

CSE 484 / CSE M 584 (Winter 2013)

(Continue) Cryptography

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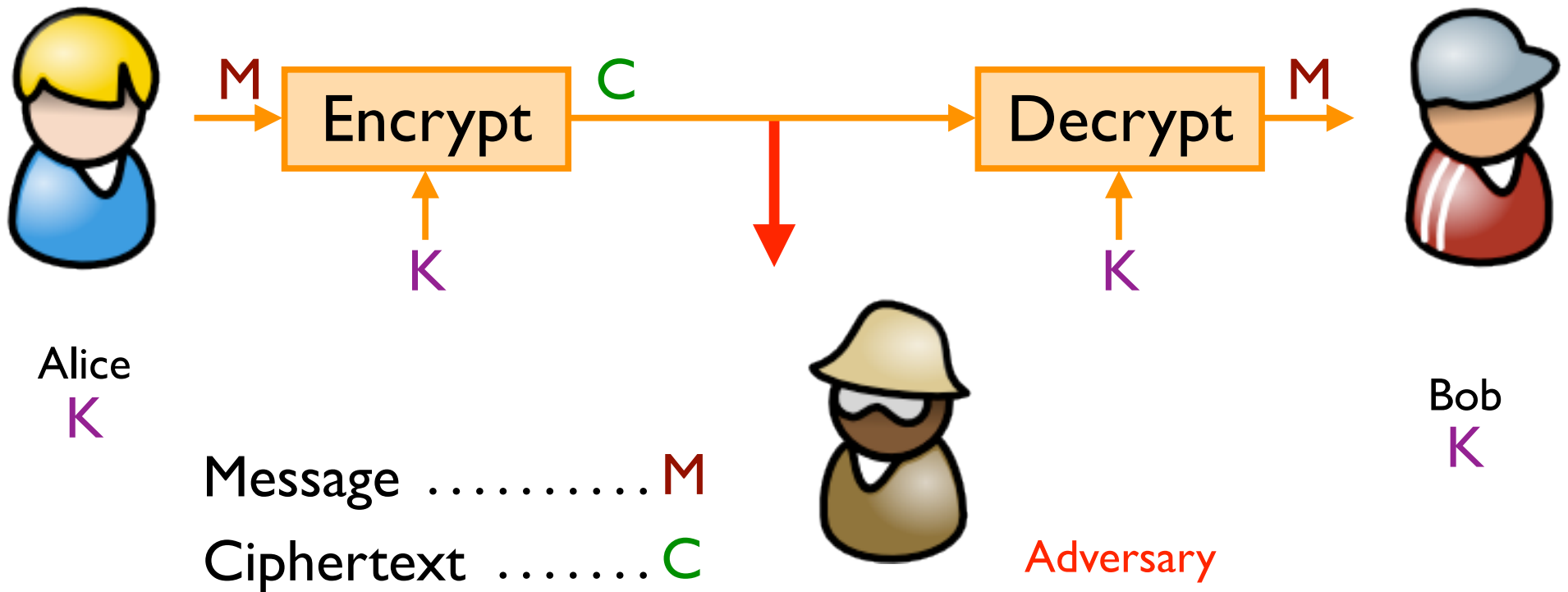
Thanks to Dan Boneh, Dieter Gollmann, Dan Halperin, John Manferdelli, John Mitchell, Vitaly Shmatikov, Bennet Yee, and many others for sample slides and materials ...

Goals for Today

- ◆ Cryptography

Achieving Privacy (Symmetric)

