

A Management Framework for Secure Multiparty Computation in Dynamic Environments

Marcel von Maltitz, Stefan Smarzly, Holger Kinkelin, Georg Carle

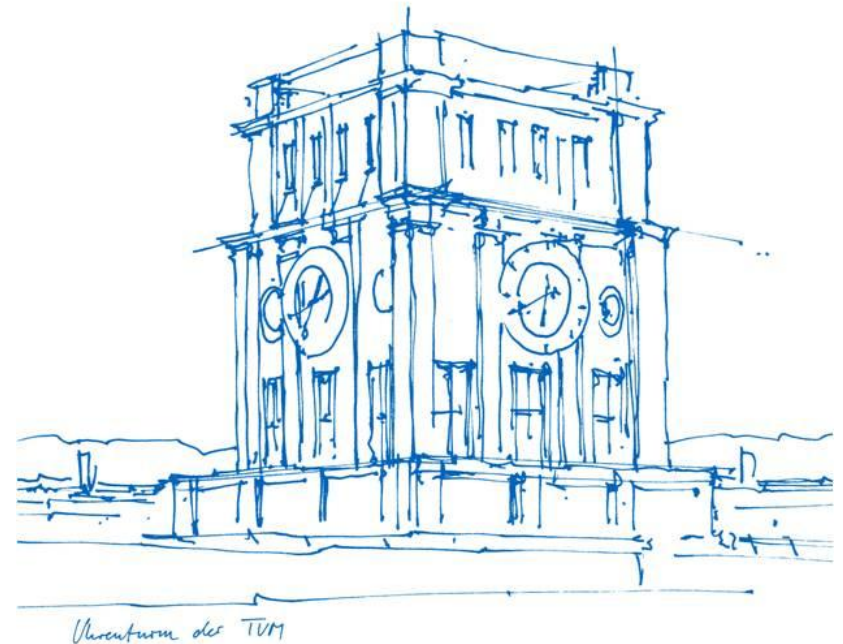
vonmaltitz@net.in.tum.de

Technical University of Munich (TUM)

Department of Informatics

Chair of Network Architectures and Services

Taipei, 23.04.2018



Outline

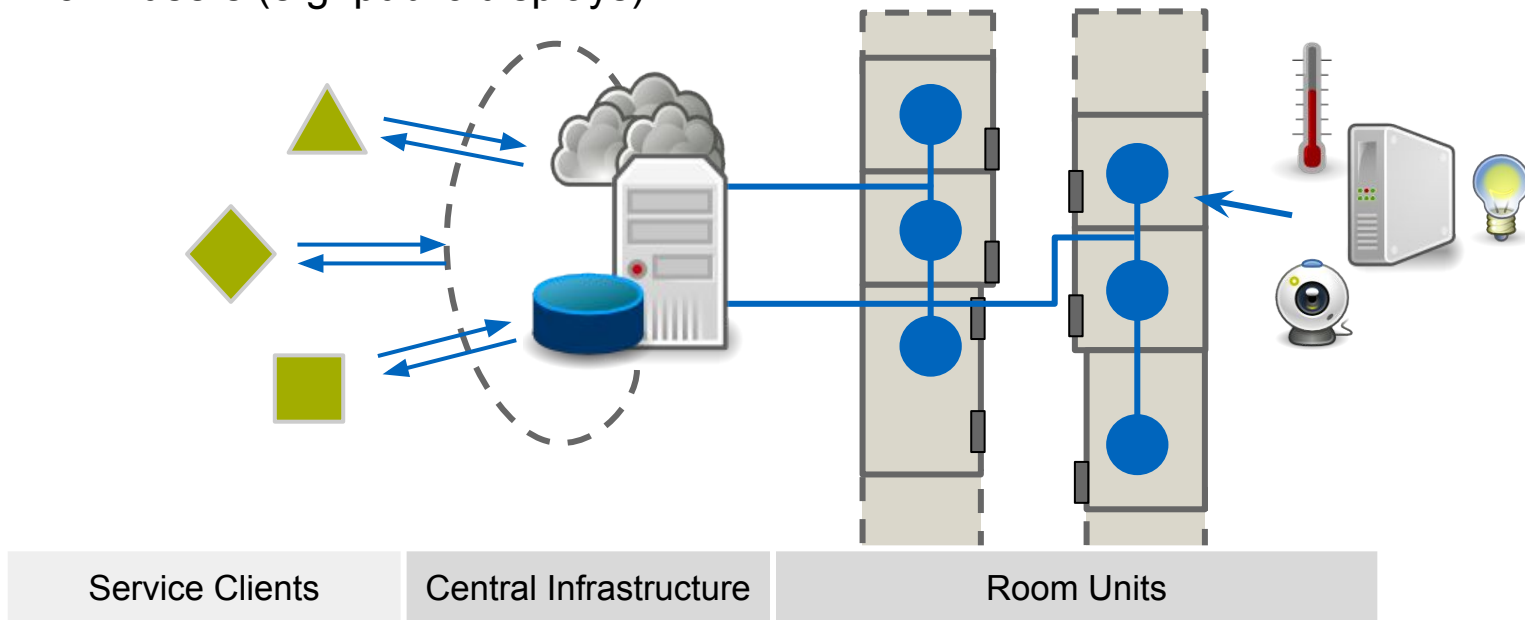
1. Motivation: Data Processing in Smart Environments
2. Problems for Privacy
3. Background: Secure Multiparty Computation
4. Migration to SMC
5. Technical Overview

