

Blockchains & Cryptocurrencies

Crypto Background

Instructor: Abhishek Jain
Johns Hopkins University - Spring 2021

*Many slides from NBFMG

This lecture

Crypto background

hash functions

random oracle model

digital signatures

... and applications

Cryptographic Hash Functions

Hash function

- takes a string of arbitrary length as input
- fixed-size output (i.e., hash function “compresses” the input)
- efficiently computable

Hash function

- takes a string of arbitrary length as input
- fixed-size output (i.e., hash function “compresses” the input)
- efficiently computable

Security properties:

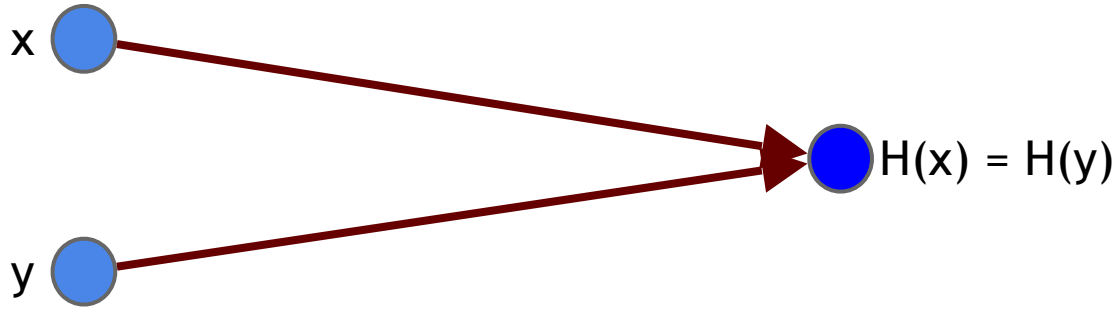
- Collision resistance
- Preimage resistance (one-way)

Property 1: Collision resistance

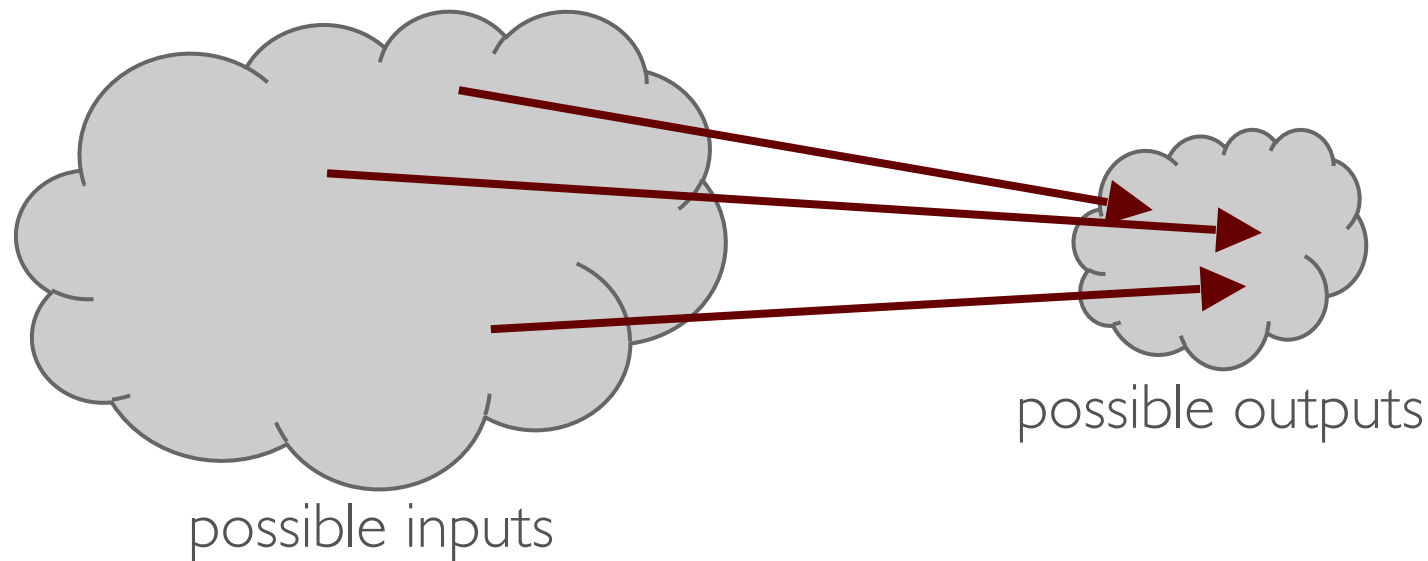
What's a collision?

