Express: Private Communication without Synchronization

Saba Eskandarian, Henry Corrigan-Gibbs, Matei Zaharia, Dan Boneh

Our Story



Our Story





Our Story

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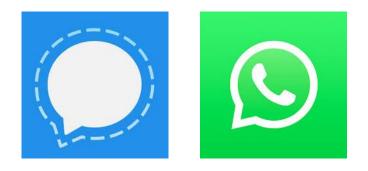


Option 1:

End to end encrypted messaging apps

E.g. Signal, WhatsApp

Problem: metadata



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Option 2:

Anonymizing proxy

E.g. Tor, SecureDrop

Problem: global adversaries



Option 3: Metadata-hiding communication systems

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Drawback: Require running in rounds/synchronization

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Can we get any metadata-hiding system that does not require running in rounds?

First metadata-hiding communication system with no requirement for users to contact server at regular intervals

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Journalists can register mailboxes for sources to send messages/documents

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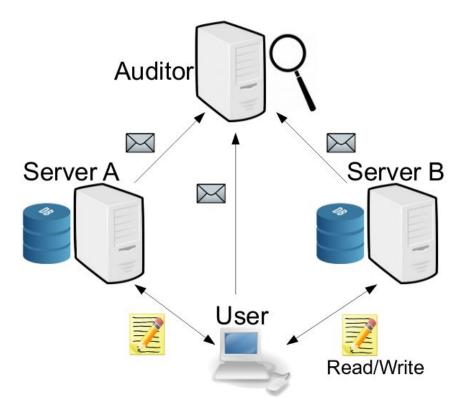
<u>Asymptotic improvements:</u> client computation costs $O(\log N)$ communication costs $O(\log N)$ (both previously $O(\sqrt{N})$)

Practical improvements:

5x improvement in server computation time 8x improvement in client computation time >10x improvement in communication costs

3 server system, secure against:

- Arbitrarily many corrupt users
- Up to one corrupt server

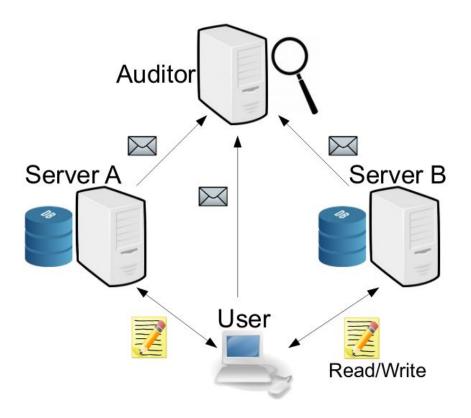


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Supported operations:

Register mailbox (Private) write to mailbox Read from mailbox



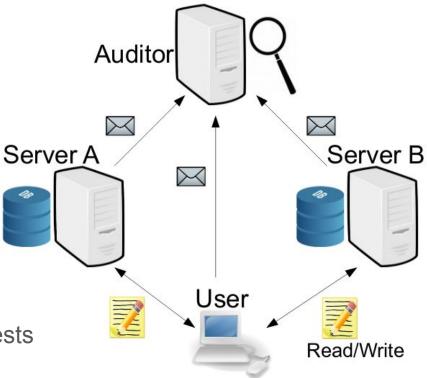
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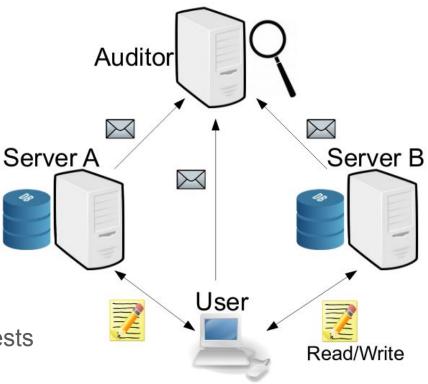
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Supported operations:

Register mailbox (Private) write to mailbox Read from mailbox

Servers A/B store DB, handle requests Auditor filters malformed/malicious requests

Security: can't tell who the *recipient* of a message is (unless you are the recipient)



Outline

Introduction/Overview

Hiding metadata without rounds

Handling disruptive users

Metadata-hiding "web browsing"

