

Finding collisions using differentials

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Structure of this Talk

- 1 Introduction
- 2 Serial Construction
- 3 Parallel Construction
- 4 Conclusion

Question

Let (M, M') be a pair of public messages, then

$$\Pr[F(M) = F(M')]?$$

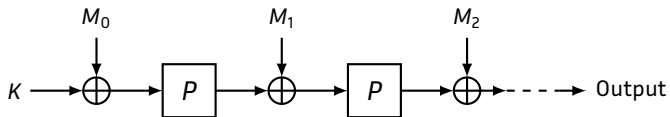
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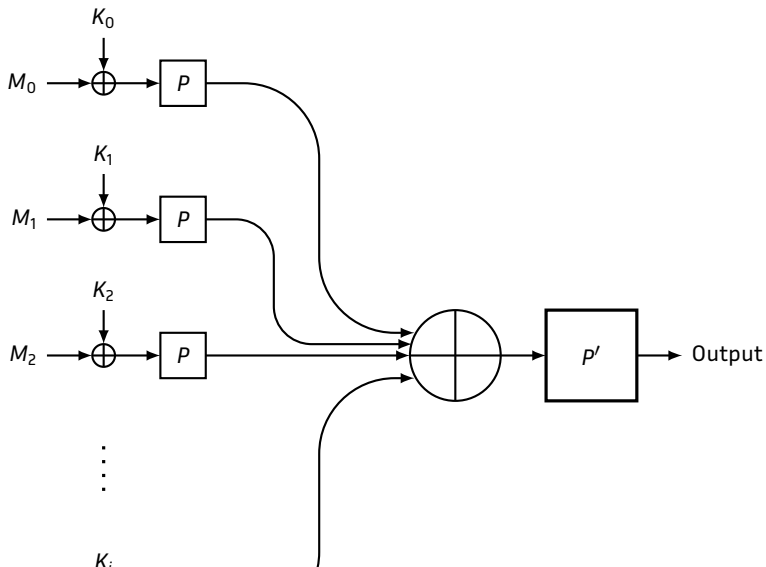
$$\Pr[F(M) = F(M')]?$$

$$\Pr[F(M) = F(M') | M + M' = \Delta]?$$

Serial Construction

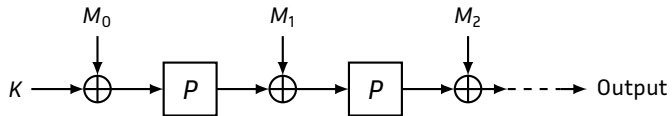


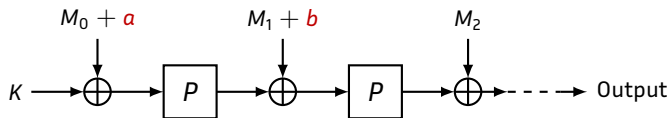
Parallel Construction

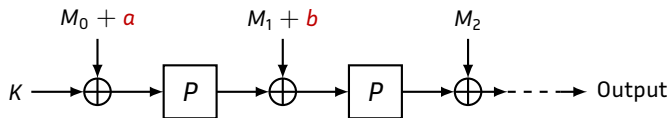


Plan of this Section

- 1 Introduction
- 2 **Serial Construction**
 - Very known facts
 - New facts
 - Real Attack
- 3 Parallel Construction
- 4 Conclusion







$$\Pr[\text{Collision}] = \text{DP}(a, b)$$

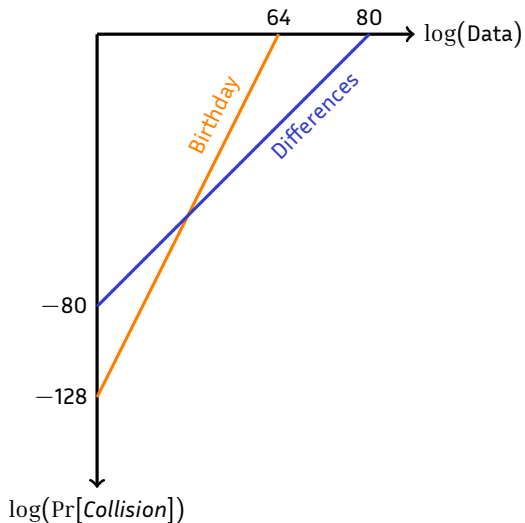
Framework

- P is "easier" than $P \circ P$.
- $DP(a, b)$ is known for all $a, b \in \mathbb{F}_2^n$.

