

CS 642: Computer Security and Privacy



# Cryptography

## [MACs and Hash Functions]

Spring 2020

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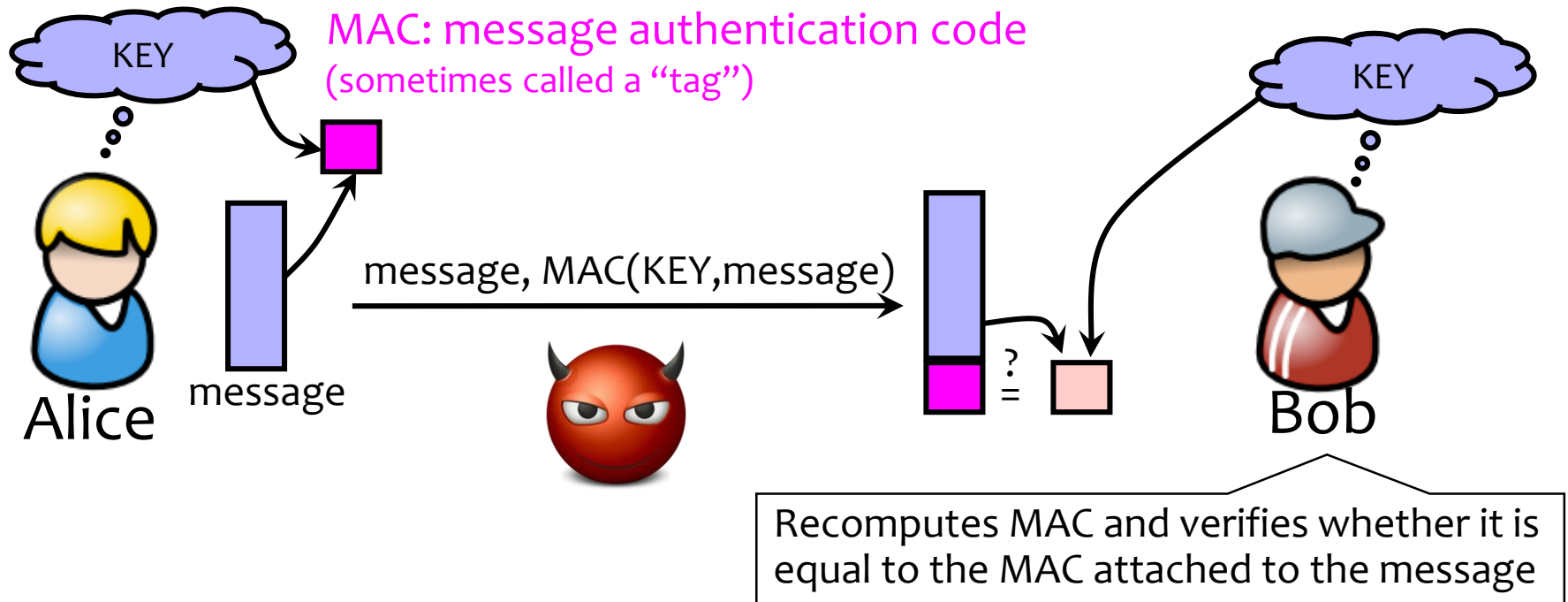
Thanks to Dan Boneh, Dieter Gollmann, Dan Halperin, Yoshi Kohno, Ada Lerner, John Manferdelli, John Mitchell, Vitaly Shmatikov, Bennet Yee, and many others for sample slides and materials ...

# Admin

- HW1 released today in canvas after class
- Due 11am Feb 13<sup>th</sup>
- Covers symmetric crypto, and passwords
  - Lecture on passwords next time, but you can start on the first part immediately because you already have enough knowledge to do it!
- Late policy: on website:
  - Unless otherwise noted, late materials will be marked down 25% of the obtained points for each day that they are late. When computing the number of days late, we will round up; so material turned in 1.25 days late will be downgraded 50%.

