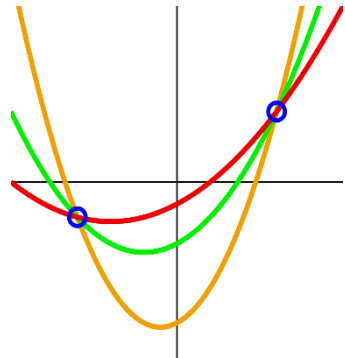


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(a) Original Values

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Figure 2: Computation table for g_1^{RR}



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What about dishonest majority?

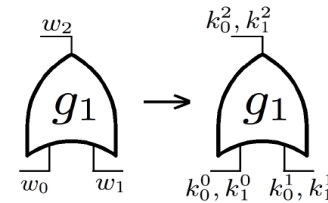
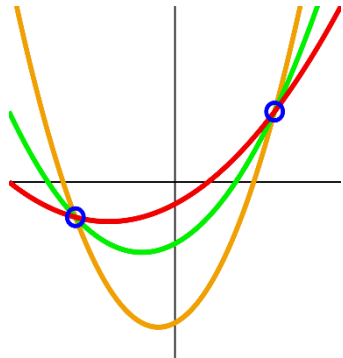


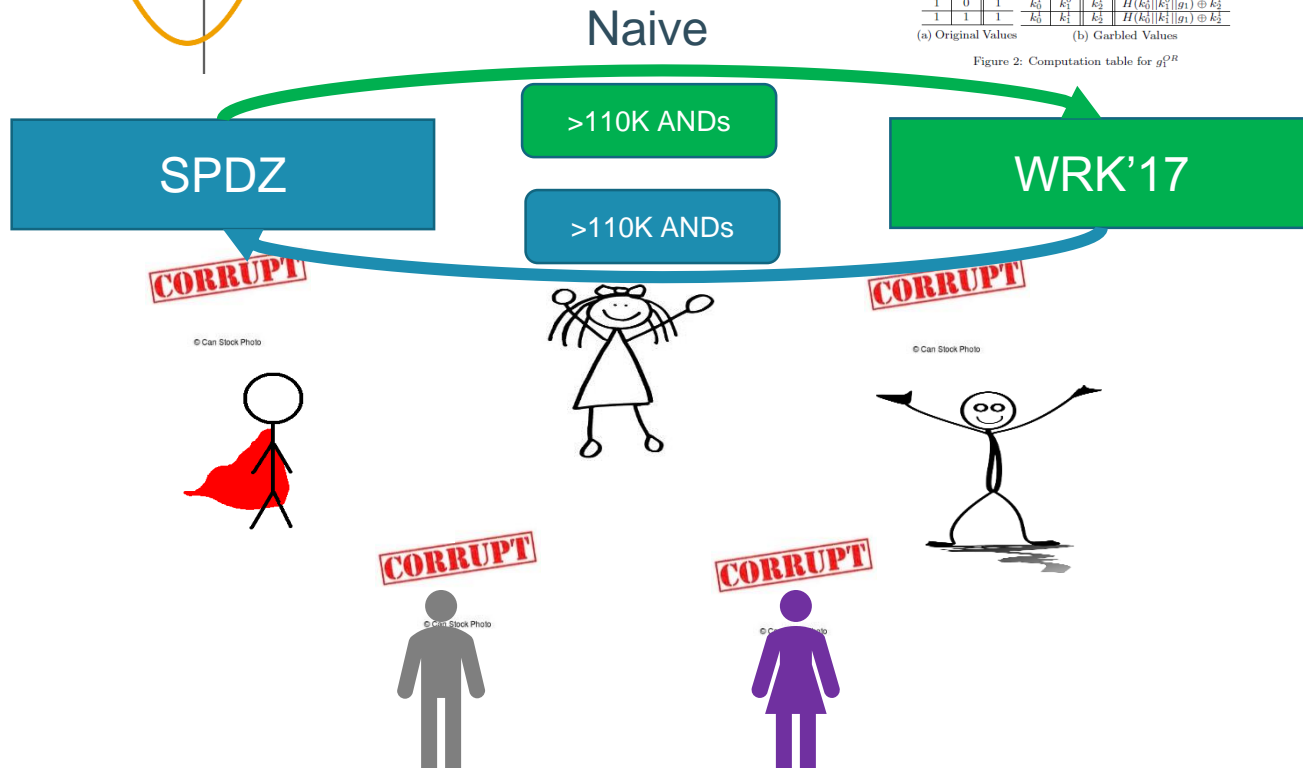
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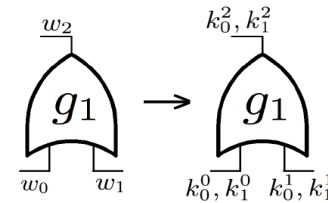
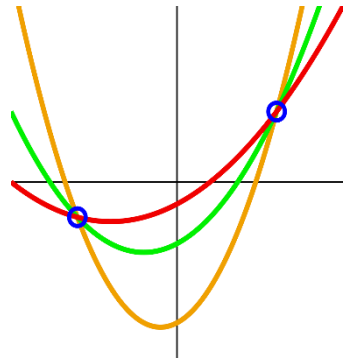


