CSE 3400/ CSE 5850 - Introduction to Computer & Network Security / Introduction to Cybersecurity

Lecture 6 Hash Functions – Part I

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Adapted from textbook slides by Prof. Amir Herzberg

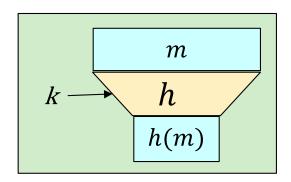
UConn

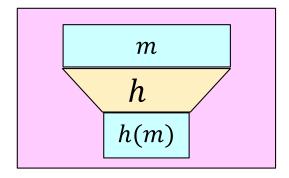
Outline

- Introduction and motivation.
- Collision resistant hash functions (CRHF).
- CRHF applications.
- Other notions of security.
 - □ TCR, SPR, OWF.
- Randomness extraction.
- The random oracle model.

Hash Functions

- Input m: binary strings
- Output h(m):
 - 'Short' (n-bit) binary strings
 - Aka message digest
- Efficiently computable
- Applications: cryptography, security, efficiency
- Keyed $h_k(m)$, where the key is public, or unkeyed h(m)





Hash functions: simple examples

- $\frac{m}{h}$
- For simplicity: input m is decimal integer
 - View as string of (three) digits
 - □ For example, $m = 127 \rightarrow m_1 = 1$, $m_2 = 2$, $m_3 = 7$
- Least Significant Digit hash:

$$h_{LSD}(m) = m_3$$

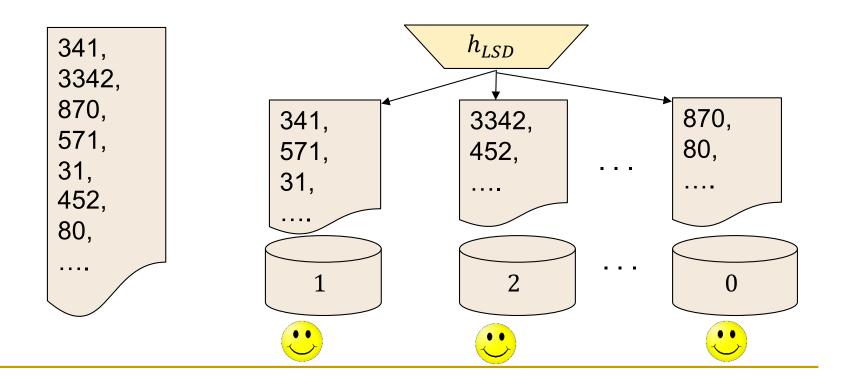
• Sum hash: $h_{Sum}(m) = (m_1 + m_2 + m_3) \mod 10$

• Exercise: $h_{LSD}(117) = \frac{7}{9}$ $h_{Sum}(117) = \frac{9}{9}$

Note: the above are insecure hash functions, these are just toy examples to grasp the concept of hashing.

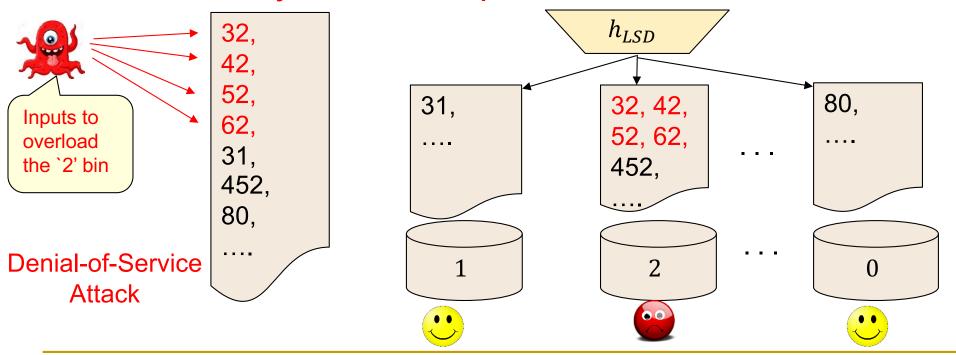
Motivation: Hashing for efficiency

- Input: large set (e.g., integers or strings)
- Goal: map `randomly' to few bins
 - E.g., to ensure efficiency load balancing, etc.



