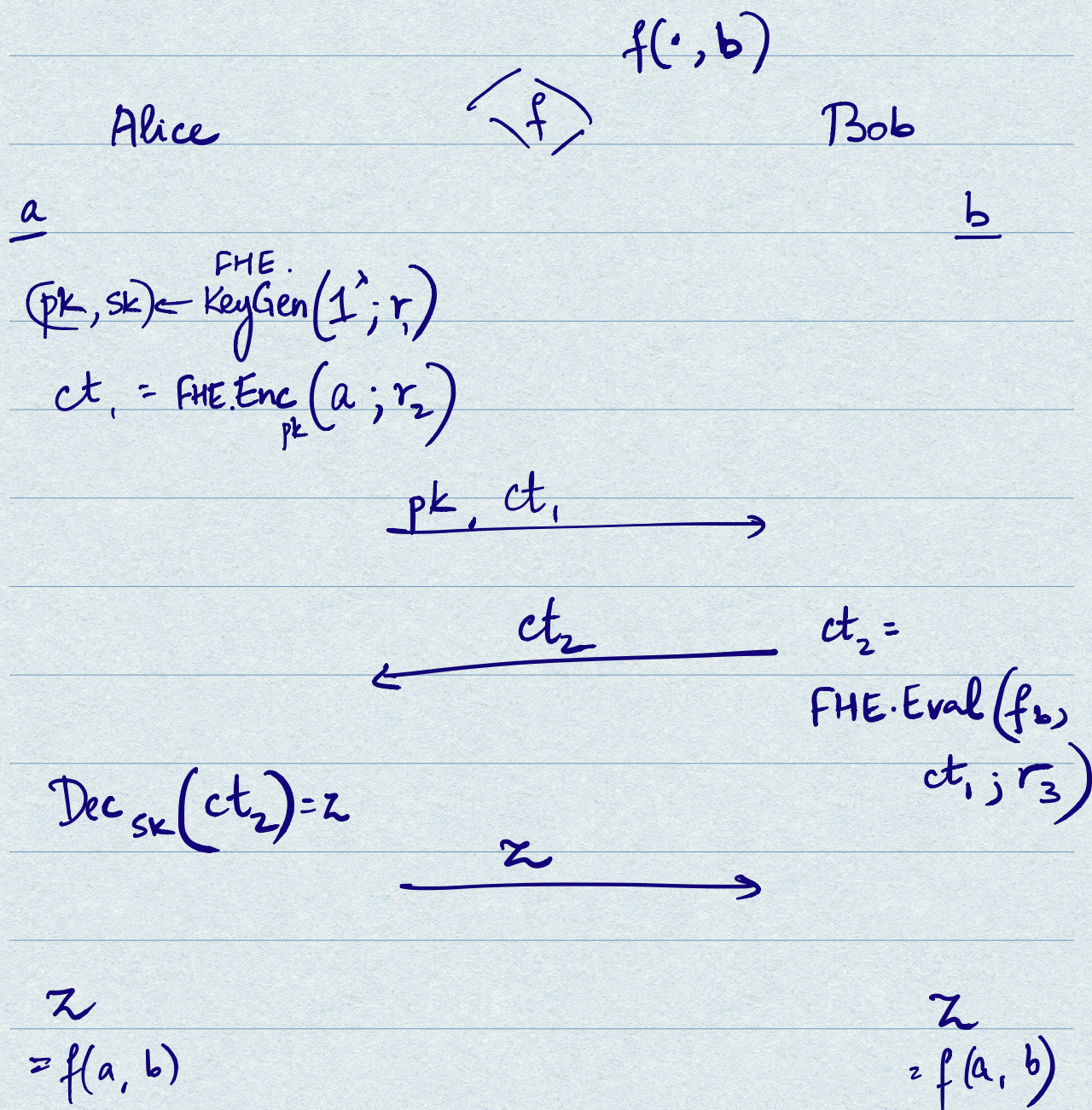


LECTURE - 19

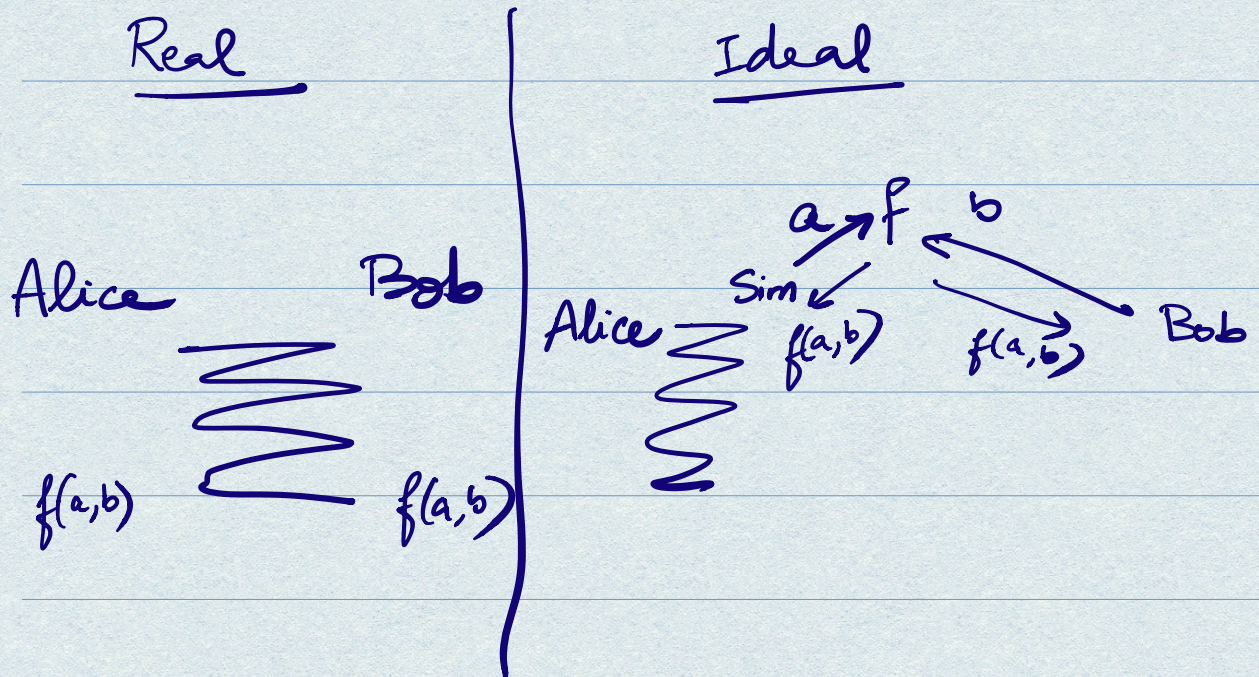


Circuit-private FHE: $\text{FHE.Eval}_{pk}(f_b, ct_1; r_3), sk$
 $\approx \text{FHE.Encrypt}(f(a, b), r), sk$

MALICIOUSLY

SECURE

COMPUTATION



Real view \approx_c Ideal view

Example: Suppose given just a , $f(a,b)$
it is impossible to guess the first
bit of b .

\Rightarrow Alice cannot output the first bit
of b w.p. $> \frac{1}{2}$ in ideal world

\Rightarrow Alice cannot output n of bit w.p. $> \frac{1}{2}$ in real world.