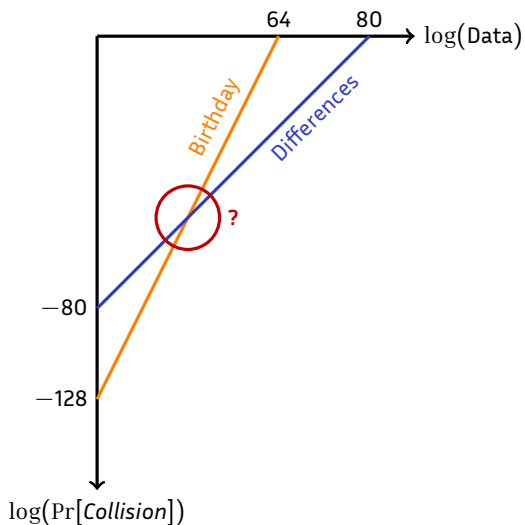
Goal

Find a collision in the output.

Birthday VS Difference



Birthday VS Difference



Not really Birthday

- $(M_0, M_1), (M_0 + a, M_1 + b), (M'_0, M'_1), (M'_0 + a, M'_1 + b), \dots$

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- $\Pr[\textit{Collision}] = \delta_p(a, b)$

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- If $M_0 = M'_0$ or $M_0 = M'_0 + a$ then $\Pr = 0$, else $\Pr = 2^{-n}$.

Choose carefully the messages in a specific subspace...

Using Covering Vector spaces

$\langle (a_1, b_1), (a_2, b_2), \dots, (a_v, b_v) \rangle = V$ such that

$$\text{Moy}_V = \sum_{(a,b) \in V} \delta_{a,b} > \delta.$$

By making this strategy:

$$\begin{array}{c} M_0, M_1 \\ M_0 + a_1, M_1 + b_1 \\ M_0 + a_2, M_1 + b_2 \\ M_0 + a_1 + a_2, M_1 + b_1 + b_2 \\ \vdots \\ M_0 + \sum a_i, M_1 + \sum b_i \end{array}$$

$$\begin{array}{c} M'_0, M'_1 \\ M'_0 + a_1, M'_1 + b_1 \\ M'_0 + a_2, M'_1 + b_2 \\ M'_0 + a_1 + a_2, M'_1 + b_1 + b_2 \\ \vdots \\ M'_0 + \sum a_i, M'_1 + \sum b_i \end{array}$$

.....

Using Covering Vector spaces

We get

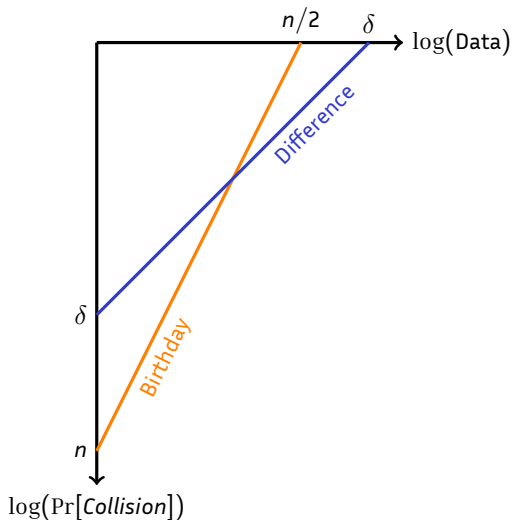
$$\Pr[\text{Collision}] = n_{block} \times \text{Moy}_V \times 2^{v-1} + \frac{1}{2^n} \times \binom{n_{block}}{2} 2^{2v}$$

$$\Pr[\text{Collision}] = \frac{D}{2} \times \text{Moy}_V + \frac{D^2}{2^n}$$

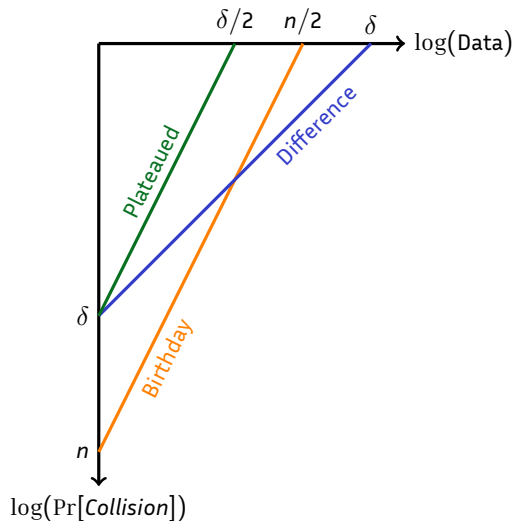
And

$$\text{Moy}_V \gg \delta ??$$

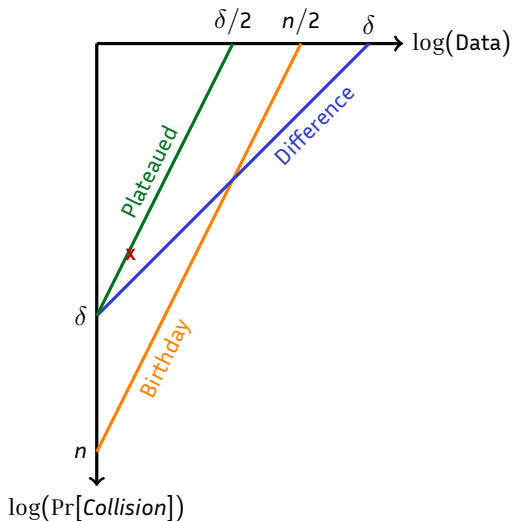
What could possibly be wrong?



