

A Gentle Introduction to Secure Computation

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19/01/2024



Universiteit
Leiden

Privacy Enhancing Technologies



The Three States of Data

Data in Transit



Data at Rest



Data in Use



The Three States of Data

Data in Transit



Data at Rest



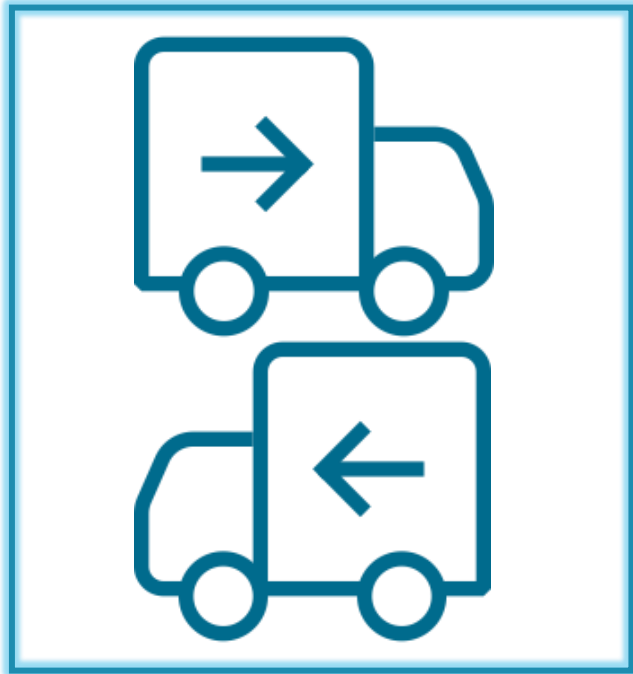
Data in Use



Traditional Cryptography

The Three States of Data

Data in Transit



Data at Rest



Data in Use



Traditional Cryptography

Secure Computation
Technologies

Data in Use



Autonomous Driving



Internet of Things



Smart Cities

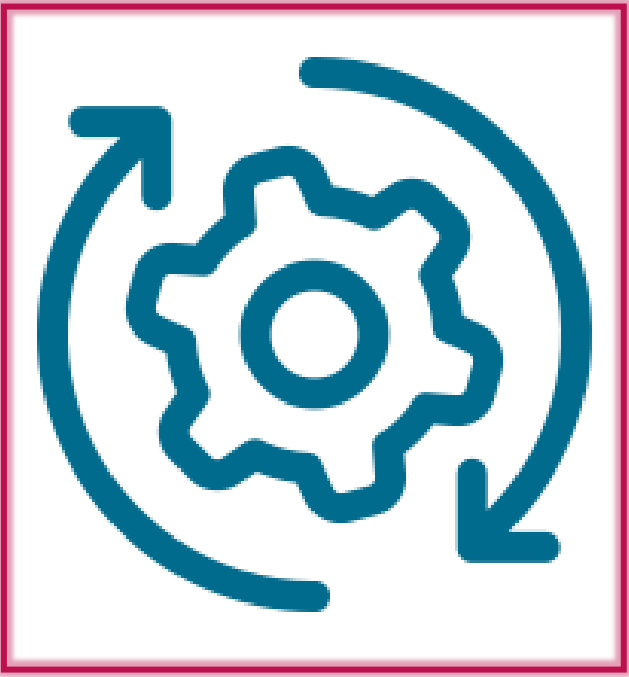


Online Social Networking



Medical Research

Data in Use

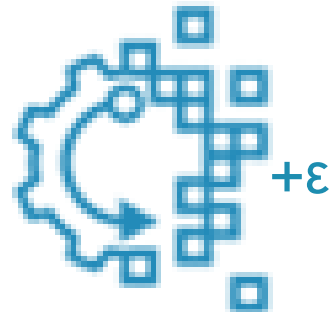


“How to allow the collection and purposeful processing of private data, without compromising individual privacy?”

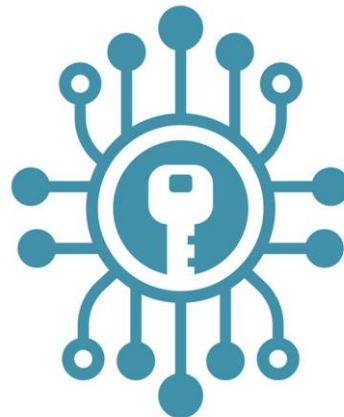
Securing Data in Use – PETs



Data Anonymization

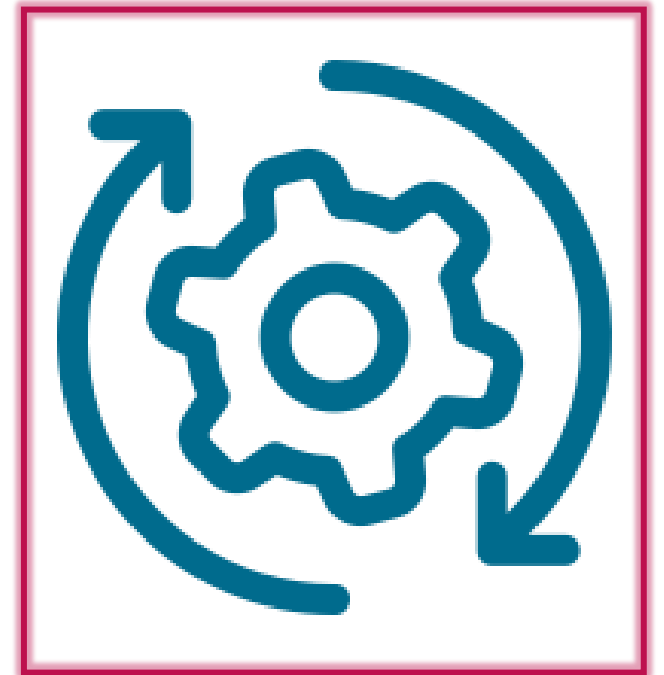


Differential Privacy

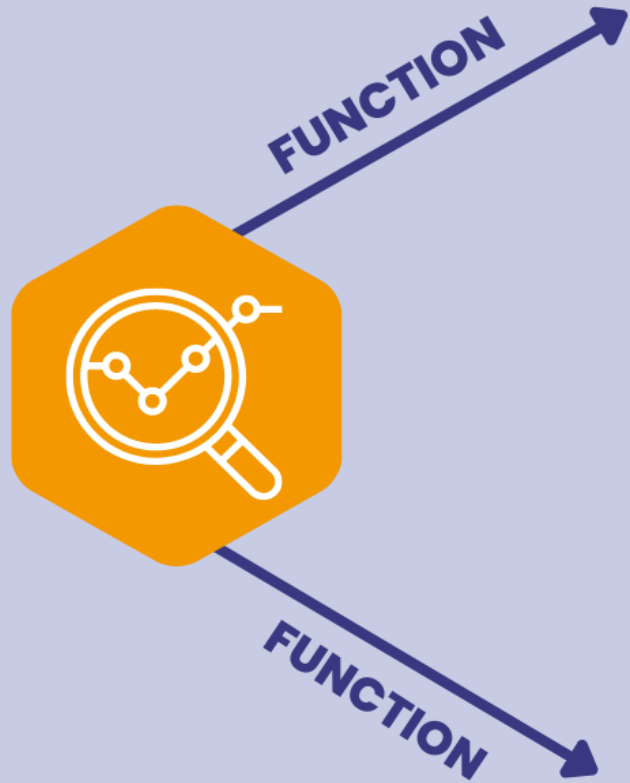


Cryptographic Techniques
for Secure Computation

Data in Use



DP – Ensuring individual privacy



Database A
without your data



Function output A



Output A and A'
are similar



Database A'
with your data



Function output A'

