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Cloud & Distributed

Attestation Architecture

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Highlights

Data Intensive Application

New Efficient Cloud Model

Discovering Thoughts, Inventing Future

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Cyber Forensic Investigation and Exploration on Cloud Computing Environment

By Dr. S Santhosh Baboo & S. Mani Megalai

SCSVMV University, India

Abstract- Cloud service providers are providing more services on demand. Usage of Cloud in IT Industry, Educational Institution, Social network, Medical Field and other business Industry are tremendously increased. This increases the more criminal activity on cloud. There is a need for forensic capabilities which support investigations of crime in cyber cloud. We need better secured model for cloud deployment and forensic investigation techniques to extract evidence from cloud-based environments in case of any cyber attack. This paper discusses the comprehensive models that provides cyber Forensics capabilities on cloud computing.

Keywords: cloud computing; forensic; cybercrime; forensic investigation.

GJCST-B Classification : C.2.4, C.2.1



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Cyber Forensic Investigation and Exploration on Cloud Computing Environment

Dr. S Santhosh Baboo^α & S. Mani Megalai^σ

Abstract- Cloud service providers are providing more services on demand. Usage of Cloud in IT Industry, Educational Institution, Social network, Medical Field and other business Industry are tremendously increased. This increases the more criminal activity on cloud. There is a need for forensic capabilities which support investigations of crime in cyber cloud. We need better secured model for cloud deployment and forensic investigation techniques to extract evidence from cloud-based environments in case of any cyber attack. This paper discusses the comprehensive models that provides cyber Forensics capabilities on cloud computing.

Keywords: cloud computing; forensic; cybercrime; forensic investigation.

I. INTRODUCTION

Cloud Forensic system has the greater demand in this generation. Since the cloud computing has more advantages for the business, most of the companies are deploying their applications on cloud which leads to more cyber attack on cloud. This brings more research for the digital forensics on cloud to identify the criminals in the virtual environment. Since there is constant increase in the cyber attacks across countries in multi-tenant cloud with new trends, the Investigation system is necessary to meet the current challenges in the distributed environment.

Cyber Forensic Investigation and Exploration for cloud computing brings new technical and legal challenges. The forensic investigation on cloud computing is being different by the evidence distributed on virtual environment, less control of physical access, and more secured policies and methods to be followed by the service providers to improvise integrity and authenticity. The difficulty persists in cloud environment in acquisition of remote data, huge data volumes, data ownership and the distributed data across virtual environment.

Generally, if any cyber attack happens on any environment, there should be options to perform their investigations on the server without involving third party service providers. In the Cloud computing environment, service providers have control over the cloud environment. The Investigation process is to be handled by the service providers or the company who deployed the application. [1] To find the victim who had accessed

or tampered the secured data, we need to implement digital forensics procedures in clouds [2]. The current forensic investigation practices do not match with the cloud computing characteristics. New methodology is to be implemented for investigating cyber attack on cloud. This paper will confer the forensics aspects of cloud computing by pointing out the forensic investigation issues in cloud computing and recommending new model that provides cyber forensic capabilities in cloud.

II. RELATED WORK

The survey on cyber crime Investigation on cloud discusses various aspects of issues. Ting Shang evaluates the conventional forensic investigations and forensic investigations in cloud and analyses the challenges in cloud Forensic.[3] Shahrzad Zargari, David Benford provides an overview of cloud forensics including the issues and the existing challenges in order to give better future prospects and also offers some steps to be taken to overcome these challenges [4]. Mohsen Damshenas, Ali Dehghantanha, Ramlan Mahmoud and Solahuddin bin Shamsuddin presents the Investigation challenges in cloud environment. They have recommended the solutions like Utilizing TPM in hypervisor, updation of cloud service provider policy to provide the persistent storage devices and multilevel authentication to overcome the challenges in cloud [5].

The cloud computing becomes the most powerful environment for the upcoming companies. In cloud computing the forensic investigation support is not completely given by the cloud providers. There are few challenges in attaining the forensic support. The author highlights the cloud characteristics, models, architecture and the challenges in achieving Forensic support. Some of the challenges are data recovery in finding and retaining forensic evidence from law enforcement perspective. New methods are proposed to bring the evidence of the cyber attack in the cloud environment. Likewise there are challenges in Investigations on virtual machine. Henceforth, the extended Forensic Investigation system is mandatory to meet the Forensic challenges in cloud environment. [6]

a) Threats of Cloud Security Issues

The target of cloud computing is to setup a safe and reliable data storage and network service. The applications are extended over the Internet domain to the CSP, which maintains computer systems in clusters

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Apart from all the advantages of the cloud service, cloud data security is the main issue in the quality of service. Since cloud computing is not just a third party data warehouse, the data stored in the cloud may be updated frequently by other users, including insertion, deletion, and modification. Thus, so long as the data is stored in the cloud, there are some unavoidable threats of cloud security issues to the personal users and enterprises. [7]

- A. Data Storage Issue
- B. Personal Privacy Issue
- C. Trust of CSP issue

III. PROPOSED WORK

a) Proposed Architecture

Based on the Virtual Machine Introspection method the Forensic Investigation Architecture is built. Cyber forensic Investigation system involve Markov chain algorithm for Investigation.

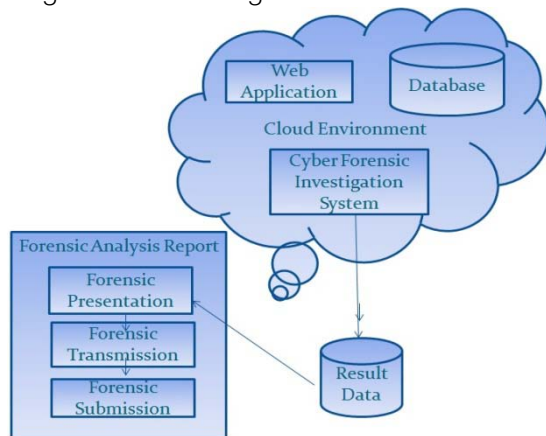


Figure 1 : Cyber Forensic System Architecture

Integrated application setup detects the runtime state of a system-level virtual machine and that information is recorded by the tracker system. Data Acquisition and reporting handled with the acquired knowledge by the Investigation system. Our Investigation system will involve in Identification of Crime, Collection of Evidence, analysis and presentation of the Forensic report.

b) Framework for Forensic Exploration

i. Virtual Machine Introspection

The framework for investigation of crime on cloud is done with the Virtual Machine Introspection (VMI). This is the technique which keeps tracking the hardware events and the user's behavior. Cyber Forensic system can be integrated in the virtual environment (Hypervisor, Virtual Architecture). For virtual machine introspection, the Investigation system logs the runtime state with the help of the registry, server memory, network etc. Based on this, Forensic Investigation report can be presented.

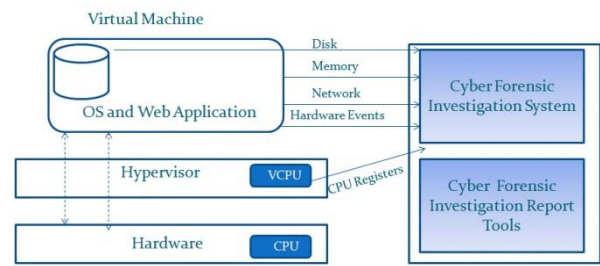


Figure 2 : Virtual Machine Introspection

c) Cloud Forensic Investigation Model using Markov Chain

Interaction of each node related with forensic actions on cloud environment and the derivation of data from the login details of the user, timestamps, event access, web page cache and logs. In this section, Cyber Criminal Activity Analysis Models using Markov Chain is proposed.

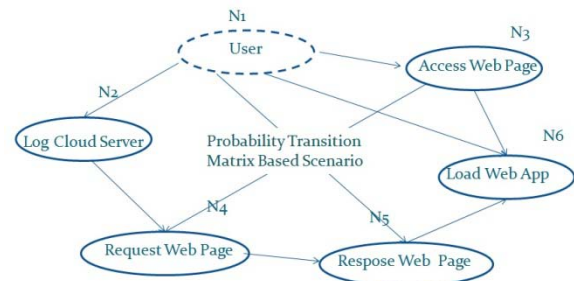


Figure 3 : Interaction of each Node Related Forensic Action on Cloud Environment

For example, the user visits the e-commerce web application deployed in cloud for hacking the user's personal information. The Node N1 and N2 comprise who logged into the server, the N3 and N4 describes when and what web page is being accessed etc. The N5, N6 specify when and which programs are being executed. Based on the six nodes of forensic actions, all of the summarized forensic data are derived and logged in the cloud server with time intervals. Based on the communication of each node, the probability of Forensic action is determined by our Cloud Forensic Investigation Model using Markov Chain.

When user established the connection to the cloud server then server allow to access the web page and request the web page from user. The cloud server allow and response to authentication users only. If the user authentication verified successfully then load web application to allow access web application and request web application.

i. Transitional Probabilities

As we discussed, we determine w_{ij} as the number of forensic actions N_j involved by the user and N_j were number of times accessed the website or web pages. We calculate the probabilities of forensic action w_i as the sum of all the weights of edges pointing to p_i .

$$W_i = \sum_k \in \ln(N_i) W_{ki}$$

Using these weights, we can then estimate the prior probabilities of the forensic action, as well as the transition probabilities between two nodes.

ii. Prior Probabilities

The forensic probabilities are calculated with the N forensic action and the matrix of the pages visited Q. The probability of the algorithm is calculated based on the type of the forensic action. The first probability (PFA) computes the probability of the page visited by the user between the nodes N1 and N6. The second probability (SUFA) is the calculation of the more common nodes previously visited by many of the users. The third probability is the calculation of the probabilities of the same pattern of access between the nodes. *PFA (Priority of Forensic Action)*:

$$O(P_i) = \frac{1}{M} \text{ and } O(P_k, P_i) = \frac{1}{|Out(P_k)|}$$

➤ SUFA (Semi-Usage Forensic Action):

$$O(P_i) = \frac{1}{M} \text{ and } O(P_k, P_i) = \left(\sum_{P_j \in Out(P_k)} w_{kj} \right)^{-1}$$

➤ UFA (Usage Forensic Action):

$$O(P_i) = \frac{W_i}{\sum_{P_j \in WS} w_j} \text{ and } O(P_k, P_i) = \frac{W_{ki}}{\sum_{P_j \in Out(P_k)} w_{kj}}$$

IV. RESULTS AND DISCUSSION

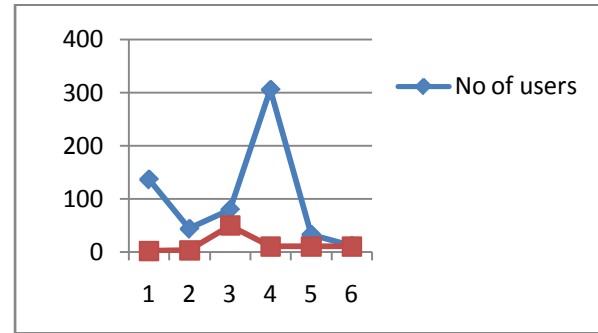
Probabilities of hacking the data or tampering the data are computed by the sum of the weights specified in the algorithm. Every action of the user are monitored and logged by our Investigation system. List of manipulated logged history of the users and the crime probability derived from the user's behavior are shown in tabular column.

Our experiments assume that some of the cloud consumer is the victim of the crime investigation. This situation demands proactive logging of data by the provider which may be of forensic relevance for investigation.

Table 1 : Probability of Forensic Relevance

No of Users	Logged Users	Page Name	Accessed Database	Crime Probability
137	10	Products	137	2
44	44	Personal Information	44	3
80	80	Payment gateway	80	50
306	0	Home page	0	10
33	0	Contact	0	10
12	0	About Us	0	10

Table 2 : Forensic Investigation Probability



V. CONCLUSION

This paper elaborates the opportunities of applying cyber Forensics in cloud computing. The proposed cloud Forensic model is to be designed with the above mentioned steps and methods. This paper gives a brief introduction to the cloud computing concept and its Cyber Forensics issues and challenges. We outline a new forensic issue for cybercrime in two aspects as collection and preservation. Since cybercrime evidence belongs to electronic evidence, it is easy to be destroyed and tampered with during the forensic procedure. In order to ensure the primitiveness and integrity of the evidence, it should image the relative records and files absolutely. A new cybercrime forensic system is proposed to be set up in cloud computing. An analysis is set up as a special network service in the cloud to communicate with each server. Through the analysis, forensic experts can detect behaviors threatening to servers in the cloud and capture volatile information for late-time analyses by the skilled forensic toolkit. The performance of the forensic system is relative to the scale of the cloud, which should be improved in later research.

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Portable Tpm Based User Attestation Architecture for Cloud Environments

By Mr. Pramod & Dr. B R Prasad Babu

Abstract- Cloud computing is causing a major shift in the IT industry. Research indicates that the cloud computing industry segment is substantial and growing enormously. New technologies have been developed, and now there are various ways to virtualize IT systems and to access the needed applications on the Internet, through web based applications. Users, now can access their data any time and at any place with the service provided by the cloud storage. With all these benefits, security is always a concern. Even though the cloud provides accessing the data stored in cloud storage in a flexible and scalable manner, the main challenge it faces is with the security issues. Thus user may think it's not secure since the encryption keys are managed by the software, therefore there is no attestation on the client software integrity. The cloud user who has to deploy in the reliable and secure environment should be confirmed from the Infrastructure as a Service (IaaS) that it has not been corrupted by the mischievous acts. Thus, the user identification which consists user ID and password can also be easily compromised. Apart from the traditional network security solutions, trusted computing technology is combined into more and more aspects of cloud computing environment to guarantee the integrity of platform and provide attestation mechanism for trustworthy services. Thus, enhancing the confidence of the IaaS provider.

Keywords: TPM, IaaS, vTPM, cTPM, SMRR, SMM, TCG, TED, DRTM, VLR, DRTM, CA.

GJCST-B Classification : C.2.1, C.5.3



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Mr. Pramod ^α & Dr. B R Prasad Babu ^ο

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Keywords: TPM, IaaS, vTPM, cTPM, SMRR, SMM, TCG, TED, DRTM, VLR, DRTM, CA.

1. INTRODUCTION

CLOUD computing is undoubtedly the new era of computing. Industry experts believe that notion of perceiving cloud computing as a new technology

trend, is all set to grow. Cost factor is the biggest driver for its expected growth. According to Gartner Inc. Cloud computing is a disruptive phenomenon, with the potential to make IT organizations more responsive than ever. Cloud computing promises economic advantages, speed, agility, flexibility, infinite elasticity and innovation. Cloud computing is an internet-based facility to share technological resources, software and digital information. This technological methodology can save a lot of infrastructure cost and pay-as-you-use model can also be offered through the cloud computing solutions. The above mentioned utilities can help small and mid-sized companies to bring down their operational costs. IDC India lead analyst (software and services research), Kamal Vohra stated, "The most attractive feature of this new technology is the prospect of converting large, upfront capital investments in IT infrastructure into smaller, manageable 'pay-per-use' annuity payments." Recent IDC cloud research shows that spending on public IT cloud services will reach \$58.4 billion in 2015 and is expected to be more than \$107 billion in 2017. Over the 2013–2017 forecast period, public IT cloud services will have a compound annual growth rate (CAGR) of 23.5%, five times that of the industry overall. Software as a service (SaaS) will remain the largest public IT cloud services category, capturing 59.7% of revenues in 2017. IDC predicts that by 2017, 80%+ of new cloud apps will be hosted on six PaaS platforms. Armonk, N.Y. May 2014 announced businesses across the US have ranked IBM the number 1 cloud computing provider, according to an IDC survey of US market preferences for infrastructure - as - a - service (IaaS). Enterprises ranked Amazon 7th, behind Google (5th) and Microsoft (6th). The rankings are based on responses from more than 400 US-based companies.

Privacy and security is the main concern in the communication over a network. Continuous work to ensure the privacy and confidentiality of the data communication have existed for a long time. Cloud computing is the future but not if security problems persist. The major concern that are being trying to recognize is mainly on the security issues over the cloud computing. However, security and privacy are still cited by many organisations as the top inhibitors of cloud services adoption. FaraziSabhaiet. al. [2] describes the well-known Gartner's seven security issues. The basic security issues such as Data leakage, DoS (Denial of Service) attacks are addressed.

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Cloud computing services fall into three major categories- Infrastructure as a Service (IaaS), Platform as a Service (PaaS) and Software-as-a-Service (SaaS). The software applications which are deployed from the cloud infrastructure provided by the cloud providers are accessed by the Software-as-a-Service (SaaS). The cloud providers manage and control the application so that the user does not need to own the software but rather pay for its use through a web API. Platform as a Service (PaaS) lets the users deploy their applications on the provider's cloud infrastructure using programming languages and tools supported by the provider. Finally, Infrastructure as a Service (IaaS) authorizes the deployment and the execution of an environment fully controlled by the user, typically a Virtual Machine (VM) – on the Cloud resources. Typically, the user should purchase the infrastructure such as software, data resource, server, network accessories in order to operate. But here, the user can directly purchase all these resources as outsourced services from directly from the cloud on “pay-as-you-use” basis. Thus, providing efficiency. Here, we focus on the security aspects of the third category of cloud services, i.e., IaaS platforms and more precisely on confidentiality and integrity issues. The problem arises when the user has to preserve the data confidential on the shared platform. Also, care must be taken that once deployed, the integrity of the environment is not corrupted by the mischievous acts.

