



iO via Functional Encryption:
Techniques and Challenges from LWE

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Laying Out a Plan

Yesterday:

1. Why FE implies iO
2. Survey of JLS20: Identify and leverage a **surprising, beautiful synergy** between three different assumptions to build FE : LWE, SXDH, LPN

Today:

Try to build FE from LWE alone.

Identify technical challenges, discuss how pairings overcome these

Why?

M C Escher



Hans Hoffman



Functional Encryption

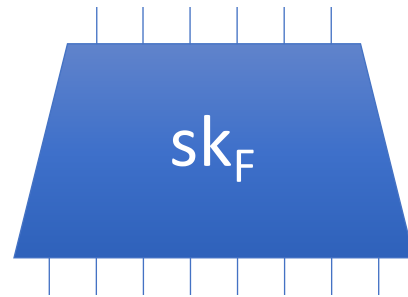
Encryption with Partial Decryption Keys

$(\text{mpk}, \text{msk}) \leftarrow \text{Setup}(1^n)$

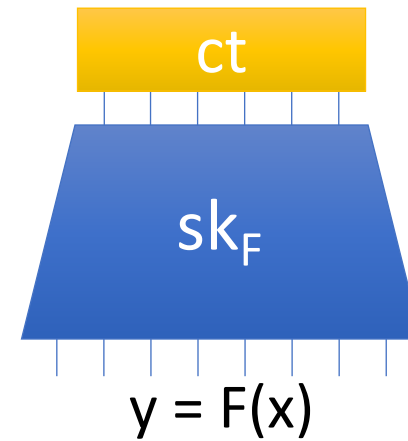
Encrypt (mpk, x):



Keygen(msk, F):



Decrypt (sk_F, ct):



Security:

Adversary possessing keys for multiple circuits F_i cannot distinguish $\text{Enc}(x_0)$ from $\text{Enc}(x_1)$ unless $F_i(x_0) \neq F_i(x_1)$

Functional Encryption [SW05,BSW11]

FE \rightarrow *iO* [AJ15, BV15, Lin16, LV16, AS16 \rightarrow Yael's talk]

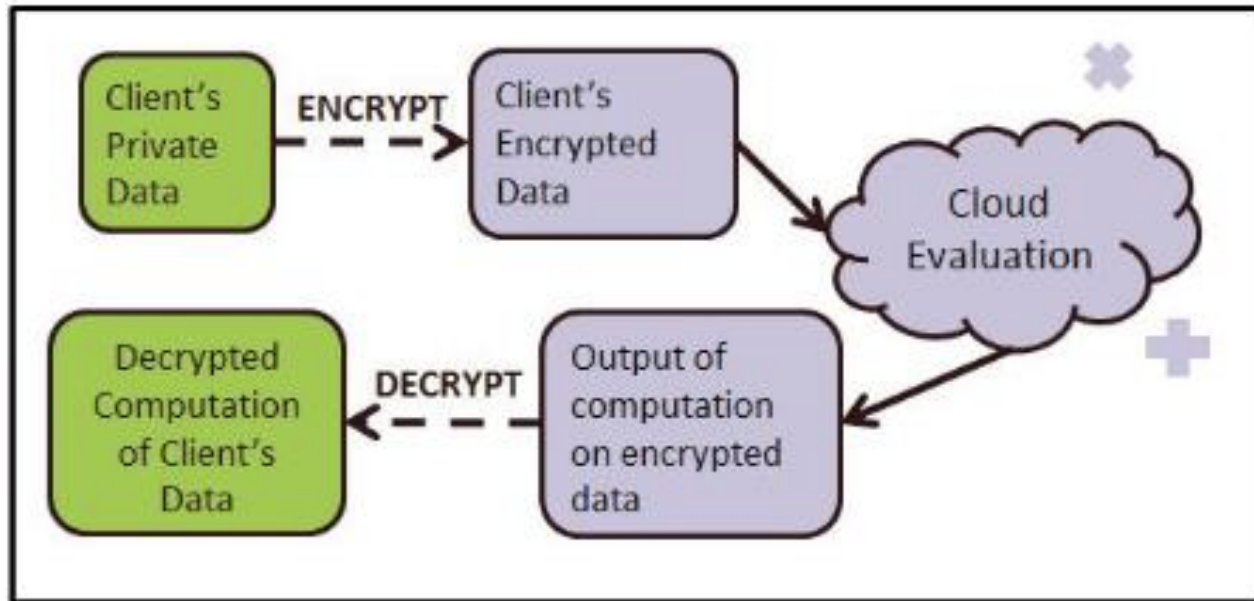
The following FE suffices for *iO*:

- Single key for a function with long output $f : \{0, 1\}^n \rightarrow \{0, 1\}^m$
- $|CT|$ is sublinear in output length m
- Supporting function class NC^0

How to build it?

