

ONLINE CONSECUTIVE SECURE MULTI-PARTY COMPUTATION
ALGORITHM FOR PRESERVING PRIVACY

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O' brother, you are all (in fact) Thought

The rest, you are the Bones and Meat

Jalal al-Din Rumi



To my beloved mother and father
to my loving wife
and Ilia

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In the name of God, the Most Gracious, the Most Merciful. I would like to express my deep and sincere gratitude to my supervisor, Professor Dr Mohd Aizaini Maarof and in memory of Dr Mohd Nor Mohd Sap (God bless him). Their wide knowledge and their logical way of thinking have been of great value for me. Their understanding, encouraging and personal guidance have provided a good basis for the present thesis.

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ABSTRACT

Every day large volume of information produces and stores among multi parties systems. Although these data are produced by companies unrelated to each other and are stored in various parties, but when they are gathered together much valuable information and patterns reveals. Data mining over distributed data discovers this costly knowledge. However, ownership of data by different companies and maintain confidentiality of data is the main challenge in this research. Secure Multi-party Computation is a set of methods that perform mathematic computation over the multi-party distributed data with ensuring the privacy preserving of the confidential data. Most of these methods use a shared secret key to ensure the privacy of each party. All parties should be present to share the secret keys, but unfortunately, in many applications, the parties are not joining the process at the start time. The aim of this research is to design a new online consecutive secure multi-party computation algorithm. The main problems addressed in this research are the online secret sharing and the consecutively two-party computation. The infinite convergent product sequences are employed to overcome the dependency problem between the shared secret key and users' public keys, which make the algorithm runs offline. The designed online secret sharer allows the parties to join the system during process life. The second problem is cleared by adding a two-party computation randomizer to the system. The two-party randomizer ensures the privacy of the online consecutive computation. The designed algorithm is tested and the result proves the security and applicability of the algorithm. Moreover, a distributed online frequent itemset mining is developed using the proposed algorithm and the result demonstrates the performance, efficiency and practicability of the multi-party computation algorithm. The result shows that the algorithm lasts only 0.5 second for thousand of the parties in offline mode and 27 minutes in the case of online mode with millions of participants.

ABSTRAK

Kebanyakan penghasilan dan penyimpanan maklumat dilaksanakan dalam sistem pelbagai pihak dalam kuantiti yang besar. Walaupun penghasilan data oleh syarikat yang tiada berkaitan antara satu sama lain akan disimpan oleh pelbagai pihak, namun begitu apabila data ini dikumpulkan bersama maka berlaku banyak pendedahan maklumat dan corak data yang berharga. Perlombongan dalam penyebaran data menyebabkan penemuan pengetahuan yang berharga ini. Walaubagaimanapun, pemilikan data oleh pelbagai syarikat yang berbeza dan juga, penyelenggaraan kerahsiaan data tersebut adalah cabaran utama penyelidikan ini. Pengiraan Pelbagai Pihak Yang Terjamin adalah satu set kaedah yang mengaplikasikan pengiraan matematik ke atas penyebaran data-data sulit bagi memastikan pemeliharaan kerahsiaan data tersebut. Kebanyakan kaedah tersebut menggunakan perkongsian kekunci kerahsiaan untuk memastikan pemeliharaan kerahsiaan data bagi setiap pihak. Semua pihak yang terlibat dikehendaki untuk mengemukakan kekunci kerahsiaan untuk dikongsi bersama, namun begitu, kenyataannya mereka tidak menyertai proses pada masa permulaan. Tujuan penyelidikan ini adalah untuk merekabentuk satu algoritma yang baru Pengiraan Pelbagai Pihak Terjamin Berturutan Atas Talian. Masalah utama yang ingin diselesaikan ialah berkenaan perkongsian kerahsiaan atas talian dan pengiraan berturutan antara dua pihak. Perlaksanaan turutan produk pemusatan infiniti ialah untuk menyelesaikan masalah kebergantungan perkongsian kekunci kerahsiaan dan kekunci awam pihak pengguna menyebabkan perlaksanaan algoritma jalankan luar talian. Algoritma yang direkabentuk membolehkan perkongsian kerahsiaan atas talian oleh pelbagai pihak memasuki sistem semasa sesi kitaran proses. Permasalahan kedua yang ingin diselesaikan ialah penambahan pengiraan dua pihak secara rawak ke dalam sistem. Kedua-dua pihak yang dirawakkan membolehkan kerahsiaan ke atas pengiraan berturutan atas talian dilaksanakan. Algoritma yang direka bentuk telah diuji dan keputusan membuktikan keselamatan dan kebolegunaan algoritma. Selain itu, perlombongan penyebaran set item berfrekuensi atas talian telah dibangunkan menggunakan cadangan algoritma tersebut dan keputusan menunjukkan prestasi, kecekapan dan kebolehamalian algoritma pengiraan pelbagai pihak. Hasilnya menunjukkan bahawa algoritma bertahan hanya 0.5 saat untuk 1,000 pihak dalam mod luar talian dan 27 minit untuk berjuta peserta dalam mod atas talian.

