

# Oblivious RAM: From Theory to Large-Scale Deployment

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Applications and  
challenges

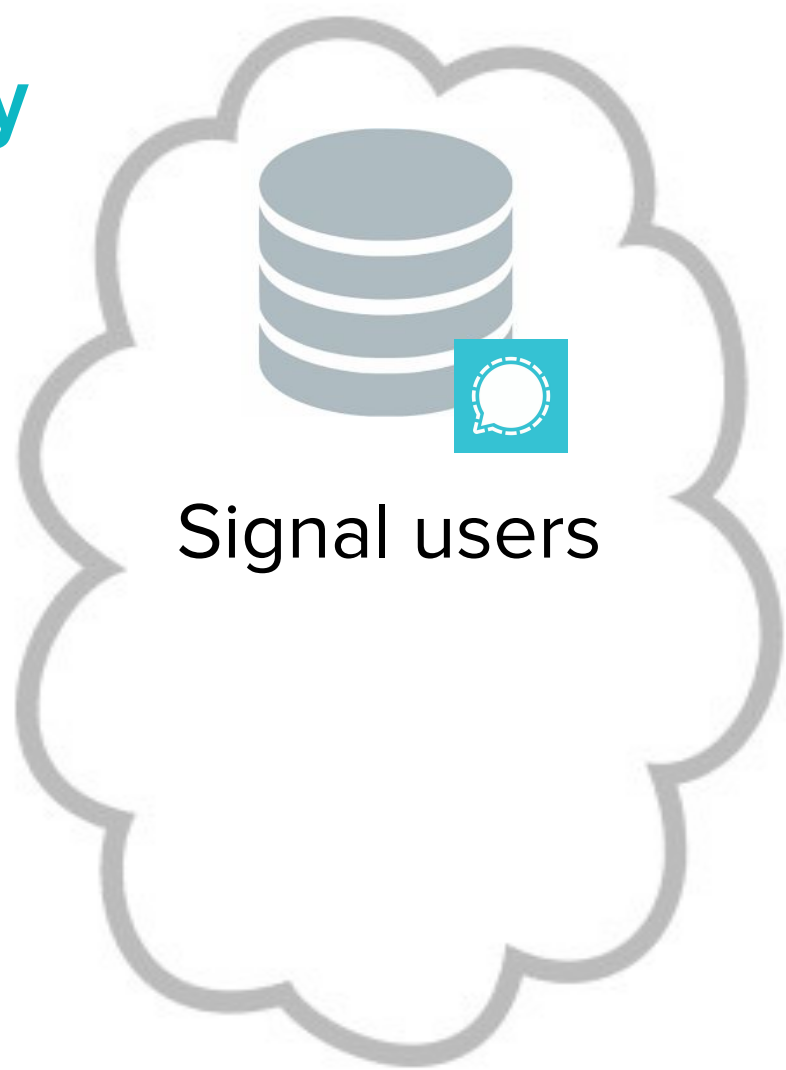


Oblivious RAM

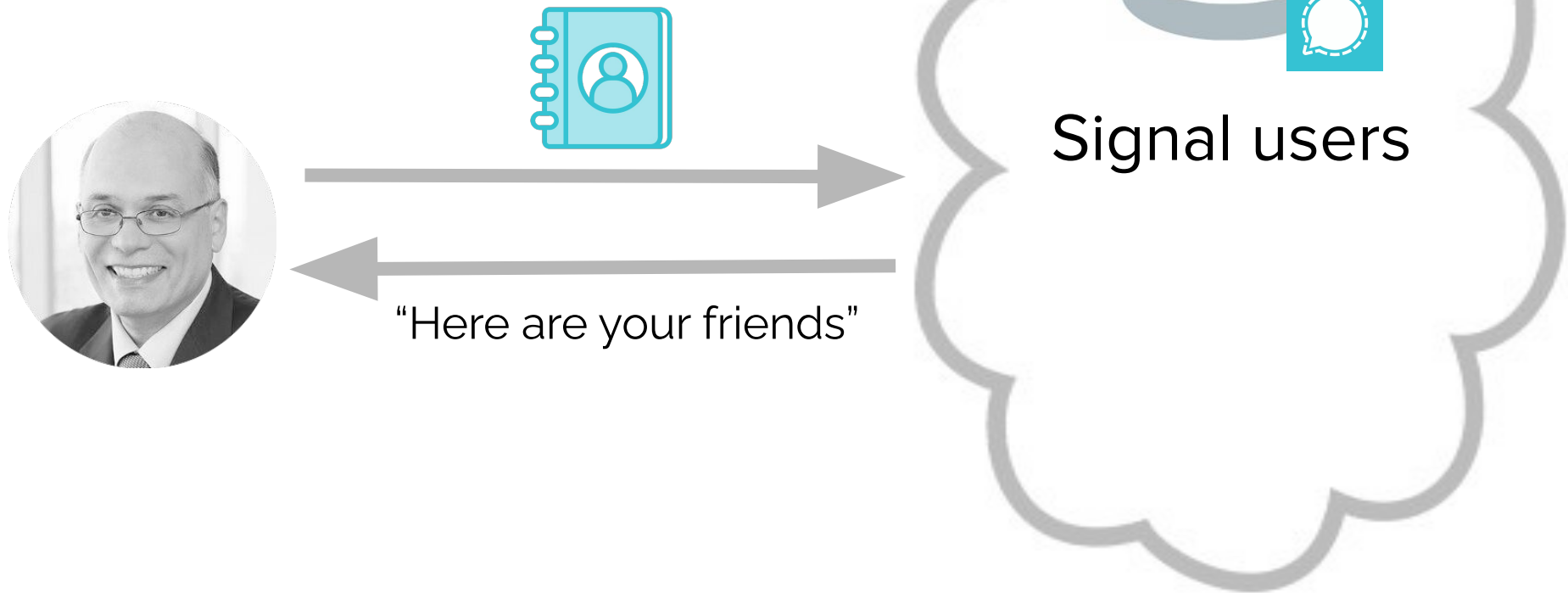


Signal's story

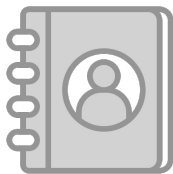
# Private Contact Discovery



# Private Contact Discovery



My address book  
is top secret!

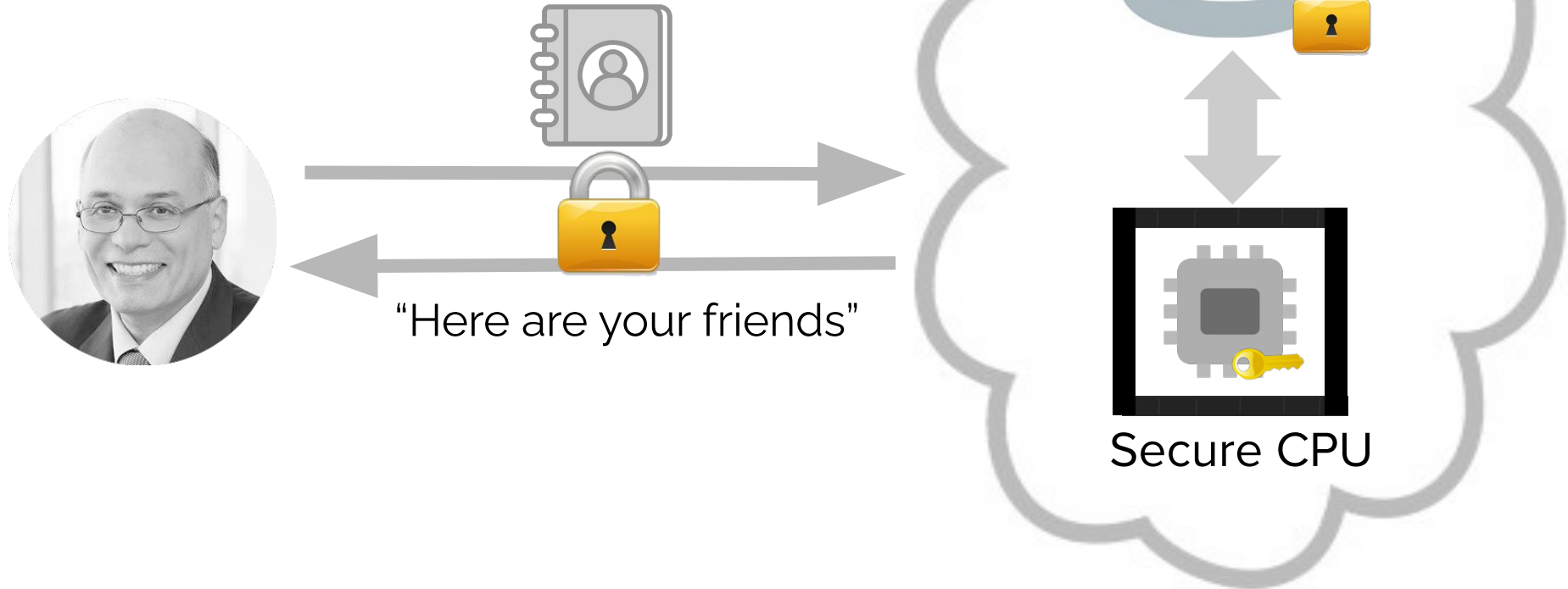


Signal users

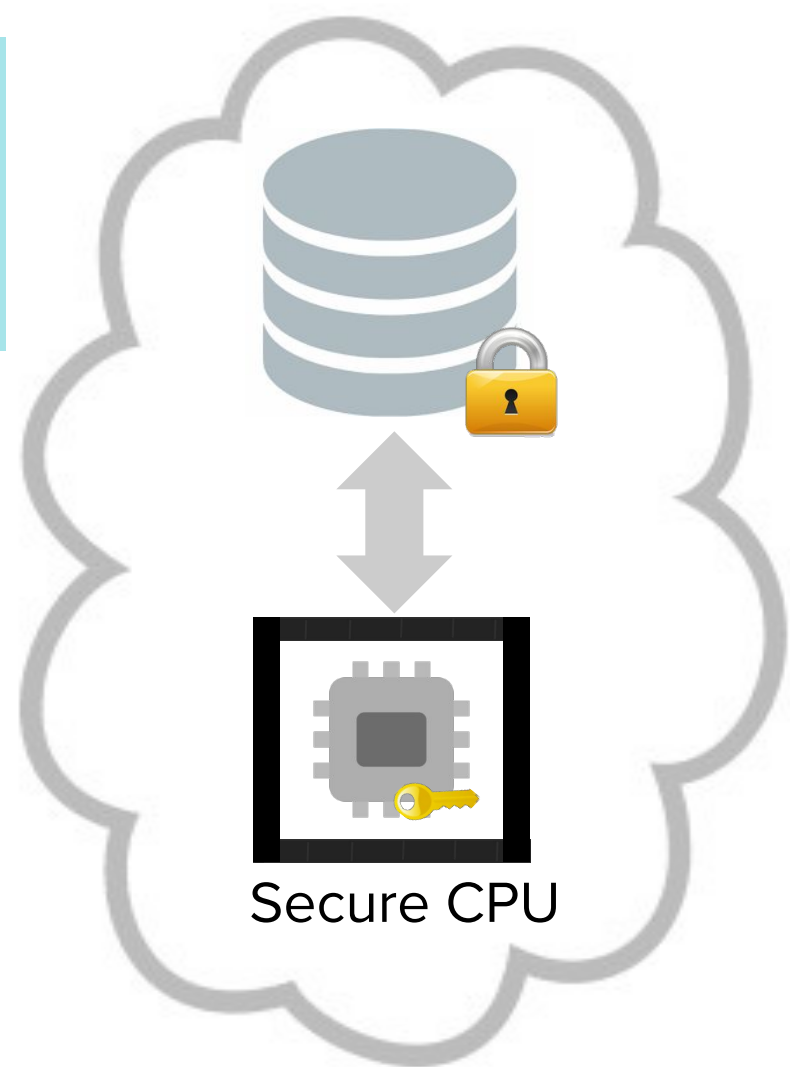


"Here are your friends"

