

Session 2

Rainbow Table Attack



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Objectives

- Understand the **rainbow table** data structure

Long chains of data interleaved with their hashes

- Reverse an hash function with rainbow table **attack**

Thanks to a time versus memory tradeoff

- Evaluate the **speedup improvement** and memory cost

Comparing rainbow table with brute force and dictionary attacks



Rainbow Table

Rainbow Table (1)

- **Rainbow table** is a precomputed table to reverse hash function

Invented by Oechslin based on simpler algorithm by Hellman

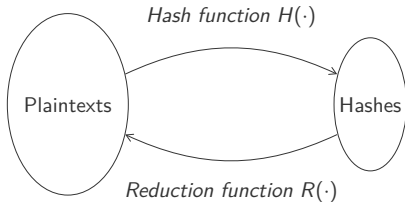
- Rainbow table exploits the **space-time tradeoff**
 - More efficient in time than using brute-force attack
 - Less consuming in storage space than using lookup table

- Work in the **reverse order** of data encryption process

Going from the hashes to the plaintexts

Hash and Reduction Function

- Rainbow tables are built thanks to **two operations**
 - **Hash** function maps plaintext to hashes
 - **Reduction** function does the reverse operation (at least tries)



Hash Chain

- **Reduction function** maps hash value back to plaintext value

Inverting the domain and codomain of the hash function

- Building **chains** of alternating plaintexts and hashes

By alternating between hash and reduction functions

abc \xrightarrow{H} 81AB20 \xrightarrow{R} vch \xrightarrow{H} ECA760 \xrightarrow{R} ben \xrightarrow{H} **76B7C4**

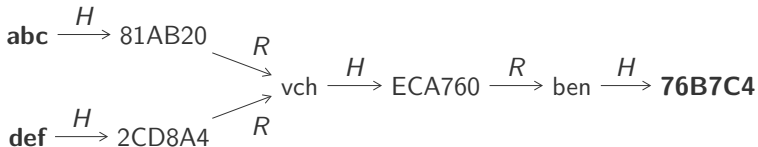
Collision (1)

- Two hash chains may **collide** with each other

Reduction function may generate plaintext already encountered

- Collisions add **redundancy** in data encoded in rainbow table

Too many collisions result in “loosing” space



Rainbow Table Attack



Collision (2)

- Rainbow table uses a **set of reduction functions** R_j

Reduction function may generate plaintext already encountered

- Each reduction function associated to **a different colour**...

...hence the name rainbow table

abc \xrightarrow{H} 81AB20 $\xrightarrow{R_1}$ vch \xrightarrow{H} ECA760 $\xrightarrow{R_2}$ sam \xrightarrow{H} **1FE75C**

Rainbow Table Attack

- Building a big **rainbow table** with many hash chains
 - Considered plaintexts are passwords from stolen database
 - Only need to store the first and last element of the chain
 - The whole chain can be recomputed on-demand if necessary
- **Space-time tradeoff** to improve search performance
 - Using more memory to improve speed
 - 10^{12} hashes can be stored with only 10^6 chains stored

$$P_1 \xrightarrow{H} H_1 \xrightarrow{R_1} P_2 \xrightarrow{H} \dots \xrightarrow{R_{k-1}} P_k \xrightarrow{H} H_k$$

Finding Password

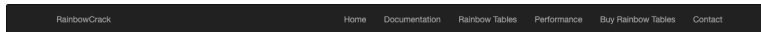
- Iterate to **find password** P corresponding to hash value H
 - 1 Check if H is the endpoint of a chain $(P_{i,1}, H_{i,k})$
 - 2 Recompute the chain $P_{i,1} \rightarrow H_{i,1} \rightarrow \dots \rightarrow P_{i,k} \rightarrow H$
 - 3 A corresponding password for the given H is $P_{i,k}$

- **If not found**, reduce H and then hash the result to obtain H'
 - 1 Check if H' is the endpoint of a chain $(P_{i,1}, H_{i,k})$
 - 2 Recompute $P_{i,1} \rightarrow H_{i,1} \rightarrow \dots \rightarrow P_{i,k-1} \rightarrow H \rightarrow P_{i,k} \rightarrow H'$
 - 3 A corresponding password for the given H is $P_{i,k-1}$

Existing Rainbow Table

- Several **rainbow tables** are available for download

For example on the RainbowCrack project website



List of Rainbow Tables

This page lists the rainbow tables we generated.

