Cryptography and Network Security

Third Edition

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Chapter 12 – Hash Algorithms

Each of the messages, like each one he had ever read of Stern's commands, began with a number and ended with a number or row of numbers. No efforts on the part of Mungo or any of his experts had been able to break Stern's code, nor was there any clue as to what the preliminary number and those ultimate numbers signified.

***—Talking to Strange Men,* Ruth Rendell**

Hash Algorithms

- see similarities in the evolution of hash functions & block ciphers
  - increasing power of brute-force attacks
  - leading to evolution in algorithms
  - from DES to AES in block ciphers
  - from MD4 & MD5 to SHA-1 & RIPEMD-160 in hash algorithms
- likewise tend to use common iterative structure as do block ciphers

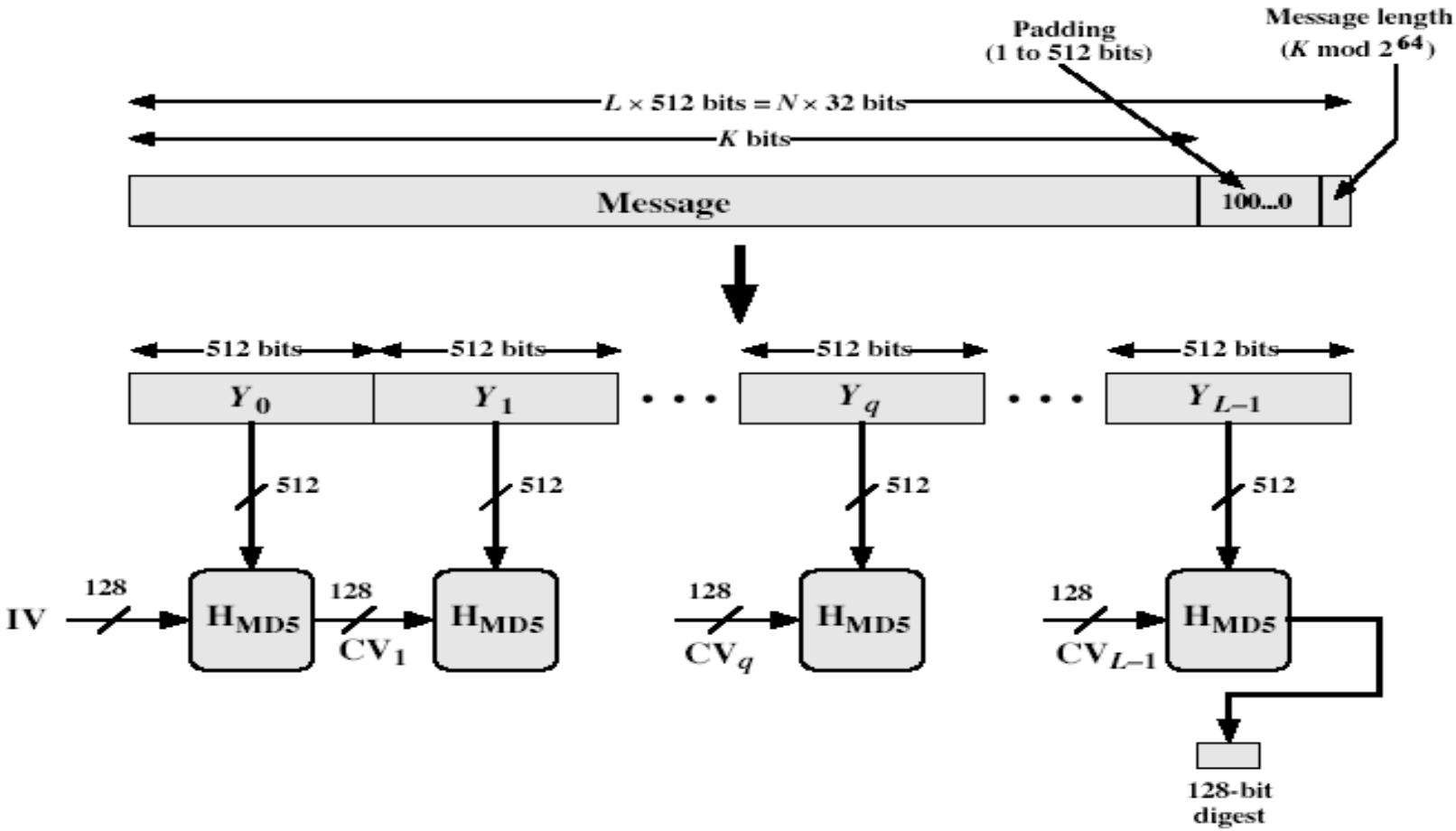
MD5

- designed by Ronald Rivest (the R in RSA)
- latest in a series of MD2, MD4
- produces a 128-bit hash value
- until recently was the most widely used hash algorithm
  - in recent times have both brute-force & cryptanalytic concerns
- specified as Internet standard RFC1321

MD5 Overview

1. pad message so its length is 448 mod 512
2. append a 64-bit length value to message
3. initialise 4-word (128-bit) MD buffer (A,B,C,D)
4. process message in 16-word (512-bit) blocks:
   - using 4 rounds of 16 bit operations on message block & buffer
   - add output to buffer input to form new buffer value
5. output hash value is the final buffer value

