

# COS433/Math 473: Cryptography

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# Randomized Encryption

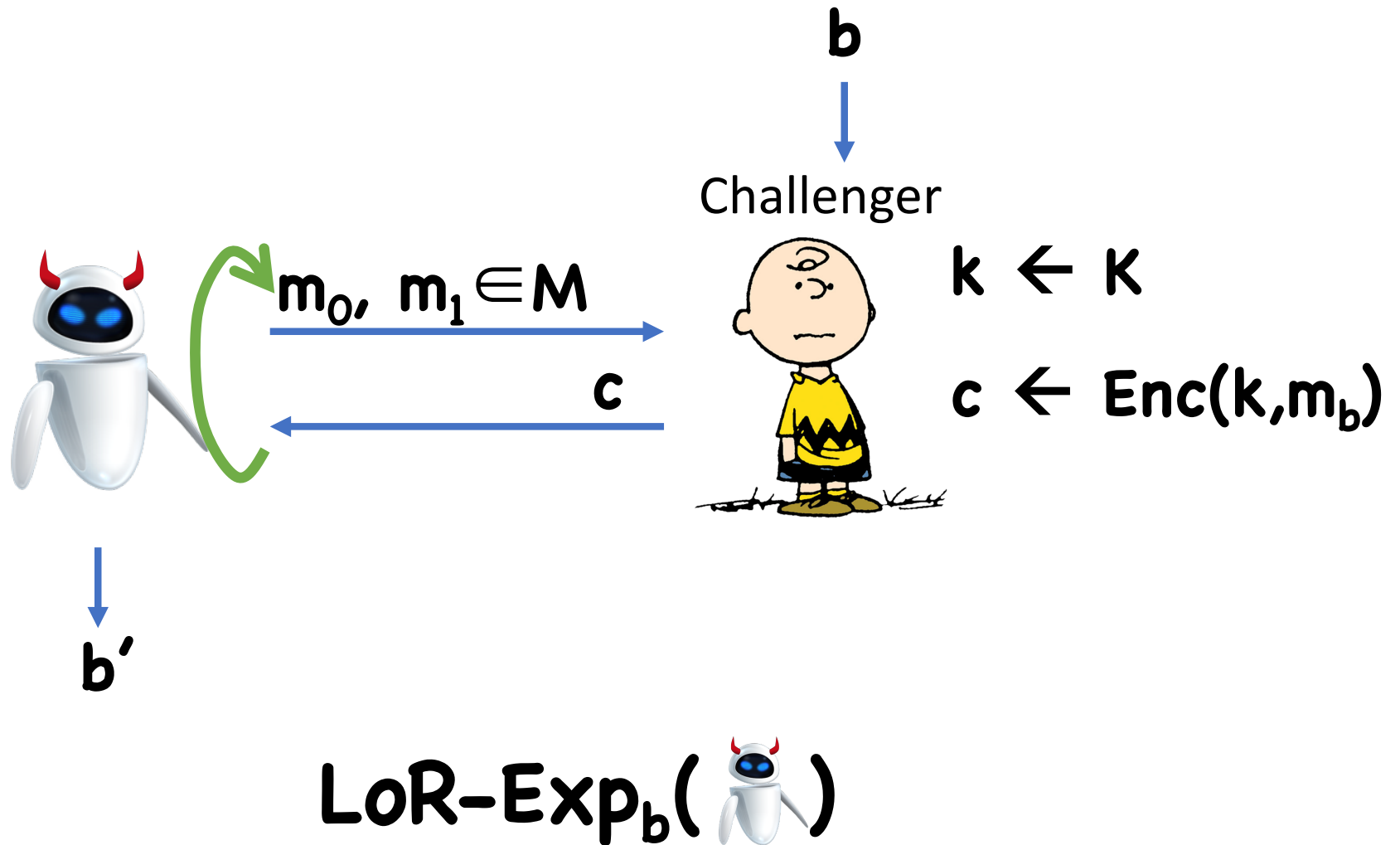
## Syntax:

- Key space  $\mathbf{K}$  (usually  $\{0,1\}^\lambda$ )
- Message space  $\mathbf{M}$  (usually  $\{0,1\}^n$ )
- Ciphertext space  $\mathbf{C}$  (usually  $\{0,1\}^m$ )
- **Enc**:  $\mathbf{K} \times \mathbf{M} \rightarrow \mathbf{C}$  (potentially probabilistic)
- **Dec**:  $\mathbf{K} \times \mathbf{C} \rightarrow \mathbf{M} \cup \{\perp\}$  (usually deterministic)

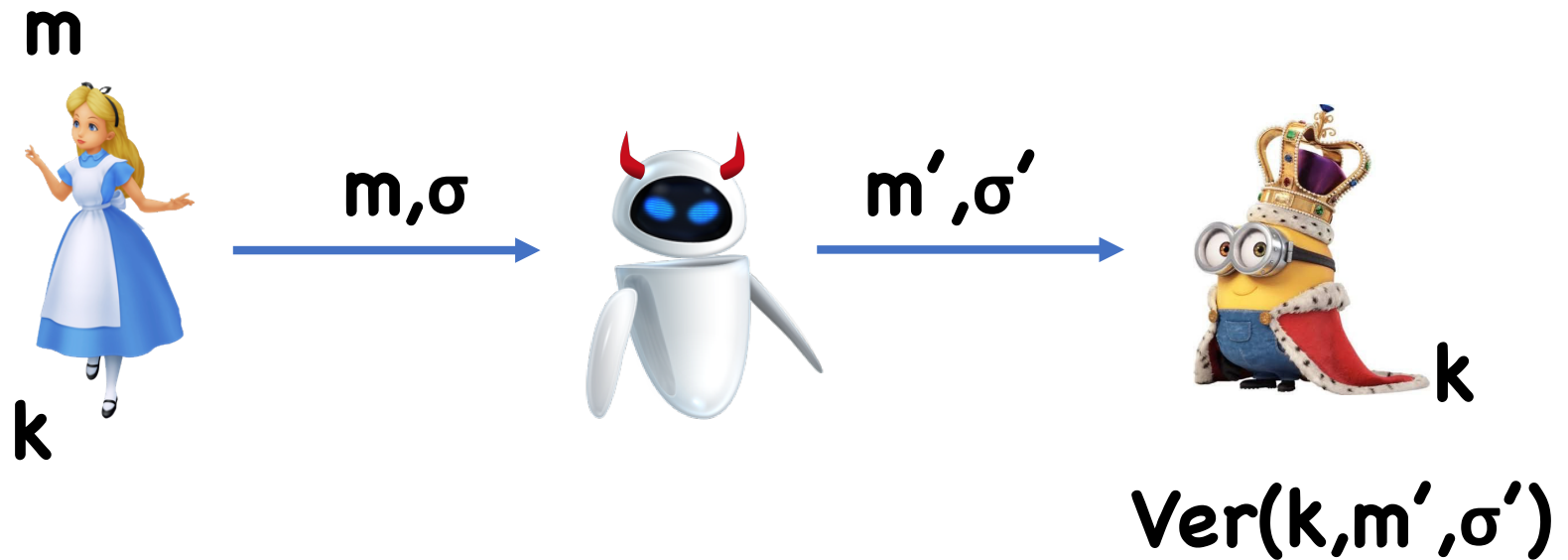
## Correctness:

- For all  $\mathbf{k} \in \mathbf{K}$ ,  $\mathbf{m} \in \mathbf{M}$ ,  
$$\Pr[ \text{Dec}(\mathbf{k}, \text{Enc}(\mathbf{k}, \mathbf{m})) = \mathbf{m} ] = 1$$