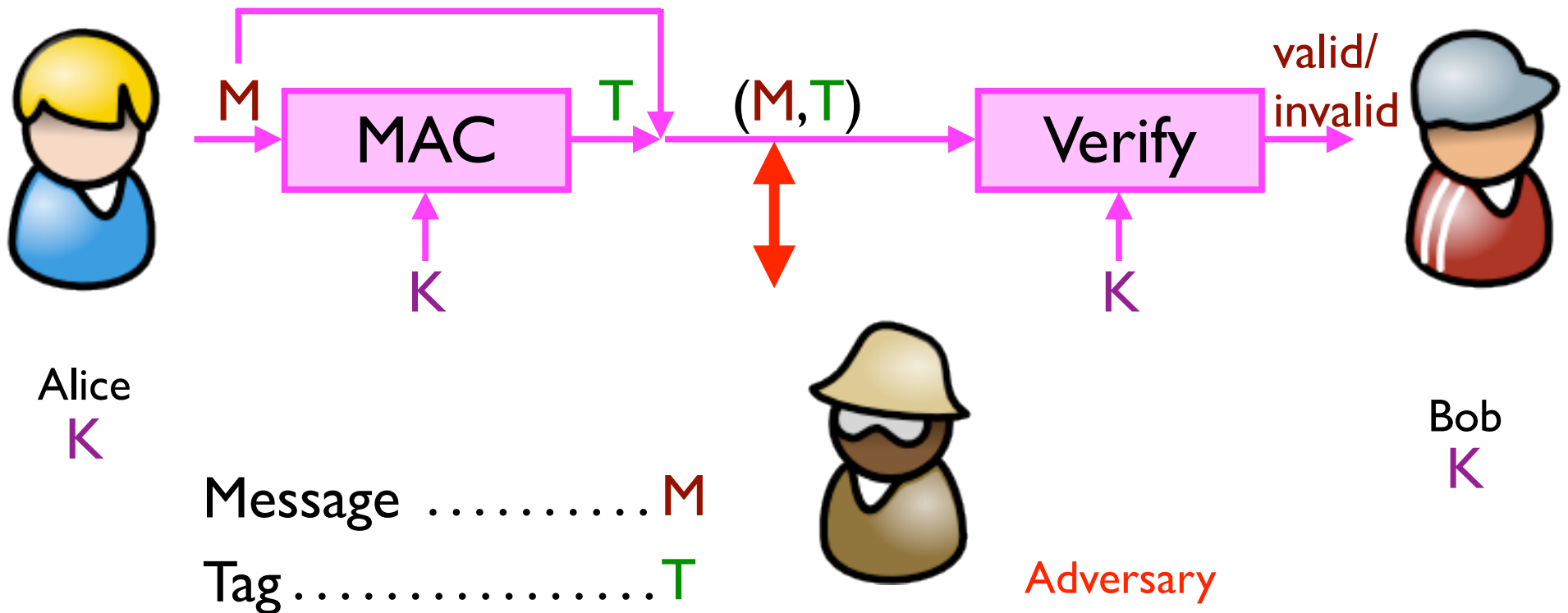
Encryption schemes: A tool for protecting **privacy**.



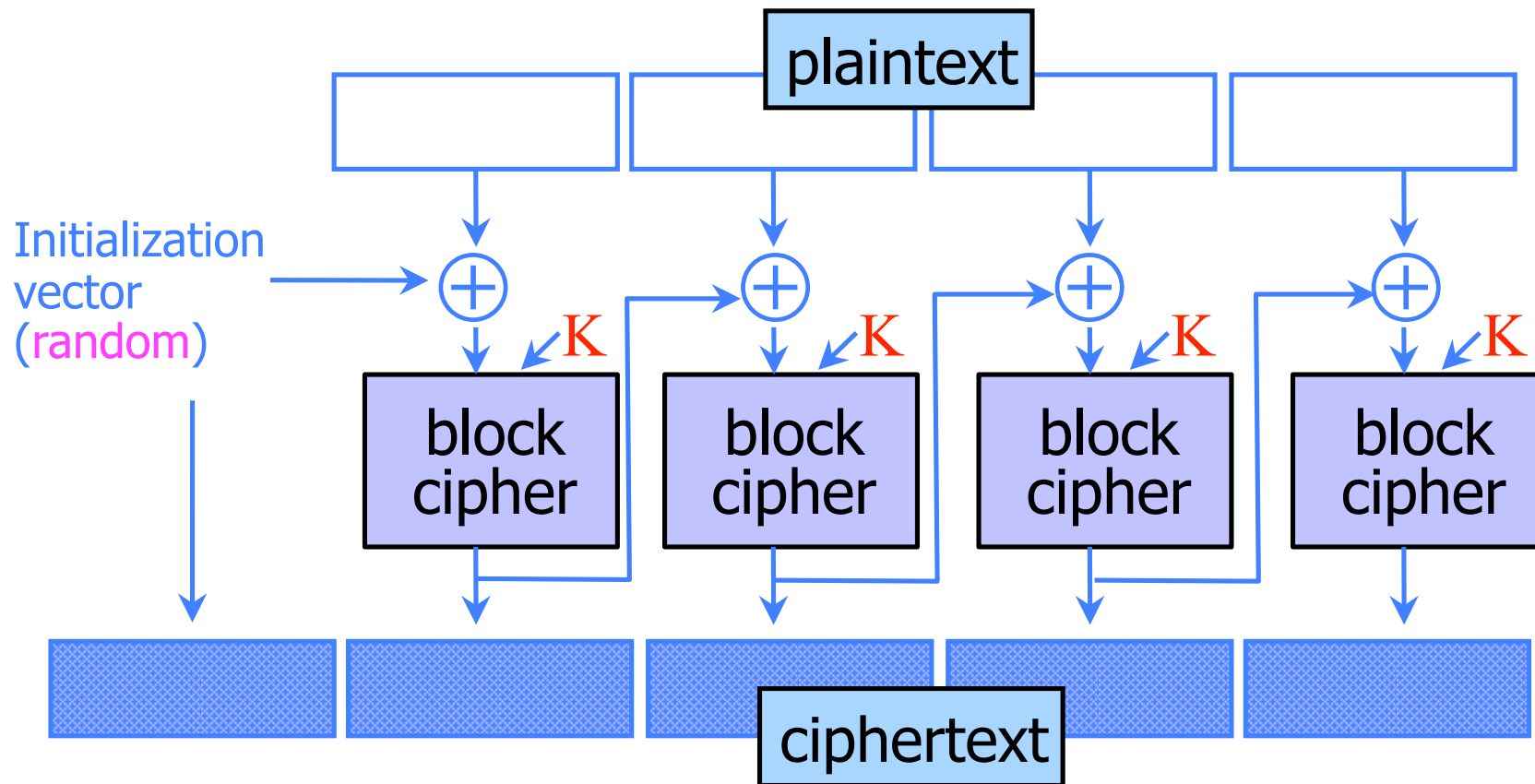
Achieving Integrity (Symmetric)

