Remote Data Checking: Auditing the Preservation Status of Massive Data Sets on Untrusted Store



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What's Remote Data Checking?

Auditing protocols that verify the correctness of data objects on remote, untrusted stores

- Without transferring data to the client
 - Constant network complexity per audit per object
 - Constant amount of metadata per object
- That do not require the store to access the entire file
 - Constant amount of I/O per audit per object





Service-Oriented Architectures

- Outsourced storage commoditized and ubiquitous
 - Cloud computing
 - Amazon S3/EC
 - SDSC Storage Resource Broker
- And, the associated security problems
 - How much trust must we place in services?
 - For data, auditing services for correctness, availability, preservation





Why Remote Data Checking?

• Verifying integrity/content on retrieval is insufficient

- Too late, data are already damaged.
- Identifying damaged data quickly is critical to repair
- Data are too large to retrieve and check
 - I/O burden on servers
 - Lots of network traffic
 - Expensive! Services charge by byte of I/O and byte transferred

Exposure

- Data are held for long periods of time
- Much data are accessed infrequently or never





Don't I Trust Service Providers?

Financial motivations to cheat

- Charge for terabytes and store gigabytes
- Discard unaccessed data (based on statistical analysis)
- Keep fewer replicas than promised

Reputation

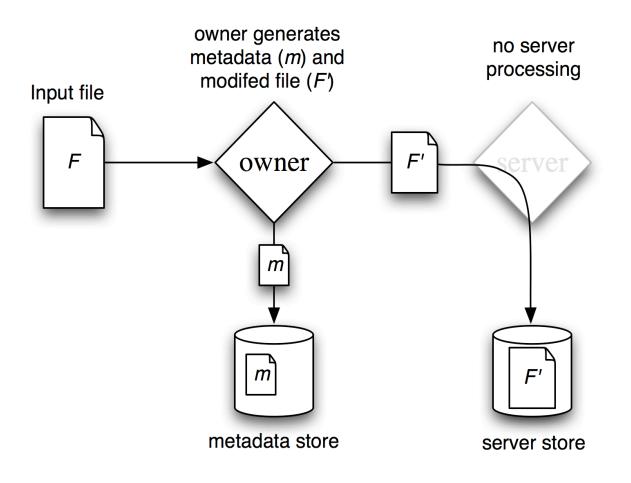
- Hide data loss incidents
- Latent errors
 - Of which service providers are unaware
- There's a history of data-loss incidents





RDC Storage Protocol

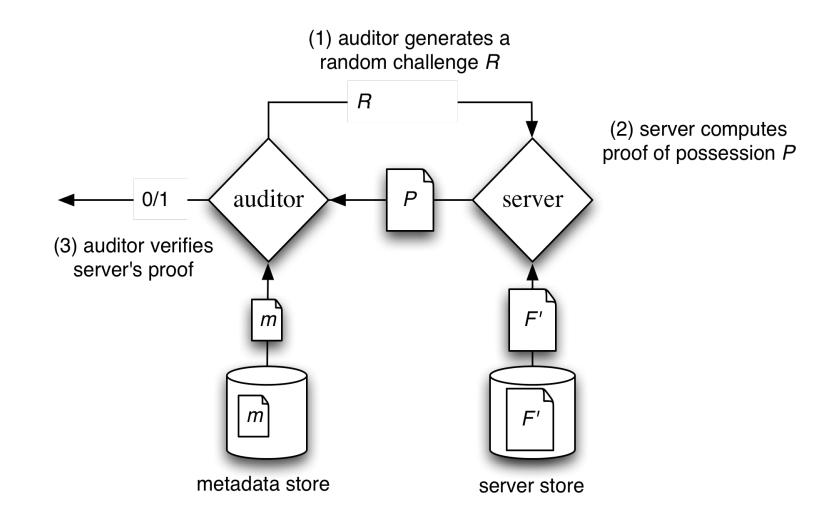
- Data owner preprocesses file for RDC protocol
 - May modify file (add bytes, tags, etc.)
 - Generate a constant amount of (public or private) metadata





RDC Audit Protocol

- Verify that an untrusted store retains the correct dat
 - Without transferring the data to the verifier (homomorphism)





Many RDC Protocols

• Hot topic of recent industrial and academic research

- Security [AB+08, BJO08, SW08]
- Others that don't quite fit our definition [JK07, KAD07, SM06]
- Related concepts and extensions [CK+08, CKB08, SS+08]

