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Range: Ring Z^2L (L is a integer) or Finite Field Fq (q is a prime)
Note: x to denote a scalar; x to denote a vector; X to denote a matrix
#case1: scalar
ADD: z=x+v
INPUT
S0: \langle x \rangle 0, \langle y \rangle 0; S1: \langle x \rangle 1, \langle y \rangle 1
COMPUTE
S0: Compute \langle z \rangle 0 = \langle x \rangle 0 + \langle y \rangle 0, locally
S1: Compute \langle z \rangle 1 = \langle x \rangle 1 + \langle y \rangle 1, locally
OUTPUT
S0: <z>0; S1: <z>1
MUL: z=x.y
INPUT
S0: \langle x \rangle 0, \langle y \rangle 0, (\langle a \rangle 0, \langle b \rangle 0, \langle c \rangle 0)
S1: <x>1, <y>1, (<a>1, <b>1, <c>1)
COMPUTE
Si: Compute \langle e \rangle i = \langle x \rangle i - \langle a \rangle i; \langle f \rangle i = \langle y \rangle i - \langle b \rangle i; , send \langle e \rangle i, \langle f \rangle i to S1-i;
    and set e = < e > 0 + < e > 1, f = < f > 0 + < f > 1;
   Compute \langle z \rangle i = i.e.f + f. \langle a \rangle i + e. \langle b \rangle i + \langle c \rangle i
i.e.
S0: compute < e > 0 = < x > 0 - < a > 0; < f > 0 = < y > 0 - < b > 0; , send < e > 0, < f > 0 to S1;
S1: compute \langle e \rangle 1 = \langle x \rangle 1 - \langle a \rangle 1; \langle f \rangle 1 = \langle y \rangle 1 - \langle b \rangle 1; , send \langle e \rangle 1, \langle f \rangle 1 to S0;
S0: reconstruct e = \langle e \rangle 0 + \langle e \rangle 1, f = \langle f \rangle 0 + \langle f \rangle 1;
S1: reconstruct e = \langle e \rangle 0 + \langle e \rangle 1, f = \langle f \rangle 0 + \langle f \rangle 1;
S0: compute < z > 0 = f. < a > 0 + e. < b > 0 + < c > 0
S1: compute \langle z \rangle 1 = e.f + f. \langle a \rangle 1 + e. \langle b \rangle 1 + \langle c \rangle 1
OUTPUT
S0: <z>0; S1: <z>1
CORRECTNESS
z = \langle z \rangle 0 + \langle z \rangle 1 = e.f + f.a + e.b + c = (x-a)(y-b) + (y-b)a + (x-a)b + ab = x.y
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#case2: matrix
ADD: Z=X+Y
INPUT
S0: \langle X \rangle 0, \langle Y \rangle 0; S1: \langle X \rangle 1, \langle Y \rangle 1
COMPUTE
S0: Compute \langle \mathbf{Z} \rangle 0 = \langle \mathbf{X} \rangle 0 + \langle \mathbf{Y} \rangle 0, locally
S1: Compute \langle \mathbf{Z} \rangle 1 = \langle \mathbf{X} \rangle 1 + \langle \mathbf{Y} \rangle 1, locally
OUTPUT
S0: <Z>0: S1: <Z>1
MUL: Z=X.Y (For example: Zmx1=Xmxd.Ydx1)
INPUT
S0: \langle X \rangle 0 \text{ mxd}, \langle Y \rangle 0 \text{ dxn}, (\langle A \rangle 0 \text{ mxd}, \langle B \rangle 0 \text{ dxn}, \langle C \rangle 0 \text{ mxn})
S1: <X>1 mxd, <Y>1 dxn, (<A>1 mxd, <B>1 dxn, <C>1 mxn)
COMPUTE
Si: Compute \langle \mathbf{E} \rangle i = \langle \mathbf{X} \rangle i - \langle \mathbf{A} \rangle i; \langle \mathbf{F} \rangle i = \langle \mathbf{Y} \rangle i - \langle \mathbf{B} \rangle i; , send \langle \mathbf{E} \rangle i, \langle \mathbf{F} \rangle i to S1-i;
    and set E = \langle E \rangle 0 + \langle E \rangle 1, F = \langle F \rangle 0 + \langle F \rangle 1;
    Compute \langle \mathbf{Z} \rangle i = i.\mathbf{E}.\mathbf{F} + \langle \mathbf{A} \rangle i.\mathbf{F} + \mathbf{E}.\langle \mathbf{B} \rangle i + \langle \mathbf{C} \rangle i
i.e.
S0: compute \langle \mathbf{E} \rangle 0 \text{ mxd} = \langle \mathbf{X} \rangle 0 \text{mxd} - \langle \mathbf{A} \rangle 0 \text{mxd}; \langle \mathbf{F} \rangle 0 \text{dxn} = \langle \mathbf{y} \rangle 0 \text{dxn} - \langle \mathbf{B} \rangle 0 \text{dxn};
    send <E>0 mxd, <F>0 dxnto S1;
S1: compute <E>1mxd=<X>1mxd - <A>1mxd; <F>1dxn=<y>1dxn - <B>1dxn;
    send \langle \mathbf{E} \rangle 1 \text{ mxd}, \langle \mathbf{F} \rangle 1 \text{ dx} 1 \text{ to S0};
S0: reconstruct \mathbf{E} \, \text{mxd} = \langle \mathbf{E} \rangle 0 \, \text{mxd} + \langle \mathbf{E} \rangle 1 \, \text{mxd}, \mathbf{F} \, \text{dxn} = \langle \mathbf{F} \rangle 0 \, \text{dxn} + \langle \mathbf{F} \rangle 1 \, \text{dxn};
S1: reconstruct E mxd = \langle E \rangle 0mxd + \langle E \rangle 1mxd, Fdxn = \langle F \rangle 0dxn + \langle F \rangle 1dxn;
S0: compute \langle \mathbf{Z} \rangle 0mxn=\langle \mathbf{A} \rangle 0mxd.Fdxn+\mathbf{E}mxd.\langle \mathbf{B} \rangle 0dxn+\langle \mathbf{C} \rangle 0mxn
S1: compute <Z>1mxn=Emxd.Fdxn+<A>1mxd.Fdx1+Emxd.<B>1dxn+<C>1mxn
OUTPUT
S0: <Z>0mxn; S1: <Z>1mxn
CORRECTNESS
Z = \langle Z \rangle 0 + \langle Z \rangle 1 = E.F + F.A + E.B + C = (X-A)(Y-B) + (Y-B)A + (X-A)B + AB = X.Y
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