### The Exact Round Complexity of Secure Computation

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#### Background: Secure Multi-Party Computation



#### **Motivating Questions**

Lower bounds on the round complexity of secure protocols.

Construct optimal round secure protocols.

# State of the Art: Information-Theoretic Setting

Communication	Round
Complexity	Complexity
O(n C )	O(depth <sub>c</sub> )

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Communication	Round
Complexity	Complexity
Ω(n C ) [DN <b>P</b> R16]	Ω(depth <sub>c</sub> ) [DN <b>P</b> R16]

Novel approach must be found to construct **O(1)** round protocols (that beat the complexities of BGW, CCD, GMW, SPDZ etc.)

Co	mmunication Complexity	Round Co	omplexity
		2PC	MPC
	<< C		
FHE			

Round Complexity		
2PC	MPC	
5 rounds [KO04,ORS15]	O(1)*	



\*[BMR90,KOS03,Pas04,DI05,DI06,PPV08,IPS08,Wee10,Goy11,LP11,GLOV12]

Round Complexity		
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5 rounds [KO04,ORS15]	O(1)	

#### What is the exact round complexity of secure MPC?











Round Complexity		
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What is the exact round complexity of secure **MPC**?

How many simultaneous message exchange rounds are necessary for **2PC**?

Round Complexity		
2PC	MPC	
5 rounds [KO04]	O(1)	

• (3-round Impossibility): There does not exist a 3-round protocol for the two-party coin-flipping functionality.

Round Complexity	
2PC MPC	
max(4,k+1) <sup>1</sup>	O(1)
<sup>1</sup> k-round NMCOM	

Suppose that there exists a k-round NMCOM scheme; then

 (2PC): there exists a max(4, k + 1)-round protocol for securely realizing every twoparty functionality.

The use of NMCOM is not a coincidence [LPV09,Goy11,LP11,LPTV10,GLOV12]

Round Complexity		
2PC MCF*		
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Suppose that there exists a k-round NMCOM scheme; then

- (2PC): there exists a max(4, k + 1)-round protocol for securely realizing every twoparty functionality;
- (MPC): there exists a max(4, k + 1)-round protocol for securely realizing the multiparty coin-flipping functionality.

Round Complexity	
2PC	MCF*
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	<sup>1</sup> k-round NMCOM

Suppose that there exists a k-round NMCOM scheme; then

- (2PC): there exists a max(4, k + 1)-round protoc party functionality;
- (MPC): there exists a max(4, k + 1)-round proto party coin-flipping functionality.

Four rounds are both necessary and sufficient for both the results based on 3-round NMCOMs [PPV08,GPR16,COSV16].

#### Outline

- 1. Lower bound on the two-party coin-flipping.
- 2. 4-round 2PC protocol.

Theorem 1. There does not exist a 3-round protocol for the twoparty coin-flipping functionality

- for tossing ω(log λ) coins,
- with a black-box simulation,
- in the simultaneous message exchange model.

where  $\boldsymbol{\lambda}$  is the security parameter









Theorem 2. There does not exist a 4-round protocol for the twoparty coin-flipping functionality

- for tossing  $\omega(\log \lambda)$  coins,
- with a black-box simulation,
- in the simultaneous message exchange model,
- with at least one unidirectional round.



Theorem 2. There does **not** exist a **4-round protocol** for the **twoparty coin-flipping** functionality

- for tossing  $\omega(\log \lambda)$  coins,
- with a black-box simulation,
- in the simultaneous message exchange model,
- with at least one unidirectional round.







Must use the simultaneous message exchange channel in each round;

Fails due to malleability and input consistency Run two executions of a 4-round protocol ( issues. party learns the output) in "opposite" direct



#### max(4, k + 1)-round 2PC protocols

Theorem 3.

**TDP + k-round** (parallel) **NMCOM → max(4, k + 1)**-round **2PC** protocol

- with black-box simulation,
- in the presence of a malicious adversary,
- in the simultaneous message exchange model.





#### Garble Circuit Construction [Yao80]



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Decoder

Semi-Honest Secure 2PC  

$$C(x, y) \quad (y) \quad (y) \quad (g) \quad$$

\_

Semi-Honest Secure 2PC  

$$\overbrace{C(x)} C(x, y) \qquad (y) \overbrace{C(x, y)} C(x, y) = (y) = (y)$$

$$Z_{i,x_i} = W_{i,x_i} \oplus H(z_{i,x_i})$$
$$v = EvalGC(GC_y, Z_{i,x_i})$$
$$where \ v = C(x,y)$$

 $i \in \{0,1\}^{\lambda}, b \in \{0,1\}$ 



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#### **Proof Systems**

 3-round ⊓<sub>WIPOK</sub> public-coin, witness-indistinguishable proofof-knowledge [FLS99] for NP (st<sub>1</sub> ∧st<sub>2</sub>)

 4-round Π<sub>FS</sub> zero-knowledge argument-of knowledge protocol [FS90] for NP (*thm*) based on NMCOM and Π<sub>WIPOK</sub>.

> 1<sup>st</sup>  $\Pi_{WIPOK}$ : V sets  $t_1 = f(w_1)$ ,  $t_2 = f(w_2)$ and proves knowledge of a w for  $t_1 \vee t_2$ 2<sup>nd</sup>  $\Pi_{WIPOK}$ : P proves knowledge of a witness to  $thm \vee (t_1 \vee t_2)$

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**Crucial Change** 

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Input-Delayed Proof Systems











#### Conclusion

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#### 4-round 2PC protocols



#### 4-round MPC protocols



#### **Open Problems**

Crypto Assumption	Plain Model	CRS Model
MPC protocols		
Semi-Honest OT	O(1) rounds [BMR90]	4 rounds [GMW87+AIK05]
LWE	6 rounds [this work]	2 rounds [MW15]
iO	4 rounds [H <b>P</b> V16]	2 rounds [GGHR14]

Can we get optimal-round static MPC protocols from different/weaker assumptions?

#### Thank you!