

# Collision Attacks on the Reduced Dual-Stream Hash Function RIPEMD-128

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- 1 Motivation
- 2 Description of RIPEMD-128
- 3 Outline of the Attack
- 4 Searching for Differential Characteristics
- 5 Finding a Colliding Message Pair
- 6 Results and Summary

# Outline

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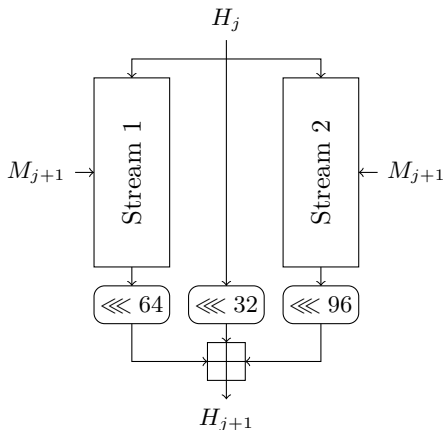
# Motivation

- Cryptanalysis of ARX based designs is still important
- Very difficult without the right tools
- Even more for dual-stream hash functions
- Do the results on SHA-2 help to improve attacks on other designs?
- RIPEMD-128: shares some similarities with SHA-2

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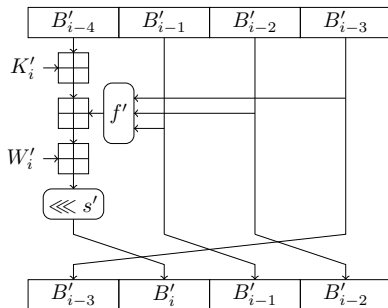
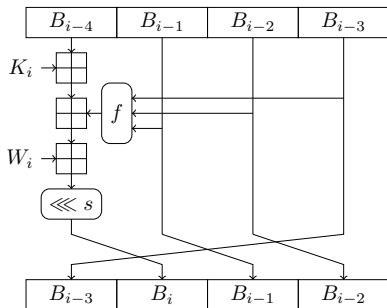
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## Description of RIPEMD-128



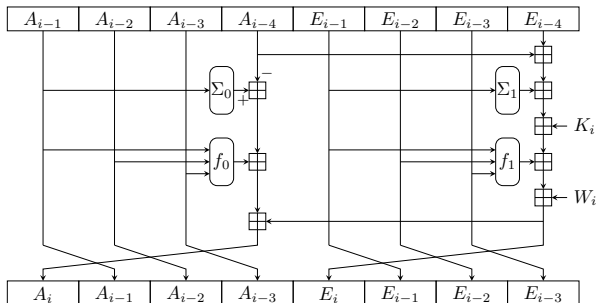
- ISO/IEC standard [DBP96]
- designed by Dobbertin, Bosselaers and Preneel
- iterated, Merkle-Damgård hash function
- dual stream compression function
- no output transformation
- 128-bit hash output

# Step Update Transformation of RIPEMD-128



- one message word updates two state variables
- different message word permutations
- different rotation values and Boolean functions
- no interaction between streams (SHA-2: with interaction)
- 4 rounds of 16 steps

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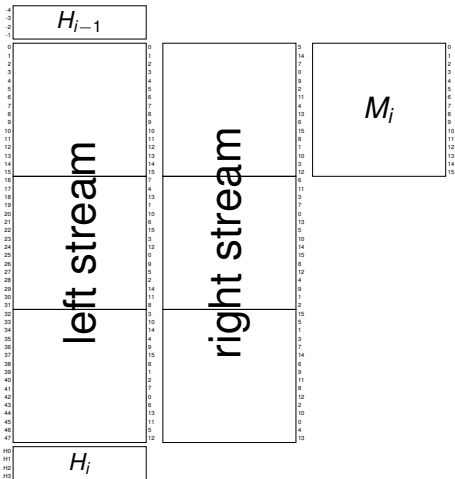
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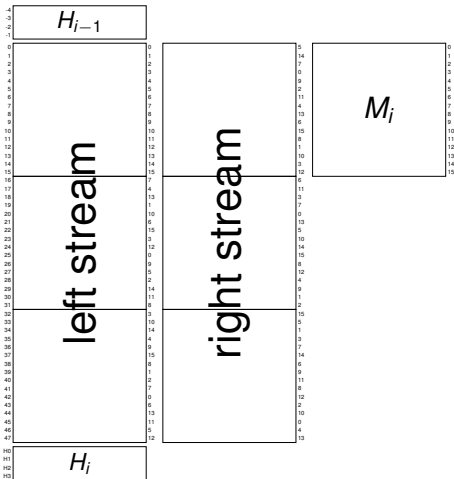
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# Overview of the Attack