DP – Ensuring individual privacy

FUNCTION



SENSITIVITY



Determine the function sensitivity



Choose a noise addition mechanism

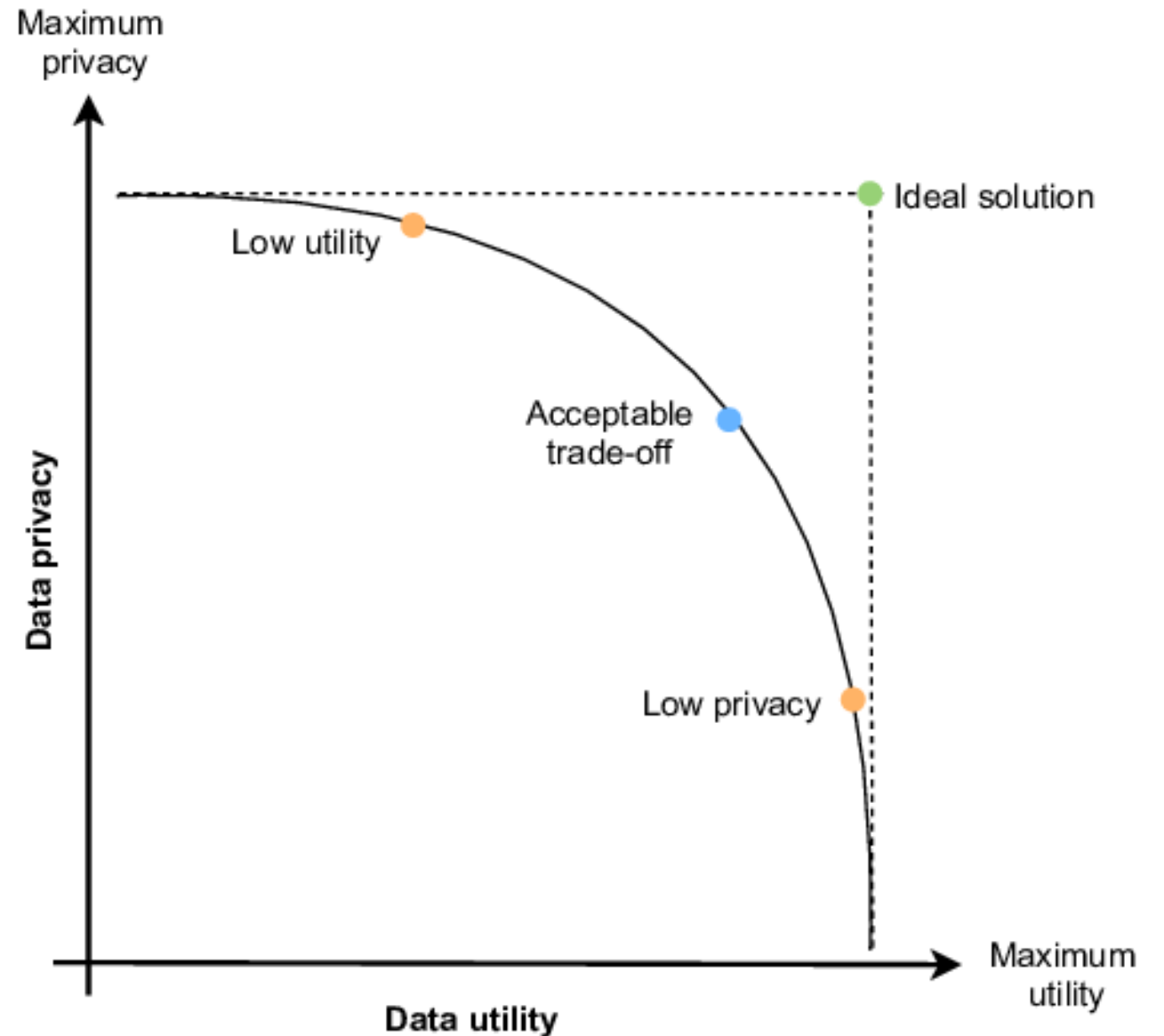


DATA WITH NOISE



DP - The Penalties

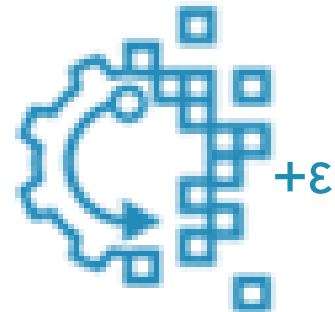
- Inherent information leakage, called privacy budget in DP terms.
- Inherent tradeoff between data privacy and data utility



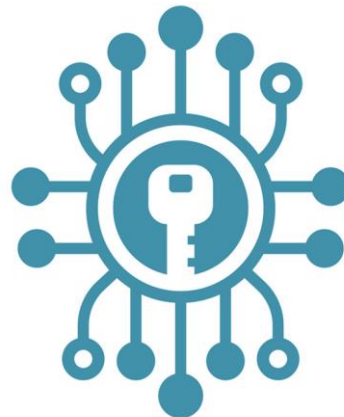
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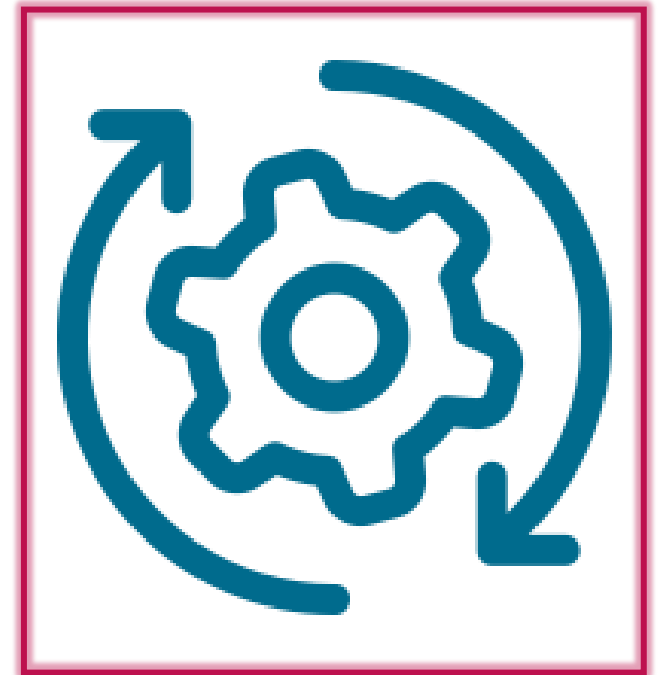


Differential Privacy



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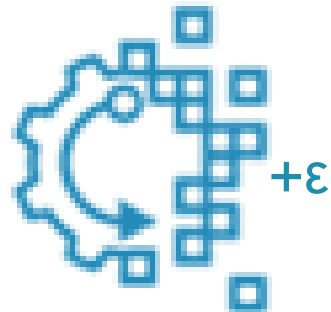
Data Anonymization



Securing Data in Use – PETs



Data Anonymization



Differential Privacy



Cryptographic Techniques
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Data in Use



