# On the Computational Complexity of Minimal Cumulative Cost Graph Pebbling

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#### Structure of Talk

- Background
- Graph Pebbling
- "Graph Reducibility"
- Open Problems

#### Background



# TOP 20 MOST COMMON PASSWORDS (as a percentage of all passwords)

1.	123456	4.1%	11.	login	0.2%
2.	password	1.3%	12.	welcome	0.2%
3.	12345	0.8%	13.	loveme	0.2%
4.	1234	0.6%	14.	hottie	0.2%
5.	football	0.3%	15.	abc123	0.2%
6.	qwerty	0.3%	16.	121212	0.2%
7.	1234567890	0.3%	17.	123654789	0.2%
8.	1234567	0.3%	18.	flower	0.2%
9.	princess	0.3%	19.	passw0rd	0.2%
10.	solo	0.2%	20.	dragon	0.1%

Source: SkyHigh

#### Background

- ♣ Users tend to pick weak passwords
- Server attacks are inevitable





Entity		Records +	Organization type •	Method \$
Accendo Insurance Co.	2011	175,350	healthcare	poor security
Adobe Systems	2014	152,000,000	ech	hacked
Advocate Medical Group	2013	4,000,000	healthcare	lost / stolen media
Affinity Health Plan, Inc.	2009	344,579	healthcare	lost / stolen media
Ameritrade	2005	200,000	financial	lost / stolen media
Ankle & Foot Center of Tampa Bay, Inc.	2010	156,000	healthcare	hacked
Anthem Inc.	2015	80,000,000	healthcare	hacked
AOL	2004	92,000,000	veb	inside job, hacked
AOL	2006	20,000,000	web	accidentally published
AOL	2014	2,400,000	web	hacked
Apple, Inc./BlueToad	2012	12,367,232	tech, retail	accidentally published
Apple	2013	275,000	tech	hacked
Apple Health Medicaid	2016	91,000	healthcare	poor security
Ashley Madison	2015	32,000,000	web	hacked
AT&T	2008	113,000	telecoms	lost / stolen computer
AT&T	2010	114,000	telecoms	hacked
Auction.co.kr	2008	18,000,000	web	hacked
Australian Immigration Department	2015	G20 world leaders	government	accidentally published
Automatic Data Processing	2005	125,000	financial	poor security

Entity +	Year +	Records -
Yahoo	2013	1,000,000,000
Yahoo	2014	500,000,000
Friend Finder Networks	2016	412,214,295
Massive American business hack including 7-Eleven and Nasdaq	2012	160,000,000
Adobe Systems	2014	152,000,000
еВау	2014	145,000,000
Heartland	2009	130,000,000
Rambler.ru	2012	98,167,935
TK / TJ Maxx	2007	94,000,000
AOL	2004	92,000,000
Anthem Inc.	2015	80,000,000
Sony PlayStation Network	2011	77,000,000
JP Morgan Chase	2014	76,000,000
National Archives and Records Administration (U.S. military veterans' records)	2009	76,000,000
Target Corporation	2014	70,000,000
Home Depot	2014	56,000,000











## Adobe





## **e**Harmony®







Linked in.

















**Dropbox** 

PlayStation

User	Password
Stephen	auhsoJ
Lisa	hsifdrowS
James	1010NO1Z
Harry	sinocarD tupaC
Sarah	auhsoJ

User	Password Hash
Stephen	39e717cd3f5c4be78d97090c69f4e655
Lisa	f567c40623df407ba980bfad6dff5982
James	711f1f88006a48859616c3a5cbcc0377
Harry	fb74376102a049b9a7c5529784763c53
Sarah	39e717cd3f5c4be78d97090c69f4e655

User	Random Salt	Password Hash
Stephen	06917d7ed65c466fa180a6fb62313ab9	b65578786e544b6da70c3a9856cdb750
Lisa	51f2e43105164729bb46e7f20091adf8	2964e639aa7d457c8ec0358756cbffd9
James	fea659115b7541479c1f956a59f7ad2f	dd9e4cd20f134dda87f6ac771c48616f
Harry	30ebf72072134f1bb40faa8949db6e85	204767673a8d4fa9a7542ebc3eceb3a2
Sarah	711f51082ea84d949f6e3efecf29f270	e3afb27d59a34782b6b4baa0c37e2958

#### Background

- Users tend to pick weak passwords
- Server attacks are inevitable
- Try to mitigate offline attacks
- $\clubsuit$  Specialized hardware (ASIC) can compute  $10^{12}$  hashes per second.





#### Hash Function Goals

- "Moderately Expensive" to compute
- **Expensive to compute on ASIC**
- Fast and cheap on PC







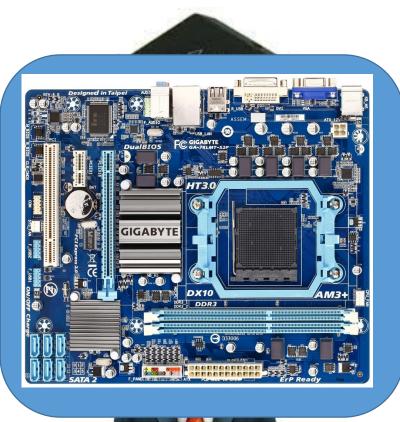






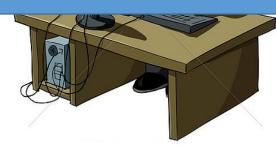




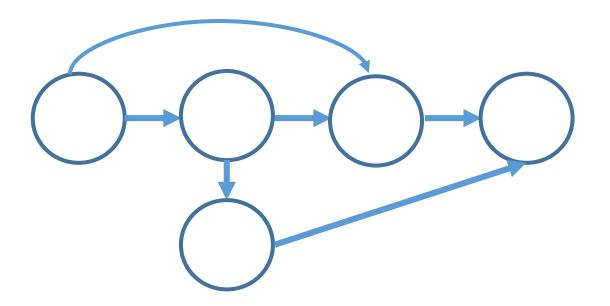




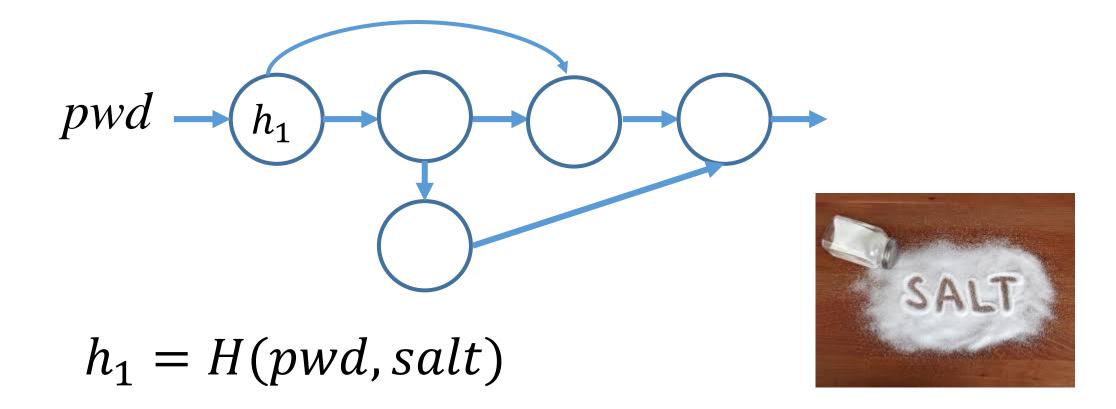


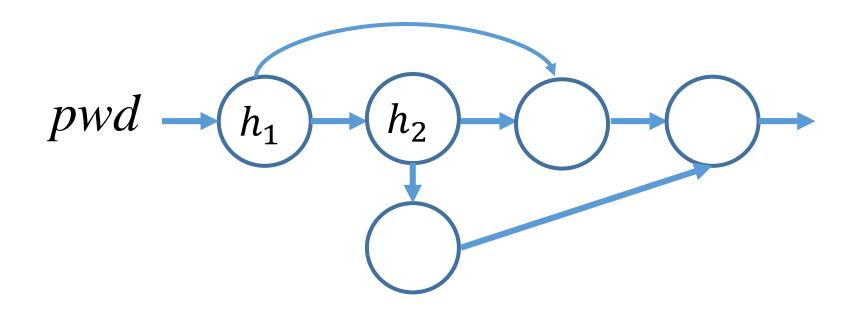


Data-independent memory hard functions require comparatively more resources for adversaries to compute

