Secure Deduplication of Encrypted Data without Additional Independent Servers

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Abstract

Encrypting data at client-side before uploading it to a cloud storage service is essential for protecting users' privacy. However client-side encryption is at odds with the standard practice of deduplication. Reconciling client-side encryption with cross-user deduplication has been an active research topic. We present the first secure cross-user deduplication scheme that supports client-side encryption *without requiring any additional independent servers*. Interestingly, the scheme is based on using a PAKE (password authenticated key exchange) protocol. We demonstrate that *our scheme provides better security guarantees than previous efforts*. We examine both the effectiveness and the efficiency of our scheme, via simulations using realistic datasets and a proof-of-concept implementation.

1. INTRODUCTION

Cloud storage is a service that enables people to store their data on a remote server. With a rapid growth in user base, storage providers tend to save storage costs via *cross-user deduplication*: if two clients want to upload the same file, the storage server detects the duplication and stores only a single copy. Deduplication achieves high storage savings [21] and is adopted by many storage providers. It is also adopted widely in backup systems for enterprise workstations.

Clients who care about privacy want to have their data encrypted on the client-side using *semantically secure* encryption schemes. However, naïve application of encryption thwarts deduplication since identical files are uploaded as completely independent ciphertexts. Reconciling deduplication and encryption is an active research topic. The current solutions either use *convergent encryption* [13], which is susceptible to *offline brute-force attacks*, or require the aid of additional *independent* servers [4, 24, 26], which is a strong assumption that is very difficult to meet in commercial contexts. Furthermore, some systems of the latter type are susceptible to *online brute-force attacks*.

Our Contributions. We present the first *single-server* scheme for secure cross-user deduplication with client-side encrypted data. Our scheme allows a client uploading a file to use the same encryption key that was used by other clients who have previously uploaded the same file. The scheme builds upon a well-known cryptographic primitive known as *password authenticated key exchange* (PAKE) [7], which allows two parties to agree on a session key iff they share a short secret ("password"). PAKE is secure even if the passwords have low entropy. In our deduplication scheme, a PAKE-based protocol is used for computing identical keys

for different copies of the same file. Specifically, a client uploading a file first sends a short hash of this file (10-20 bits long) to the server. The server pairs the uploading client with other clients whose files have the same short hash. The paired clients run a single-round PAKE protocol (routed through the server) using the (long) hash of their files as the "passwords". At the end of the protocol, the uploading client gets the key of the other client iff their files are identical. Otherwise, it gets a random key.

Our system uses a *per-file rate limiting* strategy to prevent online brute-force attacks. Namely, clients protect themselves by limiting the number of PAKE instances they will participate for each file. Compared with the commonly used *per-client rate limiting* (used in DupLESS [4]), which limits the number of queries allowed for each client (during a time interval), our scheme is significantly more resistant to the online brute-force attacks by an adversary who has compromised multiple clients or the storage server. Per-client rate limiting is not fully effective against such attacks because the adversary can use different identities.

At first glance, it seems that our scheme incurs a high communication and computation overhead because a client uploading a file is required to run PAKE many times due to the high collision rate of the short hash. In fact, the number of PAKE runs for an upload request is limited to a certain level by the rate limiting strategy. For a requested short hash, the server only checks a subset of files (in descending order of file popularity) that have the same short hash. However, this implies that our scheme may fail to find duplicates for some requests, which will certainly reduce the deduplication effectiveness. Surprisingly, our simulations in Section 6 show that this negative effect is very small. The reason is that file popularity distribution is far from being uniform, and popular files account for most of the benefit from deduplication. Our scheme can almost always find duplicates for these popular files.

To summarize, we make the following contributions:

- Presenting the **first single-server deduplication protocol** that enables client-side semantically secure encryption (except that, as in all deduplication schemes, ciphertexts leak equality of the underlying files). We also prove its security in **malicious model** (Section 5);

- Showing that our scheme has **better security guarantees** than previous work (Section 5.2). As far as we know, our proposal is the first scheme that can prevent online brute-force attacks by compromised clients or storage server, *without* the aid of an identity server;

- Demonstrating, via simulations with realistic datasets,

that our scheme provides its privacy benefits while retaining a utility level (in terms of deduplication effectiveness) on **par with standard industry practice**. Our use of per-file rate limiting implies that an incoming file will *not* be checked against all existing files in storage. Surprisingly, our scheme still achieves high deduplication effectiveness (Section 6);

- **Implementing** our scheme to show that it incurs **minimal overhead** (computation/communication) compared to traditional deduplication schemes (Section 7).

2. PRELIMINARIES

2.1 Deduplication

Deduplication strategies can be categorized according to the basic data units they handle. One category is *file-level deduplication* which eliminates redundant files [13]. The other is *block-level deduplication*, in which files are segmented into blocks and duplicate blocks are eliminated [25]. In this paper we use the term 'file' to refer to both files and blocks.

Deduplication strategies can also be categorized according to the host where deduplication happens. In *server-side deduplication*, all files are uploaded to the storage server, which then deletes the duplicates. Clients are unaware of deduplication. This strategy saves storage but not bandwidth. In *client-side deduplication*, a client uploading a file first checks the existence of this file on the server (by sending a hash of the file). Duplicates are not uploaded. This strategy saves both storage and bandwidth, but allows a client to learn if a file already exists on the server.

The effectiveness of deduplication is usually expressed by the *deduplication ratio*, defined as the "the number of bytes input to a data deduplication process divided by the number of bytes output" [15]. In the case of a cloud storage service, this is the ratio between total size of files uploaded by all clients and the total storage space used by the service. *Dedpulication percentage* (sometimes referred to as "space reduction percentage") [15, 18] is $1 - \frac{1}{\text{deduplication ratio}}$. A *perfect deduplication* scheme will detect all duplicates. Hence its deduplication percentage will be close to 100%.

The level of deduplication achieveable depends on a number of factors. In common business settings, deduplication ratios in the range of 4:1 (75%) to 500:1 (99.8%) are typical. Wendt et al [27] suggest that a figure in the range 10:1 (90%) to 20:1 (95%) is a *realistic expectation*.

Although deduplication benefits storage providers (and hence, indirectly, their users), it also constitutes a privacy threat for users. For example, a cloud storage server that supports client-side, cross-user deduplication can be exploited as an oracle that answers "did anyone upload this file?". An adversary can do so by uploading a file and observing whether deduplication takes place [18]. For a *predictable file* that has low entropy, the adversary can construct all possible files, upload them and observe which file causes deduplication. Harnik et al. [18] propose a randomized threshold approach to address such online brute-force attacks. Specifically, for each file F, the server keeps a random threshold t_F ($t_F \geq 2$) and a counter c_F that indicates the number of clients that have previously uploaded F. Client-side deduplication happens only if $c_F \geq t_F$. Otherwise, the server does a server-side deduplication.

In Section 9, we survey the state-of-the-art of deduplica-

tion with encrypted data.

2.2 Hash Collisions

A *hash function* $H\colon \Phi \to \{0,1\}^n$ is a deterministic function that maps a binary string in Φ of arbitrary length to a binary string h of fixed length n. The term *cryptographic hash function* is often used to denote that the function has nice cryptographic properties such as computing outputs which look random; being one-way, and making it infeasible to find collisions. We model the hash function H as a random oracle[1].

A cryptographic hash function that with a long output length is collision resistant, whereas a hash function with a small output length has many collisions. As we will see in Section 4 and 5, we will use a *short hash* to improve security.

2.3 Additively Homomorphic Encryption

A public key encryption scheme is *additively homomorphic* if given two ciphertexts $c_1 = Enc(pk, m_1; r_1)$ and $c_2 = Enc(pk, m_2; r_2)$ (i.e., encryptions of the messages m_1, m_2 using the same public key pk but different random values r_1, r_2), it is possible to efficiently compute $Enc(pk, m_1 + m_2; r)$ with independent randomness r, even without knowledge of the corresponding private key. Examples of such shemes are Paillier's encryption [22], or El Gamal encryption [16] where addition is done in the exponent.

We use $E()/D()$ to denote symmetric encryption/decryption, and use $Enc()/Dec()$ to denote additively homomorphic encryption/decryption. We abuse the notation and use $Enc(pk, m)$ to denote the random variable induced by $Enc(pk, m; r)$ where r is chosen uniformly at random. In addition, we use $\oplus$ and $\ominus$ to denote homomorphic addition and subtraction respectively.

2.4 Password Authenticated Key Exchange

Password-based protocols are commonly used for user authentication. However, such protocols are vulnerable to offline brute-force attacks (also referred to as *dictionary attacks*) since users tend to choose passwords with relatively low entropy that are hence guessable. Bellovin and Merritt [7] were the first to propose a password authenticated key exchange (PAKE) protocol, in which an adversary making a password guess cannot verify the guess without an online attempt to authenticate itself with that password. The protocol is based on using the password as a symmetric key to encrypt the messages of a standard key exchange protocol (e.g., Diffie-Hellman [12]), so that two parties with the same password successfully generate a common session key without revealing their passwords. If the passwords are different then neither party can learn anything about the key output by the other party (namely, cannot distinguish that key from a random key).

Following this seminal work, many protocols were proposed to improve PAKE in several aspects, e.g., achieving provably security [6, 8], weakening the assumption (i.e., working in standard model without random oracles) [17, 3], achieving a stronger proof model [11, 10] and improving the round efficiency [19, 6, 20].

