## Improved Rebound Attack on the Finalist Grøst 1

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FSE'2012 - March 19, 2012


## SHA-3 Competition Finalists

In December 2010, the NIST chose the 5 finalists of the SHA-3 competition:

- BLAKE
- Grøstl
- JH
- Keccak
- Skein

This year, the winner will be chosen.

## Grøstl: Compression Function (CF)

Grøstl-v0 [Knudsen et al. 08] has been tweaked for the final:

- Grøstl-256: $|h|=|m|=512$ bits.
- Grøstl-512: $|h|=|m|=1024$ bits.



## Grøstl: Internal Permutations

Permutations $P$ and $Q$ apply the wide-trail strategy from the AES.

- Grøstl-256: 10 rounds on state a $8 \times 8$.
- Grøstl-512: 14 rounds on state a $8 \times 16$.


Tweak: constants in ARK and Sh changed to introduce asymmetry between P and Q

## Grøstl: Finalization Round

Once all blocks of message have been treated: truncation.


## Grøstl: Best Analysis After the Tweak

- Grøstl-256:
- [Sasaki et al A10]: 8-round permutation distinguisher.
- [Gilbert et al. FSE10]: 8-round CF distinguisher.
- [Boura et al. FSE11]: 10-round zero-sum.
- Grøstl-512
- [Schläffer 2011]: 6-round collision on the CF.


## Our New Results 1/2

- Based on the rebound technique [Mendel et al. FSE09].
- Based on a way of finding solutions for three consecutive full active rounds: new.
- They apply both to 256 and 512 versions.


## Our New Results 2/2

- On Grøstl-256, we provide distinguishers for 9 rounds of the permutation (total: 10).
- On Grøstl-512, we provide distinguishers for 8, 9 and 10 rounds of the permutation (total: 14).


## Rebound Attack



## Rebound Attack



## SuperSBox



SuperSBox $=S B \circ M C \circ S B$

## Grøstl-256 Permutation

## Differential Characteristic for 9 rounds



## Inbound for 3 Full-Active Rounds


S3


## Inbound for 3 Full-Active Rounds



## Inbound for 3 Full-Active Rounds



## Inbound for 3 Full-Active Rounds



## Inbound for 3 Full-Active Rounds: Analysis

## Counting

- 8 forward SuperSBox sets of $2^{64}$ values and differences
- 8 backward SuperSBox sets of $2^{64}$ values and differences
- Overlapping on 512 bits of values +512 bits of differences


## Number of Solutions Expected

$$
2^{8 \times 64} 2^{8 \times 64} 2^{-512-512}=2^{512+512-512-512}=1
$$

## Limited Birthday

$2^{384}$ operations

## Our Algorithm

$2^{256}$ operations, memory $2^{64}$

## Solving the 3 Active Rounds: Context

The 8 forward $L_{i}$ overlaps the 8 backwards $L_{i}^{\prime}$ like this:


## Solving the 3 Active Rounds: Step 1

We start by choosing one element in each of the four first $L_{i}^{\prime}$.

$L_{1}^{\prime} L_{2}^{\prime} L_{3}^{\prime} L_{4}^{\prime}$

## Solving the 3 Active Rounds: Step 2

This determines a single element in each $L_{i}$.


## Solving the 3 Active Rounds: Step 3

Each determined element in the remaining $L_{i}^{\prime}$ exists with

$$
p=2^{-8 \times 8} .
$$



$$
\begin{gathered}
\uparrow \uparrow \uparrow \uparrow \\
L_{5}^{L_{5}^{\prime} L_{6}^{\prime} L_{7}^{\prime} L_{8}^{\prime}}
\end{gathered}
$$

## Summing Up

## Inbound Phase

In total we try $2^{256}$ combinations of $\left(L_{1}^{\prime}, L_{2}^{\prime}, L_{3}^{\prime}, L_{4}^{\prime}\right)$ and each gives a solution with probability: $2^{-4 \times 8 \times 8}=2^{-256}$.

