



HE-Based On-the-Fly MPC, Revisited

Universal Composability, Approximate/Imperfect Computation, Circuit Privacy

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Motivation & Background

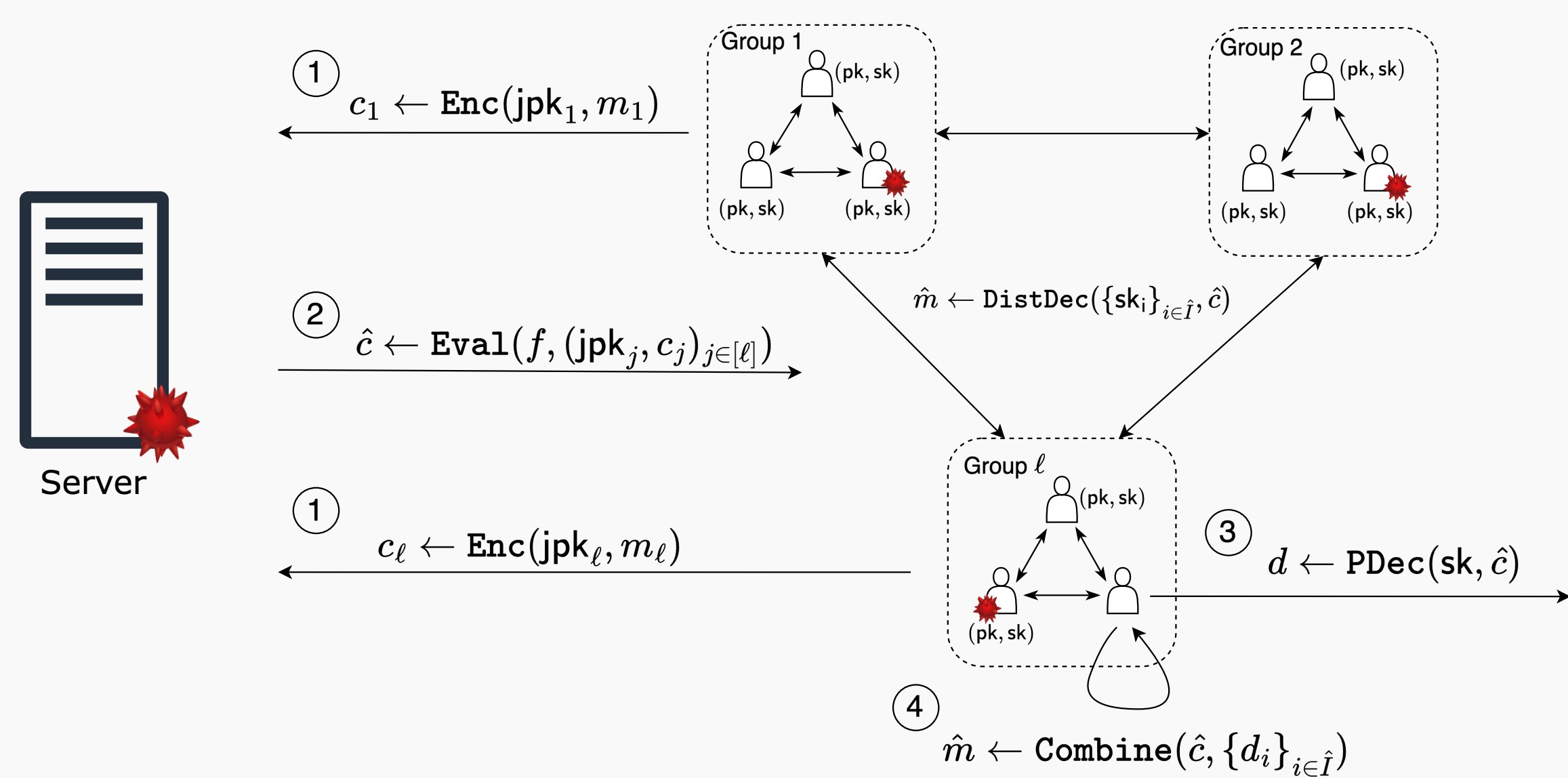
On-the-Fly Multi-Party Computation (OtF-MPC) enables clients to dynamically join a computation without remaining continuously online. OtF-MPC can be realized from multi-party homomorphic encryption, to compute over data encrypted under different keys, combined with non-interactive proofs (NIZKs / zkSNARKs) for verifiability of computation.