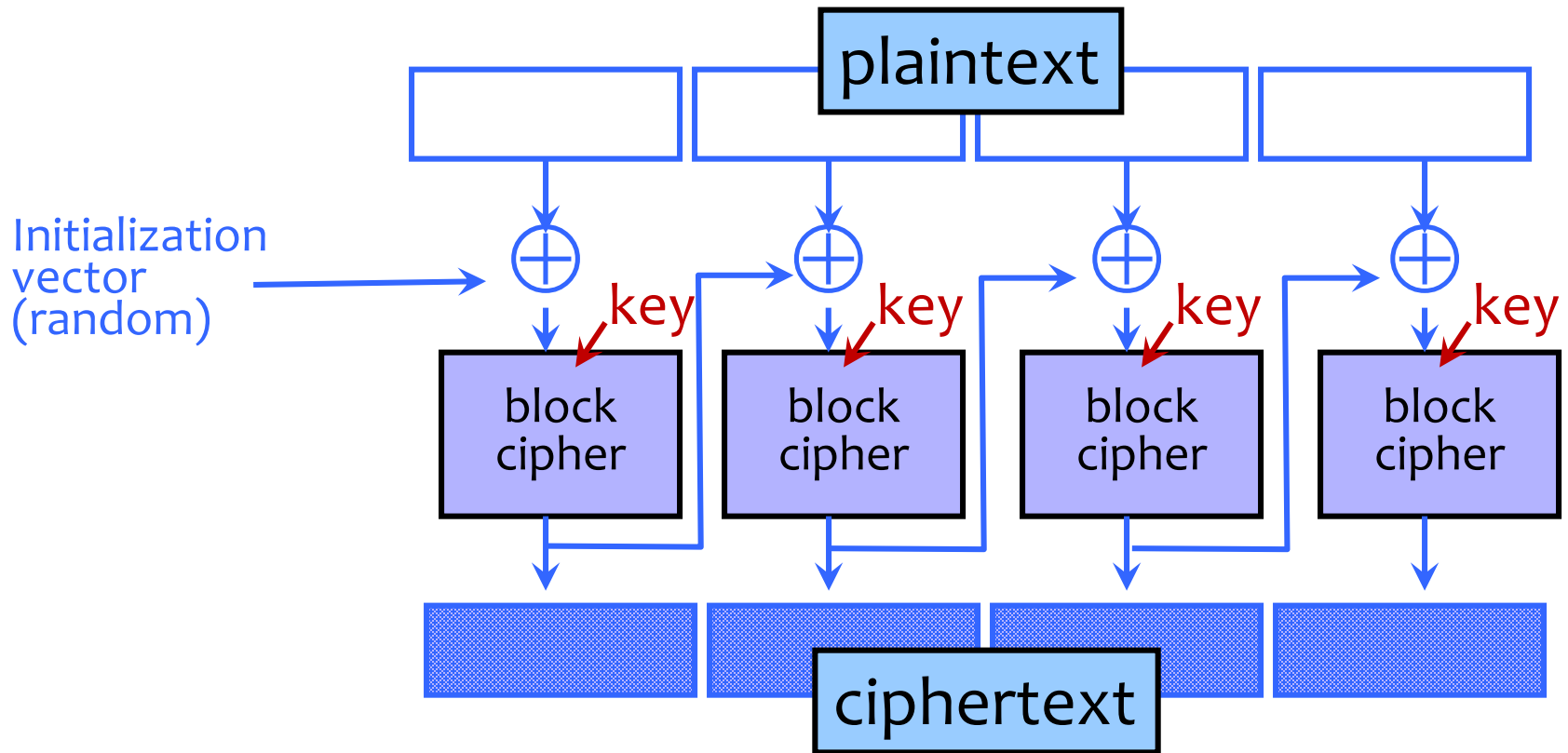
# Recap: Achieving Integrity

Message authentication schemes: A tool for protecting integrity.