Evaluation

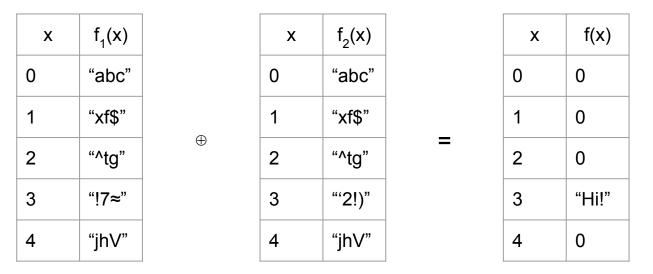
Point function: a function that is zero everywhere, except at one point

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x	f(x)
0	0
1	0
2	0
3	"Hi!"
4	0

Distributed Point Functions and their Applications, Niv Gilboa, Yuval Ishai, Eurocrypt'14.

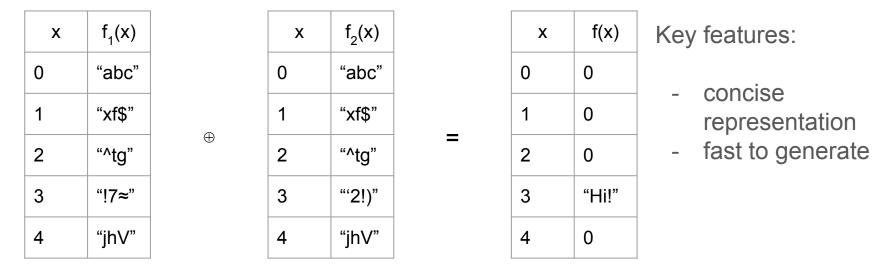
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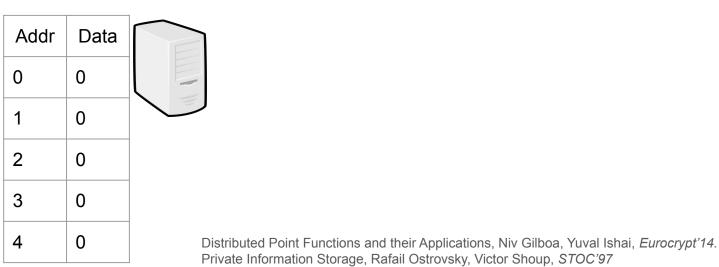
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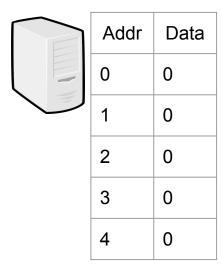
Distributed point function: technique for efficiently splitting a point function into two pieces, each a (non-point) function whose XOR is the original point function

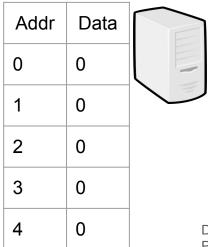


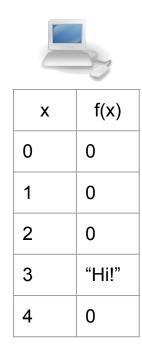
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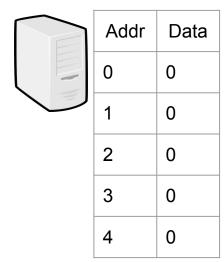