Table: A comparison of existing compilers for (on-the-fly) MPC from HE. ●: discussed and analyzed in detail; ⊙: informally analyzed or with gaps in the security proof; ○: not considered.

	Imperfect/Approx. HE Circuit Privacy (t, n)-Threshold Composability			
[LTV12]	○	○	○	○
[AJL ⁺ 12]	●	○	●	⊙
[MW16]	○	○	○	⊙
[MTBH21]	⊙	○	⊙	○
[HHK ⁺ 25]	●	○	⊙	○
This Work	●	●	●	●

Security Gaps: existing compilers and security proofs [LTV12] for on-the-fly MPC

- ▶ are *not composable*;
- ▶ do not handle *threshold* or *multi-group* settings;
- ▶ do not capture *approximate* and *imperfect* computations.
- ▶ do not model *circuit privacy* for server-side privacy.



Our Contributions:

1. First UC functionality for multi-group HE (MGHE), with imperfect or approximate computation, circuit privacy, and threshold decryption.
2. New security notions for MGHE, capturing client/server privacy, and threshold security under imperfect or approximate computation.
3. Generic compilers for OtF-MPC against malicious adversaries.

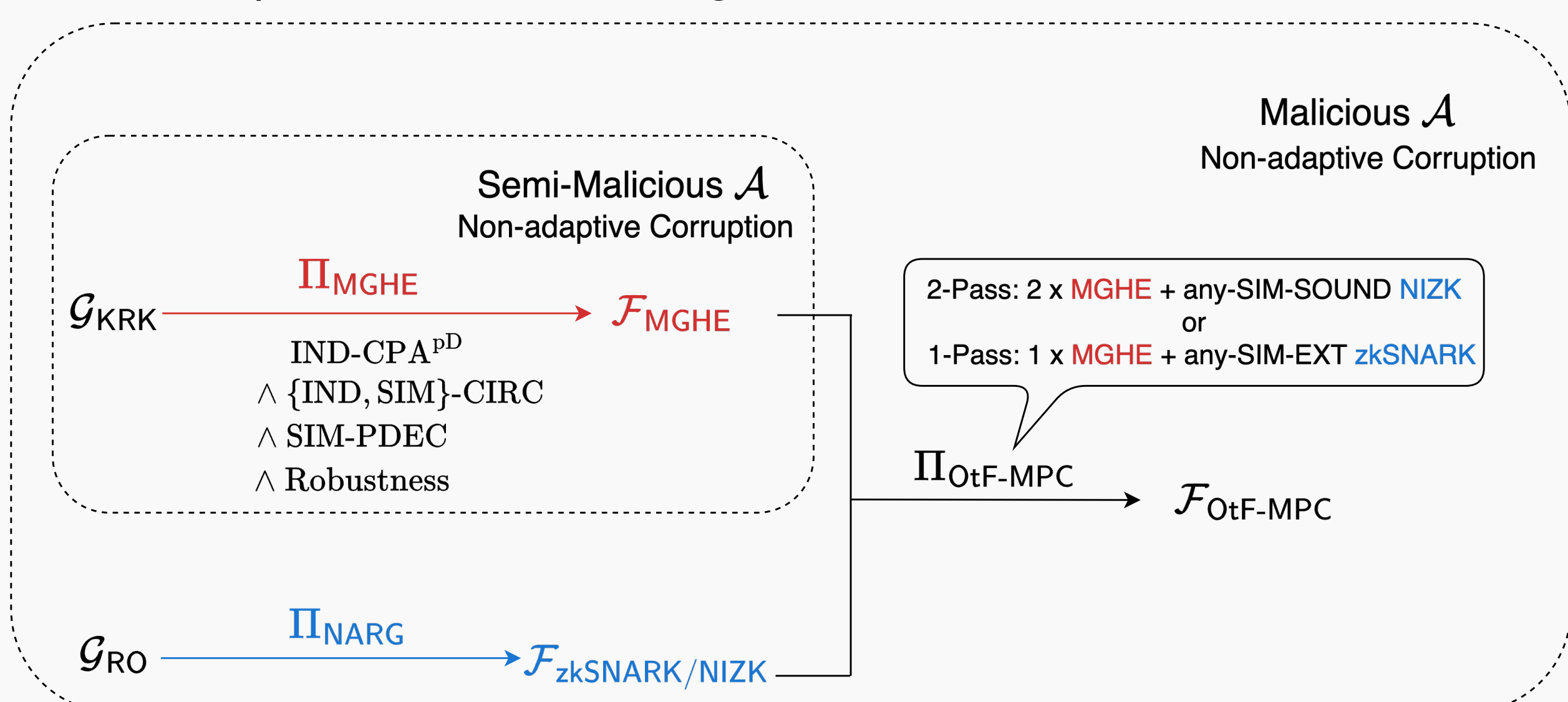


Figure: Roadmap of realizing OtF-MPC; Confidential layer with MGHE that is realizable if the security notions are satisfied; Integrity Layer with zkSNARK/NIZK through verifiability. Two compilers for OtF-MPC that composes MGHE with either any-simulation-sound NIZK or any-simulation-extractable zkSNARK.

