Cryptography (cont.)

Daniel Halperin
Tadayoshi Kohno

Thanks to Dan Boneh, Dieter Gollmann, John Manferdelli, John Mitchell, Vitaly Shmatikov, Bennet Yee, and many others for sample slides and materials ...

Updates Oct. 19th

- **Lab 1** is due *Friday*
  - TA office hours Fri before class (12-2:20, CSE 002)
  - My office hours today after class (CSE 210)

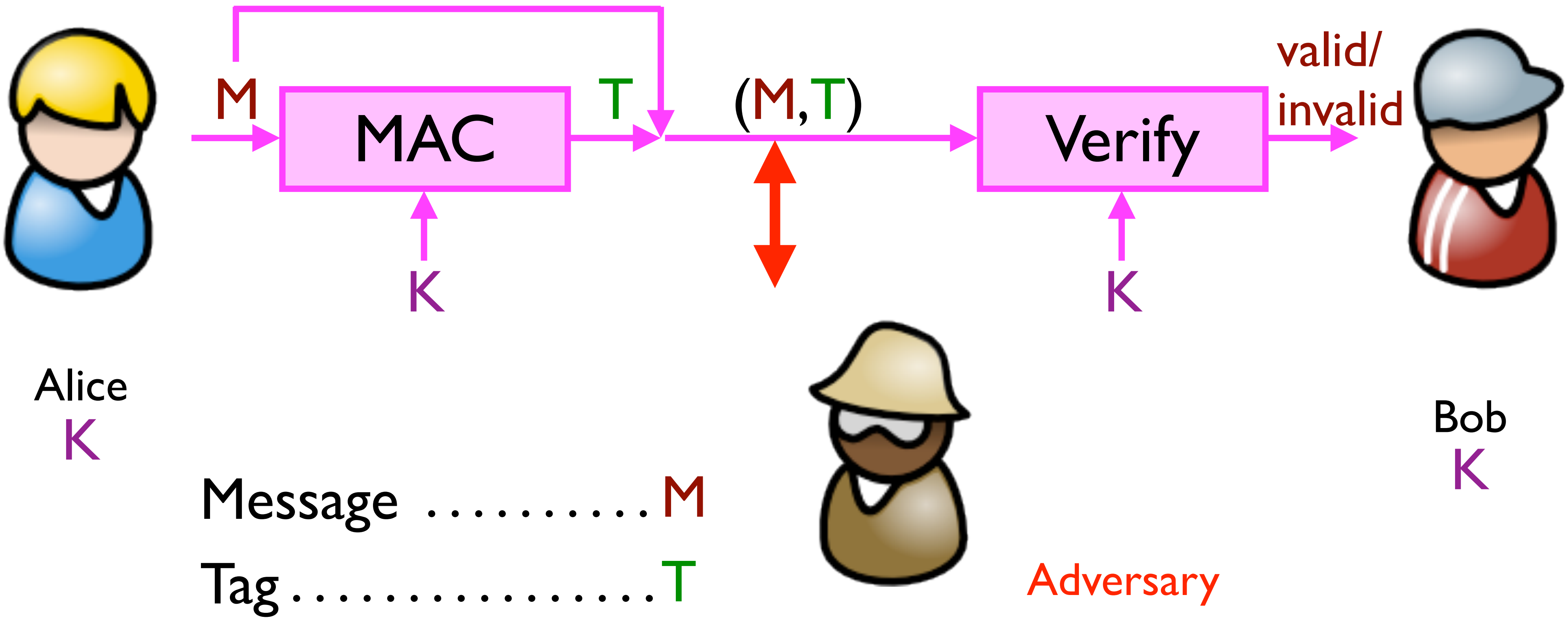
Today

- Integrity for symmetric crypto
- More generally, hash functions

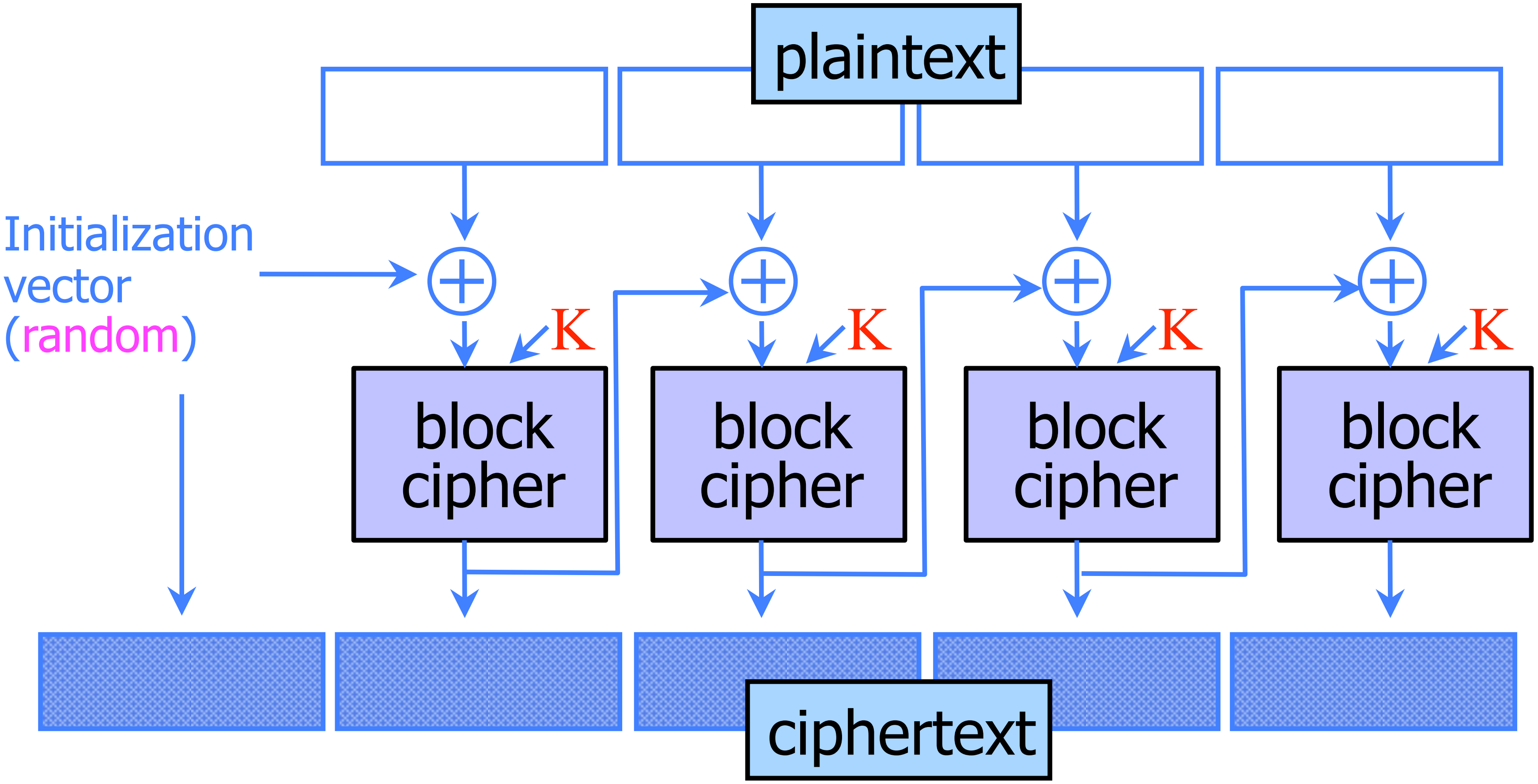
Achieving Integrity (Symmetric)

Message authentication schemes: A tool for protecting integrity.

(Also called message authentication codes or MACs.)

