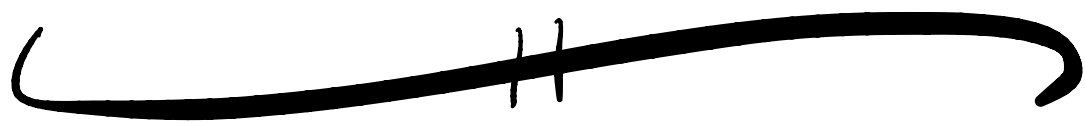


# Cryptographic Hash Functions



Lecture 13, CS 284, Autumn 2021

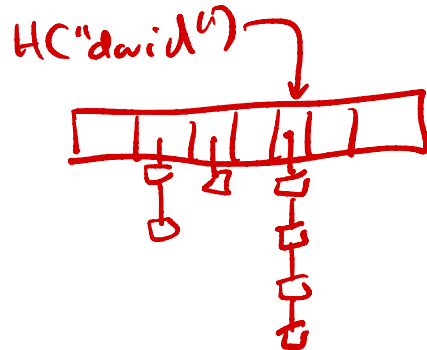
David Cash

# Outline

- ① Hash function basics, definitions
- ② Hash function constructions
- ③ Small-space collision finding

# Hash Functions in Computer Science

Data structures frequently use "hash functions"



$H: \text{Labels} \rightarrow \text{Indexes}$

- $H(x)$  "looks random"
- $H$  can take a "key" (like  $H_k(x) = k \cdot x \text{ mod } l$ )
- Collisions happen and are handled ( $H(x) = H(y)$ )

Ex: Labels =  $\{0, 1, 3^*\}$ , Indexes =  $\{1, \dots, 10,000\}$ .

# Cryptographic Hash Functions

- **Super strong** version of a hash function

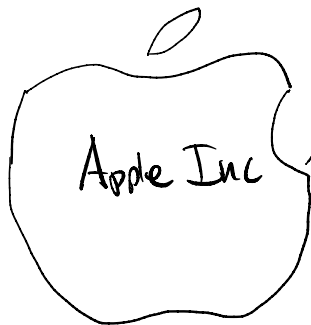
- Syntax:  $H: K \times D \rightarrow R$

- $K$  is set of keys (ex:  $\{0,1\}^{128}$ )

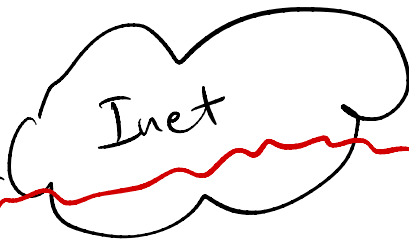
- $D$  is domain (ex:  $\{0,1\}^*$ )

- $R$  is range (ex:  $\{0,1\}^{256}$ )

# Application: File Integrity



New version of MacOS! Patch file should have hash e97h01 ...



= file<sup>1</sup>



$H(\text{file}) = e97h01 \dots$

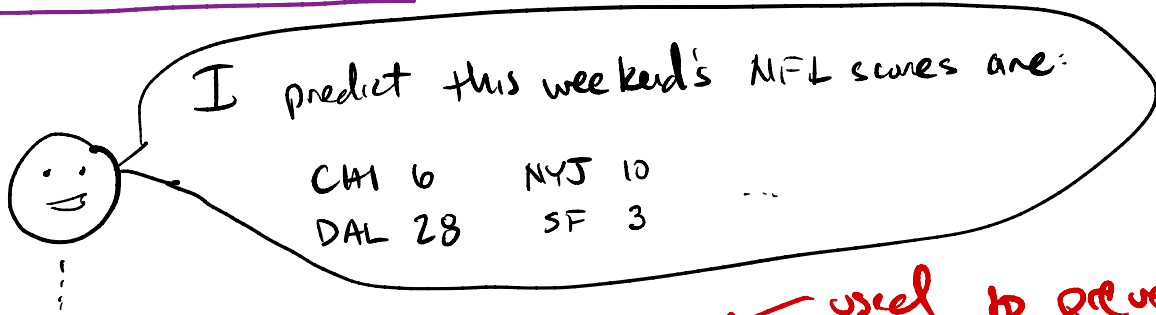


= file<sup>1</sup> (MacOS w/ malware)

$H(\text{file}^1) = H(\text{file})$

"collision"

# Application: Commitments



Before games: Publish  $y = H(\text{predictions} \parallel \text{random})$

used to prevent finding pred early

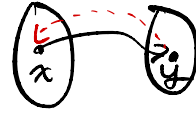
After games: Reveal predictions  $\parallel$  random. Everyone checks  $y$ .

Security threats?  $\rightarrow$   $A$  might find input from  $y$  alone

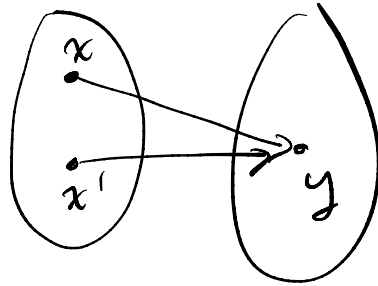
Collisions:  $y = H(\text{pred} \parallel \text{rand}) = H(\text{pred}' \parallel \text{rand}')$

# Hash Function Security Goals (informal)

"One-wayness": Given  $y = H(x)$ , find  $x$



"Collision resistance": Find  $x, x'$  such that  $x \neq x'$ ,  $H(x) = H(x')$



... many possible properties.

