

Cryptanalysis of RIPEMD-128

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NTU - Singapore

ASK 2013

Weihai, China - August 29 , 2013



Motivations to study RIPEMD-128

- MD_x-like hash function is a very frequent design :
 - 1990' MD_x (MD4, MD5, SHA-1, HAVAL, RIPEMD)
 - 2002 SHA-2 (SHA-224, ..., SHA-512)
- Some old hash functions are still unbroken :
 - Broken MD4, MD5, RIPEMD-0
 - Broken HAVAL
 - Broken SHA-1
 - Unbroken RIPEMD-128, RIPEMD-160
 - Unbroken SHA-2
- RIPEMD-128
 - Design 15 years old.
 - unbroken 9 years after Wang's attacks [WLF+05].

General design and security notions

- A hash function \mathcal{H} is often defined by repeated applications of a compression function h .
- A collision on the hash function \mathcal{H} always comes from a collision on the compression function h :

$$\mathcal{H}(M) = \mathcal{H}(M^*) \implies h(cv, m) = h(cv^*, m^*)$$

The conditions on cv and m give different kind of attacks :

Collision $cv = cv^*$ fixed and $m \neq m^*$ free.

Semi-free-start Collision $cv = cv^*$ and $m \neq m^*$ are free.

Free-start Collision $(cv, m) \neq (cv^*, m^*)$ are free.

The cryptanalysis history of MD5 is a good example of why **(semi)-free-start collisions are a serious warning.**

Results on RIPEMD-128 compression function

RIPEMD-128 parameters :

Digest 128 bits

Steps 64 steps (4 rounds of 16 steps each)

Known and new results on RIPEMD-128 compression function:

Target	#Steps	Complexity	Ref.
collision	48	2^{40}	[MNS12]
collision	60	$2^{57.57}$	new
collision	63	$2^{59.91}$	new
collision	Full	$2^{61.57}$	new
non-randomness	52	2^{107}	[SW12]
non-randomness	Full	$2^{59.57}$	new

In this talk

Function RIPEMD-128 compression function

Attack a semi-free-start collision

Find $cv, m \neq m^* / h(cv, m) = h(cv, m^*)$.

- Strategy**
- Choose a message difference $\delta_m = m \oplus m^*$
→ new message difference used
 - Find a differential path on all intermediate state variables
→ new type of differential path with two non-linear parts
 - Find conforming cv and m
→ new branch merging technique for collision search

Outline

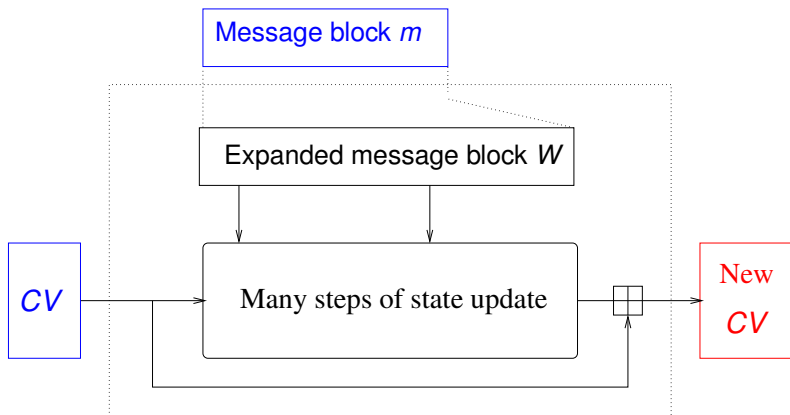
- 1 Description of RIPEMD-128
- 2 Finding a differential path
 - Finding a message difference
 - Finding the non-linear part
- 3 Finding a conforming pair
 - Generating a starting point
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- 4 Conclusion

