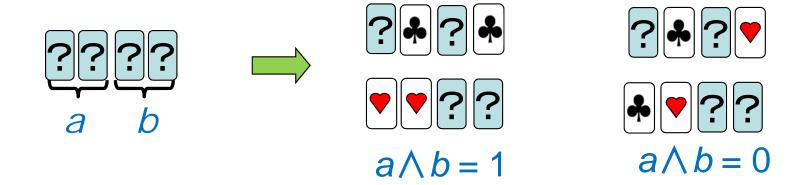


# The Five-Card Trick Can Be Done with Four Cards



<u>Takaaki Mizuki</u>, Michihito Kumamoto, Hideaki Sone Tohoku University

# **Abstract**



## **Abstract**



✓ The five-card trick, by Bert den Boer [Eurocrypt 89], securely computes AND using 5 cards.



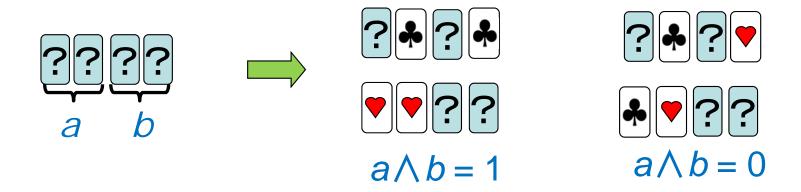
## **Abstract**



✓ The five-card trick, by den Boer [Eurocrypt 89], securely computes AND using 5 cards.



✓ This paper gives a protocol which securely computes AND using 4 cards.



## Contents



- 1. Introduction
- 2. Description of Our Protocol
- 3. Correctness of Our Protocol
- 4. Conclusions

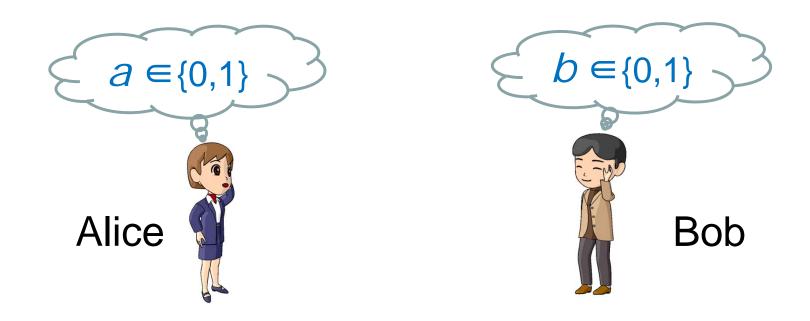
## Contents



# 1. Introduction

- 2. Deschion of Our Protocol
- 3. Co 1.1 The five-card trick
  - 1.2 Our result and related work
- 4. Conclusions

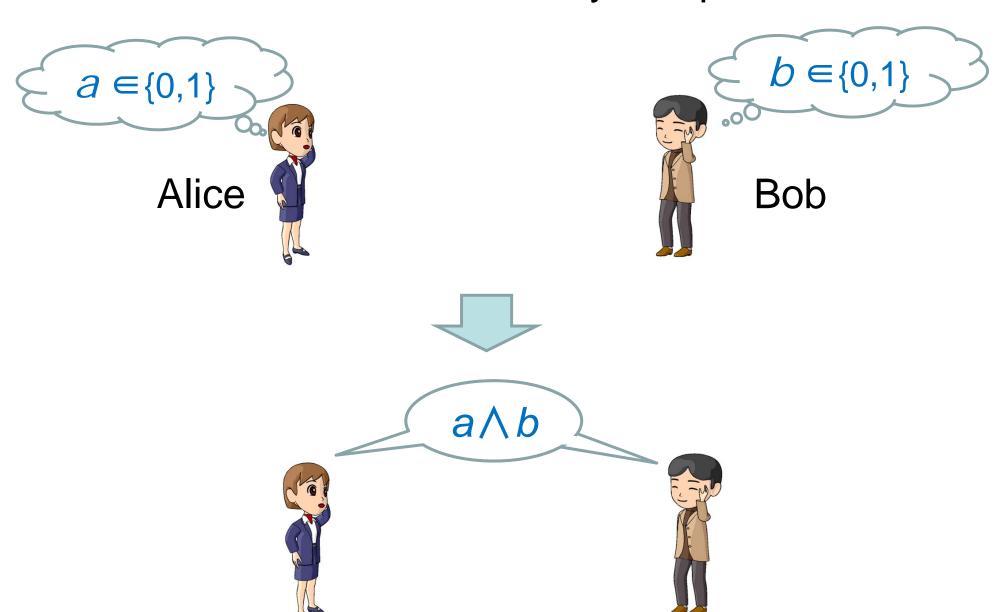




two semi-honest players

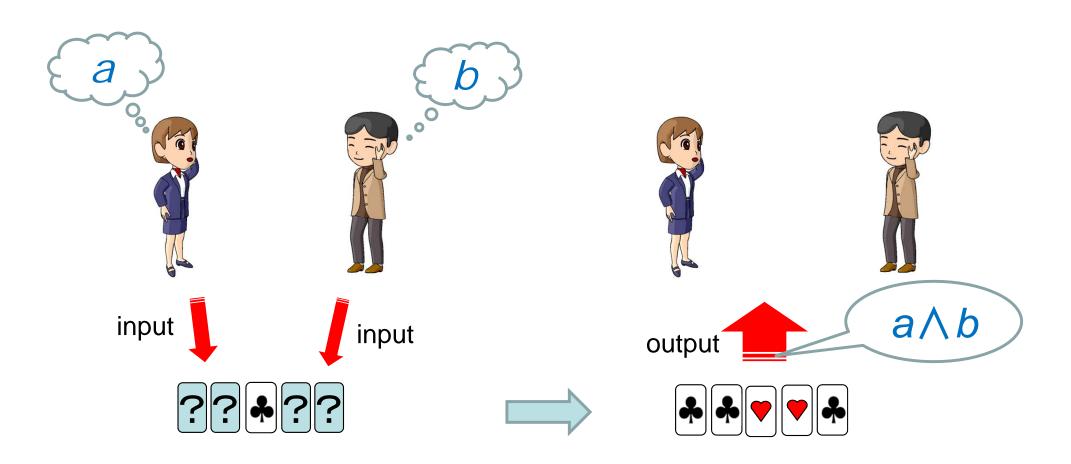


Alice and Bob want to securely compute AND.





The five-card trick achieves such a secure computation of AND.



























face-up



turn over







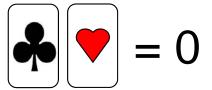




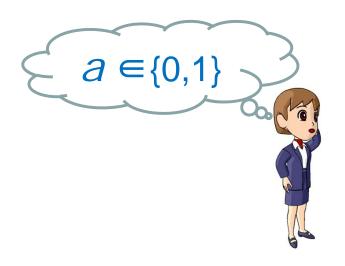
face-down

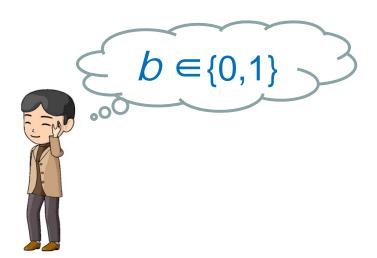


To deal with Boolean values, this encoding is used:



$$\boxed{\bullet} = 1$$







To deal with Boolean values, this encoding is used:



$$= 0$$





commitment

A *commitment* to a bit  $x \in \{0,1\}$  is

a pair





of two face-down cards

holding the value of X.



