

# The hash function family LAKE

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# Hash functions at FSE

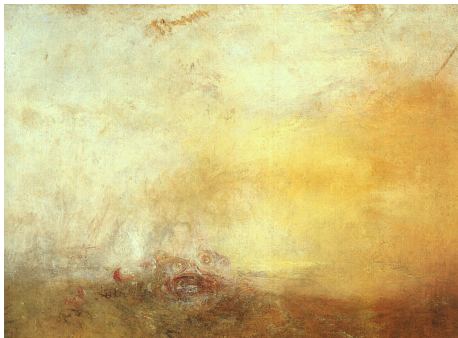
FSE **08**: LAKE

FSE **07**: Grindahl  
→ broken (AC 07)

FSE **06**: FORK-256  
→ broken (FSE 07)

FSE **05**: SMASH  
→ broken (SAC 05)

## DESIGN OF LAKE



# Overview

- ▶ **Family** = LAKE-256 + LAKE-512 + truncated variants
- ▶ HAIFA as iterated mode
- ▶ Built-in randomized hashing

## Key ideas

- ▶ Local “wide-pipe” in the compression function
- ▶ Multiple levels of feedforward
- ▶ Highly modular structure

# HAIFA

≈ Merkle-Damgård with salt and dithering [Biham-Dunkelman 06]

- ▶ **Effective initial value** is

$$H_0 = C(\text{digest bitsize}, IV, 0, 0)$$

- ▶ **Compression function** computes

$$H_i = C(H_{i-1}, M_i, \text{salt}, \# \text{bits hashed so far})$$

- ▶ **Padding** is

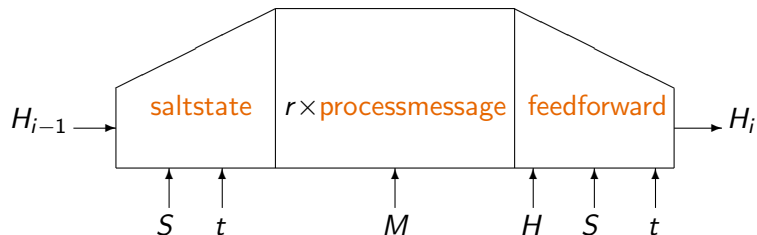
$$1 \parallel 0 \dots 0 \parallel \text{message bitsize} \parallel \text{digest bitsize}$$

## Side advantages over MD

- ▶ Prevents from fixed-point-based attacks
- ▶ Makes “herding attacks” harder

# LAKE's compression function

Input: 8-word chain value  $H$ , 16-word message block  $M$ ,  
4-word salt  $S$ , 2-word index  $t$ .



- ▶ **saltstate stretches** the chain value to 16 words
- ▶ **processmessage transforms** the state bijectively
- ▶ **feedforward shrinks back** with dependence on  $H$ ,  $S$  and  $t$

## The `saltstate` function

Initialization of the 16-word local chain value  $L$ .

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**input**  $H_0 \dots H_7, S_0 \dots S_3, t_0 t_1$

1. **for**  $i = 0, \dots, 7$  **do**  
     $L_i \leftarrow H_i$
2.  $L_8 \leftarrow g(H_0, S_0 \oplus t_0, C_8, 0)$
3.  $L_9 \leftarrow g(H_1, S_1 \oplus t_1, C_9, 0)$
4. **for**  $i = 10, \dots, 15$  **do**  
     $L_i \leftarrow g(H_i, S_i, C_i, 0)$

**output**  $L_0 \dots L_{15}$

---

- ▶ Injective mapping
- ▶ Uses 32-bit constants  $C_8, \dots, C_{15}$

# The `processmessage` function

Message-dependent bijjective transform of  $L$ .

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**input**  $L_0 \dots L_{15}, M_0 \dots M_{15}, \sigma$

1.  $F \leftarrow L$
2. **for**  $i = 0, \dots, 15$  **do**  
     $L_i \leftarrow f(L_{i-1}, L_i, M_{\sigma(i)}, C_i)$
3. **for**  $i = 0, \dots, 15$  **do**  
     $L_i \leftarrow g(L_{i-1}, L_i, F_i, L_{i+1})$

**output**  $L = L_0 \dots L_{15}$

---

- ▶ 8 rounds in LAKE-256, 10 rounds in LAKE-512
- ▶ Uses a permutation  $\sigma$  and constants  $C_0, \dots, C_{15}$



# The **feedforward** function

Compression of the final  $L$  to the new global chain value.

