

Toward Practical Threshold FHE: Low Communication, Computation and Interaction

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- Homomorphic Encryption (HE)
- Threshold HE
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0. Another new challenge in efficient Threshold HE [CCS:CCP+24].

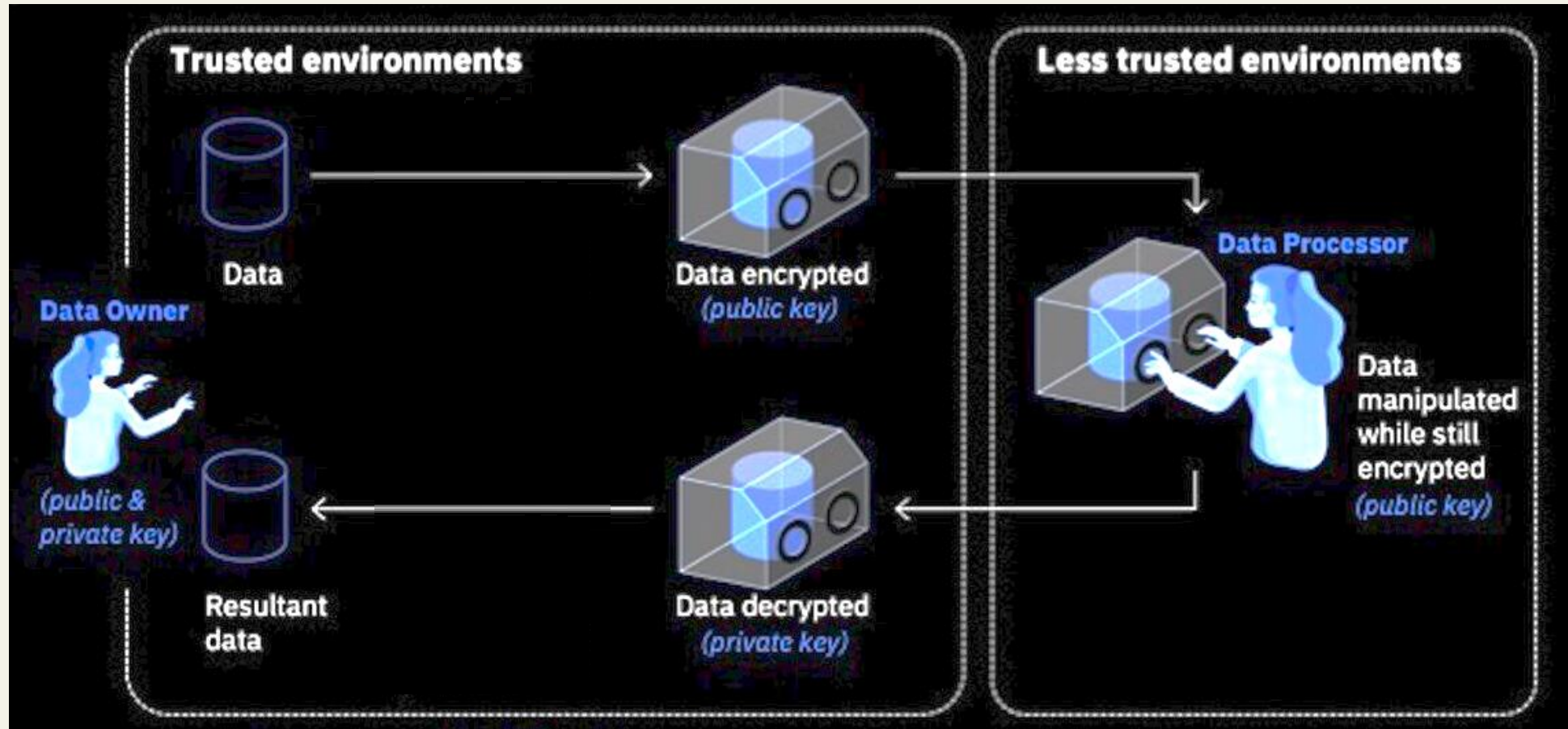
1. Simpler, more efficient, and more secure construction based on [AC:BS23].

2. Infeasibility of the assumption used in both [AC:BS23] and 1.

 3. New definition for Threshold HE achieving Sim-security, efficiency in practical scenarios, whose performance close to HE.

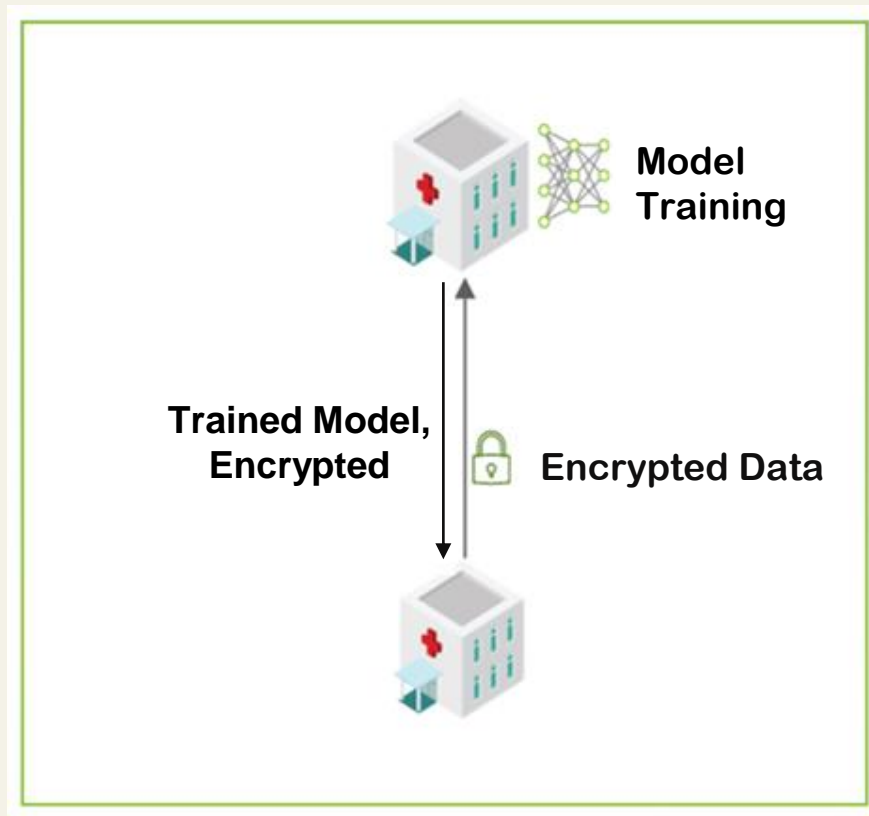
Homomorphic Encryption (HE)

- Encryption scheme for computing without decryption.

