

Adaptively Secure Succinct Garbled RAM with Persistent Memory

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DIMACS workshop
MIT Media Lab
June 8~10, 2016

: June 11, 2016, Boston, heavy snow.

: June 11, 2016, Boston, heavy snow. Alice finds a **quasi-polynomial** time algorithm for factoring.

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Alice



: June 11, 2016, Boston, heavy snow. Alice finds a **quasi-polynomial** time algorithm for factoring.

: Instead of submitting to STOC, she thinks it's cool to write a program and show off to her friends.



> Factoring.hs RSA2048



> Factoring.hs RSA2048

Running time 7 hrs 34 mins

25195908475...20720357

= 83990...4079279 x 3091701...723883

Next question



: It is slow on her laptop (quasi-polynomial time, you know) ... cannot fit into a party.

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: So she turns to cloud, but clouds are big brothers

: It is slow on her laptop (quasi-polynomial time, you know) ... cannot fit into a party.

: So she turns to cloud, but clouds are big brothers

: She heard that one can delegate the computation in a way that **the server learns only the output of the computation but nothing else**

“My friends and NSA will be **shocked** by the runtime without learning anything other than the output”



“The algorithm has **huge preprocessing**, stores lots of non-zero points on the Zeta function ...”

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“The algorithm has **huge preprocessing**, stores lots of non-zero points on the Zeta function ...”

“My friends and NSA will be **shocked** by the runtime without learning anything other than the output”

“Wait ... the audiences already know too much.”



```
> sudo apt-get install FHE
```

```
> sudo apt-get install FHE  
> FHE Factoring.hs
```

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```
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```

Turning the program into circuits ...

```
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```

```
> FHE Factoring.hs
```

Turning the program into circuits ...

```
^C
```

```
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Turning the program into circuits ...

```
^C
```

```
>
```

```
> sudo apt-get install Yao
```

```
> Yao Factoring.hs
```

```
> sudo apt-get install FHE
```

```
> FHE Factoring.hs
```

Turning the program into circuits ...

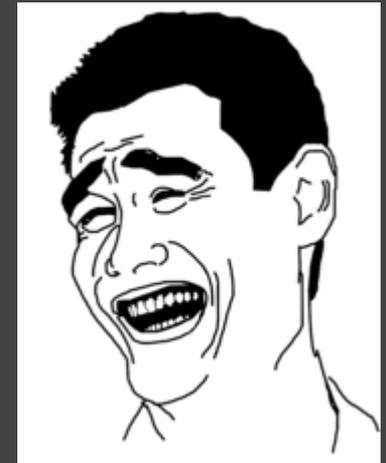
```
^C
```

```
>
```

```
> sudo apt-get install Yao
```

```
> Yao Factoring.hs
```

Still turning the program into circuits ...



#Yao

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> sudo apt-get install FHE
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> FHE Factoring.hs
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Turning the program into circuits ...

```
^C
```

```
>
```

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```
> Yao Factoring.hs
```

Still turning the program into circuits ...

```
^C^C^C^C^C^C^C
```

```
>
```

```
> sudo apt-get install GRAM_Lu_Ostrovsky  
> GRAM_Lu_Ostrovsky Factoring.hs
```

```
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```

```
> GRAM_Lu_Ostrovsky Factoring.hs
```

Warning: Program size as big as the running time,
continue (y) or not (n)

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> sudo apt-get install GRAM_Lu_Ostrovsky
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> GRAM_Lu_Ostrovsky Factoring.hs
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Warning: Program size as big as the running time,
continue (y) or not (n)

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```
>
```



```
> sudo apt-get install PRAM
```

```
> sudo apt-get install PRAM  
> PRAM Factoring.hs
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```
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```

```
> PRAM Factoring.hs
```

```
Done -> PRAM_Factoring
```

```
> sudo apt-get install PRAM
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> PRAM Factoring.hs
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Done -> PRAM_Factoring
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```
> PRAM_Factoring RSA2048
```

```
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> PRAM Factoring.hs
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```
n
```



“Huge amount of
preprocessed data
reusable”

“Adaptively pick
integers”

“Don't turn into
circuits, don't blow
up too much”



Garbling/randomized encoding for RAM with persistent memory

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Gen => msk

Garbling/randomized encoding for RAM with persistent memory

Gen \Rightarrow msk

msk + D₀ \Rightarrow G(D₀)

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Garbling/randomized encoding for RAM with persistent memory

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msk + D₀ => G(D₀)

msk + P₁ => G(P₁)

Eval G(D₀) G(P₁) => P₁(D₀)

Garbling/randomized encoding for RAM with persistent memory

Gen => msk

Persistence

msk + D_0 => $G(D_0)$

msk + P_1 => $G(P_1)$

Eval $G(D_0)$ $G(P_1)$ => $P_1(D_0)$ $G(D_1)$

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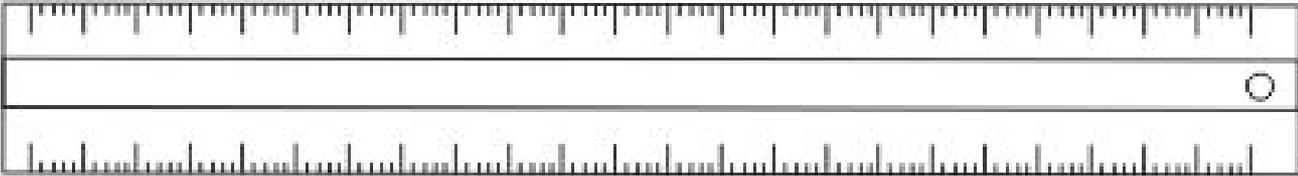
Eval $G(D_1)$ $G(P_2)$ => $P_2(D_1)$ $G(D_2)$

...

