

# Range-Based Set Reconciliation

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Aljoscha Meyer

# Set Reconciliation

- set union over a network
- between (exactly) two machines
- unstructured data
- no shared state or history

## Trivial Reconciliation



Sam Gwilym

# Model and Analysis

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- reliable communication, rounds of unit length, unlimited bandwidth
- probabilistic solutions

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- reliable communication, rounds of unit length, unlimited bandwidth
- probabilistic solutions
- $n$ : size of the union
- $n_{\triangle}$ : size of the symmetric difference

# Model and Analysis

- roundtrips
- communicated bytes
- computation time per reconciliation session
- computation space per reconciliation session
- computation time per item
- computation space per item

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- iterating over local set infeasible
- loading local set into memory infeasible
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⇒ traditional approaches don't work

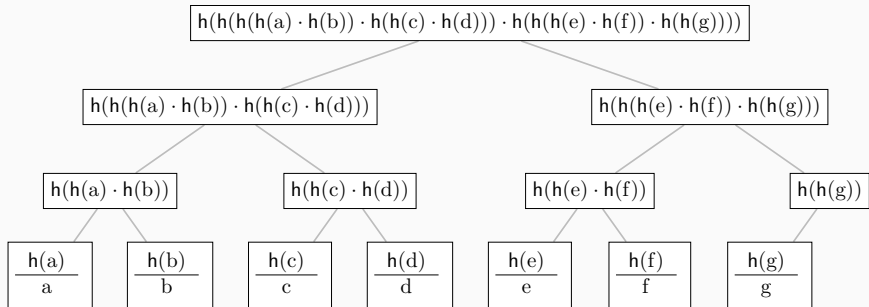


# Reducing Computation Times

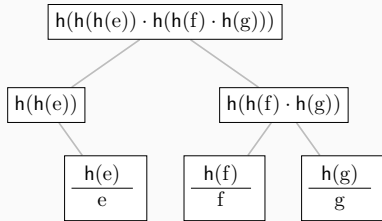
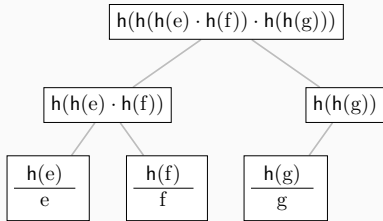
- Step 1: Put a Merkle tree on it
- Step 2: ???
- Step 3: Profit

Aurolat, Alex, and François Taïani. "Merkle search trees: Efficient state-based CRDTs in open networks." 2019 38th Symposium on Reliable Distributed Systems (SRDS). IEEE, 2019.