# Strawman Solution: Encryption



**Access patterns** to even encrypted data leak sensitive information.



**Access pattern leakage,  
more generally**



Access patterns of **binary search** leaks the rank of the number being searched.

```
func search(val, s, t)
    mid = (s + t)/2
    if val < mem[mid]
        search (val, 0, mid)
    else search (val, mid+ 1, t)
```

# Access pattern leakage through



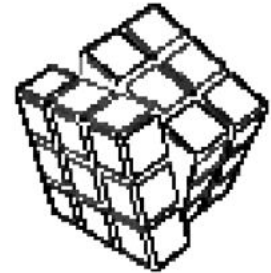
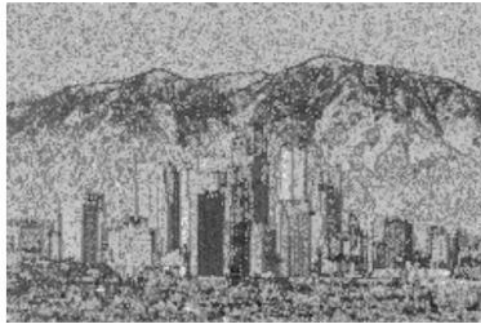
```
if (secret variable)
    read mem[x]
else
    read mem[y]
```

# Recovering JPEG images through coarse-grained access patterns

Original



Recovered



Can we **provably** defeat  
access pattern leakage  
and **preserve efficiency**



# Signal 2017: batched linear scan

# Signal 2017: batched linear scan

$O(n/\beta)$  overhead  
500 servers

n: total # memory blocks

$\beta$ : batch size

# Signal 2017: batched linear scan

$O(n/\beta)$  overhead  
500 servers

# Signal 2022: Path ORAM

[SDS<sup>+</sup>13]

$O(\log^2 n)$  overhead  
6 servers



Applications and  
challenges



Oblivious RAM



Signal's story



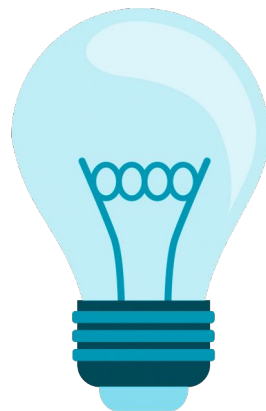
# Oblivious RAM (ORAM)

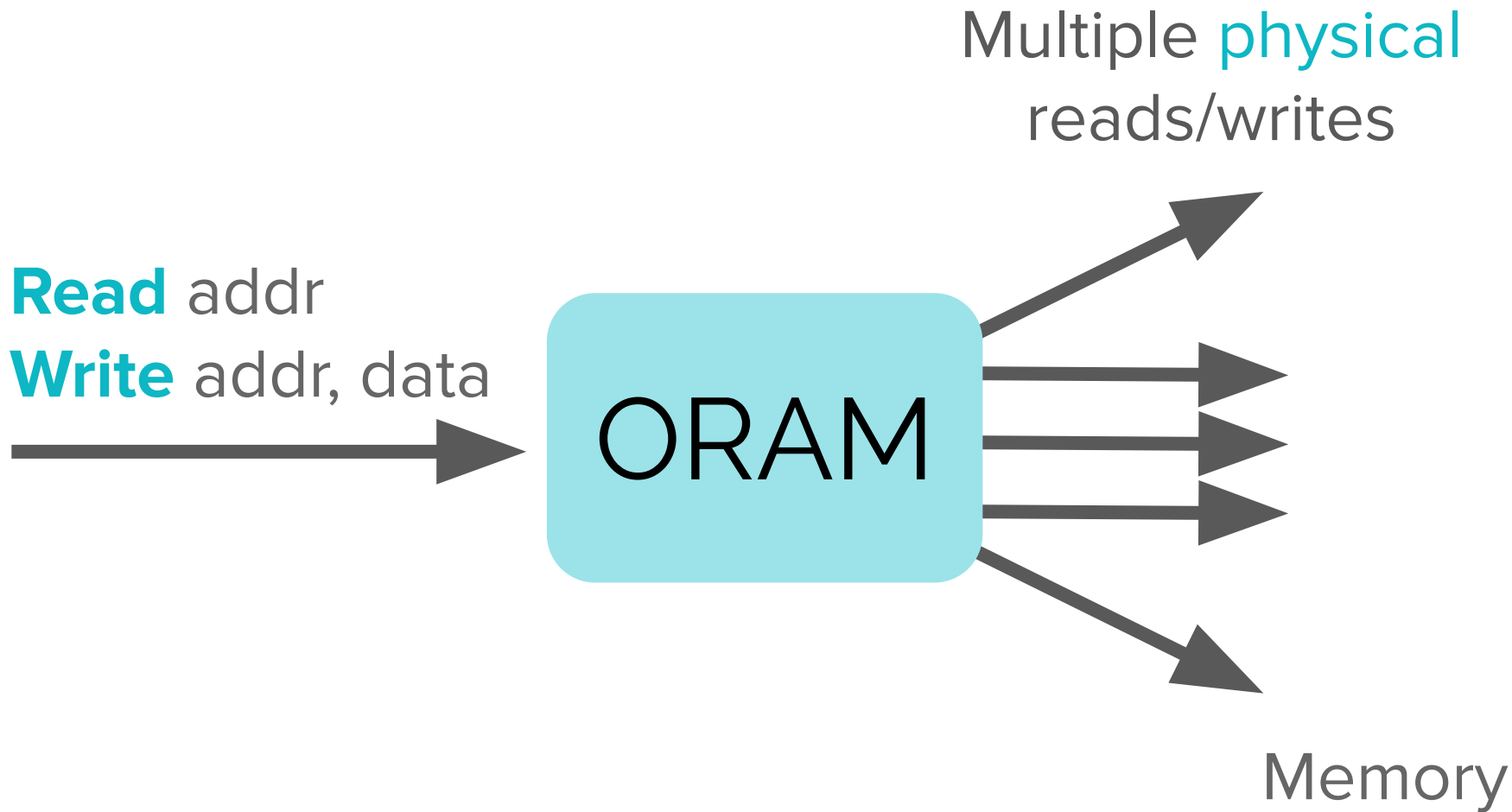


is an algorithmic technique that  
provably “encrypts” access patterns

◉ Permutation

◉ Shuffling

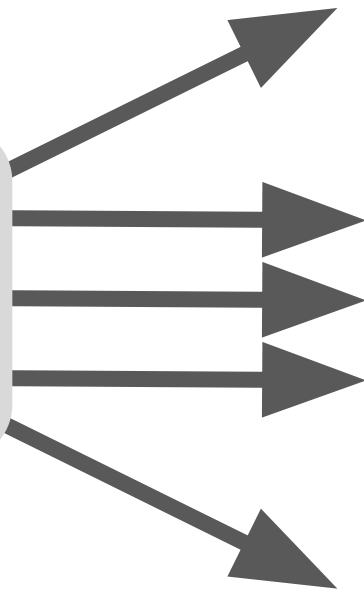




Read addr  
Write addr, data

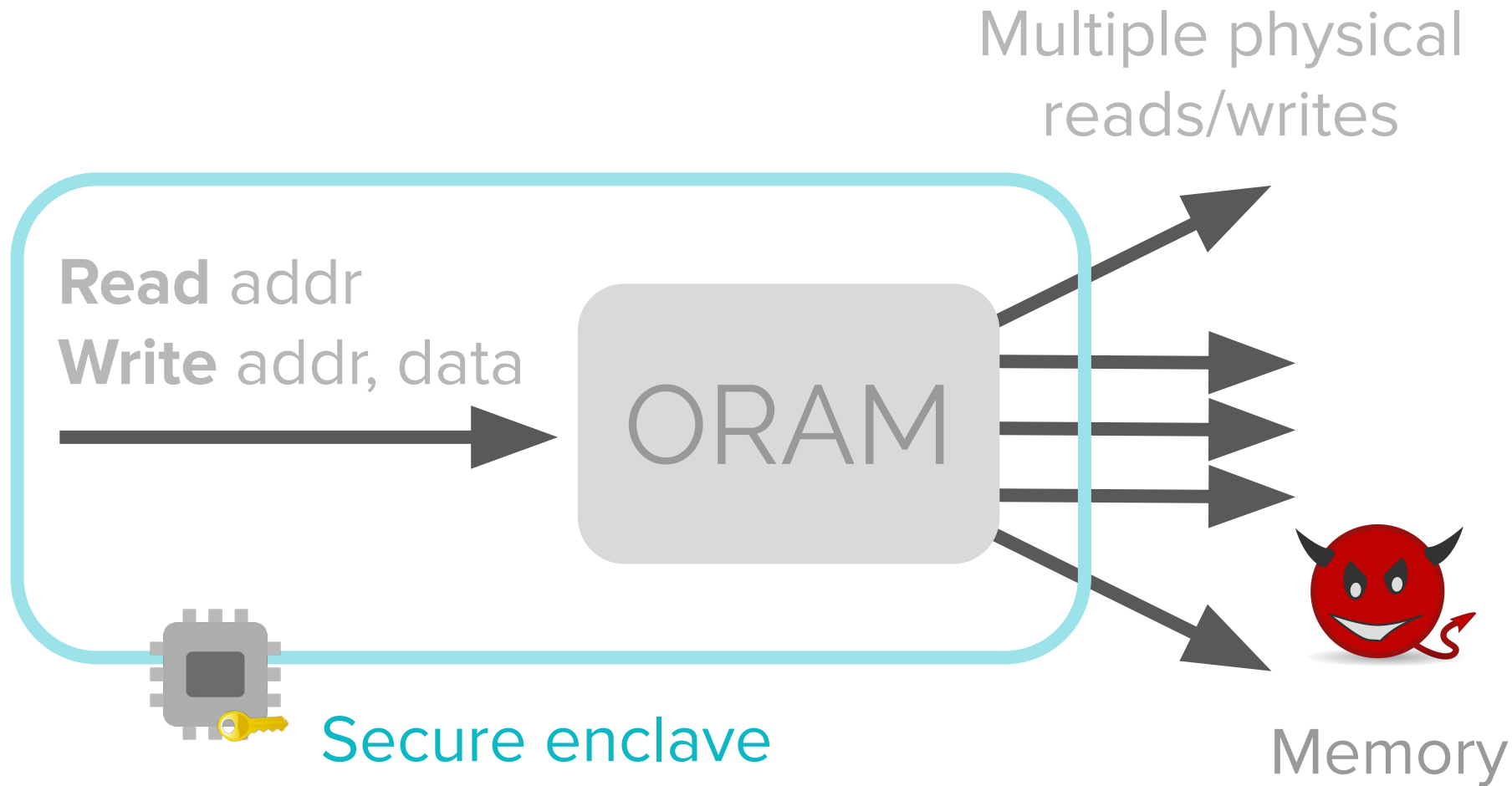


Multiple physical  
reads/writes



Memory

**Security: physical accesses  
independent of input requests**



# There exist asymptotically “efficient” ORAMs

[GO'87]