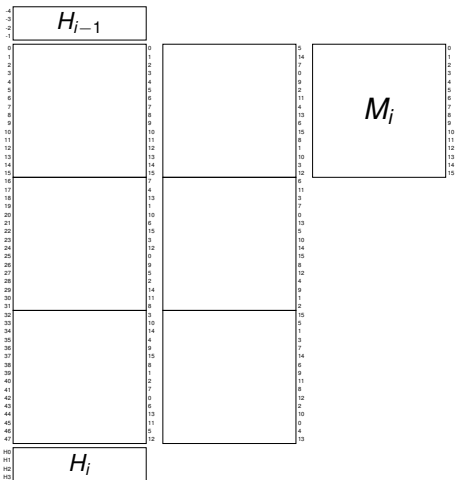


# Overview of the Attack



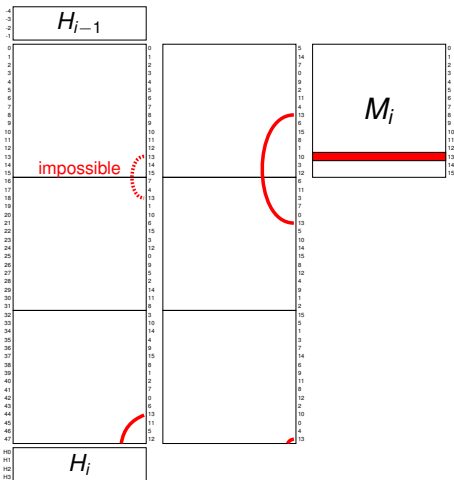
- 1 choose a good starting point
    - few message word differences
    - high probability characteristic
  - 2 search for a characteristics
    - very sparse in R2 and R3
    - sparse in one stream in R1
  - 3 determine message pair
    - message modification in R1
    - exhaustive search for R2, R3
- ⇒ iterations between phases

# Choosing a Starting Point



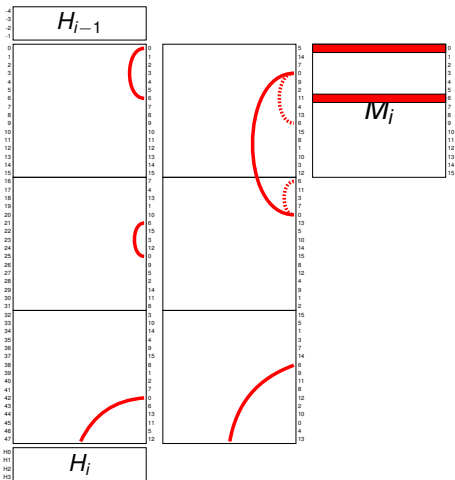
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- message word 13
  - single local collision (R1-R2)
  - impossible in left stream
- message word 0 and 6
  - left: two short local collisions
  - right: one long local collision
  - avoid overlapping of LCs
  - collision for 38 steps

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# Differences and Conditions

## Generalized Conditions [DR06]

- take all 16 possible conditions on a pair of bits into account

$(X_i, X_i^*)$	(0, 0)	(1, 0)	(0, 1)	(1, 1)	$(X_j, X_j^*)$	(0, 0)	(1, 0)	(0, 1)	(1, 1)
?	✓	✓	✓	✓	3	✓	✓	-	-
-	✓	-	-	✓	5	✓	-	✓	-
x	-	✓	✓	-	7	✓	✓	✓	-
0	✓	-	-	-	A	-	✓	-	✓
u	-	✓	-	-	B	✓	✓	-	✓
n	-	-	✓	-	C	-	-	✓	✓
1	-	-	-	✓	D	✓	-	✓	✓
#	-	-	-	-	E	-	✓	✓	✓

## 2-bit Conditions [MNS11]

- linear relation between closely related bits:  $X_i \oplus X_j = 0/1$
- 2-bit conditions on any generalized condition (-,x,?,...)
- used to determine critical bits (those with many relations)



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  - Boolean functions
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  - even on carries (sign of carry)
- Efficiency
  - not all conditions in every iteration/phase
  - use table lookups when possible

# Search Strategy

## Search Algorithm [DR06, MNS11]

- (1) Start with an unrestricted characteristic ('?' and '-')
- (2) Successively impose new conditions on the characteristic
  - path search: replace '?' by '-' and 'x' by 'n' or 'u'
  - message search: replace '-' by '1' or '0'
- (3) Propagate the conditions in a bitslice manner and check for consistency
  - if a contradiction occurs then backtrack
  - else proceed with step 2
- (4) Repeat steps 2 and 3 until all bits of the characteristic are determined

# Search Strategy

The difficulties are in the details...

