

# Ciphertext-Policy Attribute-Based Encryption with Hidden Access Policy and Testing

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## Abstract

In ciphertext-policy attribute-based encryption (CP-ABE) scheme, a user's secret key is associated with a set of attributes, and the ciphertext is associated with an access policy. The user can decrypt the ciphertext if and only if the attribute set of his secret key satisfies the access policy specified in the ciphertext. In the present schemes, access policy is sent to the decryptor along with the ciphertext, which means that the privacy of the encryptor is revealed. In order to solve such problem, we propose a CP-ABE scheme with hidden access policy, which is able to preserve the privacy of the encryptor and decryptor. And what's more in the present schemes, the users need to do excessive calculation for decryption to check whether their attributes match the access policy specified in the ciphertext or not, which makes the users do useless computation if the attributes don't match the hidden access policy. In order to solve efficiency issue, our scheme adds a testing phase to avoid the unnecessary operation above before decryption. The computation cost for the testing phase is much less than the decryption computation so that the efficiency in our scheme is improved. Meanwhile, our new scheme is proved to be selectively secure against chosen-plaintext attack under DDH assumption.

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**Keywords:** Attribute-based encryption, hidden access policy, DDH assumption, chosen-plaintext attack

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## 1. Introduction

To provide fine-grained access control over encrypted data, Sahai and Waters [1] introduced a novel public key primitive namely attribute-based encryption (ABE). The ABE mechanism enables public key-based one-to-many encryption. A lot of ABE schemes [2-12] have been presented. Goyal et al. [2] further clarified the concept of ABE. The ABE schemes are divided into two kinds. One is key-policy ABE (KP-ABE), where key is associated with access policy and ciphertext is associated with attribute set. The other is ciphertext-policy ABE (CP-ABE), which was first proposed by Bethencourt et al. [3]. This scheme [3] is proved secure under the generic group model. Cheung and Newport proposed a CP-ABE scheme [4] which was secure in the standard model. Goyal et al. [6] presented a bounded CP-ABE scheme with expressive access policy using access tree with threshold gates as its nodes. The scheme was proved to be secure under the DBDH assumption. Recently, Li et al. [13] proposed a flexible and fine-grained attribute-based data storage in cloud computing, which can withstand collusion attack performed by revoked users cooperating with existing users. To improve the computation cost, they outsource high computation load to cloud service providers without leaking data content and secret keys.

All the constructions mentioned above share one fatal defect that their access policies have to be shown in the ciphertexts because the decryptors need to do their decryption with them. To protect user's privacy in an access policy, Kapadia et al. proposed a CP-ABE scheme with hidden ciphertext policies [14]. However, the scheme [14] cannot resist collusion attack. Later, Nishide et al. [15] presented two improved schemes with partially hidden ciphertext policies, which were proved secure under DBDH assumption and D-Linear assumption. Li et al. [16] presented an anonymous CP-ABE scheme which can prevent the problem of illegal key sharing among users. Müller and Katzenbeisser [17] provided a cryptographic access control with hidden access policy, which is selectively secure. Lai et al. [18, 19] proposed a fully secure CP-ABE with partially hidden access policy. Qian et al. [20,21] presented a privacy-preserving decentralized ciphertext-policy attribute-based encryption with fully hidden access structure, which is applied in personal health record. Xhafa et al. [22] proposed a multi-authority anonymous ciphertext-policy ABE scheme with user accountability, which can be used to design an attribute-based PHR sharing system. Sabitha et al. [23] proposed a scheme which was able to ensure security, integrity, privacy of preserved fine-grained access control and prevent data mining attacks on shared data. However, all these extensional CP-ABE schemes realize the attribute matching detection only after decryption which is not practical due to large computation cost. As the amount of encrypted files stored in cloud are becoming very huge, which will hinder efficient query processing, keyword search and data auditing [24-27] have become an important and challenge issue in cloud storage. To solve above problem, Li et al. [28, 29] presented two attribute-based encryption schemes with keyword search function for cloud storage. In order to protect privacy, Padhya et al. [30] presented a searchable CP-ABE scheme with hidden ciphertext policy. In order to prevent key abuse problem, Liu et al. [31] provided a blackbox traceable CP-ABE scheme. Ning et al. [32] proposed a white-box traceable ciphertext-policy attribute-based encryption supporting flexible attributes.

## 1.1 Our Motivations and Contributions

In CP-ABE scheme, the user is able to decrypt the ciphertext only if the attributes defined in the secret key satisfy the access policy specified in the ciphertext. The access policy should be sent to the user along with the corresponding ciphertext. However, the access policy may contain some sensitive information. Some CP-ABE schemes with hidden access policy were presented to protect the privacy for users. However, in the present CP-ABE schemes with hidden access policy, the users need to do excessive calculation for decryption whether their attributes match the access policy specified in the ciphertext or not, which makes the users do useless computation if the attributes don't match the hidden access policy. We present a CP-ABE scheme with hidden access policy and testing. Our scheme adds a test about whether the attribute lists matches the hidden attributes policy in ciphertexts or not before the decryption. The computation amount for the test is much less than the decryption. What's more, many present CP-ABE with hidden access policy can only use simple access policy such as one to one, which means that the attribute list of the decryptor must be as the same as the access policy hidden in the ciphertexts. Our scheme is based on AND-gates on multi-valued attributes with wildcards. We prove the security of our scheme under CDH assumption and D-Linear assumption.

