

A prototype of an online privacy-preserving questionnaire system

Riivo Talviste

June 12, 2010

Theory Days in Elva

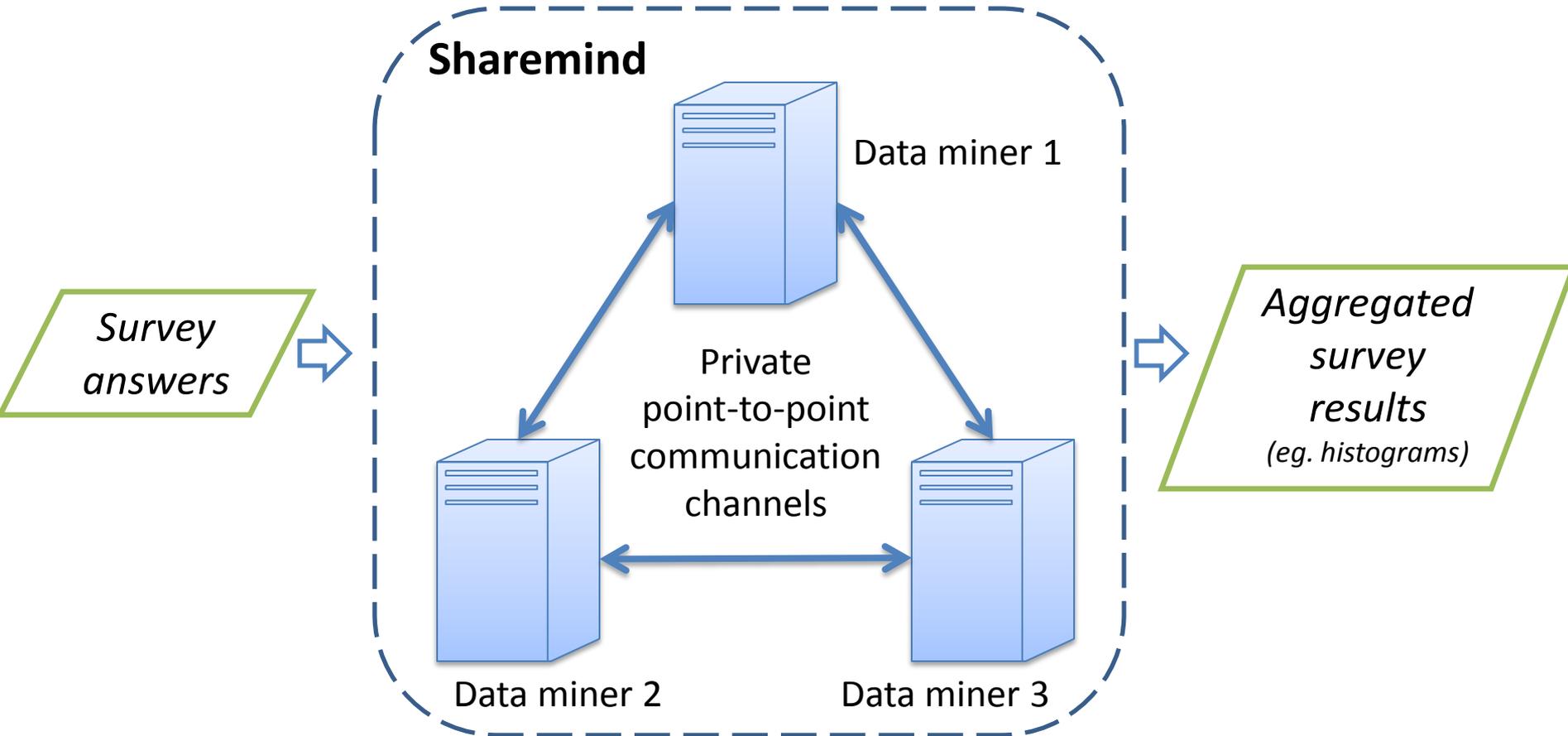
The project

- An ongoing project at STACC
- Develop an online questionnaire system that preserves participants' privacy
 - i.e. Original answers do not leave user's computer
- Use the Sharemind framework for privacy-preserving computations