Motivation

Smart Environments are equipped with a variety of sensors in each room

A common use case is providing aggregated sensor and user data to

- support automatic controllers (e.g. HVAC and lighting)
- enable interaction interfaces (e.g. voting-based room configuration)
- inform users (e.g. public displays)

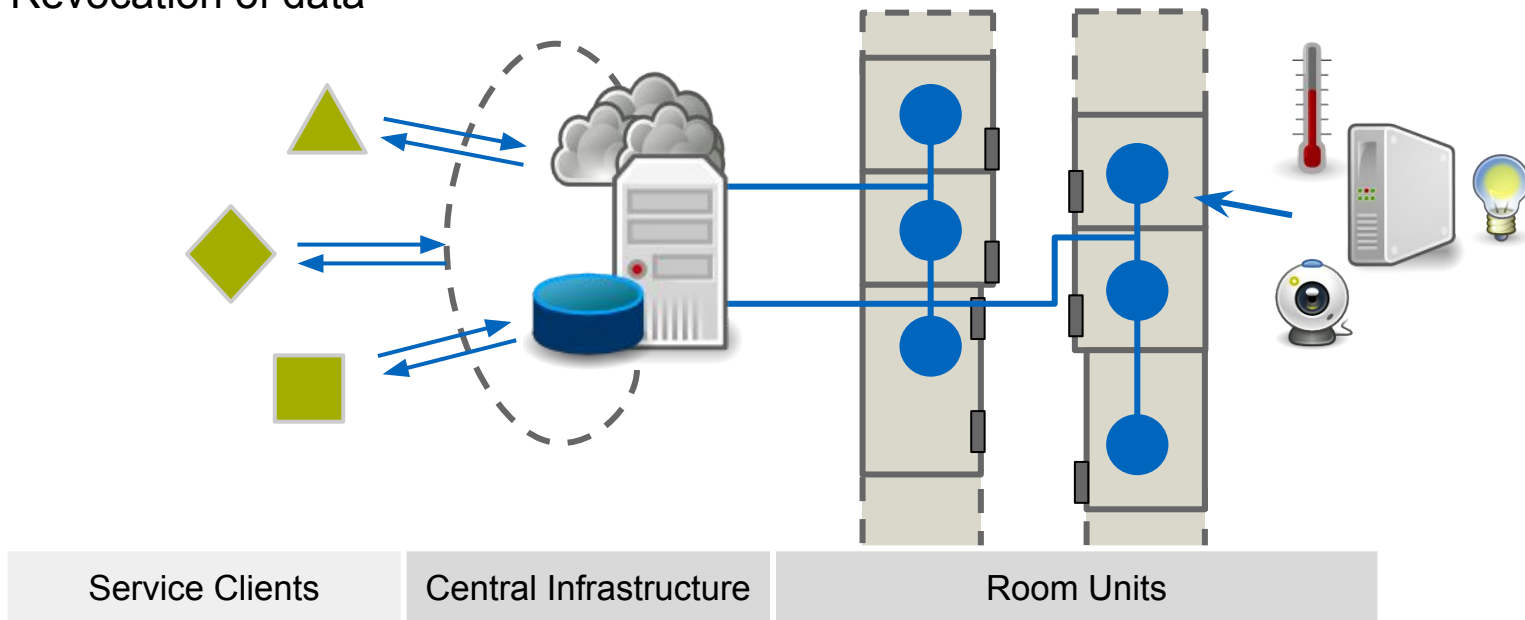


Problems

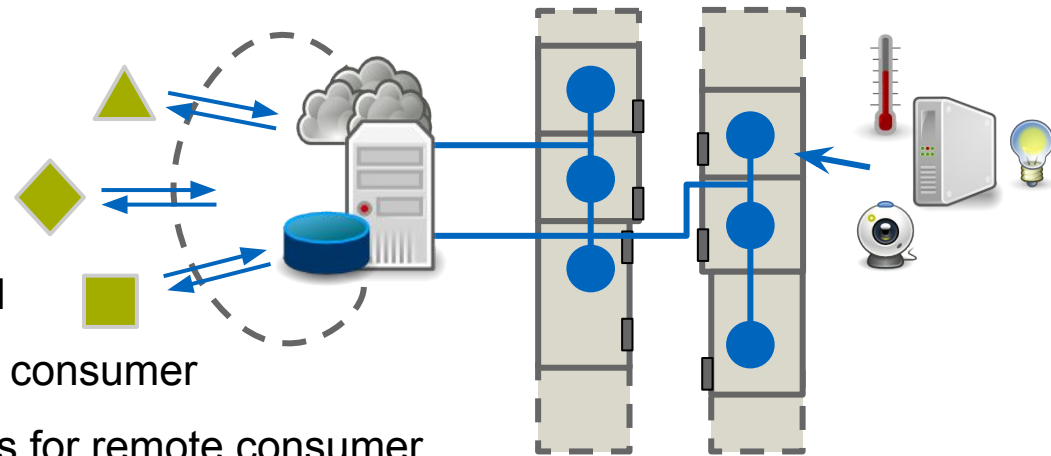
Central Infrastructure = Trusted Third Party

Conflicts with Privacy Requirements:

- Raw data accessible by TTP
- Data usage intransparent
- Revocation of data



Modelling



- Data gathering initially decentralized
- Data owner \neq data processor \neq data consumer
- Data usage: Aggregated local values for remote consumer
