



Location Privacy in LBS (Part I)

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Outline



- Location Privacy – An Overview*
 - Assumptions, requirements, and challenges
 - Location privacy problems (attacks on privacy)
 - High-level overview of the proposed solutions
- *G. Ghinita, P. Kalnis, A. Khoshgozaran, C. Shahabi, and K.-L. Tan, “Private Queries in Location-Based Services: Anonymizers are Not Necessary,” ACM SIGMOD 2008***

* Based on *M. Decker “Location Privacy – An Overview,” 7th IEEE Intl. Conf. On Mobile Business, 2008.*

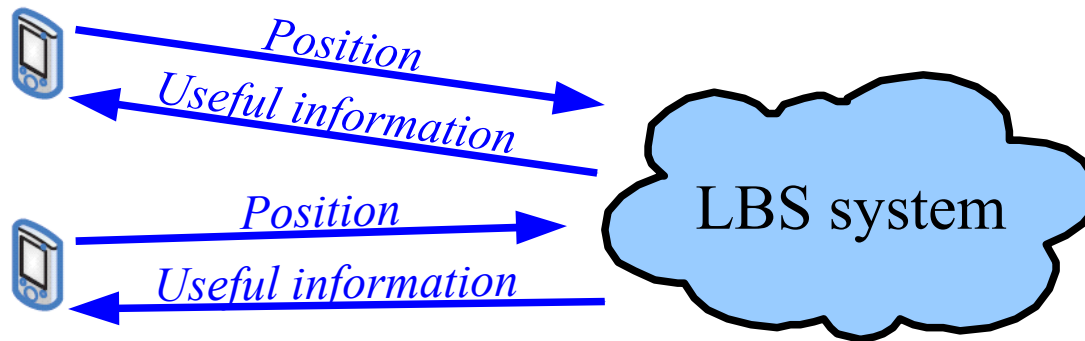
Acknowledging material from Ling Liu's (VLDB 2007 tutorial) and M.F. Mokbel (VLDB 2006 paper) slides.

** Acknowledging material from P. Kalnis slides

Location Based Services



- Location Based Services (LBS)
 - Internet services (usually mobile) that use geo-location(s) of the user(s) to provide services
 - ◆ Example: “Nearest restaurant” service
 - Geo-Location:
 - ◆ Current location (+ velocity vector)
 - ◆ Past locations
 - ◆ Locations of other users
 - ▲ “track-my-kid” and “friend-finder” services



LBS: Example Queries



- Location-based emergency services & Traffic monitoring:
 - *Range query*: How many cars on the highway E-45 north in Aalborg?
 - *Nearest-neighbor query*: Give me the location of 5 nearest Toyota maintenance stations?
- Location-based advertisement/entertainment:
 - *Range query*: Send E-coupons to all customers within five miles of my store
 - *Nearest-neighbor query*: Where is the nearest movie theater to my current location?
- Other “Points of Interest” (POI) location services:
 - *Range query*: Where are the gas stations within five miles of my location?
 - *Nearest-neighbor query*: Where is the nearest grocery store?

Privacy

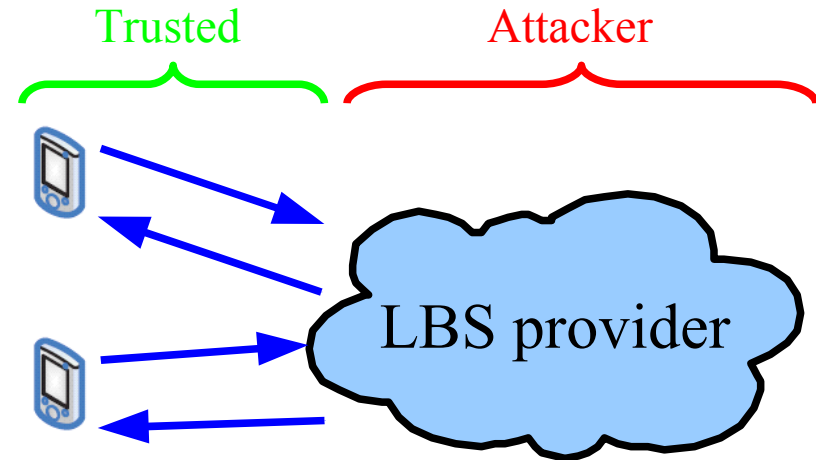


- **Location privacy** – the claim/right of individuals, groups and institutions to determine for themselves, *when, how* and to *what extent location information* about them is communicated to others
 - Part of a more general concept of **data privacy**
- Location privacy is in conflict with **context awareness** – using all the available information about the user's context (including its location) to provide a relevant, unobtrusive service.
- Important – *assumptions* (not always clearly stated):
 - What exactly is the object of privacy?
 - Who is the attacker and what knowledge is available to the attacker?

Key Assumptions



- Different geo-positioning technologies:
 - Client-based positioning (GPS, Galileo)
 - Network-based positioning (cellular networks, in-door positioning)
- Assumption: the source of geo-locations is trusted.
- An *attacker* is the LBS provider (or someone who compromised the provider's systems)
 - An *attack* is successful, when LBSP gains more knowledge about a user's location(s) than the user intended to let the LBSP know.
 - Client hardware and communication links are considered trustworthy and not compromised



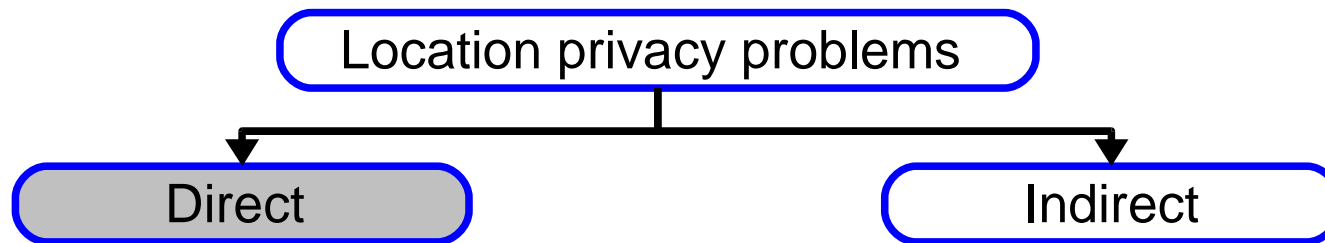
Challenge – Query Processing



- *Why not just encrypt information?*
 - The LBS server needs to process queries!
- Three cases [Mokbel et al., VLDB 2006]:
 - **Private** queries over **public** data
 - ◆ *What is my nearest gas station?*
 - **Public** queries over **private** data
 - ◆ *How many cars in on the E45 north in Aalborg?*
 - **Private** queries over **private** data
 - ◆ *Where is my nearest friend?*

