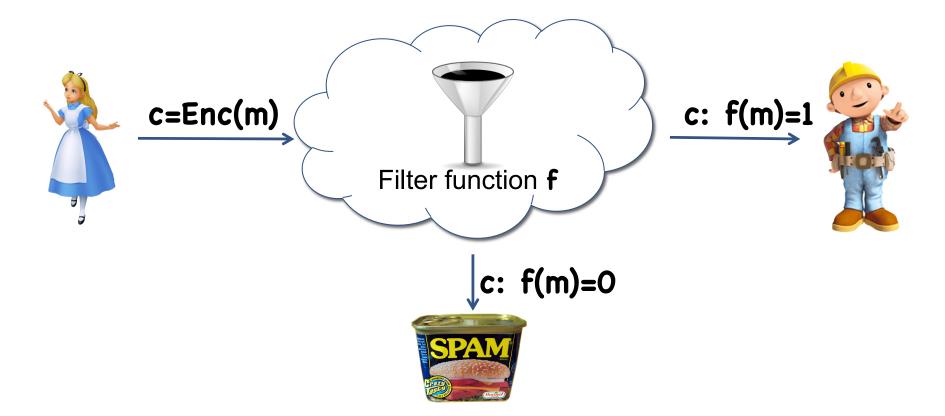
## Fully Secure Functional Encryption Without Obfuscation

Sanjam Garg (IBM Research and UC Berkeley) Craig Gentry (IBM Research) Shai Halevi (IBM Research) **Mark Zhandry** (Stanford University)

## **Example: Spam Filter**



Solution 0: Give cloud  $sk \Rightarrow$  cloud learns entire messageXSolution 1: Use FHE  $\Rightarrow$  cloud only learns Enc(f(m))XSolution 2: Functional encryption: cloud learns f(m), nothing else  $\checkmark$ 

#### Functional Encryption: Semantics [BSW'11]

- Gen(): Output keys (msk, pk)
- **Enc(pk, m):** Output ciphertext **c**
- KeyGen(msk, f): Output decryption key sk<sub>f</sub>
- Dec(sk<sub>f</sub>, c): Output f(m)

#### Functional Encryption: Security [BSW'10,O'N'10]

Unbounded full adaptive game-based security:

pk  $(msk,pk) \leftarrow Gen()$ f sk<sub>f</sub> = KeyGen(msk,f) skf  $\mathbf{m}_0, \mathbf{m}_1 : \mathbf{f}(\mathbf{m}_0) = \mathbf{f}(\mathbf{m}_1) \forall \mathbf{f}$  $b \leftarrow \{0,1\}$  $c \leftarrow Enc(mpk, m_h)$ **b** ? С  $f : f(m_0) = f(m_1)$  $sk_f = KeyGen(msk, f)$ skf

## **Before Obfuscation**

Tons of work on special cases: IBE, ABE, PE...

[SW'05, BSW'10,O'N'10]: Definitions

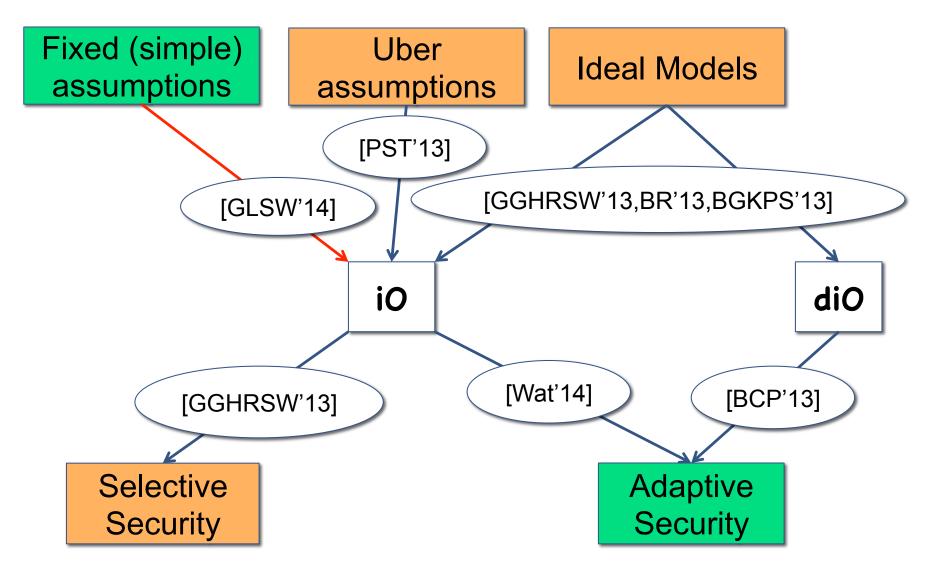
[BW'07,KSW'08,AFV'11,SSW'09]: Simple functions

[SS10,GVW'12,GKPVZ'12]: Bounded number of secret keys

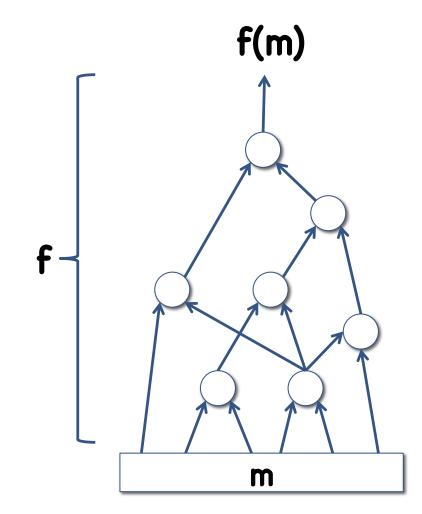
[AGVW'12]: Impossibility of unbounded simulation-based def

No unbounded constructions until...

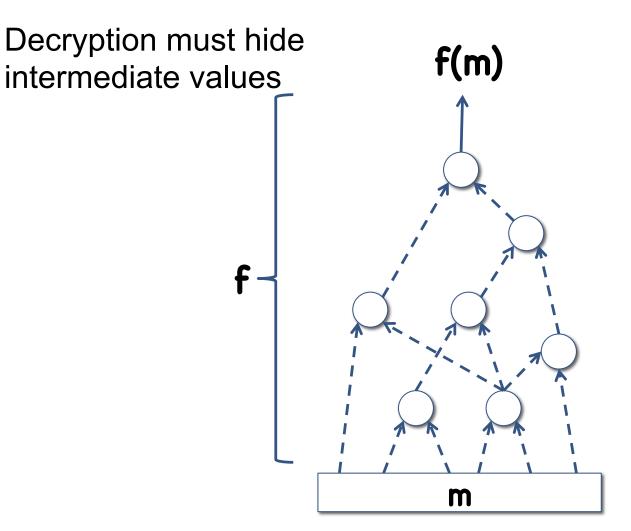
#### After Obfuscation: First Unbounded Constructions



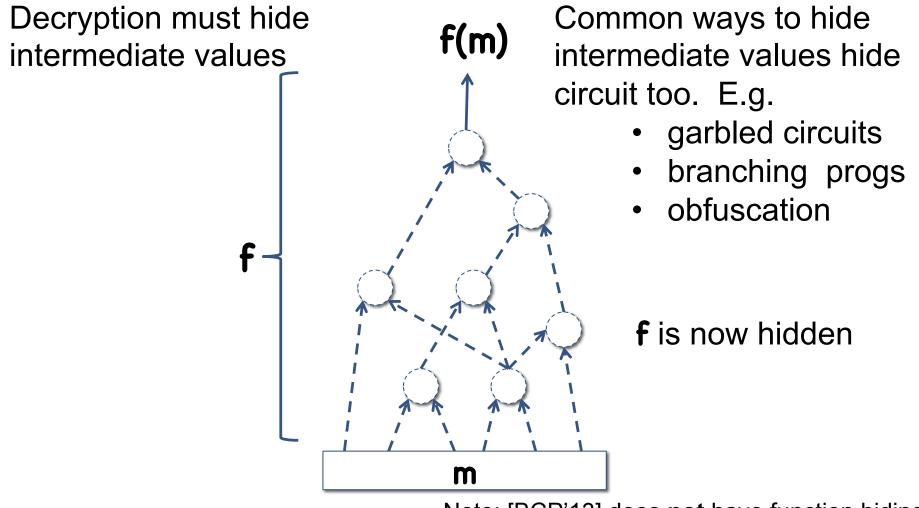
## Why Obfuscation Seems Inherent



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## Why Obfuscation Seems Inherent



Note: [BCP'13] does not have function hiding

## Function Hiding $\Rightarrow$ IO

iO(C): (msk,pk) ← Gen()
sk ← KeyGen(msk,C)
Output (pk,sk)

**sk** hides  $C \rightarrow$  indistinguishability obfuscation

Takeaway: FE with function hiding implies iO

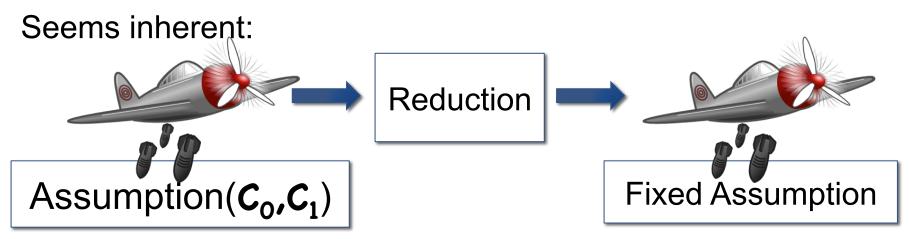
Question 1:

## Can we build FE without iO?

## Why avoid Obfuscation?

- iO = exponentially many assumptions
- One per pair of circuits

```
Assumption(C_0, C_1):
iO(C_0) \approx iO(C_1)
```



Reduction can only work for equiv  $C_0$ ,  $C_1$ 

⇒ must somehow decide equivalence (NP-hard)

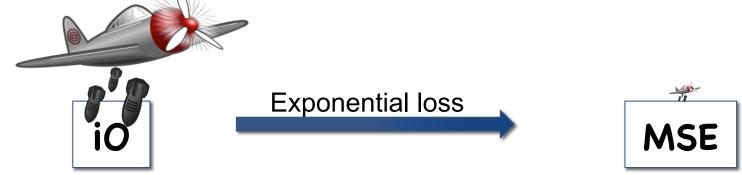
## What about GLSW?

[GLSW'14]: iO from Multilinear Subgroup Elimination (MSE):



## What about GLSW?

[GLSW'14]: iO from Multilinear Subgroup Elimination (MSE):



Need to assume MSE really hard (complexity leveraging)

Note: Adaptive vs selective FE meaningless in this setting



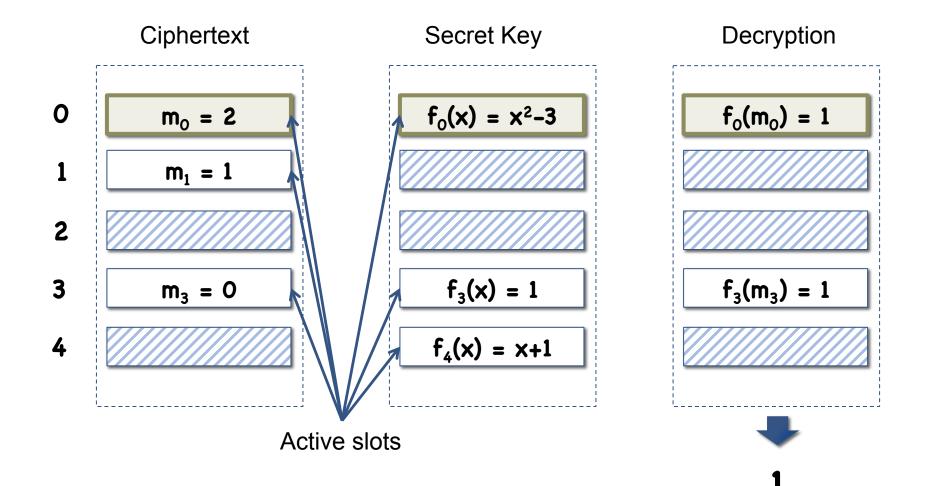
### Question 2:

Can we build (adaptive) FE from fixed assumptions w/o complexity leveraging?

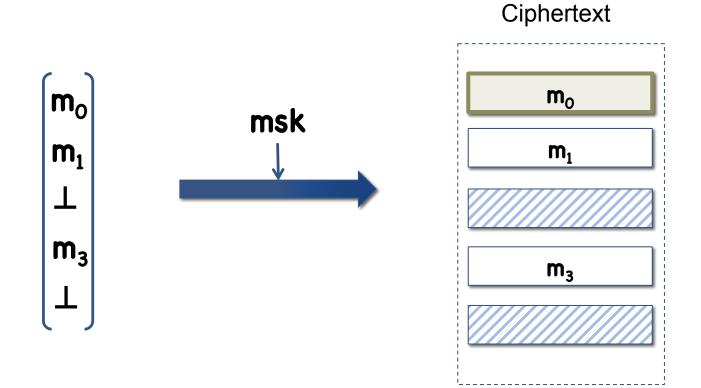
#### Our answer to questions 1 & 2:

# YES!

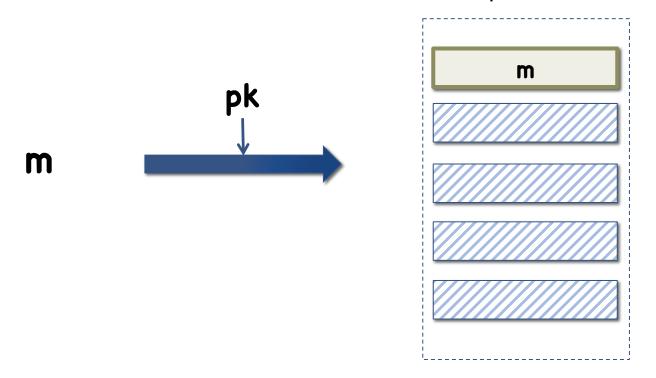
#### Generalization: Slotted Functional Encryption