Message authentication schemes: A tool for protecting integrity.

(Also called message authentication codes or MACs.)

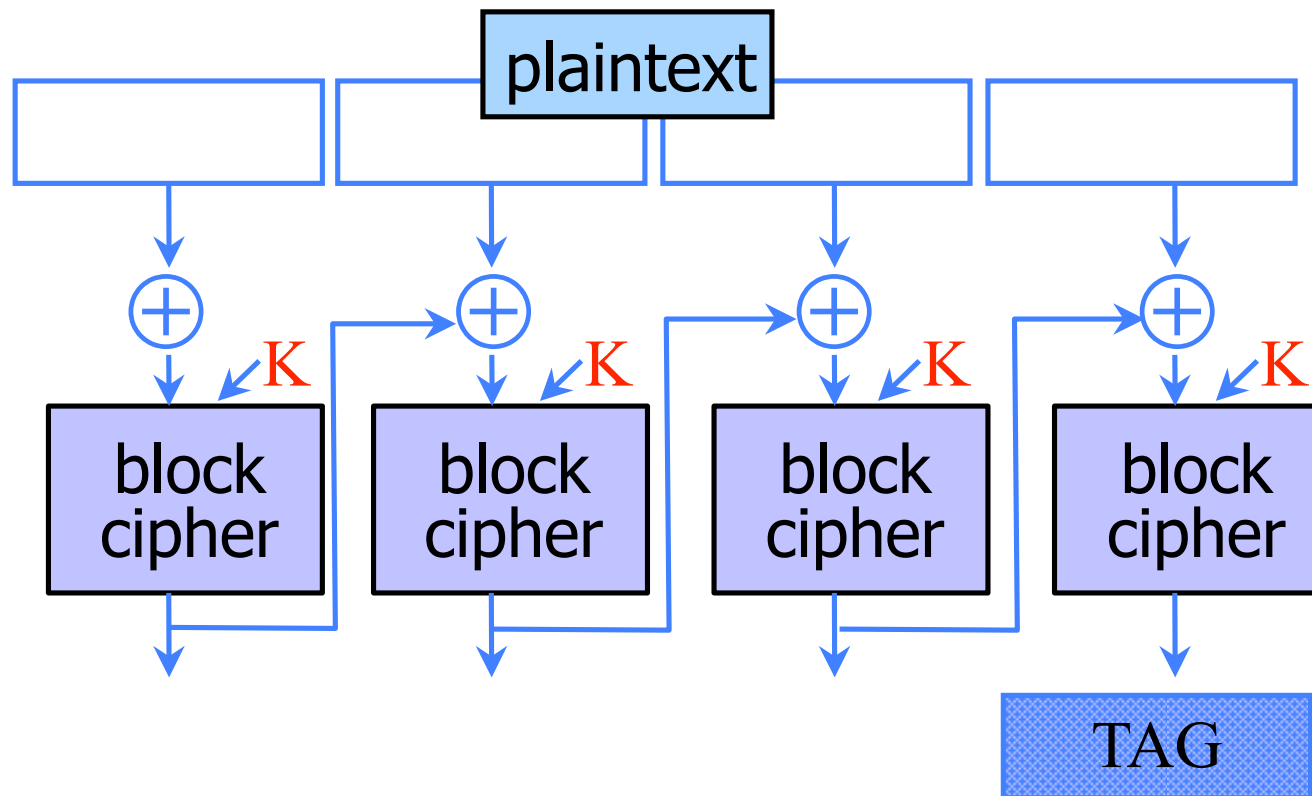


CBC Mode: Encryption



- ◆ 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)



Birthday attacks

- ◆ Are there two people in the first $\frac{1}{3}$ of this classroom that have the same birthday?
 - Yes?
 - No?

Birthday attacks

◆ Why is this important for cryptography?

