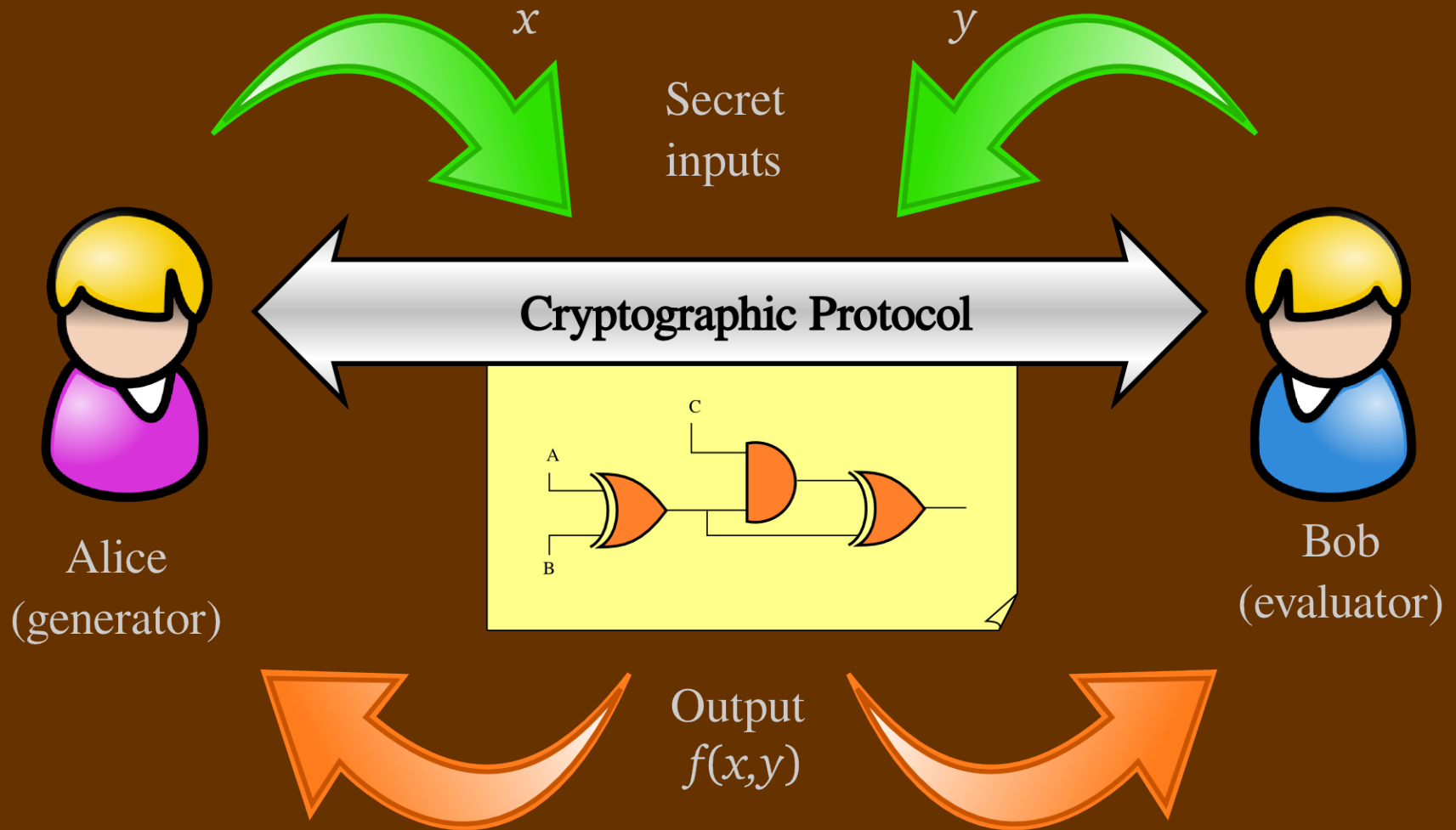


Two Halves Make a Whole

Reducing Data Transfer in Garbled Circuits using Half Gates

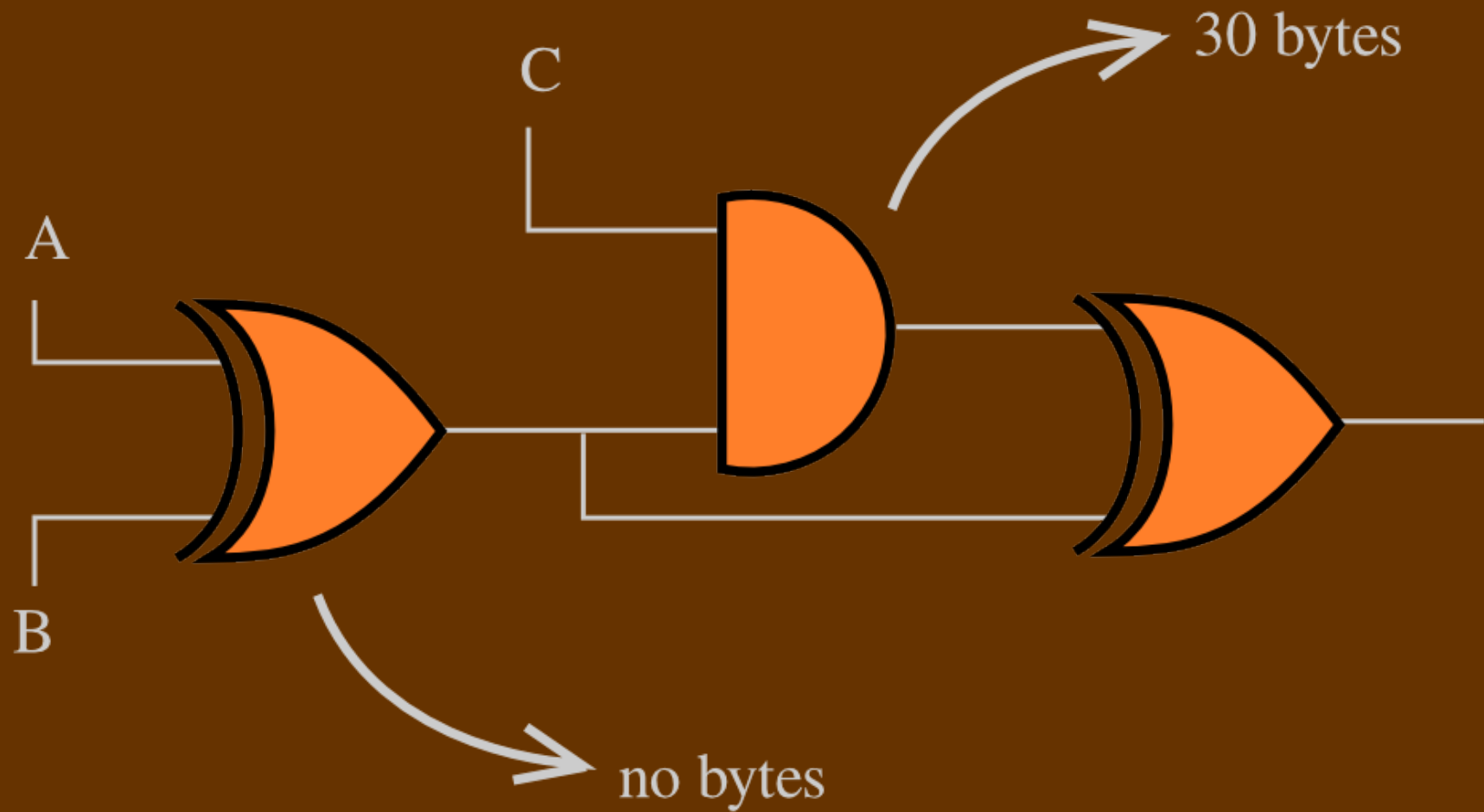
Samee Zahur	<samee@virginia.edu>
Mike Rosulek	<rosulekm@eecs.oregonstate.edu>
David Evans	<evans@virginia.edu>

Two Party Computation (2PC)

