

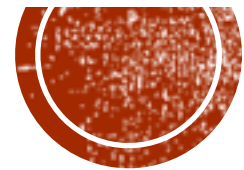
A SHUFFLE ARGUMENT SECURE IN THE GENERIC MODEL

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ASIACRYPT 2016

Panoramix

The logo for Panoramix, featuring the word "Panoramix" in a sans-serif font. The "mix" part is in a lighter orange color. Below the "x" is a stylized whisk icon.

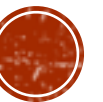
OUR RESULTS

- A new efficient CRS-based NIZK shuffle argument



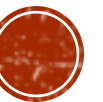
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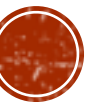
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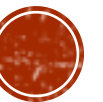
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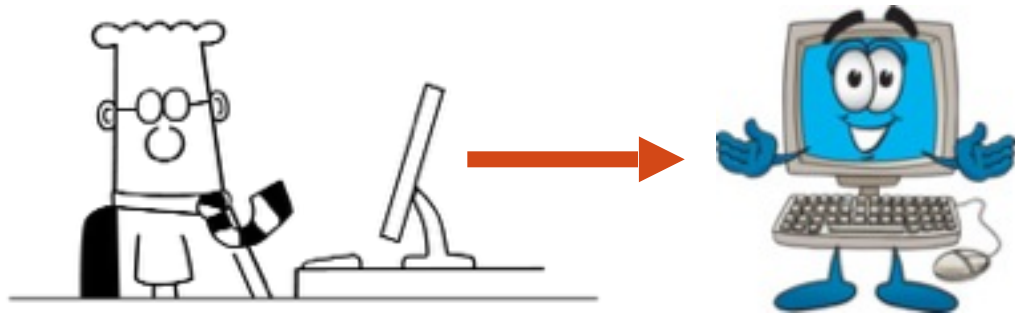
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 - Use computer algebra to solve systems of polyn. eq.
 - Esp. to find **Gröbner bases**



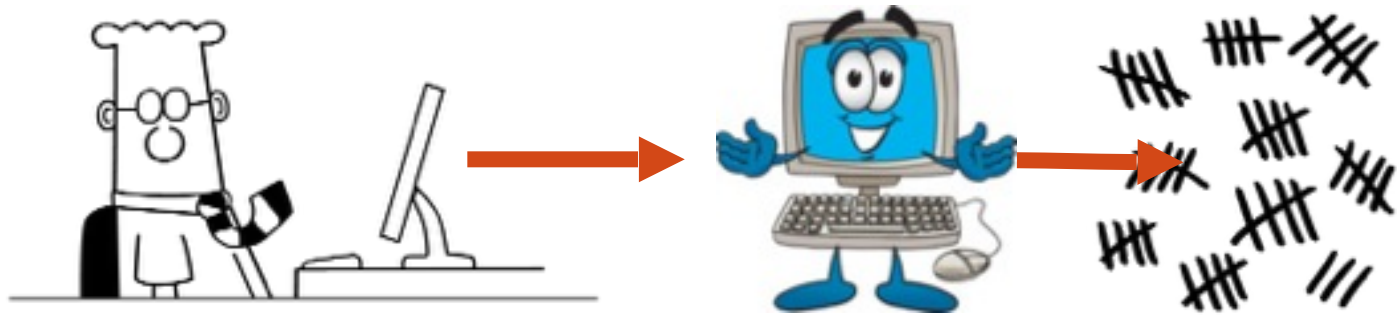
A BIT OF MOTIVATION: E-VOTING



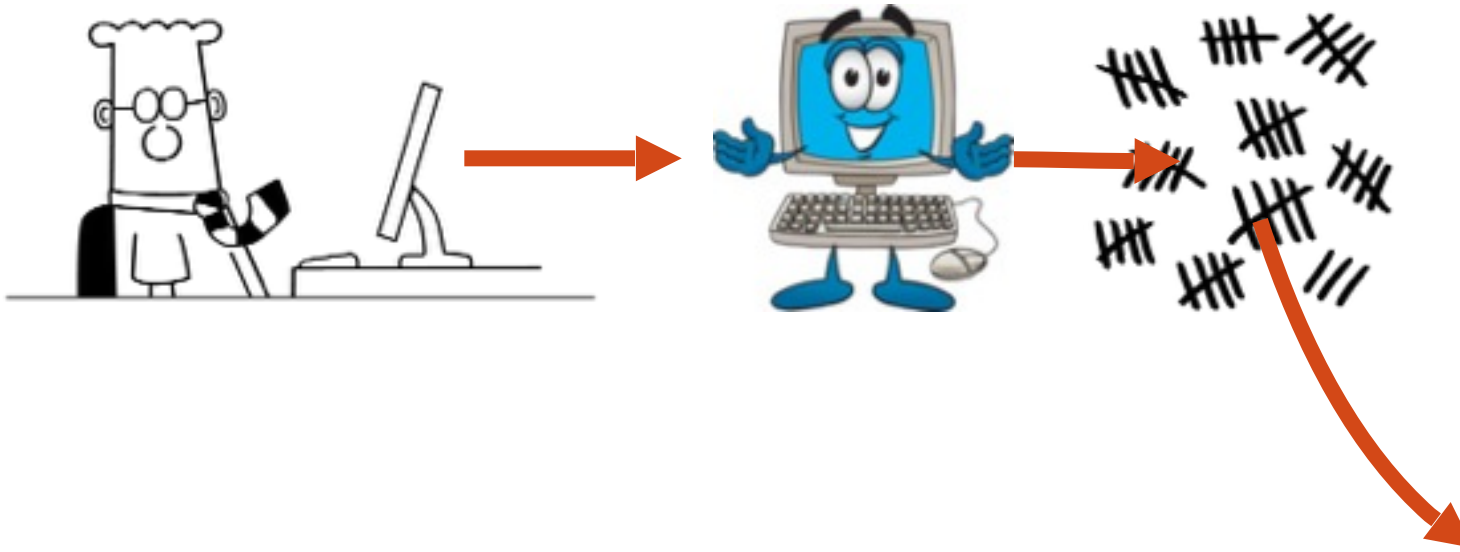
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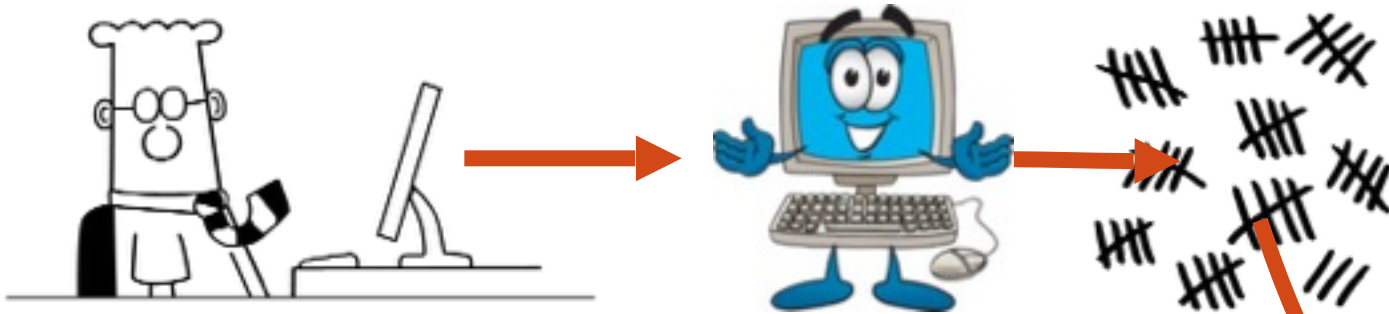
Lesson from the past:
It is not voters who counts,
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- Can we get away with that?
- I'm 140% sure!



A BIT OF MOTIVATION: E-VOTING



Anonymity

Correctness

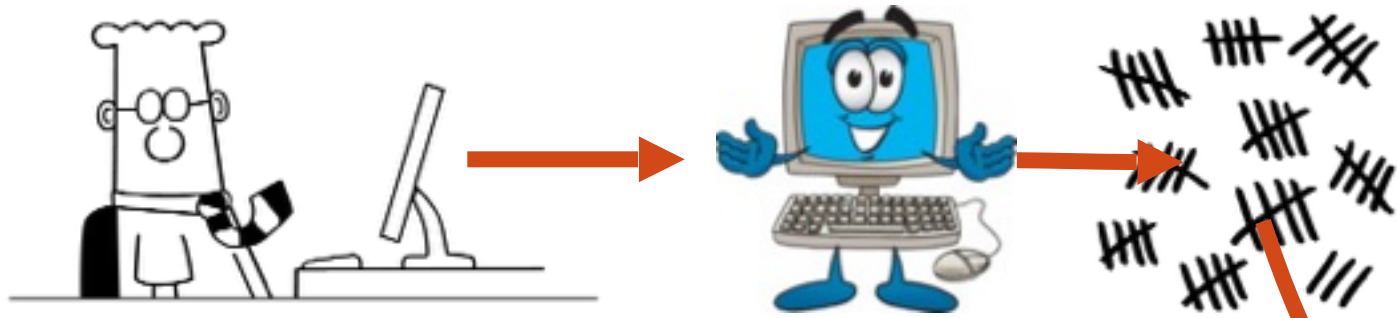
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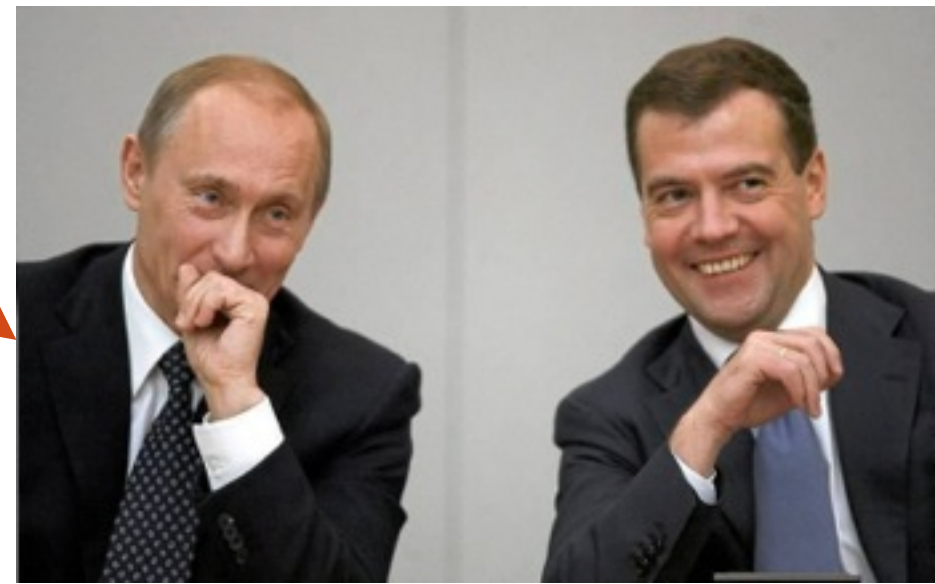


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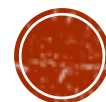
Data is public
(Data, source) is private



