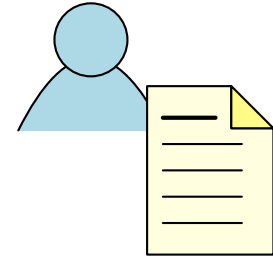


# Secret Sharing

Imagine some sensitive information that is kept by a single agent

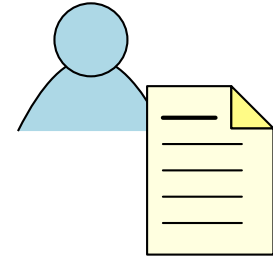
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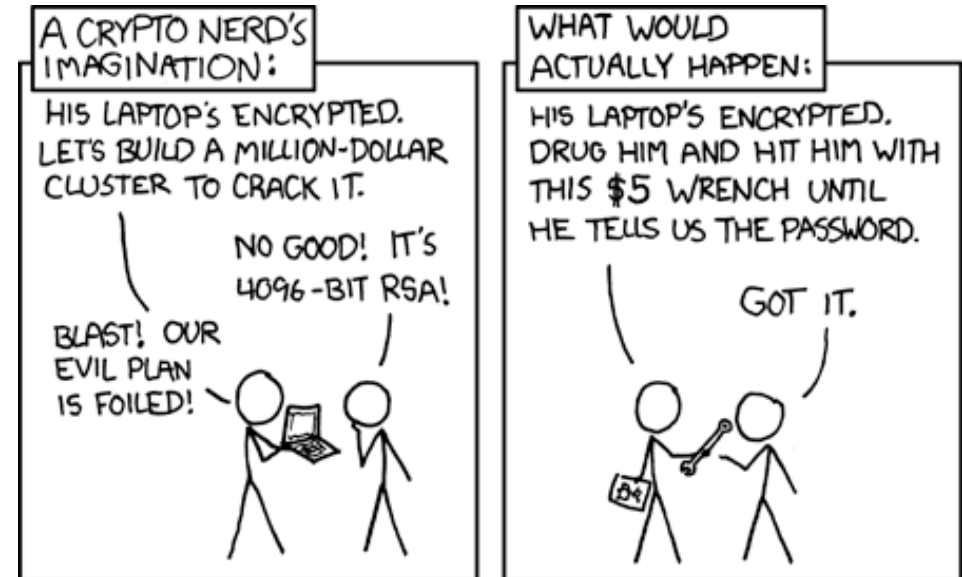
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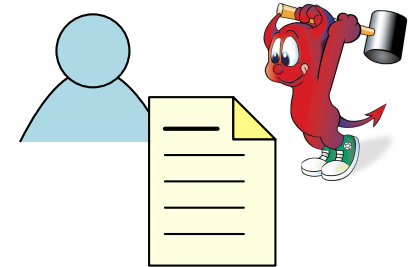
**Single point of failure!**



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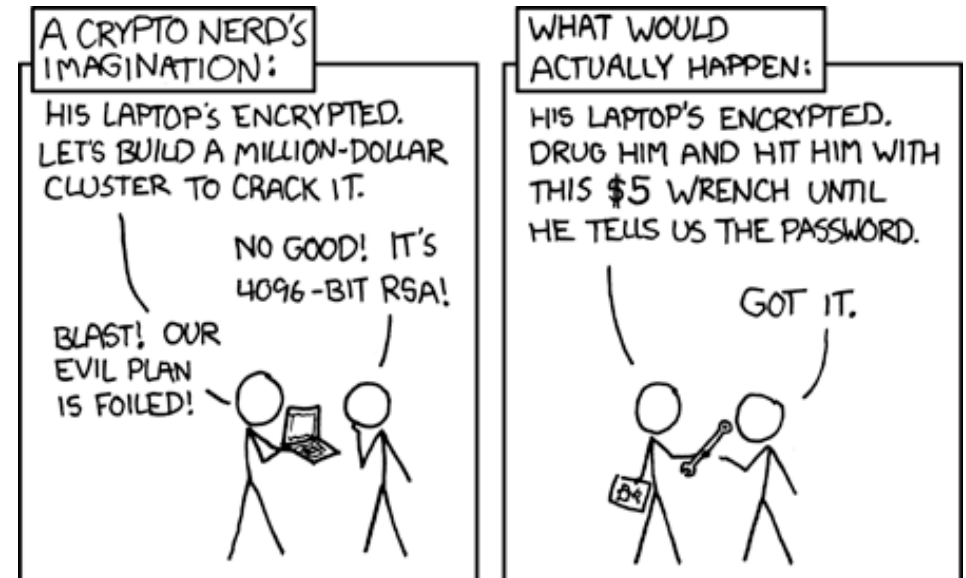
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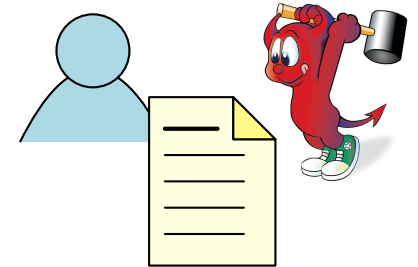
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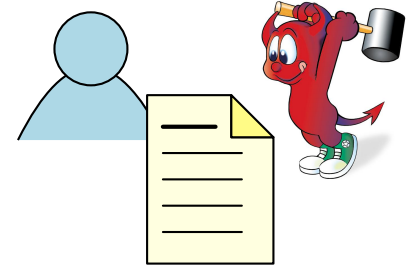
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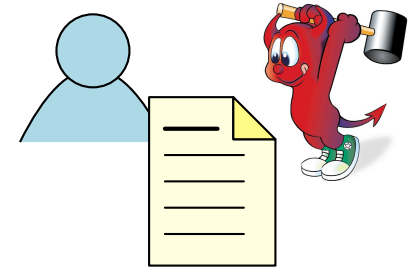
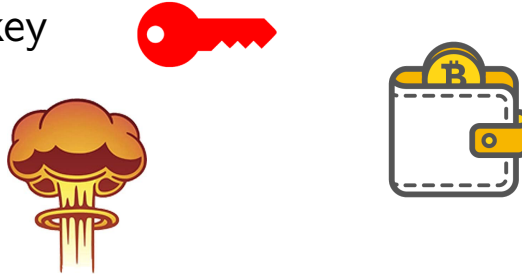


“Magic box”

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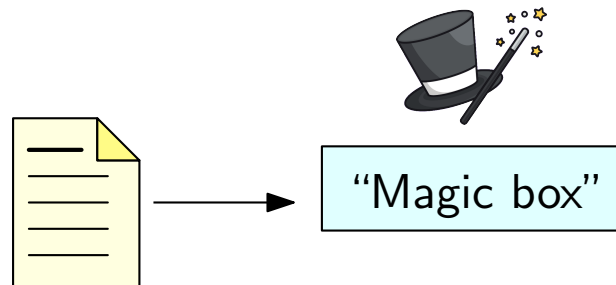
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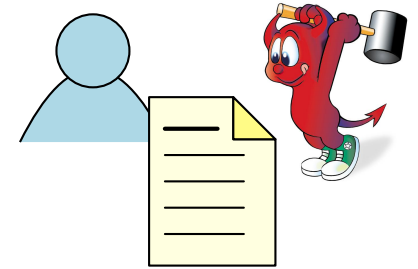
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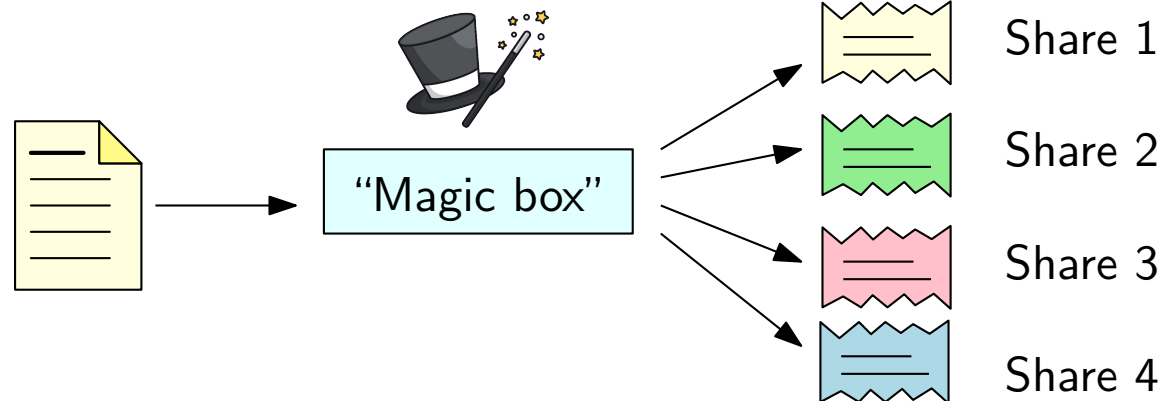
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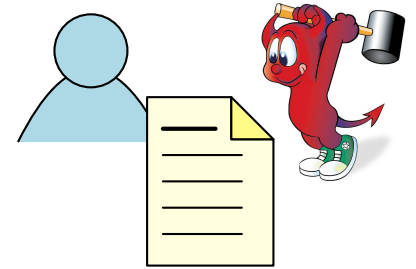
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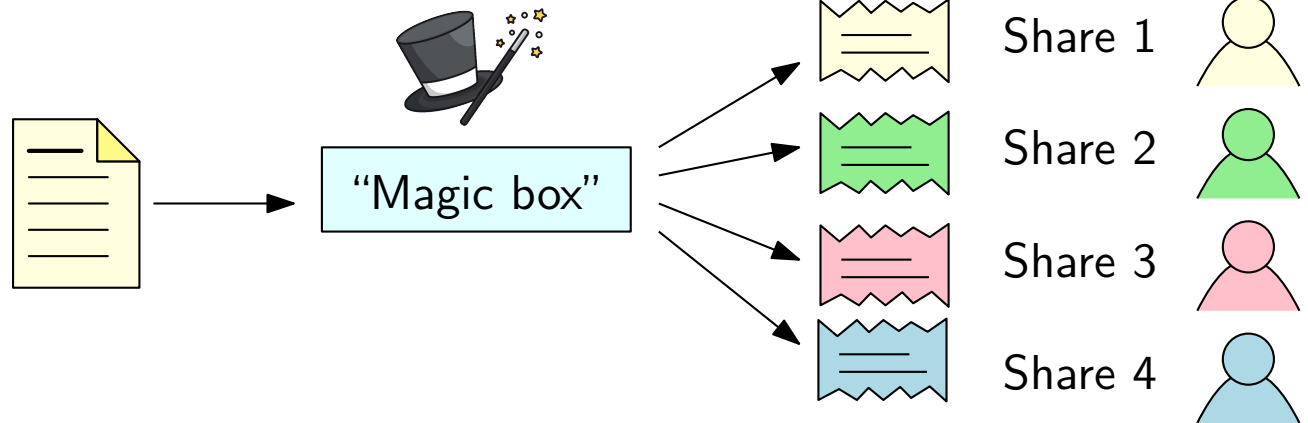
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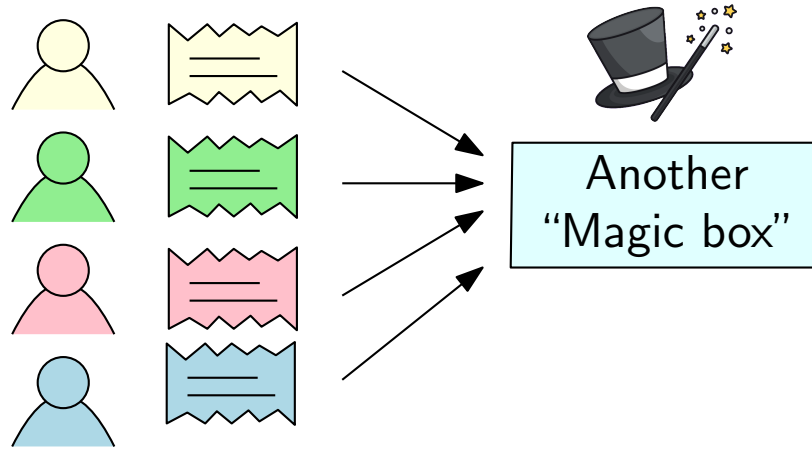
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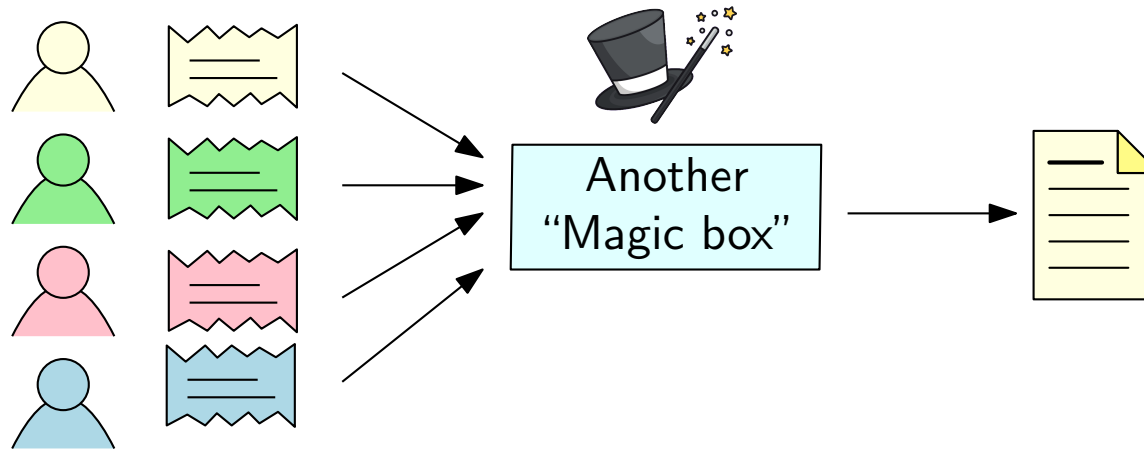
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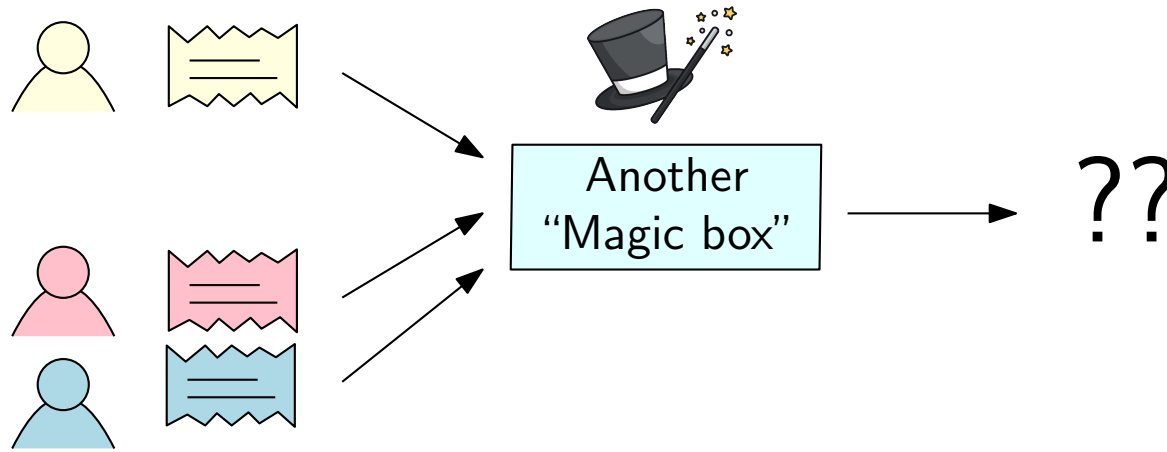
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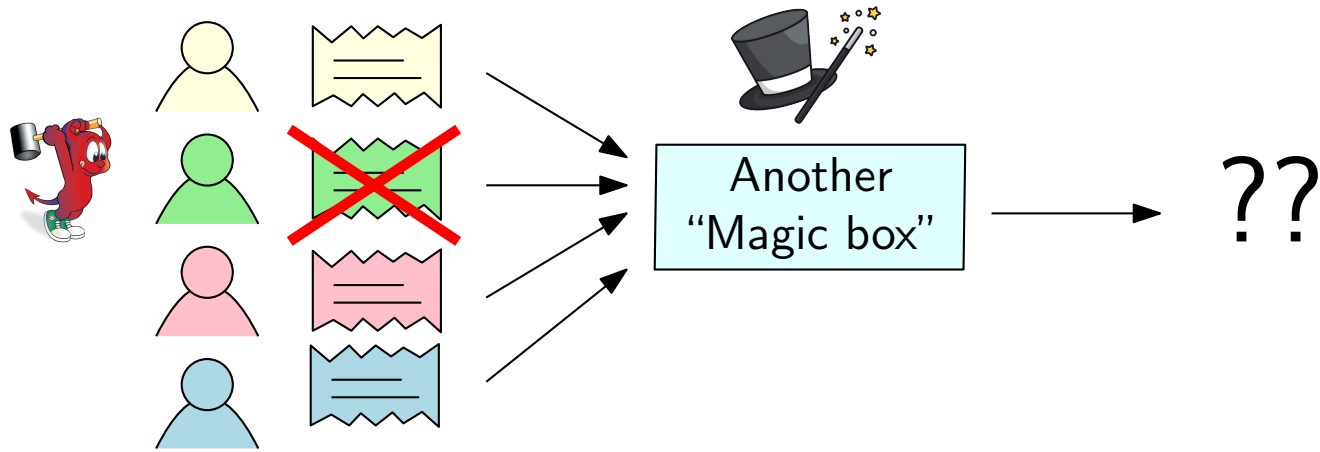
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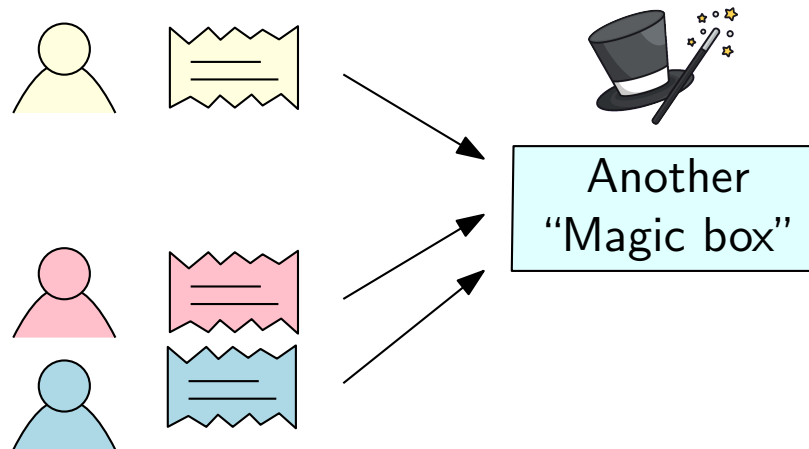
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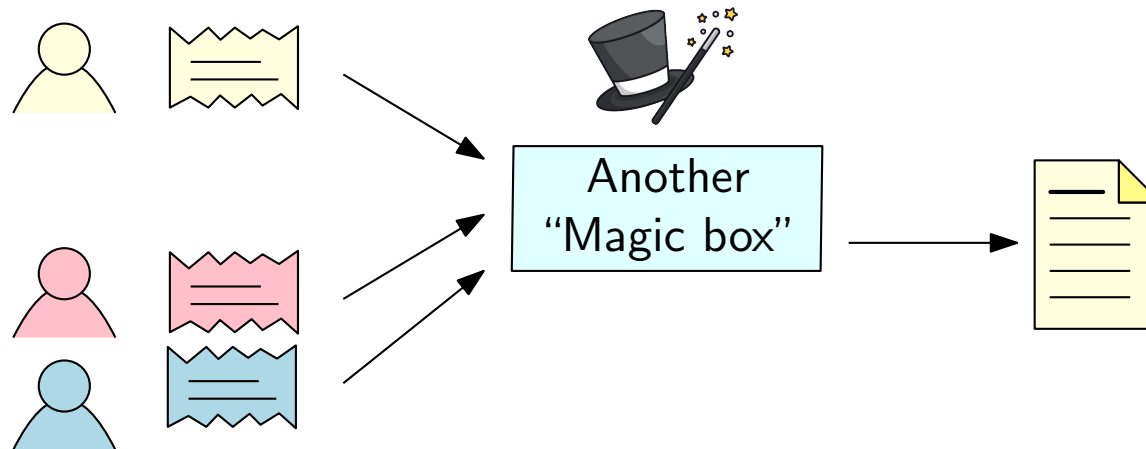
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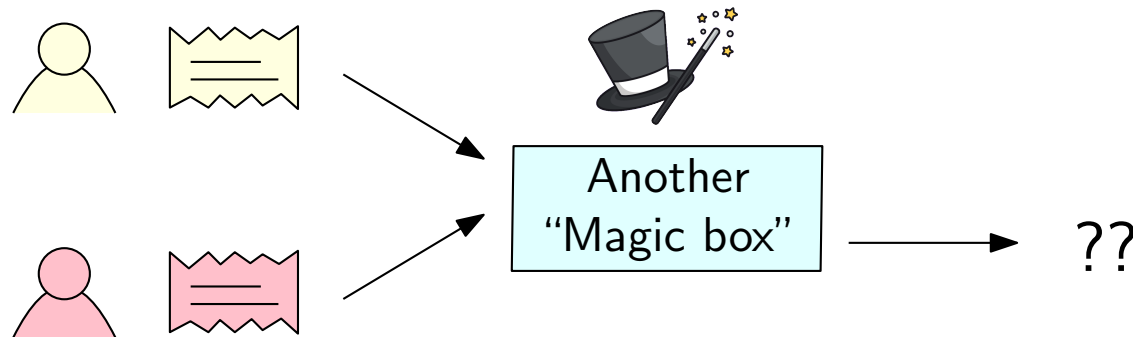
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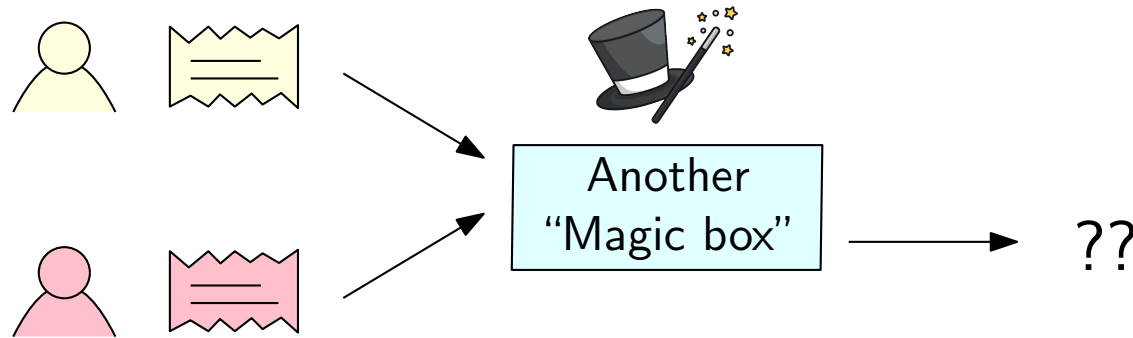
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**$t$ -out-of- $n$  threshold secret-sharing scheme**