Natural Idea: Use LWE

-- Recall: LWE *only* assumption yielding FHE



Expressive
Functionality:
Supports
arbitrary circuits

Compact
ciphertext,
independent of
circuit size

Perfect:
Encrypted
computation with
All or Nothing
Decryption

* : up to minor variations

LWE...Leakage on Partial Decryption (FE)

- Using LWE, can support all polynomial sized circuits for FE
- But only for restricted security games
 - Adversary sees limited number of queries [GVW12, GKPVZ13, AR17], restricted types of queries [GVW15], combination of these [A17]
- Attacks against scheme when adversary violates security game [A17]

Causes of Attack and Ways to Overcome them?

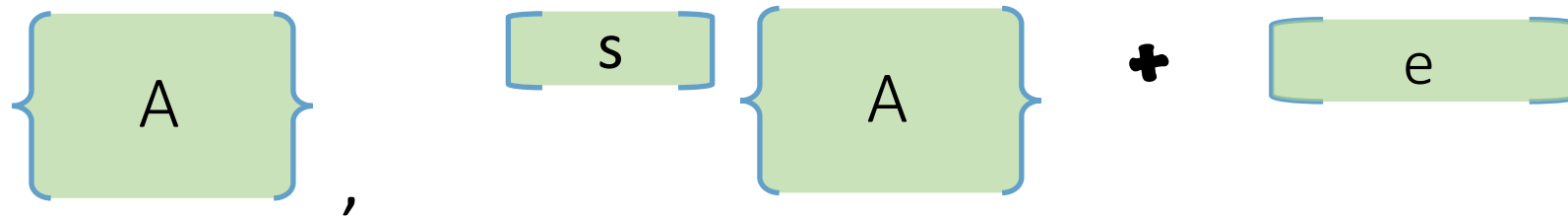
An abstract painting with a complex, chaotic composition. The background is filled with vibrant colors including teal, black, red, yellow, and grey. The artwork features thick, expressive brushstrokes and a dense network of thin, scribbled lines in various colors. Some elements resemble stylized faces or figures, but they are heavily obscured by the overall sense of movement and energy. The overall effect is one of intense, unstructured creativity.

