Secure Data Analytics

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The Motivation

 Cloud databases: Google Cloud SQL, Microsoft SQL Azure, Amazon SimpleDB.



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- Service providers (SP) answer queries from different clients.



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- Service providers (SP) answer queries from different clients.
- Data owner might not want to reveal data values to SP; clients might not want SP to learn their queries and/or the query results.



Cloud Database

Hakan Hacigumus, Balakrishna R. Iyer, Chen Li, Sharad Mehrotra: Executing SQL over encrypted data in the database-service-provider model. SIGMOD 2002



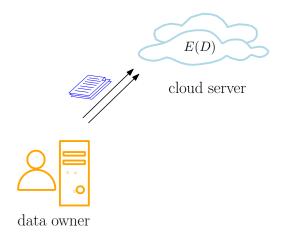
cloud server

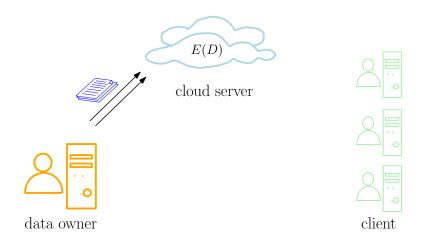


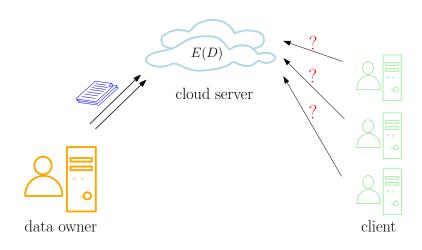
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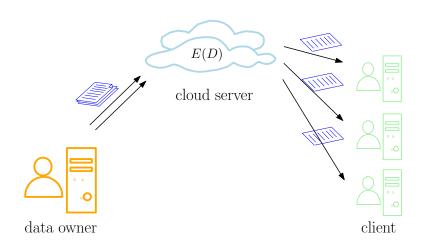


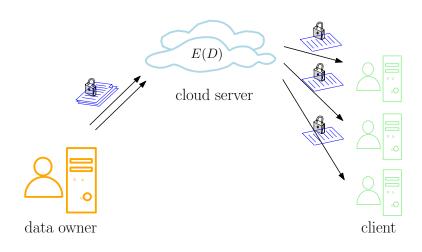




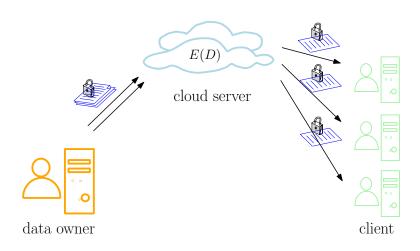




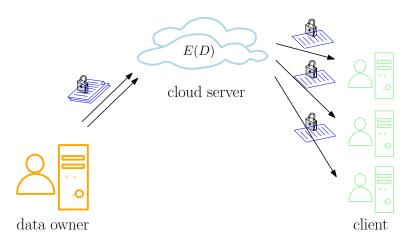




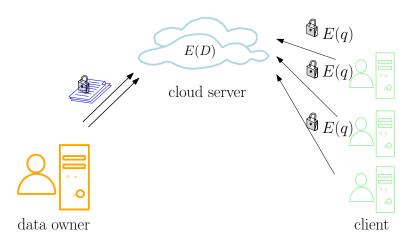
Secure Query Processing



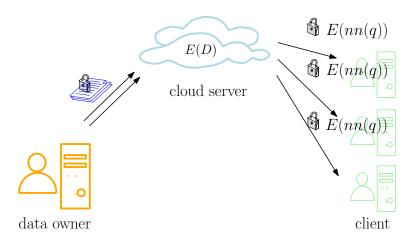
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 - Secure Nearest Neighbor (SNN)



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- Adversary model: same as whatever model in which E is secure, e.g, IND-CPA, IND-CCA.

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- Standard security model, such as indistinguishability under chosen plaintext attack (IND-CPA), or indistinguishability under chosen ciphertext attack (IND-CCA).

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 - Attack we found: after learning only d query points and their encryptions, a linear system of d equations can be formed to decrypt any encrypted $p \in D$.

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 - Attack we found: In the above process, the server learns if *q* lies to the left or the right of another point, in each dimension, which leads to a binary search to efficiently recover any encrypted point.