Garbling/randomized encoding for RAM with persistent memory

Succinct

D_0



$G(D_0)$

P_1



$G(P_1)$

Garbling/randomized encoding for RAM with persistent memory

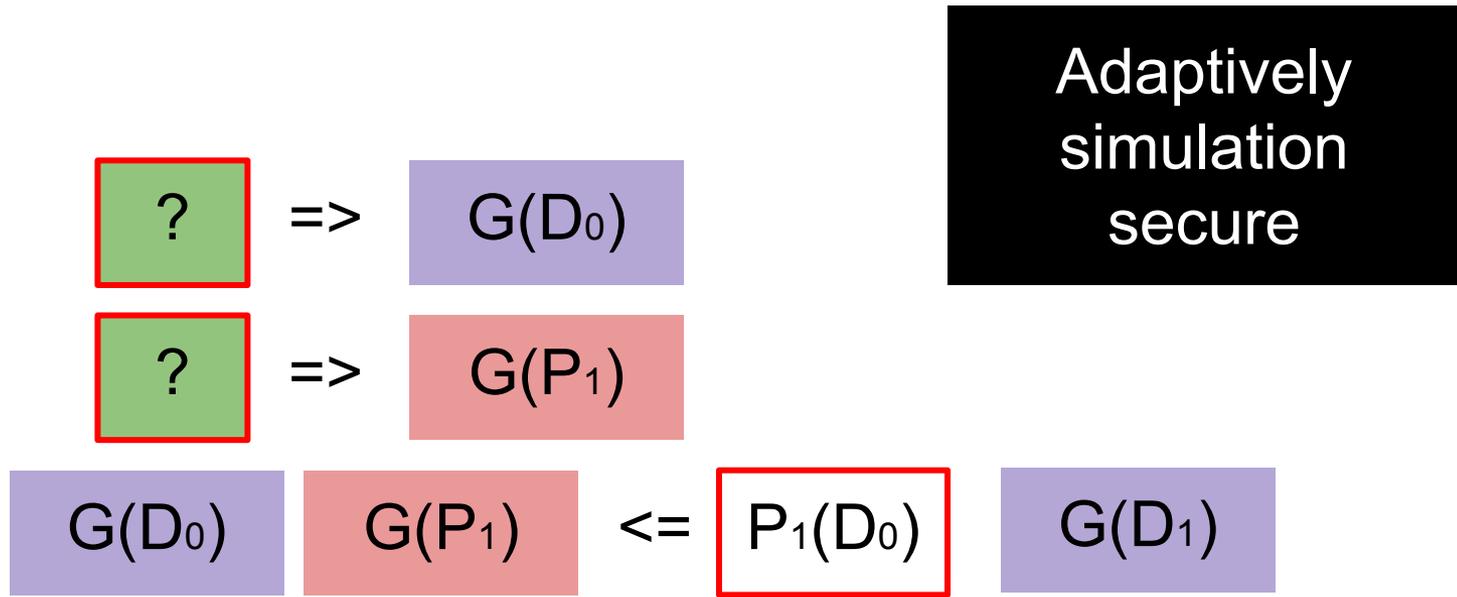
?

?

