

# Multiparty Key Exchange, Efficient Traitor Tracing, and More from IO

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# Program Obfuscation

Intuition: Scramble a program

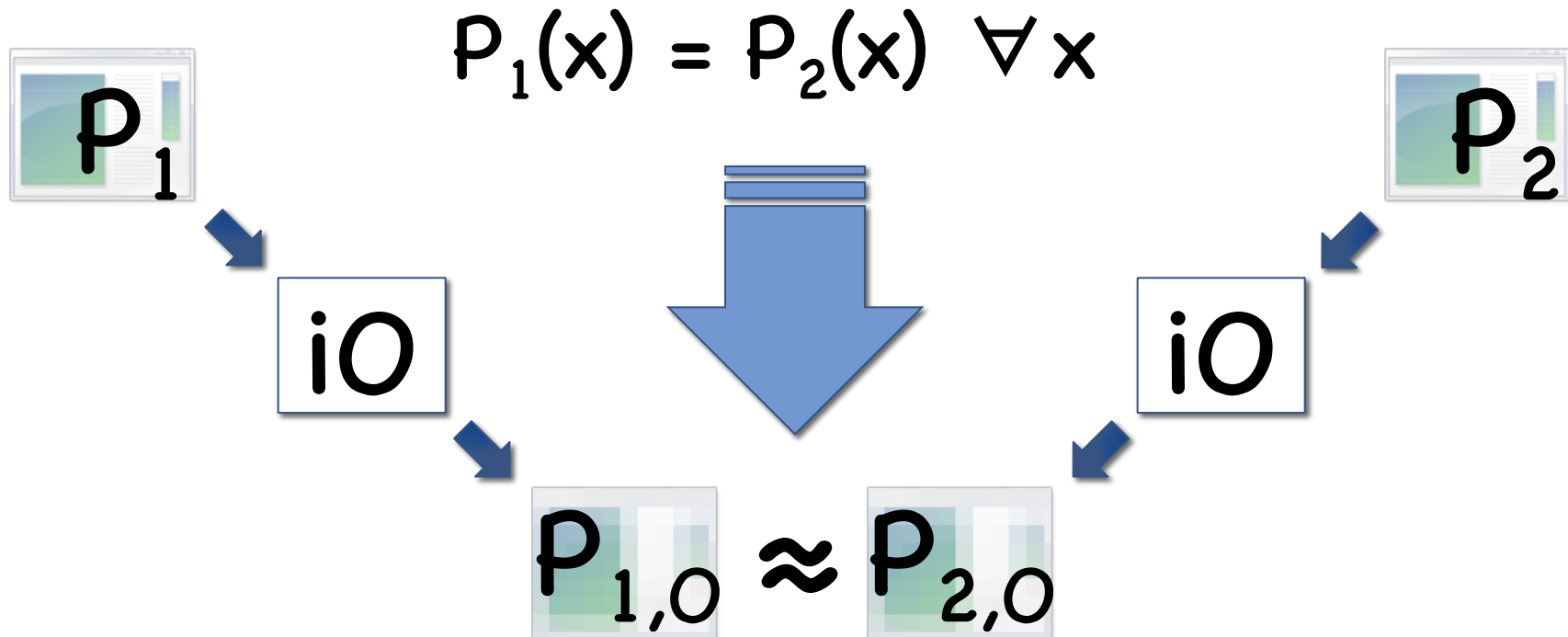
- Preserve functionality
- Hide implementation details

Applications:

- IP Protection
- Software Watermarking
- **Crypto**

# Indist. Obfuscation (iO) [BGI<sup>+</sup>01, GR'07]

If two programs have same functionality, obfuscations are indistinguishable



Big questions: How to build? How to use?

# Indistinguishability Obfuscation (iO)

An exploding field:

- **[GGH<sup>+</sup>'13] First candidate iO construction**
  - Built from multilinear maps
  - First application: functional encryption
- [BR'13, BGK<sup>+</sup>'13, ...] Additional constructions
- [SW'13, GGHR'13, **BZ'13**, ABGS<sup>Z</sup>'13, ...] Uses
  - Public key encryption, signatures, deniable encryption, multiparty key exchange, MPC, ...
- [BCPR'13, MR'13, BCP'13, ...] Further Investigation

# Our Results

## Non-interactive multiparty key exchange

- First scheme without trusted setup



## Efficient broadcast encryption

- Constant size ciphertext and secret keys
- First *distributed* system: users generate keys themselves

## Efficient traitor tracing

- Shortest secret keys, ciphertexts, known
- Resolves open problem in Differential Privacy [DNR<sup>+</sup>09]



# MULTIPARTY KEY EXCHANGE

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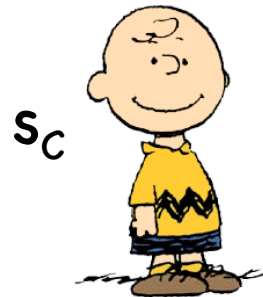
# (Non-Interactive) Multiparty Key Exchange



