

MESSAGE AUTHENTICATION

- ➤ Goal: having received a message one would like to make sure that the message has not been altered on the way (data integrity)
 - >Produce a short sequence of bits that depends on the message and on a secret key
 - ➤To authenticate the message, the partner will compute the same bit pattern, assuming he shares the same secret key
- ➤ This does not necessarily include encrypting or signing the message
 - The message can be sent in plain, with the authenticator appended
 - >One may encrypt the authenticator with his private key to produce a digital signature
 - ➤ One may encrypt both the message and the authenticator

AUTHENTICATION FUNCTIONS

- ➤ Possible attacks on message authentication:
 - > Content modification
 - >Sequence modification modifications to a sequence of messages, including insertion, deletion, reordering
 - ➤ Timing modification delay or replay messages
- ➤ Some types of authentication functions exist
 - ➤ Message encryption the ciphertext serves as authenticator
 - ➤ Hash function a public function mapping an arbitrary length message into a fixed-length hash value to serve as authenticator
 - > This does not provide a digital signature because there is no key

HASH FUNCTION

- ➤ Takes any string as input
- > Fixed-size output (we'll use 256 bits)
- >Efficiently computable
- ➤ Three mathematically requierments
 - ➤ Preimage resistance
 - ➤ Second-preimage resistance
 - **≻**Collision-resistance
- > Security properties
 - **≻**Collision-resistance
 - **≻**Hiding
 - ➤ Puzzle-friendly

HASH FUNCTIONS

- \triangleright A fixed-length hash value h is generated by a function H that takes as input a message of arbitrary length: h = H(M)
 - \triangleright **A** sends *M* and H(M)
 - \triangleright **B** authenticates the message by computing H(M) and checking the match

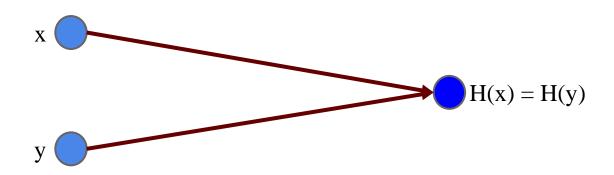
- ➤ Basic requirements for a hash function:
 - $\triangleright H$ can be applied to a message of any size
 - > *H* produces fixed-length output
 - \triangleright It is easy to compute H(M)

REQUIREMENTS FOR A HASH FUNCTION

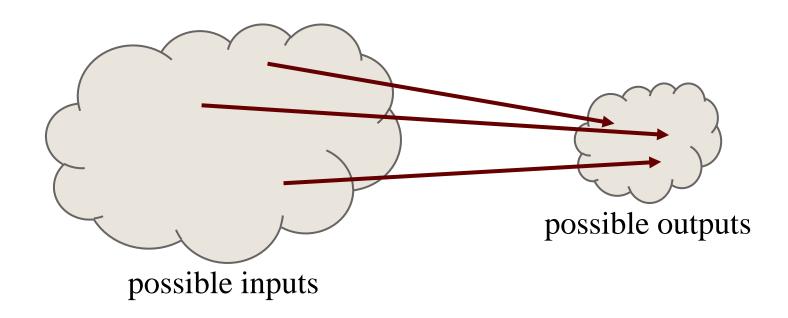
- reimage resistance property: for a given h, it is computationally infeasible to find M such that H(M) = h.
- Second-preimage resistance property: for a given M, it is computationally infeasible to find $M' \neq M$ such that H(M') = H(M).
- Collision-resistance property: it is computationally infeasible to find M, M' with H(M) = H(M')

HASH PROPERTY 1: COLLISION-RESISTANCE

Nobody can find x and y such that x != y and H(x)=H(y)



Collisions do exist ...



... but can anyone find them?

APPLICATION: HASH AS MESSAGE DIGEST

If we know H(x) = H(y), it's safe to assume that x = y.

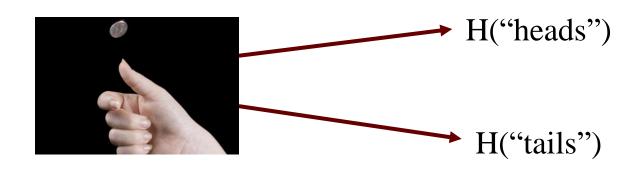
To recognize a file, especialy a large file, just remember its hash.

Useful because the hash is small.

HASH PROPERTY 2: HIDING

We want something like this:

Given H(x), it is infeasible to find x.



easy to find x!