- Individual data more critical than aggregates
- Privacy [1-6] means
 - Data minimization
 - Unlinkability / Purpose binding
 - Transparency / Usage insights
 - Intervenability / Control over own data

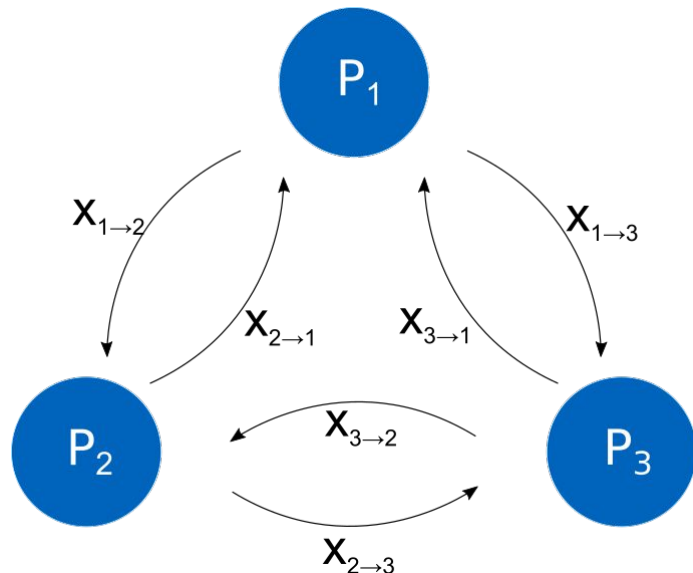
Background: Secure Multi-Party Computation

Definition (cf. [7]):

There are n parties P_1, \dots, P_n . Each party P_i holds a secret value x_i .

Secure Computation of $y = f(x_1, \dots, x_n)$ is performed if two conditions are satisfied:

- Correctness: the correct value of y is computed
- Privacy: y is the only new information that is released



Example: Addition

Party	x_i	Share P_1	Share P_2	Share P_3
P_1	10	3	2	5
P_2	5	1	2	2
P_3	7	4	1	2
Result	22	8	5	9

