vai de bet história

<p>Paper 2024/1292</p>
<p>Bet-or-Pass: Adversarially Robust Bloom Filters</p>
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<p>Abstract</p>
<p>A Bloom filter</p>
<p> 💵 is a data structure that maintains a succinct and probabili

stic representation of a</p>
<p> setR$Ssubseteq U$ of elements from a universeRU. 💵 It supp

orts approximate membership</p>
<p> queries. The price of the succinctness is allowing some error, namely

false positives:</p>
<p> for anyR$x</p>
<p>otin S$, 💵 it might answer ‘Yes' but with a small (non-neg) Tj T*□□BT /F1 12 Tf

<p> probability. When dealing with such data structures in adversarial set

tings, we 💵 need to</p>
<p> define the correctness guarantee and formalize the requirement that ba

d events happen</p>
<p> infrequently and those false positives are 💵 appropriately di

stributed. Recently, several</p>
<p> papers investigated this topic, suggesting different robustness defini

tions. In this</p>
<p> work we unify this line of 💵 research and propose several rob

ustness notions for Bloom</p>
<p> filters that allow the adaptivity of queries. The goal is that a &#128

181; robust Bloom filter</p>
<p> should behave like a random biased coin even against an adaptive adver

sary. The</p>
<p> robustness definitions are expressed 💵 by the type of test th

at the Bloom filter should</p>
<p> withstand. We explore the relationships between these notions and high

light 💵 the notion</p>
<p> of Bet-or-Pass as capturing the desired properties of such a data stru

cture.</p>
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