A Lightweight Data Sharing Scheme (LDSS) For Mobile Cloud Computing

Thandayee Pravallika[1], G.Mohammad Rafi[2]
Department of C.S Engineering
[1] PG Student, SSITS, Rayachoti Kadapa, A.P, India
[2] Assistant Professor, SSITS, Rayachoti Kadapa, A.P, India

Abstract- *With the rapid development of the computer technology, cloud-based services have become a hot topic. Cloud based services not only provide users with convenience, but also bring many security issues. Therefore, the study of access control scheme to protect users' privacy in cloud environment is of great significance. In this paper, we present an access control system with privilege separation based on privacy protection (PS-ACS). In the PS-ACS scheme, we divide the users into personal domain (PSD) and public domain (PUD) logically. In the PSD, we set read and write access permissions for users respectively. The Key-Aggregate Encryption (KAE) is exploited to implement the read access permission which improves the access efficiency. A high degree of patient privacy is guaranteed simultaneously by exploiting an Improved Attribute-based Signature (IABS) which can determine the users' write access. For the users of PUD, a hierarchical attribute-based encryption (HABE) is applied to avoid the issues of single point of failure and complicated key distribution. Function and performance testing result shows that the PS-ACS scheme can achieve privacy protection in cloud based services*

Keywords- System, JSP, Servlet, Java Bean, Web Server, IDE, MY Sql Server, etc

I. INTRODUCTION

This article guides a stepwise walkthrough by Cloud computing is the use of computing resources (hardware and software) that are delivered as a service over a network (typically the Internet). The name comes from the common use of a cloud-shaped symbol as an abstraction for the complex infrastructure it contains in system diagrams. Cloud computing entrusts remote services with a user's data, software and computation. Cloud computing consists of hardware and software resources made available on the Internet as managed third-party services. These services typically provide access to advanced software applications and high-end networks of server computers

1.1 HOW CLOUD COMPUTING WORKS

The goal of cloud computing is to apply traditional super computing, or high-performance computing power, normally used by military and research facilities, to perform tens of trillions of computations per second, in consumer-oriented applications such as financial portfolios, to deliver personalized information, to provide data storage or to power large, immersive computer games.The cloud computing uses networks of large groups of servers typically running low-cost consumer PC technology with specialized connections to spread data-processing chores across them. This shared IT infrastructure contains large pools of systems that are linked together. Often, virtualization techniques are used to maximize the power of cloud computing.

1.2 CHARACTERISTICS AND SERVICES MODELS

The salient characteristics of cloud computing based on the definitions provided by the National Institute of Standards and Terminology (NIST) are outlined below:

- On-demand self-service: A consumer can unilaterally provision computing capabilities, such as server time and network storage, as needed automatically without requiring human interaction with each service's provider.

- Broad network access: Capabilities are available over the network and accessed through standard mechanisms that promote use by heterogeneous thin or thick client platforms (e.g., mobile phones, laptops, and PDAs).

- Resource pooling: The provider's computing resources are pooled to serve multiple consumers using a multi-tenant model, with different physical and virtual resources dynamically assigned and reassigned according to consumer demand.

- Rapid elasticity: Capabilities can be rapidly and elastically provisioned, in some cases automatically, to quickly scale out and rapidly released to quickly scale in. To the consumer, the capabilities available for provisioning often appear to be unlimited and can be purchased in any quantity at any time.

- Measured service: Cloud systems automatically control and optimize resource use by leveraging a metering capability at some level of abstraction appropriate to the type of service (e.g., storage, processing, bandwidth, and active user accounts).

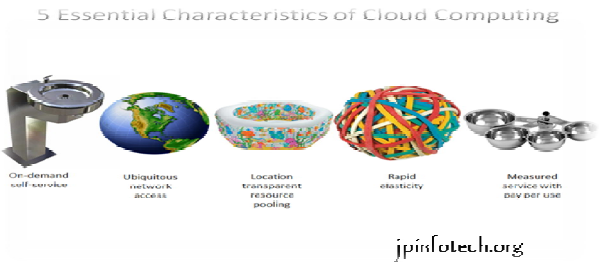


Fig1.1 Structure of cloud computing

Services Models

Cloud Computing comprises three different service models, namely Infrastructure-as-a-Service (IaaS), Platform-as-a-Service (PaaS), and Software-as-a-Service (SaaS). The three service models or layer are completed by an end user layer that encapsulates the end user perspective on cloud services. The model is shown in figure below. If a cloud user accesses services on the infrastructure layer, for instance, she can run her own applications on the resources of a cloud infrastructure and remain responsible for the support, maintenance, and security of these applications herself.