**$O(\log^3 n)$**

Complex,  
large  
constants

$n$ : # memory blocks



# ORAM must incur $\Omega(\log n)$ overhead

[GO'87]

**$O(\log^3 n)$**

Complex,  
large  
constants

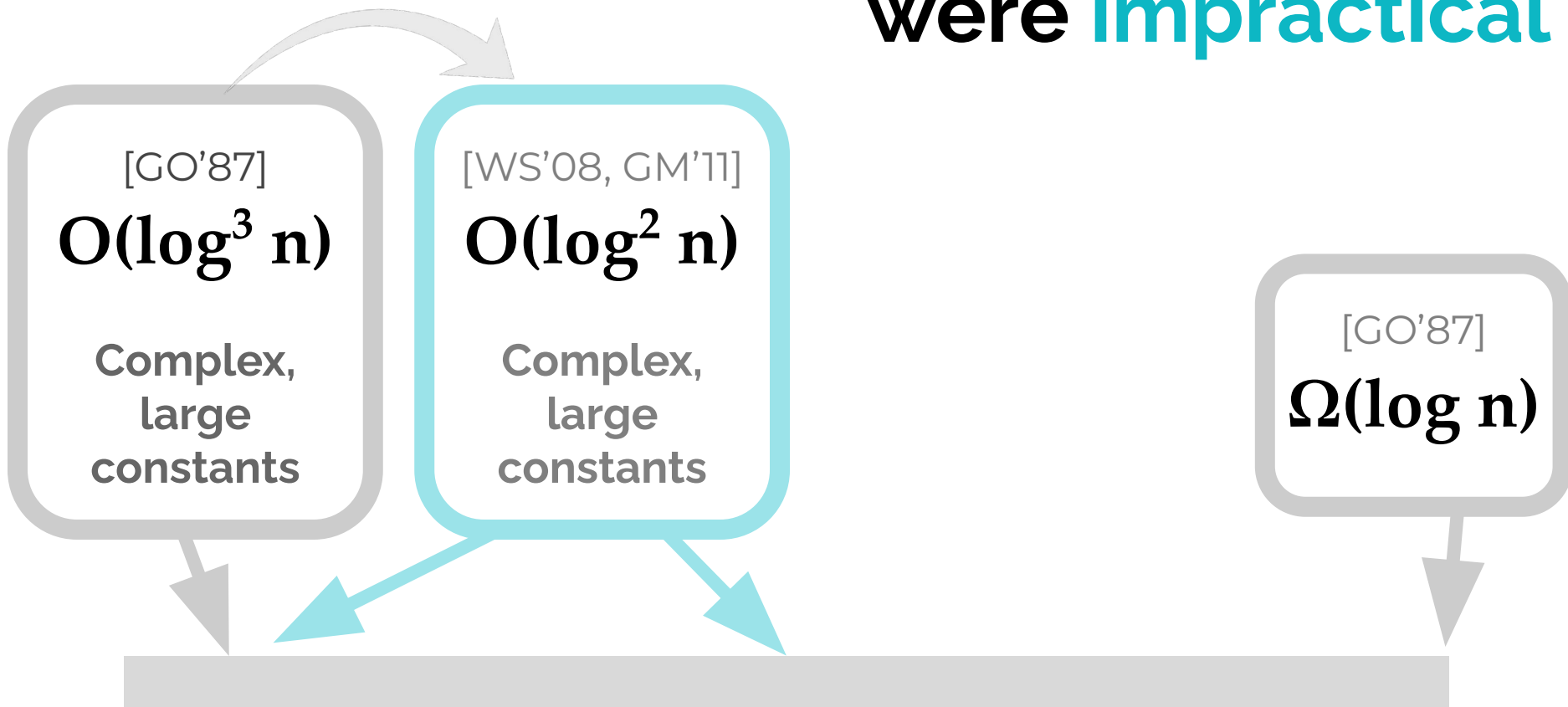
$n$ : # memory blocks

[GO'87]

**$\Omega(\log n)$**



# Back in 2011: known ORAM schemes were impractical



# Dream questions for ORAM

[GO'87]

$O(\log^3 n)$

Complex,  
large  
constants

Can ORAM ever be  
**practical**?

Can we **bridge** the  
theoretical **gap**?

[GO'87]

$\Omega(\log n)$





# ■ YES and YES!



[GO'87]  
 $O(\log^3 n)$

Complex,  
large  
constants

📍 Can ORAM ever be  
**practical**?

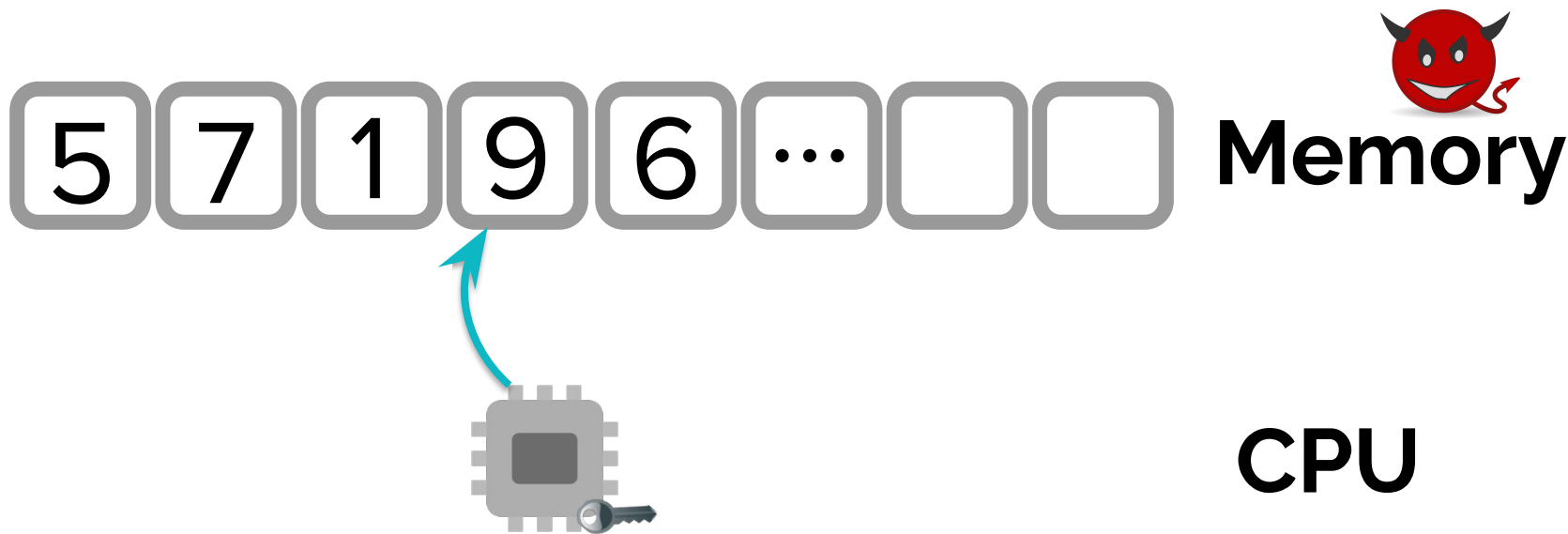
📍 Can we **bridge** the  
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[GO'87]  
 $\Omega(\log n)$



