



# Communication-Computation Trade-offs in PIR

Asra Ali, Tancrède Lepoint, Sarvar Patel, Mariana Raykova, Phillipp Schoppmann,  
Karn Seth and [Kevin Yeo](#)

Google  
Humboldt-Universität zu Berlin

---

# Outline

What is Private Information Retrieval (PIR)?

Our Contributions

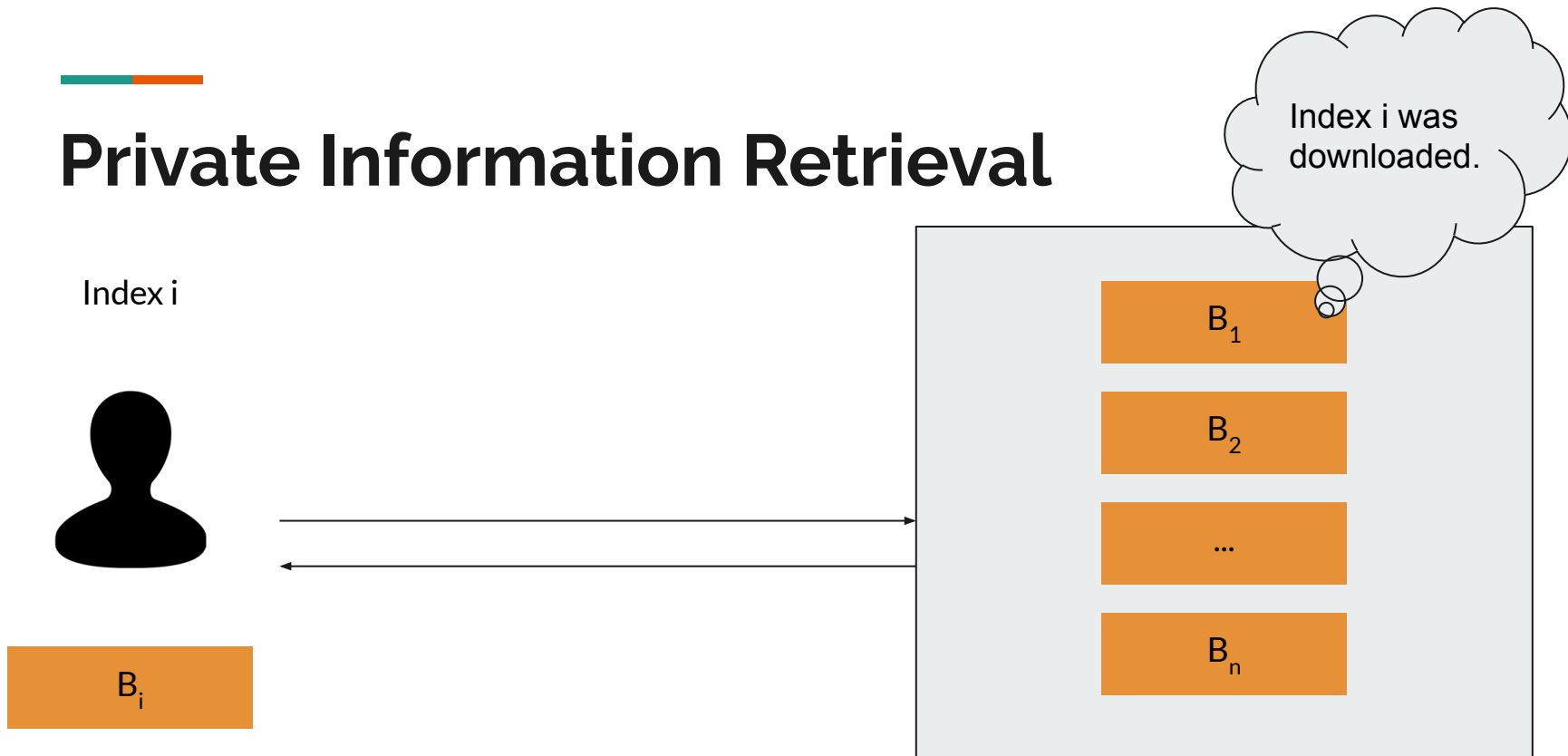
MulPIR: Improved Communication

Gentry-Ramzan Improvements

Sparse PIR