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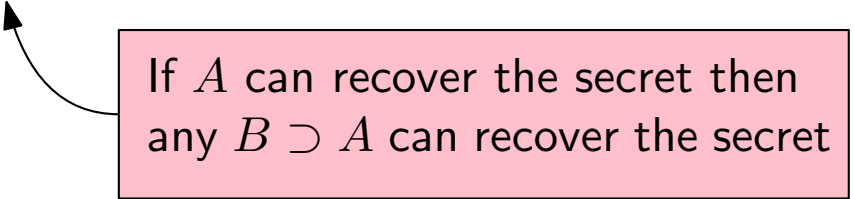
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We can further assume that:  $\forall a \in \mathcal{A}$  s.t,  $\{a\} \notin \Gamma$  since otherwise we can simply send the secret to  $a$  and restrict ourselves to the access structure  $\Gamma' = \{A \in \Gamma \mid a \notin A\}$  (this implies  $\emptyset \notin \Gamma$ )



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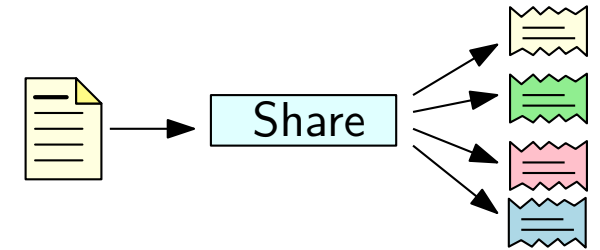
Example:

- $\mathcal{A} = \{\text{Alice, Bob, Charlie, Dan}\}$ ,  $n = |\mathcal{A}| = 4$ ,  $t = 2$
- $\Gamma = \{ \{\text{Alice, Bob}\}, \{\text{Alice, Charlie}\}, \{\text{Alice, Dan}\}, \{\text{Bob, Charlie}\}, \{\text{Bob, Dan}\}, \{\text{Charlie, Dan}\}, \{\text{Alice, Bob, Charlie}\}, \{\text{Alice, Bob, Dan}\}, \{\text{Alice, Charlie, Dan}\}, \{\text{Bob, Charlie, Dan}\}, \{\text{Alice, Bob, Charlie, Dan}\} \}$

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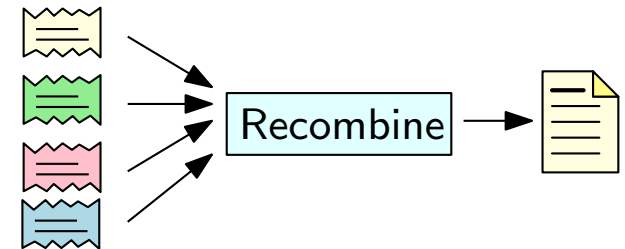
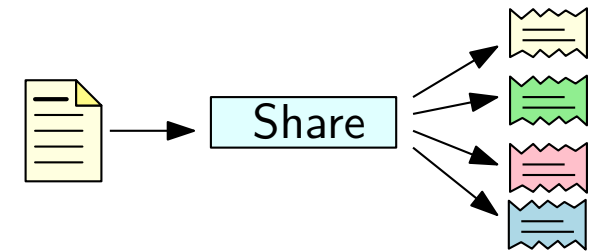
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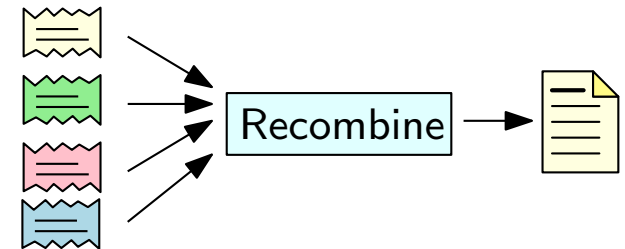
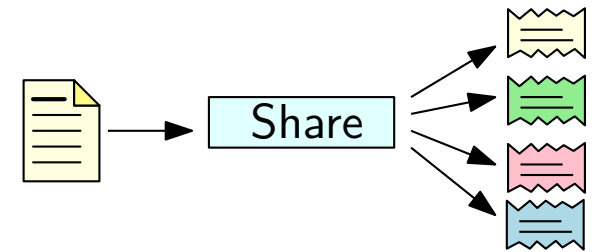
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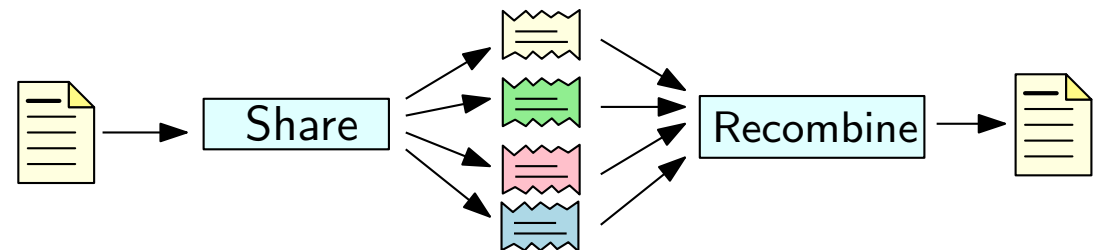
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**Correctness:** If  $H = \{s_a \mid a \in A\}$  for a set  $A \in \Gamma$  and all  $s_a$  were output by  $\text{Share}(s, \Gamma)$ , then  $\text{Recombine}(H) = s$ .



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Formalized similarly to perfect secrecy (there are multiple equivalent definitions):

A secret sharing scheme is secure if, for every  $s, s' \in \mathcal{S}$ , every access structure  $\Gamma$ , every  $A \subset \mathcal{A}$  with  $A \notin \Gamma$ , and every vector of shares  $\alpha = (\alpha_a)_{a \in A}$ :

$$\Pr[(S_a)_{a \in A} = \alpha] = \Pr[(S'_a)_{a \in A} = \alpha],$$

where  $S_a$  (resp.  $S'_a$ ) is a random variable representing the share given to the party  $a \in A$  by  $\text{Share}(\Gamma, s)$  (resp.  $\text{Share}(\Gamma, s')$ )



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Let the space of secrets be  $\mathcal{S} = \{0, 1\}^\ell$

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**Correctness:**  $s_a \oplus s_b = r \oplus (r \oplus s) = s$ .

## 2-out-of-2 threshold secret sharing: security

Let  $s, s' \in \{0, 1\}^\ell$  be two arbitrary secrets and consider  $S_a, S_b$  output by  $\text{Share}(s, \Gamma)$  (resp.  $S'_a, S'_b$  output by  $\text{Share}(s', \Gamma)$ ).



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- If  $A = \{a\}$ , then for an arbitrary  $\alpha = (\alpha_a)$ :

$$\Pr[S_a = \alpha_a] = \Pr[r = \alpha_a] = \frac{1}{2^\ell}$$

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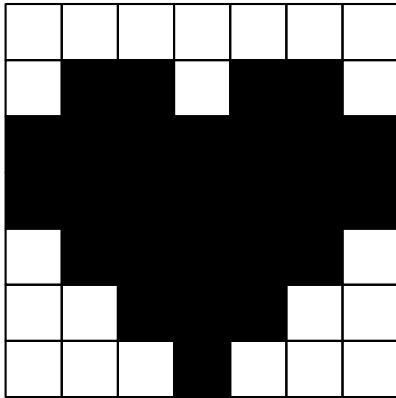
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We have shown show that, regardless of  $s$ ,  $\Pr[S_a = \alpha]$  and  $\Pr[S_b = \alpha]$  are constants

# 2-out-of-2 threshold secret sharing: a visual interpretation

Imagine that the secret  $s$  is the following image:

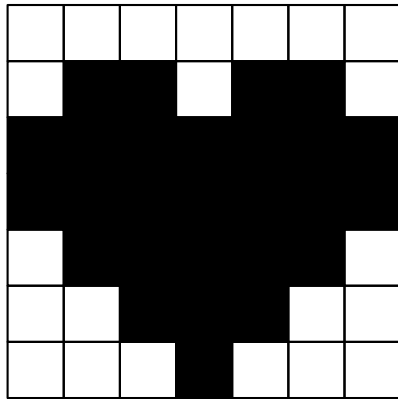


$s$



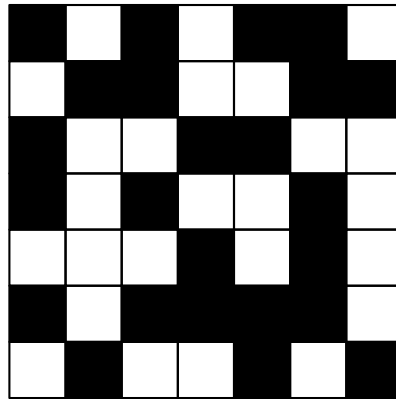
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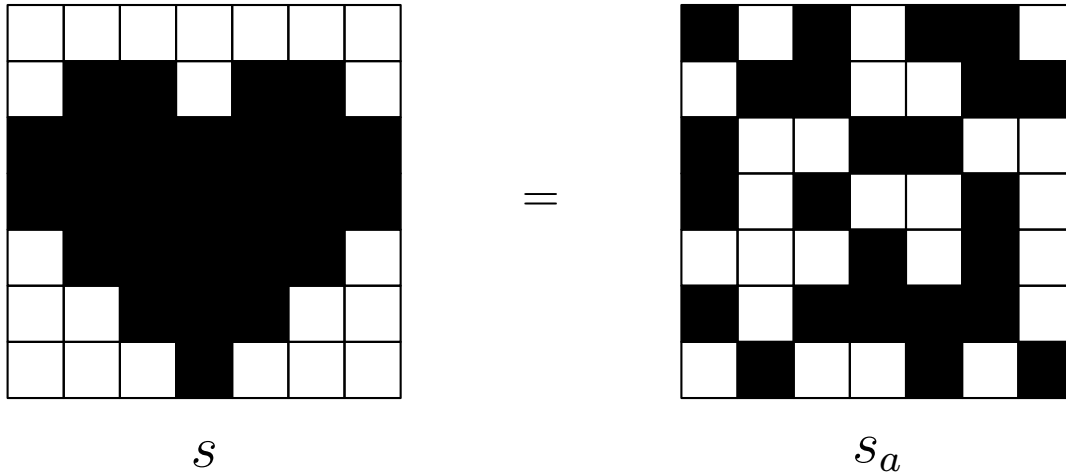


$s_a$

We generate the first share by coloring each pixel white or black u.a.r.