To deal with Boolean values, the encoding is used:



$$= 0$$



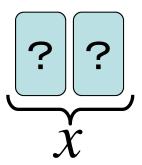
A *commitment* to a bit  $x \in \{0,1\}$  is





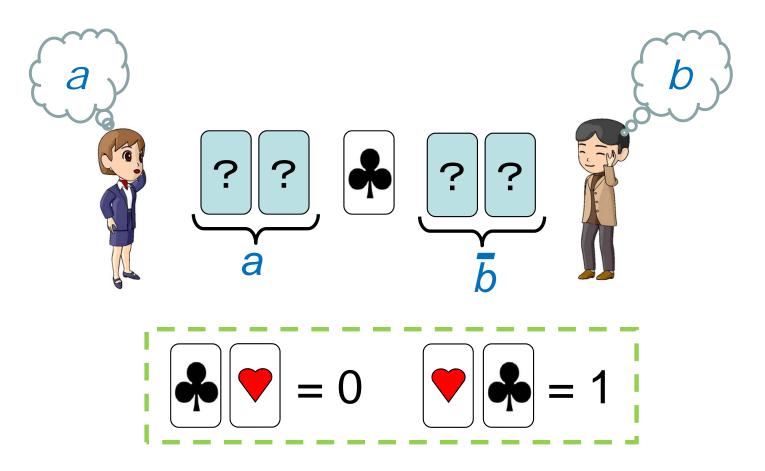
a pair ? ? of two face-down cards

holding the value of  $\mathcal{X}$ .

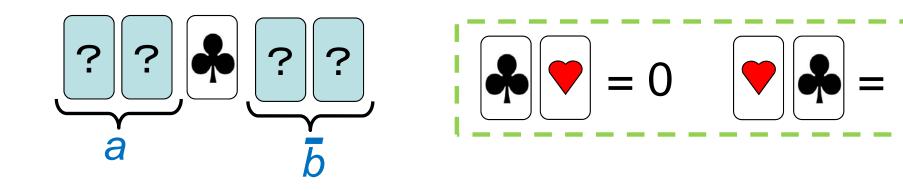




- Alice privately makes a commitment to her bit a.
- Bob makes a commitment to the negation b of b.
- They put them forth with the remaining black card.

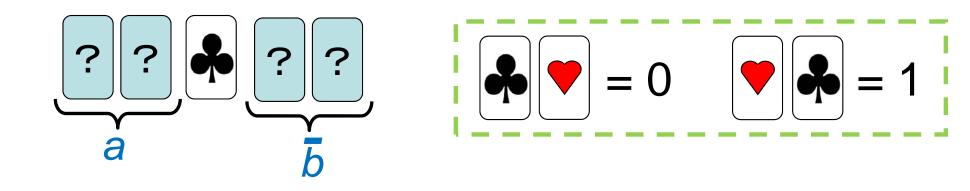




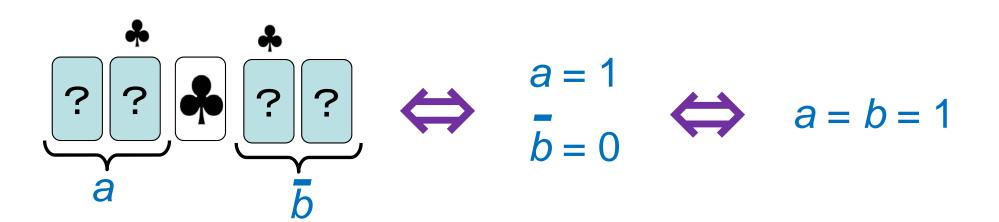


Note that the 3 cards in the middle would be black (namely  $\clubsuit \spadesuit$ ) only when a = b = 1.



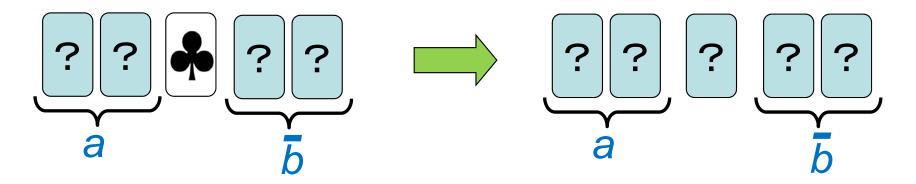


Note that the 3 cards in the middle would be black (namely  $\clubsuit \clubsuit$ ) only when a = b = 1.

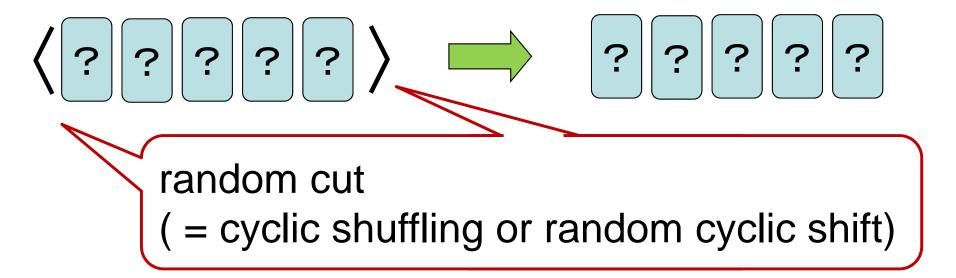




Turn the centered card face down:



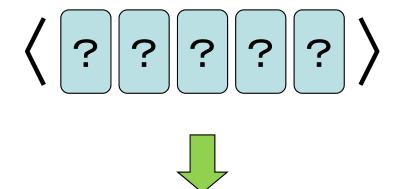
Apply a *random* cut:





#### What is a *random cut*?

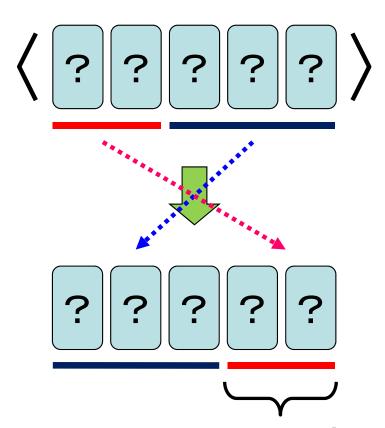
A *random* number of leftmost cards are moved to the right without changing their order.





#### What is a *random cut*?

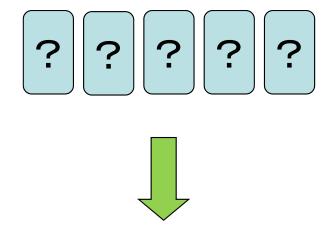
A *random* number of leftmost cards are moved to the right without changing their order.



a random number, which nobody knows

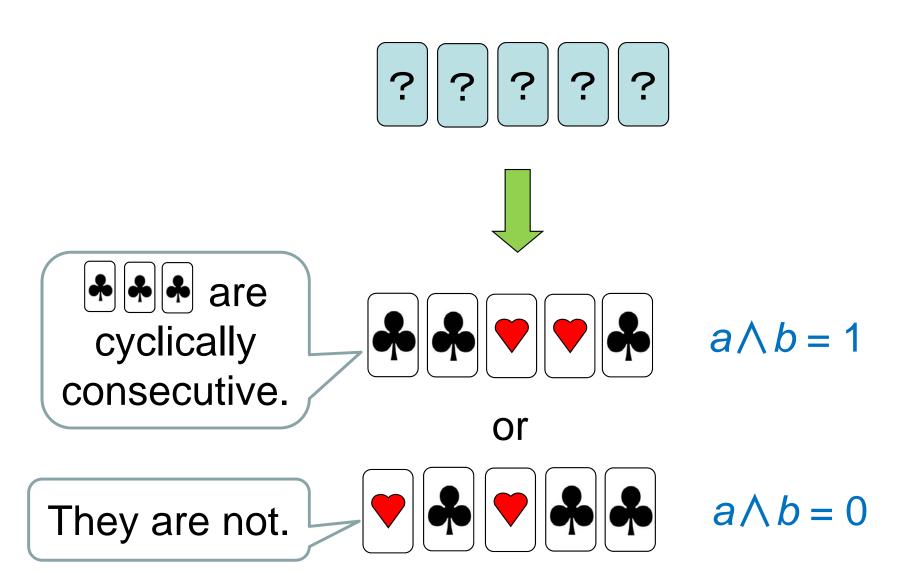


Reveal all 5 cards:



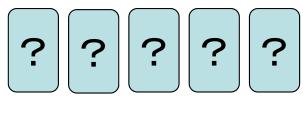


Reveal all 5 cards:

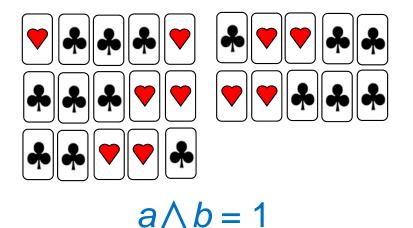


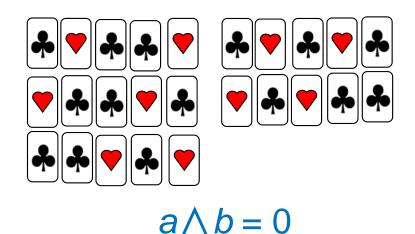


Reveal all 5 cards:





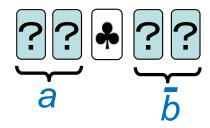


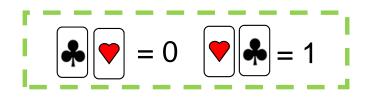


# Five-card trick; full description



1. Put the 5 cards as follows:





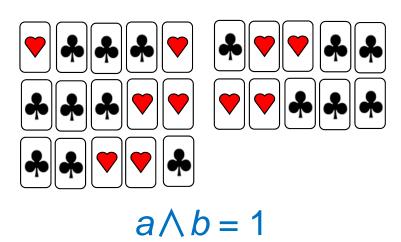
2. Turn the centered card face down, and apply a random cut:

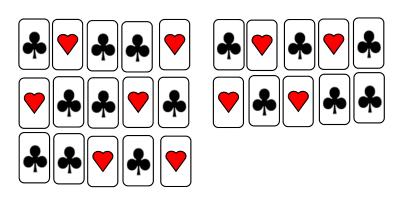
$$\begin{array}{ccc}
????\\
\hline
a
\end{array}$$

$$\begin{array}{cccc}
& & & & & & & & & & & & \\
?????
\end{array}$$

$$\begin{array}{ccccc}
& & & & & & & & & & \\
\hline
& & & & & & & \\
\hline
& & & & & & \\
\hline
& & & & & & \\
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& & & & \\$$

3. Reveal all 5 cards:

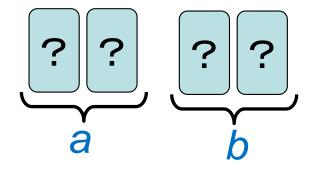




## Our result



We reduce the number of required cards: our protocol needs no cards other than the 4 cards for commitments.



	# of required cards
den Boer [Eurocrypt '89]	<b>5</b>
Ours [This paper]	4

# Contents

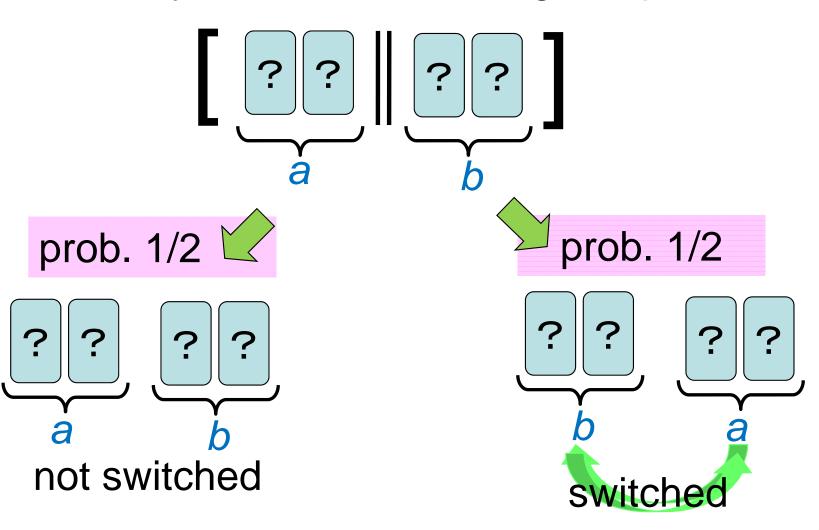


- 1. Introduction
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  - 4. Co2.1 Random bisection cuts2.2 The protocol

#### A random bisection cut



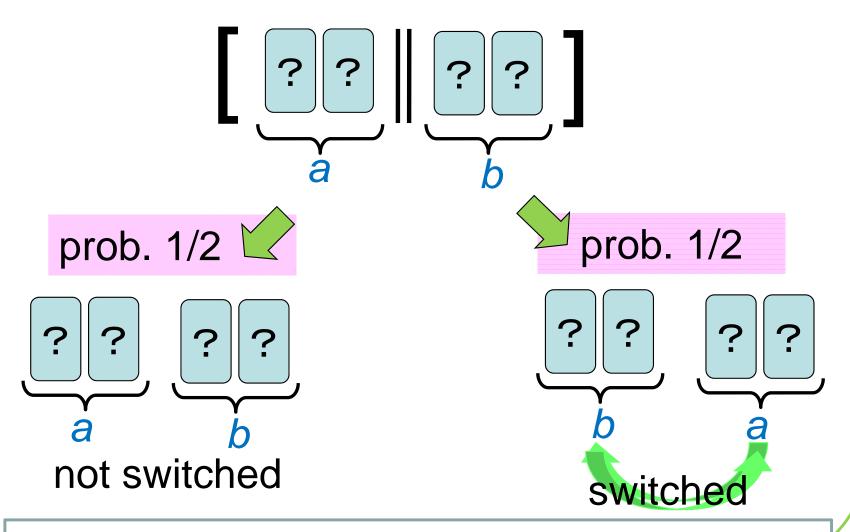
Bisect a given deck of cards, and then randomly switch the resulting two portions:



#### A random bisection cut



Bisect a given deck of cards, and then randomly switch the resulting two portions:

