

# Securing Approximate Homomorphic Encryption using Differential Privacy

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15 August 2022

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- 1 Preliminaries
- 2  $q$ -IND-CPA<sup>D</sup>-secure CKKS
- 3 "Mixed" Computational/Statistical Bit Security
  - Application to Securing CKKS
  - Practicality of  $q$ -IND-CPA<sup>D</sup>-secure CKKS
- 4 Attacks on Countermeasures in PALISADE
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# Fully Homomorphic Encryption

## FHE (informal)

A cryptosystem (KeyGen, Enc, Dec) is *fully homomorphic* if it admits two *privacy homomorphisms*

$$\text{Enc}_{\text{pk}}(m) + \text{Enc}_{\text{pk}}(m') \mapsto \text{Enc}_{\text{pk}}(m + m'),$$

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- Many constructions [Gen09, GSW13, CKKS17]
- Our focus — **approximately** correct FHE [CKKS17]

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  - $q$ -IND-CPA<sup>D</sup>: Restrict IND-CPA<sup>D</sup> to  $q$  decryption queries

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- What does **approximately correct** mean?
  - In the IND-CPA<sup>D</sup> setting, impacts **security**, not only **output quality**
  - Important to have **formal definition**

## Approximate FHE: Error Definition

### Definition: Ciphertext Error

Let  $\Pi$  be an FHE scheme with message space  $\mathcal{M}$  that is a subset of a normed space  $\widetilde{\mathcal{M}}$ . For a ciphertext  $c$ , message  $m$ , and secret key  $sk$ , define the **plaintext error** to be

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- **Dynamically Correct:**  $\text{PtxtError}(c, m, sk) \leq f(c, sk)$  is computable **during decryption**

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  - **Start** with true (statically-correct) scheme
  - **Post-process** decryption with notion of **differential privacy**
  - Decryptions are **indistinguishable** from (post-processed) **correct** decryptions
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- **Our work:**
  - **General** analysis of the post-processing

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  - Give novel weakening of concrete security that enables smaller parameters

# Norm KL Differential Privacy

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A family of randomized algorithms (indexed by  $t \geq 0$ ) is said to be  $\rho$ -KL differentially private if, for all  $x, x'$  such that  $\|x - x'\| \leq t$

$$D(M_t(x) || M_t(x')) \leq \rho$$



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- **Generalization** of (Renyi) DP from the **Hamming** norm to **general** norms
- **Vital** that  $M_t(x)$  takes as input  $t$

# Gaussian Noise Flooding

## Discrete Gaussian Mechanism

Let  $\rho \geq 0$ . The mechanism that, on input  $x \in \mathbb{Z}^n$ , returns a Gaussian sample  $x + \mathcal{N}_{\mathbb{Z}^n}(0, (t^2/2\rho)I_n)$  is  $\rho$ -KLDP.

- It (and **uniform noise** flooding) are exceedingly common in the literature

## $c$ -Bit Security

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- For **decision** games  $\text{adv}_G^A = O(\Delta(\cdot, \cdot)^2)$ 
  - Resolves several paradoxes (see [MW18])

# Achieving $q$ -IND-CPA<sup>D</sup> Security: Main Theorem

## Main Theorem: Simplified Version

If CKKS is  $(c + \log_2 24)$ -bit IND-CPA-secure, then modifying CKKS to decrypt via



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  - **Not much** (without a weaker security definition)

