

# Threshold Fully Homomorphic Encryption from LWE

## *Challenges and Perspectives*

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## Context

👉 In asymmetric cryptography there is a public key and a secret key. The secret key is used for a **critical operation** and thus needs to be protected.

- 🔒 Encryption: secret key allows to decrypt ciphertexts
- ✍ Signature: secret key allows to sign messages

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- 🔒 Encryption: secret key allows to decrypt ciphertexts
- ✍ Signature: secret key allows to sign messages

👉 The secret key can be seen as a **single point of failure**.

- Someone else learns it: security issue
- I loose it: operability issue



# Youtuber Loses \$60,000 In Crypto and NFTs After Exposing His Private Key While Live Streaming

By Newton Gitonga · September 2, 2023

 DARRYN POLLOCK

NOV 30, 2017

## Infamous Discarded Hard Drive Holding 7,500 Bitcoins Would be Worth \$80 Million Today

Cryptonews · Altcoin News · LHV Bank Founder Has Lost Private Key to ETH Stash Worth \$470 Million

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Ruholamin Hagshenas

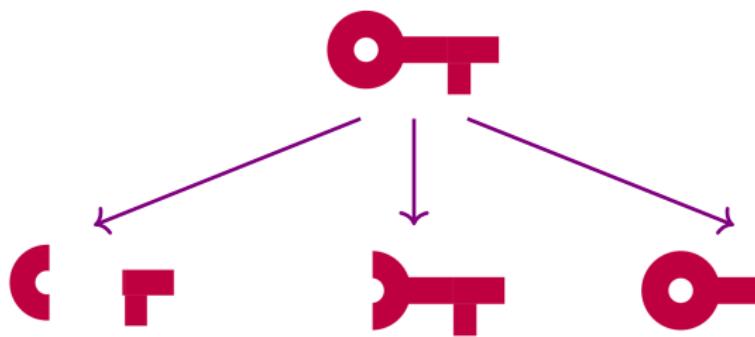
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## Motivation Threshold Cryptography [DF89]

👉 The secret key can be seen as a **single point of failure**.

💡 Idea: divide the secret key into multiple shares



- 🔒 Better security: multiple secret key shares needed
- ⚙️ Better operability: not necessarily all secret key shares needed

# Today: Threshold Fully Homomorphic Encryption

FHE scheme:

- KGen  $\rightarrow (\text{pk}, \text{sk})$
- Enc( $\text{pk}, m$ )  $\rightarrow \text{ct}$   $m \in \{0, 1\}$
- Eval( $\text{pk}, f, \text{ct}_1, \text{ct}_2$ )  $\rightarrow \widehat{\text{ct}}$   $f : \{0, 1\} \times \{0, 1\} \rightarrow \{0, 1\}$
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Properties:

- Correctness  $t$  parties can recover the message
- Security less than  $t$  parties learn nothing about message

Applications:

- Electronic voting protocols
- Universal thresholdizer [BGG<sup>+</sup>18]

# Overview of Today's Talk

## Structure:

- Part 1: *Basic Blueprint of Threshold FHE*
- Part 2: *Suitable Secret Sharings*
- Part 3: *Different Noise Floodings*
- Part 4: *Defining Security*

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## Structure:

- Part 1: *Basic Blueprint of Threshold FHE*
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This talk: overview  
Christian's talk: details



# Part 1:

## *Basic Blueprint*

# Ingredients for Threshold FHE based on LWE



FHE with **nearly linear** decryption



**Linear** secret sharing



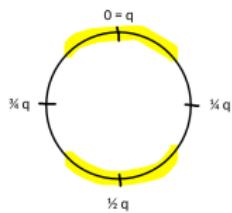
# FHE from LWE with nearly linear decryption

FHE scheme:

- KGen  $\rightarrow (\text{pk}, \text{sk})$
- Enc( $\text{pk}, m$ )  $\rightarrow \text{ct} \bmod q$   $q$  modulus
- Eval( $\text{pk}, f, \text{ct}_1, \text{ct}_2$ )  $\rightarrow \widehat{\text{ct}}$
- Dec( $\text{sk}, \text{ct}$ )  $\rightarrow m$

Nearly linear decryption:

- sk and ct vectors over  $\mathbb{Z}_q$
- $\langle \text{ct}, \text{sk} \rangle \bmod q = \frac{q}{2} \cdot f(m_1, m_2) + e_{\text{ct}}$
- $e_{\text{ct}}$  encryption noise
- $\|e_{\text{ct}}\|_\infty < q/4$



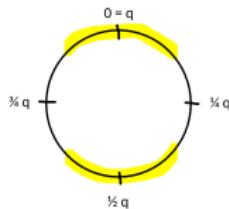


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**A** Damien's talk: decryption failure should be small enough!