Challenge: Leaky LWE Keys

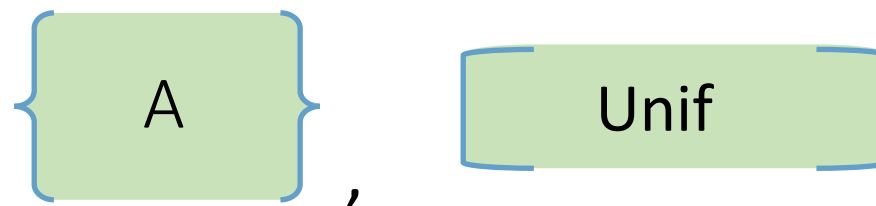
In Most LWE Based FE Constructions

Learning With Errors \rightarrow Ciphertext

Distinguish “noisy inner products” from uniform



versus



In Most LWE Based FE Constructions

SIS Problem → Secret Key

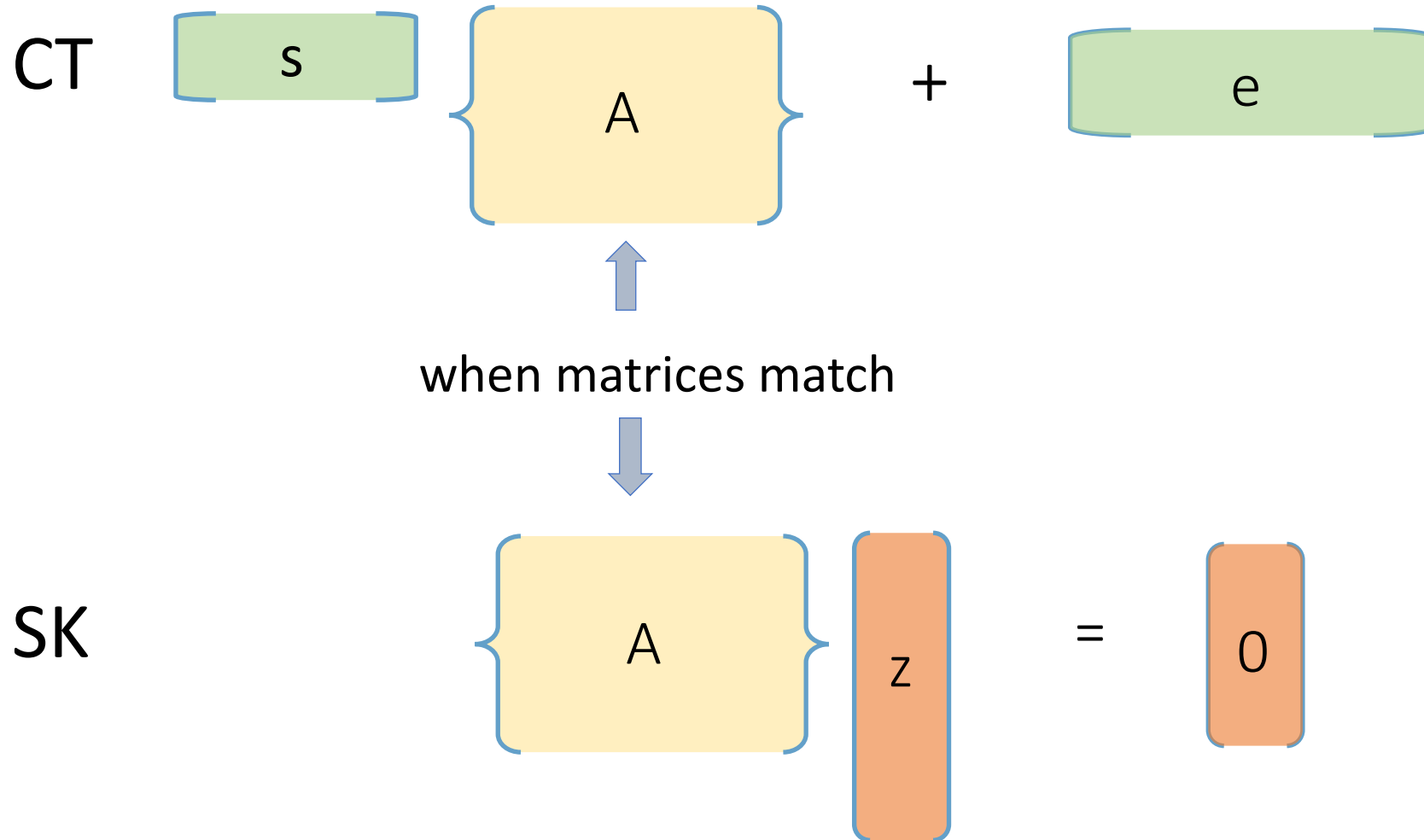
Given matrix A , find “short” integer z such that

$$Az = 0 \pmod{q}$$

The diagram shows the equation $Az = 0 \pmod{q}$ using visual representations. The matrix A is enclosed in a wide, short orange rounded rectangle with a blue outline. The vector z is enclosed in a tall, narrow orange rounded rectangle with a blue outline. The result 0 is enclosed in a short, narrow orange rounded rectangle with a blue outline. The entire equation is centered on the slide.

Many short vectors form a **trapdoor** for A
Can be used to break LWE with matrix A

Decryption works



We need: Partial Decryption Capability

Encrypt (mpk, x):

LWE encodings
of x

$c_1 = A_1, x_1$ $c_n = A_n, x_n$

$c_0 = A, 0$

We need: Partial Decryption Capability

BGG+14 showed homomorphic evaluation algorithms eval_{ct} and eval_{pk} such that:

Encrypt (mpk, x):

LWE encodings
of x

$$c_1 = [A_1, x_1] \quad \dots \quad c_n = [A_n, x_n]$$

$$c_0 = [A, 0]$$

1. Compute $ct^* = \text{Eval}_{\text{ct}}(c_1 \dots c_n, f)$

$$ct^* = [A | A_f], f(x)$$

1. Compute $A_f = \text{Eval}_{\text{pk}}(A_1 \dots A_n, f)$

We need: Partial Decryption Capability

BGG+14 showed homomorphic evaluation algorithms eval_{ct} and eval_{pk} such that:

Encrypt (mpk, x):

LWE encodings
of x

$$c_1 = [A_1, x_1] \quad \dots \quad c_n = [A_n, x_n]$$

$$c_0 = [A, 0]$$

Decrypt (sk_f, ct) → f(x)

1. Compute $ct^* = \text{Eval}_{\text{ct}}(c_1 \dots c_n, f)$

$$ct^* = [A | A_f], f(x)$$

Keygen(msk, f):