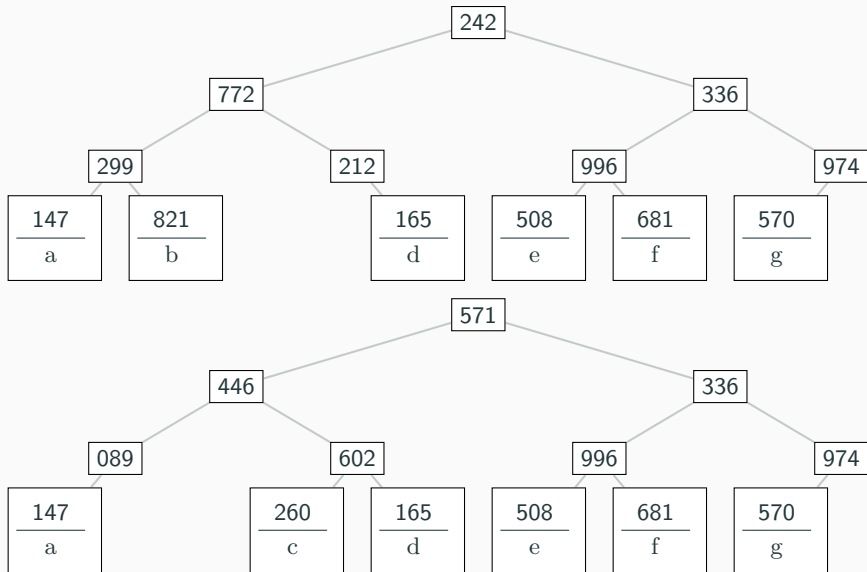
# Merkle Trees



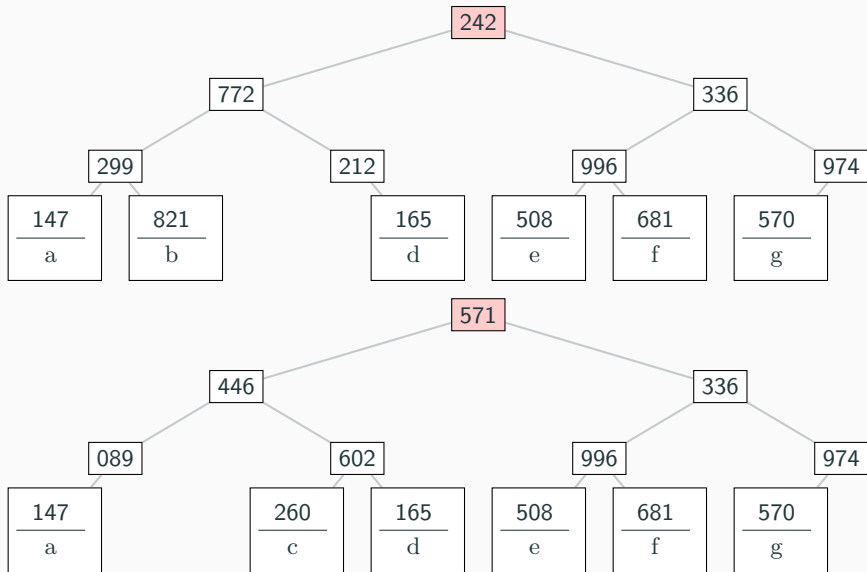
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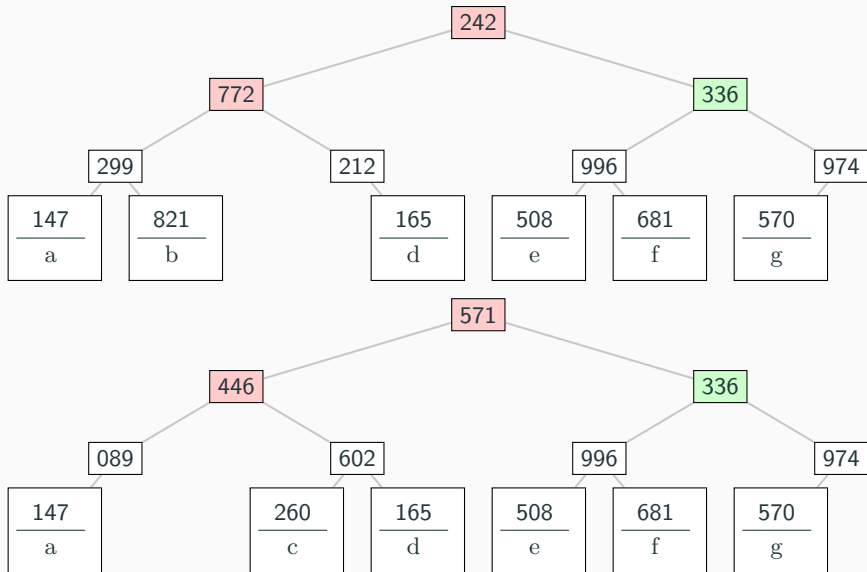
# Merkle Tree Reconciliation



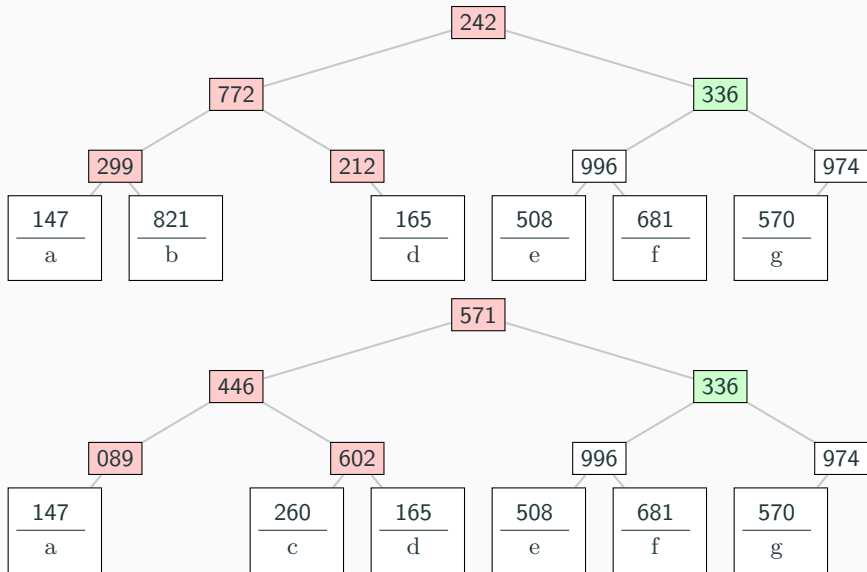
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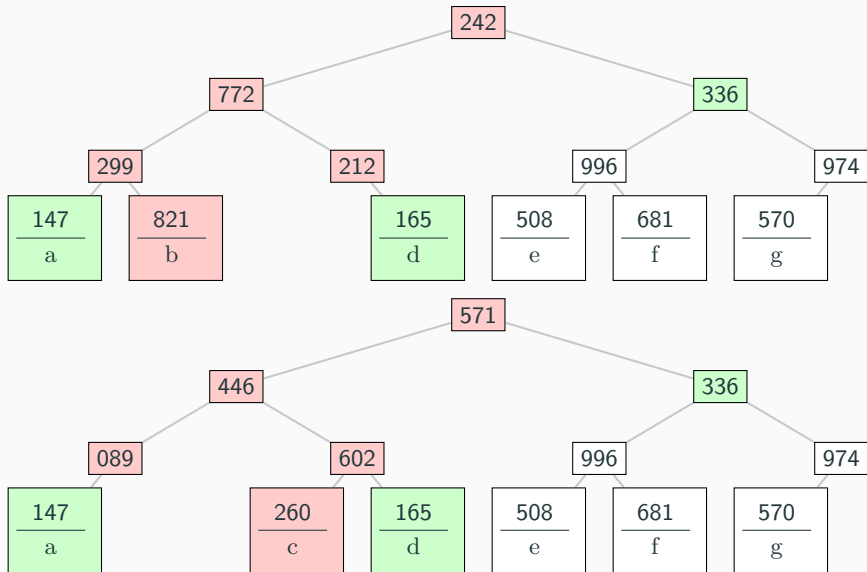
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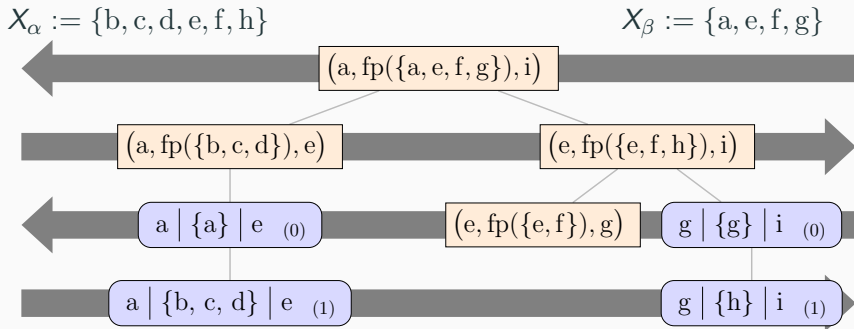




