

# Oblivious Data Structures

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Oblivious RAM is a cryptographic primitive for provably obfuscating access patterns to data.



**Hierarchical  
ORAMs**

[Goldreich'87]

[GO'96]

[KLO'12]

$$\text{Bandwidth Overhead:} = \frac{\text{Data transferred in oblivious case}}{\text{Data transferred in non-oblivious case}}$$

## Hierarchical ORAMs

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**Hierarchical  
ORAMs**

[Goldreich'87]

[GO'96]

[KLO'12]

**Tree-based  
ORAM**

[SCSL'11]

[SDSCFRYD'13]

Best known ORAM achieves  
 $O(\log^2 N / \log \log N)$  overhead [KLO'12]

Can we do  
better?

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Can we do  
better?

Path ORAM partially solves this problem

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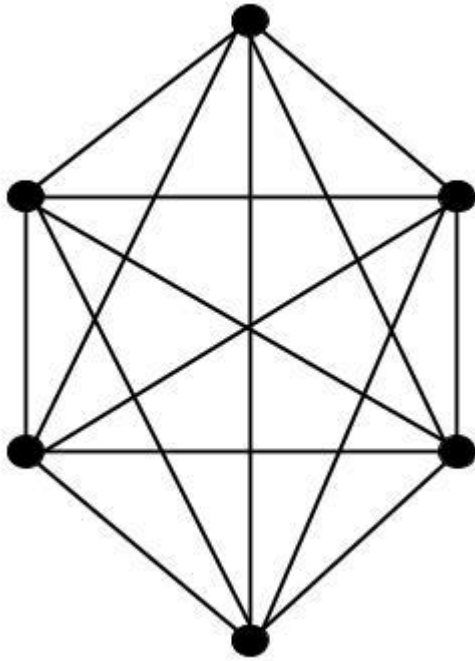
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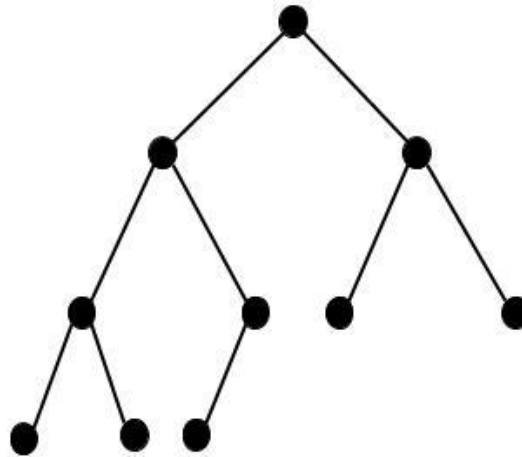
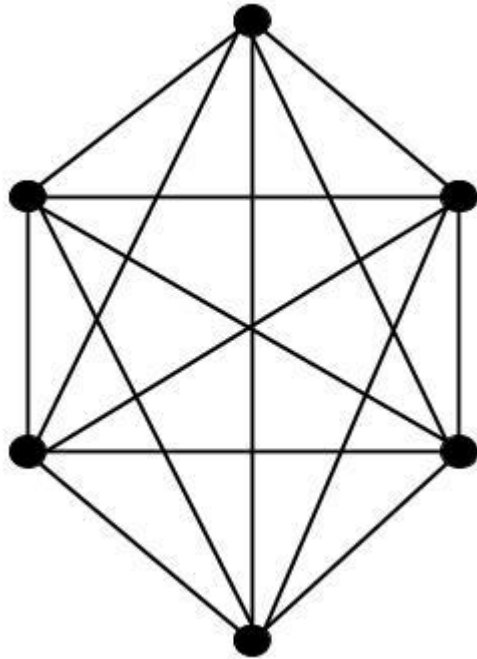
Can we do  
better for  
**restricted access  
patterns?**