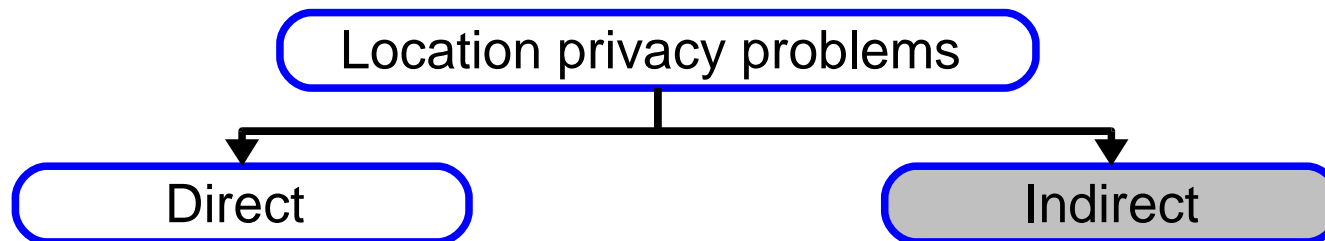
← *Most research*

Location Privacy Problems I



- *Direct* location privacy problems:
 - Knowing *where*. Knowing that *Alice* has visited location *L* may reveal:
 - ◆ Political, religious, etc. views (party headquarters, church)
 - ◆ Personal interests (shops, clubs...)
 - ◆ Employer
 - ◆ Circle of friends (friend's house)
 - ◆ Health problems (hospital)
 - Knowing *when*. Knowing that *Alice* has visited location *L* at time *T*.
 - Knowing *how many times*. Knowing the history $(L_1, T_1), (L_2, T_2), \dots, (L_n, T_n)$

Location Privacy Problems II



- Some LBS may not need to know the user's true identity. Thus, **pseudonymization** can be applied
 - A *mediator* replaces the user's identity by a pseudonym in each request to the LBS provider.
- *Indirect* privacy problems involve attacks on pseudonyms
 - Location information + other external information = revealed identity of the user

Attacks on Pseudonyms



- **Known-place attack.**
 - External information = knowledge about places where certain users typically stay (e.g., work, home address from public telephone books)
- **Commuter attack.**
 - Like the *known-place attack*, but based on a recorded spatio-temporal track of requests.
- **Observation attack.**
 - External information from observation cameras, car number plate recognition systems enables to correlate (through a shared location) known identity with a pseudonym.

Outline

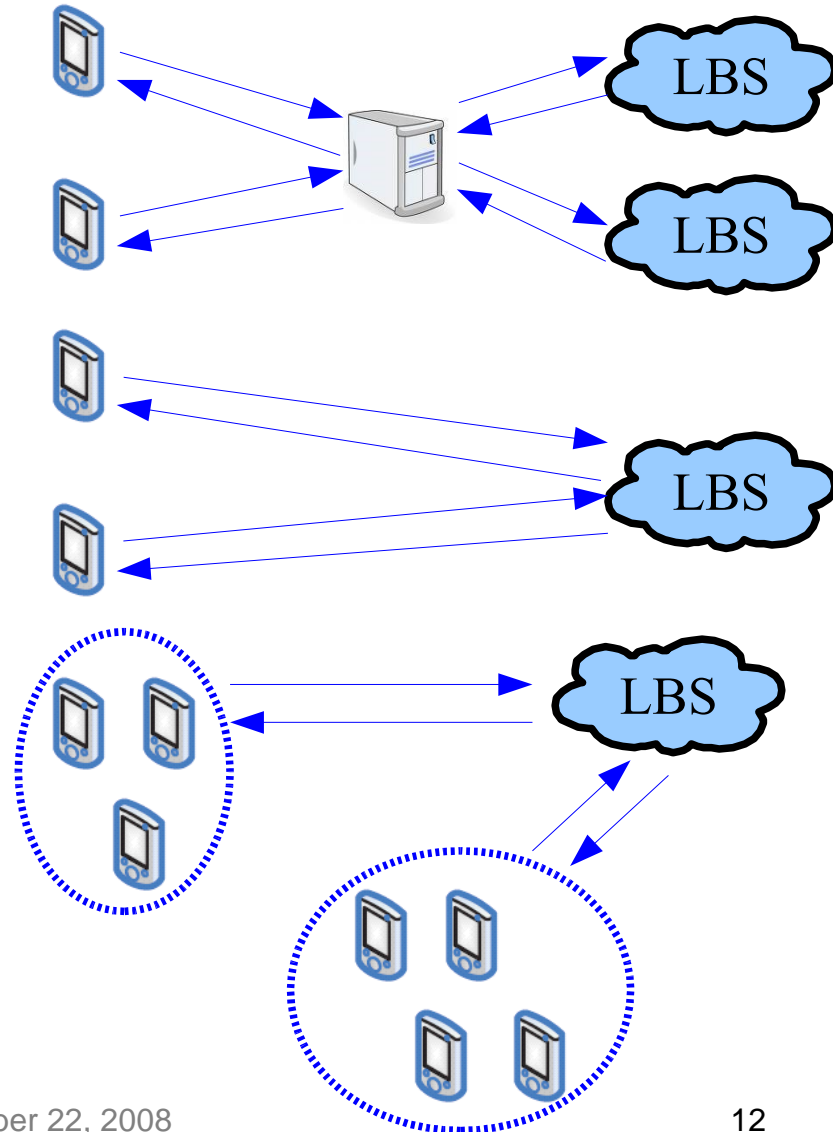


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Architectures



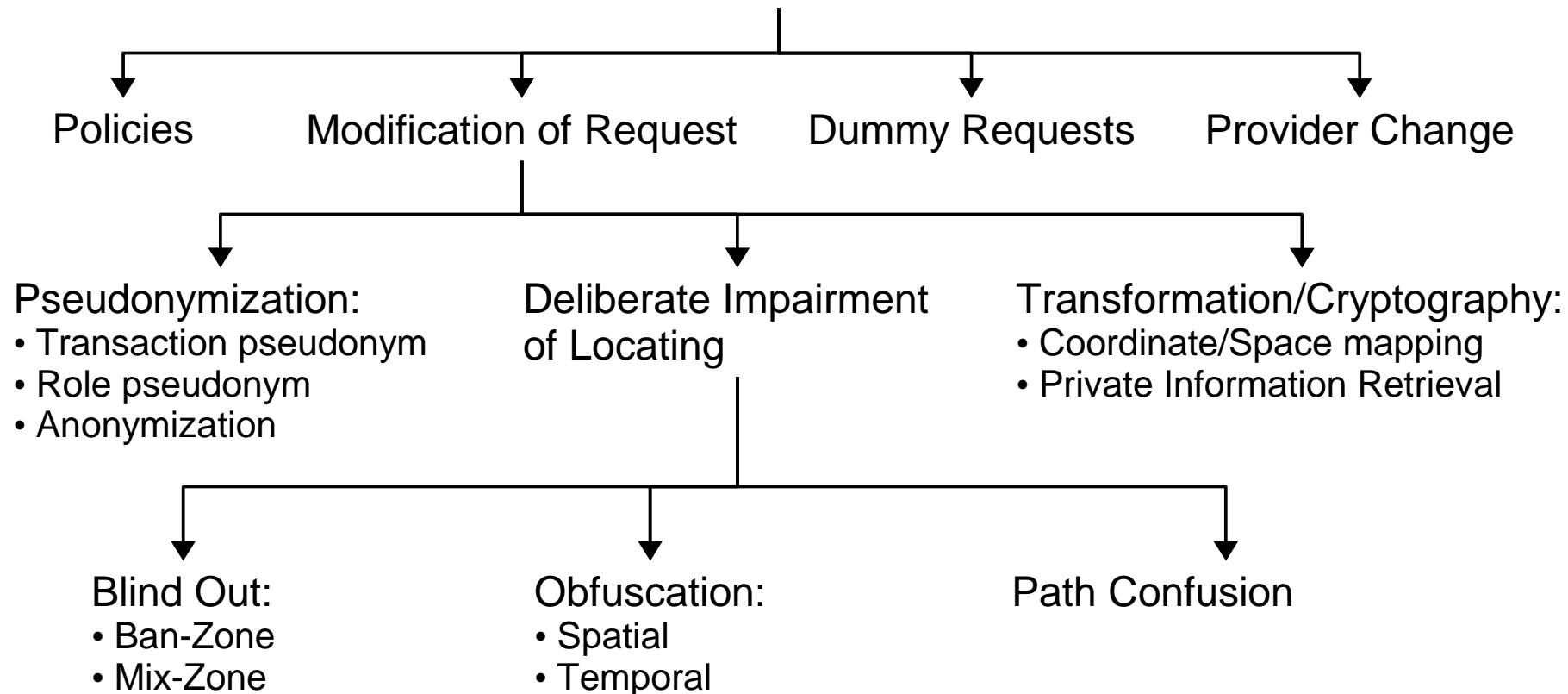
- Possible system architectures for location anonymization:
 - Centralized trusted third-party **location anonymizer**:
 - ◆ Such anonymization proxy server takes care of location updates and location anonymization.
 - **Client-based** non-cooperative location anonymization:
 - ◆ Client-based knowledge and special client-server protocols are used to maintain the client's location privacy.
 - Decentralized cooperative **P2P** protocols to protect privacy:
 - ◆ A Group of mobile clients collaborate with one another to provide location privacy of a single user without involving a centralized trusted authority.



