# **Public Randomness Extraction with Ephemeral Roles and Worst-Case Corruptions**



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How do we generate it?

How do we generate it?





How do we generate it?



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How do we generate it?



How do we generate it?



Randomness generator

 $b \leftarrow \{0,1\}$ 



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Craig Gentry<sup>1</sup>, Shai Halevi<sup>1</sup>, Hugo Krawczyk<sup>1</sup>, Bernardo Magri<sup>2</sup>, Jesper Buus Nielsen<sup>\*2</sup>, Tal Rabin<sup>1</sup>, and Sophia Yakoubov<sup>†3</sup>

 $n ext{ ephemeral roles}, \quad R_1$  $n \ll N$  Ground set of *N* parties





• • •

## YOSO: YOU ONLY SPEAK ONCE Secure MPC with Stateless Ephemeral Roles Craig Gentry<sup>1</sup>, Shai Halevi<sup>1</sup>, Hugo Krawczyk<sup>1</sup>, Bernardo Magri<sup>2</sup>, Jesper Buus Nielsen<sup>\*2</sup>, Tal Rabin<sup>1</sup>, and Sophia Yakoubov<sup>†3</sup> role selection Ground set ...mechanism of N parties $R_{z}$ • • •



 $R_1$ 

$$n \ll N$$



## YOSO: YOU ONLY SPEAK ONCE SECURE MPC WITH STATELESS EPHEMERAL ROLES Craig Gentry<sup>1</sup>, Shai Halevi<sup>1</sup>, Hugo Krawczyk<sup>1</sup>, Bernardo Magri<sup>2</sup>, Jesper Buus Nielsen<sup>\*2</sup>, Tal Rabin<sup>1</sup>, and Sophia Yakoubov<sup>†3</sup> role selection Ground set mechanism of N parties $M_{1\rightarrow 3}$ $M_{1 \rightarrow 2}$ • • •





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Replace i.i.d. random corruptions by static chosen corruptions

 $R_{3}$ 

 $R_1$ 

 $R_{\gamma}$ 

 $R_{A}$ 



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#### $B = \operatorname{Ext}(X_1, X_2, X_3, X_4) \approx \operatorname{Unif}$



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only public values

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#### Why study worst-case corruptions?

Role selection mechanism may be lacksquarebiased!







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- Go beyond round-based MPC lacksquaretechniques
- Clean model lacksquare
- Relationship to other randomness extraction settings



# How are "messages to the future" implemented?



[Campanelli-David-Khoshakhlagh-Kristensen-Nielsen '21]



Simple models inspired by concrete implementations of such a mechanism.

In this talk: Adversary learns incoming messages to corrupted role only when role is executed



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## **Our central question**

What is the maximum corruption rate that allows for *low-bias randomness extraction?* 

**Starting point:** Round-based *n*-party *r*-round protocol secure against  $t = \delta n$  corruptions.

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**Emulate rounds in YOSO:** 

$$P_1^{(1)} \dots P_n^{(1)} \qquad P_1^{(2)} \dots$$



 $\dots P_n^{(2)} \qquad \dots \qquad P_1^{(r)} \ \dots \ P_n^{(r)}$ 

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emulate round 1



 $P_1^{(2)} \dots P_n^{(2)} \dots P_n^{(r)} \dots P_n^{(r)}$ 

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Tolerated corruption rate decreased from  $\delta$  to  $\delta/r$ 

3 rounds,  $\delta \approx 1/3$  corruption rate  $\implies$  YOSO protocol secure against  $\approx 1/9$  corruption rate



#### Feasibility

#### Impossibility

### **Our results**

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Zero-error randomness extraction against *t* corruptions with n = 5t roles (or n = 6t + 1 roles against stronger adversary)

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### **Our results**

Zero-error randomness extraction against t corruptions with n = 5t roles (or n = 6t + 1 roles against stronger adversary)

Randomness extraction with bias < 0.01against t corruptions requires  $n \ge 4t + 1$  roles

### There is a zero-error randomness extraction protocol secure against t chosen corruptions in the with n = 5t + 2 roles.

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#### **High-level idea:**

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#### **High-level idea:**

1. Several subsets of samplers commit to values and send them to publishers;



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#### **High-level idea:**

- 1. Several subsets of samplers commit to values and send them to publishers;
- 2. Publishers broadcast whatever they receive;
- 3. Extract random bit by taking majorities and XOR.







samplers

## Protocol

publishers  $R'_{2t+1}$ 

 $R'_1$  ...





samplers

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## Protocol

publishers

 $R'_{2t+1}$ • • •

 $R'_1$ 






















samplers



publishers

### $R'_1$ $R'_2$ $R'_3$

samplers



publishers

### $R'_1$ $R'_2$ $R'_3$







# A simple improved protocol for one corruption $x_1 \qquad x_2$

















 $b = y_1 \oplus y_2$ 



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Can be generalized using n = 5t roles.

#### Impossibility result

Every randomness extraction protocol with bias < 0.01 against *t* corruptions requires  $n \ge 4t + 1$  roles.

### **Impossibility result**

Every randomness extraction protocol with bias < 0.01 against t corruptions requires  $n \ge 4t + 1$  roles.

 $n^{\star} = n^{\star}(t) = \text{Smallest number of roles for which we can handle t corruptions}$ 

Stronger adversary:  $4t + 1 \le n^* \le 6t + 1$ 

Weaker adversary (this talk):  $4t + 1 \le n^* \le 5t$ 

*R*<sub>1</sub>

 $R_2$ 





 $R_2$ 

 $R_{3}$ 









 $R_{\gamma}$ 

 $X_2$ 



 $B = Ext(X_1, X_2, X_3)$ 



*If there are*  $x_3^{(0)}, x_3^{(1)}$ such that  $Ext(X_1, X_2, x_3^{(b)}) = b$ 



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and both are constant

 $B = Ext(X_1, X_2, X_3)$ 

$$X_2^{(1)} \stackrel{i.i.d.}{\sim} (X_2 | X_1, M_{1 \to 2})$$

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**Bias!** 

W/ high prob over sampling

must have

 $Ext(X_1, X_2^{(0)},$ 

$$\cdot$$
)  $\equiv$  Ext( $X_1, X_2^{(1)}, \cdot$ )



 $R_{\gamma}$ 



Sample  $X_{\gamma}^{(0)}, X$ 

If  $Ext(X_1, X_2^{(0)})$ 



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**Bias!** 

W/ high prob over sampling  $X_{2}^{(0)}, X_{2}^{(1)} \stackrel{i.i.d.}{\sim} (X_{2} | X_{1}, M_{1 \to 2})$ 

must have



 $R_{\gamma}$ 



Sample  $X_1^{(0)}, X_1^{(1)} \stackrel{i.i.d.}{\sim} X_1$ With prob  $\approx 1/2$  lead to different coin values and  $R_1$  can predict values w/ high prob

Sample  $X_2^{(0)}, X$ 

If  $Ext(X_1, X_2^{(0)})$ and both are constant

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### Impossibility for 4 roles, 1 corruption $R_3$ $R_{2}$ R X








#### Impossibility for 4 roles, 1 corruption



•  $R_2$  must be able to *influence* final output;

X

• *R*<sub>2</sub> must be able to *predict* which path leads to each value.

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## Concluding

- YOSO: Stateless MPC, avoids denial-of-service attacks
- Public randomness extraction in YOSO with worst-case corruptions:
  - Still secure if role selection mechanism is biased
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  - Related to prior work on multi-source randomness extraction

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- More functionalities!

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