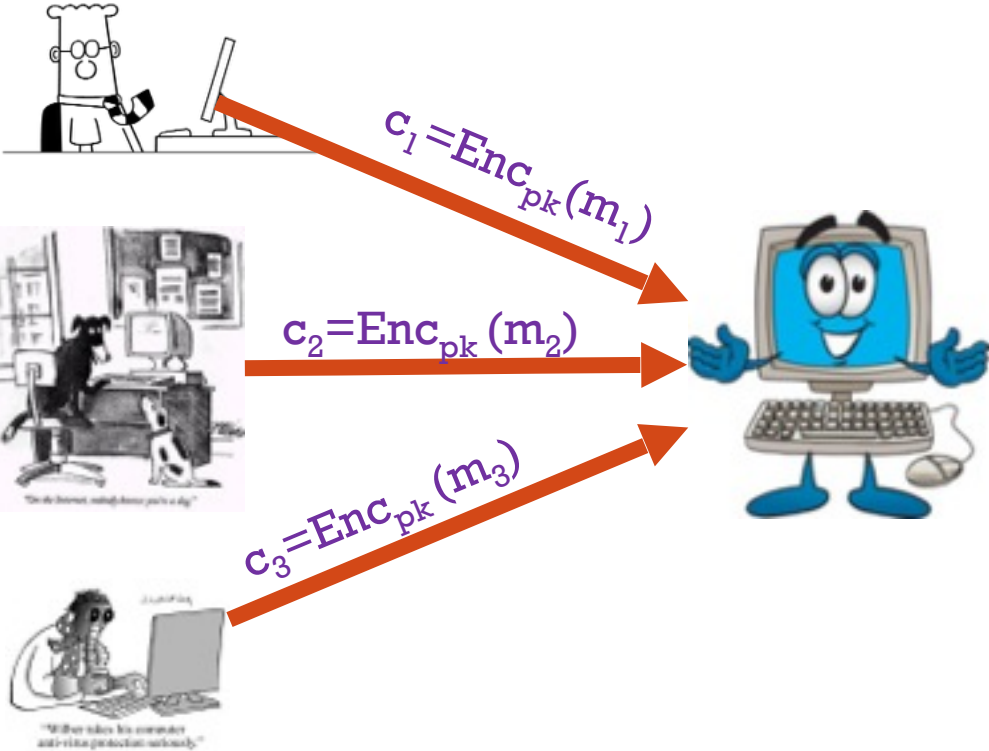
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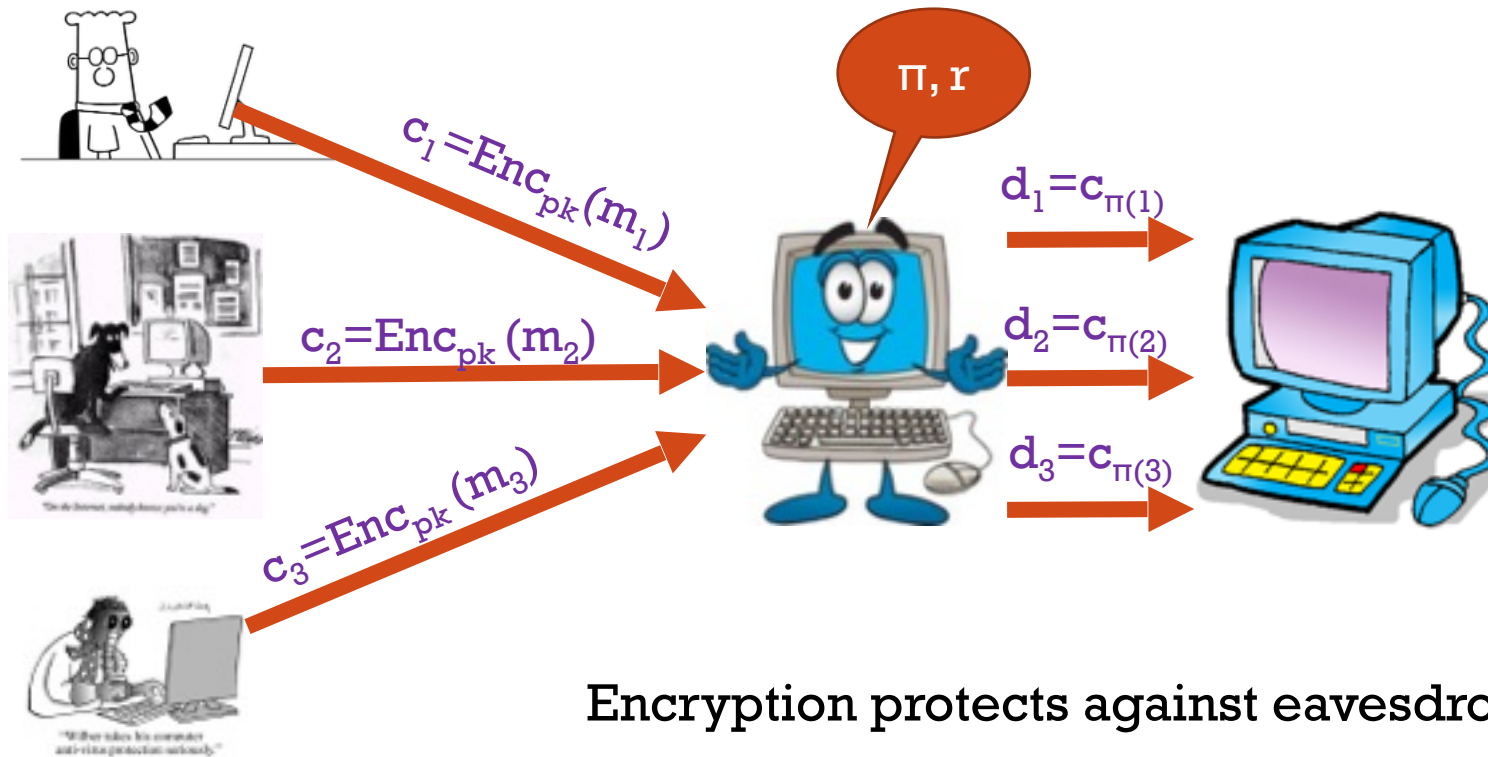
SIMPLE MIX-NETS



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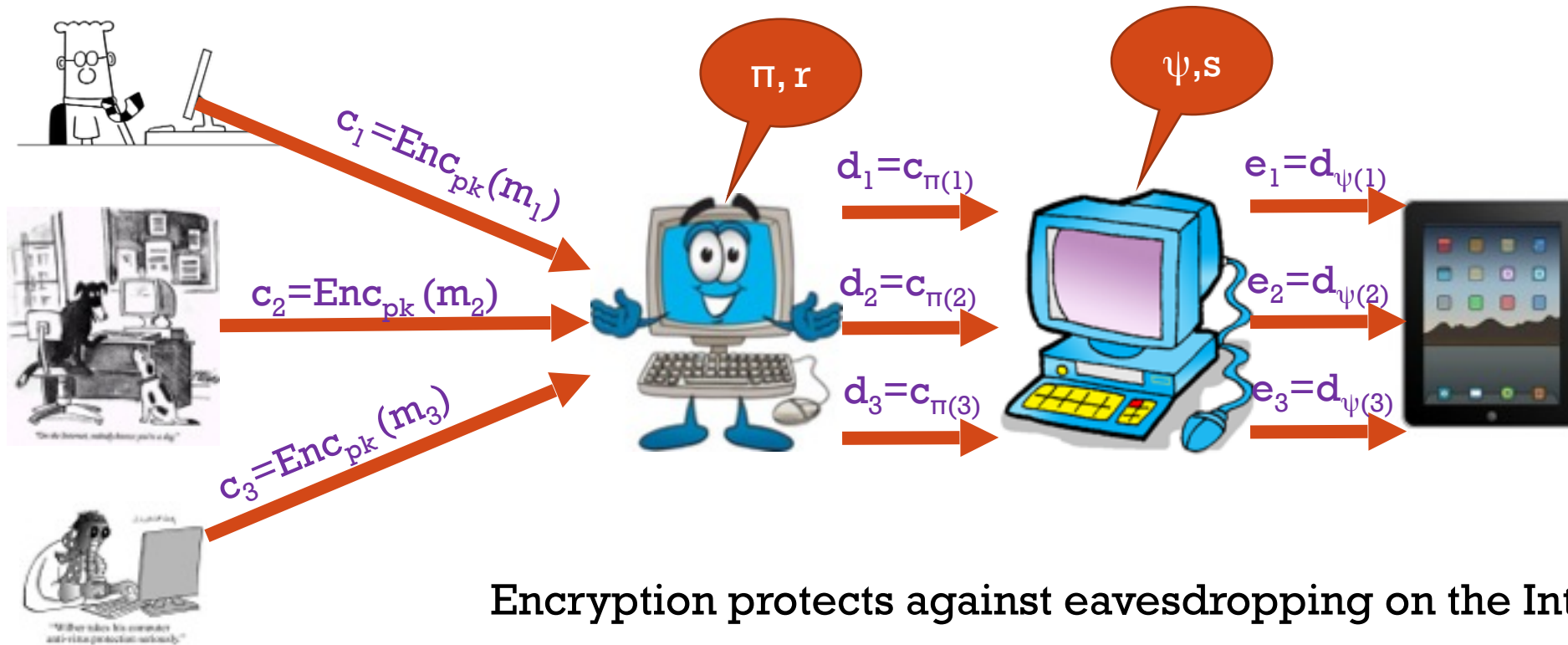
SIMPLE MIX-NETS



Encryption protects against eavesdropping on the Internet



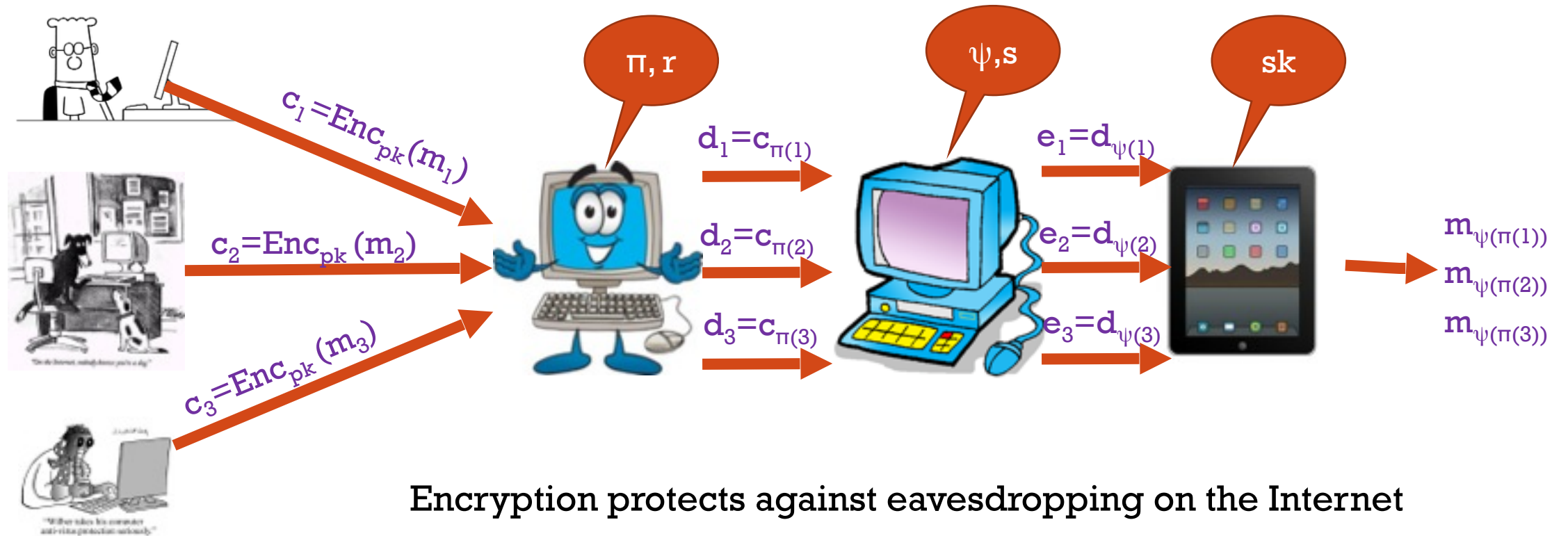
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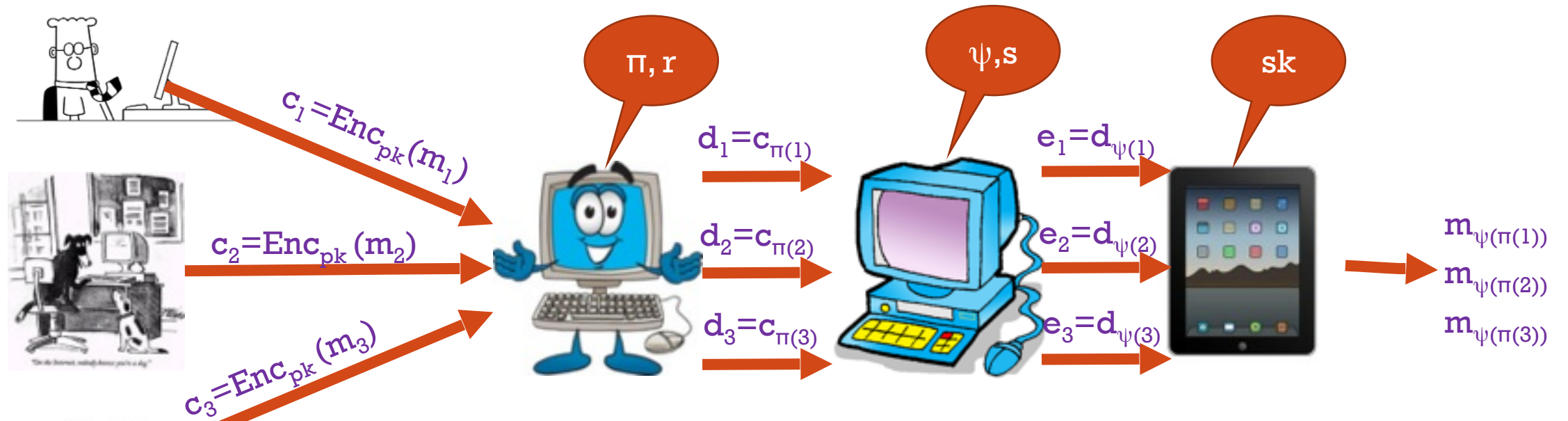


