

**Definition:**  $\text{Enc-Forge}_{\mathcal{A},\Pi}(n)$ : Run  $\text{Gen}(1^n)$  to obtain  $k$ . Adversary  $\mathcal{A}$  is given input  $1^n$  and access to an encryption oracle  $\text{Enc}_k(\cdot)$ . They output ciphertext  $c$ . Let  $m := \text{Dec}_k(c)$ , and let  $Q$  denote the set of all queries that  $\mathcal{A}$  asked its encryption oracle. The output of the experiment is 1 iff  $m \neq \perp$  and  $m \notin Q$ .

**Definition:** Unforgeable: A private-key encryption scheme  $\Pi$  such that for all PPT adversaries  $\mathcal{A}$ ,  $\Pr[\text{Enc-Forge}_{\mathcal{A},\Pi}(n) = 1] \leq \text{negl}(n)$ .

**Definition:** Authenticated: A private-key encryption scheme that is CCA-secure and unforgeable.

**Construction:** Encrypt-and-authenticate: Given plaintext  $m$ , sender transmits  $\langle c, t \rangle$ , where  $c \leftarrow \text{Enc}_{k_E}(m)$  and  $t \leftarrow \text{Mac}_{k_M}(m)$ . The receiver behaves as expected, obtaining  $m$  from  $\text{Dec}_{k_E}(c)$ , and running  $\text{Vrfy}_{k_M}(m, t)$ . It is likely the case here that  $t$  leaks information about the message (often, MACs are deterministic, breaking CPA-security), and so this is not an authenticated encryption scheme.

**Construction:** Authenticate-then-encrypt: Given plaintext  $m$ , sender transmits  $c$ , where  $t \leftarrow \text{Mac}_{k_M}(m)$  and  $c \leftarrow \text{Enc}_{k_E}(m||t)$ . The receiver behaves as expected, decrypting  $m||t$  from  $c$ , then checking  $\text{Vrfy}_{k_M}(m, t)$ . If, for example, a CBC-mode-with-padding scheme is used, the decrypt algorithm will return a “bad padding” error, while if the padding passes,  $\text{Vrfy}$  will return an “authentication failure”. This difference can leak information and allow for various attacks on the scheme, so this is not an authenticated encryption scheme.

**Construction:** Encrypt-then-authenticate: Given plaintext  $m$ , sender transmits  $\langle c, t \rangle$ , where  $c \leftarrow \text{Enc}_{k_E}(m)$  and  $t \leftarrow \text{Mac}_{k_M}(m)$ . The receiver behaves as expected, checking  $\text{Vrfy}_{k_M}(c, t)$ , then decrypting  $m$  as  $\text{Dec}_{k_E}(c)$ . Of the three listed, this is the only one that is an authenticated encryption scheme (Assuming that  $\text{Enc}$  is CPA-secure,  $\text{Mac}$  is strongly secure, and  $k_E$  and  $k_M$  are chosen independently uniformly at random.) There are 3 major types of network attacker attacks.

In a reordering attack, an attacker swaps the order of messages sent across a network, making  $c_2$  arrive before  $c_1$ .

In a replay attack, an attacker resends messages later.

In a reflection attack, an attacker sends messages from a sender back to them at a later time, which the other person never sent.

The first two attacks can be prevented when  $A$  and  $B$  (the two people communicating across the network) keep counters,  $\text{ctr}_{A,B}$  and  $\text{ctr}_{B,A}$ , of how many messages have been sent/received in each direction.

A reflection attack can either be prevented by having a reflection bit  $b$  to say who the sender is, or by having a different key-set for messages going different directions.

In the  $\text{Mac-forge}_{\mathcal{A},\Pi}^{1\text{-time}}$  experiment, adversary  $\mathcal{A}$  outputs  $m'$ , is given a tag  $t' \leftarrow \text{Mac}_k(m')$ , then can calculate and think, then output  $(m, t)$ ,  $m \neq m'$ , which are verified as usual to determine success.

**Definition:**  $\varepsilon$ -secure (also one-time  $\varepsilon$ -secure): A MAC  $\Pi = (\text{Gen}, \text{Mac}, \text{Vrfy})$  such that for all (even unbounded) adversaries  $\mathcal{A}$ ,  $\Pr[\text{Mac-forge}_{\mathcal{A},\Pi}^{1\text{-time}} = 1] \leq \varepsilon$ .

