

# Hash Functions in Action

Lecture 15

RECALL

# Hash Functions

- Main syntactic feature: Variable input length to fixed length output
  - Primary requirement: collision-resistance
    - If for all PPT  $A$ ,  $\Pr[x \neq y \text{ and } h(x)=h(y)]$  is negligible in the following experiment:
      - $A \rightarrow (x, y); h \leftarrow \mathcal{H}$  : Combinatorial Hash Functions
      - $A \rightarrow x; h \leftarrow \mathcal{H}; A(h) \rightarrow y$  : Universal One-Way Hash Functions
      - $h \leftarrow \mathcal{H}; A(h) \rightarrow (x, y)$  : Collision-Resistant Hash Functions
      - $h \leftarrow \mathcal{H}; A^h \rightarrow (x, y)$  : Weak Collision-Resistant Hash Functions
  - Also often required: “unpredictability”
  - Already saw: a 2-UHF ( $\text{chop}(ax+b)$ ) and UOWHF
  - Today: CRHF constructions. Domain Extension.
- Applications of hash functions

Typically  
used

RECALL

# UOWHF

- Universal One-Way HF:  $A \rightarrow x; h \leftarrow \mathcal{H}; A(h) \rightarrow y. h(x)=h(y)$  w.n.p
- Can be constructed from OWP
- Much easier to see:  $OWP \Rightarrow UOWHF$ 
  - $F_h(x) = h(f(x))$ , where  $f$  is a OWP and  $h$  from a UHF family
    - s.t.  $h$  compresses by a bit (i.e., 2-to-1 maps), and
    - for all  $z, z', w$ , can solve for  $h$  s.t.  $h(z) = h(z') = w$
  - Is a UOWHF [Why?] 

BreakOWP(z) { get  $x \leftarrow A$ ; sample random  $w$ ; give  $A$   $h$  s.t.  $h(z)=h(f(x))=w$ ; if  $A \rightarrow y$  s.t.  $h(f(y))=w$ , output  $y$ ; }
  - Gives a UOWHF that compresses by 1 bit (same as the UHF)
    - Will see later, how to extend the domain to arbitrarily long strings (without increasing output size)



# UOWHF

If not unique,  
uniformly sample  
a solution for  $h$

- $F_h(x) = h(f(x))$ , where  $f$  is a OWP and  $h$  from a UHF family

- s.t.  $h$  compresses by a bit (i.e., 2-to-1 maps), and

- for all  $z, z', w$ , can solve for  $h$  s.t.  $h(z) = h(z') = w$

- Is a UOWHF [Why?]

BreakOWP( $z$ ) { get  $x \leftarrow A$ ; sample random  $w$ ; give  $A$   $h$   
s.t.  $h(z)=h(f(x))=w$ ; if  $A \rightarrow y$  s.t.  $h(f(y))=w$ , output  $y$ ; }

- Idea: force UOWHF adversary to invert  $f$

- Set up  $h$  so that  $F_h(x) = h(z)$ . Only collision, i.e.,  $y \neq x$  s.t.  
 $F_h(x) = F_h(y)$  is  $y = f^{-1}(z)$

- BreakOWP is efficient as  $h$  can be efficiently solved ✓

- BreakOWP has same advantage as  $A$  has against UOWHF?  
Yes, if  $h$  is uniform (independent of  $x$ )

- Holds because  $z, w$  picked uniformly ✓

# CRHF

- Collision-Resistant HF:  $h \leftarrow \mathcal{H}$ ;  $A(h) \rightarrow (x, y)$ .  $h(x) = h(y)$  w.n.p
- Not known to be possible from OWF/OWP alone
  - “Impossibility” (blackbox-separation) known
- Possible from “claw-free pair of permutations”
  - In turn from hardness of discrete-log, factoring, and from lattice-based assumptions
- Also from “homomorphic one-way permutations”, and from homomorphic encryptions
  - All candidates use mathematical operations that are considered computationally expensive

# CRHF

- CRHF from discrete log assumption:
  - Suppose  $\mathbb{G}$  a group of prime order  $q$ , where DL is considered hard (e.g.  $\mathbb{QR}_p^*$  for  $p=2q+1$  a safe prime)
  - $h_{g_1, g_2}(x_1, x_2) = g_1^{x_1} g_2^{x_2}$  (in  $\mathbb{G}$ ) where  $g_1, g_2 \neq 1$  (hence generators)
  - A collision:  $(x_1, x_2) \neq (y_1, y_2)$  s.t.  $h_{g_1, g_2}(x_1, x_2) = h_{g_1, g_2}(y_1, y_2)$ 
    - Then  $(x_1, x_2) \neq (y_1, y_2) \Rightarrow x_1 \neq y_1$  and  $x_2 \neq y_2$  [Why?]
    - Then  $g_2 = g_1^{(x_1 - y_1)/(x_2 - y_2)}$  (exponents in  $\mathbb{Z}_q^*$ )
      - i.e., for some base  $g_1$ , can compute DL of  $g_2$  (a random non-unit element). Breaks DL!
- Hash halves the size of the input

