



# Cryptographic Hash Functions and Key Derivation

Applied Cryptography – Spring 2024

---

Bart Mennink

February 26, 2024

Institute for Computing and Information Sciences  
Radboud University

- We learned the basics of symmetric cryptography:
  - Encryption
  - Message authentication
  - Authenticated encryption
- These can be built from (a.o.):
  - Tweakable block ciphers
  - Block ciphers
  - Permutations

- We learned the basics of symmetric cryptography:
  - Encryption
  - Message authentication
  - Authenticated encryption
- These can be built from (a.o.):
  - Tweakable block ciphers
  - Block ciphers
  - Permutations
- There is one more core functionality of symmetric cryptography:

### Cryptographic hashing

Hash Functions

History

Indifferentiability

Sponges

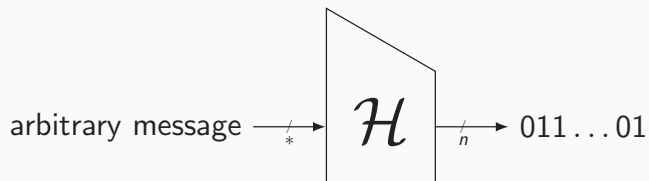
Keccak and SHA-3

Key Derivation Functions

Conclusion

# Hash Functions

---



- Function  $\mathcal{H}$  from  $\{0,1\}^*$  to  $\{0,1\}^n$ 
  - No key input
  - Variable-length input
  - Classically fixed length output (but could be variable as well)

## Example: Digital Signatures

- Suppose you want to sign a message  $M$  with a private key  $PrK$ :

$$\sigma = \text{sign}(PrK, M)$$

- You can send  $(M, \sigma)$  to the receiver
- The receiver can use your public key  $PK$  to verify:

$$\text{verify}(PK, M, \sigma)$$

## Example: Digital Signatures

- Suppose you want to sign a message  $M$  with a private key  $PrK$ :

$$\sigma = \text{sign}(PrK, M)$$

- You can send  $(M, \sigma)$  to the receiver
- The receiver can use your public key  $PK$  to verify:

$$\text{verify}(PK, M, \sigma)$$

- If  $M$  is huge, computing  $\text{sign}(PrK, M)$  can be costly



## Example: Digital Signatures

- Suppose you want to sign a message  $M$  with a private key  $PrK$ :

$$\sigma = \text{sign}(PrK, M)$$

- You can send  $(M, \sigma)$  to the receiver
- The receiver can use your public key  $PK$  to verify:

$$\text{verify}(PK, M, \sigma)$$

- If  $M$  is huge, computing  $\text{sign}(PrK, M)$  can be costly
- One solution is to sign  $\mathcal{H}(M)$  instead:  $\sigma = \text{sign}(PrK, \mathcal{H}(M))$

## Example: Digital Signatures

- Suppose you want to sign a message  $M$  with a private key  $PrK$ :

$$\sigma = \text{sign}(PrK, M)$$

- You can send  $(M, \sigma)$  to the receiver
- The receiver can use your public key  $PK$  to verify:

$$\text{verify}(PK, M, \sigma)$$

- If  $M$  is huge, computing  $\text{sign}(PrK, M)$  can be costly
- One solution is to sign  $\mathcal{H}(M)$  instead:  $\sigma = \text{sign}(PrK, \mathcal{H}(M))$
- This is fine, as long as one cannot come up with two different messages  $M, M'$  that hash to the same value!

## Example: Digital Signatures

- Suppose you want to sign a message  $M$  with a private key  $PrK$ :

$$\sigma = \text{sign}(PrK, M)$$

- You can send  $(M, \sigma)$  to the receiver
- The receiver can use your public key  $PK$  to verify:

$$\text{verify}(PK, M, \sigma)$$

- If  $M$  is huge, computing  $\text{sign}(PrK, M)$  can be costly
- One solution is to sign  $\mathcal{H}(M)$  instead:  $\sigma = \text{sign}(PrK, \mathcal{H}(M))$
- This is fine, as long as one cannot come up with two different messages  $M, M'$  that hash to the same value!
- This is called **collision resistance** of the hash function

## Example: Forging Digital Signatures

- Sometimes, collision resistance is a too strong requirement
- Suppose you intercept a message  $M$  with a signature  $\sigma = \text{sign}(PrK, \mathcal{H}(M))$

## Example: Forging Digital Signatures

- Sometimes, collision resistance is a too strong requirement
- Suppose you intercept a message  $M$  with a signature  $\sigma = \text{sign}(\text{PrK}, \mathcal{H}(M))$
- A forgery would be a different message  $M'$  with

$$\sigma = \text{sign}(\text{PrK}, \mathcal{H}(M'))$$

## Example: Forging Digital Signatures

- Sometimes, **collision resistance** is a too strong requirement
- Suppose you intercept a message  $M$  with a signature  $\sigma = \text{sign}(\text{PrK}, \mathcal{H}(M))$
- A forgery would be a different message  $M'$  with

$$\sigma = \text{sign}(\text{PrK}, \mathcal{H}(M'))$$

- For this, it is *sufficient* to find a message  $M'$  that has the same hash value as  $M$
- So we require it to be hard for an attacker to find such a message for  $\mathcal{H}$

## Example: Forging Digital Signatures

- Sometimes, **collision resistance** is a too strong requirement
- Suppose you intercept a message  $M$  with a signature  $\sigma = \text{sign}(\text{PrK}, \mathcal{H}(M))$
- A forgery would be a different message  $M'$  with

$$\sigma = \text{sign}(\text{PrK}, \mathcal{H}(M'))$$

- For this, it is *sufficient* to find a message  $M'$  that has the same hash value as  $M$
- So we require it to be hard for an attacker to find such a message for  $\mathcal{H}$
- This is called **second preimage resistance**

## Example: Password Hashing

- Consider a server that stores hashes of passwords:  $\text{hash} = \mathcal{H}(\text{password}, \text{salt})$ 
  - Authentication is done by entering `password` and verifying `hash`



## Example: Password Hashing

- Consider a server that stores hashes of passwords:  $\text{hash} = \mathcal{H}(\text{password}, \text{salt})$ 
  - Authentication is done by entering **password** and verifying **hash**
- Suppose an adversary gets possession of **hash** and **salt**

## Example: Password Hashing

- Consider a server that stores hashes of passwords:  $\text{hash} = \mathcal{H}(\text{password}, \text{salt})$ 
  - Authentication is done by entering **password** and verifying **hash**
- Suppose an adversary gets possession of **hash** and **salt**
- It manages to **pass authentication** if it can find a **password** for the given **hash** and **salt**

