#### Course Announcements

- Assignments
  - Homework 10 has been posted, due Wednesday 4/29
  - Reading: The Block Cipher Companion, Section 6.1
  - (These are the final homework assignment + required reading for the course)
- Final exam
  - Take-home exam on May 5-6
  - Details on Piazza post 227
- Next week: guest lectures by Prof. Andy Sellars on crypto and the law

#### Lecture 24: Keccak, the new SHA-3 hash function

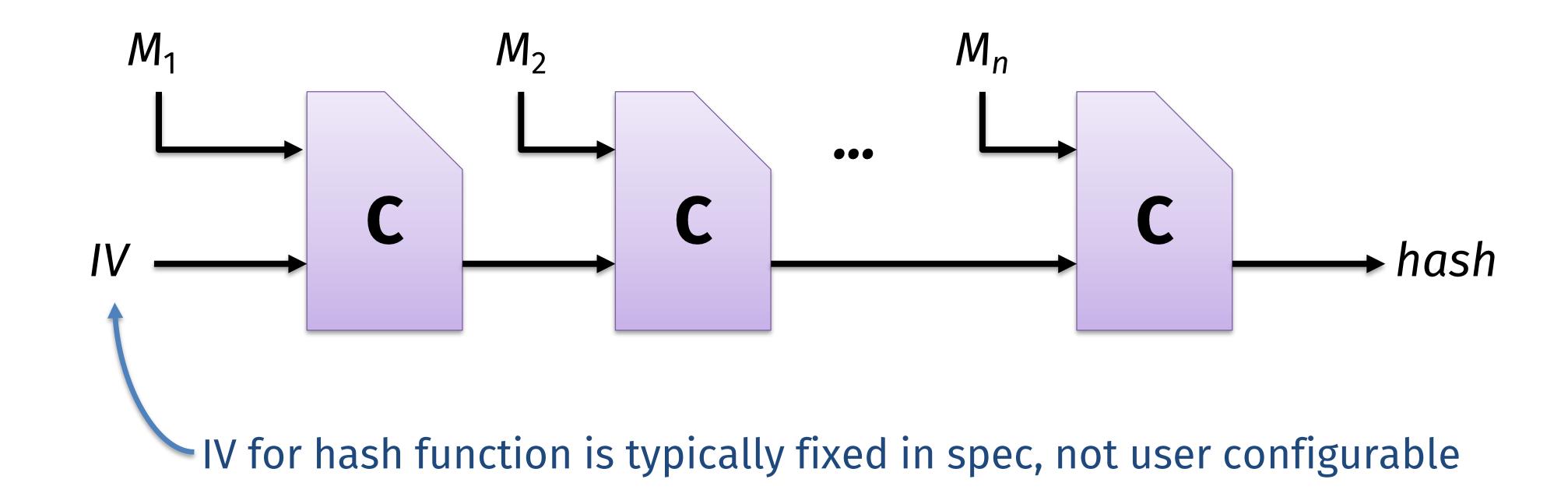
- 1. Concerns with Merkle-Damgård
- 2. Sponge functions and Keccak
- 3. Building cryptosystems from sponge functions
- 4. The Keccak-f permutation
- 5. Conclusion

# 1. Concerns with Merkle-Damgård

## Reminder: Merkle-Damgård paradigm

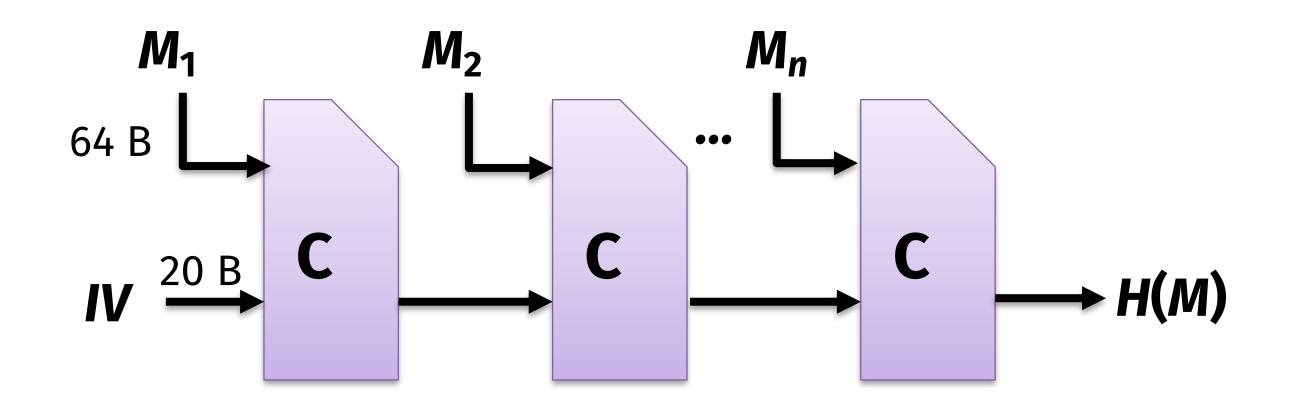
Build a variable-length input hash function from two primitives:

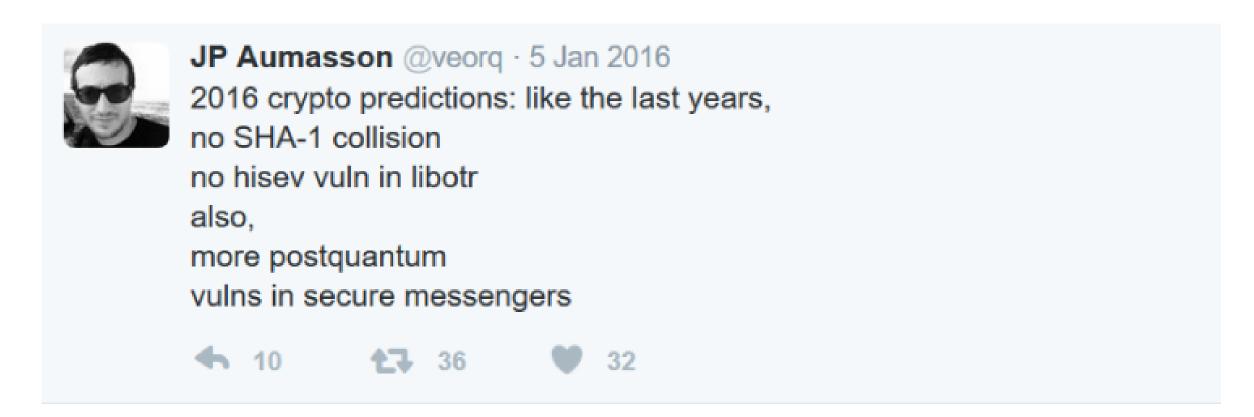
- 1. A fixed-length, compressing random-looking function
- 2. A mode of operation that iterates this function multiple times in a smart manner



### Problems with SHA-1's compression function

- C has 160 bits of output ⇒
   birthday bound yields collisions
   in (expected) 2<sup>80</sup> steps
- Wang, Yin, Yu 2004: discover an algorithm that can find a SHA-1 collision in 2<sup>69</sup> steps







@veorq I will bet you on the SHA1 collision. Let's say a dinner or something.

#### 2017: SHA-1 SHAttered!

#### The first collision for full SHA-1

Marc Stevens<sup>1</sup>, Elie Bursztein<sup>2</sup>, Pierre Karpman<sup>1</sup>, Ange Albertini<sup>2</sup>, Yarik Markov<sup>2</sup>

<sup>1</sup> CWI Amsterdam

<sup>2</sup> Google Research

info@shattered.io

https://shattered.io

Table	1:	Colliding	message	blocks	for	SHA	<b>\-1</b>
_ ~~~		0011101110	**********	O TO CTED		~	

$CV_0$	4e	a9	62	69	7c	87	6e	26	74	d1	07	fO	fe	с6	79	84	14	f5	bf	45
$M_1^{(1)}$			<u>7f</u>	46	dc	93	<u>a6</u>	b6	7e	01	<u>3b</u>	02	9a	<u>aa</u>	<u>1d</u>	b2	56	<u>0b</u>		
			<u>45</u>	ca	67	<u>d6</u>	88	c7	f8	<u>4b</u>	<u>8c</u>	4c	79	<u>1f</u>	<u>e0</u>	2b	3d	<u>f6</u>		
			<u>14</u>	f8	6d	<u>b1</u>	<u>69</u>	09	01	<u>c5</u>	<u>6b</u>	45	<b>c1</b>	<u>53</u>	<u>0a</u>	fe	df	<u>b7</u>		
			<u>60</u>	38	e9	<u>72</u>	<u>72</u>	2f	e7	<u>ad</u>	72	8f	0e	<u>49</u>	<u>04</u>	e0	46	<u>c2</u>		
$CV_1^{(1)} M_2^{(1)}$	8d	64	<u>d6</u>	<u>17</u>	ff	ed	<u>53</u>	<u>52</u>	eb	c8	59	15	5e	<b>c</b> 7	eb	<u>34</u>	<u>f3</u>	8a	5a	7b
$M_2^{(1)}$			<u>30</u>	57	Of	<u>e9</u>	<u>d4</u>	13	98	<u>ab</u>	<u>e1</u>	2e	f5	<u>bc</u>	94	2b	e3	<u>35</u>		
			<u>42</u>	a4	80	<u>2d</u>	<u>98</u>	b5	d7	<u>Of</u>	<u>2a</u>	33	2e	<u>c3</u>	<u>7f</u>	ac	35	<u>14</u>		
			<u>e7</u>	4d	dc	$\underline{\texttt{Of}}$	<u>2c</u>	c1	a8	74	<u>cd</u>	0c	78	<u>30</u>	<u>5a</u>	21	56	<u>64</u>		
			<u>61</u>	30	97	<u>89</u>	<u>60</u>	6b	d0	<u>bf</u>	3f	98	cd	<u>a8</u>	<u>04</u>	46	29	<u>a1</u>		
$CV_2$	1e	ac	b2	5e	d5	97	0d	10	f1	73	69	63	57	71	bc	3a	17	b4	8a	с5
$CV_0$	4e	a9	62	69	7c	87	6e	26	74	d1	07	f0	fe	с6	79	84	14	f5	bf	45
$M_1^{(2)}$			<u>73</u>	46	dc	91	<u>66</u>	b6	7e	11	8f	02	9a	<u>b6</u>	21	b2	56	<u>Of</u>		
-			<u>f9</u>	ca	67	CC	<u>a8</u>	с7	f8	<u>5b</u>	<u>a8</u>	4c	79	<u>03</u>	<u>0c</u>	2b	3d	<u>e2</u>		
			<u>18</u>	f8	6d	<u>b3</u>	<u>a9</u>	09	01	<u>d5</u>	<u>df</u>	45	c1	<u>4f</u>	<u> 26</u>	fe	df	<u>b3</u>		
			$\underline{\mathtt{dc}}$	38	e9	<u>6a</u>	<u>c2</u>	2f	e7	bd	72	8f	0e	<u>45</u>	<u>bc</u>	e0	46	<u>d2</u>		
$CV_1^{(2)}$	8d	64	<u>c8</u>	<u>21</u>	ff	ed	<u>52</u>	<u>e2</u>	eb	с8	59	15	5e	c7	eb	<u>36</u>	<u>73</u>	8a	5a	7b
$M_2^{(2)}$			<u>3c</u>	57	Of	<u>eb</u>	<u>14</u>	13	98	bb	<u>55</u>	2e	f5	<u>a0</u>	<u>a8</u>	2b	еЗ	<u>31</u>		
			<u>fe</u>	a4	80	<u>37</u>	<u>b8</u>	b5	d7	<u>1f</u>	<u>0e</u>	33	2e	$\underline{\mathtt{df}}$	<u>93</u>	ac	35	00		
			<u>eb</u>	4d	dc	<u>0d</u>	<u>ec</u>	c1	<b>a</b> 8	<u>64</u>	<u>79</u>	0c	78	<u>2c</u>	<u>76</u>	21	56	<u>60</u>		
			$\underline{dd}$	30	97	<u>91</u>	<u>d0</u>	6b	d0	<u>af</u>	3f	98	cd	<u>a4</u>	<u>bc</u>	46	29	<u>b1</u>		
$CV_2$	1e	ac	b2	5e	d5	97	0d	10	f1	73	69	63	57	71	bc	3a	17	b4	8a	с5