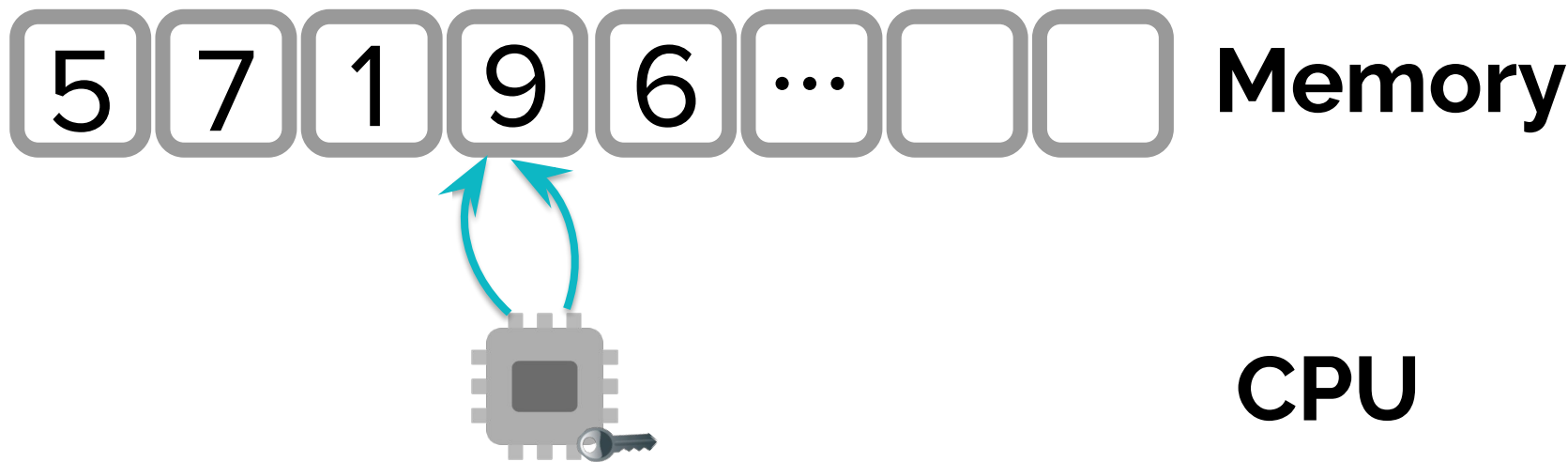
# Constructing an ORAM

# Strawman: permute blocks in memory

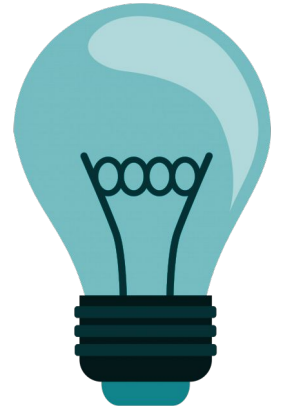


**Strawman: provides one-time security!**

e.g., leaks frequency, co-occurrence

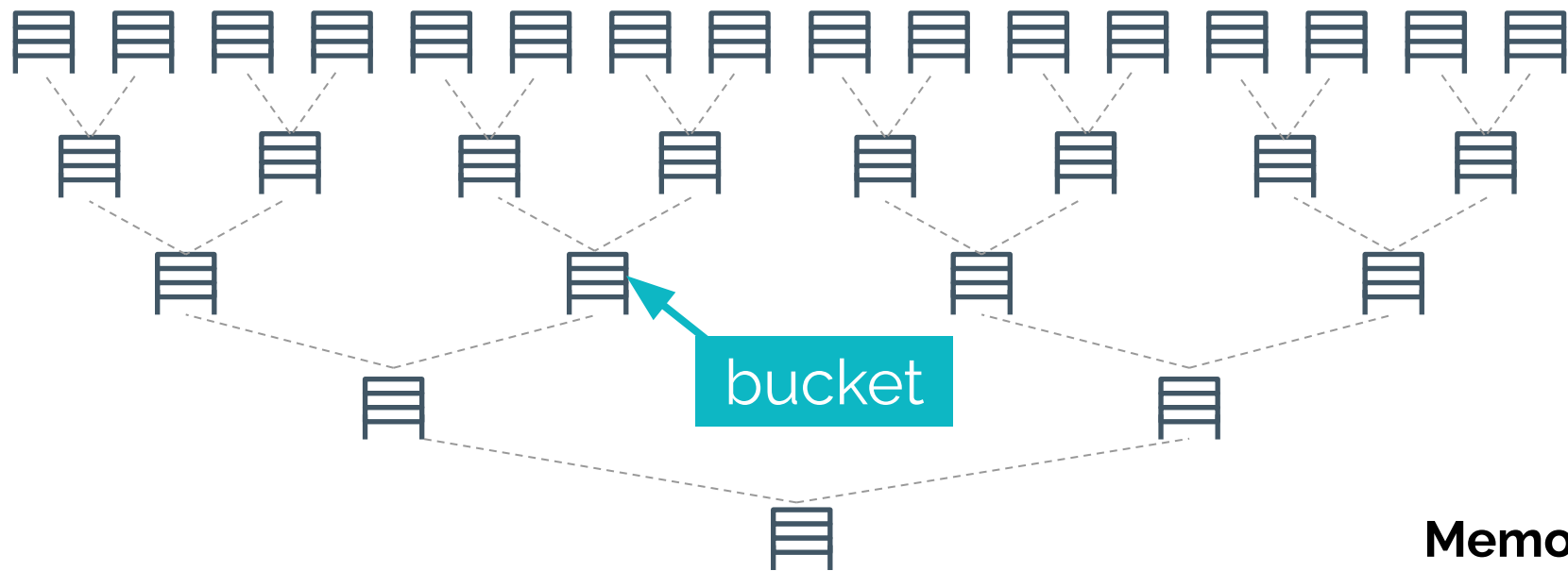


**Blocks must move around in memory**



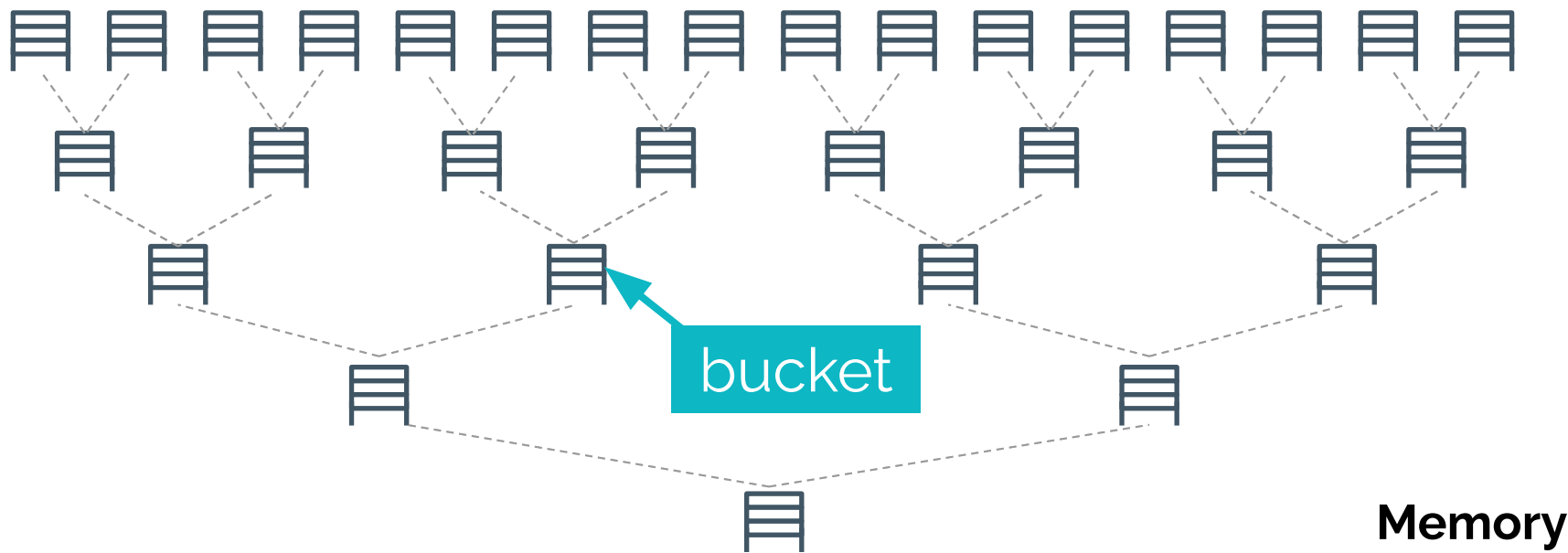
# A tree-based paradigm for ORAMs

[SCSL'11]



CPU

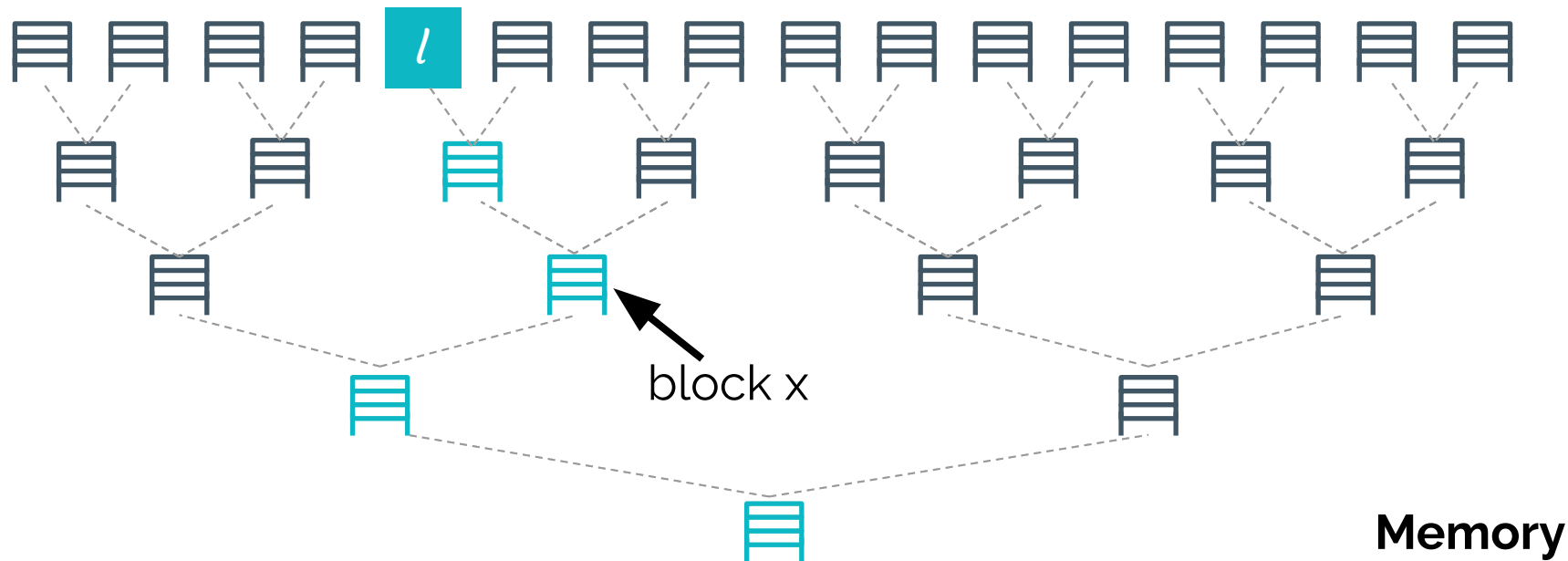
# Each bucket stores **real** and **filler** blocks