**Definition:** Strongly universal: A function  $h : \mathcal{K} \times \mathcal{K} \rightarrow \mathcal{T}$  such that for all distinct  $m, m' \in \mathcal{M}$ , and all  $t, t' \in \mathcal{T}$ , it holds that  $\Pr[h_k(m) = t \wedge h_k(m') = t'] = \frac{1}{|\mathcal{T}|^2}$ , where the probability is taken over uniform choice of  $k \in \mathcal{K}$ .

**Construction:** : Let  $h : \mathcal{K} \times \mathcal{M} \rightarrow \mathcal{T}$  be a strongly universal function. Define a MAC as follows: **Gen**: uniform  $k \in \mathcal{K}$ . **Mac**: given  $k, m$ , output tag  $t := h_k(m)$ . **Vrfy**: On input  $k, m, t$ , output 1 iff  $t \stackrel{?}{=} h_k(m)$ .

**Theorem:** : If  $h$  is a strongly universal function, then the above construction is a  $\frac{1}{|\mathcal{T}|}$ -secure MAC for messages in  $\mathcal{M}$ .

**Theorem:** : for any prime  $p$ , the function  $h$  defined as  $h_{a,b}(m) = [a \cdot m + b \bmod p]$ , where  $\mathcal{M} = \mathbb{Z}_p$ , and  $\mathcal{K} = \mathbb{Z}_p \times \mathbb{Z}_p$ , so  $(a, b) \in \mathcal{K}$ ,  $m \in \mathcal{M}$ , is strongly universal.

**Definition:** Hash function: A function with output length  $\ell$  is a pair of PPT algorithms  $(\text{Gen}, H)$  such that  $\text{Gen}(1^n)$  outputs a key  $s$ , and  $H$  takes  $s$  and a string  $x \in \{0, 1\}^*$ , and outputs a string  $H^s(x) \in \{0, 1\}^n$ , assuming  $n$  is implicit in  $s$ .

**Definition:** Compression function (fixed-length hash function for inputs of length  $\ell'$ ): a hash function where  $H^s$  is only defined for inputs  $x \in \{0, 1\}^{\ell'(n)}$ , and  $\ell'(n) > \ell(n)$ .

**Definition:** Hash-Coll $_{\mathcal{A},\Pi}(n)$ :  $s \leftarrow \text{Gen}(1^n)$ . Adversary  $\mathcal{A}$  is given  $s$  and outputs  $x, x'$ . (If  $\Pi$  is fixed-length, then  $x, x' \in \{0, 1\}^{\ell'(n)}$ .) The output is 1 (success) iff  $x \neq x'$  but  $H^s(x) = H^s(x')$ .

**Definition:** Collision resistant: A has function  $\Pi = (\text{Gen}, H)$  such that for all PPT adversaries  $\mathcal{A}$ ,  $\Pr[\text{Hash-Coll}_{\mathcal{A},\Pi}(n) = 1] \leq \text{negl}(n)$ .

**Definition:** Second-preimage resistance (target-collision resistance): A hash function such that given  $s$  and  $x$ , an adversary cannot find  $x'$  such that  $x' \neq x$  and  $H^s(x) = H^s(x')$ .

**Definition:** Preimage resistance: A hash function such that given  $s$  and  $y$ , an adversary cannot find  $x$  such that  $H^s(x) = y$ .

**Construction:** Merkle-Damgård: Let  $(\text{Gen}, h)$  be a fixed-length hash function for inputs of length  $2n$  and with output length  $n$ . Construct  $(\text{Gen}, H)$  as follows: **Gen** =  $\text{Gen}$ ,  $H$ : given  $s$  and  $x \in \{0, 1\}^*$  of length  $L < 2^n$ , let  $B = \lceil \frac{L}{n} \rceil$ , pad  $x$  so its length is a multiple of  $n$ . Consider the padded result as  $n$ -bit blocks  $x_1, \dots, x_B$ . Set  $x_{B+1} = L$ . Set  $z_0 = 0^n$ , as the IV. For  $i = 1, \dots, B + 1$ ,

let  $z_i = h^s(z_{i-1} || x_i)$ . Output  $z_{B+1}$ .

