

ASIACRYPT 2023

Unconditionally Secure Multiparty Computation for Symmetric Functions with Low Bottleneck Complexity

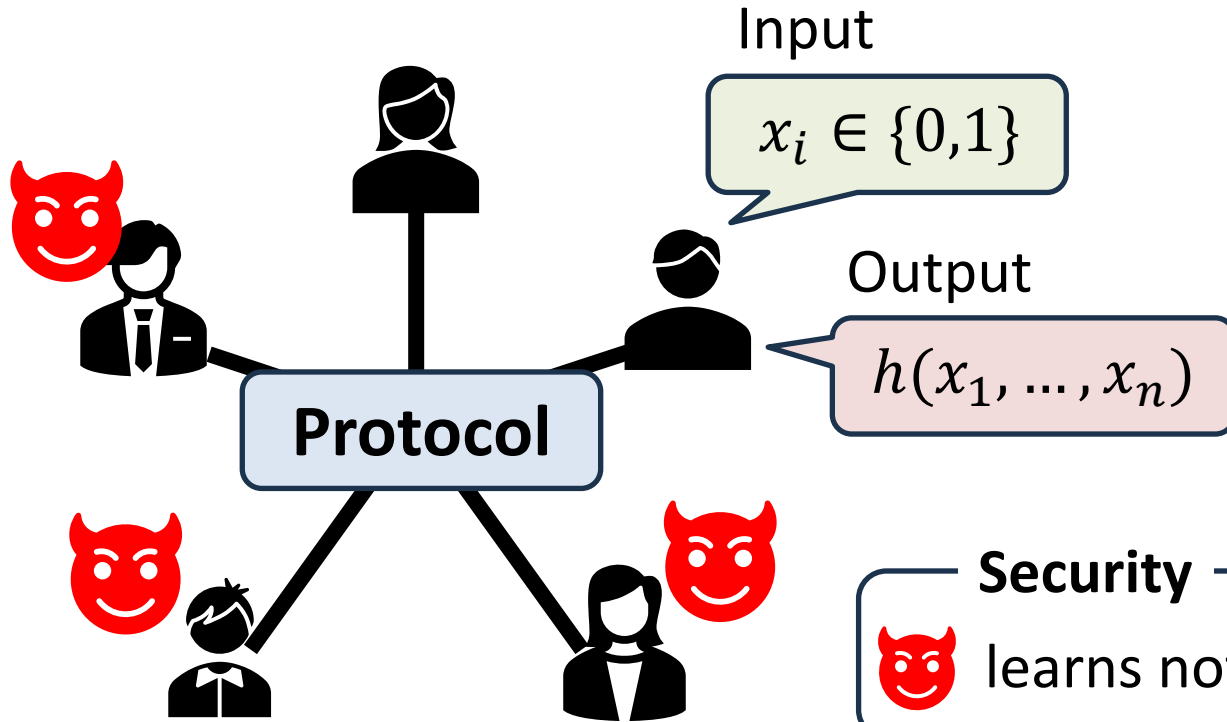
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Reo Eriguchi

