

# PAYMENT PROJECT

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# PAYMENT PROJECT

## Progress so far

Categories

Results

PAYMENT

Authorised Push  
Payment (APP) Fraud

Privacy Enhancing  
Technology

Cryptocurrencies

Designed a Protocol  
for Payment with  
Dispute Resolution

Developed Attacks on  
Private Set Intersection

Designed a protocol for  
Fair Payment System for  
Cloud's Storage

Paper



Paper



# PAYMENT PROJECT

## Authorised Push Payment (APP) Fraud

### Background

- “Authorised Push Payment” (APP) fraud:
  - Definition: An APP fraud is a type of cyber-crime where a fraudster tricks a victim into making an authorised online payment into an account controlled by the fraudster.
  - It is called “authorised” because the victim authorises the payment.
  - The APP fraud has various variants, such as:
    - romance
    - investment
    - CEO
    - invoice

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## Authorised Push Payment (APP) Fraud

### Background

- The amount of money lost due to APP frauds is substantial
  - Only in the first half of 2021, a total of **£355 million** was lost to APP frauds.
- APP fraud is a **global issue**.
  - According to the **FBI**'s report, victims of APP frauds reported at least a total of **\$419 million** losses, in 2020.
  - Recently, **Interpol** warned its member countries about a concerning variant of APP fraud called investment fraud via dating software.

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## Authorised Push Payment (APP) Fraud

### Problem

- Although the UK's regulators (unlike other countries) have provided specific **guidelines** to financial institutes to prevent APP frauds occurrence and improve victims' protection, these guidelines are:
  - **ambiguous**
  - **open to interpretation**
- Also, there exists **no mechanism** in place via which honest victims **can prove** their innocence.



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## Authorised Push Payment (APP) Fraud

### Our Solution

- To protect victims of APP frauds, we proposed:

1. **Formal Definition:** we put forward the notion of “Payment with Dispute Resolution” (PwDR):

- Identified a PwDR scheme’s core security properties:

1. security against a **malicious victim**.

2. security against a **malicious bank**.

3. **privacy**.

- formally defined the PwDR scheme.

Security Game

$$\begin{aligned} &\text{keyGen}(1^\lambda) \rightarrow (sk, pk) \\ &\text{bankInit}(1^\lambda) \rightarrow (T, pp, l) \\ &\mathcal{A}(1^\lambda, T, pp, l) \rightarrow \hat{m}_1^{(c)} \\ &\text{insertNewPayee}(\hat{m}_1^{(c)}, l) \rightarrow \hat{l} \\ &\text{genWarning}(T, \hat{l}, \text{aux}) \rightarrow \hat{m}_1^{(B)} \\ &\mathcal{A}(T, \hat{l}, \hat{m}_1^{(B)}) \rightarrow \hat{m}_2^{(c)} \\ &\text{makePayment}(T, \hat{m}_2^{(c)}) \rightarrow \hat{m}_2^{(B)} \\ &\mathcal{A}(\hat{m}_1^{(B)}, \hat{m}_2^{(B)}, T, pk) \rightarrow (\hat{z}, \hat{\pi}) \\ &\forall j, j \in [n] : \\ &\quad \left( \text{verComplaint}(\hat{z}, \hat{\pi}, g, \hat{m}, \hat{l}, j, sk_D, \text{aux}, pp) \rightarrow \hat{w}_j \right) \\ &\text{resDispute}(T_2, \hat{w}, pp) \rightarrow v = [v_1, \dots, v_4] \end{aligned}$$

Adversary's winning probability

$$\Pr \left[ \begin{aligned} &\left( (m_1^{(B)} = \text{warning}) \wedge \left( \sum_{j=1}^n w_{1,j} \geq e \right) \right) \\ &\vee \left( \left( \sum_{j=1}^n w_{1,j} < e \right) \wedge (v_1 = 1) \right) \\ &\vee \left( (\text{checkWarning}(m_1^{(B)}) = 1) \wedge \left( \sum_{j=1}^n w_{2,j} \geq e \right) \right) \\ &\vee \left( \left( \sum_{j=1}^n w_{2,j} < e \right) \wedge (v_2 = 1) \right) \\ &\vee \left( u \notin Q \wedge \text{Sig.ver}(pk, u, sig) = 1 \right) \\ &\vee \left( \left( \sum_{j=1}^n w_{3,j} < e \right) \wedge (v_3 = 1) \right) \end{aligned} : \text{Exp}_1^{\mathcal{A}}(\text{input}) \right] \leq \mu(\lambda)$$

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## Authorised Push Payment (APP) Fraud

### Our Solution

2. **Efficient Protocol**: we **designed an efficient protocol** that realises the PwDR's definition.
  - **formally proved** the protocol is secure (i.e., meets the formal definition).
3. **Analysed the Protocol's Cost**: we performed a cost analysis of the construction via both asymptotic and runtime evaluation (via a prototype **implementation**).