1. Compute $A_f = \text{Eval}_{\text{pk}}(A_1 \dots A_n, f)$
2. Compute short vector z such that

$$\{ A | A_f \} z = 0$$

We need: Partial Decryption Capability

BGG+14 showed homomorphic evaluation algorithms eval_{ct} and eval_{pk} such that:

Encrypt (mpk, x):

LWE encodings
of x

$$c_1 = [A_1, x_1] \quad \dots \quad c_n = [A_n, x_n]$$

$$c_0 = [A, 0]$$

Keygen(msk, f):

1. Compute $A_f = \text{Eval}_{\text{pk}}(A_1 \dots A_n, f)$
2. Compute short vector z such that

$$\{ [A \mid A_f] \} \cdot z = 0$$

Decrypt (sk_f, ct) \rightarrow $f(x)$

1. Compute $ct^* = \text{Eval}_{\text{ct}}(c_1 \dots c_n, f)$

$$ct^* = [A \mid A_f], f(x)$$

Matrices in ct^* and key match, can recover $f(x)$!

Catch: x is not hidden

We need: Partial Decryption Capability

GVW15 showed how to hide x in restricted security game

Encrypt (mpk, x): Use FHE to encrypt x_i
denote by \hat{x}_i

$$c_1 = \boxed{A_1, \hat{x}_1} \quad \dots \quad c_n = \boxed{A_n, \hat{x}_n}$$

$$c_0 = \boxed{A, 0} \quad c_{sk} = \boxed{\text{FHE.sk}}$$

Keygen(msk, f): Let $f' = \text{FHE.Dec} \circ f$

We need: Partial Decryption Capability

GVW15 showed how to hide x in restricted security game

Encrypt (mpk, x): Use FHE to encrypt x_i
denote by \hat{x}_i

$$c_1 = [A_1, \hat{x}_1] \quad \dots \quad c_n = [A_n, \hat{x}_n]$$

$$c_0 = [A, 0] \quad c_{sk} = [FHE.sk]$$

Keygen(msk, f): Let $f' = FHE.Dec \circ f$

1. Compute $A_{f'} = Eval_{PK}(A_1 \dots A_n, f')$
2. Compute short vector z such that

$$\left\{ \begin{array}{c} A \\ A_{f'} \end{array} \right\} \cdot z = 0$$

Decrypt (sk_f, ct) \rightarrow $f(x)$

1. Compute $ct^* = Eval_{ct}(c_1 \dots c_n, f')$

$$ct^* = [A | A_{f'}], f(x)$$

OK to reveal \hat{x}_i
Need work to argue that FHE.sk is hidden

Can be done in restricted security game,
where Adv may not request any keys such
that $f(x) = 1$

Attacks Outside Game[A17]

- Request keys for linearly dependent vectors
- Combine keys to get short vectors, hence trapdoor in certain lattice A^*
- Manipulate challenge CT to get LWE sample with matrix B^*
- A^* and B^* only match for keys where $f(x)=1$
- Lessons: *Inherent vulnerability* for “attribute hiding” scheme with this structure of keys



How do pairings help [GJS20]?

Can build FE for quadratic functions from pairings [Lin16,BCFG17,G20,Wee20]

$(\text{mpk}, \text{msk}) \leftarrow \text{Setup}(1^n)$

$\text{Encrypt}(\text{mpk}, x = (x_1 \dots x_n)):$

ct

$\text{Keygen}(\text{msk}, C = (c_{11} \dots c_{nn})):$

sk_C

$\text{Decrypt}(sk_C, ct)$ outputs

$$\sum_{i,j} c_{ij} x_{ij}$$

No restrictions in the security game!

How do pairings help [GJLS20]?

- Compute $ct^* = [A|A_f], f(x)$ as before using evaluation algorithm

- Looking more closely at structure of ct^* :

$$ct^* = [A|A_f]^T s + f(x) + noise$$

- Encryptor knows $(s, noise)$ and can provide **Linear FE ciphertext for vector $(s, noise)$**
- Key generator knows $[A|A_f]$ and can provide **Linear FE key for vector $[A|A_f]^T, 1$**
- Decryption recovers inner product $[A|A_f]^T s + noise$, which can be subtracted from ct^* to recover $f(x)$ (upto rounding).

Using Pairing based FE to implement Quadratic (hence Linear) FE prevents the leakage created by LWE secret keys

Doing Without Pairings?

