



Fair Secure Computation (or how can I gain strategic advantage by breaking fairness)

Alptekin Küpçü

Koç University

Fair Secure Computation

ALPTEKİN KÜPÇÜ

Assistant Professor of Computer Science and Engineering



**KOÇ
UNIVERSITY**



Secure Multi-Party Computation

X_1



X_2



X_3



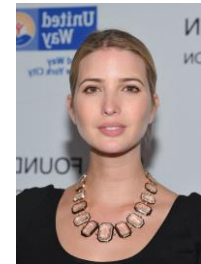
X_4



X_5

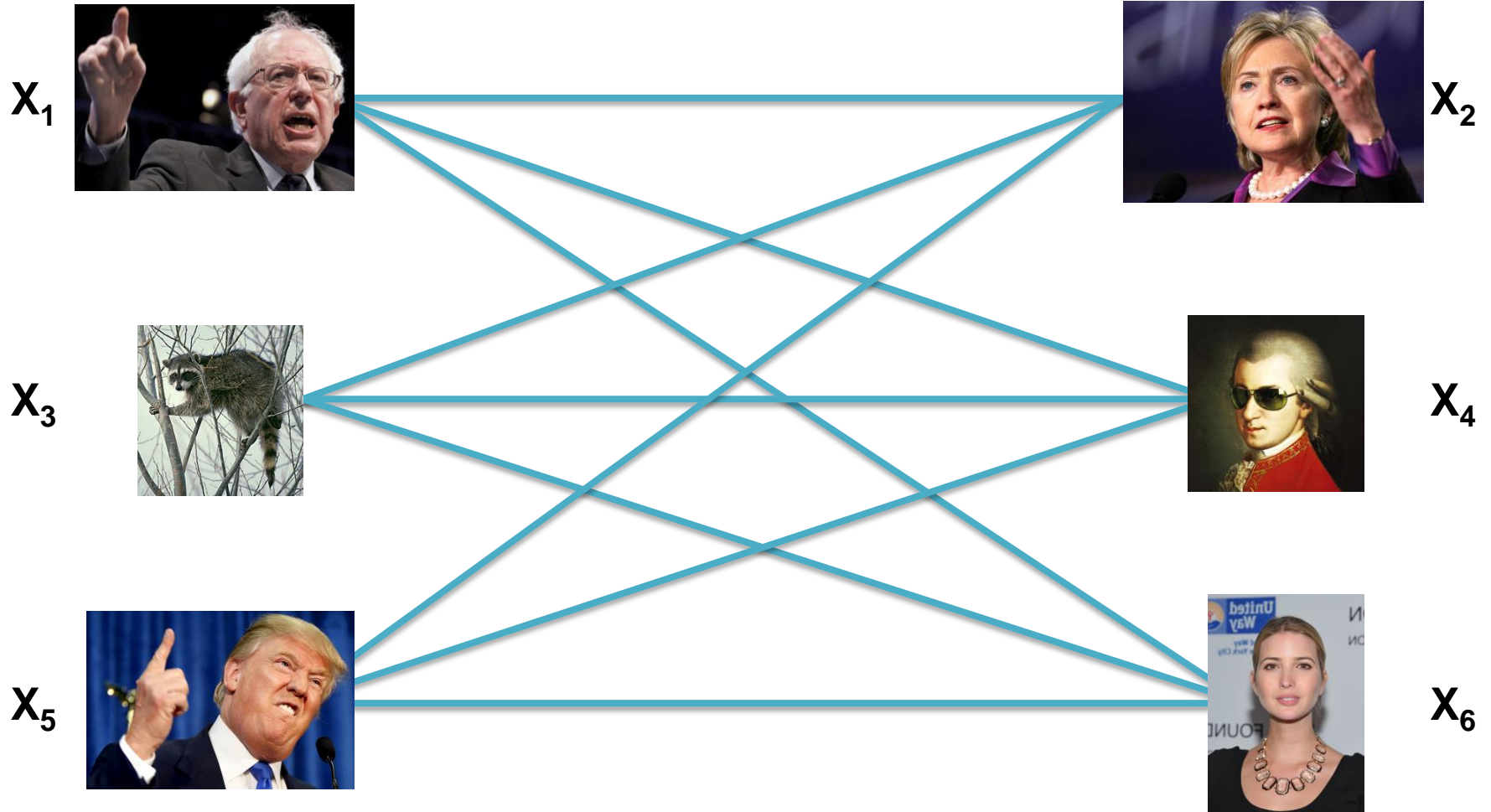


X_6





Secure Multi-Party Computation





Secure Multi-Party Computation

Y_1



Y_2



Y_3



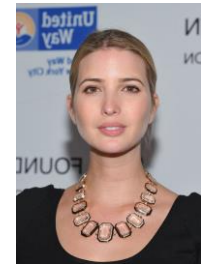
Y_4



Y_5



Y_6

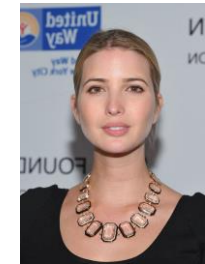




Secure Multi-Party Computation



Y_3





