## Multi-Party Computation with Small Shuffle Complexity Using Regular Polygon Cards

<u>Kazumasa Shinagawa</u> (Univ. Tsukuba) Jacob Schuldt (AIST) Naoki Kanayama (Univ. Tsukuba) Goichiro Hanaoka (AIST)

Takaaki Mizuki (Tohoku Univ.) Koji Nuida (AIST) Takashi Nishide (Univ. Tsukuba) Eiji Okamoto (Univ. Tsukuba)

## Secure Protocol (without Cards)



The protocol is secure if there exists a simulator that can generates transcripts

## **Card-based Protocol**



## **Previous Works**

• All previous works focus on boolean circuits

### How to deal with arithmetic circuits?

- Many works aims to reduce the number of cards – n-ary function: 2n+6 cards [Nishida et al. 15]
- No results to reduce the number of shuffles

#### How to reduce the number of shuffles?

## **Our Contribution**

- New cards for arithmetic circuits
  - Regular polygon cards
- New technique for reducing Num. of shuffles

### **Regular Polygon Card:**

- polygon shaped
- 3-sided, 4-sided, 5-sided, and so on.



- back side has rotational symmetric pattern

#### **Addition Protocol**

Rotate two cards "r"-times ("r" is hidden to parties)



Note: "x+r" does not reveal any secret information since nobody knows the random value "r".

# Demo. Addition Protocol

#### **Subtraction Protocol**



#### **Copy Protocol**

$$x \longrightarrow copy \longrightarrow x$$

Computation over Z/nZ using n-sided cards

#### **Multiplication Protocol**



# Demo. Evaluation of f(x)

## Shuffle-Efficient Protocols



## Summary

- New cards for arithmetic circuits
  - Regular polygon cards
  - Protocols for Linear Function (Add/Sub/…)
- New technique for reducing Num. of shuffles
  - Any n-ary function with 2n shuffles