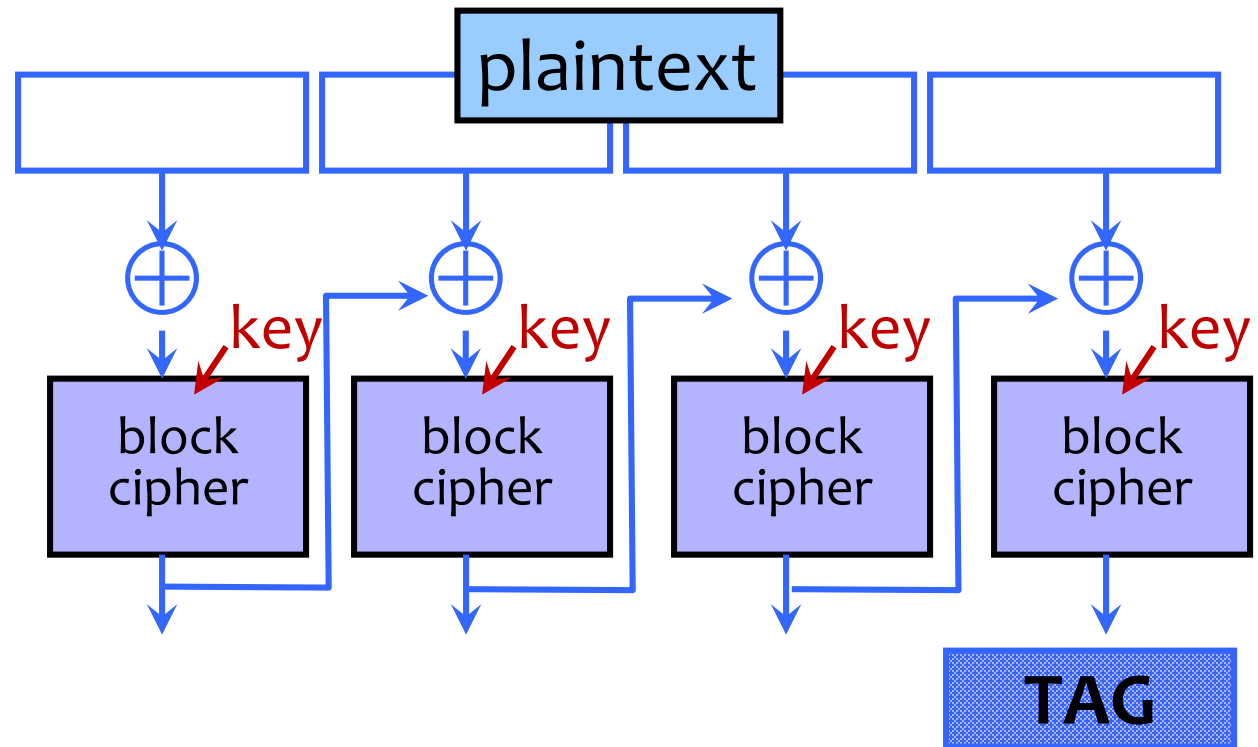
**Integrity and authentication:** only someone who knows KEY can compute correct MAC for a given message.

# Reminder: CBC Mode Encryption



- Identical blocks of plaintext encrypted differently
- Last cipherblock depends on entire plaintext
  - Still does not guarantee integrity

# CBC-MAC



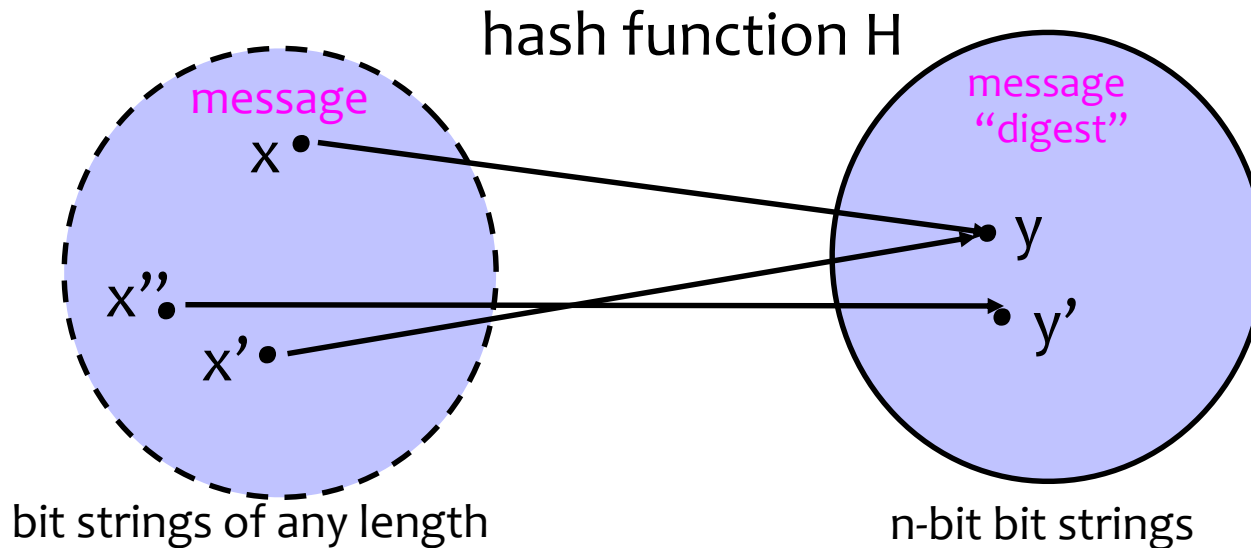
- Not secure when system may MAC messages of different lengths.
- NIST recommends a derivative called CMAC [FYI only]