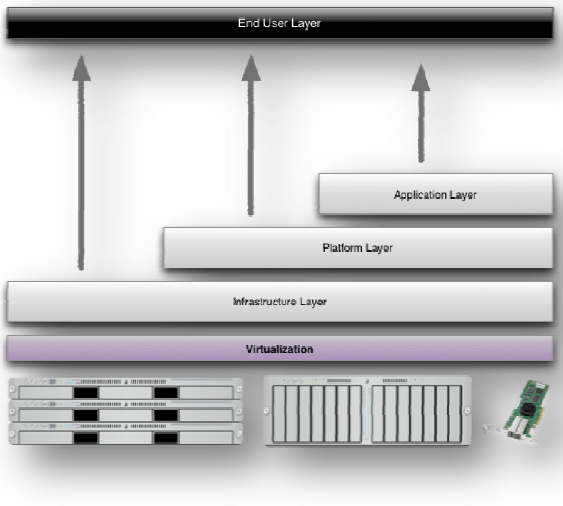


Fig.2.Structure of service models

2. Benefits of cloud computing

1. Achieve economies of scale – increase volume output or productivity with fewer people. Your cost per unit, project or product plummets.
2. Reduce spending on technology infrastructure. Maintain easy access to your information with minimal upfront spending. Pay as you go (weekly, quarterly or yearly), based on demand.
3. Globalize your workforce on the cheap. People worldwide can access the cloud, provided they have an Internet connection.
4. Streamline processes. Get more work done in less time with less people.
5. Reduce capital costs. There's no need to spend big money on hardware, software or licensing fees.
6. Improve accessibility. You have access anytime, anywhere, making your life so much easier!
7. Monitor projects more effectively. Stay within budget and ahead of completion cycle times.
8. Less personnel training is needed. It takes fewer people to do more work on a cloud, with a minimal learning curve on hardware and software issues.
9. Minimize licensing new software. Stretch and grow without the need to buy expensive software licenses or programs.
10. Improve flexibility. You can change direction without serious "people" or "financial" issues at stake.

Advantages

1. 1. **Price:** Pay for only the resources used.
2. **Security:** Cloud instances are isolated in the network from other instances for improved security.
3. **Performance:** Instances can be added instantly for improved performance. Clients have access to the total resources of the Cloud's core hardware.
4. **Scalability:** Auto-deploy cloud instances when needed.
5. **Uptime**: Uses multiple servers for maximum redundancies. In case of server failure, instances can be automatically created on another server.

6. **Control**: Able to login from any location. Server snapshot and a software library lets you deploy custom instances.

7. **Traffic:** Deals with spike in traffic with quick deployment of additional instances to handle the load.

SYSTEM REQUIREMENTS HARDWARE REQUIREMENTS:

- System : Pentium IV 2.4 GHz.
- Hard Disk : 40 GB.
- Floppy Drive : 1.44 Mb.
- Monitor : 15 VGA Colour.
- Mouse : Logitech.
- Ram : 512 Mb.

SOFTWARE REQUIREMENTS:

- Operating system : - Windows XP/7.
- Coding Language: JAVA/J2EE
- Data Base : MYSQL

SOFTWARE ENVIRONMENT

Java TechnologyJava technology is both a programming language and a platform.The Java Programming Language

The Java programming language is a high-level language that can be characterized by all of the following buzzwords:
Simple, Architecture neutral, Object oriented, portable
Distributed, High performance, Interpreted,
Multithreaded, Robust, Dynamic, Secure

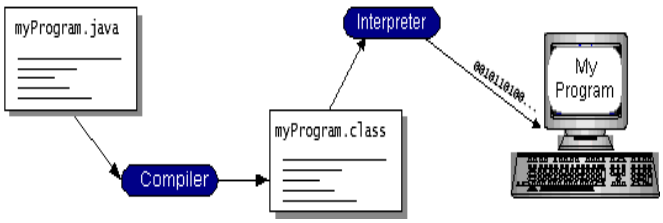


Fig.3

IMPLEMENTATION MODULES:

- System Framework
- Data Owner
- Data User
- Trusted Authority
- Cloud Service Provider

