

# Just How Fair is an Unreactive World?

Srinivasan Raghuraman, Visa Research and MIT  
Yibin Yang, Georgia Tech



# **Just How Fair is an Unreactive World?**

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# Fair

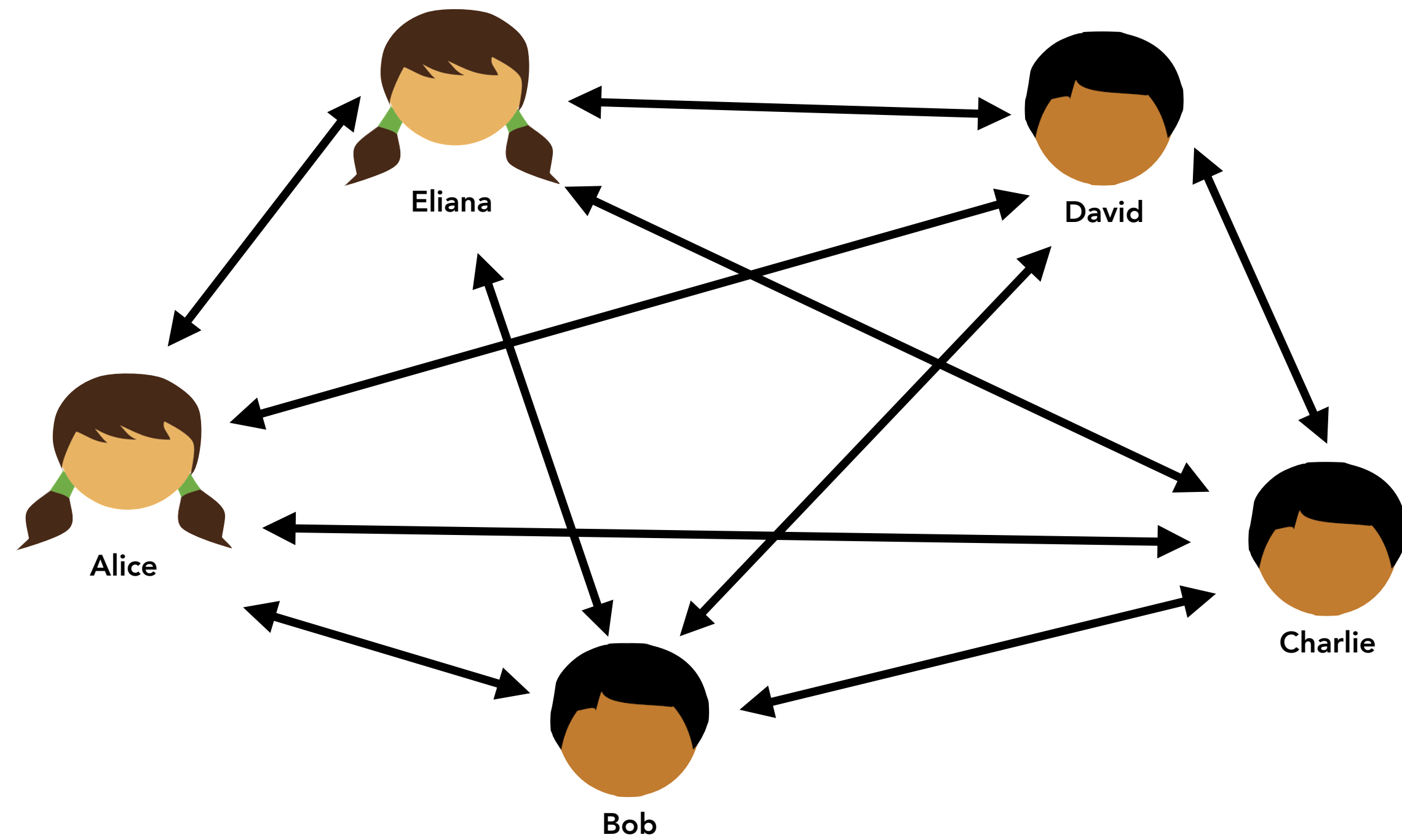
# Fair Secure Multiparty Computation

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Let's recall what MPC is

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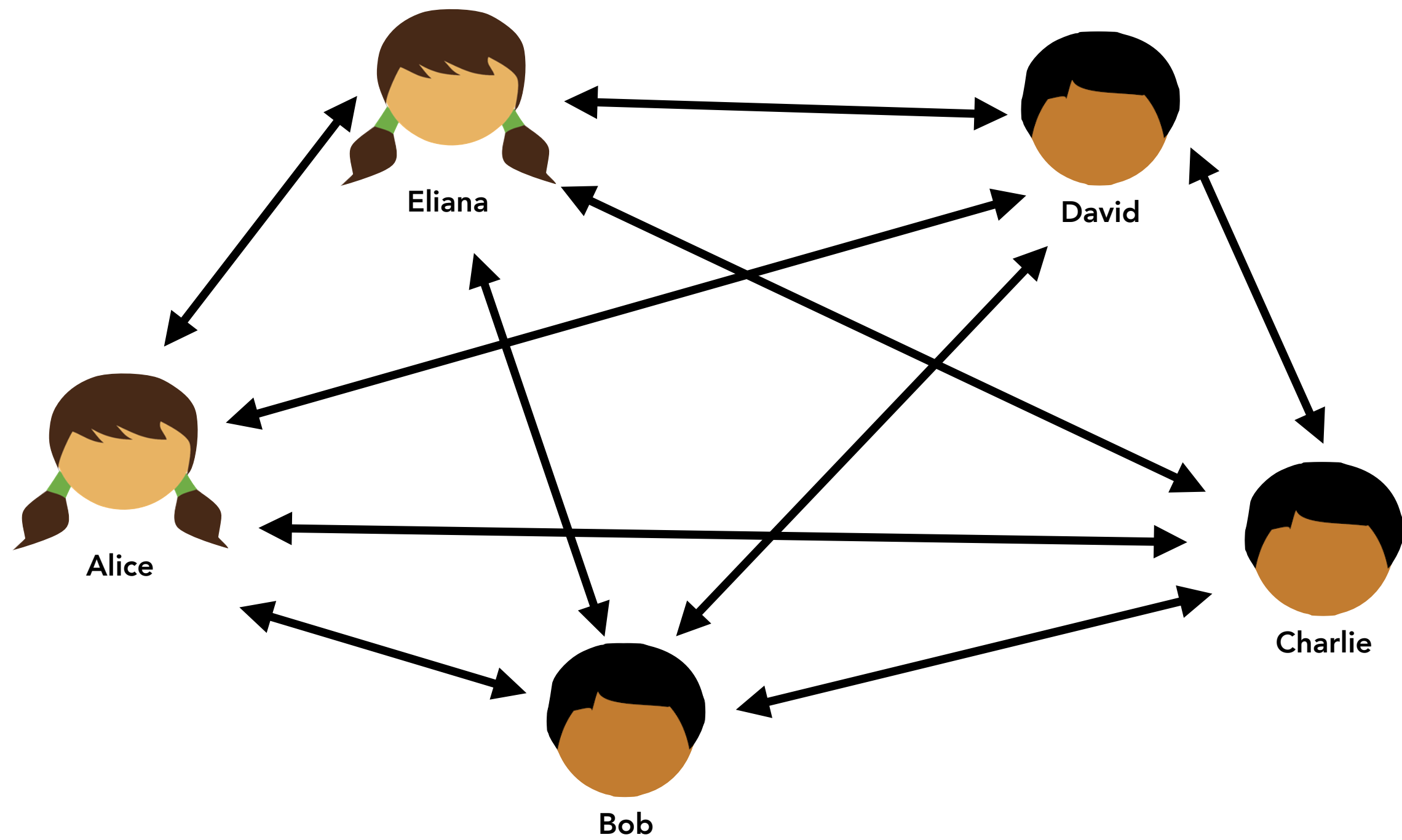
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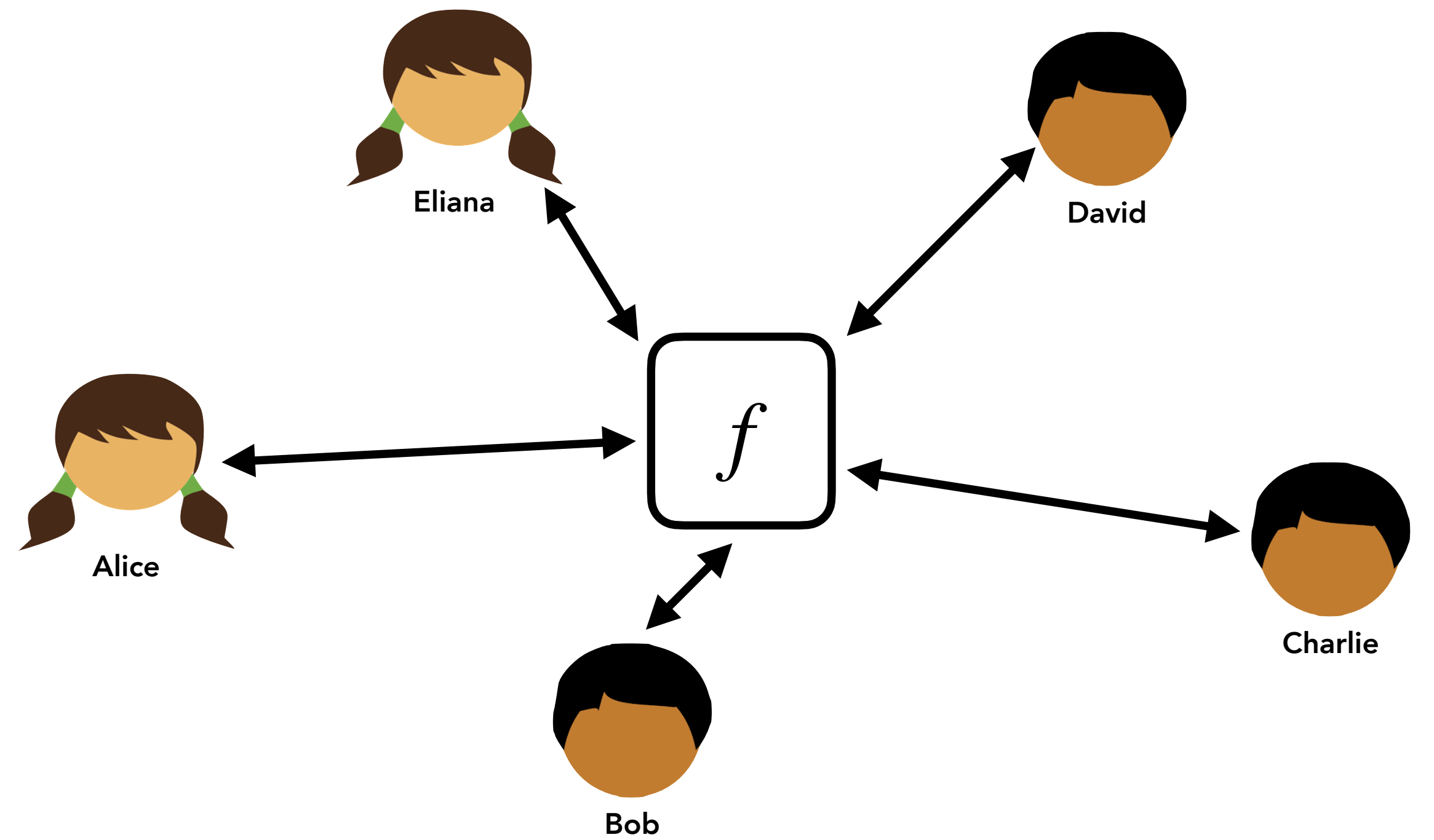
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Real World



Ideal World

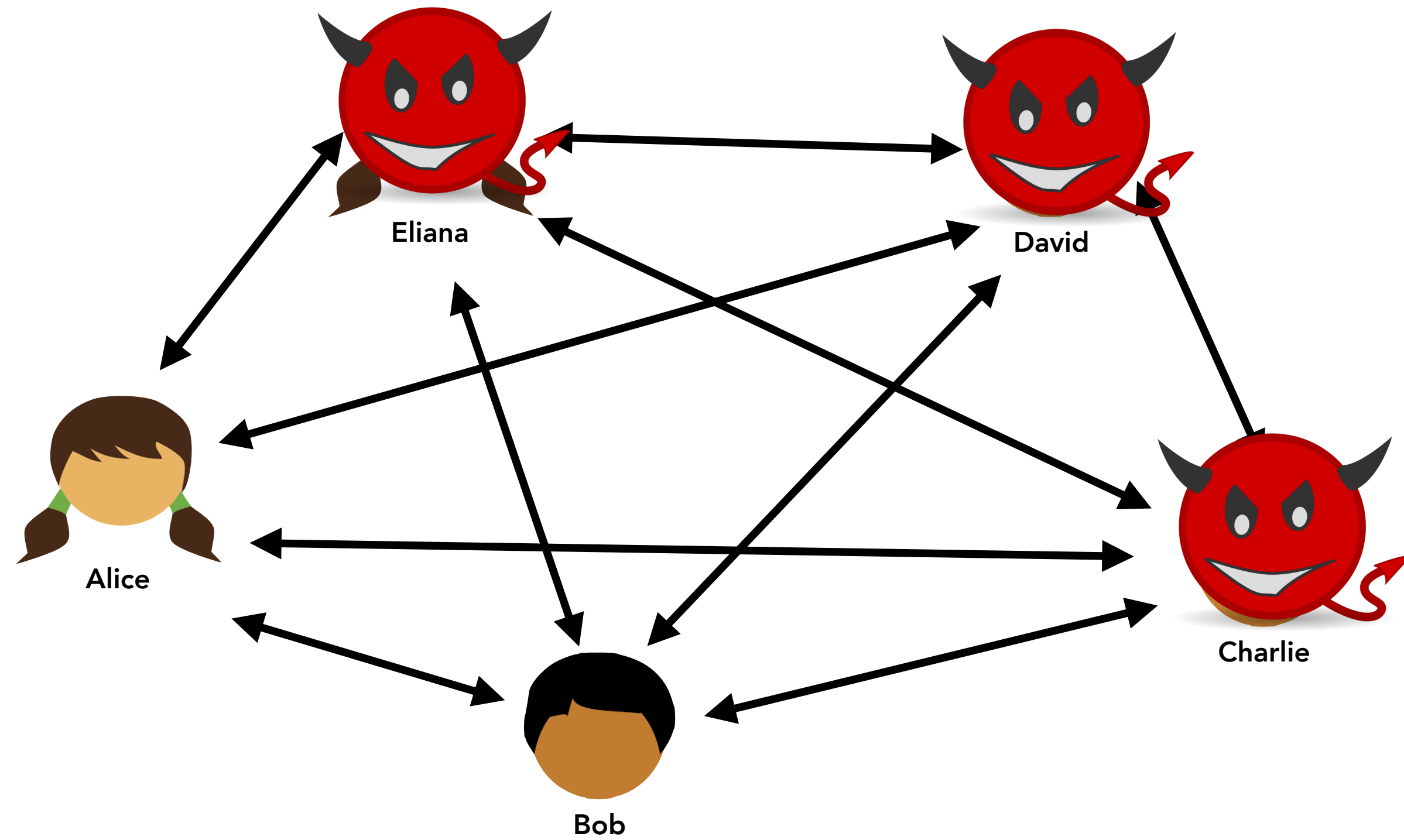




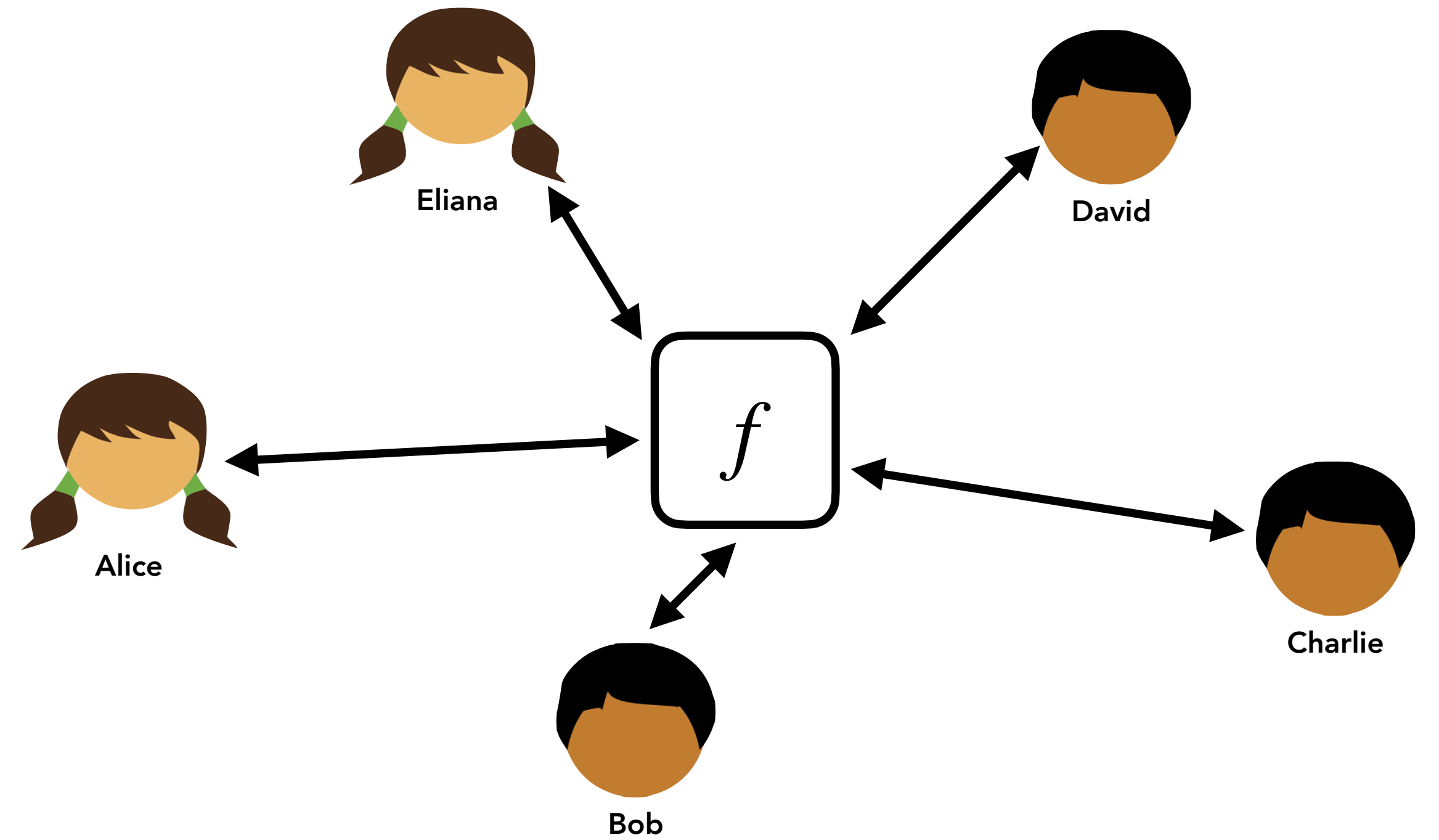
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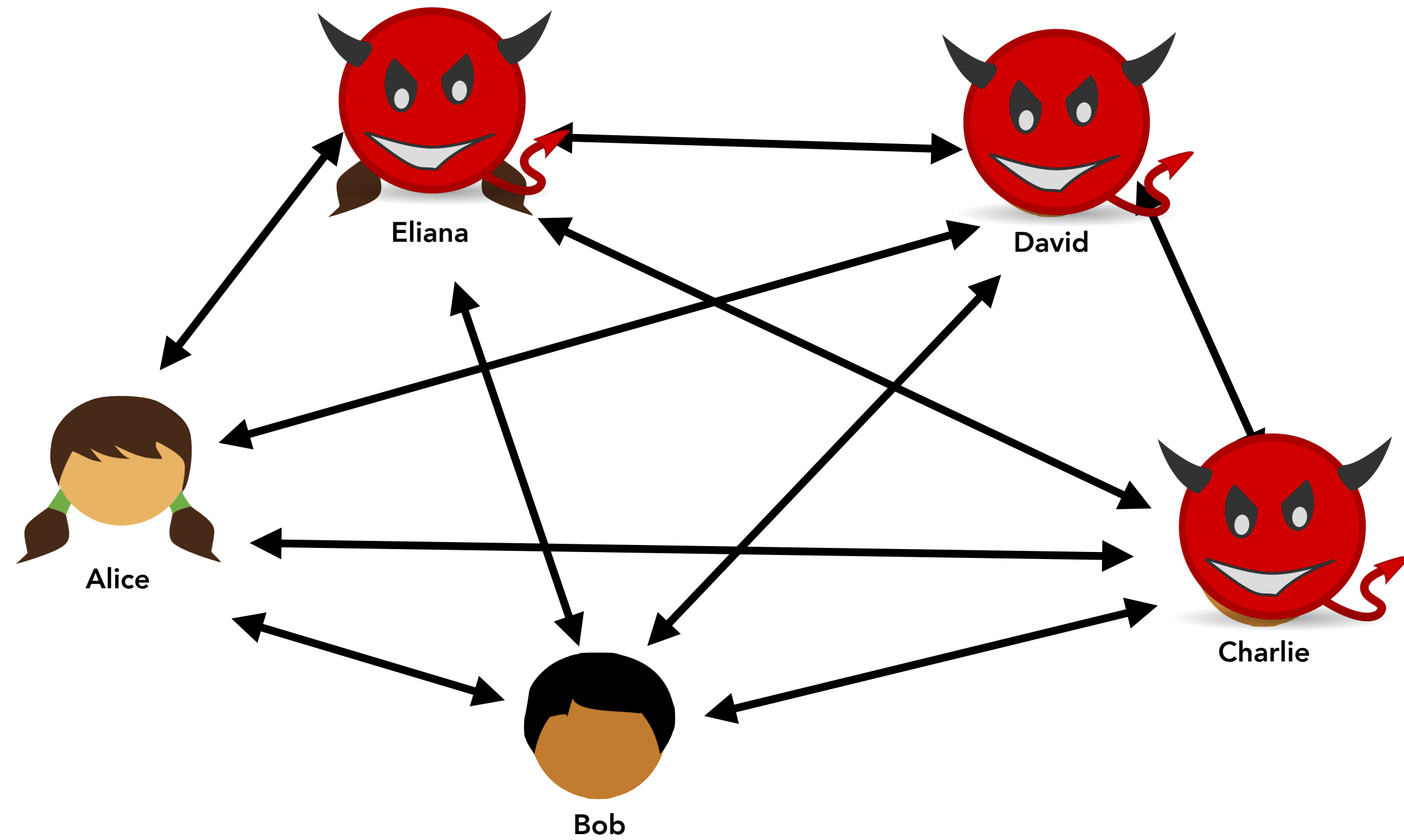
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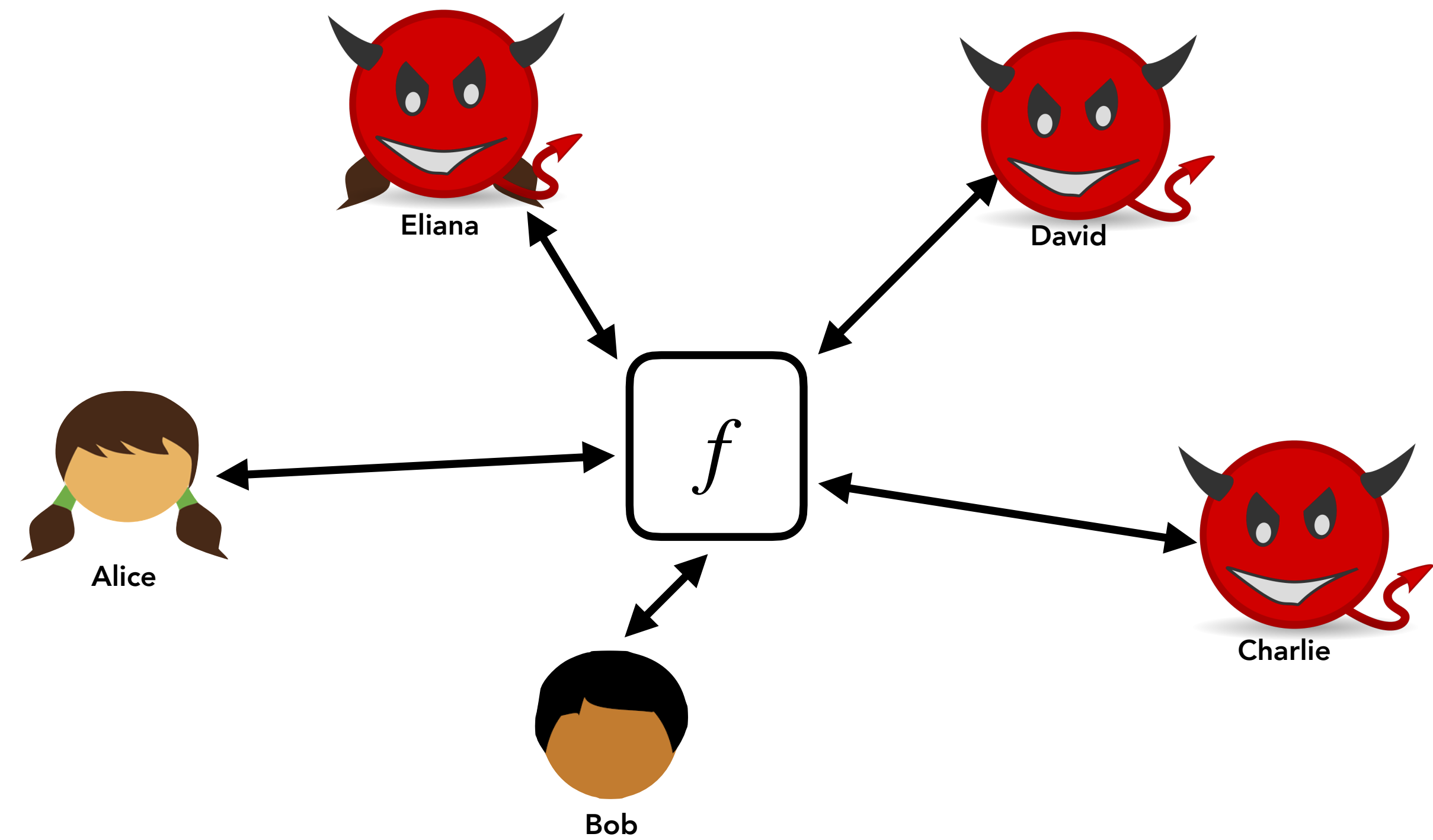
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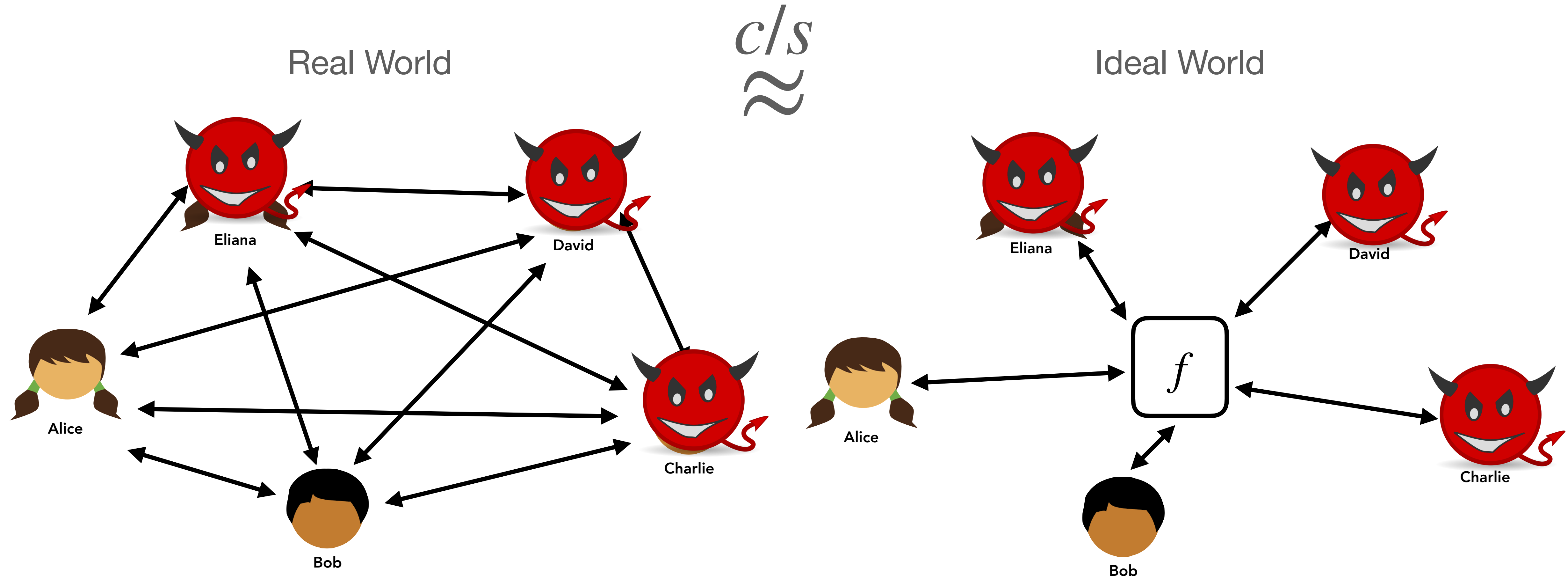


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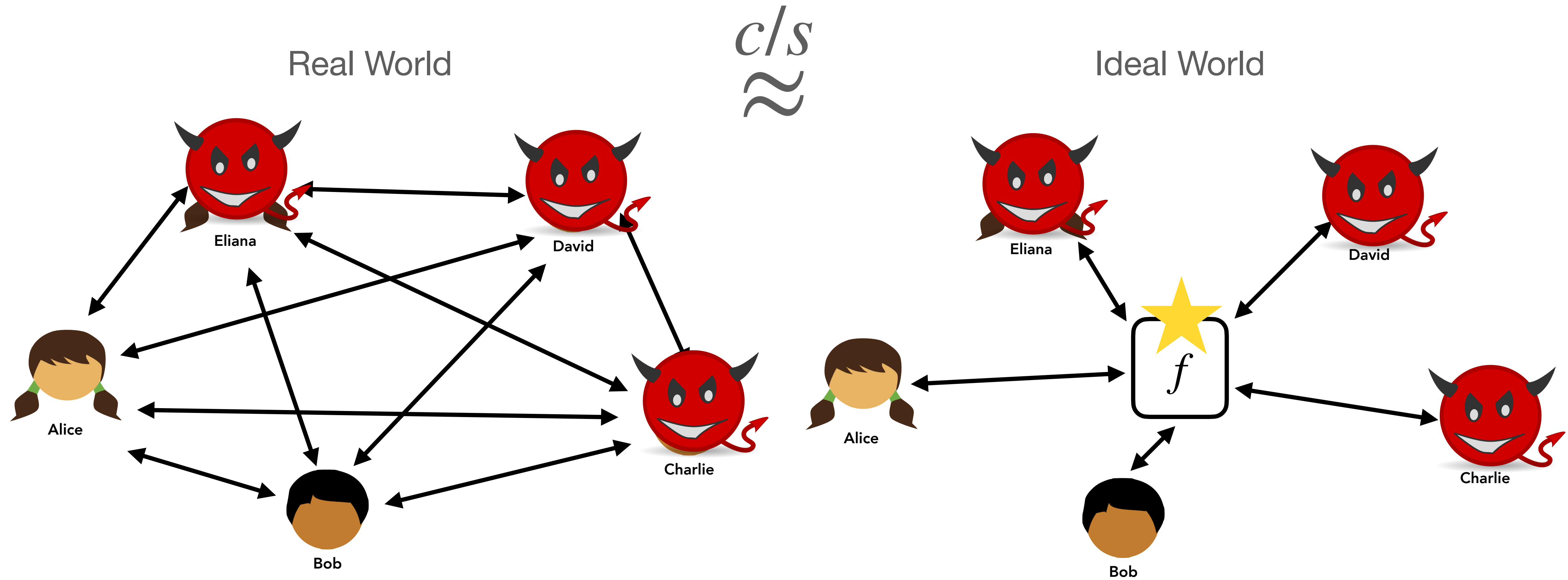
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We consider *active, malicious majority*

# Different Security Levels

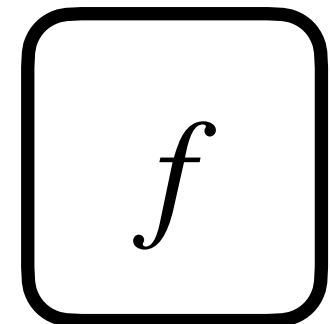
**Security with Abort v.s. Fairness v.s. Guaranteed Output Delivery**

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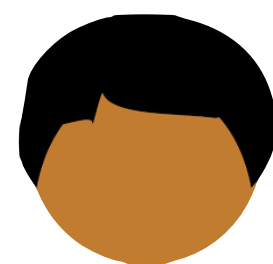
# Different Security Levels

## Security with Abort v.s. Fairness v.s. Guaranteed Output Delivery

### Security with Abort



Alice



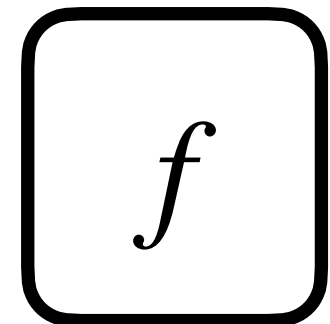
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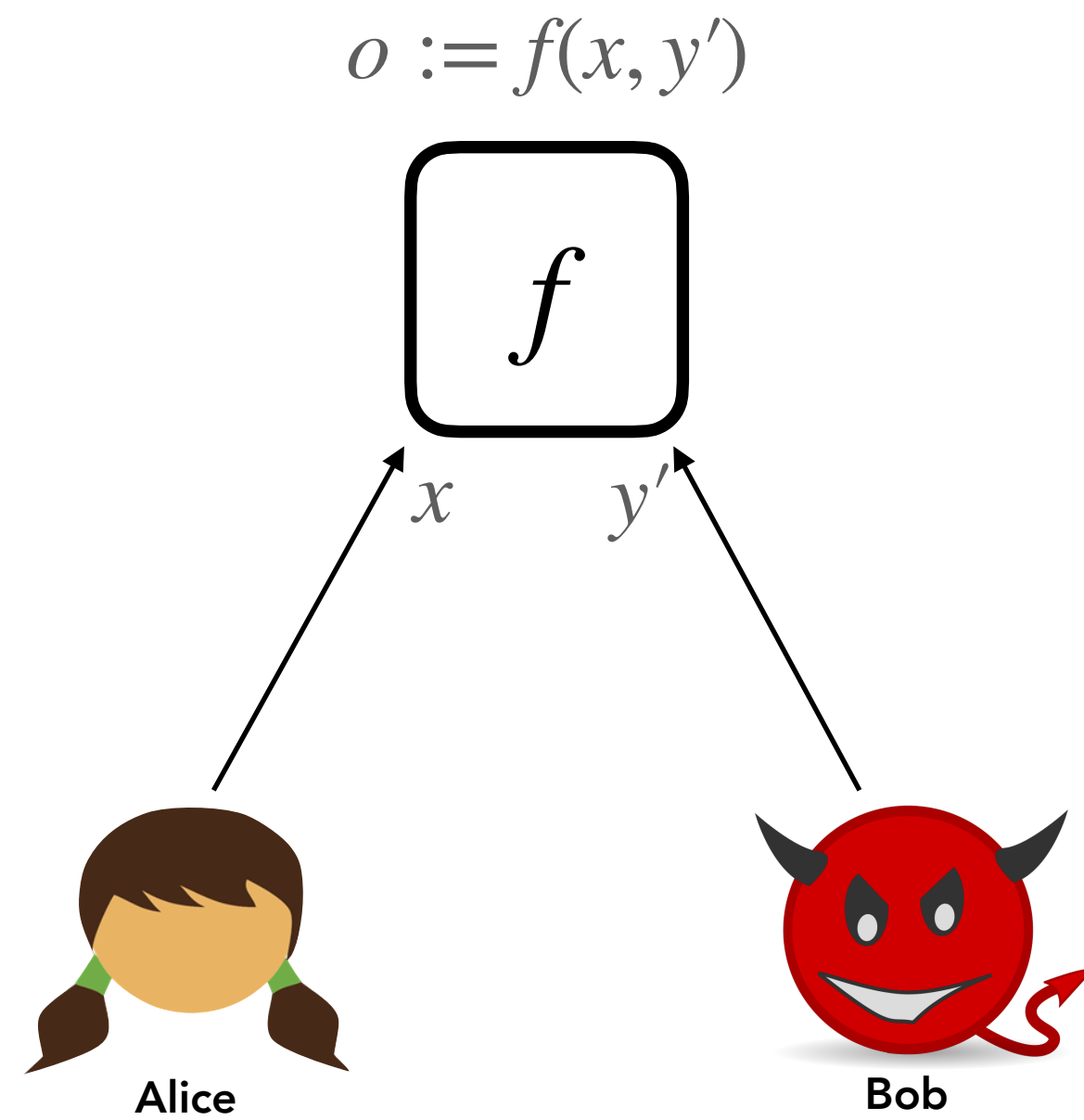
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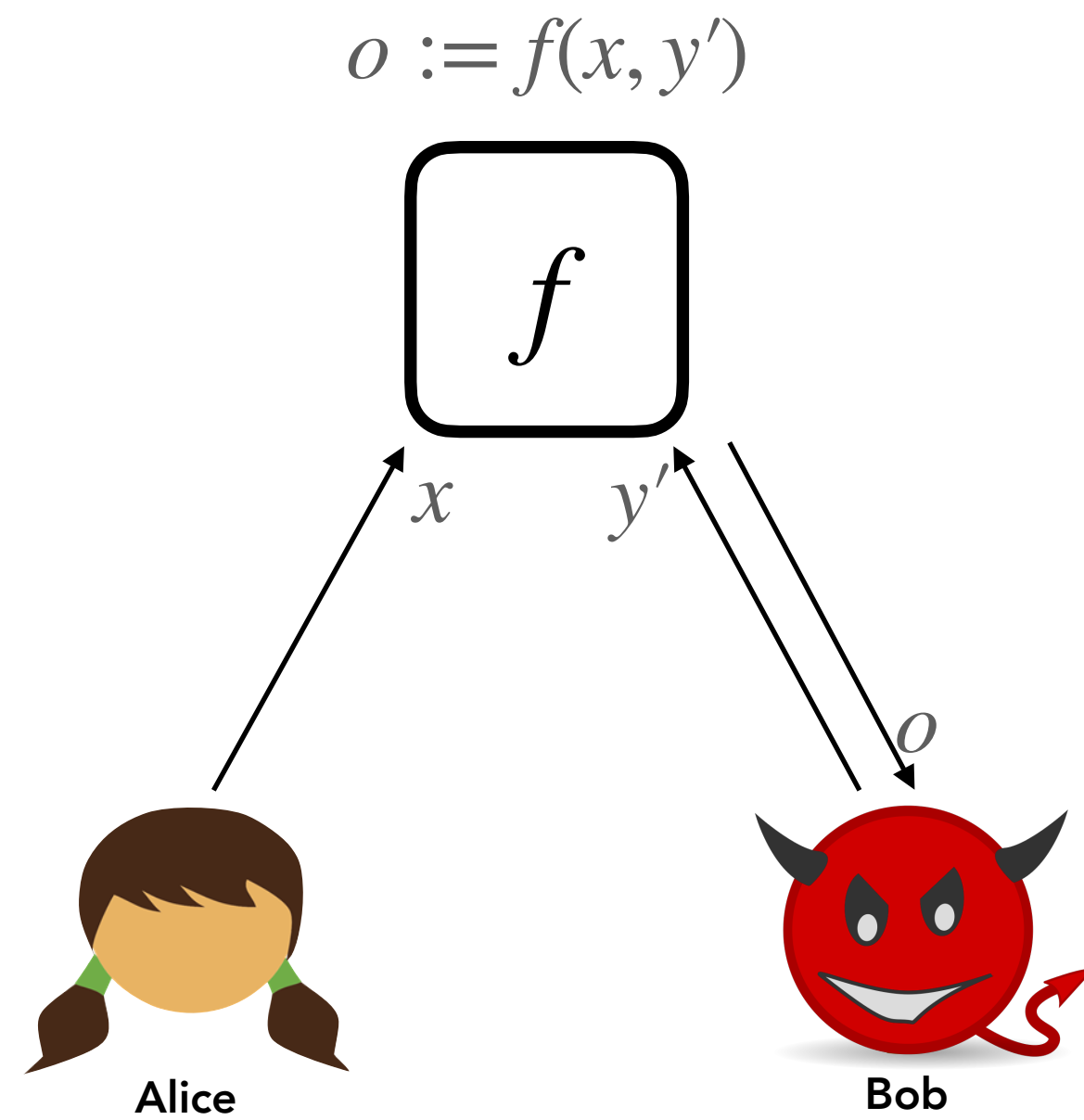


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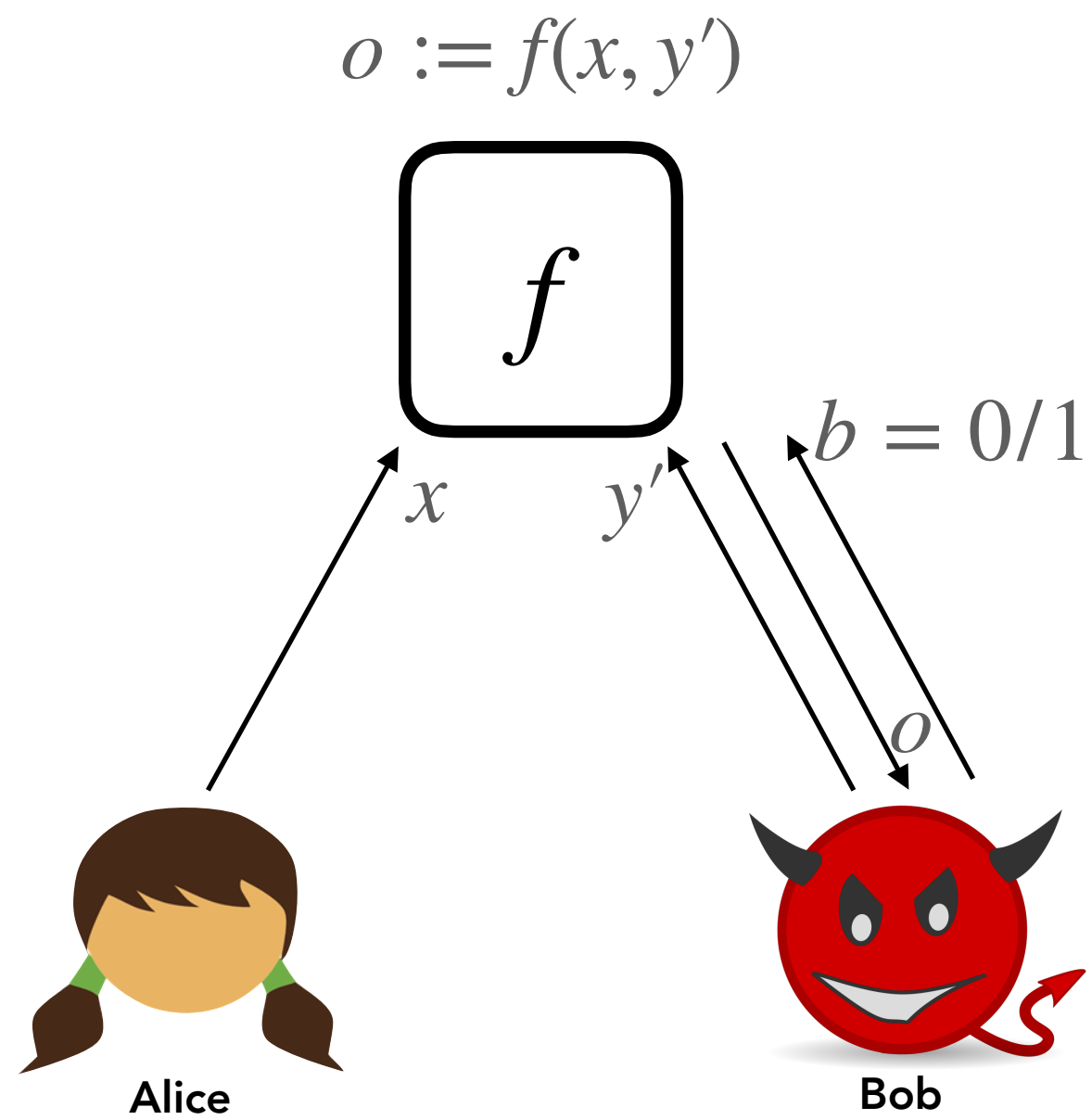


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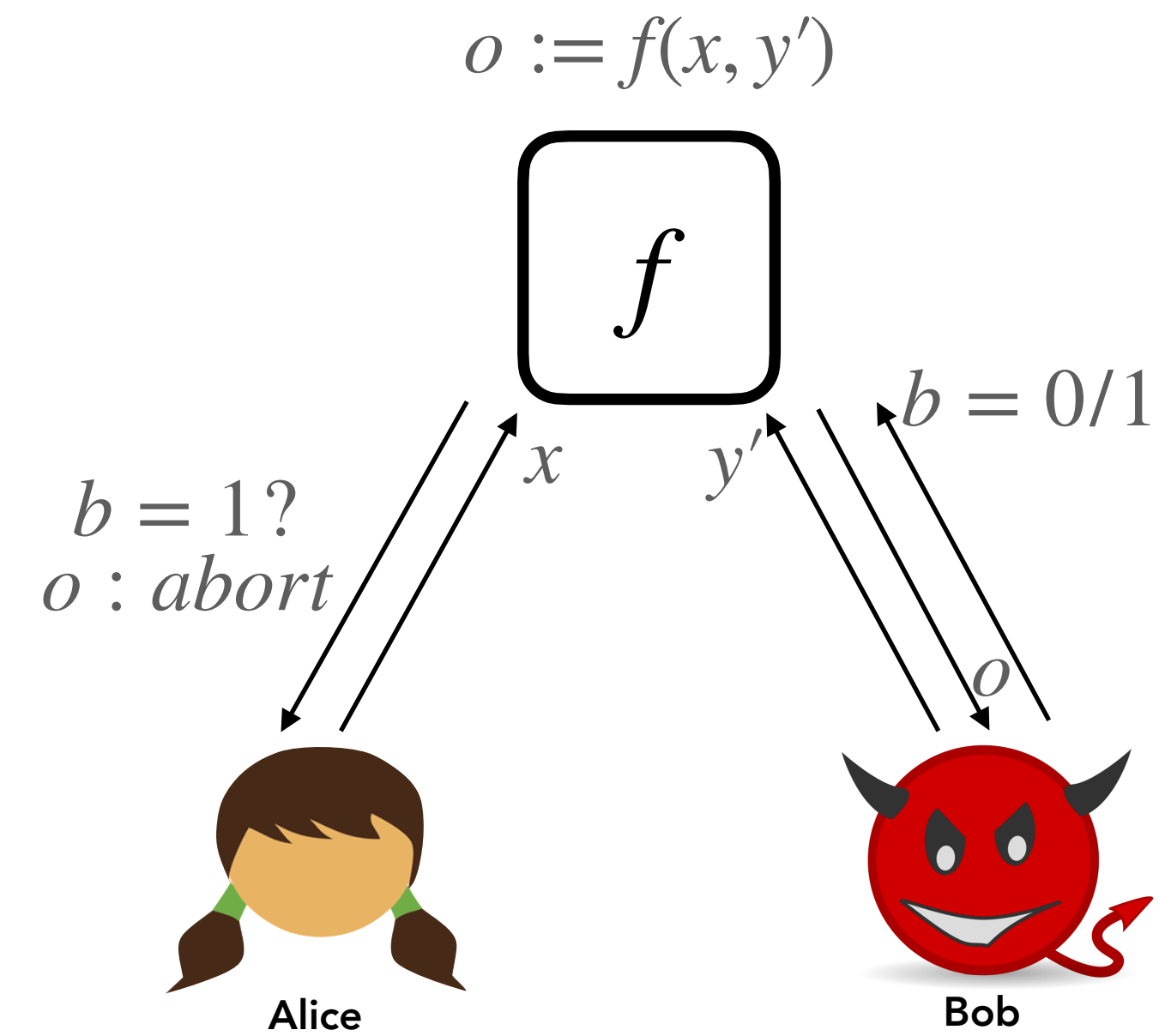


