

# Universally Composable and Statistically Secure Verifiable Secret Sharing Scheme Based on Pre-Distributed Data

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**Abstract.** This paper presents a non-interactive verifiable secret sharing scheme (VSS) tolerating a dishonest majority based on data pre-distributed by a trusted authority. As an application of this VSS scheme we present very efficient unconditionally secure multiparty protocols based on pre-distributed data which generalize two-party computations based on linear pre-distributed bit commitments. The main results of this paper are a non-interactive VSS where the amount of data which needs to be pre-distributed to each player depends on the number of tolerable cheaters only, a simplified multiplication protocol for shared values based on pre-distributed random products, and non-interactive zero knowledge proofs for arbitrary polynomial relations. The security of the schemes are proved using the UC framework.

**Keywords:** Verifiable Secret Sharing, Dishonest Majority, Pre-distributed Data, Unconditional Security, Universal Composable.

## 1 Introduction

This paper gives a protocol for information theoretically secure verifiable secret sharing (VSS) in the commodity based model which tolerates a dishonest majority. On the basis of pre-distributed data a dealer can share a secret such that all players are convinced that the shares they hold are valid, i. e., sets of players larger than a threshold  $t$  can reconstruct the shared secret. When dealing with an adversary which is able to corrupt a majority of the players, this requirement is slightly relaxed, since corrupted players are always able to abort the protocol.

As an application of this VSS scheme we present very efficient multiparty protocols in the commodity based model which can tolerate up to  $t < n$  corrupted parties. If the number  $t$  is known the protocols can be chosen to be robust against  $n-t$  players trying to abort the calculation. The protocols can be seen as a generalization of [21] to multiparty protocols. But the multiplication procedure used here is much simpler than the one in [21] and compared to trivial extensions of [21] like pre-distributing two-party computations like oblivious transfer and then applying a general construction like [19] we save data. The amount of data to be pre-distributed to one party depends, for fixed security parameter and fixed size of the field, only on  $t$  and not on the total number  $n$  of parties. Due to the advantages of the commodity based model we can obtain a non-interactive VSS allowing non-interactive zero knowledge proofs.

**VSS** Tompa and Wolf [35] and McEliece and Swarte [28] were the first to study the problem of secret sharing in presence of a corrupted majority. They proposed solutions which work when the dealer is honest and corrupted players may attempt to cheat during the reconstruction of the secret. Later, Chor et al. [10] defined a complete notion of VSS, and gave a solution which was based on some intractability assumptions.

In Ben-Or et al. [5], an information theoretically secure VSS scheme was proposed which worked against any adversary which corrupts up to less than  $1/3$  of the players and the dealer. In [5], it was assumed that the players are connected by pairwise secure channels (the so-called secure channels model). As VSS, when implemented without a broadcast channel, implies Byzantine Agreement, the results of [26] show that the solution of [5] is optimal in the secure channels model.

Rabin and Ben-Or [33] were able to show that in the secure channels plus broadcast channel model unconditionally secure VSS is possible against any dishonest minority. In [11], Cramer et al. proposed a VSS scheme secure against an adaptive adversary which can corrupt any dishonest minority by using a linear information checking protocol. The protocols of [11] and [33] are interactive.

While secrecy in the secure channels plus broadcast channel model can easily be maintained even against an adversary which corrupts a majority of players, the same cannot be said of the validity of the shares. Clearly, correct verifiability of the shares in the presence of a faulty majority cannot be achieved in the secure channels plus broadcast channel model without further assumptions [33].

Assuming that the discrete logarithm problem is intractable Feldman proposed a VSS scheme [15] where the verifiability of the shares is information theoretically secure but the secrecy of the secret is only computationally secure. Pedersen [31] proposed a “dual” of Feldman’s scheme. Pedersen’s scheme protects the secrecy of the secret unconditionally, while verifiability is protected only computationally under the assumption that the discrete logarithm problem is intractable.

In this paper, we introduce a VSS scheme based on pre-distributed data which is information theoretically secure against *dishonest majorities*, that is,

both *the secrecy of the secret* and the *verifiability of the shares* are achieved independently of how much computational power is available to an adversary. Moreover, our solution is non-interactive.

**Multiparty Computation** As an application of our protocol, we provide a very simple and efficient information theoretically secure multiparty computation protocol based on pre-distributed data which is secure against dishonest majorities. In [3, 4, 12] protocols for multiparty computations secure against a faulty majority were proposed. In these papers, it was assumed that all the players were connected by oblivious transfer channels and a broadcast channel was available. Due to the use of pre-distributed data instead of oblivious transfer the protocols presented here are more efficient and do not need zero-knowledge proofs based on cut-and-choose arguments which increase the round complexity of protocols. Furthermore our protocol performs computations directly over a field  $GF(q)$  and not only over binary fields.

Finally, it should be remarked that, if a protocol is secure against *any* dishonest majority, even a single player should be able to abort the computation as was pointed out in [12]. However, the protocols for secure computation proposed in [3, 4, 12, 19] can be aborted by a single player *even when the number of honest players is known to be much larger than one*. This is not the case with our protocol. Given that there are  $n$  players of which at most  $t$  are dishonest, then there exists a secure VSS protocol for which  $n - t$  players are necessary to abort the execution of this protocol. This property also holds for the application to multiparty protocols.

**Universal Composable Multiparty Computation** Universally Composable (UC) Security [7] is a notion of security that holds even when the protocol is concurrently composed with an arbitrary set of protocols. This is a very desirable property for a protocol, since the protocols are normally executed concurrently to other tasks by each party. Canetti and Fischlin [8] showed that there exists functionalities that cannot be securely realized in the UC framework without any setup assumption in the case of an honest minority of parties. Some setup assumptions that allow UC secure multiparty computation are common reference string (CRS) model [8, 9, 14, 13], PKI model [1], random oracle model [23], signature cards [24] and tamper-proof hardware [25, 30]. Prabhakaran and Sahai [32] introduced a model in which the environment, the adversary and the simulator are given oracle access to super-polynomial angels. In this model one can securely implement any multiparty functionality without setup assumptions.