HASH PROPERTY 2: HIDING

If r is chosen from a probability distribution that has *high min*entropy, then given $H(r \mid x)$, it is infeasible to find x.

High min-entropy means that the distribution is "very spread out", so that no particular value is chosen with more than negligible probability.

APPLICATION: COMMITMENT

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

Commit to a value, reveal it later.

COMMITMENT API

```
(com, key) := commit(msg)
match := verify(com, key, msg)
To seal msg in envelope:
     (com, key) := commit(msg) -- then publish com
To open envelope:
     publish key, msg
     anyone can use verify() to check validity
```

COMMITMENT API

```
commit(msg) := ( H(key // msg) )

where key is a random 256-bit value

verify(com, key, msg) := ( H(key // msg) == com )
```

Security properties:

Hiding: Given H(key || msg), infeasible to find msg.

Binding: Infeasible to find msg != msg 'such that

H(key || msg) == H(key' || msg')

SIMPLE HASH COMMITMENT SCHEME

➤ Why are these hash properties useful?

Consider a simple example: Alice and Bob bet \$100 on a coin flip

- 1) Alice calls the outcome of the coin flip
- 2) Bob flips the coin
- 3) Alice wins the \$100 if her guess was correct

Now, what if Alice and Bob are separated and don't trust one another?

➤ Alice wants to give Bob a *commitment* to her guess, without revealing her guess before Bob flips the coin, otherwise Bob can cheat!



SIMPLE HASH COMMITMENT SCHEME

- ➤ Instead, we can modify our "protocol" to bind Alice's guess with a commitment:
 - 1) Alice chooses a large random number, R.
 - 2) Alice guesses the outcome of the coin flip, **B**.
 - 3) Alice generates a *commitment* to the coin flip, $C = H(B \parallel R)$
 - 4) Alice sends this commitment to Bob.
 - 5) Bob flips the coin and sends the value to Alice.
 - 6) Alice sends Bob the random number and her guess: (R', B')
 - 7) Bob then checks that $C' = H(B' \parallel R') = C = H(B \parallel R)$, to ensure Alice did not change her guess mid commitment.
 - 8) Both can now agree on who won the \$100.



SIMPLE HASH COMMITMENT SCHEME - CHEATING

> How could Bob cheat Alice?

1) When Bob receives $C = H(B \parallel R)$, if he can compute $H^{-1}(C) = B \parallel R$, Bob can recover Alice's guess and send her the opposite outcome!

If our hash function, H, is **preimage resistant**, this shouldn't be possible.

- > How could Alice cheat Bob?
 - 1) Alice sends Bob her commitment $C = H(B \parallel R)$, but reveals the opposite guess, (!B, R'). Alice wins if she can pick R' such that $C' = H(!B \parallel R') = C$.

This fails if our hash function, H, is second preimage resistant!



HASH PROPERTY 3: PUZZLE-FRIENDLY

For every possible output set value y, if k is chosen from a distribution with high min-entropy, then it is infeasible to find x such that $H(k \mid x) = y$.

APPLICATION: SEARCH PUZZLE

Given a "puzzle ID" *id* (from high min-entropy distrib.), and a target set *Y*:

Try to find a "solution" x such that $H(id \mid x) \in Y$.

Puzzle-friendly property implies that no solving strategy is much better than trying random values of x.

HASH PUZZLE SCHEME

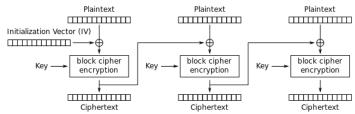


A FEW SIMPLE HASH FUNCTIONS

- \triangleright Bit-by-bit XOR of plaintext blocks: $h = D_1 \oplus D_2 \oplus \cdots \oplus D_N$
 - Provides a parity check for each bit position
 - Not very effective with text files: most significant bit always 0
 - Attack: to send blocks X_1, X_2, \dots, X_{N-1} choose: $X_N = X_1 \oplus X_2 \oplus \dots \oplus X_{N-1} \oplus h$
 - Does not satisfy the preimage resistance condition: "computationally infeasible to find M such that H(M) = h, for a given h"
- ➤ Another example: rotated XOR before each addition the hash value is rotated to the left with 1 bit
 - Better than the previous hash on text files
 - Similar attack