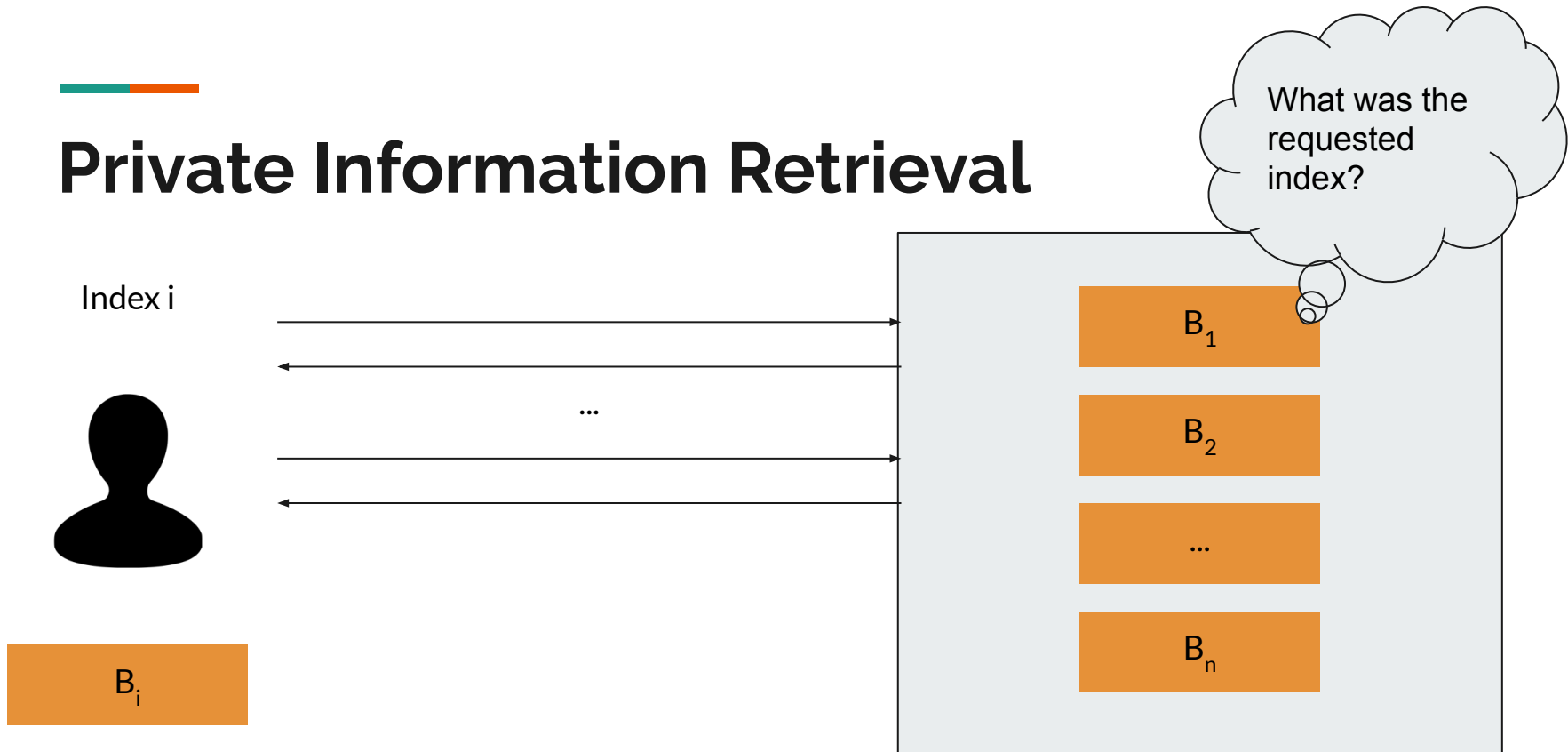


# Private Information Retrieval



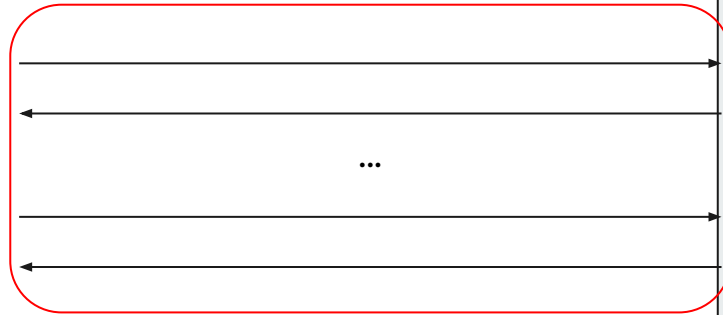


# Private Information Retrieval

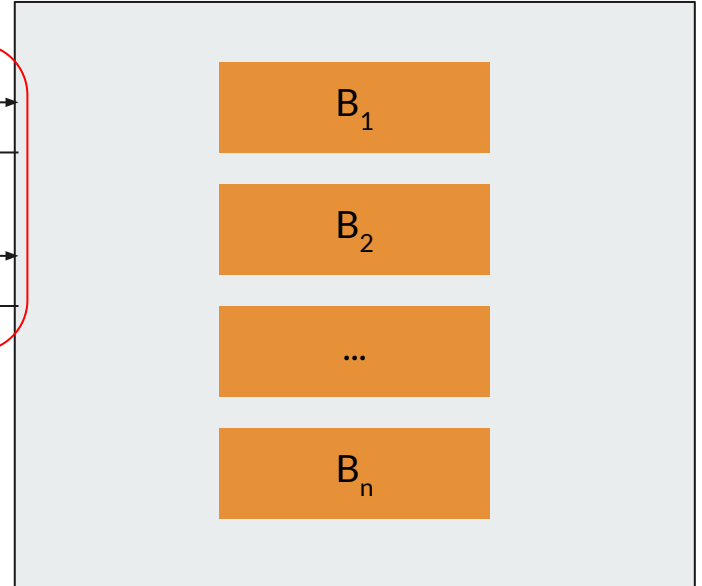




# Efficiency Considerations



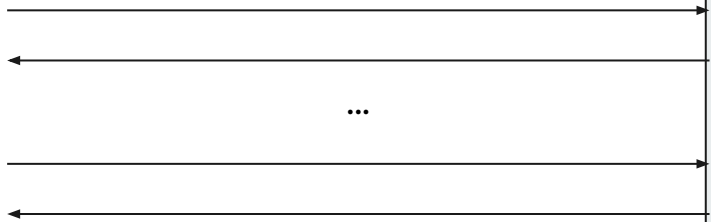
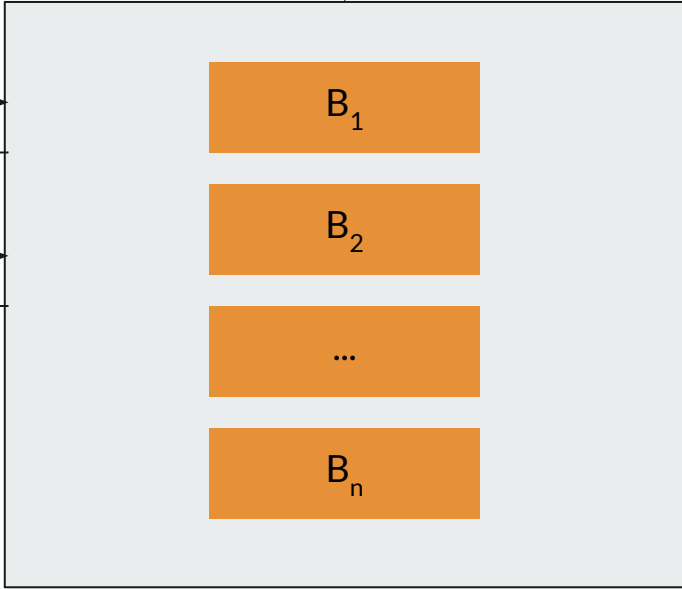
Communication





# Efficiency Considerations

Server  
Computation



...



Client  
Computation