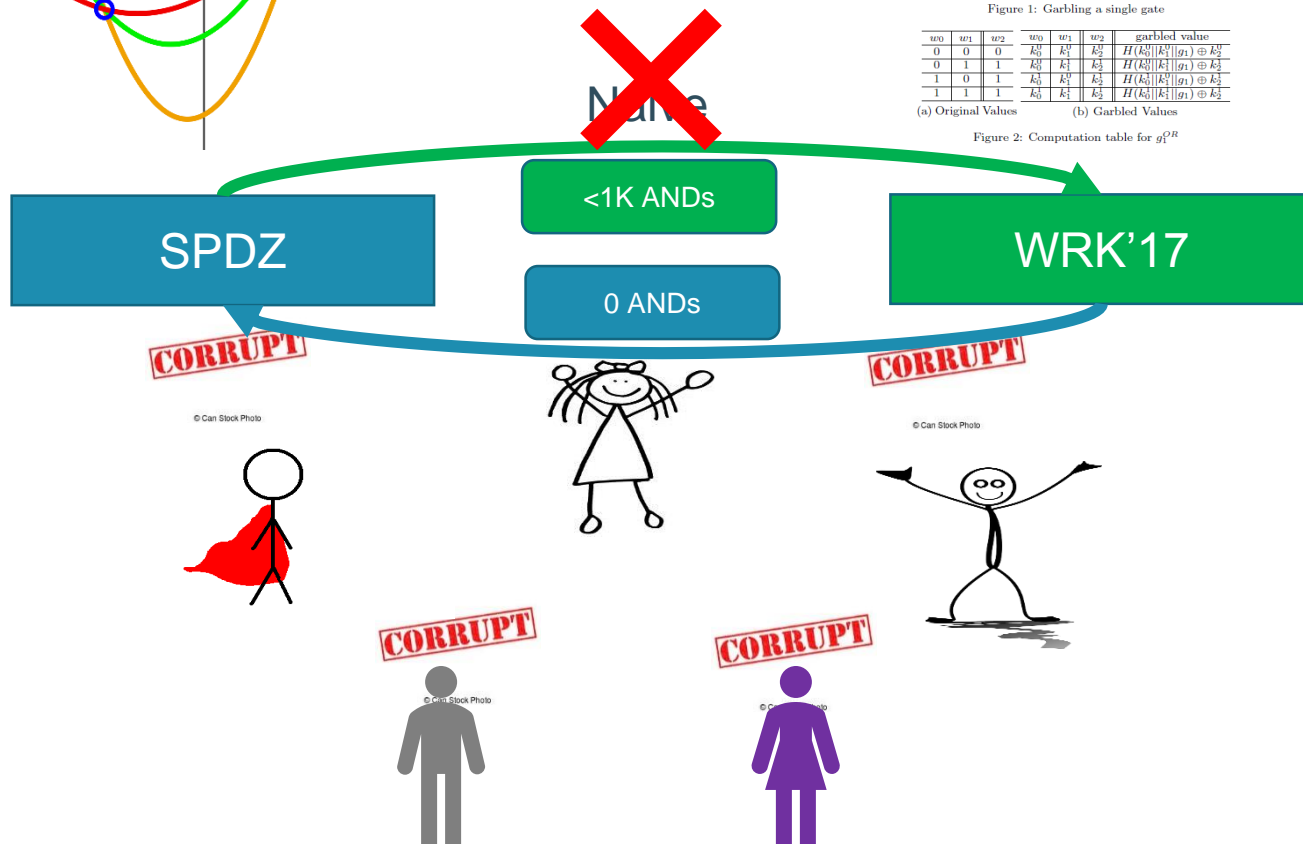
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How general is this?

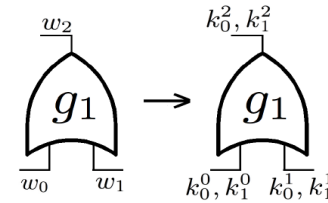
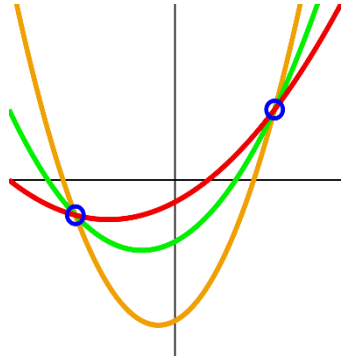


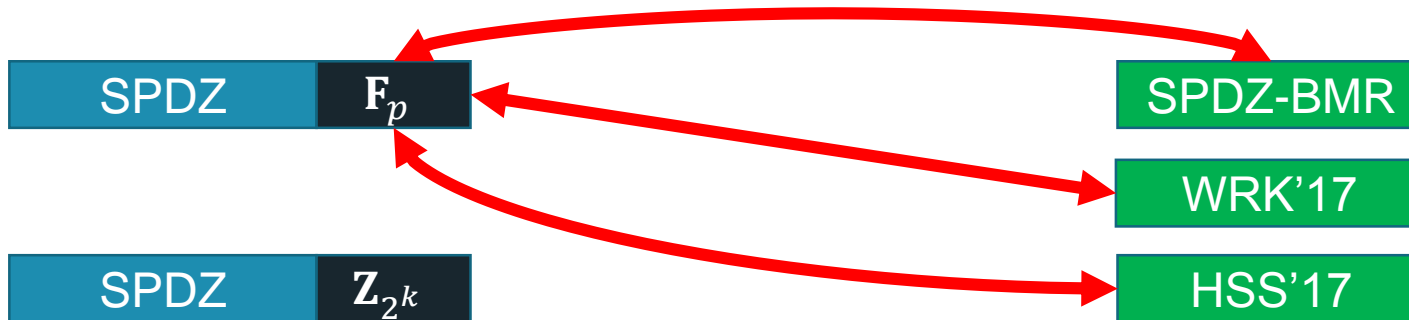
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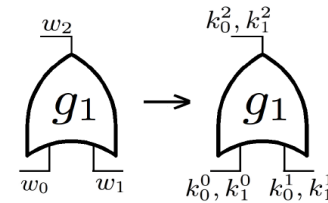
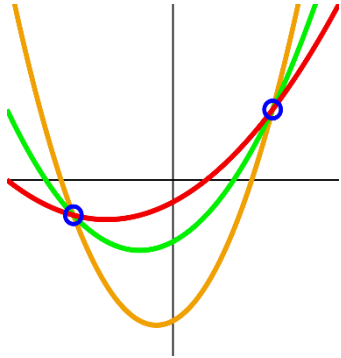


