# SRCBT: Secure Regeneration of Corrupted Blocks by TPA in Cloud 

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#### Abstract

To conserve the deployed information in cloud repository contrary to adulterations, including fault toleration to cloud repository together with information integrity verification and failure restoration becomes important. Belatedly, reconstructing codes acquire recognition because of their reduced reparation bandwidth while ensuring fault toleration. Prevailing distant auditing schemes for reconstructing-coded information authorizes an intermediary to reconstruct authenticators and information blocks on the suspended servers in the course of the reparation process. To address this issue, we propose Secure Regeneration of Corrupted Blocks by TPA in Cloud ( $S R C B T$ ). We eliminate the semi-trusted proxy and allow the TPA to reconstruct authenticators and information chunks on the suspended servers in the course of the reparation process. Thus, our mechanism can totally relinquish information proprietors from online burden. The proposed scheme preserves privacy, TPA efficiently reconstructs authenticators and information chunks on the suspended servers in the course of the reparation process and also effectively performs batch auditing. The performance analysis shows that our mechanism is extremely effective and can be conceivably blended into the reconstructing-code-based distributed repository.


Index Terms-Cloud repository, regenerating codes, public audit, privacy conserving, authenticator reconstruction, sessionbased auditing.

## I. Introduction

Cloud repository provides an on-demand information deploying utility framework, and is procuring recognition because of its adaptability and reasonable preservation cost. Anyhow, security concerns emerge when information repository is deployed to third-party cloud depository suppliers. Currently, optical networks [1] are utilized for effective data communication.

Assume that we deploy repository to a distributed server. If we identify manipulations in our deployed information, then we have to reconstruct the manipulated information and
reconstruct the primary information. Reconstructing codes [2] have been introduced to reduce reparation traffic.
To completely guarantee the information sincerity and preserve the customers reckoning utilities, we present Secure Regeneration of Corrupted Blocks by TPA in Cloud (SRCBT) mechanism.

## A. Motivation

The reconstructing codes have acquired recognition due to their reduced reparation bandwidth while ensuring fault toleration. In the prevailing scheme, the proxy is introduced that regenerates the corrupted blocks. In order to address this issue, we are motivated to eliminate the proxy, and allow the TPA to perform auditing and regeneration of corrupted blocks.

## B. Contributions

In this paper, we present Secure Regeneration of Corrupted Blocks by TPA in Cloud ( $S R C B T$ ) scheme. Our contributions are organized as follows:
(i) The dataowner empowers TPA to reconstruct authenticators and information chunks on the faulty servers.
(ii) TPA efficiently regenerates authenticators and information chunks on the faulty servers during the reparation process and saves in the temporary server which will not affect the permanent server.

## C. Organisation

The list of the paper is compiled as follows: Related works are discussed in Section 2. In Section 3, existing frameworks and their limitations are presented and several preliminaries are discussed in Section 4. Problem statement and System framework demonstrates the operation of the framework and
furnishes the technicalities regarding the design goals, in Section 5. In Section 6, scheme details of Secure Regeneration of Corrupted Blocks by TPA in Cloud ( $S R C B T$ ) has been discussed. Section 7, presents Security analysis while Performance evaluation results are analysed in Section 8. Conclusions are discussed in Section 9.

## II. Related Works

Shen et al., [3] outlined a distant information integrity verification mechanism that achieves information distribution with sensitive information hiding. The disadvantage of the scheme is that the computation cost of TPA in proof verification is more. Venugopal et al., [4] illustrates soft computation techniques for data mining applications for depository.

Chen et al., [5] designed a distant information verification procedure for network coding-based distributed repository frameworks. The advantage of the mechanism is that it has minimal transmission cost. The limitation is that the dataowner needs to stay online always. Chen et al., [6] designed an information integrity preservation mechanism for reconstructing-code-based cloud storage. The scheme has low reparation traffic. The disdvantage is that the mechanism is not designed to handle public auditing. Geeta et al., [7] have carried out comprehensive survey on the latest mechanisms in information verification and security in distributed computing.

Wang et al., [8] designed indegenously minimal repository codes to repair different faulty nodes at the same period. The advantage of these codes are that they reduce the reparation bandwidth completely. The limitation is that the $L M S R$ codes possess the corresponding repository overhead as $M S R$ codes. Neha et al., [9] introduced network coding based collective fault tolerant mechanism. The mechanism has low repository cost and reparation bandwidth. The limitation is that the scheme need to be implemented for varying size-block of the document.

## III. Background Work

Liu et al., [2] designed a public verification mechanism for the reconstructing-code-based distributed repository. A proxy is introduced that regenerates the corrupted blocks and also again performs auditing, where the TPA has already carried out the auditing. The advantage of the scheme is that it efficiently regenerates the corrupted blocks and totally relieve information proprietor from online burden. The limitation is that the auditing is performed repeatedly by the TPA and the proxy, hence increasing the auditing time cost.