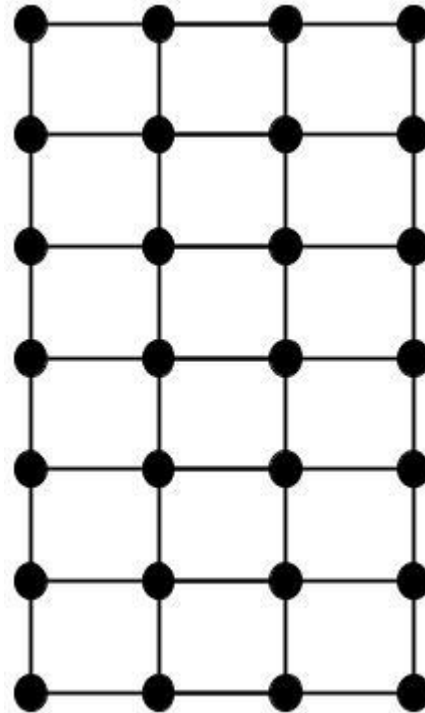
RAM



RAM

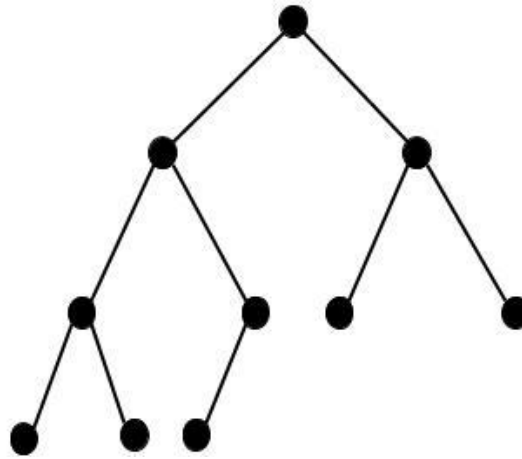


Bounded-degree  
trees

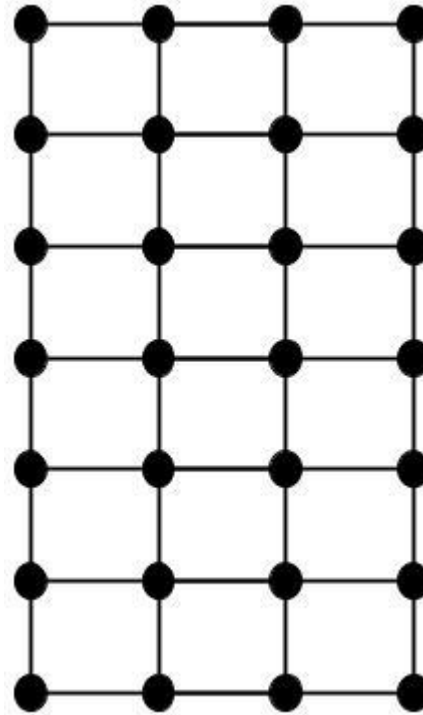


Access patterns  
with locality

Can we do better  
for these  
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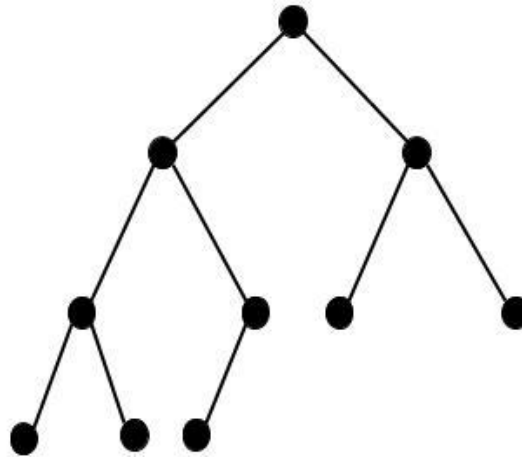
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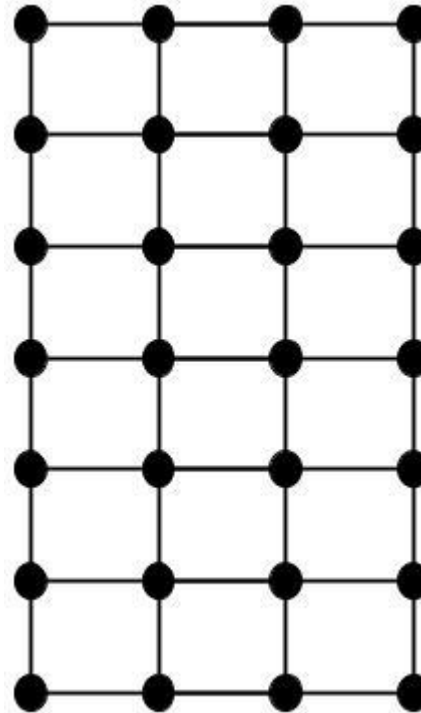
Access patterns  
with locality

Can we do better  
for these  
restricted access  
patterns?