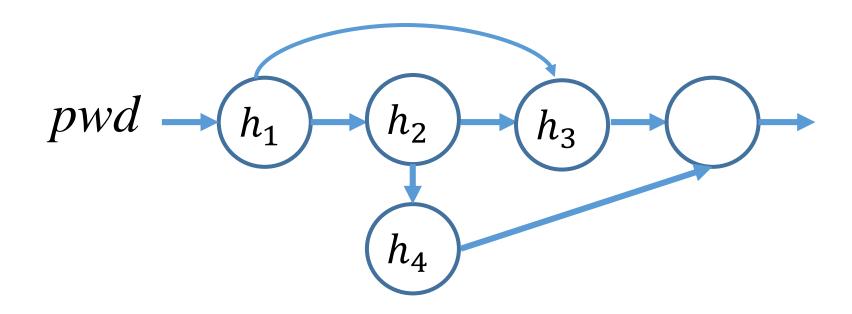


Hash function: *H* 



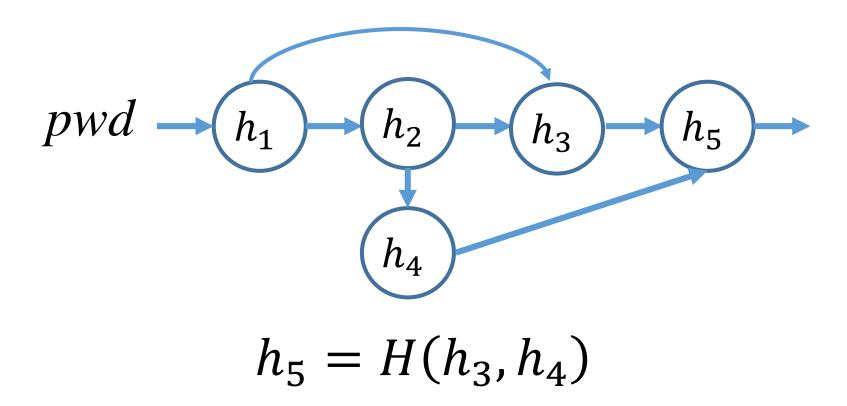


 $h_2 = H(h_1)$ 

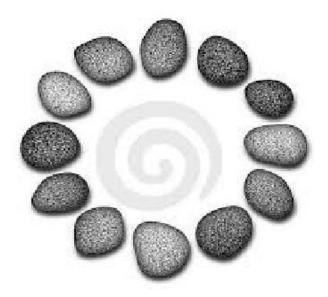


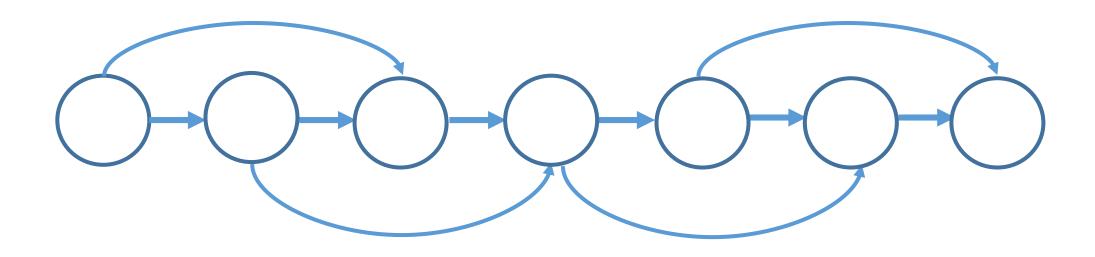
 $h_4 = H(h_2)$ 

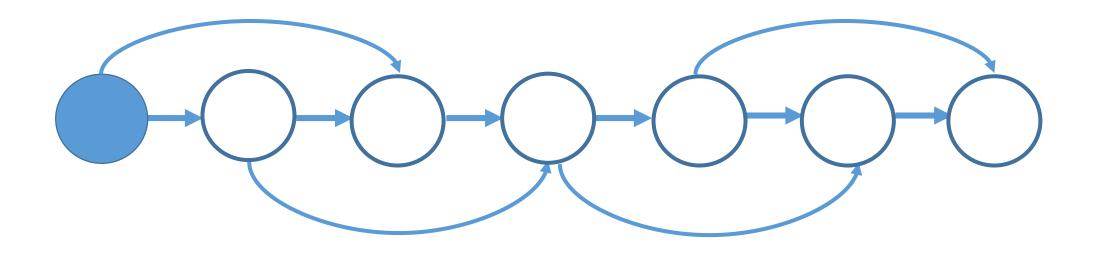
 $h_3 = H(h_1, h_2),$ 

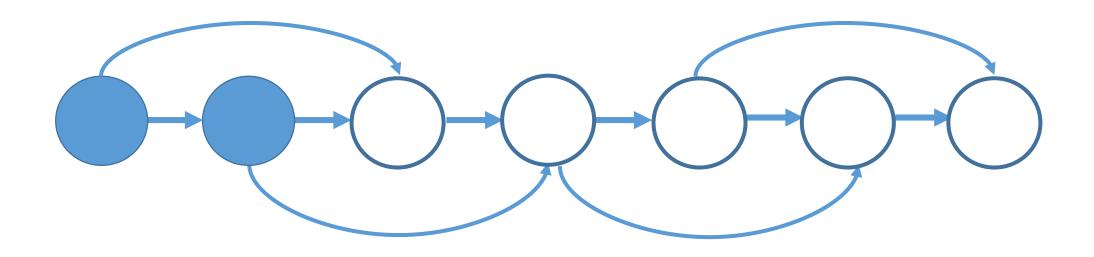


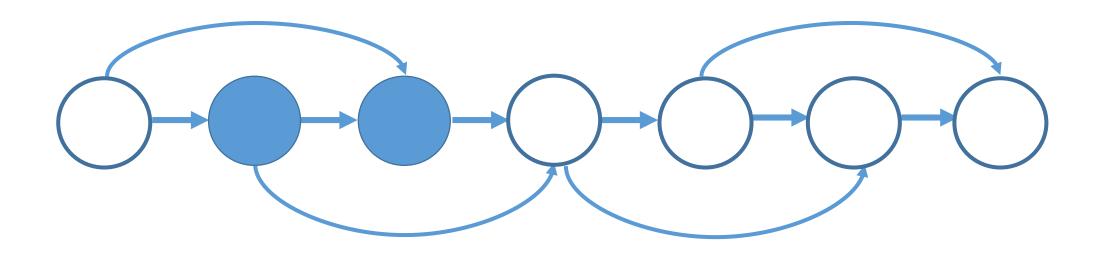
- Data-independent memory hard functions require comparatively more resources for adversaries to compute
- Calculating an iMHF can be modeled as graph pebbling