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LIST OF ABBREVIATIONS

MPC	-	Multi-party Computation
2PC	-	Two-party Computation
SCET	-	Secure Computing, Economy and Trust
SIMAP	-	Secure Information Management and Processing
SMC	-	Secure Multi-Party Computation
TTP	-	Trusted Third Party
STTP	-	Semi Trusted Third Party
PPCG	-	Privacy Preserving Computational Geometry
PIR	-	Private Information Retrieval
SS	-	Secret Sharing
FIM	-	Frequent Itemset Mining
FIMI	-	Frequent Itemset Mining Implementation
IS	-	Itemset

CHAPTER 1

INTRODUCTION

1.1 Overview

Multi-party Computation (MPC) is a mathematical cryptographic technique that securely computes a function over distributed data among two or more number of parties. It is secure and preserves the privacy of parties' data and does not reveal the sensitive data except the function's result. Multi-party computations use a shared secret which is apportioned among all parties to ensure the privacy of the data. The shared secret guarantees that the function only is computable over all parties. The method of sharing the secret makes the algorithms to behave offline and inappropriate for online problems. In this research, the online secret sharing problem has solved by convergent infinite product sequences. A mathematical fact of the convergent infinite product series has revised to sharing the secret among the parties as the online form. The fact is that the result of the convergent infinite series will be invariant while the number of term increases. The invariant convergence value is used for shared secret, and then each term of the series is used by the parties for sending data. Another problem of online multi-party computation is the information leaking between two consecutive computations, which is solved by two-party computation techniques (Hussein and AlMukhtar, 2009). The proposed innovative online consecutive multi-party computation ensures the security and privacy of all parties' owned sensitive data.

The algorithm is highly practicable for distributed data mining. In fact, today, huge amount of data will be used among the large number of companies. There exist

a lot of valuable patterns and roles, which are hidden between voluminous data. Data mining tools have been developed to discover these worth facts. Companies can learn of hidden patterns and rules in their joint databases by using distributed data mining tools to predict the future of their business. While information is distributed between two (or more) companies, and each corporation owns a portion of information, they should collaborate with each other to jointly mine the combined information and find fascinated pattern and rules which are interested by companies. This scenario is known as distributed data mining. It is sophisticated where the data has distributed among the number of parties because of the privacy of their sensitive data. Each company leans to gain the advantage of data mining tools, but it does not propend to share its sensitive data. However, all parties are interested to the result of data mining process over joint databases and would like to participate, but privacy issues may avoid them for exposing their own part of data to other parties. Multi-party computation solves this conflict. The novel proposed algorithm ensures the privacy preserving of data using cryptographic tools as well as precious aggregation over the distributed data.

1.2 Problem Background

The secure multi-party computation also known as (MPC) is one of the principal results of the theory of cryptography. First, Yao (1982) introduced the multi-party computation and nowadays many authors have attended many optimizations and extensions to the basic concept, for two main branches; the two-party (2PC) and the multi-party (MPC) computation (Canetti, 2000; Goldreich, 2004; Goldreich *et al.*, 1987; Jarecki and Shmatikov, 2007; Lindell and Pinkas, 2007; Mohassel and Franklin, 2006; Woodruff, 2007). Most of recent papers on secure multi-party computation area have been focused on theory of multi-party computation and there is no much implementing applicable of MPC, although, in the last few years, some practical implementation of multi-party computation has appeared (Assaf *et al.*, 2008; Bogetoft *et al.*, 2006; Dahlia *et al.*, 2004; Peter *et al.*, 2009; Yehuda *et al.*, 2008).

Secure multi-party computation has divided into two main approaches (Pinkas *et al.*, 2009). The first way is based on arithmetic circuit representation of the computed function and secret sharing, such as in the BGW (Ben-Or, Goldwasser and Wigderson) or CCD (Chaum, Crepeau and Damg^oard) protocols (Chaum *et al.*, 1988; Michael *et al.*, 1988). While most of the participants are trusted (the protocol is not working in two parties case), this method usually applies. Another way is based upon a binary circuit. The approach is designed, especially in the case of original two-party garbled circuit construction of Yao (1986), and in the GMW (Goldreich, Micali and Wigderson) multi-party protocol (Goldreich *et al.*, 1987).