YES



Bounded-degree  
trees



Access patterns  
with locality

# Bounded-degree tree

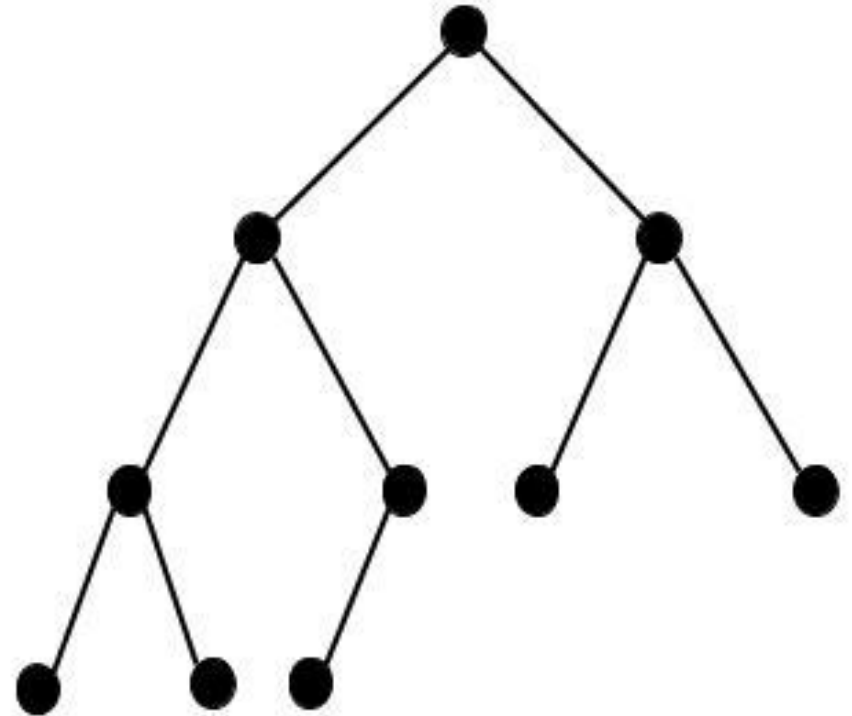
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Stack / Queue

# Bounded-degree tree

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Stack / Queue

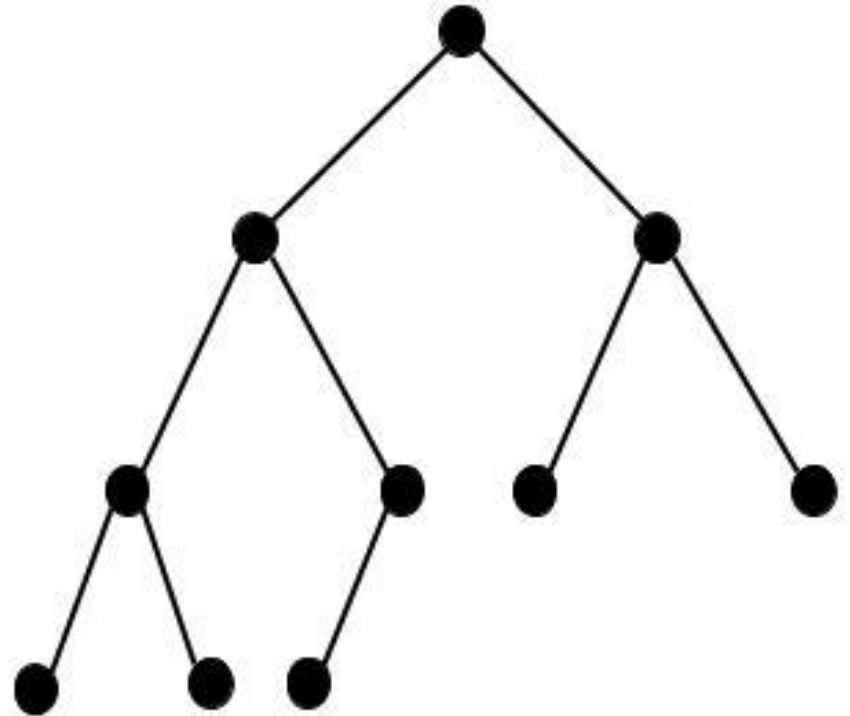
Map (AVL  
tree, B tree)