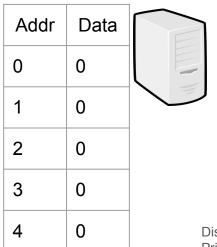


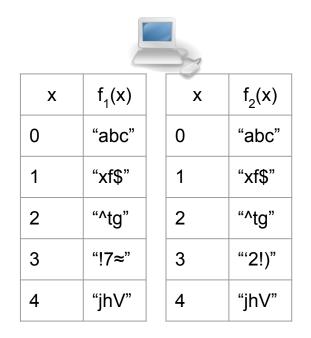




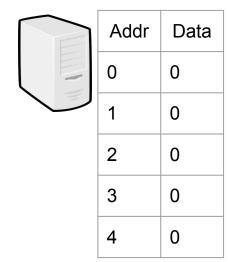
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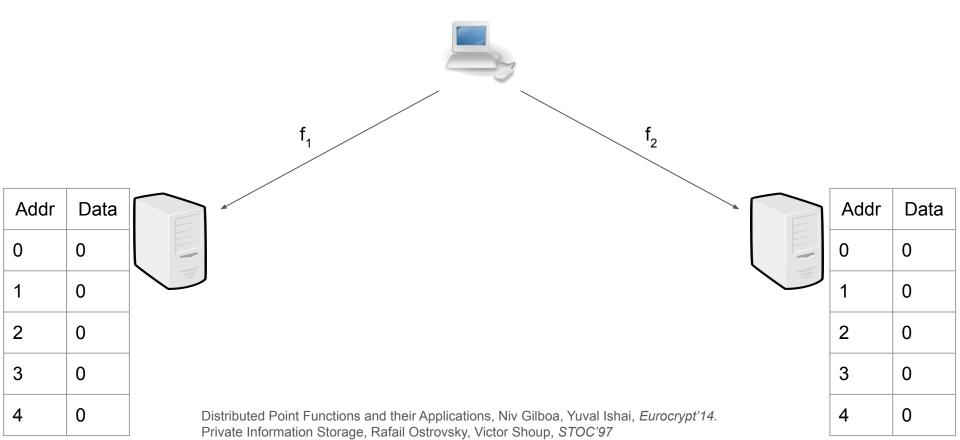