### 1.1 Commodity Based Cryptography and Related Work

In [2] the commodity based cryptographic model was introduced on which the protocols presented here are based. In this model players buy cryptographic primitives from “off-line” servers. These primitives can be used later on to implement general cryptographic protocols. The commodity based model was inspired on the Internet architecture, which is usually based on the “client-server”

paradigm. Once the primitives, or *commodities* as they are called by Beaver, are acquired, no further interaction between the server and the users is required. Therefore, the server need not know any secret values of the players.

In this contribution, we show that the use of off-lines servers provides very efficient and simple protocols for verifiable secret sharing and secure function evaluation over  $GF(q)$  in the presence of a faulty majority.

Although this model was formalized just in [2], several independent works share the same flavor. We cite key-pre-distribution schemes [27], unconditionally secure bit commitments [34, 6] and unconditionally secure digital signature schemes [22].

The work which comes closest to the application of our VSS scheme to multiparty computations is [21]. There secure protocols for two-party computations in the commodity based model are proposed. Our protocol for multiparty secure computation can be understood as an extension of [21].

## 1.2 Our Contribution

In this Section we summarize our contribution. Due to the assumption that there is a trusted center which pre-distributes data during a setup phase, we could design a protocol for verifiable secret sharing which has the following interesting features.

- It is the first VSS protocol where the security of the secret and of the verifiability are achieved even against an all-mighty adaptive adversary which can corrupt any majority of the players and the dealer.
- It is non-interactive
- The verifiability of the protocol is not based on any cut-and-choose argument or expensive zero knowledge proofs.
- It is conceptually very simple and proven secure in the UC framework.

Furthermore for a fixed security parameter  $k$  and a fixed field size  $q$  the amount of data which has to be pre-distributed depends on  $t$  only.

As an application of our VSS, we propose a protocol for secure multiparty computations which also shows very interesting features (which to the best of our knowledge for the first time appear together in a single protocol): It is based on novel verifiable primitives in the commodity based model which allow two players to perform secure multiplication of shares over  $GF(q)$ ; It is information theoretically secure against any adversary which can corrupt any majority of the players; and given that there are  $n$  players of which at most  $t$  are dishonest,  $n - t$  players are necessary to abort an execution of the multiparty computation protocols.

Finally, to the best of our knowledge, our work is the first that formalizes the commodity based model in the UC framework.

## 2 The UC Framework

This section briefly review the main concepts of UC Framework, we refer the reader to [7] for a more detailed explanation of this framework. We also describe the ideal functionalities that we use in this work.

### 2.1 Overview

In the UC framework, the security of a protocol to carry out a task is established in three phases:

1. We formalize the process of executing a protocol in the presence of an adversary and an environment.
2. We formalize an ideal protocol for carrying out the task using a “trusted party”. In the ideal protocol the trusted party captures the requirements of the desired task and the parties cannot communicate among themselves.
3. We prove that the real protocol emulates the ideal protocol.

The environment in the UC framework represents all activity external to the running protocol, so it provides inputs to the parties running the protocol and receives the outputs that the parties generate during the execution of the protocol. The environment tries to distinguish between attacks on real executions of the protocol and simulated attacks against the ideal functionality. If no environment can distinguish the two situations, the real protocol emulates the ideal functionality.

Proving that a protocol is secure in the UC framework provides the following benefits:

1. The ideal functionality describes intuitively the desired properties of the protocol.
2. The protocols are secure under composition.
3. The security is retained when the protocol is used as a sub-protocol to replace an ideal functionality that it emulates.

*The ideal protocol.* An ideal functionality  $\mathcal{F}$  represents the desired properties of a given task. Conceptually,  $\mathcal{F}$  is treated as a local subroutine by the several parties that use it, and so the communication between the parties and  $\mathcal{F}$  is supposedly secure (i.e., messages are sent by input and output tapes).

The ideal protocol for an ideal functionality  $\mathcal{F}$  involves an ideal protocol adversary  $\mathcal{S}$ , an environment  $\mathcal{Z}$  on input  $z$  and a set of dummy parties that interacts as defined below. Whenever a dummy party is activated with input  $x$ , it writes  $x$  onto the input tape of  $\mathcal{F}$ . Whenever the dummy party is activated with value  $x$  on its subroutine output tape, it writes  $x$  on subroutine output tape of  $\mathcal{Z}$ . The ideal protocol adversary  $\mathcal{S}$  has no access to the contents of messages sent between dummy parties and  $\mathcal{F}$ , and it should send corruption messages directly to  $\mathcal{F}$  that is responsible for determining the effects of corrupting any dummy

party. The ideal functionality receives messages from the dummy parties by reading its input tape and sends messages to them by writing to their subroutine output tape. In the ideal protocol there is no communication among the parties using the adversary to deliver the message. The environment machine,  $\mathcal{Z}$ , can set the inputs to the parties, and read their outputs, but it cannot see the communication with the ideal functionality.

*The real protocol.* In the real world, the protocol  $\pi$  is executed by parties  $P_1, \dots, P_n$  with some adversary  $\mathcal{A}$  and an environment machine  $\mathcal{Z}$  with input  $z$ .  $\mathcal{Z}$  can set the inputs for the parties and see their outputs, but it cannot see the communications among the parties.

The parties of  $\pi$  can invoke subroutines, pass inputs to them and receive outputs from them. They can also write messages on the incoming communication tape of the adversary. These messages may specify the identity of the final destination of the message.  $\mathcal{A}$  can send messages to any party ( $\mathcal{A}$  delivers the message). In addition, they may use the ideal functionalities that are provided to the real protocol.