Overview of Approaches



Approaches to Preserve Location Privacy



Obfuscation

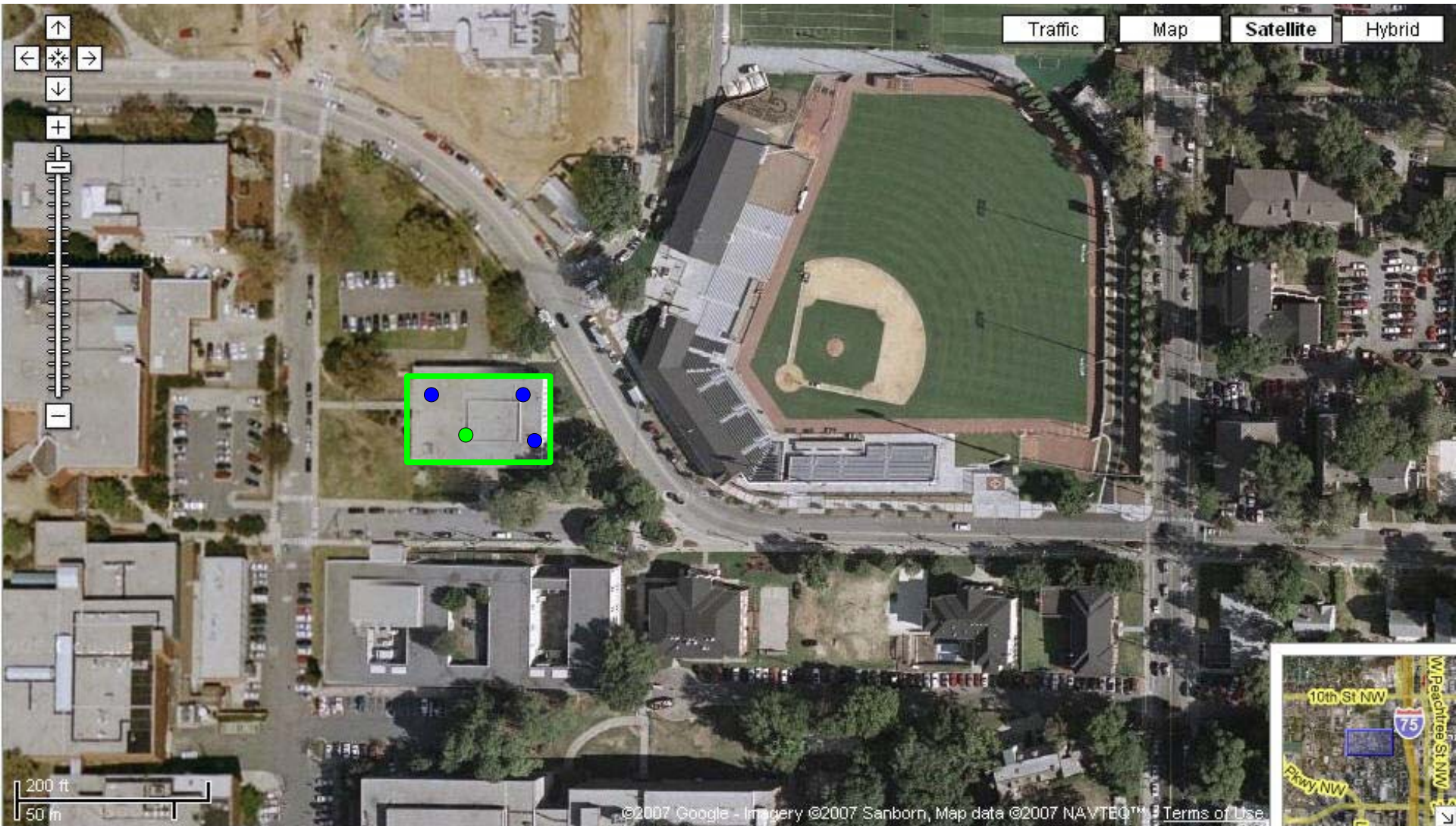


- Obfuscation: deliberate reduction in precision of location
 - May be acceptable by the service:

		Spatial precision	
		High	Low
Temporal precision	Low	Turn-by-Turn On-line Navigation, POI-Finder, Tourist-Guide	Weather Notifications, Time-Critical Ads
	High	Mobile Blogging, Virtual Grqafitti/Memo, Road Hazard Detection, Mobile Data Gathering	Locatinton-Aware News, Weather Forecast

- If not, filter-refinement approach is used:
 - ♦ The LBS server sends all the answers that are relevant to the obfuscated position
 - ♦ Anonymizer or client itself computes selects the true answer