Private (slotted) encryption: encrypt in all slots

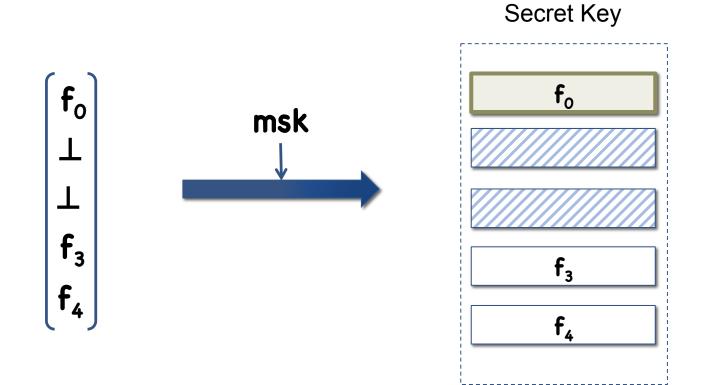


Public (unslotted) encryption: encrypt in slot 0



Ciphertext

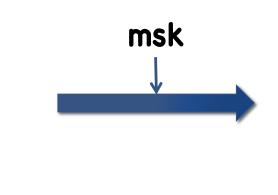
Slotted keygen: secret keys in all slots

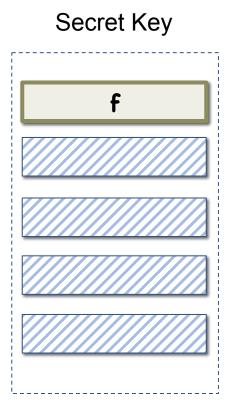


#### Unslotted keygen: secret keys in slot 0

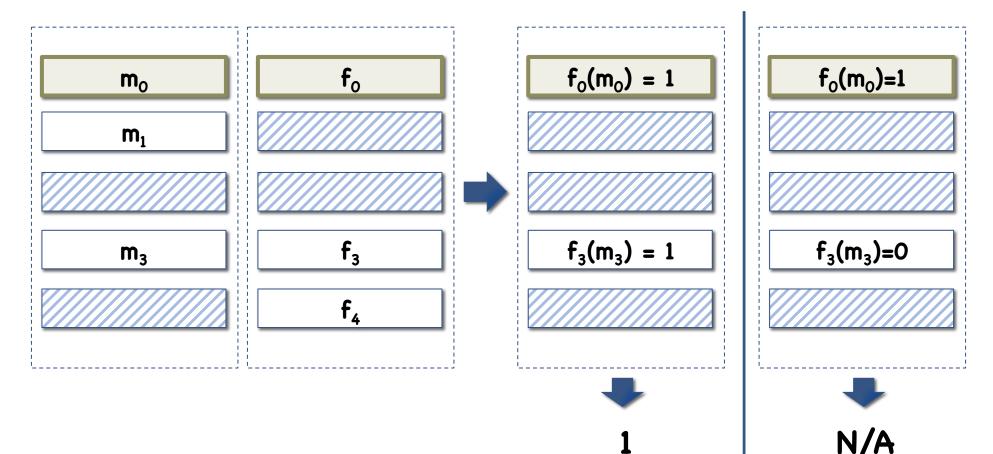
Derived from slotted alg

f





**Decryption:** decrypt all active slots, output result if agree

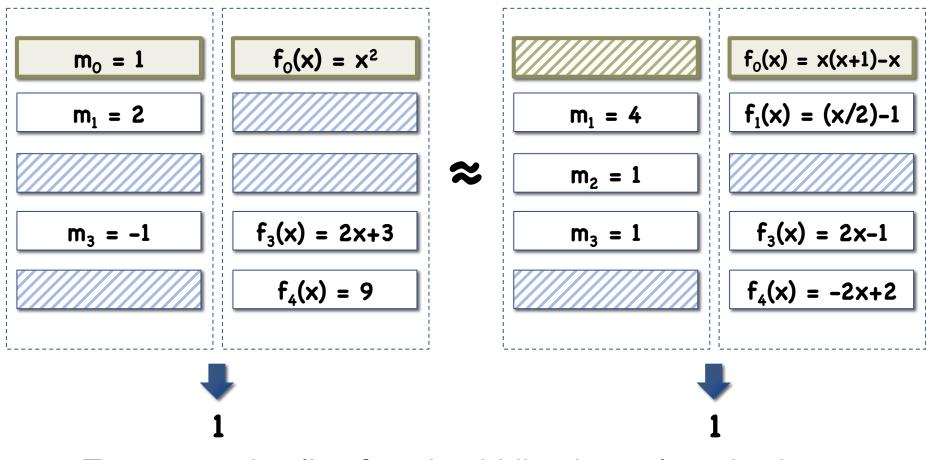


## Slotted FE to (Unslotted) FE

Throw away slotted algorithms

Enc(msk, (m<sub>0</sub>, m<sub>1</sub>, m<sub>2</sub>, ...)) Enc(pk, m) KeyGen(msk, (f<sub>0</sub>, f<sub>1</sub>, f<sub>2</sub>, ...) KeyGen(msk, f)

Ideal: can't learn anything except through decryption



Too strong: implies function hiding in unslotted scheme

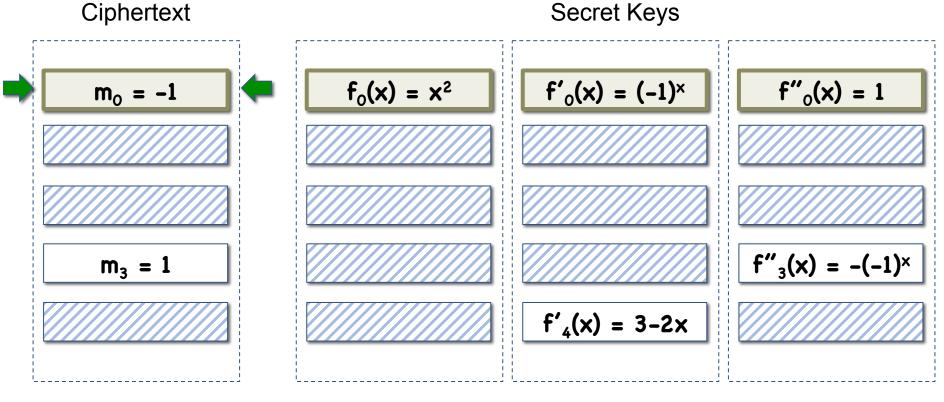
Strategy: define desired property:

Strong ciphertext indistinguishability

Derive from other simpler properties:

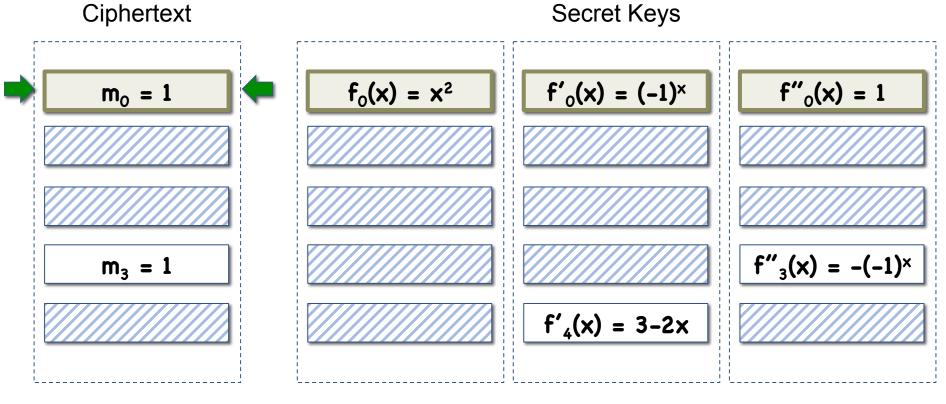
- Slot Duplication
- Slot symmetry
- Single use hiding
- Ciphertext moving
- Weak key moving
- Strong key moving
- New slot
- Weak ciphertext indistinguishability

## **Strong Ciphertext Indistinguishability:** change ciphertext slot (possibly in slot **0**) as long as decryption unaffected



 $m_0 = -1 \rightarrow m_0 = 1$  does not affect decryption

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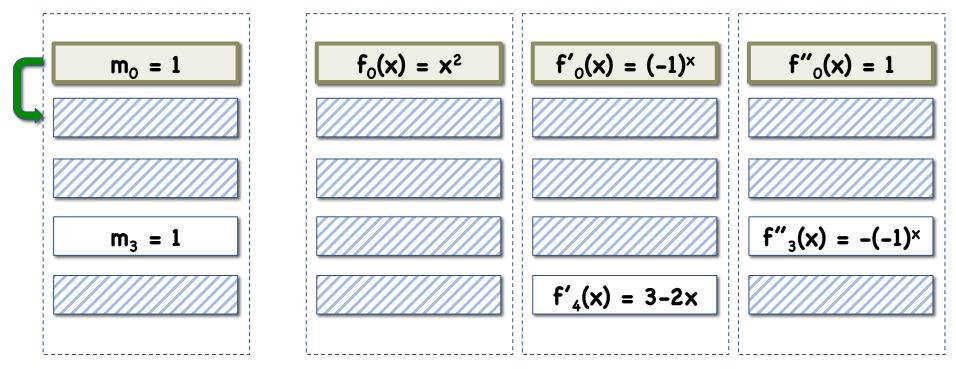


 $m_0 = -1 \rightarrow m_0 = 1$  does not affect decryption

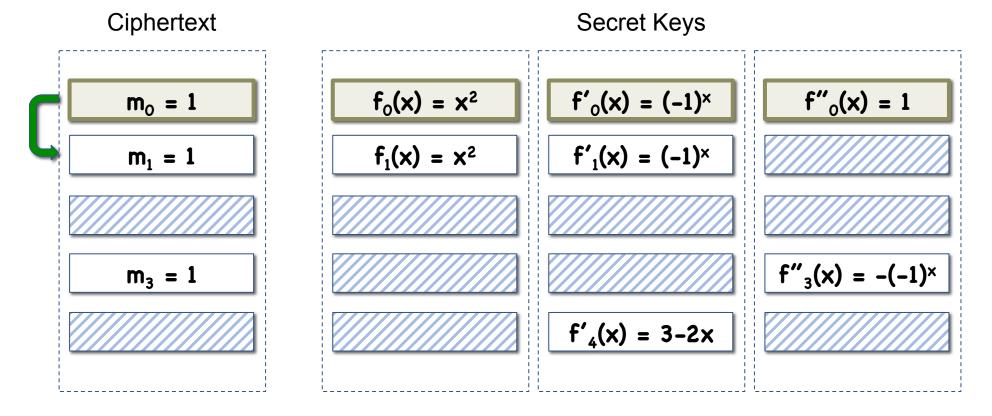
## **Slot Duplication:** Copy any slot (inc. slot **0**) into unused slot (except slot **0**) (don't have to copy everything)



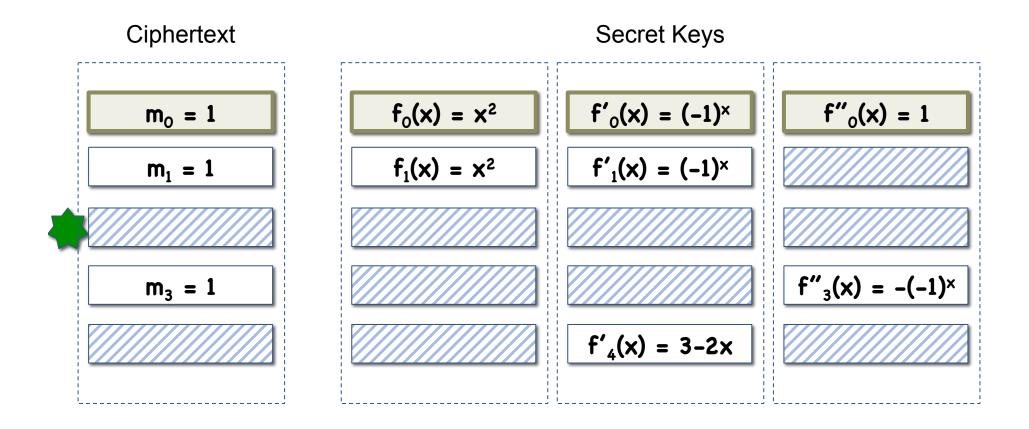
Secret Keys



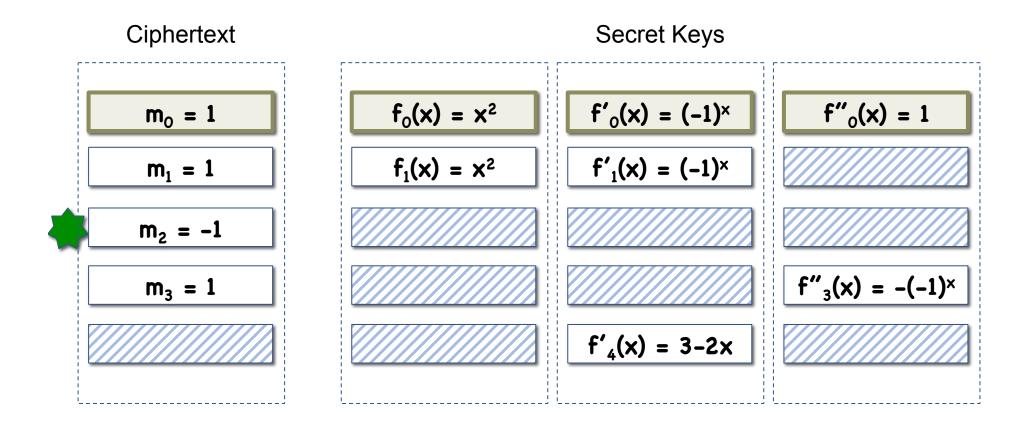
## **Slot Duplication:** Copy any slot (inc. slot **0**) into unused slot (except slot **0**) (don't have to copy everything)



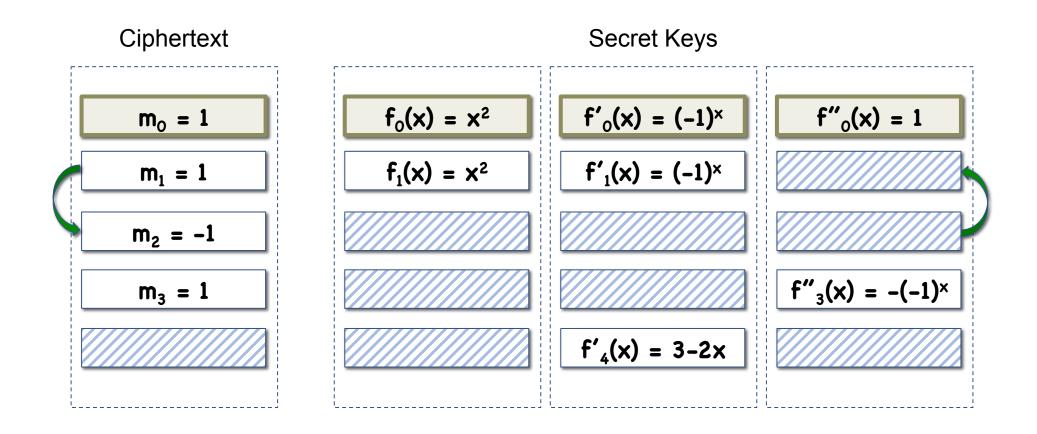
New Slot: In unused slot (except slot **0**), put any ciphertext val