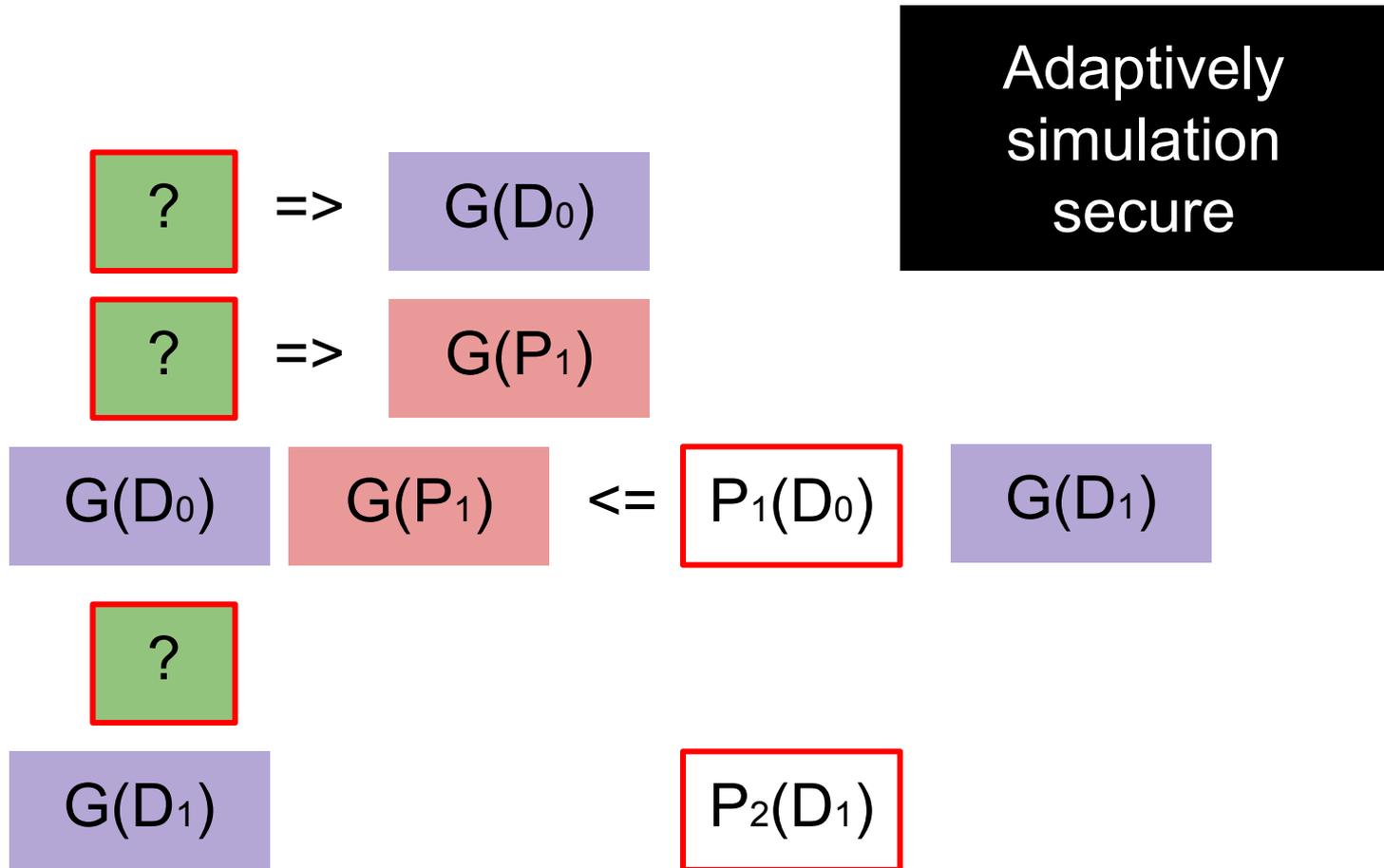
Adaptively
simulation
secure

$P_1(D_0)$

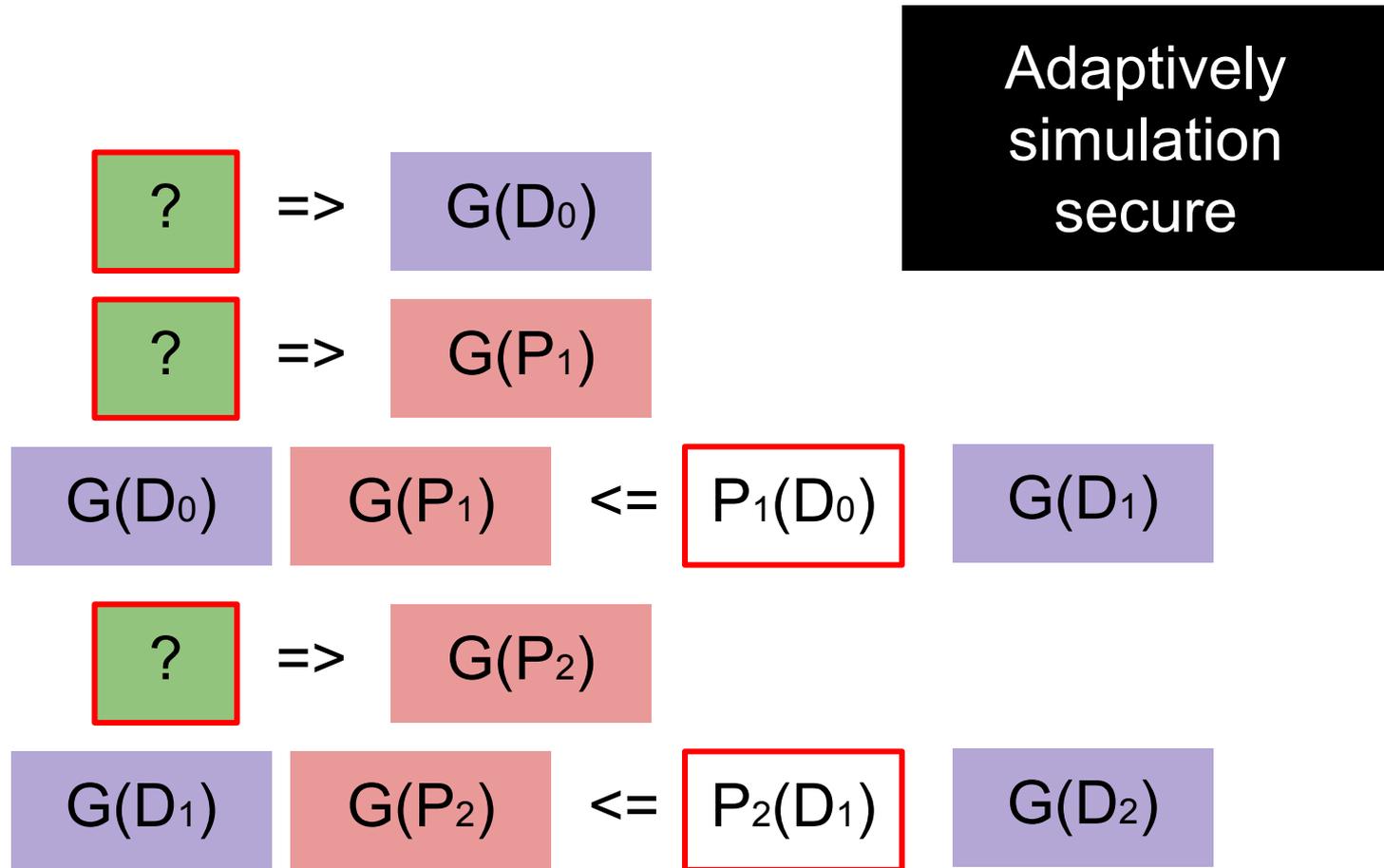
Garbling/randomized encoding for RAM with persistent memory



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Garbling/randomized encoding for RAM with persistent memory



Theorem

[Main Theorem]

Adaptively secure succinct garbled RAM with persistent memory from indistinguishability obfuscation for circuits, and poly-to-1 collision-resistant hash function.

Starring



Indistinguishability Obfuscator

Indistinguishability Obfuscator for circuits

Defined by [Barak-Goldreich-Impagliazzo-Rudich-Sahai-Vadhan-Yang '01]

Security:

$$\text{iO}[F_0] \approx \text{iO}[F_1]$$

if F_0 and F_1 have identical functionality

Candidate constructions:

[Garg-Gentry-Halevi-Raykova-Sahai-Waters '13], [Barak-Garg-Kalai-Paneth-Sahai '14],
[Brakerski-Rothblum '14], [Pass-Seth-Telang '14], [Zimmerman '15], [Applebaum-Brakerski '15],
[Ananth-Jain '15], [Bitansky-Vaikuntanathan '15], [Gentry-Gorbunov-Halevi '15], [Lin '16], ...

Cryptanalyses:

[Cheon-Han-Lee-Ryu-Stehle '15], [Coron et al '15], [Miles-Sahai-Zhandry '16], ...



Poly-to-one Collision Resistant Hash function

Poly-to-one collision resistant hash functions

H is collision resistant + each image has at most **poly** preimages.

[Thm] Exists for **constant c**, assuming Factoring or Discrete-log is hard.

The rest of the talk:

1. The main idea of the construction.
2. The technical heart: adaptively-enforceable accumulator.
3. Wrap up, and the easiest ways to think of our scheme.



Starting point: Canetti-Holmgren's **selective** secure scheme.

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Garble the CPU-step circuit, **encrypt** and **authenticate** the intermediate states, memories.

You never know how hard
it is to use iO before
actually play with it.

[said Justin Holmgren, June 22, 2015, sunny]

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Canetti-Holmgren scheme **details**:

Fixed-transcript => Fixed-access => Fixed-address => Fully secure

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+ Zoom-in the core step:

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(iO-friendly) Iterator

(iO-friendly) Accumulator

(iO-friendly) Splittable signature

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Accumulator

iO-friendly Merkle-tree

$\text{Setup}(1^\lambda, S)$ samples $\text{Acc.PP} \leftarrow \text{Acc.Setup}(1^\lambda, S)$ and samples a PPRF F .

$\text{GbMem}(SK, s) \rightarrow \bar{s}$ computes an accumulator ac_s corresponding to s , generates $(\text{sk}, \text{vk}) \leftarrow \text{Spl.Setup}(1^\lambda; F(0, 0))$ and computes $\sigma_s \leftarrow \text{Spl.Sign}(\text{sk}, (\perp, \perp, \text{ac}_s, \text{ReadWrite}(0 \mapsto 0)))$. \bar{s} is then defined as a memory configuration which contains both (ac_s, σ_s) and store_0 .

$\text{GbPrg}(SK, M_i, T_i, i) \rightarrow \tilde{M}_i$ first transforms M_i so that its initial state is \perp . Note this can be done without loss of generality by hard-coding the “real” initial state in the transition function. GbPrg then computes $\tilde{C}_i \leftarrow \text{iO}(C_i)$, where C_i is described in Algorithm 1. Finally, we define \tilde{M}_i not by its transition function, but by pseudocode, as the RAM machine which:

1. Reads (ac_0, σ_0) from memory (recall these were inserted under the names (ac_s, σ_s)). Define $\text{op}_0 = \text{ReadWrite}(0 \mapsto 0)$, $q_0 = \perp$, and $\text{itr}_0 = \perp$.
2. For $i = 0, 1, 2, \dots$:
 - (a) Compute $\text{store}_{i+1}, \text{ac}_{i+1}, v_i, \pi_i \leftarrow \text{Acc.Update}(\text{Acc.PP}, \text{store}_i, \text{op}_i)$.
 - (b) Compute $\text{out}_i \leftarrow \tilde{C}_i(i, q_i, \text{itr}_i, \text{ac}_i, \text{op}_i, \sigma_i, v_i, \text{ac}_{i+1}, \pi_i)$.
 - (c) If out_i parses as (y, σ) , then write $(\text{ac}_{i+1}, \sigma)$ to memory, output y , and terminate.
 - (d) Otherwise, out_i must parse as $(q_{i+1}, \text{itr}_{i+1}, \text{ac}_{i+1}, \text{op}_{i+1})_i, \sigma_{i+1}$.