Alice

Bob.

$$\xrightarrow{c_1 = \text{com}(r_1; r'), c_2 = \text{com}(s_1; s')}$$

$$\xleftarrow{r_2, s_2}$$

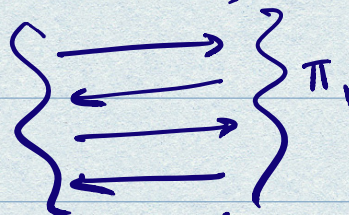
PRIVATE
COIN-
FLIP

$$pk, sk \leftarrow$$

$$\text{KeyGen}(1^\lambda; r_1 \oplus r_2)$$

$$ct_1 = \text{Enc}_{pk}(a; s_1 \oplus s_2)$$

$$\xrightarrow{pk, ct_1, \text{ZKPoK } \pi_1}$$



proving that $x_1 \in L_1$, $x_1 = (c_1, c_2, ct_1, pk)$

$$L = \{(c_1, c_2, ct_1, pk) \text{ s.t.}$$

$$\exists (r_1, r', s_1, s', a) \text{ s.t.}$$

$$c_1 = \text{com}(r_1; r'), c_2 = \text{com}(s_1; s'),$$

$$ct_1 = \text{Enc}_{pk}(a; s_1 \oplus s_2),$$

$$pk \leftarrow \text{KeyGen}(1^\lambda; r_1 \oplus r_2)\}$$

(contd.)

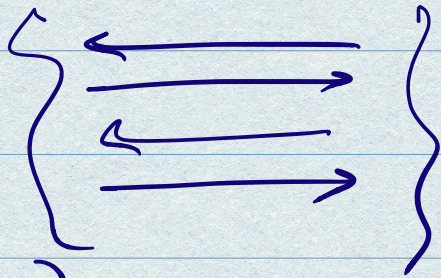
Alice

Bob

$$ct_2 = \text{FHE.Eval}(f_b, ct_1; r_3), \pi_2$$

π_2 is ZKPoK : $x_2 \in L_2$ $x_2 = ct_2$

$$L_2 = \left\{ ct_2 \text{ s.t. } \exists (b, r_3) \text{ s.t. } ct_2 = \text{FHE.Eval}(f_b, ct_1; r_3) \right\}$$



$$z = \text{Dec}_{sk}(ct_2)$$

$$\xrightarrow{z, \pi_3}$$

π_3 is ZK : $x_3 \in L_3$ where $\left(\begin{array}{c} \rightarrow \\ \leftarrow \\ \rightarrow \\ \leftarrow \end{array} \right)$

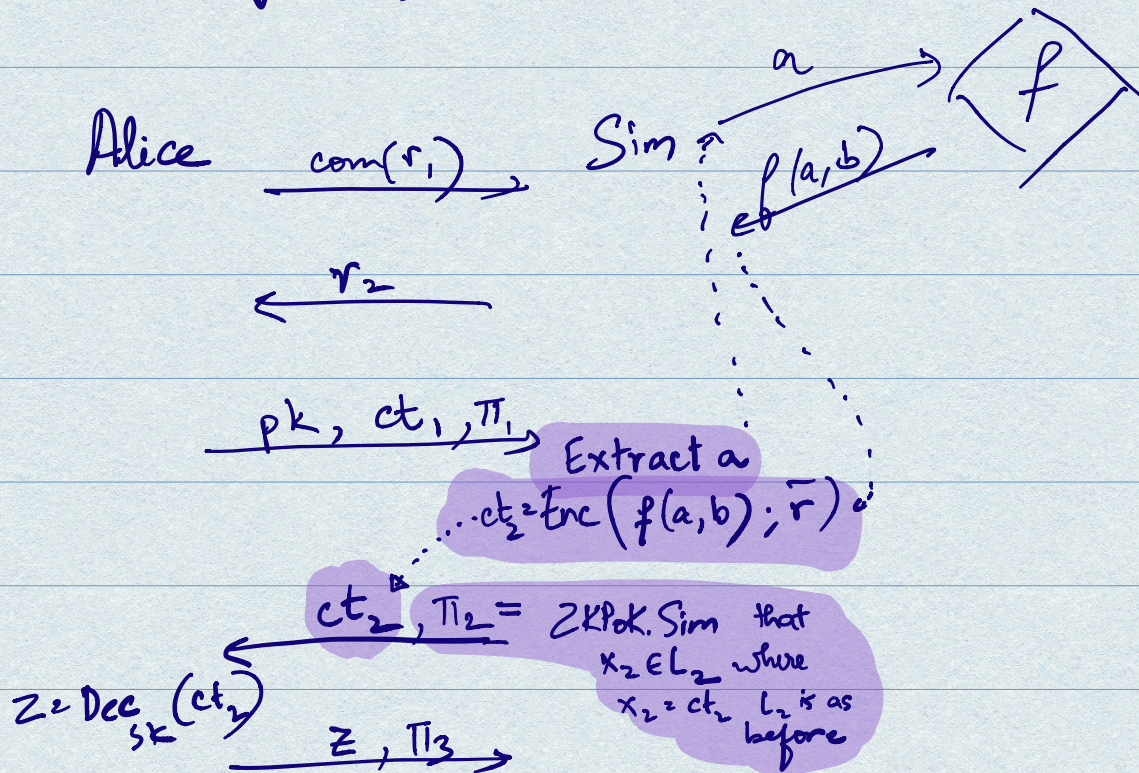
$$L_3 = \left\{ (\tilde{pk}, \tilde{z}, \tilde{c}_1) \text{ s.t. } \exists (r_1, r') \right.$$