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**input**  $L_0 \dots L_{15}, H_0 \dots H_7, S = S_0 \dots S_3, t_0 t_1$

1.  $H_0 \leftarrow f(L_0, L_8, S_0 \oplus t_0, H_0)$

2.  $H_1 \leftarrow f(L_1, L_9, S_1 \oplus t_1, H_1)$

3. **for**  $i = 2, \dots, 7$  **do**  
     $H_i \leftarrow f(L_i, L_{i+8}, S_i, H_i)$

**output**  $H_0 \dots H_7$

---

- ▶ 14 words are feedforward
- ▶ Parallelizable into 8 branches

# The $f$ function

For LAKE-256:

$$f(a, b, c, d) = [a + (b \vee C_0)] + ([c + (a \wedge C_1)] \ggg 7) \\ + ([b + (c \oplus d)] \ggg 13)$$

- ▶ Used in the round function and for global feedforward
- ▶ Fast and constant-time operators
- ▶ Fast diffusion of changes accross words
- ▶ Double input of  $a, b, c$  limits absorption by  $\vee$  and  $\wedge$

# The $g$ function

For LAKE-256:

$$g(a, b, c, d) = [(a + b) \ggg 1] \oplus (c + d)$$

- ▶ Used in the round function for local feedforward
- ▶ Very fast, parallelizable
- ▶ Basic diffusion of changes
- ▶ 1-bit rotation breaks up the byte structure; faster than multibit rotation on some CPU's

# Parameters choice

- ▶ Bitsizes of digest/message to suit standard API's
- ▶ Conservative round numbers (8, 10)
- ▶ 128-bit salt (resp. 256) seems sufficient
- ▶ 64-bit index (resp. 128) seems sufficient

## SECURITY COUNTERMEASURES



# Against side-channel attacks

To prevent from:

- ▶ Timing attacks
- ▶ Power attacks

Countermeasures:

- ▶ No S-boxes (risk of cache attacks)
- ▶ Constant-time operators ( $+$ ,  $\oplus$ ,  $\vee$ ,  $\wedge$ ,  $\ggg k$ )
- ▶ Constant-distance rotations
- ▶ No (input-dependent) branchings
- ▶ No (input-dependent) loads/stores' addresses

# Against conventional attacks

- ▶ Wide-pipe makes local collisions impossible
- ▶ Feedforwards: inversion resistance and complex structure
- ▶ Modular structure facilitates analysis
- ▶ No trivial fixed-points

## Obstacles to differential analysis

- ▶ No shift register, to complicate “perturb-and-correct”
- ▶ Linear approximations of  $f$  and  $g$  made difficult
- ▶ High number of message inputs: 128 vs. 64 in SHA-256
- ▶ Flow dependence

# Attacking LAKE

## Best attacks known:

- ▶ One-round collisions with distinct salts or IV's
- ▶ One-round low-weight differential
- ▶ Two-round statistical distinguisher

## Conjectured:

- ▶ LAKE-256 and LAKE-512 preimage and collision resistant
- ▶ Salt-indexed function families pseudorandom, unpredictable



# Attacking LAKE

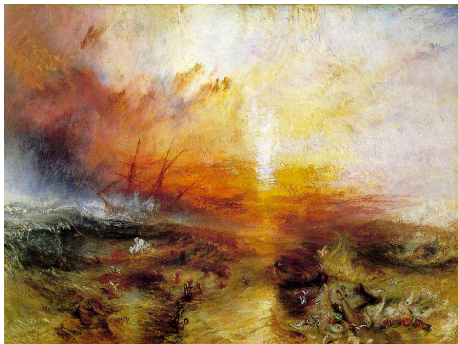
## Multiple attack scenarios:

- ▶ Chosen/fixed salt/IV attacks,
- ▶ Compression function with free index
- ▶ Fixed-points/collisions for processmessage

## Consider simplified versions:

- ▶ Reduce the number of rounds
- ▶ Replace  $f$  by  $g$
- ▶ Change rotation distances
- ▶ Use constant constants  $C_0 = \dots = C_{15}$
- ▶ Use only the trivial permutation

## PERFORMANCE



# Algorithmic complexities

## LAKE-256 vs. SHA-256

Arithmetic operations:

- ▶ 1908 vs. 2232 in total
- ▶ 952 vs. 600 integer additions
- ▶ 276 vs. 640 XOR's
- ▶ 136 vs. 320 AND's
- ▶ 136 vs. 0 OR's
- ▶ 408 vs. 576 rotations
- ▶ 0 vs. 96 shifts

# Memory

## LAKE-256 vs. SHA-256

Memory (bytes):

- ▶ 64 vs. 256 for constants
- ▶ 128 vs. 224 for local variables

# Benchmarks

## LAKE-256 vs. SHA-256

“Moderately” optimized C code for both, gcc 4.1.2, Linux 2.6.19

Estimates of the median cycle count for the compression function:

- ▶ Athlon 800 MHz: 2700 vs. 3000 (42 vs. 50 cycles/byte)
- ▶ Pentium 4 1500 MHz: 3600 vs. 4000 (56 vs. 63 cycles/byte)
- ▶ Pentium 4 2400 MHz: 3300 vs. 3900 (52 vs. 61 cycles/byte)

## QUESTIONS



# FAQ

Will you submit LAKE to NIST?

→ *We may submit something based on.*

What about hardware efficiency?

→ *Implementation is in progress.*

Why an explicit salt when exist generic methods (IV, RMX)?

→ *To avoid weak home-brewed modes and encourage the use of randomized hashing.*

Where can I get a source code of LAKE?

→ *Email me.*

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