From TTP to SMC: Challenges

Dynamic Environment

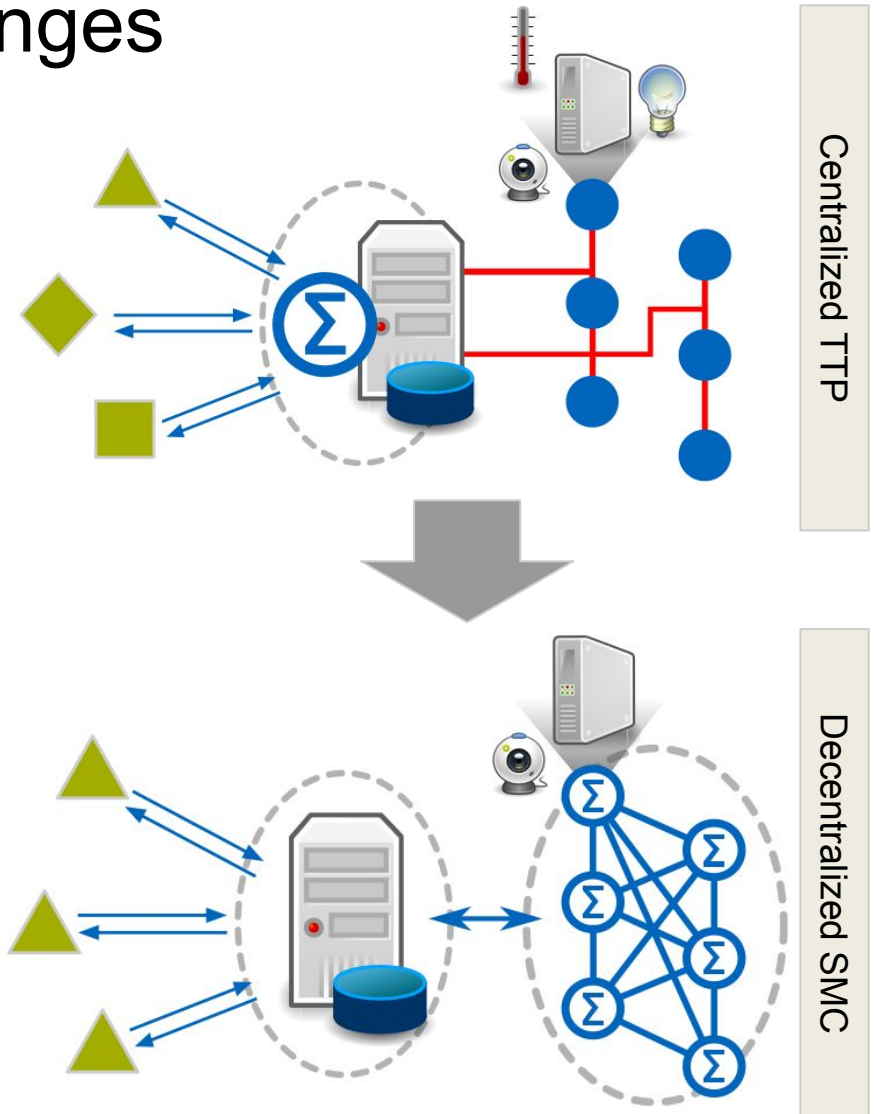
- Parties previously unknown
- Subsets of Parties
- Different input data
- Computations previously unknown

Orchestration of Computations

- Synchronized communication
- No error handling

Service character

- Access for data consumers
- Metadata about available information
- Only parties obtain result