# Another Tool: Hash Functions

# You may have seen this command before

```
earlence@earlence-surface3:/mnt/c/Users/earle/Downloads$ md5sum CS642-Cryptography.pptx
899e47d784f7b97988afb2835247fbfa  CS642-Cryptography.pptx
earlence@earlence-surface3:/mnt/c/Users/earle/Downloads$ |
```

# Hash Functions: Main Idea



- Hash function  $H$  is a lossy compression function
  - Collision:  $h(x)=h(x')$  for distinct inputs  $x, x'$
- $H(x)$  should look “random”
  - Every bit (almost) equally likely to be 0 or 1
- Cryptographic hash function needs a few properties...



# Property 1: One-Way

- Intuition: hash should be hard to invert
  - “Preimage resistance”
  - Given  $y$ , it should be hard to find any  $x$  such that  $h(x)=y$
- How hard?
  - Brute-force: try every possible  $x$ , see if  $h(x)=y$
  - SHA-1 (common hash function) has 160-bit output
    - Expect to try  $2^{80}$  inputs before finding one that hashes to  $y$ .

# Property 2: Collision Resistance

- Should be hard to find  $x \neq x'$  such that  $h(x) = h(x')$

# Birthday Paradox

- In this class of 80, what is the probability that two of you share the same birthday? **> 90% !!**
  - 365 days in a year (366 some years)
    - $P(\text{atleast 1 shared birthday}) = 1 - P(\text{all unique birthdays})$
    - $P(N \text{ unique}) = (366 \times 365 \times 364 \times \dots) / (366^N)$
    - If  $N = 30$ ,  $P(\text{atleast 1 shared}) = 70\% !!$
    - **Expect birthday “collision” with a room of only 23 people (50%).**
    - For simplicity, approximate when we expect a collision as  $\text{sqrt}(365)$ .
- Why is this important for cryptography?
  - $2^{128}$  different 128-bit values
    - Pick one value at random. To exhaustively search for this value requires trying on average  $2^{127}$  values.
    - **Expect “collision” after selecting approximately  $2^{64}$  random values.**
    - **64 bits** of security against collision attacks, not 128 bits.

# Property 2: Collision Resistance

- Should be hard to find  $x \neq x'$  such that  $h(x) = h(x')$
- Birthday paradox means that brute-force collision search is **only  $O(2^{n/2})$ , not  $O(2^n)$** 
  - For SHA-1, this means  $O(2^{80})$  vs.  $O(2^{160})$

# One-Way vs. Collision Resistance

- One-wayness does not imply collision resistance
  - Suppose  $g$  is one-way
  - Define  $h(x)$  as  $g(x')$  where  $x'$  is  $x$  except the last bit
    - $h$  is one-way (to invert  $h$ , must invert  $g$ )
    - Collisions for  $h$  are easy to find: for any  $x$ ,  $h(x_0)=h(x_1)$
- Collision resistance does not imply one-wayness
  - Suppose  $g$  is collision-resistant
  - Define  $y=h(x)$  to be  $0x$  if  $x$  is  $(n-1)$ -bit long,  $1g(x)$  otherwise
    - Collisions for  $h$  are hard to find: if  $y$  starts with 0, then there are no collisions, if  $y$  starts with 1, then must find collisions in  $g$
    - $h$  is not one way: half of all  $y$ 's (those whose first bit is 0) are easy to invert (how?); random  $y$  is invertible with probab.  $\frac{1}{2}$

# Property 3: Weak Collision Resistance

- Given randomly chosen  $x$ , hard to find  $x'$  such that  $h(x)=h(x')$ 
  - Attacker must find collision for a specific  $x$ . By contrast, to break collision resistance it is enough to find any collision.
  - Brute-force attack requires  $O(2^n)$  time
- Weak collision resistance does not imply collision resistance.

