Computationally Efficient Asynchronous MPC with Linear Communication and Low Additive Overhead

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Abstract. We explore the setting of asynchronous multi-party computation (AMPC) with optimal resilience $n = 3t + 1$, and develop an efficient protocol that optimizes both communication and computation.

The recent work by Goyal, Liu-Zhang, and Song [Crypto' 24] was the first to achieve AMPC with amortized linear communication cost without using computationally heavy public-key cryptography. However, its $\mathcal{O}(n^{14})$ additive communication overhead renders it impractical for most real-world applications.

It is possible to reduce the communication overhead significantly by leveraging cryptographic tools such as homomorphic commitments, public-key cryptography, or zero-knowledge proofs; however, the corresponding AMPC protocols introduce computation overhead of $\Omega(nC)$ public-key cryptographic operations that become bottleneck as n grows. Overall, achieving AMPC with linear communication complexity, low additive communication overhead, and low computation overhead remains an open challenge.

In this work, we resolve this efficiency challenge by utilizing the random oracle model. By relying solely on computationally efficient primitives such as random oracle hash and symmetric-key cryptography, our protocol is not only efficient in terms of computation and communication overhead but also post-quantum secure. For a circuit with C multiplication gates, our protocol achieves $\mathcal{O}(Cn)$ communication per multiplication gate with an additive overhead of $\mathcal{O}(n^4)$ communication. In terms of computation, our protocol only introduces an additive overhead of $\mathcal{O}(n^5)$ hash computations independent of the circuit size.

1 Introduction

Multi-Party Computation (MPC) [Yao82, GMW87, BGW88, CCD88, RB89] enables n mutually distrustful parties to compute any function on their private inputs. Moreover, it is guaranteed that the adversary does not learn any information about the inputs apart from what can be inferred from the output.

The cryptographic literature has studied MPC for more than forty years and the last decade has seen tremendous progress towards making it practical. However, most existing MPC systems still rely on strong networking assumptions such as (bounded) synchrony that make their practicability questionable, especially for low-latency application scenarios.

In the *synchronous* model, messages are assumed to be delivered within a fixed time frame. In high-throughput low-latency application scenarios in the real world, we cannot set synchronous time bounds generously and instead unpredictable delays must be tolerated. This makes most existing synchronous MPC systems inadequate. While protocols designed in the *asynchronous* model are resilient to such delays, the current designs may not scale as n grows: Indeed, current asynchronous MPC (AMPC) protocols struggle to scale to hundreds of parties either due to their 1) huge communication complexity from the information-theoretic (IT) approach [BKR94, PCR10, PCR08, CP23, GLZS24] which does not rely on any cryptographic assumptions or 2) computational complexity from the usage of threshold cryptography for common coins, additive homomorphic encryption/commitments and/or non-interactive zero-knowledge proofs [CP15, Coh16, BKLZL20, HNP05, HNP08, CHLZ21]. Concretely, the best-known IT-secure AMPC with $t < n/3$ resilience protocols require $\mathcal{O}(nC + \kappa n^{14})$ [GLZS24] for a circuit with C gates and n parties. Current computational AMPC protocols [LYK+19, SLL+24] rely on significant "heavy-weight" public-key cryptography and/or non-interactive zero-knowledge proofs requiring $\Omega(nC)$

public-key cryptographic operations, which becomes the primary scalability bottleneck with increasing n.

Lightweight Cryptography. We aim to reduce the high computational cost of heavyweight cryptography-based MPC by developing an MPC protocol that relies exclusively on *lightweight cryptography*. The term lightweight cryptography, first introduced by Shoup and Smart [SS24], refers to computationally efficient cryptographic primitives such as hash functions and symmetric key encryption. These operations are at least 100-1000× faster than simple public-key cryptographic operations such as discrete-log exponentiations. Consequently, replacing heavyweight cryptography with lightweight alternatives can significantly improve the computation time of the AMPC protocol. At the same time, as the offered security is computational and not information-theoretic, communication complexity can be significantly smaller than IT-secure AMPC protocols.

Moreover, similar to IT-secure protocols, lightweight cryptographic tools such as `SHA3` (a cryptographic hash function) and `AES` (a symmetric key encryption algorithm) also provide post-quantum security. As quantum computing inches closer to practical realization, major companies like Apple have begun transitioning from traditional cryptographic schemes to post-quantum alternatives. Notably, lightweight cryptography inherently offers post-quantum security at no additional cost.

However, a key limitation of lightweight cryptographic tools is that they do not naturally support homomorphic transcript aggregation, making it challenging to match the communication efficiency of heavyweight cryptography-based MPC. Despite this, specific prior works [BBB+24, DDL+24] have shown that the performance benefits of computational efficiency often outweigh the increase in communication complexity—provided the increase remains justifiable. For instance, HashRand [BBB+24], an asynchronous random beacon protocol based on hash functions, achieved a 5× increase in throughput compared to Spurt, a discrete-log-based beacon protocol, at $n = 136$ parties despite having an $O(n)$ factor higher communication and hash computation complexity, mainly because of better computational efficiency.

However, recent attempts at building an MPC from lightweight cryptography, such as Momose [Mom24] give up a lot of communication in exchange for computational complexity. For instance, their protocol requires at least $O(n^2C)$ communication complexity for computing a circuit of size C while achieving Guaranteed Output Delivery (GOD). They also have a high concrete overhead of $O(\kappa n^6)$ bits of communication, which is at least $O(n^3)$ factor higher than primitives based on heavyweight cryptography and makes their protocol too expensive in communication for practical use [CP15, SLL+24]. We aim to address these limitations and strike a balanced middle ground between the communication complexity of information-theoretic MPC and the computational overhead of heavyweight cryptography-based MPC.

1.1 Our Contributions

In this work, we consider the setting of AMPC with linear communication and optimal resilience $t < n/3$ [BOKR94, ADS20] active corruptions. Given the above considerations, and in particular, the fact that the only linear protocol has an $O(\kappa n^{14})$ additive overhead, we ask whether lightweight cryptography can be used to achieve AMPC with linear communication complexity and low additive overhead:

Can we achieve optimally resilient AMPC with linear communication and a low additive overhead from lightweight cryptography?

We answer in the affirmative by presenting a scalable AMPC protocol that combines the computational efficiency of IT-secure protocols with practical communication overhead, without compromising post-quantum security. More precisely, we achieve communication complexity of $\mathcal{O}(n)$ elements per multiplication, and $\mathcal{O}(n^4)$ elements of additive overhead.

Theorem 1. *Let $n = 3t + 1$ and κ denote the security parameter. Further let $\mathbb{F}$ be a finite field of size $2^{\Omega(\kappa)}$ and C be a circuit of size $|C|$ and depth D. Assuming random oracles, there is a fully malicious asynchronous MPC protocol computing the circuit that is secure against at most t corrupted parties with guaranteed output delivery. The achieved communication complexity is $\mathcal{O}(|C| \cdot n + D \cdot n^2 + n^4)$ field elements and round complexity is $\mathcal{O}(D + n)$.*

Computational Efficiency. On top of communication efficiency, our protocols are computationally efficient. Our AMPC with GOD protocol requires $O(n^5)$ Hash computations overall or $O(n^4)$ computations per party. In comparison, protocols based on homomorphic cryptography like [CP15, AJM+23]

require $\Omega(n|C|)$ computations per party, where each such operation is 100× to 1000× more expensive than a Hash computation.

1.2 Related Work

The communication complexity in AMPC has been the subject of a very significant line of work.

Information-Theoretic MPC. In the IT setting, the first protocol with optimal resilience $t < n/3$ was provided by Ben-Or, Kelmer, and Rabin [BKR94]. The works [PCR10, PCR08] achieved $\mathcal{O}(n^5)$ field elements per multiplication, which was further improved in [CP23] to $\mathcal{O}(n^4)$. The works [GLZS24, JLS24] recently improved the scope to $\mathcal{O}(n)$ elements, but the additive overhead is $\Omega(n^{14})$ elements, making it impractical. In the case of $t < n/4$ and perfect security, the recent work [AAPP24] achieves linear communication $\mathcal{O}(n)$ elements per multiplication with an additive overhead of $\mathcal{O}(n^5)$ elements.

Cryptographic MPC. Several communication-efficient protocols with optimal resilience $t < n/3$ under different assumptions have been proposed. However, most of these works make use of heavy cryptography, typically in the form of threshold (somewhat homomorphic) encryption and/or non-interactive zero-knowledge proofs, and/or homomorphic commitments, which increases considerably the computational overhead. Our protocols only make use of hash functions, which are orders of magnitude faster.

The works [HNP05, HNP08, CHLZ21] make use of an additive homomorphic encryption, with [HNP08, CHLZ21] communicating $\mathcal{O}(n^2)$ elements per multiplication. The recent work Dumbo-MPC [SLL+24] improves upon this work and presents a protocol based on homomorphic commitments that communicates $\mathcal{O}(n^2)$ elements per multiplication in the worst-case, and $\mathcal{O}(n)$ elements in the optimistic case when the network is synchronous and all parties are honest. The work [CP15] achieves $\mathcal{O}(n)$ elements per multiplication at the cost of using somewhat-homomorphic encryption. The work [CHLZ21] also achieves linear cost using additive-homomorphic encryption for $t < (1-\epsilon)n/3$, but considers the atomic-send model. The works [Coh16, BKLZL20] achieve a communication independent of the circuit size using fully-homomorphic encryption.

The works [LYK+19, DGKN09] introduce AMPC protocols where the preprocessing phase may not terminate, i.e. they are not live. This undesirable condition is more critical than the standard security with abort, as in the latter case, parties realize that the protocol failed (they obtain $\perp$ as output).

There also exist works that use homomorphic commitments to achieve ACSS with linear communication [AJM+23] per secret. However, this protocol requires $O(n)$ discrete-log operations per secret, which is a scalability bottleneck.

Lightweight Protocols. Some protocols based on lightweight cryptography have appeared for concrete functionalities, including asynchronous distributed random beacons [BBB+24], asynchronous common subset [DDL+24], and asynchronous verifiable secret sharing [BKP11, SS24]. The work [BKP11] introduces an ACSS protocol with $O(n^3L)$ communication for sharing L secrets. [SS24] improve this complexity to $O(nL + \kappa n^2 \log(n))$ bits when the dealer is honest using Hash-based Zero-Knowledge proofs and Pseudorandom functions (PRFs). However, a malicious dealer can increase communication to $O(n^2L + \kappa n^3)$ bits. This ACSS is used in a recent work [Mom24], which introduces an AMPC with $\mathcal{O}(n^2)$ elements per multiplication in the worst-case, and $\mathcal{O}(n)$ elements in the optimistic case.[6]

2 Technical Overview

In the following, we use $[s]_d$ to denote a degree-d Shamir secret sharing of s and $\alpha_0, \ldots, \alpha_n$ to denote distinct field elements. Here, we denote the security parameter by κ and require the field size to be $2^{\Omega(\kappa)}$.

Following [CP23, GLZS24], an asynchronous MPC (AMPC) can be obtained in three steps. The first step is to realize an *asynchronous complete secret sharing* (ACSS) [PCR09] protocol which ensures that all honest parties can obtain their shares of a degree-t Shamir sharing $[s]_t$ distributed by a dealer. Then, the second step is to prepare Beaver triples [Bea92] with the help of ACSS in the offline phase. After preparing a sufficient number of Beaver triples, all parties only need to do public reconstruction in the online phase, which can be achieved with linear communication complexity and high concrete efficiency.

In the information-theoretic setting, the recent two works [JLS24] and [GLZS24] have addressed the first two steps respectively with linear communication complexity, thus yielding a full asynchronous

[6] The paper [Mom24] claims linear cost in the worst-case, but after private communication with the author, it was acknowledged that the cost is quadratic in the worst case and linear in the optimistic case.

MPC protocol with linear communication complexity. However, both works incur a large (circuit-size independent) communication overhead, making the final asynchronous MPC protocol not practical at all. Concretely, the ACSS protocol in [JLS24] incurs an additive overhead of $\mathcal{O}(n^{12})$ and the triple generation protocol in [GLZS24] incurs another additive overhead of $\mathcal{O}(n^7)$ (regardless of the costs of ACSS).

In this work, we aim to improve the concrete efficiency of asynchronous MPC by using computationally efficient cryptographic tools such as pseudorandom number generators (PRGs), symmetric-key encryptions, and random oracles. A recent prior work by Shoup and Smart [SS24] uses these tools to construct an ACSS protocol with linear communication in the *optimistic* case (where all parties follow the protocol) where the additive overhead is as small as $\mathcal{O}(n^2 \log n)$. Building upon [SS24], Momose [Mom24] constructs an asynchronous MPC assuming random oracles with linear communication in the optimistic case where the additive overhead is $\mathcal{O}(n^5)$. However both works would fall back to quadratic communication in the pessimistic case as we will discuss later.

We note that the quadratic fallback of [Mom24] is due to the fallback procedure of the ACSS protocol in [SS24]. Thus, to achieve linear communication, it is sufficient to use an ACSS protocol with linear communication in [Mom24]. However, to the best of our knowledge, known solutions for ACSS with linear communication either incurs a large additive overhead [JLS24] or requires computationally expensive cryptographic primitives [AJM+23] such as the homomorphic KZG polynomial commitment scheme.

Our contribution lies on two aspects. First, building upon [Mom24], we show how to achieve overall linear communication while maintaining the $\mathcal{O}(n^5)$ overhead. Then, we show how to further reduce the additive communication overhead from $\mathcal{O}(n^5)$ to $\mathcal{O}(n^4)$. In the following, we start by recapping the techniques in [Mom24] and then introduce our new solutions.

2.1 Overviews of Previous Works

The construction in [Mom24] follows the general paradigm we mentioned above: Parties first prepare random Beaver triples in the offline phase, and then use them to compute the circuit in the online phase.

Sketch of Triple Generation in [Mom24]. For the preparation of triples, [Mom24] extends the DN technique [DN07] and party elimination framework [HMP00] to the asynchronous communication setting. To generate a random Beaver triple, all parties run the following steps.

1. All parties prepare random Shamir sharings $([a]_t, [b]_t)$ and random double sharings $([r]_t, [r]_{2t})$.
2. All parties compute their shares of $[z]_{2t} = [a]_t \cdot [b]_t + [r]_{2t}$ and together reconstruct the secret z.
3. Each party locally computes his share of $[c]_t = z - [r]_t$ and terminates with his share of $([a]_t, [b]_t, [c]_t)$.

After preparing a sufficient number of (possibly incorrect) random Beaver triples, all parties verify the correctness of the triples. If the verification passes, all parties move on to the online phase. Otherwise, all parties will together identify a corrupted party who deviates from the protocol.

To achieve GOD, the party elimination framework [HMP00] is used: For a parameter L, the triple generation process is divided into $|C|/L$ segments, where $|C|$ is the total number of Beaver triples required in the online phase. In each segment, all parties run the following steps to prepare L random Beaver triples. If a corrupted party is identified, all parties eliminate this party and rerun this segment. Since there are at most t corrupted parties, the number of rerun is bounded by t. By carefully choosing the parameter L, it eventually leads to a linear communication per triple.

Technical Difficulties in [Mom24]. To make the above idea work, there are two main challenges.

- Prepare degree-t and degree-$2t$ Shamir sharings with linear cost per sharing.
- Detect a corrupted party when the verification fails.

We start by introducing their techniques in handling the second challenge as it would eventually lead to a solution for the first challenge as well.

In the synchronous setting, the second challenge can be resolved by letting every party send his view of the generation process to each other. Then each party, after receiving the views from all parties, can find out the corrupted party that deviates from the protocol. However, in the asynchronous setting, an honest party can only expect to receive $n - t = 2t + 1$ parties' views since corrupted parties may never respond. With only $2t + 1$ parties' views, it may be insufficient to identify the corrupted party. To address this issue, the author in [Mom24] makes use of a functionality $\mathcal{F}_{\mathsf{PrivSend}}$ which allows the sender to verifiably

send his message to the receiver. To be more concrete, $\mathcal{F}_{\mathsf{PrivSend}}$ ensures that all parties acknowledge that the sender has sent the message to the receiver (named `DispersePhase`), and when needed, all parties can together recover the message (named `RevealPhase`). We refer the readers to Appendix B for the realization of this functionality.

Functionality $\mathcal{F}_{\mathsf{PrivSend}}$

$\mathcal{F}_{\mathsf{PrivSend}}$ proceeds as follows, running with parties $\mathcal{P} = \{P_1, \ldots, P_n\}$, a dealer D, a receiver R and an adversary $\mathcal{S}$.

1: Initialize a set $M = \varnothing$. Upon receiving a message m from D, add m to M, send a request-based delayed output m to R and a request-based delayed message `Delivered` to all parties.
2: Upon receiving a message `Reveal` from $t + 1$ parties, send a request-based delayed output M to all parties if it has sent `Delivered` before.

Now in the triple generation phase, every point-to-point message is sent via $\mathcal{F}_{\mathsf{PrivSend}}$. Then when the verification fails, all exchanged messages will be reconstructed to all parties so that they will obtain the full view of the triple generation process. This addresses the second challenge.

Coming back to the first challenge, the solution is to let each party act as the dealer and distribute random degree-t and degree-$2t$ Shamir sharings. Then they agree on a set of $n - t = 2t + 1$ successful dealers and extract random sharings following the techniques in [DN07]. For degree-t Shamir sharings, [Mom24] uses the ACSS protocol in [SS24]. For degree-$2t$ Shamir sharings, the dealer uses $\mathcal{F}_{\mathsf{PrivSend}}$ to send the shares to all parties. As shown in [Mom24], there is no need to ensure that the dealer distributes a valid degree-$2t$ Shamir sharings. Instead, any deviation of the protocol would be caught in the triple verification with overwhelming probability.

Communication Overhead of [Mom24]. During the triple generation phase, to prepare L random Beaver triples, all parties need to communicate $O(Ln+n^4)$ field elements if the triple verification passes. Here the term $O(n^4)$ comes from $O(n^2)$ instances of $\mathcal{F}_{\mathsf{PrivSend}}$, one instance for each pair of parties, and each instance of $\mathcal{F}_{\mathsf{PrivSend}}$ needs $\mathcal{O}(|m| + n^2)$ to send an m-bit message. If the triple verification fails, the communication becomes $\mathcal{O}(Ln^2 + n^4)$. This is because all parties need to reconstruct the entire view of the generation phase to all parties via $\mathcal{F}_{\mathsf{PrivSend}}$, and $\mathcal{F}_{\mathsf{PrivSend}}$ needs $O(|m|n + n^2)$ communication to reconstruct the message m to all parties. Since at most t segments fail, to prepare $|C|$ random Beaver triples, the communication is $|C|/L \cdot O(Ln + n^4) + t \cdot O(Ln^2 + n^4) = O(|C|n + |C|n^4/L + Ln^3 + n^5)$. To ensure the second term is bounded by $|C|n$, we have $L \geq n^3$ and thus the communication complexity of [Mom24] is $O(|C|n + n^6)$[7].

However, the above analysis assumes the underlying ACSS protocol from [SS24] achieves linear communication per sharing and does not consider the fallback procedure in the pessimistic case. We note that the ACSS protocol in [SS24] only achieves linear communication in the optimistic case, but requires quadratic communication in the pessimistic case. To be more concrete, the ACSS protocol in [SS24] guarantees that each party P_i either obtains his correct share or a proof against a corrupted dealer D. In the latter case, to recover P_i's share, P_i first sends the proof to all other parties. Then upon accepting the proof, all parties invoke the fallback procedure which reconstructs the whole degree-t Shamir sharing to P_i to let him recover his share. In the worst case, $O(n)$ parties may trigger the fallback procedure, resulting in $O(n^2)$ communication per sharing.

Unfortunately, the quadratic fallback is also inherited by the asynchronous MPC in [Mom24]. At a first glance, one may try to resolve this issue by using the party elimination framework: when P_i sends the proof to all parties, instead of reconstructing the whole sharings to P_i, all parties can just eliminate the dealer D and discard the sharings distributed by D. However, this idea only works in the synchronous network where a party without receiving his share will be noticed immediately. In the asynchronous network setting, due to the unknown network latency, parties may not receive the proof from P_i on time. Consider the scenario where the fallback process is triggered only after all $|C|$ random Beaver triples have been generated. Discarding the sharings generated by D would make all $|C|$ random Beaver triples invalid.

[7] We note that this is different from the claimed efficiency in [Mom24]. However, we do not find a detailed cost analysis in [Mom24] that supports their claim. Note that the cost analysis here is mainly used to demonstrate the difficulties we need to address to achieve linear communication with $\mathcal{O}(n^4)$ overhead.

In summary, the asynchronous MPC in [Mom24] achieves $\mathcal{O}(|C|n + Dn^2 + n^6)$ (the Dn^2 term comes from the online evaluation phase) in the optimistic case where the fallback procedures of the ACSS protocol are not triggered, and $\mathcal{O}(|C|n^2 + n^6)$ in the pessimistic case.

In the following, we first introduce our new techniques towards achieving linear communication in section 2.2, and then show how to further reduce the additive overhead to $\mathcal{O}(n^4)$ in section 2.3.

2.2 Achieve Linear Cost in the Pessimistic Case

High-Level Idea. In the online phase, with random Beaver triples prepared, all parties can evaluate addition gates locally and evaluate multiplication gates by only reconstructing degree-t Shamir sharings. For a multiplication gate with input sharings $[x]_t, [y]_t$ with a random Beaver triple $([a]_t, [b]_t, [c]_t)$, all parties locally compute $[x + a]_t, [y + b]_t$ and publicly reconstruct $x + a, y + b$. Then the multiplication result can be locally computed by $[z]_t := (x + a)(y + b) - (x + a)[b]_t - (y + b)[a]_t + [c]_t$.

It is known that if all honest parties have their shares of a degree-t Shamir sharing, the public reconstruction is guaranteed to succeed. However, the optimistic path of [SS24] with linear communication does not guarantee that every honest party obtains his shares from the dealer. The pessimistic path, while ensuring shares of honest parties, requires quadratic communication per sharing.

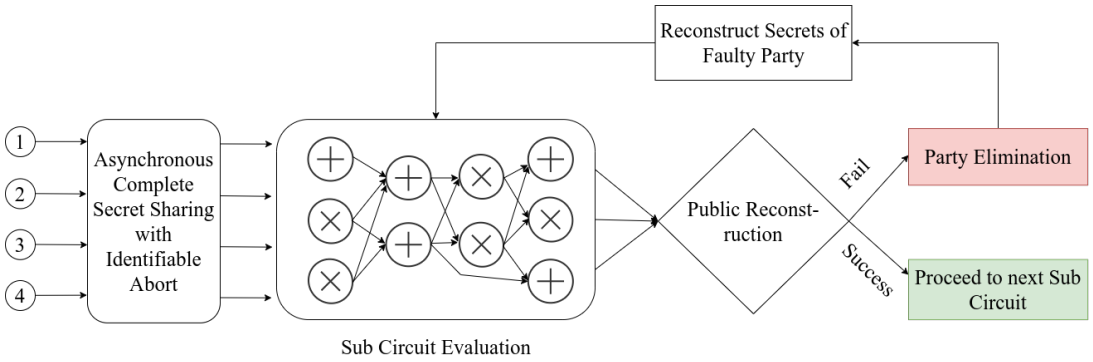

Fig. 1. Online Phase: We achieve linear communication in our online phase by splitting our circuit into $O(n)$ smaller sub circuits. Parties first share their inputs using ACSS-Id protocol. Then, they evaluate the sub-circuit using Beaver triples generated during the preprocessing phase. At the end of sub-circuit evaluation, parties publicly reconstruct the output gates. In case the reconstruction fails and parties output $\perp$ because of a faulty party P_i, all parties participate in party elimination. Here, they reconstruct P_i's secrets with linear communication and re-evaluate the sub circuit by replacing P_i's shares with the secrets.