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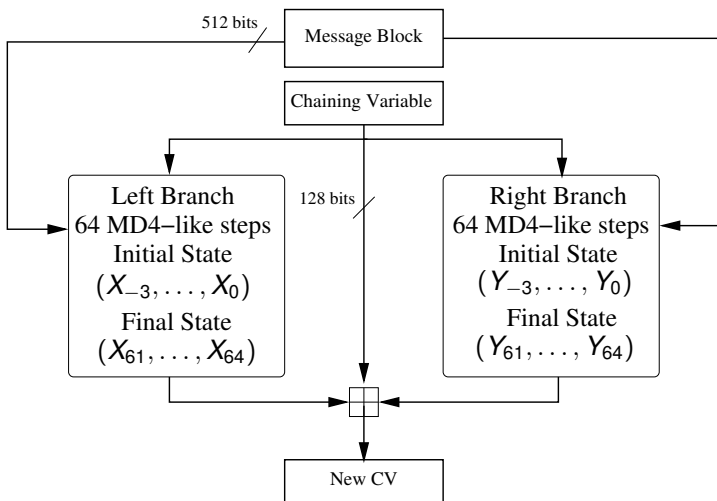
A compression function

$$m = m_0 || m_1 || \dots || m_{15}$$



Compression Function

Overview of RIPEMD-128 compression function



The boolean functions

Boolean functions in RIPEMD-128:

- $\text{XOR}(x, y, z) := x \oplus y \oplus z$,
- $\text{IF}(x, y, z) := x \wedge y \oplus \bar{x} \wedge z$
- $\text{ONX}(x, y, z) := (x \vee \bar{y}) \oplus z$

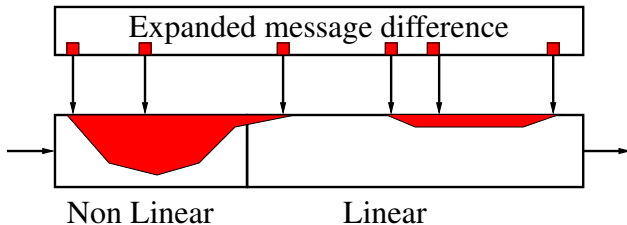
Steps i	Round j	$\Phi_j^{\ell}(x, y, z)$	$\Phi_j^r(x, y, z)$
0 to 15	0	$\text{XOR}(x, y, z)$	$\text{IF}(z, x, y)$
16 to 31	1	$\text{IF}(x, y, z)$	$\text{ONX}(x, y, z)$
32 to 47	2	$\text{ONX}(x, y, z)$	$\text{IF}(x, y, z)$
48 to 63	3	$\text{IF}(z, x, y)$	$\text{XOR}(x, y, z)$

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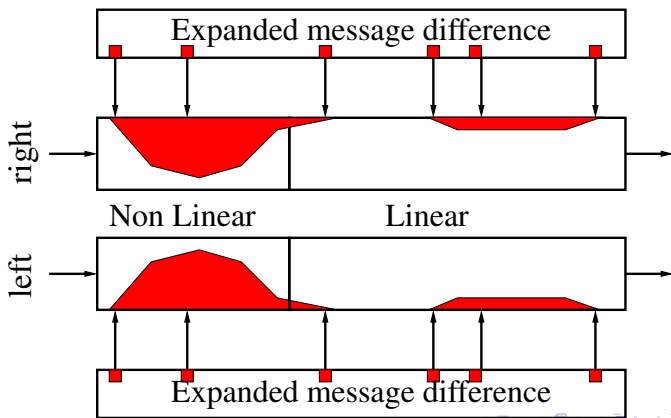
The classical strategy (example SHA-1)

- 1 Find a message difference δ_m and a differential path with high probability on the middle and last steps (ideally after the first round).
- 2 Find a “realistic” non-linear differential path on the first steps (ideally on the first round for a semi-free-start collision).
- 3 Find a chaining variable cv and a message m such that the state differential path is followed (use special freedom degrees tricks like neutral bits, message modification, boomerangs, etc.).



The classical strategy (example RIPEMD-128)

- 1 Find a message difference δ_m and a differential path with high probability on the middle and last steps for both branches.
- 2 Find a “realistic” non-linear differential path on the first steps.
- 3 Find a conforming chaining variable cv and a message m .



