

Victor Shoup (Ed.)

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Preface

These are the proceedings of Crypto 2005, the 25th Annual International Cryptology Conference. The conference was sponsored by the International Association for Cryptologic Research (IACR) in cooperation with the IEEE Computer Science Technical Committee on Security and Privacy and the Computer Science Department of the University of California at Santa Barbara. The conference was held in Santa Barbara, California, August 14–18, 2005.

The conference received 178 submissions, out of which the program committee selected 33 for presentation. The selection process was carried out by the program committee via an “online” meeting. The authors of selected papers had a few weeks to prepare final versions of their papers, aided by comments from the reviewers. However, most of these revisions were not subject to any editorial review.

This year, a “Best Paper Award” was given to Xiaoyun Wang, Yiqun Lisa Yin, and Hongbo Yu, for their paper “Finding Collisions in the Full SHA-1.”

The conference program included two invited lectures. Ralph Merkle delivered an IACR Distinguished Lecture, entitled “The Development of Public Key Cryptography: a Personal View; and Thoughts on Nanotechnology.” Dan Boneh gave an invited talk, entitled “Bilinear Maps in Cryptography.”

We continued the tradition of a “rump session,” featuring short, informal presentations (usually serious, sometimes entertaining, and occasionally both). The rump session was chaired this year by Phong Q. Nguyen.

I would like to thank everyone who contributed to the success of this conference. First, thanks to all the authors who submitted papers: a conference program is no better than the quality of the submissions (and hopefully, no worse). Second, thanks to all the members of the program committee: it was truly an honor to work with a group of such talented and hard working individuals. Third, thanks to all the external reviewers (listed below) for assisting the program committee: their expertise was invaluable. Fourth, thanks to Matt Franklin, Dan Boneh, Jan Camenisch, and Christian Cachin for sharing with me their experiences as previous Crypto and Eurocrypt program chairs. Finally, thanks to my wife, Miriam, and my children, Alec and Nicol, for their love and support, and for putting up with all of this.

June 2005

Victor Shoup

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August 14–18, 2005, Santa Barbara, California, USA

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Efficient Collision Search Attacks on SHA-0

Xiaoyun Wang^{1,*}, Hongbo Yu², and Yiqun Lisa Yin³

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Abstract. In this paper, we present new techniques for collision search in the hash function SHA-0. Using the new techniques, we can find collisions of the full 80-step SHA-0 with complexity less than 2^{39} hash operations.

Keywords: Hash functions, Collision search attacks, SHA-0, SHA-1.

1 Introduction

The hash function SHA-0 was issued in 1993 as a federal standard by NIST. A revised version called SHA-1 was later issued in 1995 as a replacement for SHA-0. The only difference between the two hash functions is the additional rotation operation in the message expansion of SHA-1, which is supposed to provide more security. Both hash functions are based on the design principles of MD4.

In 1997, Wang found an attack on SHA-0 [14] which produces a collision with probability 2^{-58} by utilizing algebraic methods to derive a collision differential path. In 1998, Chabaud and Joux [6] independently found the same differential path through computer search. In August 2004, Joux [7] announced the first real collision of SHA-0, which consists of four message blocks (a pair of 2048-bit input messages). The collision search took about 80,000 hours of CPU time (three weeks of real time) and is estimated to have a complexity of about 2^{51} hash operations. To our knowledge, this is the best existing attack on the full 80-step SHA-0 prior to the work reported here.

The attacks in [14,6] found a differential path which is composed of certain 6-step local collisions. There is an obstacle to further improve these attacks, as finding a differential characteristic for two consecutive local collisions corresponding to two consecutive disturbances in the first round turns out to be impossible. This phenomenon makes it difficult to find a differential path which has a smaller number of local collisions in rounds 2-4 and no consecutive local collisions in the first round.

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In this paper, we introduce a new cryptanalytic method to cope with this difficulty. Our analysis includes the following techniques: Firstly, we identify an “impossible” differential path with few local collisions in rounds 2-4 and some consecutive local collisions in round 1. Secondly, we transform the impossible differential path into a possible one. Thirdly, we derive a set of conditions which guarantee that the modified differential path holds. Finally, we design message modifications to correct all the unfulfilled conditions in the first round as well as some such conditions in the second round. With these techniques, we can find collisions of the full SHA-0 with at most 2^{39} hash operations, which is a major improvement over existing attacks. The same techniques can be used to find near collisions of SHA-0 with complexity about 2^{33} hash operations.

