

Linear Secret Sharing Schemes from Error Correcting Codes and Universal Hash Functions

Ronald Cramer^{1,2} Ivan Damgård³ **Nico Döttling**³
Serge Fehr¹ Gabriele Spini^{1,2,4}

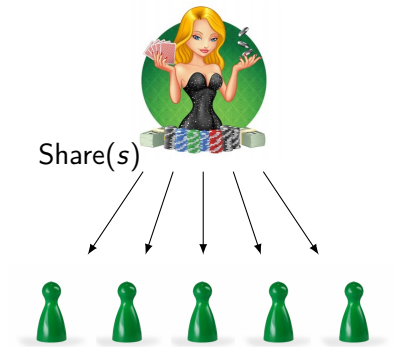
¹CWI Amsterdam ²Mathematical Institute, Leiden University

³Aarhus University ⁴Institut de Mathématiques de Bordeaux

Eurocrypt'15, April 28, 2015

Secret Sharing

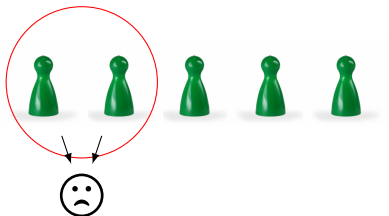
Distribute a secret s to players P_1, \dots, P_n such that



Secret Sharing

Distribute a secret s to players P_1, \dots, P_n such that

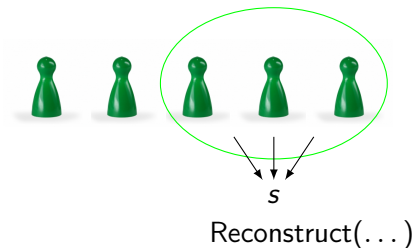
- **t -Privacy:** Any set of t players has no information about s .



Secret Sharing

Distribute a secret s to players P_1, \dots, P_n such that

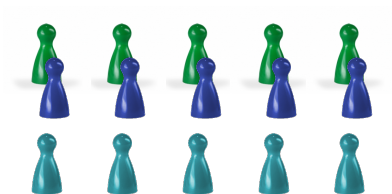
- **t -Privacy:** Any set of t players has no information about s .
- **r -Reconstruction:** Any set of r players can (efficiently) reconstruct s .



Secret Sharing

Distribute a secret s to players P_1, \dots, P_n such that

- **t -Privacy:** Any set of t players has no information about s .
- **r -Reconstruction:** Any set of r players can (efficiently) reconstruct s .
- **Linearity (LSSS):**
 $(c_1)_i$ and $(d_1)_i$ shares of s_1 and $s_2 \Rightarrow (\alpha c_i + \beta d_i)_i$ shares of $\alpha s_1 + \beta s_2$.



- **Structural Goals:**

- Minimize size of shares (for given privacy and reconstruction thresholds)
- Maximize the size of the secret (...)

- **Structural Goals:**

- Minimize size of shares (for given privacy and reconstruction thresholds)
- Maximize the size of the secret (...)
- Additional algebraic/combinatorial properties (multiplicativity, sophisticated access structures,...)

Design Goals for Secret Sharing

- **Structural Goals:**

- Minimize size of shares (for given privacy and reconstruction thresholds)
- Maximize the size of the secret (...)
- Additional algebraic/combinatorial properties (multiplicativity, sophisticated access structures,...)

- **Algorithmic Goals:** Optimize overhead of sharing and reconstruction/fancier reconstruction goals

Design Goals for Secret Sharing

- **Structural Goals:**

- Minimize size of shares (for given privacy and reconstruction thresholds)
- Maximize the size of the secret (...)
- Additional algebraic/combinatorial properties (multiplicativity, sophisticated access structures,...)

- **Algorithmic Goals:** Optimize overhead of sharing and reconstruction/fancier reconstruction goals

Secret Sharing Schemes

Useful for:

- MPC
- 2PC via MPC-in-the-head

Secret Sharing Schemes

Useful for:

- MPC
- 2PC via MPC-in-the-head
- Attribute based encryption

Useful for:

- MPC
- 2PC via MPC-in-the-head
- Attribute based encryption
- Non-malleable codes
- ...