# Left-or-Right Experiment

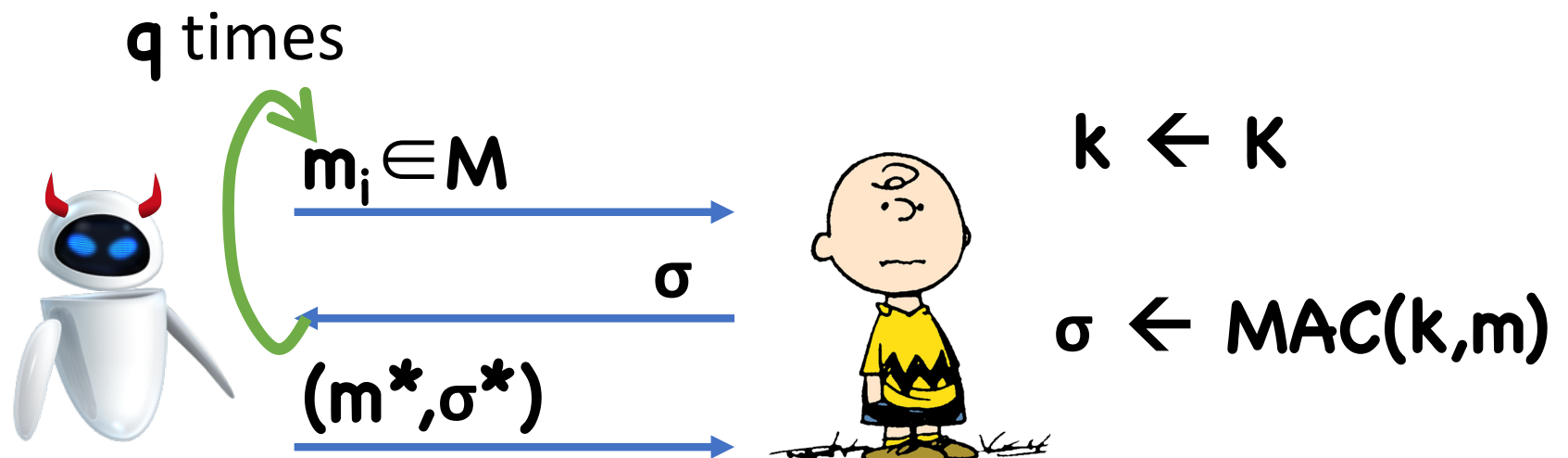


# Message Authentication



Goal: If Eve changed  $m$ , Bob should reject

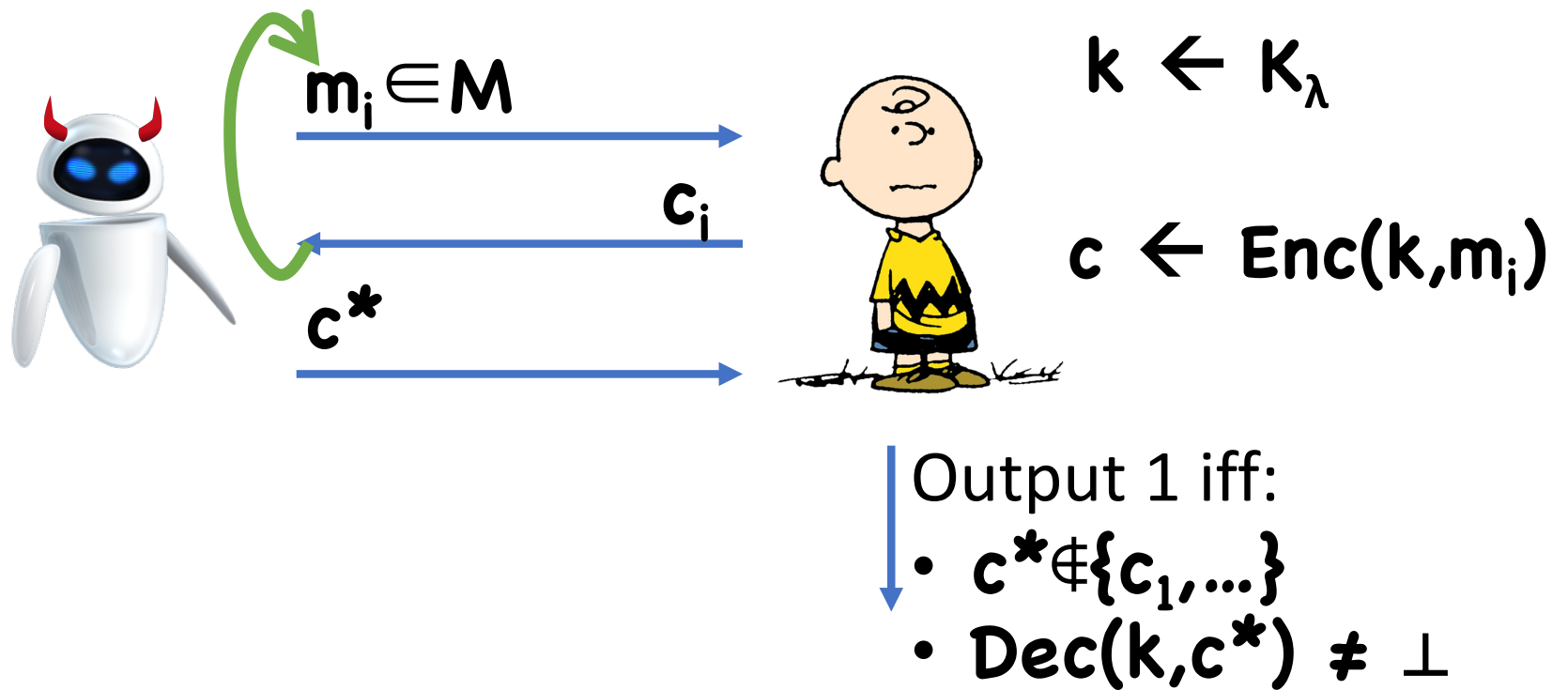
# q-Time MACs



- Output 1 iff:
- $m^* \notin \{m_1, \dots, m_q\}$
  - $\text{Ver}(k, m^*, \sigma^*) = 1$

$$\text{qCMA-Adv}(\text{robot}) = \Pr[\text{Charlie Brown outputs 1}]$$

# Unforgeability



**Definition:** An encryption scheme **(Enc,Dec)** is an **authenticated encryption scheme** if it is unforgeable and CPA secure

# Pseudorandom Permutations

(also known as block ciphers)

Functions that “look like” random **permutations**

Syntax:

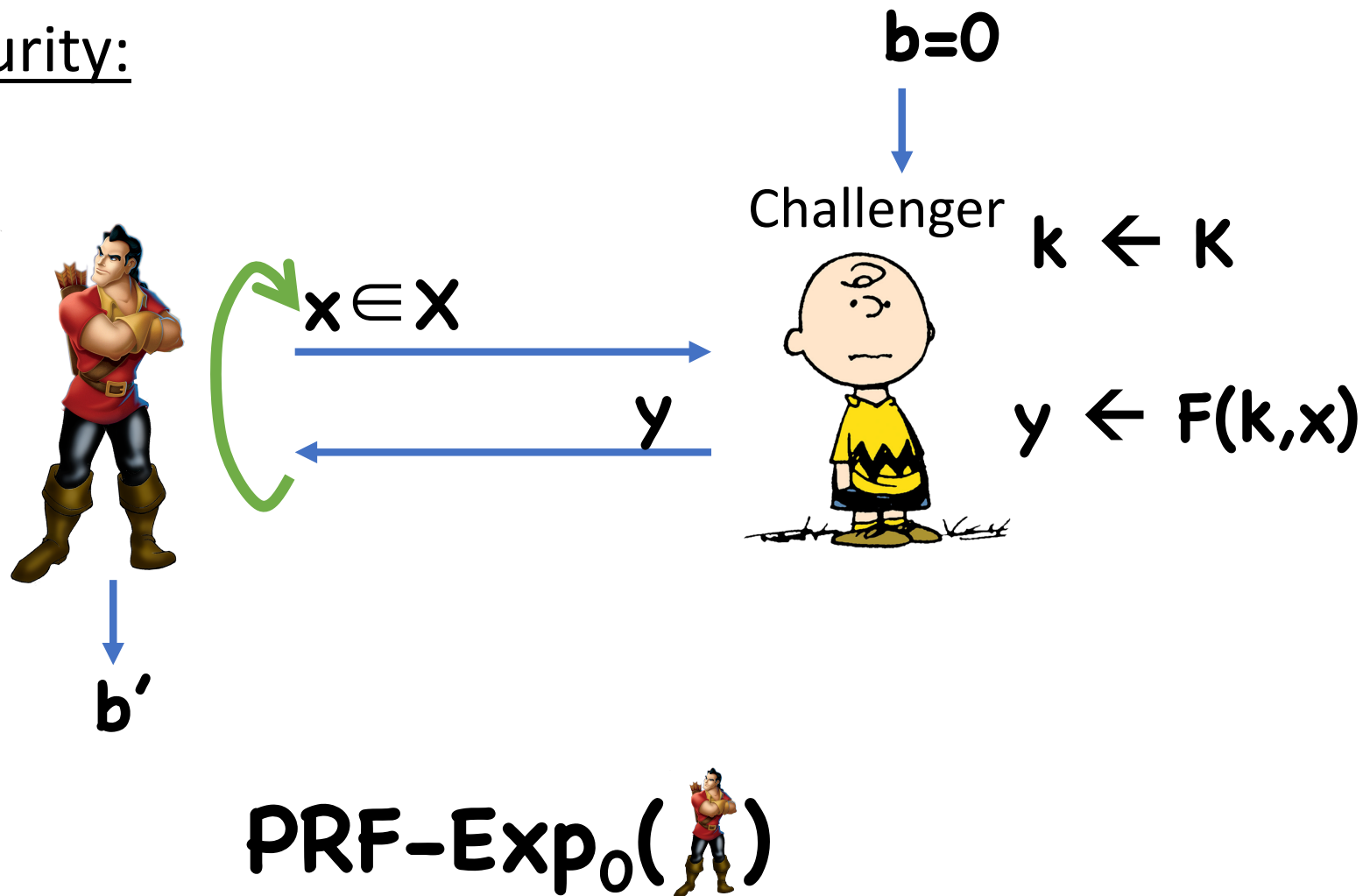
- Key space  $\mathbf{K}$  (usually  $\{0,1\}^\lambda$ )
- Domain=Range=  $\mathbf{X}$  (usually  $\{0,1\}^n$ )
- Function  $\mathbf{F}: \mathbf{K} \times \mathbf{X} \rightarrow \mathbf{X}$
- Function  $\mathbf{F}^{-1}: \mathbf{K} \times \mathbf{X} \rightarrow \mathbf{X}$

Correctness:  $\forall \mathbf{k}, \mathbf{x}, \mathbf{F}^{-1}(\mathbf{k}, \mathbf{F}(\mathbf{k}, \mathbf{x})) = \mathbf{x}$



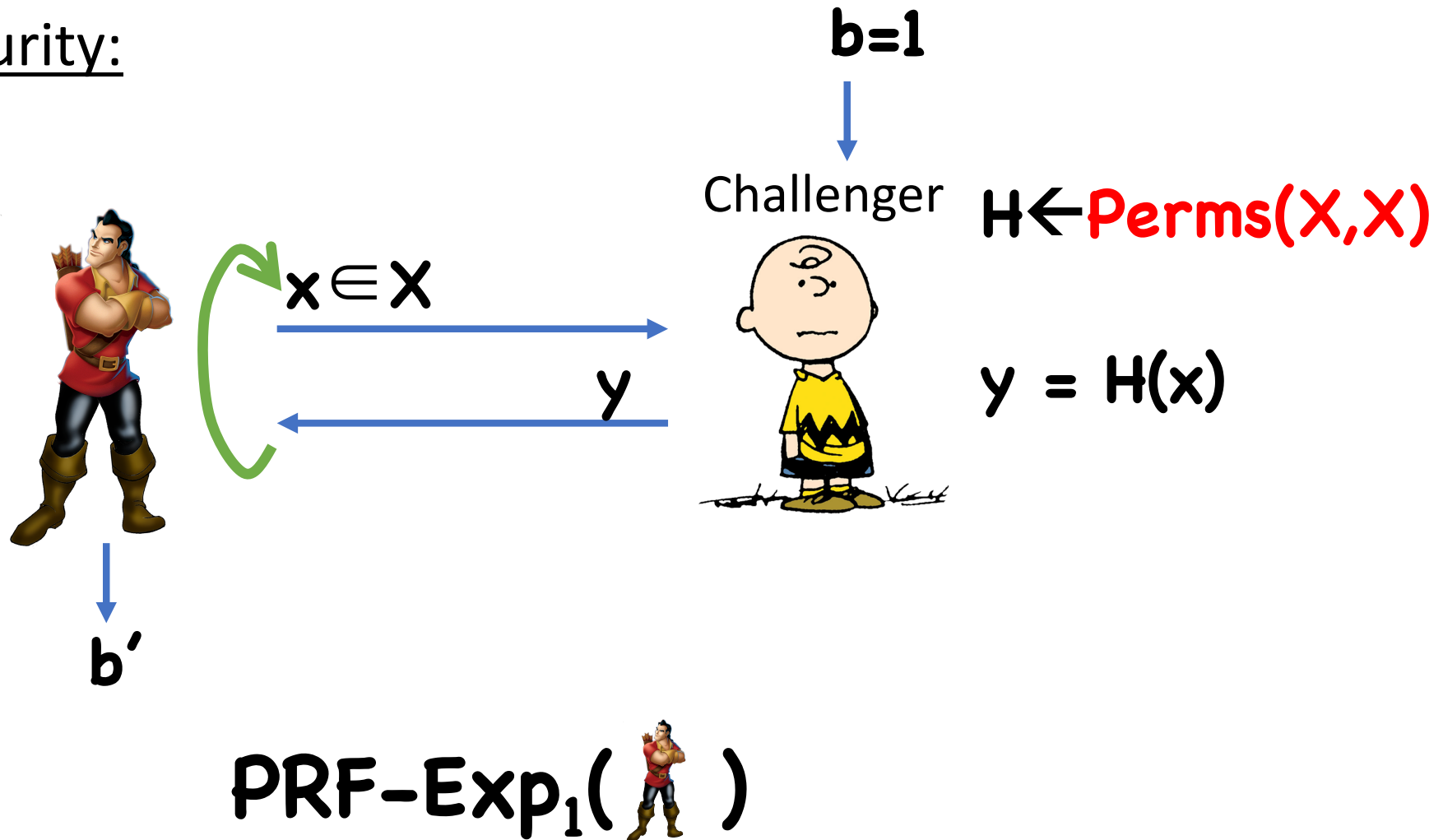
# Pseudorandom Permutations

Security:




# Pseudorandom Permutations

Security:



# PRF Security Definition

**Definition:**  $F$  is a  $(t, q, \epsilon)$ -secure PRP if, for all  running in time at most  $t$  and making at most  $q$  queries,

$$\left| \Pr[1 \leftarrow \text{PRF-Exp}_0(\text{superhero})] - \Pr[1 \leftarrow \text{PRF-Exp}_1(\text{superhero})] \right| \leq \epsilon$$

Today:

Collision Resistant Hashing

# Expanding Message Length for MACs

Suppose we have a MAC (**MAC,Ver**) that works for small messages (e.g. 256 bits)

How can I build a MAC that works for large messages?