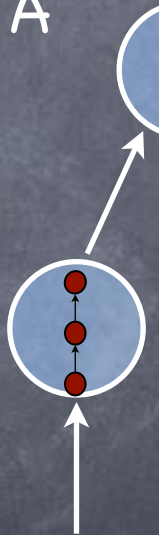


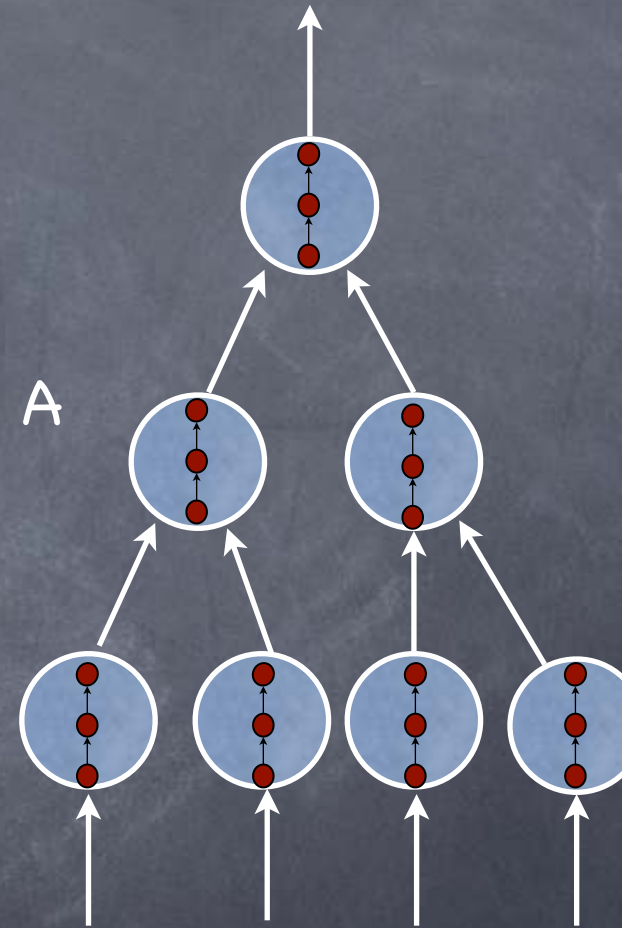
# Domain Extension

- **Full-domain hash:** hash arbitrarily long strings to a single hash value
  - So far, UOWHF/CRHF which have a fixed domain
- First, simpler goal: extend to a larger, fixed domain
  - Assume we are given a hash function from two blocks to one block (a block being, say,  $k$  bits)
  - What if we can compress by only one bit (e.g., our UOWHF construction)?
    - Can just apply repeatedly to compress by  $t$  bits