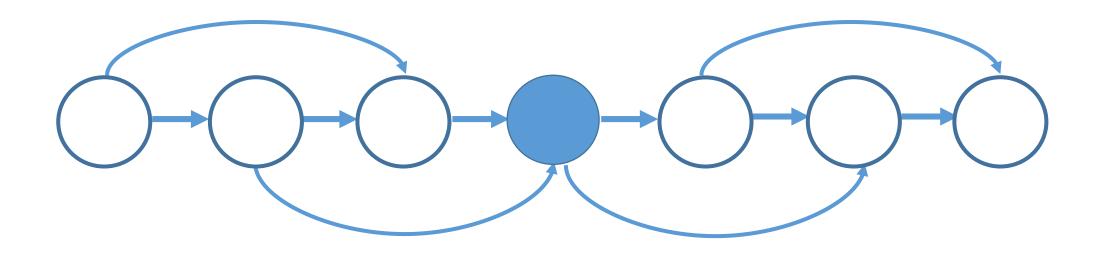


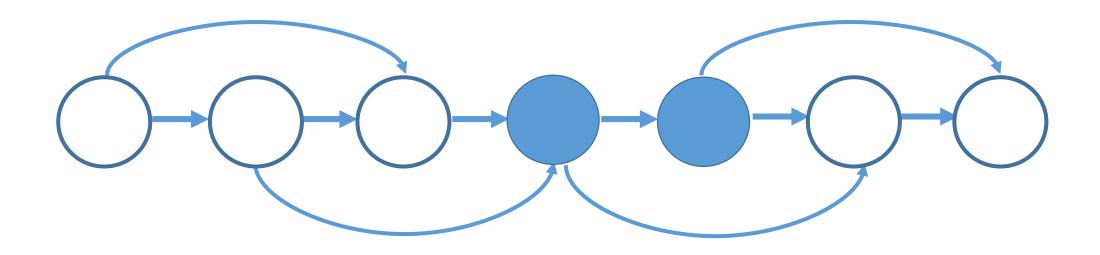


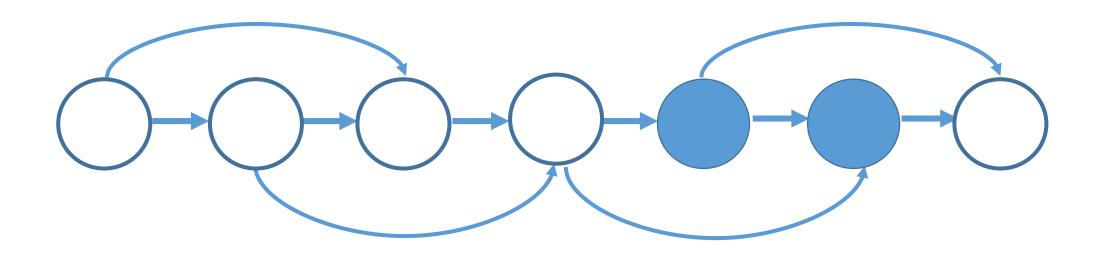


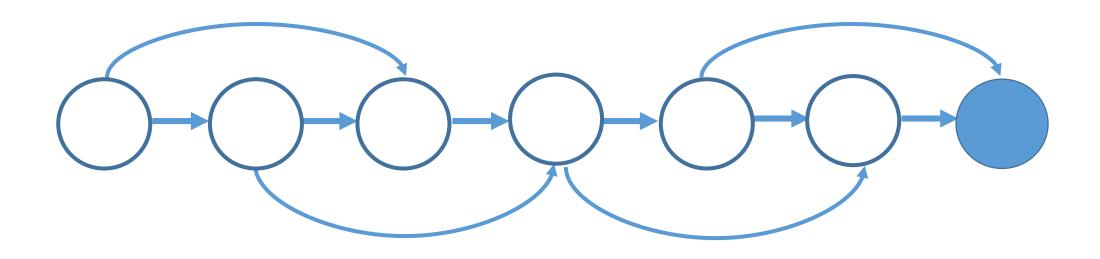




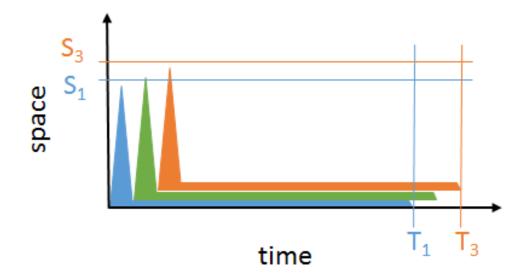








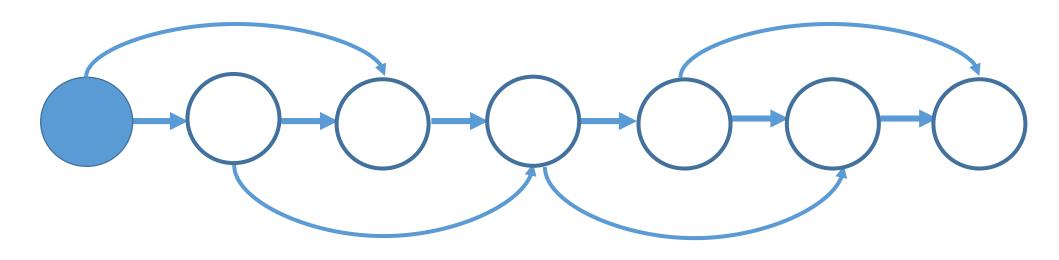
- ❖ How to evaluate iMHF?
- ST-complexity: number of pebbles × number of steps
  - $2 \text{ pebbles} \times 7 \text{ steps} = 14$
- ST-complexity can scale badly with multiple evaluations [AS15]



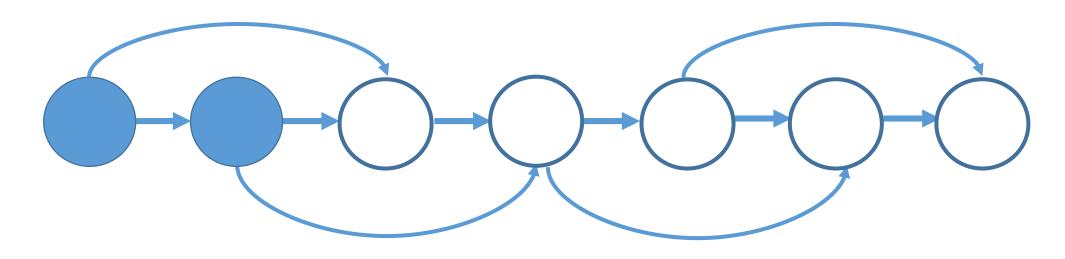
 $\clubsuit$  [AS15]  $\exists$  function f such that:  $ST(\sqrt{n} \ instances \ of \ f) = <math>O(ST(f))$ 



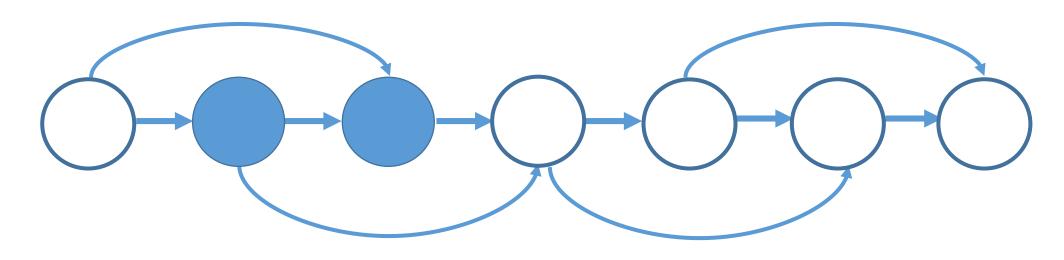
"What's an anagram of Banach-Tarski?" "Banach-Tarski Banach-Tarksi"



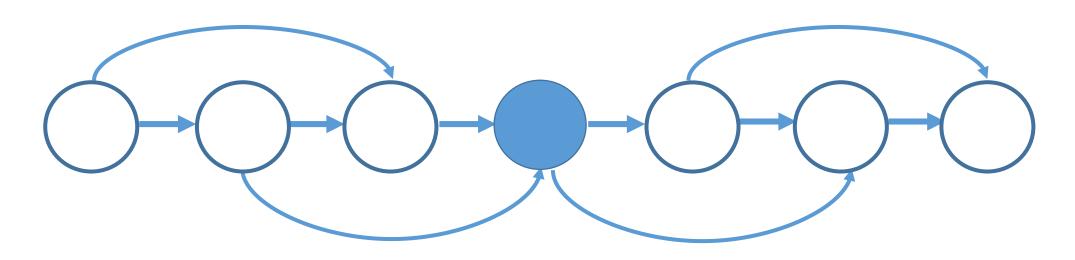
$$|P_1|=1$$



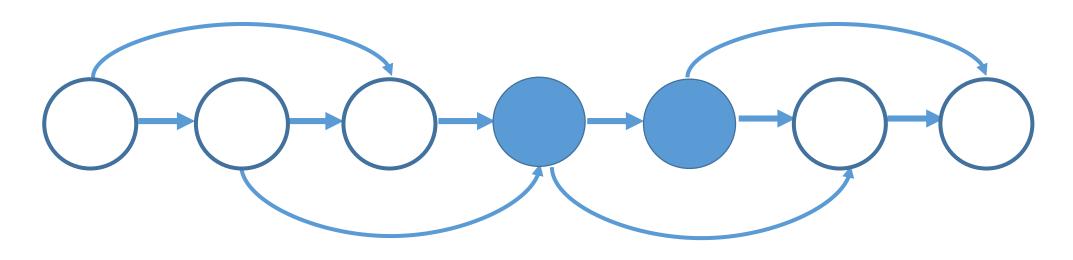
$$|P_1| + |P_2| = 1 + 2 = 3$$



$$|P_1| + |P_2| + |P_3| = 3 + 2 = 5$$

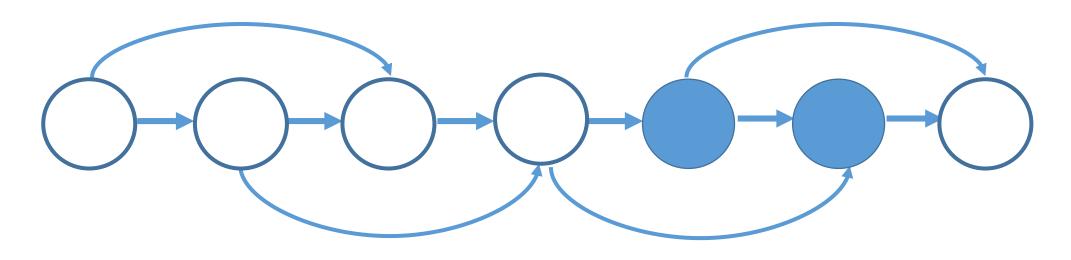


$$\sum_{\{i=1\}}^{4} |P_i| = 5 + 1 = 6$$



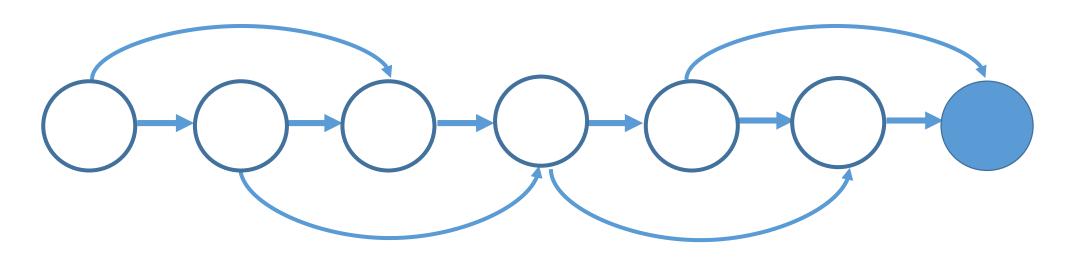
$$\sum_{\{i=1\}}^{5} |P_i| = 6 + 2 = 8$$