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Very fast using DEFKSV'19 tricks

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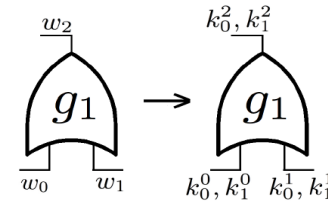
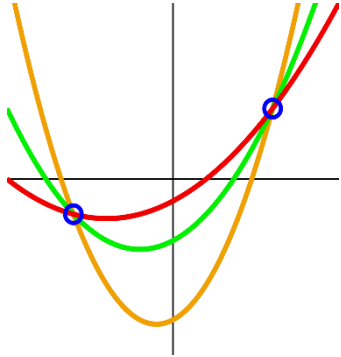


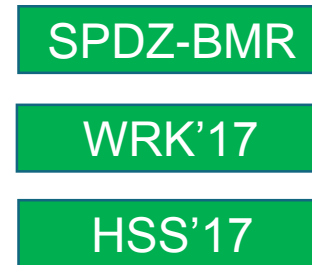
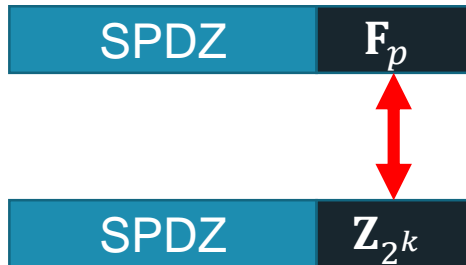
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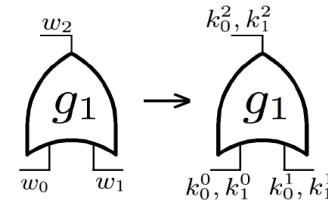
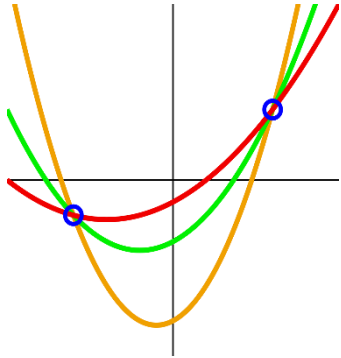


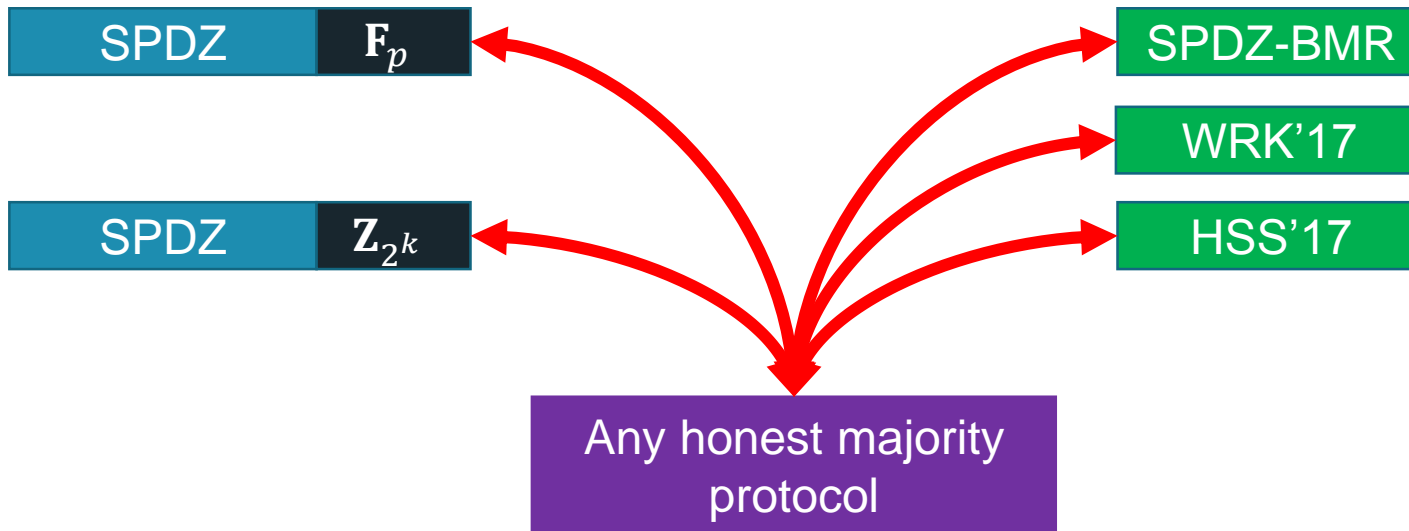
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Our focus

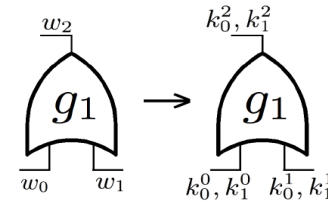
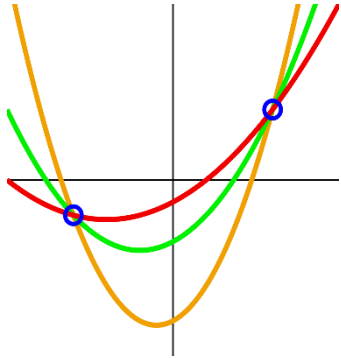