# Linear secret sharing



$t$ -out-of- $n$  secret sharing:

- $\text{Share}(\text{sk}) \rightarrow (\text{sk}_1, \dots, \text{sk}_n)$
- $\text{Rec}(\{\text{sk}_i\}_{i \in S}) \rightarrow \text{sk}$   $S \subseteq \{1, \dots, n\}$

Properties:

- if  $|S| < t$  no information about sk leaked
- if  $|S| \geq t$  successful reconstruction of sk

Linearity:

- $\text{Rec}(\{\langle y, \text{sk}_i \rangle\}_{i \in S}) = \langle y, \text{Rec}(\{\text{sk}_i\}_{i \in S}) \rangle$

# Blueprint for Threshold FHE, Trial



$t$ -out-of- $n$  Threshold FHE scheme:

linear secret sharing  $\approx$  linear decrypt

- KGen  $\rightarrow (\text{pk}, \text{sk})$  and Share( $\text{sk}$ )  $\rightarrow (\text{sk}_1, \dots, \text{sk}_n)$
- Enc and Eval unchanged
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- Combine : comute Rec( $\{ d_i \}_{i \in S}$ )

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## ⚠ Problem:

- Ciphertext noise  $e_{\text{ct}}$  depends on  $\text{sk}$
- After "enough" partial decryptions, recover  $\text{sk}$

# Blueprint for Threshold FHE [BD10]

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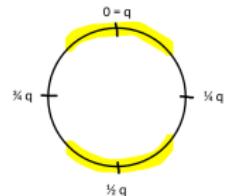
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## Research Directions

- Part 1: Different approach than noise flooding?

# Part 2:

## *Suitable Secret Sharings*

## Recall: Blueprint for Threshold FHE [BD10]

$t$ -out-of- $n$  Threshold FHE scheme:

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- sample random polynomial  $f(X)$  of degree  $< t$  such that  $f(0) = \text{sk}$
- output  $\text{sk}_i = f(i)$  for  $i = 1, \dots, n$

Rec( $\{\text{sk}_i\}_{i \in S}$ ):

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**A** Problem: Lagrange coefficient  $\lambda_i$  are **rationals**, not integers

# Shamir's Secret Sharing over $\mathbb{Z}_q$ , Approaches



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Plug in Threshold FHE:

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Approaches:

- Move  $\lambda_i$  to PartDec [GKS23, MBH23]

 different model



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Plug in Threshold FHE:

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- Clearing out denominators, multiply by  $n!$  [Sho00, BGG<sup>+</sup>18]

⚠ different model

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- Recursive 2-out-of-3 Shamir secret sharing [CCK23]

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many shares per party

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- Recursive 2-out-of-3 Shamir secret sharing [CCK23] many shares per party
- Bit-decomposition of  $\lambda_i$  insecure!

# Alternative Approaches for Linear Secret Sharing

- $\{0, 1\}$ -LSSS [BGG<sup>+</sup>18] many shares per party
  - ▶ from Monotone Boolean formulas
  - ▶ Naive secret sharing
  - ▶ Replicated secret sharing
- Pseudorandom secret sharing of bounded values over  $\mathbb{Z}$  [BD10] requires setup

## Research Directions

- Part 1: Different approach than adding noise?
- Part 2: Different approach for linear secret sharing?

## Part 3:

# *Different Noise Floodings*

## Recall: Blueprint for Threshold FHE [BD10]

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small  
and no leakage on sk

## Partial Decryption Security

Two worlds:

- Real:  $e_{\text{ct}}$  and  $e_{\text{flood}} := \text{Rec}(\{e_{\text{flood},i}\}_{i \in S})$
- Simulated: only  $e_{\text{flood}}$

How close are they? [BD10] measures with statistical distance  $\Delta$

$$\Delta(\text{Real}, \text{Sim}) \leq \Delta(e_{\text{flood}} + e_{\text{ct}}, e_{\text{flood}}) \leq \text{negl}(\lambda)$$

# Partial Decryption Security

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Problem:

- $\|e_{\text{flood}}\|$  needs to be super-polynomially larger than  $\|e_{\text{ct}}\|$
- LWE-based constructions:  $\|e_{\text{flood}}\| \sim \text{LWE modulus } q$  and  $\|e_{\text{ct}}\| \sim \text{LWE noise } \mathbf{e}$ , thus super-polynomial modulus-noise ratio
  - ▶ Larger parameters
  - ▶ Easier problem

The diagram shows two gray rectangular boxes labeled 'A' stacked vertically, followed by a plus sign, a yellow vertical rectangle labeled 's', another plus sign, a purple vertical rectangle labeled 'e', and finally the text 'mod q'.