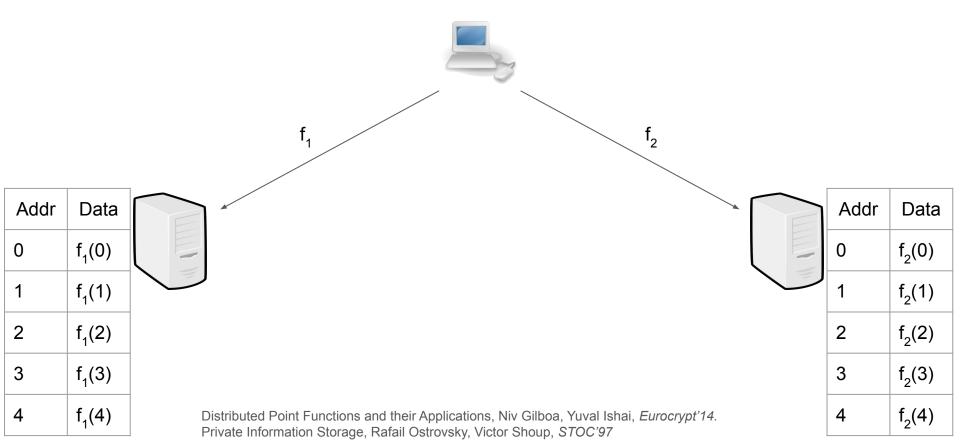


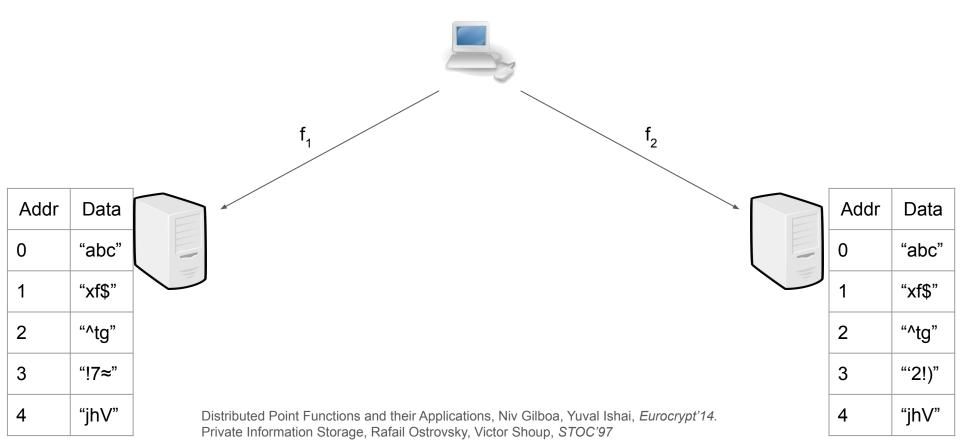


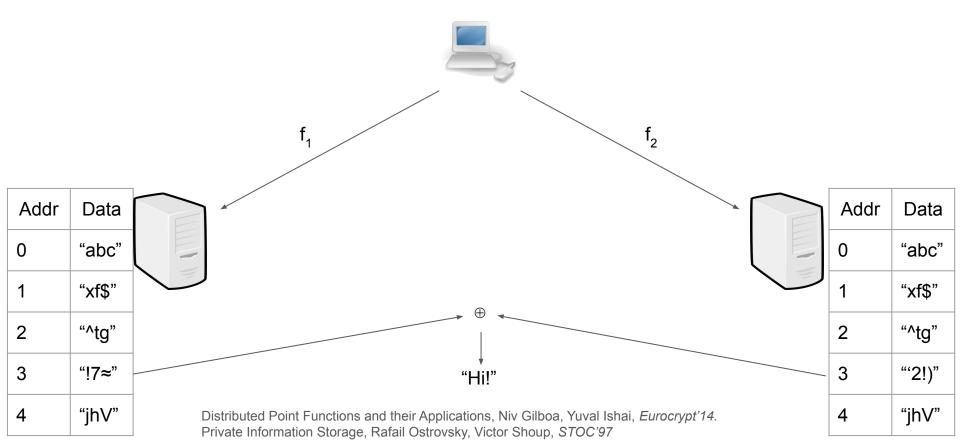
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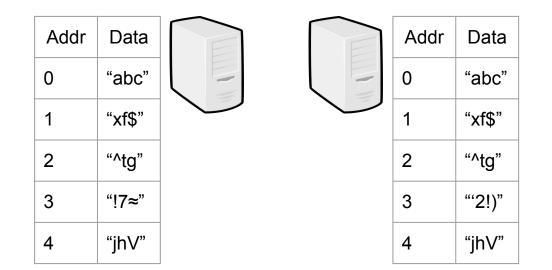






Hiding Data

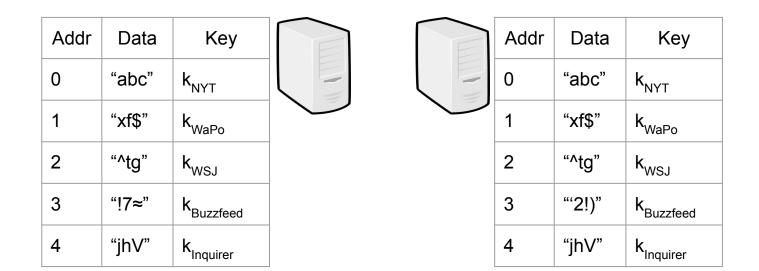
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Hiding Data

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Encrypt each row with a different key held by the owner of the mailbox

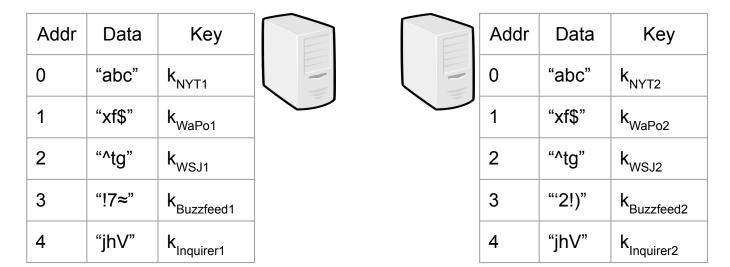


Hiding Data

How to prevent curious clients from reading others' mailboxes?

Encrypt each row with a different key held by the owner of the mailbox

Different key sent to each server



Hiding Metadata

Construction thus far vulnerable to polling attack:

Attacker reads every row after each write to see which one was changed

Hiding Metadata

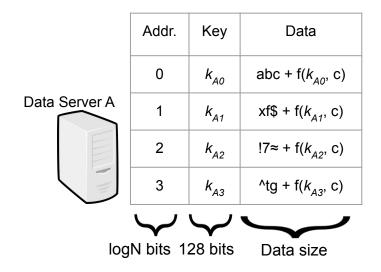
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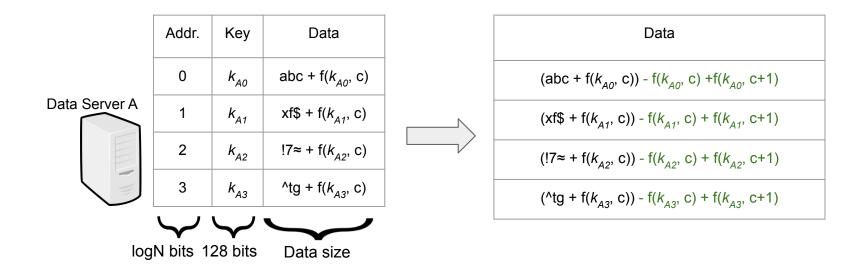
Solution: servers non-interactively re-randomize every row after each write

