



# CRISP

Center for Research  
in Security and Privacy

## Transputation: Transport framework for secure computation

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CRISP is a joint project of



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# Secure Computation



Alice and Bob

- .. have **private inputs**
- .. want to jointly compute a function
- .. **reveal the output** and **nothing more**

# Secure 2PC setting in this talk

- Yao's garbled circuits: Constant round
- Passive security
- Concrete efficiency

# 1 Bandwidth – bottleneck?

- ❑ Computation time has significantly reduced due to
  - Circuit optimizations
  - Hardware support for cryptography
- ❑ 2PC based on garbled circuits have reached the theoretical lower bound [ZRE15]
- ❑ Bandwidth is believed to be the main bottleneck
- ❑ Bandwidth is underutilized.
- ❑ TCP sockets are used in all
  - secure computation implementations
  - network settings

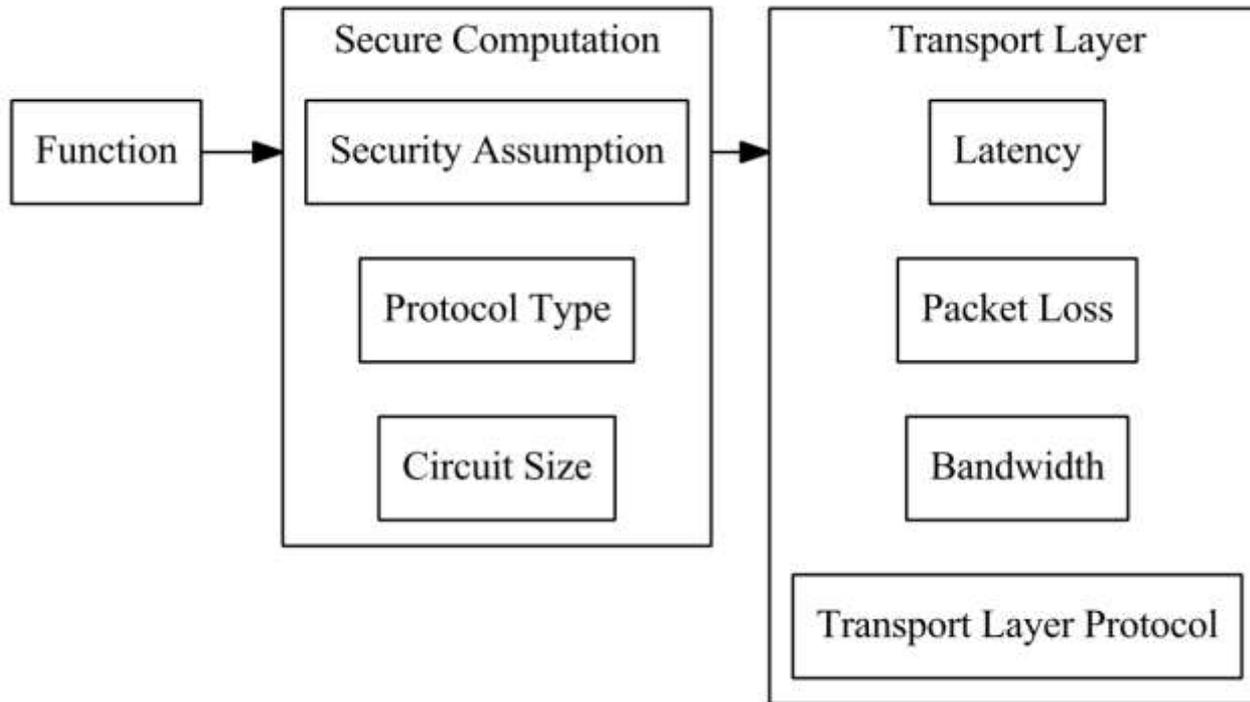
## 2 Why not use other transport protocols?

