# Freestart collision for 76-step SHA-1

Pierre Karpman<sup>1,2</sup>, Thomas Peyrin<sup>2</sup>, Marc Stevens<sup>3</sup>

1 Inria, France2 NTU, Singapore3 CWI, Netherlands

https://marc-stevens.nl/research/sha1freestart

## Freestart attack

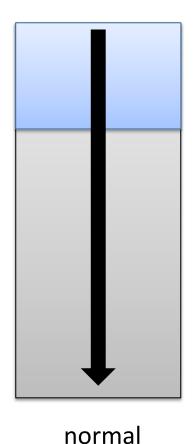
Attack on the compression function only

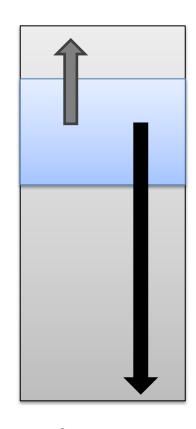
Search for colliding pairs

Compress(IV,M) = Compress(IV',M')

with IV,M,IV',M' free

# Attack design





freestart

Conditions optimized using Joint Local Collision Analysis

#### Collision search:

- 1. Solve steps 0-16
- 2. Use 51 neutral bits to solve steps 17-26
- 3. Verify steps 27-75

#### Neutral bits:

- Alter steps 0-5 backward
- (Almost) don't interfere with pre-fulfilled conditions

# Complexity

• i5-4570 @ 3.2 GHz: 2<sup>49.1</sup> eqv. SHA-1 compress 606.12 cpucore days

GTX 970 @ 1.2 GHz: 2<sup>50.1</sup> eqv. SHA-1 compress
4.94 gpu days

Raw SHA-1: 1 GPU ≈ 256 CPU cores

Our attack: 1 GPU ≈ 123 CPU cores

-3 1110100101000000101000110101010 -2 0000111110100110100111110001111**P**0 -1 0100000110111000001110110101110**P** 0 100000011011111110010001100000110 1 100100011001100111100000000P0110 2 00111M11011011011111100P110111M11 3 10000M01011110010P000011M1001M00 4 0M0100111001P101100M1111M10010P1 5 1P001010001110M0101M000111P0P110 6 000M1M1M1MMPPPP001P0M1MM1110100M 7 1P0M1PM0MP10PM00PPMP11100P010111 9 MMP001101011000010PM001100M11101 10 M1001011100011101100100111011001 11 111M1111100111001001101000011100 12 P0P10101011101101100111101011011 13 01P01011111111010001011000M10000 14 00P00001101101110001101001000101 15 1M1101001000001101111110111011011 16 P0010001010001100111101000011110 17 P1M11001101101100001000010111100 18 P0001011010100101001111010000100 19 1M011001100001101010111101000001 20 M00100011001100110001101111011110 21 M1M100101001000010000000011101110 22 M10000011011010001111101010111101 23 M0P10101011010110111000111101010 24 00111101110100010111001101111101 25 11M00111011000110011001100000011 26 M0000100110110110101010100101001 0MM1001111100010010001010101011001

-4 11110001010000100001111000100011

- 28 11011110100011000011001011100001 000100010110010101111011110111010 30 M00100000100011101000000000111000 31 M0011001111000101110101110011101 32 01010000010001111100100011000100 33 11111011101100101110011101100000 34 01010110110001101001100011001101 35 10101000100100010011010010110011 36 00000001100001110010100111111111 37 M0000111011010010010110111000011 38 011011001010100010010001111110100 39 P0110110010010000101101000000111 40 1110101101111110101111111100101001 41 M1000111100011110100000101001010 42 00000110000100100010000111011011 43 1P100100000010110000110101110100 44 100110101100001110110011111111101 45 100101000010111101001000001111110 46 P10111111110011011000111001011010 47 010100111011110111000101111101101 48 0011110101111000010101111101010111 49 101011111110000001100100011101010 50 001010101111110100101111110001101 51 P1010000001010000101111000000100 52 01111100100001110000101100011010 53 11101010100110111011010111101110 54 00011101001010111100101101110101 55 00001110000000101010000111110101 56 0111110011010111110100011111001110 57 M1000000110100011011110011100011 58 001110001010001010010111111011010 59 M0010110110101001001001111011101 60 011101100011111110000100100100010
- 61 101011000111111010000001101100010 62 110011111101011111110110100110000 63 100010011111011101100000111100110 64 101101011101011010111110001101111 001110111011001101011110011101011 66 110100110011111010010111111110111 10110011010001000001100111001000 68 010010101111111110010110100001010 69 110000101110010110101111100101011 01110111111011010101000100001011 0011100100111110110101000110101**P** 72 01101010001010000110111001110011 73 100010100101111100101011011111000 74 100000101101001001111011101001**M**1 00010000110010011111110011010011M 76 00101101100010100011101000001010 0 101011110100100101011110100010000 1 0101001010000010001101010100000011 2 11100100100111100100011001111000 3 110111001110011111111001110110011 4 11010110110110101010001100100100

#### Example collision

https://marc-stevens.nl /research/sha1freestart

## Outlook

Freestart collision for 80-step SHA-1

• Same disturbance vector: x 274

1355 gpu days

• Better disturbance vector: > x10 ?

> 50 gpu days