MD5 Overview



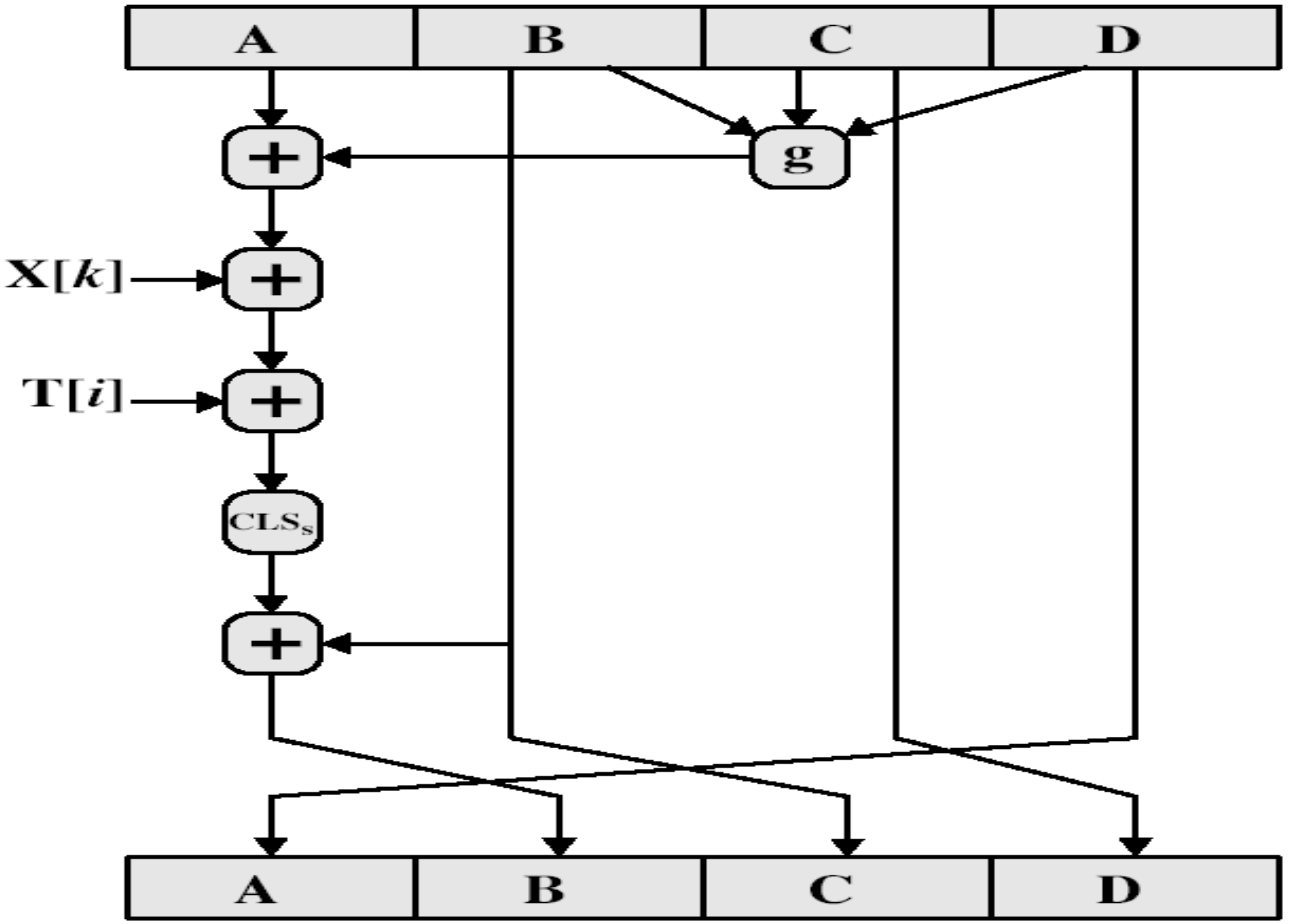
MD5 Compression Function

- each round has 16 steps of the form:

```
a = b+((a+g(b,c,d)+X[k]+T[i])<<<s)
```

- a,b,c,d refer to the 4 words of the buffer, but used in varying permutations
  - note this updates 1 word only of the buffer
  - after 16 steps each word is updated 4 times
- where g(b,c,d) is a different nonlinear function in each round (F,G,H,I)
- T[i] is a constant value derived from sin

MD5 Compression Function



MD4

- precursor to MD5
- also produces a 128-bit hash of message
- has 3 rounds of 16 steps vs 4 in MD5
- design goals:
  - collision resistant (hard to find collisions)
  - direct security (no dependence on "hard" problems)
  - fast, simple, compact
  - favours little-endian systems (eg PCs)

Strength of MD5

- MD5 hash is dependent on all message bits
- Rivest claims security is good as can be
- known attacks are:
  - Berson 92 attacked any 1 round using differential cryptanalysis (but can't extend)
  - Boer & Bosselaers 93 found a pseudo collision (again unable to extend)
  - Dobbertin 96 created collisions on MD compression function (but initial constants prevent exploit)
- conclusion is that MD5 looks vulnerable soon

Secure Hash Algorithm (SHA-1)

- SHA was designed by NIST & NSA in 1993, revised 1995 as SHA-1
- US standard for use with DSA signature scheme
  - standard is FIPS 180-1 1995, also Internet RFC3174
  - nb. the algorithm is SHA, the standard is SHS
- produces 160-bit hash values
- now the generally preferred hash algorithm
- based on design of MD4 with key differences

SHA Overview

1. pad message so its length is 448 mod 512
2. append a 64-bit length value to message
3. initialise 5-word (160-bit) buffer (A,B,C,D,E) to
   (67452301,efcdab89,98badcfe,10325476,c3d2e1f0)
4. process message in 16-word (512-bit) chunks:
   - expand 16 words into 80 words by mixing & shifting
   - use 4 rounds of 20 bit operations on message block & buffer
   - add output to input to form new buffer value
5. output hash value is the final buffer value