# Hash Security Goal: Collision Resistance

- Assume attacker knows key  $k$ ! Key is not secret.

Goal: Design  $H$  so that it is very hard to find  $x \neq x' \in D$  such that

$$H(k, x) = H(k, x').$$

Bad News For  $H: K \times \mathcal{D} \rightarrow \mathcal{R}$ , if  $|\mathcal{D}| > |\mathcal{R}| \dots$

pigeon hole:  $\exists \underbrace{x \neq x'} : H(x) = H(x')$



# Definition of Collision Resistance

Definition: Let  $H: \mathcal{K} \times \mathcal{D} \rightarrow \mathcal{R}$  be a hash function and  $\mathcal{A}$  be an adversary. Define

$\text{Expt}_H^{\text{cr}}(\mathcal{A})$

1. Pick  $k \in \mathcal{K}$  at random

2. Give  $k$  to  $\mathcal{A}$ , which outputs  $x, x'$

3. If  $x, x' \in \mathcal{D}$ ,  $x \neq x'$ , and  $H(k, x) = H(k, x')$ :

Output 1

Else Output 0

and  $\text{Adv}_H^{\text{cr}}(\mathcal{A}) = \Pr[\text{Expt}_H^{\text{cr}}(\mathcal{A}) = 1]$ .

Obvious attack:

time  $|\mathcal{A}|$

## Example 1

$$H(k, x_1 || \dots || x_t) = \text{AES}(k, x_1) \oplus \dots \oplus \text{AES}(k, x_t)$$

$$H(k, x_1 || x_2) = H(k, x_2 || x_1)$$

$$x = x_1 || x_2$$

$$x^c = x_2 || x_1$$

$$\text{Adv}_H^{\text{cr}}(\mathbb{A}) = 1$$

## Example 2

$$H(k, x_1 \| x_2) = k \oplus \text{AES}(x_1, x_2)$$

$$x_1 = 0^{128}$$

$$x_2 = 0^{128}$$

$$z = \text{AES}(x_1, x_2)$$

$$x_1' = 1^{128}$$

$$x_2' = \text{?}$$

$$\left. \begin{array}{l} x_1' = 1^{128} \\ x_2' = \text{?} \end{array} \right\} \rightarrow \text{AES}(x_1', x_2') = z$$

$$\underline{x_2'} = \text{AES}^{-1}(x_1', z)$$

$$\text{Adv}_{\text{ }} = 1$$

## Recall: Collision Probabilities

Suppose we draw  $g$  independent, uniform samples from a set of size  $N$ . Let  $C(N, g)$  be the probability that a value is repeated in our samples.

$x_1 \ x_2 \ x_3 \ \dots \ x_i \ \dots \ x_j \ \dots \ x_g$   
repeat!

$$N = 2^{256}$$
$$g = 2^{128}$$

Theorem For  $g \leq \sqrt{2N}$ ,

$$0.3 \frac{g(g-1)}{N} \leq C(N, g) \leq 0.5 \frac{g(g-1)}{N}$$

$2^3 \quad g^2/N$

# Birthday Attack: Collision Finding Against any $H$

Let  $H: k \times D \rightarrow \mathcal{RZ}$

$A(k)$  // Input: Key  $k$   
Output: Collision  $x, x'$  ( $x \neq x'$  but  $H(k, x) = H(k, x')$ )

Initialize hash table  $Y$

For  $x = 1, \dots, q$ :

$y \leftarrow H(k, x)$  // Treat number  $x$  as bit string input

If  $Y[y] \neq \perp$ :

$x' \leftarrow Y[y]$

output  $x, x'$

Else:  $Y[y] \leftarrow x$

Heuristically,  $Adv_H^{cr}(A) = \text{Col}(|R|, q) \approx \frac{q^2}{N}$

$$\underline{\text{Ex}} \quad |R| = 2^{80}$$

$$q \approx 2^{40}$$

$$\text{Adv} = \text{Col}(2^{80}, 2^{40})$$

$$\approx \underline{\underline{1}}$$

$$|R| = 2^{256}$$

$$q \approx 2^{128}$$

$n$  output bits  $\Rightarrow 2^{n/2}$   
security

# Popular Hash Functions, Past and Present

SHA2 - SHA-256  
SHA-512

Name	Date	Output Length	Security Status
MD5	1992	128	First collision in 2004. Now <u>very</u> broken.
SHA 1	1995	160	Collisions found in 2017
SHA 2 family	2001	224 or 256 or 384 or 512	Lookin' good 😎
SHA 3 family	2015	same	Lookin' good 😎

# Outline

- ① Hash function basics, definitions
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# Hash Function Design Plan (SHA-256)

Two steps:

① Design a fixed-length function

$$h: \{0,1\}^{512} \times \{0,1\}^{256} \rightarrow \{0,1\}^{256}$$

② Chain  $h$  together to build

$$H: \{0,1\}^* \rightarrow \{0,1\}^{256}$$

Finally, reason that  $H$  has good C.R. as long as  $h$  does.