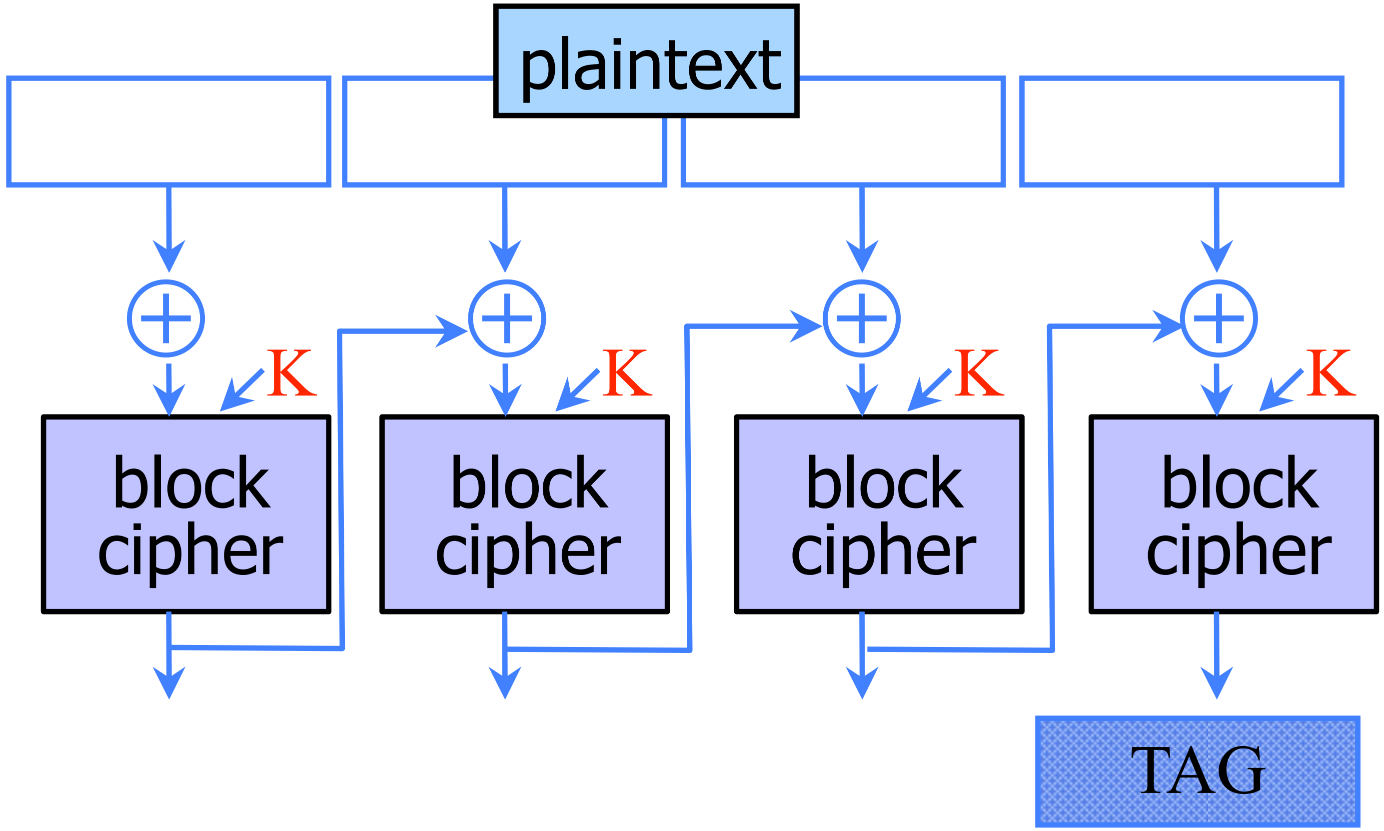


CBC Mode: Encryption



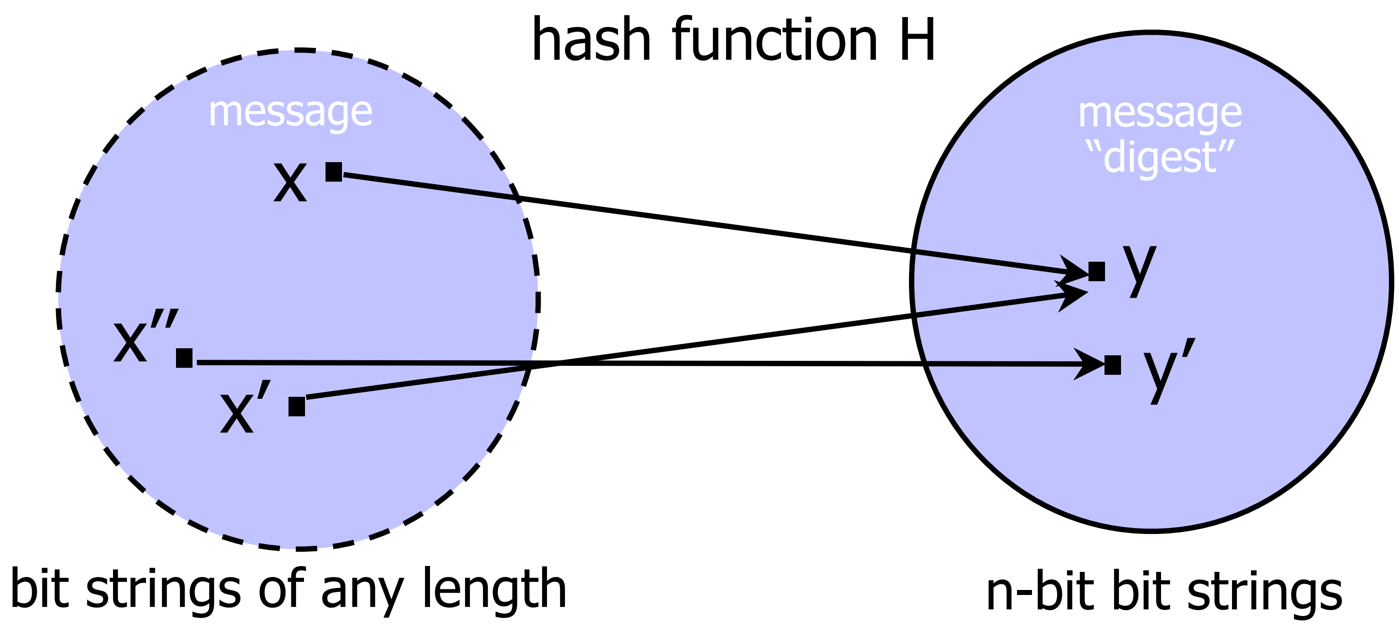
- Identical blocks of plaintext encrypted differently
- Last cipherblock depends on entire plaintext
  - Still does not guarantee integrity

CBC-MAC



- Not secure when system may MAC messages of different lengths.
  - NIST recommends a derivative called CMAC (not required)

Broad Class of Hash Functions



- H is a lossy compression function
  - Collisions: h(x)=h(x′) for distinct inputs x, x′
  - Result of hashing should "look random" (make this precise later)
    - Intuition: half of digest bits are "1"; any bit in digest is "1" half the time
- Cryptographic hash function needs a few properties…

One-Way

- Intuition: hash should be hard to invert
  - "Preimage resistance"
  - Let $h(x')=y\in\{0,1\}^n$ for a random x'
  - Given y, it should be hard to find any x such that h(x)=y
- How hard?
  - Brute-force: try every possible x, see if h(x)=y
  - SHA-1 (common hash function) has 160-bit output
    - Expect to try 2^{159} inputs before finding one that hashes to y.