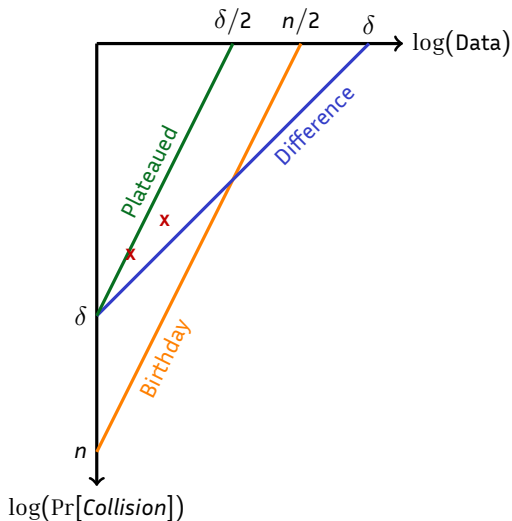
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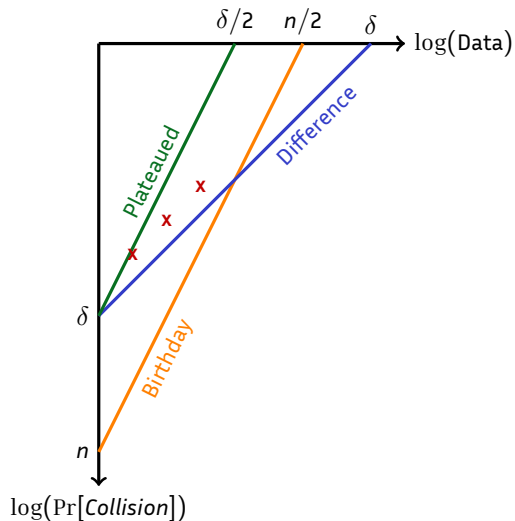
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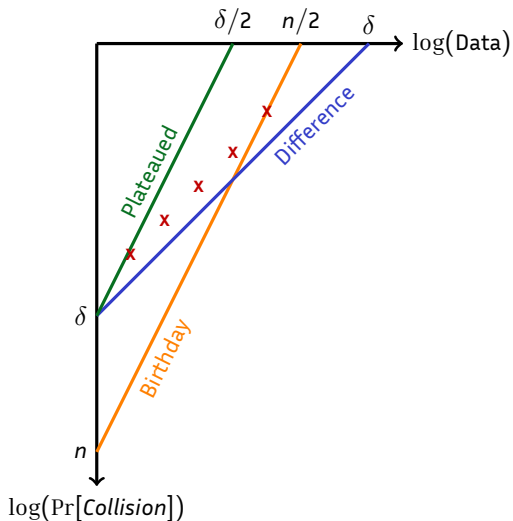
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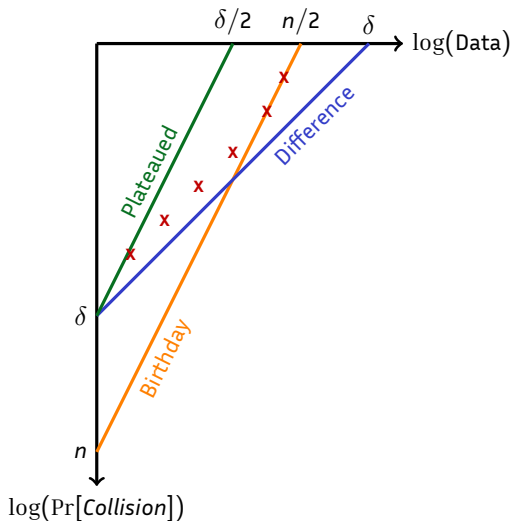
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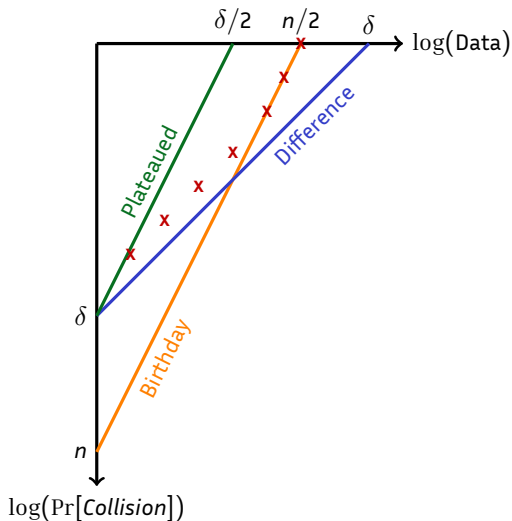
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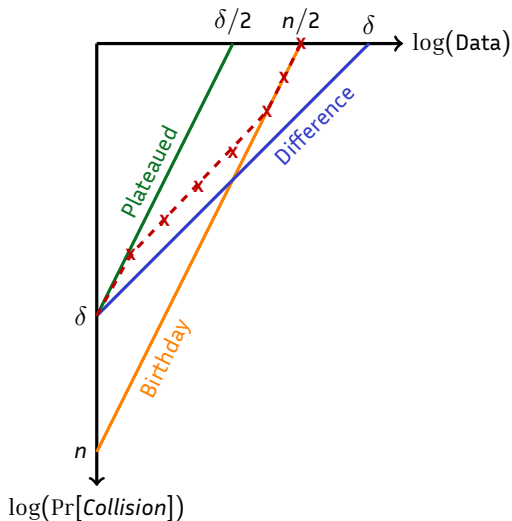
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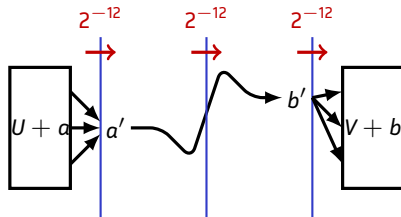
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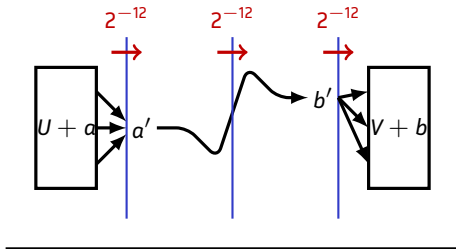
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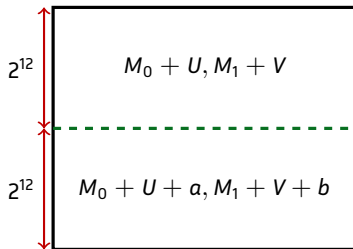
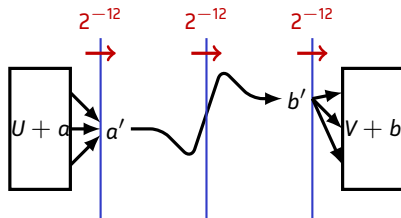
In Practice: XooDoo