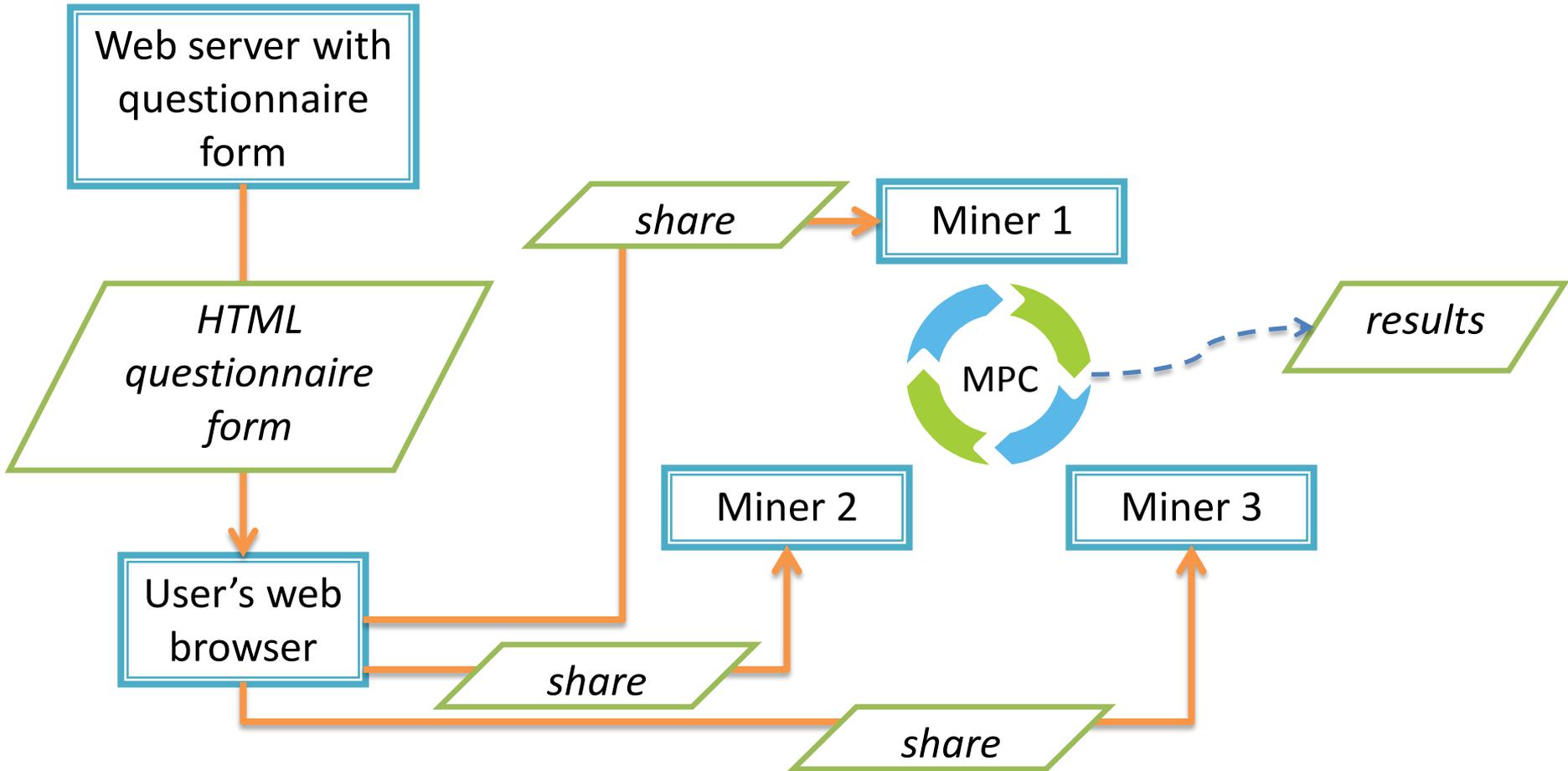
What is Sharemind?

- Distributed virtual machine for privacy-preserving computations
- Uses secure multiparty computation and additive secret sharing scheme
- Three **independent** miners
- API for controller application

What is Sharemind?



