

Private Set Intersection from Pseudorandom Correlation Generators

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Private Set Intersection (PSI) is a special, but important case of secure multi-party computation (MPC). It enjoys numerous real-life applications; for example, Google relies on PSI with third-party data providers to find target audiences for advertising and marketing campaigns [IKN⁺19] or contact discovery [CLR17]. Private set intersection allows parties to jointly compute the set of all common elements between the data sets of all parties. At the end of PSI protocol, one or both parties should get the correct intersection and will get nothing about the other's data sets outside the set intersection. Several techniques have been proposed that realize the PSI functionality, such as using public-key cryptography, constructing circuit-based generic techniques for secure computation, combining only oblivious transfer OT and the efficiency of symmetric cryptographic primitives. Recently, there has been an active line of work on efficient secure PSI protocol with fast implementations [PSZ14, KKRT16, RR17, KRTW19, PSWW18, PRTY19, PRTY20, CM20, RS21, RT21] that can process millions of items in seconds and makes PSI more practical.

Pseudorandom Correlation Generator (PCG), is a primitive introduced in the work of Boyle *et al.* [BCG⁺19b, BCGI18, SGR19, BCG⁺19a, CIK⁺20]. The goal of PCG is to compress long sources of correlated randomness without violating security. More concretely, the sender and receiver in a (two-party) PCG scheme hold pair of short correlated keys, and then they can locally expand these keys without interactions to obtain a pair of long correlated strings. In a recent line of work [BCGI18, BCG⁺19b, BCG⁺19a, CIK⁺20], Boyle *et al.* have designed multiple concretely efficient PCGs for specific correlations, such as vector oblivious linear evaluation (VOLE) or batch oblivious linear evaluation (BOLE). These primitives are at the heart of modern secure computation protocols with low communication overhead. The VOLE functionality allows a receiver to learn a secret linear combination of two vectors held by a sender and it was constructed (with sublinear communication) under variants of the syndrome decoding assumption.

In this work, we explore how the use of syndrome-decoding-based PCG can speed up private set intersection protocols. We devise two new protocols, aiming either at minimizing computation or communication, in both the semi-honest and the malicious setting. In our first protocol, we use cuckoo-hashing techniques to reduce a PSI on size- n datasets to a single VOLE on length- $1.2n$ vectors, and show how additional efficiency improvements can be achieved by relying instead on a variant of VOLE called *subfield VOLE*. Our protocol achieves the smallest communication across all protocols that have linear computation, and we estimate that it achieves the best overall efficiency in a low latency setting. In our second protocol, we show how a PSI between size- n datasets can be reduced to a single OLE over the polynomial ring $\mathcal{R}_p = \mathbb{F}_p[x]/F(x)$, for an irreducible degree- $2n$ polynomial $F(x)$. It turns out that a PCG for this functionality was recently constructed by Boyle *et al.* (as a mean to achieve PCG for the BOLE functionality), under a ring variant of the syndrome decoding assumption. Our protocol achieves the smallest communication across all known PSI protocols for the database range size $2^{16} - 2^{20}$, with comparable computation as previous protocol, making it especially suitable in high latency settings. Another contribution should be constructing a leakage semi-honest PSI protocol which discloses negligible information of input set but we believe it achieves better efficiency in both communication and computation.

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