## Step 1: Design compression function $h$

Want:  $h: \{0,1\}^{512} \times \{0,1\}^{256} \rightarrow \{0,1\}^{256}$

- Build  $h$  from a block cipher! SHA-256 uses a custom block cipher

$$E: \{0,1\}^{512} \times \{0,1\}^{256} \rightarrow \{0,1\}^{256}$$

and defines

$$h(x, v) = E(x, v) \oplus v$$

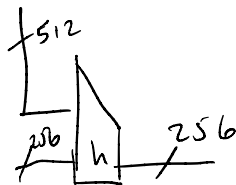
← Davies-Meyer

\* Why not  $h(x, v) = E(x, v)$ ? See problem set.

## Step 2: Chain $h$ together to build $H$

Assume we have  $h: \{0,1\}^{512} \times \{0,1\}^{256} \rightarrow \{0,1\}^{256}$ .

Now build  $H: \{0,1\}^* \rightarrow \{0,1\}^{256}$ .



$H(x)$

$l \leftarrow \text{length}(x)$

$\bar{x} \leftarrow \text{pad}(x) \ // \text{ add zeros}$

Parse  $x_1 \parallel \dots \parallel x_t \in \bar{x}$  ( $x_i \in \{0,1\}^{512}$ )

Set  $v_0$  to a magic number (a b<sup>9</sup>leb...)

For  $i=1 \dots t$ :  $v_i \leftarrow h(x_i, v_{i-1})$

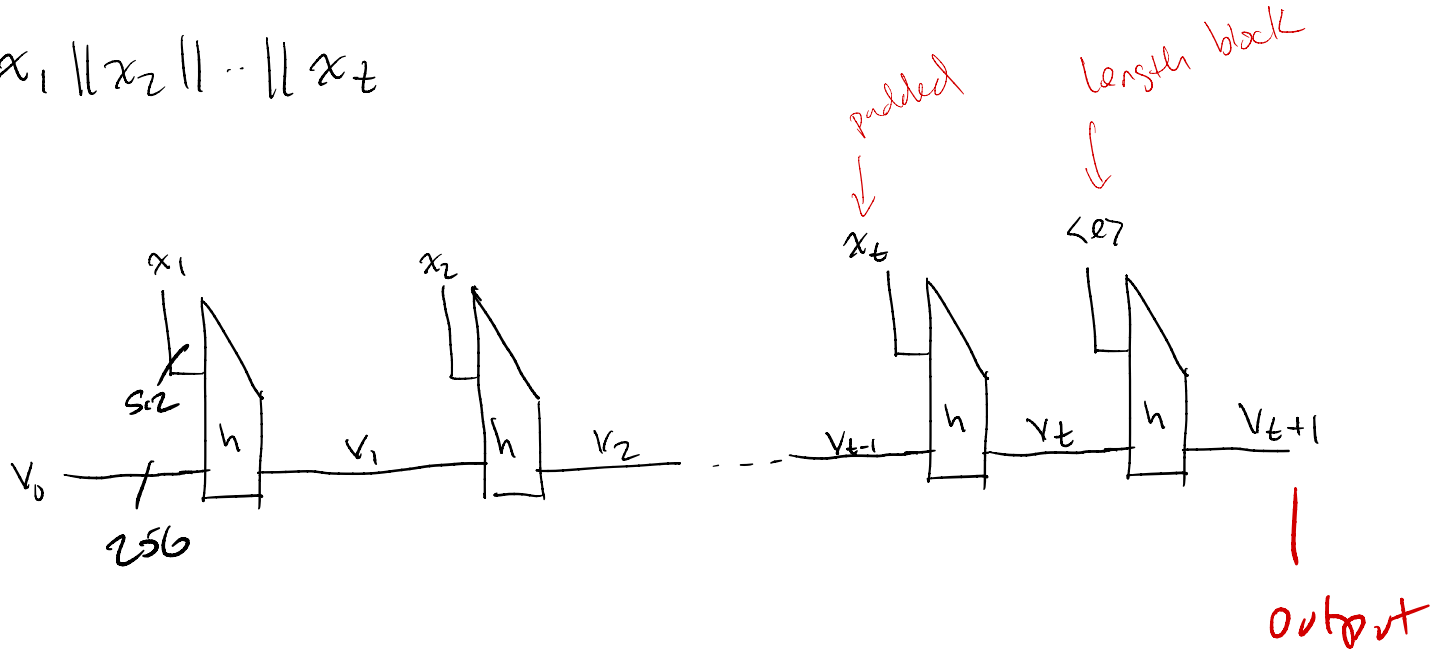
$v_{t+1} \leftarrow h(\lll, v_t)$

Output  $x_{t+1}$

512-bit encoding of  $l$

# Step 2 in a Picture

$$x_1 \parallel x_2 \parallel \dots \parallel x_t$$



Merkle-Damgård Chaining/Transform  $H(x)$

## Analysis / Intuition

Claim Given a collision  $x, x'$  for  $H$ , one can easily find a collision for  $h$ .