Architecture: the idea

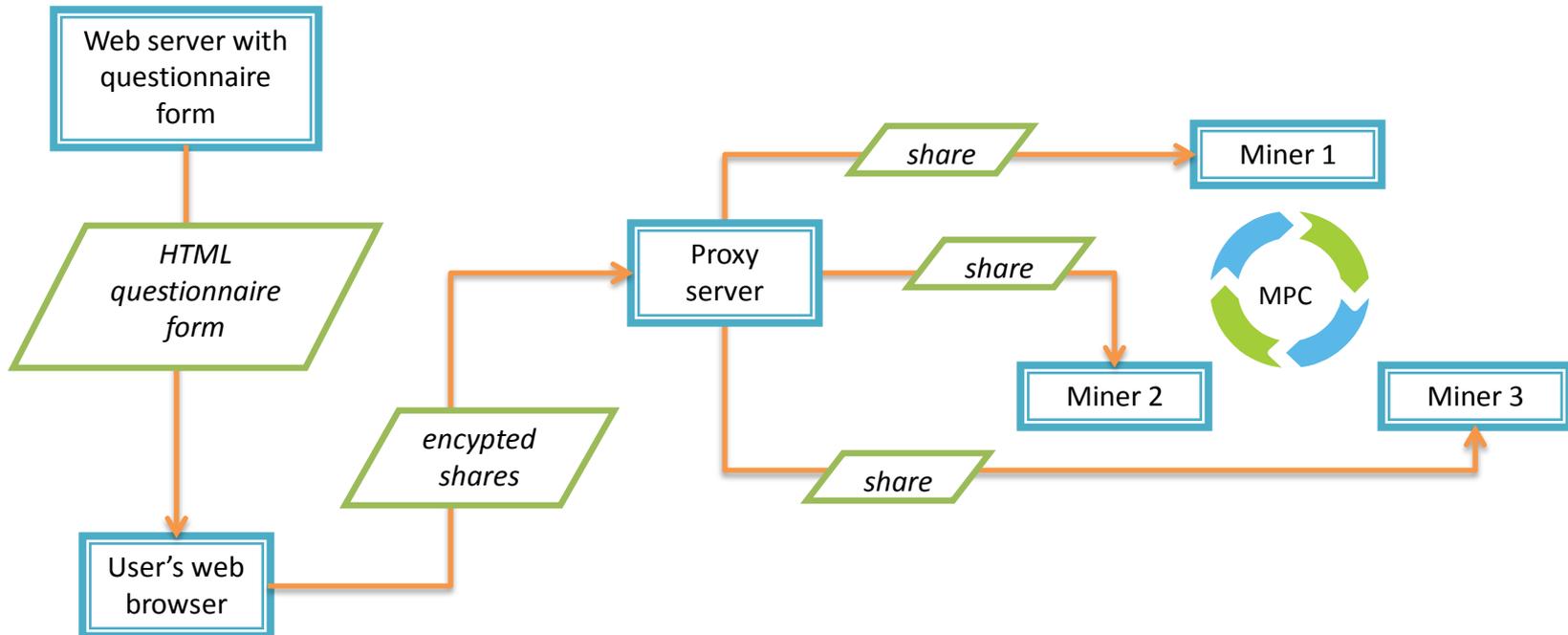


Previous work (1)

- Using Adobe Flex
 - + Direct HTTPS connections to miners
 - + Miners trusted by their SSL certificates
 - Not supported on all platforms

Previous work (2)

- Using JavaScript
 - Same Origin Policy
 - Have to use proxy server and encrypted shares
 - Proxy server has to be in the same domain



This project

- Flex security with JavaScript
- Use “script tag hack”
 - `<script>`, `` and other resources are not restricted by Same Origin Policy

Script tag hack

- How?
 - Dynamically add a new `<script>` element to (X)HTML DOM tree
 - The new script is automatically loaded and executed
 - It has to be valid JavaScript
- Use JavaScript Object Notation (JSON)
 - To send/receive arbitrary data
- `<script>` has no state like XMLHttpRequest
 - How do we know when the script is loaded?