- Which information to propagate (and when)?
  - path search: generalized conditions
  - message search: generalized conditions and 2-bit conditions
- Which bits (which area) to guess?
  - dedicated to hash function
  - bits with many 2-bit conditions (in message search)
  - lots of trial and error needed to find best strategy
- How to backtrack?
  - if a contradiction occurs on a bit, backtrack until bit can be set
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⇒ Dedicated for every hash function (unfortunately)

# Searching for a Differential Characteristic

$i$	$V_B$	$V_B'$	$V_m$
-4	-----		
-3	-----		
-2	-----		
-1	-----		
0	????????????????????????????????	-----	????????????????????????????????
1	????????????????????????????????	-----	-----
2	????????????????????????????????	-----	-----
3	-----	????????????????????????????????	-----
4	-----	????????????????????????????????	-----
5	-----	????????????????????????????????	????????????????????????????????
6	-----	????????????????????????????????	-----
7	-----	????????????????????????????????	????????????????????????????????
8	-----	????????????????????????????????	-----
9	-----	????????????????????????????????	-----
10	-----	????????????????????????????????	-----
11	-----	????????????????????????????????	-----
12	-----	????????????????????????????????	-----
13	-----	????????????????????????????????	-----
14	-----	????????????????????????????????	-----
15	-----	????????????????????????????????	-----
16	-----	????????????????????????????????	
17	-----	-----	
18	-----	-----	
19	-----	-----	
20	-----	-----	
21	????????????????????????????????	-----	
22	-----	-----	
23	-----	-----	
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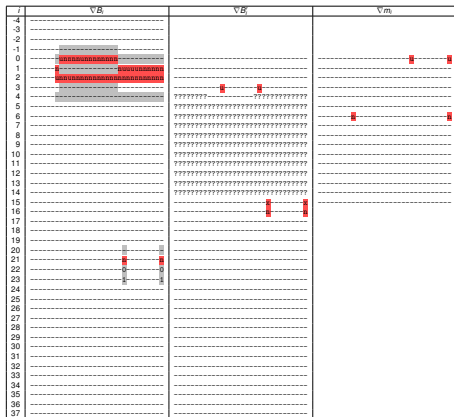
- Start characteristic

? in words with difference

- in words without differences

x in LSB of word 0

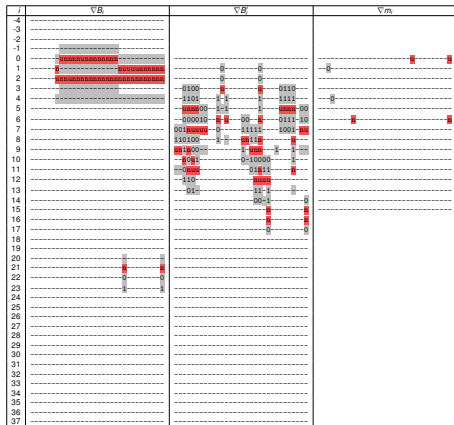
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  - 3 find first block  $M_0$
  - 4 right stream in R1

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- Automatic message search
  - continue guessing '-' bits to '0' or '1'
  - guess on words (state, message) in order they appear
- Amortize costs
  - automatic message modification until word 13
  - brute-force with message words 14,15
  - complexity  $2^7$

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# Results

previous results:

component	attack	steps	complexity	generic	reference
hash	preimage	33	$2^{124.5}$	$2^{128}$	[OSS10]
hash	preimage	interm. 35	$2^{121}$	$2^{128}$	[OSS10]
hash	preimage	interm. 36	$2^{126.5}$	$2^{128}$	[WSK <sup>+</sup> 11]

our results:

component	attack	steps	complexity	generic
hash	collision	38	example, $2^{14}$	$2^{64}$
hash	near-collision	44	example, $2^{32}$	$2^{47.8}$
hash	non-randomness	48	$2^{70}$	$2^{76}$
compression	collision	48	example, $2^{40}$	$2^{64}$



# Summary

- Strategy to analyze dual stream hash functions
- Automatic path search and automatic message modification
- Time consuming to find the right settings
- Once settings are found, collision can be found in minutes
- Still lots of work to be done for other (ARX based) hash functions
- Remember: it took 5 years to get from SHA-1 to SHA-2

# References



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