## Example: Password Hashing

- Consider a server that stores hashes of passwords:  $\text{hash} = \mathcal{H}(\text{password}, \text{salt})$ 
  - Authentication is done by entering **password** and verifying **hash**
- Suppose an adversary gets possession of **hash** and **salt**
- It manages to **pass authentication** if it can find a **password** for the given **hash** and **salt**
- So we require it to be hard for an attacker to find such a preimage for  $\mathcal{H}$
- This is called **preimage resistance**

### Many More Applications of Hash Functions

- Destroying algebraic structure, e.g.,
  - Encryption with RSA: OAEP
  - Signing with RSA: PSS

### Many More Applications of Hash Functions

- Destroying algebraic structure, e.g.,
  - Encryption with RSA: OAEP
  - Signing with RSA: PSS

### Security Model?

- Expressing security model is not easy
- We have seen examples of **collision**, **preimage**, and **second preimage resistance**
  - These are the **classical** security requirements
  - Focal point of first part of lecture

### Many More Applications of Hash Functions

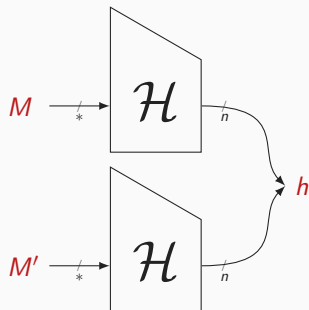
- Destroying algebraic structure, e.g.,
  - Encryption with RSA: OAEP
  - Signing with RSA: PSS

### Security Model?

- Expressing security model is not easy
- We have seen examples of **collision**, **preimage**, and **second preimage resistance**
  - These are the **classical** security requirements
  - Focal point of first part of lecture
- Ideally, we want that a hash function behaves like a *RO*
  - This is theoretically **impossible**
  - A security model that still solves this somewhat, is **indifferentiability**
  - Focal point of second part of lecture

# Classical Security Requirements

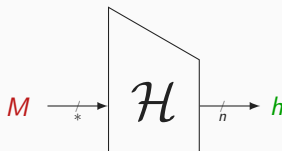
## Collision



Find  $M \neq M'$

Application:  
2012 Flame virus

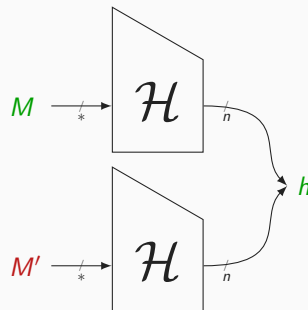
## Preimage



Given  $h$ , find  $M$

Application:  
passphrase protection

## Second Preimage



Given  $M$ , find  $M' \neq M$

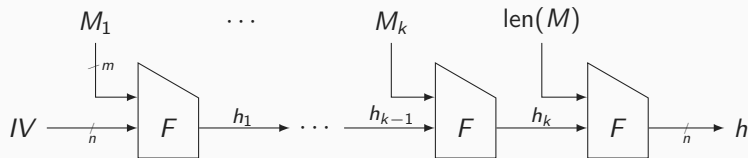
Application:  
data integrity

## History

---



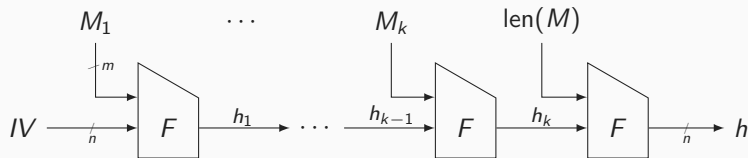
# Hash Functions from Compression Functions (1/2)



## Merkle-Damgård with Strengthening

- Damgård [Dam89] and Merkle [Mer89]
- Consecutive evaluation of compression function  $F$
- Length encoding at the end

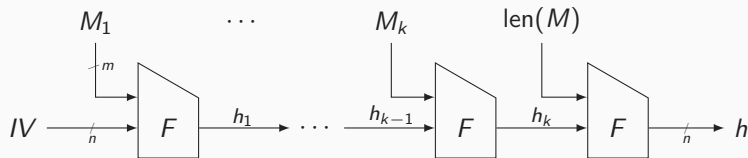
## Hash Functions from Compression Functions (1/2)



### Merkle-Damgård with Strengthening

- Damgård [Dam89] and Merkle [Mer89]
- Consecutive evaluation of compression function  $F$
- Length encoding at the end
- Used in MD5, SHA-1/2, ...

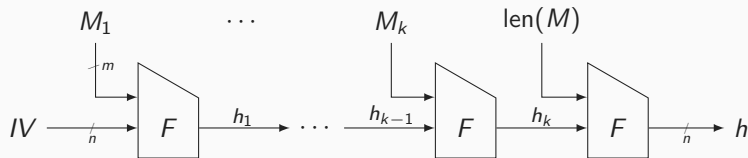
# Hash Functions from Compression Functions (1/2)



## Merkle-Damgård with Strengthening

- Damgård [Dam89] and Merkle [Mer89]
- Consecutive evaluation of compression function  $F$
- Length encoding at the end
- Used in MD5, SHA-1/2, ...
- Not a very good scheme, as we will see

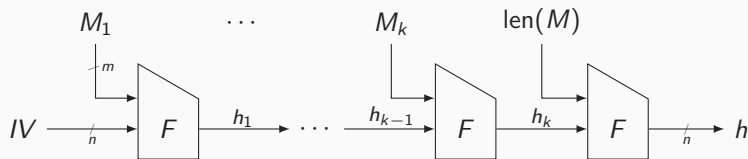
## Hash Functions from Compression Functions (2/2)



### Security of Merkle-Damgård

- $\mathcal{H}$  and  $F$  have same security models

## Hash Functions from Compression Functions (2/2)



### Security of Merkle-Damgård

- $\mathcal{H}$  and  $F$  have same security models
- We happen to have (up to some degree):

$F$  is col/sec/pre secure  $\implies \mathcal{H}$  is col/sec/pre secure

- MD5 [Rivest, 1991]
  - Based on MD4 that was an original design
  - 128-bit digest
- SHA-1 [NIST, 1995] (after SHA-0 [NIST, 1993])
  - Inspired by MD5, designed at NSA
  - 160-bit digest
- SHA-2 series [NIST, 2001/2008]
  - *Reinforced versions of SHA-1*, designed at NSA
  - 6 functions with 224-, 256-, 384- and 512-bit digest