One approach:

- MAC blockwise + extra steps to insure integrity
- Problem: extremely long tags

# Hash Functions

Let  $h:\{0,1\}^l \rightarrow \{0,1\}^n$  be a function,  $n \ll l$

$$\text{MAC}'(k,m) = \text{MAC}(k, h(m))$$

$$\text{Ver}'(k,m,\sigma) = \text{Ver}(k, h(m), \sigma)$$

Correctness is straightforward

Security?

- Pigeonhole principle:  $\exists m_0 \neq m_1$  s.t.  $h(m_0)=h(m_1)$
- But, hopefully such collisions are hard to find


# Collision Resistant Hashing?

Syntax:

- Domain  $\mathbf{D}$  (typically  $\{0,1\}^l$  or  $\{0,1\}^*$ )
- Range  $\mathbf{R}$  (typically  $\{0,1\}^n$ )
- Function  $\mathbf{H}: \mathbf{D} \rightarrow \mathbf{R}$

Correctness:  $n \ll l$

# Security?

**Definition:**  $H$  is  $(t, \epsilon)$ -collision resistant if, for all running  in time at most  $t$ ,

$$\Pr[H(x_0) = H(x_1) \wedge x_0 \neq x_1 : (x_0, x_1) \leftarrow \text{pirate}(())] < \epsilon$$

Problem?



# Theory vs Practice

In practice, the existence of an algorithm with a built in collision isn't much of a concern

- Collisions are hard to find, after all

However, it presents a problem with our definitions

- So theorists change the definition
- Alternate def. will also be useful later

# Collision Resistant Hashing

Syntax:

- Key space  $\mathbf{K}$  (typically  $\{0,1\}^\lambda$ )
- Domain  $\mathbf{D}$  (typically  $\{0,1\}^l$  or  $\{0,1\}^*$ )
- Range  $\mathbf{R}$  (typically  $\{0,1\}^n$ )
- Function  $\mathbf{H}: \mathbf{K} \times \mathbf{D} \rightarrow \mathbf{R}$

Correctness:  $n \ll l$

# Security

**Definition:**  $H$  is  $(t, \epsilon)$ -collision resistant if, for all running in time at most  $t$ ,

$$\Pr[H(k, x_0) = H(k, x_1) \wedge x_0 \neq x_1 : (x_0, x_1) \leftarrow (k), k \leftarrow K] < \epsilon$$

# Collision Resistance and MACs

Let  $\mathbf{h(m) = H(k,m)}$  for a random choice of  $\mathbf{k}$

$$\mathbf{MAC'(k_{MAC},m) = MAC(k_{MAC}, h(m))}$$

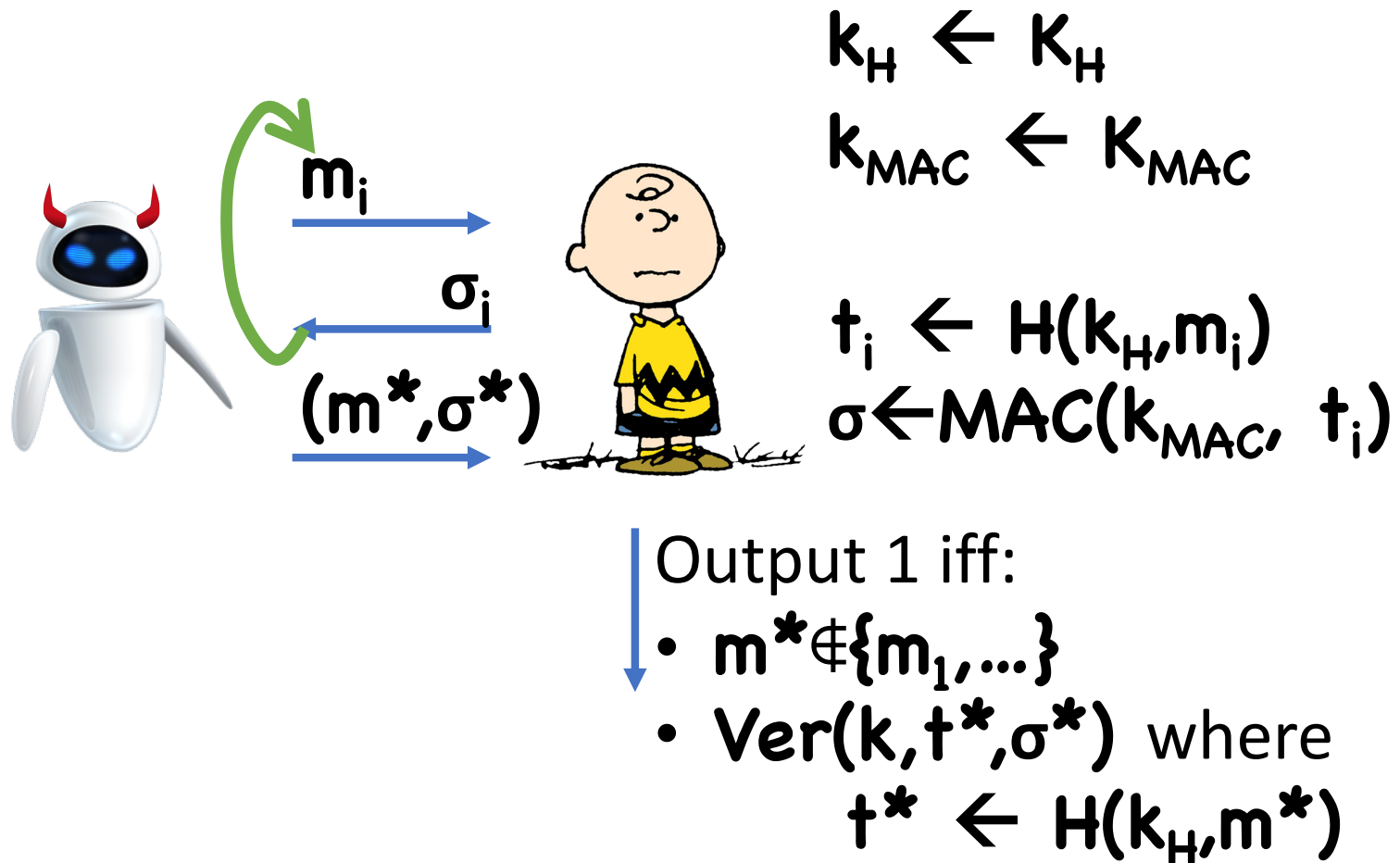
$$\mathbf{Ver'(k_{MAC},m,\sigma) = Ver(k_{MAC}, h(m), \sigma)}$$

Think of  $\mathbf{k}$  as part of key for  $\mathbf{MAC'}$

**Theorem:** If  $(\text{MAC}, \text{Ver})$  is  $(t, q, \varepsilon_0)$ -CMA-secure and  $H$  is  $(t, \varepsilon_1)$ -collision resistant, then  $(\text{MAC}', \text{Ver}')$  is  $(t-t', q, \varepsilon_0 + \varepsilon_1)$ -CMA secure