Collision Resistance

- Should be hard to find distinct x, x′ such that h(x)=h(x′)
  - Brute-force collision search is only $O(2^{n/2})$, <u>not</u> $O(2^n)$
  - For SHA-1, this means $O(2^{80})$ vs. $O(2^{160})$
- Birthday paradox (informal)
  - Let t be the number of values x,x′,x″… we need to look at before finding the first pair x,x′ s.t. h(x)=h(x′)
  - What is probability of collision for each pair x,x′?
  - How many pairs would we need to look at before finding the first collision?
  - How many pairs x,x′ total?
  - What is t?

Collision Resistance

- Should be hard to find distinct x, x′ such that h(x)=h(x′)
  - Brute-force collision search is only $O(2^{n/2})$, not $O(2^n)$
  - For SHA-1, this means $O(2^{80})$ vs. $O(2^{160})$
- Birthday paradox (informal)
  - Let t be the number of values x,x′,x″… we need to look at before finding the first pair x,x′ s.t. h(x)=h(x′)
  - What is probability of collision for each pair x,x′? $1/2^n$
  - How many pairs would we need to look at before finding the first collision?
  - How many pairs x,x′ total?
  - What is t?

Collision Resistance

- Should be hard to find distinct x, x′ such that h(x)=h(x′)
  - Brute-force collision search is only $O(2^{n/2})$, not $O(2^n)$
  - For SHA-1, this means $O(2^{80})$ vs. $O(2^{160})$
- Birthday paradox (informal)
  - Let t be the number of values x,x′,x″… we need to look at before finding the first pair x,x′ s.t. h(x)=h(x′)
  - What is probability of collision for each pair x,x′? $1/2^n$
  - How many pairs would we need to look at before finding the first collision? $O(2^n)$
  - How many pairs x,x′ total?
  - What is t?

Collision Resistance

- Should be hard to find distinct x, x′ such that h(x)=h(x′)
  - Brute-force collision search is only $O(2^{n/2})$, not $O(2^n)$
  - For SHA-1, this means $O(2^{80})$ vs. $O(2^{160})$
- Birthday paradox (informal)
  - Let t be the number of values x,x′,x″… we need to look at before finding the first pair x,x′ s.t. h(x)=h(x′)
  - What is probability of collision for each pair x,x′? $1/2^n$
  - How many pairs would we need to look at before finding the first collision? $O(2^n)$
  - How many pairs x,x′ total? Choose(t,2)=t(t-1)/2 ~ $O(t^2)$
  - What is t?

Collision Resistance

- Should be hard to find distinct x, x′ such that h(x)=h(x′)
  - Brute-force collision search is only $O(2^{n/2})$, not $O(2^n)$
  - For SHA-1, this means $O(2^{80})$ vs. $O(2^{160})$
- Birthday paradox (informal)
  - Let t be the number of values x,x′,x″… we need to look at before finding the first pair x,x′ s.t. h(x)=h(x′)
  - What is probability of collision for each pair x,x′? $1/2^n$
  - How many pairs would we need to look at before finding the first collision? $O(2^n)$
  - How many pairs x,x′ total? Choose(t,2)=t(t-1)/2 ~ $O(t^2)$
  - What is t? $2^{n/2}$

One-Way vs. Collision Resistance

One-Way vs. Collision Resistance

- One-wayness does <u>not</u> imply collision resistance
  - Suppose g is one-way
  - Define h(x) as g(x') where x' is x except the last bit
    - h is one-way (to invert h, must invert g)
    - Collisions for h are easy to find: for any x, h(x0)=h(x1)

One-Way vs. Collision Resistance

- One-wayness does not imply collision resistance
  - Suppose g is one-way
  - Define h(x) as g(x') where x' is x except the last bit
    - h is one-way (to invert h, must invert g)
    - Collisions for h are easy to find: for any x, h(x0)=h(x1)
- Collision resistance does not imply one-wayness
  - Suppose g is collision-resistant
  - Define h(x) to be 0x if x is n-bit long, 1g(x) otherwise
    - Collisions for h are hard to find: if y starts with 0, then there are no collisions, if y starts with 1, then must find collisions in g
    - h is not one way: half of all y's (those whose first bit is 0) are easy to invert (how?); random y is invertible with probab. 1/2

Weak Collision Resistance

- Given randomly chosen x, hard to find x′ such that h(x)=h(x′)
  - Attacker must find collision for a specific x. By contrast, to break collision resistance it is enough to find any collision.
  - Brute-force attack requires $O(2^n)$ time
  - AKA second-preimage collision resistance
- Weak collision resistance does not imply collision resistance

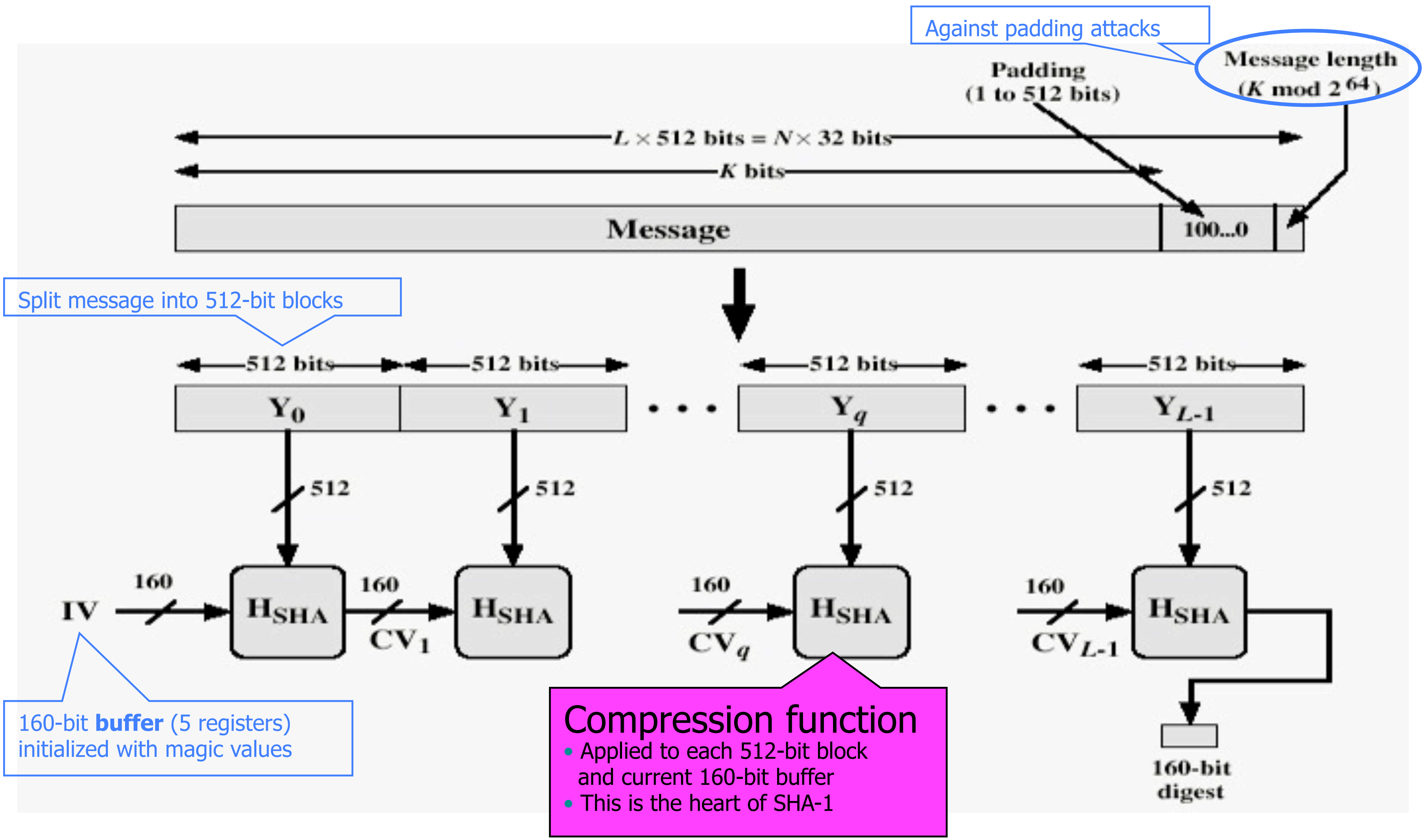
Which Property Do We Need?