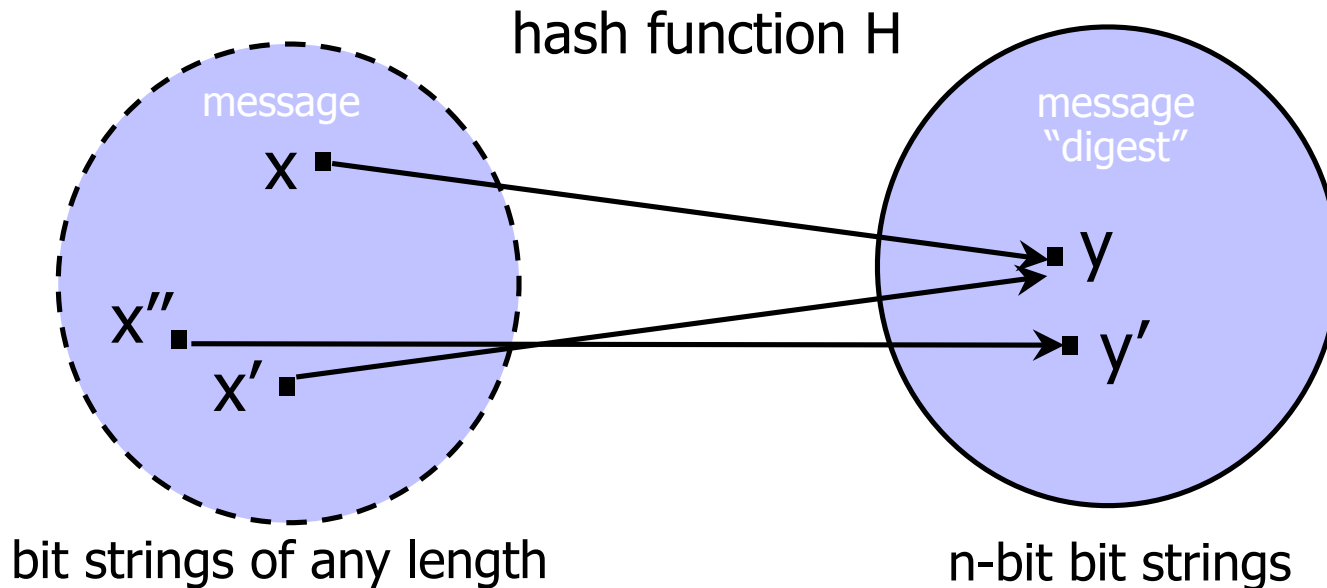
- 365 days in a year (366 some years)

- Pick one person. To find another person with same birthday would take on the order of $365/2 = 182.5$ people
- Expect “collision” -- two people with same birthday -- with a room of only 23 people
- For simplicity, approximate when we expect a collision as the square root of 365.

- 2^{128} different 128-bit keys (or other random values)

- Pick one key at random. To exhaustively search for this key requires trying on average 2^{127} keys.
- Expect a “collision” after selecting approximately 2^{64} random keys.
- 64 bits of security against collision attacks, not 128 bits.

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 $O(2^{n/2})$, 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 $x, x', x'' \dots$ 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? $O(2^{n/2})$
 - How many pairs x, x' total? $\text{Choose}(t, 2) = t(t-1)/2 \sim O(t^2)$
 - What is t ? $2^{n/2}$