## Outbound Phase

Probability $2^{-2 \times 56}$ to pass two $8 \rightarrow 1$ transitions in the MixBytes.

## Distinguisher

We distinguish the 9-round permutation in $2^{256+112}=2^{367}$ operations and $2^{64}$ in memory.

Note: This compares to a generic complexity of $2^{384}$ operations.

## Grøstl-512 Permutation

## Differential Characteristic for 10 rounds

|  | 1 | $\square$ | T10 | 1 |  | T10 | 1 |  |  | 1 |  |  | 1 |  | 1 |  | T | 1 |  | , | 1 | $\square$ | $\square$ | 1 |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  |  |
|  | I |  |  | 1 |  |  | 1 |  |  | I |  |  | 1 |  | I |  |  | 1 |  |  | I |  |  | 1 |  |  |
|  | I |  |  | 1 |  |  | 1 |  |  | I |  |  | 1 |  | ' |  |  | 1 |  |  | I |  |  | 1 |  |  |
|  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  |  |
|  | 1 |  |  | 1 |  |  | 1 |  | - | 1 |  |  | 1 |  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  |  |
|  | ' |  |  | 1 |  |  | I |  |  | 1 |  |  | 1 |  | I |  | - | , |  |  | , |  |  | 1 |  |  |
|  | , |  |  | , |  |  | , |  |  | , |  |  |  |  | 1 |  | $\square$ | 1 | - |  | 1 |  |  | 1 |  |  |
|  | 1 |  |  | 1 |  |  | 1 |  | 7 | 1 |  |  | 1 |  | 1 |  |  | 1 | - |  | 1 |  |  | 1 |  |  |
|  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  | 1 |  |  | 1 | - |  | 1 |  |  | 1 |  |  |
|  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  | 1 |  | - | 1 |  |  | 1 |  |  | 1 |  |  |
| - | I |  | $\square$ | 1 |  |  | 1 |  |  | 1 |  |  | 1 | - | 1 |  |  | 1 |  | $\triangle$ | 1 |  |  | 1 |  |  |
| Mb | 1 | Mb |  | , | Mb |  | 1 | Mb |  | , | Mb |  | 1 | Mb | , | Mb |  | , | Mb |  |  | Mb |  | , | Mb |  |
| $\square$ | 1 | $\square$ | T | 1 | $\square$ | T | 1 |  | 1 | 1 |  | $\square$ | 1 |  | 1 | $\square$ | H | , | $\dagger$ | H | I | $\square$ | H | I | F- | T |
|  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  |  |
|  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  | - | 1 |  | 1 |  | - | 1 |  |  | 1 |  |  | 1 |  |  |
|  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  | 1 |  | T | 1 |  |  | I |  |  | 1 |  |  |
|  | 1 |  |  | 1 |  |  | 1 | - | O | 1 | $\square$ | - | 1 |  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  |  |
|  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  | $\square$ | 1 |  | 1 |  |  | 1 |  |  | 1 |  |  | 1 | - |  |
|  | ' |  |  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  | I |  |  | I |  |  | 1 |  |  | 1 |  |  |
|  | 1 |  |  | 1 |  | - | 1 |  |  | 1 |  |  | 1 |  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  |  |
|  | ' |  | - | 1 |  | - | 1 |  | $\theta$ | 1 |  |  | 1 |  | 1 |  |  | 1 |  |  | , |  |  | , |  |  |
|  | I |  |  | 1 |  | - | , |  | - | , |  |  | 1 |  | 1 |  |  | 1 |  | - | 1 |  | O | 1 |  |  |