## IV. Preliminary

The preliminaries forms the foundations of Secure Regeneration of Corrupted Blocks by TPA in Cloud $(S R C B T)$ scheme and are discussed below.

## A. Regenerating Codes:

Reconstructing codes [2] are introduced for cloud repository to minimize the reparation bandwidth. They have achieved recognition due to their reduced reparation bandwidth contrarily furnishing fault tolerance.


Fig. 1: Auditing System Model for Reconstructing-Code-based Cloud Repository

## B. Bilinear Pairing Map:

$\mathcal{G}$ and $\mathcal{G}_{\mathrm{T}}$ are two cyclic multiplicative clusters of large prime order $p$. A bilinear pairing is a map $e: \mathcal{G} * \mathcal{G} \rightarrow \mathcal{G}_{\mathrm{T}}$ with the subsequent properties:

- Bilinear: $\mathrm{e}\left(\mathrm{g}_{1}{ }^{\mathrm{c}}, \mathrm{g}_{2}{ }^{\mathrm{d}}\right)=\mathrm{e}\left(\mathrm{g}_{1}, \mathrm{~g}_{2}\right)^{\mathrm{cd}}$ and $\mathrm{c}, \mathrm{d} \in \mathrm{R} \mathrm{Z}_{\mathrm{p}}$;
- Non-degenerate: There exists $\mathrm{g}_{1}, \mathrm{~g}_{2} \in \mathcal{G}$ such that $\mathrm{e}\left(\mathrm{g}_{1}\right.$, $\left.\mathrm{g}_{2}\right) \neq 1$;
- Computability: An effective algorithm prevails to estimate $\mathrm{e}\left(\mathrm{g}_{1}, \mathrm{~g}_{2}\right)$ for all $\left(\mathrm{g}_{1}, \mathrm{~g}_{2}\right) \in_{\mathrm{R}} \mathcal{G}$.


## V. Problem Definition and System Model

## A. Problem Definition

Given the cloud storage auditing model based on reconstructing code based on cloud repository with Dataowner, TPA and CSP the main objectives are:

- The Dataowner empowers TPA to reconstruct authenticators and information chunks on the faulty servers.
- TPA efficiently regenerates authenticators and information chunks on the faulty servers during the reparation process and stores in the temporary server which will not affect the permanent server.


## B. System Model

As demonstrated in Fig. 1., the system framework comprises of three objects: the Cloud Service Provider (CSP), the TPA and the Data Owner $(D O)$. The $D O$ constructs authenticator set and coded block set and deploys over $n$ servers in cloud. The CSP provides information repository and distribution services to the customers. The Third Party Auditor (TPA) sends challenge based on the session given by the $D O$ to the CSP (Session based auditing). Further, the TPA is empowered by the $D O$ to reconstruct authenticators and information chunks on the faulty servers at the time of reparation process and stockpiles in the temporary server which will not affect the permanent server.

## VI. The Algorithm

Considering the reconstructing-code-based cloud repository with parameters ( $n, k, l, \alpha, \beta$ ), and assume $\beta=1$. Let $\mathcal{G}$ and $\mathcal{G}_{\mathrm{T}}$ be multiplicative cyclic clusters of the equivalent large prime order $p$, and $e: \mathcal{G} * \mathcal{G} \rightarrow \mathcal{G}_{\mathrm{T}}$ be a bilinear pairing map. Let $g$ be a generator of $\mathcal{G}$ and $H(\cdot):\{0,1\}^{*} \rightarrow \mathcal{G}$ be a secure hash function that maps strings consistently into cluster $\mathcal{G}$. Table I list the notations used in our mechanism description.

Our proposed mechanism Secure Regeneration of Corrupted Blocks by TPA in Cloud (SRCBT) comprises of two procedures: Setup phase and Repair phase.

## A. Setup phase:

The $D O$ executes this process to initialize the auditing mechanism. The $D O$ executes the KeyGeneration algorithm [2] and generates the secret parameter $s k$ and public parameter $p k$. Further, the $D O$ authorizes the TPA to audit and repair the corrupted blocks.