Hardness of the Problem: OPE

- Order-preserving encryption (OPE) is a set of functions $\{\mathcal{E}, \mathcal{E}^{-1}, op\}$, such that:
 - $\mathcal{E}(m) = c$, $\mathcal{E}^{-1}(c) = m$ (here we omit the keys).
 - $op(c_1, c_2) = 1$ if $m_1 < m_2$; $op(c_1, c_2) = -1$ if $m_1 > m_2$.

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Theorem

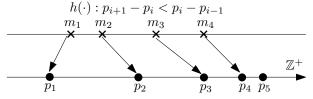
A truly secure OPE does not exist in standard security models, such as IND-CPA. It also does not exist even in much relaxed security models, such as the indistinguishability under ordered chosen-plaintext attack (IND-OCPA).

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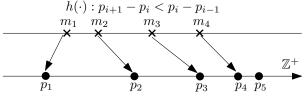
• Given $E(D) = \{E(p_1), \dots, E(p_N)\}$, suppose we have a secure SNN method S such that: $S(E(q), E(D)) \rightarrow E(nn(q, D))$ without the knowledge of E^{-1} .

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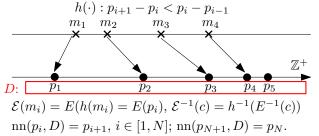


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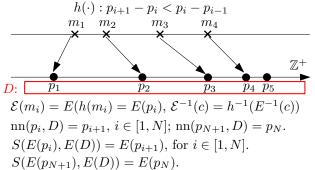


$$\mathcal{E}(m_i) = E(h(m_i) = E(p_i), \, \mathcal{E}^{-1}(c) = h^{-1}(E^{-1}(c))$$

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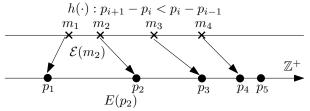


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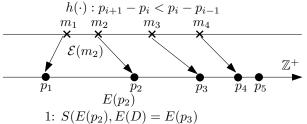
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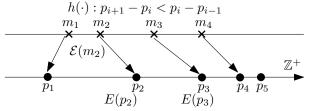
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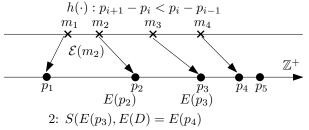
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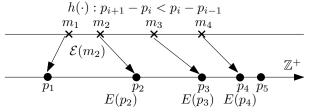
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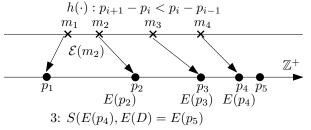
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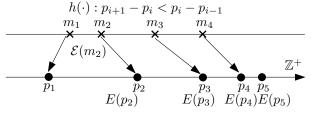
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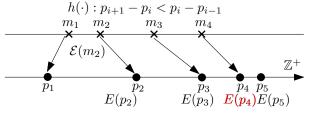
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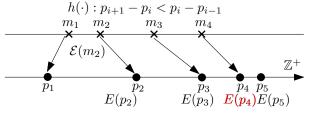


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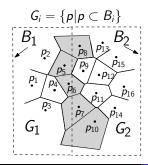
4: $S(E(p_5), E(D) = E(p_4)$, Repetition FOUND! i = N - (number of steps -2)!

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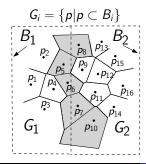
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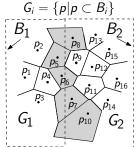




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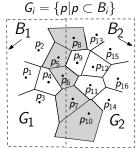


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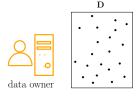
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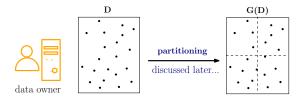


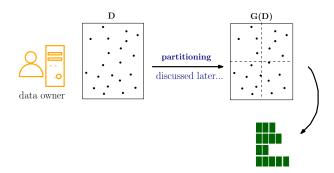
Challenge: minmax($|G_i|$)!