We note that \tilde{M}_i can be compiled from \tilde{C}_i and Acc.PP . This means that later, when we prove security, it will suffice to analyze a game in which the adversary receives \tilde{C}_i instead of M_i . This also justifies our relatively informal description of \tilde{M}_i .

```
Input: Time  $t$ , state  $q$ , iterator  $\text{itr}$ , accumulator  $\text{ac}$ , operation  $\text{op}$ , signature  $\sigma$ , memory value  $v$ , new accumulator  $\text{ac}'$ , proof  $\pi$ 
Data: Puncturable PRF  $F$ , RAM machine  $M_i$  with transition function  $\delta_i$ , Accumulator verification key  $\text{vk}_{\text{Acc}}$ , index  $i$ , iterator public parameters  $\text{itr.PP}$ , time bound  $T_i$ 
1  $(\text{sk}, \text{vk}) \leftarrow \text{Spl.Setup}(1^\lambda; F(i, t));$ 
2 if  $t > T_i$  or  $\text{Spl.Verify}(\text{vk}, (q, \text{itr}, \text{ac}, \text{op}), \sigma) = 0$  or  $\text{Acc.Verify}(\text{vk}_{\text{Acc}}, \text{ac}, \text{op}, \text{ac}', v, \pi) = 0$  then return  $\perp$ ;
3  $\text{out} \leftarrow \delta_i(q, v);$ 
4 if  $\text{out} \in Y$  then
5    $(\text{sk}', \text{vk}') \leftarrow \text{Spl.Setup}(1^\lambda; F(i+1, 0));$ 
6   return  $\text{out}, \text{Sign}(\text{sk}', (\perp, \perp, \text{ac}', \text{ReadWrite}(0 \mapsto 0)))$ 
7 else
8   Parse  $\text{out}$  as  $(q', \text{op}')$ ;
9    $\text{itr}' \leftarrow \text{Itr.Iterate}(\text{itr.PP}, (q, \text{itr}, \text{ac}, \text{op}));$ 
10   $(\text{sk}', \text{vk}') \leftarrow \text{Spl.Setup}(1^\lambda; F(i, t+1));$ 
11  return  $(q', \text{itr}', \text{ac}', \text{op}'), \text{Sign}(\text{sk}', (q', \text{itr}', \text{ac}', \text{op}'))$ 
```

Algorithm 1: Transition function for M_i , with memory verified by a signed accumulator.

What is written in eprint 2015/1074

Canetti-Holmgren (ITCS16)

+ Zoom-in the core step:

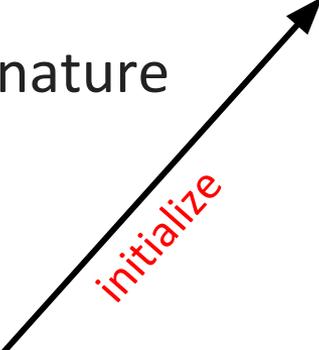
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Accumulator
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$\text{Setup}(1^\lambda, S)$ samples $\text{Acc.PP} \leftarrow \text{Acc.Setup}(1^\lambda, S)$ and samples a PPRF F .

$G(D_0)$ accumulator ac_s corresponding to s , generates $(\text{sk}, \text{vk}) \leftarrow \text{Spl.Setup}(1^\lambda; F(0, 0))$. $\text{sk}, (\perp, \perp, \text{ac}_s, \text{ReadWrite}(0 \mapsto 0))$. \bar{s} is then defined as a memory configuration (ac_s, σ_s) and store_0 .

$G(D_0)$ transforms M_i so that its initial state is \perp . Note this can be done without using the “real” initial state in the transition function. GbPrg then computes \bar{M}_i as described in Algorithm 1. Finally, we define \bar{M}_i not by its transition function, but by pseudocode, as the RAM machine which:

1. Reads (ac_0, σ_0) from memory (recall these were inserted under the names (ac_s, σ_s)). Define $\text{op}_0 = \text{ReadWrite}(0 \mapsto 0)$, $q_0 = \perp$, and $\text{itr}_0 = \perp$.
2. For $i = 0, 1, 2, \dots$:
 - (a) Compute $\text{store}_{i+1}, \text{ac}_{i+1}, v_i, \pi_i \leftarrow \text{Acc.Update}(\text{Acc.PP}, \text{store}_i, \text{op}_i)$.
 - (b) Compute $\text{out}_i \leftarrow \bar{C}_i(i, q_i, \text{itr}_i, \text{ac}_i, \text{op}_i, \sigma_i, v_i, \text{ac}_{i+1}, \pi_i)$.
 - (c) If out_i parses as (y, σ) , then write $(\text{ac}_{i+1}, \sigma)$ to memory, output y , and terminate.
 - (d) Otherwise, out_i must parse as $(q_{i+1}, \text{itr}_{i+1}, \text{ac}_{i+1}, \text{op}_{i+1}), \sigma_{i+1}$.

We note that \bar{M}_i can be compiled from \bar{C}_i and Acc.PP . This means that later, when we prove security, it will suffice to analyze a game in which the adversary receives \bar{C}_i instead of M_i . This also justifies our relatively informal description of \bar{M}_i .

Input: Time t , state q , iterator itr , accumulator ac , operation op , signature σ , memory value v , new accumulator ac' , proof π
Data: Puncturable PRF F , RAM machine M_i with transition function δ_i , Accumulator verification key vk_{Acc} , index i , iterator public parameters itr.PP , time bound T_i

```
1 (sk, vk) ← Spl.Setup(1λ; F(i, t));
2 if t > Ti or Spl.Verify(vk, (q, itr, ac, op), σ) = 0 or Acc.Verify(vkAcc, ac, op, ac', v, π) = 0 then return ⊥;
3 out ← δi(q, v);
4 if out ∈ Y then
5   (sk', vk') ← Spl.Setup(1λ; F(i + 1, 0));
6   return out, Sign(sk', (⊥, ⊥, ac', ReadWrite(0 ↦ 0)))
7 else
8   Parse out as (q', op');
9   itr' ← Itr.Iterate(itr.PP, (q, itr, ac, op));
10  (sk', vk') ← Spl.Setup(1λ; F(i, t + 1));
11  return (q', itr', ac', op'), Sign(sk', (q', itr', ac', op'))
```

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initialize

Authenticate

Setup($1^\lambda, S$) samples $\text{Acc.PP} \leftarrow \text{Acc.Setup}(1^\lambda, S)$ and samples a PPRF F .