- Hard to integrate transport protocols to the application
- One-size does not fit all
- Depends on
  - Circuit size
  - Size of inputs
  - Network conditions

## 3 The problem with evaluations

- Do not reflect real world complexities
- Performance measured in ideal settings
- Extra work to setup realistic evaluation testbed

# Transputation Framework



# Transputation Framework

- ❑ Automates the usage and integration of transport layer protocols into secure computation implementations.
- ❑ Modular design
  - Separates program logic from network code
  - Allows extension with other secure computation protocols
  - Easy to extend with new transport protocols

# 2PC Layer

- ❑ PRF assumption [GLNP15]
  - 4-2 Garbled-row-reduction + XOR-1
- ❑ Circular related key assumption [ZRE15]
  - Free-XOR + Half-gates
- ❑ Ideal cipher assumption [BHKR13]
  - Fixed-Key AES + Free-XOR + Half-gates

Assumption	AES	SHA256	MinCut
PRF	0.59	3.41	69.04
Circularity	0.21	2.77	30.52
Ideal cipher	0.21	2.77	30.52

Garbled circuit size in MB

# Transport Layer: Basics

- ❑ End-to-end communication between the applications on different hosts
- ❑ Sender: Segments data received from the application
- ❑ Receiver: Reassembles segments into messages

# Transport Layer

## Principles

- Reliability
- Flow control
- Congestion control
- Fairness

## Protocol selection

- Latency
- Bandwidth
- Packet Loss

# Transport Layer Protocols

## □ TCP

- Reliable but poor bandwidth utilization
- Reacts on packet-level events (ACK)
- Transmission rate controlled with additive increase multiplicative decrease (AIMD) algorithm

## □ UDP

- Unreliable

# Transport Layer Protocols

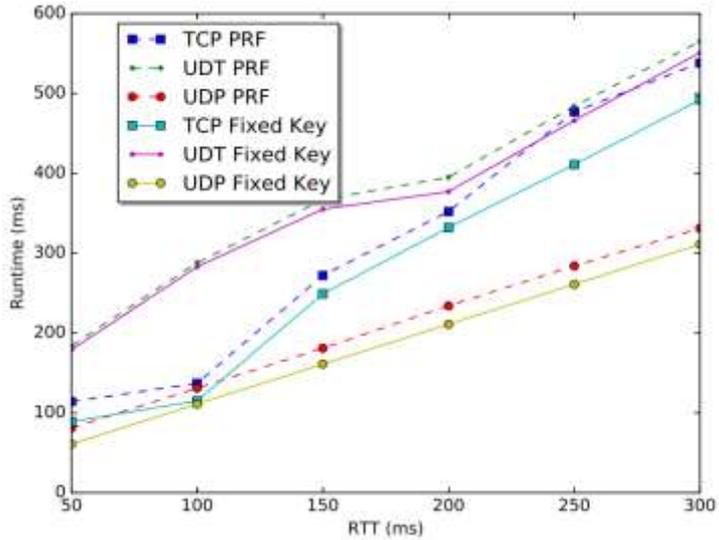
## □ UDT

- UDP-based data transfer protocol
- Reliability added at the application layer
- Timer-based congestion control
- Loss indicated with Negative ACK (NACK)
- Uses Decreasing AIMD algorithm.

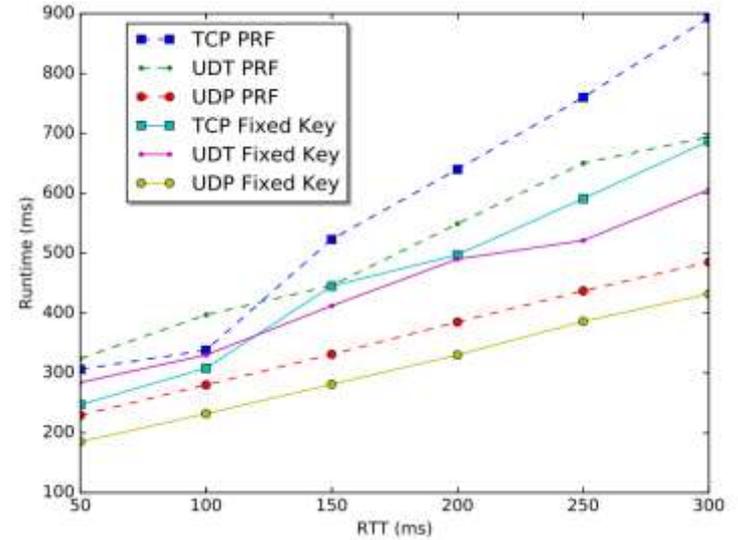
# Evaluation Testbed

- Distributed evaluation setup tailored for 2PC
- Supports various transport protocols
- Allows 2PC developers to perform real life evaluations