# Hashing vs. Encryption

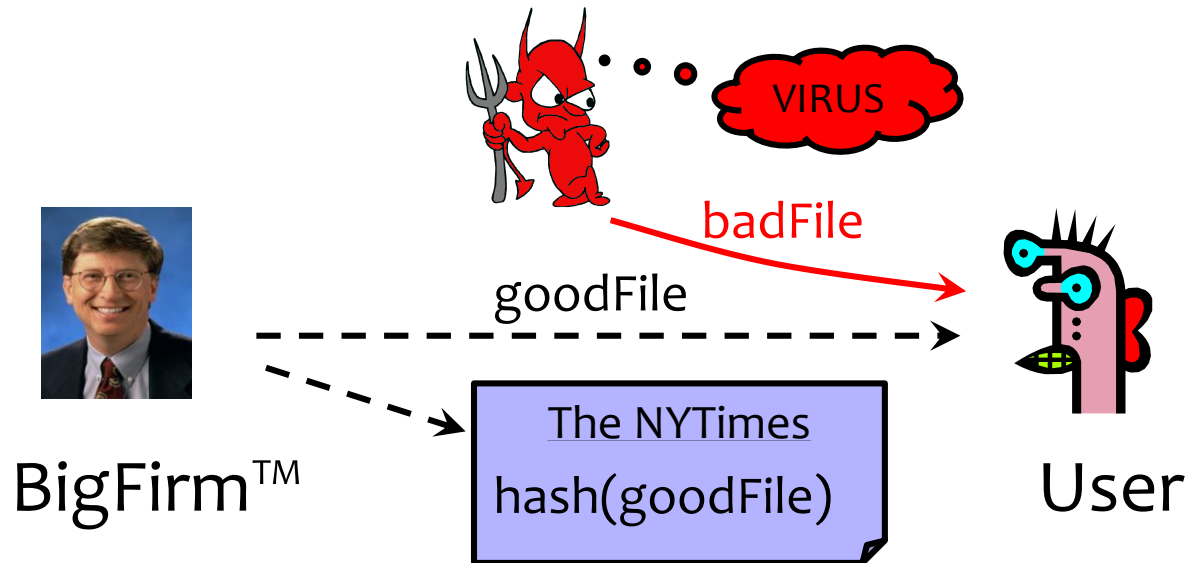
- Hashing is one-way. There is no “un-hashing”
  - A ciphertext can be decrypted with a decryption key... hashes have no equivalent of “decryption”
- Hash(x) looks “random” but can be compared for equality with Hash(x')
  - Hash the same input twice → same hash value
  - Encrypt the same input twice → different ciphertexts
- Cryptographic hashes are also known as “cryptographic checksums” or “message digests”

# Application: Password Hashing

- Instead of user password, store `hash(password)`
- When user enters a password, compute its hash and compare with the entry in the password file
- Why is hashing better than encryption here?
- System does not store actual passwords!
- Cannot go from hash to password!



# Application: Software Integrity



Goal: Software manufacturer wants to ensure file is received by users without modification.

Idea: given goodFile and  $\text{hash}(\text{goodFile})$ , very hard to find badFile such that  $\text{hash}(\text{goodFile}) = \text{hash}(\text{badFile})$

# Which Property Do We Need?

## One-wayness, Collision Resistance, Weak CR?

- UNIX passwords stored as hash(password)
  - **One-wayness:** hard to recover the/a valid password
- Integrity of software distribution
  - **Weak collision resistance**
  - But software images are not really random... may need **full collision resistance** if considering malicious developers

# Which Property Do We Need?

- UNIX passwords stored as  $\text{hash}(\text{password})$ 
  - **One-wayness:** hard to recover the/a valid password
- Integrity of software distribution
  - **Weak collision resistance**
  - But software images are not really random... may need **full collision resistance** if considering malicious developers
- Private auction bidding
  - Alice wants to bid  $B$ , sends  $H(B)$ , later reveals  $B$
  - **One-wayness:** rival bidders should not recover  $B$  (this may mean that she needs to hash some randomness with  $B$  too)
  - **Collision resistance:** Alice should not be able to change her mind to bid  $B'$  such that  $H(B)=H(B')$

