



SCALES

MPC with Small Clients and Larger Ephemeral Servers

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MPC with Specialized Communication Patterns

[BGG+20,GHK+21,CGG+21,GMPS21,GHM+21,KRY22]

- Large pool of parties
- Short term workers
- Motivated by blockchain platforms

The YOSO Model [GHK+21]

- You Only Speak Once
 - Parties compute a message, erase state, send message to a receiver with unknown ID
- Avoid adaptive corruption
 - by not revealing identity until server sends a message

Existing YOSO protocols require

- Target anonymous channels [BGG+20, GHM+21]
- n-party **committees**, each with **honest majority**
- Number of committees proportional to size of computation



Our Contributions

• Define **SCALES**: an Ephemeral Servers model (clients speak twice)

• Construct a SCALES protocol in the semi-honest model using

- Constant number of servers
- All-but-one corruption (dishonest majority)
- Without target anonymous channels (no PKI)

- Define and construct its **building-blocks**
 - Strong Key-and-Message Homomorphic Encryption
 - Rerandomizable Garbling Schemes
 - Incremental Decomposable Randomized Encodings

Also used to fix a gap in the proof of multi-hop FHE [GHV10]



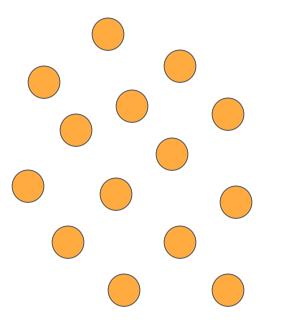
Outline

• SCALES

- Rerandomizable Garbling Schemes
- Construction RGCs
- A SCALES protocol



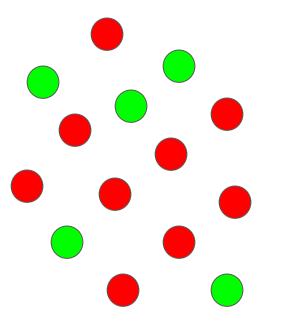
Server Pool



SCALES - the model