Memory

CPU

**Path invariant:** every block mapped to a random path



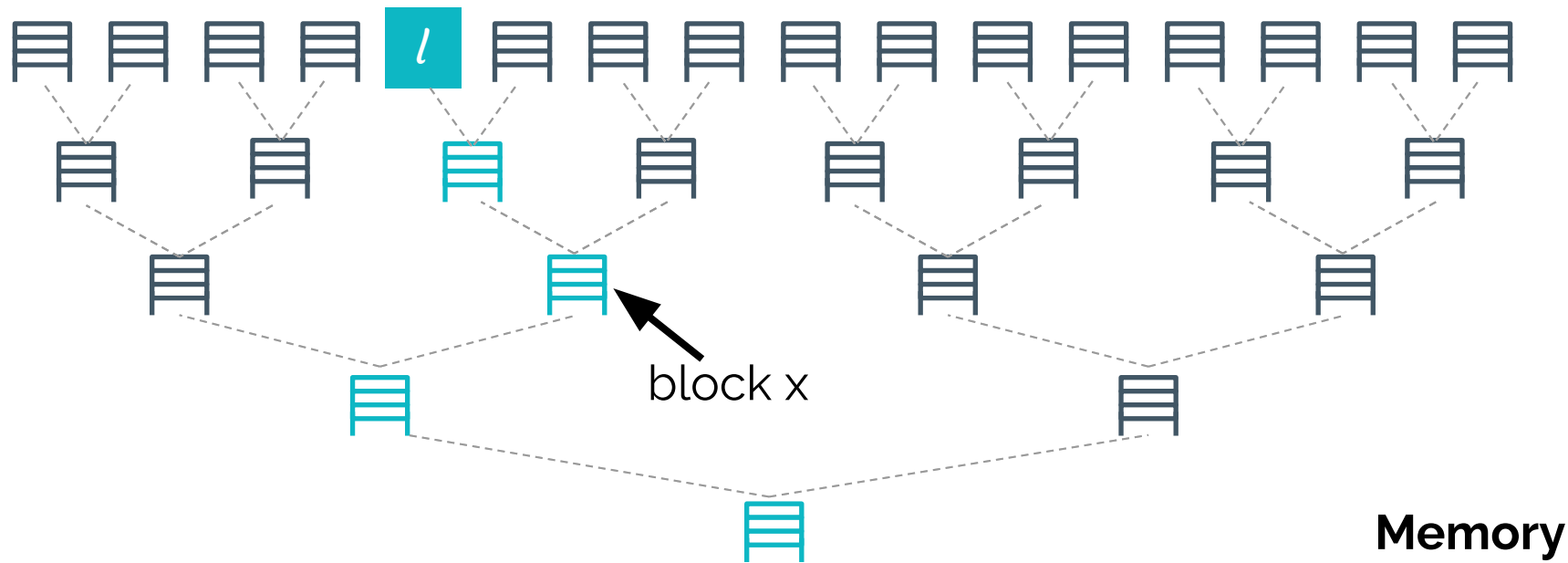
Position  
map



CPU



# Reading a block is simple!



Position  
map

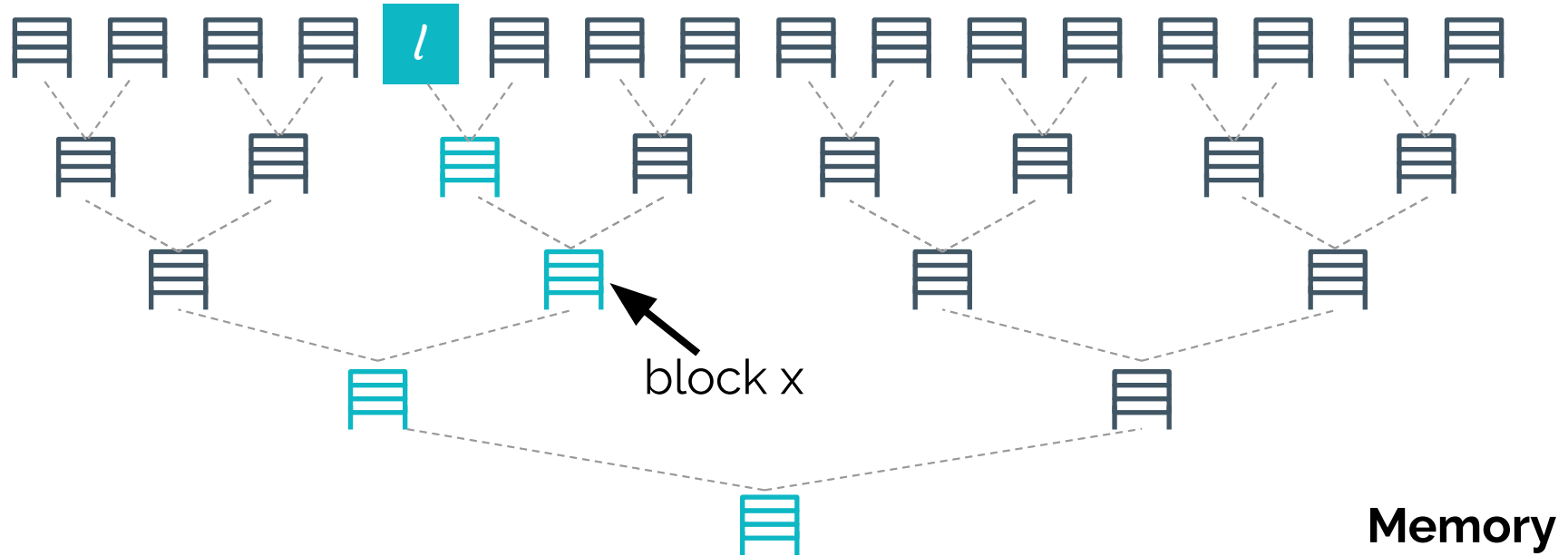


block x

Memory

CPU

After being read, **block x must relocate!**



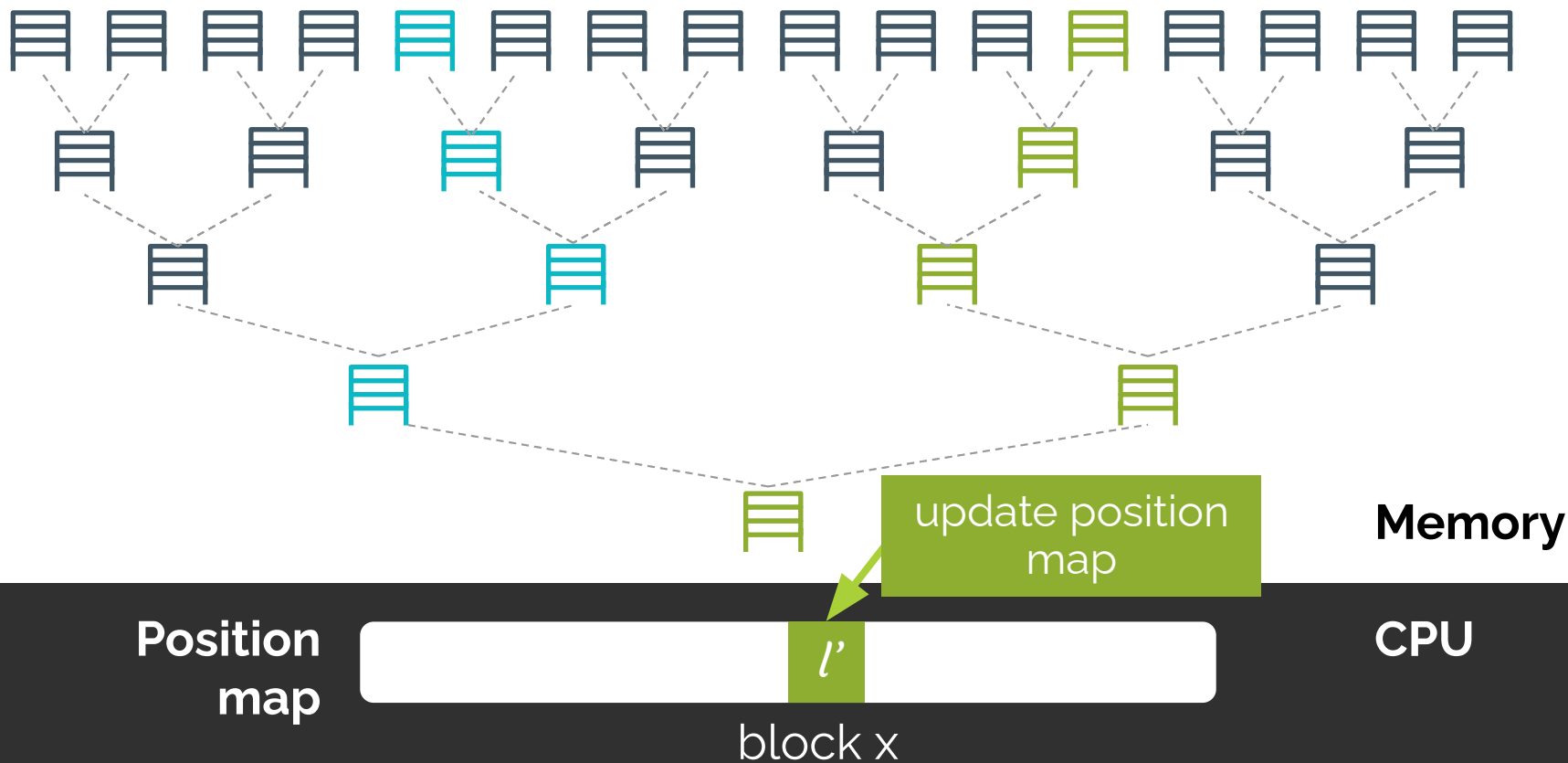
Position  
map



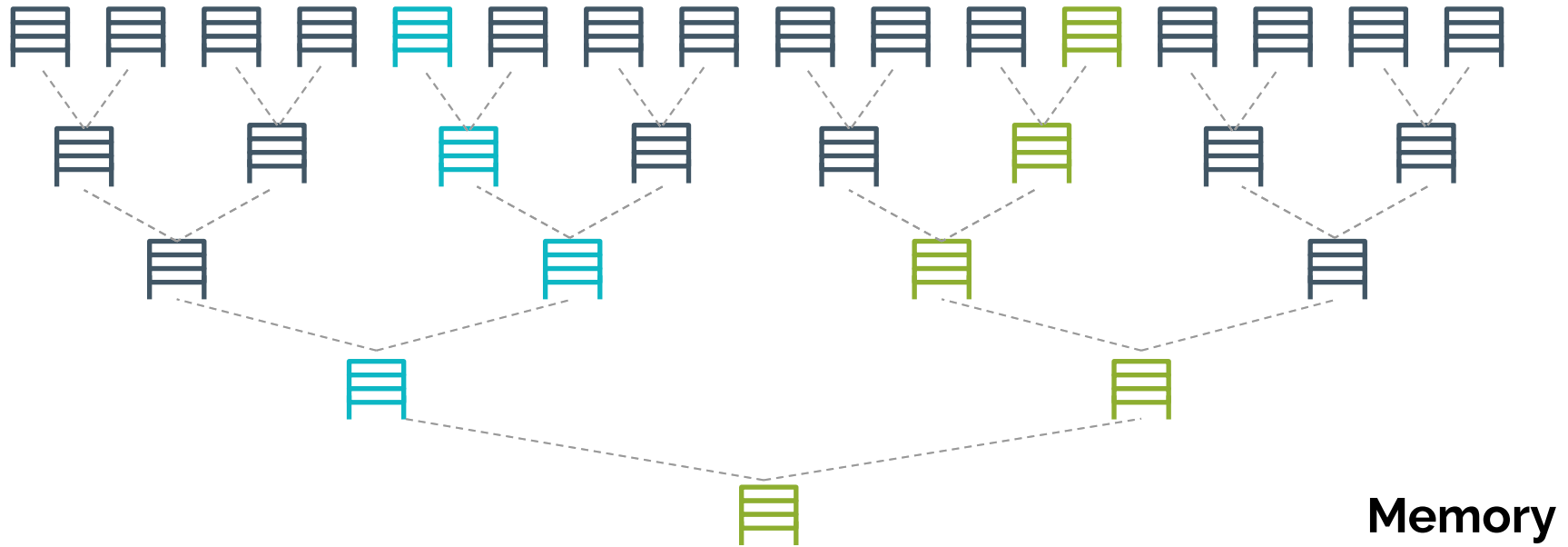
block x

Memory

CPU



Where on the new path can we write block x ?



Position  
map



block x

Memory

CPU

Can we write it to the leaf?