AIST, Japan

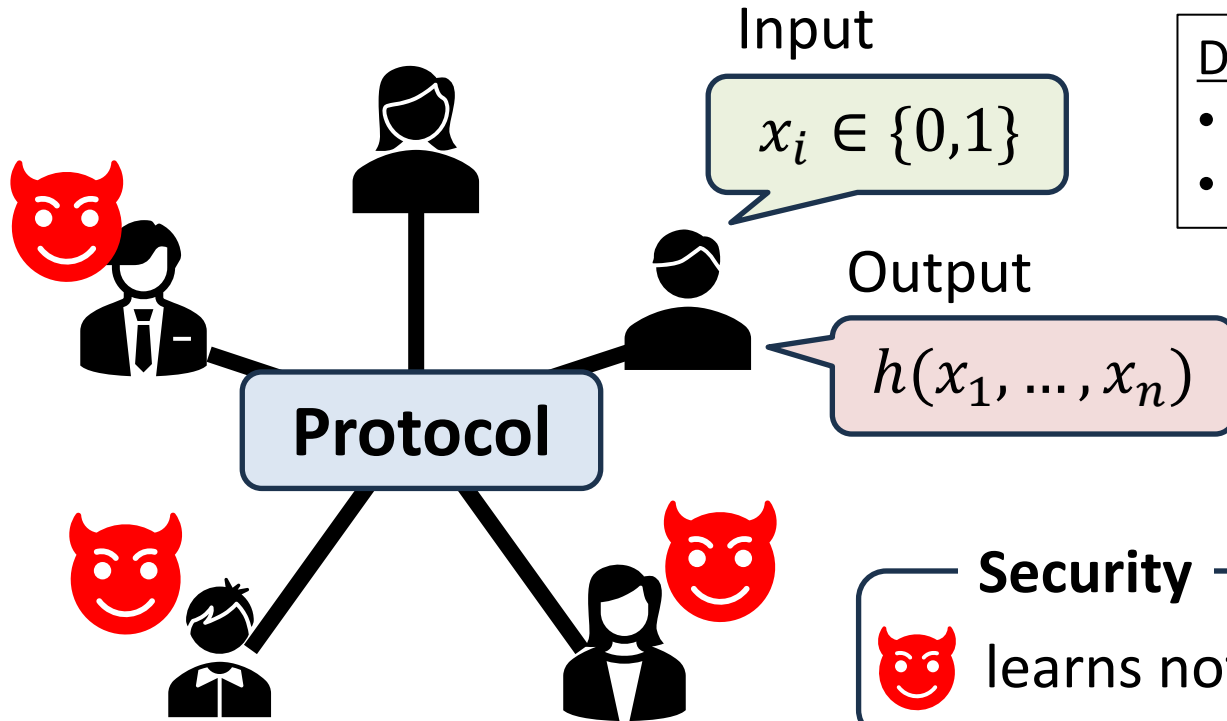
Secure Multiparty Computation (MPC)