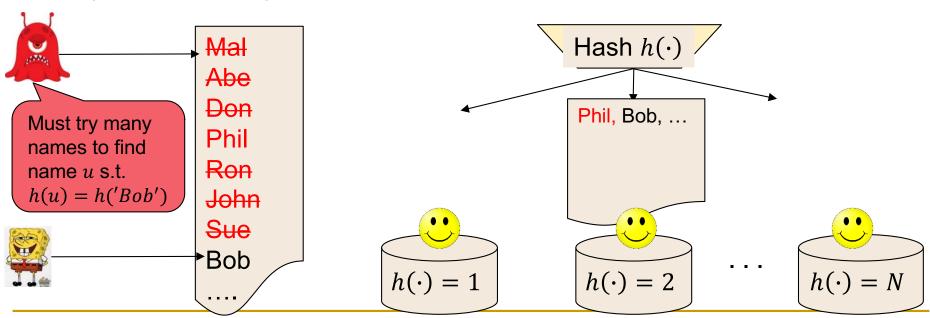
Collisions?

- Input: large set (e.g., integers or strings)
- Goal: map `randomly' to few bins
 - E.g., to ensure efficiency load balancing, etc.
 - Adversary chooses inputs that hash to same bin



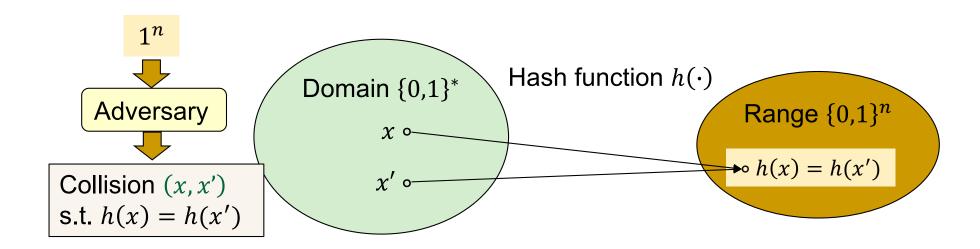
Security Goal: Collision Resistance

- A **collision**: two inputs (names) with same hash: h('Bob')=h('Phil')
- Every hash has collisions, since |input|>>|output|!
- Collision resistance: hard to find these collisions
 - Note: attacker can always try names randomly until a collision is found
 - But this should be ineffective: must try about (on average) N names (number of bins)



Collision Resistant Hash Function (CRHF)

- h is CRHF if it is hard to **find** collisions h(x)=h(x')
 - Note: attacker can always try inputs randomly till finding collisions
 - \Box But this should be ineffective: must try about |Range| values
- Hard means that the probability that the attacker succeeds in finding a collision is negligible.



Collision Resistant Hash Function (CRHF)

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- Hard means that the probability that the attacker succeeds in finding a collision is negligible.

Definition (Keyless Collision Resistant Hash Function (CRHF)). A keyless hash function $h^{(n)}(\cdot): \{0,1\}^* \to \{0,1\}^n$ is collision-resistant if for every efficient (PPT) algorithm \mathcal{A} , the advantage $\varepsilon_{h,\mathcal{A}}^{CRHF}(n)$ is negligible in n, i.e., smaller than any positive polynomial for sufficiently large n (as $n \to \infty$), where:

$$\varepsilon_{h,\mathcal{A}}^{CRHF}(n) \equiv \Pr\left[(x, x') \leftarrow \mathcal{A}(1^n) \text{ s.t. } (x \neq x') \land (h^{(n)}(x) = h^{(n)}(x') \right]$$

Where the probability is taken over the random coin tosses of \mathcal{A} .

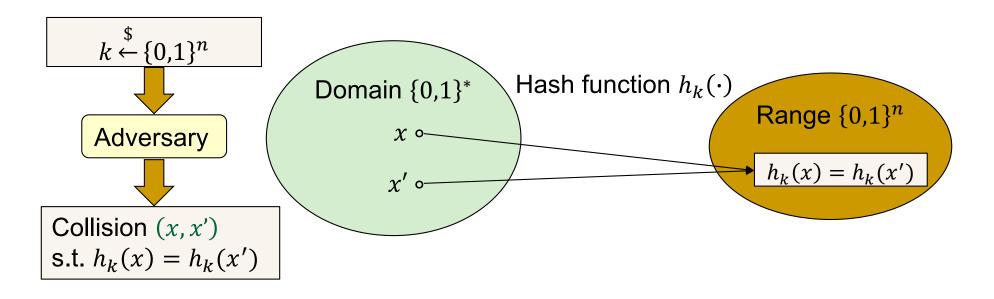
Keyless CRHF Do Not Exist!