SMPC in a Corporate Setting

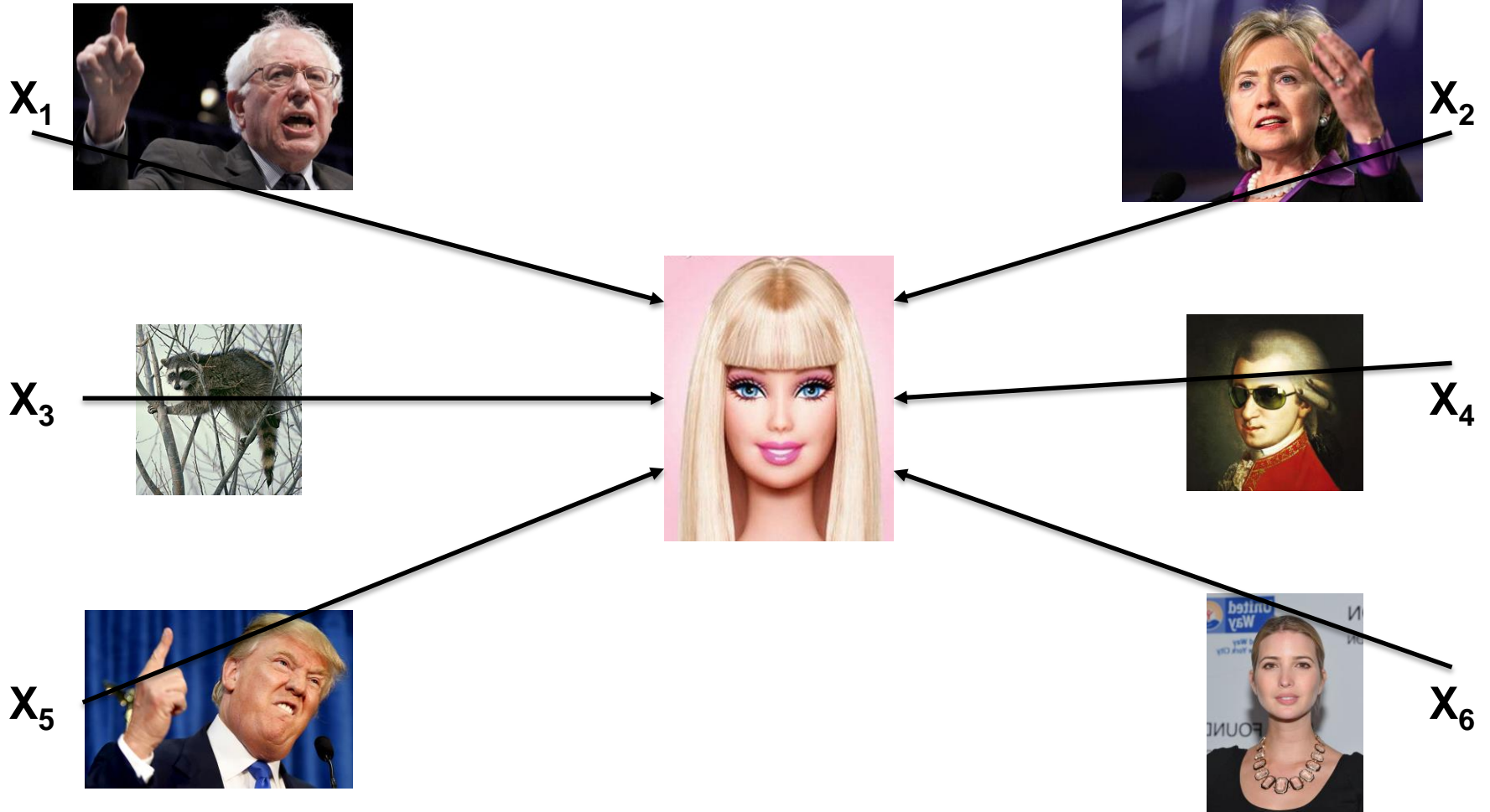


Y₃



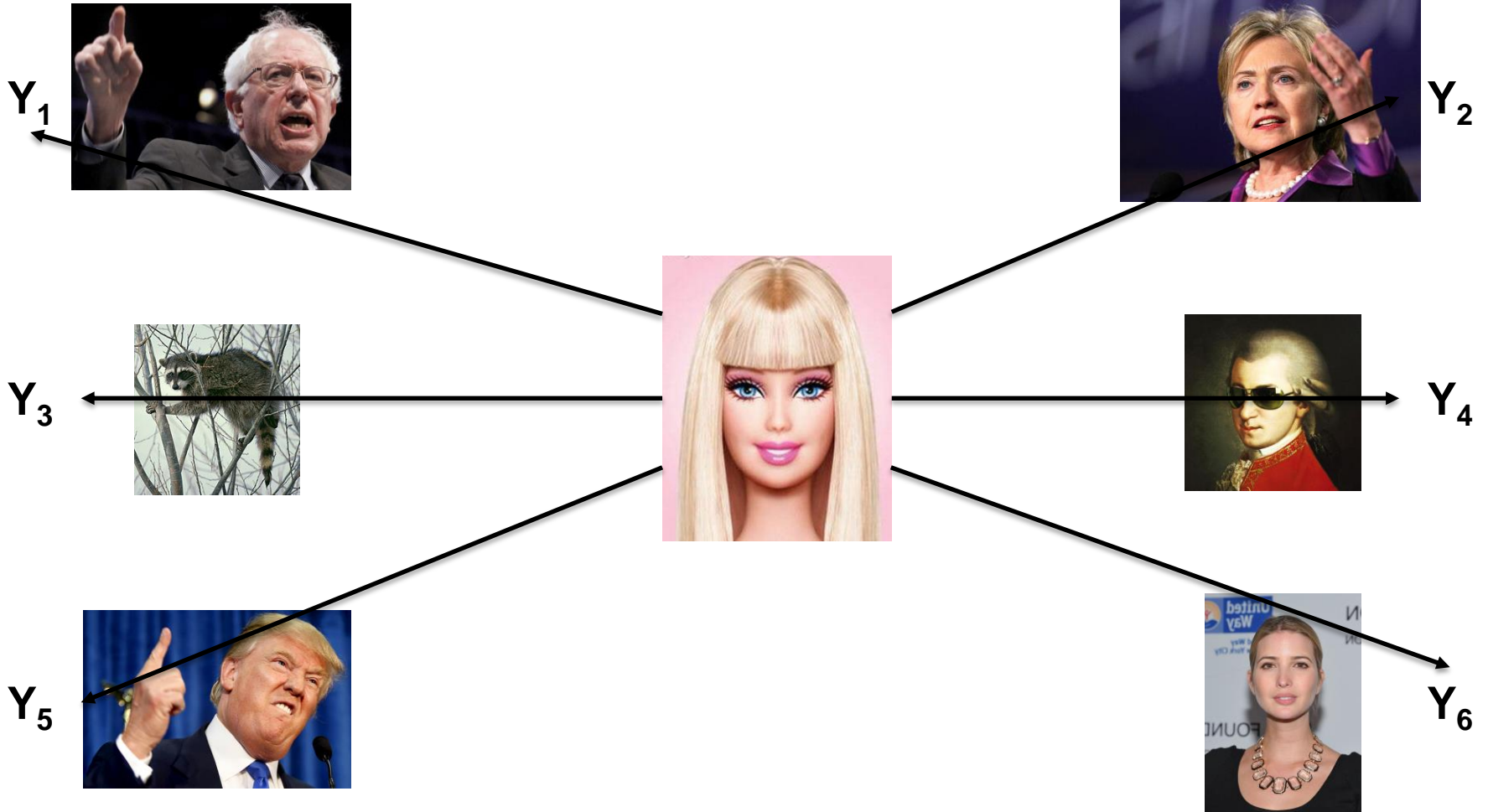


Ideal World





Ideal World





Real World

X_1



X_2



X_3



X_4



X_5

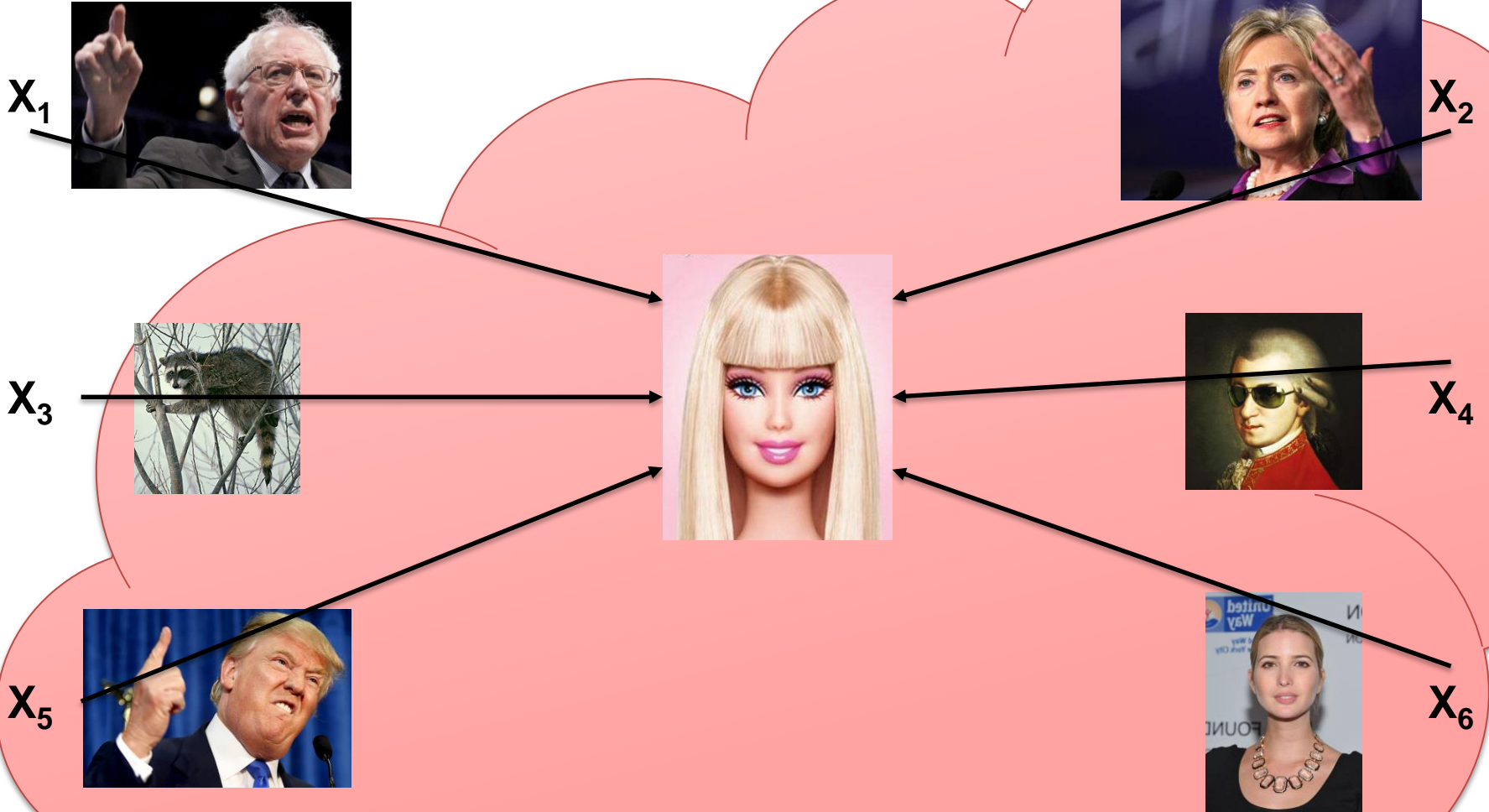


X_6





Simulator





Fairness Impossible in General

- **Assume a trusted Arbiter is available**