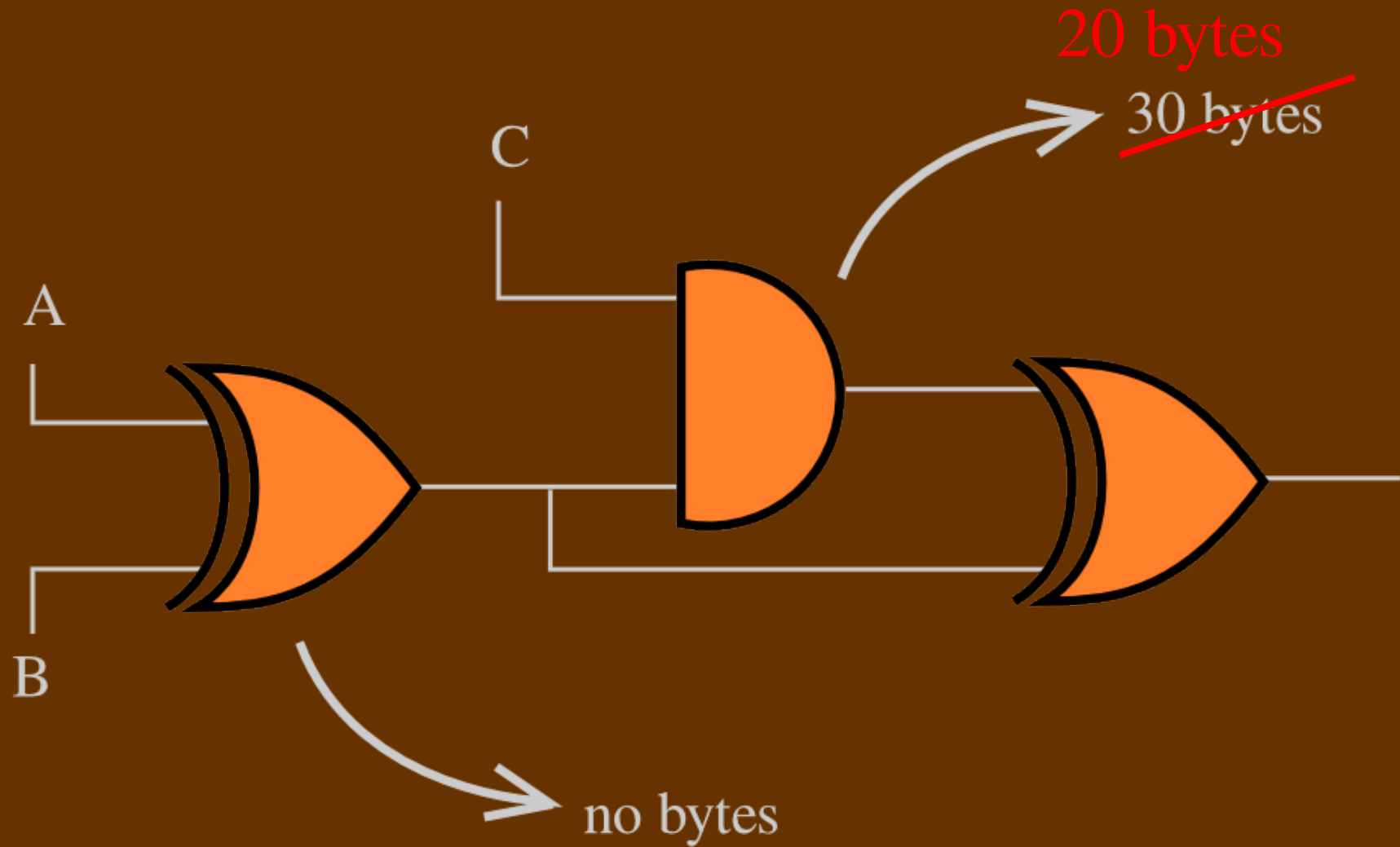


Yao : Constant-round protocol

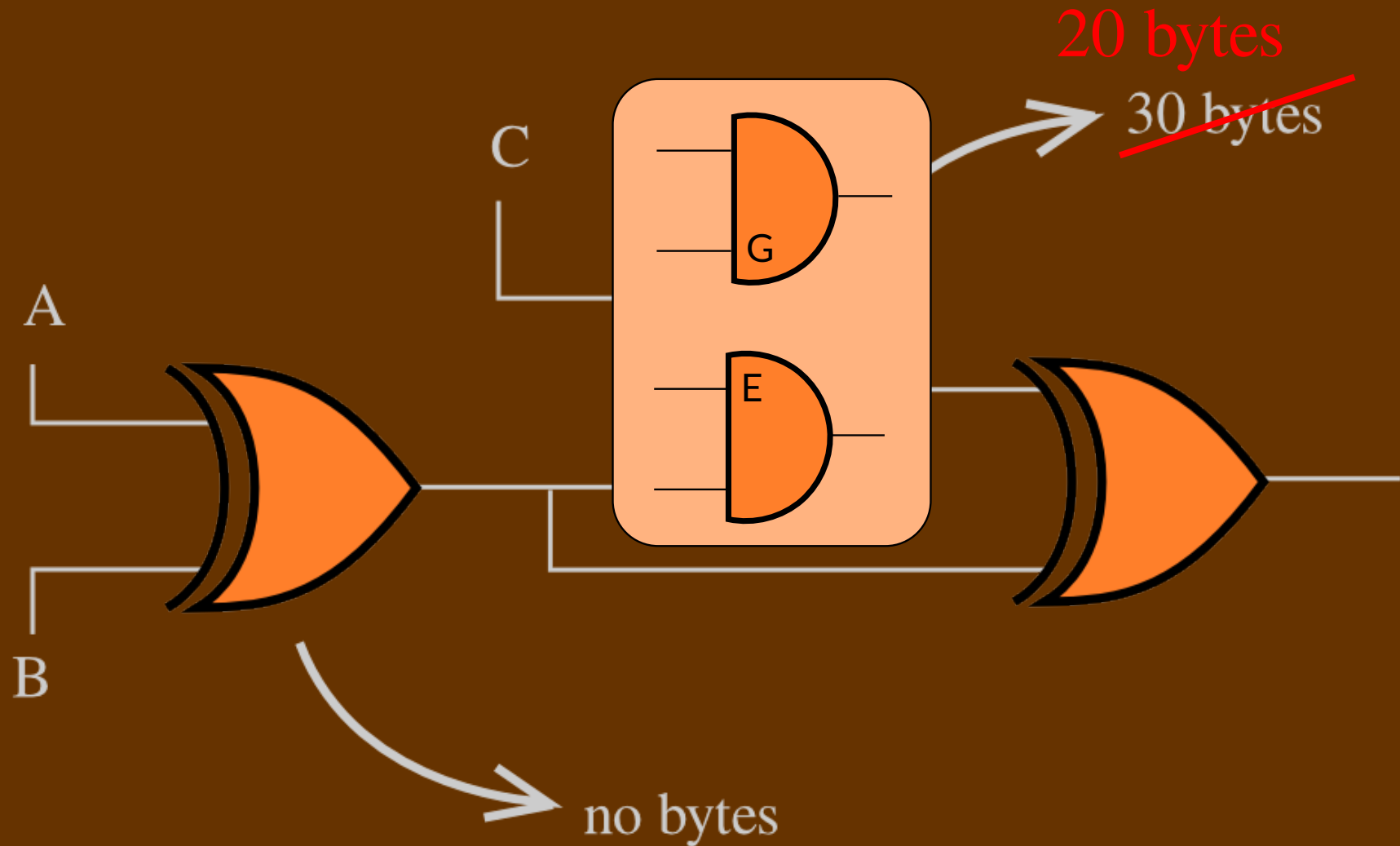
Result – Lower Bandwidth



Result – Lower Bandwidth



Result – Lower Bandwidth

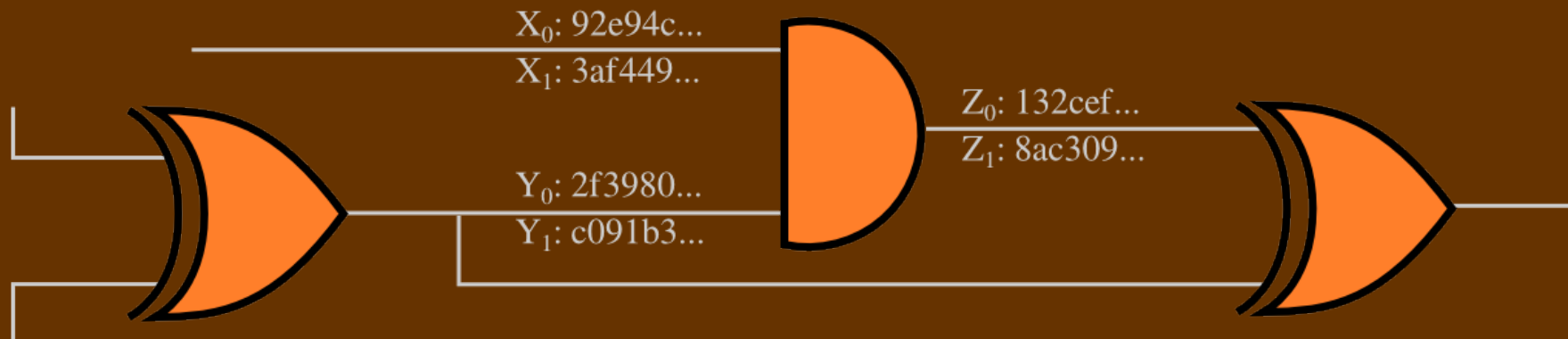


Whirlwind Primer of Yao's Protocol