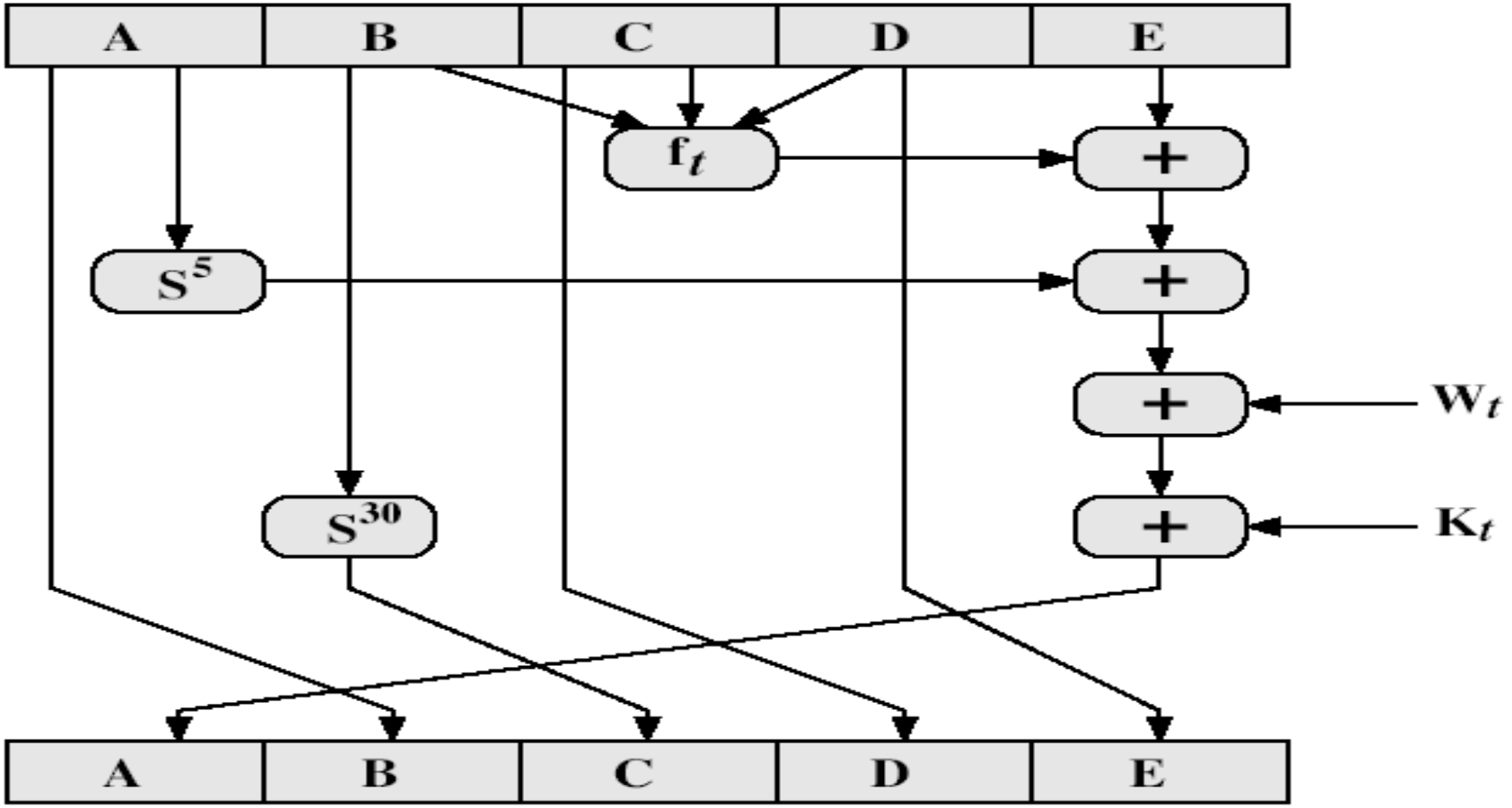
SHA-1 Compression Function

- each round has 20 steps which replaces the 5 buffer words thus:

  $(A,B,C,D,E) \leftarrow (E+f(t,B,C,D)+(A<<5)+W_t+K_t),A,(B<<30),C,D)$

- a,b,c,d refer to the 4 words of the buffer
- t is the step number
- $f(t,B,C,D)$ is nonlinear function for round
- W_t is derived from the message block
- K_t is a constant value derived from sin

SHA-1 Compression Function



SHA-1 verses MD5

- brute force attack is harder (160 vs 128 bits for MD5)
- not vulnerable to any known attacks (compared to MD4/5)
- a little slower than MD5 (80 vs 64 steps)
- both designed as simple and compact
- optimised for big endian CPU's (vs MD5 which is optimised for little endian CPU’s)

Revised Secure Hash Standard

- NIST have issued a revision FIPS 180-2
- adds 3 additional hash algorithms
- SHA-256, SHA-384, SHA-512
- designed for compatibility with increased security provided by the AES cipher
- structure & detail is similar to SHA-1
- hence analysis should be similar

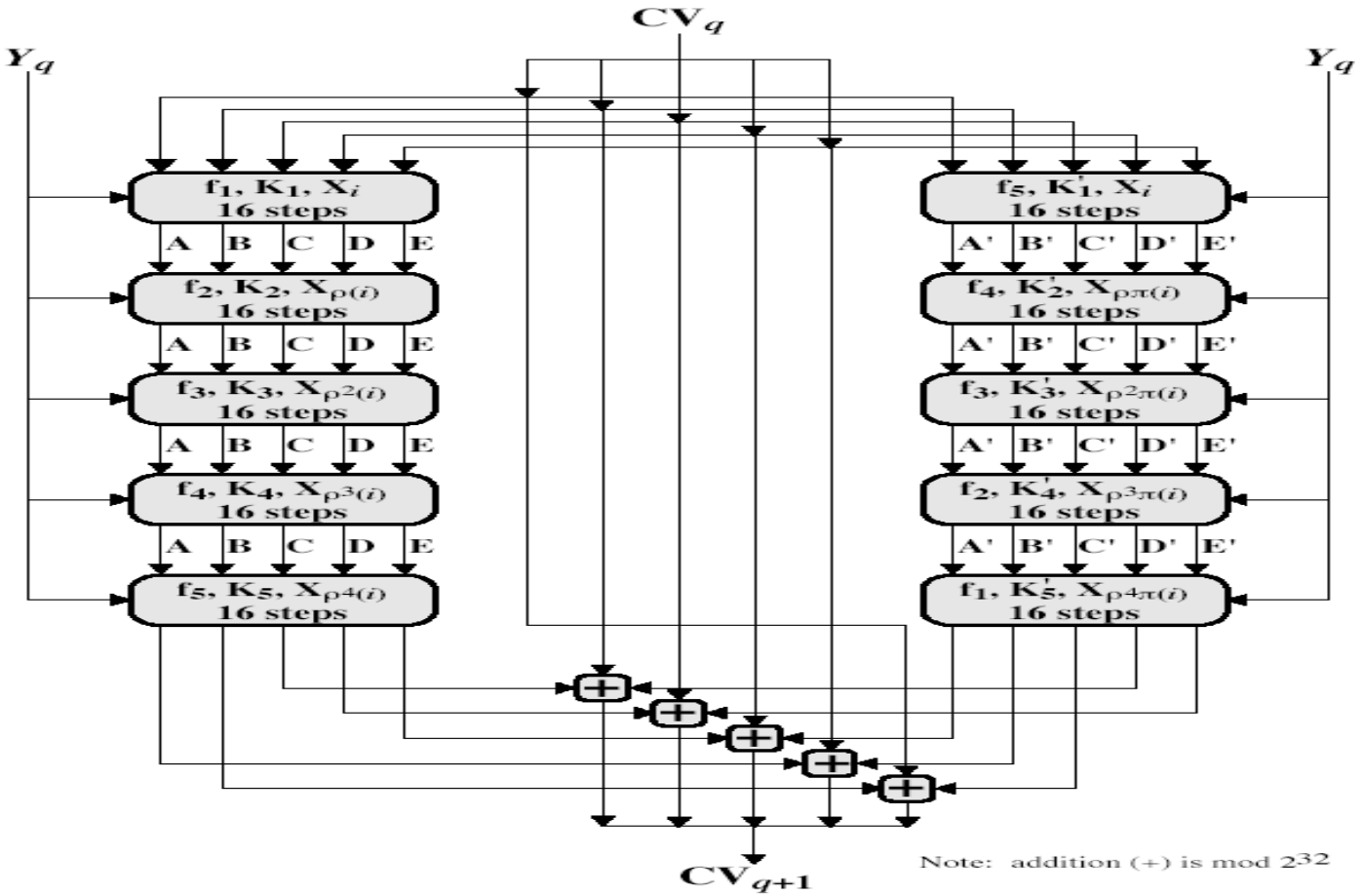
RIPEMD-160

- RIPEMD-160 was developed in Europe as part of RIPE project in 96
- by researchers involved in attacks on MD4/5
- initial proposal strengthen following analysis to become RIPEMD-160
- somewhat similar to MD5/SHA
- uses 2 parallel lines of 5 rounds of 16 steps
- creates a 160-bit hash value
- slower, but probably more secure, than SHA