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$$\square \oplus \square = \square$$

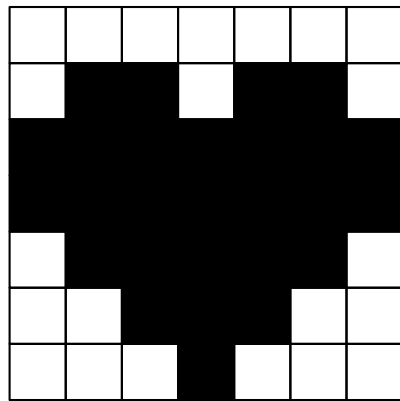
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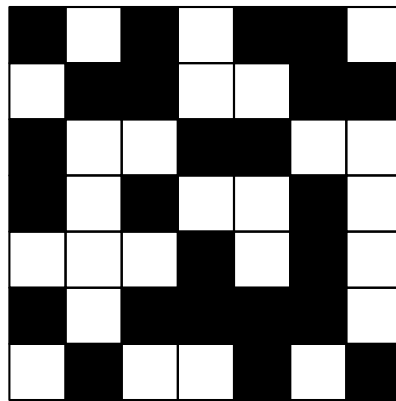
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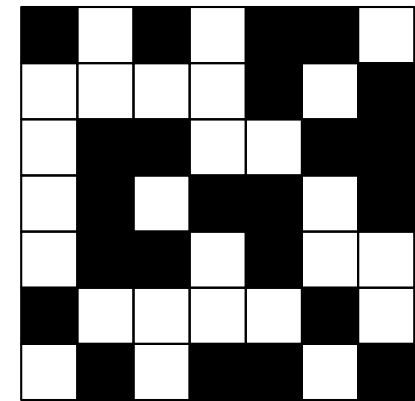
$s$

=



$s_a$

$\oplus$



$s_b$

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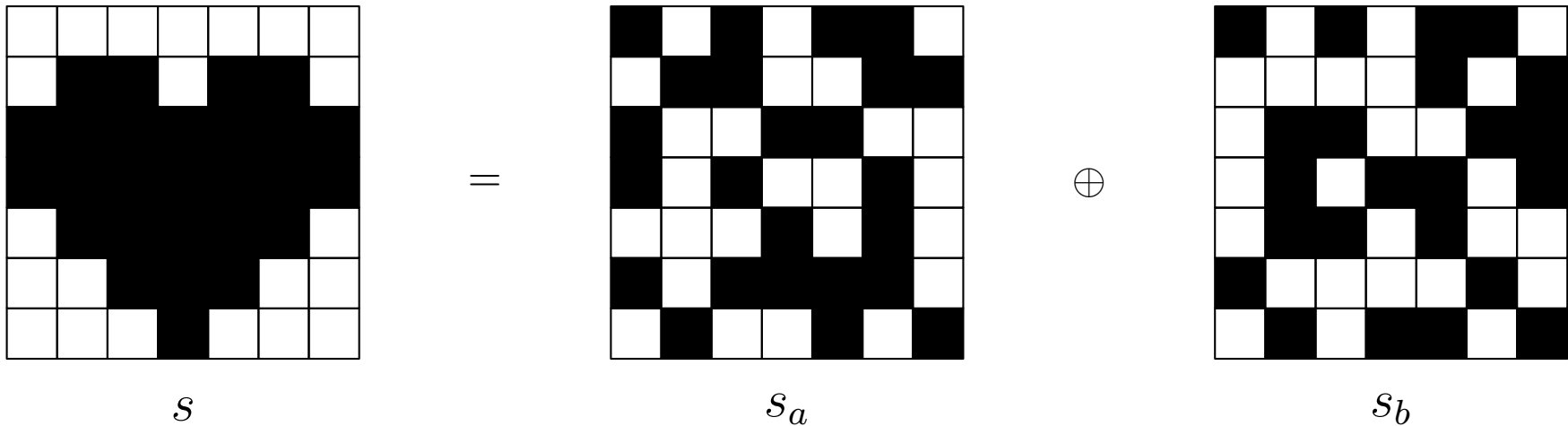
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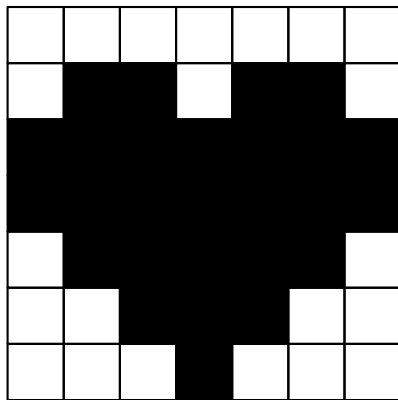


**Physical** visual 2-out-of-2 threshold secret sharing scheme: subdivide each pixel in 4 subpixels



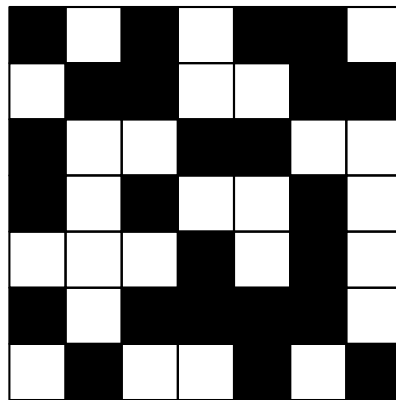
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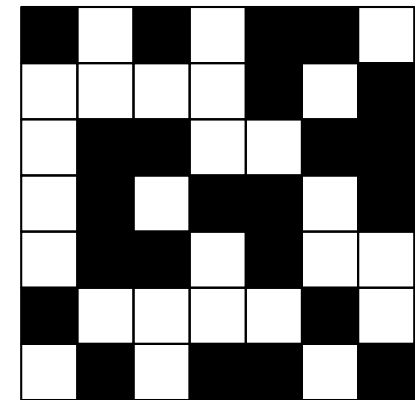
$s$

=



$s_a$

$\oplus$



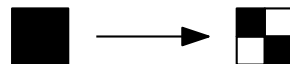
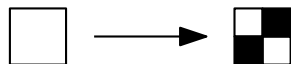
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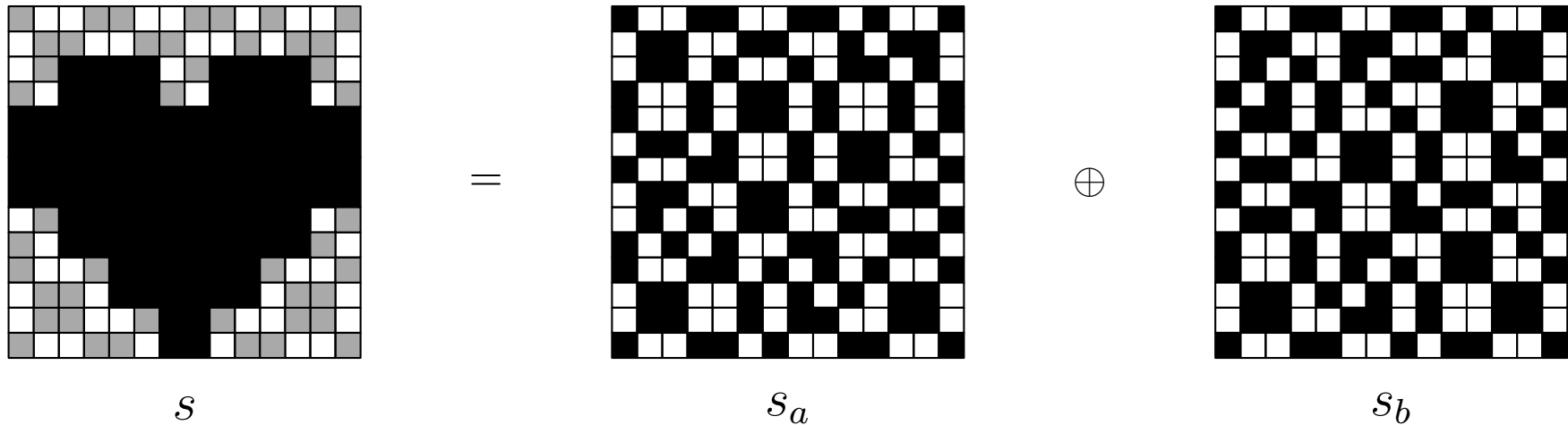
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$\oplus$   $\longrightarrow$  overlay the two images

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# $n$ -out-of- $n$ threshold secret sharing

The above idea generalizes easily to  $n \geq 2$  parties:

Consider any  $\mathcal{A} = \{1, 2, \dots, n\}$  with  $|\mathcal{A}| = n \geq 2$  and the access structure  $\Gamma = \{\mathcal{A}\}$

Let the space of secrets be  $\mathcal{S} = \{0, 1\}^\ell$

Index the parties with integers.  
Makes notation easier.

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- Let  $r_1, \dots, r_{n-1}$  be  $n - 1$  strings chosen independent and u.a.r. from  $\{0, 1\}^\ell$ .
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# Secret sharing with arbitrary access structures

Let  $\Gamma$  be an access structure (for an arbitrary number of parties  $n$ )

A qualifying set  $B \in \Gamma$  is minimal if there is no qualifying set  $B' \in \Gamma$  such that  $B' \subset B$ .

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## Example:

- $\mathcal{A} = \{X, Y, W, Z\}$
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If we think of a each party  $a \in A$  as a Boolean variable, we can define the following Boolean formula in **disjunctive** normal form:

$$\bigvee_{B_i \in m(\Gamma)} \left( \bigwedge_{b \in B_i} b \right)$$

Each set  $B_i$  is a **clause** (conjunction of variables)

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A set  $A$  of parties induces a truth assignment in which  $a$  is true iff  $a \in A$

The truth assignment satisfies the formula if and only if  $A$  is a qualifying set

# Ito–Nishizeki–Saito Secret Sharing

## Share:

We can read the DNF formula as a set of instruction to build the shares  $s_a, a \in \mathcal{A}$

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E.g., for  $B_1 = \{X, Z\}$  we pick a random string for  $s_X^{(1)}$  and set  $s_Z^{(1)} = s \oplus s_X^{(1)}$

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E.g., we combine the shares of the two clauses  $(X \wedge Z) \vee (Y \wedge W \wedge Z)$  to obtain  $s_X = s_X^{(1)}$ ,  $s_Y = s_Y^{(2)}$ ,  $s_W = s_W^{(2)}$ , and  $s_Z = s_Z^{(1)} \parallel s_Z^{(2)}$

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E.g., we combine the shares of the two clauses  $(X \wedge Z) \vee (Y \wedge W \wedge Z)$  to obtain  $s_X = s_X^{(1)}$ ,  
 $s_Y = s_Y^{(2)}$ ,  $s_W = s_W^{(2)}$ , and  $s_Z = s_Z^{(1)} \parallel s_Z^{(2)}$

## Recombine & Correctness:

If  $A$  is a qualifying set, then there is some clause consisting only of variables in  $A$ .

The parties involved in the clause can recover  $s$  using the Recombine step of the corresponding  $k$ -out-of- $k$  threshold secret sharing scheme

# Shamir Secret Sharing

The previous secret sharing scheme can produce shares that are much larger than the secret  $s$

One notable example where this happens is the  $t$ -out-of- $n$  case

- If  $t = \frac{n}{2}$  there are  $\binom{n}{n/2} = \Omega(2^n / \sqrt{n})$  minimal qualifying sets
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Shamir proposed a secret  $t$ -out-of- $n$  threshold secret-sharing scheme in which all the shares have (approximately) the same length as the secret

The scheme uses Lagrange interpolating polynomials





# Lagrange interpolating polynomials

Consider a set  $\{(x_1, y_1), \dots, (x_k, y_k)\}$  of  $k$  points in  $\mathbb{R}^2$  with distinct  $x_i$ s.

We want to build a polynomial  $f$  that “passes through” all the points (i.e.,  $f(x_i) = y_i$  for  $i = 1, \dots, k$ )

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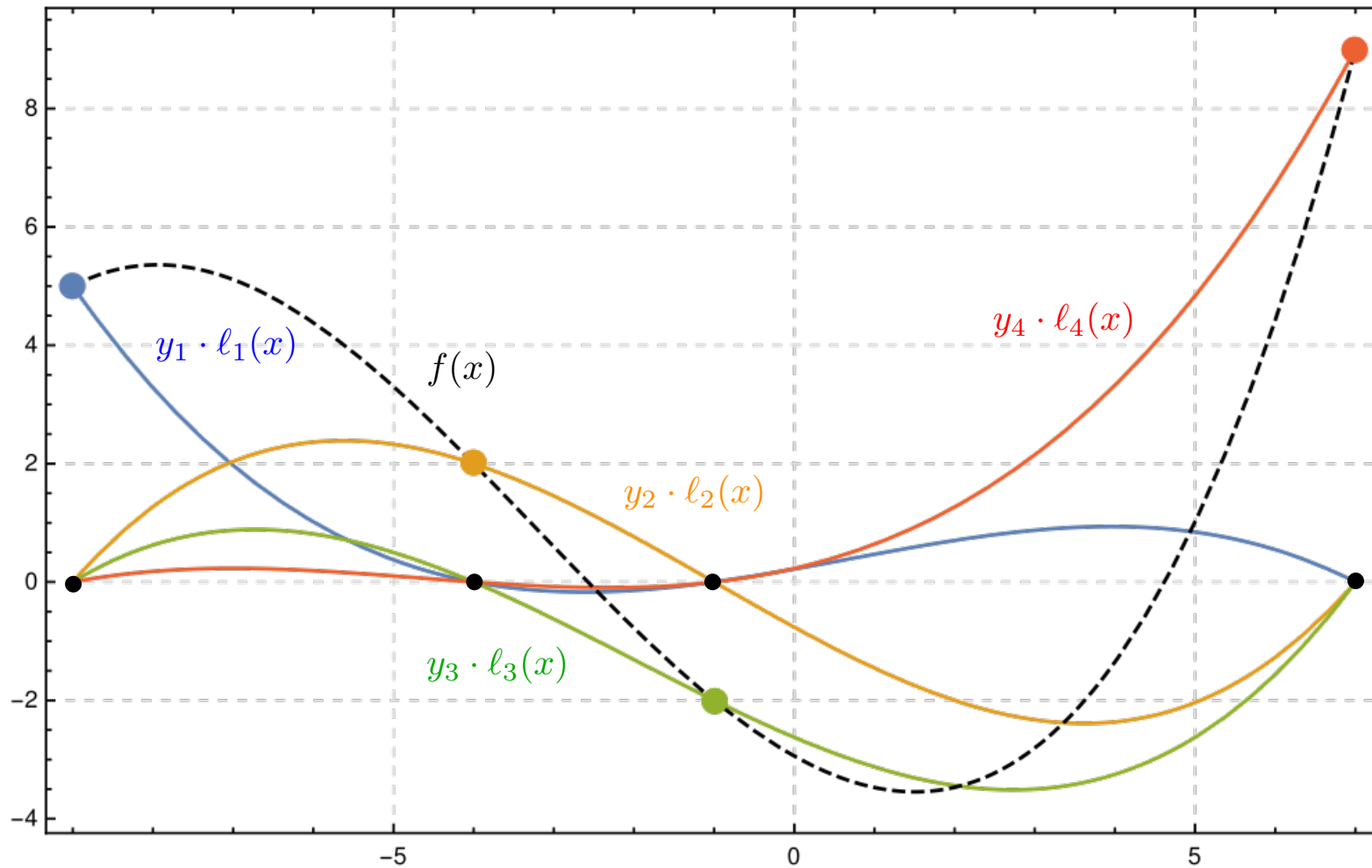
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- Each  $\ell_j$  is the product of  $k - 1$  terms  $(x - x_i)$  (and some constants), therefore  $\ell_j$  has degree  $k - 1$
- $f(x)$  is a sum of polynomials of degree  $k - 1$ , therefore  $f(x)$  has degree  $k - 1$

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**Theorem:** there is a unique polynomial  $f(x)$  of degree at most  $k - 1$  with real coefficients such that  $f(x_i) = y_i$  for all  $i = 1, \dots, k$ .

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**Good news:**

- The fundamental theorem of algebra can be extended to *univariate* polynomials over a *finite field*
- If  $p$  is prime then  $(\mathbb{Z}_p, +, \cdot)$  is a finite field

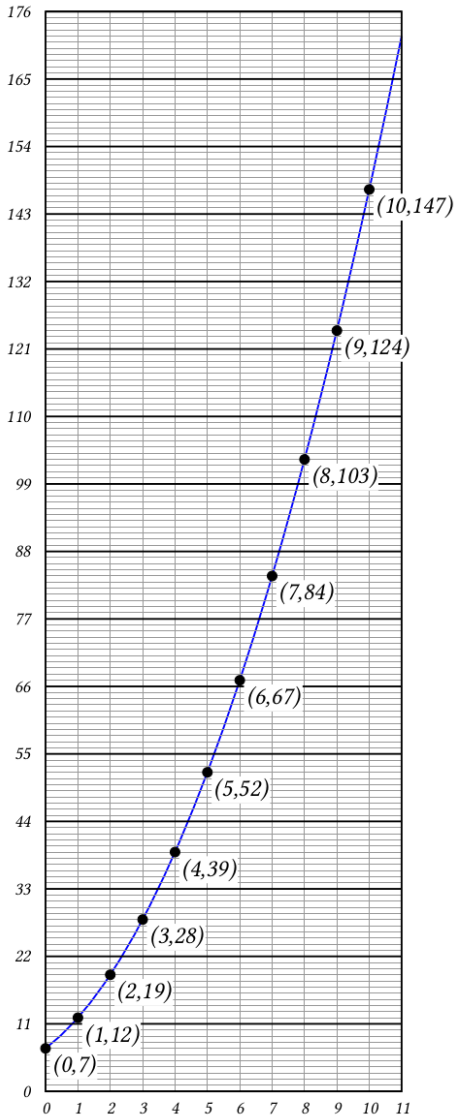


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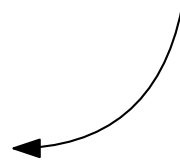
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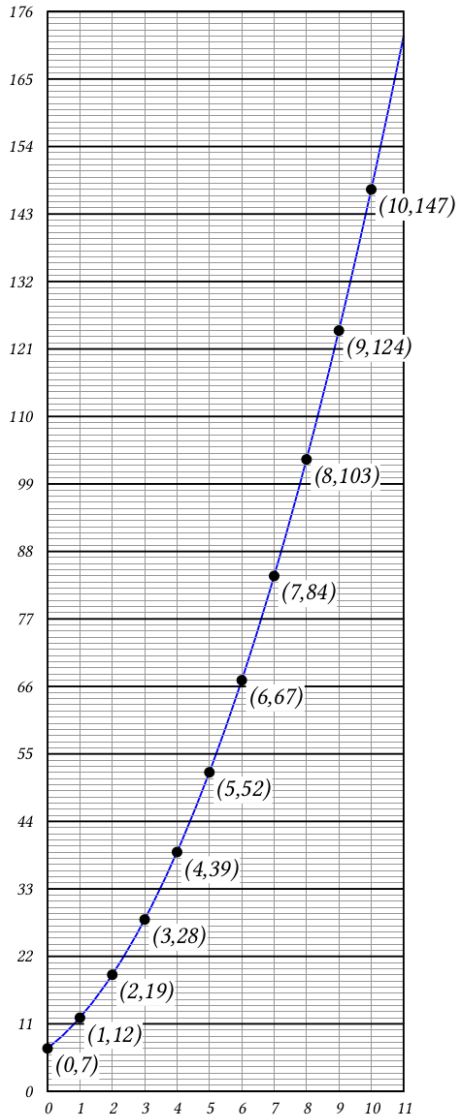
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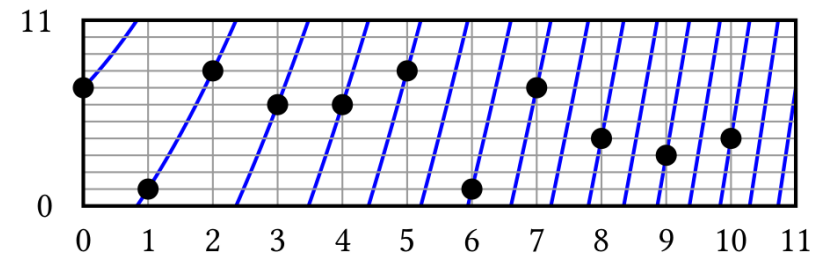
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# Back to Shamir Secret Sharing

The set of parties is  $\mathcal{A} = \{1, 2, \dots, n\}$

The space of secrets  $\mathcal{S}$  is  $\mathbb{Z}_p$  for some prime number  $p$

If the secret  $s$  is a binary number with  $t$  bits, we can pick a prime  $p > \max\{s, n\}$  with  $\Theta(t + \log n)$  bits.