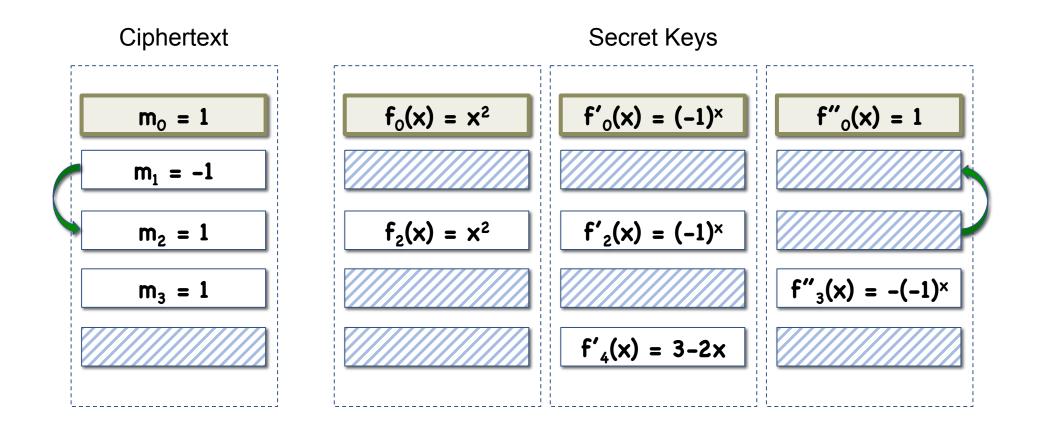
New Slot: In unused slot (except slot **0**), put any ciphertext val



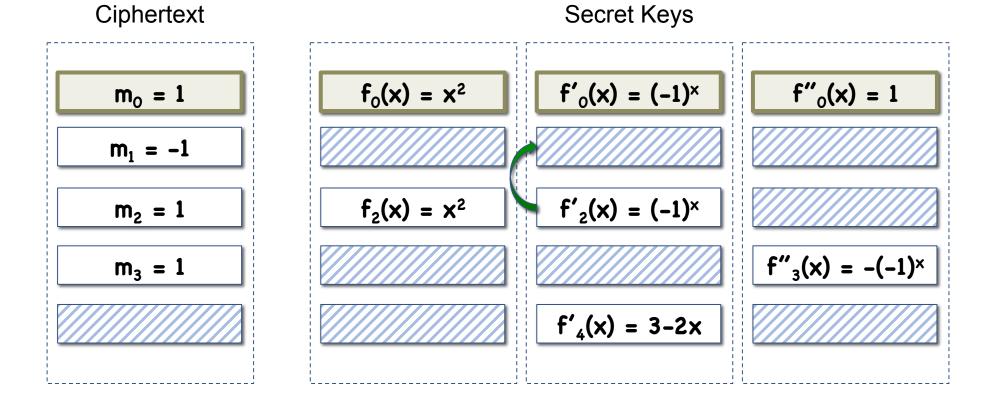
Slot Symmetry: Swap two slots (except slot 0)



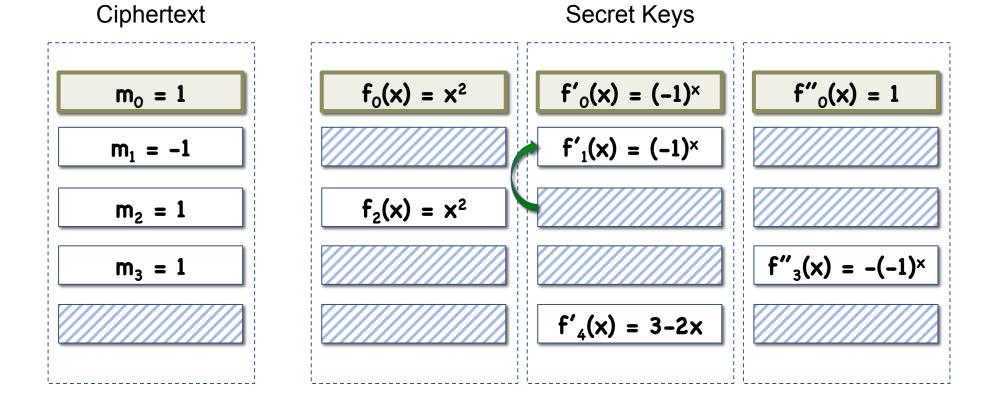
Slot Symmetry: Swap two slots (except slot 0)



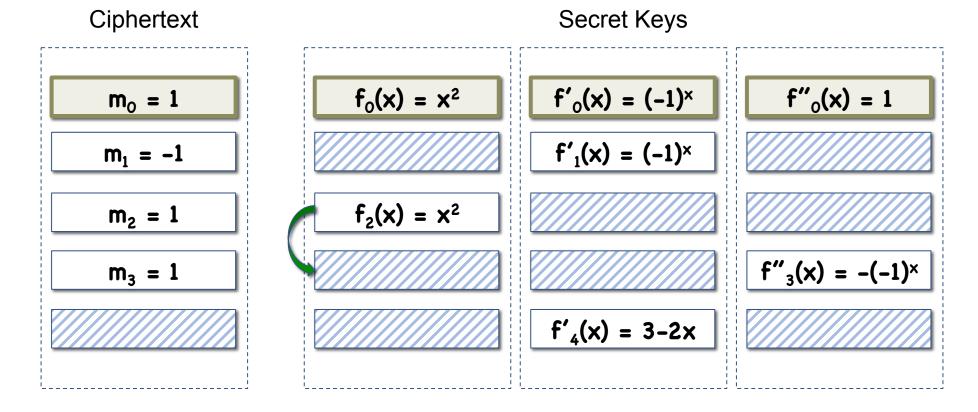
**Strong Key Moving:** Move any secret key slot into inactive slot (neither can be slot **0**) as long as decryption unaffected



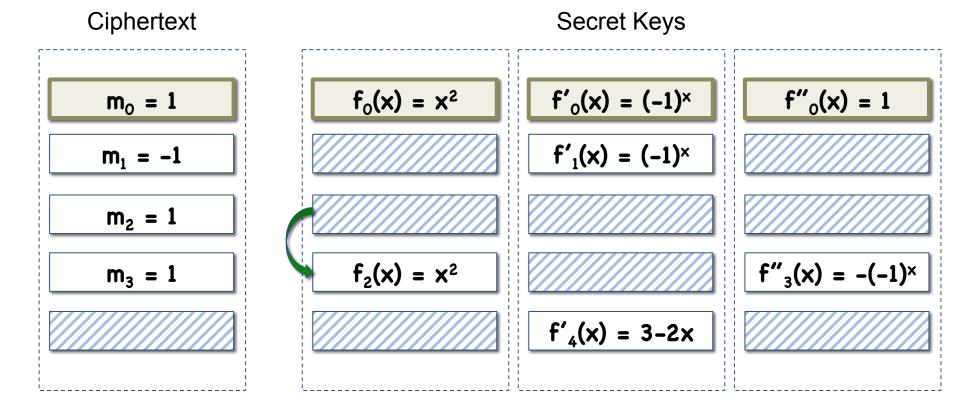
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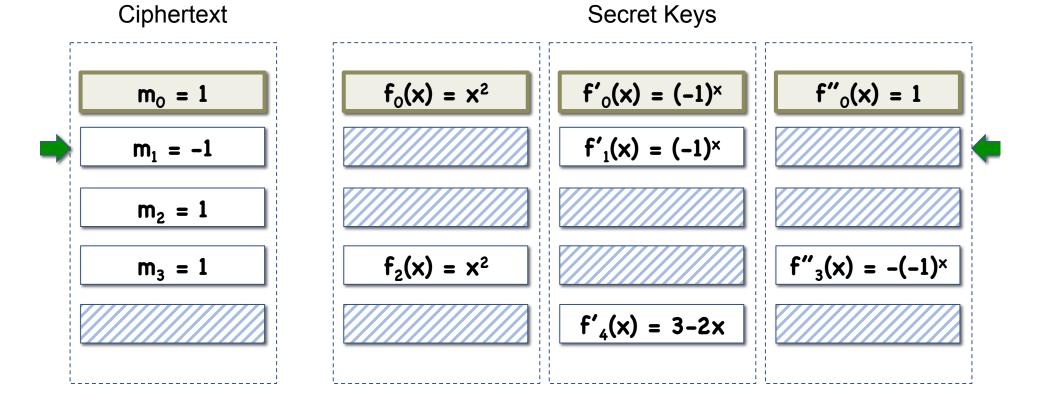
Weak Key Moving: Move any secret key slot into an empty slot (neither can be slot 0) as long as ciphertext identical



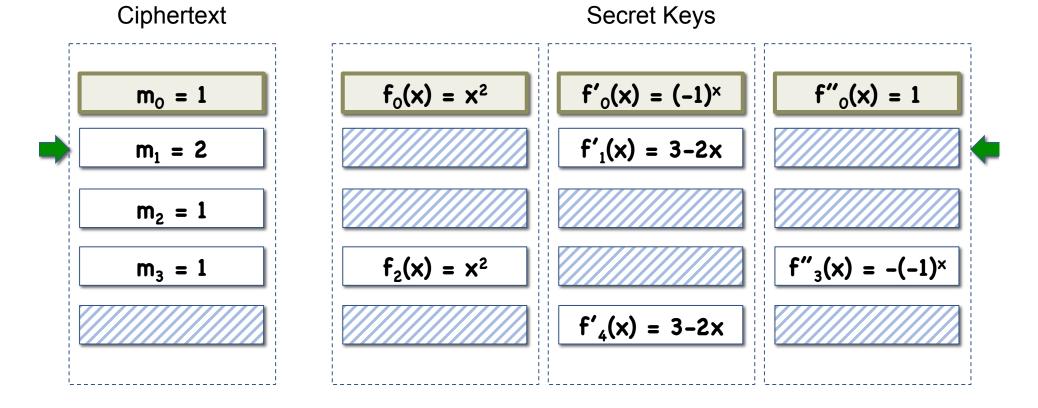
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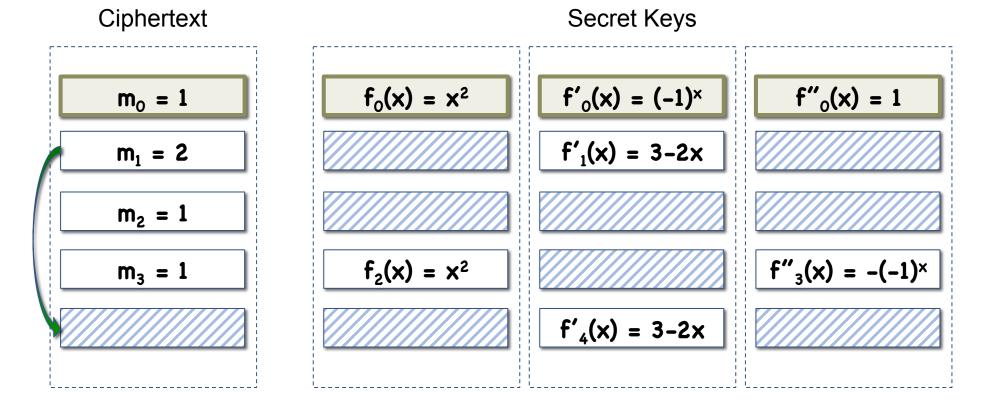
**Single Use Hiding:** Change ctxt and 1 sk in otherwise unused slot (except slot **0**) as long as decryption unaffected



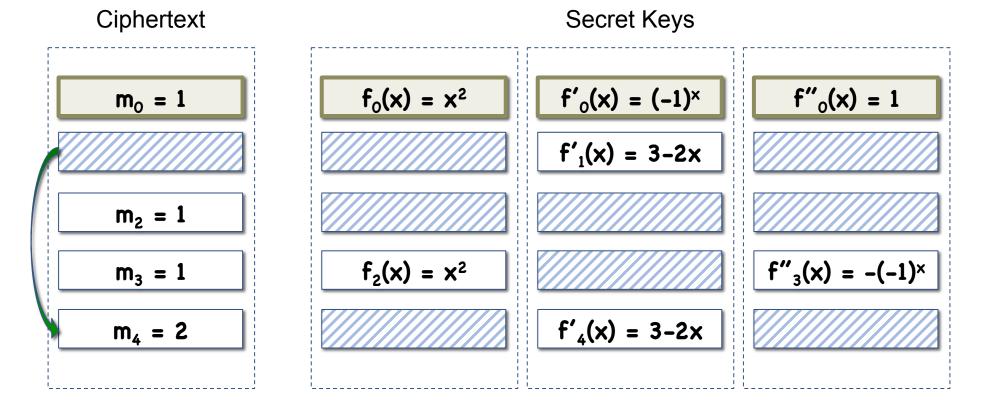
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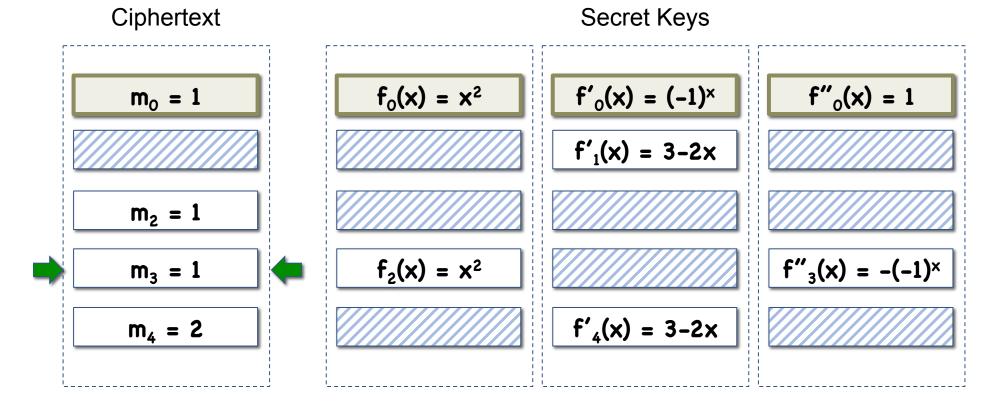
**Ciphertext Moving:** Move ciphertext into an empty slot (possibly slot **0**) as long as secret keys are all identical



