## Differential and Invertibility Properties of BLAKE

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18 Jan 2010

## Talk Overview

1 Description of BLAKE

2 Results
■ Round-Reduced Near-Collisions

- Impossible Differentials

3 Conclusions

## BLAKE Overview

■ One of the 14 second round SHA-3 candiates
■ HAIFA-like construction (narrow pipe)

- Local wide-pipe compression function


■ BLAKE-32: 32-bit word, 512 -bit state, 10 rounds, 256 -bit digest
■ BLAKE-64: 64 -bit word, 1024-bit state, 14 rounds, 512 -bit digest

## BLAKE's Permutation

$$
\left(\begin{array}{llll}
v_{0} & v_{1} & v_{2} & v_{3} \\
v_{4} & v_{5} & v_{6} & v_{7} \\
v_{8} & v_{9} & v_{10} & v_{11} \\
v_{12} & v_{13} & v_{14} & v_{15}
\end{array}\right)
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1 round = 1 column step followed by 1 diagonal step
Reuse the permutation of ChaCha stream cipher, based on $G$ transform


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## Linearization for BLAKE-32

- $\Delta=0 \times 88888888$, invariant of ratations by 4

■ Linearization: replace addition by xor
■ No-difference goes through > 7

- 1.5 rounds for fee using message modification



## Linearization - linearized G

■ $\Delta=0 x 88888888$, invariant of ratations by 4
$\square$ Linearization: replace addition by xor
■ No-difference goes through > 7
■ 1.5 rounds for fee using message modification


## 4-Round Near Collisions for BLAKE-32



■ Rounds 6-9
■ Time Complexiy: $2^{42}$, with negligible memory

## Impossible Differentials

Miss-in-the-Middle: proof by contradiction that $(\alpha \rightarrow \gamma)$ can not occur,

$$
\alpha \xrightarrow{\text { prob. } 1} \beta \neq \delta \stackrel{\text { prob. } 1}{\longleftrightarrow} \gamma
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Construct long impossible differentials by concatenating:

- probablity 1 differentials
- impossible differentials


## Probablity 1 Differential - 1st


$\Delta=0 \times 800 \ldots 00$, prob $=1$

## Probablity 1 Differential - 2nd


$\Delta=0 \times 800 \ldots 00$, prob $=1$

## Probablity 1 Differential - 3rd


$\Delta=0 \times 800 \ldots 00$, prob $=1$

## 5-round impossible differential for BLAKE-32

Apply miss-in-the-middle to BLAKE-32:

$\xrightarrow[\text { prob. }=1]{2.5 \text { rounds }}$
$\underset{\text { prob. }=1}{2.5 \text { rounds }}$

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|  |  |  |  |

■ Start with $\Delta=0 \times 800 \ldots 00$
■ Differences after 2.5 rounds DO NOT match

## 6-round impossible differential for BLAKE-64

Apply miss-in-the-middle to BLAKE-64:


■ Start with $\Delta=0 \times 800 \ldots 00$
■ Differences after 3 rounds DO NOT match

## Conclusions

- $2^{42} 4$-round near collisions
- Impossible differentials for 5/6-rounds

■ $2^{128 / 2^{256}}$ preimages for 2-round BLAKE-32/64