$\Rightarrow$  If attackers can't find collisions in  $h$ , then they can't find collisions in  $H$  either!

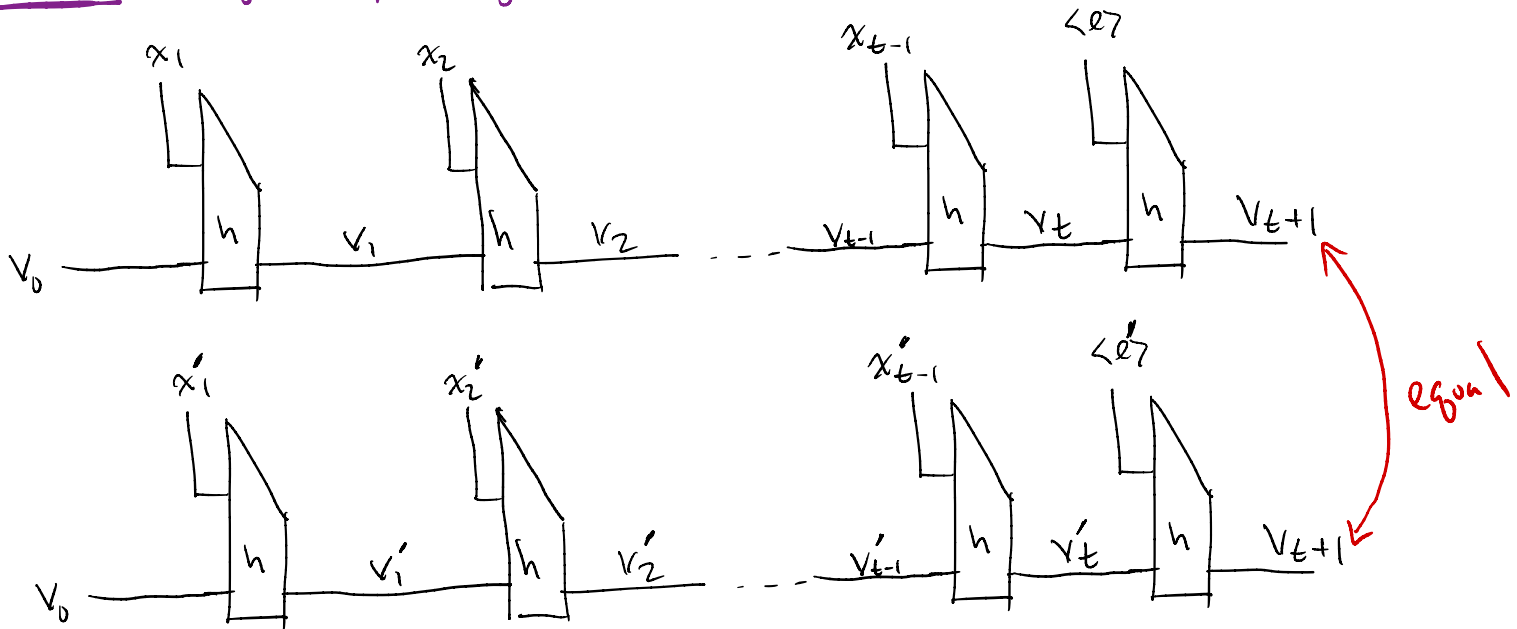
# Analysis

$$h(\langle x \rangle, v_t) = h(\langle x' \rangle, v_t')$$

Given a collision  $x, x'$  for  $H$ , need to find collision for  $h$

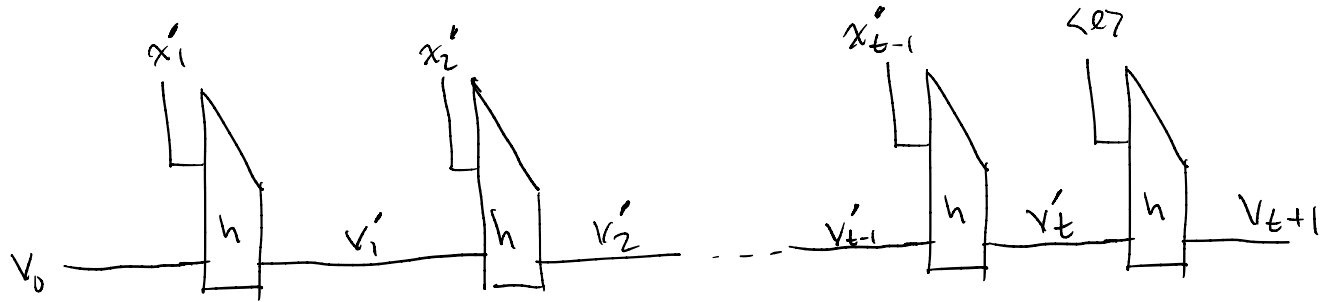
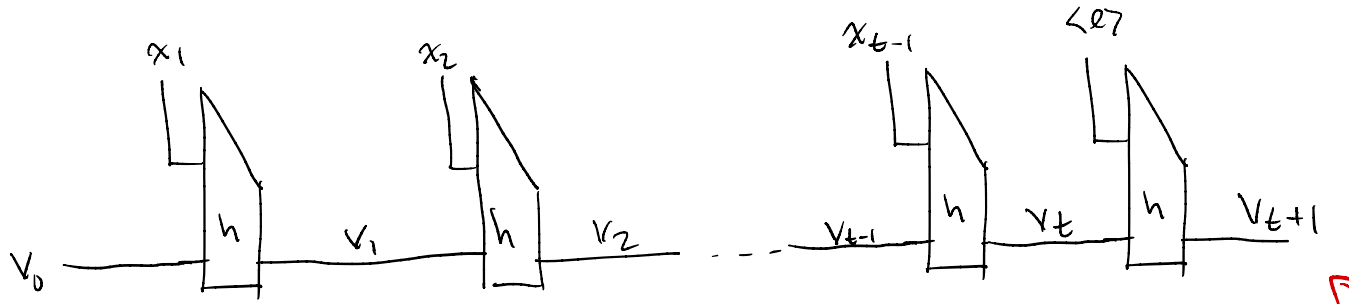
Case 1  $\text{length}(x) \neq \text{length}(x')$

