



Certified E-mail for Contracts of Changeable Values

[Speaker]

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Certified E-mail

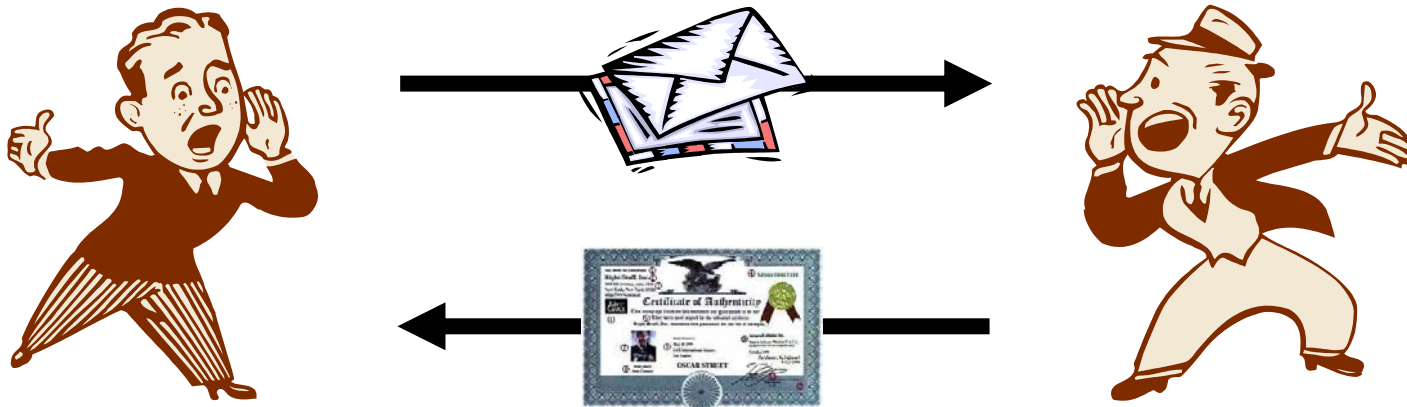
- Certified E-mail is a system which enables a sender prove a receiver's receipt of e-mail

Fair Exchange of E-mail and Receipt

- **Fairness**

- Both parties can obtain his/her desired item, or neither one does

→ **Distribution of Digital Contents, Casino, Voting System, ...**



Existing Protocol [OZL04]

- The certified e-mail protocol presented in [OZL04]
 - Provides **Fairness**
 - Use TTP to provide fairness in case of emergency (Optimistic protocol)
 - Provides **Timeliness**
 - Any participants can terminate a session in finite time without loss of fairness

Sender

Sender can cancel
before termination

Enc(message)

Sign_R(Enc(message))