- Effort to find the collision
  - 6500 CPU-years
  - 110 GPU-years
- # hashes: 9,223,372,036,854,775,808  $\approx 9 \text{ quintillion} = 9 \cdot (10^3)^6$  $\approx 2^3 \cdot 2^{60} = 2^{63}$
- (Actual effort, from paper: 2<sup>63.1</sup>)
- "The SHAttered attack is 100,000 faster than the brute force attack that relies on the birthday paradox"

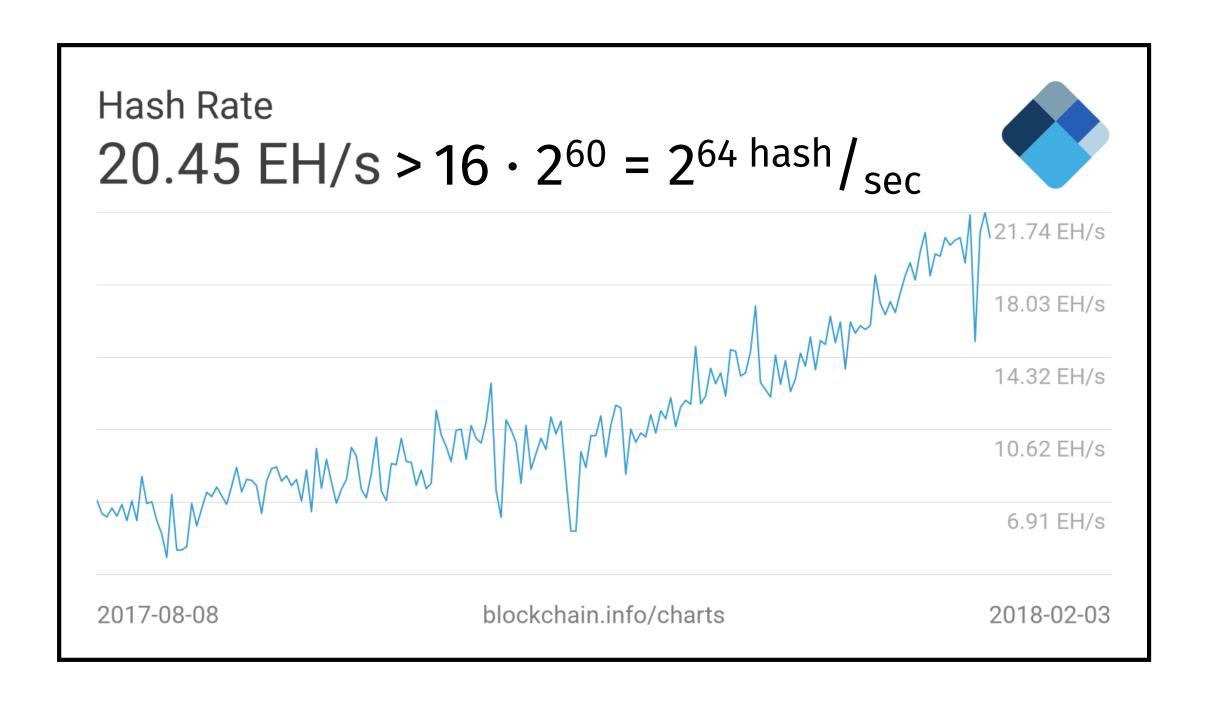
#### Scale of computation

"One of the largest computations ever completed"

- Google blog post (https://security.googleblog.com/2017/02/ announcing-first-sha1-collision.html)

# Bitcoin's collective Double SHA-2 hash rate, Feb 2018

(https://blockchain.info/charts/hash-rate)



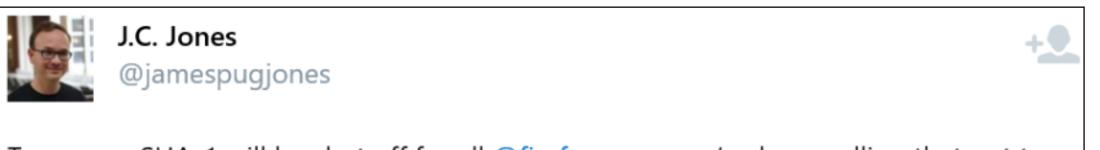
#### Reactions to the SHA-1 collision



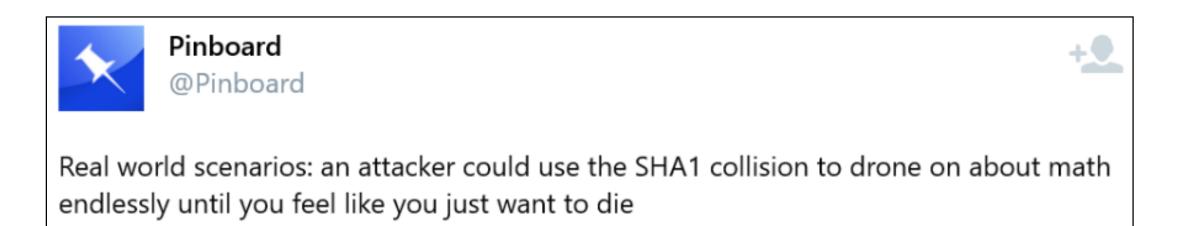
I hope this goes without saying, but literally the only surprising thing about SHA1 collisions is that it happened in 2017, not 2015.

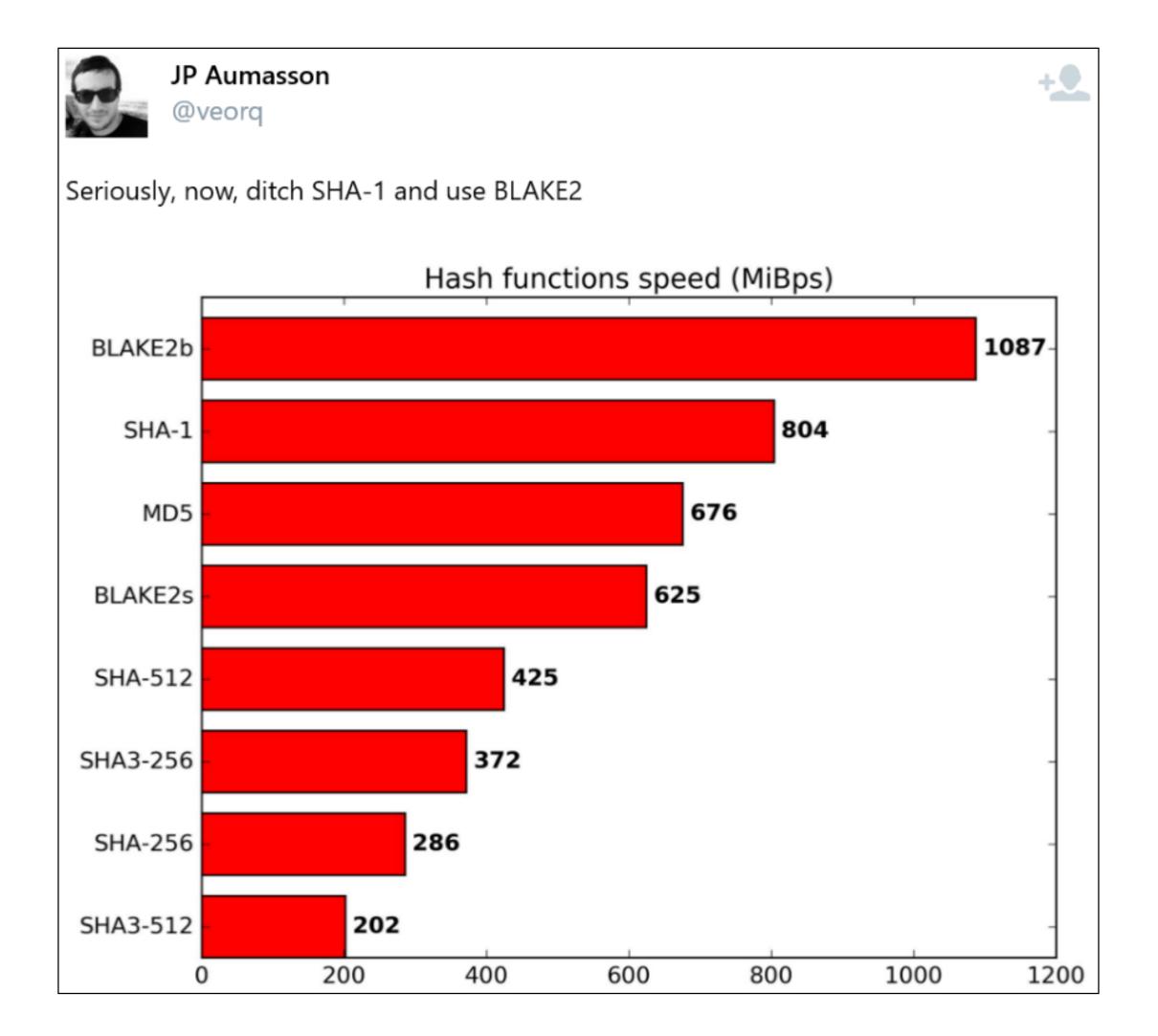


Remember: things would be much more awkward today if @sleevi\_, @arw and friends hadn't spent years working to rid the Web PKI of SHA-1.



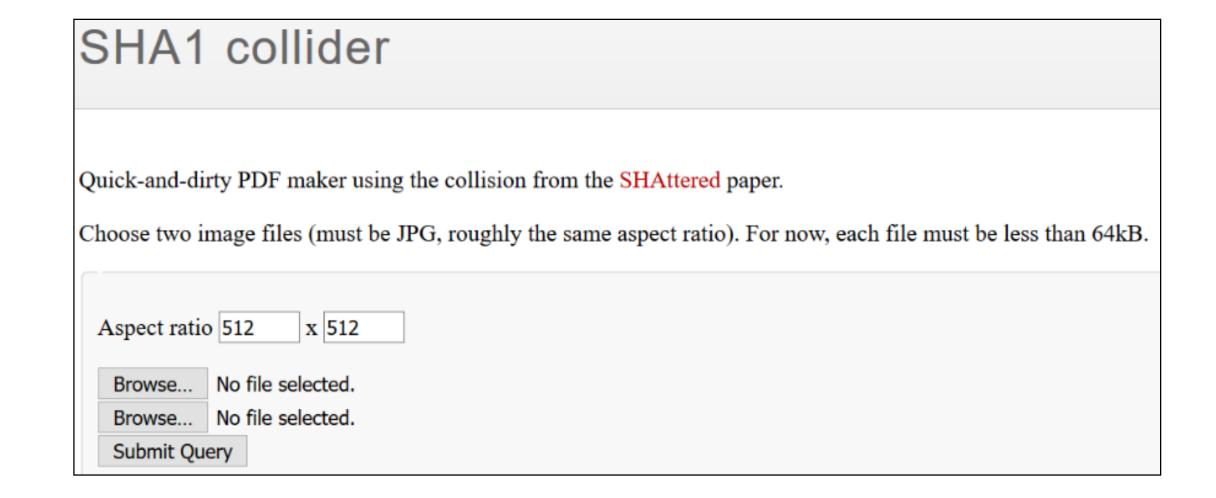
Tomorrow SHA-1 will be shut off for all @firefox users; we've been rolling that out to increasing %s of users over the last month.





#### Replicating the attack

- Finding your own message blocks that collide will take another 2<sup>63.1</sup> effort
- ...Unless you exploit the length extension property of Merkle-Damgard!



Source: https://alf.nu/SHA1

#### Formal comparison of attacks

SHA-1: identical prefix attack

There exist specific strings A and B such that for all strings C:

SHA1(A | | C) = SHA1(B | | C)

MD-5: Chosen prefix attack

Given any strings A and B, can compute strings C and D such that

MD5(A || C) = MD5(B || D)

We have used a Sony Playstation 3 to correctly predict the outcome of the 2008 US presidential elections. In order not to influence the voters we keep our prediction secret, but commit to it by publishing its cryptographic hash on this website. The document with the correct prediction and matching hash will be revealed after the elections.