Homomorphic Encryption



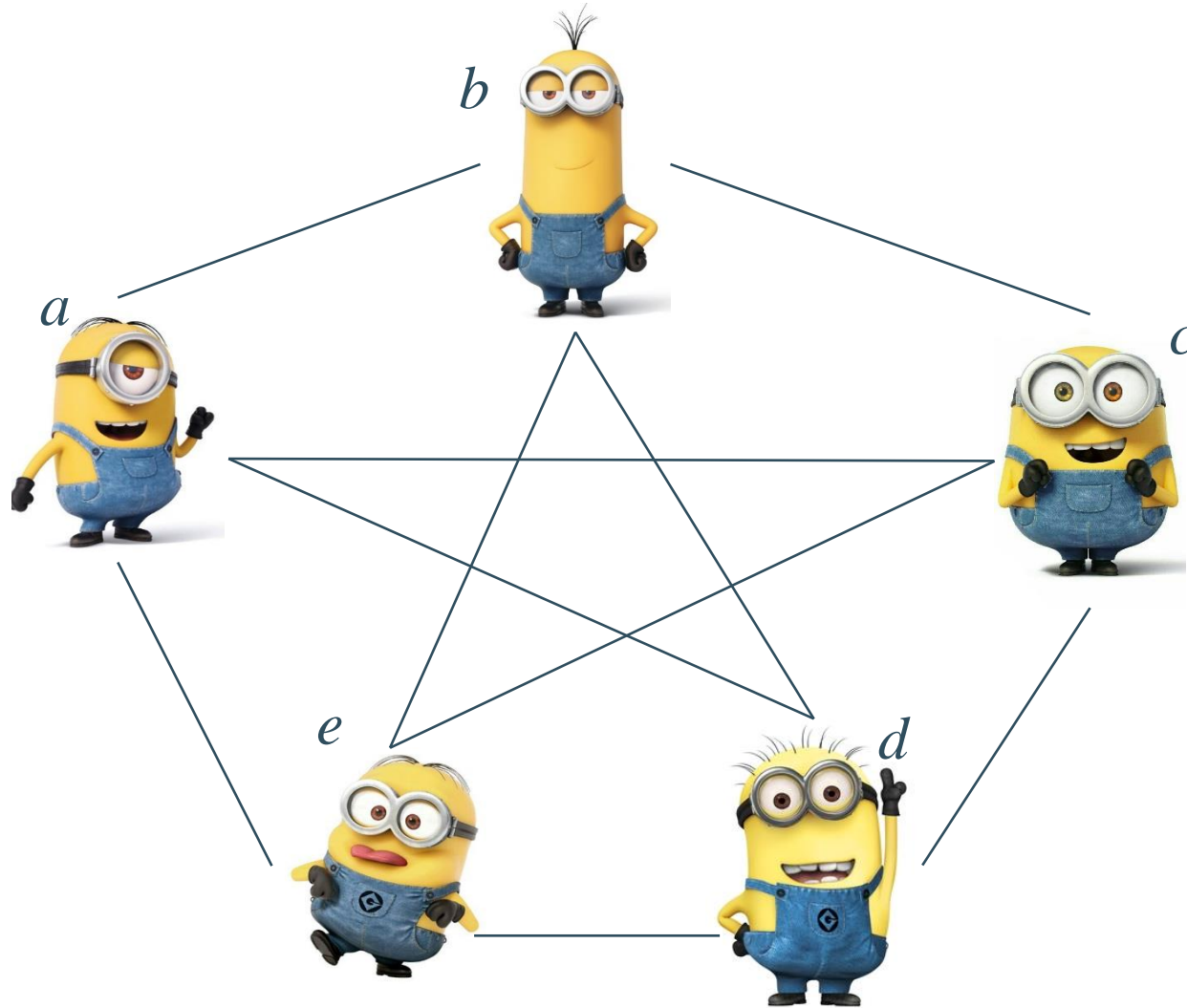
Types of Homomorphic Encryption

HE Type	Type of Operation	Number of Operations
Partially Homomorphic Encryption (PHE)	One (Addition OR Multiplication)	Unlimited
Somewhat Homomorphic Encryption (SHE)	Two (Addition AND Multiplication)	Limited
Fully Homomorphic Encryption (FHE)	Two (Addition AND Multiplication)	Unlimited

Homomorphic Encryption Context

- Outsourcing the computation to ***one single party*** (server)
- Inherently ***trust*** the server to perform the computation correctly and honestly
- ***One round*** of communication: Query – Response
- ***Communication and computational cost*** is considerably larger than plaintext computations

Multiparty Computation – MPC



→ Securely compute $f(a, b, c, d, e)$.

“Two millionaires wish to know who is richer; however, they do not want to find out inadvertently any additional information about each other’s wealth. How can they carry out such a conversation?”

-Andrew Yao, 1982

Multiparty Computation Context

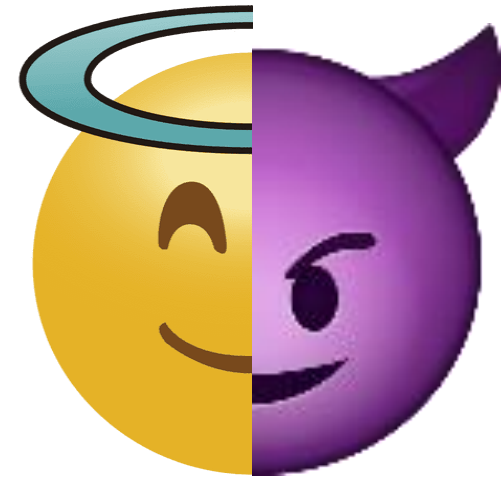
- A ***minimum of two parties*** (servers) is required to perform computation
- ***Trust*** is distributed and there are various security models one can consider
- ***Multiple rounds*** of communication required in an interactive protocol
- ***Communication and computational cost*** is considerably larger than plaintext computations (yet ***more efficient*** than HE solutions!)

Security Models

- Active Security

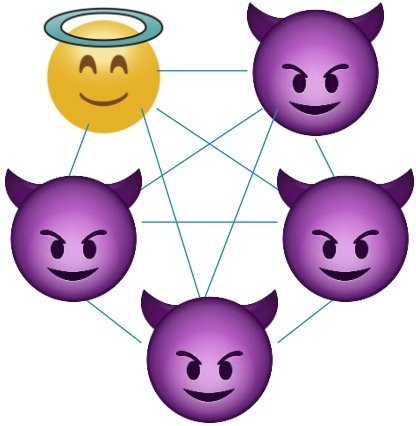
vs.

- Passive Security



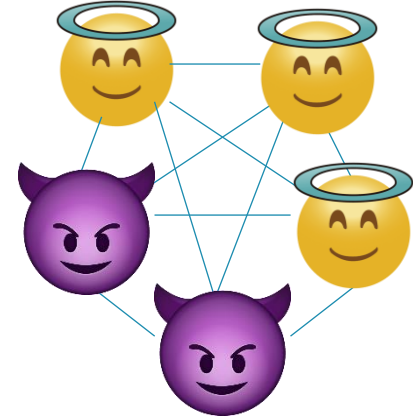
Corruption Thresholds

- Dishonest Majority



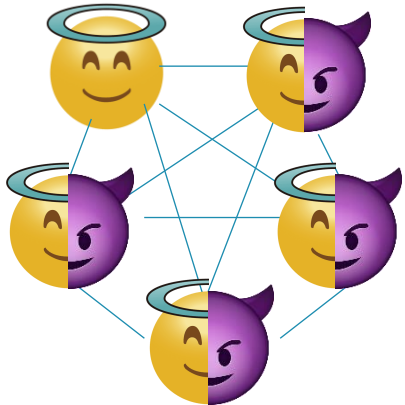
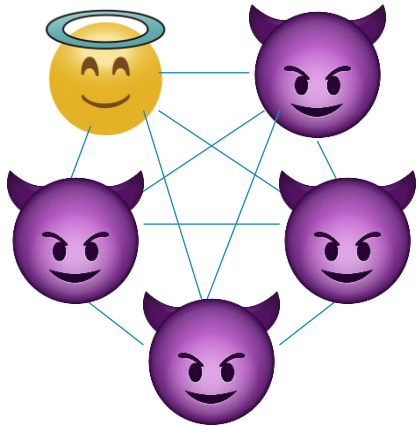
vs.