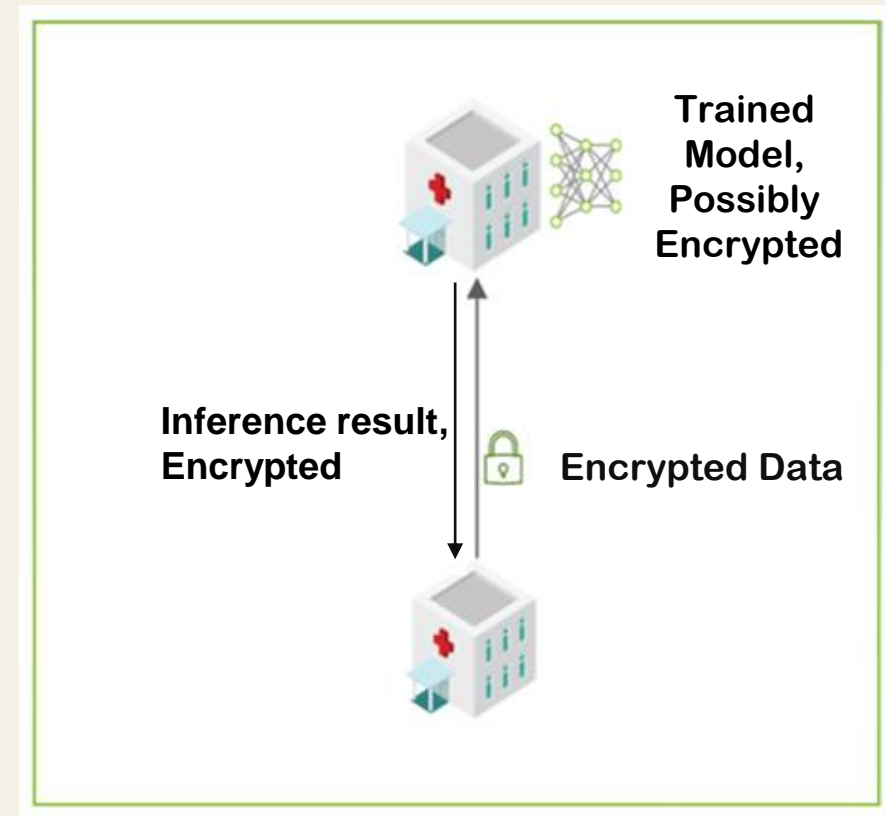


Homomorphic Encryption (HE)

- Privacy Enhancing Technology (PET)
 - Private AI or Privacy-preserving ML (PPML)