A novel approach to protect IaaS platforms that confide on the approach established from the Trusted Computing Group (TCG) which offer a secured and reassuring environment with the hardware device called the Trusted Platform Module (TPM). TPM designates both the name of a specification detailing a secure crypto processor as well as the implementation of that specification, often called the TPM chip. TPM asserts the virtue of remote authentication and gets interacted with the symmetric key which can be used for various cryptographic purposes, from the protection of network communications to data encryption. In the IaaS context, it ensures that only the remote resource with which the user is communicating using the TCG protocol can interact with the ciphered data.

Zhidong et. al. [6] address the cloud computing security challenges by proposing a solution called the Trusted Computing Platform (TCP). Trusted cloud computing system is built using TCP as the hardware for cloud computing and it ensures privacy and trust. By design, TPMs offer a hardware root of trust bound to a single, standalone device. TPMs come equipped with encryption keys whose private parts never leave the TPM hardware chip, reducing the possibility those keys may be compromised. Assessing security protocols requires more than showing their robustness against a few use cases. Recent advances in automatic protocol

analysis tools [4] allow to scale up the attack complexity against the analyzed protocol and detect design errors.

A TPM is a small tamper proof hardware chip embedded in most recent motherboards. This paper presents TPM with the portability, an extension of the TCG's model which possess an additional secret key to the TPM and shares the secret key with the cloud. Therefore, with this, the cloud can create and share the secret keys of TPM and data over multiple platforms which belongs to a single user.

The research mechanism is organized as follows. Section two discusses the related work. Our proposed work is discussed in section three. The experimental results and comparisons are presented in section four. Section four proves the experimental results of our proposed system. The concluding remarks are discussed in the last section of the paper.

II. RELATED WORK

Much work has been done in concern with security issues in Cloud Computing sector. Let us look into some of the survey which exists. [1] presents cTPM, an extension of the TPM's design that adds an additional root key to the TPM and shares that root key with the cloud. As a result, the cloud can create and share TPM-protected keys and data across multiple devices owned by one user. Further, the additional key lets the cTPM allocate cloud-backed remote storage so that each TPM can benefit from a trusted real-time clock and high performance, non-volatile storage. This paper shows that cTPM is practical, versatile, and easily applicable to trusted mobile applications. By avoiding a clean-slate redesign, we sidestep the difficult challenge of re-verifying the security properties of a new TPM design. Here it demonstrates cTPM's versatility with two case studies: extending Pasture with additional functionality, and re-implementing TrInc without the need for extra hardware. Re-implementing TrInc without the need for extra hardware again causes with the core security issues.

The paper [3] present a novel secure auditing scheme for cloud computing systems. One major problem with auditing schemes is that they are vulnerable to the transient attack (also known as the timed scrubbing attack). This secure auditing scheme is able to prevent the transient attack via modification of the Linux auditing daemon - audit, which creates attestable logs. This scheme utilizes the System Management Mode (SMM) for integrity checks and the Trusted Platform Module (TPM) chip for attestable security. Specifically, it modifies the auditing daemon protocol such that it records a hash of each audit log entry to the TPM's Platform Configuration Register (PCR), which gives an attestable history of every command executed on the cloud server. Different from the existing auditing schemes, this scheme is capable of

preventing the transient attack. It has achieved this by modifying the existing Linux auditing daemon as well as making use of existing software and hardware. This scheme can provide clients with greater assurance and trust in cloud computing services. System with Trusted Platform Module (TPM) [14] provides secure boot via the Core Root of Trust for Measurement as well as secure storage for the log file hashes via the Platform Configuration Registers. The CRTM is an extension of the BIOS which will be initialized first, measure parts of the BIOS block, and then pass control back over to the BIOS. Once the BIOS, boot loader, and OS kernel run and pass control to the OS, the expected configuration by examining the TPM's Platform Configuration Register. The main issue here is, any change to the code between CRTM and the OS running will result in an unseen PCR value. The SMRAM is to be properly setup by the BIOS at boot time and to remain tamper-proof from cache poisoning attacks as in [7]. To prevent these attacks, proper hardware configurations, such as System Management Range Register (SMRR) [9], should be used.

A key technology of cloud computing is virtualization, which can lead to reduce the total cost and increase the application flexibility. However along with the benefits come added security challenges. The extension of Trusted Computing to virtual environments can provide secure storage and ensure system integrity. In [4], it describes and analyse several existing virtualization of TPM (vTPM) designs: software-based vTPM, hardware-based vTPM, para-virtualized TPM and property-based vTPM and analyse each of their limitations. Concerning about security is an important factor that affect the popularity of cloud computing. Incorporation of trusted computing into virtualized systems should significantly enhance cloud computing system security. In this paper, it briefly reviews the concepts virtualization and trusted computing, and proposal the requirements on a virtual TPM facility. It describes and analyse some existing vTPM designs. Finally, it discusses some open issues of the vTPM, using property-based attestation and secure VMvTPM migration protocols are the key research area soft TPM in the future.

In [5], it proposes DF Cloud, a secure data access control method of cloud storage services to handle these problems found in the typical cloud storage service Drop box. DF Cloud relies on Trusted Platform Module (TPM) [19] to manage all the encryption keys and define a key sharing protocol among legal users. It assumes that each client is mobile device using ARM Trust Zone[13] technology. The DF Cloud server prototype is implemented using ARM Fast model 7.1 and Open Virtualization software stack for ARM Trust Zone. For DF Cloud client, TPM functions are developed in the secure domain of ARM Trust Zone because most ARM-based mobile devices are not

equipped with TPM chip. The DF Cloud framework defines TPM-based secure channel setup, TPM-based key management, remote client attestation, and a secure key share protocol across multiple users/devices. There are several security issues in cloud storage services, among these issues we mainly focused on data leakages that can occur in either client side or server-side. DF Cloud exploit client-side encryption technique, remote attestation for client platform, and hardware based key management to build a secure access environment. DF Cloud also support secure key sharing protocol across the multiple devices or users. It implemented prototype on ARM Fast model to emulate ARM Cortex-A15 core and Open Virtualization's software stack in environment setup. The performance overhead is quite high, but if it adopts some optimization techniques such as shared memory between two World, then we can reduce overhead introduced in our current implementation.

TPM is able to provide strong secure storage for sensitive data such as passwords. Although several commercial password managers have used TPM to cache passwords, they are not capable of protecting passwords during verification. This [8] proposes a new TPM-based password caching and verification method called Pwd CaVe. In addition to using TPM in password caching, Pwd CaVe also uses TPM during password verification. In Pwd CaVe, all password-related computations are performed in the TPM. Pwd CaVe guarantees that once a password is cached in the TPM, it will be protected by the TPM through the rest of its lifetime, thus eliminating the possibility that passwords might be attacked in memory. Pwd CaVe eliminates the time that passwords stay in the memory during verification, and therefore keep passwords from attacks in memory. Once a password is cached in the TPM, it will never be released out of the TPM, even in later password verification. Again which proves, the user himself cannot be able to change the password even in emergency situations, in which the password is compromised. Thus, not efficient.

In this [10], it address the issues by incorporating a hardware-based Trusted Platform Module (TPM) mechanism called the Trusted Extension Device (TED) together with the security model and protocol to allow stronger privacy of data compared to software-based security protocols. It demonstrates the concept of using TED for stronger protection and management of cryptographic keys and how the secure data sharing protocol will allow a data owner (e.g., author) to securely store data via untrusted Cloud services. Here, it prevents keys to be stolen by outsiders and dishonest authorised consumers. As part of our future work, this work has to improve the performance of this protocol to the extent that it will be feasible in the real-world scenario. It should also aim to incorporate

larger data sizes. Furthermore, it must extend the current work to incorporate further data sharing control. In addition to security, most of the hardware that is being shipped today is equipped with the TPM which can be used for realization of trusted platforms. Recently several TPM attestation techniques such as binary attestation and property based attestation techniques have been proposed but there are some fundamental issues that need to be addressed for using these techniques in practice. In [11], it considers an architecture where different services are hosted on the cloud infrastructure by multiple cloud customers (tenants). Then it considers an attacker model that is specific to the cloud and some of the challenges with the current TPM based attestation techniques. In this model, the cloud service provider is used as the Certification Authority (CA) for the tenant virtual machines. The CA only certifies the basic security properties which are the assurance on the traffic originating from the tenant virtual machine and validation of the tenant virtual machine transactions. The components of the CA monitor the interactions of the tenant virtual machine for the certified properties. Since the tenant virtual machines are running on the cloud service provider infrastructure, it is aware of the dynamic changes to the tenant virtual machine. The CA can terminate the ongoing transactions and/or dynamically isolate the tenant virtual machine if there is a variation in the behaviour of the tenant virtual machine from the certified properties. Hence this model is used to address the challenges with the current TPM based attestation techniques and efficiently deal with the attacks in the cloud. This model still need to get extended with the functionality of the CA to certify the behaviour of the tenant virtual machines. Since the Node Controller is aware of the dynamic changes to the tenant virtual machine, it has to ensure that the certified properties are satisfied by the tenant virtual machines.

Group signatures have recently become important for enabling privacy-preserving attestation in projects such as Microsoft's NGSCB effort (formerly Palladium). Revocation is critical to the security of such systems. [15] construct a short group signature scheme that supports Verifier Local Revocation (VLR). In this model, revocation messages are only sent to signature verifiers (as opposed to both signers and verifiers). Consequently there is no need to contact individual signers when some user is revoked. This model is appealing for systems providing attestation capabilities. The signatures are as short as standard RSA signatures with comparable security. Security of our group signature (in the random oracle model) is based on the Strong Diffie Hellman assumption and the Decision Linear assumption in bilinear groups. Here, a precise model for VLR group signatures and discussed its implications. It has described a short group signature

scheme where user revocation only requires sending revocation information to signature verifiers, a setup we call verifier-local revocation. Here, the signatures are short: only 141 bytes for a standard security level. They are shorter than group signatures built from the Strong-RSA assumption and are shorter even than BBS short group signatures [8], which do not support verifier-local revocation. There are still a number of open problems related to VLR signatures. Most importantly, is there an efficient VLR group signature scheme where signature verification time is sub-linear in the number of revoked users, without compromising user privacy.

Employs a TPM based method to provide a minimum Trusted Code Base (TCB) in [12], which can be used to detect the modification of the kernel. It requires advanced hardware features such as Dynamic Root of Trust Measurement (DRTM) and late launch. The scheme is also directly vulnerable to the scrubbing attack because the measurement target is responsible for invoking the integrity measurement.

To overcome all these issues, we have proposed a portable hardware based security preserving model. Our scheme is different from theirs in that, our scheme offers more revocation capabilities than other schemes, and our scheme is built from the strong public key cryptographic assumptions whereas their scheme is constructed using bilinear maps. Thus, a high performance security model is proposed.

III. PROPOSED SYSTEM

Let us consider a case where a cloud provider, cloud users, a blacklisting controller and the cloud verifiers are concerned. The membership certificates for the cloud users are issued by the cloud provider. Membership certificates are blacklisted by the blacklisting controller. The cloud users in the system may vary and also users may access their data according to their need. Let us consider a hardware based authentication key in an ideal system. The operation carried out by the authentication key is initialize, register, membership approval and blacklisting.

In initialize phase, every entity is controlled by the controller which is indicated by the authentication key. Users are need to be registered. A user requests the authenticator with K and the authenticator asks the cloud provider whether the user can get registered. If the cloud provider agrees, the authenticator notifies the user that he can become a member.

In the membership approval phase, the authenticator sends a request that he wants to contact the verifier. With \mathbb{K} , it informs the verifier that user wants to perform the membership approval without revealing to the verifier who the authenticator is. The verifier chooses a messages and sends s to the authenticator. If the authenticator is not a member, \mathbb{K} aborts. Otherwise,

\mathbb{K} tells the authenticator whether he has been blacklisted and asks him whether to proceed. If the authenticator does not abort, \mathbb{K} lets the verifier know that a blacklisted user has signed the message s . Otherwise, \mathbb{K} informs the verifier that s has been signed by a legitimate member. Blacklist revokes the membership authentication. The blacklisting controller tells the authenticator to blacklist a user. If the user is not a group member, \mathbb{K} denies the request. Otherwise, \mathbb{K} marks the user as blacklisted.

A user who is not a member or is a member but has been blacklisted cannot succeed in membership approval to any verifiers. The verifier cannot identify who is the authenticator in a membership approval operation, thus proving anonymity. Blacklist causes verifiers to reject message assigned by a blacklisted user in an ideal system. In our protocol, if a user's private key is exposed and the cloud user is blacklisted, the signatures from this blacklisted cloud user become linkable to an honest verifier. As a result, corrupted users who reveal their private keys and are blacklisted deliberately lose their privacy. Thus, an authenticator can check whether the user has been blacklisted from on the blacklist, before the user signs a signature and sends it to the verifier. If the authenticator finds out that the user has been blacklisted, he can choose to not proceed.

The security of our scheme relies on the public key cryptographic protocol and the Diffie-Hellman assumption. The public key cryptographic protocol is established as follows.

It is computationally infeasible, on input of a random modulus M and a random element $a \in \mathbb{A}_l^*$ compute values $i > 1$ and q such that $q^i \equiv a \pmod{M}$. In other words, for every probabilistic polynomial-time algorithm R ,

$$\begin{aligned} \mathcal{B}[M \leftarrow \mathcal{K}(1^p), a \in \mathbb{A}_l^*, (q, i) \leftarrow R(M, a) : q^i \\ \equiv a \pmod{M} \wedge 1 < i < M] \\ = \phi(p) \end{aligned} \quad (1)$$

where $\mathcal{K}(1^p)$ is an algorithm that generates a public key modulus and $\phi(p)$ is a negligible function.

Let u be an l_u -bit prime and v is an l_v -bit prime such that $v|u-1$. Let $s \in \mathbb{A}_u^*$ be a random element of order v . Then, for sufficiently large values of l_u and l_v , the distribution $\{(s^x, s^y, s^z)\}$ is computationally indistinguishable from the distribution $\{(s^x, s^y, s^{xy})\}$ where x, y and z are random elements from \mathbb{A}_u . It can be formally stated as, for every probabilistic polynomial-time algorithm R , the Diffie-Hellman assumption is given by:

$$\begin{aligned} \mathcal{B}[R(u, v, s, s^x, s^y, s^{xy}) = 1] \\ = \mathcal{B}[R(u, v, s, s^x, s^y, s^z) \\ = 1] = \phi(p) \end{aligned} \quad (2)$$

Where $\phi(p)$ a negligible function and the probabilities are taken over the choice of u, v, s according to some generation function $\mathcal{K}(1^p)$ and the random choice of x, y, z in \mathbb{A}_u .

Remote authentication of the hardware based authentication key is enabled in the cryptographic protocols. Here, it preserves the privacy of the cloud user which contains the key \mathbb{K} . This protocol consists of the cloud provider, authenticator who provides access issued by the cloud provider and the verifier who verifies with the authenticator. The authenticator consists of the portable key \mathbb{K} which preserves the privacy for the cloud user. The protocol is constructed by the Camenisch-Lysyanskaya signature scheme, where it has two secret messages m_0 and m_1 , and attains the CL signature (membership of the user) on m_0 and m_1 from the cloud provider through a secure protocol, and thus the user is verified by the verifier. Here, the authenticator chooses two random l_m -bit secret messages m_0 and m_1 , then interacts with the cloud provider, and in the end obtains (R, i, q) from the protocol such that $R^i G_0^{m_0} G_1^{m_1} Q^q \equiv A \pmod{M}$. The authenticator will check with verifier that the user is verified and possess the CL-signature on the values of m_0 and m_1 . This can be done by values (m_0, m_1, R, i, q) such that $R^i G_0^{m_0} G_1^{m_1} Q^q \equiv A \pmod{M}$. Let $m = m_0 + m_1 2^{l_m}$ the authenticator also computes $P := \mathcal{D}^m \pmod{u}$ where \mathcal{D} is a generator of an algebra group where computing discrete logarithms is infeasible, and proves to the verifier that the exponent m is related to m_0 and m_1 . In this protocol, it can choose \mathcal{D} : the value of \mathcal{D} can be chosen randomly by the authenticator, or can be derived from the verifier's name by using an appropriate hash function. If authentication key \mathbb{K} was found comprised and its private key R, i, m_0, m_1, q was exposed, the values m_0 and m_1 are extracted and put on a blacklist. The verifier can then check the public key P in the signature against this blacklist by comparing it with $\mathcal{D}^{m_0+m_1 2^{l_m}}$ for all pairs m_0 and m_1 on the black list. In our scheme, there are several types of entities: a cloud provider, cloud users, a blacklisting controller and verifiers. The cloud provider and blacklisting controller could be the same entity or separate entities.