$$\text{s.t. } \tilde{pk} \leftarrow \text{KeyGen}(1^\lambda; r, \oplus r_2)$$

$$\text{and } \tilde{c}_1 = \text{com}(r_1; r') \text{ and}$$

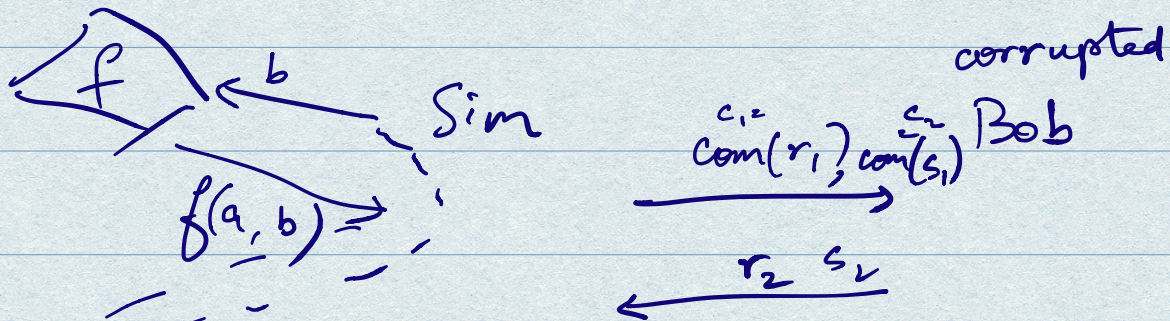
$$\tilde{z} = \text{Dec}_{sk}(ct_2) \left. \right\}$$

Security against corrupted Alice



Note (Semi-malicious): Secure against adv that follow protocol but use bad randomness

Security against corrupted Bob.



$$(pk, sk) \leftarrow KG(I^*; \hat{r})$$

$$ct_1 \leftarrow Enc_{pk}(0; \hat{s})$$

$$pk, ct_1, \pi_1 : ZKPoK.Sim(x_1 \in L_1)$$

where $x_1 = (c_1, c_2, ct_1, pk)$
 L_1 is same as before

$$ct_2, \pi_2 : ZKPoK$$

Extract b from π_2 .