Secret Sharing Schemes

Useful for:

- MPC
- 2PC via MPC-in-the-head
- Attribute based encryption
- Non-malleable codes
- ...

LSSS construction paradigms

- Polynomials

Useful for:

- MPC
- 2PC via MPC-in-the-head
- Attribute based encryption
- Non-malleable codes
- ...

LSSS construction paradigms

- Polynomials
- Algebraic function fields

Useful for:

- MPC
- 2PC via MPC-in-the-head
- Attribute based encryption
- Non-malleable codes
- ...

LSSS construction paradigms

- Polynomials
- Algebraic function fields
- Random linear codes

Useful for:

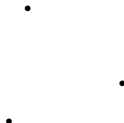
- MPC
- 2PC via MPC-in-the-head
- Attribute based encryption
- Non-malleable codes
- ...

LSSS construction paradigms

- Polynomials
- Algebraic function fields
- Random linear codes

Error Correcting Codes

- Redundant (distance-amplifying)
encodings $ECC : \mathbb{F}^k \rightarrow \mathbb{F}^n$



Error Correcting Codes

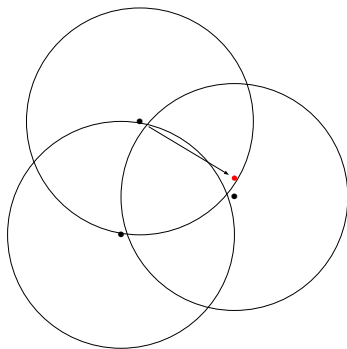
- Redundant (distance-amplifying)
encodings $ECC : \mathbb{F}^k \rightarrow \mathbb{F}^n$
- $m_1 \neq m_2 \Rightarrow$
 $\text{dist}(ECC(m_1), ECC(m_2)) > d$

Error Correcting Codes

- Redundant (distance-amplifying) encodings $ECC : \mathbb{F}^k \rightarrow \mathbb{F}^n$
- $m_1 \neq m_2 \Rightarrow \text{dist}(ECC(m_1), ECC(m_2)) > d$
- This allows for correcting errors/erasures

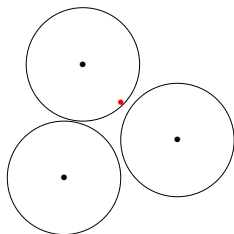
Error Correcting Codes

- Redundant (distance-amplifying) encodings $ECC : \mathbb{F}^k \rightarrow \mathbb{F}^n$
- $m_1 \neq m_2 \Rightarrow \text{dist}(ECC(m_1), ECC(m_2)) > d$
- This allows for correcting errors/erasures



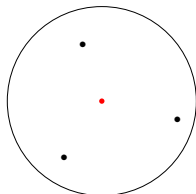
Error Correcting Codes

- Redundant (distance-amplifying) encodings $ECC : \mathbb{F}^k \rightarrow \mathbb{F}^n$
- $m_1 \neq m_2 \Rightarrow \text{dist}(ECC(m_1), ECC(m_2)) > d$
- This allows for correcting errors/erasures



Error Correcting Codes

- Redundant (distance-amplifying) encodings $ECC : \mathbb{F}^k \rightarrow \mathbb{F}^n$
- $m_1 \neq m_2 \Rightarrow \text{dist}(ECC(m_1), ECC(m_2)) > d$
- This allows for correcting errors/erasures



Error Correcting Codes

- Redundant (distance-amplifying) encodings $ECC : \mathbb{F}^k \rightarrow \mathbb{F}^n$
- $m_1 \neq m_2 \Rightarrow \text{dist}(ECC(m_1), ECC(m_2)) > d$
- This allows for correcting errors/erasures
- Linear codes: ECC is \mathbb{F} -linear

Error Correcting Codes

- Redundant (distance-amplifying) encodings $ECC : \mathbb{F}^k \rightarrow \mathbb{F}^n$
- $m_1 \neq m_2 \Rightarrow \text{dist}(ECC(m_1), ECC(m_2)) > d$
- This allows for correcting errors/erasures
- Linear codes: ECC is \mathbb{F} -linear
- **Algorithmic Goals:** Efficient encoding, decoding from errors/erasures, list-decoding.