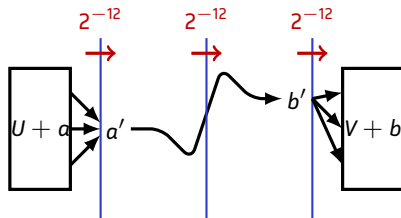
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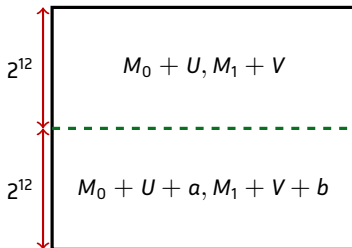


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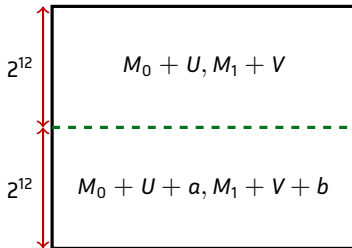
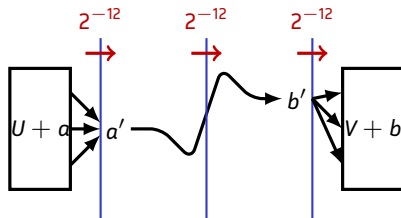


$$\text{Moy} \approx 2^{-24}$$

$$\Pr[\text{Collision}] = 2^{12} \times 2^{-24}$$



In Practice: XooDoo



$$\text{Moy} \approx 2^{-24}$$

$$\begin{aligned} \Pr[\text{Collision}] &= 2^{12} \times 2^{-24} \\ &\gg 2^{13} \times 2^{-36} \end{aligned}$$

Experiments on 3-rounds XooDoo

- a' touch 6 different S-boxes;
- Apply techniques to a subspace of dimension $6 \times 3 = 18$.

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But,

If we obtain a collision in a set, we obtain 8 collisions.