Memory

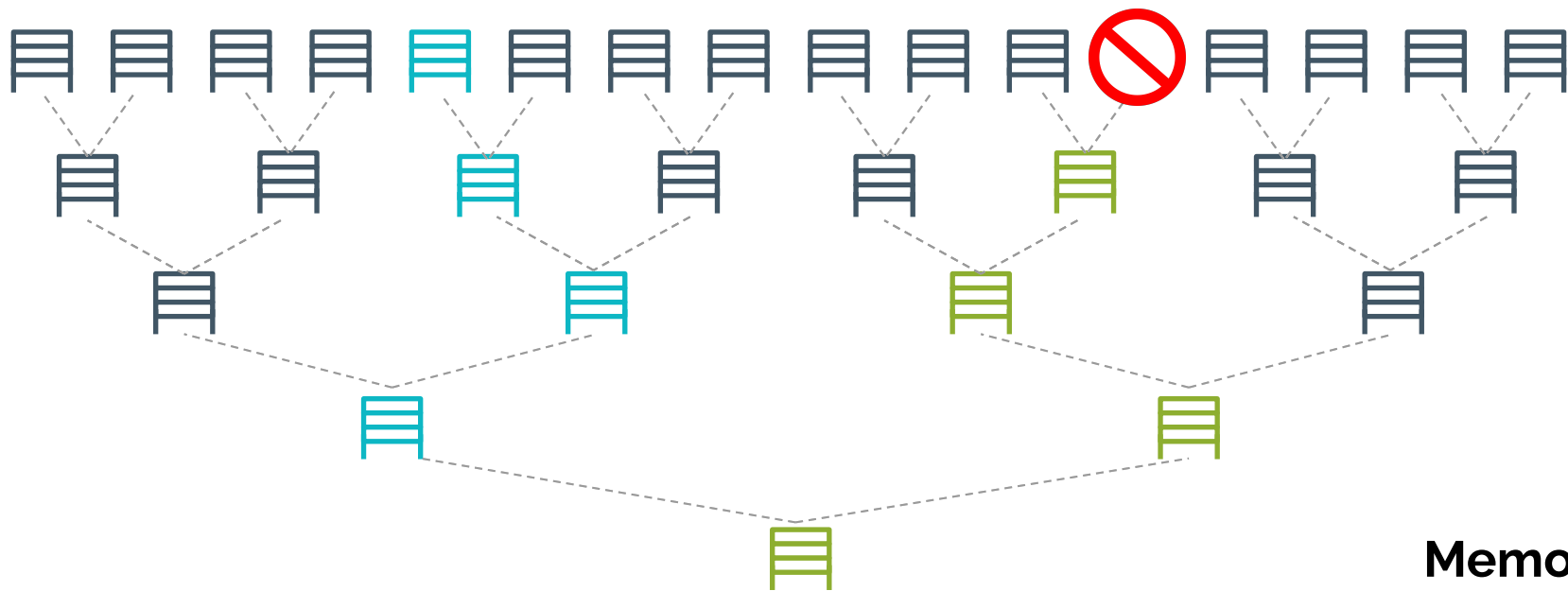
Position  
map



block x

CPU

# Can we write it to the leaf?



Memory

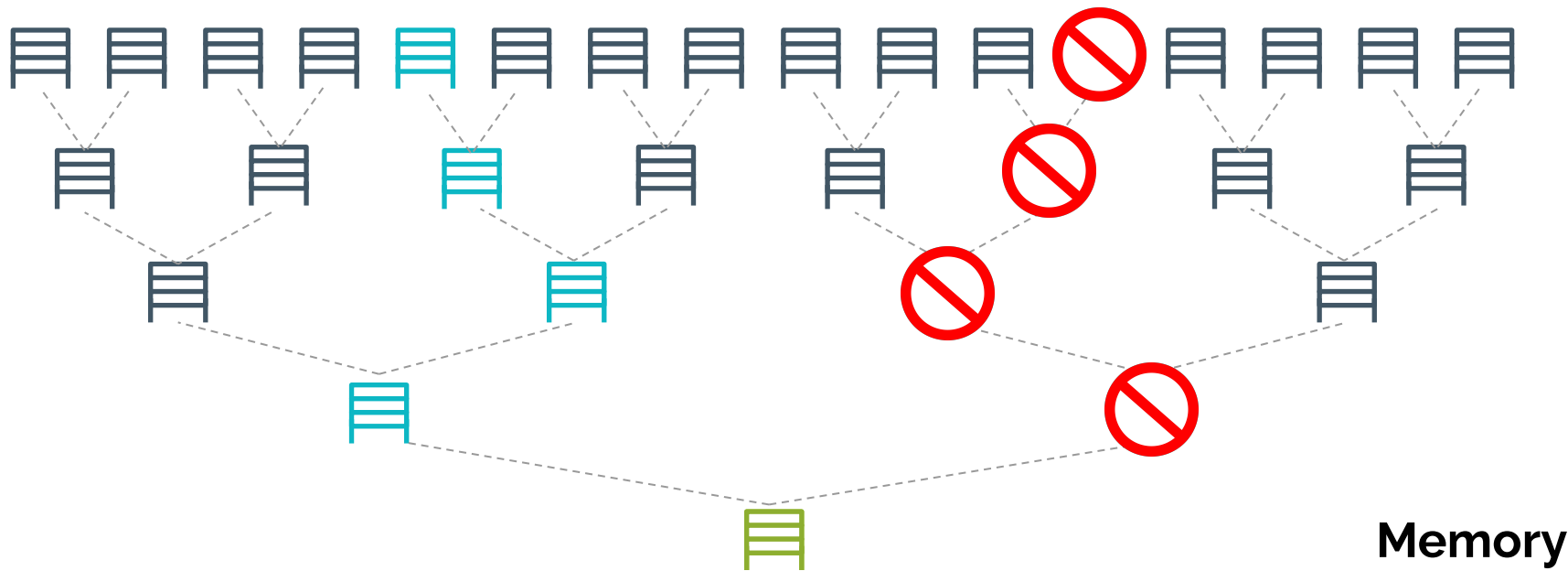
Position  
map



block x

CPU

# Writing to any non-root bucket leaks information



Memory

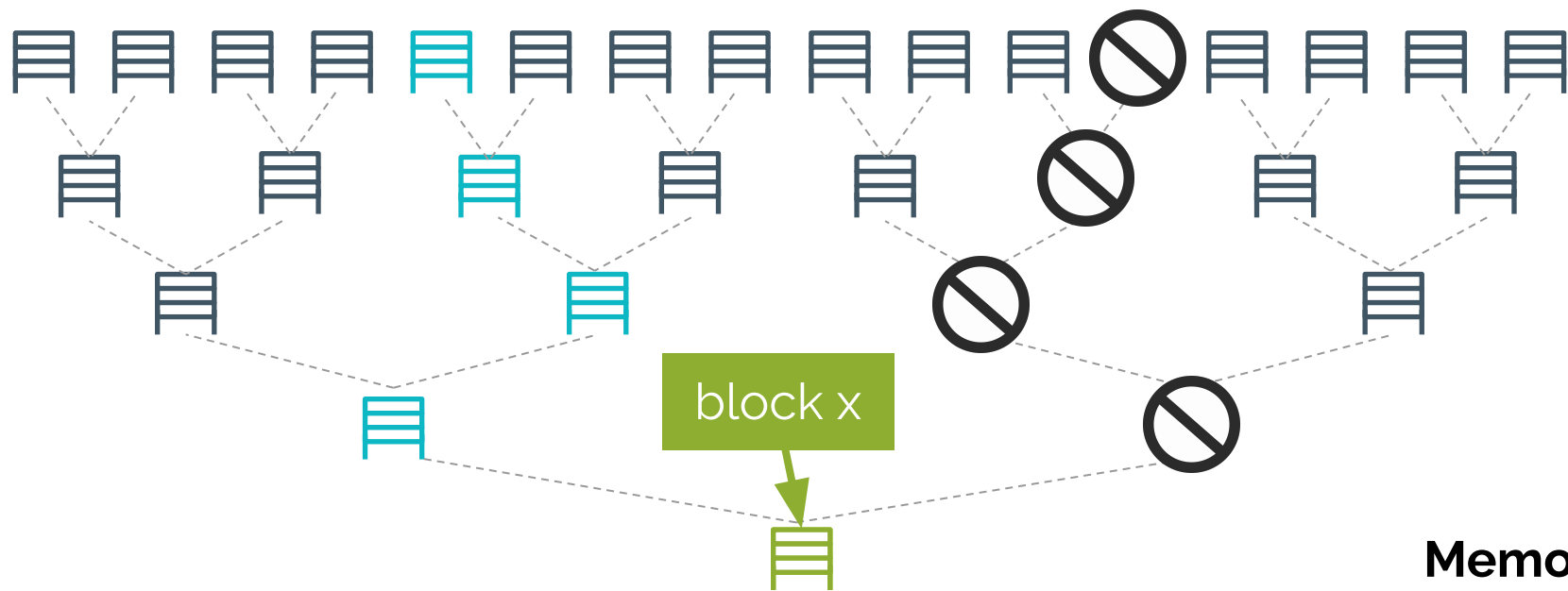
Position  
map



block x

CPU

Write it to the root!