# Common Hash Functions

- MD5 – Don't Use!
  - 128-bit output
  - Designed by Ron Rivest, used very widely
  - Collision-resistance broken (summer of 2004)
- RIPEMD-160
  - 160-bit variant of MD5
- SHA-1 (Secure Hash Algorithm)
  - 160-bit output
  - US government (NIST) standard as of 1993-95
  - Theoretically broken 2005; practical attack 2017!
- SHA-256, SHA-512, SHA-224, SHA-384
- SHA-3: standard released by NIST in August 2015

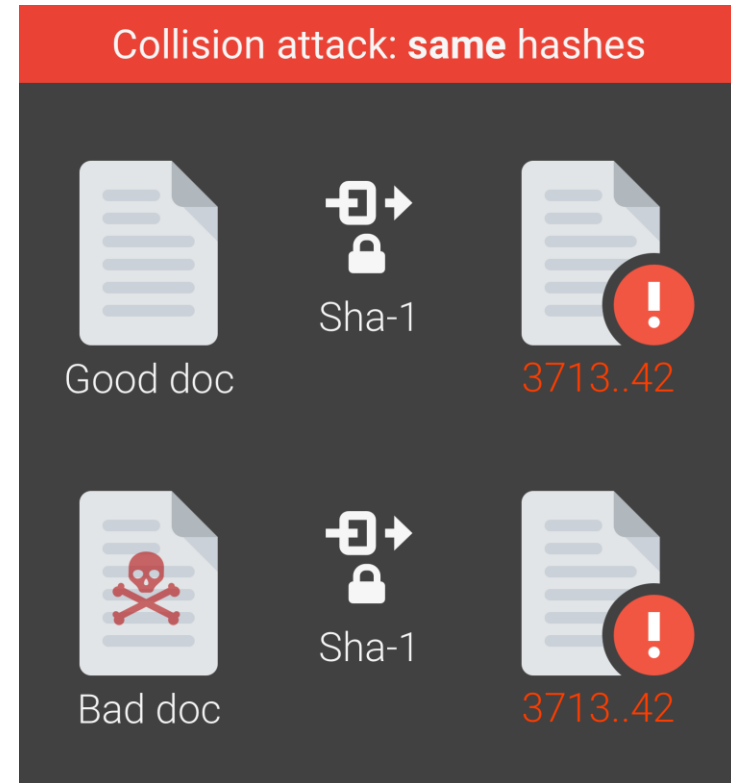
# SHA-1 Broken in Practice (2017)

Google just cracked one of the building blocks of web encryption (but don't worry)

