## Bad directions in cryptographic hash functions

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## Challenge announced at CRYPTO 2014 rump session:

Page 11 from http://crypto.2014.rump.cr.yp.to/bca480a4e7fcdaf5bfa9dec75ff890c8.pdf:

Everybody loves (virtual black-box / indistinguishability) obfuscation...so we implemented it!

Implementation combines ideas from various obfuscation papers and uses CLT multilinear map scheme

It is slow...but not as slow as you might think

**Example:** To obfuscate a 16-bit point function (i.e., 16 OR gates) with 52 bits of security using an Amazon EC2 machine with 32 cores:

- Obfuscation time: pprox 7 hours
- Evaluation time: pprox 3 hours
- Obfuscation size: 31 GB
- $\implies$  it's almost nearly practical

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Page 14 from http://crypto.2014.rump.cr.yp.to/bca480a4e7fcdaf5bfa9dec75ff890c8.pdf:

```
Code is available: https://github.com/amaloz/ind-obfuscation
```

ePrint version should be up at some point

For the cryptanalysts in the audience: We have an obfuscated 14-bit point function on  $Dropbox^1$  — learn the point and you win!

<sup>1</sup>https://www.dropbox.com/s/85d03o0ny3b1c0c/point-14.circ.obf.60.zip

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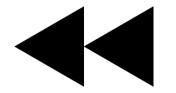
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Further procrastination ("this is fast enough")	about half a week
Our faster program evaluating all inputs on 22 PCs	34 minutes
Second successful break of challenge on 21 PCs	19 minutes

# What happened?



- (Eurocrypt 2013) Garg, Gentry, and Halevi, Candidate multilinear maps from ideal lattices. (GGH)
  - (Crypto 2013) Coron, Lepoint, and Tibouchi, Practical multilinear maps over the integers. (CLT)
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  - Previously impossible constructions.
  - Reconstructing old things more inefficiently

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- Bunch of applications of iO
  - Previously impossible constructions.
  - Reconstructing old things more inefficiently BUT WITH iO!

The University of Maryland Implementation

- (eprint 2014) Apon, Huang, Katz, and Malozemoff, Implementing cryptographic program obfuscation.
- First implementation of candidate obfuscation
- Implement AGIS (CCS 2014) scheme with CLT
- Biggest circuit: 16 bit point function (16 OR gates)

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- First implementation of candidate obfuscation
- Implement AGIS (CCS 2014) scheme with CLT
- Biggest circuit: 16 bit point function (16 OR gates)
- Reason? Bad performance!
  - Obfuscation time pprox 7 hours
  - Evaluation time  $\approx$  3 hours
  - Obfuscation size: 31 GB

## Point-function obfuscation - Obfuscation

Obfuscation for *n*-bit point, security parameter  $\lambda$ :

- modulus  $q \in \mathbb{N}$  (having  $\Theta((\lambda n)^2 \log_2 \lambda)$  bits).
- 2n matrices B<sub>b,k</sub> ∈ Z<sub>q</sub><sup>(n+2)×(n+2)</sup> for 1 ≤ b ≤ n and k ∈ {0,1},
  s, t ∈ Z<sub>q</sub><sup>(n+2)</sup>,
- ▶ zero test value  $p_{\text{zt}} \in \mathbb{Z}_q$  (Multi-linear map artifact).

## Point-function obfuscation - Evaluation

Evaluation for  $x = (x[1], x[2], \dots, x[n]) \in \{0, 1\}^n$ 

- Compute  $A = B_{1,x[1]}B_{2,x[2]}\cdots B_{n,x[n]}$ .
- Compute  $y(x) = s^{\top}At$ .
- Compute y(x)p<sub>zt</sub> and reduce mod q to the range [−(q − 1)/2, (q − 1)/2].
- ► Multiply the remainder by 2<sup>2λ+11</sup>, divide by q, and round to the nearest integer.
- Output 0 if result is 0; output 1 otherwise.

## Performance & Security

Performance:

- Experimentally (n = 14):  $\approx 2^{49}$  cycles / evaluation
- Theoretically:
  - $(n-1)(n+2)^3$  multiplications of integers  $> (q-1)^n$  (on average) to compute A.
  - Total complexity  $n^{7+o(1)}$  (assuming schoolbook multiplication).