$$\langle x \rangle \neq \langle x' \rangle$$



# Analysis continued

Case 2  $\text{length}(x) = \text{length}(x')$



equal

# Outline

- ① Hash function basics, definitions
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# Birthday Attacks and Space

$$\boxed{\sqrt{R} \quad R^{1/3} \quad R^{1/2} \quad \hookrightarrow R^{1/2} \text{ const}}$$

Let  $H: \mathcal{K} \times \mathcal{D} \rightarrow \mathcal{Y}$

$A(k)$  // Input: Key  $k$   
Output: Collision  $x, x'$  ( $x \neq x'$  but  $H(k, x) = H(k, x')$ )

Initialize hash table  $Y$

For  $x = 1, \dots, q$ :

$y \leftarrow H(k, x)$  // Treat number  $i$  as bit string input

If  $Y[y] \neq \perp$ :

$x' \leftarrow Y[y]$

output  $x, x'$

Size of  $Y$ :

$$\approx q$$

$$q \approx \sqrt{|R|}$$

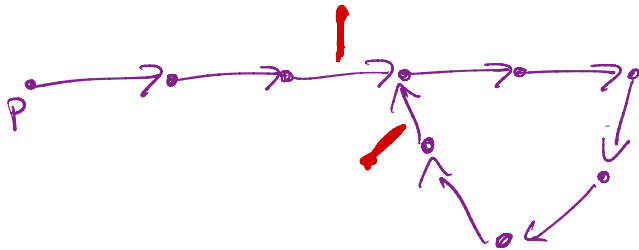
$$Y = \sqrt{|R|}$$

$2^{64}$  space 😞



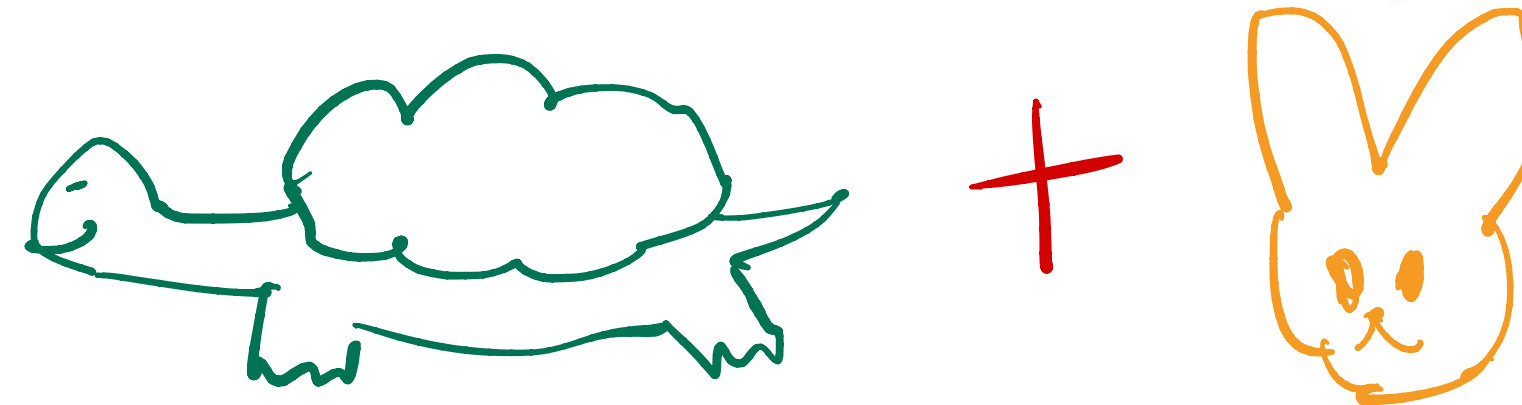
# An Interview Question

Suppose you are given a pointer  $p$  to a linked list, and told that the list contains a cycle. Show how to find the "colliding pointers" using as little memory as possible.