Site: www.win.tue.nl/hashclash/Nostradamus/



#### 2020: SHA-mbles

- In 2020, SHA-1 is still used in
  - 3% of Alexa top 1 million websites
  - HMAC-SHA1 for 8% of websites
  - ~1% of email certs (PGP and X.509)
- New paper reduces attack cost by another factor of ~10

#### Work GPU cost

Identical prefix attack: 261.1 \$11k

Chosen prefix attack: 2<sup>63.4</sup> \$45k

#### SHA-1 is a Shambles

First Chosen-Prefix Collision on SHA-1 and Application to the PGP Web of Trust

Gaëtan Leurent $^1$  and Thomas Peyrin $^{2,3}$ 

<sup>1</sup> Inria, France
<sup>2</sup> Nanyang Technological University, Singapore
<sup>3</sup> Temasek Laboratories, Singapore
gaetan.leurent@inria.fr, thomas.peyrin@ntu.edu.sg

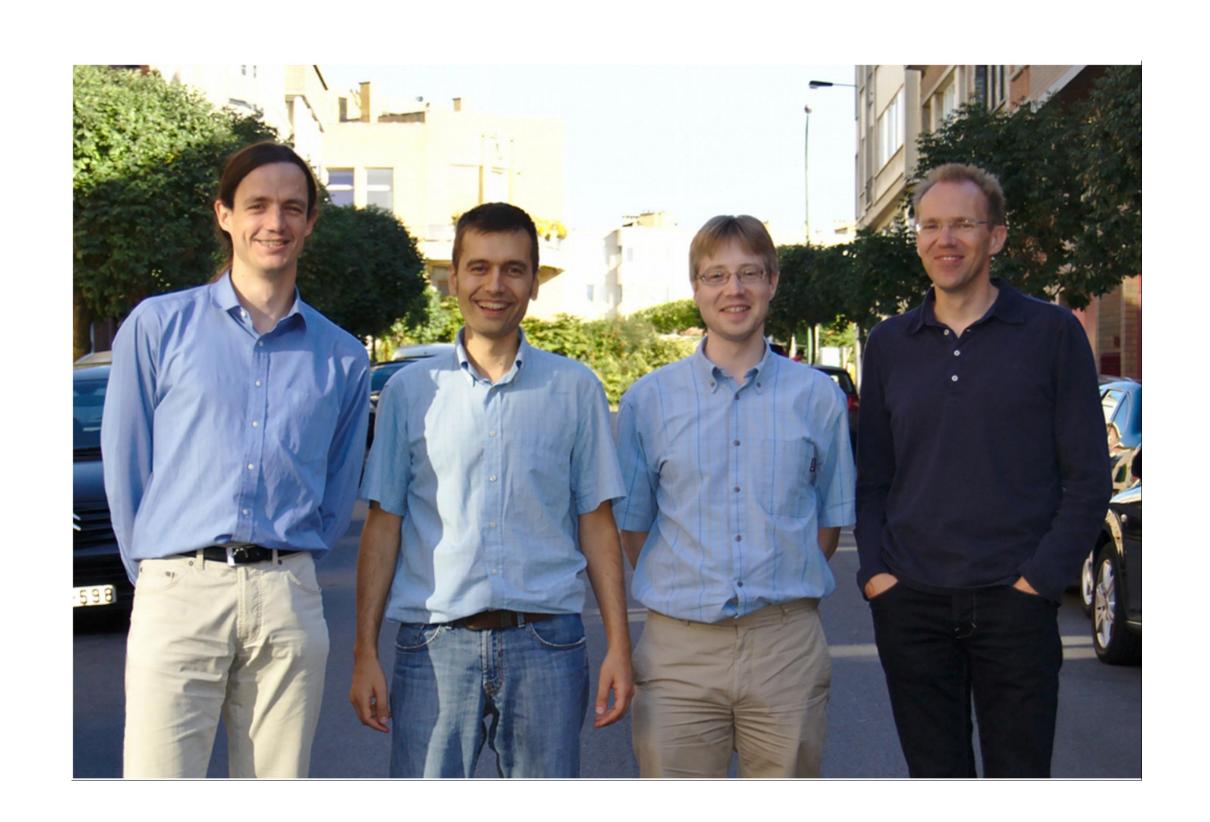
https://sha-mbles.github.io/

Source: https://sha-mbles.github.io

# 2. Sponge functions and Keccak

### SHA-3: quest for a Merkle-Damgard alternative

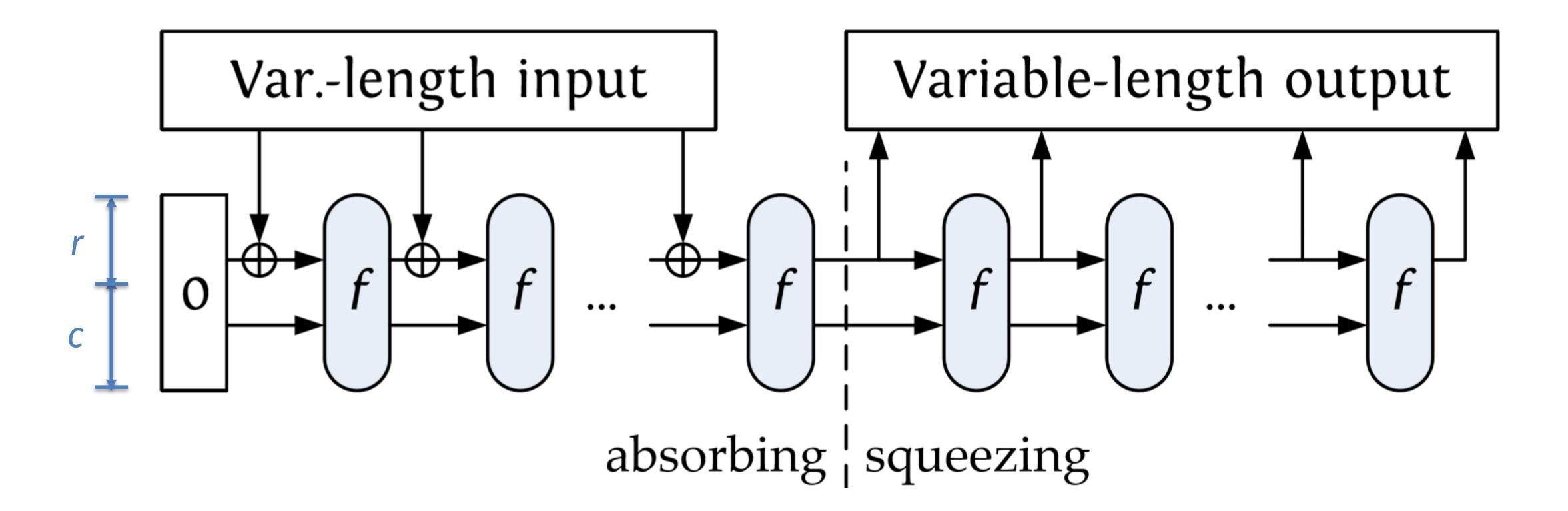
- 2004: Weakness found in Merkle-Damgard, eventually leading to SHA-1 break in 2017
- 2007: Call for submissions
- 2008: 64 submissions received
- 2009-12: Three workshops, one before each cutdown:  $64 \rightarrow 51 \rightarrow 14 \rightarrow 5 \rightarrow 1$
- Oct 2012: Keccak announced as winner, created by Guido Bertoni, Joan Daemen, Michaël Peeters, and Gilles Van Assche
- Aug 2015: NIST publishes Federal Information Processing Standard (FIPS) 202 standardizing Keccak



#### Why NIST chose Keccak, in their words

- 1. "Offers acceptable performance in software, and excellent performance in hardware."
- 2. "Has a *large security margin*, suggesting a good chance of surviving without a practical attack during its working lifetime."
- 3. "A fundamentally new and different algorithm that is entirely unrelated to the SHA-2 algorithms."

#### Sponge functions



#### Split state into two components

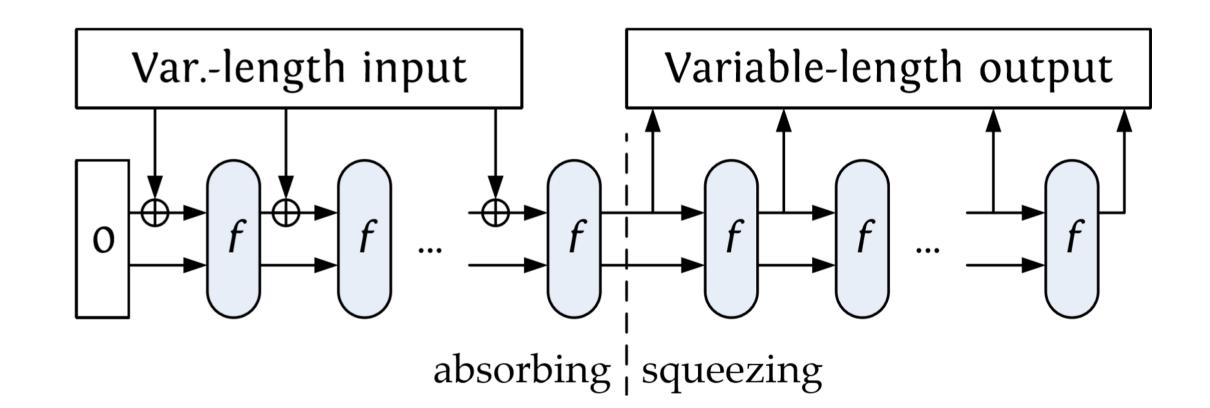
- r = rate, which influences speed
- c = capacity, which influences security

#### NIST standard

- One specific codebook f
- c = 224, 256, 384, or 512 (like SHA-2)

### Benefits of sponge functions

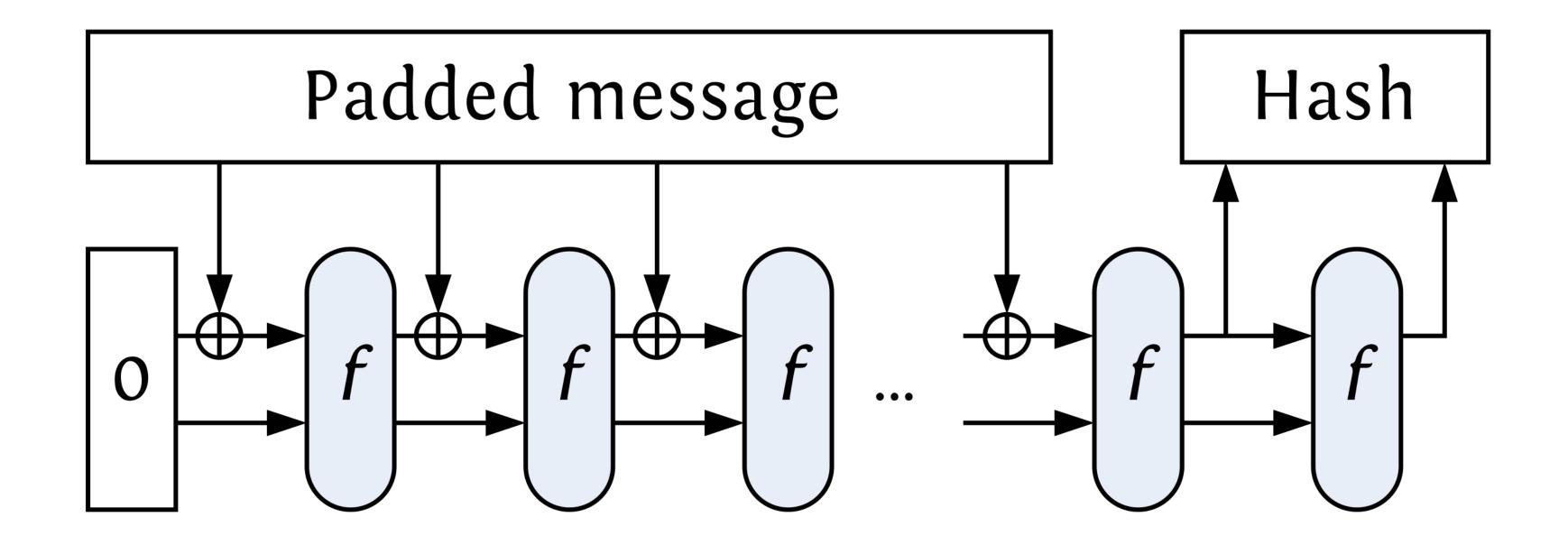
- Simple design: Need 1 codebook (subset of block cipher goal)
- Tunable length: Output can be bigger or smaller than input. Don't even need to decide upfront.
- Security: No concern about lengthextension attacks. (Why?)
- Utility: Can produce a keyed function, encryption scheme, MAC directly from sponge functions without generic transformations