Heap

# Bounded-degree tree

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✓ The effective overhead is  $O(\log N)$



Stack / Queue

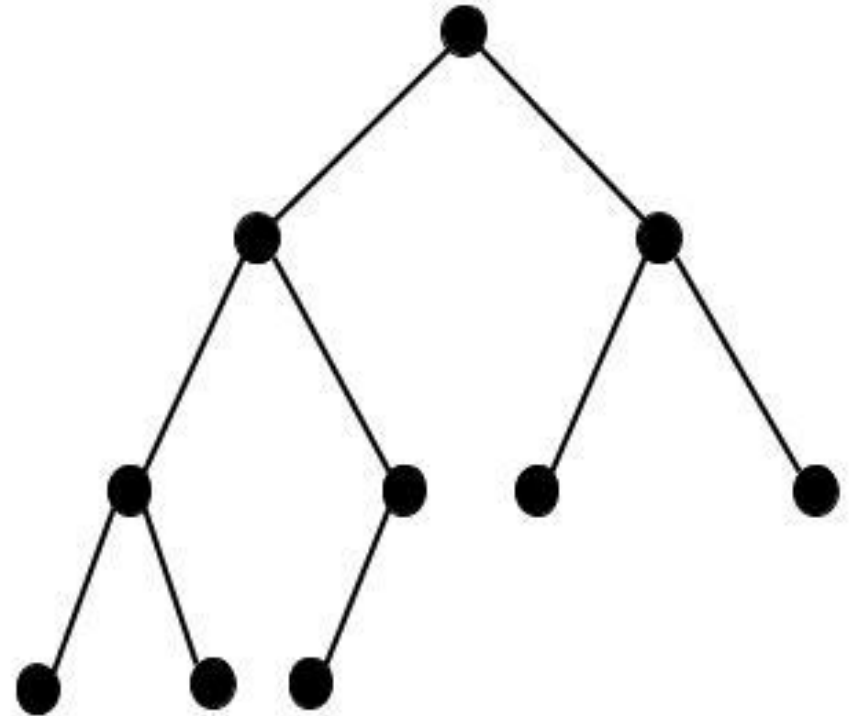
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# Bounded-degree tree

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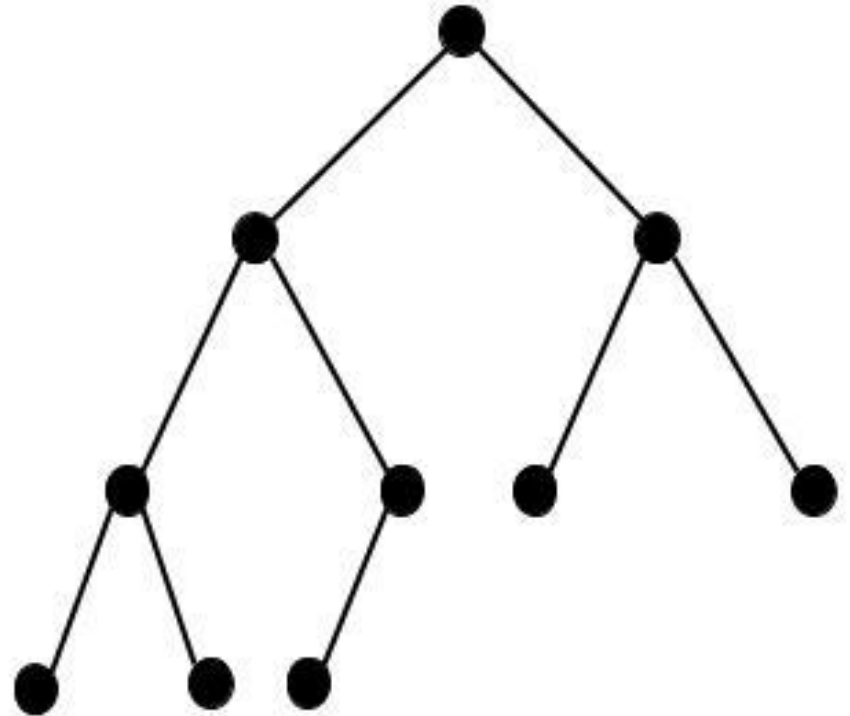
✓ Inspired by [GGHJRW'13]