Additional cost is low since they already write to each row

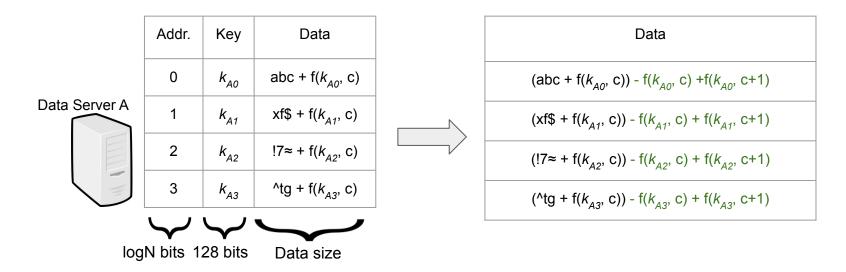
Hiding Metadata



Hiding Metadata



Hiding Metadata



Cost to re-randomize a row: (msg length/16) AES blocks

Cost to compute DPF for a row: (256 + msg length/16) AES blocks

Plausible Deniability

How to protect privacy of whistleblowers if all users are whistleblowers?

Conscript your friends into larger anonymity sets with JavaScript, Henry Corrigan-Gibbs, Bryan Ford, WPES'13

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Plausible Deniability

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Idea: Cooperative web sites embed JS that sends dummy write requests

- Incentives properly aligned for news organizations
- Metadata-hiding means we only need 1 recipient mailbox for dummy writes
- Client-side costs low enough to not affect browsing experience



Conscript your friends into larger anonymity sets with JavaScript, Henry Corrigan-Gibbs, Bryan Ford, WPES'13

Any number of users can act maliciously in arbitrary ways

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Two kinds of attacks:

- 1. Disruptive user writes to others' mailbox
- 2. Disruptive user sends malformed DPF to write to many mailboxes

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Mechanism for preventing disruption can't compromise privacy

Problem: disruptive user writes to others' mailboxes



Virtual Addresses

Problem: disruptive user writes to others' mailboxes

Solution: hide mailboxes in exponentially large address space

Addr	Data		
0	"abc"		
1	"xf\$"		
2	"^tg"		
2 ¹²⁸ -2	"!7≈"		
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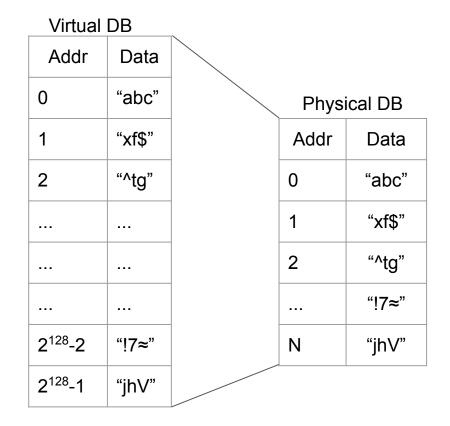
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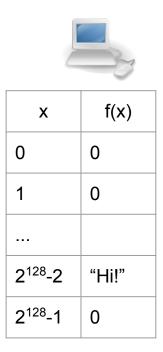
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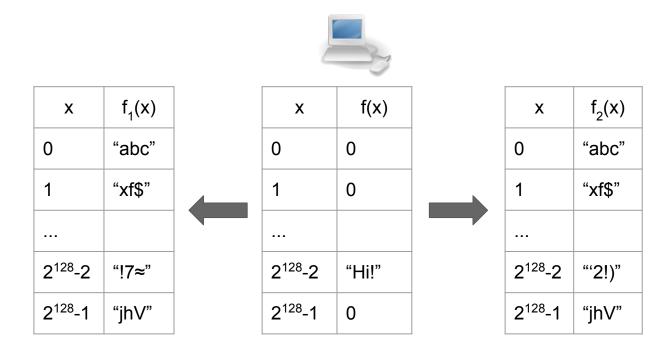
Solution: virtual addresses



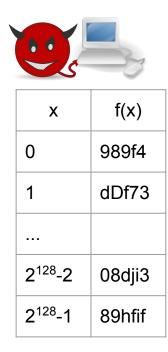
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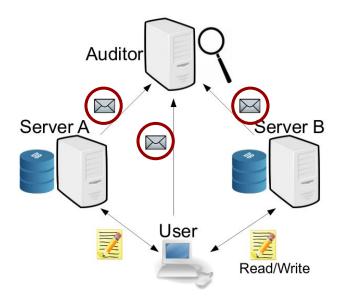