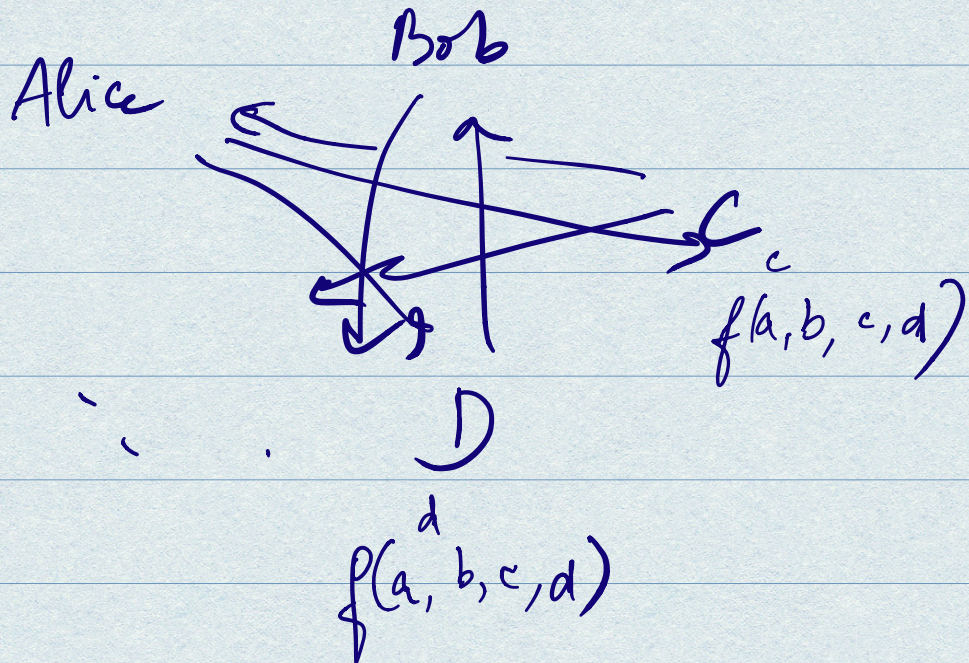
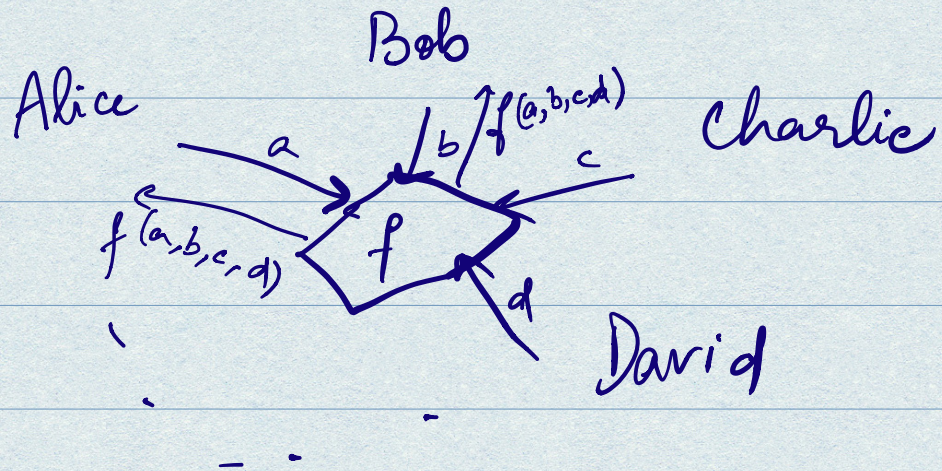
$$f(a, b) \rightarrow z$$

$$z, \pi_3 : ZK.Sim(x_3 \in L_3)$$

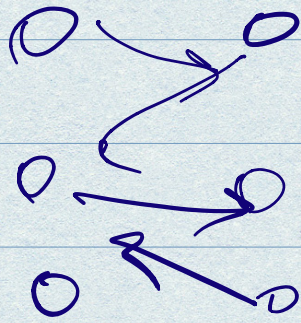
where $x_3 = z,$

L_3 is same as before.