**Theorem:** If  $(\text{Gen}, h)$  is collision resistant, then so is  $(\text{Gen}, H)$ .

**Construction: Hash-and-MAC:** Let  $\Pi = (\text{Mac}, \text{Vrfy})$  be a MAC for length  $\ell(n)$ , let  $\Pi_H(\text{Gen}_H, H)$  be a hash function, with output length  $\ell(n)$ . Construct MAC  $\Pi' = (\text{Gen}', \text{Mac}', \text{Vrfy}')$  as follows: **Gen'**: Takes  $1^n$ , chooses uniform  $k \in \{0, 1\}^n$ ,  $s \leftarrow \text{Gen}_H(1^n)$ , outputs key  $k' = \langle k, s \rangle$ . **Mac'**: Given  $\langle k, s \rangle$ ,  $m \in \{0, 1\}^*$ , output  $t \leftarrow \text{Mac}_k(H^s(m))$ . **Vrfy'**: Given  $\langle k, s \rangle$ ,  $m \in \{0, 1\}^*$ , tag  $t$ , output 1 iff  $\text{Vrfy}_k(H^s(m), t) = 1$ .

**Theorem:** : If  $\Pi$  is a secure MAC and  $\Pi_H$  is collision resistant, the above construction is a secure MAC for arbitrary-length messages.

**Construction: HMAC:** Let  $(\text{Gen}_H, H)$  be a Merkle-Damgård-generated hash function on  $(\text{Gen}_H, h)$  taking inputs of length  $n + n'$ . Let **opad** and **ipad** be fixed constants of length  $n'$ . Define a MAC as follows: **Gen**: Given  $1^n$ ,  $s \leftarrow \text{Gen}_H(1^n)$ , uniform random  $k \in \{0, 1\}^{n'}$ . Output key  $\langle s, k \rangle$ . **Mac**: Given  $\langle s, k \rangle$  and  $m \in \{0, 1\}^*$ , output  $t := H^s((k \oplus \text{opad}) || H^s((k \oplus \text{ipad}) || m))$ . **Vrfy**: Given  $\langle s, k \rangle$ ,  $m \in \{0, 1\}^*$ , tag  $t$ , output 1 iff  $t$  recomputes correctly.

**Definition: Weakly collision resistant:** A Hash function  $(\text{Gen}_H, H)$  defined as a Merkle-Damgård transform, except with  $k = IV$  being uniformly chosen from  $\{0, 1\}^n$ , such that every PPT adversary  $\mathcal{A}$  has at most negligible success finding a collision (without knowing  $k$ ).

**Theorem:** Let  $k_{\text{out}} = h^s(IV || (k \oplus \text{opad}))$ ,  $\hat{y}$  be the length-padded  $y$ , including anything before it,  $\text{Mac}_k(y) = h^s(k || \hat{y})$ , and  $G^s(k) = h^s(IV || (k \oplus \text{opad})) || h^s(IV || (k \oplus \text{ipad})) = k_{\text{out}} || k_{\text{in}}$ . If  $G^s$  is a PRG for any  $s$ ,  $\text{Mac}_k(y)$  is a secure fixed-length mac for messages of length  $n$ , and  $(\text{Gen}_H, H)$  is weakly collision resistant, then HMAC is a secure MAC for arbitrary-length messages.

**Definition: Birthday problem/attack:** Out of  $n$  distinct “days”, if  $\sqrt{n}$  “people” are chosen, there is a 50% chance that two of them will share a birthday. This places a lower bound of  $2 \log(T)$  bits on the size of a hash function, where  $T$  is the time we want to run the collision-attack in.

**Construction: Birthday Attack:** (small space). Start with random valid input  $x_0$ , then repeatedly compute  $x_i = H(x_{i-1})$  and  $x_{2i} = H(H(x_{2(i-1)}))$ . If they are ever equal, collision has occurred in  $x_0, \dots, x_{2(i-1)}$ . Calculate each  $x_j, x_{j+i}$ , and we will find a collision. This runs in  $\Theta(2\ell/2)$  time, where  $\ell$  is the length of the output.

**Definition: Random Oracle Model:** Model in which the oracle  $O$  chooses its function  $H$  at random when instantiated, and so probabilities are also taken over the choice of the function  $H$ . It is then used in whichever function

needed. The values of  $H$  are considered to be computed the first time they are requested.