What shape should have the differential path ?

Boolean functions can help to control the diff. propagation.

Properties of the boolean functions:

- XOR : no control of differential propagation
- ONX: some control of differential propagation and permits low diffusion.
- IF : a good control of differential propagation and permits **no** diffusion.

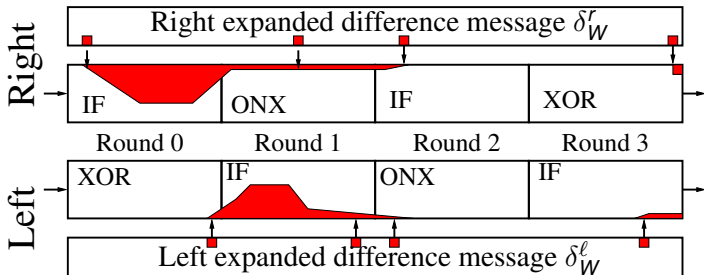
Steps i	Round j	$\Phi_j^l(x, y, z)$	$\Phi_j^r(x, y, z)$
0 to 15	0	XOR(x, y, z)	IF(z, x, y)
16 to 31	1	IF(x, y, z)	ONX(x, y, z)
32 to 47	2	ONX(x, y, z)	IF(x, y, z)
48 to 63	3	IF(z, x, y)	XOR(x, y, z)

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Choosing the message block difference

- Goals** keep low ham. weight on the expanded message block
- Choice** Put a difference on a single word of message



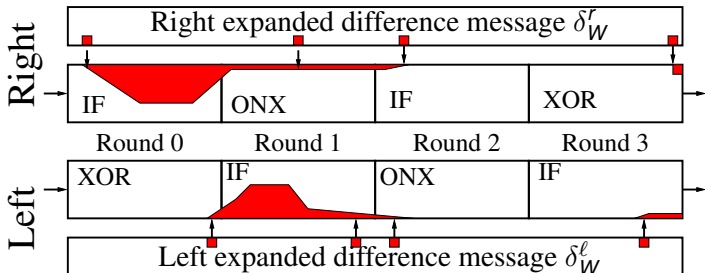
With the message block difference on m_{14} :

- “no difference” on rounds with XOR function.
- Non-linear differential paths are in the round with IF

Choosing the message block difference

m_{14} is really “**magic**” with regards to our criteria.

However, how to handle these **two** non-linear parts which are in different branches, and not in the first round ?



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Automatic tool on generalized conditions

We implemented a tool similar to [CR06] for SHA-1 that uses generalized conditions.

Hexa	(b, b^*) Notation	(0, 0)	(1, 0)	(0, 1)	(1, 1)
0xF	?	✓	✓	✓	✓
0x9	–	✓			✓
0x6	x		✓	✓	
0x1	0	✓			
0x2	u		✓		
0x4	n			✓	
0x8	1				✓

Where

- b : a bit during the treatment the message m
- b^* : the same bit for the second message m^* .

Finding the non-linear part

Left branch

Step	X_i	W_i	P_i
13:	-----	-----	13
14:	-----	x-----	14
15:	????????????????????????????	-----	15
16:	????????????????????????????	-----	7
17:	????????????????????????????	-----	4
18:	????????????????????????????	-----	13
19:	????????????????????????????	-----	1
20:	????????????????????????????	-----	10
21:	????????????????????????????	-----	6
22:	????????????????????????????	-----	15
23:	????????????????????????????	-----	3
24:	????????????????????????????	-----	12
25:	????????????????????????????	-----	0
26:	-----u-----	-----	9
27:	1----- θ -----u-----	-----	5
28:	θ -----1----- θ -----	-----	2
29:	n-----1-----	x-----	14
30:	u-----	-----	11
31:	u-----	-----	8
32:	1-----	-----	3
33:	-----	-----	10
34:	-----	x-----	14
35:	-----	-----	4