 - **Only trusted for fairness, not security**
 - May collude with players
 - Should not learn input/output
 - **Optimistically employed**
 - **Must be efficient (otherwise bottleneck)**



Fairness Impossible in General

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▪ **Ideal TTP**



Real Arbiter



Fair and Secure Computation

- **Fairness extensions and Arbiter resolutions must be simulated**



Simulating Fairness

X_1



X_2



SECURE 2PC SIMULATION

FAIRNESS ARGUMENT



Simulating Fairness

X_1



X_2



**SECURE and FAIR
2PC SIMULATION**



Fair and Secure Computation

- **Fairness extensions and Arbiter resolutions must be simulated**
 - **Otherwise the protocol may be insecure!**



Fair and Secure Computation

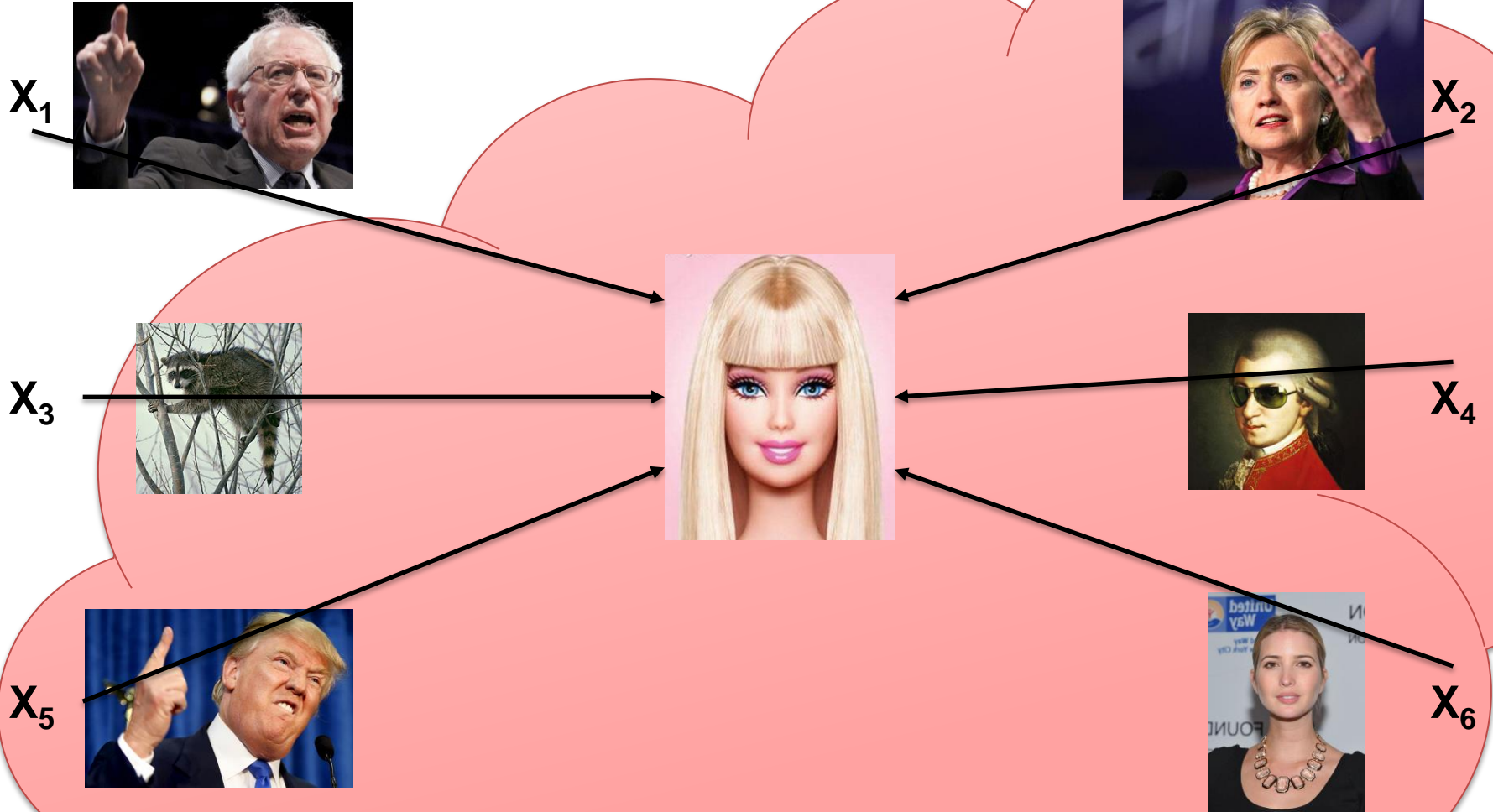
- **Fairness extensions and Arbiter resolutions must be simulated**
 - **Otherwise the protocol may be insecure!**
- **Simulator may contact fairness is guaranteed**