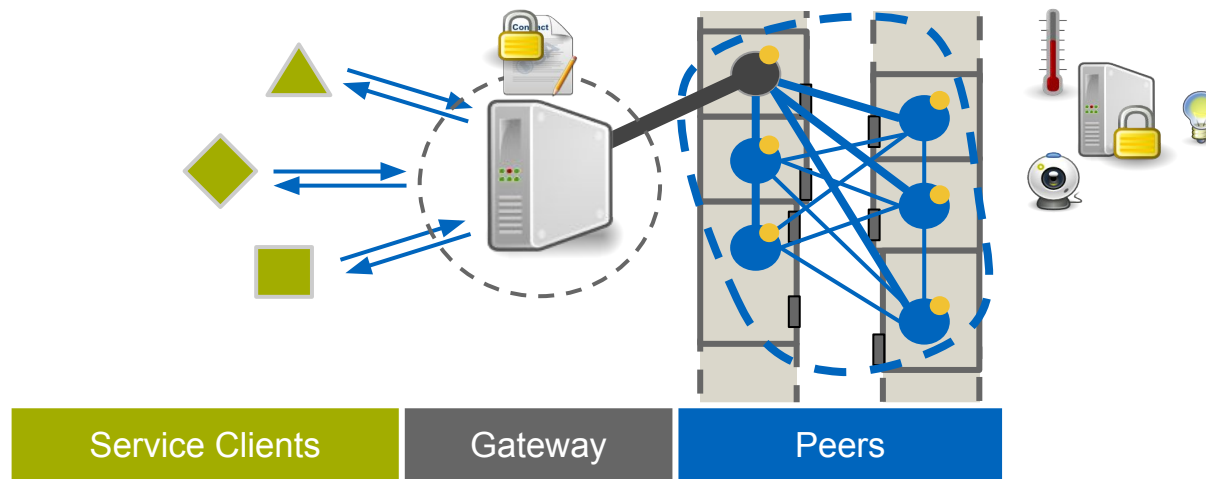
Architectural Overview: Hybrid Approach

Virtual Centrality

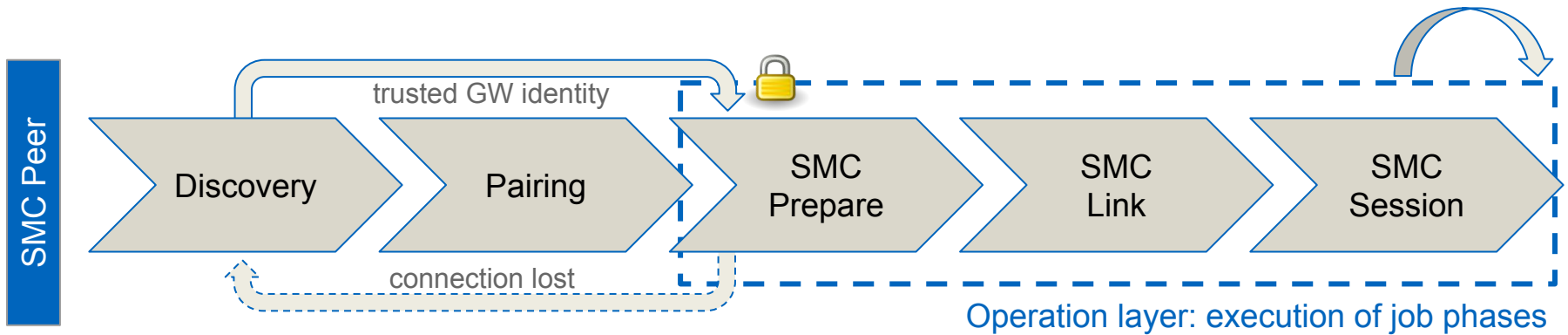
- Introduction of gateway (GW) for SMC network
- Single, generic endpoint for requests
- Hides complexity and fragility of SMC network

Decentralization

- Self-management
- Local storage of raw values
- Only reveal processed data via collaborative computations (SMC)