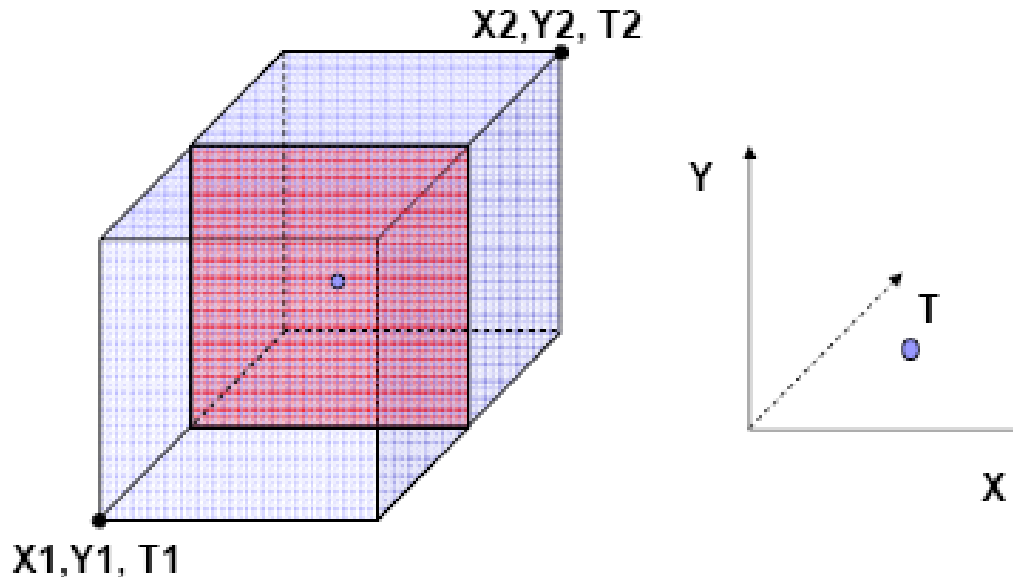
Obfuscation: Spatial Cloaking



Obfuscation: Spatio-Temporal Cloak



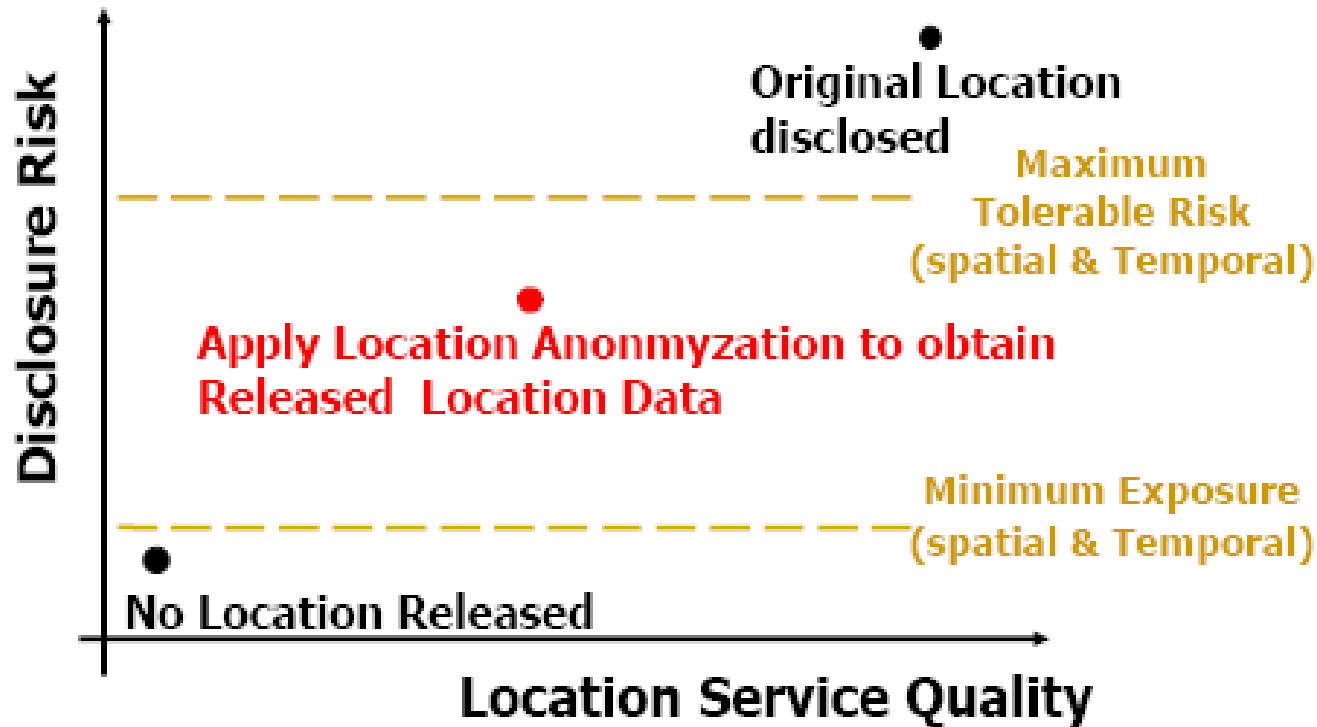
- Spatial Cloaking first followed by temporal cloaking