Our scheme builds in concern with the cryptographic protocol scheme and uses the Camenisch-Lysyanskaya signature scheme as underlying building block. To simplify our presentation, we modified the cryptographic protocol scheme in the following ways: 1) each user chooses a single secret m instead of two secrets, and 2) the signature operation is performed solely by the user (along with authentication key \mathbb{K}), instead of split by two separate entities (authentication key \mathbb{K} and host in the cryptographic protocol scheme).

In the register phase, a cloud user chooses a secret message m and sends the cloud provider a

commitment to m , i.e., $C := G^m Q^{q'}$ where q' is a value chosen randomly by the user to blind the m . Also, the user computes $P := \mathcal{D}^m \bmod u$, where \mathcal{D} is a number derived from the cloud provider's base name. The user sends (P, C) to the cloud provider. The provider then issues a membership for the user based on C . The cloud provider chooses a random integer q'' and a random prime i , then computes R such that $R^i C Q^{q''} \equiv A \pmod{M}$, and sends the user (R, i, q'') . The cloud provider also proves to the user that he computed R correctly. The CL signature on m is then $R, i, q := q' + q''$. The user's private key is set to be (R, i, m, q) . A user can now prove that he is a valid member by proving that he has a CL signature on the value m . This can be done by values of m, R, i and q such that $R^i G^m Q^q \equiv A \pmod{M}$. Also, the user computes $P := \mathcal{D}^m \bmod u$ where \mathcal{D} is a random base picked up by the user, reveals \mathcal{D} and P , and proves that $\log_{\mathcal{D}} P$ is the same as the one in his private key. The value P serves the purpose of blacklist. Same as in the cryptographic scheme, if a user's private key (R, i, m, q) is compromised and gets exposed to the public, m is put in the blacklist. The verifier can then check P in the signature against the blacklist by comparing it with $\mathcal{D}^{\hat{m}}$ for all \hat{m} in the blacklist. We refer this type of blacklist as private key-based blacklist and use V_{priv} to denote the blacklist of this type.

This scheme supports two additional blacklist methods, one is signature-based blacklist and the other is cloud provider-based blacklist. In signature-based blacklist, suppose a verifier received a signature from an authenticator and then decided that the authenticator was compromised. The verifier reports the signature to the blacklisting controller who later places (\mathcal{D}, P) of the signature to the signature-based blacklist, where $\log_{\mathcal{D}} P$ is the secret of the compromised authenticator. To prove membership, a user with private key (R, i, m, q) now needs not only to prove the (R, i, m, q) such that $R^i C Q^q \equiv A \pmod{M}$ but also to prove that m in his private key is different from $\log_{\mathcal{D}} \hat{P}$ for each $(\hat{\mathcal{D}}, \hat{P})$ pair in the signature-based blacklist. We use V_{sign} to denote the blacklist of this type. In the cloud provider-based blacklist, the provider obtained (P, C) from a user when the user registers and later decided to revoke this user from some reason. The cloud provider sends (P, H) to the blacklisting controller who places P to the cloud provider-based blacklist, where $\log_{\mathcal{D}_1} P$ is the secret of the blacklisted user. To prove the membership of the user, a user needs to prove that m in his private key is different from $\log_{\mathcal{D}_1} \hat{P}$ for each \hat{P} in the cloud provider-based blacklist. We use cloud provider V_{cp} to denote the blacklist of this type.

a) Security

Let us consider the security parameters $r_M, r_i, r_q, r_\theta, r_\psi, r_\mu, r_u$ and r_v where r_M (2048) is the size of the public-key modulus, r_v (208) is the size of the m 's

(user's secret, part of membership private key), r_i (576) is the size of i 's (exponent, part of membership private key), r_i' (128) is the size of the interval the i 's are chosen from, r_q (2720) is the size of the q 's (random value, part of membership private key), r_θ (80) is the security parameter controlling the statistical property, r_ψ (256) is the output length of the hash function used for Fiat-Shamir heuristic, r_μ (80) is the security parameter needed for the reduction in the proof of security, r_u (1632) is the size of the modulus u , and r_v (208) is the size of the order v of the subgroup of \mathbb{A}_u^* that is used for blacklist checking. We require that

$$\begin{aligned} r_\theta + r_\psi + 2 + \max\{r_m, r_{i'}\} \\ < r_i r_M + r_\theta r_\psi \\ + \max\{r_m + r_\mu + 3, r_\theta \\ + 2\} < r_q, \quad r_m = r_q \end{aligned} \quad (3)$$

The parameters r_u and r_v should be chosen such that the discrete logarithm problem in the subgroup of \mathbb{A}_u^* of order v with u and v being primes such that $u \in [2^{r_u-1}, 2^{r_u} - 1]$ and $v \in [2^{r_v-1}, 2^{r_v} - 1]$, has about the same difficulty as factoring r_M -bit public-key modulus.

b) Generating authentication keys

The key generation program also produces a non-interactive proof that the public key was formed correctly. Here we describe how the cloud provider chooses the public key and the user issuing private key. The later will guarantee the security properties, i.e., that privacy and anonymity of signatures will hold. The cloud provider chooses a public-key cryptographic modulus $M = u'_M v'_M$ with $u_M = 2u'_M + 1$, $v_M = 2v'_M + 1$ such that u_M, u'_M, v_M, v'_M are all primes, u_M and v_M have the same length, and m has r_M bits. Furthermore, the cloud provider chooses a random generator s' of ZG_M , the group of quadratic residues modulo M . Next, it chooses random integers $e_s, e_t, e_q, e_b, e_g \in [1, u'_M v'_M]$ and computes

$$\begin{aligned} s &:= s'^{e_s} \bmod M; & t &:= s'^{e_t} \bmod M; \\ G &:= t^{e_s} \bmod M; \\ Q &:= t^{e_q} \bmod M; & A &:= t^{e_b} \bmod M. \end{aligned} \quad (4)$$

It produces a non-interactive proof that s, t, G, Q and A are computed correctly, i.e., $s, t \in \langle s' \rangle$ and $Q, A, G \in \langle t \rangle$. This can be proved using the standard cut-and-choose technique. The cloud provider generates a group of prime order as follows: it chooses random primes u and v such that $u = \mu v + 1$ for some μ with $v \mid \mu$, $u \in [2^{r_u-1}, 2^{r_u} - 1]$, and $v \in [2^{r_v-1}, 2^{r_v} - 1]$. It then chooses a random $a' \leftarrow \mathbb{A}_u^*$ such that $a'^{(u-1)/v} \not\equiv 1 \pmod{u}$ and sets $a := a'^{(u-1)/v} \bmod u$. Finally, the cloud provider publishes the public key $(M, s', s, t, G, Q, A, u, v, a)$ and the proof, and stores (u'_M, v'_M) as the user issuing private key.

In addition to generating the user public key and user issuing private key, the cloud provider generates also a long term public private key pair (P_l, P_l^{-1}) . The cloud provider publishes the public key P . This key is used for authentication between the cloud provider and any user who wants to become a registered member. Analogously, the blacklisting controller has long term public/private key pair (P_M, P_M^{-1}) . The blacklisting controller uses its key to sign the blacklist.

c) Verification of the Cloud Provider's Public Key

The user's public key is $(M, s', s, t, G, Q, A, u, v, a)$ and the proof that s, t, Q, A, G are formed properly. Any user in the system can verify the correctness of the group public key as follows. Firstly, it verify the proof that $Q, A, G \in \langle t \rangle$ and $s, t \in \langle s' \rangle$. Then check whether u and v are primes, $v | (u - 1)$, $v \nmid \frac{u-1}{v}$ and $a^v \equiv 1 \pmod{u}$. Later check whether all public key parameters have the required length.

If s, t, Q, A, G are not formed correctly, it could potentially mean that the security properties for the users do not hold. However, it is sufficient if the users verify the proof that s, t, Q, A, G are computed correctly only once. Also, if a does not generate a subgroup of A_u^* , the cloud provider could potentially use this to link different signatures. As argued in, it is not necessary to prove that M is a product of two safe primes for the anonymity of the users. In fact, it would be very expensive for the cloud provider to prove that M is a safe-prime product.

d) Registration

This is a protocol which runs between the cloud provider and a user. The public input to this protocol is the user public key $(M, s', s, t, G, Q, A, u, v, a)$ and the cloud provider's long-term public key P_l and the cloud provider's basename $name_l$. The private input of the cloud provider is the user issuing private key. We assume that the user and the cloud provider have established an authentic channel, i.e., the user needs to make sure that he talks to the right cloud provider and the cloud provider needs to be sure that the user is allowed to register for the membership. Note that we do not require secrecy of the communication channel. Let $\psi(\cdot)$ and $\psi_u(\cdot)$ be two collision-resistant hash functions: $\psi(\cdot) : \{0,1\}^* \rightarrow \{0,1\}^{r_\psi}$ and $\psi_u : \{0,1\}^* \rightarrow \{0,1\}^{r_u+r_\theta}$. In the register protocol, the user verifies that the user public key $(M, s', s, t, G, Q, A, u, v, a)$ is signed by P_l . Then both the user and cloud provider computes $\mathcal{D}_l := \psi_u(name_l)^{(u-1)/v} \pmod{u}$. The user chooses at random $m \leftarrow A_v^*$; $q' \leftarrow \{0,1\}^{r_M+r_\theta}$ then computes $P := \mathcal{D}_l^m \pmod{u}$ and $C := G^m Q^{q'} \pmod{M}$. The user sends (P, C) to the cloud provider. Therefore, the user proves to the cloud provider the knowledge of m and q' . He runs as the authenticator of the protocol with the cloud provider as the verifier.

$$\begin{aligned} \mathfrak{a} &= ((m, q') : C := G^m Q^{q'} \pmod{u} \wedge P : \\ &= \mathcal{D}_l^m \pmod{u} \wedge m \\ &\in \{0,1\}^{r_M+r_\theta+r_\psi+1} \wedge q' \\ &\in \{0,1\}^{r_M+r_\theta+r_\psi+1}) \end{aligned}$$

Thus,

$$QUP\{\mathfrak{a}\}(l_i) \quad (5)$$

The cloud provider chooses a random $q'' \leftarrow [2^{r_q-1}, 2^{r_q} - 1]$ and a random prime $i \leftarrow [2^{r_i}, 2^{r_i} + 2^{r_i}]$ and computes

$$R := \left(\frac{A}{CQ^{q''}}\right)^{1/i} \pmod{M} \quad (6)$$

To convince the user that R was correctly computed, the cloud provider as authenticator runs the protocol

$$QUP\left\{(f) : R \equiv \left(\frac{A}{CQ^{q''}}\right)^f \pmod{M}\right\}(m_c) \quad (7)$$

with the host so that,

- The user chooses a random integer $m_c \leftarrow \{0,1\}^{r_\psi}$ and sends m_c to the cloud provider.
- The cloud provider randomly chooses $\mu_i \leftarrow [0, u'_M v'_M]$ and computes

$$\tilde{R} := \left(\frac{A}{CQ^{q''}}\right)^{\mu_i} \pmod{M} \quad (8)$$

$$z' := \psi(M \parallel A \parallel Q \parallel C \parallel q'' \parallel A \parallel \tilde{R} \parallel m_c) \quad (9)$$

$$b_i := \mu_i + z' / i \pmod{u'_M v'_M} \quad (10)$$

and sends z' , b_i and (R, i, q'') to the user.

- The user verifies whether i is a prime and lies in $[2^{r_i}, 2^{r_i} + 2^{r_i}]$, computes

$$\hat{R} := R^{-z'} \left(\frac{A}{CQ^{q''}}\right)^{b_i} \pmod{M} \quad (11)$$

and checks whether $z' = \psi(M \parallel A \parallel Q \parallel C \parallel q'' \parallel A \parallel \hat{R} \parallel m_c)$.

The user sets $q := q'' + q'$ and stores (R, i, m, q) as its membership private key.

Same as in the cryptographic protocol scheme, the cloud provider proves to the user that R was formed correctly, i.e., R lies in $\langle t \rangle$. In above procedure, the cloud provider proves that $R \equiv (AC^{-1}Q^{-q''})^f \pmod{M}$ for some value f . In the setup program, the cloud provider proves that $QGA \in \langle t \rangle$. Since $C := G^m Q^{q'} \pmod{M}$, the user can conclude that $R \in \langle t \rangle$. The reason for requiring $R \in \langle t \rangle$ is to assure that later, in the membership approval protocol, R can be statistically hidden in $\langle t \rangle$. Otherwise, an adversarial cloud provider

could link signatures generated by users whose R does not lie in $\langle t \rangle$. Notethat schemes such as have prevented this by ensuring that M is a safe-prime product and then made sure that all elements are members of ZG_M . However, proving that a modulus is a safe-prime product is rather inefficient and hence the setup of these schemes is not practical as our scheme.

e) Membership Approval Protocol

The membership approval protocol is a protocol run by an authenticator and a verifier. It consists of login and verify. In the login step, the authenticator initializes the interaction with the verifier by sending a request to the verifier. There are three types of blacklist: private-key-based blacklist, signature-based blacklist, and cloud provider-based blacklist. Therefore, the blacklist V contains three sublists, i.e., $V = \{V_{priv}, V_{sign}, V_{cp}\}$. Let V_{priv} be the blacklist for private-key-based blacklist, in which each element is a value in $\langle a \rangle$. Let V_{sign} be the blacklist for signature-based blacklist, in which each element is a pair of values in $\langle a \rangle$. Let cloud provider V_{cp} be the blacklist for cloud provider-based blacklist, in which each element is a value in $\langle a \rangle$. The blacklisting controller maintains the blacklist and regularly publishes the newest blacklist to everyone in the system, signed using his private key. That is, the blacklisting controller publishes $\{V_{priv}\}_{P_G^{-1}}$, $\{V_{sign}\}_{P_G^{-1}}$ and $\{V_{cp}\}_{P_G^{-1}}$.

The verifier first chooses a messages and a nonce $l_q \leftarrow \{0,1\}^{r_\psi}$. The verifier then sends to the authenticator s , l_q , $\{V_{sign}\}_{P_G^{-1}}$ and $\{V_{cp}\}_{P_G^{-1}}$ as the challenge. After the authenticator receives the challenges from the verifier, the authenticator verifies the content of $\{V_{sign}\}_{P_G^{-1}}$ and $\{V_{cp}\}_{P_G^{-1}}$ using the blacklisting controller's public key P_G . Let (R, i, m, q) be the authenticator's private key. For each element $(\mathcal{D}_\alpha, P_\alpha)$ in $\{V_{sign}\}$, the authenticator checks whether $\mathcal{D}_\alpha^m \neq P_\alpha \pmod{u}$. If there exists some α such that $\mathcal{D}_\alpha^m \neq P_\alpha \pmod{u}$, it means that the authenticator has been blacklisted, the authenticator aborts the membership protocol. Analogously, for each item P_α in V_{cp} , the authenticator checks whether $\mathcal{D}_\alpha^m \neq P_\alpha \pmod{u}$ where \mathcal{D}_I is the base derived from the cloud provider's basename $name_I$. The authenticator quits the membership protocol if the check fails. Note that the authenticator can directly obtain V from the blacklisting controller and checks whether he has been blacklisted. However, it is not required for the authenticator to conduct such operation. Also note that it is the verifier's responsibility to obtain the latest blacklist from the blacklisting controller. If V_{sign} and V_{cp} in the verifier's challenge are not the latest ones, then there is a chance that some blacklisted users may successfully perform membership proof to the verifier without being detected.

i. Login

This step is run by the authenticator. The input to this program is the group public key, $(M, s', s, t, G, Q, A, u, v, a)$ the authenticator's private key (R, i, m, q) , the verifier's message s and nonce l_q , the signature-based blacklist V_{sign} and the blacklist-based blacklist V_{cp} . The output to this program is a signature \mathbb{S} produced by the authenticator. Firstly, the authenticator picks a random $\mathcal{D} \leftarrow \langle a \rangle$ and two integers $\mathbb{O}, \mu \leftarrow \{0,1\}^{r_M+r_\theta}$ and computes $\mathbb{P}_1 := Rt^{\mathbb{O}} \pmod{M}$, $\mathbb{P}_2 := s^{\mathbb{O}} t^i (s')^\mu \pmod{M}$, $P := \mathcal{D}^m \pmod{u}$

Then, the authenticator produces a signature of knowledge that \mathbb{P}_1 and \mathbb{P}_2 are commitments to the authenticator's private key and P was computed using the authenticator's secret m . That is, the authenticator computes the signature of knowledge

$$\begin{aligned} QUP\{m, q, i, \mathbb{O}, \mu, i\mathbb{O}, ii, i\mu : A \\ \equiv \mathbb{P}_1^i G^m Q^q t^{-i\mathbb{O}} \pmod{M} \wedge \mathbb{P}_2 \\ \equiv s^{\mathbb{O}} t^i (s')^\mu \pmod{M} \wedge 1 \\ \equiv \mathbb{P}_2^{-i} s^{i\mathbb{O}} t^{ii} (s')^{i\mu} \pmod{M} \wedge P \\ \equiv \mathcal{D}^m \pmod{u} \wedge m \\ \in (0,1)^{r_M+r_\theta+r_\psi+1} \wedge (i - 2^{r_i}) \\ \in \{0,1\}^{r_{i'}+r_\theta+r_\psi+1}\} (l_q \parallel s) \end{aligned} \quad (12)$$

with the following steps:

- The authenticator picks random integers $\mu_q \leftarrow \{0,1\}^{r_q+r_\theta+r_\psi}$, $\mu_m \leftarrow \{0,1\}^{r_m+r_\theta+r_\psi}$, $\mu_i \leftarrow \{0,1\}^{r_{i'}+r_\theta+r_\psi}$, $\mu_{ii} \leftarrow \{0,1\}^{r_{ii}+r_\theta+r_\psi+1}$, $\mu_{\mathbb{O}}, \mu_\mu \leftarrow \{0,1\}^{r_M+2r_\theta+r_\psi}$, $\mu_{i\mathbb{O}}, \mu_{i\mu} \leftarrow \{0,1\}^{2^{r_i}+r_M+2r_\theta+r_\psi+1}$
- The authenticator computes $\widetilde{\mathbb{P}}_1 := \mathbb{P}_1^{\mu_i} G^{\mu_m} Q^{\mu_q} t^{-\mu_{i\mathbb{O}}} \pmod{M}$, $\widetilde{\mathbb{P}}_2 := s^{\mu_{\mathbb{O}}} t^{\mu_i} (s')^{\mu_\mu} \pmod{M}$, $\widetilde{\mathbb{P}}_3 := \mathbb{P}_2^{-\mu_i} s^{\mu_{i\mathbb{O}}} t^{\mu_{ii}} (s')^{\mu_{ii}} \pmod{M}$, $\widetilde{P} := \mathcal{D}^{\mu_m} \pmod{u}$
- The authenticator computes $z_1 := \psi(M \parallel s' \parallel s \parallel t \parallel G \parallel Q \parallel A \parallel u \parallel v \parallel a \parallel \mathcal{D} \parallel P \parallel \mathbb{P}_1 \parallel \mathbb{P}_2 \parallel \widetilde{\mathbb{P}}_1 \parallel \widetilde{\mathbb{P}}_2 \parallel \widetilde{\mathbb{P}}_3 \parallel \widetilde{P} \parallel s \parallel l_q)$
- The authenticator computes (over the integers) $b_q := \mu_q + z_1 \cdot q$, $b_m := \mu_m + z_1 \cdot m$, $b_i := \mu_i + z_1 \cdot (i - 2^{r_i})$, $b_\mu := \mu_\mu + z_1 \cdot \mu$, $b_{\mathbb{O}} := \mu_{\mathbb{O}} + z_1 \cdot \mathbb{O}$, $b_{i\mathbb{O}} := \mu_{i\mathbb{O}} + z_1 \cdot \mathbb{O} \cdot i$, $b_{ii} := \mu_{ii} + z_1 \cdot i^2$, $b_{i\mu} := \mu_{i\mu} + z_1 \cdot i \cdot \mu$
- The authenticator sets $\mathbb{S}_1 := (\mathcal{D}, P, \mathbb{P}_1, \mathbb{P}_2, z_1, b_q, b_m, b_i, b_\mu, b_{\mathbb{O}}, b_{i\mathbb{O}}, b_{ii}, b_{i\mu})$

The authenticator produces a signature of knowledge that his private key has not been blacklisted

in V_{sign} . Let $V_{sign} = \{(\mathcal{D}_1, P_1), \dots, (\mathcal{D}_{m_2}, P_{m_2})\}$. The authenticator computes the signature of knowledge

$$QUP\{(m) : P \equiv \mathcal{D}^m(\text{mod } u) \wedge P_1 \not\equiv \mathcal{D}_1^m(\text{mod } u) \wedge \dots \wedge P_{m_2} \not\equiv \mathcal{D}_{m_2}^m(\text{mod } u)\}(l_q \parallel s)$$

with the following steps:

- a. The authenticator chooses a random $\mu \leftarrow \mathbb{A}_v$ and computes $\tilde{P} := \mathcal{D}^\mu \text{mod } u$.
- b. For $\alpha = 1, \dots, m_2$, the authenticator does the following:

- i. The authenticator chooses a random $e_\alpha \leftarrow \mathbb{A}_v$.
- ii. The authenticator computes

$$C_\alpha := \mathcal{D}_\alpha^{e_\alpha} \text{mod } u \quad E_\alpha := P_\alpha^{e_\alpha} \text{mod } u \\ F_\alpha := C_\alpha^{e_\alpha} \text{mod } u$$

- iii. The authenticator chooses a random integer $\mu_\alpha \leftarrow \mathbb{A}_v$

- iv. The authenticator computes

$$\tilde{C}_\alpha := \mathcal{D}_\alpha^{\mu_\alpha} \text{mod } u \quad \tilde{E}_\alpha := P_\alpha^{\mu_\alpha} \text{mod } u \quad \tilde{F}_\alpha := C_\alpha^{\mu_\alpha} \text{mod } u$$

- c. The authenticator computes

$$z_2 := \psi(u \parallel v \parallel a \parallel \mathcal{D} \parallel P \parallel \tilde{P} \parallel C_1 \parallel E_1 \parallel F_1 \parallel \tilde{C}_1 \parallel \tilde{E}_1 \parallel \tilde{F}_1 \\ \parallel \dots \parallel C_{m_2} \parallel E_{m_2} \parallel F_{m_2} \parallel \tilde{C}_{m_2} \parallel \tilde{E}_{m_2} \\ \parallel \tilde{F}_{m_2} \parallel s \parallel V_{sign} \parallel l_q)$$

- d. For $\alpha = 1, \dots, m_2$, the authenticator computes $b_\alpha := \alpha_\alpha + z_2 \cdot e_\alpha \text{mod } v$

- e. The authenticator computes $b := \alpha + z_2 \cdot m \text{mod } v$.

- f. The authenticator sets

$$S_2 := (\mathcal{D}, P, z_2, b, C_1, E_1, F_1, b_1, \dots, C_{m_2}, E_{m_2}, F_{m_2}, b_{m_2})$$

The authenticator produces a signature of knowledge that his private key has not been blacklisted in cloud provider V_{cp} . Let cloud provider $V_{cp} = \{(\mathcal{D}_1, P_1), \dots, (\mathcal{D}_{m_3}, P_{m_3})\}$. The authenticator computes the signature of knowledge

$$QUP\{(m) : P \equiv \mathcal{D}^m(\text{mod } u) \wedge P_1 \not\equiv \mathcal{D}_1^m(\text{mod } u) \wedge \dots \wedge P_{m_3} \not\equiv \mathcal{D}_{m_3}^m(\text{mod } u)\}(l_q \parallel s)$$

The authenticator outputs the signature $S := (S_1, S_2, S_3)$ and sends S to the verifier.

Observe that in the sign process, the authenticator proves the knowledge of m such that $\mathcal{D}^m \equiv K(\text{mod } u)$ three times, one in each signature of knowledge. We could merge all three signatures of knowledge together such that the authenticator only needs to prove the knowledge of m once, thus could improve the performance of membership approvals slightly. When we present the above sign process, we choose to have three separate proof of knowledge protocols to make our protocol easier to read.

- ii. Verify

The group public key is $(M, s', s, t, G, Q, A, a, u, v)$, the message s , the nonce l_q , the corresponding signature $S := (S_1, S_2, S_3)$, and the blacklist $V = \{V_{priv}, V_{sign}, V_{cp}\}$. The verifier verifies the signature as follows:

1. The verifier verifies that s and l_q are the message and the nonce he sent to the authenticator in the challenge step. The verifier also verifies (\mathcal{D}, P) in S_1 , S_2 and S_3 all matches.
2. The verifier verifies the correctness of

$S_1 = (\mathcal{D}, P, \mathbb{P}_1, \mathbb{P}_2, z_1, b_q, b_m, b_i, b_\mu, b_\theta, b_{i\theta}, b_{ii}, b_{i\mu})$ as follows:

- i. The verifier computes $b_i' := b_i + z_1 \cdot 2^{r_i}$ and computes

$$\hat{\mathbb{P}}_1 := A^{-z_1} \mathbb{P}_1^{b_i'} G^{b_m} Q^{b_q} t^{-b_{i\theta}} (\text{mod } M) \\ \hat{\mathbb{P}}_2 := \mathbb{P}_2^{-z_1} s^{b_\theta} t^{b_i} (s')^{b_\mu} (\text{mod } M) \\ \hat{\mathbb{P}}_3 := \mathbb{P}_2^{-b_i} s^{b_{i\theta}} t^{b_{ii}} (s')^{b_{i\mu}} (\text{mod } M) \quad \tilde{P} \\ := P^{-z_1} \mathcal{D}^{b_m} \text{mod } u$$

- ii. The verifier verifies that

$$\mathcal{D}, P \in \langle a \rangle, \quad b_m \in \{0, 1\}^{r_m + r_\theta + r_\psi + 1}, \quad b_i \in \{0, 1\}^{r_i' + r_\theta + r_\psi + 1}$$

- iii. The verifier verifies that

$$z_1 := \psi(M \parallel s' \parallel s \parallel t \parallel G \parallel Q \parallel A \parallel u \parallel v \parallel a \parallel \mathcal{D} \parallel P \\ \parallel \mathbb{P}_1 \parallel \mathbb{P}_2 \parallel \hat{\mathbb{P}}_1 \parallel \hat{\mathbb{P}}_2 \parallel \hat{\mathbb{P}}_3 \parallel \tilde{P} \parallel s \parallel l_q)$$

3. The verifier verifies that the authenticator's private key has not been black listed in V_{priv} , where $V_{priv} = \{m_1, \dots, m_{m_1}\}$. For $\alpha = 1, \dots, m_2$, the verifier verifies that $P \not\equiv \mathcal{D}^{m_\alpha}(\text{mod } u)$

4. The verifier verifies the correctness of

$S_2 := (\mathcal{D}, P, z_2, b, C_1, E_1, F_1, b_1, \dots, C_{m_2}, E_{m_2}, F_{m_2}, b_{m_2})$ based on $V_{sign} = \{(\mathcal{D}_1, P_1), \dots, (\mathcal{D}_{m_2}, P_{m_2})\}$. It takes the following steps:

- a. The verifier computes $\hat{P} \equiv P^{-z_2} \mathcal{D}^b(\text{mod } u)$

- b. For $\alpha = 1, \dots, m_2$, the verifier does the following:

- i. The verifier verifies that

$$C_\alpha E_\alpha F_\alpha \in \langle a \rangle, \quad b_\alpha \in \mathbb{A}_v, \quad E_\alpha \neq F_\alpha$$

- ii. The verifier computes

$$\hat{C}_\alpha := C_\alpha^{-z_1} \mathcal{D}^{b_\alpha} \text{mod } u, \quad \hat{E}_\alpha := E_\alpha^{-z_1} P^{b_\alpha} \text{mod } u \\ \hat{F}_\alpha := F_\alpha^{-z_1} C^{b_\alpha} \text{mod } u$$

- c. The verifier verifies that

$$z_2 := \psi(u \parallel v \parallel a \parallel \mathcal{D} \parallel P \parallel \tilde{P} \parallel C_1 \parallel E_1 \parallel F_1 \parallel \tilde{C}_1 \parallel \tilde{E}_1 \parallel \tilde{F}_1 \\ \parallel \dots \parallel C_{m_2} \parallel E_{m_2} \parallel F_{m_2} \parallel \tilde{C}_{m_2} \parallel \tilde{E}_{m_2} \\ \parallel \tilde{F}_{m_2} \parallel s \parallel V_{sign} \parallel l_q)$$

5. The verifier verifies the correctness of $S_3 := (\mathcal{D}, P, z_3, b_e, b_m, C_1, E_1, \dots, C_{m_3}, E_{m_3}, F)$ based on $V_{cp} = \{(\mathcal{D}_1, P_1), \dots, (\mathcal{D}_{m_3}, P_{m_3})\}$. It takes the following steps:

- i. The verifier verifies that

$$C, E \in \langle a \rangle, \quad b_e, b_m \in \mathbb{A}_v$$

ii. The verifier computes

$$\hat{P} := P^{-z_3} \mathcal{D}^{b_m} \bmod u \quad \hat{C} := C^{-z_3} \mathcal{D}^{b_a} \bmod u, \quad \hat{F} := F^{-z_3} \mathcal{C}^{b_a} \bmod u$$

6. If all the verifications succeed, the verifier outputs succeed, otherwise outputs fail.

iii. Blacklist

There are three sub lists in the blacklist: V_{priv} , V_{sign} , and V_{cp} . Initially, V_{priv} and V_{sign} are set to be empty, and V_{cp} is set to be $\{\mathcal{D}_I\}$, where $\mathcal{D}_I \equiv T_u(name_I)^{u-1/v} \bmod u$ and $name$ is the cloud provider's basename. There are three ways to blacklist a cloud user. Firstly, when a user is compromised and his private key (R, i, m, q) has been exposed (e.g., on the Internet or embedded into some software), the blacklisting controller verifies the correctness of this exposed key by checking $R^i G^m Q^q \equiv A \pmod{M}$, then adds m to V_{priv} .

Secondly, when a verifier interacts with some compromised authenticator and finds the authenticator suspicious, the verifier reports the authenticator's signature $\mathcal{S} := (\mathcal{S}_1, \mathcal{S}_2, \mathcal{S}_3)$ along with some other physical evidences to the blacklisting controller. After the blacklisting controller verifies the evidences and correctness of \mathcal{S}_1 , he adds (P, U) in \mathcal{S}_1 to V_{sign} . Then finally, when the cloud provider wants to blacklist a cloud user (e.g., because that user leaves the group), the cloud provider sends (P, C, Θ) to the blacklisting controller, where the (P, C, Θ) tuple was obtained from the to-be-blacklisted user during the register protocol. The blacklisting controller verifies that correctness of Θ and then adds P to cloud provider blacklist V_{cp} .

When the blacklisting controller renounces a user based on the signature of the user, it needs to make sure that the signature is valid. That is, the signature was signed by a group member. This is to prevent a malicious verifier from adding arbitrary (\mathcal{D}, P) pair to V_{sign} . Similarly, when the blacklisting controller revokes a user based on (P, C, Θ) from the cloud provider, he needs to make sure that Θ is a correct signature of knowledge. This is to prevent the (malicious) cloud provider from adding arbitrary P to V_{cp} . Observe that, the cloud provider can always add new members, create new signatures, and later revoke the members that he created by herself. However, even though the malicious cloud provider can choose P of his choice, he has to know $\log_{\mathcal{D}} P$ in order to create a valid signature \mathcal{S} or know $\log_{\mathcal{D}_I} P$ to create a valid Θ . This is a requirement in our security proof. After the blacklisting controller publishes the blacklist V and signs using his private key P_G^{-1} , everyone can verify the authenticity of this blacklist using the blacklisting controller's public key P_G . In practice, we may assume that the blacklisting controller is trusted. Then, the verifiers trust the blacklisting controller to construct the blacklist in a correct manner. In the model where the blacklisting

controller is not completely trusted, the blacklisting controller also needs to publish a compromised private key for each item in V_{priv} , a signature for each item in V_{sign} , and a (P, C, Θ) tuple for each element in V_{cp} . The verifiers have to verify the correctness of each element in the blacklist in the same way as the blacklisting controller does. We show that that even if the blacklisting controller or the cloud provider has been corrupted by the adversary, the anonymity of the honest users is still guaranteed.

The initialize and register have the same performance as in the cryptographic protocol scheme. The cost of membership approval protocol has four parts: proof of knowledge of a membership private key, verification that the private key is not in V_{priv} , proof that the private key does not appear in V_{sign} , and proof that the private key does not appear in V_{cp} . The first part of the membership approval protocol is the same as the cryptographic protocol scheme and takes constant time for both the authenticator and verifier. The second part is also the same as the cryptographic protocol scheme and takes m_1 modular exponentiations for the verifier, where m_1 is the size of V_{priv} . The third and fourth parts together take about $6m_2 + 2m_3 + z$ modular exponentiations for both the authenticator and verifier, where m_2 and m_3 are the lengths of V_{sign} and V_{cp} , respectively, and z is a small constant. Observe that the cost of membership approval is linear to the size of the blacklist and could be quite expensive if the blacklist becomes large. There are two possible ways to control the size of the blacklist. First, divide into smaller groups. If the group size is too big, the blacklist may become large as well. One way is to control the size of the blacklist is to have multiple smaller groups. If a group size was 10,000, and at most two percent of the users would get blacklisted, then the blacklist would have at most 200 items. The drawback of this method is that the verifier needs to know which group the authenticator is in, thus, learns more information about the authenticator. It is a trade-off between privacy and performance.