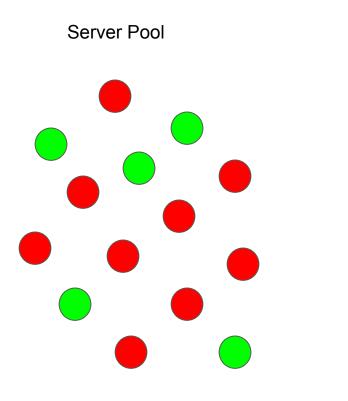


Server Pool



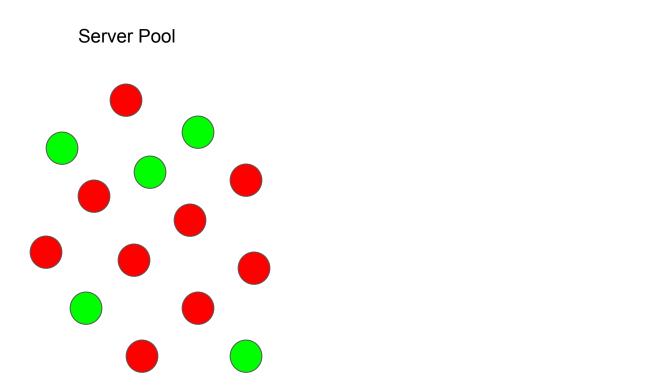
SCALES - the model



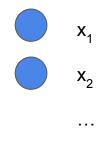


Clients



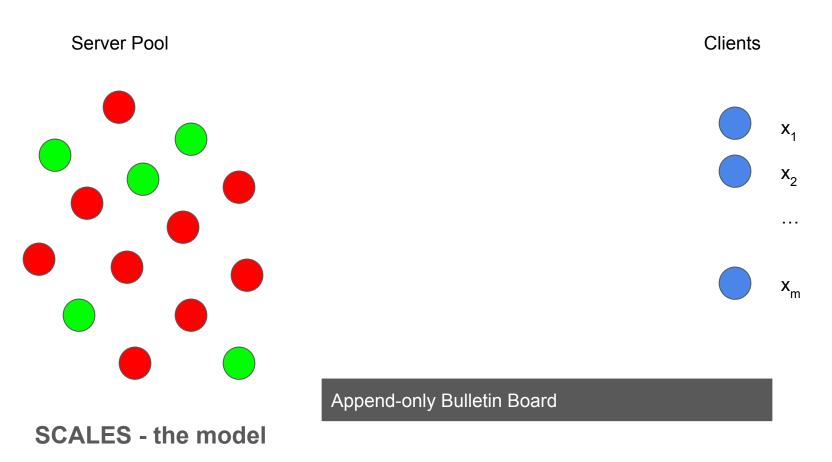


Clients

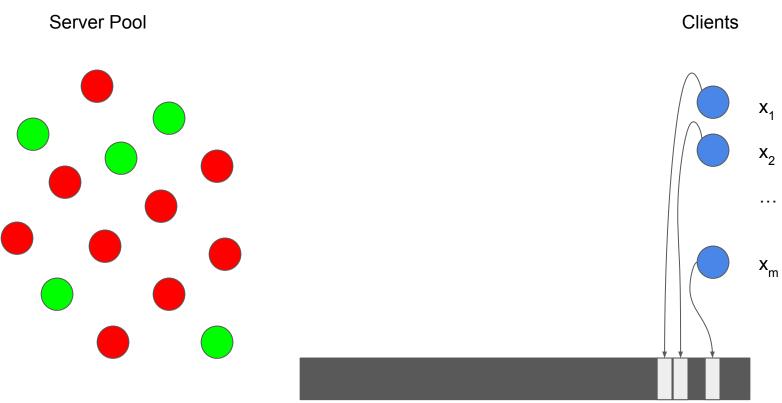




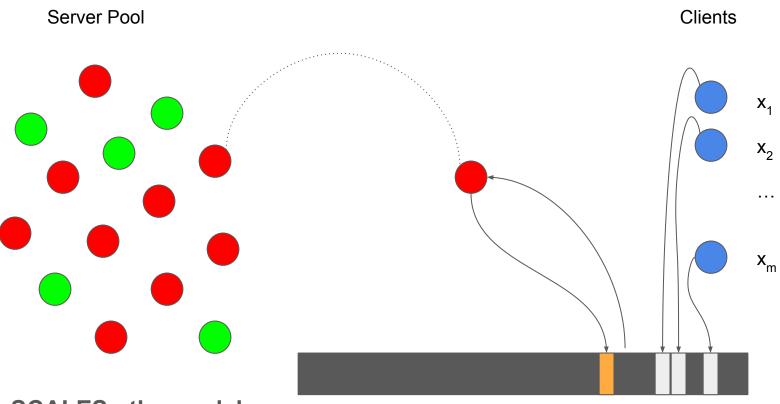




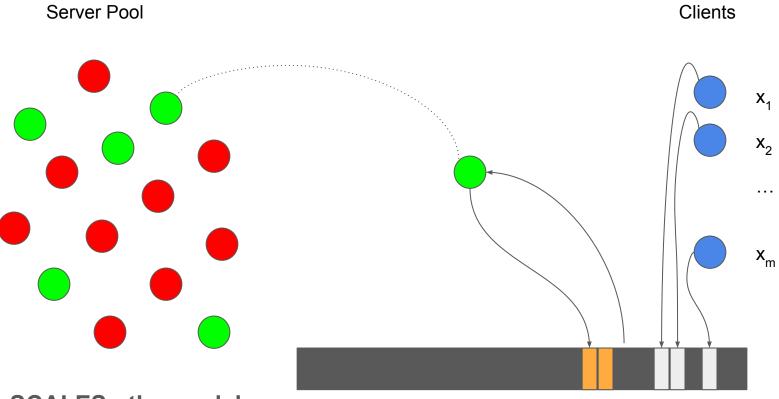




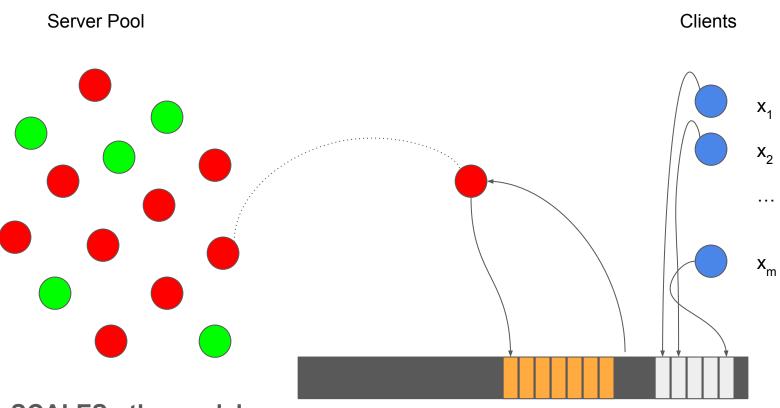




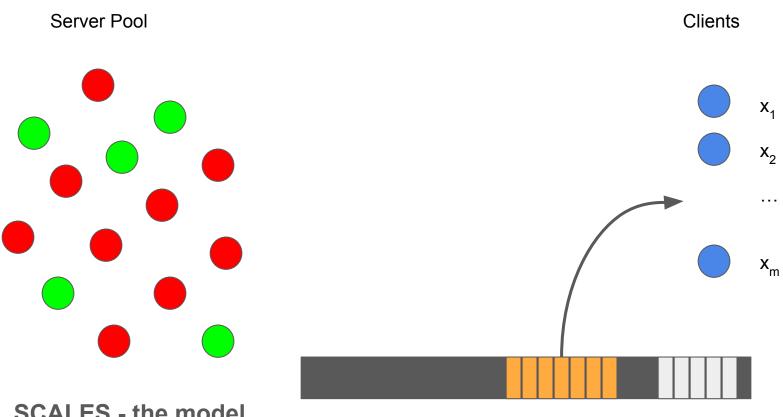




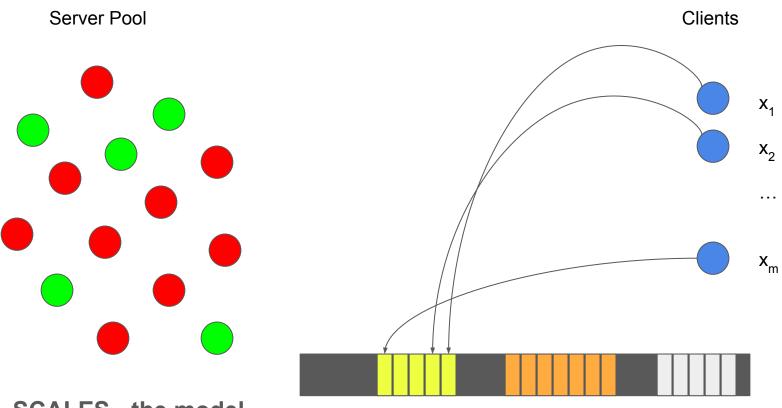




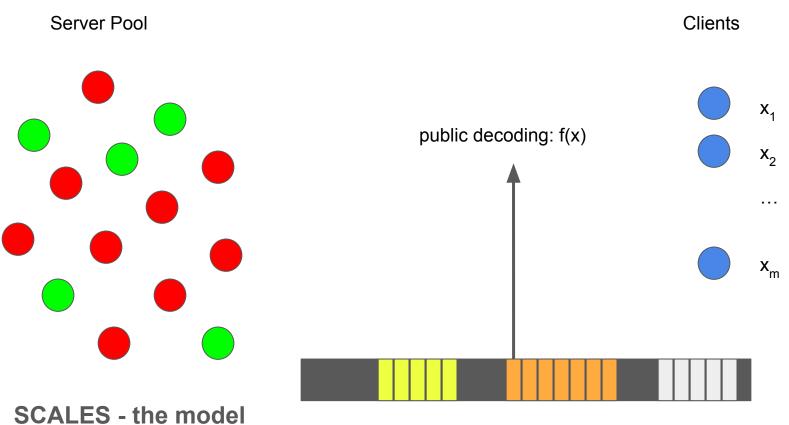














Semi-Honest Security

Servers	Clients
YOSO-style Adaptive Corruption	Adaptive Corruption
All-but-one Corruption (dishonest majority)	No restrictions (can collude with the servers)