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

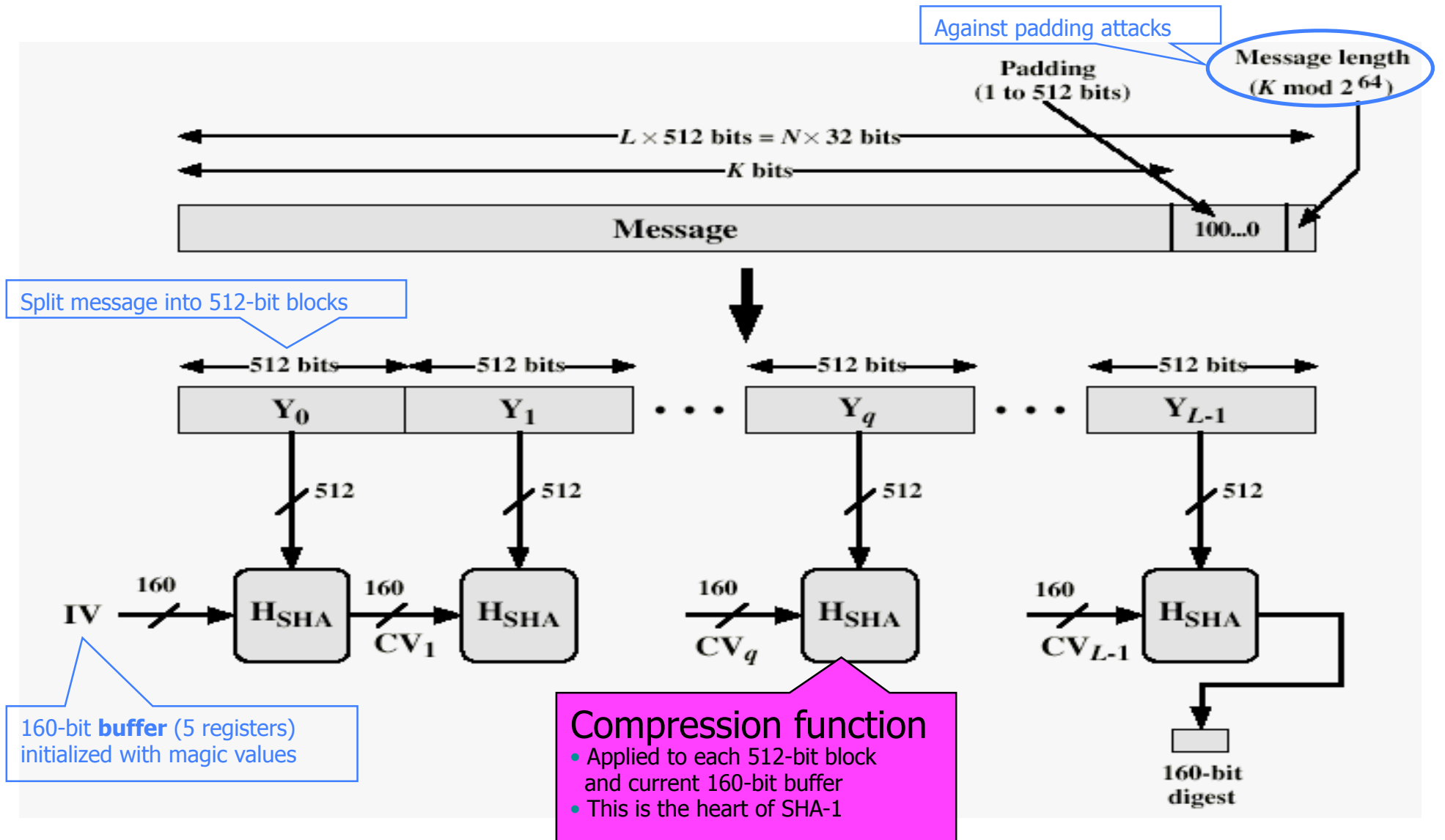
Which Property Do We Need?

- ◆ UNIX passwords stored as $\text{hash}(\text{password})$
 - 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...
 - Collision resistance if considering malicious developers
- ◆ 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 (deprecated)
 - 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) (deprecated)
 - 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: Just picked -- not an official standard yet

Basic Structure of SHA-1 (Not Required)



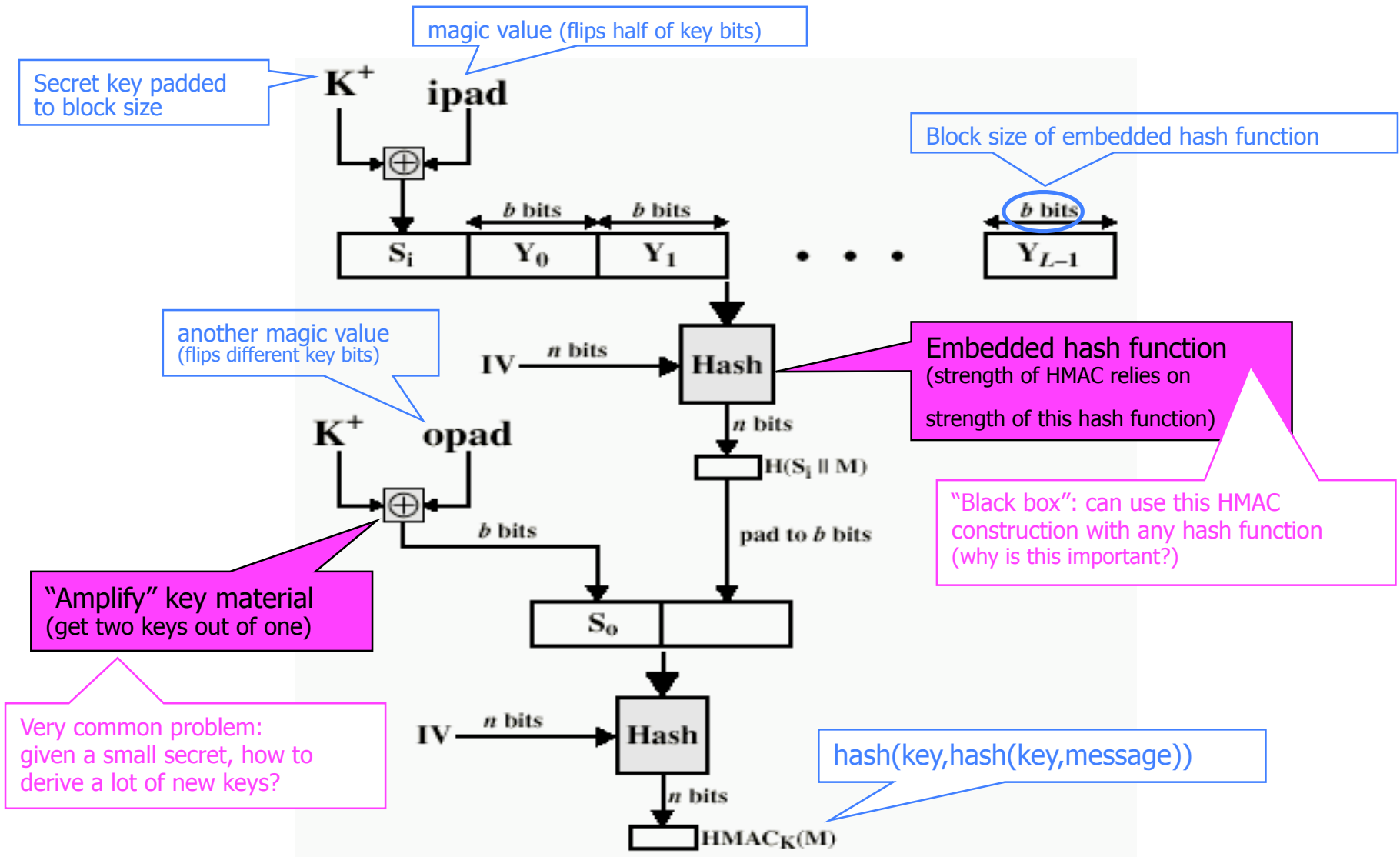
How Strong Is SHA-1?

