

# Higher Order Universal One-Way Hash Functions

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# Collision-Resistant Hash Function (CRHF)

Let  $H : \Sigma^k \times \Sigma^m \rightarrow \Sigma^c$  be a hash function family, where  $m \geq c$ .  $H$  is  $(t, \varepsilon)$ -CRHF if any adversary  $A$  with at most running time  $t$  cannot win the following game with at least success probability  $\varepsilon$  :

**Game(CRHF, A, H)**

$K \leftarrow_R \Sigma^k$

$A(K) \rightarrow (x, x')$

If  $x \neq x'$  and  $H(K, x) = H(K, x')$  then A wins the game.

# Universal One-Way Hash Function (UOWHF)

Let  $H : \Sigma^k \times \Sigma^m \rightarrow \Sigma^c$  be a hash function family, where  $m \geq c$ .  $H$  is  $(t, \varepsilon)$ -UOWHF if any adversary  $A=(A_1, A_2)$  with at most running time  $t$  cannot win the following game with at least success probability  $\varepsilon$  :

**Game(UOWHF, A, H)**

$A_1(\cdot) \rightarrow (x, \text{State})$

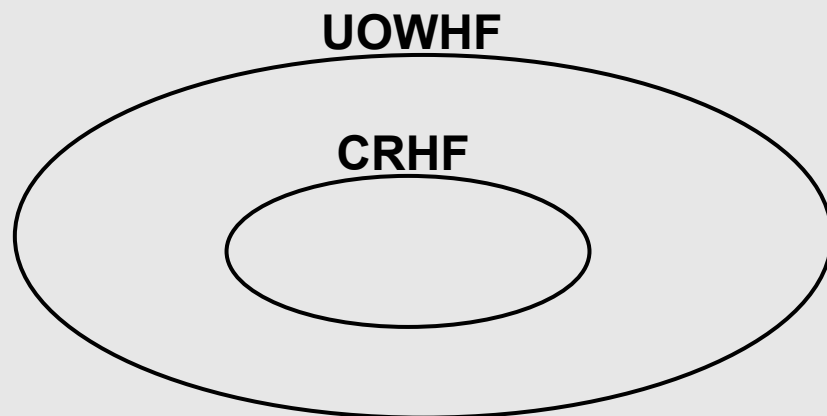
$K \leftarrow_R \Sigma^k$

$A_2(K, x, \text{State}) \rightarrow x'$

If  $x \neq x'$  and  
 $H(K, x) = H(K, x')$   
 then A wins  
 the game.

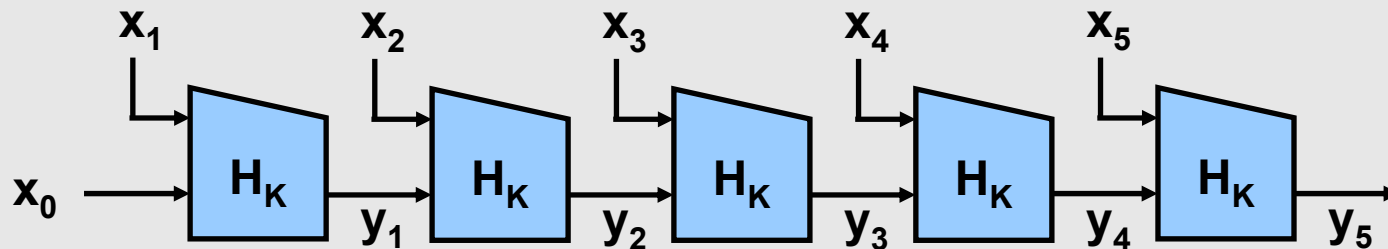
# CRHFs vs UOWHFs

- $H$  is  $(t, \varepsilon)$ -CRHF  $\Rightarrow H$  is  $(t, \varepsilon)$ -UOWHF.
- Definition of CRHF is stronger than Definition of UOWHF.
- UOWHF can be used as an alternative primitive for CRHF. (e.g. digital signature)



# Merkle-Damgård Construction

- The most popular way for extending hash functions.
- It preserves the collision resistance.
- $MD_r[H]$ :  $r$ -round Merkle-Damgård construction based on  $H$ .