# Graph Pebbling



$$\sum_{\{i=1\}}^{6} |P_i| = 8 + 2 = 10$$

## Graph Pebbling



$$cc(G) = \sum_{\{i=1\}}^{7} |P_i| = 10 + 1 = 11$$

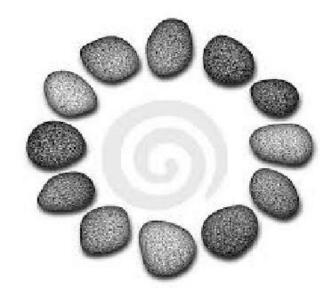
### **iMHFs**

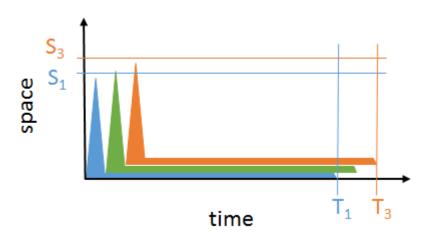
- ❖ [AS15] CC amortizes well:
  - $CC(n \ copies \ of \ f) = n \times CC(f)$



#### **iMHFs**

- Data-independent memory hard functions require comparatively more resources for adversaries to compute
- Calculating an iMHF can be modeled as graph pebbling
- Cumulative complexity better model than space-time complexity





### Structure of Talk

- ✓ Background
- Graph Pebbling
- "Graph Reducibility"
- Open Problems

### Main Result

ightharpoonup Computing cc(G) is NP-hard!

Finding the pebbling number of a graph is PSPACE-complete. [GLT79]



#### 3-PARTITION

- $\clubsuit$  Given set of 3n integers, can we partition them into n sets, each with the same sum?
- **♦**  $\{1,2,4,5,6,7,8,11,13\}$ **♦**  $\{2,4,13\} \rightarrow 19$   $\{1,7,11\} \rightarrow 19$   $\{5,6,8\} \rightarrow 19$
- **\*** {1,2,3,4,6,7,9,10,11}

## **Bounded 2-Linear Covering**

• Given n variables  $x_1, x_2, ..., x_n$ , integers  $m \le k$ , and k equations of the form  $x_i + c = x_j$ , can we find m assignments so that all equations are satisfied?

$$x_1 + 2 = x_2$$
,  $x_2 + 3 = x_3$ ,  $x_1 + 6 = x_3$ 

$$x_1 + 5 = x_2$$
,  $x_2 + 1 = x_3$ ,  $x_1 + 5 = x_3$ 

$$m = 2$$

- **Assignment 1:**  $x_1 = 1, x_2 = 3, x_3 = 6$
- **Assignment 2:**  $x_1 = 1$ ,  $x_2 = 6$ ,  $x_3 = 7$

- ❖ Reducing 3-PARTITION to B2LC
- riangle Reducing B2LC to cc(G)

$$T = \sum_{\{i=1\}}^{m} s_m$$

$$x_1 + s_1 = x_2, \quad x_2 + s_2 = x_3, \quad \dots, \quad x_m + s_m = x_{m+1},$$

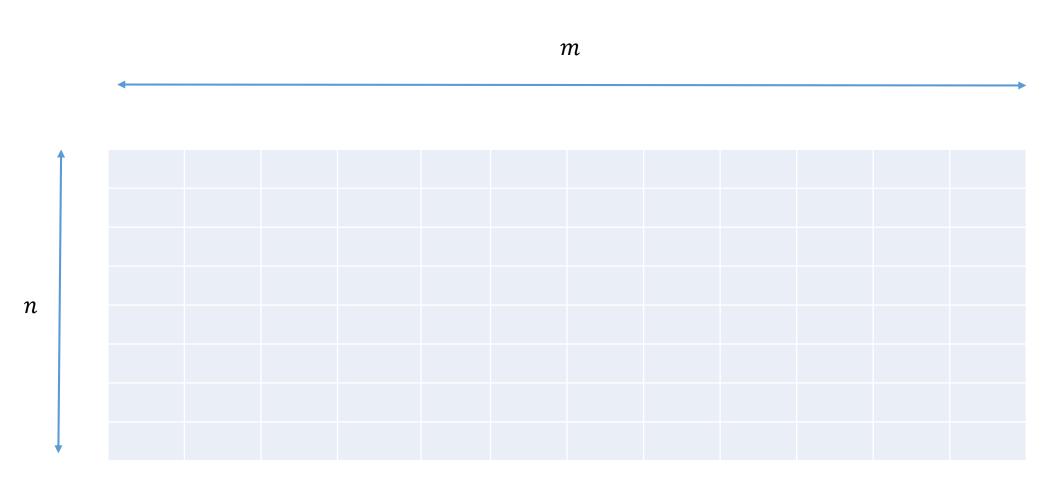
$$x_1 + 0 = x_2, \quad x_2 + 0 = x_3, \quad \dots, \quad x_m + 0 = x_{m+1},$$

$$x_1 + T = x_2, \quad x_2 + T = x_3, \quad \dots, \quad x_m + T = x_{m+1},$$

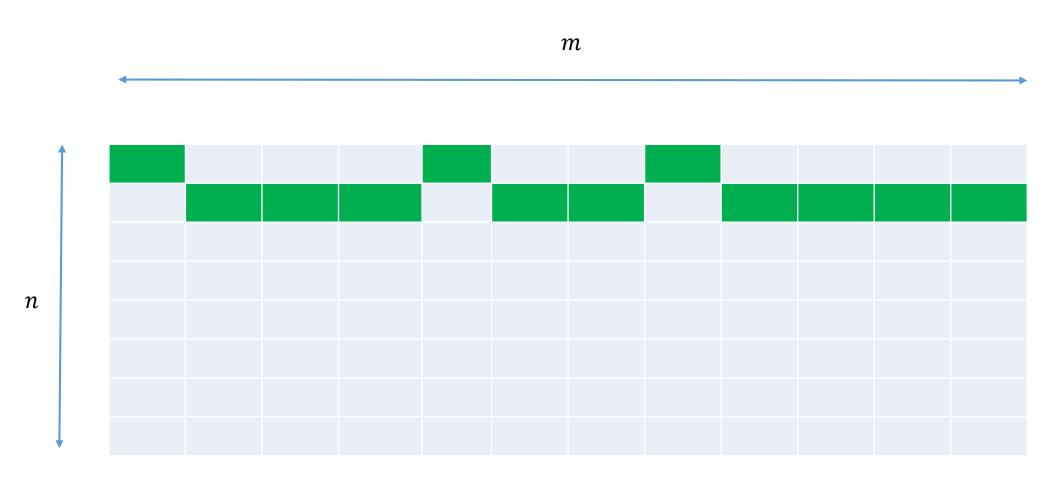
$$x_1 + 2T = x_2, \quad x_2 + 2T = x_3, \quad \dots, \quad x_m + 2T = x_{m+1},$$

$$x_1 + (n-2)T = x_2, \quad x_2 + (n-2)T = x_3, \quad \dots, \quad x_m + (n-2)T = x_{m+1},$$

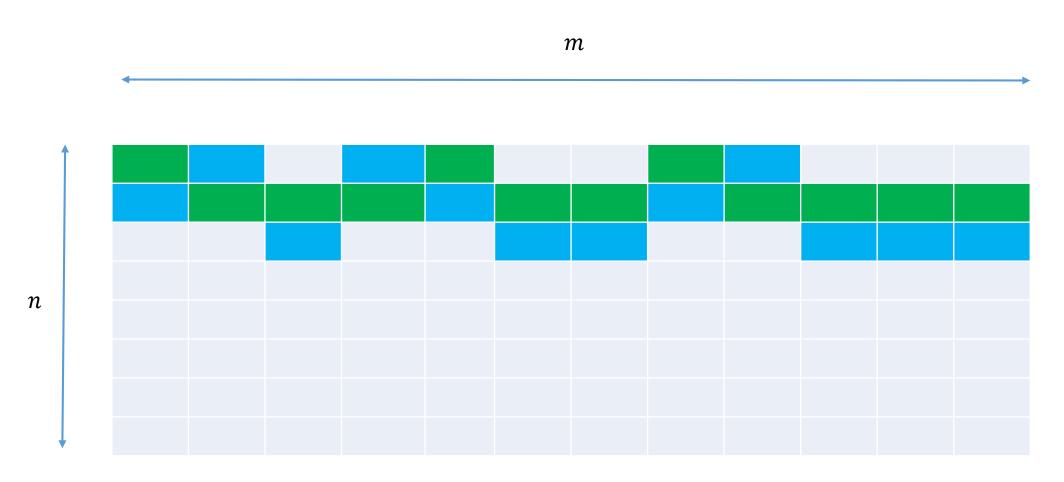
$$x_1 + \frac{T}{n} + 3(i-1)(n-2)T = x_{m+1},$$