*It's all over for SHA-1*

by Russell Brandom | @russellbrandom | Feb 23, 2017, 11:49am EST

<https://shattered.io>

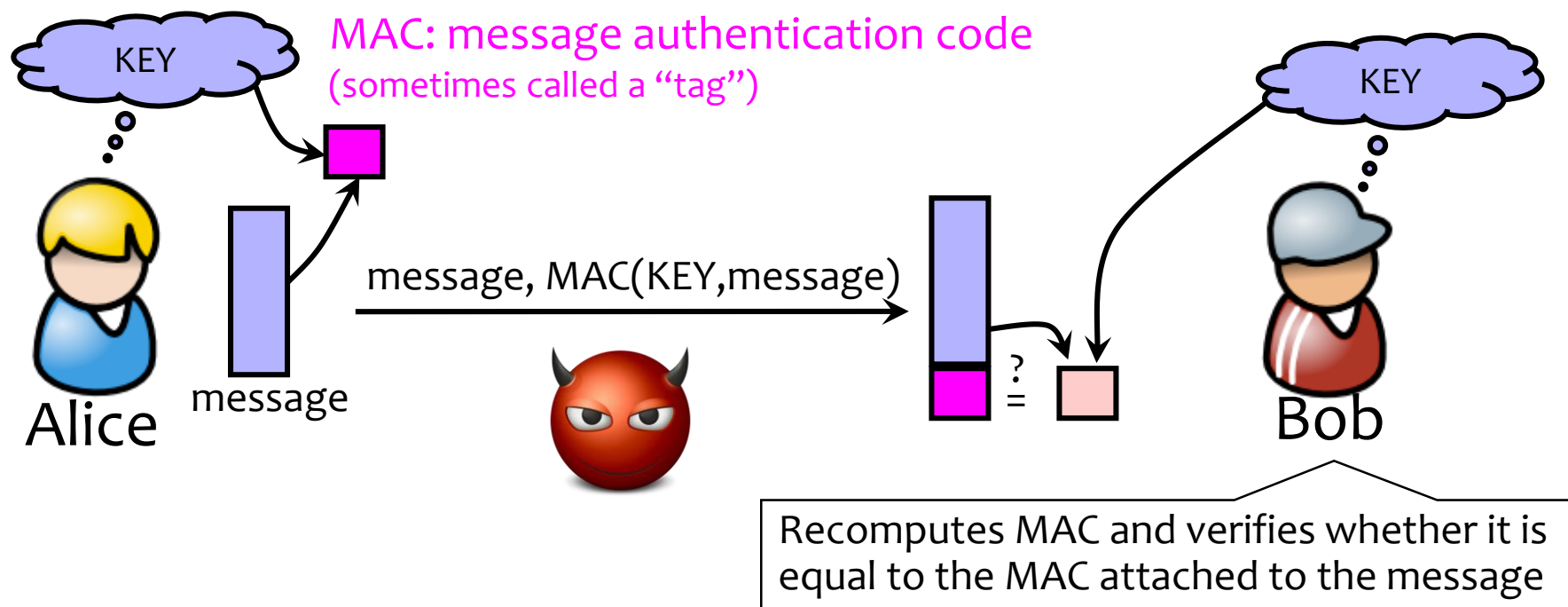


# SHAttered

- Every bit of output depends on every bit of input
  - Important property for collision resistance
- Brute-force inversion:  $2^{80}$  (birthday attack)
- Weakness in 2005: collisions can be found in  $2^{63}$  operations

# Recall: Achieving Integrity

Message authentication schemes: A tool for protecting *integrity*.



**Integrity and authentication:** only someone who knows KEY can compute correct MAC for a given message.

# When is a MAC secure?

- MAC should be unforgeable
  - Hard to generate a valid  $(m', t')$  pair without knowing the key
  - Even when the attacker has many other  $(m, t)$  pairs

