# Peeking Into the Future MPC Resilient to Super-Rushing Adversaries

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He was never in time for his classes...

He wasn't in time for his dinner...

Then one day... he wasn't in his time at all.





"Well, hey, Doc, what's the harm in bringing back a little info on the future? You know, maybe we could place a couple bets"



He was never in time for his classes...

He wasn't in time for his dinner...

Then one day... he wasn't in his time at all.



## Biff's Attack on the Timeline

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#### Biff gets rich!

# Biff's Attack op the Timeline

Hill Volley to get Added

State Highway Funds

Hill Valley Man Wins Big At Races

Eisenhower in the second

Khruschev Becomes

New Soviet Premier



#### Biff gets rich!

# Biff's Attack op the Tim

Hill Valley to get Added

State Highway Funds

Hill Valley Man Wins Big At Races

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Khruschev Becomes

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New Soviet Premier



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**BIFF TANNEN** 

Vol. XVII, No. 20

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Many service Ley M this

#### "No, Marty, we've already agreed that having information about the future could be extremely dangerous!"

![](_page_10_Picture_1.jpeg)

#### 1. The "Back to the Future" attack is real!

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• Some implementations of synchronous protocols are vulnerable

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• Some implementations of synchronous protocols are vulnerable

# such an attack

2. Our Aim: To understand which protocols are vulnerable to

![](_page_15_Picture_1.jpeg)

![](_page_15_Picture_2.jpeg)

![](_page_15_Picture_3.jpeg)

![](_page_15_Picture_4.jpeg)

![](_page_16_Figure_1.jpeg)

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![](_page_17_Picture_2.jpeg)

![](_page_17_Picture_3.jpeg)

![](_page_17_Picture_4.jpeg)

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![](_page_18_Figure_1.jpeg)

![](_page_18_Picture_2.jpeg)

![](_page_19_Figure_1.jpeg)

![](_page_19_Figure_2.jpeg)

![](_page_20_Figure_1.jpeg)

![](_page_20_Figure_2.jpeg)

#### Idealized assumption: all round r messages are delivered before round r+1

![](_page_20_Figure_4.jpeg)

![](_page_21_Figure_1.jpeg)

![](_page_21_Figure_2.jpeg)

#### Idealized assumption: all round r messages are delivered before round r+1

Majority of the literature

![](_page_21_Figure_5.jpeg)

![](_page_22_Figure_1.jpeg)

![](_page_22_Figure_2.jpeg)

- Idealized assumption: all round r messages are delivered before round r+1
  - Majority of the literature
- How to decide the delay?

![](_page_22_Figure_6.jpeg)

![](_page_23_Figure_1.jpeg)

![](_page_23_Picture_2.jpeg)

#### and so on ...

 Idealized assumption: all round r messages are delivered before round r+1

Majority of the literature

How to decide the delay?

![](_page_23_Figure_7.jpeg)

![](_page_24_Figure_1.jpeg)

![](_page_24_Picture_2.jpeg)

#### and so on ...

 Idealized assumption: all round r messages are delivered before round r+1

Majority of the literature

How to decide the delay?

![](_page_24_Figure_7.jpeg)

![](_page_25_Figure_1.jpeg)

![](_page_25_Picture_2.jpeg)

#### Round 2

 Idealized assumption: all round r messages are delivered before round r+1

Majority of the literature

How to decide the delay?

![](_page_25_Figure_7.jpeg)

![](_page_26_Figure_1.jpeg)

![](_page_26_Picture_2.jpeg)

![](_page_26_Picture_3.jpeg)

![](_page_27_Figure_1.jpeg)

![](_page_28_Figure_1.jpeg)

![](_page_29_Figure_1.jpeg)

![](_page_30_Figure_1.jpeg)

- $P_1$  has not yet sent round-1 message to  $P_2$
- $P_3$  has finished round-1

![](_page_31_Figure_1.jpeg)

- $P_1$  has not yet sent round-1 message to  $P_2$
- $P_3$  has finished round-1

![](_page_32_Figure_1.jpeg)

- $P_1$  has not yet sent round-1 message to  $P_2$
- $P_3$  has finished round-1
- $P_3$  sends round-2 messages

![](_page_33_Figure_1.jpeg)

- $P_1$  has not yet sent round-1 message to  $P_2$
- $P_3$  has finished round-1
- $P_3$  sends round-2 messages
- $P_1$  sends round-1 message to  $P_2$

![](_page_34_Figure_1.jpeg)

![](_page_34_Figure_3.jpeg)

![](_page_35_Picture_0.jpeg)

synchronous network?"