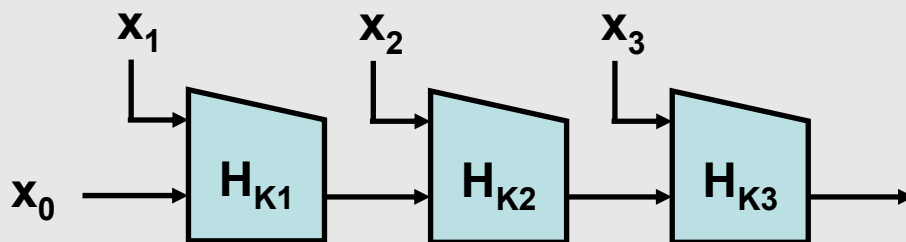
# Constructions for extending UOWHFs

- MD construction cannot be used for UOWHFs.
- Bellare and Rogaway showed there exists a  $H$ ;  $H$  is UOWHF but  $MD_2[H]$  is not UOWHF.
- Bellare and Rogaway proposed 4 constructions for extending UOWHF hashing finite-length messages to one hashing arbitrary-length messages. The other suggested constructions for extending UOWHFs are based on them.
- Problem: The key size grows with the message length.

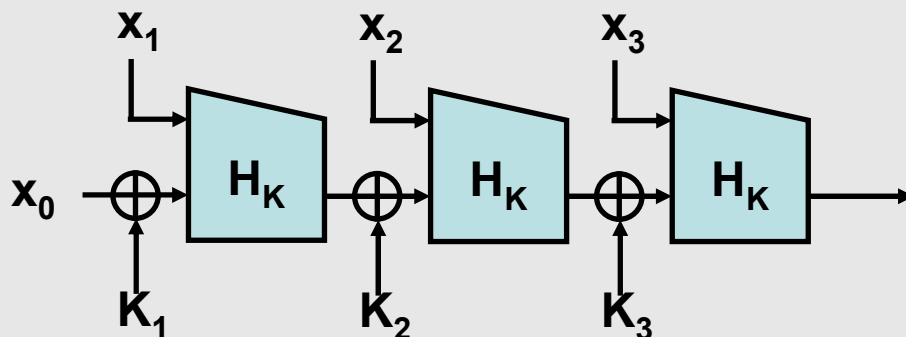
# Constructions for extending UOWHFs

< Bellare and Rogaway's constructions (1) >

**Linear Hash**



**XOR Linear Hash**



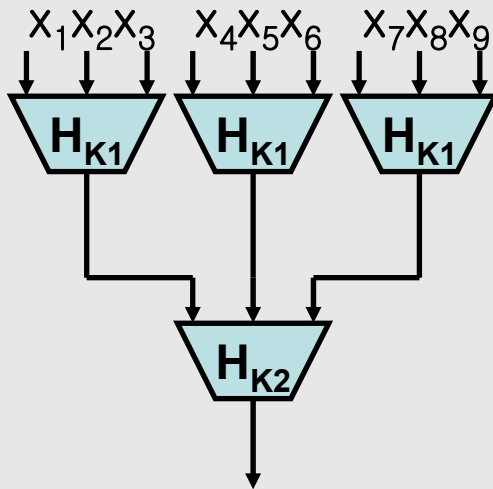
(XOR Linear hash construction is optimized by Shoup.)



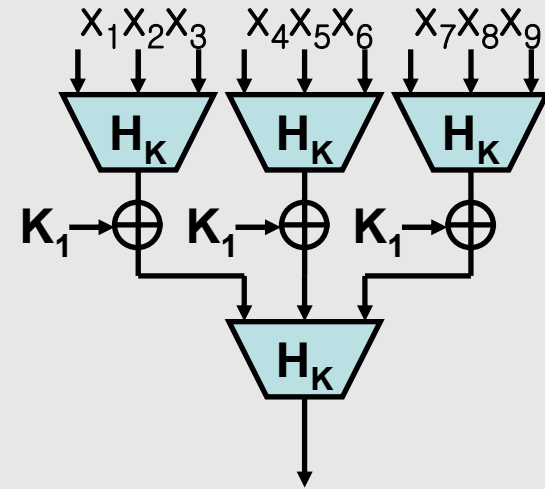
# Constructions for extending UOWHFs

< Bellare and Rogaway's constructions (2) >

### Tree Hash



### XOR Tree Hash



# Motivation

- The most important thing to constructions for extending UOWHFs is reducing the total length of the key as small as possible.
- MD construction is more efficient in key size than any other schemes for UOWHFs.
- If  $MD_r[H]$  is UOWHF, then extending  $MD_r[H]$  is better than extending  $H$ .
- It seems that there exists  $H$  such that  $MD_r[H]$  is UOWHF in spite of Bellare and Rogaway's counterexample.