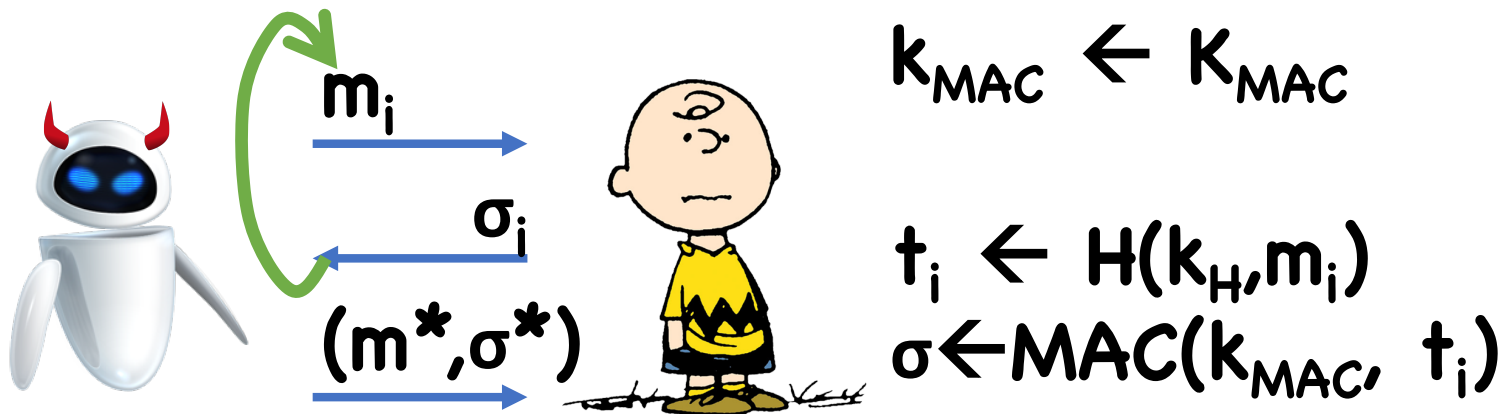
# Proof

## Hybrid 0



# Proof

## Hybrid 1

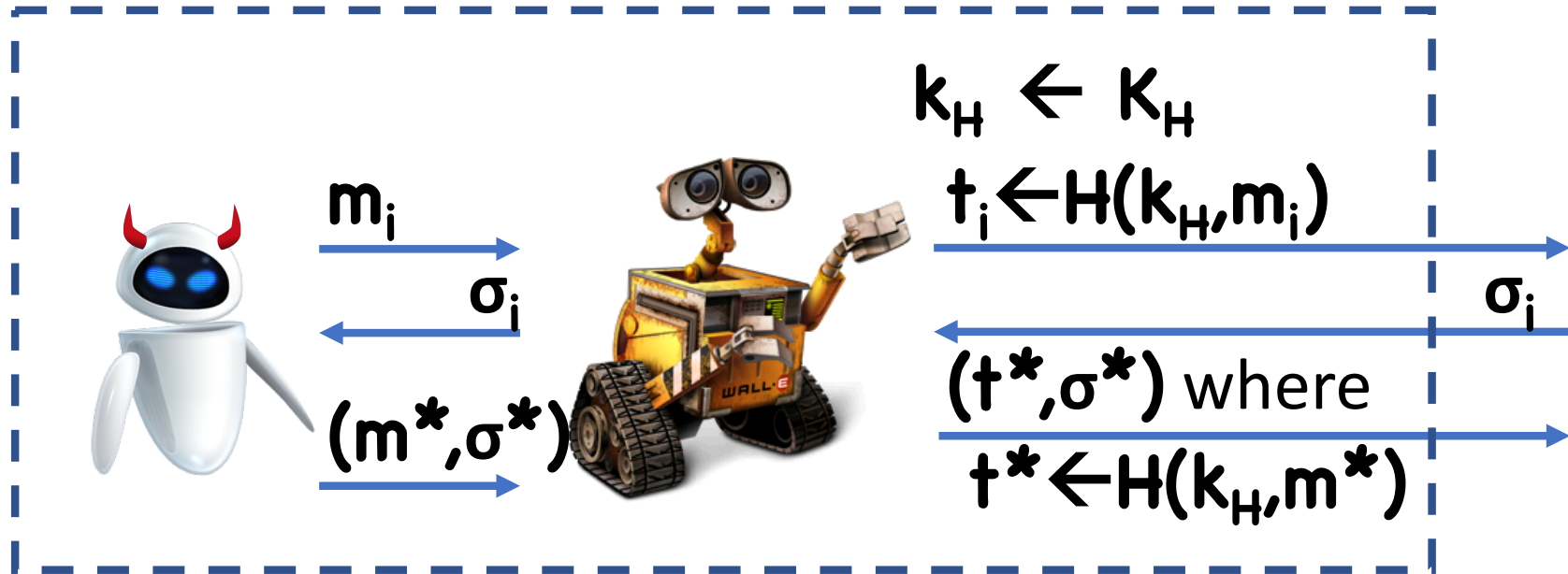


Output 1 iff:

- $t^* \notin \{t_1, \dots\}$
- $Ver(k, t^*, \sigma^*)$  where  $t^* \leftarrow H(k_H, m^*)$

# Proof

In Hybrid 1, negligible advantage using MAC security



If  forges with  $t^* \notin \{t_1, \dots\}$ , then  also forges



# Proof

If  succeeds in Hybrid 0 but not Hybrid 1, then

- $m^* \notin \{m_1, \dots\}$
- But,  $t^* \in \{t_1, \dots\}$

Suppose  $t^* = t_i$

Then  $(m_i, m^*)$  is a collision for  $H(k, \cdot)$

- Straightforward to construct collision finder

# Constructing Hash Functions

# Domain Extension

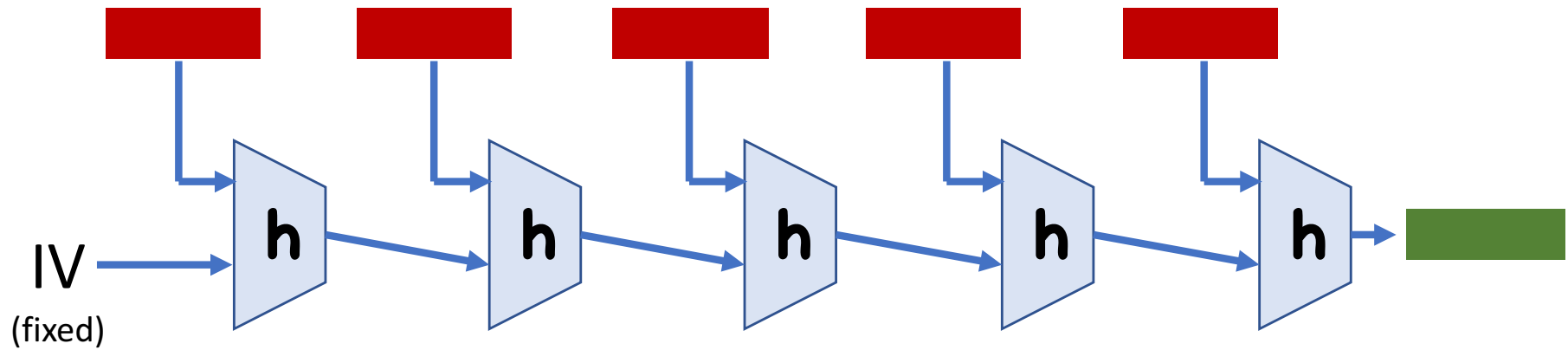
Goal: given  $h$  that compresses small inputs, construct  $H$  that compresses large inputs

Shows that even compressing by a single bit is enough to compress by arbitrarily many bits

Useful in practice: build hash functions for arbitrary inputs from hash functions with fixed input lengths

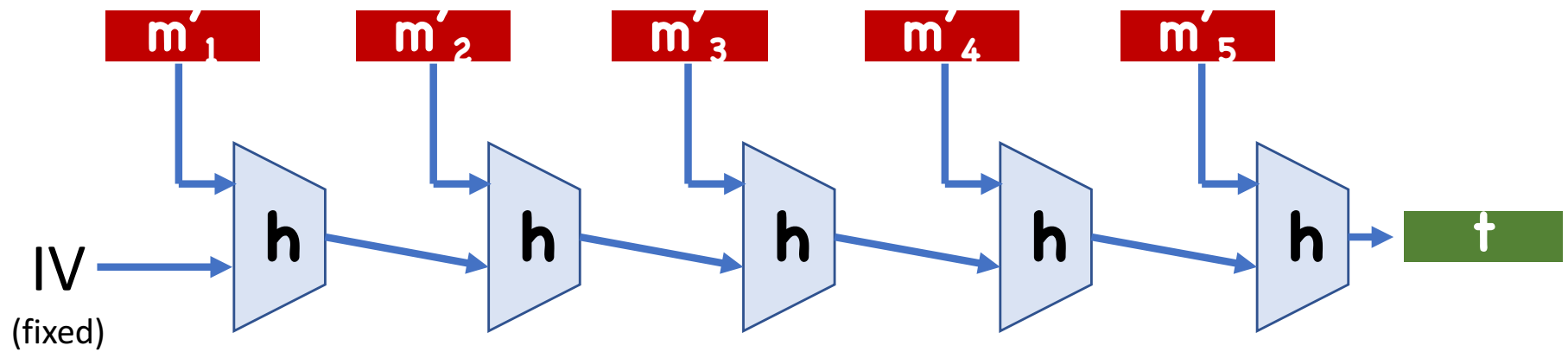
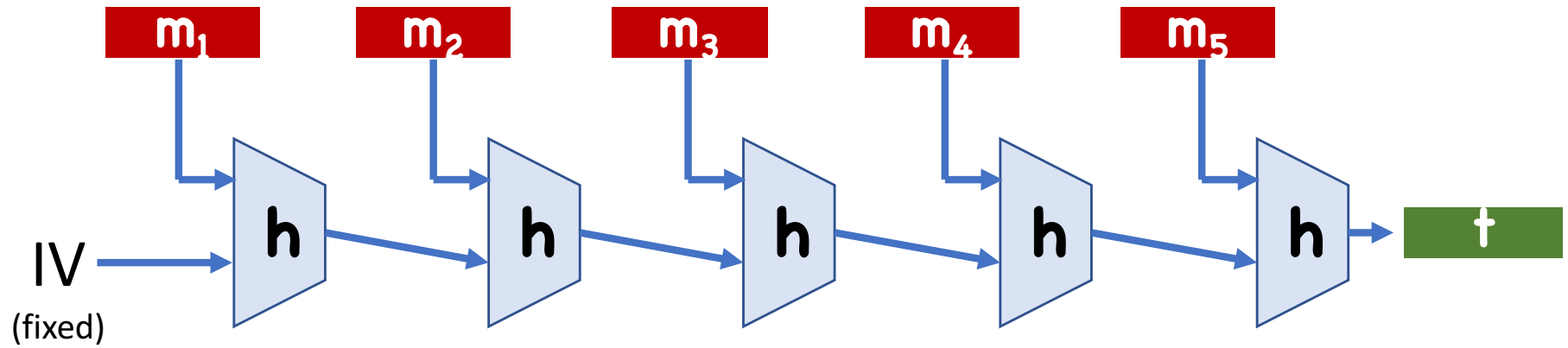
- Called compression functions
- Easier to design

