User privacy

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# Outline

#### Classification 1: On whose privacy is being sought

- Respondent privacy
- Owner privacy
- User privacy

- Protecting the identity of the user
- Protecting the data generated by the activity of the user

#### User privacy

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Tools for anonymous communications belong to user privacy

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Other examples with users querying databases

- Protecting the identity of the user
  - Protect who is making a query

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  - Protect who is making a query
    - $\rightarrow$  Anonymous database search
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- Anonymous database search

- Private Information Retrieval (PIR)
  - How a user should retrieve an element from a DB or a search engine, without the system or the server being able to deduce which element is the object of the user's interest.

- Private Information Retrieval (PIR)
  - (Information Theoretic) Private Information Retrieval (PIR)
  - Computational PIR (cPIR)
  - $\circ$  Trusted-hardware PIR
  - $\circ$  Other approaches
    - $\star$  Goopir
    - ★ TrackMeNot

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  - Information theoretic: cannot be broken with unlimited computing power
  - Every (information theoretic) PIR scheme with a single-database (with n bits) requires  $\Omega(n)$  bits of communication.
  - It can be proven (Chor et al. 1998) that if a user wants to keep its privacy (in the information theoretic sense), then essentially the only thing he can do is to ask for a copy of the whole database.

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  - $\circ$  Example. Scheme in (Chor et al., 1999) with communication complexity  $O(n^{1/3})$  for k=2

User privacy

- (Information Theoretic) PIR: k copies of the database (not being intercommunicated)
  - Problem.
    - \* Database. A binary string  $x = x_1 \cdots x_n$  of length n

(Identical copies of this string are stored in  $k \ge 2$  servers)

- $\star$  User. Given index i, is interested in obtaining the value of bit  $x_i$
- $\star$  Solution: The user queries each of the servers and gets replies from which the desired bit  $x_i$  can be computed.

The server does not gain any information about i from the query.

- Input
  - $\circ i \in [n]$  where  $[n] = \{1, \ldots, n\}$
  - $\circ r$  random input of length  $\ell_{rnd}$
- Overview of the process
  - $\circ~k$  queries  $Q_1(i,r),\ldots,Q_k(i,r)$  of length  $\ell_q$  each
  - $\circ$  Servers respond according to strategies  $A_1,\ldots,A_k$  with replies of length  $\ell_a$  according to the content of the DB x
  - $\circ$  The user reconstructs the desired bit  $x_i$  from the k replies, together with i and r

- Formalization
  - $\circ$  A k-server PIR scheme for database length n consists of
    - $\star k$  query functions  $Q_1, \ldots, Q_k : [n] \times \{0, 1\}^{\ell_{rnd}} \to \{0, 1\}^{l_q}$
    - \* k answer functions,  $A_1, \ldots, A_k : \{0, 1\}^n \times \{0, 1\}^{l_q} \to \{0, 1\}^{l_a}$
    - $\star$  a reconstruction function  $R: [n] \times \{0,1\}^{l_{rnd}} \times (\{0,1\}^{l_a})^k \to \{0,1\}$
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\* Correctness. For every  $x \in \{0,1\}^n$ ,  $i \in [n]$ , and  $r \in \{0,1\}^{\ell_{rnd}}$  $R(i,r,A_1(x,Q_1(i,r)),\ldots,A_k(x,Q_k(i,r))) = x_i$ 

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- \* Correctness. For every  $x \in \{0,1\}^n$ ,  $i \in [n]$ , and  $r \in \{0,1\}^{\ell_{rnd}}$  $R(i,r,A_1(x,Q_1(i,r)),\ldots,A_k(x,Q_k(i,r))) = x_i$
- \* Privacy. For every  $i, j \in [n]$ ,  $s \in [k]$ , and  $q \in \{0, 1\}^{l_q}$  $Pr(Q_s(i, r) = q) = Pr(Q_s(j, r) = q)$

where the probabilities are taken over uniformy chosen  $r \in \{0,1\}^{\ell_{rnd}}$ 

- (Information Theoretic) PIR: k copies of the database (not being intercommunicated)
  - Variations.
    - $\star$  Protocols can be defined to coalitions of up to t < k servers

- Computational PIR (cPIR): privacy against one single database
  - $\circ\,$  The server has limited computational capacity
    - The computations the server has to perform in order to gather enough information on the searches of a user to vulnerate her privacy, exceeds the capacity of the server.