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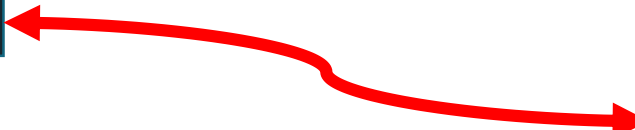
SPDZ \mathbb{F}_p

SPDZ-BMR

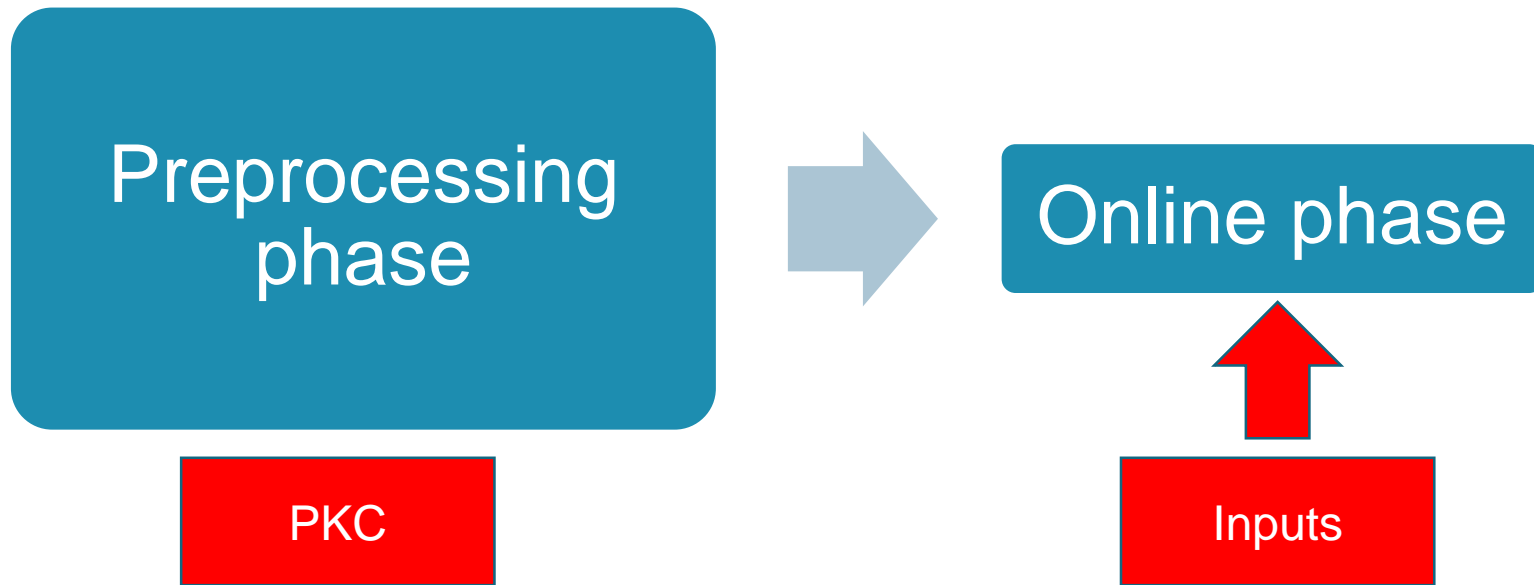
WRK'17

SPDZ \mathbb{Z}_{2^k}

HSS'17



Malicious MPC protocols

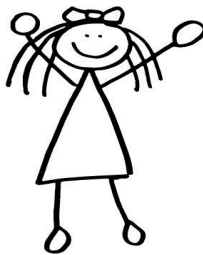


SPDZ, TinyOT, BDOZa, MASCOT, WRK'17, HSS'17, ...