# Merkle-Damgard

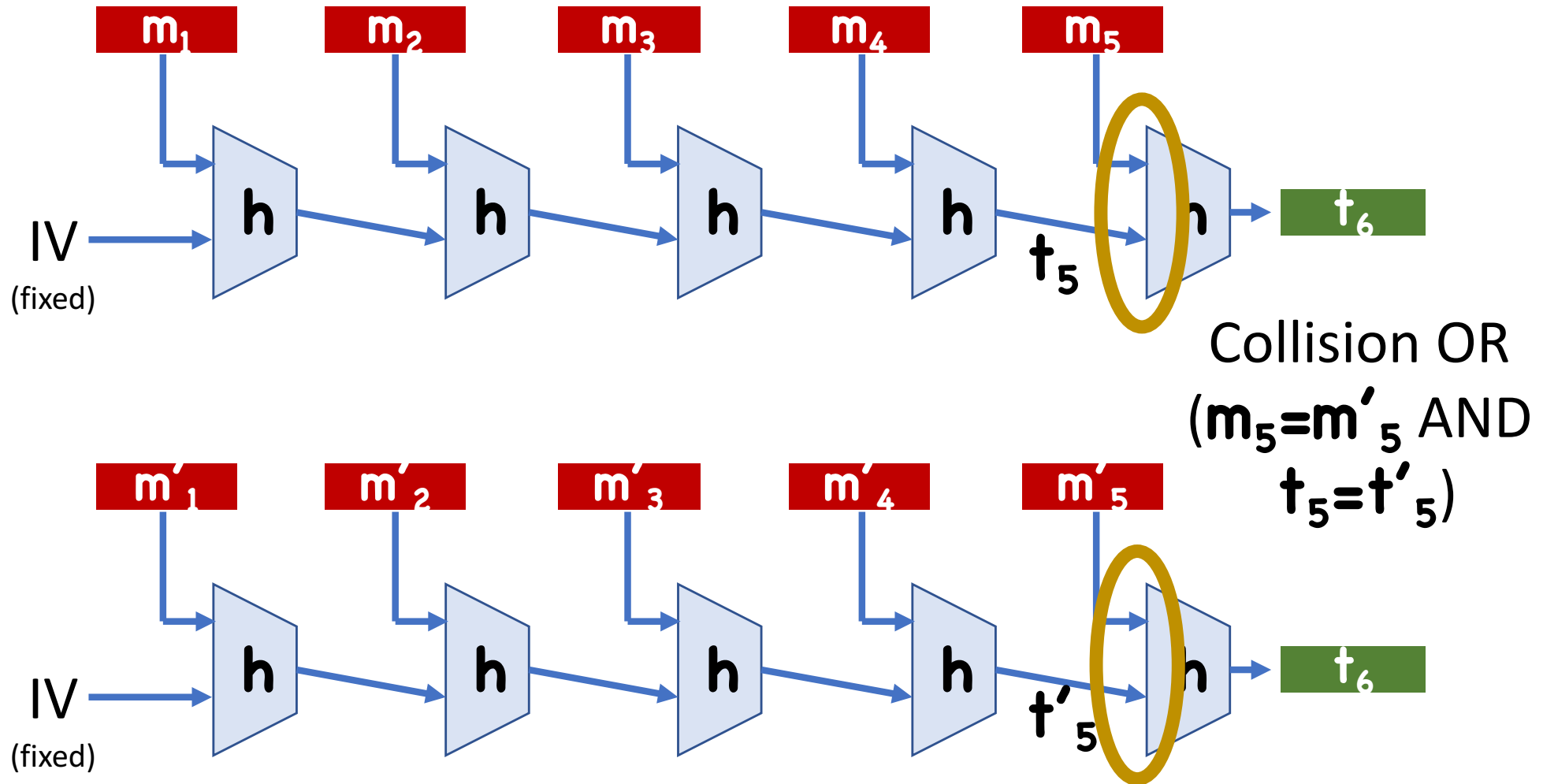


**Theorem:** If an adversary knows a collision for fixed-length Merkle-Damgard, it can also compute a collision for  $h$

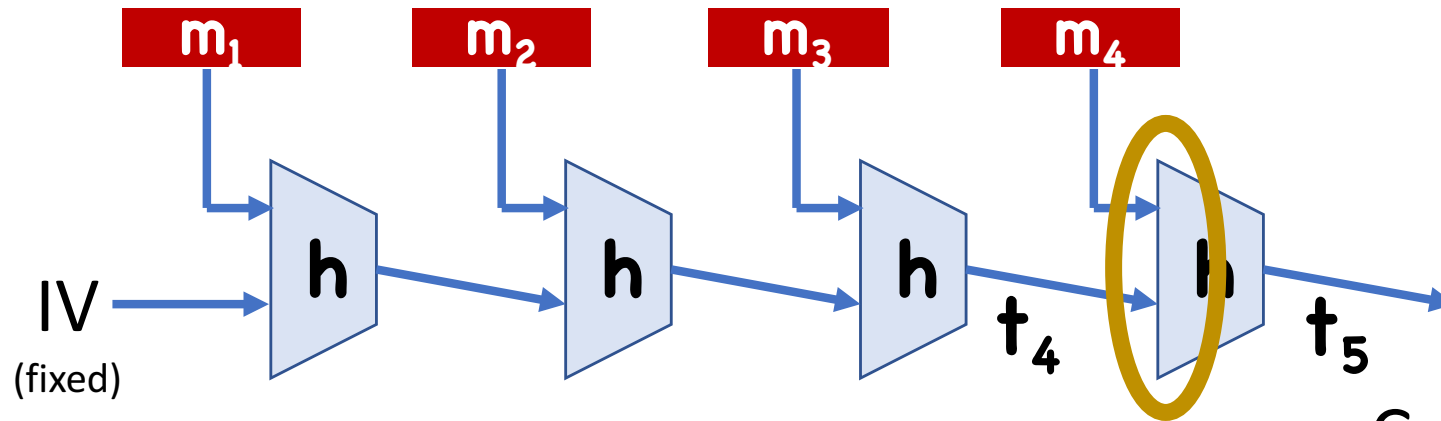
# Proof



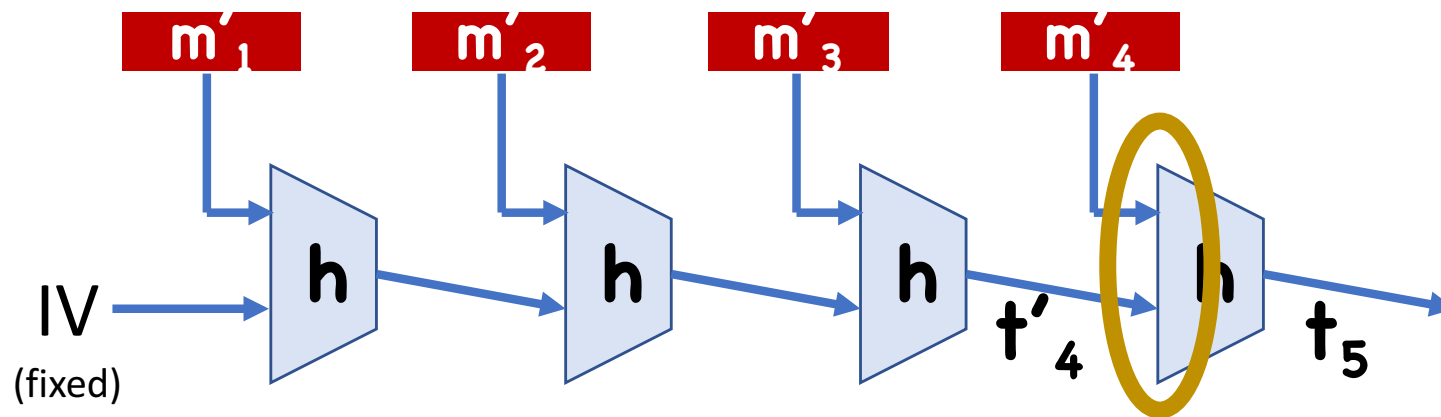
# Proof



# Proof

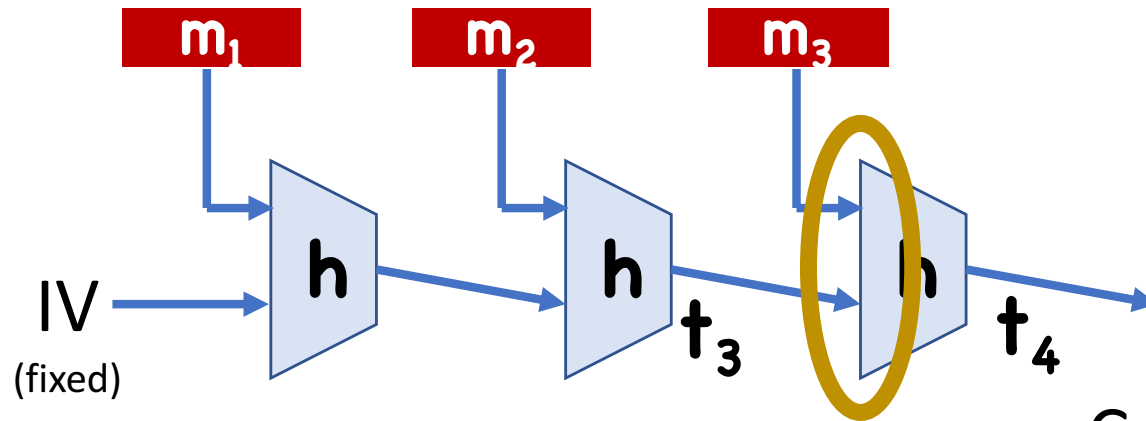


Collision OR  
( $m_4 = m'_4$  AND  
 $t_4 = t'_4$ )

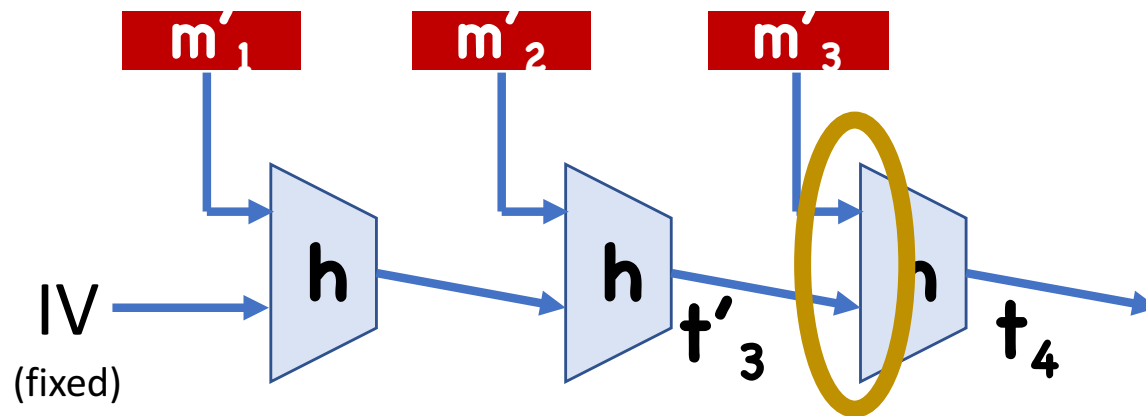




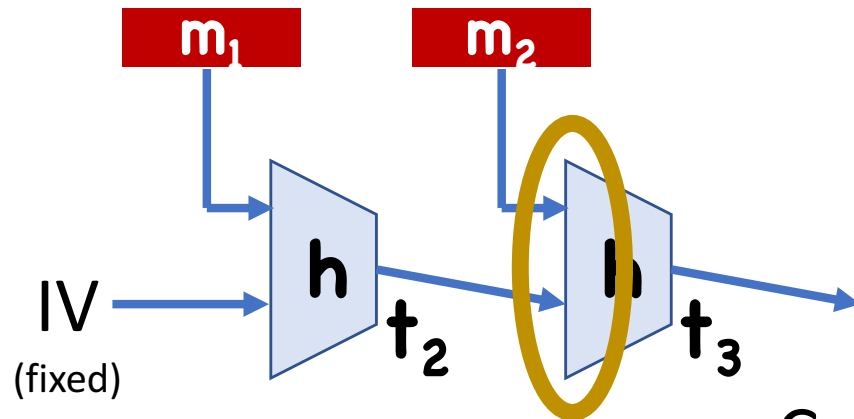
# Proof



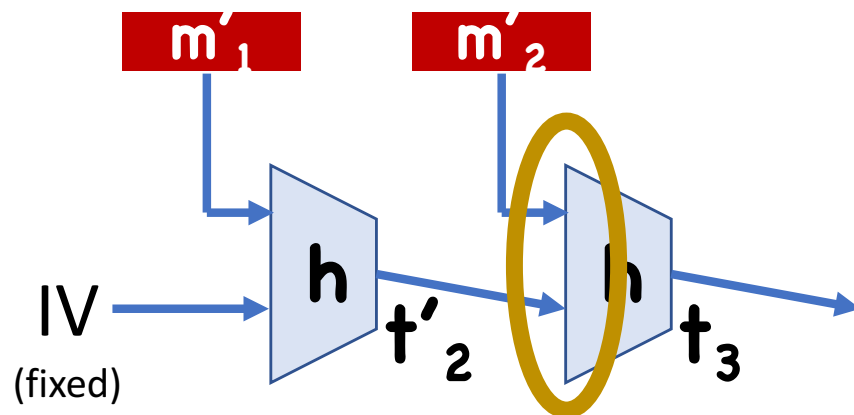
Collision OR  
( $m_3 = m'_3$  AND  
 $t_3 = t'_3$ )