- MPC for a function $h : \{0,1\}^n \rightarrow \{0,1\}$



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Details on our setting

- Semi-honest adversaries
- Preprocessing model

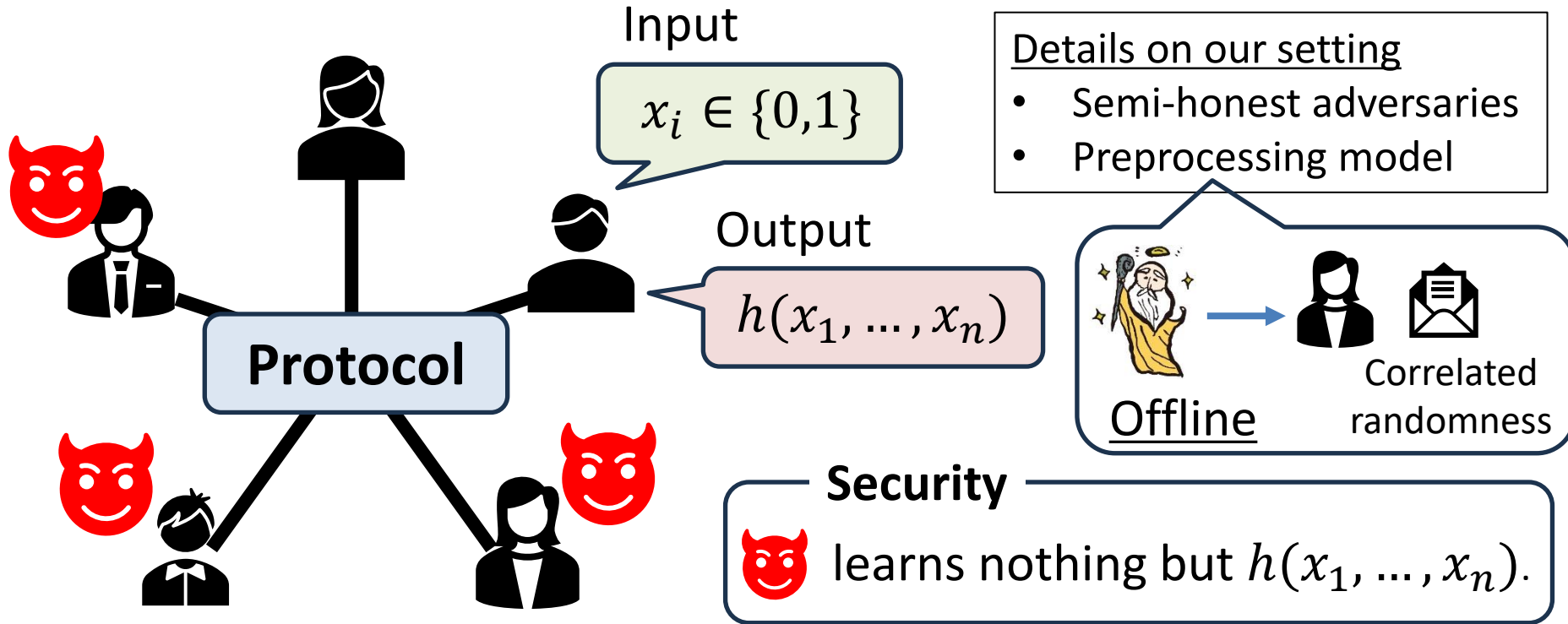
Security



learns nothing but $h(x_1, \dots, x_n)$.

Secure Multiparty Computation (MPC)

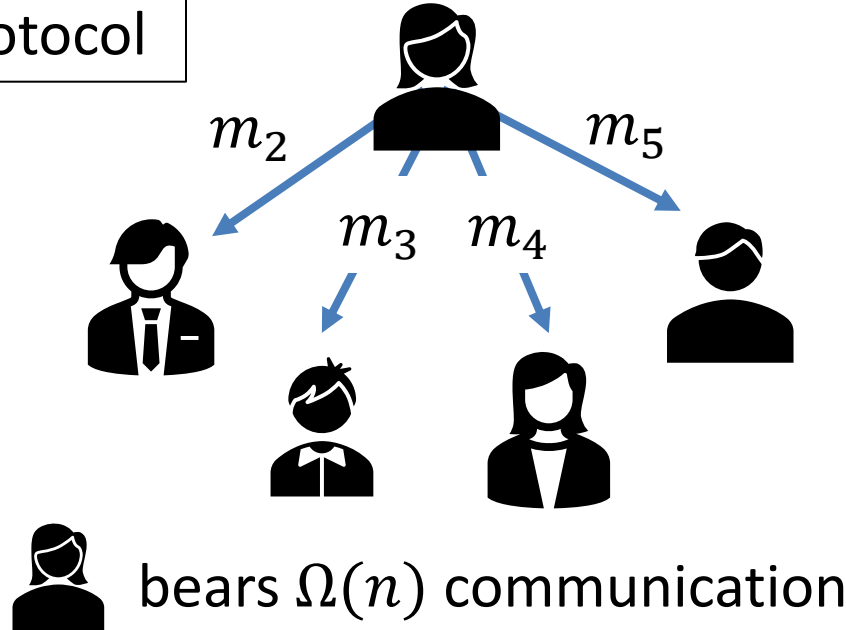
- MPC for a function $h : \{0,1\}^n \rightarrow \{0,1\}$



Bottleneck Complexity [BJPY18]