# Solving the Puzzle: Floyd's Cycle Detecting Alg

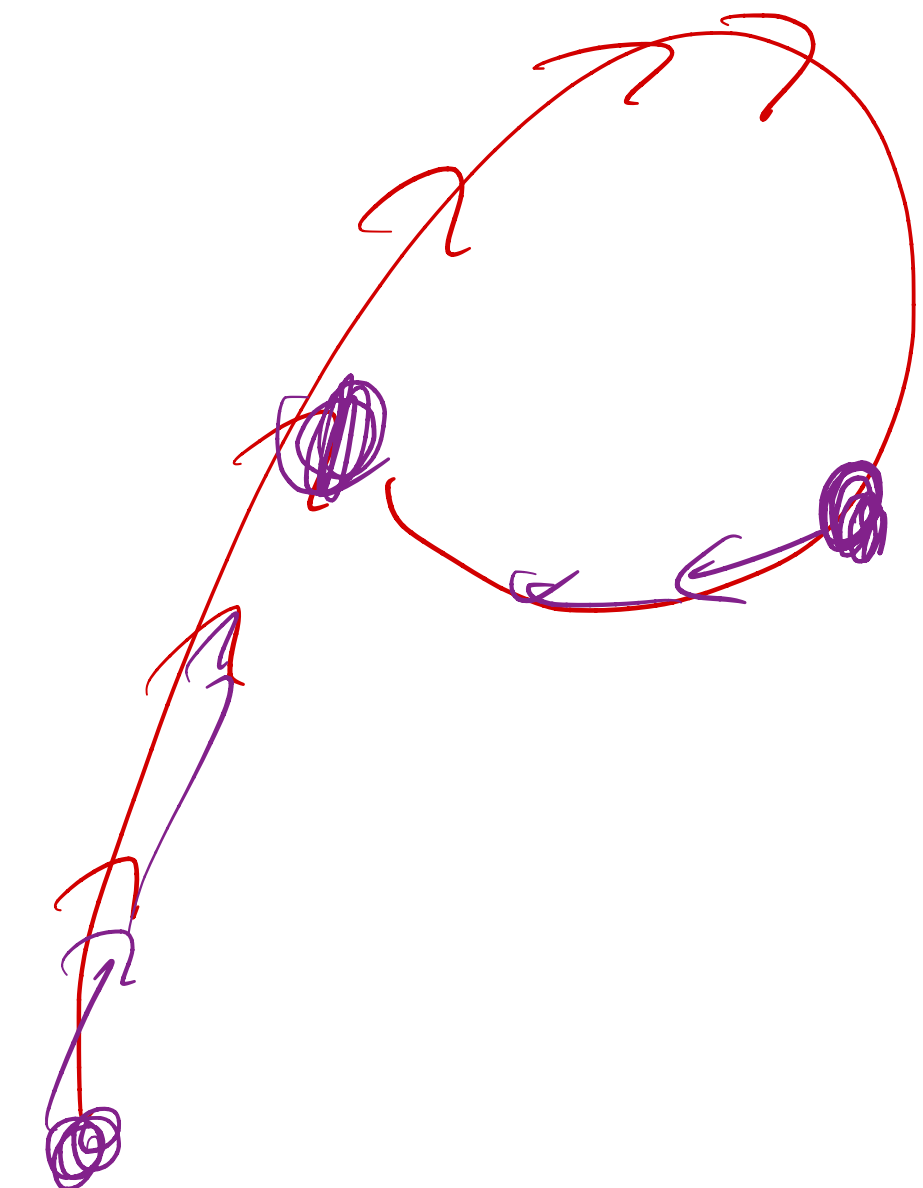
Finds the cycle in "constant space"!



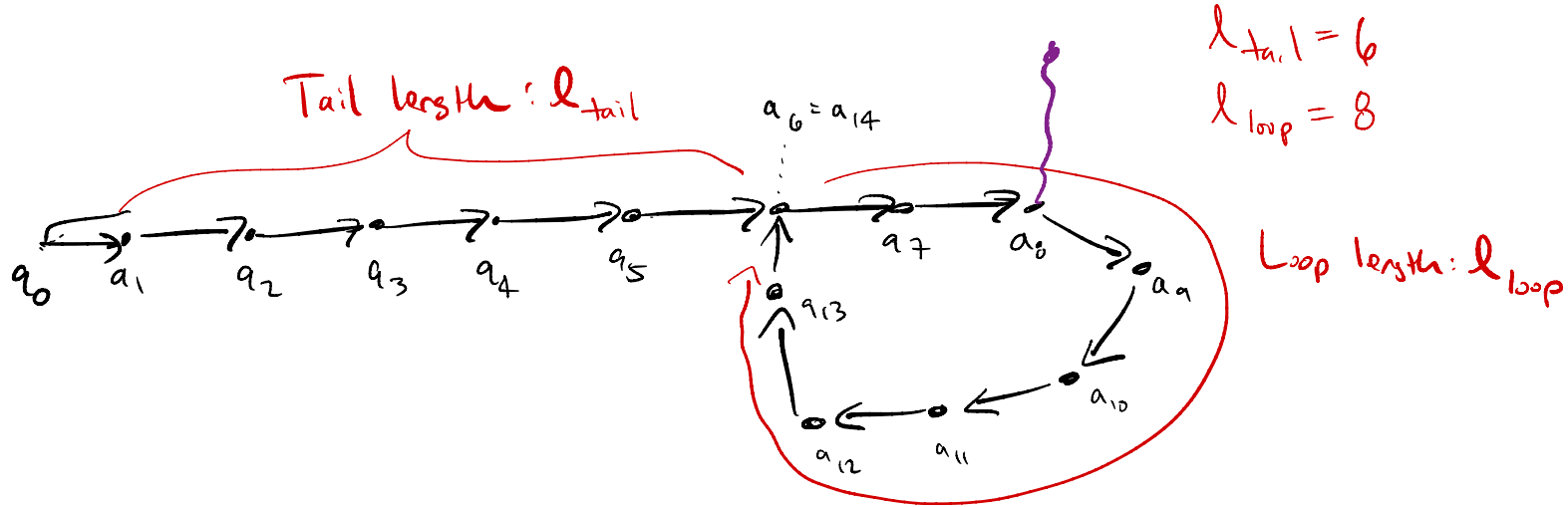
```
tortoise ← head
hare ← head
While tortoise ≠ hare:
  tortoise ← next(tortoise)
  hare ← next(next(hare)) # double speed
```

```
tortoise ← head # restart
While next(tortoise) ≠ next(hare):
  tortoise ← next(tortoise)
  hare ← next(hare) # single speed
```

