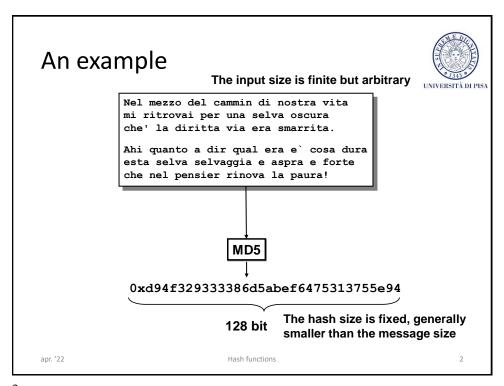


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## Informal properties



- Applicable to messages of any size
- Output of fixed length (digest, hash value, fingerprint)
- No key (!)
- "Easy" to compute
- "Difficult" to invert
- "Unique" (the hash of a message can be used to "uniquely" represent the message) →
  - The output should be highly sensitive to all inputs >
  - if we make minor modifications to the input, the output should look like very different

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3

## Informal properties



- The fingerprint must be highly sensitive to all input bits
  - Input «I am not a crook»
    - Hash (MD5): 6d17fcd4ae0e82fa4409f4ea6f4106a6
  - Input «I am not a cook»
    - Hash (MD5): 9ebe3d42d5c01fc59fe3daacbf42f515
- https://www.fileformat.info/tool/hash.htm

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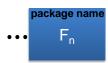
# Example: protecting files



Software packages









- When user downloads package, can verify that contents are valid
  - H collision resistant ⇒
     attacker cannot modify package without detection
- No key needed (public verifiability), but requires readonly space

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5

# Example: protecting files



#### Prelievo da WinRAR.it

- · Se il prelievo non è ancora partito, clicca qui per scaricare la versione richiesta
- · Oppure torna alla pagina dei prelievi file

Verifica Integrità del file appena prelevato (checksum)

Nome File: WinRAR-x64-600b1it.exe

Dimensione: 3.442 K

MD5: c11ac9a41e5d178e65417faa6dccf75f

SHA-1: c9a2e9ca312573aaaa7b0c16fd49cb3ce40bf54f

SHA-256: 07a60c7da09679960aa2e9e7335194506cff71caebf0be62b97069d8619221f6

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## Properties: collisions



A hash function H: {0,1}\* → {0,1}<sup>n</sup>

- Properties
  - Compression: H maps an input x of arbitrary finite length into an output H(x) of fixed length n
  - Ease to compute: given x, H(x) must be "easy" to compute
  - Many-to-one: a hash function is many-to-one and thus implies collisions (pigeonhole principle)
- (Def) A collision for H is a pair x<sub>0</sub>, x<sub>1</sub> s.t. H(x<sub>0</sub>) = H(x<sub>1</sub>) and x<sub>0</sub> ≠ x<sub>1</sub>

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## Security properties



- Preimage resistance (one-wayness)
  - For essentially all pre-specified outputs, it is computationally infeasible to find any input which hashes to that output
    - i.e., given an output y, to find x such that y = h(x) for which x is not known
- 2nd-preimage resistance (weak collision resistance)
  - it is computationally infeasible to find any second input which has the same output as any specified input
    - i.e., given x, to find  $x' \neq x$  such that h(x) = h(x')
- Collision resistance (strong collision resistance)
  - it is computationally infeasible to find any two distinct inputs which hash to the same output,

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• i.e., find x, x' such that h(x) = h(x')

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#### Classification



- One-way hash function (OWHF)
  - Provides preimage resistance, 2-nd preimage resistance
  - OWHF is also called weak one-way hash function
- Collision resistant hash function (CRHF)
  - Provides 2-nd preimage resistance, collision resistance
  - CRHF is also called strong one-way hash function

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9

# Relationship between security properties



- FACT 1 Collision resistance implies 2nd preimage resistance
- FACT 2 Collision resistance does not imply preimage resistance
  - However, in practice, CRHF almost always has the additional property of preimage resistance

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## **Attacking Hash Functions**



- An attack is successful if it produces a collision (forgery)
- Types of forgery
  - Selective forgery: the adversary has complete, or partial, control over x
  - Existential forgery: the adversary has no control over x

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11

#### Black box attacks





- Consider H as a black box
- Only consider the output bit length n
- Assume H approximates a random variable
  - Each output is equally likely for a random input (so weak collisions exist for all output values)

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## Specific Black box Attacks





- Guessing attack
  - find a 2<sup>nd</sup> pre-image
  - Running time: O(2<sup>n</sup>) hash ops
- · Birthday attack:
  - find a collision
  - Running time: O(2<sup>n/2</sup>) hash ops
- These attacks constitute a security upper bound
  - More efficient analytical attacks may exist (e.g., against MD5, SHA-1)