To achieve linear communication, our idea is to avoid the fallback procedure in [SS24]. After all parties accept the proof from P_i, instead of recovering P_i's shares, all parties publicly reconstruct the secrets of the corrupted dealer $D = P_j$. As we will show later, such a step can be done efficiently with linear communication per secret/sharing. However this still does not help us since P_i cannot obtain his shares from the secrets. To make progress, we borrow an important observation in [BSFO12, GSZ20]: for each sharing $[s]_t \in \{[x + a]_t, [y + b]_t\}$ to be reconstructed, $[s]_t$ can be represented by $[s]_t = \sum_{i=1}^{n} [s_i]_t$ where $[s_i]_t$ is a linear combination of the degree-t Shamir sharings distributed by P_i through ACSS. Now with the publicly reconstructed secrets distributed by the corrupted dealer $D = P_j$, all parties can compute s_j in clear. Then they will replace their shares of $[s_j]_t$ by s_j and recompute their shares of $[s]_t$. In this way, P_i can compute his share of $[s]_t$.

To make this idea work, we construct a weaker variant of the ACSS protocol, which we refer to as ACSS-Id, with the following guarantee: (1) Each party P_i either receives his correct share from the dealer D or a proof against the corrupted dealer D; (2) Upon receiving $t + 1$ parties' requests, all parties can together reconstruct the secrets of all degree-t Shamir sharings distributed by D with linear communication. We point out that the optimistic path in [SS24] has already achieved the first property but not the second property, which is the key idea towards achieving linear communication

in our construction. Jumping ahead, we show how to achieve linear communication in the online phase assuming ACSS-Id.

Party-Elimination Based Public Reconstruction. In the online phase, all parties perform the public reconstruction of $[s]_t = \sum_{i=1}^{n} [s_i]_t$ as follows, where each $[s_i]_t$ is a linear combination of degree-t Shamir sharings distributed by P_i through ACSS-Id.

Step 1: Check Degree-t Shares. For $i \in [n]$, each party checks whether he holds his share of $[s_i]_t$. If true, he computes his share of $[s]_t$ and broadcasts it. Otherwise, he broadcasts the proof against the corrupted P_i.

Step 2: Public Reconstruction. Each party waits to receive messages from others:

- When receiving enough shares of $[s]_t$ and reconstructing the secret s by online error correction, he sets the reconstruction result as s.
- When receiving a valid proof against some party P_i, he sets the reconstruction result as $\perp$.

Step 3: Agreement on Public Reconstruction Result. All parties run an agreement protocol for the reconstruction result. If the agreement result is not $\perp$, all parties output the result and terminate. Otherwise, all parties continue to agree on a corrupted dealer P_i.

Step 4: Public Reconstruction of Corrupted Dealer's Secrets. In case a corrupted dealer P_i is identified, all parties reconstruct the secrets shared by P_i, compute s_i by the linear combination of P_i's secrets, and replace their shares of $[s_i]_t$ by s_i.

For completeness, note that whenever a corrupted dealer P_i is identified, all parties will replace $[s_i]_t$ by the constant value s_i. This ensures that the above procedure will not fail due to P_i again. Thus, all parties can eventually reconstruct the secret s by repeating the above four steps and removing corrupted dealers. To achieve linear communication, we replace the public reconstruction in Step 1 and Step 2 by the efficient public reconstruction protocol in [DN07], and apply the party-elimination framework where the online phase is divided into $O(n)$ segments of equal size. We refer the readers to Section 5 for more details.

Realization of ACSS-Id. As we mentioned above, the optimistic path in [SS24] has already achieved the first property required by ACSS-Id. We show how to upgrade the construction in [SS24] to also achieve the second property.

We first note that the optimistic path in [SS24] is also an asynchronous verifiable secret sharing protocol, which allows all parties to reconstruct the whole sharings to a receiver with linear communication. Indeed, the fallback procedure just uses this property to let a party P_i recover his share. To achieve efficient public reconstruction, we combine the ACSS protocol in [SS24] with the efficient public reconstruction technique [DN07].

Suppose the dealer D wants to share $t+1$ degree-t Shamir sharings, denoted by $[s_0]_t, \ldots, [s_t]_t$. The dealer first constructs a degree-t polynomial $[f(x)]_t = [s_0]_t + [s_1]_t \cdot x + \cdots + [s_t]_t \cdot x^t$. Then the dealer uses an instance of the ACSS protocol in [SS24] to share $[f(\alpha_i)]_t$ for all $i \in [n]$. On one hand, parties with their shares of $\{[f(\alpha_i)]_t\}_{i=1}^n$ can locally compute their shares of $\{[s_i]_t\}_{i=0}^t$. On the other hand, to publicly reconstruct the secrets shared by D, we first reconstruct $f(\alpha_i)$ to P_i. By the property of the ACSS protocol in [SS24], this step can be achieved with linear communication per sharing. Then each party P_i sends $f(\alpha_i)$ to all other parties. Relying on online error correction, all parties can recover $s_0, s_1, \ldots, s_n$. Note that the above construction only uses the optimistic path in [SS24].

In Section 4, we give the concrete construction and prove its security. Apart from the above description, our construction does not use the ACSS protocol in [SS24] directly. Instead, we use a similar construction with $\mathcal{O}(n^3)$ overhead, which is worse than $\mathcal{O}(n^2 \log n)$ achieved in [SS24], but avoids the use of Merkle trees and is sufficient for our purpose.

Efficiently Agree on the Corrupted Party. One issue we omitted in the above sketch is the cost of agreeing on a single corrupted party when the public reconstruction fails. To prove a dealer D is corrupted, a party P_i needs to provide all his shares from D as the proof against D. In the worst case where $O(n)$ parties accuse the same dealer D, we need to pay quadratic communication just for sending the proofs.

To address this issue, the idea is to let all parties first agree on a single party P_i who wants to accuse some dealer D. Then all parties only open P_i's shares (Both [SS24] and our construction allow parties to verifiably reconstruct the shares P_i received from D). To be more concrete, all parties do the following in each segment.

1. At the beginning of this segment, each party reliably broadcasts the identity of the corrupted dealer he wants to accuse, and all parties will accept his accusation if they terminate the sharing phase of ACSS-Id invoked by this dealer.
2. If the public reconstruction succeeds, all parties move to the next segment.
3. Otherwise, all parties agree on a single party's accusation, say P_i accusing D, and only open the shares D sends to P_i. If P_i's shares are incorrect, all parties reconstruct the secrets shared by D and re-evaluate the current segment. Otherwise, all parties mark P_i as a corrupted party, and re-evaluate the current segment.

In summary, with the above new techniques, we manage to achieve $\mathcal{O}(|C|n+Dn^2+n^4)$ communication in the online phase. We refer the readers to Appendix E for the detailed cost analysis.

2.3 Optimizing Triple Generation

In this subsection, we show how to improve the triple generation phase and achieve $\mathcal{O}(|C|n+n^4)$ communication for generating $|C|$ random Beaver triples.

High-Level Idea. Recall that in [Mom24], to prepare L random Beaver triples, the communication complexity is $O(Ln+n^4)$ if the triple verification passes, and $O(Ln^2+n^4)$ otherwise. To achieve our goal, we have to bring down the cost in both cases to $O(Ln+n^3)$. This means that

- In each segment, we cannot afford to use $\mathcal{F}_{\mathsf{PrivSend}}$ to send point-to-point messages between every pair of parties since it would cost $\mathcal{O}(n^4)$ immediately.
- When the verification fails, we cannot afford to let every party receive the entire view of the triple generation process since it would cost at least $\mathcal{O}(Ln^2)$.

Our idea is to divide each segment further into n groups. For the i-th group, we ask P_i to act as P_{king} and take the lead. When using the DN technique to compute multiplications, P_{king} is responsible to reconstruct the degree-$2t$ sharing $[z]_{2t}$ by collecting shares from all parties and broadcasting the reconstruction results. The triple verification is also done for each group separately. Note that we no longer use $\mathcal{F}_{\mathsf{PrivSend}}$ for point-to-point messages.

Now when the triple verification fails for the i-th group, we ask P_i who acts as P_{king} for this group to find the corrupted party who deviates from the protocol description. For each multiplication gate, P_i has already received $[z]_{2t}$ from all parties. Thus, it is sufficient to reconstruct the random sharings $[a]_t, [b]_t, [r]_t, [r]_{2t}$ to P_i.

- For degree-t Shamir sharings, each party directly sends his shares and P_i may use online error correction to reconstruct the whole sharings.
- For the degree-$2t$ Shamir sharing $[r]_{2t}$, it is a linear combination of degree-$2t$ Shamir sharings dealt by each dealer. Thus, we will let all parties verifiably reconstruct the degree-$2t$ Shamir sharings used in this group dealt by each dealer to P_i, which is realized by a protocol $\Pi_{\texttt{Sh2t-Id}}$ introduced below. With all information in hand, P_i is able to find the corrupted party.

However, this is not the end of the story. Although P_i can localize a corrupted party P_j, it is not clear how P_i can convince others that P_j is indeed corrupted. To overcome this issue, our final construction makes use of the dispute control [BTH06]: A dispute pair of parties (P_i, P_j) satisfies that at least one of these two parties is corrupted. Now P_i simply broadcasts that he has conflict with P_j, and all parties take the dispute pair (P_i, P_j) as output.

Note that when P_{king} is honest, the above execution will eventually terminate. Thus in each segment, we can expect that $n-t = 2t+1$ groups terminate.

- If the triple verification passes for at least $t+1$ groups, then we obtain $O(L)$ random Beaver triples from these $t+1$ groups. All parties move on to the next segment.
- Otherwise, we obtain at least $t+1$ dispute pairs, and each pair is broadcast by a distinct P_{king}. These contain at least $(t+1)/2 = \mathcal{O}(n)$ distinct dispute pairs since each dispute pair can only be counted twice. In this case, parties need to rerun the current segment. Since there are at most $\mathcal{O}(n^2)$ dispute pairs, the number of rerun is bounded by $\mathcal{O}(n)$.

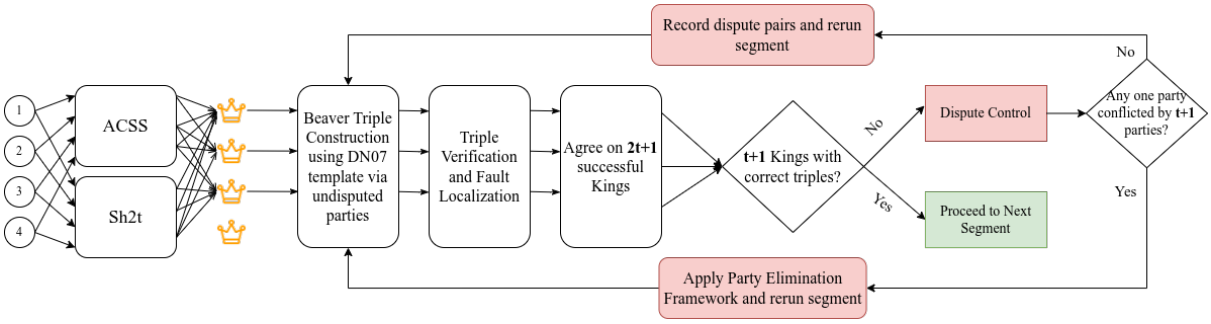

Fig. 2. Beaver Triple Generation Overview: The flowchart describes a segment of our Beaver triple generation protocol. For simplicity, we assume that all paries will get their shares from ACSS and Sh2t, later we will replace it by ACSS-Id and Sh2t-Id in detailed construction. First, each party acts as dealer and invokes ACSS and Sh2t to distribute random degree-t and $2t$ sharings. Then, each party acts as a king and compiles a list of $2t+1$ dealers whose protocols it terminated. Each king then uses the technique in [DN07] to generate triples, and parties verify them using a triple verification process. If the verification fails, the parties cooperate with the king to locate the faulty party. A king succeeds if he either successfully generates correct triples or identifies a faulty party. Parties then agree on a set of $2t+1$ successful kings. The overall success of the segment depends on whether at least $t+1$ kings successfully generated triples. If not, parties enter the dispute control phase for this segment, where each king who did not generate triples successfully reports a dispute with a party. Each king records this dispute and reruns the segment while ignoring all messages from its disputed party. Furthermore, if a party conflicts with $t+1$ parties, then it is marked malicious and parties trigger the party elimination framework on it.

Ideally, this would give us a solution with $\mathcal{O}(Ln+n^3)$ communication in each segment. To make the above idea work, it is crucial that the same dispute pair will not be identified multiple times by the same P_{king}.

In the following, we first discuss how to realize $\Pi_{\texttt{Sh2t-Id}}$ and then show how to avoid an honest P_{king} from finding the same dispute pair multiple times.

Preparation of Degree-$2t$ Sharings with Partial Reconstruction. We follow the idea in [Mom24] to prepare degree-$2t$ Shamir sharings. Recall that in [Mom24], the dealer uses n instances of $\mathcal{F}_{\mathsf{PrivSend}}$ to send the shares to all parties. As we have mentioned, to achieve $O(|C|n+n^4)$ communication, we cannot afford n^2 instances of $\mathcal{F}_{\mathsf{PrivSend}}$ in each segment. Thus, we will let the dealer distribute a sufficient number of random degree-$2t$ Shamir sharings in one shot. Then these random degree-$2t$ Shamir sharings are divided into $O(n^2)$ groups, where the group with label (j,i) is used in the i-th group of the j-th segment.

In the above sketch of preparing random Beaver triples, we need all parties to be able to reconstruct the degree-$2t$ Shamir sharings used in a group with label (j,i) to the party P_i. To this end, we let the dealer also broadcast a commitment for the shares sent to each party P_k in each group. In this way, P_k can simply send his shares to P_i and P_i can verify P_k's shares by checking the commitment broadcast by the dealer. Note that doing it naively requires each dealer to broadcast $\mathcal{O}(n^3)$ commitments, leading to $\mathcal{O}(n^4)$ communication per dealer, and $\mathcal{O}(n^5)$ communication in total. To reduce a factor of n, we let the dealer compute a hash node on every n commitment, send the corresponding commitments to P_i for verification, and only broadcast these $\mathcal{O}(n^2)$ hash node. We refer the readers to Section 6.1 for more details.

Dispute Control. To apply the dispute control framework, all parties together maintain a set of identified disputed pairs. Note that a party who has conflict with $t+1$ parties is identified as a corrupted party, and an identified corrupted party automatically has conflict with every other party. Now for an honest P_{king}, we need to ensure that P_{king} would not identify the same pair of disputed parties multiple times (or otherwise, there is no guarantee on the number of rerun). Note that this is unlike the party elimination framework where the identified party is eliminated, and thus the same party would not be identified twice.

The idea is to avoid using the sharings or messages from parties that have conflict with P_{king}. To be more concrete, in the beginning of each segment, P_{king} broadcasts a set W of $2t+1$ parties who

successfully distribute degree-t and degree-$2t$ random sharings and do not conflict with P_{king}. Then all parties will use the sharings generated by parties in W to extract random sharings $([a]_t, [b]_t, [r]_t, [r]_{2t})$ for this group. During the reconstruction of $[z]_{2t}$, P_{king} will only accept messages from parties that do not conflict with P_{king} (but may not in the set W chosen by P_{king} in the beginning of this segment). In this way, an honest P_{king} will always find a new dispute pair when the verification fails. We refer the readers to Section 6.2 for more details.

Final Solution for Triple Generation. We summarize the outline of our triple generation protocol. First, we divide the generation of triples into $\mathcal{O}(n)$ segments. Let $L = \mathcal{O}(C/n)$. Then in each segment, the goal is to prepare L random Beaver triples.

In the beginning, each party uses $\Pi_{\texttt{ACSS-Id}}$ and $\Pi_{\texttt{Sh2t-Id}}$ to distribute sufficient number of random degree-t and degree-$2t$ Shamir sharings. Then all parties do the following for each segment.

1. Each party acts as P_{king} and leads one group to prepare $\mathcal{O}(L/n)$ random Beaver triples. P_{king} first broadcasts a set W of $2t+1$ parties that have no conflict with P_{king}. Then all parties use the degree-t and degree-$2t$ random sharings dealt by parties in W to locally prepare $([a]_t, [b]_t, [r]_t, [r]_{2t})$ for each triple. Next, P_{king} helps reconstruct the degree-$2t$ Shamir sharings required by the DN protocol and the triple verification process. In particular, P_{king} only accepts messages from parties that have no conflict with him.
   - If the triple verification succeeds, all parties take their shares of the prepared Beaver triples as output and terminate.
   - Otherwise, all parties reconstruct $[a]_t, [b]_t, [r]_t$ and the degree-$2t$ Shamir sharings used in this group and dealt by parties in W to P_{king}. Then P_{king} identifies the corrupted party and announces a new dispute pair. Finally, all parties take the new dispute pair as output.
2. All parties agree on a set of successful kings (of size $n - t$).
3. After agreeing on such a set, if at least $t + 1$ groups provide correct triples, all parties proceed to the next segment. Otherwise, all parties find at least $\mathcal{O}(n)$ new dispute pairs. They update the set of identified disputed pairs and rerun the current segment.

After at most $\mathcal{O}(n)$ rerun, all parties will terminate with $|C|$ random Beaver triples. The achieved communication complexity is $\mathcal{O}(|C|n + n^4)$.

For simplicity, the above sketch omits the problem that a party may not obtain his correct shares in $\Pi_{\texttt{ACSS-Id}}$ or $\Pi_{\texttt{Sh2t-Id}}$, but only a proof against the corrupted dealer. We address this problem using a similar approach to that in the online phase. We refer the readers to Section 6.2 for more details.

3 Preliminaries

3.1 Model

We consider protocols among a set $\mathcal{P}$ of n parties $P_1, \ldots, P_n$. For the security of our protocols, we use the UC framework introduced by Canetti [Can01], based on the *real and ideal world paradigm* [Can00]. Parties have access to a network of point-to-point asynchronous and secure channels (for details of the asynchronous network model, we refer the reader to [CR98]). Asynchronous channels guarantee *eventual* delivery, meaning that messages sent are eventually delivered, and the adversary does the scheduling of the messages. In particular, the adversary can arbitrarily (but finitely) delay all messages sent and deliver them out of order. We also consider the fully malicious adversary, that can completely control the behavior of corrupted parties.

Functionality of Asynchronous MPC. We use the functionality of AMPC in [CP23] as follows.

Functionality $\mathcal{F}_{\mathsf{AMPC}}$

$\mathcal{F}_{\mathsf{AMPC}}$ proceeds as follows, running with parties $\mathcal{P} = \{P_1, \ldots, P_n\}$, an adversary $\mathcal{S}$, and a n-party function $f : (\{0,1\}^* \cup \{\perp\})^n \to \{0,1\}^* \cup \{\perp\}$. For each party P_i, initialize an input value $x^{(i)} = \perp$ and output value $y^{(i)} = \perp$.

1: Upon receiving an input v from $P_i \in \mathcal{P}$, if $\mathsf{CoreSet}$ has not been recorded yet or if $P_i \in \mathsf{CoreSet}$, set $x^{(i)} = v$.

2: Upon receiving an input CoreSet from $\mathcal{S}$, verify that CoreSet is a subset of $\mathcal{P}$ of size at least $n-t$, else ignore the message. If CoreSet has not been recorded yet, then record CoreSet and for every $P_i \notin$ CoreSet, set $x^{(i)} = 0$.
3: If the CoreSet has been recorded and the value $x^{(i)}$ has been set to a value different from $\perp$ for every $P_i \in$ CoreSet, then compute $y = f(x^{(1)}, \ldots, x^{(n)})$ and generate a request-based delayed output $y^{(i)} = y$ for every $P_i \in \mathcal{P}$.

3.2 Distributed Zero-Knowledge Proof

The distributed zero-knowledge proof (DZK) allows a prover to prove correctness of degree-t Shamir sharings that have been distributed to all parties, and each party can verify whether his shares are correct. In the random oracle model, the authors in [ABCP23] give a construction of DZK protocol that realizes the following functionality $\mathcal{F}_{\mathsf{dZK}}$ with communication complexity $\mathcal{O}(\kappa n^2)$, where κ is the output size of the random oracle. We refer the reader to Appendix A.3 for a brief recap of their construction.

Functionality $\mathcal{F}_{\mathsf{dZK}}$

Public Input: $(\alpha_0, \ldots, \alpha_n), N$
$\mathcal{F}_{\mathsf{dZK}}$ runs with parties $\mathcal{P} = \{P_1, \ldots, P_n\}$, a prover $P \in \mathcal{P}$, and an adversary $\mathcal{S}$.
1: Upon receiving polynomials $f_1(x), \ldots, f_N(x)$ from prover P, record them and send a requested-based delayed message `Delivered` to all parties.
2: Upon receiving $(\texttt{VerifyDZK}, s_1, \ldots, s_N, \alpha_k)$ from a party, if it has sent `Delivered`, $k \in [n]$ and $f_1(x), \ldots, f_N(x)$ are of degree-t and $s_1, \ldots, s_N$ equal $f_1(\alpha_k), \ldots, f_N(\alpha_k)$, send a requested-based delayed output `true` to this party. Otherwise, send a requested-based delayed output `false` to this party.

3.3 Building Blocks

Our construction makes use of the following build blocks, and we give the definitions of them in Appendix A.1. Assuming the random oracle model, all of them can be efficiently realized in the asynchronous setting against a malicious adversary and 1/3 corruptions.

- **Reliable Broadcast $\mathcal{F}_{\mathsf{rbc}}$.** It allows parties to agree on the value of a sender and can be realized with $\mathcal{O}(L \cdot n + n^2)$ communication complexity for broadcasting a message of size L [DXR21].
- **Byzantine Agreement $\mathcal{F}_{\mathsf{ba}}$.** It allows parties to agree on a common output and can be realized with $\mathcal{O}(L \cdot n + \kappa \cdot n^2 \log(n))$ communication complexity for the agreement of a message of size L [NRS+20].
- **Reliable Agreement $\mathcal{F}_{\mathsf{ra}}$.** It is the agreement version of the reliable broadcast where all parties have input. When all parties terminate it, at least $t+1$ of them provide matching input. It can be realized with $\mathcal{O}(L \cdot n^2)$ communication complexity for the agreement of a message of size L [DDL+24].
- **Agreement on a Common Set $\mathcal{F}_{\mathsf{acs}}$.** If allows parties to agree on a set of at least $n-t$ parties that satisfy a certain property. It can be realized with $\mathcal{O}(n^3)$ communication complexity [DDL+24].
- **Verifiable Private Send $\mathcal{F}_{\mathsf{PrivSend}}$.** It allows a sender to verifiably send a message to a receiver. For a message of size L, the author in [Mom24] gives a construction with communication complexity $\mathcal{O}(L + n^2)$ in the `DispersePhase` and $\mathcal{O}(Ln + n^2)$ in the `RevealPhase`.

4 Asynchronous Completing Secret sharing with Identified Abort

4.1 Functionality of ACSS-Id

We describe the ACSS with Identifiable Abort functionality in Section 4.1. Notice that the adversary $\mathcal{S}$ can change the output of any honest party to $(\texttt{Corrupt}, D)$ when the dealer D is corrupt. Furthermore, each party can request the functionality to open the view of a party P_i. On receiving $t+1$ such requests, the functionality changes outputs of parties to $(\texttt{Corrupt}, D)$ if the proof is valid, indicating that D is corrupt. If the proof is invalid, parties instead mark P_i as corrupt because he accused a correct dealer of being corrupt. Parties can also reconstruct the secrets distributed by D by sending a `Public-Recon` request.