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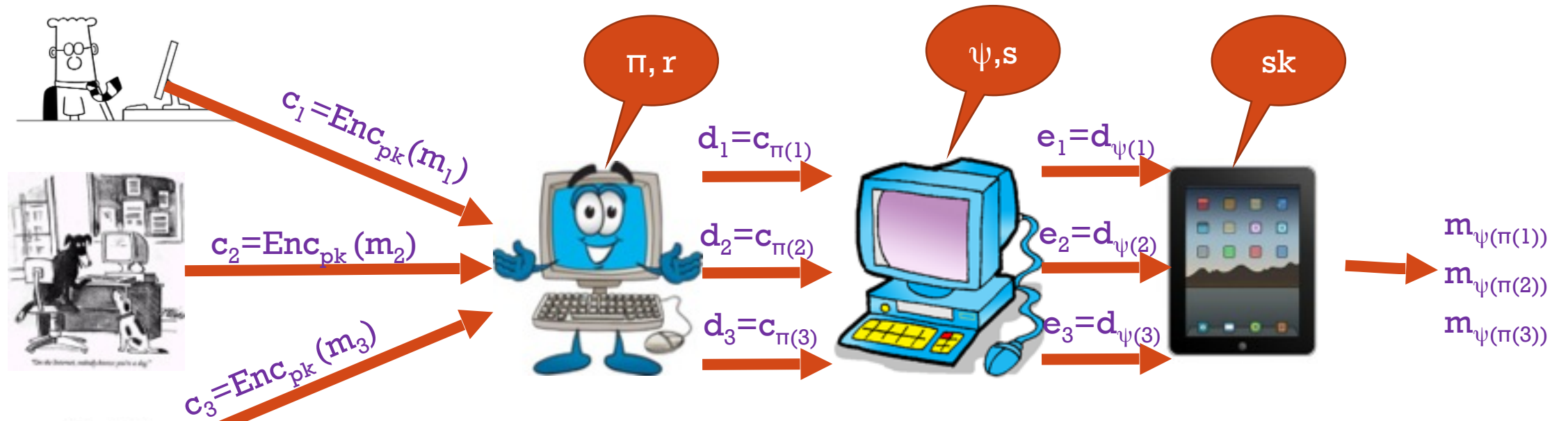
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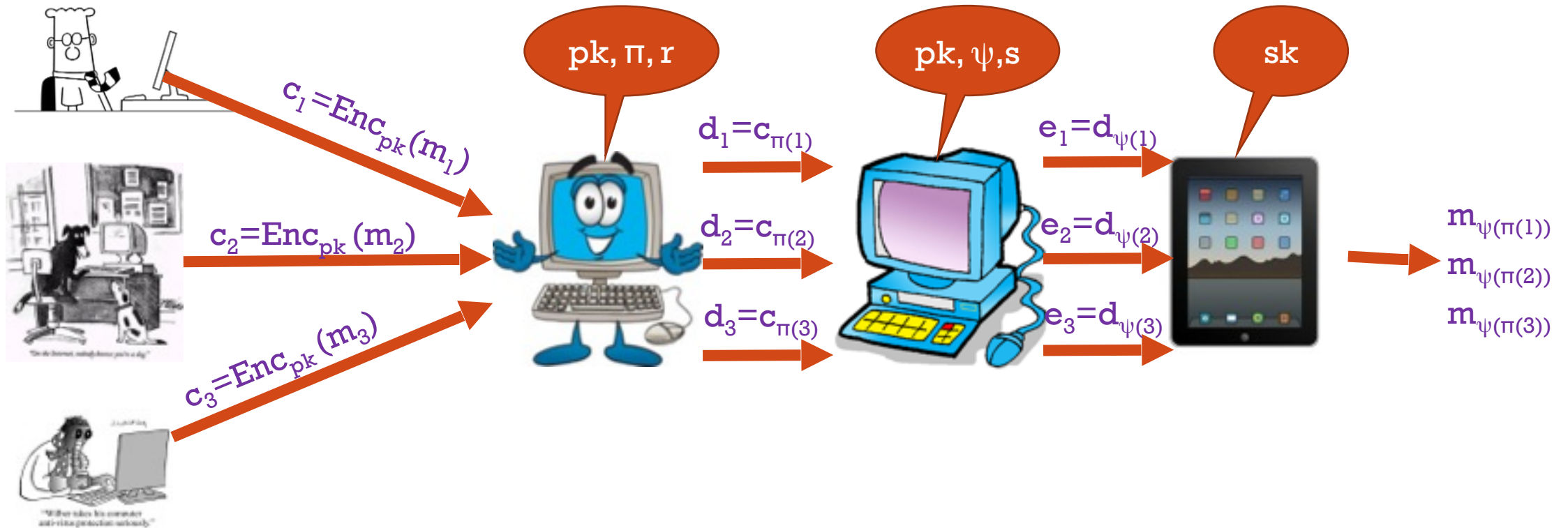
Correctness ✗



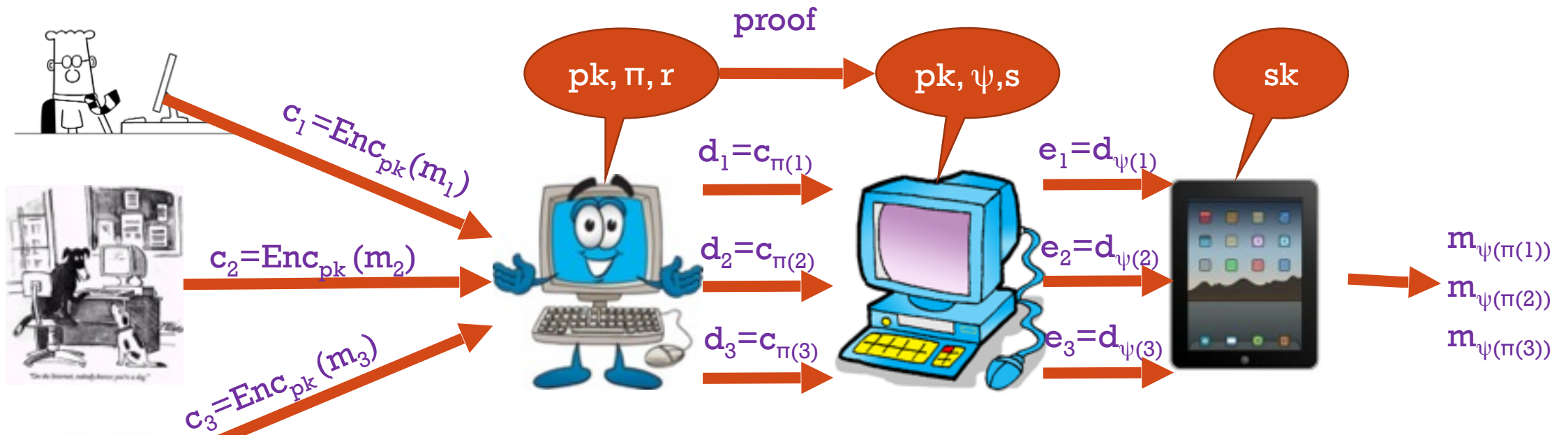
Encryption protects against eavesdropping on the Internet
Private against each individual server
Not enough: what if a server cheats?



ACCOUNTABLE MIX-NETS



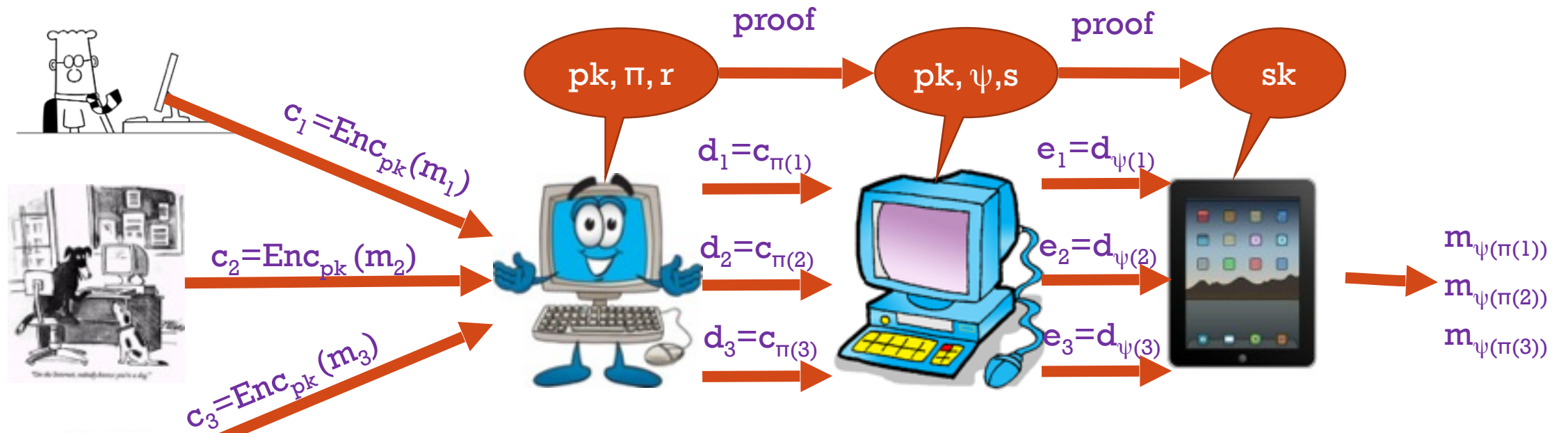
ACCOUNTABLE MIX-NETS



Prove that shuffling was correct, send proof to the next server



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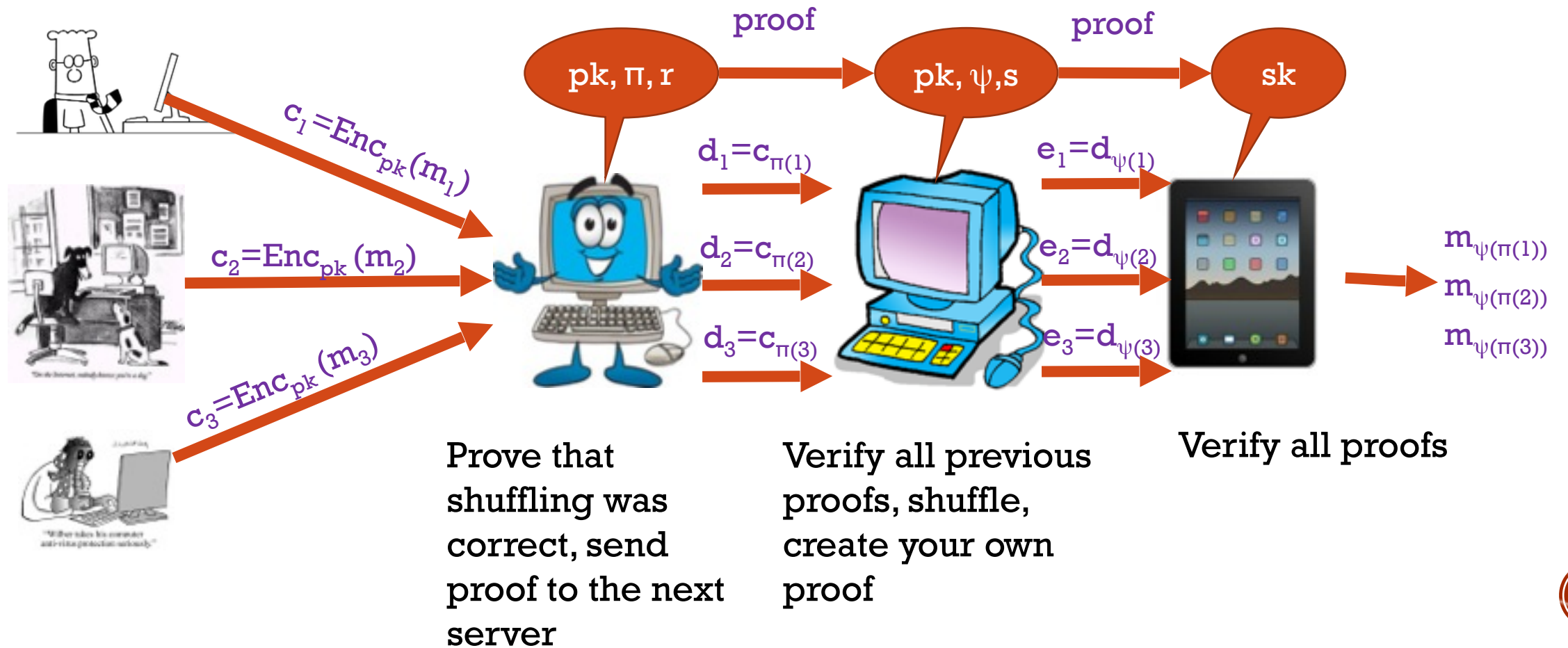