|  | , |  | $\square$ | , |  | O | 1 |  | O | , |  | - | 1 |  | , |  |  | , |  | $\square$ | , |  | - |  |  | O |
|  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  |  |
| Sh | I | Sh |  | I | Sh |  | 1 | Sh |  | I | Sh |  | 1 | Sh | I | Sh |  | I | Sh |  | , | Sh |  | , | Sh |  |
|  | 1 |  | H | 1 | $\square$ | T | 1 | $\square$ | W | I |  |  | 1 |  | 1 |  | - | 1 |  | 1 | 1 | $\square$ | H |  | $\square$ | 目 |
|  | 1 |  |  | 1 |  |  | 1 |  | - | 1 |  |  | 1 |  | 1 |  |  | 1 |  |  | 1 |  |  | , |  |  |
|  | 1 |  |  | 1 |  |  | 1 |  | - | 1 |  |  | 1 |  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  |  |
|  | 1 |  |  | 1 |  | - | 1 |  | - | 1 |  |  | 1 |  | 1 |  |  | 1 |  |  | I | $\bigcirc$ |  | 1 |  |  |
|  | I |  |  | I |  | - | 1 |  | - | 1 |  |  | , |  | 1 |  | $\theta$ | 1 |  |  | I |  |  | 1 |  |  |
|  | I |  | -1 | 1 |  | O | 1 |  | - | 1 |  |  | 1 |  | 1 |  | - | I |  |  | I |  |  | , |  |  |
|  | , |  | - | , |  |  | 1 |  |  | , |  |  | , |  | 1 |  |  | , |  | - | 1 |  | , | 1 |  |  |
|  | 1 |  | - | 1 |  |  | 1 |  | O | 1 |  |  | 1 |  | , |  | $\square$ | 1 | - | - | 1 | - |  | 1 |  |  |
|  | 1 |  | , | , |  | - | 1 |  | - | 1 |  |  | 1 |  | 1 |  |  | 1 |  | - | 1 |  |  | 1 |  |  |
|  | 1 |  |  | 1 |  | - | 1 |  | - | 1 |  |  | 1 |  | , |  | - | 1 |  | - | I |  | - | 1 |  | - |
|  | 1 |  | $\square$ | 1 |  | $\theta$ | 1 |  |  | 1 |  |  | 1 |  | 1 |  |  | I |  |  | 1 |  |  | I |  |  |
| SB | ! | SB |  | 1 | SB |  | 1 | SB |  | ! | SB |  | 1 | SB | 1 | SB |  | 1 | SB |  | 1 | SB |  | 1 | SB |  |
|  | I |  | W | 1 | $\square$ | 1 | 1 |  | ค | 1 |  |  | , |  | , |  |  | 1 |  | T1 | , | $\square$ | T | 1 | $\dagger$ | B |
|  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  |  |
|  | , |  |  | , |  |  | I |  | - | I |  |  | 1 |  | 1 |  |  | , |  |  | I |  |  |  |  |  |
|  | , |  |  | , |  |  | , |  | - | , |  |  | 1 |  | 1 |  | - | , |  |  | , |  |  | , |  |  |
|  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  | TH | 1 |  | , |  | - | 1 | - |  | 1 |  |  | 1 |  |  |
|  | 1 |  |  | 1 |  |  | 1 |  | - | 1 |  |  | 1 |  | 1 |  | - | 1 |  |  | 1 |  |  | 1 |  |  |
|  | 1 |  |  | , |  |  | 1 |  |  | 1 |  |  | 1 |  | 1 |  |  | 1 |  |  | 1 |  |  | , |  |  |
|  | 1 |  |  | 1 |  |  | 1 |  | - | 1 |  |  | 1 |  | 1 |  | $\theta$ | 1 |  | - | 1 |  |  | 1 |  |  |
|  | , |  |  | , |  |  | , |  |  | , | $\square$ |  | 1 |  | I |  |  | , |  |  | , |  |  | , |  |  |
|  | 1 |  |  | 1 | $\square$ |  | 1 |  | - | 1 |  |  | , |  | 1 |  | - | 1 |  |  | 1 |  |  | 1 |  |  |
|  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  |  | 1 |  | 1 |  |  | 1 | $\square$ | $\square$ | I | - | $\square$ | 1 |  |  |
|  | 1 | _ - |  | 1 | _ 1 |  | 1 | - |  | 1 | - |  | 1 | - 1 | 1 | - - |  |  |  |  |  |  |  | , |  |  |