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## Protecting Victims of APP Frauds

### Main Tools We Used

- The PwDR Protocol's building blocks:
  - Commitment scheme
  - Digital signature
  - Smart contract
  - Pseudorandom function
  - Bloom filter
  - Threshold voting protocols

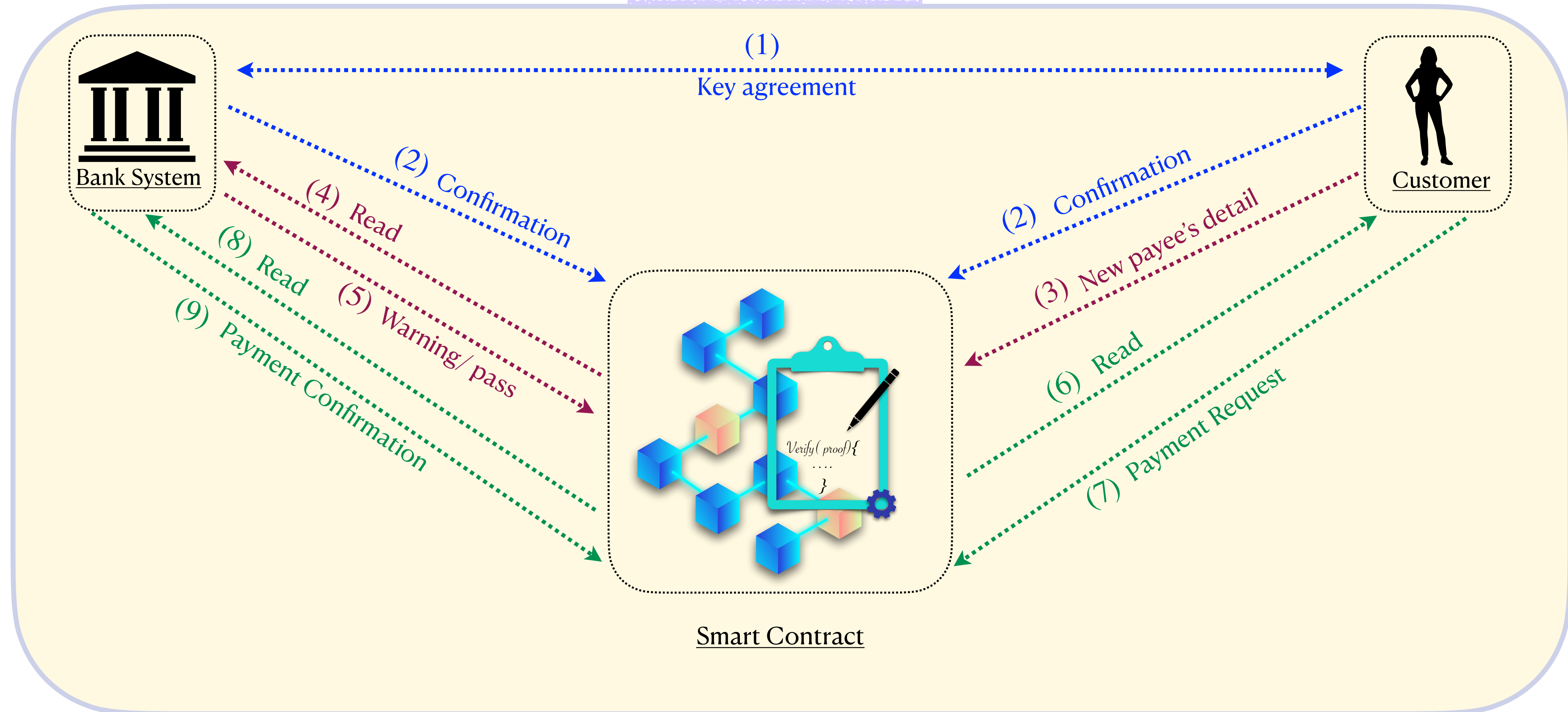


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## Protecting Victims of APP Frauds