# Communication-Computation Trade-offs



Communication

Computation



Communication

Computation

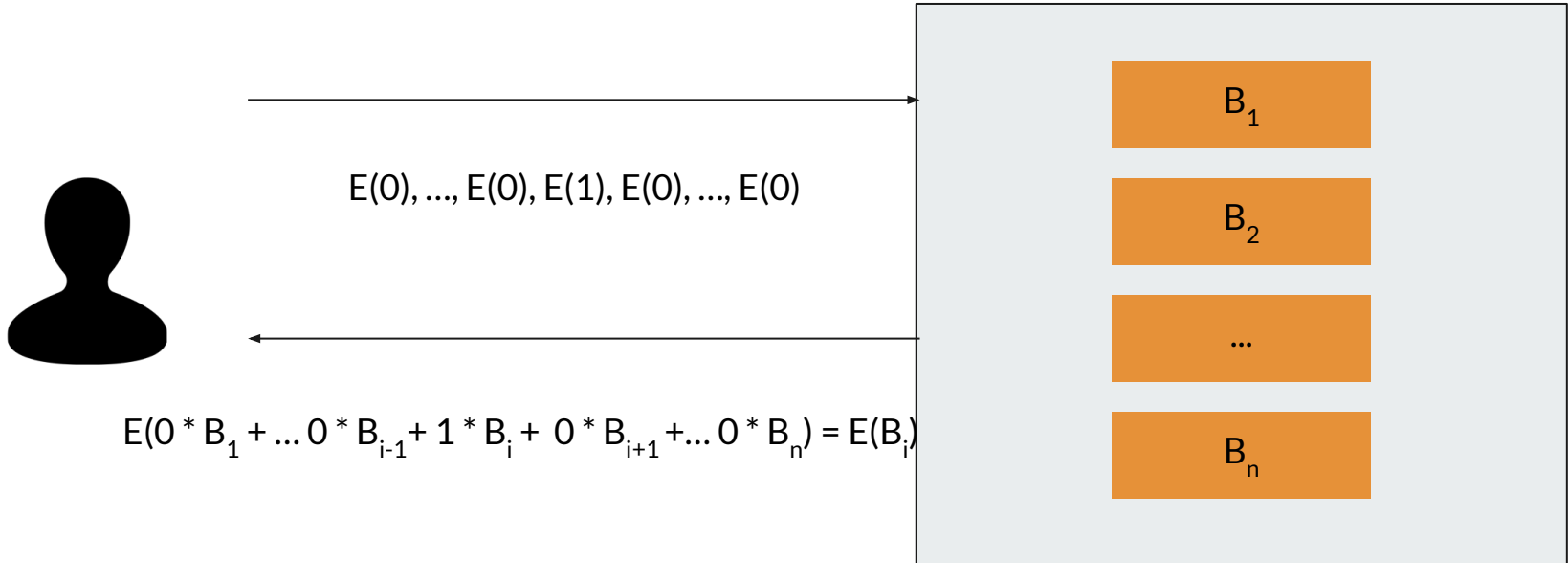


# What is the best trade-off?

- Completely depends on context
- Typically, client computation must be small as querier is a user device
  - Example: Mobile phones querying a cloud storage provider
- Can estimate best trade-off using monetary costs
  - Example: Cloud computing prices