## Inbound Phase




## Inbound Phase



## Inbound Phase



## Inbound Phase



## Observations

## Counting

- 16 forward SuperSBox sets of $2^{64}$ values and differences
- 16 backward SuperSBox sets of $2^{64}$ values and differences
- Overlapping on 1024 bits of values +1024 bits of differences


## Number of Solutions Expected

$$
2^{16 \times 64} 2^{16 \times 64} 2^{-1024-1024}=2^{1024+1024-1024-1024}=1
$$

## Limited Birthday

$2^{896}$ operations

## Our Algorithm

$2^{280}$ operations, memory $2^{64}$

## Algorithm: Guess-and-Determine Approach

## Constraints

The differences around the MixBytes layer are restricted since the right state is not fully active.


Notations

- Forward SuperSBoxes: $L_{1}, \ldots, L_{16}$.
- Backward SuperSBoxes: $L_{1}^{\prime}, \ldots, L_{16}^{\prime}$.


## Algorithm: Guess-and-Determine Approach



## Guess-and-Determine Algorithm



## Guess-and-Determine Algorithm



## Guess-and-Determine Algorithm



## Guess-and-Determine Algorithm



## Guess-and-Determine Algorithm



## Guess-and-Determine Algorithm



## Guess-and-Determine Algorithm



## Guess-and-Determine Algorithm



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## Guess-and-Determine Algorithm



## Guess-and-Determine Algorithm



## Guess-and-Determine Algorithm



## Guess-and-Determine Algorithm



Number of different differences in each $L_{i}$

## Current Complexity

$$
2^{256+16+8}
$$

## Current Probability

## 1

Next step: $L_{2}^{\prime}$.

## Legend

$\checkmark$ Known value and difference

- Known difference
* Guessed value and difference
- Highlight current step


## Guess-and-Determine Algorithm



## Guess-and-Determine Algorithm



Number of different differences in each $L_{i}$

## Current Complexity

$$
2^{256+16+8}
$$

## Current Probability

## 1

Next step: $L_{7}, L_{16}$.

## Legend

$\checkmark$ Known value and difference

- Known difference
* Guessed value and difference
- Highlight current step


## Guess-and-Determine Algorithm



## Guess-and-Determine Algorithm



Number of different differences in each $L_{i}$

## Current Complexity

$$
2^{256+16+8}
$$

## Current Probability

## 1

Next step: $L_{10}^{\prime}, L_{11}^{\prime}$.

## Legend

$\checkmark$ Known value and difference

- Known difference
$\star$ Guessed value and difference
- Highlight current step


## Guess-and-Determine Algorithm



## Guess-and-Determine Algorithm



Number of different differences in each $L_{i}$

## Current Complexity

$$
2^{256+16+8}
$$

## Current Probability

$$
2^{-8 \cdot(1)}
$$

Next step: $L_{8}, L_{9}, L_{11}, L_{15}$.

## Legend

$\checkmark$ Known value and difference

- Known difference
* Guessed value and difference
- Highlight current step


## Guess-and-Determine Algorithm



Number of different differences in each $L_{i}$

## Current Complexity

$$
2^{256+16+8}
$$

## Current Probability

$$
2^{-8 \cdot(1+2)}
$$

## Legend

$\checkmark$ Known value and difference

- Known difference
* Guessed value and difference
- Highlight current step


## Guess-and-Determine Algorithm



Number of different differences in each $L_{i}$

## Current Complexity

$$
2^{256+16+8}
$$

## Current Probability

$$
2^{-8 \cdot(1+2)}
$$

Next step: $L_{12}^{\prime}$.