**The Shamir  $k$ -out-of- $n$  threshold secret sharing scheme is as follows:**

- Share( $s$ ): (we omit the access structure, which is determined by  $k$  and  $n$ )
- Choose  $k - 1$  coefficients  $\beta_1, \dots, \beta_{k-1}$  independently and u.a.r. from  $\mathbb{Z}_p$
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Recombine( $\{s_i \mid i \in A\}$ ) ( $A$  is a qualifying set)

- Compute the (unique) interpolating polynomial  $f$  (with coefficient in  $\mathbb{Z}_p$ ) of degree  $k - 1$  such that  $f(i) = s_i$
- Return  $f(0)$

# Shamir Secret Sharing: Example

Consider a set of  $n = 5$  parties that want to share a secret  $s = 8$  using Shamir's 3-out-of-5 threshold secret sharing scheme

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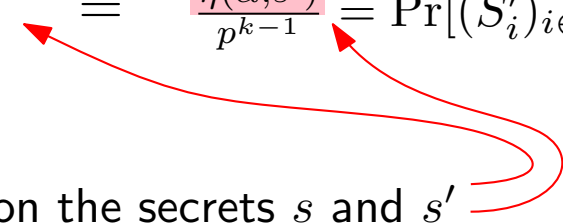
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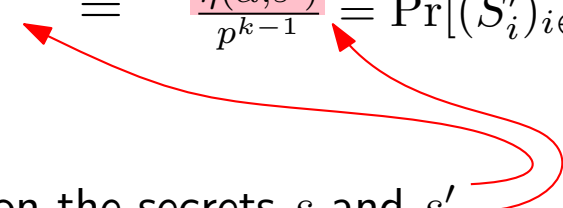
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Alice and Bob want to jointly compute a function  $f(x_1, x_2, \dots, x_m, y_1, y_2, \dots, y_n)$

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Each party wants the other party to learn nothing about their inputs\*

\*Except from what they can deduce from knowing the value  $f(x_1, \dots, x_m, y_1, \dots, y_n)$  (this is inevitable)

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- Bob knows the inputs  $y_1, \dots, y_n$

Each party wants the other party to learn nothing about their inputs\*

\*Except from what they can deduce from knowing the value  $f(x_1, \dots, x_m, y_1, \dots, y_n)$  (this is inevitable)

**Example:** In the “movie selection” scenario, Alice and Bob wanted to compute  $f(x_1, y_1) = x_1 \wedge y_1$



# Two-Party Computation

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**We actually consider a stronger variant:** Alice wants to learn  $f(x_1, x_2, \dots, x_m, y_1, y_2, \dots, y_n)$  while Bob learns nothing

- If we can solve this variant, then we can solve the above case (Alice sends the final output Bob)
- This allows us to solve the more general case in which Alice learns  $f_A(x_1, x_2, \dots, x_m, y_1, y_2, \dots, y_n)$  and Bob learns  $f_B(x_1, x_2, \dots, x_m, y_1, y_2, \dots, y_n)$

# Two-Party Computation: The Honest but Curious Model

We will design a **Two-Party computation protocol** that solves this problem for functions  $f$  that can be computed in polynomial-time in the **honest but curious model**.

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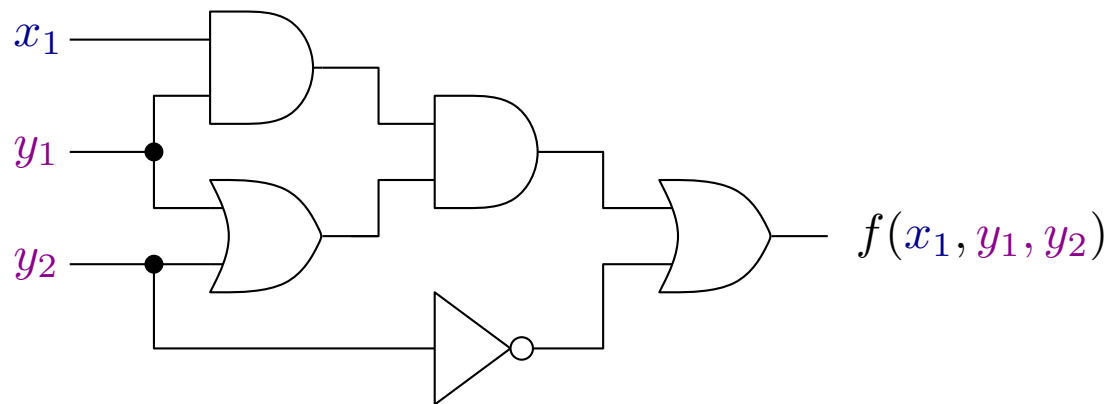
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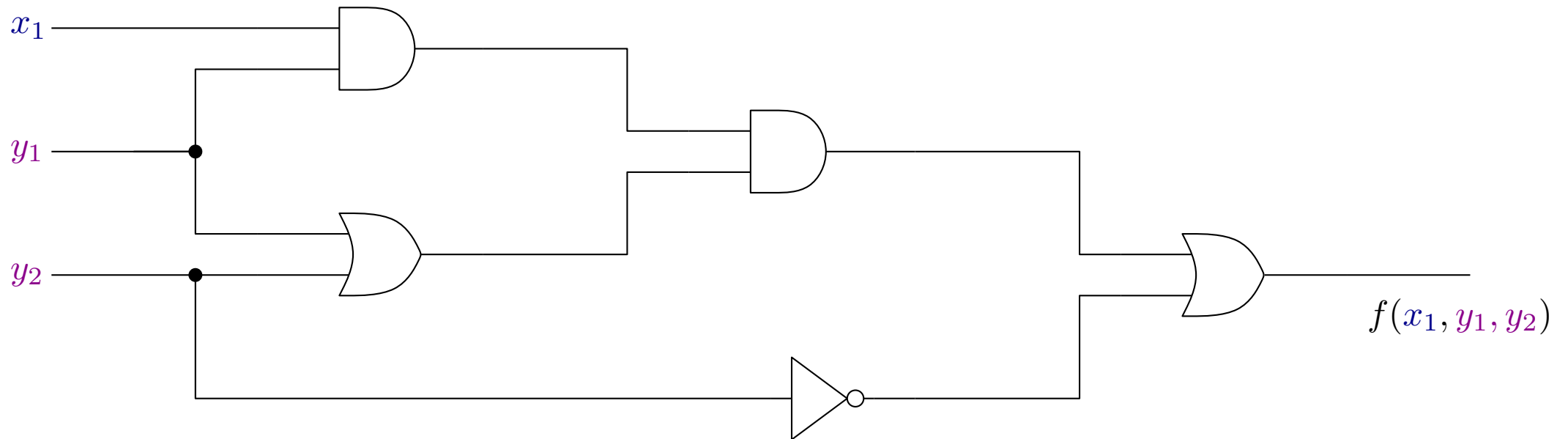
The protocol will be based on evaluating a (polynomial-size) **Boolean circuit** that computes  $f$

For simplicity, think of Boolean circuits with a single output (the protocol extends to multiple outputs in a straightforward way)



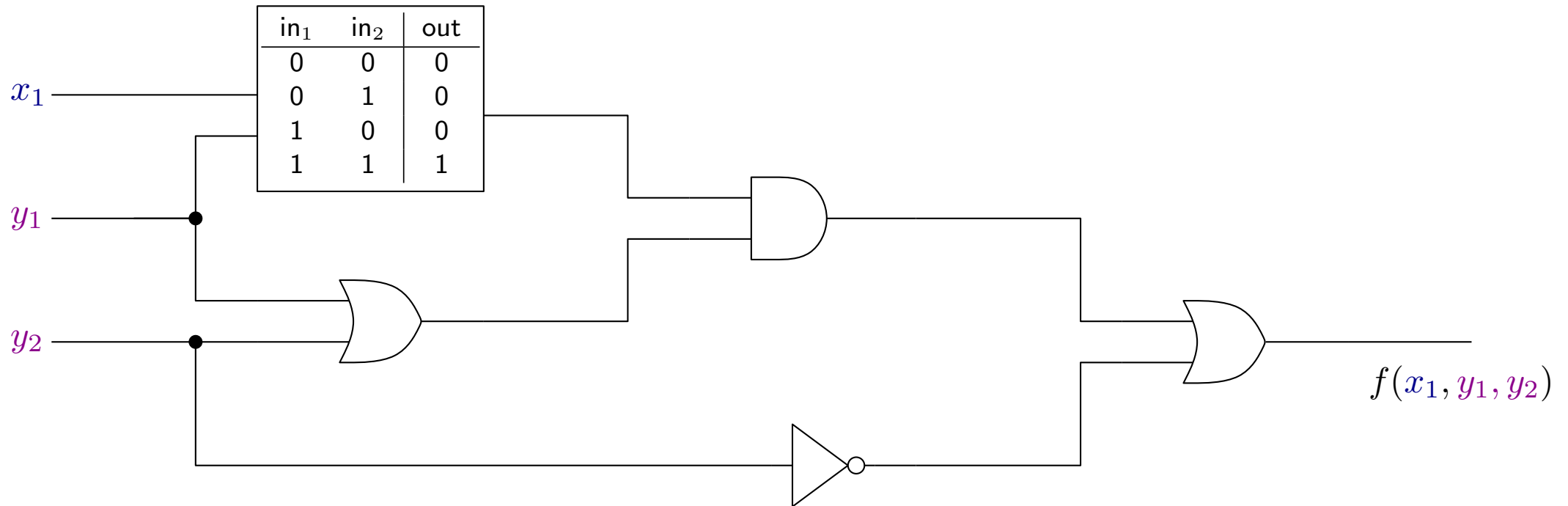
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Alice replaces each logic gate with an explicit description of its truth table