Yao : Classical Version



Yao : Classical Version

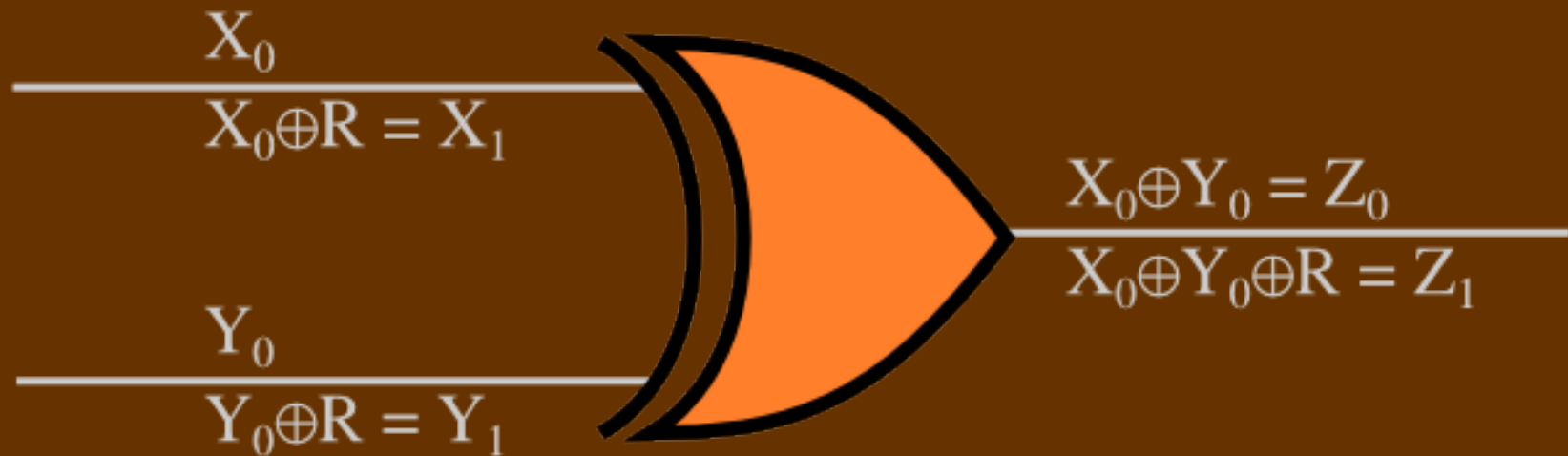


Input 1	Input 2	Output	Encrypted Output
X ₀	Y ₀	Z ₀	Enc(X ₀ Y ₀ , Z ₀)
X ₀	Y ₁	Z ₀	Enc(X ₀ Y ₁ , Z ₀)
X ₁	Y ₀	Z ₀	Enc(X ₁ Y ₀ , Z ₀)
X ₁	Y ₁	Z ₁	Enc(X ₁ Y ₁ , Z ₁)