- UNIX passwords stored as hash(password)
  - One-wayness: hard to recover the/a valid password
- Integrity of software distribution
  - Weak collision resistance (second-preimage resistance)
  - But software images are not really random…
- Auction bidding
  - Alice wants to bid B, sends H(B), later reveals B
  - One-wayness: rival bidders should not recover B (this may mean that she needs to hash some randomness with B too)
  - Collision resistance: Alice should not be able to change her mind to bid B′ such that H(B)=H(B′)

Common Hash Functions

- MD5
  - 128-bit output
  - Designed by Ron Rivest, used very widely
  - Collision-resistance broken (summer of 2004)
- RIPEMD-160
  - 160-bit variant of MD5
- SHA-1 (Secure Hash Algorithm)
  - 160-bit output
  - US government (NIST) standard as of 1993-95
  - Also recently broken! (Theoretically -- not practical.)
- SHA-256, SHA-512, SHA-224, SHA-384
- SHA-3: Forthcoming.

Basic Structure of SHA-1 (Not Required)



How Strong Is SHA-1?

- Every bit of output depends on every bit of input
  - Very important property for collision-resistance
- Brute-force inversion requires 2^{160} ops, birthday attack on collision resistance requires 2^{80} ops
- Some recent weaknesses (2005)
  - Collisions can be found in 2^{63} ops

International Criminal Tribunal for Rwanda (Example Application)

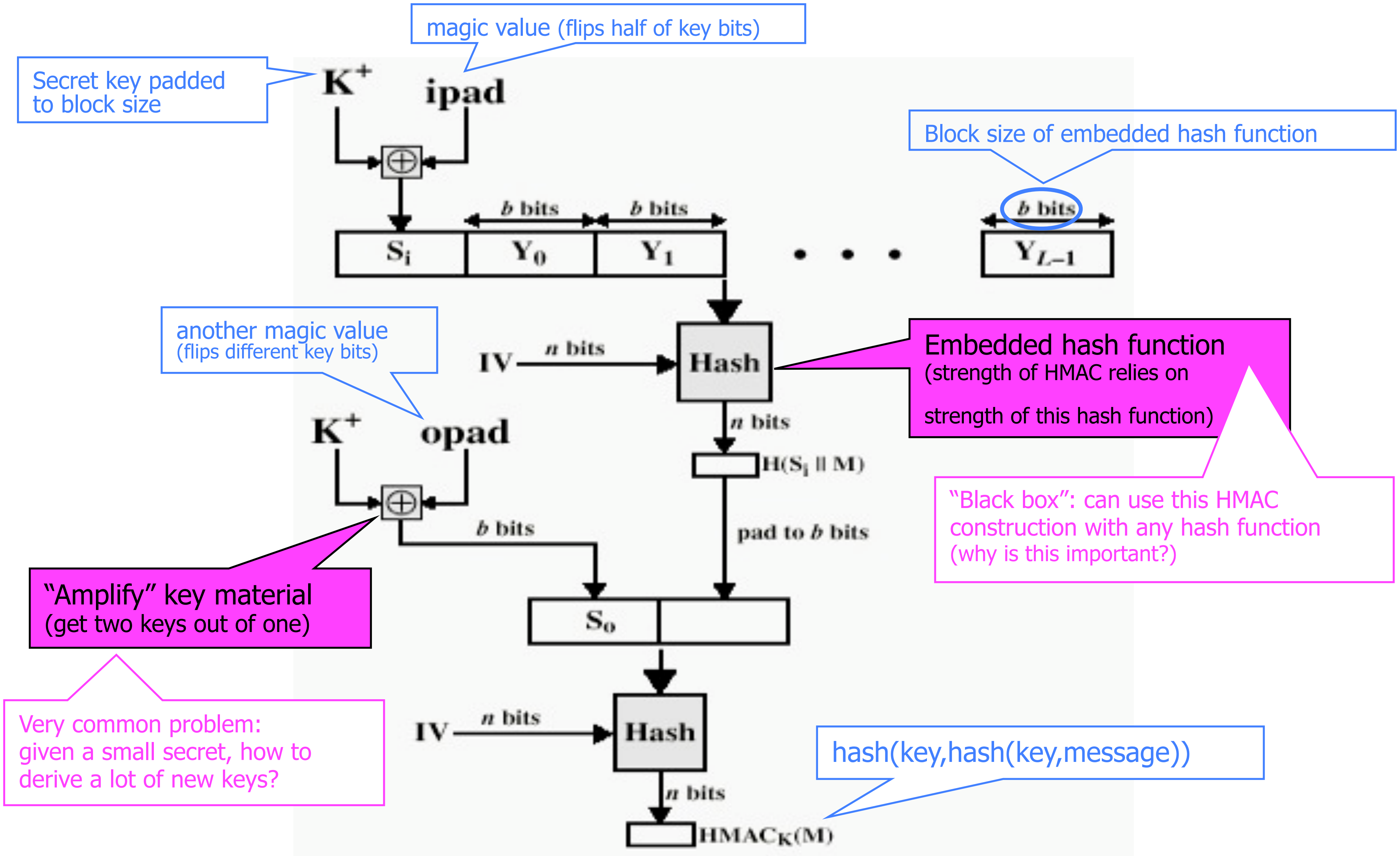
- http://www.nytimes.com/2009/01/27/science/27arch.html?_r=1&ref=science

- Credits: Alexei Czeskis, Karl Koscher, Batya Friedman

HMAC

- Construct MAC by applying a cryptographic hash function to message and key
- Invented by Bellare, Canetti, and Krawczyk (1996)
- Mandatory for IP security, also used in SSL/TLS

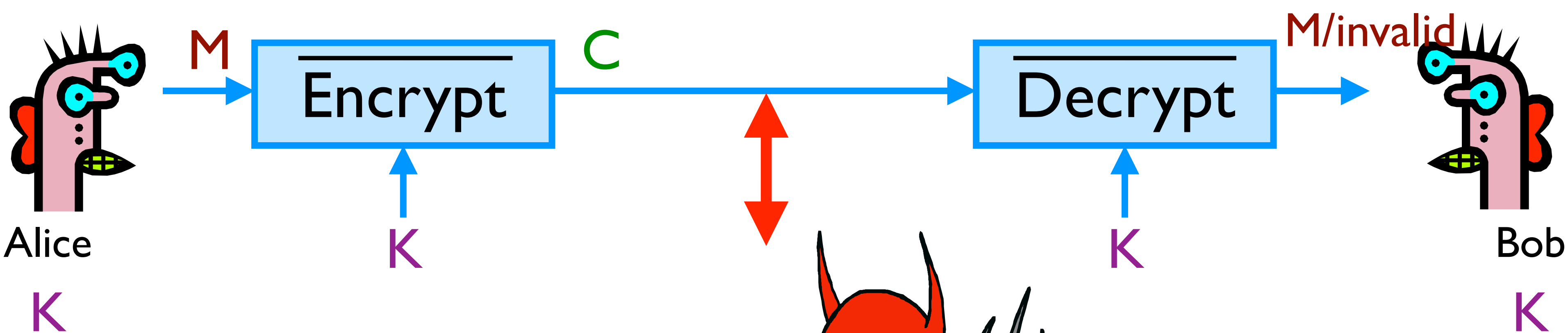
Structure of HMAC



Achieving Both Privacy and Integrity

Authenticated encryption scheme

Recall: Often desire both privacy and integrity. (For SSH, SSL, IPsec, etc.)