Functionality $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$

Public Input: $(\alpha_0, \ldots, \alpha_n), N$

$\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ runs with parties $\mathcal{P} = \{P_1, \ldots, P_n\}$, a dealer $D \in \mathcal{P}$, and an adversary $\mathcal{S}$.

1: Upon receiving the set of corrupted parties $\mathcal{P}_{\mathcal{C}orr}$, if $D \in \mathcal{P}_{\mathcal{C}orr}$, initialize $\mathcal{P}_{\text{proof}} = \mathcal{P}_{\mathcal{C}orr}$. Otherwise, set $\mathcal{P}_{\text{proof}} = \varnothing$.

2: Upon receiving N degree-t polynomials $q_1(\cdot), \ldots, q_N(\cdot)$ from D, for each party $P_i \in \mathcal{P}$, send an request-based delayed output $q_1(\alpha_i), \ldots, q_N(\alpha_i)$ to P_i.
   - Upon receiving a request $(\texttt{proof}, P_i)$ from $\mathcal{S}$, if $D \in \mathcal{P}_{\mathcal{C}orr}$ and the output of P_i has not been delivered, change the output of P_i by $(\texttt{Corrupt}, D)$ and add P_i in $\mathcal{P}_{\text{proof}}$. Otherwise, ignore this request.

3: Upon receiving request $(\texttt{Open-Proof}, P_i)$ from $t+1$ parties, do the following.
   - If $P_i \in \mathcal{P}_{\text{proof}}$, send a request-based delayed output $(\texttt{Corrupt}, D)$ to all parties.
   - If $P_i \in \mathcal{P}_{\mathcal{C}orr}$ and $D \notin \mathcal{P}_{\mathcal{C}orr}$, send a request-based delayed output $(\texttt{Corrupt}, P_i)$ to all parties.
   - Otherwise, send all views to $\mathcal{S}$ and give up security.

4: Upon receiving `Public-Recon` from $t+1$ parties, send a requested-based delayed output $q_1(\alpha_0), \ldots, q_N(\alpha_0)$ to each $P_j \in \mathcal{P}$.

4.2 Construction

Protocol $\Pi_{\mathtt{ACSS\text{-}Id}}$

Let $\alpha_0, \ldots, \alpha_n$ be distinct field elements, L be the number of secrets. Denote the instance of $\mathcal{F}_{\mathsf{PrivSend}}$ between the dealer D and each P_i as $\mathcal{F}^{(i)}_{\mathsf{PrivSend}}$.

Distribution Phase

1: D possesses L degree-t polynomials $f_1(x), \ldots, f_L(x)$ as inputs, then he divides them into $t+1$ groups, each of size $L' = L/(t+1)$. Denote the degree-t polynomials in the k-th group as $f_1^{(k)}(x), \ldots, f_{L'}^{(k)}(x)$, where $k \in [t+1]$.

2: For each $\ell \in [L']$, we define a degree-(t,t) bivariate polynomial $g_\ell(x, y)$ as follows:

$$g_\ell(x, y) := f_\ell^{(1)}(x) + f_\ell^{(2)}(x) \cdot y + \cdots + f_\ell^{(t+1)}(x) \cdot y^t$$

For each $i \in [n]$, D sends $g_1(x, \alpha_i), \ldots, g_{L'}(x, \alpha_i)$ to an instance of $\mathcal{F}_{\mathsf{dZK}}$, denoted by $\mathcal{F}^{(i)}_{\mathsf{dZK}}$.

3: For $i \in [n]$, let $m_i = \{g_\ell(\alpha_i, y)\}_{\ell \in [L']}$, D sends m_i to $\mathcal{F}^{(i)}_{\mathsf{PrivSend}}$.

Verification Phase

1: Upon receiving `Delivered` from $\mathcal{F}^{(i)}_{\mathsf{PrivSend}}$ and $\mathcal{F}^{(i)}_{\mathsf{dZK}}$ for all $i \in [n]$, all parties proceed.

2: For each party P_i, when he receives m_i from $\mathcal{F}^{(i)}_{\mathsf{PrivSend}}$, he parses it to $\{g_\ell(\alpha_i, y)\}_{\ell \in [L']}$ and check whether each $g_\ell(\alpha_i, y)$ is a degree-t polynomial. If true, he computes $f_\ell^{(1)}(\alpha_i), \ldots, f_\ell^{(t+1)}(\alpha_i)$ from the coefficients of $g_\ell(\alpha_i, y)$. Then he sends $(\texttt{VerifyDZK}, \{g_\ell(\alpha_i, \alpha_j)\}_{\ell \in [L']}, \alpha_i)$ to $\mathcal{F}^{(j)}_{\mathsf{dZK}}$ for each $j \in [n]$ and records the output of each $\mathcal{F}^{(j)}_{\mathsf{dZK}}$.

3: If P_i gets $\{f_\ell^{(1)}(\alpha_i), \ldots, f_\ell^{(t+1)}(\alpha_i)\}_{\ell \in [L']}$ and terminates all $\mathcal{F}^{(j)}_{\mathsf{dZK}}$ with `true`, he accepts his shares and sets them as his output. Otherwise, he sets his output as $(\texttt{Corrupt}, D)$.

Termination Phase

1: All parties jointly invoke an instance of $\mathcal{F}_{\mathsf{ra}}$, if a party accepts his shares, he sets his input for $\mathcal{F}_{\mathsf{ra}}$ as 1. When all parties terminate $\mathcal{F}_{\mathsf{ra}}$ with 1, they terminate with their output.

In our ACSS-Id construction, the dealer D encodes $t+1$ degree-t sharings into a degree-(t,t) bivariate polynomial. D uses $\mathcal{F}_{\mathsf{PrivSend}}$ to send the ith row polynomial to each party. D and all parties then use $\mathcal{F}_{\mathsf{dZK}}$ to check if their received shares are valid. To accommodate a bivariate polynomial, we modify the prior DZK protocol [ABCP23] to work over the entire bivariate polynomial. On receiving and validating their shares, each party P_i participates in an instance of Reliable Agreement $\mathcal{F}_{\mathsf{ra}}$ with input 1. Then, on terminating $\mathcal{F}_{\mathsf{ra}}$, parties terminate the sharing phase.

Protocol $\Pi_{\texttt{ACSS-Id}}$

Upon receiving request $(\texttt{Open-Proof}, P_i)$ from the environment, if all parties have terminated the sharing phase, they do the following.

Accusation Phase

1: They send request `Reveal` to $\mathcal{F}_{\mathsf{PrivSend}}^{(i)}$.
2: Upon receiving m_i from $\mathcal{F}_{\mathsf{PrivSend}}^{(i)}$, all parties honestly follow the verification phase to do the check. If the verification result is wrong, all parties terminate with $(\texttt{Corrupt}, D)$ and $(\texttt{Corrupt}, P_i)$ otherwise.

Upon receiving request `Public-Recon` from the environment, if all parties have terminated the sharing phase, they do the following.

Public Reconstruction Phase

1: Each party P_i who has set his input as 1 for $\mathcal{F}_{\mathsf{ra}}$ during the termination phase will send $\{g_\ell(\alpha_i, \alpha_j)\}_{\ell\in[L']}$ to each party P_j.
2: When P_i receives $\{g_\ell(\alpha_j, \alpha_i)\}_{\ell\in[L']}$ from P_j, he sends $(\texttt{VerifyDZK}, \{g_\ell(\alpha_j, \alpha_i)\}_{\ell\in[L']}, \alpha_j)$ to $\mathcal{F}_{\mathsf{dZK}}^{(i)}$ and checks whether the output of $\mathcal{F}_{\mathsf{dZK}}^{(i)}$ is `true`. If true, he accepts $\{g_\ell(\alpha_j, \alpha_i)\}_{\ell\in[L']}$. Otherwise, he ignores these messages.
3: When P_i accepts $\{g_\ell(\alpha_j, \alpha_i)\}_{\ell\in[L']}$ from $t+1$ distinct P_j, he reconstructs $\{g_\ell(\alpha_0, \alpha_i)\}_{\ell\in[L']}$ and sends them to all parties.
4: When P_i receives $\{g_\ell(\alpha_0, \alpha_j)\}_{\ell\in[L']}$ from P_j, he records it. When P_i succeeds in reconstructing $\{g_\ell(\alpha_0, y)\}_{\ell\in[L']}$ by OEC, he outputs the coefficients of $\{g_\ell(\alpha_0, y)\}_{\ell\in[L']}$.

If a corrupt dealer D sends incorrect shares to a party P_i, then this party outputs $(\texttt{Corrupt}, D)$, and accuses D of being corrupt. Parties later react to the accusation by participating in the Accusation phase. Essentially, parties reconstruct their views to everyone using $\mathcal{F}_{\mathsf{PrivSend}}$. If any view is inconsistent with $\mathcal{F}_{\mathsf{dZK}}$ or is not a valid degree-t polynomial, parties mark D as corrupt. Otherwise, they mark the accuser as corrupt for wrongly accusing a correct dealer D. In either case, all parties mark one party as corrupt.

In case parties mark a dealer as corrupt, they aim to publicly reconstruct its secrets after receiving a `Public-Recon` message from the environment. Parties try to reconstruct the point $g_\ell(\alpha_0, \alpha_i)$ to party P_i. Each party P_j sends points on its row $g_\ell(\alpha_j, \alpha_i)$ for $\ell \in [1, \ldots, L']$ to P_i. Party P_i uses $\mathcal{F}_{\mathsf{dZK}}$ to verify each set of points and waits to accept $t+1$ points on the column $g_\ell(x, \alpha_i)$. Note that at least $t+1$ honest parties accepted their shares, so P_i eventually receives $t+1$ valid points and reconstructs its column and point $g_\ell(\alpha_i, \alpha_0)$. Then, parties use Online Error Correction to reconstruct polynomial $g_\ell(x, \alpha_0)$ and output its coefficients.

Lemma 1. *Protocol $\Pi_{\texttt{ACSS-Id}}$ securely computes $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ against a fully malicious adversary $\mathcal{A}$ who corrupts at most $t < n/3$ parties.*

We prove Lemma 1 and analyze the costs in Appendix C.

5 Party Elimination Based Public Reconstruction

In this section, we give the construction of *party elimination based public reconstruction* (refer to section 2.2) based on ACSS-Id. We start with the construction of two sub-protocols $\Pi_{\texttt{BatchPubRec}}$ and $\Pi_{\texttt{Agreement}}$.

For $\Pi_{\texttt{BatchPubRec}}$, we follow the technique in [DN07] to realize a public reconstruction with linear cost per secret. Compared to standard public reconstruction, $\Pi_{\texttt{BatchPubRec}}$ allows some parties not to terminate with a failure symbol $\perp$, but they will learn an accusation between a dealer and a party. The detailed construction is as follows.

Protocol $\Pi_{\texttt{BatchPubRec}}$

For each party P_i:

1: Initialize a vector $\boldsymbol{m}_i$ of size L and divide it into $L/(t+1)$ sub-vectors, each of size $t+1$, denoted by $\boldsymbol{m}_i = (\boldsymbol{m}_{i,1}, \ldots, \boldsymbol{m}_{i,L/(t+1)})$. Divide $[x^{(1)}]_t, \ldots, [x^{(L)}]_t$ into $L/(t+1)$ groups, each of size $t+1$. For all $k \in [L/(t+1)]$, P_i does the following.

(1). Let $[s^{(0)}]_t, \ldots, [s^{(t)}]_t$ denote the k-th group of degree-t Shamir secret sharings. Define $f(X) = s^{(0)} + s^{(1)} \cdot X + \cdots + s^{(t)} \cdot X^t$. P_i sends his share of $[f(\alpha_j)]_t = [s^{(0)}]_t + [s^{(1)}]_t \cdot \alpha_j + \cdots + [s^{(t)}]_t \cdot \alpha_j^t$ to each P_j.

(2). To reconstruct $f(\alpha_i)$, P_i waits to receive messages:
- Upon receiving new shares of $[f(\alpha_i)]_t$, P_i uses online error correction on all received shares of $[f(\alpha_i)]_t$ to reconstruct $f(\alpha_i)$. If succeeds, P_i sends $f(\alpha_i)$ to all parties and moves to Step 1.(3). Otherwise, P_i keeps waiting for more messages.
- Upon receiving $(\texttt{Accusation}, P_k, \texttt{dealer}, \texttt{ACSS})$ from P_k's broadcast and he has terminated $\mathcal{F}_{\text{ACSS-Id}}$ invoked by $\texttt{dealer}$, P_i records the identity of P_k and sets $\boldsymbol{m}_i = \perp$ and moves to Step 2.

(3). To reconstruct $f(X)$, P_i waits to receive messages from all parties:
- Upon receiving $f(\alpha_k)$ from P_k, P_i uses online error correction on all received $f(\alpha_k)$ to reconstruct $f(X)$. If succeeds, P_i sets the k-th sub-vector $\boldsymbol{m}_{i,k}$ as $(s^{(0)}, \ldots, s^{(t+1)})$ (the coefficients of $f(x)$). Otherwise, P_i keeps waiting for more messages.
- Upon receiving $(\texttt{Accusation}, P_k, \texttt{dealer}, \texttt{ACSS})$ from P_k's broadcast and he has terminated $\mathcal{F}_{\text{ACSS-Id}}$ invoked by $\texttt{dealer}$, P_i records the identity of P_k and sets $\boldsymbol{m}_i = \perp$ and moves to Step 2.

2: Output $\boldsymbol{m}_i$.

When all parties terminate $\Pi_{\texttt{BatchPubRec}}$, they do the following to agree on the same output of $\Pi_{\texttt{BatchPubRec}}$, which is either the correct public reconstruction result or a failure symbol $\perp$. This is achieved by two instances of BA. For the first one, they use the output of $\Pi_{\texttt{BatchPubRec}}$ as inputs. Upon terminating, they check whether the agreement results are equal to their inputs. If true, they set input 1 for the second BA and 0 otherwise. This can ensure that if all parties terminate the second BA with 1, then the output of the first BA must be some honest party's input. That can prevent all parties from agreeing on an incorrect result chosen by the adversary. The detailed construction is as follows.

Protocol $\Pi_{\texttt{Agreement}}$

1: All parties invoke $\mathcal{F}_{\text{ba}}$ and party P_i uses m_i as his input. Upon receiving result m from $\mathcal{F}_{\text{ba}}$, P_i checks whether $m = m_i$. If true, he sets $b_i = 1$. Otherwise, he sets $b_i = 0$.

2: All parties invoke $\mathcal{F}_{\text{ba}}$ and party P_i uses b_i as his input. Upon receiving the result b from $\mathcal{F}_{\text{ba}}$, if $b = 1$, P_i outputs m. Otherwise, P_i uses $\perp$ as his output.

3: When the output is not $\perp$, all parties terminate. Otherwise, all parties follow the steps to agree on the identity of a corrupted party.

(1). For each party, if he has recorded the identity of a party P_k during $\Pi_{\texttt{BatchPubRec}}$, he reliably broadcasts the first one he has recorded.

(2). All parties set the property Q as follows, a party P_i will like P_j if P_i (1) receive an identity P_k from P_j, (2) receive $(\texttt{Accusation}, P_k, \texttt{dealer}, \texttt{ACSS})$ from P_k's broadcast, (3) terminate $\mathcal{F}_{\text{ACSS-Id}}$ invoked by $\texttt{dealer}$. Then, all parties jointly invoke $\mathcal{F}_{\text{acs}}$ with property Q to agree on a set $\mathcal{D}$ of size $n - t$.

(3). For the identity P_k broadcast by the first party in this set, all parties send $(\texttt{Open-Proof}, P_k)$ to $\mathcal{F}_{\text{ACSS-Id}}$ invoked by $\texttt{dealer}$ and terminate with the output of $\mathcal{F}_{\text{ACSS-Id}}$, which is $(\texttt{Corrupt}, \texttt{dealer})$ or $(\texttt{Corrupt}, P_k)$.

Sub-Circuit Evaluation. With the above two sub-protocols, we give the so-called *sub-circuit evaluation* protocol $\Pi_{\texttt{SubCktEval}}$, which is used in the online phase later. Recall that with the help of Beaver triples, all parties in the online phase only need to do public reconstruction. Then based on our idea of *party elimination based public reconstruction*, all parties can execute $\Pi_{\texttt{SubCktEval}}$ to evaluate a circuit with the help of Beaver triples, and they will either succeed in evaluating this circuit or agree on a corrupted party. For a circuit C' of depth D' with $|C'|$ multiplication gates and C'_O output gates, the communication complexity is $\mathcal{O}((C' + C'_O)n + D' \cdot n^2 + n^3)$ field elements.

Protocol $\Pi_{\texttt{SubCktEval}}$

1: **Check Shares.**
Given a circuit C' of depth D' with $|C'|$ multiplication gates and C'_O output gates, all parties hold degree-t Shamir sharings of the inputs of C' and $|C'|$ random Beaver triples. Each party P_i checks:
- Whether he has all shares of the Beaver triples,
- And whether he has all shares of the input degree-t Shamir sharings for the circuit C'.

If true, he moves to Step 2. Otherwise, he received $(\texttt{Corrupt}, \texttt{dealer})$ from $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ invoked by one $\texttt{dealer}$. Then he sets the output $\boldsymbol{m}_i = \perp$, reliably broadcasts $(\texttt{Accusation}, P_i, \texttt{dealer}, \texttt{ACSS})$, and moves to Step 4.

2: **Circuit Evaluation.**
From $k = 1$ to D', for the k-th layer in the circuit C':
- For every addition gate with input sharings $[x]_t, [y]_t$, locally compute $[z]_t = [x]_t + [y]_t$.
- Let L be the number of multiplication gates in the k-th layer. Suppose the input degree-t Shamir sharings are denoted by $([x_i]_t, [y_i]_t)_{i=1}^L$. Let $([a_i]_t, [b_i]_t, [c_i]_t)_{i=1}^L$ denote the random Beaver triples assigned to these L gates. Each party P_j executes $\Pi_{\texttt{BatchPubRec}}$ with his shares of $([x_i + a_i]_t, [y_i + b_i]_t)_{i=1}^L$, and gets output $\boldsymbol{m}_j^{(k)}$ after terminating $\Pi_{\texttt{BatchPubRec}}$.
  - If $\boldsymbol{m}_j^{(k)} = \perp$, P_j moves to Step 4.
  - Otherwise, for all $i \in [L]$, P_j parses $\boldsymbol{m}_j^{(k)}$ to get $\{x_i + a_i, y_i + b_i\}_{i=1}^L$ and locally compute

$$[z_i]_t = (x_i + a_i)(y_i + b_i) - (x_i + a_i)[b_i]_t - (y_i + b_i)[a_i]_t + [c_i]_t.$$

3: **Output Reconstruction.**
For the output layer in the circuit C' (if have):
- Each party P_j executes $\Pi_{\texttt{BatchPubRec}}$ with his output sharings and gets output $\boldsymbol{m}_j^{(D'+1)}$ after terminating $\Pi_{\texttt{BatchPubRec}}$.

4: **Agreement on Output.**
Each party P_j checks whether $\exists k \in [D' + 1], \boldsymbol{m}_j^{(k)} = \perp$. If true, P_j sets $\boldsymbol{m}_j = \perp$. Otherwise, P_j sets $\boldsymbol{m}_j = (\boldsymbol{m}_j^{(1)}, \ldots, \boldsymbol{m}_j^{(D'+1)})$ and executes $\Pi_{\texttt{Agreement}}$ with input $\boldsymbol{m}_j$ and gets the output after terminating $\Pi_{\texttt{Agreement}}$:
- If the output is the identity of a corrupted dealer, all parties output this identity.
- Otherwise, all parties terminate $\Pi_{\texttt{SubCktEval}}$ with the output.

6 Triple Generation

In this section, we give the construction of a triple generation protocol.

6.1 Preparing Random degree-2t Shamir Sharing

We start with the functionality of $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$ as follows. It divides the sharings received from the dealer into n^2 groups and allows all parties to open a partial of them to a fixed receiver. Similarly to $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$, some honest parties may terminate with $(\texttt{Corrupt}, D)$ when the dealer is corrupted, and they can jointly open an accusation and learn an corrupted party.

Functionality $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$

Public Input: $(\alpha_0, \ldots, \alpha_n), N$
$\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$ runs with parties $\mathcal{P} = \{P_1, \ldots, P_n\}$, a dealer $D \in \mathcal{P}$, and an adversary $\mathcal{S}$.

1: Upon receiving the set of corrupted parties $\mathcal{P}_{\mathcal{C}orr}$, if $D \in \mathcal{P}_{\mathcal{C}orr}$, initialize $\mathcal{P}_{\text{proof}} = \mathcal{P}_{\mathcal{C}orr}$. Otherwise, set $\mathcal{P}_{\text{proof}} = \varnothing$.

2: Upon receiving N polynomials $q_1(\cdot), \ldots, q_N(\cdot)$ from D (when the dealer is honest, the degree should be $2t$), divide it into n^2 groups, each of size $N' = N/n^2$. Denote the polynomials in the k-th group as $q_1^{(k)}(\cdot), \ldots, q_{N'}^{(k)}(\cdot)$, send an requested-based delayed output $\{q_1^{(k)}(\alpha_i), \ldots, q_{N'}^{(k)}(\alpha_i)\}_{j \in [n], k \in [n]}$ to each party P_i.
- Upon receiving a request $(\texttt{proof}, P_i)$ from $\mathcal{S}$, if $D \in \mathcal{P}_{\mathcal{C}orr}$ and the output of P_i has not been delivered, change the output of P_i by $(\texttt{Corrupt}, D)$ and add P_i in $\mathcal{P}_{\text{proof}}$. Otherwise, ignore this request.

3: Upon receiving request $(\texttt{Open-Proof}, P_i)$ from $t + 1$ parties, do the following.
- If $P_i \in \mathcal{P}_{\text{proof}}$, send an requested-based delayed output $(\texttt{Corrupt}, D)$ to all parties.
- If $P_i \in \mathcal{P}_{\mathcal{C}orr}$ and $D \notin \mathcal{P}_{\mathcal{C}orr}$, send an requested-based delayed output $(\texttt{Corrupt}, P_i)$ to all parties.
- Otherwise, send all views to $\mathcal{S}$ and give up security.

4: Upon receiving request $(\texttt{Accusation}, D, P_i)$ from $t+1$ parties, if both D and P_i are honest, send all views to $\mathcal{S}$ and give up security. Otherwise, send a requested-based delayed output $(\texttt{Accusation}, D, P_i)$ to all parties.

5: Upon receiving $(\texttt{Private-Recon-Vrfy}, k, P_j)$ from $t+1$ parties and $k \in [(j-1)\cdot n+1, j\cdot n]$, let $\mathcal{M}$ denote the set of first $2t+1$ parties, for each $\ell \in [N']$, compute a degree-$2t$ polynomial $f_\ell(x)$ based on $\{q_\ell^{(k)}(\alpha_i)\}_{i\in\mathcal{M}}$. Then if $f_\ell(x) = q_\ell^{(k)}(x)$ for all $\ell \in [N']$, send a request-based delayed output $\texttt{true}$ and $\{f_\ell(x)\}_{\ell\in[N']}$ to P_j. Otherwise, send a request-based delayed output $\texttt{false}$ to P_j.