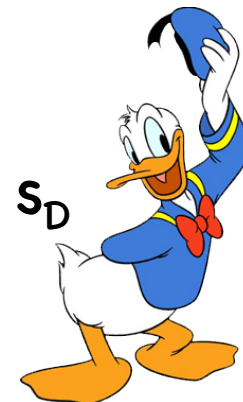
$K_{ABCD}$



$K_{ABCD}$



$K_{ABCD}$



$K_{ABCD}$

# History

**2** parties: Diffie Hellman Protocol [DH'76]

**3** parties: Bilinear maps [Joux'2000]

**$n > 3$**  parties: Multilinear maps [BS'03,GGH'13,CLT'13]

- Requires trusted setup phase

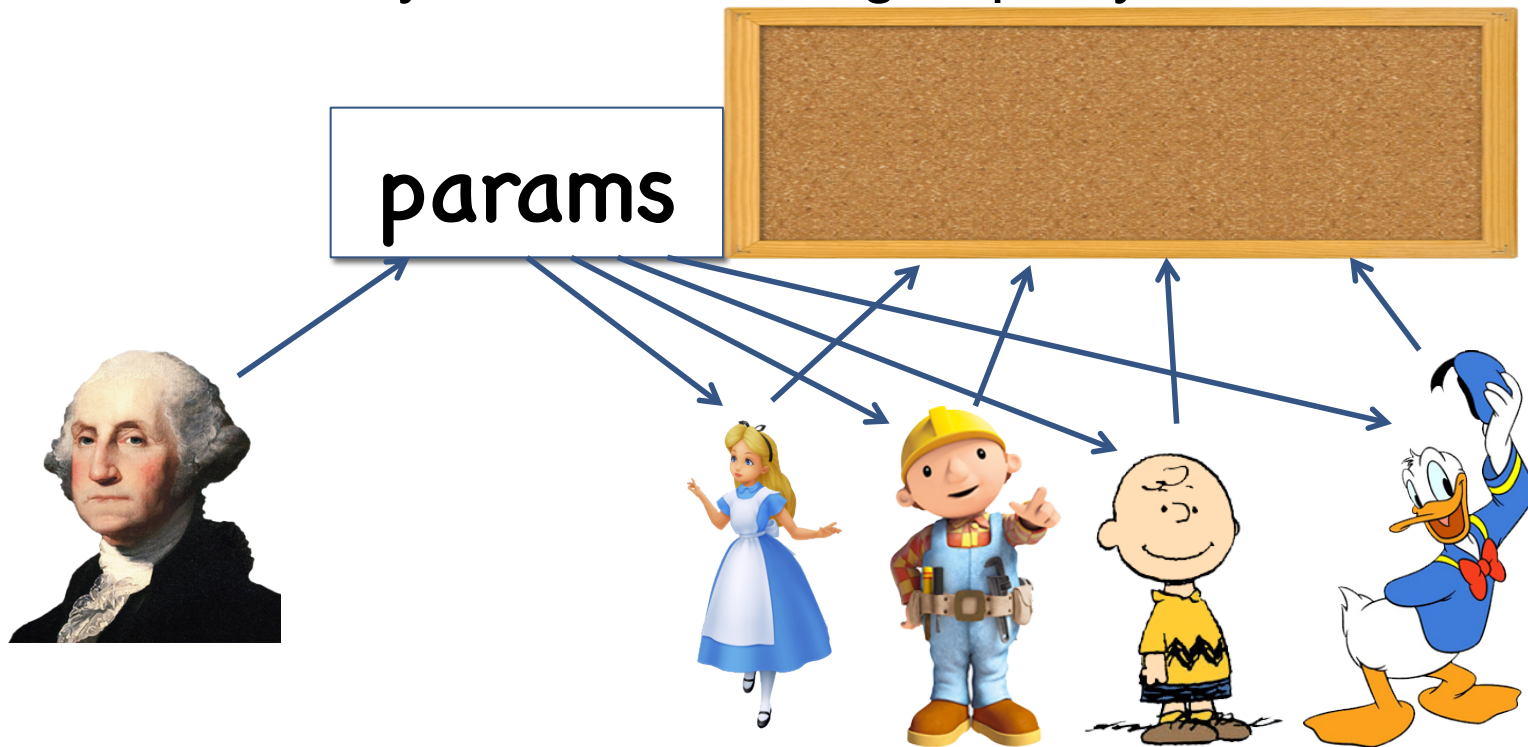
Our work:  **$n$**  parties, no trusted setup



# Prior Constructions for $n \geq 3$

First achieved using multilinear maps [GGH'13, CLT'13]