LSSS and Codes (1)

- LSSS are *codes with privacy*
- Natural approach: Construct LSSS from codes
[Mas96,CCGHV07,...]

LSSS and Codes (1)

- LSSS are *codes with privacy*
- Natural approach: Construct LSSS from codes [Mas96,CCGHV07,...]
- Privacy of LSSS established using properties of *specific codes* (e.g. dual distance)

LSSS and Codes (1)

- LSSS are *codes with privacy*
- Natural approach: Construct LSSS from codes [Mas96,CCGHV07,...]
- Privacy of LSSS established using properties of **specific** codes (e.g. dual distance)
- Properties irrelevant or detrimental for error correction

LSSS and Codes (1)

- LSSS are *codes with privacy*
- Natural approach: Construct LSSS from codes [Mas96,CCGHV07,...]
- Privacy of LSSS established using properties of **specific** codes (e.g. dual distance)
- Properties irrelevant or detrimental for error correction

- Coding theory made huge algorithmic progress the last ≈ 20 y.
- Linear time encoding, error/erasure correction
[SS96, Spie96, GI04, ...]

LSSS and Codes (2)

- Coding theory made huge algorithmic progress the last ≈ 20 y.
- Linear time encoding, error/erasure correction
[SS96, Spie96, Gl04,...]
- Efficient list decoding approaching the Singleton bound
[GR07, GX13]

LSSS and Codes (2)

- Coding theory made huge algorithmic progress the last ≈ 20 y.
- Linear time encoding, error/erasure correction
[SS96, Spie96, Gl04,...]
- Efficient list decoding approaching the Singleton bound
[GR07, GX13]
- Can we translate (algorithmic) progress in coding theory into realm of secret sharing?

LSSS and Codes (2)

- Coding theory made huge algorithmic progress the last ≈ 20 y.
- Linear time encoding, error/erasure correction
[SS96, Spie96, Gl04,...]
- Efficient list decoding approaching the Singleton bound
[GR07, GX13]
- Can we translate (algorithmic) progress in coding theory into realm of secret sharing?
- ...for any code?

- Coding theory made huge algorithmic progress the last ≈ 20 y.
- Linear time encoding, error/erasure correction
[SS96, Spie96, Gl04,...]
- Efficient list decoding approaching the Singleton bound
[GR07, GX13]
- Can we translate (algorithmic) progress in coding theory into realm of secret sharing?
- ...for any code?



Our Results

- Black box construction of LSSS from any family of linear codes*
- Privacy close to best possible**



Our Results

- Black box construction of LSSS from any family of linear codes*
- Privacy close to best possible**
- Construction preserves algorithmic efficiency



Our Results

- Black box construction of LSSS from any family of linear codes*
- Privacy close to best possible**
- Construction preserves algorithmic efficiency

FINEPRINT:

- * Ramp scheme: gap between privacy and reconstruction, large number of players, secret larger than shares



Our Results

- Black box construction of LSSS from any family of linear codes*
- Privacy close to best possible**
- Construction preserves algorithmic efficiency

FINEPRINT:

- * Ramp scheme: gap between privacy and reconstruction, large number of players, secret larger than shares
- ** For sufficiently large alphabet/shares (still constant)



Our Results

- Black box construction of LSSS from any family of linear codes*
- Privacy close to best possible**
- Construction preserves algorithmic efficiency

FINEPRINT:

- * Ramp scheme: gap between privacy and reconstruction, large number of players, secret larger than shares
- ** For sufficiently large alphabet/shares (still constant)
- Multiplicativity of a code not preserved by our constructions: No multiplicative SSS



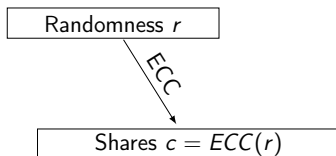
Our Results

- Black box construction of LSSS from any family of linear codes*
- Privacy close to best possible**
- Construction preserves algorithmic efficiency

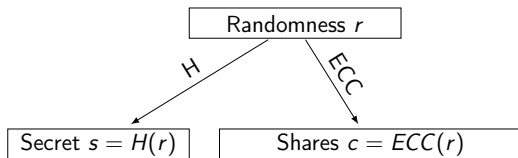
FINEPRINT:

- * Ramp scheme: gap between privacy and reconstruction, large number of players, secret larger than shares
- ** For sufficiently large alphabet/shares (still constant)
- **Multiplicativity of a code not preserved by our constructions: No multiplicative SSS**

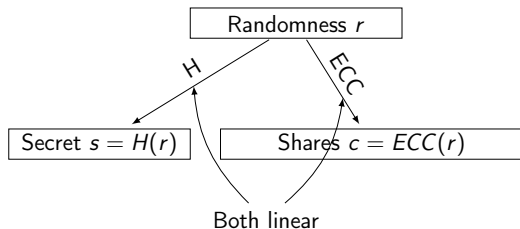
An information-theoretic look on secret sharing



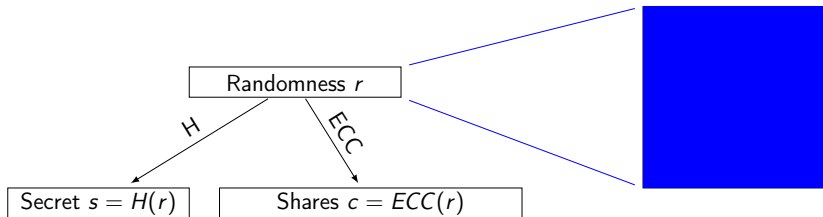
An information-theoretic look on secret sharing



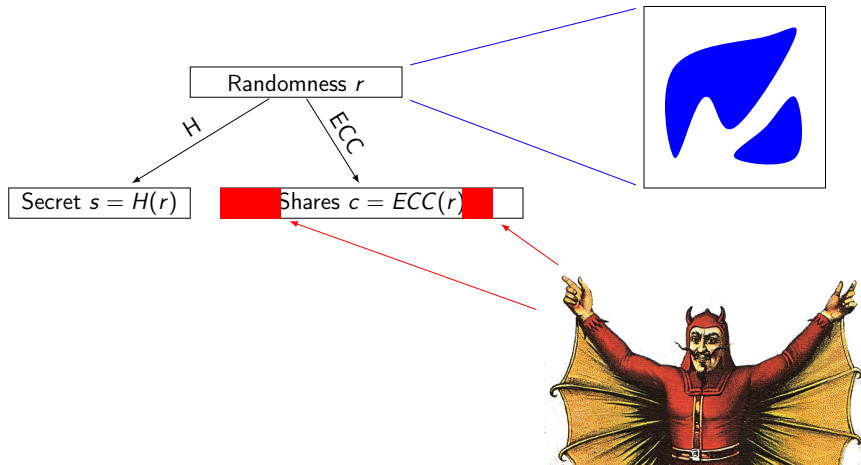
An information-theoretic look on secret sharing



An information-theoretic look on secret sharing

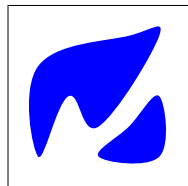
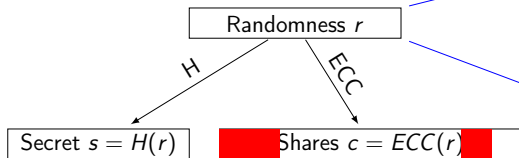


An information-theoretic look on secret sharing



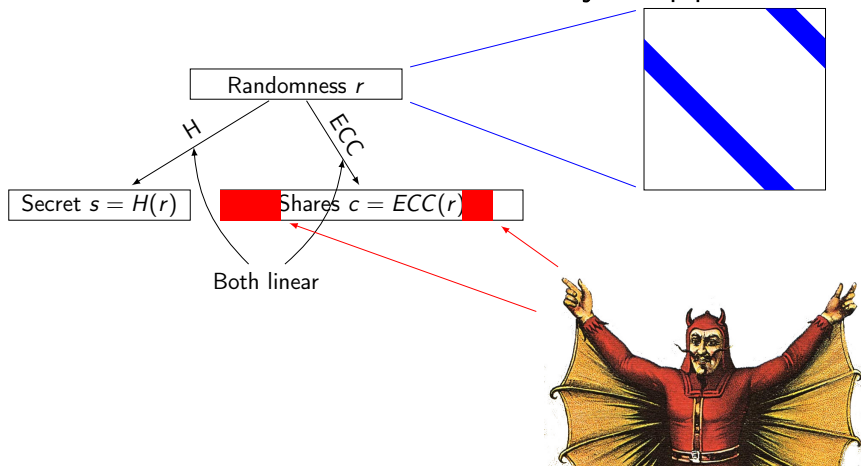
An information-theoretic look on secret sharing

Too Pessimistic!