Finding the non-linear part

Left branch

Step	Xi	Wi	Pi
13:	-----	-----	13
14:	-----	x-----	14
15:	-----n-----	-----	15
16:	-----unnnn-----0-----	-----	7
17:	-----n-----00000-----1-----	--1-----	4
18:	-----0-----01111-----	-----	13
19:	--u--1-----n-----1--	-----	1
20:	--0-----0-----0-----	-----	10
21:	--1-----1-----n-----	-----	6
22:	-----unnnn-----0-----	-----	15
23:	-----00000-----u-----	-----	3
24:	-----n-11101-----1--	-----	12
25:	-----n-0-----1--	-----	0
26:	-----u--0-1-----	-----	9
27:	1-----0--1-u-----	-----	5
28:	0-----1--0-----	-----	2
29:	n-----1-----	x-----	14
30:	u-----	-----	11
31:	u-----	-----	8
32:	1-----	-----	3
33:	-----	-----	10
34:	-----	x-----	14
35:	-----	--1-----	4

Finding the non-linear part

Right branch

Step	Yi	Wi	π_i
:	-----		
:	-----		
:	-----		
:	-----		
01:	-----		5
02:	????????????????????????????????????	x-----	14
03:	????????????????????????????????????	-----	7
04:	????????????????????????????????????	-----	0
05:	????????????????????????????????????	-----	9
06:	????????????????????????????????????	-----	2
07:	????????????????????????????????????	-----	11
08:	????????????????????????????????????	-----	4
09:	????????????????????????????????????	-----	13
10:	????????????????????????????????????	-----	6
11:	????????????????????????????????????	-----	15
12:	????????????????????????????????????	-----	8
13:	????????????????????????????????????	-----	1
14:	????????????????????????????????????	-----	10
15:	-----u-----	-----	3
16:	-----u---u-----	-----	12
17:	-----u-0---u-----	-----	6
18:	-----u-----0-----	-----	11
19:	0----0-----	-----	3
20:	u-----	-----	7
		-----	0

Finding the non-linear part

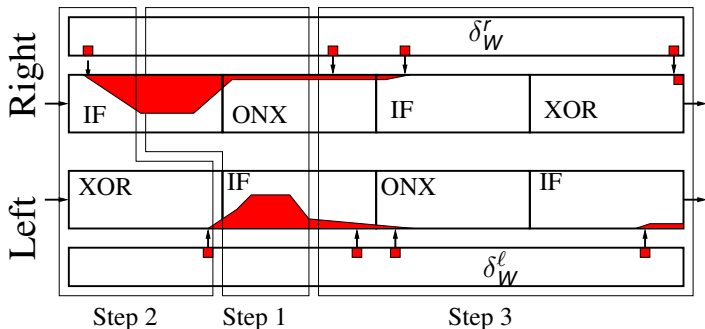
Right branch

Step	Yi	Wi	π_i
:	-----		
:	-----		
:	-----		
:	-----0-----		5
01:	-----1-----	x-----	14
02:	-----n-----	-----	7
03:	-----	-----	0
04:	--0000000-----	-----	9
05:	--1111111-----	-----	2
06:	--nuuuuuu-----	-----	11
07:	--01-----0-000	--1-----	4
08:	-01-----0-011	-----	13
09:	-1-----10-0---n-nnn	-----	6
10:	1n010000-----11-1-----	-----	15
11:	00111111----00-0nu-n-----	-----	8
12:	nuuuuuuu----11--11--0-----	-----	1
13:	-----1----nn--un--u-----	-----	10
14:	-----1----01---u-----	-----	3
15:	-----u----10---0-----	-----	12
16:	-----0-u---u-----	-----	6
17:	-----u-0---u-----	-----	11
18:	-----u-----0-----	-----	3
19:	0----0-----	-----	7
20:	u-----	-----	0

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Finding a conforming pair



Our collision search is composed of three subparts:

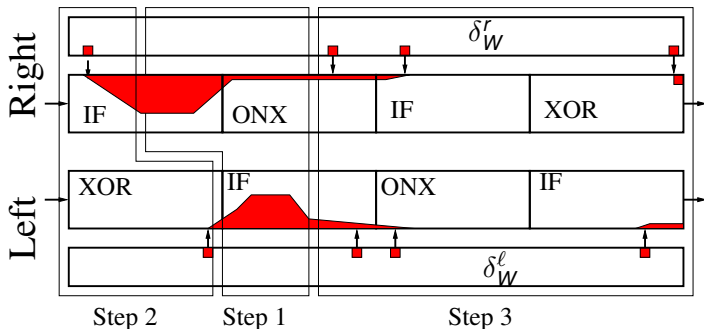
- step 1** Satisfy the two non-linear parts using the freedom from both branches internal states and a few message words
- step 2** From this **starting point**, merge the two branches using some remaining free message words
- step 3** Handle probabilistically the linear part in both branches

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Generating a starting point

Satisfying the two non-linear parts simultaneously (step 1)

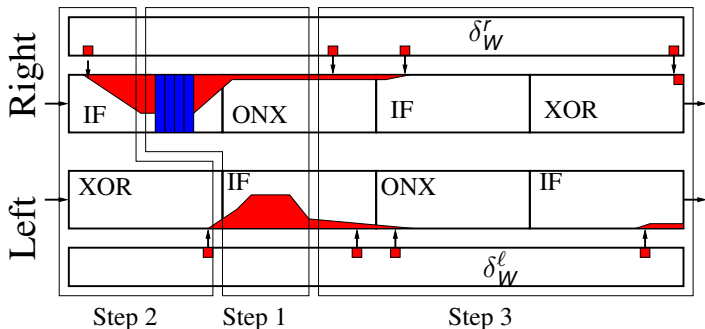


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Generating a starting point

Satisfying the two non-linear parts simultaneously (step 1)

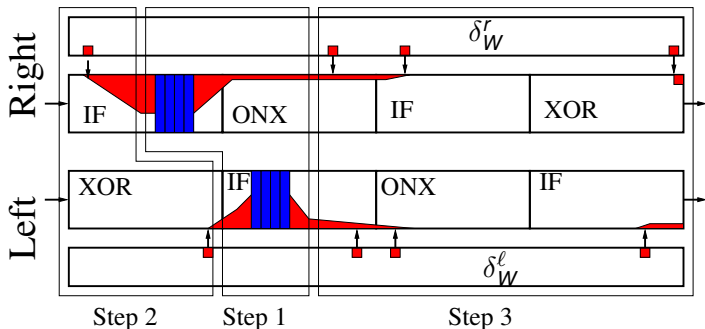


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Generating a starting point

Satisfying the two non-linear parts simultaneously (step 1)

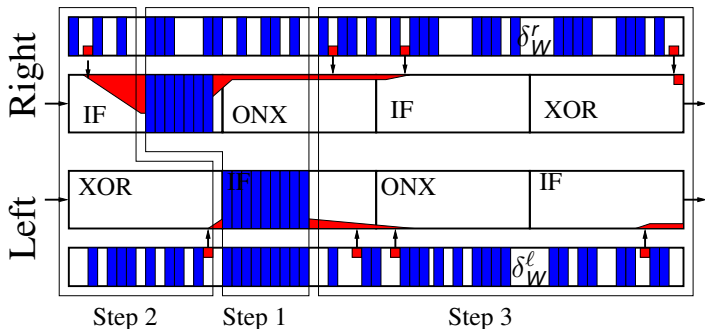


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Generating a starting point

Satisfying the two non-linear parts simultaneously (step 1)



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Handling probabilistically the linear parts (step 3)

Probabilities of the linear parts are fixed after the first step:

- The probability of the left branch is 2^{-15} .
- The probability of the right branch is $2^{-14.32}$.
- one extra bit condition in order to get a collision when adding the two branches
- → The overall probability for collision is $2^{-30.32}$.