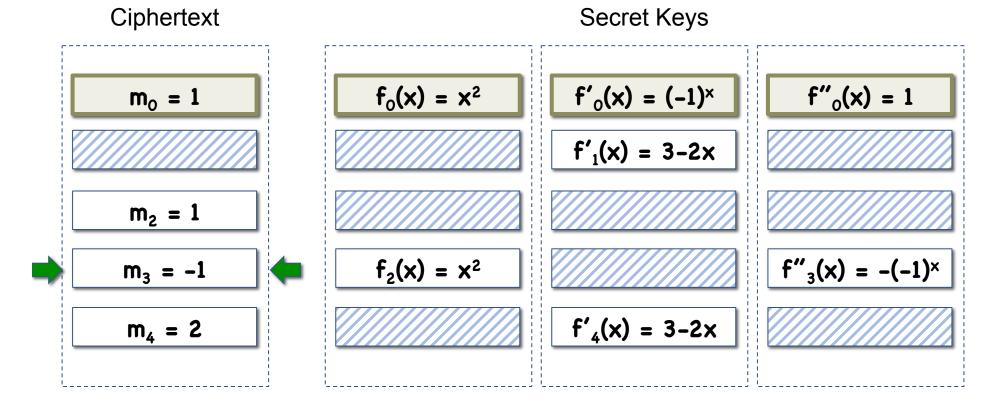
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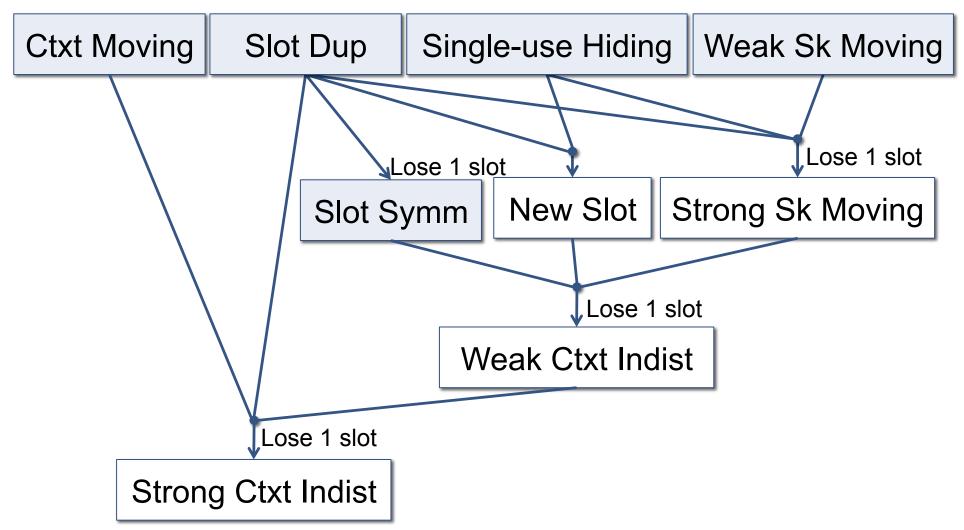
# Weak Ciphertext Indistinguishability: change ciphertext slot (except slot 0) as long as decryption unaffected



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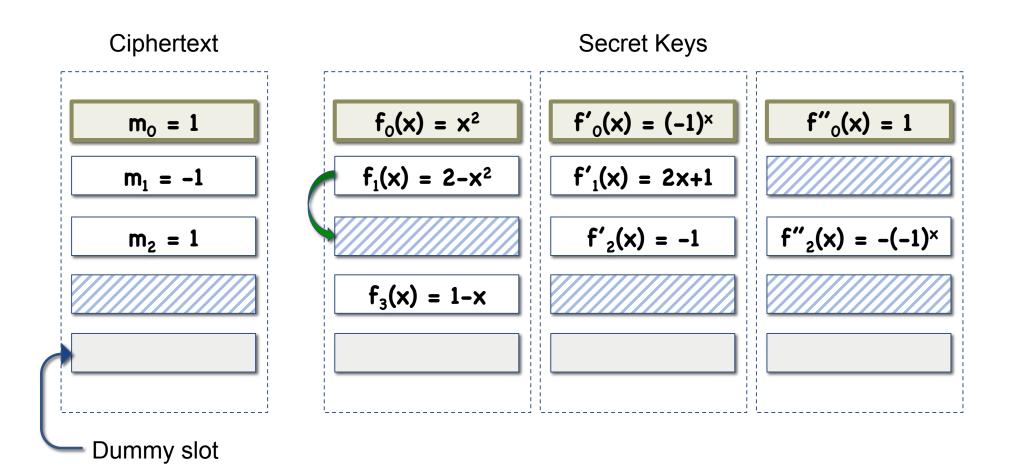


# **Reductions!**

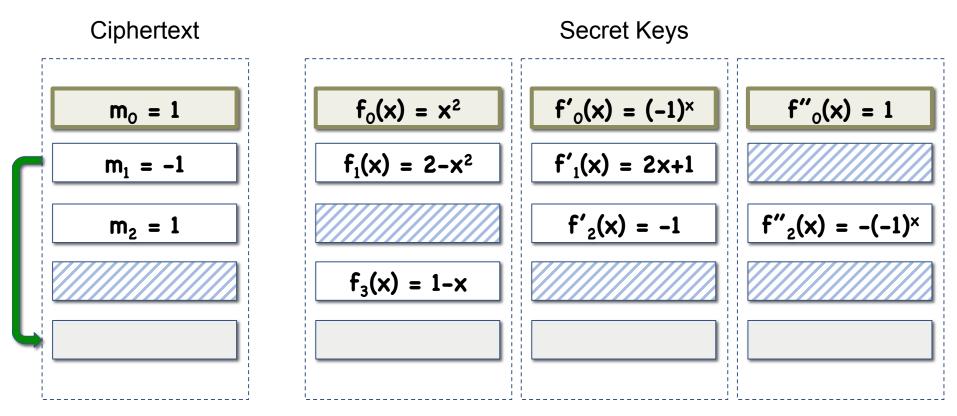


Sanity Check: Slot 0 in secret keys cannot change  $\Rightarrow$  no function hiding

#### Goal: move $\mathbf{f}_1$ to slot **3**

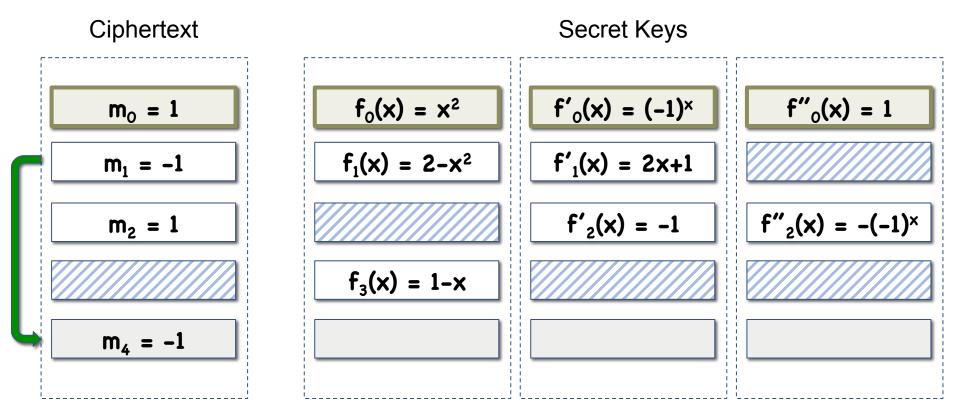


#### Goal: move $\mathbf{f}_1$ to slot **3**



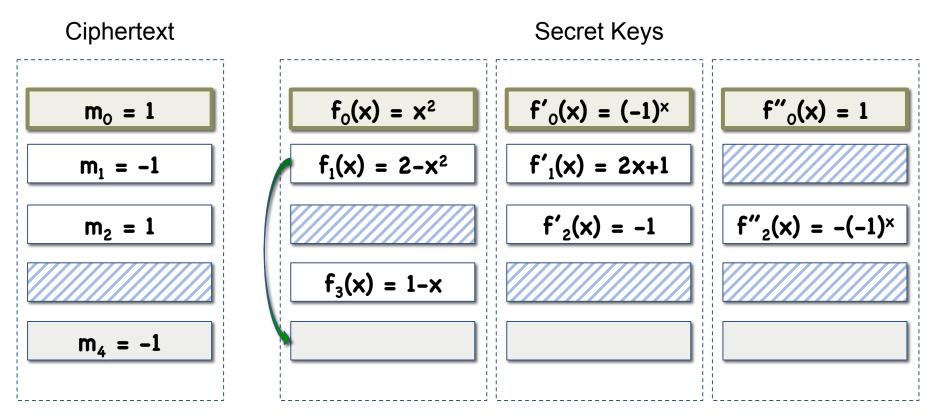
**Slot Duplication** 

#### Goal: move $\mathbf{f}_1$ to slot **3**



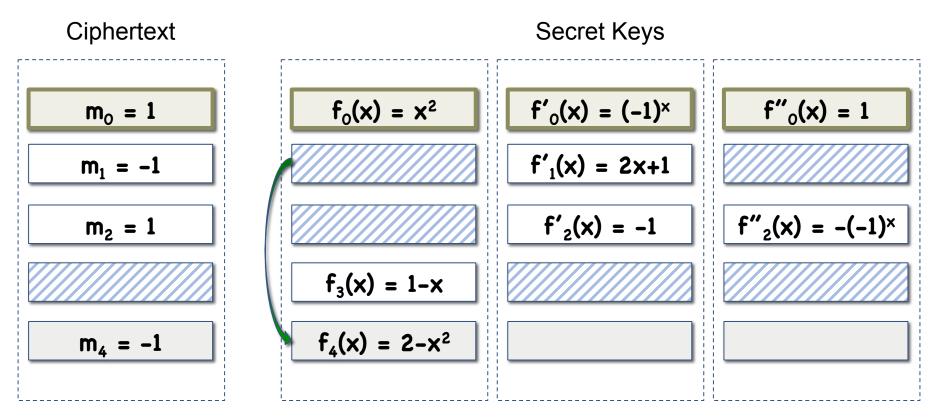
**Slot Duplication** 

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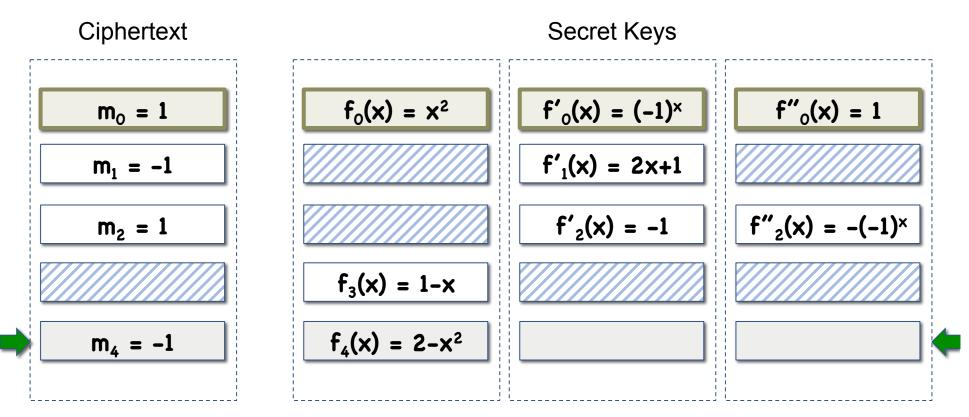
Weak Sk Moving