# Contribution

- We propose the new definition, Higher Order Universal One-Way Hash Function.
- We prove that if  $H$  is a higher order UOWHF, then  $MD_r[H]$  and  $TR_l[H]$  are UOWHF.
- Thereby, the notion of higher order UOWHF helps reducing key sizes of any constructions for extending UOWHFs.
- We focus on the security about equal-length collisions (Theorems 1 and 3). Theorems 2 and 4 are also interesting but less useful in this issue.

# Higher Order UOWHF (of order r)

Let  $H : \Sigma^k \times \Sigma^m \rightarrow \Sigma^c$  be a hash function family, where  $m \geq c$ .  $H$  is  $(t, \varepsilon)$ -UOWHF( $r$ ) if any adversary  $A=(A_1, A_2)$  with at most running time  $t$  cannot win the following game with at least success probability  $\varepsilon$  :

## Game(UOWHF( $r$ ), $A$ , $H$ )

$K \leftarrow_R \Sigma^k; Q \leftarrow \emptyset$

$A_1(Q)$  ask adaptively  $r$  queries to  $O^{H(K, \cdot)}$ .

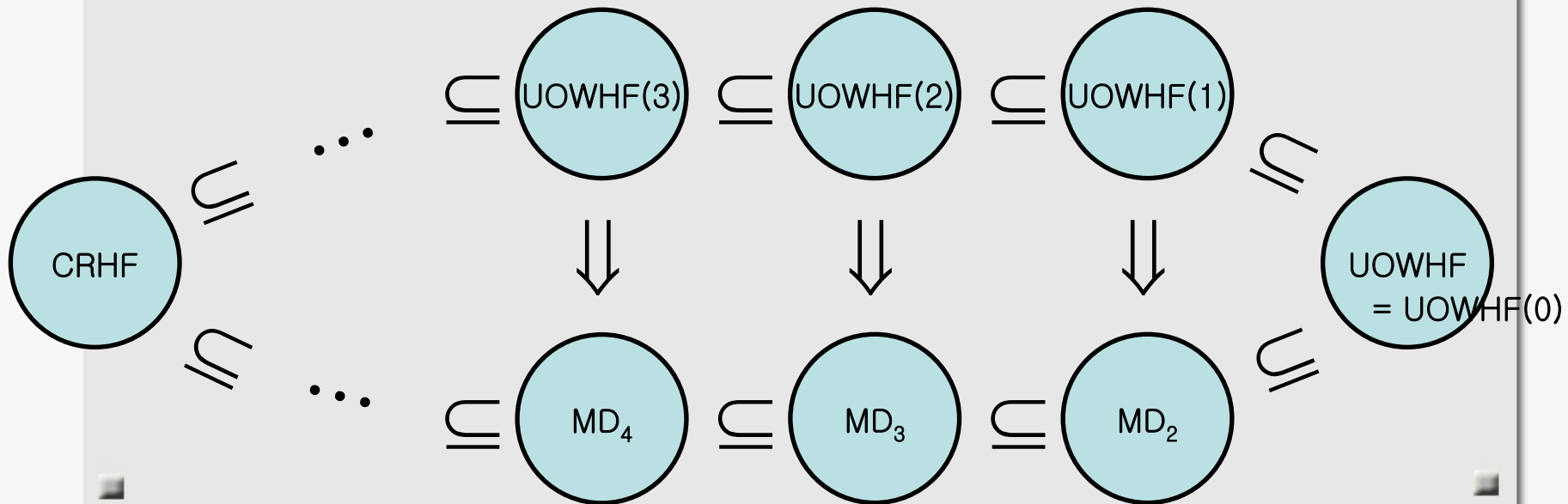
$A_1(Q) \rightarrow (x, \text{State})$

$A_2(K, x, \text{State}) \rightarrow x'$

If  $x \neq x'$  and  $H(K, x) = H(K, x')$  then  $A$  wins the game.