# Domain Extension

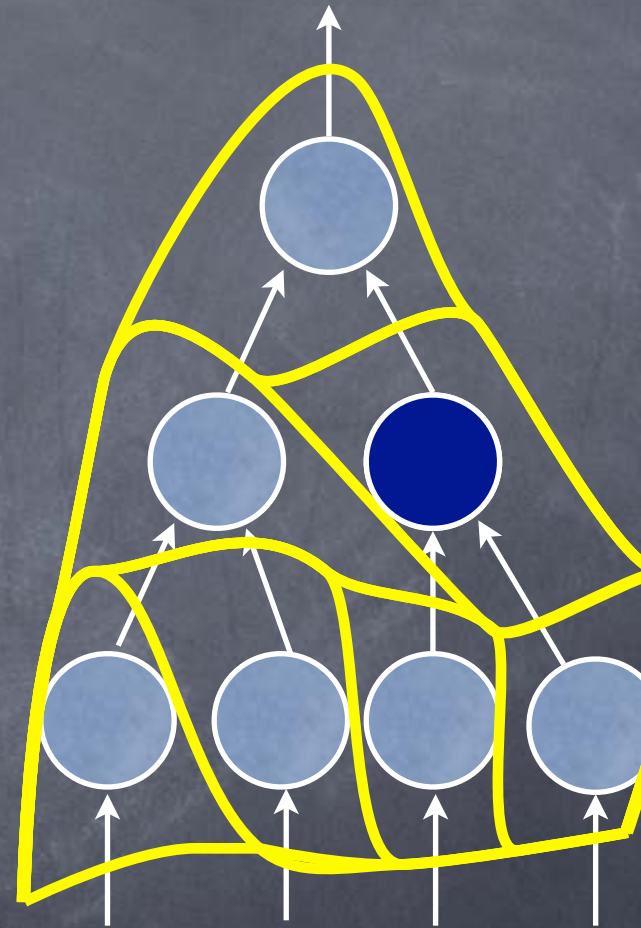
- Given an compose hash functions more efficiently, using a "Merkle tree"
  - Suppose basic hash from  $\{0,1\}^{2k}$  to  $\{0,1\}^k$ . A hash function from  $\{0,1\}^{8k}$  to  $\{0,1\}^k$  using a tree of depth 3
    - If basic hash from  $\{0,1\}^{2k}$  to  $\{0,1\}^{2k-1}$ , first construct new basic hash from  $\{0,1\}^{2k}$  to  $\{0,1\}^k$ , by repeated hashing
  - Any tree can be used, with consistent I/O sizes
  - Independent hashes or same hash?
    - Depends!
- 
- A diagram illustrating a Merkle tree structure. It shows a node (represented by a blue circle) containing three red dots, which represent leaf nodes. An arrow points from the bottom of this node to a larger blue circle above it, representing the parent node. This visualizes how multiple smaller hashes are combined into a single larger hash at the next level of the tree.





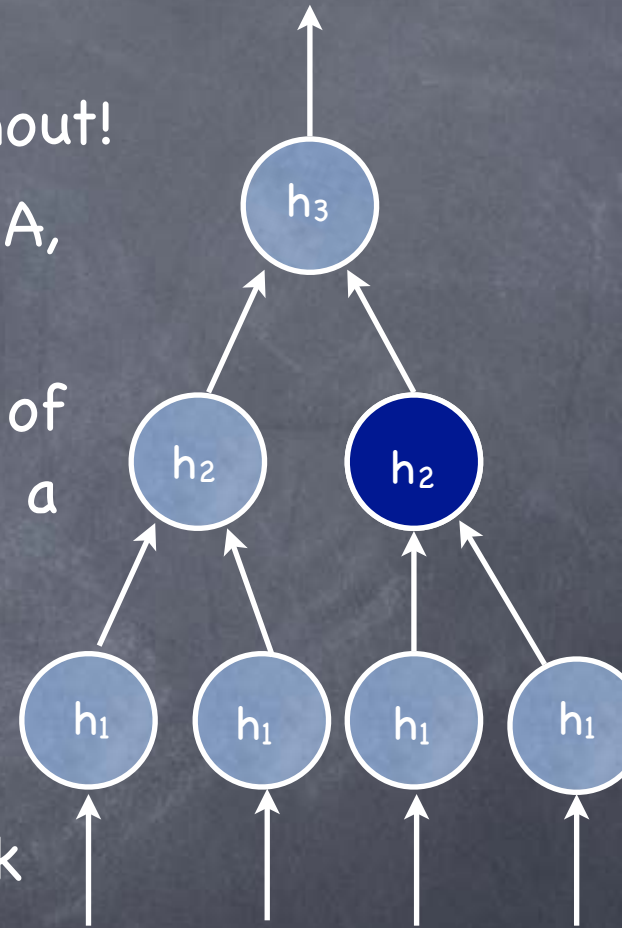
# Domain Extension for CRHF

- For CRHF, **same basic hash** used through out the Merkle tree. Hash description same as for a single basic hash
- If a collision  $(x_1 \dots x_n, y_1 \dots y_n)$  over all, then some collision  $(x', y')$  for basic hash
  - Consider moving a "frontline" from bottom to top
    - Collision at some step (different values on  $i^{\text{th}}$  front, same on  $i+1^{\text{st}}$ ); gives a collision for basic hash
- $A^*(h)$ : run  $A(h)$  to get  $(x_1 \dots x_n, y_1 \dots y_n)$ . Move frontline to find  $(x', y')$



# Domain Extension for UOWHF

- For UOWHF, can't use same basic hash throughout!
- $A^*$  has to output an  $x'$  on getting  $(x_1 \dots x_n)$  from  $A$ , before getting  $h$ 
  - Can guess a random node (i.e., random pair of frontlines) where collision occurs, but if not a leaf, can't compute  $x'$  until  $h$  is fixed!
- **Solution: a different  $h$  for each level of the tree (i.e., no ancestor/successor has same  $h$ )**
  - To compute  $x'$ : Get  $(x_1 \dots x_n)$  from  $A$ . Then pick a random node (say at level  $i$ ), pick  $h_j$  for levels below  $i$ , and compute input to the node; let this be  $x'$ .
  - On getting  $h$ , plug it in as  $h_i$ , pick  $h_j$  for remaining levels; give  $h$ 's to  $A$  and get  $(y_1 \dots y_n)$ ; compute  $y'$  and output it.