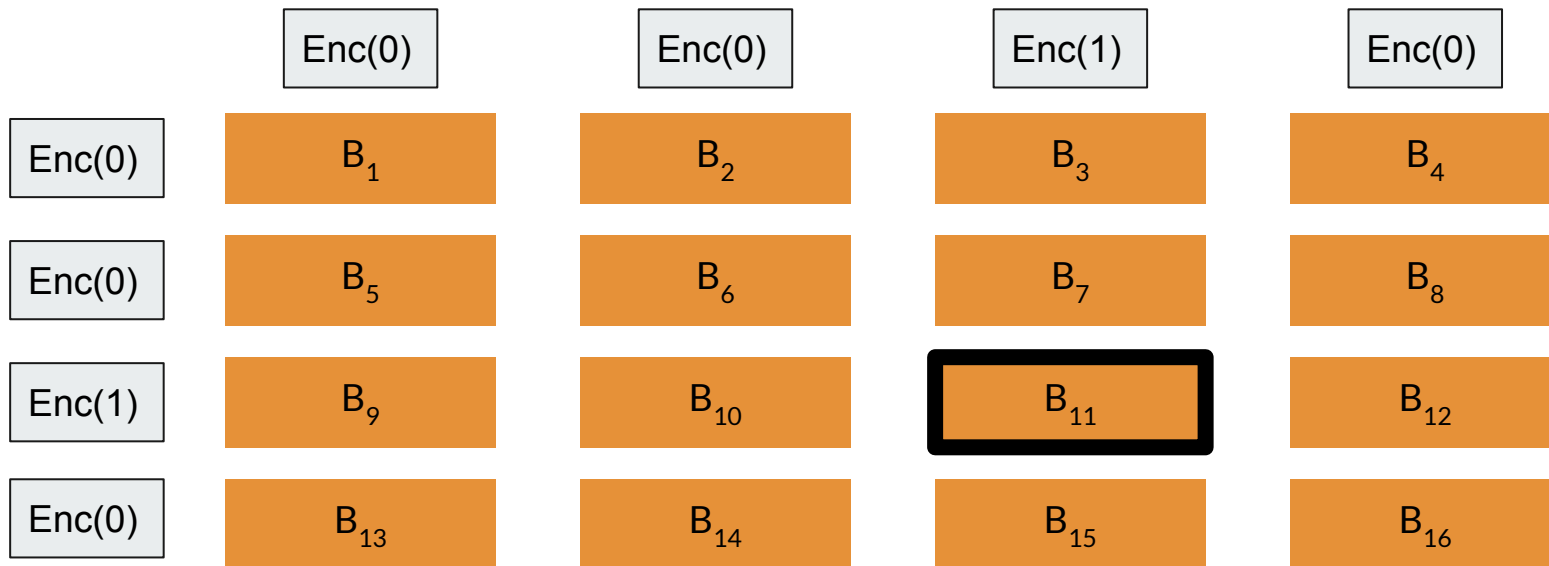



# Homomorphic Encryption-based PIR






# Recursion for PIR





# MulPIR: Improved Communication

Improve upload by up to 75% and download up to 80% with minimal computational increases over prior SealPIR implementation of Angel, Chen, Laine, Setty '18.



# MulPIR: Improved Communication

Improve upload by up to 75% and download up to 80% with minimal computational increases over prior SealPIR implementation of Angel, Chen, Laine, Setty '18.

1. Use secret key encryption on client-side.
2. **Replace long randomness with a short PRG seed.**
3. Compress downloaded ciphertext using modulus switching.
4. **Improved oblivious expansion.**
5. Leverage multiplicative homomorphism.



# Expandable Randomness using PRG

- Private key encryption is of the form  $(c_0, c_1)$  where each element in  $R/qR$ .
- $c_0$  is a uniformly random element independent of public and private keys
- Replace  $c_0$  with a PRG seed  $S$ .
- **Reduces upload by half already!**



# Improved Oblivious Expansion

SealPIR introduced the notion of oblivious expansion. Instead of a single ciphertext per bit, encrypt multiple bits per ciphertext.

## Without Oblivious Expansion:

$E(0), \dots, E(0), E(1), E(0), \dots, E(0)$  with  $N$  ciphertexts

## With Oblivious Expansion:

$E(0, \dots, 0), E(0, \dots, 0, 1, 0, \dots, 0), E(0, \dots, 0)$  with  $< N$  ciphertexts depending on parameters.