How Much Cloaking: Trade-offs



- Location **privacy** and LBS **quality** trade-off

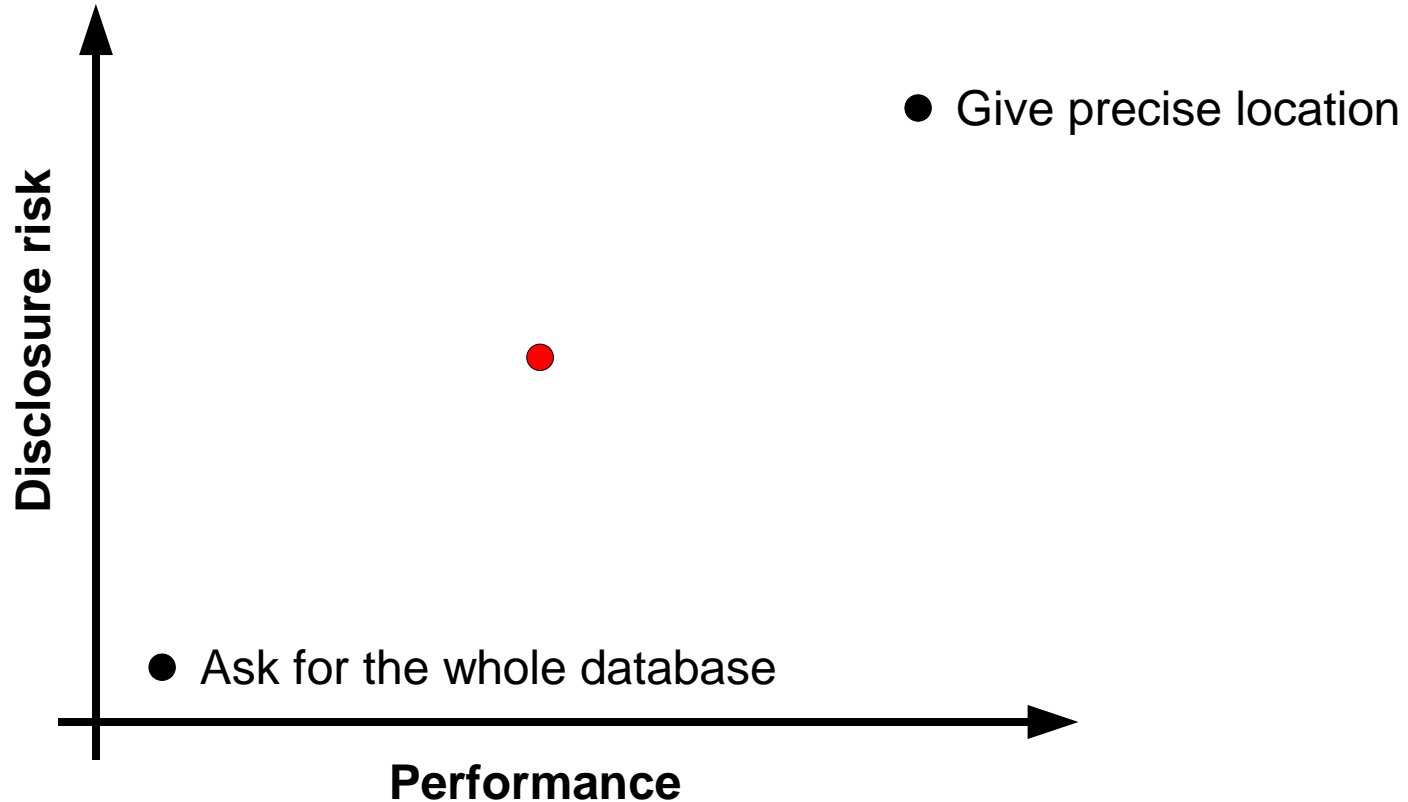


- [GedikLiu-ICDCS 2005, TMC 2007]

How Much Cloaking: Trade-offs



- Location **privacy** and LBS **performance** trade-off



K-Anonymity



- How to choose the size of the cloaking region? (ASR – anonymization spatial region)
- **K-Anonymity** [Samarati & Sweeney]: a concept from *privacy-preserving data mining*.
 - Goal: Preserving individual privacy while allowing public release of information
 - ♦ K-anonymity: Each tuple is indistinguishable from at least k-1 others.

	Race	Birth	Gender	ZIP	Problem
t1	Black	1965	m	0214*	short breath
t2	Black	1965	m	0214*	chest pain
t3	Black	1965	f	0213*	hypertension
t4	Black	1965	f	0213*	hypertension
t5	Black	1964	f	0213*	obesity
t6	Black	1964	f	0213*	chest pain
t7	White	1964	m	0213*	chest pain
t8	White	1964	m	0213*	obesity
t9	White	1964	m	0213*	short breath
t10	White	1967	m	0213*	chest pain
t11	White	1967	m	0213*	chest pain

1. Identify quasi identifier
2. Remove identifier of each record
3. Ensure k-anonymity of sensitive data columns on quasi-identifier
4. Ensure l-diversity of sensitive data columns

Violate l-diversity for $l=2$

Example of k-anonymity, where $k=2$ and $QI=\{Race, Birth, Gender, ZIP\}$



Location k-Anonymity

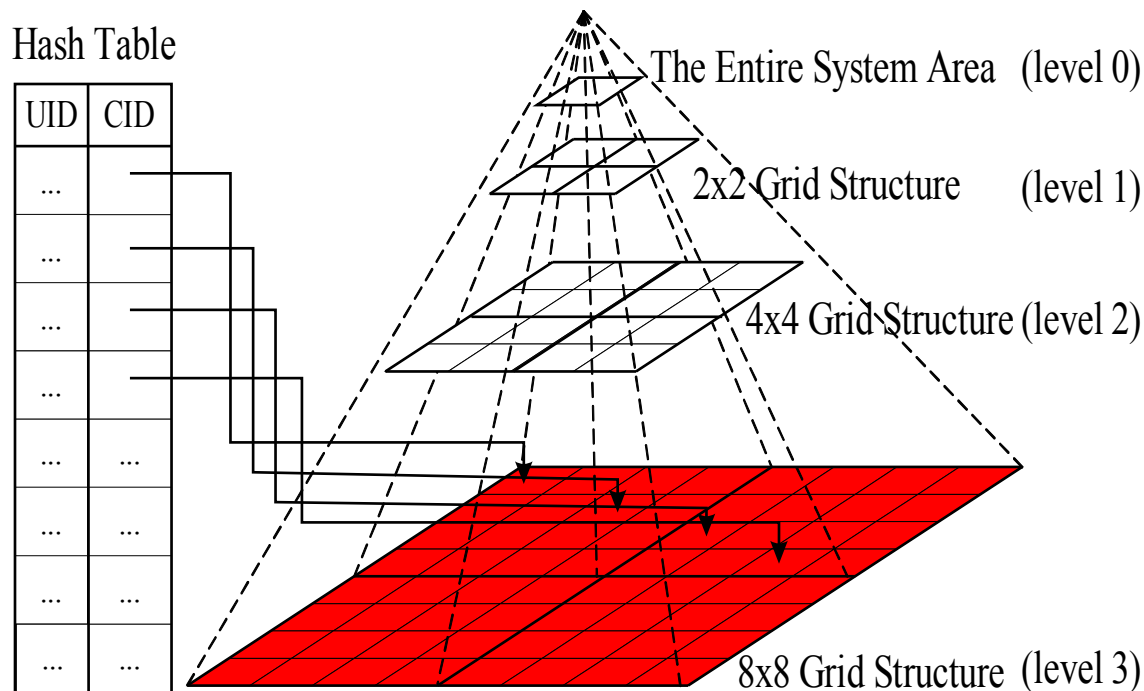


- Location k-anonymity
 - Make sure for each location query message, there are at least **k-1 other messages (entries)** with the same location information, each associated with a different (pseudo) identity
 - It guarantees that the adversary can only associate location information to **k** participants instead of to a particular individual/group/institution through inference attacks
- Location *l*-diversity (PrivacyGrid, [Bamba et al., WWW 2008])
 - For each location query message, in addition to user level k-anonymity (k different user identities), there are at least ***l* different still location objects** associated with each of the **k** users.

New Casper [Mokbel et al., VLDB 2006]



- Architecture with anonymizer
 - The entire system area is divided into grids.
 - The Location Anonymizer incrementally keeps track the number of users residing in each grid.



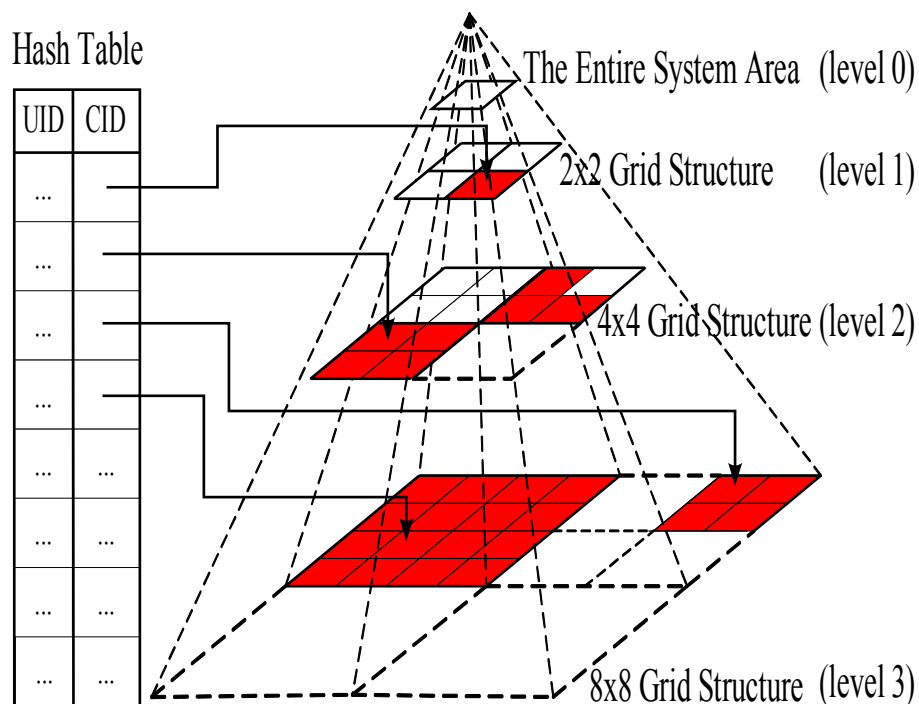
- Traverse the pyramid structure from the bottom level to the top level, until a cell satisfying the user privacy profile is found.
- Disadvantages:
 - High location update cost.
 - High searching cost