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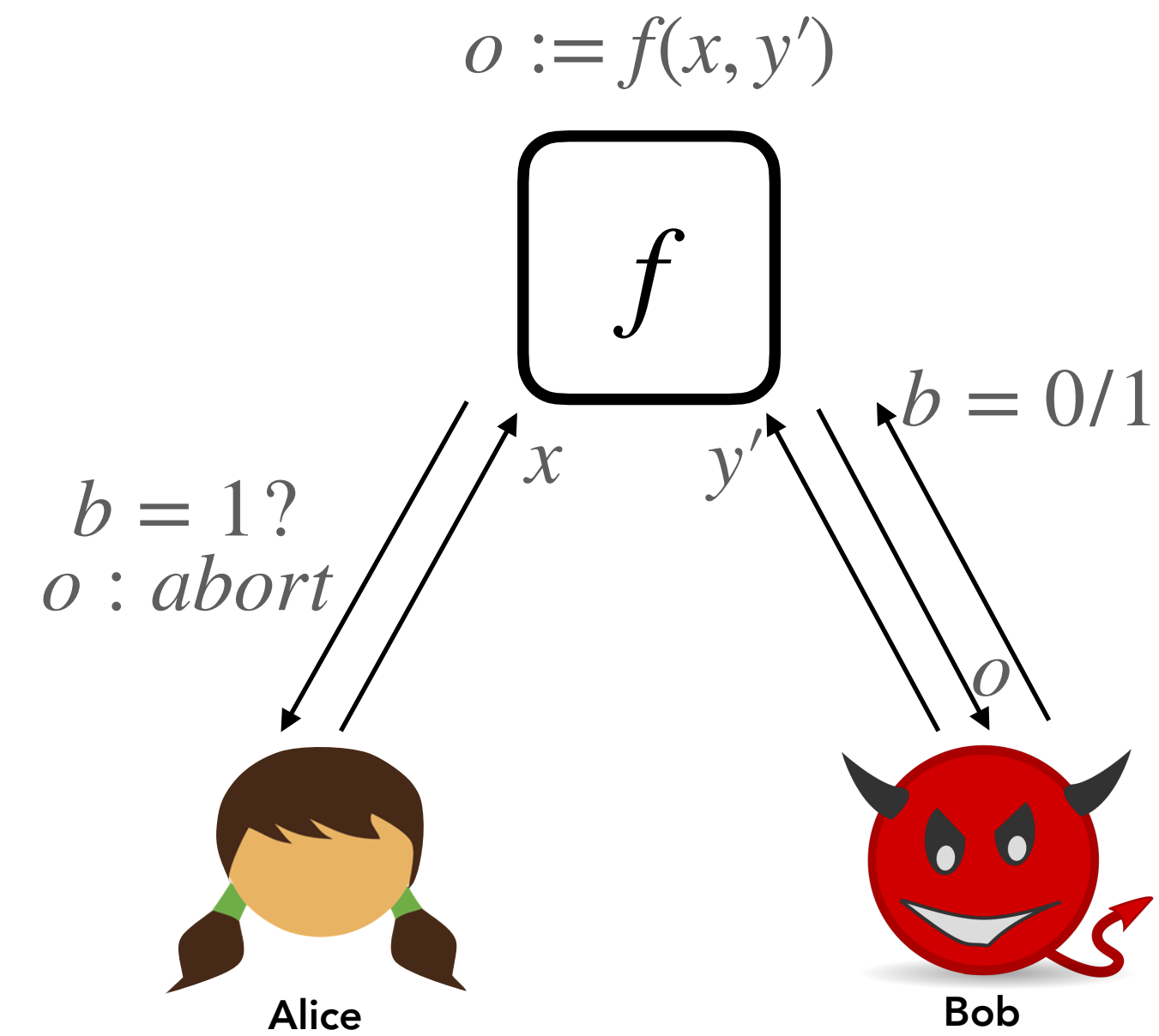


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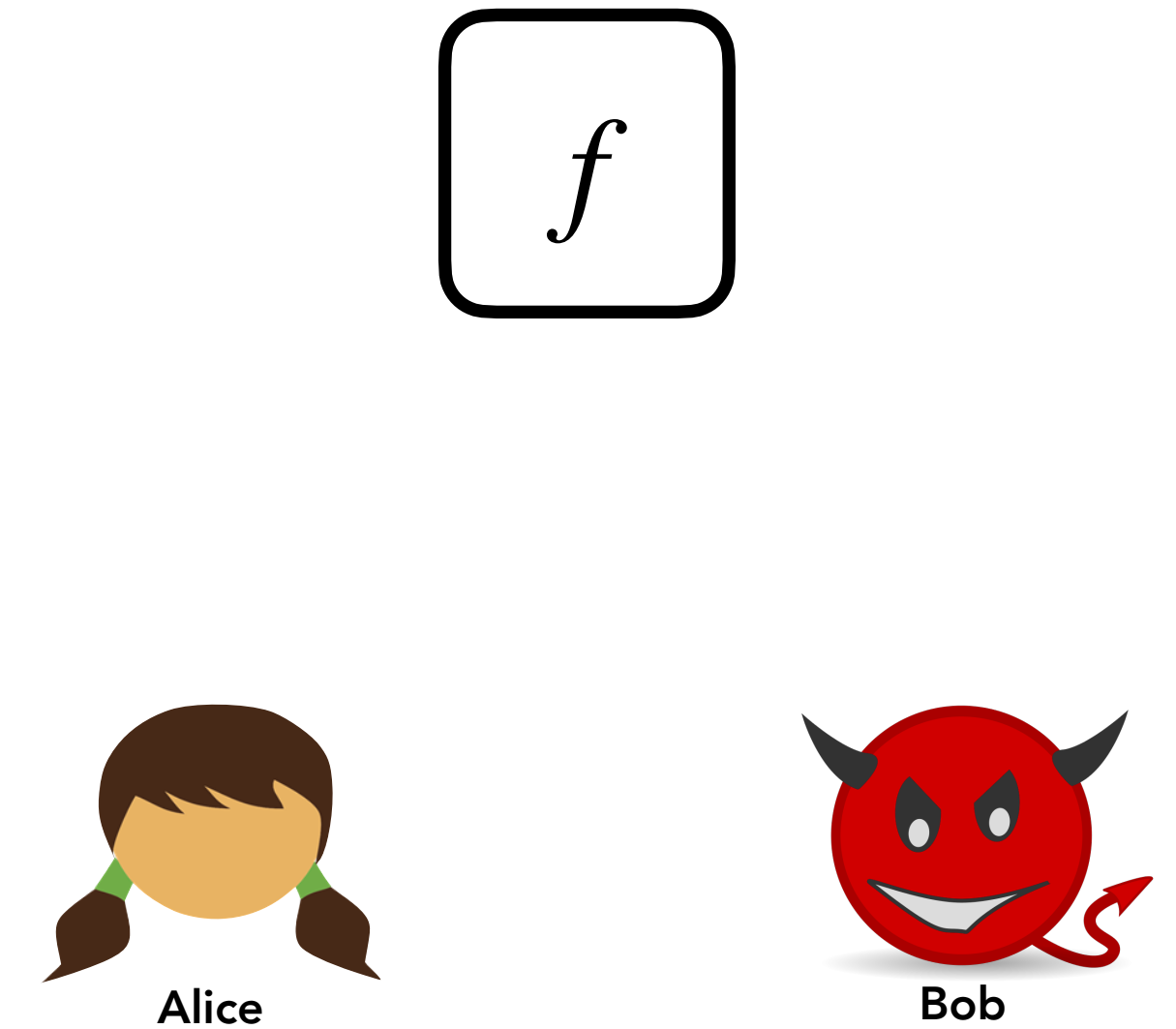
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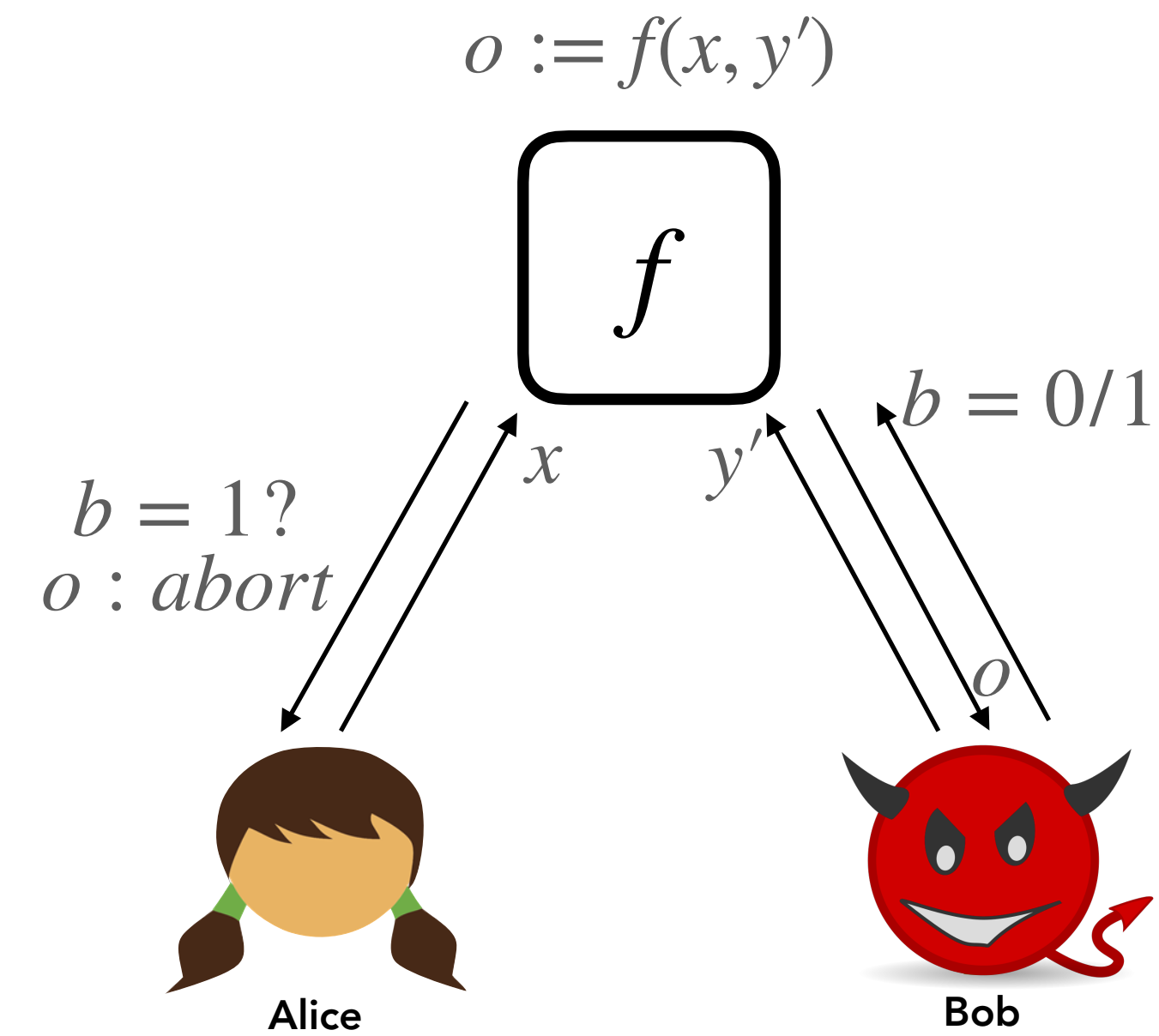


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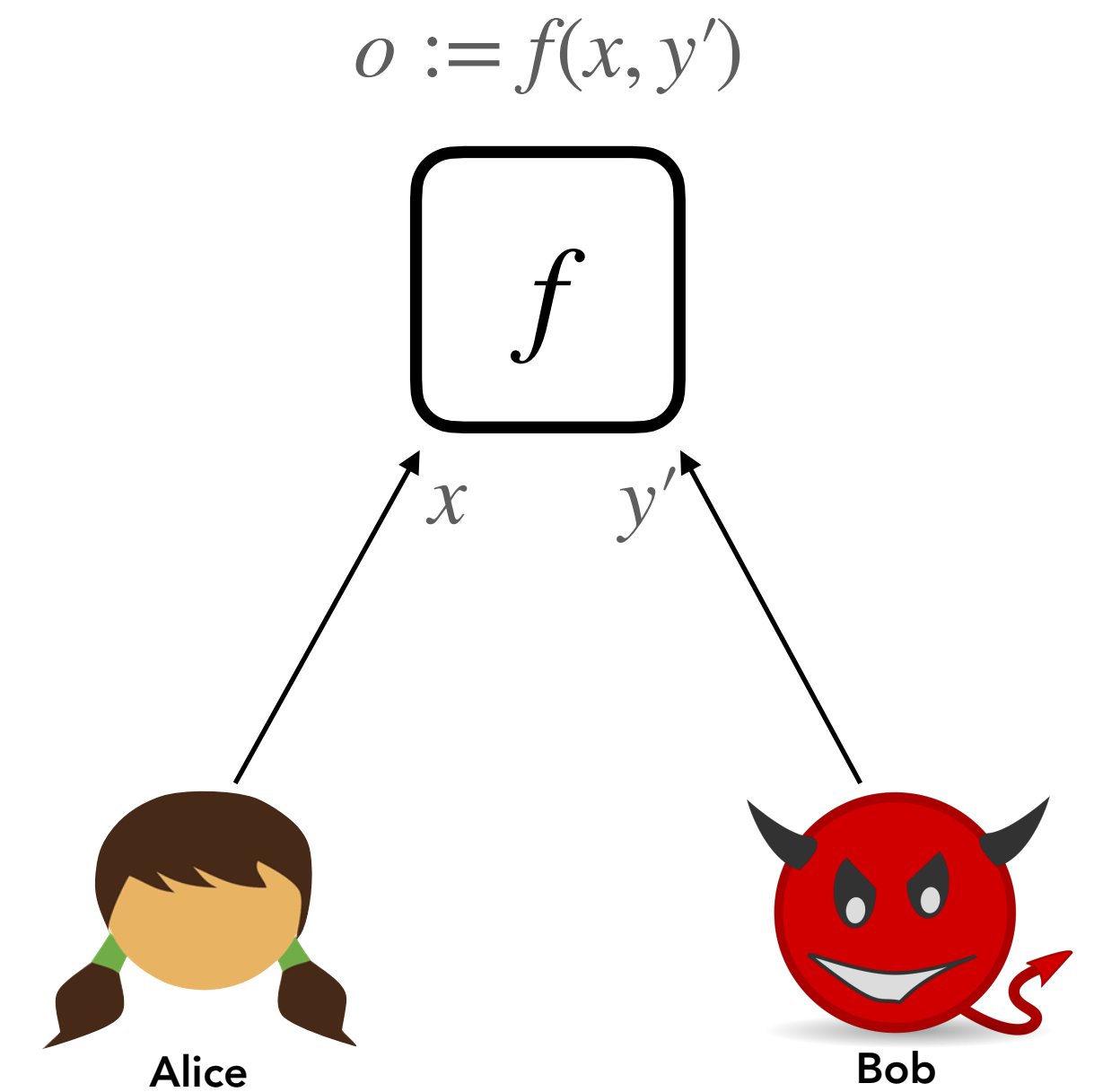
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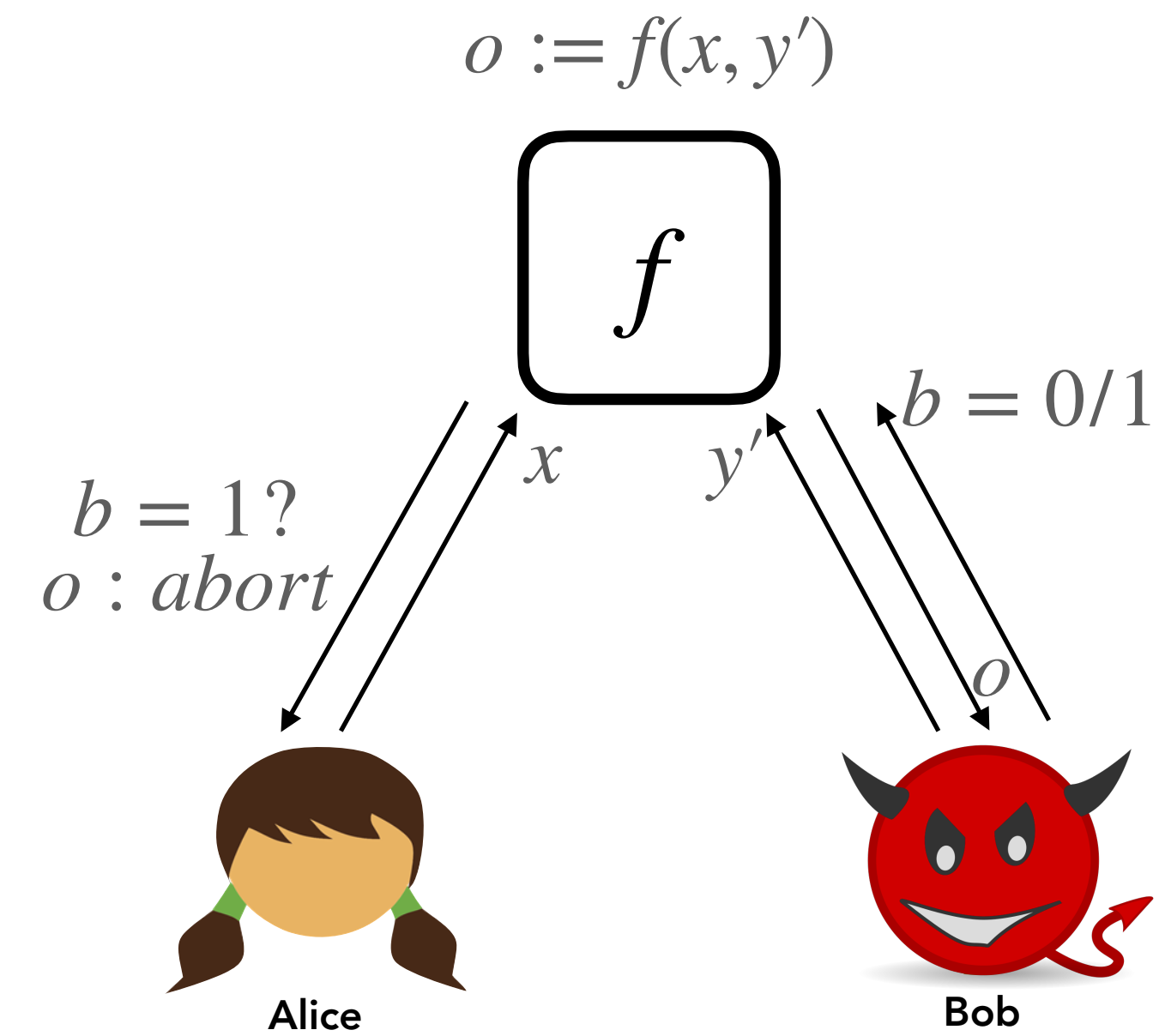


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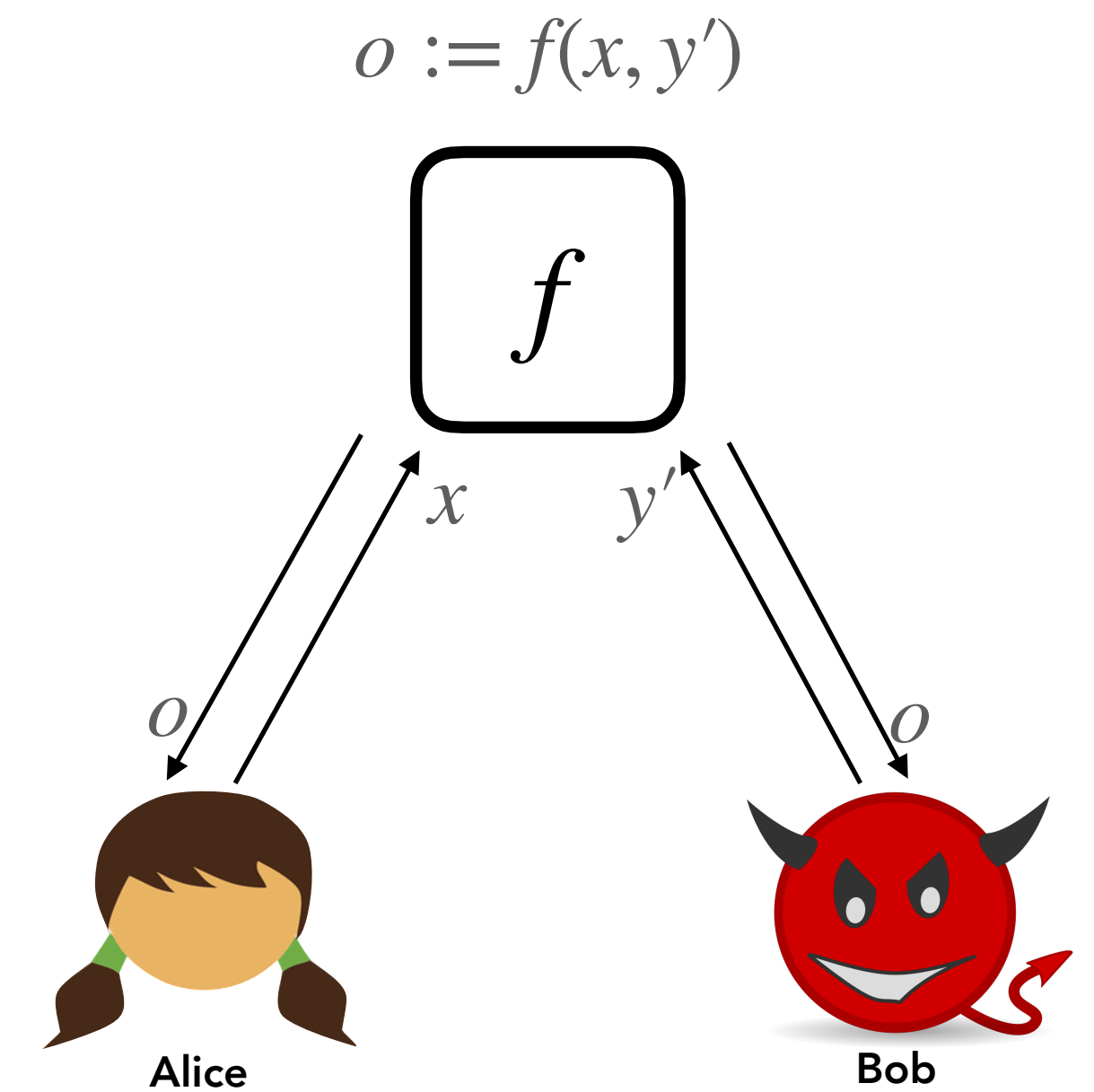
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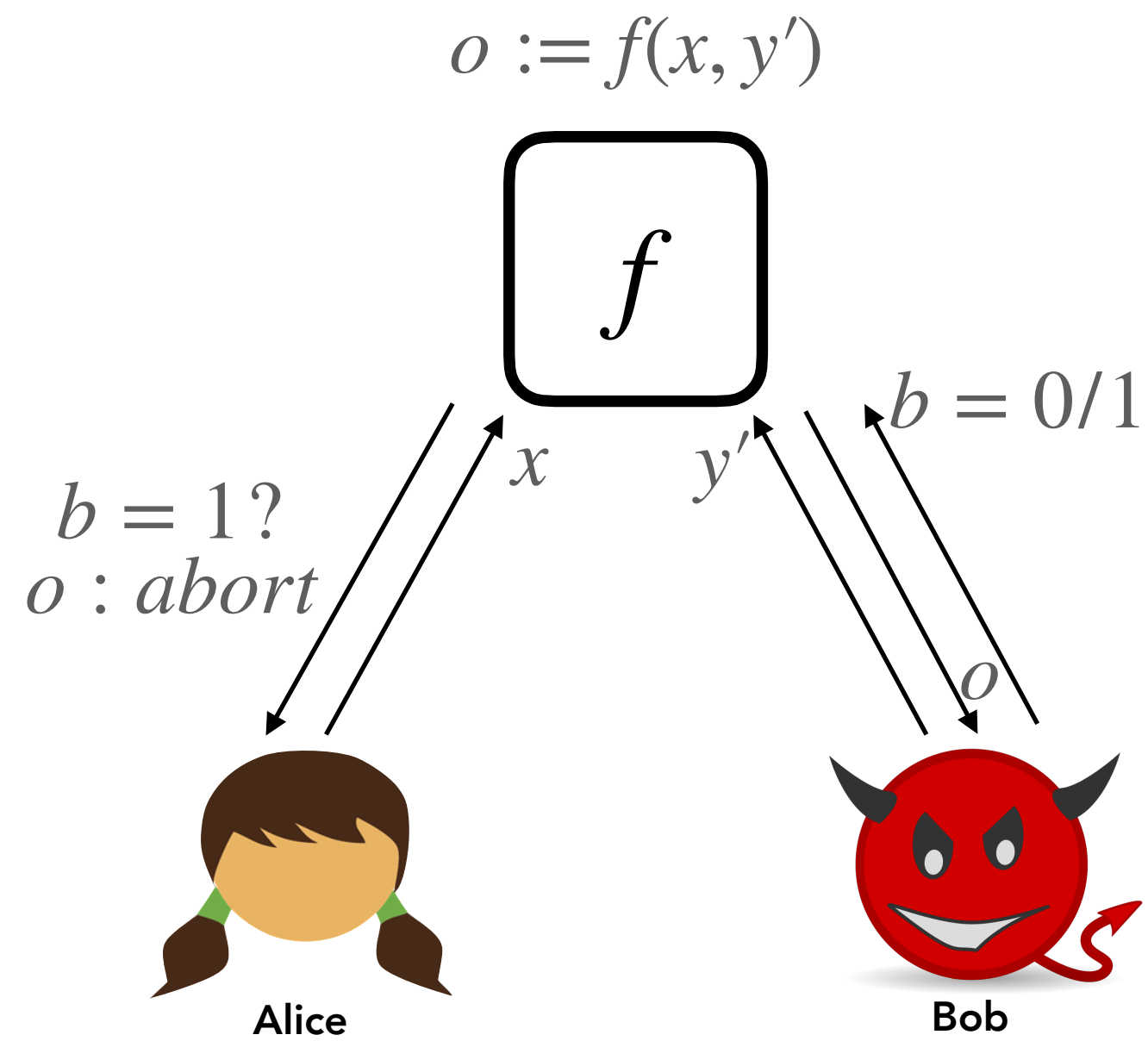


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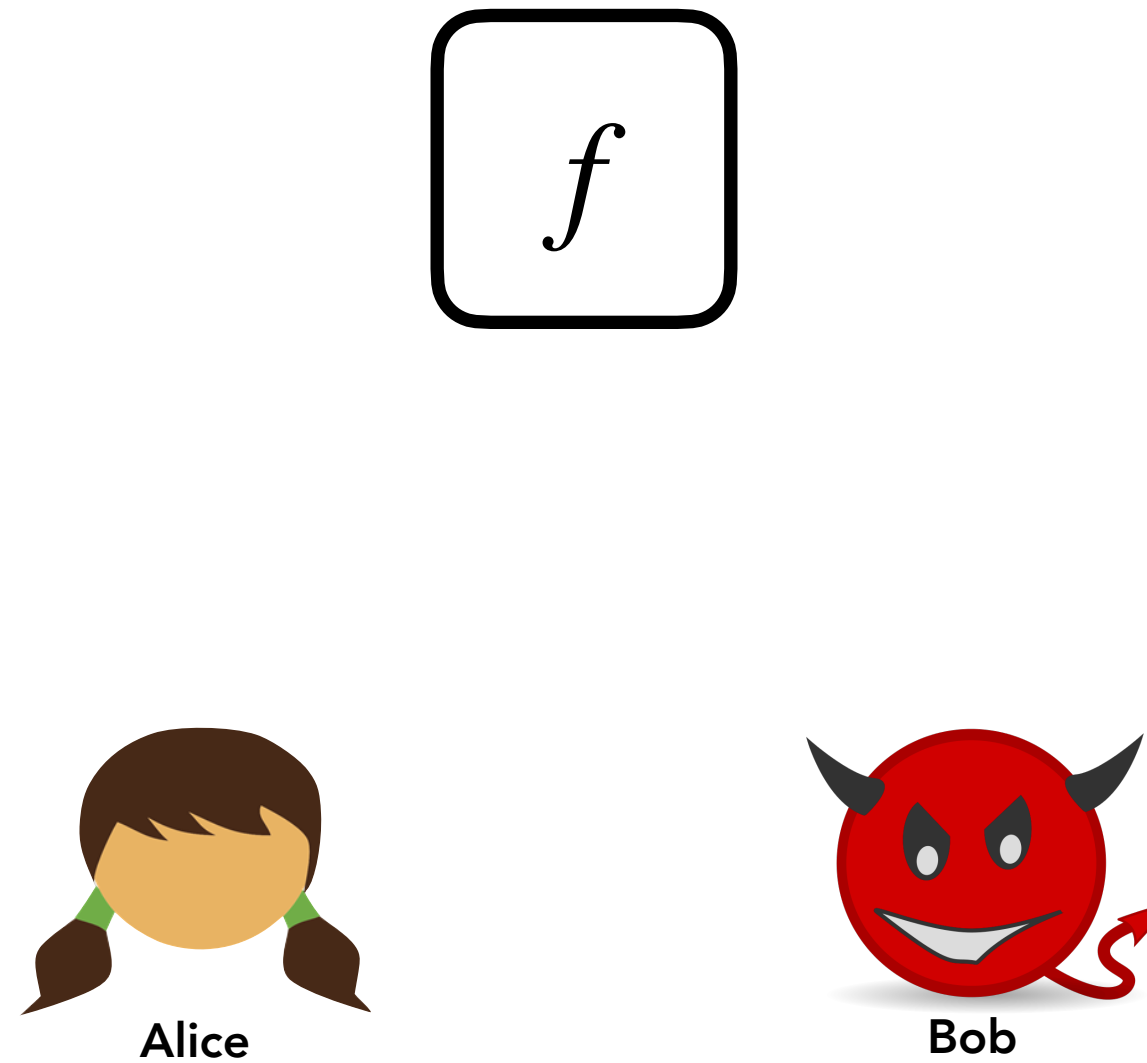
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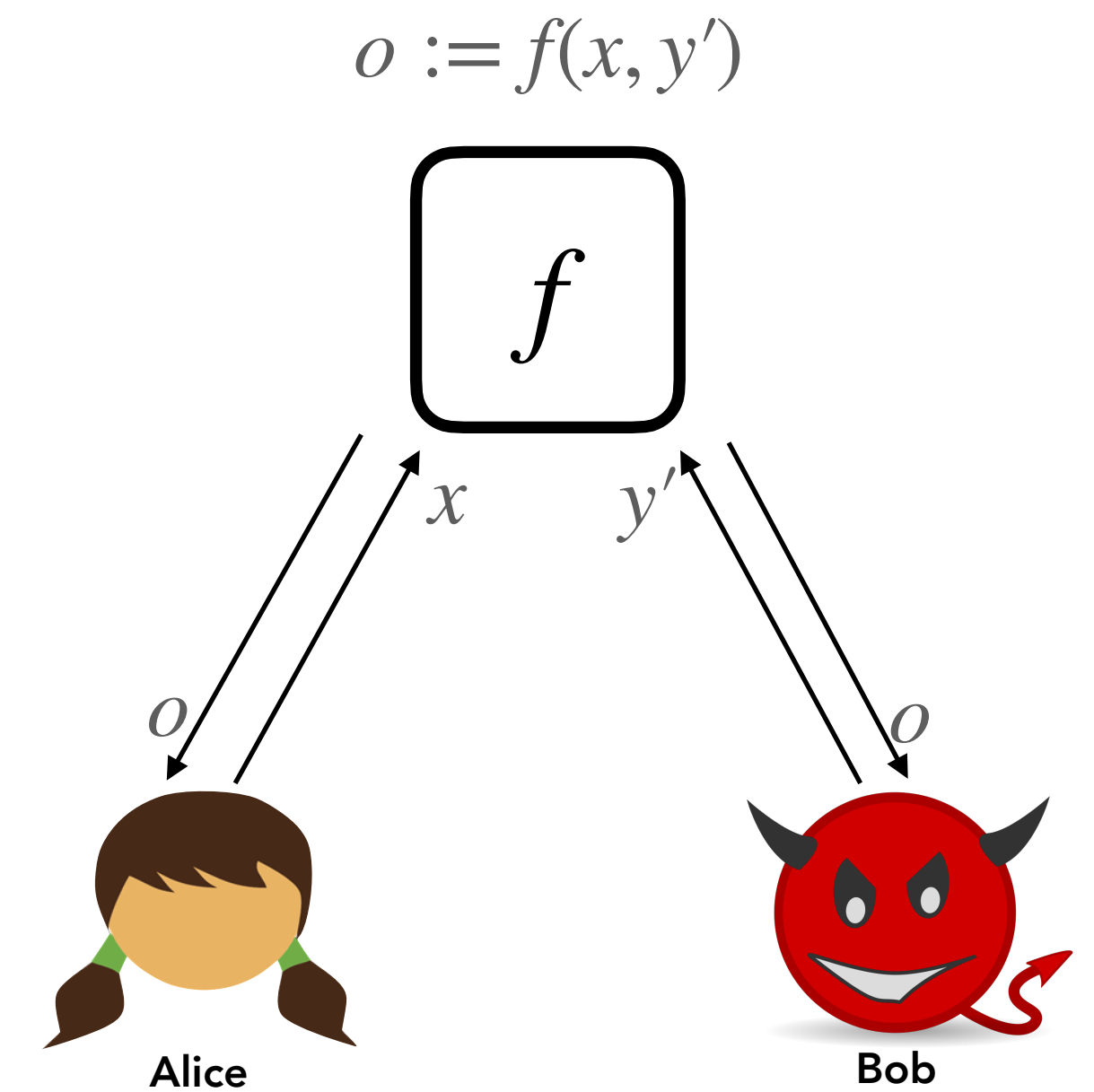
### Security with Abort



### Fairness



### Guaranteed Output Delivery

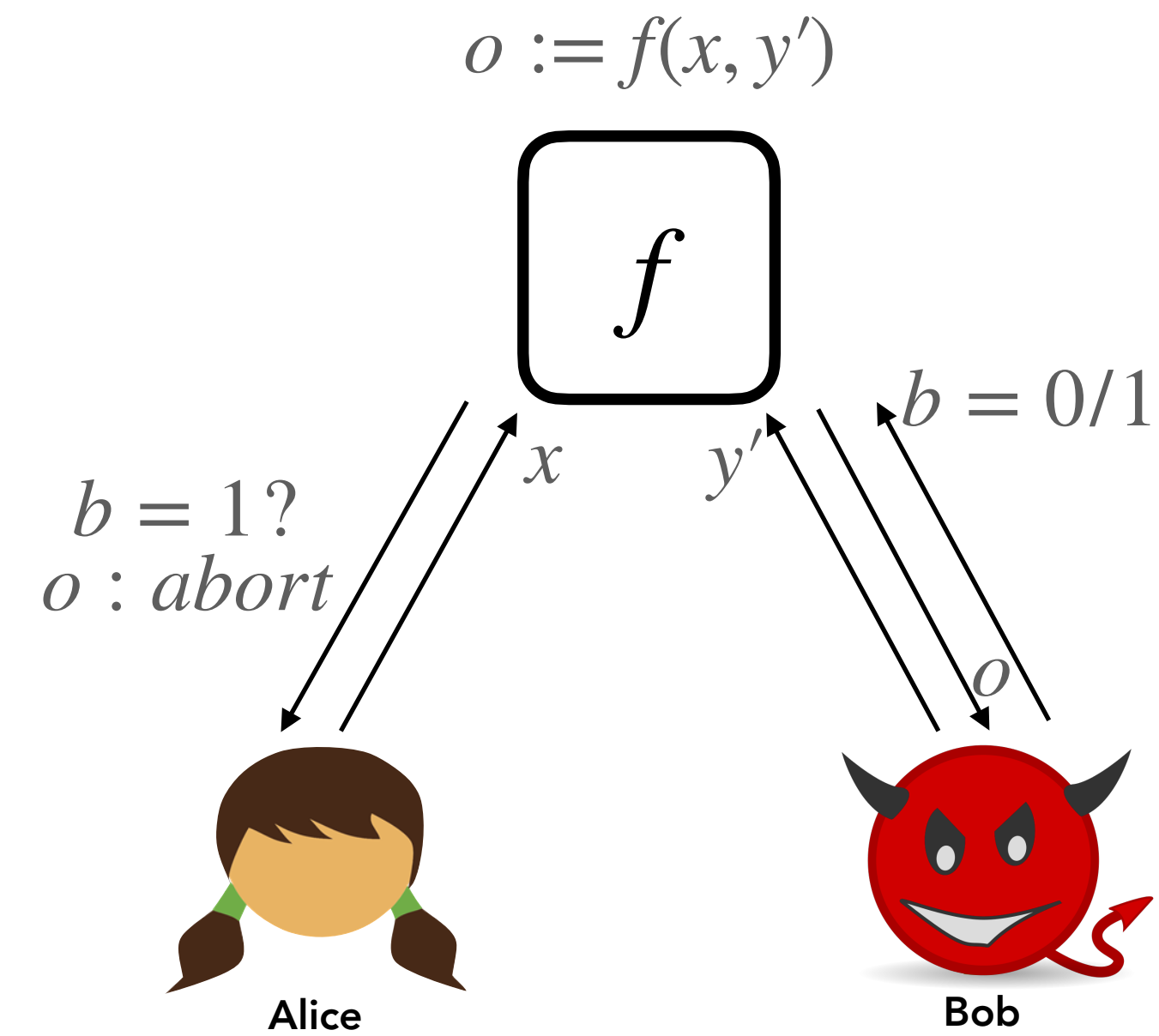


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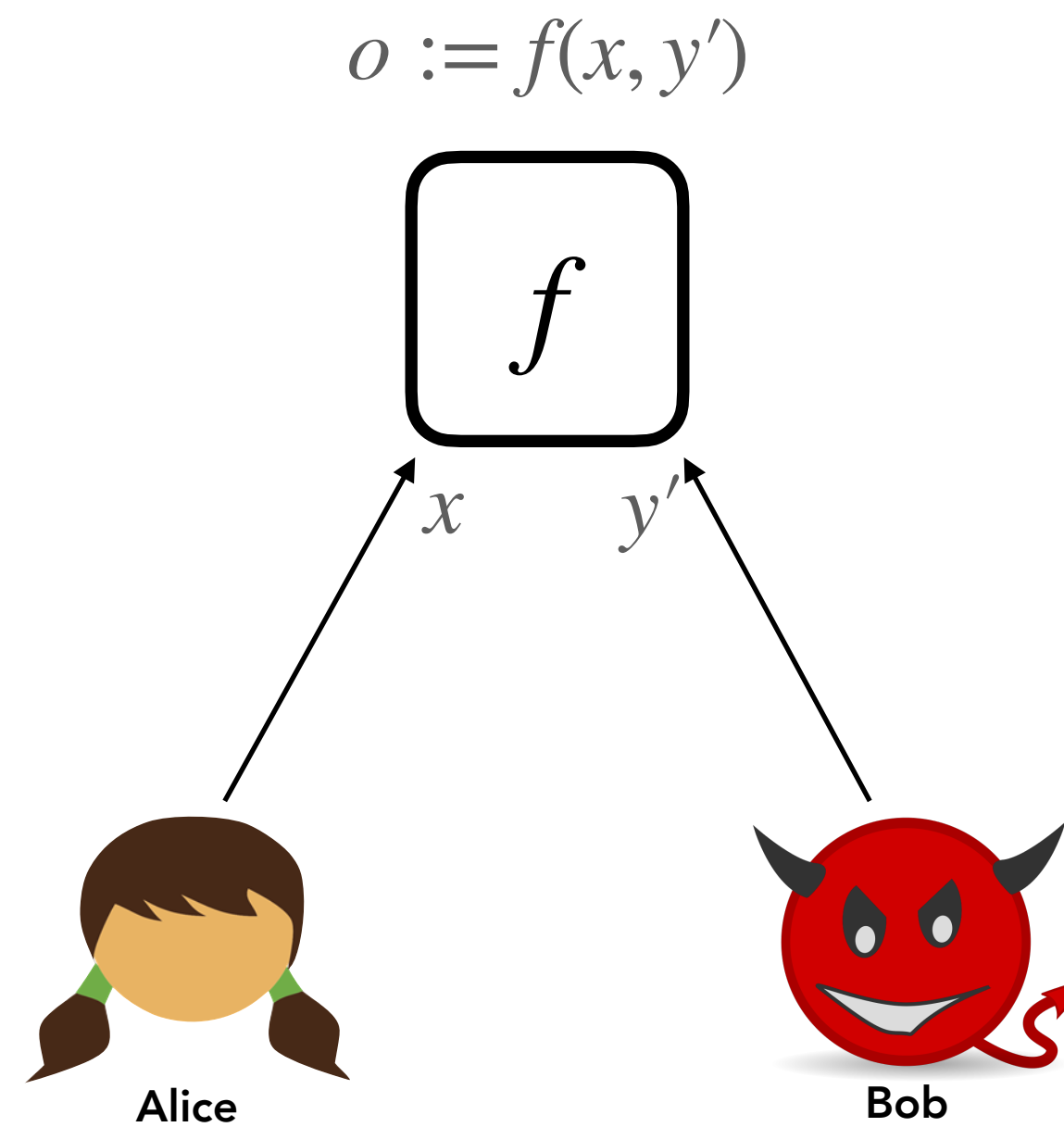
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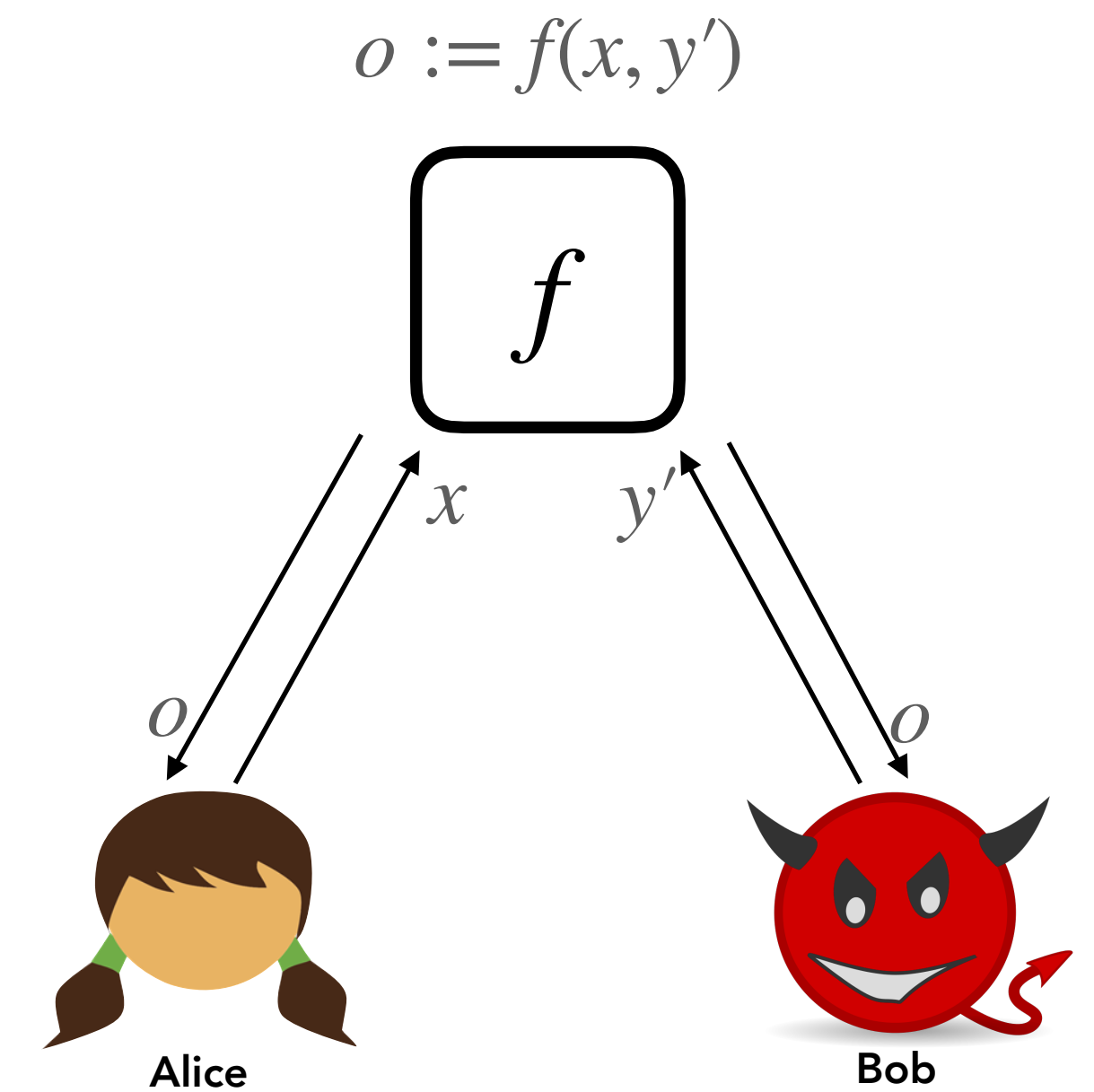
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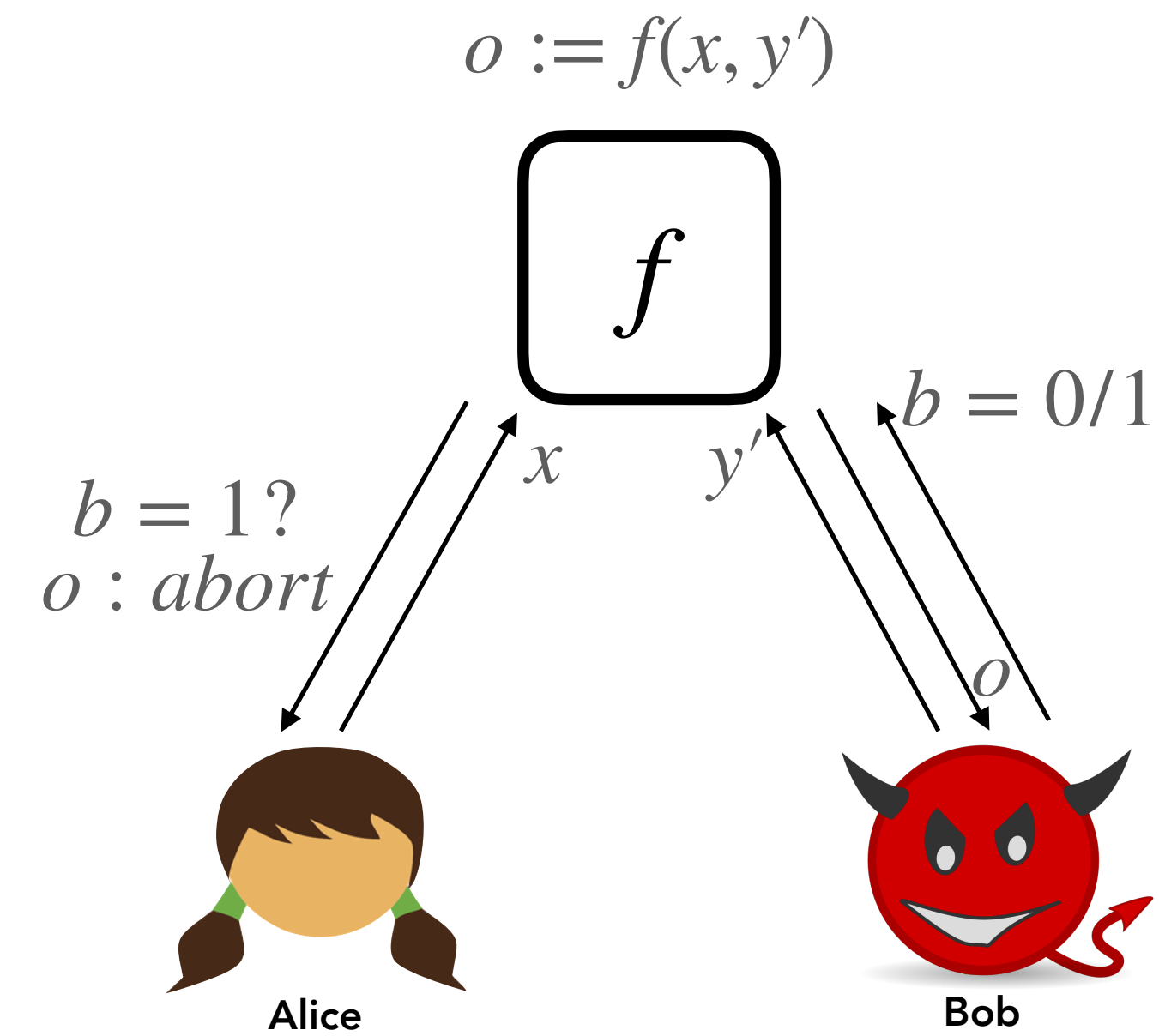