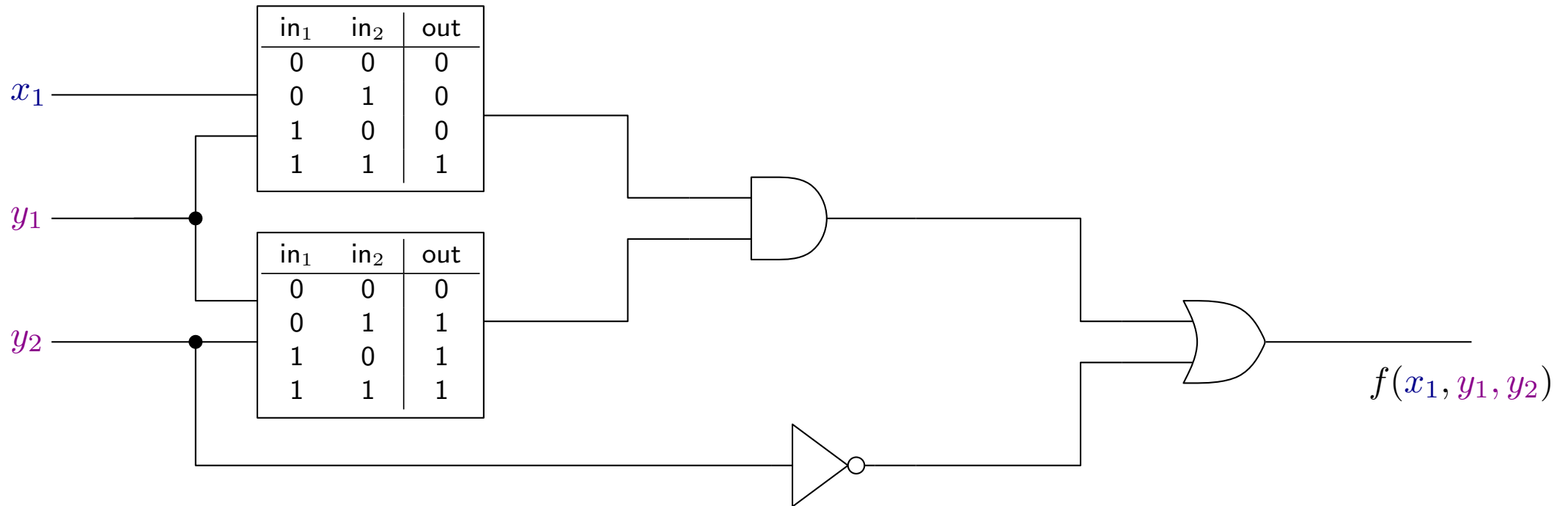
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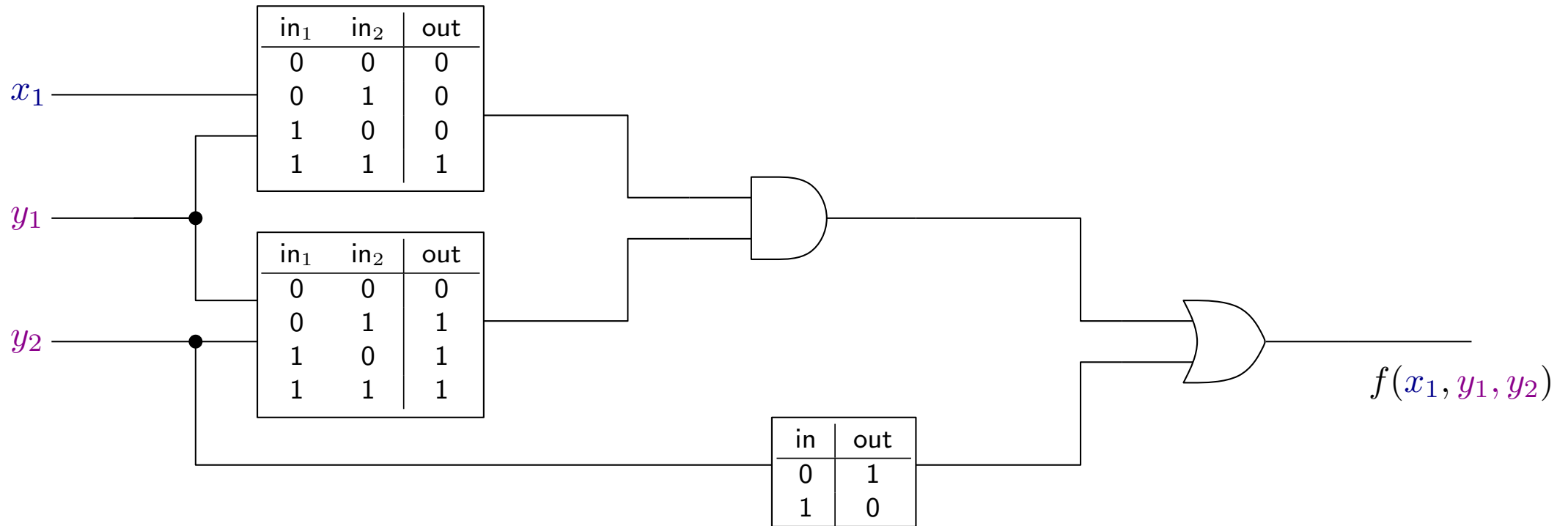
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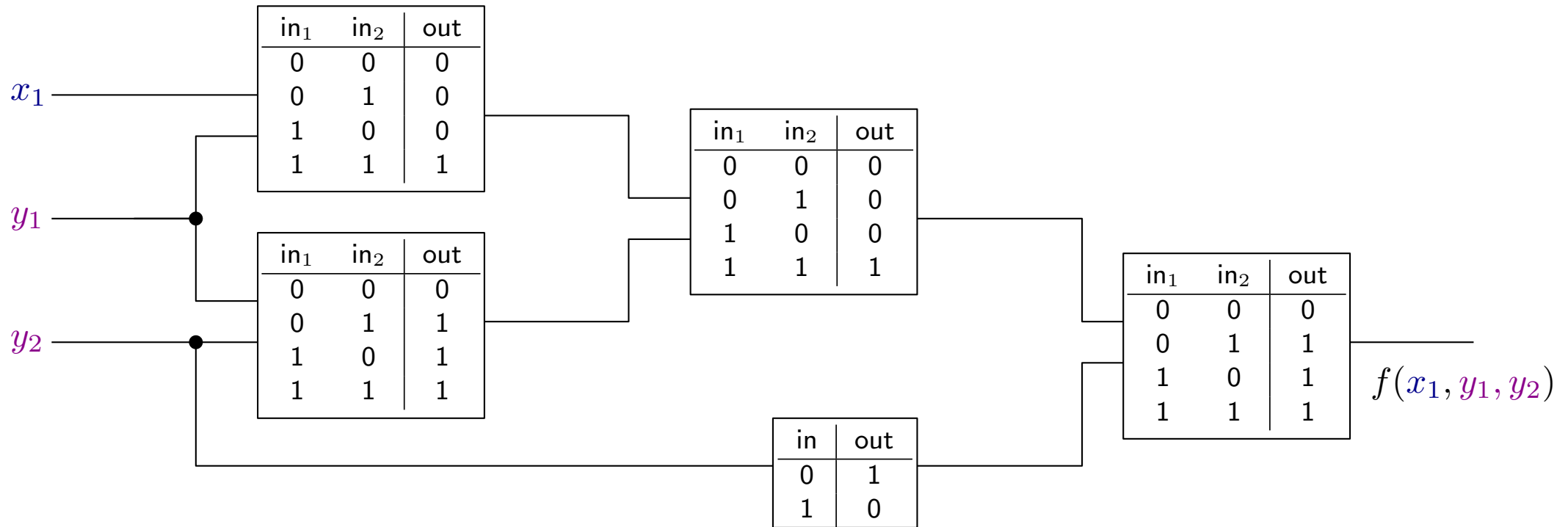
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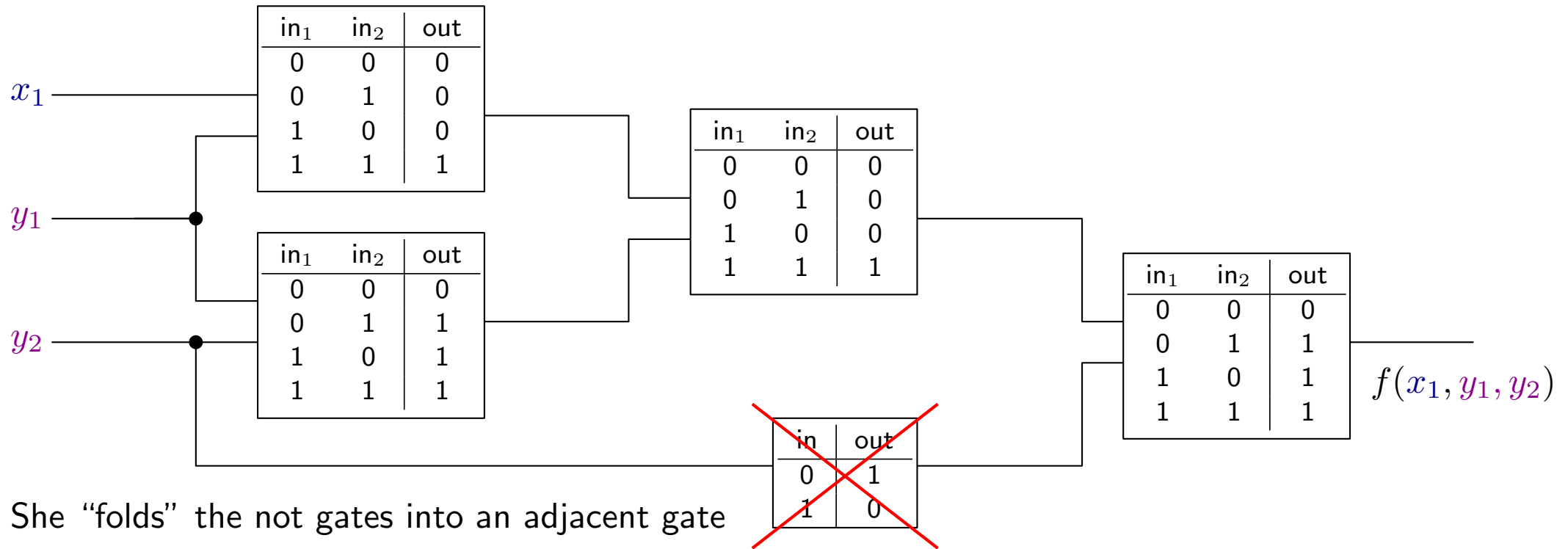
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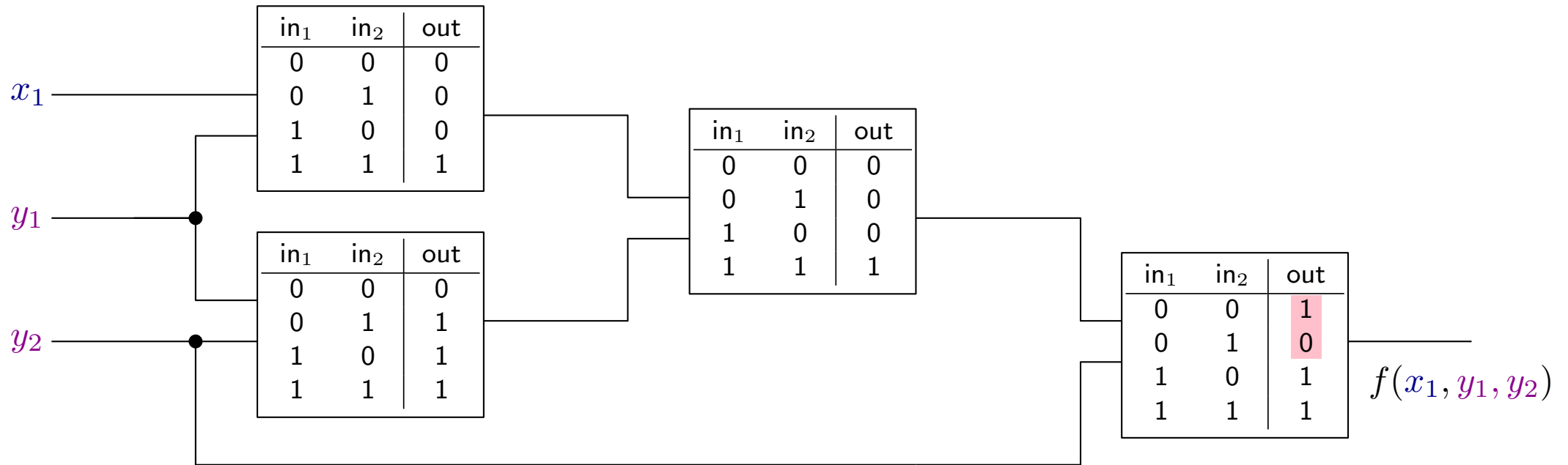
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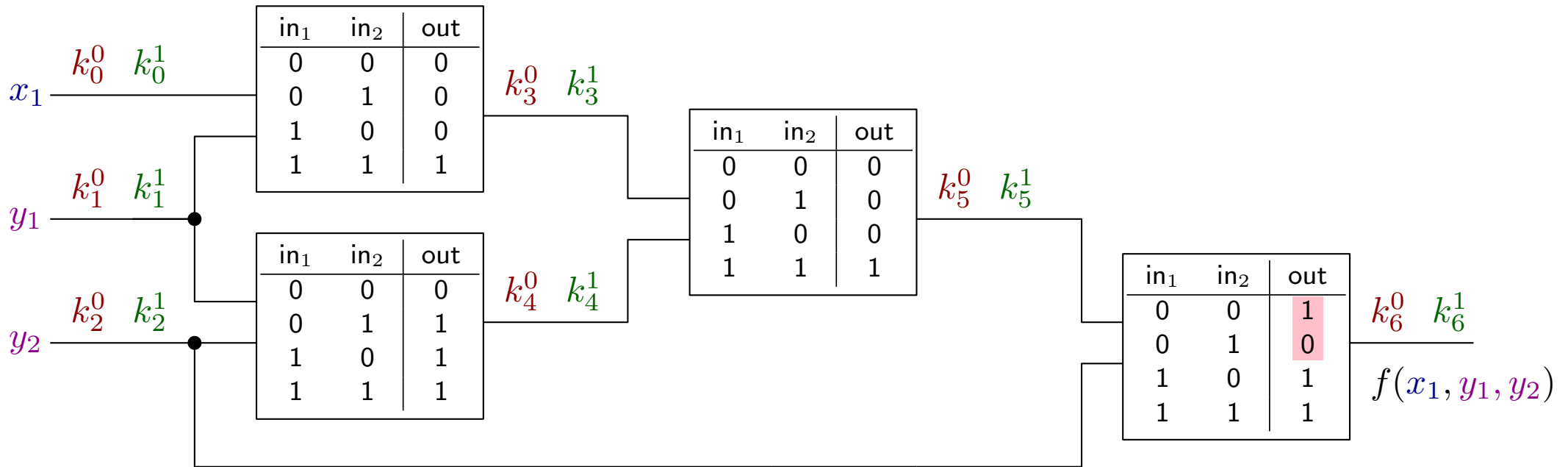
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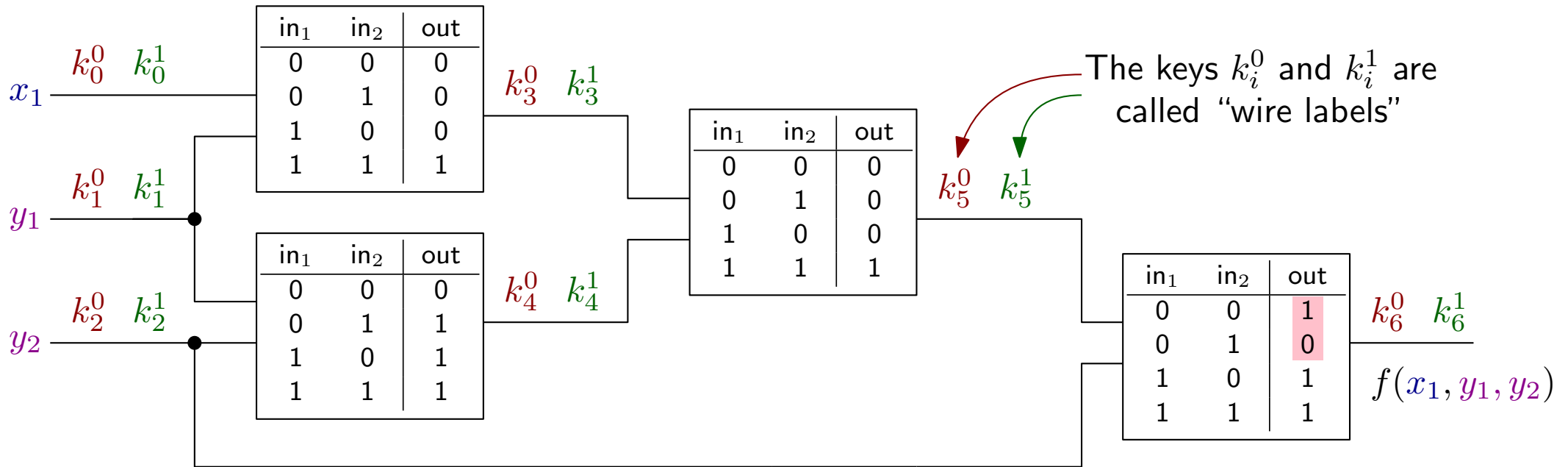
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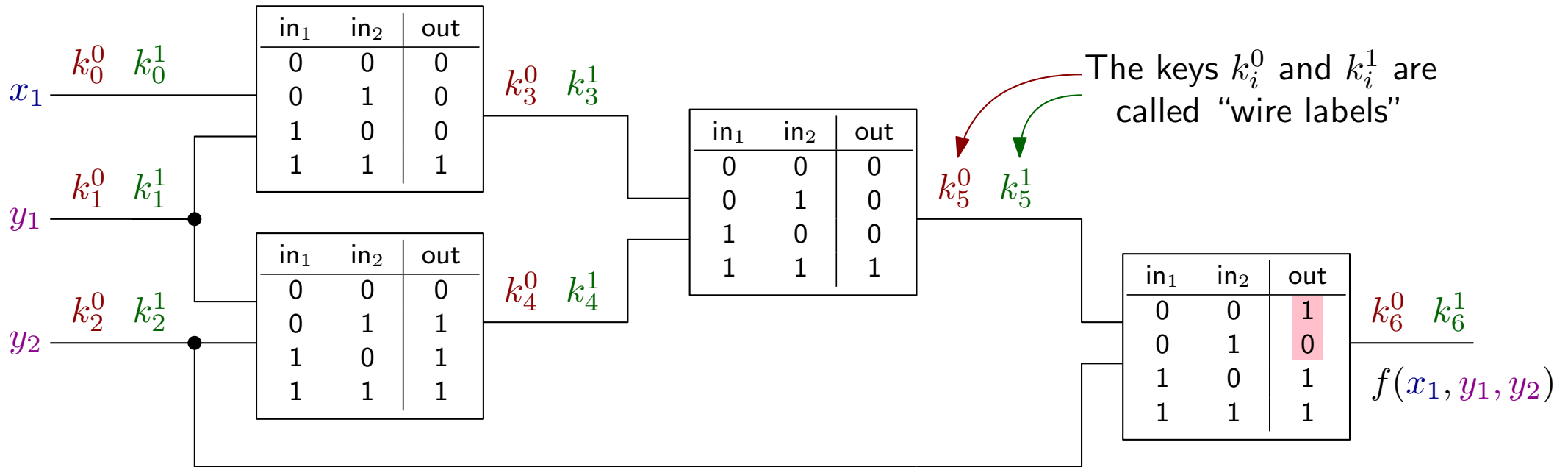
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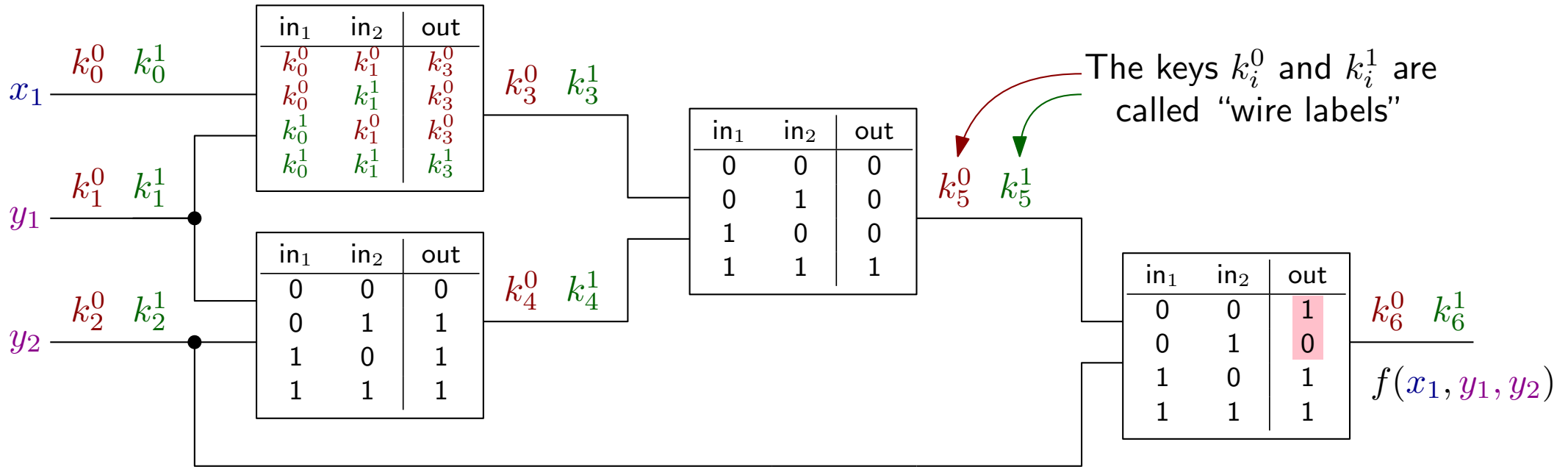
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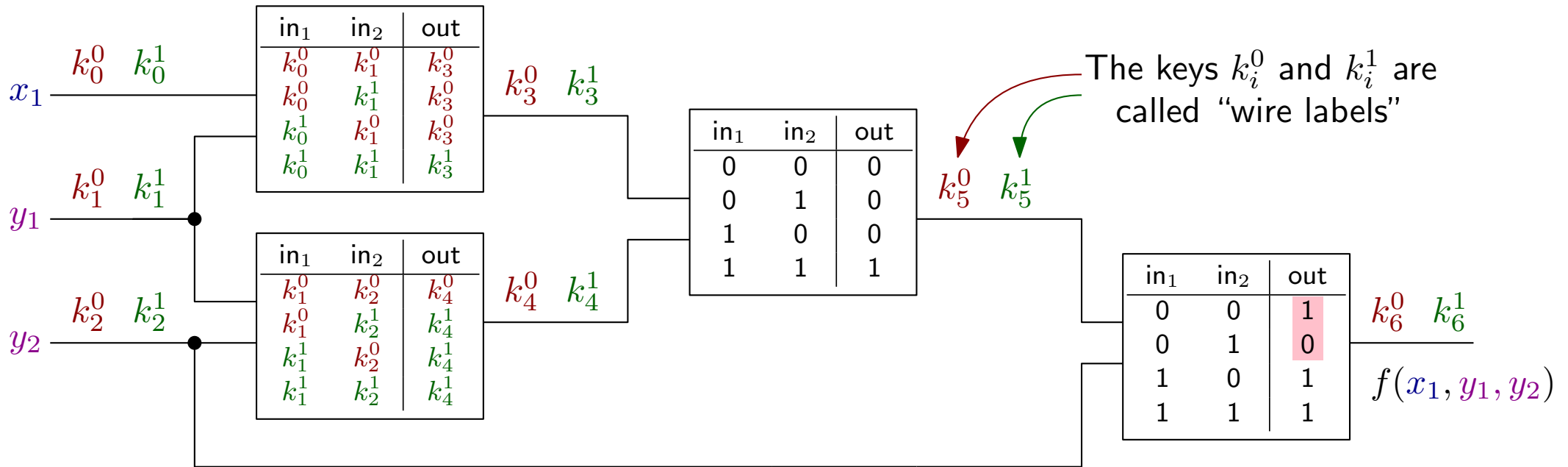
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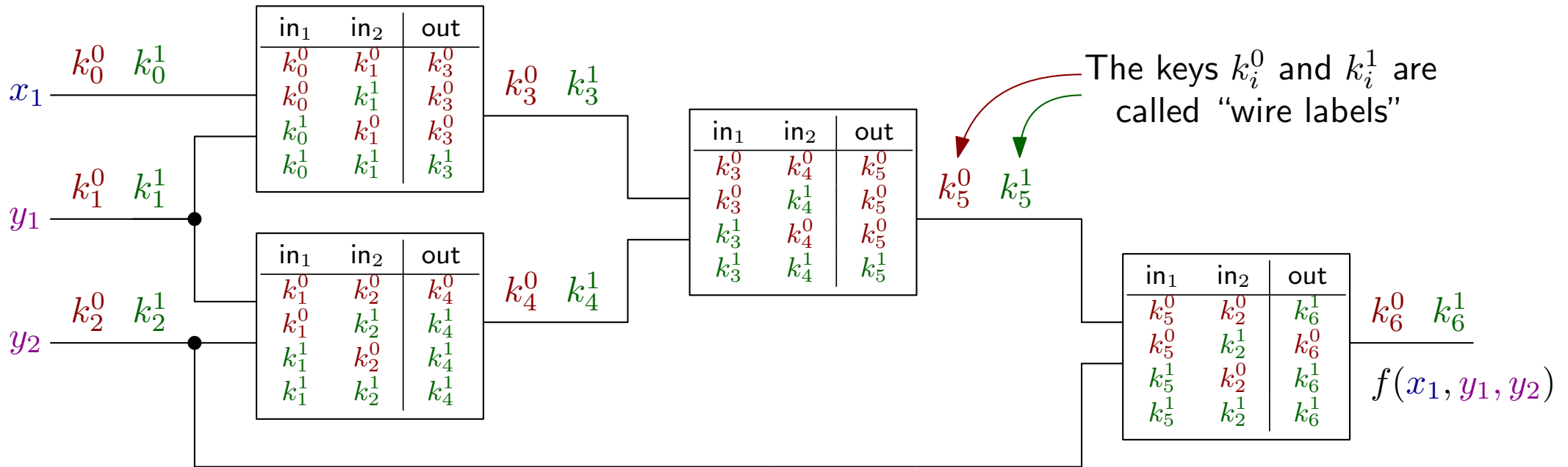
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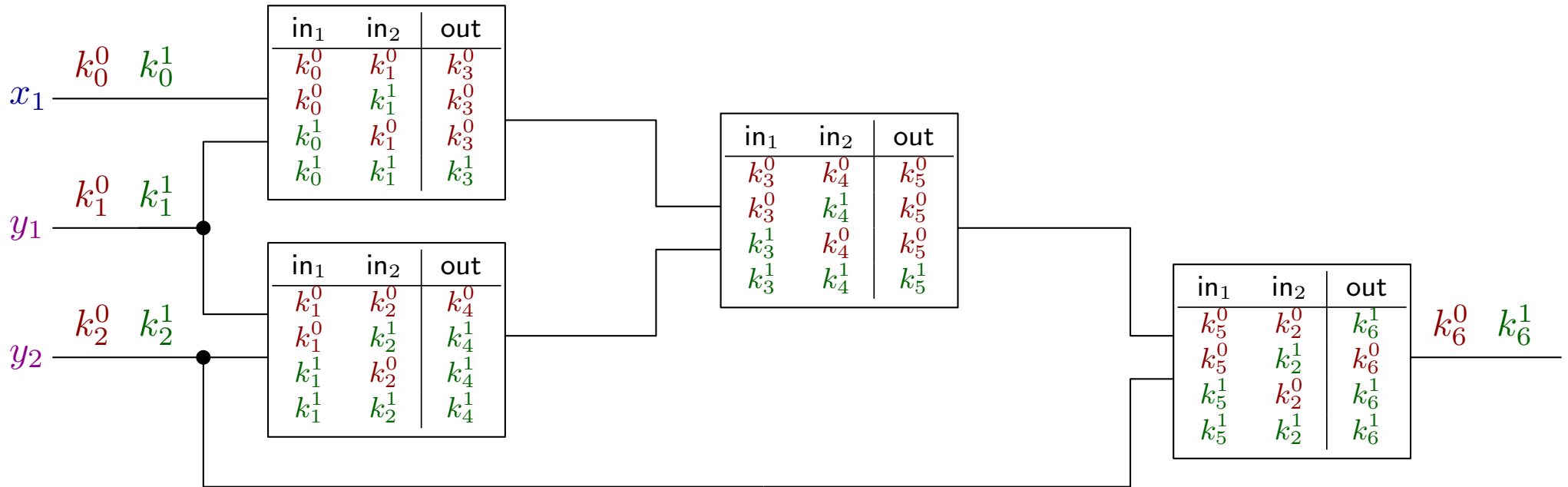
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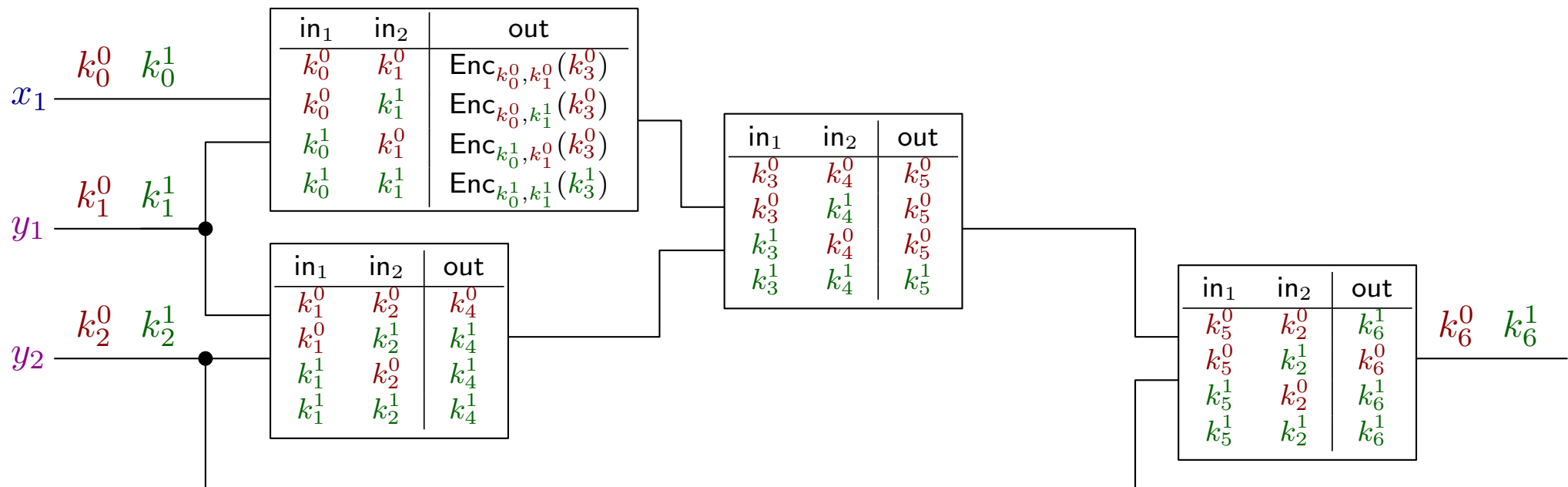
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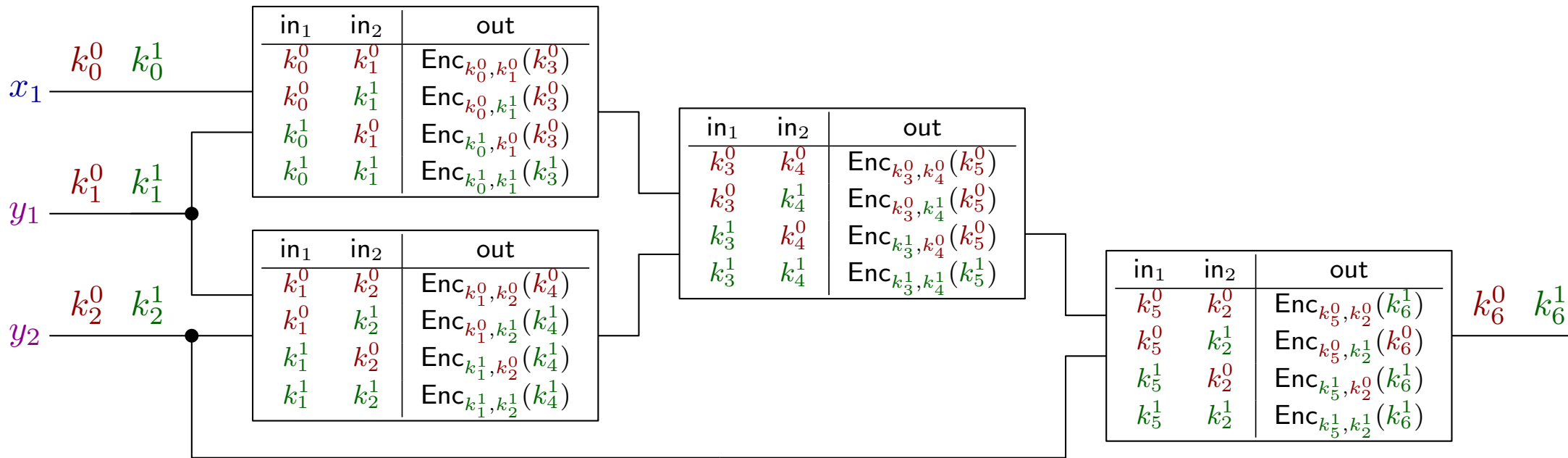
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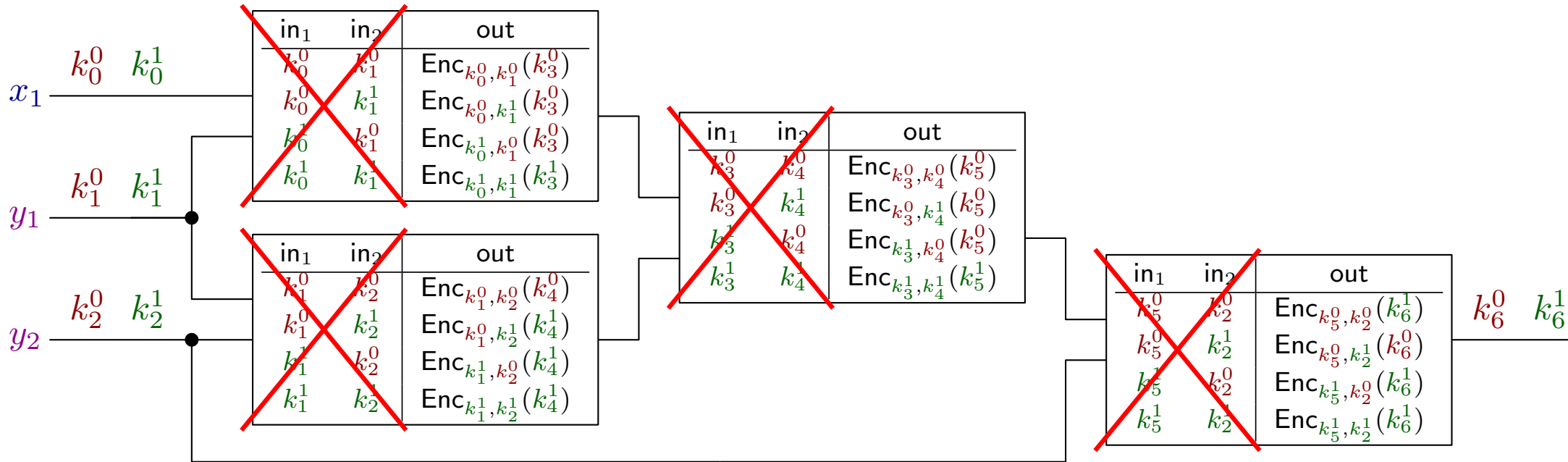
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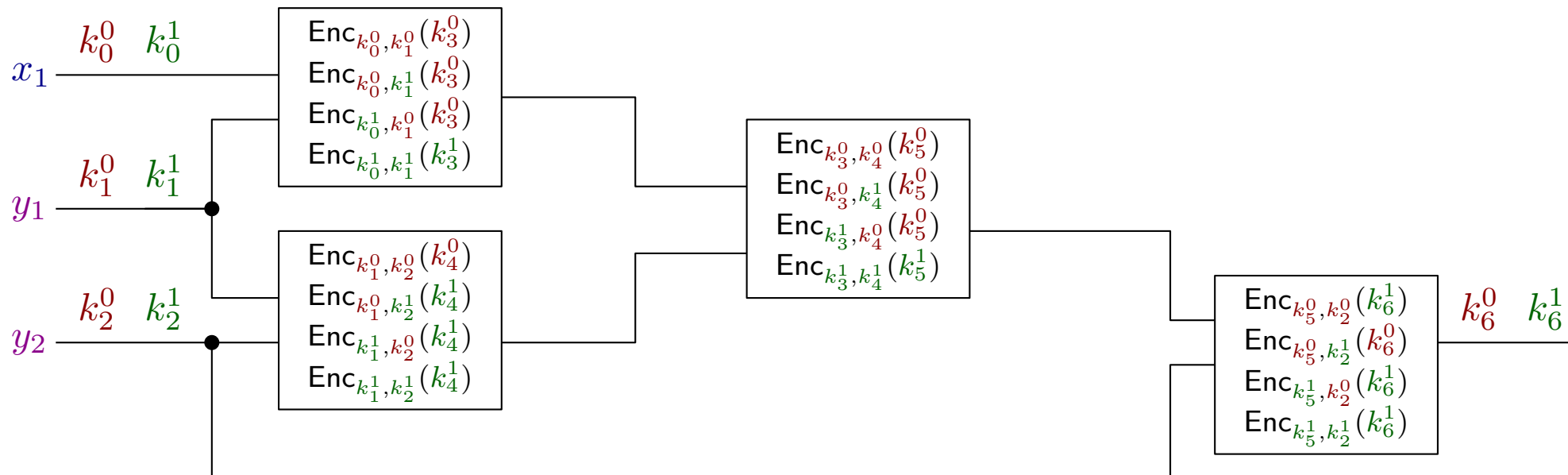