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13

## **Guessing attack**





- Objective: to find a 2<sup>nd</sup> pre-image
  - Given  $x_0$ , find  $x_1 \neq x_0$  s.t.  $H(x_0) = H(x_1)$
- The attack

```
int GuessingAttack(x0) {
    repeat
        x1 ← random(); // guessing
    until h(x0) == h(x1)
    return x1;
}
```

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14

## **Guessing attack**





- · Running time
  - Every step requires
    - 1 random number generation: efficient!
    - 1 hash function computation: efficient!
  - Constant and negligible data/storage complexity
  - Running time in the order of 2<sup>n</sup> operations

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15

# Birthday attack





- Start with
  - $-x_1$  = «Transfer \$10 into Oscar's account»
  - $-x_2$  = «Transfer \$10.000 into Oscar's account»
- The attack
  - Do
    - Alter x<sub>1</sub> and x<sub>2</sub> at non-visible locations so that semantics is unchanged (e.g., insert spaces, tabs, return,...)
  - Until  $H(x_1) == H(x_2)$

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16

# Birthday attack





- The birthday attack algorithm
  - 1. Choose N =  $2^{n/2}$  random input messages  $x_1, x_2, ..., x_N$  (distinct w.h.p.)
  - 2. For i := 1 to N compute  $t_i = H(x_i)$
  - 3. Look for a collision  $(t_i = t_i)$ ,  $i \neq j$ . If not found, go to step 1.
- Attack complexity
  - Running Time: 2<sup>n/2</sup>
  - Space: 2<sup>n/2</sup>
  - Probability of collision is 50%

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17

# Birthday paradox: intuition





- Problem #1.
  - In a room of t = 23 people, what is the probability that at least a person is born on 25 December?
    - Answer: 23/365 = 0.063
- Problem #2.
  - In a room of t = 23 people, what is the probability that at least 2 people have the same birthdate?
    - Answer: 0.507

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18

## Birthday attack





- Apply the birthday paradox to hash function
  - We have:  $2^n$  elements and t inputs  $(x_1, x_2, ..., x_t)$

$$\begin{array}{l} - \ \pi = \Pr[\text{no collision}] = \left(1 - \frac{1}{2^n}\right) \left(1 - \frac{2}{2^n}\right) \cdots \left(1 - \frac{t-1}{2^n}\right) = \\ \prod_{i=1}^{t-1} \left(1 - \frac{i}{2^n}\right) \approx \prod_{i=1}^{t-1} e^{-\frac{i}{2^n}} = e^{-\frac{1+2+\cdots+t-1}{2^n}} \approx e^{-\frac{t(t-1)}{2^{n+1}}} \cong e^{-\frac{t^2}{2^{n+1}}} \end{array}$$

- Probability of collision  $\lambda = 1 \pi$
- Solve in t,  $\rightarrow t \approx 2^{(n+1)/2} \sqrt{\ln\left(\frac{1}{1-\lambda}\right)}$
- For  $\lambda$  = 0.5, t  $\approx 1.2 \times 2^{n/2}$

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19

## Birthday attack





- · In practice,
  - The # of messages we need to hash to find a collision is in the order of the square root of the # of possible output values, i.e.,  $\sqrt{2^n} = 2^{n/2}$
- For example
  - n = 80 bit, λ = 0.5 → t ≈ 2<sup>40.2</sup> (doable with current laptops)
  - The probability of collision  $\boldsymbol{\lambda}$  does not influence the attack complexity very much
- Rule of thumb: sizeof(digest) = 2 × sizeof(key)
  - K: block cipher key

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# HOW TO BUILD HASH FUNCTIONS

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21

# Types of hash functions



- Dedicated hash functions
- Block cipher-based hash functions

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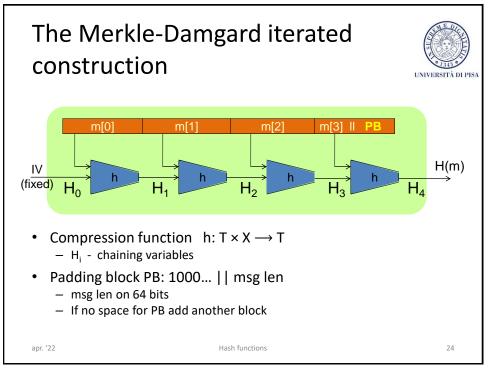
#### How to build a hash function



- Approach
  - Given a CRHF for short messages, construct a CRHF for long messages
- · Solution:
  - The Merkle-Damgard iterated construction

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23



## Merkle-Damgard collision resistance



- THEOREM. if compression function h is collision resistant then so is H.
  - Proof (by contradiction)
  - Collision on H → collision on h.
     Q.E.D.
- Comment
  - To construct a CRHF, it suffices to construct a collision resistant compression function

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25

# Hash functions from block ciphers



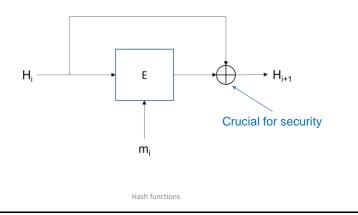
- Use block cipher chaining techniques
  - Matyas-Meyer-Oseas
    - Davies-Meyer
    - Miyaguchi-Preneel
    - Use block ciphers with 192/256 bit blocks
      - E.g. AES
- Cons
  - (digest size = block size) may be not enough for collision resistance
  - Possible solutions
    - Use block cipher with larger blocks (AES-192, AES-256)
    - Hirose scheme: use several instances of the block cipher

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## Davies-Meyer



Finding a collision h(H, m) = h(H', m') requires  $2^{m/2}$ evaluations of  $(E, D) \Rightarrow$  best possible!