A FEW SIMPLE HASH FUNCTIONS

- > Another method: cipher block chaining technique without a secret key
 - Divide message into blocks D_1, D_2, \dots, D_N and use them as keys in the encryption method (e.g., DES)
 - H_0 = some initial value, $H_i = E_{D_i}(H_{i-1})$
 - $H = H_N$
 - This can be attacked with the birthday attack if the key is short (as in DES)



Cipher Block Chaining (CBC) mode encryption

- ➤ Birthday paradox: Given at least 23 people, the probability of having two people with the same birthday is more then 0.5
- ➤ **General case**: Given two sets X, Y each having k elements from the set $\{1,2,\ldots,N\}$, how large should k be so that the probability that X and Y have a common element is more than 0.5?
 - \triangleright Answer: k should be larger than \sqrt{N}
 - \triangleright If $N = 2^m$, take $k = 2^{m/2}$

BIRTHDAY ATTACK

- ➤ Suppose a hash value on 64 bits is used (as the one based on DES)
 - \triangleright In principle this is secure: given M, to find a message M' with H(M) = H(M'), one has to generate in average 2^{63} messages M'.
- ➤ A different much more effective attack is possible:
 - \triangleright **A** is prepared to sign the document by appending its hash value (on m bits) and then encrypting the hash code with its private key
 - \triangleright **E** (i.e. attacker) will generate $2^{m/2}$ variations of the message M and computes the hash values for all of them.
 - \triangleright **E** also generates $2^{m/2}$ variations of the message M' that she would really like to have **A** authenticating and computes the hash values for all of them
 - **Birthday paradox**: the probability that the two sets of hash values have one common element is more than 0.5 she finds $M \neq M'$ such that H(M) = H(M')
 - \triangleright **E** will offer M to **A** for hashing and then signing and will send instead M' with the signature A has produced
 - ➤ E breaks the protocol although she does not know A's private key with a level of effort for the hash based on DES: 2³³

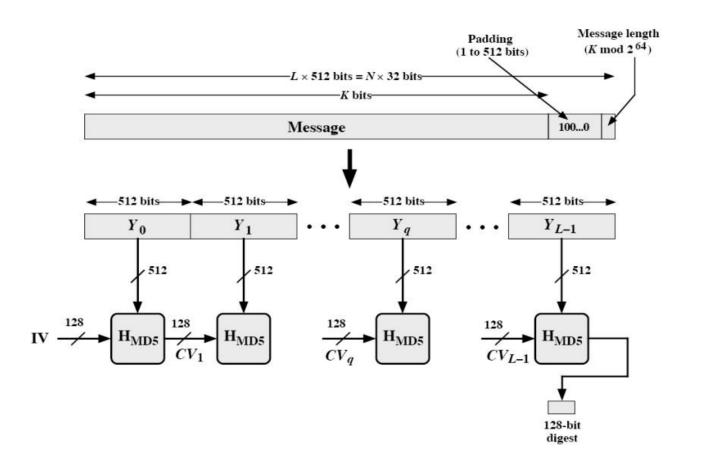
POPULAR HASH ALGORITHMS:

- ➤ MD5 (Message Digest 5)
- >SHA1 (Secure Hash Algorithm 1)
- >SHA2 family: SHA-224, SHA-256, SHA-384,
 - SHA-512, SHA-512/224, SHA-512/256
- >SHA3 (Secure Hash Algorithm 3)

MD5

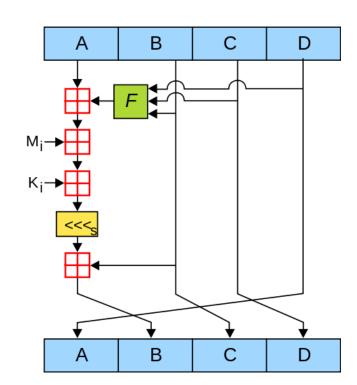
- ➤ Most popular hash algorithm until recently: concerns for its security were raised and is replaced by SHA-1, SHA-2, and SHA-3
- ➤ Developed by Ron Rivest at MIT in 1991.
- > For a message of arbitrary length, it produces an output of 128 bits
 - > Processes the input in blocks of 512 bits
- ➤ Idea:
 - Start by padding the message to a length of 448 bits modulo 512 padding is always added even if the message is of required length
 - The length of the message is added on the last 64 bits so that altogether the length is a multiple of 512 bits
 - Several rounds, each round takes a block of 512 bits from the message and mixes it thoroughly with a 128 bit buffer that was the result of the previous round
 - > The last content of the buffer is the hash value.