- Linear FE exists from LWE [ABDP15, ALS16] but does not suffice : same key structure
- There are other approaches [A19, AP20], but all suffer from *unsimulatable* key structure –
 - No known attacks but do not admit proof

Challenge: Construct LWE based FE with more secure keys

Difficulty in Reduction for FE.
Does not show up in Functional Encodings

An abstract painting with a complex, layered composition. The background is a mix of dark black, vibrant blue, and earthy yellow. Overlaid on these are various elements: thick, expressive brushstrokes in red, white, and black; thin, delicate lines in yellow and white; and some faint, handwritten-style characters or symbols. The overall effect is one of dynamic energy and visual noise.

Challenge: How to compute smudging noise

Degree Flattening

Given: LWE encoding of input x (encoding may vary).

Want: to compute a “deep” (say NC_1) circuit f on x , to obtain an encoding of $f(x)$

Can represent deep computation f as equivalent function f' such that f' has public computation of high degree and private computation of low degree

Deep, public computation done publicly, shallow private computation, done using Linear Functional Encryption

Linear Functional Enc [ABDP15, ALS16]

Can build FE for quadratic functions from pairings [Lin16, BCFG17, G20, Wee20]

$(\text{mpk}, \text{msk}) \leftarrow \text{Setup}(1^n)$

$\text{Encrypt}(\text{mpk}, x = (x_1 \dots x_n)):$

ct

$\text{Keygen}(\text{msk}, y = (y_1 \dots y_n)):$

sk_y

$\text{Decrypt}(\text{sk}_y, \text{ct})$ outputs

$$\sum_{i \in [n]} x_i y_i$$

No restrictions in the security game

More than n key requests
→ MSK leaked

Symmetric key FHE for Quadratic Polynomials [BV11a]

s: secret key

Encrypt (s, x_1, x_2):

Sample u_1, u_2 randomly in ring. Sample err_1, err_2 .

Compute :

$$c_1 = u_1 s + err_1 + x_1$$

$$c_2 = u_2 s + err_2 + x_2$$

Evaluate ($c_1, c_2, f = x_1 x_2$):

Want: Use c_1, c_2 to compute product ciphertext c_{12}
that encrypts $x_1 x_2$

FHE Evaluation

We may write:

$$x_1 \approx c_1 - u_1 s$$

$$x_2 \approx c_2 - u_2 s$$

$$\therefore x_1 x_2 \approx c_1 c_2 - (c_1 u_2 + c_2 u_1) s + u_1 u_2 s^2$$

$$\text{Let } c^{\text{mult}} = (c_1 c_2, c_1 u_2 + c_2 u_1, u_1 u_2)$$

$$\text{Decryption } x_1 x_2 \approx \langle (c_1 c_2, (c_1 u_2 + c_2 u_1), u_1 u_2) ; (1, -s, s^2) \rangle$$

Quadratic Functional Enc [AR17]

- Recall FHE decryption equation:

$$x_1 x_2 \approx c_1 c_2 - (c_1 u_2 + c_2 u_1) s + u_1 u_2 s^2$$

- What if we group the terms differently?

$$\therefore x_1 x_2 \approx c_1 c_2 - (c_1 s, c_2 s, s^2) \cdot (-u_2, -u_1, u_1 u_2)$$

Known to
encryptor

Known to
Key
Generator

Decryption

$$x_1 x_2 \approx c_1 c_2 + \langle (c_1 s, c_2 s, s^2); (-u_2, -u_1, u_1 u_2) \rangle$$

Quadratic Functional Enc [AR17]

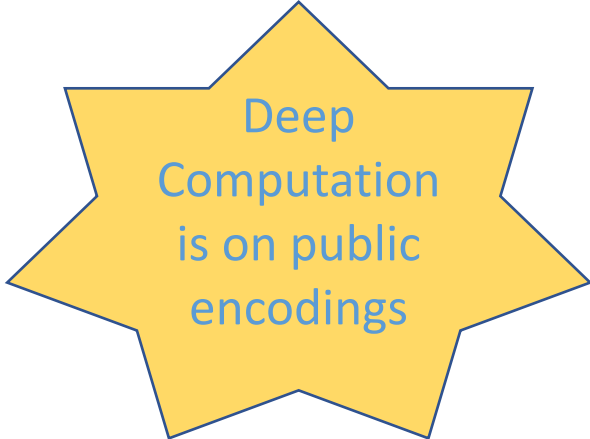
Encryptor provides c_1, \dots, c_n as well as Linear FE encryption of vector
 $(c_1s, c_2s, \dots, c_ns, s^2)$

Key Generator provides Linear FE key for vector
 $(-u_2, -u_1, 0, \dots, 0, u_1u_2)$