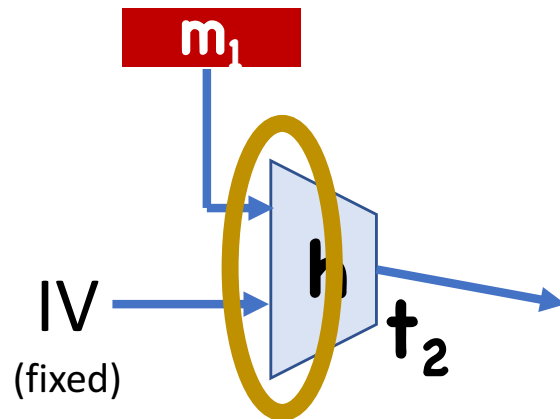
# Proof



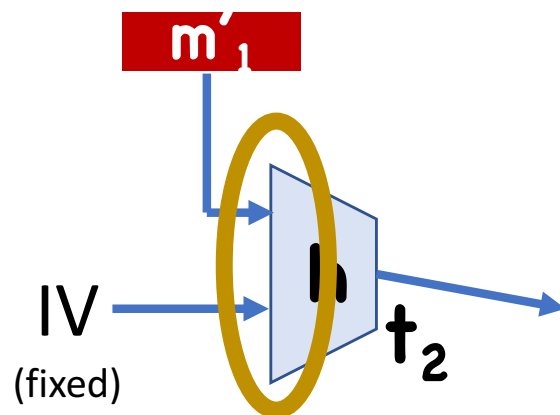
Collision OR  
( $m_2 = m'_2$  AND  
 $t_2 = t'_2$ )



# Proof



Collision OR  
 $m_1 = m'_1$



But, if  $m_1 = m'_1$ , then  $m = m'$

# Merkle-Damgard

So far, assumed both inputs in collision has to have the same length

As described, cannot prove Merkle-Damgard is secure if inputs are allowed to have different length

- What if adversary knows an input  $\mathbf{x}$  such that  $\mathbf{h(x||IV)} = \mathbf{IV}$ ?

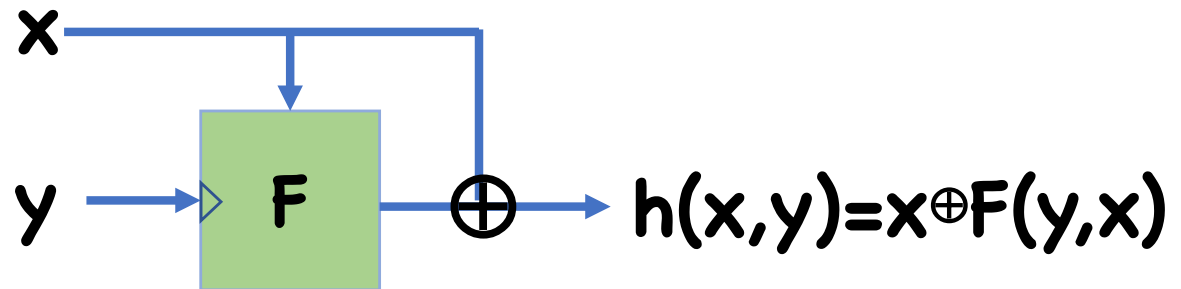
Need proper padding to enable security proof

- Ex: append message length to end of message

# Constructing **h**

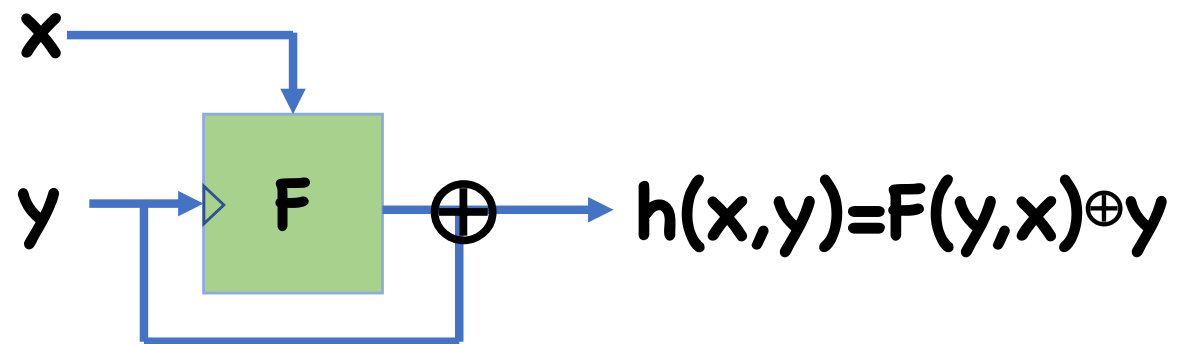
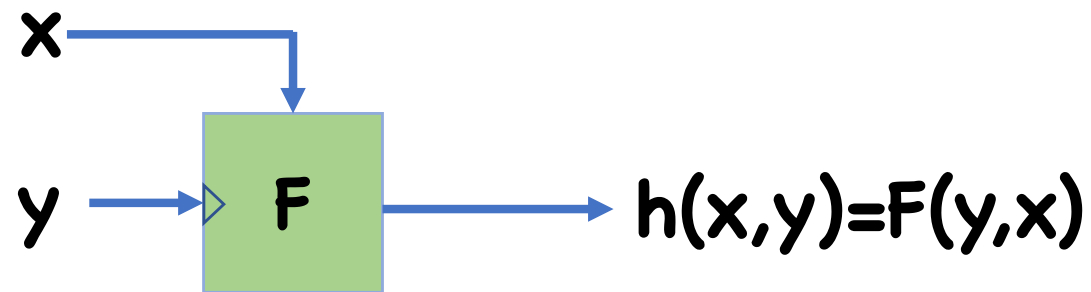
Common approach: use block cipher

Davies-Meyer

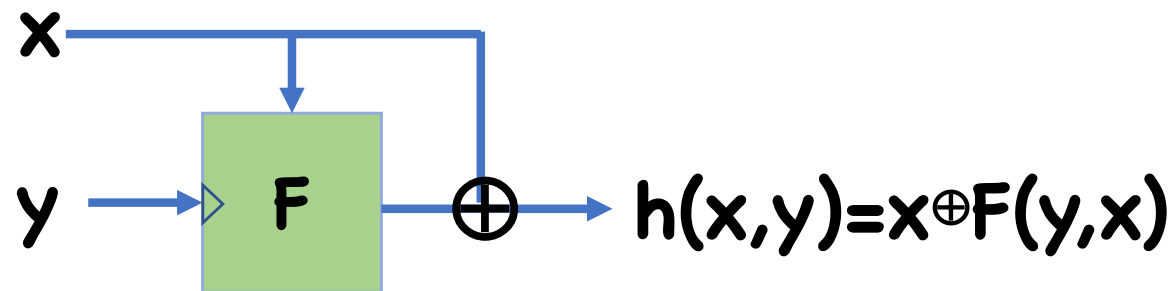


# Constructing ***h***

Some other possibilities are insecure



# Constructing $h$



Why do we think Davies-Meyer is reasonable?

- Cannot prove collision resistance just based on  $F$  being a secure PRP

Instead, can argue security in “ideal cipher” model

- Pretend  $F$ , for each key  $y$ , is a uniform random permutation

We said 128 bit security is usually enough

Why is a block cipher with 128-bit blocks insufficient?



# Birthday Attack

If the range of a hash function is  $\mathbf{R}$ , a collision can be found in time  $\mathbf{T=O(|R|^{\frac{1}{2}})}$

Attack:

- Given key  $\mathbf{k}$  for  $\mathbf{H}$
- For  $\mathbf{i=1,..., T}$ ,
  - Choose random  $\mathbf{x_i}$  in  $\mathbf{D}$
  - Let  $\mathbf{t_i \leftarrow H(k, x_i)}$
  - Store pair  $\mathbf{(x_i, t_i)}$
- Look for collision amongst stored pairs

# Birthday Attack

Analysis:

Expected number of collisions

$$\begin{aligned} &= \text{Number of pairs} \times \text{Prob each pair is collision} \\ &\approx \mathbf{(T \text{ choose } 2)} \times \mathbf{1/|R|} \end{aligned}$$

By setting  $\mathbf{T=O(|R|^{1/2})}$ , expected number of collisions found is at least **1**

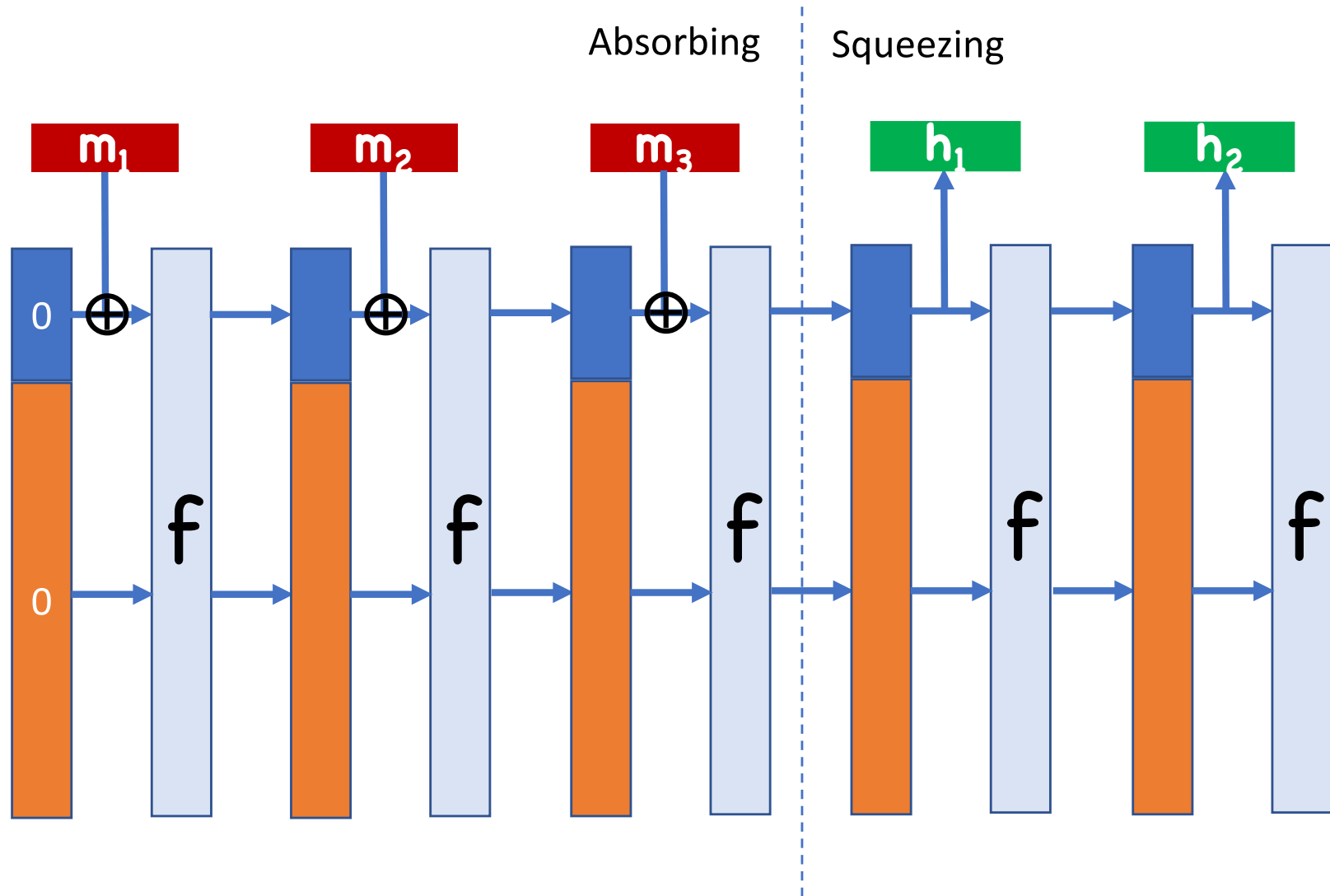
$\Rightarrow$  likely to find a collision

# Birthday Attack

Space?