- |Range|<<|Domain| so there <u>is</u> a collision where $h(x')=h(x), x \neq x'$
- For a keyless CRHF there <u>is</u> a PPT algorithm A that can always output a collision: $A(1^n) = \{return \ x, x'\}$
 - Proof: in textbook.
 - Intuitively, since the function is fixed (same input-output mapping), a collision instance can be hardcoded in the attacker algorithm and just output that collision and win the security game.

Solutions:

- keyed CRHF,
- use weaker collision notions,
- or ignore! (more like asking if the collision is useful for the attacker?)

Keyed CRHF



Adversary knows *k* but **not in advance** – cannot `know` a collision

Often referred to as **ACR**-hash (**ANY**-collision resistance)

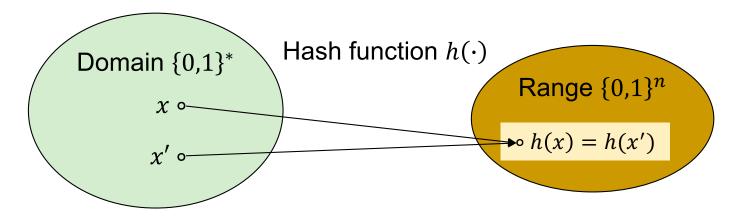
Keyed CRHF - Definition

Definition (Keyed Collision Resistant Hash Function (CRHF)). Consider a keyed hash function $h_k(\cdot): \{0,1\}^n \times \{0,1\}^* \to \{0,1\}^n$, defined for any $n \in \mathbb{N}$. We say that h is collision-resistant if for every efficient (PPT) algorithm \mathcal{A} , the advantage $\varepsilon_{h,\mathcal{A}}^{CRHF}(n)$ is negligible in n, i.e., $\varepsilon_{h,\mathcal{A}}^{CRHF}(n) \in NEGL(n)$, where:

$$\varepsilon_{h,\mathcal{A}}^{CRHF}(n) \equiv \Pr_{k \leftarrow \{0,1\}^n} \left[(x, x') \leftarrow \mathcal{A}(k) \text{ s.t. } (x \neq x') \land ((h_k(x) = h_k(x')) \right]$$

Where the probability is taken over the random coin tosses of the adversary \mathcal{A} and the random choice of k.

Generic Collision Attacks



- An attacker that runs in exponential time can always find a collision (i.e., non PPT attacker)
 - Easy: find collisions in 2^n time by trying $2^n + 1$ distinct inputs (compute their hash and locate a collision).
- An attacker finds a collision with 2^{-n} probability (negligible probability).
 - □ Choose x and x at random and check if they produce a collision.

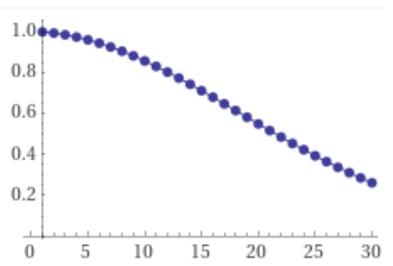
The Birthday Paradox

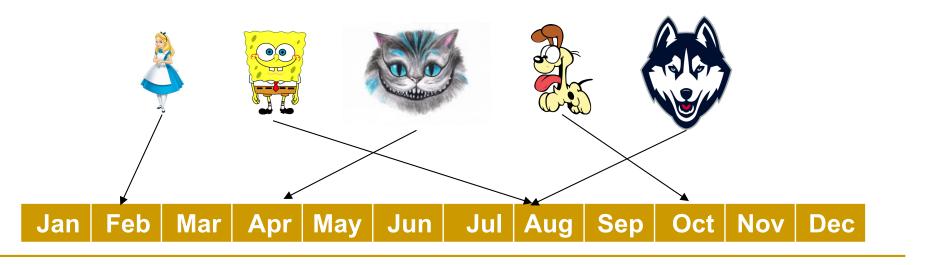
- The birthday paradox states that the expected number q of hashes until a collision is found in $O(2^{n/2})$ not $O(2^n)$.
- For 80 bit of effective security, use n=160!
 - So to defend against an attacker who can perform 2⁸⁰ hashes set the digest length to be at least 160 bits.
 - So the range has a size of 2¹⁶⁰ digests.
- Why? Intuition?