- Honest Majority



Corruption Thresholds

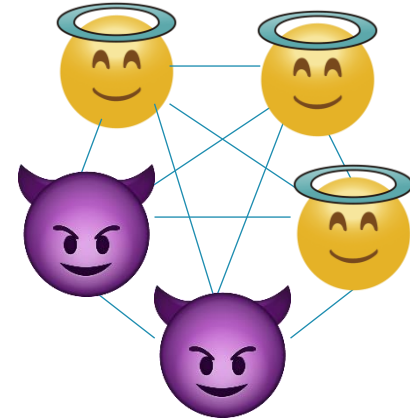
- Dishonest Majority



vs.

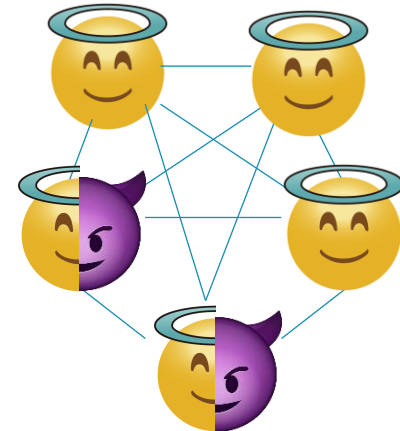
in the active model

- Honest Majority

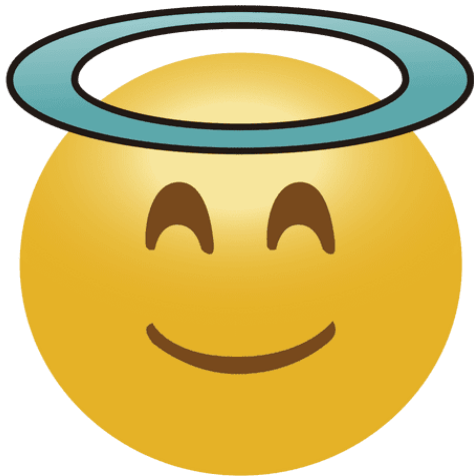
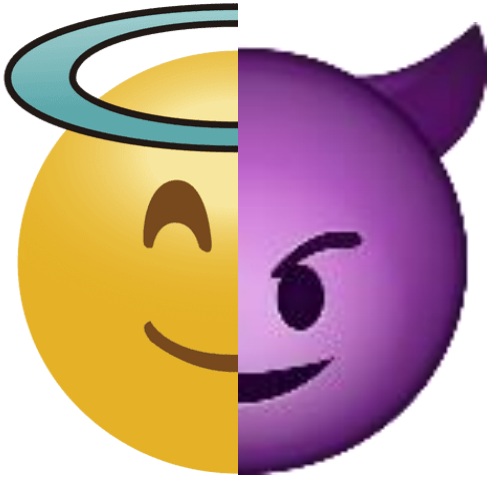


OR

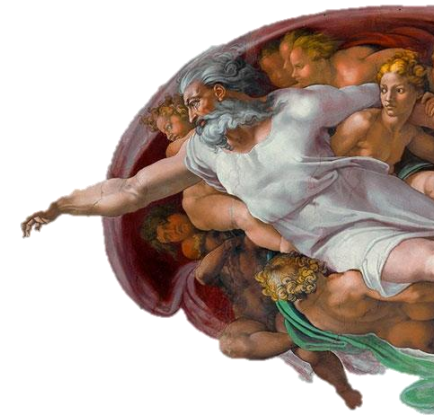
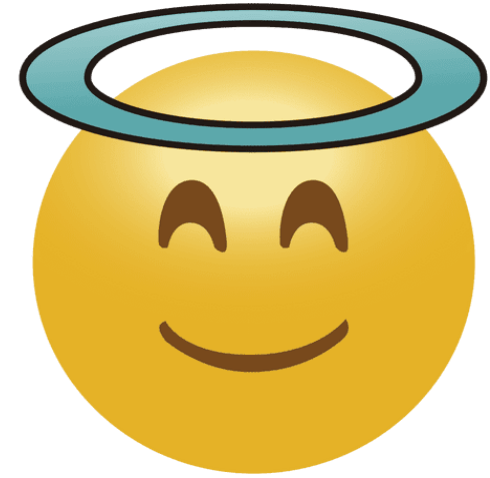
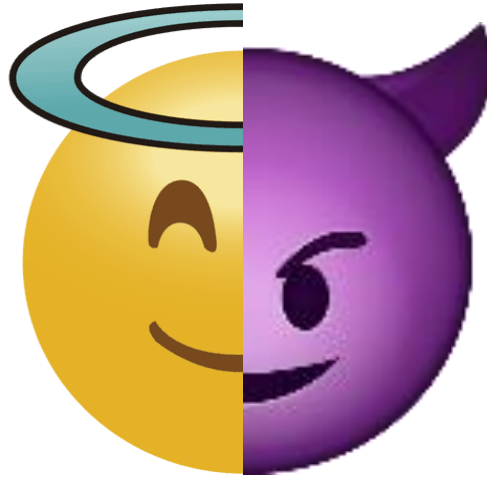
in the passive model