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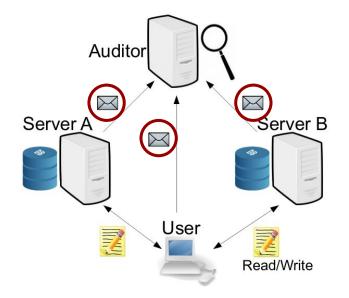
Riposte: An Anonymous Messaging System Handling Millions of Users, Henry Corrigan-Gibbs, Dan Boneh, David Mazieres, Oakland'15.

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New auditing protocol:

- O(log N) communication
- O(log N) client/auditor computation
- Prior work: all $O(\sqrt{N})$



Our problem: proving DPF write only modifies one entry in DB

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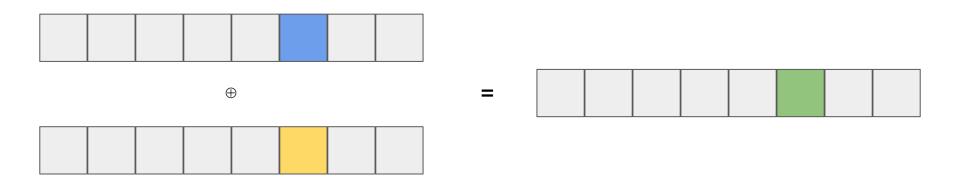
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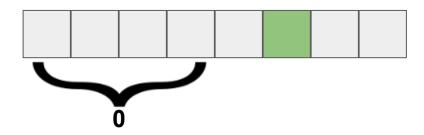
More general problem: proving two vectors differ at one point

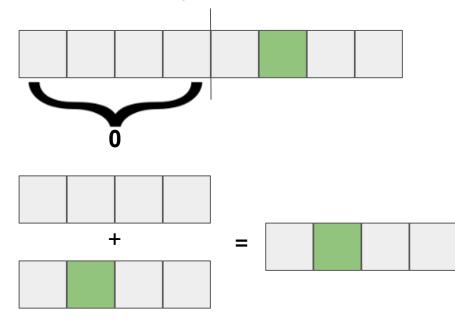


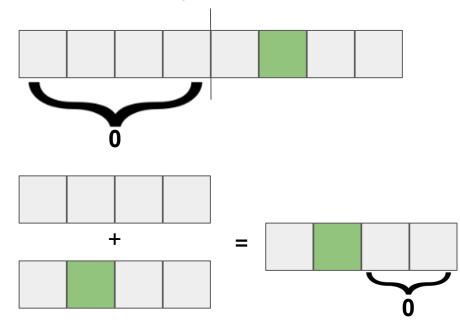
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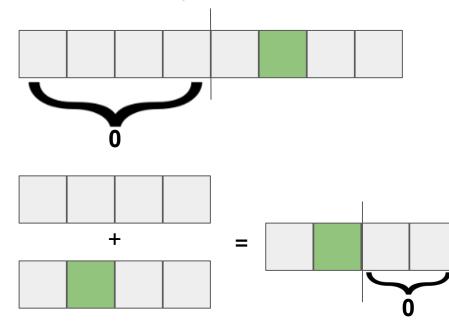
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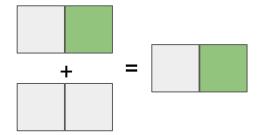


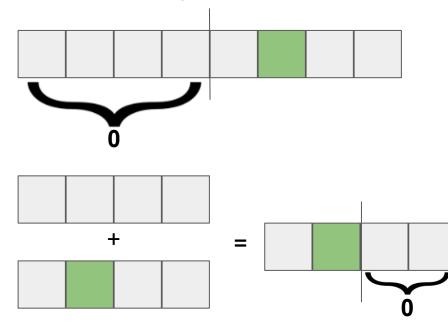


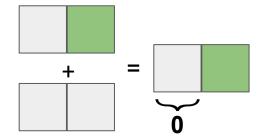




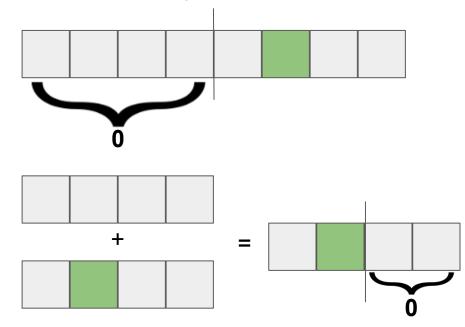


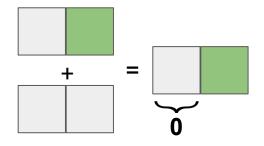






Idea: Recursively prove that one half is zero





Claim: If there is more than one nonzero entry, the proof will fail on at least one level of recursion

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Proof:

- 1. 2.
- 3.