#### "Wait a minute. Wait a minute Doc, uh, are you tellin' me you built a time machine ... out of a


- $P_1$  has not yet sent round-1 message to  $P_2$
- $P_3$  has finished round-1
- $P_3$  sends round-2 messages



#### $P_1$ can "peek" into the future one round

Round 2

- $P_1$  has not yet sent round-1 message to  $P_2$
- $P_3$  has finished round-1
- $P_3$  sends round-2 messages



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- $P_3$  sends round-2 messages
- $P_1$  sends round-1 message to  $P_2$



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Round 2

- $P_1$  has not yet sent round-1 message to  $P_2$
- $P_3$  has finished round-1
- $P_3$  sends round-2 messages
- $P_1$  sends round-1 message to  $P_2$

**Note:** All-to-all communication  $\implies$  Peeking at most 1 round



Peeking  $\rightarrow$  Super-Rushing

## Non-Rushing

Adversary sends round-*r* messages **before** receiving the honest parties' round-*r* messages

#### Non-Rushing

### Rushing

Adversary sends round-*r* messages **before** receiving the honest parties' round-*r* messages

Adversary can send round-*r* messages **after** receiving the honest parties' round-*r* messages

#### Non-Rushing

## Rushing

#### Super-Rushing

Adversary sends round-*r* messages **before** receiving the honest parties' round-*r* messages

Adversary can send round-*r* messages after receiving the honest parties' round-*r* messages

Adversary can send round-*r* messages after receiving the honest parties' round-r' > r messages





### Theory

#### Practice

## Theory

## Rushing

#### Practice

## Theory

## Rushing

#### Practice

#### Super-Rushing

## Theory

## Rushing

## <u>Question:</u> Are existing synchronous protocols vulnerable to super-rushing attacks?



#### Practice

Super-Rushing

# Yes! Some protocols are insecure against super-rushing adversaries

## Simultaneous Broadcast [CGMA85] 1 corruption, 2 senders, 5 parties











## Simultaneous Broadcast [CGMA85] 1 corruption, 2 senders, 5 parties







 $m_{\gamma}$ 





## Simultaneous Broadcast [CGMA85] 1 corruption, 2 senders, 5 parties

 $(m_1, m_2) \mid P_1 \mid$ 



 $P_4$ 

 $(m_1, m_2)$ 















 $P_5$ 









 $P_5$ 

- Round 1:  $P_1, P_2$  send input message to  $P_3, P_4, P_5$ 





$$(m_5^1, m_5^2)$$

 $P_5$ 





- Round 1:  $P_1, P_2$  send input message to  $P_3, P_4, P_5$ 





$$(m_5^1, m_5^2)$$

 $P_5$ 





- Round 1:  $P_1, P_2$  send input message to  $P_3, P_4, P_5$
- Round 2:  $P_3, P_4, P_5$  echo message to all parties





$$(m_5^1, m_5^2)$$
  $P_5$ 

 $\left[ \begin{array}{c} P_2 \end{array} \right] (m_2^1, m_2^2)$ 

$$\begin{array}{c} P_4 \\ P_3 \\ (m_4^1, m_4^2) \\ (m_3^1, m_3^2) \end{array}$$

- Round 1:  $P_1, P_2$  send input message to  $P_3, P_4, P_5$
- Round 2:  $P_3, P_4, P_5$  echo message to all parties





$$(m_5^1, m_5^2)$$
  $P_5$ 

 $\left( \begin{array}{c} P_2 \end{array} \right) (m_2^1, m_2^2)$ 

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- Round 1:  $P_1, P_2$  send input message to  $P_3, P_4, P_5$
- Round 2:  $P_3, P_4, P_5$  echo message to all parties
- <u>Output:</u>  $(m'_1, m'_2)$  such that at least 2 parties echoed  $(m'_1, m'_2)$





$$(m_5^1, m_5^2)$$

 $\left[ \begin{array}{c} P_2 \end{array} \right] (m_2^1, m_2^2)$ 

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- Round 2:  $P_3, P_4, P_5$  echo message to all parties
- <u>Output:</u>  $(m'_1, m'_2)$  such that at least 2 parties echoed  $(m'_1, m'_2)$

Rushing adversary cannot affect majority decision **and** cannot bias output

























#### <u>Attack:</u> Corrupted $P_1$





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• Round 1:  $P_1$  sends 0 to only  $P_5$ 



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- Round 1:  $P_1$  sends 0 to only  $P_5$
- Round 2: (only for  $P_5$ ) Sends  $(0,m_2)$  to  $P_1$