Output tortoise, hare



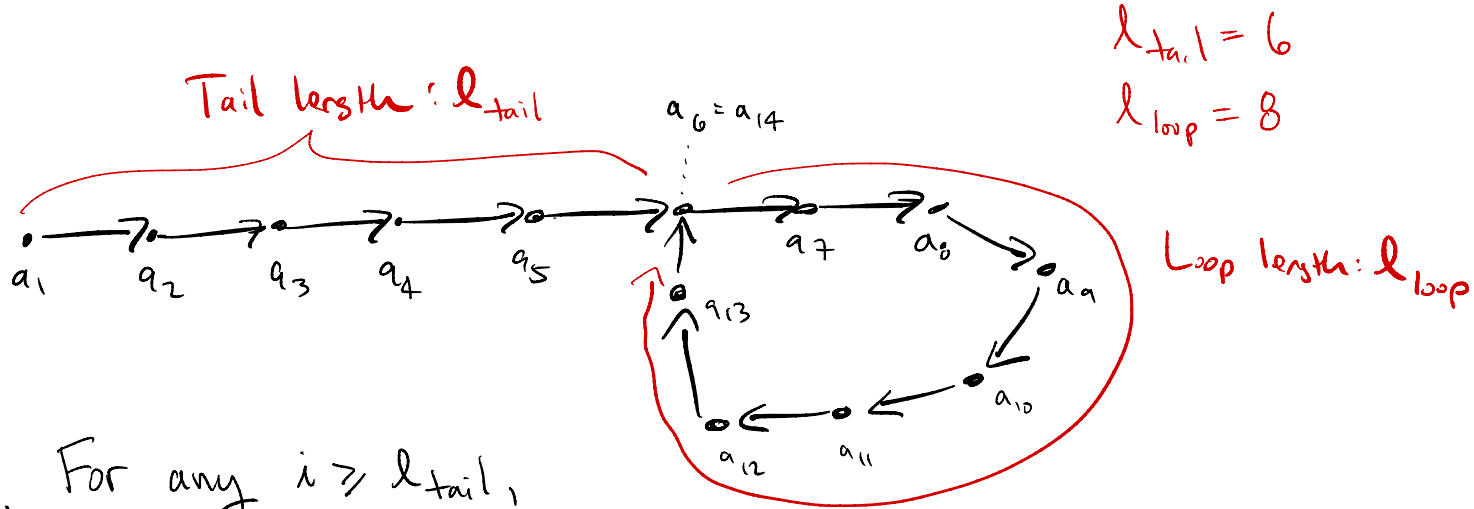
# Analysis of Floyd's Alg



tail size:  $a_3$

cycle:  $a_{16}$

# Analysis of Floyd's Alg



Claim 1 For any  $i \geq l_{tail}$ ,

$$a_i = a_{i+l_{loop}} = a_{i+2 \cdot l_{loop}} = a_{i+3 \cdot l_{loop}} = \dots$$

Moreover, if  $i \geq l_{tail}$  and  $a_i = a_{i+j}$ , then  $j$  is a multiple of  $l_{loop}$ .

Claim 1 For any  $i \geq l_{\text{tail}}$ ,

$$a_i = a_{i+l_{\text{loop}}} = a_{i+2 \cdot l_{\text{loop}}} = a_{i+3 \cdot l_{\text{loop}}} = \dots$$

Moreover, if  $i \geq l_{\text{tail}}$  and  $a_i = a_{i+j}$ , then  $j$  is a multiple of  $l_{\text{loop}}$ .

---

Corollary  $a_i = a_{2i}$  if and only if  $i \geq l_{\text{tail}}$  and  $i$  is a multiple of  $l_{\text{loop}}$

Proof ( $\Leftarrow$ ) If  $i = k \cdot l_{\text{loop}}$ ,  $a_{2i} = a_{i+i} = a_{i+k \cdot l_{\text{loop}}} = a_i$ .

( $\Rightarrow$ ) If  $a_i = a_{2i}$ , then  $i \geq l_{\text{tail}}$  because there are not early repeats.