- Upon receiving a set $\mathcal{M}'$ from $\mathcal{S}$, if $|\mathcal{M}'| = 2t+1$, $\mathcal{M}' \cap \mathcal{P}_{\text{proof}} = \varnothing$, and the output of P_j has not been delivered, set $\mathcal{M} = \mathcal{M}'$ and do the above thing again.
- Upon receiving a request $(\texttt{Accusation}, D, P_i)$ from $\mathcal{S}$, if it has sent $(\texttt{Accusation}, D, P_i)$ to all parties before and the output of R has not been delivered, change the output of P_j by the identity of P_i.

In the sharing phase, the dealer sends each party's shares through $\mathcal{F}_{\mathsf{PrivSend}}$. To guarantee verifiable reconstruction, the dealer needs to compute commitments on each party's shares. After each party receives his shares from $\mathcal{F}_{\mathsf{PrivSend}}$, he will check whether the commitments broadcast by the dealer are correct. If not, he can let all parties open his shares delivered by $\mathcal{F}_{\mathsf{PrivSend}}$ to accuse this dealer later.

Protocol $\Pi_{\texttt{Sh2t-Id}}$

Let $\alpha_0, \ldots, \alpha_n$ be distinct field elements, L be the number of sharings to be prepared. Denote the instance of $\mathcal{F}_{\mathsf{PrivSend}}$ between the dealer D and each P_i as $\mathcal{F}_{\mathsf{PrivSend}}^{(i)}$. The termination and accusation phases are the same as the construction in $\Pi_{\texttt{ACSS-Id}}$.

Distribution Phase

1: D possesses degree-$2t$ polynomial $f_1(x), \ldots, f_L(x)$ as inputs. He randomly samples degree-$2t$ polynomial $\tilde{f}_1(x), \ldots, \tilde{f}_L(x)$.

2: For $f_1(x), \ldots, f_L(x)$, D divides them into n^2 groups, each of size $L' = L/n^2$. Denote the degree-$2t$ polynomials in k-th group as $f_1^{(k)}(x), \ldots, f_{L'}^{(k)}(x)$. For $i \in [n], k \in [n^2]$, we define:

$$m_*^{(k)}[i] := (f_1^{(k)}(\alpha_i), \ldots, f_{L'}^{(k)}(\alpha_i)), \tilde{m}_*^{(k)}[i] := (\tilde{f}_1^{(k)}(\alpha_i), \ldots, \tilde{f}_{L'}^{(k)}(\alpha_i))$$

Then D computes $h_*^{(k)}[i] = H(m_*^{(k)}[i], \tilde{m}_*^{(k)}[i])$, and a matrix Com of size $n \times n$ such that $\mathsf{Com}[i][j] = H(h_*^{((j-1)\cdot n+1)}[i], \ldots, h_*^{(j\cdot n)}[i])$.

3: D reliably broadcasts Com and sends $\{f_\ell(\alpha_i), \tilde{f}_\ell(\alpha_i)\}_{\ell\in[L]}$, $\{h_*^{((i-1)\cdot n+1)}[j], \ldots, h_*^{(i\cdot n)}[j]\}_{j\in[n]}$ to $\mathcal{F}_{\mathsf{PrivSend}}^{(i)}$ for each $i \in [n]$.

Verification Phase

1: Upon receiving $\texttt{Delivered}$ from $\mathcal{F}_{\mathsf{PrivSend}}^{(i)}$ for all $i \in [n]$ and Com from D's broadcast, all parties proceed.

2: Each party P_i waits to receive $\{f_\ell(\alpha_i), \tilde{f}_\ell(\alpha_i)\}_{\ell\in[L]}$ and $\{h_*^{((i-1)\cdot n+1)}[j], \ldots, h_*^{(i\cdot n)}[j]\}_{j\in[n]}$ from $\mathcal{F}_{\mathsf{PrivSend}}^{(i)}$. Then he checks whether for all $j \in [n]$, $\mathsf{Com}[i][j] = H(h_*^{((j-1)\cdot n+1)}[i], \ldots, h_*^{(j\cdot n)}[i])$ and $\mathsf{Com}[j][i] = H(h_*^{((i-1)\cdot n+1)}[j], \ldots, h_*^{(i\cdot n)}[j])$. If true, he accepts his shares. Otherwise, he sets his output as $(\texttt{Corrupt}, D)$.

The following construction realizes steps 4 and 5 in $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$, it allows all parties to reconstruct a group of sharings distributed by the dealer to one party P_j. In our construction, to reduce the additive overhead to $\mathcal{O}(n^4)$, each party P_j can only verify $1/n$ fraction of sharings, where the group index is between $(j-1)\cdot n+1$ and $j\cdot n$.

Protocol $\Pi_{\texttt{Sh2t-Id}}$

Upon receiving request $(\texttt{Accusation}, D, P_i)$ from the environment, all parties do the following.

Agreement Accusation Phase

1: All parties jointly invoke an instance of $\mathcal{F}_{\mathsf{ra}}$ with input message $(\texttt{Accusation}, D, P_i)$. When they terminate $\mathcal{F}_{\mathsf{ra}}$, they set their output as $(\texttt{Accusation}, D, P_i)$ and terminate.

Upon receiving request $(\texttt{Private-Recon-Vrfy}, k, P_j)$ and $k \in [(j-1)\cdot n+1, j\cdot n]$ from the environment, if all parties have terminated the sharing phase, they do the following. During the following protocol, P_j will listen to the output of the Agreement Accusation Phase.

Private Reconstruction and Verification Phase

1: For each party P_i, if he has accepted his shares, he sends $m_*^{(k)}[i], \tilde{m}_*^{(k)}[i]$ to P_j.

2: If P_i's output in the sharing phase is $(\texttt{Corrupt}, D)$, he waits until he gets $(\texttt{Accusation}, D, P_i)$ (i can be equal to j) and then terminates with it. Otherwise, P_j has received $h_*^{((j-1)\cdot n+1)}[i], \ldots, h_*^{(j\cdot n)}[i]$ for all $i \in [n]$ in the sharing phase and waits to receive messages from each party P_i.
   - If he receives $m_*^{(k)}[i], \tilde{m}_*^{(k)}[i]$, he accepts them if $h_{\ell,*}^{(k)}[i] = H(m_*^{(k)}[i], \tilde{m}_*^{(k)}[i])$ and $\mathsf{Com}[i][j] = H(h_*^{((j-1)\cdot n+1)}[i], \ldots, h_*^{(j\cdot n)}[i])$.
   - Otherwise, if he gets $(\texttt{Accusation}, D, P_i)$, he records the identity of P_i.

   If P_j first accepts $2t+1$ distinct $m_*^{(k)}[i], \tilde{m}_*^{(k)}[i]$, he reconstructs degree-$2t$ polynomials $f_1^{(k)}(x), \ldots f_{L'}^{(k)}(x)$, $\tilde{f}_1^{(k)}(x), \ldots \tilde{f}_{L'}^{(k)}(x)$ and proceed. Otherwise, P_j terminates with the identity of the first P_i he has recorded.
3: For each $i \in [n]$, P_j checks whether $h_*^{(k)}[i] = H(m_*^{(k)}[i], \tilde{m}_*^{(k)}[i])$. If true, he outputs `true` and $f_1^{(k)}(x), \ldots f_{L'}^{(k)}(x)$. Otherwise, he outputs `false`.

Lemma 2. *Protocol $\Pi_{\texttt{Sh2t-Id}}$ securely computes $\mathcal{F}_{\texttt{Sh2t-Id}}$ against a fully malicious adversary $\mathcal{A}$ who corrupts at most $t < n/3$ parties.*

We prove Lemma 2 and analyze the costs in Appendix D.

6.2 Generating Triples by P_{king}

In this subsection, we construct $\Pi_{\texttt{TripleKingDN}}$ which allows a king to generate Beaver triples and will be used as a sub-protocol later. All parties takes their degree-t and $2t$ shares distributed by a set of dealers as inputs, and then extract random sharings. Following from the observation in [GLO+21], for *double sharings*, we may instead prepare $([r]_t, [o]_{2t})$ where $[o]_{2t}$ is a random degree-$2t$ Shamir secret sharing of 0. This allows us to decouple the relation of these two sharings. With these random sharings, all parties follow the DN technique to generate triples.

If king notifies all parties to wait for an accusation broadcast by a party, they will terminate $\Pi_{\texttt{TripleKingDN}}$ with this accusation until they receive it from this party, and they can open it later to agree on a corrupted party. Otherwise, they need to check whether the triples generated by king are correct or not.

Protocol $\Pi_{\texttt{TripleKingDN}}$

Let N be the number of Beaver triples prepared by P_{king} and $N' = (2N+1)/(t+1)$, $\mathcal{W}$ be the set of successful dealers broadcast by P_{king} and $|\mathcal{W}| = 2t+1$. Denote the sharings distributed by each $P_j \in \mathcal{W}$ as $\{[s_{\ell'}^{(j)}]_t\}_{\ell'=0}^{3N'}$ and $\{[o_{\ell'}^{(j)}]_{2t}\}_{\ell' \in [N']}$. P_{king} takes set $\texttt{Dispute}_{\mathsf{king}}$ as input and ignores messages received from parties in $\texttt{Dispute}_{\mathsf{king}}$.

Generating Random Shamir Sharings.

1: All parties agree on a Vandermonde matrix $\boldsymbol{V}$ of size $(t+1) \times (2t+1)$ and locally compute:

$$\forall \ell' \in [3N'], \quad ([s_{\ell',1}]_t, \ldots, [s_{\ell',t+1}]_t) = \boldsymbol{V} \cdot ([s_{\ell'}^{(j)}]_t)_{j \in \mathcal{W}}.$$
$$\forall \ell' \in [N'], \quad ([o_{\ell',1}]_{2t}, \ldots, [o_{\ell',t+1}]_{2t}) = \boldsymbol{V} \cdot ([o_{\ell'}^{(j)}]_{2t})_{j \in \mathcal{W}}.$$

2: All parties transform the above Shamir sharings into $\{[a_\ell]_t, [b_\ell]_t, [r_\ell]_t, [o_\ell]_{2t}\}_{\ell \in [2N+1]}$ and compute their share of $[r]_t := \sum [s_0^{(j)}]_t, j \in \mathcal{W}$.

Generating Triples by P_{king}

1: Let $[z_\ell]_{2t} := [a_\ell]_t \cdot [b_\ell]_t + [r_\ell]_t + [o_\ell]_{2t}$, each party P_i locally computes his share of $\{[z_\ell]_{2t}\}_{\ell \in [2N+1]}$ and send them to P_{king}. Each party P_i who cannot compute his shares has reliably broadcast $(\texttt{Accusation}, P_i, D, \texttt{ACSS})$ or $(\texttt{Accusation}, P_i, D, \texttt{Sh2t})$ for on $D \in \mathcal{W}$ outside the protocol.
2: P_{king} waits to receive messages from each party $P_i \notin \texttt{Dispute}_{\mathsf{king}}$:
   - If P_{king} receives P_i's shares of $\{[z_\ell]_{2t}\}_{\ell \in [2N+1]}$, P_{king} records them.
   - Otherwise, when P_{king} receives $(\texttt{Accusation}, P_i, D, \texttt{ACSS})$ or $(\texttt{Accusation}, P_i, D, \texttt{Sh2t})$ from P_i's broadcast for one $D \in \mathcal{W}$, he records it.

   If P_{king} first accepts $2t+1$ parties' shares of $\{[z_\ell]_{2t}\}_{\ell \in [2N+1]}$, he locally reconstructs $\{z_\ell\}_{\ell \in [2N+1]}$ and reliably broadcasts them. Otherwise, P_{king} reliably broadcasts the first message broadcast by a party he has recorded.
3: Each party waits to receive messages from P_{king}:

- If he receives $\{z_\ell\}_{\ell\in[2N+1]}$ and he has shares of $\{[r_\ell]_t\}_{\ell\in[2N+1]}$, he locally computes his share of $[c_\ell]_t = z_\ell - [r_\ell]_t$ for all $\ell \in [2N+1]$ and proceeds. If he does not have shares of $[r_\ell]_t$, he set his shares of $[c_\ell]_t$ as $\perp$. Then all parties move to verify the triples generated by P_{king}.
- If he receives $(\texttt{Accusation}, P_i, D, \texttt{ACSS})$ or $(\texttt{Accusation}, P_i, D, \texttt{Sh2t})$ for one $D \in \mathcal{W}$, upon receiving it from P_i's broadcast, he terminates with this message.

The verification process follows the approach in [NV18, BSFO12]. At a high-level idea, all parties first prepare $2N+1$ Beaver triples $\{[a_\ell]_t, [b_\ell]_t, [c_\ell]_t\}_{\ell=0}^{2N}$ and a random degree-t sharing $[r]_t$. Then they set two polynomials f, g of degree N such that $[f(\alpha_\ell)]_t = [a_\ell]_t$ and $[g(\alpha_\ell)]_t = [b_\ell]_t$ for all $\ell \in [0, N]$. Then for all $\ell \in [N+1, 2N]$, all parties use the ℓ-th Beaver triple $\{[a_\ell]_t, [b_\ell]_t, [c_\ell]_t\}$ to compute $[f(\alpha_\ell)\cdot g(\alpha_\ell)]_t$. Now all parties set a degree-$2N$ polynomial h such that $[h(\alpha_\ell)]_t = [c_\ell]_t$ for all $\ell \in [0, N]$ and $[h(\alpha_\ell)]_t = [f(\alpha_\ell)\cdot g(\alpha_\ell)]_t$.

The main observation is that, if all random Beaver triples are correct, then we have $h = f \cdot g$ and vice verse. Therefore, to check whether all Beaver triples are correct, it is sufficient to check whether $h = f \cdot g$. By Schwartz-Zippel lemma, it is sufficient to test a random evaluation point. All parties will reconstruct $f(r), g(r), h(r)$ and check whether $h(r) = f(r)\cdot g(r)$.

Similarly, during the verification process, king may notify all parties to wait for an accusation and all parties can terminate as above. If all parties get the verification result, they will accept their triples if the result is true. Otherwise, they will help king to detect a corrupted party.

Protocol $\Pi_{\texttt{TripleKingDN}}$

All parties take their shares of $\{[a_\ell]_t, [b_\ell]_t, [c_\ell]_t\}_{\ell=0}^{2N}$ and $[r]_t$ as inputs and do the following to verify their triples.

Build Polynomials

1: All parties set two polynomials f, g of degree N such that $[f(\alpha_\ell)]_t = [a_\ell]_t$ and $[g(\alpha_\ell)]_t = [b_\ell]_t$ for all $\ell \in [0, N]$.
2: For all $\ell \in [N+1, 2N]$, all parties locally compute $[f(\alpha_\ell)]_t, [g(\alpha_\ell)]_t$. Then they send $[x_\ell]_t := [f(\alpha_\ell) + a_\ell]_t, [y_\ell]_t := [g(\alpha_\ell) + b_\ell]_t$ to P_{king}.
3: If P_{king} first succeeds in using OEC to reconstruct $\{x_\ell, y_\ell\}_{\ell=N+1}^{2N}$, he reliably broadcasts them. Otherwise, P_{king} first receives $(\texttt{Accusation}, P_i, D, \texttt{ACSS})$ and will reliably broadcast it.
4: All parties wait to receive messages from P_{king}. If they receive $\{x_\ell, y_\ell\}_{\ell=N+1}^{2N}$ from P_{king}, they proceed. Otherwise, they terminate with $(\texttt{Accusation}, P_i, D, \texttt{ACSS})$ broadcast by P_{king}.
5: For all $\ell \in [N+1, 2N]$, all parties locally compute:

$$[f(\alpha_\ell)\cdot g(\alpha_\ell)]_t = x_\ell \cdot y_\ell - x_\ell [b_\ell]_t - y_\ell [a_\ell]_t + [c_\ell]_t$$

Then they set a polynomial h of degree $2N$ such that $[h(\alpha_\ell)]_t = [c_\ell]_t$ for all $\ell \in [N]$ and $[h(\alpha_\ell)]_t = [f(\alpha_\ell)\cdot g(\alpha_\ell)]_t$ for all $\ell \in [N+1, 2N]$.

Verification of Triples

1: Al parties send their share of $[r]_t$ to P_{king}. If P_{king} first succeeds in using OEC to reconstruct the whole sharing $[r]_t$, he reliably broadcasts it. Otherwise, he reliably broadcasts the first $(\texttt{Accusation}, P_i, D, \texttt{ACSS})$ he received.
2: If all parties receive $(\texttt{Accusation}, P_i, D, \texttt{ACSS})$, they terminate with it. Otherwise, all parties invoke an instance of $\mathcal{F}_{\mathsf{ra}}$ with input 1 if his share of $[r]_t$ broadcast by P_{king} is correct. When all parties terminate $\mathcal{F}_{\mathsf{ra}}$ with 1, if $r \notin \{\alpha_1, \ldots, \alpha_N\}$, they proceed. Otherwise, all parties aborts.
3: All parties locally compute their shares of $\{[f(r)]_t, [g(r)]_t, [h(r)]_t\}$ and send them to P_{king}. P_{king} does the same thing as above to do reconstruction. He will broadcast the whole sharing $\{[f(r)]_t, [g(r)]_t, [h(r)]_t\}$ or $(\texttt{Accusation}, P_i, D, \texttt{ACSS})$.
4: If all parties receive $(\texttt{Accusation}, P_i, D, \texttt{ACSS})$, they terminate with it. Otherwise, they proceed.
5: All parties invoke an instance of $\mathcal{F}_{\mathsf{ra}}$ with input 1 if their shares of $\{[f(r)]_t, [g(r)]_t, [h(r)]_t\}$ broadcast by P_{king} are correct. When they terminate $\mathcal{F}_{\mathsf{ra}}$ with 1, they check whether $h(r) = f(r)\cdot g(r)$. If true, they terminate with shares of $\{[a_\ell]_t, [b_\ell]_t, [c_\ell]_t\}_{\ell=1}^{N}$. Otherwise, they help P_{king} to do fault localization.

To help king detect a corrupted party, all parties reconstruct the whole degree-t and $2t$ sharings to king. For degree-t sharings, all parties can send the extracted random sharings to king since king can use OEC to do reconstruction. For degree-$2t$ sharings, all parties verifiably reconstruct the sharings distributed by each dealer. Finally, king may receive an accusation from a party or detect a corrupted

party. For the former case, he will let all parties terminate with this party's accusation. For the latter case, he will broadcast a dispute pair to claim that he conflicts with this party and ignore the messages received from this party from then on.

Protocol $\Pi_{\texttt{TripleKingDN}}$

Fault Localization

1: All parties do the following, let k be the index of the group of sharings used for P_{king} in this segment.
   (1). Send shares of $\{([a_\ell]_t, [b_\ell]_t, [r_\ell]_t)\}_{\ell=0}^{2N}$ to P_{king}.
   (2). Send $(\texttt{Private-Recon-Vrfy}, k, P_{\mathsf{king}})$ to $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$ invoked by dealers in $\mathcal{W}$.
2: P_{king} first checks the degree-$2t$ sharings of zero distributed by each $P_i \in \mathcal{W}$. For the outputs of all $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$:
   – If one of them is $(\texttt{Accusation}, D, P_i)$, P_{king} reliably broadcasts $(\texttt{Accusation}, P_i, D, \texttt{Sh2t})$ when he receives it from P_i's broadcast.
   – If one of them is `false`, P_{king} reliably broadcasts $(\texttt{Dispute}, P_i, P_{\mathsf{king}})$ and terminates.
   – Otherwise, P_{king} gets sharings distributed by P_i, denoted each one by $[o^{(i)}]_{2t}$. If one of secret $o^{(i)} \neq 0$, P_{king} reliably broadcasts $(\texttt{Dispute}, P_i, P_{\mathsf{king}})$ and terminates. Otherwise, P_{king} proceeds.
3: Then P_{king} checks which party provides incorrect shares of $[z_\ell]_{2t}$.
   (1). If P_{king} first uses OEC to reconstruct $\{([a_\ell]_t, [b_\ell]_t, [r_\ell]_t)\}_{\ell=0}^{2N}$, he proceeds. Otherwise, he reliably broadcasts the first $(\texttt{Accusation}, P_i, D, \texttt{ACSS})$ he received from P_i's broadcast and terminates.
   (2). P_{king} computes each $[o_\ell]_{2t}$ from $\{o^{(i)}\}_{i\in\mathcal{W}}$. Then he follows the protocol to compute $[z_\ell]_{2t} = [a_\ell]_t \cdot [b_\ell]_t + [r_\ell]_t + [o_\ell]_{2t}$. For the first party P_i who provides incorrect shares of $[z_\ell]_{2t}$, P_{king} reliably broadcasts $(\texttt{Dispute}, P_i, P_{\mathsf{king}})$ and terminates.
4: All parties wait for the message from P_{king}'s broadcast.
   – If it is $(\texttt{Accusation}, P_i, D, \texttt{ACSS})$ or $(\texttt{Accusation}, P_i, D, \texttt{Sh2t})$ and $D \in \mathcal{W}$, all parties terminate with it when they receive it from P_i's broadcast.
   – If it is $(\texttt{Dispute}, P_i, P_{\mathsf{king}})$, all parties terminate with it.

Summary. During the protocol $\Pi_{\texttt{TripleKingDN}}$, all parties follow the DN technique to generate Beaver triples. All parties may terminate with (1) Valid triples, (2) An accusation broadcast by a party, or (3) A dispute pair broadcast by king. For both cases (2) and (3), all parties can help king to find a corrupted party later. Then this king can ignore the messages received from this party from then on and after at most t failure times, an honest king will always generate valid triples. The total communication complexity of $\Pi_{\texttt{TripleKingDN}}$ is $\mathcal{O}(Nn + n^3)$ field elements for preparing N Beaver triples.

6.3 Triple Generation Procedure

In this subsection, we give the construction of triple generation protocol $\Pi_{\texttt{Triple}}$. Each party will act as the dealer and invoke $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ to distribute degree-t random sharings and $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$ to distribute degree-$2t$ random sharings of zero. For the shares received from each dealer, all parties divide them into $\mathcal{O}(n^2)$ groups, and each one will be used for each king to generate triples in each group.

Protocol $\Pi_{\texttt{Triple}}$

Let N be the number of Beaver triples to be prepared and $N' = 6N/(t+1) + n$.

Preparation of Random Shamir Sharings.

1: Each party acts as the dealer and invokes $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ and $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$ to distribute $9N'$ random degree-t Shamir sharings and $3N'$ random degree-$2t$ Shamir sharings of 0 respectively.
2: Each party P_i initializes a set $\mathcal{W}_i = \varnothing$, once P_i terminates $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ and $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$ invoked by a dealer P_j, he adds P_j to $\mathcal{W}_i$:
   – If P_i terminates $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ or $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$ with $(\texttt{Corrupt}, P_j)$, he reliably broadcasts $(\texttt{Accusation}, P_i, P_j, \texttt{ACSS})$ or $(\texttt{Accusation}, P_i, P_j, \texttt{Sh2t})$.
   – Otherwise, P_i divides his degree-t and $2t$ shares into n^2 groups, each group contains $9N'/n^2$ degree-t sharings and $3N'/n^2$ degree-$2t$ sharings. They assign the group with indices in $[(j-1)\cdot n, j\cdot n]$ to each party P_j.

In the generation phase, each party will act as a king and all parties help him to generate $\mathcal{O}(N/n^2)$ triples. Then all parties agree on a set of successful kings (of size $n - t$), and decide whether they can move to the next segment. Recall that a king is considered to be successful if all parties terminate with

(1) Valid Beaver triples, (2) An accusation between a party and a dealer, and (3) A dispute pair between a king and a party. If there are not a sufficient number of valid triples generated by these $n-t$ successful kings, all parties will either open an accusation to publicly eliminate a corrupted party or let each king locally eliminate a corrupted party. Since each honest king is guaranteed to generate valid triples after removing all corrupted parties, all parties will eventually generate a sufficient number of triples in each segment. The communication complexity of $\Pi_{\texttt{Triple}}$ is $\mathcal{O}(Nn+n^4)$ field elements for generating N Beaver triples.