Property 1: Collision resistance

Do collisions exist in common hash functions?



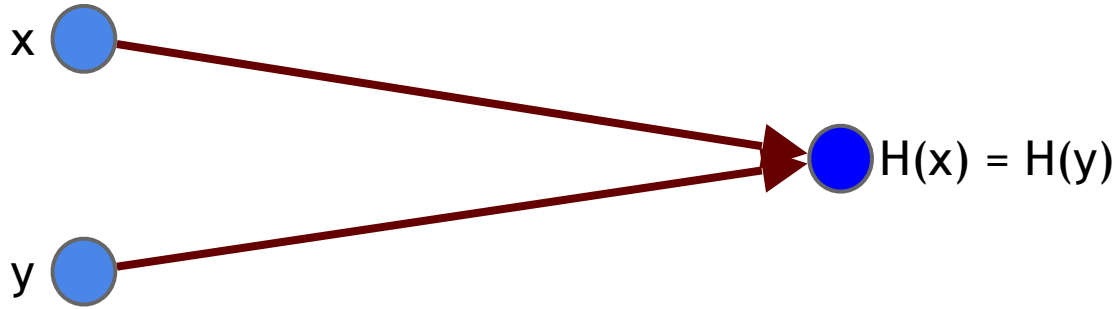
Collisions do exist ...



... but can a real-world adversary find them?

Property 1: Collision resistance

No efficient adversary can find x and y such that $x \neq y$ and $H(x) = H(y)$



How to find a collision (for 256 bit output)

- try 2^{30} randomly chosen inputs
- 99.8% chance that two of them will collide

How to find a collision (for 256 bit output)

- try 2^{30} randomly chosen inputs
- 99.8% chance that two of them will collide

This works no matter what H is, but it takes too long to matter

- If a computer calculates 10,000 hashes/sec, it would take 10^{27} years to compute 2^{128} hashes

How to find a collision (for 256 bit output)

- try 2^{30} randomly chosen inputs
- 99.8% chance that two of them will collide

This works
too long
to matter

Q: How many hashes/sec does the Bitcoin network compute?

- if a computer calculates 10,000 hashes/sec, it would take 10^{27} years to compute 2^{128} hashes

Is there a faster way to find collisions?

- For some possible H 's, yes.
- For others (like SHA-256), we don't know of one.

Is there a faster way to find collisions?

- For some possible H 's, yes.
- For others (like SHA-256), we don't know of one.

Provably secure collision-resistant hash functions can be constructed based on “hard” number-theoretic problems.

Defining Collision Resistance

- Real-world adversaries
 - In practice, everyone has bounded resources
 - Therefore, reasonable to model a real-world adversary as such an entity
 - However, we do not make any assumptions about the adversarial strategy. He can use its (bounded) resources in any possible way

Cryptographic adversary: A probabilistic polynomial-time (PPT) algorithm

Defining Collision Resistance...

- Collision Resistance (informal): A hash function H is collision-resistant if for all PPT adversaries A ,

$$\Pr[A \text{ outputs } x, y \text{ s.t. } x \neq y \text{ and } H(x) = H(y)] \\ = \text{“very small”}$$

Defining Collision Resistance...