Contribution 1: First UC Functionality for Multi-Group HE

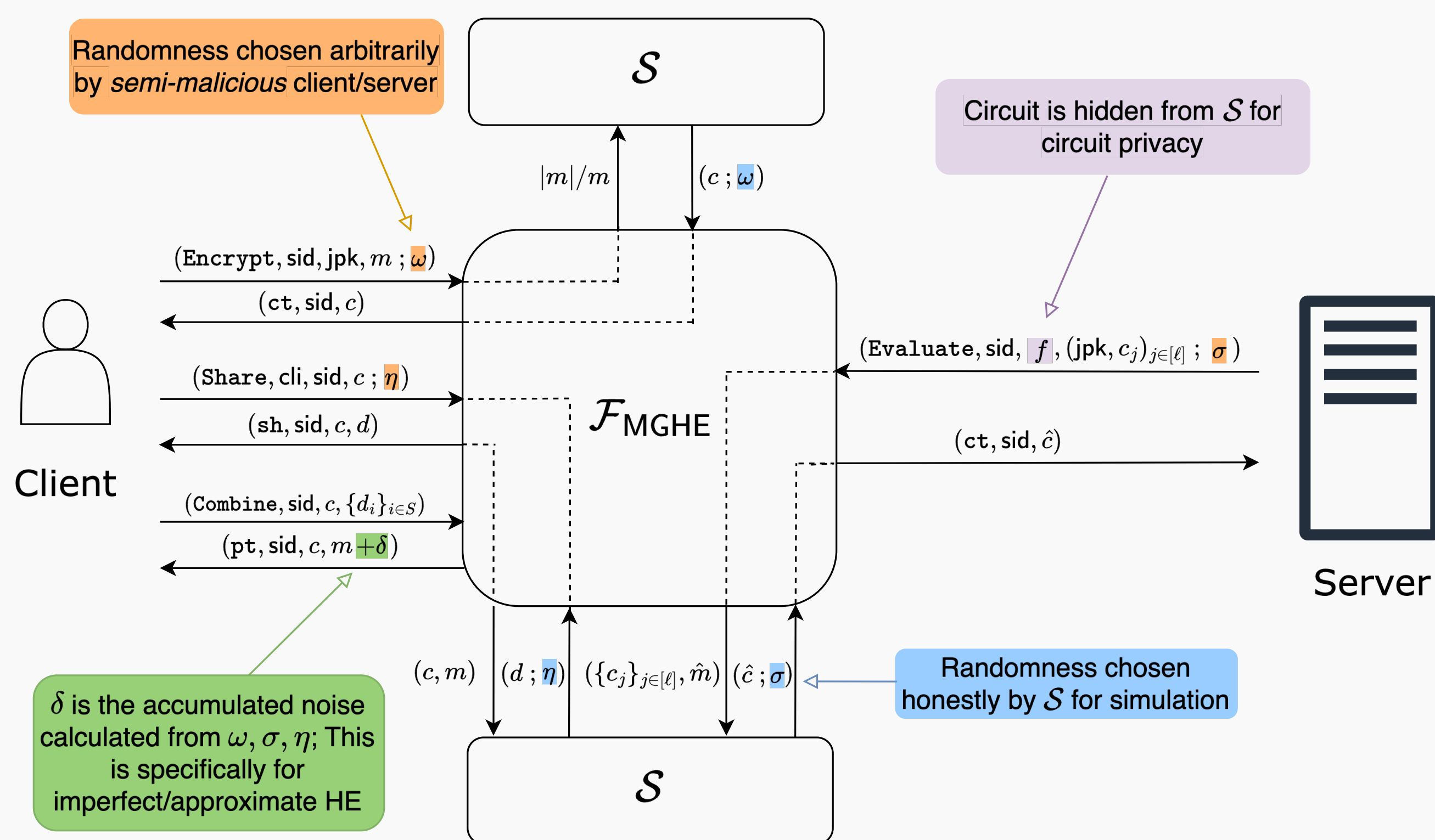


Figure: Illustration of interfaces in \mathcal{F}_{MGHE} .

Contribution 2: New Security Notions for MGHE

For our notions, we consider a *semi-malicious* adversary, who is allowed to choose randomness for the protocol, that *non-adaptively* corrupts a subset of clients and possibly the server.

