

09/03/2016

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Searchable Encryption

- * Outsource data ...
- * ... securely
- * ... keep search functionalities

Generic Solutions

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- * Fully Homomorphic encryption
 - Run all computations on the server
 Complexity linear in the DB size
- * Oblivious RAM
 - Hide access pattern but...
 ORAM lower bound (logarithmic)

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Security/performance tradeoff













Security of SSE





















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 - * results

Leakage

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 - * results
- * Update leakage:
 - * updated documents
 - * updated keywords



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Verifiable SSE



First try

- * We encrypt the reversed index: we consider $\{(w, ind) \mid w \in D_{ind}\}$
- * MAC each pair: {(w, ind $||F(w, ind))| w \in D_{ind}$ }
- If the MAC is unforgeable, the server will not be able to add a false result
- * Yet he still is able to remove one result ...
- * MAC DB(w) and return it for each search query

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MACs are ineffective against replay attacks

Memory Checking

- A user with limited storage abilities wants to maintain a large DB on a remote untrusted server
- How many queries does the client have to make to the untrusted server per request
- * Lower bound: $\Omega(\log n/\log \log n)$ (for *n* blocks)

Lower Bound on VSSE

- We can write a reduction from memory checkers to VSSE
 - Encode each block as a document index, each block address as a keyword
 - * Block access: Search
 - * Block update: Delete old index, add new index

Lower bound: Ω(log IWI / log log IWI)

Verifiable Map

Outsource a map data structure. Two types of constructions

- Hash based: Merkle Hash tree
 Query and updates in log(n) (optimal)
- * Accumulator based
 Query in O(1), Updates in O(n^ε) or
 Query in O(n^ε), Updates in O(1)



Cryptographic Accumulator

Short membership proof

- * E.g. E = {r₁, ..., r_n} set of k bits primes f(E) = $g^{r_1...r_n} \mod N$ where g ∈ QR_N and N k' > k bits RSA modulus
- * Can be built from other assumptions (DHE, BM)

Where are we now?

- * For each $w \in W$, Kyle stores MAC(DB(w))
- * This map is outsourced using a verifiable map
- * How to update?
 - Recompute MAC(DB(w)) every time it is modified
 - Incremental MAC/Hash

(Multi)Set Hashing

- Input: (multi)set, output: a string whose value is independent of the elements' order
- * Incremental: $H(M \cup M') = H(M) \otimes H(M')$ for some \otimes
- * Collision resistance: hard to construct $M_1 \neq M_2$ s.t. H(M₁) = H(M₂)

Set Hashing Constructions

- * General idea: let G be a group with generator g
- * $H(M) = \prod_{a \in M} g^{m(a)h(a)}$
- * Examples for G: (Z_N, \times) , $(Z_N, +)$, EC

Our generic construction

- * Set hash DB(w) for all w
- * Put the results in a verifiable map
- * When searching, get the hash from the VM, check it matches the awaited value
- When updating, incrementally update the hash of DB(w) in the map

Complexity

- Hash-based map: Search: O(log |W| + m), Update: O(log |W|)
- * Accumulator-based map v1: Search: O(m), Update: O(|W|^ε)
- * Accumulator-based map v2:
 Search: O(m + |W|^ε), Update: O(1)

Optimal with 3 different meanings

Implementation



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- * Cash et al., CRYPTO'13: search DB(s \land x) Generate DB(s), and for all ind \in DB(s), look if $x \in D_{ind}$
- * To verify, first verify DB(s), then generate proofs for the proposition $x \in D_{ind}$ (or $x \notin D_{ind}$)

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Next challenges

- Improve multiple keywords verification (batch verifications ??)
- * Forward privacy
- Better understanding of leakage, avoid leakage abuse attacks