Yao : Free XORs

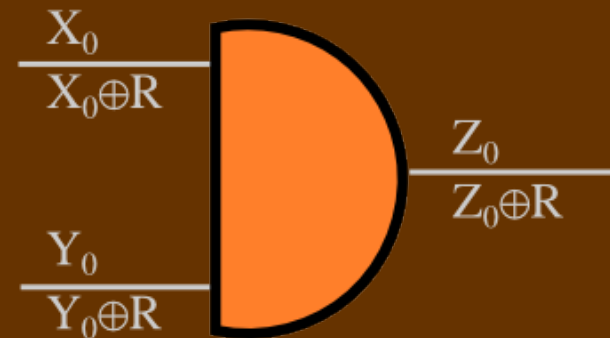
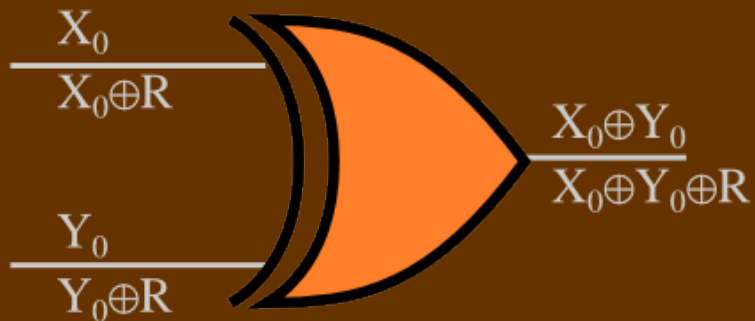
[Kolesnikov, Schneider; 2008]

Generator's secret : R



Yao : Garbled Row Reduction (GRR)

[Naor, Pinkas, Sumner; 1999]

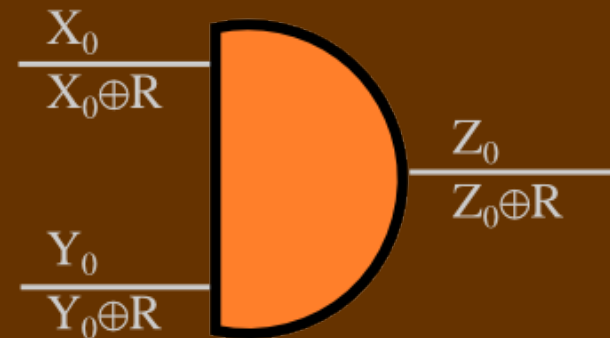
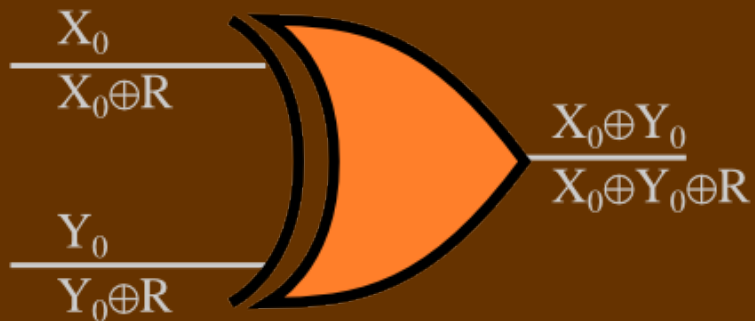


No data
transfer

Inputs		Encrypted Output
X_0	Y_0	$\text{Enc}(X_0 \ Y_0, Z_0)$
X_0	Y_1	$\text{Enc}(X_0 \ Y_1, Z_0)$
X_1	Y_0	$\text{Enc}(X_1 \ Y_0, Z_0)$
X_1	Y_1	$\text{Enc}(X_1 \ Y_1, Z_1)$

Yao : Garbled Row Reduction (GRR)

[Naor, Pinkas, Sumner; 1999]