Can be avoided for  
Gaussian distributions  
in full threshold  
PKE setting!  
[MS23]

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Idea:  
change the  
measure!  
[BLR<sup>+</sup>18]

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  - ▶ Easier problem

$$\begin{matrix} A & , & A & \end{matrix} \begin{matrix} s \\ + \\ e \end{matrix} \mod q$$

# Improved Noise Flooding via Rényi Divergence 1/2

Let  $P, Q$  be discrete probability distributions

In [BD10]: Statistical Distance  $\Delta(P, Q) = \frac{1}{2} \sum_{x \in \text{Supp}(P)} |P(x) - Q(x)|$

In [BS23]: Rényi Divergence

$$\text{RD}(P, Q) = \sum_{\substack{x \in \text{Supp}(P) \\ \subset \text{Supp}(Q)}} \frac{P(x)^2}{Q(x)}$$

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Both fulfill the **probability preservation property** for an event  $E$ :

$$\begin{array}{lll} [\text{BD10}]: & P(E) & \leq \Delta(P, Q) + Q(E) \quad (\text{additive}) \\ \text{Our work:} & P(E)^2 & \leq \text{RD}(P, Q) \cdot Q(E) \quad (\text{multiplicative}) \end{array}$$

- $Q(E)$  negligible  $\Rightarrow P(E)$  negligible
- $\Delta(P, Q) =^! \text{negligible}$  and  $\text{RD}(P, Q) =^! \text{constant}$

## Improved Noise Flooding via Rényi Divergence 2/2

Two worlds:

- Real:  $e_{\text{ct}}$  and  $e_{\text{flood}}$
- Simulated: only  $e_{\text{flood}}$

How close are they?

$$\Delta(\text{Real}, \text{Sim}) \leq \Delta(e_{\text{flood}} + e_{\text{ct}}, e_{\text{flood}}) \leq \text{negl}(\lambda)$$

$$\text{RD}(\text{Real}, \text{Sim}) \leq \text{RD}(e_{\text{flood}} + e_{\text{ct}}, e_{\text{flood}}) \leq \text{constant}$$

Advantage:

- $\|e_{\text{flood}}\|$  only needs to be polynomially larger than  $\|e_{\text{ct}}\|$
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- LWE-based constructions: polynomial modulus-noise ratio

Disadvantage:

- 1) Rényi divergence depends on the number of issued partial decryptions  
→ from simulation-based to game-based security notion
- 2) Works well with search problems, not so well with decision problems

## Research Directions

- Part 1: Different approach than adding noise?
- Part 2: Different approach for linear secret sharing?
- Part 3: Optimal noise analysis?

# Part 4:

## *Defining Security*

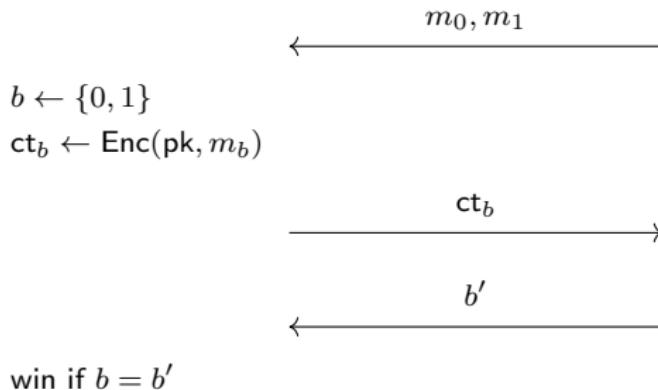
## Goal: Game-Based Security for $t$ -out-of- $n$ Threshold FHE