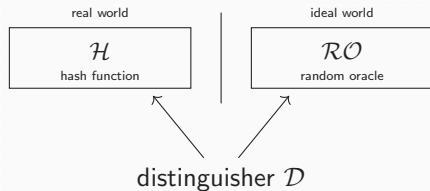
- MD5 [Rivest, 1991]
  - Based on MD4 that was an original design
  - 128-bit digest
- SHA-1 [NIST, 1995] (after SHA-0 [NIST, 1993])
  - Inspired by MD5, designed at NSA
  - 160-bit digest
- SHA-2 series [NIST, 2001/2008]
  - *Reinforced versions of SHA-1*, designed at NSA
  - 6 functions with 224-, 256-, 384- and 512-bit digest
- Internally (for each of these):
  - Merkle-Damgård iteration mode
  - $F$  based on a block cipher  $E$  in Davies-Meyer mode
  - Block cipher  $E$ : software oriented word-based design

# Indifferentiability

---

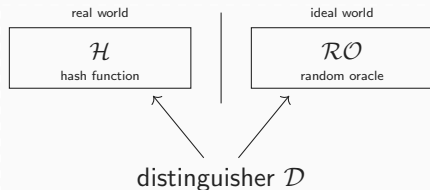


# Indistinguishability of Hash Functions (1/3)



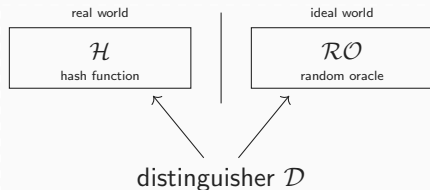
- $\mathcal{H}$  should **behave like** random oracle  $\mathcal{RO}$

# Indistinguishability of Hash Functions (1/3)



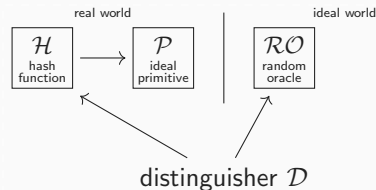
- $\mathcal{H}$  should **behave like** random oracle  $\mathcal{RO}$
- But  $\mathcal{H}$  is **not a random system**
  - Distinguisher can distinguish  $\mathcal{H}$  from  $\mathcal{RO}$  with probability 1

# Indistinguishability of Hash Functions (1/3)



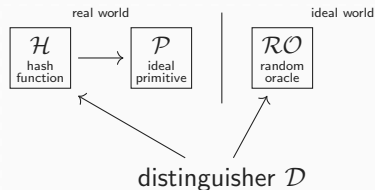
- $\mathcal{H}$  should **behave like** random oracle  $\mathcal{RO}$
- But  $\mathcal{H}$  is **not a random system**
  - Distinguisher can distinguish  $\mathcal{H}$  from  $\mathcal{RO}$  with probability 1
- Solution: **introduce randomness**

## Indistinguishability of Hash Functions (2/3)



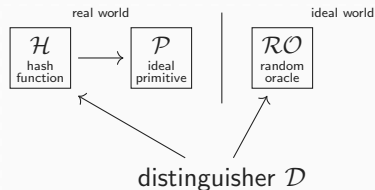
- $\mathcal{H}^{\mathcal{P}}$  for random primitive  $\mathcal{P}$  should behave like random oracle  $\mathcal{RO}$
- $\mathcal{P}$  can be ideal function  $F$ , block cipher  $E$ , permutation  $P$ , ...

## Indistinguishability of Hash Functions (2/3)



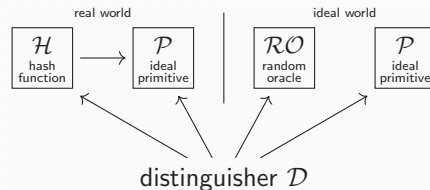
- $\mathcal{H}^{\mathcal{P}}$  for random primitive  $\mathcal{P}$  should behave like random oracle  $\mathcal{RO}$
- $\mathcal{P}$  can be ideal function  $F$ , block cipher  $E$ , permutation  $P$ , ...
- Adversarial model still too weak, we don't want to base security on secrecy of  $\mathcal{P}$
- Distinguisher should be able to evaluate  $\mathcal{P}$

## Indistinguishability of Hash Functions (2/3)



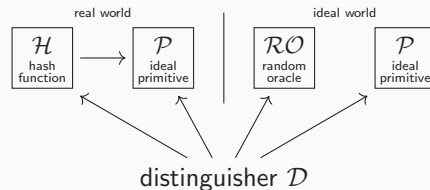
- $\mathcal{H}^{\mathcal{P}}$  for random primitive  $\mathcal{P}$  should behave like random oracle  $\mathcal{RO}$
- $\mathcal{P}$  can be ideal function  $F$ , block cipher  $E$ , permutation  $P$ , ...
- Adversarial model still too weak, we don't want to base security on secrecy of  $\mathcal{P}$
- Distinguisher should be able to evaluate  $\mathcal{P}$
- Solution: give  $\mathcal{D}$  access to  $\mathcal{P}$

# Indistinguishability of Hash Functions (3/3)



- $(\mathcal{H}^{\mathcal{P}}, \mathcal{P})$  for random primitive  $\mathcal{P}$  should behave like random oracle  $(\mathcal{RO}, \mathcal{P})$

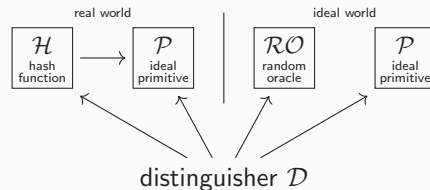
## Indistinguishability of Hash Functions (3/3)



- $(\mathcal{H}^{\mathcal{P}}, \mathcal{P})$  for random primitive  $\mathcal{P}$  should behave like random oracle  $(\mathcal{RO}, \mathcal{P})$
- Adversary can still trivially distinguish:

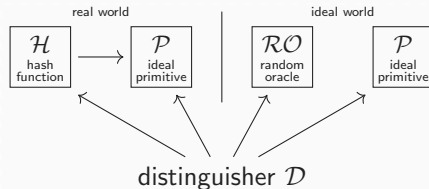


# Indistinguishability of Hash Functions (3/3)



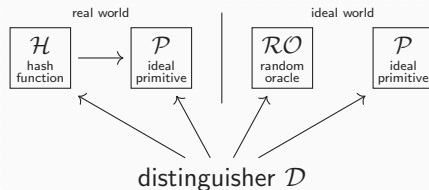
- $(\mathcal{H}^{\mathcal{P}}, \mathcal{P})$  for random primitive  $\mathcal{P}$  should behave like random oracle  $(\mathcal{RO}, \mathcal{P})$
- Adversary can still trivially distinguish:
  - Make a single construction query (to  $\mathcal{H}^{\mathcal{P}}$  or  $\mathcal{RO}$ )