#### Goal: move $\mathbf{f}_1$ to slot **3**



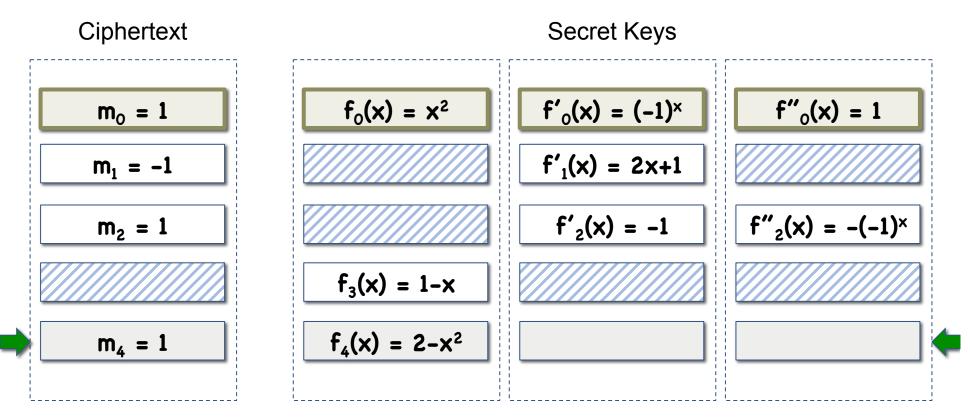
Weak Sk Moving

#### Goal: move $\mathbf{f}_1$ to slot **3**



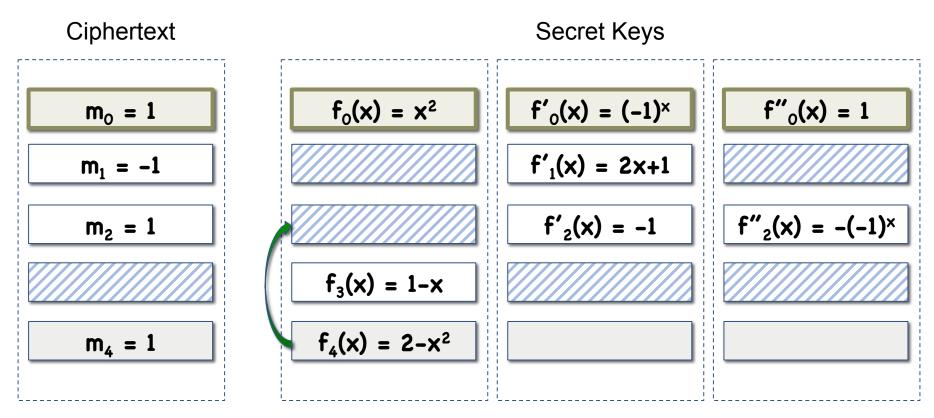
Single Use Hiding

#### Goal: move $\mathbf{f}_1$ to slot **3**



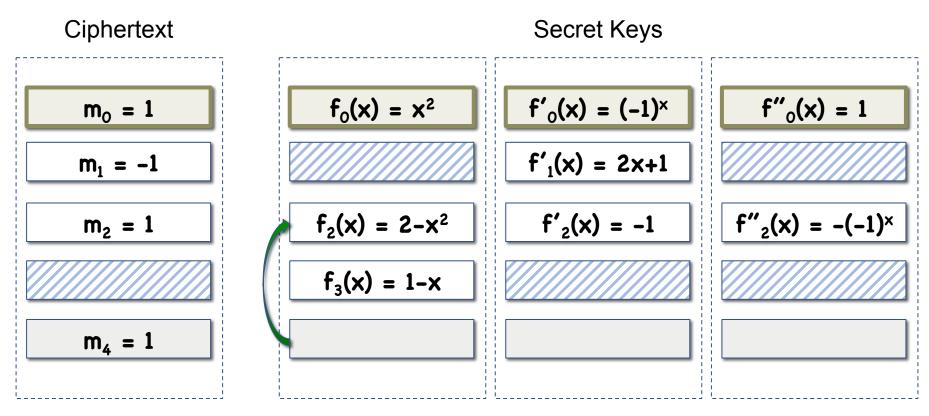
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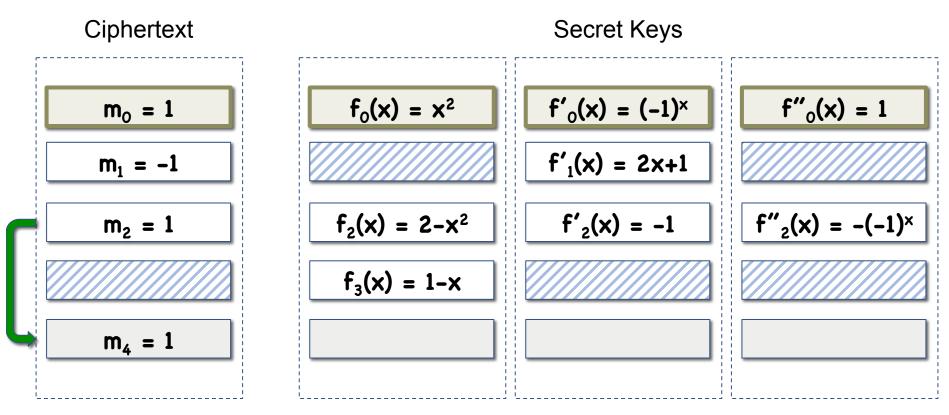
Weak Sk Moving

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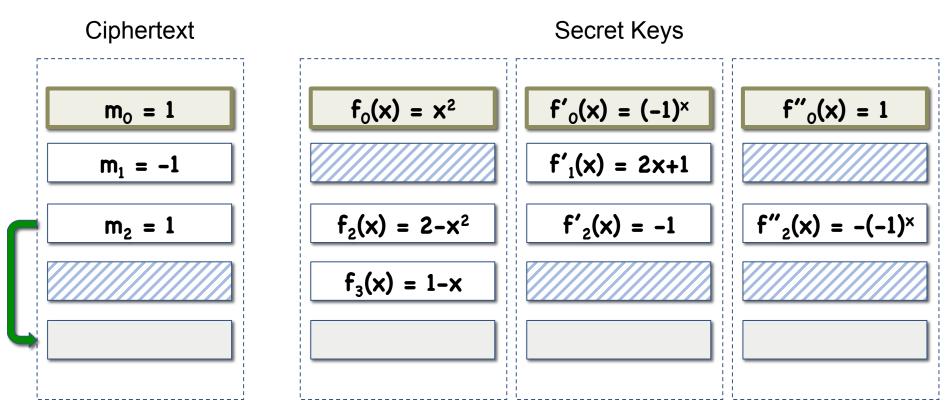
Weak Sk Moving

#### Goal: move $\mathbf{f}_1$ to slot **3**



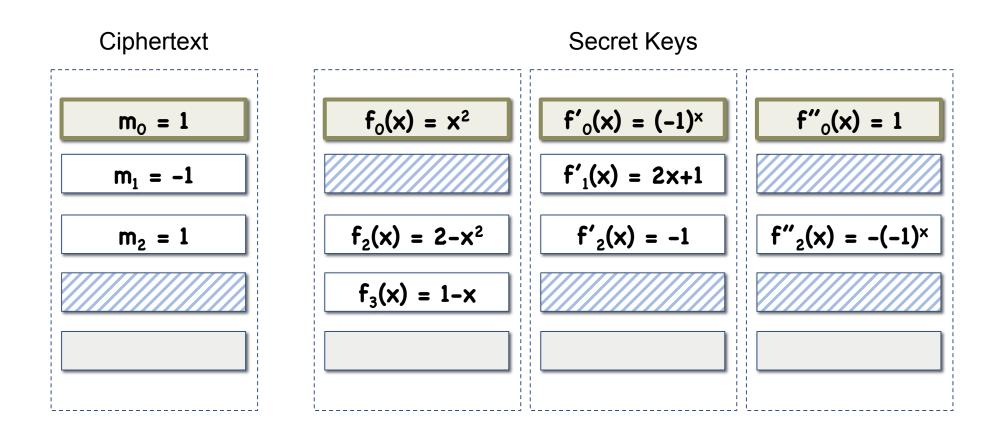
**Slot Duplication** 

#### Goal: move $\mathbf{f}_1$ to slot **3**

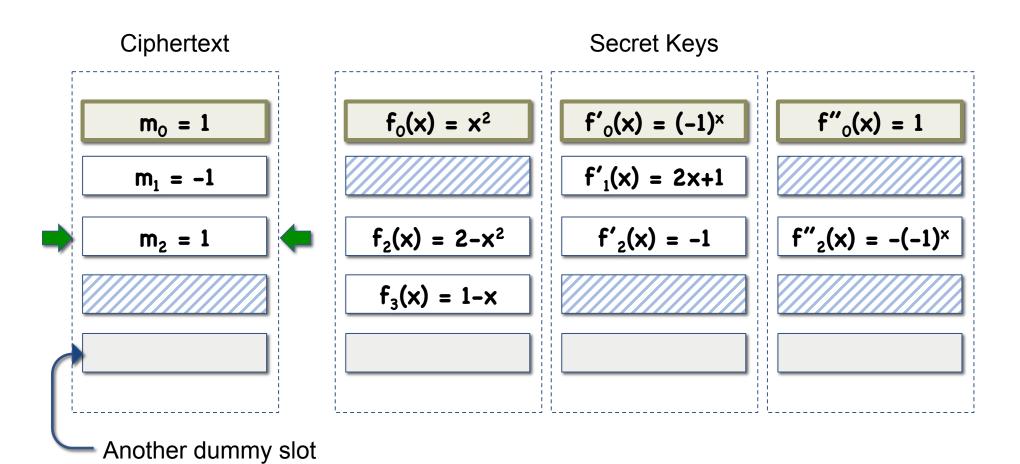


**Slot Duplication** 

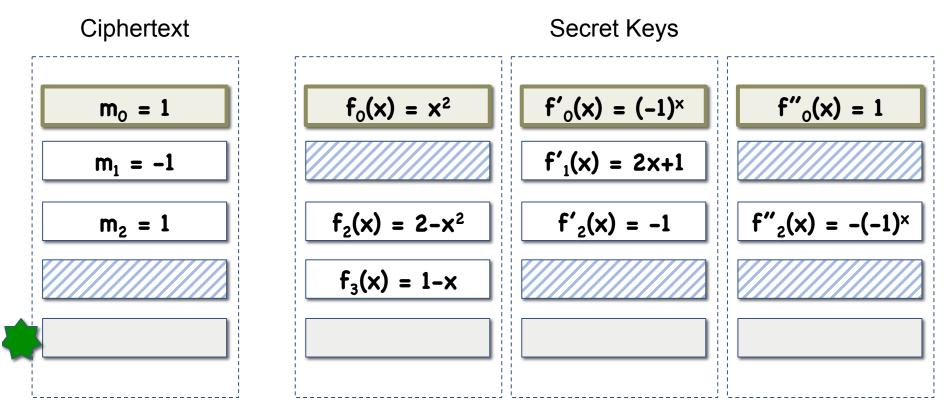
#### Goal: move $\mathbf{f}_1$ to slot **3**