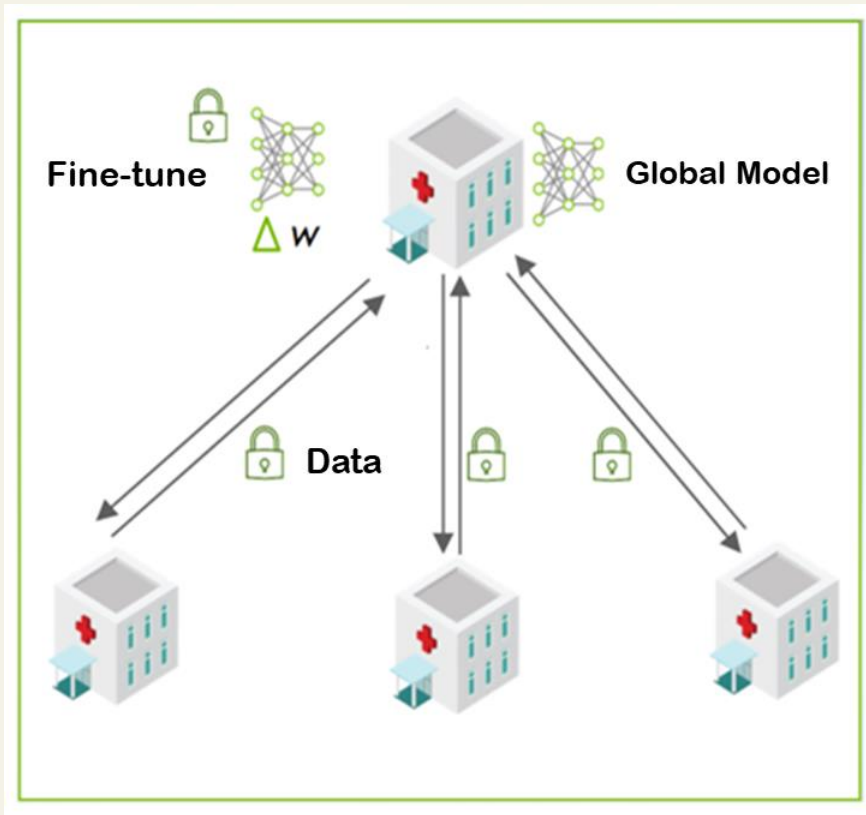
Training



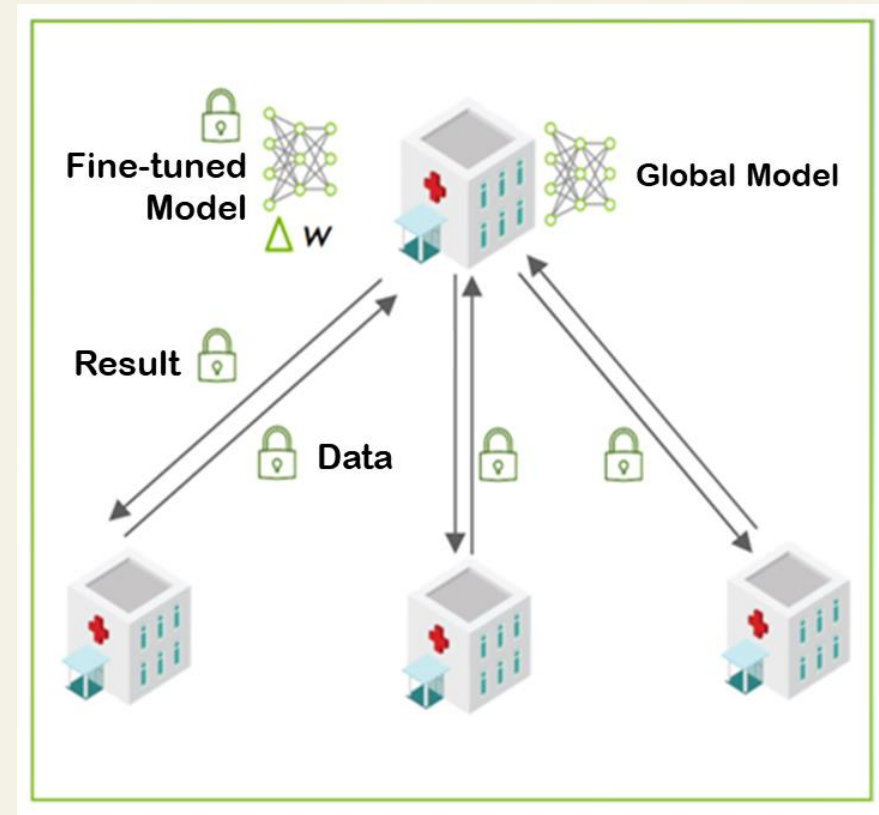
Inference

Homomorphic Encryption (HE)

- Privacy Enhancing Technology (PET)
 - Private AI or Privacy-preserving ML (PPML) *with multiple parties*