- Collision Resistance (informal): A hash function H is collision-resistant if for all PPT adversaries A ,
$$\Pr[A \text{ outputs } x, y \text{ s.t. } x \neq y \text{ and } H(x) = H(y)]$$
$$= \text{“very small”}$$
- “Very small” captured via a function that tends to 0. Formal definition: Modern Cryptography

Application: Hash as message digest

If we know $H(x) = H(y)$, and H is collision resistant
it's safe to assume that $x = y$.

To recognize a file that we saw before,
just remember its hash.

Useful because the hash is small.

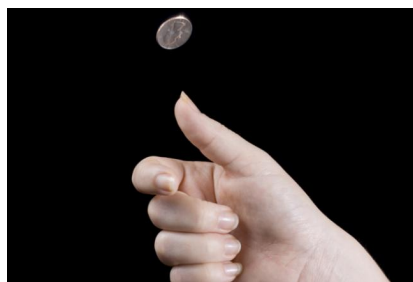
Property 2: Pre-image Resistance

Intuition: Given $H(x)$, no efficient adversary can find x , except with very small probability

Property 2: Pre-image Resistance

Intuition: Given $H(x)$, no efficient adversary can find x , except with very small probability

Problem: What if input space of x is very small, or some inputs are much more likely than others?



→ $H(\text{"heads"})$

→ $H(\text{"tails"})$

easy to find x !

Property 2: Pre-image

This definition is useless in this setting. How can we specify a meaningful version of the definition?

Intuition: Given $H(x)$, no efficient adversary can find x , except with very small probability

Problem: What if input space of x is very small, or some inputs are much more likely than others?



$H(\text{"heads"})$


$H(\text{"tails"})$

easy to find x !

Defining Preimage Resistance

- **Preimage Resistance**: A hash function H is preimage-resistant if for all PPT adversaries A ,

$$\Pr[x \leftarrow \{0,1\}^k, A(H(x)) \text{ outputs } x' \text{ s.t. } H(x')=H(x)] = \text{small}$$



x is drawn from uniform distribution over $\{0,1\}^k$ for some sufficiently large k

Preimage Resistance (contd.)

- If x is drawn from the uniform distribution, then inverting $H(x)$ is hard
- But what if x is drawn from low-entropy distribution?

Preimage Resistance (contd.)

- If x is drawn from the uniform distribution, then inverting $H(x)$ is hard
- But what if x is drawn from low-entropy distribution?
- Can append a random string r to x and then compute $H(r \parallel x)$ to prevent enumeration attacks

Preimage Resistance (contd.)

- If x is drawn from the uniform distribution, then inverting $H(x)$ is hard
- But what if x is drawn from low-entropy distribution?
- Can append a random string r to x and then compute $H(r \parallel x)$ to prevent enumeration attacks

Theorem: Collision resistance implies preimage resistance if the hash function is sufficiently compressing

Application: Commitment

Want to “seal a value in an envelope”, and
“open the envelope” later.

Commit to a value, reveal it later.

Commitment Schemes

$(com, key) := \text{commit}(msg)$

$match := \text{verify}(com, key, msg)$

To seal *msg* in envelope:

$(com, key) := \text{commit}(msg)$ -- then publish *com*

To open envelope:

publish *key, msg*

anyone can use `verify()` to check validity

Commitment Schemes

$(com) \leftarrow \text{commit}(msg; key)$

$match \leftarrow \text{verify}(com, key, msg)$

Security properties:

- Hiding: Given ***com***, no PPT adversary can find* ***msg***
- Binding: No PPT adversary can find* $(msg, key) \neq (msg', key')$ such that $\text{verify}(\text{commit}(msg; key), key', msg') == \text{true}$

* Except with very small probability

Commitment Schemes

$\text{commit}(\textit{msg}; \textit{key}) \rightarrow (H(\textit{key} \mid \textit{msg}))$

where *key* is a random 256-bit value

$\text{verify}(\textit{com}, \textit{key}, \textit{msg}) \rightarrow (H(\textit{key} \mid \textit{msg}) == \textit{com})$