- ▶ $IND-CPA^{pD}$ for *Client Privacy*: we allow the adversary to set the randomness for any part of the protocol execution. This captures scenarios where both clients and the server are corrupted.

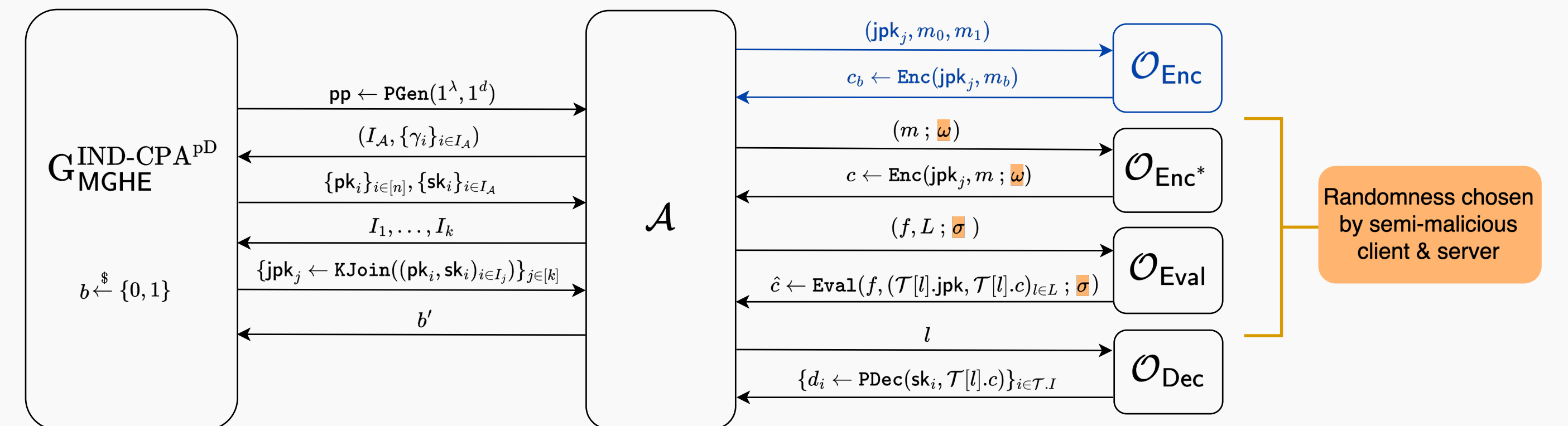


Figure: Illustration of $IND-CPA^{pD}$ game for MGHE.