Let's talk about

SPDZ

F_p

 α_1

+

 α_2

+

 α_3

=

 α x_1

+

 x_2

+

 x_3

=

 x $\gamma(x)_1$

+

 $\gamma(x)_2$

+

 $\gamma(x)_3 =$ αx

 α_1

+

 α_2

+

 α_3

=

 α $x_1 + y_1$

+

 $x_2 + y_2$

+

 $x_3 + y_3$

=

 $x + y$ $\gamma(x)_1 + \gamma(y)_1$

+

 $\gamma(x)_2 + \gamma(y)_2$

+

 $\gamma(x)_3 + \gamma(y)_3$

=

 $\alpha(x + y)$

SPDZ

F_p

online phase



Input

Retrieve a random mask

X_A



X_A

SPDZ

F_p

online phase



Input

X_A



X_A

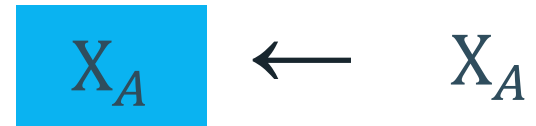
SPDZ

F_p

online phase



Input



Open



SPDZ

F_p

online phase



Input



X_A

Open

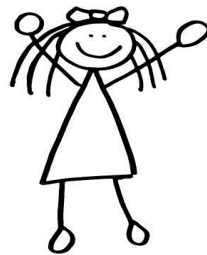
MAC Check



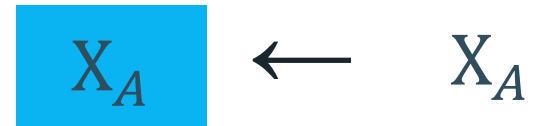
SPDZ

F_p

online phase