m=3n integers in original 3-PARTITION instance



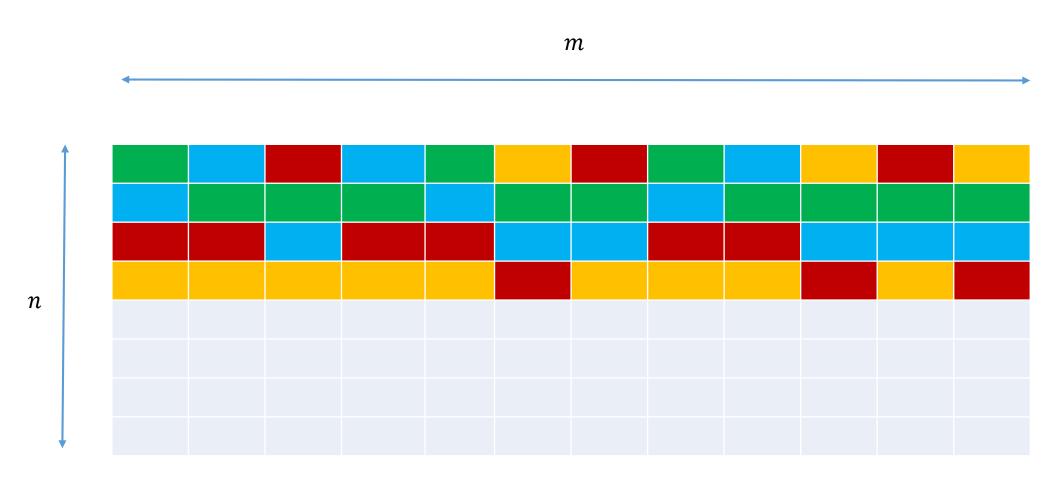
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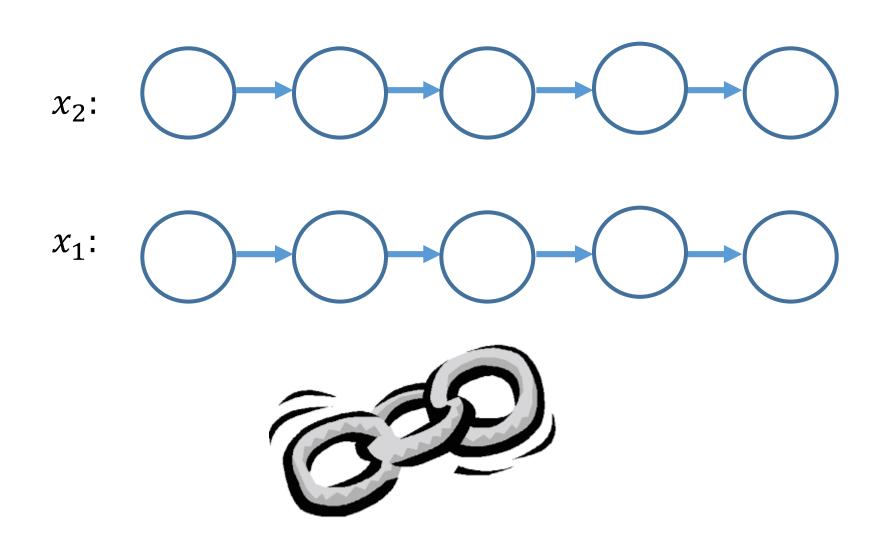


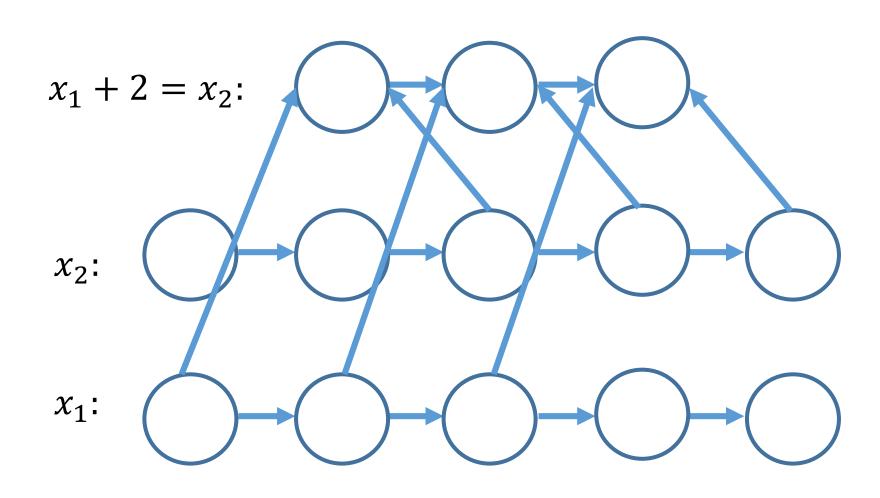
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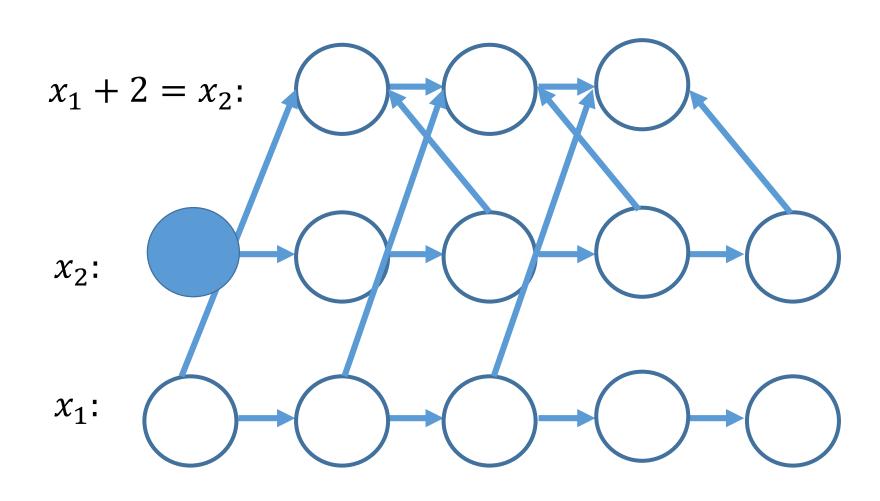


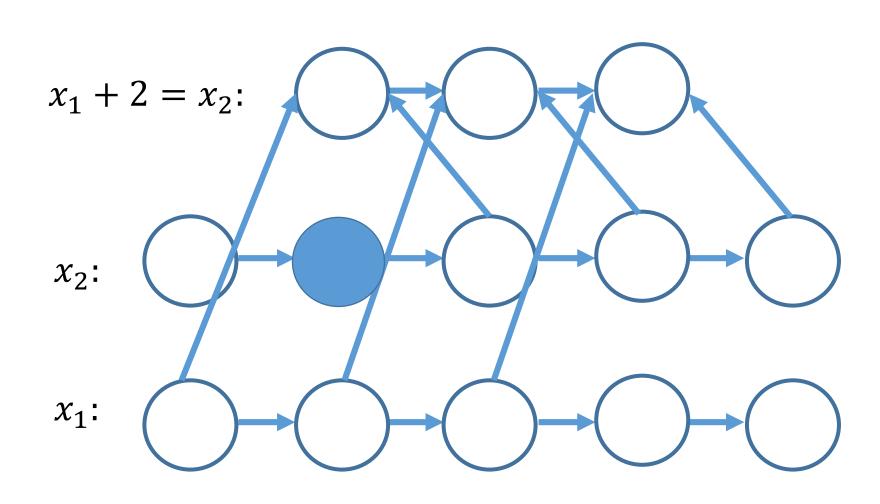
m=3n integers in original 3-PARTITION instance

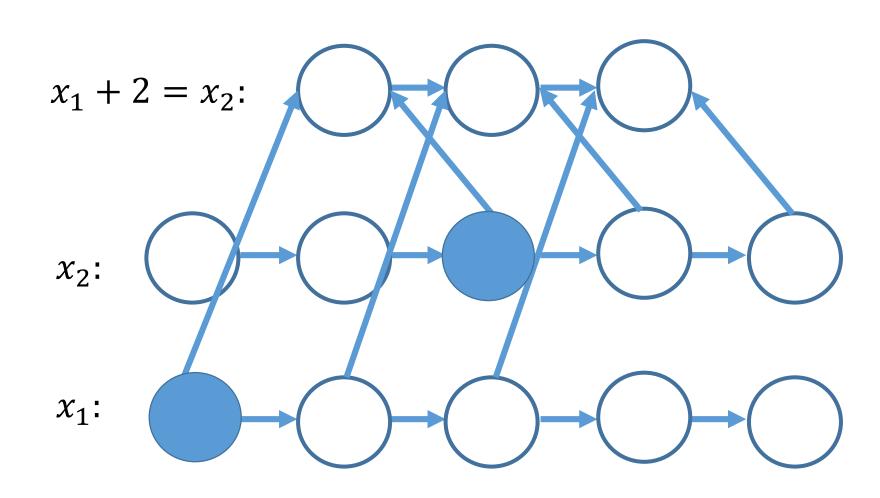
- ✓ Reducing 3-PARTITION to B2LC
- riangle Reducing B2LC to cc(G)