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Verify all previous proofs, shuffle, create your own proof



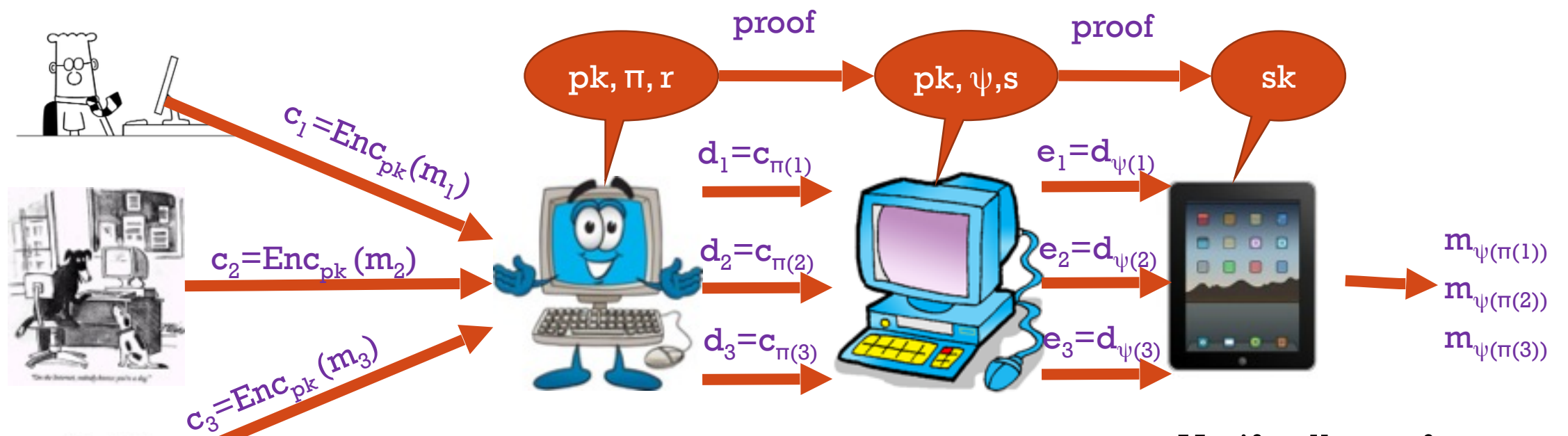
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Verify all proofs



SHUFFLE ARGUMENT

- **Shuffle argument:**

- efficient zero knowledge argument of correctness of shuffling

Mix-server permutes ciphertexts, re-encrypt them and provides a proof that he has done it correctly.



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- Existing CRS model arguments not very efficient



CRS-BASED SHUFFLE ARGUMENTS



Assumption proposed in that paper, proof in GBGM

Assmpt. proposed 2010+, but not in that paper, proof in GBGM

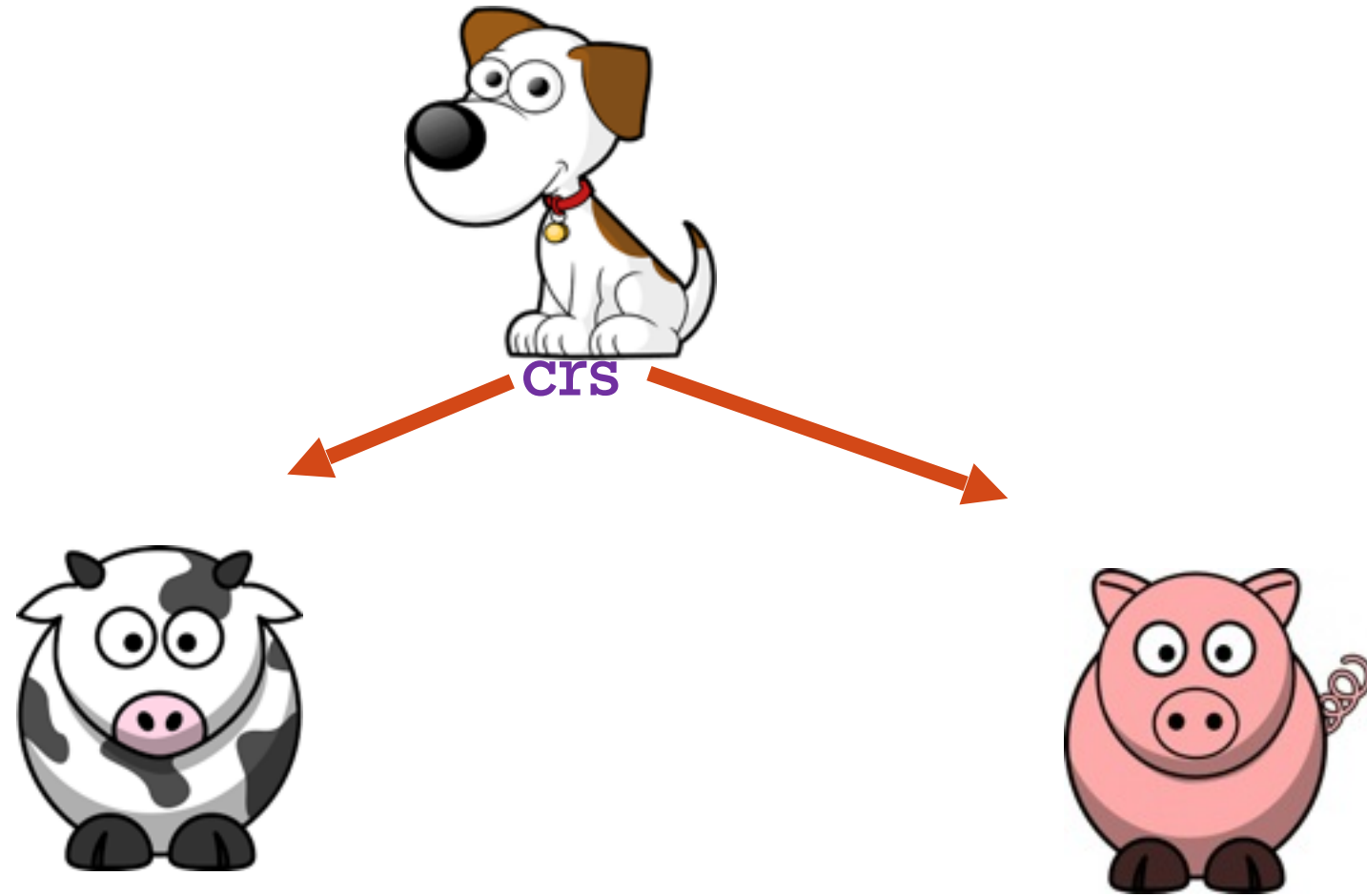
	Lipmaa-Zhang (2012)	Fauzi-Lipmaa (2016)	This paper
<i>CRS length</i>	$7n + 6$	$8n + 17$	$3n + 14$
<i>Communic.</i>	$12n + 11$	$9n + 2$	$7n + 3$
<i>P comp. (units)</i>	36	19.8	24.3
<i>V comp. (units)</i>	196	126	36.3
<i>GBGM?</i>	PSDL, DLIN (comp.)	TSDH, PCDH, PSP (comp.)	Pure GBGM
<i>Soundness</i>	Full	Culpable	Full

n : number of ciphertexts (say 100,000)

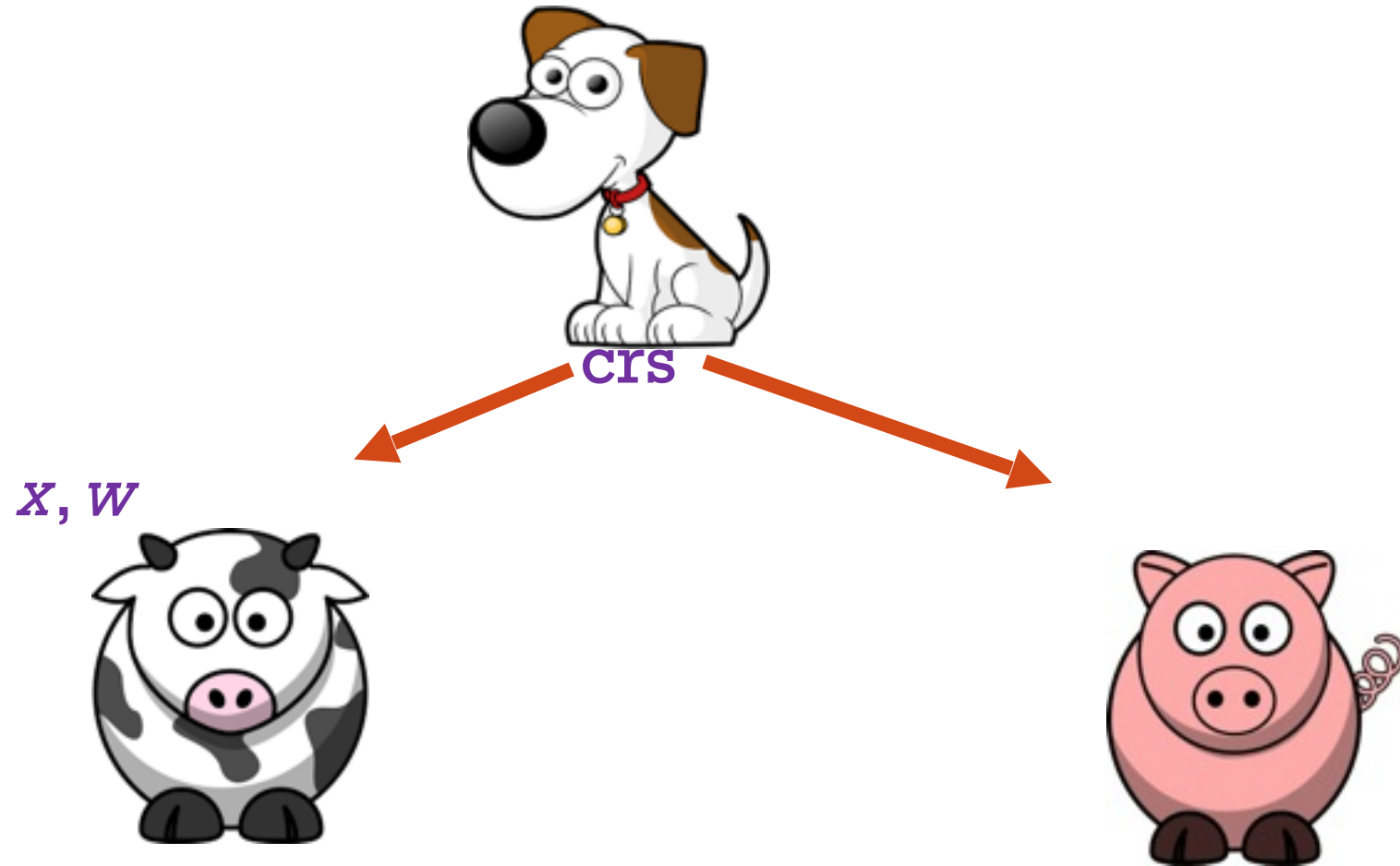
1 unit = n million machine cycles
According to speed records on BN curves