MERKLE-DAMGÅRD STRUCTURE OF MD5



MD5 OPERATIONS

- ➤ MD5 consists of 64 of these operations, grouped in four rounds of 16 operations.
- > F is a nonlinear function; one function is used in each round.
- \blacktriangleright M_i denotes a 32-bit block of the message input, and K_i denotes a 32-bit constant, different for each operation.
- $ightharpoonup < <<>_s$ denotes a left bit rotation by s places; s varies for each operation.
- \triangleright \boxplus denotes addition modulo 2^{32} .



SECURITY ISSUES OF MD5

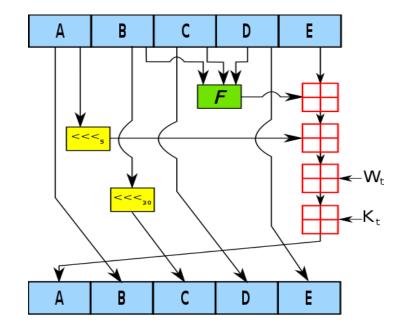
- ➤ In 1996 a flaw was found in the design of MD5.
 - >While it was not deemed a fatal weakness at the time, cryptographers began recommending the use of other algorithms.
- ➤ In 2004 it was shown that MD5 is not collision-resistant.
 - As such, MD5 is not suitable for applications like SSL certificates or digital signatures that rely on this property for digital security.
- ➤In December 2008, a group of researchers used this technique to fake SSL certificate validity.
- ➤ In 2012, the Flame malware exploited the weaknesses in MD5 to forge a Windows code-signing certificate.
 - > majority of targets in Iran (more than 65%)
- ▶Best known attack: 2013 attack by Xie Tao, Fanbao Liu, and Dengguo Feng breaks MD5 collision resistance in 2¹⁸ time.
 - This attack runs in less than a second on a regular computer!

SHA-1

- ➤ Developed by NSA and adopted by NIST in FIPS 180-1 (1993)
- ➤ Part of a family of 3 hashes: SHA-0, SHA-1, SHA-2
 - ➤ SHA-1 most widely used
- ➤ Design based on MD4 (previous version of MD5)
- Takes as input any message of length up to 2^{64} bits and gives a 160-bit message digest
- Microsoft, Google, Apple and Mozilla have all announced that their respective browsers will stop accepting SHA-1 SSL certificates by 2017.
- ➤On February 23, 2017 CWI Amsterdam and Google announced they had performed a collision attack against SHA-1, publishing two dissimilar PDF files which produce the same SHA-1 hash.

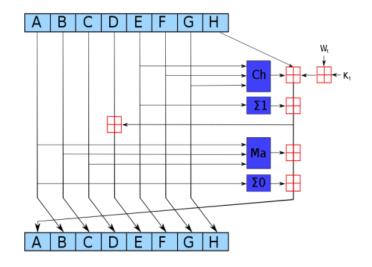
■SHA-1 OPERATION

- Structure very similar to MD4 and MD5.
 - > Secret design criteria
- Stronger than MD5 because of longer message digest
- Slower than MD5 because of more rounds



SHA-2

- ➤ SHA-2 similar to SHA-1, but with different input-output length.
- ➤ The algorithms are collectively known as SHA-2, named after their digest lengths: SHA-256, SHA-384, and SHA-512.
- There is no known attack against SHA-2.



$$Ch(E, F, G) = (E \land F) \oplus (\neg E \land G)$$

$$Ma (A, B, C) = (A \land B) \oplus (A \land C) \oplus (B \land C)$$

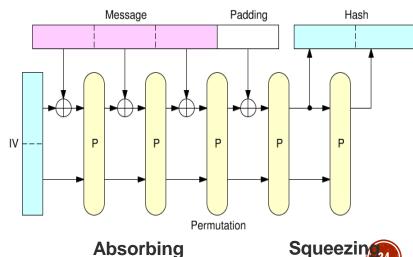
$$\Sigma 0 (A) = (A \ggg 2) \oplus (A \ggg 13) \oplus (A \ggg 22)$$

$$\Sigma 1 (E) = (E \ggg 6) \oplus (E \ggg 11) \oplus (E \ggg 25)$$

SHA-3

- >SHA-3 is the latest member of the Secure Hash Algorithm family of standards, released by NIST on 2015 as FIPS 202.
- ➤In 2006 NIST started to organize the NIST hash function competition to create a new hash standard, SHA-3.
 - ➤ On October 2, 2012, Keccak was selected as the winner of the competition.