Accumulator ac_s corresponding to s , generates $(\text{sk}, \text{vk}) \leftarrow \text{Spl.Setup}(1^\lambda; F(0, 0))$. \tilde{s} is then defined as a memory configuration $(\text{sk}, (\perp, \perp, \text{ac}_s, \text{ReadWrite}(0 \mapsto 0)))$. \tilde{s} is then defined as a memory configuration (ac_s, σ_s) and store_0 .

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 - (a) Compute $\text{store}_{i+1}, \text{ac}_{i+1}, v_i, \pi_i \leftarrow \text{Acc.Update}(\text{Acc.PP}, \text{store}_i, \text{op}_i)$.
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$G(P_{i+1})$

key

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 $\text{sk}, (\perp, \perp, \text{ac}_s, \text{ReadWrite}(0 \mapsto 0))$. \tilde{s} is then defined as a memory config-
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G(P_{i+1})

key

G(D_{i+1})

... for M_i , with memory verified by a signed accumulator.

what is written in eprint 2015/1074

Canetti-Holmgren (ITCS16)
+ Zoom-in the core step:
++ Zoom-in the **accumulator**

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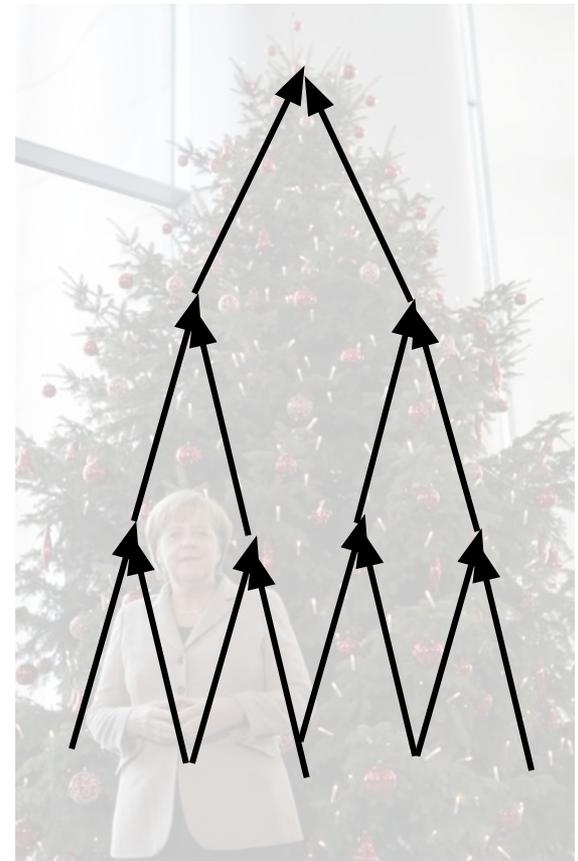
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#Merkletree

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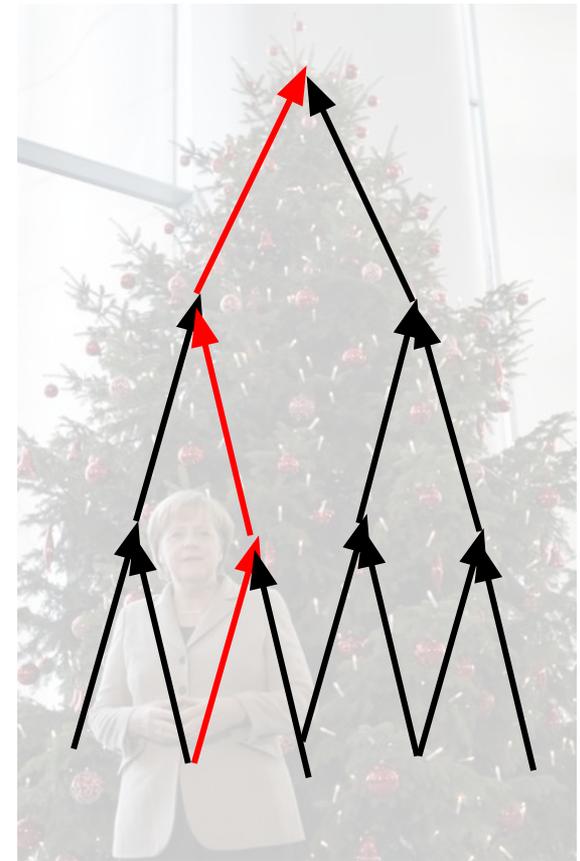
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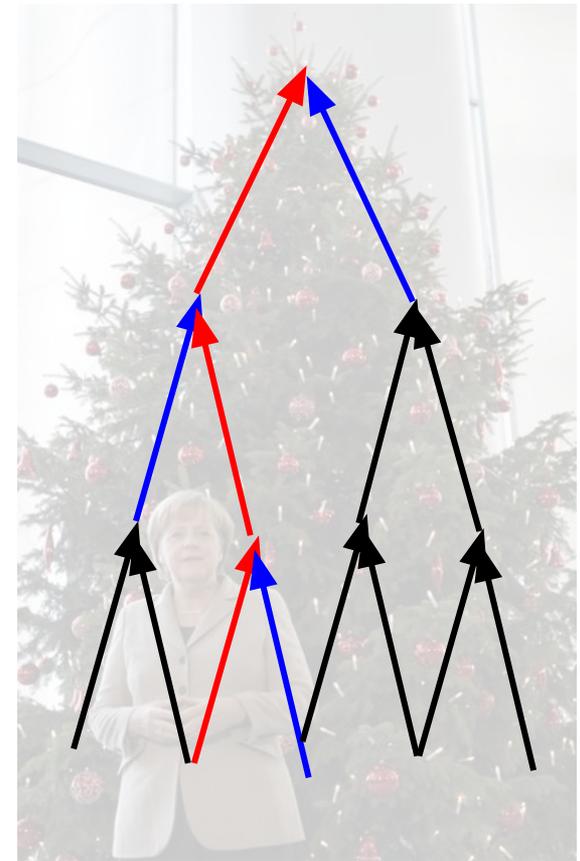
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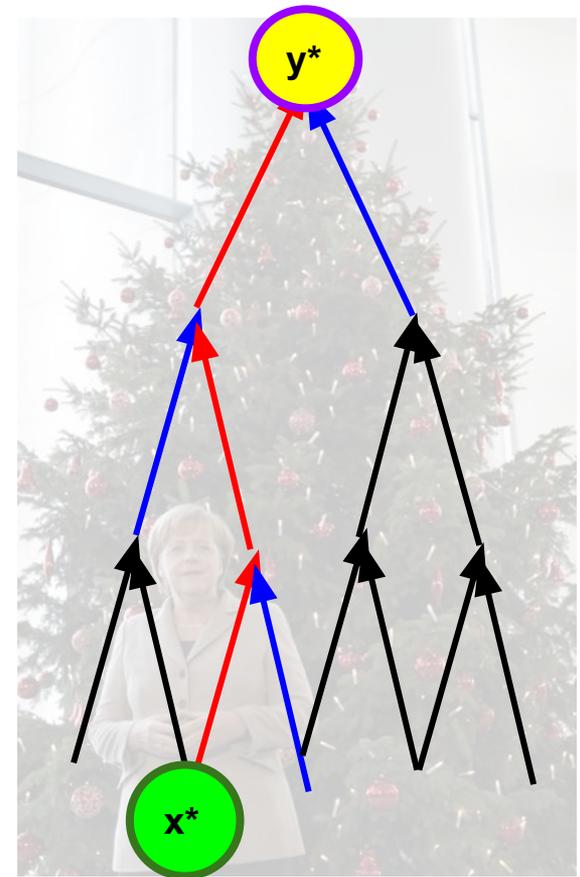
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- **Enforcement (iO-friendly property):** there's only one preimage x^* of the current root value y^* .

