

# Highly Efficient OT-Based Multiplication Protocols

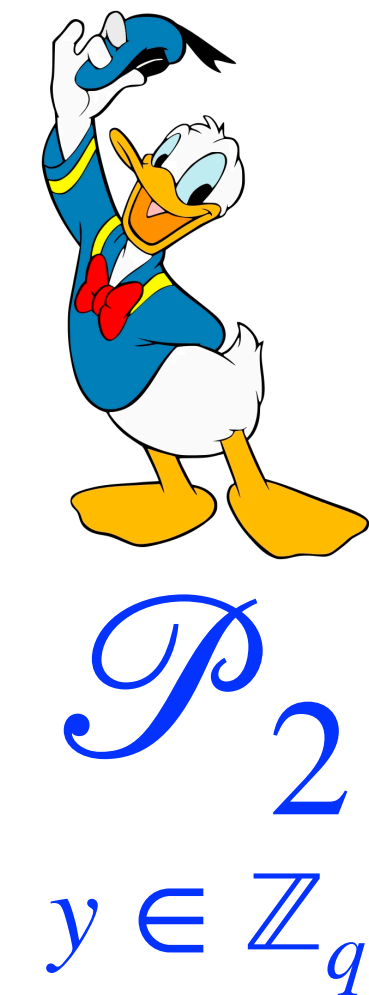
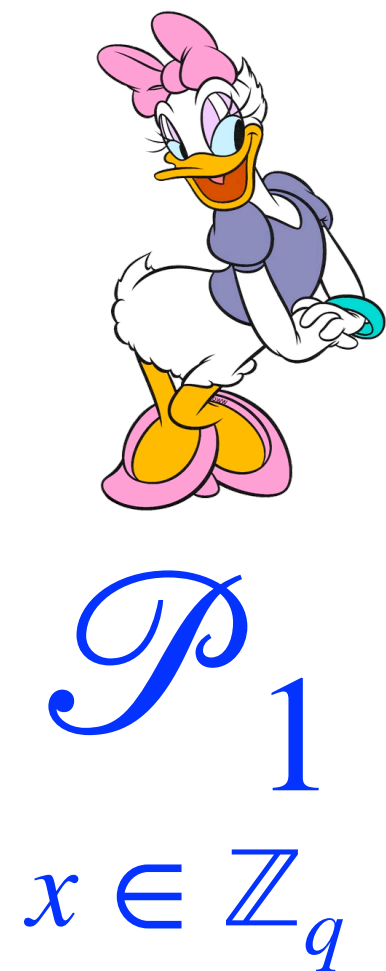
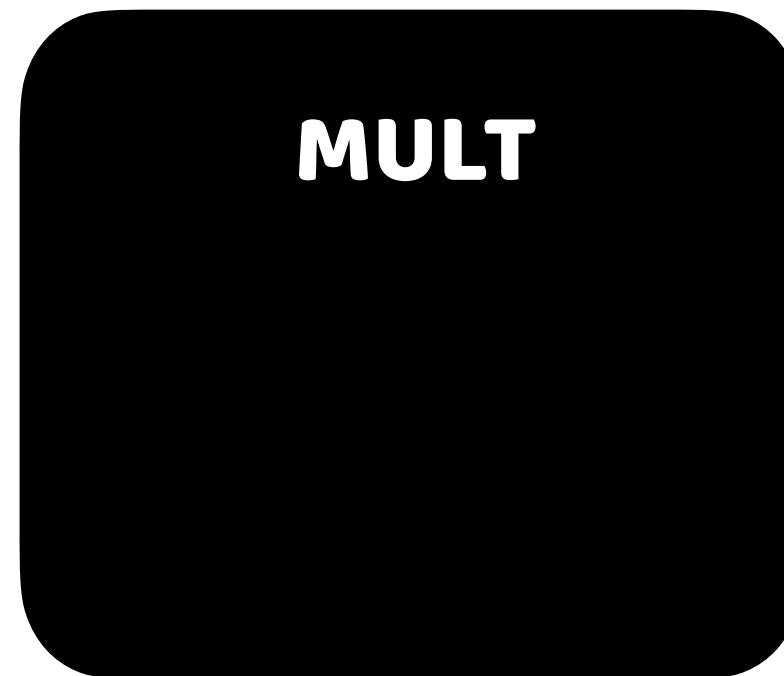
*Nikolaos Makriyannis (Fireblocks)*

Joint work w/ **Iftach Haitner, Samuel Ranellucci & Eliad Tsfadia**



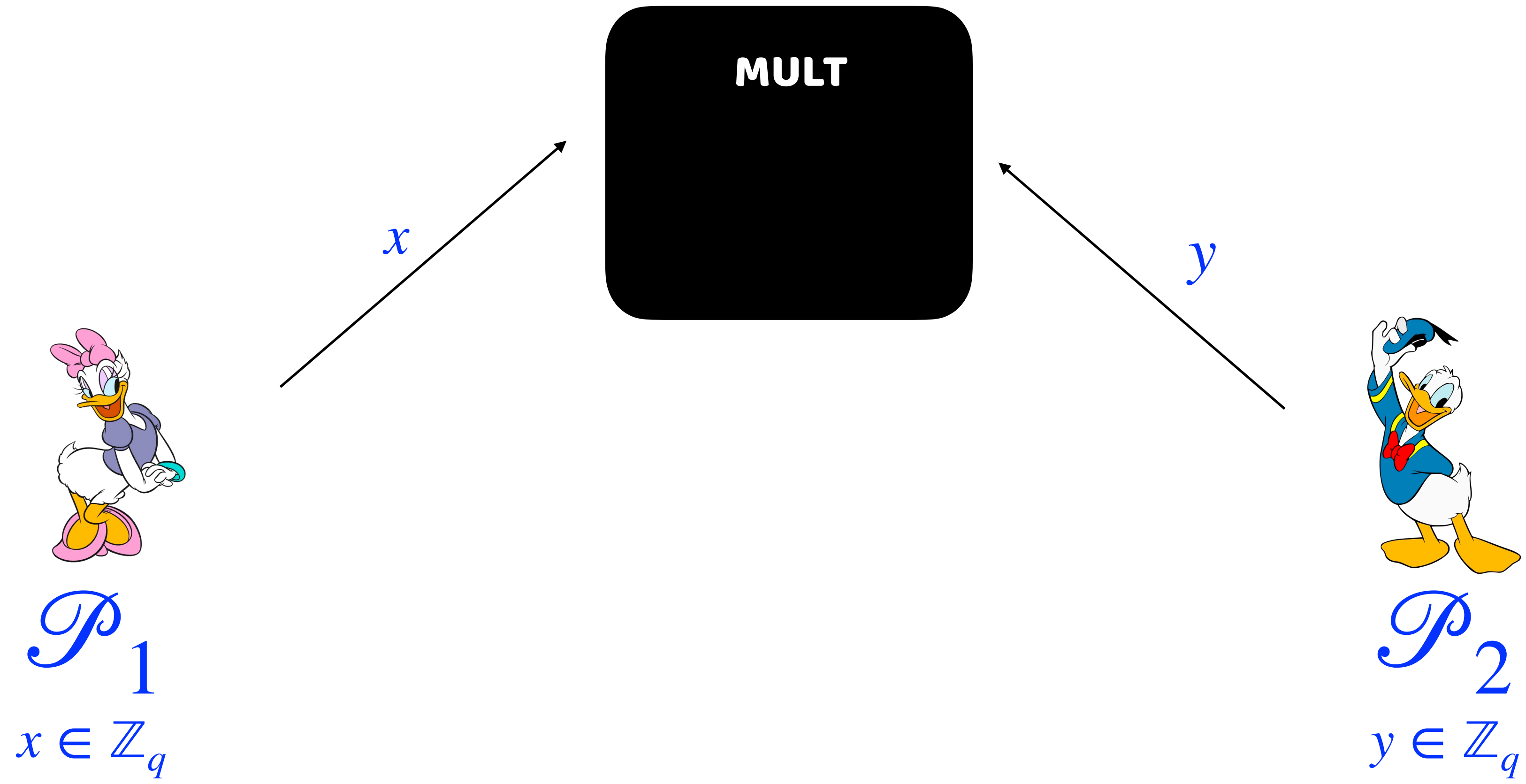
# Problem Statement (Two-Party Multiplication)

$$\text{Mult}(x, y) \mapsto (s_1, s_2 = x \cdot y - s_1)$$



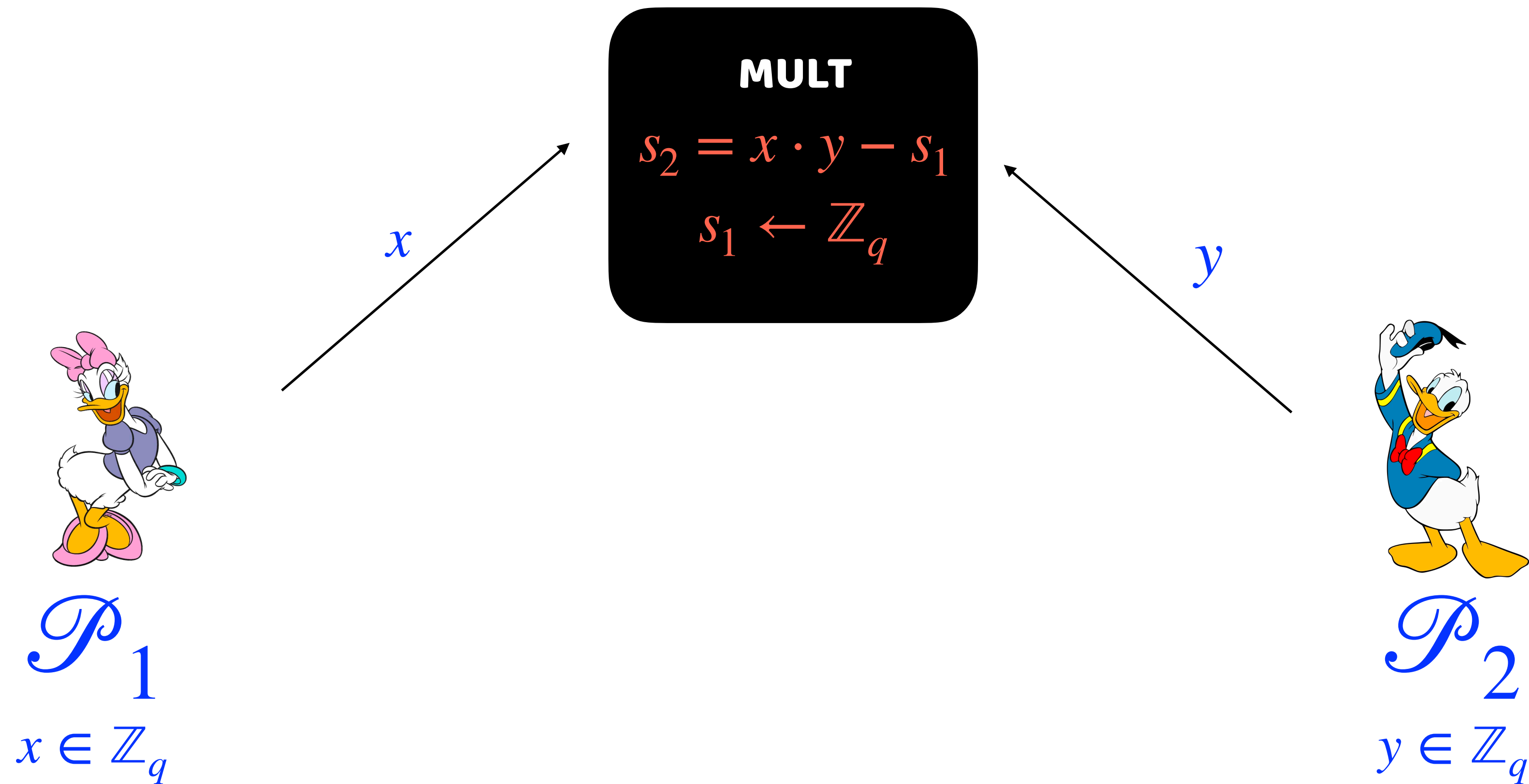
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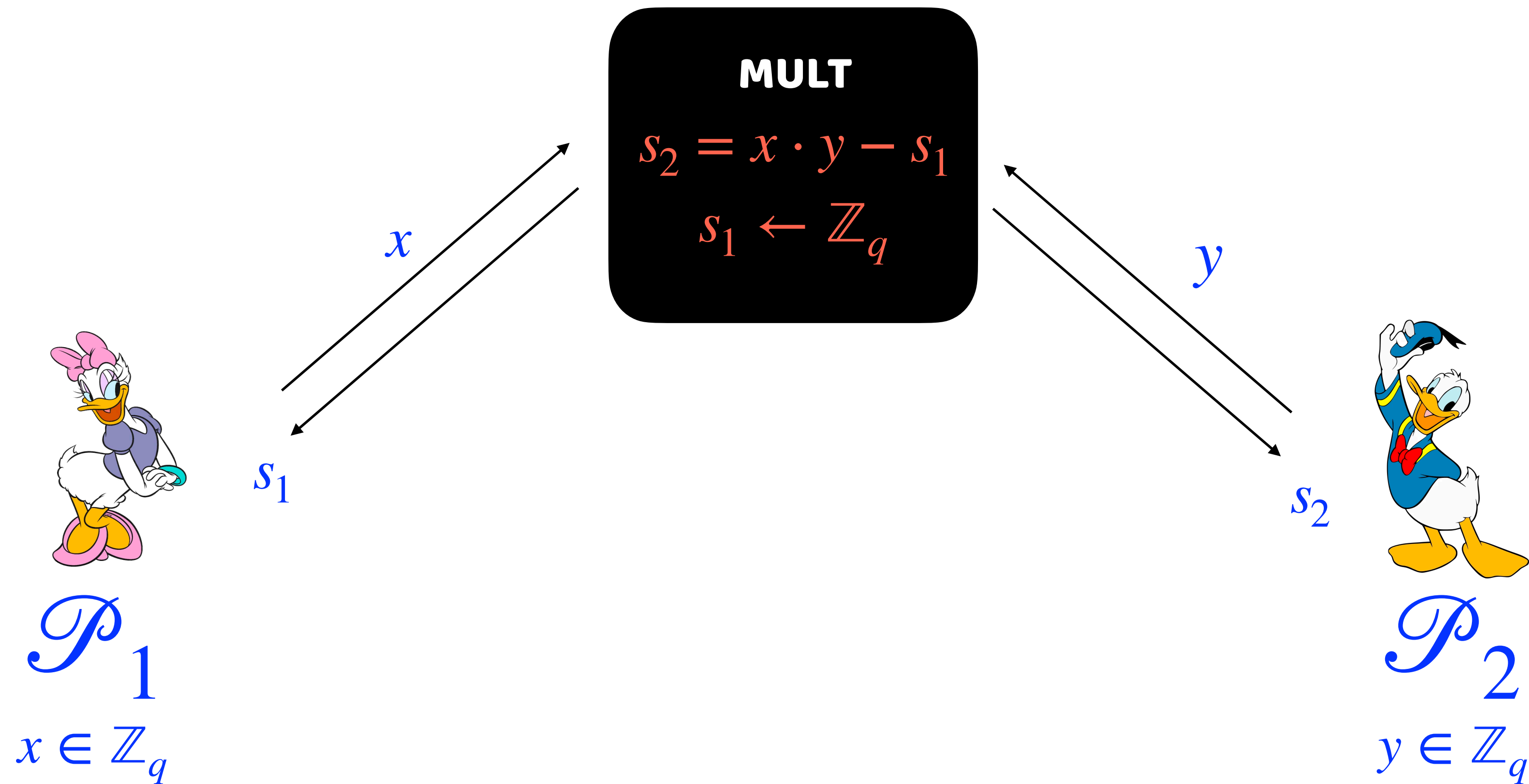
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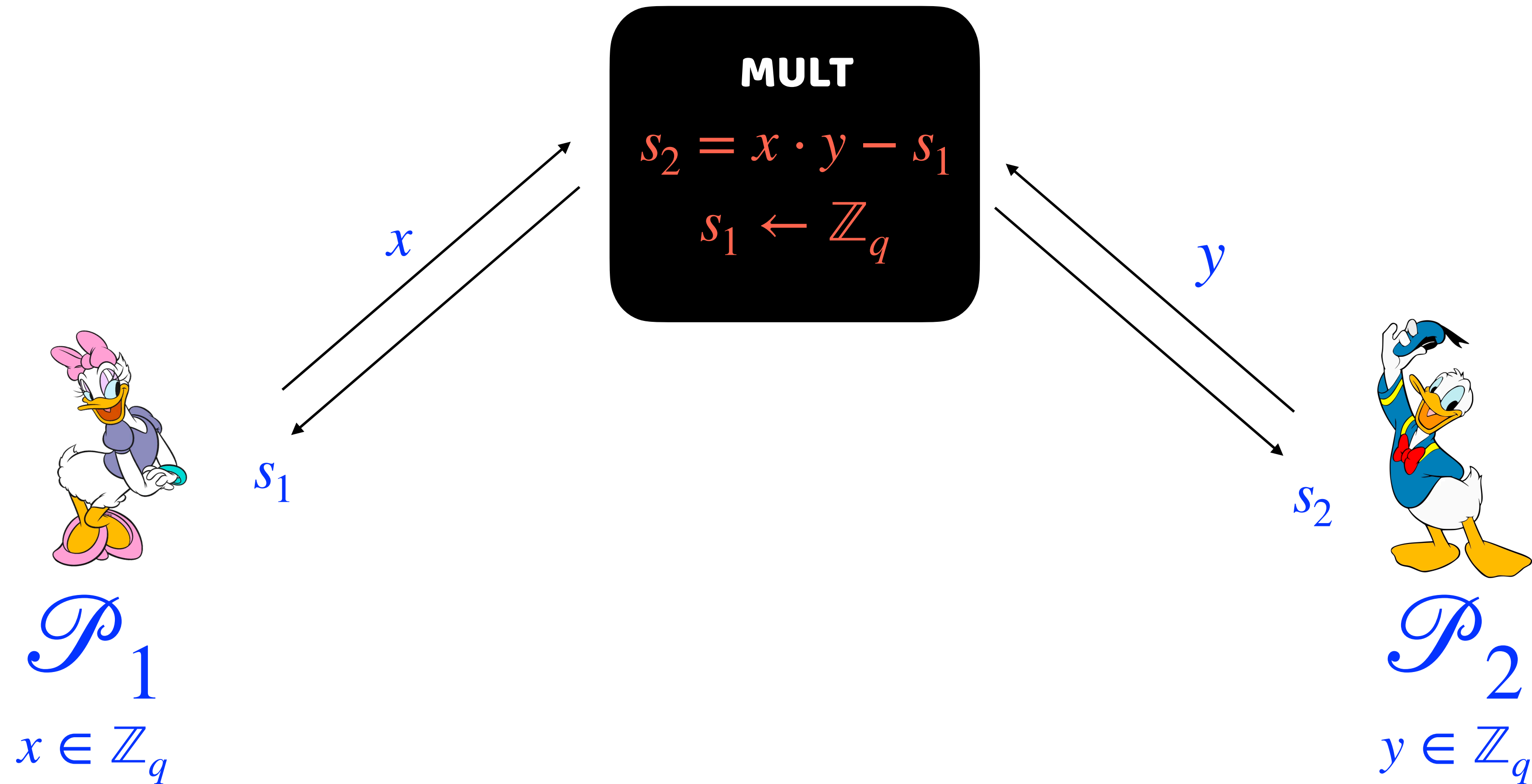
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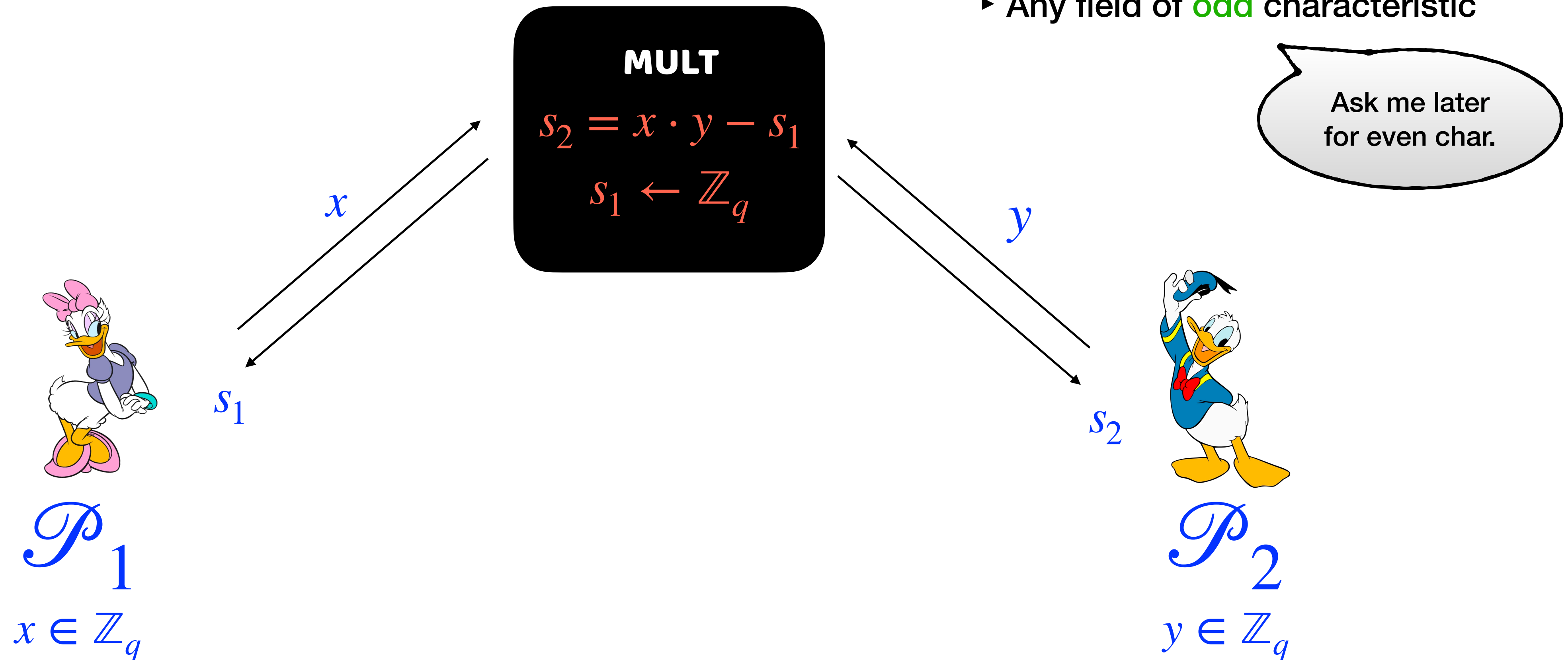
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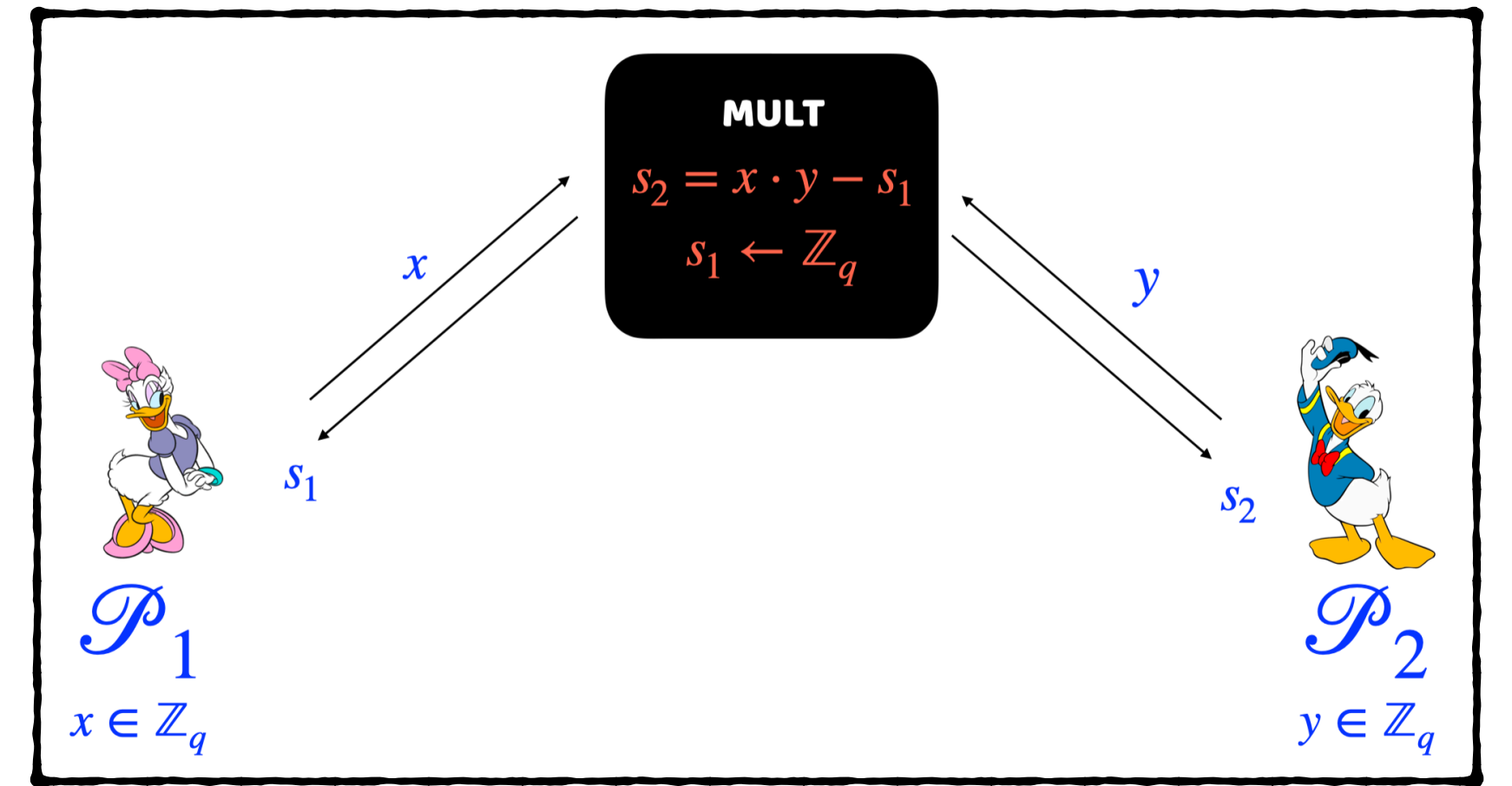
$$\text{Mult}(x, y) \mapsto (s_1, s_2 = x \cdot y - s_1)$$

- ▶  $q$  is a large prime
- ▶ Any field of **odd** characteristic



# Motivation

*Why Multiplication Protocols?*

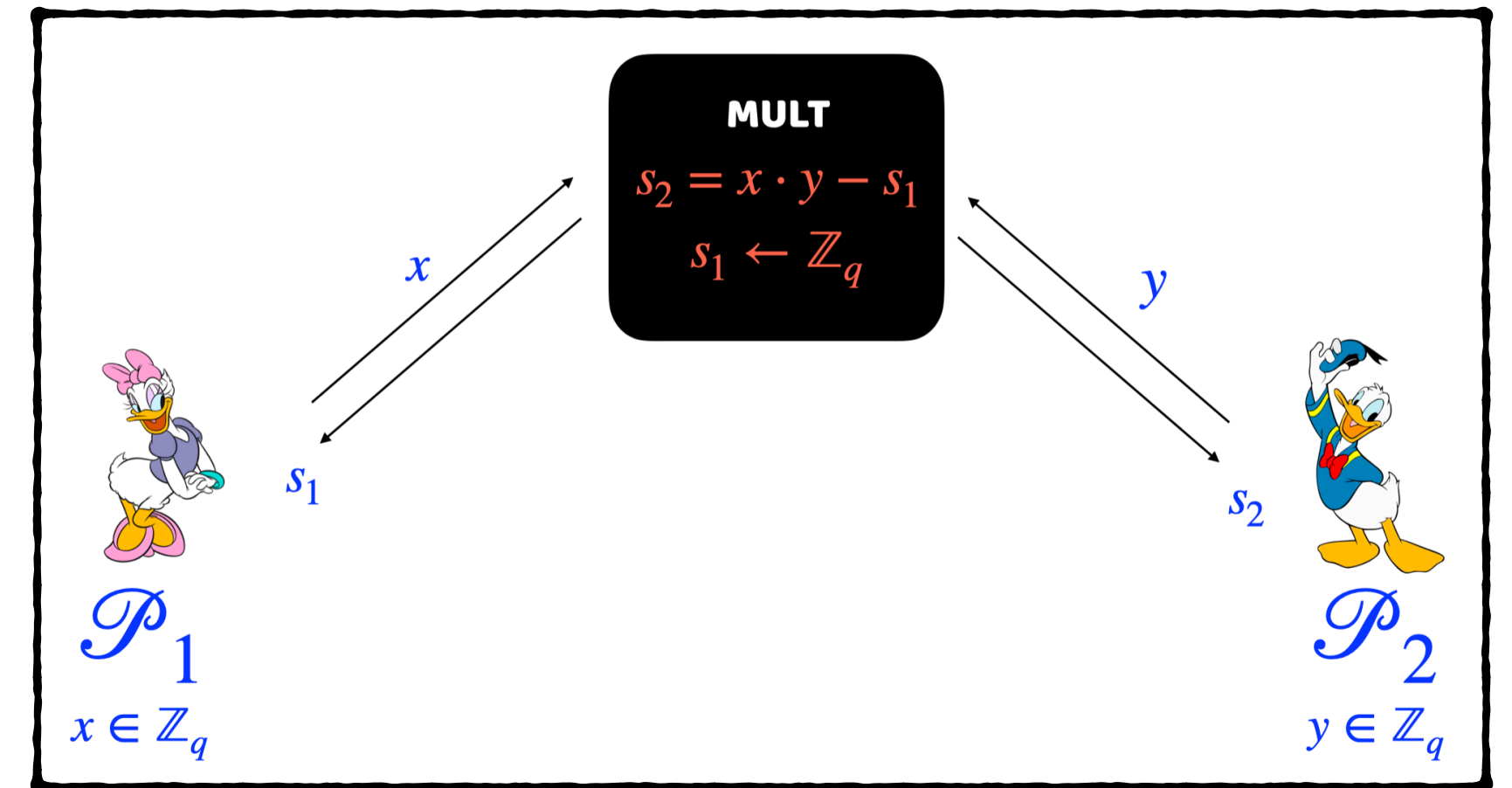




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## *Why Multiplication Protocols?*