This research is significantly involved with secure multi-party computation algorithms. A secure, applicable and standard offline multi-party aggregation algorithm is developed using ElGamal cryptosystem, due to its simplicity in key management and its homomorphic property. The existing algorithms need to share a secret among all parties; therefore they need to gather all parties before computation starts. Due to secret sharing issue, the current multi-party computation algorithms work at offline mode and the rest are semi-online (Farras and Padro, 2009). There are two main problems to change the offline multi-party computation algorithms to an online mode (Hussein and AlMukhtar, 2009). The first problem is how a secret can be shared online among all parties. The shared secret is usually a calculation of the all parties' keys and therefore, all parties should be present before the process starts to share their secret key. It means that no new party can join the system after the process starts. The offline secret sharing problem avoids the algorithm to apply in online cases, such as online e-voting, e-bidding or web polls.

The second problem is the consecutive computation, which means that some sensitive information reveals by observing the two consequent computation results. In the case of online multi-party computation, if an adversary obtains two consequent computation results, a simple calculation leads to find the i th party's private data. The calculation also does not need to decrypt the encrypted posted data, knowledge about the public or private keys, shared secret key or even any collaboration with some parties (Pinkas *et al.*, 2009).

1.3 Problem Statement

This study is intended to come up with an approach to effectively solve the problem of online consecutive multi-party computation algorithm that overcomes the two continuous parties' computation problems. The research question is:

“How to produce the shared secret keys independent from all participants for establishing a secure online consecutive multi-party computation process and avoid the revealing of sensitive data while two continuous parties join the system?”

In order to answer the main issue raised above, the following issues need to be addressed as a prerequisite:

- How the cryptography could synthesize and which cryptography technique is more suitable?
- What is the problem of offline multi-party computation algorithms?
- How do we share the multi-party computation secrets online?
- The main problem will appear in online a case is the 2PC problem. How do we overcome the 2PC problem?
- Whether the proposed algorithm can be combined with data mining techniques?

1.4 Research Goal

The goal of this study is to develop a novel secure, privacy preserver, reliable and online crypto multi-party computation algorithm that can compute an aggregation over distributed data and to ensure that no sensitive information reveals even in the case of 2PC scenario. The minor aim is to apply the innovative algorithm

in data mining proposes.

1.5 Research Objectives

In order to achieve the aforementioned aim, listed below are the objectives of this thesis:

- To develop an online secret sharing algorithm based on algebraic infinite convergent series for sharing the multi-party computation secret key in online form.
- To design an online consecutive algorithm that overcomes the leaking sensitive information problem in terms of the continuous computation problem while two incessant parties join.
- To develop distributed frequent itemset mining algorithm using the proposed method for ensuring the applicability of the algorithm and proving the usability of the research.

1.6 Research Scope

Although the potential of multi-party computation for solving many issues is obvious, but there is no much practical application is reported in this area. Secure Multi-Party Computation (SMC) computes the result of function upon the private information of parties with the related environment, ensuring the minimum exposure (Mishra and Chandwani, 2007). SMC provides arguable solutions for organizations for problems like privacy-preserving database query, privacy-preserving scientific computations, privacy preserving intrusion detection and privacy-preserving data mining. Privacy preserving data mining protects the secrecy of raw records while the distributed data mining is processed over aggregate data. The main problem, which is addressed by researchers, is how to mine the accumulated data from different

organizations with holding the confidentiality of each party. For instance, how two (or more) businesses can discover frequent itemsets among their different databases without revealing their raw records to the others or how an online auction can find the best market clearing price which is equal to best tradeoff between supplies and demands without revealing the customers' online bids or even how a web page can compute the result of the web page poll without revealing visitors' opinion to the web page owner. However, recently, the privacy preserving data mining has attended, but an efficient algorithm for online data mining has not been reported.

While a function computes among some parties online, it means that the result could be computed any time during the process. By this assumption, a foible occurs. If an adversary computes the result of i th step and $(i+1)$ th step, then the difference between these two values equals to the owned value of the $(i+1)$ th person, despite of cryptographic method, without decrypting the values and even without knowledge about the keys. Yao's (1982) secure two-party computation as the seminal in the multi-party computation field is selected as the base of the solution. The online multi-party computation algorithm is combined with a new two-party computation technique for avoiding adversaries to earn sensitive data.