Possible to reduce memory requirements to  **$O(1)$**

# Sponge Construction



# Sponge Construction

Advantages:

- Round function  **$f$**  can be public invertible function (i.e. unkeyed SPN network)
- Easily get different input/output lengths

# SHA-1,2,3

SHA-1,2 are hash functions built as follows:

- Build block cipher (SHACAL-1, SHACAL-2)
- Convert into compression function using Davies-Meyer
- Extend to arbitrary lengths using Merkle-Damgard

SHA-3 is based on sponge construction

# SHA-1,2,3

SHA-1 (1995) is no longer considered secure

- 160-bit outputs, so collisions in time  $2^{80}$
- 2017: using some improvements over birthday attack, able to find a collision

SHA-2 (2001)

- Longer output lengths (256-bit, 512-bit)
- Few theoretical weaknesses known

SHA-3 (2015)

- NIST wanted hash function built on different principles

# Basing MACs on Hash Functions

Idea:  $\mathbf{MAC(k,m) = H(k \parallel m)}$

Thought: if  $\mathbf{H}$  is a “good” hash function and  $\mathbf{k}$  is random, should be hard to predict  $\mathbf{H(k \parallel m)}$  without knowing  $\mathbf{k}$

Unfortunately, cannot prove secure based on just collision resistance of  $\mathbf{H}$



# Random Oracle Model

Pretend  $H$  is a truly random function

Everyone can query  $H$  on inputs of their choice

- Any protocol using  $H$
- The adversary (since he knows the key)

A query to  $H$  has a time cost of 1

Intuitively captures adversaries that simply query  $H$ , but don't take advantage of any structure

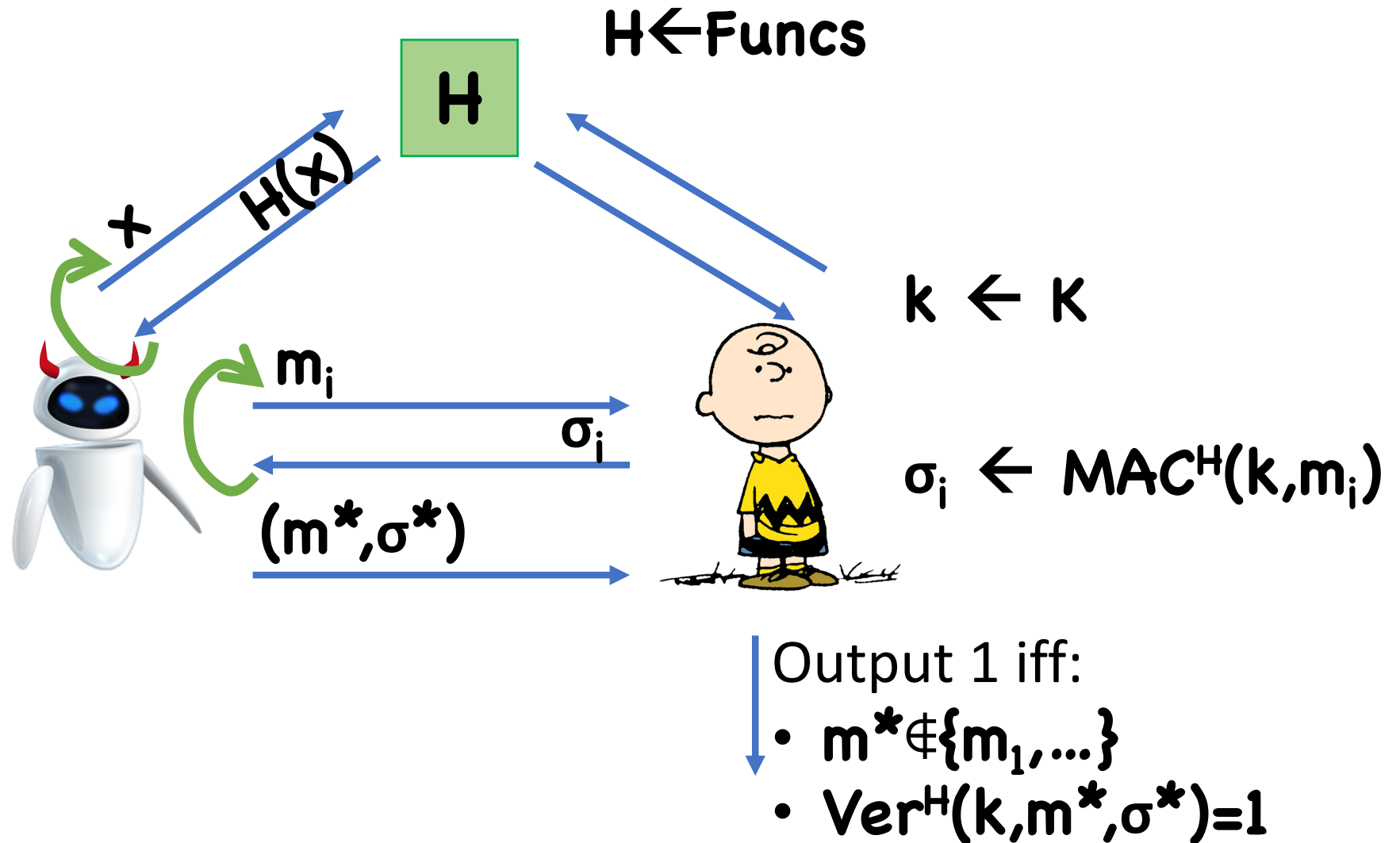
# MAC in ROM

$$\text{MAC}^H(k, m) = H(k || m)$$

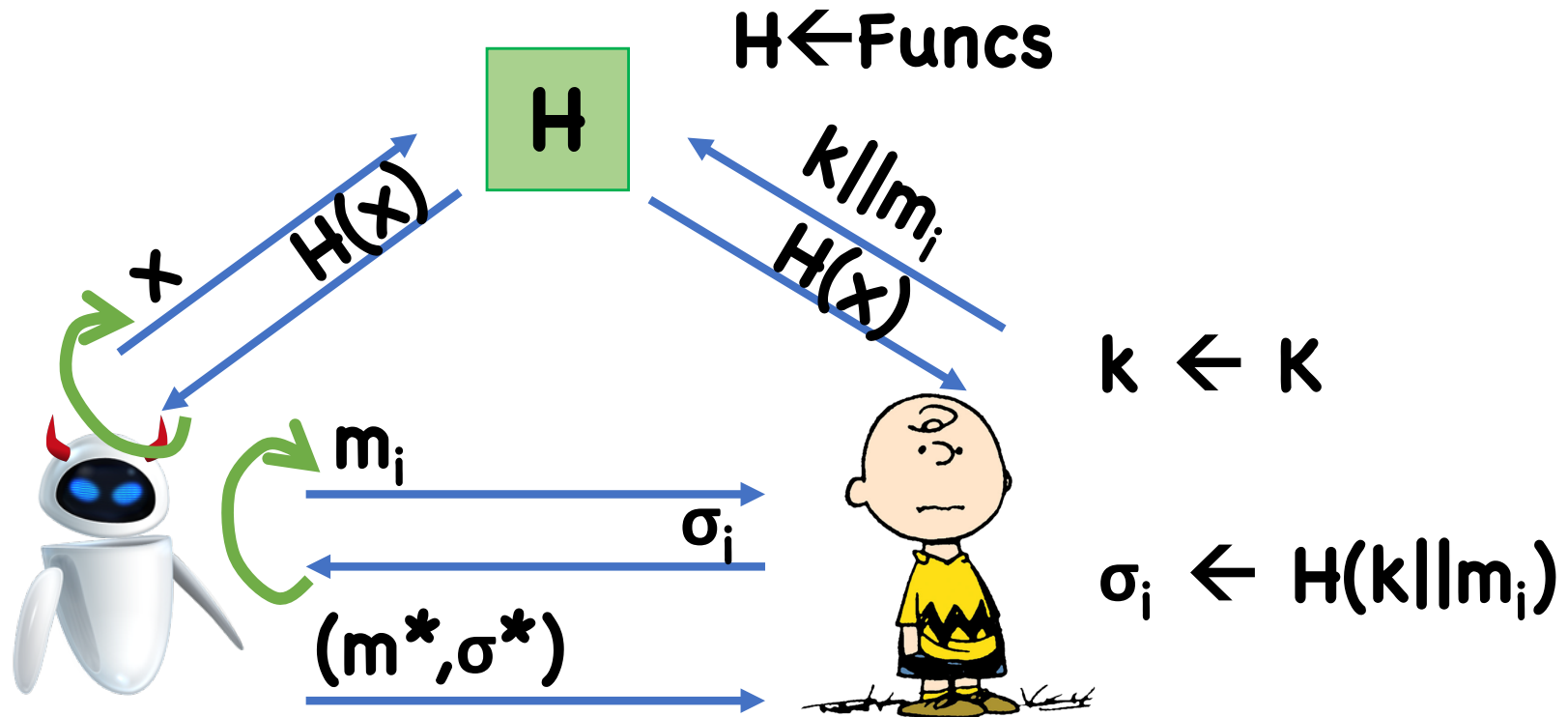
$$\text{Ver}^H(k, m, \sigma) = (H(k || m) == \sigma)$$

**Theorem:**  $H(k || m)$  is a  $(t, q, qt/2^n)$ -CMA-secure MAC in the random oracle model

# Meaning



# Meaning



- Output 1 iff:
- $m^* \notin \{m_1, \dots\}$
  - $H(k || m^*) = \sigma^*$

# Proof Idea

Value of  $H(k||m^*)$  independent of adversary's view unless she queries  $H$  on  $k||m^*$

- Only way to forge better than random guessing is to learn  $k$

Adversary only sees truly rand and indep  $H$  values and MACs, unless she queries  $H$  on  $k||m_i$  for some  $i$

- Only way to learn  $k$  is to query  $H$  on  $k||m_i$

However, this is very unlikely without knowing  $k$  in the first place

# The ROM

A random oracle is a good

- PRF:  $\mathbf{F(k,x) = H(k||x)}$
- PRG (assuming  $\mathbf{H}$  is expanding):
  - Given a random  $\mathbf{x}$ ,  $\mathbf{H(x)}$  is pseudorandom since adv is unlikely to query  $\mathbf{H}$  on  $\mathbf{x}$
- CRHF:
  - Given poly-many queries, unlikely for find two that map to same output

# The ROM

The ROM is very different from security properties like collision resistant

What does it mean that “Sha-1 behaves like a random oracle”?