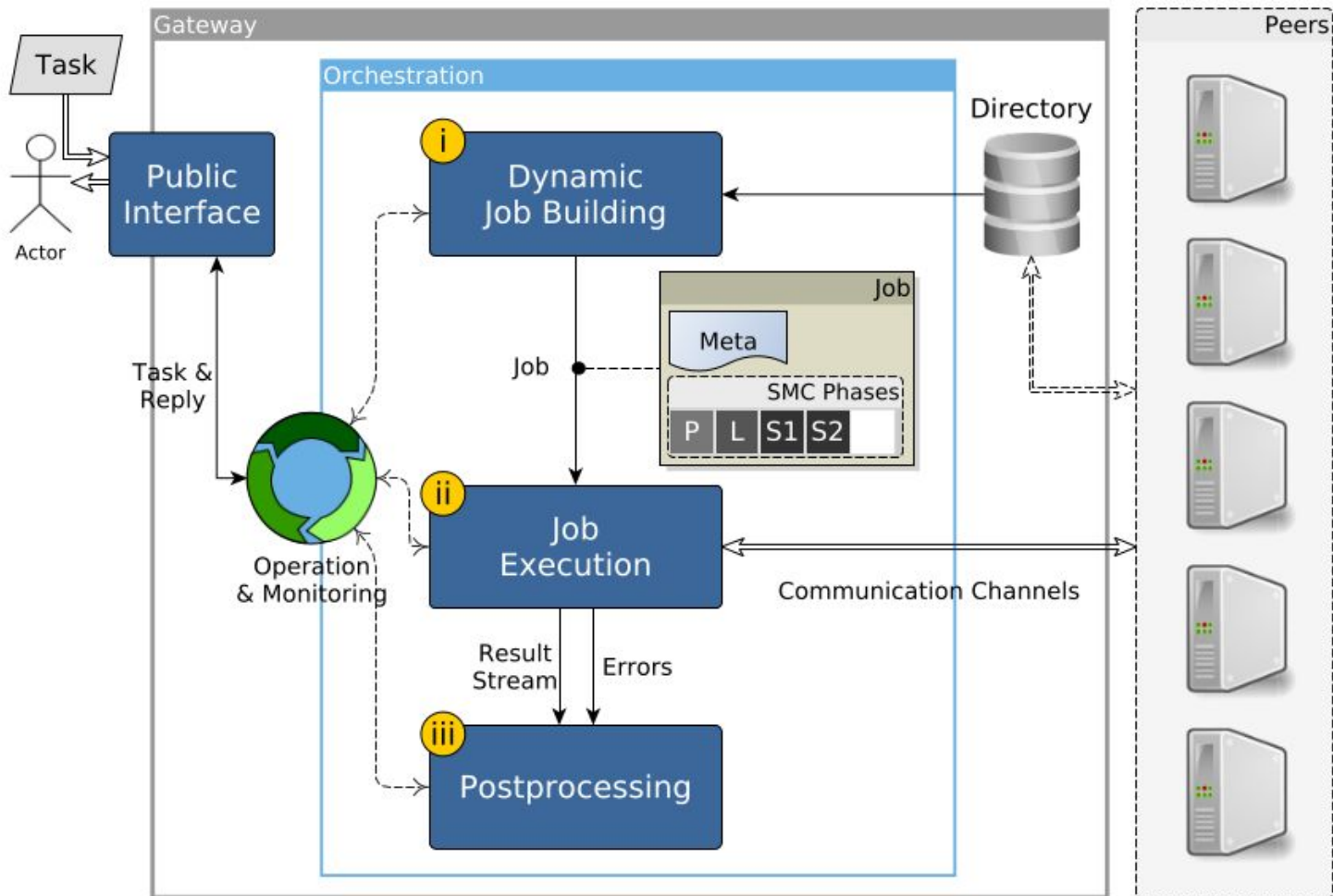


Peers | Self-Organization



- Zeroconf
- Find Gateway
- Match capabilities
- X.509 certs exchange
- (Out-of-bound verification)
- Request verification
- Prepare request for computation
- Connect peers with each other
- Check for problems
- Synchronized trigger of session(s)
- Stream results to requesting client

Gateway



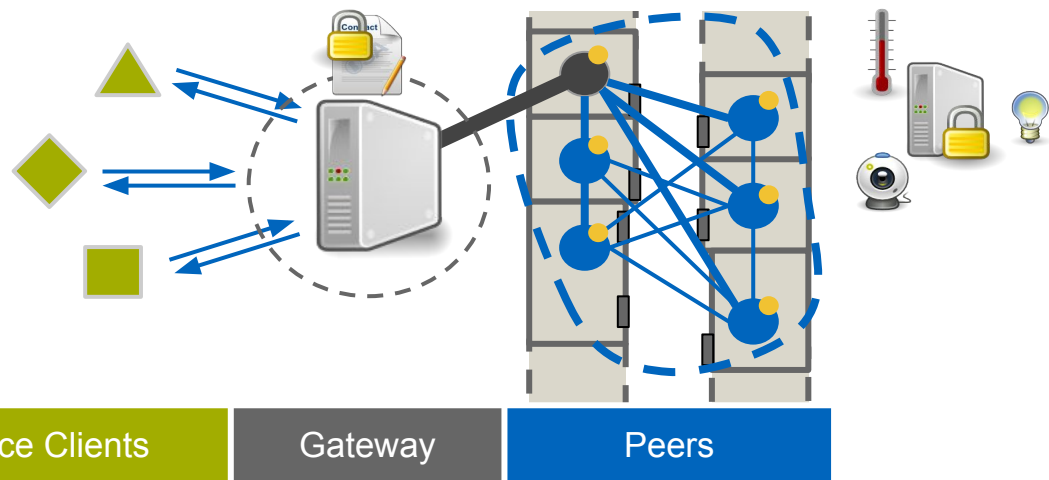
Realized Features

Applicability

- Adaptiveness in dynamic environments
- Automatic session configuration
- Automated and continuous execution of SMC
- Robustness of computations

Privacy

- Confidentiality
 - Unlinkability of data
 - Data minimization
 - Transparency of data-processing
 - Intervenability for peers
- } SMC



Conclusion

- Secure multiparty computation realizes/supports realization of privacy properties
- New challenges arise when applying SMC in dynamic contexts
- We propose a wrapper around SMC to solve to these problems
- Then, SMC can be used as a robust service for continuous and automated computations