$\mathcal{A}$  can communicate with  $\mathcal{Z}$  and the ideal functionalities that are provided to the real protocol.  $\mathcal{A}$  can also corrupt parties. After receiving a special message (Corrupt *id*) from the environment, the adversary corrupt a party by delivering the message (Corrupt). By the definition of the process of corrupting, the environment always knows which parties are corrupted.

*The adversarial model.* The parties have unique identities and are locally PPT. The network is asynchronous without guaranteed delivery of messages. The communication is authenticated and secure, and the parties have access to an authenticated broadcast channel. The secure channel between the parties and the authenticated broadcast channel can be pre-distributed by the trusted authority [2]. The adversary is adaptive in corrupting parties, and is active in its control over corrupted parties. The adversary can corrupt up to  $t$  parties. Finally, the adversary, the environment allowed unbounded complexity. The simulator is allowed to be polynomial in the complexity of the adversary.

*Realizing an ideal functionality.* We say that a protocol  $\pi$  statistically UC-realizes an ideal functionality  $\mathcal{F}$  if for any real-life adversary  $\mathcal{A}$  there exists an ideal-protocol adversary  $\mathcal{S}$  such that no environment  $\mathcal{Z}$ , on any input  $z$ , can tell with non-negligible probability whether it is interacting with  $\mathcal{A}$  and parties running  $\pi$  in the real-life process, or it is interacting with  $\mathcal{S}$  and  $\mathcal{F}$  in the ideal protocol. This means that, from the point of view of the environment, running protocol  $\pi$  is statistically indistinguishable of interacting with an ideal protocol for  $\mathcal{F}$ .

## 2.2 The Commodity Functionality

We describe below the functionality ( $\mathcal{F}_{Commodity}$ ) that captures the Commodity Based Model [2] in which offline servers provides cryptographic primitives to the parties and do not engage in the rest of the protocol.

1. Upon receiving an input (DISTRIBUTE,  $sid$ ,  $P_{X_1, \dots, X_n}$ ) where  $P_{X_1, \dots, X_n}$  is the specification of a probability distribution, verify that  $sid = (sid_1, \dots, sid_n, sid')$  where  $sid_i$  identifies a party; else halt. Next choose randomly  $x_1, \dots, x_n$  according to  $P_{X_1, \dots, X_n}$  and send a message (DISTRIBUTED,  $sid$ ,  $P_{X_1, \dots, X_n}$ ,  $x_i$ ) to the party specified by  $sid_i$  for  $i = 1, \dots, n$ .

Since the specification of the probability distribution  $P_{X_1, \dots, X_n}$  and  $sid$  (that contains the identities of all participant parties in an ordered way) are specified in the outputs of the functionality, a corrupted party cannot gain advantage by choosing a probability distribution differing from the one specified in the protocol that utilizes this functionality.

### 2.3 The Multiplicative and Additive Verifiable Secret Sharing Functionality

We describe below a Multiplicative and Additive Verifiable Secret Sharing Functionality ( $\mathcal{F}_{MA-VSS}$ ). In this functionality, various secrets can be shared among one set of parties (even secrets that have different dealers). Some specified subsets of the parties can together reconstruct the secrets. These subsets can also ask the functionality to multiply two secrets. In addition, a party can ask the functionality to compute a linear operation between two secrets. In linear and multiplication operations the secrets involved on the operation are not revealed to the parties.

1. Upon receiving an input (SHARE,  $sid$ ,  $vssid$ ,  $x_{vssid}$ ) from some dealer  $D$ , verify that  $sid = (\mathcal{Q}, sid')$  where  $\mathcal{Q} = \{Q\}$  is an access structure, namely a collection of sets of identities  $Q \subset \{0, 1\}^*$ , that  $vssid = (D, vssid')$  and that there is no recorded secret for this  $vssid$ ; else halt. Next, record  $(vssid, x_{vssid})$  and generate a public delayed output (SHARED,  $sid$ ,  $vssid$ ) to the parties in  $\mathcal{R} = \bigcup_{Q \in \mathcal{Q}} Q$ . Ignore subsequent (SHARE,  $\overline{sid}$ , ...) messages that have  $\overline{sid}$  different from  $sid$ .
2. Upon receiving a message (OPEN,  $sid$ ,  $vssid$ ) from party  $P$ , add  $P$  to the (initially empty) list of parties that ask to open the secret and send a public delayed output (OPENING-ASKED,  $sid$ ,  $vssid$ ,  $P$ ) to the parties in  $\mathcal{R}$ . If there is a set  $Q \in \mathcal{Q}$  where all parties in  $Q$  have provided an (OPEN,  $sid$ ,  $vssid$ ) input, and there is a recorded shared value  $x_{vssid}$ , then generate a public delayed output (OPEN,  $sid$ ,  $vssid$ ,  $x_{vssid}$ ) to the parties in  $\mathcal{R}$ .
3. Upon receiving an input (LINEAR-OPERATION,  $sid$ ,  $vssid_1$ ,  $\lambda$ ,  $vssid_2$ ) if there are recorded shared values  $x_{vssid_1}$  and  $x_{vssid_2}$ , compute  $x_{vssid} = x_{vssid_1} + \lambda x_{vssid_2}$ , record  $(vssid, x_{vssid})$  where  $vssid = (\perp, vssid')$  is an identification to this new secret and generate a public delayed output (LINEAR-OPERATION-COMPUTED,  $sid$ ,  $vssid_1$ ,  $\lambda$ ,  $vssid_2$ ,  $vssid$ ) to the parties in  $\mathcal{R} = \bigcup_{Q \in \mathcal{Q}} Q$ .
4. Upon receiving a message (MULTIPLY,  $sid$ ,  $vssid_1$ ,  $vssid_2$ ) from party  $P$ , add  $P$  to the (initially empty) list of parties that ask to multiply the secrets and send a public delayed output (MULTIPLICATION-ASKED,  $sid$ ,  $vssid_1$ ,