The Birthday Attack ('Paradox')

Probability of NO birthday-collision:

- □ Two persons: (364/365)
- Three persons: (364/365)*(363/365)
- **...**
- $\square \quad n \text{ persons:} \qquad \prod_{i=1}^{n-1} \frac{365-i}{365}$
- So for 23 individuals, the probability
 of birthday collision is about 0.5



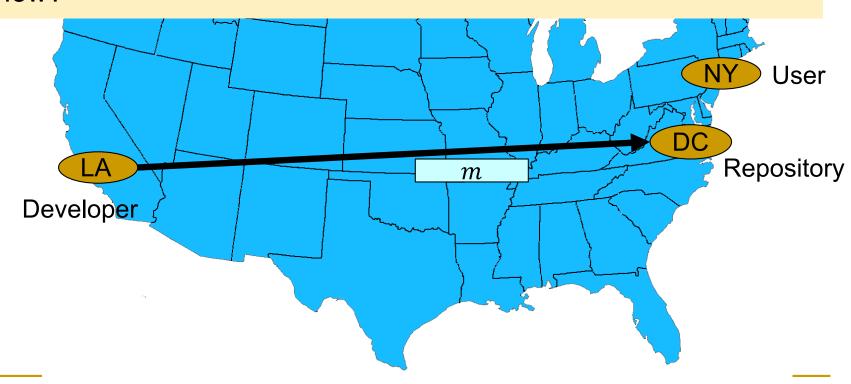


Collision-Resistance: Applications

- Integrity (of object / file / message)
 - Send hash(m) securely to validate m
 - Later we will see how a hash function can be used to construct a MAC (called HMAC).
- Hash-then-Sign
 - Instead of signing m sign hash(m)
 - More efficient!
 - We will explore this in detail once we study digital signatures.
- Blockchains
 - Later

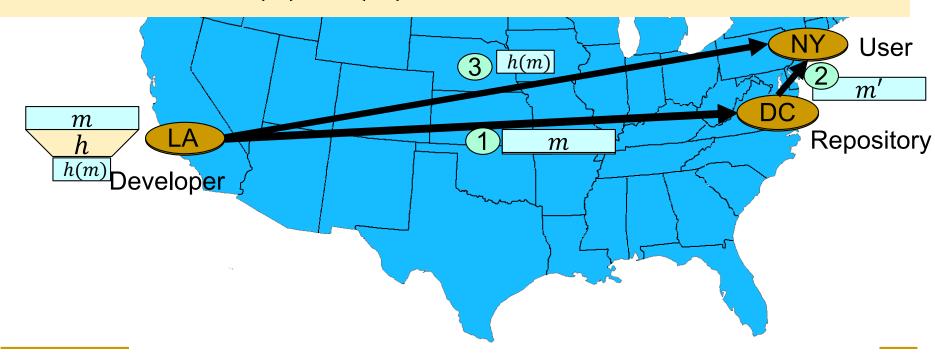
CRHF and Software Distribution

- $lue{}$ Developer in LA develops a large software m
- Repository in DC obtains a copy of m
- ullet User in NY wants to obtain m securely and efficiently
 - Don't send m from LA to both NY and DC
- How?



CRHF: secure, efficient SW distribution

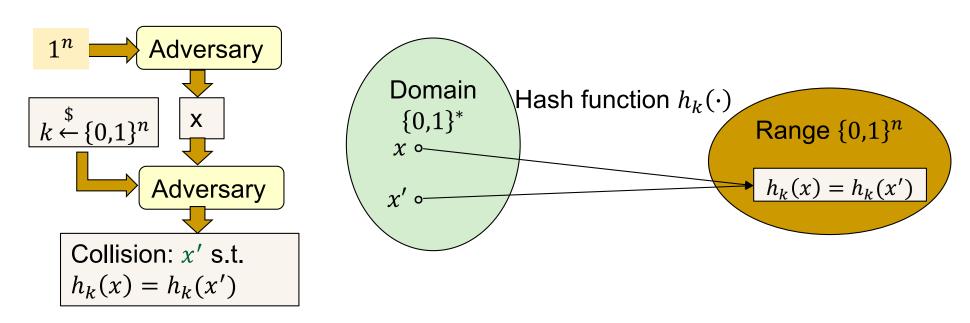
- 1. Repository in DC downloads software m from developer in LA
- 2. User downloads from (nearby) repository; receives m'
 - □ Is m' = m? User should validate! How?
- 3. User securely downloads h(m) directly from developer
 - Digest h(m) is short much less overhead than downloading m
- 4. User validates: $h(m) = h(m') \rightarrow m = m'$