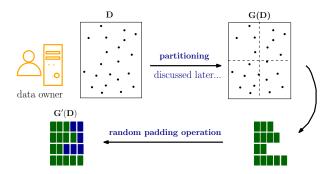
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 - Preprocessing at the data owner
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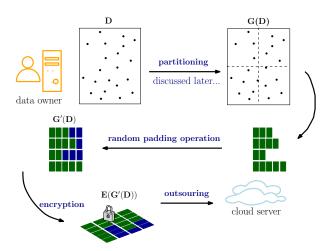
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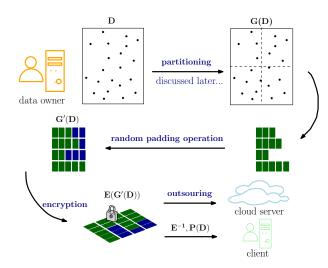




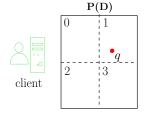


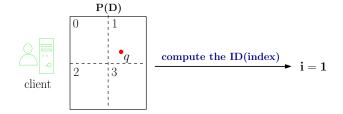


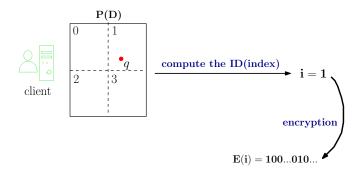


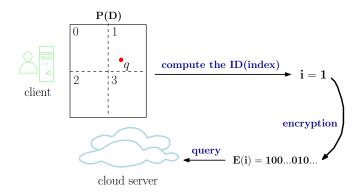


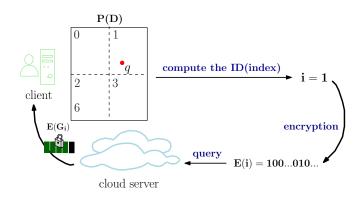
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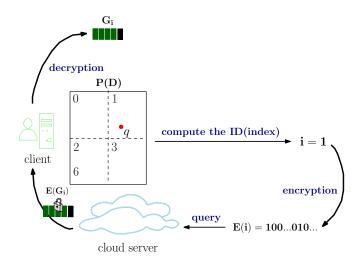


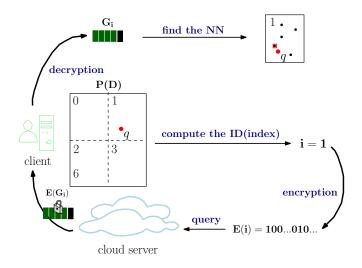


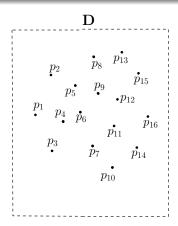


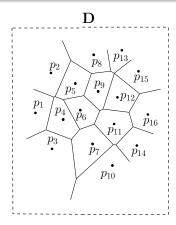


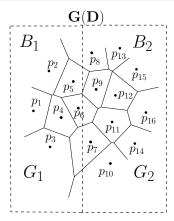


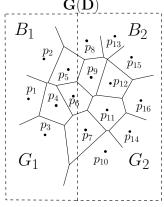






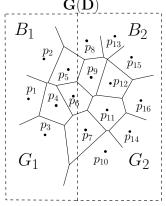






 G_i : a subset of dataset D

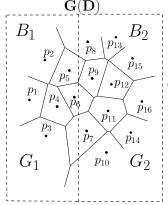
 \mathcal{B}_i : the geometric boundary of \mathcal{G}_i



 G_i : a subset of dataset D

 B_i : the geometric boundary of G_i

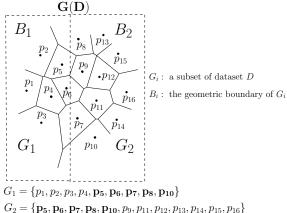
1 B_i is an axis-parallel d-dimensional box and $B_i \cap B_j = \emptyset$ for any $i \neq j$



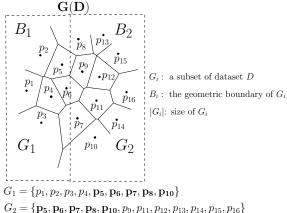
 G_i : a subset of dataset D

 B_i : the geometric boundary of G_i

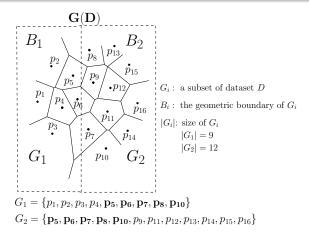
- **1** B_i is an axis-parallel d-dimensional box and $B_i \cap B_j = \emptyset$ for any $i \neq j$
- $G_i = \{p_j | vc_j \text{ is contained or intersected by } B_i\}$