Moreover, since  $a_i = a_{2i} = a_{i+i}$ ,  $i$  is a multiple of  $l_{\text{loop}}$  by second part of Claim 1.

# Analysis of Floyd's Alg

Claim 2 For some  $1 \leq i \leq l_{\text{tail}} + l_{\text{loop}}$ ,  $a_i = a_{2i}$ .

Proof Take  $i =$  smallest multiple of  $l_{\text{loop}}$  that is at least  $l_{\text{tail}}$ .

$$\text{Apply wrtary: } a_{2i} = a_{i+i} = a_{i+k \cdot l_{\text{loop}}} = a_i.$$

Claim 3 If  $i$  is a multiple of  $l_{\text{loop}}$  then  $a_{i+l_{\text{tail}}} = a_{l_{\text{tail}}}$ .

Proof This is just the original claim 1 (but with  $i = l_{\text{tail}}$  there!)

# Analysis of Floyd's Algorithm

Putting it together:

① Alg will find  $\text{tortoise} = \text{hare}$  in at most  $l_{\text{tail}} + l_{\text{loop}}$  iterations

↳ By claim 2, there is  $i \leq l_{\text{tail}} + l_{\text{loop}}$  such that  $a_i = a_{2i}$

② When  $\text{tortoise} = \text{hare}$ , this pointer is exactly  $l_{\text{tail}}$  steps

from the collision.

↳ By claim 3,  $a_{l_{\text{tail}}} = a_{i+l_{\text{tail}}}$  for this  $i$ .

③ Restarted walk will arrive at collision in  $l_{\text{tail}}$  steps as well!

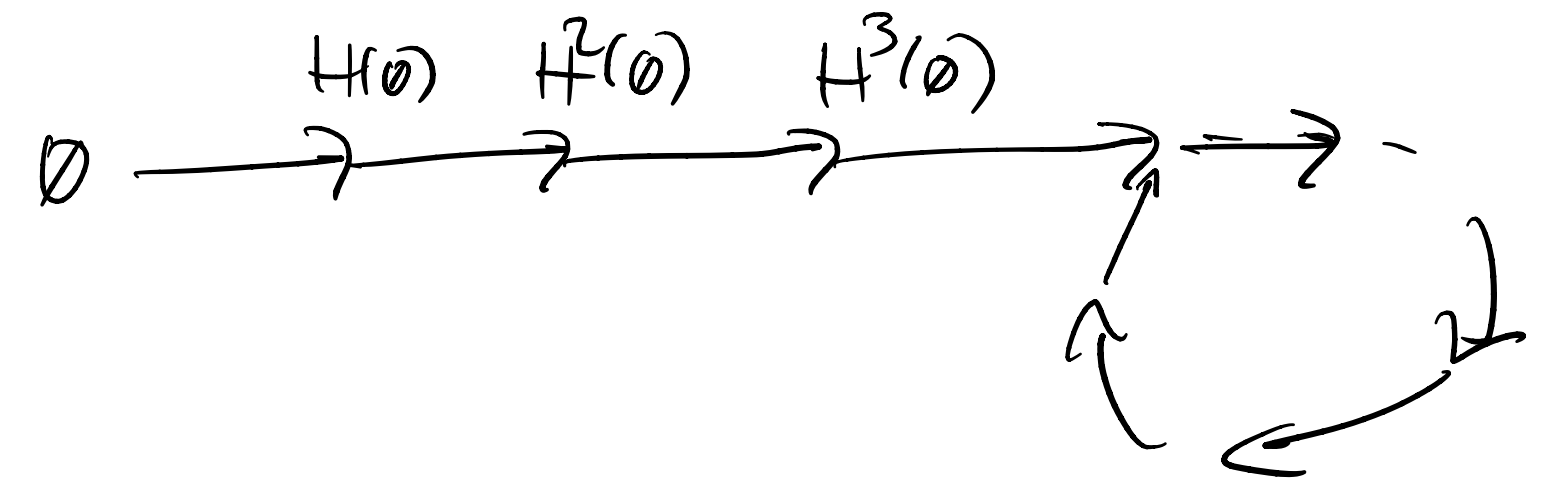
# Putting it together for Collision Finding

Define a "list"  $H(\emptyset), H(H(\emptyset)), H(H(H(\emptyset))) \dots$

```
tortoise ← 0
hare     ← 0
While tortoise ≠ hare:
  tortoise ← H(tortoise)
  hare     ← H(H(hare)) # double speed

tortoise ← head # restart
While H(tortoise) ≠ H(hare):
  tortoise ← H(tortoise)
  hare     ← H(hare) # single speed

Output tortoise, hare
```



Heuristically, expect a collision after about  $\sqrt{|R|}$  steps.

Rest of analysis is the same!

Run time:  $\approx \sqrt{|R|}$

Space:  $\approx \emptyset$



	wall clock time	Space
BDag w/ 10,000 machines:	$\frac{\sqrt{ R }}{10,000}$	$\sqrt{ R }$

Floyd's w/ 10,000 machines:	$\sqrt{ R }$	$\approx 0$
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→ more advanced algs, time / space  
"parallelism"