Other Notions of Security

- Collision resistance provides the strongest guarantee.
 - Gives more freedom to the adversary; the adversary wins if it finds any two inputs with the same digest.
 - No conditions on these two inputs other than being in the domain of the hash function.
- Other security notions (but sufficient for many applications):
 - Target collision resistance (TCR).
 - Second preimage resistance.
 - First preimage resistance.
- Birthday paradox (or attack) does not work against these weaker notions.
 - It is for collision resistance; find any two inputs that collide!

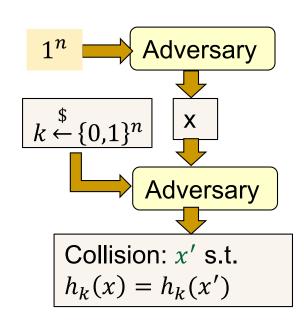
Target CRHF (TCR Hash Function)



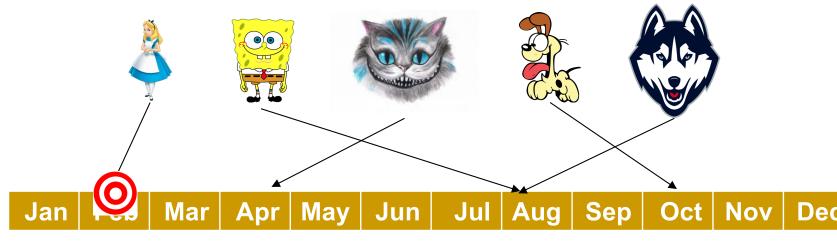
Adversary has to select target **before** knowing key

$$\varepsilon_{h,\mathcal{A}}^{TCR}(n) \equiv \Pr_{k \leftarrow \{0,1\}^n} \left[\left\{ \begin{array}{l} x \leftarrow A(1^n); \\ x' \leftarrow A(x,k) \end{array} \right\} \text{ s.t. } (x \neq x') \land (h_k(x) = h_k(x') \right]$$

TCR and Birthday Paradox?



- First: adversary selects x
- Probability for NO birthday-collision with x:
 - Two persons: (364/365)
 - □ Three persons: (364/365)*(36**4**/365)
 - **...**
 - n persons: $\prod_{i=1}^{n-1} \frac{364}{365} = \left(\frac{364}{365}\right)^{n-1}$

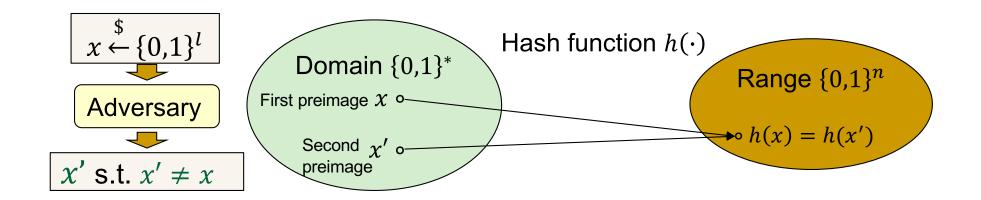


We (mostly) focus on keyless hash...

- Although there are no CRHFs
- And theory papers focus on keyed hash
- But...
 - It's a bit less complicated and easier to work with.
 - No need to consider both ACR (this stands for Any Collision Resistance, which is the same as CRHF) and TCR
 - Why?
 - Modifying to CRHF is quite trivial
 - Just make it keyed!
 - Usually used in practice: libraries, standards, ...

2nd-Preimage-Resistant Hash (SPR)

Hard to find collision with a specific random x.