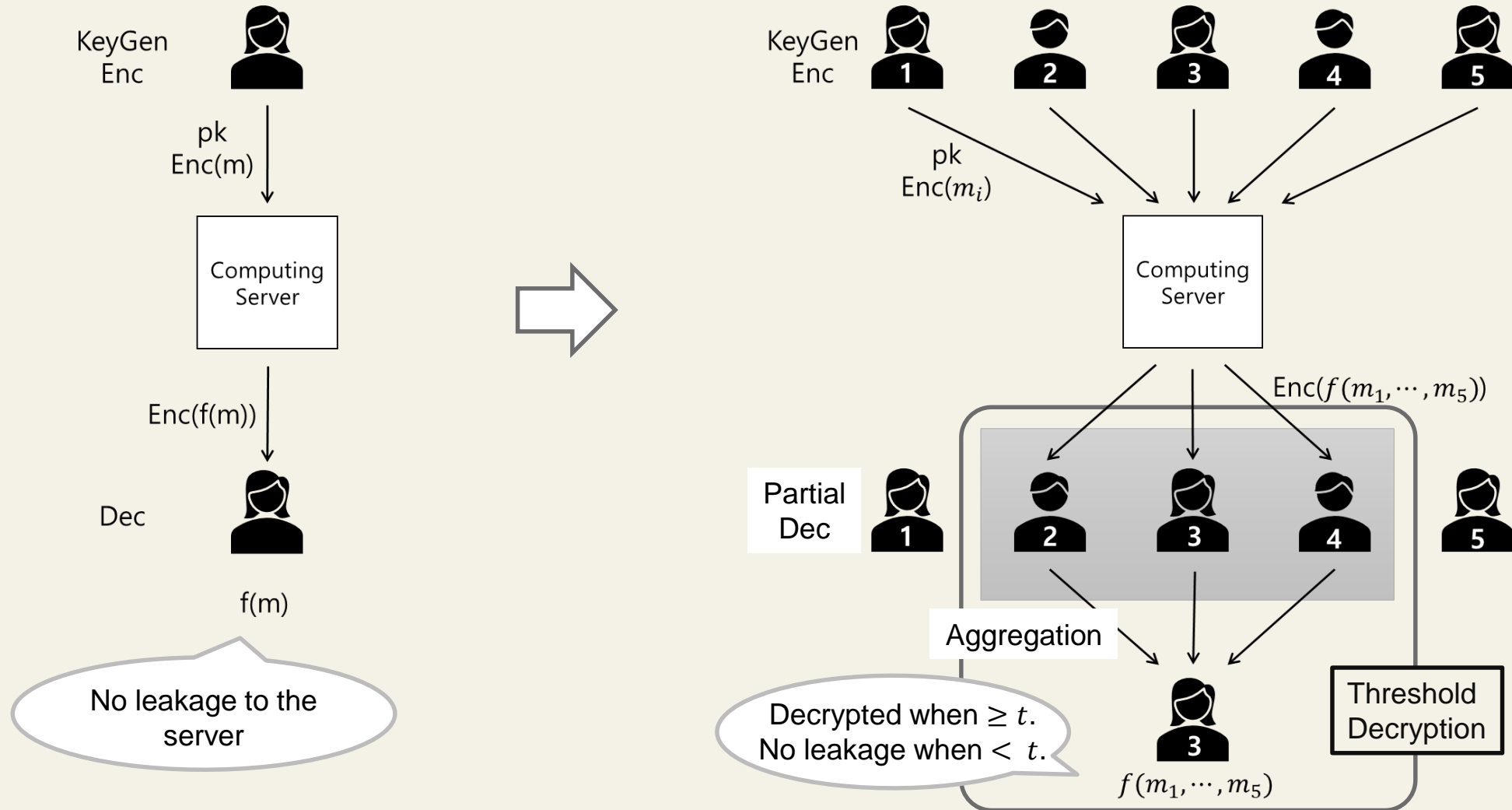
Fine-tuning with global model



Inference

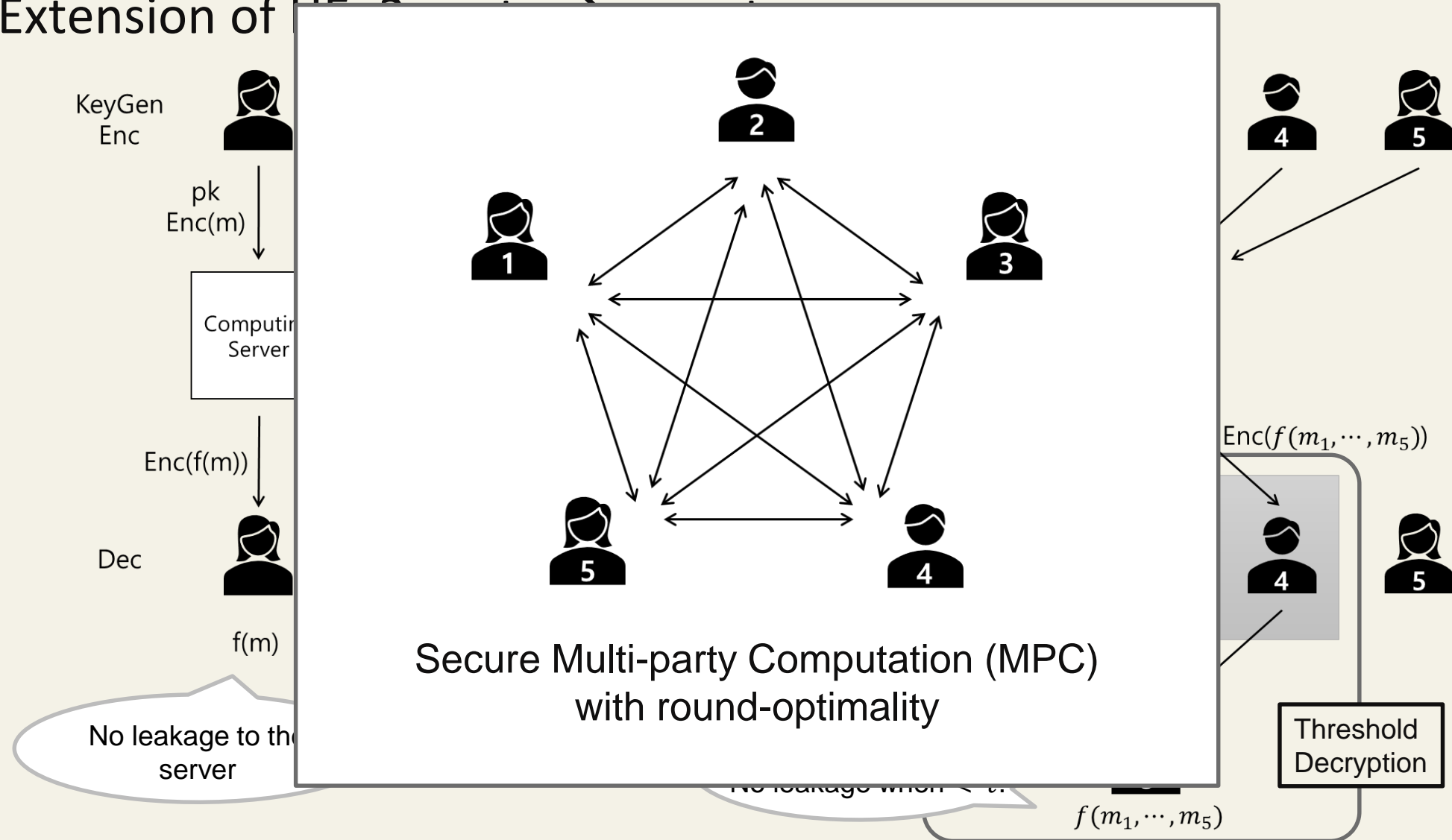
Threshold HE

- Extension of HE: 2-party \rightarrow n-party



Threshold HE

Extension of



Threshold HE

- Encryption/Decryption in 2-party HE
 - based on Ring LWE (Learning-With-Errors)

over a polynomial ring $R_Q = \mathbb{Z}_Q[x]/(x^N + 1)$

- $\text{Enc}(m) = (a, b = -a \cdot s + \Delta \cdot m + e)$
- $\text{Dec}(a, b) = \left\lfloor \frac{b+as}{\Delta} \right\rfloor = m$

Threshold HE

- Threshold Decryption in **Threshold HE**

- The secret is additively shared: $s = s_1 + \dots + s_n$
- **Partial Dec** by i -th party:

$$(a, b) \in R_Q^2 \mapsto p_i := as_i + e_i \in R_Q$$

Smudging
error

- **Aggregation** by receiver party:

$$\left\lfloor \frac{b + p_1 + \dots + p_n}{\Delta} \right\rfloor = \left\lfloor \frac{b + as + e_1 + \dots + e_n}{\Delta} \right\rfloor = m$$

Correct if $\Delta > e + \sum e_i$

- Exponentially large smudging error

- Exponentially large $\Delta = O(\sqrt{n} \cdot 2^\lambda)$ & $Q = O(\sqrt{n} \cdot 2^\lambda)$
- Introducing comp & comm inefficiency

Threshold HE

- Threshold Decryption in Threshold HE

- The secret key is shared among n parties
- Partial Decryption

One of the main challenges for efficient Threshold HE compared to 2-party HE!

- Aggregation

$$e + \sum e_i$$



- Exponentially large smudging error
 - Exponentially large $\Delta = O(\sqrt{n} \cdot 2^\lambda)$ & $Q = O(\sqrt{n} \cdot 2^\lambda)$
 - Introducing comp & comm inefficiency

Threshold HE

- Prior works reducing smudging errors

- Weaker security definition

- Bounded queries, ROM [DWF22]
 - IND-security, non-adaptive [CSS+22]
 - IND-security, ROM, Circuit Privacy [AC:BS23] which is claimed wrong [AC:PS24]

Weak for MPC

- New assumption

- Known-norm RLWE [MS23]
 - RLWE + error sharing [OT24]

Threshold PKE
not HE

- Mitigating/generalizing Threshold HE definition

- Sanitizing algorithm [AC:PS24]

Need
“non-corrupting”
party

[DWF22] Dai, Wu, and Feng. Key lifting: Multi-key fully homomorphic encryption in plain model without noise flooding.

[CSS+22] Chowdhury et al. Efficient threshold FHE with application to real-time systems.

[AC:BS23] Boudgoust and Scholl. Simple Threshold (Fully Homomorphic) Encryption From LWE With Polynomial Modulus, *Asiacrypt 2023*.

[AC:PS24] Passelegue and Stehle. Low Communication Threshold Fully Homomorphic Encryption, *Asiacrypt 2024*.

[MS23] Micciancio and Suhl. Simulation-Secure Threshold PKE from LWE with Polynomial Modulus.

[OT24] Okada and Takagi. Simulation-Secure Threshold PKE from Standard (Ring-)LWE.

This Work

■ Prior works reducing smudging errors

- 0. Another challenge in efficient Threshold HE: Requiring “IND-CPA^D” security and overwhelming correctness [CCS:CCP+24].

- IND-security, non-adaptive [CSS+22]

- IND-security, ROM, Circuit Privacy [AC:BS23] which is claimed wrong [AC:PS24]

- 1. Simpler and efficient variant with Sim-security under weaker assumptions.

- 2. Infeasibility of the “Circuit Privacy” assumption in both [AC:BS23] and 1.

PLWE + Error sharing [OT24]

Threshold FHE
not HE



0, 1, 2: Hardness of achieving both “efficiency” close to HE & the strongest “Sim-security.”

■ Mitigating/generalizing Threshold HE definition

Need



3. New definition, which is efficient in practical scenarios, achieving Sim-security, and performance close to HE.

[DWF22] Dai, Wu, and Wang. Reducing smudging errors in threshold fully homomorphic encryption from standard ring-LWE.