#### Goal: change m<sub>2</sub> to -1

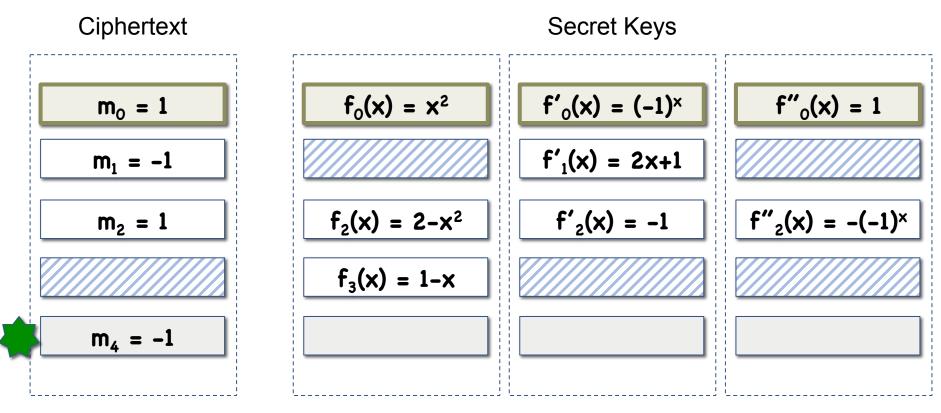


#### Goal: change m<sub>2</sub> to -1



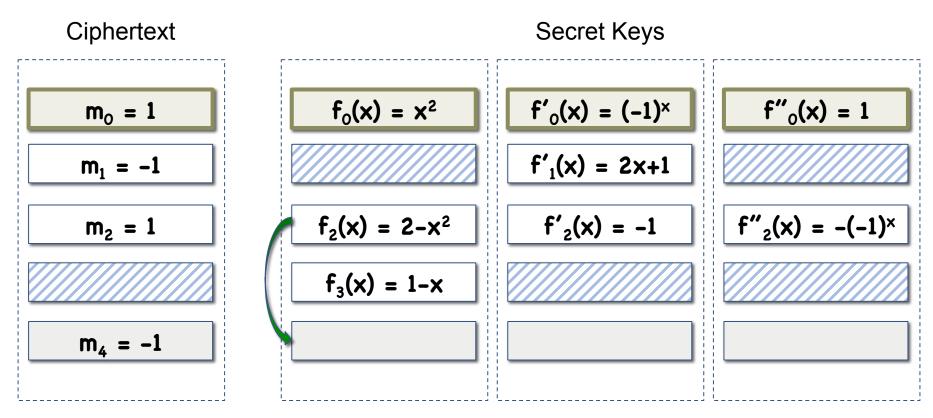
New Slot

#### Goal: change m<sub>2</sub> to -1

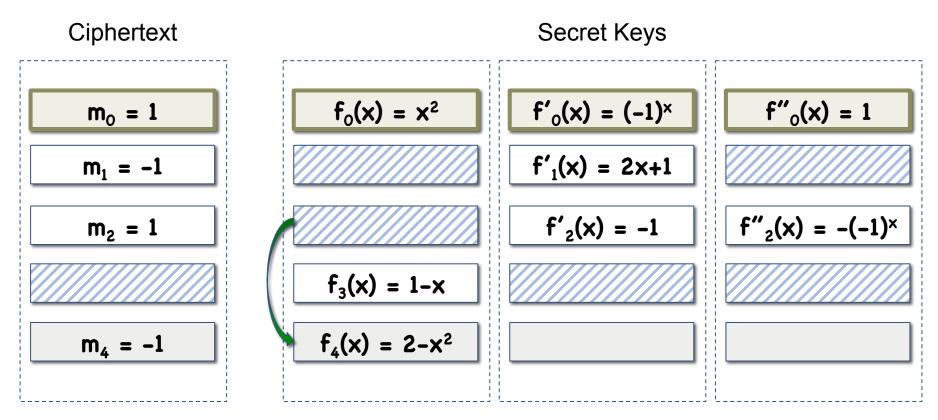


New Slot

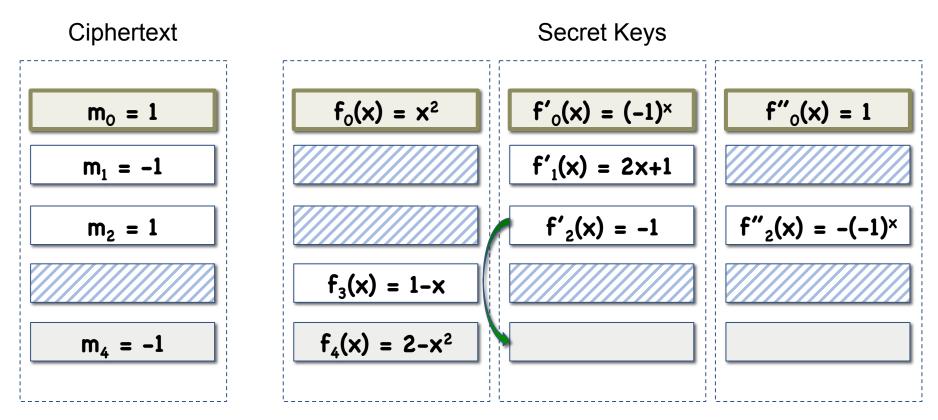
#### Goal: change m<sub>2</sub> to -1



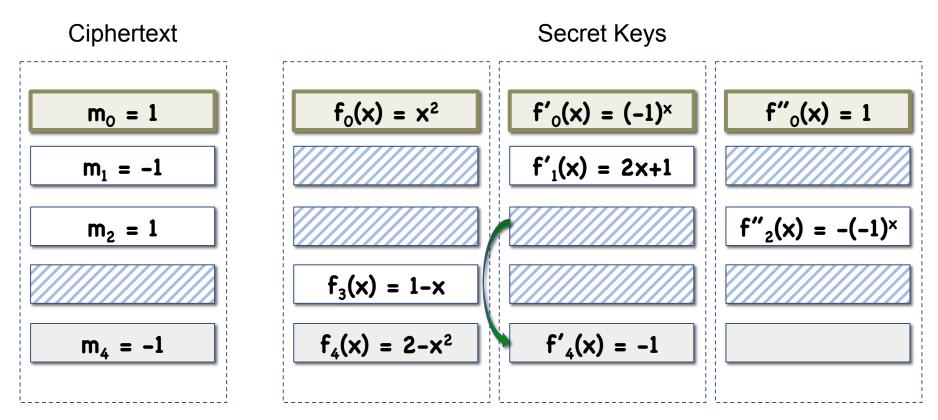
#### Goal: change m<sub>2</sub> to -1



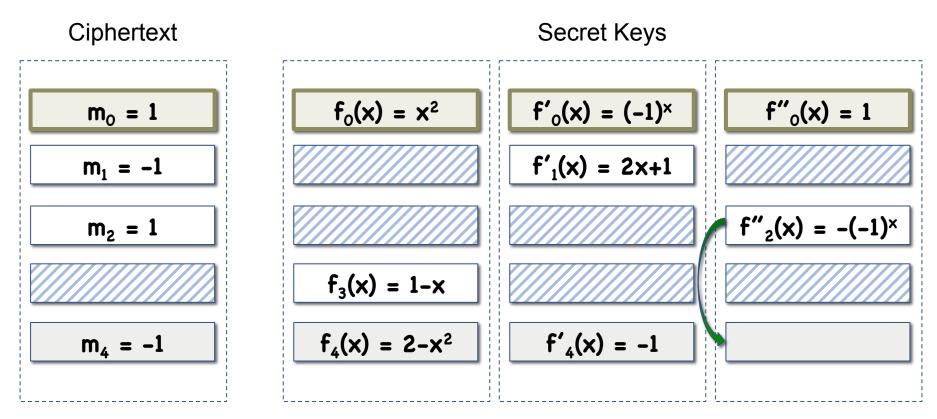
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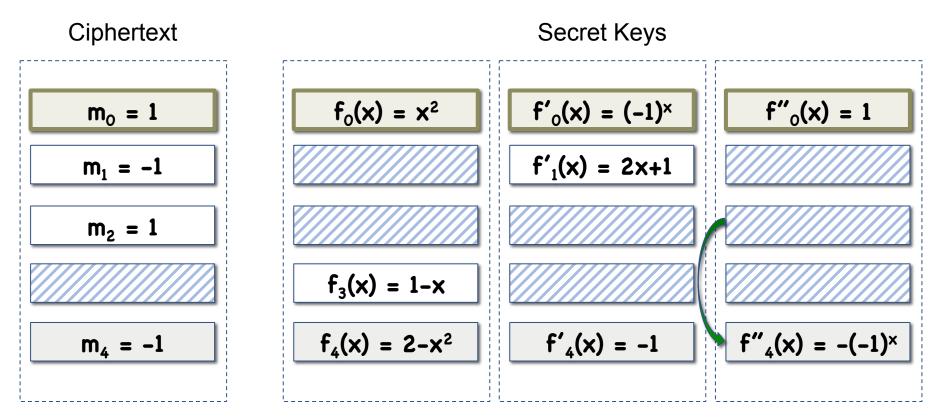
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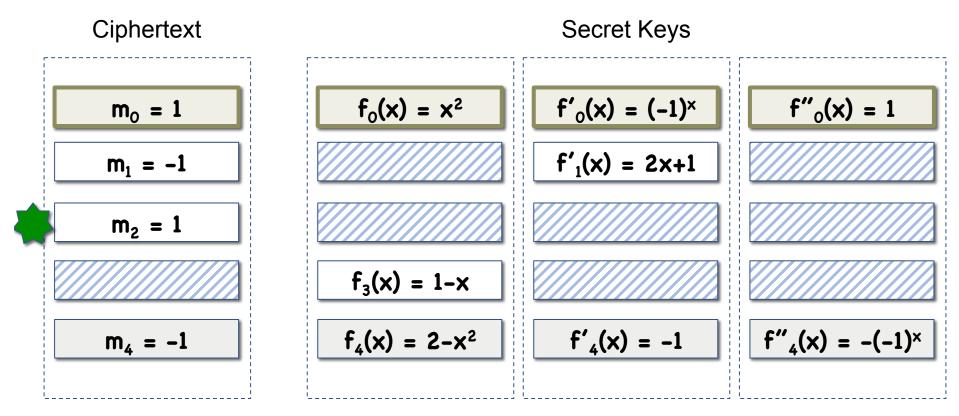
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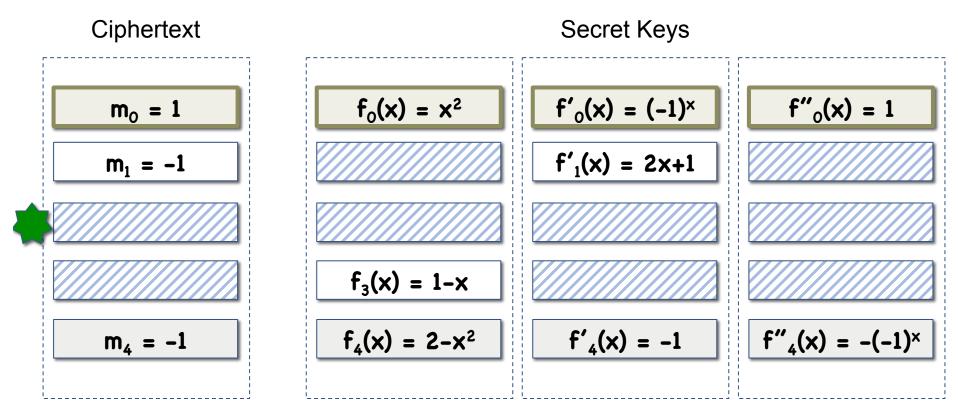


#### Goal: change m<sub>2</sub> to -1



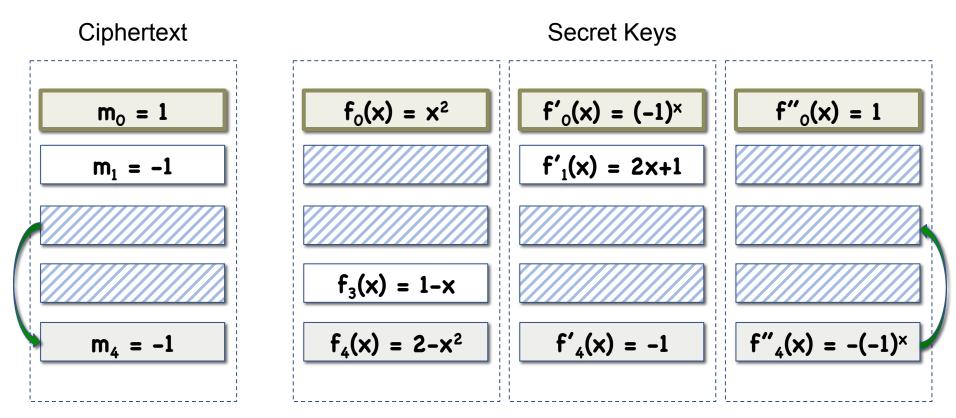
**New Slot** 

#### Goal: change m<sub>2</sub> to -1



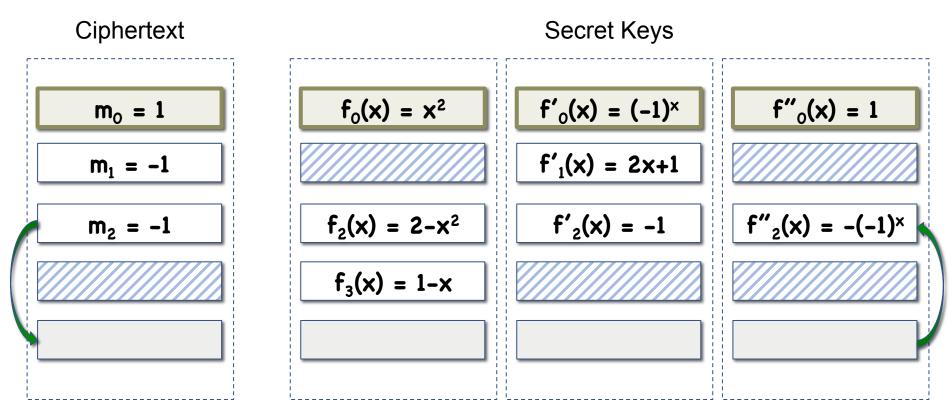
**New Slot** 

#### Goal: change m<sub>2</sub> to -1



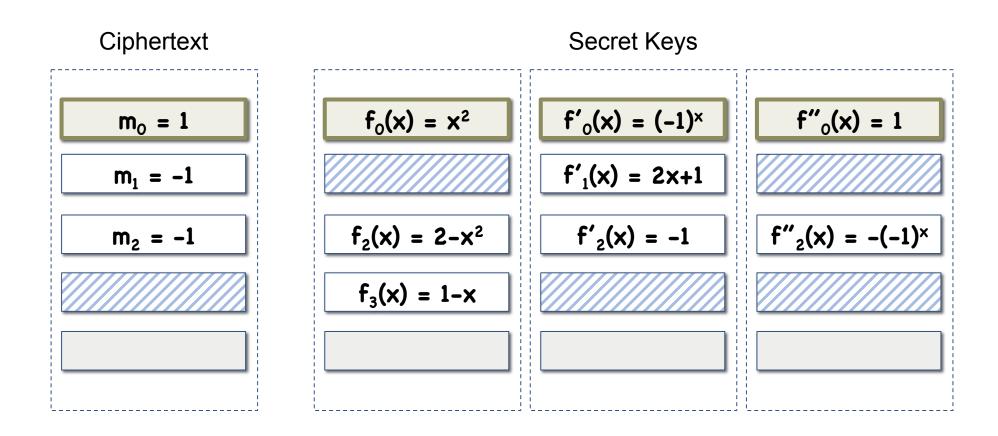
Slot Symmetry

#### Goal: change m<sub>2</sub> to -1



Slot Symmetry

#### Goal: change m<sub>2</sub> to -1



# Instantiating Slotted FE

We give construction for NC<sup>1</sup> circuits from composite-order graded encodings

- Slot Symmetry/Single-use Hiding: Information theoretic
- Slot Duplication/Ctxt Moving/Sk Moving: simple assumptions

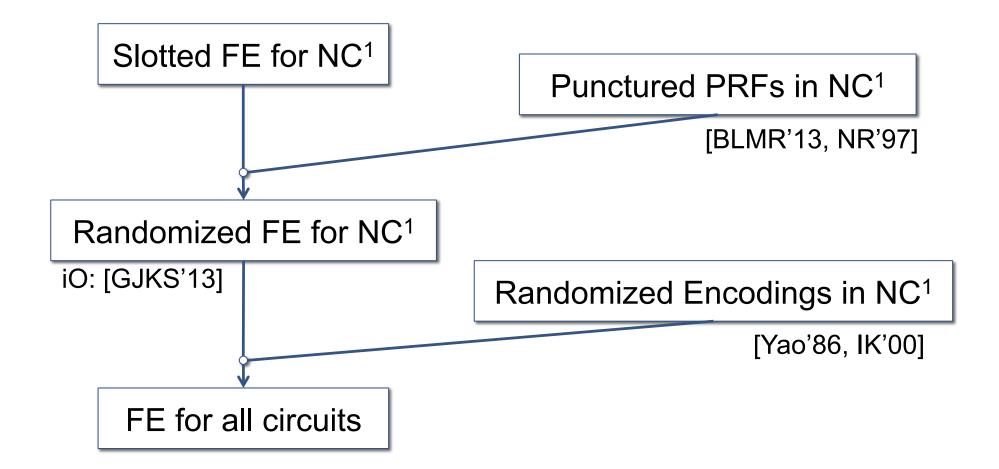
Construction requires new **extension** procedure on encodings

- bind ctxt (or sk) components together (no "mixing and matching")
- Do not need to modify underlying encodings

**Theorem:** Relatively simple assumptions on mmaps  $\Rightarrow$  (adaptively) secure FE for NC<sup>1</sup>

But I promised FE for all circuits...