Experiments on 3-rounds XooDoo

On the choice of the subspace of dimension 12, 3 millions random sets of size 2^{13} .

0	1	2	3	4	5	6	7
*	200	65	17	8	0	1	0

Experiments on 3-rounds XooDoo

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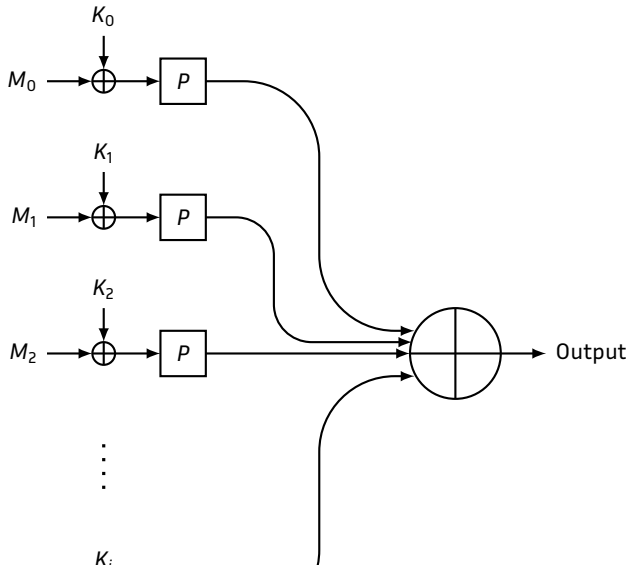
The probability of getting A collision is then smaller than expected...

Where this behaviour comes from?

Plan of this Section

- 1 Introduction
- 2 Serial Construction
- 3 Parallel Construction**
 - Framework
 - Boring Formulae
 - Real Study
- 4 Conclusion

New Criteria: Squared pseudo-Walsh Coefficient



Framework

- P operates on n -bit words;
- independent keys with $|K_i| = |M_i|$;
- $\delta_P(a, b)$ known for all $a, b \in \mathbb{F}_2^n$.

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Find a collision in the output

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Let $M = (M_0, M_1, \dots, M_j)$ and $M' = (M'_0, M'_1, \dots, M'_j)$.

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where

$$F_j(M, M') = \sum_{\alpha=0}^j (P(M_\alpha + K_\alpha) + P(M'_\alpha + K_\alpha))$$

and

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Goal

$$p = \Pr \left[\sum_{\alpha=0}^i P(M_\alpha + K_\alpha) = \sum_{\beta=0}^j P(M'_\beta + K_\beta) \right]$$

New criteria

$$p = \Pr [F_j(M, M') + F_{i,j}(M) = 0]$$

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Independent keys implies

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$$p = 2^{-n} \sum_{A, b_1, \dots, b_j \in \mathbb{F}_2^n} \text{DP}(a_0, A + b_1 + \dots + b_j) \text{DP}(a_1, b_1) \text{DP}(a_2, b_2) \dots \text{DP}(a_j, b_j).$$

Pseudo-Walsh Transform

We pose, for $a \in \mathbb{F}_2^n$,

$$\mathcal{W}_p^a(\mu) = \sum_{b \in \mathbb{F}_2^n} (-1)^{b \cdot \mu} \text{DP}(a, b).$$

Then, we have

$$\text{DP}(a, b_0) = \frac{1}{2^n} \sum_{\mu \in \mathbb{F}_2^n} (-1)^{b_0 \cdot \mu} \mathcal{W}_p^a(\mu).$$

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- Associative
- Commutative
- Bilinear

Pseudo-Walsh Transform

$$p = \mathcal{W}_p^{-1} (\mathcal{W}_p[\text{DP}(a_0)](\mu) \mathcal{W}_p[\text{DP}(a_1)](\mu) \cdots \mathcal{W}_p[\text{DP}(a_j)](\mu) \mathcal{W}_p[\text{DP}(uni)](\mu)) (0)$$

which can be expressed with

$$p = \frac{1}{2^n} \sum_{\mu \in \mathbb{F}_2^n} \mathcal{W}_p[\text{DP}(a_1)](\mu) \cdots \mathcal{W}_p[\text{DP}(a_j)](\mu) \mathcal{W}_p[\text{DP}(uni)](\mu)$$

$$\sum_b \text{DP}(a_i, b) = 1.$$

This means then exactly that for all $\mu \in \mathbb{F}_2^n$ and for all a_i , $|\mathcal{W}_p[\text{DP}(a_i)](\mu)| \leq 1$.