Protocol $\Pi_{\texttt{Triple}}$

Generation Phase.

Divide the generation of N random Beaver triples into t segments, each party P_i initializes a set $\texttt{Dispute}_i = \varnothing$, in the following, P_i will ignore messages received from parties in $\texttt{Dispute}_i$.

1: **Generation of Random Triples:**
Each party acts as P_{king} and leads an instance of $\Pi_{\texttt{TripleKingDN}}$, when $|\mathcal{W}_{\mathsf{king}}| \geq 2t+1$, P_{king} reliably broadcasts a set $\mathcal{W} \subseteq \mathcal{W}_{\mathsf{king}}$ of size $2t+1$.
For each party P_i, upon receiving $\mathcal{W} \subseteq \mathcal{W}_i$ from P_{king}, if P_{king} has not broadcast $(\texttt{Dispute}, P_j, P_{\mathsf{king}})$ for all $P_j \in \mathcal{W}$, he participates in $\Pi_{\texttt{TripleKingDN}}$ with the first unused group of shares distributed by dealers in $\mathcal{W}$.

2: **Determine the Set of Successful Kings:**
Each party sets the property Q as he terminates the $\Pi_{\texttt{TripleKingDN}}$ led by one P_{king}, and all parties invoke $\mathcal{F}_{\mathsf{acs}}$ with property Q to agree on a set $\mathcal{D}$ of successful kings with size $|\mathcal{D}| = 2t+1$.

3: **Determine the Outputs:**
For the outputs of all $P_{\mathsf{king}} \in \mathcal{D}$, all parties check the following things in order:
- If at least $t+1$ of them are valid Beaver triples, all parties terminate the current segment with the first $t+1$ of them and move to the next segment.
- If at least one of them is $(\texttt{Accusation}, P_i, D, \texttt{ACSS})$ or $(\texttt{Accusation}, P_i, D, \texttt{Sh2t})$, for P_i with the smallest index, all parties send request $(\texttt{Open-Proof}, P_i)$ to $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ or $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$ invoked by D. Upon receiving the output $(\texttt{Corrupt}, D)$ or $(\texttt{Corrupt}, P_i)$, all parties move to Step 4 with the identity of the corrupted party.
- Otherwise, all parties records all dispute pairs broadcast by all P_{king}, and each P_{king} whose output is $(\texttt{Dispute}, P_i, P_{\mathsf{king}})$ locally removes P_i from $\mathcal{W}_{\mathsf{king}}$ (if exists) and adds P_i to $\texttt{Dispute}_{\mathsf{king}}$. When all parties find that one party conflicts with at least $t+1$ parties, they agree on the identity of this party and move to Step 4.

4: **Reconstruct Corrupted Party's Secret**
When all parties agree on a corrupted party P_k, each party P_i adds P_k to $\texttt{Dispute}_i$ and removes P_k from $\mathcal{W}_i$ (if exists). Then all parties do the following.
- If P_k has distributed degree-t Shamir sharings, all parties send $\texttt{Public-Recon}$ to the $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ invoked by him and replace their shares by the secrets received from $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$. All parties locally update their shares of triples prepared in the previous segment.

Finally, all parties execute the current one again.

7 Main Protocol

In this section, we construct $\Pi_{\texttt{Main}}$ to realize $\mathcal{F}_{\mathsf{AMPC}}$. All parties first execute $\Pi_{\texttt{Triple}}$ to prepare triples in the offline phase and then use them to evaluate a circuit in the online phase. To achieve linear cost, we use the *party elimination framework* and divide the circuit into t disjoint sub-circuits $C_1, \ldots, C_t$ (sorted by the topology), each containing $|C|/t$ multiplication gates and the depth is bounded by $\mathcal{O}(D/n)$. For each circuit segment, all parties only need to do public reconstruction, which can be realized by $\Pi_{\texttt{SubCktEval}}$. As a result, we obtain the following theorem. We refer the reader to Appendix E for detailed construction, security proof, and cost analysis.

Theorem 1. *Let $n = 3t+1$ and κ denote the security parameter. Further let $\mathbb{F}$ be a finite field of size $2^{\Omega(\kappa)}$ and C be a circuit of size $|C|$ and depth D. Assuming random oracles, there is a fully malicious asynchronous MPC protocol computing the circuit that is secure against at most t corrupted parties with guaranteed output delivery. The achieved communication complexity is $\mathcal{O}(|C| \cdot n + D \cdot n^2 + n^4)$ field elements and round complexity is $\mathcal{O}(D+n)$.*

8 Conclusion

In this work, we presented an asynchronous Multi-Party Computation protocol that relies exclusively on computationally efficient lightweight cryptographic tools. To address the absence of transcript homomorphism, we introduced several techniques to optimize the communication overhead of our protocols. The first of these is the asynchronous party elimination framework with efficient public reconstruction, which is mainly used in the online phase and allows us to achieve GOD with only linear cost per gate. Additionally, our second technique—an asynchronous dispute control framework, which is mainly used for triple generation in the offline phase and enables us to attain an additive communication overhead of $O(n^4)$, marking an $O(n^2)$ improvement over previous approaches in this domain. Together, these contributions advance distributed cryptography by leveraging lightweight cryptography to verifiably detect malicious behavior and effectively manage corrupted parties in an asynchronous network.

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A Additional Preliminaries

A.1 Definitions of Agreement Primitives

We describe functionalities for the agreement primitives, following the descriptions from [CGHZ16, Coh16].

Reliable Broadcast. We describe the functionality $\mathcal{F}_{\mathsf{rbc}}$ for reliable broadcast. When a party P_s inputs a value v to the functionality as the sender, we will say that "P_s (reliably) broadcasts value v". Moreover, when some party P_j receives an output v in a reliable broadcast functionality with sender P_i, we will say that "P_j receives output v from P_i's reliable broadcast", and we will omit specifying the sender if the context is clear.

Functionality $\mathcal{F}_{\mathsf{rbc}}$

$\mathcal{F}_{\mathsf{rbc}}$ proceeds as follows, running with parties $P_1, \ldots, P_n$, where one of the parties is the sender P_s, and the adversary $\mathcal{S}$. Initialize $y = \perp$.

1: Upon receiving an input v from party P_s (the sender, or the adversary on behalf of the corrupted sender), set the output to $y = v$ and send v to the adversary.
2: Upon receiving v from the adversary, if P_s is corrupted and no party has received their output, then set $y = v$.
3: When the output is y set to be some value v, the functionality outputs y as a request-based delayed output to all parties.

Byzantine Agreement. We describe the functionality $\mathcal{F}_{\mathsf{ba}}$ for Byzantine agreement.

Functionality $\mathcal{F}_{\mathsf{ba}}$

$\mathcal{F}_{\mathsf{ba}}$ proceeds as follows, running with parties $P_1, \ldots, P_n$ and the ideal adversary $\mathcal{S}$. Let $\mathcal{I} = \mathcal{H}$, where $\mathcal{H}$ is the set of honest parties. For each party P_i, initialize x_i and y_i to $\perp$. Let the message length be L.

1: Upon receiving $\mathcal{P}'$ from $\mathcal{S}$, with $|\mathcal{P}'| \leq t$, if no party has received output, then set $\mathcal{I} = \mathcal{H} \setminus \mathcal{P}'$.
2: Upon receiving a message $m \in \{0,1\}^L$ from party P_i, do as follows.
   – If any party or $\mathcal{S}$ has received an output y, then ignore this message; otherwise, set $x_i = m$.
   – If $x_i \neq \perp$ for every $P_i \in \mathcal{I}$, then set $y_j = y$ for every $j \in [n]$, where $y = x$ if all inputs $x_j = x$ for $P_j \in \mathcal{I}$, for some $x \neq \perp$. Otherwise, set $y = x_j$ for $P_j \notin \mathcal{H}$ with the smallest index.
   – Send m to $\mathcal{S}$.
3: When the output y_i is set to be some value y, the functionality outputs y as a request-based delayed output to P_i.

Reliable Agreement. We describe the functionality $\mathcal{F}_{\mathsf{ra}}$ for Reliable Agreement.

Functionality $\mathcal{F}_{\mathsf{ra}}$

$\mathcal{F}_{\mathsf{ra}}$ proceeds as follows, running with parties $P_1, \ldots, P_n$ and the ideal adversary $\mathcal{S}$. Let $\mathcal{I} = \mathcal{H}$, where $\mathcal{H}$ is the set of honest parties. For each party P_i, initialize x_i and y_i to $\perp$. Set $\mathsf{AdvDeliver} = 0$.

1: Upon receiving $\mathcal{P}'$ from $\mathcal{S}$, with $|\mathcal{P}'| \leq t$, if no party has received output, then set $\mathcal{I} = \mathcal{H} \setminus \mathcal{P}'$.
2: Upon receiving a bit message m from party P_i, do as follows.
   – If any party or $\mathcal{S}$ has received an output y, then ignore this message; otherwise, set $x_i = m$.
   – If $x_i \neq \perp$ for every $P_i \in \mathcal{I}$, then set $y_j = y$ for every $j \in [n]$, where $y = x$ if all inputs $x_j = x$ for $P_j \in \mathcal{I}$, for some $x \neq \perp$. Otherwise, set $\mathsf{AdvDeliver} = 1$.
   – Send m to $\mathcal{S}$.
3: Upon receiving v from the adversary, if $\mathsf{AdvDeliver} = 1$, then set $y_i = v$ for every $i \in [n]$.
4: When the output y_i is set to be some value y, the functionality outputs y as a request-based delayed output to P_i.

Agreement on a Common Subset. The agreement on a common subset (ACS) primitive allows the parties to agree on a set of at least $n-t$ parties that satisfy a certain property (a so-called ACS property).

Definition 1. *Let $\mathcal{P}$ be a set of n parties and let Q be a property that can be influenced by multiple protocols running in parallel. Every party $P_i \in \mathcal{P}$ can decide for every party $P_j \in \mathcal{P}$ based on the protocols running in parallel whether P_j satisfies the property towards P_i or not. If it does, we say P_i* likes *P_j for Q or simply P_i likes P_j if the property Q is clear from the context. We require that once a party likes another party, it cannot unlike it. Such a property Q is called an* ACS property *if for every pair of uncorrupted parties $(P_i, P_j) \in \mathcal{P}^2$ we have that P_i will eventually like P_j.*

We state the traditional property-based formalization of ACS.

Definition 2. *Let Π be an n-party protocol where all parties take as input a global ACS property Q and each party P_i outputs a set S_i of parties. We say that Π is a t-resilient ACS protocol for Q if the following holds whenever up to t parties are corrupted:*

- *Consistency: Each honest party outputs the same set $S_i = S$.*
- *Set quality: Each output set has size at least $n - t$, and for each $P_i \in S$ there exists at least one honest party P_j that likes P_i for Q.*
- *Termination: All honest parties eventually terminate.*

We also describe a functionality for ACS. In the functionality, each party can input $k \in [n]$. And it is guaranteed that every party receives at least $n - t$ such indices. Moreover, any index k input by a party P_i will also be eventually input by P_j.

For an ACS property Q, we will say that the parties invoke $\mathcal{F}_{\mathsf{acs}}$, meaning that each party P_i inputs k to the functionality as soon as P_i likes P_k.

Functionality $\mathcal{F}_{\mathsf{acs}}$

$\mathcal{F}_{\mathsf{acs}}$ proceeds as follows, running with parties $P_1, \ldots, P_n$ and the adversary $\mathcal{S}$. Initialize $S_i = \varnothing$ for every $i \in [n]$, and $S = \perp$.

1: Upon receiving an index k from P_i, add index k to S_i. Then forward k to $\mathcal{S}$. If $|S_i| \geq n - t$, then we say that P_i is ready. If $n - t$ honest parties are ready, set S to be the set of indices k such that there is some honest party that inputs k.
2: Upon receiving S' from $\mathcal{S}$, check that $|S'| \geq n - t$, and that for every $k \in S'$, there is some honest party that has input k. If so, then set $S = S'$.
3: Upon setting S, output it to all parties as a request-based delayed output.

A.2 Shamir Secret Sharing Scheme

In this work, we will use the standard Shamir Secret Sharing Scheme [Sha79]. Let n be the number of parties and $\mathbb{F}$ be a finite field of size $|\mathbb{F}| \geq 2n$. Let $\alpha_1, \ldots, \alpha_n$ be n distinct non-zero elements in $\mathbb{F}$.

A *degree-d* Shamir sharing of $x \in \mathbb{F}$ is a vector $(x_1, \ldots, x_n)$ which satisfies that there exists a polynomial $f(\cdot) \in \mathbb{F}[X]$ of degree at most d such that $f(0) = x$ and $f(\alpha_i) = x_i$ for $i \in [n]$. Each party P_i holds a share x_i and the whole sharing is denoted by $[x]_d$. We recall the properties of the Shamir secret sharing scheme:

- Linear Homomorphism:
$$\forall\ [x]_d, [y]_d,\ [x + y]_d = [x]_d + [y]_d.$$
- Multiplying two degree-d sharings yields a degree-$2d$ sharing. The secret value of the new sharing is the product of the original two secrets.
$$\forall\ [x]_d, [y]_d,\ [x \cdot y]_{2d} = [x]_d \cdot [y]_d.$$

Packed Shamir Sharings. The packed Shamir secret sharing, introduced by Franklin and Yung [FY92], is a generalization of the standard Shamir secret sharing scheme. Let k be the number of secrets to pack in one sharing. Let $\beta_1, \ldots, \beta_k$ be k distinct elements that are different from $\alpha_1, \ldots, \alpha_n$ in $\mathbb{F}$. A *degree-d* ($d \geq k - 1$) packed Shamir sharing of $\boldsymbol{x} = (x_1, \ldots, x_k) \in \mathbb{F}^k$ is a vector $(x_1, \ldots, x_n)$ for which there exists

a polynomial $f(\cdot) \in \mathbb{F}[X]$ of degree at most d such that $f(\beta_i) = x_i$ for all $i \in [k]$, and $f(\alpha_i) = x_i$ for all $i \in [n]$.

Reconstructing a degree-d packed Shamir sharing requires $d+1$ shares and can be done by Lagrange interpolation. For a random degree-d packed Shamir sharing of $\boldsymbol{x}$, any $d-k+1$ shares are independent of the secret $\boldsymbol{x}$. If $d-(k-1) \geq t$, then knowing t of the shares does not leak anything about the k secrets. In particular, a sharing of degree $t+(k-1)$ keeps hidden the underlying k secret.

A.3 Distributed Zero-Knowledge Proof

We briefly recap the construction of DZK protocol in [ABCP23]. In this protocol, the n parties with L shares $f_i(\alpha_\ell)$ for $i \in [1, L]$ act as verifiers P_ℓ, and the dealer D who dealt these shares acts as a prover trying to prove the shares belong to valid degree-t polynomials. First, the prover samples a random degree-t *challenge* polynomial $Y(x)$, generates commitments $\boldsymbol{C}[\ell]$ to points $Y(\alpha_\ell)$ for $\ell \in [1, n]$ using the random oracle H, and broadcasts $\boldsymbol{C}$. The verifiers then sample a random challenge point p and ask the prover to broadcast $r(x) := Y(x) - \sum_{i=1}^{L} p^i f_i(x)$. Then, each verifier P_ℓ verifies whether the challenge is successful by checking $H(r(\alpha_\ell) + \sum_{i=1}^{L} p^i f_i(\alpha_\ell)) \stackrel{?}{=} \boldsymbol{C}[\ell]$. The prover's probability of passing this check with an invalid shares is negligible because of the Schwartz-Zippel lemma, which prevents a non-zero polynomial evaluating to zero on a randomly sampled point with probability no more than $\frac{L}{|S|}$. This proof technique can be made non-interactive by using the Fiat-Shamir heuristic, where the prover creates the challenge point p by applying H on generated commitments.

B Verifiable Private Send

Recall the functionality of $\mathcal{F}_{\mathsf{PrivSend}}$ in section 2.1, the author in [Mom24] assumes the random oracle and gives a construction of it based on the primitive *Asynchronous Verifiable Information Dispersal* (AVID) defined below. AVID also contains two phases, a disperse phase and a retrieve phase. For L bits message, the author in [ADD+22] realizes $\mathcal{F}_{\mathsf{AVID}}$ with communication complexity $\mathcal{O}(L + n^2)$ in the disperse phase and $\mathcal{O}(L + n)$ in the retrieve phase for each receiver.

Functionality $\mathcal{F}_{\mathsf{AVID}}$

$\mathcal{F}_{\mathsf{AVID}}$ proceeds as follows, running with parties $\mathcal{P} = \{P_1, \ldots, P_n\}$, a dealer D and an adversary $\mathcal{S}$.

1: Upon receiving a message M from D, send a request-based delayed message `Dispersed` to all parties and M to $\mathcal{S}$.
2: Upon receiving a message $(\texttt{Retrieve}, R)$ from $t+1$ parties, send a request-based delayed output M to R if it has sent `Dispersed` before.

To realize his construction, he also assumes between the sender and receiver, they know a symmetric key key, which can be efficiently prepared by $\mathcal{F}_{\mathsf{AVSS}}$ defined below.

Functionality $\mathcal{F}_{\mathsf{AVSS}}$

Public Input: $(\alpha_0, \ldots, \alpha_n)$
$\mathcal{F}_{\mathsf{AVSS}}$ runs with parties $\mathcal{P} = \{P_1, \ldots, P_n\}$, a dealer $D \in \mathcal{P}$, and an adversary $\mathcal{S}$.

1: Upon receiving a degree-t polynomials $q(\cdot)$ from D and learn the set of corrupted parties $\mathcal{C}orr \subset \mathcal{P}$, do the following:
   1. Send $\{q_1(\alpha_i), \ldots, q_N(\alpha_i)\}_{P_i \in \mathcal{C}orr}$ to the corrupted parties.
   2. If all the polynomials $q_1(\cdot), \ldots, q_N(\cdot)$ are degree-t polynomials, send a request-based delayed output message $\mathsf{success}$ to all parties. Otherwise, do nothing.
2: Upon receiving $(\texttt{Private-Recon}, R)$ from $t+1$ parties, send a requested-based delayed output $q(x)$ to R.

We first give his construction as follows, then give an efficient construction of $\mathcal{F}_{\mathsf{AVSS}}$ with $\mathcal{O}(n^2)$ communication complexity.

Protocol $\Pi_{\texttt{PrivSend}}$

The initialize phase will be only executed one time when all parties first participate in an instance of $\Pi_{\texttt{PrivSend}}$ for the sender D and receiver R.

Initialize Phase

1: D randomly samples a value $\mathsf{key} \in \mathbb{F}$, then he randomly samples a degree-t polynomial $f(x)$ such that $f(\alpha_0) = \mathsf{key}$. Then he sends $f(x)$ to $\mathcal{F}_{\mathsf{AVSS}}$.
2: When all parties receive $\mathsf{success}$ from $\mathcal{F}_{\mathsf{AVSS}}$, they send $(\texttt{Private-Recon}, R)$ to $\mathcal{F}_{\mathsf{AVSS}}$.
3: When R receives $f(x)$ from $\mathcal{F}_{\mathsf{AVSS}}$, he records $\mathsf{key} = f(\alpha_0)$.

The disperse phase can be executed multiple times. All parties need to agree on a unique message id (denoted by $\texttt{Id}$) each time they participate.

Disperse Phase($\texttt{Id}$)

1: The sender takes a message $m_{\texttt{Id}}$ as input, then he computes $c_{\texttt{Id}} = m_{\texttt{Id}} \oplus H(\mathsf{key}, \texttt{Id})$. Then he sends $m_{\texttt{Id}}$ to $\mathcal{F}_{\mathsf{AVID}}$.
2: When all parties receive $\texttt{Dispersed}$ from $\mathcal{F}_{\mathsf{AVID}}$, they send $(\texttt{Retrieve}, R)$ to $\mathcal{F}_{\mathsf{AVID}}$ and output $\texttt{Delivered}$.
3: When R receives $m_{\texttt{Id}}$ from $\mathcal{F}_{\mathsf{AVID}}$, he outputs $m_{\texttt{Id}} = c_{\texttt{Id}} \oplus H(\mathsf{key}, \texttt{Id})$.

The reveal phase can be executed one time. All parties will open all messages delivered in the disperse phase before.

Reveal Phase

1: All parties send $(\texttt{Retrieve}, P_i)$ to $\mathcal{F}_{\mathsf{AVID}}$ and $(\texttt{Private-Recon}, P_i)$ to $\mathcal{F}_{\mathsf{AVSS}}$ for all $i \in [n]$.
2: For each $\texttt{Id}$, when each party P_i receives $\texttt{Id}$ from $\mathcal{F}_{\mathsf{AVID}}$ and key from $\mathcal{F}_{\mathsf{AVSS}}$, he outputs $m_{\texttt{Id}} = c_{\texttt{Id}} \oplus H(\mathsf{key}, \texttt{Id})$.

Lemma 3. *Protocol* $\Pi_{\texttt{PrivSend}}$ *securely computes* $\mathcal{F}_{\mathsf{PrivSend}}$ *against a fully malicious adversary* $\mathcal{A}$ *who corrupts at most* $t < n/3$ *parties.*

We first analyze the cost of $\Pi_{\texttt{PrivSend}}$ and then prove lemma 3. Here we exclude the cost for the preparation and reconstruction of key, which will be shown in section B.1.

Communication Complexity. Based on the construction of AVID in [ADD+22], in each disperse phase, it requires $\mathcal{O}(|m_{\texttt{Id}}| + n^2)$ field elements. In the reveal phase, it requires $\mathcal{O}(|m_{\texttt{Id}}|n + n^2)$ field elements for each $m_{\texttt{Id}}$.

Round Complexity. In the disperse phase and reveal phase, based on the construction of AVID in [ADD+22], it is $R_{\mathsf{bc}} + 1 = 4 + 1 = 5$ and 1, respectively.

Proof of Lemma 3. We start with constructing the ideal adversary $\mathcal{S}$ as follows. Note that when the sender or receiver is corrupted, $\mathcal{S}$ can honestly follow the protocol to do a simulation. Therefore, we focus on the case when both the sender and receiver are honest.

Simulator $\mathcal{S}$

When the sender and receiver are both honest

Initialize Phase

1: $\mathcal{S}$ does nothing,

Disperse Phase

2: $\mathcal{S}$ randomly samples a value as $c_{\texttt{Id}}$, then $\mathcal{S}$ sends $c_{\texttt{Id}}$ to the adversary on behalf of $\mathcal{F}_{\mathsf{AVID}}$.

Reveal Phase

3: $\mathcal{S}$ receives each message $m_{\texttt{Id}}$ from $\mathcal{F}_{\mathsf{PrivSend}}$, then he randomly samples a value as key, and send all $m_{\texttt{Id}}, \mathsf{key}$ to corrupted parties.
4: $\mathcal{S}$ maps $H(\mathsf{key}, \texttt{Id})$ to $c_{\texttt{Id}} \oplus m_{\texttt{Id}}$. If $c_{\texttt{Id}} \oplus m_{\texttt{Id}}$ has been mapped to other inputs queried by the adversary before, $\mathcal{S}$ aborts the simulation.

The hybrid arguments are as follows.

$\mathbf{Hyb}_0$: In this hybrid, we consider the execution in the real world.