**Construction:** If  $\ell_{\text{out}} > \ell_{\text{in}}$ , a random oracle can be used as a pseudorandom generator. If  $\ell_{\text{out}} < \ell_{\text{in}}$ , a random oracle is collision resistant. If  $F_k(x) = H(k || x)$ , where  $|k| = |x| = n$ ,  $\ell_{\text{out}} = n$ ,  $\ell_{\text{in}} = 2n$ , then  $F$  is a pseudorandom function, where  $H$  is the pseudorandom oracle.

In general, a proof of security in the random oracle model is significantly better than no proof at all. There have been no successful real-world attacks on schemes proven secure in the random-oracle model, when the random oracle was instantiated properly. Most cryptographic hash functions should not be used “off the shelf” to instantiate a random oracle model.

**Definition: Virus Fingerprinting:** Process by which a virus scanner stores hashes of known viruses, and compares hashes of email attachments and newly downloaded programs to these known viruses.

**Definition: Deduplication:** Process of comparing hashes of new files to hashes of already stored files to eliminate the storing of duplicates. Especially used in the context of cloud storage among multiple users.

**Definition: P2P file-sharing:** Processing of storing hashes of available files, allowing for easy requests, etc.

**Definition: Merkle-Damgård Tree:** A tree constructed from  $2^t$  by placing a file at each leaf of a  $t$ -level tree, then computing the hash of each pair of files, then each pair of hashes, and so on, until a single root hash is computed. This hash is then stored. Often denoted  $\mathcal{MT}_t$ .

**Theorem:** Let  $(\text{Gen}_H, H)$  be collision resistant. Then  $(\text{Gen}_H, \mathcal{MT}_t)$  is also collision resistant for any fixed  $t$ .

**Construction: Password Hashing:** On a computer, the hash of a password,  $h_{pw}$ , will be stored, and when the user enters their password,  $H(\text{pass}) \stackrel{?}{=} h_{pw}$ , if so, authenticated. To prevent dictionary attacks, sometimes a salt is used to calculate  $H(s, \text{pass})$ .

**Definition: min-entropy:** A probability distribution  $\mathcal{X}$  has  $m$  bits of min-entropy if for every fixed value  $x$  it holds that  $\Pr_{X \leftarrow \mathcal{X}}[X = x] \leq 2^{-m}$ . That is, even the most likely outcome occurs with probability at most  $2^{-m}$ .

**Definition: LFSR:** Linear Feedback Shift Register. Very efficient to implement in hardware. Consists of an array of  $n$  registers,  $s_{n-1}, \dots, s_0$  with  $n$  feedback coefficients,  $c_{n-1}, \dots, c_0$ . The size of the array is called the degree of the LFSR. On each clock tick,  $s_0$  is the output bit, all bits are shifted right by 1 register, and  $s_{n-1}$  is set to the XOR of some subset of the other registers, defined as those where  $c_i = 1$ .

These are insecure because the initial state, feedback coefficients, and all future bits, can be determined from watching at most  $2n$  consecutive bits of output. We can

improve the security by adding non-linear combinations to compute  $s_{n-1}$ , and it is possible to define such functions with good statistical properties. Trivium is one such stream cipher.

**Definition:** RC4: a similar algorithm that also involves bit swaps, is used in many security situations, but is known to have vulnerabilities.

**Definition:** Avalanche Effect: In any block cipher, a “small change” to the input must affect every bit of the output.

**Definition:** Feistel Network: A network which operates in a series of rounds. In each round, a keyed round function is applied. This function need not be invertible. In a balanced Feistel Network, the  $i$ th round of function  $\hat{f}_i$  takes as input a sub-key  $x_i$  and an  $\ell/2$ -bit string and outputs an  $\ell/2$ -bit string.

**Construction:** Feistel Network: For round  $i$  of a Feistel network, divide the input into two halves,  $L_{i-1}$  and  $R_{i-1}$ , each of length  $\ell/2$ , where  $\ell$  is the block length of the cipher. The output  $(L_i, R_i)$  is defined as  $L_i := R_{i-1}$ ,  $R_i = L_{i-1} \oplus f_i(R_{i-1})$ . In an  $r$ -round Feistel network, the  $\ell$ -bit input becomes  $(L_0, R_0)$ , and the output is the  $\ell$ -bit value  $(L_r, R_r)$ .