## 1.2 Organization

We organize the rest of the paper as follows. In section 2, we review some preliminary knowledges used in our paper. In Section 3, we present a new CP-ABE scheme with hidden access policy and testing. We prove the security of our scheme in Section 4. In Section 5, we give some efficiency comparison with the existing schemes. Finally, we conclude the paper in Section 6.

## 2. Preliminaries

### 2.1 Bilinear maps

Let  $G$  and  $G_T$  be multiplicative cyclic groups of prime order  $p$ .  $g$  is a generator of  $G$ . Let  $e : G \times G \rightarrow G_T$  be a bilinear map. The bilinear map satisfies following properties:

- (1) Bilinearity: For all  $u, v \in G$ , and  $a, b \in \mathbb{Z}_p$  which is selected randomly, we have  $e(u^a, v^b) = e(u, v)^{ab}$ .
- (2) Non-degeneracy: There exists  $u, v \in G$  such that  $e(u, v) \neq 1$ .
- (3) Computability: For all  $u, v \in G$ , there is an efficient algorithm to compute  $e(u, v)$ .

### 2.2 Complexity assumption

We state the complexity assumption below to be used in the paper.

**Definition 1 (The Decisional Diffie-Hellman Assumption[33]).** Let  $z_1, z_2 \in_R \mathbb{Z}_p^*$ ,  $Z \in G$  be chosen at random and  $g \in G$  be a generator. The DDH assumption is that no probabilistic polynomial-time algorithm can distinguish the tuple  $[g, g^{z_1}, g^{z_2}, g^{z_1 z_2}]$  from the tuple  $[g, g^{z_1}, g^{z_2}, Z]$  with non-negligible advantage.

### 2.3 Access policy

In our context, the user's authority is expressed by the attributes. We use AND-gates on multi-valued attributes with wildcards as follows:

**Definition 2 (Access policy[34]).** Let  $U = \{att_1, \dots, att_n\}$  be a set of attributes. For  $att_i \in U$ ,  $S_i = \{v_{i,1}, v_{i,2}, \dots, v_{i,n_i}\}$  is a set of possible values, where  $n_i$  is the number of possible values for  $att_i$ .  $L = [L_1, L_2, \dots, L_n]$  is an attribute list where  $L_i = v_{i,t_i} \in S_i$  and  $t_i \in \{1, 2, \dots, n_i\}$  for a user.  $W = [W_1, W_2, \dots, W_n]$  is an access policy where  $W_i \subset S_i$ . The notation that an attribute list  $L$  satisfies an access policy  $W$  means that  $L_i \in W_i (\forall i = 1, 2, \dots, n)$ .  $W_i = S_i$  means wildcard that plays the role of "don't care" value.

### 2.4 Definition of CP-ABE with Hidden Access Policy

There are three entities: a trusted authority (TA), an encryptor and a decryptor in CP-ABE scheme with hidden access policy. TA is responsible for the issue of attribute associated with private key of decryptors. The encryptor appoints the access policy that controls which ciphertexts a decryptor is able to decrypt. In order to represent simply, we use a function  $F$  with two inputs to describe whether the attribute list  $L$  satisfies access policy  $W$ .  $F(L, W) = 1$  means that the attribute list  $L$  satisfies access policy  $W$  and  $F(L, W) = 0$  means the opposite.

Our CP-ABE scheme with hidden access policy and testing consists of four algorithms based on [14], namely, *Setup*, *KeyGen*, *Encryption*, and *Decryption*, which are defined as follows:

- *Setup*( $1^\lambda$ ): It is run by TA. It takes as input implicit security parameter  $1^\lambda$ , generates a public parameter  $PK$  and a master secret key  $MSK$ .
- *KeyGen*( $MSK, PK, L$ ): It is run by TA. It takes as input public parameter  $PK$  and master secret key  $MSK$  and the attribute set  $L$  for user, generates the secret key  $sk_L$ .
- *Encrypt*( $PK, M, W$ ): It is run by encryptor. The encryption algorithm takes as input the message  $M$ , public parameter  $PK$  and access policy  $W$  over the universe of attributes. It outputs ciphertext  $CT_W$ .
- *Decrypt*( $PK, CT_W, sk_L$ ): It is run by decryptor. It takes as input the public parameter  $PK$ , the ciphertext  $CT_W$  embedded in access policy  $W$ , and the secret key  $sk_L$  containing attribute set  $L$ .  
*Testing Phase:* If  $F(L, W) = 0$ , it outputs an error symbol  $\perp$ . Otherwise, it runs the following *Decryption Phase*.  
*Decryption Phase:* It outputs  $M$ .