Position  
map



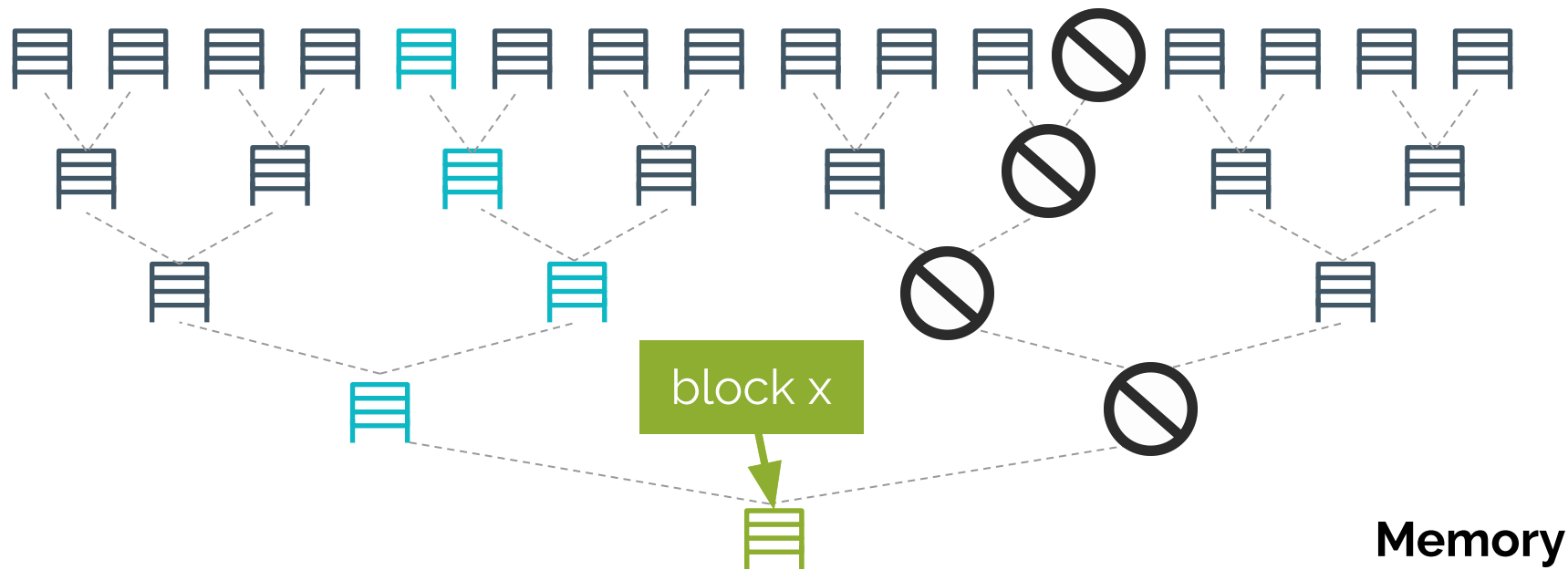
block x

Memory

CPU



Security: every request, visit a **random** path that has **not** been revealed



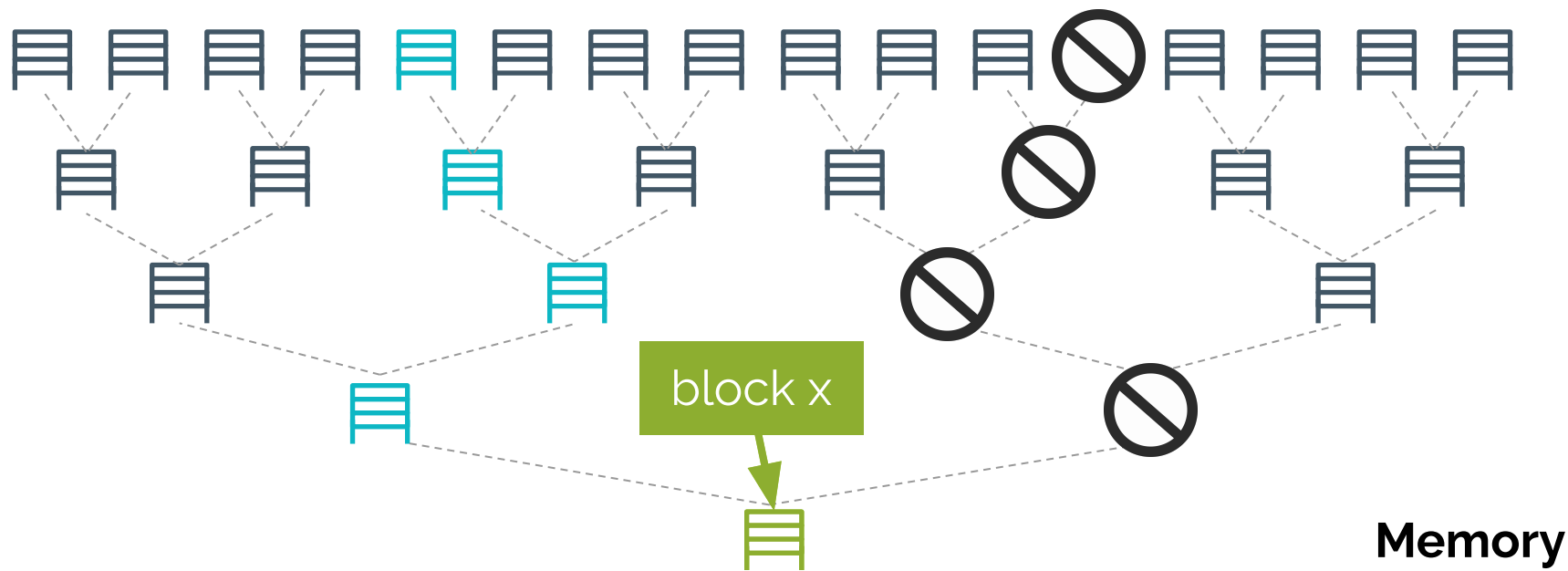
Position  
map



block x

CPU

## Problem?



Position  
map



block x

Memory

CPU



# Remaining issues

Resolve overflow

Remove position map

# Resolve overflow



**Eviction** moves blocks towards leaves

# Remove position map

# Resolve overflow



**Eviction** moves blocks towards leaves

# Remove position map



**Recursion**

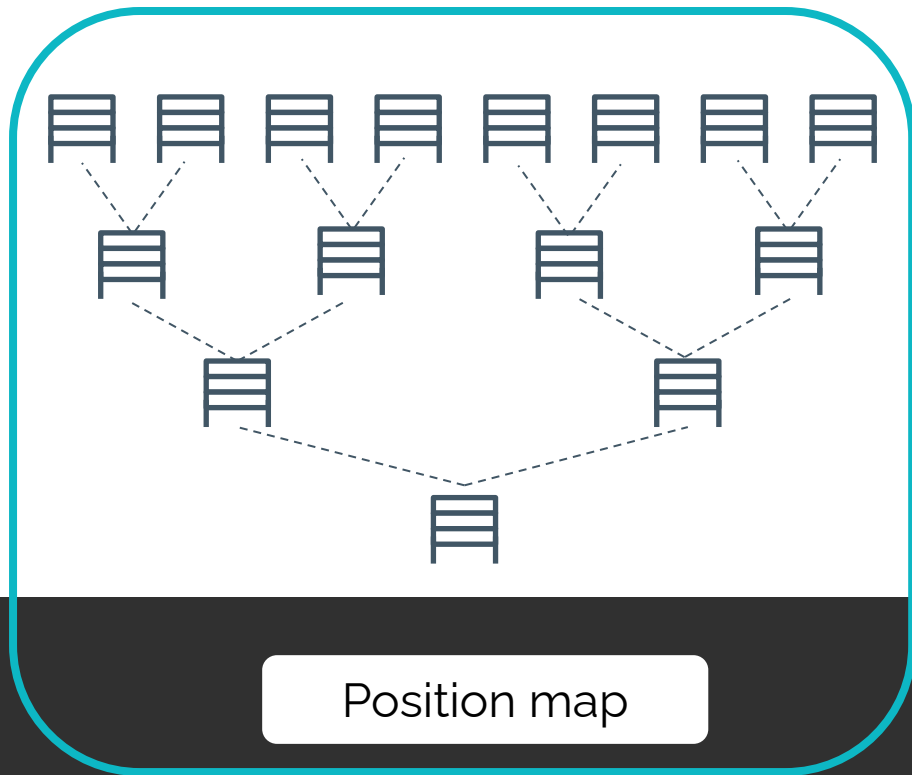
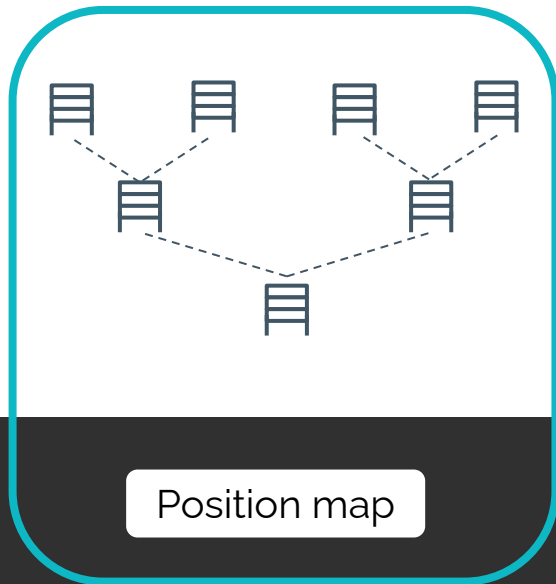


Store position map **recursively** in a smaller ORAM

...



...



```

1:  $x \leftarrow \text{position}[a]$ 
2:  $\text{position}[a] \leftarrow \text{UniformRandom}(0 \dots 2^L - 1)$ 
3: for  $\ell \in \{0, 1, \dots, L\}$  do
4:    $S \leftarrow S \cup \text{ReadBucket}(\mathcal{P}(x, \ell))$ 
5: end for

6:  $\text{data} \leftarrow \text{Read block } a \text{ from } S$ 
7: if  $\text{op} = \text{write}$  then
8:    $S \leftarrow (S - \{(a, \text{data})\}) \cup \{(a, \text{data}^*)\}$ 
9: end if

10: for  $\ell \in \{L, L - 1, \dots, 0\}$  do
11:    $S' \leftarrow \{(a', \text{data}') \in S : \mathcal{P}(x, \ell) = \mathcal{P}(\text{position}[a'], \ell)\}$ 
12:    $S' \leftarrow \text{Select min}(|S'|, Z) \text{ blocks from } S'.$ 
13:    $S \leftarrow S - S'$ 
14:    $\text{WriteBucket}(\mathcal{P}(x, \ell), S')$ 
15: end for

16: return  $\text{data}$ 

```



# Path ORAM

[SDS+'13]

Achieves  $O(\log^2 n)$  cost  
with recursion



```
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# Path ORAM

[SDS+'13]

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7: if op = write then
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9: end if
10: for  $\ell \in \{L, L-1, \dots, 0\}$  do
11:    $S' \leftarrow \{(a', \text{data}') \in S : \mathcal{P}(x, \ell) \cap \mathcal{P}(\text{position}[a'], \ell) \neq \emptyset\}$ 
12:    $S' \leftarrow$  Select  $\min(|S'|, Z)$  blocks from  $S'$ 
13:    $S \leftarrow S - S' \cup S'$ 
14:   WriteBucket( $\mathcal{P}(x, \ell), S'$ )
15: end for
16: return data

```

## Path ORAM

[SDS<sup>+</sup>17]

Achieves  $O(\log^2 n)$  cost  
with recursion

# Summary: tree-based ORAMs

- A block is **re-mapped to a new random path** upon being read.
- The block must be **relocated** to the new path **without revealing the new path**
- Key challenge: design **eviction** process and prove **no overflow**.