An information-theoretic look on secret sharing

What really happens:



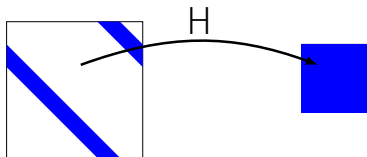
What do we require from H ?

- H should be linear (we want linear SSS)
- H should be surjective on all affine subspaces that correspond to sets in adversarial structure



What do we require from H ?

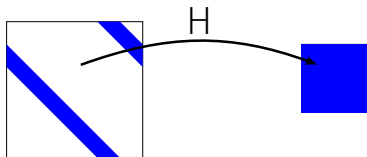
- H should be linear (we want linear SSS)
- H should be surjective on all affine subspaces that correspond to sets in adversarial structure



- How do we construct such a H for arbitrary codes ECC ?

What do we require from H ?

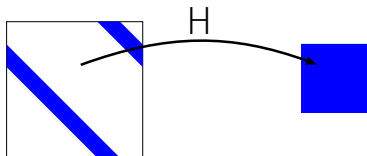
- H should be linear (we want linear SSS)
- H should be surjective on all affine subspaces that correspond to sets in adversarial structure



- How do we construct such a H for arbitrary codes ECC ?
 - Choose H at random from a small family

What do we require from H ?

- H should be linear (we want linear SSS)
- H should be surjective on all affine subspaces that correspond to sets in adversarial structure



- How do we construct such a H for arbitrary codes ECC ?
- **Choose H at random from a small family**

Universal Hash Functions

- Function Ensembles with statistical collision resistance
- $\mathcal{H} : \{H : X \rightarrow Y\}$ is universal iff $\forall x_1 \neq x_2$:
$$\Pr_{H \leftarrow \mathcal{H}}[H(x_1) = H(x_2)] \leq 1/|Y|$$

Subspace Surjectivity

Almost all functions of a family will be surjective on a fix subspace of some minimum dimension.

- \mathcal{H} a family of **linear** universal hash functions $\mathbb{F}_q^k \rightarrow \mathbb{F}_q^l$
- V a subspace of \mathbb{F}_q^k of dimension at least r

Subspace Surjectivity

Almost all functions of a family will be surjective on a fix subspace of some minimum dimension.

- \mathcal{H} a family of **linear** universal hash functions $\mathbb{F}_q^k \rightarrow \mathbb{F}_q^l$
- V a subspace of \mathbb{F}_q^k of dimension at least r
- $H \leftarrow_{\S} \mathcal{H}$ chosen uniformly at random

Subspace Surjectivity

Almost all functions of a family will be surjective on a fix subspace of some minimum dimension.

- \mathcal{H} a family of **linear** universal hash functions $\mathbb{F}_q^k \rightarrow \mathbb{F}_q^l$
- V a subspace of \mathbb{F}_q^k of dimension at least r
- $H \leftarrow_{\$} \mathcal{H}$ chosen uniformly at random
- Then $H(V) = \mathbb{F}_q^l$ (i.e. H is surjective on V), except with probability $q^{-(r-l)}$ over the choice of H

Subspace Surjectivity

Almost all functions of a family will be surjective on a fix subspace of some minimum dimension.

- \mathcal{H} a family of **linear** universal hash functions $\mathbb{F}_q^k \rightarrow \mathbb{F}_q^l$
- V a subspace of \mathbb{F}_q^k of dimension at least r
- $H \leftarrow_{\$} \mathcal{H}$ chosen uniformly at random
- Then $H(V) = \mathbb{F}_q^l$ (i.e. H is surjective on V), except with probability $q^{-(r-l)}$ over the choice of H

LSSS

Fix some linear hash function $H \in \mathcal{H}$, ECC linear code

Share(s):

$r \leftarrow_{\$} H^{-1}(s)$

$\mathbf{c} \leftarrow \text{ECC}(r)$

Output share vector \mathbf{c}

Reconstruct($\tilde{\mathbf{c}}$):