We note that the new techniques have also been proven to be effective in the analysis of SHA-1[16].

The rest of the paper is organized as follows. In Section 2, we give a description of SHA-0. In Section 3, we provide an overview of the original attack on SHA-0 [14] and subsequent improvements [15,1,2,7,3]. In Section 4, we review the “message modification techniques” presented in [11,12,13] to break HAVA-128, MD5, MD4 and RIPEMD, and consider their effectiveness in improving existing attacks on SHA-0. In Section 5, we present our new collision search attacks on SHA-0. In Section 6, we give an example of real collision of SHA-0 found by computer search using the new techniques. We conclude the paper in Section 7.

2 Description of SHA-0

The hash function SHA-0 takes a message of length less than 2^{64} bits and produces a 160-bit hash value. The input message is padded and then processed in 512-bit blocks in the Damgård/Merkle iterative structure. Each iteration invokes a so-called compression function which takes a 160-bit chaining value and a 512-bit message block and outputs another 160-bit chaining value. The initial chaining value (called IV) is a set of fixed constants, and the final chaining value is the hash of the message.

In what follows, we describe the compression function of SHA-0. For each 512-bit block of the padded message, divide it into 16 32-bit words, $(m_0, m_1, \dots, m_{15})$. The message words are first expanded as follows: for $i = 16, \dots, 79$,

$$m_i = m_{i-3} \oplus m_{i-8} \oplus m_{i-14} \oplus m_{i-16}.$$

The expanded message words are then processed in four rounds, each consisting of 20 steps. The step function is defined as follows.

For $i = 1, 2, \dots, 80$,

$$\begin{aligned} a_i &= (a_{i-1} \ll 5) + f_i(b_{i-1}, c_{i-1}, d_{i-1}) + e_{i-1} + m_{i-1} + k_i \\ b_i &= a_{i-1} \\ c_i &= b_{i-1} \ll 30 \\ d_i &= c_{i-1} \\ e_i &= d_{i-1} \end{aligned}$$

The initial chaining value $IV = (a_0, b_0, c_0, d_0, e_0)$ is defined as:

$$(0x67452301, 0xefcdab89, 0x98badcfe, 0x10325476, 0xc3d2e1f0)$$

Each round employs a different Boolean function f_i and constant k_i , which is summarized in Table 1.

Table 1. Boolean functions and constants in SHA-0

rounds	steps	Boolean function f_i	constant k_i
1	1 – 20	IF: $(x \wedge y) \vee (\neg x \wedge z)$	0x5a827999
2	21 – 40	XOR: $x \oplus y \oplus z$	0x6ed6eba1
3	41 – 60	MAJ: $(x \wedge y) \vee (x \wedge z) \vee (y \wedge z)$	0x8fabbcddc
4	61 – 80	XOR: $x \oplus y \oplus z$	0xca62c1d6

3 Previous Attacks on SHA-0

In this section, we first describe the original collision attack on SHA-0 given by Wang in 1997 [14]. This sets up the basic framework for introducing our new techniques later on. For other independent attacks on SHA-0 the reader may wish to refer to [15,6,1,7,3].

3.1 Local Collisions of SHA-0

Informally, a local collision is a collision within a few steps of the hash function. A simple yet very important observation is that SHA-0 has a 6-step local collision that can start at any step i , and this type of local collision is the basic component in constructing full collisions.

Suppose a message difference in bit j first occurs in Step i (e.g., $\Delta m_{i-1,j} = 1$.) The difference will affect the chaining variables a, b, c, d, e consecutively in the next five steps. In order to offset these differences and reach a local collision, more message differences are introduced in subsequent message words. In Table 2, we illustrate the differential path of such a local collision. The chaining variable conditions under which the local collisions hold were given in [14,15].

The probability associated with the above local collision depends on the Boolean function, the bit position j , and some conditions on the message bits. The differential attack in [14] and [6] chooses $j = 2$ so that $j + 30$ becomes the MSB¹ to eliminate the carry effect in the last three steps. In addition, the following condition

$$m_{i,2} = \neg m_{i+1,7}$$

¹ Throughout this paper, we label the bit positions in a 32-bit word as 32, 31, 30, ..., 3, 2, 1, where bit 32 is the most significant bit and bit 1 is the least significant bit. Please note that this is different from the convention of labelling bit positions from 31 to 0.