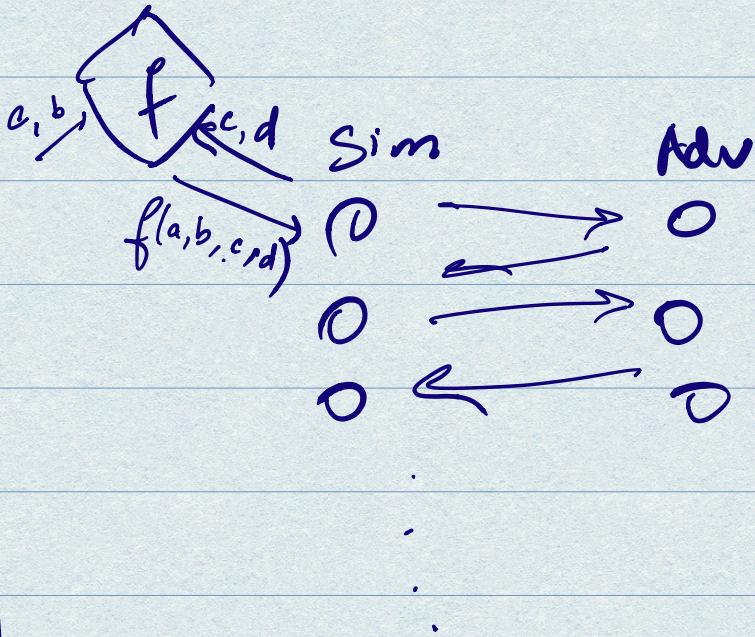
MULTI-PARTY COMPUTATION.