Applications and  
challenges

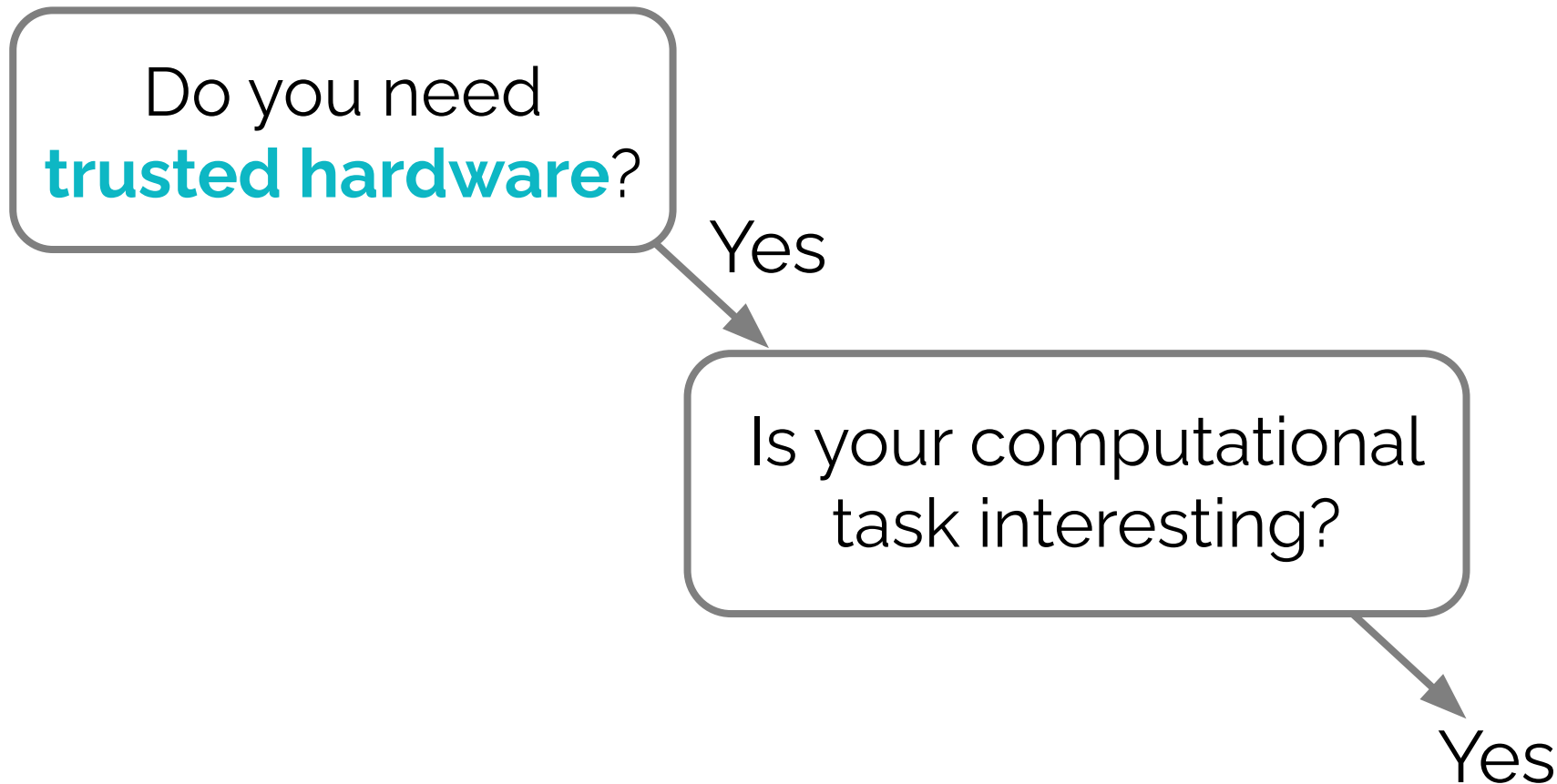


Oblivious RAM

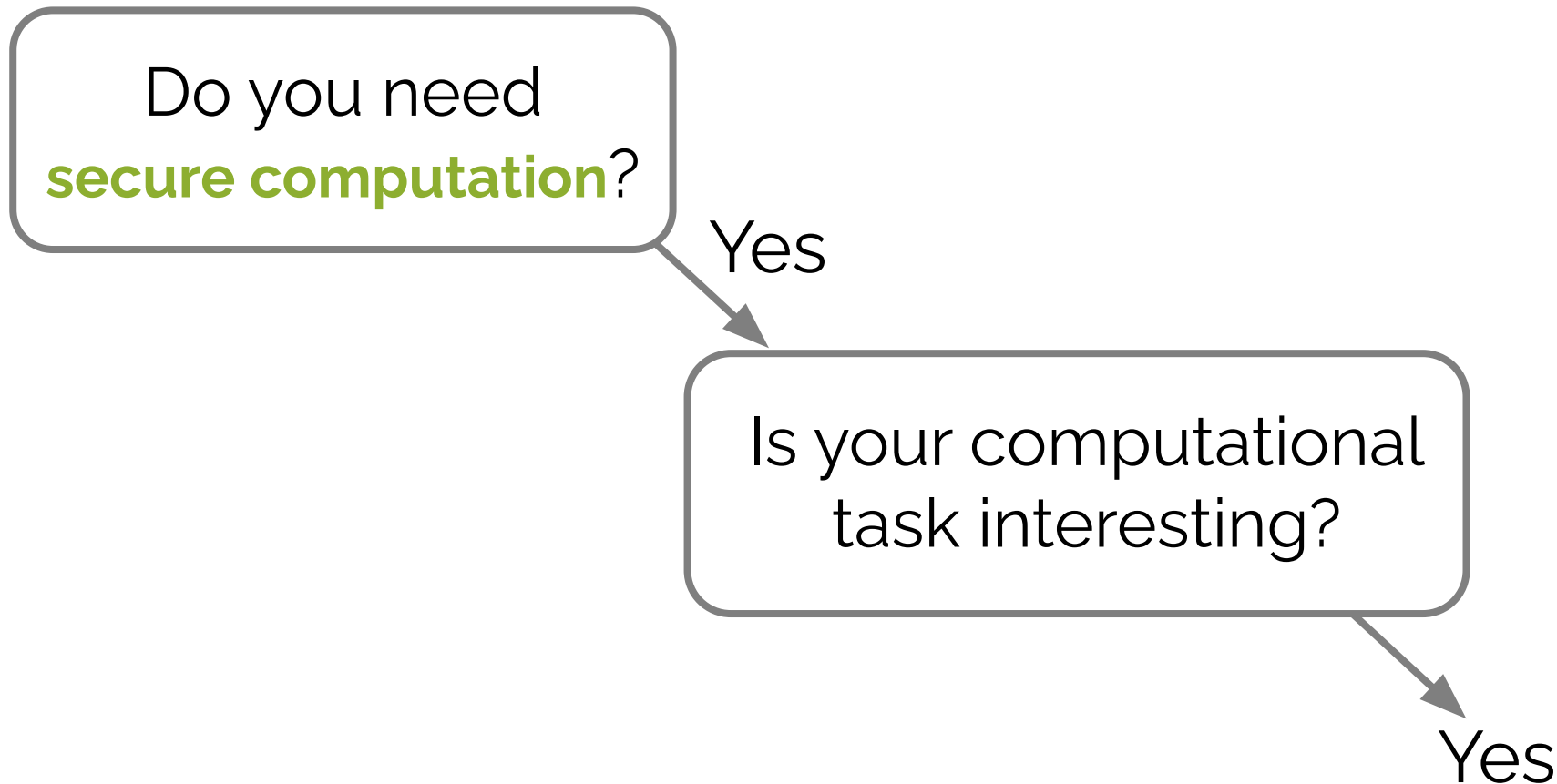


Signal's story





# Do you need an ORAM?



# Do you need an ORAM?



# ORAM for **blockchains**

- Privacy-preserving transactions and smart contracts    
- Flashbots use case
- Privacy-preserving light-weight clients

# ORAM for AI (ORAIM)





- 📍 Retrieval augmentation for LLM?



# Oblivious STL: oblivious counterpart of the STL library (Ongoing work)

- data structures  
e.g. map, set, priority queue, range query
- sorting, shuffling
- common algorithms  
e.g. graph algorithms

# Challenges for practical deployment

-  Lack of awareness
-  Generic ORAM vs efficient oblivious alg
-  Mismatch of performance metrics
-  Security of implementation

# Challenges for practical deployment



Lack of awareness

## ZKP

More awareness

More complicated

No one-size-fits-all scheme

Higher barrier of entry

## ORAM

Less awareness

Simple algorithms

Unified solution

Lower barrier

# Challenges for practical deployment



Lack of awareness



Generic ORAM vs efficient oblivious alg

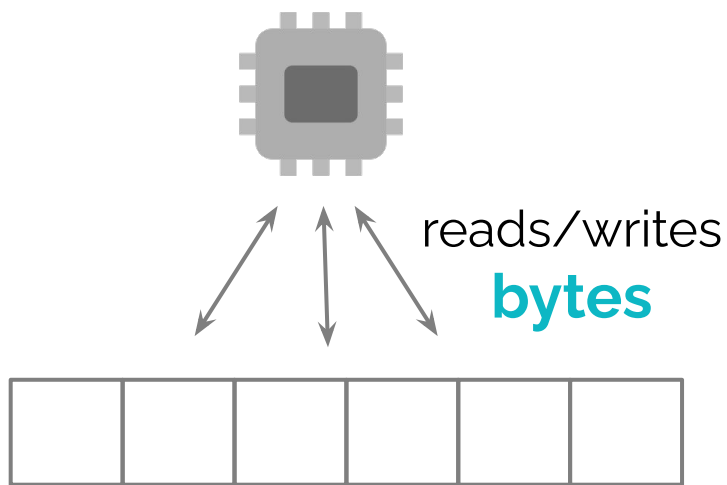
e.g., data structures, sorting, shuffling, graph algorithms

[ZE'13, WNLC<sup>S</sup>+14, LWHN<sup>S</sup>'14, RS'21 ...]

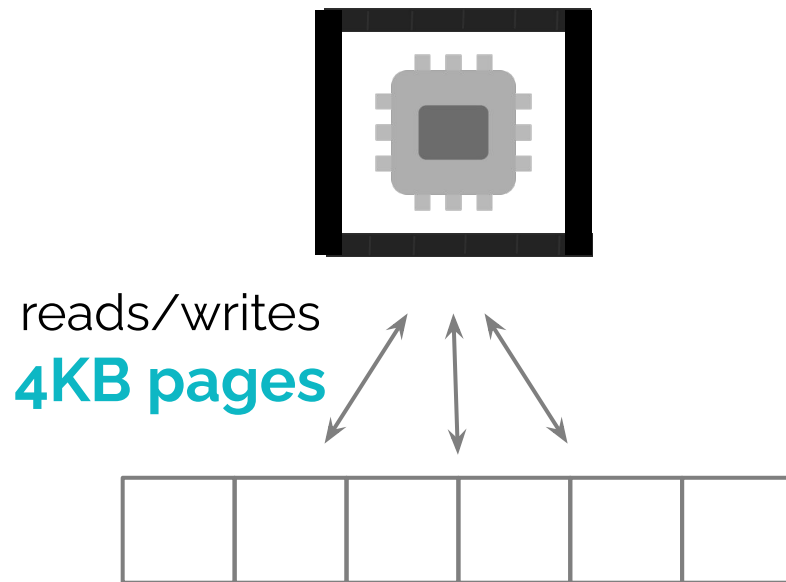
# Challenges for practical deployment

- ◉ Lack of awareness
- ◉ Generic ORAM vs efficient oblivious alg
- ◉ Mismatch of performance metrics

# ORAM/algorithms literature: **word RAM**



# Secure enclaves: **external-memory**



# Challenges for practical deployment

- Lack of awareness
- Generic ORAM vs efficient oblivious alg
- Mismatch of performance metrics
- Security of implementation

## Security flaw in Oblix

```
→ if node.key() < cur_node.key() {  
    child = self.insert_helper(node, &  
    cur_node.left_key(), server)?;  
    cur_node.set_left_child(Some(child));  
    server.Write(ActualOp, cur_node);  
    self.balance(cur_node, server)  
→ } else if (node.key() > cur_node.key())  
    {  
        // same as lines 15-18, but for right  
        subtree (...)  
    } else /*...*/  
→ } else {  
    server.Write(ActualOp, node.clone());  
    self.root_size += 1;  
    Ok(node.into_child())  
    }  
}
```



```
→ if node.key() < cur_node.key() {  
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    }  
}
```

[LH<sup>S</sup><sub>13</sub>, LHHTM<sup>S</sup><sub>15</sub>, DSLH'20]



Memory-trace  
oblivious type  
system

**Oblivious STL:** preliminary open-source

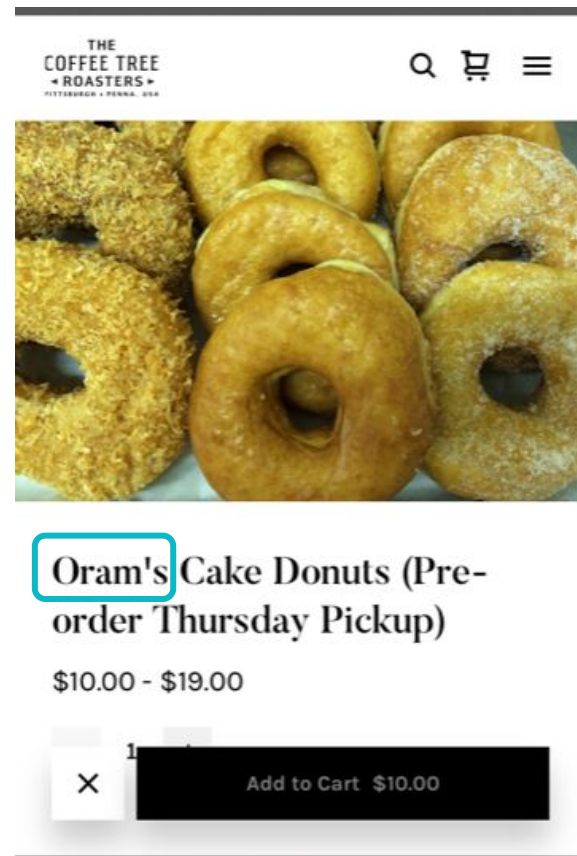
<https://github.com/odslib/>

<https://github.com/obliviousram>

Do you need  
an **ORAM**?



**YES**



Do you need  
an ORAM?



YES

Thank you!

runting@cs.cmu.edu