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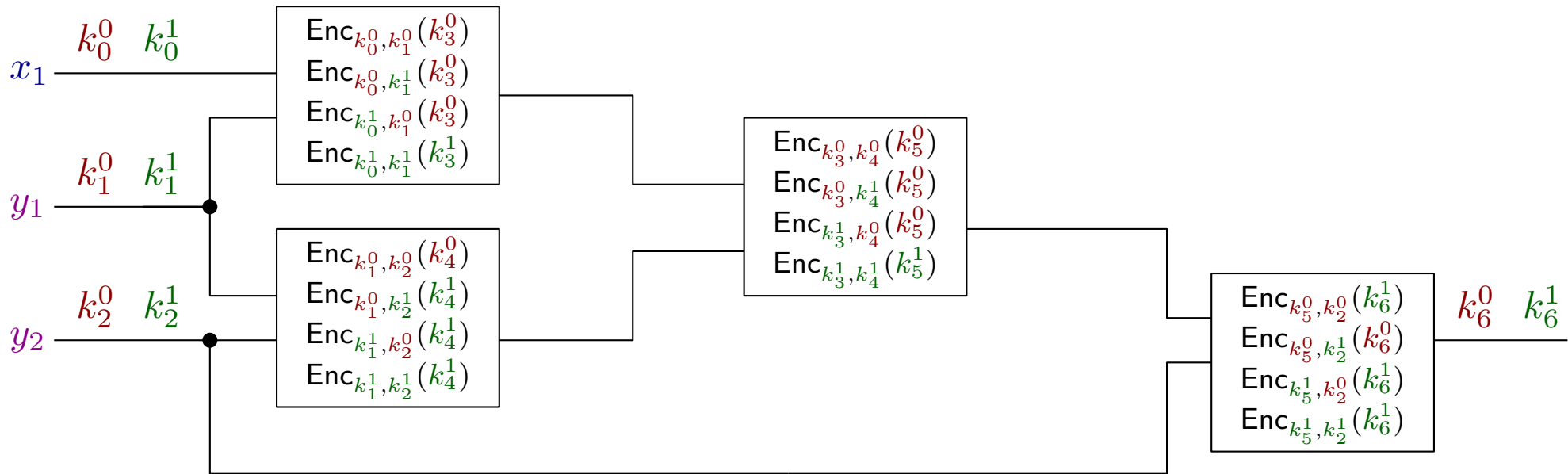