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[1]Our deduplication scheme (see Section 5) will be based on another construction (see Section 2.4) that uses the random oracle model. Therefore we choose this model for all our analyses.

Inputs:

- Alice's input is a password pw_a;
- Bob's input is a password pw_b.

Outputs:

- Alice's output is k_a;
- Bob's output is k_b.

where if $pw_a = pw_b$ then $k_a = k_b$, and if $pw_a \neq pw_b$ then Bob (resp. Alice) cannot distinguish k_a (resp. k_b) from a random string of the same length.

Figure 1: The ideal functionality $\mathcal{F}_{pake}$ for password authenticated key exchange.

Inputs:

- Alice's input is a password pw_a;
- There are n parties $P_1, \ldots, P_n$, with passwords $pw_1, \ldots, pw_n$, respectively.

Outputs:

- Alice's output is $k_{a,1}, \ldots, k_{a,n}$;
- P_i's output is $k_{b,i}$.

where $\forall i \in [1, n]$ if $pw_a = pw_i$ then $k_{a,i} = k_{b,i}$, and otherwise P_i (resp. Alice) cannot distinguish $k_{a,i}$ (resp. $k_{b,i}$) from a random string of the same length.

Figure 3: The ideal functionality $\mathcal{F}_{same-input-pake}$.

The ideal functionality of PAKE $\mathcal{F}_{pake}$ is shown in Figure 1. We use it as a building block, which should have the following properties in addition to the ideal functionality:

- *Implicit key exchange:* At the end of the protocol, neither party learns if the passwords matched or not. (In fact, many PAKE protocols were designed to be *explicit* so that parties can learn this information.)
- *Single round:* The protocol must be single-round so that it can be easily facilitated by the storage server.
- *Concurrent executions:* The protocol must allow multiple PAKE instances to run in parallel. There are two common security notions for such PAKE protocols. One stronger notion is "UC-secure PAKE" [11], which guarantees security for composition with arbitrary protocols, and with arbitrary, unknown and possibly correlated password distributions. The other notion is "concurrent PAKE", defined by [6, 8], which is much efficient than UC-secure PAKE. We therefore use a concurrent PAKE protocol in our work.

Our implementation of the deduplication scheme uses the SPAKE2 protocol of Abdalla and Pointcheval [1], which is described in Figure 2. This protocol is secure in the concurrent setting, in the random oracle model. It is very efficient, requiring each party to compute just three exponentiations, and send just a single group element to the other party. Theorem 5.1 in [1] states that this protocol is secure assuming that the computational Diffie-Hellman problem is hard in the group used by the protocol.

Same-Input-PAKE. In our deduplication protocol, one client will run multiple PAKE instances with other clients. The protocol must ensure that the client uses the *same input* in all these PAKE instances. We define this requirement in the functionality of *same-input-PAKE* described in Figure 3.

We now list three possible methods for implementing the same-input-PAKE functionality. (1) The protocol can be based on the SPAKE2 protocol, by having Alice send a single first message X^*, thus using the same input in all these instances. This change is similar to the known transformation from Diffie-Hellman key exchange to El Gamal encryption. We do not prove or define security for this variant of PAKE, and leave it as a heuristic solution. (2) Alice can run independent SPAKE2 instances, with a different first message in each instance, and in addition prove in zero-knowledge

that her inputs to all instances are identical. This proof, based on sigma protocols for Diffie-Hellman tuples and the Fiat-Shamir heuristic, requires only one additional exponentiation from Alice and two exponentiations from each other party. (3) The protocol can use generic protocols for non-interactive secure computation (NISC) [2]. These protocols are single round and secure against malicious adversaries. A variant called *multi-sender NISC* [2], has one party sending the first message of the protocol (committing it to its input) and then has multiple other parties independently answering this message with a message encoding their input. The drawback of this approach in terms of performance is that the protocol requires an oblivious transfer for each input bit of Alice, and is therefore less efficient than protocols based on SPAKE2 or similar specific PAKE protocols.

3. PROBLEM STATEMENT

3.1 General Setting

The generic setting for cloud storage systems consists of a storage server ($\mathcal{S}$) and a set of clients ($\mathcal{C}$s) who store their files on $\mathcal{S}$. $\mathcal{C}$s never communicate directly, but exchange messages with $\mathcal{S}$, and $\mathcal{S}$ processes the messages and/or forwards them as needed. Additional independent servers ($\mathcal{IS}$s) can be introduced to assist deduplication [4, 26, 24]. But they are unrealistic in commercial settings[2] and can be bottlenecks for both security and performance. We do not require any $\mathcal{IS}$s to take part in our system.

All communication in the system is routed through $\mathcal{S}$. We assume that the parties communicate through secure channels, so that an adversary ($\mathcal{A}$) cannot eavesdrop and/or tamper with any channel.

We introduce new notations as needed. A summary of notations appears in Appendix A.

3.2 Ideal Model

We define the ideal functionality $\mathcal{F}_{dedup}$ of deduplicating encrypted data in Figure 4. There are three types of participants: the storage server $\mathcal{S}$, the *uploader* $\mathcal{C}$ attempting to upload a file and existing clients $\{\mathcal{C}_i\}$ who have already uploaded a file. A deduplication system for encrypted data

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[2]It is difficult to find business justification for an independent party to run $\mathcal{IS}$ solely for improving privacy in cloud storage services.

Public information: A finite cyclic group G of prime order p generated by an element g. Public elements $M_u \in G$ associated with user u. A hash function H modeled as a random oracle.
Secret information: User u has a password pw_u.
The protocol is run between Alice and Bob:

1. Each side performs the following computation:

   - Alice chooses $x \in_R Z_p$ and computes $X = g^x$. She defines $X^* = X \cdot (M_A)^{pw_A}$.
   - Bob chooses $y \in_R Z_p$ and computes $Y = g^y$. He defines $Y^* = Y \cdot (M_B)^{pw_B}$.

2. Alice sends X^* to Bob. Bob sends Y^* to Alice.

3. Each side computes the shared key:

   - Alice computes $K_A = (Y^*/(M_B)^{pw_A})^x$. She then computes her output as $SK_A = H(A, B, X^*, Y^*, pw_A, K_A)$.
   - Bob computes $K_B = (X^*/(M_A)^{pw_B})^y$. He then computes his output as $SK_B = H(A, B, X^*, Y^*, pw_B, K_B)$.

Figure 2: The SPAKE2 protocol of Abdalla and Pointcheval [1].

Inputs:

- The uploader $\mathcal{C}$ has input F;
- Each existing client $\mathcal{C}_i$ has inputs F_i and k_{F_i};
- $\mathcal{S}$'s input is empty.

Outputs:

- $\mathcal{C}$ gets an encryption key k_F for F. If F is identical to an existing file F_i then $k_F = k_{F_i}$. Otherwise k_F is random;
- Each $\mathcal{C}_i$'s output is empty;
- $\mathcal{S}$ gets the ciphertext $E(k_F, F)$. If there is a ciphertext $E(k_{F_j}, F_j)$ that is equal to $E(k_F, F)$ in its storage, it learns j as well.

Figure 4: The ideal functionality $\mathcal{F}_{dedup}$ of deduplicating encrypted data.

is secure if no participant learns more information than is defined in the output of $\mathcal{F}_{dedup}$.

3.3 Design Goals

Threat Model. An adversary $\mathcal{A}$ might compromise the uploader, the server, any subset of $\{\mathcal{C}_i\}$, or any collusion of these parties. The security of a single upload procedure can be captured by $\mathcal{F}_{dedup}$: requiring that the protocol implements this functionality according to the commonly used ideal-model/real-model security definitions. However, additional attacks are possible when considering the long-term operation of the system: a compromised *active* uploader might mount an online brute-force attack (as we described in Section 2.1); a compromised *passive* $\mathcal{S}$ might mount an offline brute-force attack; a compromised *active* $\mathcal{S}$ might mount an online brute-force attack by masquerading as $\mathcal{C}$s, i.e., running the deduplication protocol for every "guess" and checking if deduplication occurs.

Security goals. We define the following security goals for our system:

S1 Prevent online brute-force attacks by compromised active uploaders;

S2 Prevent offline brute-force attacks by compromised passive $\mathcal{S}$;

S3 Prevent online brute-force attacks by compromised active $\mathcal{S}$ (masquerading as multiple $\mathcal{C}$s).

Functional goals. In addition, the protocol should also meet certain functional goals:

F1 Maximize deduplication effectiveness (exceed realistic expectations, as discussed in Section 2.1);

F2 Minimize computational and communication overhead (i.e., the computation/communication costs should be comparable to storage systems without deduplication).

4. OVERVIEW OF THE SOLUTION

System overiew. We first motivate salient design decisions in our system before describing the details in Section 5.

When an uploader $\mathcal{C}$ wants to upload a file F to $\mathcal{S}$, we need to address two problems: (a) determining if $\mathcal{S}$ already has an encrypted copy of F in its storage and (b) if so, securely arranging to have the encryption key transferred to $\mathcal{C}$ from some $\mathcal{C}_i$ who uploaded the original encrypted copy of F.