# Evaluations: Latency

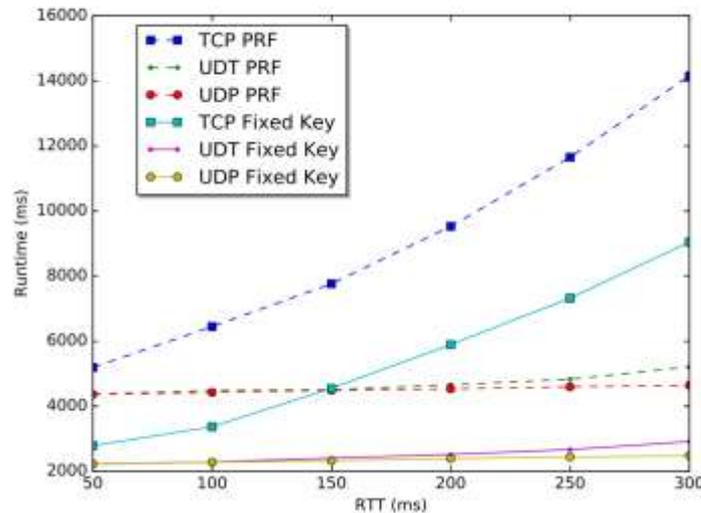


AES

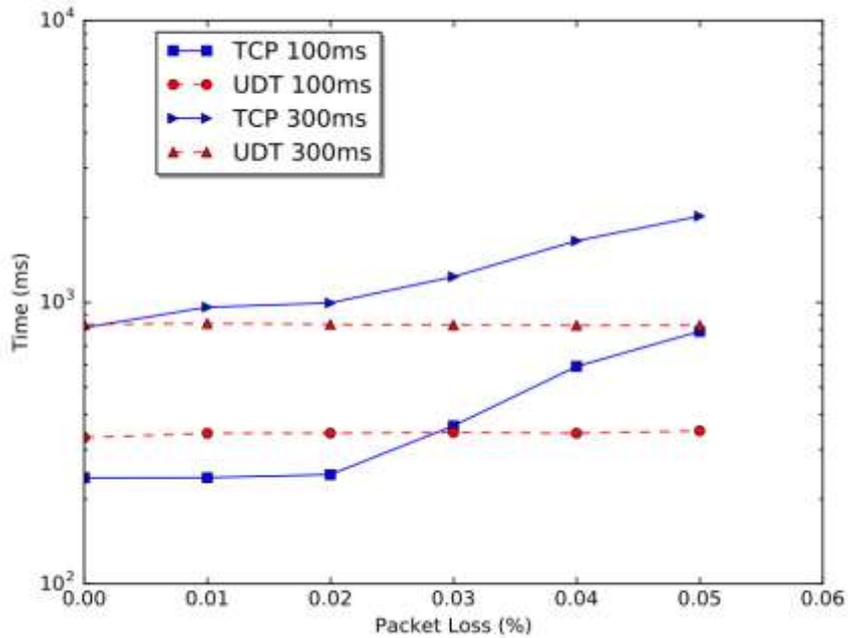


MinCut

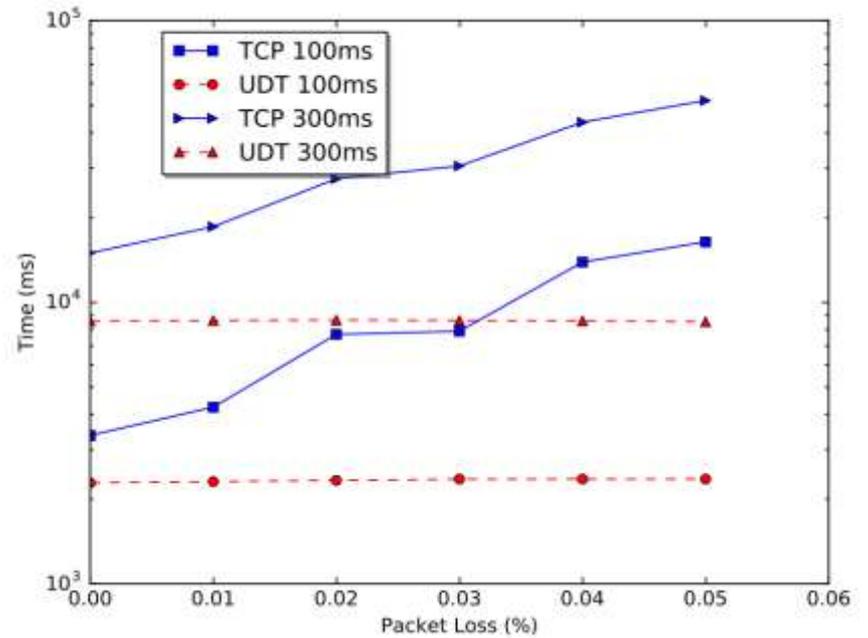
SHA256



# Evaluations: Packet loss

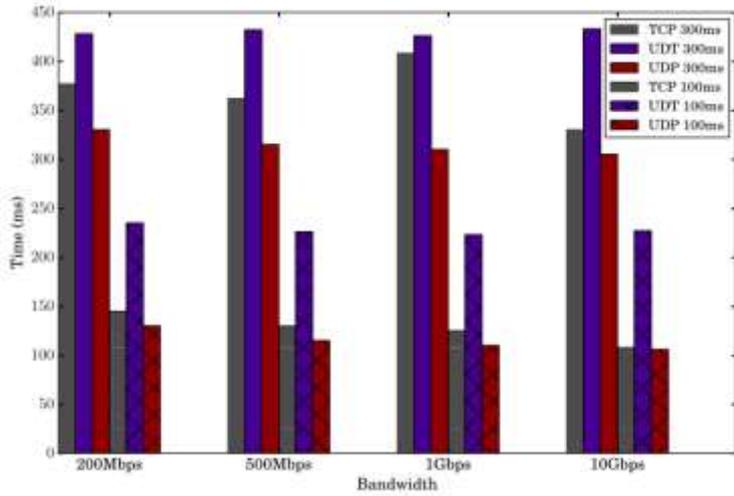


SHA256

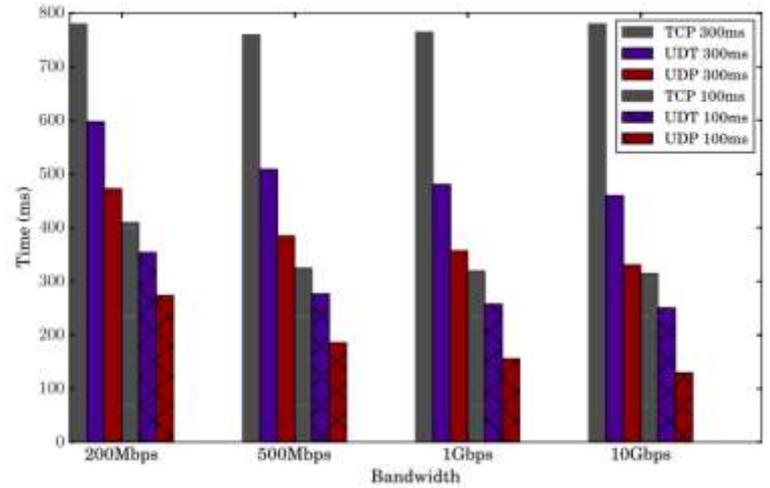


MinCut

# Evaluations: Bandwidth

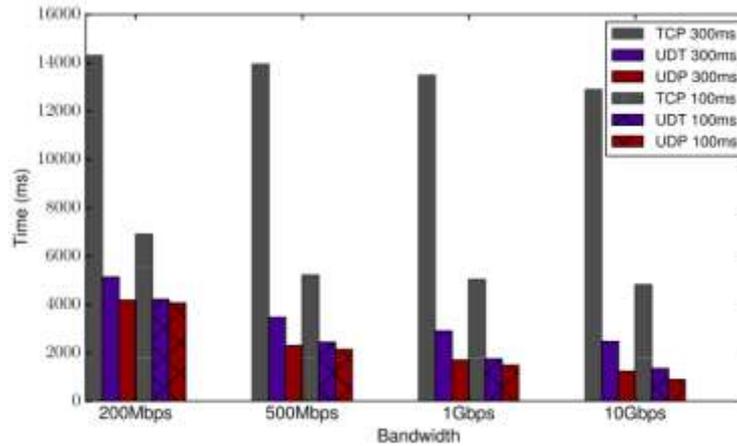


AES



MinCut

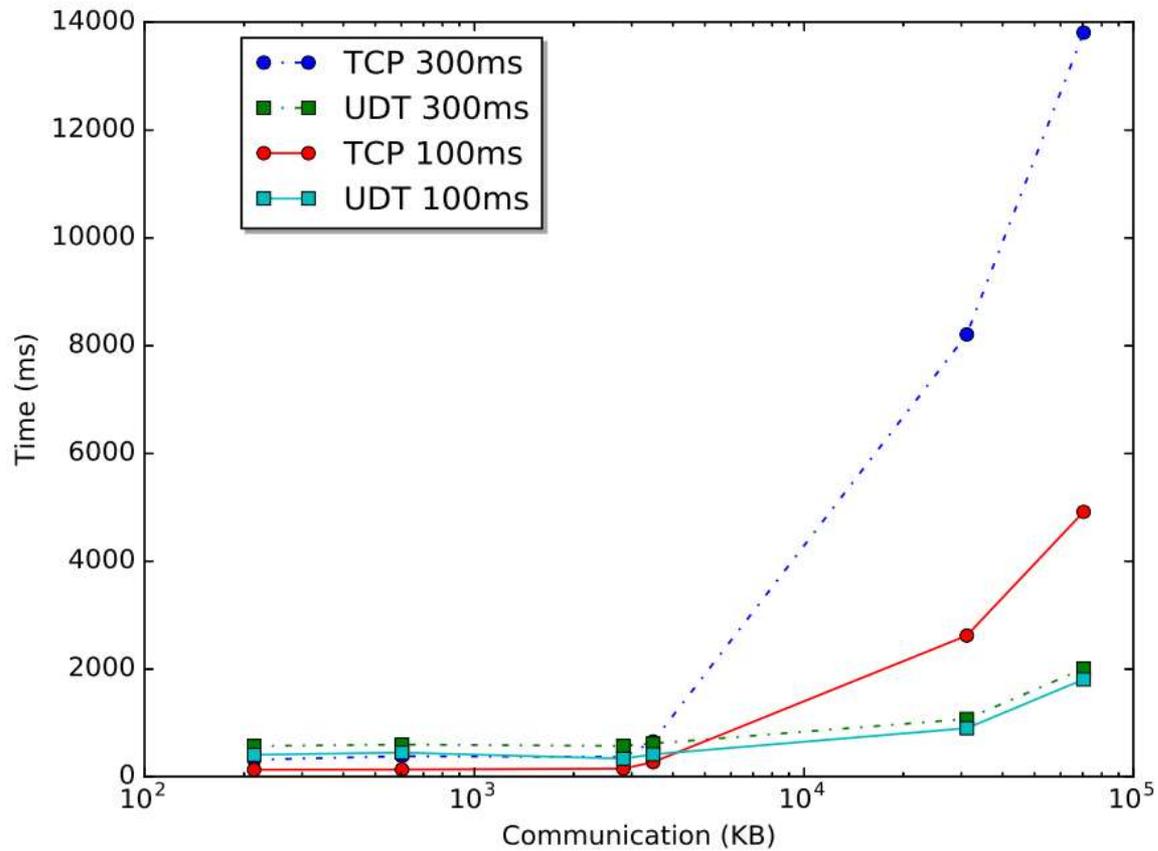
SHA256



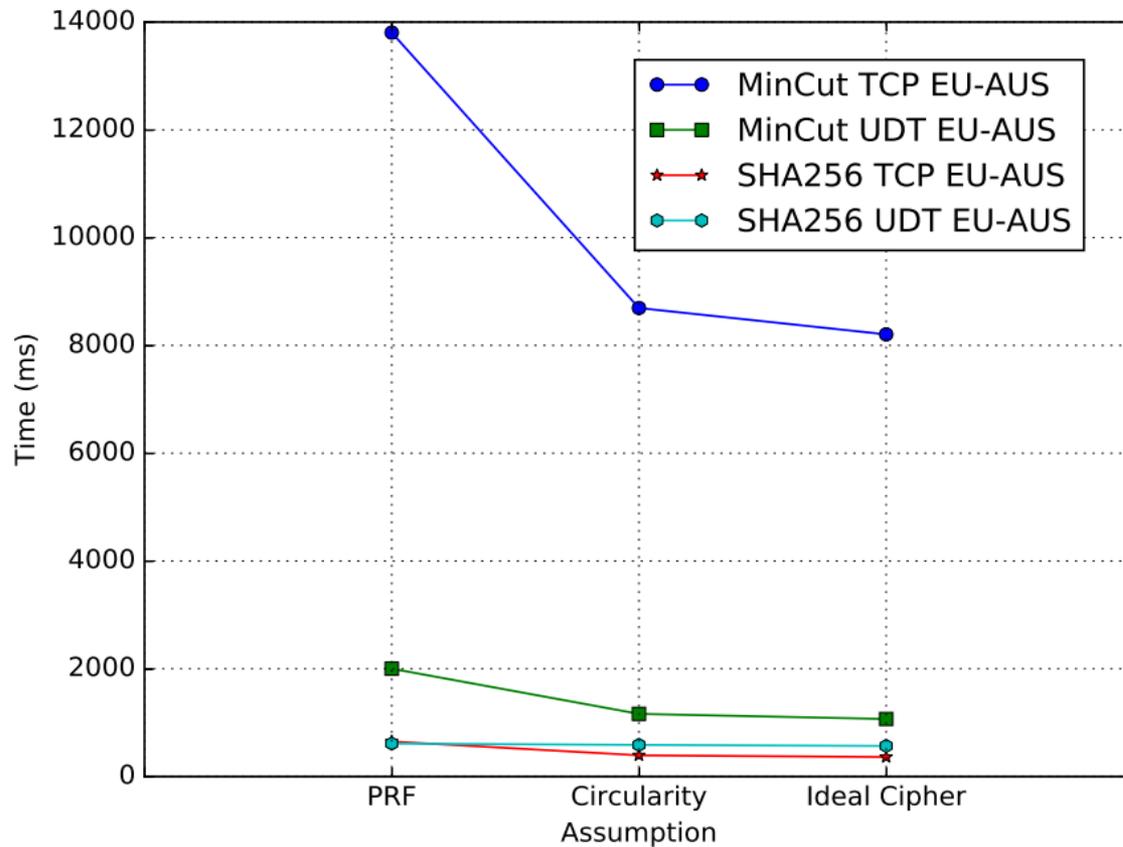