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Security:

- Parameters chosen for 60 bit security of multi-linear map.
- "Exhaustive search too slow" (>  $2^{60}$  cycles for n = 14).

## **Our attack**

#### Our attack

- $1. \ \ Speed \ up \ evaluation$ 
  - 1.1 Intermediate reductions mod q
  - 1.2 Only matrix-vector products
- 2. Speed up exhaustive search
  - 2.1 Reuse intermediate results
  - 2.2 Meet-in-the-middle

## Intermediate reductions mod q

- ▶ Integers grow up to  $(n+2)^{n-1}(q-1)^n$ ; typically larger than  $(q-1)^n$ .
- Multiplication essentially linear in #bits  $(b^{1+o(1)})$ .
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Improvement:

- Reduce mod q after every vector-vector product.
- Inputs to mult < q 1.
- Reduce costs by factor n:

$$n^{7+o(1)} \Rightarrow n^{6+o(1)}$$

#### Only matrix-vector products

Step 1 of eval: Compute  $A = B_{1,x[1]}B_{2,x[2]}\cdots B_{n,x[n]}$ . Step 2 of eval: Compute  $y(x) = s^{\top}At$ .

#### Only matrix-vector products

Step 1 of eval: Compute  $A = B_{1,x[1]}B_{2,x[2]}\cdots B_{n,x[n]}$ . Step 2 of eval: Compute  $y(x) = s^{\top}At$ .

- Matrix-matrix products are unnecessary!
- $\blacktriangleright y(x) = \left(\cdots \left((s^\top B_{1,x[1]})B_{2,x[2]}\right)\cdots B_{n,x[n]}\right)t$
- $(n-1)(n+2)^3$  multiplications  $\Rightarrow (n-1)(n+2)^2$ (omitting vector-vector)

$$n^{6+o(1)} \Rightarrow n^{5+o(1)}$$

#### From single evaluation to exhaustive search

So far we reduced time for one evaluation

$$n^{7+o(1)} \Rightarrow n^{5+o(1)},$$

dominated by  $(n + 1)^2$  dot products mod q. This means, exhaustive search takes

$$(n+1)^2 2^n$$

dot products mod q.

## Reuse intermediate results

▶ 
$$y(\mathbf{0}) = (\cdots ((s^{\top}B_{1,0})B_{2,0})\cdots B_{n-1,0})\cdots B_{n,0}t$$
  
▶  $y(\mathbf{1}) = (\cdots ((s^{\top}B_{1,0})B_{2,0})\cdots B_{n-1,0})\cdots B_{n,1}t$ 

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 Generally, trying all inputs in order, average cost to update result: 2 vector-matrix products.

Improvement:

$$(n+1)^2 2^n \Rightarrow 2(n+1)2^n$$
 dot products mod  $q$ 

Split computation into two halves

 $y(x) = (s^{\top} B_{1,x[1]} \cdots B_{\ell,x[\ell]}) (B_{\ell+1,x[\ell+1]} \cdots B_{n,x[n]}t).$ 

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▶ precompute a table of "left" products  $L[x[1], ..., x[\ell]] = sB_{1,x[1]} \cdots B_{\ell,x[\ell]}$ 

for all  $2^{\ell}$  choices of  $(x[1], \ldots, x[\ell])$ 

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and multiply each element of the L table by this vector.

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and multiply each element of the *L* table by this vector. Improvement for  $\ell = n/2$  (assuming *n* is even):

 $2(n+1)2^n \Rightarrow 4(n+2)(2^{n/2}-1)+2^n$  dot products mod q

## Summing up

We reduced time for exhaustive search from

$$n^{7+o(1)}2^n \Rightarrow n^{3+o(1)}2^n.$$

On one PC this takes 444.2 minutes. (Original program, estimated = 7.6 years) On 22 PCs: 29.5 minutes.

## Conclusion

- First two improvements speed up obfuscation scheme (though trivial).
- Reuse and meet-in-the-middle vulnerabilities inherent to obfuscation using matrix-branching (always at least factor n<sup>2</sup> speed-up).
- See paper for generalizations and further asymptotic speedups

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