

# Hintless Single-Server PIR

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# Single-Server PIR

## Private Information Retrieval

**Client**( $i \in [m]$ )

**Server**( $\text{db} \in \Omega^m$ )

$\text{qu} \leftarrow \text{Query}(i)$

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$\text{rsp} \leftarrow \text{Response}(\text{qu}, \text{db})$

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$\text{db}_* \leftarrow \text{Recover}(\text{rsp}, i)$

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■ **Secure:**  $\forall i, j \in [m], \{\text{Query}(i)\} \approx_c \{\text{Query}(j)\}$

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  - Preprocessing Costs

# PIR from HE: SOTA

- SimplePIR and DoublePIR [HHC MV Usenix23]
  - Pros: Extremely fast (online) server processing
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- TiptoePIR [HDCZ SOSP23] (Concurrent to our work)
  - Pros: Removes the hint from SimplePIR!
  - Cons:  $+\Omega(n^2 \log q)$  ( $\approx 23MB$ ) per-query bandwidth cost

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  - **Almost** a PIR query, which is solved trivially
- **Our Work:** Use non-trivial (albeit technically straightforward) RLWE-based PIR instead
  - Speed up with novel **precomputation** argument
  - Also a PIR with  $O(\sqrt[3]{|\mathbf{db}|})$  bandwidth scaling (TensorPIR)

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# Column-Major Matrix-Vector Multiplication

$$\begin{pmatrix} \vdots & \vdots & \dots & \vdots \\ \vec{a}_1 & \vec{a}_2 & \dots & \vec{a}_n \\ \vdots & \vdots & \dots & \vdots \end{pmatrix} \cdot \begin{pmatrix} \vec{s}_1 \\ \vec{s}_2 \\ \vdots \\ \vec{s}_n \end{pmatrix} = \sum_{i \in [n]} \vec{s}_i \cdot \begin{pmatrix} \vdots \\ \vec{a}_i \\ \vdots \end{pmatrix}$$

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  - What **TiptoePIR** does
- **Con:** Requires  $n$  RLWE ciphertexts,  $\Theta(n^2 \log q)$  bandwidth

# Diagonally-Dominant Matrix-Vector Multiplication

$$\begin{pmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{pmatrix} \cdot \begin{pmatrix} \vec{s}_1 \\ \vec{s}_2 \\ \vec{s}_3 \end{pmatrix}$$

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  - Our Work: Use precomputation to make this fast

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- Use **standard** RLWE (and gadget RLWE) encryption with plaintext packing

# ◊-Product: Standard Domain

## ◊-Product

Let  $\vec{ct} \in (R_{n,q} \times R_{n,q})^\ell$  be a collection of  $\ell$  RLWE ciphertexts. For a polynomial  $a \in R_{n,q}$ , define

$$a \diamond \vec{ct} = \sum_{i \in [\ell]} \text{GadgetDecompose}(a)_i * \vec{ct}_i$$

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    - And GSW/FHEW/TFHE/etc.
  - Implies hom. rotation  $\vec{s} \mapsto \text{rot}(\vec{s})$
- As written, is  $O(n^2 \log q)$  time due to \*

## ◇-Product: NTT Domain

- If we assume  $a, \vec{ct}$  start in NTT domain  $(\widehat{a}, \widehat{\vec{ct}})$ , and want result in NTT domain, instead must compute

$$\widehat{a \diamond \vec{ct}} = \sum_{i \in [\ell]} \text{NTT}(\text{GadgetDecompose}(\text{NTT}^{-1}(\widehat{a})))_i \circ \widehat{\vec{ct}}_i;$$

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- Precompute?