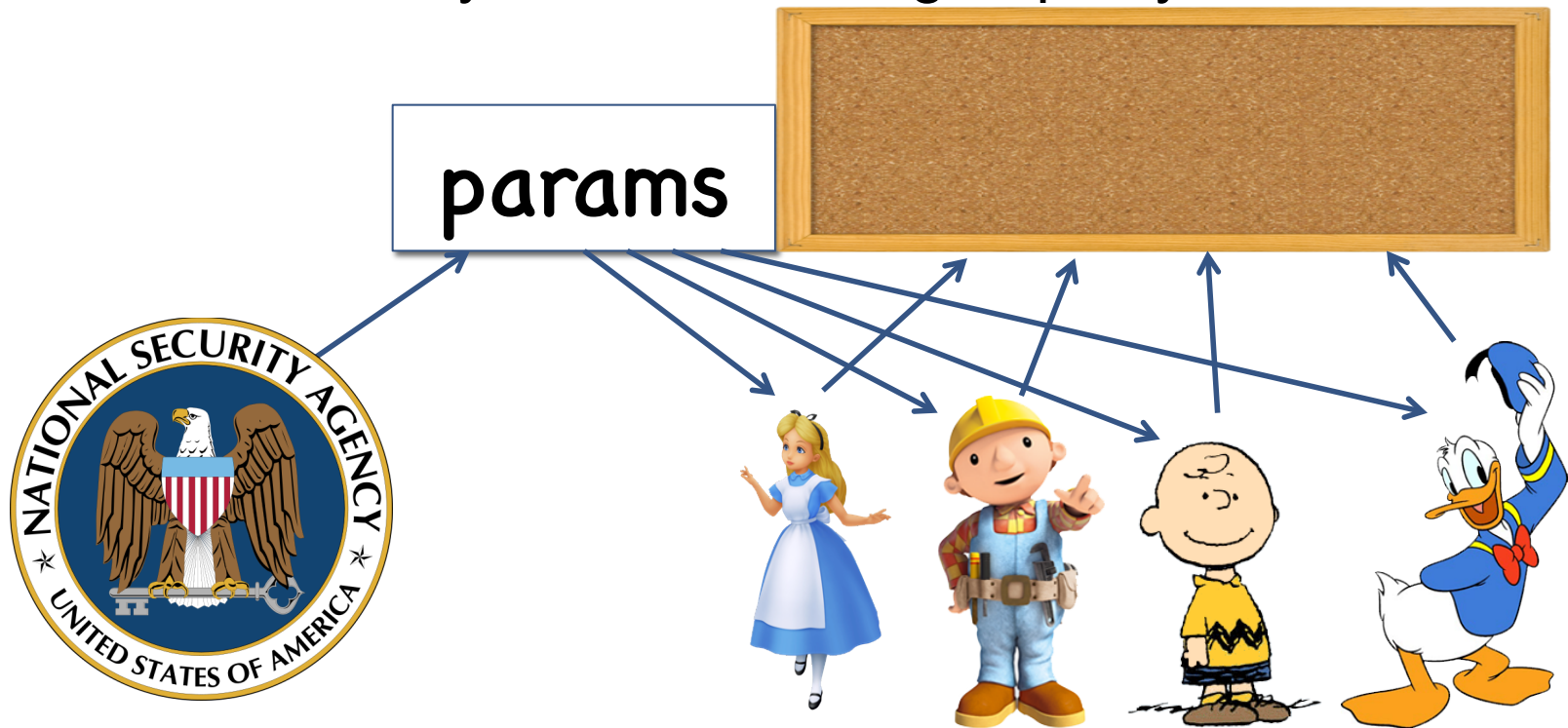
- These constructions all require trusted setup **before** protocol is run
- Trusted authority can also learn group key



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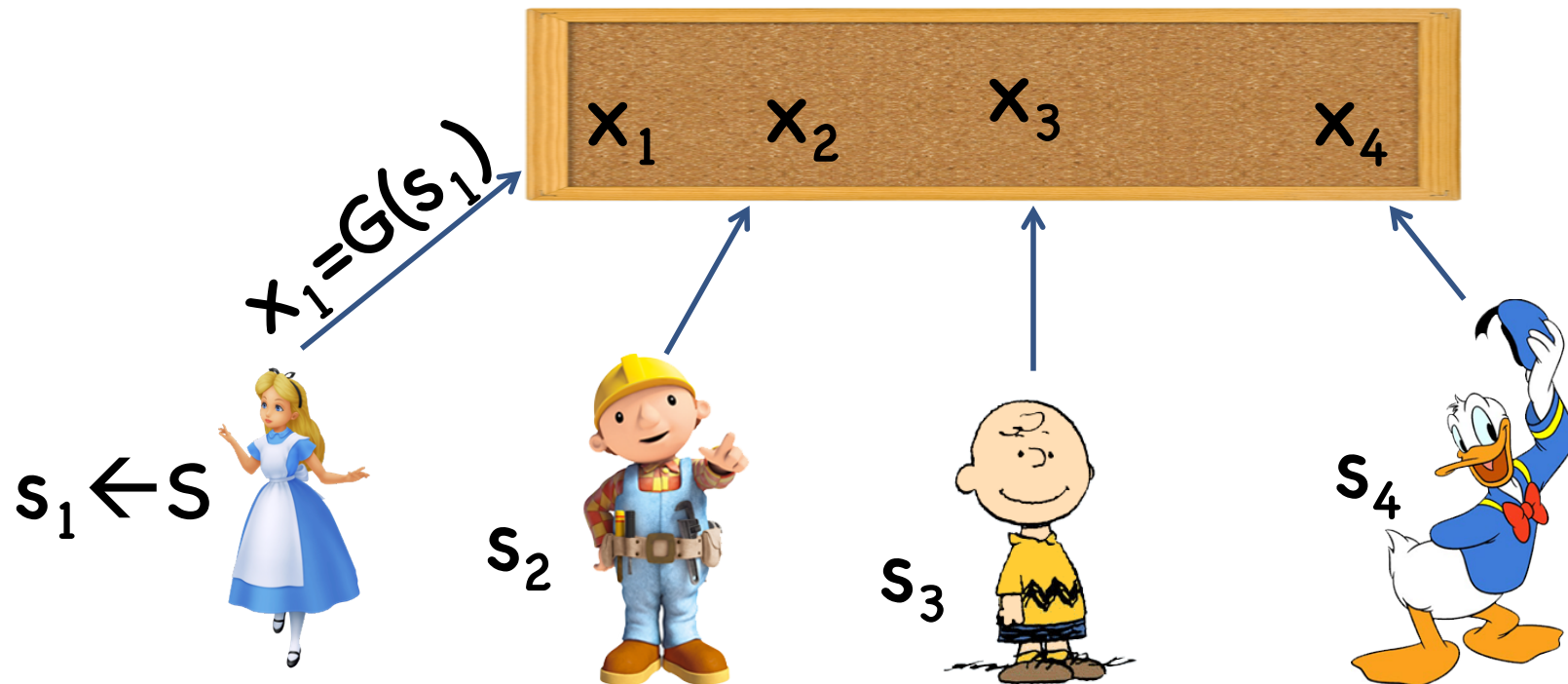
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# Starting point for our construction

Building blocks:

- One-way function  $G:S \rightarrow X$
- Pseudorandom function (PRF)  $F$



Shared key:  $F_k(x_1, x_2, x_3, x_4)$  ← how to compute securely?