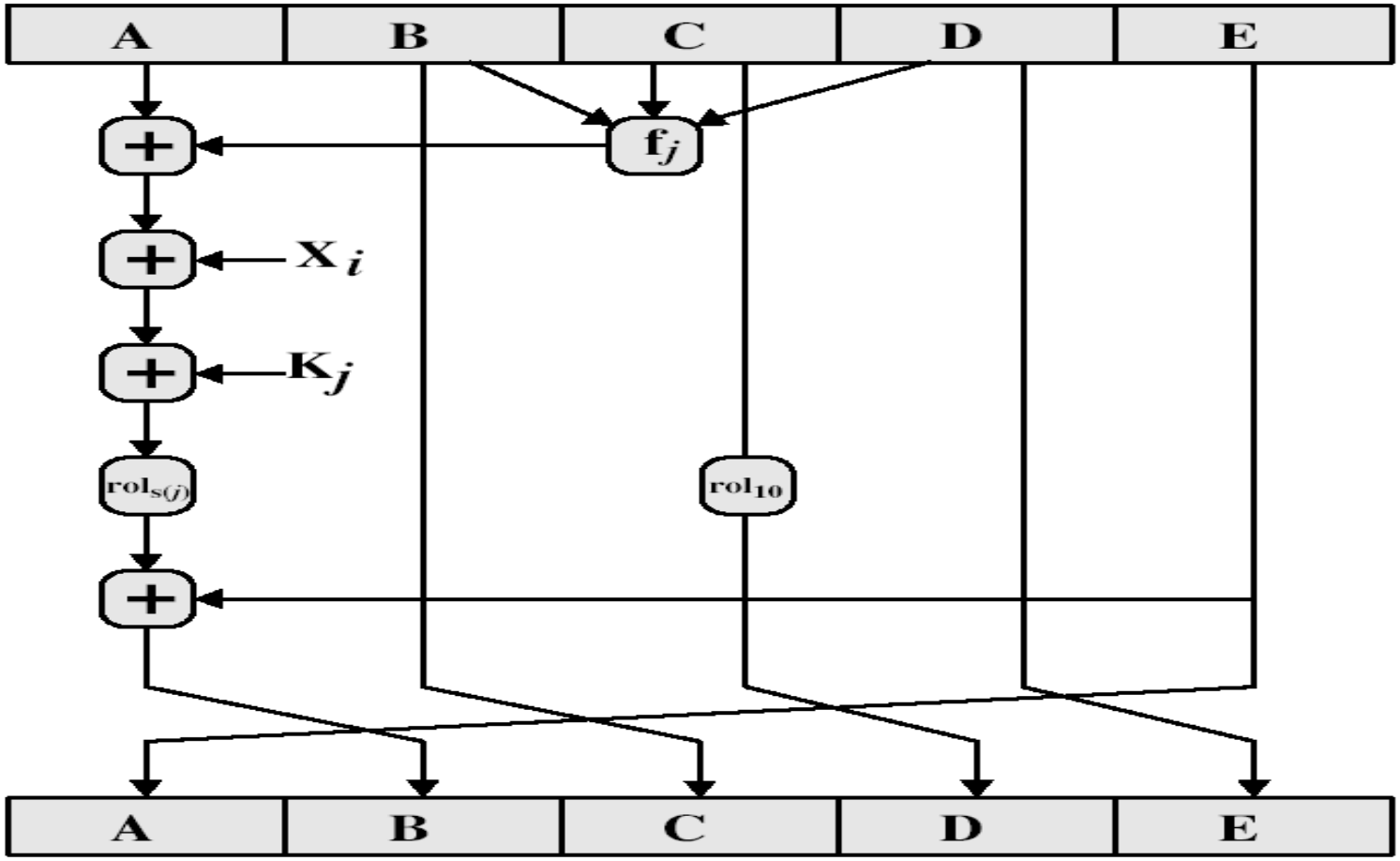
RIPEMD-160 Overview

1. pad message so its length is 448 mod 512
2. append a 64-bit length value to message
3. initialise 5-word (160-bit) buffer (A,B,C,D,E) to
   (67452301,efcdab89,98badcfe,10325476,c3d2e1f0)
4. process message in 16-word (512-bit) chunks:
   - use 10 rounds of 16 bit operations on message block & buffer – in 2 parallel lines of 5
   - add output to input to form new buffer value
5. output hash value is the final buffer value

RIPEMD-160 Round



RIPEMD-160 Compression Function



RIPEMD-160 Design Criteria

- use 2 parallel lines of 5 rounds for increased complexity
- for simplicity the 2 lines are very similar
- step operation very close to MD5
- permutation varies parts of message used
- circular shifts designed for best results

RIPEMD-160 verses MD5 & SHA-1

- brute force attack harder (160 like SHA-1 vs 128 bits for MD5)
- not vulnerable to known attacks, like SHA-1 though stronger (compared to MD4/5)
- slower than MD5 (more steps)
- all designed as simple and compact
- SHA-1 optimised for big endian CPU's vs RIPEMD-160 & MD5 optimised for little endian CPU’s

Keyed Hash Functions as MACs

- have desire to create a MAC using a hash function rather than a block cipher
  - because hash functions are generally faster
  - not limited by export controls unlike block ciphers
- hash includes a key along with the message
- original proposal:

```
KeyedHash = Hash(Key|Message)
```