# MD construction and UOWHF(r)

- The following sets of functions are considered under same key space, domain, and range.
  - CRHF = {h : h is CRHF}
  - MD<sub>r</sub> = {h : h and MD<sub>r</sub>[h] is UOWHF}
  - UOWHF(r) = {h : h is UOWHF(r)}



# Theorem 1

- $H : \Sigma^k \times \Sigma^{c+m} \rightarrow \Sigma^c$  is  $(t', \varepsilon')$ -UOWHF( $r$ ).

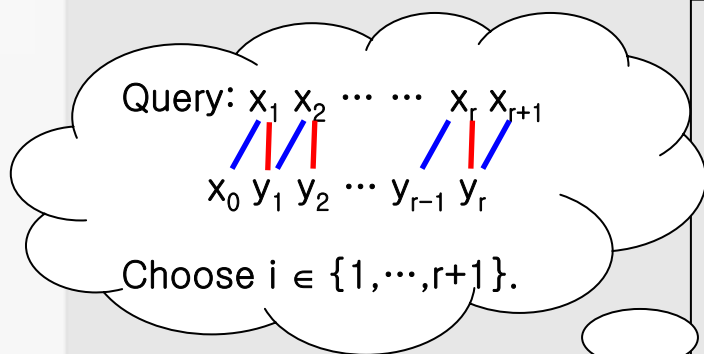


- $MD_{r+1}[H] : \Sigma^k \times \Sigma^{c+(r+1)m} \rightarrow \Sigma^c$  is  $(t, \varepsilon)$ -UOWHF, where
  - $\varepsilon = (r+1)\varepsilon'$  and
  - $t = t' - \Theta(r)(T_H + m + c)$ .

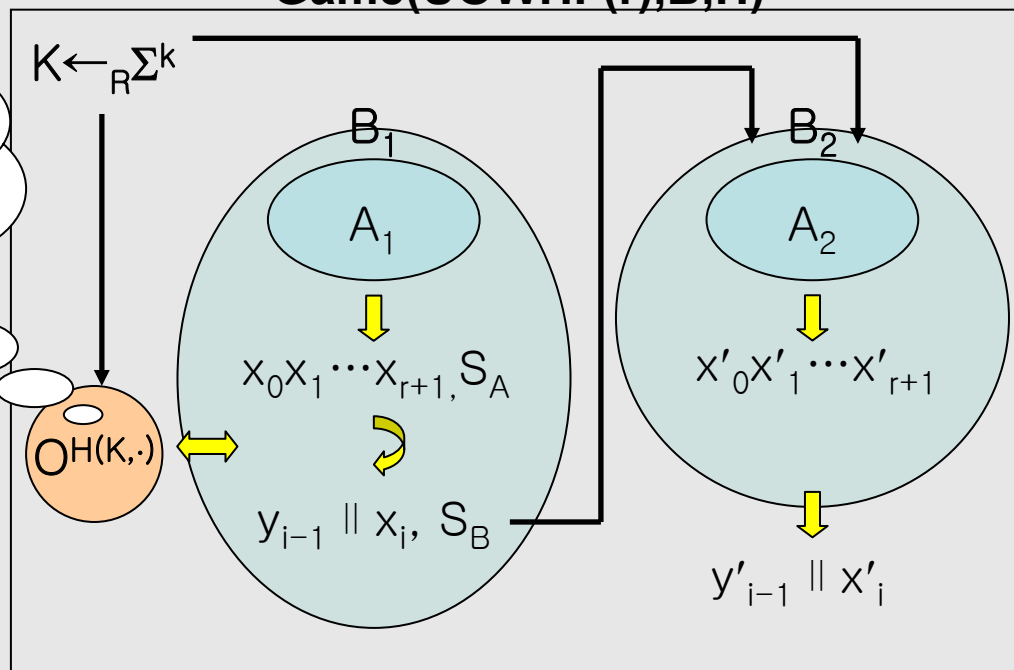


# Proof of Theorem 1

Assume that  $A$  is an adversary for  $MD_{r+1}[H]$  in the UOWHF sense.  
 Build an adversary  $B$  for  $H$  in the UOWHF( $r$ ) sense.