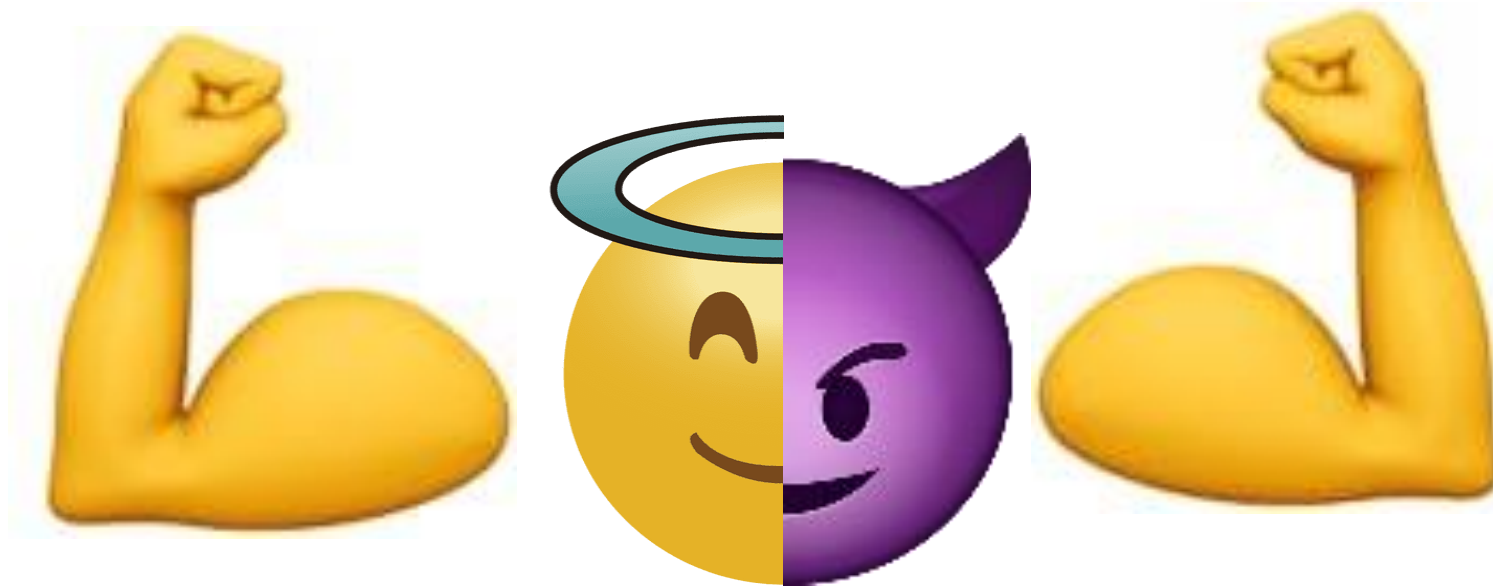
Types of Parties



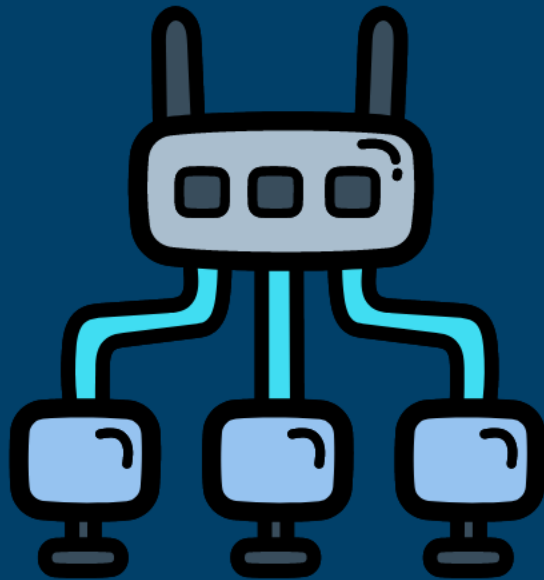
Types of Parties



Computational Power of Parties



Available Network Setting/Resources

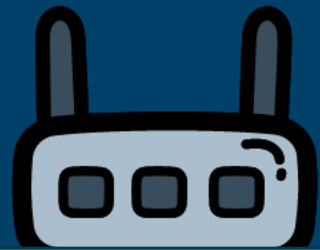


LAN



WAN

Available Network Setting/Resources



Minimum Data Transfer



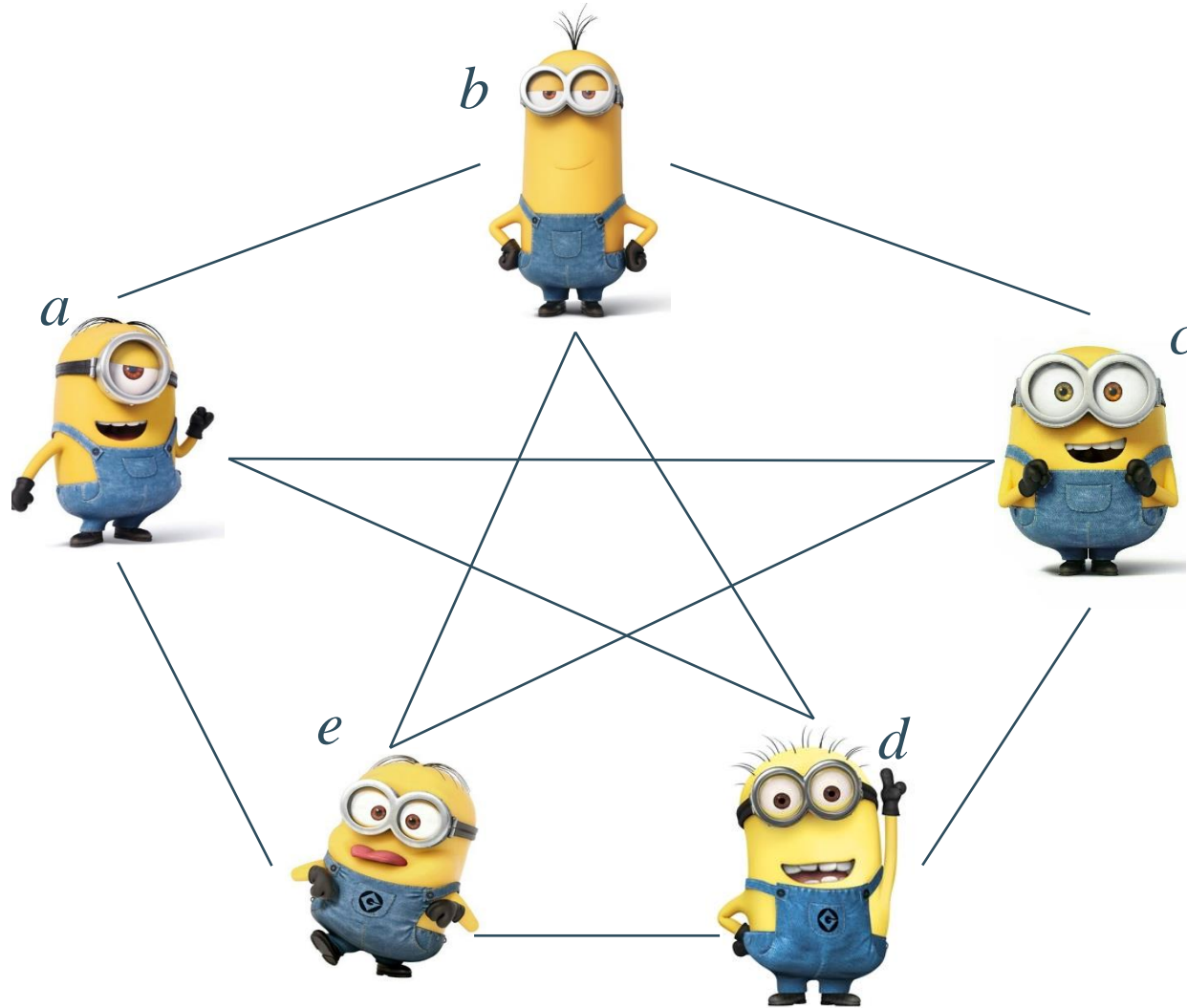
LAN



Minimum Number of Rounds

WAN

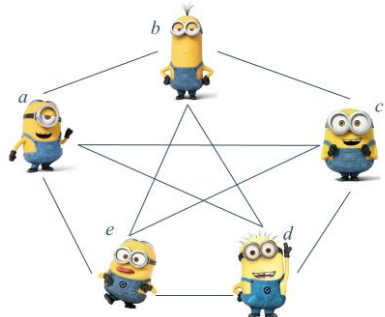
Secret Sharing Based MPC (e.g., additive)



$$\text{Secret } x = a + b + c + d + e \pmod{p}$$

Available Network Setting/Resources

Secret Sharing Based MPC (e.g., additive)