Key .... K

Message .... M

Ciphertext C

Some subtleties! Encrypt-and-MAC

Natural approach for authenticated encryption: Combine an encryption scheme and a MAC.

Some subtleties! Encrypt-and-MAC

Natural approach for authenticated encryption: Combine an encryption scheme and a MAC.

$\bar{E}_{Ke,Km}$ $\bar{D}_{Ke,Km}$

Some subtleties! Encrypt-and-MAC

Natural approach for authenticated encryption: Combine an encryption scheme and a MAC.

$\bar{E}_{Ke,Km}$

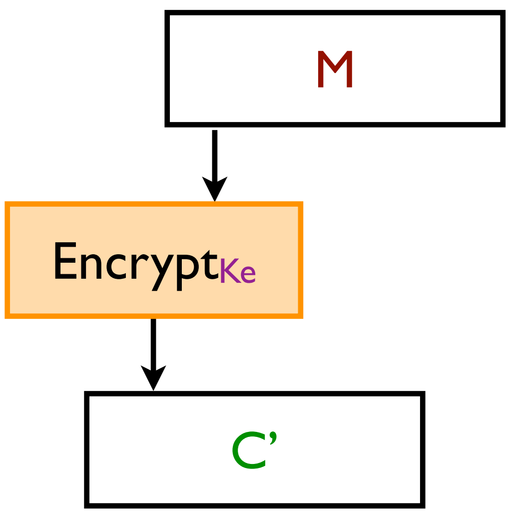
M

$\bar{D}_{Ke,Km}$

Some subtleties! Encrypt-and-MAC

Natural approach for authenticated encryption: Combine an encryption scheme and a MAC.

$\bar{E}_{Ke,Km}$

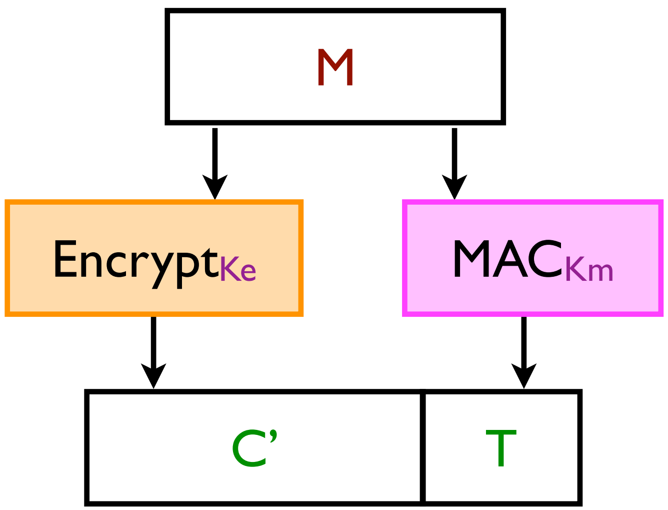


$\bar{D}_{Ke,Km}$

Some subtleties! Encrypt-and-MAC

Natural approach for authenticated encryption: Combine an encryption scheme and a MAC.

$\bar{E}_{Ke,Km}$

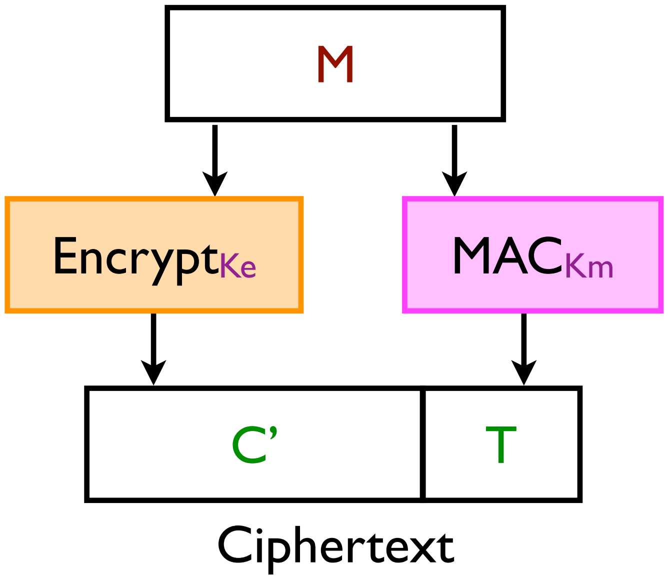


$\bar{D}_{Ke,Km}$

Some subtleties! Encrypt-and-MAC

Natural approach for authenticated encryption: Combine an encryption scheme and a MAC.