- Building block in *arithmetic* MPC

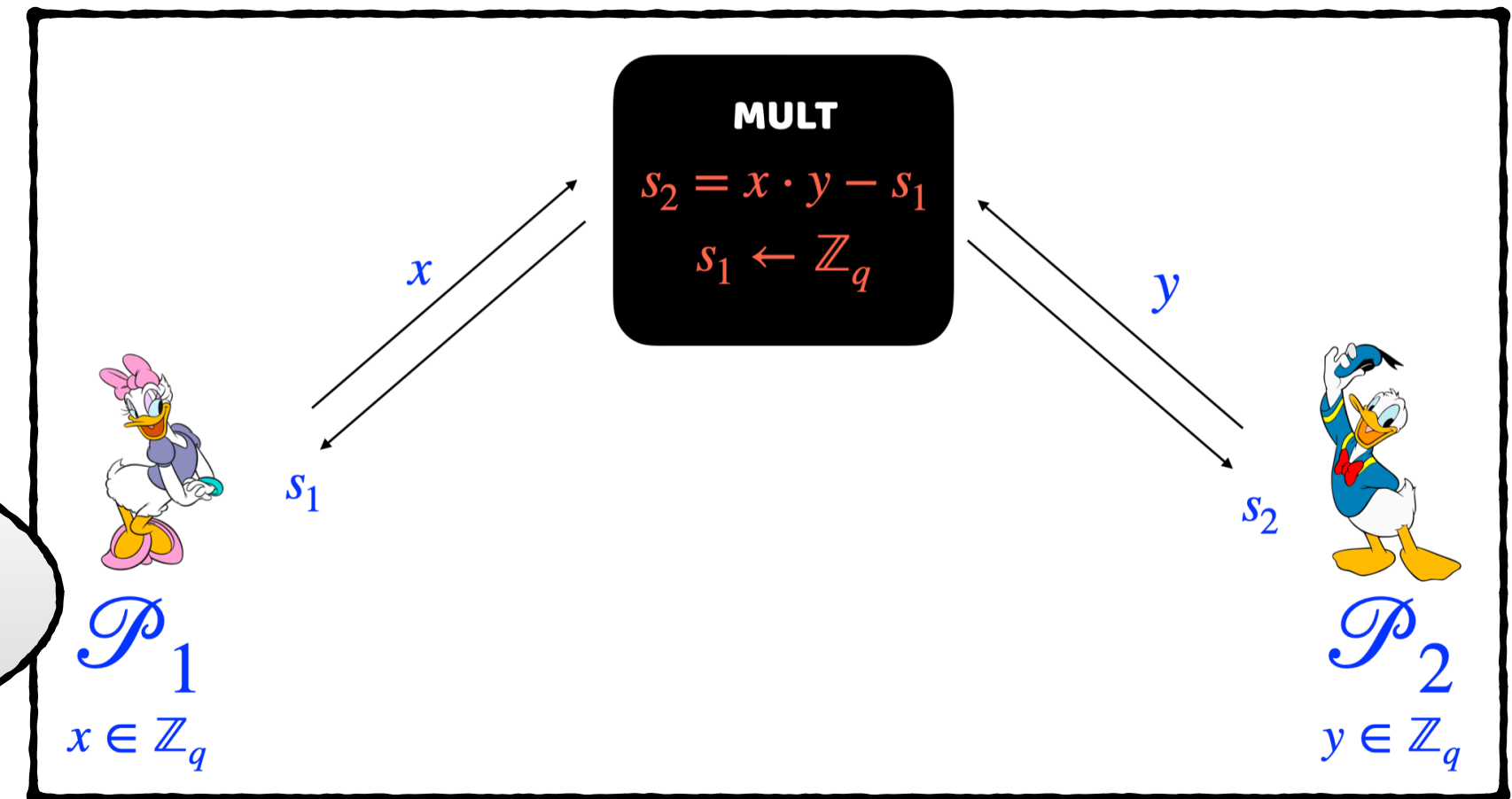


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Analogous to OT  
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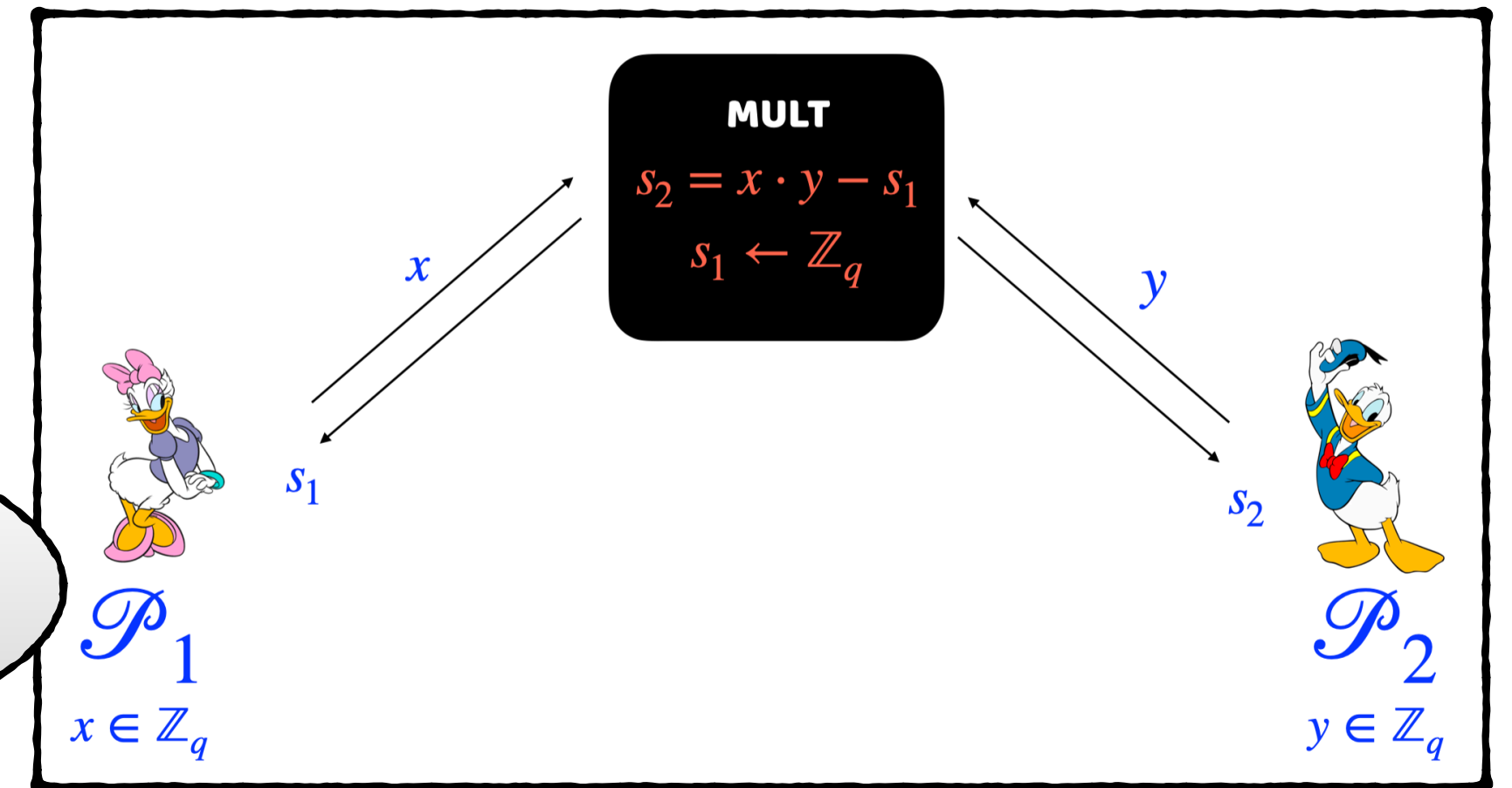


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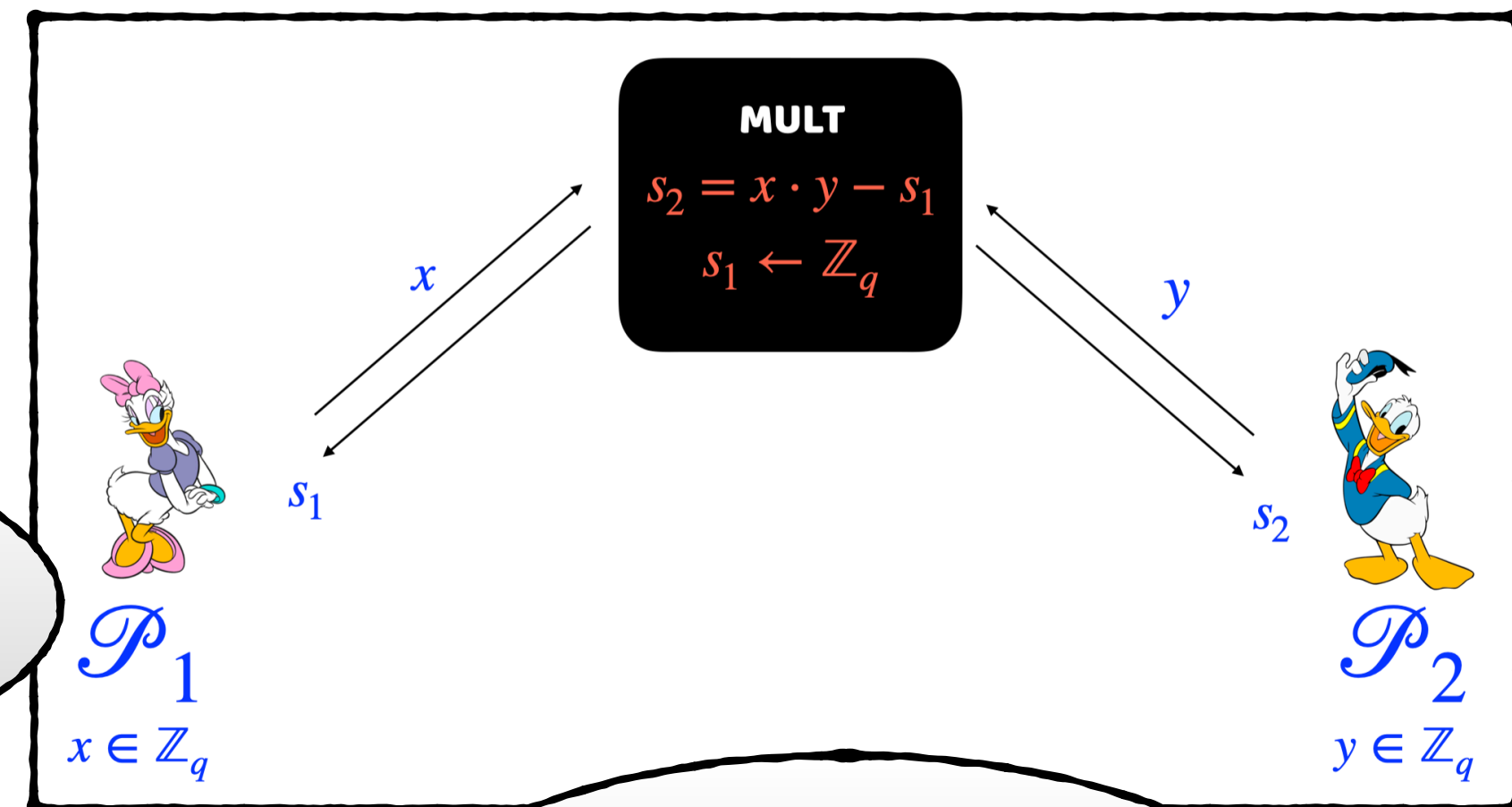


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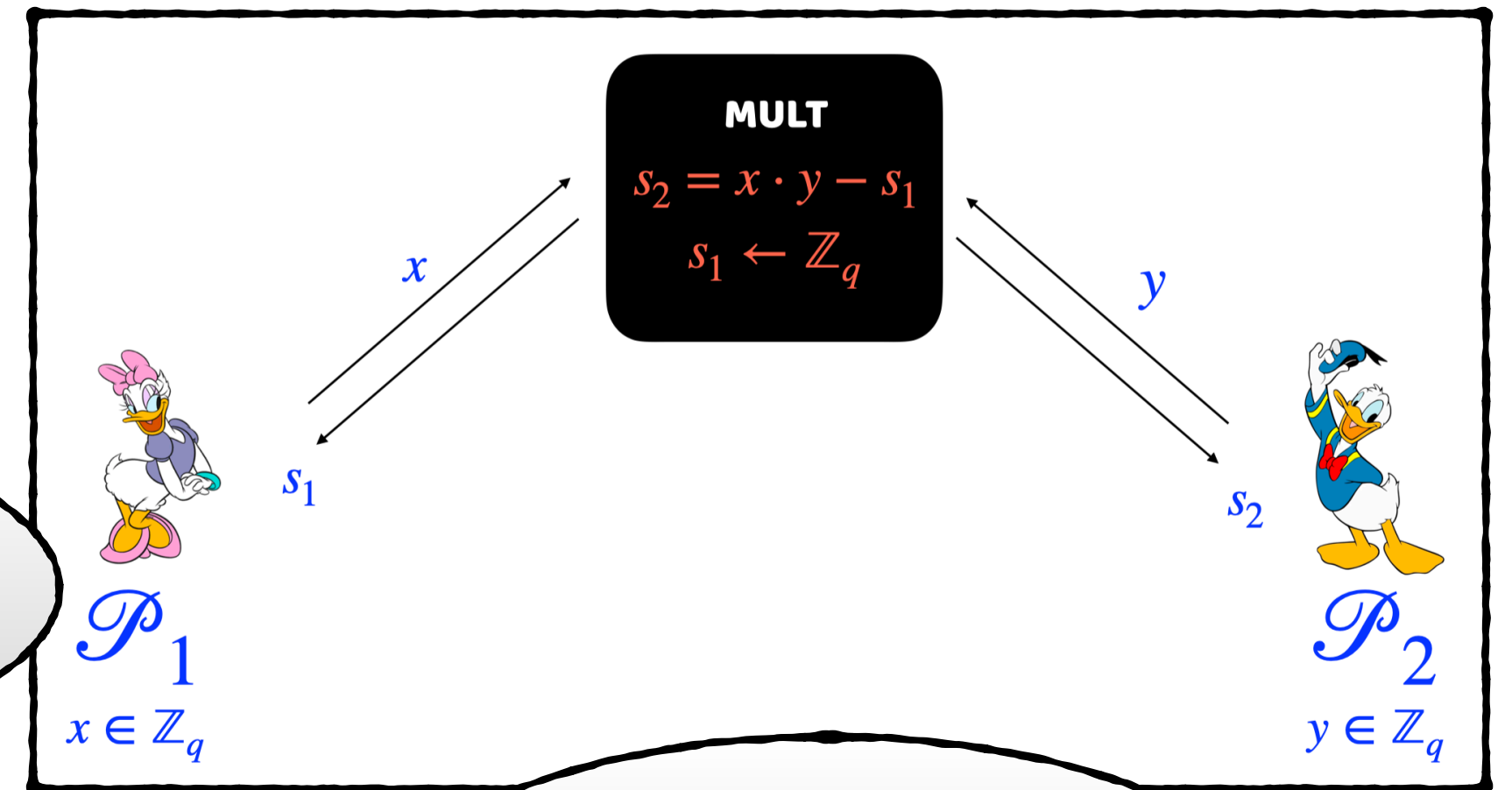
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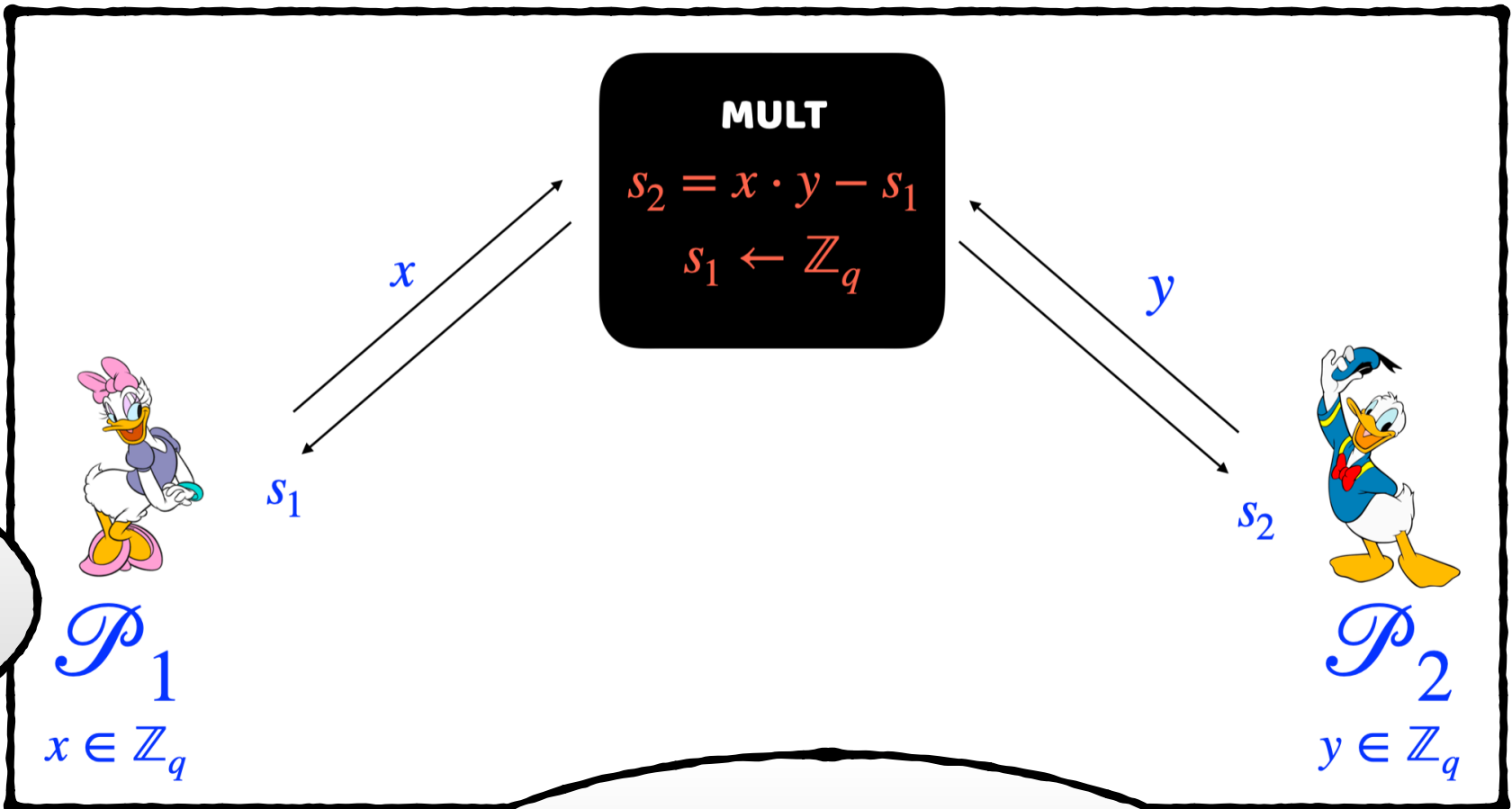
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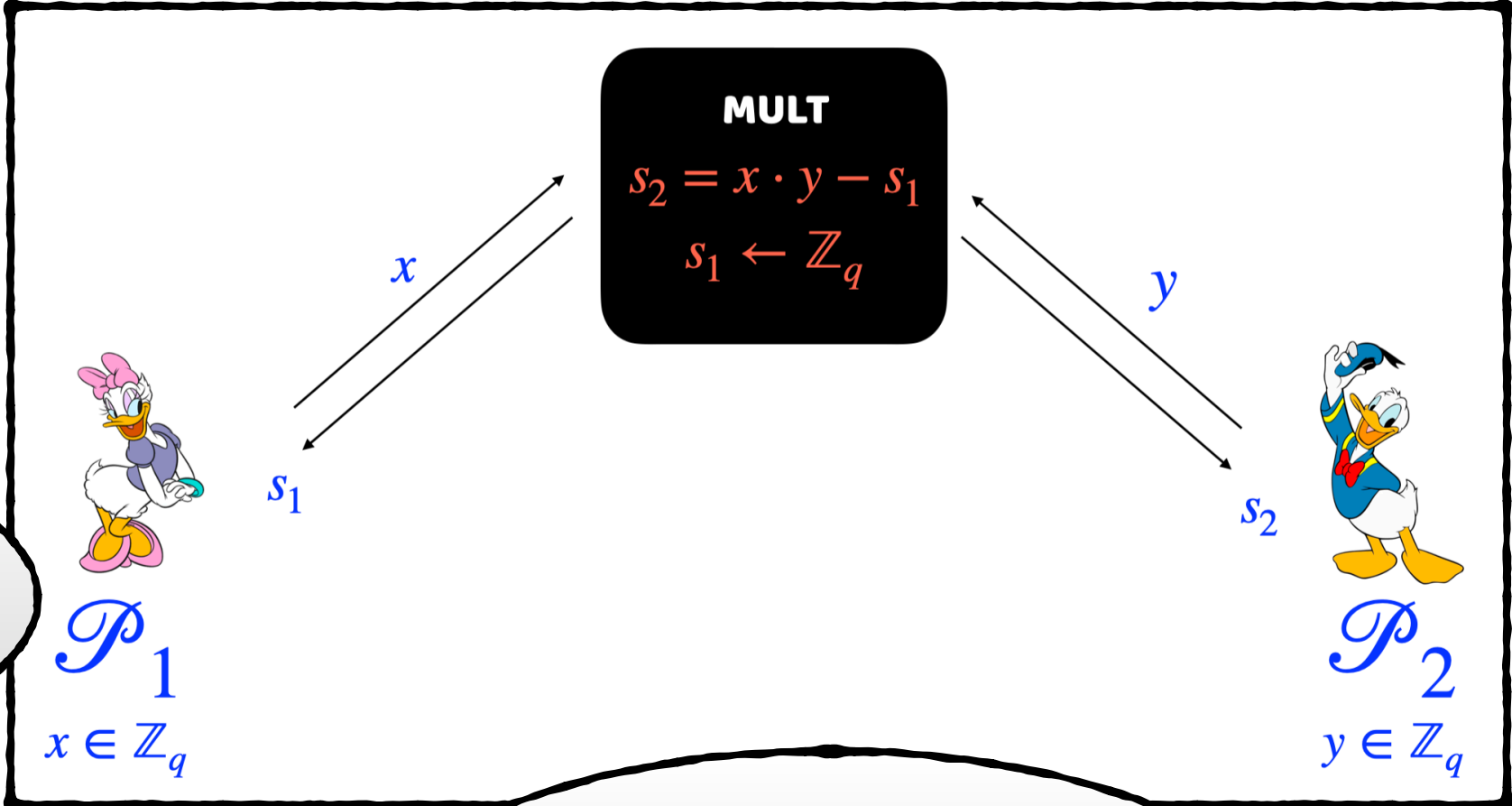
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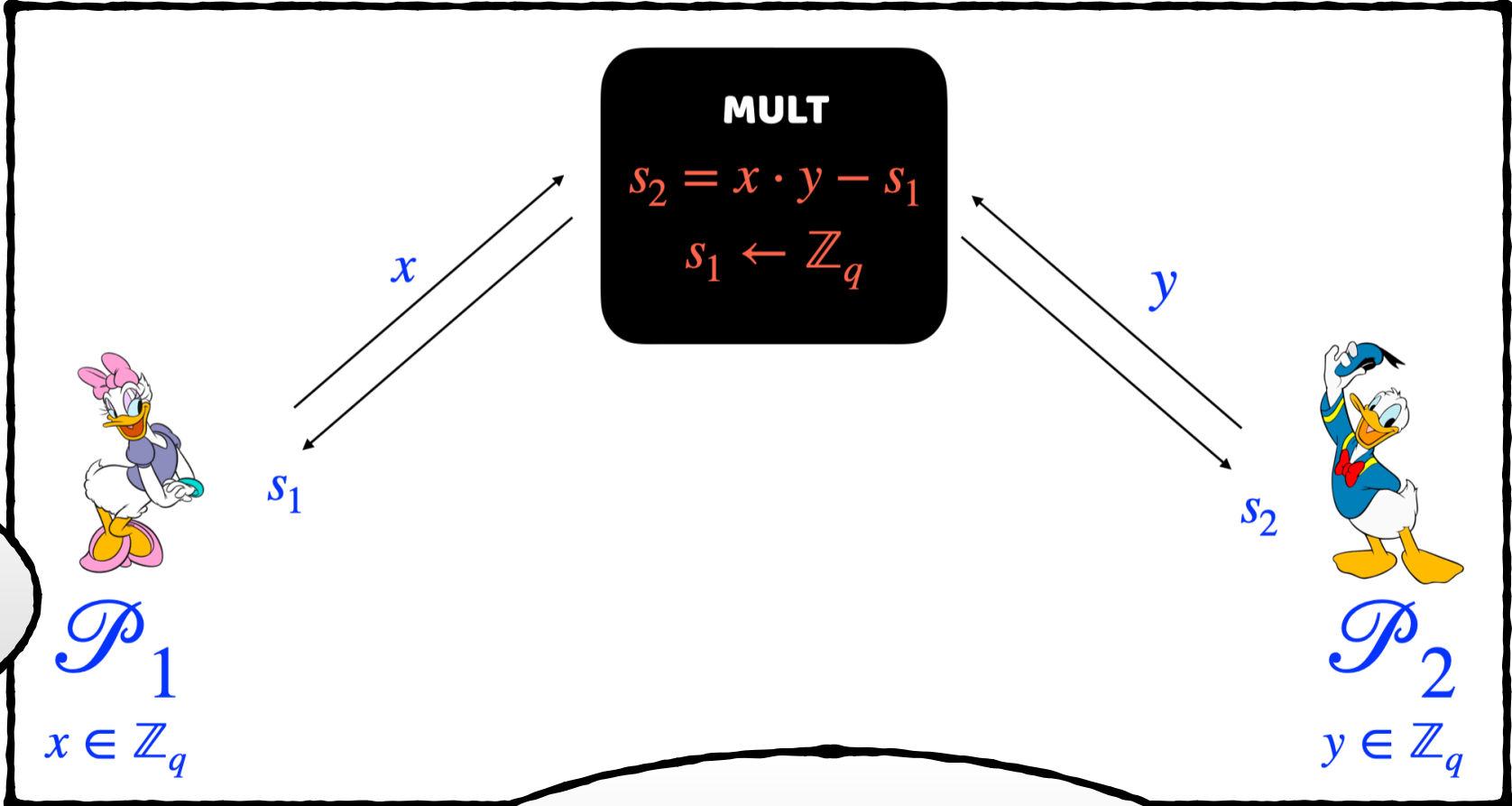
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- **Mult** is “almost” the same functionality as *OLE* (Oblivious Linear Evaluation)  
$$\text{OLE}(x, (y, \sigma)) \mapsto (x \cdot y + \sigma, \perp)$$

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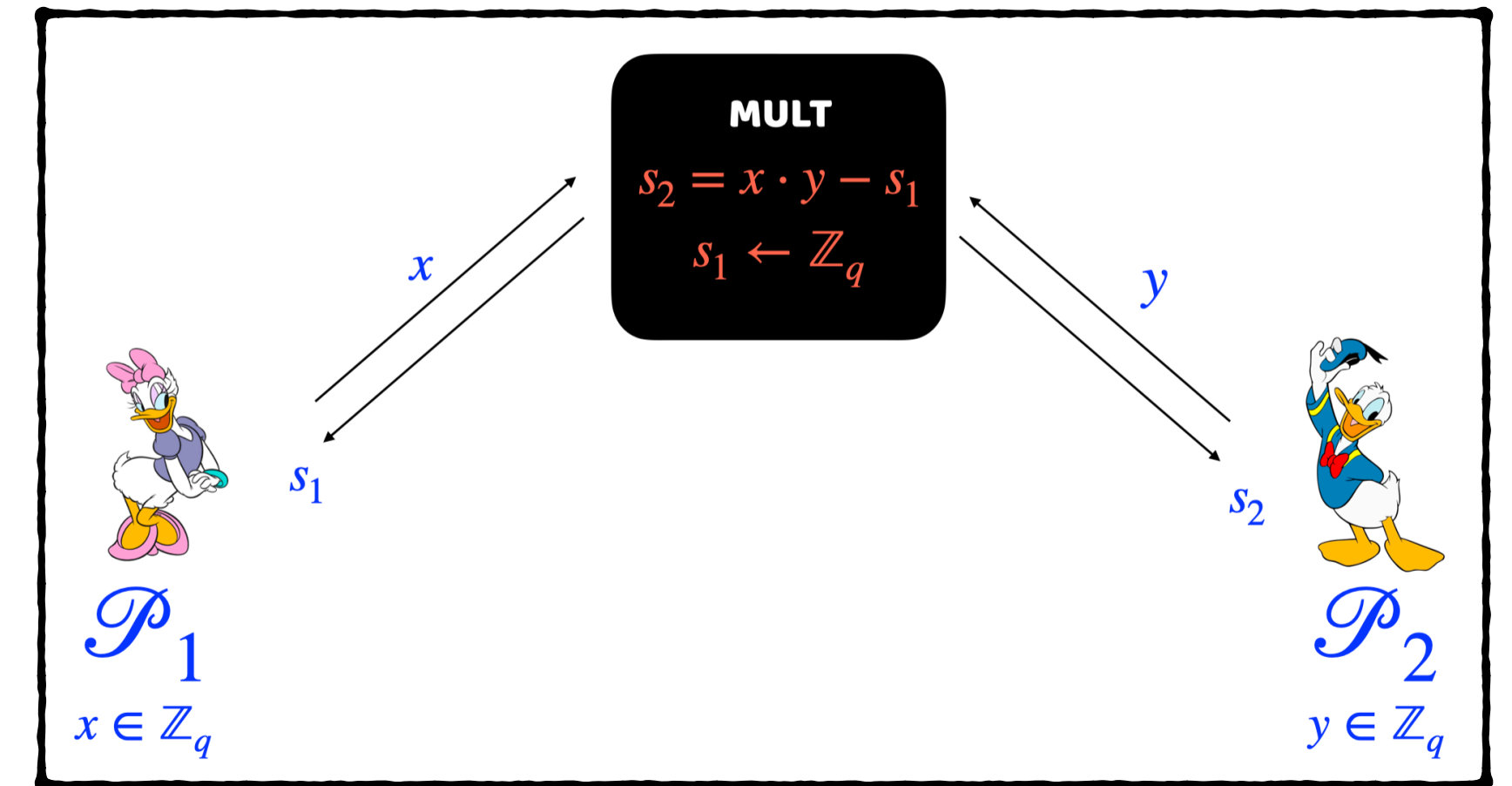