- ◆ 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 weaknesses, e.g., collisions can be found in 2^{63} ops (2005)

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

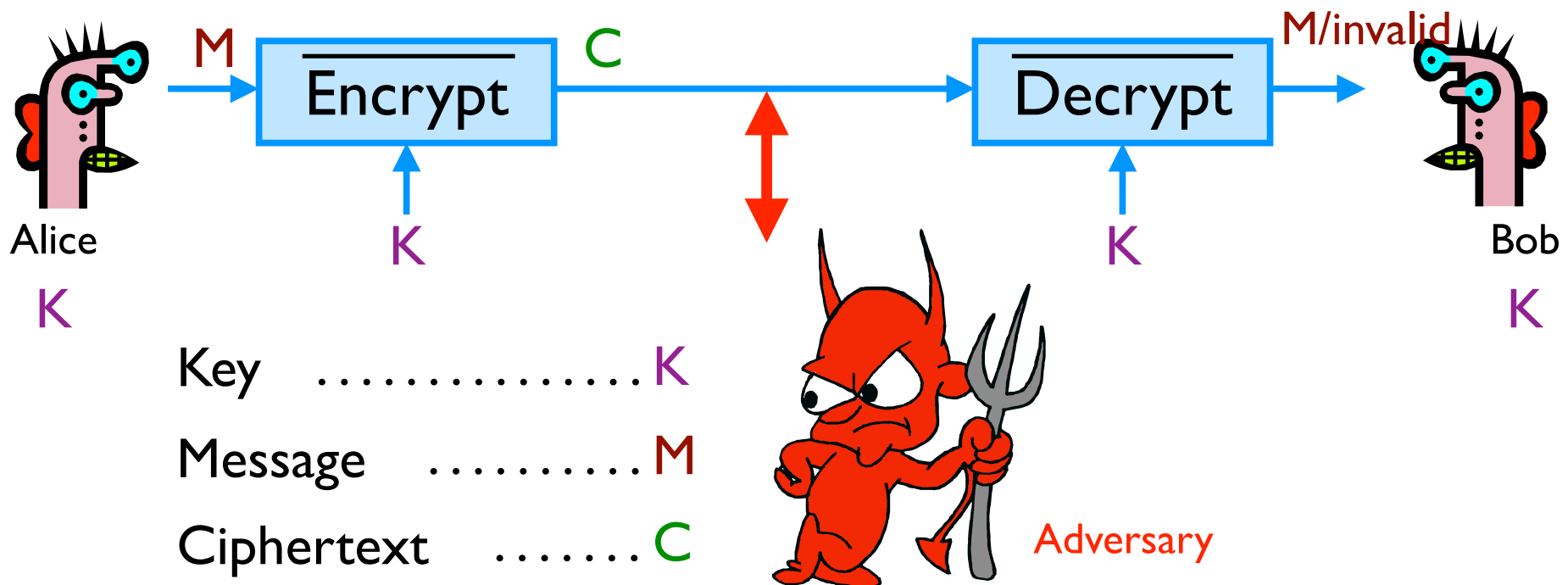
Structure of HMAC



Achieving Both Privacy and Integrity