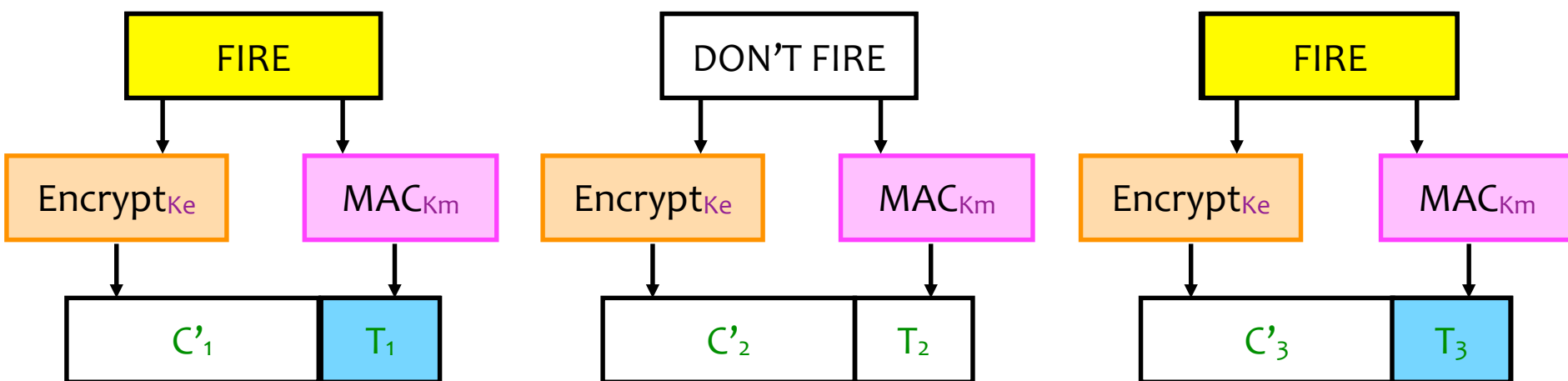


# HMAC

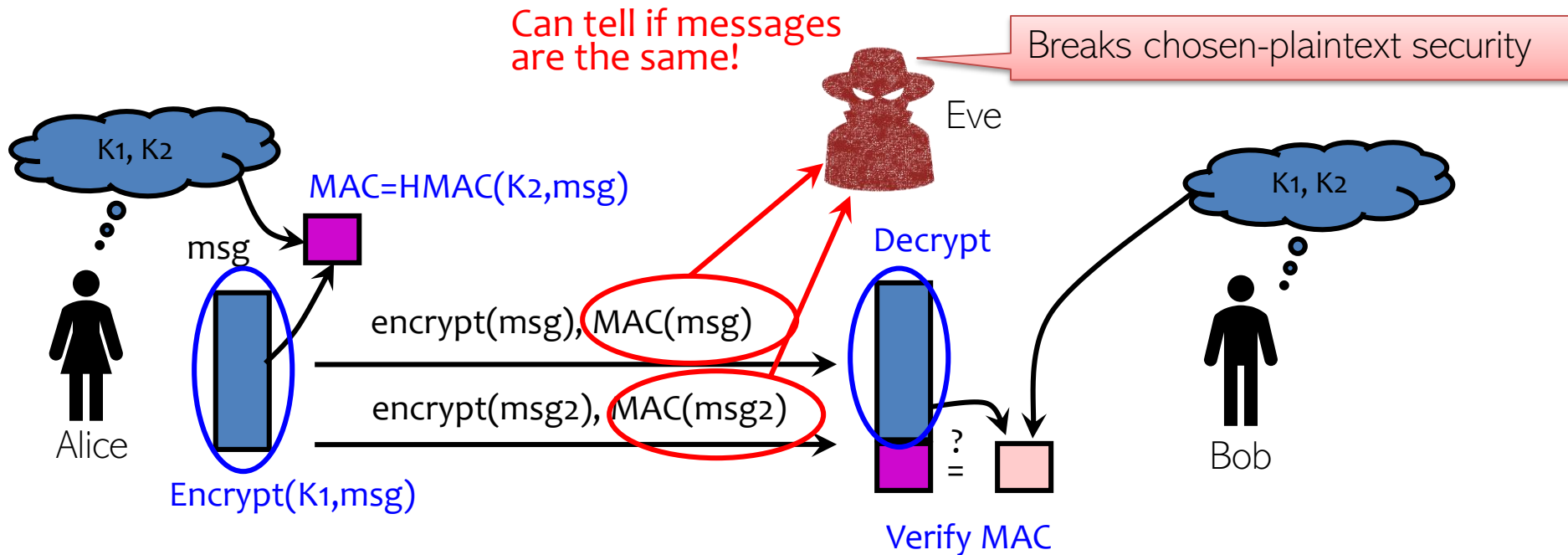
- Construct MAC from a cryptographic hash function
  - Invented by Bellare, Canetti, and Krawczyk (1996)
  - Used in SSL/TLS, mandatory for IPsec
- Why not encryption?
  - Hashing is faster than block ciphers in software
  - Can easily replace one hash function with another
  - There used to be US export restrictions on encryption

# Authenticated Encryption

- What if we want both confidentiality and integrity?
- Natural approach: combine **encryption scheme** and a **MAC**.
- **But be careful!**
  - Obvious approach: Encrypt-and-MAC
  - Problem: MAC is deterministic! same plaintext  $\rightarrow$  same MAC

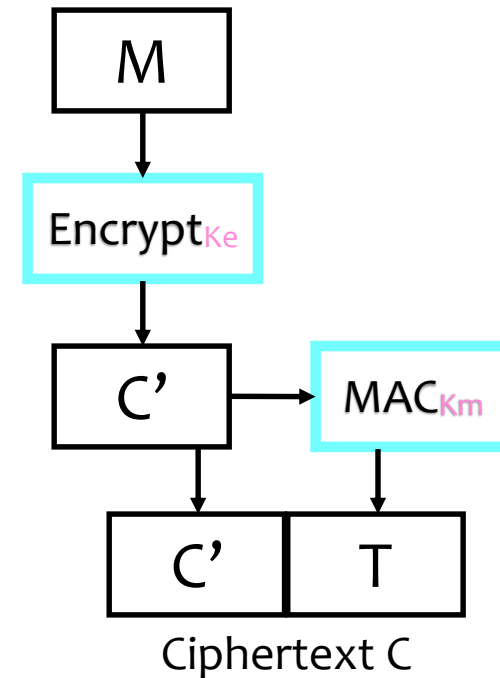


# Encrypt-and-MAC violates CPA-Security



# Authenticated Encryption

- Instead:  
*Encrypt then MAC.*
- (Not as good:  
MAC-then-Encrypt)



## Encrypt-then-MAC