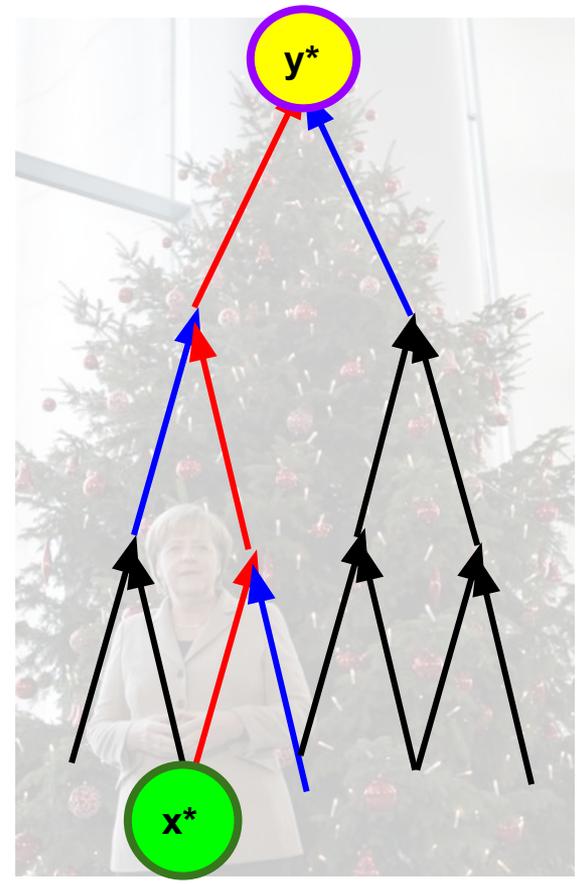


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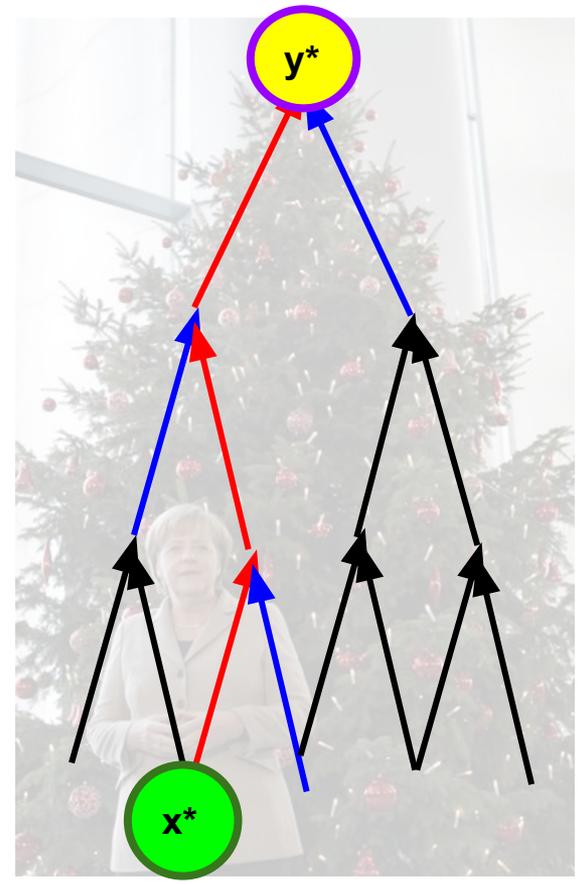
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Normal.Gen() $\rightarrow H$
Enforce.Gen(x^*, y^*) $\rightarrow H^*$, $H \approx H^*$



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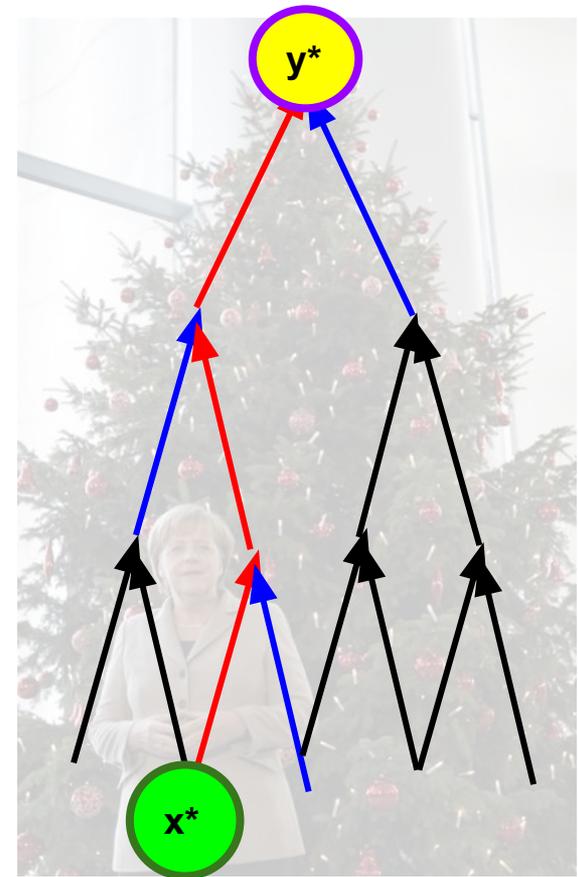
Impossible information theoretically.