Sponge construction of SHA-3:



RIPEMD-160

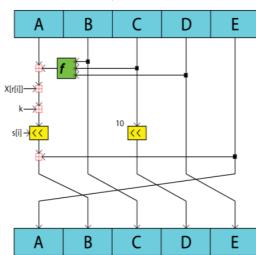
➤RIPEMD (RACE Integrity Primitives Evaluation Message Digest) is a family of cryptographic hash functions developed in Katholieke Universiteit Leuven, and first published in 1996.

>RIPEMD-160 is an improved, 160-bit version of the original RIPEMD, and the

most common version in the family.

➤ RIPEMD-160 was designed in the open academic community, in contrast to the NSA- designed SHA-1 and SHA-2 algorithms.

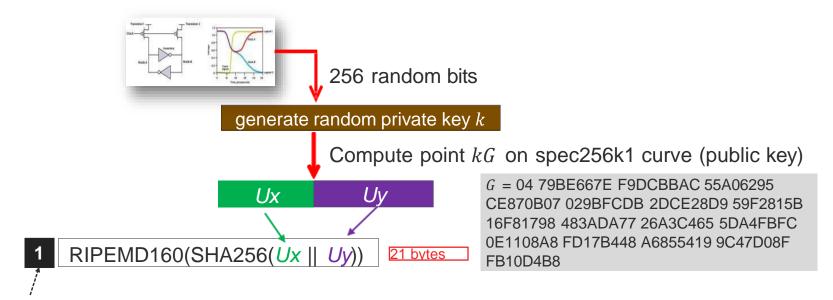
➤ There is no known attack against RIPEMD-160.



HASH FUNCTIONS IN BITCOIN

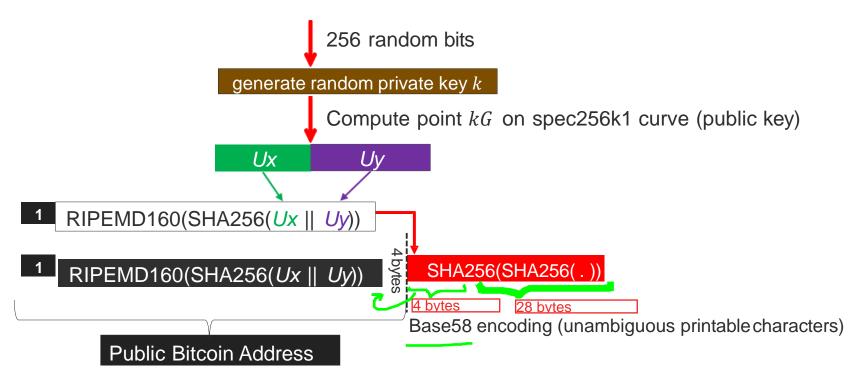
- A. Producing the public bitcoin address by hashing the public key.
- B. Producing a transaction digest for use as the input in signing a transaction.
- C. Producing the hash of the previous block to use in the block header in the Blockchain.
- D. Producing the Merkle tree root for authenticating the transactions in a block (using hashes all the way up the tree).
- E. Producing the double hash of the block (with nonces) to find a block that satisfies the difficulty needed in mining.

A. GENERATING A BITCOIN ADDRESS



Add version byte in front of RIPEMD-160 hash (0x00 for public key hash in main network)

A. GENERATING A BITCOIN ADDRESS



e.g. 16UwLL9Risc3QfPqBUvKofHmBQ7wMtjvM

BASE58 ENCODING

- ➤ Why base-58 instead of standard base-64 encoding?
 - ➤ Don't want 0OII characters that look the same in some fonts and could be used to create visually identical looking account numbers.
 - >A string with non-alphanumeric characters is not as easily accepted as an account number.
 - > E-mail usually won't line-break if there's no punctuation to break at.
 - > Doubleclicking selects the whole number as one word if it's all alphanumeric.

```
code_string = "123456789ABCDEFGHJKLMNPQRSTUVWXYZabcdefghijkmnopqrstuvwxyz"
x = convert_bytes_to_big_integer(hash_result) output_string = ""
while(x >0) {
    (x, remainder) = divide(x, 58)
    output_string.append(code_string[remainder])
}
More information: https://en.bitcoin.it/wiki/Base58Check_encoding
```

VANITY ADDRESSES

- Some individuals or merchants like to have an address that starts with some human-meaningful text.
- ➤ For example, the gambling website Satoshi Bones has users send money to addresses containing the string "bones" in positions 2-6, such as:

1bonesEeTcABPjLzAb1VkFgySY6Zqu3sX

- ➤ How much work does this take?
 - Since there are 58 possibilities for every character, if you want to find an address which starts with a specific k-character string, you'll need to generate 58^k addresses on average until you get lucky.
 - >So finding an address starting with "bones" would have required generating over 650 million addresses!