By utilizing the secret key $(s k)$, the $D O$ computes the $R e-k e y\left(\tau_{R e-k e y}\right)$ using regression method [10]. $\left(\tau_{R e-k e y}\right)=2\left[(\Delta+4) /\left(2 \sqrt{\operatorname{sig} X^{2} \operatorname{sig} Y^{2}}+4\right)\right]$
where, $\Delta=\delta\left(X^{2}\right)+\delta\left(Y^{2}\right)+\delta\left(Z^{2}\right)$
The $D O$ delegates the $R e-k e y\left(\tau_{R e-k e y}\right)$ to the TPA.
Next, by taking the $s k$ and $F$ as input the $D O$ runs the SigAndBlockGen algorithm. The $D O$ outputs a coded chunk set $\left(\psi_{i}\right)$, a validator set $\left(\phi_{i}\right)$ and a document label $(t)$. Finally, the $D O$ allocates these two sets over $n$ cloud servers, particularly sending $\left(\phi_{i}, \psi_{i}, t\right)$ to server $i$ and remove them from local repository. Next, The $D O$ constructs $T Q$ and $P Q$ [See Algorithm 1, Phase 1].

## B. Repair phase:

In this phase TPA maintains two sessions, session I for audit and session II for repair. When the $D O$ sends audit request to the TPA, the TPA initiates session I and efficiently performs sector level batch auditing on the coded chunks cached in the distributed server. During the process of auditing, TPA might detect a server corruption. TPA makes a note of it, after completing the auditing process, TPA switches to session II ie., Repair phase. The procedure for Repair phase is explained in Algorithm 1, Phase 2.

## VII. Security Analysis

Theorem 1: The proposed mechanism accomplishes confidentiality and integrity of the deployed data in the concrete regeneration phase.
Proof: In the proposed scheme, TPA securely and efficiently regenerates the corrupted blocks in the Repair phase. TPA executes the BlockAndSigReGen algorithm and outputs the regenerated block set $\psi_{i}$ and authenticator set $\phi_{i}$ and further transmits ( $\psi_{i}, \phi_{i}$ ) to the $T S\left(\zeta^{\prime}\right)$. Next, the regeneration report is sent to the $D O$ and $D O$ saves this report in the $P Q$. Now, the $D O$ checks the $P Q$ entries, and sends Regeneration Request (RReq) to the CSP. After accepting (RReq), the CSP securely transfers the regenerated blocks in the $T S$ and saves in the $P S$ and sends the concrete regeneration report

## Algorithm 1: SRCBT: Secure Regeneration of Corrupted Blocks by TPA in Cloud

## Input: $F 1=\left(\kappa_{1}, \kappa_{2}, \ldots . . \kappa_{n}\right), \kappa_{\mathrm{k}} \in \mathrm{Z}_{\mathrm{p}}, i d_{\mathrm{k}}$ where $k \in$

 $[1, n], s k$Output: $\psi_{i}, \phi_{i}, t, T Q$ and $P Q$
Phase 1: System Setup
Step 1: KeyGeneration
The $D O$ creates an arbitrary signing key pair ( $s p k, s s k$ ), two random elements $(x, y) \stackrel{R}{\leftarrow} Z_{p}$ and estimates $p k_{x}$ $\longleftarrow g^{x}, p k_{y} \longleftarrow g^{y}$. Then, secret key $s k=(x, y, s s k)$ and public key $p k=\left(p k_{x}, p k_{y}, s p k\right)$.
Step 2: Delegation
By utilizing the secret key $(s k)$, the $D O$ computes the Re $-k e y$ ( $\tau_{R e-k e y}$ ) using regression method.
$\left(\tau_{R e-k e y}\right)=2\left[(\Delta+4) /\left(2 \sqrt{\operatorname{sig} X^{2} \operatorname{sig} Y^{2}}+4\right)\right]$ where, $\Delta=\delta\left(X^{2}\right)+\delta\left(Y^{2}\right)+\delta\left(Z^{2}\right)$
The $D O$ delegates the Re - key $\left(\tau_{R e-k e y}\right)$ to the TPA.
Step 3: SigAndBlockGen
The $D O$ takes $s k, F$ as input, and then outputs $\psi_{i}, \phi_{i}$ and $t$.
(9) Finally, the $D O$ allocates these two sets over $n$ cloud servers, particularly transmitting $\left(\phi_{i}, \psi_{i}, t\right)$ to server $i$ and delete them from local repository.
The $D O$ constructs $T Q$ and $P Q$.