### 2.5 Security Model

The goals of an adversary  $\mathcal{A}$  in an CP-ABE system with hidden access policy include extracting information of a plaintext from the ciphertext and distinguishing hidden access policy in ciphertexts. We call it IND-sCP-CPA. So the security model is described as a security game between a challenger  $\mathcal{S}$  and an adversary  $\mathcal{A}$  based on [30]. The game proceeds as follows:

*Initial* . The adversary  $\mathcal{A}$  commits to the challenge ciphertext policies  $W_0^*$ ,  $W_1^*$  . The challenger  $\mathcal{S}$  chooses a sufficiently large security parameter  $1^\lambda$ , and runs  $Setup(1^\lambda)$  algorithm to get a master secret key  $MSK$  and public key  $PK$  . The challenger  $\mathcal{S}$  reserves  $MSK$  and gives  $PK$  to  $\mathcal{A}$  .

*Phase 1* .  $\mathcal{A}$  submits the attribute list  $L$  for a *KeyGen* query. If  $(F(L, W_0^*) = 0 \wedge F(L, W_1^*) = 0)$ , the challenger  $\mathcal{S}$  gives the adversary the secret key  $sk_L$  .

*Challenge* .  $\mathcal{A}$  submits two equal length messages  $M_0^*$ ,  $M_1^*$  to the challenger on which it wishes to challenge with respect to  $W_0^*$ ,  $W_1^*$  . The challenger  $\mathcal{S}$  flips a random coin  $b \in \{0,1\}$  and passes the ciphertext  $CT = Encrypt(PK, M_b^*, W_b^*)$  to  $\mathcal{A}$  .

*Phase 2* .  $\mathcal{A}$  continues to issue queries as *Phase 1*, with the same restriction that  $(F(L, W_0^*) = 0 \wedge F(L, W_1^*) = 0)$  .

*Guess* . Finally,  $\mathcal{A}$  outputs a guess  $b' \in \{0,1\}$  of  $b$  .

The advantage of an adversary in this game is defined as  $|\Pr[b' = b] - \frac{1}{2}|$  .

**Definition 3.** A hidden access policy CP-ABE scheme is secure against selectively chosen-plaintext attack if all polynomial time adversaries have at most a negligible advantage in the above game.

### 3. Construction for CP-ABE Scheme with Hidden Access Policy and Testing

In this section, we present the concrete CP-ABE scheme with hidden access policy and testing. Let  $U = \{att_1, \dots, att_n\}$  be a set of attributes. For  $att_i \in U$ ,  $S_i = \{v_{i,1}, v_{i,2}, \dots, v_{i,n_i}\}$  is a set of possible values, where  $n_i$  is the number of possible values for  $att_i$ .  $L = [L_1, L_2, \dots, L_n]$  is an attribute list for a user, where  $L_i \in S_i$ .  $W = [W_1, W_2, \dots, W_n]$  is an access policy, where  $W_i \subset S_i$ .

*Setup*( $1^\lambda$ ): The algorithm takes as input a security parameter  $1^\lambda$ . TA obtains a bilinear group  $(p, G, G_T, e)$ , where  $G$  and  $G_T$  are multiplicative cyclic groups of prime order  $p$  and  $e: G \times G \rightarrow G_T$  is the bilinear map. TA chooses  $\alpha, \beta \in_R Z_p$  and  $a_{i,t} \in_R Z_p$  ( $i \in [1, n], t \in [1, n_i]$ ). TA computes  $Y = e(g, g)^\alpha$ ,  $X = g^\beta$ , and  $T_{i,t} = g^{a_{i,t}}$  ( $i \in [1, n], t \in [1, n_i]$ ).  $PK = (e, G, G_T, g, Y, X, \{T_{i,t}\}_{i \in [1, n], t \in [1, n_i]})$  are published as the public parameters. The master secret key is  $MSK = (\alpha, \beta, \{a_{i,t}\}_{i \in [1, n], t \in [1, n_i]})$ .

*KeyGen*( $MSK, PK, L$ ): The key generation algorithm takes as input the master secret key  $MSK$ , public key  $PK$ , and a set of attributes  $L = [L_1, L_2, \dots, L_n]$ . The algorithm performs as follows:

TA chooses  $u, r^* \in_R Z_p$  and  $\lambda_i \in_R Z_p$  for the user, where  $1 \leq i \leq n$ . TA computes

$D_0 = g^{\alpha+\beta u}$ ,  $D_{i,1} = g^{u+a_{i,t}\lambda_i}$ ,  $D_{i,2} = X^{\lambda_i}$  where  $L_i = v_{i,t}$  for decryption. Furthermore, TA computes  $D_i^* = T_{i,t}^{r^*}$ ,  $i \in [1, n]$ , where  $L_i = v_{i,t}$ ,  $D_0^* = g^{r^*}$  is used to test whether the user's attribute list  $L$  satisfies the access policy  $W$ . The secret key  $sk_L = \langle D_0, \{D_{i,1}, D_{i,2}, D_i^*\}_{1 \leq i \leq n}, D_0^* \rangle$  is delivered to the user.