# 3. Building cryptosystems from sponge functions

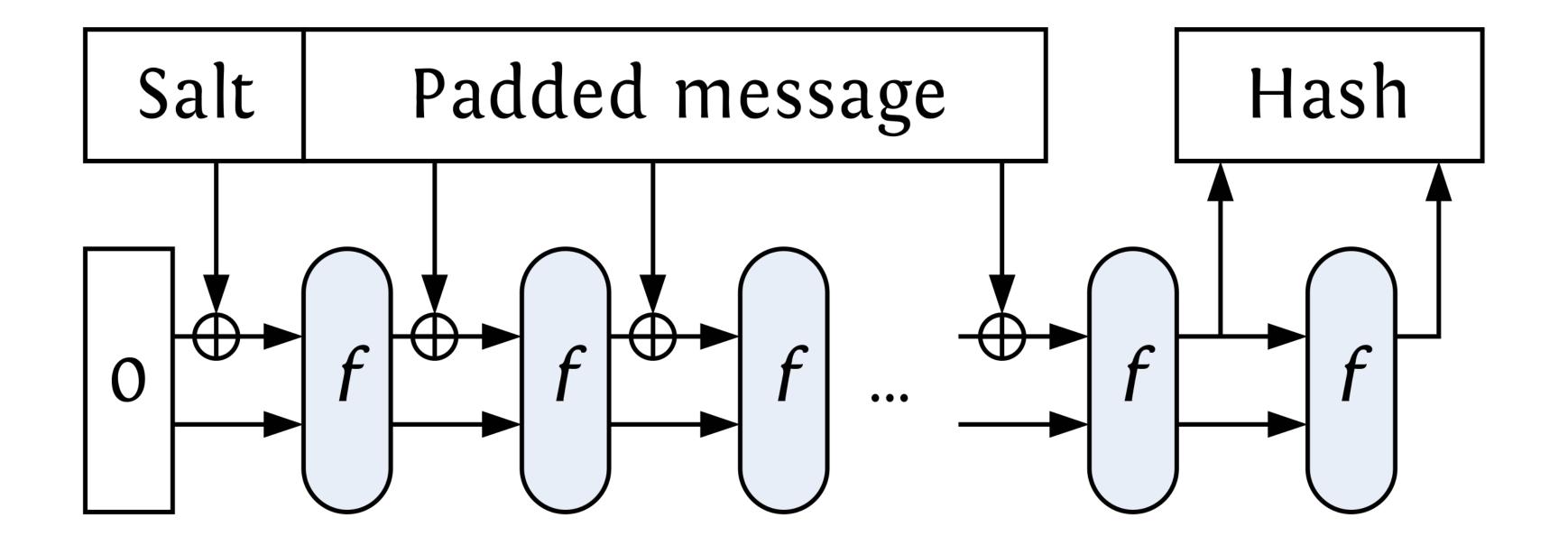
Source for slides: passwords12.at.ifi.uio.no/Joan\_Daemen\_Passwords12.pdf

## Regular hashing



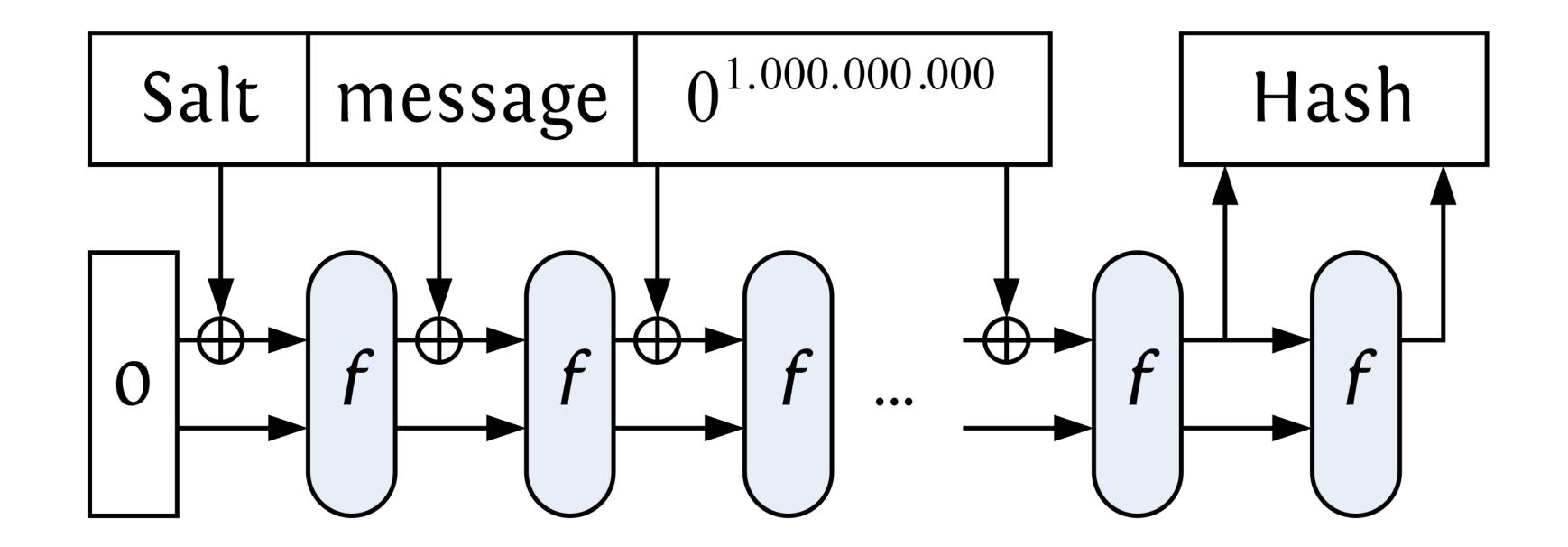
- Electronic signatures
- Data integrity (shaXsum ...)
- Data identifier (Git, online anti-virus, peer-2-peer ...)

## Salted hashing



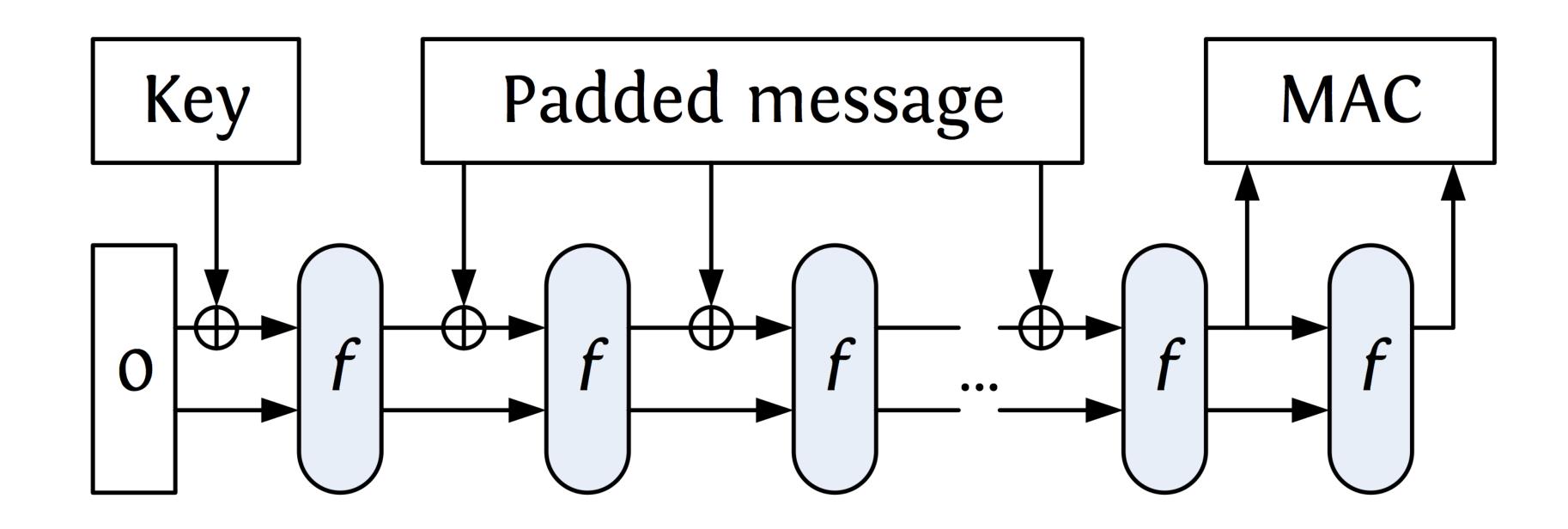
- Randomized hashing (RSASSA-PSS)
- Password storage and verification (Kerberos, /etc/shadow)

## Salted hashing



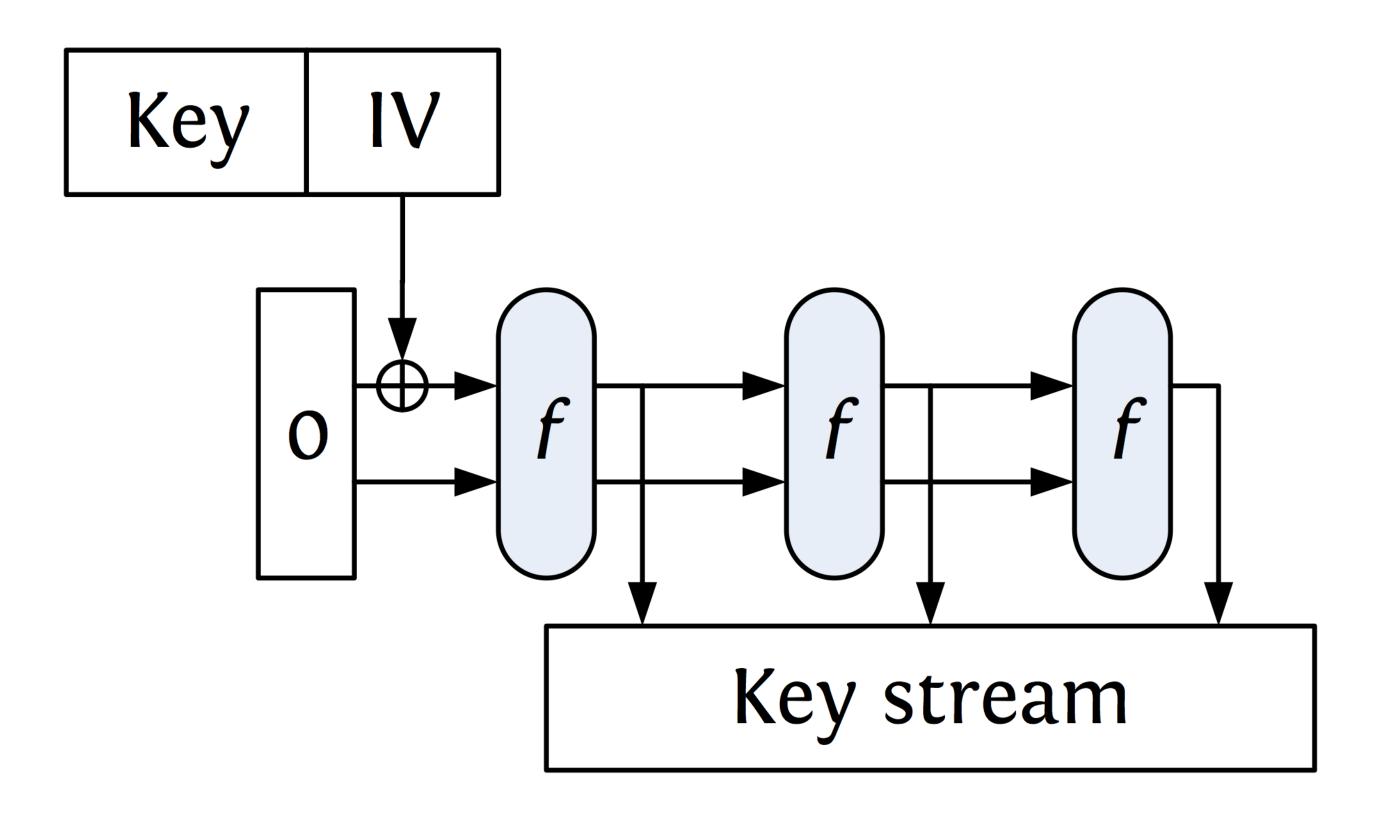
- Randomized hashing (RSASSA-PSS)
- Password storage and verification (Kerberos, /etc/shadow)
  - ...Can be as slow as you like it!