## Indistinguishability of Hash Functions (3/3)



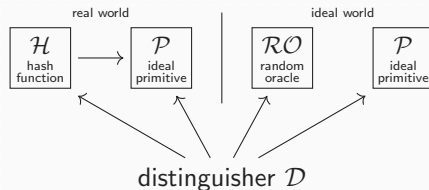
- $(\mathcal{H}^{\mathcal{P}}, \mathcal{P})$  for random primitive  $\mathcal{P}$  should behave like random oracle  $(\mathcal{RO}, \mathcal{P})$
- Adversary can still trivially distinguish:
  - Make a single construction query (to  $\mathcal{H}^{\mathcal{P}}$  or  $\mathcal{RO}$ )
  - Simulate  $\mathcal{H}^{\mathcal{P}}$  using the oracle  $\mathcal{P}$

# Indistinguishability of Hash Functions (3/3)



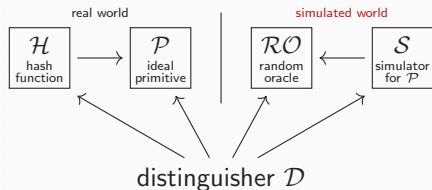
- $(\mathcal{H}^{\mathcal{P}}, \mathcal{P})$  for random primitive  $\mathcal{P}$  should behave like random oracle  $(\mathcal{RO}, \mathcal{P})$
- Adversary can still trivially distinguish:
  - Make a single construction query (to  $\mathcal{H}^{\mathcal{P}}$  or  $\mathcal{RO}$ )
  - Simulate  $\mathcal{H}^{\mathcal{P}}$  using the oracle  $\mathcal{P}$
- In the real world, the responses are consistent, in the ideal world they are not

# Indistinguishability of Hash Functions (3/3)



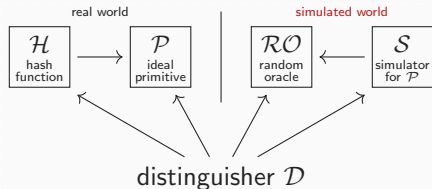
- $(\mathcal{H}^{\mathcal{P}}, \mathcal{P})$  for random primitive  $\mathcal{P}$  should behave like random oracle  $(\mathcal{RO}, \mathcal{P})$
- Adversary can still trivially distinguish:
  - Make a single construction query (to  $\mathcal{H}^{\mathcal{P}}$  or  $\mathcal{RO}$ )
  - Simulate  $\mathcal{H}^{\mathcal{P}}$  using the oracle  $\mathcal{P}$
- In the real world, the responses are consistent, in the ideal world they are not
- Solution: **indifferentiability**

# Indifferentiability (1/2)



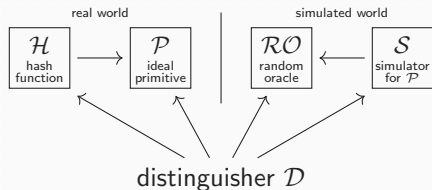
- Maurer et al. [MRH04] and Coron et al. [CDMP05]
- $(\mathcal{H}^{\mathcal{P}}, \mathcal{P})$  for random primitive  $\mathcal{P}$  should behave like random oracle  $\mathcal{RO}$  paired with a simulator  $\mathcal{S}$  that maintains construction-primitive consistency

# Indifferentiability (1/2)



- Maurer et al. [MRH04] and Coron et al. [CDMP05]
- $(\mathcal{H}^{\mathcal{P}}, \mathcal{P})$  for random primitive  $\mathcal{P}$  should behave like random oracle  $\mathcal{RO}$  paired with a simulator  $\mathcal{S}$  that maintains construction-primitive consistency
- Based on **composition**: distinguisher in one game is simulator in another one

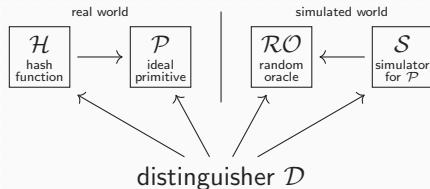
## Indifferentiability (2/2)



- $\mathcal{H}$  is **indifferentiable** from  $\mathcal{RO}$  if **for some** simulator  $\mathcal{S}$ :

$$\Delta_{\mathcal{D}}(\mathcal{H}, \mathcal{P}; \mathcal{RO}, \mathcal{S}) \text{ is small}$$

## Indifferentiability (2/2)



- $\mathcal{H}$  is **indifferentiable** from  $\mathcal{RO}$  if **for some** simulator  $\mathcal{S}$ :

$$\Delta_{\mathcal{D}}(\mathcal{H}, \mathcal{P}; \mathcal{RO}, \mathcal{S}) \text{ is small}$$

- Proof idea:

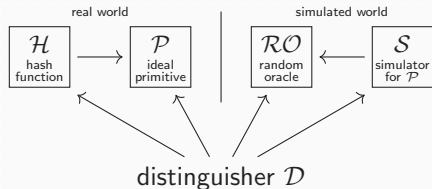
**Step 1.** Construct a **clever** simulator  $\mathcal{S}$

**Step 2.** Use game-playing or H-coefficient technique (not included in course)

- Unfortunately, proofs are often very tedious



## Indifferentiability (2/2)



- $\mathcal{H}$  is **indifferentiable** from  $\mathcal{RO}$  if **for some** simulator  $\mathcal{S}$ :

$$\Delta_{\mathcal{D}}(\mathcal{H}, \mathcal{P}; \mathcal{RO}, \mathcal{S}) \text{ is small}$$

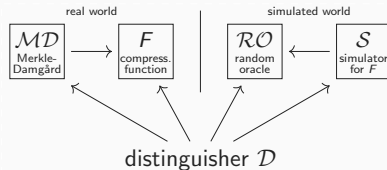
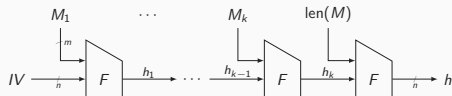
- Proof idea:

**Step 1.** Construct a **clever** simulator  $\mathcal{S}$

**Step 2.** Use game-playing or H-coefficient technique (not included in course)

- Unfortunately, proofs are often very tedious
- Indifferentiability  $\implies$  coll/pre/sec security

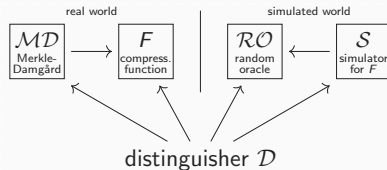
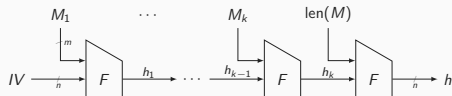
# Differentiability of Merkle-Damgård (1/2)



## Merkle-Damgård is Easily Differentiable

- Goal is to prove that there **exists** a distinguisher that fools **any** simulator