B. TRANSACTION DIGEST

"I, Alice, hereby pay Bob an amount of 23 mBTC"

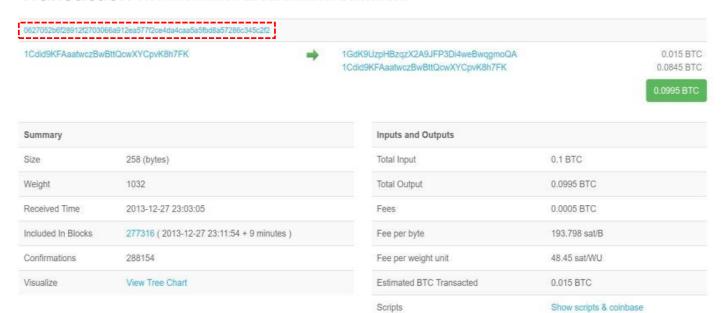
- > We said that digital signatures work on hash of messages.
- ➤To assure people that a transaction is done by Alice, she signs the hash of transaction.

A hash of a transaction is a double hash of the binary format of the transaction. Algorithm SHA-256 is applied twice:

```
var hash = function (encodedTransaction)
{ return sha256 (sha256 (encodedTransaction) );}
```



Transaction View information about a bitcoin transaction



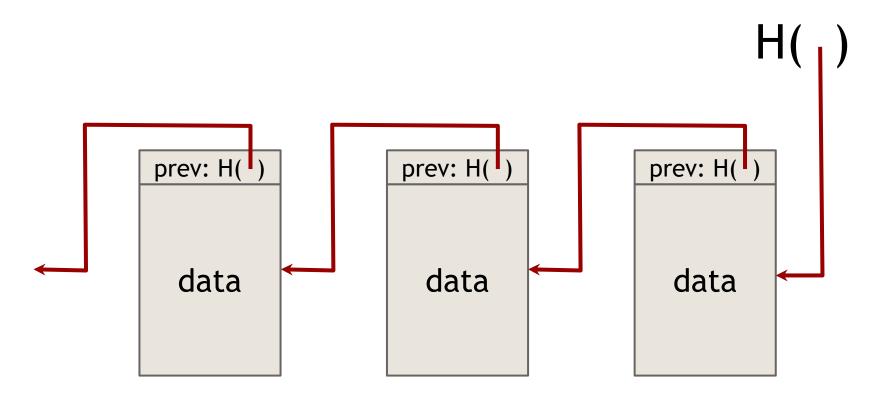
HASH POINTERS

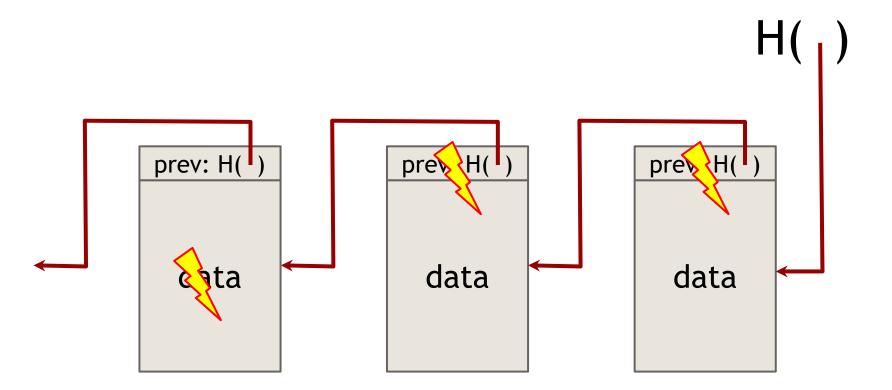
- A hash pointer is a pointer to where data is stored together with a cryptographic hash of the value of that data at some fixed point in time.
- Whereas a regular pointer gives you a way to retrieve the information, a hash pointer also gives you a way to verify that the information hasn't changed.