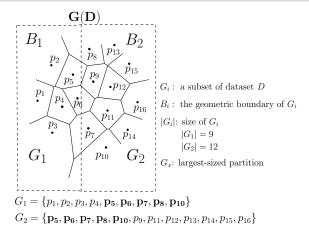
- **9** B_i is an axis-parallel d-dimensional box and $B_i \cap B_i = \emptyset$ for any $i \neq j$
- ② $G_i = \{p_i | vc_i \text{ is contained or intersected by } B_i\}$



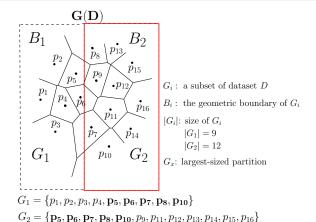
- $G_2 = \{\mathbf{p_5}, \mathbf{p_6}, \mathbf{p_7}, \mathbf{p_8}, \mathbf{p_{10}}, p_9, p_{11}, p_{12}, p_{13}, p_{14}, p_{15}, p_{16}\}$
- **①** B_i is an axis-parallel d-dimensional box and $B_i \cap B_j = \emptyset$ for any $i \neq j$
- $G_i = \{p_j | vc_j \text{ is contained or intersected by } B_i\}$



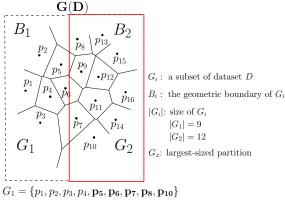
- **9** B_i is an axis-parallel d-dimensional box and $B_i \cap B_j = \emptyset$ for any $i \neq j$
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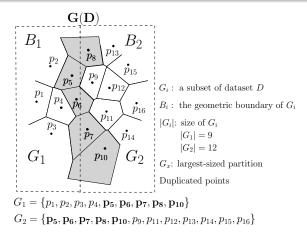
- **9** B_i is an axis-parallel d-dimensional box and $B_i \cap B_j = \emptyset$ for any $i \neq j$
- **②** $G_i = \{p_j | vc_j \text{ is contained or intersected by } B_i\}$



$$G_1 = \{p_1, p_2, p_3, p_4, \mathbf{p_5}, \mathbf{p_6}, \mathbf{p_7}, \mathbf{p_8}, \mathbf{p_{10}}\}\$$

$$G_2 = \{\mathbf{p_5}, \mathbf{p_6}, \mathbf{p_7}, \mathbf{p_8}, \mathbf{p_{10}}, p_9, p_{11}, p_{12}, p_{13}, p_{14}, p_{15}, p_{16}\}\$$

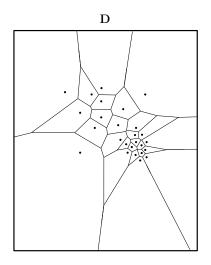
- **9** B_i is an axis-parallel d-dimensional box and $B_i \cap B_j = \emptyset$ for any $i \neq j$
- ② $G_i = \{p_j | vc_j \text{ is contained or intersected by } B_i\}$
- minimum $|G_x|$ and minimum $|G_x| |G_i|$, which means low storage and communication overheads, as well as cheap encryption cost

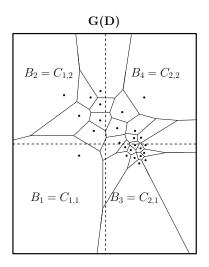


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- Square Grid (SG)
- Minimum Space Grid (MinSG)
- Minimum Maximum Partition(MinMax)

- Square Grid (SG)
- Minimum Space Grid (MinSG)
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Merits:

• Demerits:

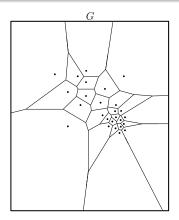
- Merits:
 - simple
 - minimum storage cost at client
- Demerits:

- Merits:
 - simple
 - minimum storage cost at client
- Demerits:
 - high storage and communication overheads, as well as expensive encryption cost because of highly unbalanced partitions when the data distribution is skewed

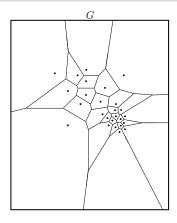
- Square Grid (SG)
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Minimum Space Grid (MinSG)