Features of a SCALES Protocol

Ephemeral Servers	Small Clients
One honest server overall	Computation proportional to its own input size and number of
Constant number of servers	servers – independent of the full circuit or number of clients
One message per server	
Compatible with just-in-time random self-selection	Can dynamically control when the protocol ends (by choosing when to post the second message)

Public Output Decoding

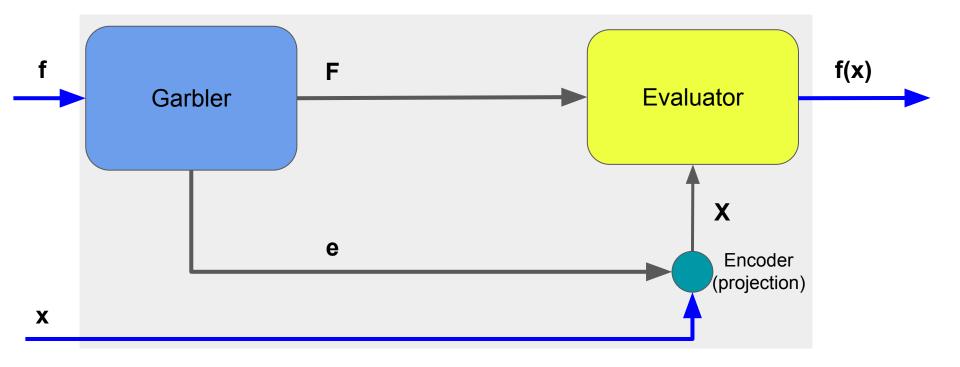


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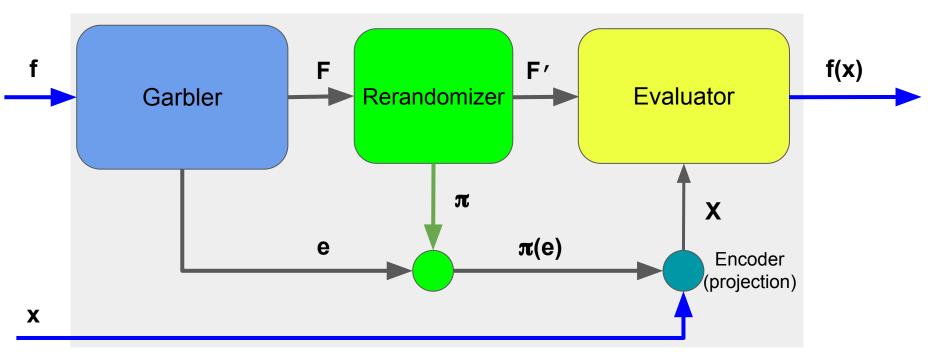
Rerandomizable Garbling Schemes [BHR12]



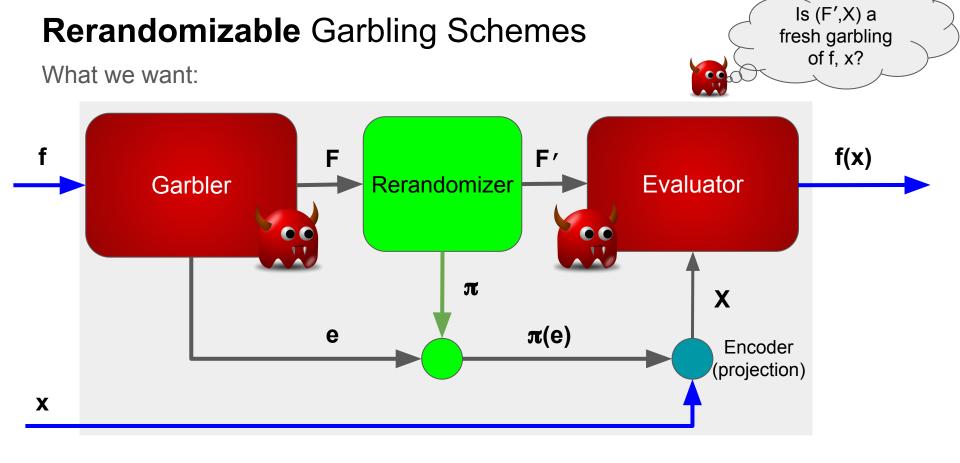


Rerandomizable Garbling Schemes

What we want:









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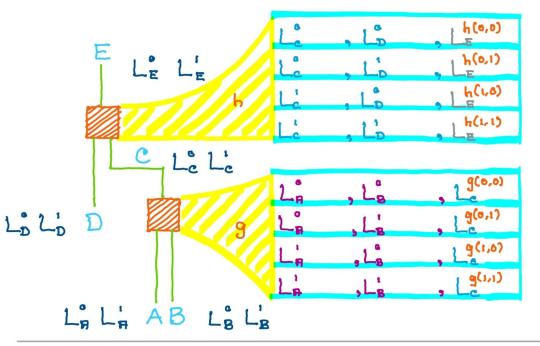
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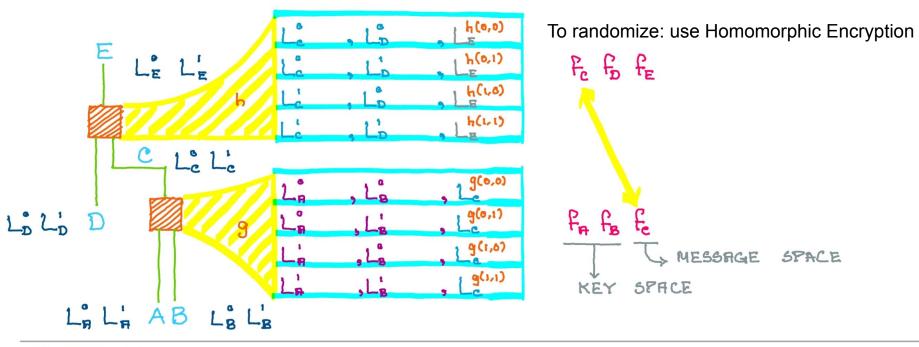


Recall: Each ciphertext in a garbled gate encrypts an output wire label under two input wire labels

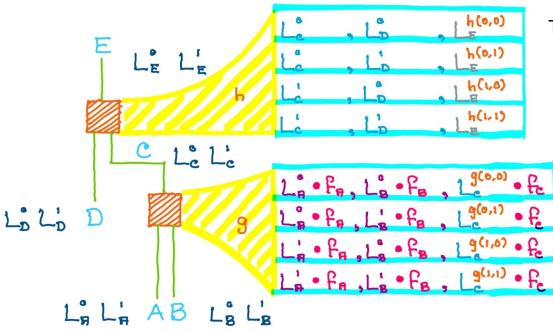


To randomize: use Homomorphic Encryption





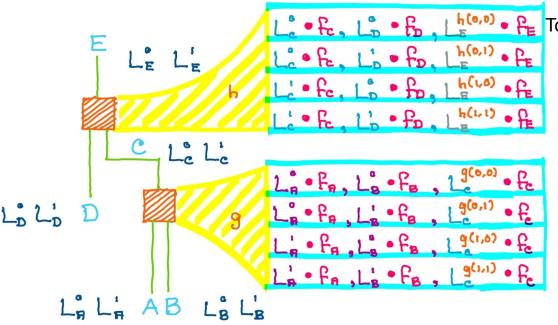




To randomize: use Homomorphic Encryption

Transform key and message: Key & Message Homom. Enc.