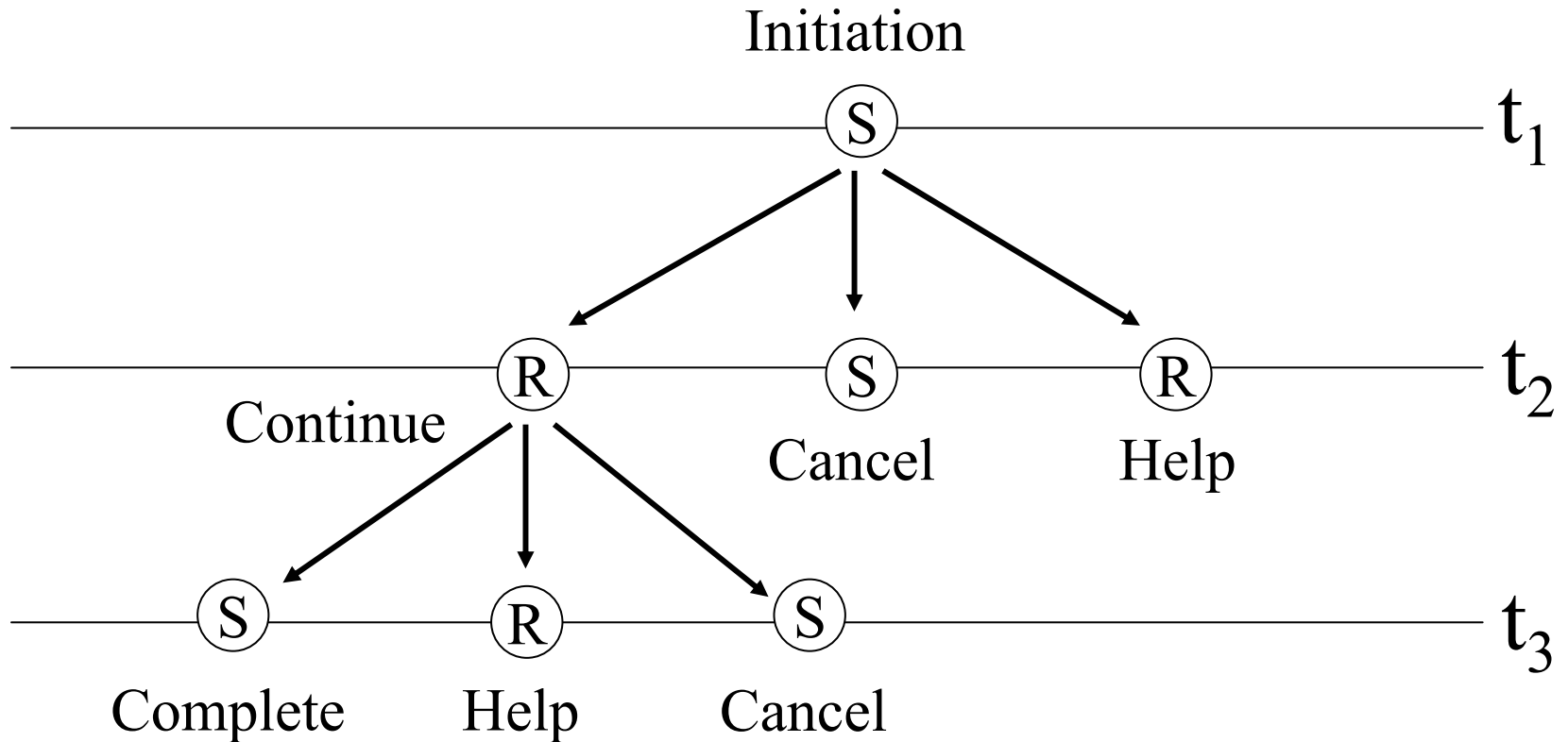
Decryption key

Receiver

Receiver can
ask TTP to help

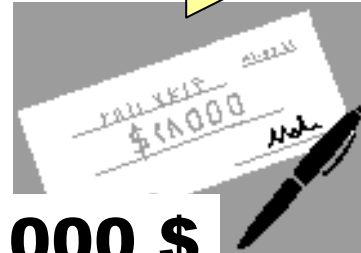
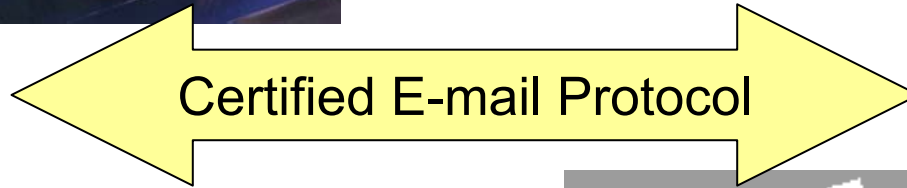
[OZL04] J.A.Onieva, J.Zhou, and J.Lopez, "Enhancing Certified Email Service for Timeliness and Multicasting", INC'04.

The Choices of Each Stage [OZL04]



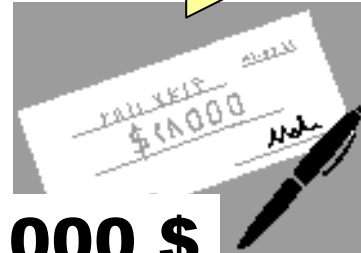
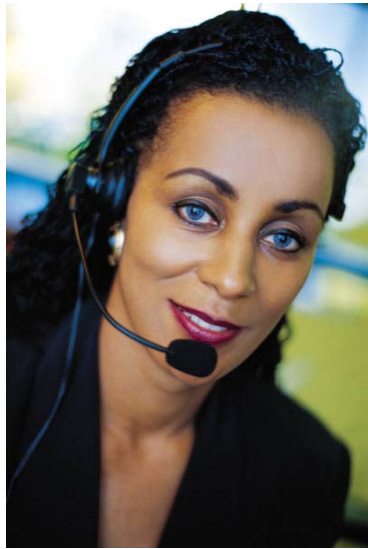
- Sender can change her choice before completing
- After Receiver decided to continue, he cannot refuse
 - Resolution may change during a session ...
 - E.g. a stock trade, auction, a kind of soccer pool

Example of Contract by [OZL04]



1000 \$

Example of Contract by [OZL04]



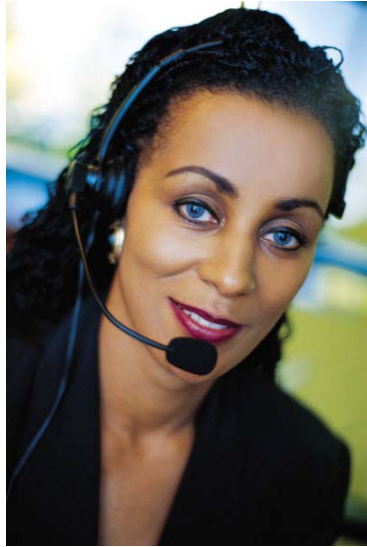
1000 \$

Buy at 1200\$

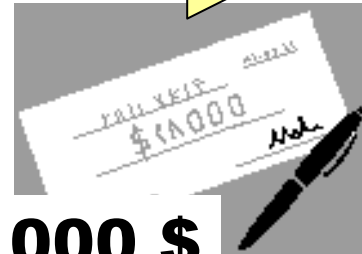
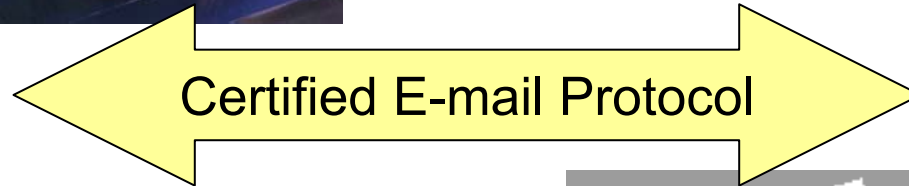


Before completing protocol ...