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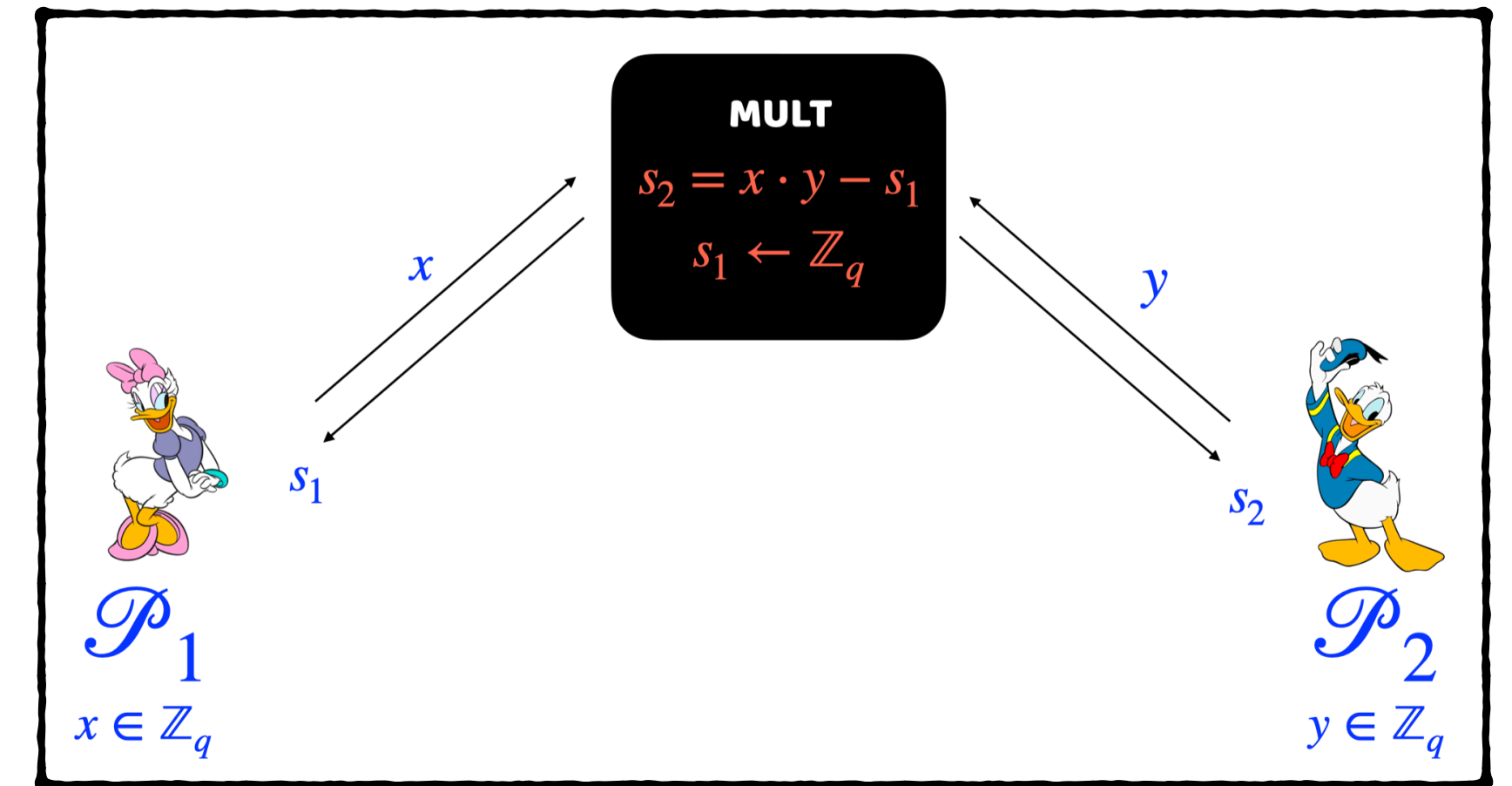
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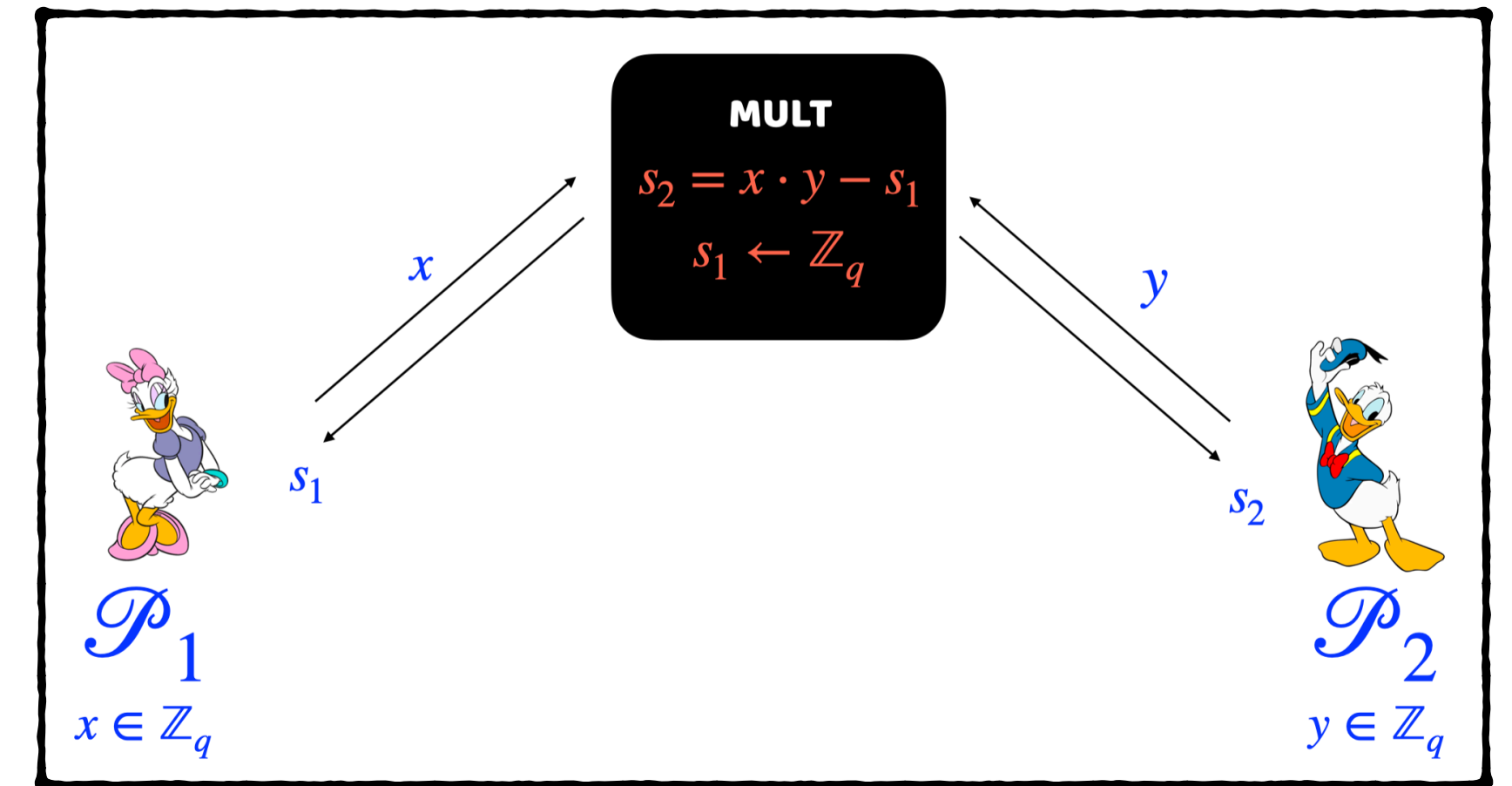
- Homomorphic Encryption, e.g., *Paillier*
  - 👍 Light Communication
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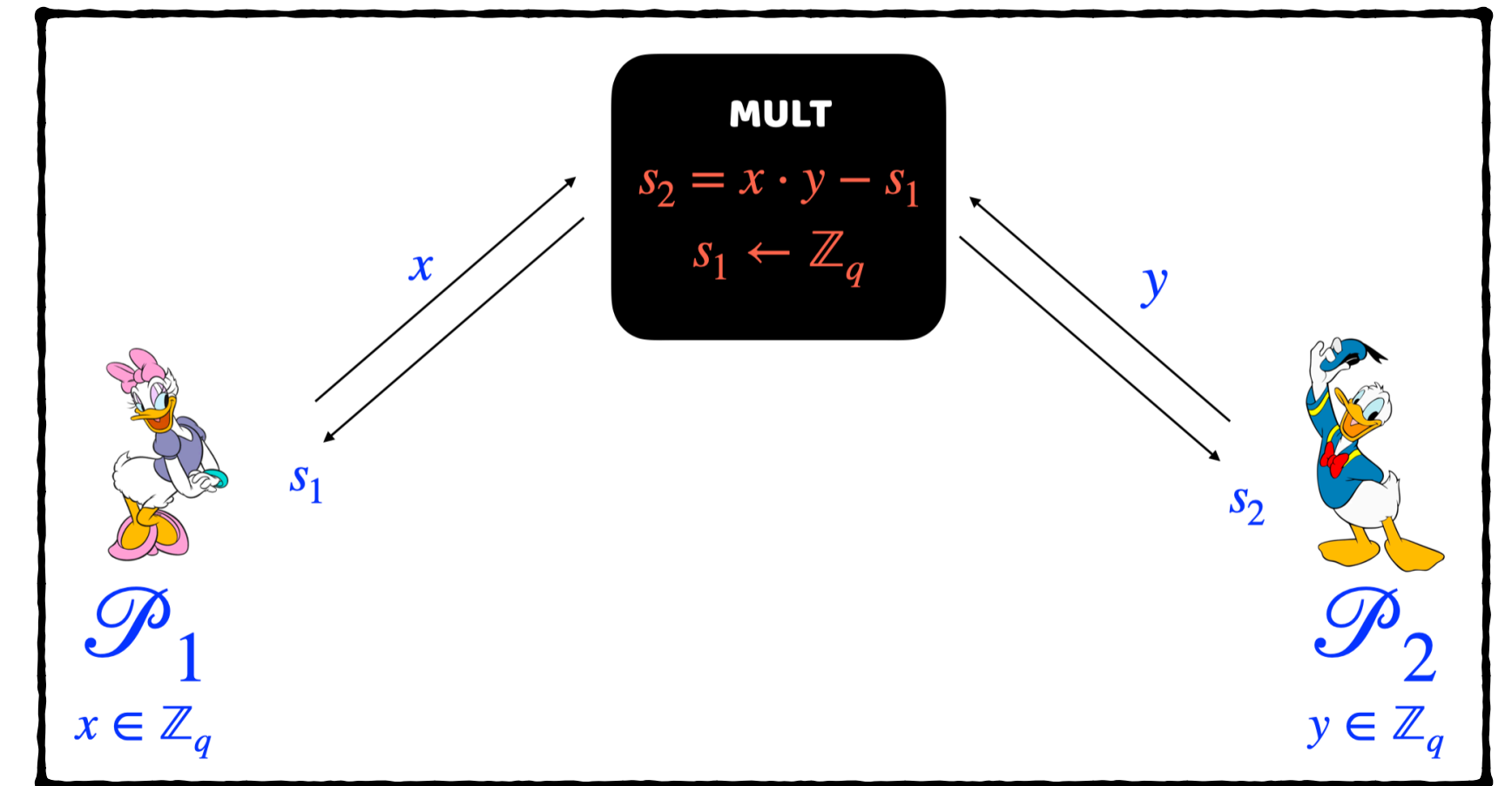
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*Tens to hundreds of KiB  
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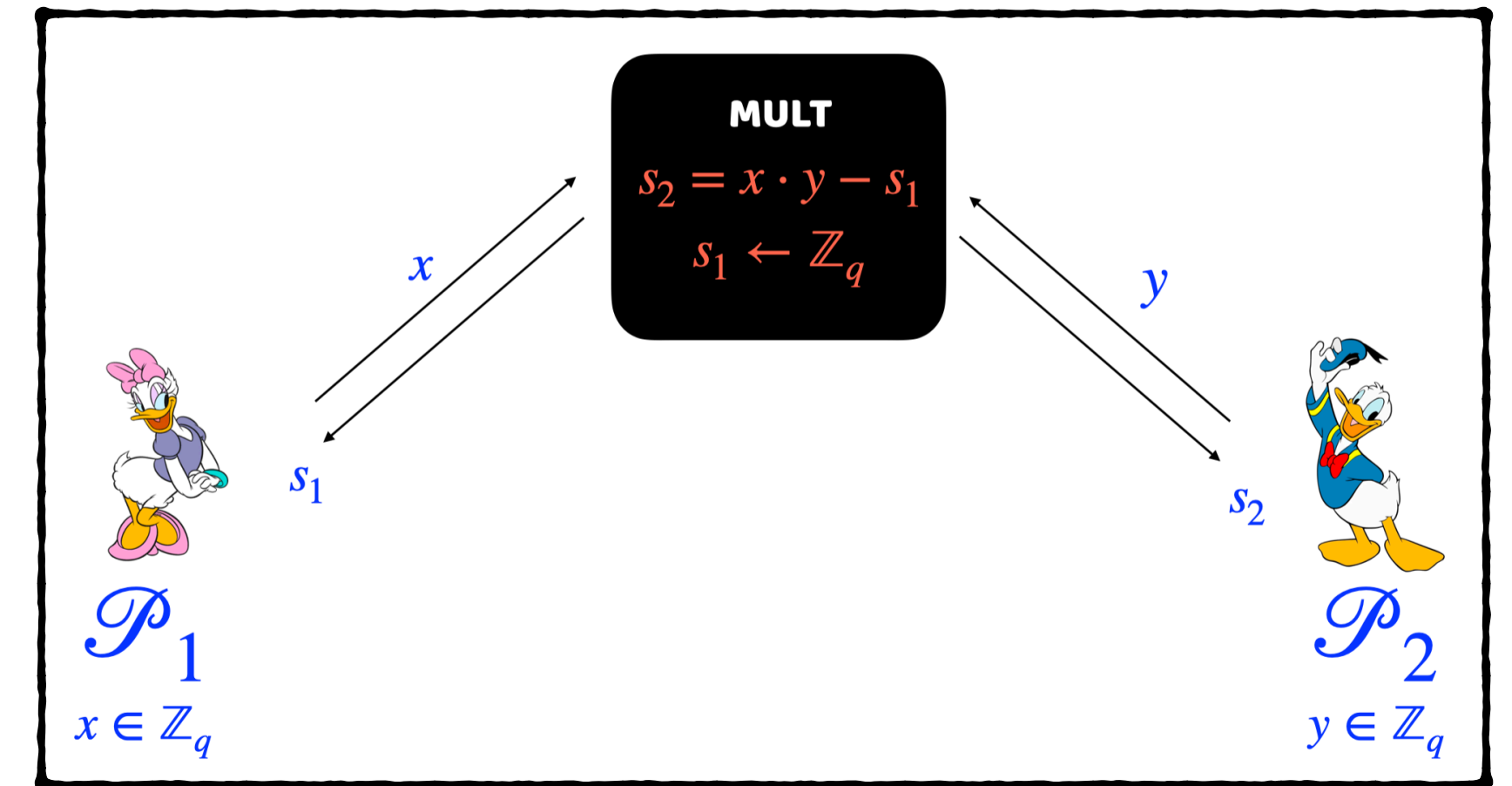
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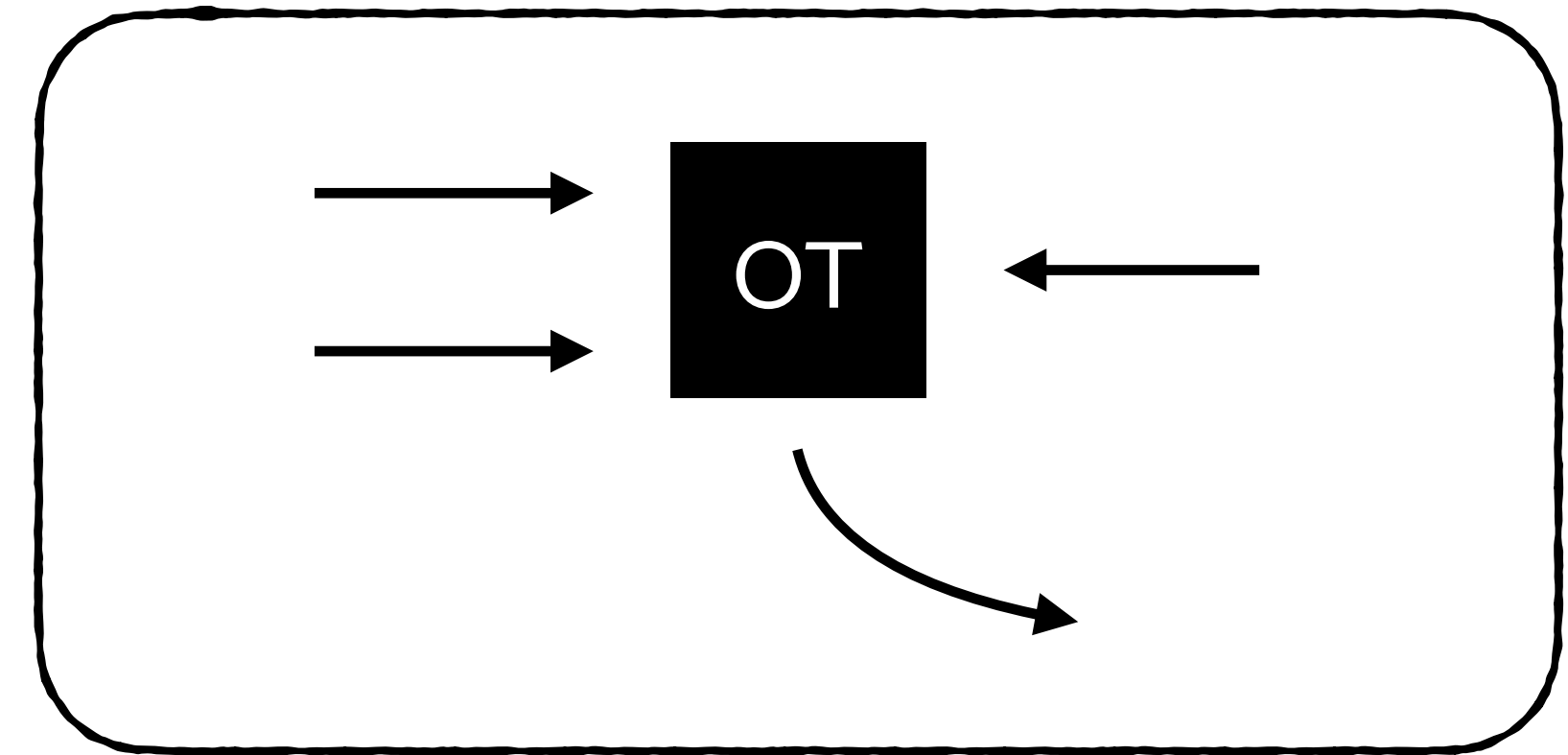
**This work:** New OT-Based Multiplication protocol!

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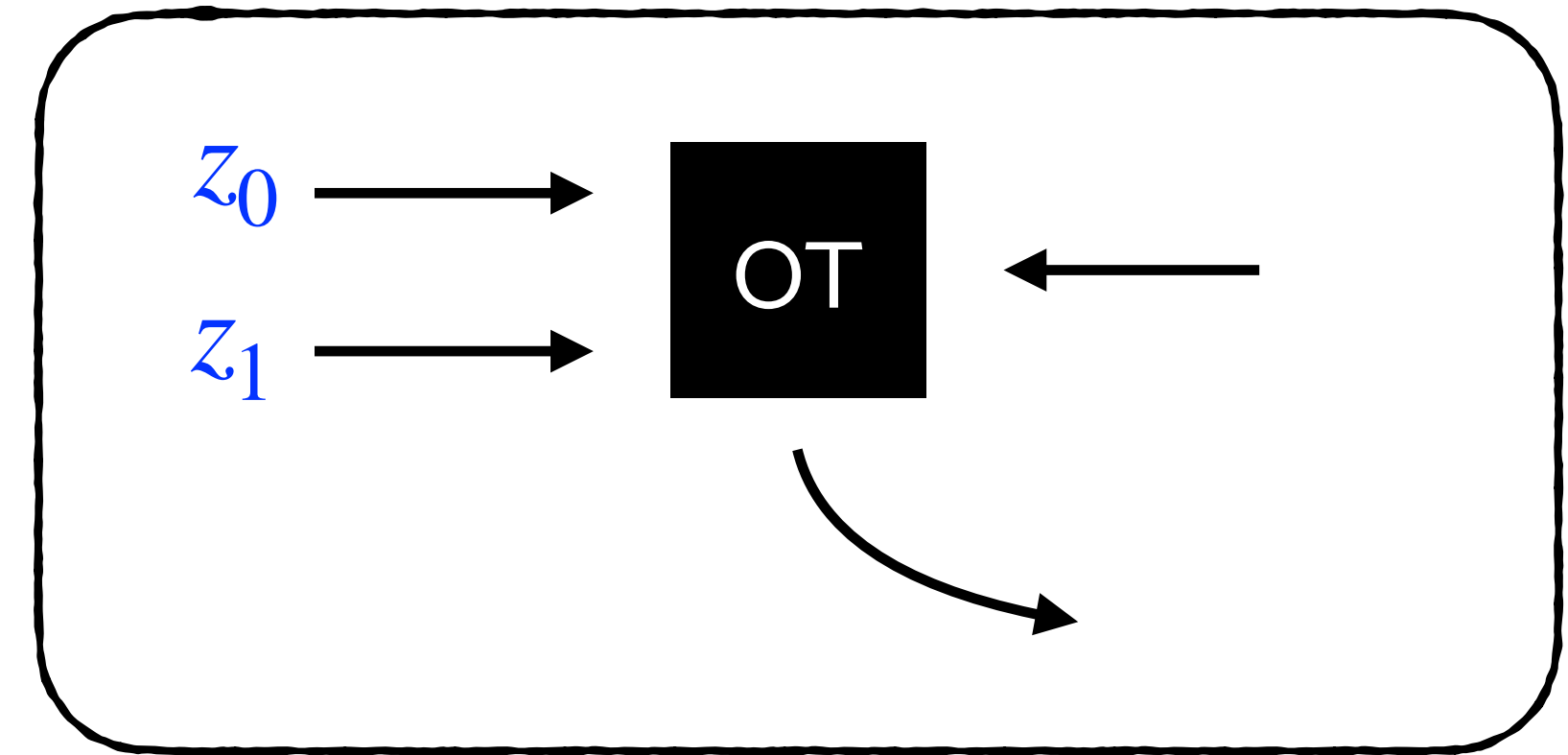


- Augment the plain model with an oracle to  $\text{OT}((z_0, z_1), \alpha) \mapsto (\perp, z_\alpha)$