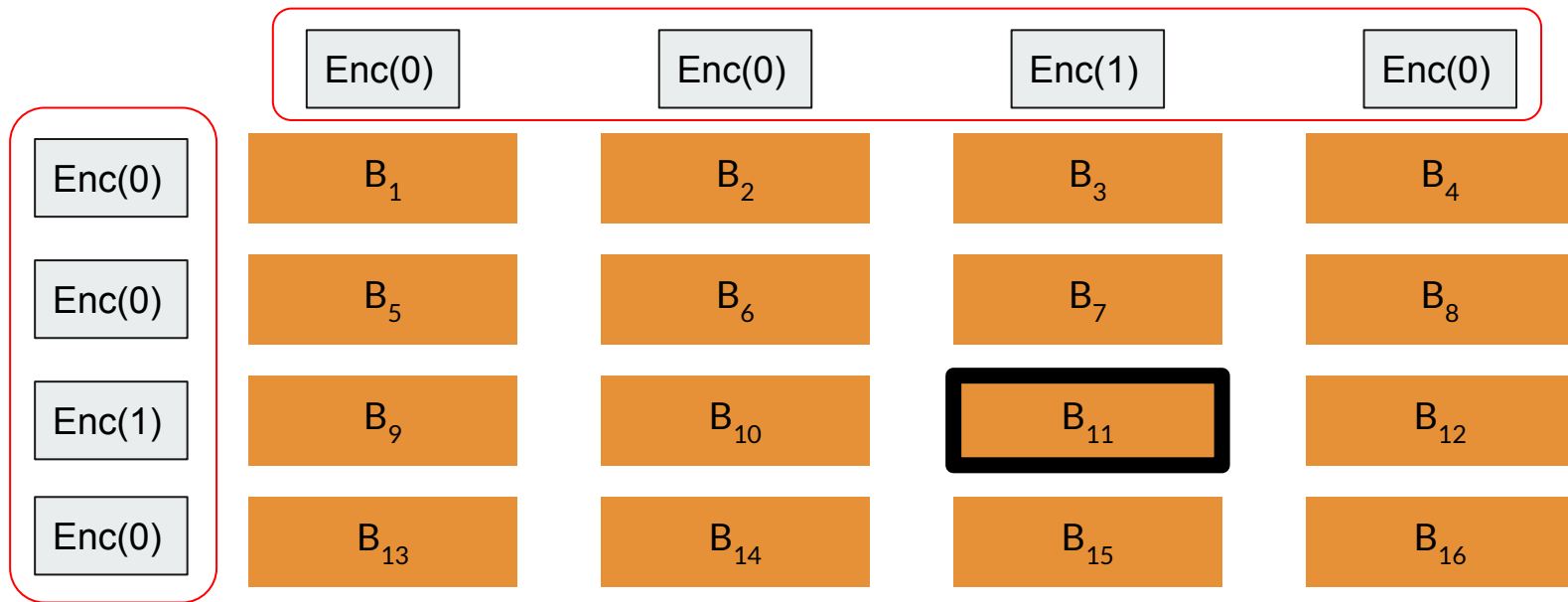
Server will obviously expand compressed vector.



# Limits of SealPIR's Oblivious Expansion

**Limitation:** To-be-compressed bit vector must have Hamming weight  $\leq 1$ .

# Limits of SealPIR's Oblivious Expansion







# Limits of SealPIR's Oblivious Expansion

**Limitation:** To-be-compressed bit vector must have Hamming weight  $\leq 1$ .

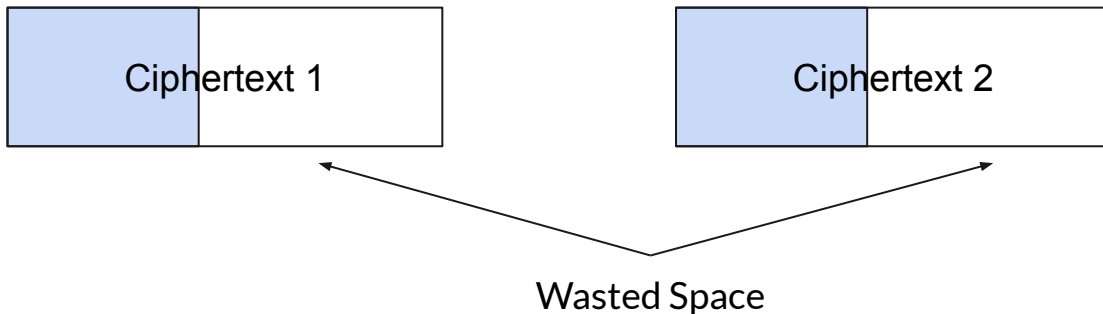
**Limitation with Recursion:** Must compress two sets of vectors separately. In the worst case, lots of wasted space.



# Limits of SealPIR's Oblivious Expansion

**Limitation:** To-be-compressed bit vector must have Hamming weight  $\leq 1$ .

**Limitation with Recursion:** Must compress two sets of vectors separately. In the worst case, lots of wasted space.





# Improved Oblivious Expansion

**Improvement:** To-be-compressed bit vector can have arbitrary Hamming weight.

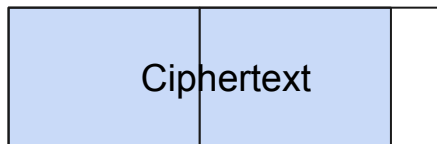
**Improvement with Recursion:** Compress all uploaded bit vectors into one ciphertext.