# Introduce Trusted Authority (for now)



$k$   $P(y_1, \dots, y_n, s, i) \{$   
    If  $G(s) \neq y_i$ , output  $\perp$   
    Otherwise, output  $F_k(y_1, \dots, y_n)$   
 $\}$

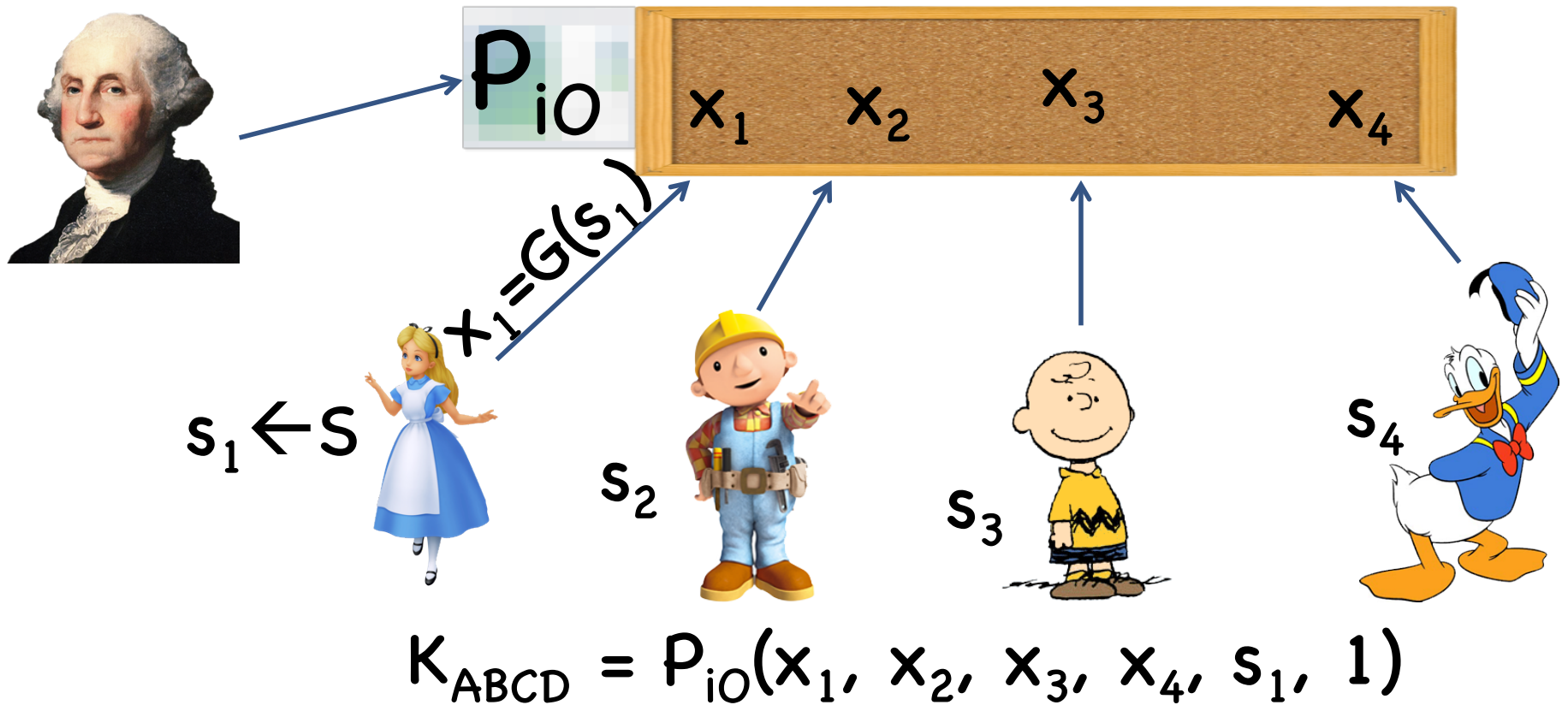


$iO$



$P_{iO}$

# First attempt



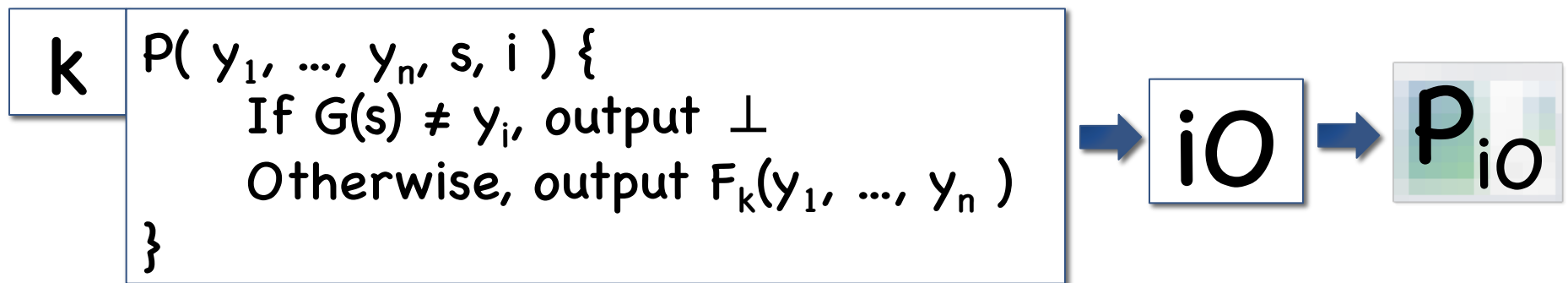
Problems:

- $k$  not guaranteed to be hidden using  $iO$
- Still have trusted authority

# Removing Trusted Setup

As described, our scheme needs trusted setup

Observation: Obfuscated program can be generated independently of publishing step

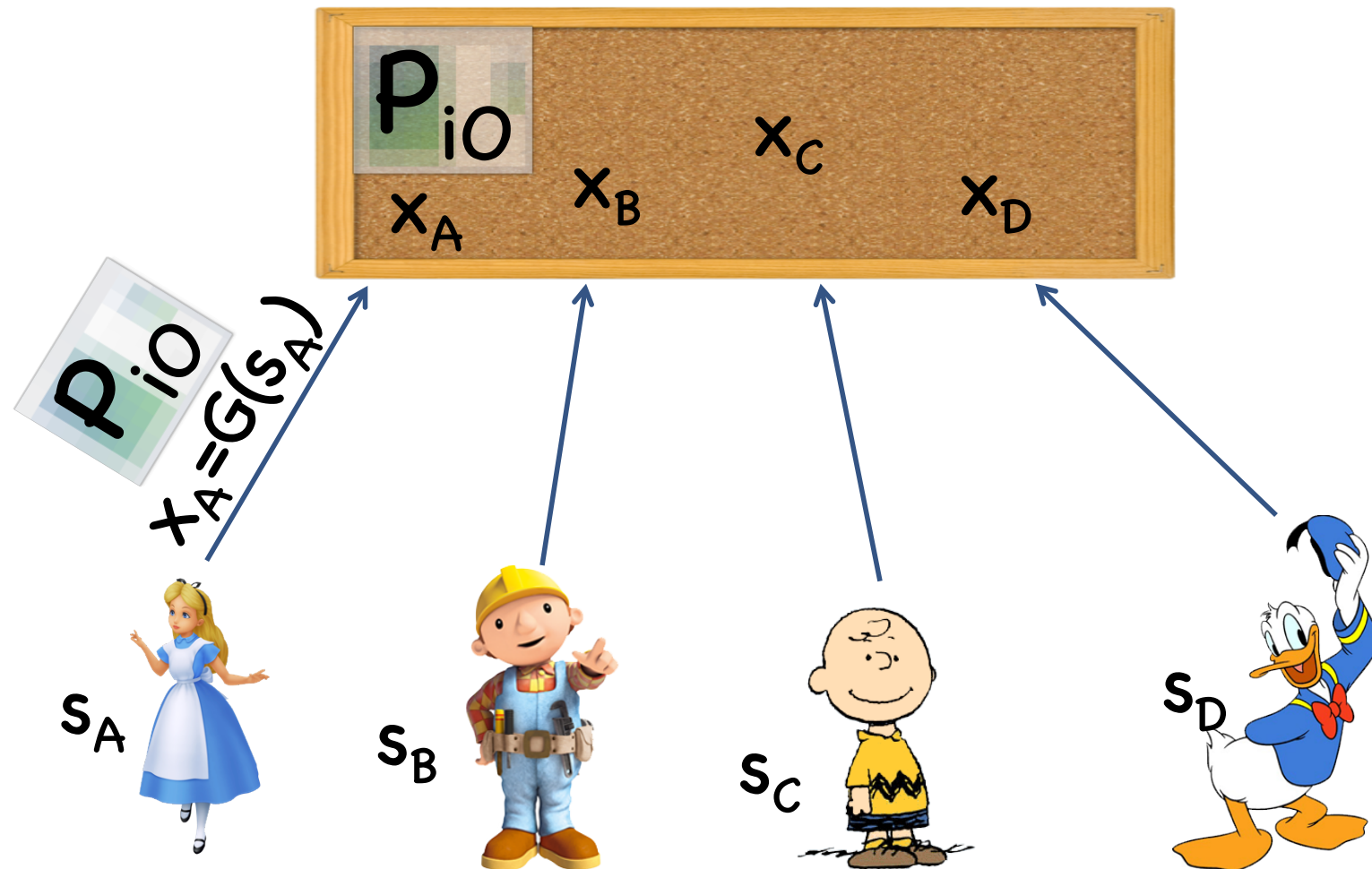


Untrusted setup: designate user 1 as “master party”

- generates  $P_{iO}$ , sends with  $x_1$



# Multiparty Key Exchange Without Trusted Setup



Security equivalent to security of previous scheme

# Hiding $k$

Follow “punctured program” paradigm of SW’13

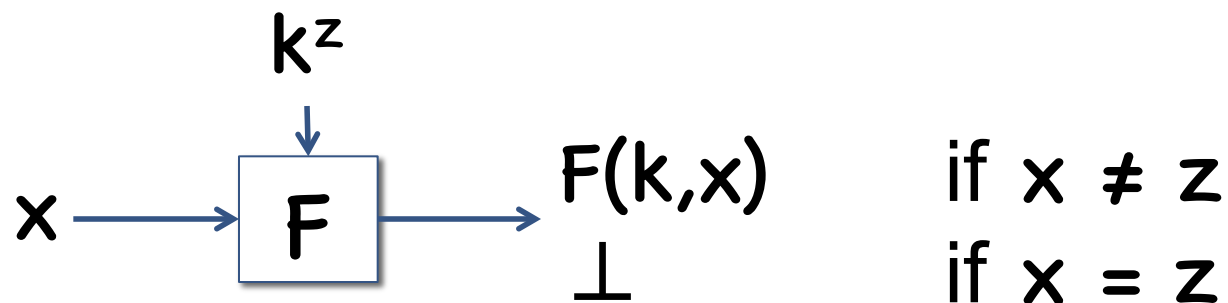
- Use pseudorandom generator for  $G$

$$G: S \rightarrow X \quad |X| \gg |S|$$

$$G(s), s \leftarrow S \text{ indist. from } x \leftarrow X$$

- Use special “punctured PRF” for  $F$  [BW’13, KPTZ’13, BGI’13, SW’13]