# Nearly Matching Attack

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```

for  $i \in \{0, \dots, 44\}$  do
   $C_i \leftarrow \text{Enc}_{\text{pk}}(m_i^{(0)} = 0, m_i^{(1)} = B)$ ;
end for
for  $i \in \{45, \dots, 59\}$  do
   $c_i \leftarrow \text{Enc}_{\text{pk}}(m_i^{(0)} = 0, m_i^{(1)} = -B)$ ;
end for
 $c_{60} \leftarrow \text{Eval}_{\text{pk}}(g, \{0, \dots, 59\})$  for  $g(x_0, \dots, x_{59}) = \sum_{i=0}^{29} (x_i \cdot x_{30+i})$ 
 $m' \leftarrow \text{Dec}_{\text{sk}}(c_{60})$ 
 $V_0 = 30\sigma^4 + O(wn) + \sigma_s^2$ 
 $V_1 = 30\sigma^4 + 60B^2\sigma^2 + O(wn) + \sigma_s^2$ 
if  $|\varphi(m')_0| < \sqrt{\frac{\log(V_1/V_0)V_0V_1}{V_1-V_0}}$  then
  return 0
else
  return 1
end if

```

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- Analysis implies that  $c/4 - \tilde{O}(1)$  bits of additional noise is required

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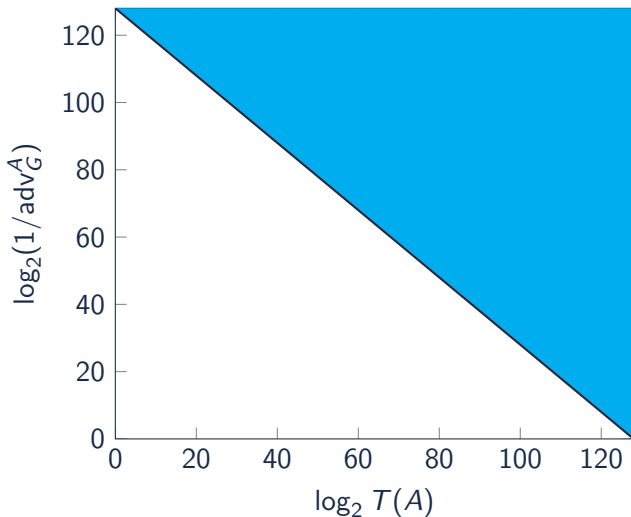
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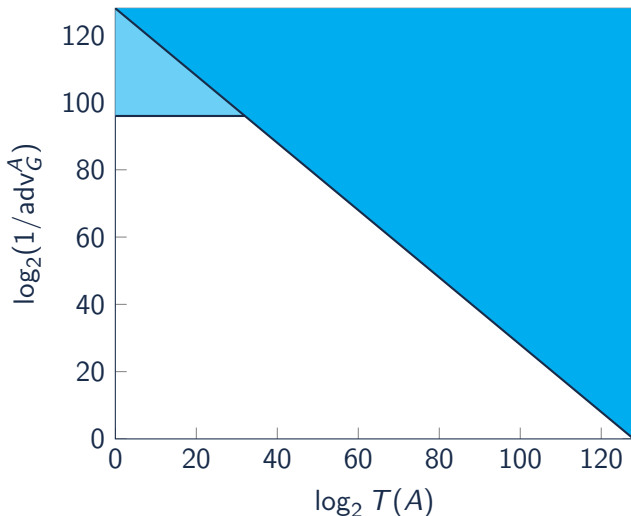
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- **Easier** to satisfy due to second bound
- Captures **statistical** attacks
  - often can **compute**  $\text{adv}_G^A$  **explicitly**
- Can plausibly set  $s \ll c$

# 128-Bit Security Graphically



## (128, 96)-Bit Security Graphically



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- Now  $s/2 + \tilde{O}(1)$  bits suffice

## Main Theorem: Full Version

### Main Theorem: Simplified Version

If CKKS is  $(c + \log_2 24)$ -bit IND-CPA-secure, then modifying CKKS to decrypt via

- computing the **publically computable** bound  $t$  on  $\text{PtxtError}(\cdot, \cdot, \cdot)$
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- Now  $s/2 + \tilde{O}(1)$  bits suffice
- Saves  $(c - s)/2$  bits of noise compared to the  $c$ -bit security

## Parameters for $(128, s)$ -bits of $q$ -IND-CPA<sup>D</sup> security

$s \backslash q$	1	$2^5$	$2^{10}$	$2^{15}$
128	73.79	76.29	78.79	81.29
112	65.79	68.29	70.79	73.29
96	57.79	60.29	62.79	65.29
80	49.79	52.29	54.79	57.29
64	41.79	44.29	46.79	49.29
48	33.79	36.29	38.79	41.29
32	25.79	28.29	30.79	33.29

Table 1: Table of additional Gaussian noise (in bits) to add to achieve  $(128, s)$ -bit security with lattice dimension  $n \leq 2^{15}$

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  - DP mechanism uses **smaller** estimates to **add noticeably less noise**

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  - Potentially utilizing dynamic correctness in a **non-blackbox** way?

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