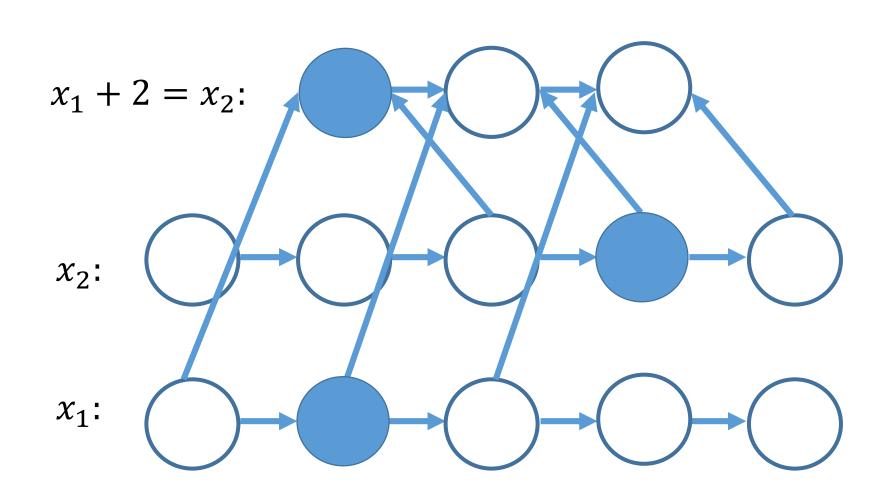


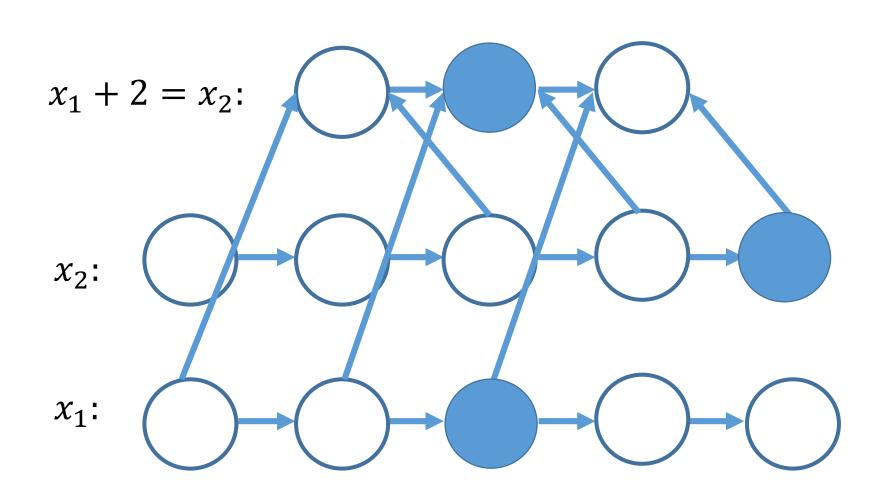


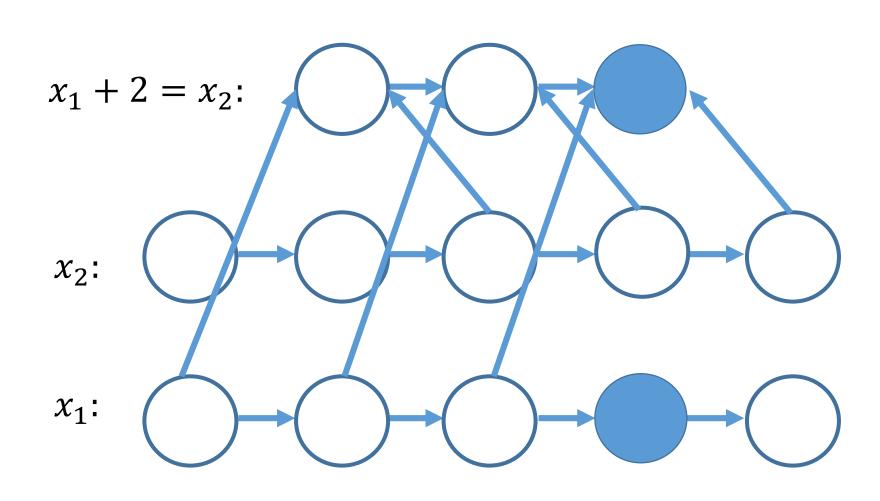


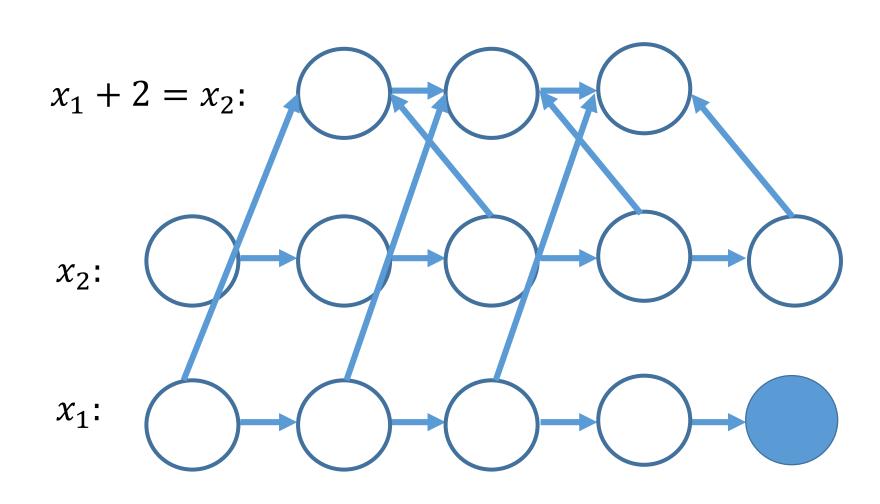




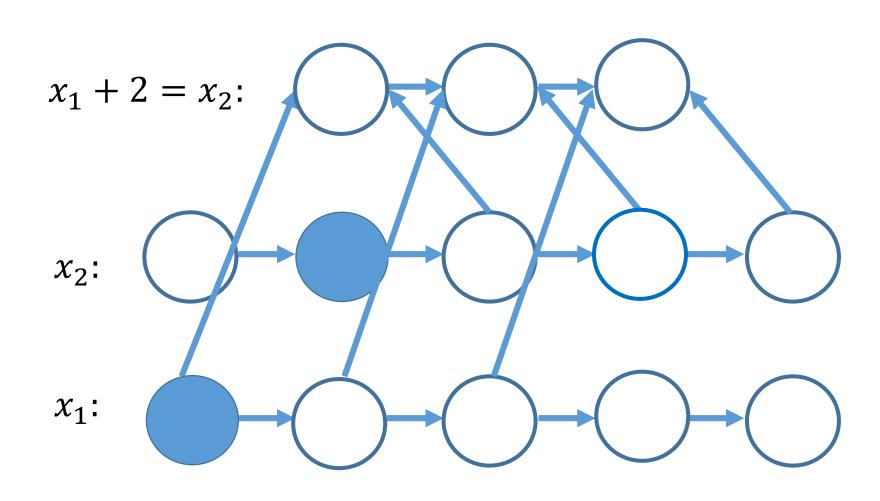




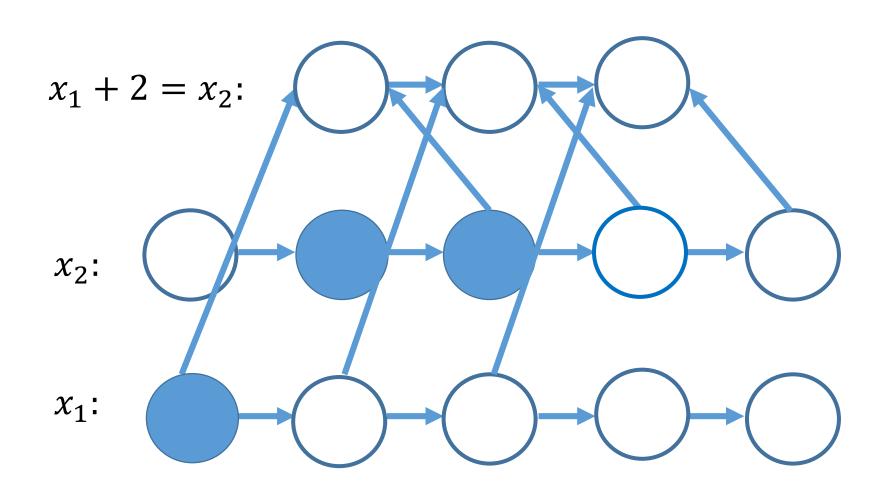




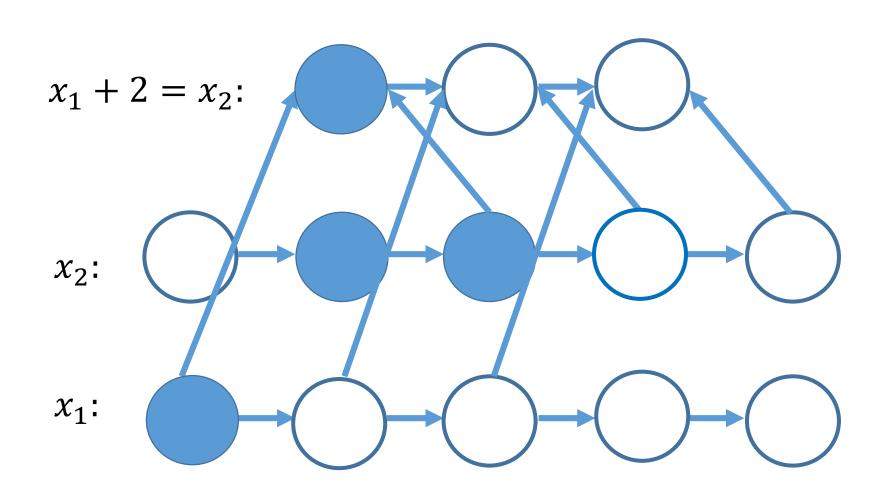
## Cheater!

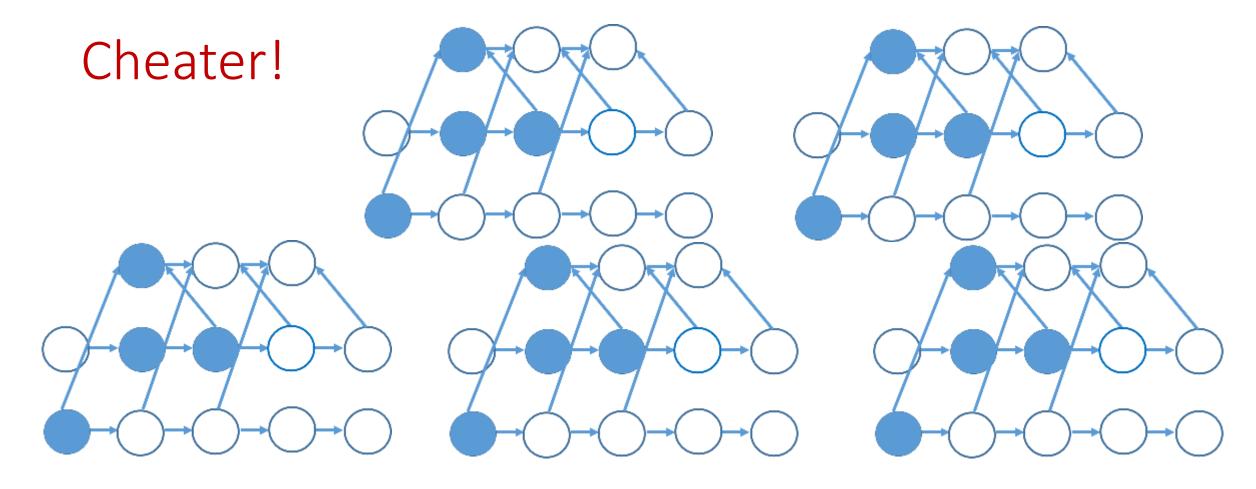


## Cheater!



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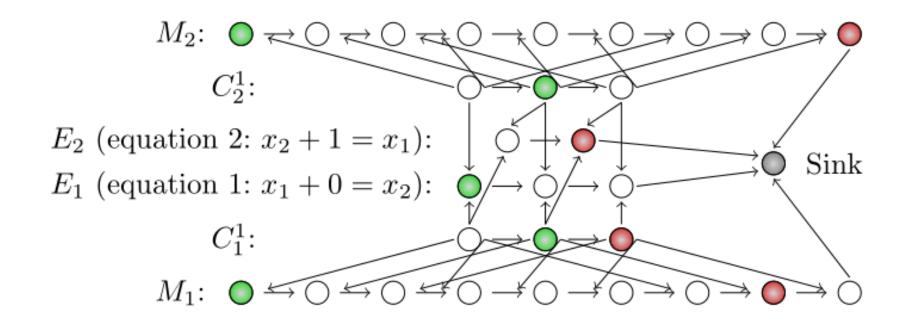




 $\mathbf{Lemma}\ \mathbf{4}\ \mathit{If}\ \mathit{the}\ \mathsf{B2LC}\ \mathit{instance}\ \mathit{has}\ \mathit{a}\ \mathit{valid}\ \mathit{solution},\ \mathit{then}\ \Pi_{cc}^{\parallel}\big(\mathsf{G}_{\mathsf{B2LC}}\big) \leq \tau cmn + 2cmn + 2cmn + 1.$ 

 $\mathbf{Lemma~5}~\textit{If the B2LC instance does not have a valid solution, then } \Pi_{cc}^{\parallel}\big(G_{B2LC}\big) \geq \tau cmn + \tau.$ 

Figure 5 shows an example of a reduction in its entirety when  $\tau = 1$ .