KLW's **computational enforcement**:

Normal.Gen() $\rightarrow H$

Enforce.Gen(x^* , y^*) $\rightarrow H^*$, $H \approx H^*$

Alternatively: SSB hashing \Rightarrow [Ananth-Chen-Chung-Lin-Lin]



#Merkletree

Selective Enforcing

Adaptive Enforcing

Selective Enforcing

$x^* \leq \text{Adversary}$

Adaptive Enforcing

Selective Enforcing

$x^* \leq \text{Adversary}$

$\text{Gen}(\) \Rightarrow H$

$\text{Enforcing}(x^*, y^*) \Rightarrow H^*$

Adaptive Enforcing

Selective Enforcing

$x^* \Leftarrow \text{Adversary}$

$\text{Gen}(\cdot) \Rightarrow H$

$\text{Enforcing}(x^*, y^*) \Rightarrow H^*$

Adaptive Enforcing

$\text{Gen}(\cdot) \Rightarrow H$

Selective Enforcing

$x^* \Leftarrow \text{Adversary}$

$\text{Gen}(\) \Rightarrow H$

$\text{Enforcing}(x^*, y^*) \Rightarrow H^*$

Adaptive Enforcing

$\text{Gen}(\) \Rightarrow H$

$x^* \Leftarrow \text{Adversary}(H)$



Selective Enforcing

$x^* \Leftarrow \text{Adversary}$

$\text{Gen}(\) \Rightarrow H$

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Selective Enforcing

$x^* \leq \text{Adversary}$

$\text{Gen}() \Rightarrow H$

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Adaptive Enforcing

$\text{Gen}() \Rightarrow H$

$x^* \leq \text{Adversary}(H)$

$\text{Enforcing}(x^*, y^*) \Rightarrow H^*$



(... wait, what?)



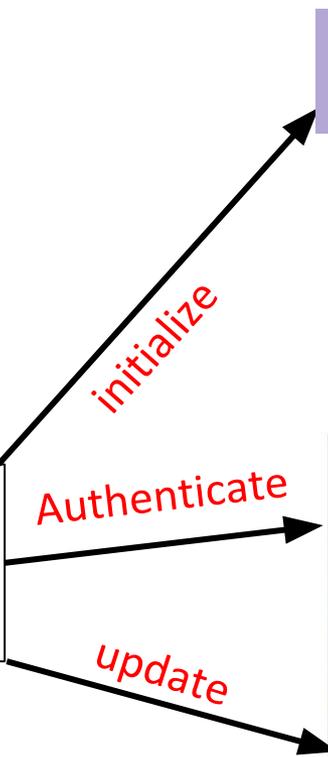
#Mindblowing

Fact I

Can separate the key

$$\text{key} = \text{hk} + \text{vk}$$

Accumulator
iO-friendly Merkle-tree



Setup($1^\lambda, S$) samples $\text{Acc.PP} \leftarrow \text{Acc.Setup}(1^\lambda, S)$ and samples a PPRF F .

... accumulator ac_s corresponding to s , generates $(\text{sk}, \text{vk}) \leftarrow \text{Spl.Setup}(1^\lambda; F(0, 0))$
 $\text{sk}, (\perp, \perp, \text{ac}_s, \text{ReadWrite}(0 \mapsto 0))$. \bar{s} is then defined as a memory config-
 (ac_s, σ_s) and store_0 .

... transforms M_i so that its initial state is \perp . Note this can be done without
 the "real" initial state in the transition function. GbPrg then computes
 described in Algorithm 1. Finally, we define \bar{M}_i not by its transition function,
 but by pseudocode, as the RAM machine which:

1. Reads (ac_0, σ_0) from memory (recall these were inserted under the names (ac_s, σ_s)). Define $\text{op}_0 = \text{ReadWrite}(0 \mapsto 0)$, $q_0 = \perp$, and $\text{itr}_0 = \perp$.
2. For $i = 0, 1, 2, \dots$:
 - (a) Compute $\text{store}_{i+1}, \text{ac}_{i+1}, v_i, \pi_i \leftarrow \text{Acc.Update}(\text{Acc.PP}, \text{store}_i, \text{op}_i)$.
 - (b) Compute $\text{out}_i \leftarrow \bar{C}_i(i, q_i, \text{itr}_i, \text{ac}_i, \text{op}_i, \sigma_i, v_i, \text{ac}_{i+1}, \pi_i)$.
 - (c) If out_i parses as (y, σ) , then write $(\text{ac}_{i+1}, \sigma)$ to memory, output y , and terminate.
 - (d) Otherwise, out_i must parse as $(q_{i+1}, \text{itr}_{i+1}, \text{ac}_{i+1}, \text{op}_{i+1}), \sigma_{i+1}$.

We note that \bar{M}_i can be compiled from \bar{C}_i and Acc.PP . This means that later, when we prove security, it will suffice to analyze a game in which the adversary receives \bar{C}_i instead of M_i . This also justifies our relatively informal description of \bar{M}_i .

... for M_i , with memory verified by a signed accumulator.

G(D₀)

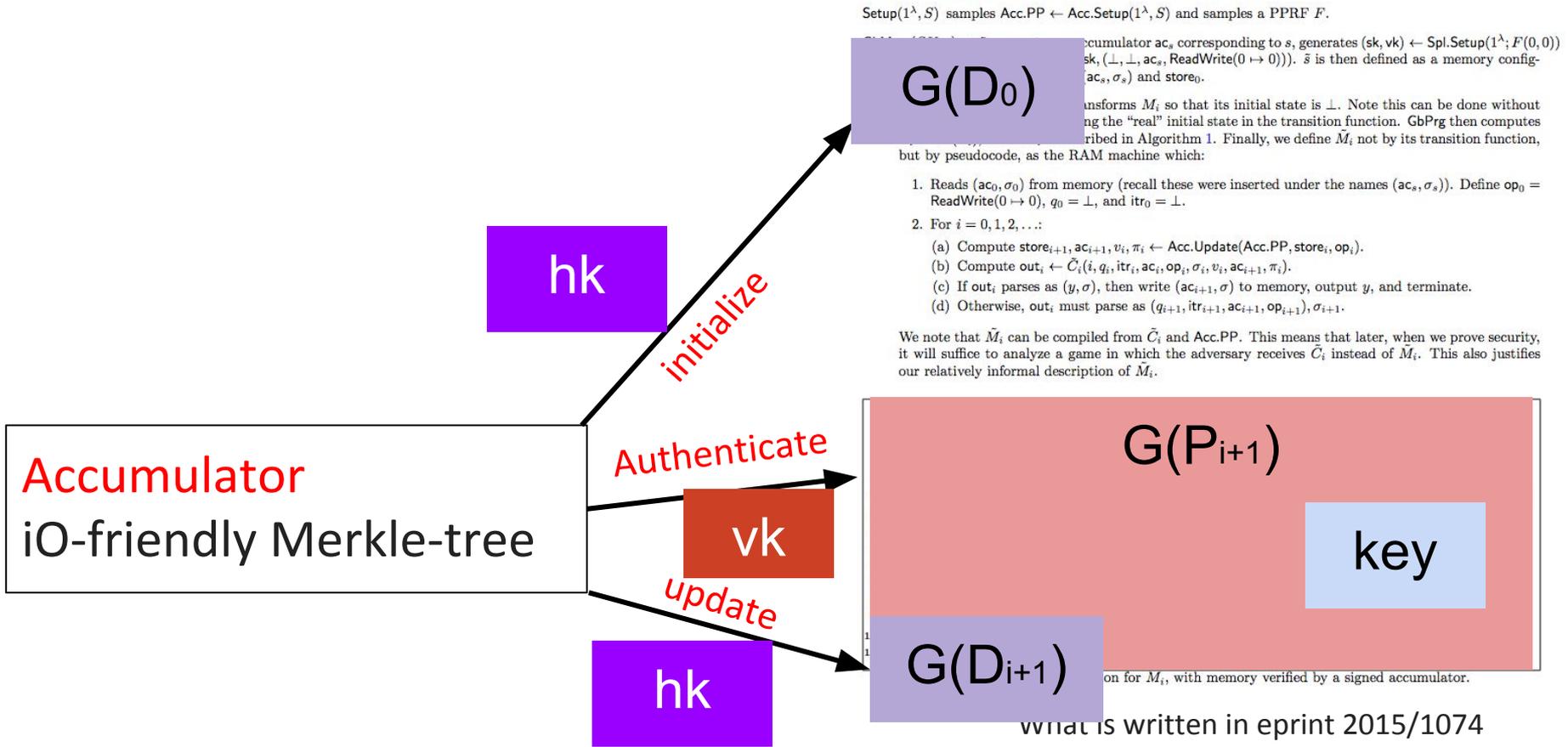
G(P_{i+1})