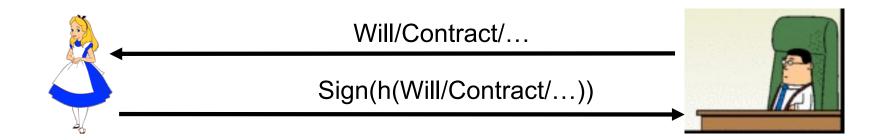
$$\varepsilon_{h,\mathcal{A}}^{SPR}(n) \equiv \Pr_{x \overset{\$}{\leftarrow} \{0,1\}^{A(1^n)}} \left[x' \leftarrow \mathcal{A}(x) \text{ s.t. } x \neq x' \land h(x) = h(x') \right]$$

Use with care!

(think carefully about the security you want to achieve and see if SPR suffices)

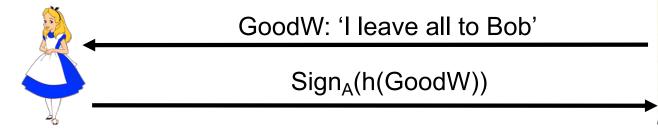
CRHF/SPR vs. Applications

- CRHF secure for signing, SW-distribution
- How about SPR hash (weak-CRHF)?
 - SW-distribution? YES
 - Hash-then-sign? NO
- Why?
 - Attacker can't impact SW to be distributed
 - But... attacker may be able to impact signed msg!



SPR: Collisions to Chosen Messages

- Or: Alice and Mal, the corrupt lawyer
- Mal finds two `colliding wills', GoodW and BadW:
 - GoodW: contents agreeable to Alice
 - h(GoodW)=h(BadW)
 - Alice Signs good will: Sign(h(GoodW))



Later... Mal presents to the court:



h(GoodP)

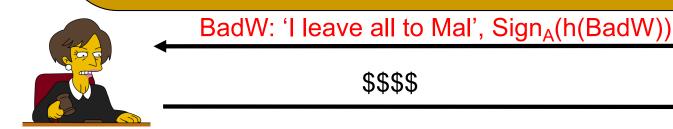
=h(BadP)

SPR: collisions to chosen message

- Or: Alice and Mal, the corrupt lawyer
- Mal finds two `colliding wills', GoodW and BadW:
 - GoodW: contents agreeable to Alice

Is such attack realistic?

Or SPR is enough 'in practice'?





SPR & Chosen-prefix Vulnerability

- Chosen-prefix vulnerability:
 - lacktriangledown Mal selects `prefix string' p
 - Efficient algorithm finds:

$$x \neq x'$$
 s.t. $h(p||x) = h(p||x')$

- \Box Or, also for <u>any</u> suffix: $(\forall s)h(p||x||s) = h(p||x'||s)$
- Hash may be SPR yet allow chosen-prefix attacks
- Such attacks found for several proposed, standard cryptographic hash function, e.g., MD5 and SHA1
- We show chosen prefix attack on HtS
 - Example of possible attack on HtS with SPR

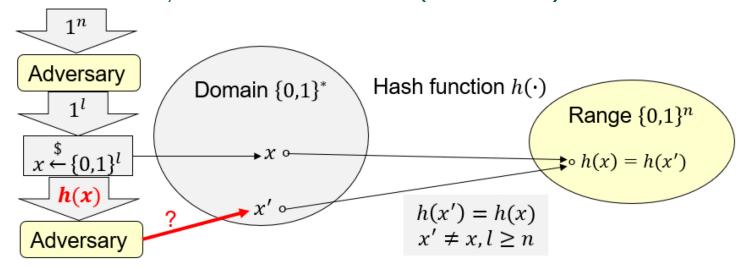
Chosen-prefix Attack

- Let x < x' be collision for prefix: p = Pay Mal
- Mal tricks Alice into signing him an IOU for \$x
- Alice signs, sends $s=S_s^h(m)$ where m= `Pay Mal \$'||x|
 - $S_s^h(m) = S_s(h(p||x)) = S_s(h(p||x')) = S_s^h(m')$
 - \square m' = `Pay Mal \$'||x'
- Mal sends s, m' to Alice's bank
 - \square Bank validates "Ok" = $Verify_{Alice,v}(m',s)$
- Bank gives \$x' of Alice to Mal!!
- This attack is simplified:
 - Mal has to find `good' collision (high profit, convince Alice to sign)
 - People sign (PDF) files, not plain text...
- In reality, attacker also chooses suffix → stronger attack