$r \leftarrow \text{ECC.Decode}(\tilde{\mathbf{c}})$

If $r = \perp$

Output \perp

$s \leftarrow H(r)$

Output secret s

Main Theorem

Theorem

- *ECC an \mathbb{F}_q -linear code of length n , rate R and alphabet \mathbb{F}_q^m*
- *\mathcal{H} a family of \mathbb{F}_q -linear universal hash functions $\mathbb{F}_q^{Rn} \rightarrow \mathbb{F}_q^{\rho n}$*

Main Theorem

Theorem

- *ECC an \mathbb{F}_q -linear code of length n , rate R and alphabet \mathbb{F}_q^m*
- *\mathcal{H} a family of \mathbb{F}_q -linear universal hash functions $\mathbb{F}_q^{Rn} \rightarrow \mathbb{F}_q^{\rho n}$*
- *Constant $\eta > 0$*

Theorem

- *ECC an \mathbb{F}_q -linear code of length n , rate R and alphabet \mathbb{F}_q^m*
- *\mathcal{H} a family of \mathbb{F}_q -linear universal hash functions $\mathbb{F}_q^{Rn} \rightarrow \mathbb{F}_q^{\rho n}$*
- *Constant $\eta > 0$*
- *There exists a $H \in \mathcal{H}$ such that above scheme has τn -privacy, given that*

$$R \geq \rho + \eta + \tau + h(\tau)/(m \cdot \log(q)).^a$$

Main Theorem

Theorem

- ECC an \mathbb{F}_q -linear code of length n , rate R and alphabet \mathbb{F}_q^m
- \mathcal{H} a family of \mathbb{F}_q -linear universal hash functions $\mathbb{F}_q^{Rn} \rightarrow \mathbb{F}_q^{\rho n}$
- Constant $\eta > 0$
- There exists a $H \in \mathcal{H}$ such that above scheme has τn -**privacy**., given that

$$R \geq \rho + \eta + \tau + h(\tau)/(m \cdot \log(q)).^a$$

- *H can be chosen randomly with success-probability $1 - q^{-\eta nm}$.*

$$^a h(p) = -p \log(p) - (1 - p) \log(1 - p)$$

Theorem

- ECC an \mathbb{F}_q -linear code of length n , rate R and alphabet \mathbb{F}_q^m
- \mathcal{H} a family of \mathbb{F}_q -linear universal hash functions $\mathbb{F}_q^{Rn} \rightarrow \mathbb{F}_q^{\rho n}$
- Constant $\eta > 0$
- There exists a $H \in \mathcal{H}$ such that above scheme has τn -**privacy**., given that

$$R \geq \rho + \eta + \tau + h(\tau)/(m \cdot \log(q)).^a$$

- H can be chosen randomly with success-probability $1 - q^{-\eta nm}$.

^a $h(p) = -p \log(p) - (1 - p) \log(1 - p)$

- ① LSSS with linear time sharing and reconstruction.
- ② Robust secret sharing

- ① LSSS with linear time sharing and reconstruction.
- ② Robust secret sharing

Linear Time Secret Sharing

- Use linear time en- and decodable codes [Spi96,GI04] + linear time computable hash functions [IKOS07,DI14]
- Small annoyance: Sharing algorithm inverts hash function

Linear Time Secret Sharing

- Use linear time en- and decodable codes [Spi96,GI04] + linear time computable hash functions [IKOS07,DI14]
- **Small annoyance:** Sharing algorithm inverts hash function
- But: Can share random secrets without inverting hash function

Linear Time Secret Sharing

- Use linear time en- and decodable codes [Spi96,GI04] + linear time computable hash functions [IKOS07,DI14]
- **Small annoyance:** Sharing algorithm inverts hash function
- But: Can share random secrets without inverting hash function
- Bootstrap this into a standard sharing algorithm via OTP encryption + dispersion (similar to [Kra93])

Linear Time Secret Sharing

- Use linear time en- and decodable codes [Spi96,GI04] + linear time computable hash functions [IKOS07,DI14]
- **Small annoyance:** Sharing algorithm inverts hash function
- But: Can share random secrets without inverting hash function
- Bootstrap this into a standard sharing algorithm via OTP encryption + dispersion (similar to [Kra93])
- **Application of the Application:** (Amortized) Linear time commitments via MPC-in-the-head.