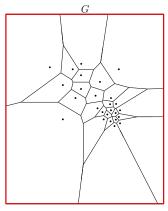
Minimum Space Grid (MinSG)



Minimum Space Grid (MinSG)

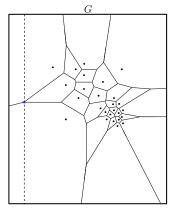


$$|G| = 26$$



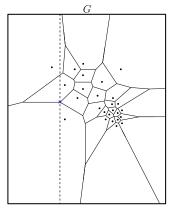
$$|G| = 26$$

ullet A greedy algorithm: always split the maximum partition G_x into smaller partitions



$$|G| = 26$$

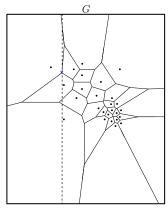
- ullet A greedy algorithm: always split the maximum partition G_x into smaller partitions
- ullet use a line going though the entire space and intersected with the voronoi vertex in B_x



|G| = 26

- ullet A greedy algorithm: always split the maximum partition G_x into smaller partitions
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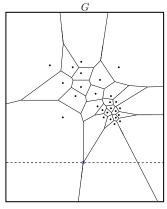




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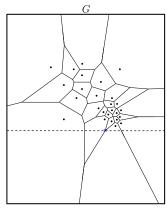




|G| = 26

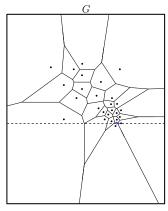
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$$|G| = 26$$

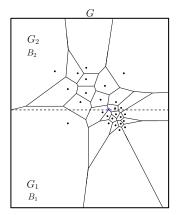
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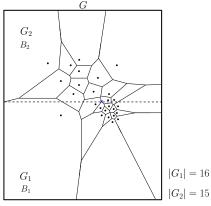
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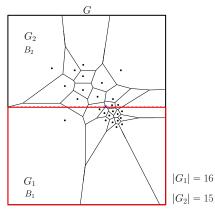
- ullet A greedy algorithm: always split the maximum partition G_x into smaller partitions
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- ullet choose the ℓ that leads to the minimum maximum partition





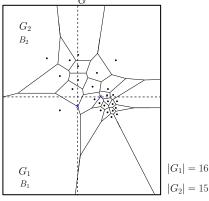
- A greedy algorithm: always split the maximum partition G_x into smaller partitions
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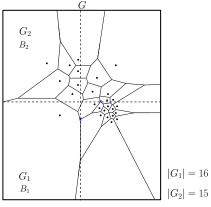
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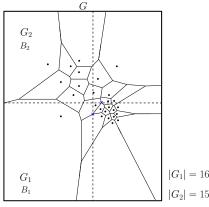
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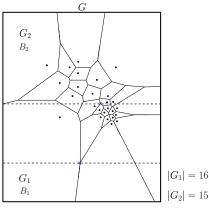
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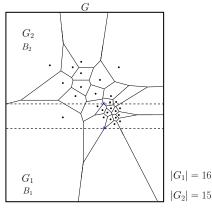
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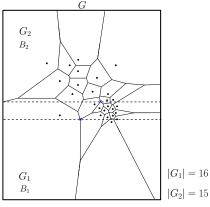
- A greedy algorithm: always split the maximum partition G_x into smaller partitions
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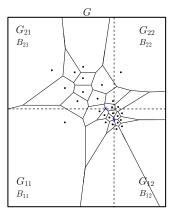
- A greedy algorithm: always split the maximum partition G_x into smaller partitions
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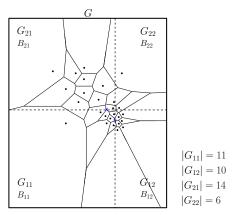
- A greedy algorithm: always split the maximum partition G_x into smaller partitions
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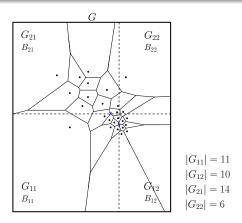


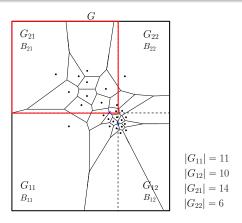
Merits:

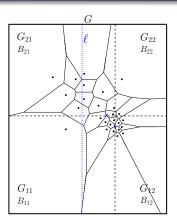
Demerits:

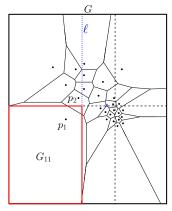
- Merits:
 - relatively balanced partitions: low storage and communication overheads, as well as cheap encryption cost
- Demerits:

- Merits:
 - relatively balanced partitions: low storage and communication overheads, as well as cheap encryption cost
- Demerits:
 - complicated partitioning process
 - not most balanced: small-sized partitions introduced by some unnecessary splitting







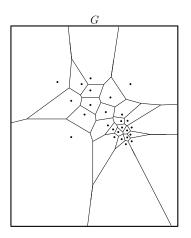


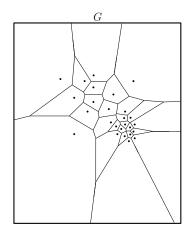
 $|G_{11}| = 2!!$

• We need a method that produce more balanced partitions!!

SVD Partitioning

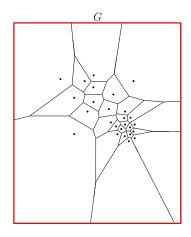
- Square Grid (SG)
- Minimum Space Grid (MinSG)
- Minimum Maximum Partition(MinMax)





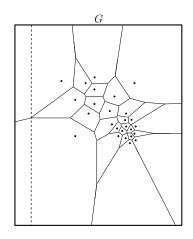
$$|G| = 26$$

• similar to MinSG in most part



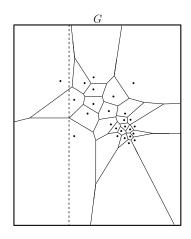
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• similar to MinSG in most part



|G| = 26

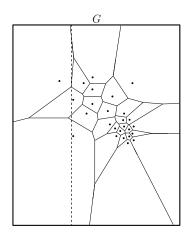
- similar to MinSG in most part
- use **segments** going though the space bounded by B_x instead of lines going though the entire space to split partitions



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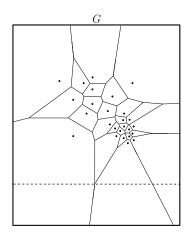




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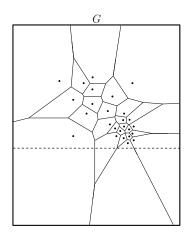




$$|G| = 26$$

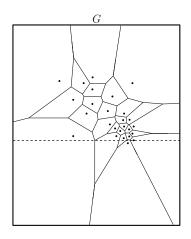
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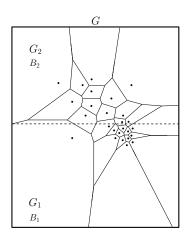
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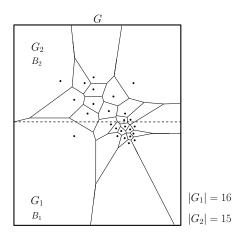
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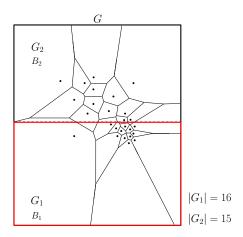


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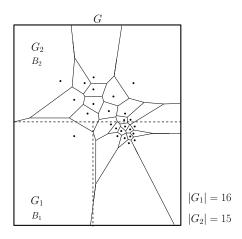
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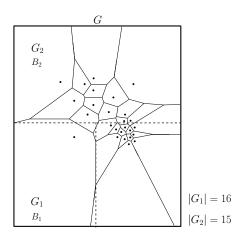
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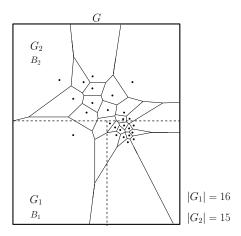
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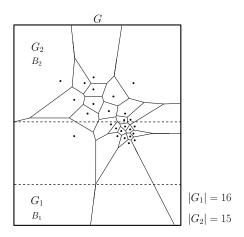
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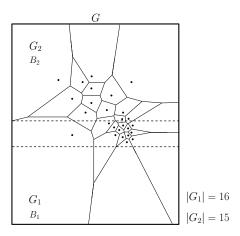
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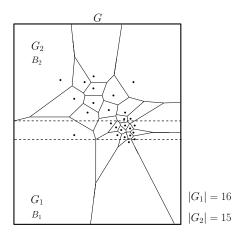
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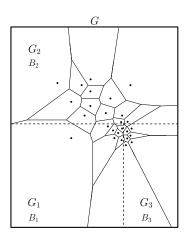
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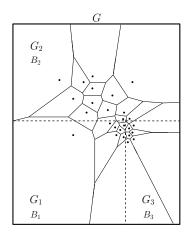