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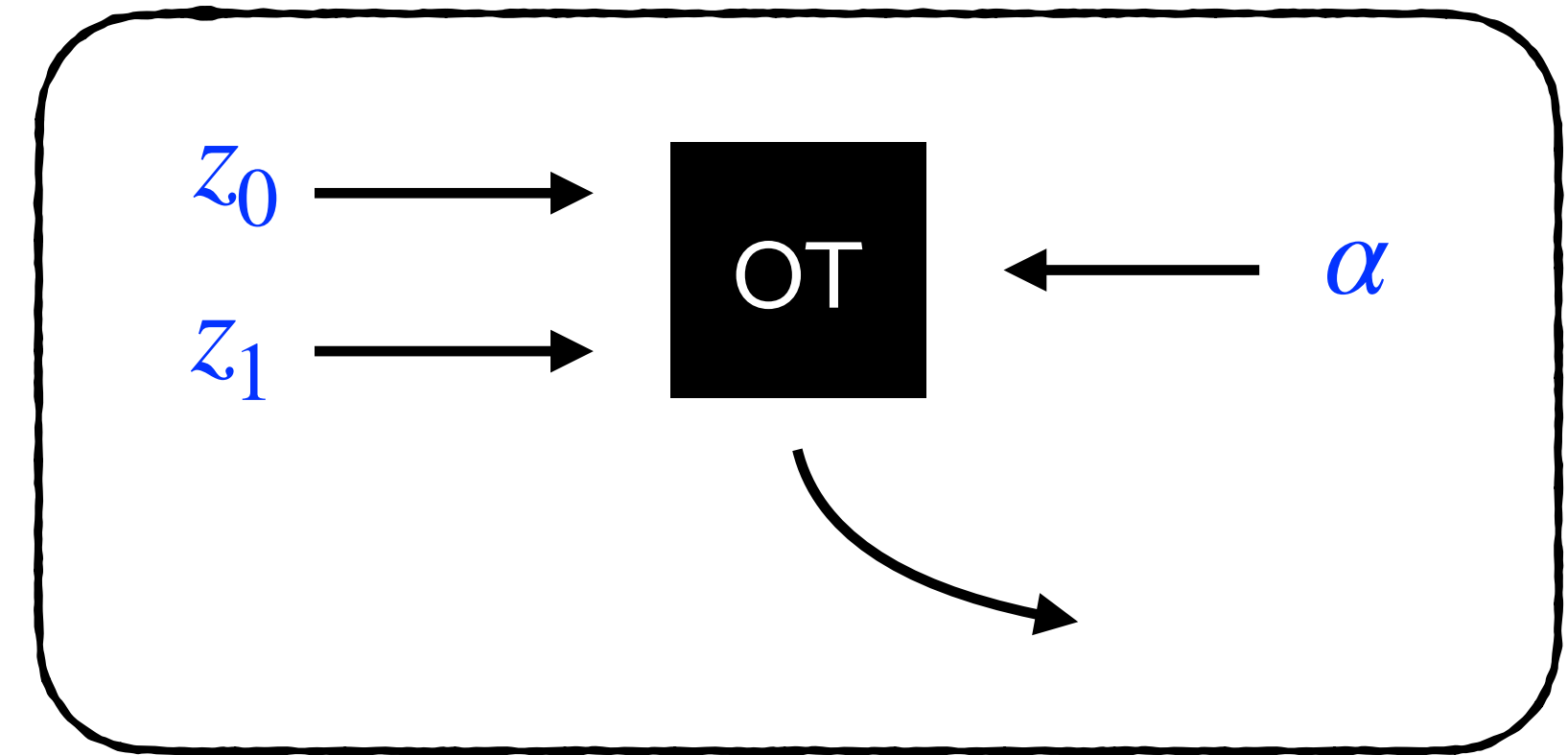
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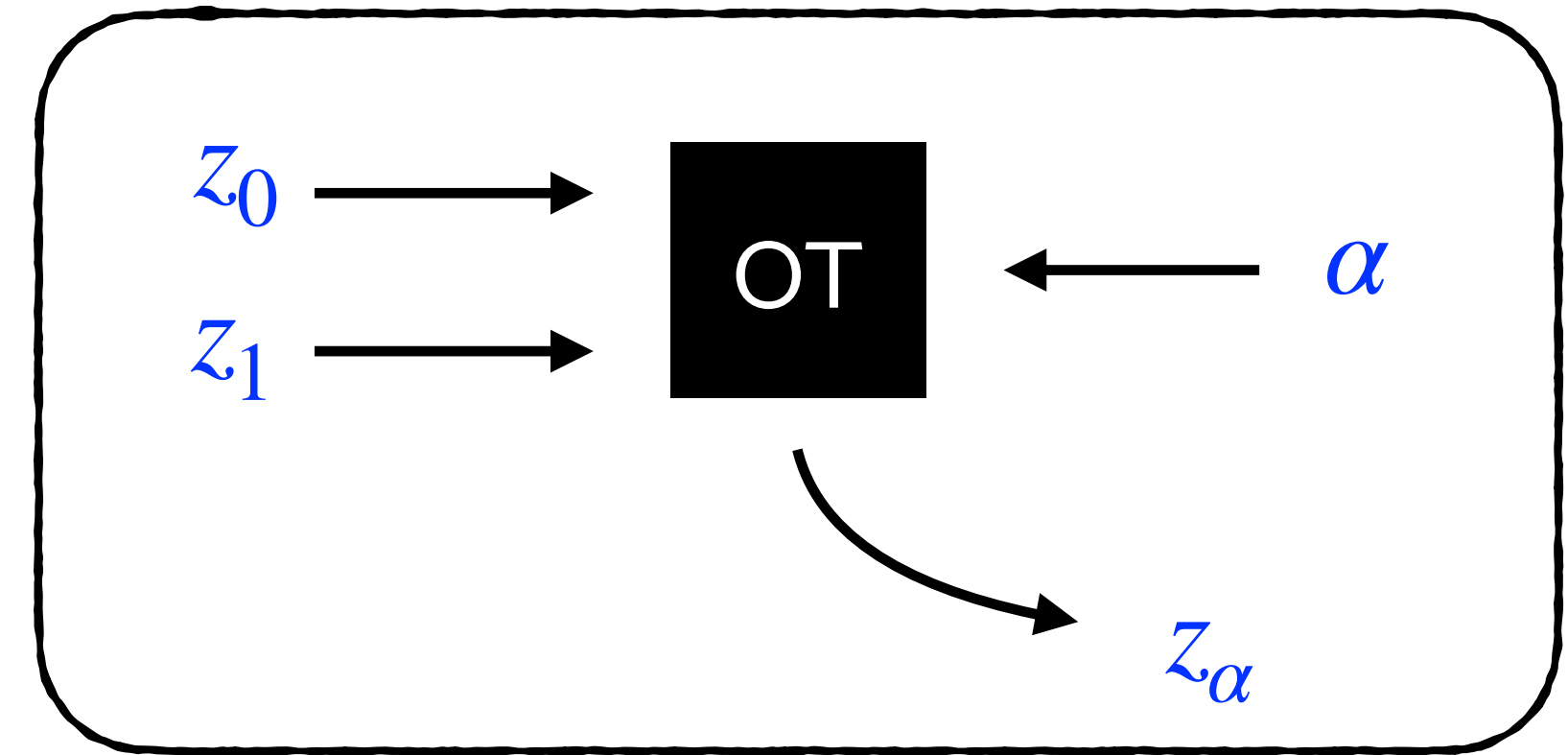
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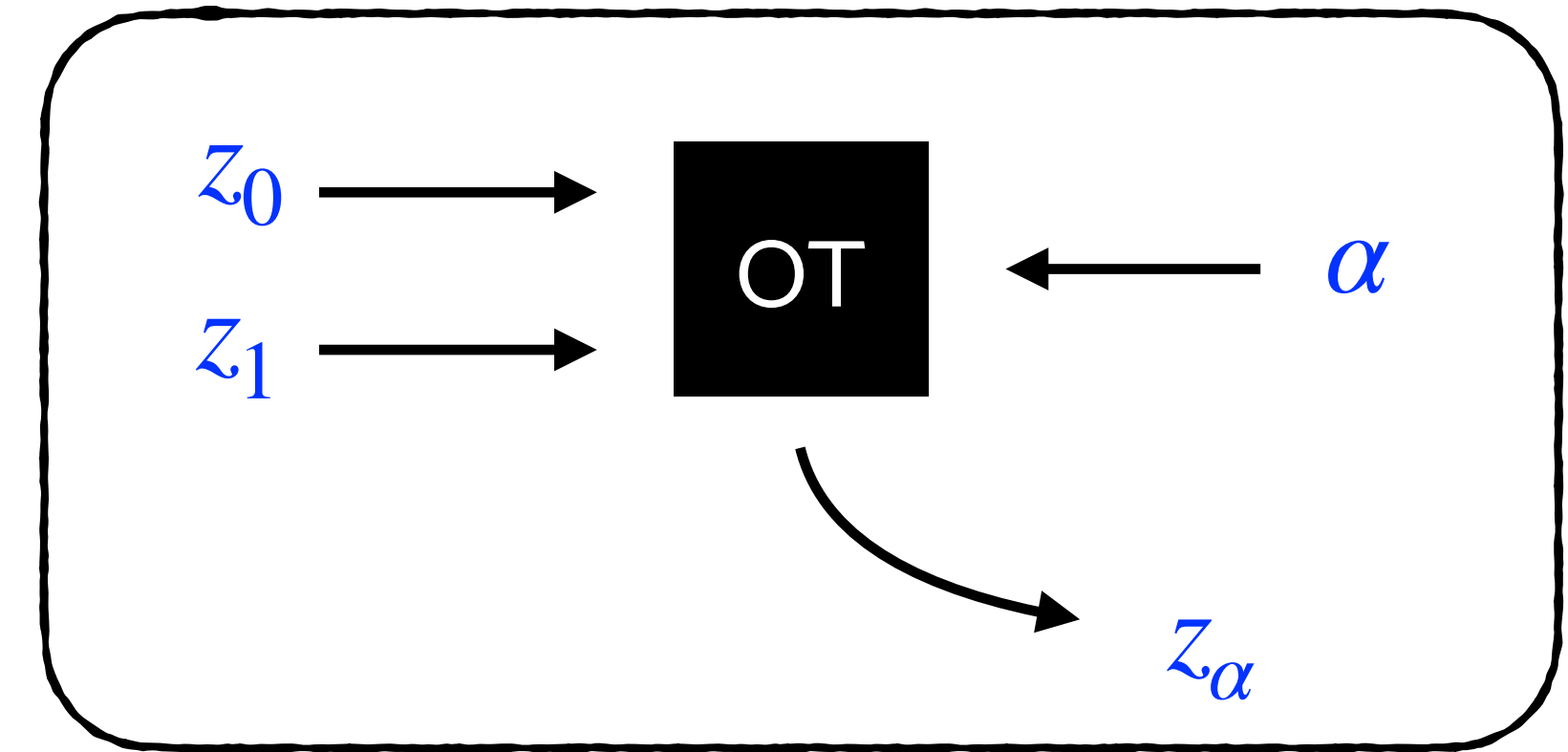
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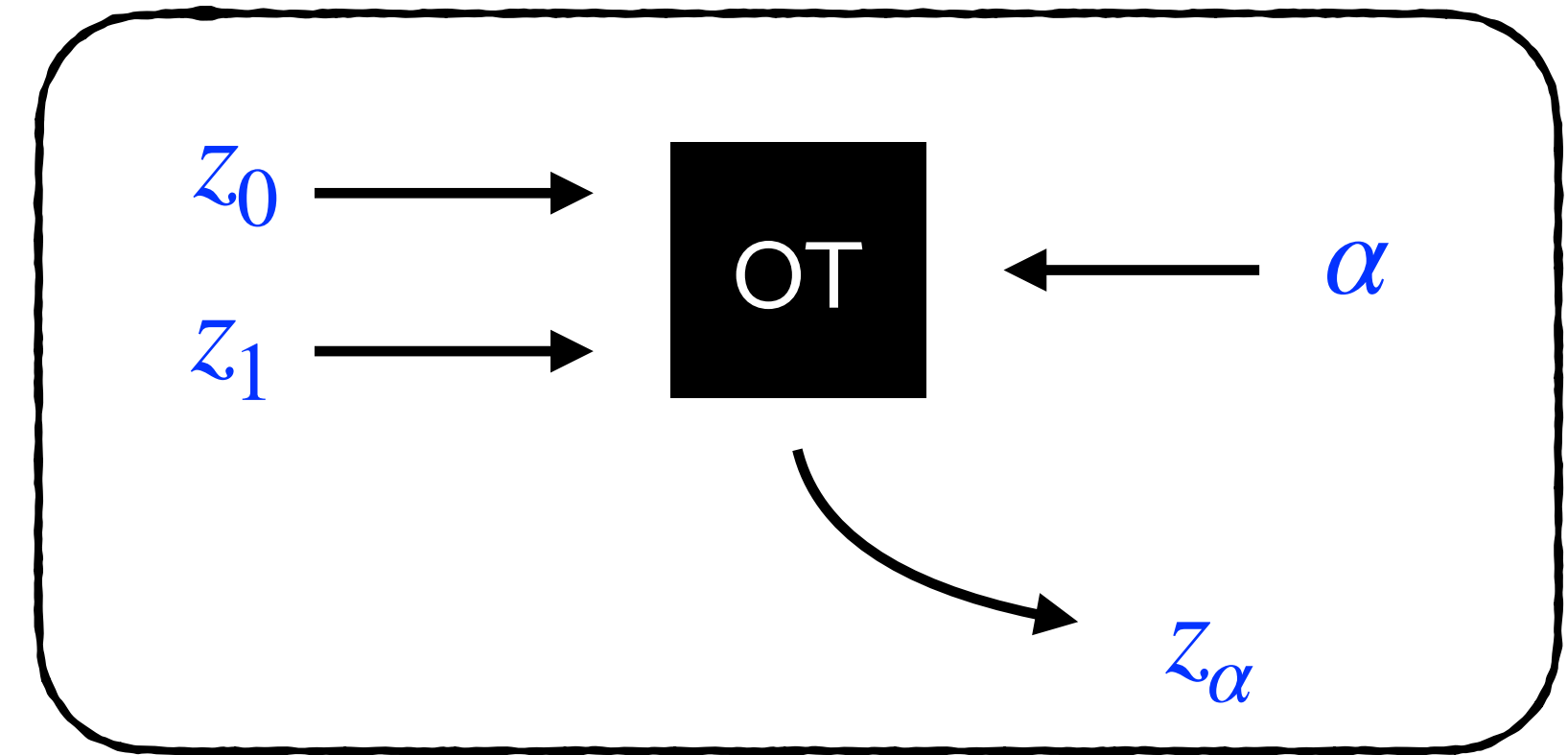
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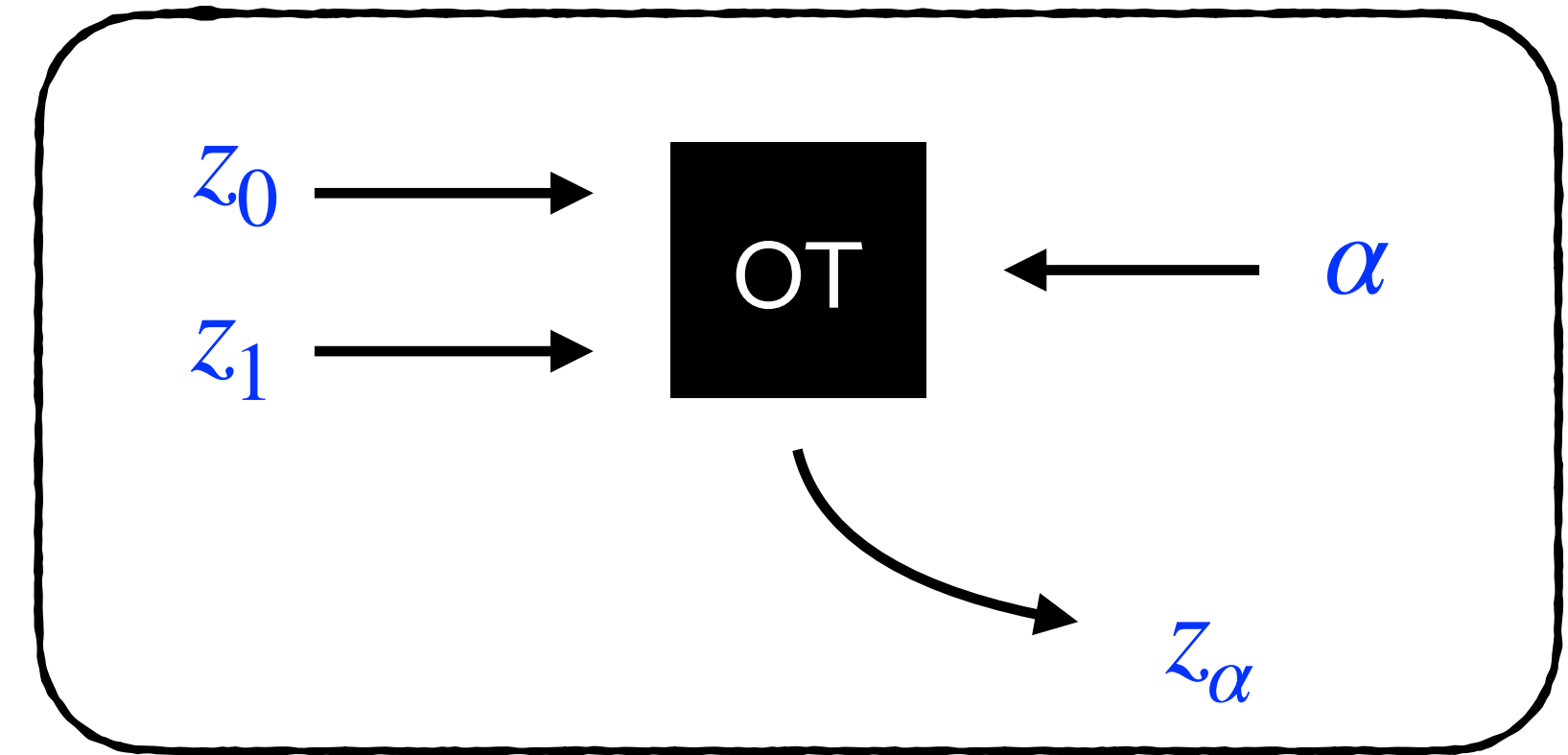
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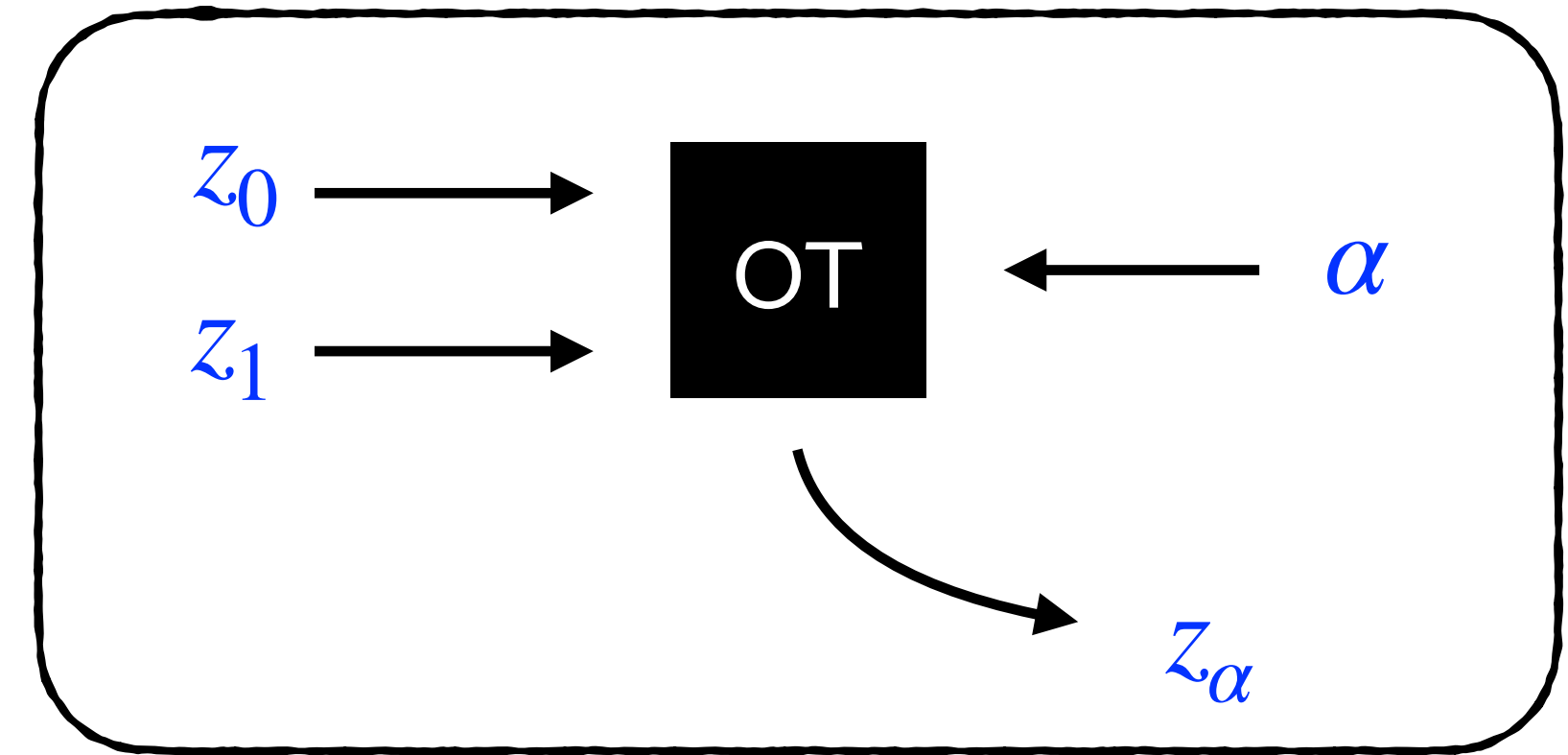
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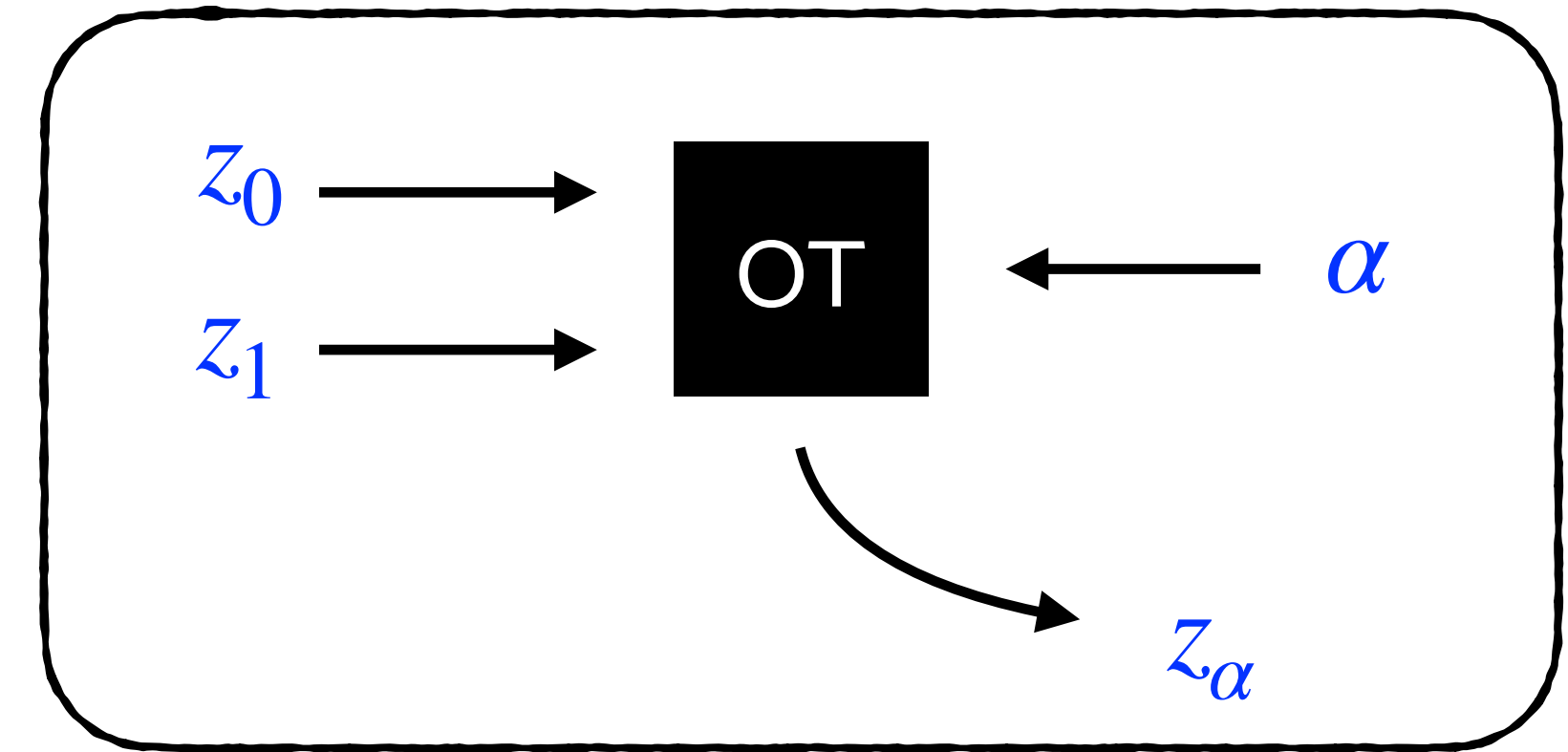
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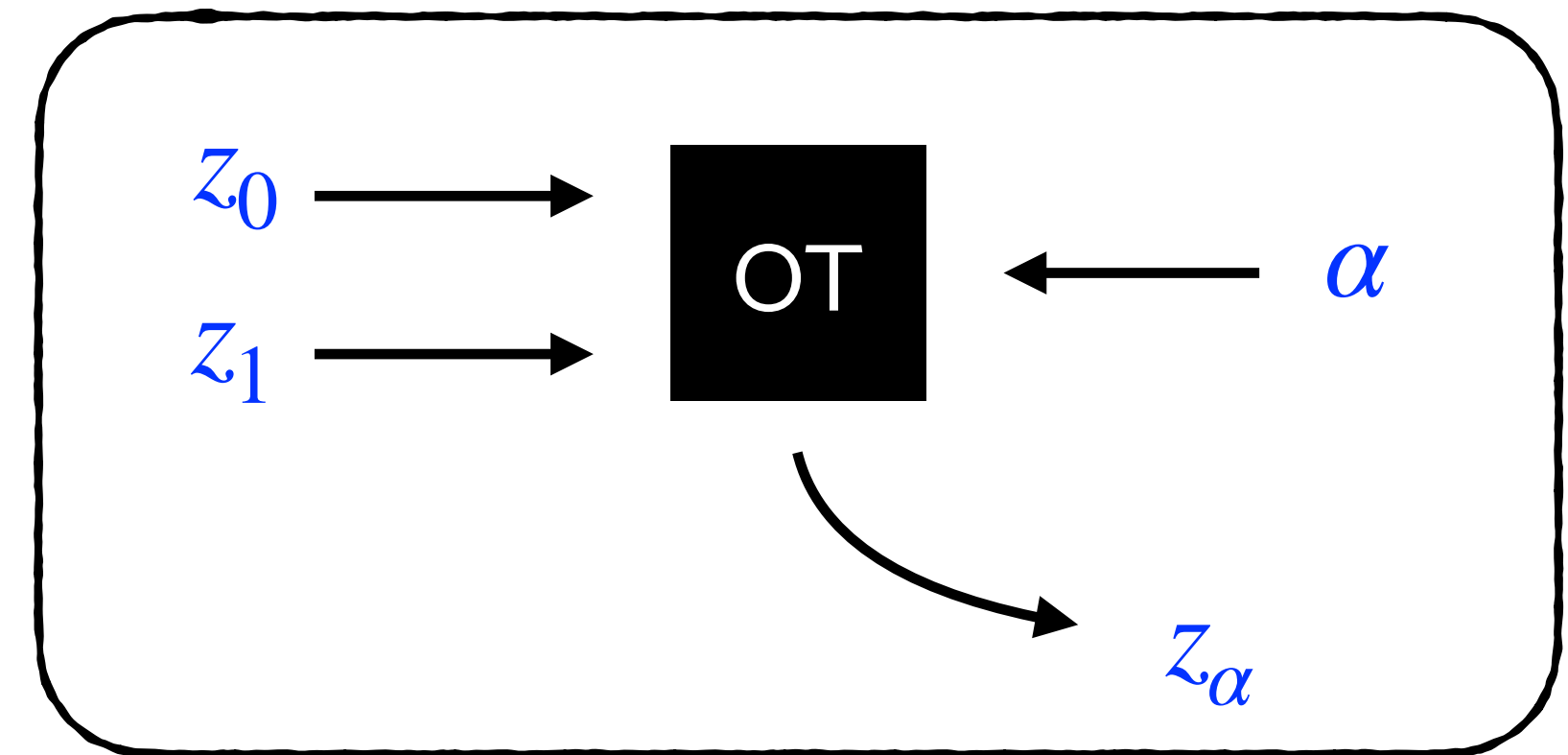
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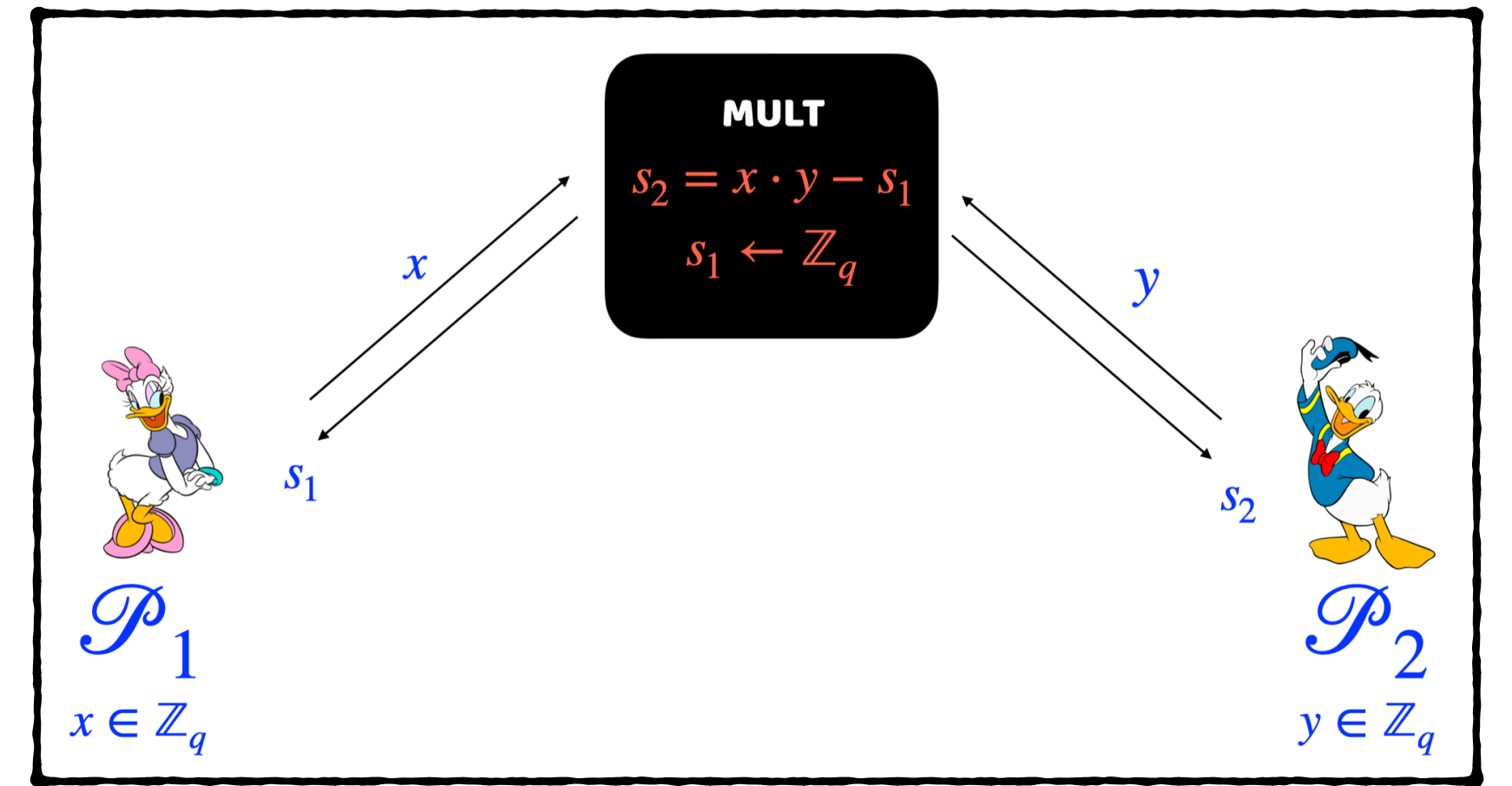
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Size of the  $z$ 's

$\implies$  communication costs in standard model

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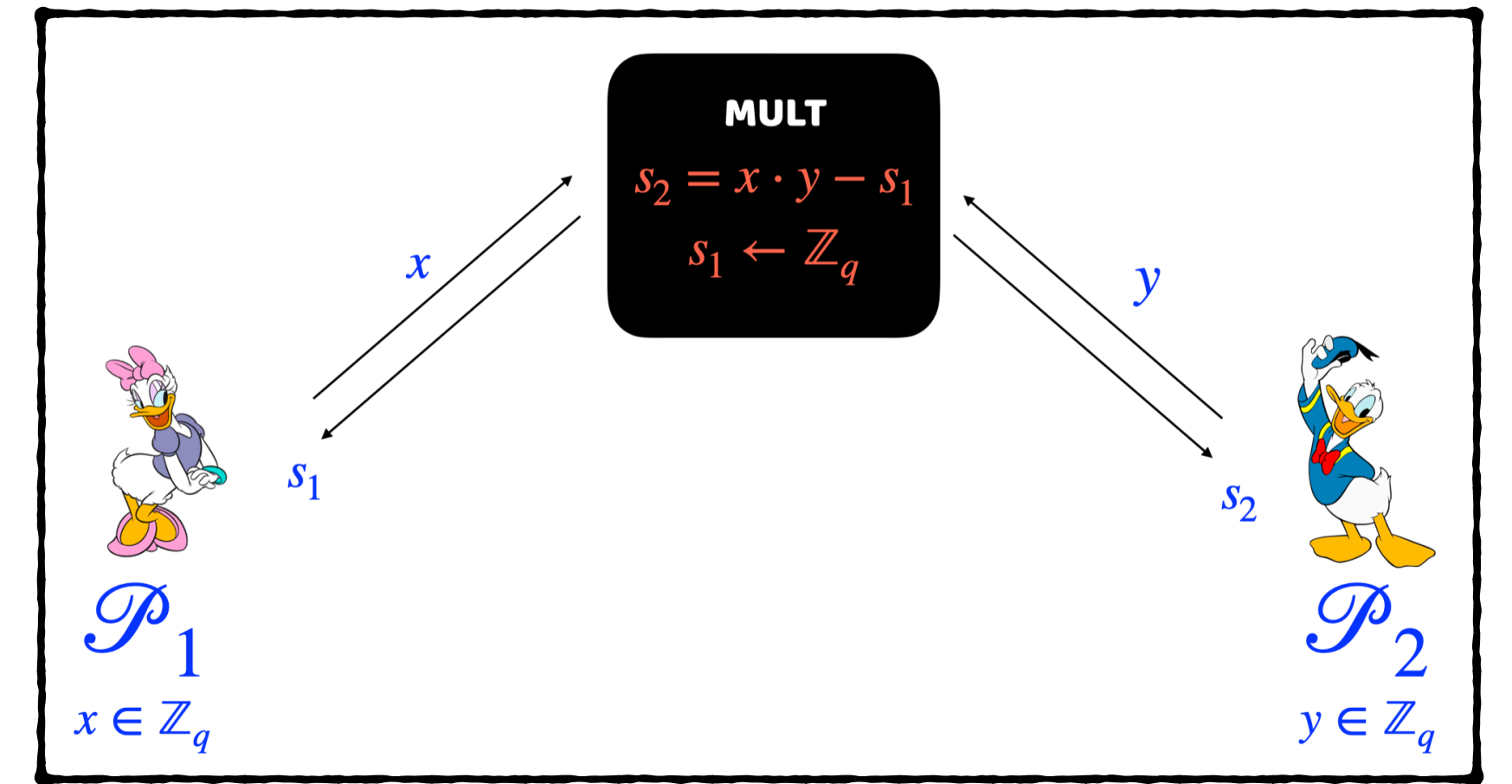
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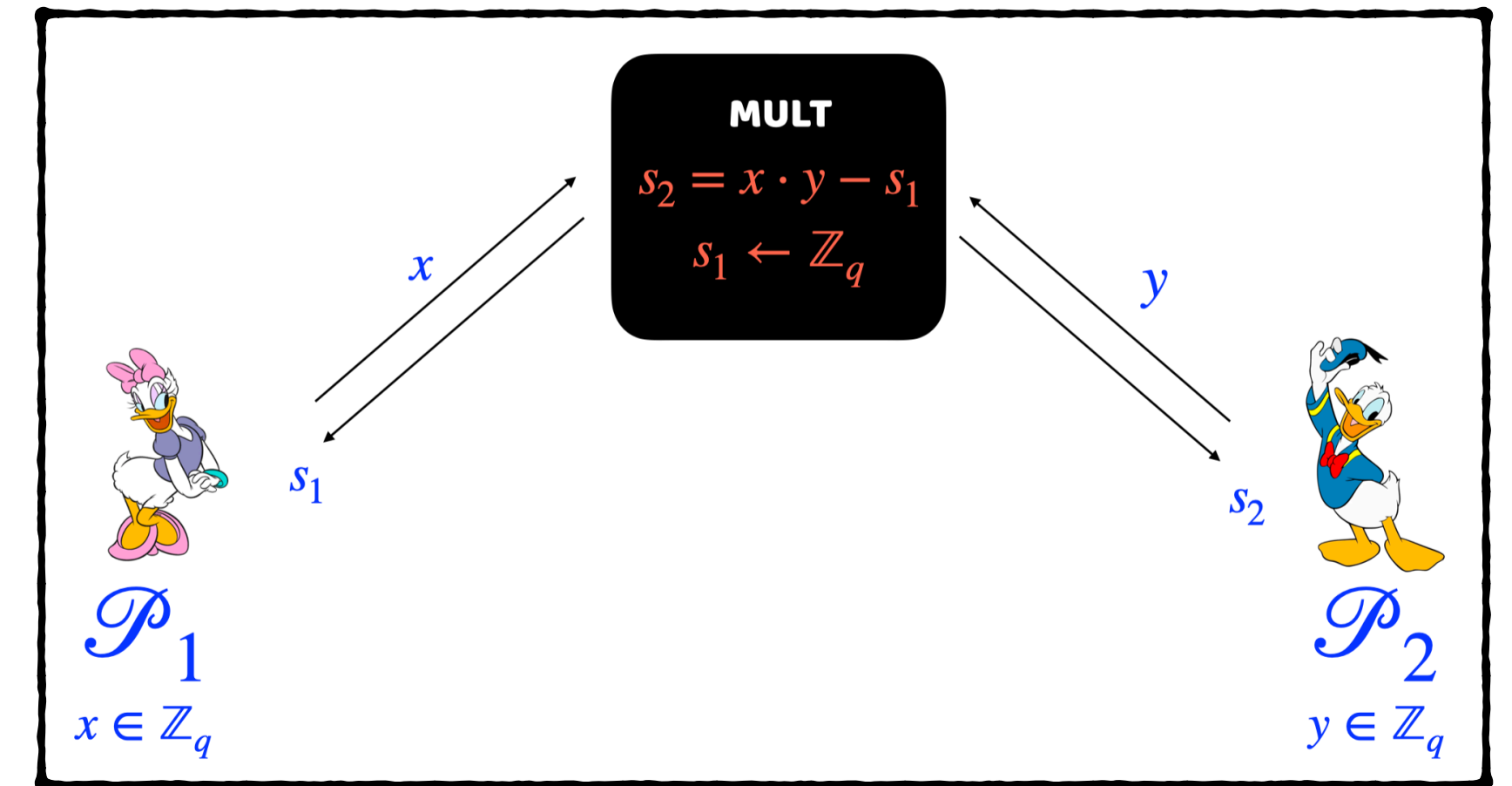