- Efficiency measure capturing the *load-balancing* aspect of protocols

Standard protocol

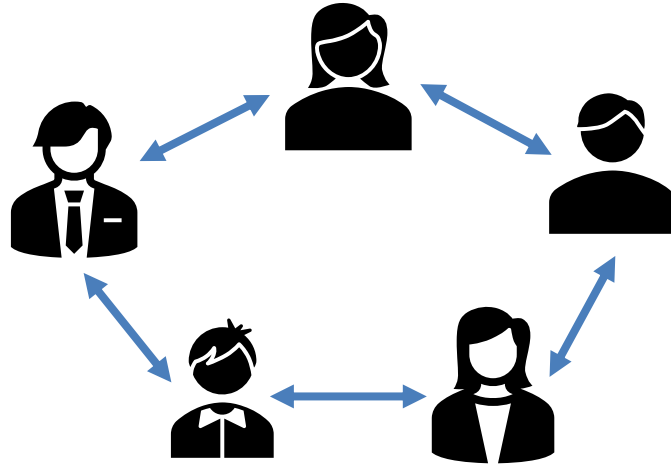


➔ Bottleneck for efficiency if n is large

Bottleneck Complexity [BJPY18]

- Efficiency measure capturing the *load-balancing* aspect of protocols

Protocol with low BC



Maximum per-party communication cost is possibly $o(n)$

= *Bottleneck complexity*



Fit large-scale networks!

Previous Results

- [BJPY18] showed that it is impossible to securely compute *all functions* with $o(n)$ BC.

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 - Based on one-way functions [ORS22]

Can we construct unconditionally secure MPC protocols for symmetric functions with $o(n)$ BC?

Our Results

- Unconditionally secure protocols for symmetric functions such that:

Protocol	Bottleneck complexity	Correlated randomness	Corruption
1st protocol*	$O(\log n)$	$O(n)$	$n - 1$
2nd protocol	$O(\sqrt{n})$	$O(\sqrt{n})$	$n - 1$
3rd protocol	$O(n^{1/d} \log n)$	$O(n^{1/d} \log n)$	$< n/(d - 1)$

* Independently discovered by [KOPR23]

$d \geq 2$ is any constant

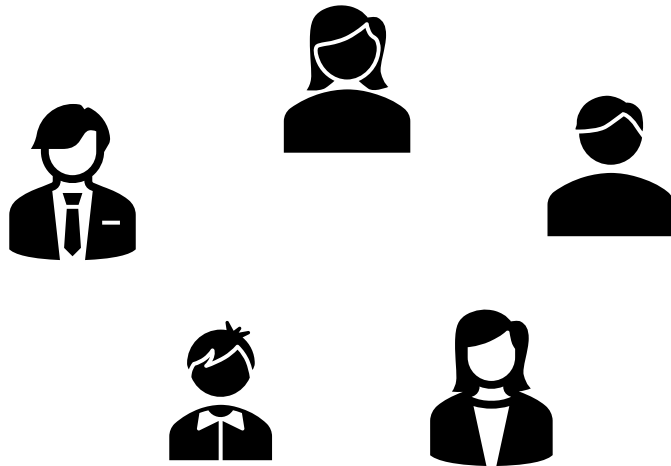
- More efficient protocols tailored to
 - AND function
 - Private set intersection

Warm-up

- **Protocol for SUM** (over a group \mathbb{G})

- Input: x_i

- Output: $s = \sum_i x_i$



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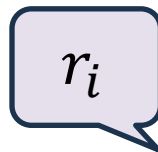
Offline

$(r_i)_{i \in [n]}$:

additive shares of 0



Corr. rand.