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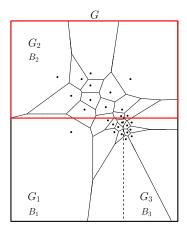
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$$|G_1| = 11$$
$$|G_2| = 15$$

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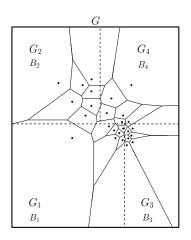




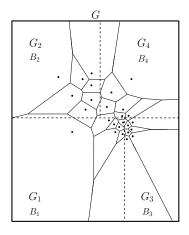
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$$|G_2| = 15$$

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- similar to MinSG in most part
- use **segments** going though the space bounded by B_x instead of lines going though the entire space to split partitions



$$|G_1| = 11$$

 $|G_2| = 10$
 $|G_3| = 10$
 $|G_4| = 11$

- similar to MinSG in most part
- use **segments** going though the space bounded by B_x instead of lines going though the entire space to split partitions



Merits:

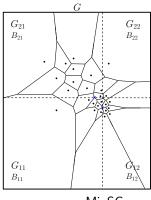
• Demerits:

- Merits:
 - most balanced partitions: low storage and communication overheads, as well as cheap encryption cost
- Demerits:

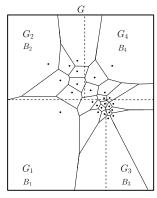
- Merits:
 - most balanced partitions: low storage and communication overheads, as well as cheap encryption cost
- Demerits:
 - high storage cost at client

Comparison between MinSG and MinMax

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 $\mathsf{Min}\mathsf{SG}$



MinMax

 $|G_2| = 10$ $|G_3| = 10$ $|G_4| = 11$

 $|G_1| = 11$

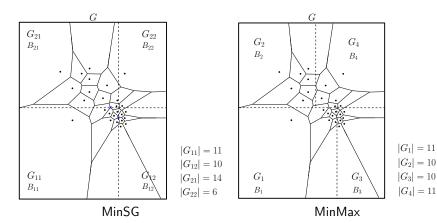
 $|G_{11}| = 11$

 $|G_{12}| = 10$

 $|G_{21}| = 14$

 $|G_{22}| = 6$

Comparison between MinSG and MinMax



 Clearly, MinMax achieves more balanced partitions than MinSG, which means lower storage and communication overheads, as well as cheaper encryption cost.

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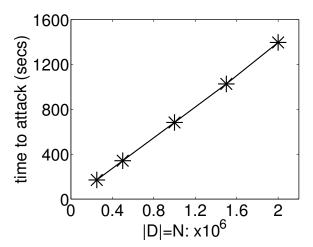
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- Default settings.

Symbol	Definition	Default Value
D	size of the dataset	10 ⁶
k	number of partitions	625
DT	dataset type	CA

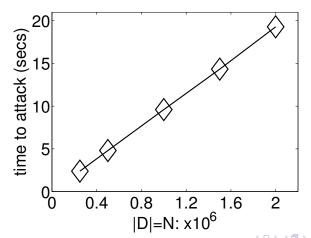
Attack on Existing SNN Methods

• Vary |D|: Wai Kit Wong, David Cheung, Ben Kao, Nikos Mamoulis: Secure kNN computation on encrypted databases. SIGMOD 2009



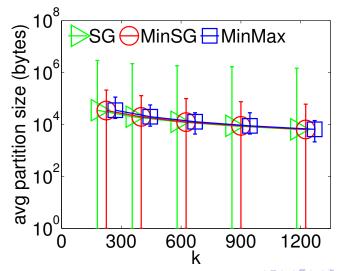
Attack on Existing SNN Methods

• Vary |D|: Haibo Hu, Jianliang Xu, Chushi Ren, Byron Choi: Processing private queries over untrusted data cloud through privacy homomorphism. ICDE 2011