**Theorem:** Let  $F$  be a keyed function defined by a Feistel Network. Then regardless of the round functions  $\{\hat{f}_i\}$ , and the number of rounds,  $F_k$  is an efficiently invertible permutation for all  $k$ .

**Definition:** DES: Data Encryption Standard. Originally a 16-round Feistel Network with a block length of 64 bits and a key length of 56 bits. Vulnerable to brute-force attacks, but the strengthened triple-DES is widely used today.

**Construction:** DES  $\hat{f}$ .  $\hat{f}(k_i, R)$ , with  $k_i \in \{0, 1\}^{28}$ ,  $R \in \{0, 1\}^{32}$ ,  $R$  is expanded to 48-bit  $R'$  by duplicating the first half of the bits,  $R' \oplus k_i$  is computed, split and passed through an S-box which takes 6-bit inputs to 4-bit outputs, and these 4-bit outputs are mixed to produce the 32-bit output. DES uses 16 rounds.

The S-boxes were carefully designed to be 4-to-1 functions, and changing any 1 bit of the input changes at least 2 bits of the output. The mixing was designed that the output from any S-box affects the input to six of the S-boxes in the next round. Therefore, the mangle function exhibits a strong avalanche effect, which will, after 8 rounds, affect all 64 bits of output. Since DES uses 16 rounds total, similar inputs yields independent-looking outputs.

After 30 years, the best known practical attack on DES is still an exhaustive search through its key space. The 56-bit key length is such that such an attack *is* feasible.

**Definition:** Triple Encryption: Using 3 keys,  $F'_{k_1, k_2, k_3}(x) := F_{k_3}(F_{k_2}^{-1}(F_{k_1}(x)))$ . Using only 2,  $F'_{k_1, k_2}(x) := F_{k_1}(F_{k_2}^{-1}(F_{k_1}(x)))$ . Triple-DES is constructed using DES with either of these variants.

**Definition:** AES: Advanced Encryption Standard. Has a state array, which is a 4x4 array. Initially the input of the cipher. Then, consists of 4 stages. Stage 1: Add Round Key: A 128-bit sub-key is derived from the master key, and interpreted as a 4x4 array of bytes. The state array is XORed with the sub-key. Stage 2: Sub Bytes: The state array is mixed at the byte level according to a fixed lookup table  $S$ . Stage 3: Shift Rows: The bytes in each row are shifted to the left by 0, 1, 2, and 3 places respectively, from the top. Stage 4: Mix Columns: An invertible transformation is applied to each column. It has the property that if the inputs differ in  $b > 0$  bytes, the outputs differ in at least  $5 - b$  bytes. In the final round, Mix Columns is replaced with AddRoundKey. To date, there have been no practical attacks significantly better than an exhaustive key-search, so AES is an excellent choice for any cryptographic scheme that requires a (strong) pseudorandom permutation.

**Definition:** Ideal Cipher Model: A strengthening of the random-oracle model in which all parties have access to an oracle for a random keyed permutation  $F : \{0, 1\}^n \times \{0, 1\}^\ell \rightarrow \{0, 1\}^\ell$  and  $F^{-1}$ .

**Construction:** Davies-Meyer: Let  $F$  be a block cipher with  $n$ -bit key length and  $\ell$ -bit block length. The compression function is  $h : \{0, 1\}^{n+\ell} \rightarrow \{0, 1\}^\ell$  by  $h(k, x) := F_k(x) \oplus x$ .

**Theorem:** If  $F$  is an ideal cipher, then Davies-Meyer yields a collision-resistant compression function. From the HW,  $F_k(x) \oplus x \oplus k$  also does, but  $F_k(x)$  and  $F_k(x) \oplus k$  do not.

Care must be taken when instantiating Davies-Meyer with a particular block cipher, for example, DES causes issues.

MD5 is bad and should not be used, SHA-0 is flawed, SHA-1 has known slight flaws that make it easier to theoretically crack, but has not produced any collisions. It is not recommended for use, SHA-2 seems to be secure, and can be used. SHA-3 is rather powerful, and unusual, and considered very, very secure.