# Merkle Tree Reconciliation

- inflexible data representation
- unacceptable worst-case complexity
  - remember, some peers are out to get us

# Range-Based Set Reconciliation



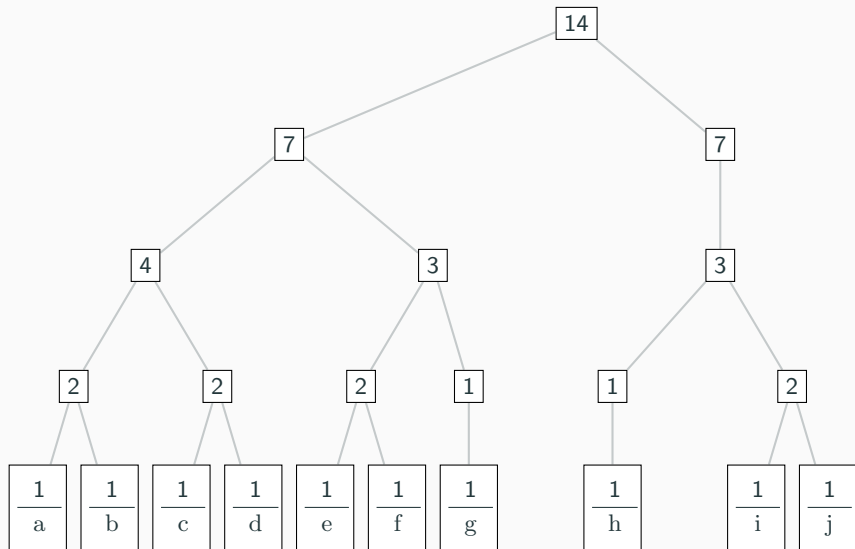
## Some Nice Properties

- reasonably efficient:  $\mathcal{O}(\min(n_{\Delta} \cdot \log(n), n))$  bytes communication,  $\mathcal{O}(1)$  working memory
- can interpolate toward trivial
- arbitrary recursion anchor protocols
- arbitrary partition techniques

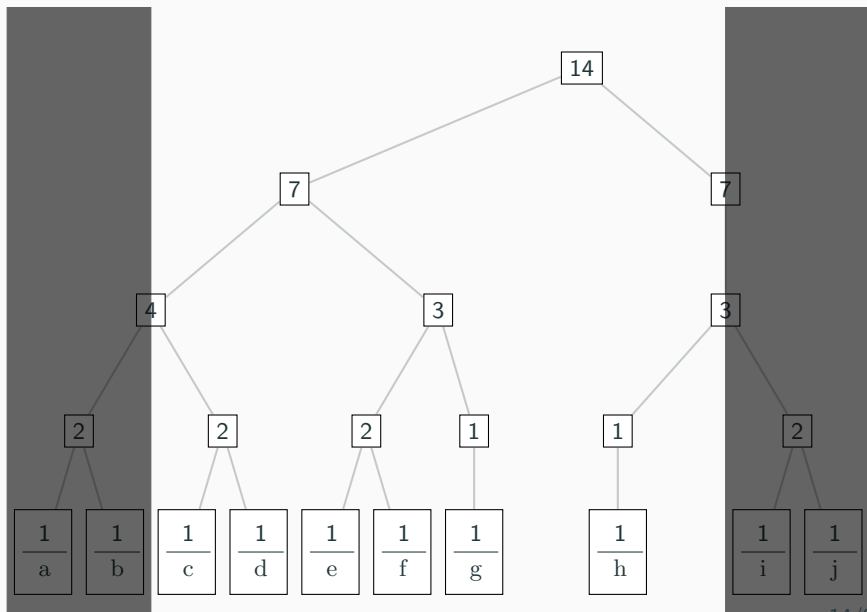
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- can interpolate toward trivial
- arbitrary recursion anchor protocols
- arbitrary partition techniques
- but: linear computation times