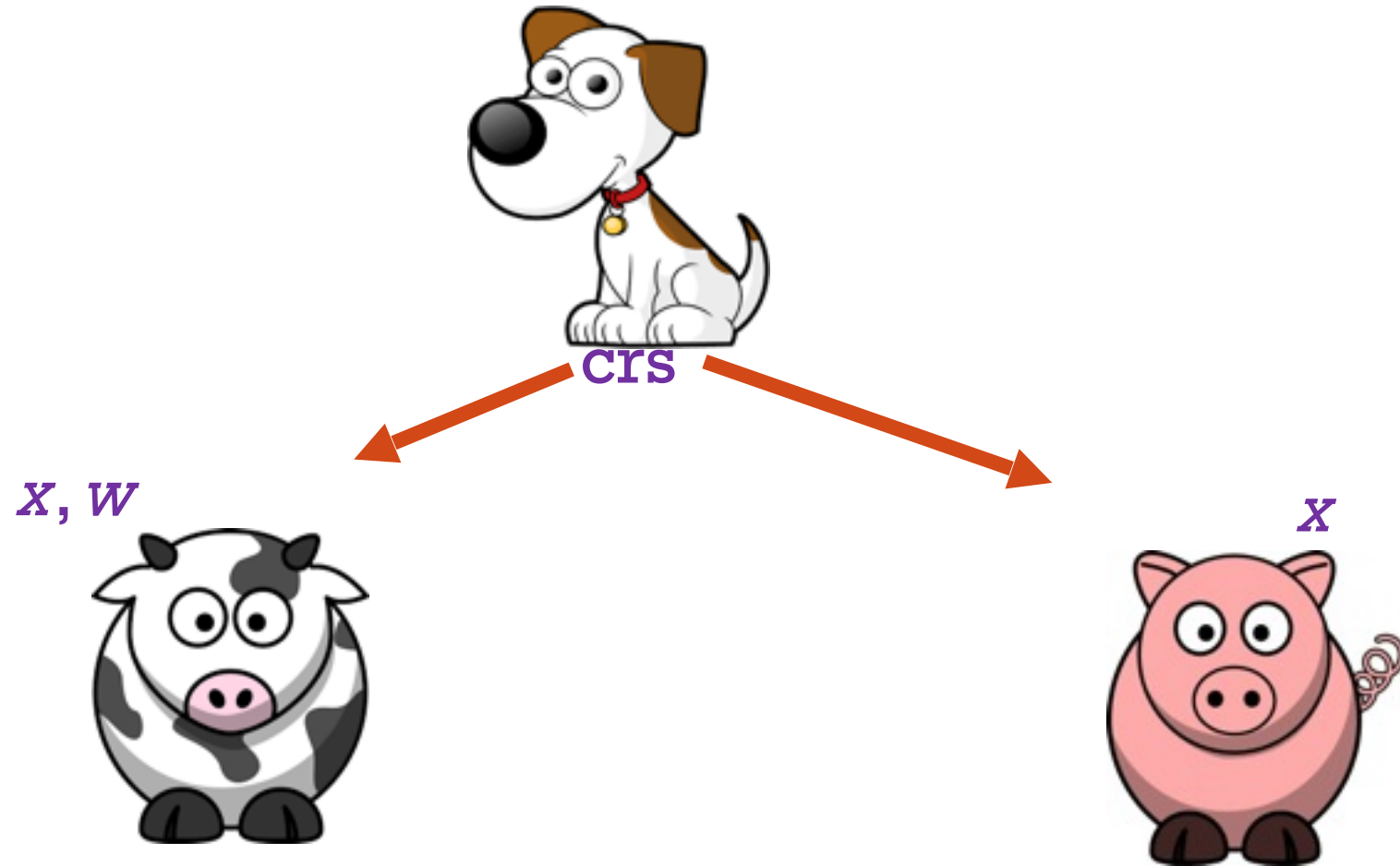
ZERO KNOWLEDGE: CRS MODEL



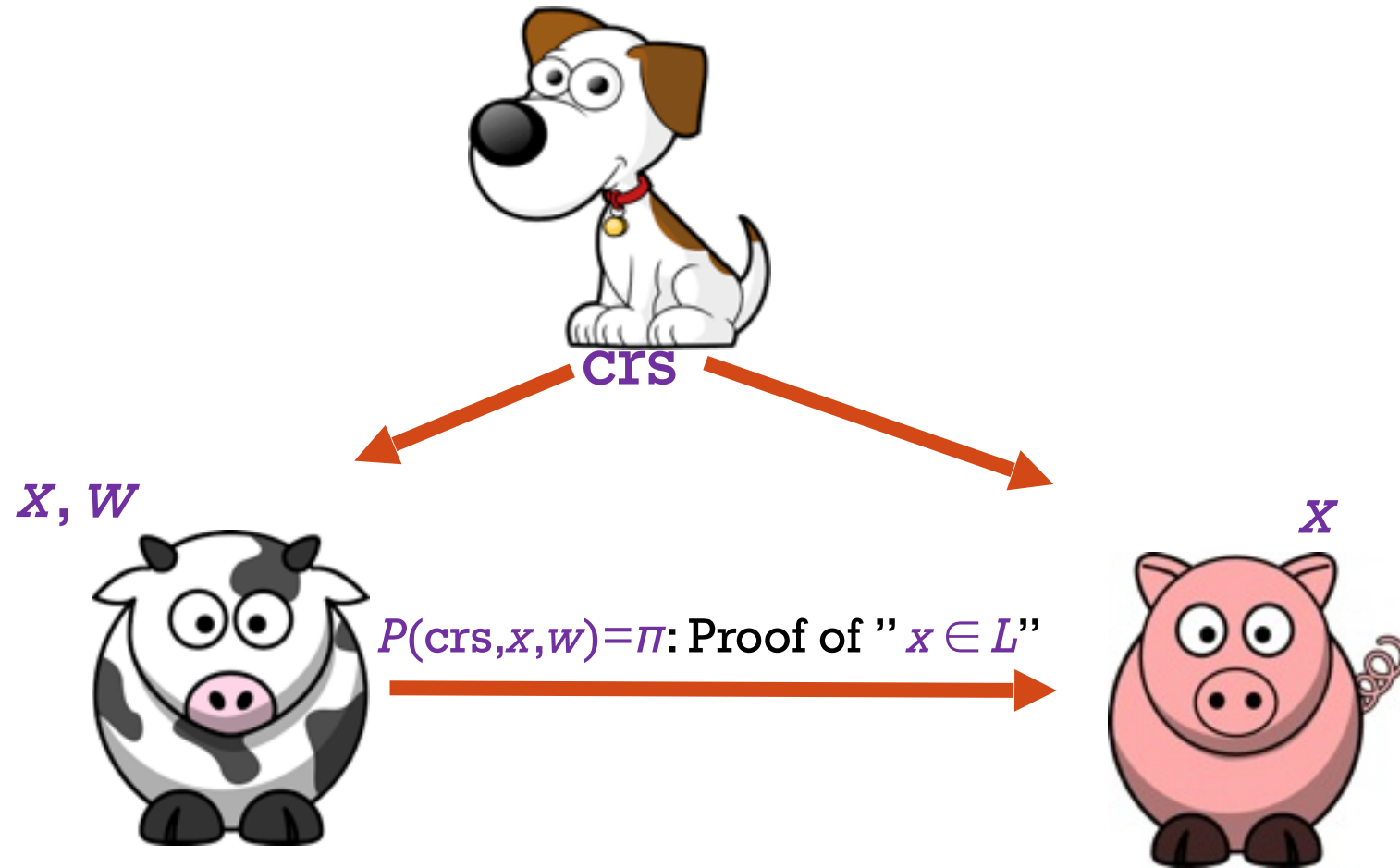
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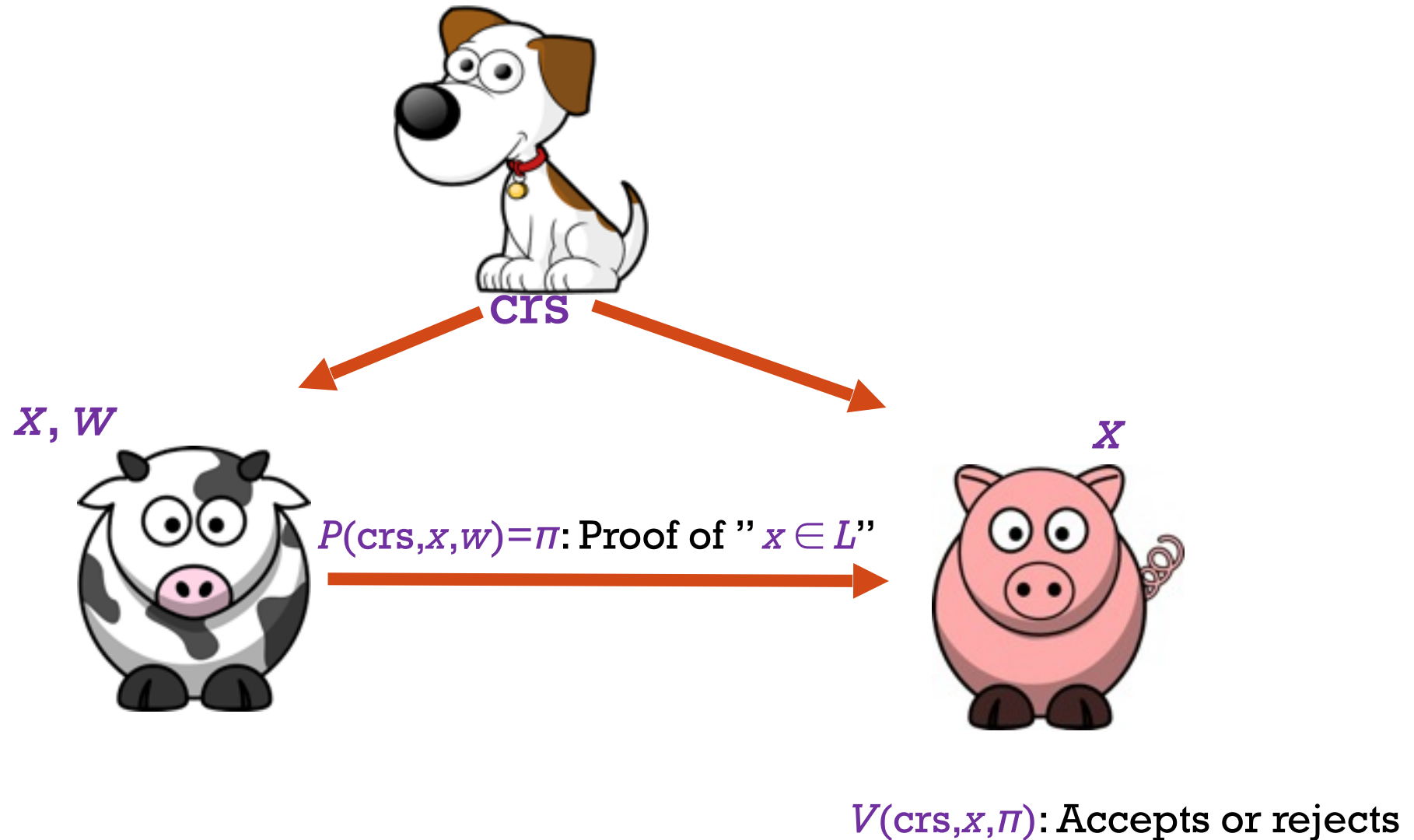
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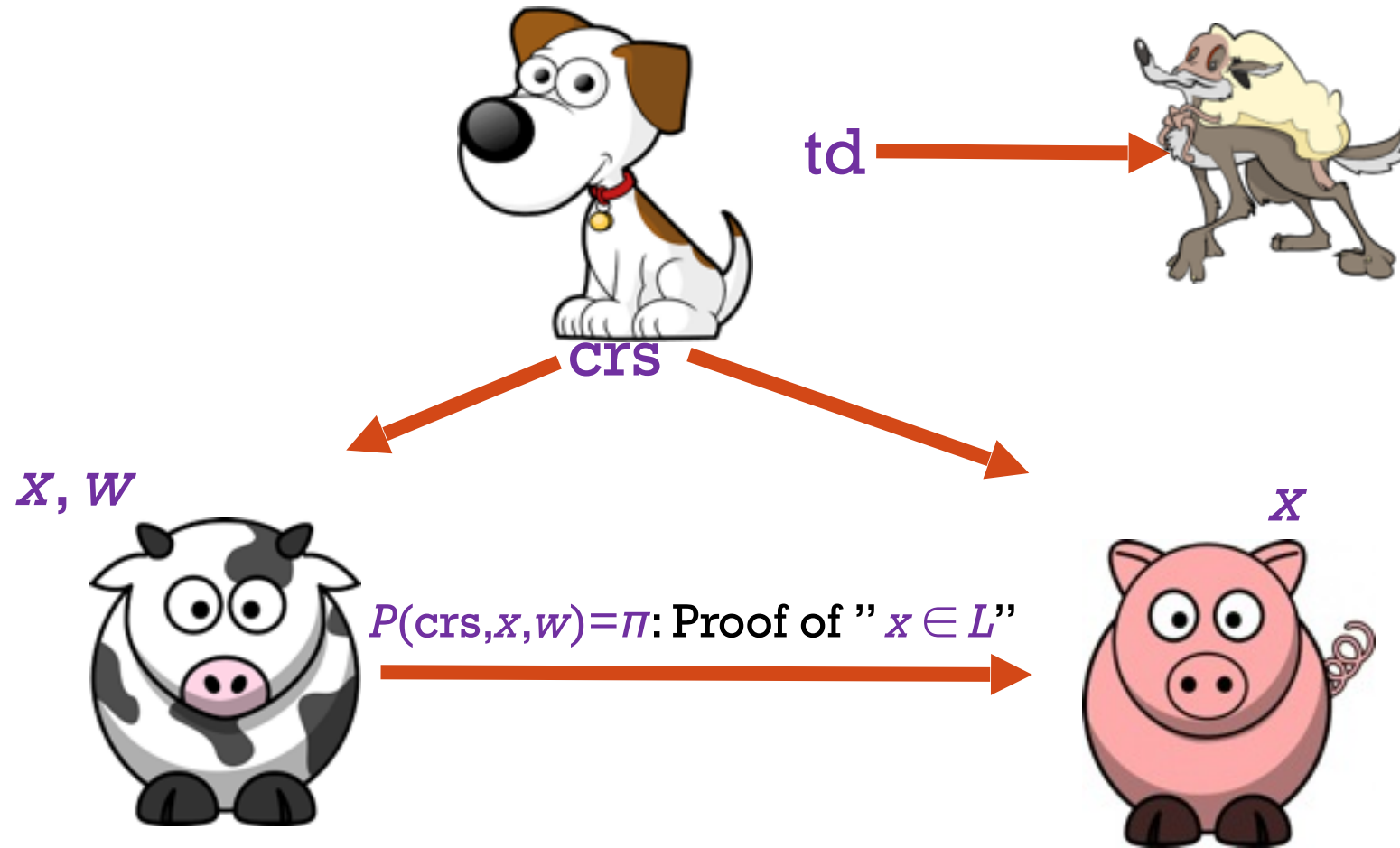
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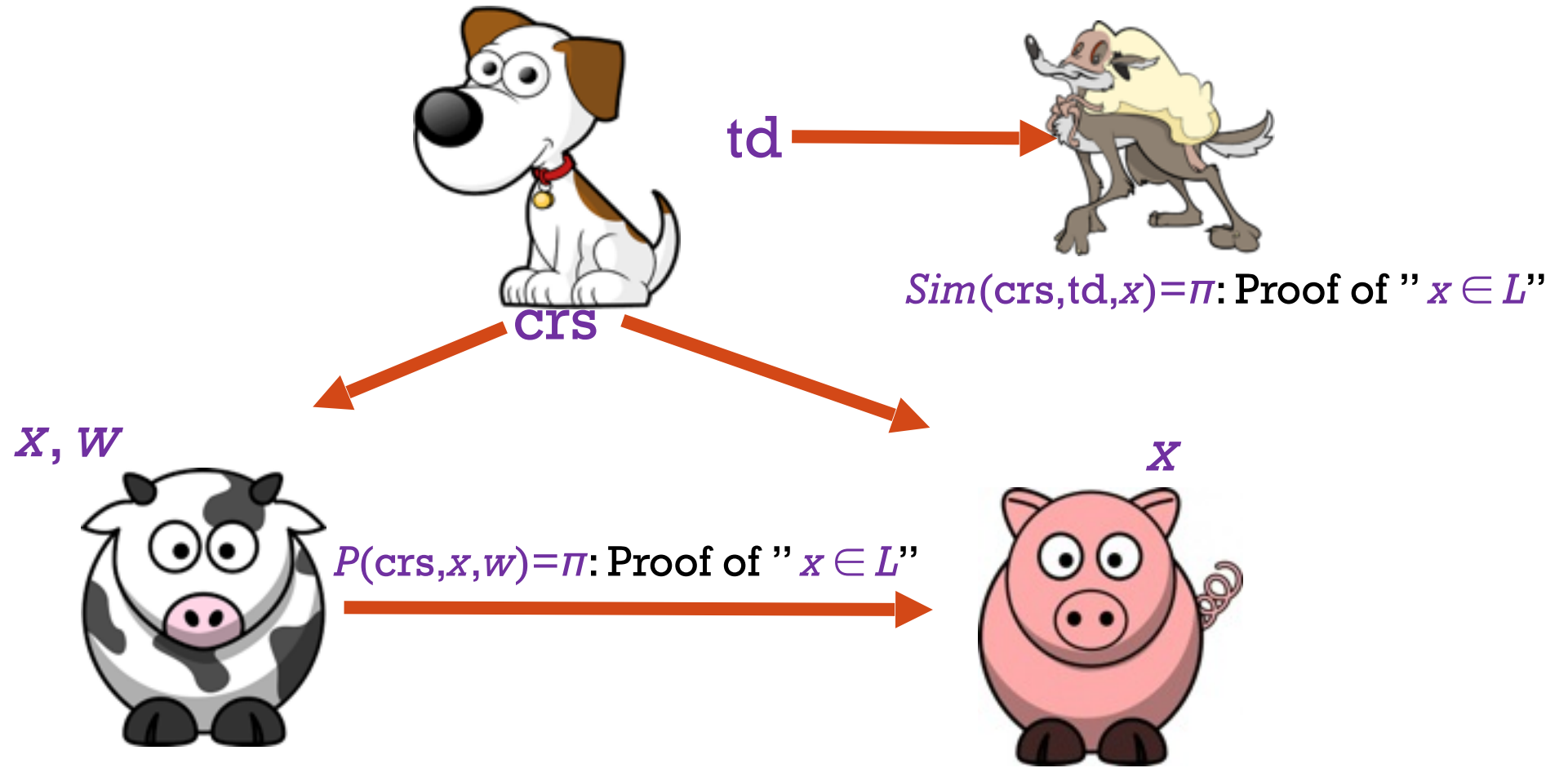
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$V(crs, x, \pi)$: Accepts or rejects



