# Linear Propagation in Efficient Guess-and-Determine Attacks

Maria Eichlseder<sup>1</sup> Florian Mendel<sup>1</sup> Tomislav Nad<sup>1</sup> Vincent Rijmen<sup>2</sup> Martin Schläffer<sup>1</sup>

<sup>1</sup>IAIK, Graz University of Technology, Austria

<sup>2</sup>ESAT/COSIC, KU Leuven and iMinds, Belgium

WCC 2013

## Motivation

## Cryptanalysis of hash functions

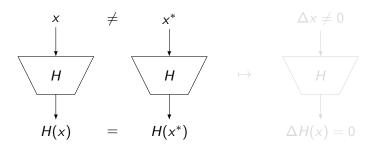
- attacks on MD4, MD5, SHA-1 done by hand [WY05]
- not feasible for SHA-2 or SHA-3
- need for automated analysis tools

#### Recent results based on automated tools:

- ► Leurent's analysis of BLAKE, Skein [Leu12]
- Dinur, Dunkelman and Shamir's analysis of SHA-3 [DDS12]
- our tool, previously used for SHA-1 [DR06], SHA-2 [MNS11], RIPEMD-128/160 [MNS12, MNSS12]

## Differential collision attacks

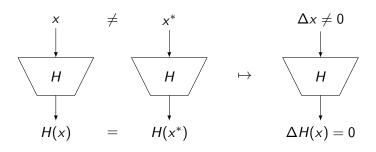
Applications require collision resistant hash functions



▶ Evaluate resistance against differential cryptanalysis "What happens to  $\Delta x$  inside the hash function?"

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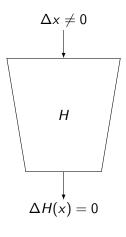
# Describing differences

Differential characteristic describes differences and conditions for messages, hash and intermediate variables

- Classical differences: xor, signed, modular, . . .
- ► Finer description: generalized conditions [DR06]

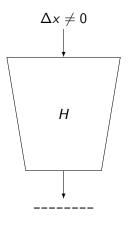
$(x, x^*)$	(0,0)	(0, 1)	(1,0)	(1, 1)
-	✓	•	•	$\checkmark$
x		$\checkmark$	$\checkmark$	
0	✓	•	•	
1		•	•	$\checkmark$
?	✓	$\checkmark$	$\checkmark$	$\checkmark$
#		·	•	•
:				

16 bitwise conditions



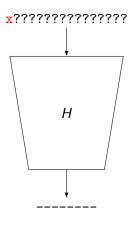
## 1. starting difference

- 2. differential characteristic
  - by hand
  - low weight code words
  - guess and determine
- 3. message pair
  - random message pair
  - guess and determine



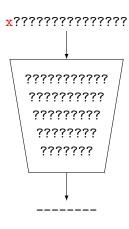
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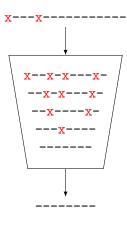


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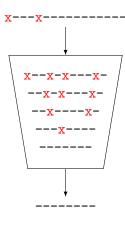
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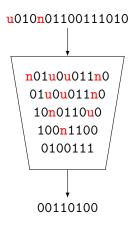
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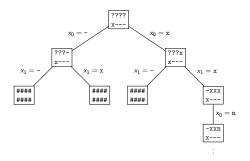
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## Guess and determine

Depth first search in the guessing tree:

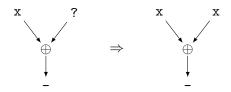


## Improved by

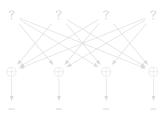
- propagating consequences of each guess
- guessing strategy
- backtracking strategy

## Propagation of conditions

Difference conditions imply additional conditions for consistency:



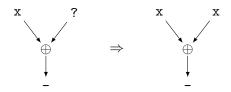
- ▶ Perfect propagation → infeasible
- ▶ Bitsliced propagation → tiny substeps, only locally perfect



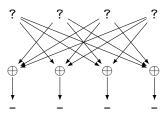
lacktriangle Linear propagation ightarrow much larger substeps, more global