In traditional client-side deduplication, when $\mathcal{C}$ wants to upload a file F to $\mathcal{S}$, it first sends a cryptographic hash h of F to $\mathcal{S}$ so that it can check the existence of F in $\mathcal{S}$'s storage. Naïvely adapting this approach to the case of encrypted storage is insecure since a compromised $\mathcal{S}$ can easily mount an offline brute-force attack on h if F is predictable. Therefore, instead of h, we let $\mathcal{C}$ send a short hash $sh = SH(F)$. Due to the high collision rate of $SH()$, $\mathcal{S}$ cannot use sh to reliably guess the content of F offline.

Now, suppose that another $\mathcal{C}_i$, previously uploaded $E(k_{F_i}, F_i)$ using k_{F_i} as the symmetric encryption key for F_i and that $sh = sh_i$. Our protocol needs to determine if this happened because $F = F_i$ and, in that case, arrange to have k_{F_i} securely transferred from $\mathcal{C}_i$ to $\mathcal{C}$. We do this by having $\mathcal{C}$ and $\mathcal{C}_i$ engage in an oblivious key sharing protocol which allows $\mathcal{C}$ to receive k_{F_i} iff $F = F_i$, and a random key otherwise. We say that $\mathcal{C}_i$ plays the role of a *checker* in this protocol.

The oblivious key sharing protocol could be implemented using generic solutions for secure two-party computation, such as versions of Yao's protocol [29], which express the desired functionality as a boolean circuit. Protocols of this type have been demonstrated to be very efficient, even with

security against malicious adversaries. In our setting the circuit representation is actually quite compact, but the problem in using this approach is that the inputs of the parties are relatively long (say, 288 bits long, comprising of a full-length hash value and a key), and known protocols require an invocation of oblivious transfer, namely of public-key operations, for each input bit. There are known solutions for oblivious transfer extension, which use a preprocessing step to reduce the online computation time of oblivious transfer. However, in our setting the secure computation is run between two $\mathcal{C}$s that do not have any pre-existing relationship, and therefore preprocessing cannot be computed before the protocol is run.

Our solution for an efficient oblivious key sharing is having $\mathcal{C}$ and $\mathcal{C}_i$ run a PAKE protocol, using the hash values of their files, namely h and h_i, as their respective input "passwords". The protocol results in $\mathcal{C}_i$ getting k_i and $\mathcal{C}$ getting k_i', which are equal if $h = h_i$ and are independent otherwise. The next step of the protocol uses these keys to deliver to $\mathcal{C}$ a key k_F, which is equal to k_{F_i} iff $k_i = k_i'$. $\mathcal{C}$ uses this key to encrypt its file, and $\mathcal{S}$ can deduplicate that file if the ciphertext is equal to the one uploaded by $\mathcal{C}_i$. Several additional issues need to be solved:

1. *Preventing uploaders from learning about stored files.* Our protocol supports client-side deduplication, and as such informs $\mathcal{C}$ whether deduplication takes place. In order to solve the problem, we use the same randomized threshold strategy as [18] (see Section 5.1).

2. *A compromised $\mathcal{S}$ can perform an online brute-force attack where it initiates many interactions with $\mathcal{C}/\mathcal{C}_i$ to identify F/F_i.* Each protocol interaction essentially enables a single guess about the content of the target file. $\mathcal{C}$s therefore use a per-file rate limiting strategy to prevent such attacks. Specifically, they set a bound on the maximum number of PAKE requests they would service as a checker or an uploader for each file. (See Section 5.2.) Our simulations with realistic datasets in Section 6 show that this rate limiting does not affect the deduplication effectiveness.

3. *What if $\mathcal{C}_i$ is not online?* If $\mathcal{S}$ has a large number of clients, it can find enough online checkers who uploaded files with the required short hash. If there are not enough online checkers, we can let the uploader run PAKE with the currently available checkers and with additional dummy checkers to hide the number of available checkers. (See Section 5.3.) Again, our experiments in Section 6 show that this does not affect the deduplication effectiveness (since the scheme is likely to find checkers for popular files).

Relaxing $\mathcal{F}_{dedup}$**.** The protocol we described implements $\mathcal{F}_{dedup}$ of Figure 4 with the following relaxations: (1) $\mathcal{S}$ learns a short hash of the uploaded file F (in our simulation we set the short hash to be 13 bits long). (2) $\mathcal{F}_{dedup}$ is not applied between the uploader and all existing clients, but rather between the uploader and clients which have uploaded files with the same short hash as F.

We observe that in a large-scale system a short hash matches many files, and uploads of files with any specific short hash happen constantly. Therefore these relaxations leak limited information about the uploaded files. For example, since the short hash is random and short (and therefore matches many
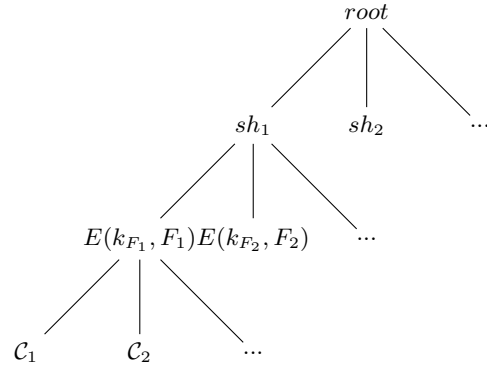

Figure 5: $\mathcal{S}$'s record structure.

uploaded files), the rate with which a $\mathcal{C}$ who uploaded a file is asked to participate in the protocol is rather independent of whether the same file is uploaded again.

5. DEDUPLICATION PROTOCOL

In this section we describe our deduplication protocol in detail. The data structure maintained by $\mathcal{S}$ is shown in Figure 5. $\mathcal{C}$s who want to upload a file also upload the corresponding short hash sh. Since different files may have the same short hash, a short hash sh is associated with the list of different encrypted files whose plaintext maps to sh. $\mathcal{S}$ also keeps track of clients ($\mathcal{C}_1, \mathcal{C}_2, \ldots$) who have uploaded the same encrypted file.

Figure 6 shows a *basic* secure deduplication protocol. When $\mathcal{C}_i$ uploads $E(k_{F_i}, F_i)$ to $\mathcal{S}$, it sends the short hash sh_i of F_i as well. (Step 0). When an uploader $\mathcal{C}$ wishes to upload a file F it sends the short hash of this file sh to $\mathcal{S}$ (Step 1). $\mathcal{S}$ identifies the checkers $\{\mathcal{C}_i\}$ who have uploaded files with the same short hash (Step 2), and runs the following protocol with each of them.

Consider a specific $\mathcal{C}_i$ who has uploaded a file F_i. $\mathcal{C}$ runs PAKE with $\mathcal{C}_i$, where their inputs are the cryptographic hash values of F and F_i respectively, and their outputs are keys k_i' and k_i respectively (Step 3). The protocol must ensure that $\mathcal{C}$ uses the same input (hash value) in the PAKE instances that it runs with all $\{\mathcal{C}_i\}$. Therefore we use a protocol implementing the same-input-PAKE defined in Section 2.4. All the communication in the PAKE protocol is sent via $\mathcal{S}$, with no direct communication between clients.

At this point, a naïve solution would be to just have $\mathcal{C}_i$ send $E(k_i, k_{F_i})$ to $\mathcal{C}$. However, this would enable a subtle attack by the $\mathcal{C}$ to identify whether F was previously uploaded.[3] Therefore, the protocol continues as bellow.

We assume that the keys output by the PAKE protocol are sufficiently long so that k_i can be divided to a left key and right key, $k_i = k_{iL}||k_{iR}$, where k_{iL} is long enough so that the probability of two random instances of this key having the same value is small (namely, $|k_{iL}| >> \log N$ where N

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[3]The problem with this approach is that $\mathcal{C}$ should send $\mathcal{S}$ information about each key, and $\mathcal{S}$ then tells $\mathcal{C}$ which key index to use (and chooses a random index if no match is found). A corrupt $\mathcal{C}$ might replace some keys with dummy values. If it is then told by $\mathcal{S}$ to use an index of one of these keys then it knows that no match was found. The protocol must therefore send back to $\mathcal{C}$ a key without specifying the index to which this key corresponds.

Figure 6: The deduplication protocol.

is the number of clients participating in the protocol), and k_{iR} is sufficiently long to be used for symmetric encryption. The key k_i' is divided in the same way. Each $\mathcal{C}_i$ sends $\mathcal{S}$ k_{iL} and $(k_{iR} + k_{F_i})$ where addition is done in a field whose size is the same as that is used in additively homomorphic encryption. $\mathcal{C}$ sends $\mathcal{S}$ the set of pairs $\{k_{iL}', Enc(pk, k_{iR}' + r)\}$, where r is chosen at random, and the encryption is additively homomorphic (Steps 4-5).

After receiving these messages from all $\mathcal{C}_i$s, $\mathcal{S}$ looks for a pair i for which $k_{iL} = k_{iL}'$. This equality happens iff $F_i = F$ (except with negligible probability). If $\mathcal{S}$ finds such a pair it sends $\mathcal{C}$ the value $e = Enc(pk, (k_{iR} + k_{F_i}) - (k_{iR}' + r)) = Enc(pk, k_{F_i} - r)$, computed using the homomorphic properties. Otherwise it sends $e = Enc(pk, r')$, where r' is chosen randomly by $\mathcal{S}$ (Step 6). $\mathcal{C}$ calculates $k_F = Dec(sk, e) + r$, and sends $E(k_F, F)$ to $\mathcal{S}$ (Step 7). Note that if F was already uploaded to $\mathcal{S}$ then $E(k_F, F)$ is equal to the previously stored encrypted version of the file.