[CSS+22] Chowdhury et al. Efficient threshold FHE with application to real-time systems.

[AC:BS23] Boudgoust and Scholl. Simple Threshold (Fully Homomorphic) Encryption From LWE With Polynomial Modulus, *Asiacrypt 2023*.

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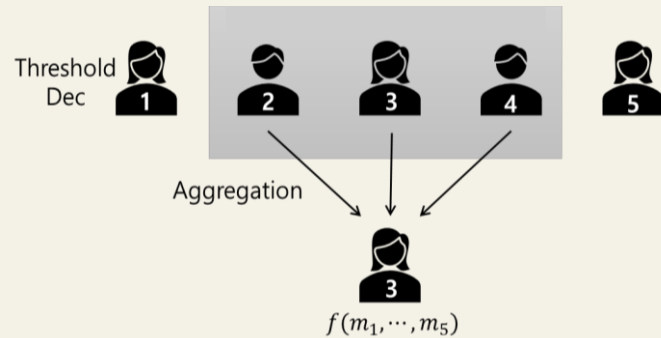
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[OT24] Okada and Takagi. Simulation-Secure Threshold PKE from Standard (Ring-)LWE.

This Work

- Mitigate the “Threshold Decryption”
- Trade-off: comp. + comm. cost vs. rounds:

- 1-round threshold dec.
- Exponentially large Δ & Q

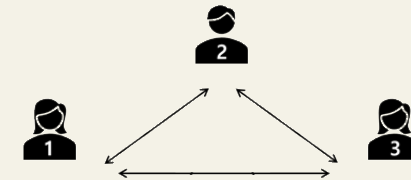


$$p_i := as_i + e_i \in \mathcal{P}$$

Given $ctxt = (a, b)$, each party makes secret share of $b + as = \Delta m + e \bmod Q$:

$$[b + as]_i = \begin{cases} b + as_1 & (i = 1) \\ as_i & (i \neq 1) \end{cases}$$

- Constant-round threshold dec.
- Small Δ & Q



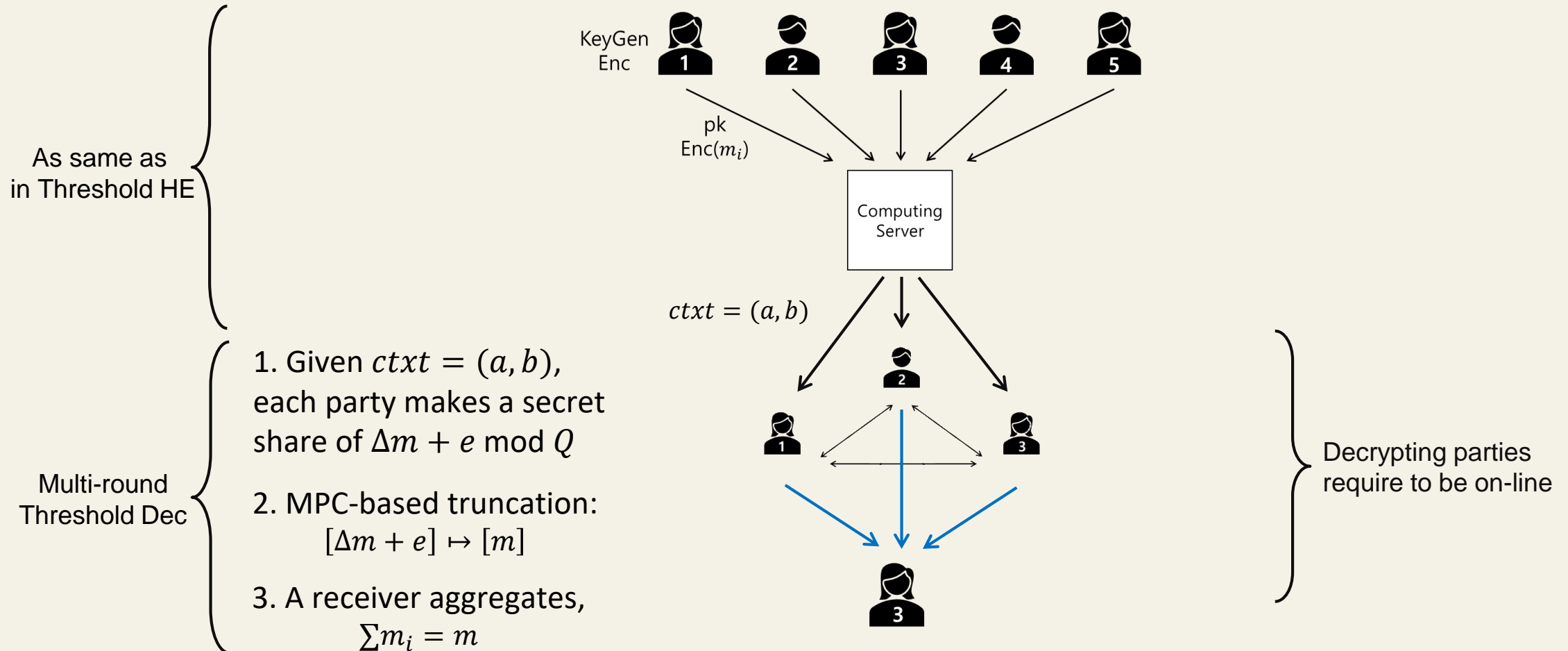
$$a, b, [s] \mapsto [\Delta m + e] \mapsto \left\lceil \left\lfloor \frac{\Delta m + e}{\Delta} \right\rfloor \right\rceil = m$$

Exact division
(truncation)

Cf. $[X]$: secret share of $X = \sum X_i$, where each party holds a random X_i

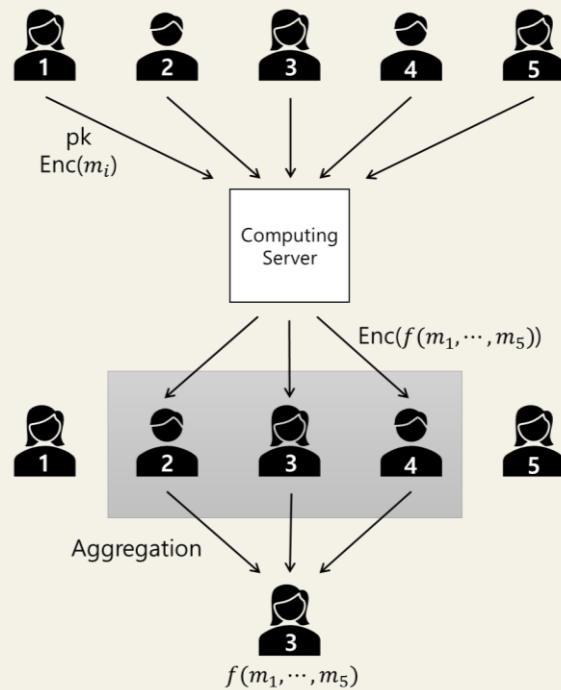
This Work

- More practical approach: mitigate the definition
 - Trade-off between communication cost and rounds:

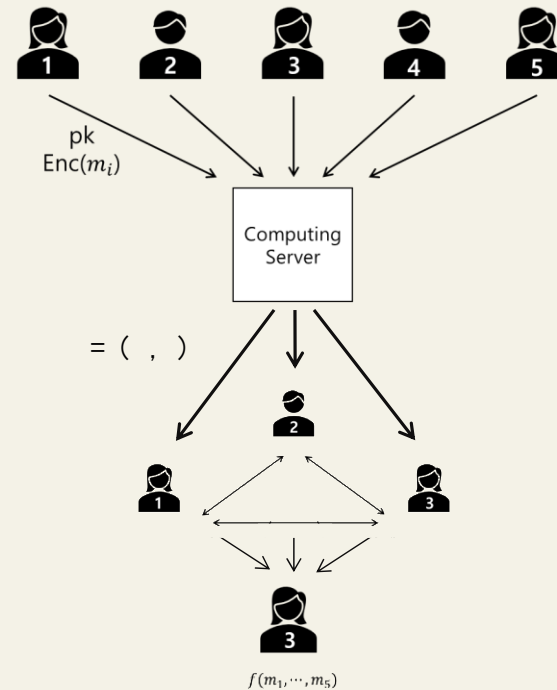


This Work

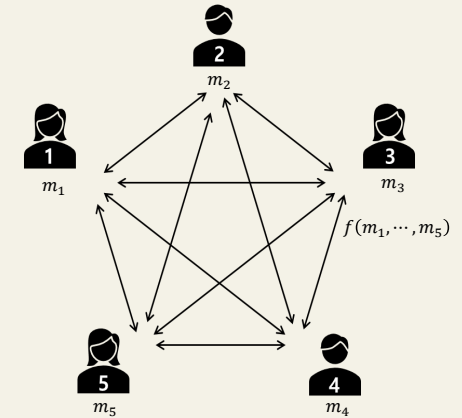
Threshold HE



This Work



General MPC



A trade-off between Threshold HE & MPC

This Work

- We instantiate exact truncation from [SCN:CT10]
 - 3-round Threshold Dec
 - Comp cost: $O(\log \Delta)$ \mathbb{Z}_q -inverse per party
 - Comm cost: each transcript size of $O(\log \Delta)$
- Advantages
 - Parameter sizes \downarrow , Performance \uparrow (close to HE)
 - Especially benefit from large & deep circuits
- Disadvantages
 - #Rounds \uparrow (for threshold decryption)
 - But... for online parties who want to decrypt

This Work

■ Advantages

- Parameter sizes ↓, Performance ↑ (close to HE)
- Especially benefit from large & deep circuits

■ Disadvantages

- #Rounds ↑ (for threshold decryption)
 - But... for online parties who want to decrypt

f : evaluating function, n : number of parties,
 $\Delta \approx Q \ll Q_{comp}$, where Δ is the smallest possible one.

| | # Rounds | Comp. cost | Comm. Cost (per party, per round) |
|--------------|----------|--|--|
| Threshold HE | 2=1+1 | $O(f \cdot \log Q_{comp} + n \cdot \log(\Delta \cdot 2^\lambda \cdot \sqrt{n}))$ | $O(\log(\Delta \cdot 2^\lambda \cdot \sqrt{n}))$ |
| MPC | $O(f)$ | $O(n \cdot f \cdot \log \Delta)$ | $O(\log \Delta)$ |
| This work | 4=1+3 | $O(f \cdot \log Q_{comp} + n \cdot \log \Delta)$ | $O(\log \Delta)$ |

Further (On-going) Directions

- Implementations and Applications
- Mitigation on Security Definition
 - with practical scenarios
- Threshold-CKKS
 - HE over real numbers
 - More complicated due to some related attacks [EC:LM21], [USENIX:GNSJ24], [CCS:CCP+24].
- MPC Triple Generation
 - Threshold HE-based (Top/Low Gear) with smaller modulus

Thank You!

From Feb. 2025, I am on the job market!
Please take a look:



Appendix: Applications in Threshold HE vs. MPC

- Naïve examples for comparison in [MTBH20]
 - Secure input selection
 - Compute $f(r, x_1, \dots, x_n) = x_r$ where all the inputs and outputs are encrypted state (or owned by each party)

| | | Time (sec) | | | Comm. / party (MB) | | |
|----------|-------|------------|------|------|--------------------|-------|--------|
| #parties | | 2 | 4 | 8 | 2 | 4 | 8 |
| MP-SPDZ | off | 0.35 | 1.04 | 3.56 | 6.58 | 25.74 | 101.82 |
| | on | 0.02 | 0.04 | 0.07 | 1.31 | 4.72 | 17.83 |
| | total | 0.37 | 1.08 | 3.66 | 7.89 | 30.46 | 119.65 |
| MTBH20 | Setup | 0.59 | 0.58 | 0.69 | 42.93 | 42.93 | 42.93 |
| | Eval | 0.27 | 0.28 | 0.31 | 1.31 | 1.31 | 1.31 |

Appendix: Key Components of Threshold FHE

- From FHE to Threshold FHE: What is needed?
 - Threshold KeyGen/Enc/Eval/Dec
 - pk-Enc: (R)LWE-based.
 - pk-Eval: usually same, but maybe larger params.
 - KeyGen/Dec: in a distributed manner.
 - Threshold SIM/IND-Security
 - Trusted vs. Untrusted Setup
 - Honest vs Dishonest Majority
 - IND-CPA^D security
 - \vdots

Appendix: Key Components of Threshold FHE

- Distributed Key Generation
 - Top-down with trusted dealer [C:BGG+18]:
 - $(pk, sk) \leftarrow \text{FHE.KeyGen}$
 - $(sk_1, \dots, sk_N) \leftarrow \text{Share}(sk)$ so that any set $|I| \geq t$ can reveal sk .