$$\text{Secret } x = a + b + c + d + e \pmod{p}$$

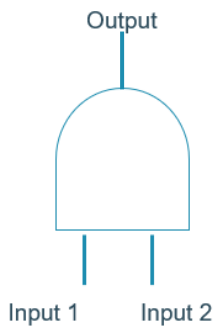
LAN



Minimum Number of Rounds

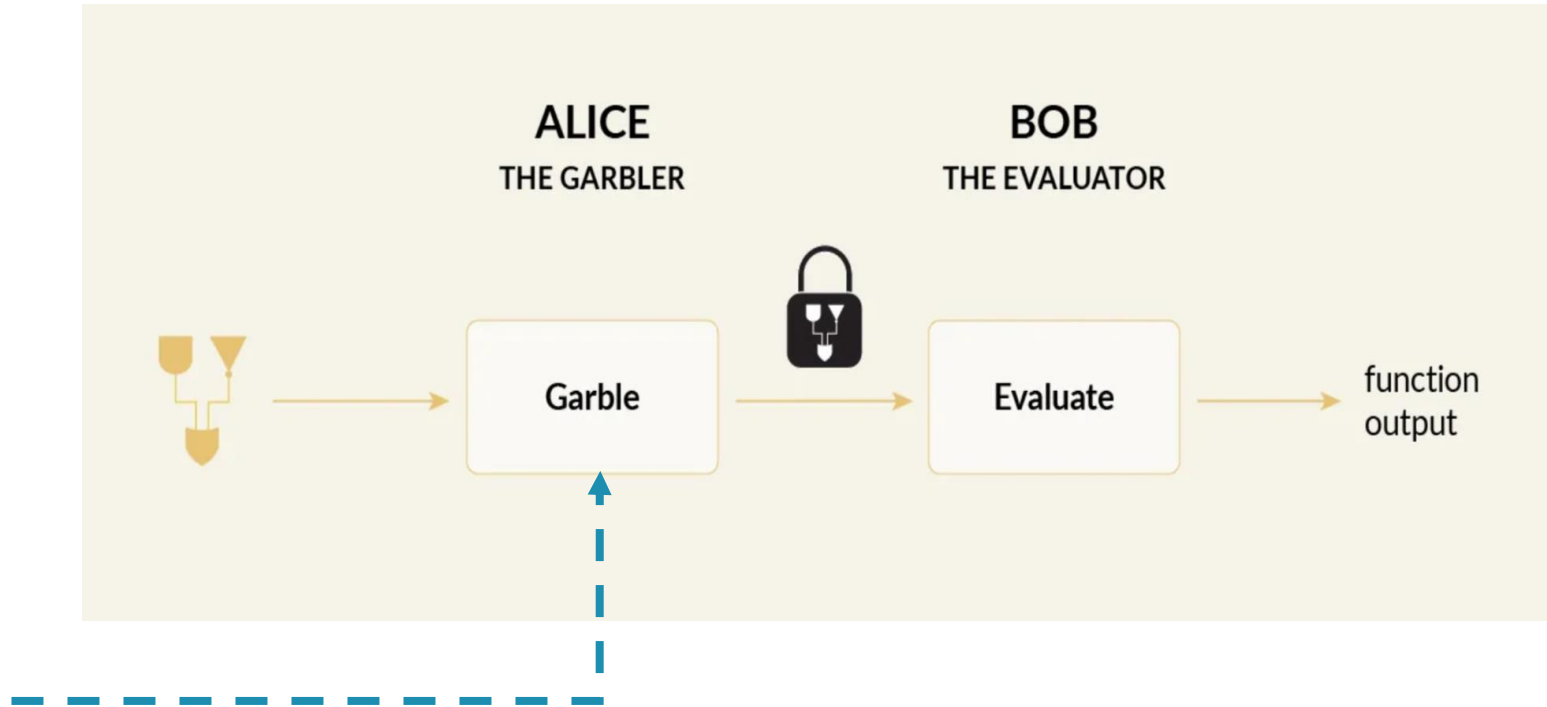
WAN

Garbling Based (MPC)



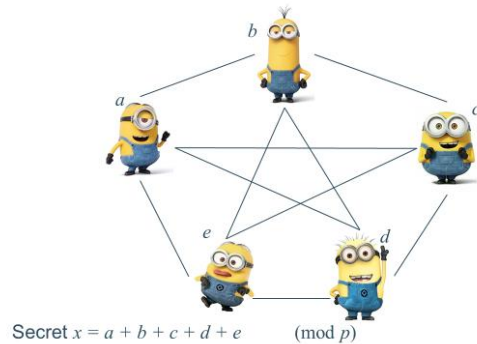
Garbling

Input 1	Input 2	Output
		(0)
		(0)
		(0)
		(1)



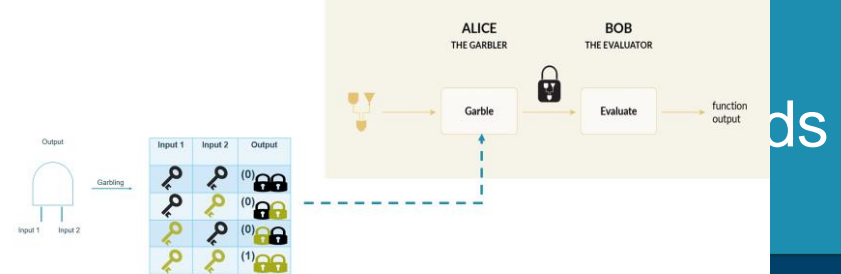
Available Network Setting/Resources

Secret Sharing Based MPC (e.g., additive)



LAN

Garbling Based (MPC)



WAN

The Preprocessing Model

Offline Phase

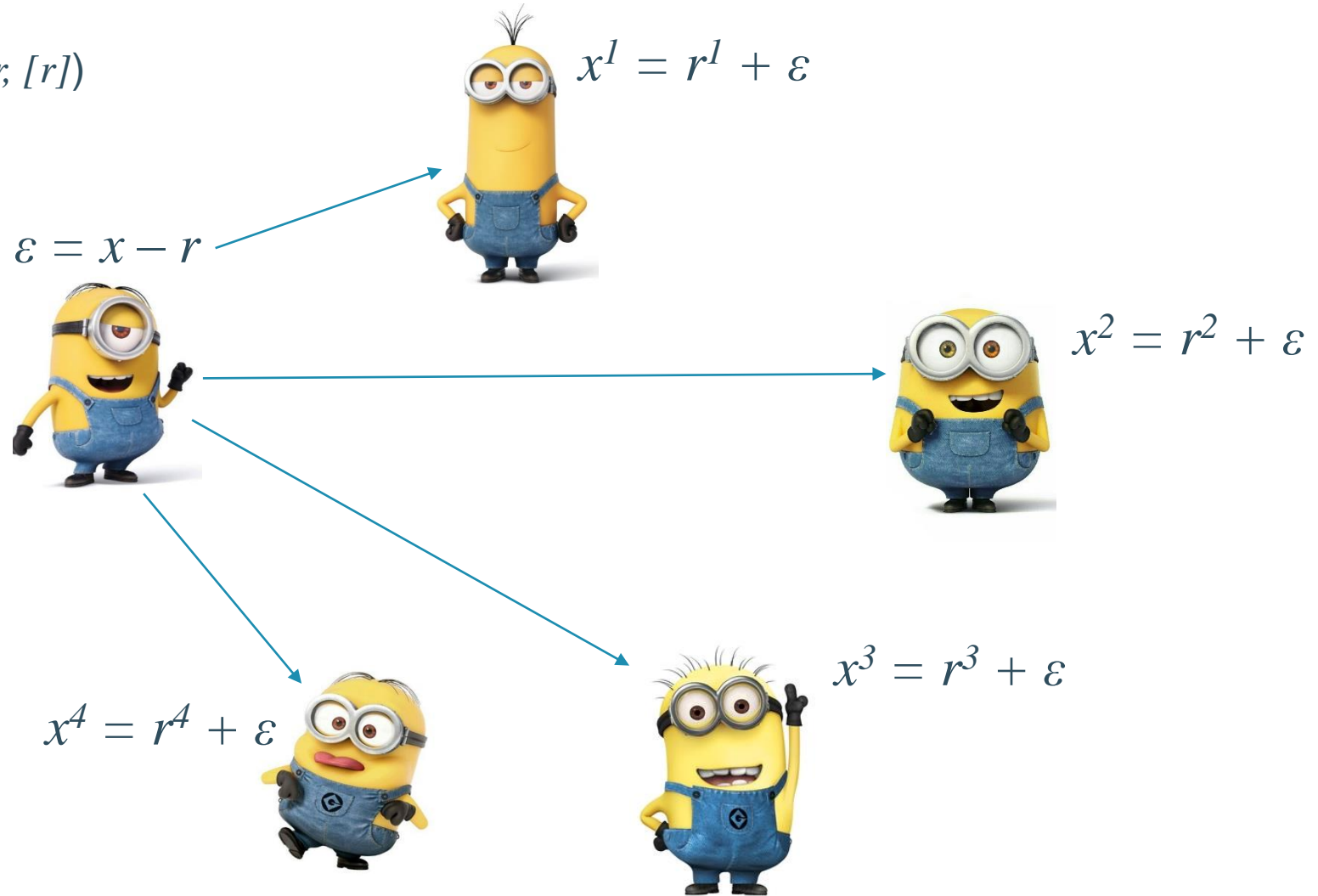
- Data independent
- Any time prior to protocol execution
- Prepare (random) material for input sharing and multiplication computations