#### Message authentication codes



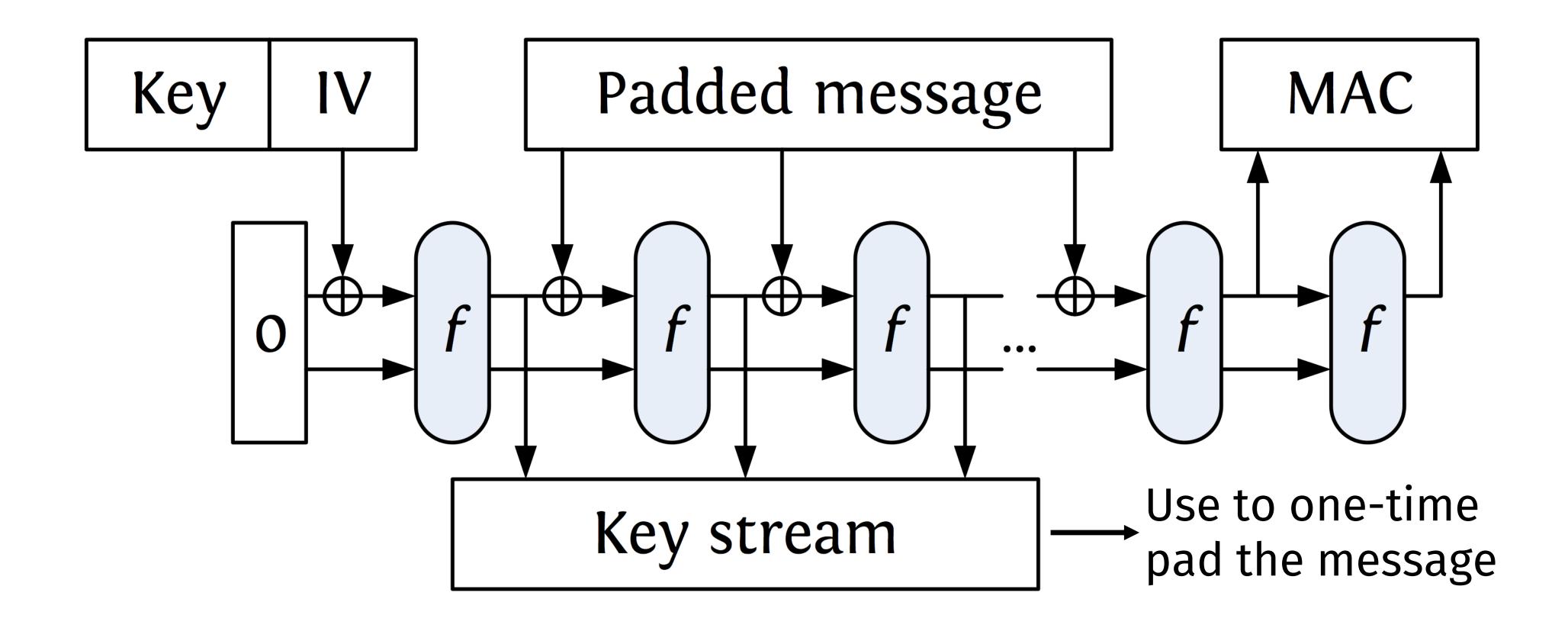
- As a message authentication code
- Simpler than HMAC [FIPS 198]
  - Required for SHA-1, SHA-2 due to length extension property
  - No longer needed for sponge

#### Stream encryption



- As a stream cipher
  - Long output stream per IV: similar to OFB mode
  - Short output stream per IV: similar to counter mode

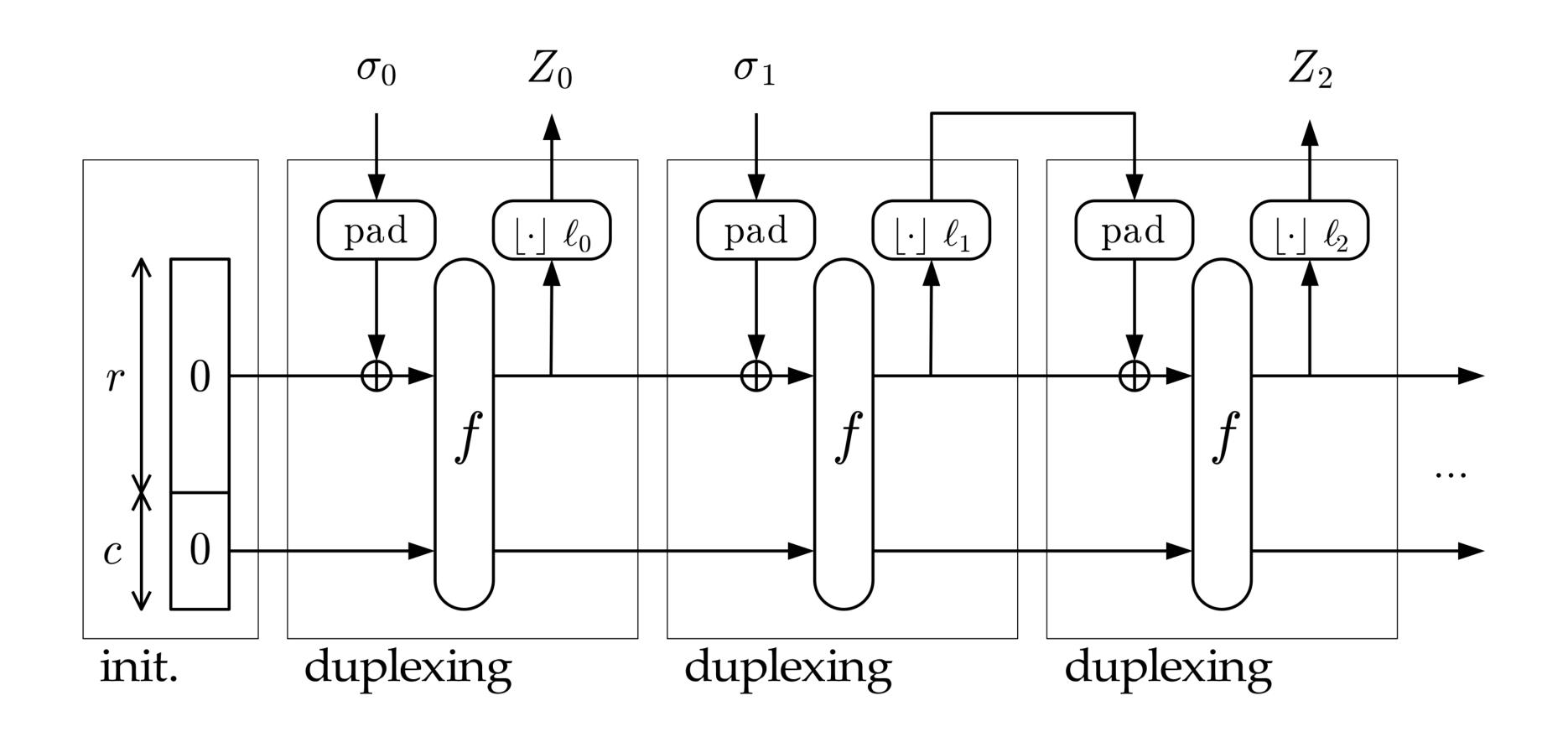
### Single pass authenticated encryption



- Authentication and encryption in a single pass!
- Secure messaging (SSL/TLS, SSH, IPSEC ...)

### Reseedable pseudorandom sequence generator

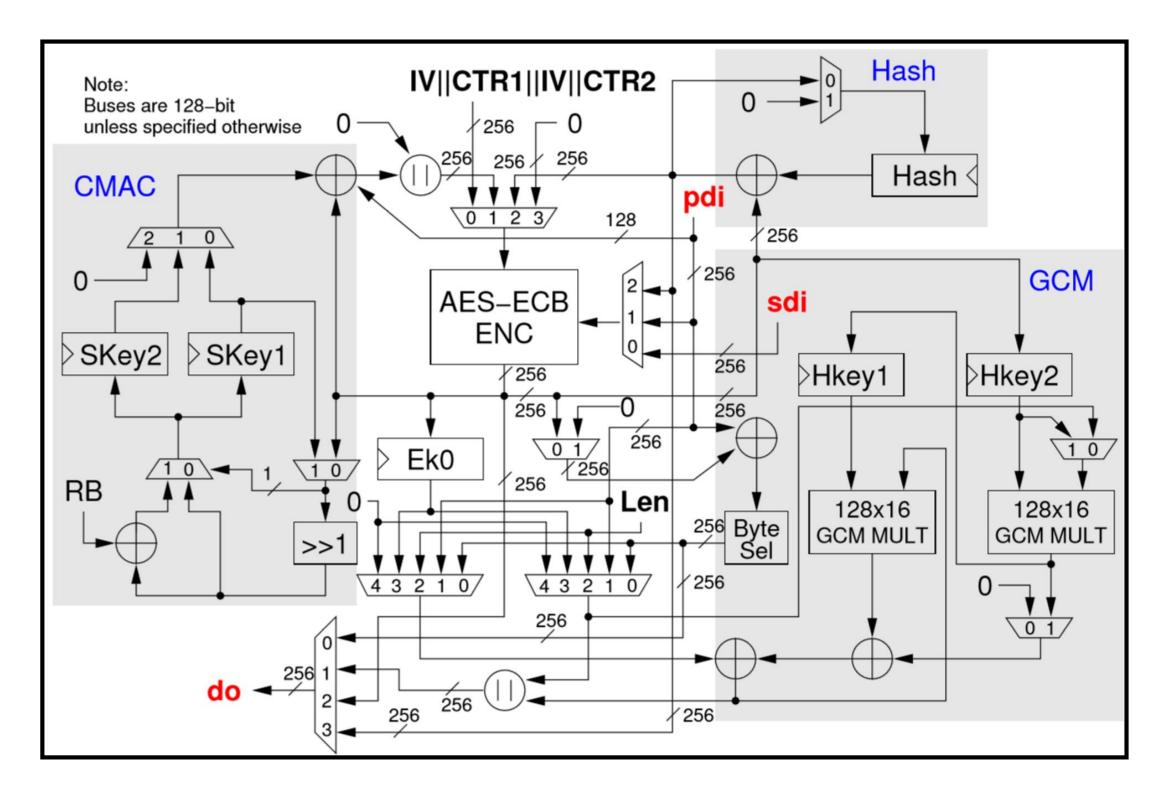
- Defined in [Keccak Team, CHES 2010] and [Keccak Team, SAC 2011]
- Support for forward secrecy by forgetting in duplex:



#### Comparing crypto implementations in hardware

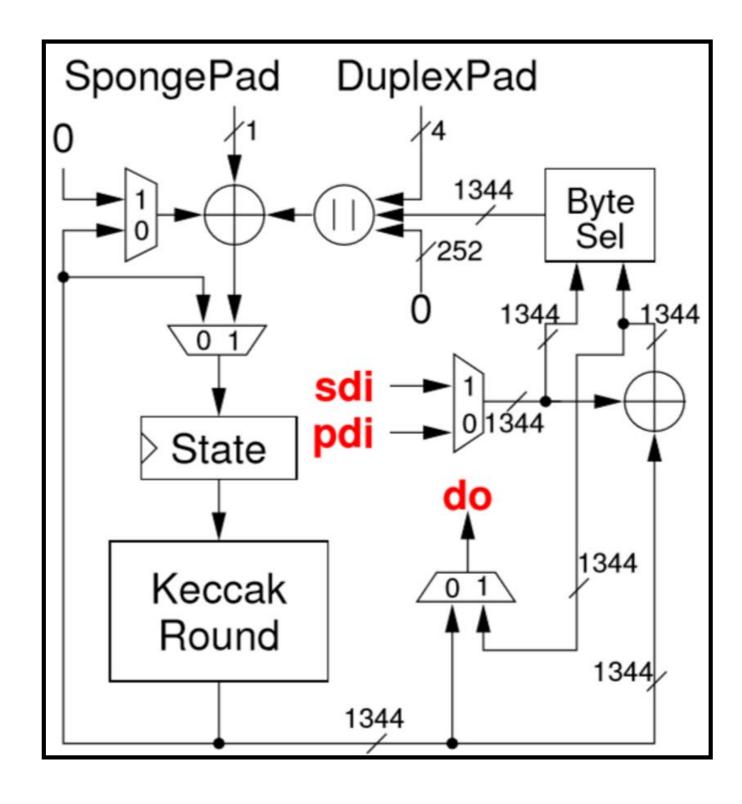
#### **AES** based

- Rijndael itself: small space
- Support for all modes: large space



#### SHA-3 based

- Keccak itself: large space
- Support for all modes: small space



## 4. The Keccak-f permutation

## Designing the permutation Keccak-f

#### Our mission

To design a permutation called Keccak-f that cannot be distinguished from a random permutation.

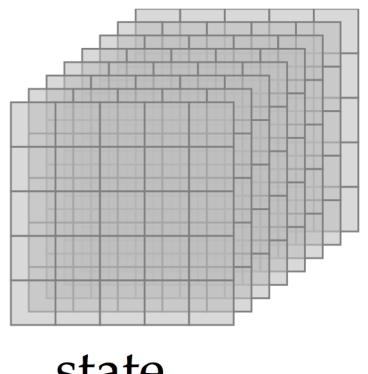
- Like a block cipher
  - sequence of identical rounds
  - round function that is nonlinear and has good diffusion
- ...but not quite
  - no need for key schedule
  - round constants instead of round keys
  - inverse permutation need not be efficient

#### KECCAK

- Instantiation of a sponge function
- the permutation Keccak-f
  - **7** permutations:  $b \in \{25, 50, 100, 200, 400, 800, 1600\}$



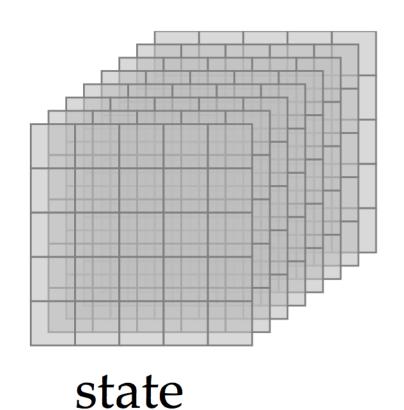
- SHA-3 instance: r = 1088 and c = 512
  - permutation width: 1600
  - security strength 256: post-quantum sufficient
- Lightweight instance: r = 40 and c = 160
  - permutation width: 200
  - security strength 80: same as SHA-1



state

### Keccak-f: the permutations in Keccak

#### Operates on 3D state:

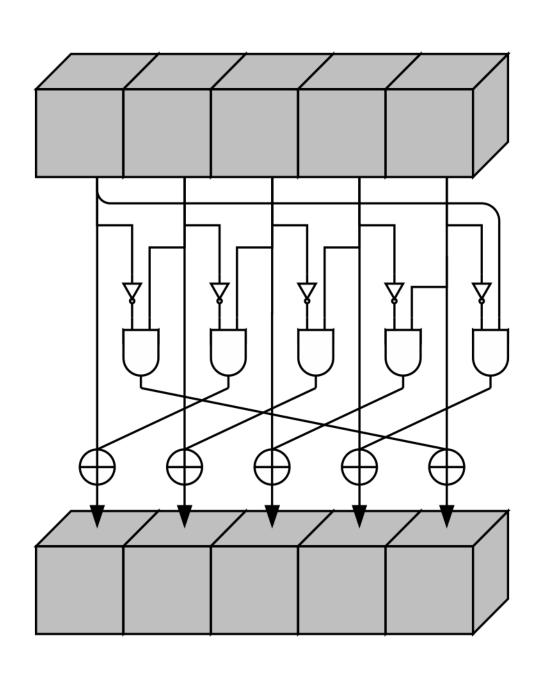


 $y \downarrow z$ 

- $\blacksquare$  (5  $\times$  5)-bit slices
- 2<sup>ℓ</sup>-bit lanes

- Round function *R* with 5 steps:
  - $\theta$ : mixing layer
  - $\rho$ : bit transposition
  - $\blacksquare$   $\pi$ : bit transposition
  - $\mathbf{z}$   $\mathbf{x}$ : non-linear layer
  - *l*: round constants
- # rounds: 12 + 2 $\ell$  for  $b = 2^{\ell}$ 25
  - $\blacksquare$  12 rounds in Keccak-f[25]
  - $\blacksquare$  24 rounds in Keccak-f[1600]

## $\chi$ , the nonlinear mapping in Keccak-f



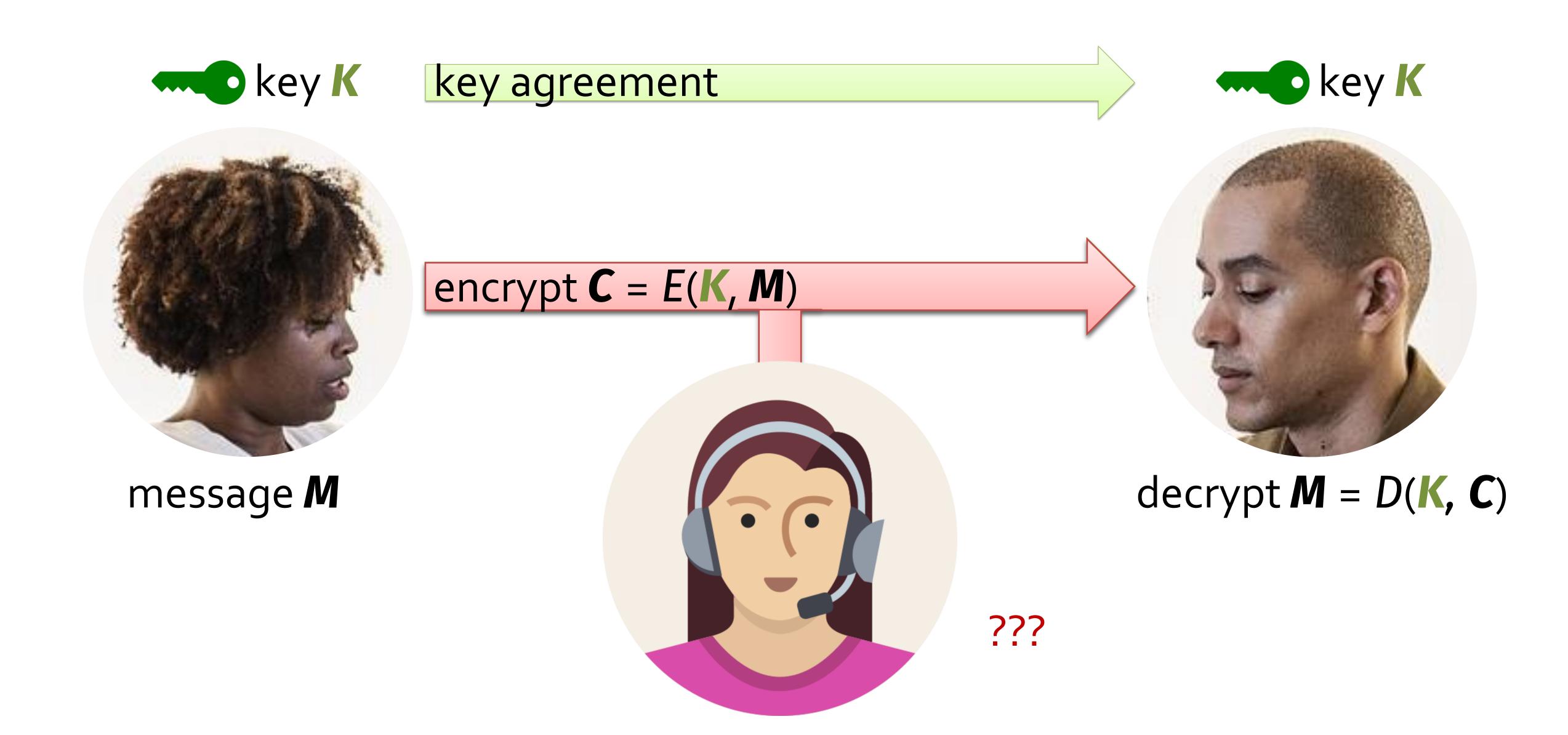
- "Flip bit if neighbors exhibit 01 pattern"
- Operates independently and in parallel on 5-bit rows
- Algebraic degree 2, inverse has degree 3
- LC/DC propagation properties easy to describe and analyze

## Bounds for differential trails in KECCAK-f[1600]

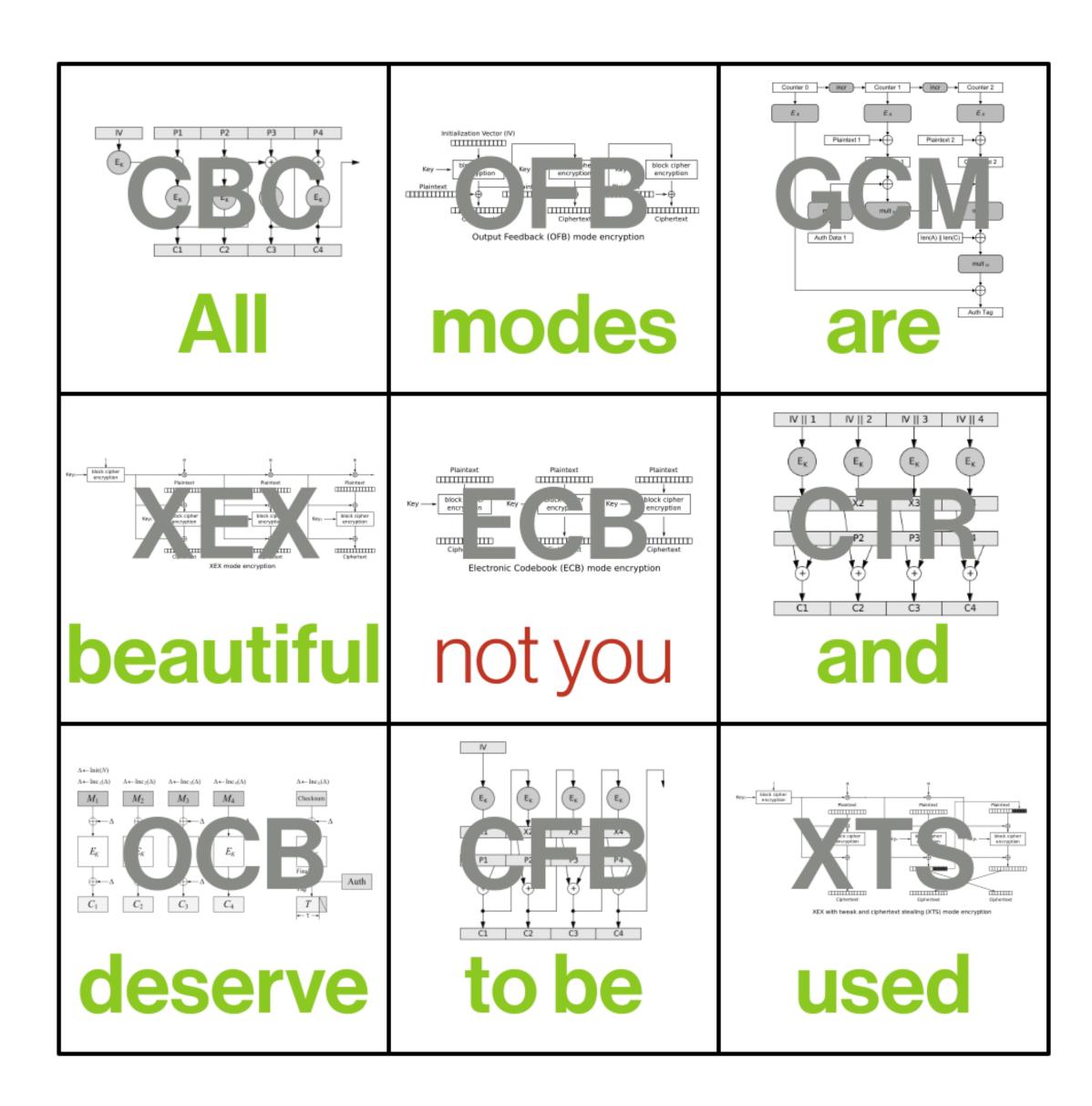
Rounds	Low	er bound	Best known						
1	2		2						
2	8		8						
3	32	[Keccak team]	32	[Duc et al.]					
4			134	[Keccak team]					
5			510	[Naya-Plasencia et al.]					
6	74	[Keccak team]	1360	[Keccak team]					
24	296		???						