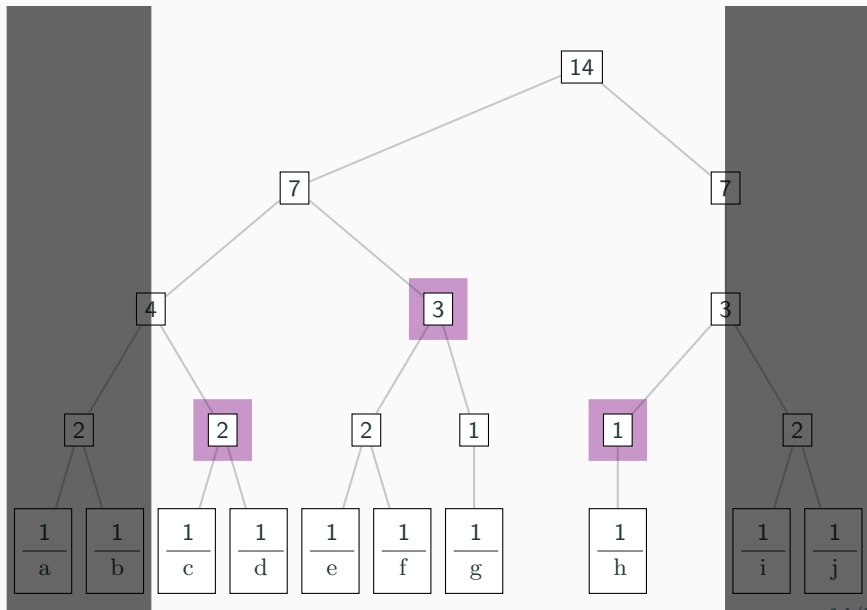
# Order-Statistic Trees



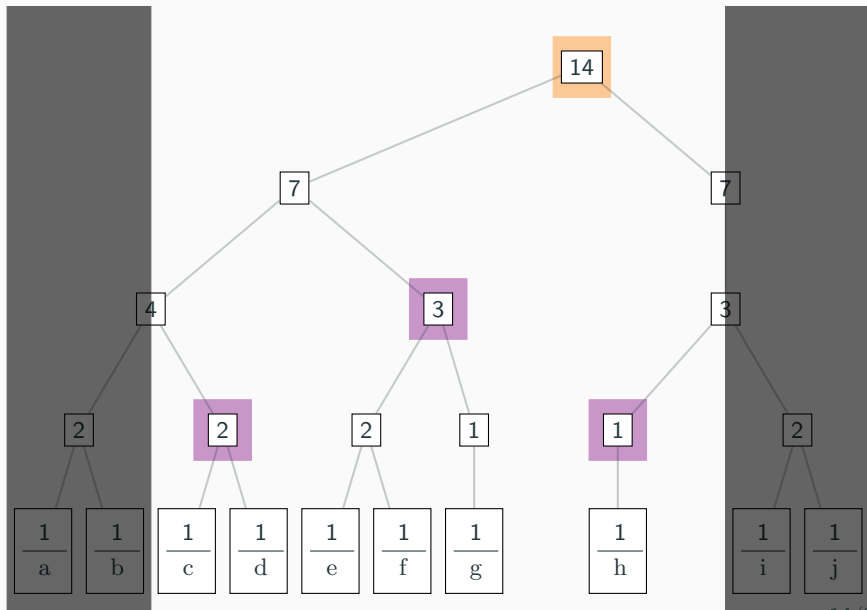
# Order-Statistic Trees [c, i)



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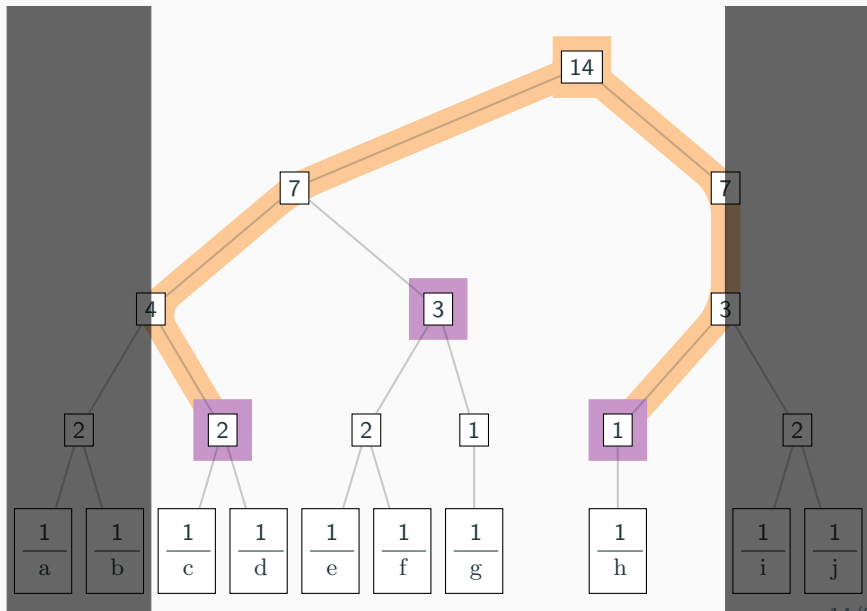


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- set of labels:  $\{n : 0 \leq n < 2^{256} - 1\}$
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- set of labels:  $\{n : 0 \leq n < 2^{256} - 1\}$
  - binary associative function: `xor`
  - neutral element:  $0$
  - lifting into the monoid: `sha256`

## Resulting Hash Functions

Let  $U$  be a set,  $\preceq$  a linear order on  $U$ ,  $\mathcal{M} = (M, \oplus, \mathbb{0})$  a monoid, and  $f : U \rightarrow M$ .

