

# *Security Analysis of Multivariate Polynomials for Hashing*

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## *Multivariate hash functions*

- Presentation and parameters

- General attacks

## *Polynomial system solving*

- Gröbner bases

- Algorithms and complexity

## *Hybrid approach*

- Presentation of our approach

- Results (experimental and theoretical)

## *Conclusion*

## *Description of multivariate hash functions*

A family of functions based on the difficulty of solving polynomial system.

- Use Merkle-Damgård,
- Compression function  $\Leftrightarrow$  Algebraic system.

Let  $\mathbb{K} = \mathbb{F}_q$ ,  $f : \mathbb{K}^{m+n} \rightarrow \mathbb{K}^m$

$$\begin{cases} f_1(y_1, \dots, y_m, x_1, \dots, x_n) \\ \vdots \\ f_m(y_1, \dots, y_m, x_1, \dots, x_n) \end{cases}$$



Jintai Ding and Bo-Yin Yang.

Multivariate polynomials for hashing.

INSCRYPT 2007.

Three constructions proposed by Ding and Yang :

- “Dense” *cubic* random polynomials,
- “Sparse” *cubic* random polynomials,
- Composition of 2 quadratic systems (degree 4 polynomials).
  - also proposed by Billet, Robshaw and Peyrin (ACISP 2007)

*Parameter sets ( $m = n$ )*

160-bits hash

$$\#\mathbb{K} = 2^8, n = 20$$

$$\#\mathbb{K} = 2^4, n = 40$$

256-bits hash

$$\#\mathbb{K} = 2^{16}, n = 16$$

$$\#\mathbb{K} = 2^8, n = 32$$

$$\#\mathbb{K} = 2^4, n = 64$$



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## Preimage attack

Given a digest  $(h_1, \dots, h_m)$  and a fixed  $IV = (v_1, \dots, v_m)$ :

Find  $(x_1, \dots, x_n)$  such that:

$$\begin{cases} f_1(v_1, \dots, v_m, x_1, \dots, x_n) - h_1 = 0 \\ \vdots \\ f_m(v_1, \dots, v_m, x_1, \dots, x_n) - h_m = 0 \end{cases}$$

## Collision attack

Given a fixed  $IV = (v_1, \dots, v_m)$ :

Find any non-zero difference  $(\delta_1, \dots, \delta_n)$  such that:

$$\begin{cases} f_1(v_1, \dots, v_m, x_1, \dots, x_n) - f_1(v_1, \dots, v_m, x_1 + \delta_1, \dots, x_n + \delta_n) = 0 \\ \vdots \\ f_m(v_1, \dots, v_m, x_1, \dots, x_n) - f_m(v_1, \dots, v_m, x_1 + \delta_1, \dots, x_n + \delta_n) = 0 \end{cases}$$

## Preimage attack (degree 3)

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# General attacks on multivariate hash functions

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## Collision attack (degree 2)

Given a fixed  $IV = (v_1, \dots, v_m)$ :

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1. randomly choose a non-zero difference  $(\delta_1, \dots, \delta_n)$ .
2. fix the values of  $(y_1, \dots, y_m)$  to the IV and build the system  $f' = (f'_1, \dots, f'_m)$  with:

$$f'_1 = f_1(v_1, \dots, v_m, x_1, \dots, x_n) - f_1(v_1, \dots, v_m, x_1 + \delta_1, \dots, x_n + \delta_n)$$

$$\vdots$$

$$f'_m = f_m(v_1, \dots, v_m, x_1, \dots, x_n) - f_m(v_1, \dots, v_m, x_1 + \delta_1, \dots, x_n + \delta_n)$$

3. **compute the solutions** of  $f' = 0$ .
4. if we find a solution, then we have a **collision**, else come back to step 1.

## Roadmap of the algebraic attack

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Tools for solving polynomial systems ?

## *Definition*

A set  $G \subset \mathbb{K}[x_1, \dots, x_n]$  is a **Gröbner basis** w.r.t. a monomial ordering  $\prec$  of a polynomial ideal  $\mathcal{I}$  if :

$\forall f \in \mathcal{I}, \exists g \in G$  such that  $LM_{\prec}(g)$  divide  $LM_{\prec}(f)$

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## Property

A **Gröbner basis** for the lexicographic order of a **zero-dimensional** system has the following shape :

$$\left\{ \begin{array}{l} g_1(x_1), \\ g_2(x_1, x_2), \\ \vdots \\ g_{k_2}(x_1, x_2), \\ g_{k_3}(x_1, x_2, x_3), \\ \vdots \\ g_{k_n}(x_1, \dots, x_n), \end{array} \right.$$

# About Gröbner bases

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**Zero-dim solving strategy:**

1. Compute a DRL Gröbner basis.
2. Compute a lex Gröbner basis with a change ordering algorithm.

## Algorithms

- Buchberger : the historical algorithm
- F4 : linear algebra on matrices
- F5 : no useless computations for semi-regular systems



Jean-Charles Faugère.

A new efficient algorithm for computing Gröbner bases (F4).

*Journal of Pure and Applied Algebra* 139, June 1999.



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Complexity of **F5** :  $\mathcal{O}\left(\left(m \cdot C_{n+d_{\text{reg}}-1}^{d_{\text{reg}}}\right)^\omega\right)$ , with  $2 \leq \omega \leq 3$



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## Semi-regular systems

- A system of unrelated polynomials
- The degree of regularity ( $d_{reg}$ ) can be known **a priori**.
- The more equations we have, the more  $d_{reg}$  decrease.