- $vssid_2, P$ ) to the parties in  $\mathcal{R}$ . If there is a set  $Q \in \mathcal{Q}$  where all parties in  $Q$  have provided an (MULTIPLY,  $sid, vssid_1, vssid_2$ ) input and there are recorded shared values  $x_{vssid_1}$  and  $x_{vssid_2}$ , then compute  $x_{vssid} = x_{vssid_1} \times x_{vssid_2}$ , record  $(vssid, x_{vssid})$  where  $vssid = (\perp, vssid')$  is an identification to this new secret and generate a public delayed output (MULTIPLICATION-COMPUTED,  $sid, vssid_1, vssid_2, vssid$ ) to the parties in  $\mathcal{R} = \bigcup_{Q \in \mathcal{Q}} Q$ .
5. Upon receiving a message (CORRUPT,  $sid, P$ ) from the adversary, add  $P$  to the list of parties that ask to open of all secrets (the corrupted party will also be present in the opening list of all secrets recorded after the corruption). Furthermore, send to the adversary all the recorded values  $(vssid, x_{vssid})$  in which  $P$  is the dealer. Next, if the adversary provides some list of new values  $(vssid, x'_{vssid})$ , change the recorded values in which  $P$  is the dealer and the Shared message were not yet written on the tape of any honest party in  $\mathcal{R}$ .

The linear and multiplicative operation among the shared secrets are defined inside the functionality in order to use the homomorphic properties of the instantiation of VSS to compute these operations.

### 3 The Verifiable Secret Sharing Protocol

In this section we describe first the VSS using the commodity functionality. Later we explain the protocol that can be used in order to prove polynomial relations among shared secrets using the VSS. In the next section we prove that together these protocols UC-realize the functionality  $\mathcal{F}_{MA-VSS}$ .

#### 3.1 A VSS Protocol based on Pre-distributed Data

For a VSS scheme  $\Pi$  with access to a commodity functionality  $\mathcal{F}_{Commodity}$ , a set of dealers  $\mathcal{D}$ , and a finite set of players  $\mathcal{P}$  the protocol consists of  $(\mathcal{U}, \mathcal{K}, \mathcal{V}, \mathcal{C}, \mathcal{U}_i$  Commit, Share, Verify, Reconstruct), where

- $\mathcal{U}$  is a finite set of possible secrets,
- $\mathcal{K}$  is a finite set of possible signing-keys,
- $\mathcal{V}$  is a finite set of possible verification-keys,
- $\mathcal{C}$  is a finite set of possible commitments,
- $\mathcal{U}_i$  is a finite set of possible shares,
- Commit :  $\mathcal{U} \times \mathcal{K} \rightarrow \mathcal{C}$  is a commitment-algorithm,
- Share :  $\mathcal{C} \times \mathcal{P} \rightarrow \mathcal{U}_i$  is a share-generation-algorithm, and
- Verify :  $\mathcal{C} \times \mathcal{U}_i \times \mathcal{V} \rightarrow \{\text{accept, reject}\}$  is a verification-algorithm.
- Reconstruct :  $\mathcal{U}_i^{t+1} \rightarrow \mathcal{U}$  is a reconstruction algorithm which regains a secret  $u$  from  $t + 1$  valid shares.

We assume the existence of an authenticated broadcast functionality. Note that this assumption is made only to simplify the protocol presentation as a broadcast channel can as well be pre-distributed by the trusted center during a setup phase [2].



In the unconditionally secure protocol below the probability of cheating successfully equals the probability to successfully guess an element from the field over which computations are done. Hence we choose a prime power  $q$  and the field  $GF(q)$  with  $q$  elements depending on the security parameter, e. g.,  $q = 2^k$ .

For simplicity, we assume  $\mathcal{U} = \mathcal{C} = GF(q)$ ,  $\mathcal{K} \in GF(q)[x, y]$ ,  $\mathcal{V} = GF(q) \times GF(q)[y]$  and  $\mathcal{U}_i = GF(q)[x]$  as in the following construction.

The basic intuition behind the protocol is simple. The commodity functionality will share a random value with the players in a way that each player is committed to his share to each other player. When executing the **Share** algorithm, the dealer changes this random number, to which he is committed by the pre-distributed VSS, into a commitment to his secret.

**Setup.** When some player require the distribution of the commodities (specifying the identities of the dealer and the players that will share the secret),  $\mathcal{F}_{Commodity}$  chooses for each player  $P_i$  a random verification key (a secret point)  $w_i \neq 0$  from  $GF(q)$ . It also randomly chooses a bivariate polynomial  $f(x, y) \in GF(q)[x, y]$  such that

$$f(x, y) = \sum_{i=0}^t \sum_{j=0}^t a_{ij} x^i y^j,$$

where each coefficient  $a_{ij}$  is randomly and uniformly chosen from  $GF(q)$ , and  $t$  is the threshold of the secret sharing scheme.

$\mathcal{F}_{Commodity}$  outputs the bivariate polynomial  $f(x, y)$  to the dealer  $D$  and for each player  $P_i$ <sup>1</sup> outputs  $v_i = (w_i, f(w_i, y))$  and  $u_i(x) = f(x, w_i)$ . After delivering these private keys,  $\mathcal{F}_{Commodity}$  does not engage in the rest of the protocol.

For the random “secret”  $a = f(0, 0)$  the verification key  $v_i = (w_i, f(w_i, y))$  will later be used by  $P_i$  to verify shares of other players and the polynomial  $u_i(x)$  is the share of the party  $P_i$  for  $a$ .

**Share.** In this stage of the protocol the shares of a random secret  $a$  as well as the verification polynomials will be changed to shares and verification polynomials for a specific secret  $u$ .