We *lift*  $f$  to finite sets via  $\mathcal{M}$  to obtain  $\text{lift}_f^{\mathcal{M}} : \mathcal{P}(U) \rightarrow M$  with:

$$\text{lift}_f^{\mathcal{M}}(\emptyset) := \mathbb{0},$$

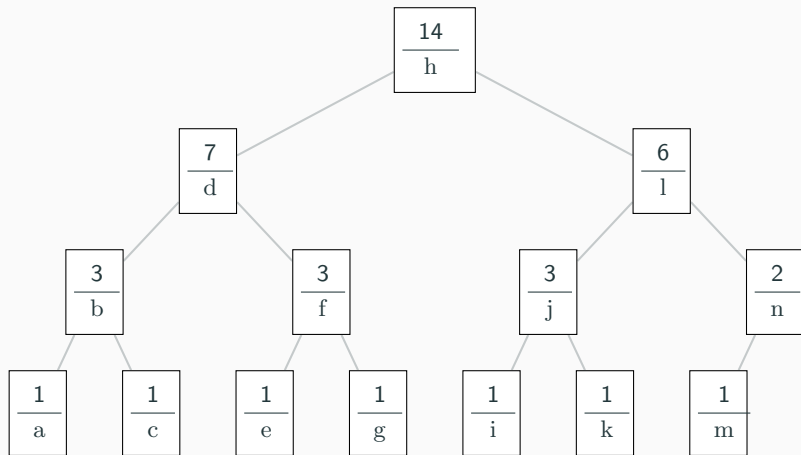
$$\text{lift}_f^{\mathcal{M}}(S) := f(\min(S)) \oplus \text{lift}_f^{\mathcal{M}}(S \setminus \{\min(S)\}).$$

That is:  $\text{lift}_f^{\mathcal{M}}(S) = f(s_1) \oplus f(s_2) \oplus \cdots \oplus f(s_{|S|})$ .

# Advantages

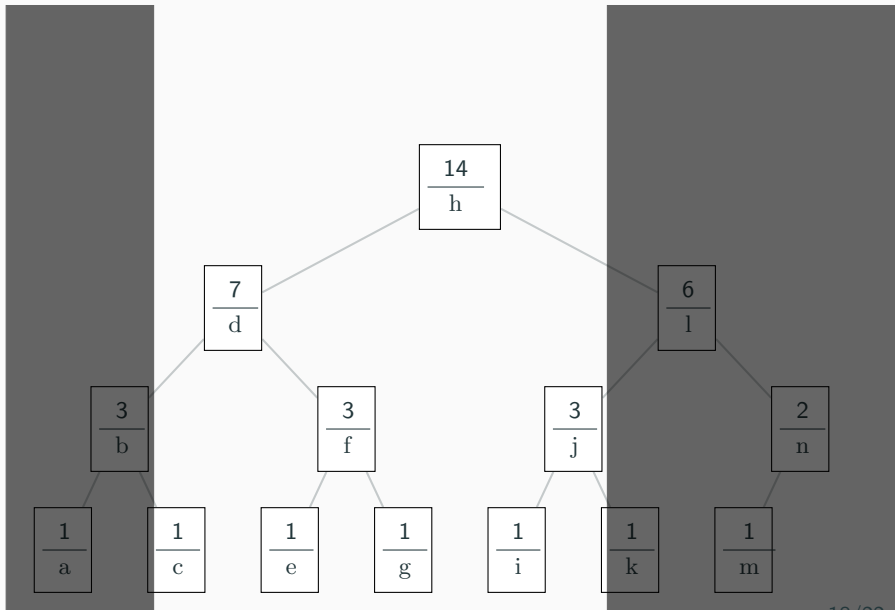
- solid worst-case communication complexity
- implementation independence