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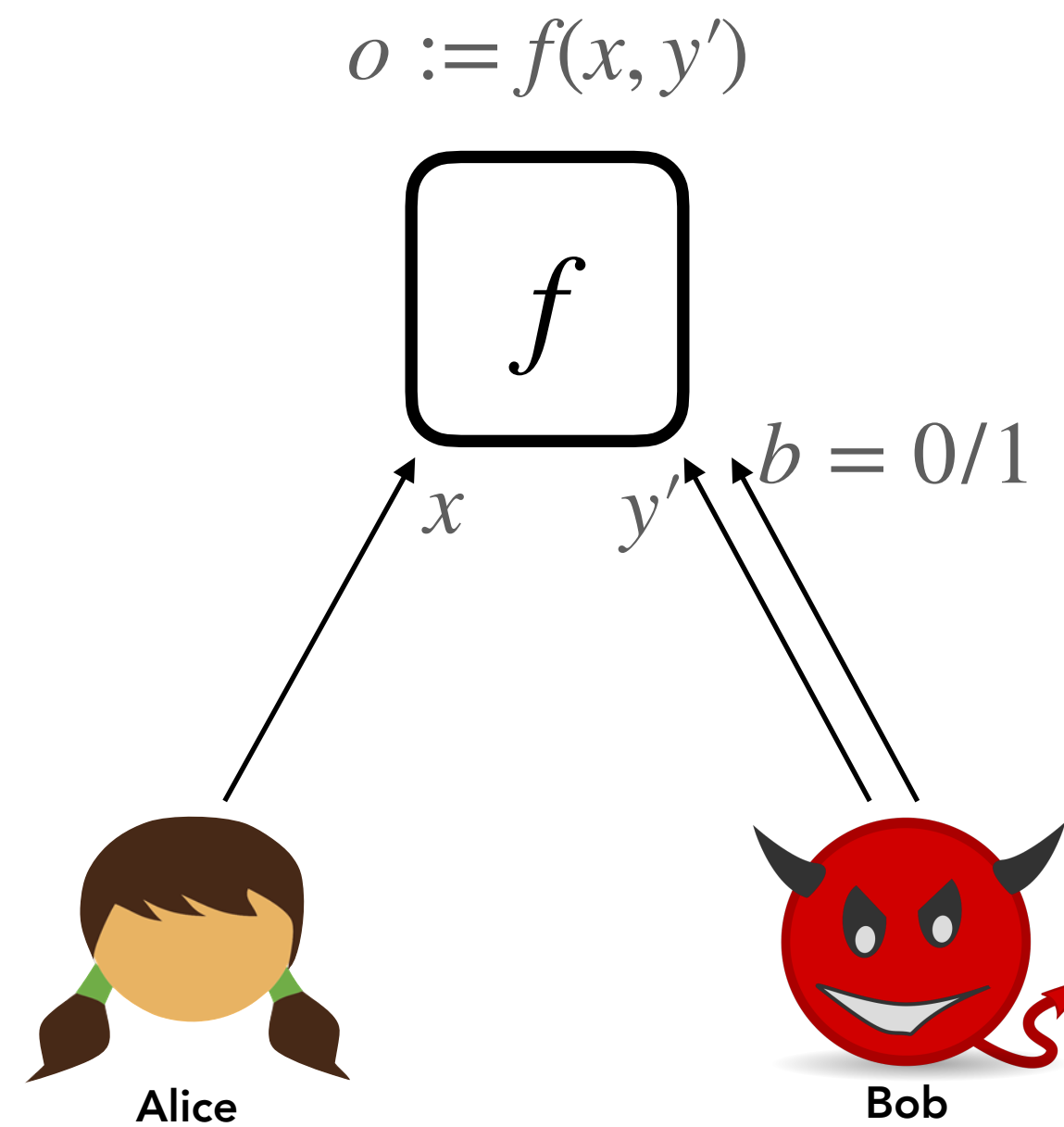
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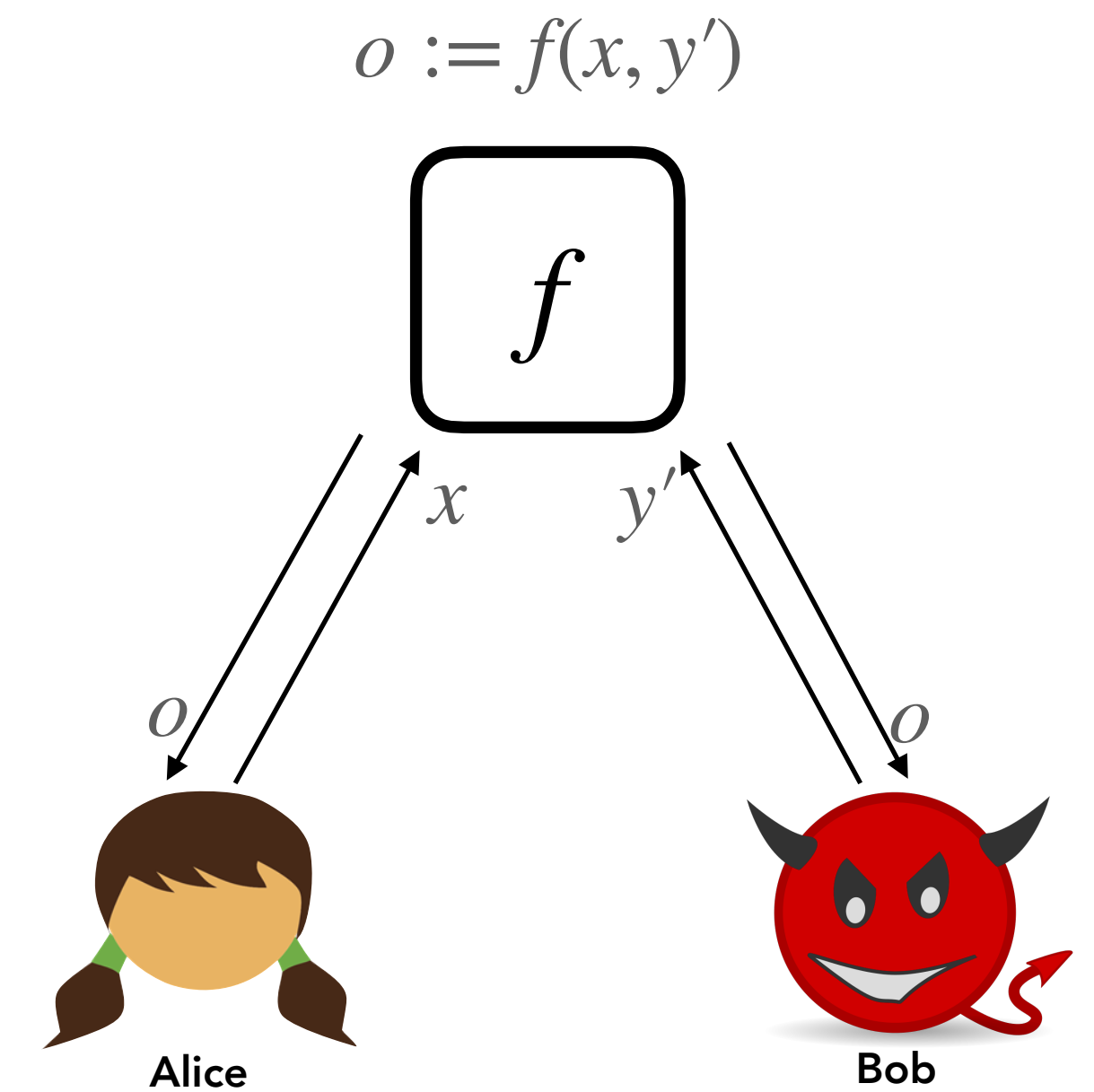
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### Fairness



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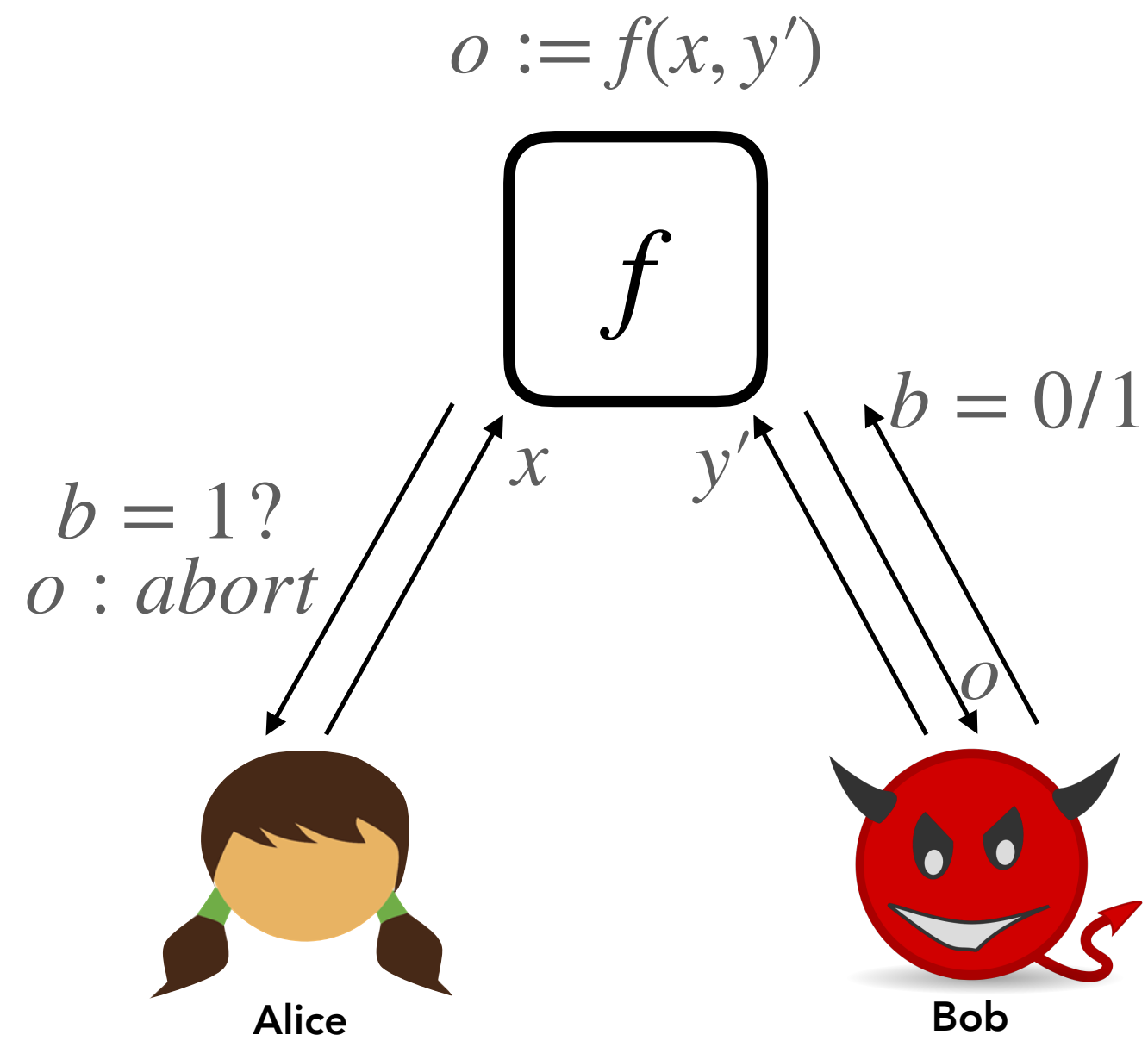


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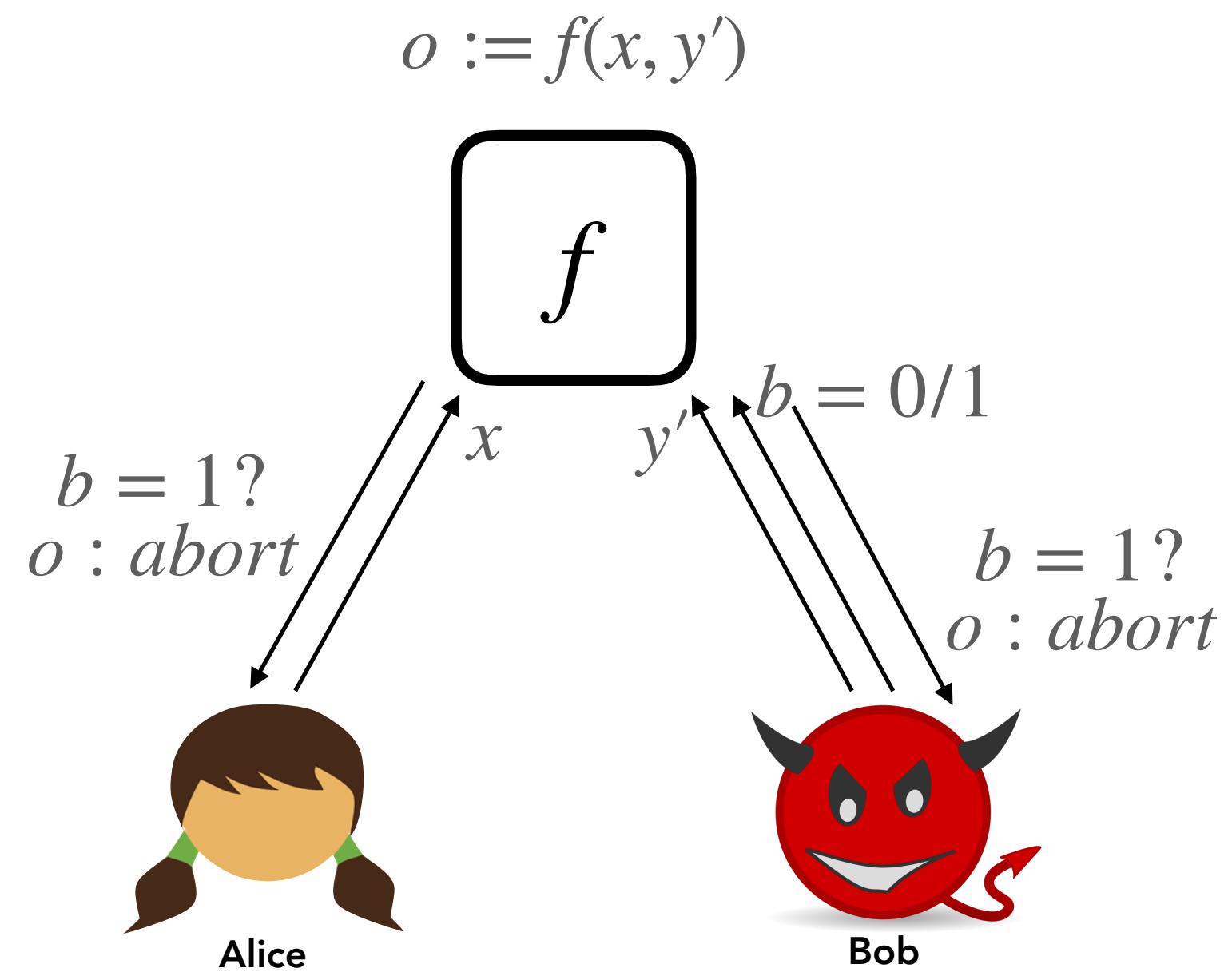
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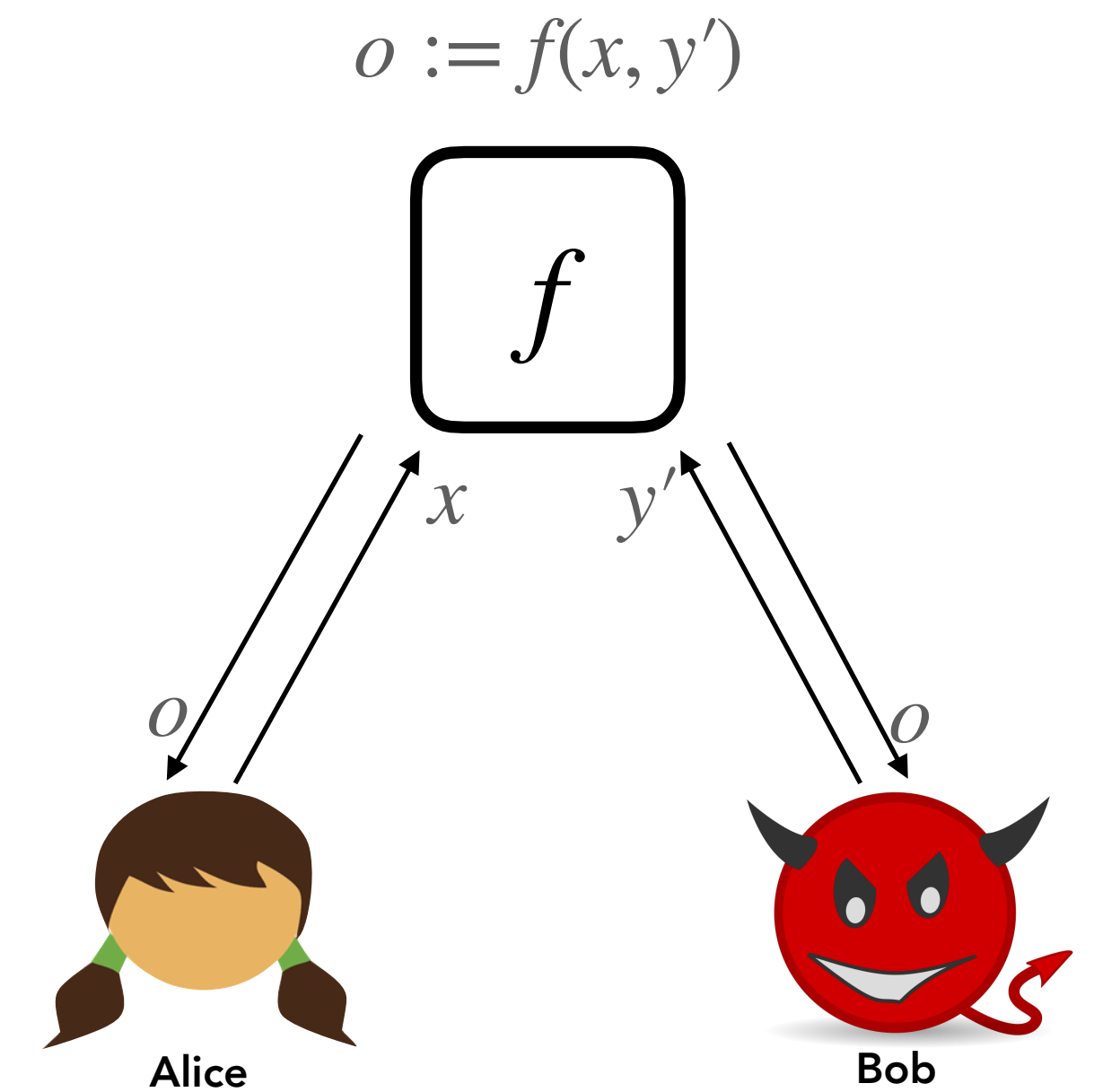
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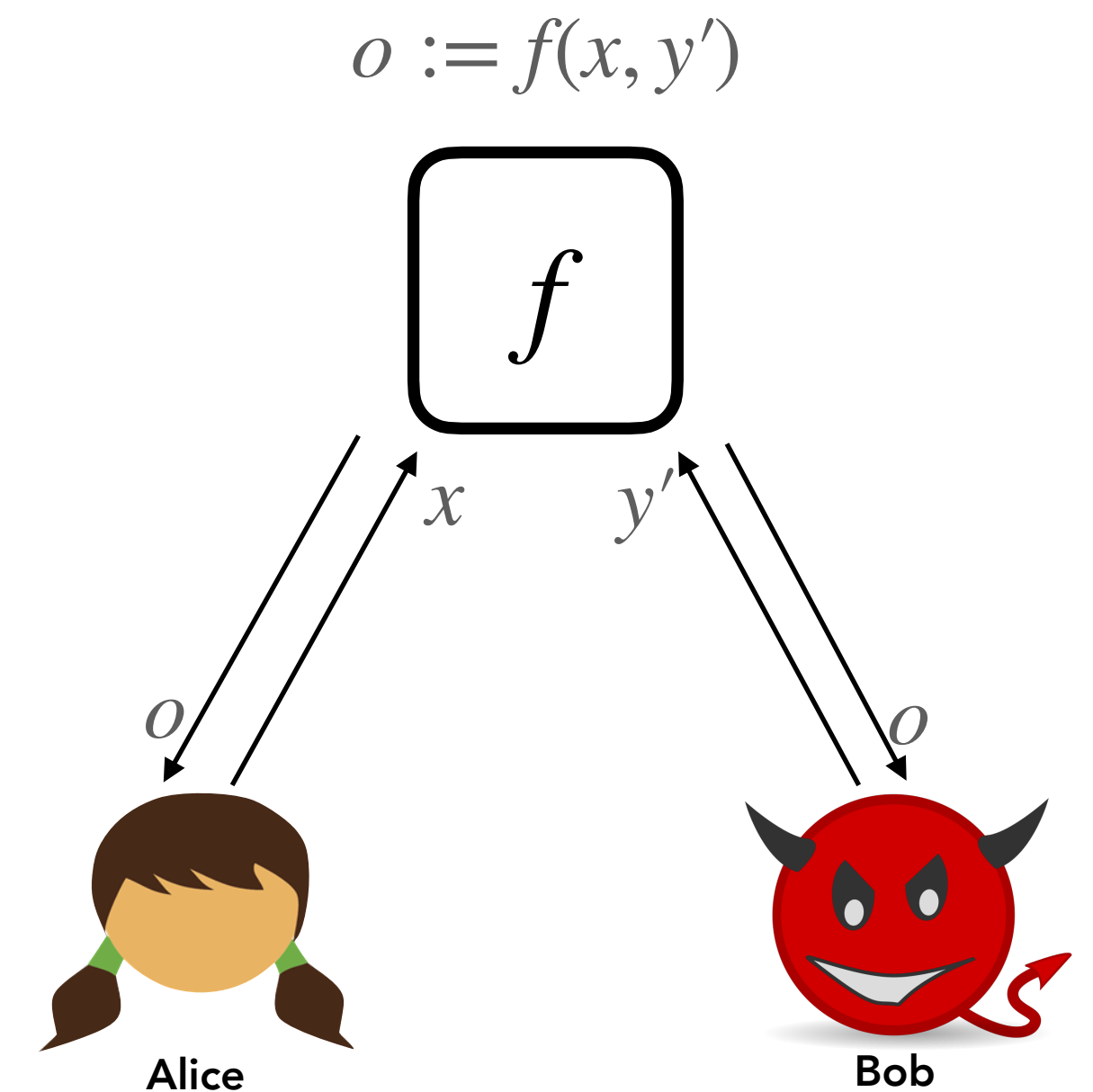
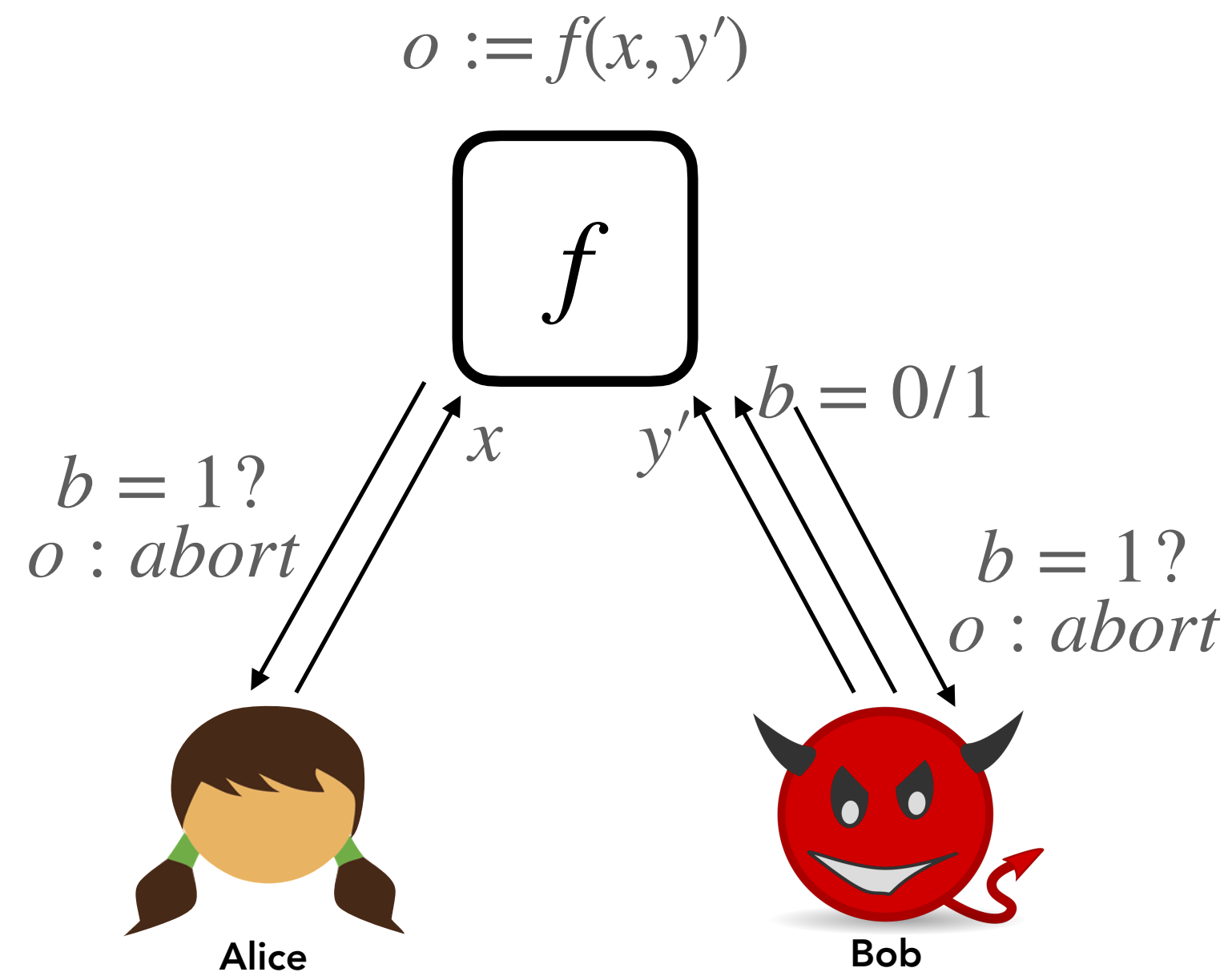
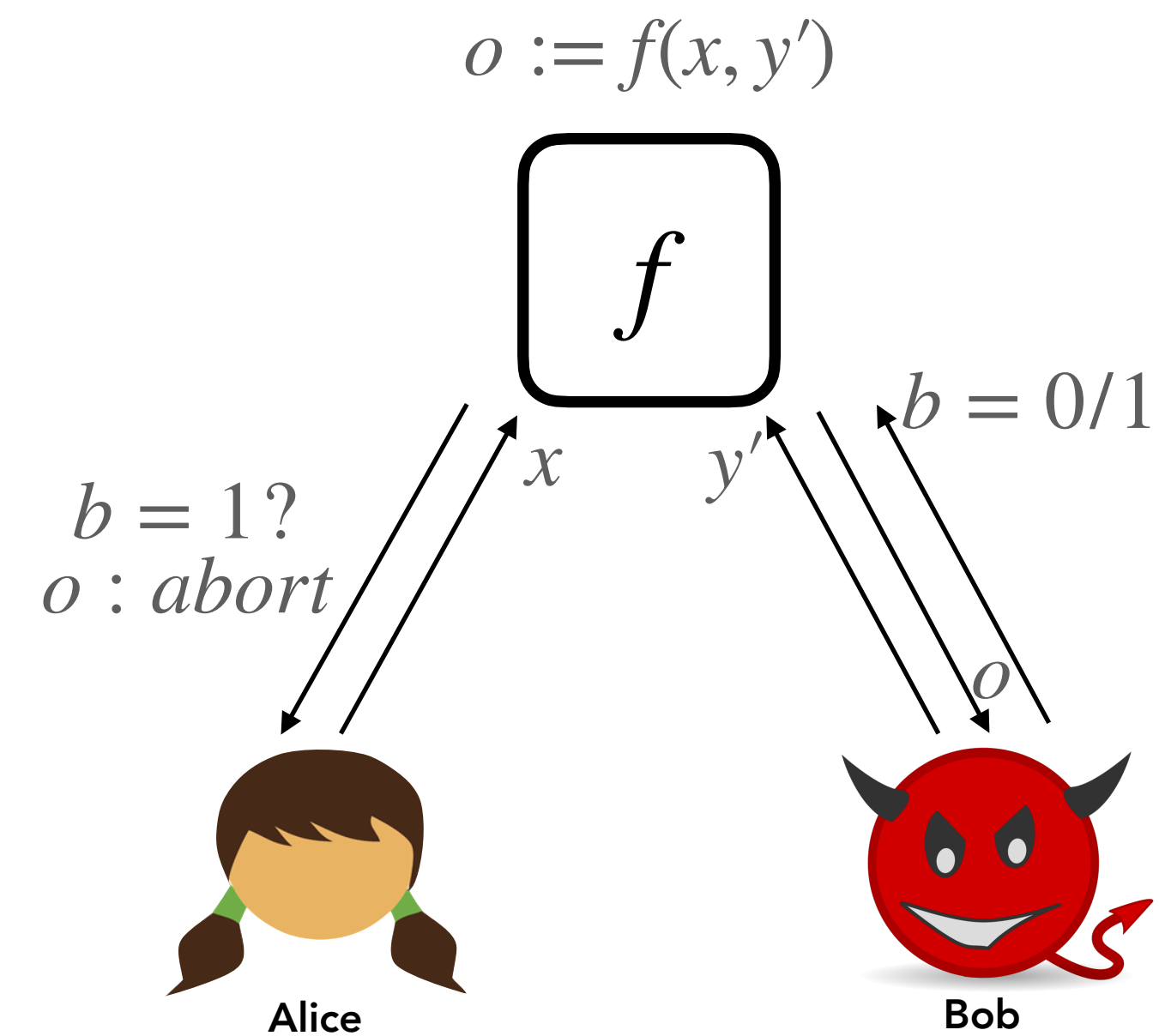
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### Security with Abort

### Fairness

### Guaranteed Output Delivery



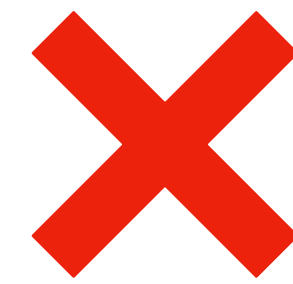
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**Security with Abort**

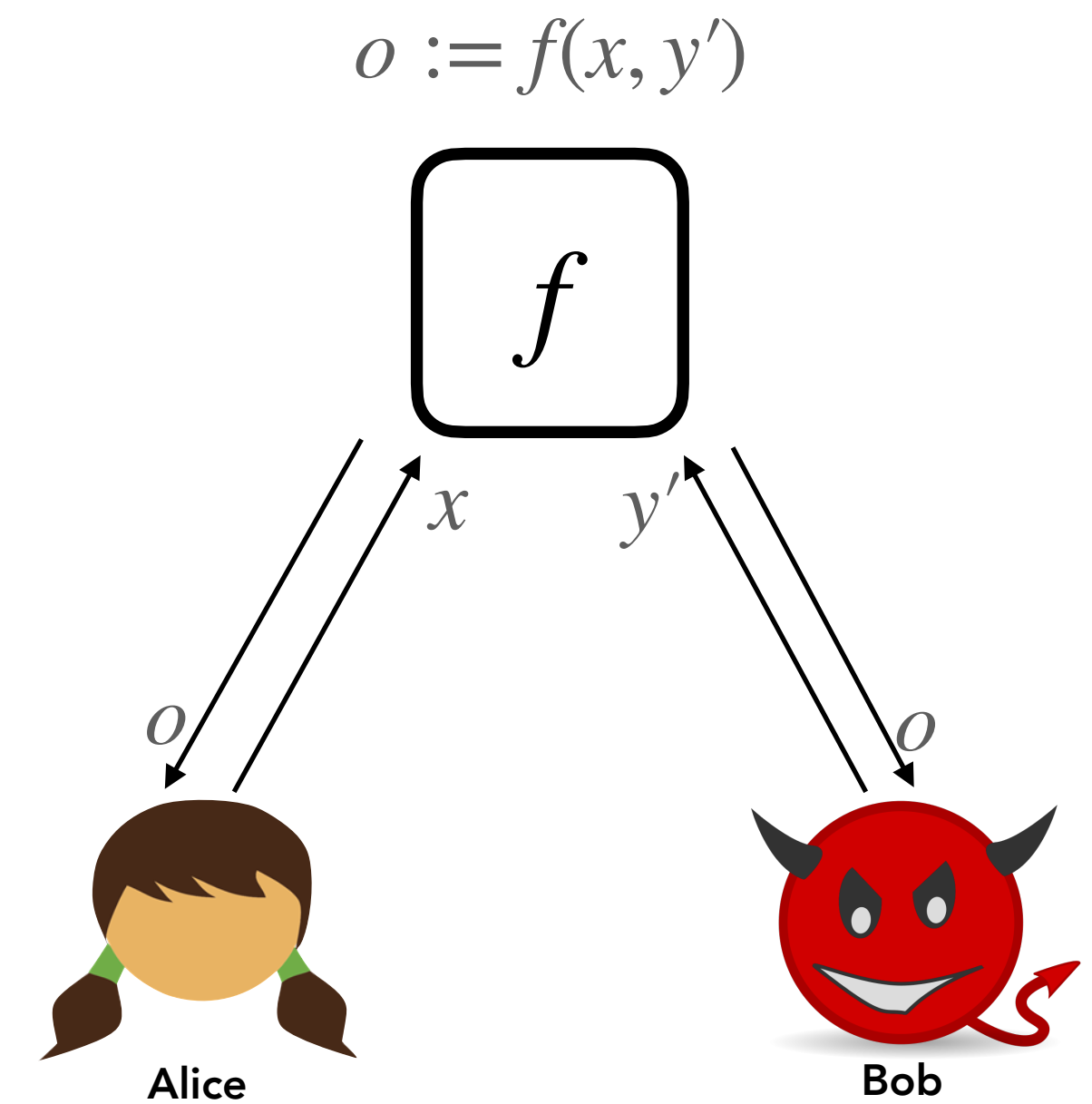
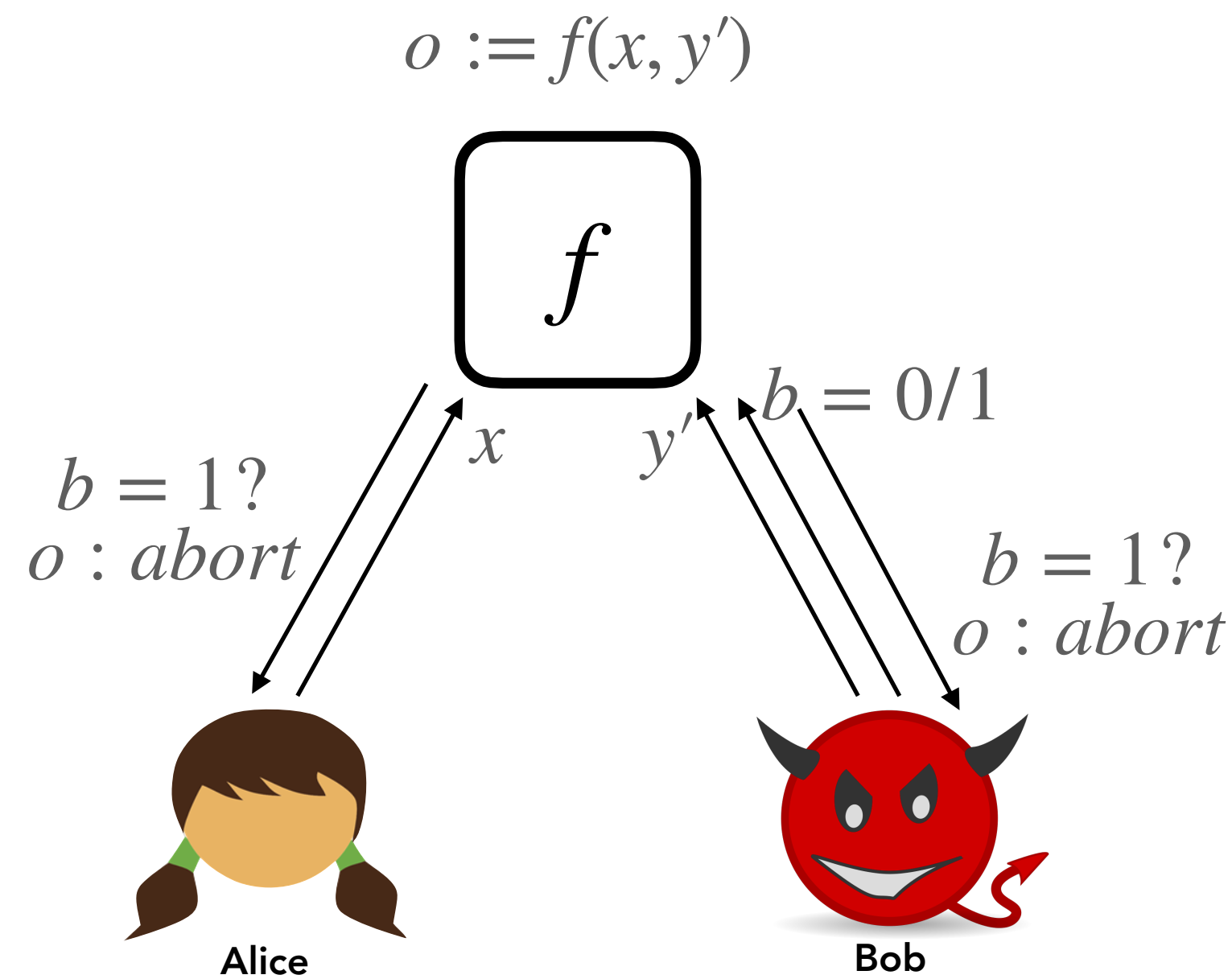
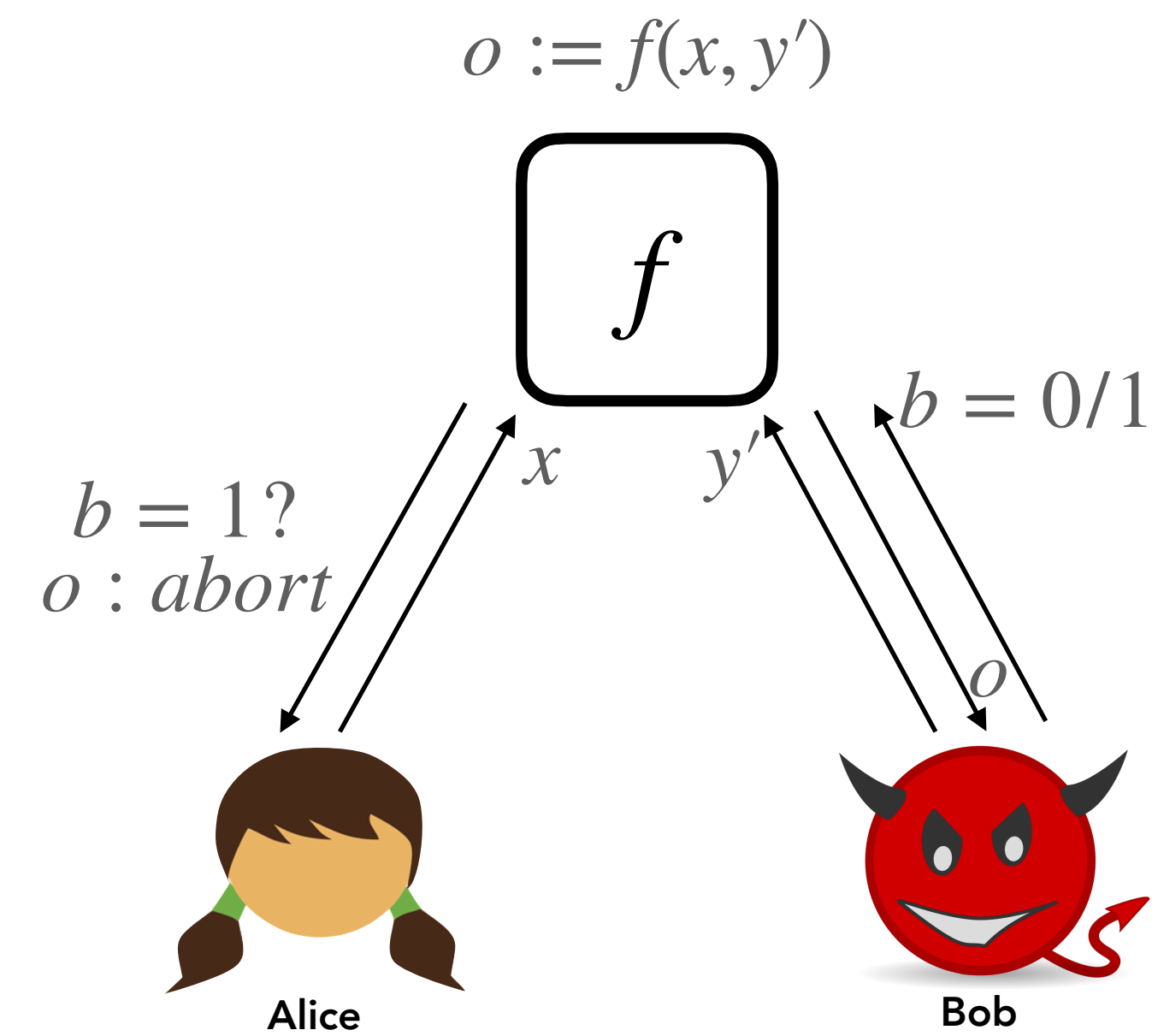


**Fairness**

[Cleve86]