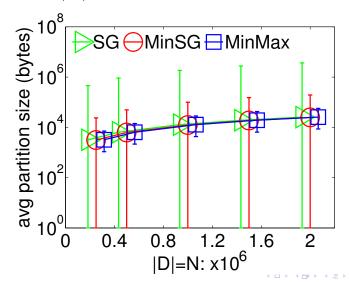
Partition size in different methods

Vary k



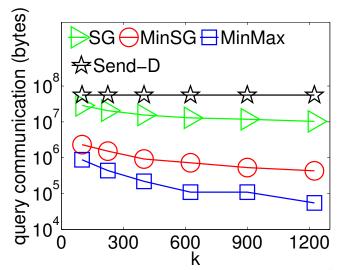
Partition size in different methods

Vary |D|



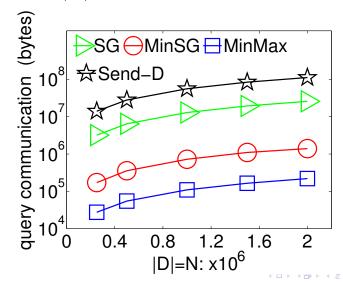
Query communication cost

Vary k



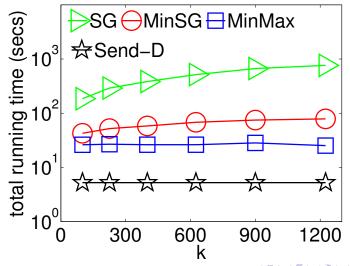
Query communication cost

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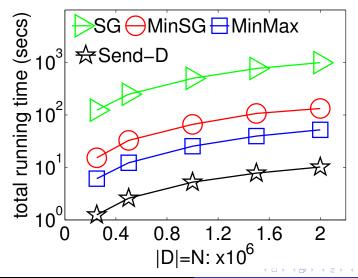
Total running time of the preprocessing step

Vary k



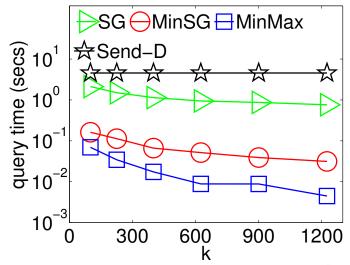
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Vary |D|



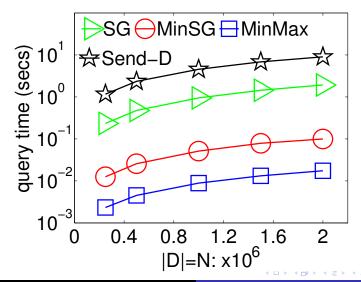
Query time for different methods

Vary k



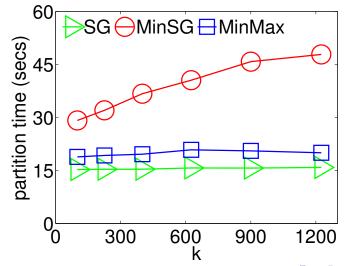
Query time for different methods

Vary |D|



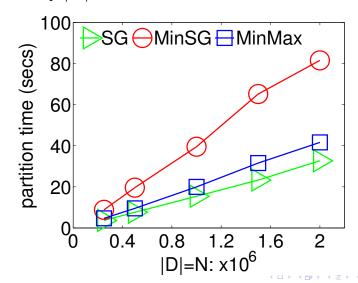
Running time of the partition phase

Vary k



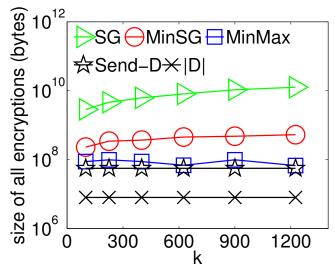
Running time of the partition phase

Vary |D|



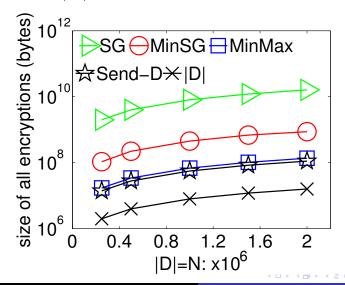
Total size of E(D)

Vary k



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Vary |D|



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- Variants of similarity search: reverse nearest neighbors, skylines, etc.

Conclusion

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- Implement the SVD with three partitioning methods.
- Future work
 - extending our investigation to higher dimensions, k nearest neighbors

Thank You

Q and A