CR: $O(\log |\mathbb{G}|)$

Warm-up

- **Protocol for SUM** (over a group \mathbb{G})

- Input: x_i

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Output

$$m_n = s + \sum_i r_i$$
$$= s$$

Corr. rand.

r_i

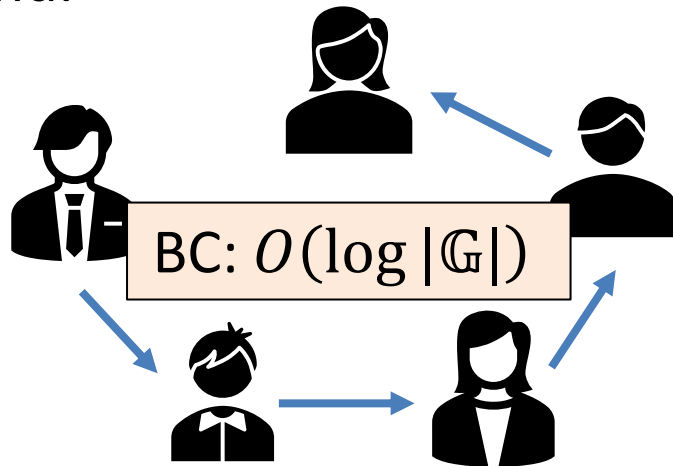
Input

x_i

Online

Parties send

$$m_i \leftarrow m_{i-1} + x_i + r_i$$



Warm-up

- **Protocol for SUM** (over a group \mathbb{G})

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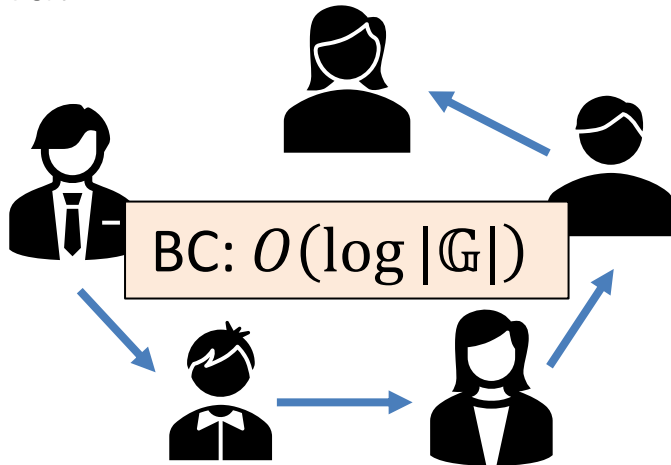
Online

Parties send

$$m_i \leftarrow m_{i-1} + x_i + r_i$$

BC: $O(\log |\mathbb{G}|)$

Opening secrets can be done with low BC



Symmetric Function

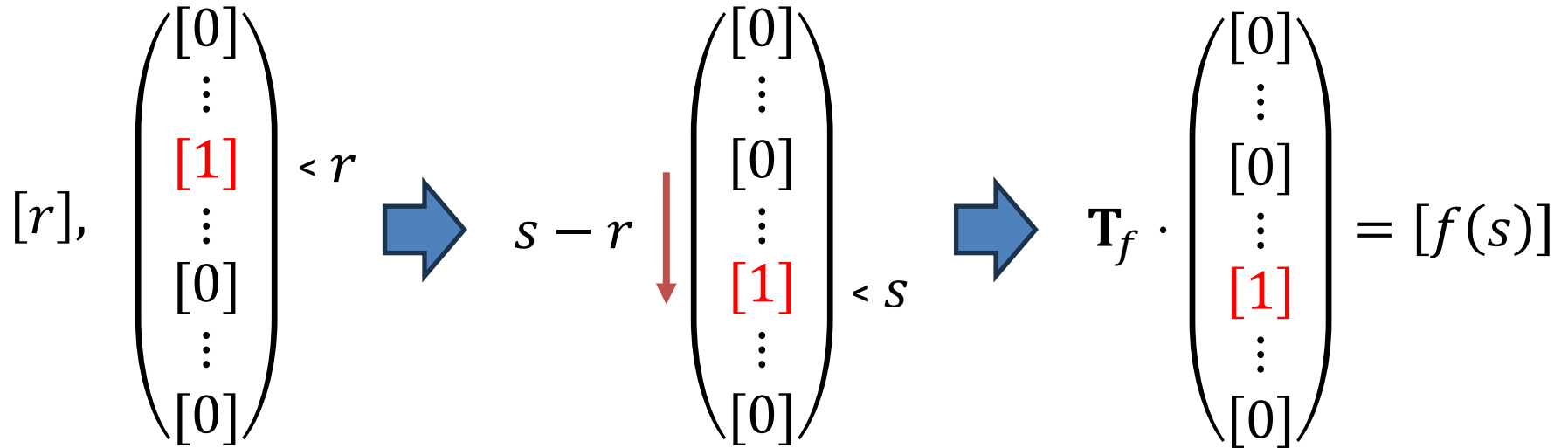
- If h is symmetric, $h(x_1, \dots, x_n)$ depends only on the number of 1's.
 - ➔ There exists $f : \{0, 1, \dots, n\} \rightarrow \{0, 1\}$ such that