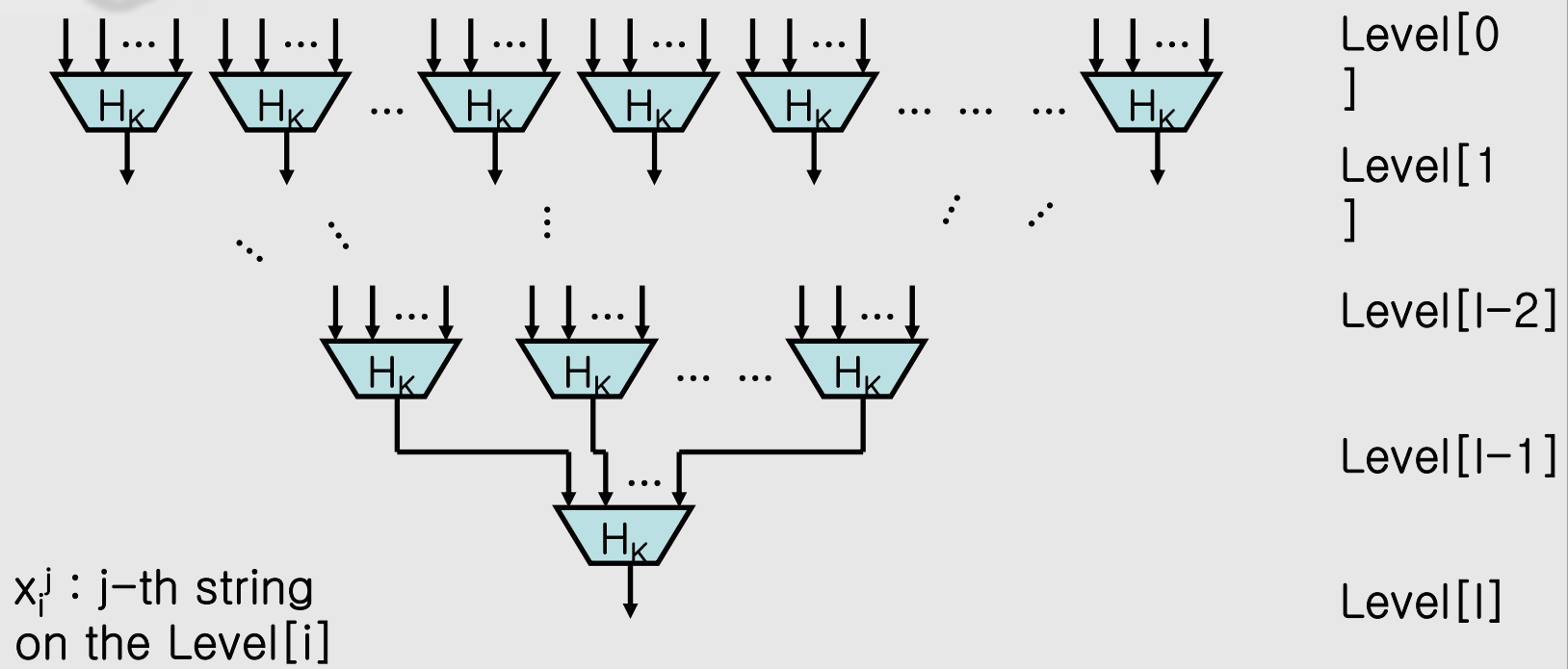
## Game(UOWHF( $r$ ), $B, H$ )



Theorem 1

# Tree Construction

Let  $H : \Sigma^k \times \Sigma^{dc} \rightarrow \Sigma^c$ .  $TR_l[H]$  is as follows.