Security properties:

- Hiding: If H is a **random oracle**, given $H(\textit{key} \mid \textit{msg})$, hard to find *msg*.
- Binding: Collision-resistance \rightarrow Hard to find $(\textit{key}, \textit{msg}) \neq (\textit{key}', \textit{msg}')$ such that $H(\textit{key} \mid \textit{msg}) == H(\textit{key}' \mid \textit{msg}')$

Random Oracle (RO)

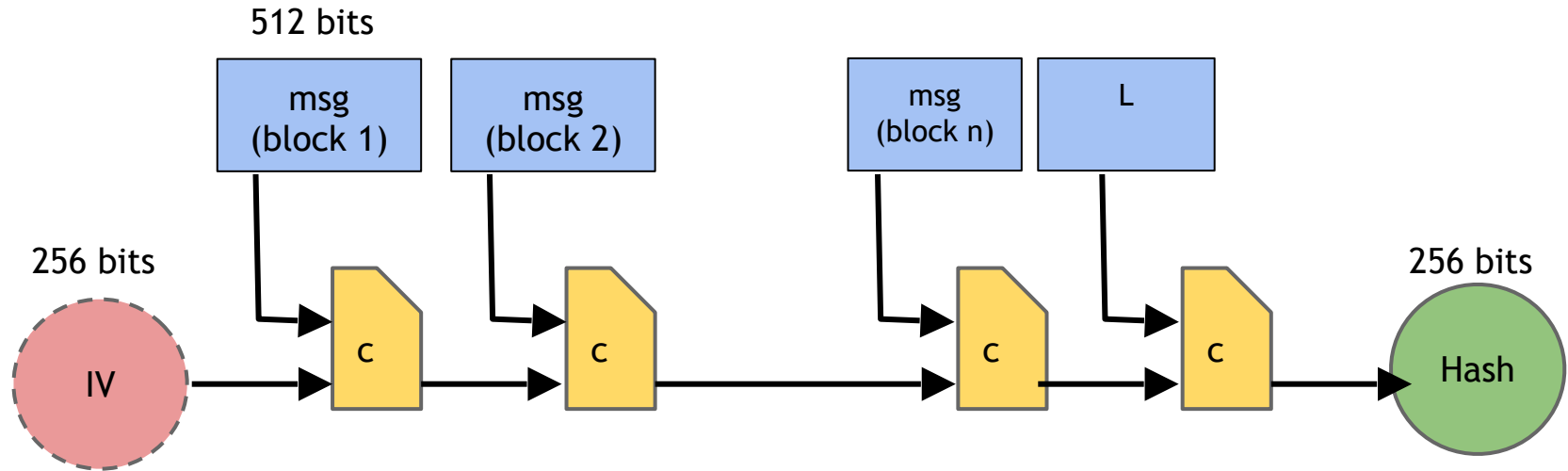
- Imagine an elf in a box with an infinite writing scroll
- Upon receiving an input x , the elf checks the scroll if there is an entry y corresponding to x . If yes, it returns y .
- Otherwise, elf chooses a random value y (from the output space) and returns it. It adds an entry (x,y) to the scroll.

Random Oracle (RO)

- In practice-oriented provable security, hash functions are often modeled as a random oracle
- Each party (including adversary) is given black-box access to the random oracle. They can query the random oracle any polynomial number of times
- By definition, the answers of random oracle answers are unpredictable
- Random oracle captures many security properties such as one-wayness, collision-resistance .

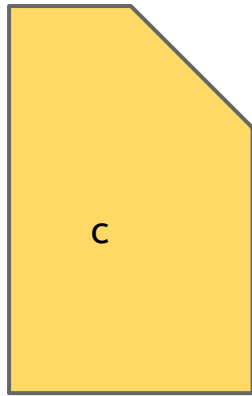
SHA-256 hash function

Suppose msg is of length L s.t. L is a multiple of 512 (pad with 0s otherwise)



Theorem [Merkle-Damgard]: If c is collision-resistant, then SHA-256 is collision-resistant.