$\mathbf{Hyb}_1$: In this hybrid, in the disperse phase, $\mathcal{S}$ change the generation of $H(\mathsf{key}, \texttt{Id})$, he will first randomly sample a value as $c_{\texttt{Id}}$ and then computes $H(\mathsf{key}, \texttt{Id}) = c_{\texttt{Id}} \oplus m_{\texttt{Id}}$. Since both $c_{\texttt{Id}}$ and $H(\mathsf{key}, \texttt{Id})$ are randomly sampled, this makes no difference. Therefore, the distributions of $\mathbf{Hyb}_1$ and $\mathbf{Hyb}_0$ are identical.

$\mathbf{Hyb}_2$: In this hybrid, $\mathcal{S}$ delays the generation of honest receiver's key since it is not used in the disperse phase. The distributions of $\mathbf{Hyb}_2$ and $\mathbf{Hyb}_1$ are identical.

$\mathbf{Hyb}_3$: In this hybrid, $\mathcal{S}$ no longer generates honest receiver's key. In the reveal phase, when he needs to send key to the corrupted parties, he will randomly sample a value as key and map each $H(\mathsf{key}, \mathtt{Id})$ to $c_{\mathtt{Id}} \oplus m_{\mathtt{Id}}$. If $c_{\mathtt{Id}} \oplus m_{\mathtt{Id}}$ has been mapped to other inputs queried by the adversary, $\mathcal{S}$ aborts the simulation. This will happen when the adversary finds a collision of the random oracle, which is negligible in the security parameter. Therefore, the distributions of $\mathbf{Hyb}_3$ and $\mathbf{Hyb}_2$ are computationally indistinguishable.

Note that $\mathbf{Hyb}_3$ corresponds to the ideal world, then $\Pi_{\mathtt{PrivSend}}$ securely computes $\mathcal{F}_{\mathsf{PrivSend}}$ when the dealer is honest.

B.1 Construction of $\Pi_{\mathtt{AVSS}}$

In the following, we give the construction of $\Pi_{\mathtt{AVSS}}$ which realizes $\mathcal{F}_{\mathsf{AVSS}}$.

Protocol $\Pi_{\mathtt{AVSS}}$

Distribution Phase

1: D possesses a degree-t polynomial $f(x)$ as inputs. Then he randomly samples a degree-t polynomial $Y(x)$ and computes a commitment vector Com of size n such that $\mathsf{Com}[i] = H(f(\alpha_i), Y(\alpha_i))$.

2: D sends $f(x)$ to an instance of $\mathcal{F}_{\mathsf{dZK}}$, $\{f(\alpha_i), Y(\alpha_i)\}$ to each party P_i and reliable broadcasts Com.

Verification Phase

3: When all parties receive $\mathtt{Delivered}$ from $\mathcal{F}_{\mathsf{dZK}}$ and Com from D's reliable broadcast, they proceed.

4: For each party P_i who receives $\{f(\alpha_i), Y(\alpha_i)\}$, he sends request $(\mathtt{VerifyDZK}, f(\alpha_i), \alpha_i)$ to $\mathcal{F}_{\mathsf{dZK}}$ and checks whether $\mathsf{Com}[i] = H(f(\alpha_i), Y(\alpha_i))$. If both results are $\mathtt{true}$, he accepts his shares $f(\alpha_i)$.

Termination Phase

5: All parties jointly invoke an instance of $\mathcal{F}_{\mathsf{ra}}$, when a party accepts his shares, he sets his input for $\mathcal{F}_{\mathsf{ra}}$ as 1. When all parties terminate $\mathcal{F}_{\mathsf{ra}}$ with 1, they terminate with $\mathsf{success}$.

Upon receiving $(\mathtt{Private\text{-}Recon}, R)$ from the environment, if all parties terminate the sharing phase, they do the following.

Private Reconstruction Phase

1: For each party who accepts his shares $f(\alpha_i)$ before, he sends $\{f(\alpha_i), Y(\alpha_i)\}$ to R.

2: When R receives $\{f(\alpha_i), Y(\alpha_i)\}$ from P_i, he follows the verification phase to do the check. If he accepts $f(\alpha_i)$, he records it. When R accepts $f(\alpha_i)$ received from $t+1$ distinct parties, he reconstructs the degree-t polynomial $f(x)$ and outputs the secret $f(\alpha_0)$.

Lemma 4. *Protocol $\Pi_{\mathtt{AVSS}}$ securely computes $\mathcal{F}_{\mathsf{AVSS}}$ against a fully malicious adversary $\mathcal{A}$ who corrupts at most $t < n/3$ parties.*

We first analyze the cost of $\Pi_{\mathtt{AVSS}}$ and then prove lemma 4.

Communication Complexity. In the sharing phase, it contains a reliable broadcast and an instance of $\mathcal{F}_{\mathsf{dZK}}$ and $\mathcal{F}_{\mathsf{ra}}$, resulting in $\mathcal{O}(n^2)$ field element in total. In the private reconstruction phase, for each receiver, the communication complexity is $\mathcal{O}(n)$ field elements.

Round Complexity. It is $R_{\mathsf{bc}} + R_{\mathsf{ra}} = 4 + 2 = 6$ in the sharing phase and 1 in the public reconstruction phase.

Proof of Lemma 4. We start with constructing the ideal adversary $\mathcal{S}$ as follows. Note that when the dealer is corrupted, $\mathcal{S}$ can honestly follow the protocol to do the simulation. Therefore, we focus on the case of the honest dealer.

Simulator $\mathcal{S}$

When the dealer is honest

Distribution Phase

1: $\mathcal{S}$ receives shares of corrupted parties from $\mathcal{F}_{\mathsf{AVSS}}$. Then $\mathcal{S}$ randomly samples each corrupted party P_i's $Y(\alpha_i)$.

2: For each corrupted party P_i, $\mathcal{S}$ honestly computes $\mathsf{Com}[i]$. For the rest of the honest parties, $\mathcal{S}$ randomly samples a value as their $\mathsf{Com}[i]$. Then $\mathcal{S}$ reliable broadcasts Com on behalf of the dealer.

3: $\mathcal{S}$ simulates $\mathcal{F}_{\mathsf{dZK}}$ as follows.
   – Upon receiving $(\texttt{VerifyDZK}, s, \alpha_i)$ from corrupted party P_i, if s equals the share received from $\mathcal{F}_{\mathsf{AVSS}}$, $\mathcal{S}$ returns `true` as the output of $\mathcal{F}_{\mathsf{dZK}}$. In any other case, $\mathcal{S}$ returns `false`.

Verification Phase

4: When each honest party receives his shares, $\mathcal{S}$ considers this honest party to accept his shares.

Termination Phase

5: For each honest party who accepts his shares, $\mathcal{S}$ sets this honest party's input for $\mathcal{F}_{\mathsf{ra}}$ as 1.

Private Reconstruction Phase

6: $\mathcal{S}$ receives $f(x)$ from $\mathcal{F}_{\mathsf{AVSS}}$. Then $\mathcal{S}$ randomly samples the whole $Y(x)$ based on shares of corrupted parties. For each honest party P_i, $\mathcal{S}$ sends $\{f(\alpha_i), Y(\alpha_i)\}$ to all corrupted parties and maps $H(f(\alpha_i), Y(\alpha_i))$ to $\mathsf{Com}[i]$.

The hybrid arguments are as follows.

$\mathbf{Hyb}_0$: In this hybrid, we consider the execution in the real world.

$\mathbf{Hyb}_1$: In this hybrid, in the distribution phase, $\mathcal{S}$ first samples shares of corrupted parties. Then samples the whole sharing based on the secret and corrupted party's shares. Based on the property of the Shamir secret sharing scheme, this makes no difference. Therefore, the distributions of $\mathbf{Hyb}_1$ and $\mathbf{Hyb}_0$ are identical.

$\mathbf{Hyb}_2$: In this hybrid, in the distribution phase, $\mathcal{S}$ changes the simulation of $\mathcal{F}_{\mathsf{dZK}}$ as above. Compared to $\mathbf{Hyb}_1$, the difference is when the adversary correctly guesses honest parties' shares, $\mathcal{S}$ will still return `false`. For a sufficiently large field, the probability is negligible in the security parameter. Therefore, the distributions of $\mathbf{Hyb}_2$ and $\mathbf{Hyb}_1$ are statistically close.

$\mathbf{Hyb}_3$: In this hybrid, we delay the generation of honest party P_i's shares of $f(\alpha_i)$ and $Y(\alpha_i)$ to the private reconstruction phase since they are never used in the sharing phase. $\mathcal{S}$ will randomly sample a value as $\mathsf{Com}[i]$ for each honest party P_i, if this value has been mapped to other inputs queried by the adversary, $\mathcal{S}$ will abort the simulation. For a computation-bounded adversary and a sufficiently large field, the probability is negligible. Therefore, the distributions of $\mathbf{Hyb}_3$ and $\mathbf{Hyb}_2$ are computationally indistinguishable.

$\mathbf{Hyb}_4$: In this hybrid, $\mathcal{S}$ lets $\mathcal{F}_{\mathsf{AVSS}}$ distribute each party's shares and learns $f(x)$ from $\mathcal{F}_{\mathsf{AVSS}}$ in the private reconstruction phase, which makes no difference. Therefore, the distributions of $\mathbf{Hyb}_4$ and $\mathbf{Hyb}_3$ are identical.

Note that $\mathbf{Hyb}_4$ corresponds to the ideal world, then $\mathit{\Pi}_{\texttt{PrivSend}}$ securely computes $\mathcal{F}_{\mathsf{PrivSend}}$ when the dealer is honest.

C Secure and Cost Analyze of ACSS-Id

C.1 Cost Analysis

We analyze the communication and round complexity as follows.

Communication Complexity. In the sharing phase, the dealer invoke $t+1$ instances of $\mathcal{F}_{\mathsf{dZK}}$ and the *Disperse Phase* of n instances of $\mathcal{F}_{\mathsf{PrivSend}}$. Each $\mathcal{F}_{\mathsf{dZK}}$ can be realized with $\mathcal{O}(n^2)$ field elements [ABCP23], result in $\mathcal{O}(n^3)$ communication complexity in total. For each $\mathcal{F}_{\mathsf{PrivSend}}$, the *Disperse Phase* requires $\mathcal{O}(L+n^2)$ field elements, results in $\mathcal{O}(Ln+n^3)$ communication complexity in total. All parties invoke an instance of $\mathcal{F}_{\mathsf{ra}}$, which requires $\mathcal{O}(n^2)$ field elements. Therefore, the total costs in the sharing phase are $\mathcal{O}(Ln+n^3)$ field elements.

In the accusation phase, all parties execute the *Reveal Phase*, which requires $\mathcal{O}(Ln+n^2)$ field elements in total.

In the public reconstruction phase, the communication complexity is $\mathcal{O}(Ln+n^2)$ field elements.

Round Complexity. Denote the round complexity of reliably broadcast as R_{bc}, which can be realized by 4 by the construction in [DXR21]. We recall the round complexity of each functionality.

– For $\mathcal{F}_{\mathsf{dZK}}$, the construction in [ABCP23] is a non interactive protocol and the round complexity is R_{bc}.
– For $\mathcal{F}_{\mathsf{PrivSend}}$, excluding the preparation of the symmetric key, it is 5 in the *Disperse Phase* and 1 in the *Reveal Phase*.

Therefore, in the sharing phase, the round complexity is $\texttt{max}\{R_{\mathsf{bc}}+R_{\mathsf{ra}}, 5\} = 6$. In the accusation phase, the round complexity is 1. In the public reconstruction phase, the round complexity is 2.

C.2 Security Analyze

We prove lemma 1 and start with constructing the ideal adversary $\mathcal{S}$ as follows. We first consider the case of the honest dealer.

Simulator $\mathcal{S}$

For honest dealer

Distribution Phase

1: $\mathcal{S}$ receives shares of corrupted parties from $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$. Then for each corrupted party P_j, $\mathcal{S}$ computes $g_1(\alpha_j, y), \ldots, g_{L'}(\alpha_j, y)$.

2: $\mathcal{S}$ simulates each $\mathcal{F}_{\mathsf{dZK}}^{(i)}$ as follows.

1. When D's inputs has been delivered to $\mathcal{F}_{\mathsf{dZK}}^{(i)}$, $\mathcal{S}$ sends `Delivered` to corrupted parties on behalf of $\mathcal{F}_{\mathsf{dZK}}^{(i)}$.
2. When $\mathcal{S}$ receives request $(\texttt{VerifyDZK}, s_1, \ldots, s_N, \alpha_k)$ from a corrupted party, if k is an index of a corrupted party and $s_1, \ldots, s_N$ equal $g_1(\alpha_k, \alpha_i), \ldots, g_{L'}(\alpha_k, \alpha_i)$, $\mathcal{S}$ sends `true` to this corrupted party as the output of $\mathcal{F}_{\mathsf{dZK}}^{(i)}$. Otherwise, $\mathcal{S}$ sends `false` to this corrupted party as the output of $\mathcal{F}_{\mathsf{dZK}}^{(i)}$.

3: $\mathcal{S}$ honestly emulates each $\mathcal{F}_{\mathsf{PrivSend}}^{(i)}$.

Verification Phase

4: $\mathcal{S}$ does nothing. When each honest party gets his shares, $\mathcal{S}$ considers this honest party to accept his shares.

Termination Phase

5: When an honest party accepts his shares, $\mathcal{S}$ sets this honest party's input for $\mathcal{F}_{\mathsf{ra}}$ as 1. Then $\mathcal{S}$ honestly emulate $\mathcal{F}_{\mathsf{ra}}$.

Accusation Phase

6: For request $(\texttt{Open-Proof}, P_i)$ received from the environment, if i is the index of a honest party, $\mathcal{S}$ aborts the simulation. Otherwise, $\mathcal{S}$ proceeds.

7: $\mathcal{S}$ sends `Reveal` to $\mathcal{F}_{\mathsf{PrivSend}}^{(i)}$ on behalf of each honest party. Then $\mathcal{S}$ computes and sends m_i to each party on behalf of $\mathcal{F}_{\mathsf{PrivSend}}^{(i)}$.

Public Reconstruction Phase

8: $\mathcal{S}$ sends request `Public-Recon` to $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ on behalf of each honest party and receives $f_1(\alpha_0), \ldots, f_L(\alpha_0)$. Then $\mathcal{S}$ computes $g_1(\alpha_0, y), \ldots, g_{L'}(\alpha_0, y)$.

9: For each $\ell \in [L']$, $\mathcal{S}$ randomly samples a degree-(t,t) bivariate polynomial $g_\ell(x, y)$ based on $g_\ell(\alpha_0, y)$ and $\{g_\ell(\alpha_j, y)\}_{j \in \mathcal{C}orr}$. Then $\mathcal{S}$ honestly execute each honest party P_i with his $g_1(\alpha_i, y), \ldots, g_{L'}(\alpha_i, y)$. $\mathcal{S}$ also honestly emulates each $\mathcal{F}_{\mathsf{dZK}}^{(i)}$ with inputs $g_1(x, \alpha_i), \ldots, g_{L'}(x, \alpha_i)$.

10: $\mathcal{S}$ outputs the views of $\mathcal{A}$.

The hybrid arguments are as follows.

$\mathbf{Hyb}_0$: In this hybrid, we consider the execution in the real world.

$\mathbf{Hyb}_1$: In this hybrid, $\mathcal{S}$ first generate corrupted parties' shares. Then he samples honest parties' shares based on the secret $f_1(\alpha_0), \ldots, f_L(\alpha_0)$ and shares of corrupted parties. Based on the property of the Shamir sharing scheme, this makes no difference. The distributions of $\mathbf{Hyb}_1$ and $\mathbf{Hyb}_0$ are identical.

$\mathbf{Hyb}_2$: In this hybrid, $\mathcal{S}$ change the simulation of each $\mathcal{F}_{\mathsf{dZK}}^{(i)}$ as above. The difference between $\mathbf{Hyb}_1$ and $\mathbf{Hyb}_0$ is $\mathcal{S}$ will reply `false` when the adversary sends request $(\texttt{VerifyDZK}, \{g_\ell(\alpha_j, \alpha_i)\}_{\ell \in [L']}, \alpha_j)$ to $\mathcal{F}_{\mathsf{dZK}}^{(i)}$ and j is the index of an honest party. That means the adversary can correctly guess the shares of honest parties, which is negligible in the security parameter. Therefore, the distributions of $\mathbf{Hyb}_2$ and $\mathbf{Hyb}_1$ are statistically close.

$\mathbf{Hyb}_3$: In this hybrid, during the accusation phase, if the identity of P_i is an honest party, $\mathcal{S}$ aborts the simulation. Since we do not allow this case to happen in the real world, the distributions of $\mathbf{Hyb}_3$ and $\mathbf{Hyb}_2$ are still identical.

$\mathbf{Hyb}_4$: In this hybrid, $\mathcal{S}$ no longer generates honest parties' shares since they are never used. Then $\mathcal{S}$ also does not require the dealer's secrets $f_1(\alpha_0), \ldots, f_L(\alpha_0)$ in the sharing phase. He will learn them from $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ during the public reconstruction phase. The distributions of $\mathbf{Hyb}_4$ and $\mathbf{Hyb}_3$ are identical.

Note that $\mathbf{Hyb}_4$ corresponds to the ideal world, then $\Pi_{\texttt{ACSS-Id}}$ securely computes $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ when the dealer is honest.

Then we consider the case of the corrupted dealer.

Simulator $\mathcal{S}$

For Corrupted dealer

Distribution Phase

1: $\mathcal{S}$ honestly emulates each $\mathcal{F}_{\mathsf{PrivSend}}^{(i)}$ and $\mathcal{F}_{\mathsf{dZK}}^{(i)}$.

Verification Phase

2: For each honest party P_i, $\mathcal{S}$ gets $g_1(\alpha_i, y), \ldots, g_{L'}(\alpha_i, y)$. Then $\mathcal{S}$ does the following check on behalf of P_i.
- For $\ell \in [L']$, each $g_\ell(\alpha_i, y)$ is a degree-t polynomial.
- For each $j \in [n]$, send $(\texttt{VerifyDZK}, g_1(\alpha_i, \alpha_j), \ldots, g_{L'}(\alpha_i, \alpha_j), \alpha_i)$ to $\mathcal{F}_{\mathsf{dZK}}^{(j)}$ and the output is $\texttt{true}$.

If so, $\mathcal{S}$ considers P_i accepts his $g_1(\alpha_i, y), \ldots, g_{L'}(\alpha_i, y)$. Otherwise, $\mathcal{S}$ sends $(\texttt{proof}, P_i)$ to $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$.

Termination Phase

3: If all parties terminate $\mathcal{F}_{\mathsf{ra}}$ with 1, let $\mathcal{H}$ denote the set of the first $t+1$ honest parties who have accepted their $g_1(\alpha_i, y), \ldots, g_{L'}(\alpha_i, y)$. $\mathcal{S}$ uses $\{g_1(\alpha_i, y), \ldots, g_{L'}(\alpha_i, y)\}_{i\in\mathcal{H}}$ to reconstruct $g_1(x, y), \ldots, g_{L'}(x, y)$ and gets degree-t polynomials $f_1(x), \ldots, f_L(x)$.

4: $\mathcal{S}$ sends $f_1(x), \ldots, f_L(x)$ to $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ and deliveries the output from $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ to each honest party.

Accusation Phase

5: $\mathcal{S}$ follows the protocol and executes each honest party honestly.

Public Reconstruction Phase

6: $\mathcal{S}$ follows the protocol and executes each honest party honestly.

7: $\mathcal{S}$ outputs the views of $\mathcal{A}$.

The hybrid arguments are as follows.

$\mathbf{Hyb}_0$: In this hybrid, we consider the execution in the real world.

$\mathbf{Hyb}_1$: In this hybrid, $\mathcal{S}$ uses $\{g_1(\alpha_i, y), \ldots, g_{L'}(\alpha_i, y)\}_{i\in\mathcal{H}}$ to reconstruct $g_1(x, y), \ldots, g_{L'}(x, y)$. For each honest $P_i \notin \mathcal{H}$, if he accepts his $g'_1(\alpha_i, y), \ldots, g'_{L'}(\alpha_i, y)$ but there exists $\ell \in [L']$ such that $g'_\ell(\alpha_i, y) \neq g_\ell(\alpha_i, y)$, $\mathcal{S}$ aborts the simulation.

Since each honest party $P_i \in \mathcal{H}$ accepts their $g_1(\alpha_i, y), \ldots, g_{L'}(\alpha_i, y)$, then their outputs of each $\mathcal{F}_{\mathsf{dZK}}^{(j)}$ for $j \in [n]$ are $\texttt{true}$. Then for each $j \in [n]$, these $t+1$ honest parties' $g_1(\alpha_i, \alpha_j), \ldots, g_{L'}(\alpha_i, \alpha_j)$ determines the dealer's degree-t input polynomial $g_1(x, \alpha_j), \ldots, g_{L'}(x, \alpha_j)$. For a honest party $P_i \notin \mathcal{H}$, if he also accepts his $g'_1(\alpha_i, y), \ldots, g'_{L'}(\alpha_i, y)$, then for each $j \in [n]$ and $\ell \in [L']$, $g'_\ell(\alpha_i, \alpha_j) = g_\ell(\alpha_i, \alpha_j)$, which implies $g'_\ell(\alpha_i, y) = g_\ell(\alpha_i, y)$. Therefore, $\mathcal{S}$ will never abort the simulation. The distributions between $\mathbf{Hyb}_1$ and $\mathbf{Hyb}_0$ are identical.

$\mathbf{Hyb}_2$: In this hybrid, $\mathcal{S}$ sends $f_1(x), \ldots, f_L(x)$ to $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ and let it deliver the output to each party. The distributions between $\mathbf{Hyb}_2$ and $\mathbf{Hyb}_1$ are identical.

Note that $\mathbf{Hyb}_2$ corresponds to the ideal world, then $\Pi_{\texttt{ACSS-Id}}$ securely computes $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ when the dealer is corrupted.

D Secure and Cost Analyze of Sh2t-Id

D.1 Cost Analysis

We analyze the communication and round complexity as follows.

Communication Complexity. In the sharing phase, it contains n instances of $\mathcal{F}_{\mathsf{PrivSend}}$ (each message size is $\mathcal{O}(L + n^2)$) and an instance of reliably broadcast (for n^2 field elements), results in $\mathcal{O}(Ln + n^4)$ communication cost in total. The accusation phase is the same as $\Pi_{\texttt{ACSS-Id}}$, which is $\mathcal{O}(Ln + n^3)$ field elements.

In the agreement accusation phase, it is $\mathcal{O}(n^2)$ field elements. In the private reconstruction and verification phase, for one $j \in [n]$, when all parties reconstruct $f_1^{(k)}(x), \ldots, f_{L'}^{(k)}(x)$ to party P_j, it requires $\mathcal{O}(L/n + n)$ field elements.

Round Complexity. In the sharing and accusation phase, it is the same as $\Pi_{\texttt{ACSS-Id}}$, which are 6 and 2, respectively. In the agreement accusation phase, it is $R_{\mathtt{ra}}$=2. In the private reconstruction and verification phase, it is 1.

D.2 Security Analyze

We prove lemma 2 and start with constructing the ideal adversary $\mathcal{S}$ as follows. We first consider the case of the honest dealer.

Simulator $\mathcal{S}$

For honest dealer

Distribution Phase

1: $\mathcal{S}$ receives shares of corrupted parties from $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$. For each corrupted party P_i, he randomly samples $\tilde{f}_1(\alpha_i), \ldots, \tilde{f}_L(\alpha_i)$ and computes $m_*^{(k)}[i], \tilde{m}_*^{(k)}[i]$ for all $k \in [n^2]$.