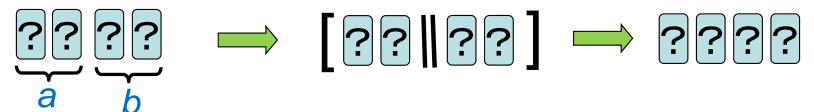


easy-to-implement card shuffling operation



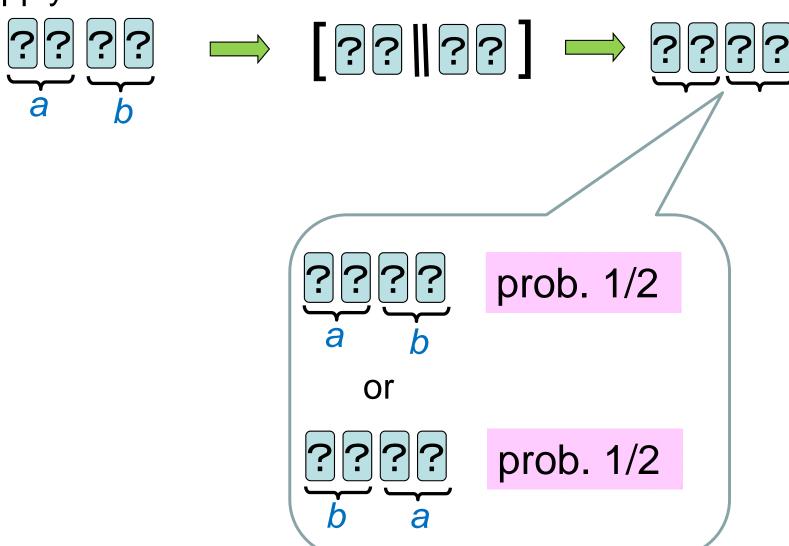


1. Apply a random bisection cut:



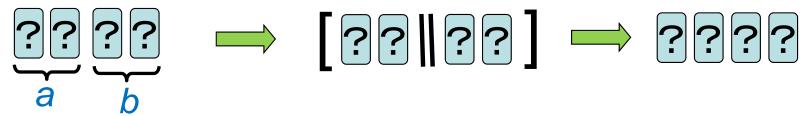


1. Apply a random bisection cut:





1. Apply a random bisection cut:

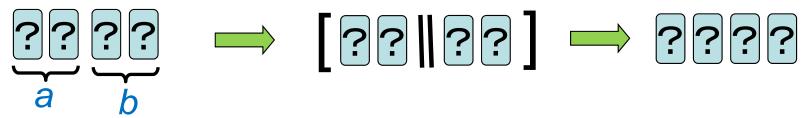


2. Apply a random cut to the two cards in the middle:

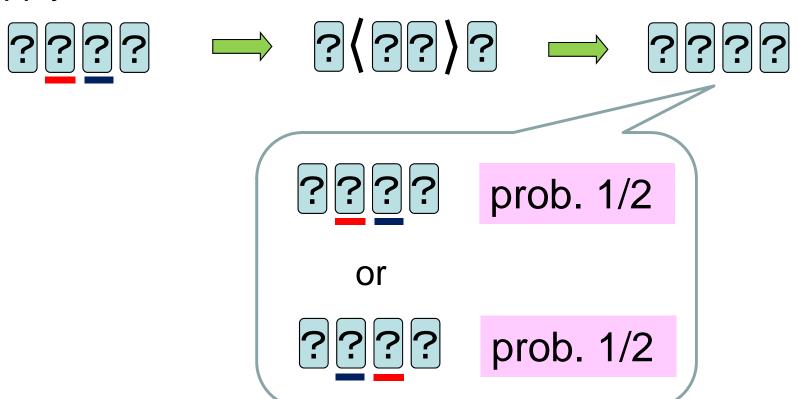




1. Apply a random bisection cut:

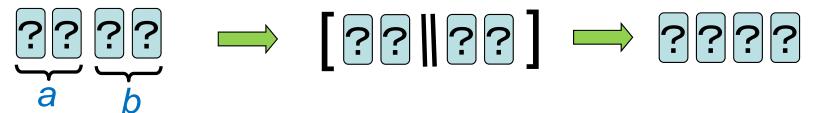


2. Apply a random cut to the two cards in the middle:





1. Apply a random bisection cut:



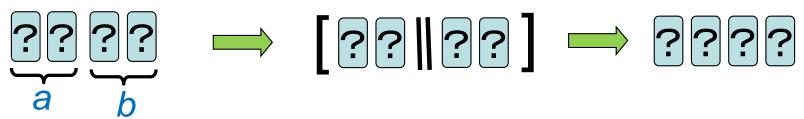
2. Apply a random cut to the two cards in the middle:



3. Reveal the 2<sup>nd</sup> card.



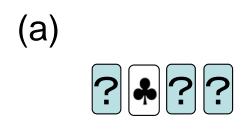
1. Apply a random bisection cut:



2. Apply a random cut to the two cards in the middle:



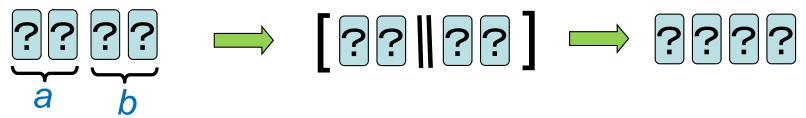
3. Reveal the 2<sup>nd</sup> card; there are two cases.



(b)



1. Apply a random bisection cut:



2. Apply a random cut to the two cards in the middle:



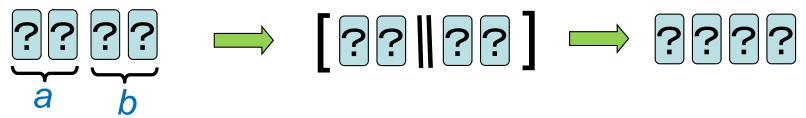
- 3. Reveal the 2<sup>nd</sup> card; there are two cases.
  - (a) Reveal the 4<sup>th</sup> card:



(b)



1. Apply a random bisection cut:



2. Apply a random cut to the two cards in the middle:



- 3. Reveal the 2<sup>nd</sup> card; there are two cases.
  - (a) Reveal the 4<sup>th</sup> card:

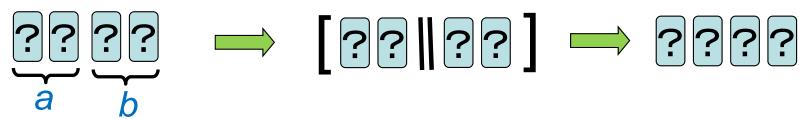


(b) Reveal the 1<sup>st</sup> card:





1. Apply a random bisection cut:



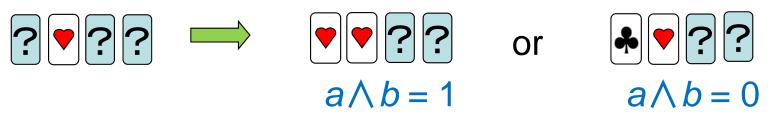
2. Apply a random cut to the two cards in the middle:



- 3. Reveal the 2<sup>nd</sup> card; there are two cases.
  - (a) Reveal the 4<sup>th</sup> card:

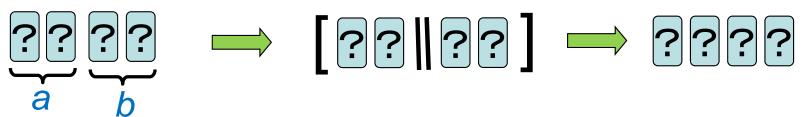
? 
$$\clubsuit$$
?  $\spadesuit$ ?  $\spadesuit$  or  $? \clubsuit$ ?  $\blacktriangledown$ ?  $\spadesuit$ 

(b) Reveal the 1<sup>st</sup> card:

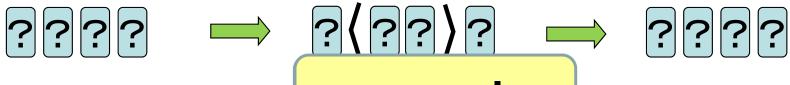




1. Apply a random bisection cut:



2. Apply a random cut to the two cards in the middle:



- 3. Reveal the 2<sup>nd</sup> card; same color es
  - (a) Reveal the 4<sup>th</sup> card:

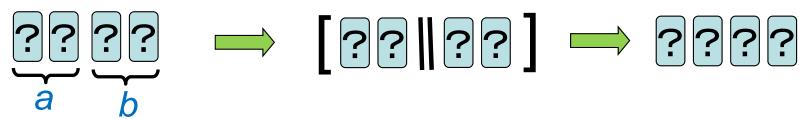


(b) Reveal the 1st C

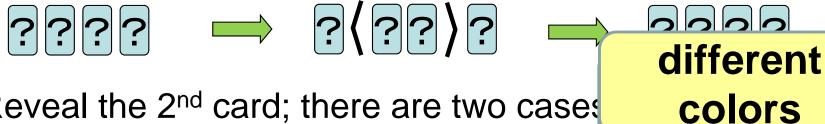




1. Apply a random bisection cut:



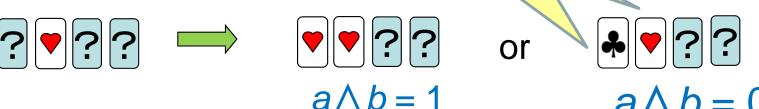
2. Apply a random cut to the two cards in the middle:



- 3. Reveal the 2<sup>nd</sup> card; there are two cases
  - Reveal the 4<sup>th</sup> card:

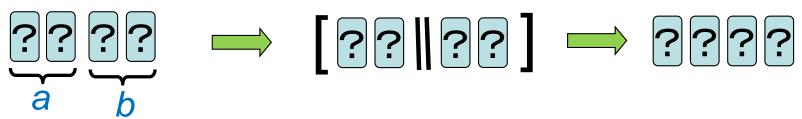


Reveal the 1<sup>st</sup> card:





1. Apply a random bisection cut:



2. Apply a random cut to the two cards in the middle:



- 3. Reveal the 2<sup>nd</sup> card; there are two cases.
  - (a) Reveal the 4<sup>th</sup> card:

(b) Reveal the 1<sup>st</sup> card:

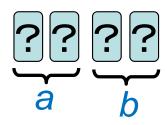


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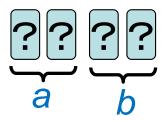


- 1. Introduction
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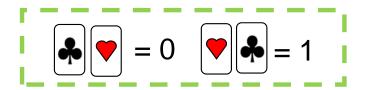