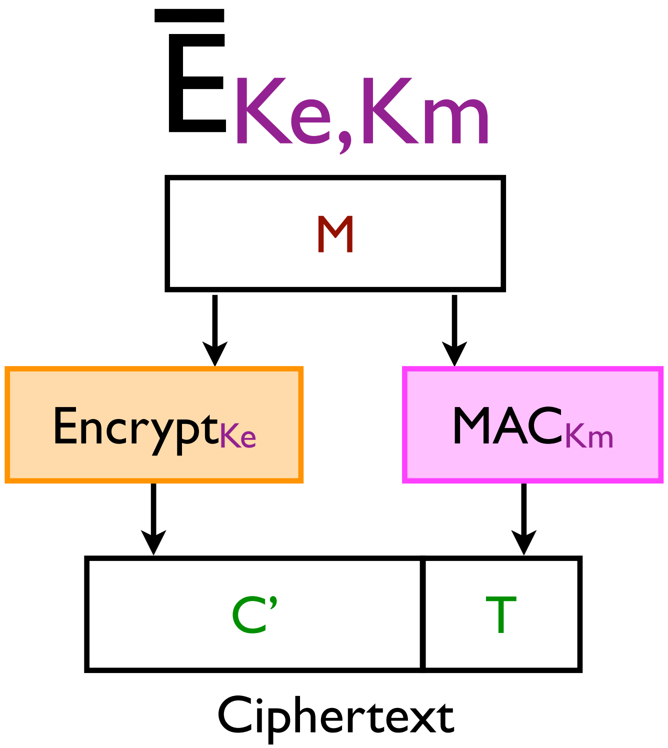
$\bar{E}_{Ke,Km}$

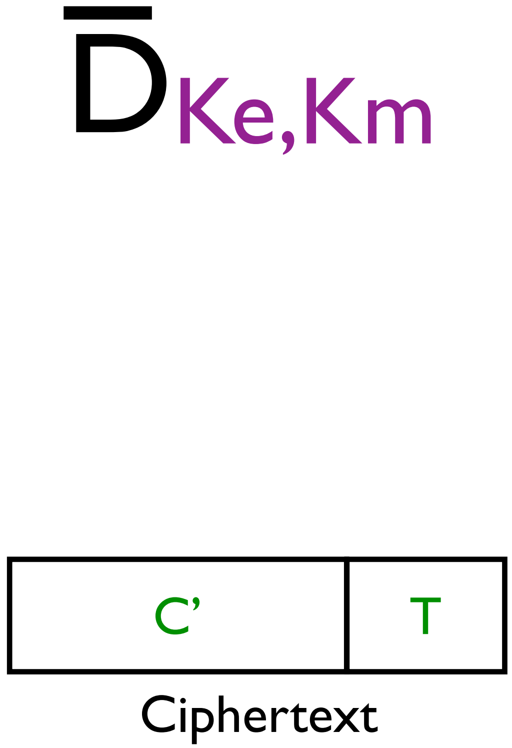


$\bar{D}_{Ke,Km}$

Some subtleties! Encrypt-and-MAC

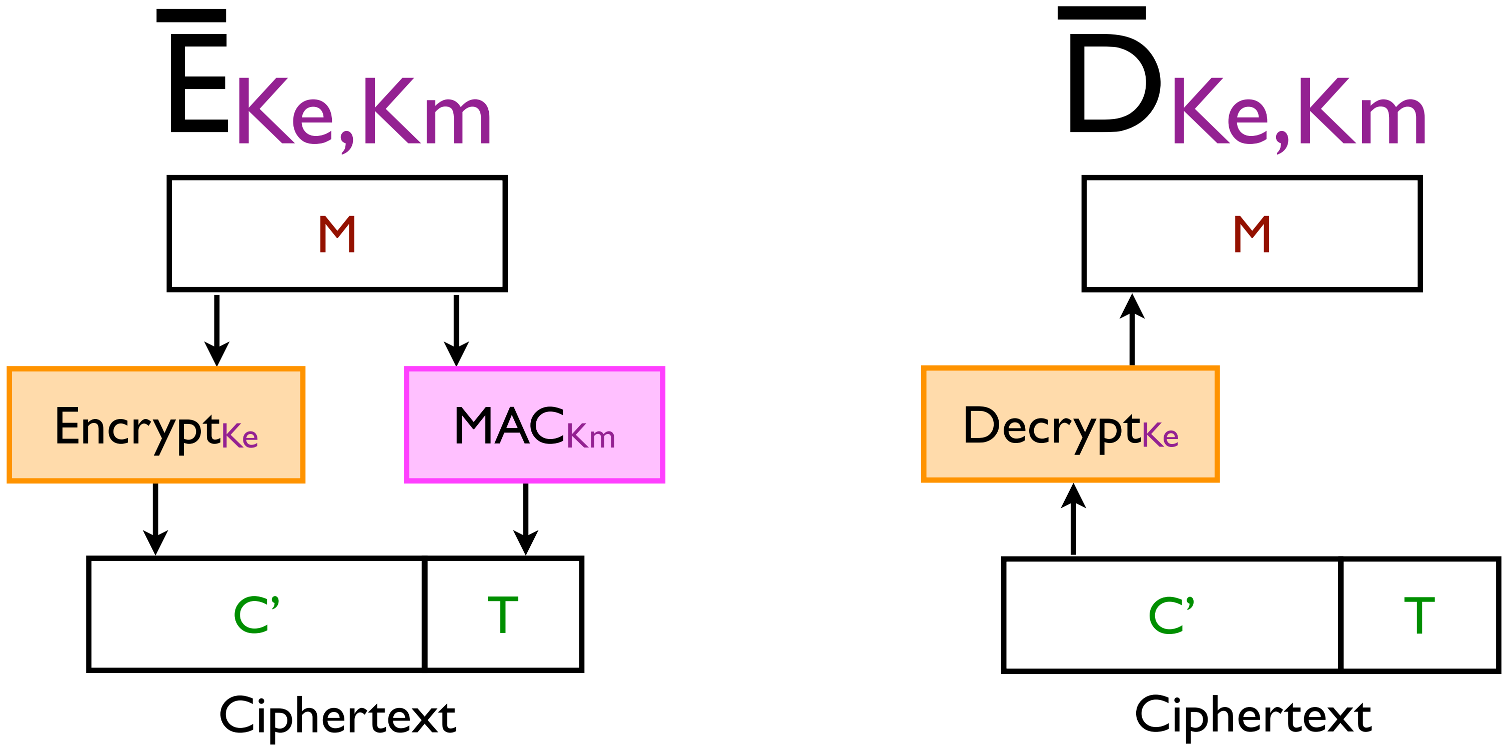
Natural approach for authenticated encryption: Combine an encryption scheme and a MAC.





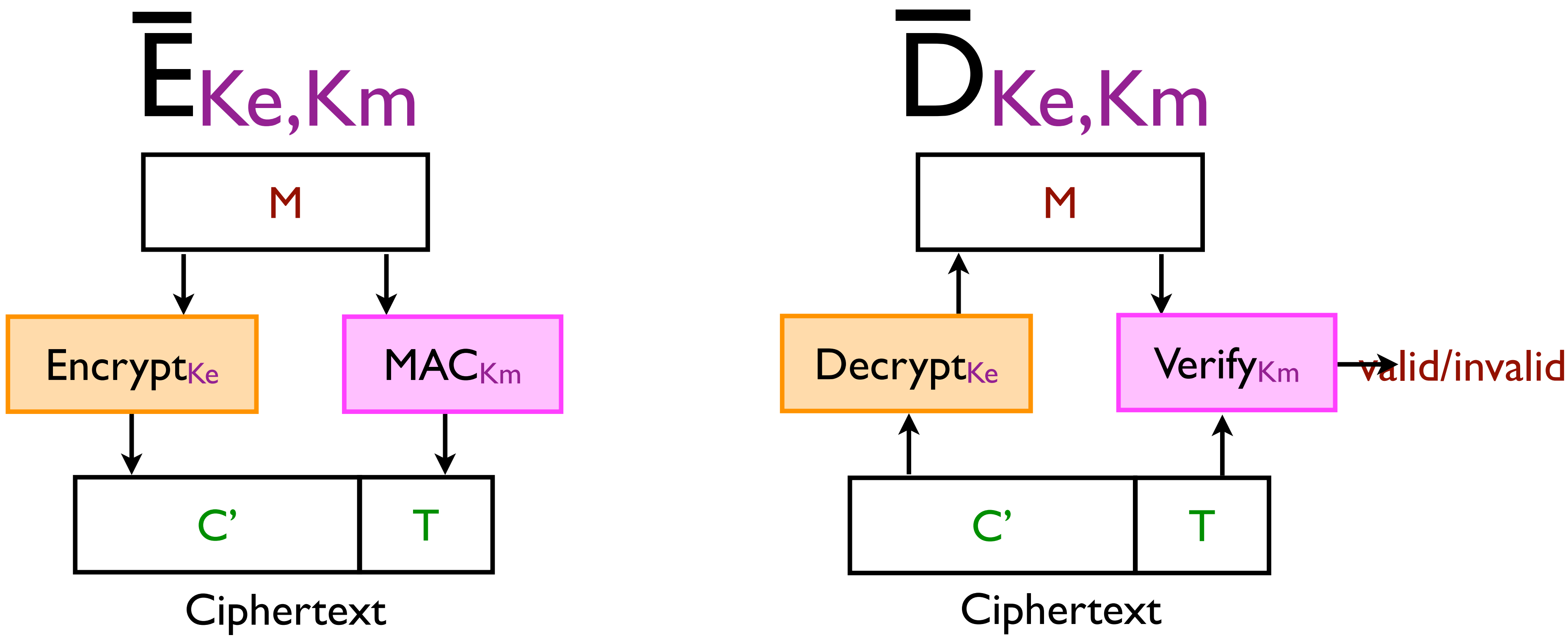
Some subtleties! Encrypt-and-MAC

Natural approach for authenticated encryption: Combine an encryption scheme and a MAC.



