Efficient Permutation Correlations and Batched Random Access for Two-Party Computation

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# Linear Scan Α $\mathbf{A}_i$ -





 $\mathbf{A}_i$ 



Linear Overhead



Linear Overhead

Low Constants



## $\boldsymbol{\Delta}$ $\mathbf{A}_i$

Polylog Overhead



Polylog Overhead

**High Constants** 



#### **Secret Sharing Schemes**

#### **Garbled RAM**

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Mostly sequential accesses



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#### **Garbled RAM**





Many MPC applications with RAM can be implemented in a **batched** manner



### $\sigma$ a **Permutation**





### Permutation

#### A key primitive for batched RAM

#### We show they allow for more complex batched RAM

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Amortized O(1) overhead per access

### Contribution

#### Suite of 2-party semi-honest protocols:

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2 novel permutation correlations

Expressive batched RAM read/write gates

Toolbox: derandomization protocols, extraction, sort

### Contribution



#### **Expressive batched RAM read/write gates**

Toolbox: derandomization protocols, extraction, sort







 $\pi(A) = B + C$ 



Permutation-equivalent to random OLE in MPC



Permutation equivalent to random OLE in MPC

'Share translation' in [CGP20]

### 2 Novel Protocols

Weak PRF-based O(nI) comm., 3 rounds 7.3 seconds and 182MB for n=2<sup>20</sup>, I=128

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Weak PRF-based O(nI) comm., 3 rounds 7.3 seconds and 182MB for n=2<sup>20</sup>, I=128

PCG-based First sublinear protocol O(n log I) comm., O(log (I/ $\kappa^2$ )) rounds Higher constants

### Weak PRF



x is random

### Weak PRF



x is random

### Weak PRF



x is random

Alternating Moduli [APRR24], LowMC [ARS+15]





 $\pi$ 





 $\pi$ 











### **Ours vs Related Work**

Chosen-input,  $n=2^{20}$ , I=128

Ours: 7.3s, 182MB

Chase et al. [CGP20]: 44s, 4GB

Gazelle [JVC18]: 303s, 215MB

(1) Batched read and (2) batched write

Multiple reads/write to single index allowed

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Dominant cost: Sort

O(n log n) time and O(log n) rounds

n accesses with amortized O(1) overhead

n accesses to  $n=2^{16}$  array ~10s and ~160MB

### **Batched-RAM-Read Tool**

#### Aggregation Tree [BDG+22]: Input: List of blocks B, List of control bits c

$$[[B]]: B_0 B_1 B_2 B_3 B_4 B_5$$

c partitions B into sublists:  $B_0$ 

$$\begin{array}{c|c} B_0 \\ B_1 \\ B_2 \\ B_3 \\ B_4 \\ B_5 \end{array}$$

Output: Copy first item of each sublist into rest of sublist

$$\mathbf{B}_0 \quad \mathbf{B}_1 \quad \mathbf{B}_1 \quad \mathbf{B}_1 \quad \mathbf{B}_4 \quad \mathbf{B}_4$$















#### Aggregation Tree



#### **Aggregation Tree**



#### **Aggregation Tree**





### Unpermute with $\pi^{-1}$







### Toolbox

Derandomize:

Chosen input and permutation Input list is secret-shared Permutation is secret-shared (as composition) Many permutations with 1 correlation Inverse permutation

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Additive ⇔ composition secret-shared permutation

Sorting and extraction protocols

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Suite of 2-party semi-honest protocols:

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Expressive batched RAM read/write gates

Toolbox: derandomization protocols, extraction, sort