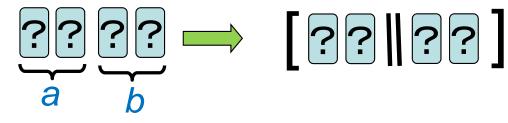


- (a,b)
- initial
- (0,0)
- ♣♥♣♥
- (0,1)
- ♣♥♥♣
- (1,0)
- ♥♣♣♥
- (1,1)
- ♥♣♥♣



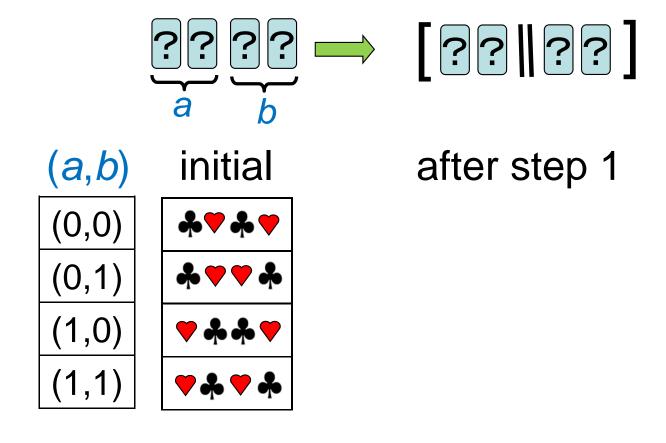


#### step 1

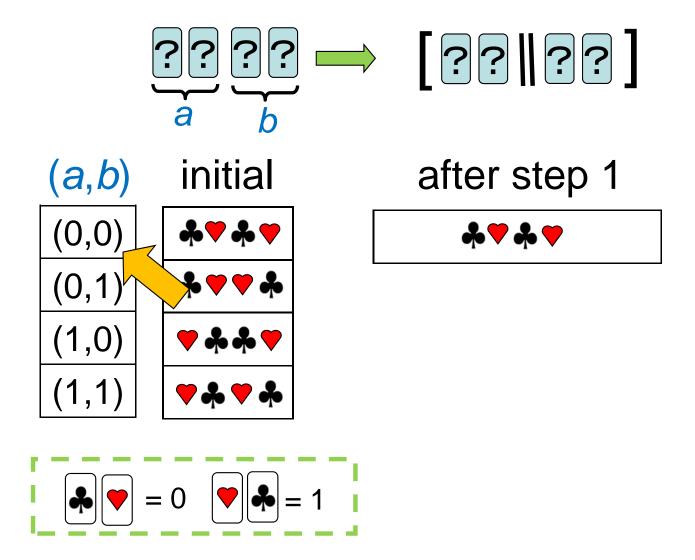


- (a,b) initial
- (0,0)
- (0,1)
- (1,0)
- (1,1)
- **♣♥♣♥ ♣♥♥♣**

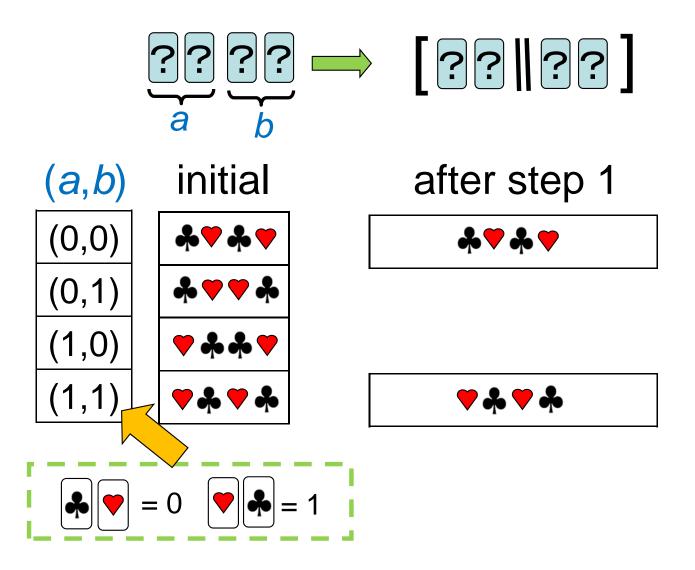




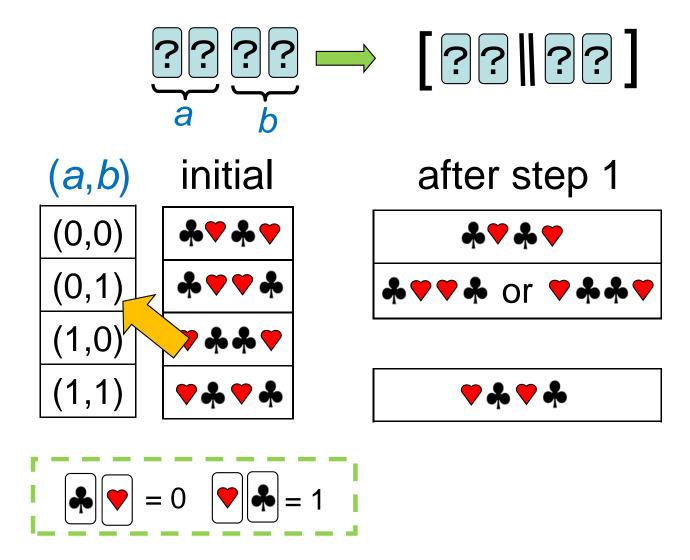




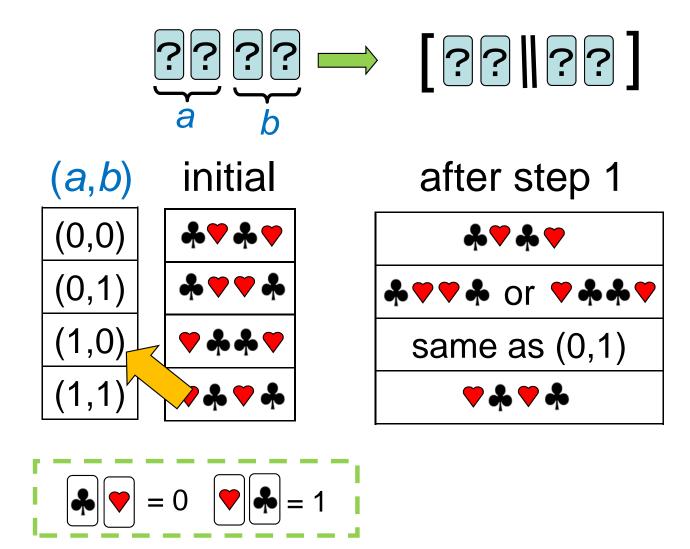






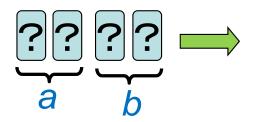








#### step 2











#### (a,b)

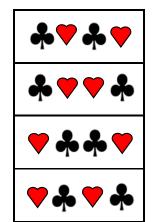
initial



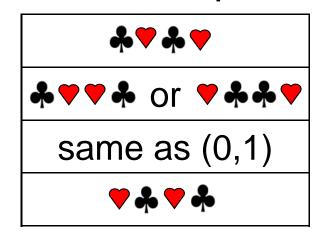
(0,1)

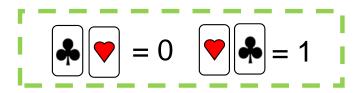
(1,0)



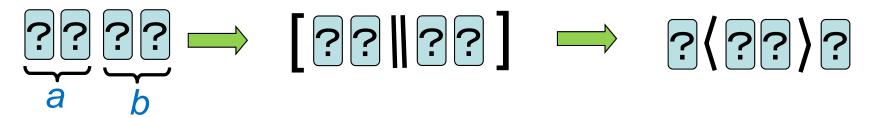


#### after step 1





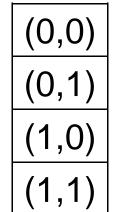


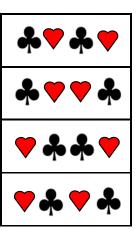


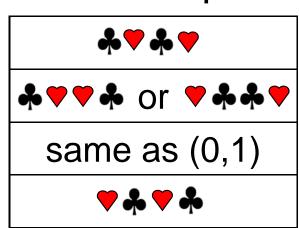
- (a,b)
- initial

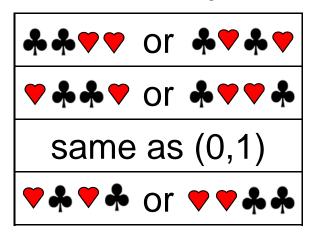
after step 1

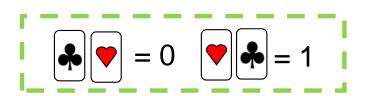
after step 2



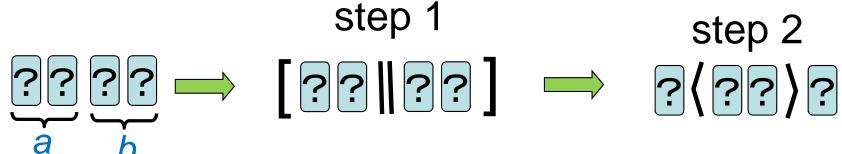








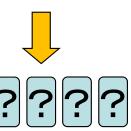




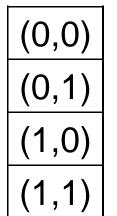


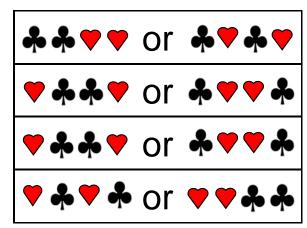
- (a,b) before step 3
- (0,0)
- $\frac{(1,0)}{(1,1)}$
- \*\*\* Or \*\*\*\*
  \*\*\* Or \*\*\*\*
  \*\*\* Or \*\*\*\*
  \*\*\* Or \*\*\*\*





#### (a,b)

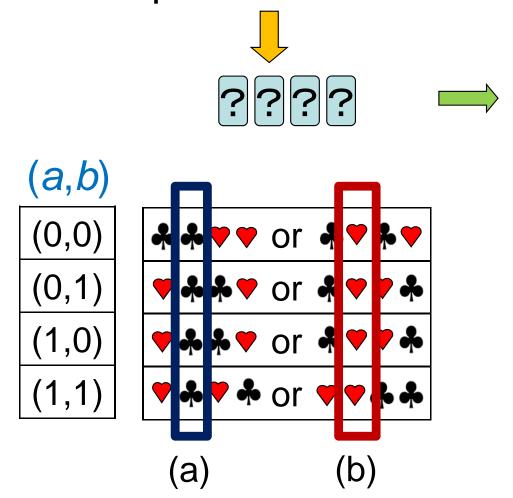






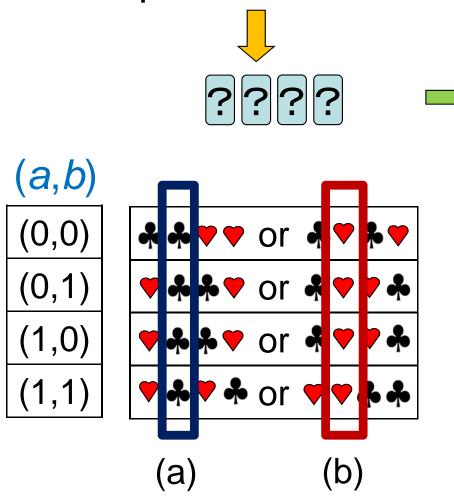
(a)

(b)







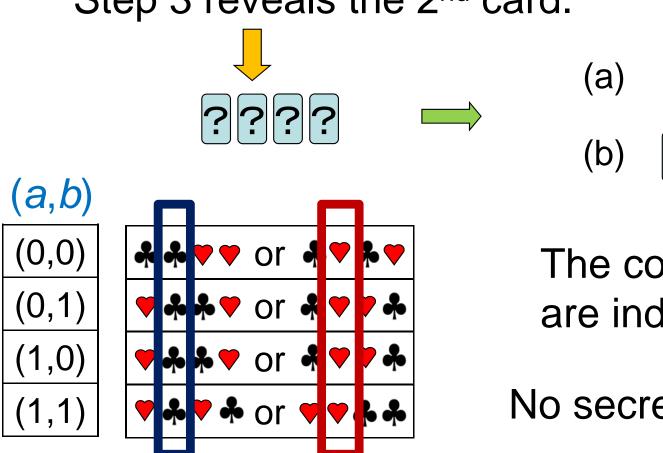






The color and (a,b) are independent.