# Evaluation results

Circuit	Setting	Ideal cipher		Circularity		PRF	
		TCP	UDT	TCP	UDT	TCP	UDT
AES	LAN	<b>2.4</b>	187.1	<b>2.9</b>	191.3	<b>7</b>	202.7
	EU-US	<b>127.4</b>	403.9	<b>126.3</b>	408.3	<b>130.4</b>	444.2
	EU-AUS	<b>312.44</b>	566.84	<b>310.88</b>	580.2	<b>377.92</b>	592.5
SHA256	LAN	<b>13.5</b>	191.9	<b>19.9</b>	226.7	<b>30.5</b>	233.45
	EU-US	<b>146.23</b>	332.24	<b>151.99</b>	318.26	<b>266.46</b>	411.96
	EU-AUS	<b>362.53</b>	568.22	<b>394.13</b>	587.03	650.44	<b>612.43</b>
MinCut	LAN	<b>255.19</b>	598.2	<b>267.2</b>	740.2	<b>700.8</b>	1255.9
	EU-US	2616.59	<b>896.74</b>	2783.6	<b>957.6</b>	4911.89	<b>1802.25</b>
	EU-AUS	8204.61	<b>1068.07</b>	8693.57	<b>1163.14</b>	13805.2	<b>2001.27</b>

# Garbled circuit size



# Comparison for different assumptions



# Future Work

- Active security
- MPC
- Custom transport protocol for specific applications



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## Thank you

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# References

[BHKR13] Mihir Bellare, Viet Tung Hoang, Sriram Keelveedhi, and Phillip Rogaway.

**Efficient Garbling from a Fixed-Key Blockcipher, S&P 2013**

[GLNP15] Shay Gueron, Yehuda Lindell, Ariel Nof, and Benny Pinkas.

**Fast garbling of circuits under standard assumptions, CCS 2015**

[ZRE15] Samee Zahur, Mike Rosulek, and David Evans.

**Two halves make a whole - reducing data transfer in garbled circuits using half gates, EUROCRYPT 2015**