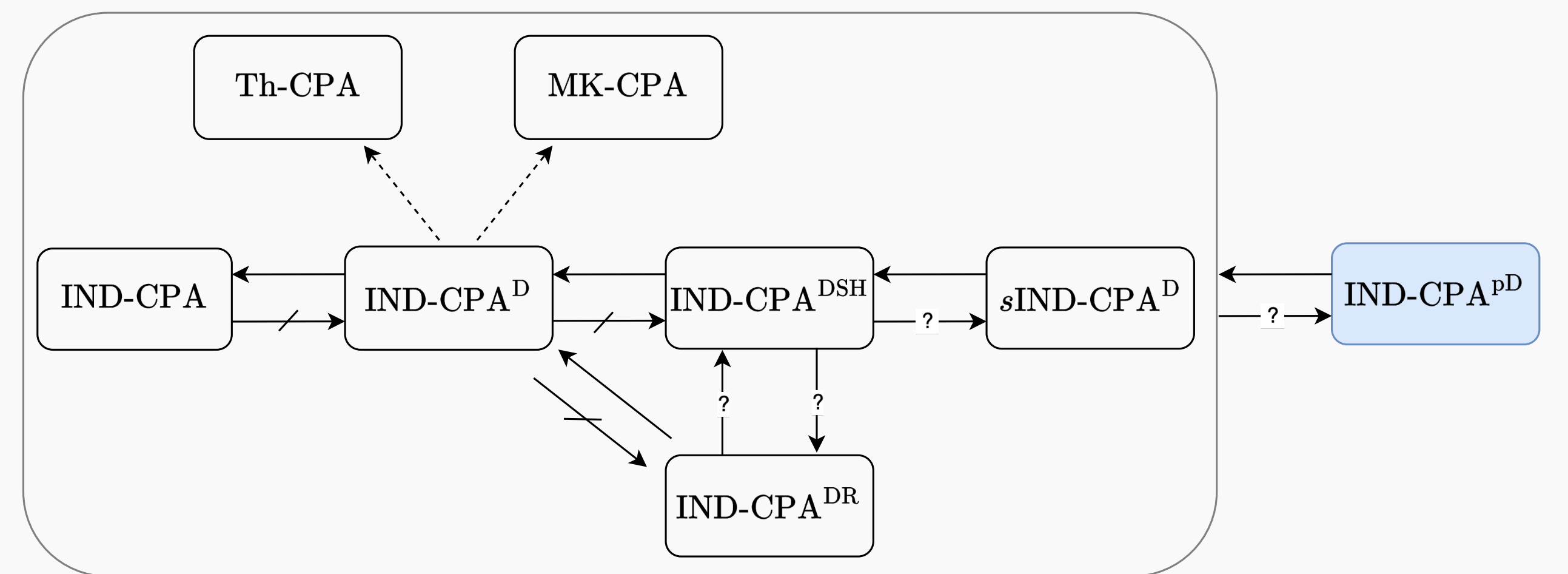


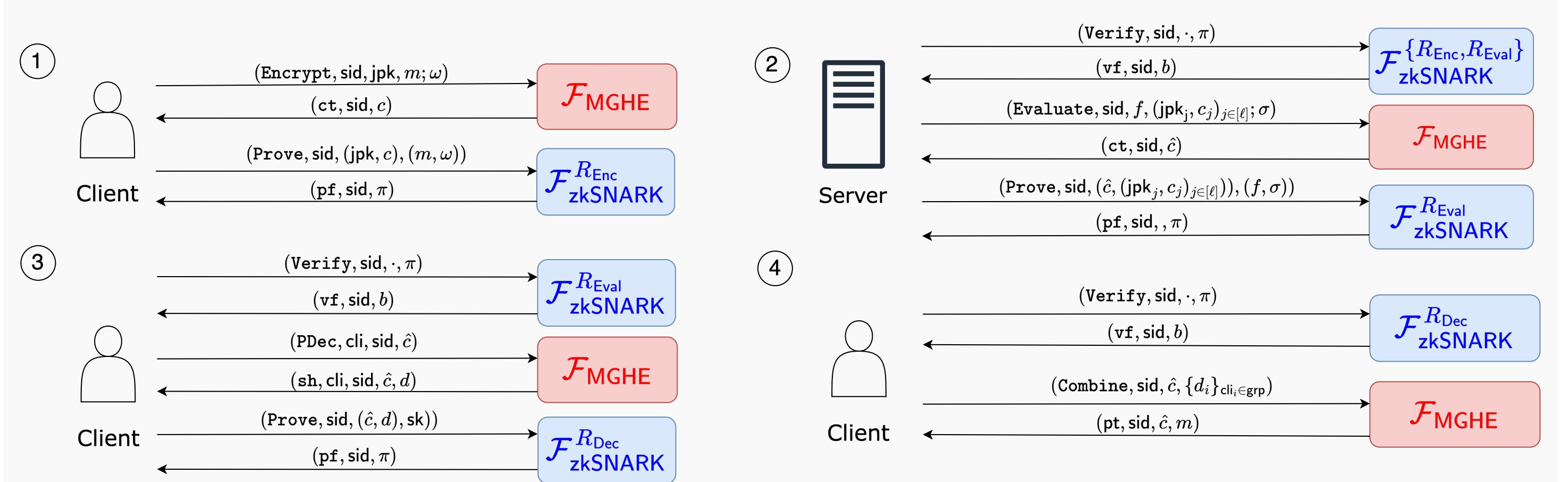
Figure: The relations between our notion $IND-CPA^{pD}$ and existing notions.

