

# Threshold Secret Sharing: Information-Theoretic

# Threshold Secret Sharing

Zelda has a **secret**  $s \in \{0, 1\}^n$ .

**Def:** Let  $1 \leq t \leq m$ .  **$(t, L)$ -secret sharing** is a way for Zelda to give strings to  $A_1, \dots, A_L$  such that:

1. If any  $t$  get together than they can learn the secret.
2. If any  $t - 1$  get together they cannot learn the secret.

**Cannot learn the secret** will be info-theoretic. Even if  $t - 1$  people have big fancy supercomputers they cannot learn  $s$ . We will later look at comp-security.

# Applications

**Rumor:** Secret Sharing is used for the Russian Nuclear Codes. There are three people (one is Putin) and if two of them agree to launch, they can launch.

For people signing a contract long distance secret sharing is used as a building block in the protocol.

## (4, 4)-secret sharing

$A_1, A_2, A_3, A_4$  such that

1. If all four of  $A_1, A_2, A_3, A_4$  get together they can find  $s$ .
2. If any three of them get together then learn **NOTHING**.

# An Attempt at (4, 4)-Secret Sharing

1. Zelda breaks  $s$  up into  $s = s_1s_2s_3s_4$  where

$$|s_1| = |s_2| = |s_3| = |s_4| = \frac{n}{4}$$

2. Zelda gives  $A_i$  the string  $s_i$ .

Does this work?

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Does this work?

1. If  $A_1, A_2, A_3, A_4$  get together they can find  $s$ . **YES!!**
2. If any three of them get together they learn **NOTHING**. **NO**.
  - 2.1  $A_1$  learns  $s_1$  which is  $\frac{1}{4}$  **of the secret!**
  - 2.2  $A_1, A_2$  learn  $s_1s_2$  which is  $\frac{1}{2}$  **of the secret!**
  - 2.3  $A_1, A_2, A_3$  learn  $s_1s_2s_3$  which is  $\frac{3}{4}$  **of the secret!**

# What do we mean by **NOTHING**?

*If any three of them get together they learn **NOTHING***

Informally:

1. Before Zelda gives out shares, if any three  $A_i, A_j, A_k$  get together, they know  $BLAH_{i,j,k}$ .
2. After Zelda gives out shares, if any three  $A_i, A_j, A_k$  get together, they know  $BLAH_{i,j,k}$ .
3. Giving out the shares tells each triple **NOTHING** they did not already know.

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**Information-Theoretic Security**

# Is (4, 4)-Secret Sharing Possible?

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2. NO
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4. UNKNOWN TO SCIENCE

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**YES**

# Random String Approach

## Zelda gives out shares of the secret

1. Secret  $s \in \{0, 1\}^n$ . Zelda gen **random**  $r_1, r_2, r_3 \in \{0, 1\}^n$ .
2. Zelda gives  $A_1$   $s_1 = r_1$ .  
Zelda gives  $A_2$   $s_2 = r_2$ .  
Zelda gives  $A_3$   $s_3 = r_3$ .  
Zelda gives  $A_4$   $s_4 = s \oplus r_1 \oplus r_2 \oplus r_3$

## $A_1, A_2, A_3, A_4$ Can Recover the Secret

$$s_1 \oplus s_2 \oplus s_3 \oplus s_4 = r_1 \oplus r_2 \oplus r_3 \oplus r_1 \oplus r_2 \oplus r_3 \oplus s = s$$

Easy to see that if a triple get together they learn **NOTHING**

## (2, 4)-Secret Sharing using Random Strings

For each  $1 \leq i < j \leq 4$

1. Zelda generates **random**  $r \in \{0, 1\}^n$ .
2. Zelda gives  $A_i$  the strings  $s_{i,(i,j)} = ((i,j), r)$ .
3. Zelda gives  $A_j$  the strings  $s_{j,(i,j)} = ((i,j), r \oplus s)$ .

### $A_i, A_j$ Can Recover the Secret

$A_i$  takes  $((i,j), r)$  and just uses the  $r$ .

$A_j$  takes  $((i,j), r \oplus s)$  and just uses the  $r \oplus s$ .

They both compute  $r \oplus r \oplus s = s$ .

**Easy to see that one person learns NOTHING**



# $(L, L)$ -Random String Method

People:  $A_1, \dots, A_L$ . Secret  $s$ .

1. Zelda gen rand  $r_1, \dots, r_{L-1}$ .
2.  $A_1$  get  $r_1$   
 $A_2$  get  $r_2$   
 $\vdots$   
 $A_{L-1}$  gets  $r_{L-1}$   
 $A_L$  gets  $s \oplus r_1 \oplus \dots \oplus r_{L-1}$
3. If they all get together they will XOR all their strings to get  $s$

We use this as building block for gen case.

## $(t, L)$ Secret Sharing

People:  $A_1, \dots, A_L$ .  $S_1, \dots, S_m \subseteq \{A_1, \dots, A_L\}$  are all the sets of size  $t$ . ( $m = \binom{L}{t}$ ).

1. For every  $1 \leq j \leq m$  Zelda does  $(t, t)$  secret sharing with the elements of  $S_j$  but also prepends every string with  $j$ .
2. If the people in  $S_j$  get together they XOR together strings prepended with  $j$  (do not use the  $j$ ).
3. No subset can get the secret.

**PRO:** Can always do Threshold Secret Sharing.

**CON:** You are giving people A LOT of strings!

## How Many Strings Does $A_i$ Get in $(5, 10)$ -Secret Sharing?

If do  $(5, 10)$  secret sharing then how many strings does  $A_1$  get?

$A_1$  gets a string for every  $J \subseteq \{1, \dots, 10\}$ ,  $|J| = 5$ ,  $1 \in J$ .

Equivalent to:

$A_1$  gets a string for every  $J \subseteq \{2, \dots, 10\}$ ,  $|J| = 4$ .

How many sets? **Discuss**

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$$\binom{9}{4} = 126 \text{ strings}$$

# How Many Strings Does $A_i$ Get in $(L/2, L)$ -Secret Sharing?

If do  $(L/2, L)$  secret sharing then how many strings does  $A_1$  get?

$A_1$  gets a string for every  $J \subseteq \{1, \dots, L\}$ ,  $|J| = \frac{L}{2}$ ,  $1 \in J$ .

Equivalent to:

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How many sets? **Discuss**

$$\binom{L-1}{\frac{L}{2}-1} \sim \frac{2^L}{\sqrt{L}} \text{ strings}$$

**Thats A LOT of Strings!**

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In our  $(L/2, L)$ -scheme each  $A_i$  gets  $\sim \frac{2^L}{\sqrt{L}}$  strings.

## VOTE

1. Requires roughly  $2^L$  strings.
2.  $O(\beta^L)$  strings for some  $1 < \beta < 2$  but not poly.
3.  $O(L^a)$  strings for some  $a > 1$  but not linear.
4.  $O(L)$  strings but not sublinear.
5.  $O(\log L)$  strings but not constant.
6.  $O(1)$  strings.



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**You can always do this problem with 1 string. Really!**