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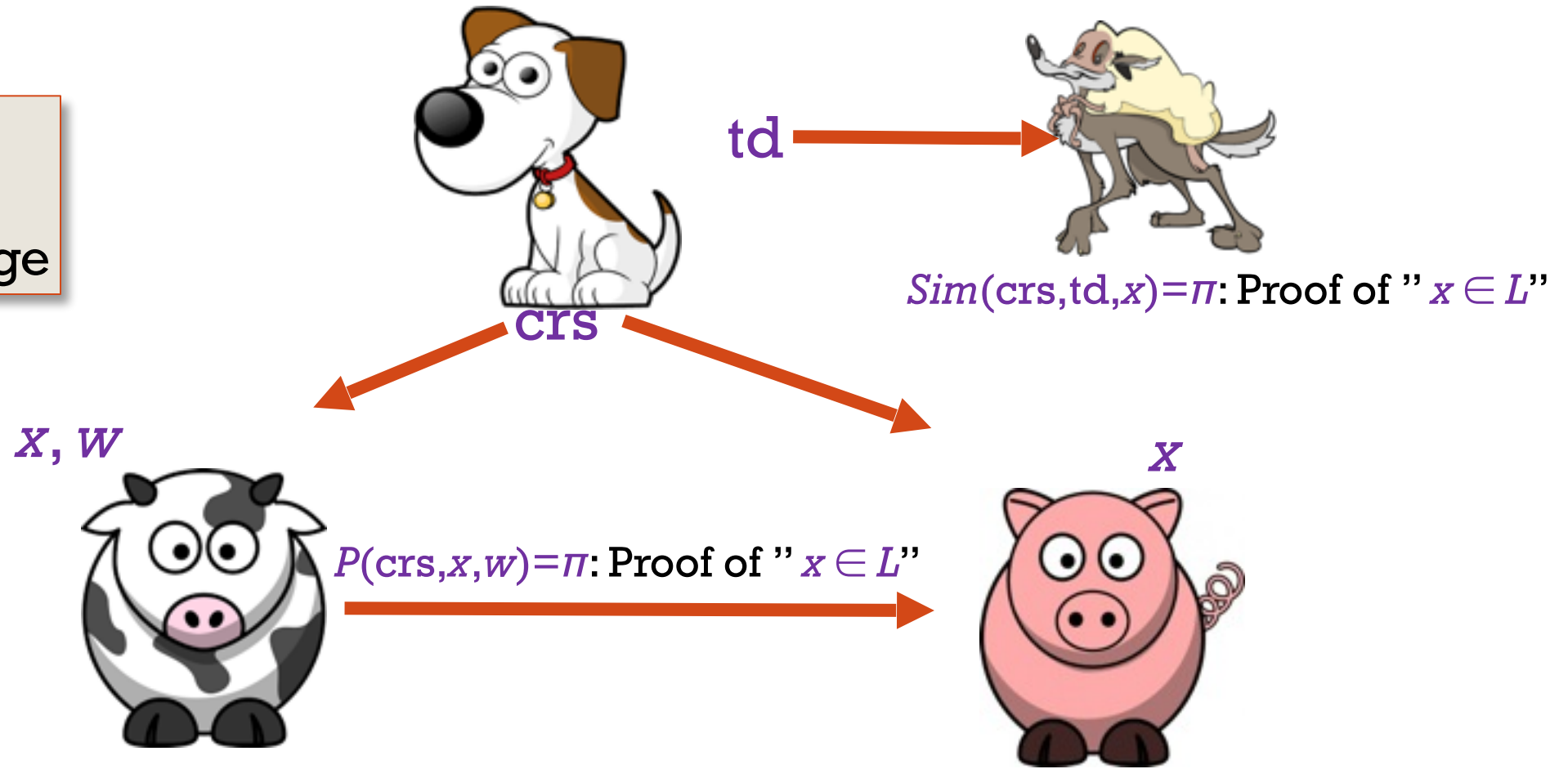


$V(crs, x, \pi)$: Accepts or rejects



ZERO KNOWLEDGE: CRS MODEL

Correctness
Soundness
Zero knowledge



$V(crs, x, \pi)$: Accepts or rejects



BILINEAR PAIRINGS



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- Three cyclic groups of the same order q : G_1, G_2, G_T



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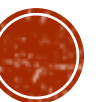
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- **Bilinear map:** $e: \mathcal{G}_1 \times \mathcal{G}_2 \rightarrow \mathcal{G}_T$



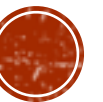
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- **Bilinear map:** $e: \mathbb{G}_1 \times \mathbb{G}_2 \rightarrow \mathbb{G}_T$
- Requirements:
 - Efficiently computable
 - Non-degeneracy: $e(g_1, g_2) \neq 1$
 - Bilinearity: $e(g_1^a, g_2^b) = e(g_1, g_2)^{ab}$



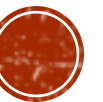
ASSUMPTIONS & PAIRINGS

- Inverting pairings should be hard



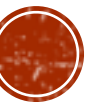
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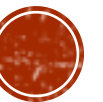
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 - Analogous to DL: given g^a , compute a
- What else should be hard?