Input



Open



XOR

Retrieve a Beaver triple



SPDZ

F_p

online phase



Input

X_A



X_A

Open

MAC Check

X



X

XOR

Z



X

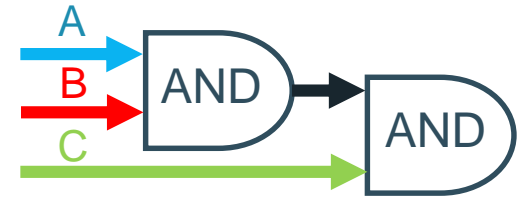


y

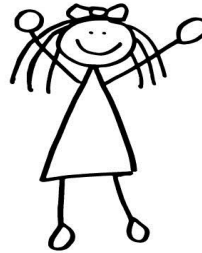
Let's talk about

WRK'17

F_2



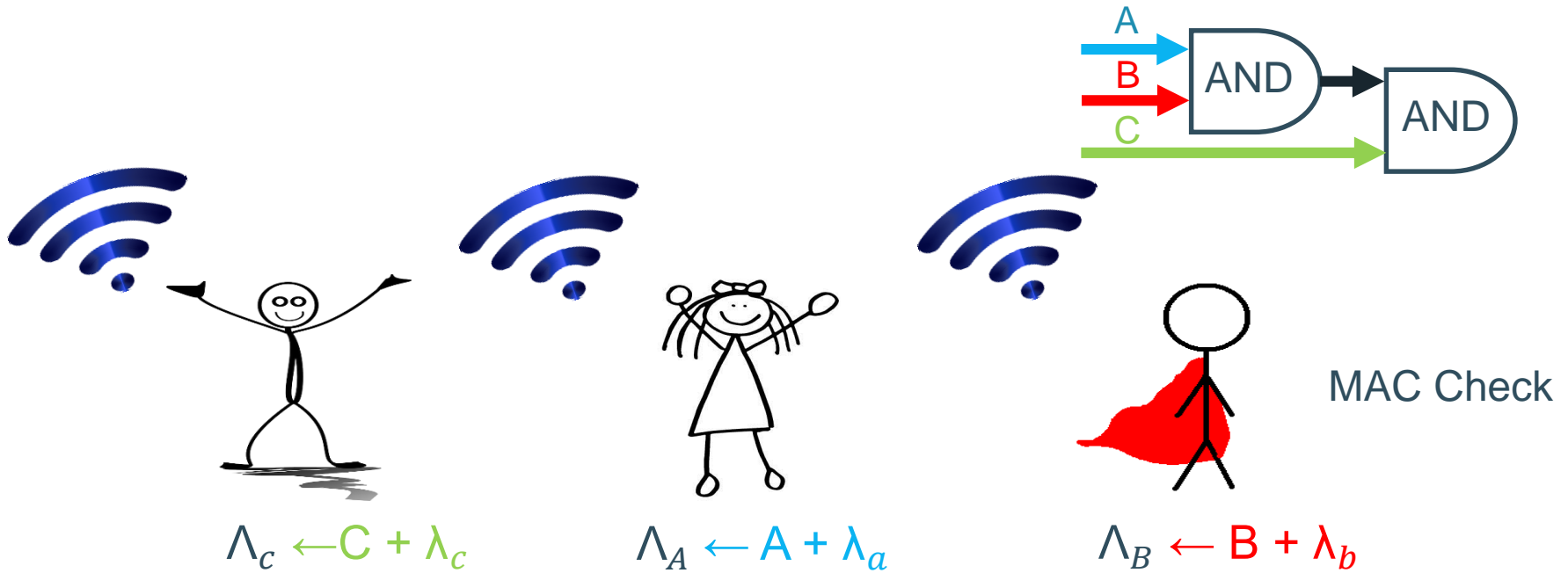
C

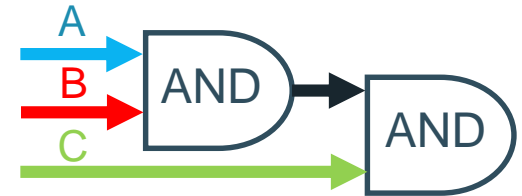


A

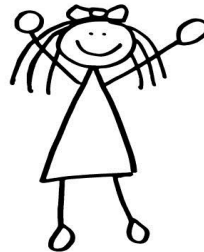


B





$$\Lambda_C \leftarrow C + \lambda_c$$



$$\Lambda_A \leftarrow A + \lambda_a$$



$$\Lambda_B \leftarrow B + \lambda_b$$

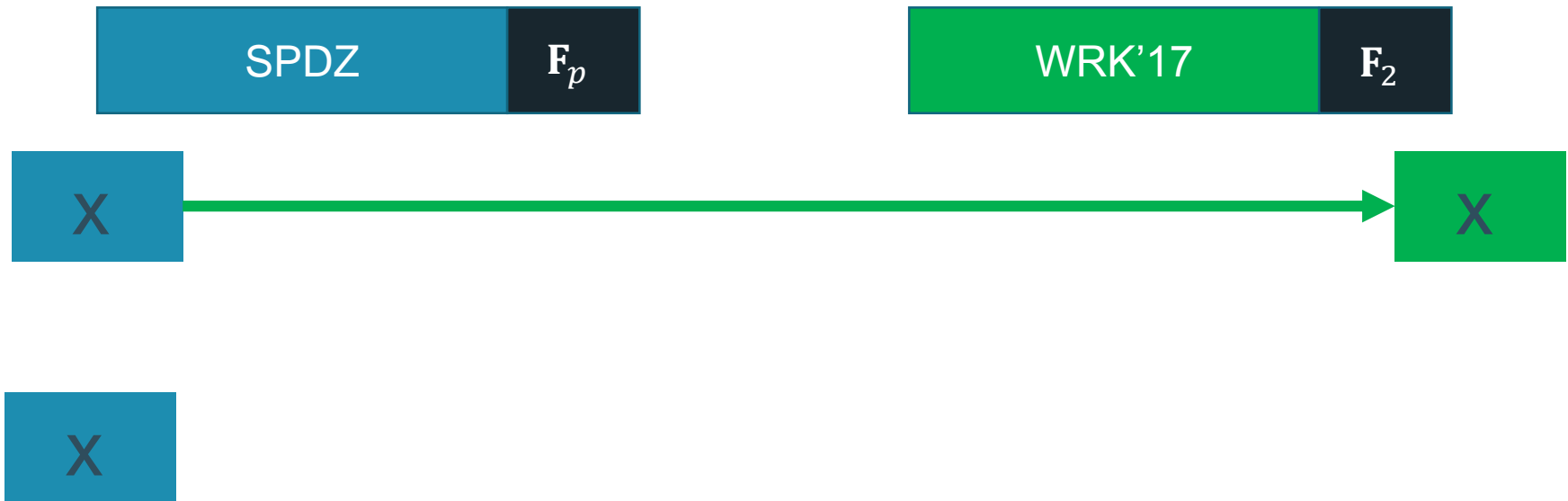
MAC Check

Inputs - cheap

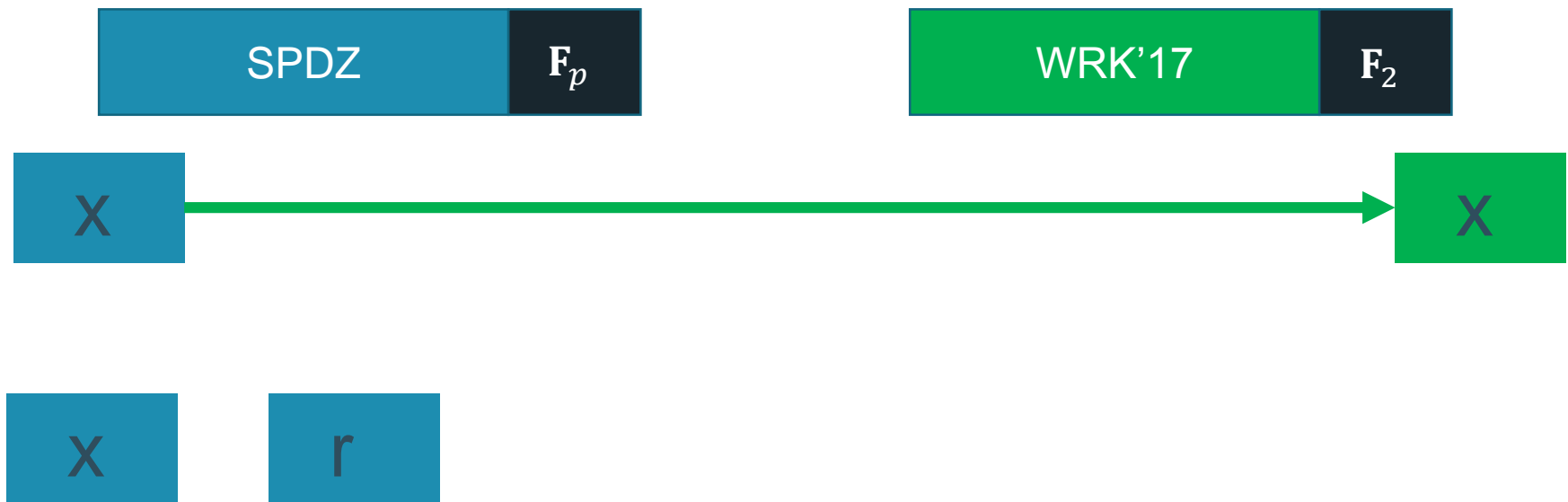
XOR - free

Mod p arithmetic - some AND gates

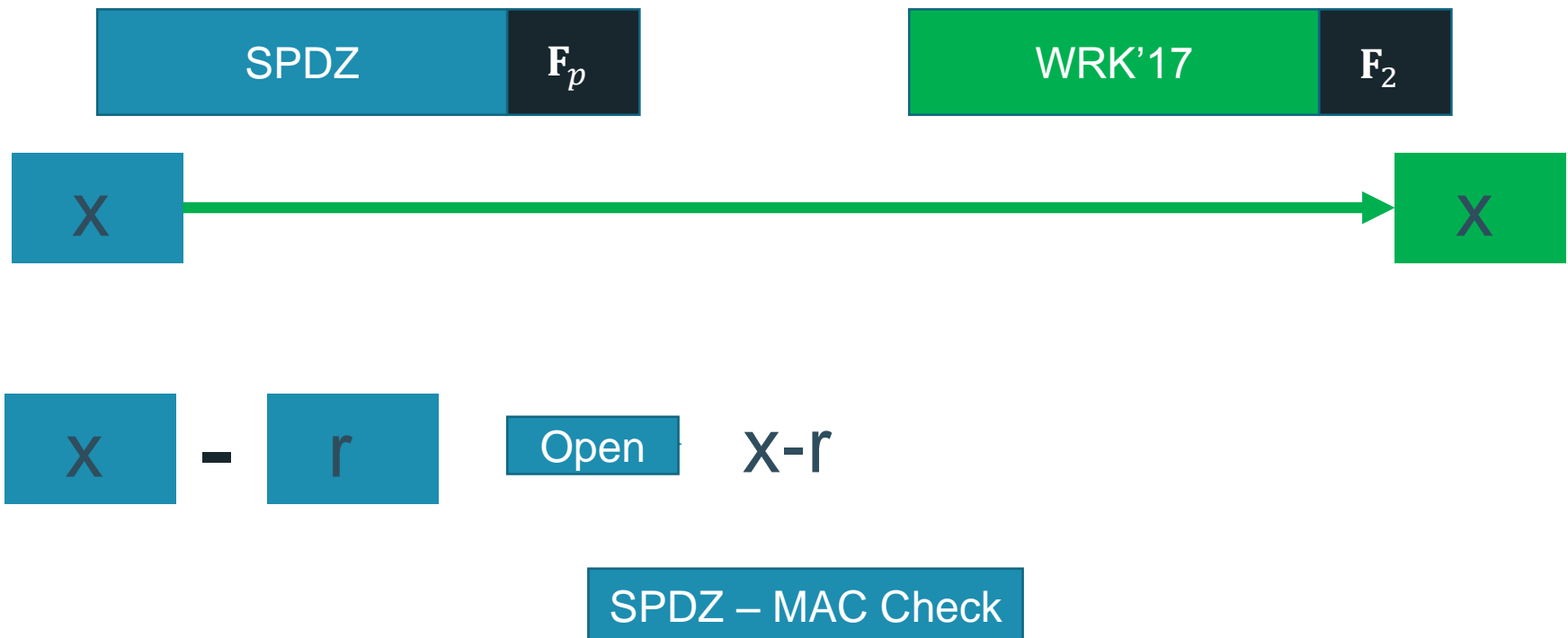
Main idea:



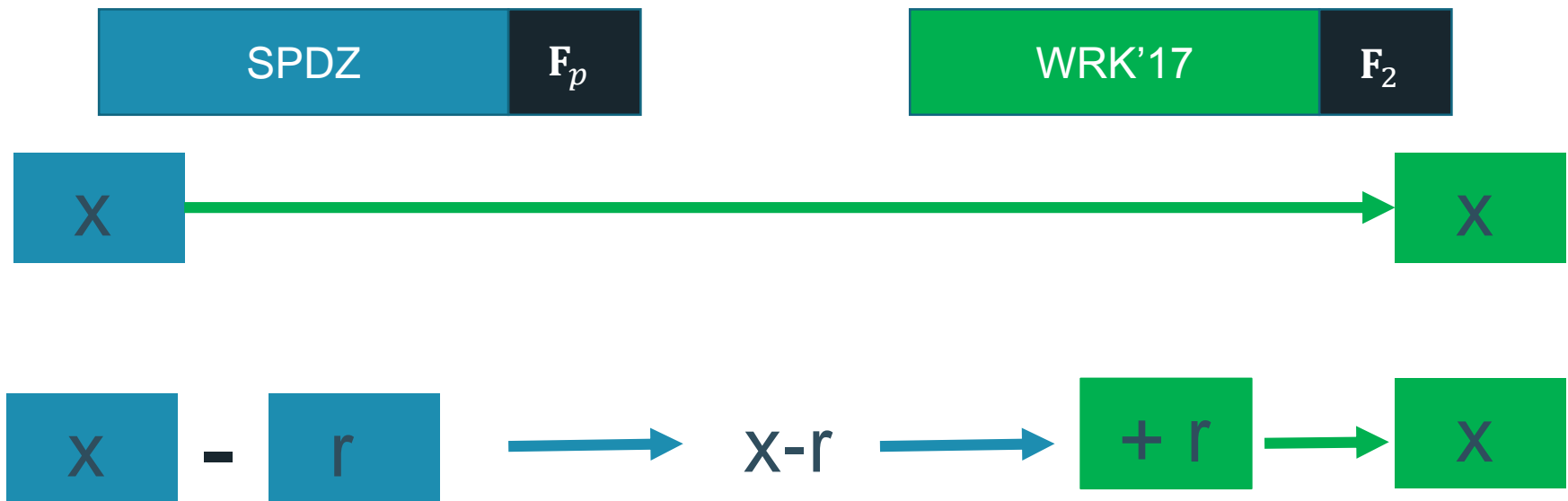
Main idea:



Main idea:



Main idea:



Introducing daBits



Introducing daBits

SPDZ

F_p

WRK

F_2



b_A



b_B



b_C

Introducing daBits

SPDZ

F_p

WRK

F_2

SPDZ Input

WRK Input



b_A



b_B



b_C

Introducing daBits

SPDZ

F_p

WRK

F_2

SPDZ Input

WRK Input



b_A

b_A

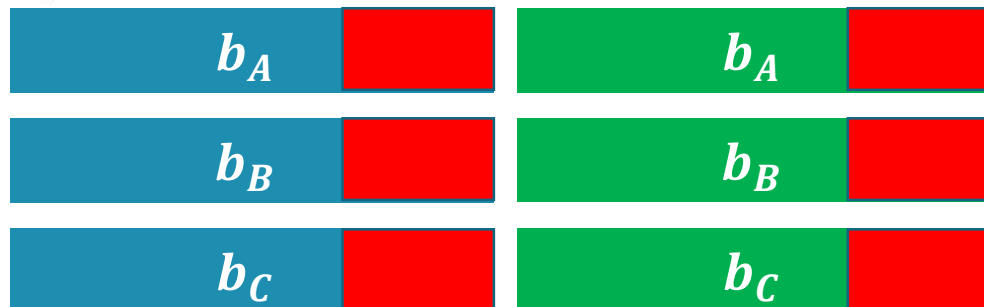
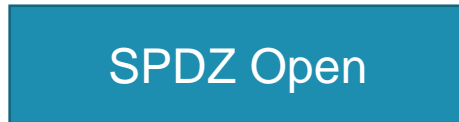
b_B