Linear Time Secret Sharing

- Use linear time en- and decodable codes [Spi96,GI04] + linear time computable hash functions [IKOS07,DI14]
- **Small annoyance:** Sharing algorithm inverts hash function
- But: Can share random secrets without inverting hash function
- Bootstrap this into a standard sharing algorithm via OTP encryption + dispersion (similar to [Kra93])
- **Application of the Application:** (Amortized) Linear time commitments via MPC-in-the-head.

Linear Time Secret Sharing

- Use linear time en- and decodable codes [Spi96,GI04] + linear time computable hash functions [IKOS07,DI14]
- **Small annoyance:** Sharing algorithm inverts hash function
- But: Can share random secrets without inverting hash function
- Bootstrap this into a standard sharing algorithm via OTP encryption + dispersion (similar to [Kra93])
- **Application of the Application:** (Amortized) Linear time commitments via MPC-in-the-head.

Robust Secret Sharing

- Stronger reconstruction property: Adversary returns corrupted shares.
- Standard reconstruction \sim erasure correction

Robust Secret Sharing

- Stronger reconstruction property: Adversary returns corrupted shares.
- Standard reconstruction \sim erasure correction
- Robust reconstruction \sim error correction

Robust Secret Sharing

- Stronger reconstruction property: Adversary returns corrupted shares.
- Standard reconstruction \sim erasure correction
- Robust reconstruction \sim error correction
- Robust reconstruction easy for $t \leq n/3$ and impossible for $t \geq n/2$. For $n/3 \leq t < n/2$ only statistical robustness.

Robust Secret Sharing

- Stronger reconstruction property: Adversary returns corrupted shares.
- Standard reconstruction \sim erasure correction
- Robust reconstruction \sim error correction
- Robust reconstruction easy for $t \leq n/3$ and impossible for $t \geq n/2$. **For $n/3 \leq t < n/2$ only statistical robustness.**
- Efficient reconstruction!

Robust Secret Sharing

- Stronger reconstruction property: Adversary returns corrupted shares.
- Standard reconstruction \sim erasure correction
- Robust reconstruction \sim error correction
- Robust reconstruction easy for $t \leq n/3$ and impossible for $t \geq n/2$. **For $n/3 \leq t < n/2$ only statistical robustness.**
- Efficient reconstruction!
- Best construction so far ([CFOR12]): $t \leq n/2 - 1$, shares of size $O(\lambda + n \cdot \log(n))$

Robust Secret Sharing

- Stronger reconstruction property: Adversary returns corrupted shares.
- Standard reconstruction \sim erasure correction
- Robust reconstruction \sim error correction
- Robust reconstruction easy for $t \leq n/3$ and impossible for $t \geq n/2$. **For $n/3 \leq t < n/2$ only statistical robustness.**
- Efficient reconstruction!
- Best construction so far ([CFOR12]): $t \leq n/2 - 1$, shares of size $O(\lambda + n \cdot \log(n))$
- **This work:** $t < (1 - \epsilon)n/2$ for any constant ϵ , shares of size $O(1 + \lambda/n)$

- Stronger reconstruction property: Adversary returns corrupted shares.
- Standard reconstruction \sim erasure correction
- Robust reconstruction \sim error correction
- Robust reconstruction easy for $t \leq n/3$ and impossible for $t \geq n/2$. **For $n/3 \leq t < n/2$ only statistical robustness.**
- Efficient reconstruction!
- Best construction so far ([CFOR12]): $t \leq n/2 - 1$, shares of size $O(\lambda + n \cdot \log(n))$
- **This work:** $t < (1 - \epsilon)n/2$ for any constant ϵ , shares of size $O(1 + \lambda/n)$

Idea

- **List Decodable Code \Rightarrow List Decodable SSS**
- List Decodable SSS + AMD Codes \Rightarrow Robust Secret Sharing

Idea

- **List Decodable Code \Rightarrow List Decodable SSS**
- **List Decodable SSS + AMD Codes \Rightarrow Robust Secret Sharing**

Thank You!