

# Grøst1 – a SHA-3 candidate

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# Talk outline

- ▶ Cryptographic hash functions
- ▶ NIST SHA-3 Competition
- ▶ Grøstl

# Cryptographic hash functions

# Cryptographic hash functions: why?

- ▶ We want to have a short, fixed length “fingerprint” of any piece of data
- ▶ Different fingerprints – certainly different data
- ▶ Identical fingerprints – most likely the same data
- ▶ No one can get any information about the data from the fingerprint

# Random Oracle

Construction:

- ▶ Box with memory
- ▶ On a new query: pick randomly and uniformly the answer, remember it and return the result
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- ▶ To find a preimage:  $2^n$  queries for  $n$ -bit outputs
- ▶ To find collisions:  $2^{n/2}$  queries
- ▶ Random behaviour

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We want to construct concrete algorithms which are as close to this behaviour as possible.

# NIST SHA-3 Competition





## The world after Wang (after 2004)

hash	designed	Wang-inspired attacks
MD4	1990	collisions <b>by hand calculation</b>
MD5	1992	collisions <b>in ms</b> on a computer
SHA-0	1993	collisions in $\approx 1hr$
<b>SHA-1</b>	1995	<b>attacked, <math>2^{69}</math></b>
SHA-2	2002	no attack

Many other hash functions similar to MD5/SHA-1 were subsequently broken using Wang's method.

# NIST SHA-3 competition

- ▶ There is only one hash function standardized by NIST which is not broken (SHA-256/SHA-512)
- ▶ But design principles are somehow similar to the broken ones, is it secure enough?
- ▶ Would be good to have a backup plan
- ▶ Let's organize a competition like the one for Advanced Encryption Standard!

# First-round SHA-3 candidates

Abacus	ARIRANG	AURORA	BLAKE	Blender
Blue Midnight Wish	BOOLE	Cheetah	CHI	CRUNCH
CubeHash	DCH	Dynamic SHA	Dynamic SHA2	ECHO
ECOH	EDON-R	EnRUPT	ESSENCE	FSB
Fugue	Grøstl	Hamsi	JH	Keccak
Khichidi-1	LANE	Lesamnta	Luffa	LUX
MCSSHA-3	MD6	MeshHash	NaSHA	SANDstorm
Sarmal	Sgail	Shabal	SHAMATA	SHAvite-3
SIMD	Skein	Spectral Hash	StreamHash	SWIFFTX
Tangle	TIB3	Twister	Vortex	WaMM
Waterfall				

## Second-round SHA-3 candidates

Abacus	ARIRANG	AURORA	BLAKE	Blender
Blue Midnight Wish	BOOLE	Cheetah	CHI	CRUNCH
CubeHash	DCH	Dynamic SHA	Dynamic SHA2	ECHO
ECOH	EDON-R	EnRUPT	ESSENCE	FSB
Fugue	Grøstl	Hamsi	JH	Keccak
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# What happens next?

- ▶ August 2010 – second NIST workshop
- ▶ Around 5 finalists will be announced before the end of the year
- ▶ The winner selected in 2012

# The SHA-3 Zoo / Hash function Zoo

Everything you ever wanted to know about SHA-3 candidates

- ▶ [ehash.iaik.tugraz.at/wiki/The\\_SHA-3\\_Zoo](http://ehash.iaik.tugraz.at/wiki/The_SHA-3_Zoo)
- ▶ [ehash.iaik.tugraz.at/wiki/The\\_Hash\\_Function\\_Zoo](http://ehash.iaik.tugraz.at/wiki/The_Hash_Function_Zoo)

# Grøstl



# The Grøst1 team



Søren S. Thomsen



Martin Schläffer



Christian Rechberger



Florian Mendel



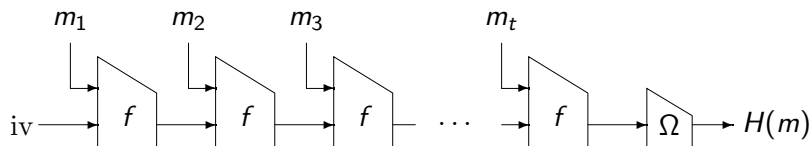
Lars R. Knudsen



Praveen Gauravaram

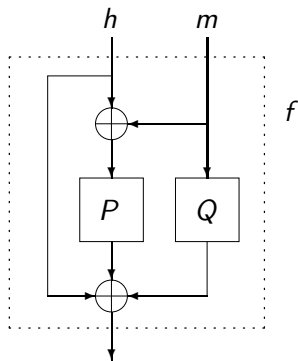
& K.M.