SYSTEM DESIGN SYSTEM ARCHITECTURE

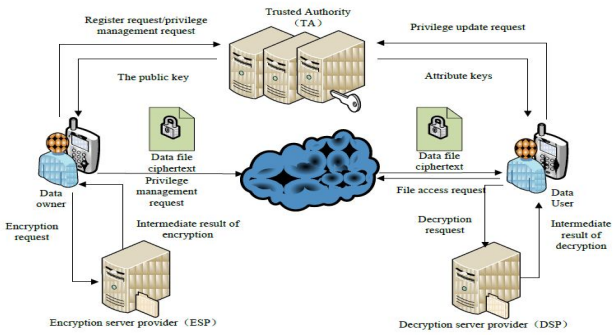
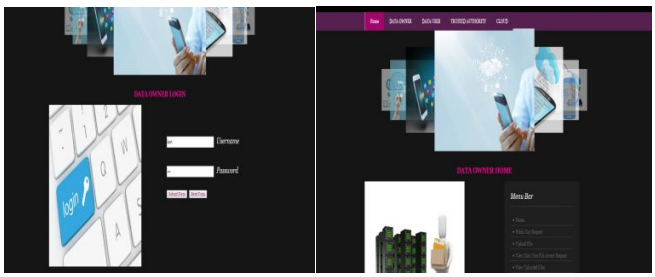
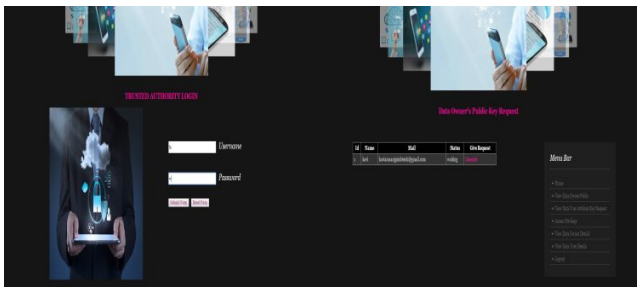
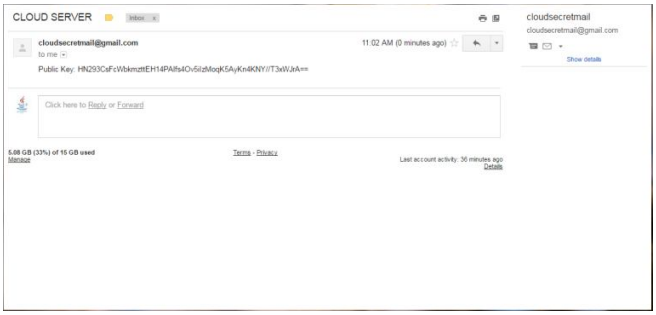


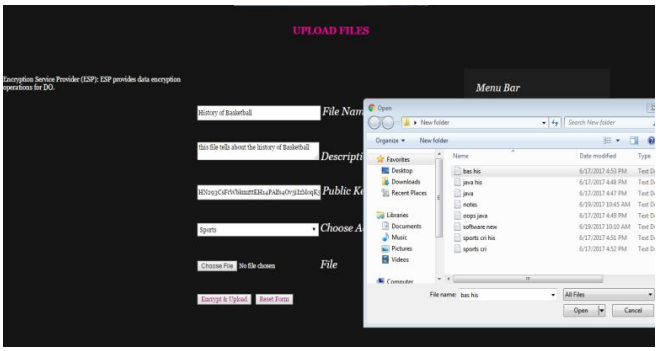
Fig.4. System architecture

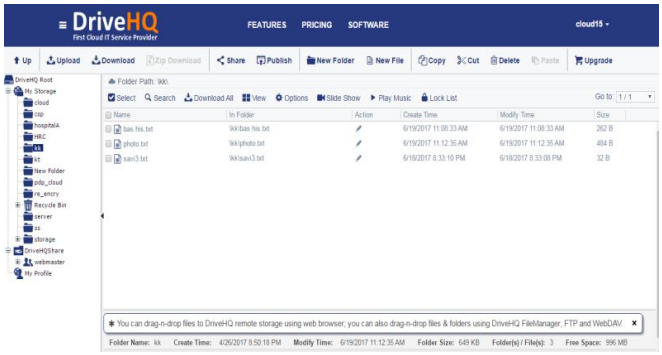
SCREEN SHOTS











III. CONCLUSIONS

In recent years, many studies on access control in cloud are based on attribute-based encryption algorithm (ABE). However, traditional ABE is not suitable for mobile cloud because it is computationally intensive and mobile devices only have limited resources. In this paper, we propose LDSS to address this issue. It introduces a novel LDSS-CP-ABE algorithm to migrate major computation overhead from mobile devices onto proxy servers, thus it can solve the secure data sharing problem in mobile cloud. The experimental results show that LDSS can ensure data privacy in mobile cloud and reduce the overhead on users' side in mobile cloud. In the future work, we will design new approaches to ensure data integrity. To further tap the potential of mobile cloud, we will also study how to do ciphertext retrieval over existing data sharing schemes

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