$$h(x_1, \dots, x_n) = f(s), \text{ where } s = \sum_i x_i$$

One-Time Truth Table [IKM+13]

- Secure computation of $f(s)$ based on the truth table

$$\mathbf{T}_f = (f(0), \dots, f(n))$$



Our First Protocol

- Input: (x_1, \dots, x_n)
- Output: $h(x_1, \dots, x_n) = f(s)$, where $s = \sum_i x_i$

Offline

$$r \leftarrow_{\$} \mathbb{Z}_{n+1} = \{0, 1, \dots, n\}$$

$$\mathbf{e}_r = (0, \dots, \underset{\hat{0}}{1}, \dots, \underset{\hat{r}}{1}, \dots, \underset{\hat{n}}{0})^\top$$

Correlated randomness



$[r]_i$ $[\mathbf{e}_r]_i$

CR: $O(n)$

$[r]_i, [\mathbf{e}_r]_i = ([0]_i, \dots, [1]_i, \dots, [0]_i)^\top$: additive shares

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$\hat{0} \quad \hat{r} \quad \hat{n}$

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$[r]_i \quad [\mathbf{e}_r]_i$

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(1) Open $\sum_i (x_i - [r]_i) = s - r$

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Can be done
with low BC

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(2) Permute $[e_r]_i$ with shift $s - r$:
 $[e_r]_i \rightarrow [e_{r+(s-r)}]_i = [e_s]_i$

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Local
computation

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Online

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(3) Multiply $[e_s]_i$ by $\mathbf{T}_f = (f(0), \dots, f(n))$:
 $[f(s)]_i = \mathbf{T}_f \cdot [e_s]_i$

(4) Open $\sum_i [f(s)]_i = f(s)$



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$O(\log n)$ BC



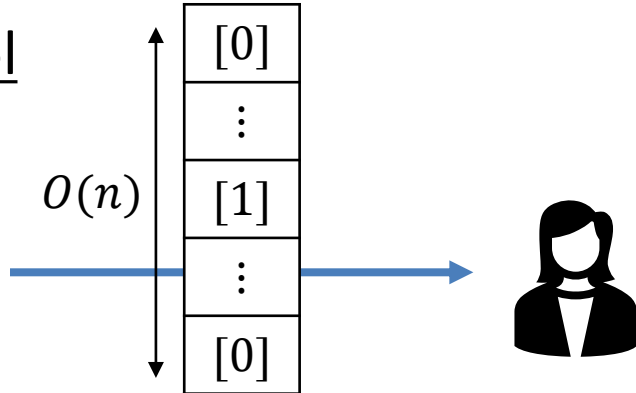
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Our Second Protocol

- 1st protocol has a large amount of correlated randomness.