**Fig. 5.** An example of a complete reduction  $G_{B2LC}$ , again m=3 and c=3. The green nodes represent the pebbled vertices at time step 2 while the red nodes represent the pebbled vertices at time step 10.

### Structure of Talk

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- ✓ Graph Pebbling
- "Graph Reducibility"
- Open Problems

## Results

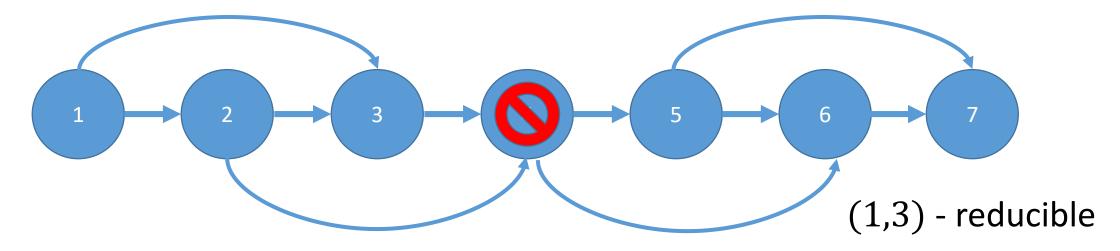
ightharpoonup Computing cc(G) is NP-hard!

Computing (e, d)reducibility is NP-hard!



## Graph Reducibility

• We say that a directed acyclic graph G is (e, d)-reducible if there exists a set S of e nodes such that G - S has depth at most d.

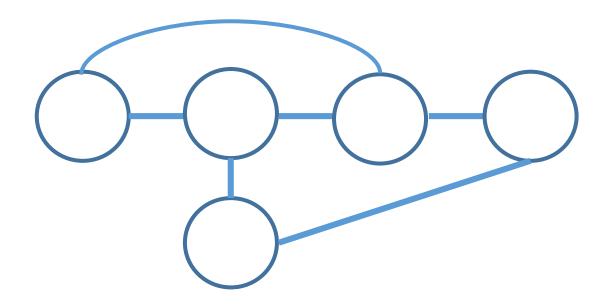


## Graph Reducibility

- $\diamond$  Can deduce cc(G) from (e, d)-reducible!
- Depth-robustness is a necessary condition for secure iMHFs (AB16)
  - **There exists attack with**  $E_R(A) = O(en + \sqrt{n^3d})$ , which is  $o(n^2)$  for e, d = o(n).
- Depth-robustness is a sufficient condition for secure iMHFs (ABP16)
  - $cc(G) \leq ed$

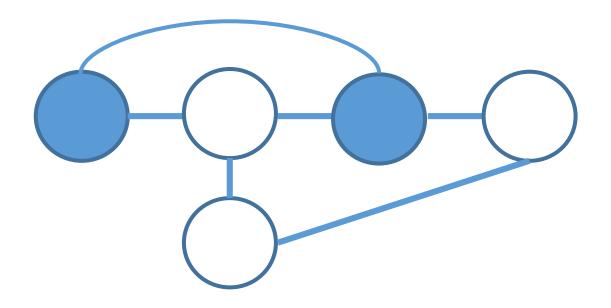
#### Vertex Cover

 $\bullet$  Given a graph G(V, E) and an integer k, does there exist a subset of V of size k which intersects all edges of E?