## 5. Conclusion

#### Goal: Secure communication in presence of adversary



#### Modes of operation for authentication and/or encryption

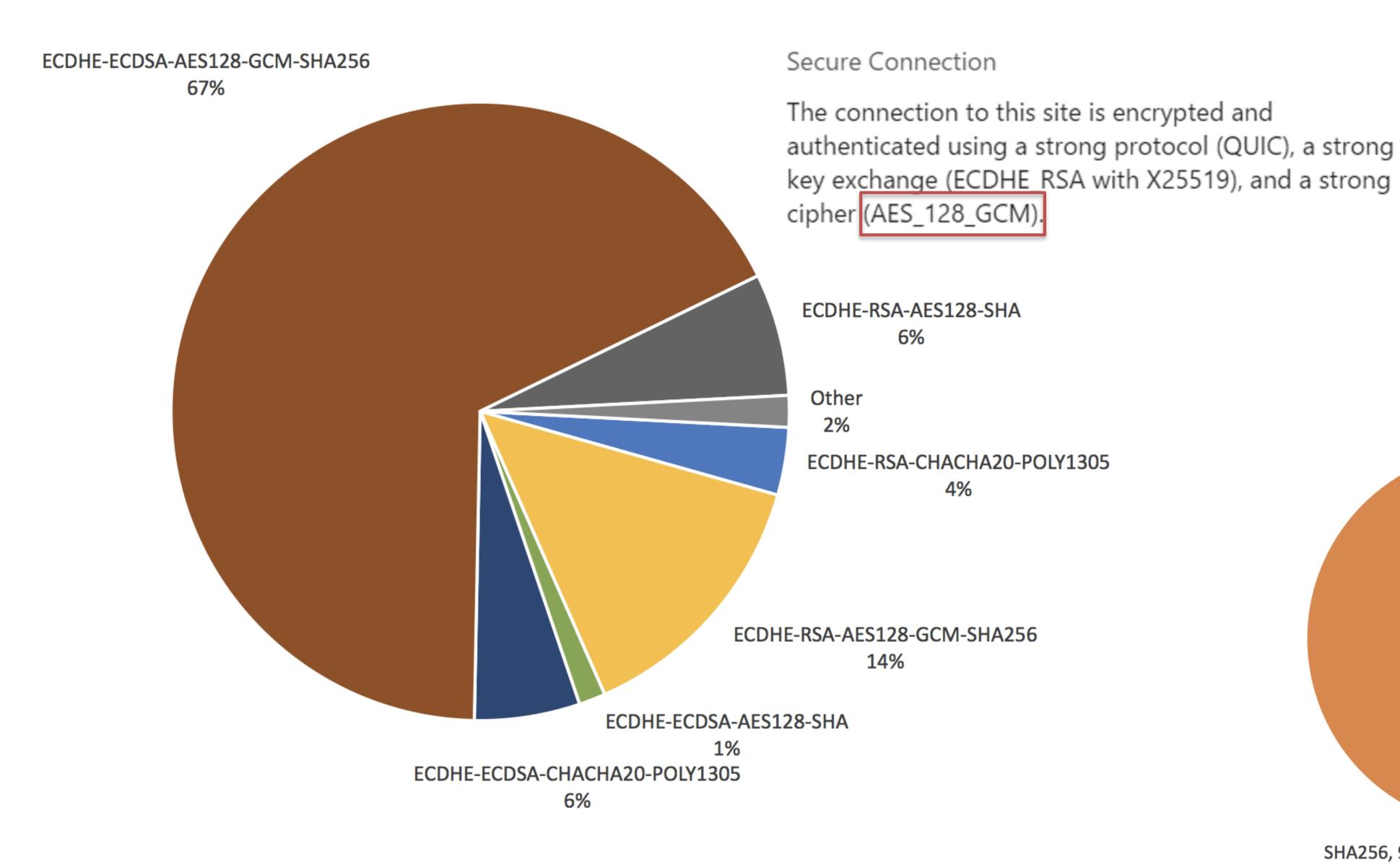


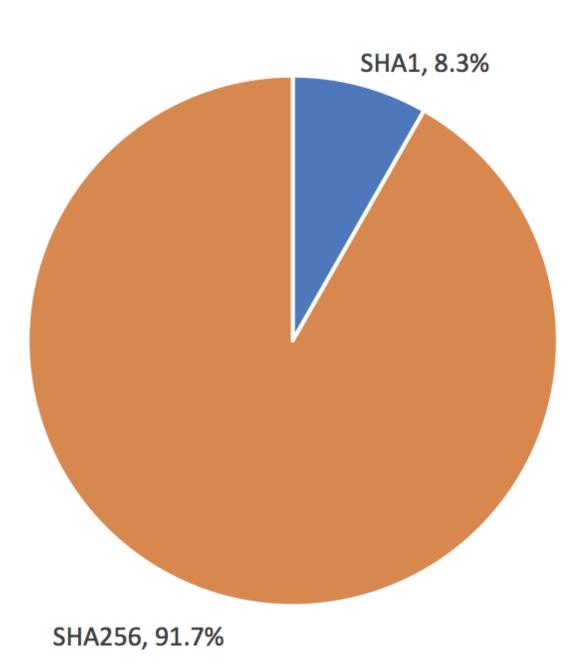
#### Cryptographic doom principle

If you have to perform any crypto operation before verifying the MAC on a message you've received, it will somehow inevitably lead to doom!

- Moxie Marlinspike

#### Widespread use of good crypto: Auth Enc, SHA-2, ...



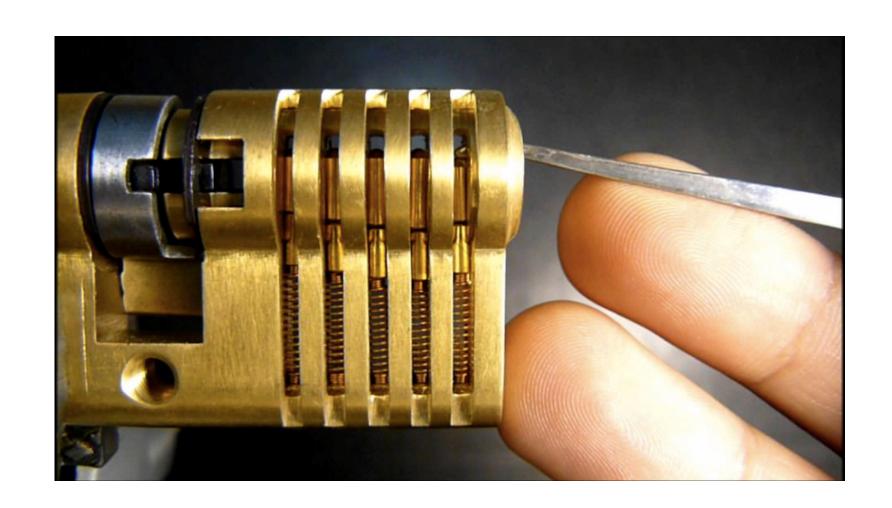


## Divide-and-conquer ⇒ Side channels + cryptanalysis

## Foot-Shooting Prevention Agreement

I, Your Name, promise that once

I see how simple AES really is, I will not implement it in production code even though it would be really fun.

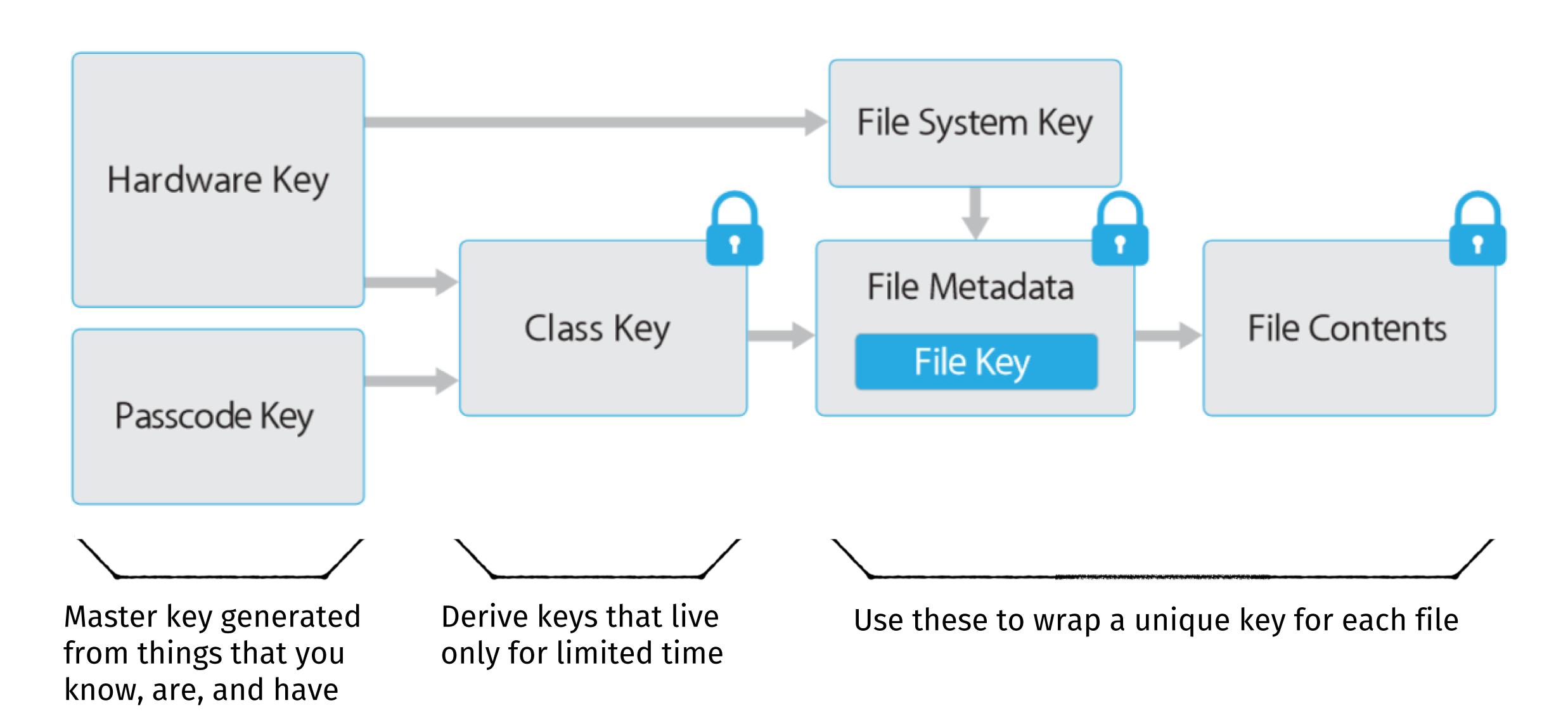


This agreement shall be in effect until the undersigned creates a meaningful interpretive dance that compares and contrasts cache-based, timing, and other side channel attacks and their countermeasures.