**Encrypt**( $PK, M, W$ ): The encryption algorithm takes as input the public parameters  $PK$ , a message  $M \in G_T$  and access policy  $W = [W_1, W_2, \dots, W_n]$ . The encryptor randomly chooses  $s, s^* \in Z_p$ , and computes  $\tilde{C} = MY^s$ ,  $C_0 = g^s$ ,  $C_0^* = g^{s^*}$ . The encryptor picks up random values  $s_i \in Z_p$  such that  $s = \sum_{i=1}^n s_i$  and computes  $C_{i,1} = X^{s_i}$ , where  $1 \leq i \leq n$ . If  $v_{i,t} \in W_i$ , the encryptor computes  $[C_{i,t,2}, C_{i,t}^*] = [T_{i,t}^{s_i}, T_{i,t}^{s^*}]$ , else  $v_{i,t} \notin W_i$ ,  $[C_{i,t,2}, C_{i,t}^*]$  are random elements in  $G$ .  $CT_W = \langle \tilde{C}, C_0, C_0^*, \{\{C_{i,1}\}, \{C_{i,t,2}, C_{i,t}^*\}_{t \in [1, n_i]}\}_{i \in [1, n]} \rangle$  is the ciphertext for  $M$  with respect to  $W$ .

**Decrypt**( $PK, CT_W, sk_L$ ): Taking public key  $PK$ , ciphertext  $CT_W$ , and secret key  $sk_L$  as input, the decryptor proceeds as follows:

**Testing Phase:** The user checks whether  $F(L, W) = 1$ .  $F(L, W) = 1$  if and only if

$$\frac{e(C_0^*, \prod_{i=1}^n D_i^*)}{e(D_0^*, \prod_{i=1}^n C_{i,t}^*)} = 1 \text{ holds, where } L_i = v_{i,t}. \text{ If } F(L, W) = 0, \text{ it returns } \perp \text{ and terminates. If}$$

$F(L, W) = 1$ , it enters into the *Decryption Phase*.

**Decryption Phase:** The user decrypts the ciphertext to get  $M$  by the following equation.

$$M = \frac{\tilde{C} \prod_{i=1}^n e(C_{i,1}, D_{i,1})}{e(C_0, D_0) \prod_{i=1}^n e(C_{i,t,2}, D_{i,2})}.$$

If a user's attribute list  $L$  satisfies the access policy  $W$ , the correctness of the proposed scheme can be verified as follows:

$$\frac{e(C_0^*, \prod_{i=1}^n D_i^*)}{e(D_0^*, \prod_{i=1}^n C_{i,t}^*)} = \frac{e(g^{s^*}, \prod_{i=1}^n T_{i,t}^{r^*})}{e(g^{r^*}, \prod_{i=1}^n T_{i,t}^{s^*})} = \frac{e(g^{s^*}, \prod_{i=1}^n g^{a_{i,t}r^*})}{e(g^{r^*}, \prod_{i=1}^n g^{a_{i,t}s^*})} = \frac{e(g, g)^{s^* r^* \sum_{i=1}^n a_{i,t}}}{e(g, g)^{s^* r^* \sum_{i=1}^n a_{i,t}}} = 1$$

On the base of that, the user can decrypt the ciphertext:

$$\begin{aligned}
 & \frac{\tilde{C} \prod_{i=1}^n e(C_{i,1}, D_{i,1})}{e(C_0, D_0) \prod_{i=1}^n e(C_{i,t,2}, D_{i,2})} = \frac{MY^s \prod_{i=1}^n e(X^{s_i}, g^{u+a_{i,t}\lambda_i})}{e(g^s, g^{\alpha+\beta u}) \prod_{i=1}^n e(T_{i,t}^{s_i}, X^{\lambda_i})} \\
 & = \frac{Me(g, g)^{\alpha s} \prod_{i=1}^n e(g^{\beta s_i}, g^{u+a_{i,t}\lambda_i})}{e(g^s, g^{\alpha+\beta u}) \prod_{i=1}^n e(g^{a_{i,t}s_i}, g^{\beta \lambda_i})} = \frac{M \prod_{i=1}^n e(g, g)^{\beta u s_i}}{e(g, g)^{\beta u s}} \\
 & = \frac{Me(g, g)^{\beta u \sum_{i=1}^n s_i}}{e(g, g)^{\beta u s}} = M
 \end{aligned}$$

### 4. Security Proof

Our CP-ABE scheme with hidden access policy is proved selectively secure under the assumption. As for selectively secure, the adversary should commit to the challenge access policies  $W_0^*, W_1^*$  at the beginning of the game.