Challenger  $\mathcal{C}$

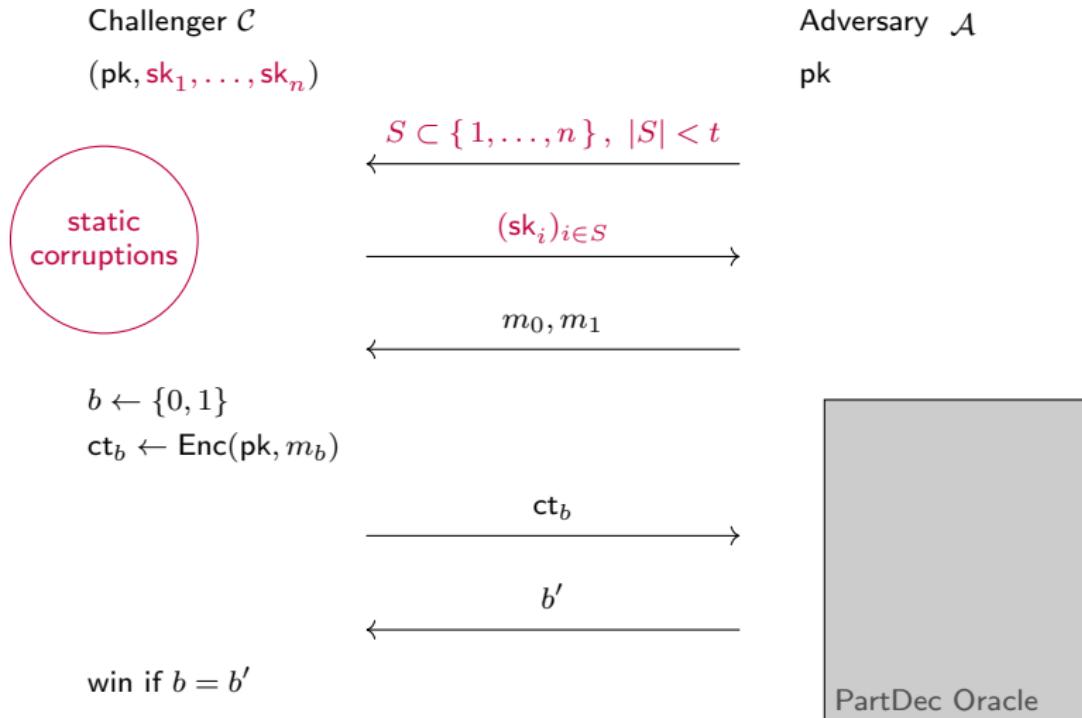
$(\text{pk}, \text{sk})$

Adversary  $\mathcal{A}$

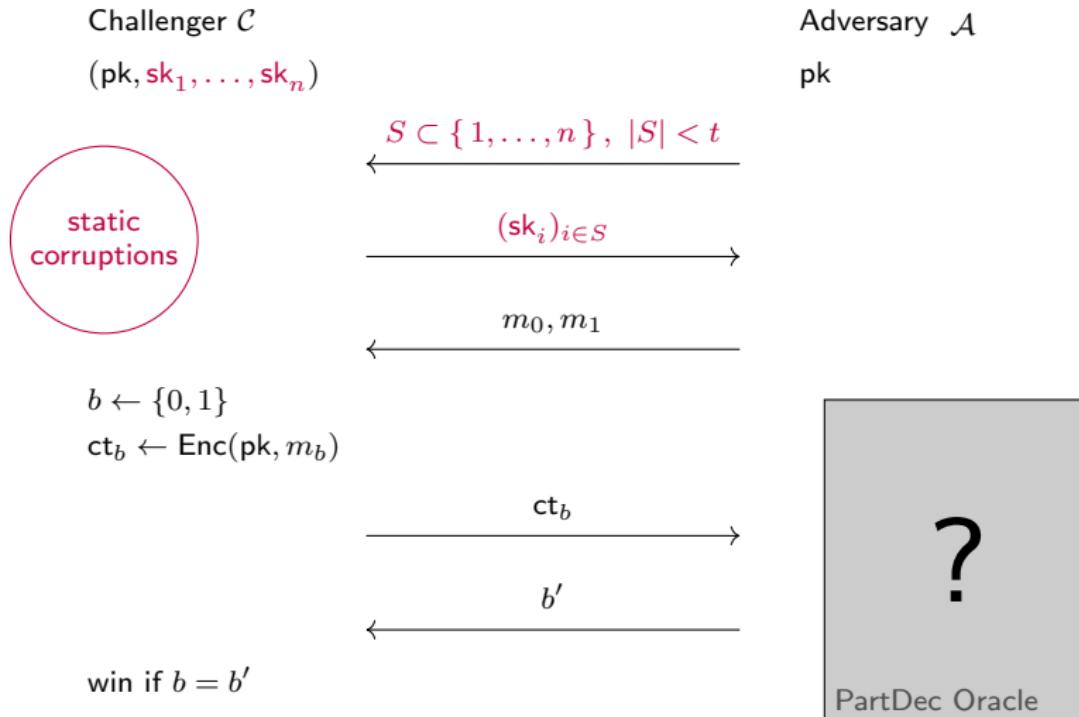
$\text{pk}$



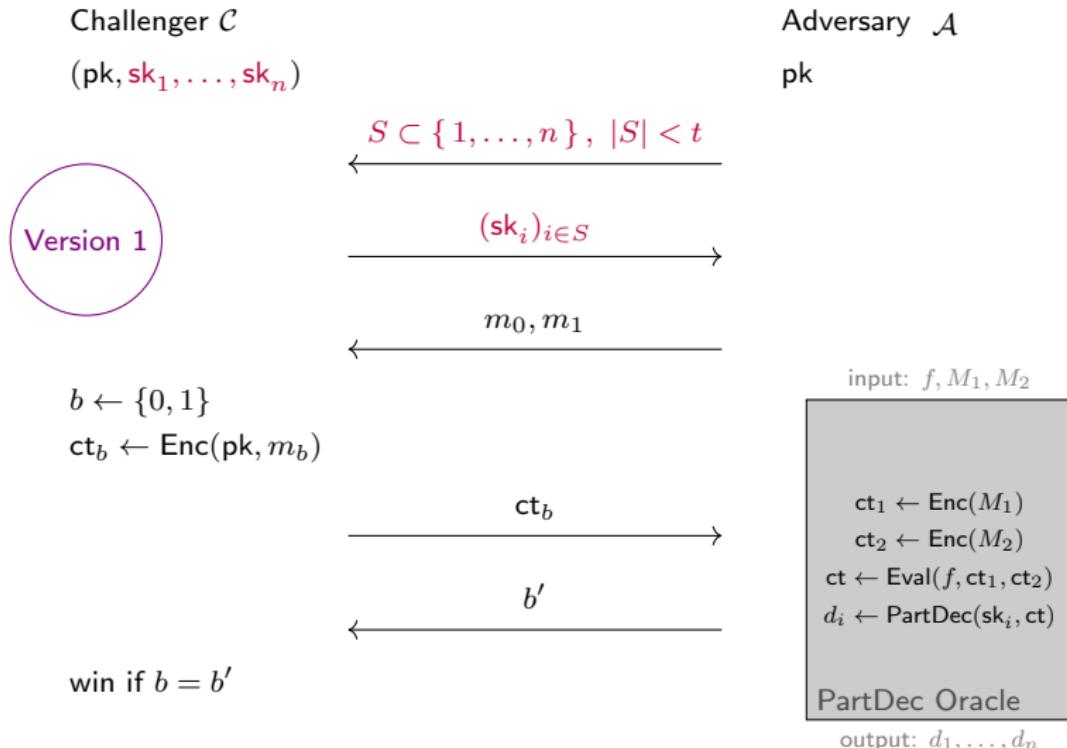