SHA-256 hash function



Q: What the heck is inside of c?

Theorem [Merkle-Damgard]: If c is collision-resistant, then SHA-256 is collision-resistant.

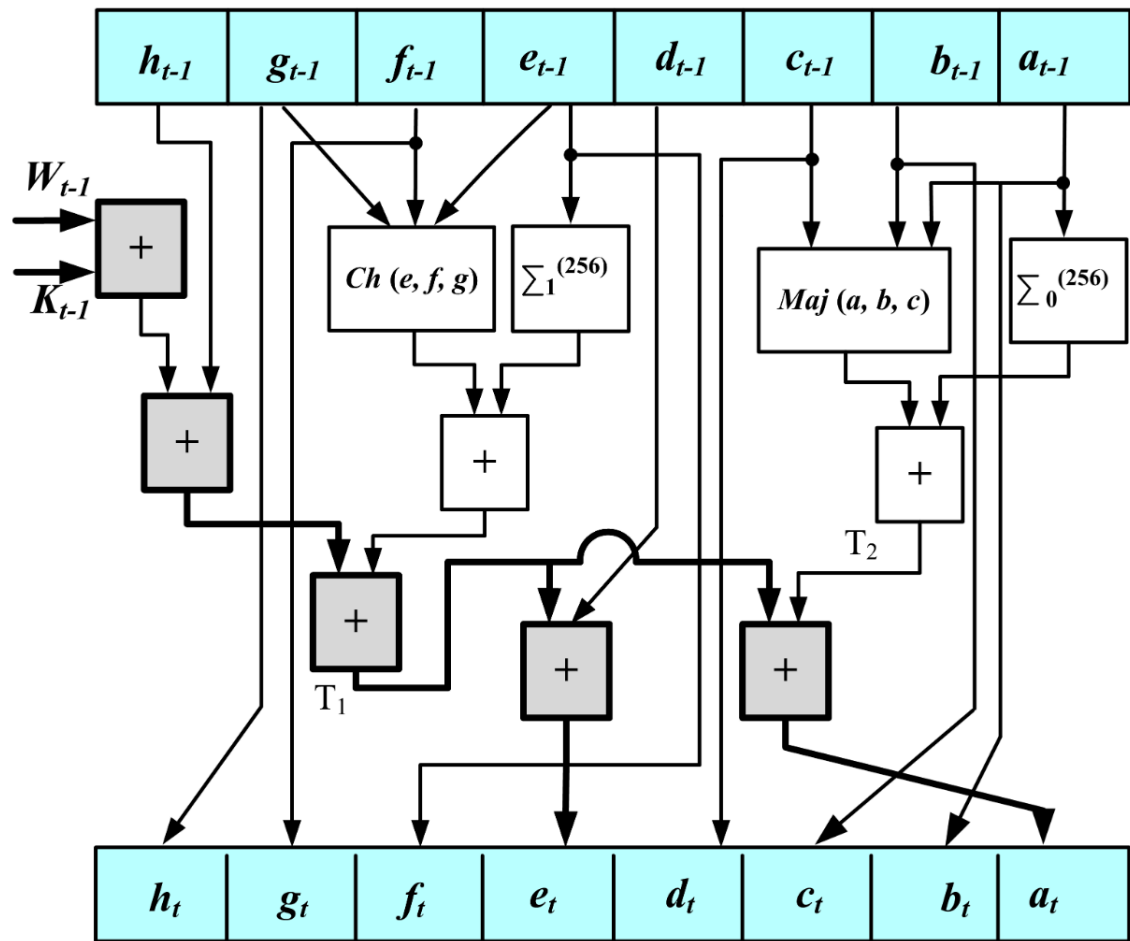


Fig. 3. SHA-256 hash function. Base transformation round.