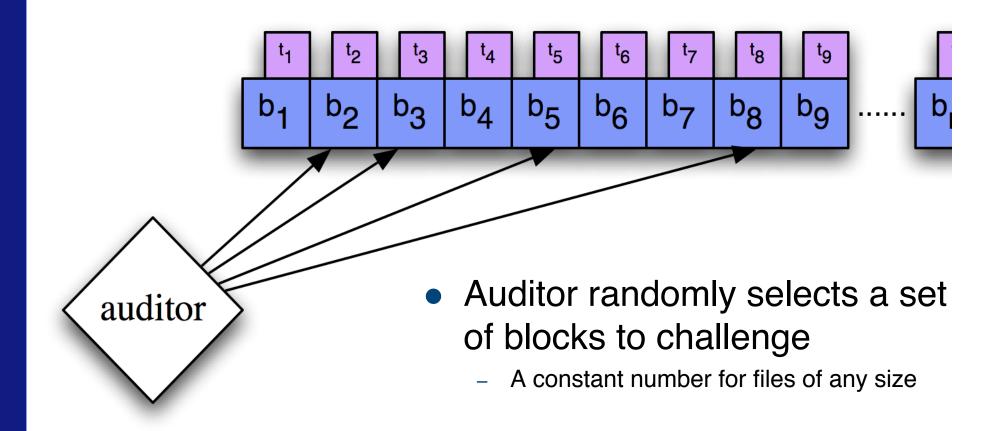
• Several core principles have emerged

- Compact signature for multiple blocks: homomorphic tags
- Probabilistic audits via spot checking
- Redundancy in storage with forward error correction
- I will explain with Provable Data Possession (PDP)
 - Our system [AB+08, CK+08, CKB08]





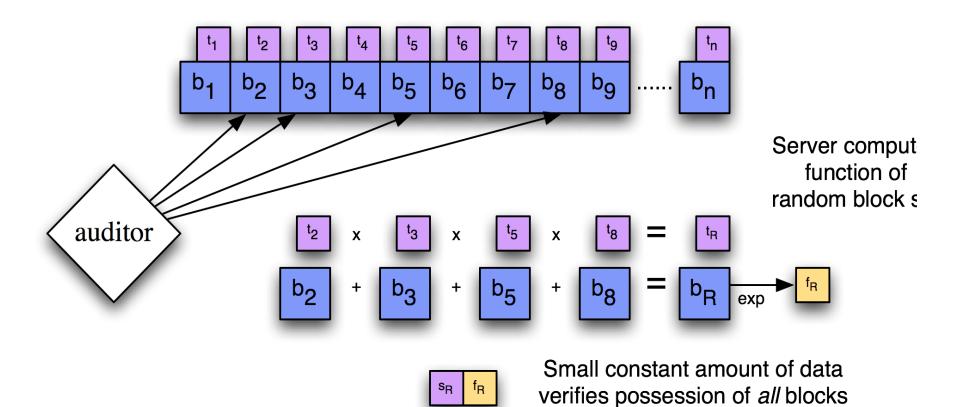
PDP's Spot Checking







PDP's Homomorphic Tags



- Server processing is I/O bound
 - Single exponentiation per challenge





Forward Error Correcting (FEC) Code

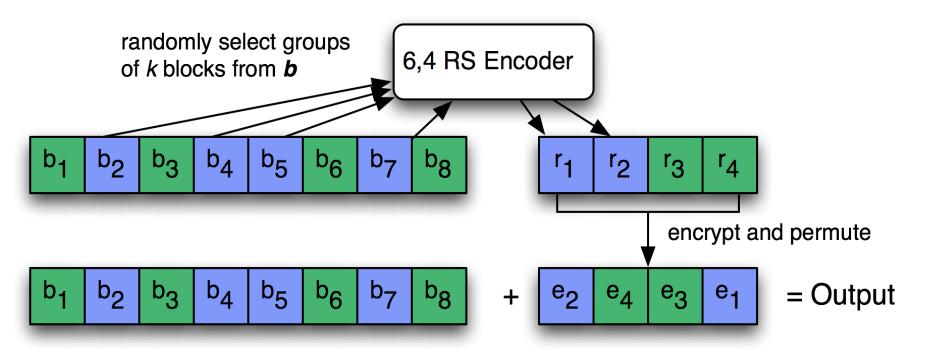
- Integrating data checking with redundancy
 - Improves possession guarantee realized from spot checking
- Attacker cannot effectively delete data
 - Big attacks are easy to detect
 - Small attacks are recoverable
- Use systematic codes [BJO08,CKB08]
 - To preserve sequential file layout for read performance