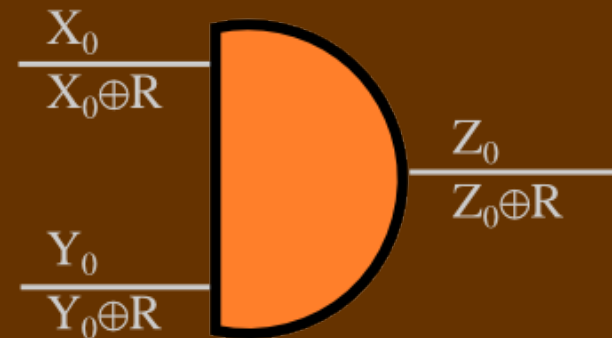
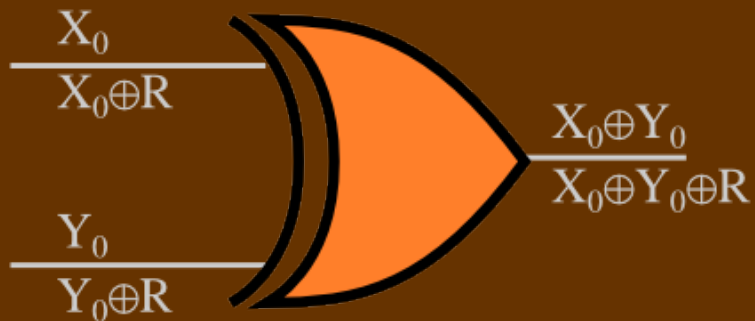
$$Z_0 = \text{Dec}(X_0 \| Y_0, "00...0")$$

No data
transfer

Inputs		Encrypted Output
X_0	Y_0	$\text{Enc}(X_0 \ Y_0, Z_0)$
X_0	Y_1	$\text{Enc}(X_0 \ Y_1, Z_0)$
X_1	Y_0	$\text{Enc}(X_1 \ Y_0, Z_0)$
X_1	Y_1	$\text{Enc}(X_1 \ Y_1, Z_1)$

Yao : Garbled Row Reduction (GRR)

[Naor, Pinkas, Sumner; 1999]



$$Z_0 = \text{Dec}(X_0 \| Y_0, "00...0")$$

No data
transfer

Inputs		Encrypted Output
X_0	Y_0	$\text{Enc}(X_0 \ Y_0, Z_0)$
X_0	Y_1	$\text{Enc}(X_0 \ Y_1, Z_0)$
X_1	Y_0	$\text{Enc}(X_1 \ Y_0, Z_0)$
X_1	Y_1	$\text{Enc}(X_1 \ Y_1, Z_1)$

"00..0"

Comparison

		Size per gate	
		XOR	AND
Classical	[Yao '86, BMR '90]	4	4
Row-reduction, GRR3	[NPS '99]	3	3
Free XOR + GRR3	[KS '08]	0	3

Comparison

		Size per gate	
		XOR	AND
Classical	[Yao '86, BMR '90]	4	4
Row-reduction, GRR3	[NPS '99]	3	3
Free XOR + GRR3	[KS '08]	0	3
Row-reduction, GRR2	[PSSW '09]	2	2
fleXOR	[KMR '14]	0/1/2	2

Comparison

		Size per gate	
		XOR	AND
Classical	[Yao '86, BMR '90]	4	4
Row-reduction, GRR3	[NPS '99]	3	3
Free XOR + GRR3	[KS '08]	0	3
Row-reduction, GRR2	[PSSW '09]	2	2
fleXOR	[KMR '14]	0/1/2	2
Half gates	[this work]	0	2

Our Approach

Observation

“Half gates” are cheap!

Inputs		Encrypted Output
X_0	Y_0	$\text{Enc}(X_0 \ Y_0, Z_0)$
X_0	Y_1	$\text{Enc}(X_0 \ Y_1, Z_0)$
X_1	Y_0	$\text{Enc}(X_1 \ Y_0, Z_0)$
X_1	Y_1	$\text{Enc}(X_1 \ Y_1, Z_1)$

→ “00..0”

$$Z = X \cdot Y$$

Nobody knows any input

Input	Encrypted Output
X_0	$\text{Enc}(X_0, Z_0)$
X_1	$\text{Enc}(X_1, Z_r)$

→ “00..0”

$$Z = X \cdot \mathbf{r}$$

Generator knows an input

Evaluator-Side Half Gates

Input	Encrypted Output
Y_0	$\text{Enc}(Y_0, Z_0)$ → “00..0”
Y_1	$\text{Enc}(Y_1, X_0 \oplus Z_0)$

$$Z = X \cdot \mathbf{y}$$

Two Halves Make a Whole

$$\begin{aligned} a \ b &= a \ (r \oplus r \oplus b) \\ &= a \ r \oplus a \ (r \oplus b) \end{aligned}$$

Two Halves Make a Whole

$$\begin{aligned} a b &= a (r \oplus r \oplus b) \\ &= \boxed{a r} \oplus \boxed{a (r \oplus b)} \end{aligned}$$

Generator knows r

Evaluator knows $(r \oplus b)$

Performance

	Resource usage reduction		
Benchmark	Bandwidth	Time	Energy
Edit distance	33.3%	25.7%	21.0%
AES	33.3%	7%	5.3%
Set intersection	32.2%	19.7%	15.5%

Security Assumption

Traditionally, random oracle model
 $\text{Enc}_i(K, X) = \text{Dec}_i(K, X) = H(K, i) \oplus X$

Alternate assumptions:

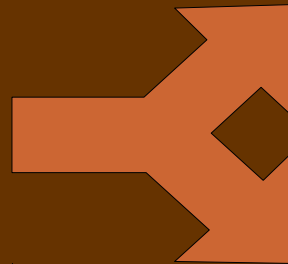
- Circular Correlation Robustness [CKKZ '12]
- Ideal random permutation, for AES-NI [BHK '13]