Magali Bardet, Jean-Charles Faugère, and Bruno Salvy.

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## Semi-regular systems

- A system of unrelated polynomials  $\approx$  **a random system**
- The degree of regularity ( $d_{\text{reg}}$ ) can be known **a priori**.
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*Back to our system*

$f'_i \in \mathbb{K}[x_1, \dots, x_n]$  for  $1 \leq i \leq n$

$$\begin{cases} f'_1(x_1, \dots, x_n) = 0 \\ \vdots \\ f'_n(x_1, \dots, x_n) = 0 \end{cases}$$

*Specificity ( $n = m$ )*

- Square system and no field equations  $\Rightarrow 2^n$  solutions
- Random system (experimentally semi-regular)  $\Rightarrow d_{reg} = n + 1$
- $n$  big ( $\geq 16$ )

*Back to our system*

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Cannot be solved directly

## *Solution*

We specialize  $k$  variables of the system (random guess)

⇒ the system becomes **over-defined**

- ✔ The degree of regularity decreases.
- ✔ The number of solutions is 0 or 1.
- ✘ We have to compute  $\#\mathbb{K}^k$  Gröbner bases.



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A **tradeoff** between exhaustive search and Gröbner bases computation.



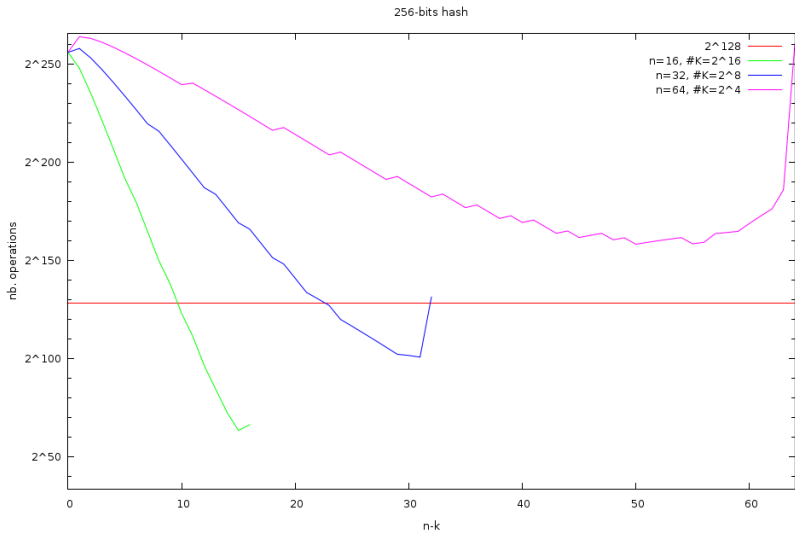
Computations done with the FGb library (bi-pro Xeon 2.4 GHz with 64GB of RAM).

## Collision attack

$\#\mathbb{K}$	$n$	$n - k$	$k$	$T_{\mathbb{F}_5}$	$N_{\text{op}_{\mathbb{F}_5}}$	$N$	$N_{\text{gen}}$
$2^8$	20	18	2	51 h.	$2^{41}$	$2^{57}$	$2^{80}$
		17	3	2h45min.	$2^{37}$	$2^{61}$	
		16	4	643.1 s.	$2^{34}$	$2^{66}$	
$2^{16}$	16	15	1	$\approx 1$ h.	$2^{36.9}$	$2^{52.9}$	$2^{128}$
		14	2	126 s.	$2^{32.3}$	$2^{64.3}$	

Figure: Time and complexity of solving

# Theoretical complexity of several parameters



1. randomly choose a non-zero difference  $\delta$  of **low fixed Hamming weight**  $w(\delta)$
2. fix the values of  $y$  to the IV and build the system  
$$f' = f(\mathbf{v}, \mathbf{x} + \delta) - f(\mathbf{v}, \mathbf{x}) = 0.$$
3. compute the solutions of  $f'$
4. if we find a solution, then we have a **collision**, else come back to step 1

Computations done with the MAGMA<sup>2</sup> computational algebra system (bi-pro Xeon 2.4 GHz with 64GB of RAM).

### Collision attack

$\#\mathbb{K}$	$n$	$n - k$	$\epsilon$	$w(\delta)$	time min/max		prob
$2^8$	20	20	0.2%	4	0.5 s.	48 h.	1/4
$2^{16}$	16	16	0.2%	5	0.1 s.	311.9 s.	1/3
$2^8$	32	32	0.1%	2	0.4 s.	690.3 s.	1/15

*Figure:* Time of solving and probability to find a collision

- Less variables to be fixed (or none).
- Sparse systems seem much easier to solve.

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<sup>2</sup><http://magma.maths.usyd.edu.au/>

## Conclusion

- Sparse systems should be **avoided**.
- Dense systems:
  - Some parameters proposed at INSCRYPT 2007 are **broken**
  - Parameters sets with  $n < 40$  are **not recommended**

	# $\mathbb{K}$	$n$	comp. time (cycles/byte)	security (nb. ops)	generic (nb. ops)
✘	$2^8$	20	67300	$2^{67}$	$2^{80}$
	$2^4$	40	4233000	$2^{105}$	
✘	$2^{16}$	16	48200	$2^{64}$	$2^{128}$
	$2^8$	32	3040000	$2^{101}$	
	$2^4$	64	9533000	$2^{158}$	

*Figure:* Tradeoff speed/security for dense construction