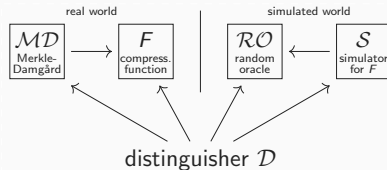
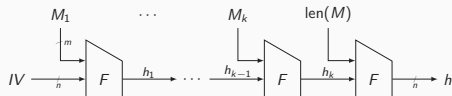
# Differentiability of Merkle-Damgård (1/2)



## Merkle-Damgård is Easily Differentiable

- Goal is to prove that there **exists** a distinguisher that fools **any** simulator
- Let  $\mathcal{S}$  be **any** simulator

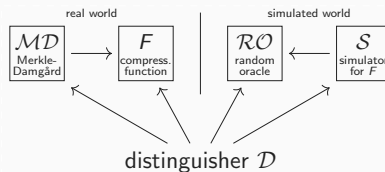
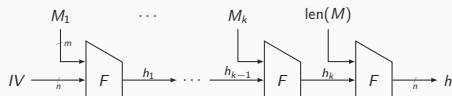
# Differentiability of Merkle-Damgård (1/2)



## Merkle-Damgård is Easily Differentiable

- Goal is to prove that there **exists** a distinguisher that fools **any** simulator
- Let  $\mathcal{S}$  be **any** simulator
- Denote construction oracle by  $\mathcal{H} \in \{\mathcal{MD}, \mathcal{RO}\}$  and primitive by  $\mathcal{P} \in \{F, \mathcal{S}\}$

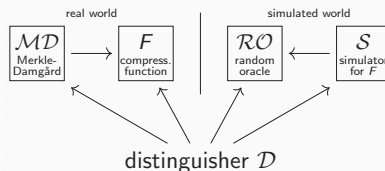
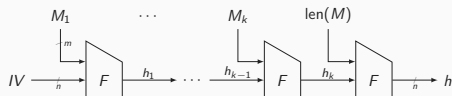
# Differentiability of Merkle-Damgård (2/2)



## Merkle-Damgård is Easily Differentiable

- Distinguisher  $\mathcal{D}$  operates as follows:
  - Pick arbitrary  $M_1$
  - Query  $\mathcal{H}(M_1) = h$ ,  $\mathcal{H}(M_1 \parallel \text{len}(M_1)) = h'$ , and  $\mathcal{P}(h, \text{len}(M_1 \parallel \text{len}(M_1))) = y$
  - Verify if  $h' \stackrel{?}{=} y$

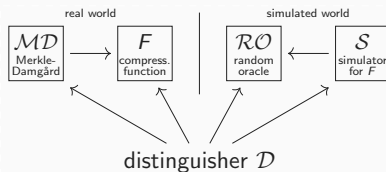
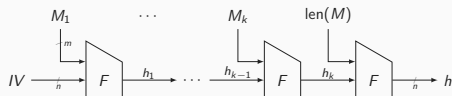
# Differentiability of Merkle-Damgård (2/2)



## Merkle-Damgård is Easily Differentiable

- Distinguisher  $\mathcal{D}$  operates as follows:
  - Pick arbitrary  $M_1$
  - Query  $\mathcal{H}(M_1) = h$ ,  $\mathcal{H}(M_1 \parallel \text{len}(M_1)) = h'$ , and  $\mathcal{P}(h, \text{len}(M_1 \parallel \text{len}(M_1))) = y$
  - Verify if  $h' \stackrel{?}{=} y$
- Real world:  $h' = y$  by design

## Differentiability of Merkle-Damgård (2/2)



### Merkle-Damgård is Easily Differentiable

- Distinguisher  $\mathcal{D}$  operates as follows:
  - Pick arbitrary  $M_1$
  - Query  $\mathcal{H}(M_1) = h$ ,  $\mathcal{H}(M_1 \parallel \text{len}(M_1)) = h'$ , and  $\mathcal{P}(h, \text{len}(M_1 \parallel \text{len}(M_1))) = y$
  - Verify if  $h' \stackrel{?}{=} y$
- Real world:  $h' = y$  by design
- Simulated world:  $\mathcal{S}$  must choose output  $y$  only based on knowledge of  $h$  and  $\text{len}(M_1 \parallel \text{len}(M_1))$ , but it cannot deduce  $M_1$  from these values and it will likely fail

# Sponges

---



- 2005-2006: MD5 and SHA-1 crisis
  - Actual collisions for MD5
  - Theoretical collision attacks for SHA-1
  - Attacks on Merkle-Damgård with higher success probability than believed up to that point

- 2005-2006: MD5 and SHA-1 crisis
  - Actual collisions for MD5
  - Theoretical collision attacks for SHA-1
  - Attacks on Merkle-Damgård with higher success probability than believed up to that point
- SHA-2 based on same principles, so US NIST got nervous

- 2005-2006: MD5 and SHA-1 crisis
  - Actual collisions for MD5
  - Theoretical collision attacks for SHA-1
  - Attacks on Merkle-Damgård with higher success probability than believed up to that point
- SHA-2 based on same principles, so US NIST got nervous
- 2007: NIST announces plans to have open SHA-3 competition
  - Goal: find a worthy successor for SHA-2
  - Similar process as AES competition

- 2005-2006: MD5 and SHA-1 crisis
  - Actual collisions for MD5
  - Theoretical collision attacks for SHA-1
  - Attacks on Merkle-Damgård with higher success probability than believed up to that point
- SHA-2 based on same principles, so US NIST got nervous
- 2007: NIST announces plans to have open SHA-3 competition
  - Goal: find a worthy successor for SHA-2
  - Similar process as AES competition
- 2008: NIST publishes SHA-3 requirements
  - *More efficient than SHA-2*
  - Output lengths: 224, 256, 384, 512 bits
  - Security: collision and (second) preimage resistance

## A Bit of History (2/3)

- Competition started in 2008
- Three-round public process
  - round 1: 64 submissions, 51 accepted
  - round 2: 14 semi-finalists
  - round 3: 5 finalists
- All selections done by NIST but based on public evaluation by crypto community

- Competition started in 2008
- Three-round public process
  - round 1: 64 submissions, 51 accepted
  - round 2: 14 semi-finalists
  - round 3: 5 finalists
- All selections done by NIST but based on public evaluation by crypto community
- October 2012: NIST announces the SHA-3 winner
- The winner: **Keccak**
  - By Guido Bertoni, Joan Daemen, Michaël Peeters and Gilles Van Assche
  - Something completely different than MD5/SHA-1/SHA-2 ...
  - ... and completely different than Rijndael/AES

- Competition started in 2008
- Three-round public process
  - round 1: 64 submissions, 51 accepted
  - round 2: 14 semi-finalists
  - round 3: 5 finalists
- All selections done by NIST but based on public evaluation by crypto community
- October 2012: NIST announces the SHA-3 winner
- The winner: **Keccak**
  - By Guido Bertoni, Joan Daemen, Michaël Peeters and Gilles Van Assche
  - Something completely different than MD5/SHA-1/SHA-2 ...
  - ... and completely different than Rijndael/AES
- August 2015: NIST finally publishes the SHA-3 standard: FIPS 202