- No satisfactory definition

Therefore, a ROM proof is a heuristic argument for security

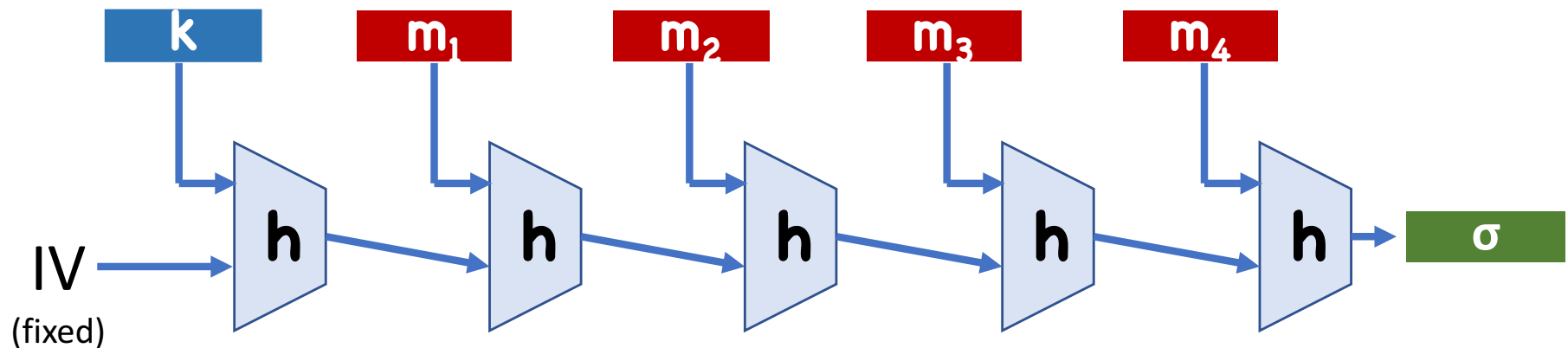
- If insecure, adversary must be taking advantage of structural weaknesses in  $H$

# When the ROM Fails

$$\text{MAC}^H(k, m) = H(k || m)$$

$$\text{Ver}^H(k, m, \sigma) = (H(k || m) == \sigma)$$

Instantiate with Merkle-Damgard (variable length)?





# When the ROM Fails

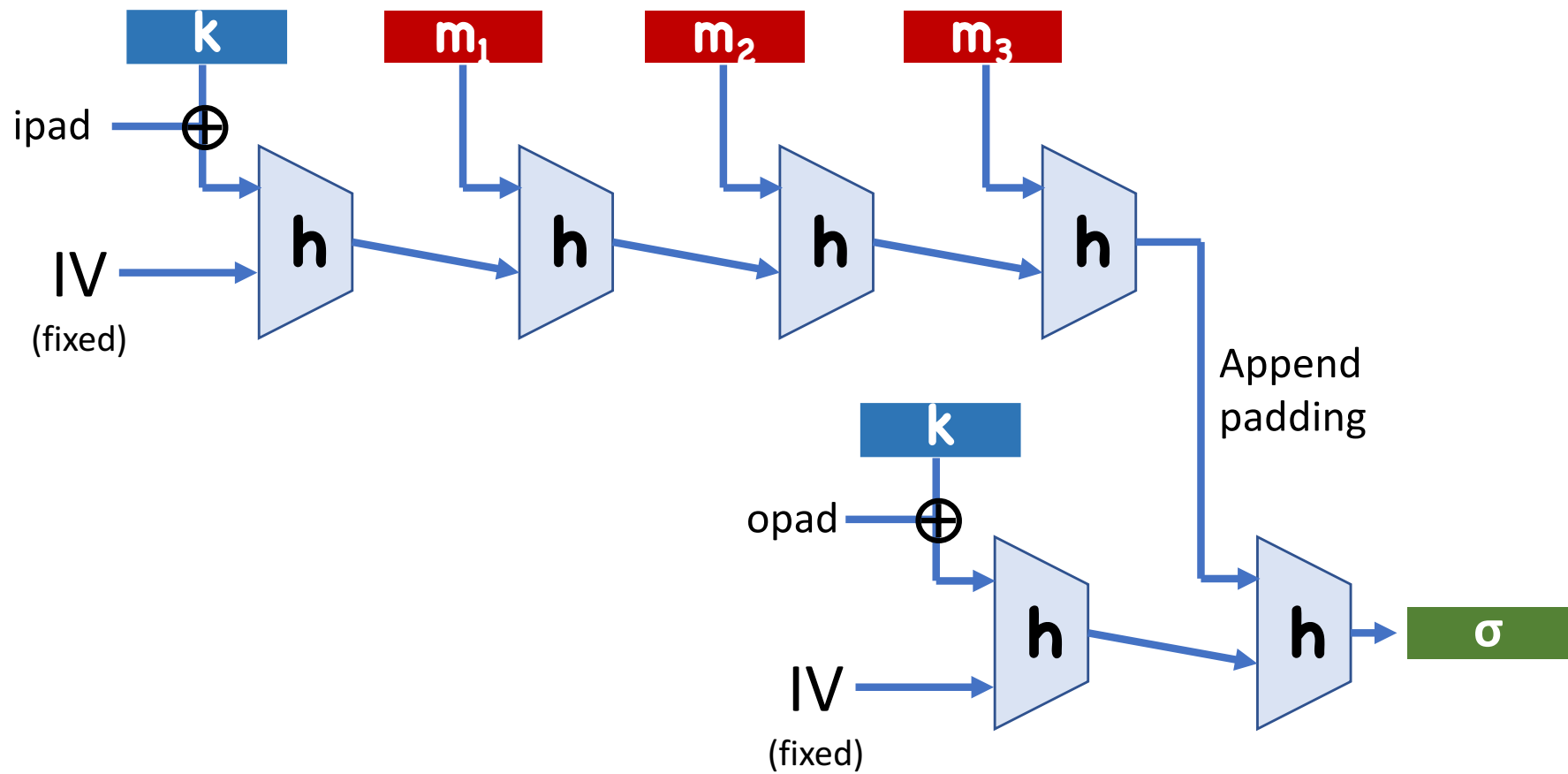
ROM does not apply to regular Merkle-Damgard

- Even if  $h$  is an ideal hash function

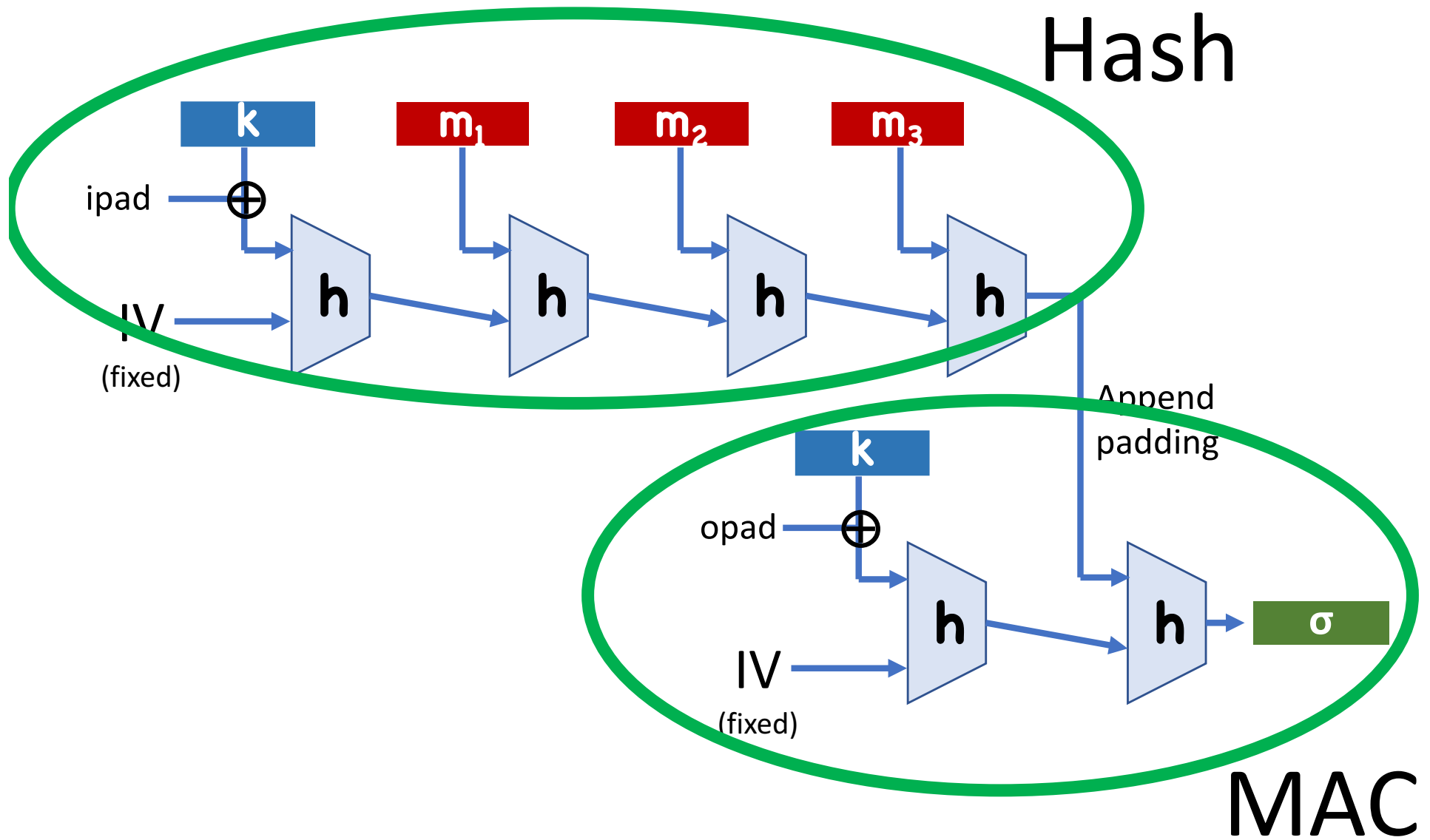
Takeaway: be careful about using ROM for non-“monolithic” hash functions

- Though still possible to pad MD in a way that makes it an ideal hash function if  $h$  is ideal

# HMAC



# HMAC



# HMAC

ipad,opad?

- Two different (but related) keys for hash and MAC
- ipad makes hash a “secret key” hash function
- Even if not collision resistant, maybe still impossible to find collisions when hash key is secret
- Turned out to be useful after collisions found in MD5

# Reminders

Homework 4 will be out later today – Due April 3

Project 2 will be out by next class – Due April 17

- Finding collisions in poorly designed hash functions