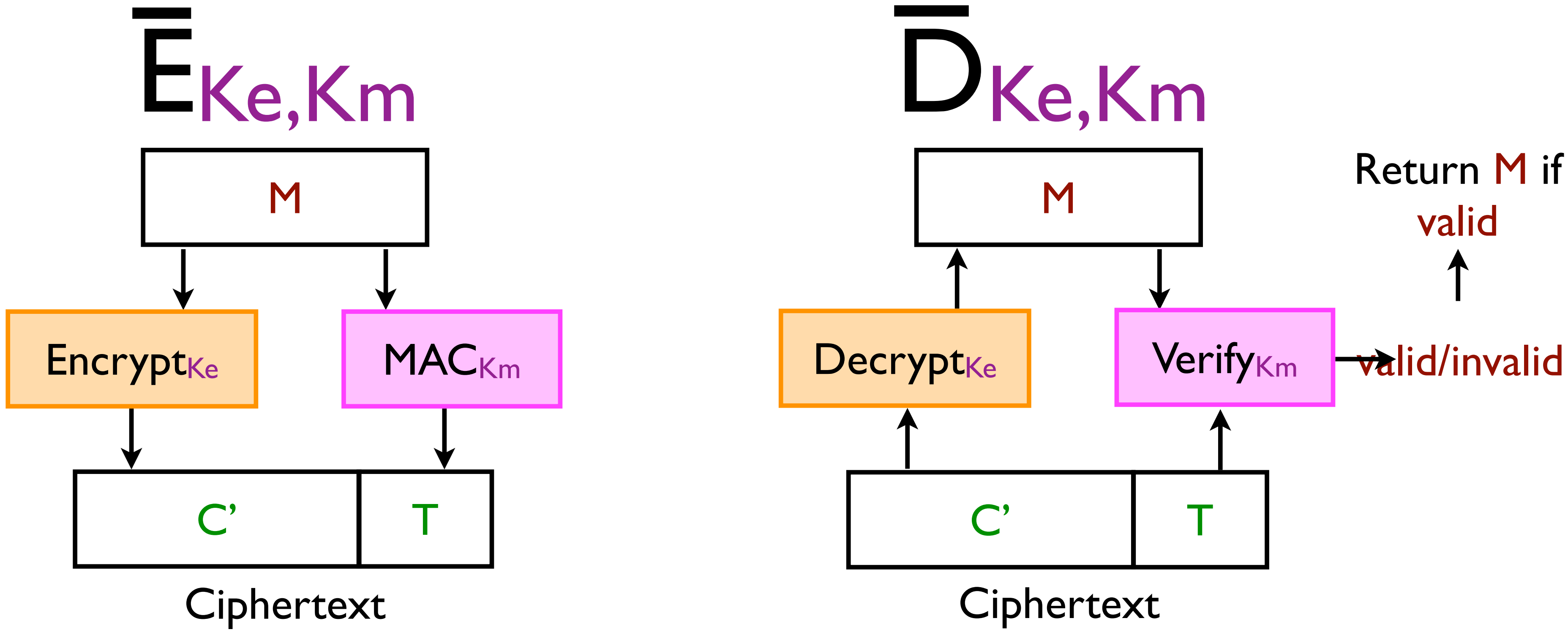
Some subtleties! Encrypt-and-MAC

Natural approach for authenticated encryption: Combine an encryption scheme and a MAC.



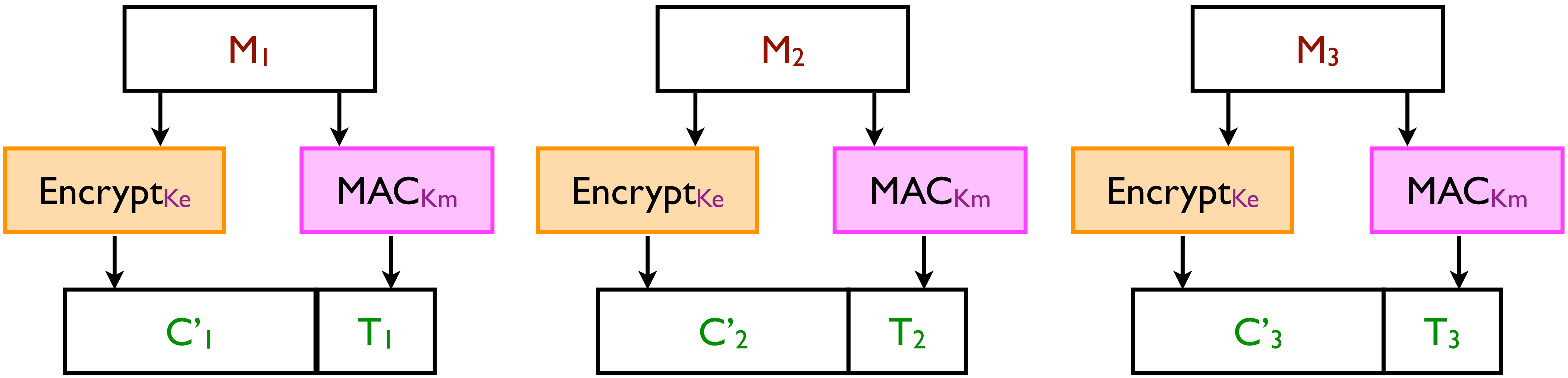
Some subtleties! Encrypt-and-MAC

Natural approach for authenticated encryption: Combine an encryption scheme and a MAC.



But insecure! [BN, Kra]

Assume Alice sends messages:



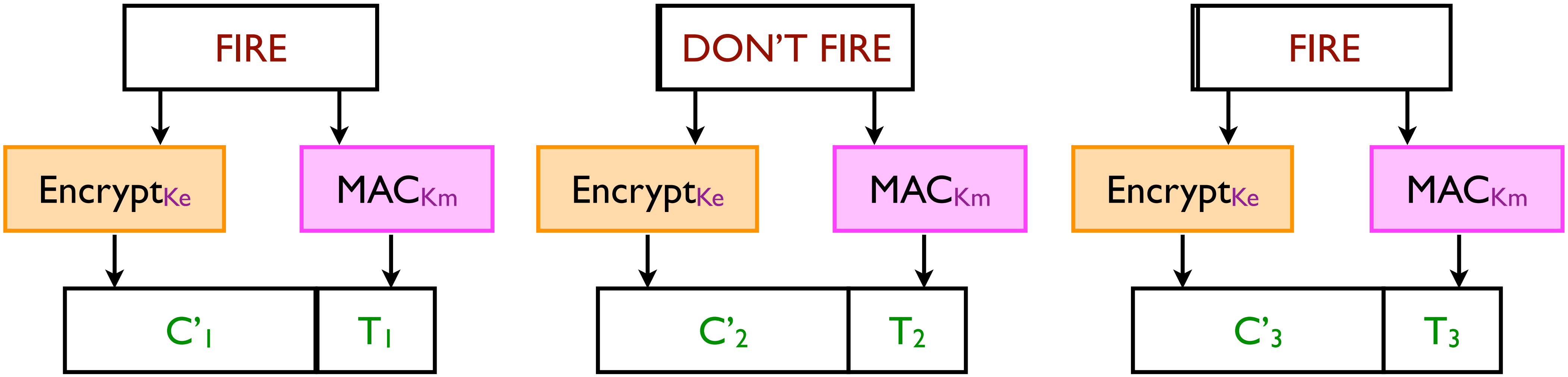
If $T_i = T_j$ then $M_i = M_j$

Adversary learns whether two plaintexts are equal.

Especially problematic when M_1, M_2, ... take on only a small number of possible values.