On the other hand, the research scope of database security has expanded greatly, due to the rapid development of the global inter-networked infrastructure. Databases are no longer stand-alone systems that are only accessible to internal users of organizations. Instead, allowing selective access from different security domains has become a must for many business practices. In data mining, the exact values of the data do not important, but a pattern that hides among the data is important. In distributed data mining privacy concern avoids the parties to join to the data mining process. With the above view of multi-party computation, the best solution in the case of distributed data mining is using multi-party computation, which is not considered by researchers. The association rule mining, especially frequent itemset mining is suitable to be implemented by the proposed algorithm. The developed tools have solved the big problem of distributed data mining, and show the practicality of the algorithm, and also emerge the researchers to work more in the new scope known as online distributed data mining using multi-party computation.

1.7 Research Contribution

According to research objectives, the research contributions are listed below;

- Creating the online secret sharing process using convergent infinite product series to produce the online multi-party computation algorithm.
- Improving the online aggregation algorithm using two-party computation techniques and dominate the sensitive information revealing problem.
- Applying the innovative algorithm to data mining tools and ensuring the applicability of the algorithm.

1.8 Research Justification

Although, the multi-party computation was introduced three decades ago by Yao (1982), but few practical applications of multi-party computation is reported. However, the potential of the multi-party computation for solving problems is obvious, but the researchers are not interesting to use multi-party computation in practical applications. It is probably due to the fact that the implementation of the first generation of multi-party computation technique was not enough efficient. Another important factor was poorly understood of the multi-party computation potentials (Peter *et al.*, 2009). Many researchers try to improve the efficiency of the multi-party computation techniques, recently (Damgård and Nielsen, 2003; Damgård and Thorbek, 2007; Gennaro *et al.*, 1998). In the last few years, some practical implementations of multi-party computation have appeared, such as (Amirbekyan and Estivil-Castro, 2007; Bogetoft *et al.*, 2006; Ma and Sivakumar, 2005; Ma and Sivakumar, 2006; Yehuda *et al.*, 2008).

A recent approach is focused on the application of multi-party computation in a range of economic purposes, which are engrossing for practical use (Peter *et al.*, 2009). They have involved in two economic research projects: SCET (Secure

Computing, Economy and Trust) and SIMAP (Secure Information Management and Processing), because of the important role of the trusted third party in the economic research field. The application of multi-party computation is to find the best Market Clearing Price which means the price of per merchandise that is dealt. Suppose that when the price increases, supply will raises and demand will reduces, auctioneer looks for a price where supplies are equal to demands. Secure multi-party computation is employed to hold the privacy of bids that should be computed.

The applicability of multi-party computation which concerned in this research is utilising the multi-party computation in distributed data mining tools. One of the most important tasks in data mining application is mining frequent itemset. These applications include the discovery of association rules, strong rules, correlations, sequential rules, episodes, multi dimensional patterns, and several other important discovery tasks. Association rules are widely used in various areas, such as telecommunication networks, market and risk management, and inventory control. Association rules also are employed, today, in many application areas, including Web usage mining, intrusion detection and bioinformatics. In the case of distributed data, the privacy of sensitive data avoids the miner to find frequent itemsets among the partitioned data.

1.9 Thesis Organisation

The thesis consists of six chapters. Each chapter is briefly described as follows:

- Chapter 1 describes the background, statement of the problem, aim, objectives, research framework, scope, thesis organisation and ends with the thesis contributions.
- Chapter 2 illustrates full literature review of existing methods in offline multi-party computation, and their weaknesses and advantages. The chapter continues with a detail of preliminary requirements cryptographic

techniques and describing the existing distributed data mining tools.

- Chapter 3 briefly describes the research methodology, architecture framework and general overview of the research steps.
- Chapter 4 describes a new proposed online consecutive secure multi-party computation algorithm
 - Section 4.1 starts the chapter with a brief introduction and propounds the main issues.
 - Section 4.2 describes the implementation of the offline aggregation algorithm by ElGamal cryptosystem.
 - Section 4.3 introduces a new online aggregation algorithm that uses an online secret sharing process using the math convergent infinite product series, and its weaknesses and advantages relying on the case studies.
 - Section 4.4 presents the designed online consecutive multi-party computation algorithm that overcomes the new emerged problem known as the 2PC issue.
 - Section 4.5 describes the developed secure distributed frequent itemset mining algorithm using designed method.
- Chapter 5 deals with the applying of novel algorithm in case studies and investigates on experimented results
 - Section 5.1 starts with the explanation of the experimental result environment and technical specifications.
 - Section 5.2 discusses the e-voting process as the selected case study.
 - Section 5.3 deals with the result of the novel proposed algorithm in data mining tools.
- Chapter 6 ends with a conclusion.

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