Let

$$g(x, y) = \sum_{i=1}^t \sum_{j=1}^t b_{ij} x^i y^j$$

denote a publicly known polynomial for which  $g(0, 0) = 0$ . On input  $u$  for a secret, the dealer  $D$  computes a value  $c$  satisfying  $c = u - a$ , where  $a$  is computed as:  $a = f(0, 0)$

Then,  $D$  commits to his secret by broadcasting the value  $c$ . Next each party  $P_i$  calculates the new values of its verification key  $v'_i = (w_i, f(w_i, y) + g(w_i, y) + c)$

<sup>1</sup> The index  $i$  which is the “name” of a participant is here interpreted as a value of  $GF(q)$ . To have enough different names we need  $q \geq n$ .

and its share  $u'_i(x) = f(x, i) + g(x, i) + c$  for the shared secret  $u$ . Each party send a message (SHARED,  $sid$ ,  $vssid$ ).

For the secret  $u = f(0, 0) + g(0, 0) + c$  the verification functions and the shares computed above have the same distribution as if  $u$  would have been equal to the value  $a$  used in the setup phase.

As  $f(x, y)$  is chosen by the trusted center and  $g(x, y)$  is publicly known the validity of the shares computed above is evident and need not be verified at this stage.

**Reconstruct.** It is enough to show how a shared random secret  $a$  is reconstructed. The notation will therefore be as in the setup phase. Each player  $P_i$  broadcasts his share  $u_i(x)$  over the broadcast functionality.

### Verify

On receiving a share  $u_j(x)$  from the player  $P_j$  over the broadcast functionality, each player  $P_i$  checks the share by checking the following equation:

$$ver_{ji} = \left\{ \begin{array}{l} \text{accept if } u_j(w_i) = f(w_i, j) \\ \text{reject otherwise} \end{array} \right\}$$

If  $ver_{ji} = \text{accept}$ ,  $P_i$  outputs (OPENING-ASKED,  $sid$ ,  $vssid$ ,  $P_j$ ). If less than  $n - t$  players are rejected by  $P_i$ , there will be a set of  $t + 1$  valid shares  $u_{i_1}(x), \dots, u_{i_t}(x)$  in possession of  $P_i$ . Thus, the secret  $a = f(0, 0)$  can be reconstructed by Lagrange interpolation from  $u_{i_1}(0), \dots, u_{i_{t+1}}(0)$ . Each player outputs (OPEN,  $sid$ ,  $vssid$ ,  $a$ ). It is easy to see that (with overwhelming probability) all honest players will obtain the same result in the verification procedure.

## 3.2 Proving Polynomial Relations Among Shared Secrets

Note that in this protocol, for each player  $P_i$  the secret “check” information  $w_i, 1 \leq i \leq n$  is never released, so it can be distributed only once for several protocols (even with different dealers). The check information can hence be safely reused within a bigger protocol and reduce communication from the trusted center to the players.

Another interesting fact about this VSS scheme is that, given that each player uses the same verification information  $w_i$  in all of its executions (in this case all the commodities must be distributed jointly by  $\mathcal{F}_{Commodity}$  since  $w_i$  must be the same in all polynomials), it is linear, that is, the sum of two shares of two secrets becomes a verifiable share of the sum of the secrets. We denote by  $[a]_i$  the pair of the verification function and the share the player  $P_i$  holds from the secret  $a$ .

**Proposition 1.** *For two secrets  $a, b$  shared with the above VSS scheme using the same verification information  $w_i$  for each player  $P_i$  and a value  $\lambda \in GF(q)$  it holds that  $[a]_i + \lambda[b]_i = [a + \lambda b]_i$ .*

When one party wants to execute a linear operation on the sharings, it broadcasts a message (LINEAR-OPERATION,  $sid$ ,  $vssid_a$ ,  $\lambda$ ,  $vssid_b$ ) to other parties. Each party calculates  $[x]_i = [a]_i + \lambda[b]_i = [a + \lambda b]_i$  and then outputs (LINEAR-OPERATION-COMPUTED,  $sid$ ,  $vssid_a$ ,  $\lambda$ ,  $vssid_b$ ,  $vssid_x$ ).

A linear VSS can be seen as a linear commitment to the shared secret. Using techniques from [21] it is possible to very efficiently prove polynomial relations among shared secrets.

For proving a linear relation among commitments one turns this relation into a set of linear functions which all must equal zero when evaluated on the committed values if and only if the relation holds. Proving that a given linear function evaluates to zero on committed values can be done by means of Proposition 1: using the linearity of the VSS scheme one computes from the given commitments a new commitment which represents the linear function evaluated on the given commitments and this new commitment is then opened to be zero.

To be able to prove arbitrary polynomial relations on committed values we will state a protocol that is based on a previous protocol from [21] which allows the parties to compute a new commitment which represents the product of two given commitments. This protocol can directly be applied to this linear secret sharing scheme. Note that the commodity functionality  $\mathcal{F}_{Commodity}$  can pre-distribute shares to secrets which have a certain relation. The protocol for multiplication of secret is called a *distributed one time multiplication proof (DOTMP)* and consists of two phases: a pre-distribution phase where the commodity functionality shares additional values among the players (in this case all the commodities must also be distributed jointly by  $\mathcal{F}_{Commodity}$  since  $w_i$  must be the same in all polynomials) and a non-interactive proof where the additional shared information is used to compute shares to the product of two shared values without reconstructing these.