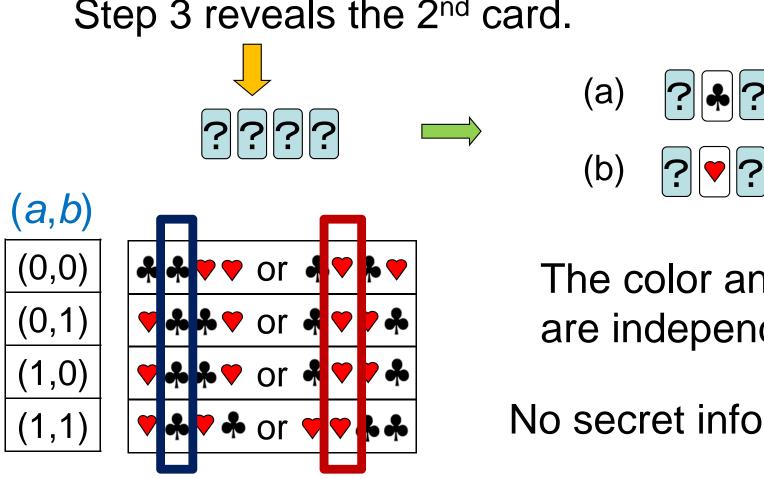
(a)

The color and (a,b) are independent.

No secret information leaks.



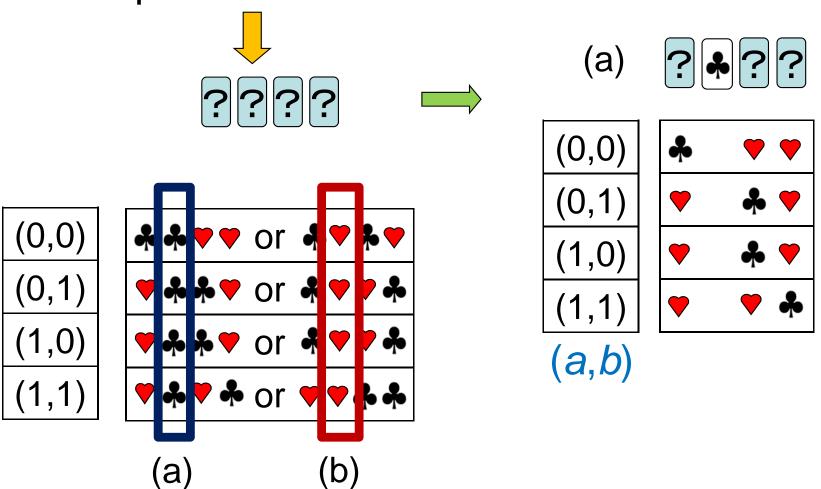
(a)



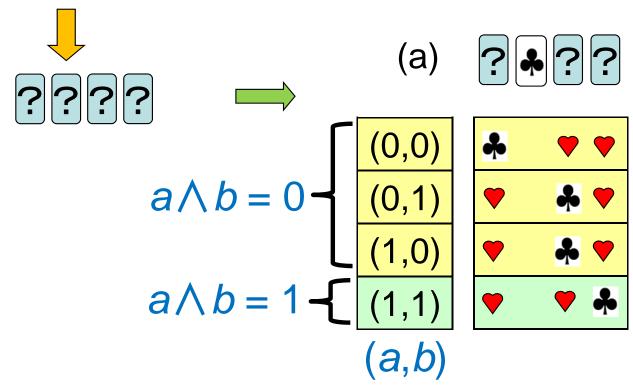
The color and (a,b) are independent.

No secret information leaks.

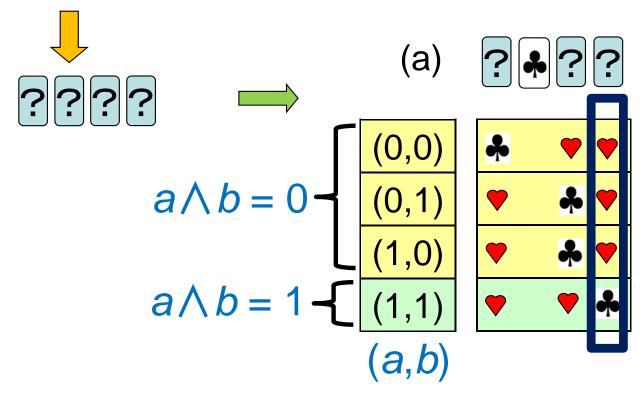








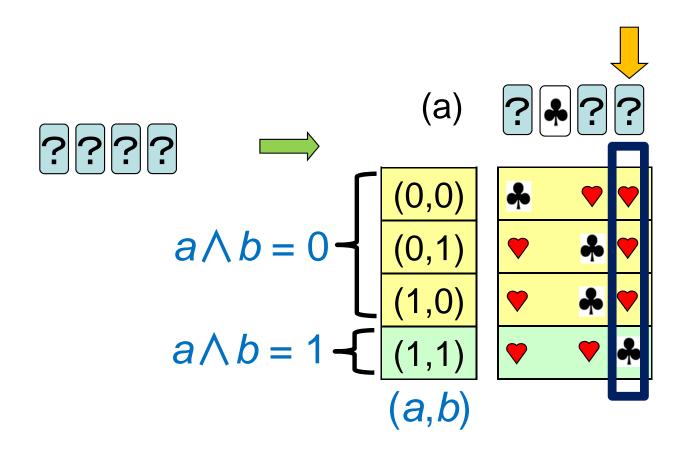




It suffices to look at the color of the fourth card.

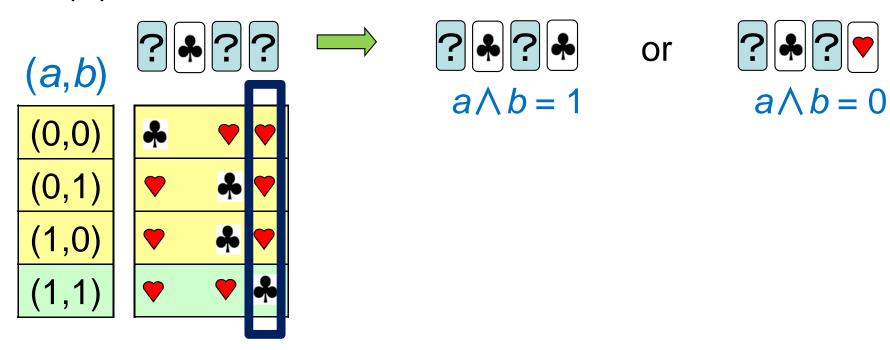


#### Step 3(a) reveals the 4<sup>th</sup> card.



#### (a) Reveal the 4<sup>th</sup> card:





#### (a) Reveal the 4<sup>th</sup> card:



(a,b)





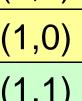


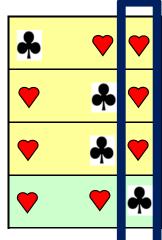
or

 $a \wedge b = 1$ 

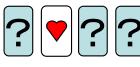
 $a \wedge b = 0$ 

(0,0)(0,1)





(b) Reveal the 1st card:







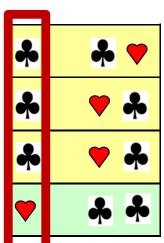
 $a \wedge b = 1$ 





$$a \wedge b = 0$$

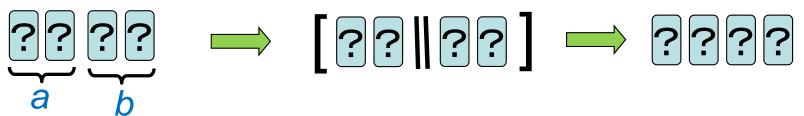
(0,0)(0,1)(1,0)





works!