LM rainbow tables speed up cracking of password hashes from Windows 2000 and Windows XP operating system.

NTLM rainbow tables speed up cracking of password hashes from Windows Vista and Windows 7 operating system.

MD5 and SHA1 rainbow tables speed up cracking of MD5 and SHA1 hashes, respectively.

The largest rainbow tables here are ntlm_mixa1pha-numeric#1-9, md5_mixa1pha-numeric#1-9 and sha1_mixa1pha-numeric#1-9. Each has a key space of 13,759,005,997,841,642 (i.e., 2^{53}).

Benchmark result of each rainbow table is shown in last column of the list below. We generate hashes of random plaintexts and crack them with the rainbow table and rcrack/rcrack_cuda/rcrack_cl program. rcrack program uses CPU for computation and rcrack_cuda/rcrack_cl program uses NVIDIA/AMD GPU.

Video demonstration of some rainbow tables on [YouTube](#) :

- [Hash Cracking with Rainbow Table ntlm_ascii-32-95#1-8](#)
- [Hash Cracking with Rainbow Table md5_ascii-32-95#1-8](#)
- [Hash Cracking with Rainbow Table sha1_ascii-32-95#1-8](#)

Perfect rainbow tables are rainbow tables without identical end points, produced by removing merged rainbow chains in normal rainbow tables. To achieve same success rate, perfect rainbow tables are smaller and faster to lookup than non-perfect rainbow tables. In lists below, parameters of non-perfect rainbow tables are in gray.

Rainbow Tables

LM Rainbow Tables

Table ID	Charset	Plaintext Length	Key Space	Success Rate	Table Size	Files	Performance
 lm_ascii-32-65-123-4#1-7	ascii-32-65-123-4	1 to 7	7,555,858,447,479	99.9 %	27 GB 32 GB	Perfect Non-perfect	Perfect Non-perfect

NTLM Rainbow Tables

Table ID	Charset	Plaintext Length	Key Space	Success Rate	Table Size	Files	Performance
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Protection



Salt

- Using large salts **protects** against rainbow table attack
 - Concatenated with password before being hashed in database*
- Two main possibilities to **use salt** with passwords
 - $\text{saltedhash}(\text{password}) = \text{hash}(\text{password} || \text{salt})$
 - $\text{saltedhash}(\text{password}) = \text{hash}(\text{hash}(\text{password}) || \text{salt})$
- Each user's password is **hashed uniquely**
 - Makes precomputation attacks very difficult
 - Old UNIX passwords with 12-bit salt requires 4096 tables

Key Stretching

- **Combine** salt, password and intermediate hash values

Makes brute-force attacks more time consuming

- Obtaining an **enhanced hash** from a possibly weak one

Requires a little bit more time for users to log in

References

- Jason Beneducci (2019). *The Land of "Rainbow Tables"*, September 10, 2019.
<https://medium.com/@jasonbeneducci/rainbow-tables-d88b99c35d61>
- Andy O'Donnell (2019). *Rainbow Tables: Your Password's Worst Nightmare*, November 18, 2019.
<https://www.lifewire.com/rainbow-tables-your-passwords-worst-nightmare-2487288>
- Don Donzal (2006). *Tutorial: Rainbow Tables and RainbowCrack*, November 5, 2006.
<https://www.ethicalhacker.net/columns/gates/tutorial-rainbow-tables-and-rainbowcrack>

Credits

- Velvet Elevator (Pandy Farmer), July 30, 2009, <https://www.flickr.com/photos/elainelope/3840340711>.
- Camron Flanders, May 29, 2012, <https://www.flickr.com/photos/camflan/7302192024>.
- kismihok, September 5, 2013, <https://www.flickr.com/photos/kismihok/9686252463>.