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  - Precompute all NTTs ( $O(\log n)\times$  speedup)

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  - With client-side CRT interpolation to handle NTT-unfriendly  $q \in \{2^{32}, 2^{64}\}$
- Apply composable preprocessing to preprocess all NTTs that occur
- **Net Result:** Can hom. compute  $(A, \text{Enc}_{\vec{s}}(\vec{x})) \mapsto \text{Enc}_{\vec{s}}(A \cdot \vec{x})$  within a multiplicative constant of the cost in plaintext

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# Contents

1 PIR

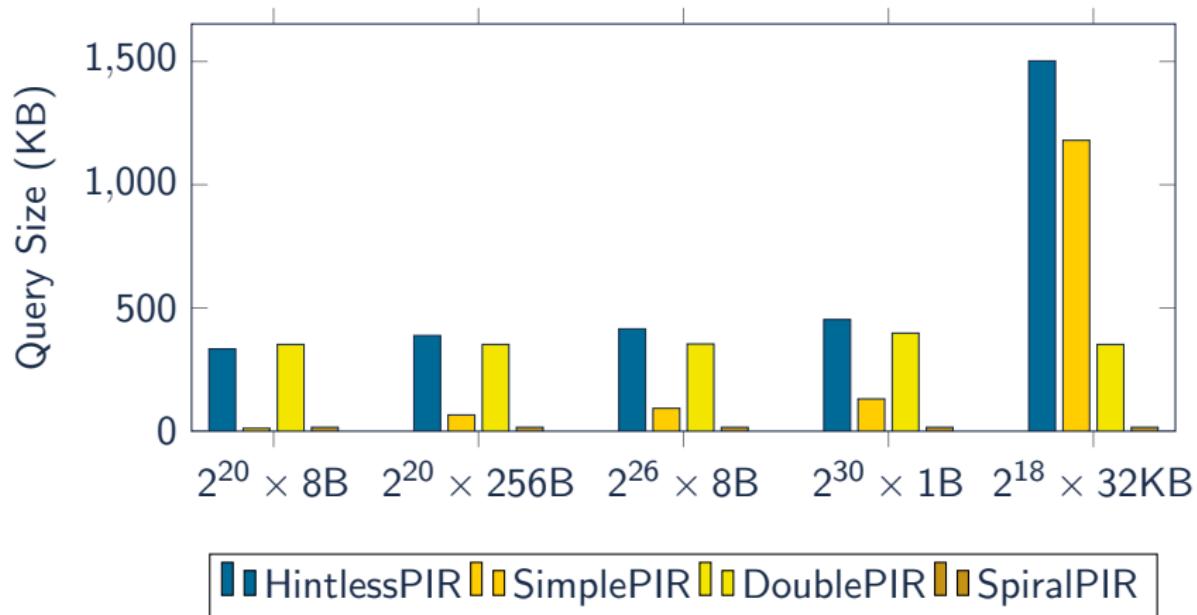
2 Composable Preprocessing

3 Evaluation

# Evaluation

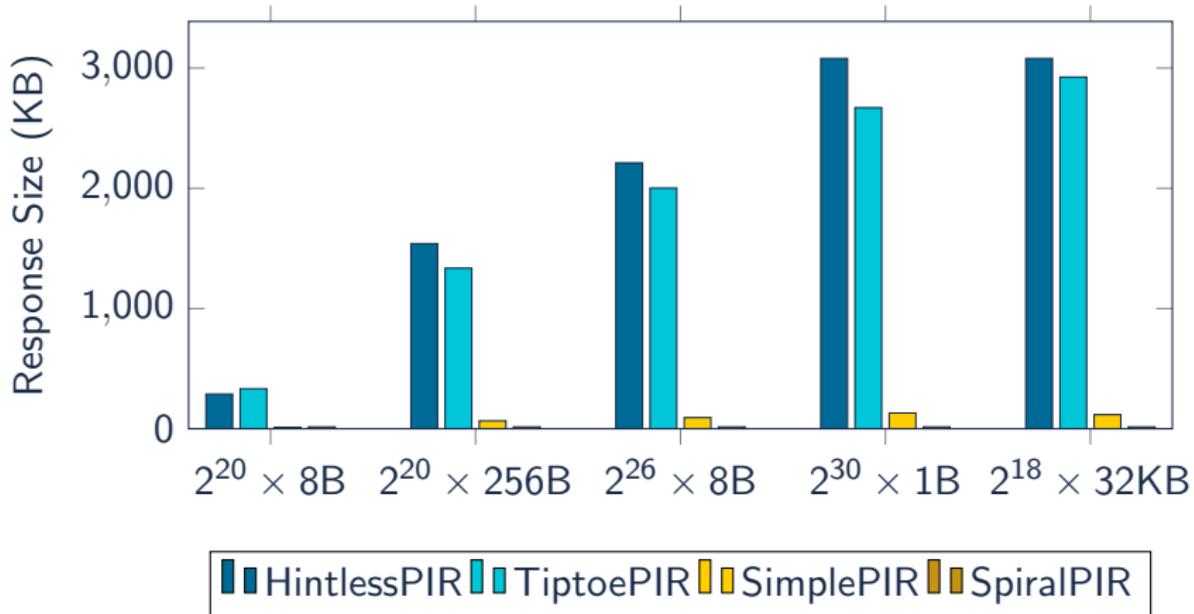
- Implemented our protocols
  - [https://github.com/google/hintless\\_pir](https://github.com/google/hintless_pir)
- Compared HintlessPIR to other HE-based PIR
  - SimplePIR, DoublePIR, TiptoePIR, SpiralPIR