## Theorem 3

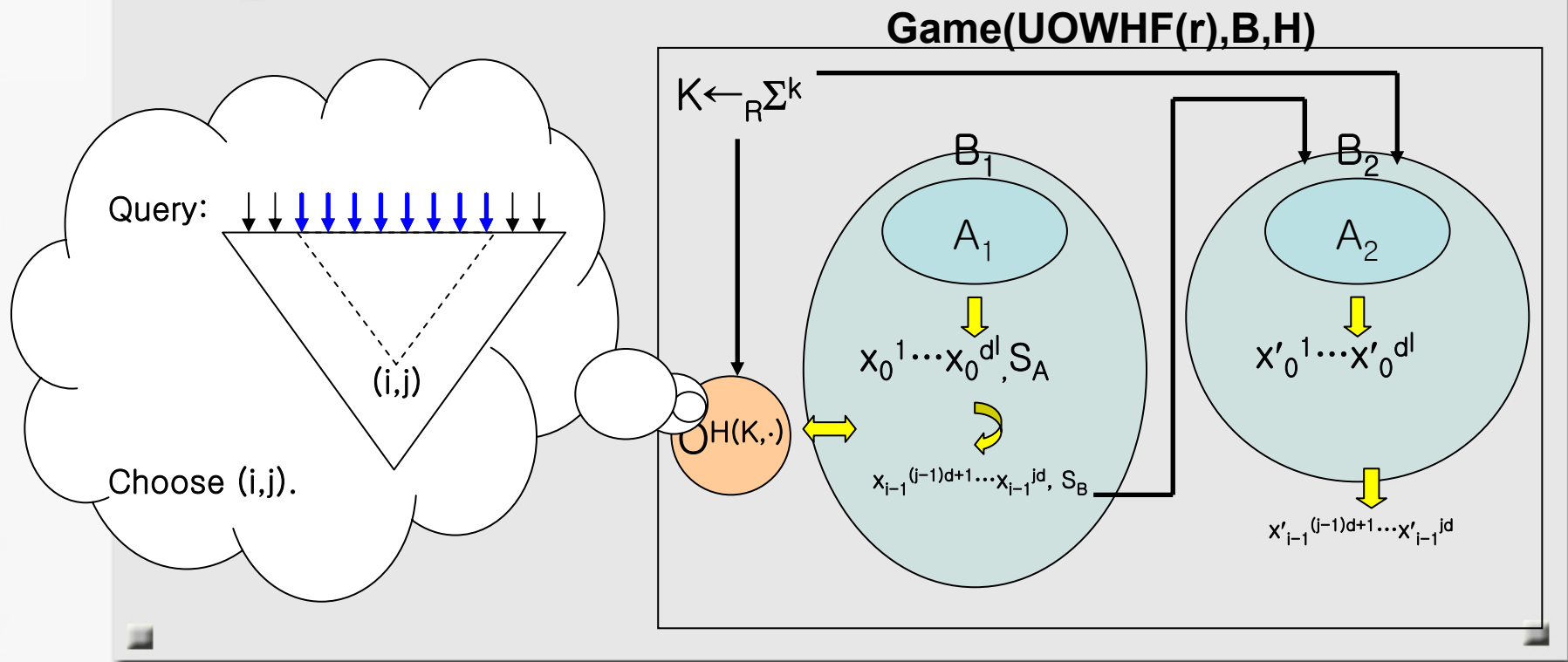
- $H : \Sigma^k \times \Sigma^{dc} \rightarrow \Sigma^c$  is  $(t', \varepsilon')$ -UOWHF( $r$ ).
  - $r = (d^l - d)/(d - 1)$ .



- $TR_1[H] : \Sigma^k \times \Sigma^{cd^l} \rightarrow \Sigma^c$  is  $(t, \varepsilon)$ -UOWHF,  
where
  - $\varepsilon = (r + 1)\varepsilon'$  and,
  - $t = t' - \Theta(d^l)(T_H + dc)$ .

# Proof of Theorem 3

Assume that A is adversary for  $MD_{r+1}[H]$  in the UOWHF sense.  
 Build an adversary B for H in the UOWHF(r) sense.



# Conclusion

- If the order of the underlying UOWHF  $H$  is  $r$ , then  $MD_{r+1}[H]$  is also a UOWHF. If  $MD_{r+1}[H]$  is used as a compression function in any other linear structural constructions, the key size can be reduced with at most a factor of  $(r+1)$ .
- If the order of the underlying UOWHF  $H$  is  $r = (d^l - d)/(d-1)$ , then  $TR_l[H]$  is also a UOWHF. If  $TR_l[H]$  is used as a compression function in any other tree structural constructions, the key size can be reduced with at most a factor of  $l$ .