

BILL START THE RECORDING

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 4. And you can help us! By filling out the forms!

Threshold Secret Sharing: Length of Shares

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We will see that we can always get length $n + 1$.

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That is either an old-timey saying or a password from the NSA.

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Assume that A_5 gets a share of length 6. We show that the scheme is NOT info-theoretic secure.

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On the HW you will do more examples and perhaps generalize to show can NEVER have shorter shares.

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You've Been Punked!

A_1, A_2 CAN find s but A_1, A_2, A_3 CANNOT. Thats Stupid!

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\mathcal{X} is closed under superset:

If $Y \in \mathcal{X}$ and $Y \subseteq Z$ then $Z \in \mathcal{X}$.

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2. (t, m) -Threshold is an Access structure. The poly method gives a Secret Sharing scheme where all the shares are the same length as the secret.

Def A secret sharing scheme is **ideal** if all shares same size as secret.

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To generalize this we need a better notation.

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Example $TH_B(3, 6)$ is

At least 3 of B_1, \dots, B_6 .

Notation for Threshold

Let $TH_A(t, m)$ be the Boolean Formula that represents at least t out of m of the A_i 's.

Example $TH_A(2, 4)$ is

At least 2 of A_1, A_2, A_3, A_4 .

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Notation $TH_A(t_1, m_1) \vee TH_B(t_2, m_2)$ means that:

1. $\geq t_1$ A_1, \dots, A_{m_1} can learn the secret.
2. $\geq t_2$ B_1, \dots, B_{m_2} can learn the secret.
3. No other group can learn the secret (e.g., A_1, A_2, B_1 cannot)

Disjoint OR of $TH_A(t, m)$'s: Ideal Sec Sharing

There is Ideal Secret Sharing for $TH_A(t_1, m_1) \vee \cdots \vee TH_Z(t_{26}, m_{26})$

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There is Ideal Secret Sharing for $TH_A(t_1, m_1) \vee \dots \vee TH_Z(t_{26}, m_{26})$

1. Zelda and the A_1, \dots, A_{m_1} do (t_1, m_1) secret sharing.
2. \vdots
3. Zelda and the $Z_1, \dots, Z_{m_{26}}$ do (t_{26}, m_{26}) secret sharing.

Note We now have a large set of non-threshold scenarios that have ideal secret sharing.

AND of $TH_A(t, m)$ s: An Example

We want that if ≥ 2 of A_1, A_2, A_3, A_4 AND ≥ 4 of B_1, \dots, B_7 get together than they can learn the secret, but no other groups can. Think about it.

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1. Zelda has secret s , $|s| = n$.
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3. Zelda does $(2, 4)$ secret sharing of r with A_1, A_2, A_3, A_4 .

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4. Zelda does $(4, 7)$ secret sharing of $r \oplus s$ with B_1, \dots, B_7 .

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5. If ≥ 2 of A_i 's get together they can find r .
If ≥ 4 of B_i 's get together they can find $r \oplus s$.
So if they all get together they can find

$$r \oplus (r \oplus s) = s$$

AND of $TH_A(t, m)$ s: General

$TH_A(t_1, m_1) \wedge \cdots \wedge TH_Z(t_{26}, m_{26})$ can do secret sharing.

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4. \vdots
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3. Zelda does (t_1, m_1) secret sharing of r_1 with A_i 's.
4. \vdots
5. Zelda does (t_{25}, m_{25}) secret sharing of r_{25} with Y_i 's.
6. Zelda does (t_{26}, m_{26}) secret sharing of $r_1 \oplus \cdots \oplus r_{25} \oplus s$ with Z_i 's.

AND of $TH_A(t, m)$ s: General

$TH_A(t_1, m_1) \wedge \cdots \wedge TH_Z(t_{26}, m_{26})$ can do secret sharing.

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2. Zelda generates random $r_1, \dots, r_{25} \in \{0, 1\}^n$.
3. Zelda does (t_1, m_1) secret sharing of r_1 with A_i 's.
4. \vdots
5. Zelda does (t_{25}, m_{25}) secret sharing of r_{25} with Y_i 's.
6. Zelda does (t_{26}, m_{26}) secret sharing of $r_1 \oplus \cdots \oplus r_{25} \oplus s$ with Z_i 's.
7. If $\geq t_1$ of A_i 's get together they can find r_1 . If $\geq t_2$ of B_i 's get together they can find r_2 . \cdots If $\geq t_{25}$ of Y_i 's get together they can find r_{25} . If $\geq t_{26}$ of Z_i 's get together they can find $r_1 \oplus \cdots \oplus r_{25} \oplus s$. So if they call get together they can find

$$r_1 \oplus \cdots \oplus r_{25} \oplus (r_1 \oplus \cdots \oplus r_{25} \oplus s) = s$$

General Theorem

Definition A **monotone formula** is a Boolean formula with no NOT signs.

If you put together what we did with TH and use induction you can prove the following:

Theorem Let X_1, \dots, X_N each be a threshold $TH_A(t, m)$ but all using DIFFERENT players.

Let $F(X_1, \dots, X_N)$ be a monotone Boolean formula where each X_i appears only once. Then Zelda can do ideal secret sharing where only sets that satisfy $F(X_1, \dots, X_N)$ can learn the secret.

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Routine proof left to the reader. Might be on a HW or the Final.

Access Structures That Admit Ideal Sec. Sharing

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1. Threshold Secret sharing: if t or more get together. **We did this.**

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3. Monotone Span Programs (Omitted – it's a Matrix Thing)
We did not do this and will not.

Access Structures That Do Not Admit Ideal Sec Sharing

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1. $(A_1 \wedge A_2) \vee (A_2 \wedge A_3) \vee (A_3 \wedge A_4)$

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Entire crew, or captain and 1 crew, can get s .

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Entire crew, or captain and 1 crew, can get s .
3. $(A_1 \wedge A_2 \wedge A_3) \vee (A_1 \wedge A_4) \vee (A_2 \wedge A_4)$ (**Captain and Rival**) A_1, A_2, A_3 is the crew, A_3 is a rival, A_4 is the captain. Entire crew, or captain and 1 crew who is NOT rival, can get s .

Access Structures That Do Not Admit Ideal Sec Sharing

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4. Any access structure that **contains** any of the above.

In all of the above, all get a share of size $1.5n$ and this is optimal.

Can Zelda Always Secret Share?

Zelda wants to share secret such that:

1. If A_1, A_2, A_3 get together they can get secret.
2. If A_1, A_4 get together they can get secret.
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By the last slide we know that CANNOT do ideal secret sharing.

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YES- but do not use polynomials, use the random string method.

Open Question

Known

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Open Determine for every access structure the functions $f(n)$ and $g(n)$ such that

1. (\exists) Scheme where everyone gets $\leq f(n)$ sized share.
2. (\forall) Scheme someone gets $\geq g(n)$ sized share.
3. $f(n)$ and $g(n)$ are close together.