THEOREM 1. *The deduplication protocol in Figure 6 implements $\mathcal{F}_{dedup}$ in malicious model if the same-input-PAKE protocol is secure against malicious adversaries, the additively homomorphic encryption is semantically secure and the hash function is modeled as a random oracle.*

PROOF. We assume there is a trusted party that implements $\mathcal{F}_{dedup}$ in ideal model. We then construct a simulator, and show that the execution of $\mathcal{F}_{dedup}$ in the ideal model is computationally indistinguishable from the execution of the deduplication protocol in the real model. For the purpose of the proof we assume that the same-input-PAKE protocol is implemented as an oracle to which the parties send their inputs and receive their outputs.

A corrupt uploader $\mathcal{C}$: We first assume that $\mathcal{S}$ and the checkers C_is are honest and construct a simulator for the

uploader $\mathcal{C}$. This simulator has access to the ideal model, and must simulate $\mathcal{C}$'s view in the real execution. The simulator operates as follows: It records the calls that $\mathcal{C}$ makes to the hash function, which is modeled as a random oracle, and records tuples of the form (F^j, h^j, sh^j) of the inputs and outputs for these calls. The simulator first receives a value sh from $\mathcal{C}$. The simulator now obtains $\mathcal{C}$'s input h to the same-input-PAKE protocol. If h is equal to an h^j value which was in the same tuple as sh the simulator invokes $\mathcal{F}_{dedup}$ with F^j and receives a key k_F from $\mathcal{F}_{dedup}$. (Note that if h corresponds to a file uploaded by the other client then this key is equal to the key used to encrypt that file, and otherwise the key is random.) Otherwise (sh is not in the tuples), the simulator runs the deduplication protocol with $\mathcal{C}$ using random inputs.

When $\mathcal{C}$ invokes the oracle of the same-input-PAKE protocol, the simulator records the output set $\{k_i'\}$. The simulator then receives from $\mathcal{C}$ a set of pairs $\{k_{iL}', Enc(pk, x_i)\}$ that are sent by $\mathcal{C}$ to $\mathcal{S}$. The simulator chooses at random an index j. The simulator checks if k_{jL}' is the same as original (as should happen in the case of an honest $\mathcal{C}$). If that is the case then it sends $Enc(pk, (k_{jR}' + k_F - x_j))$; otherwise it sends an encryption of a random value. (Note that if F is not identical to the file F_j then the key k_F that $\mathcal{C}$ will retrieve is random.)

A corrupt checker C_i: We prove security with relation to the relaxed functionality, where C_i also learns whether the uploaded file has the same short hash as F_i.

The simulator interacts with C_i in the real protocol and should extract C_i's input to the functionality in the ideal model, namely (F_i, k_{F_i}). We can assume that C_i has previously sent the encrypted file $E(k_{F_i}, F_i)$ to $\mathcal{S}$, and therefore the simulator need only find k_{F_i} and use it to compute F_i.

The simulator first observes whether sh matches the short

hash of C_i. If that is not the case then the simulator provides a random k_{F_i} to the ideal functionality. Otherwise, the simulator observes C_i's input h_i to the same-input-PAKE protocol, its output k_i, and the message (k_{iL}, x_i) that C_i sends to $\mathcal{S}$. If k_{iL} is different than the left part of k_i then the simulator provides to the functionality a random value k_{F_i}. Otherwise, it subtracts the right part of k_i, namely k_{iR}, from x_i, and provides the result as the input to the functionality.

A corrupt server $\mathcal{S}$: $\mathcal{S}$ receives an input consisting of a set of encrypted files $E(k_{F_i}, F_i)$ associated with short hash values sh_i and C_i (we assume that the $\mathcal{S}$ associates a single $\mathcal{C}$ with each file). The server then receives from $\mathcal{C}$ a short hash sh and first message for the same-input-PAKE protocol. Let N be the number of C_is who uploaded files with the short hash value sh. Let $N' \leq N$ be the number of these C_is to which $\mathcal{S}$ sends a first message in the same-input-PAKE protocol (if $\mathcal{S}$ is honest then $N' = N$). $\mathcal{S}$ then receives the messages sent by these C_is in the same-input-PAKE protocol and forwards them to $\mathcal{C}$. An index i of C_i C_i is "OK" if $\mathcal{S}$ forwarded to C_i the first same-input-PAKE message it received from $\mathcal{C}$, and sent back to $\mathcal{C}$ the message it received from C_i (if $\mathcal{S}$ is honest then all C_is are "OK").

The simulator runs the ideal functionality $\mathcal{F}_{dedup}$ (to which $\mathcal{S}$ provides no input), and sets a bit $b = 1$ if it receives $E(k_F, F)$ and an index j from $\mathcal{F}_{dedup}$; otherwise, it sets $b = 0$. If $b = 1$ but client C_j is not "OK", the simulator changes b to 0.

The simulator sends $\mathcal{S}$ a message including random values for k_{iL} and $(k_{iR} + k_{F_i})$ from each of the N' C_is that participated in the same-input-PAKE protocol. As for the messages that $\mathcal{S}$ receives from $\mathcal{C}$, then if $b = 0$ the simulator sets random values for all k'_{iL} and sends encryptions $Enc(pk, k'_{iR} + r)$ of random keys k'_{iR}. Otherwise, the simulator sets the message received from $\mathcal{C}$ with respect to C_j to be $(k_{jL}, Enc(x_j))$ (where k_{jL} was received from C_j and x_j is random, whereas in the real protocol the encryption received is $Enc(k'_{jR} + r)$).

$\mathcal{S}$ should now send to $\mathcal{C}$ an encryption $Enc(y)$. If $b = 0$ the simulator sends back to $\mathcal{S}$ the encryption of F that it received from the $\mathcal{F}_{dedup}$ functionality. If $b = 1$ then the simulator decrypts the message received from $\mathcal{S}$ and checks if y equals $(k_{jR} + k_{F_j}) - x_j$. If this is the case then it sends to $\mathcal{S}$ the index j and the encryption $E(k_{F_j}, F_j)$ it received from the $\mathcal{F}_{dedup}$ functionality. Otherwise (the value of t does not match) the simulator sends to $\mathcal{S}$ an encryption of a random file, of the same length as F_j, encrypted with a random key.

A collusion between a corrupt uploader and a corrupt $\mathcal{S}$: The simulator in this case can invoke $\mathcal{F}_{dedup}$ once, pretending to be both $\mathcal{C}$ and $\mathcal{S}$, and providing $\mathcal{C}$'s input F ($\mathcal{S}$ has no input to $\mathcal{F}_{dedup}$). It then receives the outputs of both parties, namely the key k_F, $E(k_F, F)$, and an index j (if there is a file match).

The simulation is similar to the case of a corrupted uploader, except that $\mathcal{S}$ might choose a subset of checkers, who have uploaded files with the same short hash, to run the same-input-PAKE protocol. Therefore, the simulation begins as in the proof of a corrupt $\mathcal{C}$ and extracts $\mathcal{C}$'s input F from the random oracle. Then the simulator invokes $\mathcal{F}_{dedup}$ with input F. If a match was found, the simulator observes the operation of $\mathcal{S}$ and checks if C_j is "OK" (as was defined in the proof for a corrupt server). If so, the simulator uses (F, k_F) as C_j's input to the protocol, and uses random values

for other checkers' inputs.

A collusion between corrupt C_is and a corrupt $\mathcal{S}$: The input of the adversary to the ideal functionality $\mathcal{F}_{dedup}$ is the pairs (F_i, k_{F_i}) of the corrupt C_is. Its output is the same as in the case of a corrupt $\mathcal{S}$.

The simulation is similar to the case of a corrupted $\mathcal{S}$. The main difference is that the corrupt C_is send inputs to the same-input-PAKE functionality and receive outputs $k_i = k_{iL} || k_{iR}$. It can extract these values from the oracle of same-input-PAKE functionality, which outputs k_i to each C_i. Then the simulator invokes $\mathcal{F}_{dedup}$ as $\mathcal{S}$, and then run same procedure as it is in the case of a corrupt $\mathcal{S}$. □

Based on Theorem 1, we conclude that compromised parties cannot get more information than that is defined by (relaxed) $\mathcal{F}_{dedup}$. So we satisfy requirement **S2**. We now discuss several extensions to the basic protocol to account for the types of issues we alluded to in Section 4.

5.1 Randomized Threshold

The protocol in Figure 6 is server-side deduplication. To save bandwidth, we transform it to support client-side deduplication. In order to satisfy requirement **S1**, we use the randomized threshold approach from Harnik et al [18]: for each file F, $\mathcal{S}$ maintains a random threshold t_F ($t_F \geq 2$), and a counter c_F that indicates the number of $\mathcal{C}$s that have previously uploaded F.

In step 6 of the deduplication protocol,

- In the case of a match (6a), if $c_{F_i} < t_{F_i}$, $\mathcal{S}$ tells $\mathcal{C}$ to upload $E(k_F, F)$ as if no match occurred (but $\mathcal{S}$ keeps the existing copy of the file and does not store the uploaded copy). Otherwise, $\mathcal{S}$ informs $\mathcal{C}$ that the file is is duplicated and there is no need to upload it;

- In the case of a no match (6b), $\mathcal{S}$ asks $\mathcal{C}$ to upload $E(k_F, F)$.