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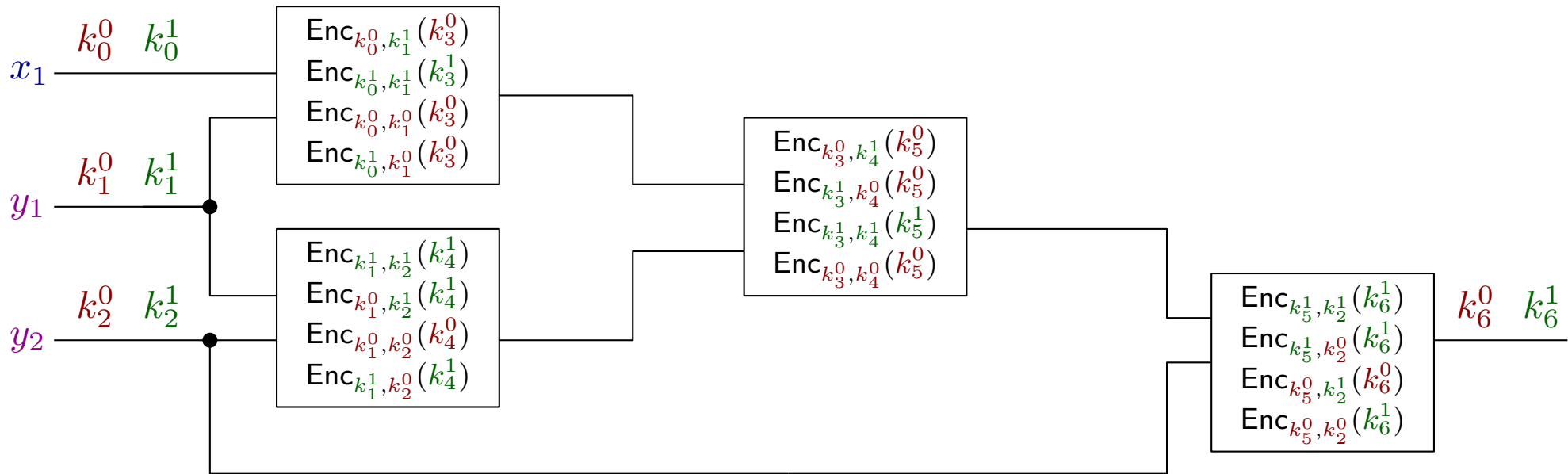


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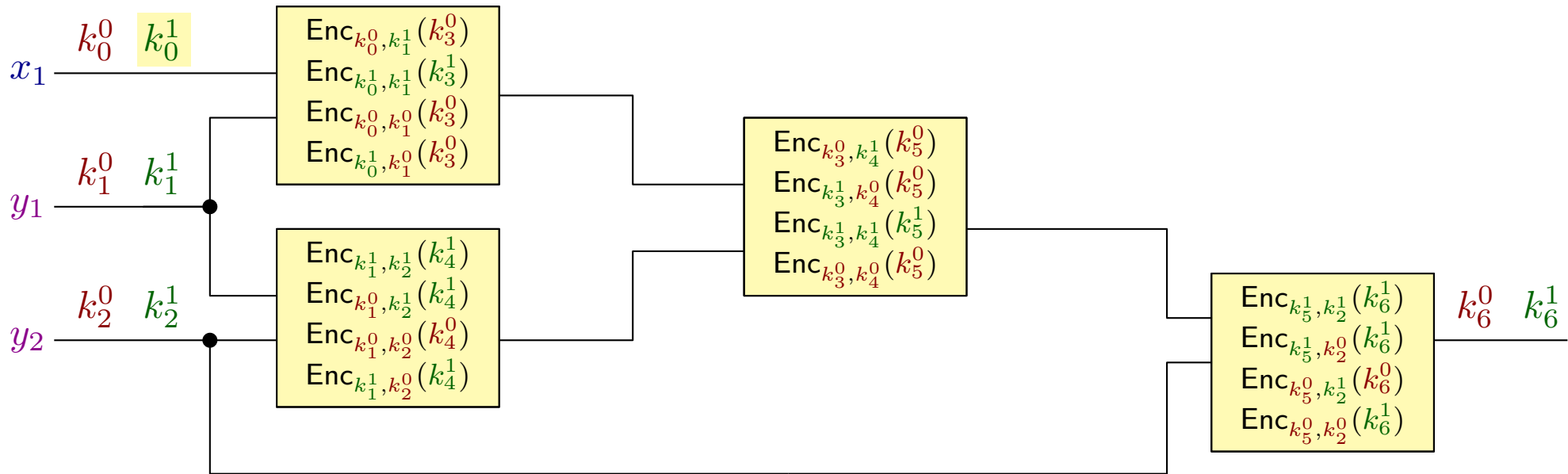
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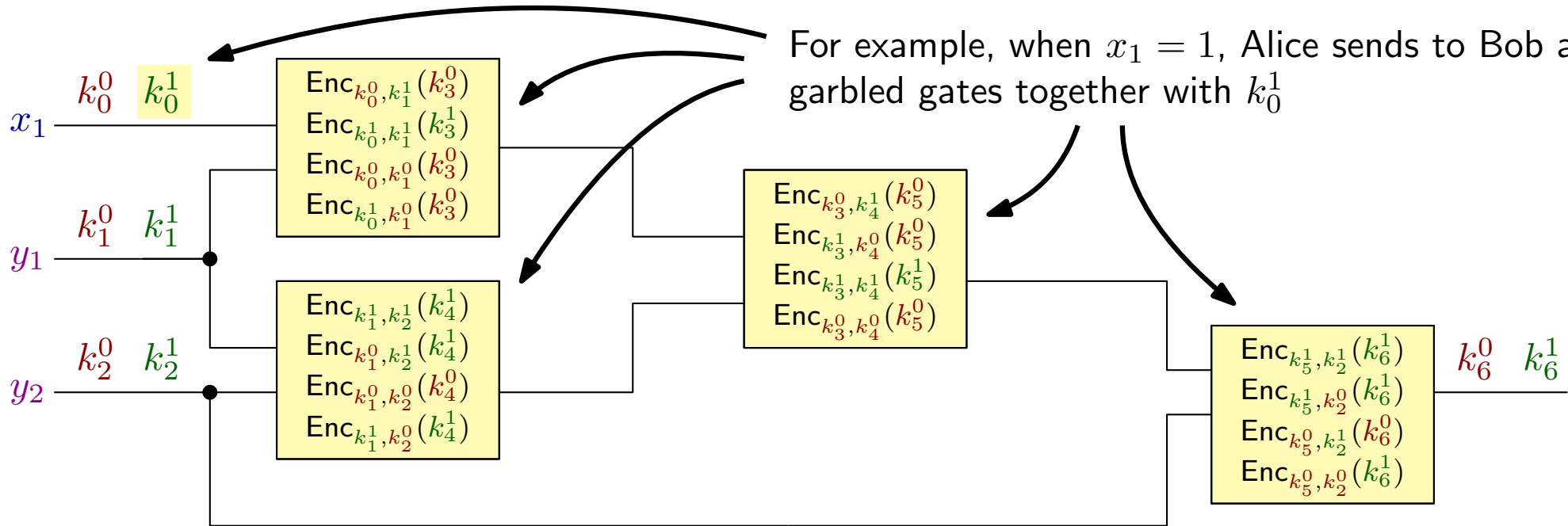
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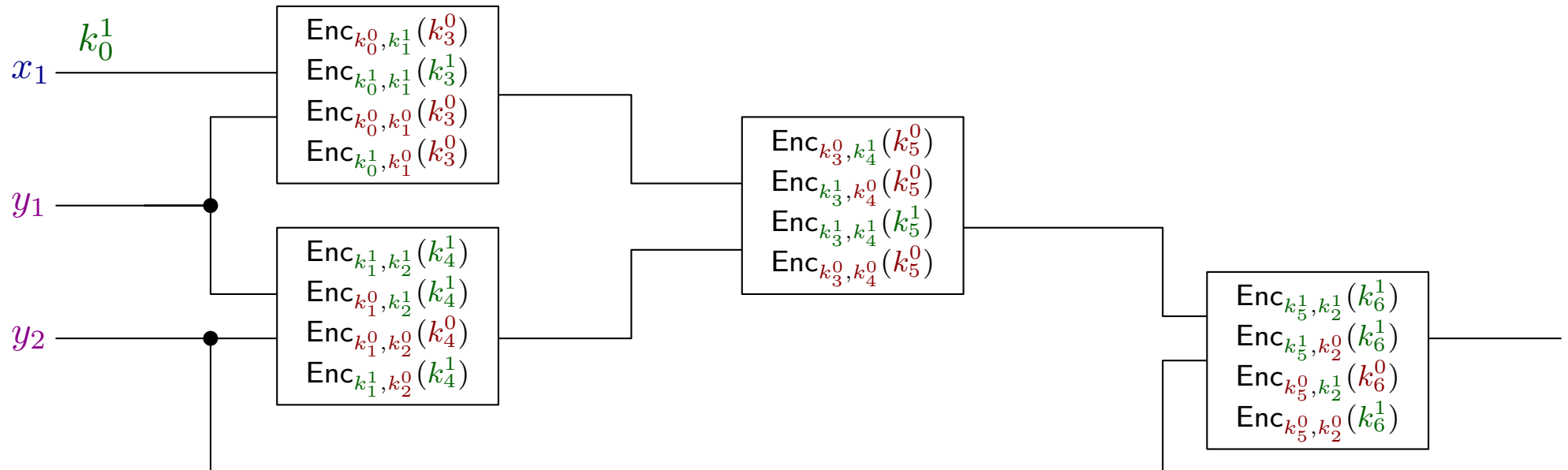
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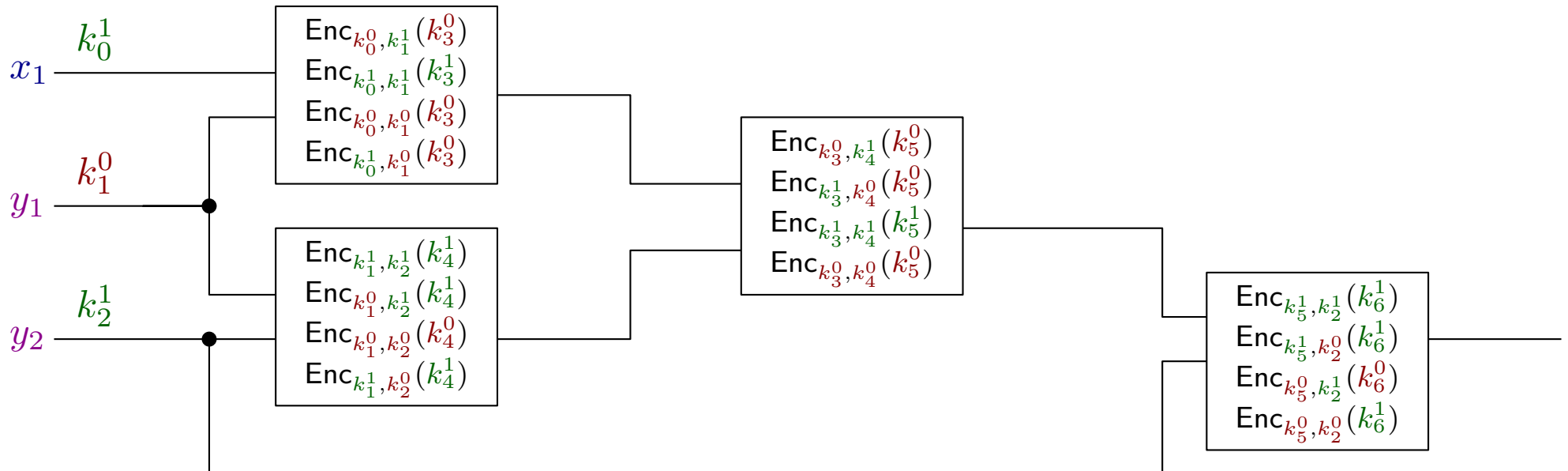
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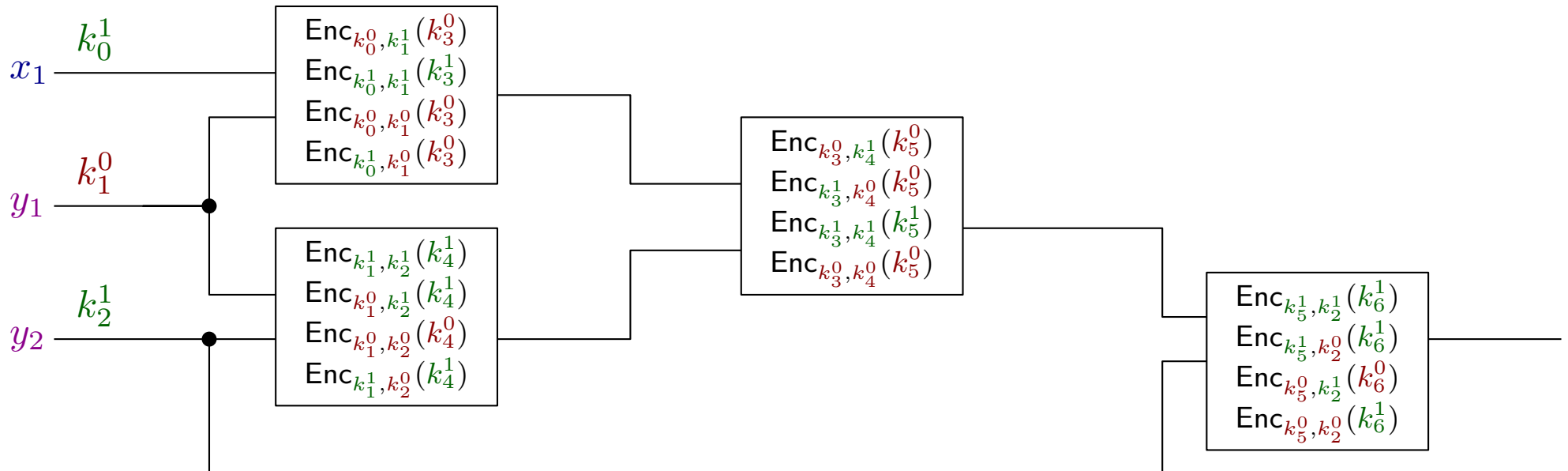
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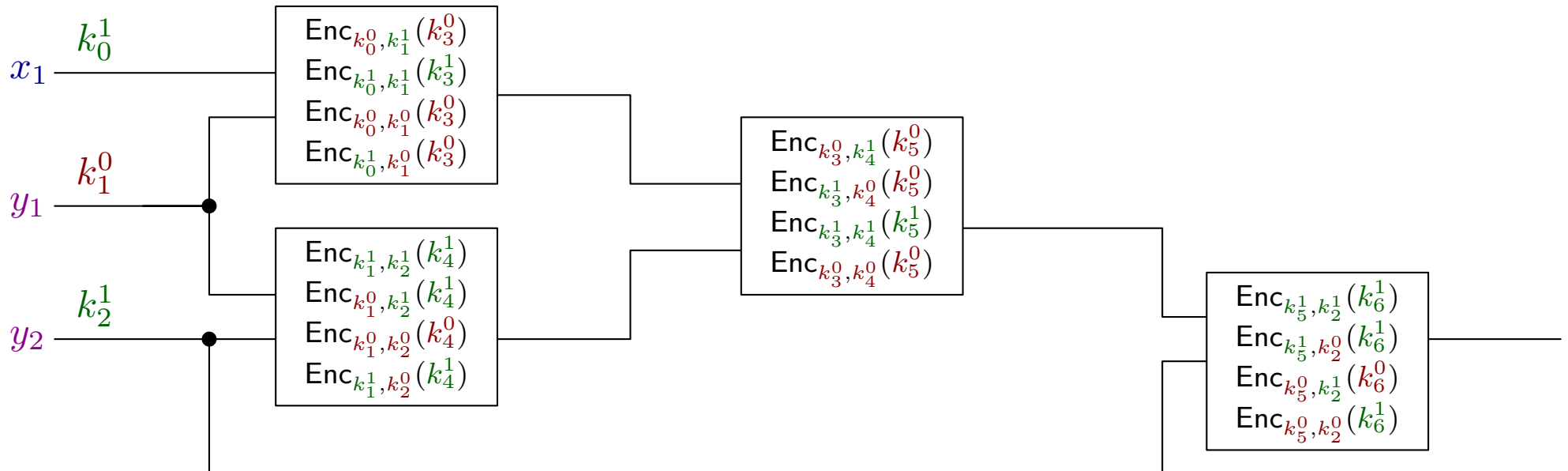