Punctured key  $k^z \Rightarrow$  compute  $F_k(\cdot)$  everywhere but  $z$



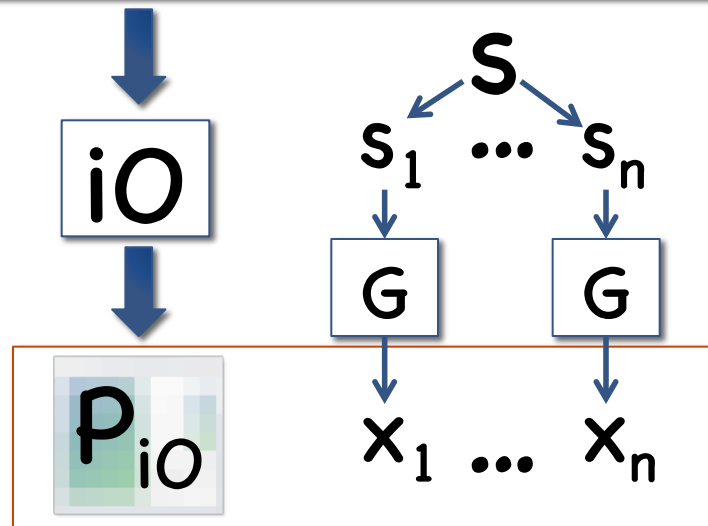
Security: given  $k^z$ , cannot compute  $t = F_k(z)$

Construction: GGM’84



# Security of Our Construction

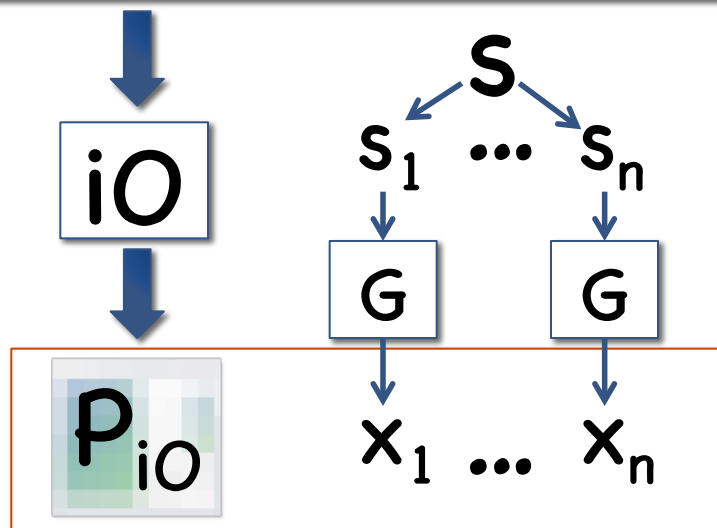
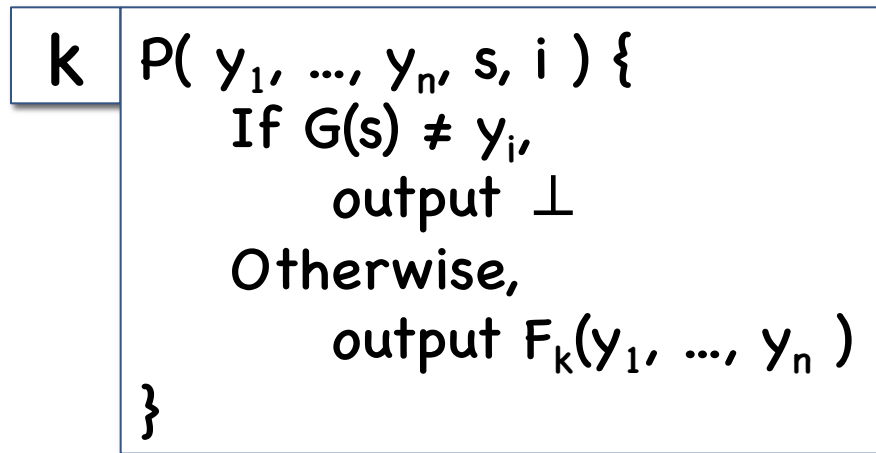
$k$   $P(y_1, \dots, y_n, s, i) \{$   
    If  $G(s) \neq y_i,$   
        output  $\perp$   
    Otherwise,  
        output  $F_k(y_1, \dots, y_n)$   
     $\}$