$\{0,1\}$ -LSSS:
 $q=O(N)$, but $O(N^{5.3})$ shares

Shamir Secret Sharing:
N shares, but $q=O(N!)$

TreeSSS [CCK23]:
trade-off

- Bottom-up without trusted dealer:

[EC:AJL+12] Only for $t=N$, use CRS.

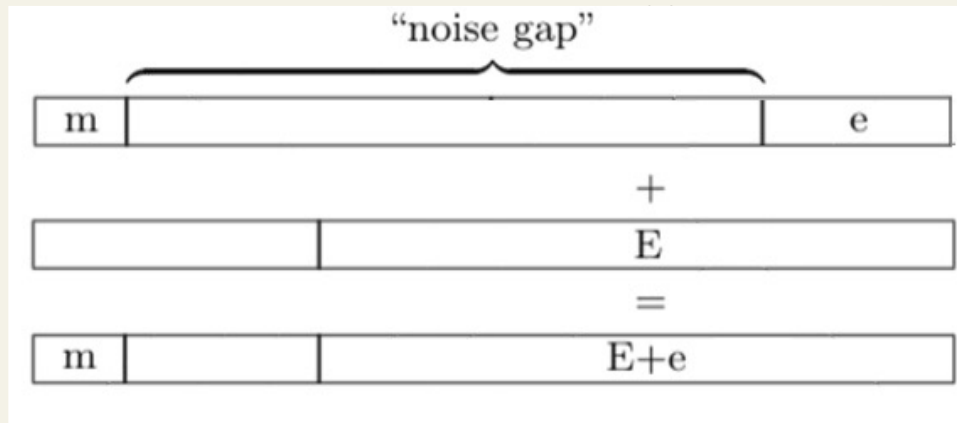
Each party generates s_i and $b_i = a \cdot s_i + e_i$
 $\Rightarrow pk = (a, \sum b_i = a \cdot \sum s_i + e')$

[Access:KJY+20] Generalize [EC:AJW12] for $t < N$.

Having s_i and pk for $\sum s_i$, distribute $(s_{i1}, \dots, s_{iN}) \leftarrow \text{Share}(s_i)$. Then, $(s'_1, \dots, s'_N) := \sum (s_{i1}, \dots, s_{iN}) \sim \text{Share}(\sum s_i)$,

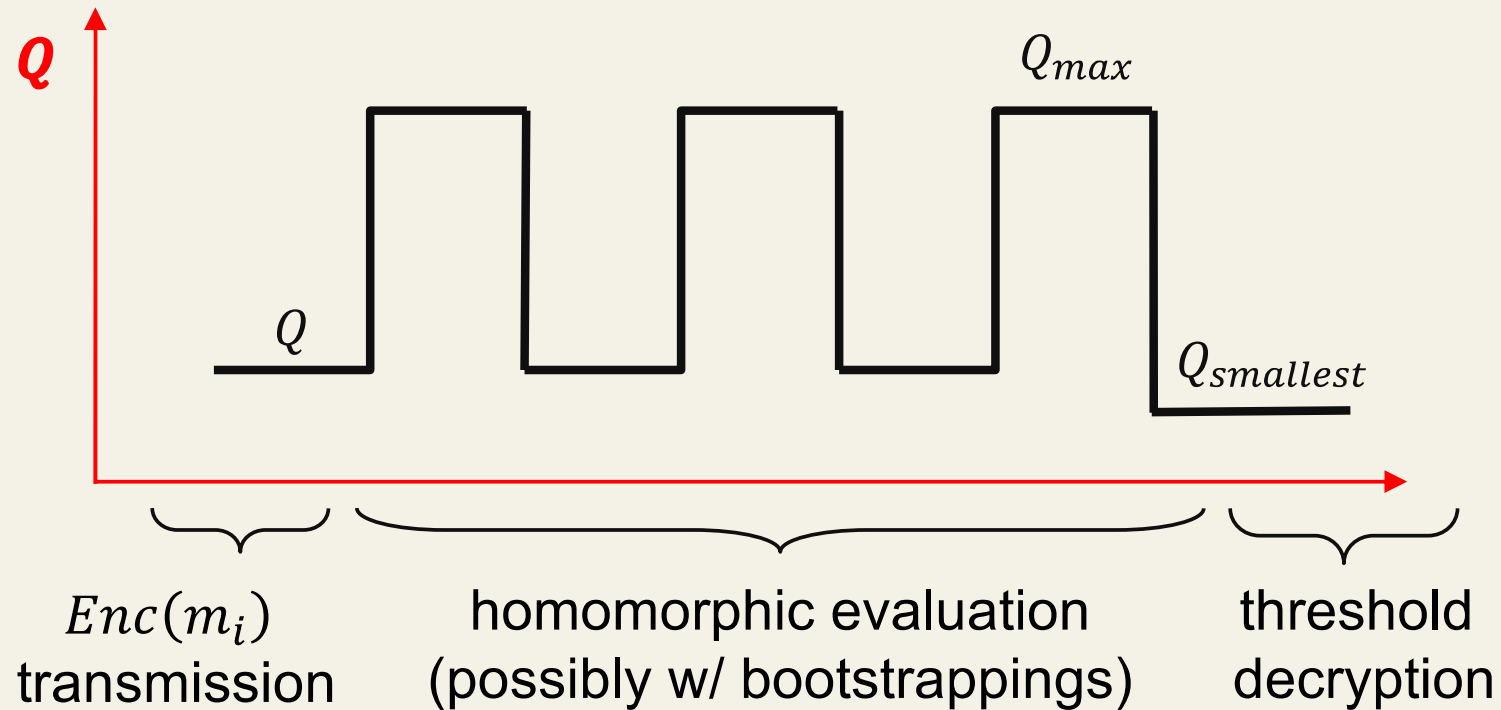
Appendix: Exponentially large Δ & Q

- In RLWE-based FHEs, $Q \gg |e|$ already.
- Δ is usually set smaller, ≈ 32 -60 bits
 - Δ may become 96-124 bits
- Indeed, the gap between m & e is important!