Second, issue a new group if the blacklist grows too big. If the size of the blacklist is above certain threshold (e.g., two percent of the group size), then the cloud provider can do a rekey process as follows: The cloud provider first creates a new group. Then, each user in the old group proves to the cloud provider that he is a legitimate member of the old group and has not been blacklisted, then obtains a new membership private key for the new group.

f) Membership approval for Resource-Constrained Devices

If the authenticator is a resource-constrained device, such as a TPM, a smart card, or a secure coprocessor; it can outsource part of the signing operation to a semi-trusted host. Essentially, the signing

operation is split between a computationally weak device (denoted as the principal authenticator) and a resource abundant but less-trusted host. Observe that if the host does not cooperate, then it is a denial of service. Thus, the host platform is trusted for performing its portion of computation correctly. However, the host is not allowed to learn the private key of the authenticator or to forge a signature without the principal authenticator's involvement. This model is used in the original cryptographic protocol scheme with a concrete security model.

For our scheme, the same technique from can be applied. Let (R, i, m, q) be the principal authenticator's private key. The principal authenticator sends (R, i) to the host but keeps (m, q) . The signing operation in the membership approval can be conducted as follows:

1. The principal authenticator picks a random $\mathcal{D} \leftarrow \langle a \rangle$ and computes $P \equiv \mathcal{D}^m \pmod{u}$
2. The principal authenticator sends (\mathcal{D}, P) to the host.
3. The host randomly chooses two integers $\mathbb{O}, \mu \leftarrow \{0, 1\}^{r_M + r_\theta}$ and computes $\mathbb{P}_1 := R t^\mathbb{O} \pmod{M}$, $\mathbb{P}_2 := s^{\mathbb{O}} t^i (s')^\mu \pmod{M}$
4. The principal authenticator and the host jointly produce a signature of knowledge that \mathbb{P}_1 and \mathbb{P}_2 are commitments to (R, i) and P was computed using the authenticator's secret m . That is, they compute the signature of knowledge

$$\begin{aligned} QUP\{m, q, i, \mathbb{O}, \mu, i\mathbb{O}, ii, i\mu : A \\ \equiv \mathbb{P}_1^i G^m Q^q t^{-i\mathbb{O}} \pmod{M} \wedge \mathbb{P}_2 \\ \equiv s^{\mathbb{O}} t^i (s')^\mu \pmod{M} \wedge 1 \\ \equiv \mathbb{P}_2^{-i} s^{i\mathbb{O}} t^{ii} (s')^{i\mu} \pmod{M} \wedge P \\ \equiv \mathcal{D}^m \pmod{u} \wedge m \\ \in (0, 1)^{r_M + r_\theta + r_\psi + 1} \wedge (i - 2^{r_i}) \\ \in \{0, 1\}^{r_{i'} + r_\theta + r_\psi + 1}\} (l_q \parallel s) \end{aligned} \quad (13)$$

With the following steps:

- a. The principal authenticator chooses a random integers $\mu_q \leftarrow \{0, 1\}^{r_q + r_\theta + r_\psi}$, $\mu_m \leftarrow \{0, 1\}^{r_m + r_\theta + r_\psi}$ And computes $\tilde{\mathbb{P}}_{1p} := G^{\mu_m} Q^{\mu_q} \pmod{M}$, $\tilde{P} := \mathcal{D}^{\mu_m} \pmod{u}$ And sends $\tilde{\mathbb{P}}_{1p}$ and \tilde{P} to the host.
- b. The host picks random integers $\mu_i \leftarrow \{0, 1\}^{r_{i'} + r_\theta + r_\psi}$, $\mu_{ii} \leftarrow \{0, 1\}^{r_i + r_\theta + r_\psi + 1}$, $\mu_{\mathbb{O}}, \mu_\mu \leftarrow \{0, 1\}^{r_M + 2r_\theta + r_\psi}$, $\mu_{i\mathbb{O}}, \mu_{i\mu} \leftarrow \{0, 1\}^{2^{r_i} + r_M + 2r_\theta + r_\psi + 1}$
- c. The host computes $\tilde{\mathbb{P}}_1 := \tilde{\mathbb{P}}_{1p} \mathbb{P}_1^{\mu_i} t^{-\mu_{i\mathbb{O}}} \pmod{M}$, $\tilde{\mathbb{P}}_2 := s^{\mu_{\mathbb{O}}} t^{\mu_i} (s')^{\mu_\mu} \pmod{M}$, $\tilde{\mathbb{P}}_3 := \mathbb{P}_2^{-\mu_{i\mathbb{O}}} s^{\mu_{i\mathbb{O}}} t^{\mu_{ii}} (s')^{\mu_{ii}} \pmod{M}$, $\tilde{P} := \mathcal{D}^{\mu_m} \pmod{u}$

- d. The host computes

$$z_t := \psi(M \parallel s' \parallel s \parallel t \parallel G \parallel Q \parallel A \parallel u \parallel v \parallel a \parallel \mathcal{D} \parallel P \parallel \mathbb{P}_1 \parallel \mathbb{P}_2 \parallel \tilde{\mathbb{P}}_1 \parallel \tilde{\mathbb{P}}_2 \parallel \tilde{\mathbb{P}}_3 \parallel \tilde{P} \parallel l_q)$$

and sends z_t to the principal authenticator.

- e. The principal authenticator chooses a random $l_p \leftarrow \{0, 1\}^{r_\theta}$ and computes

$$z_1 := \psi(z_t \parallel l_p \parallel s)$$

And sends z_t and l_p to the host

- f. The principal authenticator computes (over the integers)

$$b_q := \mu_q + z_1 \cdot q, \quad b_m := \mu_m + z_1 \cdot m$$

And sends b_q and b_m to the host

- g. The host computes

$$\begin{aligned} b_i &:= \mu_i + z_1 \cdot (i - 2^{r_i}), & b_\mu &:= \mu_\mu + z_1 \cdot \mu, & b_{\mathbb{O}} \\ &:= \mu_{\mathbb{O}} + z_1 \cdot \mathbb{O}, \\ b_{i\mathbb{O}} &:= \mu_{i\mathbb{O}} + z_1 \cdot \mathbb{O} \cdot i, & b_{ii} &:= \mu_{ii} + z_1 \cdot i^2, & b_{i\mu} \\ &:= \mu_{i\mu} + z_1 \cdot i \cdot \mu \end{aligned}$$

- h. The host sets

$$S_1 = (\mathcal{D}, P, \mathbb{P}_1, \mathbb{P}_2, z_1, l_p, b_q, b_m, b_i, b_\mu, b_{\mathbb{O}}, b_{i\mathbb{O}}, b_{ii}, b_{i\mu})$$

5. The principal authenticator produces a signature of knowledge that his private key has not been blacklisted in V_{sign} and V_{vp} , the same as in the sign algorithm.

Note that the verification operation in the membership approval protocol will change slightly to be consistent with the signing operation. More specifically, the verifier now verifies

$$z_1 := \psi(\psi(M \parallel s' \parallel s \parallel t \parallel G \parallel Q \parallel A \parallel u \parallel v \parallel a \parallel \mathcal{D} \parallel P \parallel \mathbb{P}_1 \parallel \mathbb{P}_2 \parallel \tilde{\mathbb{P}}_1 \parallel \tilde{\mathbb{P}}_2 \parallel \tilde{\mathbb{P}}_3 \parallel \tilde{P} \parallel l_q) \parallel l_p \parallel s)$$

Also note that the steps 3 and 4 cannot be outsourced to the host, because the host does not know the m value. As we shall discuss in the following Section, for implementing our scheme in tamper-resistant hardware devices, the blacklists (V_{priv} , V_{sign} , V_{vp}) expect to be very small, as these blacklists only grow when there are physical attacks on these devices.

g) Using TPM Hardware

We could have the following benefits using the TPM hardware: 1) less computational work for trusted hardware device, 2) portability and 3) more efficient blacklist mechanism. The main design principle is that the host and the hardware jointly perform the membership approval as the authenticator. The host, if corrupted, could break the anonymity of the user but cannot get to know the user's membership private key. Because in any case, the host can pad some identifier to each message sent by the hardware device. Another advantage of using trusted hardware device is to have more efficient blacklist. Thus, a user is blacklisted in the following cases. The user's membership private key was

removed from the trusted hardware device, and was published widely so that everyone knows this compromised private key, it's been blacklisted. When the user's membership private key was extracted from the trusted hardware device by the adversary. The cloud provider suspects that the user's hardware device was compromised, but has not obtained the user's private key. Thus, blacklisted. The user's membership private key was extracted from the hardware device by the adversary. The blacklisting controller suspects that the hardware device was corrupted. The blacklisting controller obtains a signature from the corrupted device but has not obtained the private key becomes blacklisted. The cloud provider blacklists the user for some management reason, e.g., the user's membership expired. The user is blacklisted from transactions, more specifically the user abuses his group privilege and is blacklisted by the blacklisting controller after the user conducted a membership approval.

IV. EXPERIMENTAL STUDY

The portable TPM based user attestation architecture for cloud environments model has been developed for highly authenticated and secured cloud computing environment. The system model presented has been developed on Visual Studio 2012 framework 4.0 with C#. The overall system has been developed and implemented with Microsoft Windows Azure platform.

We mainly focused on data leakages that can occur in the cloud environment. Portable TPM based user attestation architecture supports hardware-based key management by using TPM devices to provide better security and hence device portability is attained. Therefore, a user can access to cloud storage's contents in secure environment and securely store user data to the remote cloud server using this portable devices which provides added security.

The developed system has been simulated on live Microsoft Windows Azure cloud for different performance parameters like cloud memory utilization, user attestation overhead and the *Qos* perspective for CPU utilization. The relative study for these all factors has been performed. This system or model performance has been verified for various user size with the assigned authentication devices and the effectiveness as well as performance parameters have been checked for its robustness justification.

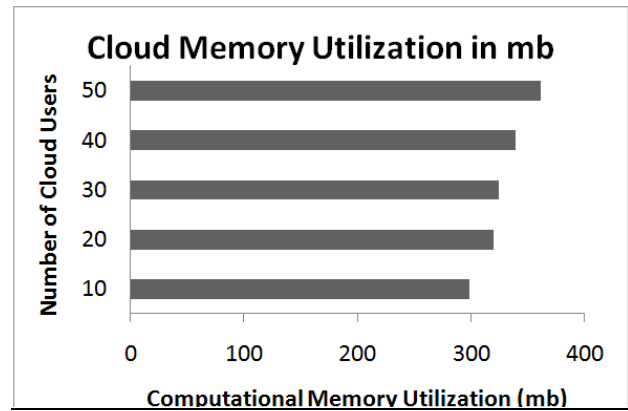


Figure 1 : Cloud Memory Utilization

The above mentioned figure (Figure 1) depicts the cloud memory utilization in megabytes based on the respective set of cloud users from 10 to 50. Here, the memory utilization is computed based on the user which is able to access the cloud service through his credentials along with the additional authenticated device, TPM. Usually for users to access cloud, cloud providers may be concerned about the memory utilization of varied users. From the graph, it can be justified that not much memory is utilized with the additional security parameter. It clearly shows that even though the cloud users are 50, the cloud memory utilization is not differing much. Thus, memory computation is highly adaptive.

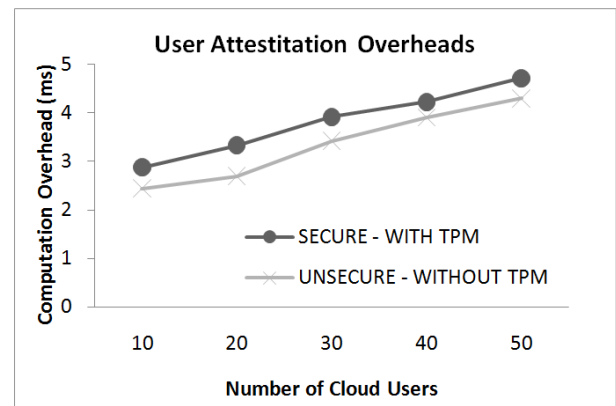


Figure 2 : User Attestation Overhead

Based on the simulated data, the graph (Figure 2) is plotted making the comparison of the user attestation overhead of our proposed system with portable TPM device against the user attestation without TPM. The computation overheads with and without TPM [18] is being evaluated in milliseconds. Without the external device it is obvious that the computation is of less value. Therefore, from the figure it is evaluated that the average computation overhead without the TPM device (without added security) is 5.58ms. The average computation overhead with the usage of TPM which provides additional security is evaluated to be 6.35ms.

Thus, the average computational overhead increase is $\approx 13ms$ which is very negligible when considering a highly secure cloud environment with the cryptographic protocols.

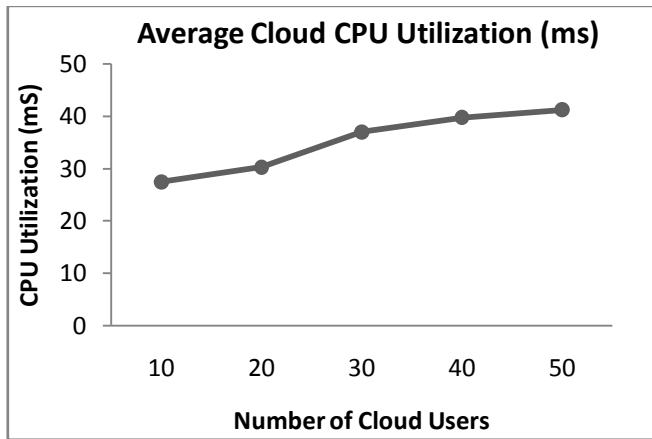


Figure 3 : Average Cloud CPU Utilization

There must be the processing time of the virtual machines considered when accessing the cloud services. The average cloud CPU utilization is been depicted in milliseconds which is plotted in the above graph. For every user interaction with the cloud services, the CPU is utilized. Here, users are accessing the cloud with the portable TPM devices and the average cloud CPU utilization is plotted. As the users increase from 10 to 50, the processing time also increases. The average utilization of the CPU is found to be $\approx 35ms$.

Therefore from these results, we have established that the proposed model can be an effective, secure and optimum adaptable approach for portable TPM based user attestation architecture for cloud environment.

V. CONCLUSION

There is a growing demand for sharing data with a large number of consumers using the Cloud. One of the main issues with data sharing in such environments is the privacy and security of information. In particular, the issue of preserving confidentiality of the cloud data and also the need to keep the credentials while respecting the policies set out by the cloud provider. We mainly focused on data leakages that can occur in either client-side or server-side [17]. In this paper we have proposed novel property based attestation techniques for the cloud. We have designed a hardware based device which is portable for further security. We propose a portable device which is used in the authentication and verification of the cloud user. We have discussed our secure data sharing protocol, which allows highly confidential data sharing. The portable TPM based user attestation architecture for cloud environments model exploits client-side authentication with encryption technique to mitigate server-side data

leakages such as malicious insider attack or exploiting vulnerabilities of server platform. Due to remote attestation protocol for verifying the client, we ensure that malicious behaviors cannot occur. Therefore, a user can access to cloud storage's contents in secure mobile environment and store user data to the remote server in encrypted form using securely created and managed data encryption key. We also developed a set of security models such as public key cryptographic protocols and carried out a security analysis on our protocol.

Asp.Net MVC is lightweight, provide full control over mark-up and support many features that allow fast & agile development. Hence it is best for developing interactive web application with latest web standards. Thus, our future work we will aim to improve the performance of our protocol based on the Asp.Net MVC Cloud architecture and thus providing security for SaaS cloud with the help of the portable TPM which will be feasible for the cloud users.

VI. ACKNOWLEDGMENT

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A New Efficient Cloud Model for Data Intensive Application

By Rama Satish K V & Dr. N P Kavya

Abstract- Cloud computing play an important role in data intensive application since it provide a consistent performance over time and it provide scalability and good fault tolerant mechanism. Hadoop provide a scalable data intensive map reduce architecture. Hadoop map task are executed on large cluster and consumes lot of energy and resources. Executing these tasks requires lot of resource and energy which are expensive so minimizing the cost and resource is critical for a map reduce application. So here in this paper we propose a new novel efficient cloud structure algorithm for data processing or computation on azure cloud. Here we propose an efficient BSP based dynamic scheduling algorithm for iterative MapReduce for data intensive application on Microsoft azure cloud platform. Our framework can be used on different domain application such as data analysis, medical research, datamining etc... Here we analyze the performance of our system by using a co-located caching on the worker role and how it is improving the performance of data intensive application over Hadoop map reduce data intrinsic application. The experimental result shows that our proposed framework properly utilizes cloud infrastructure service (management overheads, bandwidth bottleneck) and it is high scalable, fault tolerant and efficient.

Keywords: big data, scheduling, iterative mapreduce, microsoft azure, hadoop.

GJCST-B Classification : C.2.1, E.1



Strictly as per the compliance and regulations of:



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Abstract- Cloud computing play an important role in data intensive application since it provide a consistent performance over time and it provide scalability and good fault tolerant mechanism. Hadoop provide a scalable data intensive map reduce architecture. Hadoop map task are executed on large cluster and consumes lot of energy and resources. Executing these tasks requires lot of resource and energy which are expensive so minimizing the cost and resource is critical for a map reduce application. So here in this paper we propose a new novel efficient cloud structure algorithm for data processing or computation on azure cloud. Here we propose an efficient BSP based dynamic scheduling algorithm for iterative MapReduce for data intensive application on Microsoft azure cloud platform. Our framework can be used on different domain application such as data analysis, medical research, datamining etc... Here we analyze the performance of our system by using a co-located caching on the worker role and how it is improving the performance of data intensive application over Hadoop map reduce data intrinsic application. The experimental result shows that our proposed framework properly utilizes cloud infrastructure service (management overheads, bandwidth bottleneck) and it is high scalable, fault tolerant and efficient.