Examples

- 1) Let h_k be a keyed CRHF. Is $h_k' = h_k(h_k(x))$ a CRHF? Why?
- 2) For x parsed as $x = x_1 ||x_2|| x_3$, let $h(x_1 ||x_2|| x_3) = x_1 + x_2 + x_3 \mod p$, is h a CRHF? Why? Is it an SPR? Why?
- 3) Let $h_k(m)$ be a TCR function. Construct $h_k'(m) = 0^n$ if m[1: |k|] = k and $h_k(m)$ otherwise (recall m, the hash function input, can be of any length).
 - □ Is h_k ' a CRHF? Why?
 - □ Is h_k a TCR? Why?

One-Way Function (OWF)



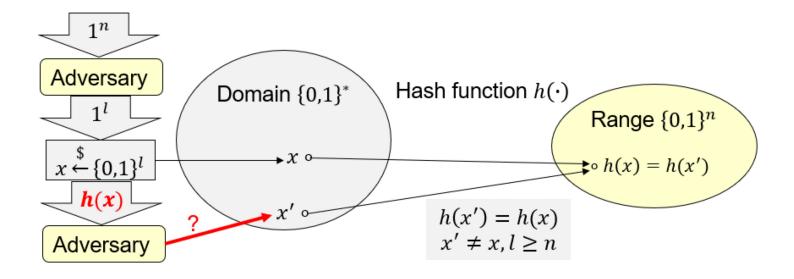
• One-way function or first preimage resistance: given h(x) for a <u>random</u> x, it is hard to find x, <u>or any x'</u> s.t. h(x') = h(x)

Compare to:

- Collision-Resistance (CRHF): hard to find any collision, i.e., any (x, x') s.t. h(x')=h(x), $x \neq x'$
- Second-preimage resistance (SPR): hard to find a collision with random x, i.e., x' s.t. h(x')=h(x), $x \neq x'$

Note: the textbook has a typo in formula 3.17, page 201. The attacker A takes h(x) as input not x.

Application: One-time Password Authentication



One-time password authentication:

- Select random x : 'one-time password' (keep secret!)
- Validate using non-secret 'one-time validation token': h(x)

Exercise

- Let h₁, h₂ be both CRHF and OWF
- Use them to construct:
 - $hlightarrow h_{CRHF}$ CRHF but not OWF
 - $\ \square \ h_{OWF}$ OWF but not CRHF

Exercise

- Let h₁, h₂ be both CRHF and OWF
- Use them to construct:
 - $hlightarrow h_{CRHF}$ CRHF but not OWF
 - how OWF but not CRHF
- One possible solution:

What does all of that tell you about ...

- ... the relation between CRHF, TCR, SPR, and OWF?
 - □ CRHF vs. TCR?
 - □ CRHF vs. SPR?
 - □ TCR vs. SPR?
 - □ CRHF vs. OWF?
 - □ SPR vs. OWF?

Randomness Extraction

Let x be string chosen by adversary, except for $y_b = h(x)$ $y_b = h(x)$ $y_{b-1} \leftarrow \{0,1\}^n$ (random)

Select random bit $b \leftarrow \{0,1\}$ (y_0, y_1) Adv Wins if b' = b

- 'If input is sufficiently random, then output is random'
- Multiple `sufficiently random' models
- Randomness extraction: if any m input bits are random →
 all n output bits are pseudorandom
 - For sufficiently large m
 - Pseudorandom: it is not computationally-feasible to distinguish between these bits and truly random bits

Random Oracle Model (ROM)

- Use a fixed, keyless hash function h
- Analyse security <u>as if</u> hash h() is a random function
 - □ An invalid assumption: h() is fixed!
 - Whenever h() is used, use oracle (black box) for random function
- Good for screening insecure solutions
 - □ Random oracle security → many attacks fail
- In practice: assume random oracle and use a standard hash function
 - It was shown that in some cases the construction will become insecure.
- Better to have security with standard assumption than the non-standard ROM.

Covered Material From the Textbook

- Chapter 3
 - Section 3.1,
 - Section 3.2 (except 3.2.6 and 3.2.7),
 - Section 3.3,
 - Section 3.4 (except 3.4.2),
 - Section 3.5 (only its introduction, i.e., all text before 3.5.1),
 - Section 3.6 (only what was covered in class)

Thank You!