Response format (1)

- Server sends response:

```
var someVariable = <JSON-encoded data>;
```

- Client periodically checks:

```
if (someVariable != undefined) {  
    // Requested file is loaded, do something  
    ...  
}
```

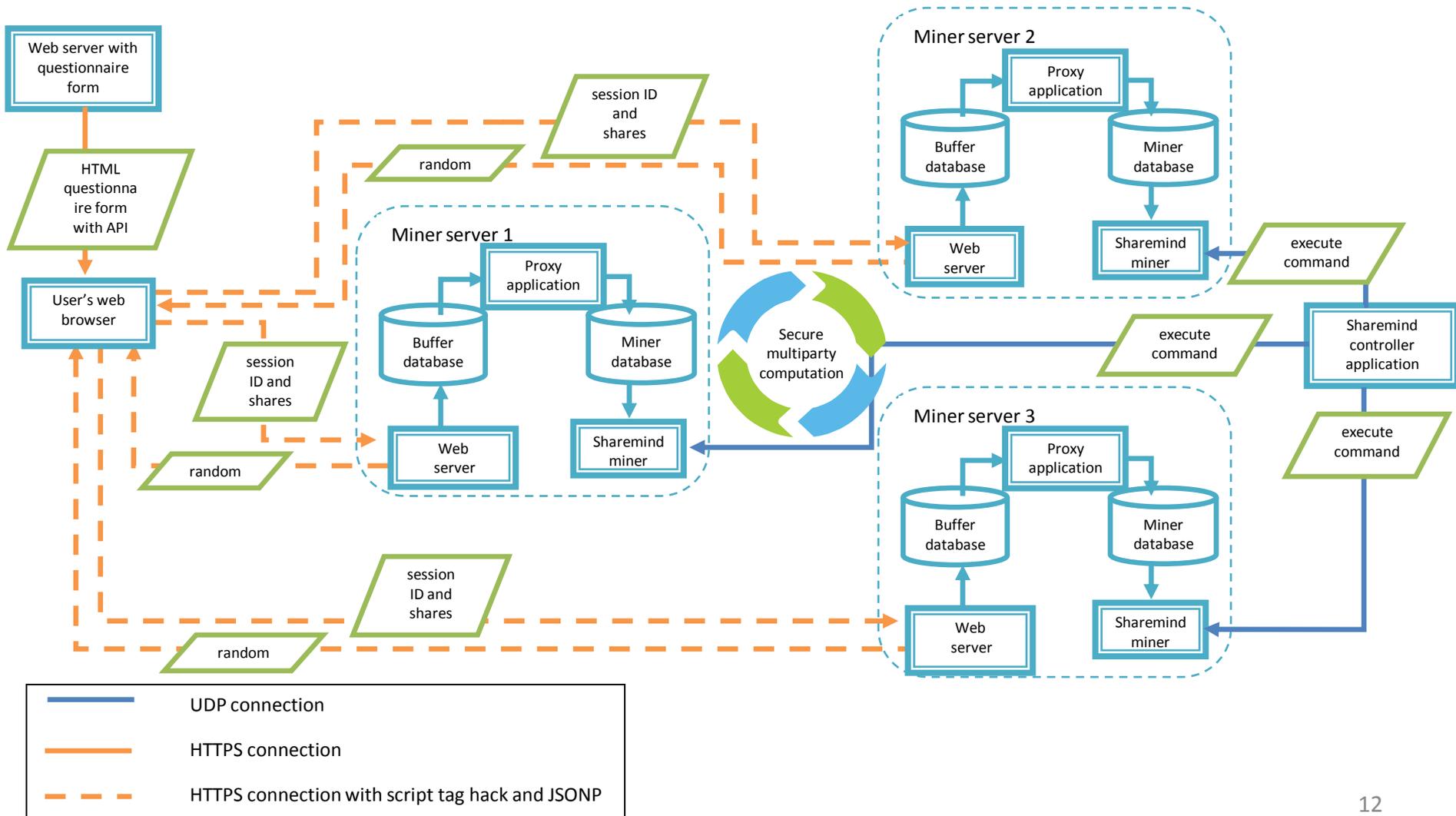
Response format (2)

- Server sends response:

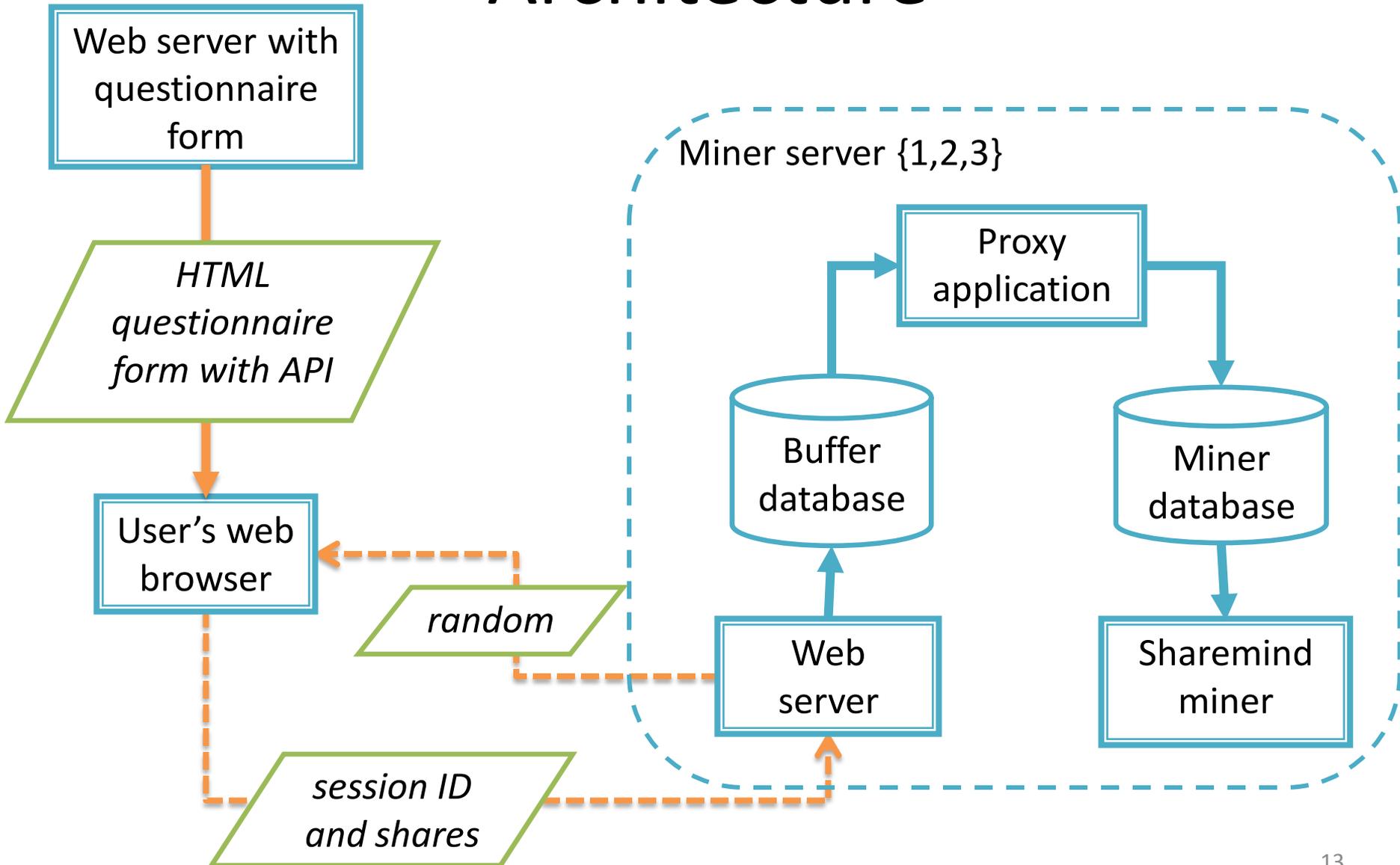
```
callback(<JSON-encoded data>);
```

- Client automatically executes predefined `callback()` function with received data
- This is called JSON with padding (JSONP)