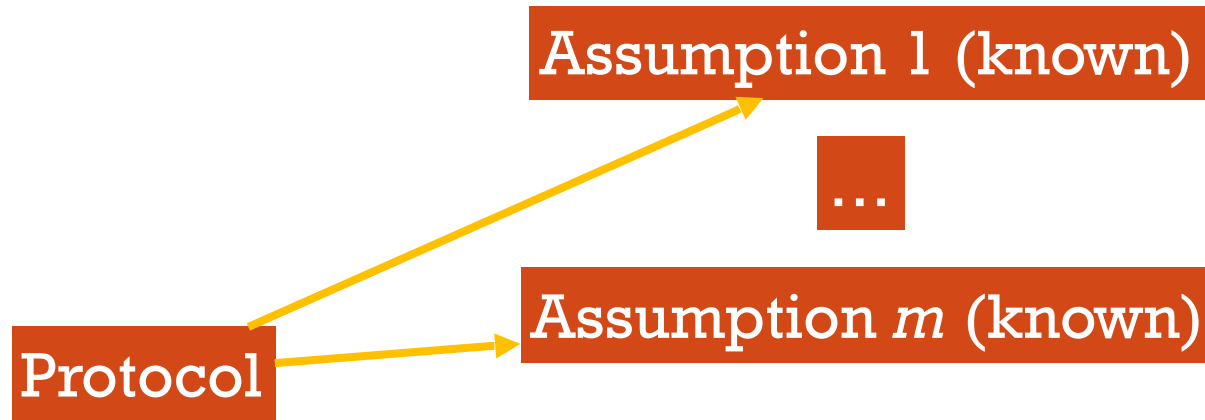


NON-GENERIC APPROACH

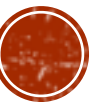
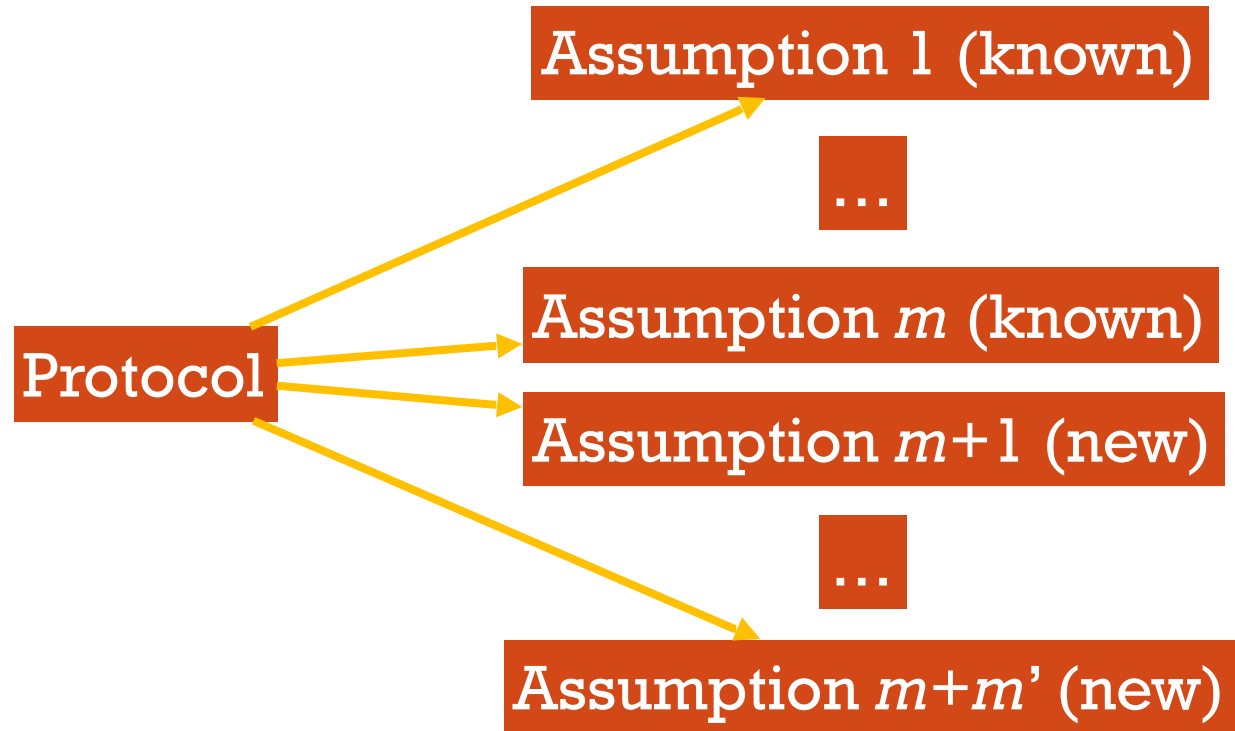
Protocol



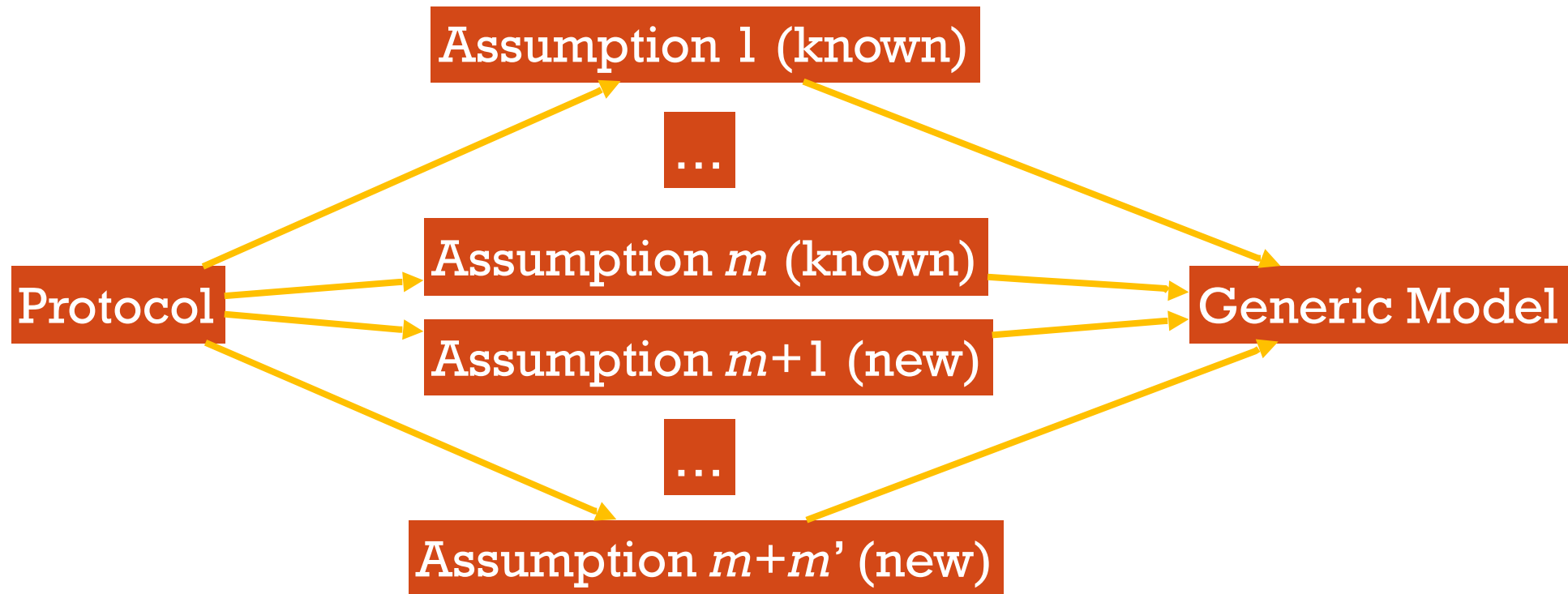
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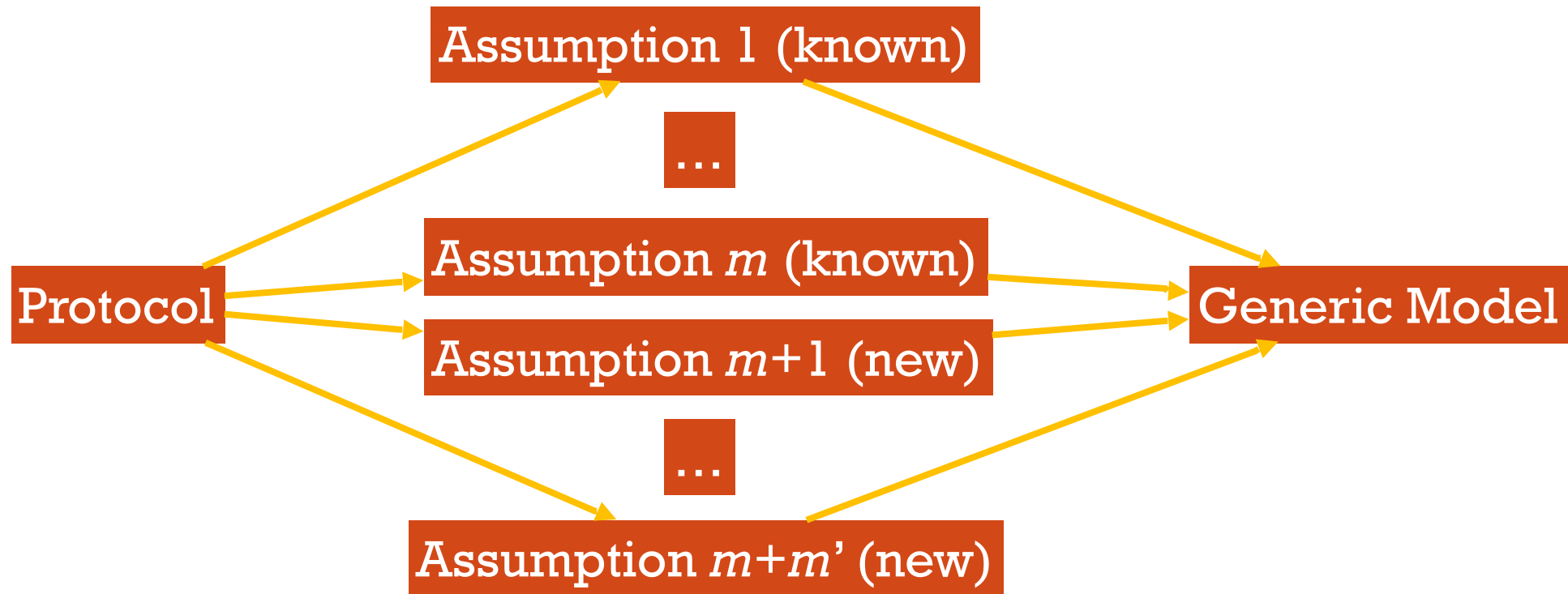
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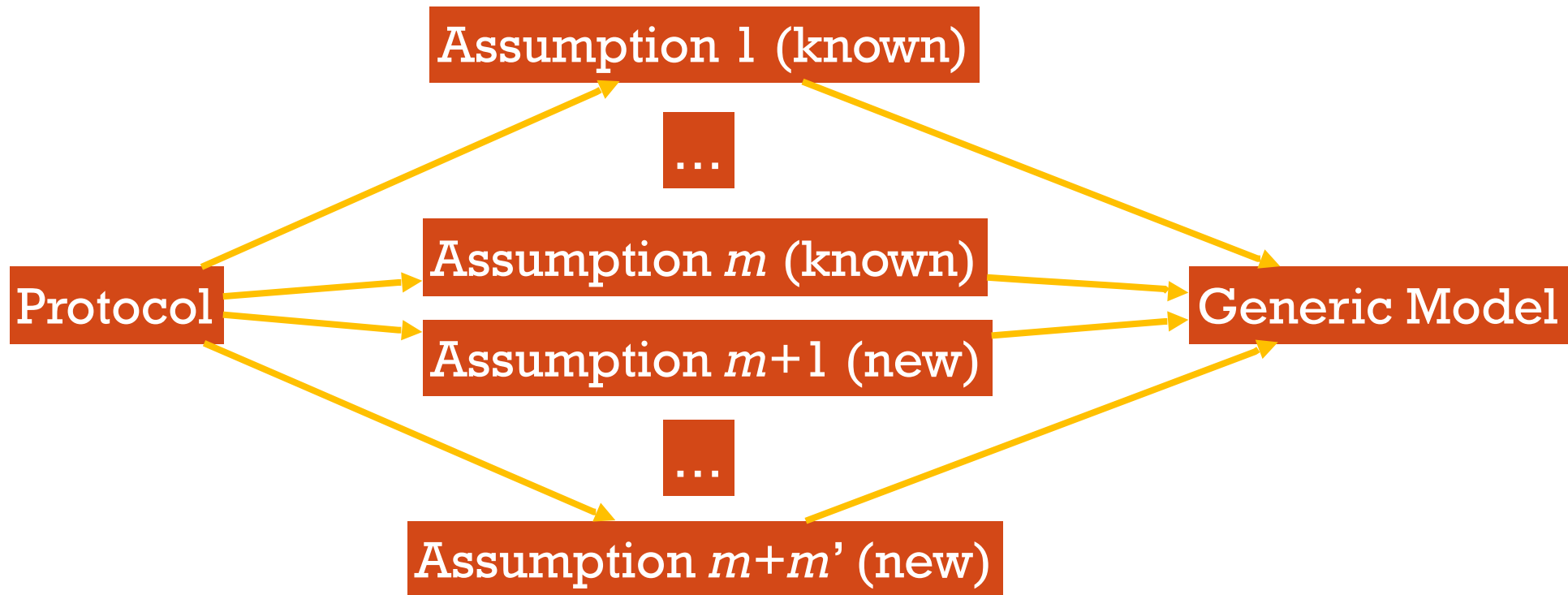
NON-GENERIC APPROACH



Pro: nice if m' is not big, or most assumptions are well-known, or...

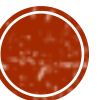


NON-GENERIC APPROACH



Pro: nice if m' is not big, or most assumptions are well-known, or...

Con: each arrow might mean a loss in efficiency



GENERIC MODEL APPROACH



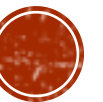
Con: proof in GGM is only for restricted adversaries

Pro: only one arrow, thus smaller loss in efficiency



GENERIC BILINEAR GROUP MODEL

- **Meta-Assumption:** adversary only has access to



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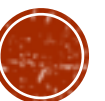
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- Note: we do not handle G_T as a generic group



SOUNDNESS IN GBGM



SOUNDNESS IN GBGM

X_1

...