Online Phase

- Data dependent
- Synchronous protocol execution with all parties online
- Consume preprocessed material to (more efficiently) complete the computation at hand

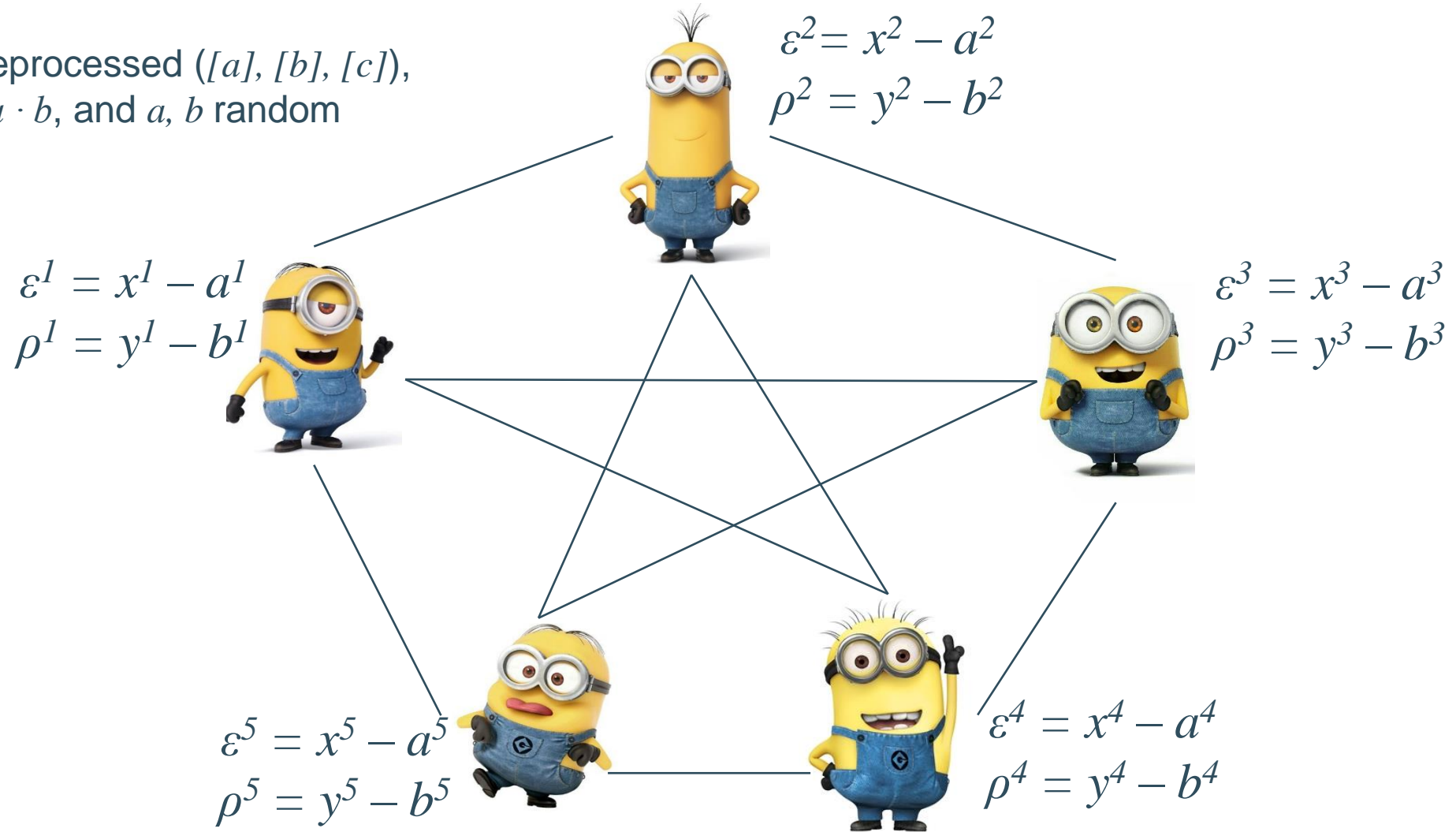
Share Input x (online phase)