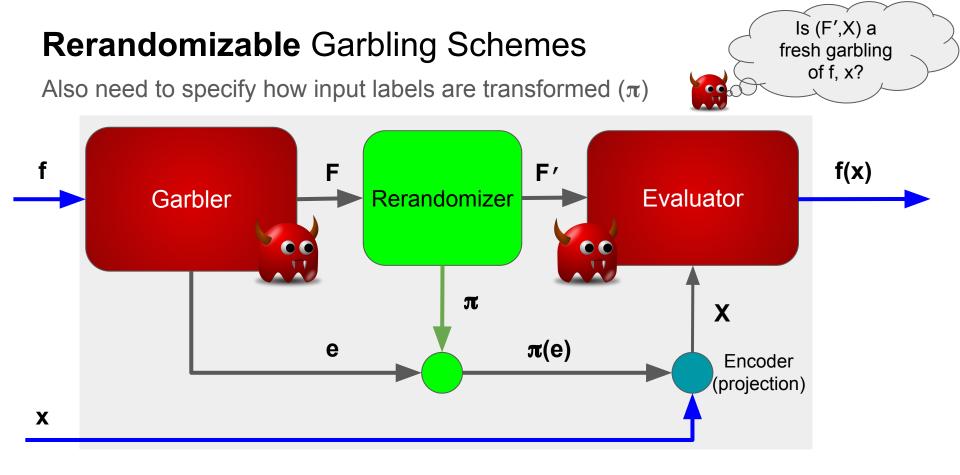




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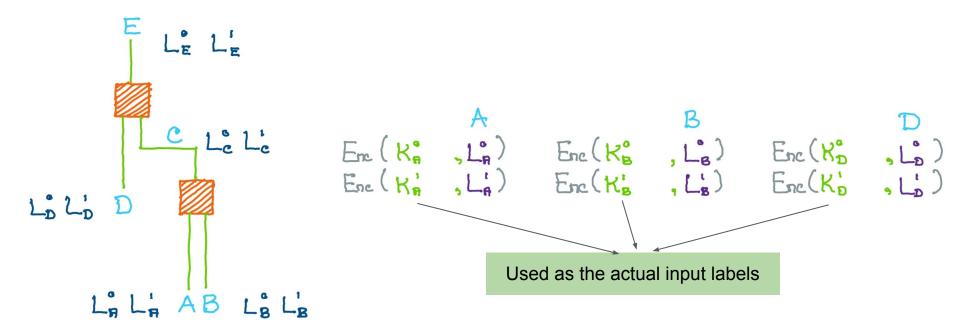
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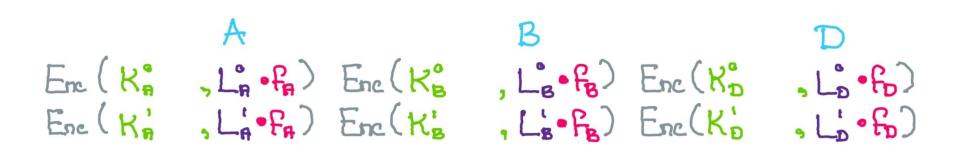


Input Label Transformation



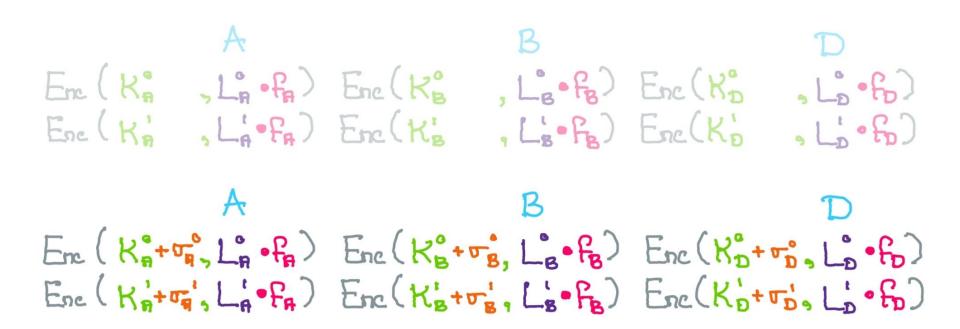


Input Label Transformation





Input Label Transformation





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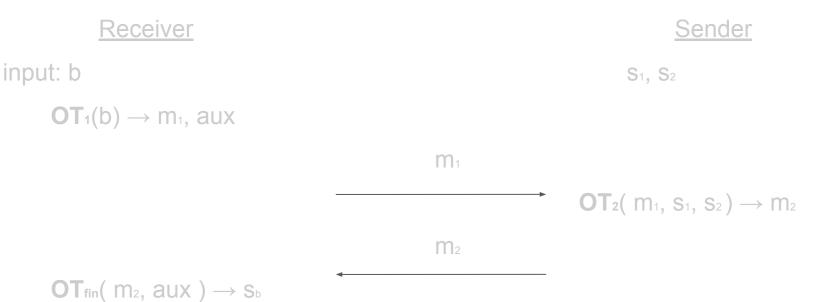