Obliv-C

<http://oblivc.org/>

```
void foo  
  (obliv int x) {  
    ...  
  }
```

Scheme 1
Free XOR + GRR3



Scheme 2
Half Gates

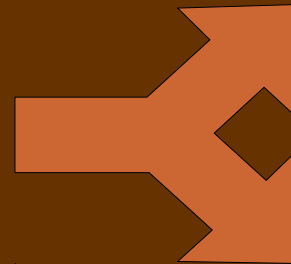
~2.2 M (non-XOR) gates per second

Obliv-C

<http://oblivc.org/>

```
void foo
  (obliv int x) {
    ...
  }
```

Scheme 1
Free XOR + GRR3



~ 70 lines
changed

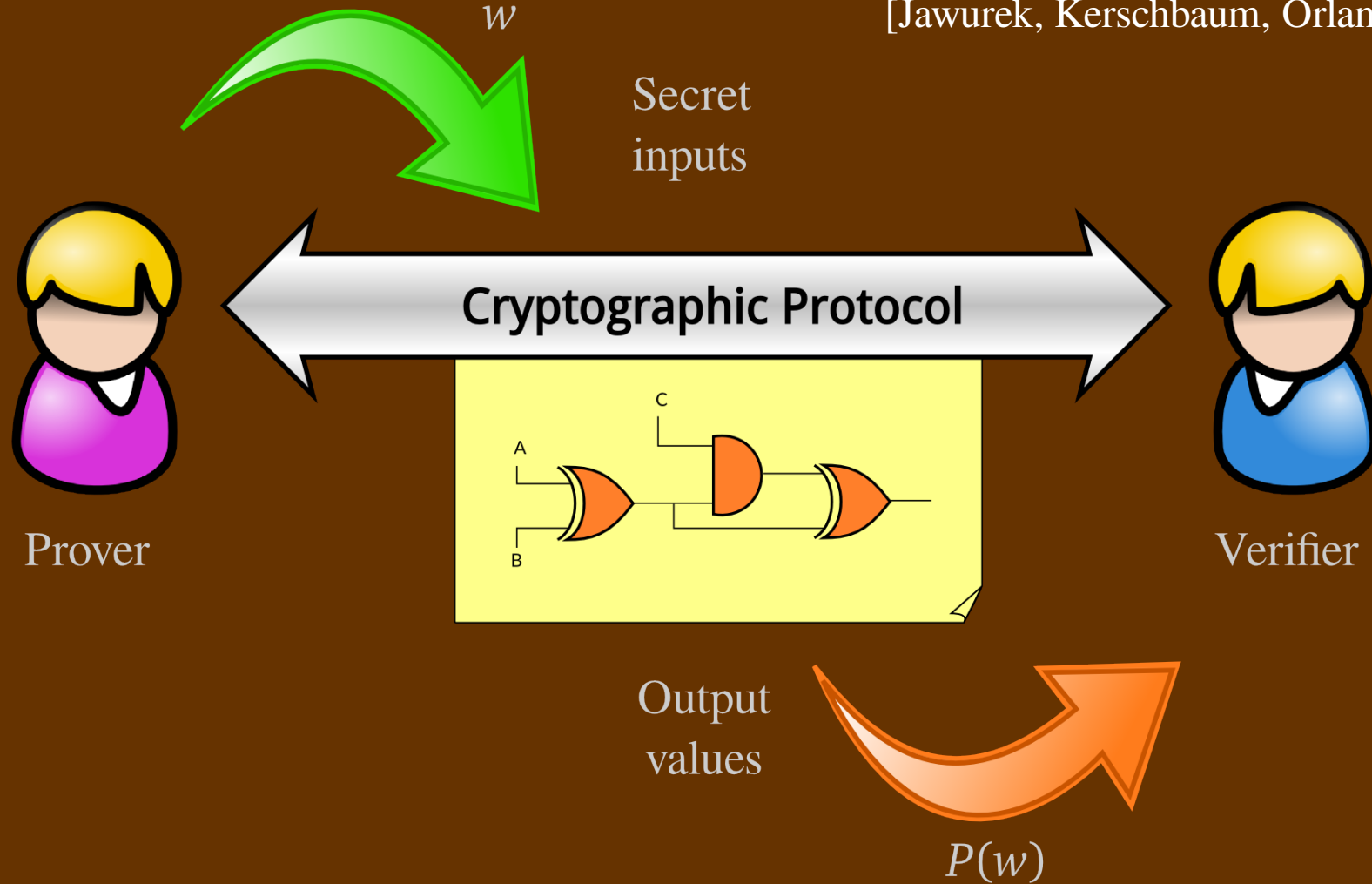
Scheme 2
Half Gates

~2.2 M (non-XOR) gates per second

Applications in Zero-Knowledge

ZK Proofs with (Privacy-Free) Yao

[Jawurek, Kerschbaum, Orlandi; 2013]



Looking Ahead

Could we do better?

Maybe only one ciphertext row per gate?