But insecure! [BN, Kra]

Assume Alice sends messages:



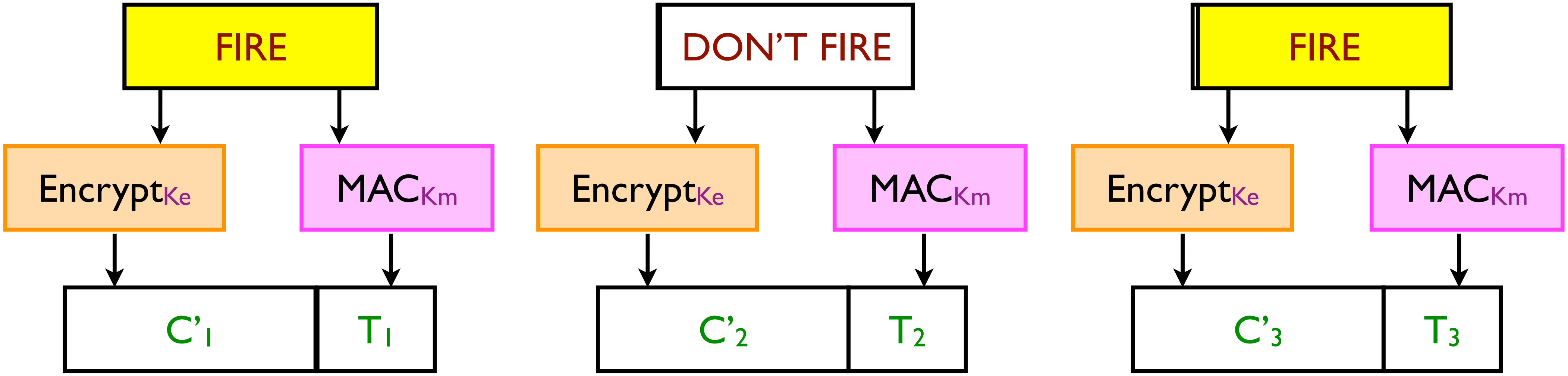
If $T_i = T_j$ then $M_i = M_j$

Adversary learns whether two plaintexts are equal.

Especially problematic when $M_1, M_2, \ldots$ take on only a small number of possible values.

But insecure! [BN, Kra]

Assume Alice sends messages:



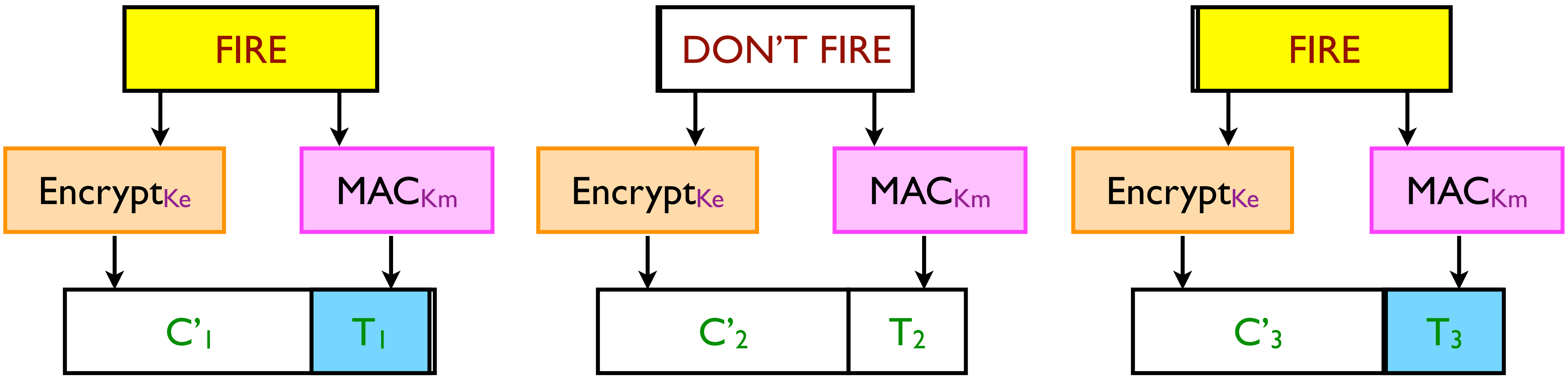
If $T_i = T_j$ then $M_i = M_j$

Adversary learns whether two plaintexts are equal.

Especially problematic when M_1, M_2, ... take on only a small number of possible values.

But insecure! [BN, Kra]

Assume Alice sends messages:

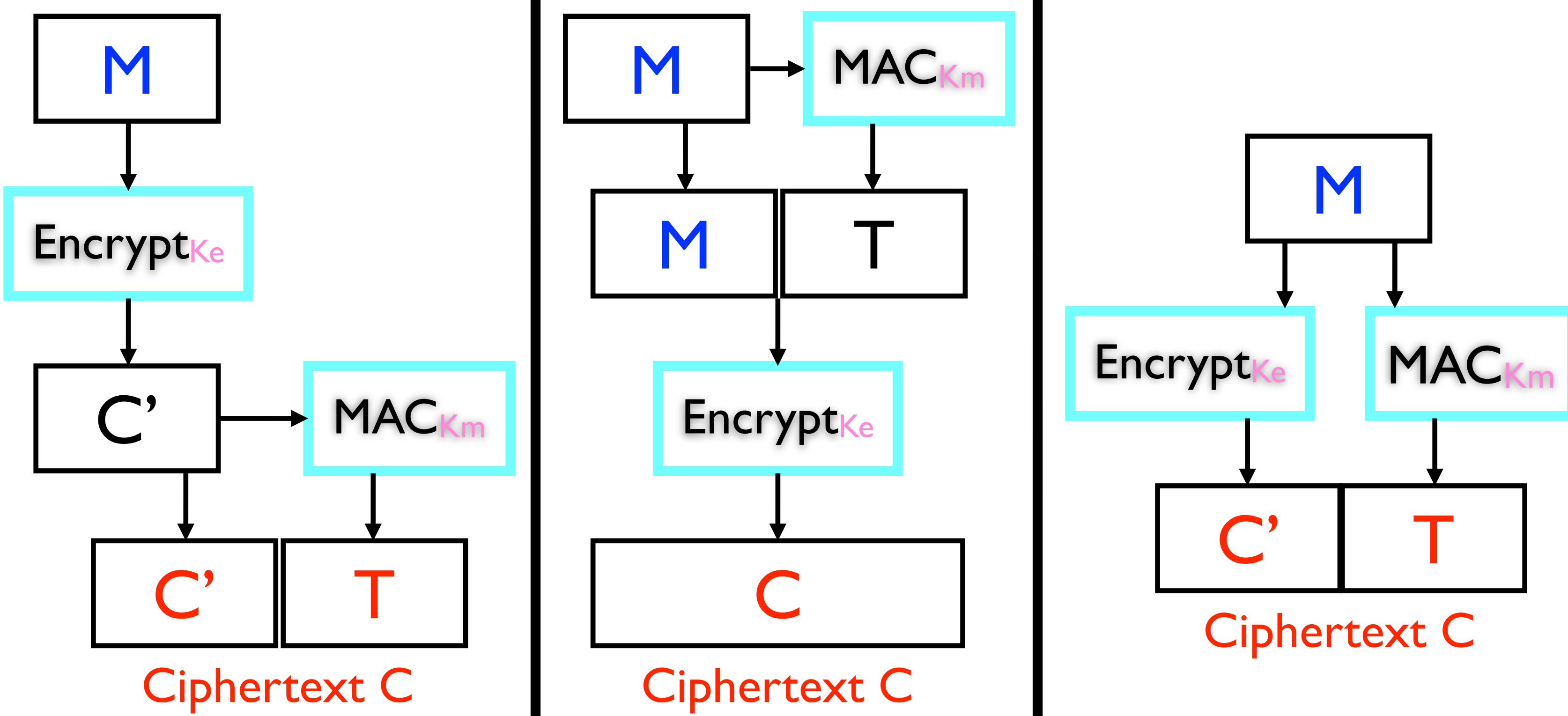


If $T_i = T_j$ then $M_i = M_j$

Adversary learns whether two plaintexts are equal.

Especially problematic when M_1, M_2, ... take on only a small number of possible values.

Results of [BN00,Kra01]



	Encrypt-then-MAC	MAC-then-Encrypt	Encrypt-and-MAC
Privacy	Strong (CCA)	Weak (CPA)	Insecure
Integrity	Strong (CTXT)	Weak (PTXT)	Weak (PTXT)