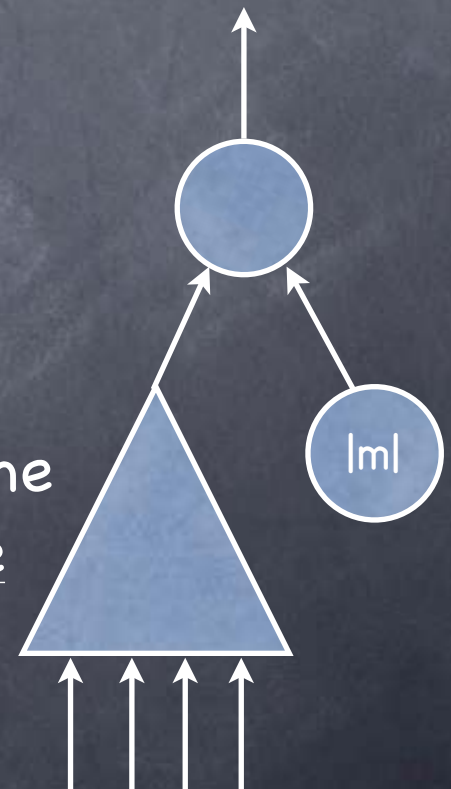
# UOWHF vs. CRHF

- UOWHF has a weaker guarantee than CRHF
- UOWHF can be built based on OWF (we saw based on OWP), where as CRHF “needs stronger assumptions”
  - But “usual” OWF candidates suffice for CRHF too (we saw construction based on discrete-log)
- Domain extension of CRHF is simpler, with no blow-up in the description size. For UOWHF description increases logarithmically in the input size
- UOWHF theoretically important (based on simpler assumptions, good if paranoid), but CRHF can substitute for it
- Current practice: much less paranoid; faith on efficient, ad hoc (and unkeyed) constructions (though increasingly under attack)



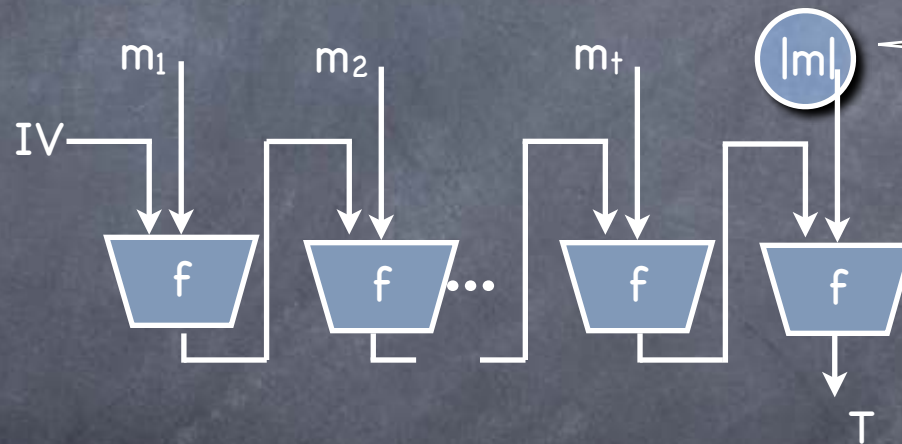
# Domain Extension

- **Full-domain hash:** hash arbitrarily long strings to a single hash value
  - Merkle-Tree construction extends the domain to any fixed input length
- Hash the message length (number of blocks) along with the original hash
  - Collision in the new hash function gives either collision at the top level, or if not, collision in the original Merkle tree and for the same message length



# Hash Functions in Practice

- A single function, not a family (e.g. SHA-3, SHA-256, MD4, MD5)
- Often from a fixed input-length **compression function**
- Merkle-Damgård iterated hash function,  $MD^f$ :



Collision resistance even with variable input-length.

Note: Unlike MACs, here "length-extension" is OK, as long as it results in a different hash value

- If  $f$  collision resistant (not as "keyed" hash, but "concretely"), then so is  $MD^f$  (for any  $IV$ )
- If  $f$  modelled as a Random Oracle,  $MD^f$  is a "public-use RO."  
If  $f$  modelled as an "Ideal Cipher,"  $MD^f$  is "plaint-text aware."