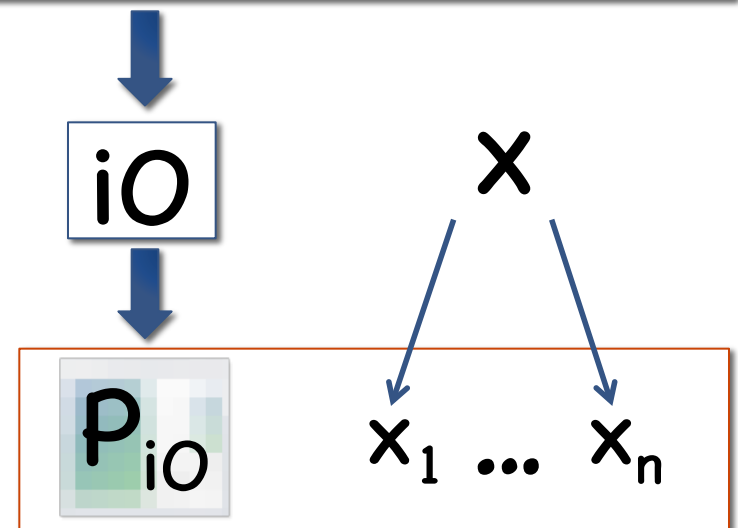
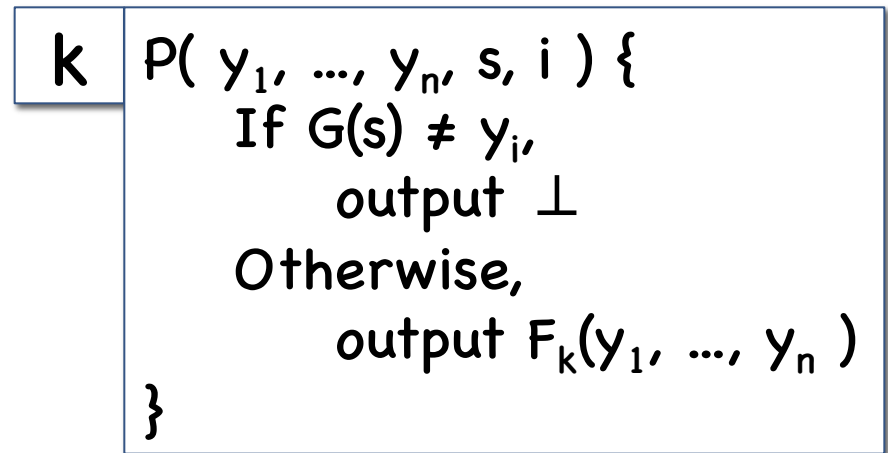
Adversary's goal:  
Learn  $F_k(x_1, \dots, x_n)$

# Step 1: Replace $x_i$

## Real World



## Alternate World 1

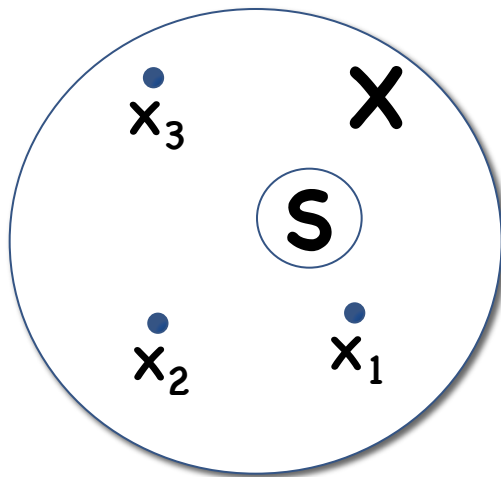


Security of  $G \Rightarrow$  words indistinguishable

# Step 1: Replace $x_i$

Observation:

Since  $|X| \gg |S|$ ,  
w.h.p. no  $s, i$  s.t.  $G(s) = x_i$



Never pass check when

$$y_1, \dots, y_n = x_1, \dots, x_n$$

## Alternate World 1

$k$	$P(y_1, \dots, y_n, s, i) \{$ If $G(s) \neq y_i$ , output $\perp$ Otherwise, output $F_k(y_1, \dots, y_n)$ $\}$
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$iO$



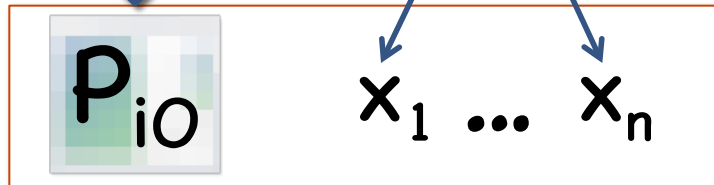
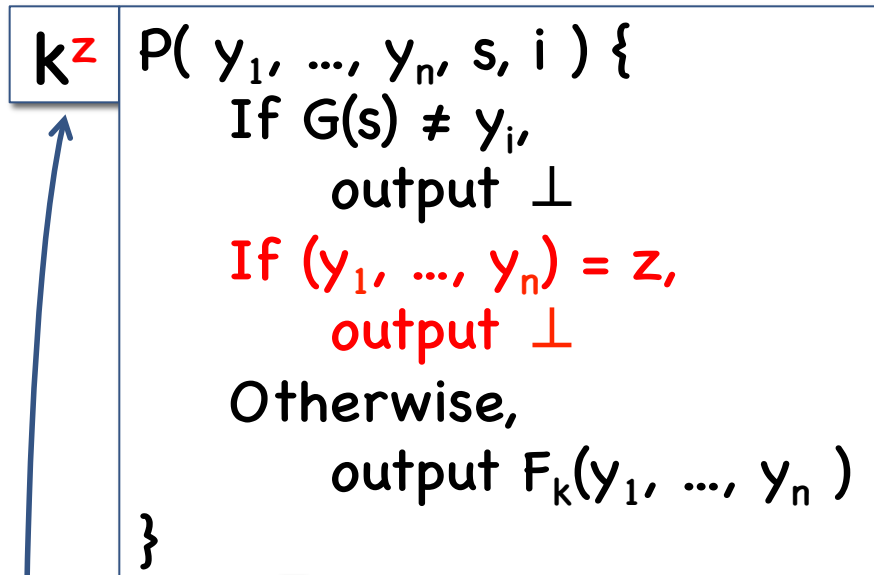
$P_{iO}$