### Protocol DOTMP.

- Initialization:  $\mathcal{F}_{Commodity}$  verifiably shares (with the players) three random numbers  $l, l'$  and  $l''$ , such that  $l'' = ll'$ . Thus, each player  $P_i$  receives  $[l]_i, [l']_i$  and  $[l'' = ll']_i$
- Multiplication: Each player  $P_i$  now holds shares to three random values  $l, l'$  and  $l''$ , such that  $l'' = ll'$  as well as two shares  $[a]_i$  and  $[b]_i$  to the values  $a, b$  which are to be multiplied, to obtain a share  $[ab]_i$  to  $ab$  each player  $P_i$  computes  $[y]_i = [a]_i - [l]_i = [a - l]_i$  and  $[y']_i = [b]_i - [l']_i = [b - l']_i$ , broadcasts the message (MULTIPLY,  $sid$ ,  $vssid_1$ ,  $vssid_2$ ),  $[y]_i$  and  $[y']_i$ . When another party receive these messages, it outputs (MULTIPLICATION-ASKED,  $sid$ ,  $vssid_1$ ,  $vssid_2$ ,  $P_i$ ). The parties together reconstruct  $y$  and  $y'$ . Now  $P_i$  calculates  $[x]_i = [l'']_i + y[l']_i + y'[l]_i + yy'$  and outputs (MULTIPLICATION-COMPUTED,  $sid$ ,  $vssid_a$ ,  $vssid_b$ ,  $vssid_x$ ).

Using this protocol arbitrary polynomial relations can be proven analogously to the linear relations. The polynomial relations are turned into a set of multivariate polynomials which should simultaneously vanish on the committed values. To

prove that a polynomial vanishes on given committed values a new commitment representing the polynomial evaluated at the given commitments is computed step by step using the above multiplication protocol as well as addition and scalar multiplication which are granted by the linearity of the VSS scheme. The new commitment is then opened to be zero.

By applying addition of shares and multiplication of shares we can obtain shares for arbitrary polynomial relations among shares. E.g. to prove that  $mm' = m''$  the dealer lets the players compute  $[mm'] - [m''] = [mm' - m'']$  and shows this to be zero.

For adding two shared values or for multiplication with a constant no-one has to know the shared values which are linearly transformed. Note that in DOTMP, too, no-one has to know the shared values which have to be multiplied in advance as the values  $y$  and  $y'$  are reconstructed in the protocol. Hence an arbitrary polynomial evaluation on shared values works if, and only if,  $t + 1$  players cooperate. This is optimal as  $n - t$  players could abort the VSS scheme anyway. These linear transformations and multiplications on shared values will be the building blocks for the multiparty protocols presented in Section 5.

## 4 UC Security

**Theorem 1.** *Assuming the existence of a commodity functionality, the above protocols together UC-realizes the functionality  $\mathcal{F}_{MA-VSS}$ .*

*Proof.* We construct the ideal-protocol adversary  $\mathcal{S}$  as follows.  $\mathcal{S}$  runs a simulated copy of  $\mathcal{A}$  in a black-box way, plays the role of the ideal functionality  $\mathcal{F}_{Commodity}$  and simulates a copy of the hybrid interaction of the protocol above (i.e., the real protocol with access to  $\mathcal{F}_{Commodity}$ ) for the simulated adversary  $\mathcal{A}$ . In addition,  $\mathcal{S}$  forwards all inputs from  $\mathcal{Z}$  to  $\mathcal{A}$ 's input and all outputs from  $\mathcal{A}$  to  $\mathcal{Z}$ . Below we describe the procedures of the simulator in each occasion:

**Setup:** When some party (during the setup phase) demands that  $\mathcal{F}_{Commodity}$  distributes the polynomials and points that will be used in the VSS protocols and to prove polynomial relations among shared secrets,  $\mathcal{S}$  simulates  $\mathcal{F}_{Commodity}$  choosing them using the same verification points for one party in all polynomials and having the necessary relations among the shared secrets (as specified by the protocols above).  $\mathcal{S}$  sends the outputs of the simulated functionality in the hybrid interaction.

**Share - Honest Dealer:** If some honest dealer send a secret, the functionality  $\mathcal{F}_{MA-VSS}$  sends a message (SHARED,  $sid$ ,  $vssid$ ) and the simulator views it.  $\mathcal{S}$  simulates the honest dealer in the hybrid interaction committing to a random secret value. It allows  $\mathcal{F}_{MA-VSS}$  to output (SHARED,  $sid$ ,  $vssid$ ) in the ideal protocol to the honest parties if they output this message in the simulation of the hybrid interaction.

**Share - Corrupted Dealer:** If some corrupted party send a secret,  $\mathcal{S}$  (that plays the role of  $\mathcal{F}_{Commodity}$ ) knows all the polynomials, so it can extract

the unique value for which the secret will be reconstructed with overwhelming probability (i.e., the constant of the polynomial).  $\mathcal{S}$  sends this value to  $\mathcal{F}_{MA-VSS}$  and allows  $\mathcal{F}_{MA-VSS}$  to output (SHARED,  $sid$ ,  $vssid$ ) in the ideal protocol to the honest parties if they output this message in the simulation of the hybrid interaction.

**Reconstruction - Honest Party:** If some honest party wants to open a secret,  $\mathcal{S}$  receives a message (OPENING-ASKED,  $sid$ ,  $vssid$ ,  $P$ ) from  $\mathcal{F}_{MA-VSS}$ .  $\mathcal{S}$  simulates the running of the reconstruction and verification procedures in the hybrid interaction.  $\mathcal{S}$  chooses the share to reveal as follows:

- If the dealer is corrupted,  $\mathcal{S}$  use the share that the dealer had distributed.
- If the dealer is honest and the number of parties in the list that already asked to open the secret in  $\mathcal{F}_{MA-VSS}$  is less than  $t + 1$ ,  $\mathcal{S}$  do this simulation using the correct share for  $P$  (i.e., the one that it has generated playing the role of  $\mathcal{F}_{Commodity}$  and that was modified in the share phase of the protocol).
- Otherwise, it knows all the verification functions and shares distributed to the parties and the polynomial distributed to the dealer in the setup phase, but  $\mathcal{A}$  knows these information for at most  $t$  parties. So,  $\mathcal{S}$  receives (OPEN,  $sid$ ,  $vssid$ ,  $x_{vssid}$ ) from  $\mathcal{F}_{MA-VSS}$  and can choose a share and a verification function to  $P$  such that the reconstructed secret in the hybrid interaction will be  $x_{vssid}$  with overwhelming probability.