key

G(D_{i+1})

what is written in eprint 2015/1074

$$\text{key} = \text{hk} + \text{vk}$$



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what is written in eprint 2015/1074

Adaptive Enforcing

hk

Adaptive Enforcing

hk

$x^* \leftarrow \text{Adversary}(hk)$



Adaptive Enforcing

hk

$x^* \Leftarrow \text{Adversary}(hk)$

vk

\approx

$vk^*(x^*)$



Fact II

If you believe diO ...

key

=

hk

+

vk

Adaptive Enforcing

key

=

hk

+

vk

Adaptive Enforcing

hk

always_hk_Gen() -> hk := CRHF key h

key

=

hk

+

vk

Adaptive Enforcing

hk

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always_hk_Gen() -> hk := CRHF key h

$$\text{key} = \text{hk} + \text{vk}$$

Adaptive Enforcing

hk

$x^* \leftarrow \text{Adversary}(H)$

vk



`always_hk_Gen() -> hk := CRHF key h`

`normal_vk_Gen() -> vk`

`vk(x,y) = diO(if h(x)=y, output 1; else: output 0)`

$$\text{key} = \text{hk} + \text{vk}$$

Adaptive Enforcing

hk

$x^* \leftarrow \text{Adversary}(H)$

vk

\approx

$\text{vk}^*(x^*)$



`always_hk_Gen() -> hk := CRHF key h`

`normal_vk_Gen() -> vk`

`vk(x,y) = diO(if h(x)=y, output 1; else: output 0)`

`enforce_vk_Gen(x*, y*) -> vk*`

`vk*(x,y) = diO(if y!=y* and h(x)=y, output 1;`

`Elseif y=y* and x=x*, output 1;`

`Else: output 0)`

Fact III:

If you don't believe diO,
can still do this with iO.

From iO + preimage-bounded CRHF:

c -to-1 CRHF can be constructed from discrete-log or factoring

From iO + preimage-bounded CRHF:

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enforce_vk(x^* , y^*) \rightarrow vk*

vk*(x,y) = ~~i~~O(if $y \neq y^*$ and $h(x)=y$, output 1;

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By diO-iO equivalence lemma [Boyle-Chung-Pass '14]:

“ If f1 and f2 differ only on **polynomially many** input-output values, and they are hard to find, then

iO(f1) \approx iO(f2) ”

From iO + preimage-bounded CRHF:

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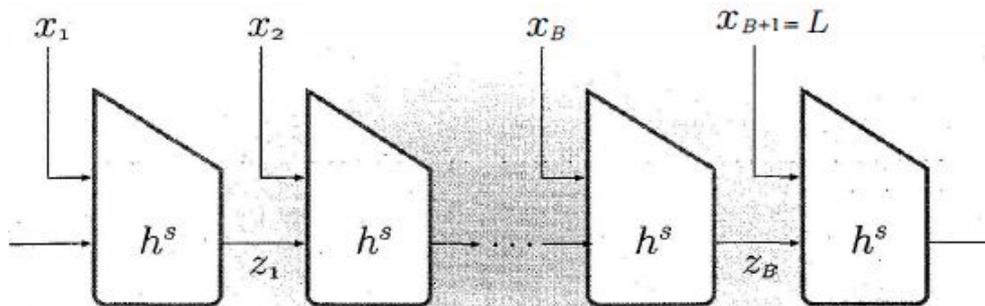
enforce_vk(x^* , y^*) \rightarrow vk^*

$vk^*(x,y) = \text{diO}$ (if $y \neq y^*$ and $h(x)=y$, output 1;

Elseif $y=y^*$ and $x=x^*$, output 1;

Else: output 0)

From shrinking 1 bit to length-halving: Merkle-Damgaard.



Fact IV:
Adaptive Enforceable
Accumulator done

Rest of the upgrades:

Canetti-Holmgren scheme details:

Fixed-transcript => Fixed-access => Fixed-address => Fully secure



Indistinguishable as long as
transc = (q, op) are the same.
[KLW-technique. Assume iO]



q can be different
[encrypt the state]



Memory content
can be different
[encrypt the data]



Hide access
pattern.
[oram]

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Need a special property of the ORAM

“Strong local randomness”, satisfied by Chung-Pass ORAM.

With this property, can “guess” polynomially many addresses.

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“Strong local randomness”, satisfied by Chung-Pass ORAM.
With this property, can “guess” polynomially many addresses.

[Ananth-Chen-Chung-Lin-Lin, eprint 2015/1082] can be viewed as
accomplishing this for all the steps.

SSB hash
[Hubacek-Wichs]
[OPWW]



Summary

1. Adaptively secure garbled RAM with persistent memory.
2. Everything is succinct.
3. Upgrading to delegation with verifiability is almost for free.
4. “Reusability” is natural.
5. New iO-friendly tool: adaptively-enforceable accumulator (from iO+Preimage-bounded-CRHF)

Scenes


```
> sudo apt-get install GRAM_Canetti_Holmgren
```

```
> sudo apt-get install GRAM_Canetti_Holmgren  
package indistinguishability_obfuscation not an  
accepted assumption, security at user's own risk,  
continue (y) or not (n)
```

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y



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```
y
```

```
> upgrade GRAM_CCHR
```

```
Done
```

```
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```

```
y
```

```
> upgrade GRAM_CCHR
```

```
Done
```

```
> NSAcloud: GRAM_CCHR_Factoring RSA2048
```

```
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```

```
y
```

```
> upgrade GRAM_CCHR
```

```
Done
```

```
> NSAcloud: GRAM_CCHR_Factoring RSA2048
```

```
Running time 1.0s
```

```
25195908475...20720357
```

```
= 83990...4079279 x 3091701...723883
```

```
Next question
```