A sequence of hybrid games are used to argue that the adversary cannot win the security game denoted by  $G$  with non-negligible probability. Firstly, the original game  $G$  is modified into a game  $G_0$ , which is the same as  $G$  except how the challenge ciphertext is generated. In the game  $G_0$ , the part of the challenge ciphertext  $\tilde{C}$  is randomly selected from  $G_T$  regardless of the random coin  $b$  when the attribute list  $L$  satisfies that  $F(L, W_0) = 0 \wedge F(L, W_1) = 0$ . The adversary can get the rest of the ciphertext normally. As for  $F(L, W_0) = 1 \wedge F(L, W_1) = 1$ ,  $G_0$  is the same as  $G$  that the challenge ciphertext in  $G_0$  is generated correctly. We use assumption to prove that game  $G$  and game  $G_0$  is indistinguishable.

**Theorem 1.** If there exists an adversary  $\mathcal{A}$  that can distinguish game  $G$  and game  $G_0$  with the advantage  $\epsilon$ , we can construct an algorithm  $\mathcal{B}$  that can solve the DDH assumption with the advantage  $\epsilon$ .

**Proof:** Given a DDH paradigm  $(g, g^{z_1}, g^{z_2}, Z)$ , the simulator  $\mathcal{B}$  creates the following simulation.

**Init:** The simulator  $\mathcal{B}$  runs  $\mathcal{A}$ .  $\mathcal{A}$  gives  $\mathcal{B}$  two challenge ciphertext policies  $W_0^* = [W_{0,1}, \dots, W_{0,n}]$ ,  $W_1^* = [W_{1,1}, \dots, W_{1,n}]$ . Then  $\mathcal{B}$  flips a random coin  $b \in \{0, 1\}$ .

**Setup:**  $\mathcal{B}$  sets  $Y = e(g, g)^\alpha = e(g, g^{z_1}) = e(g, g)^{z_1}$ . This implies  $\alpha = z_1$ .  $\mathcal{B}$  chooses  $\beta \in_R Z_p$ . For  $\forall 1 \leq i \leq n$ ,  $\mathcal{B}$  generates  $\{T_{i,t}\}_{1 \leq t \leq n_i}$  such that  $T_{i,t} = g^{a_{i,t}}$ , if  $v_{i,t} \in W_{b,i}$ ,  $T_{i,t} = g^{z_1 a_{i,t}}$ , if  $v_{i,t} \notin W_{b,i}$  with  $\{a_{i,t} \in_R Z_p\}_{1 \leq t \leq n_i}$ .  $\mathcal{B}$  publishes public parameters  $PK = (e, G, G_T, g, Y, \{T_{i,t}\}_{i \in [1,n], t \in [1, n_i]})$  as in the real scheme.

**Phase1:**  $\mathcal{A}$  submits an attribute list  $L = [L_1, L_2, \dots, L_n]$  in a secret key query. Considering  $(F(L, W_0^*) = 0 \wedge F(L, W_1^*) = 0)$ , there must be  $j \in \{1, \dots, n\}$  such that  $L_j(v_{j,t_j}) \notin W_{b,j}$ .

$\mathcal{B}$  picks up  $u, r^* \in_R Z_p$ . For  $1 \leq i \leq n$ ,  $\lambda_i \in_R Z_p$ .

The component  $D_0$  of the secret key  $sk_L$  can be computed as  $D_0 = g^{\alpha+\beta u} = g^{z_1+\beta u}$ .

For  $i = j$ ,  $\mathcal{B}$  computes the components  $[D_{j,1}, D_j^*]$  as  $D_{j,1} = T_{j,t}^{\lambda_j} g^u = (g^{z_1})^{a_{j,t}\lambda_j} g^u$ ,  $D_j^* = T_{j,t}^{r^*} = (g^{z_1})^{a_{j,t}r^*}$ .

For  $i \neq j$ ,  $\mathcal{B}$  computes the components  $[D_{i,1}, D_i^*]$  as  $D_{i,1} = T_{i,t}^{\lambda_i} g^u = g^{a_{i,t}\lambda_i} g^u$ ,  $D_i^* = T_{i,t}^{r^*} = g^{a_{i,t}r^*}$ .

**Challenge:**  $\mathcal{A}$  submits messages  $M_0^*, M_1^*$  to the challenger on which it wishes to challenge with respect to  $W_0^*, W_1^*$ .  $\mathcal{B}$  sets  $C_0 = g^{z_2}$ ,  $C_0^* = g^s$  and  $\tilde{C} = M_b^* \cdot Y^s = M_b^* \cdot e(g, g)^{\alpha s} = M_b^* \cdot e(g, g)^{z_1 z_2}$  which implies  $s = z_2$ . For  $\forall 1 \leq i \leq n, i \neq j$ ,  $\mathcal{B}$  chooses  $s_i \in_R Z_p$  and for  $i = j$ ,  $\mathcal{B}$  computes  $s_j = z_2 - \sum_{i=1, i \neq j}^n s_i$ .