## A Bit of History (3/3)

- Keccak is a permutation-based hash function, a **sponge**
- Sponge differs from Merkle-Damgård in two main ways



- Keccak is a permutation-based hash function, a **sponge**
- Sponge differs from Merkle-Damgård in two main ways

### 1. Merkle-Damgård Functions Designed With Property Preservation in Mind

- $F$  must be collision resistant for  $\mathcal{H}$  to be collision resistant
- But this means: we require  $F$  to be cryptographically strong
- This often incurs efficiency penalty
- **Solution in sponge: skip reduction step and get cleaner and more efficient design**

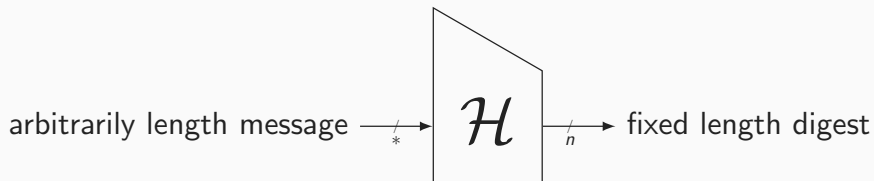
- Keccak is a permutation-based hash function, a **sponge**
- Sponge differs from Merkle-Damgård in two main ways

### 1. Merkle-Damgård Functions Designed With Property Preservation in Mind

- $F$  must be collision resistant for  $\mathcal{H}$  to be collision resistant
- But this means: we require  $F$  to be cryptographically strong
- This often incurs efficiency penalty
- **Solution in sponge: skip reduction step and get cleaner and more efficient design**

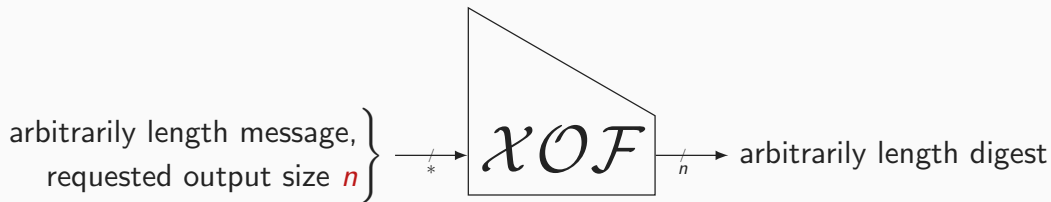
### 2. Block Ciphers Have a Key Schedule and Data Path

- $F$  is in turn often built from a block cipher (like Davies-Meyer)
- While data paths are reasonably well-understood, key schedules not so much
- In addition, final state of key schedule is discarded
- Block cipher is weirdly compressing function from  $n + k$  to  $n$  bits
- **Solution in sponge: use (iterative) permutation from  $b$  to  $b$  bits**

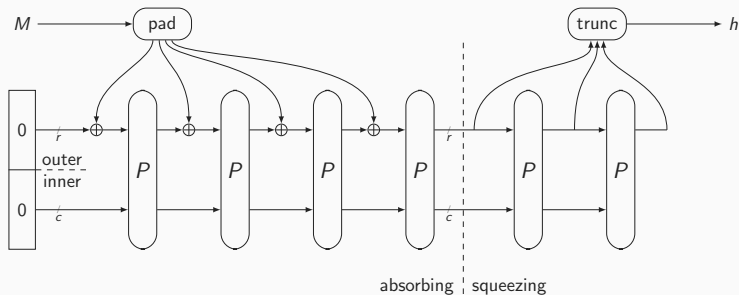


- Function  $\mathcal{H}$  from  $\{0,1\}^*$  to  $\{0,1\}^n$ 
  - Variable-length input
  - Fixed-length output
  - Mode *on top of*  $\mathcal{H}$  might give variable-length output

# Modern Definition of Hashing



- Function  $\mathcal{XOF}$  from  $\{0, 1\}^*$  to  $\{0, 1\}^\infty$ 
  - Variable-length input
  - Variable-length output
  - User specifies output length  $n$  when calling the function



- $P$  is a  $b$ -bit permutation, with  $b = r + c$ 
  - $r$  is the rate
  - $c$  is the capacity (security parameter)

- Assume that  $P$  is a random permutation

- Assume that  $P$  is a random permutation
- Sponge indifferentiable from RO:  $\Delta_{\mathcal{D}}(\text{Sponge}, P; \mathcal{RO}, \mathcal{S}) \leq N^2/2^{c+1}$ 
  - $N$  is number of permutation evaluations that attacker can make
  - Collisions in the inner part break security of the sponge

- Assume that  $P$  is a random permutation
- Sponge indifferentiable from RO:  $\Delta_{\mathcal{D}}(\text{Sponge}, P; \mathcal{RO}, \mathcal{S}) \leq N^2/2^{c+1}$ 
  - $N$  is number of permutation evaluations that attacker can make
  - Collisions in the inner part break security of the sponge
- Security of sponge truncated to  $n$  bits against classical attacks:

Collision resistance:  $N^2/2^{c+1} + N^2/2^{n+1}$

Preimage resistance:  $N^2/2^{c+1} + N/2^n$

Second preimage resistance:  $N^2/2^{c+1} + N/2^n$



- Assume that  $P$  is a random permutation
- Sponge indifferentiable from RO:  $\Delta_{\mathcal{D}}(\text{Sponge}, P; \mathcal{RO}, \mathcal{S}) \leq N^2/2^{c+1}$ 
  - $N$  is number of permutation evaluations that attacker can make
  - Collisions in the inner part break security of the sponge
- Security of sponge truncated to  $n$  bits against classical attacks:

Collision resistance:  $N^2/2^{c+1} + N^2/2^{n+1}$

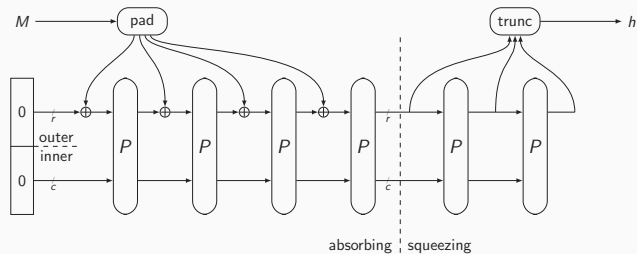
Preimage resistance:  $N^2/2^{c+1} + N/2^n$

Second preimage resistance:  $N^2/2^{c+1} + N/2^n$

distance from sponge to RO  
( $N$  is # primitive evaluations)