Using preprocessed $(r, [r])$



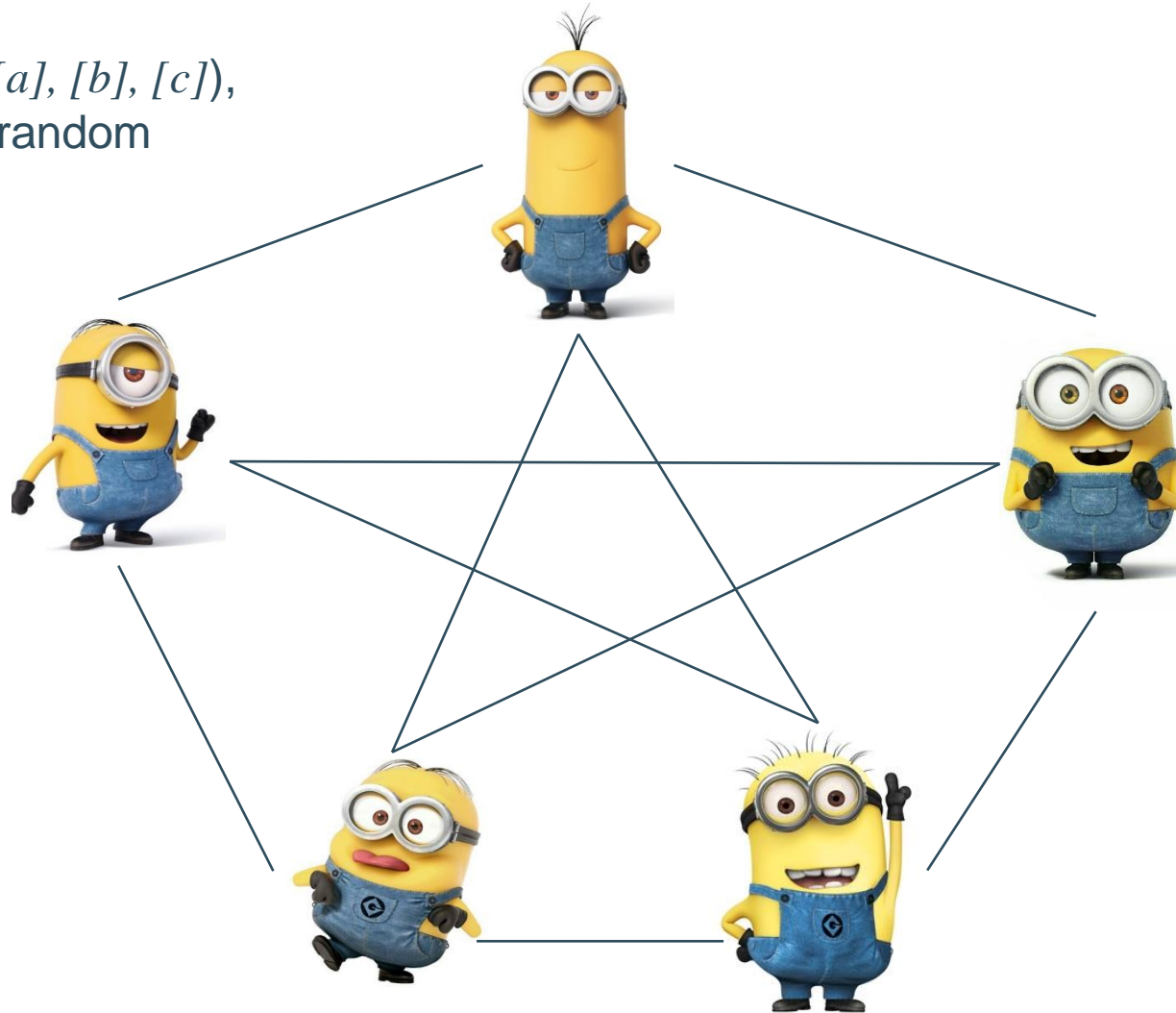
Compute Product $z = x \cdot y$ (online phase) 1/3

Using preprocessed $([a], [b], [c])$,
with $c = a \cdot b$, and a, b random



Compute Product $z = x \cdot y$ (online phase) 2/3

Using preprocessed $([a], [b], [c])$,
with $c = a \cdot b$, and a, b random



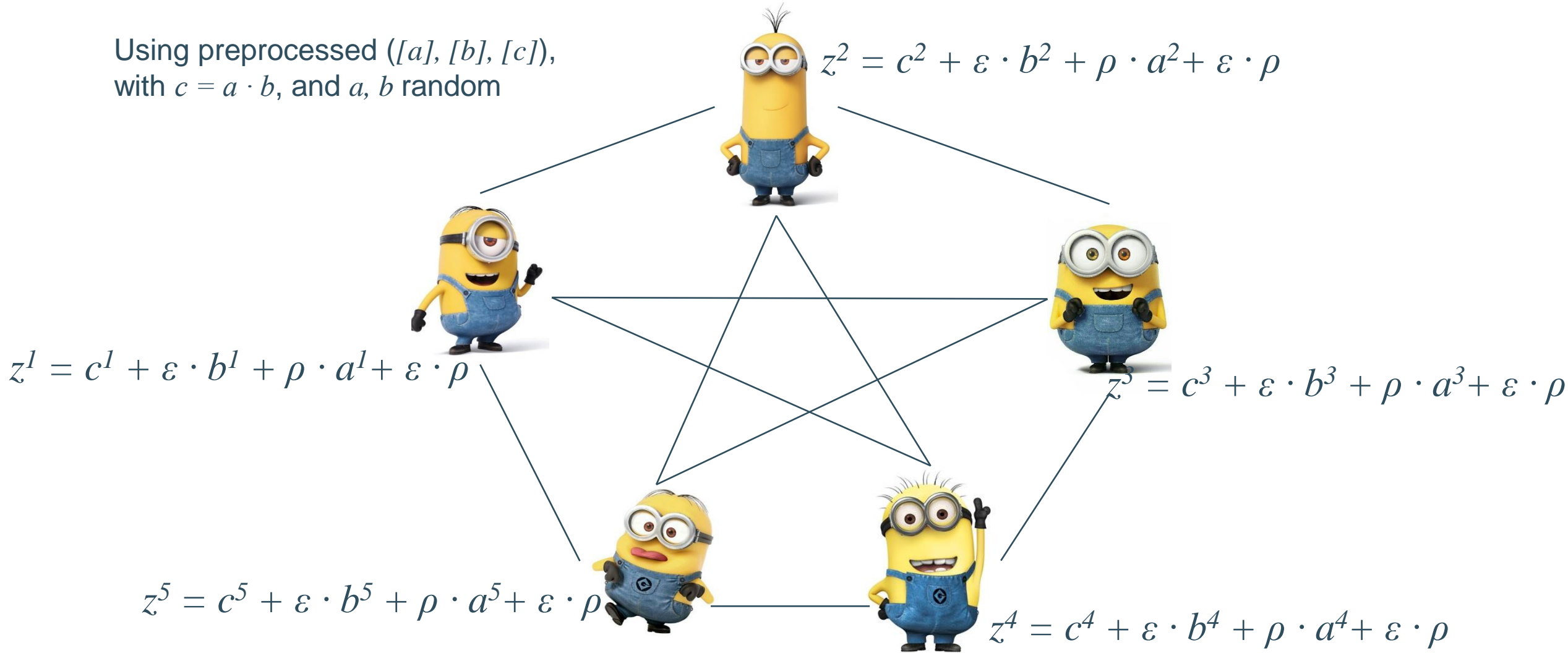
Open

$$\varepsilon = x - a$$

$$\rho = y - b$$

Compute Product $z = x \cdot y$ (online phase) 3/3

Using preprocessed $([a], [b], [c])$,
with $c = a \cdot b$, and a, b random



Set $[z] = [c] + \varepsilon \cdot [b] + \rho \cdot [a] + \varepsilon \cdot \rho$

The tradeoffs



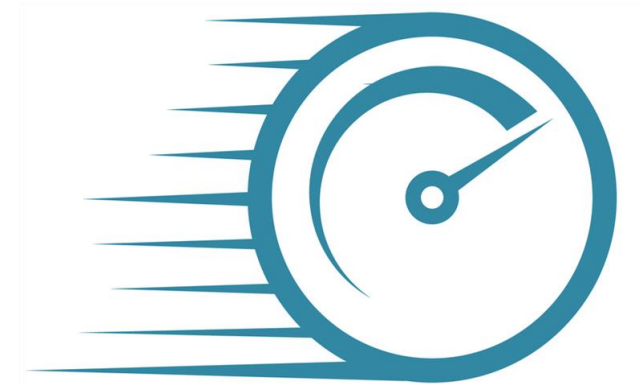
The tradeoffs



Security



Functionality



Efficiency



MPC Applications

- Auctions
- e-Voting
- Statistical Analysis and Collaborative Analytics
- Fraud Detection
- e-Health and general medical research applications
- Key Management
- Machine Learning

According to Gartner, by 2025, 50% of large organizations will implement privacy-enhancing computation to process data in untrusted environments and multiparty data analytics use cases.

Questions and Discussion