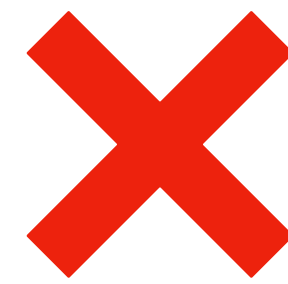
**Guaranteed Output Delivery**



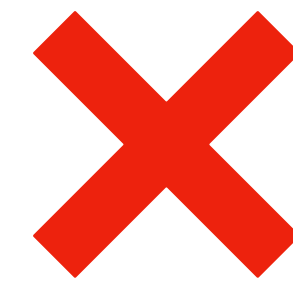
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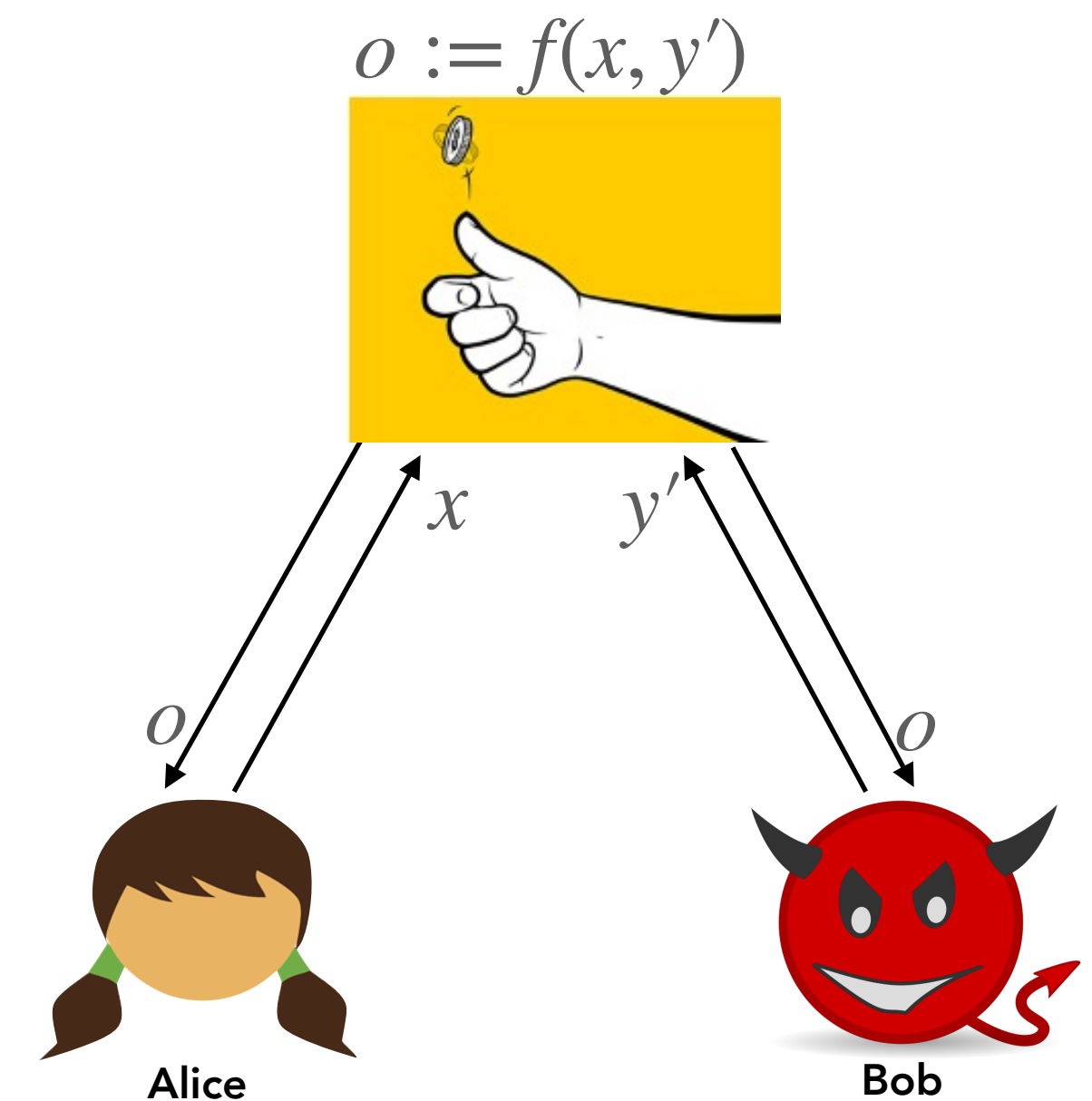
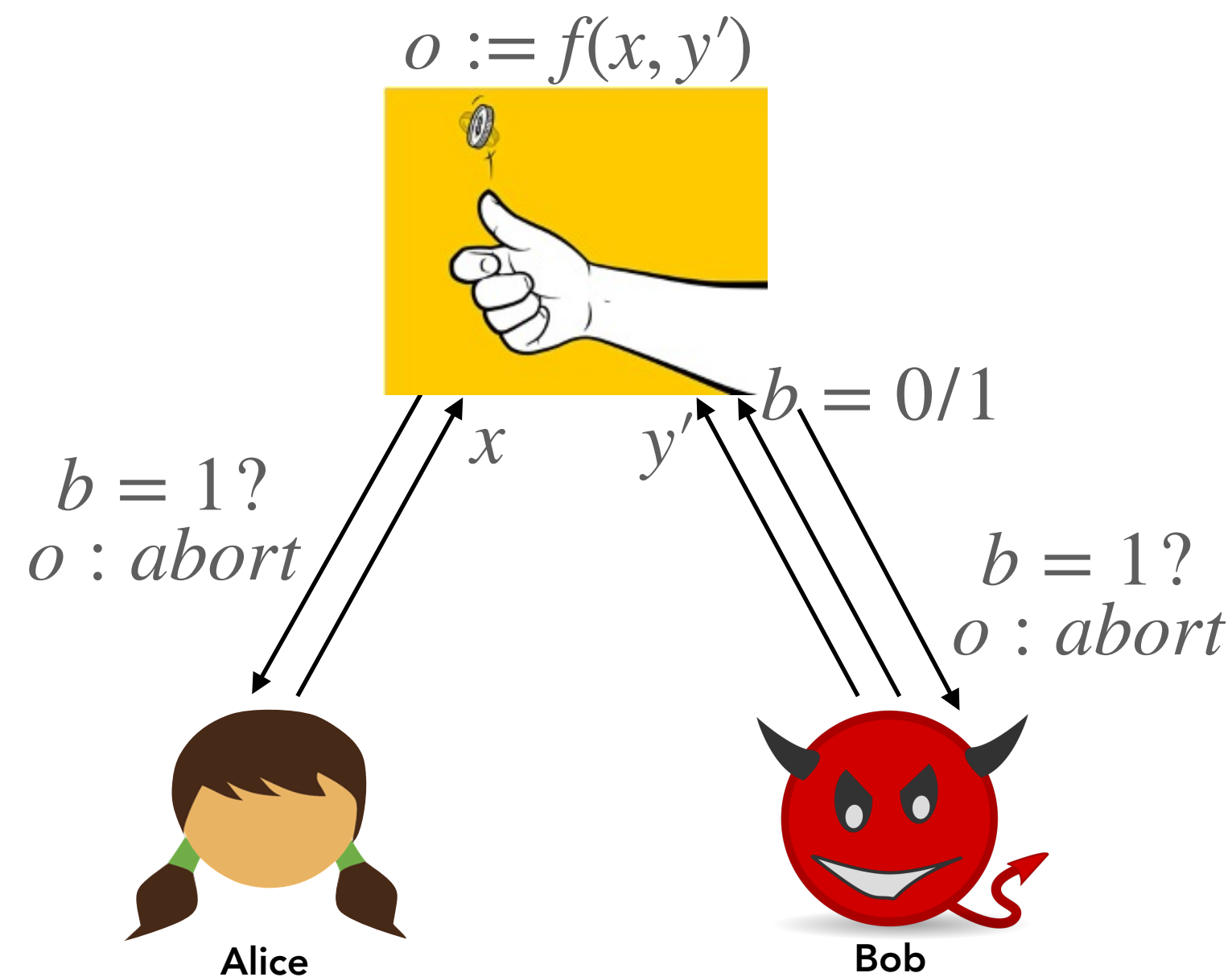
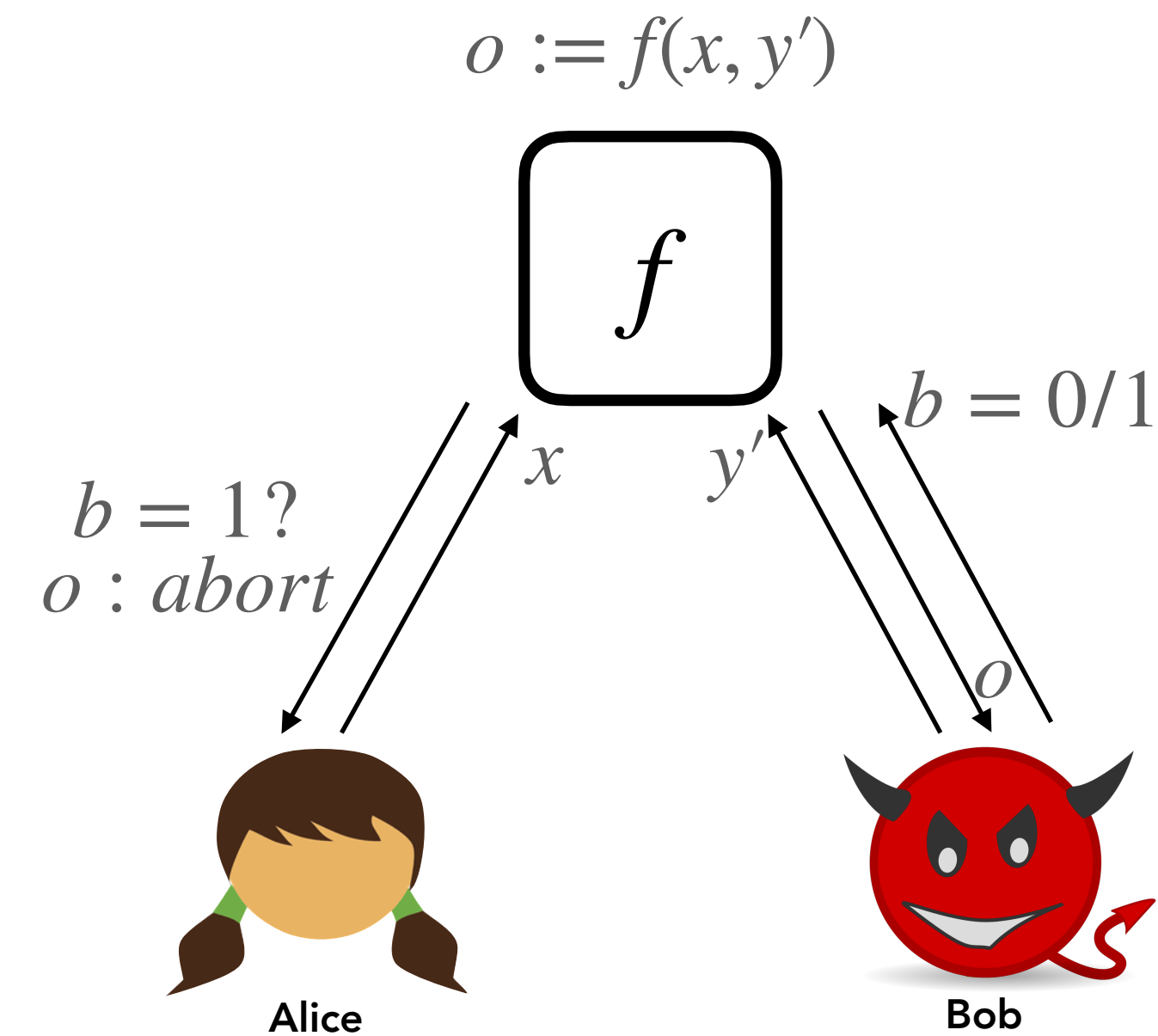
[Cleve86]



**Security with Abort**

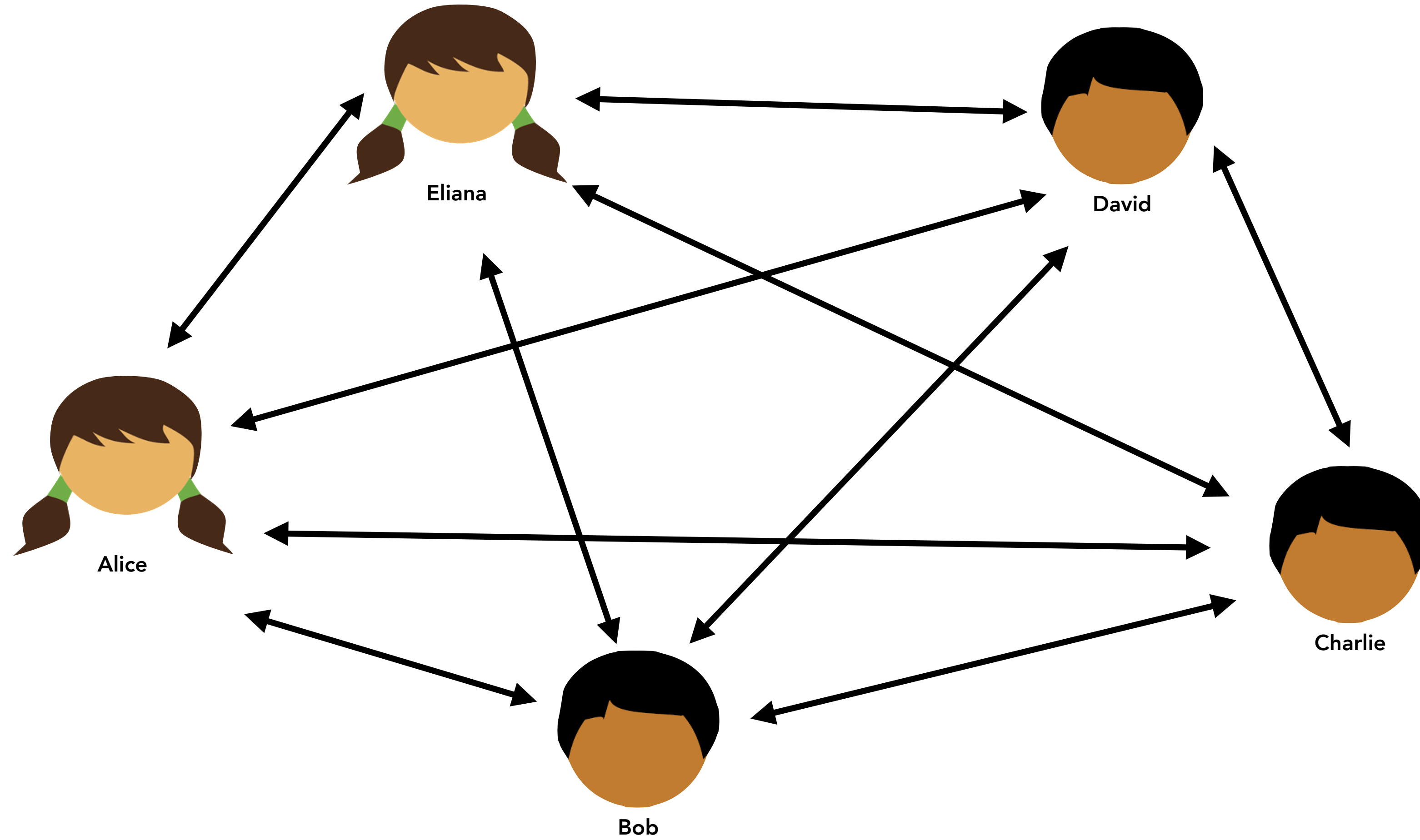
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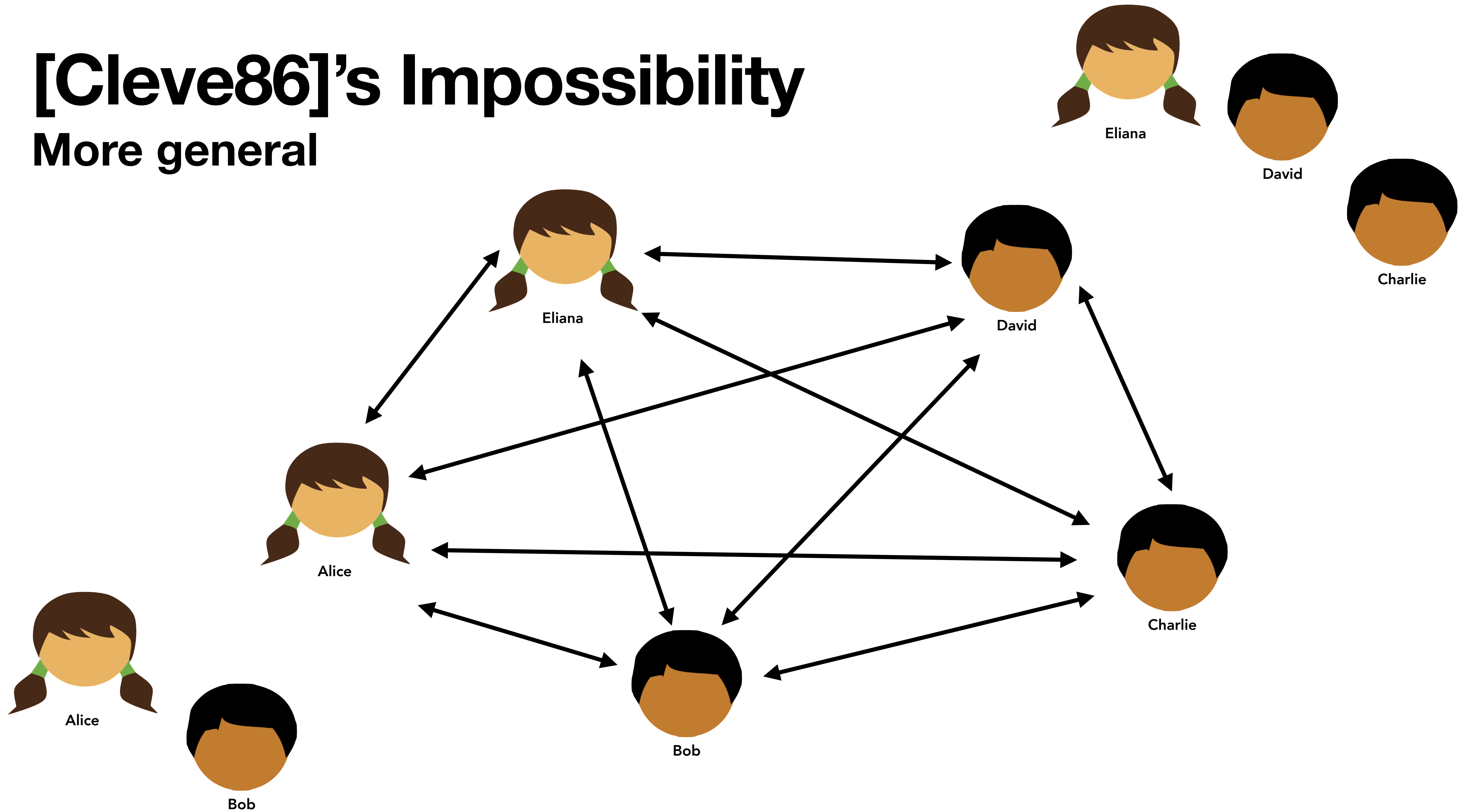
# [Cleve86]'s Impossibility

More general



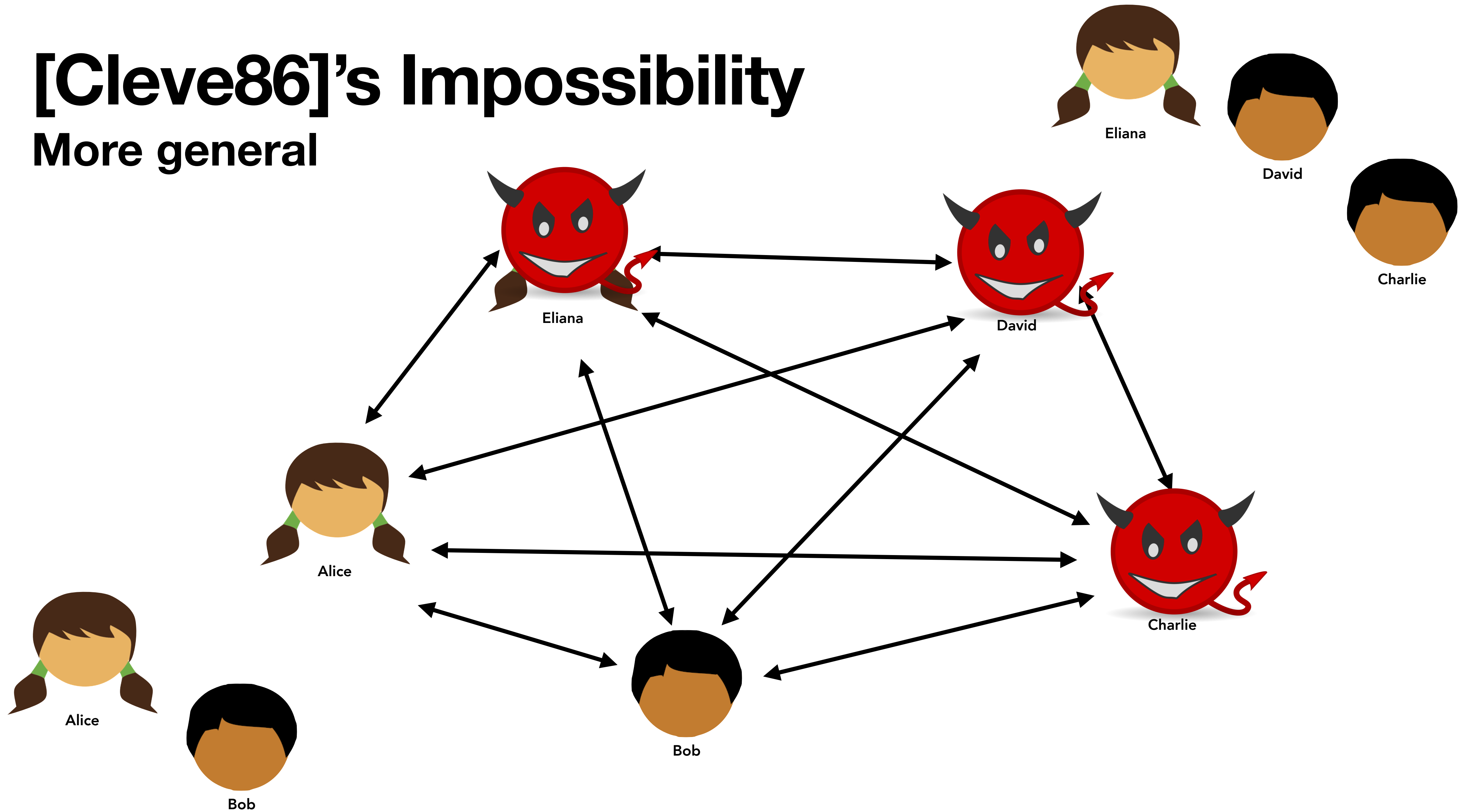
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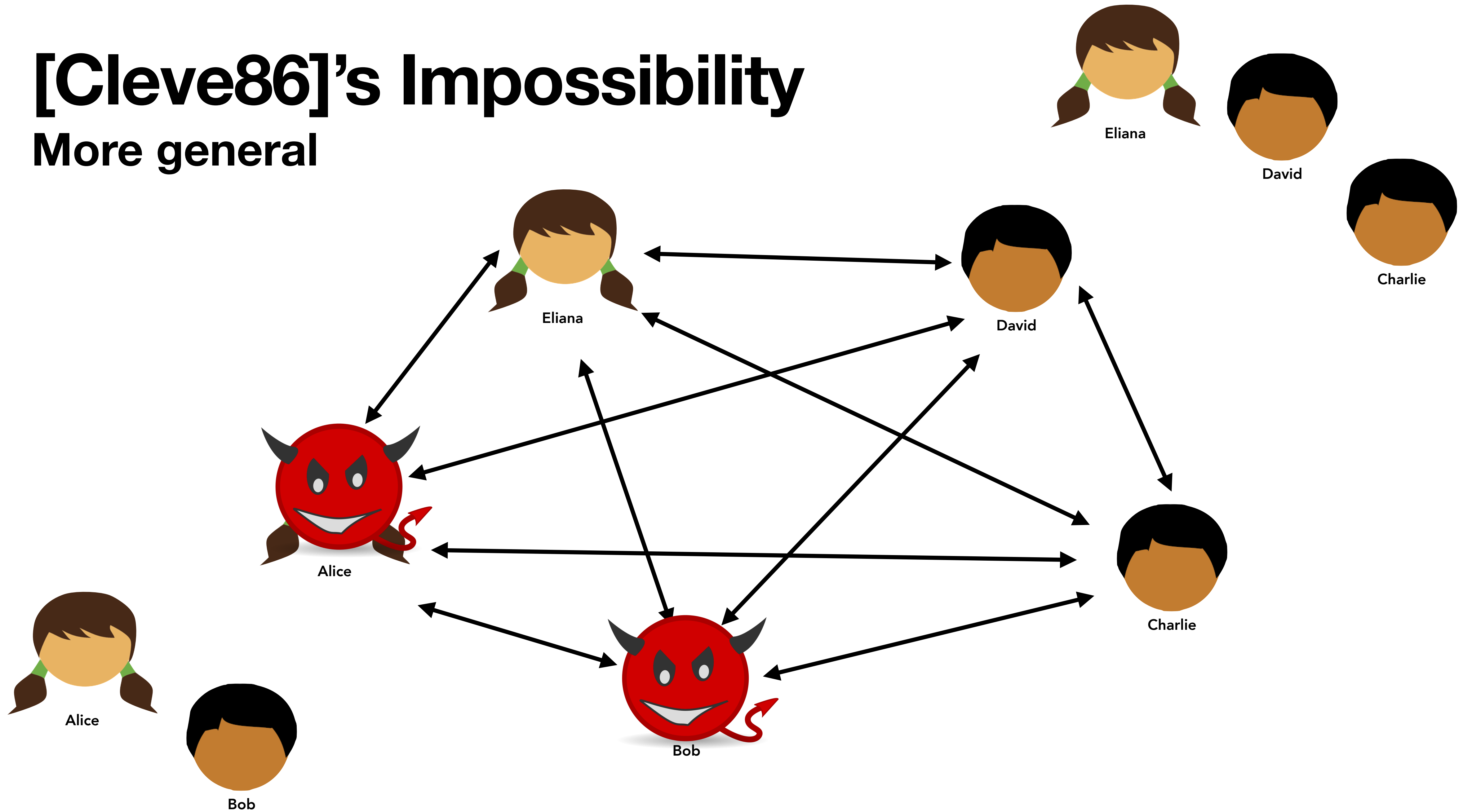
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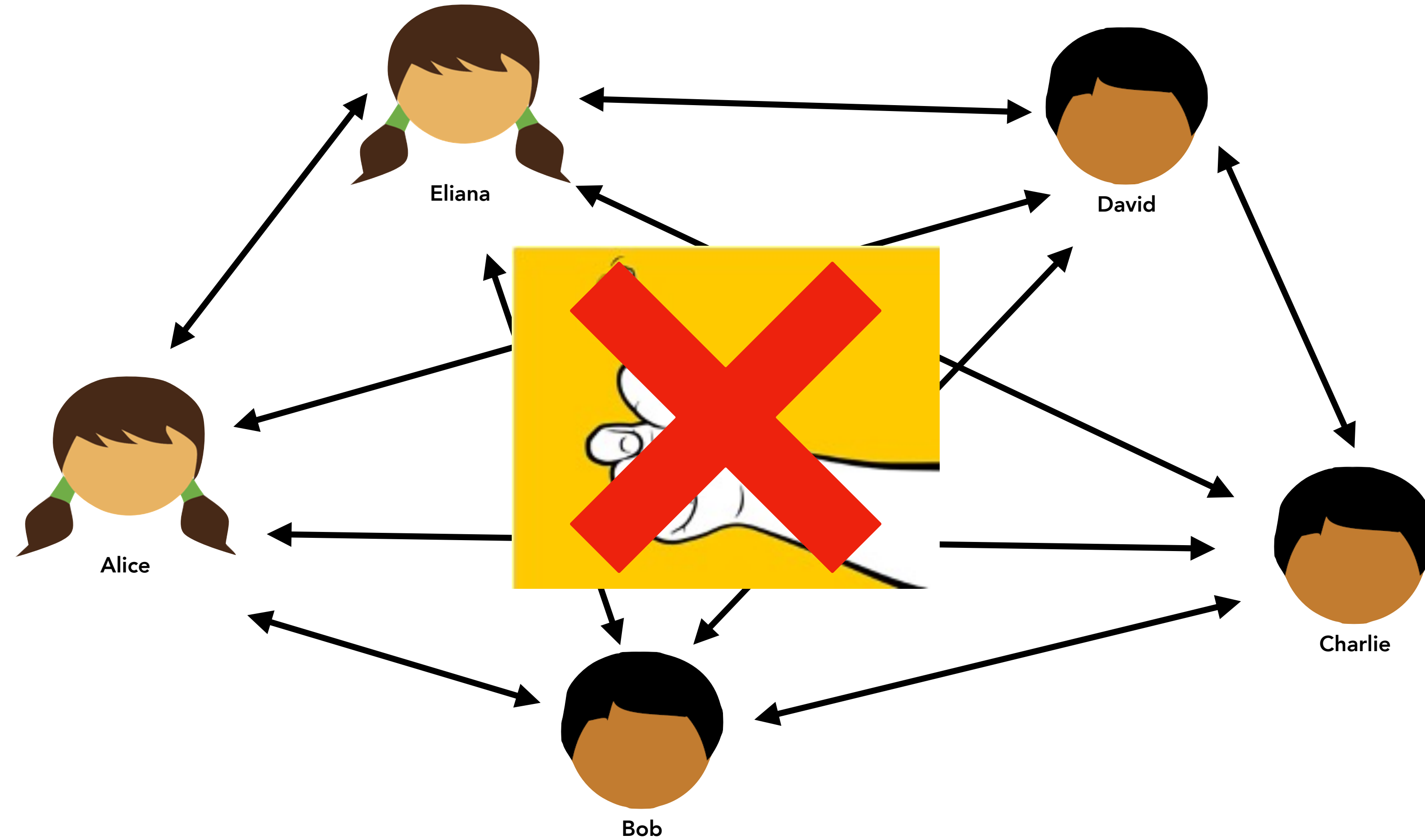
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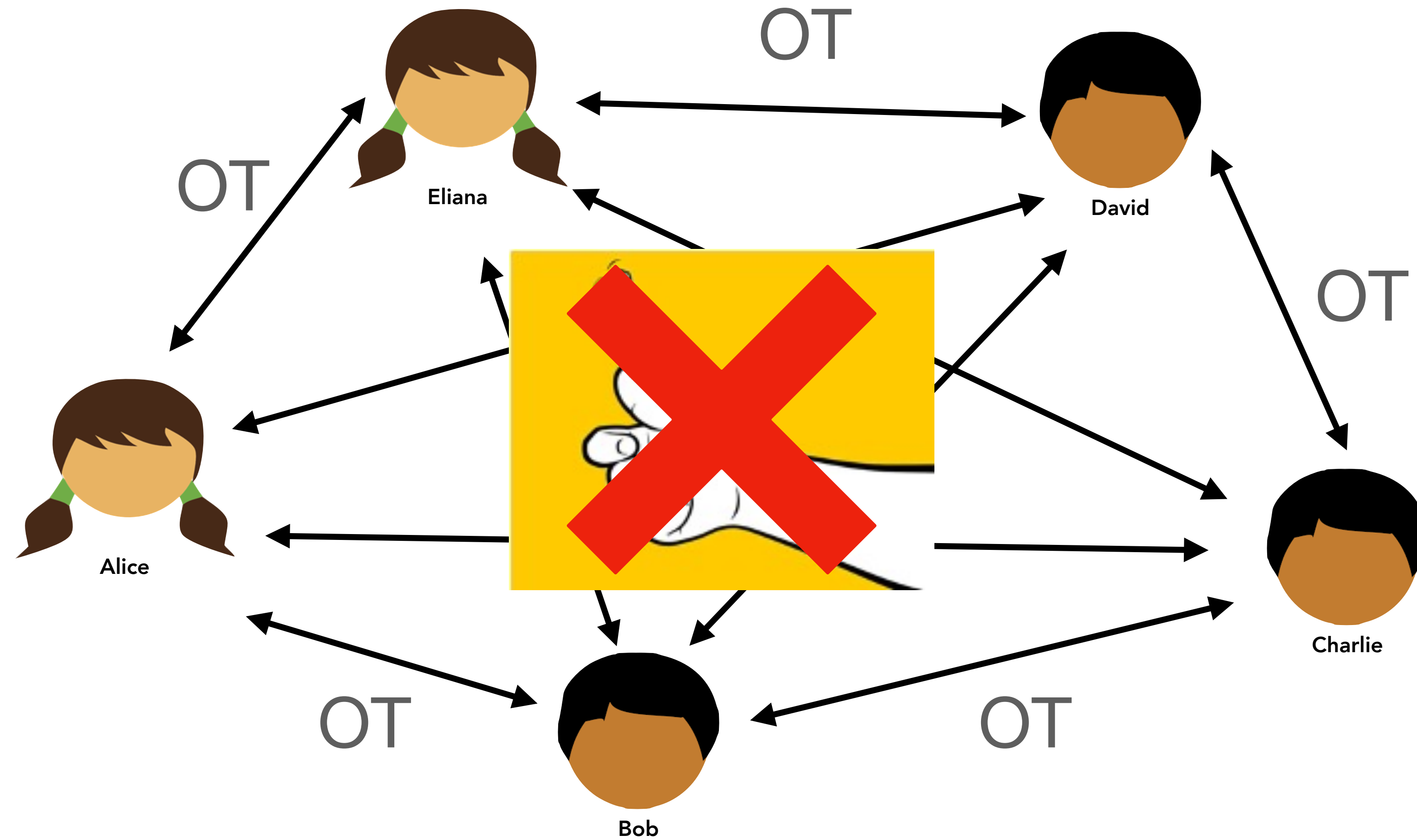
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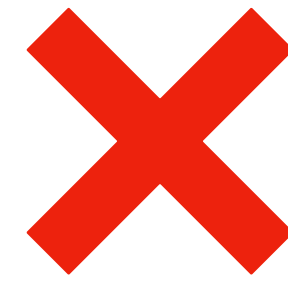
Any one-way channels, e.g, OTs



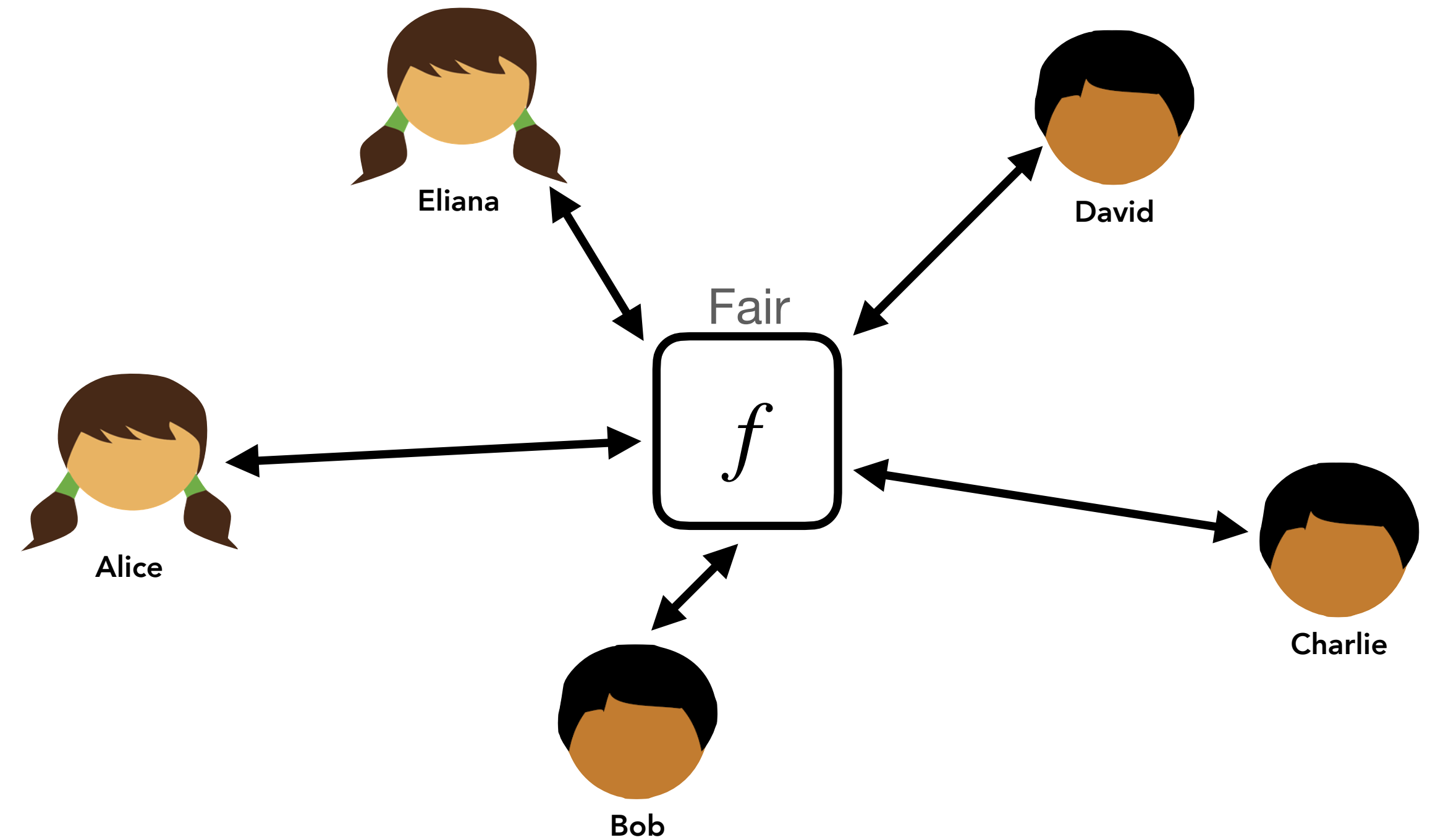
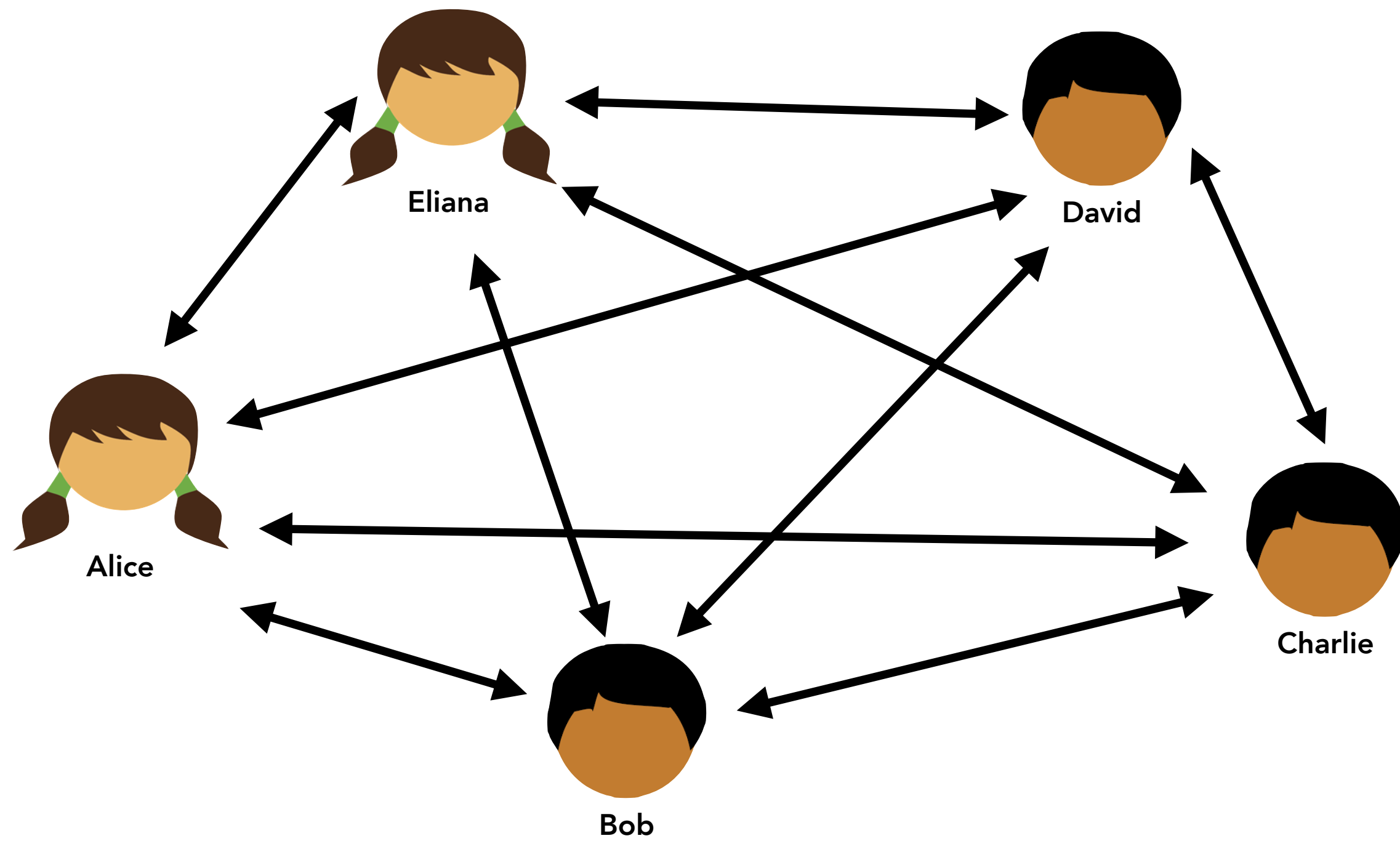
# Bypassing [Cleve86] to Achieve Fair MPC

Via augmenting “stronger” communication channels

Real World

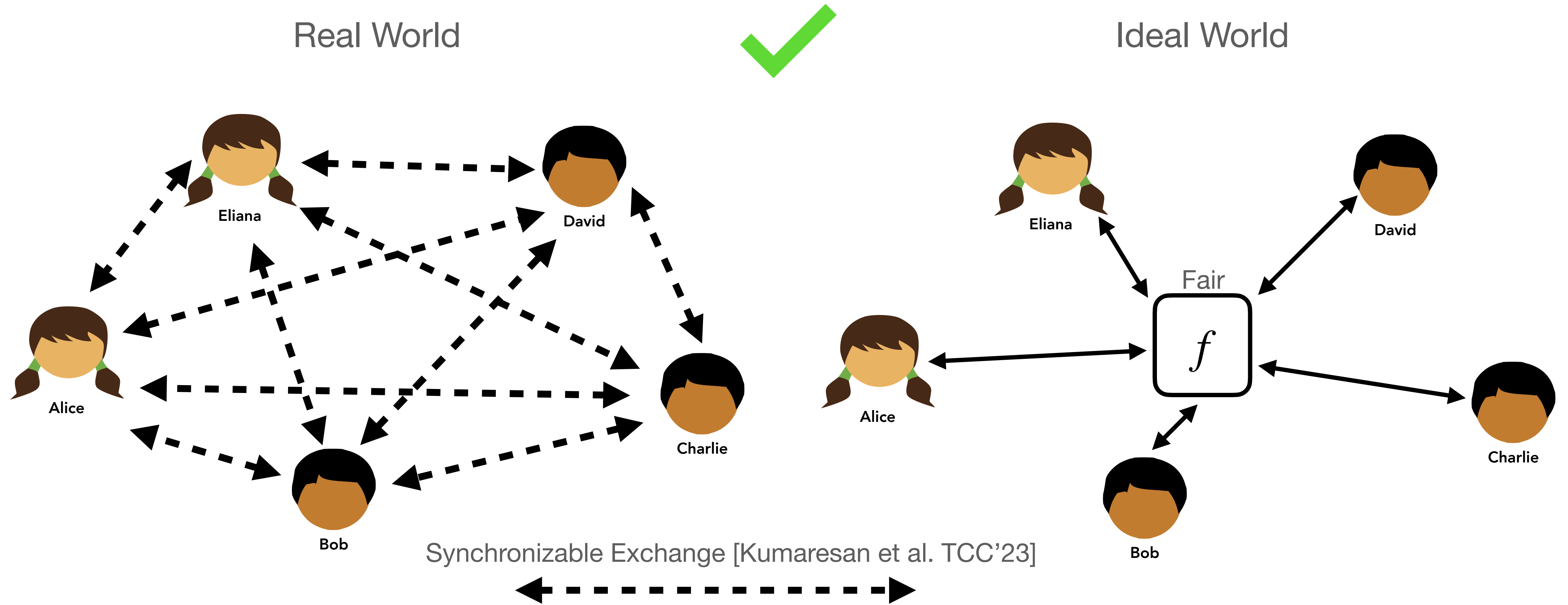


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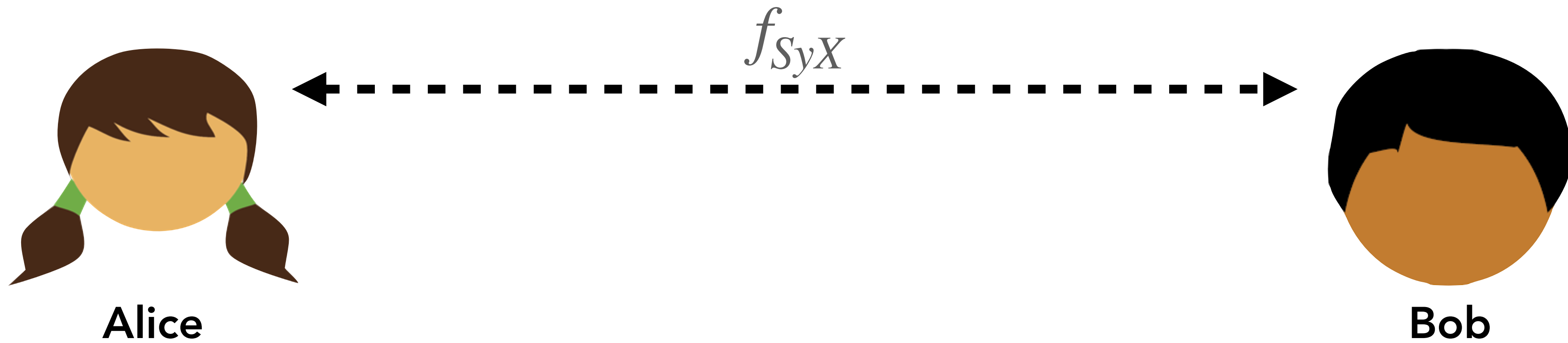
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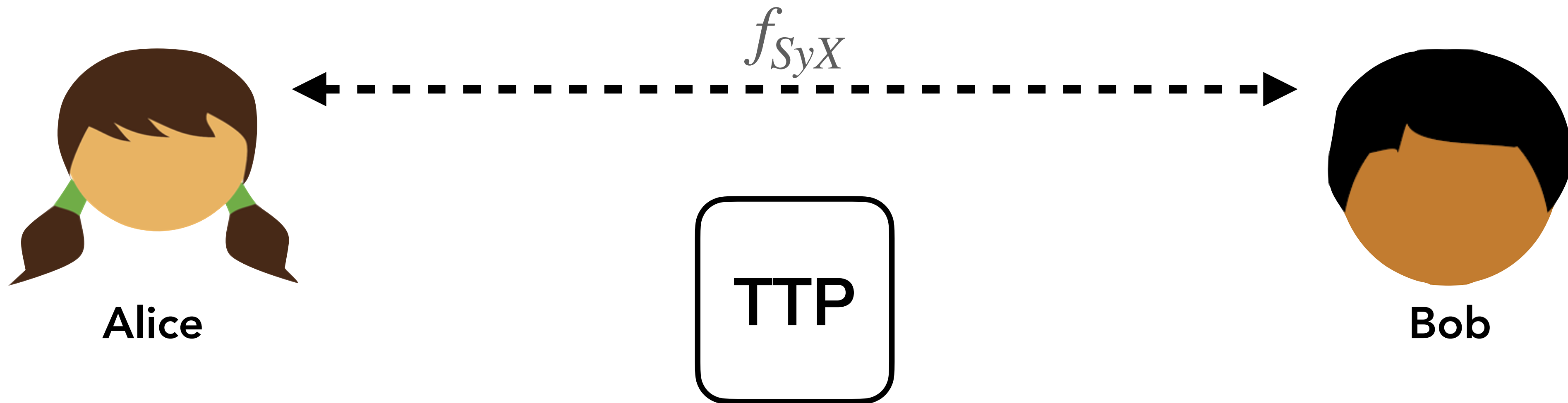
# Synchronizable Exchange

[Kumaresan et al. TCC'23]