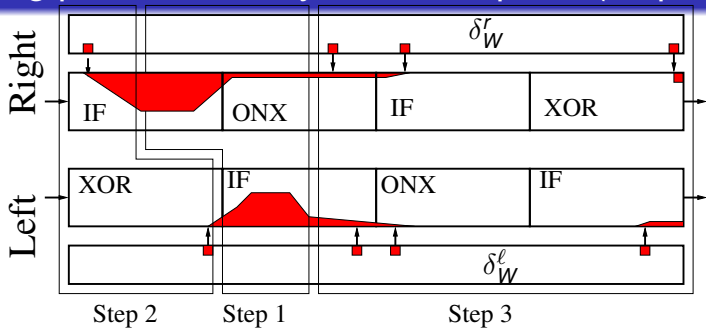
(these probabilities have been verified experimentally)

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Generating a starting point

Handling probabilistically the linear parts (step 3)



→ we need to obtain $2^{30.32}$ solutions of the merging system

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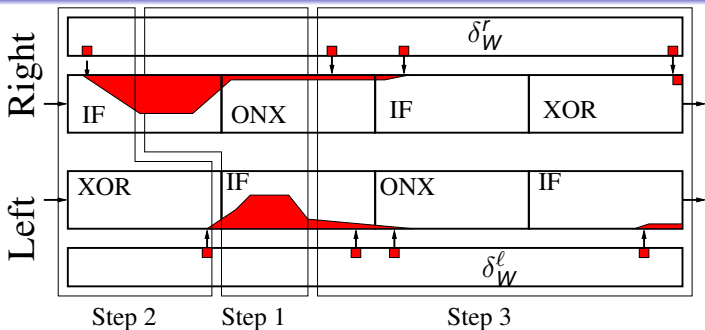
Merging the 2 branches

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Merging the 2 branches

Merging the two branches (step 2)

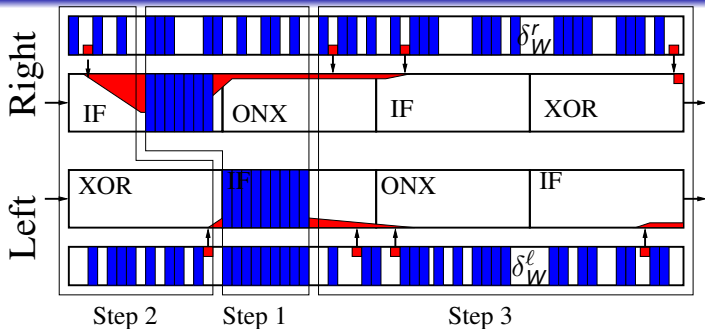


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Merging the 2 branches

The starting point



What is fixed ?

Message $m_{12}, m_3, m_{10}, m_1, m_8, m_{15}, m_6, m_{13}, m_4, m_{11}, m_7$.

Left State (X_{12}, \dots, X_{24})

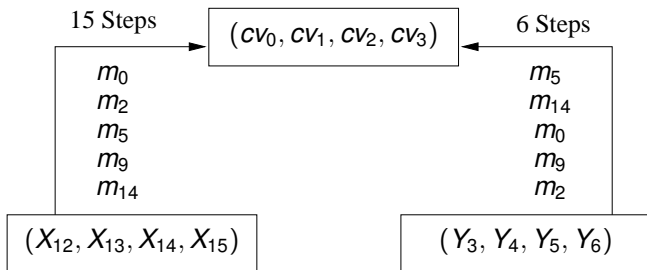
Right State $(Y_3, Y_4, \dots, Y_{14})$.

What is free ?

Message $m_0, m_2, m_5, m_9, m_{14}$.