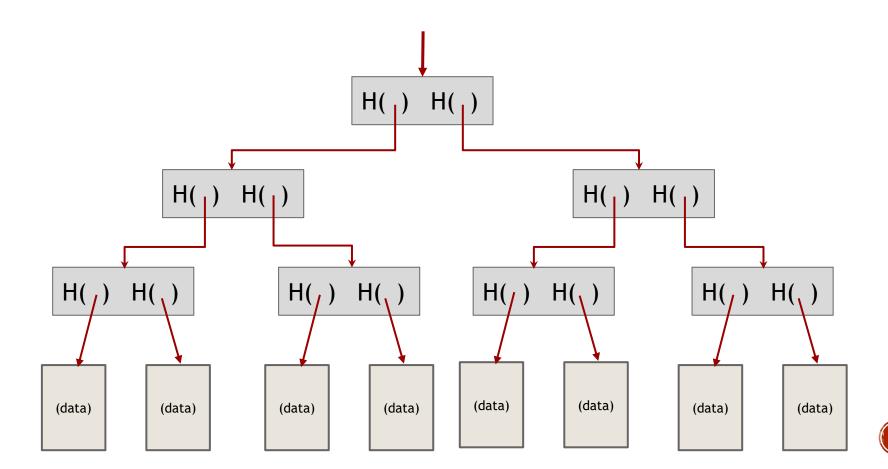
AUTHENTICATED DATA STRUCTURES

- ➤ Key idea:
 - 1. Take any pointer-based data structure
 - 2.Replace pointers with cryptographic hashes
- > We now have an authenticated data structure



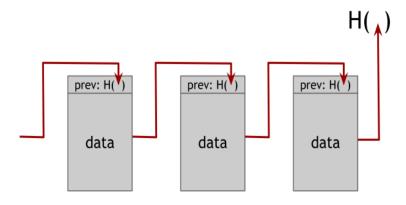


binary tree with hash pointers = "Merkle tree"



C. BLOCK CHAIN

- ➤ Block chain is a linked list using hash pointers.
- Whereas as in a regular linked list where you have a series of blocks, each block has data as well as a pointer to the previous block in the list, in a block chain the previous block pointer will be replaced with a hash pointer.
- Each block not only tells us where the value of the previous block was, but it also contains a digest of that value that allows us to verify that the value hasn't changed.



BLOCK CHAIN



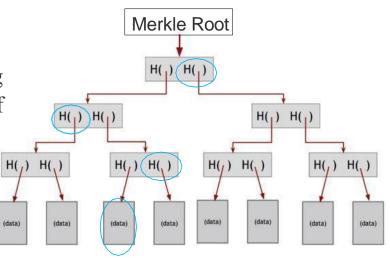
Block #565472

Summary	
Number Of Transactions	3176
Output Total	6,816.05505224 BTC
Estimated Transaction Volume	509.23929063 BTC
Transaction Fees	0.1853349 BTC
Height	565472 (Main Chain)
Timestamp	2019-03-03 11:22:25
Received Time	2019-03-03 11:22:25
Relayed By	F2Pool
Difficulty	6,071,846,049,920.75
Bits	388914000
Size	1168.147 kB
Weight	3998.149 kWU
Version	0x20000000
Nonce	604595516
Block Reward	12.5 BTC



D. MERKLE TREE

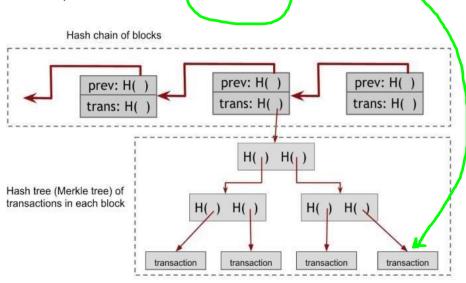
- ➤ A binary tree of hash pointers (another authenticated data structure)
 - ➤ Hashes are hashed together.
 - If there are n nodes in the tree, only about log (n) items need to be shown as proof of membership.
 - ➤ To prove inclusion of data in the Merkle tree, provide root data and intermediate hashes.
 - To fake the proof, one would need to find hash preimages.