Computing c_1c_2 herself, decryptor can recover :

$$x_1x_2 \approx c_1c_2 - u_2(c_1s) - u_1(c_2s) + u_1u_2(s^2)$$

Key Insight: Quadratic terms are $c_i c_j$ which are public
Only $2n$ ciphertexts instead of n^2



Deep
Computation
is on public
encodings



Key
Dependent
Computation
is Linear

Can be generalized to NC_1 [AR17]

Compactness Vs Leakage

- Supports NC_0 with sublinear ciphertexts
- Last slide: Degree reduction to linear
 - Adversary sees exact linear equations in secrets
 - Too much leakage!
- AJLMS19: Degree reduction to quadratic
 - Adversary sees quadratic equations in secrets
 - May be secure (aka MQ assumption for some distribution)

Degree reduction to Linear Too Much! Quadratic FE from LWE?

Way Forward?

- Don't have quadratic FE from LWE
- Previously: **multivariate quadratic equations** may hide secrets
- But... **noisy linear equations** can also hide secrets

[A19,AJLMS19]:

Suffices to construct FE for linear functions plus noise

An abstract painting with a complex, chaotic composition. It features a variety of colors including black, blue, red, yellow, and grey. The style is expressive, with thick brushstrokes and a dense network of overlapping lines and shapes. Some elements resemble stylized faces or figures, but they are heavily distorted and integrated into the overall abstract pattern. The background is a mix of dark and light areas, creating a sense of depth and movement.

FE for linear functions plus noise

Noisy Linear Functional Encryption [A19]

- Recall Linear FE : Enc(x), Keygen(y), Decrypt to get $\langle x, y \rangle$.
- Noisy Linear FE : Enc(x), Keygen(y), Decrypt to get $\langle x, y \rangle$ plus noise
- Special Case via Degree 2.5 FE we saw yesterday
- Where does noise come from?
- What security properties does it need to satisfy?

Noise must satisfy only mild statistical properties

A key observation: Computing a noise term may be easier as exact value not important

A key Observation: Old grandma advice!

If you cannot have
what you want, you
must learn to want
what you can have

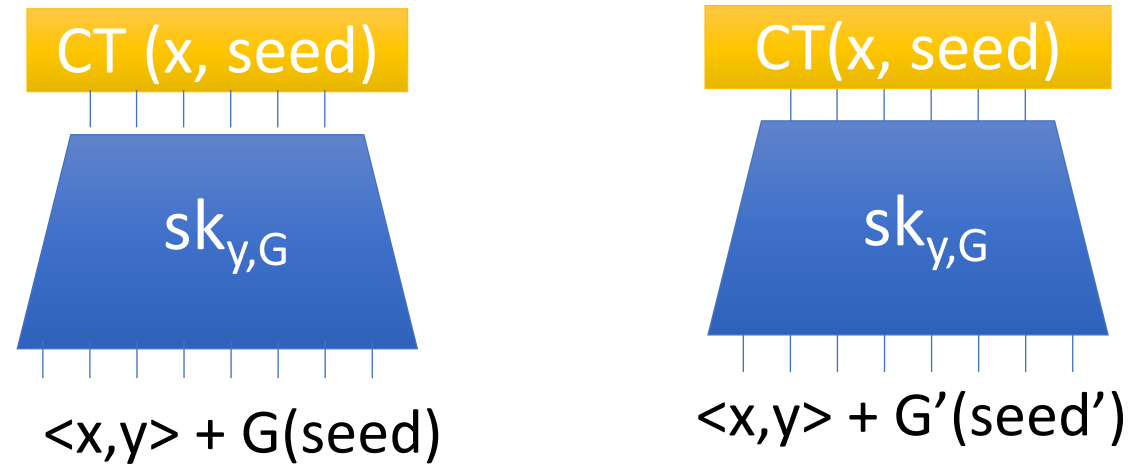


A key Observation: Relax requirement on correctness

If you cannot **compute**
what you **can use**, you
must learn to **use** what
you can **compute**



Noisy Linear Functional Encryption [A19]



- Only $\langle x, y \rangle$ needs to be correct! $G(\text{seed})$ is allowed some corruption
- So far: Assume polynomial is PRG and insist on computing it exactly
- Here: Compute whatever can be computed and check if it can satisfy PRG like properties

Noisy Linear Functional Encryption [A19]

- Let's try to build it
- From LWE alone, we don't know how to
- Extend LWE based Linear FE of ALS16 to Noisy Linear FE using **new hardness conjectures on lattices.**

Let's see how...