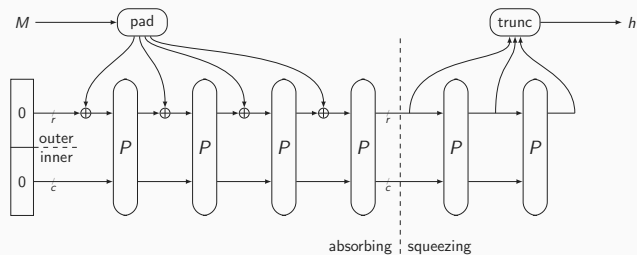
classical attacks against RO  
( $N$  is # oracle evaluations)

# Sponge Recap



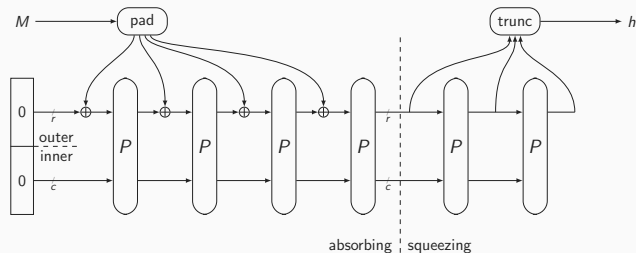
- Relevant parameters:
- Security strength (for random sponge):

# Sponge Recap



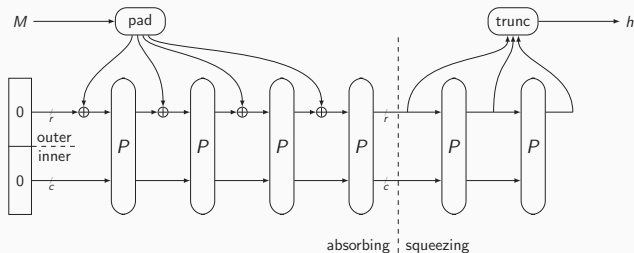
- Relevant parameters:
  - $c$ :
  - $r$ :
  - $b$ :
  - $n$ :
- Security strength (for random sponge):

# Sponge Recap



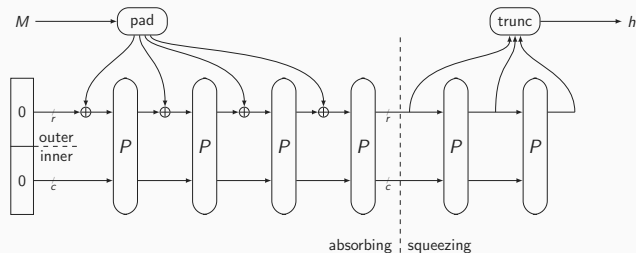
- Relevant parameters:
  - $c$ : capacity – typically twice the security strength
  - $r$ :
  - $b$ :
  - $n$ :
- Security strength (for random sponge):

# Sponge Recap



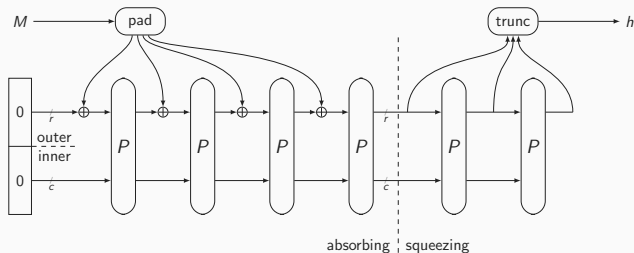
- Relevant parameters:
  - $c$ : capacity – typically twice the security strength
  - $r$ : rate – amount of bits absorbed/squeezed per permutation
  - $b$ :
  - $n$ :
- Security strength (for random sponge):

# Sponge Recap



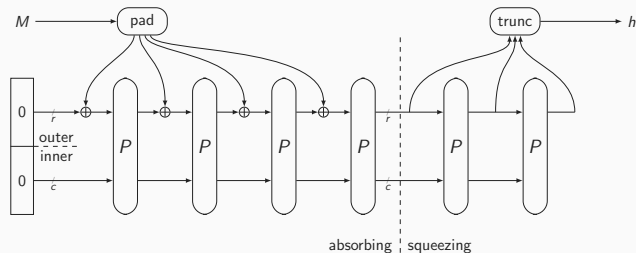
- Relevant parameters:
  - $c$ : capacity – typically twice the security strength
  - $r$ : rate – amount of bits absorbed/squeezed per permutation
  - $b$ : width of permutation –  $b = r + c$
  - $n$ :
- Security strength (for random sponge):

# Sponge Recap



- Relevant parameters:
  - $c$ : capacity – typically twice the security strength
  - $r$ : rate – amount of bits absorbed/squeezed per permutation
  - $b$ : width of permutation –  $b = r + c$
  - $n$ : amount of output bits
- Security strength (for random sponge):

# Sponge Recap



- Relevant parameters:
  - $c$ : capacity – typically twice the security strength
  - $r$ : rate – amount of bits absorbed/squeezed per permutation
  - $b$ : width of permutation –  $b = r + c$
  - $n$ : amount of output bits
- Security strength (for random sponge):
  - collision resistance:  $\min(c/2, n/2)$
  - first and second preimage resistance:  $\min(c/2, n)$



## Keccak and SHA-3

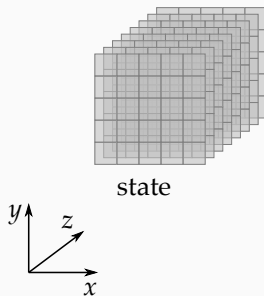
---

# Keccak and Keccak-f

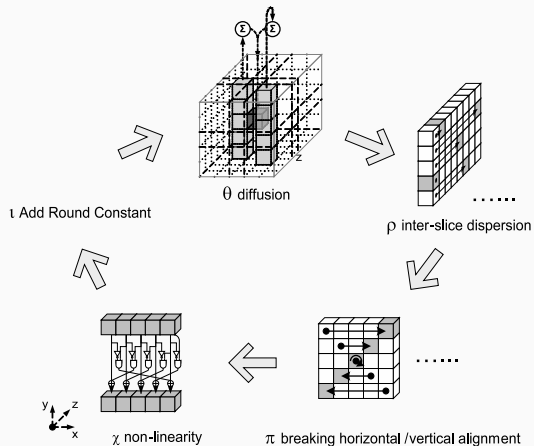
- Keccak is a sponge function using permutation Keccak-f

# Keccak and Keccak-f

- Keccak is a sponge function using permutation Keccak-f
- Keccak-f operates on 3-dimensional state:
  - $5 \times 5$  lanes, each containing  $2^\ell$  bits (1, 2, 4, 8, 16, 32 or 64)
  - $(5 \times 5)$ -bit slices,  $2^\ell$  of them