For  $i = j$ , the components  $[C_{j,1}, C_{j,t,2}, C_{j,t}^*]$  of the ciphertext is computed as

$$C_{j,1} = g^{\beta s_j} = g^{\beta(z_2 - \sum_{i=1, i \neq j}^n s_i)} = (g^{z_1})^\beta / g^{\beta \sum_{i=1, i \neq j}^n s_i}, [C_{j,t,2}, C_{j,t}^*] \in_R G^2.$$

For  $i \neq j$ , the components  $[C_{i,1}, C_{i,t,2}, C_{i,t}^*]$  of the ciphertext is computed as  $C_{i,1} = g^{\beta s_i}$ ,  $C_{i,t,2} = T_{i,t}^{s_i} = g^{a_{i,t}s_i}$ ,  $C_{i,t}^* = T_{i,t}^{s^*} = g^{a_{i,t}s^*}$ .

**Phase2:** Phase 1 is repeated.

**Guess:** From the above considerations, the adversary can decide a guess  $b'$  of  $b$  when  $Z = e(g, g)^{z_1 z_2}$ ,  $\mathcal{A}$  is in game  $G$ . Else  $\mathcal{A}$  only makes a random guess because  $\mathcal{A}$  is in game  $G_0$  when  $Z$  is random. If  $b' = b$ ,  $\mathcal{B}$  outputs  $\beta = 1$  and otherwise outputs  $\beta = 0$ . Therefore  $\mathcal{B}$  can break the DDH problem with the probability  $\varepsilon$ .

Secondly,  $G_0$  is modified by changing how to generate the ciphertext components  $\{C_{i,1}\}_{i \in [1,n]}$  and define a sequence of games as follows.

If  $v_{i,t}$  is  $(v_{i,t} \in W_{0,i} \wedge v_{i,t} \in W_{1,i})$  or  $(v_{i,t} \notin W_{0,i} \wedge v_{i,t} \notin W_{1,i})$ , the ciphertext component  $\{C_{i,1}\}_{i \in [1,n]}$  is obtained as in the real scheme through the sequence of all the games. But for  $v_{i,t}$  such that  $(v_{i,t} \in W_{0,i} \wedge v_{i,t} \notin W_{1,i})$  or  $(v_{i,t} \notin W_{0,i} \wedge v_{i,t} \in W_{1,i})$ , the ciphertext component  $\{C_{i,1}\}_{i \in [1,n]}$  which is obtained normally in the game  $G_{l-1}$  is replaced by the random values in the new modified game  $G_l$  ignoring the random coin  $b$ . To be specific, we won't make a new game by replacing the ciphertext component  $\{C_{i,1}\}_{i \in [1,n]}$  until there is no  $v_{i,t}$  such that  $(v_{i,t} \in W_{0,i} \wedge v_{i,t} \notin W_{1,i})$  or  $(v_{i,t} \notin W_{0,i} \wedge v_{i,t} \in W_{1,i})$ . We use DDH assumption to prove that the game  $G_l$  and  $G_{l-1}$  is indistinguishable.

Lastly, we can get the obvious conclusion that in the last game of the game sequence, the advantage of the adversary is 0 because the adversary is given a ciphertext chosen from the



same access policy regardless of the random coin  $b$ .

**Theorem 2.** If there exists an adversary  $\mathcal{A}$  that can distinguish game  $G_{l-1}$  and game  $G_l$  with the advantage  $\varepsilon$ , we can construct an algorithm  $\mathcal{B}$  that can solve the DDH assumption with the advantage  $\varepsilon$ .

**Proof:** Given a DDH paradigm  $[g, g^{z_1}, g^{z_2}, Z]$ , where  $Z$  is either  $g^{z_1 z_2}$  or random with equal probability, the simulator  $\mathcal{B}$  creates the following simulation.

As mentioned above, the ciphertext components  $\{C_{i,1}\}_{i \in [1,n]}$  is generated as in the real scheme in game  $G_{l-1}$ . But in game  $G_l$ , the components are random regardless of the random coin  $b$ .

**Init:** The simulator  $\mathcal{B}$  runs  $\mathcal{A}$ .  $\mathcal{A}$  gives  $\mathcal{B}$  two challenge ciphertext policies  $W_0^* = [W_{0,1}, \dots, W_{0,n}]$ ,  $W_1^* = [W_{1,1}, \dots, W_{1,n}]$ . Then  $\mathcal{B}$  flips a random coin  $b \in \{0, 1\}$ . When  $v_{i,t_l} \in W_{1,i} \wedge v_{i,t_l} \in W_{0,i}$  or  $v_{i,t_l} \notin W_{1,i} \wedge v_{i,t_l} \notin W_{0,i}$ , game  $G_{l-1}$  is the same as game  $G_l$  according to the game definition. We can only need to consider the case when  $v_{i,t_l} \in W_{1,i} \wedge v_{i,t_l} \notin W_{0,i}$  or  $v_{i,t_l} \notin W_{1,i} \wedge v_{i,t_l} \in W_{0,i}$ .