Building block 1: 2-round OT

<u>Receiver</u> <u>Sender</u> input: b **S**₁, **S**₂ $OT_1(b) \rightarrow m_1$, aux \mathbf{m}_1 **OT₂**(m_1, s_1, s_2) $\rightarrow m_2$ m_2 **OT**_{fin}(m_2 , aux) $\rightarrow s_b$

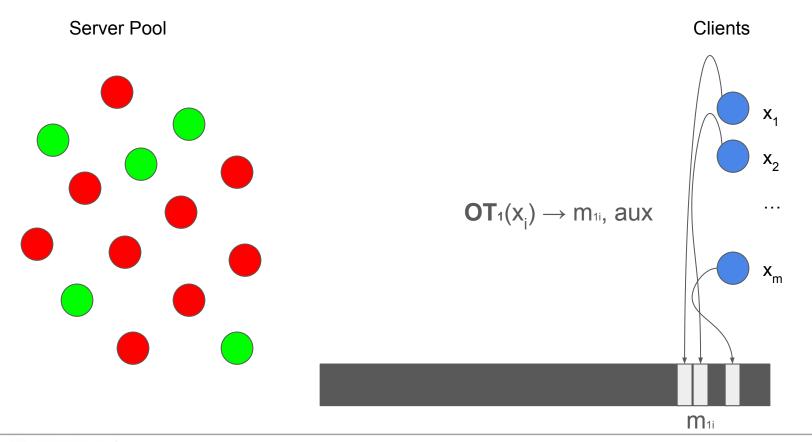


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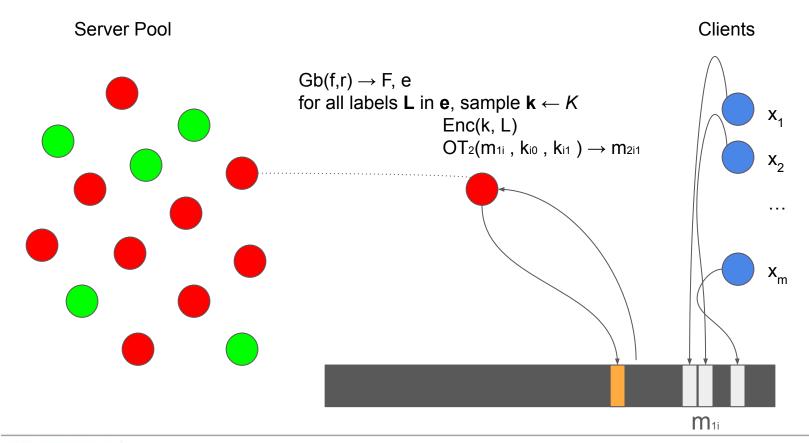