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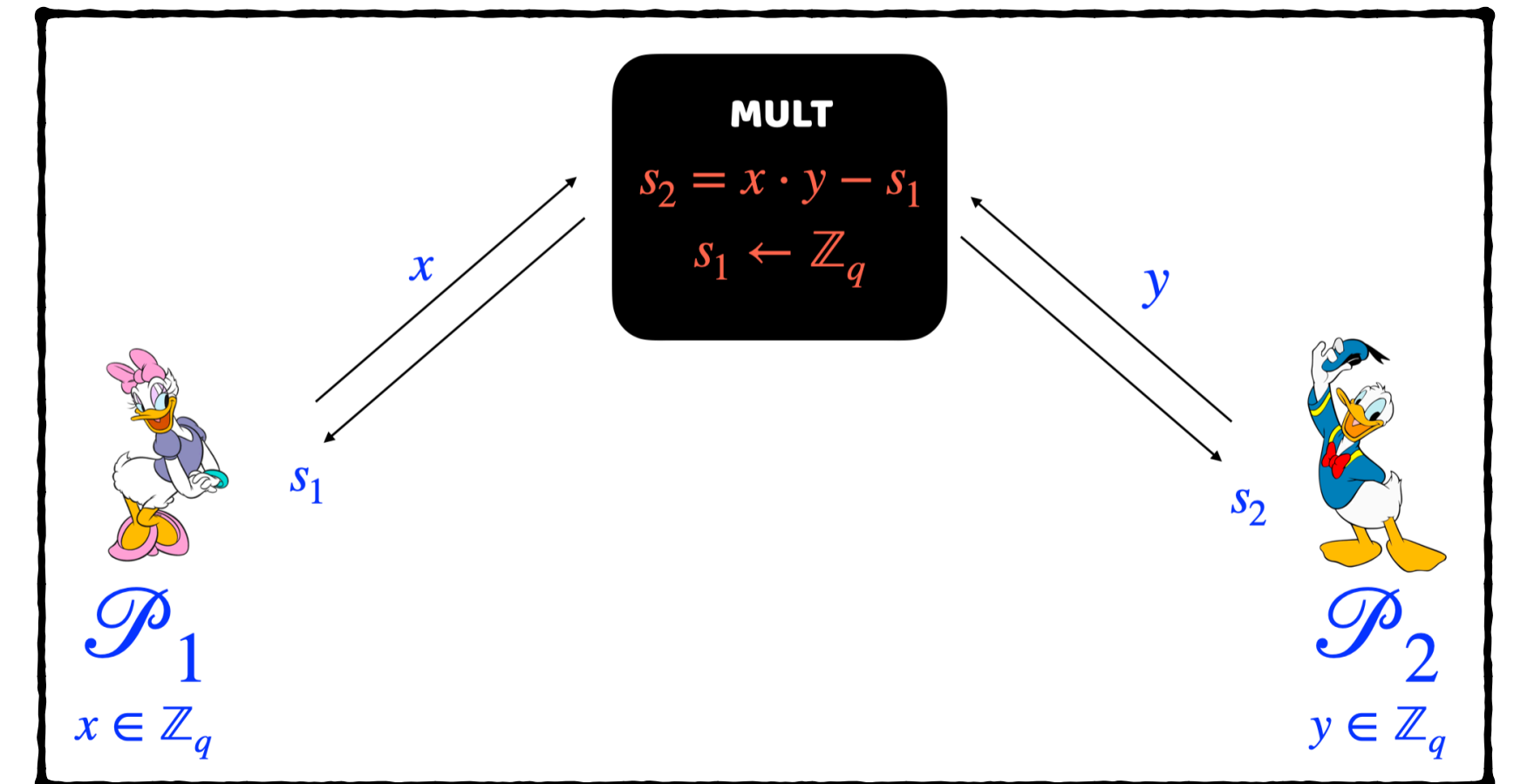
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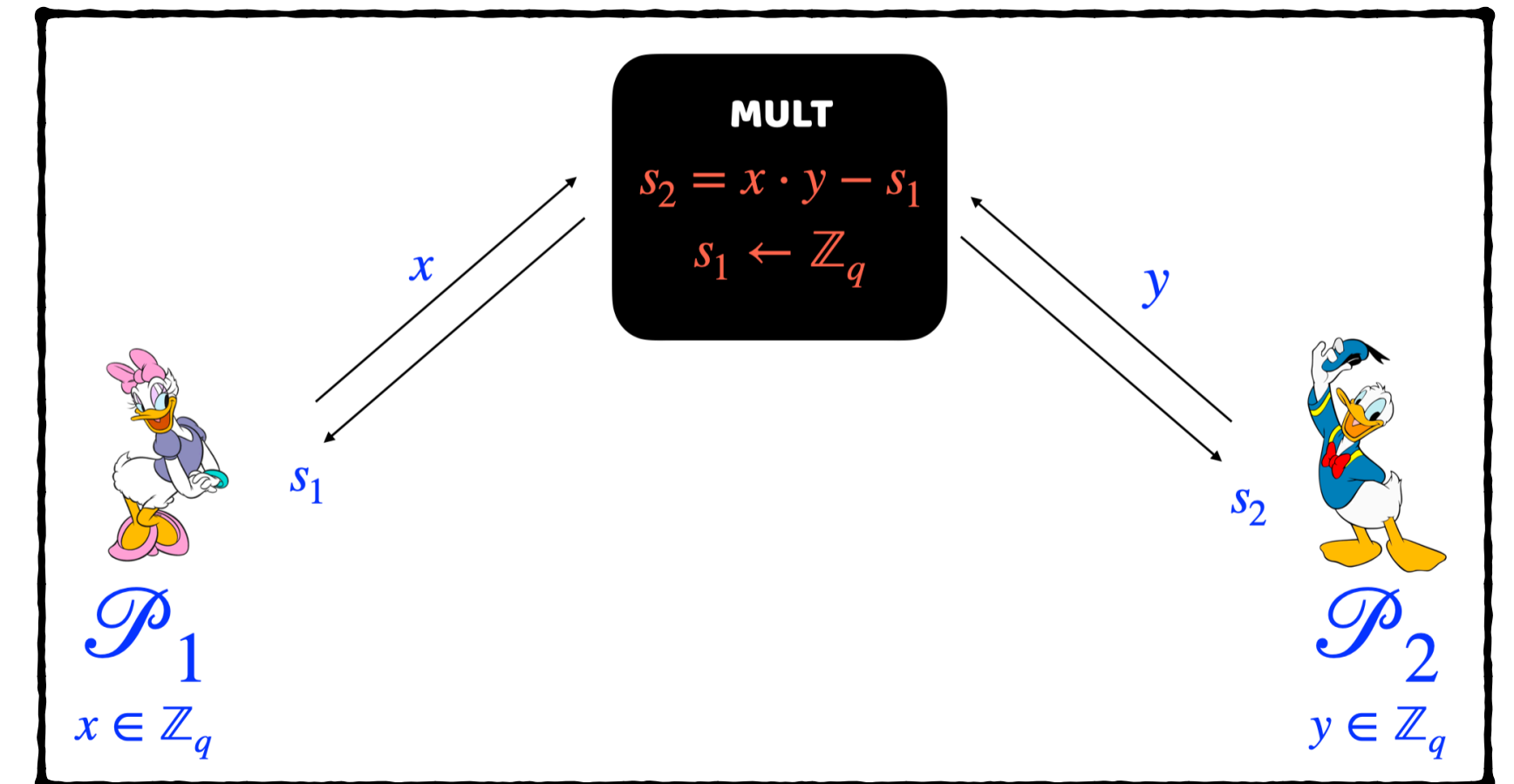
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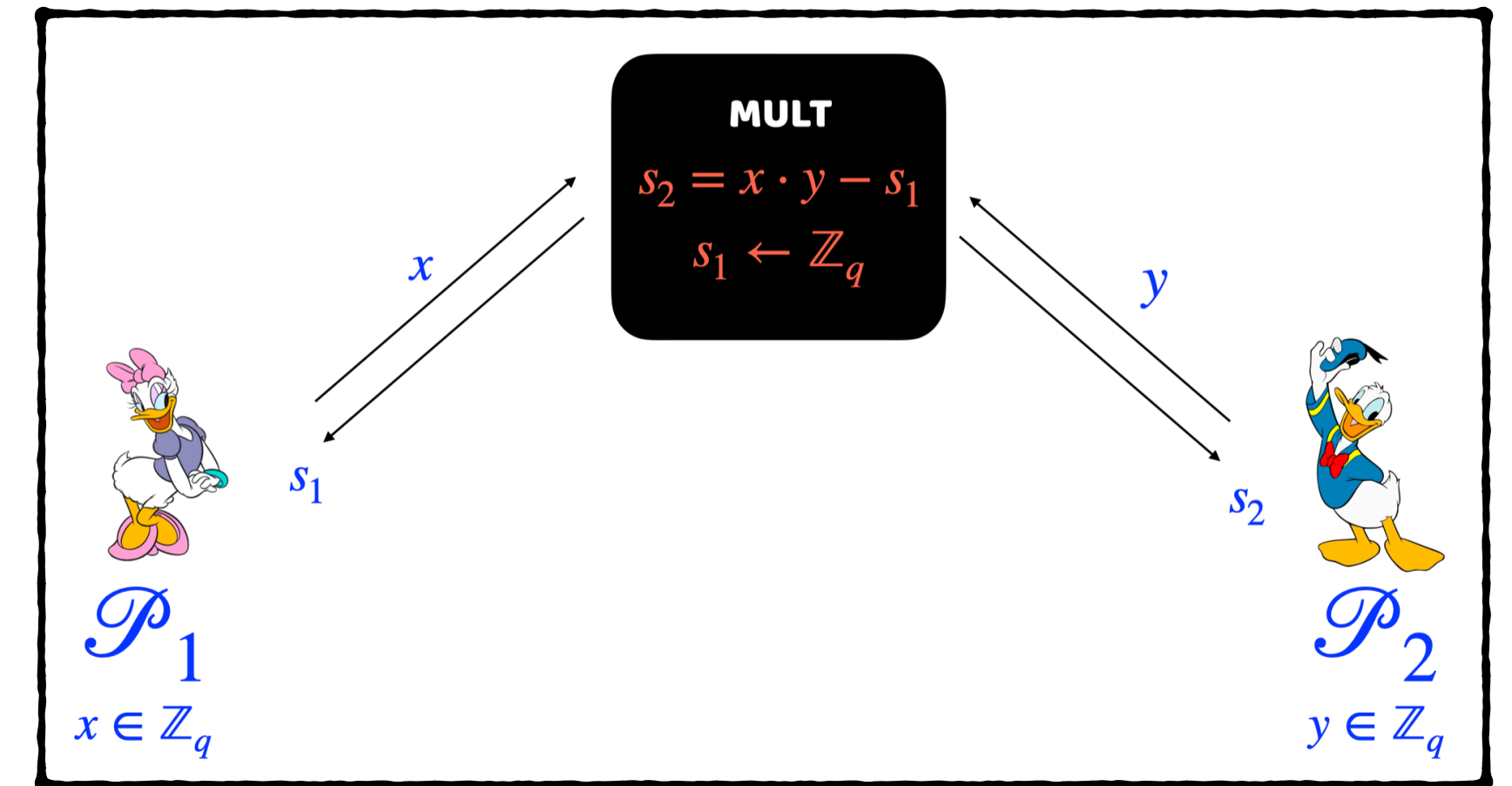
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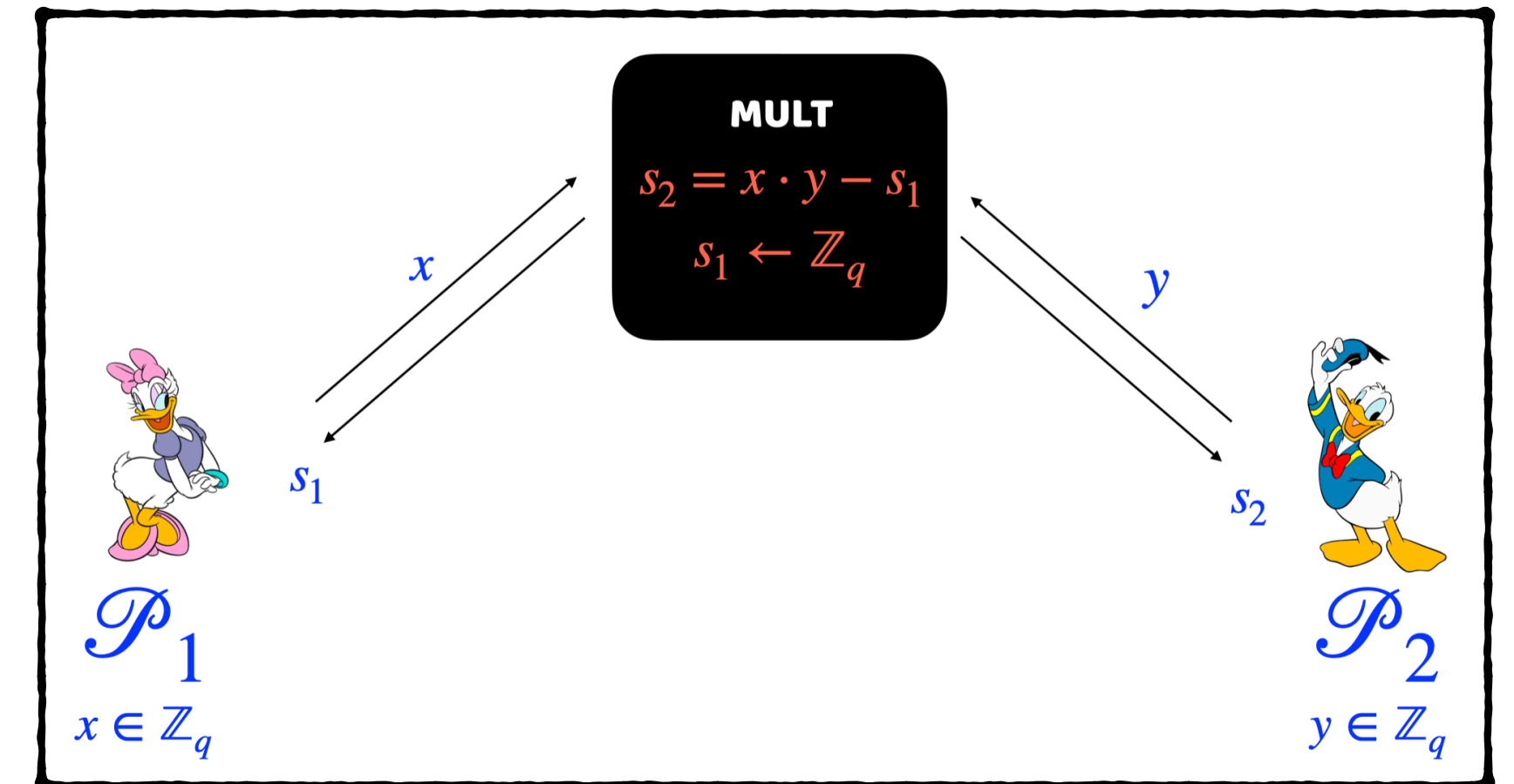
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- ▶  $\exists$  malicious variant under non-standard assumption





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$\approx$  Vector-OLE

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4. x2 improvement in communication compared to SoA



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**Batching:** each output is  
unpredictable, even given *all* the inputs

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 $\mathcal{A}$ 's *view and honest input*

**Batching:** each output is  
unpredictable, even given *all* the inputs

- Output is highly unpredictable under attack, *even given the input*.
- Formal definition of “unpredictability” via functionality **WeakMult**

# Applications

*New OT-Based Multiplication Protocol*

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- Achieving Full Security

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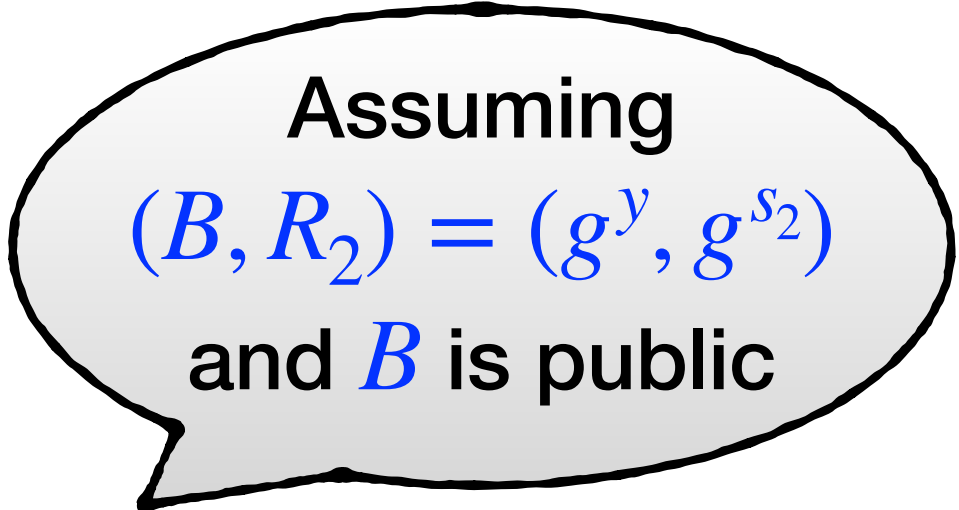
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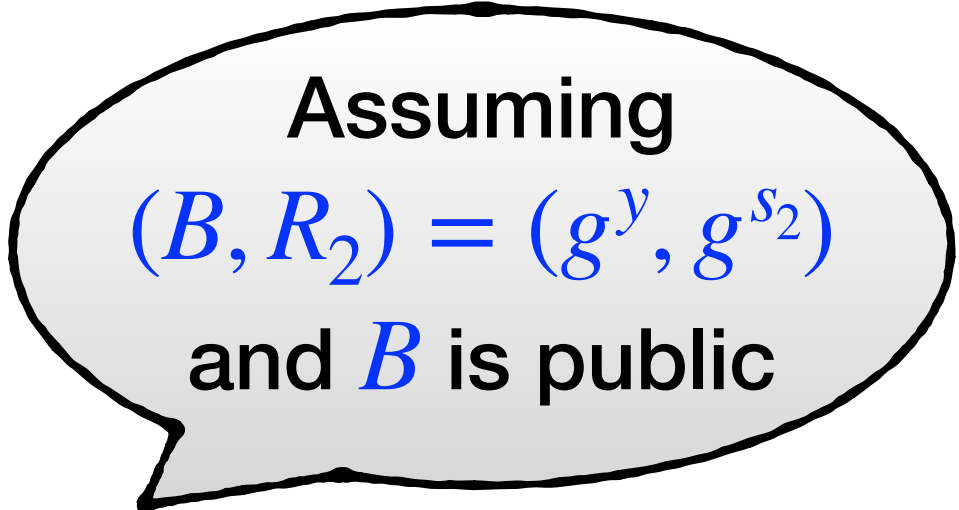
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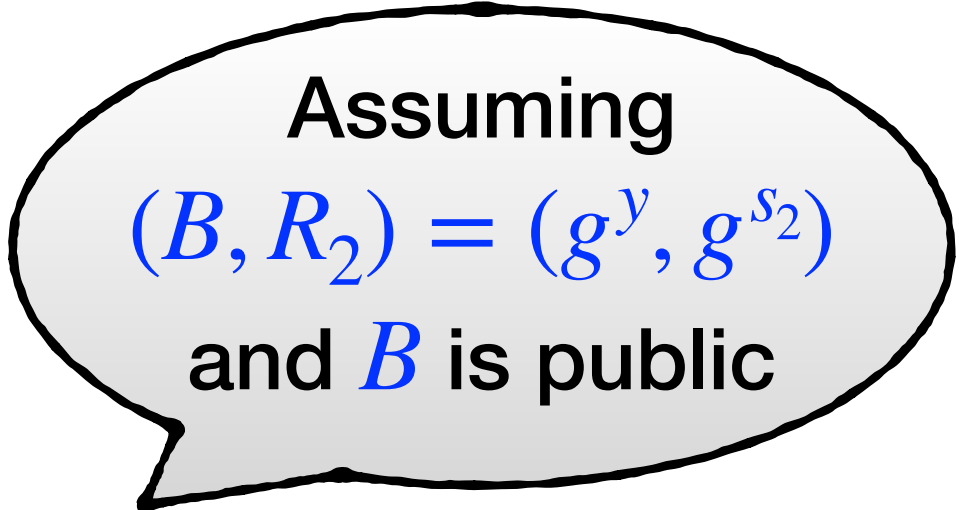
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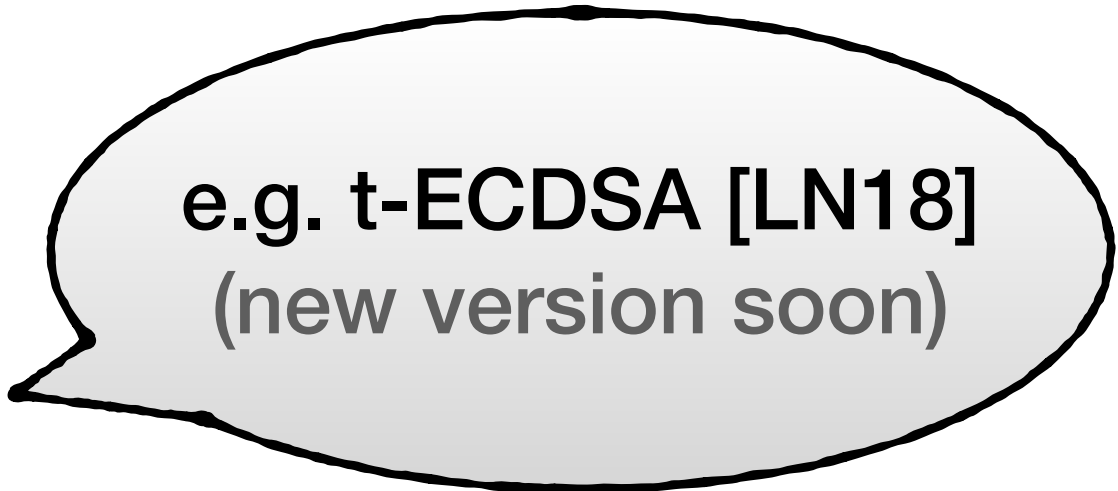
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- Achieving **WeakMult** is good enough for certain applications.
- Batching variant is useful for generating triplets in preprocessing model.

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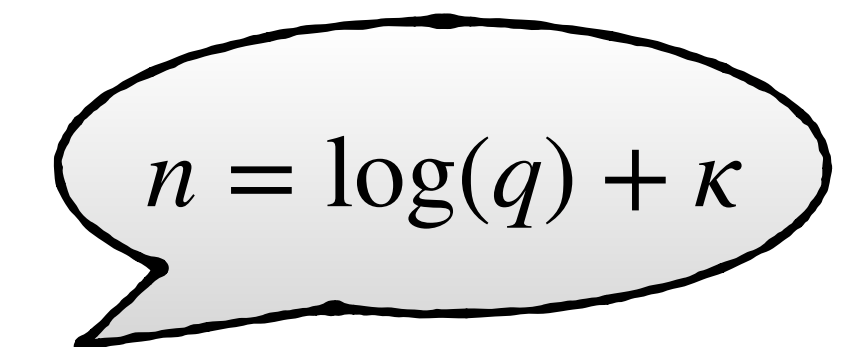
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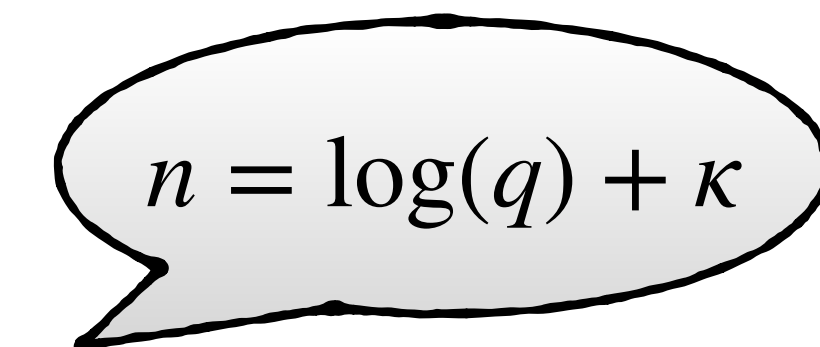


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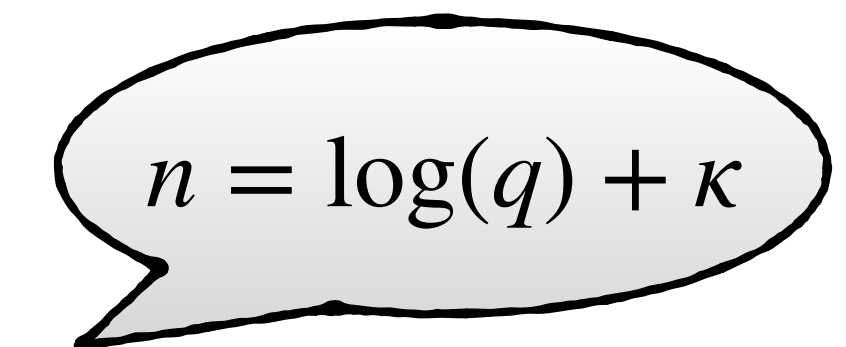


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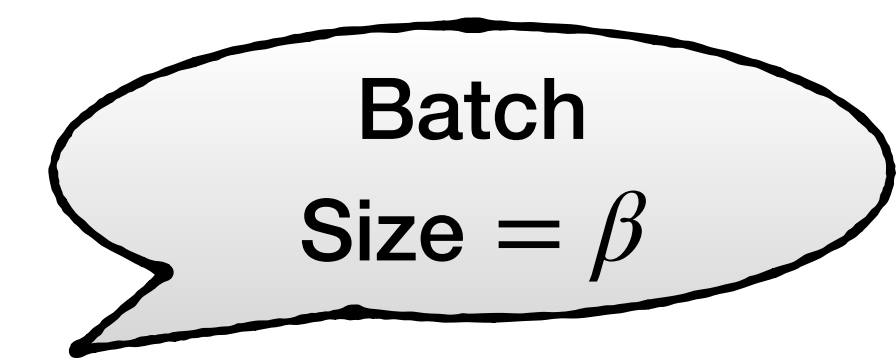
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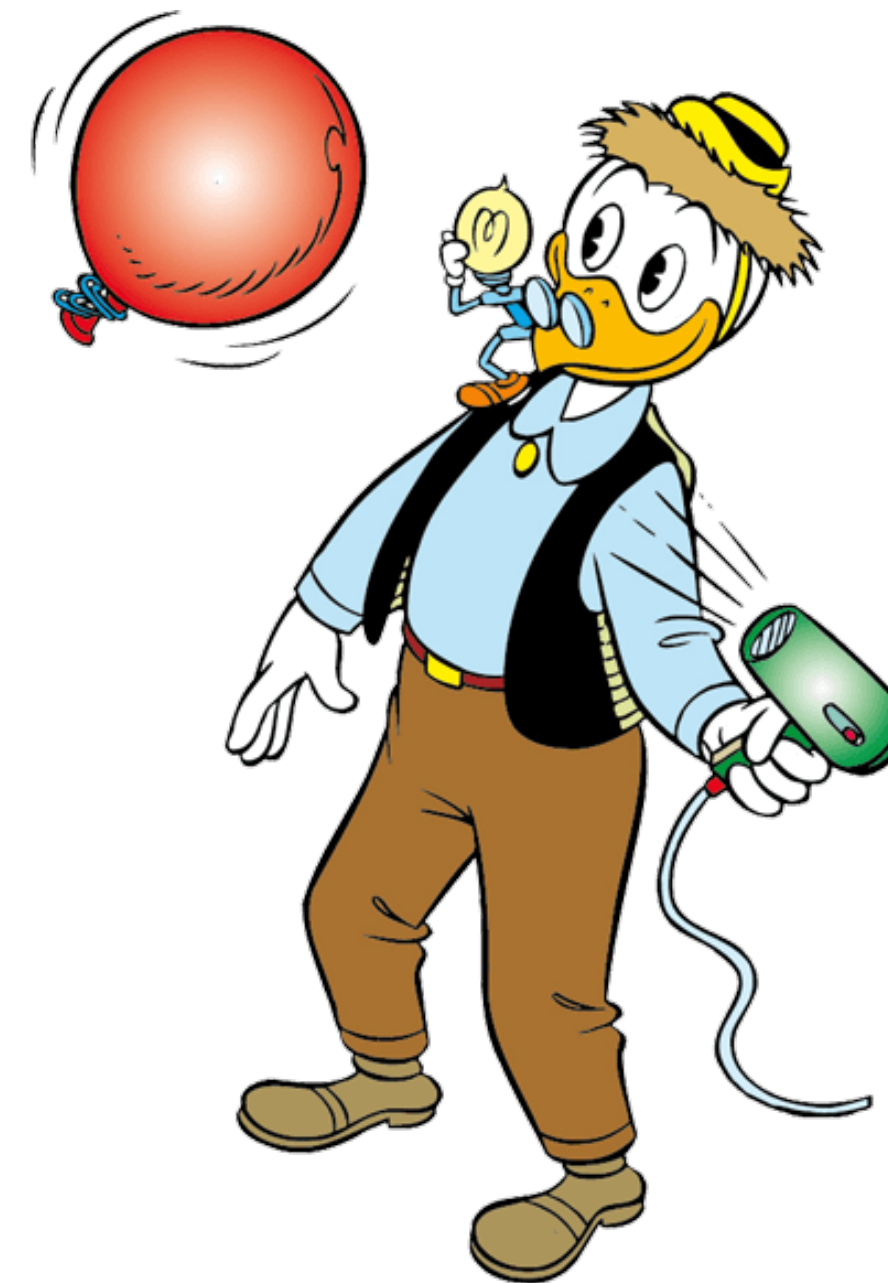