If some honest party output (OPENING-ASKED,  $sid$ ,  $vssid$ ,  $P$ ) or (OPEN,  $sid$ ,  $vssid$ ,  $x_{vssid}$ ) in the hybrid interaction,  $\mathcal{S}$  allows  $\mathcal{F}_{MA-VSS}$  to output the respective message to that party in the ideal protocol.

**Reconstruction - Corrupted Party:** If some corrupted party  $P$  broadcast a share,  $\mathcal{S}$  checks if that is the correct share for that party,  $\mathcal{S}$  can do this because it plays the role of  $\mathcal{F}_{Commodity}$  and so it knows all the shares distributed in the setup phase. If this condition is satisfied, then  $\mathcal{S}$  sends the message (OPEN,  $sid$ ,  $vssid$ ) to  $\mathcal{F}_{MA-VSS}$  in the name of  $P$  and allow  $\mathcal{F}_{MA-VSS}$  to send the message (OPENING-ASKED,  $sid$ ,  $vssid$ ,  $P$ ) to the honest parties.

**Linear Operation - Honest Party:** If some honest party ask to realize some linear operation,  $\mathcal{S}$  receives a message (LINEAR-OPERATION-COMPUTED,  $sid$ ,  $vssid_1$ ,  $\lambda$ ,  $vssid_2$ ,  $vssid$ ) from the functionality  $\mathcal{F}_{MA-VSS}$ .  $\mathcal{S}$  simulates the broadcast message (LINEAR-OPERATION,  $sid$ ,  $vssid_1$ ,  $\lambda$ ,  $vssid_2$ ) to the parties in the hybrid interaction. If the honest parties receive the message in the hybrid interaction,  $\mathcal{S}$  let  $\mathcal{F}_{MA-VSS}$  deliver the message (LINEAR-OPERATION-COMPUTED,  $sid$ ,  $vssid_1$ ,  $\lambda$ ,  $vssid_2$ ,  $vssid$ ) in the ideal protocol.

**Linear Operation - Corrupted Party:** If some corrupted party broadcasts a message (LINEAR-OPERATION,  $sid$ ,  $vssid_1$ ,  $\lambda$ ,  $vssid_2$ ) asking to realize some linear operation,  $\mathcal{S}$  sends the message to  $\mathcal{F}_{MA-VSS}$  and let  $\mathcal{F}_{MA-VSS}$  deliver the message (LINEAR-OPERATION-COMPUTED,  $sid$ ,  $vssid_1$ ,  $\lambda$ ,  $vssid_2$ ,  $vssid$ ) to the honest parties in the ideal protocol.

**Multiplication - Honest Party:** If an honest party  $P$  tries to multiply two shares  $vssid_1$  and  $vssid_2$ ,  $\mathcal{S}$  views the message (MULTIPLICATION-ASKED,  $sid$ ,  $vssid_1$ ,  $vssid_2$ ,  $P$ ), simulates the broadcast message (MULTIPLY,  $sid$ ,  $vssid_1$ ,  $vssid_2$ ) from  $P$  in the hybrid interaction and allows  $\mathcal{F}_{MA-VSS}$  to

send the messages (MULTIPLICATION-ASKED,  $sid$ ,  $vssid_1$ ,  $vssid_2$ ,  $P$ ) if the honest parties output these messages in the hybrid interaction.  $\mathcal{S}$  simulates the procedures of DOTMP using the procedures of reconstruction described above to deal with the intermediary secrets, and if the parties correctly reconstruct the intermediary secrets  $y$  and  $y'$ .  $\mathcal{S}$  let the functionality  $\mathcal{F}_{MA-VSS}$  send in the ideal protocol the message (MULTIPLICATION-COMPUTED,  $sid$ ,  $vssid_1$ ,  $vssid_2$ ,  $vssid$ ) to the honest parties if they output this message in the hybrid interaction.

**Multiplication - Corrupted Party:** If some corrupted party  $P$  tries to multiply two shares  $vssid_1$  and  $vssid_2$ ,  $\mathcal{S}$  sends the message (MULTIPLY,  $sid$ ,  $vssid_1$ ,  $vssid_2$ ) in the name of that party and let  $\mathcal{F}_{MA-VSS}$  deliver the message (MULTIPLICATION-ASKED,  $sid$ ,  $vssid_1$ ,  $vssid_2$ ,  $P$ ).  $\mathcal{S}$  simulates the procedures of DOTMP using the procedures of reconstruction described above to deal with the intermediary secrets, and if the parties correctly reconstruct the intermediary secrets  $y$  and  $y'$ .  $\mathcal{S}$  let the functionality  $\mathcal{F}_{MA-VSS}$  send in the ideal protocol the message (MULTIPLICATION-COMPUTED,  $sid$ ,  $vssid_1$ ,  $vssid_2$ ,  $vssid$ ) to the honest parties if they output this message in the hybrid interaction.

**Corruption:** If the adversary corrupt some party,  $\mathcal{S}$  corrupt that party in the ideal protocol and learns all the unrevealed secrets in which that party is the dealer.  $\mathcal{S}$  knows all the verification functions and shares of the parties, but  $\mathcal{A}$  knows these values for at most  $t$  parties, so from the adversary point of view the bivariate polynomial is undetermined. Thus,  $\mathcal{S}$  can choose the polynomials, verification functions and shares for this party and the remaining honest parties in such way that they are valid and the secrets are equal to the ones that are recorded in  $\mathcal{F}_{MA-VSS}$ . If the Shared message was not yet written on the tape of any uncorrupted party in  $\mathcal{R}$ , the value broadcasted by the dealer in the share phase was not yet received, so  $\mathcal{A}$  can change the value of the secret and  $\mathcal{S}$  will give this new value to  $\mathcal{F}_{MA-VSS}$ .

