TOPIC: 6.857

DATE: 2/20/19

FILE UNDER: Cryptographic Hash Functions II

PAGE: L05.1

Admin: (nothing)

Today: Cryptographic Hash Fns II (aka "Merkle Day")

- Merkle Trees
- Merkle Puzzles
- PK crypto based on Merkle puzzles
- Constructions:
  - Merkle-Damgard (e.g. for MD5)
  - Keccak (SHA-3)

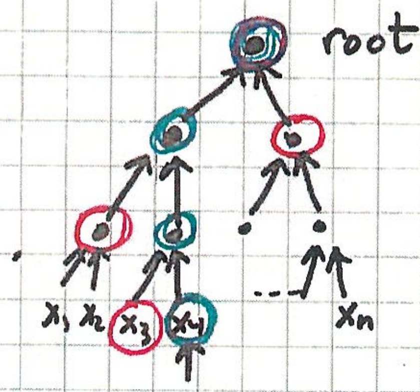
Readings: Katz & Lindell: Ch. 5

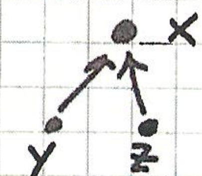
Paar & Pelzl: Chapter 11

Ferguson: Chapter 5

(5) **To authenticate a collection of n objects:**

Build a tree with n leaves $x_1, x_2, \ldots, x_n$ & compute authenticator for node as fn of values at children... This is a "Merkle tree":





Value at x $= h$ (value at y || value at z)

Root is authenticator for all n values $x_1, x_2, \ldots, x_n$

To authenticate x_i, give sibling of x_i & sibling of all his ancestors up to root

Apply to: time-stamping data

authenticating whole file system

Need: CR

Used in bitcoin...

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Puzzles & Brute-Force Search

Want to create puzzle with solution known to creator that requires (on average) a fixed amount of work to solve.

Let $h:\{0,1\}^* \to \{0,1\}^d$ be a crypto hash fn
(e.g. SHA-256 with $d=256$)

The "puzzle" will be to invert h, i.e. solve $h(x)=y$ for x given y.

restricted domain

To make this a puzzle, we restrict x to be in a known set S of possible solutions. E.g. $S=\{0,1\}^s$ for $s=40$.

To create a puzzle, pick $x \in S$ at random, compute $y=h(x)$.

Difficulty of solving $\approx |S|/2$ by brute-force search.

If $s \ll d$ there will be no "false solutions" — no collisions.

Can create multiple (keyed) puzzles (k,y) means solving $h(k \| x)=y$ for $x \in S$.
Puzzle spec is (h,k,s,y)

Puzzle creator knows solution

restricted range

Can also have puzzles where creator doesn't know solution with truncated hashes

$$h:\{0,1\}^* \to \{0,1\}^s$$

try x at random until $h(x)=y$

Hash cash (Adam Back, 1997)

- Anti-spam measure
- Requires sender to provide "proof of work" ("stamp")
- Email without POW or from sender on whitelist is discarded.
- POW:

  solve puzzle $h(k, r)$ ends in 20 zeros

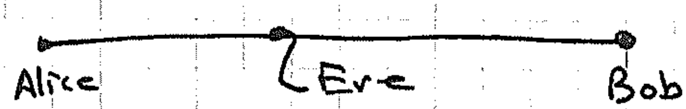
  where k = sender || receiver || date || time

  r = variable to be solved for

- Include r in header as POW
- easy for receiver to verify payment (POW)
- takes $\approx 2^{20}$ trials to solve
- doesn't work well against botnets

Merkle puzzles

- First "public key" system (really: key agreement)



Eve is passive eavesdropper.
How can Alice & Bob agree on a key?