Pseudo-Walsh Transform

Moreover, as $DP(uni) = 2^{-n}$, we have $\mathcal{W}_p[DP(uni)](\mu) = 0$ for all $\mu \neq 0$ and $\mathcal{W}_p[DP(uni)](0) = 1$. This $\mathcal{W}_p[DP(uni)]$ appears if and only if the size of the messages are different. If this is the case, we obtain the probability

$$p = \frac{1}{2^n} \mathcal{W}_p[DP(a_1)](0) \mathcal{W}_p[DP(a_2)](0) \cdots \mathcal{W}_p[DP(a_j)](0)$$

but for all 2^n differential vector,

$$\mathcal{W}_p[DP(a_2)](0) = \sum_{b \in \mathbb{F}_2^n} DP(a, b) = 1$$

Hence, when two messages are of different size, the probability that getting a collision is exactly 2^{-n} .

Best choice is when $a_1 = a_2$

$$\sum_{b \in \mathbb{F}_2^n} \text{DP}(a_0, b) \text{DP}(a_1, b) = \frac{1}{2} \left(\sum_{b \in \mathbb{F}_2^n} \text{DP}(a_0, b)^2 + \text{DP}(a_1, b)^2 \right)$$

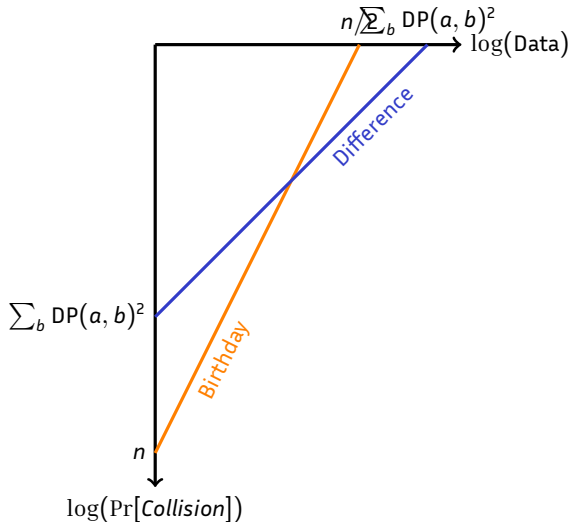
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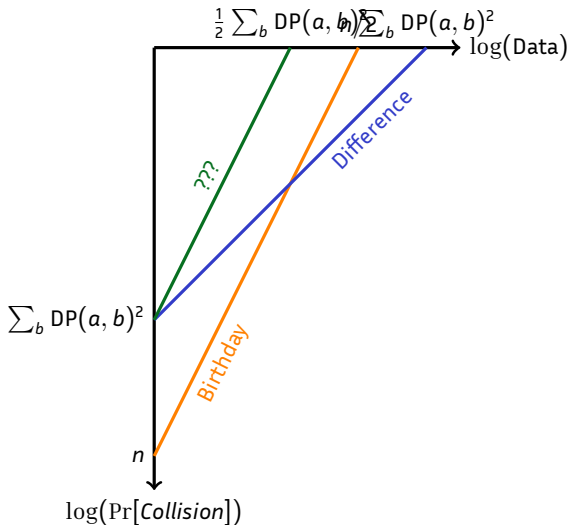
So we focus on

$$\max_{a \in \mathbb{F}_2^n} \sum_{b \in \mathbb{F}_2^n} \text{DP}(a, b)^2$$

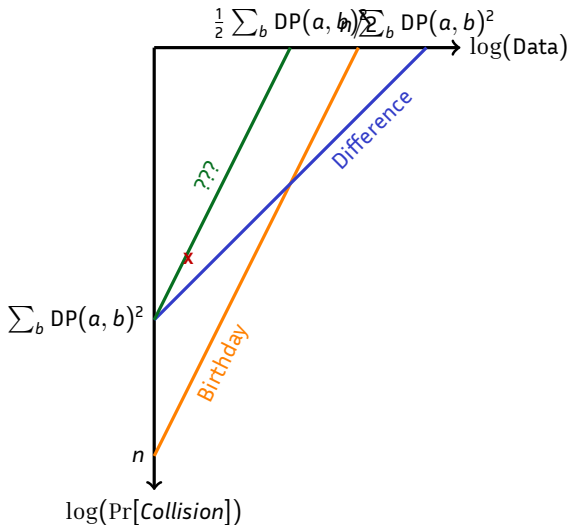
Tight or not tight?