5.2 Rate Limiting

A compromised active $\mathcal{S}$ can apply online brute-force attacks gainst $\mathcal{C}$ or C_i. Specifically, if F_i is predictable, $\mathcal{S}$ can pretend to be an uploader and send PAKE requests to C_i attempting to guess F_i. $\mathcal{S}$ can also pretend to be a checker and send PAKE responses to $\mathcal{C}$ to guess F. Therefore both uploaders and checkers should limit the number of PAKE runs for each file in their respective roles. This per-file rate limiting strategy can both improve security (see below) and reduce overhead (number of PAKE runs) without damaging the deduplication effectiveness (as shown in Section 6).

We use RL_c to denote the rate limit for checkers, i.e., each C_i can process at most RL_c PAKE requests for F_i and will ignore further requests. Similarly, RL_u is the rate limit for uploaders, i.e. an $\mathcal{C}$ will send at most RL_u PAKE requests to upload F. Suppose that n is the length of the short hash and m is the min-entropy of a predictable file F, then $\mathcal{A}$ can uniquely identify F only if

$$2^m \leq 2^n \cdot x \cdot (RL_u + RL_c) \tag{1}$$

where x is the number of clients who potentially own F.

As a comparison, DupLESS [4] uses a per-client rate limiting strategy to prevent such online brute-force attacks from any single $\mathcal{C}$. The rate limit must not degrade usability for a $\mathcal{C}$ that needs to legitimately upload a large number of files within a brief time interval (such as backing up a local file

system). Therefore the authors of DupLESS choose the large bound (825 000) for the total number of requests a single $\mathcal{C}$ can make during one week. That is to say, for a predictable file with entropy $2^m \geq 825000$, an attack by a single compromised $\mathcal{C}$ is expected to take more than one week. But if $\mathcal{A}$ has compromised multiple $\mathcal{C}$s, the attack time decreases linearly. Recall also, that a compromised active $\mathcal{S}$ can masquerade as any number of $\mathcal{C}$s needed.

To prevent a compromised active $\mathcal{S}$ from masquerading multiple $\mathcal{C}$s, the authors of [26] introduce another independent server called *identity server*. When $\mathcal{C}$s first join the system, the identity server is responsible for verifying their identity and issuing credentials to them. However, it is hard to deploy an independent identity server in a real world. As far as we know, our scheme is the first deduplication protocol that can prevent online brute-force attacks (i.e., satisfy requirement **S3**) without the aid of an identity server.

5.3 Checker Selection

If an uploader is not required to run any PAKE instance (no short hash match), it may know that the uploading file is not in the storage. To make uploader's view indistinguishable in this case, $\mathcal{S}$ fixes the number of PAKE runs (i.e., RL_u) for uploading a file. For an upload request with a short hash sh, checkers are chosen according to the following procedure:

1. $\mathcal{S}$ selects the most popular file among the files whose short hash is sh and which were not already chosen with respect for the current upload (popularity is measured in terms of the number of $\mathcal{C}$s who own the file).

2. $\mathcal{S}$ chooses a checker for that file in ascending order of engagement among the $\mathcal{C}$s that are currently online (in terms of the number of PAKE requests they have serviced so far for that specific file).

3. If the number of selected files is less than RL_u, repeat Step 1-3.

4. If the total number of selected files for which there are online clients is smaller than RL_u, $\mathcal{S}$ uses additional dummy files and clients, until reaching RL_u files.

Then, $\mathcal{S}$ let the uploader run PAKE instances with the RL_u selected $\mathcal{C}$s ($\mathcal{S}$ itself runs as dummy clients).

6. SIMULATION

Our use of rate limiting can impact deduplication effectiveness. In this section, we use realistic simulations to study the effect of various parameter choices in our protocol on deduplication effectiveness.

Datasets. We want to consider two types of storage environments. The first consists predominantly of media files, such as audio and video files. We did not have access to a dataset from such an environment. Instead, we use a dataset comprising of Android application prevalence data to represent an environment with media files. This is based on the assumption that the popularity of Android applications is likely to be similar to that of media files: both are created and published by a small number of authors (artists/developers), made available on online stores or other distribution sites, and are acquired by consumers either for free or for a fee. We call this the *media dataset*. We use a

publicly available dataset.[4] It consists of data collected from 77 782 Android devices. For each device, the dataset identifies the set of (anonymized) application identifiers found on that device. We treat each application identifier as a "file" and consider the presence of an app on a device as an "upload request" to add the corresponding "file" to the storage. This dataset has 7 396 235 "upload requests" in total, of which 178 396 are for distinct files.

The second is the type of storage environments that are found in enterprise backup systems. We use data gathered by the Debian Popularity Contest[5] to approximate such an environment. The *popularity-contest* package on a Debian device regularly reports the list of packages installed on that device. The resulting data consists of a list of debian packages along with the number of devices which reported that package. We took a snapshot of this data on Nov 27, 2014. It consists of data collected from 175 903 Debian users. From this data we generated our *enterprise dataset*: it has 217 927 332 "upload requests" (debian package installations) of which 143 949 are for distinct files (unique packages).

Figure 7 shows the file popularity distribution (i.e., the number of upload requests for each file) in logarithmic scale for both datasets. We map each dataset to a stream of upload requests by generating the requests in random order, where a file that has x copies generates x upload requests at random time intervals.
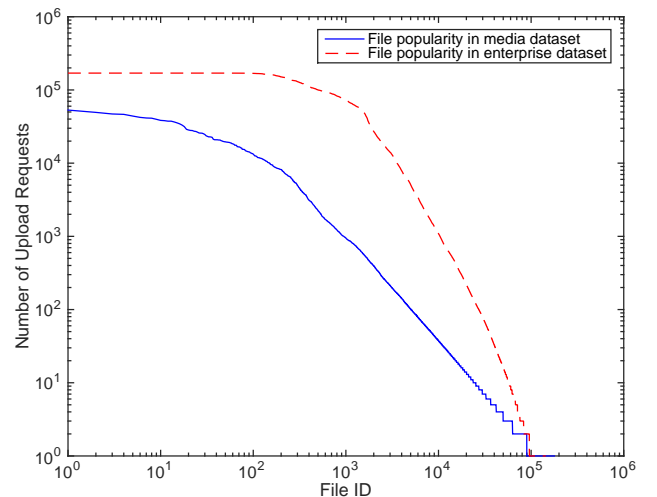

Figure 7: File popularity in both datasets.

Parameters. To facilitate comparison with DupLESS [4], we set the size of the file domain as 825 000. We then set the length of the short hash n to be 13, and RL_u+RL_c to be equal to 100 (i.e., a $\mathcal{C}$ will run PAKE at most 100 times for a certain file as both uploader and checker). As a result, we achieve the bound of inequality 1 in Section 5.2: $\mathcal{A}$ cannot uniquely identify a file within the rate limit. We use these parameters in our simulations.

We measure overhead as the average number of PAKE

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runs[6], which can be calculated as:

$$\mu = \frac{Total\ number\ of\ \text{PAKE}\ runs}{Total\ number\ of\ upload\ requests} \quad (2)$$

We measure deduplication effectiveness using the deduplication percentage, introduced in Section 2.1. We assume that all files are of equal size so that the deduplication percentage ρ is:

$$\rho = (1 - \frac{Number\ of\ all\ files\ in\ storage}{Total\ number\ of\ upload\ requests}) \cdot 100\% \quad (3)$$

We first assume that all $\mathcal{C}$s are online during the simulation, and study the impact of rate limits. Once we choose specific rate limits, we evaluate how absent $\mathcal{C}$s impact deduplication effectiveness.

Rate limiting. Having selected $RL_u + RL_c$ to be 100, we now see how selecting specific values for RL_u and RL_c affects the average number of PAKE runs and the deduplication effectiveness. Figure 8 shows the average number of PAKE runs resulting from different values of RL_u (and hence RL_c) in both datasets. Both values are very low, in the range 1.3-1.75. We also ran the simulation without any rate limits, which led to an average of 26.88 PAKE runs in the media dataset and 13.19 PAKE runs in the enterprise dataset. These numbers are significantly larger than the results with rate limiting. Figure 9 shows ρ resulting from different rate limit choices in both datasets. We see that setting RL_u to 30 (and hence setting RL_c to 70), maximizes ρ to be (97.58% and 99.9332%, respectively. These values are extremely close to the perfect deduplication percentages in both datasets (97.59% and 99.9339% respectively). A ma-
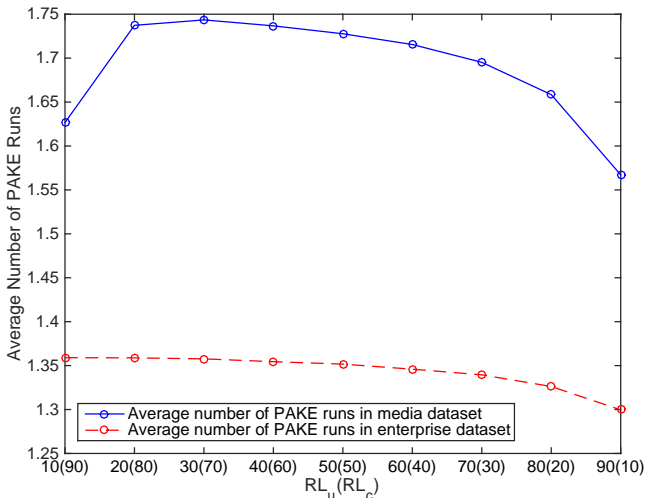

Figure 8: Average number of PAKE runs VS. rate limits.

jor conclusion is that the use of rate limiting can improve security and reduce overhead without negatively impacting deduplication effectiveness.