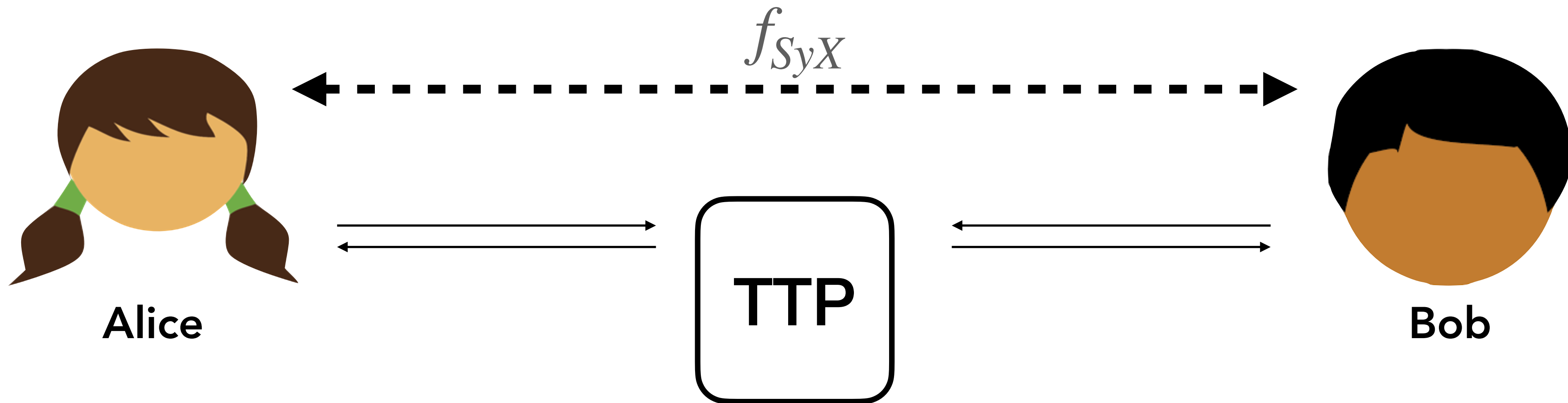
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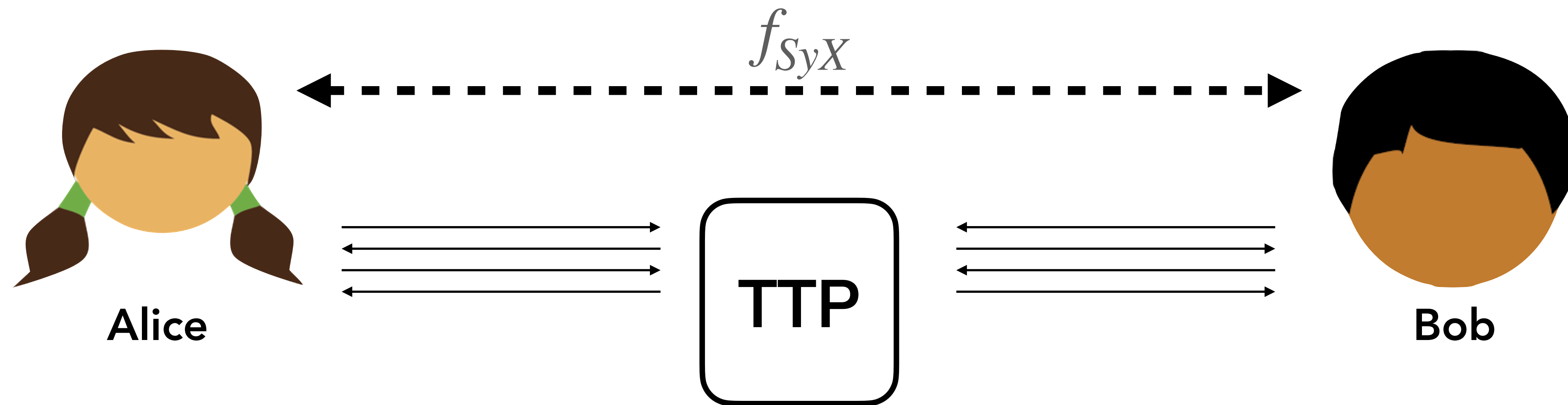
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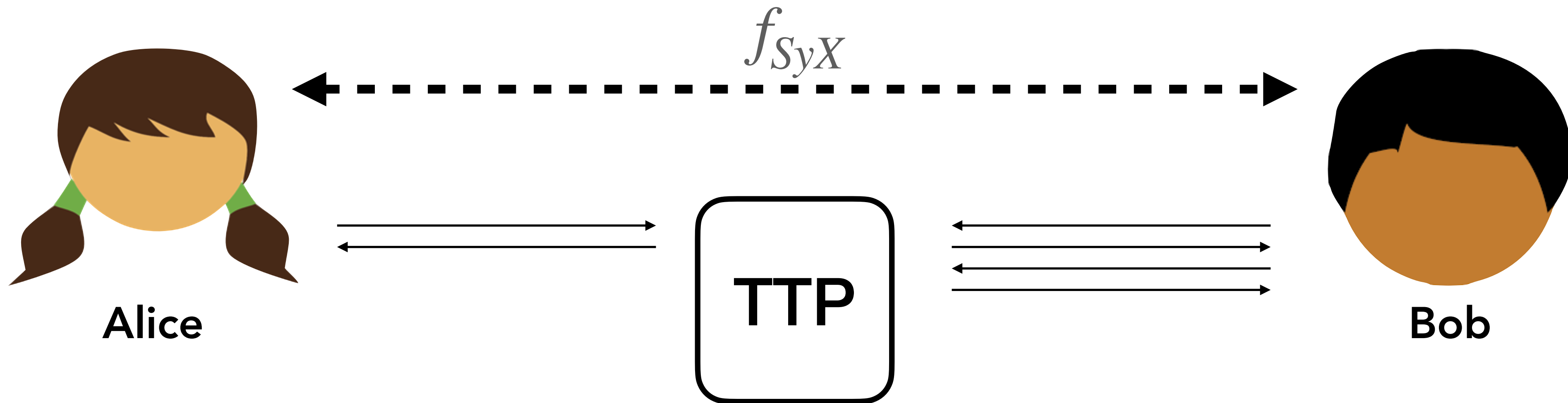
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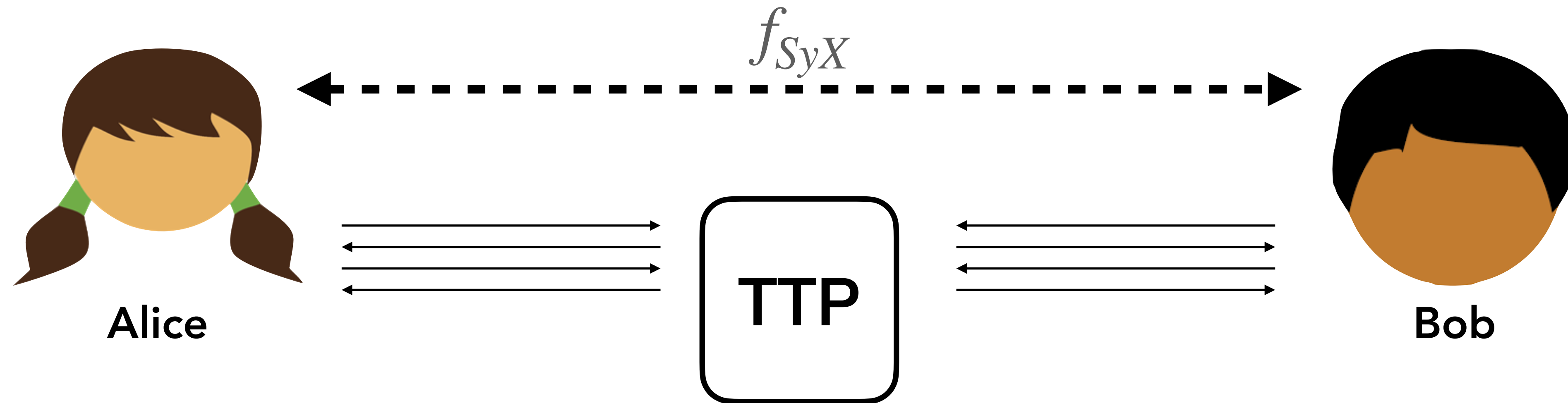
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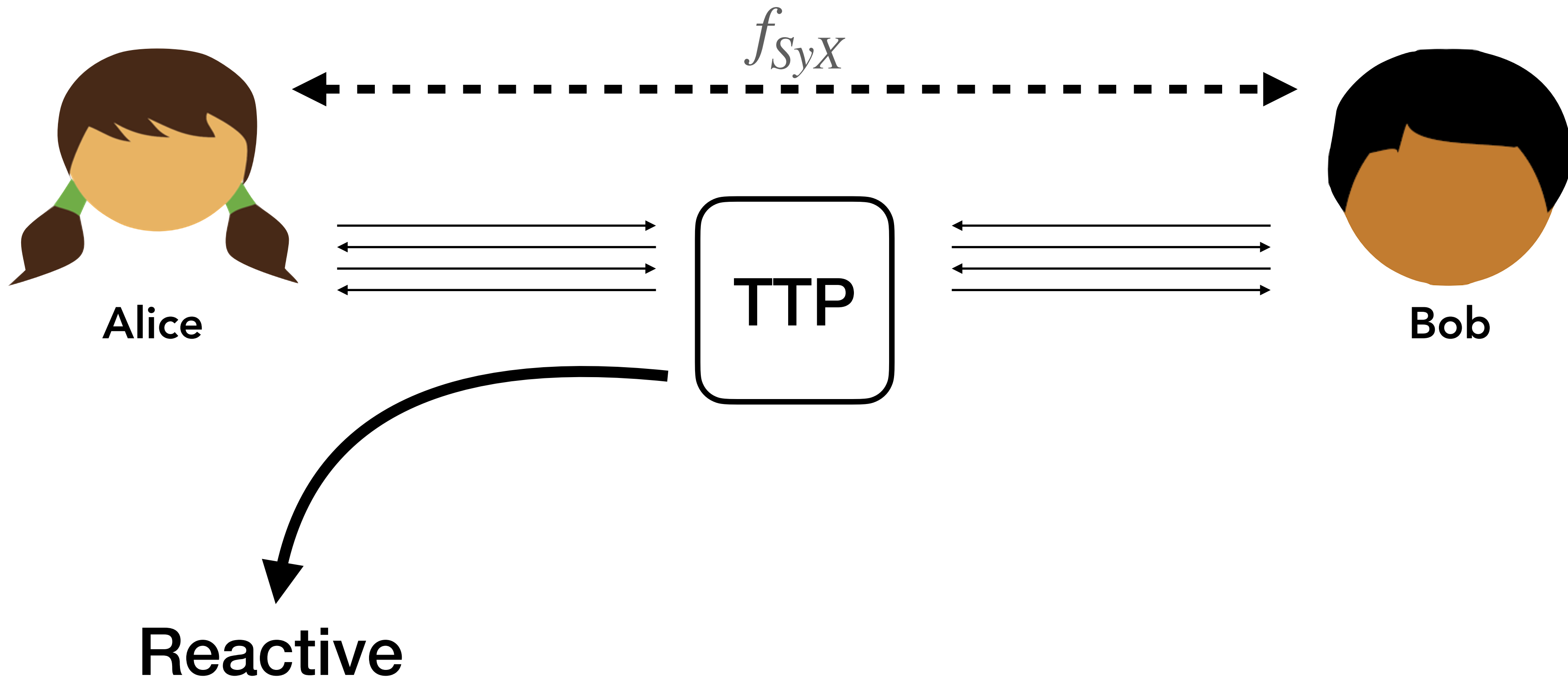
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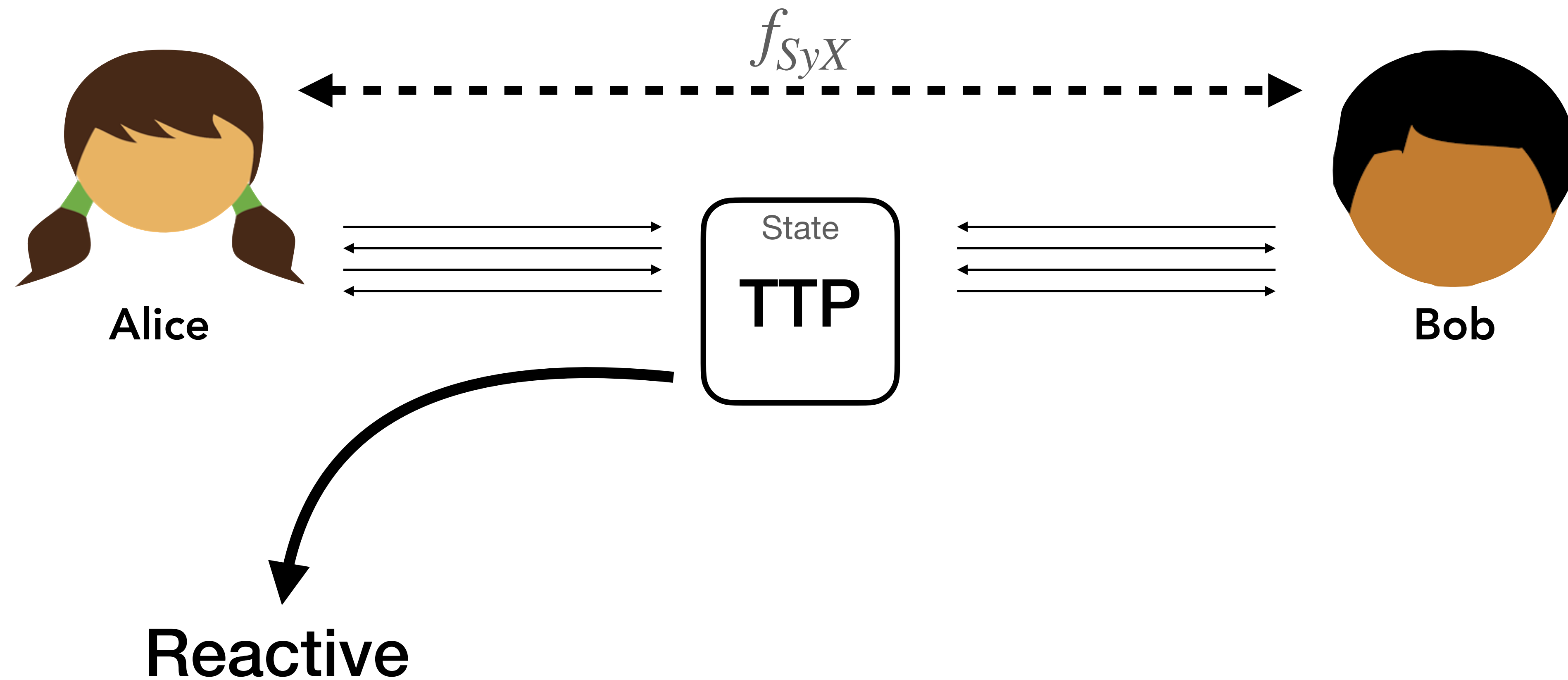
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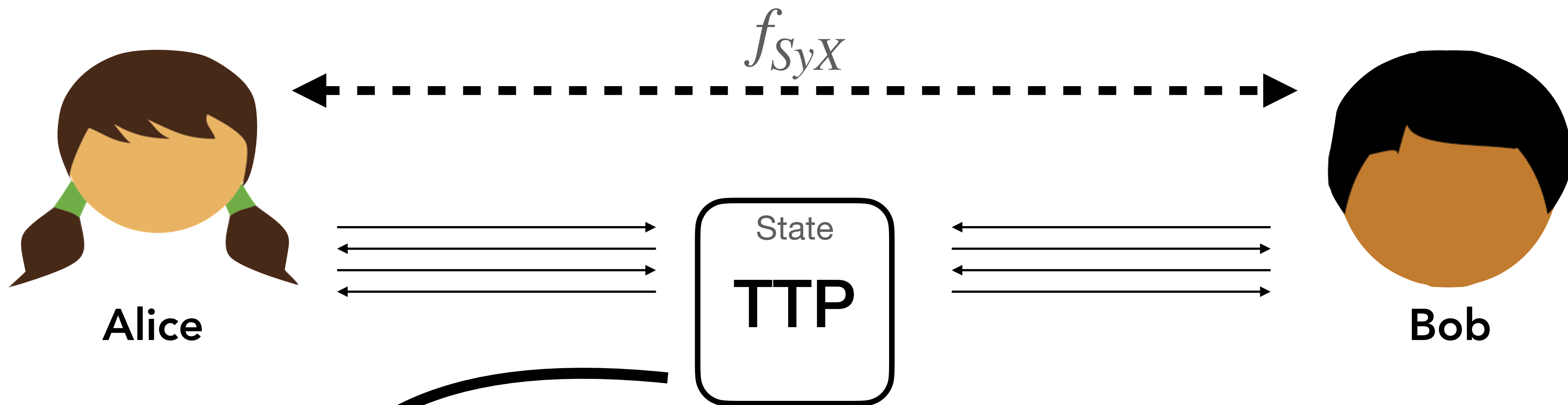
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Reactive



Can we achieve fair MPC via unreactive/stateless channels?

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We completely address this question.



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 $t = \# \text{corruption}$ ,  $n = \# \text{party}$

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Table 1: Our contributions.

$t$	Insufficient functionalities for fair coin tossing	Sufficient functionalities for fair MPC
$t < \frac{n}{2}$	–	Local computation [FGMvR02]
$t = \frac{n}{2}$	Local computation [Cle86]	2-wise fair exchange [ours]
$t > \frac{n}{2}$	Arbitrary unreactive $t$ -wise [ours]	$(t + 1)$ -wise fair exchange <sup>a</sup> [ours]

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[Cohen and Lindel, Asiacrypt 14]:

1. Fairness with broadcast  $\rightarrow$  Fairness without broadcast
2. No G.O.D. with broadcast  $\rightarrow$  No fairness (even) with broadcast

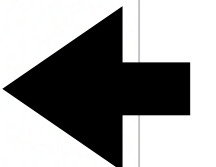
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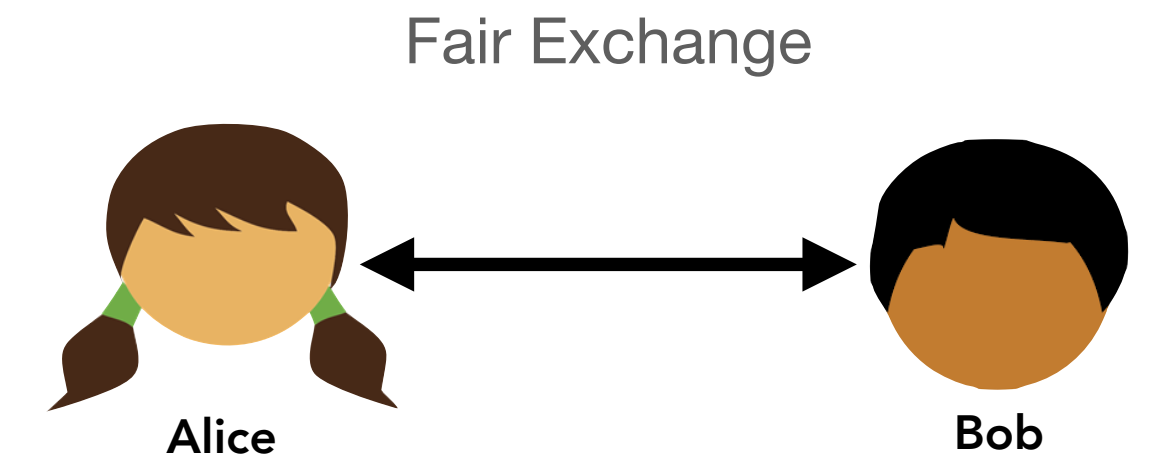
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# Example: Our Upper Bound

$t = \frac{n}{2}$ , 2-wise fair exchange

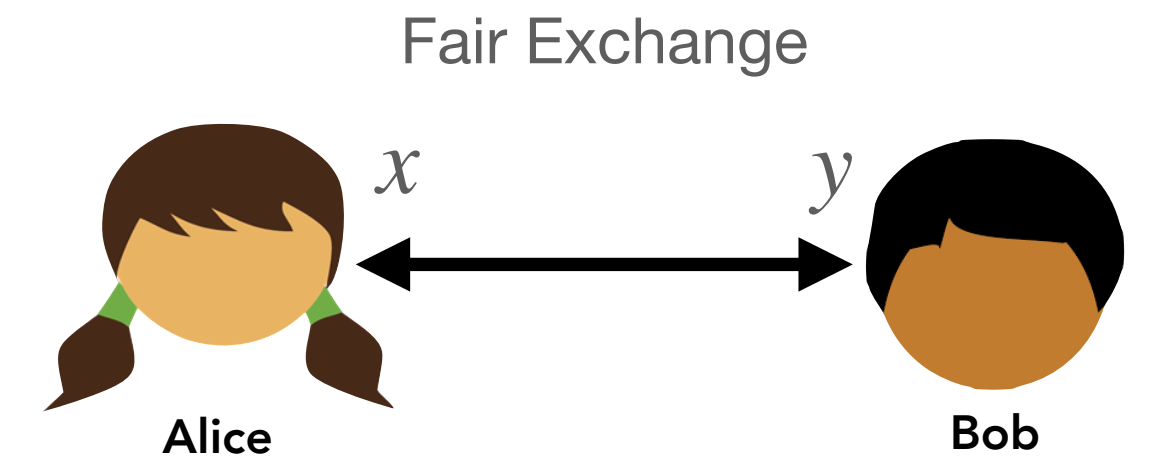
# Example: Our Upper Bound

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# Example: Our Upper Bound

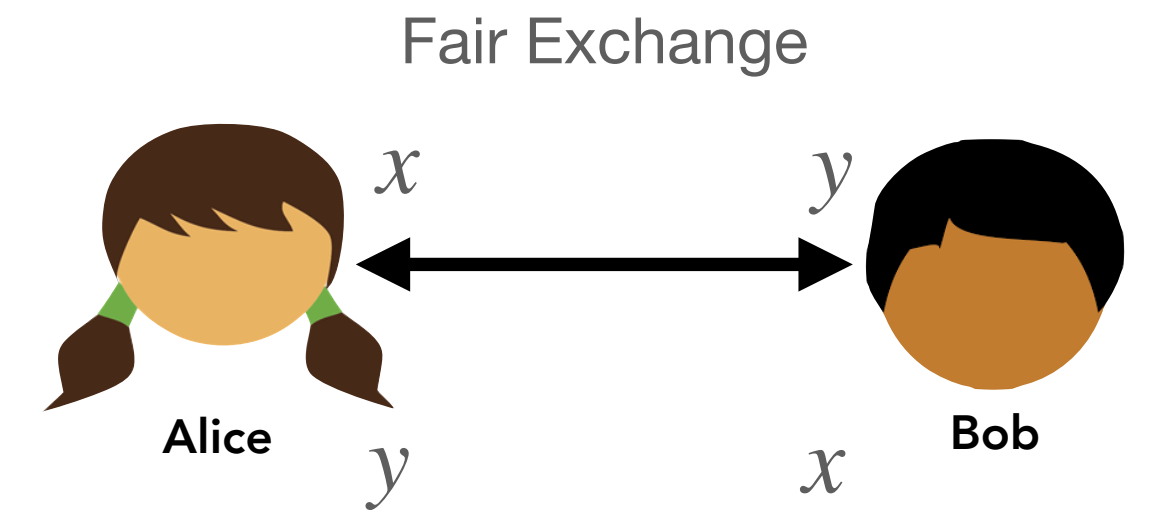
$t = \frac{n}{2}$ , 2-wise fair exchange





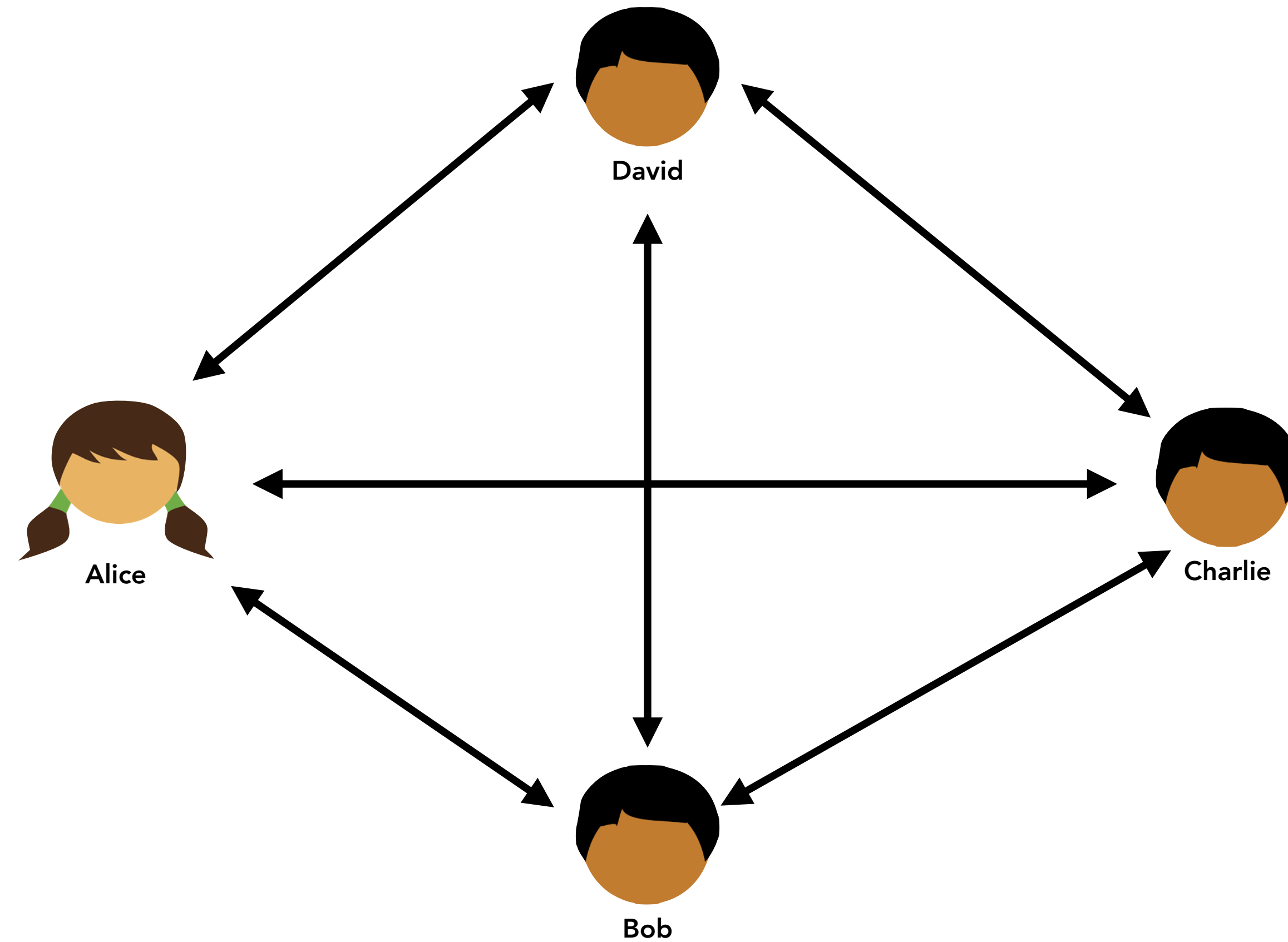
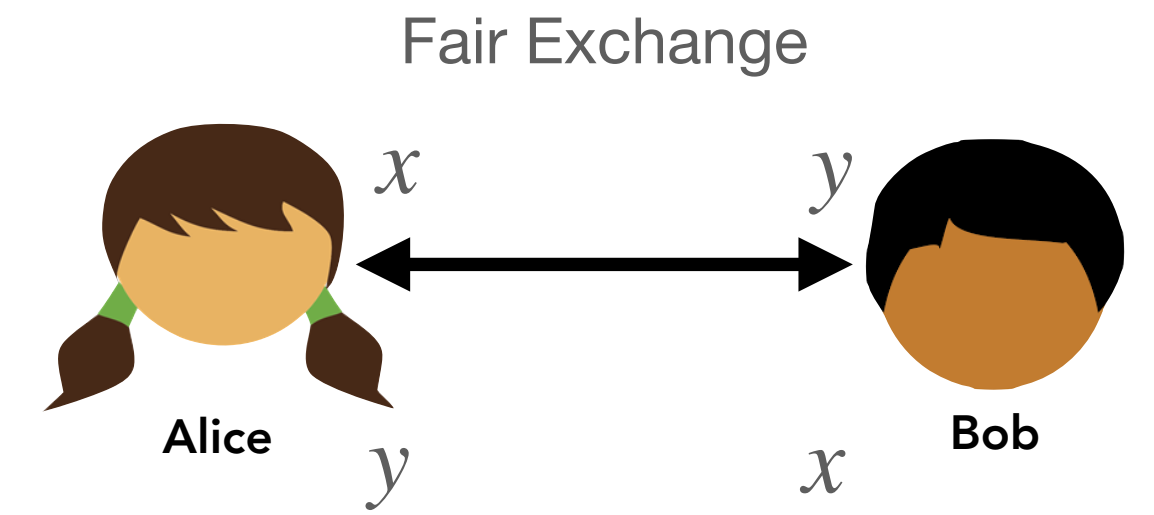
# Example: Our Upper Bound

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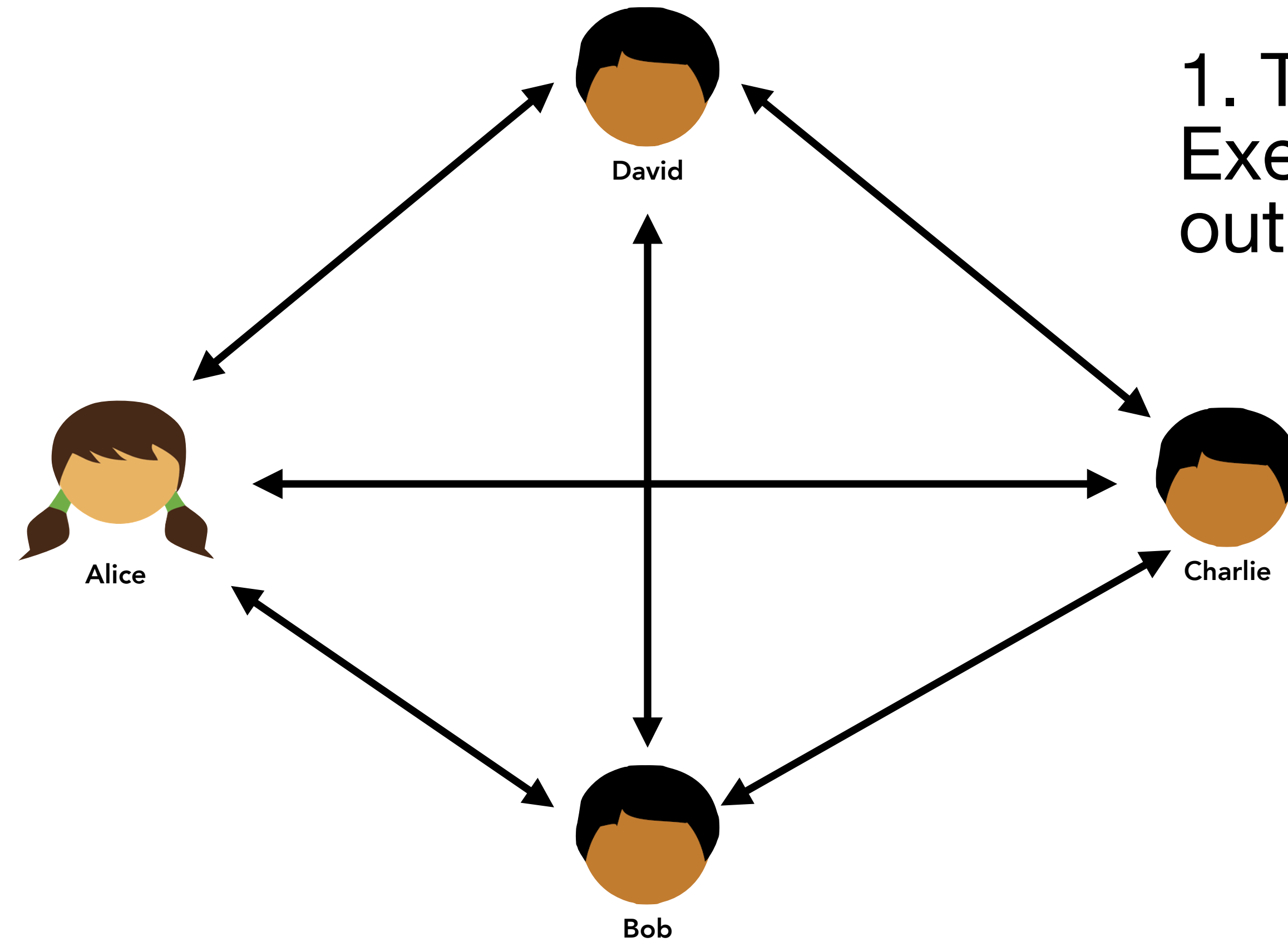
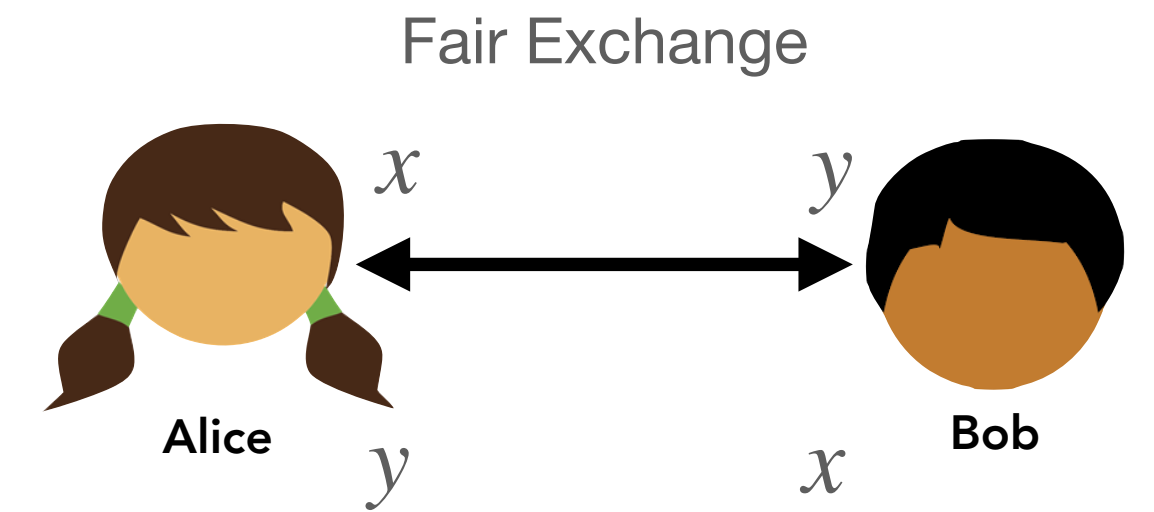
# Example: Our Upper Bound

$t = \frac{n}{2}$ , 2-wise fair exchange,  $n = 4$



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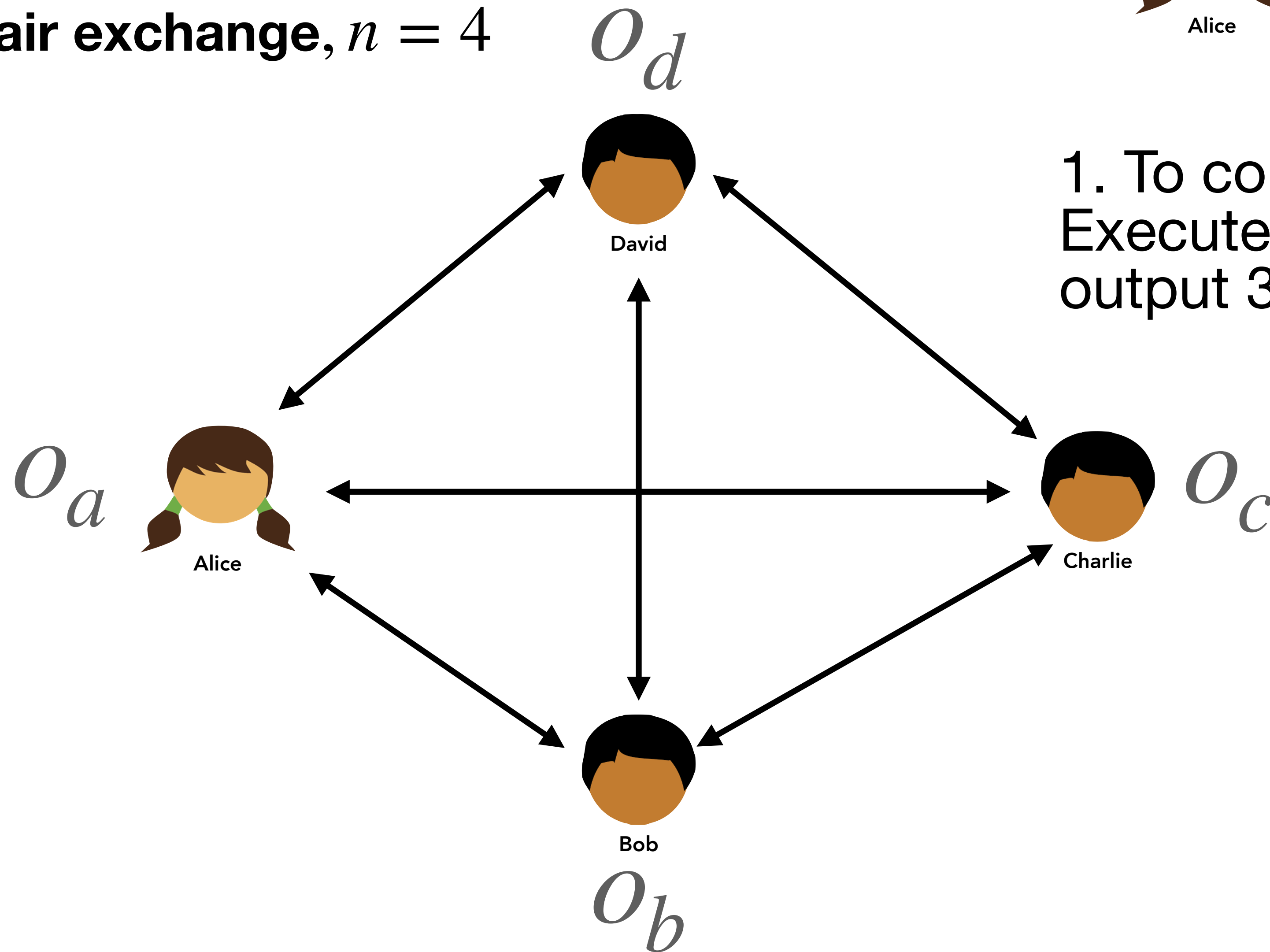
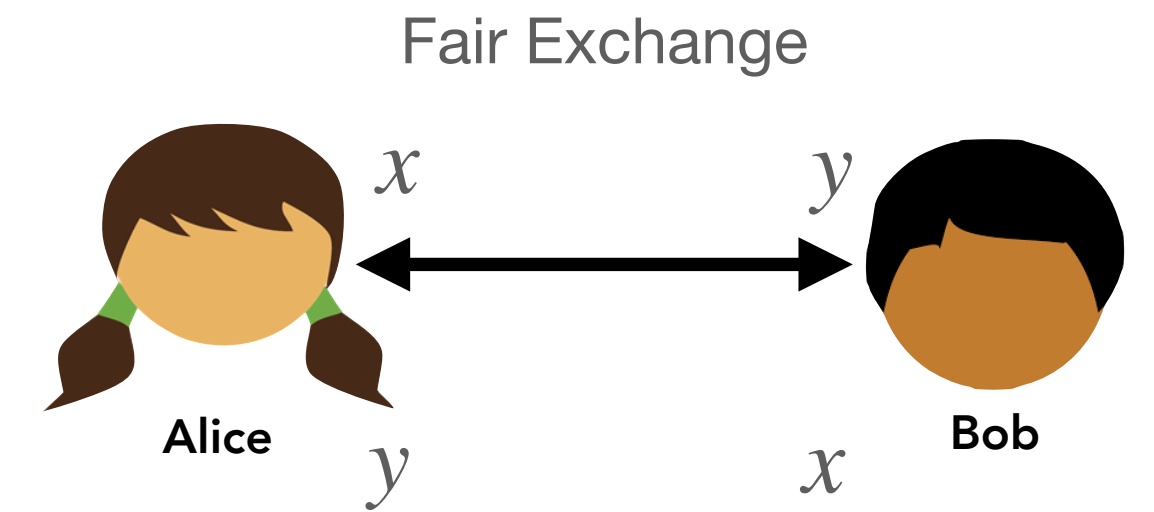
$t = \frac{n}{2}$ , 2-wise fair exchange,  $n = 4$



1. To compute  $f$ :  
Execute some SwA MPC,  
output 3-out-of-4 SS.

# Example: Our Upper Bound

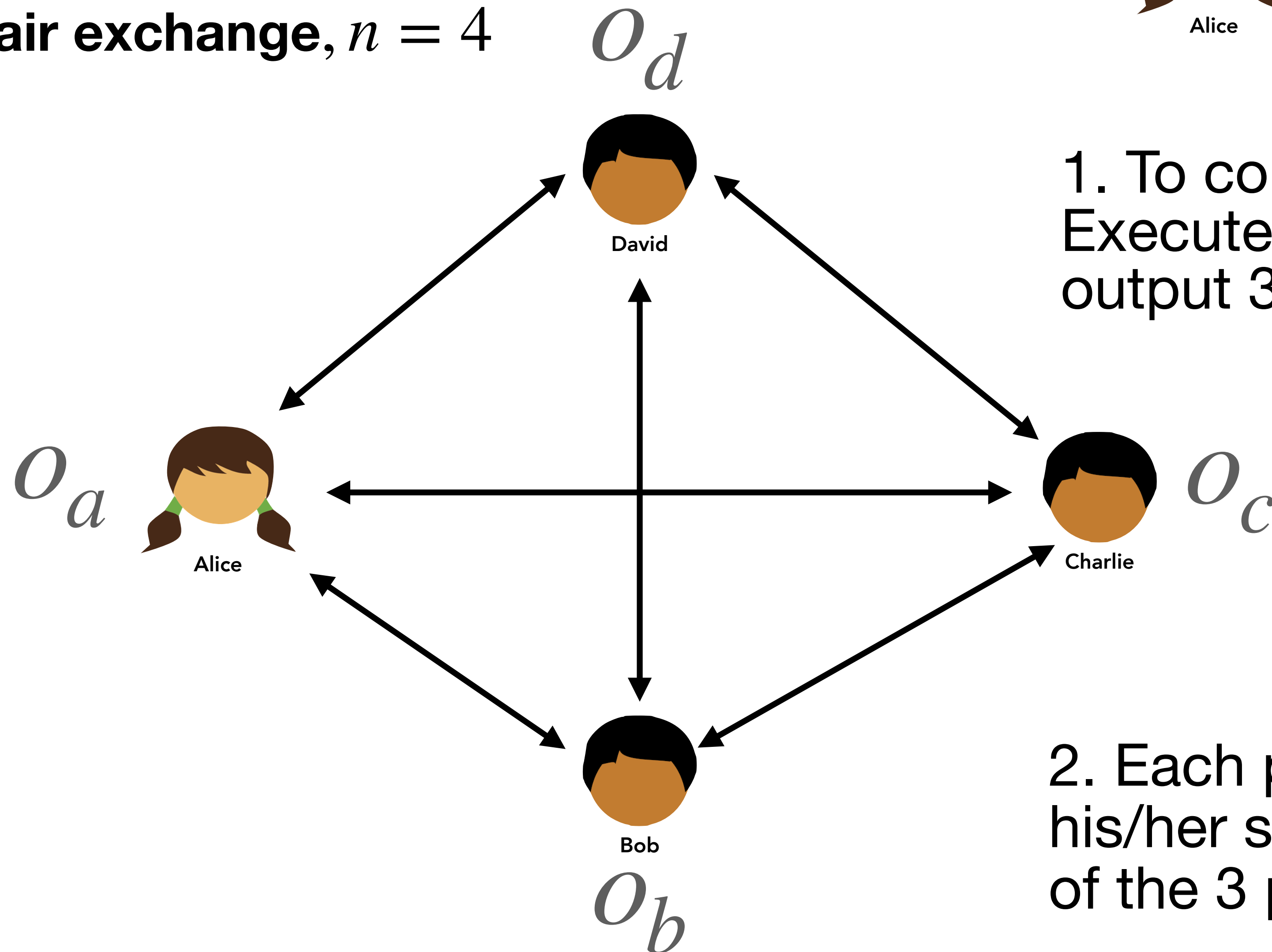
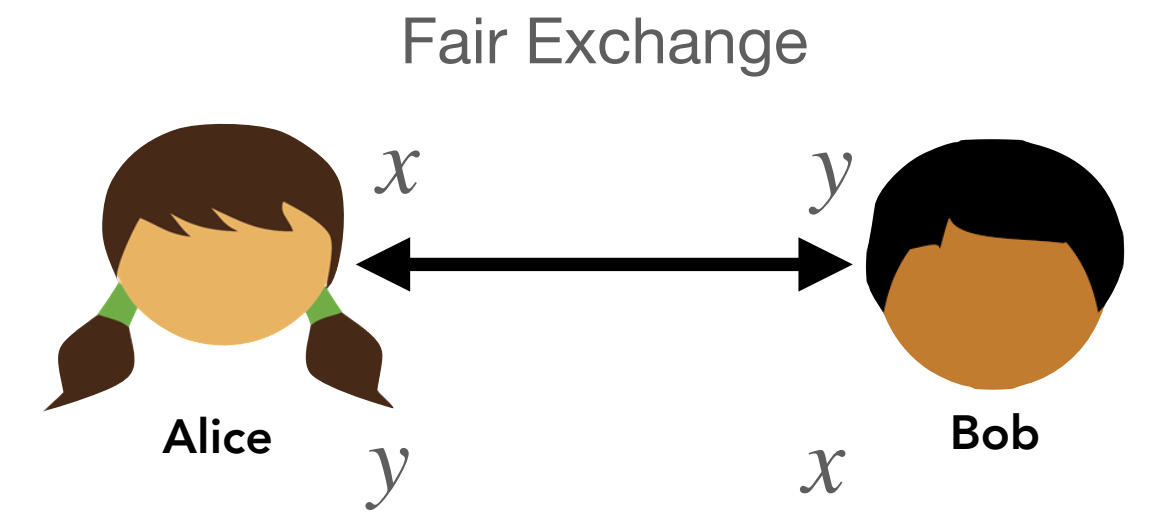
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$t = \frac{n}{2}$ , 2-wise fair exchange,  $n = 4$

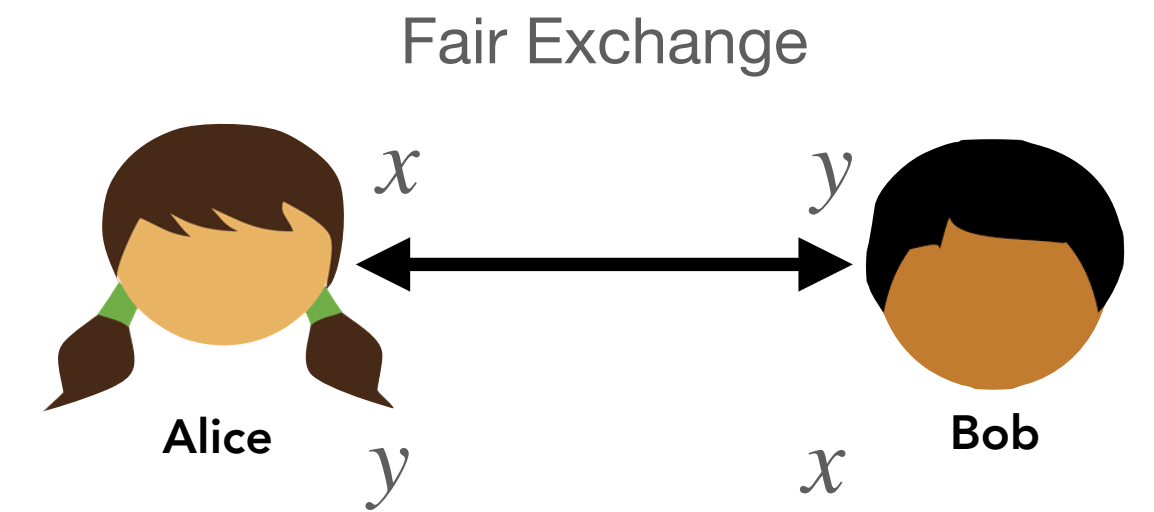


1. To compute  $f$ :  
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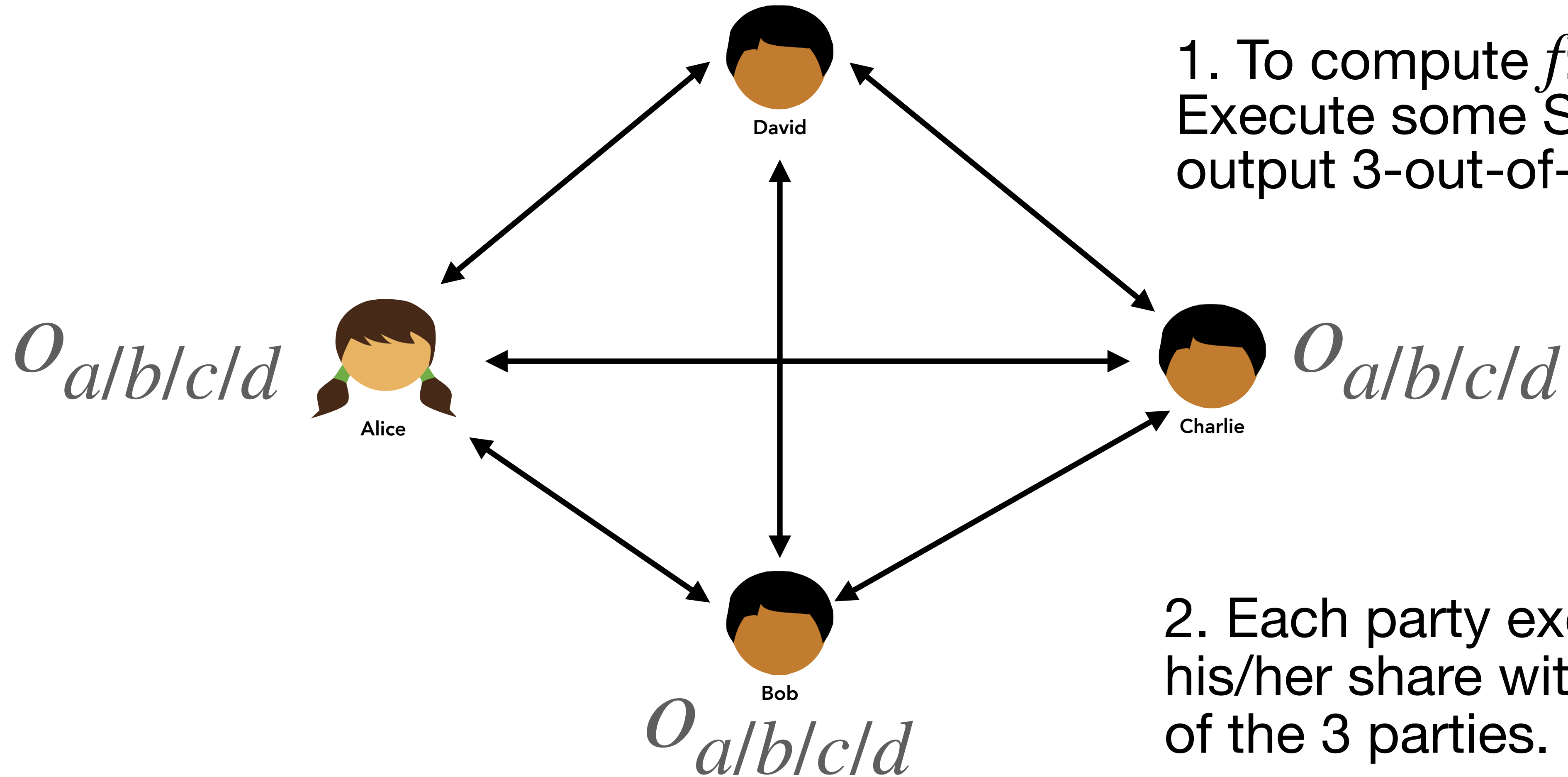
2. Each party exchanges  
his/her share with the rest  
of the 3 parties.