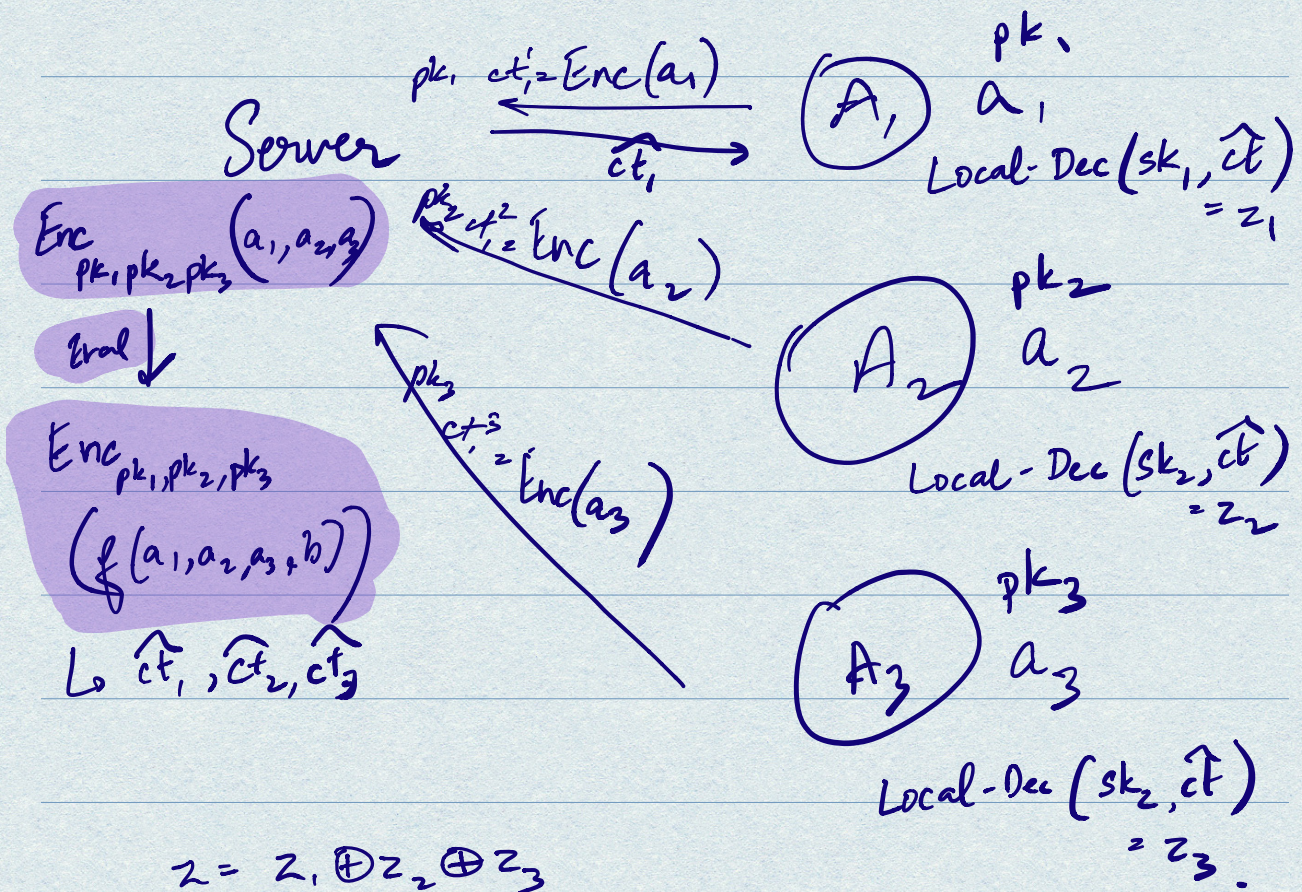
Real



Ideal.



Real view \approx Ideal view.

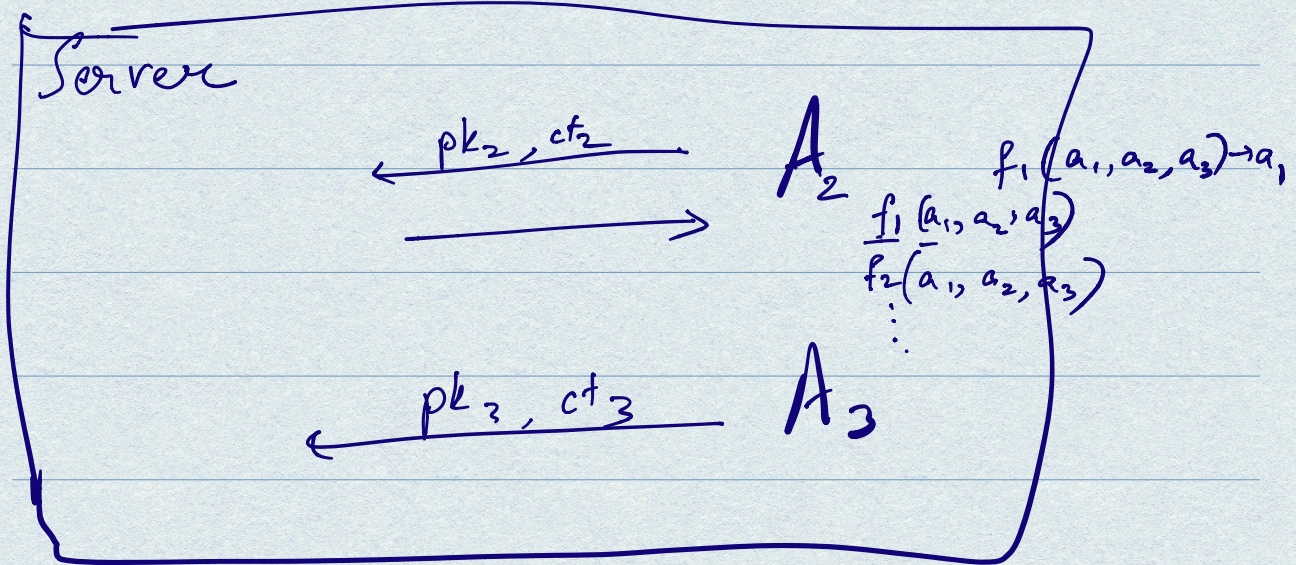


MULTI- KEY FHE.

(extend GSW FHE)

Why do players end up with shares z_1, z_2, z_3 ?

$\leftarrow pk_1, ct_1$ A_1 $pk_1, ct_1 = enc_{pk_1}(a_1)$



Extractable Commitments

$C = com(m; r)$, ZKPoK: $\exists(m, r)$ s.t.
 $C = com(m; r)$