Offline rate. The possibility of some $\mathcal{C}$s being offline may adversely impact deduplication effectiveness. To estimate

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[6]We do not include fake PAKE runs by $\mathcal{S}$ (Section 5.3) since we are interested in estimating the average number of real PAKE runs.
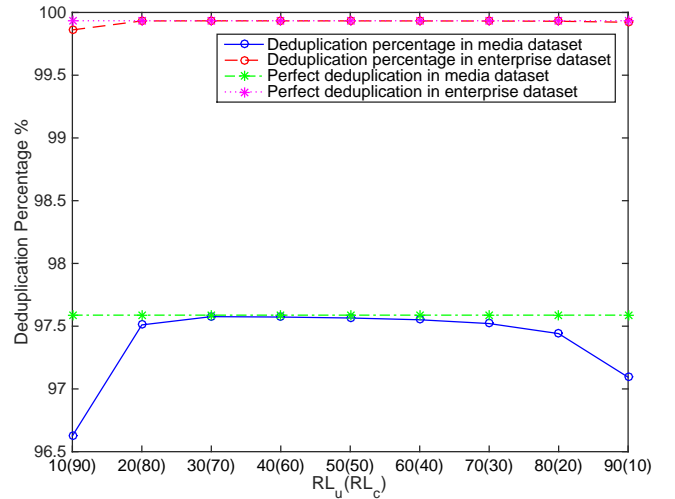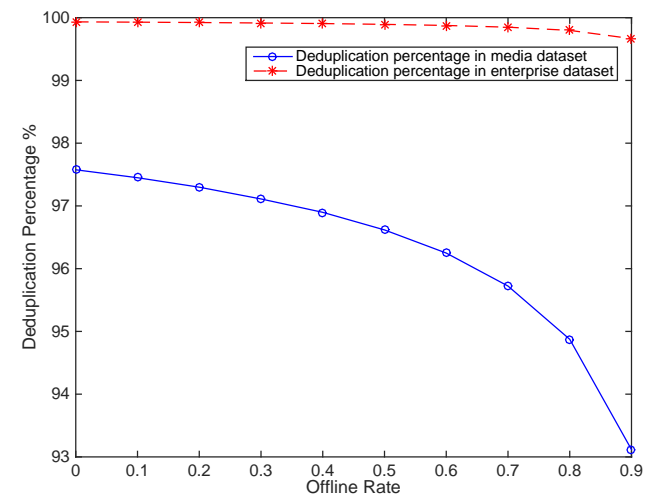

Figure 9: Deduplication percentage VS. rate limits.

Figure 10: Deduplication percentage VS. offline rates.

this impact, we assign an *offline rate* to each $\mathcal{C}$ as its probability to be offline during one upload request. Using the chosen rate limits ($RL_u = 30$ and $RL_c = 70$), we measured ρ by varying the offline rate. The results for both datasets are shown in Figure 10. It shows that ρ is still reasonably high when the offline rate is lower than 70%. But there is a significant drop down after that. In order to solve this, we introduce *deferred check*. Specifically, we split RL_u to $RL_{u1} + RL_{u2}$. $\mathcal{S}$ will let the uploader run RL_{u1} times PAKE before uploading, and later ask it to run further RL_{u2} PAKE instances when some $\mathcal{C}$s who are previously offline, come online. If $\mathcal{S}$ finds a match after uploading, it checks the counter and random threshold for the matched file. If the counter has exceeded the threshold, $\mathcal{S}$ deletes the previously uploaded file and asks the uploader to change the encryption key to match the detected duplicate. The only issue for this solution is that the uploader needs to keep the randomness of all PAKE runs of offline check. Otherwise, $\mathcal{S}$ keeps the messages for that PAKE instance until the threshold being crossed. Figure 11 shows that this method can significantly

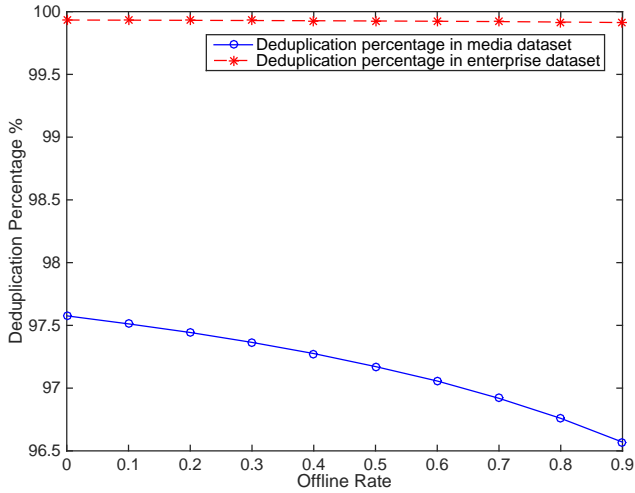improve the deduplication effectiveness when offline rate is high.

Figure 11: Deduplication percentage VS. offline rates.

Evolution of deduplication effectiveness. Figure 12 shows that the ρ achieved by our scheme increases as more files are added to the storage, and it meets the realistic expectation (95%) early in the life of the storage system (after receiving 4% upload requests in the media dataset, and 0.05% upload requests in enterprise dataset). Given that the deduplication effectiveness of our system is close to that of perfect deduplication and exceeds typical expected values, we can conclude that it satisfies functionality goal **F1**.

Using rate limits implies that the increase in ρ is slower in our system than that in perfect deduplication. Figure 13 shows how this difference evolves as more upload requests received. However, this difference stablizes as the storage size increases. Figure 16 (in Appendix B) shows the second order difference in deduplication effectiveness compared to perfect deduplication. The second order difference vanishes as more files are uploaded to the storage.
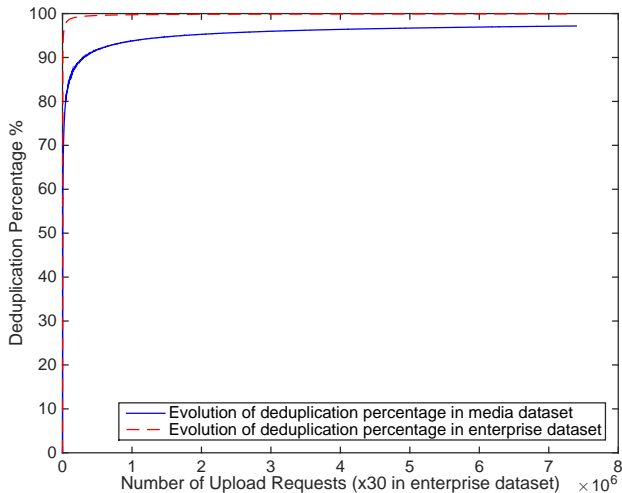

Figure 12: Deduplication percentage VS. Number of upload requests.

Explanation. The fact that our scheme achieves close to perfect deduplication even in the presence of rate limits may appear counter-intuitive at first glance. But this phenomenon can be explained by the *Zipf's law* [30]. As seen from Figure 7, beyond the initial plateau, the file popularity distribution is a straight line and thus follows a *power law distribution* (also known as *Zipf distribution*). The initial plateau does not impact our system. This is evident when we account for the use of short hash function. Figure 14 shows the file popularity in both datasets for some specific, but randomly selected, short hash values (of length 10).
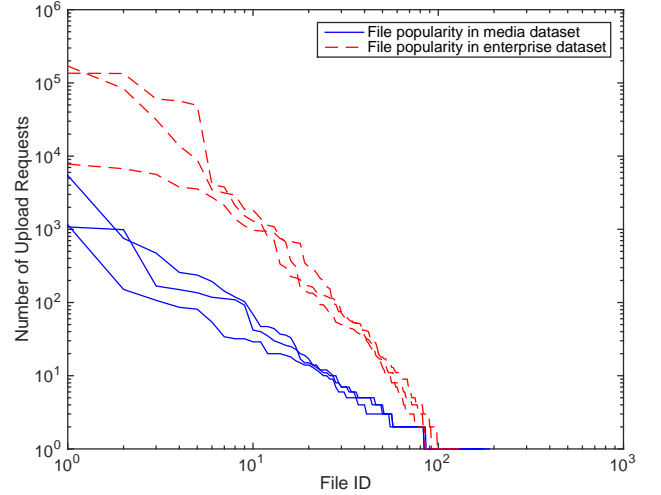

Figure 14: File popularity for six short hashes.

Even though we use rate limits, $\mathcal{S}$ always selects files that have the requested short hash based on descending order of popularity. Since file popularity follows the Zipf distribution, selecting files based on popularity ensures that popular uploaded files have a higher likelihood of being deduplicated. There are other examples of using the Zipf distribution to design surprisingly efficient systems. *Web proxy caching proxies* are such an example. Breslau et al. observe that the distribution of page requests follows Zipf's law [9]. Consequently, proxies use their limited storage to only cache popular files but still achieve significant bandwidth savings. The frequency of a request for the mth most popular page can be calculated as $\frac{1/m^{\alpha}}{\sum_{i=1}^{N}(1/i^{\alpha})}$, where N is the size of the cache, and α is the value of the exponent characterising the distribution[9]. As a result, most of the requested pages can be found in the cache. Similarly, in our case, most of the upload requests for files that have already been uploaded can find a matched file within the rate limit.