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1. INTRODUCTION

Cloud computing technology is increasingly getting attention as a future paradigm for hosting, computing and delivering service over the internet. Cloud provides different service which are classified as follows and Infrastructure (Infrastructure as a Service: IaaS), Platform (Platform as a Service: PaaS), Software (Software as a service: SaaS). Cloud service provider provides user to access different type of service such as storage, software or hardware. In particular, in recent years IaaS have become increasingly popular for user to deploy his application on to the cloud for execution and use the cloud resource efficiently. Cloud computing also provides scalable resource computing and storage resources through the Internet [1]–[2]. It also allow cloud users to access services irrespective to where the cloud services are provided and how they are delivered, similar to other essential commodity (electricity, water) [3]. With the adaptable, transparent and scalable features in the service provisioning and resource allocation, more and more data-intensive applications are developed by using

cloud computing environment. The data intensive applications spend most of their execution time in disk I/O operation for processing a huge volume of data, e.g. data mining of different enterprises transactions, satellite data processing, medical research computation, etc. Hadoop [4] is a well-known cloud computing platform which is used for data-intensive applications. Due to a large number of nodes in the cloud computing system, the probability of hardware failures is not a big issue based on the statistical analysis of hardware failures in [5]–[6]. Some hardware failures will damage the disk data of nodes. As a result, the running data-intensive applications may not fetch/read map data from disks properly. To come out of these map failures, the data replication technique is used in the cloud computing environment which provides high data availability [7]–[8]. When data map failure occurs, the QoS requirement of the application cannot be supported continuously. The reason is explained as follows. With a large number of nodes in the cloud computing environment, it is practically not possible ask all nodes with the same performance and capacity in their CPUs, memory, and disks [9]. For example, the Amazon EC2 is a well-known heterogeneous cloud platform, which provides various infrastructure resource types to meet different user needs in resource computing and storage [10].

The Microsoft Azure is a cloud computing environment which offers services on demand. It offers on demand computing services such as Windows Azure Compute, Storage Blob, Queue, Table service etc. Azure Compute is a platform as a service infrastructure which allow the users to lease hourly charged virtual machine instances in the form of different types of Roles such as (e.g.: Worker Role, Web Role, etc...). The Azure storage queue is an eventual consistent, reliable, scalable and distributed message queue service, which is ideal for small and transient messages (short period/impermanent). The Azure Storage Blob service provides a shared storage service where users can store and retrieve any type data by using web services interface. Azure Storage Table service provides scalable non-relational highly available structured data storage. However Azure platform currently do not offer a distributed computing framework, other than the simple queue based model.

Goal of our model is to provide and process the efficient execution of Map Reduce and iterative Map Reduce applications in the Azure cloud environment.

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Our model is a distributed decentralized Map Reduce runtime for Windows Azure cloud environment that utilizes Azure infrastructure services. Our model overcomes the latencies of cloud services by using sufficiently fine grained map and reduces tasks. It overcomes the eventual data availability of cloud storage services through re-trying and by explicitly designing the system to not rely on the immediate availability of data across all distributed workers. Our systems uses Azure Queues for map and reduce BSP task scheduling, Azure Tables for metadata storage and for monitoring data storage, Azure Blob storage for data storage (input, output and intermediate) and Compute worker roles to perform the computations. In order to with stand the breakdown/failure of cloud infrastructures and to avoid single point of failures, our model was designed as a decentralized control architecture which does not rely on a client side. It provides users with the capability to scale up/down the number of computing resources such virtual machines dynamically or during runtime. The map and reduce tasks of the proposed model runtime are dynamically scheduled using azure global queues achieving efficient scheduling natural load balancing of tasks. Our system models handles BSP task failures and slower tasks through re-execution and duplications. Map Reduce infrastructure requires the reduce tasks to ensure guarantee of all the intermediate data products from Map tasks before starting the reduce phase.

Data Iterative computation generally relies on a set of static data that remain fixed across different iterations and a set of ephemeral dynamic data between iterations. Here we introduces an in memory co-located Data Cache to store the reusable static data across the iterations, avoiding the fetching and parsing cost of such data from Azure Blob storage for every iteration. Each worker role will have one managed collocated cache with a given memory limit. Since the existing model do not have proper mechanism which can utilize the knowledge about cached data products to assign tasks to workers, scheduling tasks to take advantage of caching presents a significant challenge. At the same time, it's important to maintain the efficient scheduling and fault tolerance of our model in the new scheduling mechanism. In order to address these issues, our model utilizes a new efficient scheduling approach using a combination of Azure Queues and Tables. The first iteration of our model will get scheduled only through Azure queues. Our model uses a special table for caching, where the tasks are retrieved from second iteration onwards. Map Workers first query this table to identify any similarity between the data items they have in their collocated cache vs the data items needed for the retrieval of tasks. With this prototype the static data for data iterative Map Reduce computations will get reused from the second iteration onwards. Meanwhile the newly joined or a worker who has completed

processing all the tasks for the cached data will be able to pick up BSP tasks directly from the queue and will use the Azure Tables and the monitoring infrastructure to check the tasks processed or not. This also ensures that our model retains the fault tolerance features of efficient azure cloud structure.

II. EXISTING SYSTEM

Over the year cloud computing is growing enormously in various fields. Data intensive application is one of those fields that have been one of the popular topics. In recent research, the valuable knowledge that can be retrieved from petabyte scale datasets is known as Big Data. Using these analyses the researcher can provide better provide better result. This Big Data analysis is used in different domain such data mining, medical research etc... There exists a substantial body of research on resource allocation and scheduling in clouds and data centers that does not consider the resource utilization efficiency (e.g., [12], [13], and [14]). However, here in this literature review, we only discuss briefly the studies that are directly related to resource utilization in data centers. Kaushik and M. Bhandarkar. [11] Proposed a technique to segregate or divide the servers in a HDP cluster into hot zone and cold zones based on their various performance characteristics, where cold zone servers are mostly idling and hot zone are always powered on. Resource utilization/allocation and scheduling in cloud data centers. Mahadik and Hacker [16] proposed scheduling algorithm policy for virtual HPC clusters. They introduced a resource prediction cloud model for each policy to assess the resources required within a cloud, the task queue wait time for requests, and the size of the additional resources required. Palanisamy et al. [15]proposed a Map Reduce cloud model for creating task. Here they create cluster configurations for the Task using Map Reduce to predict and maximize performance based on deadline-perception, allowing the CSP to optimize its resource allotment and reduce the cost. Zaharia et al. [17] have analyzed the problem of (slower node) speculative execution in Map Reduce. Here they developed a simple robust scheduling algorithm called LATE (Longest Approximate Time to End), which uses predicted completion times to execute the job that hurt the response time the most. Lai and Sandholm [18] have developed a system for resources allocation in shared data and compute resource clusters that enhance Map Reduce job scheduling. Their technique is based on keeping apart Map Reduce clusters in VMs with a dynamically modifiable performance. Wang et al. [19] proposed a new job scheduling technique for Map Reduce that improves the overall throughput in job-intensive application without considering the resource consumption. Ren et al. [20] proposed a task scheduling algorithm that boost the completion time of

small Map Reduce jobs. Their system is based on task priorities to make sure the fast response for small tasks. Chang et al. [21] proposed numerous offline and online system for the Map Reduce scheduling complication to minimize the overall task finishing times. Their system is based on resolving a linear program (LP) relaxation. Changjian Wang et al. [22], here they have presented an optimal scheduling algorithm for data map reduce application. Here they have divided algorithm into two stages which are as follows firstly to estimate the node execution time and then to produce proper or optimal task assignment time. Here they only considered map status that is idle or busy for scheduling job to mappers. This approach leads to few problems like long tail and very high scheduling overhead. Qi Chenwe et al. [23] here they provide an analysis of the downfall of existing or recent speculative execution strategies in Map Reduce. Here they present model which affect the overall performance of those technique: jobs that start asynchronously, improper configuration of phase percentage, data skew and abrupt resource competitiveness. Based on these terms, here they developed a new speculative execution model called MCP to handle these scenarios. It takes the task cost performance of cluster computing resources into account, aiming at not only reducing the task execution time but also improving the overall cluster throughput. Yang Wang et al. [24] here they have analyzed two general constraints on budget and deadline for the scheduling of a group of Map Reduce tasks as a workflow on a set of vm's in the cloud. Here first, they focused on the scheduling-length under budget constraints. Then they designed a new algorithm by combining greedy algorithm with dynamic programming techniques for budget allocation on per-stage basis, which was also shown to be balanced. Then, with this result, here they designed two new heuristic algorithms, GGB and GR, which are based on greedy strategies to reduce the time complexity to reduce the scheduling lengths of the workflows without affecting the budget. Our research reveal that both the algorithms exhibiting a unique or significant advantage over the other, are very close to the optimal algorithm in terms of the scheduling time but obtain much lower time overhead. Amrit Pal et al. [25] here they shows the behavior of the hdp cluster with increasing number nodes. The criterion for which the performance is analyzed is the memory parameters. This research will be useful for the developing a hdpcluster. The number of interaction increases as the size of the cluster size increases. If the data size increases and there may be a chance of out of disk then the normal copy script should be used for increasing virtual disks size. Fan Yuanquan et al.[26] here they shows that the existing Map Reduce platform performs poorly on heterogeneous clusters due to skew loads among the reduce jobs. Here they analyze the downfall of current task distribution method in heterogeneous

systems. Here they identify two key reasons for the skew loads: and the heterogeneity of worker nodes and the native hash partitioning. Based on these facts they proposed a performance based prediction model which is based on support vector machine called PM-SVM. Here they also proposed a HAP (heterogeneity- aware partitioning) algorithm based on PM-SVM. They implemented the proposed load balance approaches in the HDP. The hadoop load balancer can improve the performance of reduce jobs, and can also improve the resource utilization of hdpclusters.

III. PROPOSED SYSTEM

A Map Reduce job divides the input data into individual chunks which are processed by the map jobs in a completely parallel synchronization manner. The output of the maps are fed as the input to the reduce tasks. Thus, the whole framework is involved in scheduling jobs, monitoring them and re-executes the failed jobss.

A cluster is composed of multiple engines. The number of map and reduce tasks is compromised as Map Reduce job which is executed on cluster. Every worker node applies the map function to the local data, and writes the output result to intermediateblob storage. Worker nodes distribute or schedulemap data based on the output keys (produced by the map function), such that all map data belonging to one key is located on the same azure worker node. The worker nodes now process each and every group of output map data, per key, in parallel.

Map Reduce allows for parallel distributed processing of the maps and reduction operation. Provided that each and every mapping operation is self-reliant of the others, all maps can be performed in parallel – though in real scenario this is limited by the number of self-reliant data sources and/or the number of VM's near each source. Similarly, a set of 'reducers' can perform the reduction phase, provided that all data outputs of the map data operation that share the same key are presented to the same reducer at the same time, or we could say that the reduction function is associative. While this method can often appear to be inefficient compared to model that are more sequential, Map Reduce can be applied to significantly larger volume of data than normal servers can handle – a large server farm can use Map Reduce to sort a petabyte of data in only a few hours. The parallelism also provide some possibility of recovering from partial failure of blob storage or server during the operation: if any one mapper or reducer fails, the work can be rescheduled – assuming the input data is still available.

Let us consider a large data application consisting of map and reduce tasks. The Map Reduce job is executed on a cluster. The Map and Reduce functions of Map Reduce are defined with respect to

data pattern/structured in (key, value) pairs. Map takes one pair of data with a type in one data format, and returns a list of pairs in a different format. Then it is processed in the reduce phase by the reduce task with the key-value pair along with the same key. Thus, the reduce phase can only begin only after the map phase ends. This large data application must be completed by deadline T . X and Y represents the set of tasks of map and reduce of the application. The set of slots available for executing these map and reduce tasks are indicated by S_1 and S_2 respectively. The resource utilization is symbolized by R_{st} , where s is the slot $\in (S_1, S_2)$ and t is the task $\in (X, Y)$ executed on the respective slot. The processing time of the task t when executed on the slot s is represented as τ_{st} . The dependencies of the map and reduce tasks are characterized by the variable Ψ_{vt} , $\forall v, t \in (X \cup Y)$, where Ψ_{vt} will possess the value 1 if t is assigned after the task v else 0.

The main objective is to minimize the resource utilization when executing the Map Reduce application based on the dependencies of reduce tasks on the map

$$\sum_{t \in X} \tau_{st} P_{st} + \sum_{t \in Y} \sum_{v \in (X \cup Y)} \Psi_{vt} \tau_{st'} P_{st'} \leq T, \forall s \in S_1, \forall s' \in S_2 \quad (4)$$

Thus, it is interpreted as:

$$\max_{\forall s \in S_1} \sum_{t \in X} \tau_{st} P_{st} + \max_{\forall s' \in S_2} \sum_{t \in Y} \tau_{st'} Q_{st'} \leq T \quad (5)$$

As a result, all reduce tasks can be assigned after time:

$$\max_{\forall s \in S_1} \sum_{t \in X} \tau_{st} P_{st} \quad (6)$$

The integrity requirements for the decision variables are given by:

$$P_{st} = \{0,1\}, \forall t \in X, \forall s \in S_1 \quad (7)$$

$$Q_{st} = \{0,1\}, \forall t \in Y, \forall s \in S_2 \quad (8)$$

The resource utilization solution consists of P and Q where,

$$\hat{Q}_{st} = \sum_{v \in (X \cup Y)} \Psi_{vt} Q_{st}, t \in Y \text{ and } s \in S_2 \quad (9)$$

Here we develop the algorithm for resource utilization which is very efficient for scheduling Map Reduce jobs. The deadline T is specified for the completion of the large data application. However, the user here will specify only the deadline of the job but not the map or reduce phase. Reduce tasks are performed only after the completion of map tasks, thus reduce tasks are completely dependent on the map tasks. Therefore, the data centre should define the deadline for map tasks based on the availability of map slots so that further tasks are carried out by reduce tasks in order to

tasks. The resource utilization Map Reduce scheduling problem is given as:

$$\sum_{s \in S_1} \sum_{t \in X} R_{st} P_{st} + \sum_{s \in S_2} \sum_{t \in Y} \sum_{v \in (X \cup Y)} \Psi_{vt} \tau_{st} P_{st} \quad (1)$$

The above equation has to be minimized. Each map task is assigned to a slot for execution. This is given by:

$$\sum_{s \in S_1} P_{st} = 1, \forall t \in X \quad (2)$$

The each reduce task is assigned to a task which is represented by:

$$\sum_{s \in S_2} \sum_{v \in (X \cup Y)} \Psi_{vt} Q_{st} = 1 \forall t \in (Y) \quad (3)$$

The processing time of the application should not exceed the deadline. Without exceeding the deadline, the scheduler will assign to the reduce tasks only after finishing the map tasks. This is established as:

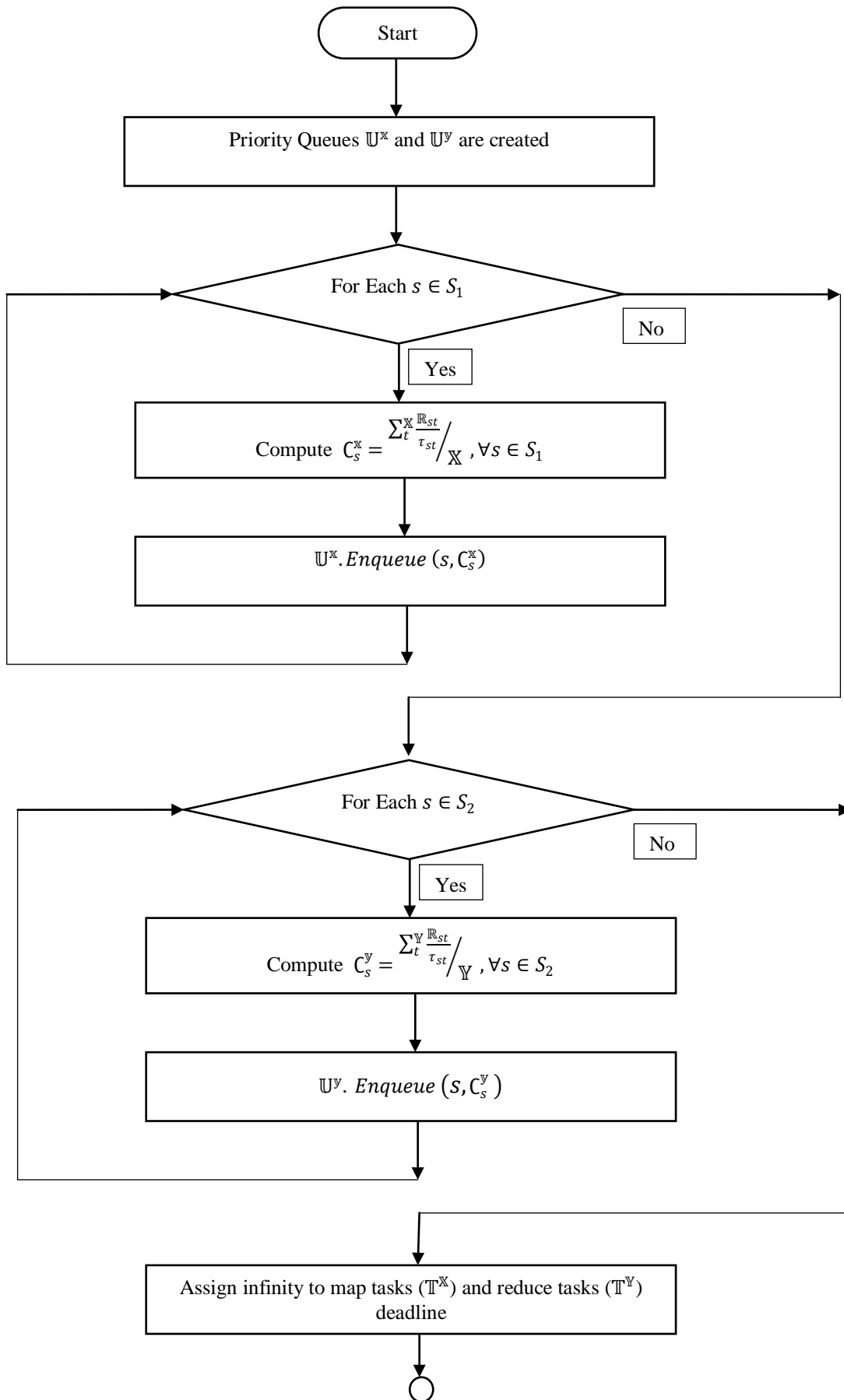
utilize the resource efficiently. Once the map tasks are done with its tasks based on the map slots, the assignments of the reduce tasks are performed based on its reduce slots meeting its deadline. Thus, the design of this proposed algorithm characterizes the resource utilization. Therefore, the resource utilization rate of the slot s is given by:

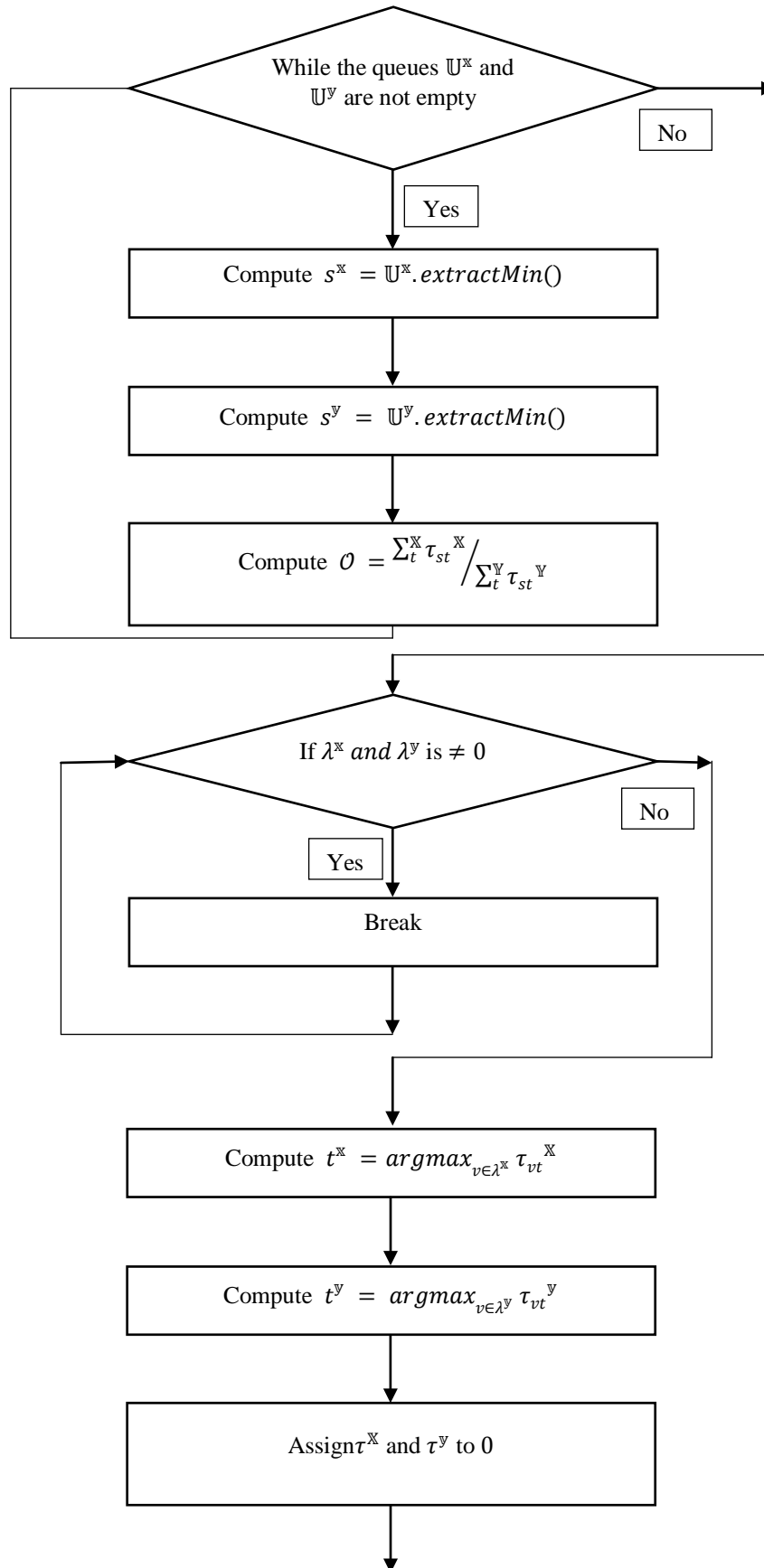
$$C_s^x = \sum_t \frac{R_{st}}{\tau_{st}} / X, \forall s \in S_1 \quad (10)$$

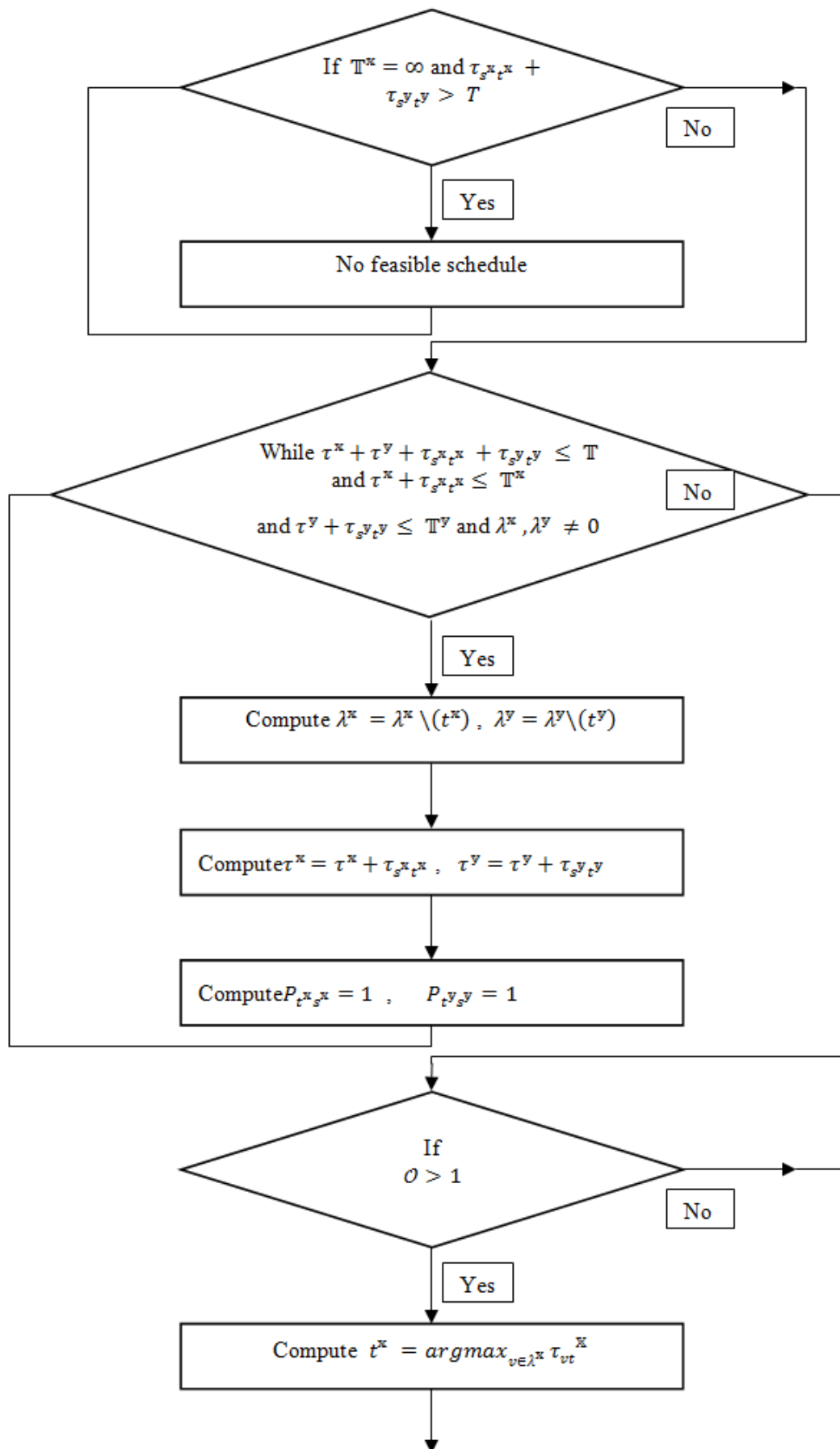
$$C_s^y = \sum_t \frac{R_{st}}{\tau_{st}} / Y, \forall s \in S_2 \quad (11)$$

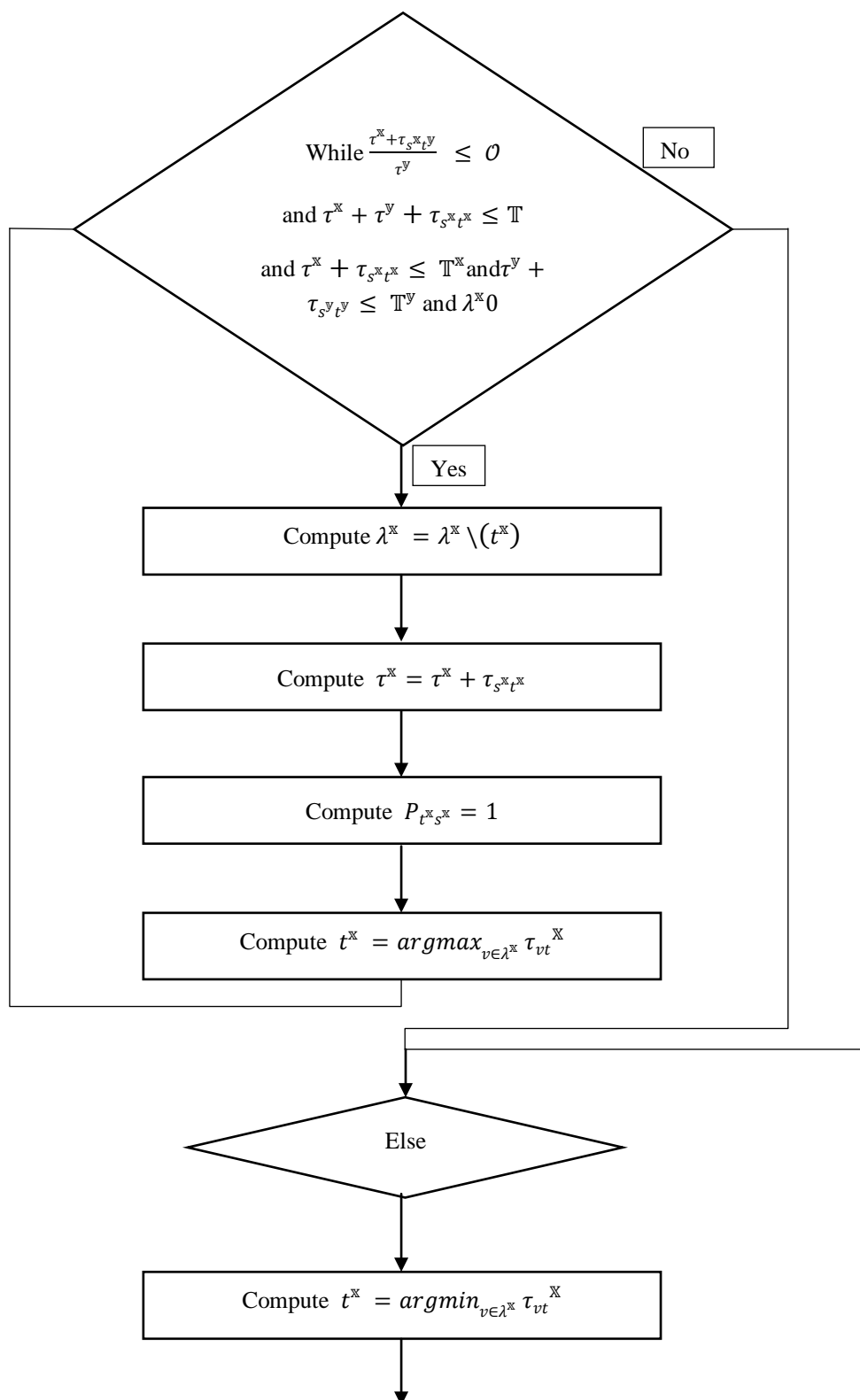
where, it represents the resource utilization rate of map slot s and reduce slot s respectively. The lower C_s^x represents a higher priority for the slot s to which a task is assigned. There exists two priority queues U^x, U^y to keep the order of the map and reduce slots based on their energy consumption rates. Our proposed algorithm initializes the deadline for map tasks (T^x) and reduce tasks (T^y) to infinity.

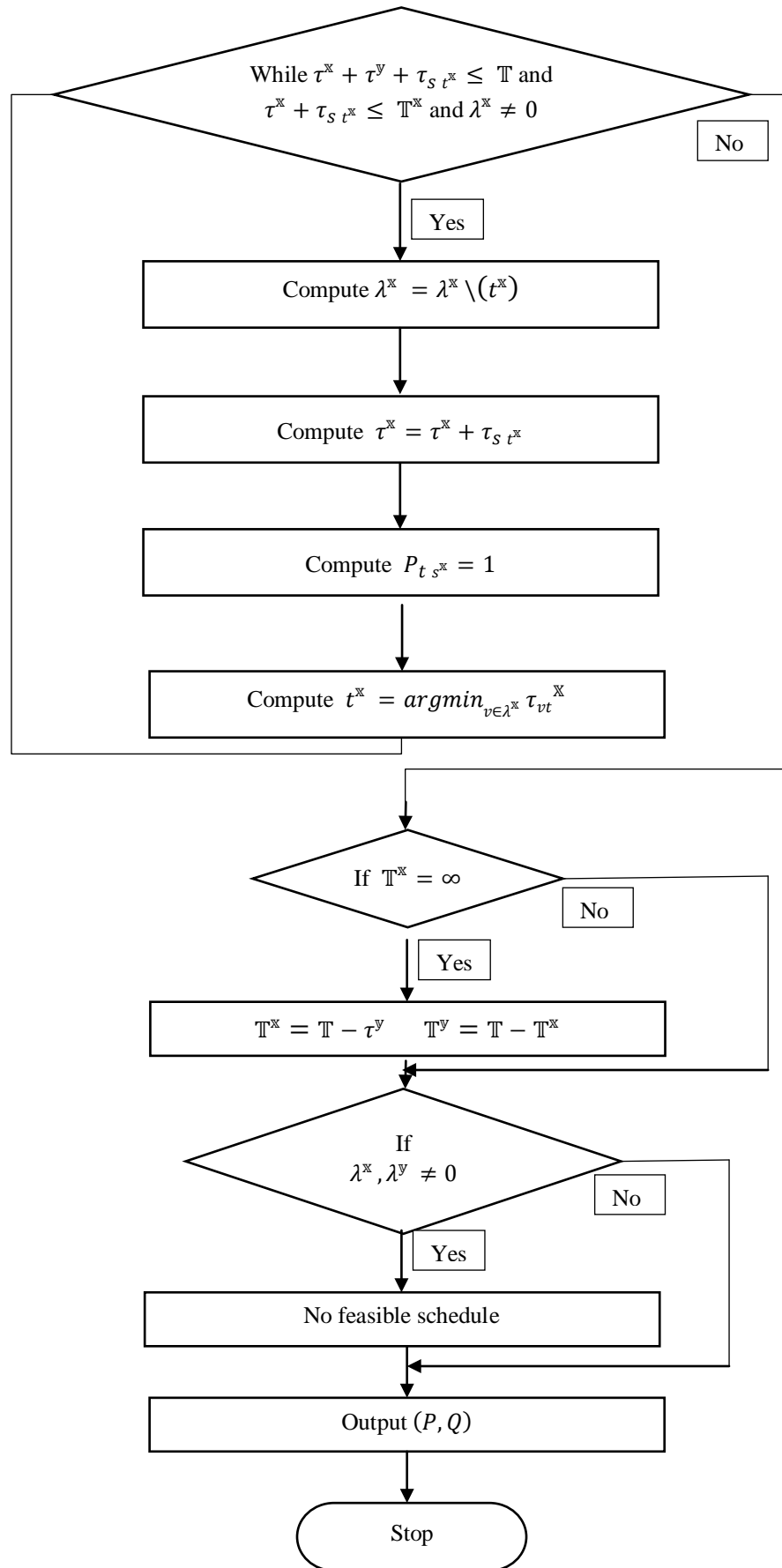
The complete algorithm is given below.