Prepare the merging system

The system is quite complex:



The probability that a random choice of $m_0, m_2, m_5, m_9, m_{14}$ gives a solution is

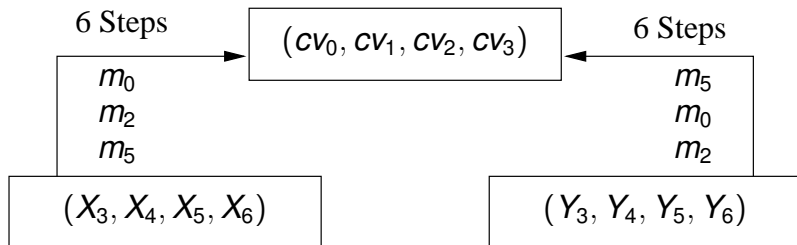
$$2^{-128}$$

Merging the 2 branches

Reducing the merging system

- in the search for a starting point (step 1), we chose m_{11} such that: $Y_3 = Y_4$
- randomly chose a m_{14} value and deduce m_9 such that:
 $X_5 \ggg^5 \boxplus m_4 = 0\text{x}\text{ffffff}\text{ffff}$

→ the system becomes **much simpler** and represents less steps of the compression function.



Solving the merging system

The goal now is to find m_0 , m_2 , m_5 such that

$$X_i = Y_i \text{ for } i \in \{-3, -2, -1, 0\}$$

	X_0	Y_0	X_{-1}	Y_{-1}	X_{-2}	Y_{-2}	X_{-3}	Y_{-3}
m_2		✓	✓	✓	✓	✓	✓	✓
m_0		✓					✓	
m_5					✓		✓	✓

To solve the merging system:

- 1 find a value of m_2 that verifies $X_{-1} = Y_{-1}$
- 2 deduce m_0 to fulfill $X_0 = Y_0$
- 3 obtain m_5 to satisfy a combination of $X_{-2} = Y_{-2}$ and $X_{-3} = Y_{-3}$
- 4 finally the 4th equation is verified with probability 2^{-32}

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	X_0	Y_0	X_{-1}	Y_{-1}	X_{-2}	Y_{-2}	X_{-3}	Y_{-3}
m_2		✓	✓	✓	✓	✓	✓	✓
m_0		✓					✓	
m_5					✓		✓	✓

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m_0		✓					✓	
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m_0		✓					✓	
m_5					✓		✓	✓

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- 4 finally the 4th equation is verified with probability 2^{-32}

Complexity of the semi-free-start collision attack

- Solving the merging system costs $19_{\text{RIPEMD-128}}$ step computations ($19/128$ of the compression function cost).
- The probability of success of the merging is 2^{-34} (because of 4^{th} equation and 2 extra hidden bit conditions)
- We need to find $2^{30.32}$ solutions of the merging system.

The **total complexity** is therefore

$$19/128 \times 2^{34} \times 2^{30.32} \simeq 2^{61.57}$$

calls to the compression function.

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Conclusion

This work:

- a new cryptanalysis technique for parallel branches based functions
- a collision attack on the full compression function of RIPEMD-128
- a distinguisher on the hash function of RIPEMD-128
- a LOT of details (many not described here)

Perspectives:

- improvements of this technique
- an example of collision for RIPEMD-128?
- apply to other 2-branch hash functions
- what about RIPEMD-160?

Results on RIPEMD-160 compression function

RIPEMD-160 parameters :

Digest 160 bits

Steps 80 steps (5 rounds of 16 steps each)

Known and new results on RIPEMD-160 compression function:

Target	#Steps	Complexity	Ref.
semi-free-start collision	36	low (practical)	[MNS12]
1st round			
semi-free-start collision	36	$2^{70.4}$	new
semi-free-start collision	42	$2^{75.5}$	new

RIPEMD-160 >> RIPEMD-128

Why are the improvements far less impressive for RIPEMD-160?

The technique we applied on RIPEMD-128 is much harder to apply on RIPEMD-160:

- finding non-linear parts is more difficult than for RIPEMD-128
- evaluating the probability of a differential path is hard (because two additions are interlinked)
- ... so more complicated to have a global view of what will and what won't work when trying to organize the attack

On top of that, RIPEMD-160 has

- better diffusion (impossible to force no diffusion, even in IF rounds)
- more steps ...