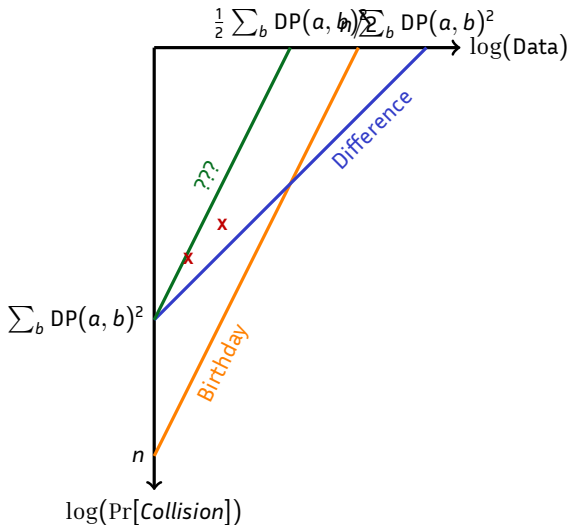
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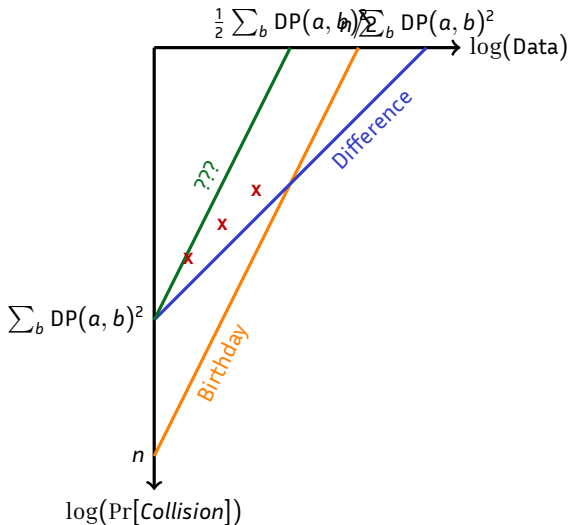
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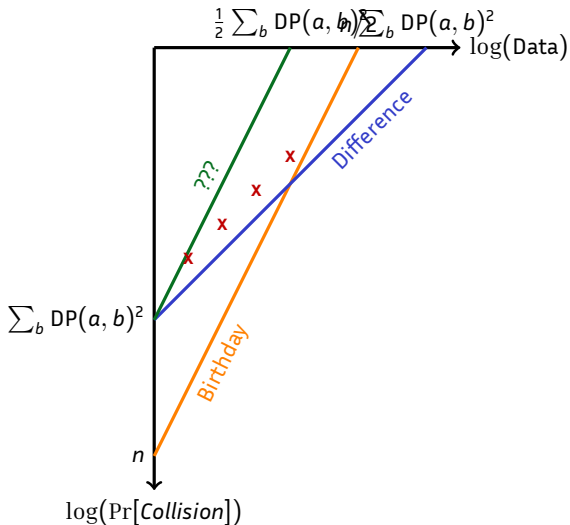
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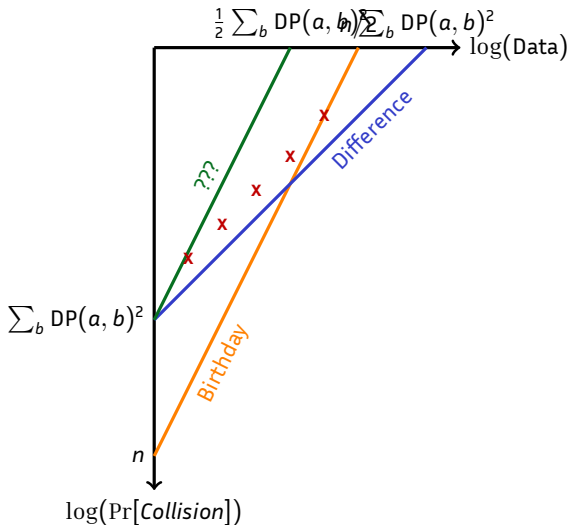
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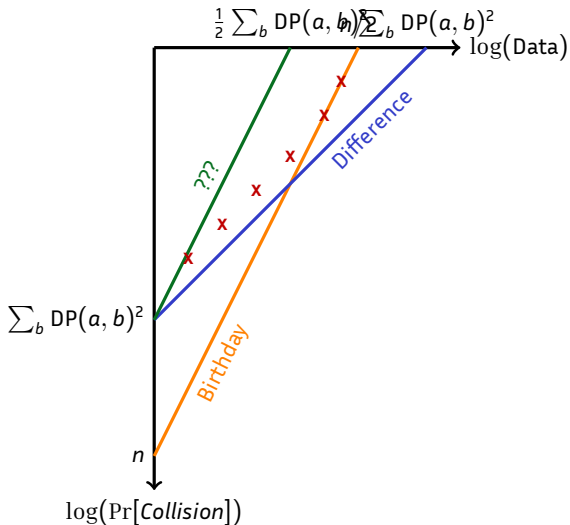
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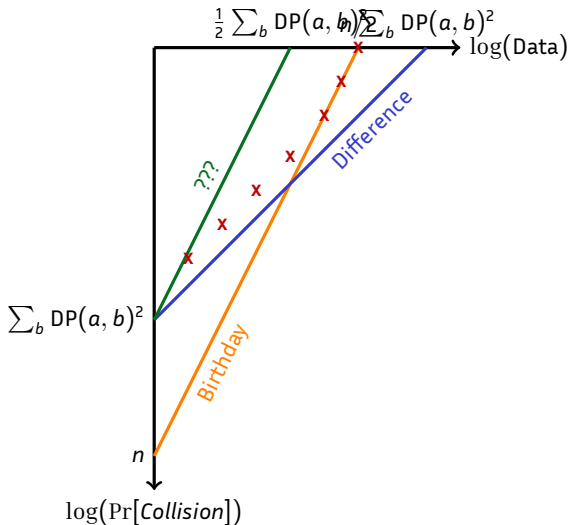
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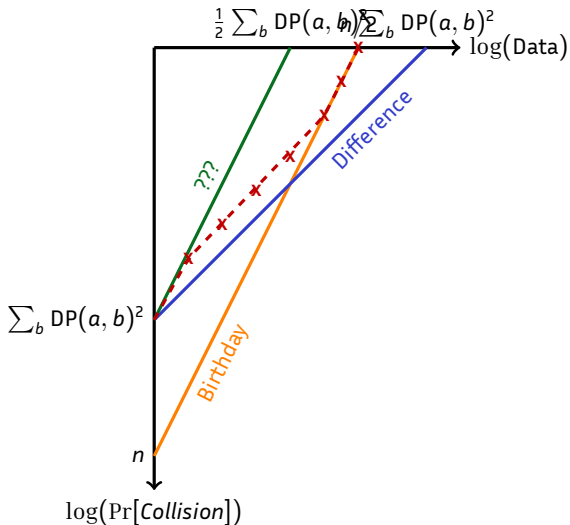
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Tight in number of queries