# Example: Our Upper Bound

$t = \frac{n}{2}$ , 2-wise fair exchange,  $n = 4$   $O_{alblcld}$



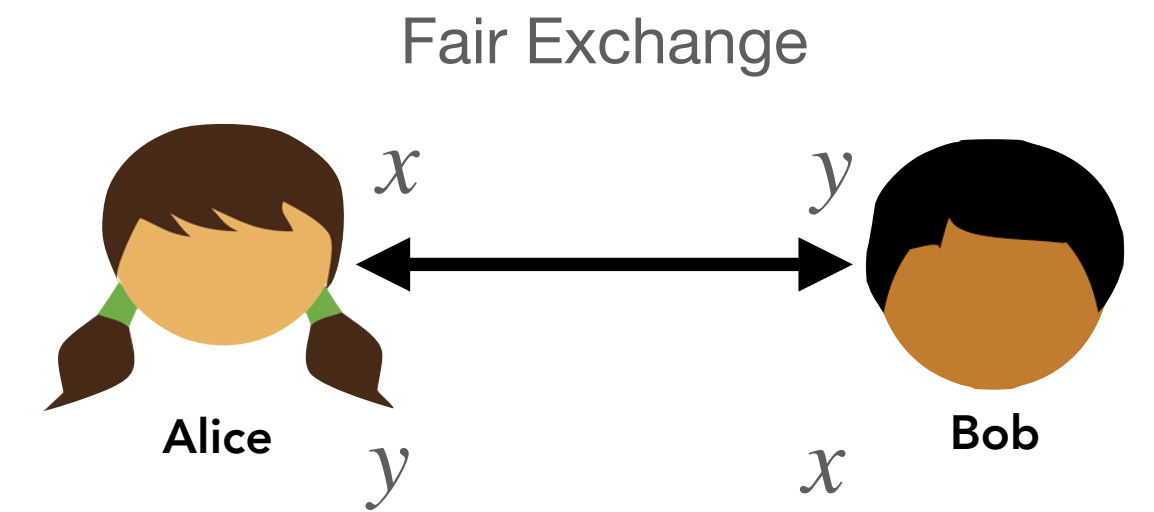
1. To compute  $f$ :  
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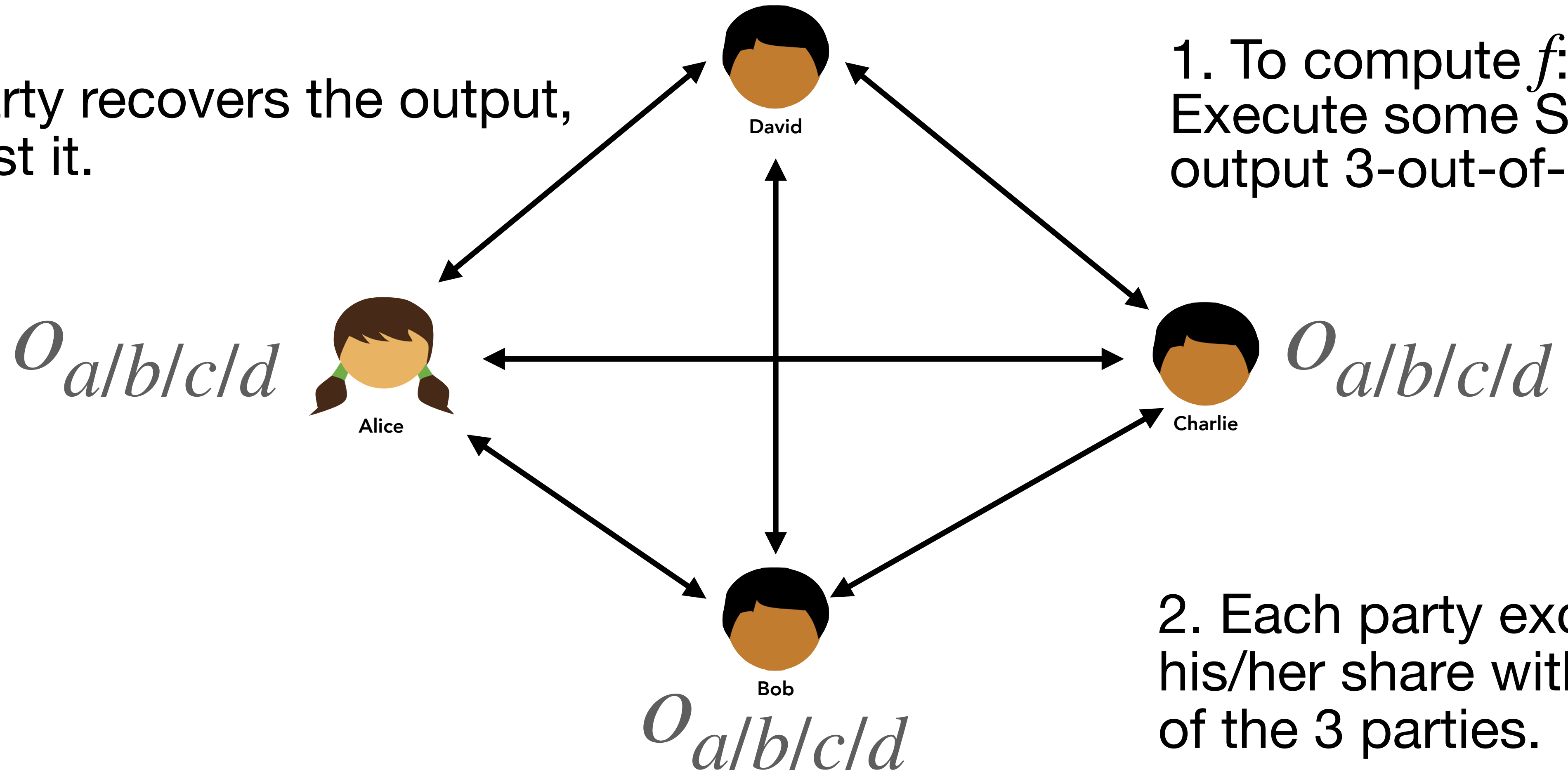
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# Example: Our Upper Bound

$$t = \frac{n}{2}, 2\text{-wise fair exchange, } n = 4 O_{alblcld}$$



3. If a party recovers the output, broadcast it.

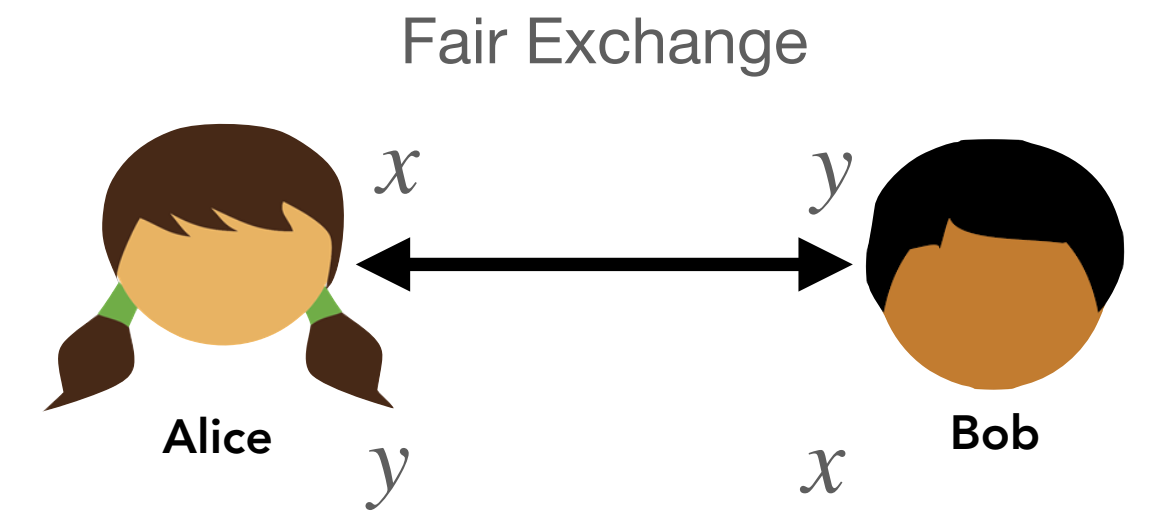


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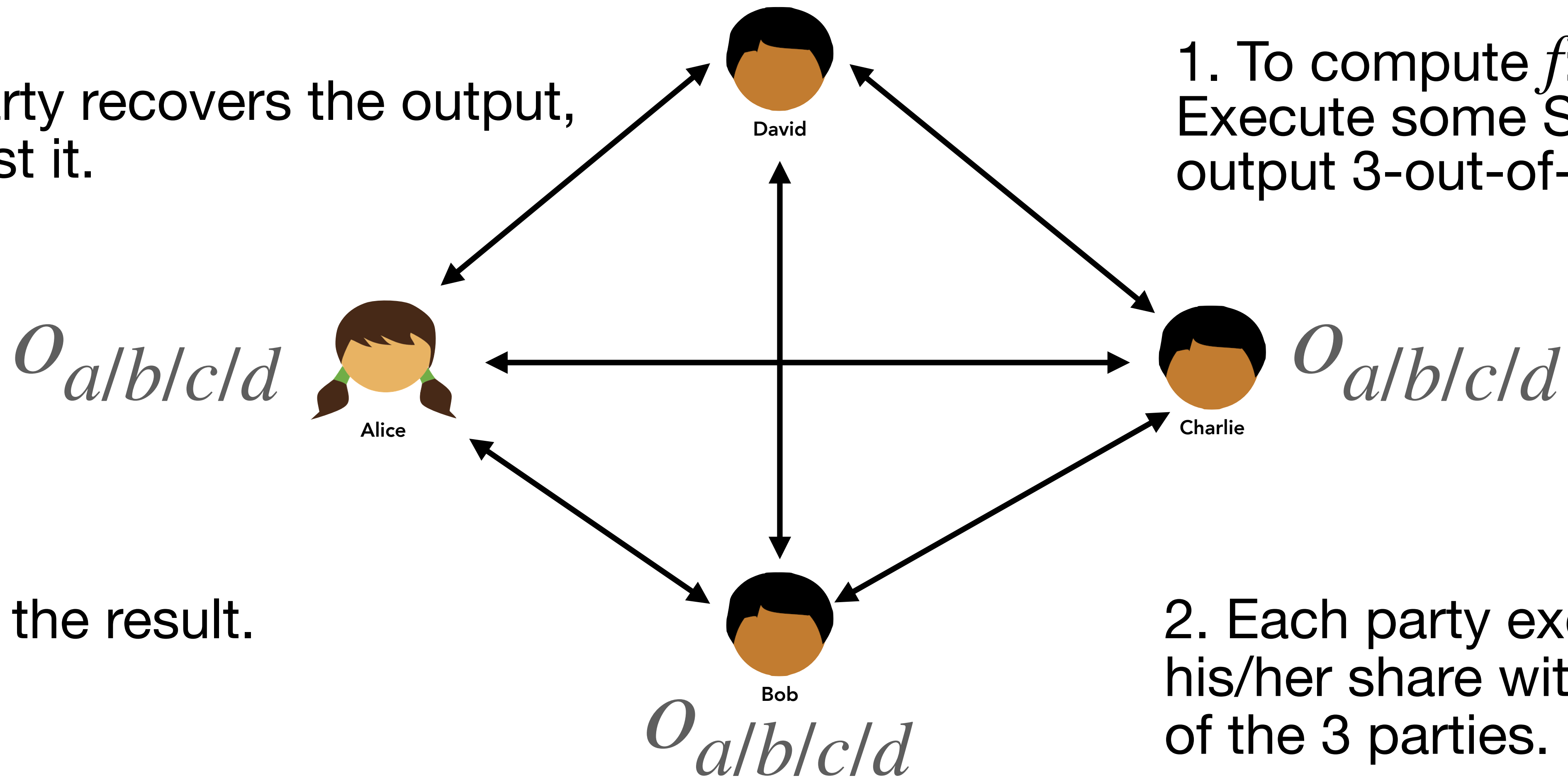
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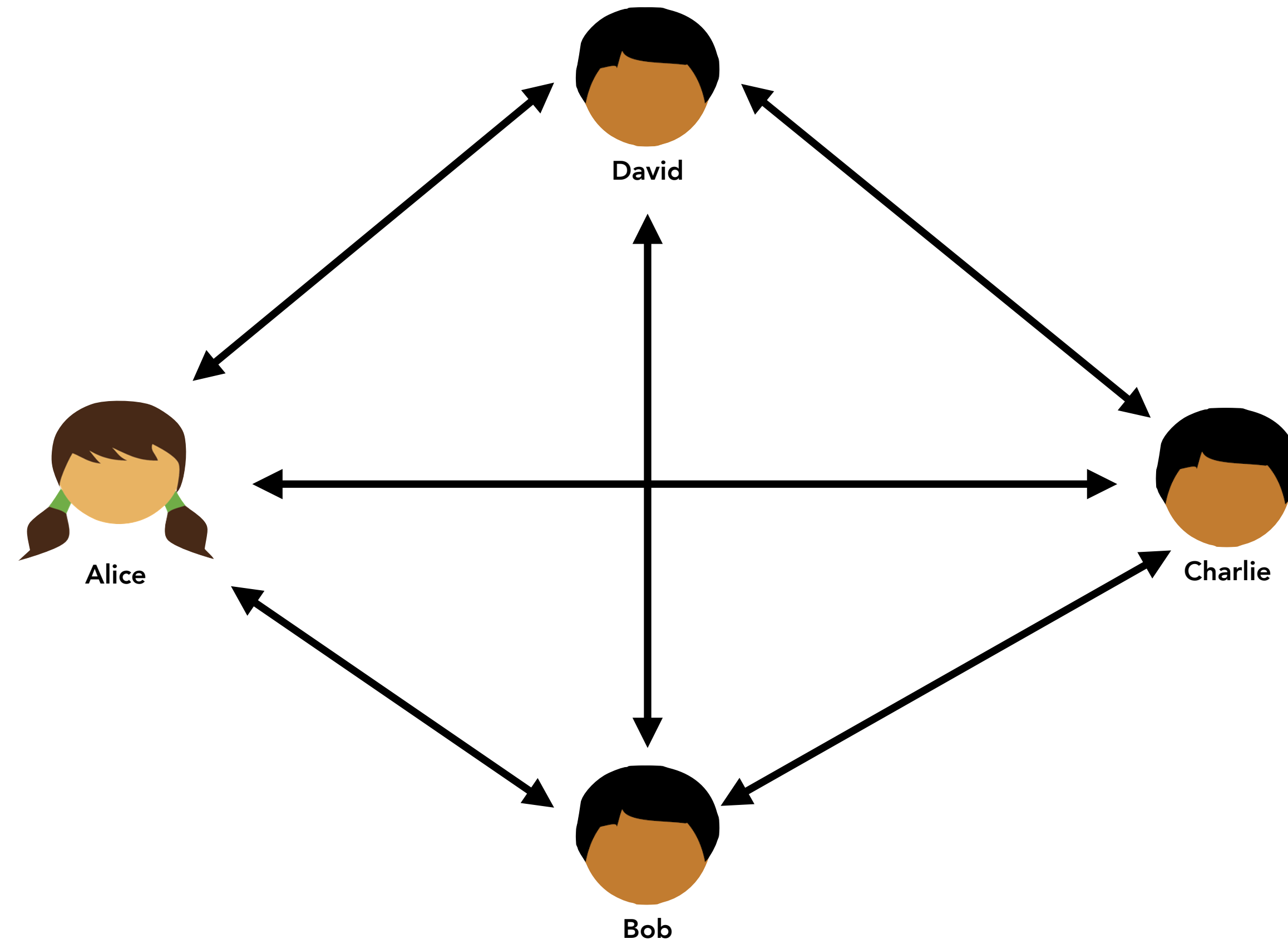
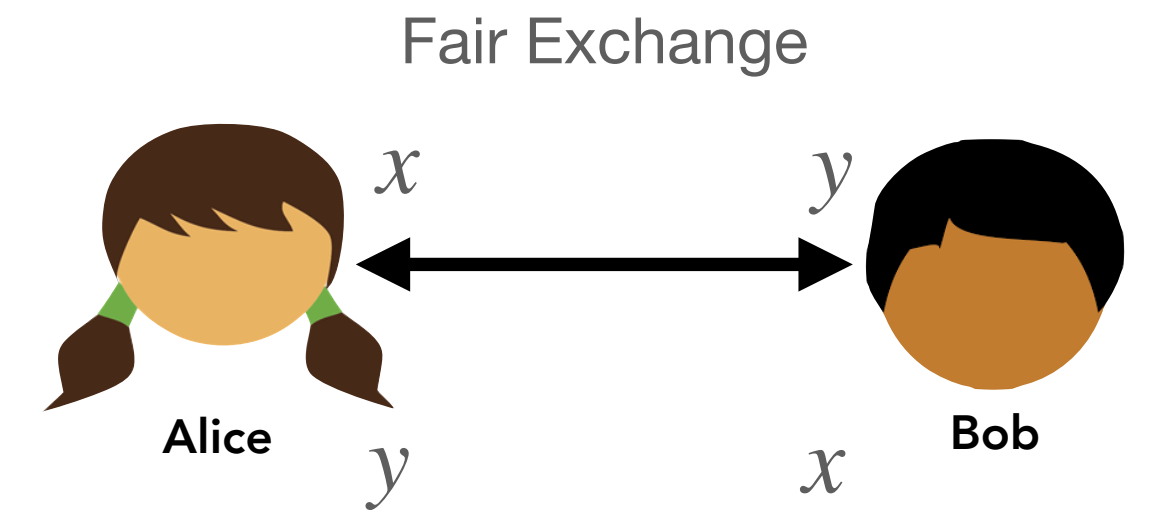
4. Output the result.

2. Each party exchanges  
his/her share with the rest  
of the 3 parties.



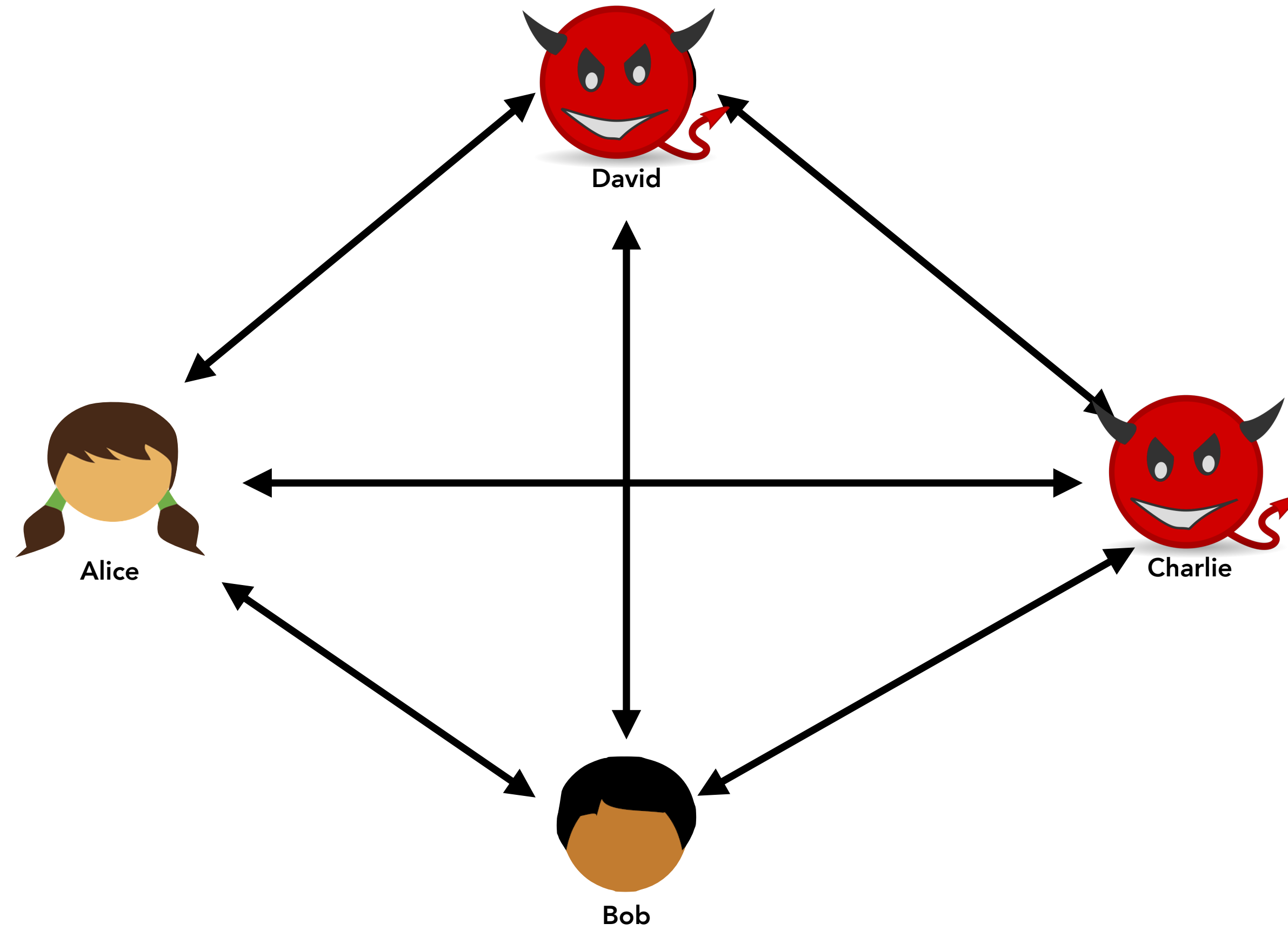
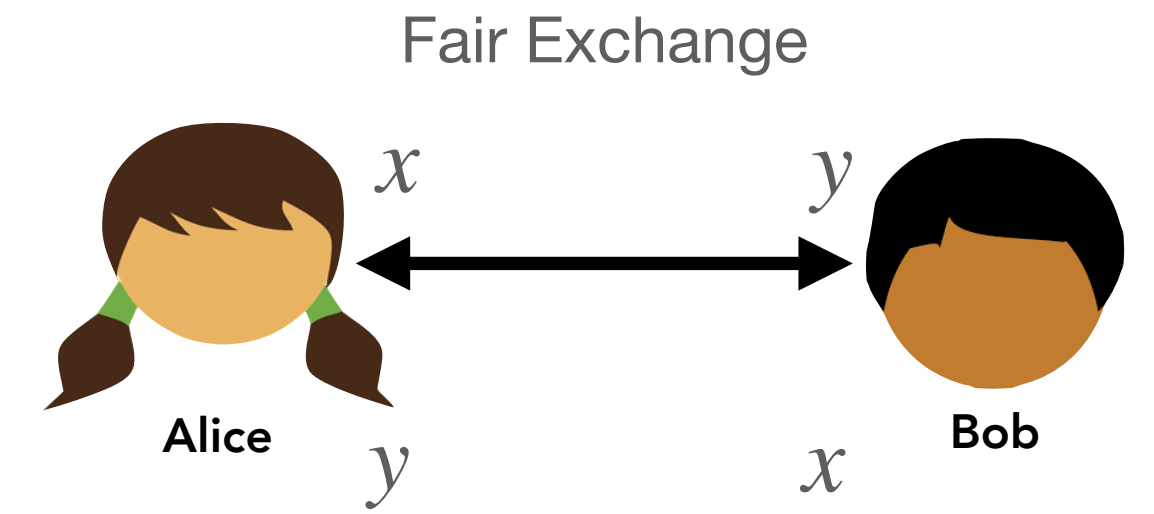
# Why Fair?

$t = \frac{n}{2}$ , 2-wise fair exchange,  $n = 4$



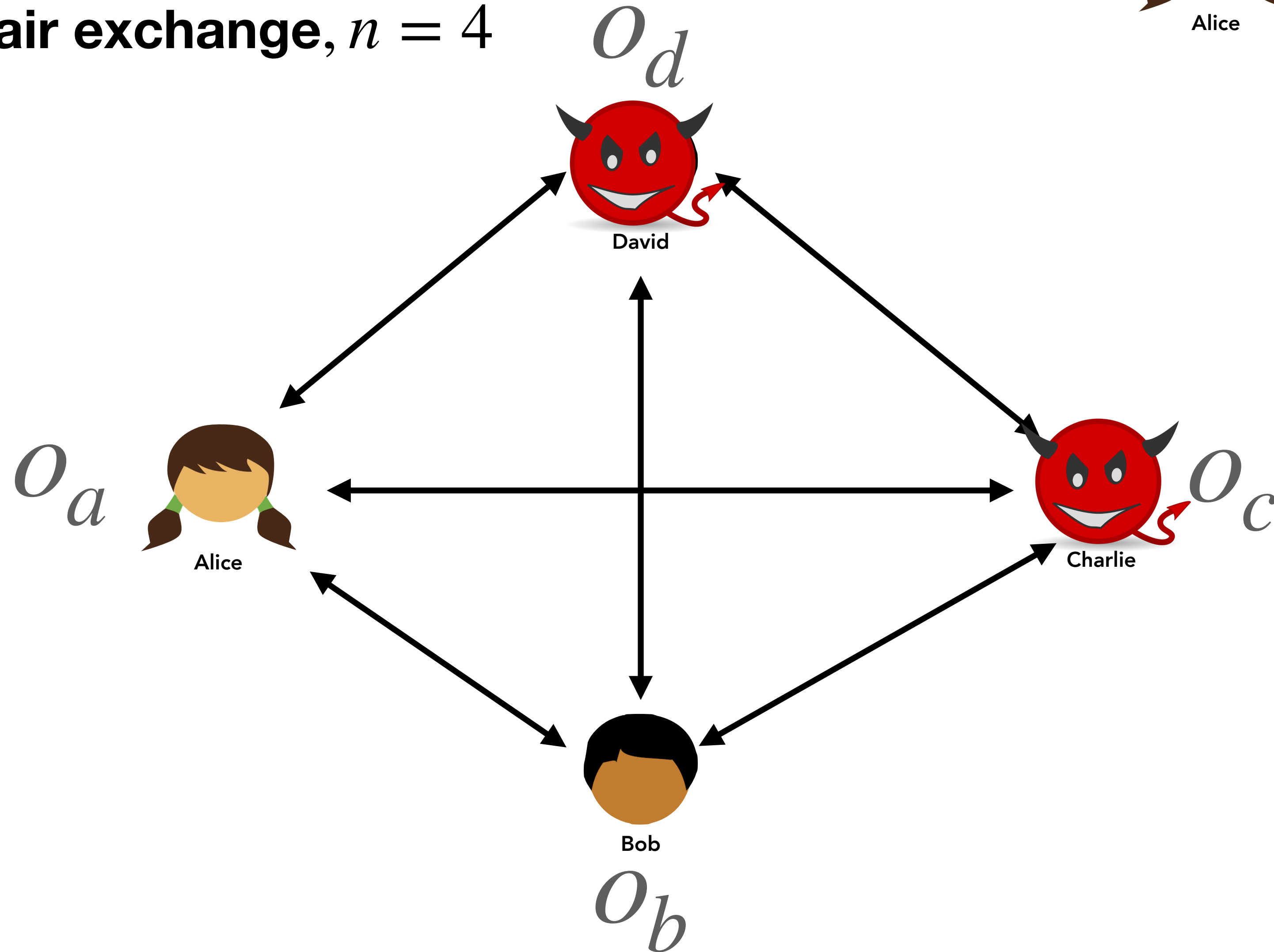
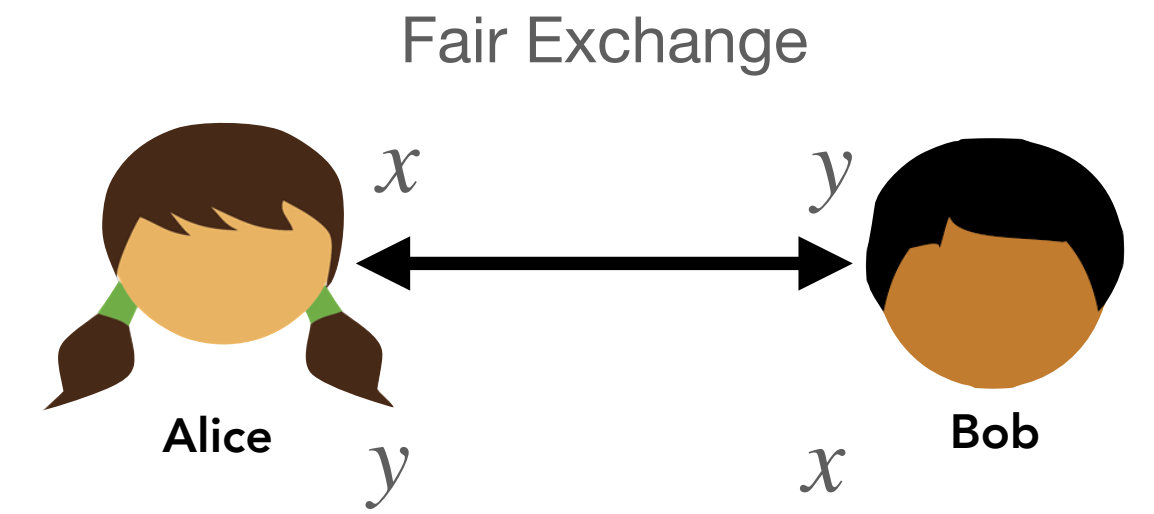
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$t = \frac{n}{2}$ , 2-wise fair exchange,  $n = 4$



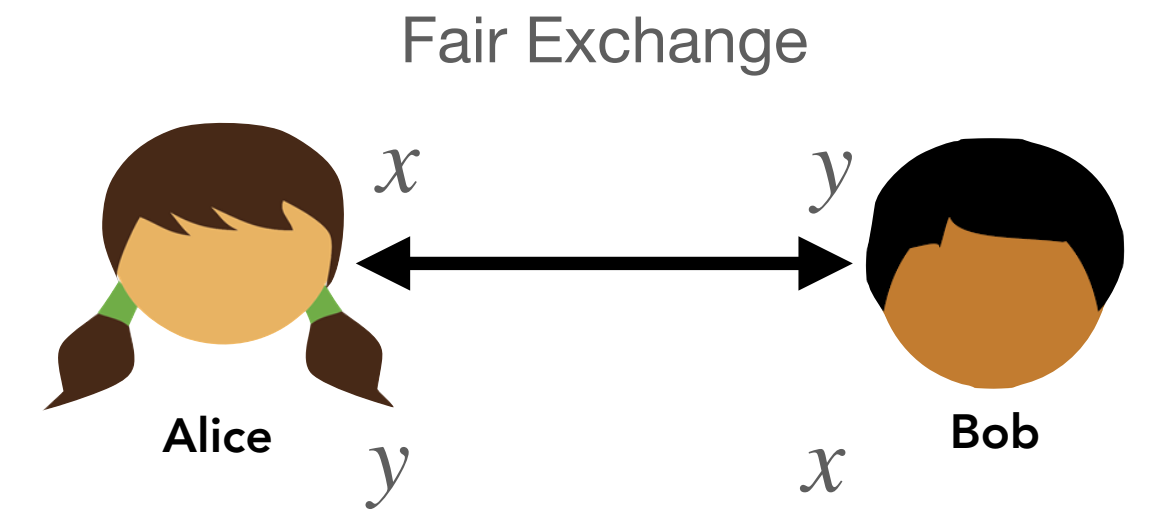
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$t = \frac{n}{2}$ , 2-wise fair exchange,  $n = 4$

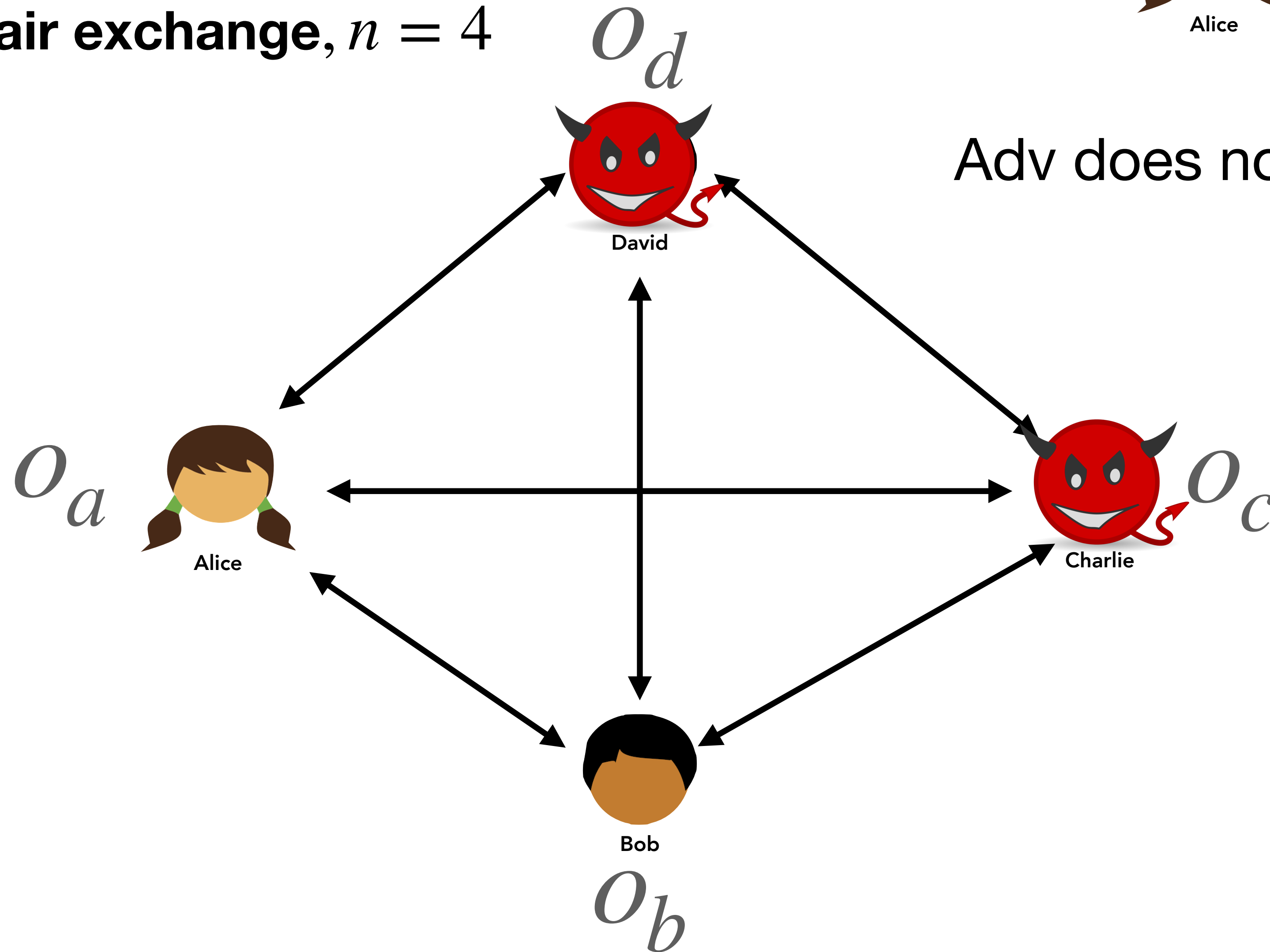


# Why Fair?

$t = \frac{n}{2}$ , 2-wise fair exchange,  $n = 4$

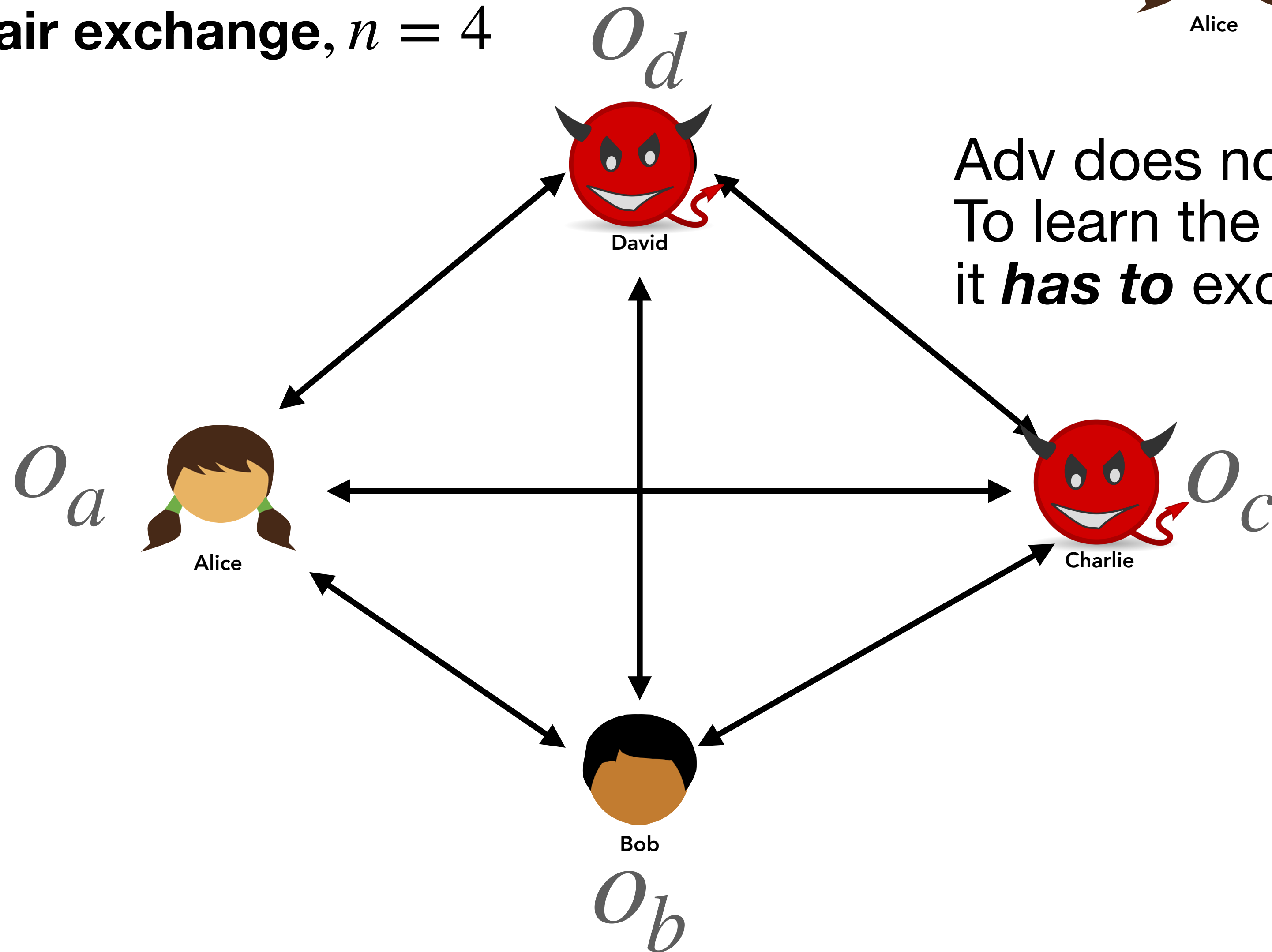
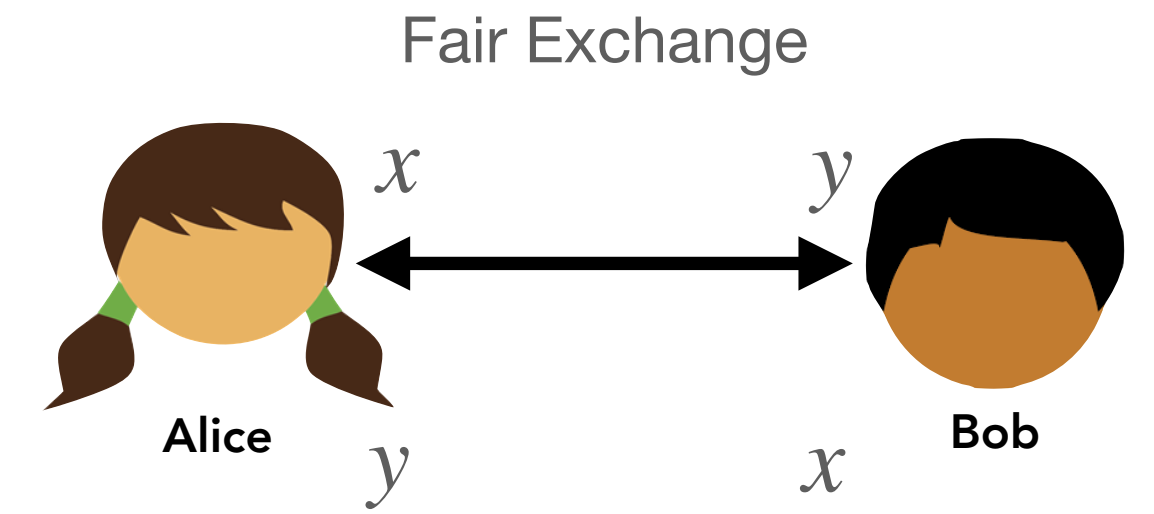


Adv does not learn the output.