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Batch  
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# Technical Overview



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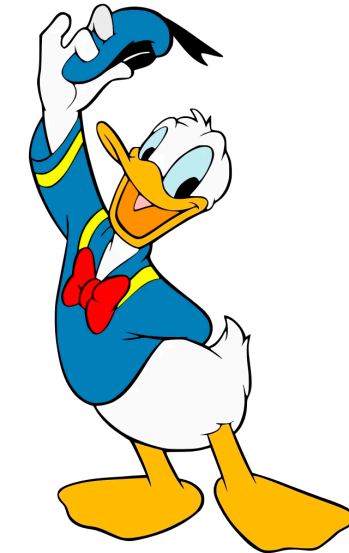
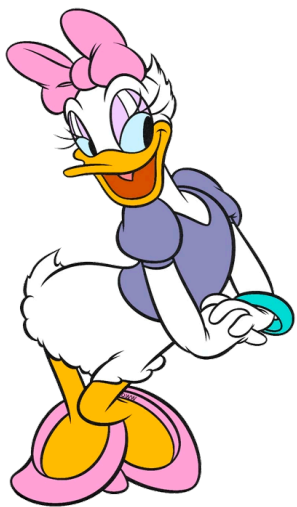
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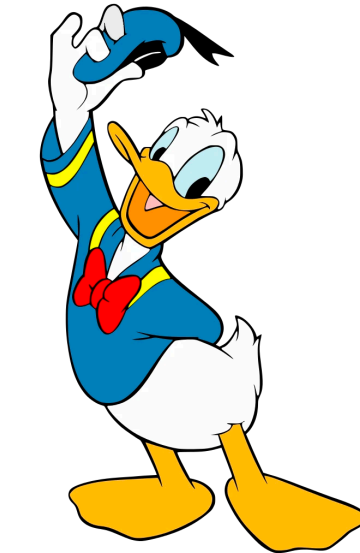
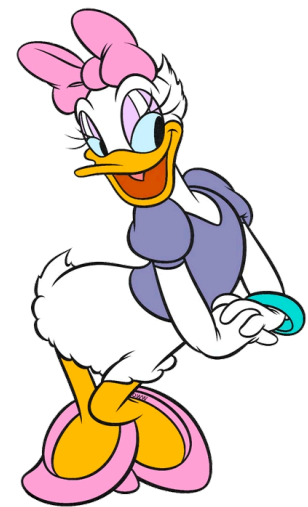
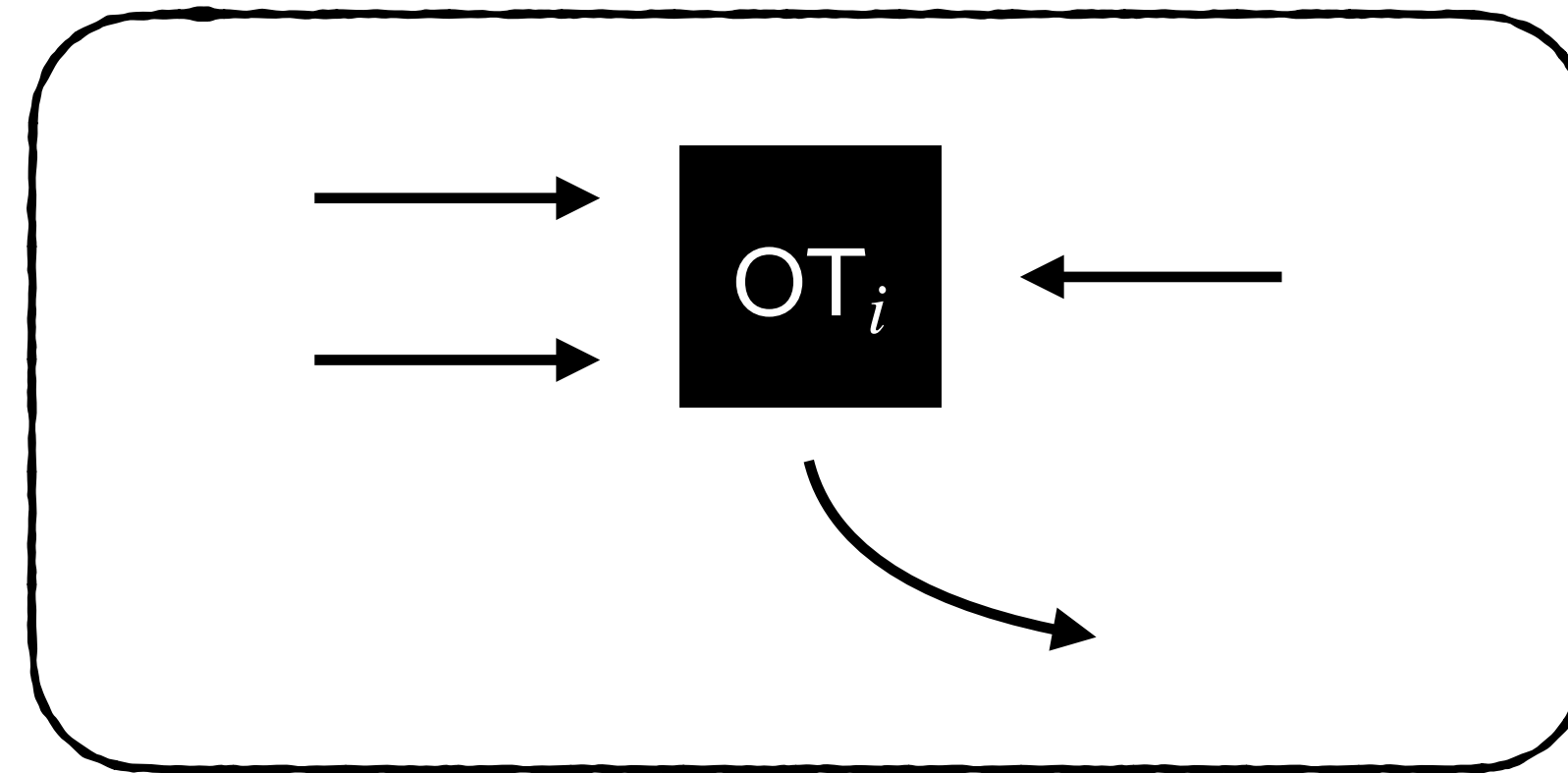
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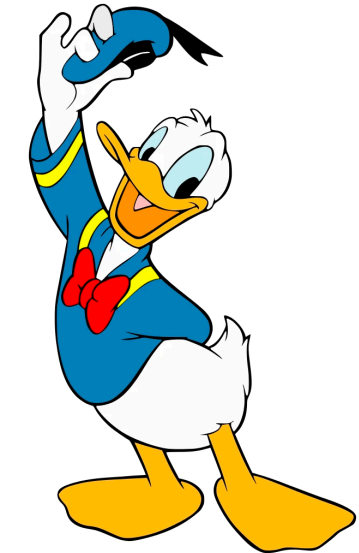
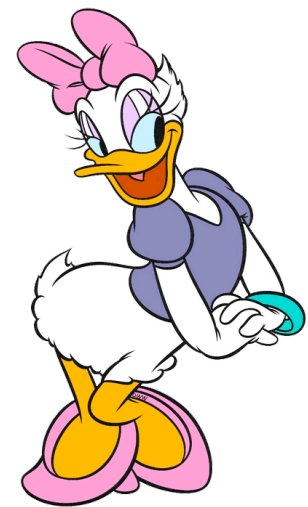
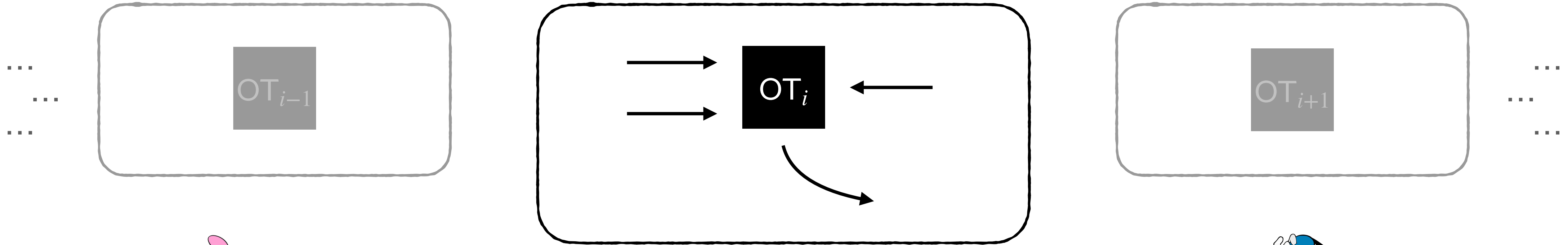
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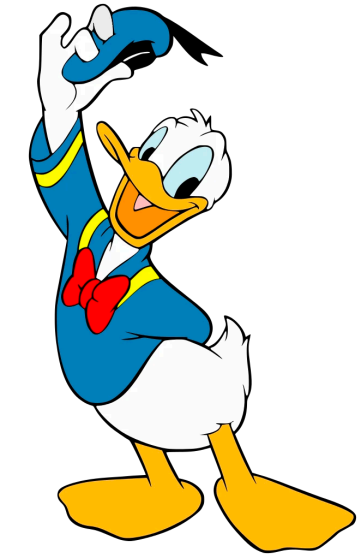
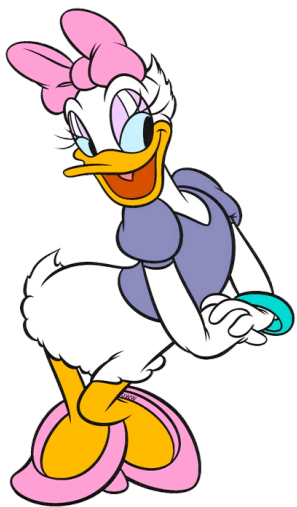
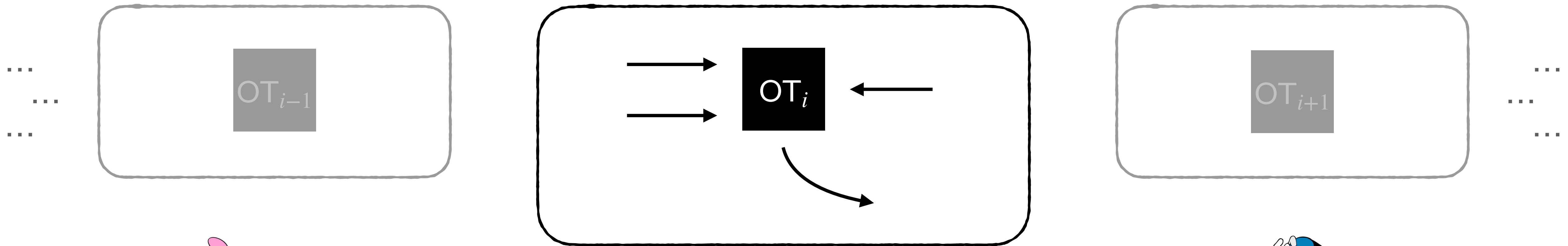
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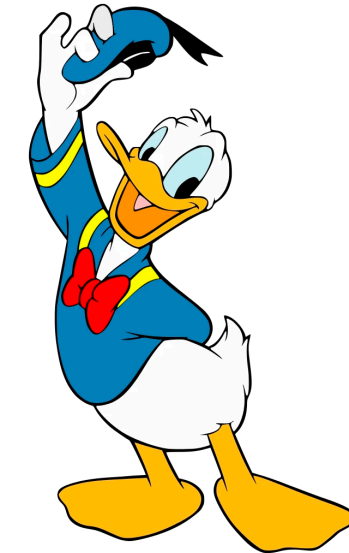
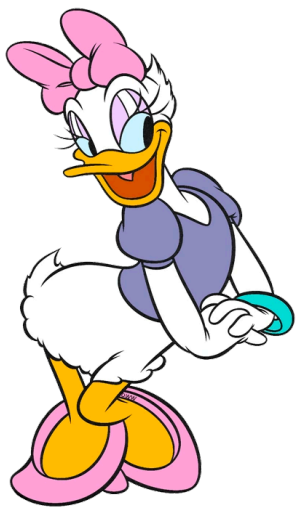
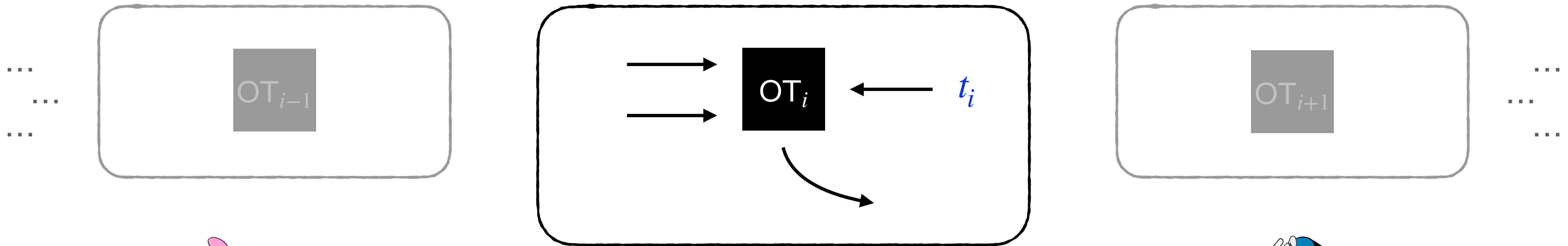


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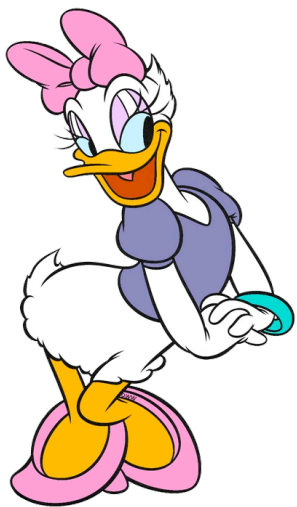
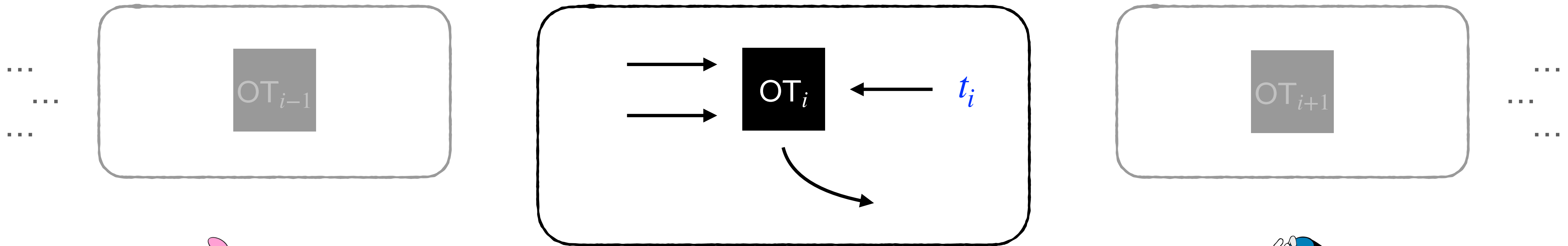
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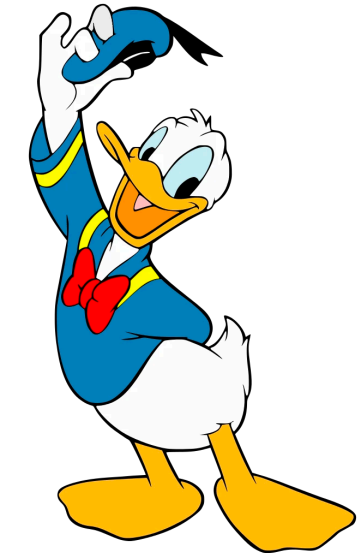
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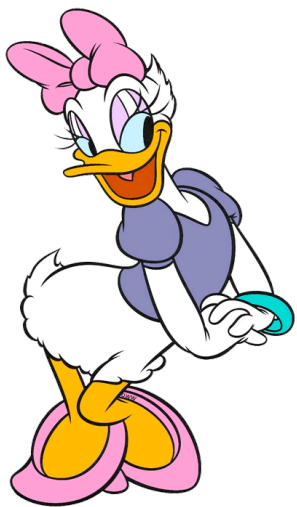
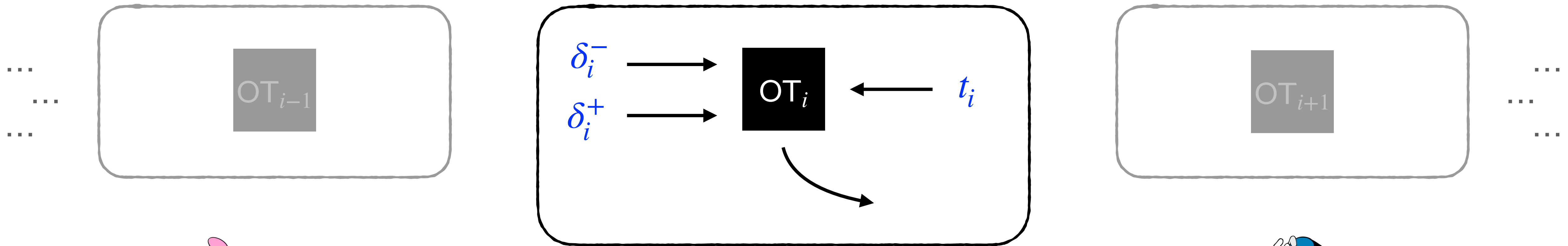


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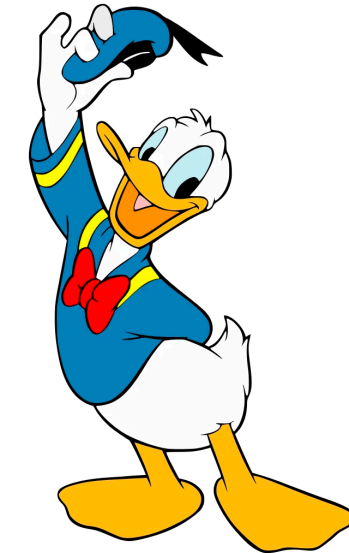
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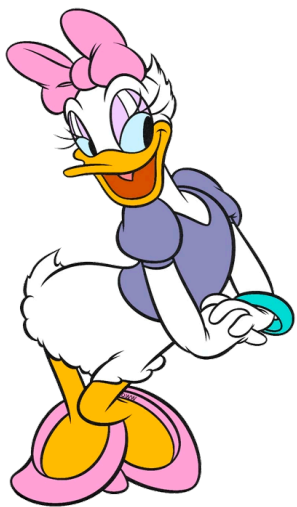
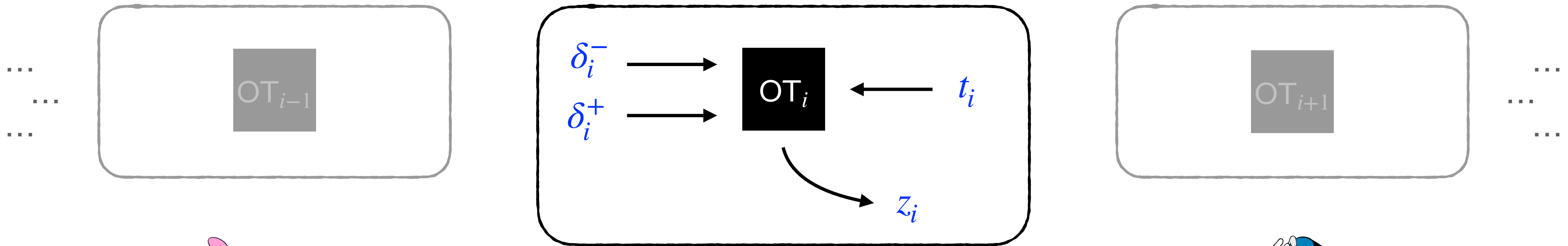


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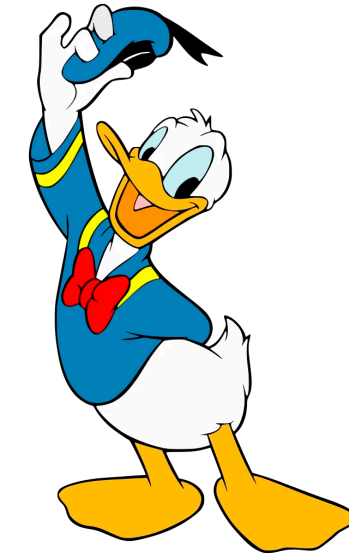
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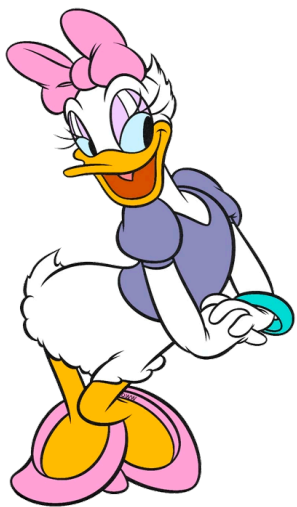
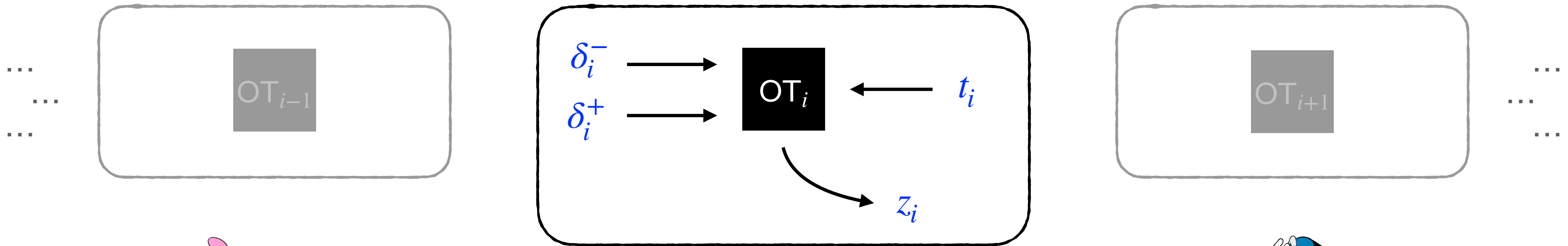


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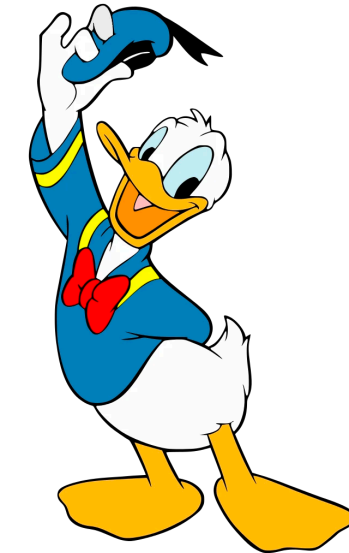
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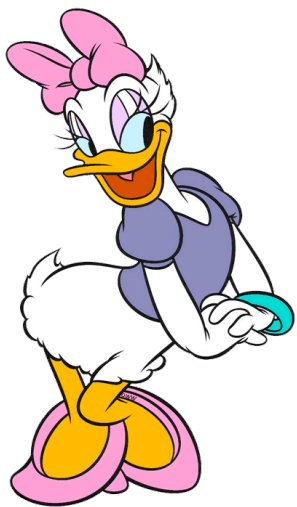
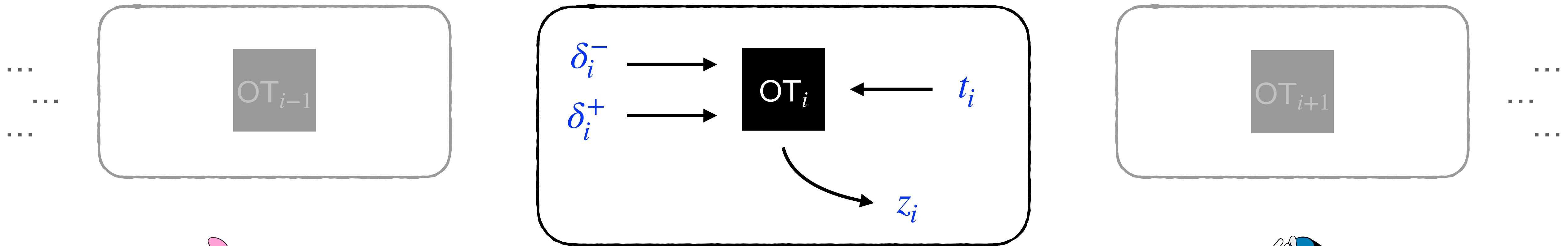


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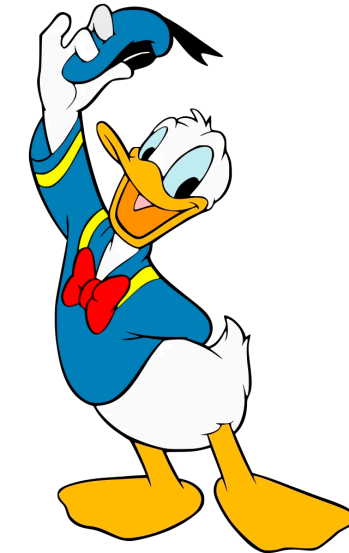
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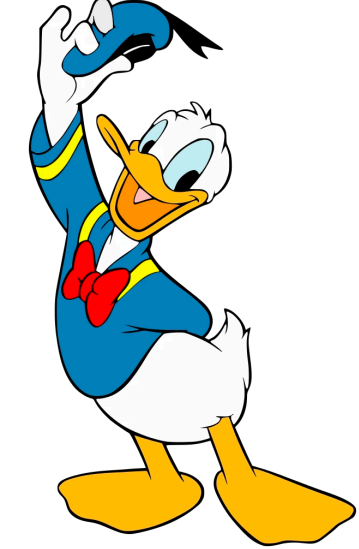
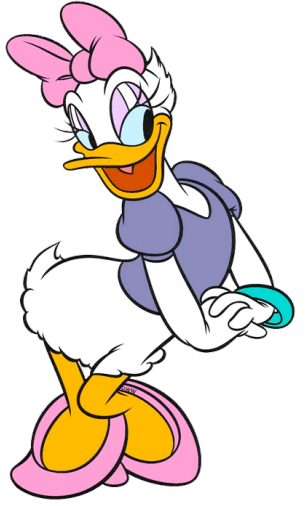
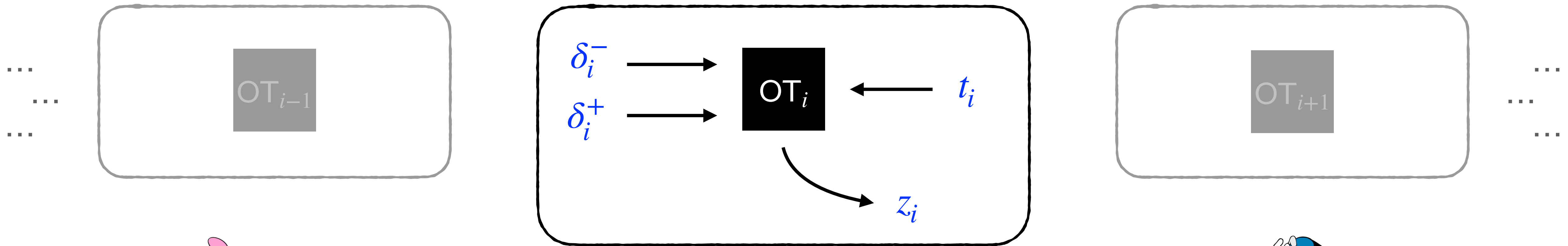


