# The Pufferfish Password Hashing Scheme

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#### **Abstract**

I present *Pufferfish*, a password hashing scheme (PHS) and key derivation function (KDF) based upon the Blowfish [1] block cipher and bcrypt's [2] Eksblowfish [3] algorithm.

Bcrypt has long been regarded by many as the de facto standard in password security – arguably the most touted answer to the "Which algorithm should I use to hash passwords?" question, especially among the password cracking community. While bcrypt has withstood the test of time for the past 15 years, it also has its share of shortcomings which may prevent it from being a viable option for the next 15 years: it does not take advantage of modern 64-bit processors; it uses a small, fixed amount of memory; it runs about the same speed on Central Processing Units (CPUs) as it does on Graphics Processing Units (GPUs); and it has a maximum input of 72 bytes and produces fixed-length output.

Pufferfish attempts to address these issues while increasing resistance to acceleration by re-writing the Blowfish block cipher to use 64-bit words and dynamic, arbitrarily-sized, password-dependent S-boxes while retaining most of the construction of the Eksblowfish algorithm. It has been designed to be faster than bcrypt on CPUs at comparable settings, while being slower than bcrypt on GPUs. It also supports variable-length output so that it may be used to derive an arbitrary number of bits as a KDF.

## Acknowledgements

Pufferfish builds upon prior works by Bruce Schneier (Blowfish), Niels Provos, and David Mazieres (bcrypt). However, Pufferfish is not endorsed by these individuals. Its design was inspired by work to accelerate bcrypt cracking by Steve Thomas, Jens Steube, Alexander Peslyak, Sayantan Datta, and Katja Malvoni. A special thanks is also due to Steve Thomas for allowing me to bounce ideas off of him, reviewing the reference implementation, and providing bug fixes.

## The Algorithm

The following pseudo code illustrates the Pufferfish algorithm:

```
Parameter t_cost: Time cost, log2 iteration count
Parameter m_cost: Memory cost, log2 kibibytes
Parameter outlen: Length of output in bytes
Input pwd: The password
Input salt: A salt
Output output: The password-derived outlen-long key
function pufferfish (pwd, salt, t_cost, m_cost, outlen)
    sbox\_words \leftarrow 2^{(m\_cost + 5)}
    salt_hash \(\begin{aligned} sha512 (salt) \end{aligned}\)
    state \(\bullet\) hmac_sha512 (salt_hash, pwd)
    for i \leftarrow 0 to i < 3 do
         for j ← 0 to j < sbox_words, j+=SHA512_DIGEST_LENGTH do</pre>
              sbox[i] + j \leftarrow sha512 (state)
              state ← sbox[i] + j
         end for
    end for
    key_hash \(\begin{aligned} hmac_sha512 (state, pwd) \end{aligned}\)
    expandkey (salt_hash, key_hash)
    count ← 2t_cost
         expandkey (null, salt_hash)
         expandkey (null, key_hash)
    while (--count)
    ctext \leftarrow "Drab as a fool, aloof as a bard."
    blockcnt ← ceil (outlen / SHA512_DIGEST_LENGTH)
         for i \leftarrow 0 to i < 64 do
              ecb_encrypt (ctext)
         end for
         output .= sha512 (ctext)
    while (--blockcnt)
    return output
\textbf{function} \ \textit{encipher} \ (\texttt{L}, \ \texttt{R})
    for i \leftarrow 0 to i < 18, i+=2 do
         L \oplus P[i]
         R \oplus f(L)
         R \oplus P[i+1]
         L \oplus f(R)
    end for
    L ⊕ P[16]
    R ⊕ P[17]
    swap (L, R)
```

```
function keyexpand (data, key)
    // P-array initialized with first 144 digits of Pi
    for i \leftarrow 0 to i < 18 do
         P[i] \leftarrow P[i] \oplus key[i]
    for i \leftarrow 0 to i < 18, i+=2 do
         L ⊕ data[i%keylength)
         R \oplus data[(i+1)\%keylength)
         encipher (L, R)
         P[i] \leftarrow L, P[i+1] \leftarrow R
    end for
    for i \leftarrow 0 to i < 3 do
         for j \leftarrow 0 to j < sbox_words do
              L ⊕ data[i%keylength)
              R \oplus data[(i+1)\%keylength)
              encipher (L, R)
              sbox[i][j] \leftarrow L
              sbox[i][j+1] \leftarrow R
         end for
    end for
function f(x)
    log2\_sbox\_words \leftarrow 2^{(m\_cost + 5)}
    return ((sbox[0][x >> (64-log2\_sbox\_words)] \oplus
               sbox[1][x >> (48-log2_sbox_words) & (log2_sbox_words-1)]) +
               sbox[2][x >> (32-log2_sbox_words) & (log2_sbox_words-1)]) \oplus
               sbox[3][x >> (16-log2\_sbox\_words) & (log2\_sbox\_words-1)];
function ecb_encrypt (data)
    for i ← 0 to i < data_length, i+=16 do</pre>
         L \leftarrow data[i] .. data[i+7]
         R \leftarrow data[i+8] \dots data[i+15]
         encipher (L, R)
         data[i] .. data[i+7]
                                    ← L
         data[i+8] .. data[i+15] \leftarrow R
    end for
```

# **Initial Security Analysis**

Cryptographic security of Pufferfish is based on that of SHA-512, HMAC-SHA512, and Blowfish. However, the modifications made to Blowfish may render it non-cryptographic. That said, a catastrophic failure of Pufferfish's dynamic S-boxes or modified *F* function would not affect Pufferfish's cryptographic properties so long as SHA-512 and HMAC remain unbroken.

Pufferfish's design also imposes no limits on salt size or password length, and has no issues handling inputs of various encodings.

### **Efficiency Analysis**

Due to Pufferfish's use of 64-bit words, efficiency is improved 2x on 64-bit hardware compared to bcrypt at an  $m\_cost$  of 2 (4 KiB) and the same  $t\_cost$ , even with the additional SHA-512 overhead. Performance scales linearly compared to bcrypt depending on the  $m\_cost$ . For example, at an  $m\_cost$  of 4 (16 KiB), Pufferfish is only 2x slower than bcrypt at the same  $t\_cost$  (4x slowdown from 4x the S-box size, 2x speedup from the move to 64-bit.)

Pufferfish inherits bcrypt's GPU resistance as it retains the small-but-frequent pseudorandom memory access patterns. And as 64-bit arithmetic performance is poor on current GPUs, the move to 64-bit increases GPU resistance compared to bcrypt. The additional SHA-512 operations add a small bit of GPU resistance as well, since SHA-512 performs poorly on GPU (only  $\sim$  128x speedup on GPU compared to e.g.  $\sim$  800x speedup on MD5.)

#### **Intellectual Property Statement**

Pufferfish has been placed in the public domain and is, and will remain, available world-wide on a royalty-free basis. The designer is unaware of any patent or patent application that covers the use or implementation of the submitted algorithm.

## **Hidden Weakness Statement**

There are no deliberate or hidden weaknesses in Pufferfish.

# References

[1] The Blowfish Encryption Algorithm, <a href="https://www.schneier.com/blowfish.html">https://www.schneier.com/blowfish.html</a>

#### [2] bcrypt Algorithm,

https://www.usenix.org/legacy/publications/library/proceedings/usenix99/provos/provos\_html/node5.html

#### [3] Eksblowfish Algorithm,

https://www.usenix.org/legacy/publications/library/proceedings/usenix99/provos/provos\_html/node4.html