<u>Attack:</u> Corrupted  $P_1$ 

- Round 1:  $P_1$  sends 0 to only  $P_5$
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- Round 1:  $P_1$  sends  $m_1 = m_2$  to  $P_4, P_5$
- <u>Round 2:</u> (everyone) echos the remaining messages
- <u>Output:</u> Everyone outputs  $(m_2, m_2)$



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- <u>Round 2:</u> (everyone) echos the remaining messages
- <u>Output:</u> Everyone outputs  $(m_2, m_2)$

 $P_3, P_4$ : Looks like  $P_5$  is cheating

## Our Results #1 [CGMA85] (2,5) Simultaneous Broadcast

# **Theorem:** There exists a protocol (with two input providers) that is <u>secure</u> against rushing adversaries but is <u>insecure</u> against super-rushing adversaries

Which synchronous protocols remain secure against super-rushing adversaries?

## Modeling Super-Rushing Extension of Rushing

## Modeling Super-Rushing Extension of Rushing



# Adversary can schedule messages within a round

## Modeling Super-Rushing Extension of Rushing

## Rushing

### Super-Rushing

# Adversary can schedule messages within a round

+ Can "pull" future messages from honest parties (these parties must have finished all previous rounds!)






 $P_1, P_2$  provide inputs





 $P_1, P_2$  provide inputs





 $P_1, P_2$  provide inputs



#### Parties learn the outputs

Adversary peeks into round-2 ( $P_5$ 's) round-2 message), learns partial output ( $P_2$ 's input message)

# 1 corruption, 2 senders, 5 parties



 $P_1, P_2$  provide inputs

#### Parties learn the outputs

Adversary peeks into round-2 ( $P_5$ 's) round-2 message), learns partial output ( $P_2$ 's input message)

# 1 corruption, 2 senders, 5 parties $P_1$



#### $P_1, P_2$ provide inputs

Adversary peeks into round-2 ( $P_5$ 's)  $P_1$  picks input message as a round-2 message), learns partial function of honest party's input output ( $P_2$ 's input message)  $(P_2'$ s input message)





#### $P_1, P_2$ provide inputs

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#### $P_1, P_2$ provide inputs

Adversary peeks into round-2 ( $P_5$ 's  $P_1$  picks input message as a round-2 message), learns partial function of honest party's input  $(P_2'$ s input message) output ( $P_2$ 's input message)



#### $P_1, P_2$ provide inputs

 $P_1$  picks input message as a function of honest party's input  $(P_2'$ s input message)

Super-rushing breaks input independence

#### Parties learn the outputs

Adversary peeks into round-2 ( $P_5$ 's round-2 message), learns partial output ( $P_2$ 's input message)

# What if only one party provides input?

VSS, Broadcast, ...

## Our Results #2 Super-Rushing $\equiv$ Non-Rushing with a single input provider

**Theorem:** Every protocol for a single input provider that is secure against non-rushing adversaries is also secure against super-rushing adversaries

### Our Results #2 Super-Rushing $\equiv$ Non-Rushing with a single input provider

**Theorem:** Every protocol for a single input provider that is secure against non-rushing adversaries is also secure against super-rushing adversaries

#### We worked too hard to show too little!



Single Input: Super-Rushing  $\equiv$  Non-Rushing

X Two Input Providers: A protocol that is <u>secure</u> against rushing but <u>not</u> against super-rushing

Single Input: Super-Rushing  $\equiv$  Non-Rushing

X Two Input Providers: A protocol that is <u>secure</u> against rushing but <u>not</u> against super-rushing

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Single Input: Super-Rushing  $\equiv$  Non-Rushing

X Two Input Providers: A protocol that is <u>secure</u> against rushing but <u>not</u> against super-rushing

Input provision + privacy

Round CR







 $P_5$ 







 $P_5$ 

- Round 1:  $P_1, P_2$  perform 1-round VSS of their inputs



$$(s_5^1, s_5^2)$$
  $P_5$ 

 $P_2$   $(s_2^1, s_2^2)$ 



- Round 1:  $P_1, P_2$  perform 1-round VSS of their inputs



$$(s_5^1, s_5^2)$$
  $P_5$ 

 $P_2$   $(s_2^1, s_2^2)$ 



- Round 1:  $P_1, P_2$  perform 1-round VSS of their inputs
- <u>Round 2:</u> Parties perform VSS reconstruction



 $(s_{5}^{1}, s_{5}^{2}) \begin{bmatrix} P_{5} \\ \{(s_{i}^{1}, s_{i}^{2})\}_{i=1}^{5} \end{bmatrix} \begin{bmatrix} P_{2} \\ (s_{2}^{1}, s_{2}^{2}) \end{bmatrix}$  $P_3$  $P_4$  $(s_3^1, s_3^2)$  $(s_4^1, s_4^2)$ 

- Round 1:  $P_1, P_2$  perform 1-round VSS of their inputs
- <u>Round 2:</u> Parties perform VSS reconstruction



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- Round 1:  $P_1, P_2$  perform 1-round VSS of their inputs
- <u>Round 2:</u> Parties perform VSS reconstruction
- <u>Output:</u>  $(m'_1, m'_2)$  from VSS reconstruction.