# Improved Oblivious Expansion

**Improvement:** To-be-compressed bit vector can have arbitrary Hamming weight.

**Improvement with Recursion:** Compress all uploaded bit vectors into one ciphertext.

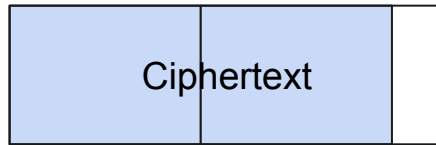


Less Wasted Space



# Improved Oblivious Expansion

**Observation:** Server oblivious expansion is linear in the plaintext space. Compression and expansion work for arbitrary vectors (not just bit vectors!).



Less Wasted Space





# Experimental Evaluation

Table 3: Communication and CPU costs (in ms) of SealPIR and MulPIR (recursion  $d = 2$ ) for a database of  $n$  elements of 288B.

|  | SealPIR [3] ( $d = 2$ ) |         |               | SealPIR [3] ( $d = 3$ ) |         |         | MulPIR ( $d = 2$ ) |               |         | MulPIR ( $d = 3$ ) |         |         |
|--|-------------------------|---------|---------------|-------------------------|---------|---------|--------------------|---------------|---------|--------------------|---------|---------|
| Database size $n$                          | 262144                  | 1048576 | 4194304       | 262144                  | 1048576 | 4194304 | 262144             | 1048576       | 4194304 | 262144             | 1048576 | 4194304 |
| <i>Actual number of rows after packing</i> | 26215                   | 104858  | 419431        | 18725                   | 74899   | 299594  | 3693               | 14769         | 59075   | 4682               | 18725   | 74899   |
| Client Query                               | 19                      | 19      | 19            | 19                      | 19      | 19      | 172                | 192           | 213     | 126                | 128     | 161     |
| Server Expand                              | 145                     | 294     | 590           | 33                      | 55      | 90      | 391                | 783           | 1610    | 396                | 395     | 841     |
| Server Respond                             | 1020                    | 3520    | 12891         | 1136                    | 3519    | 11554   | 1919               | 5213          | 16307   | 3268               | 11677   | 30501   |
| Upload (kB)                                | 61.4                    | 61.4    | 61.4          | 92.2                    | 92.2    | 92.2    | 122                | 122           | 122     | 130                | 130     | 130     |
| Download (kB)                              | 307                     | 307     | 307           | 1966                    | 1966    | 1966    | 119                | 119           | 119     | 130                | 130     | 130     |
| Server Cost (US cents)                     | 0.0033                  | 0.0040  | <b>0.0067</b> | 0.017                   | 0.017   | 0.020   | <b>0.0026</b>      | <b>0.0036</b> | 0.0069  | 0.0031             | 0.0054  | 0.011   |



# Gentry-Ramzan PIR Improvements

Present improvements to Gentry-Ramzan PIR to enable tunable communication-computation trade-offs.

Reduces server computation by up to 85% for larger communication sizes.


# Experimental Evaluation

Table 5: Communication and computation costs for PIR protocols for two databases, without recursion.

|   | # chunks | Communication (kB) |          | Computation (ms) |                  |                 |                      |                      | Server Cost (US cents) |
|---|----------|--------------------|----------|------------------|------------------|-----------------|----------------------|----------------------|------------------------|
|   |          | upload             | download | C.Setup          | S.Setup          | C.Create        | S.Respond            | C.Process            |                        |
| 1MB database: 5000 elements of 288B.                            |          |                    |          |                  |                  |                 |                      |                      |                        |
| MulPIR  | 1        | 14                 | 21       | 0                | 39               | 154             | 3,910                | 0                    | 0.0019                 |
| Gentry–Ramzan (1 generator)                                     | 5        | 0.5                | 1.3      | 0                | 1,532            | 3,294           | 51,803               | 377                  | 0.0145                 |
| Client-Aided Gentry–Ramzan (15 generators)                      | 5        | 4.1                | 1.3      | 0                | 1,540            | 2,688           | 5,495                | 381                  | 0.0016                 |
| Client-Aided Gentry–Ramzan (50 generators)                      | 5        | 13.1               | 1.3      | 0                | 1,594            | 3,966           | 2,988                | 393                  | <b>0.0011</b>          |
| Client-Aided Gentry–Ramzan (100 generators)                     | 5        | 25.8               | 1.3      | 0                | 1,796            | 7,980           | 2,904                | 417                  | 0.0014                 |
| Damgård–Jurik ( $s = 1$ )                                       | 1        | 1,480              | 0.6      | 40,636           | 2                | 14,334          | 20,710               | 6                    | 0.0382                 |
| ElGamal   | 72       | 280                | 8        | 283              | 29               | 893             | 10,105               | 26,544               | 0.0091                 |
| Private File Download – 3GB database: 10,000 elements of 307kB. |          |                    |          |                  |                  |                 |                      |                      |                        |
| MulPIR  | 100      | 79.4               | 1,385    | 0                | 88,815           | 198             | 34,388               | 23                   | <b>0.0417</b>          |
| Client-Aided Gentry–Ramzan (50 generators)                      | 4,955    | 13.1               | 1,259    | 6                | 1,347,036        | 28,684          | 5,221,052            | 355,940              | 1.4782                 |
| Damgård–Jurik ( $s = 1$ )                                       | 1,060    | 2,960              | 614      | $\approx 80,000$ | $\approx 3,200$  | $\approx 28600$ | $\approx 42,000,000$ | $\approx 2,500$      | 11.7451                |
| ElGamal   | 76,800   | 280                | 4,300    | $\approx 300$    | $\approx 88,800$ | $\approx 2250$  | $\approx 4,800,000$  | $\approx 30,715,200$ | 1.4338                 |