$X$

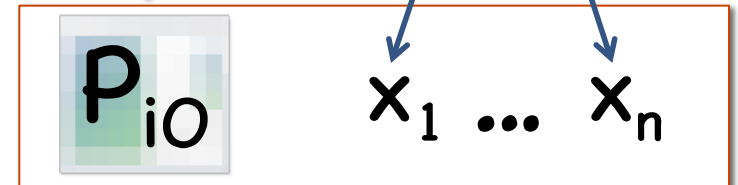
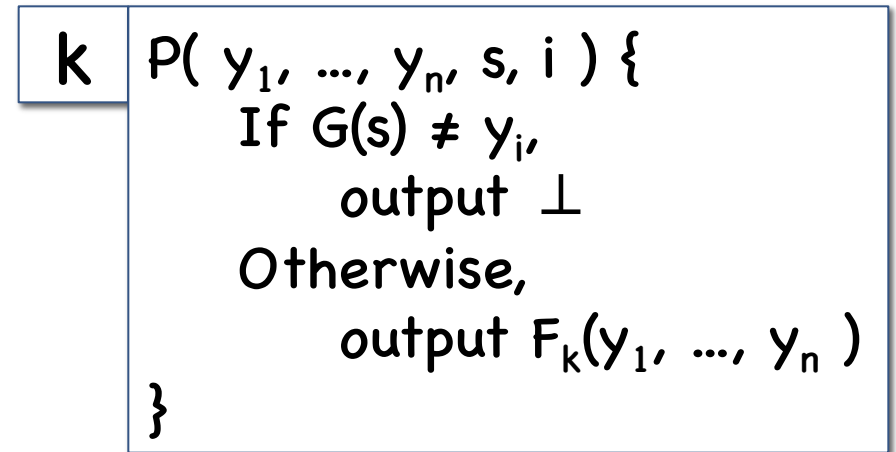
$x_1 \dots x_n$

# Step 2: Puncture

## Alternate World 2



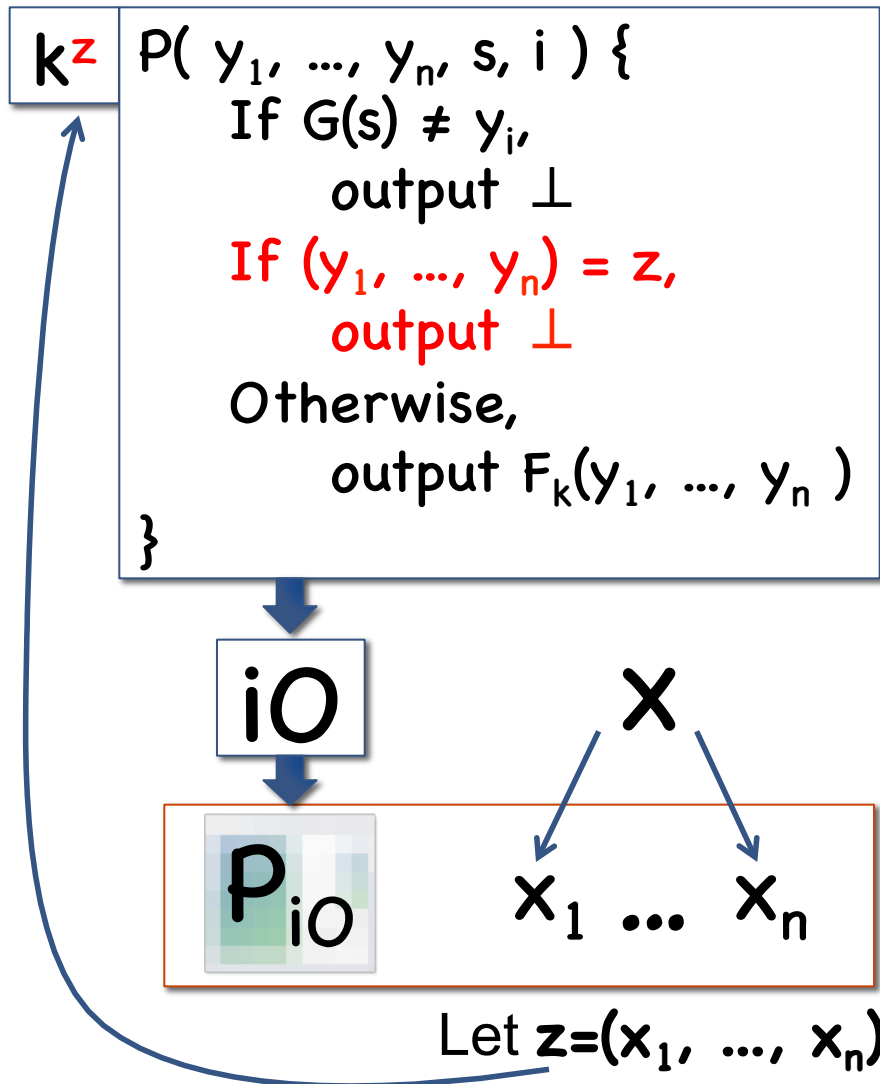
## Alternate World 1



Let  $z = (x_1, \dots, x_n)$   
 W.h.p. programs identical + iO  $\Rightarrow$  Worlds indistinguishable

# Security

## Alternate World 2



Adversary's goal: learn  $F_k(z)$

Success in Real World  
 $\Rightarrow$  success in World 2

In World 2:

Adversary only sees  $k^z$   
 $\Rightarrow$  cannot learn  $F_k(z)$





# Future Work

Our work and others: iO is incredibly powerful

**What else can we do with it? What can't we do?**

Obfuscation is currently very inefficient

**Can we make obfuscation practical?**