New Casper [Mokbel et al., VLDB 2006]



- Adaptive Location Anonymizer

- Each sub-structure may have a different depth that is adaptive to the environmental changes and user privacy requirements.



- **Cell Splitting:** A cell cid at level i needs to be split into four cells at level $i+1$ if there is at least one user u in cid with a privacy profile that can be satisfied by some cell at level $i+1$.
- **Cell Merging:** Four cells at level i are merged into one cell at a higher level $i-1$ only if all users in the level i cells have strict privacy requirements that cannot be satisfied within level i .

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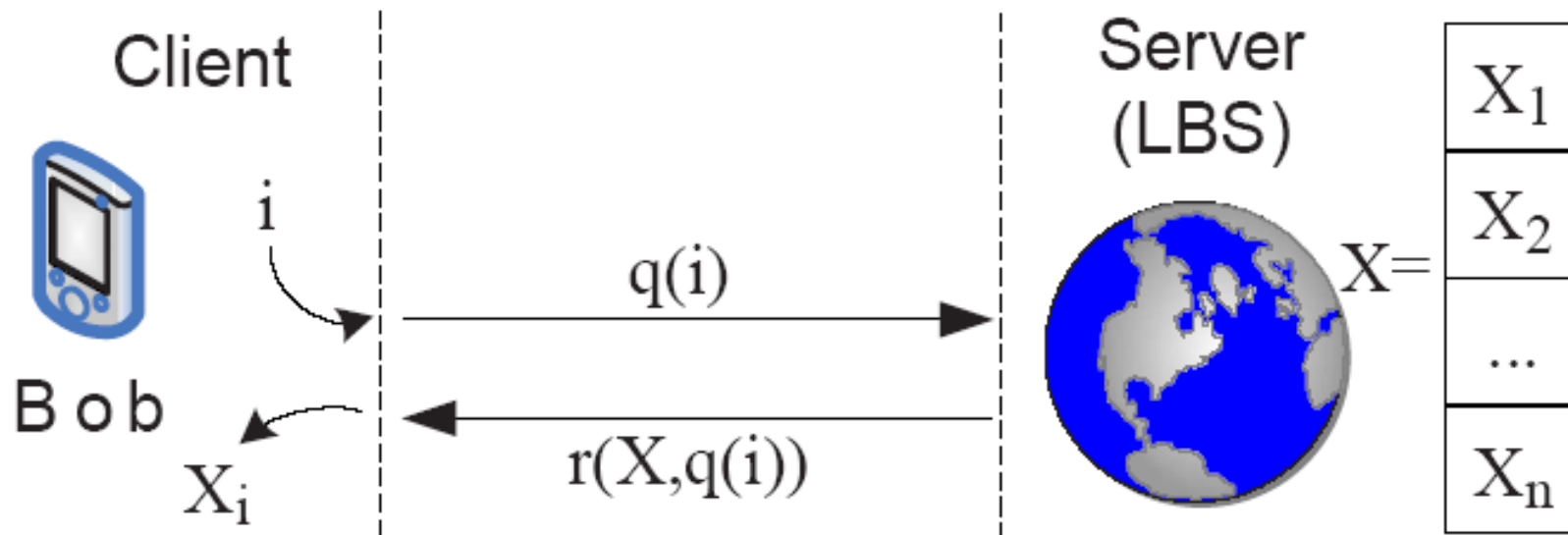
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Motivation



- Limitations of existing solutions
 - Assumption of trusted entities
 - ◆ anonymizer and trusted, non-colluding users
 - Considerable overhead for sporadic benefits
 - ◆ maintenance of user locations
 - No privacy guarantees
 - ◆ especially for continuous queries

PIR Overview



- Computationally hard to find i from $q(i)$
- Bob can easily find X_i from r (trap-door)

PIR Theoretical foundations



- Let $N = q_1 * q_2$, where q_1 , and q_2 are large primes

$$\mathbb{Z}_N^* = \{x \in \mathbb{Z}_N \mid \gcd(N, x) = 1\}$$

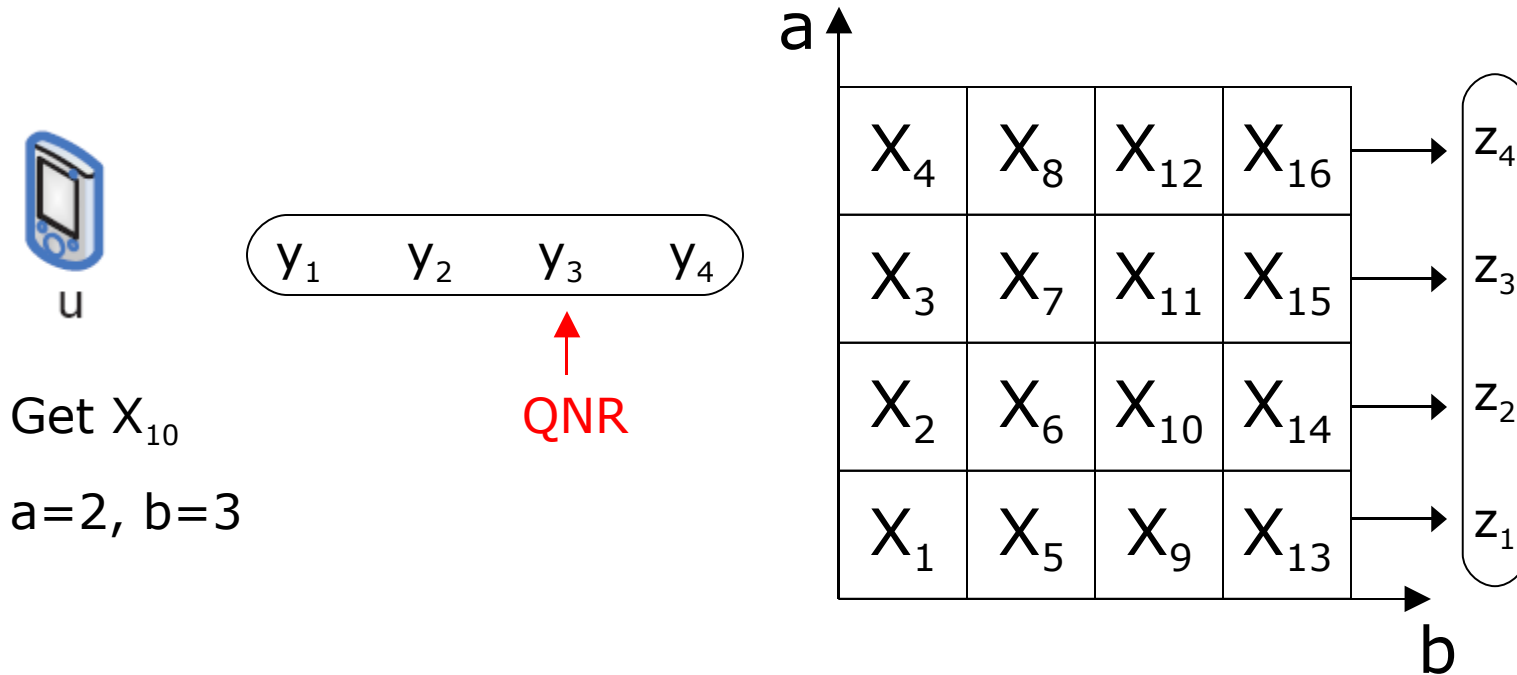
$$QR = \{y \in \mathbb{Z}_N^* \mid \exists x \in \mathbb{Z}_N^* : y \equiv x^2 \pmod{N}\}$$