# Why Fair?

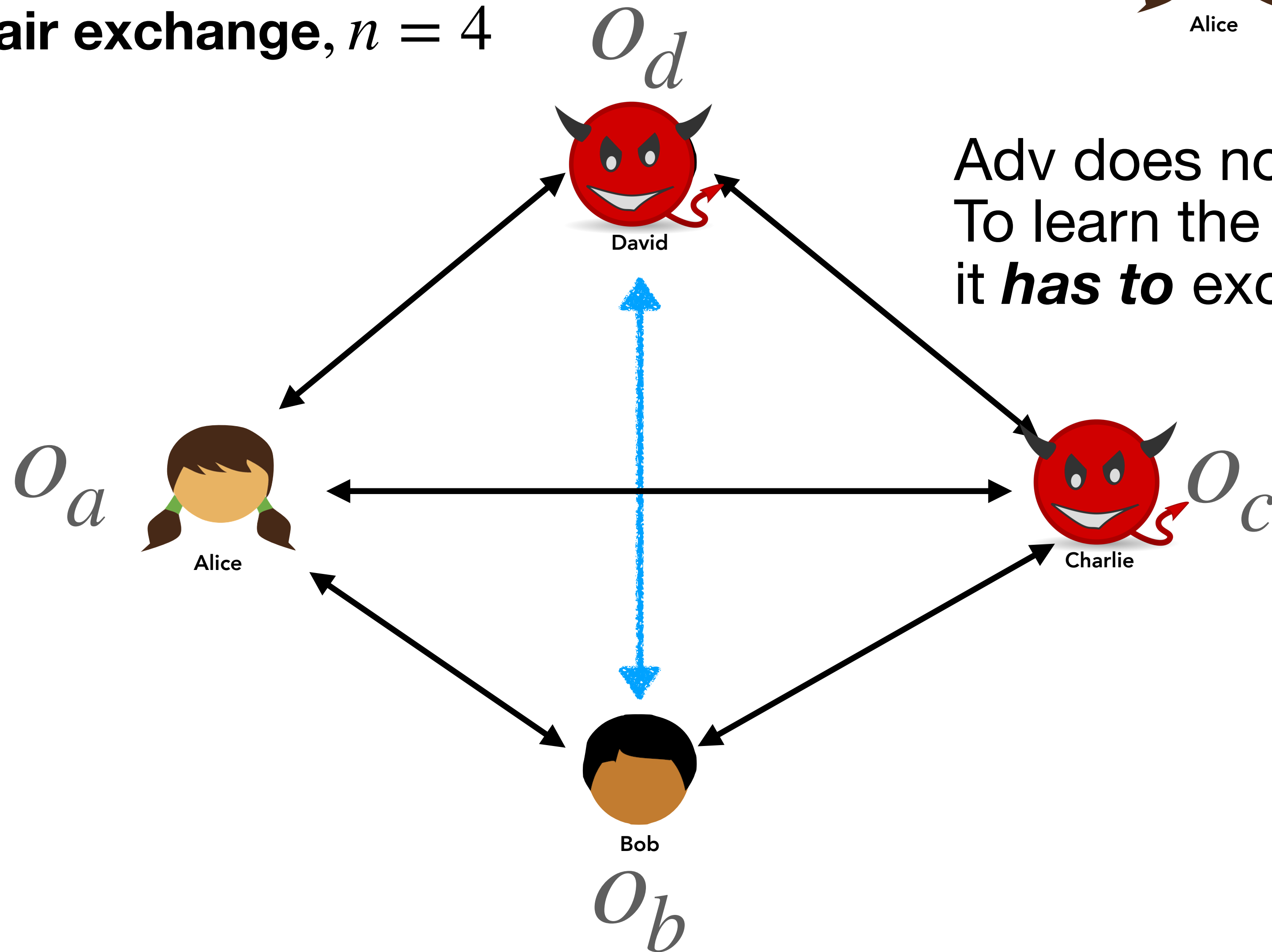
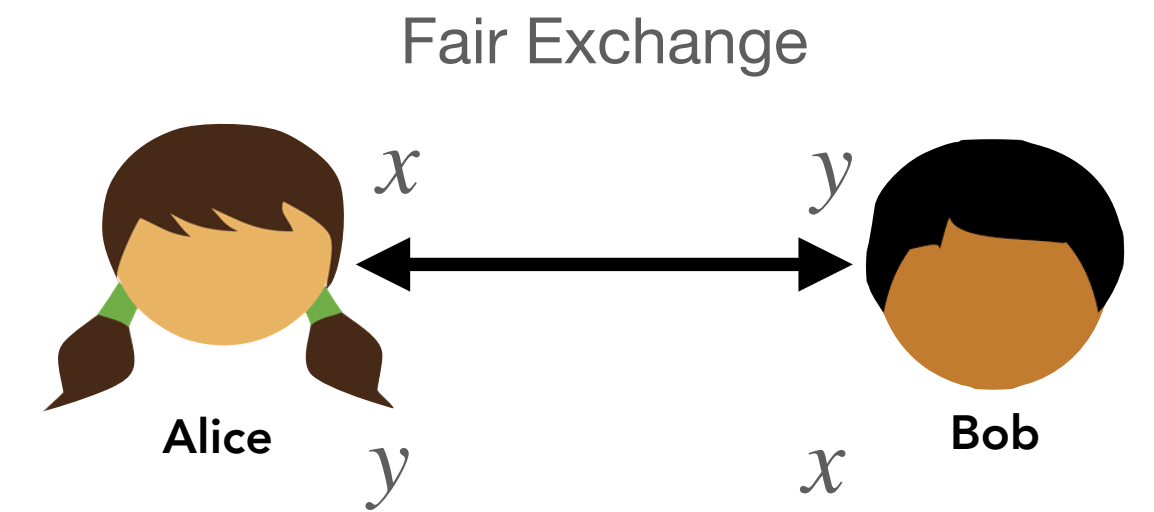
$t = \frac{n}{2}$ , 2-wise fair exchange,  $n = 4$



Adv does not learn the output.  
To learn the output,  
it *has to* exchange.

# Why Fair?

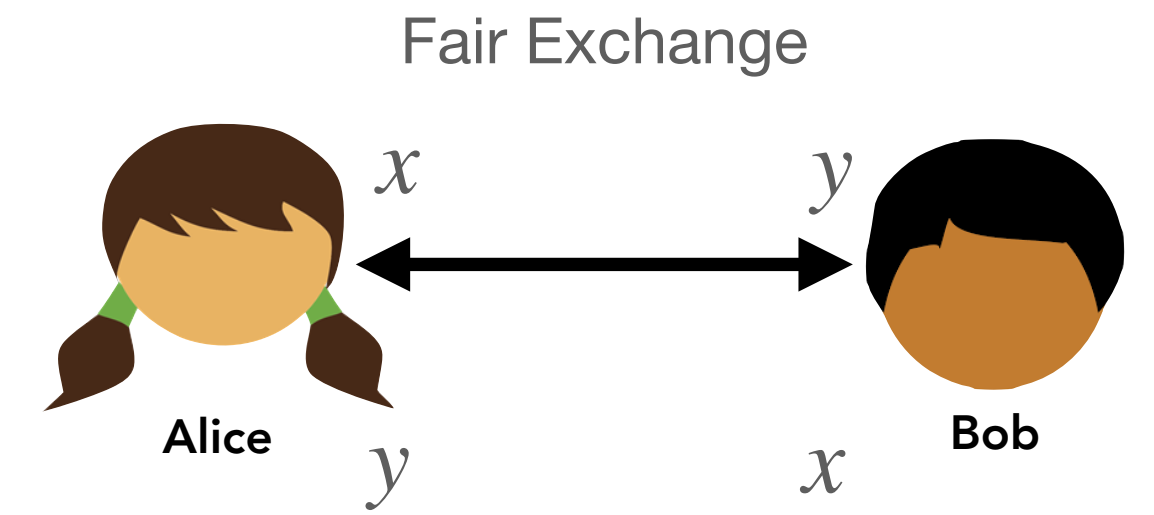
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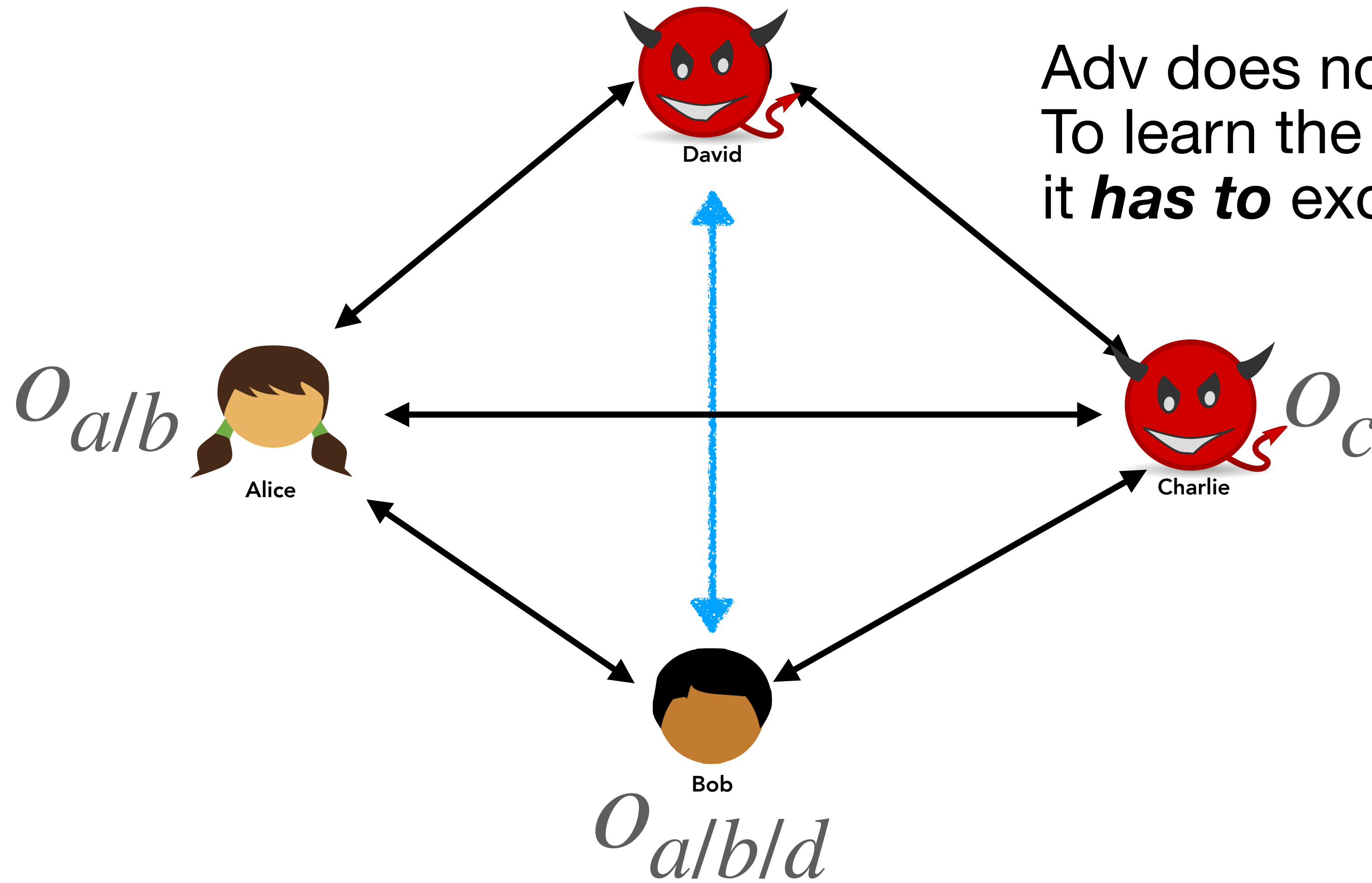
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# Why Fair?

$t = \frac{n}{2}$ , 2-wise fair exchange,  $n = 4$   $O_{al/b/d}$

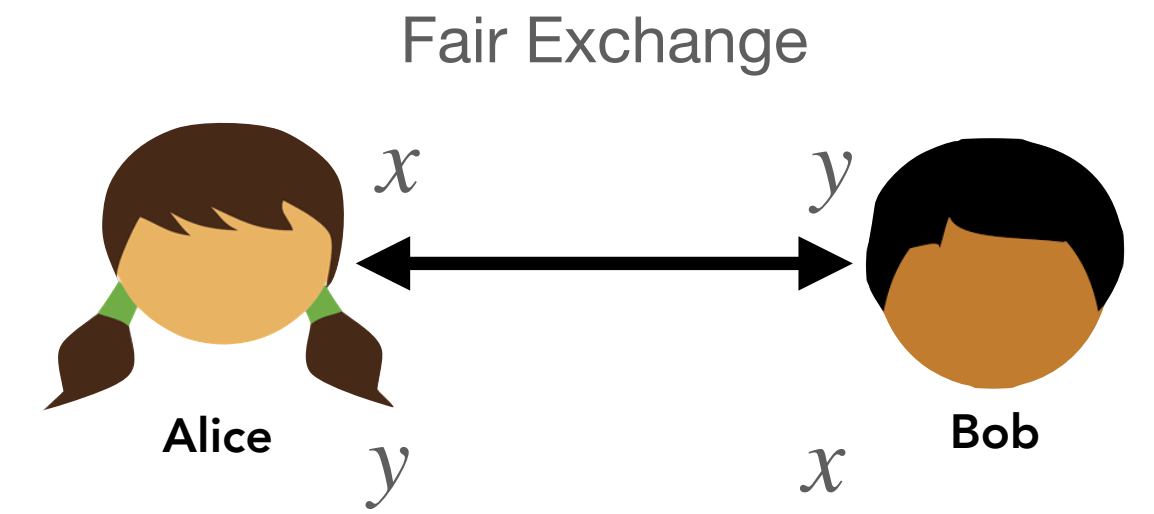


Adv does not learn the output.  
To learn the output,  
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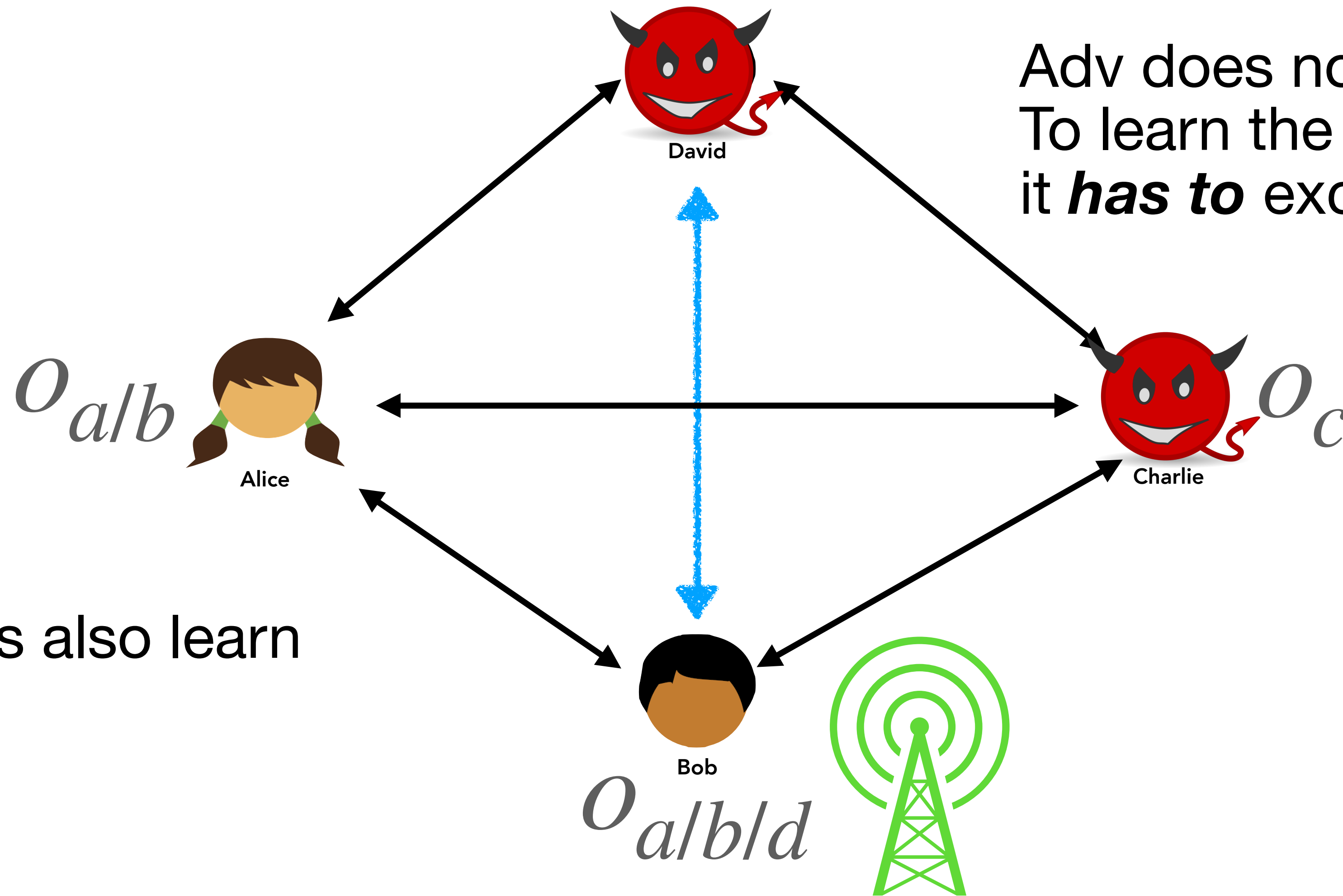


# Why Fair?

$t = \frac{n}{2}$ , 2-wise fair exchange,  $n = 4$   $O_{al/bld}$



Adv does not learn the output.  
To learn the output,  
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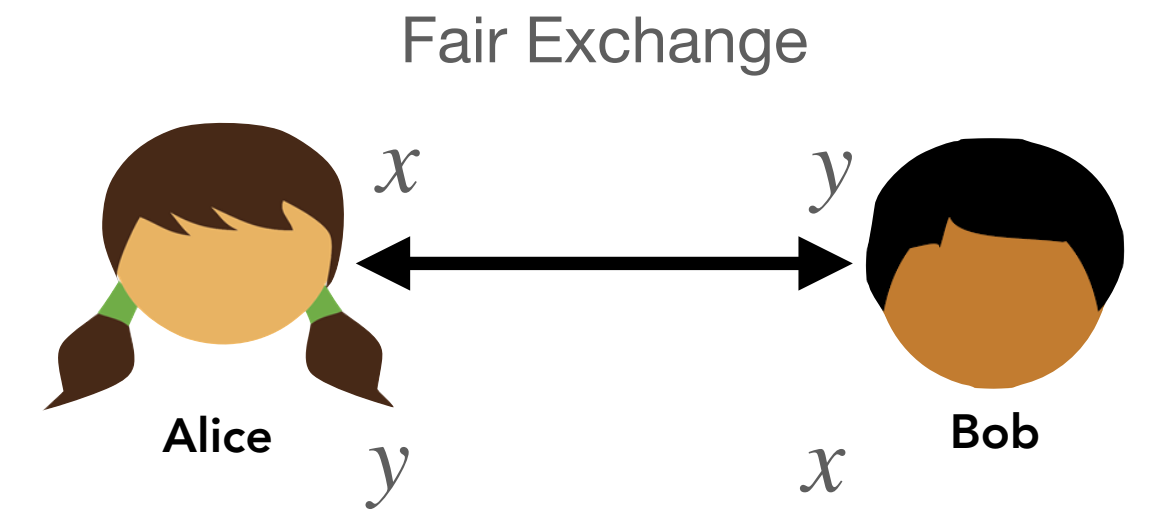


Honest parties also learn the output.

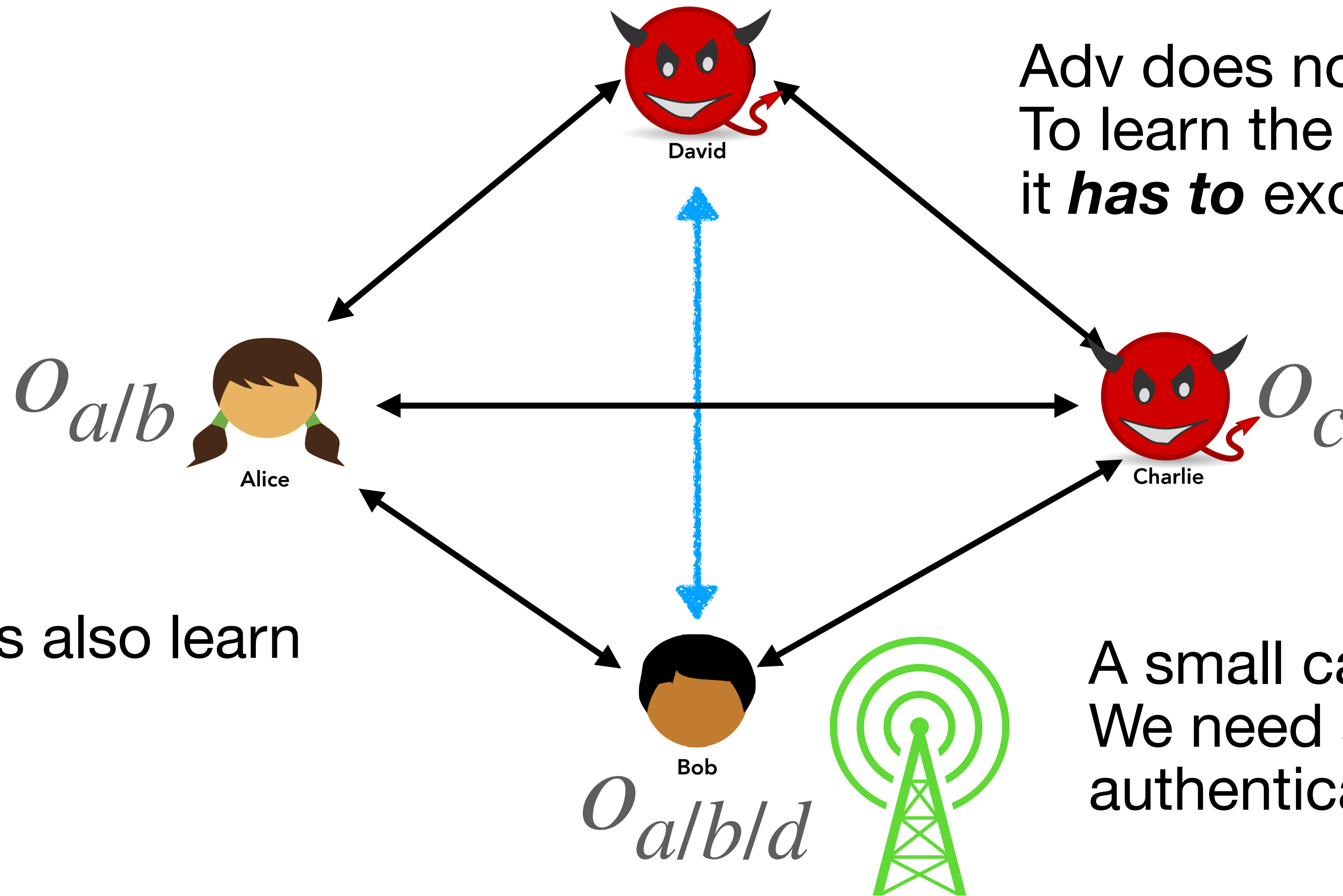


# Why Fair?

$t = \frac{n}{2}$ , 2-wise fair exchange,  $n = 4$   $O_{al/bld}$



Adv does not learn the output.  
To learn the output,  
it **has to** exchange.



Honest parties also learn the output.

A small caveat:  
We need some authentication mechanism.

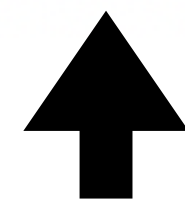
# Just How Fair is an Unreactive World?

We completely address this question.  
 $t = \# \text{corruption}$ ,  $n = \# \text{party}$

Not very fair 😞

Table 1: Our contributions.

$t$	Insufficient functionalities for fair coin tossing	Sufficient functionalities for fair MPC
$t < \frac{n}{2}$	–	Local computation [FGMvR02]
$t = \frac{n}{2}$	Local computation [Cle86]	2-wise fair exchange [ours]
$t > \frac{n}{2}$	Arbitrary unreactive $t$ -wise [ours]	$(t + 1)$ -wise fair exchange <sup>a</sup> [ours]



[Cohen and Lindel, Asiacrypt 14]:

1. Fairness with broadcast  $\rightarrow$  Fairness without broadcast
2. No G.O.D. with broadcast  $\rightarrow$  No fairness (even) with broadcast

# Example: Our Lower Bound

$n = 3, t = 2$ , any 2-wise unreactive functionality

# Example: Our Lower Bound

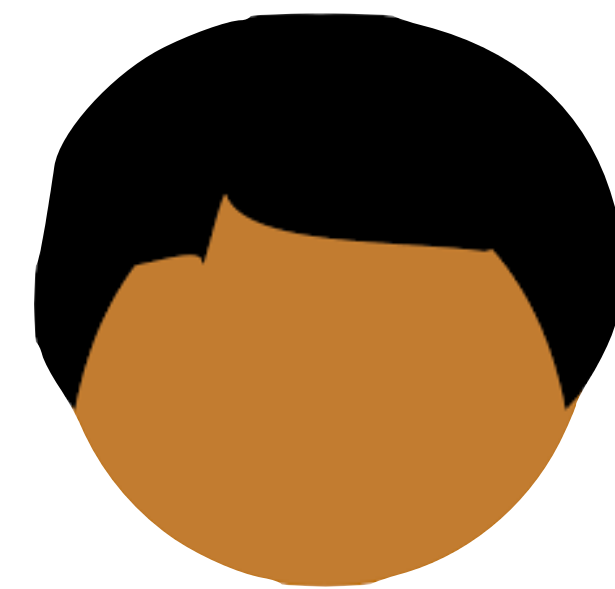
$n = 3, t = 2$ , any 2-wise unreactive functionality



Alice



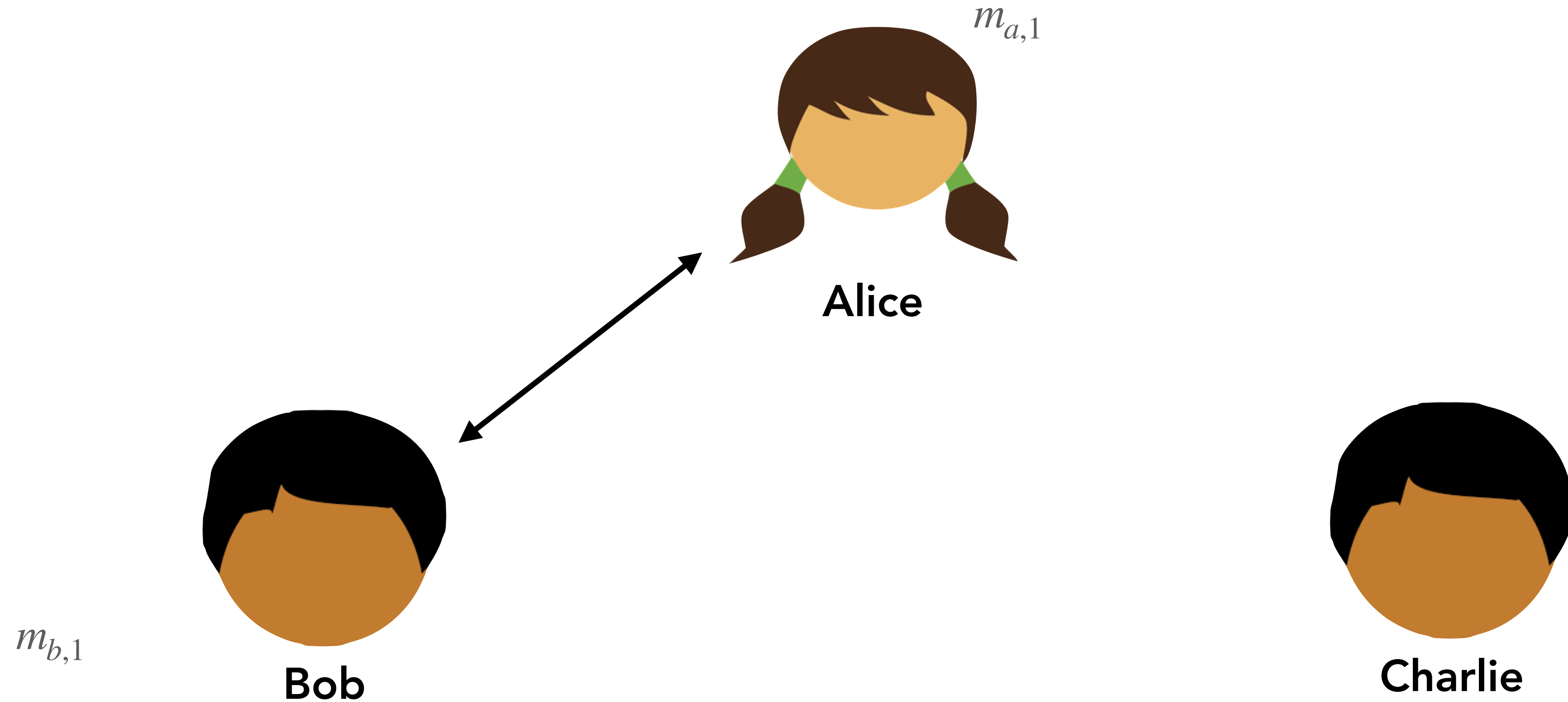
Bob



Charlie

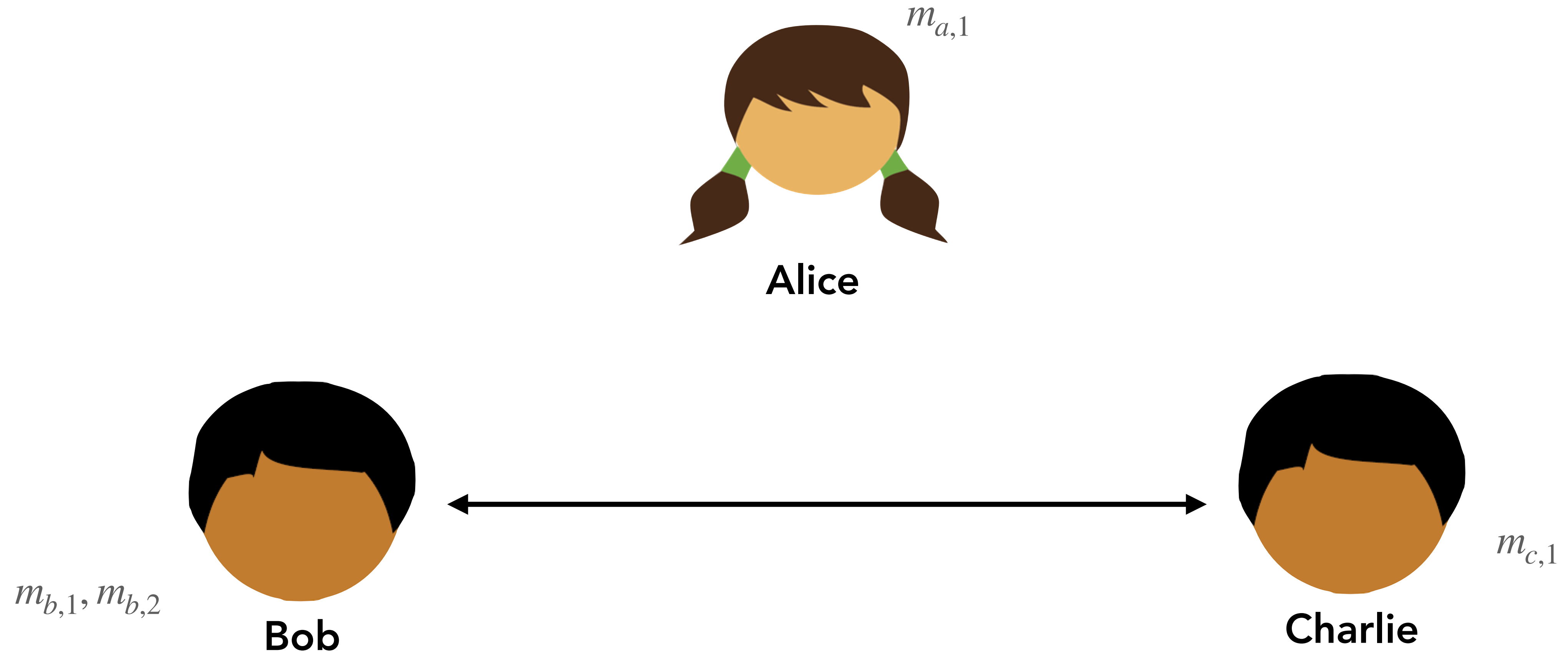
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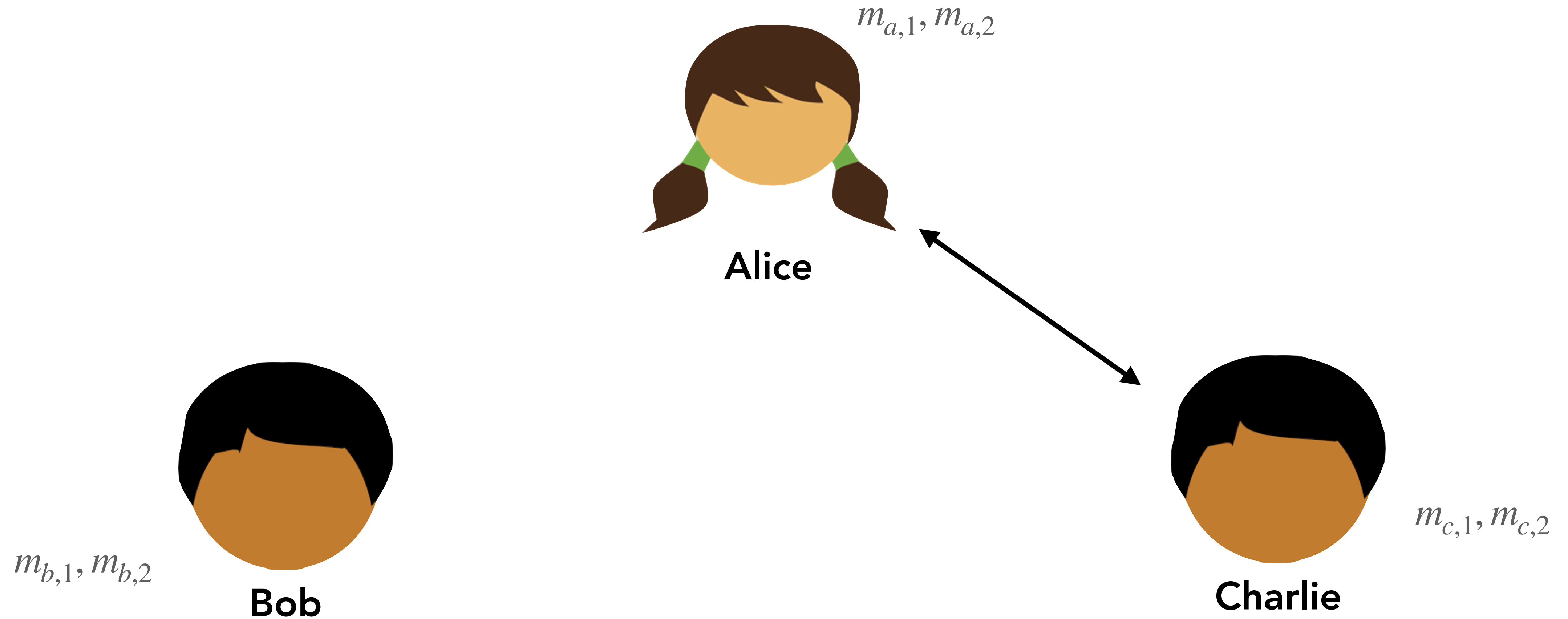
# Example: Our Lower Bound

$n = 3, t = 2$ , any 2-wise unreactive functionality



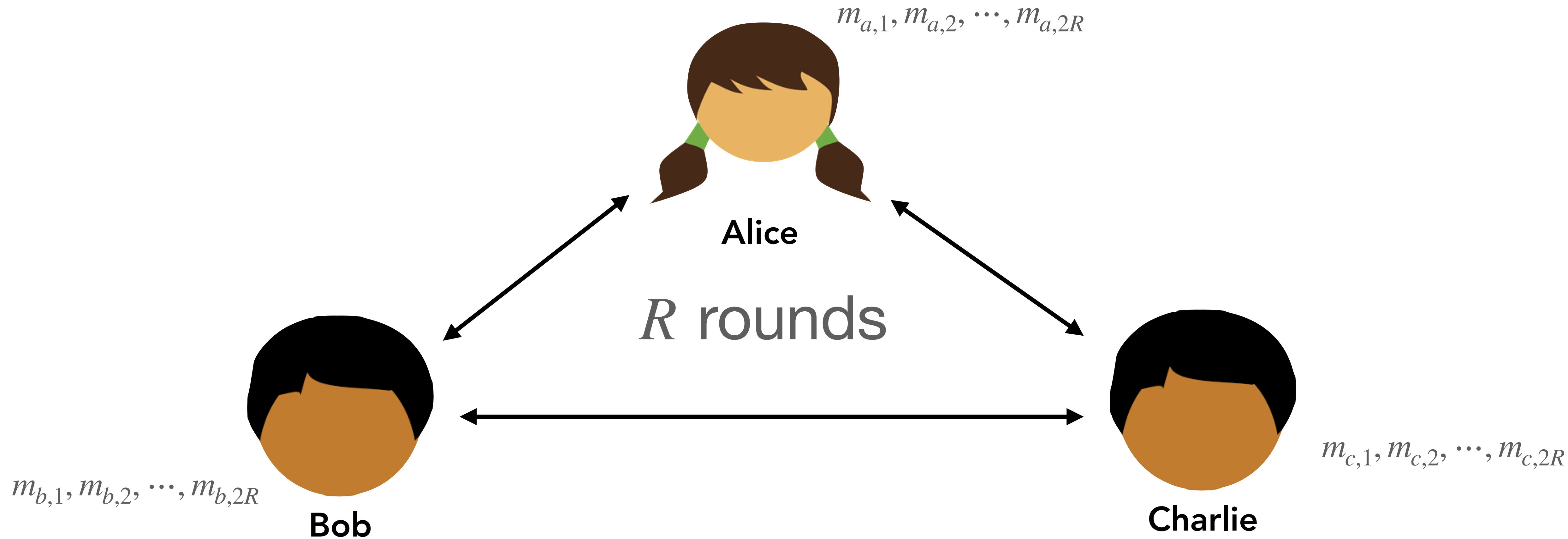
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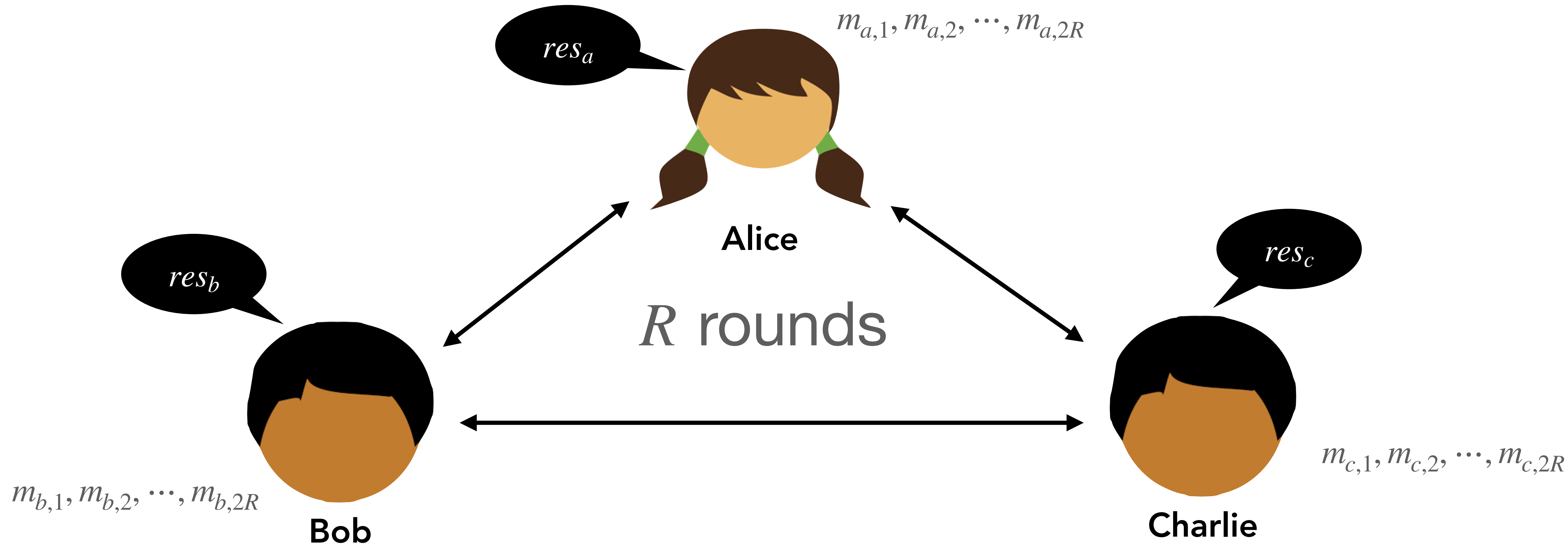
$n = 3, t = 2$ , any 2-wise unreactive functionality





# Example: Our Lower Bound

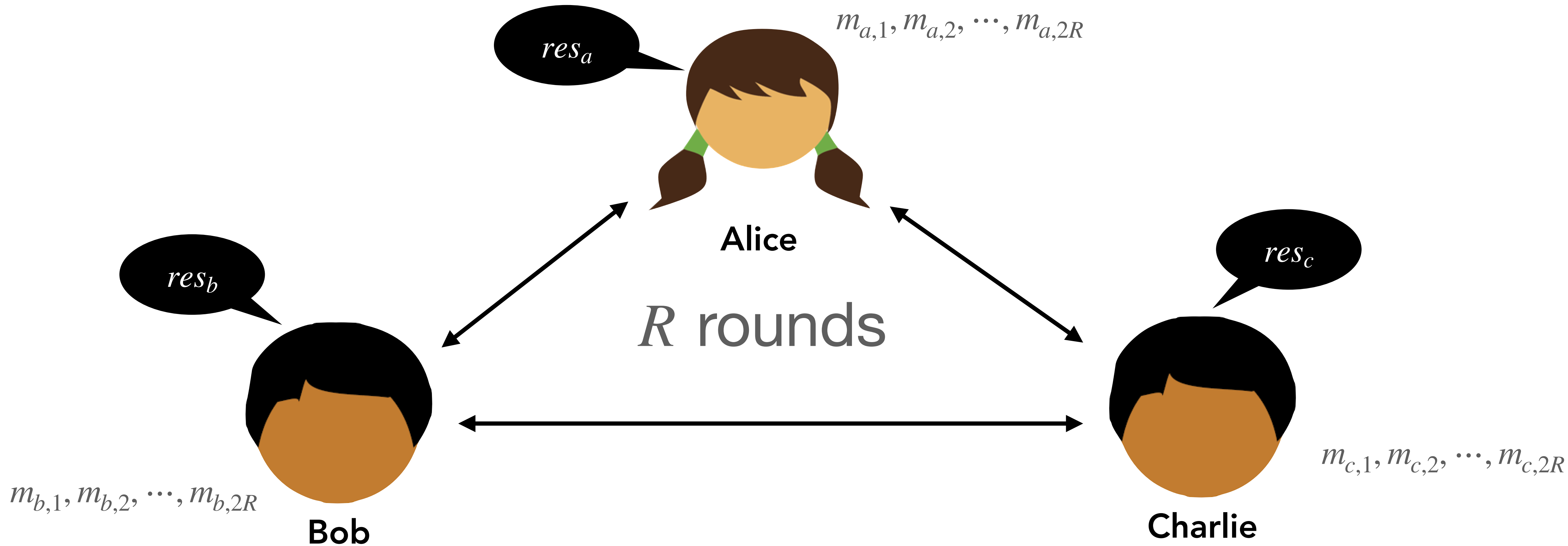
$n = 3, t = 2$ , any 2-wise unreactive functionality



# Example: Our Lower Bound

$n = 3, t = 2$ , any 2-wise unreactive functionality

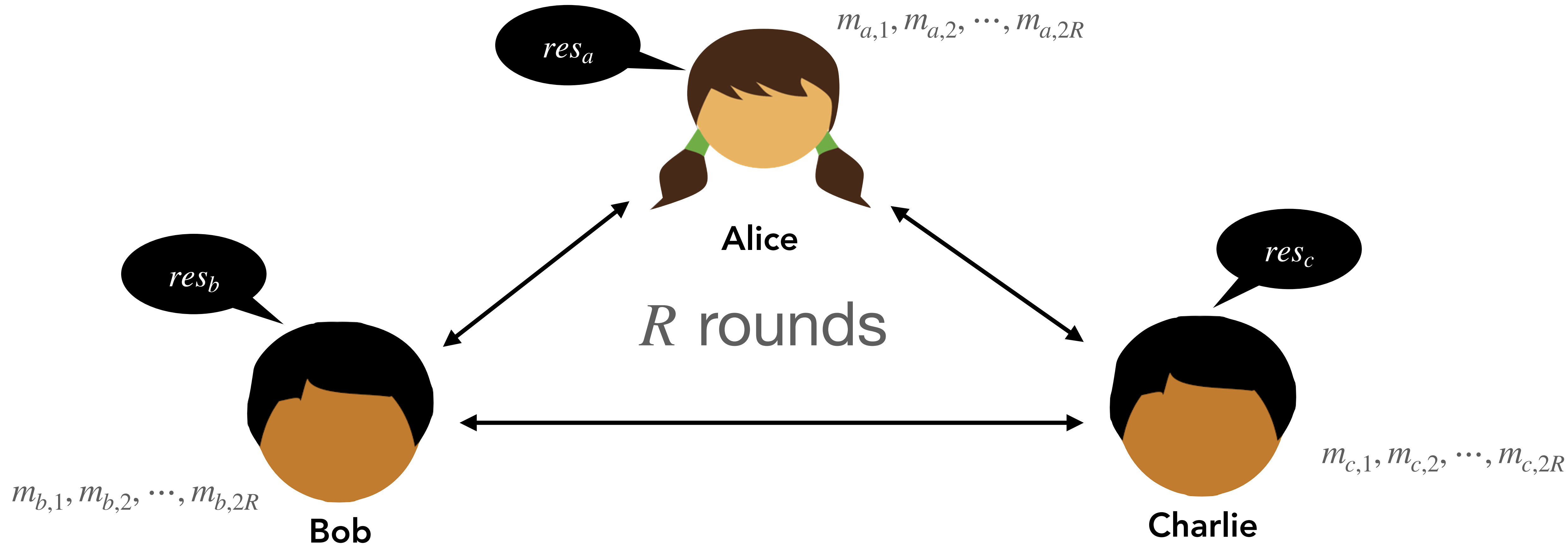
$$\Pr[res_a = res_b = res_c] = \frac{1}{2}$$
$$\Pr[res_a / res_b / res_c = 0] = \frac{1}{2}$$