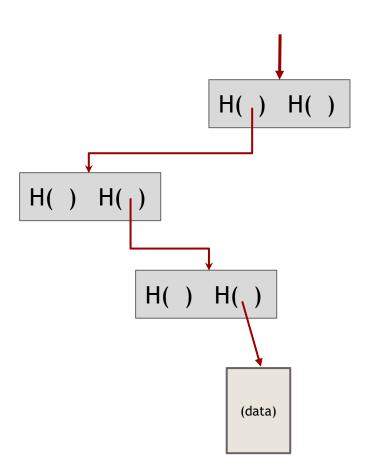
MERKLE TREE - BITCOIN CONSTRUCTION

Transactions are leaves in the Merkle tree, includes a coinbase transaction

- > Two hash structures:
 - > Hash chain of blocks.
 - These blocks are linked together and based off of each other.
 - ➤ A Merkle tree of transactions, internal to each block.



proving membership in a Merkle tree



show O(log n) items

ADVANTAGES OF MERKLE TREES

Tree holds many items

but just need to remember the root hash

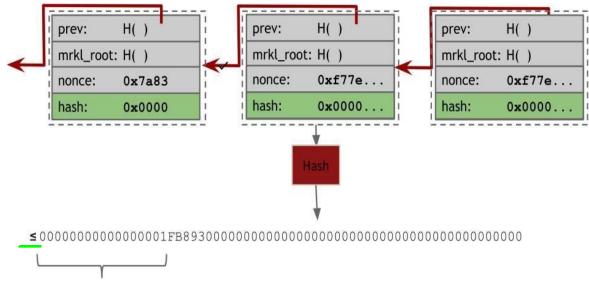
Can verify membership in O(log n) time/space

Variant: sorted Merkle tree

can verify non-membership in O(log n)

(show items before and after the missing one)

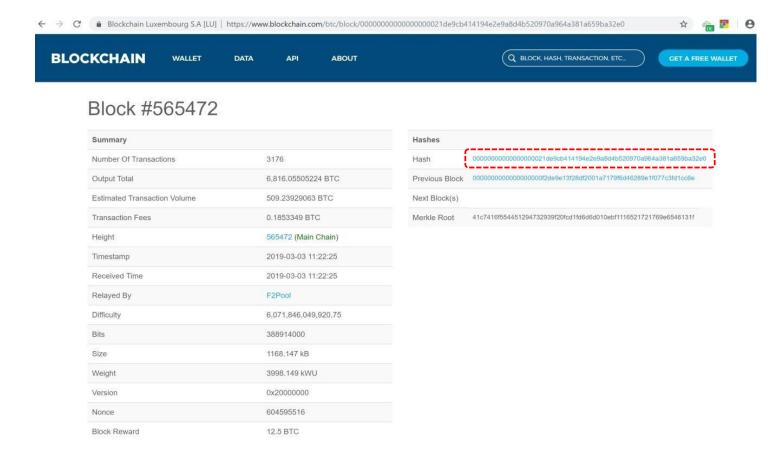
VALIDITY OF A BLOCK HEADER



76+ leading zeroes required ...

How to reach 76 bits zero a with 32 bit nonce?solutions:1- Reorder or d

VALIDITY OF A BLOCK HEADER

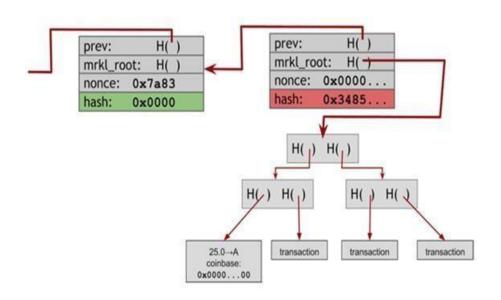


E. BITCOIN MINING

- > Previously, hash of:
 - ➤ Merkle Root
 - ➤ PrevBlockHas
 - ➤ Nonce (varied value)

below some target value.

- > Actually two nonces:
 - ➤ In the block header
 - ➤ In the coinbase tx
- > Hash of
 - ➤ PrevBlockHash
 - ➤ Coinbase nonce (varied value)
 - ➤ Affects the Merkle Root
 - ➤ Block header nonce (varied value)



What if num nodes != 2 ^ k?

MERKLE TREE - BITCOIN CONSTRUCTION

- > What if there is no solution?
 - ➤ Block header nonce is 32 bits
 - ➤ Antminer S19 pro hashes 110 TH/s
 - ➤ How long to try all combinations?
 - $\geq 2^{32}/110,000,000,000,000 = 0.000039 \text{ sec}$
 - > Exhausted 25600 times per second
 - ➤ Therefore, must change Merkle root
 - ➤ Increment coinbase nonce, then run through block header nonce again.