Maybe try sacrificing free-XOR (again)?

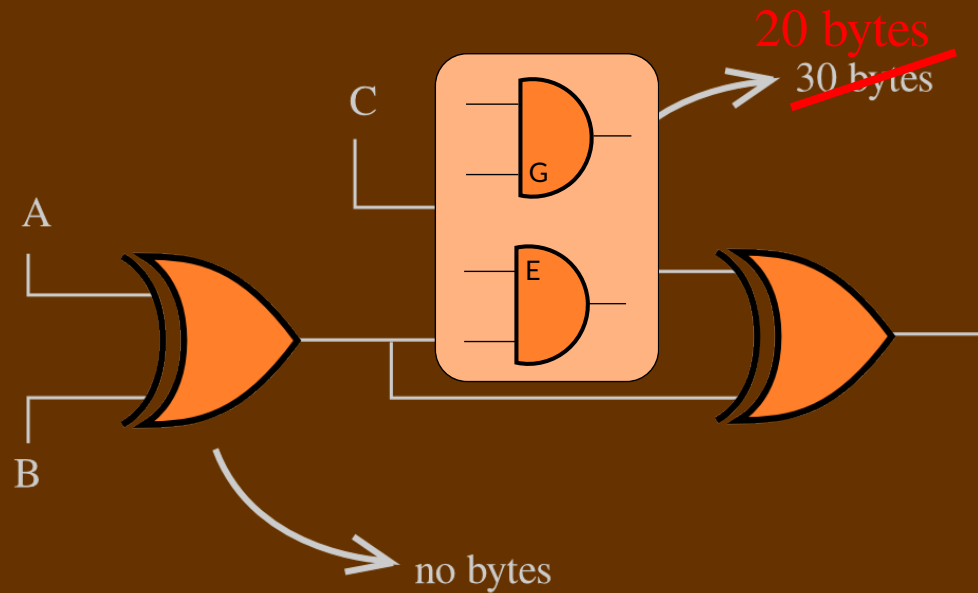
Conditions Necessary for Improvement

Theorem: one cannot securely garble AND gates with fewer than $2k$ bits for any garbling scheme where the gate output labels are a $GF(2^k)$ -linear combination of the input labels and their (non-nested) hashes.

For further improvements, one must:

- Use nested hashes,
- Use other non-linear operations, and/or
- Consider larger blocks of circuits

Conclusion



Full gates are
never necessary.

Further improvement
needs significantly
different techniques

The End

<http://oblivc.org/>

Evaluator-Side Half Gate

Input	Encrypted Output
Y_0	$\text{Enc}(Y_0, Z_0)$
Y_1	$\text{Enc}(Y_1, X_0 \oplus Z_0)$

$$Z = X \cdot \mathbf{y}$$

Evaluator-Side Half Gate

If $y = 0$ then $z = 0$
Decrypt $\rightarrow Z_0$

Input	Encrypted Output
Y_0	$\text{Enc}(Y_0, Z_0)$
Y_1	$\text{Enc}(Y_1, X_0 \oplus Z_0)$

$$Z = X \cdot \mathbf{y}$$

Evaluator-Side Half Gate

If $y = 0$ then $z = 0$

Decrypt $\rightarrow Z_0$

If $y = 1$ then $z = x$

Decrypt $\rightarrow X_0 \oplus Z_0$

Input	Encrypted Output
Y_0	$\text{Enc}(Y_0, Z_0)$
Y_1	$\text{Enc}(Y_1, X_0 \oplus Z_0)$

$$Z = X \cdot \mathbf{y}$$

Evaluator-Side Half Gate

If $y = 0$ then $z = 0$

Decrypt $\rightarrow Z_0$

Input	Encrypted Output
Y_0	$\text{Enc}(Y_0, Z_0)$
Y_1	$\text{Enc}(Y_1, X_0 \oplus Z_0)$

If $y = 1$ then $z = x$

Decrypt $\rightarrow X_0 \oplus Z_0$

XOR with $X_0 \rightarrow Z_0$

$X_0 \oplus R \rightarrow Z_0 \oplus R$

$$Z = X \cdot y$$

Evaluator-Side Half Gate

If $y = 0$ then $z = 0$

Decrypt $\rightarrow Z_0$

Input	Encrypted Output
Y_0	$\text{Enc}(Y_0, Z_0)$
Y_1	$\text{Enc}(Y_1, X_0 \oplus Z_0)$

“00..0”

If $y = 1$ then $z = x$

Decrypt $\rightarrow X_0 \oplus Z_0$

XOR with $X_0 \rightarrow Z_0$

$X_0 \oplus R \rightarrow Z_0 \oplus R$

$$Z = X \cdot y$$

Comparison – Privacy Free

	Gate size		Hash calls per gate			
			generator		evaluator	
	XOR	AND	XOR	AND	XOR	AND
row-reduction (GRR1)	1	1	0	3	0	1
free XOR + GRR2	0	2	0	3	0	1
fleXOR	0/1/2	1	0	3	0	1
Half gates [this work]	0	1	0	2	0	1