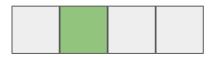
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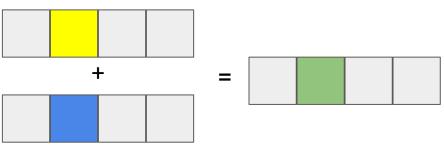
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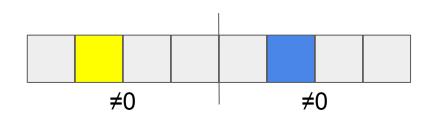
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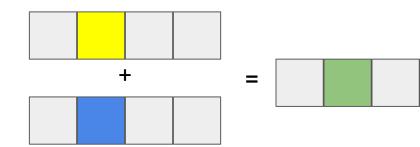


Claim: If there is more than one nonzero entry, the proof will fail on at least one level of recursion

Proof:

- 1. Consider the first recursive step where there is only one nonzero entry
- 2. The preceding step must have had two nonzero entries on opposite sides
- 3. Proof must then fail because neither half is zero





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Auditor accepts if one pair of sums are equal

Auditing with Malicious Servers

A malicious data server can violate privacy in the protocol so far, e.g.:

Corrupt content of one half; If auditor still accepts, that half was non-zero

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A malicious data server can violate privacy in the protocol so far, e.g.:

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Mitigation: client helps police data servers

- Client gets random seed from data servers
- Client tells auditor which pair should sum to zero
- Client tells auditor what the non-zero sum should be

Another Application: Web Browsing

Goal: browse the web without ISP or surveillance learning what sites you access

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Non-goals:

Hide your identity from the sites you visit (not an anonymity system)

Backwards compatibility (sites run custom protocol to deliver pages)

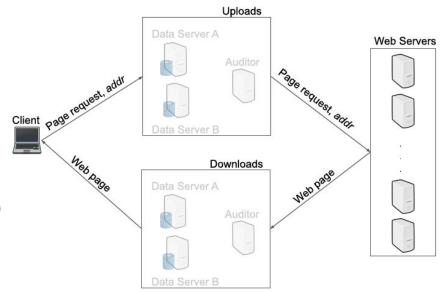
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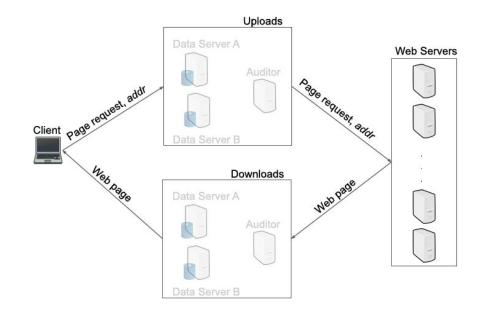
Idea: Use 2 instance of Express in parallel to upload requests and download pages