Let Δ such that $\sum_b \text{DP}(\Delta, b)^2$ is maximal.

Tight in number of queries

Let Δ such that $\sum_b DP(\Delta, b)^2$ is maximal.

$M_0 + \Delta$	$M_0 + \Delta$	$M_0 + \Delta$	$M_0 + \Delta$	$M_0 + \Delta$	$M_0 + \Delta$	$M_0 + \Delta$
$M_1 + \Delta$	M_1	M_1	M_1	M_1	M_1	M_1
M_2	$M_2 + \Delta$	M_2	M_2	M_2	M_2	M_2
M_3	M_3	$M_3 + \Delta$	M_3	M_3	M_3	M_3
M_4	M_4	M_4	$M_4 + \Delta$	M_4	M_4	M_4
M_5	M_5	M_5	M_5	$M_5 + \Delta$	M_5	M_5
M_6	M_6	M_6	M_6	M_6	$M_6 + \Delta$	M_6
M_7	M_7	M_7	M_7	M_7	M_7	$M_7 + \Delta$
M_8	M_8	M_8	M_8	M_8	M_8	M_8
\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots

Tight in number of blocks?

- The same technique as the parallel one can be applied (win one round)
- Find a vector space... You know the rest

Using the average and not the max

$$M_0 + \Delta_0, M_1 + \Delta_0$$

$$M_0 + \Delta_1, M_1 + \Delta_1$$

$$M_0 + \Delta_2, M_1 + \Delta_2$$

$$M_0 + \Delta_3, M_1 + \Delta_3$$

$$M_0 + \Delta_4, M_1 + \Delta_4$$

$$M_0 + \Delta_5, M_1 + \Delta_5$$

$$M_0 + \Delta_6, M_1 + \Delta_6$$

$$\Pr[\text{Collision}] = \text{Moy}(\sum \delta^2) \times D^2$$

Using the average and not the max

$$M_0 + \Delta_0, M_1 + \Delta_0$$

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$$M_0 + \Delta_4, M_1 + \Delta_4$$

$$M_0 + \Delta_5, M_1 + \Delta_5$$

$$M_0 + \Delta_6, M_1 + \Delta_6$$

$$\Pr[\text{Collision}] = \text{Moy}(\sum \delta^2) \times D^2$$

$$\text{Moy}(\sum DP^2) > \frac{1}{2^n}$$

Plan of this Section

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- 2 Serial Construction
- 3 Parallel Construction
- 4 Conclusion**

Comparisons

Parallel	Serial
2 blocks is "easier" DP bound not tight if cheat almost tight for D small	2 blocks is the best $\sum DP^2$ bound tight if cheat almost tight for D small

Questions

- Experiments for 3-rounds XooDoo parallel ?
- Find greater vector spaces ?
- DP is easy, but what about $\sum DP^2$?