The PwDR Protocol's Workflow

### Payment Phase

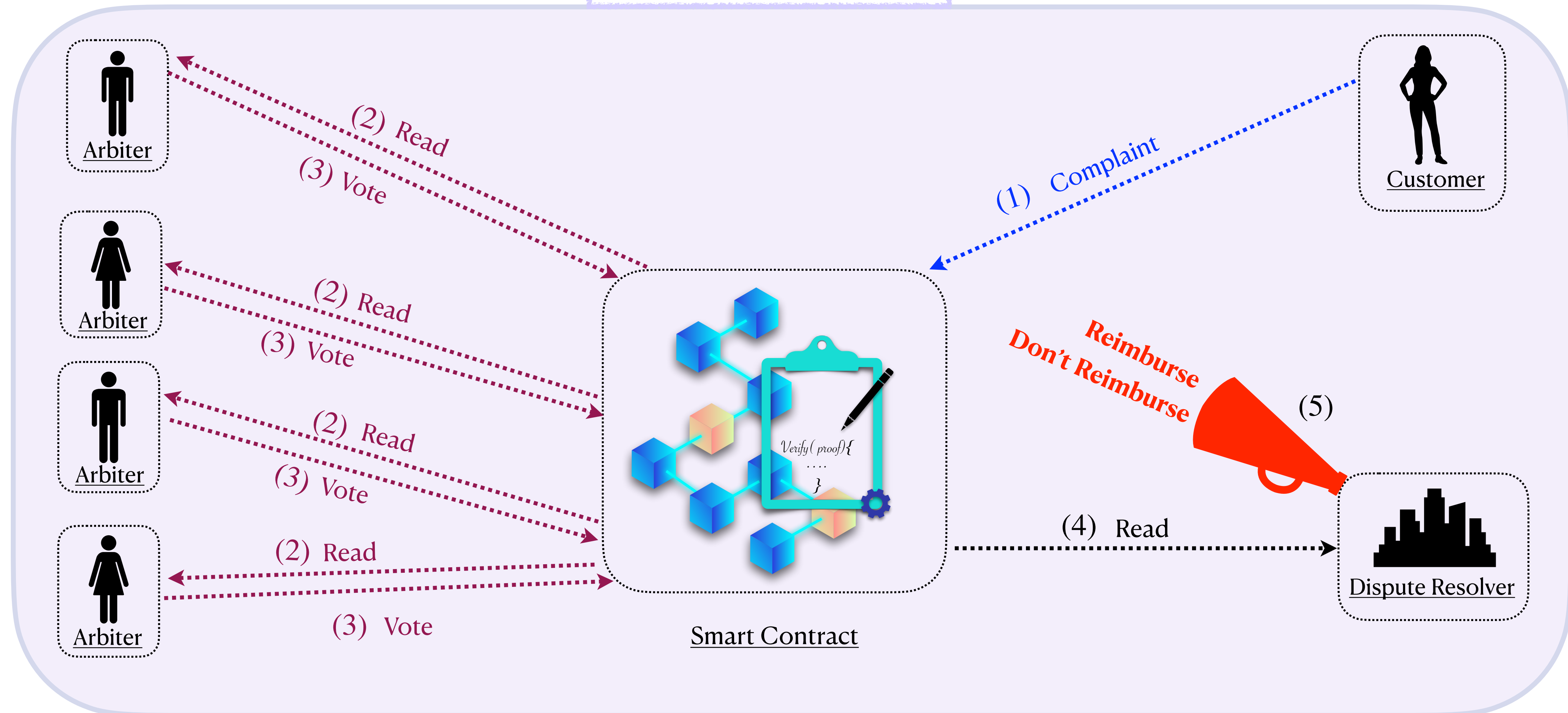


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## Protecting Victims of APP Frauds

### The PwDR Protocol's Workflow

#### Dispute Resolution



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## Protecting Victims of APP Frauds

### The PwDR Protocol's Complexity

| Party   | Setting |         | Computation Cost                      | Communication Cost                    |
|---|---------|---------|---------------------------------------|---------------------------------------|
|   | $e = 1$ | $e > 1$ |                                       |                                       |
| Customer  | ✓       | ✓       | $O(1)$                                | $O(1)$                                |
| Bank  | ✓       | ✓       | $O(1)$                                | $O(1)$                                |
| Arbiter $\mathcal{D}_1, \dots, \mathcal{D}_{n-1}$ | ✓       | ✓       | $O(1)$                                | $O(1)$                                |
| Arbiter $\mathcal{D}_n$                           | ✓       |         | $O(n)$                                | $O(1)$                                |
|   |         | ✓       | $O(\sum_{i=e}^n \frac{n!}{i!(n-i)!})$ | $O(\sum_{i=e}^n \frac{n!}{i!(n-i)!})$ |
| Dispute resolver                                  | ✓       | ✓       | $O(n)$                                | $O(1)$                                |

n: number of arbiters

e: threshold

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## Protecting Victims of APP Frauds

### The PwDR Protocol's Runtime in Millisecond

| Party                           | $n = 6$ |         | $n = 8$ |         | $n = 10$ |         | $n = 12$ |         |
|---------------------------------|---------|---------|---------|---------|----------|---------|----------|---------|
|                                 | $e = 1$ | $e = 4$ | $e = 1$ | $e = 5$ | $e = 1$  | $e = 6$ | $e = 1$  | $e = 7$ |
| Arbiter $\mathcal{D}_n$         | 0.019   | 0.220   | 0.033   | 0.661   | 0.035    | 2.87    | 0.052    | 10.15   |
| Dispute resolver $\mathcal{DR}$ | 0.001   | 0.015   | 0.001   | 0.016   | 0.001    | 0.069   | 0.003    | 0.09    |

\*

n: number of arbiters

e: threshold

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## Protecting Victims of APP Frauds

### Conclusion

- To **protect victims** of APP frauds, **we proposed** “Payment with Dispute Resolution” (PwDR) scheme.
- We hope that our result **lays the foundation for future** solutions that will protect victims of APP frauds.

The end