## Legend

$\checkmark$ Known value and difference

- Known difference
$\star$ Guessed value and difference
- Highlight current step


## Guess-and-Determine Algorithm



Number of different differences in each $L_{i}$

## Current Complexity

$$
2^{256+16+8}
$$

## Current Probability

$$
2^{-8 \cdot(1+2+3)}
$$

## Legend

$\checkmark$ Known value and difference

- Known difference
* Guessed value and difference
- Highlight current step


## Guess-and-Determine Algorithm



Number of different differences in each $L_{i}$

## Current Complexity

$$
2^{256+16+8}
$$

## Current Probability

$$
2^{-8 \cdot(1+2+3)}
$$

Next step: $L_{10}, L_{12}$.

## Legend

$\checkmark$ Known value and difference

- Known difference
$\star$ Guessed value and difference
- Highlight current step


## Guess-and-Determine Algorithm



Number of different differences in each $L_{i}$

## Current Complexity

$$
2^{256+16+8}
$$

## Current Probability

$$
2^{-8 \cdot(1+2+3)}
$$

## Legend

$\checkmark$ Known value and difference

- Known difference
$\star$ Guessed value and difference
- Highlight current step


## Guess-and-Determine Algorithm



Number of different differences in each $L_{i}$

## Current Complexity

$$
2^{256+16+8}
$$

## Current Probability

$$
2^{-8 \cdot(1+2+3)}
$$

Next step: $L_{2}^{\prime}$.

## Legend

$\checkmark$ Known value and difference

- Known difference
$\star$ Guessed value and difference
- Highlight current step


## Guess-and-Determine Algorithm



Number of different differences in each $L_{i}$

## Current Complexity

$$
2^{256+16+8}
$$

## Current Probability

$$
2^{-8 \cdot(1+2+3+5)}
$$

## Legend

$\checkmark$ Known value and difference

- Known difference
* Guessed value and difference
- Highlight current step


## Guess-and-Determine Algorithm



Number of different differences in each $L_{i}$

## Current Complexity

$$
2^{256+16+8}
$$

## Current Probability

$$
2^{-8 \cdot(1+2+3+5)}
$$

Next step: $L_{13}^{\prime}, L_{14}^{\prime}, L_{15}^{\prime}$.

## Legend

$\checkmark$ Known value and difference

- Known difference
$\star$ Guessed value and difference
- Highlight current step


## Guess-and-Determine Algorithm



Number of different differences in each $L_{i}$

## Current Complexity

$$
2^{256+16+8}
$$

## Current Probability

$$
2^{-8 \cdot(1+2+3+5+8+8+8)}
$$

## Legend

$\checkmark$ Known value and difference

- Known difference
* Guessed value and difference
- Highlight current step


## Guess-and-Determine Algorithm



Number of different differences in each $L_{i}$

## Final Complexity

$$
2^{256+16+8}=2^{280}
$$

Final Probability

$$
2^{-8 \cdot(1+2+3+5+8+8+8)}=2^{-280}
$$

The End.

## Legend

$\checkmark$ Known value and difference

- Known difference
$\star$ Guessed value and difference
- Highlight current step


## Summing Up

## Inbound Phase

In total we try: $2^{256+16+8}=2^{280}$ possibilities, and each gives a solution with probability

$$
2^{-8 \times(1+2+3+5+8+8+8)}=2^{-280}
$$

## Outbound Phase

$$
\text { Again: } \mathbb{P}(\text { outbound })=2^{-2 \times 56}=2^{-112}
$$

## Distinguisher

Finally, we distinguish the 10 -round permutation in $2^{280+112}=2^{392}$ operations and $2^{64}$ in memory.

This compares to a generic complexity of $2^{448}$ operations.

## Conclusion

- We have provided new rebound results on building blocks of both versions of Grøstl that improve the previous number of analysed rounds.
- We propose a way to solve 3 fully active states in the middle.

The results do not threaten the security of Grøstl, but we believe they will help better understanding AES-based constructions and their bounds regarding rebound techniques.

## Conclusion

- We have provided new rebound results on building blocks of both versions of Grøstl that improve the previous number of analysed rounds.
- We propose a way to solve 3 fully active states in the middle.
- The results do not threaten the security of Grøstl, but we believe they will help better understanding AES-based constructions and their bounds regarding rebound techniques.


## Thank you!