7. PERFORMANCE EVALUATION

Our deduplication scheme incurs some extra computation and communication due to the number of PAKE runs. In this section, we demonstrate that the extra overhead is small (and even negligible for large files) by implementing a proof-of-concept prototype.

Prototype implementation Our prototype consists of two parts: (1) a server program which simulates $\mathcal{S}$ and (2) a client program which simulates $\mathcal{C}$ (performing file uploading/downloading, encryption/decryption, and assisting $\mathcal{S}$ in
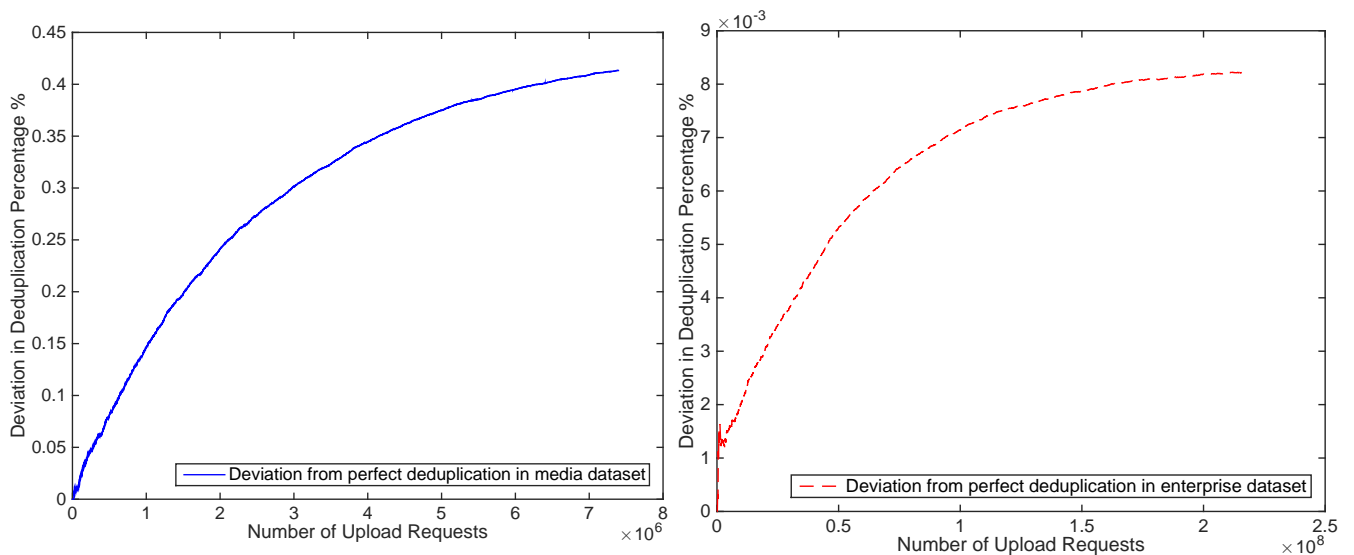
Figure 13: Deviation from perfect deduplication VS. Number of upload requests.

deduplication). We used *Node.js*[7] for the implementation of both parties, and *Redis*[8] for the implementation of $\mathcal{S}$'s data structure. We used SHA-256 as the cryptographic hash function and AES with 256-bit keys as the symmetric encryption scheme, both of which are provided by the *Crypto* module in *Node.js*. We truncated the cryptographic hash to get the short hash. We used the *GNU multiple precision* arithmetic library[9] to implement the public key operations.

Test setting and methodology We ran the server-side program on a remote server (Intel Xeon with 4 2.66 GHz cores) and the client-side program on an Intel Core i7 machine with 4 2.2 GHz cores. We measured the running time using the *Date* module in Javascript and measured the bandwidth usage using *TCPdump*.

As the downloading phase in our protocol is simply downloading an encrypted file, we only consider the uploading phase. We set the length of short hash to be 13, and set $RL_u = 30$. We considered the worst case where the uploader run PAKE with 30 checkers. So we simulate the uploading phase in our protocol as:

1. An uploader $\mathcal{C}$ sends the short hash of the file it wants to upload to server $\mathcal{S}$;

2. $\mathcal{S}$ sends requests to 30 checkers $\mathcal{C}_i$ and lets them run PAKE with $\mathcal{C}$;

3. $\mathcal{S}$ waits to get responses of all instances back from $\mathcal{C}$ and $\{\mathcal{C}_i\}$;

4. $\mathcal{S}$ chooses one instance and sends the result to $\mathcal{C}$;

5. $\mathcal{C}$ uses the resulting key to encrypt its file with AES and uploads it to $\mathcal{S}$.

We measured both the running time and bandwidth usage during the whole procedure described above. We compare the results to two baselines: (1) simply uploading a file without encryption and (2) uploading a file with AES encryption.

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[7] http://nodejs.org
[8] http://redis.io
[9] https://gmplib.org

As in [4], we repeat our experiment using files of size 2^{2i} KB for $i \in \{0, 1, ..., 8\}$, which provides a file size range of 1KB to 64 MB. For each file, we upload it 100 times and calculate the mean values. For files that are larger than the computer buffer, we do loading, encryption and uploading at the same time by pipelining the data stream. As a result, uploading encrypted files uses almost the same amount of time as uploading plain files.

Results Figure 15 reports the uploading time and bandwidth usage in our protocol compared to the two baselines. For files that are smaller than 1 MB, the extra overhead introduced by our deduplication protocol is relatively high. However, the extra overhead introduced by our protocol is independent of the file size, and it becomes negligible when the file is large enough. For example, in the case of uploading a 64 MB file, the time overhead is about 2%, and the bandwidth overhead is only about 0.16%. So our system meets **F2**.

8. DISCUSSION

Incentives In our scheme $\mathcal{C}$s have to run several PAKE instances as both uploaders and checkers. This imposes a cost on each $\mathcal{C}$. $\mathcal{S}$ is the direct beneficiary of deduplication. $\mathcal{C}$s may indirectly benefit in that the ability to effectively deduplicate makes the storage system more efficient and can thus potentially lower the cost of using the storage incurred by each $\mathcal{C}$. Nevertheless, it is desirable to have more direct incentive mechanisms to encourage $\mathcal{C}$s to do do PAKE checks. For example, if a file uploaded by $\mathcal{C}$ is found to be shared by other $\mathcal{C}$s, $\mathcal{S}$ could reward the $\mathcal{C}$s owning that file by giving them small increases in their respective storage quotas.

Deduplication effectiveness We can improve deduplication effectiveness by introducing additional checks. For example, an uploader can indicate the (approximate) file size (which will be revealed anyway) so that $\mathcal{S}$ can limit the selection of checkers to those whose files are of a similar size. Similarly, $\mathcal{S}$ can keep track of similarities between $\mathcal{C}$s based on the number of files they share and use this information while selecting checkers by prioritizing checkers who
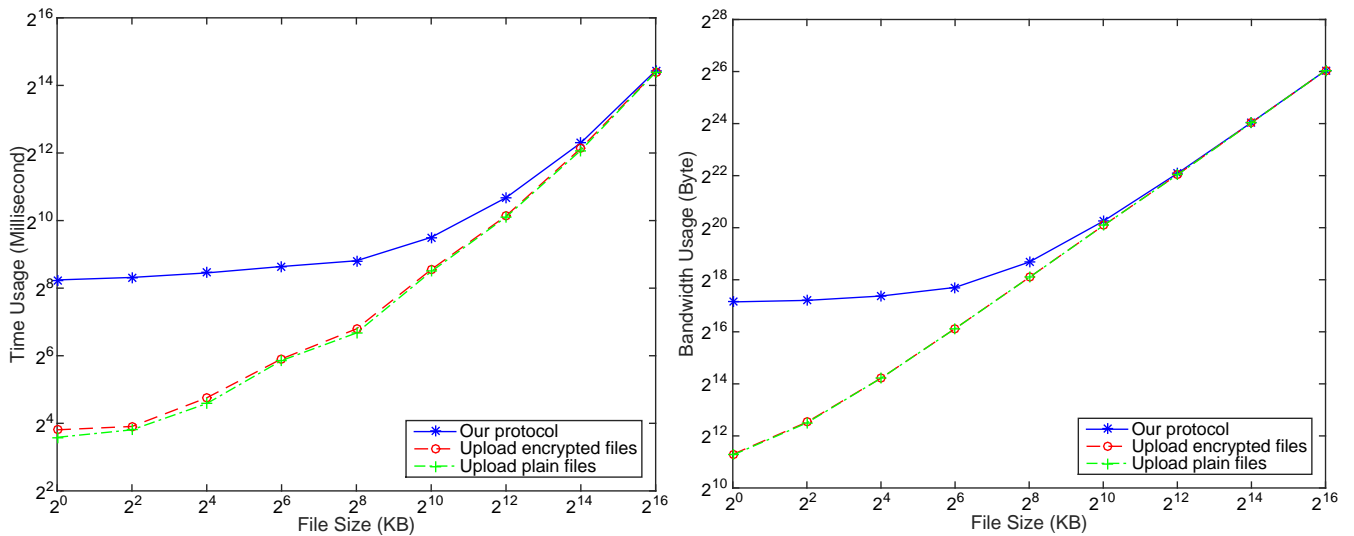
Figure 15: Time (left) and bandwidth usage (right) VS. file size.

are similar to the uploader. Nevertheless, as discussed in Figure 12, our scheme exceeds what is considered as realistic levels of deduplication early in the life of the storage system. Whitehouse [28] reported that when selecting a deduplication scheme, enterprise administrators rated considerations such as ease of deployment and use being more important as deduplication ratio. Therefore, we argue that the very small sacrifice in deduplication ratio is offset by the significant advantage of ensuring user privacy without having to use independent third party servers.