## Phase 2: Repair Phase:

The $D O$ empowers the TPA to repair the faulty server and goes off-line after completing the deploying process. When TPA locates a server corruption, then it starts the repair procedure.
Step 1: BlockAndSigReGen Presuming that the restored coded chunks would be cached at a new $T S\left(\zeta^{\prime}\right)$, the TPA reconstructs $\alpha$ chunks as follows:
The TPA chooses $l$ arbitrary coefficients $z_{i} \leftarrow G F(p)$ for every $i \in i_{\theta}$ where $1 \leq \theta \leq 1$ and then estimates a linear combination $c_{\eta^{\prime} j}=\sum_{i \in i_{o}} z_{i} \bar{c}_{i}$ and reconstructs
validators for every segment,
$\rho_{\eta j k}=\top^{x}{ }_{j k} . \prod_{i \in i_{o}}\left(\bar{\rho}_{i k}\right)^{z_{i}}$
where $1 \leq j \leq \alpha, 1 \leq k \leq s$ and $\top^{x}{ }_{j k}$ denotes the transform operator.
Eventually, the reconstructed chunk set $\psi_{i}=v_{\eta^{\prime} j}, 1 \leq j$ $\leq \alpha$ and validator set $\phi_{i}=\rho_{\eta^{\prime} j k}, 1 \leq k \leq \alpha$ are transmitted to $T S\left(\zeta^{\prime}\right)$.
Next, the regeneration report is sent to the $D O$ and the $D O$ saves this report in the $P Q$.
Thus, the repair process is terminated.
Step 2: PermanentReGen
The $D O$ checks for the $P Q$ entries. If it is not empty, then it requests the CSP to transfer the regenerated coded blocks from $T S$ to $P S$.
Further, the CSP sends the success reports of regeneration to $D O$ and the $D O$ stores it in $P Q$. Next, this particular entry in the $T Q$ is deleted after successful concrete regeneration process.

TABLE I: Summary of Notations

| Notation | Description |
| :--- | :--- |
| $n$ | The number of native information chunks. |
| $d$ | The number of segment in a native informa- <br> tion chunks. |
| $b_{i k}$ | $k^{t h}$ segment of native chunk $b_{i}$ |
| $c_{i j}$ | The $j^{t h}$ coded chunk at server $i$ |
| $c_{i j k}$ | The $k^{t h}$ segment of coded block $b_{i j}$ |
| $t$ | File tag. |
| $\phi_{i}$ | The validator set for chunks in server $i$. |
| $\psi_{i}$ | The coded chunk set for server $i$ |
| $C_{r}$ | The claim for reconstruction. |
| $\mathbb{B A}$ | The response from distributed server for <br> reconstruction. |
| $\mathcal{P Q}$ | Permanant queue |
| $\mathcal{T Q}$ | Temperory queue |
| $\mathcal{P S}$ | Permanant server |
| $\mathcal{T S}$ | Temperory server |
| $\mathcal{C R}$ | Concrete regeneration |
| Sig() | Standard signature scheme |



Fig. 2: Time for Repair considering $k$ servers with different $s$
(CRegen) to the $D O$ and $D O$ saves this report in the $P Q$. Thus, in the proposed scheme, it is not possible for the TPA to know the sensitive data deployed in the $P S$. Hence, the proposed scheme achieves confidentiality and integrity of the deployed data in the concrete regeneration phase.

## VIII. PERFORMANCE ANALYSIS

In this section, we present an experimental evaluation of our proposed mechanism. All objects in our prototype are represented by PCs with Intel Core Intel $(R)$ Core $(T M) i 5$ 6500 U CPU @ 2.50 GHz 2.59 GHz and $8 \mathrm{~GB} R A M$ Memory. The implementation of our algorithms utilizes open source Pairing-Based Cryptography ( $P B C$ ) Library version 0.5.14, $G M P$ version 5.13 and Openssl version 1.0.1e. The security level is chosen to be 80 bits and thus $|\mathrm{p}|=160$. The choice of parameters $(n, k, l, \alpha, \beta)$ for reconstructing codes is in reference [5].

The time cost during repair considering $k$ servers with different segments $s$ is as shown in Fig. 2. In the Liu scheme [2], the repair phase includes verification for repair, authenticator regeneration and block regeneration. The proxy performs
repeatedly auditing for the blocks to be repaired, and then performs authenticator regeneration and block regeneration. Hence, the time taken to repair by the proxy is more. In $S R C B T$ scheme, the repair phase performed by TPA includes only authenticator regeneration and block regeneration. Hence, the time taken in repair phase in $S R C B T$ is less compared to the Liu scheme [2].

## IX. Conclusions

In the paper we propose Secure Regeneration of Corrupted Blocks by TPA in Cloud ( $S R C B T$ ) mechanism. We have eliminated the semi-trusted proxy and allowed the TPA to reconstruct validators and information blocks on the faulty servers at the time of reparation phase. Thus, our mechanism totally releases the information proprietor from online burden. The proposed scheme achieves confidentiality and integrity of the deployed data in the concrete regeneration phase. TPA efficiently regenerates validators and information blocks on the faulty servers at the time of reparation phase and also effectively performs batch auditing. The security analysis of our mechanism demonstrates that our mechanism can accomplish the desired security goals. Performance analysis shows that our mechanism is effective and can be potentially integrated into the reconstructing-code-based cloud repository.

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