Median over 10 computations. The timings indicated with  $\approx$  have been estimated on a smaller number of chunks to finish in a reasonable amount of time.





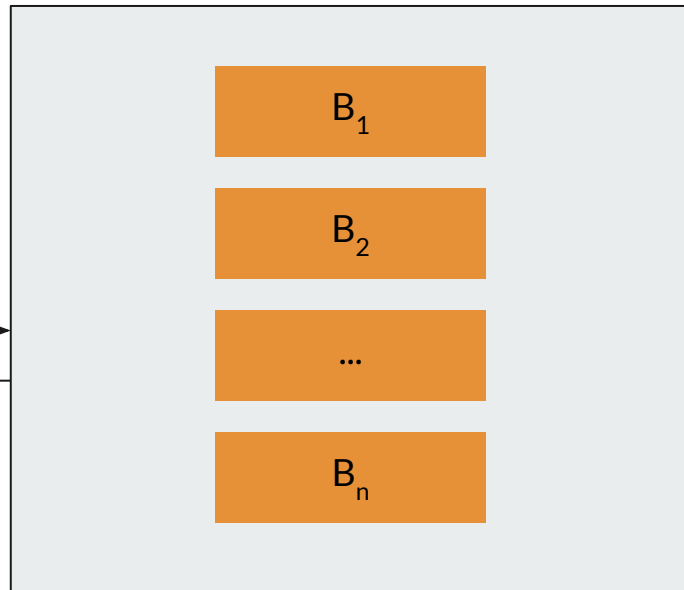
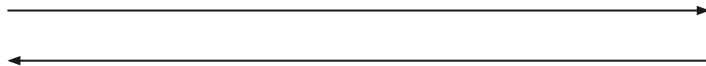
# **Sparse PIR to (Dense) PIR Transformation**

Generic transformation from Sparse PIR to  
(Dense) PIR.



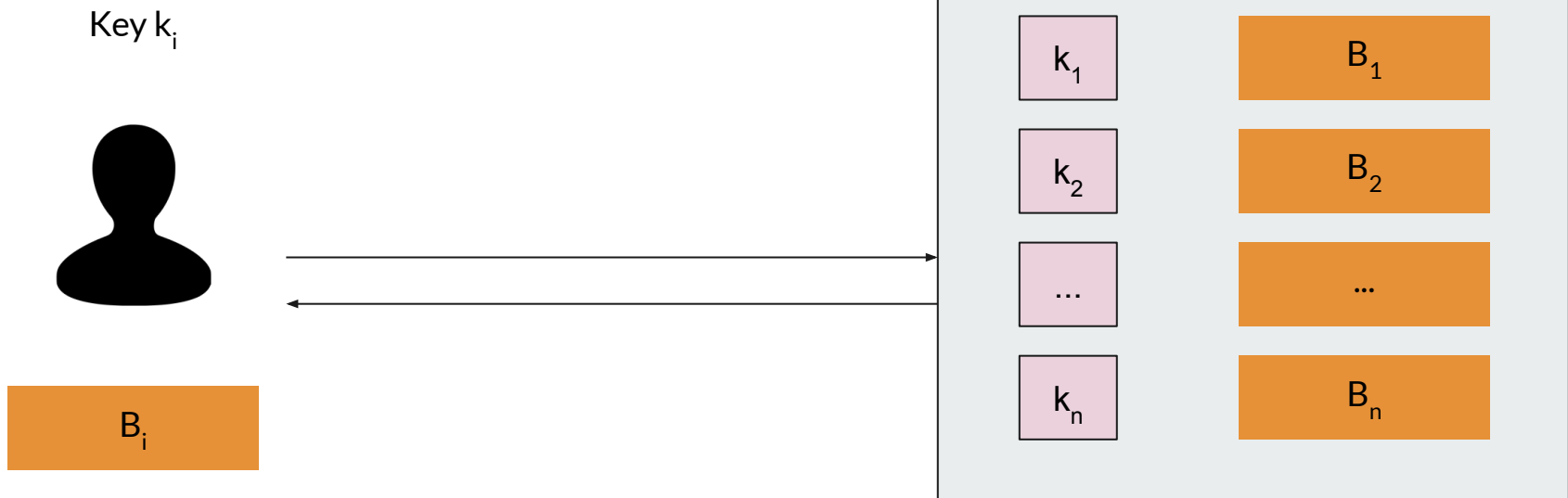
# What is Sparse PIR?

