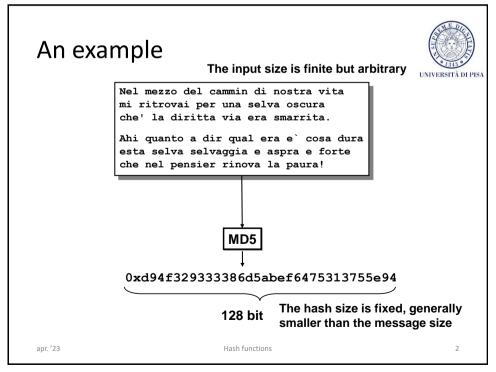
Hash functions

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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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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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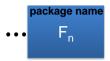
Example: protecting files



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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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}ⁿ

- 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 x₀, x₁ s.t. H(x₀) = H(x₁) and x₀ ≠ x₁

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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
- 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' ≠ 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,
 - 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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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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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 2nd pre-image
 - Running time: O(2ⁿ) hash ops
- Birthday attack:
 - find a collision
 - Running time: O(2^{n/2}) 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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Guessing attack





- Objective: to find a 2nd 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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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 2ⁿ operations

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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 x₁ and x₂ 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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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^{n/2}
 - Space: 2^{n/2}
 - Probability of collision is 50%

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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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Birthday attack



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

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

- 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 λ = 0.5, t $\approx 1.2 \times 2^{n/2}$

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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^{40.2} (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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Types of hash functions



- Dedicated hash functions
- Block cipher-based hash functions

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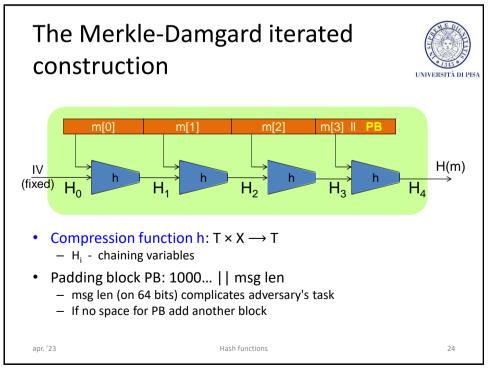
How to build a hash function



- Approach
 - Given a CRHF for short messages, construct a CRHF for long messages
- Solution:
 - The Merkle-Damgard iterated construction
 - Most of hash functions follow the Merkle-Damgard construction including SHA.

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Merkle-Damgard collision resistance



- THEOREM. if compression function h is collision resistant (and message length is part of the input) 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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Hash functions from block ciphers



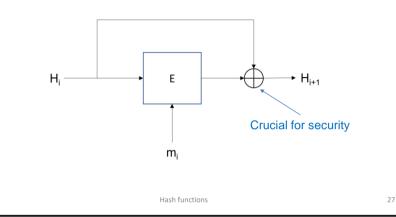
- Use block cipher chaining techniques
 - Matyas-Meyer-Oseas
 - Davies-Meyer
 - Miyaguchi-Preneel
 - Use block ciphers with 192/256 bit blocks
 - E.g. AES
- Cons
 - (digest size = block size) may be not enough for collision resistance
 - Possible solutions
 - Use block cipher with larger blocks (AES-192, 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) ⇒ best possible!



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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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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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MD5



- Developed in 1991
- 128-bit outuput lenght
- Collisions found in 2004, should be non longer used
 - Collision attack: O(2^{24.1})
 - Chosen-prefix collision attack: O(239)

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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 10⁵ 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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Other hash functions



- SHA-2 (NIST 2002)
 - 256-bit, 384-bit or 512-bit output lenght
 - No known significant weaknesses but its structure is similar to SHA-1 and MD5
- 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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USES OF HASH FUNCTIONS

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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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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

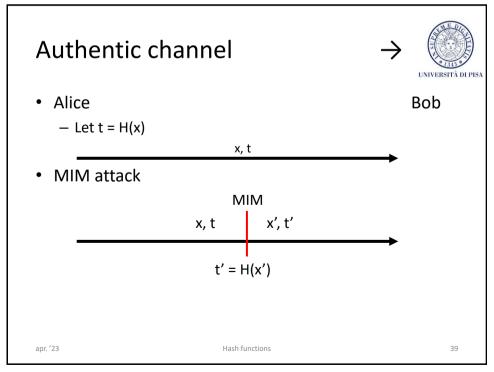


• The purpose of a hash functions, in conjunction with other mechanisms (authentic channel, encryption, digital signature), is to provide message integrity and authentication

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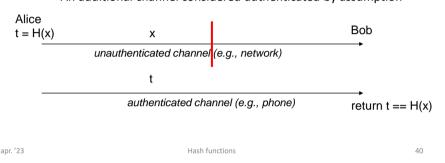
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Authentic channel



- 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



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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_k(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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