In every iteration, the algorithm chooses the slots with lowest utilization of resource from the priority queues. For these slots, the ratio of processing time of map tasks to that of the reduce tasks, denoted by θ , is calculated. This ratio is used in the task assignment process in each iteration of the algorithm. Then, algorithm sorts the unassigned map and reduce tasks based on their processing time on the selected slots. It selects the longest map task t^x and reduce task t^y from the sorted sets λ^x and λ^y respectively. Then it checks the feasibility of allocating map task t^x to slot s^x and reduce task t^y to slot s^y by checking the total processing time of the tasks against the deadline T . If the assignment of map task t^x and reduce task t^y is feasible, the algorithm continues to select tasks from λ^x and λ^y , and updates the variables accordingly. To keep the assignments of the tasks in alignment with the ratio of processing time θ , the algorithm balances the assignment. In doing so, if $\theta > 1$ (i.e., the load of processing time of map tasks is greater than that of reduce tasks) and the ratio of the current assignment is less than θ , then the algorithm assigns more map tasks to balance the allocated processing time close to θ . If the ratio of the current assignment is greater than θ , the algorithm assigns more reduce tasks to balance the allocated processing time. After allocating the map and reduce tasks with the largest processing time, the algorithm assigns small map and reduce tasks while satisfying the deadline. At the end of the first iteration, the algorithm sets the map and reduce deadlines based on the allocated tasks. The time complexity of our algorithm is polynomial in the number of map slots, the number of reduce slots, the number of map tasks, and the number of reduce tasks, respectively.

IV. RESULT

Cloud provide data iterative map reduce as a infrastructure as a service which is modified and executed here. The modified data iterative protocol is used to compute data in azure cloud, which provides the better resources utilization and more importantly provides better scheduling and efficiency. The system model presented has been developed on Visual Studio 2010 framework 4.0 with C#. The overall system has been developed and implemented with Microsoft Azure platform. We have used virtual machine type small with collocated caching. The virtual machine configurations are as follow it uses windows 2008 r2 server, 2.72 GHz with 4 cores with 1.5GB memory.

The developed system has been analyzed for different performance parameters like map resource utilization, Resource utilization based on our proposed model scheme compared with the existing Hadoop model. The relative study for these all factors has been performed. This system or model performance has been verified for various map size, file size with dynamic scheduling as well as performance parameters have been checked for its fault tolerant, robustness justification. The following are the performance analysis of our proposed model over Hadoop.

a) Map Resource Utilization

The map resource utilization of Hadoop and our proposed model is been plotted in the above graph. We have considered a maximum of 8 maps. Here we have taken the execution time by varying the map size and the analytical result proves that the proposed resource utilization time is reduced by 35 sec from 56 sec approximately over Hadoop.

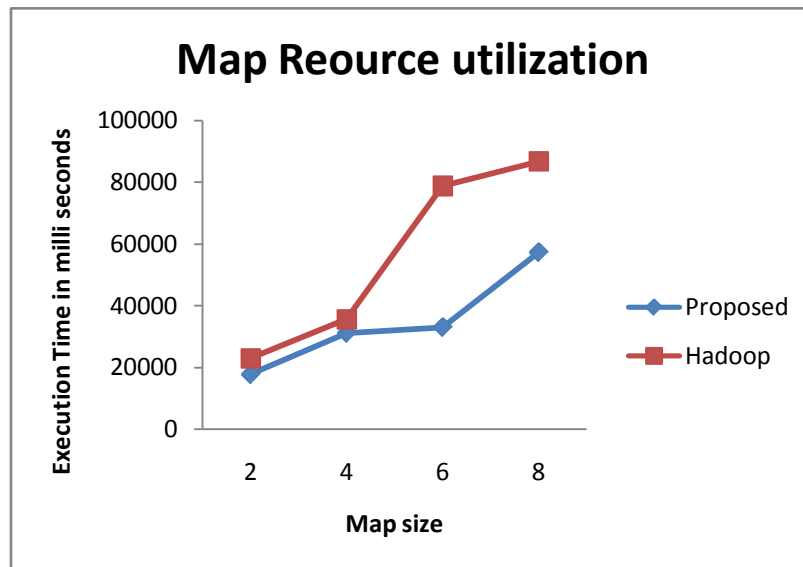


Figure 1 : Map resource utilization

b) Resource utilization

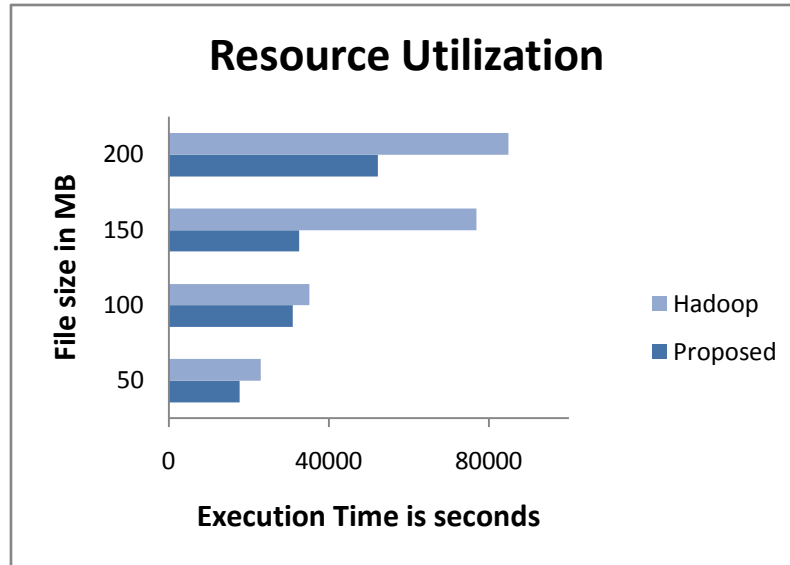


Figure 2 : Map resource utilization

The resource utilization of Hadoop and our proposed model is been plotted in the above graph. We have considered a maximum of 200MB file. Here we have taken the execution time by varying the file size (50, 100, 150, and 200 respectively) and the analytical result proves that the proposed resource utilization time is reduced by 33 sec from 55 sec approximately over Hadoop.

V. CONCLUSION

Our efficient cloud model provides Map Reduce data intensive computing runtimes for the Microsoft windows azure cloud environment. Our model provides a decentralized iterative expansion to Map Reduce computing environment, enabling the users to easily and efficiently perform task for large scale iterative data analysis/computations on Azure cloud environment. Our model utilizes a BSP scheduling mechanism based on Azure Tables and Queues to provide the caching of static data across iterations in data iterative computations. Our model cloud infrastructure services effectively to deliver robust and efficient applications. Here we compared the resource utilization and execution time of our proposed model over Hadoop 2.4.0.2.1.3.0-1981. Here we analyzed the performance of our model over Hadoop by increasing map size (varying 2, 4, 6, 8 respectively), file size (varying 50Mb, 100Mb, 150Mb, 200Mb respectively) and reduce size by (1, 2, 3, 4) and found that our proposed model is robust and efficient. We also found that by increasing the instance or the number of cores the performance is getting better. We also found how usage collocated caching improves the task execution time.

In future we would like to test this model on different domain type such as data mining, medical

research etc... We would also further like to enhance the model by creating a dedicated cache for cache worker which will further improve the performance of our system.

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- (b) A brief Summary, "Abstract" (less than 150 words) containing the major results and conclusions.
- (c) Up to ten keywords, that precisely identifies the paper's subject, purpose, and focus.
- (d) An Introduction, giving necessary background excluding subheadings; objectives must be clearly declared.
- (e) Resources and techniques with sufficient complete experimental details (wherever possible by reference) to permit repetition; sources of information must be given and numerical methods must be specified by reference, unless non-standard.
- (f) Results should be presented concisely, by well-designed tables and/or figures; the same data may not be used in both; suitable statistical data should be given. All data must be obtained with attention to numerical detail in the planning stage. As reproduced design has been recognized to be important to experiments for a considerable time, the Editor has decided that any paper that appears not to have adequate numerical treatments of the data will be returned un-refereed;
- (g) Discussion should cover the implications and consequences, not just recapitulating the results; conclusions should be summarizing.
- (h) Brief Acknowledgements.
- (i) References in the proper form.

Authors should very cautiously consider the preparation of papers to ensure that they communicate efficiently. Papers are much more likely to be accepted, if they are cautiously designed and laid out, contain few or no errors, are summarizing, and be conventional to the approach and instructions. They will in addition, be published with much less delays than those that require much technical and editorial correction.



The Editorial Board reserves the right to make literary corrections and to make suggestions to improve brevity.

It is vital, that authors take care in submitting a manuscript that is written in simple language and adheres to published guidelines.

Format

Language: The language of publication is UK English. Authors, for whom English is a second language, must have their manuscript efficiently edited by an English-speaking person before submission to make sure that, the English is of high excellence. It is preferable, that manuscripts should be professionally edited.

Standard Usage, Abbreviations, and Units: Spelling and hyphenation should be conventional to The Concise Oxford English Dictionary. Statistics and measurements should at all times be given in figures, e.g. 16 min, except for when the number begins a sentence. When the number does not refer to a unit of measurement it should be spelt in full unless, it is 160 or greater.

Abbreviations supposed to be used carefully. The abbreviated name or expression is supposed to be cited in full at first usage, followed by the conventional abbreviation in parentheses.

Metric SI units are supposed to generally be used excluding where they conflict with current practice or are confusing. For illustration, 1.4 l rather than $1.4 \times 10^{-3} \text{ m}^3$, or 4 mm somewhat than $4 \times 10^{-3} \text{ m}$. Chemical formula and solutions must identify the form used, e.g. anhydrous or hydrated, and the concentration must be in clearly defined units. Common species names should be followed by underlines at the first mention. For following use the generic name should be constricted to a single letter, if it is clear.

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All manuscripts submitted to Global Journals Inc. (US), ought to include:

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Abstract, used in Original Papers and Reviews:

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Many researchers searching for information online will use search engines such as Google, Yahoo or similar. By optimizing your paper for search engines, you will amplify the chance of someone finding it. This in turn will make it more likely to be viewed and/or cited in a further work. Global Journals Inc. (US) have compiled these guidelines to facilitate you to maximize the web-friendliness of the most public part of your paper.

Key Words

A major linchpin in research work for the writing research paper is the keyword search, which one will employ to find both library and Internet resources.

One must be persistent and creative in using keywords. An effective keyword search requires a strategy and planning a list of possible keywords and phrases to try.

Search engines for most searches, use Boolean searching, which is somewhat different from Internet searches. The Boolean search uses "operators," words (and, or, not, and near) that enable you to expand or narrow your affords. Tips for research paper while preparing research paper are very helpful guideline of research paper.

Choice of key words is first tool of tips to write research paper. Research paper writing is an art. A few tips for deciding as strategically as possible about keyword search:



- One should start brainstorming lists of possible keywords before even begin searching. Think about the most important concepts related to research work. Ask, "What words would a source have to include to be truly valuable in research paper?" Then consider synonyms for the important words.
- It may take the discovery of only one relevant paper to let steer in the right keyword direction because in most databases, the keywords under which a research paper is abstracted are listed with the paper.
- One should avoid outdated words.

Keywords are the key that opens a door to research work sources. Keyword searching is an art in which researcher's skills are bound to improve with experience and time.

Numerical Methods: Numerical methods used should be clear and, where appropriate, supported by references.

Acknowledgements: Please make these as concise as possible.

References

References follow the Harvard scheme of referencing. References in the text should cite the authors' names followed by the time of their publication, unless there are three or more authors when simply the first author's name is quoted followed by et al. unpublished work has to only be cited where necessary, and only in the text. Copies of references in press in other journals have to be supplied with submitted typescripts. It is necessary that all citations and references be carefully checked before submission, as mistakes or omissions will cause delays.

References to information on the World Wide Web can be given, but only if the information is available without charge to readers on an official site. Wikipedia and Similar websites are not allowed where anyone can change the information. Authors will be asked to make available electronic copies of the cited information for inclusion on the Global Journals Inc. (US) homepage at the judgment of the Editorial Board.

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Figures: Figures are supposed to be submitted as separate files. Always take in a citation in the text for each figure using Arabic numbers, e.g. Fig. 4. Artwork must be submitted online in electronic form by e-mailing them.

Preparation of Electronic Figures for Publication

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1. Choosing the topic: In most cases, the topic is searched by the interest of author but it can be also suggested by the guides. You can have several topics and then you can judge that in which topic or subject you are finding yourself most comfortable. This can be done by asking several questions to yourself, like Will I be able to carry our search in this area? Will I find all necessary recourses to accomplish the search? Will I be able to find all information in this field area? If the answer of these types of questions will be "Yes" then you can choose that topic. In most of the cases, you may have to conduct the surveys and have to visit several places because this field is related to Computer Science and Information Technology. Also, you may have to do a lot of work to find all rise and falls regarding the various data of that subject. Sometimes, detailed information plays a vital role, instead of short information.

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11. Revise what you wrote: When you write anything, always read it, summarize it and then finalize it.



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21. Arrangement of information: Each section of the main body should start with an opening sentence and there should be a changeover at the end of the section. Give only valid and powerful arguments to your topic. You may also maintain your arguments with records.

22. Never start in last minute: Always start at right time and give enough time to research work. Leaving everything to the last minute will degrade your paper and spoil your work.

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24. Never copy others' work: Never copy others' work and give it your name because if evaluator has seen it anywhere you will be in trouble.

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26. Go for seminars: Attend seminars if the topic is relevant to your research area. Utilize all your resources.



27. Refresh your mind after intervals: Try to give rest to your mind by listening to soft music or by sleeping in intervals. This will also improve your memory.

28. Make colleagues: Always try to make colleagues. No matter how sharper or intelligent you are, if you make colleagues you can have several ideas, which will be helpful for your research.

29. Think technically: Always think technically. If anything happens, then search its reasons, its benefits, and demerits.

30. Think and then print: When you will go to print your paper, notice that tables are not be split, headings are not detached from their descriptions, and page sequence is maintained.

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33. Report concluded results: Use concluded results. From raw data, filter the results and then conclude your studies based on measurements and observations taken. Significant figures and appropriate number of decimal places should be used. Parenthetical remarks are prohibitive. Proofread carefully at final stage. In the end give outline to your arguments. Spot out perspectives of further study of this subject. Justify your conclusion by at the bottom of them with sufficient justifications and examples.

34. After conclusion: Once you have concluded your research, the next most important step is to present your findings. Presentation is extremely important as it is the definite medium through which your research is going to be in print to the rest of the crowd. Care should be taken to categorize your thoughts well and present them in a logical and neat manner. A good quality research paper format is essential because it serves to highlight your research paper and bring to light all necessary aspects in your research.

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- Please note the criterion for grading the final paper by peer-reviewers.

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- Present your points in sound order
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- To the point depiction of the research
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- Significant conclusions or questions that track from the research(es)

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Approach:

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- Materials may be reported in a part section or else they may be recognized along with your measures.

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- Simplify - details how procedures were completed not how they were exclusively performed on a particular day.
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- Resources and methods are not a set of information.
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The page length of this segment is set by the sum and types of data to be reported. Carry on to be to the point, by means of statistics and tables, if suitable, to present consequences most efficiently. You must obviously differentiate material that would usually be incorporated in a study editorial from any unprocessed data or additional appendix matter that would not be available. In fact, such matter should not be submitted at all except requested by the instructor.



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- Not at all, take in raw data or intermediate calculations in a research manuscript.
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Approach

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- If you desire, you may place your figures and tables properly within the text of your results part.

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- Give details all of your remarks as much as possible, focus on mechanisms.
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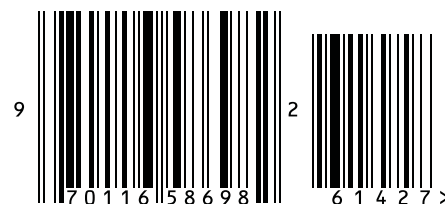


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