# Alternative Datastructures

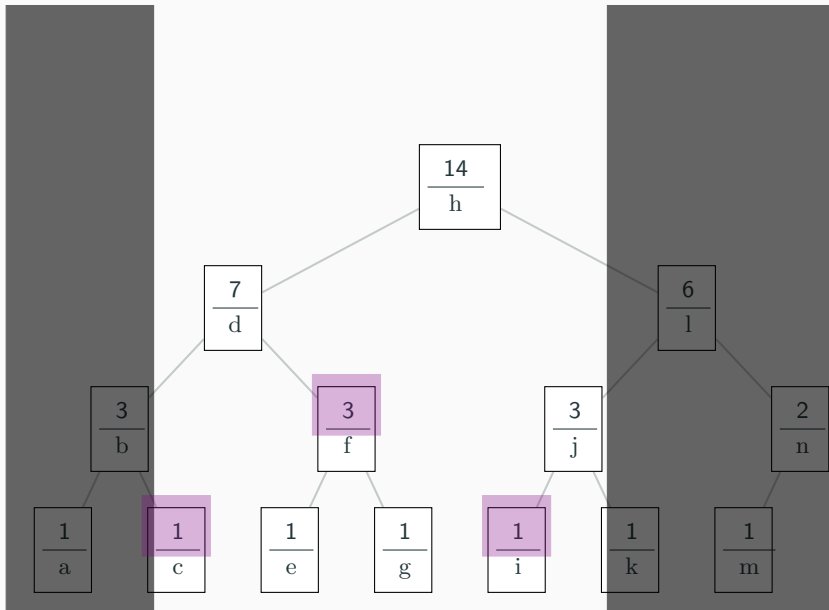




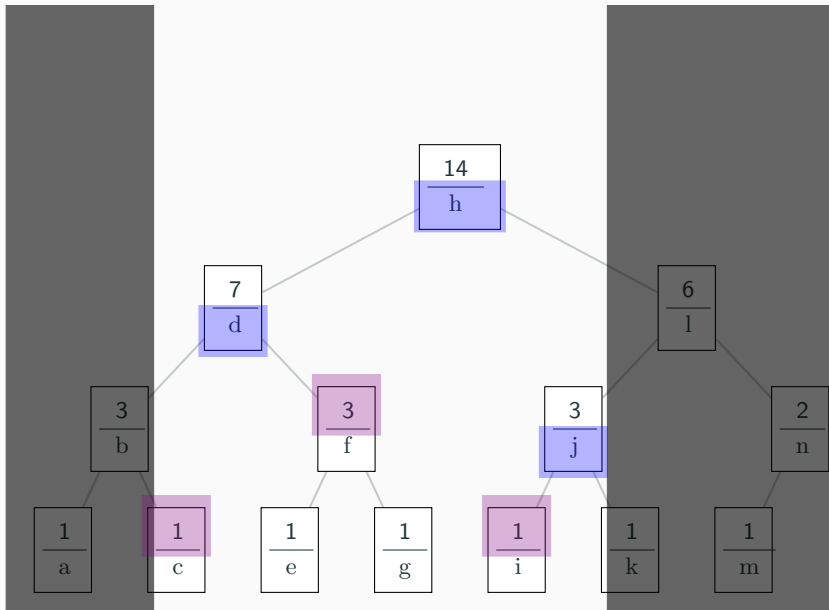
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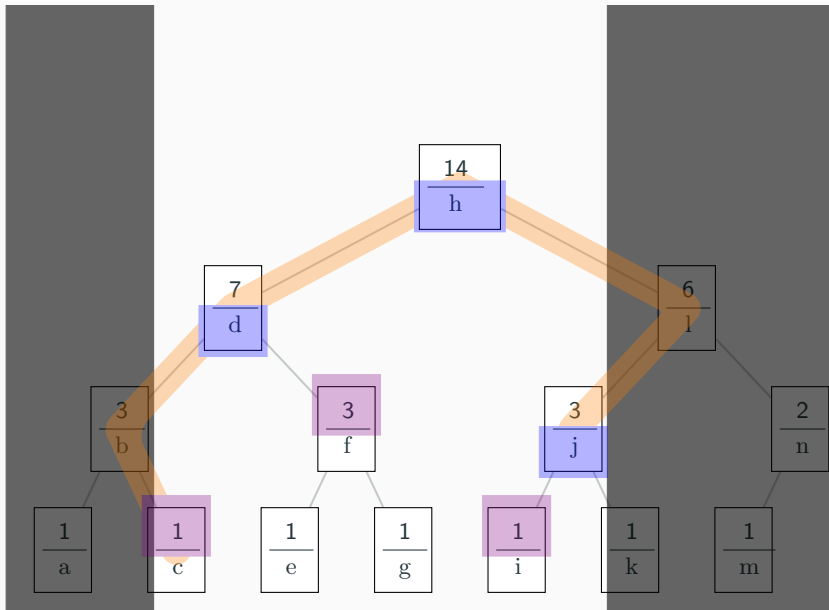
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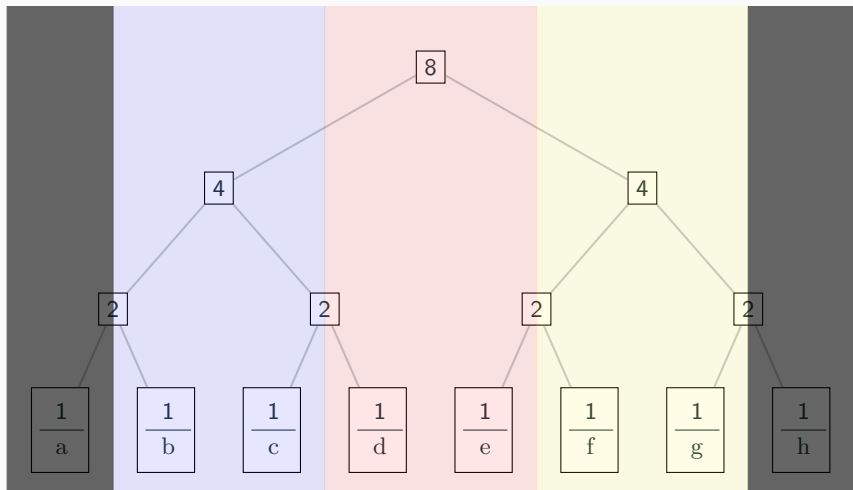
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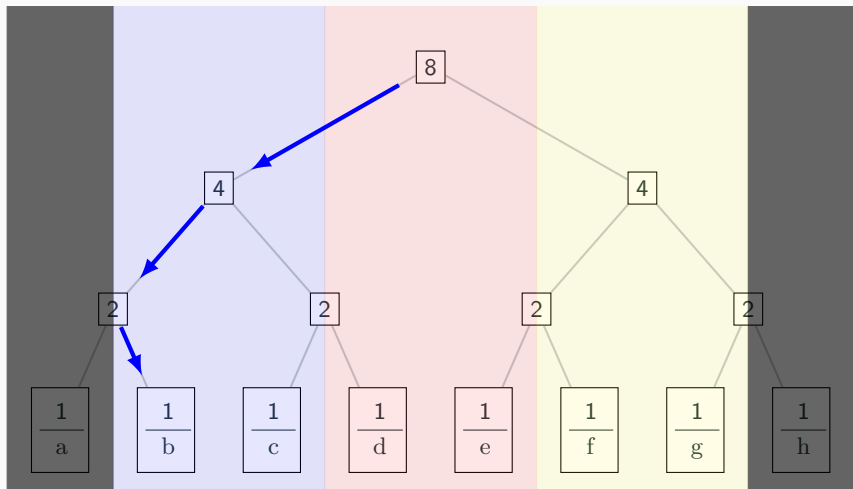
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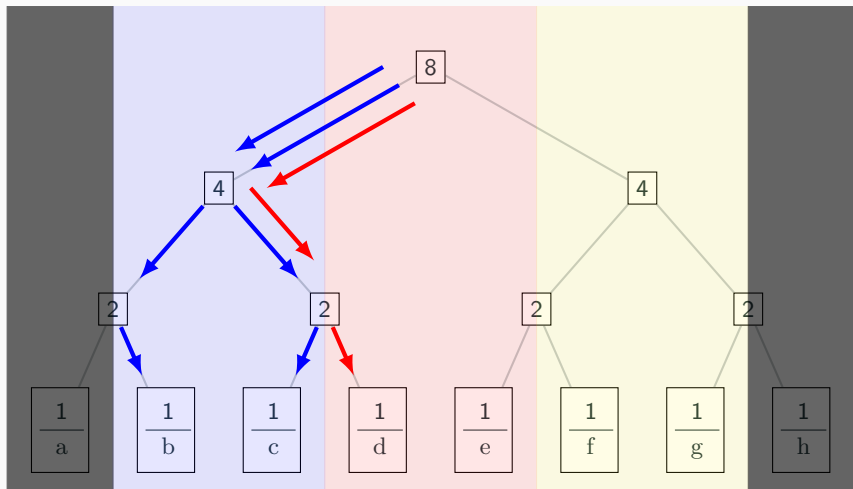
# Successive Ranges