- Quadratic Residuosity Assumption (QRA)
 - QR/QNR decision computationally hard
 - Essential properties:
 - ♦ $QR * QR = QR$
 - ♦ $QR * QNR = QNR$

PIR Protocol for Binary Data



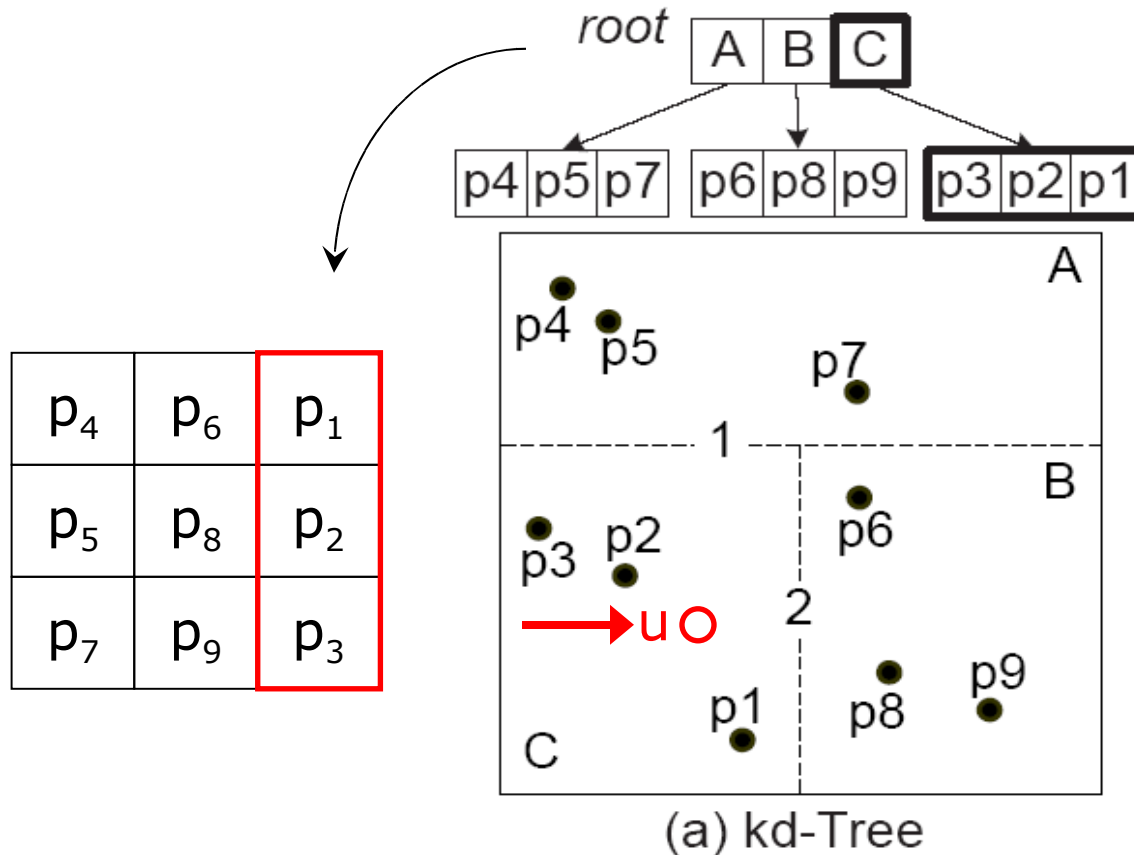
N one-bit records are organized into $\sqrt{N} \times \sqrt{N}$ matrix



$$z_i = \prod_{j=1}^4 X_{4 \cdot (j-1) + i}^{y_j}$$

$z_2 = \text{QNR} \Rightarrow X_{10} = 1$
 $z_j = \text{QR} \Rightarrow X_{10} = 0$

Approximate Nearest Neighbor



- Data organized as a square matrix
 - Each column corresponds to index leaf
 - An entire leaf is retrieved – the closest to the user

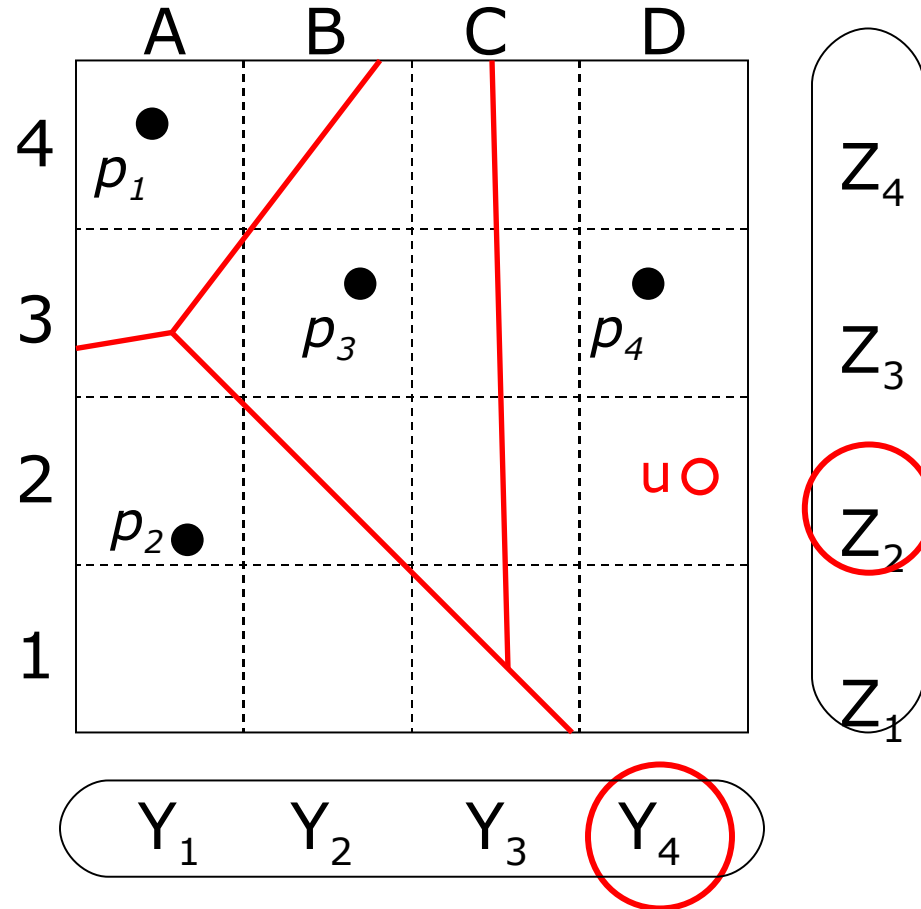
Exact Nearest Neighbor



- Voronoi diagram of POIs and a regular grid is used
 - Data base size is proportional to the grid size