User privacy

- Computational PIR (cPIR): privacy against one single database
  - First approaches:

 $\circ$  (Chor, Gilboa, 1997) For every 0 < c < 1 there is a cPIR scheme for k = 2 DB with communication complexity  $O(n^c)$ .

• (Kushilevitz, Ostrovsky, 1997) For every c > 0 there exists a single-database cPIR scheme with communication complexity  $O(n^c)$ , assuming the hardness of deciding quadratic residuosity<sup>1</sup>. Linear time for the DB with respect to the number of rows.

 $\rightarrow$  They present a basic scheme and a recursive scheme

<sup>&</sup>lt;sup>1</sup>Given (x, N) where N is a composite number, it is difficult to determine whether x is a quadratic residue modulo N (i.e.,  $x = y^2 \mod N$  for a certain y).

- Trusted-hardware Private Information Retrieval (hardware-based Private Information Retrieval)
  - $\circ$  PIR protocols based on the assumption of a trusted hardware

- Other systems
  - Goopir: A user masks the query with k 1 fake queries (example: change  $w_1$  by  $w_1 or w_2 or \dots or w_k$ ) and submit the query to the search engine
    - \* It assumes that frequencies of keywords and phrases that appear in a query are known in advance.
      - $\rightarrow$  the frequencies of the target and the fake queries should be similar
      - so that the uncertainty of the search engine about the real target query is maximum
      - $\rightarrow$  maximum privacy

- Other systems
  - TrackMeNot: A plugin for Firefox that periodically issues search queries
    - $\rightarrow$  it hides the users actual search trails in a cloud of ghost queries.
    - $\star$  Generalization of its use: overhead of ghost queries
    - Automatic ghost queries might be distinguishable and provide clues

- Private Information Retrieval (PIR)
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- Anonymous database search
  - How a user should retrieve an element from a database or a search engine without the system or the server being able to deduce who the retrieving user is.

 $\rightarrow$  It does not hide the content of the query, but obstructs the possibilities for the database of profiling users.

- P2P UPIR: Peer-to-peer User-Private Information Retrieval
  - Users submit queries on behalf of other users
  - The way in which users share communication spaces (memory sectors and cryptographic keys) is defined using combinatorial configurations
  - P2P UPIR offers privacy versus peer users

P2P UPIR: Peer-to-peer User-Private Information Retrieval

- Communities of users and communication space: case 1
  - $\circ$  one memory sector and one cryptographic key
    - $\star$  all write and read
    - \* the DB cannot know who is asking what: no profiling (except for the group)
      - $\rightarrow$  but, no privacy between users
      - The user does not know who made the query, but all queries are known

P2P UPIR: Peer-to-peer User-Private Information Retrieval

- Communities of users and communication space: case 2
  - $\circ\,$  each user shares a different communication space with every other user
    - \* every user only reads requests from "neighbours"
      - $\rightarrow$  The user knows who requested a query, and its content
      - $\rightarrow$  Not all the queries are known

P2P UPIR: Peer-to-peer User-Private Information Retrieval

- Communities of users and communication space: case 3
  - $\circ\,$  different communication spaces for different users
    - $\star~n_c$  communication spaces

with a memory sector and a cryptographic key

 $\star~n_u$  a set of users

all of them having access to a subset of  $d_u$  communication spaces

so that every communication space is shared by  $d_c$  users

and every pair of users share at most one communication space case1 case2

 $\begin{array}{ll} n_c = 1 \ (\text{one space}) & n_c = \frac{n_u(n_u-1)}{2} \ (\text{one space for each pair}) \\ d_u = 1 \ (\text{one space per user}) & d_u = n_u - 1 \ (\text{for each user}, \\ & \text{one space for each other user}) \\ d_c = n_u \ (\text{the only space is} & d_c = 2 \ (\text{each space:} \\ & \text{shared by all users}) & \text{only two users}) \end{array}$