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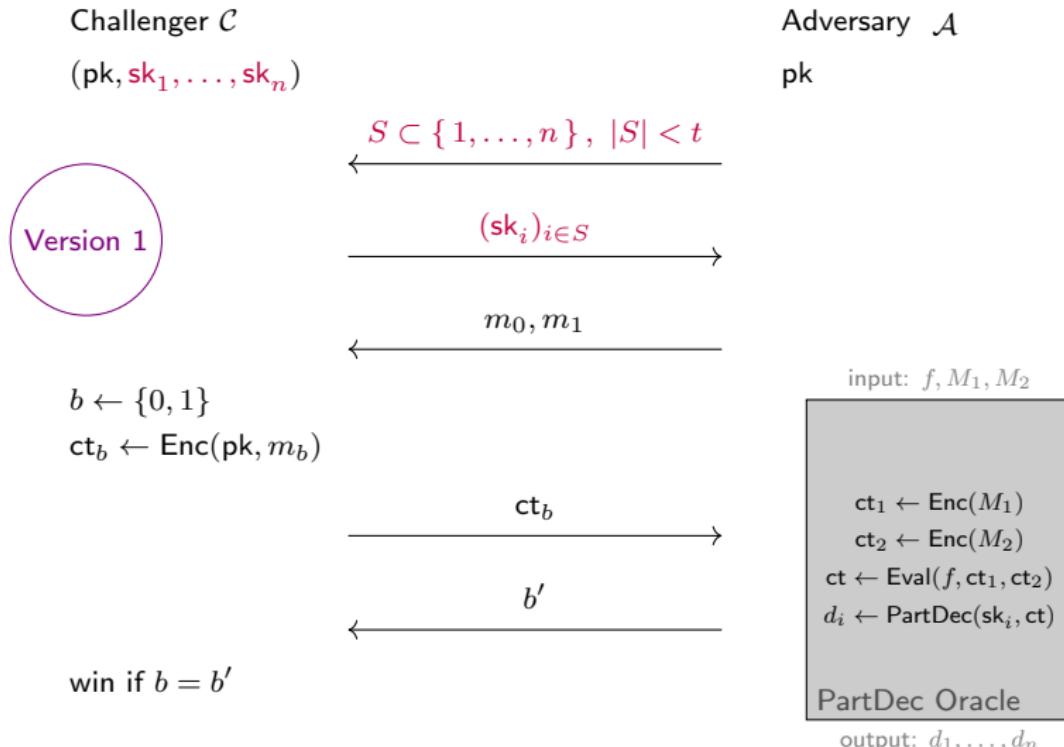
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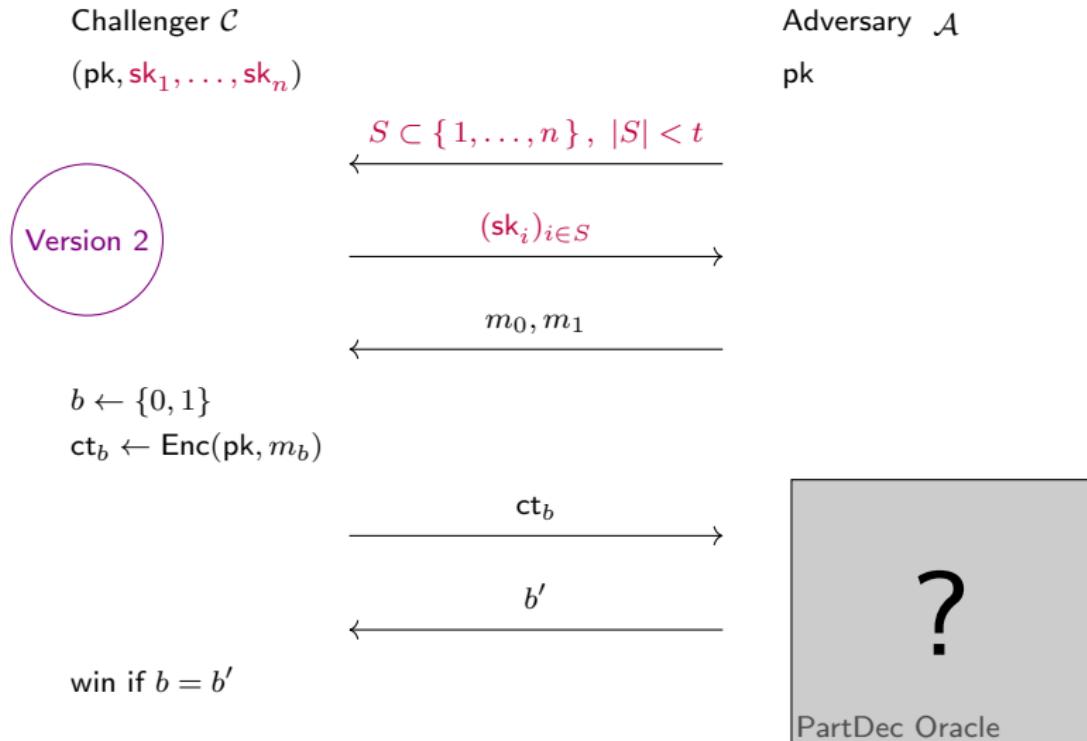