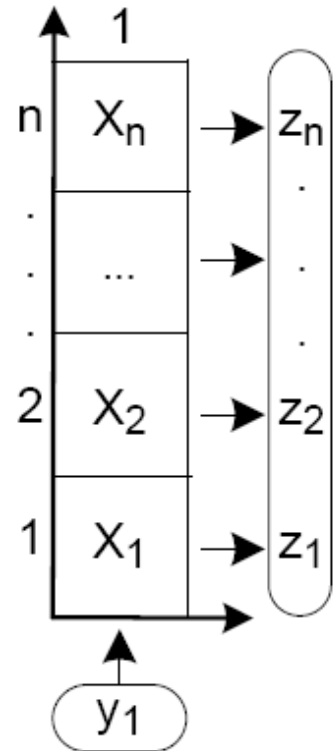
A3: p_1, p_2, p_3

A4: p_1, \dots, \dots

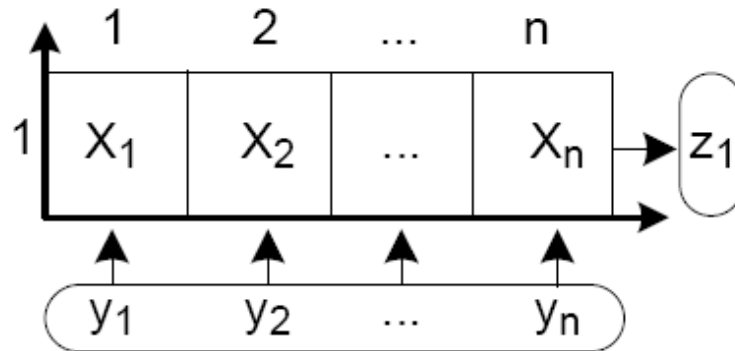


Only z_2 needed

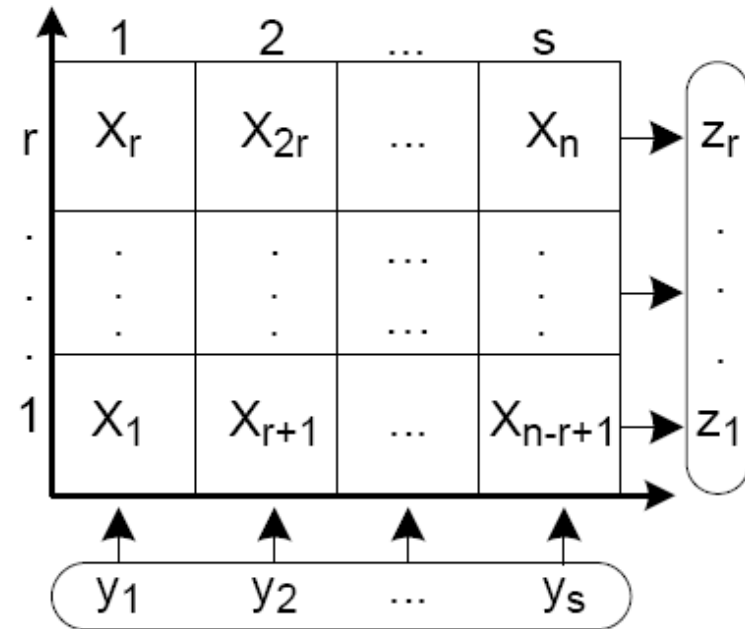
Rectangular PIR Matrix



(a) $M: n \times 1$



(b) $M: 1 \times n$



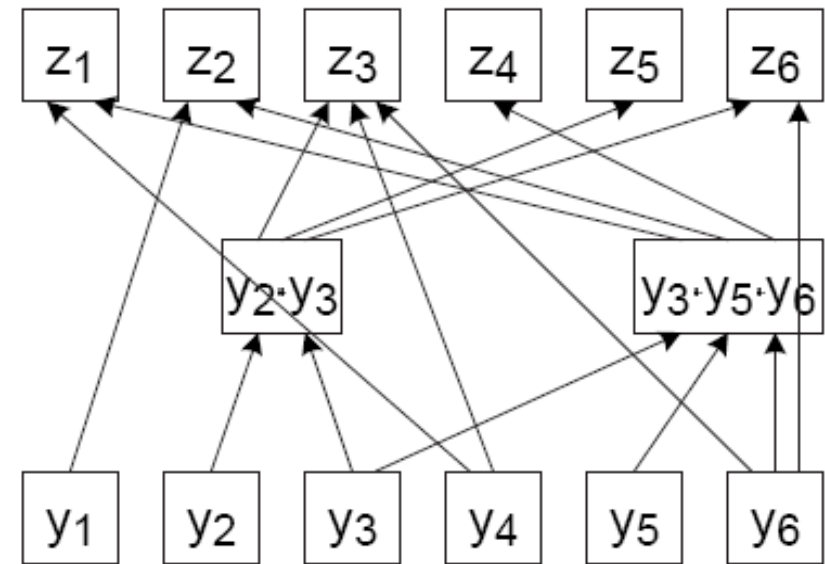
(c) $M: r \times s$

Avoiding Redundant Computations



	1	2	3	4	5	6	Output
6	0	1	1	0	0	1	z_6
5	0	1	1	0	0	0	z_5
4	0	0	1	0	1	1	z_4
3	0	1	1	1	0	1	z_3
2	1	0	1	0	1	1	z_2
1	0	0	1	1	1	1	z_1

Input y_1 y_2 y_3 y_4 y_5 y_6



- Data mining
 - Identify frequent partial products

Other Optimizations



- Output from the server (z values) can be compressed (up to 90% in experiments), saving communication
- Values of z can be computed in parallel
 - Master-slave paradigm
 - Offline phase: master scatters PIR matrix
 - Online phase:
 - ◆ Master broadcasts y
 - ◆ Each worker computes z values for its strip
 - ◆ Master collects z results

LBS with PIR: pros/cons



- Pros:
 - Two-party cryptographic protocol
 - ◆ No trusted anonymizer required
 - ◆ No trusted users required
 - No pooling of a large user population required
 - ◆ No need for location updates
 - Location data completely obscured
- Cons:
 - Quite complex