Block-level deduplication Our scheme can be applied to both file-level and block-level deduplication. But block-level deduplication will incur more overhead.

Realistic modeling of offline status In our analysis of how deduplication effectivenesss is affected by offline rate (Figure 10), we assumed a simple model where the offline status of clients is distributed uniformly at a specified rate. In practice offline status is influenced by many factors like geography and time of day.

9. RELATED WORK

There are several types of systems that enable deduplication with client-side encrypted data. The simplest approach (which is used by most commercial products) is to encrypt $\mathcal{C}$s' files using a global key which is encoded in the client-side software. As a result, different copies of F result in the same ciphertext and can therefore be deduplicated. This approach is, of course, insecure if $\mathcal{S}$ is untrusted.

Another approach is *convergent encryption* [13], which uses $H(F)$ as a key to encrypt F, where $H()$ is a publicly known cryptographic hash function. This approach ensures that different copies of F result in the same ciphertext. However, a compromised passive $\mathcal{S}$ can perform an offline brute-force attack if F has a small (or medium) entropy. Bellare et al. proposed *message-locked encryption* (MLE), which uses a semantically secure encryption scheme but produces a deterministic tag [5]. So it still suffers from the same attack.

Other solutions are based on the aid of additional independent servers $\mathcal{IS}$s. For example, *Cloudedup* is a deduplication system that introduces an $\mathcal{IS}$ that is responsible for encryp-

tion and decryption [24]. Specifically, $\mathcal{C}$ first encrypts each block with convergent encryption and sends the ciphertexts to $\mathcal{IS}$, who then encrypts them again with a key only known by itself. During file retrieval, blocks are first decrypted by $\mathcal{IS}$ and sent back to $\mathcal{C}$. In this system, a compromised active $\mathcal{S}$ can easily perform an online brute-force attack by uploading guessing files and see if deduplication happens.

Stanek et al. propose a system that only deduplicates popular files [26]. $\mathcal{C}$s encrypt their files with two layers of encryption: the inner layer is obtained through convergent encryption, and the outer layer is obtained through a semantically secure threshold encryption scheme with the aid of an $\mathcal{IS}$. $\mathcal{S}$ can decrypt the outer layer of F iff the number of $\mathcal{C}$s who have uploaded F reaches the threshold, and thus perform a deduplication. In addition, they introduce another $\mathcal{IS}$ as an identity server to prevent online brute-force attacks by multiple compromised $\mathcal{C}$s.

Both [24] and [26] are vulnerable to offline brute-force attacks by compromisesd $\mathcal{IS}$s. To prevent this, Bellare et al. propose DupLESS that enables $\mathcal{C}$s to generate file keys by running an *oblivious pseudorandom function* (OPRF) with $\mathcal{IS}$. Specifically, in the key generation process of convergent encryption, they introduce another secret which is provided by $\mathcal{IS}$ and identical for all $\mathcal{C}$s. The OPRF enables $\mathcal{C}$s to generate their keys without revealing their files to $\mathcal{IS}$, and without learning anything about $\mathcal{IS}$'s secret. To prevent the online brute-force attacks from compromised active $\mathcal{S}$. DupLESS uses a per-client rate limiting strategy to limit the number of requests that a $\mathcal{C}$ can send to $\mathcal{IS}$ during each epoch. We have identified the limitations for this strategy in Section 5.2. In addition, if $\mathcal{A}$ compromises both $\mathcal{S}$ and $\mathcal{IS}$, it can get the secret from $\mathcal{IS}$, and the scheme is reduced to normal convergent encryption.

Duan proposes a system that uses the same idea as Dup-LESS, but distributes the task of $\mathcal{IS}$ [14], where a $\mathcal{C}$ must interact with a threshold of other $\mathcal{C}$s to generate the key. So this scheme is only suitable for peer-to-peer paradigm: a threshold number of $\mathcal{C}$s must be online and interact with one another. While improving availability and security compared to DupLESS, this system is still susceptible to online

brute-force attacks by compromised active $\mathcal{S}$, and it is unclear how to apply any rate-limiting strategy to it.

In Table 1, we summarize the resilience of these schemes with respect to the design goals from Section 3.3.

	Threat	Compromised				
Schemes		$\mathcal{C}$	$\mathcal{S}$ (pas.)	$\mathcal{S}$ (act.)	$\mathcal{IS}$s	$\mathcal{S}, \mathcal{IS}$s
[13], [5]		√	X	X	−	−
[24]		√	√	X	X	X
[26]		√	√	√	X	X
[4]		√	√	X	√	X
[14]		√	√	X	−	−
Our work		√	√	√	−	−

Table 1: Resilience of deduplication schemes.

Acknowledgments

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APPENDIX

A. NOTATION TABLE

A table of notations is shown in Table 2.

B. SECOND ORDER DEVIATION FROM PERFECT DEDUPLICATION

Figure 16 how the second order difference in deduplication percentage (between perfect deduplication and our scheme) evolves as more files are uploaded to the storage server. This second order difference essentially vanishes as more files are added to the server.

| Notation	Description
Entities	
$\mathcal{C}$	Client
$\mathcal{S}$	Server
$\mathcal{A}$	Adversary
$\mathcal{IS}$	Independent Server
Cryptographic Notations	
$E()$	Symmetric key encryption
$D()$	Symmetric key decryption
k	Symmetric encryption/decryption key
$Enc()$	Additively homomorphic encryption
$Dec()$	Additively homomorphic decryption
$\oplus$	Additively homomorphic addition
$\ominus$	Additively homomorphic subtraction
$H()$	Cryptographic hash function
h	Cryptographic hash
$SH()$	Short hash function
sh	Short hash
PAKE	Password Authenticated Key Exchange
$\mathcal{F}_{pake}$	Ideal functionality of PAKE
$\mathcal{F}_{dedup}$	Ideal functionality of deduplication protocol
Parameters	
F	File
m	Entropy of a predictable file
n	Length of the short hash
RL_u	Rate limit by uploaders
RL_c	Rate limit by checkers
t_F	Random threshold for a file
c_F	Counter for a file
ρ	Deduplication Percentage

Table 2: Summary of notations
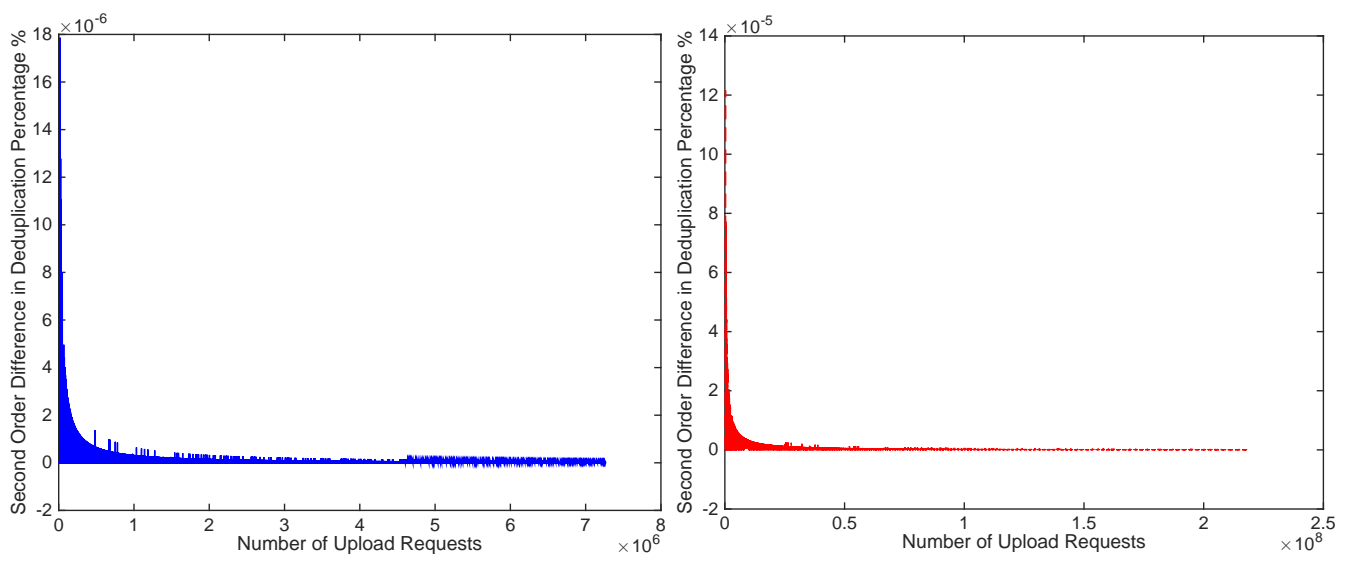
Figure 16: Second order difference in deduplication percentage: perfect deduplication VS. Number of upload requests. Left: Media dataset; Right: Enterprise dataset