  - some weaknesses were found with this
- eventually led to development of HMAC

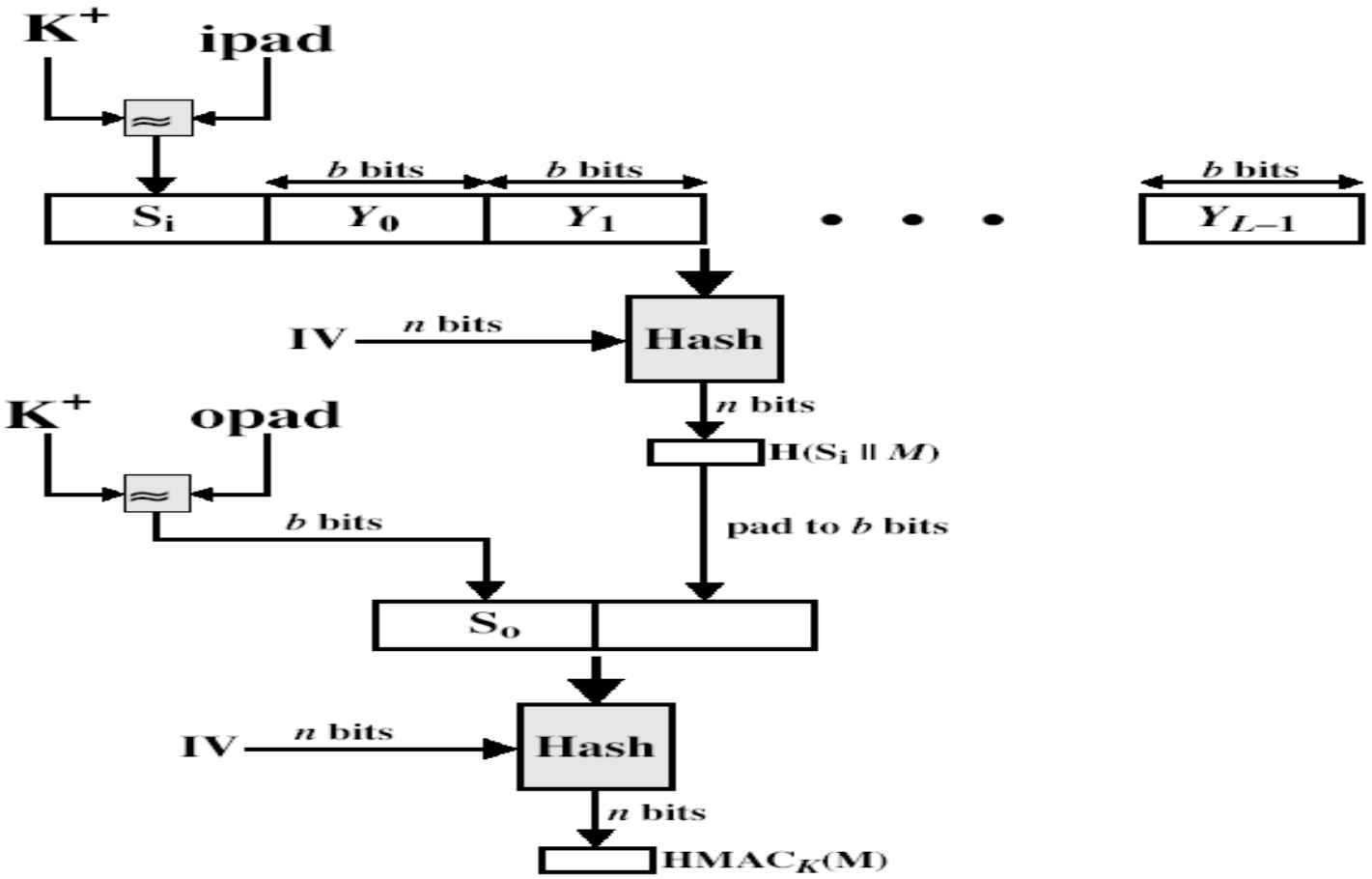
HMAC

- specified as Internet standard RFC2104
- uses hash function on the message:

$$HMAC_K = Hash[(K^+ \text{ XOR opad}) \,||\, Hash[(K^+ \text{ XOR ipad})||M)]]$$

- where K^+ is the key padded out to size
- and opad, ipad are specified padding constants
- overhead is just 3 more hash calculations than the message needs alone
- any of MD5, SHA-1, RIPEMD-160 can be used

HMAC Overview



HMAC Security

- know that the security of HMAC relates to that of the underlying hash algorithm
- attacking HMAC requires either:
  - brute force attack on key used
  - birthday attack (but since keyed would need to observe a very large number of messages)
- choose hash function used based on speed verses security constraints

Summary

- have considered:
  - some current hash algorithms: MD5, SHA-1, RIPEMD-160
  - HMAC authentication using hash function