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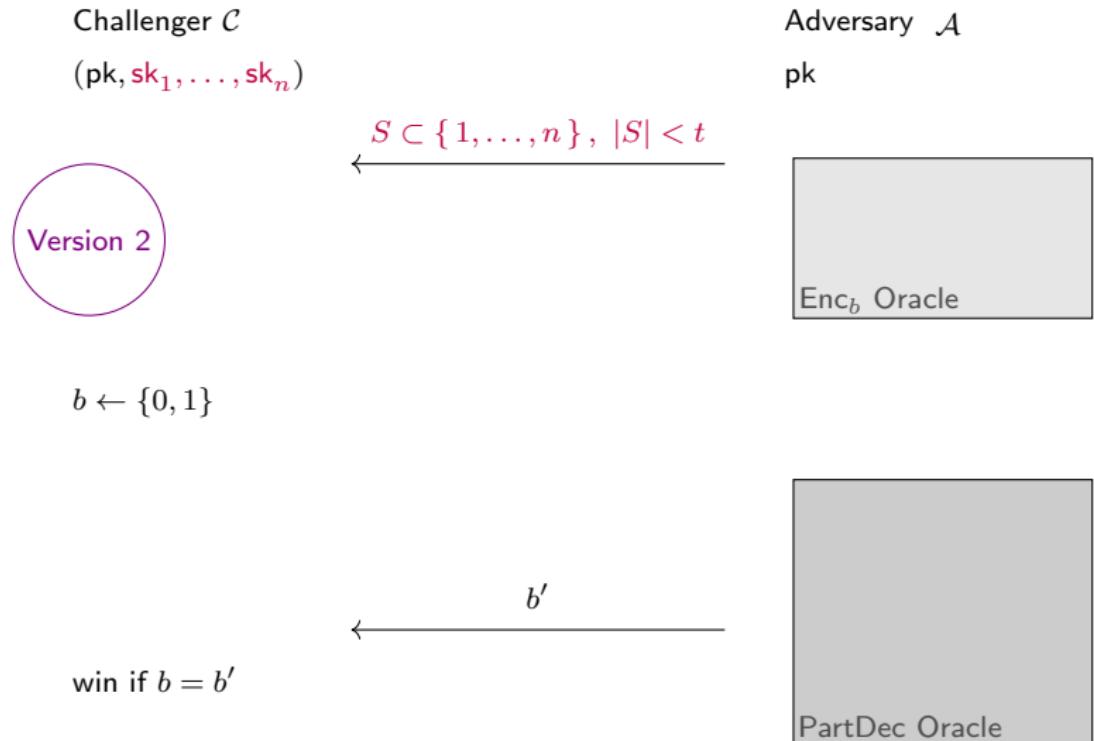