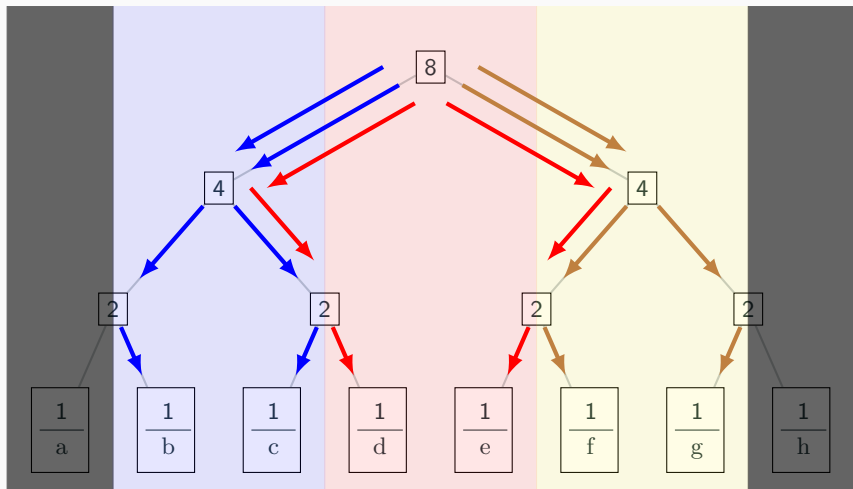
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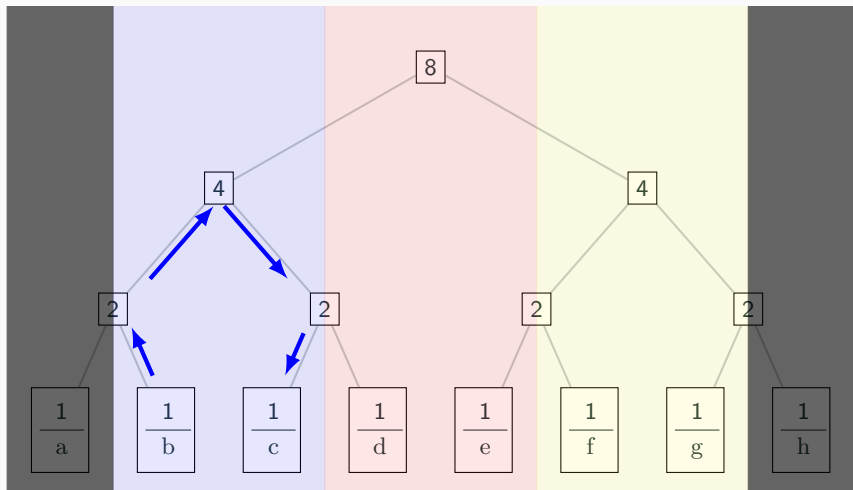