# Grøstl hash function



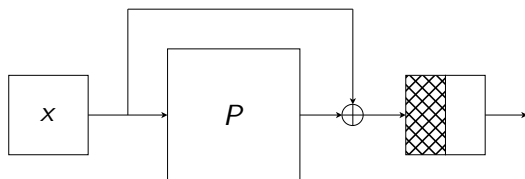
- ▶ Iterated wide-pipe
- ▶ Output transformation

# Grøstl Compression Function



- ▶  $P$ ,  $Q$  – large, fixed permutations
- ▶ Security reductions: collision, preimage resistance provided that permutations behave like ideal ones

# Grøstl Output Transformation

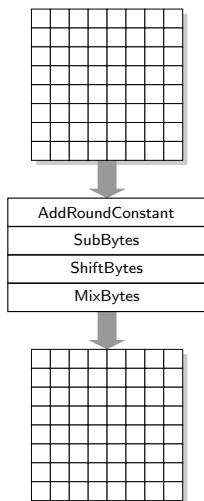


- ▶ Provides protection against some attacks
- ▶ Random behaviour

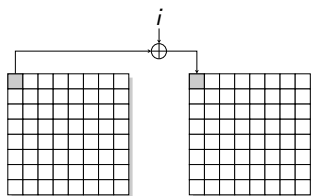
## Designing an “ideal permutation”

- ▶ How to design an “ideal permutation”?
- ▶ No way of telling it apart from randomly chosen permutation
- ▶ No visible structure
- ▶ No differential trail with significant probability
- ▶ Wide-trail strategy

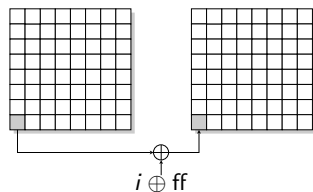
# Grøstl : One round of $P$ , $Q$ ( $\times 10$ )



# Grøstl : AddRoundConstant



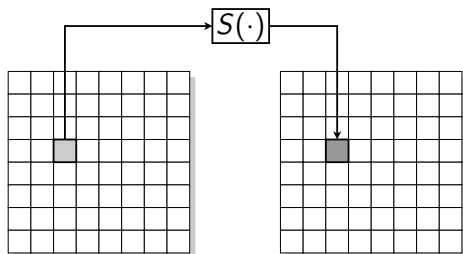
AddRoundConstant of  $P$



AddRoundConstant of  $Q$

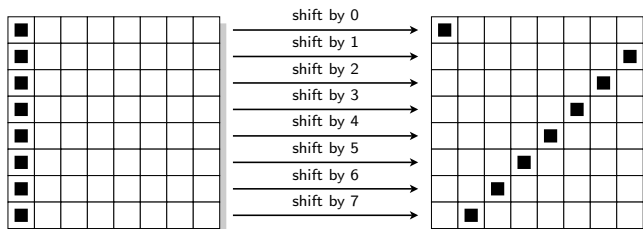
- ▶ Permutations must be different (security)
- ▶ Different constants for  $P$  and  $Q$

# Grøstl : SubBytes

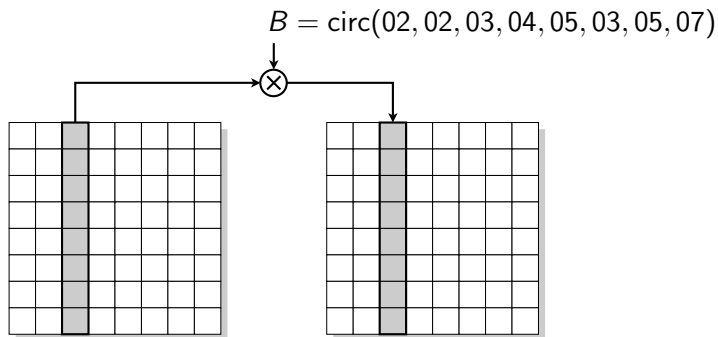




# Grøstl : ShiftBytes



# Grøstl : MixBytes



# Cryptanalytic Results

Hash function collisions	
Grøst1-256	4/10
Grøst1-512	5/14

Compression function collisions	
Grøst1-256	7/10
Grøst1-512	7/14

Permutation non-randomness	
Grøst1-256	8/10

# Grøstl : Enjoy!