Very weak: queries to PartDec oracle are independent of  $ct_b$

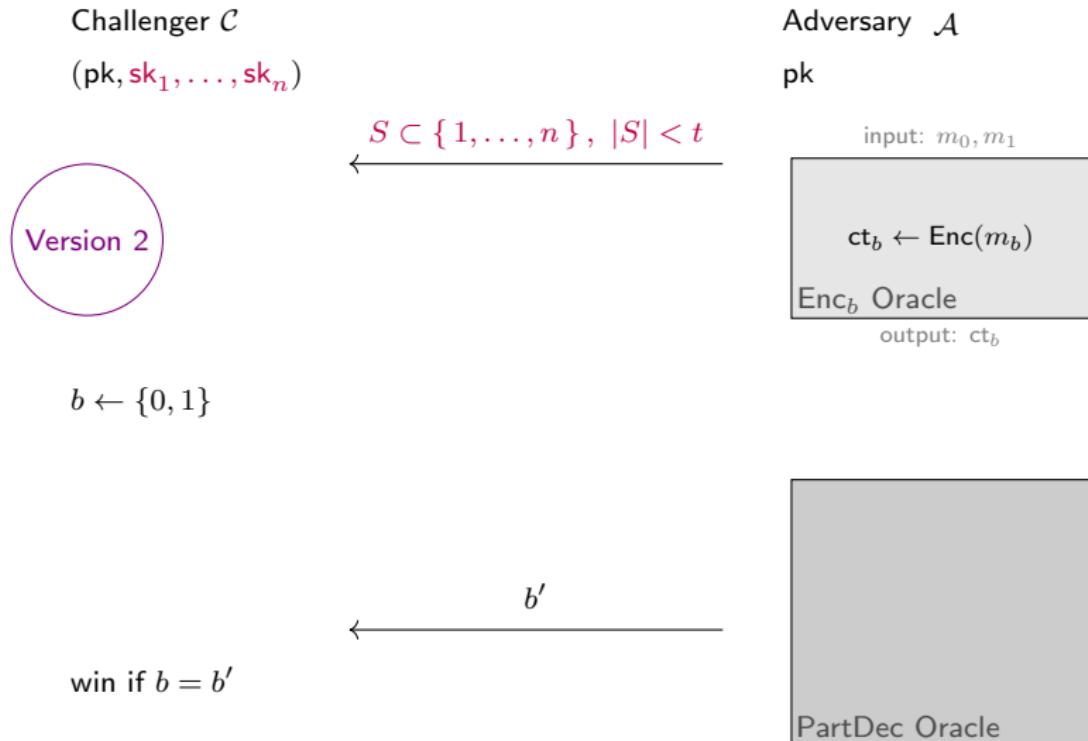
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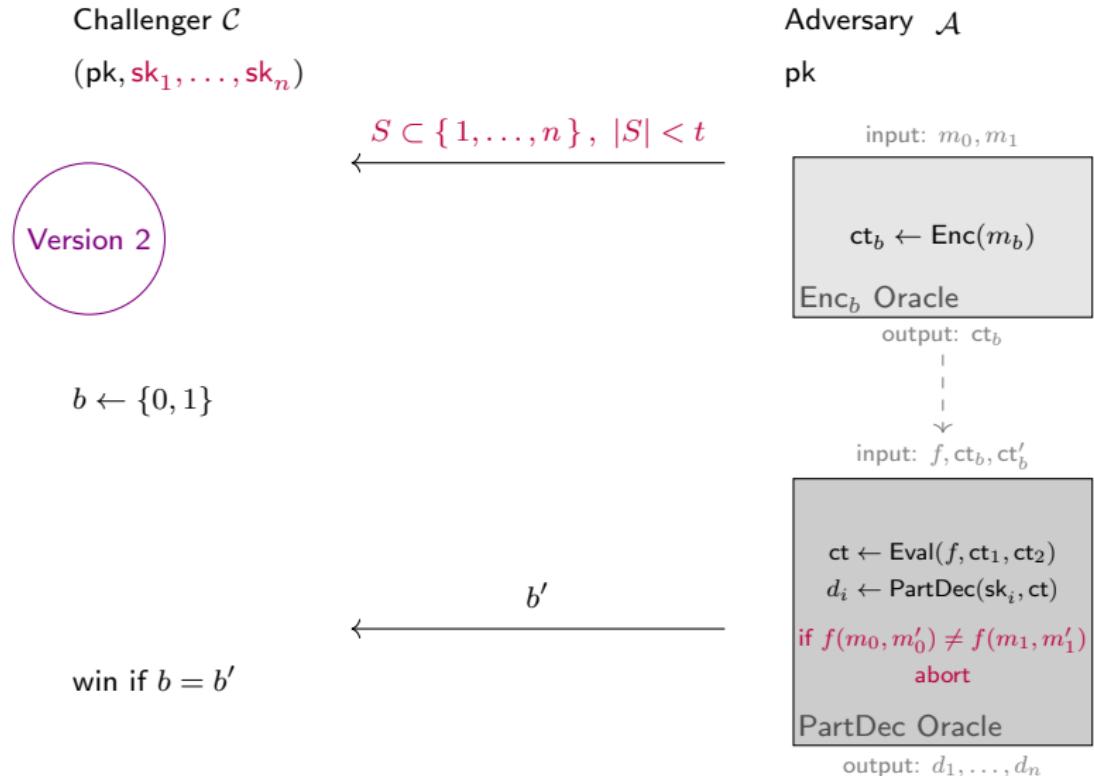
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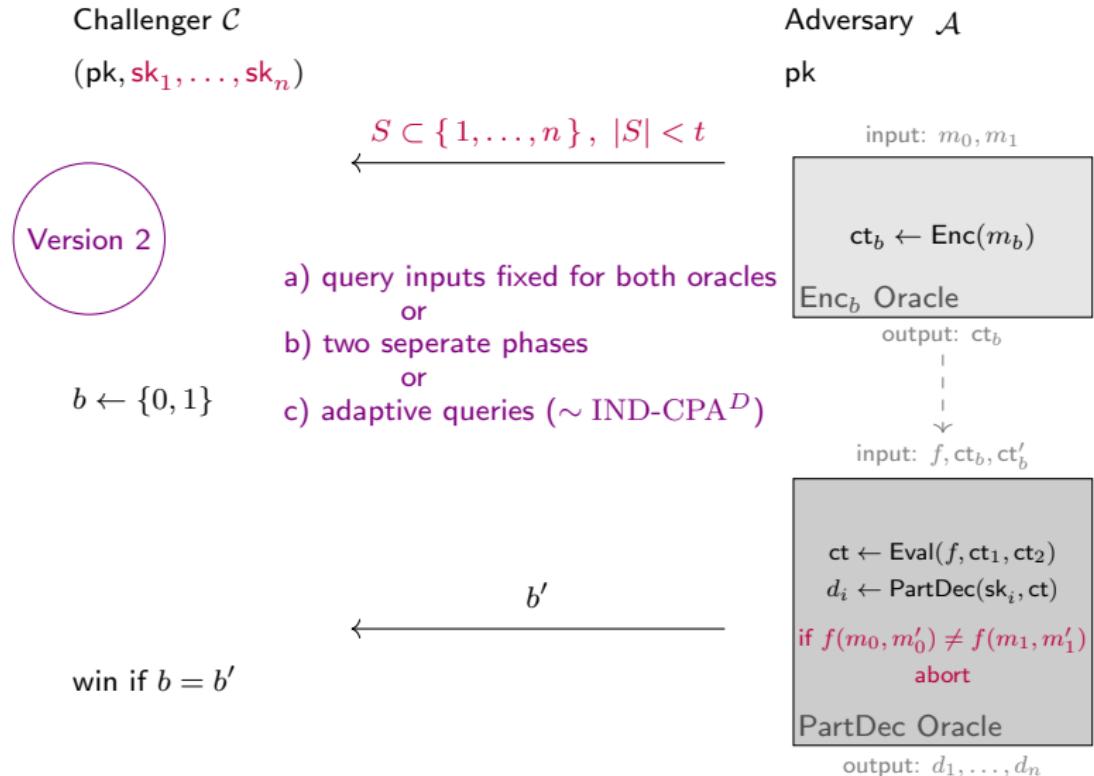
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# IND-CPA Security for $t$ -out-of- $n$ Threshold FHE [JRS17, BS23, CCP<sup>+</sup>24]



## Research Directions

- Part 1: Different approach than adding noise?
- Part 2: Different approach for linear secret sharing?
- Part 3: Different noise analysis?
- Part 4: Best efficiency-security trade-off?

## Wrap-Up

FLAG Hopefully you have now a rough idea:

- Part 1: *What the blueprint of ThFHE is!*
- Part 2: *What suitable secret sharings are!*
- Part 3: *How to use flooding noise!*
- Part 4: *How to define security!*
- **What research directions there are :-)**

Any questions or interested in my research?

- MESSAGE Reach out to me today & during EC24
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