**Setup:**  $\mathcal{B}$  sets  $Y = e(g, g)^\alpha$  and  $X = g^\beta = g^{z_1}$ , which implies  $\beta = z_1$ . For  $\forall 1 \leq i \leq n$ ,  $\mathcal{B}$  generates  $\{T_{i,t}\}_{1 \leq t \leq n_i}$  such that  $T_{i,t} = g^{a_{i,t}}$ , if  $v_{i,t} \in W_{b,i}$ ,  $T_{i,t} = g^{z_1 a_{i,t}}$ , if  $v_{i,t} \notin W_{b,i}$  with  $\{a_{i,t} \in_R Z_p\}_{1 \leq t \leq n_i}$ .  $\mathcal{B}$  publishes public parameters  $PK = (e, G, G_T, g, Y, \{T_{i,t}\}_{i \in [1,n], t \in [1,n_i]})$  as in the real scheme.

**Phase1:**  $\mathcal{A}$  submits an attribute list  $L = [L_1, L_2, \dots, L_n]$  in a secret key query.

$\mathcal{B}$  chooses  $u, r^* \in_R Z_p$  and  $\lambda_i \in_R Z_p$  for the user, where  $1 \leq i \leq n$ .  $\mathcal{B}$  computes the secret key components as follows  $D_{i,1} = g^{u+a_{i,t} \lambda_i}$ ,  $D_i^* = T_{i,t}^{r^*}$ ,  $D_{i,2} = X^{\lambda_i} = (g^{z_1})^{\lambda_i}$  where  $L_i = v_{i,t}$  for decryption. And then  $D_0 = g^{\alpha+\beta u} = g^{\alpha+z_1 u} = (g^{z_1})^u g^\alpha$ ,  $D_0^* = g^{r^*}$ .

**Challenge:**  $\mathcal{A}$  submits messages  $M_0^*, M_1^*$  to the challenger on which it wishes to challenge with respect to  $W_0^*$ ,  $W_1^*$ .  $\mathcal{B}$  sets  $C_0 = g^{z_2}$  which implies  $s = z_2$ , and  $\tilde{C} = M_b^* \cdot Y^s = M_b^* \cdot e(g, g)^{\alpha z_2} = M_b^* \cdot e(g, g^{z_2})^\alpha$ ,  $C_0^* = g^{s^*}$  where  $s^* \in_R Z_p$ . For  $1 \leq i \leq n, i \neq l$ ,  $s_i \in_R Z_p$ . For  $i = l, s_l = z_2 - \sum_{i=1, i \neq l}^n s_i$ .

For  $i = l$ , the components  $[C_{l,1}, C_{l,t,2}]$  of the ciphertext is computed as  $C_{l,1} = g^{\beta s_l} = g^{z_1(z_2 - \sum_{i=1, i \neq l}^n s_i)}$   
 $= (g^{z_1 z_2}) / g^{z_1 \sum_{i=1, i \neq l}^n s_i} = Z / g^{z_1 \sum_{i=1, i \neq l}^n s_i}$ ,  $C_{l,t,2} = T_{l,t}^{s_l} = g^{a_{l,t}(z_1 - \sum_{i=1, i \neq l}^n s_i)} = (g^{z_1})^{a_{l,t}} / g^{a_{l,t} \sum_{i=1, i \neq l}^n s_i}$ .

If  $Z = g^{z_1 z_2}$ , the components are well-formed and  $\mathcal{A}$  is in game  $G_{l-1}$ . And if  $Z$  is random,  $\mathcal{A}$  is in game  $G_l$ .

**Phase2:** Phase1 is repeated.

**Guess:** From the above considerations, the adversary can decide a guess  $b'$  of  $b$  when  $Z = g^{z_1 z_2}$ ,  $\mathcal{A}$  is in game  $G_{l-1}$ . Else  $\mathcal{A}$  only makes a random guess when  $Z$  is random,  $\mathcal{A}$  is in game  $G_l$ . Therefore  $\mathcal{B}$  can break the DDH problem with the probability  $\varepsilon$ .

## 5. Performance Comparison

In this section, we compare our work with previous works which are all CP-ABE schemes with hidden access policy to expound our scheme's advantages. For convenience,  $PK$ ,  $MSK$ ,  $SK$ ,  $CT$  are the shortened form for the size of the public key, the master secret key, the secret key, and the ciphertext length excluding the access policy respectively. What's more,  $Enc.$  and  $Dec.$  are the shortened form for the computational time of encryption and decryption respectively.  $|G|$ ,  $|G_T|$ ,  $|Z_p|$  denote the bit-length of the elements belongs to  $G$ ,  $G_T$ ,  $Z_p$ . Let  $U = \{att_1, \dots, att_n\}$  be the attribute universe.  $n$  is the number of all attributes in universe.  $n_i$  is the number of  $att_i$ .  $N = \sum_{i=1}^n n_i$  expresses the total number of possible values of all attributes. Let the notation  $kG$  and  $kG_T$  be  $k$ -times calculations over the group  $G$  and group  $G_T$ , respectively.  $C_e$  means the time for one pairing.