Architecture



Architecture

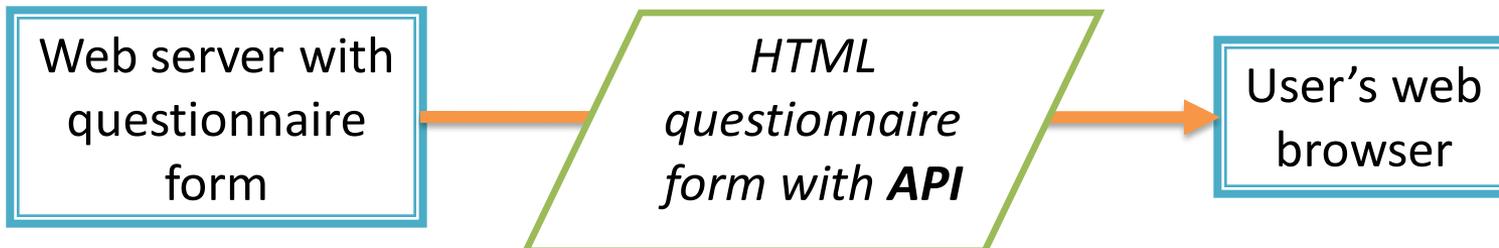


Dealing with secure data

- Use HTTPS to send/receive data
- Miner's web server certificates have to be trusted beforehand
 - Otherwise loading the script fails silently with timeout
 - This is a browser limitation

API

- Written in JavaScript
- Uses Dojo Toolkit implementation of the script tag hack
- Handles everything from collecting random to secret sharing and distributing the shares
- Needs a secure random number generator



Randomness in web applications

- `Math.random()`
- Java VM has access to OS entropy pool via `java.security.SecureRandom`
- Microsoft Silverlight also has access to OS entropy pool via `RNGCryptoServiceProvider` in .NET framework
- JavaScript and Adobe Flex lack this option

Randomness in JavaScript (1)

- Server with the web application also sends some random data with it
- Could use that random directly or as a seed for some PRNG
- Risk: server knows all the random values

Randomness in JavaScript (2)

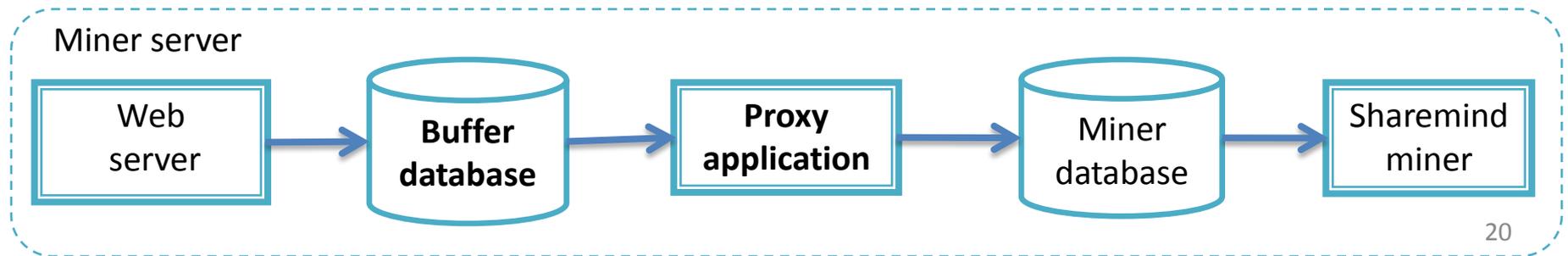
- Ask random data from the miners.
 - They must be independent anyway
 - We do it using the same script tag hack over HTTPS
- XOR the received random values together
- Use this combined value to initialize AES in counter (CTR) mode
- Split the resulting ciphertexts in 32-bit chunks

Randomness in JavaScript (3)

- There is also a possibility to collect randomness from user
- Some JavaScript crypto libraries implement this
 - jsCrypto collects entropy from user mouse movements, among other sources

Buffer database and Proxy application

- Miner buffer database used for simplicity and robustness
- Questionnaire application also sends a random 32-bit session identifier with the answers
- WebControllerProxy uses that ID to synchronize the records of the three miners



Privacy-preserving data aggregation

- Sharemind miners periodically compute histogram for each question
- Output is in XML format
- JasperReports is used to generate a PDF with bar plots based on that data