Protocol	Bottleneck complexity	Correlated randomness
1st protocol	$O(\log n)$	$O(n)$
2nd protocol	$O(\sqrt{n})$	$O(\sqrt{n})$

1st Protocol



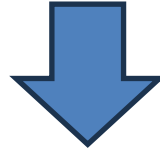
➔ Bottleneck for efficiency

The overall cost
is *sublinear*

Reducing Correlated Randomness

$$f(s) = [f(0), \dots, f(n)] \cdot \begin{bmatrix} 0 \\ \vdots \\ 1 \\ \vdots \\ 0 \end{bmatrix} < s$$

CRT implies the correspondence
 $\phi : \mathbb{Z}_{n+1} \ni s \mapsto (s_1, s_2) \in \mathbb{Z}_p \times \mathbb{Z}_q$



$$f(s) = [0, \dots, \underset{\hat{s}_1}{1}, \dots, 0] \cdot \begin{matrix} \xleftarrow{q} \\ \boxed{\mathbf{M}_f} \\ \xrightarrow{p} \end{matrix} \cdot \begin{bmatrix} 0 \\ \vdots \\ 1 \\ \vdots \\ 0 \end{bmatrix} < s_2$$

The product of \sqrt{n} -dim. matrix/vectors

➔ $O(\max\{p, q\}) = O(\sqrt{n})$ correlated randomness

Our Second Protocol

- Input: (x_1, \dots, x_n)
- Output: $h(x_1, \dots, x_n) = f(s) = \mathbf{e}_{s_1}^\top \cdot \mathbf{M}_f \cdot \mathbf{e}_{s_2}$

$$s = \sum_i x_i, (s_1, s_2) = \phi(s)$$



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Offline

$$r \leftarrow_{\$} \mathbb{Z}_{n+1}$$

$$\phi(r) = (r_1, r_2) \in \mathbb{Z}_p \times \mathbb{Z}_q$$



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$$\mathbf{e}_{r_2} = \begin{pmatrix} 0, \dots, 1, \dots, 0 \\ \hat{0} \quad \hat{r}_2 \quad \hat{q} \end{pmatrix}^\top$$

Correlated randomness



$$\begin{bmatrix} [r]_i \\ [\mathbf{e}_{r_1}]_i \\ [\mathbf{e}_{r_2}]_i \end{bmatrix}$$

$$\text{CR} : O(\max\{p, q\}) = O(\sqrt{n})$$

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Online

Correlated randomness

(1) Open $\sum_i (x_i - [r]_i) = s - r$

Low BC



$$\begin{aligned} &[r]_i \\ &[\mathbf{e}_{r_1}]_i \\ &[\mathbf{e}_{r_2}]_i \end{aligned}$$



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Online

(1) Open $\sum_i (x_i - [r]_i) = s - r$

Low BC

(2) Decompose $\phi(s - r) = (y_1, y_2)$

Local computation

Correlated randomness



$$\begin{aligned} [r]_i \\ [\mathbf{e}_{r_1}]_i \\ [\mathbf{e}_{r_2}]_i \end{aligned}$$



Our Second Protocol

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(1) Open $\sum_i (x_i - [r]_i) = s - r$

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(2) Decompose $\phi(s - r) = (y_1, y_2)$

(3) Permute $[\mathbf{e}_{r_b}]_i$ with shift y_b :
 $[\mathbf{e}_{r_b}]_i \rightarrow [\mathbf{e}_{r_b + y_b}]_i = [\mathbf{e}_{s_b}]_i$

Local
computation



$$\begin{aligned} [r]_i \\ [\mathbf{e}_{r_1}]_i \\ [\mathbf{e}_{r_2}]_i \end{aligned}$$



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 $[\mathbf{e}_{r_b}]_i \rightarrow [\mathbf{e}_{r_b + y_b}]_i = [\mathbf{e}_{s_b}]_i$

Local computation

(4) Multiply $[\mathbf{e}_{s_2}]_i$ with a *constant* matrix \mathbf{M}_f :
 $[\mathbf{e}_{s_2}]_i \rightarrow [\mathbf{M}_f \mathbf{e}_{s_2}]_i$



$[r]_i$
 $[\mathbf{e}_{r_1}]_i$
 $[\mathbf{e}_{r_2}]_i$



Our Second Protocol

- The remaining step is to securely obtain

$$\mathbf{e}_{s_1}^T \cdot \mathbf{M}_f \mathbf{e}_{s_2} \text{ from } [\mathbf{e}_{s_1}]_i \text{ and } [\mathbf{M}_f \mathbf{e}_{s_2}]_i$$

- How do we securely compute the product of secrets?