Recap: Regev Public Key Encryption

Recall: Finding short \vec{e} such that $\langle \vec{a}; \vec{e} \rangle = u$ is hard

❖ SK : \vec{e} PK : \vec{a}, u

❖ Encrypt (PK, x) :

$$\vec{c}_0 = \vec{a} \cdot s + 2 \cdot e \vec{r} r_1$$

$$c_1 = u \cdot s + 2 \cdot err_2 + x$$

❖ Decrypt (SK) :

$$c_1 - \langle \vec{e}; \vec{c}_0 \rangle = u \cdot s + 2 \cdot err_2 + x - u \cdot s - \langle \vec{e}; e \vec{r} r_1 \rangle$$

$$= x + 2 \cdot err$$

$$= x \pmod{2}$$

Pseudorandom
By R-LWE

Small only if
e is small

Linear Functional Encryption [ALS16]

MSK: $\vec{e}_1, \dots, \vec{e}_\ell$ (short)

PK: $\vec{a}, \vec{u} = (u_1, \dots, u_\ell)$

where $\langle \vec{a}; \vec{e}_i \rangle = u_i \in R_q$

Linear Functional Encryption [ALS16]

MSK: $\vec{e}_1, \dots, \vec{e}_\ell$ (short)

PK: $\vec{a}, \vec{u} = (u_1, \dots, u_\ell)$

where $\langle \vec{a}; \vec{e}_i \rangle = u_i \in R_q$

Enc(PK, x):

$$\vec{c}_0 = \vec{a} \cdot s + 2 \cdot \text{err}_0$$

$$\vec{c}_1 = \vec{u} \cdot s + 2 \cdot \text{err}_1 + \vec{x}$$

Linear Functional Encryption [ALS16]

MSK: $\vec{e}_1, \dots, \vec{e}_\ell$ (short)

PK: $\vec{a}, \vec{u} = (u_1, \dots, u_\ell)$

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Enc(PK, x):

$$\vec{c}_0 = \vec{a} \cdot s + 2 \cdot \text{err}_0$$

$$\vec{c}_1 = \vec{u} \cdot s + 2 \cdot \text{err}_1 + \vec{x}$$

KeyGen(MSK, y):

$$\sum_{i \in [\ell]} y_i \vec{e}_i$$

Linear Functional Encryption [ALS16]

MSK: $\vec{e}_1, \dots, \vec{e}_\ell$ (short)

PK: $\vec{a}, \vec{u} = (u_1, \dots, u_\ell)$

where $\langle \vec{a}; \vec{e}_i \rangle = u_i \in R_q$

Enc(PK, x):

$$\vec{c}_0 = \vec{a} \cdot s + 2 \cdot \text{err} \vec{r}_0$$

$$\vec{c}_1 = \vec{u} \cdot s + 2 \cdot \text{err} \vec{r}_1 + \vec{x}$$

KeyGen(MSK, y):

$$\sum_{i \in [\ell]} y_i \vec{e}_i$$

Decrypt:

$$\left(\sum_{i \in [\ell]} y_i \vec{e}_i \right)^\top \cdot \vec{c}_0 = \left(\sum_{i \in [\ell]} y_i u_i \right) \cdot s + 2 \cdot \text{err}$$

$$- \vec{y}^\top \vec{c}_1 = \left(\sum_{i \in [\ell]} y_i u_i \right) \cdot s + 2 \cdot \text{err} + \langle \vec{x}; \vec{y} \rangle$$

$$= \langle \vec{x}; \vec{y} \rangle + 2 \cdot \text{err}$$

Note that ..

- Decryption reveals $\langle \vec{x}, \vec{y} \rangle + 2 \cdot err$: inner product + noise
- Isn't this noisy linear FE already?

Noise not
pseudorandom



Noise is learnt fully after sufficient key requests!

Adding Noise to Linear FE

- **Starting point idea:** Linear FE computes $\langle \vec{x}, \vec{y} \rangle$ where $\vec{x}, \vec{y} \in R^\ell$
- Add dummy co-ordinate $x[\ell + 1] = \text{noise}, \quad y[\ell + 1] = 1$
- Now output $\langle \vec{x}, \vec{y} \rangle + \text{noise}$
- Repeat m times, once for each output bit

Satisfies security, violates succinctness
CT size grows with m

Can we compress encodings of noise ?

- Polynomial for computing noise must be degree at least 3 [LV18, BBKK18]
- Recall: Do not have FE for even degree 2 polynomials from LWE
- Is approximate computation easier?



Is approximate computation easier? Or, Enter NTRU



Let $R = \mathbb{Z}[x]/\langle x^n + 1 \rangle$, $p_1 < p_2$ primes, $R_{p_1} = R/(p_1 \cdot R)$, $R_{p_2} = R/(p_2 \cdot R)$

Want to compute $d = h \cdot s + p_1 \cdot err + noise$

“noise” is message!