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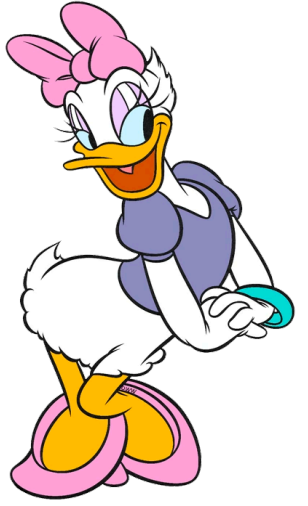
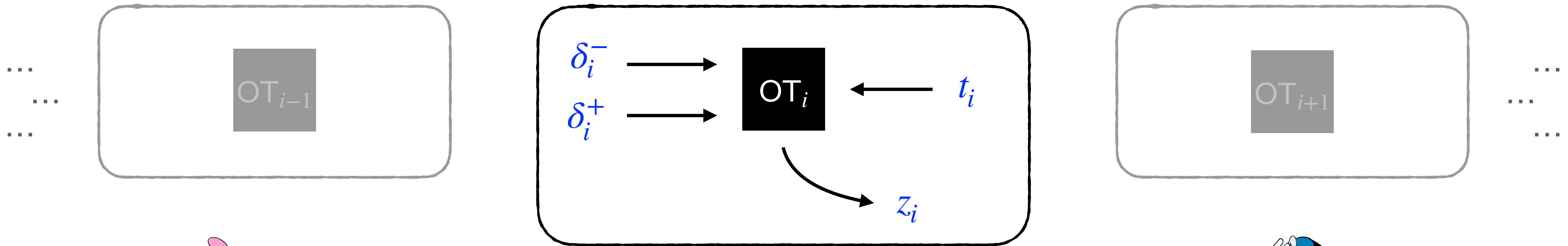
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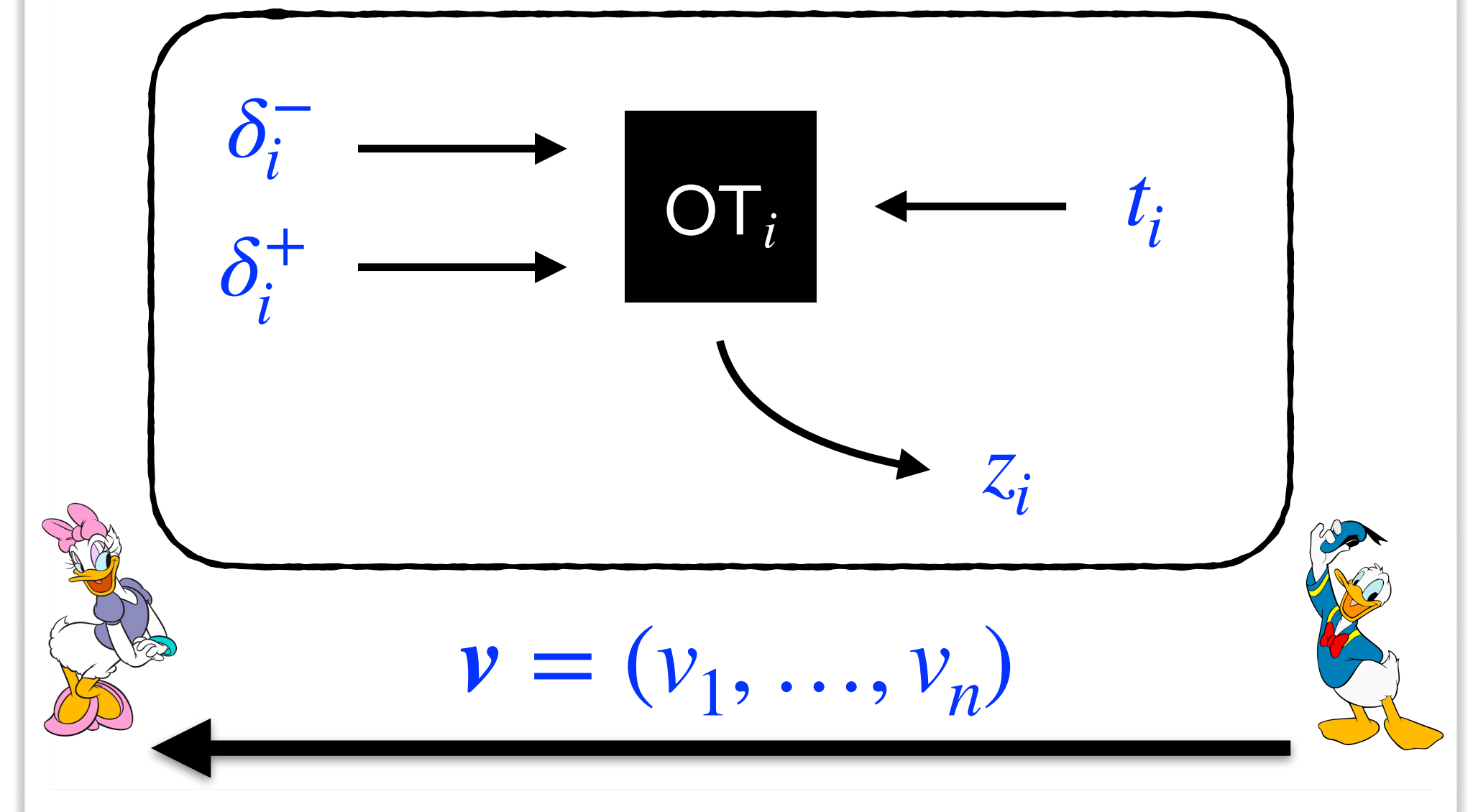
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**Output**  $\langle \mathbf{z}, \mathbf{v} \rangle$ .

$$\langle -\boldsymbol{\delta} + \mathbf{z}, \mathbf{v} \rangle = \langle x \cdot \mathbf{t}, \mathbf{v} \rangle = x \cdot \langle \mathbf{t}, \mathbf{v} \rangle = x \cdot y$$

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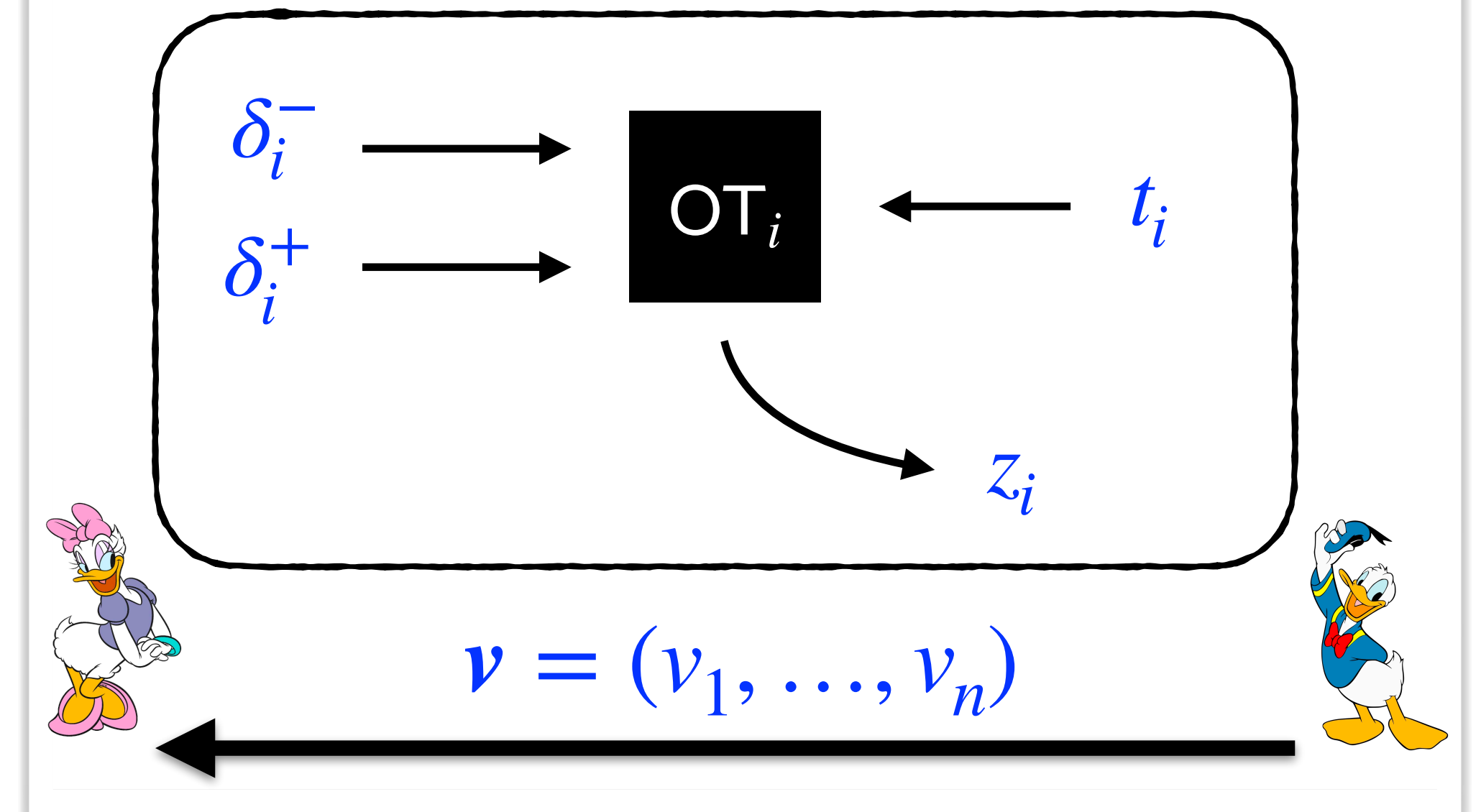




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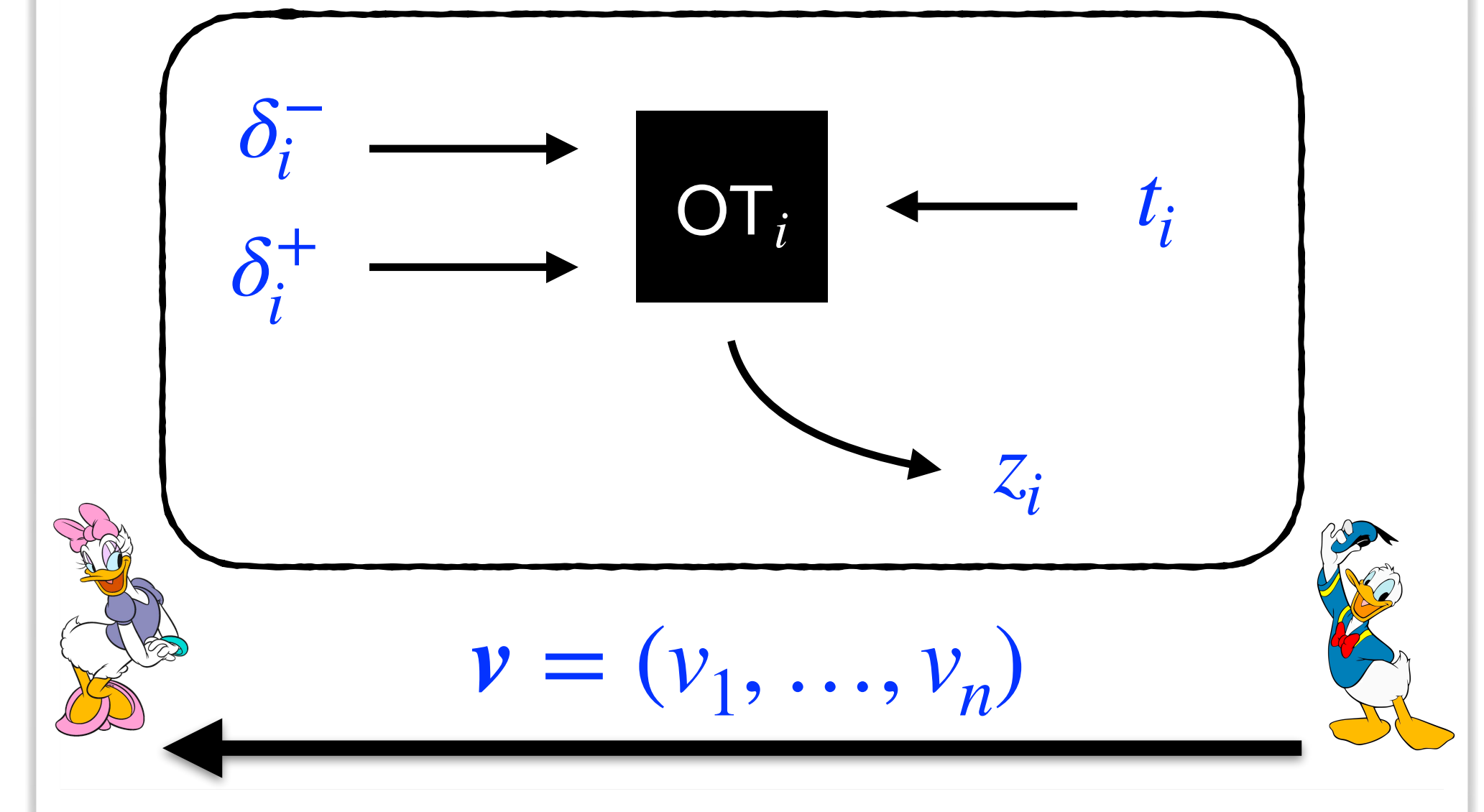
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- Protocol is fully secure against  $\mathcal{P}_2^A$
- $\mathcal{P}_1^A$  can use inconsistent inputs in OT

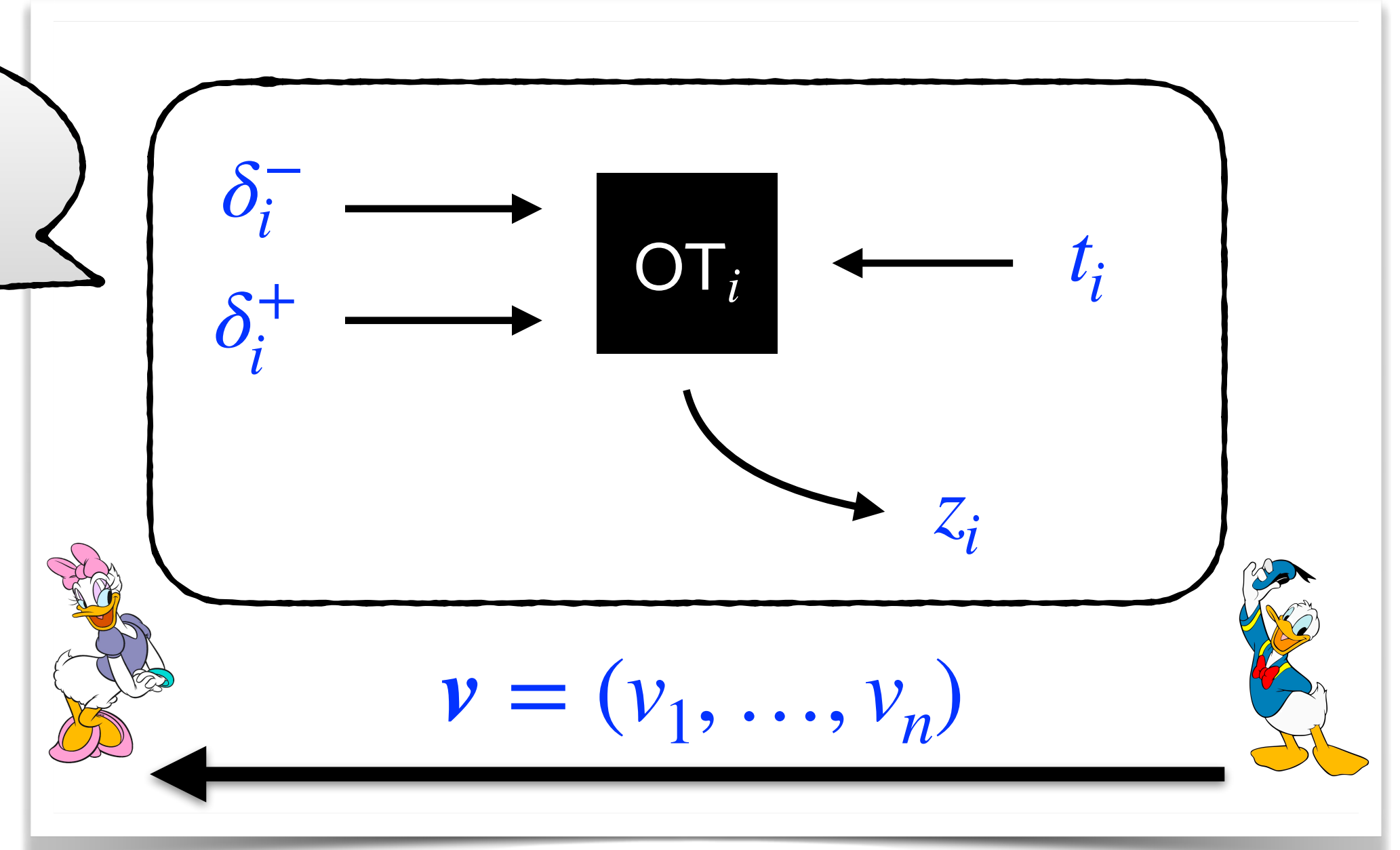


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$$\delta_j^+ - \delta_j^- \neq \delta_k^+ - \delta_k^- \text{ for } j \neq k$$

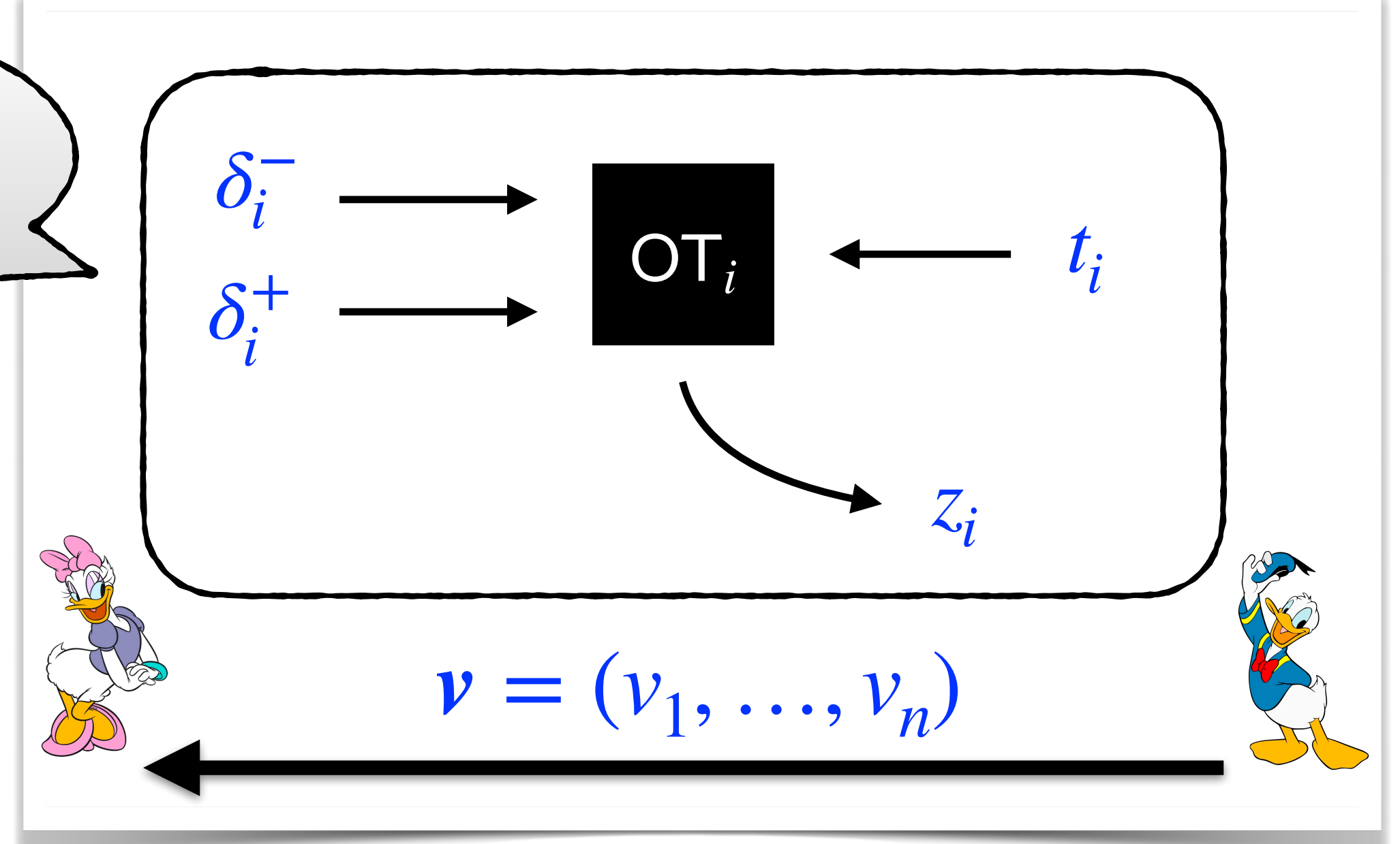
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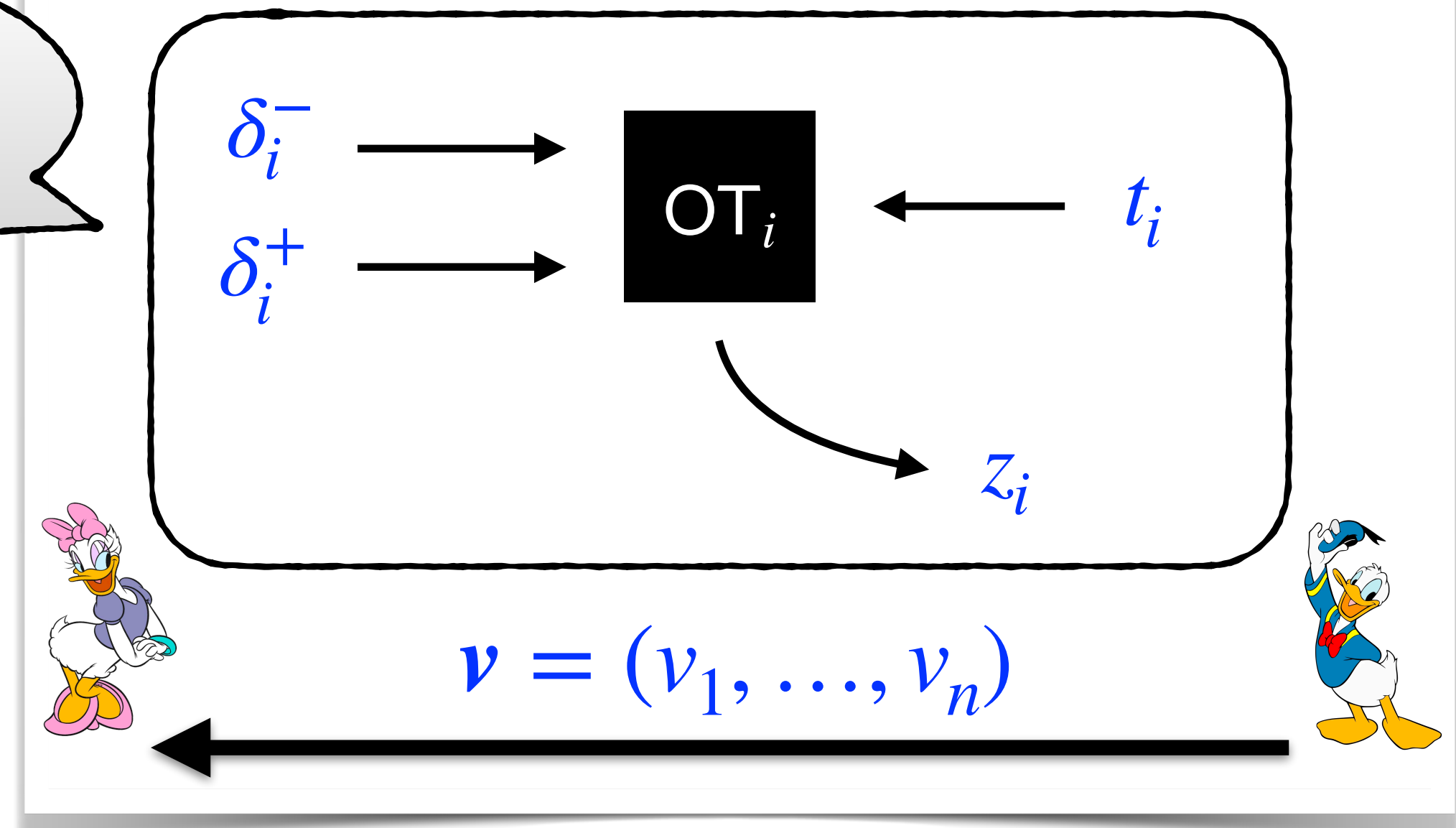