**Table 1.** Size of each value

|                      | $PK$                | $MSK$              | $SK$        | $CT$                |
|----------------------|---------------------|--------------------|-------------|---------------------|
| <i>NYO 08[15]</i>    | $(2N+1) G  +  G_T $ | $(2N+1) Z_p $      | $3(N+1) G $ | $(2N+1) G  +  G_T $ |
| <i>Lai 11[19]</i>    | $(N+1) G  +  G_T $  | $ G  + (N+1) Z_p $ | $(N+1) G $  | $(N+1) G  +  G_T $  |
| <i>Müller 12[17]</i> | $(N+2) G  + 2 G_T $ | $(N+4) Z_p $       | $(2n+2) G $ | $(N+n) G  + 2 G_T $ |
| <i>Our scheme</i>    | $(N+1) G  +  G_T $  | $(N+2) Z_p $       | $(2N+1) G $ | $(N+n) G  +  G_T $  |

**Table 2.** Computational Cost of Encryption and Decryption

|                      | <i>Encryption</i> | <i>Decryption</i>       |
|----------------------|-------------------|-------------------------|
| <i>NYO 08[15]</i>    | $(2N+1)G + G_T$   | $(3n+1)C_e + (3n+1)G_T$ |
| <i>Lai 11[19]</i>    | $(2N+2)G + G_T$   | $(n+1)C_e + (n+3)G_T$   |
| <i>Müller 12[17]</i> | $(N+n)G + 2G_T$   | $(3n+2)C_e + (3n+2)G_T$ |
| <i>Our scheme</i>    | $(N+n)G + G_T$    | $(2n+1)C_e + (2n+1)G_T$ |

**Table 3.** Security Properties of CP-ABE

|                      | <i>Order of Bilinear Groups</i> | <i>Security Model</i> | <i>Assumption</i>     | <i>With testing</i> |
|----------------------|---------------------------------|-----------------------|-----------------------|---------------------|
| <i>NYO 08[15]</i>    | $N = p$                         | <i>Selective</i>      | <i>DBDH, D-Linear</i> | <i>No</i>           |
| <i>Lai 11[19]</i>    | $N = pqr$                       | <i>Fully</i>          | <i>Non-standard</i>   | <i>No</i>           |
| <i>Müller 12[17]</i> | $N = p$                         | <i>Selective</i>      | <i>DBDH</i>           | <i>No</i>           |
| <i>Our scheme</i>    | $N = p$                         | <i>Selective</i>      | <i>DDH</i>            | <i>Yes</i>          |

**Table 4.** Expressiveness of Policy

|                      |  |
|----------------------|--|
| <i>NYO 08[15]</i>    | <i>AND-gates on multi-valued attributes with wildcards</i> |
| <i>Lai 11[19]</i>    | <i>AND-gates on multi-valued attributes</i>                |
| <i>Müller 12[17]</i> | <i>monotonic syntax tree</i>                               |
| <i>Our scheme</i>    | <i>AND-gates on multi-valued attributes with wildcards</i> |

Compared with the other schemes, our construction shows many merits (see **Table 1- Table 4**). Firstly, for the size of parameters, the size of the  $PK$  and  $MSK$  in our scheme is the shortest ones, and the size of  $SK$  and  $CT$  of our scheme are relatively very short, so our scheme's communication cost is small. Secondly, our scheme's computation time of encryption is smaller than Müller's [17], but the efficiency of decryption in our scheme is high. Thirdly, our scheme is selectively secure with testing phase which can avoid excessive computations before decryption and improve the efficiency for the decryptor. On the whole, our scheme has relatively lower communication and computation cost than existing CP-ABE schemes.

As you can see from the tables above, the decryption cost of CP-ABE scheme with hidden access policy is always huge. If there is no testing, the decryptor may spend much time on pairing computation because one pairing costs a lot of time. But in our scheme, we add a test before decryption. The decryptor then does decryption if she passes the testing. The time of one testing is  $2C_e + 2nG$ , which reduce the time for pairing computation to a large extent. And our scheme shows a little advantage especially for public key and computational time of decryption.

## 6. Conclusion

In this paper, we propose a new CP-ABE scheme with hidden access policy. We prove the scheme is selectively secure in standard model. Security in our scheme is reduced to DDH assumption. The access policy is based on AND-gates on multi-valued attributes with wildcards, which is very expressive. Moreover, we add a testing phase before decryption. The cost of one test is small so it is effective.

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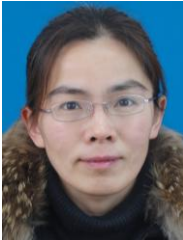
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