For $i \in \{1, \dots, w\}$, sample f_{1i}, f_{2i} and g_1, g_2 from a discrete Gaussian over ring R . Set

$$h_{1i} = \frac{f_{1i}}{g_1}, \quad h_{2j} = \frac{f_{2j}}{g_2} \in R_{p_2} \quad \forall i, j \in [w]$$

Assume these look random.
Note difference from NTRU: Reusing denominator!

RLWE with Structured Noise

Discrete
Gaussian

Want to compute $d = h \cdot s + p_1 \cdot err + noise$

Sample

$e_{1i} \leftarrow \widehat{\mathcal{D}}(\Lambda_2)$, where $\Lambda_2 \triangleq g_2 \cdot R$. Let $e_{1i} = g_2 \cdot \xi_{1i} \in \text{small}$,
 $e_{2i} \leftarrow \widehat{\mathcal{D}}(\Lambda_1)$, where $\Lambda_1 \triangleq g_1 \cdot R$. Let $e_{2i} = g_1 \cdot \xi_{2i} \in \text{small}$,

Recall

$$h_{1i} = \frac{f_{1i}}{g_1}, \quad h_{2j} = \frac{f_{2j}}{g_2}$$

We have that: $h_{1i} \cdot e_{2j} = f_{1i} \cdot \xi_{2j}$, $h_{2j} \cdot e_{1i} = f_{2j} \cdot \xi_{1i} \in \text{small}$

RLWE with Structured Noise

Want to compute $d = h \cdot s + p_1 \cdot err + noise$

We showed: $h_{1i} \cdot e_{2j} = f_{1i} \cdot \xi_{2j}$, $h_{2j} \cdot e_{1i} = f_{2j} \cdot \xi_{1i} \in \text{small}$

Compute encodings of "PRG seed" : $d_{1i} = h_{1i} \cdot t_1 + p_1 \cdot e_{1i} \in R_{p_2}$
 $d_{2i} = h_{2i} \cdot t_2 + p_1 \cdot e_{2i} \in R_{p_2}$

Multiply encodings:

$$d_{1i} \cdot d_{2j} = (h_{1i} \cdot h_{2j}) \cdot (t_1 \cdot t_2) + p_1 \cdot \text{noise}$$

where noise = $p_1 \cdot (f_{1i} \cdot \xi_{2j} \cdot t_1 + f_{2j} \cdot \xi_{1i} \cdot t_2 + p_1 \cdot g_1 \cdot g_2 \cdot \xi_{1i} \cdot \xi_{2j}) \in \text{small}$

As
desired!

RLWE with Structured Noise

Noise lives in an ideal that “cancels” large term in RLWE sample
Extends to higher degree

“Theorem”: Its easy to make noise!



Description
oversimplified.
Please see
paper [A19]

Security

- Proof from **clumsy assumption** in overly weak security game
 - Adversary only gets single ciphertext
- **Security based on inability to find attacks** ☹ [A19, AP20]
- Hurdles in proof:
 - Compressed PK is **correlated** $d_{1i} \cdot d_{2j} = (h_{1i} \cdot h_{2j}) \cdot t + p_1 \cdot noise$
 - Don't know to **simulate secret keys (short preimages) for correlated images**
$$\langle \vec{a}; \vec{e}_{ij} \rangle = h_{1i} \cdot h_{2j}$$
 - **Interactive** assumption in general
 - can be made non-interactive if Adv only gets one CT

Connection with Functional Encodings [WW20]

- Functional encodings are akin to functional encryption with ***single* ciphertext**
 - “Open” (counterpart of keygen) can have message x as input
- Assumption in A19 can be made **non-interactive** for this setting
- As is, does not achieve compression required by WW20
- Can be modified to do so (schemes can be seen as duals)
 - But leakage/correlation in noise inherent to both
 - **Does not improve WW20 assumption, even for functional encodings**
- But gives Functional Encryption, which is stronger



Summary: Three Nuggets for Thought

How to
Strengthen
LWE keys

How to
generate
smudging
noise using
only linear
FE?

Can we
perform
approximate
computation
more easily?

Open Problems

- Replace pairings with some **weaker structure** that can be built from LWE?
- New, **simpler, plausible assumptions from lattices**? Chart territory between LWE and multilinear map assumptions?
- Use idea that noise computation need not be exact?
- Build post quantum FE and base applications on this?



Thank You

Images Credit:
M C Escher
Hans Hoffman
Jackson Pollock