## Bandwidth: Query Size



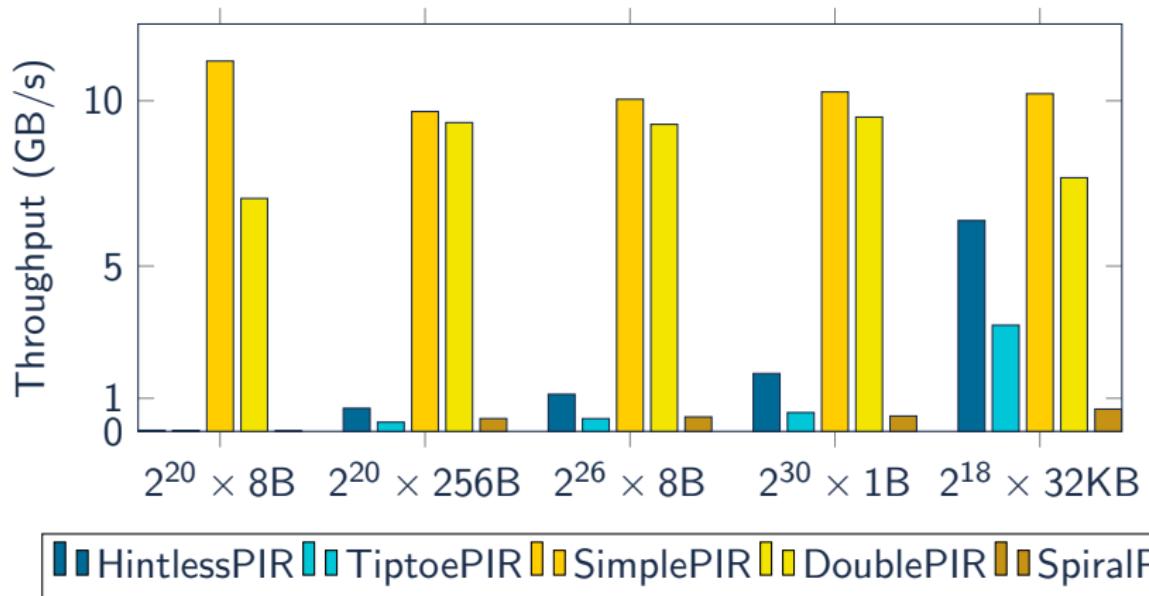
- TiptoePIR:  $\approx 23MB$  for all database sizes

# Bandwidth: Response Size



- DoublePIR's response depends only on record size. Ranges from 44KB (1B records) to 1273MB (32KB records)

## Throughput



## Hint Size

Database	SimplePIR	DoublePIR
$2^{20} \times 8B(8MB)$	200% ( <b>16MB</b> )	3025% ( <b>242MB</b> )
$2^{20} \times 256B(286MB)$	34% (92MB)	2573% ( <b>6897MB</b> )
$2^{26} \times 8B(537MB)$	24% (131MB)	45% (242MB)
$2^{30} \times 1B(1074MB)$	17% (185MB)	2.8% ( <b>31MB</b> )
$2^{18} \times 32KB(8389MB)$	2% ( <b>185MB</b> )	10418% ( <b>874000MB</b> )