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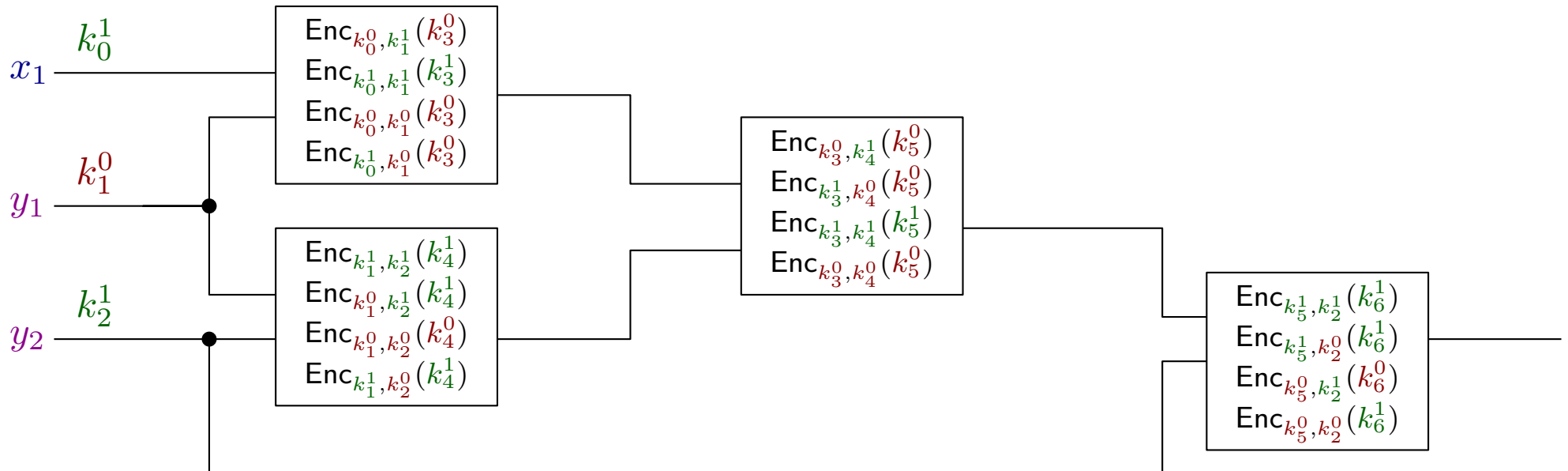
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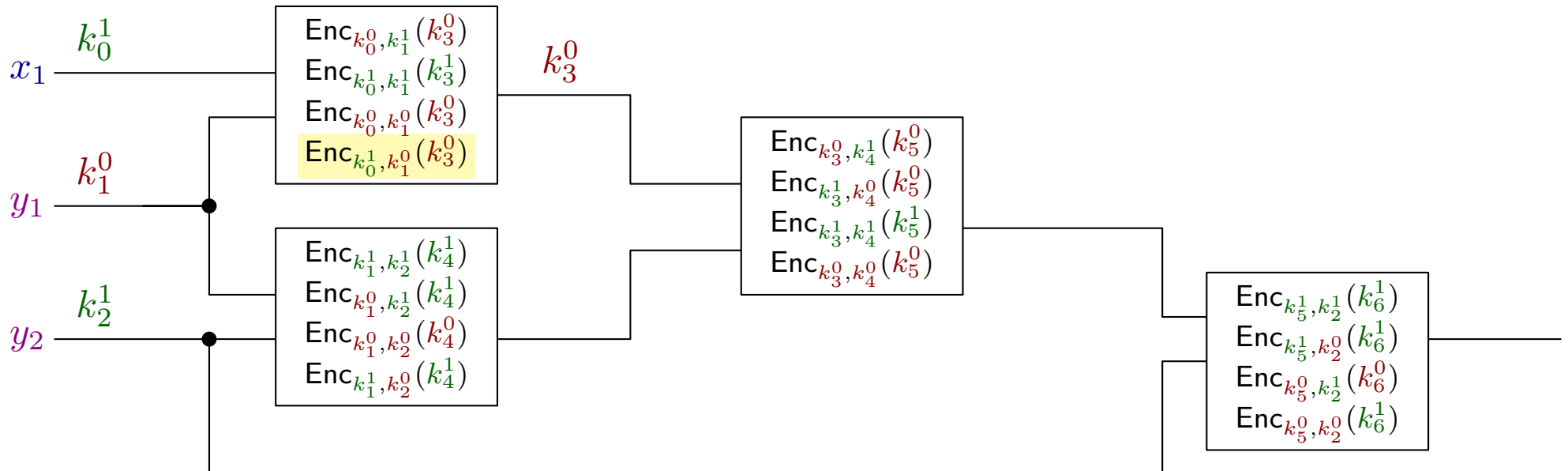
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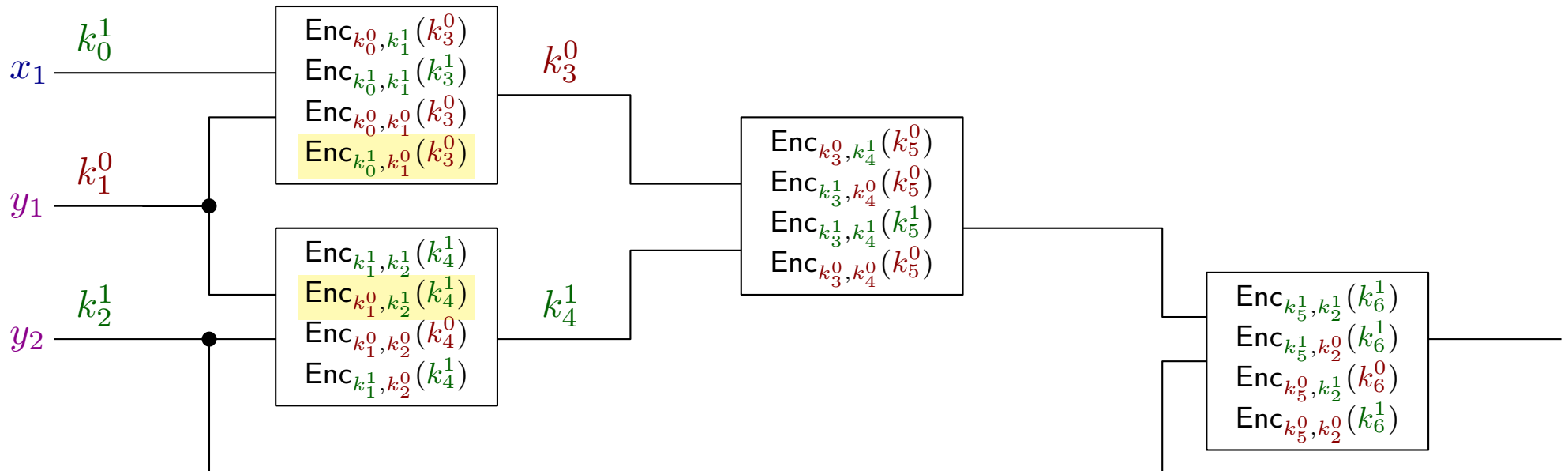
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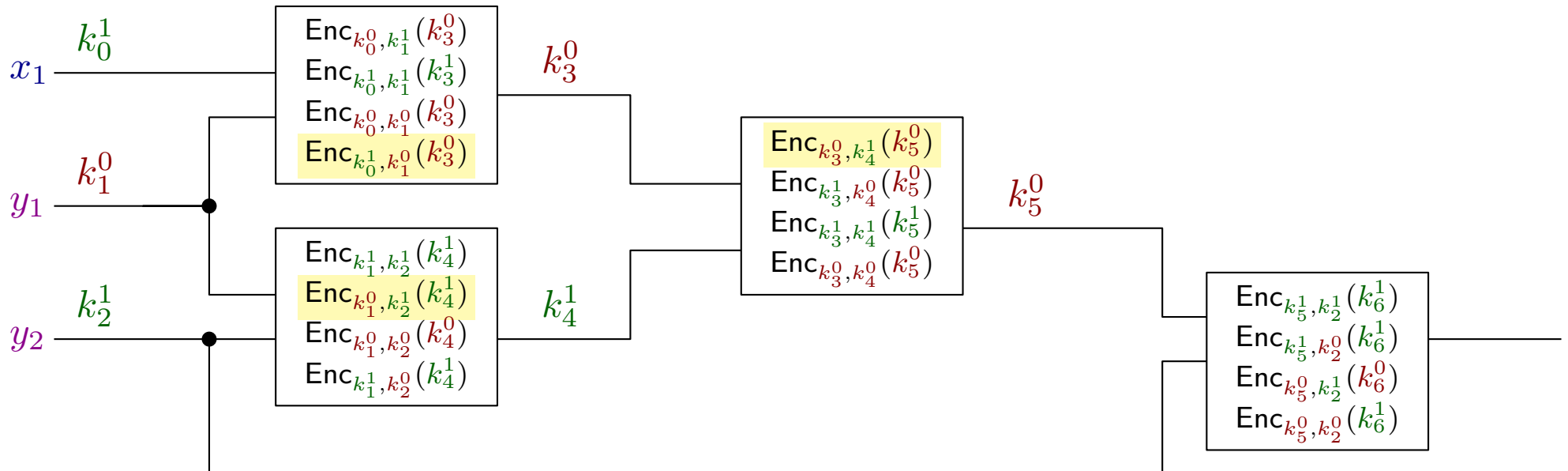
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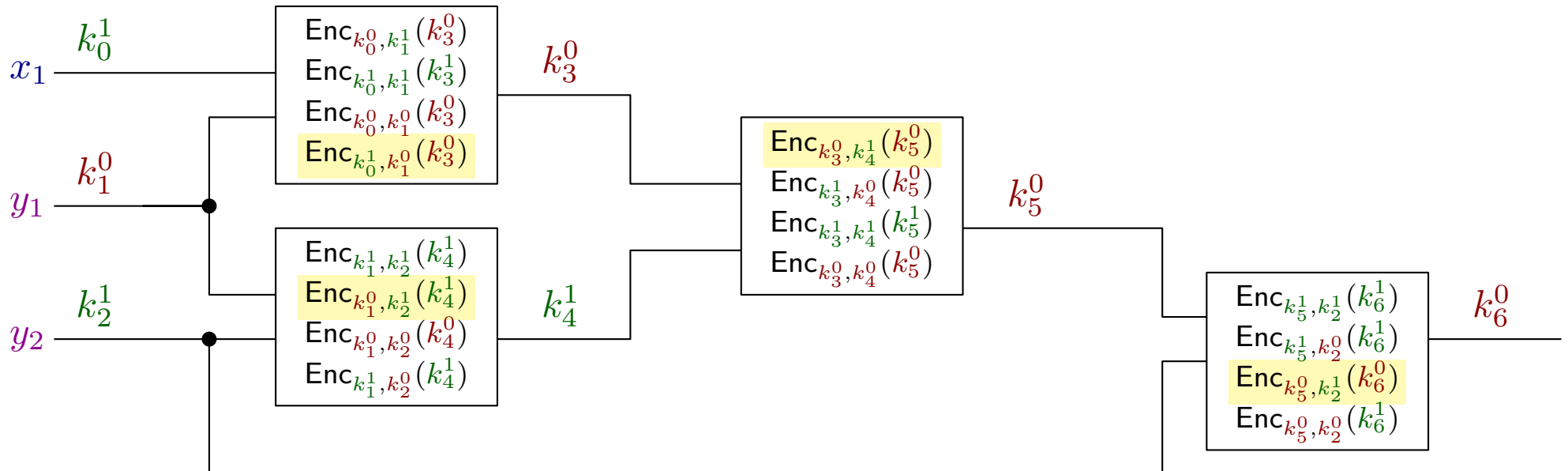
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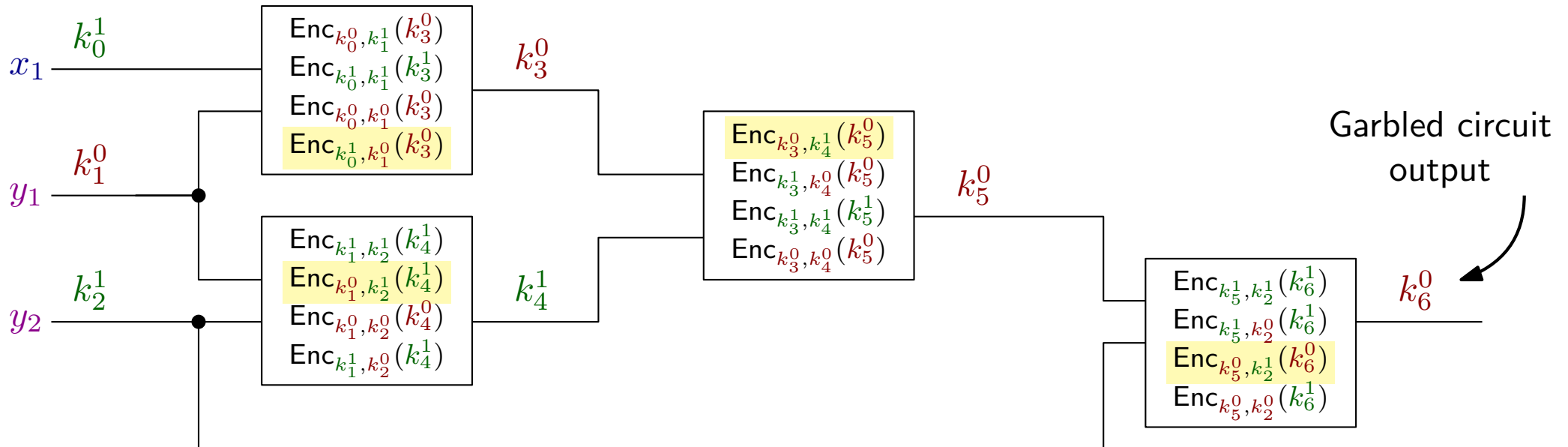
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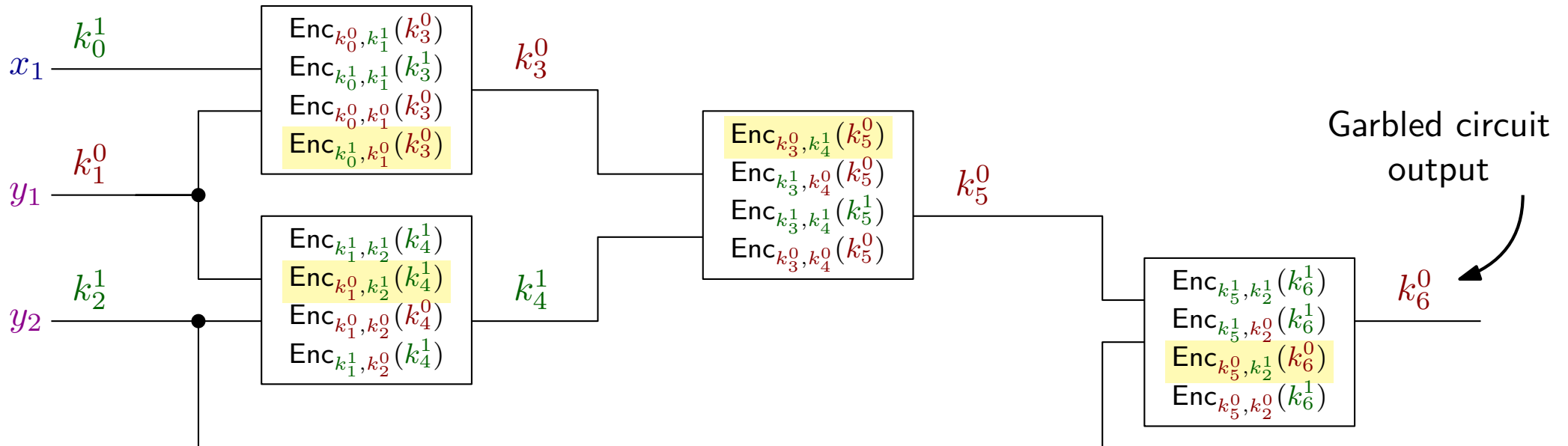
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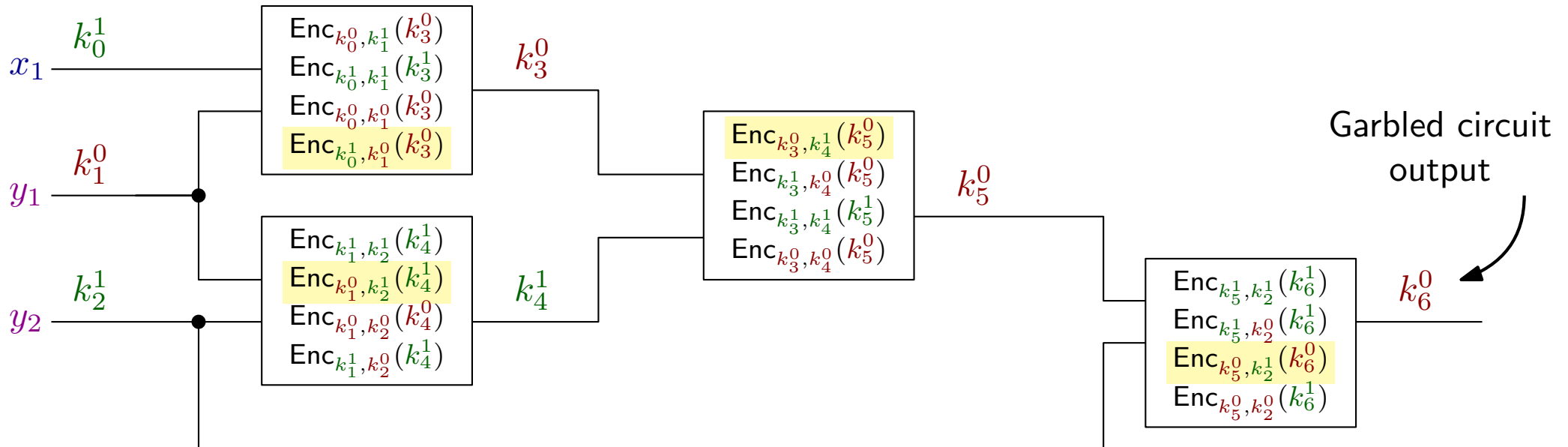
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