1. Apply a random bisection cut:

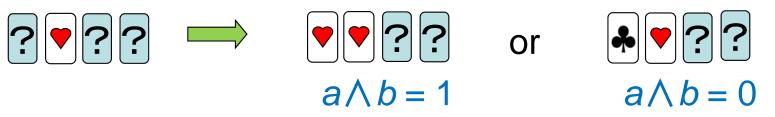


2. Apply a random cut to the two cards in the middle:



- 3. Reveal the 2<sup>nd</sup> card; there are two cases.
  - (a) Reveal the 4<sup>th</sup> card:

(b) Reveal the 1<sup>st</sup> card:

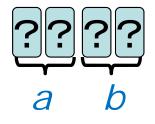


# Contents



- 1. Introduction
- 2. Description of Our Protocol
- 3. Correctness of Our Protocol
- 4. Conclusions











$$a \wedge b = 1$$



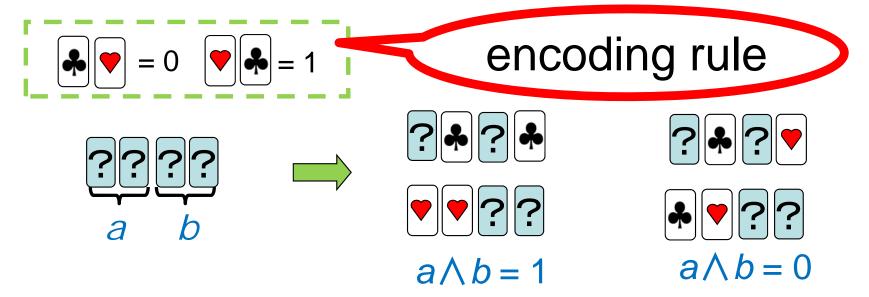
$$a \wedge b = 0$$



	# of cards	random cut	bisection
den Boer [Eurocrypt '89]	5		
Ours [This paper]	4		

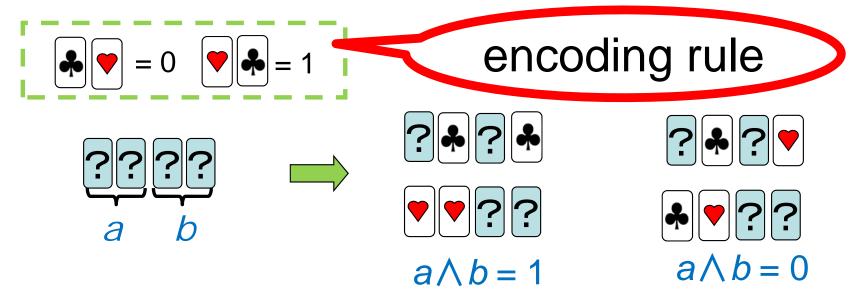
 $a \wedge b = 1$ 





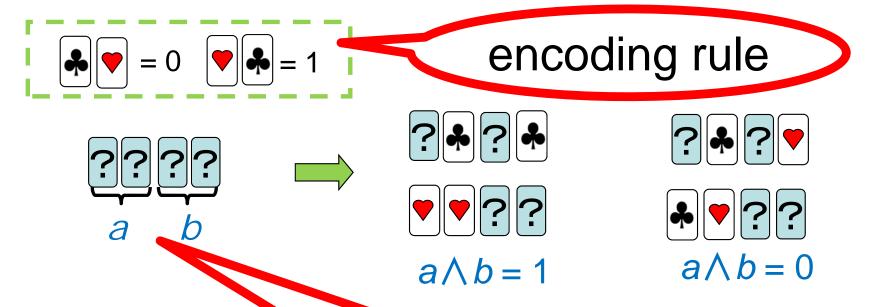
	# of cards	random cut	bisection
den Boer [Eurocrypt '89]	<b>5</b>		
Ours [This paper]	4		

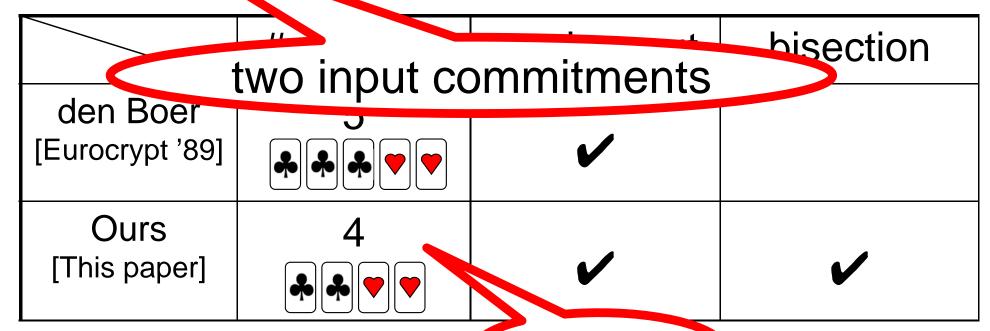




	# of cards	random cut	bisection
den Boer [Eurocrypt '89]	5		
Ours [This paper]	4		<b>✓</b>



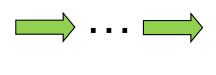


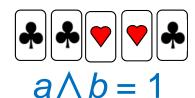


optimal

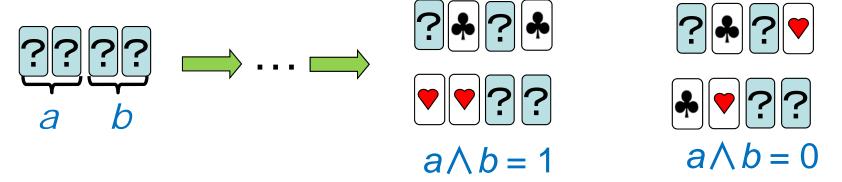
#### The five-card trick





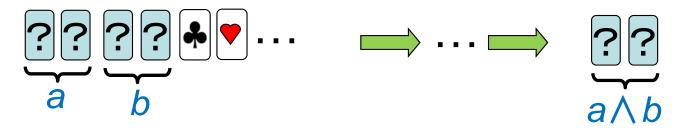


#### and our protocol



do not produce their output in a committed format.

There are some committed format protocols.

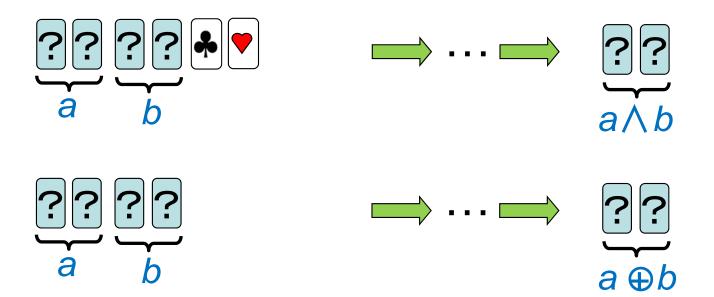


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# Committed-format secure AND protocols

	required cards	random cut	bisection cut	avg. # of trials
Crepeau-Kilian [CRYPTO '93]	10			6
Niemi-Renvall [TCS, 1998]	12	•		2.5
Stiglic [TCS, 2001]	8	<b>✓</b>		2
Mizuki-Sone [FAW 2009]	6			1





Also, some known protocols securely compute XOR and NOT in a committed format.

Therefore, *any* (*n*-variable *m*-valued) *function* can be securely computed using a deck of cards.



#### I hope card-based protocols would help you with

- intuitive explanation of crypto. to non-specialists
- education in classroom.

# That's all. Thank you for your attention.

A (real) deck of cards available to the first several people; please contact the speaker.