Index  $i$



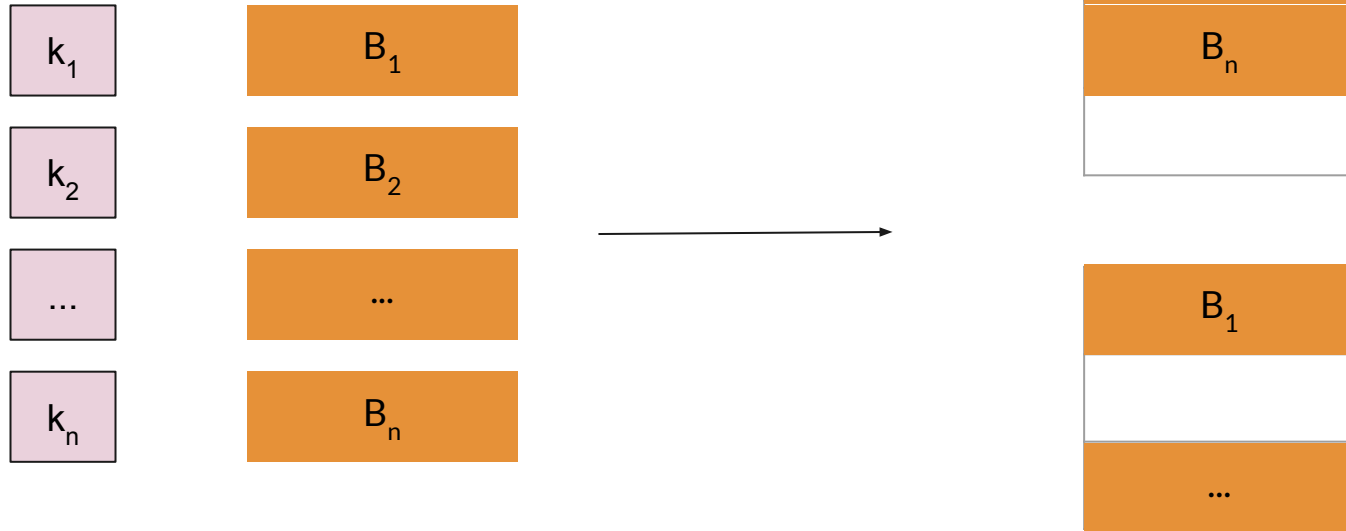


# What is Sparse PIR?





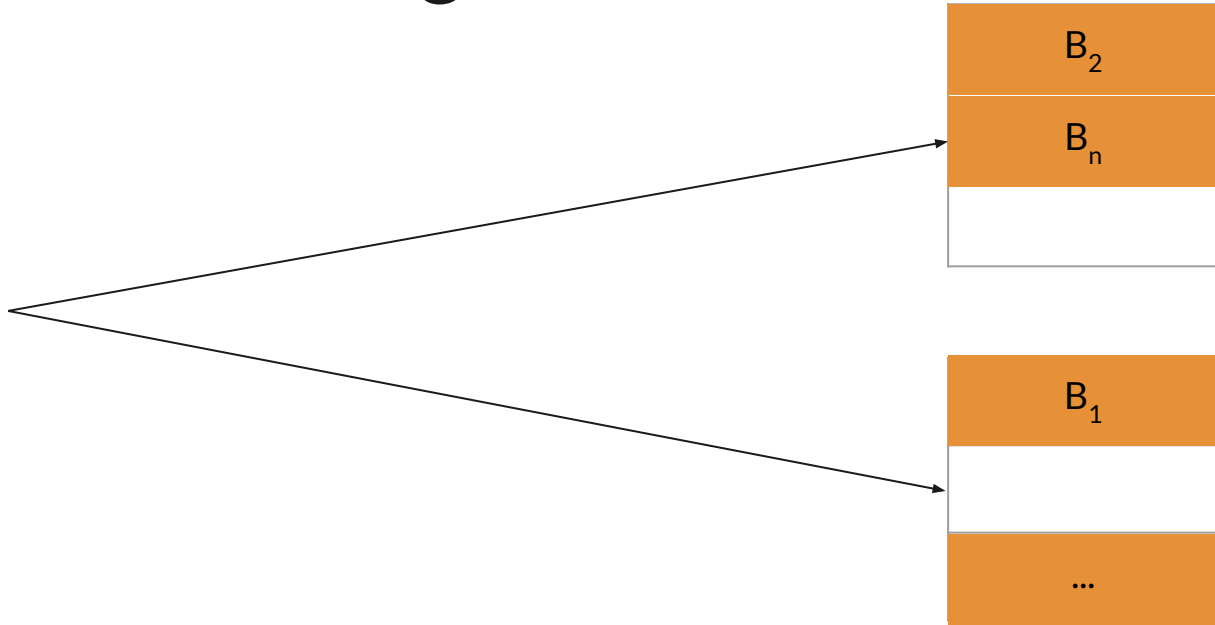
# Cuckoo Hashing





# Sparse PIR using Dense PIR

Key  $k_i$



Questions?

