# Boomerang attacks on BLAKE-32

#### Arnab Roy (joint work with Alex Biryukov and Ivica Nikolić)

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- BLAKE is now one of the five finalists in SHA-3 competition anounced by NIST.
- One of the two (Addition-Rotation-Xor)ARX designs in the final round
- It is one of the fastest functions on various platforms in software



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#### • Initialization

$$\begin{pmatrix} v_0 & v_1 & v_2 & v_3 \\ v_4 & v_5 & v_6 & v_7 \\ v_8 & v_9 & v_{10} & v_{11} \\ v_{12} & v_{13} & v_{14} & v_{15} \end{pmatrix} \leftarrow \begin{pmatrix} h_0 & h_1 & h_2 & h_3 \\ h_4 & h_5 & h_6 & h_7 \\ s_0 \oplus c_0 & s_1 \oplus c_1 & s_2 \oplus c_2 & s_3 \oplus c_3 \\ t_0 \oplus c_4 & t_0 \oplus c_5 & t_1 \oplus c_6 & t_1 \oplus c_7 \end{pmatrix}$$



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- Each round is composed of 8 applications of G function and
- Compression function iterates a series of 10 rounds

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- Each round uses all 16 message words according to permutation table described in the proposal of BLAKE



#### Initialization

1	v <sub>0</sub>	$v_1$	<i>v</i> <sub>2</sub>	$v_3$	)	1	h <sub>0</sub>	$h_1$	$h_2$	h <sub>3</sub>	
1	<i>v</i> 4	v <sub>5</sub>	v <sub>6</sub>	V7		(	h <sub>4</sub>	h5	h <sub>6</sub>	$h_7$	1
	v <sub>8</sub>	<i>v</i> 9	<i>v</i> 10	$v_{11}$			$s_0 \oplus c_0$	$s_1 \oplus c_1$	$s_2 \oplus c_2$	$s_3 \oplus c_3$	
/	$v_{12}$	v <sub>13</sub>	<i>v</i> <sub>14</sub>	v <sub>15</sub>		/	$t_0 \oplus c_4$	$t_0 \oplus c_5$	$t_1 \oplus c_6$	$t_1 \oplus c_7$	/

- Each round is composed of 8 applications of G function and
- Compression function iterates a series of 10 rounds
- Each round uses all 16 message words according to permutation table described in the proposal of BLAKE
- Finalization procedure is linear





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Boomerang attacks on BLAKE-32



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Boomerang attacks on BLAKE-32

- We obtain a 2-round differential trail with probability 2<sup>-1</sup> with active MSB
- 3-round differential trail with probability  $2^{-s}$  where s = 6, 7, 8
- 3.5-round differential trail with probability  $\geq 2^{-32}$

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- 2-round differential trail with probability  $2^{-(3t-1)}$  or  $2^{-3t}$  or  $2^{-(3t+1)}$  where t is number of active bits (excluding MSB)

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- 2-round differential trail with *i*th and (i + 16)th bit active with probability  $2^{-9}$  (when *i*th bit is MSB) otherwise probability is  $\geq 2^{-14}$



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#### Boomerang attack on Compression Function



$$Pr[\Delta \rightarrow \Delta^*] = \rho$$

$$\Pr[\nabla \to \nabla^*] = q$$

$$f=f_1\circ f_0$$

$$f(P_1) \oplus f(P_3) = \nabla^*$$

 $f(P_2) \oplus f(P_4) = \nabla^*$ 



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#### Boomerang attack on Compression Function



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- Let  $F(H) = f(H) \oplus H$  where  $f = f_1 \circ f_0$ .
- For the boomerang quartet  $(P_1, P_2, P_3, P_4)$  we obtain:

$$P_1\oplus P_2=\Delta, \qquad (1)$$

$$P_3 \oplus P_4 = \Delta, \qquad (2)$$

$$[F(P_1) \oplus P_1] \oplus [F(P_3) \oplus P_3] = \nabla^*, \qquad (3)$$

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(4)

- For a random *n*-bit compression function finding such quartet will have complexity 2<sup>*n*</sup>(with a fixed difference)
- To get a boomerang distinguisher for compression function F we need  $p^2q^2 > 2^{-n}$



### Zero-sum distinguisher





## Zero-sum distinguisher



- From the last equations we get:  $F(P_1) \oplus F(P_2) \oplus$  $F(P_3) \oplus F(P_4) = 0$
- For a random permutation complexity is 2<sup>n/4</sup>. But with fixed difference the complexity rises to 2<sup>n/2</sup>

• The real probability of the Boomerang is  $\hat{p}^2 \hat{q}^2$ , where  $\hat{p}, \hat{q}$  are the amplified probability defined as:  $\hat{p} = \sqrt{\sum_{\Delta^*} \Pr[\Delta \to \Delta^*]^2}$ ,  $\hat{q} = \sqrt{\sum_{\nabla} \Pr[\nabla \to \nabla^*]^2}$ 

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- But getting these probabilities is hard in some cases. So we run computer simulation
- For the attack on Hash function, the returned pairs are consistent if v<sub>12</sub> ⊕ v<sub>13</sub> and v<sub>14</sub> ⊕ v<sub>15</sub> are fixed. This increases the complexity of the attack by a factor of 2<sup>64</sup>



### Summary of our attack

CF/KP <sup>1</sup>	Rounds	CF/KP calls
CF	4	2 <sup>67</sup>
CF	5	2 <sup>71.2</sup>
CF	6	2 <sup>102</sup>
CF	6.5	2 <sup>184</sup>
CF	7	2 <sup>232</sup>
KP	4	2 <sup>3</sup>
KP	5	2 <sup>7.2</sup>
KP	6	2 <sup>11.75</sup>
KP	7	2 <sup>122</sup>
KP	8	2 <sup>242</sup>

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Boomerang attacks on BLAKE-32



- Application of the concept of boomerang distinguisher to compression function
- Shown such distinguisher for CF of BLAKE-32
- Classical boomerang distinguisher for KP of BLAKE-32
- $\bullet\,$  Attack works for 2/3 of the total number of rounds of the CF and 4/5 of the total number of rounds of the KP
- The attack can be equally applied to other versions of BLAKE
- BLAKE-32 has been tweaked to 15 rounds in the final round



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