2: For each P_i, if P_i is honest, $\mathcal{S}$ randomly samples values as $\{h_*^{(k)}[i]\}_{k\in[n^2]}$ and then computes $\mathsf{Com}[i][j]$ for all $j \in [n]$. If P_i is corrupted, $\mathcal{S}$ follows the protocol to compute each $\mathsf{Com}[i][j]$.

3: $\mathcal{S}$ honestly emulates each $\mathcal{F}^{(i)}_{\mathsf{PrivSend}}$ and reliably broadcasts Com on behalf of D.

Verification, Termination and Accusation Phase

4: $\mathcal{S}$ does the same simulation as the construction in $\Pi_{\texttt{ACSS-Id}}$.

Agreement Accusation Phase

5: $\mathcal{S}$ honest execute each honest party. When all parties terminate with $(\texttt{Accusation}, D, P_i)$, if P_i is the identity of an honest party, $\mathcal{S}$ aborts the simulation. Otherwise, $\mathcal{S}$ records the identity of P_i.

Private Reconstruction and Verification Phase

6: If $R = P_j$ is honest, $\mathcal{S}$ does the following simulation.

- If P_i is an honest party, $\mathcal{S}$ considers R accepts P_i's shares when his messages are delivered.
- If P_i is an corrupted party, when $\mathcal{S}$ receives $m'^{(k)}_*[i], \tilde{m'}^{(k)}_*[i]$ from P_i, he checks whether $h_*^{(k)}[i] = H(m'^{(k)}_*[i], \tilde{m'}^{(k)}_*[i])$. If true but $m'^{(k)}_*[i], \tilde{m'}^{(k)}_*[i]$ are not equal to $m_*^{(k)}[i], \tilde{m}_*^{(k)}[i]$, $\mathcal{S}$ aborts the simulation.

If $\mathcal{S}$ records the identity of a corrupted party P_i during the Agreement Accusation Phase before R accepts shares from $2t+1$ parties, $\mathcal{S}$ sends $(\texttt{Accusation}, D, P_i)$ to $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$.

7: If $R = P_j$ is corrupted, $\mathcal{S}$ receives $f_1^{(k)}(x), \ldots, f_{L'}^{(k)}(x)$ from $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$. For each honest party P_i, $\mathcal{S}$ does the following.

- Randomly sample $\tilde{f}_1^{(k)}(\alpha_i), \ldots, \tilde{f}_{L'}^{(k)}(\alpha_i)$ based on shares of corrupted parties, then compute $m_*^{(k)}[i], \tilde{m}_*^{(k)}[i]$ and map $H(m_*^{(k)}[i], \tilde{m}_*^{(k)}[i])$ to $h_*^{(k)}[i]$. If $h_*^{(k)}[i]$ has been mapped to other inputs queried by the adversary or $H(m_*^{(k)}[i], \tilde{m}_*^{(k)}[i])$ has been mapped to other output, $\mathcal{S}$ aborts the simulation. Otherwise, $\mathcal{S}$ sends $m_*^{(k)}[i], \tilde{m}_*^{(k)}[i]$ to R on behalf of P_i.

8: $\mathcal{S}$ outputs the views of $\mathcal{A}$.

The hybrid arguments are as follows.

$\mathbf{Hyb}_0$: In this hybrid, we consider the execution in the real world.

$\mathbf{Hyb}_1$: In this hybrid, $\mathcal{S}$ first generates shares of corrupted parties, then he samples shares of honest parties based on the dealer's secrets and the shares of corrupted parties. Based on the Shamir secret sharing scheme, this makes no difference. Therefore, the distributions of $\mathbf{Hyb}_1$ and $\mathbf{Hyb}_0$ are identical.

$\mathbf{Hyb}_2$: In this hybrid, we delay the generation of honest parties' shares. For honest party P_i's $\mathsf{Com}[i][j]$, $\mathcal{S}$ randomly samples values as $\{h_*^{(k)}[i]\}_{k\in[n^2]}$ and computes it. Since honest parties' shares are never used so far, this makes no difference. Therefore, the distributions of $\mathbf{Hyb}_2$ and $\mathbf{Hyb}_1$ are identical.

$\mathbf{Hyb}_3$: In this hybrid, if the identity of P_i is an honest party, $\mathcal{S}$ aborts the simulation. Since we do not allow this case to happen in the real work, the distributions of $\mathbf{Hyb}_3$ and $\mathbf{Hyb}_2$ are identical.

$\mathbf{Hyb}_4$: In this hybrid, in the private reconstruction and verification phase, for a corrupted receiver R, $\mathcal{S}$ does the simulation as above. The probability $\mathcal{S}$ aborts is equal to the adversary finding a collision, which is negligible in the security parameter for a computationally bounded adversary. Therefore, the distributions of $\mathbf{Hyb}_4$ and $\mathbf{Hyb}_3$ are computationally indistinguishable.

$\mathbf{Hyb}_5$: In this hybrid, in the private reconstruction and verification phase, for an honest receiver R, $\mathcal{S}$ does the simulation as above. The difference between $\mathbf{Hyb}_5$ and $\mathbf{Hyb}_4$ is that a corrupted party P_i may send incorrect shares to R and still match the commitment. While the probability equals the adversary finds collision, which is negligible in the security parameter. Therefore, the distributions of $\mathbf{Hyb}_5$ and $\mathbf{Hyb}_4$ are computationally indistinguishable.

$\mathbf{Hyb}_6$: In this hybrid, $\mathcal{S}$ no longer requires honest dealer's inputs. $\mathcal{S}$ lets $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$ do the same thing the deliver the output to each party, which makes no difference. Therefore, the distributions of $\mathbf{Hyb}_6$ and $\mathbf{Hyb}_5$ are identical.

Note that $\mathbf{Hyb}_6$ corresponds to the ideal world, then $\Pi_{\mathtt{Sh2t\text{-}Id}}$ securely computes $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$ when the dealer is honest.

Then we consider the case of the corrupted dealer.

Simulator $\mathcal{S}$

For Corrupted dealer

Distribution Phase

1: For each party P_i, $\mathcal{S}$ receives his shares during the simulation of $\mathcal{F}^{(i)}_{\mathsf{PrivSend}}$. Then $\mathcal{S}$ interpolates polynomials $f_1(x), \ldots, f_L(x)$ based on all parties' shares.

Verification and Termination Phase

2: $\mathcal{S}$ follows the protocol to do verification on behalf of each honest party. For each honest party P_i whose output is $(\mathtt{Corrupt}, D)$, he sends $(\mathtt{proof}, P_i)$ to $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$.

3: When all parties terminate the sharing phase, $\mathcal{S}$ sends $f_1(x), \ldots, f_L(x)$ to $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$.

Accusation and Agreement Accusation Phase

4: $\mathcal{S}$ honest execute each honest party. When all parties terminate with $(\mathtt{Accusation}, D, P_i)$, $\mathcal{S}$ records the identity of P_i.

Private Reconstruction and Verification Phase

5: If $R = P_j$ is corrupted, $\mathcal{S}$ honestly follows the protocol to execute each honest party.

6: If $R = P_j$ is honest and his output is $(\mathtt{Corrupt}, D)$, he follows the protocol to execute R. Otherwise, $\mathcal{S}$ initializes a set $\mathcal{M}'$ and does the following simulation on behalf of R.

(1). When $\mathcal{S}$ receives shares from honest party P_i, he consider R accepts his shares and $\mathcal{S}$ adds P_i to $\mathcal{M}'$. When $\mathcal{S}$ receives shares from a corrupted party P_i, he follows the protocol to do the check. If true, he adds P_i to $\mathcal{M}'$.

(2). If $\mathcal{S}$ first gets $\mathcal{M}'$ such that $|\mathcal{M}'| = 2t + 1$, he proceeds. Otherwise, he considers R first receives $(\mathtt{Accusation}, D, P_i)$ and will forward it to $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$.

(3). For each corrupted party $P_i \in \mathcal{M}'$, $\mathcal{S}$ checks whether the shares received from then lie on the polynomial $f_1^{(k)}(x), \ldots, f_{L'}^{(k)}(x)$. If true, $\mathcal{S}$ sends $\mathcal{M}'$ to $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$ and proceeds. Otherwise, $\mathcal{S}$ aborts the simulation.

(4). $\mathcal{S}$ reconstructs degree-$2t$ polynomials based on shares of parties in $\mathcal{M}'$ and checks whether these polynomials are equal to $f_1^{(k)}(x), \ldots, f_{L'}^{(k)}(x)$. If true, deliver the output $\mathtt{true}$ and $f_1^{(k)}(x), \ldots, f_{L'}^{(k)}(x)$ from $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$ to R. Otherwise, deliver the output $\mathtt{false}$ from $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$ to R (after $\mathcal{S}$ considers R can terminate).

7: $\mathcal{S}$ outputs the views of $\mathcal{A}$.

The hybrid arguments are as follows.

$\mathbf{Hyb}_0$: In this hybrid, we consider the execution in the real world.

$\mathbf{Hyb}_1$: In this hybrid, in the private reconstruction and verification Phase, $\mathcal{S}$ will abort the simulation as above. The probability equals the adversary finding a collision, which is negligible in the security parameter for a computationally bounded adversary. Therefore, the distributions between $\mathbf{Hyb}_1$ and $\mathbf{Hyb}_0$ are computationally indistinguishable.

$\mathbf{Hyb}_2$: In this hybrid, $\mathcal{S}$ let $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$ deliver the output to each party, which makes no difference. Therefore, the distributions between $\mathbf{Hyb}_1$ and $\mathbf{Hyb}_0$ are identical.

Note that $\mathbf{Hyb}_2$ corresponds to the ideal world, then $\Pi_{\mathtt{Sh2t\text{-}Id}}$ securely computes $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$ when the dealer is corrupted.

E Secure and Cost Analyze of AMPC

E.1 Construction of Main Protocol

We give the protocol $\Pi_{\mathtt{Main}}$ which realizes $\mathcal{F}_{\mathsf{AMPC}}$ as follows.

Protocol $\Pi_{\mathtt{Main}}$

Offline Phase

1: **Initialization of Verifiable Private Channel.** For each pair of parties (P_i, P_j), all parties initialize an instance of $\mathcal{F}_{\mathsf{PrivSend}}$.

2: **Preparation of Beaver Triples.** Let C denote the circuit to be computed. All parties invoke $\Pi_{\texttt{Triple}}$ to prepare $|C|$ random Beaver triples and assign one random triple with each multiplication gate in the circuit.

Online Phase

1: **Distributing Inputs.** Each party P_i invokes $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ to shares his secret x_i.
2: **Agreement the Set of the Inputs.** Each party P_i sets the property Q as P_i terminates $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ where P_j acts as the dealer. Then all parties invoke $\mathcal{F}_{\mathsf{acs}}$ with property Q to agree on a set $\mathcal{D}$ of parties that successfully share their inputs. For every $P_i \notin \mathcal{D}$, all parties set their shares of P_i's input as 0.
3: **Preprocessing for the Circuit.** All parties divide the circuit C into t disjoint sub-circuits $C_1, \ldots, C_t$ (sorted by topology) such that each sub-circuit contains $|C|/t$ multiplication gates.
4: **Circuit Evaluation.** From $k = 1$ to t, for each sub-circuit C_k, let $([a_i]_t, [b_i]_t, [c_i]_t)_{i=1}^{|C|/t}$ denote the random Beaver triples assigned to multiplication gates in C_k, all parties execute $\Pi_{\texttt{SubCktEval}}$ with input sharings for C_k and these $|C|/t$ random Beaver triples to evaluate C_k.
   – If the output of $\Pi_{\texttt{SubCktEval}}$ is the identity of a corrupted party, all parties send `Public-Recon` to the $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ invoked by this corrupted party and wait to receive his secrets from $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$. Then they replace their shares with the secrets and invoke $\Pi_{\texttt{SubCktEval}}$ for the current C_k again.
   – Otherwise, all parties set $k = k + 1$.
5: **Output Reconstruction.** Upon all parties terminating the last sub-circuit C_k and learning their shares of output, they divide C_O output wires into t segments and invoke $\Pi_{\texttt{SubCktEval}}$ as above for each segment to do public reconstruction in order. As a result, all parties get all C_O outputs.

E.2 Cost Analysis

We analyze the communication and round complexity as follows.

Communication Complexity of $\Pi_{\texttt{Triple}}$. First, all parties need to distribute $\mathcal{O}(N/n + n)$ random degree-t and $2t$ sharings, which requires $\mathcal{O}(N \cdot n + n^4)$ field elements. All parties also need to broadcast their accusation, which requires $\mathcal{O}(n^4)$ field elements in total.

Then, all parties invoke n instance of $\Pi_{\texttt{TripleKingDN}}$, each king needs to prepare $\mathcal{O}(N/n^2)$ triples in each segment, for each of them.

– P_{king} broadcasts a set, which requires $\mathcal{O}(n^2)$ field elements.
– All parties send their shares to P_{king}, which requires $\mathcal{O}(N/n + n)$ field elements.
– P_{king} broadcasts the reconstruction results or an accusation, which requires $\mathcal{O}(N/n + n^2)$ field elements.
– During the process of building polynomials, they let king help to do reconstruction, which requires $\mathcal{O}(N/n + n^2)$ field elements.
– During the verification of triples, king needs to broadcast $\mathcal{O}(n)$ field elements, and all parties need to invoke two instances of $\mathcal{F}_{\mathsf{ra}}$. The total cost is $\mathcal{O}(n^2)$ field elements.
– During the fault localization process, all parties send their degree-t shares to P_{king}, which requires $\mathcal{O}(N/n + n)$ field elements. They reconstruct each dealer's degree-$2t$ sharings (of size $\mathcal{O}(N/n^3)$) to king, which requires $\mathcal{O}(N/n + n^2)$ field elements. Then king broadcasts his output, which requires $\mathcal{O}(n^2)$ field elements.

Therefore, the total cost for each king in each segment is $\mathcal{O}(N/n + n^2)$ field elements, resulting in the total cost for all kings in this segment is $\mathcal{O}(N + n^3)$ field elements.

Then, in each segment, all parties invoke an instance of $\mathcal{F}_{\mathsf{acs}}$, which requires $\mathcal{O}(n^3)$ field elements. All parties agree on the generation result, if they need to agree on a corrupted party, they require $\mathcal{O}(N + n^2)$ field elements to open an accusation and reconstruct this corrupted party's secrets.

Therefore, the total cost in each segment is $\mathcal{O}(N + n^3)$ field elements, and the total cost for the whole triple generation protocol is $\mathcal{O}(Nn + n^4)$ field elements.

Communication Complexity of $\Pi_{\texttt{Main}}$. In the offline phase, all parties first initialize $\mathcal{F}_{\mathsf{PrivSend}}$ for each pair of parties, each one contains an instance of $\mathcal{F}_{\mathsf{AVSS}}$, and requires $\mathcal{O}(n^4)$ field elements in total. Then they invoke $\Pi_{\texttt{Triple}}$ to prepare triples, which requires $\mathcal{O}(Cn + n^4)$ field elements.

In the online phase, all parties first invoke $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ to distribute their inputs and $\mathcal{F}_{\mathsf{acs}}$ to agree on a set of successful dealers, which requires $\mathcal{O}(C_I \cdot n + n^4)$ field elements. Then they invoke $\Pi_{\texttt{SubCktEval}}$

to do reconstruction in each circuit segment, for each instance of $\Pi_{\texttt{SubCktEval}}$, denote the number of multiplication gates and output gates as C', C'_O and the circuit depth as D', then

- All parties broadcast their accusation, which requires $\mathcal{O}(n^3)$ field elements.
- During the circuit Evaluation process, it requires $\mathcal{O}(C'n + D'n^2)$ field elements.
- During the Output Reconstruction, it requires $\mathcal{O}(C'_O n + n^2)$ field elements.
- During the agreement, all parties first prepare $\mathcal{O}(1)$ random coin for $\mathcal{F}_{\mathsf{ba}}$, which can be realized with $\mathcal{O}(n^3)$ field elements. Then they invoke two instance of $\mathcal{F}_{\mathsf{ba}}$, which requires $\mathcal{O}((C' + C_O)n + n^2 \log n)$ field elements.

Therefore, the total cost of $\Pi_{\texttt{SubCktEval}}$ is $\mathcal{O}((C' + C'_O)n + D'n^2 + n^3)$ field elements. For the preparation of random coins, it can be built based on our construction of $\Pi_{\texttt{AVSS}}$, and we refer the reader to see the idea introduced in [Mom24]. In the online phase, all parties will fail the $\Pi_{\texttt{SubCktEval}}$ for at most t times. When they fail, they reconstruct the corrupted party's secrets, which requires $\mathcal{O}(C + n^2)$ field elements. Let $D_{\texttt{max}} = \max\{D_1, \ldots, D_t\}$, if $D_{\texttt{max}}$ is bounded by $\mathcal{O}(C/n^2 + D/n)$, the total cost will be $\mathcal{O}((C + C_I + C_O)n + D \cdot n^2 + n^4) = \mathcal{O}(Cn + D \cdot n^2 + n^4)$ field elements.

Round Complexity. We denote the round complexity of $\mathcal{F}_{\mathsf{acs}}$ and $\mathcal{F}_{\mathsf{ba}}$ as $R_{\mathbf{acs}}, R_{\mathbf{ba}}$. In the offline phase, the initialization of $\mathcal{F}_{\mathsf{PrivSend}}$ requires 7 rounds. For the preparation of triples, in the preparation process, all parties distribute random sharings and broadcast their accusation, which requires 10 rounds in total. In each segment,

- Each king broadcasts a set of successful dealers, which requires 4 rounds.
- During the generation of triples, all parties send shares to king, and king broadcasts the result, which requires $1 + 4 = 5$ rounds.
- During the verification of triples, it requires 19 rounds.
- During the fault localization, all parties help king to reconstruct shares, and king broadcasts his output, which requires 5 rounds.
- All parties agree on a set of successful kings, which requires $R_{\mathbf{acs}}$.
- If all parties need to open an accusation and reconstruct a corrupted party's secret, it requires 3 rounds.

Then, the total rounds for each segment are $33 + R_{\mathbf{acs}}$ (if they do not open an accusation). Since all parties may execute the segments for at most n times, then the total rounds in the offline phase are:

$$10 + (33 + R_{\mathbf{acs}}) \cdot n + 3 \cdot t = 10 + (34 + R_{\mathbf{acs}})n.$$

In the online phase, for each $\Pi_{\texttt{SubCktEval}}$:

- In the check shares phase, it requires 4 rounds for broadcast.
- In the circuit evaluation, it requires $2D'$ rounds, where $D' \in \{D_1, \ldots, D_t\}$.
- In the output reconstruction phase, it requires 2 rounds.
- In the agreement phase, it requires $2R_{\mathbf{ba}}$ rounds. If all parties need to open an accusation and reconstruct the secrets, it requires $7 + R_{\mathbf{acs}}$ rounds.

Therefore, the total round complexity in the online phase is:

$$(6 + 2R_{\mathbf{ba}}) \cdot 2t + 2(D + D_{\texttt{max}}) + (7 + R_{\mathbf{acs}}) \cdot t = 2D + t \cdot (D_{\texttt{max}} + 19 + 4R_{\mathbf{ba}} + R_{\mathbf{acs}}).$$

Since $\mathcal{F}_{\mathsf{acs}}$ and $\mathcal{F}_{\mathsf{ba}}$ can be realized with constant rounds, if $D_{\texttt{max}}$ is bounded by $\mathcal{O}(D/n)$, the total round complexity is $\mathcal{O}(D + n)$.

E.3 Security Analyze

We prove theorem 1 and start with constructing the ideal adversary $\mathcal{S}$ as follows. Let $\mathcal{C}orr$ denote the set of corrupted parties, then $|\mathcal{C}orr| = t' \leq t$. Let $\mathcal{C}orr'$ be the set of all corrupted parties with the first $t - t'$ honest parties, then $|\mathcal{C}orr'| = t$.

Simulator $\mathcal{S}_{\texttt{TripleKingDN}}$

Simulation of $\Pi_{\texttt{TripleKingDN}}$.

Generating Random Shamir Sharings.

1: $\mathcal{S}$ follows the protocol to compute corrupted parties' shares of $\{[a_\ell]_t, [b_\ell]_t, [r_\ell]_t, [o_\ell]_{2t}\}_{\ell\in[0,2N+1]}$ and $[r]_t$.
2: Denote $\mathcal{H}$ as the set of honest parties in $\mathcal{W}$, we rewrite each $[o_\ell]_{2t} = [o^{\mathcal{H}}]_{2t} + [o^{\mathcal{C}orr}]_{2t}$, where $[o_\ell^{\mathcal{H}}]_{2t}$ is honest dealers' contribution to $[o_\ell]_{2t}$ and $[o_\ell^{\mathcal{C}orr}]_{2t}$ is the corrupted parties' contribution.

Generating Triples.

3: Let $[z'_\ell]_{2t} = [a_\ell]_t \cdot [b_\ell]_t + [r_\ell]_t + [o_\ell^{\mathcal{H}}]_{2t}$, $\mathcal{S}$ first randomly samples the whole sharing $[z'_\ell]_{2t}$ based on shares of corrupted parties. Then for each honest party, P_{king} sets his share of $[z_\ell]_{2t}$ as $[z'_\ell]_{2t} + [o_\ell^{\mathcal{C}orr}]_{2t}$.
4: If P_{king} is honest, $\mathcal{S}$ honestly execute P_{king} and records the shares of $[z_\ell]_{2t}$ received from corrupted parties.
- If P_{king} first receives an accusation, $\mathcal{S}$ reliably broadcast it on behalf of P_{king}.
- Otherwise, $\mathcal{S}$ uses the first $2t+1$ shares of $[z_\ell]_{2t}$ he received to reconstruct z_ℓ and broadcasts them.

If P_{king} is corrupted, $\mathcal{S}$ sends each honest party's shares of $[z_\ell]_{2t}$ to P_{king}. Upon receiving secret z_ℓ from P_{king}, $\mathcal{S}$ records the additive error $d_\ell = z_\ell - z'_\ell$.

Build Polynomials.

5: $\mathcal{S}$ randomly samples the whole $\{[x_\ell]_t, [y_\ell]_t\}$ based on shares of corrupted parties. If P_{king} is honest, $\mathcal{S}$ does the following things on behalf of him:
- If P_{king} first receives an accusation, $\mathcal{S}$ reliably broadcasts this accusation.
- Otherwise, $\mathcal{S}$ reliably broadcasts $\{x_\ell, y_\ell\}$.

If P_{king} is corrupted, $\mathcal{S}$ send each honest party's shares of $\{[x_\ell]_t, [y_\ell]_t\}$ to P_{king}. Upon receiving secret x'_ℓ, y'_ℓ from P_{king}, $\mathcal{S}$ computes $e_\ell^{(x)} = x'_\ell - x_\ell, e_\ell^{(y)} = y'_\ell - y_\ell$.
6: For all $\ell \in [0, 2N]$, $\mathcal{S}$ follows the protocol to compute corrupted parties' shares of $[h(\alpha_\ell)]_t$. Then $\mathcal{S}$ computes a degree-$2N$ polynomial $d(\cdot)$ such that $d(\alpha_\ell) = d_\ell$.

Verification of Triples.

7: Upon getting $\{x_\ell, y_\ell\}$, $\mathcal{S}$ randomly samples the whole sharing $[r]_t$ based on shares of corrupted parties. If P_{king} is corrupted, $\mathcal{S}$ send each honest party's shares of $[r]_t$ to P_{king}. Otherwise, $\mathcal{S}$ does the following things on behalf of honest P_{king}:
- If P_{king} first receives an accusation, $\mathcal{S}$ reliably broadcasts this accusation.
- Otherwise, $\mathcal{S}$ reliably broadcasts the whole sharing $[r]_t$.