- ▶ $\{SIM, IND\}$ -CIRC for *Server Privacy*: we examine both simulation-based and game-based formalizations for exact/approximate and perfect/imperfect HE.
- ▶ *Threshold Security*: we justify the need for simulatability of decryption share ($SIM-PDEC$) along with $IND-CPA^{pD}$ security for MGHE. We also introduce a notion of *robustness*, extending the existing notions to address security under HE evaluation.

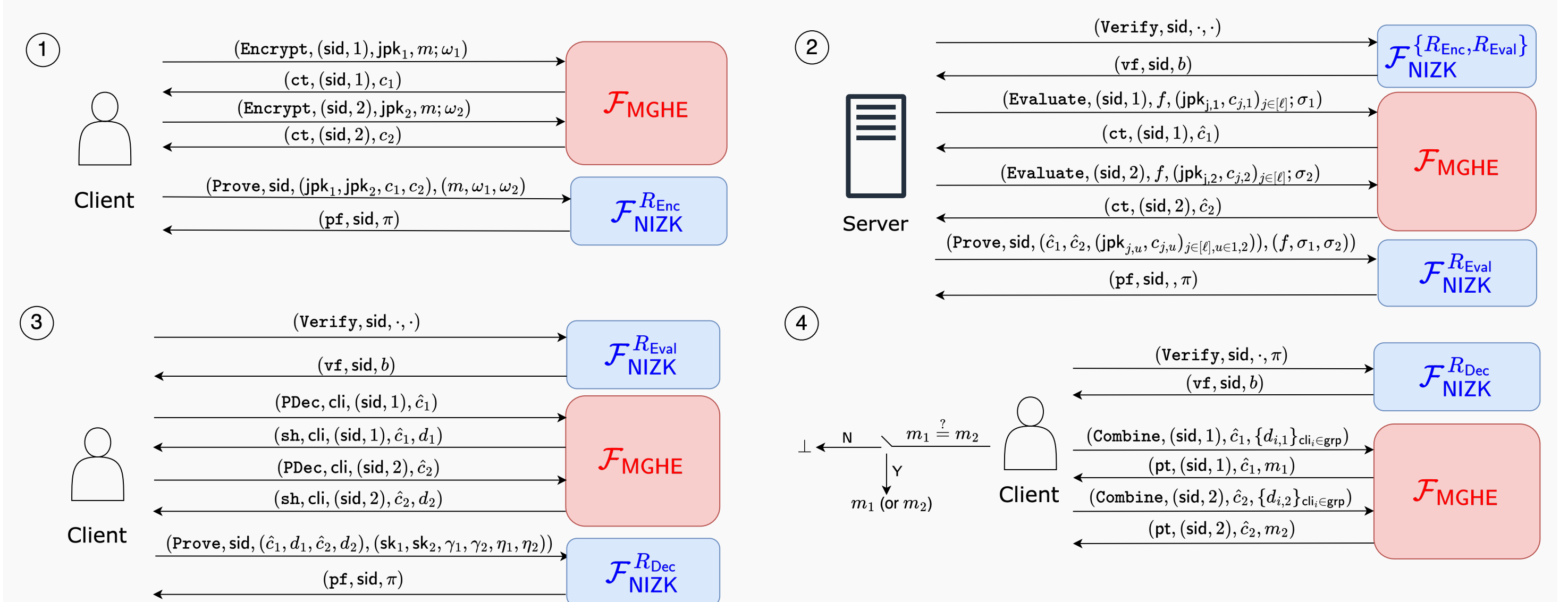
Contribution 3: Compiling MGHE for Malicious Security

We present two compilers that lift MGHE into an on-the-fly MPC protocol against a fully *malicious* adversary that *non-adaptively* corrupts a subset of clients and possibly the server.

- ▶ Compiler 1: Single-Encryption with *Any-Simulation-Extractable* zkSNARK



- ▶ Compiler 2: Double-Encryption with *Any-Simulation-Sound* NIZK



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