only when

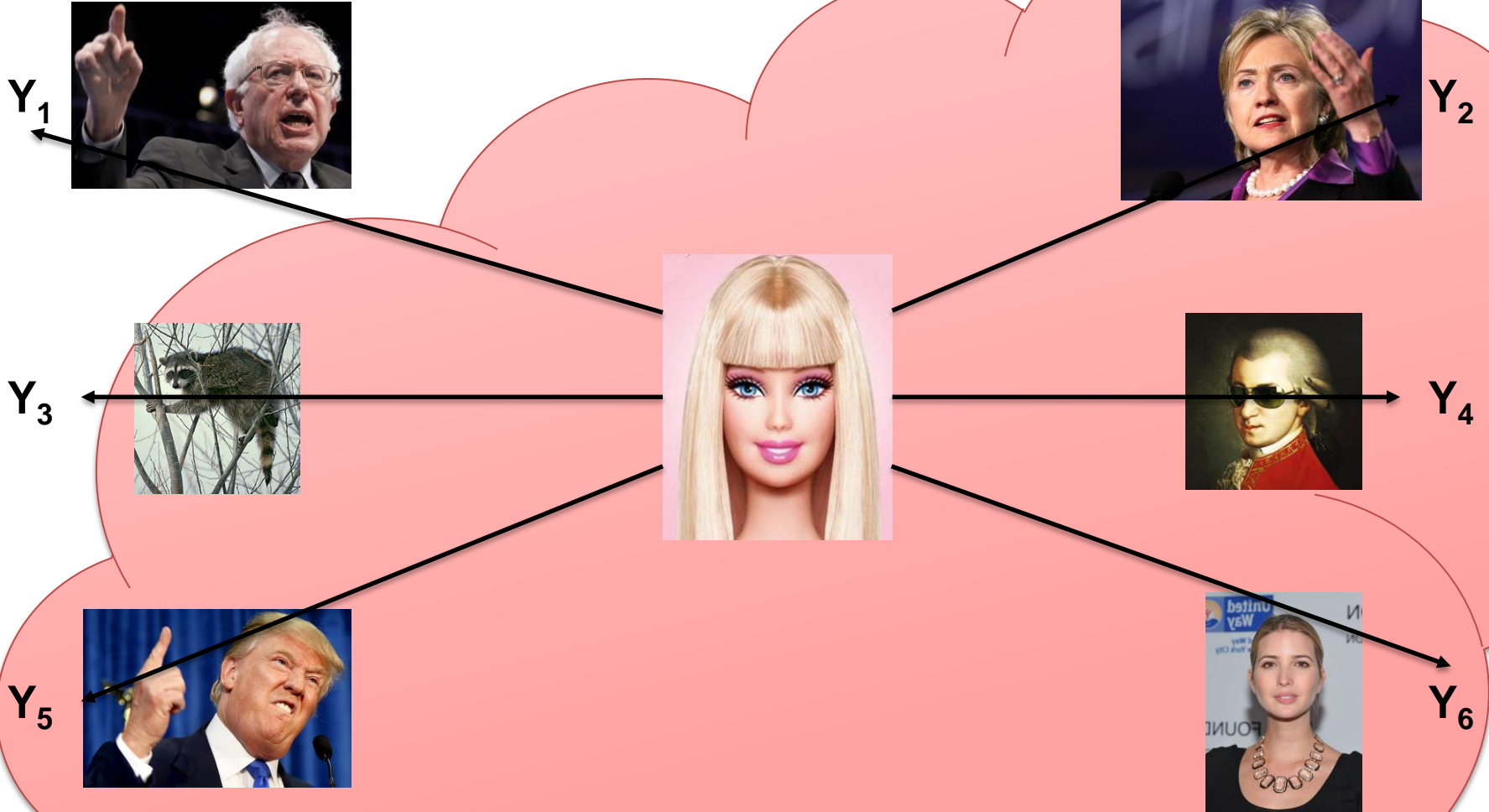


Simulator





Ideal World





Real World





Fair and Secure Computation

- **Fairness extensions and Arbiter resolutions must be simulated**
 - **Otherwise the protocol may be insecure!**
- **Simulator may contact  only when fairness is guaranteed**
 - **Otherwise real and ideal world outputs are distinguishable**



Fair and Secure Computation

- **Fairness extensions and Arbiter resolutions must be simulated**
 - **Otherwise the protocol may be insecure!**
- **Simulator may contact  only when fairness is guaranteed**
 - **Otherwise real and ideal world outputs are distinguishable**
- **Arbiter cannot harm security**



Our Solutions

# Participants	# Rounds	# Messages
2	$O(1)$	$O(1)$
n	$O(1)$	$O(n^2)$

- **OPTIMAL asymptotic performance**
- **Cut-and-choose or zero-knowledge**
- **Malicious or covert**
- **2PC or MPC**



Comparison

- **Compared to related works, we provide**
 - **Optimal asymptotic performance**
 - Constant round (not gradual release)
 - No broadcast
 - Arbiter load independent of the circuit size
 - **Do not require an external payment mechanism**
 - In a competitive corporate setting, how can one value some output that is unknown beforehand?
 - **Full simulation proofs**
 - **Arbiter cannot harm security**
 - Also proven via simulation
 - Only fairness is lost if Arbiter colludes with malicious parties



Our Papers

■ Reading

- **Kılınç and Küpçü, CT-RSA 2015, *Optimally Efficient Multi-Party Fair Exchange and Fair Secure Multi-Party Computation***
- **Kılınç and Küpçü, FC 2016, *Efficiently Making Secure Two-Party Computation Fair***
- **Küpçü and Mohassel, FC 2016, *Fast Optimistically Fair Cut-and-Choose 2PC***

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ALPTEKİN KÜPÇÜ

Assistant Professor of Computer Science and Engineering

<http://crypto.ku.edu.tr>



**KOÇ
UNIVERSITY**



CRYPTO@KU