b_B

b_C

b_C

Introducing daBits



Introducing daBits

SPDZ

F_p

WRK

F_2

SPDZ XOR

WRK XOR



$$b_A \oplus b_B \oplus b_C$$



$$b_A \oplus b_B \oplus b_C$$



Introducing daBits

SPDZ

F_p

WRK

F_2

SPDZ Open

WRK Open



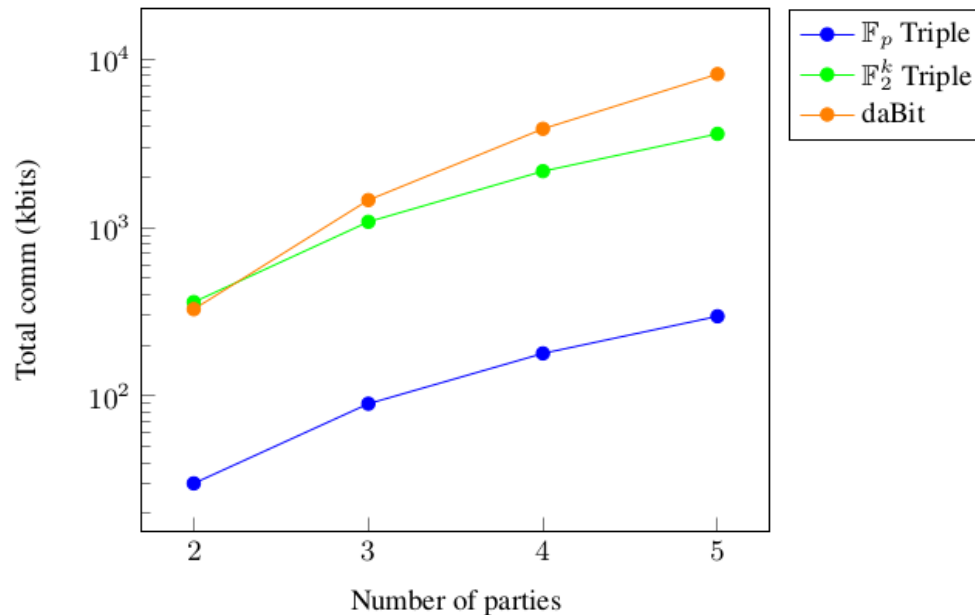
$b_A \oplus b_B \oplus b_C$



$b_A \oplus b_B \oplus b_C$



daBit cost



MASCOT

SPDZ

Total communication costs for all parties per preprocessed element.

Total cost per conversion

Framework	Sub-Protocol	Communication (MBytes)			Time (ms)		
		Prep.	Online	Total	Prep.	Online	Total
MP-SPDZ	LowGear	1.11		≈25	17	0.1	314
	SPDZ-BMR	23.87			297		
SCALE-MAMBA	Top Gear	1.58		2.11			93
	WRK	0.16	0.35				
—	WRK	54.46		≈55			

Conversion costs for MP-SPDZ and SCALE-MAMBA on a LAN Network.

SVM Example in MP-SPDZ

Protocol	Sub-Protocol	Online cost			Preprocessing cost		
		Comm. rounds	Time (ms)	Total (ms)	\mathbb{F}_p triples	\mathbb{F}_p bits	AND gates
SPDZ		54	2661	2661	19015	9797	-
SPDZ-BMR		0	2786	2786	-	-	14088217
Marbled-SPDZ	SPDZ	1	133	271.73	13056	0	-
	daBit convert	2	137		63546	0	27030
	SPDZ-BMR	0	1.73	-	-	-	8383

Two-party linear SVM: single-threaded (non-amortized) online phase costs and preprocessing costs with $\text{sec} = 64$.

SVM Example in MP-SPDZ

Circuit type	Sub-Protocol	Preprocessing protocol (comm.)			Total
		LowGear	WRK (indep.)	WRK (dep.)	
SPDZ		49.4 MB	-	-	49.4 MB
GC		-	4917 MB	1768 MB	6685 MB
Marbled	SPDZ	24.48 MB	-	-	108.87 MB
	daBit convert	71.13 MB	6.83 MB	2.45 MB	
	GC	-	2.92 MB	1.05 MB	

Two-party linear SVM communication cost for preprocessing in MBytes and statistical security $\text{sec} = 40$.

daBit 2.0



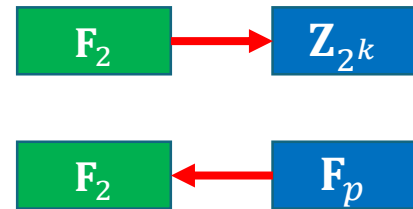
daBit 2.0

- Inspired from **DEFKSV'19**



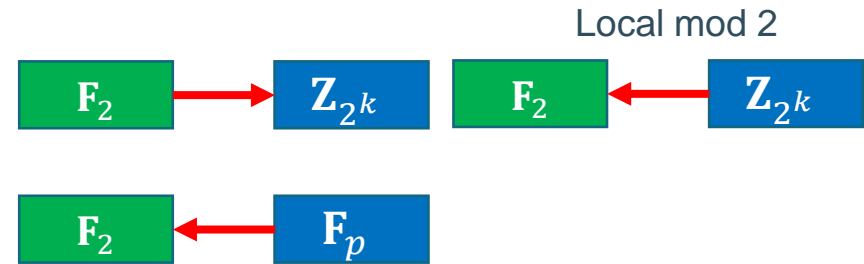
daBit 2.0

➤ Inspired from DEFKSV'19



daBit 2.0

➤ Inspired from DEFKSV'19



daBit 2.0



SPDZ[p].Random()



TinyOT.Input()



daBit 2.0



SPDZ[p].Random()



TinyOT.Input()



Take s linear combinations



Conclusions and future work

- Can we generate daBits faster?
- More interesting examples where this conversions are good will come soon...

Thank you!

Thank you!

- Questions?
- <https://ia.cr/2019/207>



dabit Cost

- 0.82 ms per dabit
- 119 kbit