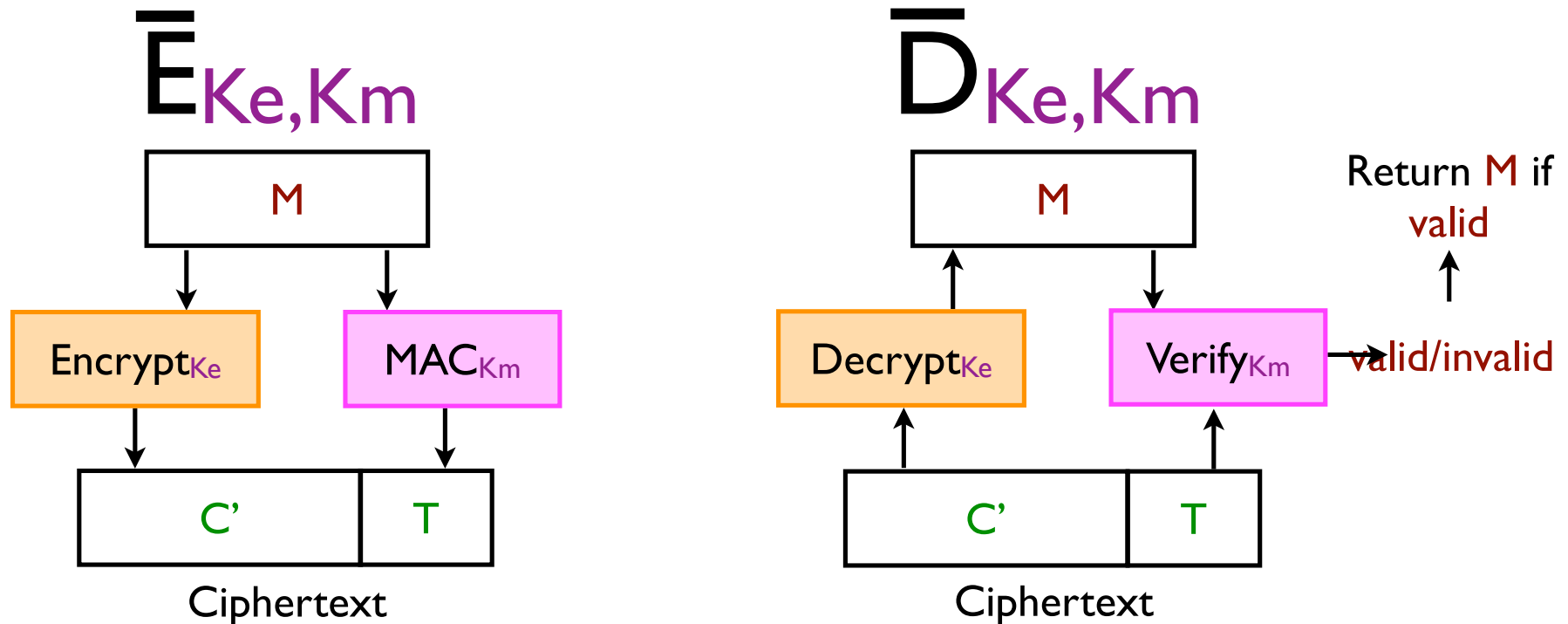
Authenticated encryption scheme

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



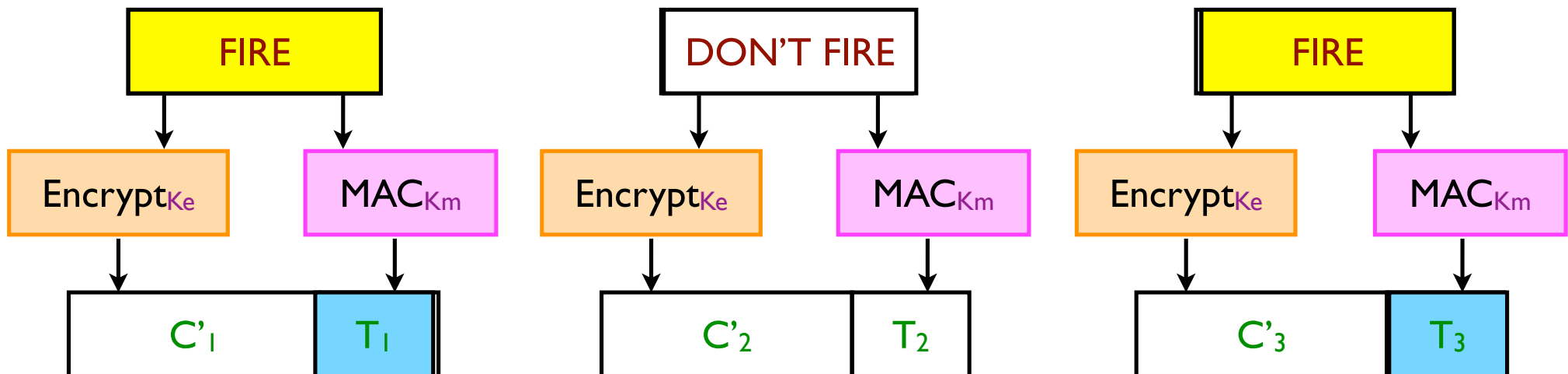
Some subtleties! Encrypt-and-MAC

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



But insecure! [BN, Kra]