# Achieving FE for All Circuits

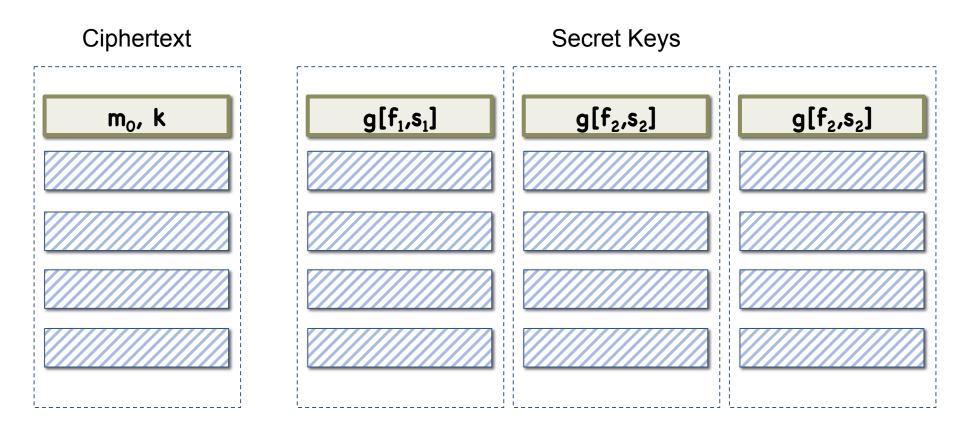


Basic idea: ctxt contains PRF key which generates randomness

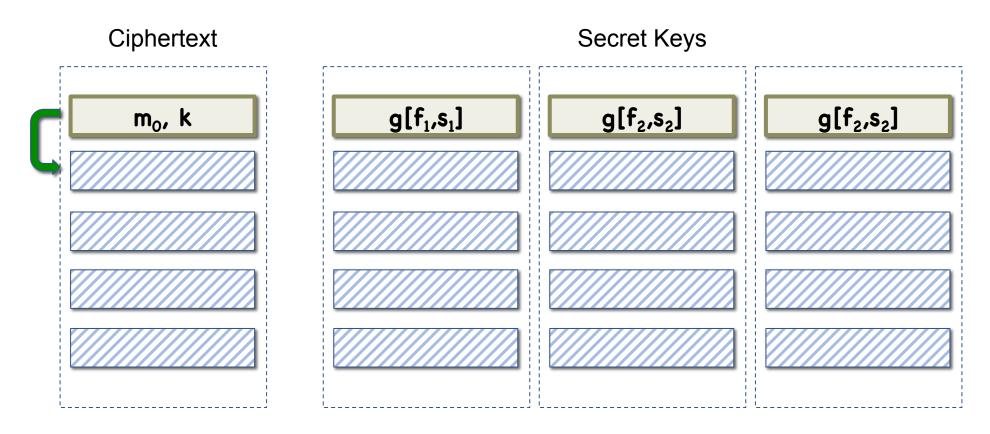
 $\begin{array}{ll} \mathsf{Enc}_{\mathsf{R}}(\mathsf{mpk},\,\mathsf{m}) & \mathsf{k} \, \leftarrow \, \{\mathsf{0},\mathsf{1}\}^{\lambda} \\ \mathsf{c} \, \leftarrow \, \mathsf{Enc}(\,\,\mathsf{mpk},\,\,(\mathsf{m},\mathsf{k})\,\,) \\ & \mathsf{Output}\,\,\mathsf{c} \end{array}$ 

Actual scheme more complicated

#### Proof idea:

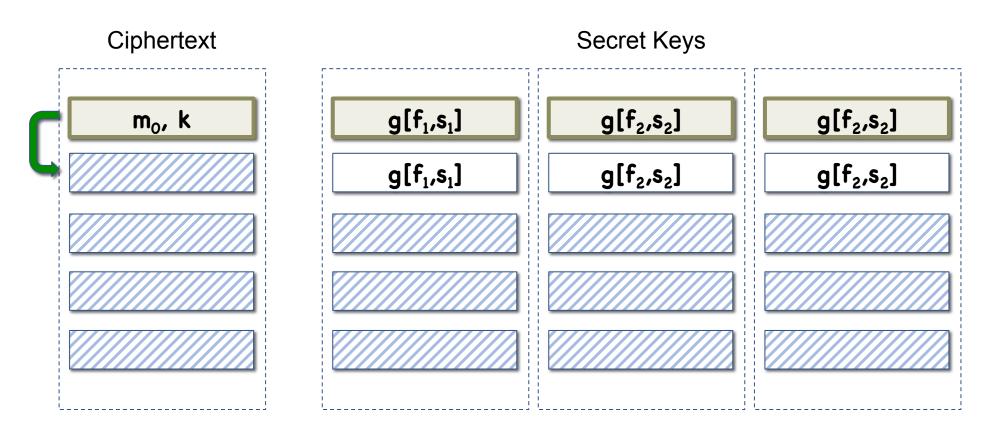


#### Proof idea:



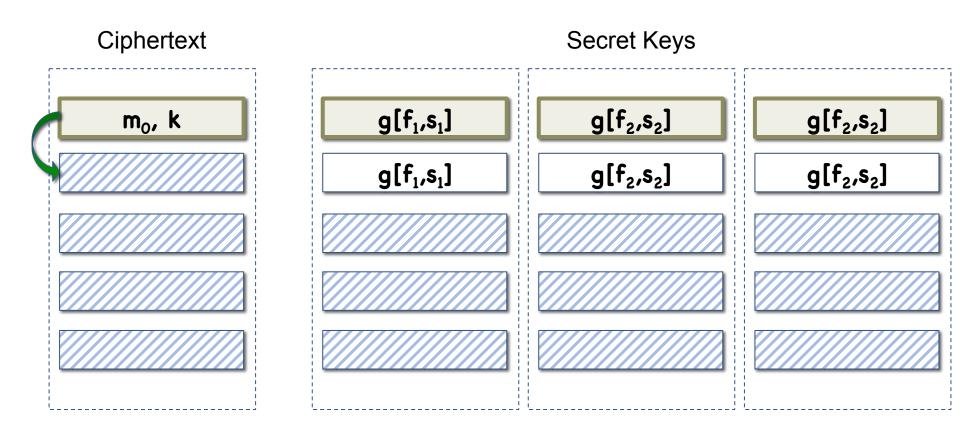
**Slot Duplication** 

#### Proof idea:



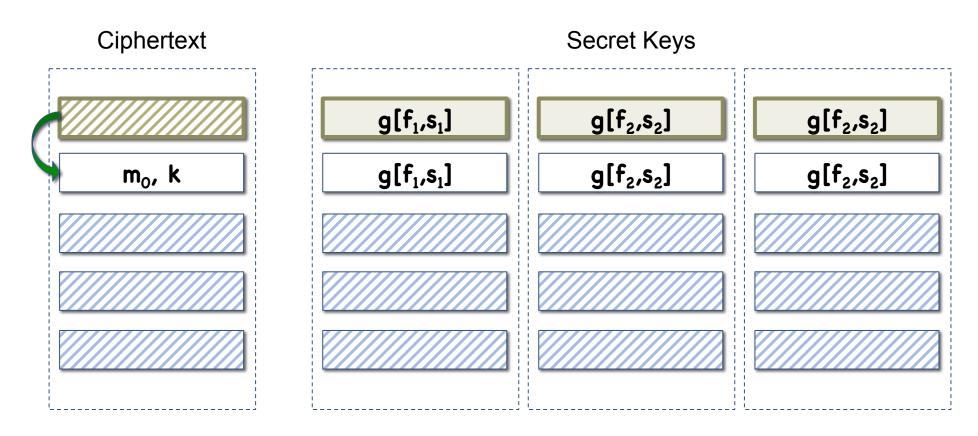
**Slot Duplication** 

#### Proof idea:



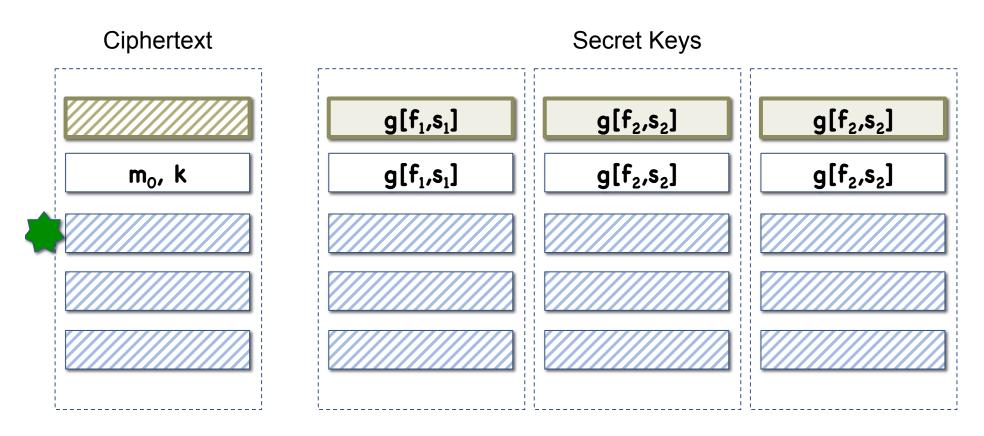
**Ciphertext Moving** 

#### Proof idea:



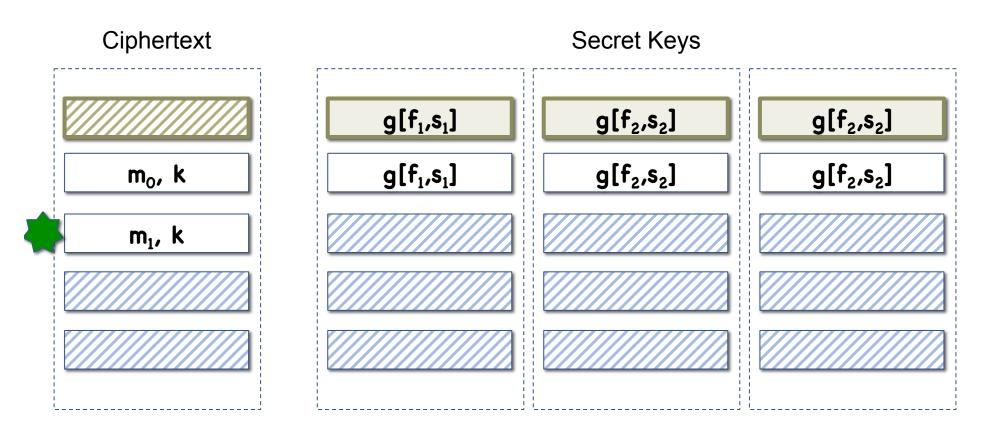
**Ciphertext Moving** 

#### Proof idea:



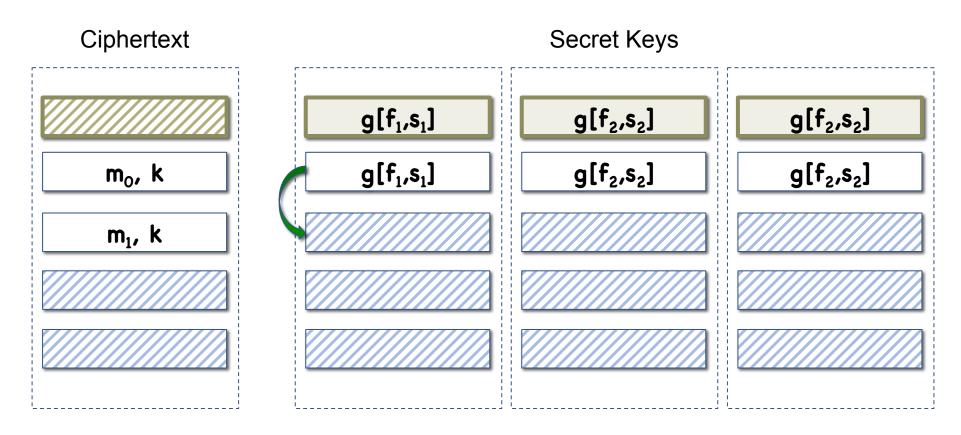
New Slot

#### Proof idea:

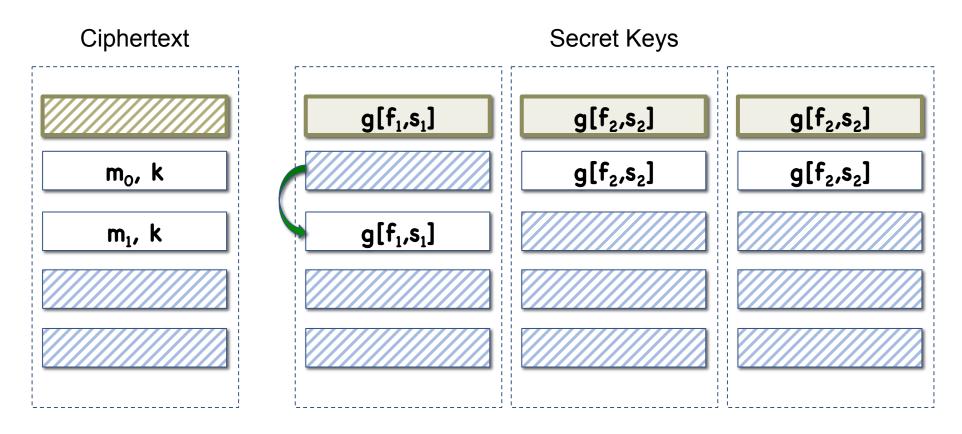


New Slot

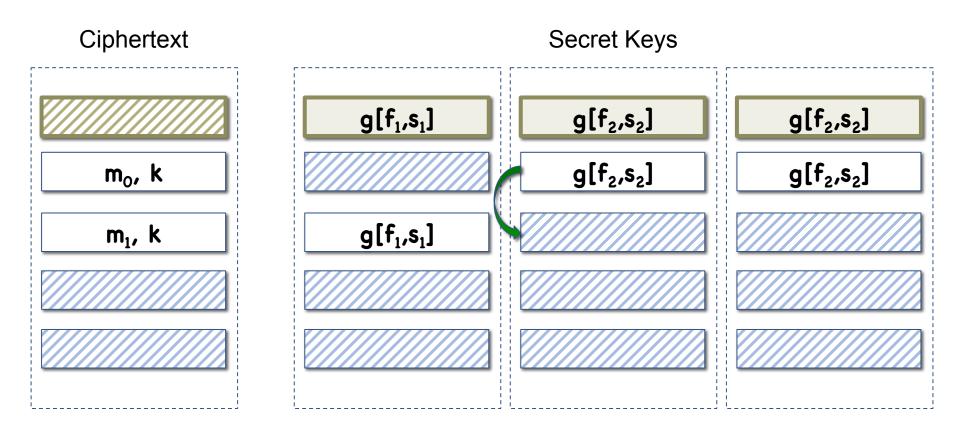
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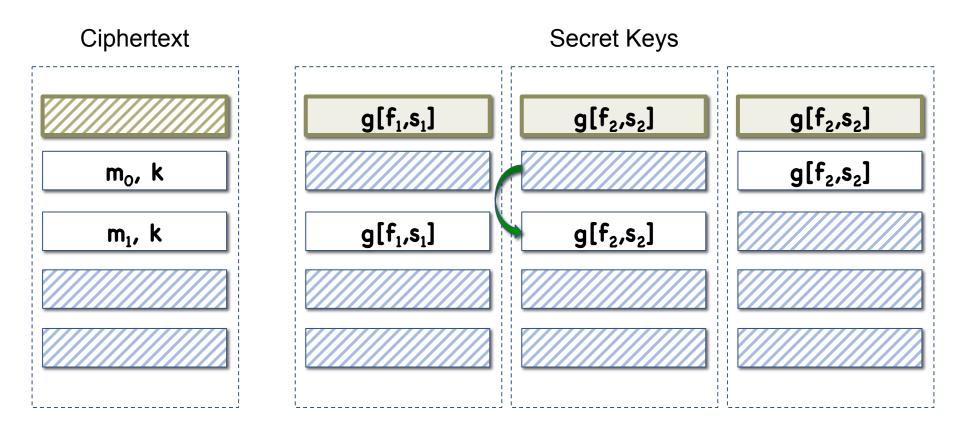
#### Proof idea:



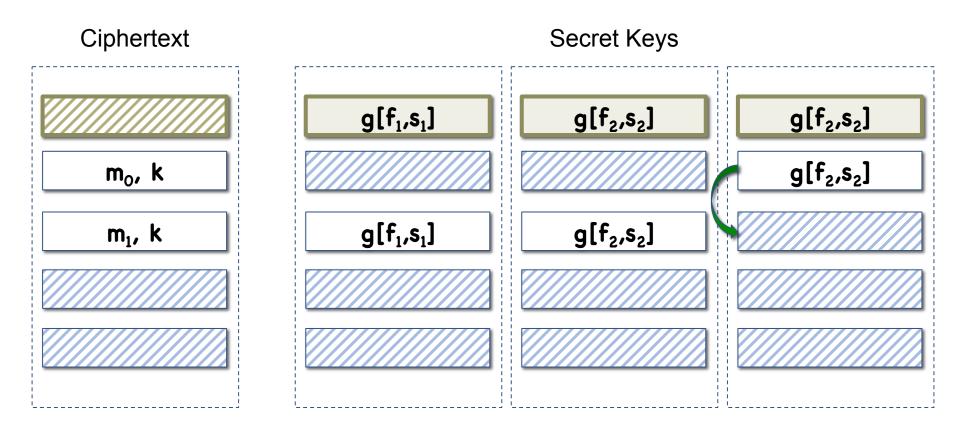
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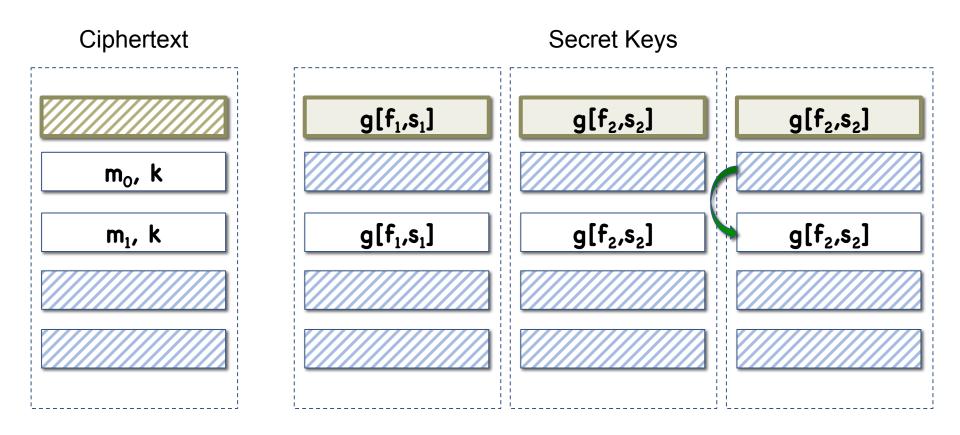
#### Proof idea:



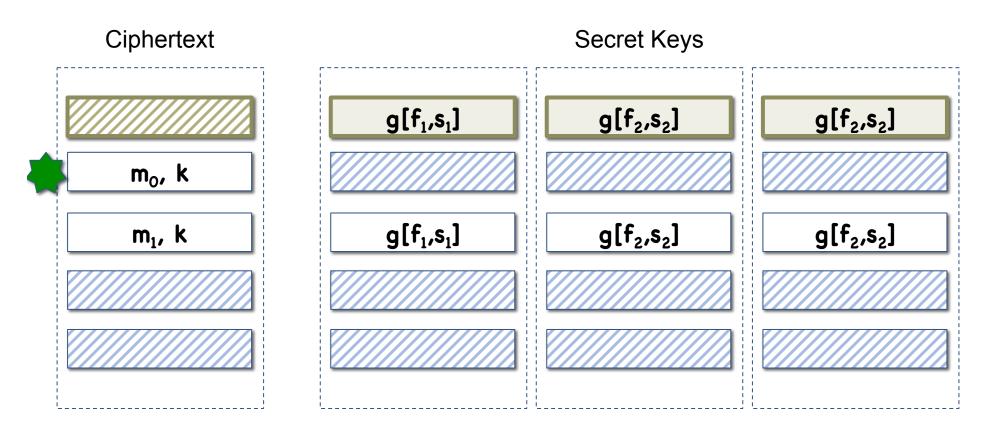
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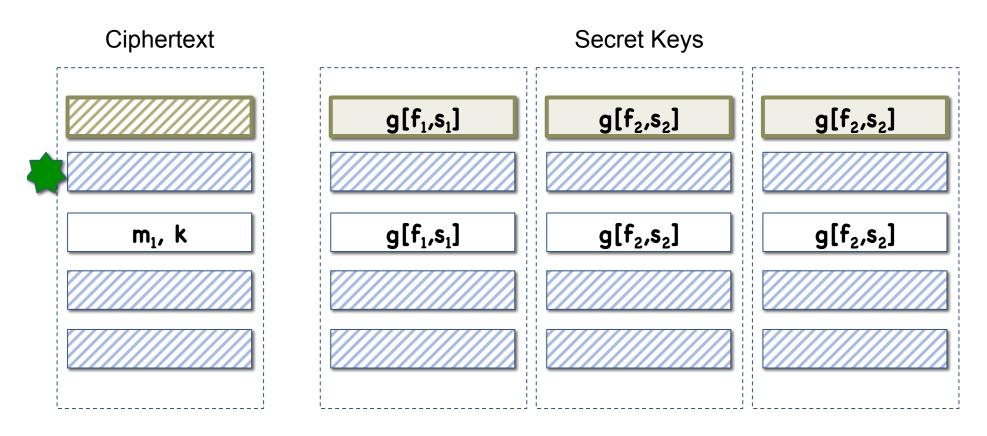


#### Proof idea:



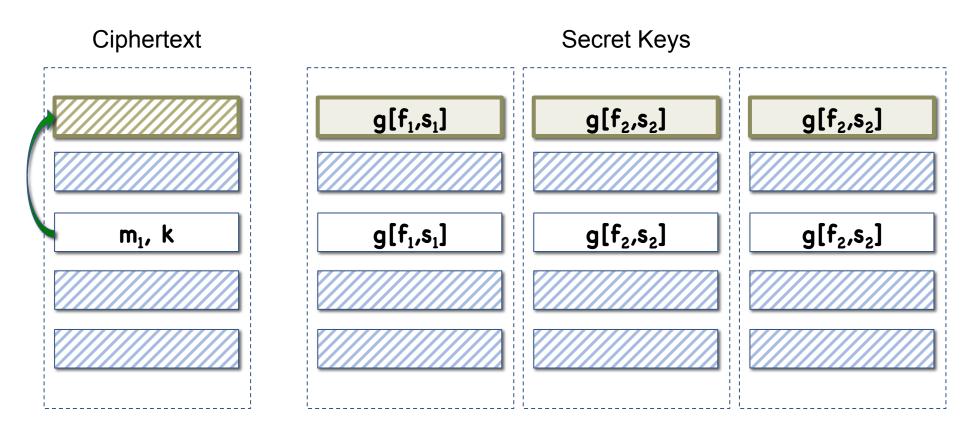
New Slot

#### Proof idea:



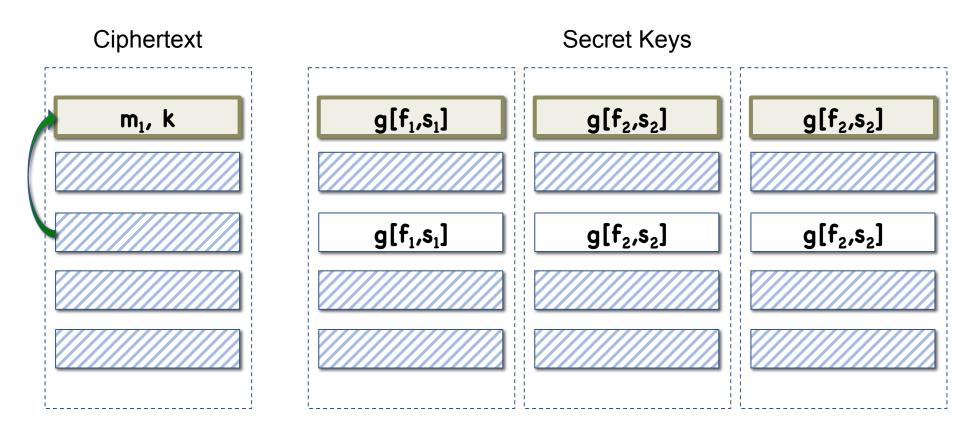
New Slot

#### Proof idea:



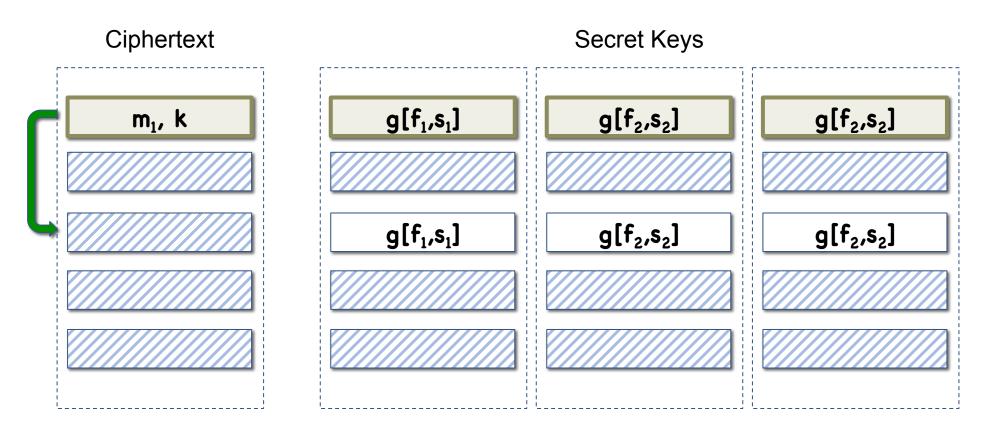
**Ciphertext Moving** 

#### Proof idea:



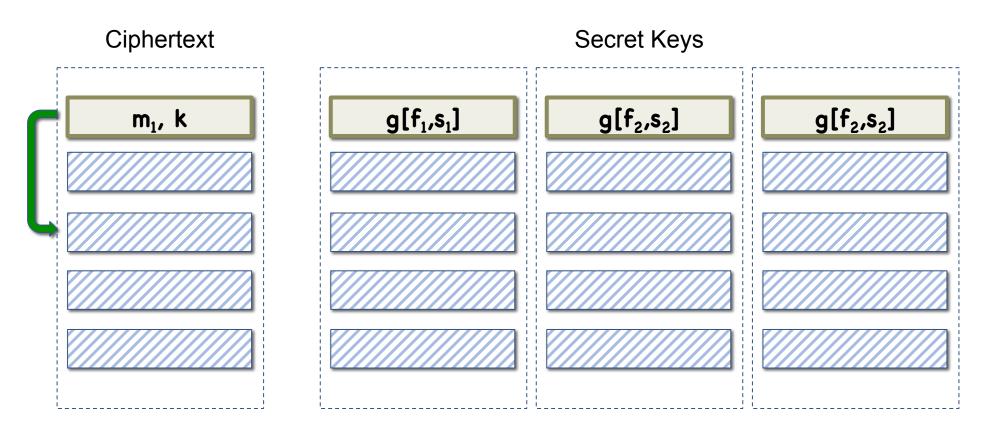
**Ciphertext Moving** 

#### Proof idea:



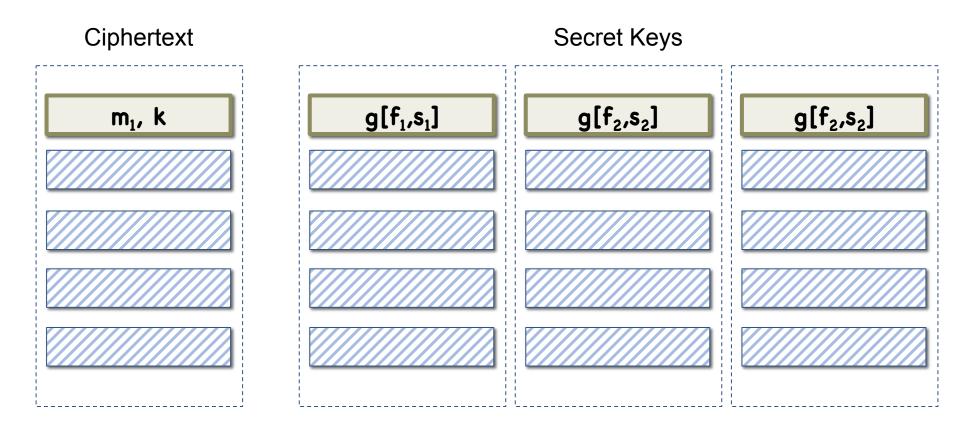
**Slot Duplication** 

#### Proof idea:



**Slot Duplication** 

#### Proof idea:



### Achieving "Super Strong Secret Key Moving"

Outputs different, even though indistinguishable ⇒ strong secret key moving not enough

More involved proof:

- Puncture k at s
- Hardcode f( m<sub>0</sub>, PRF(k, s) )
  - In ciphertext if secret key before ciphertext. Use ctxt indist.
  - In secret key if secret key after ciphertext. Use single-use hiding+
- Replace with f(  $m_1$ , PRF(k, s) )
  - Using PRF security and sample indistinguishability
- Move secret key
- Un-puncture

### FE for all Circuits

Basic idea: Output randomized encoding rather than actual val

- Enc<sub>c</sub>(mpk, m):  $c \leftarrow Enc_R(mpk, m)$ Output c

Dec<sub>c</sub>(sk<sub>f</sub>, c):

 $e \leftarrow Dec_R(sk_f, c)$  $o \leftarrow Decode(e)$ Output o

# **Conclusion and Open Problems**

Simple assumptions  $\rightarrow$  Slotted FE  $\rightarrow$  Fully-secure unbounded FE

iO/complexity leveraging/function hiding not inherent to FE

New tools on graded encodings

**Open Problems:** 

- Other apps for slotted FE?
- Simplify: remove punctured PRFs / randomized encodings?
- Other **iO** apps  $\rightarrow$  simple assumptions
  - Deniable encryption
  - Multiparty NIKE w/o trusted setup