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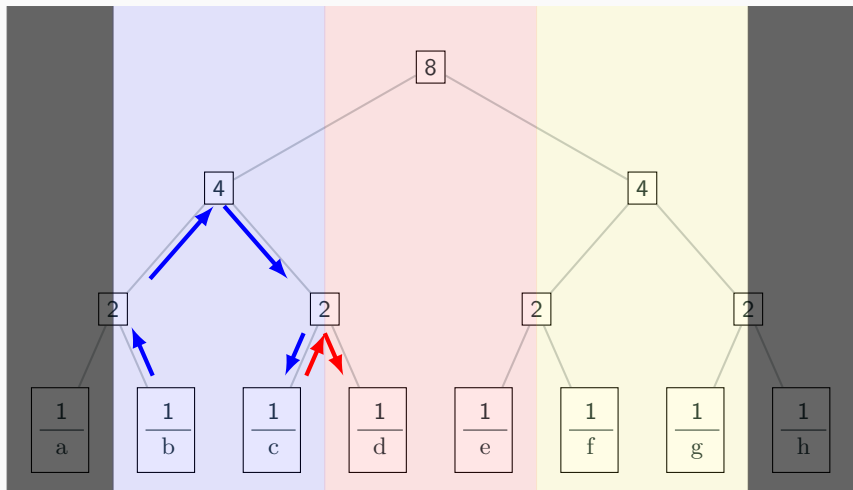




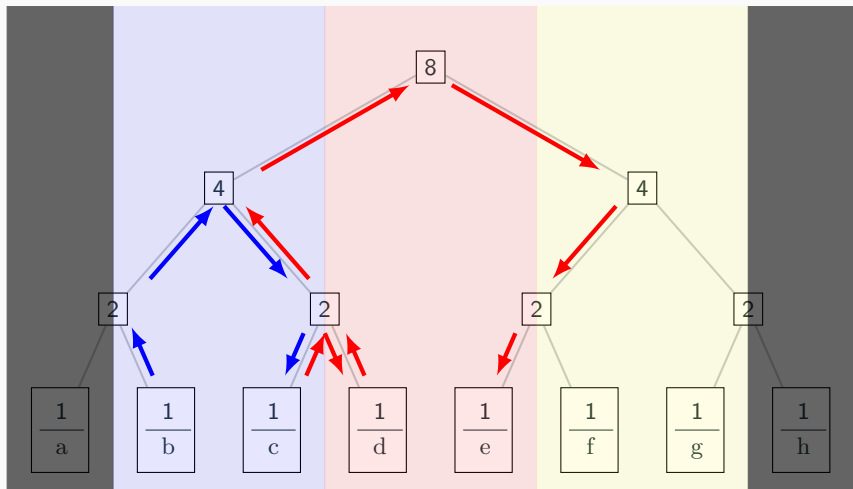
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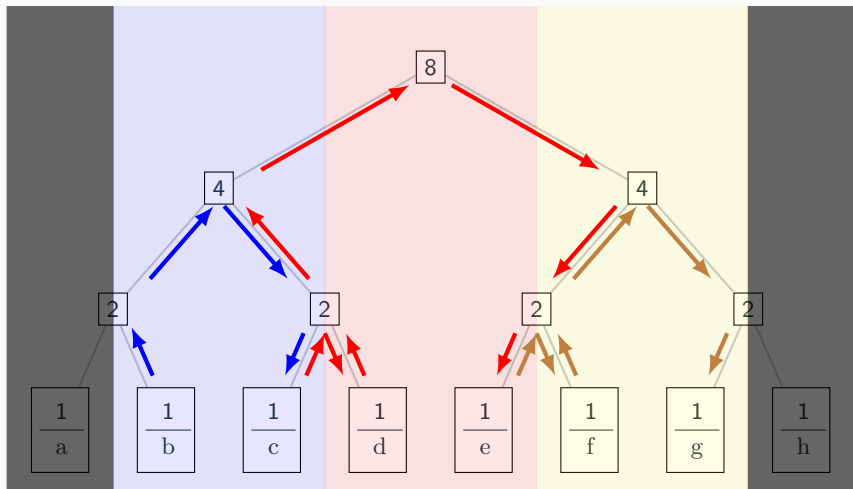
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- adversary must sabotage reconciliation
- active and passive adversaries
- randomized boundaries defeat individual collisions
- better protection: secure hash functions



## Secure Hash Functions

Let  $U$  be a set,  $\mathcal{M} = (M, \oplus, \mathbb{0})$  a monoid, and  $f : \mathcal{P}(U) \rightarrow M$ .

$f$  is *set-homomorphic* if  $f(U_1 \cup U_2) = f(U_1) \oplus f(U_2)$ .

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XOR, addition, multiplication, lattices, RSA, elliptic curves.

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Let further  $\preceq$  a linear order on  $U$ .

$f$  is a *tree-friendly function* if for  $S_0, S_1 \in \mathcal{P}(U)$  with  $\max(S_0) \prec \min(S_1)$ , we have  $f(S_0 \cup S_1) = f(S_0) \oplus f(S_1)$ .

No commutativity: Cayley hash functions

Unlike conventional reconciliation techniques:

- robust
- simple