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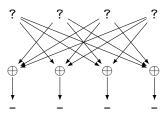
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## Linear propagation

- Simultaneous equations for
  - ▶ affine linear function definition  $\begin{pmatrix} L & 0 \\ 0 & L \end{pmatrix} \cdot \begin{pmatrix} z \\ z^* \end{pmatrix} = \begin{pmatrix} d \\ d \end{pmatrix}$
  - ▶ affine linear generalized conditions  $\begin{pmatrix} C & C^* \end{pmatrix} \cdot \begin{pmatrix} z \\ z^* \end{pmatrix} = \begin{pmatrix} b \end{pmatrix}$
- Gauss-Jordan elimination to get reduced row echelon form

$$\left( \begin{array}{c} \\ \\ \end{array} \right) \cdot \left( \begin{array}{c} \\ \\ Z^* \end{array} \right) = \left( \begin{array}{c} \\ \\ \end{array} \right)$$

Translate back to generalized conditions

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## Linear propagation in practice

- Nonlinear hash function parts
  - cover with bitsliced propagation
  - loosely coupled equation systems
- Nonlinear conditions
  - supplement with bitsliced propagation, or
  - ignore, since they are rare
- Guessing strategy
  - prefer bits with many simple equations
- Matrix implementation
  - step function size
  - lacktriangleright incremental Gauss-Jordan

#### **Evaluation**

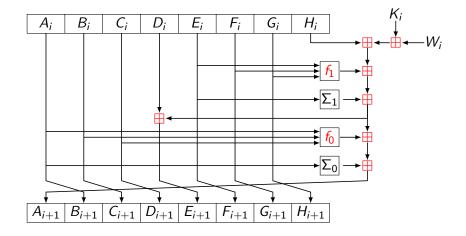
#### Quality of propagation method:

- Reduction of solution space
- ► For one sample:  $I_M = \log_2 \frac{\text{solutions before propagation}}{\text{solutions after propagation}}$
- ▶ If  $I_{\text{diff}} = I_{\text{bitslice}} I_{\text{linear}} < 0 \Rightarrow \text{new linear method better}$
- Plot cumulative distribution function

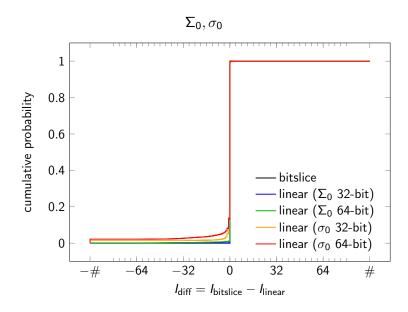
#### Efficiency of propagation method:

- Runtime per propagation
- Overall search runtime

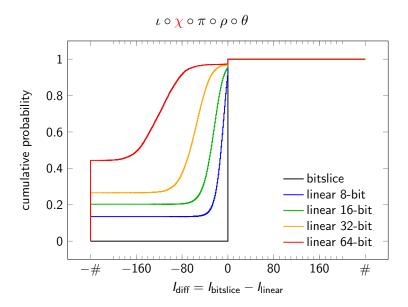
# Evaluation for $\Sigma_i$ , $\sigma_i$ functions of SHA-2



## Evaluation for $\Sigma_i$ , $\sigma_i$ functions of SHA-2



## Evaluation for 2 rounds of SHA-3/Keccak



# Evaluation for 2 rounds of SHA-3/Keccak

		2h		16h	
lane size		8-bit	16-bit	32-bit	64-bit
iterations/sec	bitslice	21158	21542	14612	9566
	linear	4272	2102	769	222
solutions found	bitslice	333	4	0	0
Solutions found	linear	1069	41	4	0

Combined with 2-round kernel path  $\rightarrow$  4-round collision

#### Conclusion

- Propagation is essential for guess-and-determine attacks
- New linear method provides globally better results
- Tradeoff between quality and runtime
- Much better than bitsliced method for SHA-3

#### **Future**

- Integration of nonlinear parts
- Multiple rounds

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