Our Second Protocol

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- How do we securely compute the product of secrets?



Using Beaver triples

Novel observation

Standard multiplication protocol based on Beaver triples has **low BC!**



Both BC and CR are *constant* per multiplication

Multiplication based on Beaver Triples

- Input: $[x]_i, [y]_i$ ($x, y \in \{0,1\}$)
- Output: $[xy]_i$

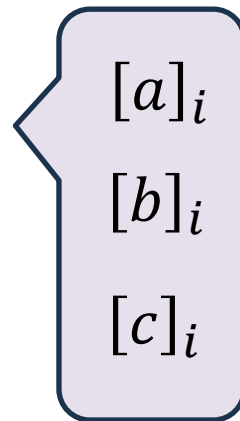


Offline

$$a, b \leftarrow_{\$} \{0,1\}$$
$$c \leftarrow ab$$



Correlated randomness



Multiplication based on Beaver Triples

- Input: $[x]_i, [y]_i$ ($x, y \in \{0,1\}$)
- Output: $[xy]_i$

Online

Low BC

Correlated randomness

(1) Open $x' = x - a, y' = y - b$



$[a]_i$

$[b]_i$

$[c]_i$

Multiplication based on Beaver Triples

- Input: $[x]_i, [y]_i$ ($x, y \in \{0,1\}$)
- Output: $[xy]_i$

Online

Low BC

(1) Open $x' = x - a, y' = y - b$

(2) Compute

$$[xy]_i = [x'y']_i + x'[b]_i + y'[a]_i + [c]_i$$

Local
computation

Correlated randomness



$[a]_i$

$[b]_i$

$[c]_i$


Multiplication based on Beaver Triples

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Local
computation



$[a]_i$

$[b]_i$

$[c]_i$

➔ Both BC and CR are *constant* per multiplication

Our Second Protocol

- $O(\sqrt{n})$ Beaver triples suffice for secure computation of $\mathbf{e}_{s_1}^\top \cdot \mathbf{M}_f \mathbf{e}_{s_2}$ from $[\mathbf{e}_{s_1}]_i$ and $[\mathbf{M}_f \mathbf{e}_{s_2}]_i$.



BC and CR of the protocol are $O(\sqrt{n})$

Summary

- Bottleneck complexity captures load-balancing aspect of MPC.
- Previous protocols computing symmetric functions with $o(n)$ BC are computationally secure.
- We construct unconditionally secure protocols such that

Protocol	Bottleneck complexity	Correlated randomness	Corruption
1st protocol	$O(\log n)$	$O(n)$	$n - 1$
2nd protocol	$O(\sqrt{n})$	$O(\sqrt{n})$	$n - 1$
3rd protocol	$O(n^{1/d} \log n)$	$O(n^{1/d} \log n)$	$< n/(d - 1)$

$d \geq 2$ is any constant

- More efficient protocols tailored to AND function and PSI.

Future Work

- What is the optimal bottleneck complexity of computing symmetric functions?
 - E.g., is there a secure protocol such that both BC and CR are $O(\log n)$?
- Can we derive a lower bound on bottleneck complexity for *symmetric* functions?
 - [BJPY18] derived a non-trivial lower bound for *general* functions.
- Can we achieve malicious security unconditionally?
 - [BJPY18] showed a generic compiler based on heavy cryptographic primitives.

Thank you!

Please see <https://eprint.iacr.org/2023/662> for the full paper.