Table 2. A 6-step local collision of SHA-0 starting at step i . The measure of difference is \oplus . Addition in the exponents is modulo 32. “nc” stands for no carry. Δf is the output difference of the Boolean function

step	Δm	Δa	Δb	Δc	Δd	Δe	Conditions
i	2^j	2^j					nc
$i + 1$	2^{j+5}		2^j				
$i + 2$	2^j			2^{j+30}			nc, $\Delta f = 2^j$
$i + 3$	2^{j+30}				2^{j+30}		nc, $\Delta f = 2^{j+30}$
$i + 4$	2^{j+30}					2^{j+30}	nc, $\Delta f = 2^{j+30}$
$i + 5$	2^{j+30}						nc

helps to offset completely the chaining variable difference in the second step of the local collision, where $x_{i,j}$ ($x = m$) denotes the j -th bit of message word x_i .

The message condition in round 3

$$m_{i,2} = \neg m_{i+2,2}$$

helps to offset the difference caused by the non-linear function in the third step of the local collision.

3.2 Differential Paths of SHA-0

At a high level, the differential path used in [14] is a sequence of local collisions joined together with possible overlaps. To construct such a path, we need to find a set of appropriate starting step for each local collision. We can use an 80-bit 0-1 vector $x = (x_0, \dots, x_{79})$ to specify these starting steps, and the vector is called a *disturbance vector*. It is easy to show that the disturbance vector satisfies the same recursion defined by the message expansion. That is, for $i = 16, \dots, 79$,

$$x_i = x_{i-3} \oplus x_{i-8} \oplus x_{i-14} \oplus x_{i-16}.$$

For the 80 variables x_i , any 16 consecutive ones determine the rest. So there are 16 free variables to be set for a total of 2^{16} possibilities.

In order for the disturbance vector to lead to a possible collision, several conditions on the disturbance vectors need to be imposed, and they are discussed in details in [14]. These conditions are summarized in Table 3.

From [15], we know condition 1 in Table 3 holds if and only if the following equations hold:

$$\begin{aligned}
 x_{11} &= x_3 + x_8 \\
 x_{12} &= x_4 + x_9 \\
 x_{13} &= x_5 + x_{10} \\
 x_{14} &= x_0 + x_3 + x_6 + x_8 \\
 x_{15} &= x_1 + x_4 + x_7 + x_9
 \end{aligned}$$

Table 3. Conditions on disturbance vectors for SHA-0 with t steps

	Condition	Purpose
1	$x_i = 0$ for $i = 75, 76, 77, 78, 79$	to produce a collision in the last step 5
2	$x_i = 0$ for $i = -5, \dots, -1$	to avoid truncated local collisions in first few steps
3	no consecutive ones in the first 17 variables	to avoid an impossible collision path due to a property of IF

Condition 2 in Table 3 holds if and only if

$$x_6 = x_0 + x_1 + x_2 + x_4$$

$$x_7 = x_0 + x_4$$

$$x_8 = x_0 + x_1 + x_5$$

$$x_9 = x_4$$

$$x_{10} = x_0 + x_5$$

We can also search for a disturbance vector using (x_0, \dots, x_{15}) as the 16 variables. After imposing Conditions 1 and 2, there are 6 free variables remaining: (x_0, \dots, x_5) . With Condition 3, only 3 choices are left for the 6 free variables, namely (001000) and (000100) and (000101), the first of which corresponds to the differential path given in [14].

We remark that the Hamming weight of the disturbance vector is closely related to the complexity of the attack. Given a disturbance vector x , we define $hw_{r+}(x)$ as the Hamming weight of x from step r to 80. To minimize the complexity, the Hamming weight $hw_{17+}(x)$ should as small as possible (although there are other more subtle conditions). The corresponding vector used in [14] have $hw_{17+} = 27$, and the complexity of collision search attack is about 2^{58} .

3.3 Existing Techniques for Improving the Attack

In the past year, there have been some major advances in the analysis of SHA-0. These latest attacks are built upon the differential attack by Chaband and Joux, while introducing new ideas for significant improvements. We summarize these techniques below.

- *Neutral bit techniques* [1]. This allows the collision search to start at a step $i > 17$.² Biham and Chen showed how to start the collision search of SHA-0 at step $i = 22$ [1] and reduce complexity of finding full collisions to 2^{56} .

More interestingly, they were able to find near collisions of SHA-0 with complexity 2^{40} , and this provides a basis for finding multi-block collisions.

² Since the first 16 message words are independent, in general one can bypass the first 16 steps and start the search at $i = 17$.