Example of Contract by [OZL04]



Bob cannot change his choice



1000 \$

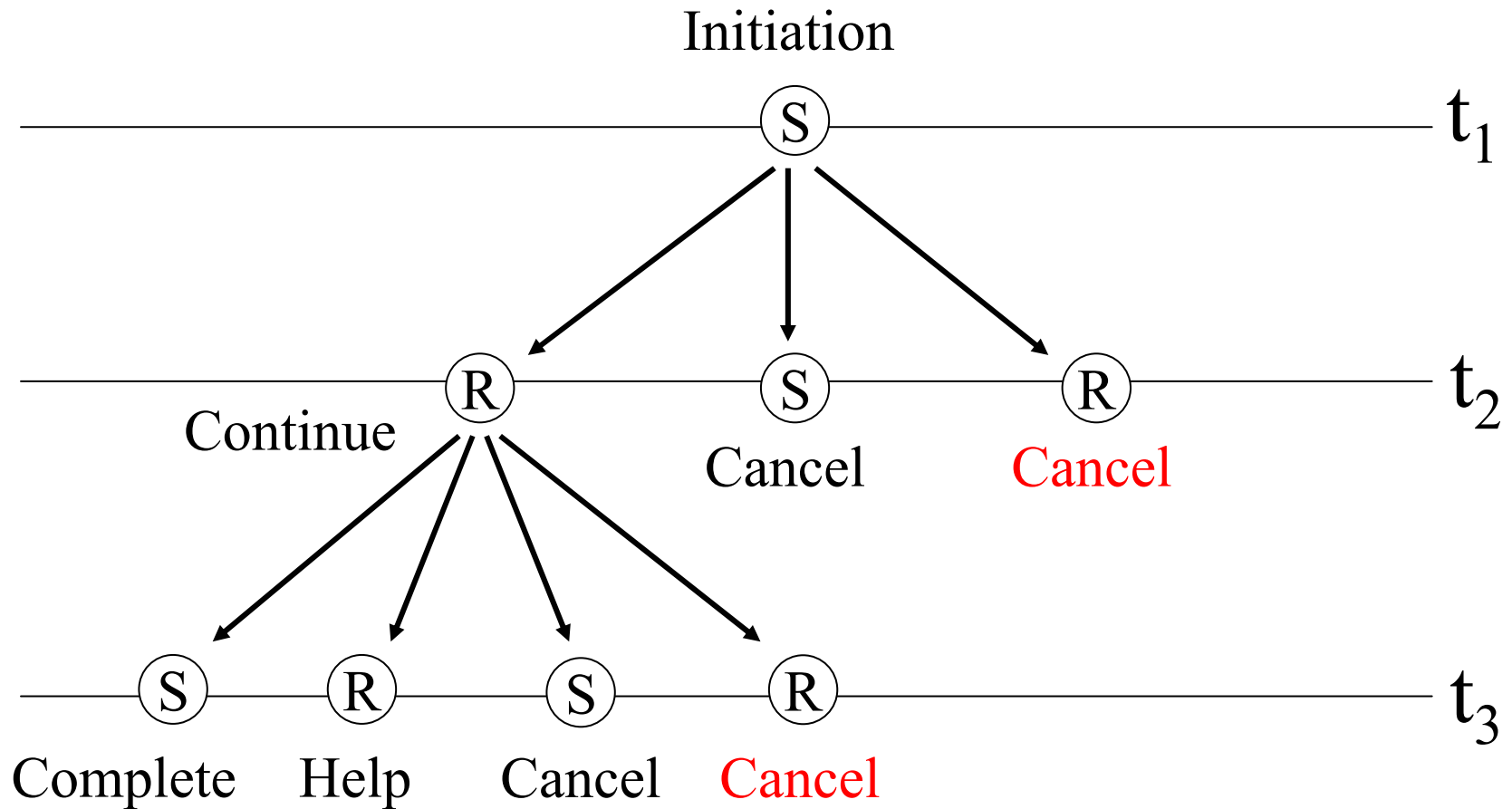


Sell off at 800\$

After Bob's no return point ...

The Choices of Each Stage

[Proposed Protocol]



Each participant can change his/her choice anytime before a termination without loss of fairness

Work in Progress

- Concretely define evenhanded situations/stages
 - Express behaviors of protocol participants by using Game Theory
 - Expected payoff of each participant should be same
- Design a practical evenhanded protocol under realistic setting