Building block 2: KMHE



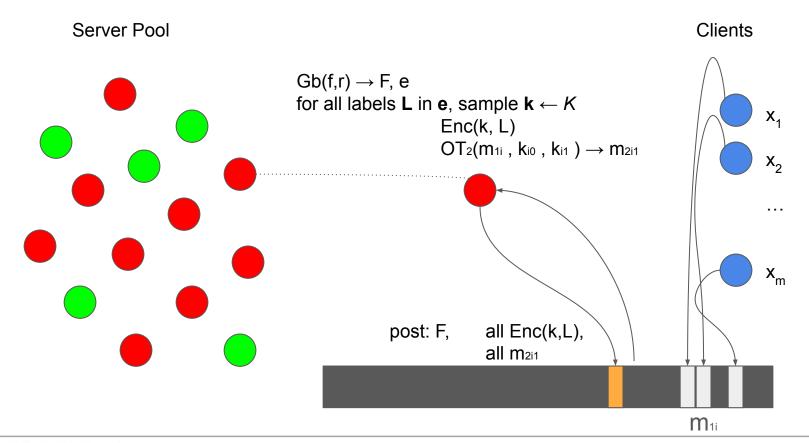




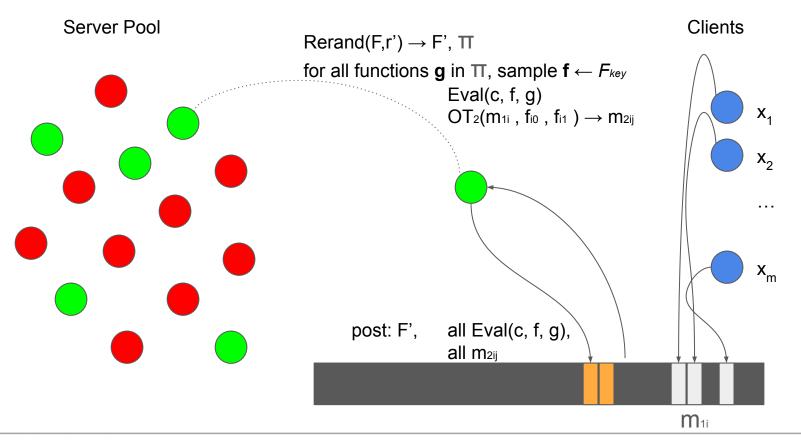


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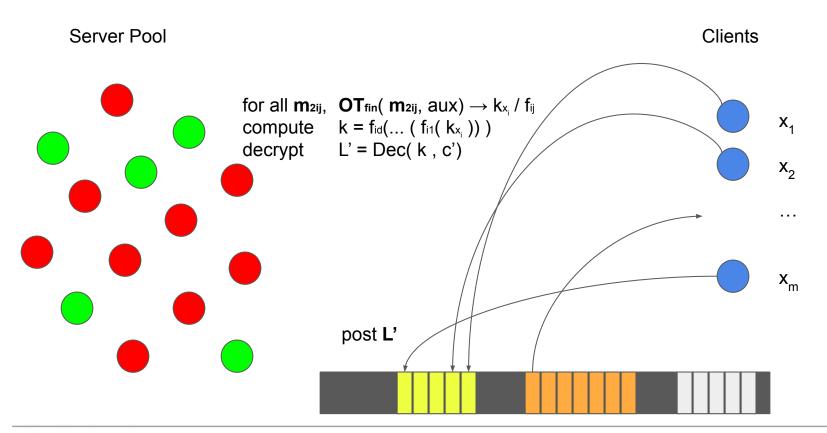
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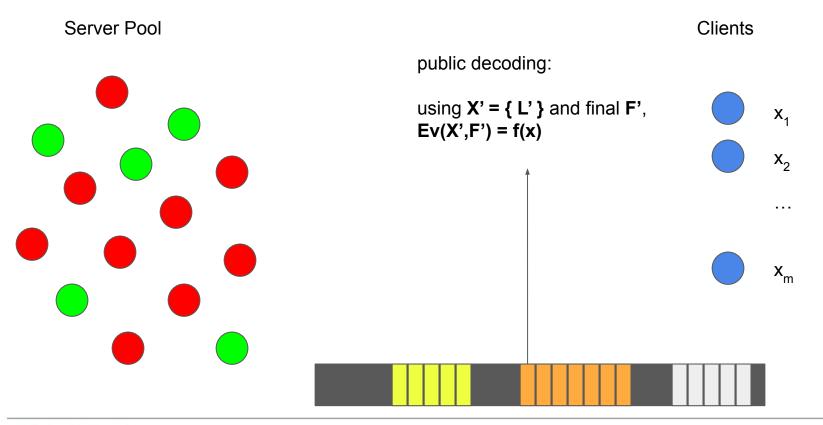














Performance Comparison

	SCALES	YOSO
Setup	Bulletin-Board	Target-Anonymous Channels, PKI
Communication: clients servers number of rounds	2 1 constant	1 1 computation size
Computation: Clients servers	number of servers computation size	committee size committee size
Corruption (adaptive): servers clients	all-but-one arbitrary	honest majority in each committee arbitrary



Open Problems

Better KMHE schemes

Stronger security (malicious, GOD)

Sublinear RCS

Information theoretic iDRE