# Keccak-f: Steps of the Round Function



bit-oriented highly-symmetric *wide-trail* design

- Keccak[ $r, c$ ] is a sponge function using permutation Keccak-f
  - 7 permutations:  $b \in \{25, 50, 100, 200, 400, 800, 1600\}$   
from toy over lightweight to high-speed

- Keccak[ $r, c$ ] is a sponge function using permutation Keccak-f
  - 7 permutations:  $b \in \{25, 50, 100, 200, 400, 800, 1600\}$   
from toy over lightweight to high-speed
- SHA-3 instance SHAKE128:  $r = 1344$  and  $c = 256$ 
  - Permutation width: 1600
  - Security strength: 128

- Keccak[ $r, c$ ] is a sponge function using permutation Keccak-f
  - 7 permutations:  $b \in \{25, 50, 100, 200, 400, 800, 1600\}$   
from toy over lightweight to high-speed
- SHA-3 instance SHAKE128:  $r = 1344$  and  $c = 256$ 
  - Permutation width: 1600
  - Security strength: 128
- Lightweight instance:  $r = 40$  and  $c = 160$ 
  - Permutation width: 200
  - Security strength: 80 (what SHA-1 should have offered)

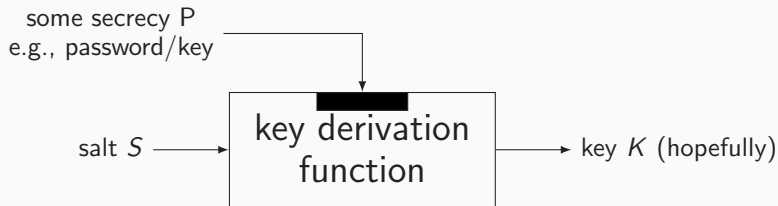
- Keccak[ $r, c$ ] is a sponge function using permutation Keccak-f
  - 7 permutations:  $b \in \{25, 50, 100, 200, 400, 800, 1600\}$   
from toy over lightweight to high-speed
- SHA-3 instance SHAKE128:  $r = 1344$  and  $c = 256$ 
  - Permutation width: 1600
  - Security strength: 128
- Lightweight instance:  $r = 40$  and  $c = 160$ 
  - Permutation width: 200
  - Security strength: 80 (what SHA-1 should have offered)
- Security status:
  - Best attack on hash function covers 6-round version
  - # rounds ranges from 18 for  $b = 200$  to 24 for  $b = 1600$



## Key Derivation Functions

---

# Key Derivation Functions



- Derive secret key from a password, passphrase, ...
- Key stretching, strengthening, ...
- Key diversification
- ...

### How to Build Hash-Based PRF?

- Ideally, one does  $\text{PRF}(K, M) = \mathcal{H}(K \parallel M)$
- For the sponge, that works (why?) (more about this next week)
- For ancient hash functions, like SHA-1 and SHA-2, this does not work (why?)

### How to Build Hash-Based PRF?

- Ideally, one does  $\text{PRF}(K, M) = \mathcal{H}(K \parallel M)$
- For the sponge, that works (why?) (more about this next week)
- For ancient hash functions, like SHA-1 and SHA-2, this does not work (why?)
- Still, many people use these functions, and, sponges are “quite” recent
- People searched for “inventive” ways to turn a hash function into a PRF

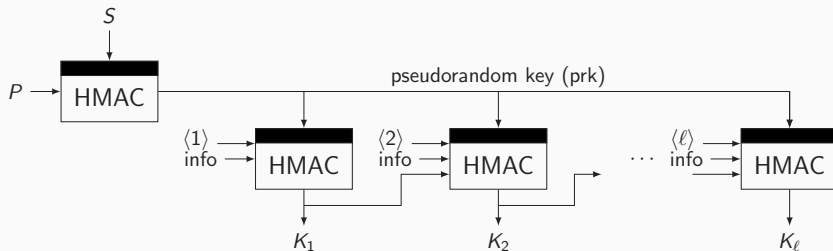
### How to Build Hash-Based PRF?

- Ideally, one does  $\text{PRF}(K, M) = \mathcal{H}(K \parallel M)$
- For the sponge, that works (why?) (more about this next week)
- For ancient hash functions, like SHA-1 and SHA-2, this does not work (why?)
- Still, many people use these functions, and, sponges are “quite” recent
- People searched for “inventive” ways to turn a hash function into a PRF

### HMAC (Bellare et al. [BCK96])

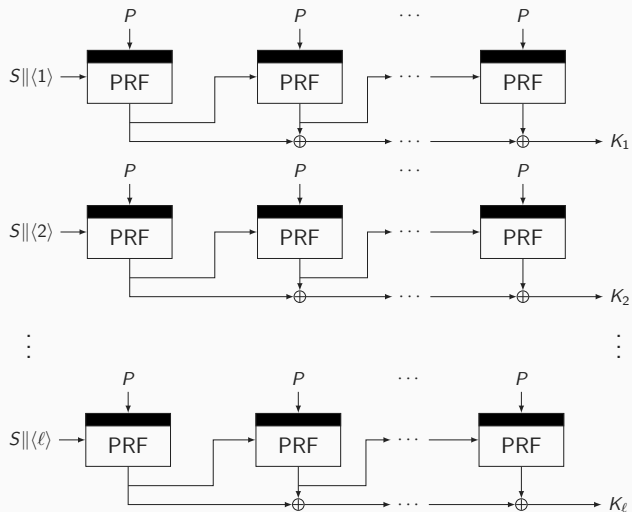
- Let opad be a constant string consisting of repetition of 0x5c
- Let ipad be a constant string consisting of repetition of 0x36
- $\text{HMAC}(K \parallel M) = \mathcal{H}(K \oplus \text{opad} \parallel \mathcal{H}(K \oplus \text{ipad} \parallel M))$
- **Band-aid cryptography**, not the most beautiful construction, but **very popular!**

# HKDF Key Derivation Function



- RFC 5869 (2010)
- “info” is optional material, e.g., to bind application to use case

# PBKDF2 Key Derivation Function



- RFC 2898 (2000)
- Standardized in PKCS #5 v2.0
- Popular PRF choices:
  - HMAC-SHA-1 (in WPA2)
  - HMAC-SHA-256,  
HMAC-SHA-512,  
HMAC-RIPEMD-160  
(in VeraCrypt)

## Conclusion

---



- Sponge construction solved the problems that were present in Merkle-Damgård
- No band-aid-type cryptography (like HMAC) needed
  - $\text{PRF}(K, M) = \text{sponge}(K \parallel M)$  would have done the job
- Sponges can also be used for
  - Message authentication
  - Keystream generation
  - Authenticated encryption
  - ...
- This will be the topic of next week!