# Super-rushing still breaks independence of inputs

# What are the sufficient conditions for security against super-rushing adversaries?

Round CR

Round CR

Inputs are committed

Round CR

Inputs are committed

Round ORR

Round CR

Inputs are committed

#### Round ORR

> 1

Round CR

Inputs are committed



Round CR

Inputs are committed

#### **Mitigates Super-Rushing** Peeking into round ORR only possible after all parties complete round CR

> 1

Round ORR

#### Our Results #3 General Sufficient Conditions

#### **Theorem:** Every protocol that is secure against rushing adversaries\* 1. 2. has all-to-all communication 3. ORR > CR+1is also <u>secure</u> against super-rushing adversaries
## Our Results #3 General Sufficient Conditions

### **Theorem:** Every protocol that is <u>secure</u> against rushing adversaries\* 2. has all-to-all communication 3. ORR > CR+1is also <u>secure</u> against super-rushing adversaries

### \* security is assumed via compatible simulation (see our paper)

## Extensions What if ORR = CR + 1

## **Theorem:** Every protocol that is <u>secure</u> against rushing adversaries\* 2. has all-to-all communication is also <u>secure</u> against super-rushing adversaries

- 3. CR is over broadcast or is a synchronization round

### \* security is assumed via compatible simulation (see our paper)

against super-rushing adversaries when sequentially composed even once

## **Theorem:** There exists a protocol (with one input provider) that is <u>secure</u> against rushing adversaries but is <u>insecure</u>

against super-rushing adversaries when sequentially composed even once

First execution

## **Theorem:** There exists a protocol (with one input provider) that is <u>secure</u> against rushing adversaries but is <u>insecure</u>

Second execution

against super-rushing adversaries when sequentially composed even once

 $P_1$ 



## **Theorem:** There exists a protocol (with one input provider) that is <u>secure</u> against rushing adversaries but is <u>insecure</u>



against super-rushing adversaries when sequentially composed even once

 $P_1$ 



## **Theorem:** There exists a protocol (with one input provider) that is <u>secure</u> against rushing adversaries but is <u>insecure</u>



## Our Results Perfect Security



• Two Input Providers:

<u>Secure</u> against rushing but <u>not</u> against super-rushing

Committal round does not help

X Sequential composition of single input protocols is not secure



Extensions when ORR = CR + 1

# **BGW is secure against super-rushing attacks**

No need to reprove security

## An Alternate Strategy



## An Alternate Strategy Asynchrony admits Super-Rushing Attacks

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 Asynchronous MPC with guarante some honest parties' inputs

### Asynchronous MPC with guaranteed output delivery inevitably ignores

## An Alternate Strategy Asynchrony admits Super-Rushing Attacks

- Asynchronous MPC with guarante some honest parties' inputs
- Universally composable protocols with abort

Asynchronous MPC with guaranteed output delivery inevitably ignores

• Universally composable protocols [CanettiO1] typically settle for security

## Alternate Sufficient Conditions Kushilevitz, Lindell, Rabin, STOC '06

**Theorem:** Every protocol that is secure against rushing adversaries; and 2. has synchronization steps, is also <u>UC-secure</u> [CanettiO1]

## Alternate Sufficient Conditions Kushilevitz, Lindell, Rabin, STOC '06

**Theorem:** Every protocol that is secure against rushing adversaries; and 2. has synchronization steps, is also <u>UC-secure</u> [CanettiO1]

### $\times 2$ round complexity and $+O(n^2)$ communication complexity

## Statistical Security We require different sufficient conditions

### **Theorem:** There exists a protocol that is secure against rushing adversaries (with statistical security) 2. has all-to-all communication 3. ORR > CR+1but is insecure against super-rushing adversaries













- Back to the Future attack is real on some implementations
- ORR > CR + 1 sufficient for Rushing  $\implies$  Super-Rushing

### Gives it to his past self

1955





- Back to the Future attack is real on some implementations
- ORR > CR + 1 sufficient for Rushing  $\implies$  Super-Rushing



- Back to the Future attack is real on some implementations
- ORR > CR + 1 sufficient for Rushing  $\implies$  Super-Rushing





# Thank you