When all parties terminate $\mathcal{F}_{\mathsf{ra}}$ with 1, $\mathcal{S}$ continues.
8: For all $\ell \in [N+1, 2N]$, $\mathcal{S}$ checks that if any of $e_\ell^{(x)}, e_\ell^{(y)}$ is none zero:
- If true, $\mathcal{S}$ randomly samples $\{[a_\ell]_t, [b_\ell]_t, [r_\ell]_t\}_{\ell=0}^{2N}$ based on shares of corrupted parties. Then, he follows the protocol to execute each honest party. If $\mathcal{S}$ gets $h(r) = f(r) \cdot g(r)$, he aborts the simulation.
- Otherwise, $\mathcal{S}$ randomly samples values as $f(r), g(r)$ and computes $h(r) = f(r) \cdot g(r) + d(r)$. Then he randomly samples the whole sharings $\{[f(r)]_t, [g(r)]_t, [h(r)]_t\}$ based on shares of corrupted parties and secrets $f(r), g(r), h(r)$.

9: If P_{king} is honest, $\mathcal{S}$ reliably broadcasts the whole sharings $\{[f(r)]_t, [g(r)]_t, [h(r)]_t\}$ on behalf of P_{king}. Otherwise, $\mathcal{S}$ sends each honest parties' shares of $\{[f(r)]_t, [g(r)]_t, [h(r)]_t\}$ to P_{king} and executes the rest of steps honestly.

Fault Localization.

10: If P_{king} is corrupted and $\mathcal{S}$ has not samples $\{[a_\ell]_t, [b_\ell]_t, [r_\ell]_t\}_{\ell=0}^{2N}$, $\mathcal{S}$ randomly samples $\{[a_\ell]_t, [b_\ell]_t, [r_\ell]_t\}_{\ell=0}^{2N}$. $\mathcal{S}$ also random samples the degree-$2t$ sharings of zero distributed by each honest dealer $P_i \in \mathcal{W}$. Then $\mathcal{S}$ honestly executes the rest of the steps.
11: If P_{king} is honest, $\mathcal{S}$ honestly follows the protocol to execute P_{king}.

Simulator $\mathcal{S}_{\texttt{Triple}}$

Simulation of $\Pi_{\texttt{Triple}}$

Preparation of Random Shamir Sharings.

1: $\mathcal{S}$ simulates each $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ and $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$ invoked by a party P_i as follows.
- If P_i is honest, $\mathcal{S}$ randomly samples shares of corrupted parties.
- If P_i is corrupted, $\mathcal{S}$ honestly execute $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}, \mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$ and records each honest party's outputs.

2: For each honest party P_i, if he terminates $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ or $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$ invoked by a corrupted dealer D with $(\texttt{Corrupt}, D)$, $\mathcal{S}$ reliably broadcasts $(\texttt{Accusation}, P_i, P_j, \texttt{ACSS})$ or $(\texttt{Accusation}, P_i, P_j, \texttt{Sh2t})$ on behalf of P_i.

Generation Phase.

3: In step 1, for each honest P_{king}, $\mathcal{S}$ follows the protocol to reliably broadcast $\mathcal{W}$ on behalf of this P_{king}. Then $\mathcal{S}$ invokes $\mathcal{S}_{\texttt{TripleKingDN}}$ for each king. If all parties get valid shares of triples, $\mathcal{S}$ records shares of corrupted parties.
4: For the rest of the steps, $\mathcal{S}$ follows the protocol to honestly execute each honest party.

Simulator $\mathcal{S}_{\texttt{SubCktEval}}$

For circuit evaluation, $\mathcal{S}$ takes shares of degree-t Shamir sharings $([x^{(i)}]_t, [y^{(i)}]_t)$ and $([a^{(i)}]_t, [b^{(i)}]_t, [c^{(i)}]_t$ for parties in $\mathcal{C}orr'$ as inputs. For public reconstruction, $\mathcal{S}$ takes the whole degree-t output Shamir sharings as inputs.

Simulation of $\Pi_{\texttt{SubCktEval}}$

1: In Step 1, if an honest party P_i has received $(\texttt{Corrupt}, \texttt{dealer})$ before, $\mathcal{S}$ reliably broadcasts $(\texttt{Accusation}, P_i, \texttt{dealer}, \texttt{ACSS})$ on behalf of P_i.
2: In Step 2, in each layer, for every addition gate, $\mathcal{S}$ computes shares of $[z^{(i)}]_t$ for parties in $\mathcal{C}orr'$. For a group of L multiplication gates, $\mathcal{S}$ first computes shares of $[x^{(i)} + a^{(i)}]_t, [y^{(i)} + b^{(i)}]_t$ for parties in $\mathcal{C}orr'$, then randomly samples the whole $[x^{(i)} + a^{(i)}]_t, [y^{(i)} + b^{(i)}]_t$ based on shares of parties in $\mathcal{C}orr'$ and simulates $\Pi_{\texttt{BatchPubRec}}$ with honest parties' shares. Then $\mathcal{S}$ computes shares of $[z^{(i)}]_t$ for parties in $\mathcal{C}orr'$.
3: In Step 3, $\mathcal{S}$ honestly simulates $\Pi_{\texttt{BatchPubRec}}$ with honest parties' shares.
4: In Step 4, $\mathcal{S}$ follows the protocol to compute each honest party P_j's input $\boldsymbol{m}_j$. Then $\mathcal{S}$ honestly simulates $\Pi_{\texttt{Agreement}}$ and learns each honest party's output.

Simulator $\mathcal{S}$

Simulation of $\Pi_{\texttt{Main}}$

Offline Phase

1: $\mathcal{S}$ honestly emulates $\mathcal{F}_{\mathsf{PrivSend}}$ and invokes $\mathcal{S}_{\texttt{TripleKingDN}}$ to learns corrupted parties' shares of Beaver triples. For honest parties in $\mathcal{C}orr' \setminus \mathcal{C}orr$, $\mathcal{S}$ randomly samples values as their shares of Beaver triples. $\mathcal{S}$ also learns which honest party does not get his shares but an ACSS proof during $\mathcal{S}_{\texttt{Triple}}$.

Online Phase

2: In Step 1, $\mathcal{S}$ simulates $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ as follows:
- For each honest dealer, $\mathcal{S}$ randomly samples shares of parties in $\mathcal{C}orr'$.
- For each corrupted dealer, $\mathcal{S}$ waits to receive degree-t Shamir sharings and learns the identity of the honest party whose output is $(\texttt{Corrupt}, D)$. $\mathcal{S}$ uses these degree-t Shamir sharing to compute the shares of honest parties in $\mathcal{C}orr'$.

3: In Step 2, $\mathcal{S}$ honestly simulates $\mathcal{F}_{\mathsf{acs}}$ and learns a set $\mathcal{D}$ of size $2t + 1$.
4: In Steps 3 and 4, for each sub-circuit C_k and $k \in [t]$, $\mathcal{S}$ invokes $\mathcal{S}_{\texttt{SubCktEval}}$ with shares of parties in $\mathcal{C}orr'$ for C_k:
- If $\mathcal{S}$ learns that all parties agree on a corrupted dealer during $\mathcal{S}_{\texttt{SubCktEval}}$, $\mathcal{S}$ sends $\texttt{Public-Recon}$ to $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ invoked by this dealer on behalf of honest parties. When $\mathcal{S}$ receives $t + 1$ requests, $\mathcal{S}$ sends this corrupted dealer's secrets to all parties on behalf of $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$. Then $\mathcal{S}$ updates each honest party's shares distributed by this corrupted dealer with secrets. Finally, $\mathcal{S}$ invokes $\mathcal{S}_{\texttt{SubCktEval}}$ again.
- Otherwise, $\mathcal{S}$ proceeds.

5: In Step 5, for each output wire $[y]_t$, upon getting shares of $[y]_t$ for parties in $\mathcal{C}orr'$, $\mathcal{S}$ sends the inputs of corrupted parties and the set $\mathcal{D}$ to $\mathcal{F}_{\mathsf{AMPC}}$ and receives the output y. Then $\mathcal{S}$ computes the whole $[y]_t$ based on the secret y and shares of parties in $\mathcal{C}orr'$ and honestly follows the protocol to invoke $\mathcal{S}_{\texttt{SubCktEval}}$.
6: $\mathcal{S}$ outputs the views of $\mathcal{A}$.

The hybrid arguments are as follows.

$\mathbf{Hyb}_0$: In this hybrid, we consider the execution in the real world.

$\mathbf{Hyb}_1$: In this hybrid, when $\mathcal{S}$ simulates $\mathcal{F}_{\mathsf{ACSS\text{-}Id}}$ and $\mathcal{F}_{\mathsf{Sh2t\text{-}Id}}$ on behalf of honest dealers, $\mathcal{S}$ first randomly samples corrupted parties' shares and then generates the whole sharings based on shares of corrupted parties and the secrets. According to the property of Shamir sharing, the distribution of the whole sharing is the same. Therefore, the distributions of $\mathbf{Hyb}_1$ and $\mathbf{Hyb}_0$ are identical.

$\mathbf{Hyb}_2$: In the following, we focus on the simulation of $\Pi_{\texttt{Triple}}$ in the offline phase.

$\mathbf{Hyb}_{2.1}$: In this hybrid, we delay the generation of honest parties' shares until the set $\mathcal{W}$ is broadcast by each king. Since their shares have not been used before, this makes no difference. The distributions of $\mathbf{Hyb}_{2.1}$ and $\mathbf{Hyb}_1$ are identical.

$\mathbf{Hyb}_{2.2}$: In this hybrid, we change the generation of honest parties' shares. Let $\mathcal{H}$ denote the set of honest parties in $\mathcal{W}$ and $\mathcal{H}' \subseteq \mathcal{H}, |\mathcal{H}'| = t+1$. For honest dealers in $\mathcal{H} \setminus \mathcal{H}'$, $\mathcal{S}$ still generates the whole sharings. Then for degree-t sharings, $\mathcal{S}$ first randomly samples the sharings $([s_{\ell',1}]_t, \ldots, [s_{\ell',t+1}]_t)$ based on shares of corrupted parties, then he computes the whole sharings $[s_{\ell'}^{(j)}]_t$ distributed by dealers in $\mathcal{H}'$. Since $\boldsymbol{V}$ is a Vandermonde matrix, any $(t+1)\times(t+1)$ sub-matrix of $\boldsymbol{V}$ is invertible, then given $([s_{\ell',1}]_t, \ldots, [s_{\ell',t+1}]_t)$, there is a one to one map between these sharings and $\{[s_{\ell'}^{(j)}]_t\}_{j\in\mathcal{H}'}$. Therefore, The distributions of $\mathbf{Hyb}_{2.2}$ and $\mathbf{Hyb}_{2.1}$ are identical.

$\mathbf{Hyb}_{2.3}$: In this hybrid, we change the generation of each secret r_ℓ. $\mathcal{S}$ first randomly samples a value as $z'_\ell = a_\ell \cdot b_\ell + r_\ell$ and then computes $r_\ell = z'_\ell - a_\ell \cdot b_\ell$. This does not change the distribution of $\{[a_\ell]_t, [b_\ell]_t, [r_\ell]_t\}$, then the distributions of $\mathbf{Hyb}_{2.3}$ and $\mathbf{Hyb}_{2.2}$ are identical.

$\mathbf{Hyb}_{2.4}$: In this hybrid, we rewrite each $[o_\ell]_{2t} = [o_\ell^{\mathcal{H}}]_{2t} + [o_\ell^{\mathcal{C}orr}]_{2t}$ and change the generation of $[o_\ell^{\mathcal{H}}]_{2t}$. $\mathcal{S}$ first randomly samples the whole sharings $[z'_\ell]_{2t} = [a_\ell]_t \cdot [b_\ell]_t + [r_\ell]_t + [o_\ell^{\mathcal{H}}]_{2t}$ based on shares of corrupted parties and secret z'_ℓ, then computes the whole sharing $[o_\ell^{\mathcal{H}}]_{2t} = [z'_\ell]_{2t} - [a_\ell]_t \cdot [b_\ell]_t - [r_\ell]_t$. This does not change the distribution of $[o_\ell^{\mathcal{H}}]_{2t}$, so the distributions of $\mathbf{Hyb}_{2.4}$ and $\mathbf{Hyb}_{2.3}$ are identical.

$\mathbf{Hyb}_{2.5}$: In this hybrid, we delay the generation of honest party's shares of $\{[a_\ell]_t, [b_\ell]_t, [r_\ell]_t\}$. When a party needs to send his shares of $[z_\ell]_{2t}$ to P_{king}, $\mathcal{S}$ sets this party's shares as $[z'_\ell]_{2t} + [o_\ell^{\mathcal{C}orr}]_{2t}$ and sends it to P_{king} on behalf of this party. The distributions of $\mathbf{Hyb}_{2.5}$ and $\mathbf{Hyb}_{2.4}$ are identical.

$\mathbf{Hyb}_{2.6}$: In this hybrid, we change the way of sampling $[r_\ell]_t$. If P_{king} first receives $2t+1$ shares of $[z_\ell]_{2t}$ and succeeds in broadcasting the secret z_ℓ, $\mathcal{S}$ computes honest parties' shares of $[c_\ell]_t$, then randomly sampling the whole $[c_\ell]_t$ based on shares of corrupted parties and secret $c_\ell = a_\ell \cdot b_\ell + z_\ell - z'_\ell$. Finally, $\mathcal{S}$ computes $[r_\ell]_t = z_\ell - [c_\ell]_t$. This does not change the distribution of $[r_\ell]]_t$, the distributions of $\mathbf{Hyb}_{2.6}$ and $\mathbf{Hyb}_{2.5}$ are identical.

$\mathbf{Hyb}_{2.7}$: In this hybrid, let $d = h - f \cdot g$. If $r \notin \{\alpha_1, \ldots, \alpha_N\}, d \not\equiv 0$ and $d(r) = 0$, $\mathcal{S}$ aborts the simulation. By the Schwartz-Zipple lemma, the probability is at most $\frac{2Nn}{2^\kappa - N}$, which is negligible in the security parameter κ. Thus, the distributions of $\mathbf{Hyb}_{2.7}$ and $\mathbf{Hyb}_{2.6}$ are statistically close.

$\mathbf{Hyb}_{2.8}$: In this hybrid, if any of $e_\ell^{(x)}, e_\ell^{(y)}$ is not zero but $h(r) = f(r) \cdot g(r)$, $\mathcal{S}$ aborts the simulation. Due to the same reason in $\mathbf{Hyb}_{2.7}$, the distributions of $\mathbf{Hyb}_{2.8}$ and $\mathbf{Hyb}_{2.7}$ are statistically close.

$\mathbf{Hyb}_{2.9}$: In this hybrid, we delay the generation of $([a_\ell]_t, [b_\ell]_t)$ for all $\ell \in [N+1, 2N]$:

For $[a_\ell]_t, [b_\ell]_t$, $\mathcal{S}$ first follows the protocol to compute corrupted parties' shares of $[f(\alpha_\ell) + a_\ell]_t, [g(\alpha_\ell) + b_\ell]_t$ for all $k \in [2t+1], i \in [N+1, 2N]$. Then $\mathcal{S}$ randomly samples values as $f(\alpha_\ell) + a_\ell, g(\alpha_\ell) + b_\ell$ and recomputes a_ℓ, b_ℓ. Finally $\mathcal{S}$ randomly samples the whole $[a_\ell]_t, [b_\ell]_t$ based on the secrets a_ℓ, b_ℓ and shares of corrupted parties.

To compute $[c_\ell]_t$, $\mathcal{S}$ first computes $c_\ell = a_\ell \cdot b_\ell + d_\ell$ and then samples the whole $[c_\ell]_t$ based on the secret c_ℓ and shares of corrupted parties. The distributions of $([a_\ell]_t, [b_\ell]_t, [c_\ell]_t)$ remain unchanged, so the distributions of $\mathbf{Hyb}_{2.9}$ and $\mathbf{Hyb}_{2.8}$ are identical.

$\mathbf{Hyb}_{2.10}$: In this hybrid, we delay the generation of $([c_\ell]_t)$ for all $i \in [N+1, 2N]$. $\mathcal{S}$ first follows the protocol to compute corrupted parties' shares of $[h(\alpha_\ell)]_t$, then randomly samples the whole $[h(\alpha_\ell)]_t$ based on the secret $h(\alpha_\ell) = f(\alpha_\ell) \cdot g(\alpha_\ell) + d(\alpha_\ell)$ and shares of corrupted parties. Finally $\mathcal{S}$ computes $[c_\ell]_t = [h(\alpha_\ell)]_t - (f(\alpha_\ell) + a_\ell) \cdot (g(\alpha_\ell) + b_\ell) + (f(\alpha_\ell) + a_\ell)[b]_t + (g(\alpha_\ell) + b_\ell)[a]_t$. The distributions of $\mathbf{Hyb}_{2.10}$ and $\mathbf{Hyb}_{2.9}$ are identical.

$\mathbf{Hyb}_{2.11}$: In this hybrid, we change the generation of $([a_0]_t, [b_0]_t, [c_0]_t)$. If $r \notin \{\alpha_1, \ldots, \alpha_N\}$, $f(r)$ is a linear combination of $\{f(\alpha_\ell)\}_{\ell=0}^N$ and the coefficient of $f(\alpha_0) = a_0$ is non-zero. Then $f(\alpha_0)$ also can be computed by the linear combination of $\{f(\alpha_\ell)\}_{\ell=1}^N$ and $f(r)$. We let $\mathcal{S}$ first compute corrupted parties' shares of $[f(r)]_t$ by the linear combination of $\{[f(\alpha_\ell)]_t\}_{\ell=0}^N$, then randomly samples the whole $[f(r)]_t$ based on shares of corrupted parties. $\mathcal{S}$ does the same thing to generate $[g(r)]_t$. Finally, $\mathcal{S}$ computes $[a_0]_t, [b_0]_t$ by the linear combination of $\{[f(\alpha_\ell)]_t, [g(\alpha_\ell)]_t\}_{\ell=1}^N$ and $\{[f(r)]_t, [g(r)]_t\}$. $\mathcal{S}$ also computes $c_0 = a_0 \cdot b_0 + d_0$ and randomly samples the whole $[c_0]_t$ based on the secret c_0 and shares of corrupted parties. The distributions of $\mathbf{Hyb}_{2.11}$ and $\mathbf{Hyb}_{2.10}$ are identical.

$\mathbf{Hyb}_{2.12}$: In this hybrid, we change the generation of $[h(r)]_t$. When $r \notin \{\alpha_0, \ldots, \alpha_{2N}\}$, we let $\mathcal{S}$ randomly sample $[h(r)]_t$ based on the secret $h(r) = f(r) \cdot g(r) + d(r)$ and shares of corrupted parties. Since $[h(r)]_t$ is a linear combination of $\{[h(\alpha_\ell)]_t\}_{\ell=0}^{2N}$ and when $r \notin \{\alpha_0, \ldots, \alpha_{2N}\}$, the coefficient of $[h(\alpha_0)]_t$ is non-zero. $\mathcal{S}$ computes $[h(\alpha_0)]_t$ by a proper linear combination of $\{[h(\alpha_\ell)]_t\}_{\ell=1}^{2N}$ and $[h(r)]_t$.

Note that in $\mathbf{Hyb}_{2.11}$, $[h(r)]_t$ is a random degree-t Shamir sharings given shares of corrupted parties and the secret $h(r)$. The distributions of $\mathbf{Hyb}_{2.12}$ and $\mathbf{Hyb}_{2.11}$ are identical.

$\mathbf{Hyb}_{2.13}$: In this hybrid, we no longer generate honest parties' shares of $\{[a_0]_t, [b_0]_t, [c_0]_t\} \cup \{[a_\ell]_t, [b_\ell]_t, [c_\ell]_t\}_{i=N+1}^{2N}$ since they are never used. During the fault localization, for corrupted P_{king}, $\mathcal{S}$ will randomly degree-t and $2t$ sharings as the sharings distributed by honest dealers and honestly execute the protocol. The distributions of $\mathbf{Hyb}_{2.13}$ and $\mathbf{Hyb}_{2.12}$ are identical.

$\mathbf{Hyb}_3$: In this hybrid, we focus on the simulation of $\Pi_{\texttt{Main}}$ in the online phase.

$\mathbf{Hyb}_{3.1}$: In this hybrid, in the input phase, for each honest dealer, after randomly sampling shares of parties in $\mathcal{C}orr'$, $\mathcal{S}$ delays the generation of the rest of honest parties' shares until the set $\mathcal{D}$ is determined. Since these honest parties' shares are not used in the input phase, the distributions of $\mathbf{Hyb}_{3.1}$ and $\mathbf{Hyb}_{2.13}$ are identical.

$\mathbf{Hyb}_{3.2}$: In this hybrid, in the input phase, for each honest dealer not in $\mathcal{D}$, $\mathcal{S}$ does not generate shares of honest parties. Since these honest dealers' sharings are never used, the distributions of $\mathbf{Hyb}_{3.2}$ and $\mathbf{Hyb}_{3.1}$ are identical.

$\mathbf{Hyb}_{3.3}$: In this hybrid, in the computation phase, $\mathcal{S}$ invokes $\mathcal{S}_{\texttt{SubCktEval}}$ to simulate each $\Pi_{\texttt{SubCktEval}}$. The difference is as follows, in $\mathbf{Hyb}_{3.2}$, $\mathcal{S}$ first randomly samples $[a]_t, [b]_t$ then computes $[x+a]_t, [y+b]_t$, while in $\mathbf{Hyb}_{3.3}$ we let $\mathcal{S}$ first randomly samples $[x+a]_t, [y+b]_t$ and then computes $[a]_t, [b]_t$, which makes no difference. The distributions of $\mathbf{Hyb}_{3.3}$ and $\mathbf{Hyb}_{3.2}$ are identical.

$\mathbf{Hyb}_{3.4}$: In this hybrid, $\mathcal{S}$ first computes $y = f(x_1, \ldots, x_n)$, then computes the whole $[y]_t$ based on secret y and shares of parties in $\mathcal{C}orr'$. For honest parties not in $\mathcal{C}orr' \setminus \mathcal{C}orr$, we also no longer generate their shares during each $\Pi_{\texttt{SubCktEval}}$ since they are never used. The distributions of $\mathbf{Hyb}_{3.4}$ and $\mathbf{Hyb}_{3.3}$ are identical.

$\mathbf{Hyb}_4$: In this hybrid, for honest parties not in $\mathcal{C}orr' \setminus \mathcal{C}orr$, we no longer generate their shares of Beaver triples since they are never used. The distributions of $\mathbf{Hyb}_4$ and $\mathbf{Hyb}_{3.4}$ are identical.

$\mathbf{Hyb}_5$: In this hybrid, $\mathcal{S}$ sends the inputs of corrupted parties and the set $\mathcal{D}$ to $\mathcal{F}_{\mathsf{AMPC}}$ and receives the output y. Since $\mathcal{F}_{\mathsf{AMPC}}$ computes y in the same way as $\mathcal{S}$, $\mathcal{S}$ no longer needs honest parties' inputs. The distributions of $\mathbf{Hyb}_5$ and $\mathbf{Hyb}_4$ are identical.

Note that $\mathbf{Hyb}_5$ corresponds to the ideal world, then $\Pi_{\texttt{Main}}$ securely computes $\mathcal{F}_{\mathsf{AMPC}}$ when the dealer is corrupted.