

Hash Functions

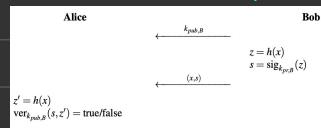
→ Hash Functions are good for the use of digital signatures → How can we efficiently compute signatures of large messages?

→ Problems w/ Approach above:

1. High Computational Load Intensive asymmetric operations like modular exponentiation → sigma & verifier spend large amt of time
2. Bandwidth Overhead Many Signatures + Large Storage ⇒ Overhead

3. Security Limitations Block Based Signatures ⇒ Attacks by manipulating each block (need one short signature) → Sol: Hash $F \equiv$ that computes fingerprint of message x

→ Basic Protocol for Digital Signature with Hash Functions Bob wants to send digitally signed message to Alice



Alice computes hash of x , z , & signs z with his key $k_{Pr,B}$.

Alice computes hash z' of received x . She verifies signature s w/ Bob's public key $K_{Pub,B}$

Signature generation & verification work on $z \equiv z'$ ⇒ Hash = message digest

Want hash $f \equiv h$ to be computationally efficient for any x

Output of h is fixed length, independent of $|x|$

$h: \{0,1\}^* \rightarrow \{0,1\}^m$ modern $256 \leq n \leq 512$ bits

computed footprint sensitive to all input bits

RSA symmetric
Bob encrypts message but not signature ($e_K(x), s|_{K_{Pub,B}}(z)$)

$\delta = \text{sig}_{k_{Pr,B}}(z) \equiv z^d \pmod{n}$ Oscar uses Bob's public key to compute

→ For Hash $F \equiv$ to be secure they must possess

1. Preimage Resistance
2. 2nd preimage Resistance / Collision Resistance
3. Collision Resistance

→ Preimage Resistance: Hash $f \equiv$ must be one-way. Given output z , must be computationally infeasible to derive x s.t. $h(x) = z$

→ Weak Collision Resistance: Must be computationally infeasible for Oscar to create 2 diff x , x_1, x_2 s.t. $h(x_1) = h(x_2)$

↳ Case 1: x_1 given ⇒ Find x_2 ↳ Case 2: Oscar free to choose both x_1, x_2

→ Ex.: Bob hashes & signs x_1 . If Oscar can find x_2 s.t. $h(x_1) = h(x_2)$ he can run Substitution Attack.

↳ Alice accepts x_2 as message since verification. This since Oscar is based on signature

How can we prevent Oscar from finding x_2 ? Due Hash $F \equiv$ w/o no weak collisions → impossible due to pigeonhole principle

→ Salted Hash $F \equiv$ designed at Given $x, z \& h(x)$ impossible for $x_2 \neq x_1$, s.t. $h(x_1) = h(x_2)$ ↳ Bruteforce attack

→ Collision Resistance: Computationally infeasible to choose x, x_1, x_2 s.t. $h(x_1) = h(x_2)$

Ex. Attack:

$x_1 = \text{Transfer } \$10 \text{ into Oscar's account}$
 $x_2 = \text{Transfer } \$10,000 \text{ into Oscar's account}$

Von Neumann's Birthday Attack
Oscar alters x_1, x_2, x_1

How many messages (x_1, \dots, x_b) Oscar needs to hash to have reasonable chance of $h(x_1) = h(x_2)$ for $x_1 \neq x_2$

$$P(\text{no collision}) = \left(1 - \frac{1}{2^b}\right) \cdots \left(1 - \frac{1}{2^{b-1}}\right)$$

$$= \prod_{i=1}^{b-1} \left(1 - \frac{1}{2^i}\right) \approx \frac{1}{2^b} e^{-\frac{1}{2^b}} \approx e^{-\frac{1+2+3+\dots+b-1}{2^b}}$$

$$\lambda = 1 - P(\text{no collision})$$

$$\approx 2^{\frac{b-1}{2}} = \sqrt{2^b}$$

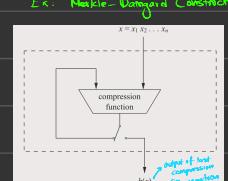
$\approx 2^{\frac{b-1}{2}} = \sqrt{2^b}$ → Desired: Designed to serve as hash $f \equiv$ (most popular)

→ Hash Functions

↳ Block Cipher Based: Possible to use block ciphers like AES to make Hash $F \equiv$

→ Hash $F \equiv$ process arbitrary length message → Fixed Length Output (Segmenting Input = Equal size blocks processed sequentially by hash)

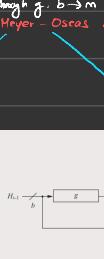
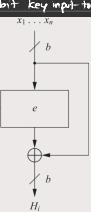
Ex.: Merkle-Damgård Construction



→ All Hash $F \equiv$ need initial values for H_0 → For Preimage & Weak collision Resistance, AES-128

another way of getting larger digests is via constructions that are composed of several instances of block cipher → yield twice width of b

For Collision Resistance: Rijndael, block cipher that became AES w/ block width of 192 or 256 bits



Properties of Hash Functions

1. Arbitrary message size $h(x)$ can be applied to messages of any size.

2. Fixed output length $h(x)$ provides a hash value z of fixed length.

3. Preimage $h(x)$ is unique

4. Preimage Resistance: For a given output z , it is computationally infeasible to find any input x such that $h(x) = z$, i.e., $h(x)$ is one-way.

5. Second preimage resistance: Given x_1 , and thus $h(x_1)$, it is computationally infeasible to find any $x_2 \neq x_1$ such that $h(x_2) = h(x_1)$.

6. Collision resistance: It is computationally infeasible to find any pair $x_1 \neq x_2$ such that $h(x_1) = h(x_2)$.

→ How many people buy used car a year old a party? It's reasonable to assume that at most 2 people have the same birthday.

→ First you're if hash $f \equiv$ has output length of 60 bits check 2^{60} messages

attacker only needs 2^{30} messages based on birthday paradox

→ Preimage attack: First find probability of 2 people having same birthday

$P(\text{no collision among } 2) = 1 - \frac{1}{365}$

$P(\text{no collision among } t) = (1 - \frac{1}{365}) \cdots (1 - \frac{1-t}{365})$

$P(\text{at least 1 collision}) = 1 - P(\text{no collision}) \approx 50\% \text{ for } 23$

→ 90% for 400