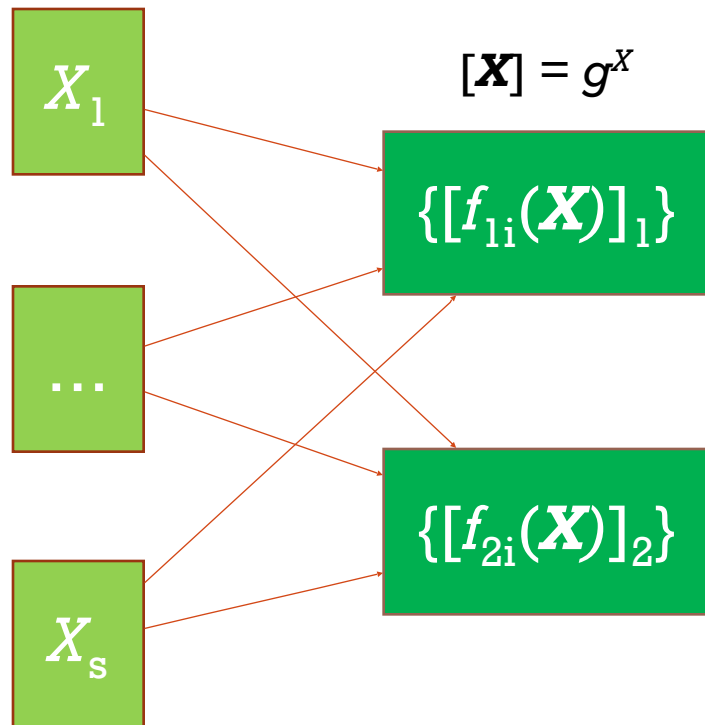
X_s

Random variables
(TTP)



SOUNDNESS IN GBGM

Polynomials
(TTP knows \mathbf{X})



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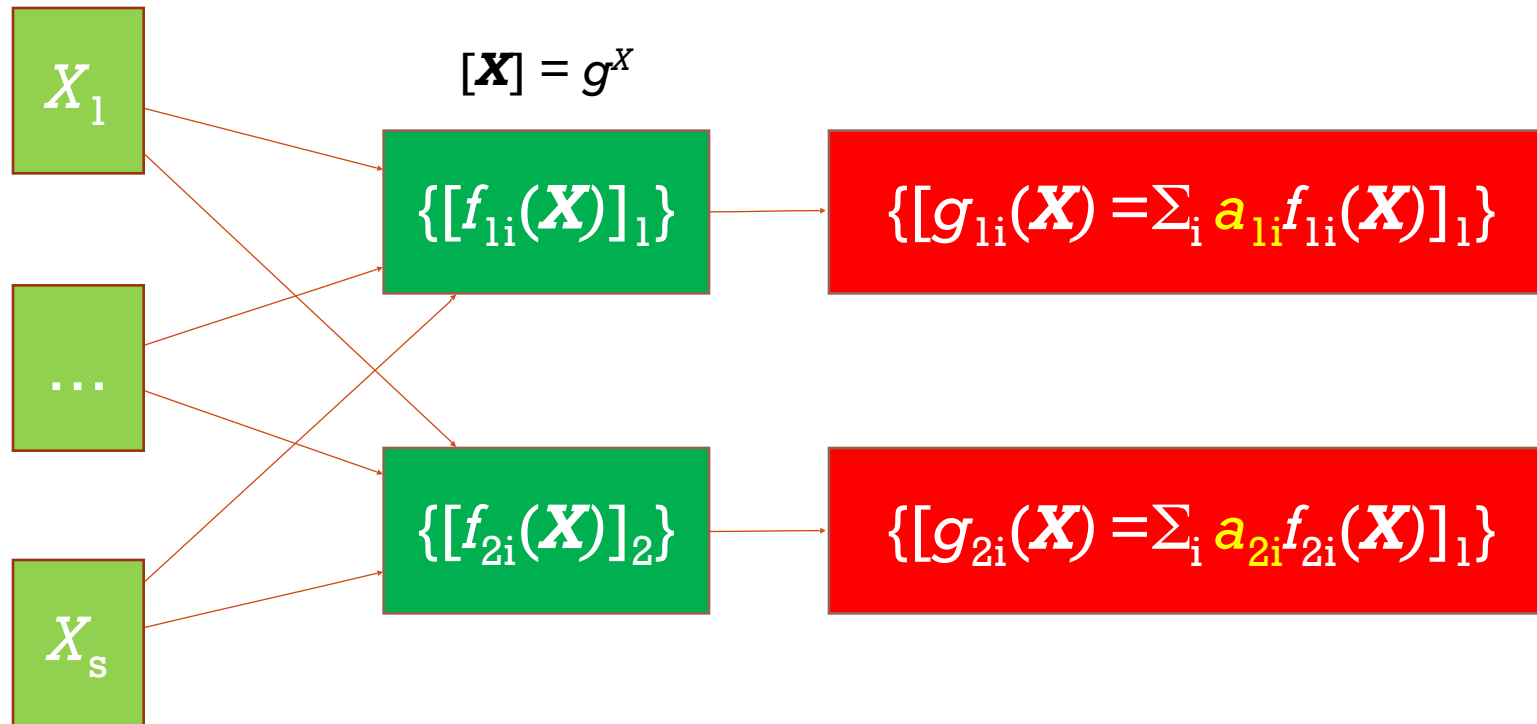
CRS (TTP)



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Linear combinations
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Outputs in argument
(adversary)

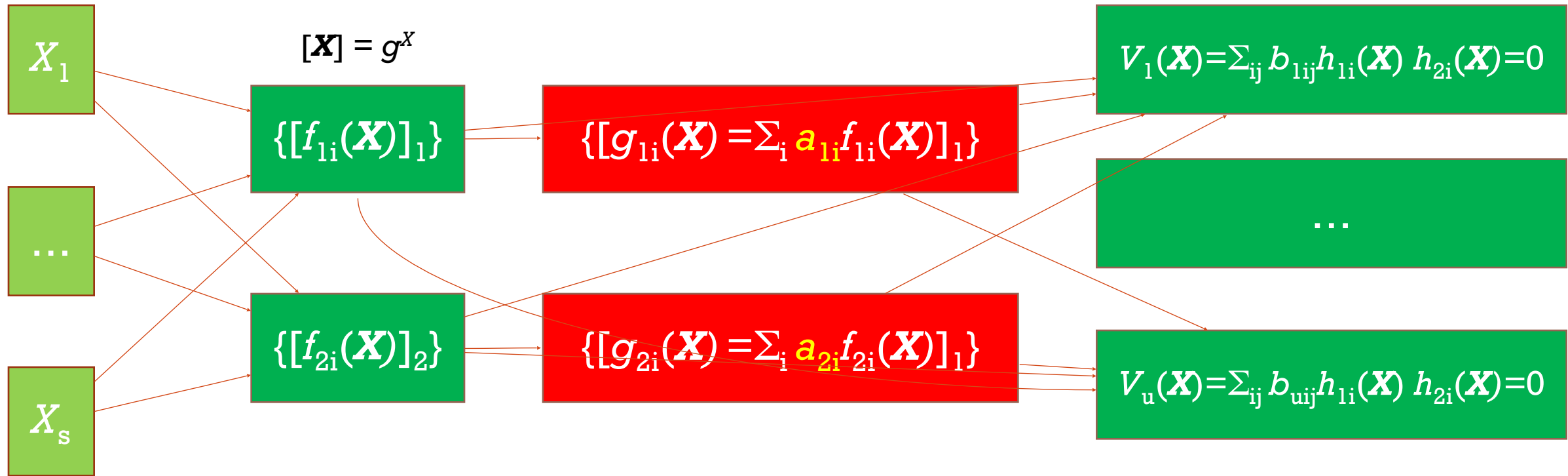


SOUNDNESS IN GBGM

Polynomials
(TTP knows \mathbf{X})

Linear combinations
(only group operation)

Quadratic tests
(can use bilinear map)



Random variables
(TTP)

CRS (TTP)

Outputs in argument
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Verifications (verifier)
 $\{h_{ji}\} = \{f_{ji}, h_{ji}\}$



SOUNDNESS IN GBGM

- j th verification equation ascertains $V_j(\mathbf{X}) = 0$



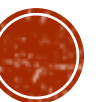
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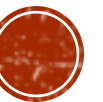
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 - = restricted to be as in the honest case



INTUITION: CONSTRUCTING ARGUMENT

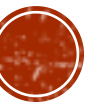
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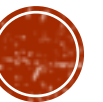
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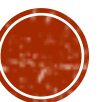
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INTUITION: CONSTRUCTING ARGUMENT

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- Each "subargument" should be efficiently verifiable (by a single pairing)
- Ascertain each subargument is sound independently



■ **CRS composition:**

- Compose CRS-s of individual subarguments together, getting one big CRS



INTUITION: CONSTRUCTING ARGUMENT

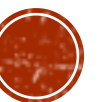


INTUITION: CONSTRUCTING ARGUMENT



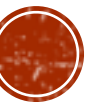
INTUITION: CONSTRUCTING ARGUMENT

- **Soundness check:**
 - Is the composed protocol sound?
 - Subarguments get extra inputs in CRS
 - If not: introduce new random variables that guarantee CRS elements are used in only correct subarguments, reiterate



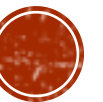
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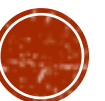
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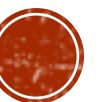
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PERMUTATION MATRIX ARGUMENT

- **Lemma.** A matrix is permutation matrix iff
 1. It is **stochastic** // rows sum to $(1, \dots, 1)$
 2. Each row is **1-sparse**

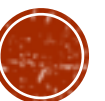
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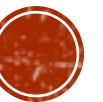


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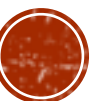
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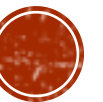
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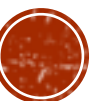
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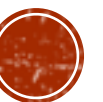
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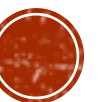
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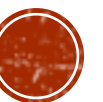
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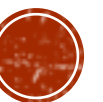
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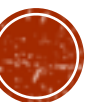
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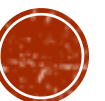
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- This is a system of polynomial equations

- ... and a nasty one
- of more than 20 polynomial equations



$\{i_1, \dots, i_4\}$	$\text{coeff}_{\mu(i)}(\mathcal{V}_{1sp}(\mathbf{X}) \cdot \mathcal{V}_{1sp}^*(\mathbf{X}))$
$\{1, 2, 1, 0\}$	$-A_e(B_\alpha + 1) + (A_\alpha + 1)B_e - C_\alpha$
$\{1, 2, 0, 1\}$	$-A_\gamma(B_\alpha + 1)$
$\{1, 2, 0, 0\}$	$-A_{e\beta}(B_\alpha + 1)$
$\{1, 1, 2, 0\}$	$(A_\alpha + 1)B_\beta$
$\{1, 1, 1, 1\}$	$(A_\alpha + 1)B_\gamma$
$\{1, 1, 1, 0\}$	$-a(X)(B_\alpha + 1) + (A_\alpha + 1)(b(X) + B_1) - A_0(B_\alpha + 1)P_0(X)$
$\{1, 0, 1, 0\}$	$-(B_\alpha + 1)Z(X)a^\dagger(X)$
$\{0, 3, 1, 0\}$	$A_e B_e - C_e$
$\{0, 3, 0, 1\}$	$A_\gamma B_e - C_\gamma$
$\{0, 3, 0, 0\}$	$A_{e\beta} B_e - C_{e\beta}$
$\{0, 2, 2, 0\}$	$A_e B_\beta$
$\{0, 2, 1, 1\}$	$A_\gamma B_\beta + A_e B_\gamma$
$\{0, 2, 1, 0\}$	$a(X)B_e + A_e(b(X) + B_1) + A_{e\beta}B_\beta +$ $P_0(X)(A_e(B_\alpha + 1) + (A_\alpha + A_0 + 1)B_e - C_\alpha - C_0) - c(X)$
$\{0, 2, 0, 2\}$	$A_\gamma B_\gamma$
$\{0, 2, 0, 1\}$	$A_\gamma(b(X) + B_1) + A_{e\beta}B_\gamma + A_\gamma(B_\alpha + 1)P_0(X)$
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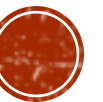


SOLVING...



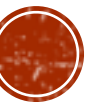
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- Used a mixture of computer algebra system and manual labor



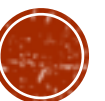
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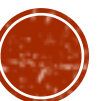
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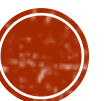
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- Obtain that $A_i(X) = a_i P_i(X) \Rightarrow$ Sound



THANK YOU!

Panoramix