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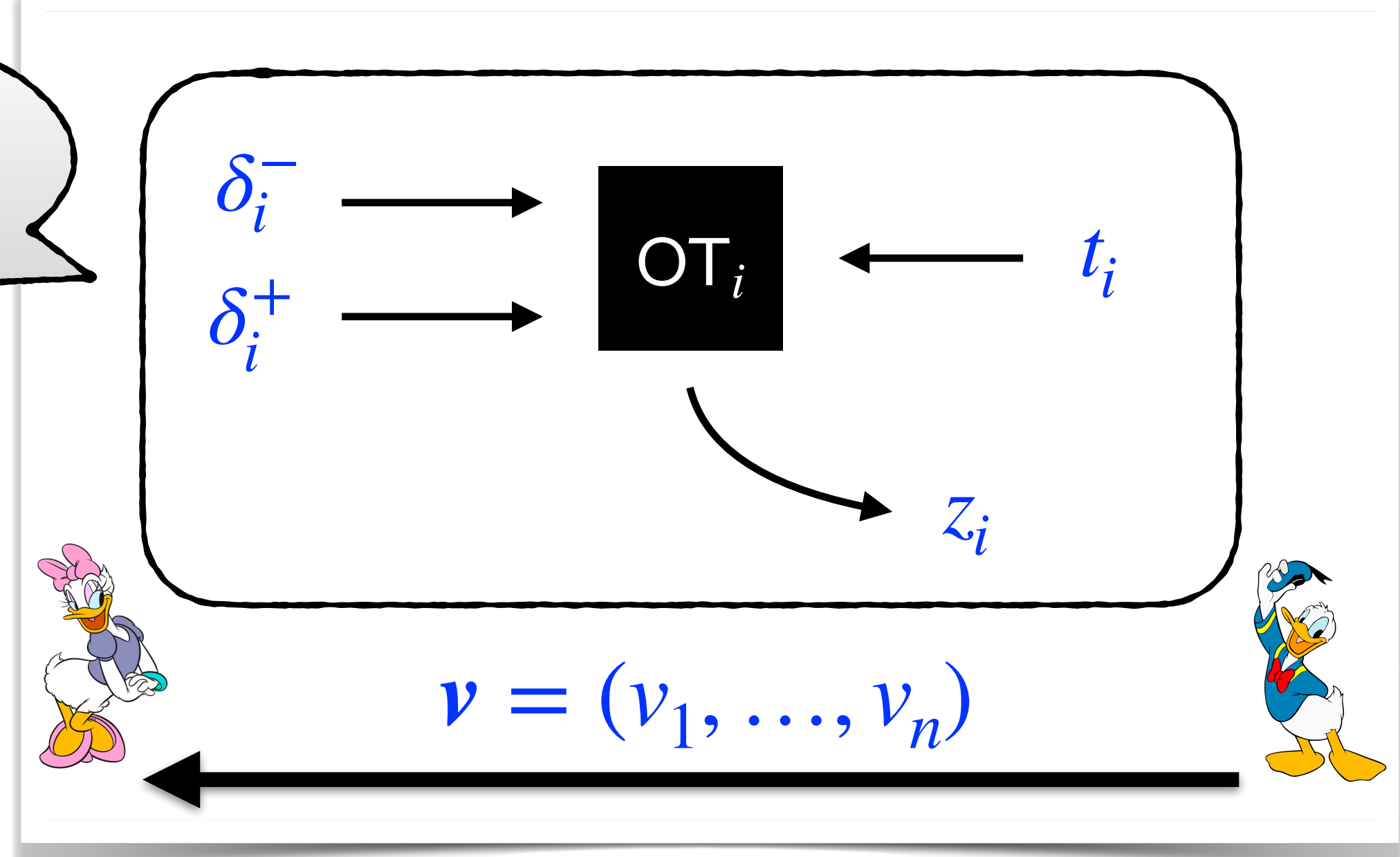
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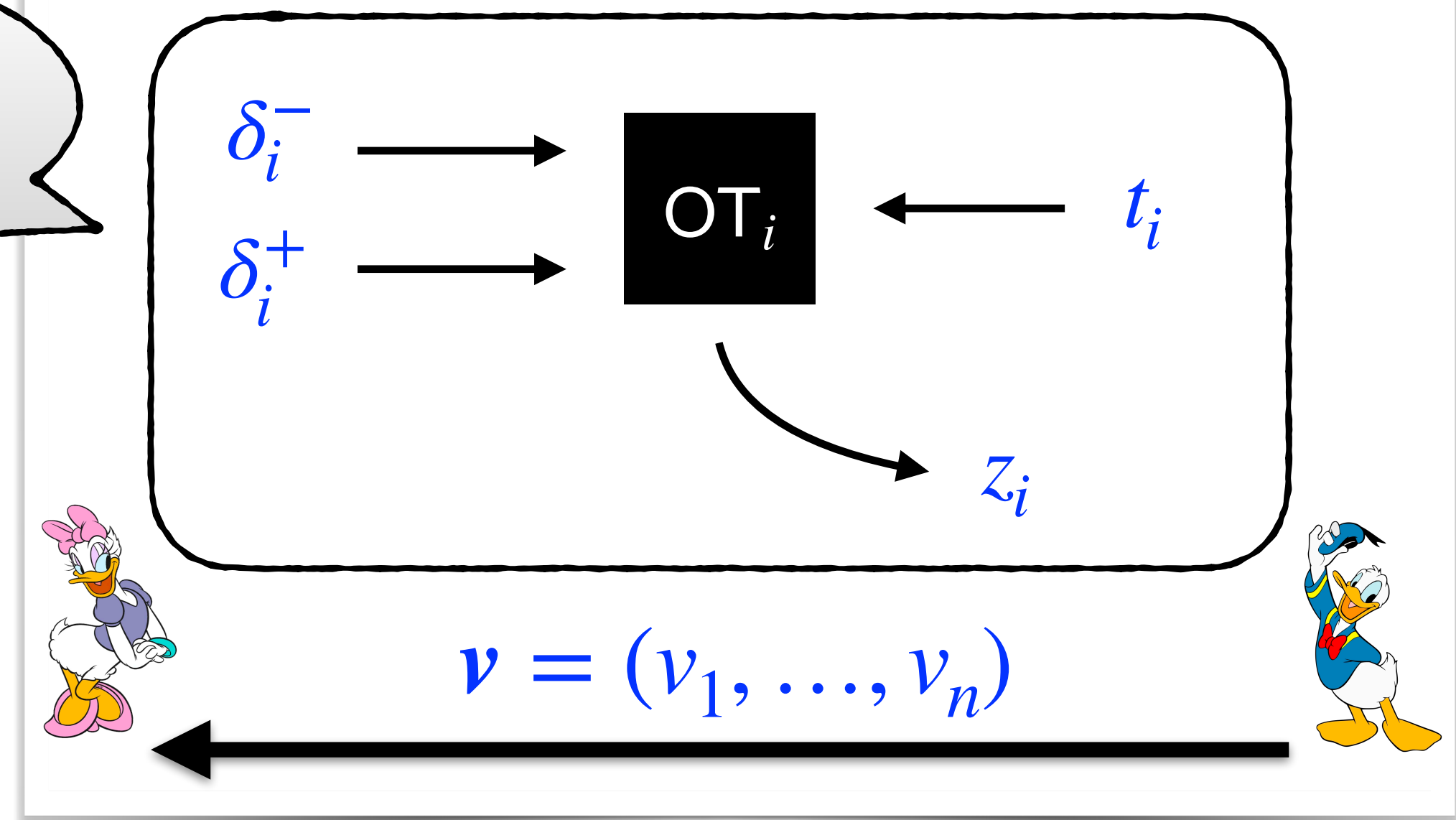
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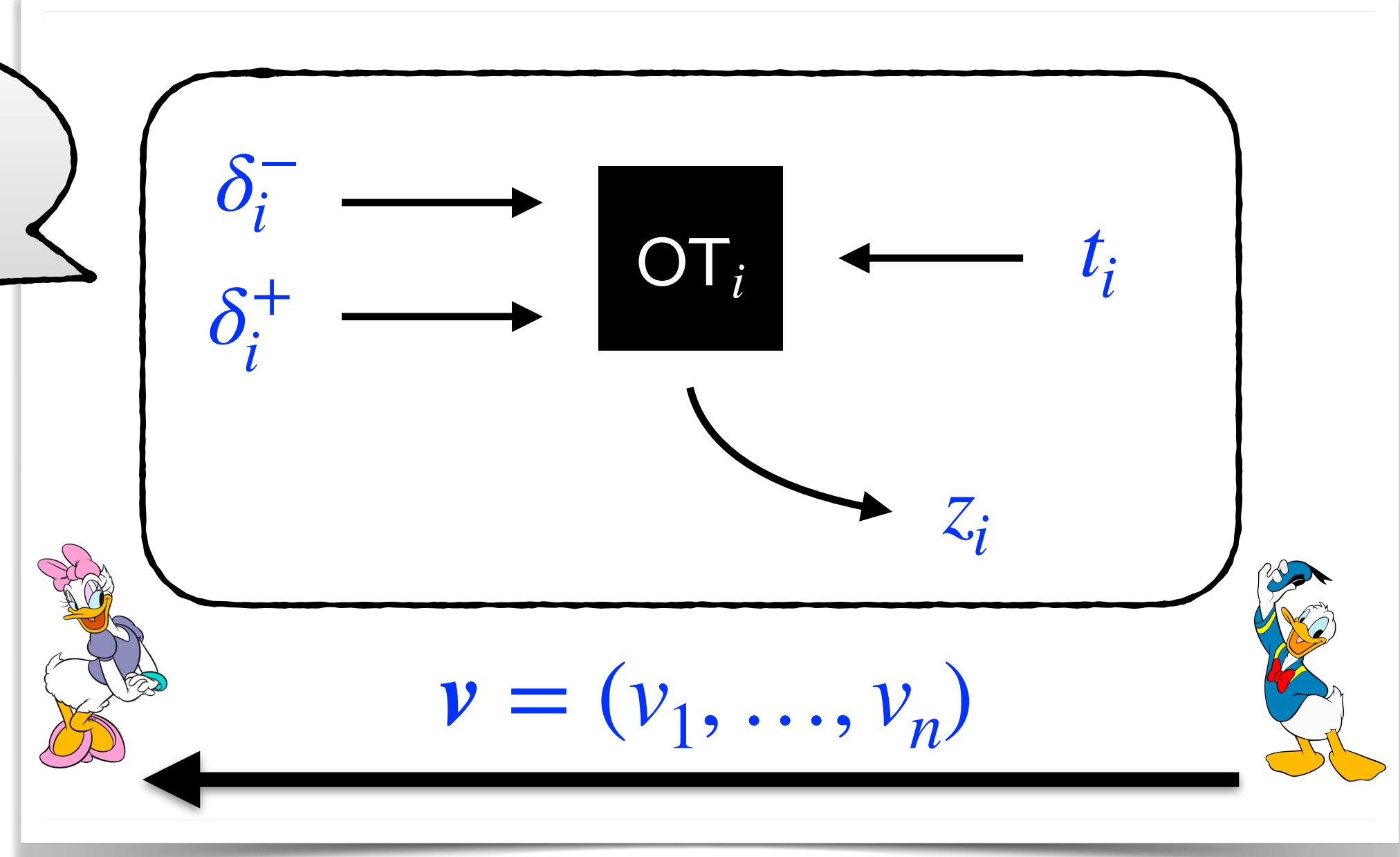
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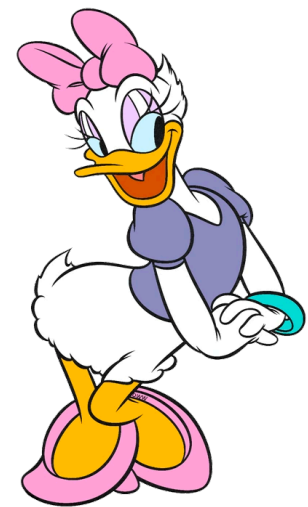
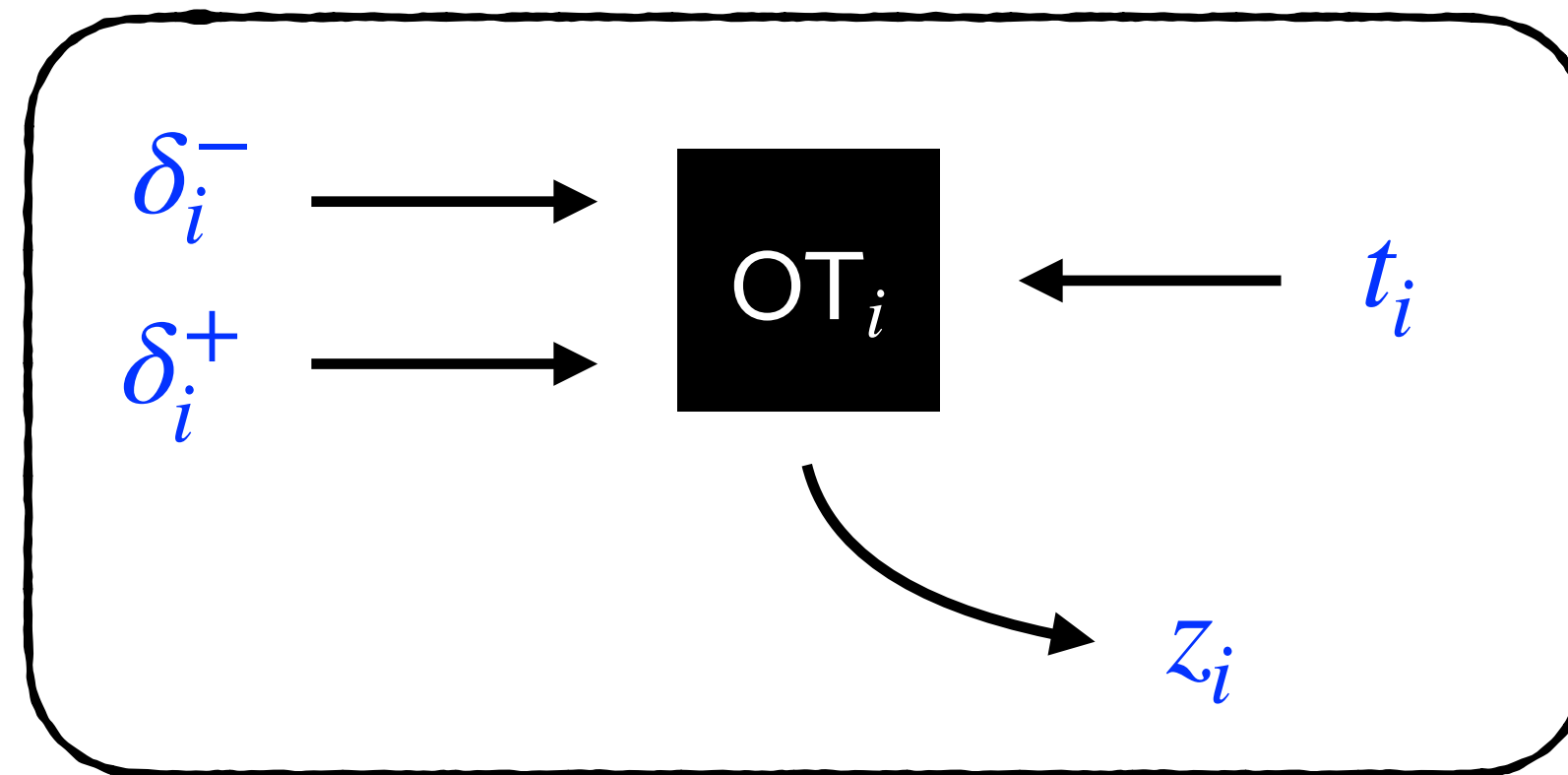
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3rd moment concentration inequality

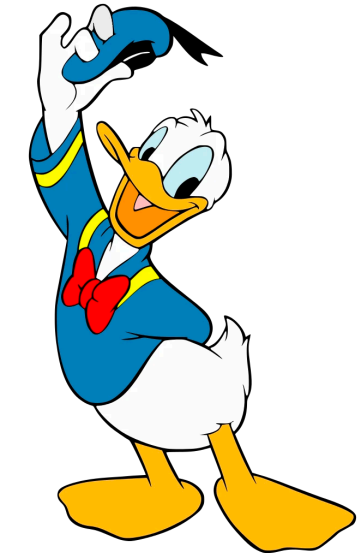


# Batching Variant of our Protocol

$\mathcal{P}_1$  and  $\mathcal{P}_2$  hold inputs  $x$  and  $y_1, \dots, y_\beta \in \mathbb{Z}_q$  respectively



1. Sample  $\delta \leftarrow \mathbb{Z}_q^n$  and set  $\begin{cases} \delta_i^+ = \delta_i + x \\ \delta_i^- = \delta_i - x \end{cases}$

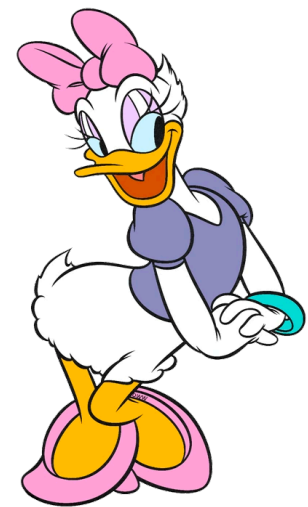
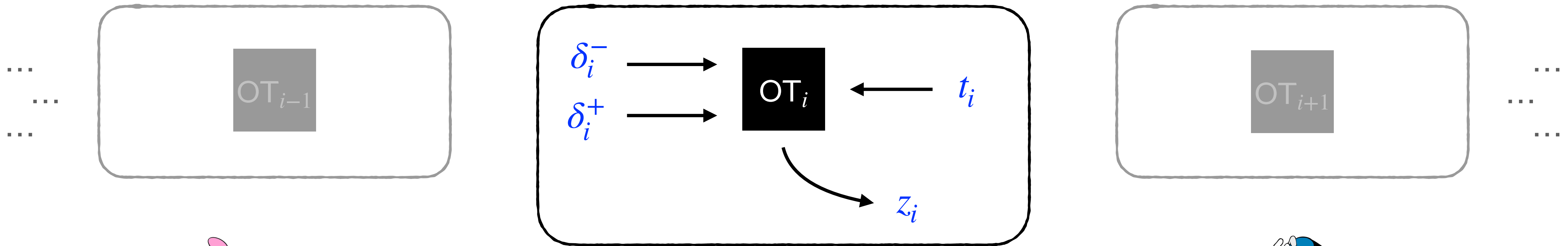


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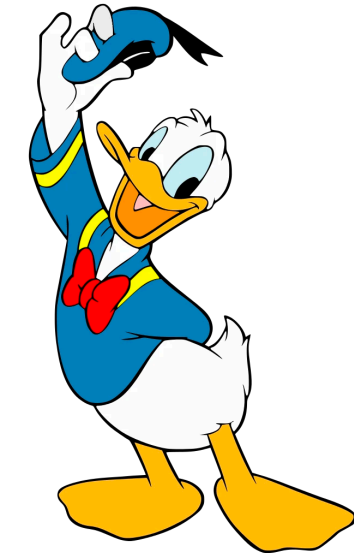
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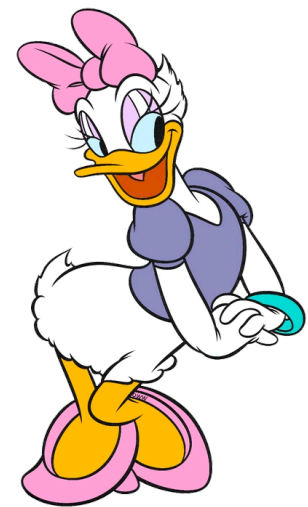
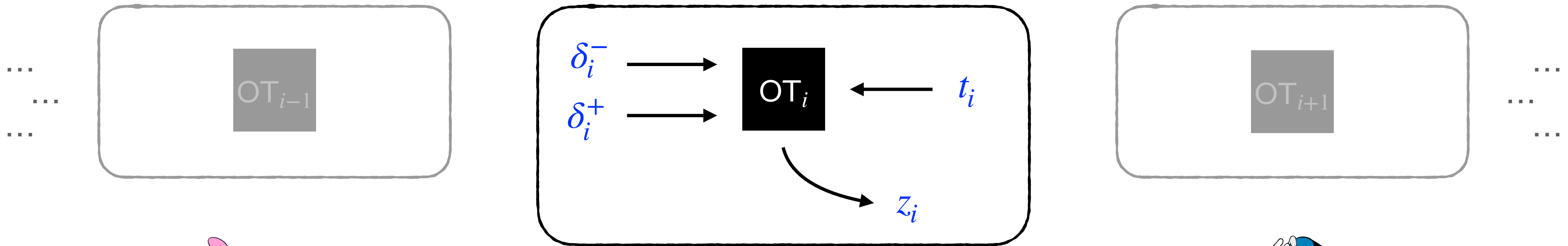


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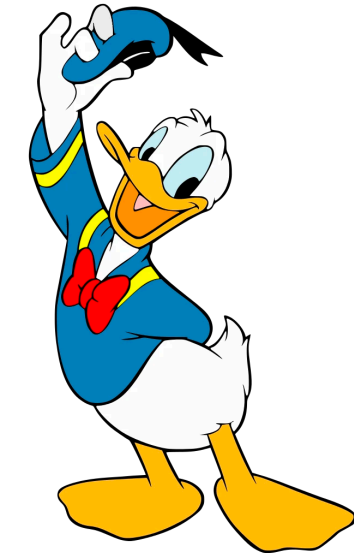
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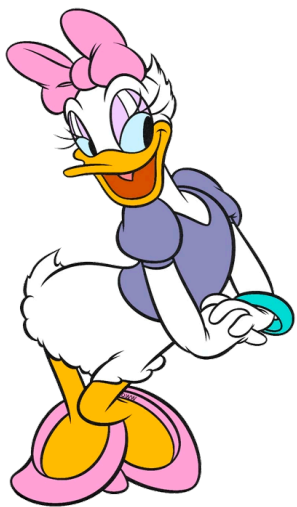
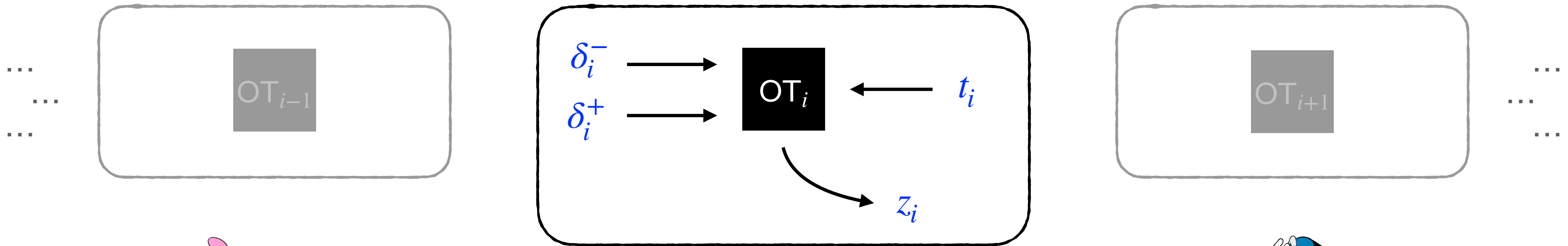


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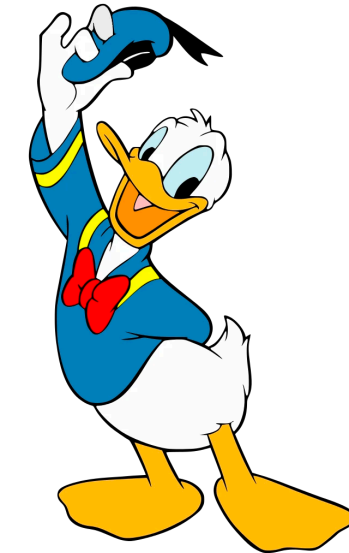
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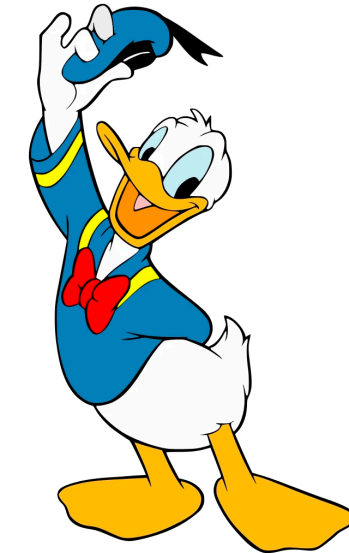
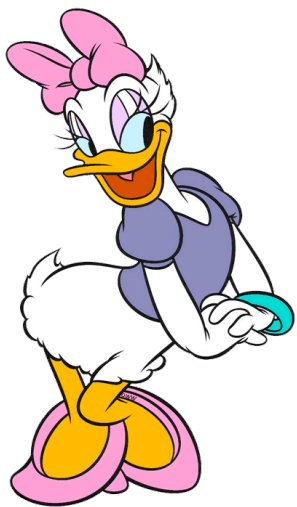
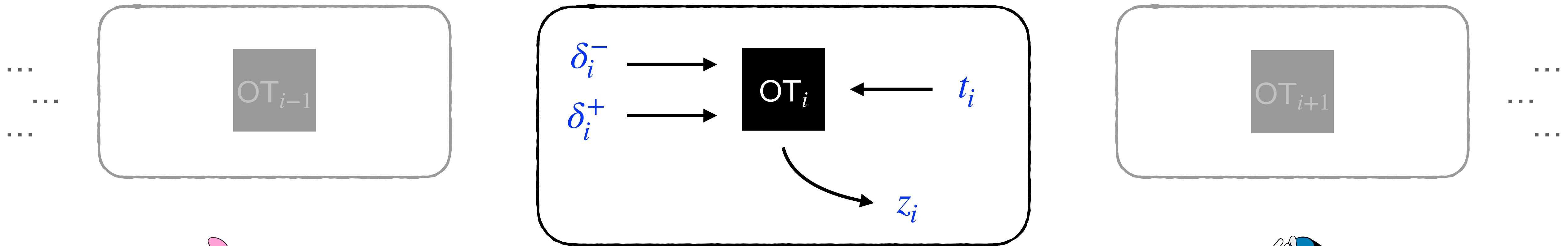


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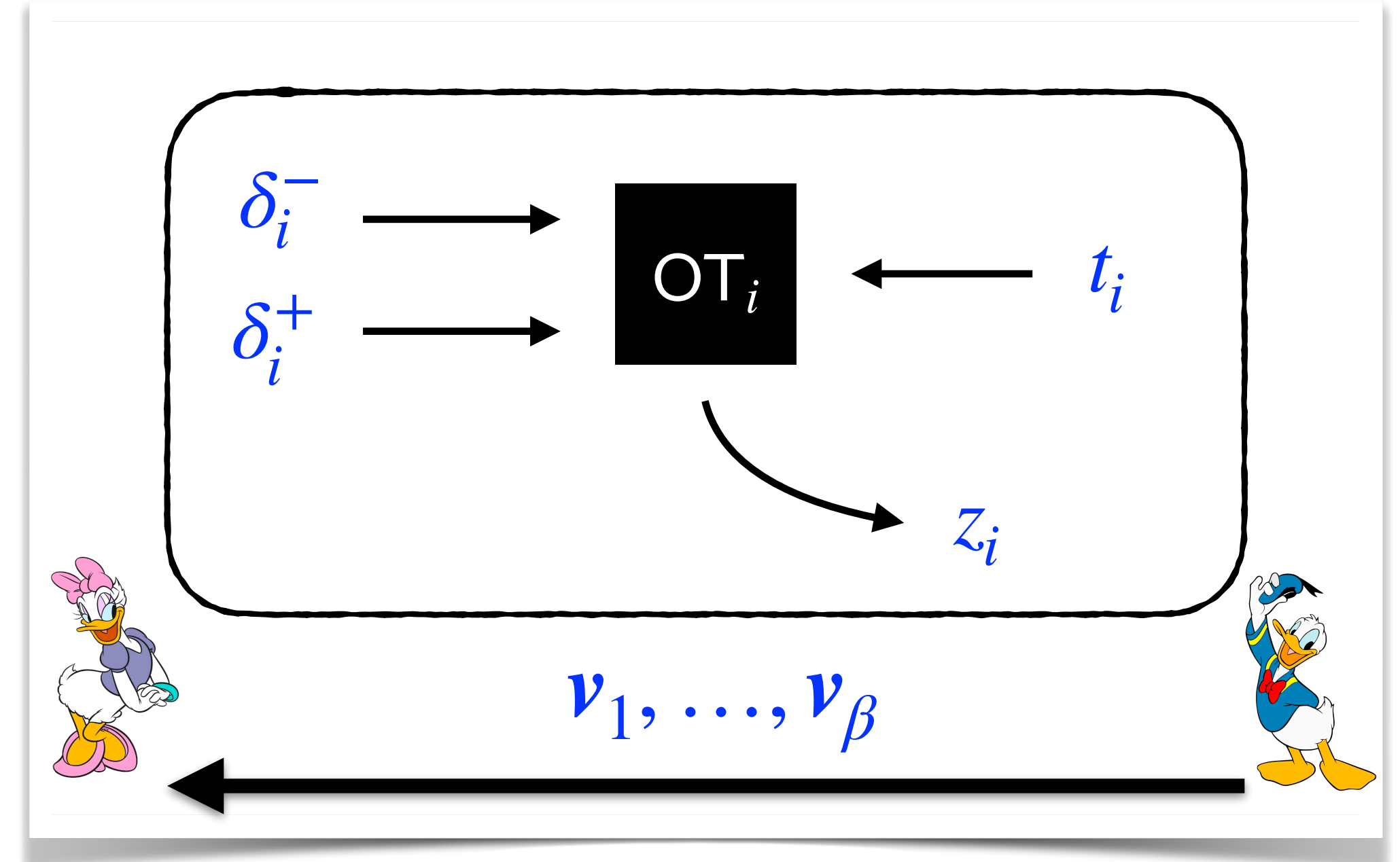


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# Summary

*New OT-based two-party mult. protocol*

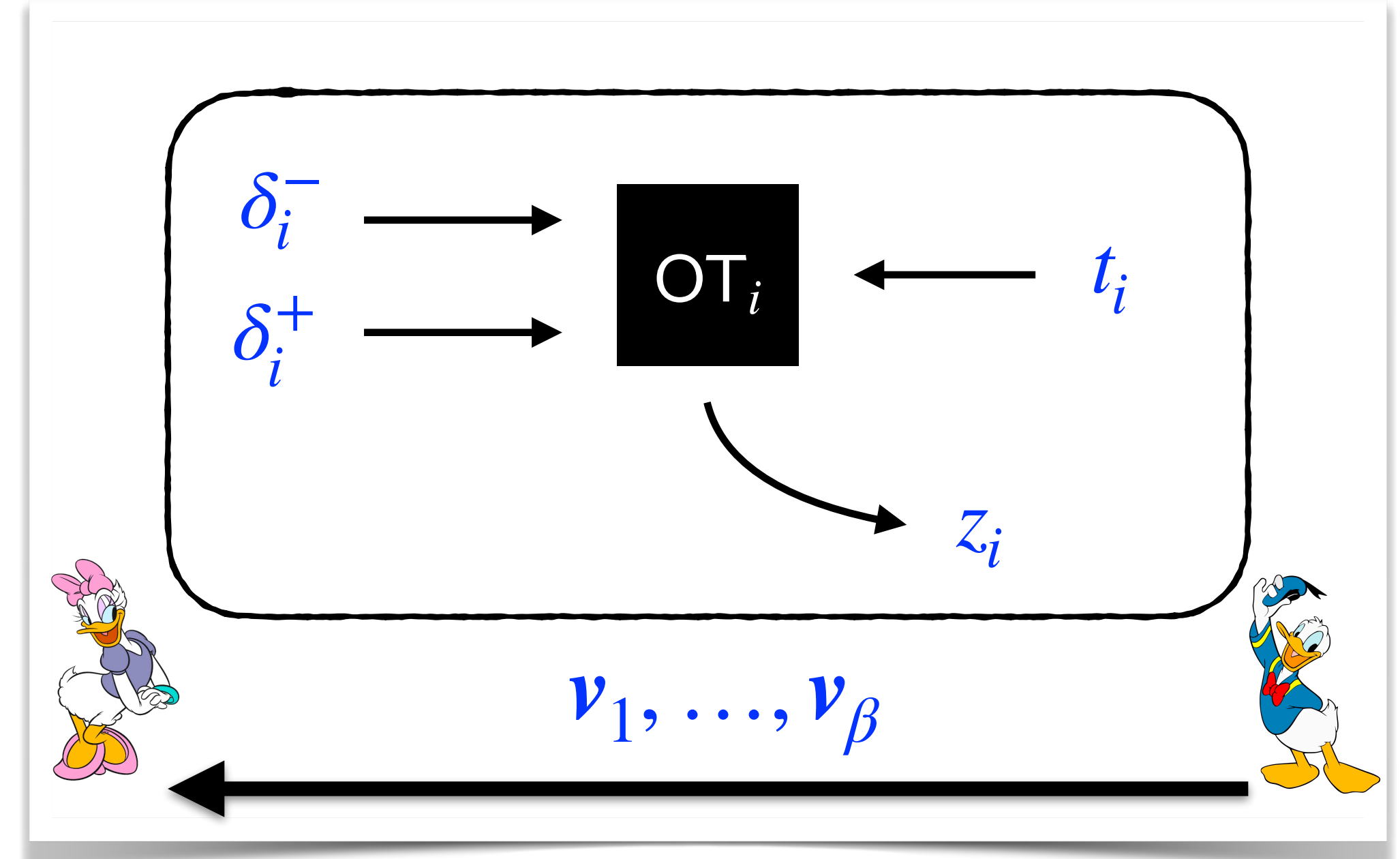


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## *New OT-based two-party mult. protocol*

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- “Almost” as efficient as SoA semi-honest protocols
- x2 more efficient than SoA in its fully malicious variant



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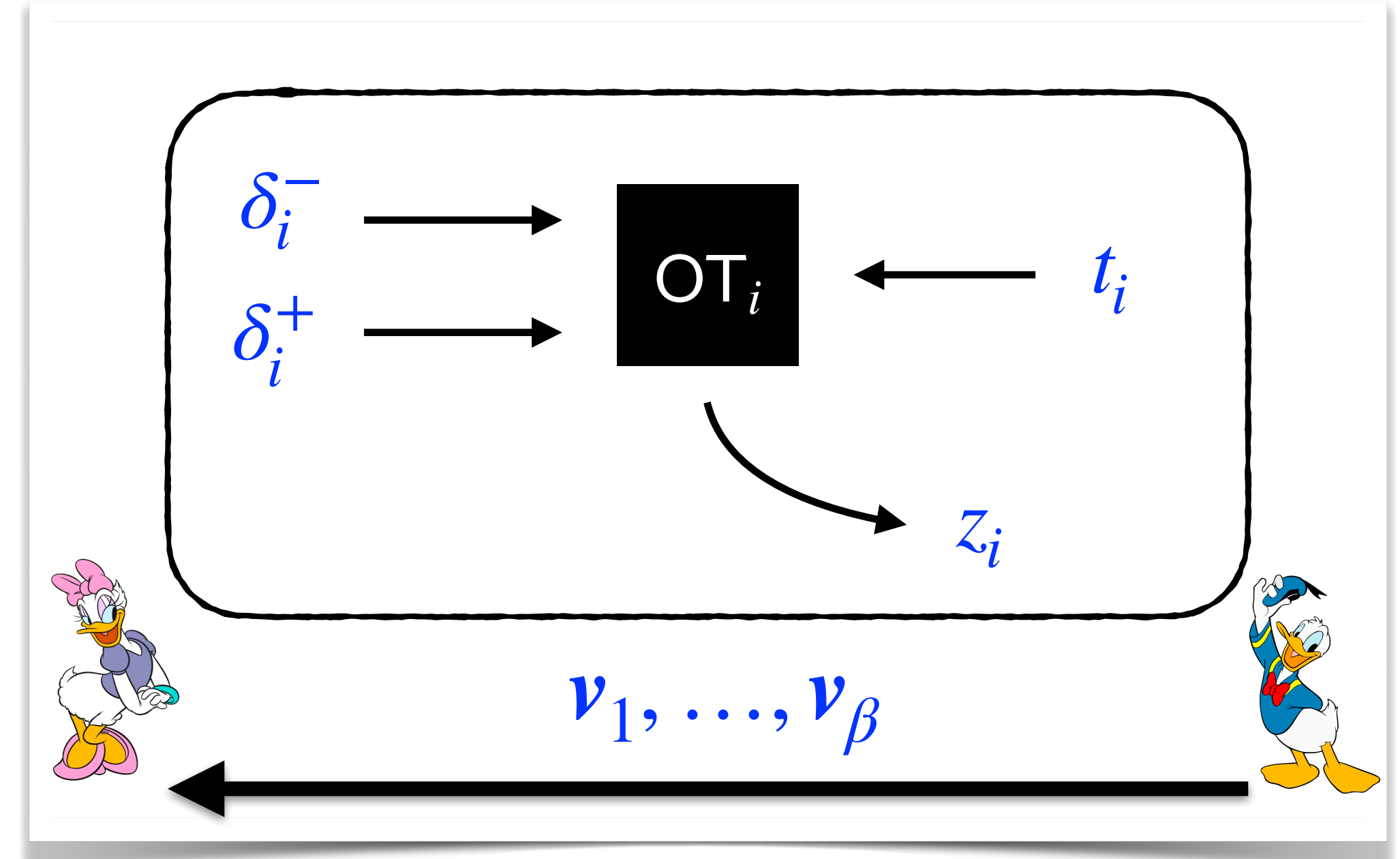
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### 2. Open Questions

- Push efficiency further (go beyond Gilboa’s  $\log(q) \times \log(q)$  barrier)
- Does IPS09 realize **WeakMult**?
- Lower Bounds? *Is OT-mult. inherently wasteful communication-wise?*





# Highly Efficient OT-Based Multiplication Protocols

*Nikolaos Makriyannis (Fireblocks)*

Joint work w/ **Iftach Haitner, Samuel Ranellucci & Eliad Tsfadia**