# Example: Our Lower Bound

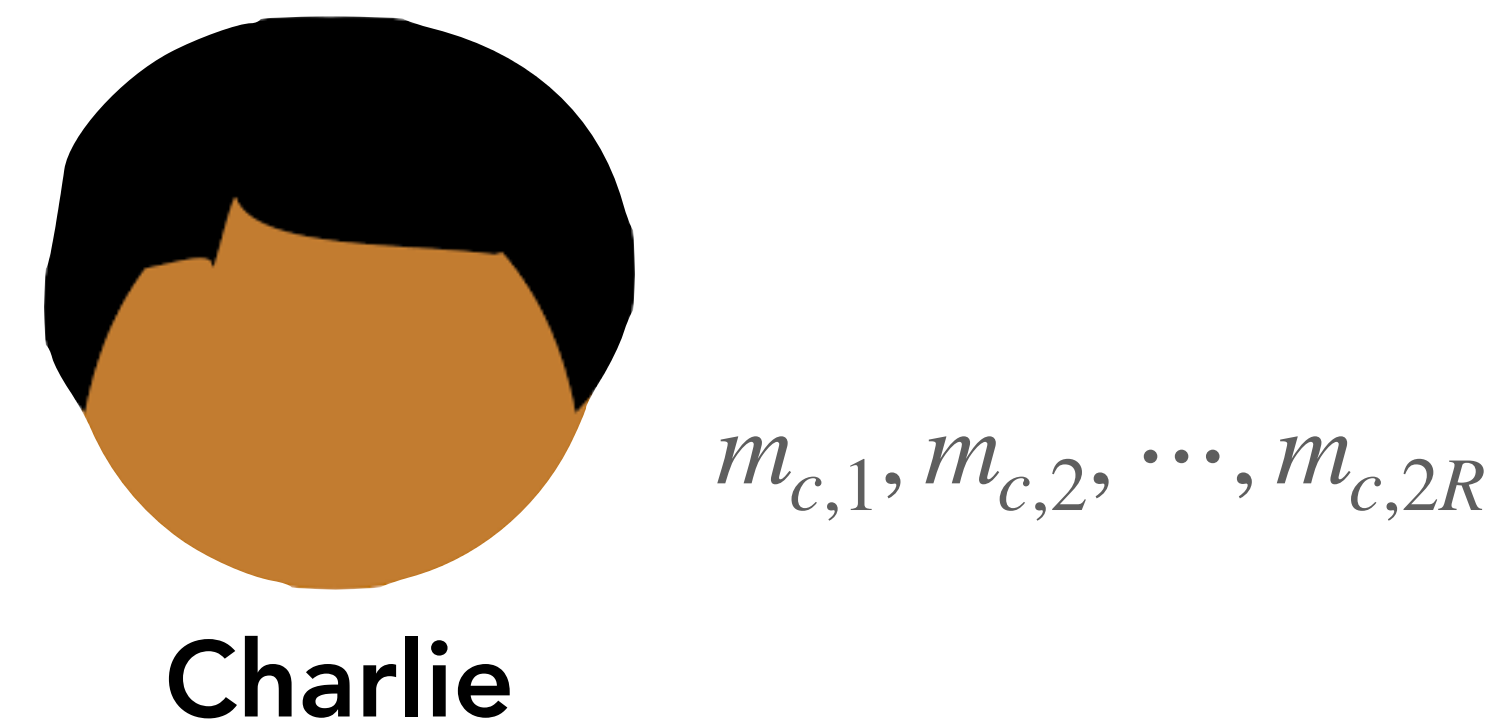
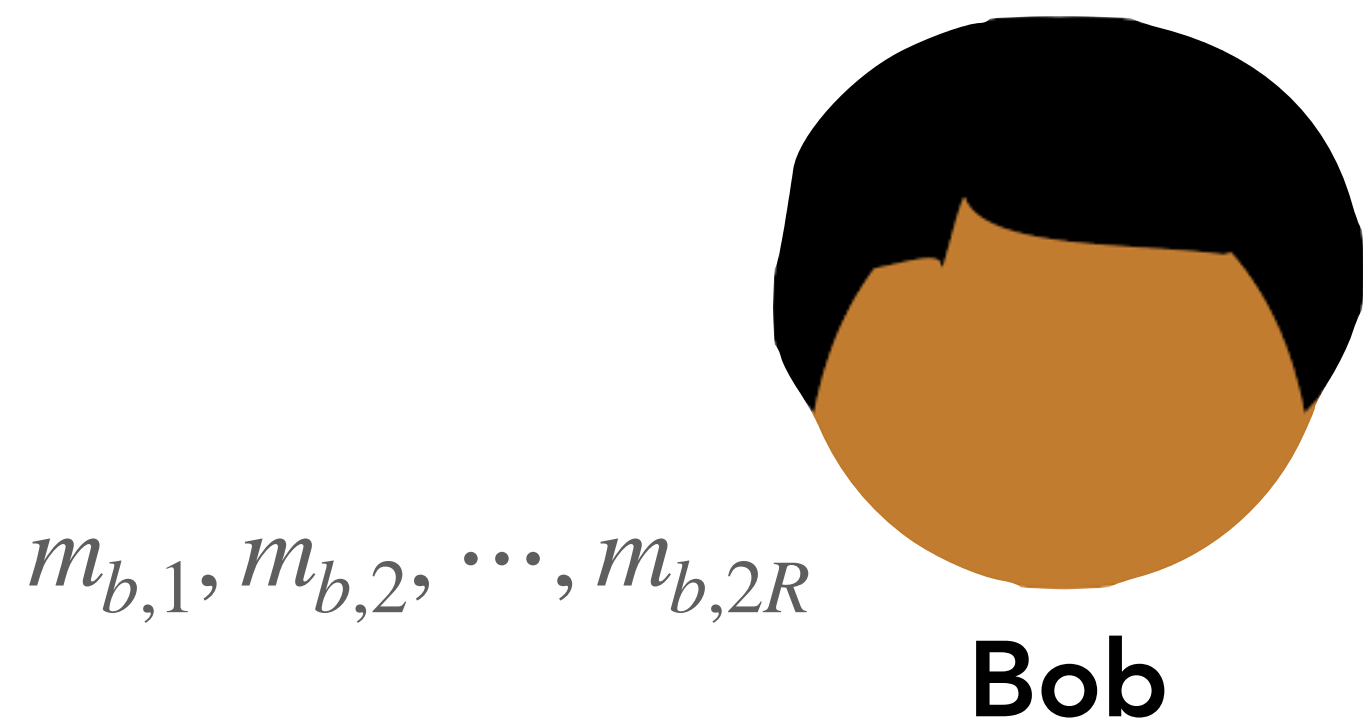
$n = 3, t = 2$ , any 2-wise unreactive functionality

$$\Pr[\overbrace{res_a = res_b = res_c}^{res}] = 1$$
$$\Pr[res_a/res_b/res_c = 0] = \frac{1}{2}$$



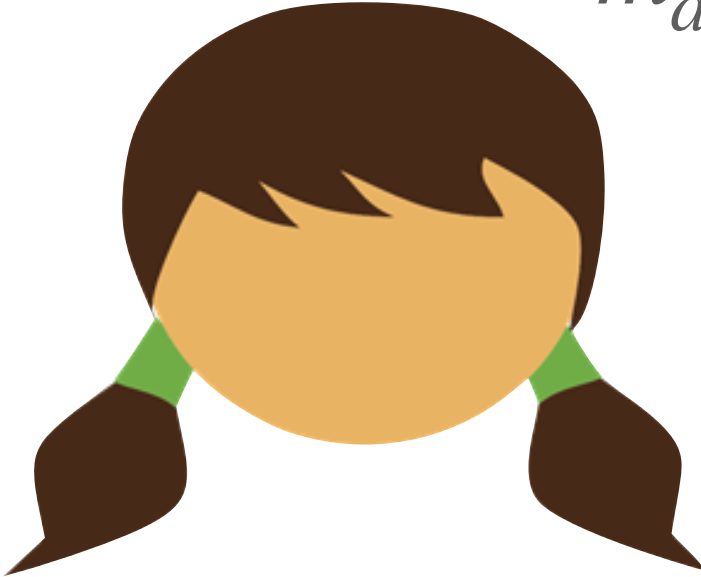
# Example: Our Lower Bound Predictor – Known as “backup” coin

$$\Pr[\overbrace{res_a = res_b = res_c}^{res}] = 1$$
$$\Pr[res_a/res_b/res_c = 0] = \frac{1}{2}$$



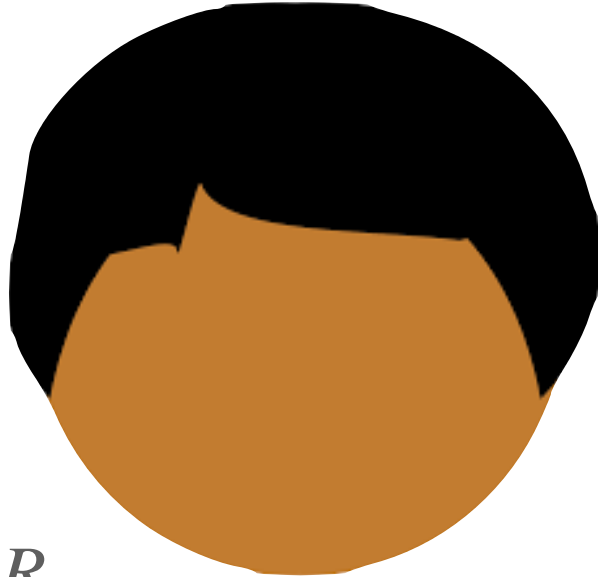
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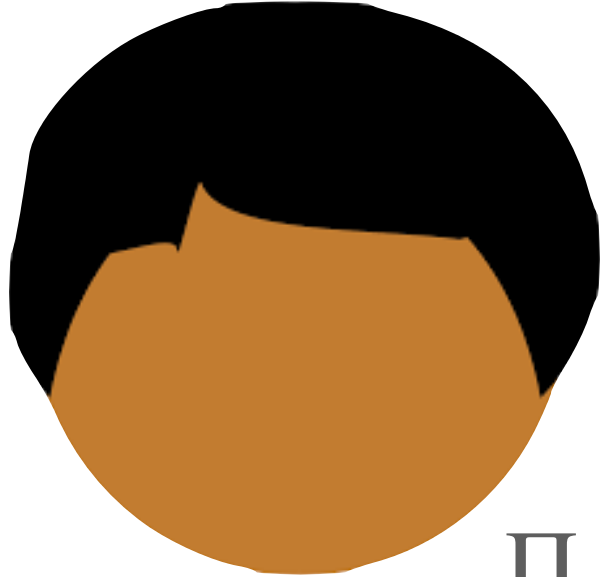
Alice

$m_{a,1}, m_{a,2}, \dots, m_{a,2R}$   
 $\Pi_{a,0}, \Pi_{a,1}, \Pi_{a,2}, \dots, \Pi_{a,2R}$



Bob

$m_{b,1}, m_{b,2}, \dots, m_{b,2R}$   
 $\Pi_{b,0}, \Pi_{b,1}, \Pi_{b,2}, \dots, \Pi_{b,2R}$



Charlie

$m_{c,1}, m_{c,2}, \dots, m_{c,2R}$   
 $\Pi_{c,0}, \Pi_{c,1}, \Pi_{c,2}, \dots, \Pi_{c,2R}$

# Example: Our Lower Bound

## Predictor – Known as “backup” coin

$$\Pr[\overbrace{res_a = res_b = res_c}^{res}] = 1$$

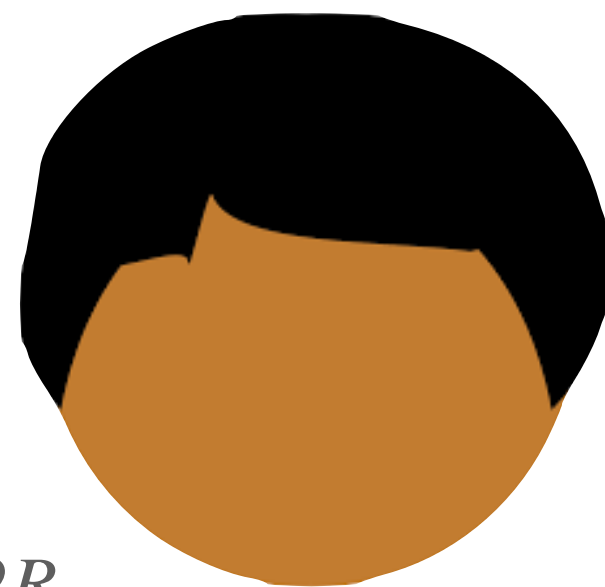
$$\Pr[res_a/res_b/res_c = 0] = \frac{1}{2}$$



$m_{a,1}, m_{a,2}, \dots, m_{a,2R}$

$\Pi_{a,0}, \Pi_{a,1}, \Pi_{a,2}, \dots, \Pi_{a,2R}$

**Alice**



$m_{b,1}, m_{b,2}, \dots, m_{b,2R}$

$\Pi_{b,0}, \Pi_{b,1}, \Pi_{b,2}, \dots, \Pi_{b,2R}$

**Bob**

$$\Pr[\Pi_{b,0} = res] = \frac{1}{2}$$

$$\Pr[\Pi_{b,2R} = res] = 1$$

$$\Pr[\Pi_{a,0} = res] = \frac{1}{2}$$

$$\Pr[\Pi_{a,2R} = res] = 1$$

$$\Pr[\Pi_{c,0} = res] = \frac{1}{2}$$

$$\Pr[\Pi_{c,2R} = res] = 1$$

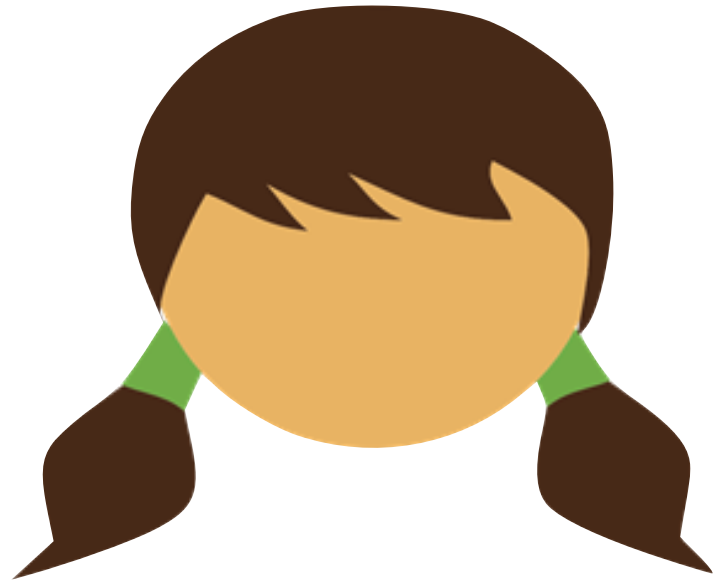


$m_{c,1}, m_{c,2}, \dots, m_{c,2R}$

$\Pi_{c,0}, \Pi_{c,1}, \Pi_{c,2}, \dots, \Pi_{c,2R}$

**Charlie**

**Predictability**



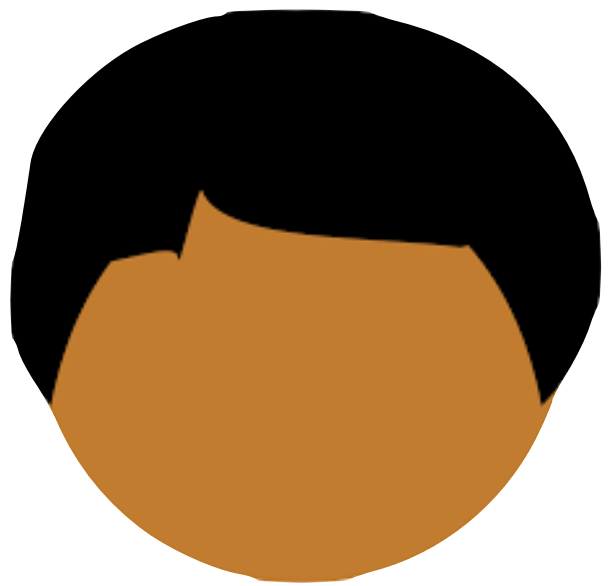
Alice

$$\Pi_{a,0}$$



Bob

$$\Pi_{b,0}$$



Charlie

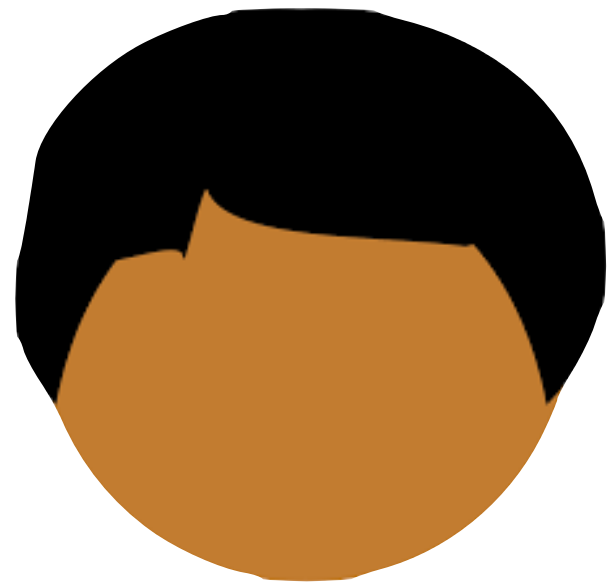
$$\Pi_{c,0}$$



Alice

$\Pi_{a,0}$

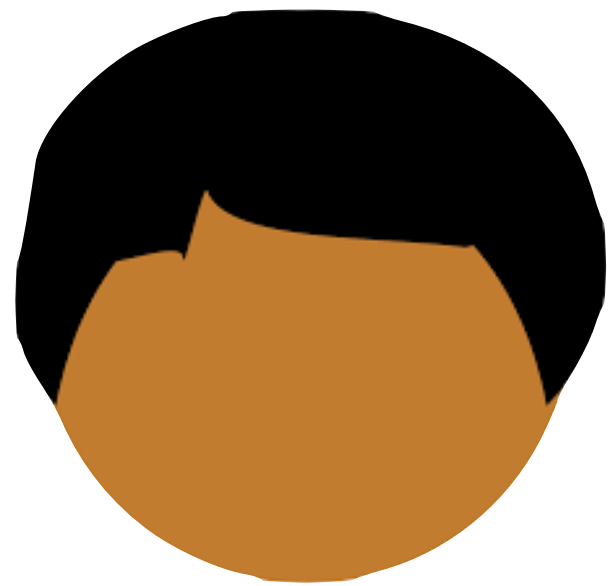
$\Pi_{a,1}$



Bob

$\Pi_{b,0}$

$\Pi_{b,1}$



Charlie

$\Pi_{c,0}$



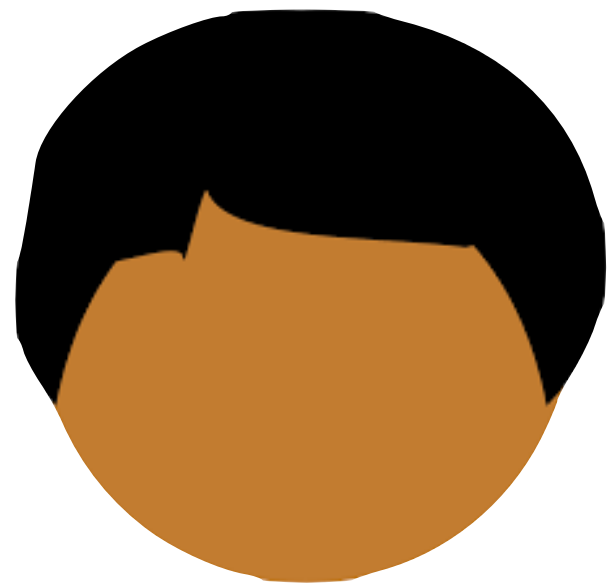




Alice



Bob



Charlie

$\Pi_{a,0}$

$\Pi_{a,1}$

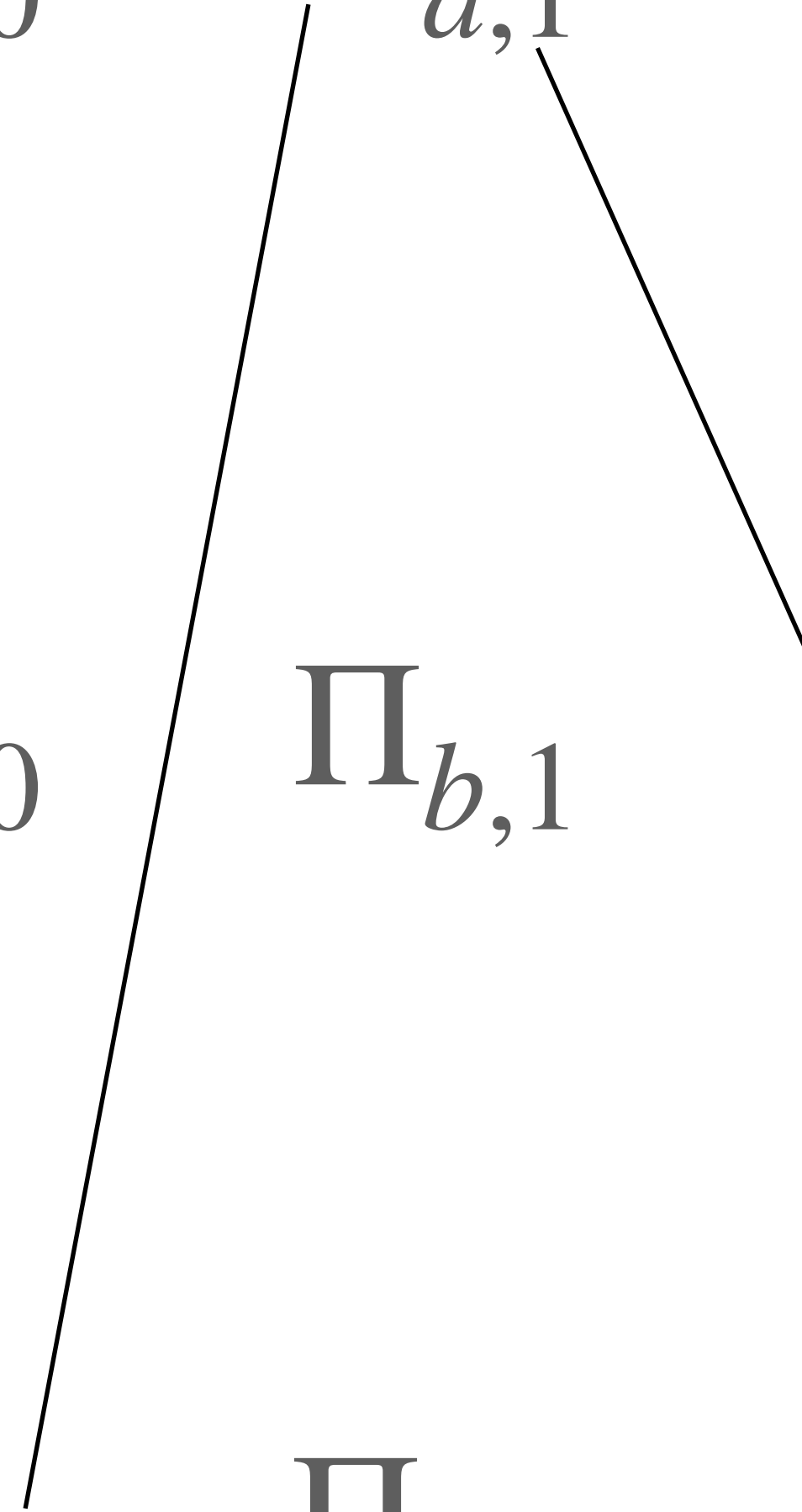
$\Pi_{b,0}$

$\Pi_{b,1}$

$\Pi_{b,2}$

$\Pi_{c,0}$

$\Pi_{c,1}$

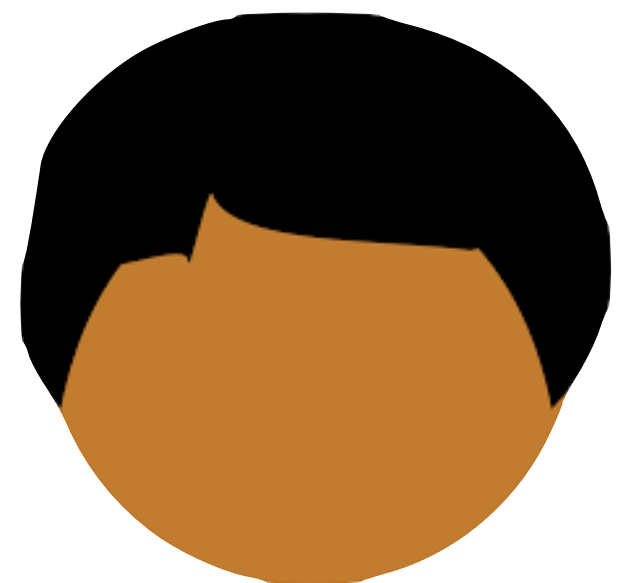




Alice



Bob



Charlie

$\Pi_{a,0}$

$\Pi_{a,1}$

$\Pi_{a,2}$

$\Pi_{b,0}$

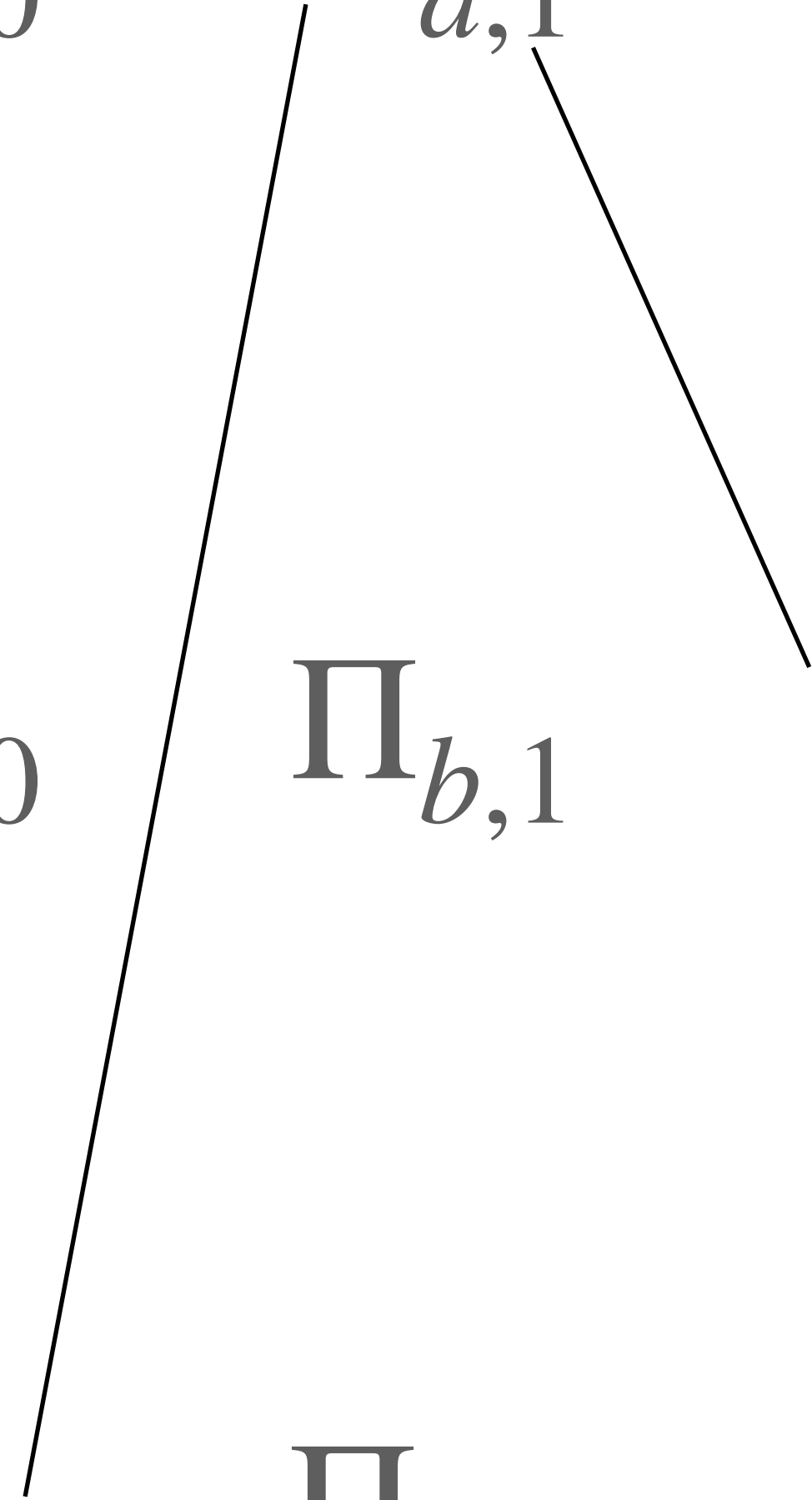
$\Pi_{b,1}$

$\Pi_{b,2}$

$\Pi_{c,0}$

$\Pi_{c,1}$

$\Pi_{c,2}$





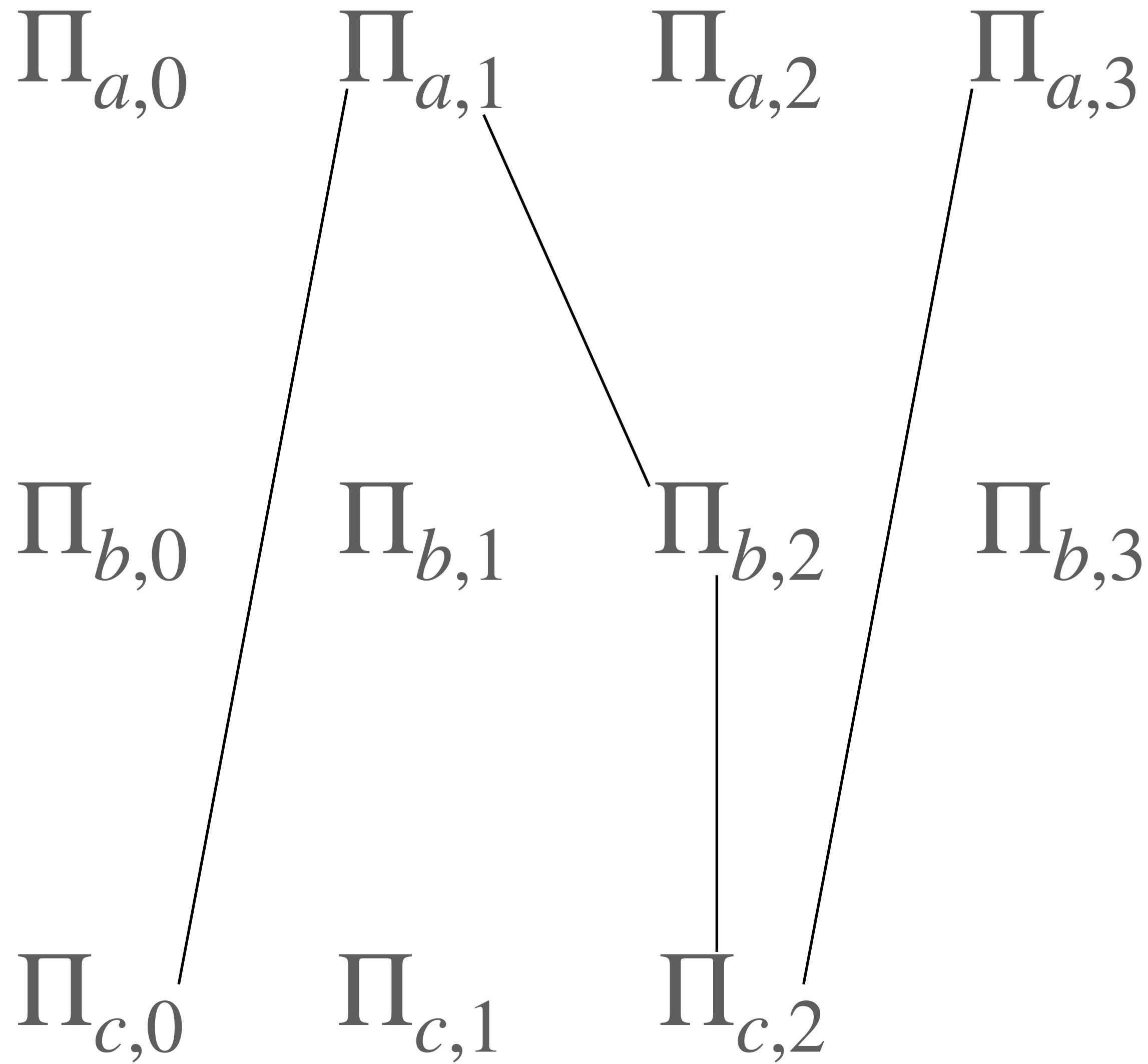
Alice



Bob



Charlie





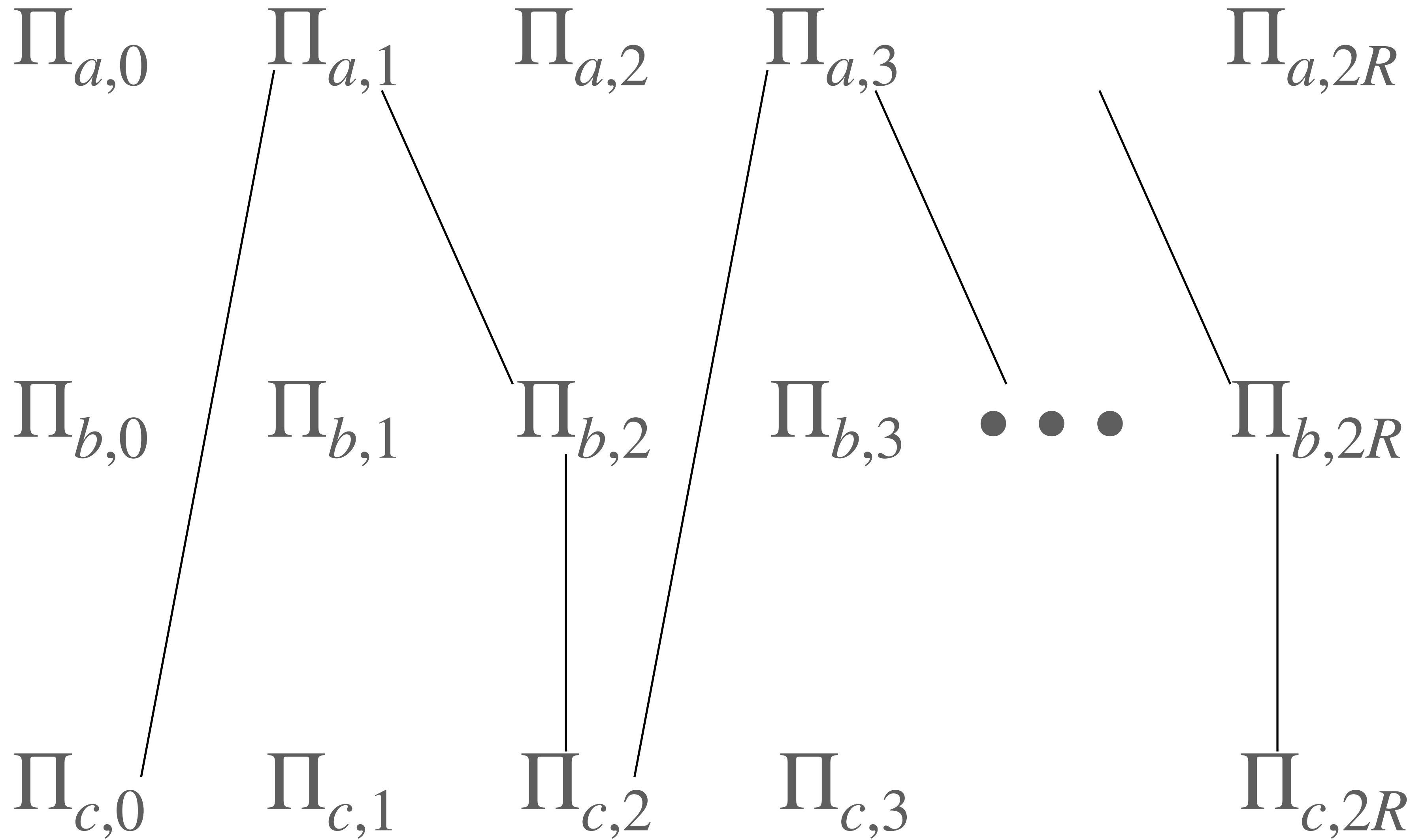
Alice



Bob

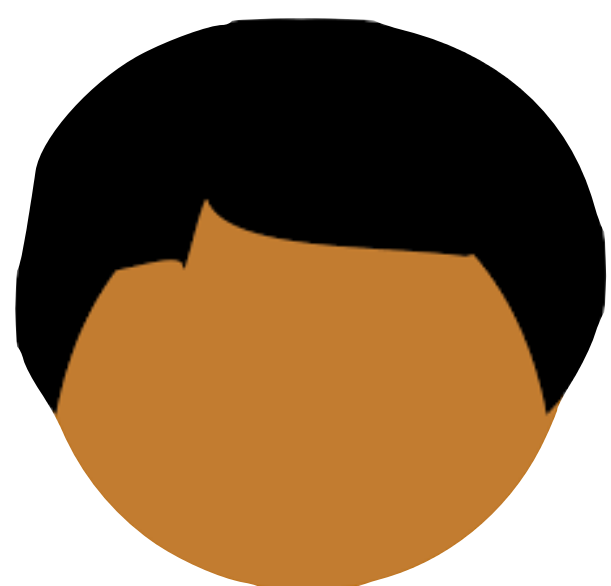


Charlie

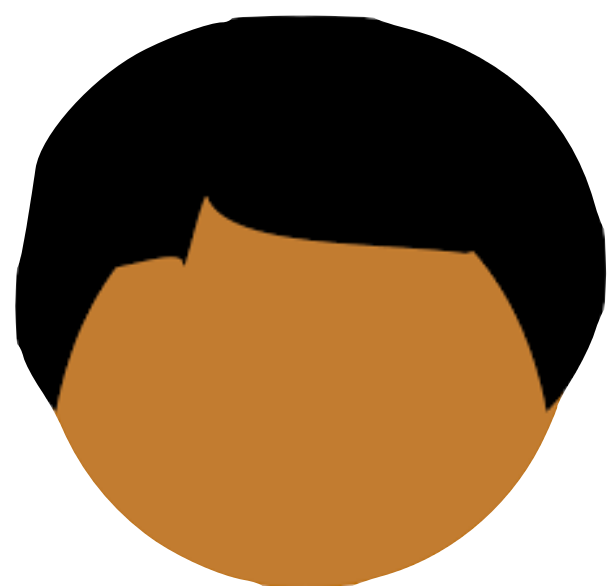




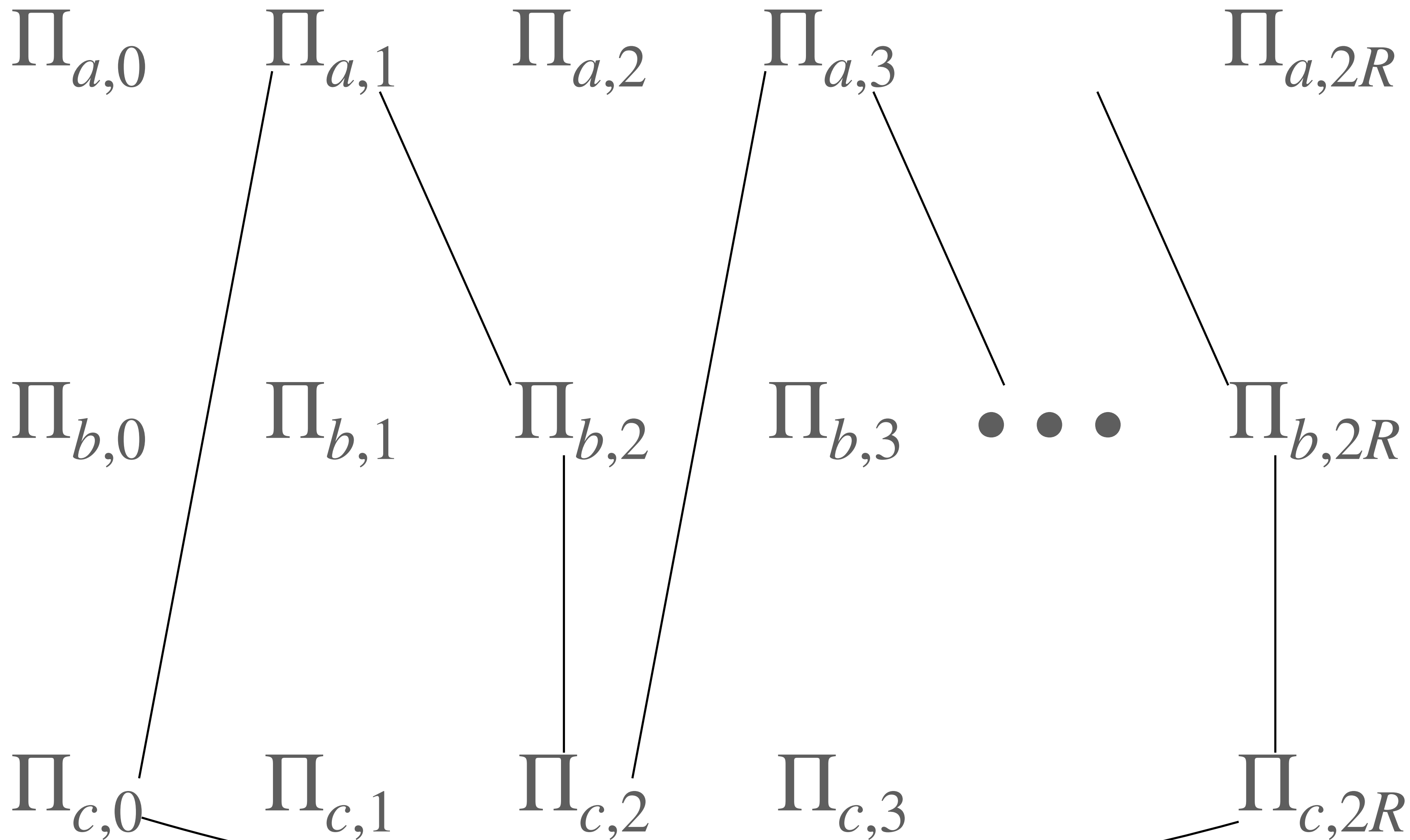
Alice

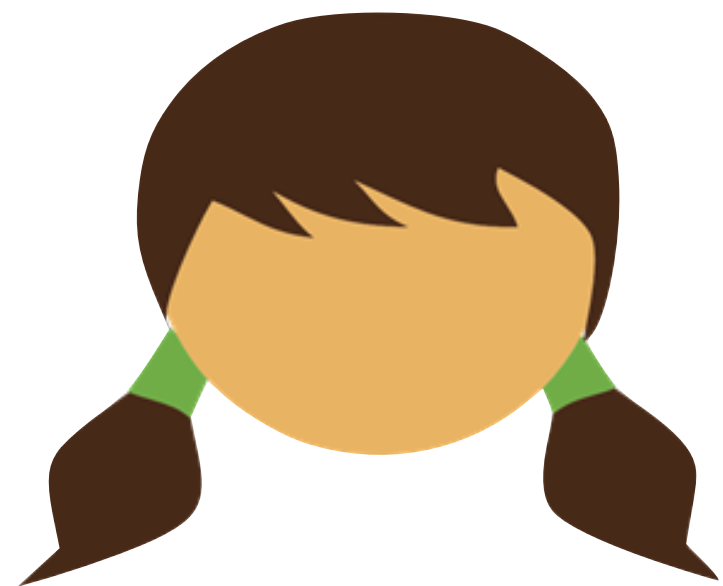


Bob

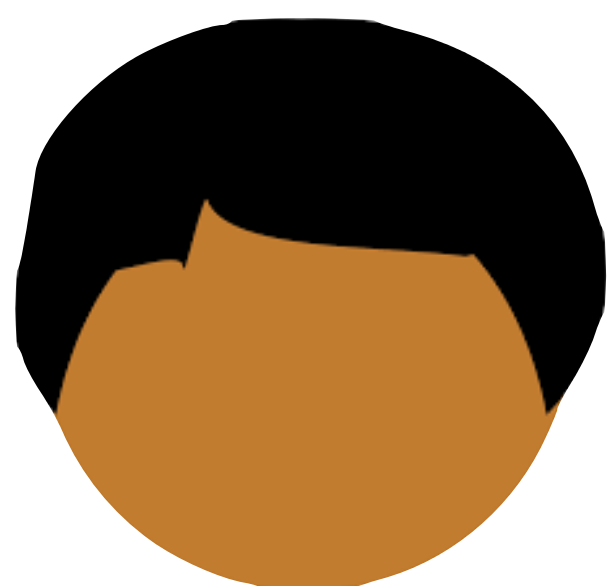


Charlie

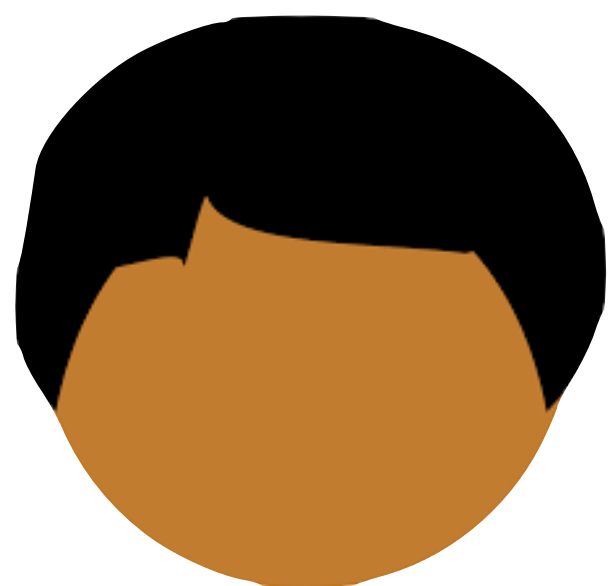




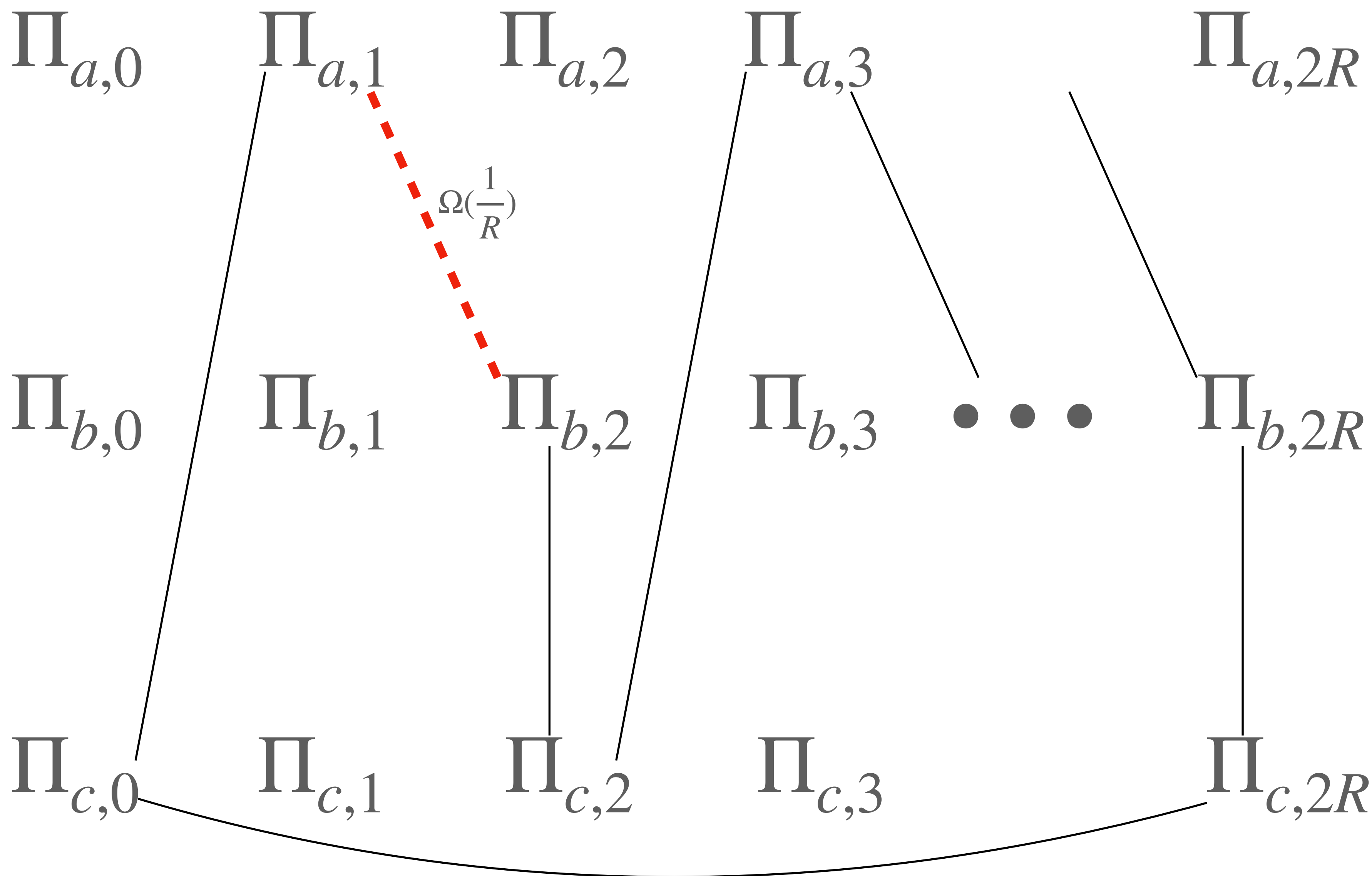
Alice



Bob



Charlie



# Future Work

Does an unreactive world enable more fair functionalities?

Can we fairly toss a coin that agrees with  $\frac{1}{2} + \text{non-negl}(\lambda)$  probability?

How to instantiate our upper bound protocols?

**Q/A**

ePrint: <https://eprint.iacr.org/2022/1655>