Use puzzles (with restricted domain, so have unique solns)

$n = \#$ puzzles of difficulty $2^{s-1} = D$

① Bob choose n values $x_1, x_2, \ldots, x_n$ from $S = \{0,1\}^s$

Bob computes $y_i = h(i \| x_i)$

Bob sends $(y_i, E_{x_i}(K_i))$ to Alice for $1 \le i \le n$, where $K_i \in_R \{0,1\}^{256}$

② Alice picks random i from $[n] = \{1, 2, \ldots, n\}$
Alice solves P_i for x_i
" decrypts to obtain K_i
" sends $h(K_i)$ to Bob

③ Bob & Alice use K_i to communicate secretly from then on.

Time for good guys $= \underbrace{\Theta(n)}_{\text{Bob}} + \underbrace{\Theta(D)}_{\text{Alice}}$

Time for Eve $= \Theta(n \cdot D)$

For $n = D = 10^9$, "almost practical"!

Hash function construction ("Merkle-Damgard" style)

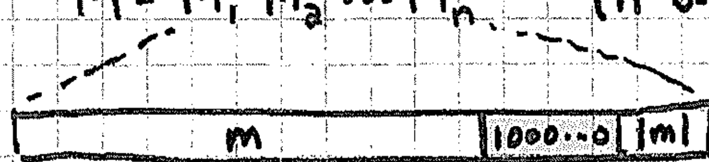
- Choose output size d (e.g. $d = 256$ bits)
- Choose "chaining variable" size c (e.g. $c = 512$ bits)
  [Must have $c \geq d$; better if $c \geq 2 \cdot d$ ...]
- Choose "message block size" b (e.g. $b = 512$ bits)
- Design "compression function" f

  $$f : \{0,1\}^c \times \{0,1\}^b \rightarrow \{0,1\}^c$$

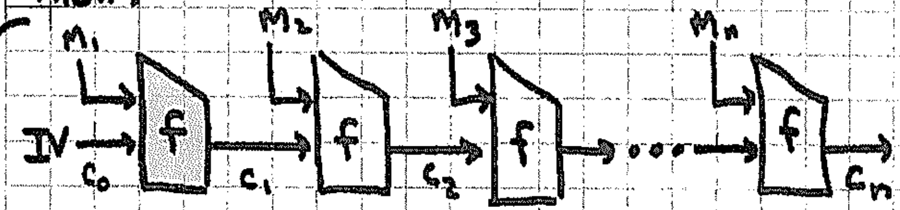
  [f should be OW, CR, PR, NM, TCR, ...]
- Merkle-Damgard is essentially a "mode of operation" allowing for variable-length inputs:
  * Choose a c-bit initialization vector IV, c_0
    [Note that c_0 is fixed & public.]
  * [Padding] Given message, append
    - 10^* bits
    - fixed-length representation of length of input

    so result is a multiple of b bits in length:

    $$M = M_1 \, M_2 \cdots M_n \quad \text{(n b-bit blocks)}$$



Then:



h: $h(m) = c_n$ truncated to d bits

Theorem: If f is CR, then so is h.

Proof: Given collision for h, can find one for f by working backwards through chain. ▨

Thm: Similarly for OW.

Common design pattern for f:

$$f(c_{i-1}, M_i) = c_{i-1} \oplus E(M_i, c_{i-1})$$

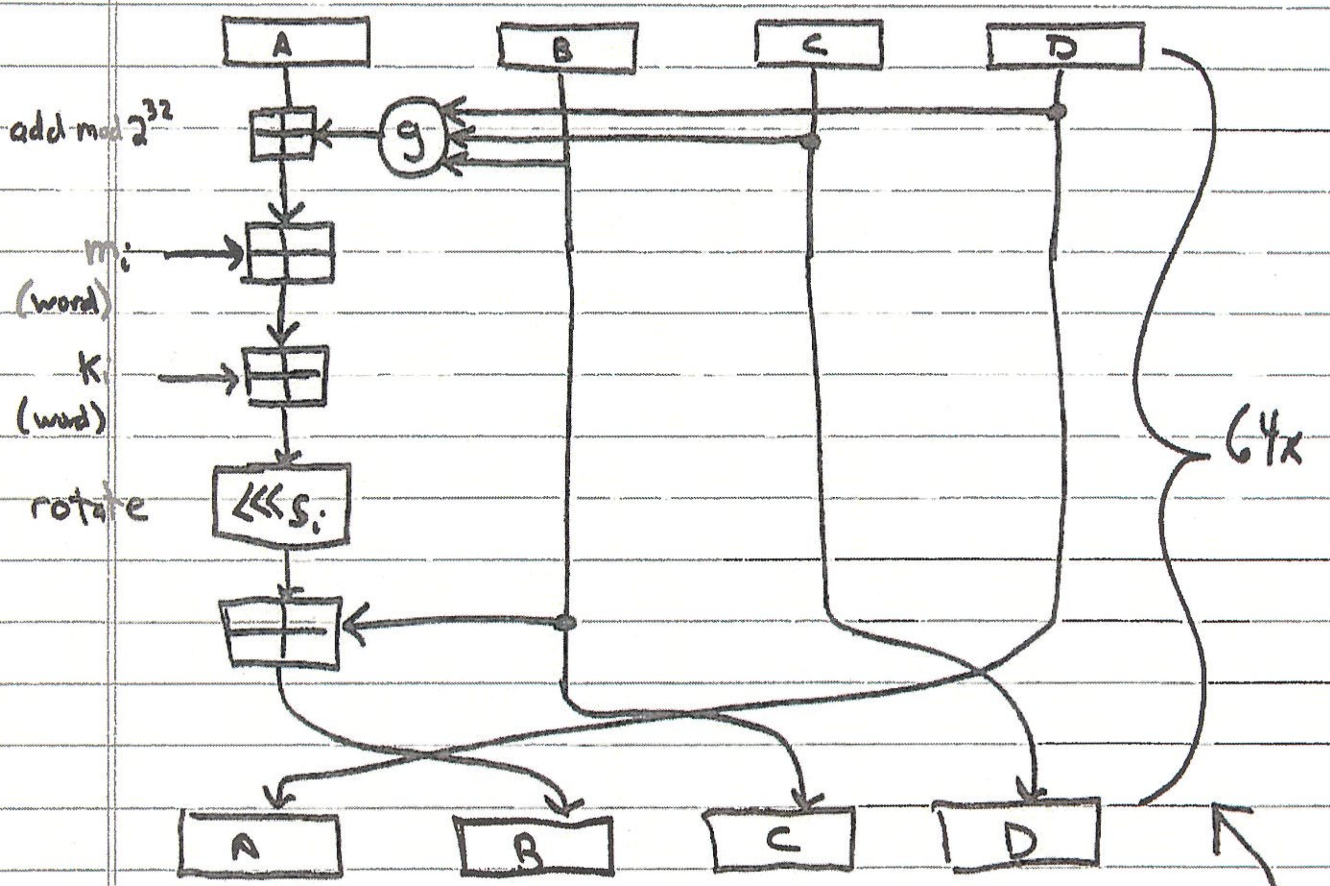
where $E(K, M)$ is an encryption function (block cipher) with b-bit key and c-bit input/output blocks.

(Davies-Meyer construction)

Typical compression function (MD5):

