Oblivious Program's Memory and Registers

$K = O(poly \log n)$

K buckets

(b, p, v)
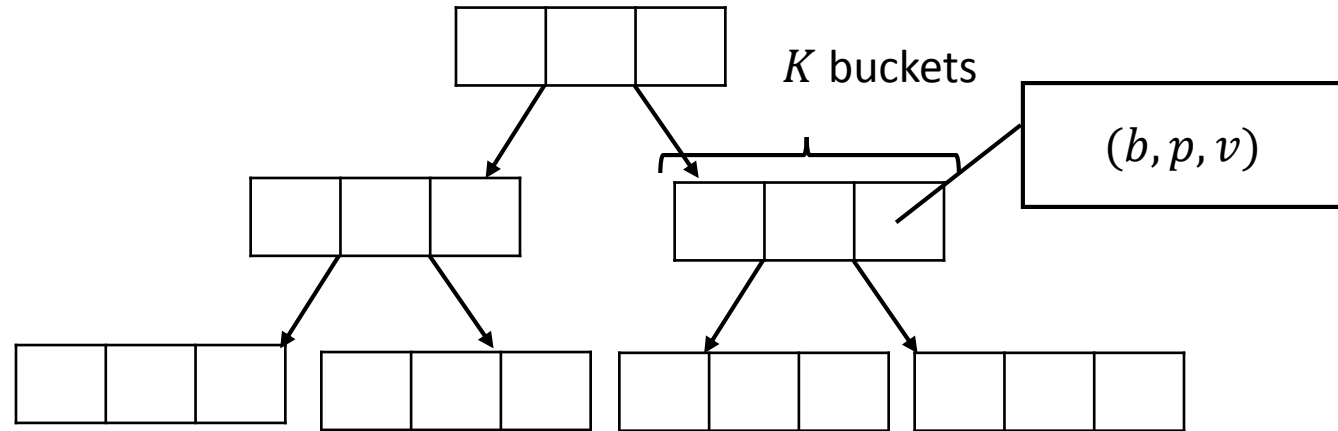
b – block identifier
p – leaf that b maps to
v – value in block b

r registers in original program

$poly \log n$ work registers

n/α registers for storing position map