PDP with Reed-Solomon Coding

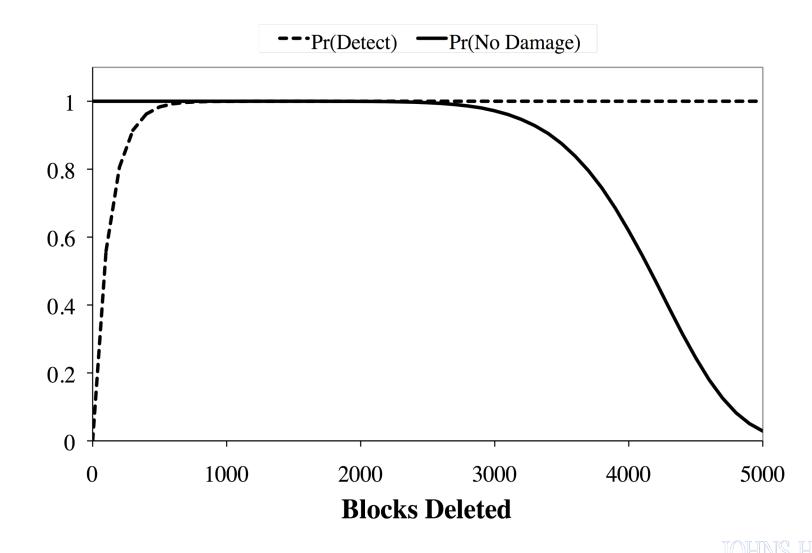
- Systematic RS code keeps original file sequential
 - Practical RS codes fixed/limited widths
- Layout must conceal coding constraints among bloc
 - Random selection of input blocks
 - Encryption and permutation of redundancy blocks





PDP+FEC: An Attacker's Perspective

- Successful attack probability < 0.00001
 - 10% redundancy, checking 500kb of a 600MB file





Additional Desirable Properties

- Dynamic (or incremental)
 - Can modify file contents without exposure to replay attacks
- Publicly verifiable
 - No secret material needed to conduct audits
- Efficient (for pre-processing files)
 - Auditing is already quite fast (I/O bound)
- Multiple-replica
- Privacy preserving [SS+08]
 - RDC protocol reveals nothing about the content to the verifier
- No single protocol provides all
 - Notably, publicly verifiable conflicts with dynamic and efficient





PDP: Observations about RSA

- Provably secure
- Allows for public-verifiability
 - Anyone can check possession (even if they can't access content)
 - Metadata easy to manage. It's not secret and can be replicated widely or published.
- Supports multi-replica protocols
 - Differentiate copies of the same data in network
 - Dynamic creation of new copies
- Performance limitations for storage
 - Must exponentiate every block: to generate the tag
 - Suitable for archival data (store once)
 - Good audit performance



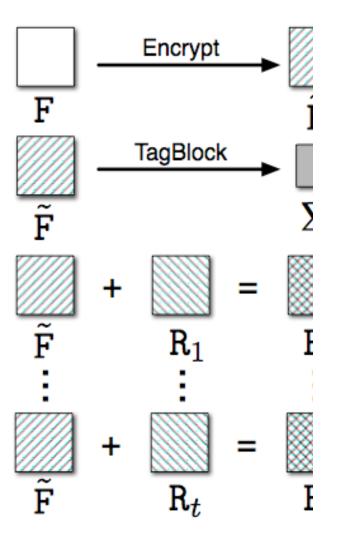


Multiple-Replica PDP [CB+08]

- Multiple copies in untrusted networks to protect data
- For storing/auditing replicas
 - Ensure system stores t unique copies
 - Create new replicas on demand
 - Need efficient techniques to define replicas, i.e. better than PDP *t* times

• MR-PDP (Multiple-replica)

- All the above and
- Verify all replicas with single set of signatures, i.e. O(1) metadata





Other Interesting Ideas

- Commitment schemes (Safestore [KAD07])
 - Have a server provide fresh signatures for many files
 - Check a few files among the fresh signatures
 - Spot checking across files can be used in conjunction with RDC
- Symmetric key homomorphisms [MS06,SW08]
 - Makes pre-processing fast
 - Supports dynamic RDC
 - Not publicly verifiable and metadata must be kept secret
- Hierarchical redundancy encoding
 - Split redunancy across mutliple servers and within file [KAD07]
 - Use redundancy in challenge protocol and within file [BJO08]





Conclusions

- Remote data checking supports the outsourced storage model of service-oriented architectures
- PDP and other RDC schemes provide secure and efficient (in both I/O and network) auditing
 - We have yet to get all the desirable features in a single system
- Important systems issues remain
 - File layouts and redundancy
 - Distributed implementations
 - Many usable security schemes





References

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