Web Browsing with Express

Express instance 1: Uploads

Web sites have public addresses to receive page requests

Express instance 2: Downloads



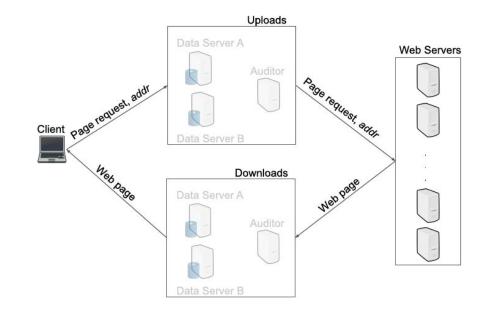
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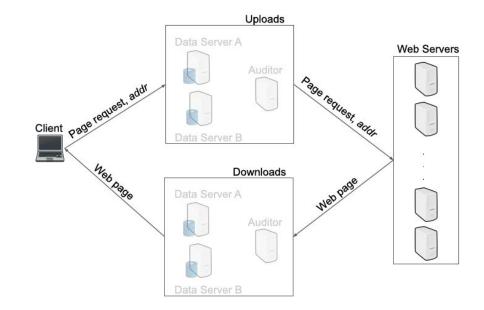
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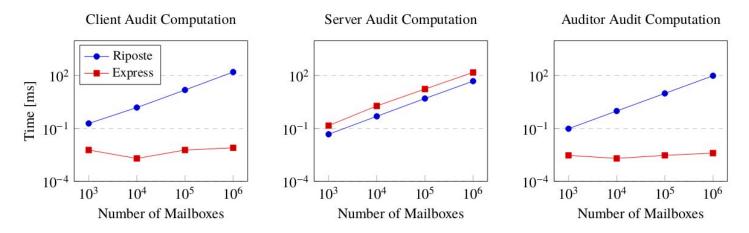
Express instance 2: Downloads

Clients register *short-lived* addresses to receive pages, include their short-lived address in page request to instance 1



Web servers need to contact Express at regular intervals, but clients do not

Auditing Microbenchmarks



Under 10 microseconds for 1m mailboxes (compare to 159, 98 microseconds)

Enables 8x improvement in client computation time

Riposte: An Anonymous Messaging System Handling Millions of Users, Henry Corrigan-Gibbs, Dan Boneh, David Mazieres, Oakland'15.

Client Costs

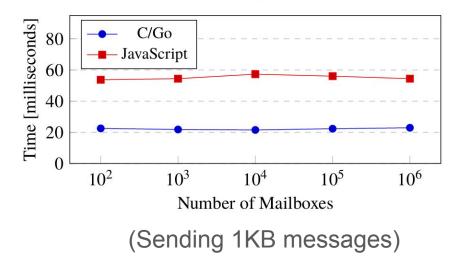
Asymptotically O(log N) in number of mailboxes

In practice, almost independent

Less than 1ms increase from 100 to 1m

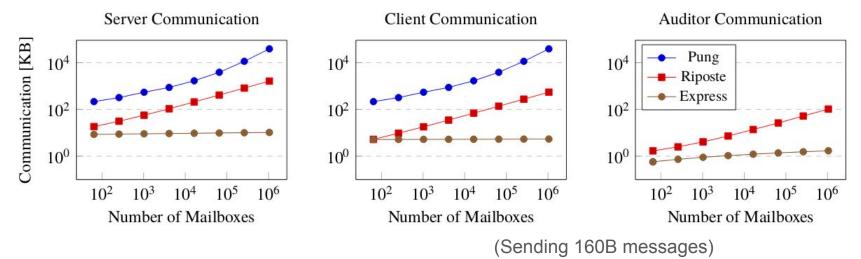
JS code size: 71KB

Less than 2% of major news sites' sizes



Client Compute Time

Communication Costs



For 2¹⁴ mailboxes: 10x improvement

For 2²⁰ mailboxes: 100x improvement (client/server), 50x improvement (auditor)

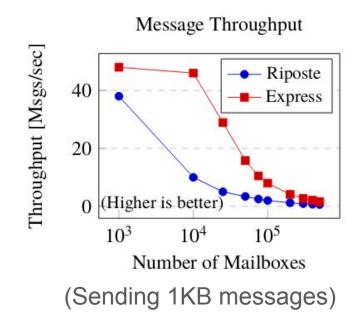
Riposte: An Anonymous Messaging System Handling Millions of Users, Henry Corrigan-Gibbs, Dan Boneh, David Mazieres, Oakland'15. Unobservable Communication over Fully Untrusted Infrastructure, Sebastian Angel, Srinath Setty, OSDI'16.

Comparison to Riposte

Riposte supports anonymous broadcast, Express supports broadcast and private messages

1.3-5.8x throughput improvement

Performance becomes similar as both systems become compute-bound on server side



Riposte: An Anonymous Messaging System Handling Millions of Users, Henry Corrigan-Gibbs, Dan Boneh, David Mazieres, Oakland'15.



First metadata-hiding communication system with no synchronization requirement

Asymptotic speedup from $O(\sqrt{N})$ to $O(\log N)$

Practical speedup up to 5x on server, 8x on client

10x or more reduction in communication costs

Applications to private whistleblowing and metadata-hiding web browsing

Contact: saba@cs.stanford.edu