6.857 Rivest
[redacted]

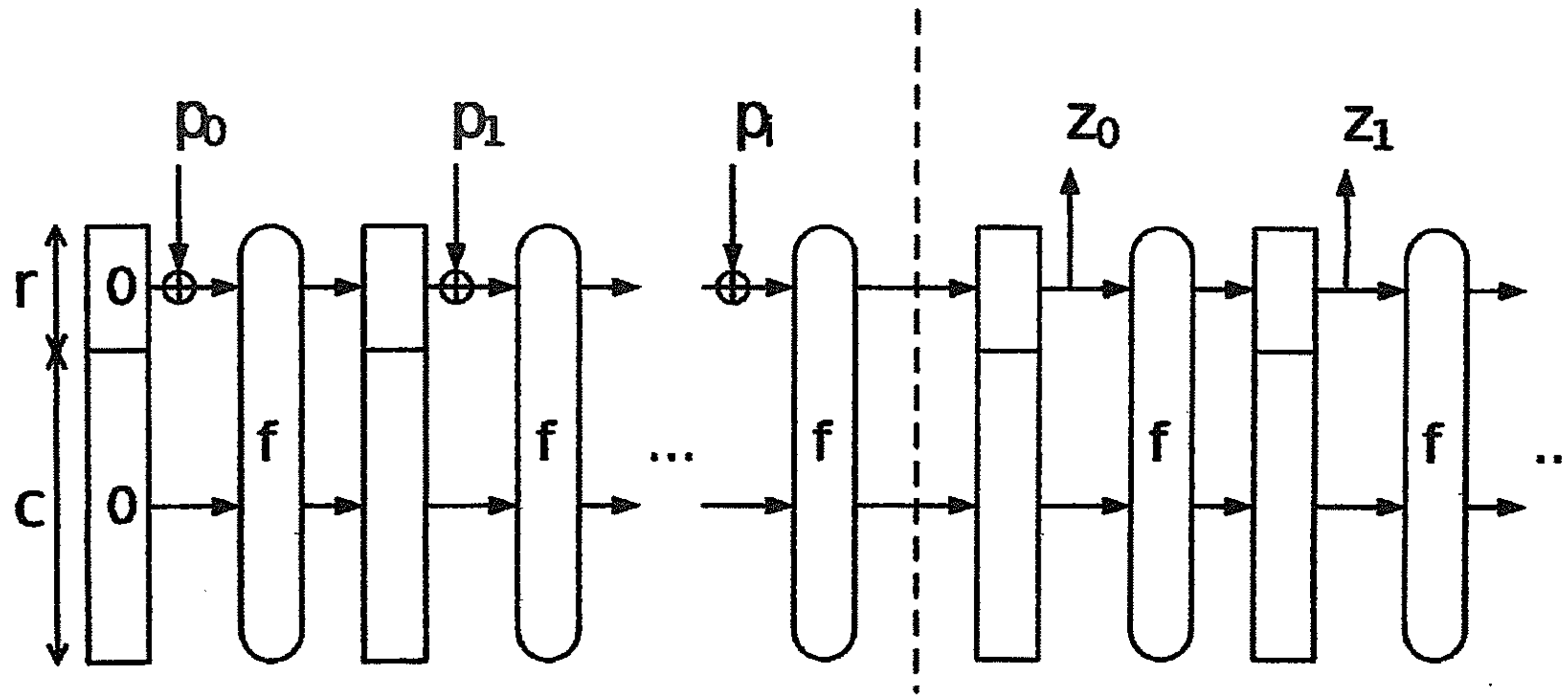
- chaining variable & output are 128 bits = 4×32
- IV = fixed value
- 64 rounds; each modifies state (in reversible way) based on selected message [redacted] word
- message block $b = 512$ bits considered as 16 32-bit words
- uses end-around XOR too around entire compression fn (as above)



Xiayun Wang discovered how to make collisions for MD4, MD5, ...
("Differential cryptanalysis")
[redacted]

$$g(x,y,z) = \begin{cases} xy \vee \bar{x}z \\ xz \vee y\bar{z} \\ x \oplus y \oplus z \\ y \oplus x\bar{z} \end{cases}$$ depending on round

Keccak = SHA-3



<u>Keccak Sponge Construction</u>

d = output hash size in bits $\in \{224, 256, 384, 512\}$
$c = 2d$ bits
state size = $25w$ where w = word size (e.g. $w=64$)
$c + r = 25w$
$r \geq d$ (so hash can be first d bits of z_0)
Input padded with 10^*1 until length is a multiple of r
f has 24 rounds (for $w=64$), not quite identical (round constant)
f is public, efficient, invertible function from $\{0,1\}^{25w}$ to $\{0,1\}^{25w}$

e.g. $d = 256$
$c = 512$
$r = 1088$
$w = 64$