✓ Speedup

✓ Bandwidth overhead  $12x - 16x$

✓ Circuit size  $10x - 14x$

Compared with Path ORAM; data size  $2^{30}$



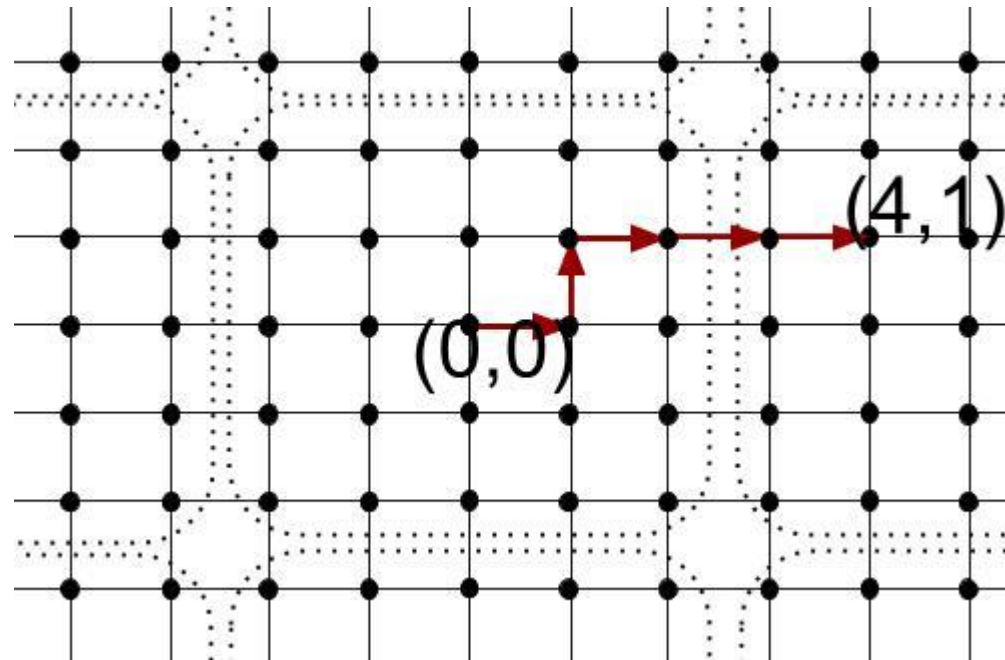
Stack / Queue

Map (AVL  
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Heap

# Access patterns with locality

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# Access patterns with locality

✓ Overhead:

Deque, doubly linked list

$O(\log N)$

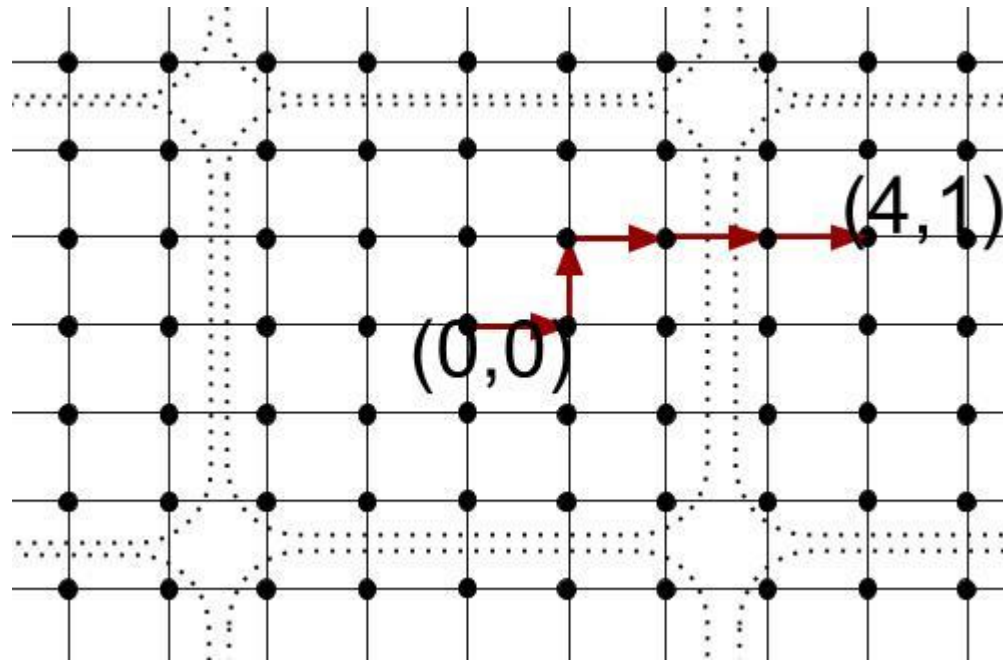
2-dimensional grid

$O(\log^{1.5} N)$

General graphs

$O(12^d \log^{2-1/d} N)$

d: doubling dimension of the graph



# Access patterns with locality

✓ Overhead:

Deque, doubly linked list

$O(\log N)$

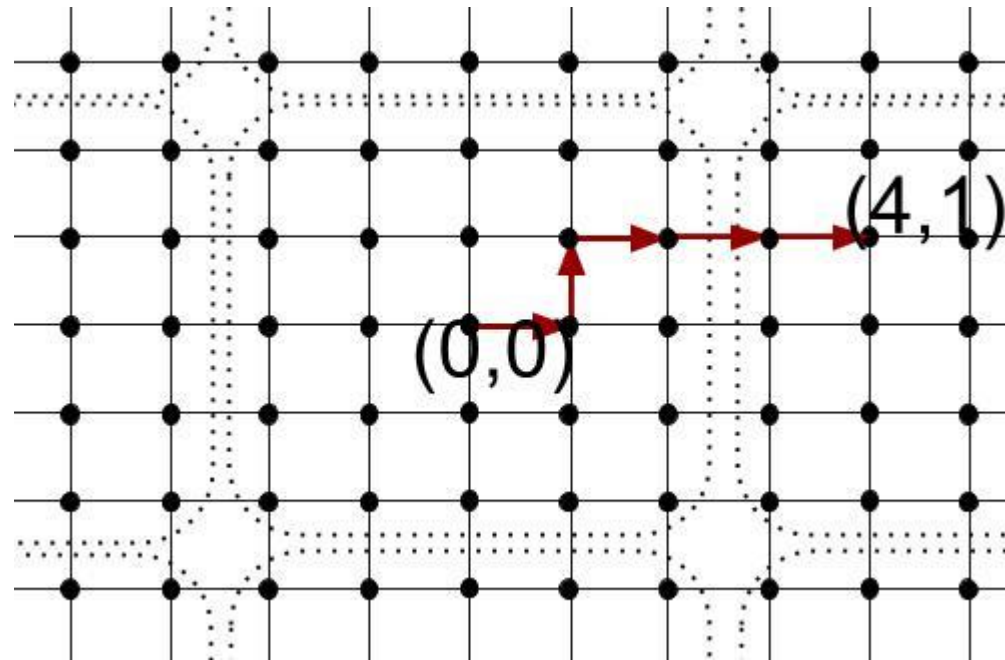
2-dimensional grid

$O(\log^{1.5} N)$

General graphs

$O(12^d \log^{2-1/d} N)$

d: doubling dimension of the graph



✓ Bandwidth overhead speedup for deque, doubly linked list - **9x**

Compared with Path ORAM; data size  $2^{30}$

Stack / Queue

Map (AVL tree)

Heap

Deque

Doubly linked  
list

Open source  
implementation  
on a **garbled  
circuit** backend  
coming soon

Oblivious Data Structures:  
[WNLCSSH'14]

Thank You!  
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