27

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## **Exercise**



- Problem
  - If we remove the xor, the compression function is not collision resistant anymore.
  - Proof (by contradiction)
    - Remove the xor  $\rightarrow$  h(H, m) = E(m, H)
    - To construct a collision (H, m) and (H', m') is easy
      - Choose a random triple (H, m, m')
      - Determine H' such that  $E(m, H) = E(m', H') \rightarrow H' = D(m', E(m, H))$

Q.E.D.

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28

# The MD4 family



Algorithm		Output	Input	No. of	Collisions
		[bit]	[bit]	rounds	found
MD5		128	512	64	yes
SHA-1		160	512	80	yes
SHA-2	SHA-224	224	512	64	no
	SHA-256	256	512	64	no
	SHA-384	384	1024	80	no
	SHA-512	512	1024	80	no

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29

## MD5



- Developed in 1991
- 128-bit outuput lenght
- Collisions found in 2004, should be non longer used
  - Collision attack: O(2<sup>24.1</sup>)
  - Chosen-prefix collision attack: O(2<sup>39</sup>)

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#### SHA-1



- Designed by NSA and standardised by NIST in 1995
- 160 bits output length
- Collision on SHA-1 in 2017, now deprecated
  - CWI Google team
  - Forged PDF documents
  - Running time
    - Over 9+ quintillion SHA1 computations that took 6,500 years of CPU computation and 100 years of GPU computations however 10<sup>5</sup> times faster than black box attack
      - https://www.cwi.nl/news/2017/cwi-and-google-announce-firstcollision-for-industry-security-standard-sha-1

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32

32

#### Other hash functions



- SHA-2
  - 256-bit or 512-bit output lenght
  - No known significan weaknesses
- SHA-3/Keccak
  - Result from public competition from 2008-2012
  - Very different design than SHA family
    - Requirement from NIST to defend from possible weakness in SHA family
  - Support 224, 256, 384, and 512-bit output lenght

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33

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#### **USES OF HASH FUNCTIONS**

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34

## Uses of hash functions



- Digital signatures
  - Requires strong collision resistance
- Password storage
  - Requires weak collision resistance
- · Authentication of origin
  - Requires weak collision resistance
- Identification (one-time password)
  - Requires weak collision resistance and one-wayness

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**Hash Functions** 

#### **AUTHENTICATION OF ORIGIN**

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36

## Integrity vs authentication



- Message integrity
  - The property whereby data has not been altered in an unauthorized manner since the time it was created, transmitted, or stored by an authorized source
- Message origin authentication
  - A type of authentication whereby a party is corroborated as the (original) source of specified data created at some time in the past
- Data origin authentication => data integrity

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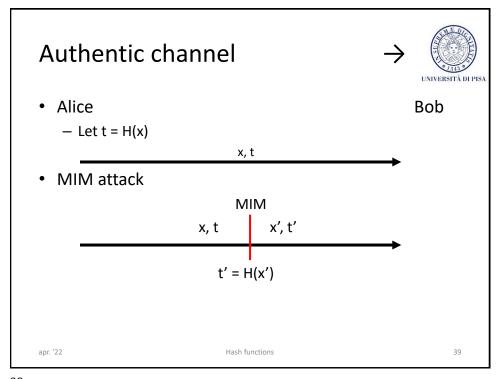
# Use of hash functions for authentication



 The purpose of a hash functions, in conjunction with other mechanisms (authentic channel, encryption, digital signature), is to provide message integrity and authentication

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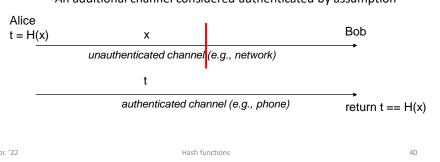
38



#### Authentic channel



- Alice
  - Computes t = H(x)
  - Sends x to Bob through the network
  - Reads t to Bob over the phone
    - · An additional channel considered authenticated by assumption



40

## Hash functions with block ciphers



•  $E_k(x | H(x))$ 

- recommended
- Confidentiality and integrity
  - As secure as E
  - H has weaker properties than digital signatures
- x, E<sub>k</sub>(H(x))

- not recommended
- Prove that sender has seen H(x)
  - H must be collision resistant
  - Key k must be used only for this integrity function
- $E_k(x)$ , H(x)

not recommended

- H(x) can be used to check guesses on x
- H must be collision resistant

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41