

An Implementation of Secure Two-Party Computation for Smartphones with Application to Privacy-Preserving

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Overview

- Opportunist Networks
 - Interest Cast model.
- FairPlay Project
 - FairPlay for smartphone (MobileFairPlay).
 - MobileFairPlay App.
- Time Evaluation
 - for compiling.
 - and running our secure function.
- Conclusions and Future Work



Opportunist Networks

- Opportunist networks are characterised by the presence of mobile devices, like:
 - Personal Digital Assistants (PDAs);
 - SmartPhones;
- Devices are not directly connected each other, as, for example, it happens within MANETs:
 - **Store Carry** and **Forward**;



Opportunist Networks .2



Interest - Cast

- Users share messages about topics in which they have same interest, like:
 - Books;
 - Cars;
- However, people would not disclose the "amount" of interest for a topic (*Do I know you?*):
 - Books? I like...
 - Cars? I do not like...

Interest - Cast .2

- A user can express his/her "amount" of interest for a topic with a score between 1 and 100;
- Alice and Bob share their messages whether the following condition if verified:

$$|i_t - j_t| \leq \lambda$$

where:

- i is the degree of Alice's interest;
- j is the degree of Bob's interest;
- λ bounds the interest similarity;
- t is a selected topic.

Interest - Cast .3

- To verify the previous condition:
 - Alice must know j;
 - Bob must know i;

- Alice would not disclose i;
- Bob would not disclose j;

FairPlay Project

- FairPlay is a framework for secure two-party computation that allows users to write and run secure function;
- Alice and Bob would run:

f(x,y)

- By using FairPlay, Alice and Bob know the result of the function without disclosing out their input.
- No Trusted Third Party (TTP) is needed.

FairPlay Project .2

- Boolean circuits are obtained by compiling a function written with a high-level language *(SFDL)*;
- The compiled files are run by the participants of the secure function;
- Alice and Bob exchange their garbled circuits;
- At the end of all interactions, they know the result. of the function.

Mobile FairPlay



Mobile FairPlay .2

- In our application a user can:
 - I. Set up his own profile regarding different topics;
 - II. Start a new connection with another user to run the interest-cast secure function;
 - III. Wait for incoming connection;

Mobile FairPlay .3

• **Statingyindthe:**user's profile:



Mobile FairPlay .4

• Starting a new connection:



Evaluation Computation Time

- We collected time-results needed to:
 - compile the SFDL function (1 and 4 topics);
 - run the secure function (1 and 4 topics).
- We used the following Smartphone for our test:

Smartphone	CPU	RAM
Samsung Galaxy S2	Dual-core 1228 MHz	1 GB
Samsung Galaxy Plus	Single-core 1443 MHz	512 MB
Samsung Galaxy S	Single-core 1024 MHz	512 MB
Lg Optimus Dual	Dual-core 1024 MHz	512 MB
HTC desire	Single-core 1024 MHz	512 MB

Compiling Time

• Enerttopics comparisisson:

Smartphone	Time (ms)
Samsung Galaxy S2	4948721
Samsung Galaxy Plus	5784467
Samsung Galaxy S	6469025
Lg Optimus Dual	546592
HTC desire	6458192

Running Time

• One topic comparison



Running Time

• Four topics comparison



Conclusion

- Opportunist communications should preserve users' privacy.
 - Avoiding to disclose out sensible information;
- MobileFairPlay can provide users' privacy with our secure function:
 - Reasonable running time, also for 4 topics;



- <u>Future work:</u>
 - Improving of reliability and efficiency of our app;
 - Extending the support of MobileFairPlay to other platforms.