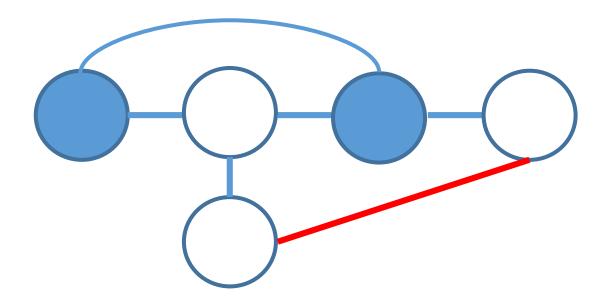
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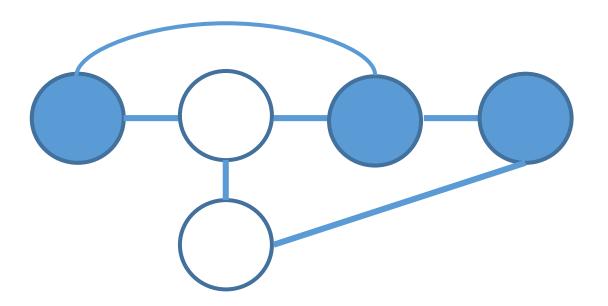
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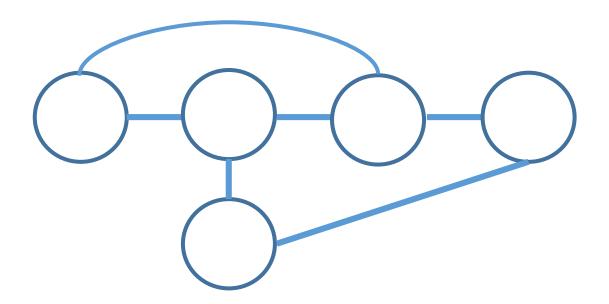


### Vertex Cover

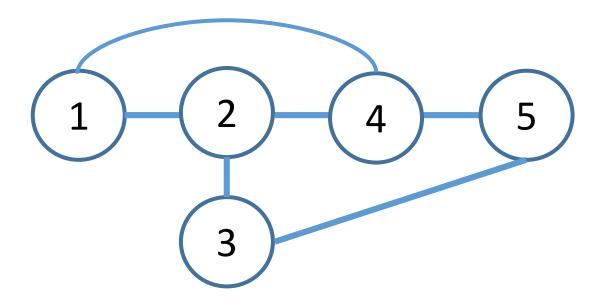
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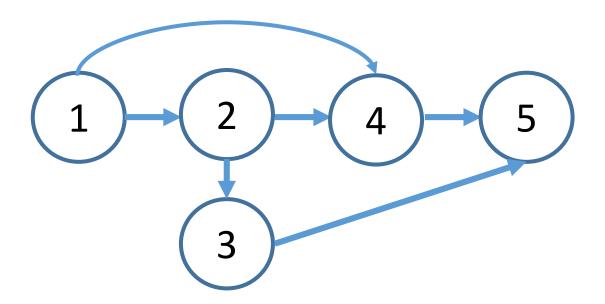
 $\clubsuit$  Arbitrarily label the vertices  $1,2,\ldots,n$ , and direct edges in topological ordering.



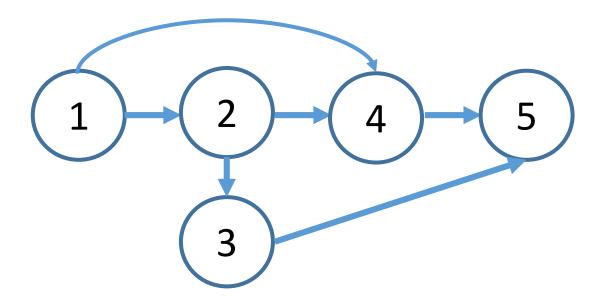
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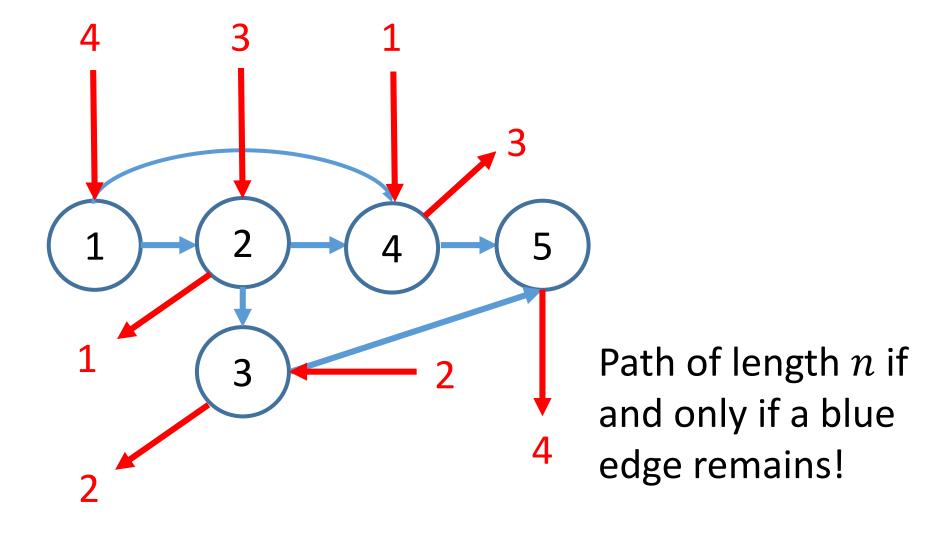


 $\clubsuit$  Arbitrarily label the vertices  $1,2,\ldots,n$ , and direct edges in topological ordering.



For vertex i, create an ingoing path of length i-1 and an outgoing path of length n-i.

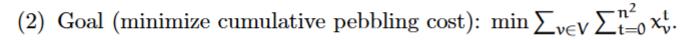




(1) Variables: For  $1 \le \nu \le n$  and  $0 \le t \le n^2$ ,

(a) Integer Program:  $x_{\nu}^t \in \{0, 1\}$ 

(b) Relaxed Linear Program:  $0 \le x_{\nu}^{t} \le 1$ 

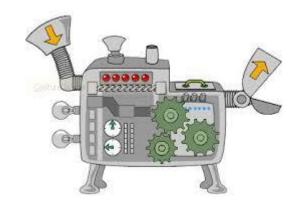


- (3) Constraint 1 (Must Finish):  $\sum_{t=0}^{n^2} x_n^t \ge 1$ .
- (4) Constraint 2 (No Pebbles At Start):  $\sum_{\nu>0} x_{\nu}^{0} \leq 0$ .
- (5) Constraint 3 (Pebbling Is Valid): For all  $\nu$  s.t  $|Parents(\nu)| \ge 1$  and  $0 \le t \le n^2 1$  we have

$$x_{\nu}^{t+1} \leq x_{\nu}^{t} + \frac{\sum_{\nu' \in Parents(\nu)} x_{\nu'}^{t}}{|Parents(\nu)|} .$$

Fig. 5: Integer Program for Pebbling.

**Theorem 9** Let G be with constant indegree  $\delta$ . Then there is a fractional solution to our LP Relaxation (of the Integer Program in Figure  $\Box$ ) with cost at most 3n.



# Summary

- $\diamond$  We show computing cc(G) is NP-hard (as is computing st(G)).
- $\clubsuit$  Linear Program for cc(G) has  $\Omega\left(\frac{n}{\log n}\right)$  integrality gap.
- $\clubsuit$  We show that given e, d, it is NP-hard to determine whether a graph is (e, d)-reducible (even for graphs with bounded degree).
- $\clubsuit$  Given d, it may be NP-hard to:
  - $\clubsuit$  Approximate e to a factor of 1.3 (minimum Vertex Cover).
  - $\clubsuit$  Approximate e to a factor of 2 (Unique Games Conjecture).
- An optimal cumulative cost pebbling of a graph may take more than n steps.

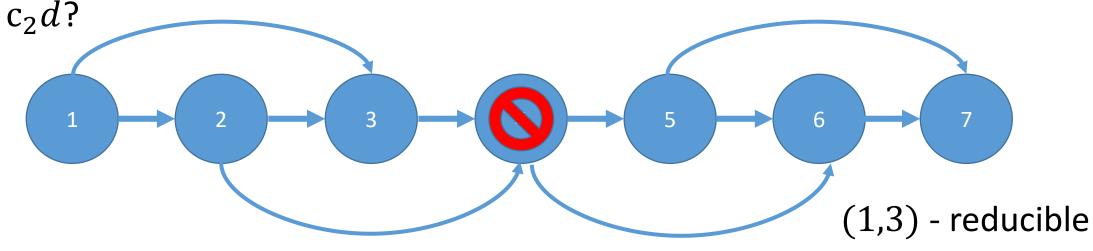
## Structure of Talk

- ✓ Background
- ✓ Graph Pebbling
- ✓ "Graph Reducibility"
- Open Problems

## Open Questions

 $\bullet$  Does there exist an algorithm to approximate cc(G)?

 $\clubsuit$  Do there exist constants  $c_1$ ,  $c_2$  so that given an (e,d)-reducible graph, we can a set S of  $c_1e$  nodes such that G-S has depth at most



• Does there exist a graph with  $cc(G) = \frac{n^2}{\log n}$  and space 3? (ADNV17)



# Questions?