In order to prove  $\mathcal{Z}$ 's view when interacting with  $\mathcal{S}$  and  $\mathcal{F}$  statistically indistinguishable from its view when interacting with  $\mathcal{A}$  and parties running  $\pi$ , we need a few auxiliary propositions.

First we analyze the operations among shared secrets (linear and multiplicative operations). The security and correctness are obvious for the linear operations among shared secrets. The following proposition proves the security and correctness for the DOTMP protocol:

**Proposition 2.** *For given shared values  $a, b$  it is possible to calculate shares for the value  $ab$  if and only if  $t + 1$  players cooperate. Especially it is possible to give zero knowledge proofs for arbitrary polynomial relations on shared values.*

*Proof.* We now analyze the security and correctness of our protocol for proving multiplicative relations among shares. To show that it is secure, note that the players only learns the values  $y$  and  $y'$ , which give no information on  $a$  and  $b$ , since  $l$  and  $l'$  are random numbers.

To show the correctness of this protocol, we note that  $[ll'] + y[l'] + y'[l] + yy' = [ll'] + (a-l)[l'] + (b-l')[l] + (a-l)(b-l') = [ll' + al' - ll' + bl - l'l + ab - lb - l'a + ll'] = [ab]$  (due to the linearity of the VSS).

We state now a proposition about the verification procedure:

**Proposition 3.** *With overwhelming probability the verification procedures of all honest parties will have the same result and will detect any false share.*

*Proof.* Follows from the fact that the adversary can violate these condition only if it discover the verification point of some party or if it guess correctly the result of verification procedure of some party (which occur with probability  $\frac{1}{q}$ ).

**Proposition 4.** *For an honest dealer and  $\mathcal{A}$  that knows at most  $t$  shares of some secret, the secret (i.e., the constant of the polynomial) is completely undetermined (it can be any element in the field  $GF(q)$ ) from the point of view of  $\mathcal{A}$ .*

We analyze below the probabilities of the events that can result in different views in the real execution of the protocol, with adversary  $\mathcal{A}$ , and in the ideal execution of the protocol, with simulator  $\mathcal{S}$ :

- The simulated setup procedure perfectly emulates the real protocol.
- There are at most  $t$  corrupted parties, so it follows from proposition 4 that the share procedure with honest dealer perfectly emulates the real execution of the protocol.
- From proposition 3, it follows that the procedure used in the share with corrupted dealer is statistically indistinguishable from the real protocol execution.
- From propositions 3 and 4, it follows that  $\mathcal{S}$ 's procedures for reconstruction with honest party are statistically indistinguishable from the real protocol execution.
- The procedure of reconstruction with corrupted party generate a view different from the real execution only if some honest party accept some false share in the simulated real protocol, but by proposition 3 this probability is negligible. So the procedure used in the reconstruction for a corrupt party is statistically indistinguishable from the real protocol execution.
- The procedures to simulate the linear operations perfectly emulates the real execution of the protocol.
- From proposition 2 and the items above, it follows that the simulator's procedures to deal with multiplication of shared secret are statistically indistinguishable from the real protocol execution.
- From proposition 4, it follows that  $\mathcal{S}$ 's procedures for corrupting a party are statistically indistinguishable from the real protocol execution.

As all events that can result in different views have negligible probabilities, the protocol UC-realizes  $\mathcal{F}_{MA-VSS}$ . This completes the security proof of the protocol.

## 5 Secure Multiparty Computations

In this section we will sketch a simple way to obtain multiparty protocols for secure function evaluation from the VSS scheme presented. For details concerning multiparty protocols we refer to the literature, e. g. [3, 17–19, 29]. Intuitively a multiparty computation is a protocol by which  $n$  interacting Turing machines can map  $n$ -tuples of inputs (one input held by each party) into  $n$ -tuples of outputs (one held by each party).

The secure multiparty protocols presented here have four stages. A *setup phase* where the trusted center pre-distributes data. An *input phase* where the players receive inputs and commit to these by VSS. A *computation phase* where linear transformations and multiplications are performed on shared values, but no information about the inputs is revealed. And the *opening stage* during which the results of the computation are reconstructed.

**Setup Phase** In this stage, the players receive from  $\mathcal{F}_{Commodity}$  a circuit for securely evaluating the function on a random input. This circuit uses the verifiable secret sharing for distributing the players inputs and uses addition, scalar multiplication and multiplication gates to perform the operations. I.e.,  $\mathcal{F}_{Commodity}$  pre-distributes verifiable secret sharings and the multiplication gates (instances of DOTMP), since addition and scalar multiplication can be done locally by the parties that use our VSS scheme. The verification information,  $w_i$ , used in the secret sharings and the multiplication gates is the same for each party.

**Input Phase** The players receive inputs from  $GF(q)$  and share their inputs with the given commodities for VSS as described in the main part of this paper (i.e., the players transform the pre-distributed VSS for a random value into a VSS for the desired value). As each dealer is a participant of the secure computation as well this party has to compute a share of his own from the pre-distributed data.

**Computation Phase** During the computation stage, the players evaluate an arithmetic circuit gate by gate using the linearity of the VSS for computing the output of the addition and scalar multiplication gates and using the DOTMP protocol for computing the output of the multiplications gates. Note that computations are necessary on intermediate results as well. Intermediate results are shared among the players, but not known to any player hence it is important that the linearity of the VSS and the DOTMP protocol can be used even if no-one knows the contents of the shared secrets involved.

**Opening Phase** All players reconstruct the output of the circuit using the VSS protocol and obtain the output of the function on the desired input.



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