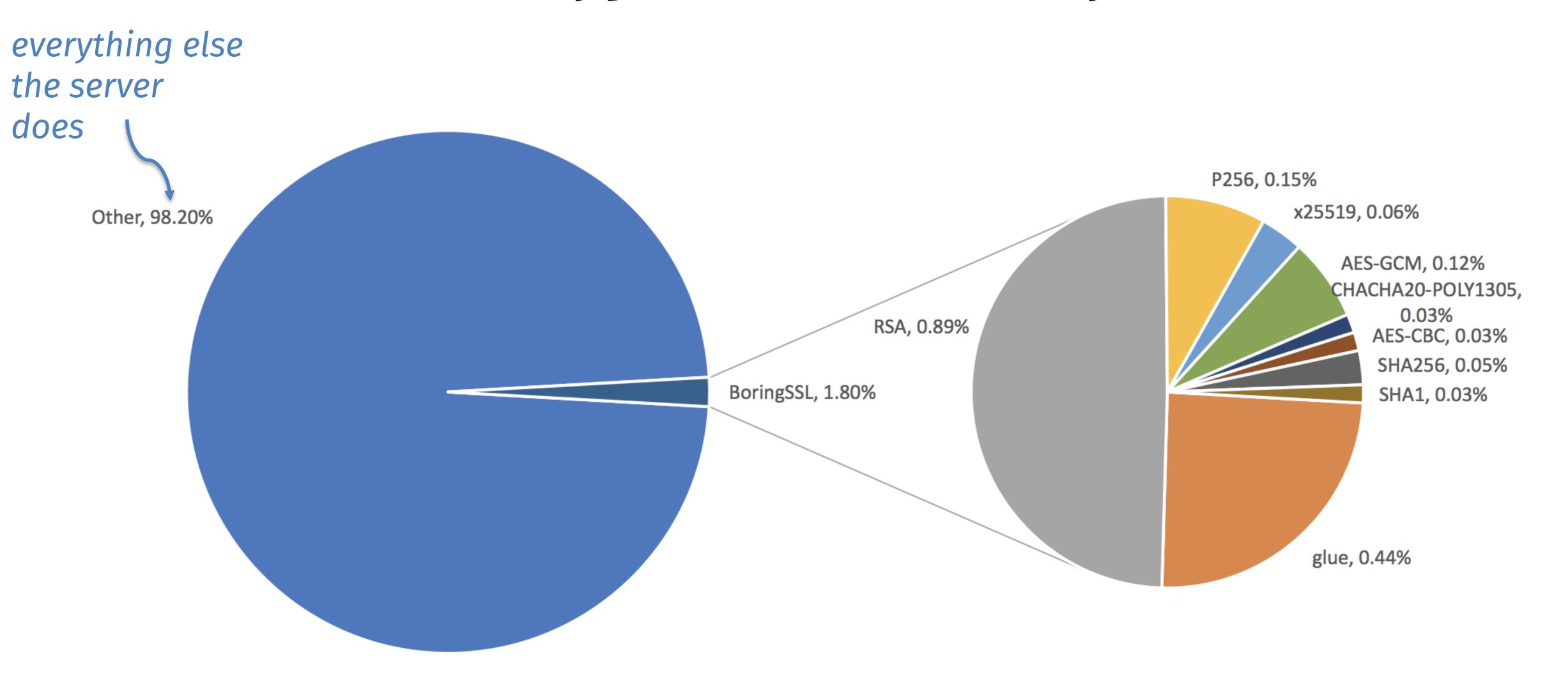


Source: moserware.com/2009/09/stick-figure-guide-to-advanced.html

#### Data at rest: derive keys from a password



## Data in transit: crypto in TLS is really fast!



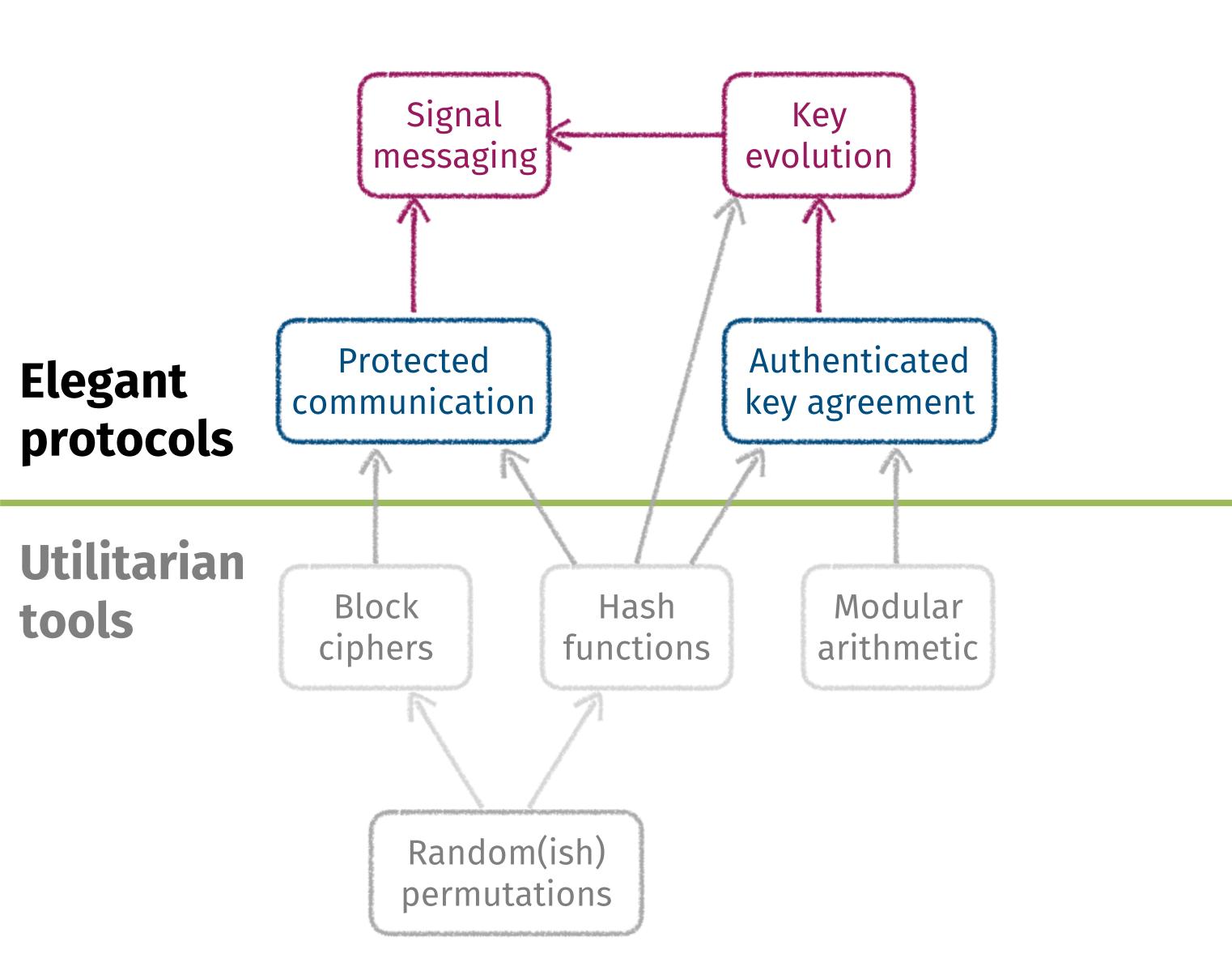
#### **Key management** ⇒ **Access control**



"This bar is pretty good, but you have to go stand in line for a ticket before they serve you."

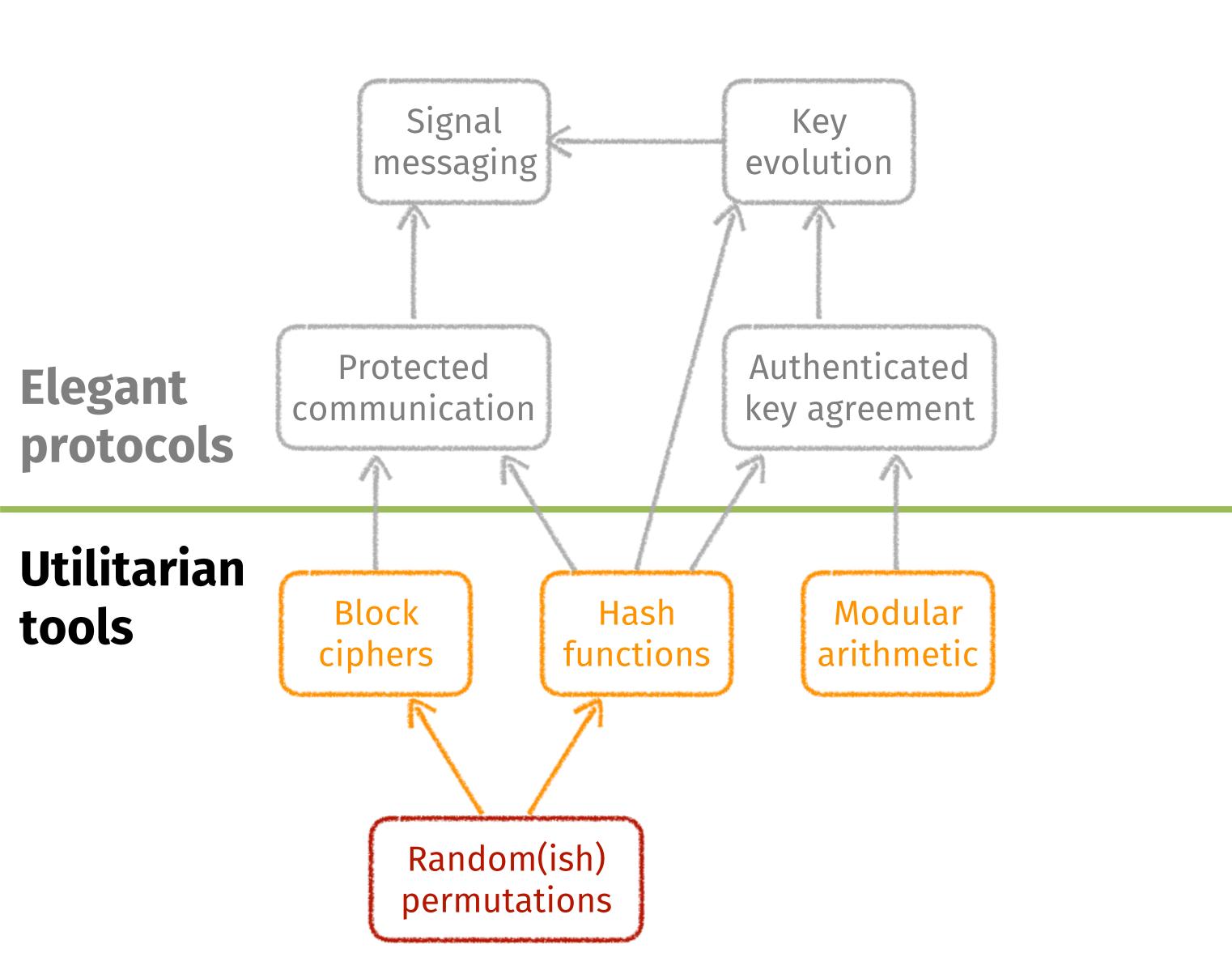
Source: twitter.com/sweis/status/98227289194842112

## Signal: Deniability, forward + backward secrecy





## Cryptanalysis informs design of lowest-layer tools





## Cryptography enables data analysis without data sharing



# Next week: Cryptography and the law