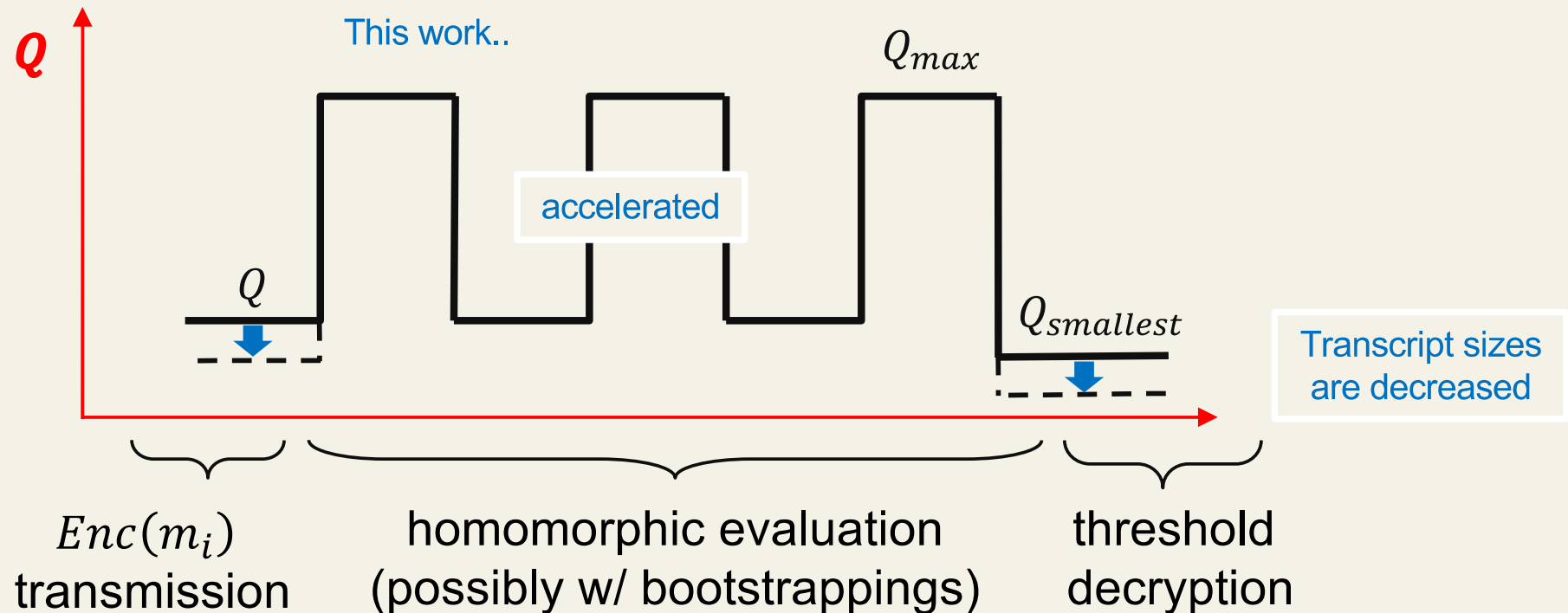
Appendix: Exponentially large Δ & Q

- The modulus during the protocols:



Appendix: Exponentially large Δ & Q

- The modulus during the protocols:



Appendix: A bit more details on 1 & 2

1. Simpler than [AC:BS23] under the same assumption

- Assuming “Circuit Privacy (CP)” in the multi-party setting.
- More efficient than [AC:BS23].

2. HOWEVER, the assumption cannot be achieved.

- [AC:BS23] uses tools for circuit-private “HE”
 - Do not work in the multi-party setting.

Appendix: Asymptotic Comparison

- We instantiate exact truncation from [SCN:CT10]
 - Rounds: 3 rounds (assuming precomputations, e.g., triples)
 - Computation cost: $O(\log \Delta)$ \mathbb{Z}_q -inverse per party
 - Communication cost: each component of $O(\log \Delta)$ size
- Asymptotic comparison

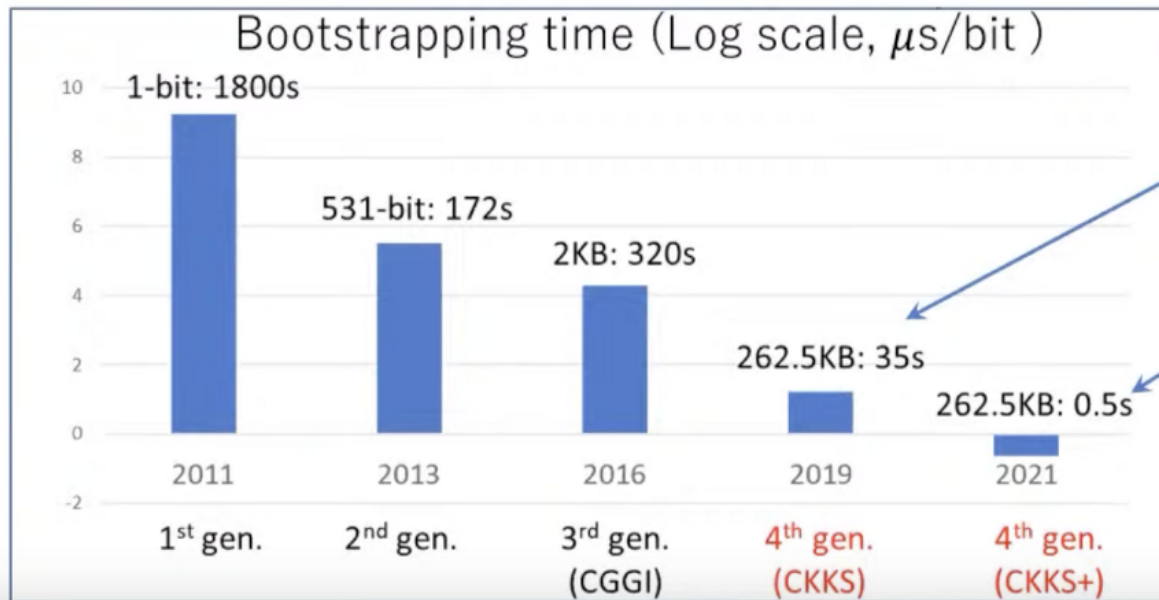
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| MPC | $O(f)$ | $O(n \cdot f \cdot \log \Delta)$ | $O(\log \Delta)$ |
| This work | 4=1+3 | $O(f \cdot \log Q_{comp} + n \cdot \log \Delta)$ | $O(\log \Delta)$ |

f : evaluating function, n : number of parties,
 $\Delta \approx Q \ll Q_{comp}$,
where Δ is the smallest possible one.

Appendix: Homomorphic Encryption (HE)

📍 HE is getting faster 8 times every year

e.g. Bootstrapping time: the most time-consuming operation in HE



19 $\mu\text{s}/\text{bit}$ bootstrapping time! (amortized)

0.29 $\mu\text{s}/\text{bit}$ bootstrapping time! (amortized)