Assume Alice sends messages:

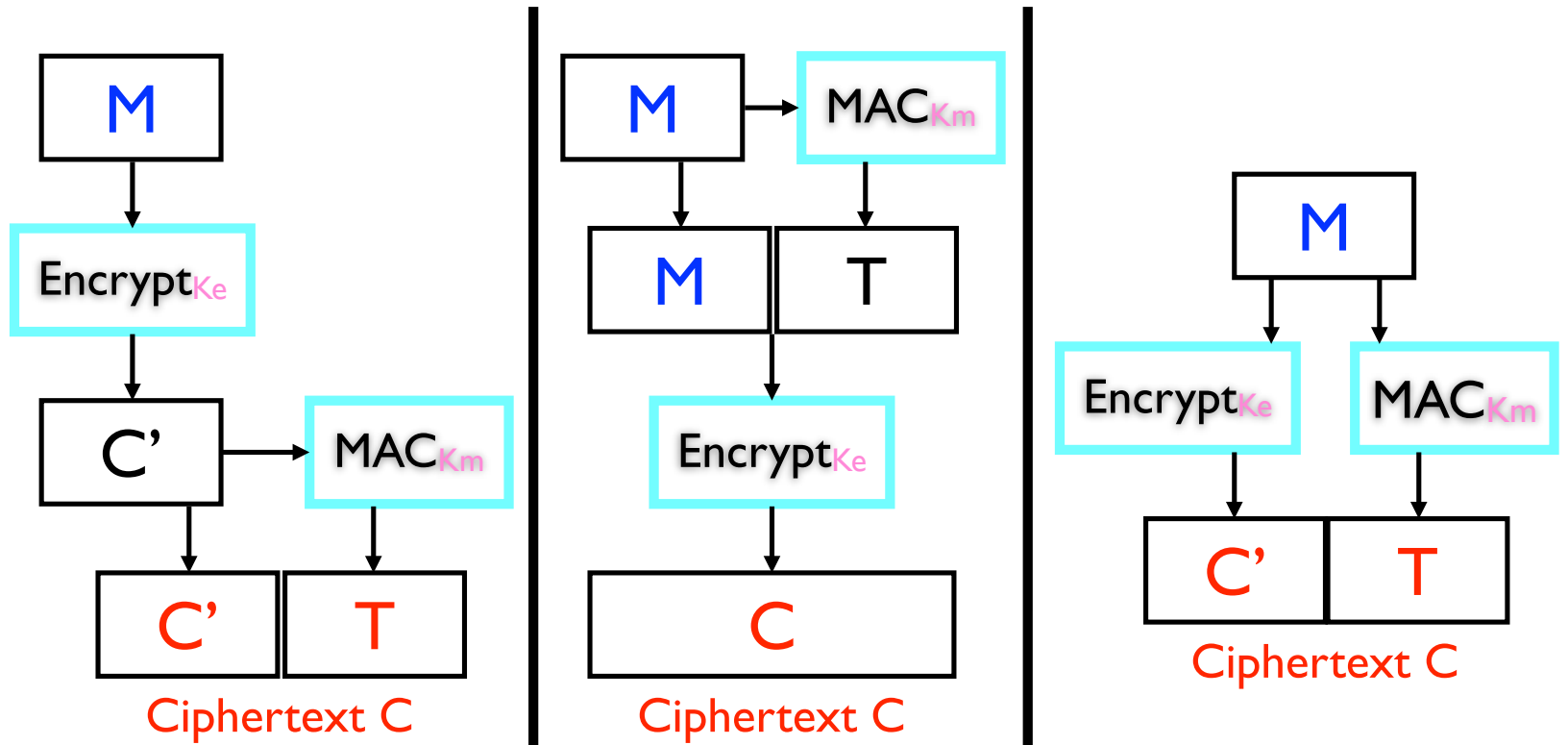


If $T_i = T_j$ then $M_i = M_j$

Adversary learns whether two plaintexts are equal.

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

Results of [BN00,Kra01] (Don't need to know technical terms, like CCA)



Encrypt-then-MAC

MAC-then-Encrypt

Encrypt-and-MAC

Privacy	Strong (CCA)	Weak (CPA)	Insecure
Integrity	Strong (CTXT)	Weak (PTXT)	Weak (PTXT)

A CRYPTO NERD'S
IMAGINATION:

HIS LAPTOP'S ENCRYPTED.
LET'S BUILD A MILLION-DOLLAR
CLUSTER TO CRACK IT.

BLAST! OUR
EVIL PLAN
IS FOILED!

NO GOOD! IT'S
4096-BIT RSA!



WHAT WOULD
ACTUALLY HAPPEN:

HIS LAPTOP'S ENCRYPTED.
DRUG HIM AND HIT HIM WITH
THIS \$5 WRENCH UNTIL
HE TELLS US THE PASSWORD.

GOT IT.

