

# Time-memory Trade-offs Applied to Non-uniform Distributions

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# SUMMARY

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Motivations



Hellman's TMT0



Real Life Example



Interleaved TMT0s



Conclusion

# MOTIVATIONS

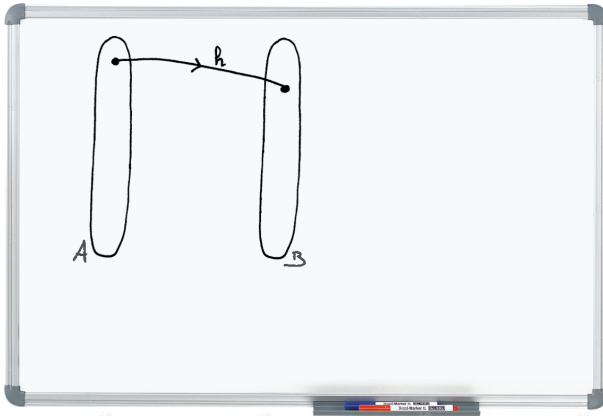
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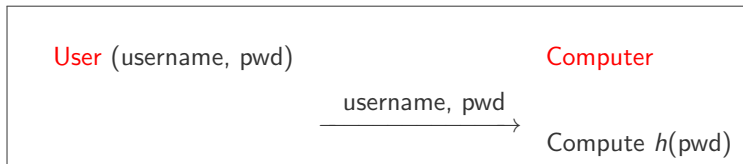
- Motivations
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# One-way Function

Function  $h : A \rightarrow B$  that is **easy to compute** on every input, but **hard to invert** given the image of an arbitrary input.



# Example: Password-based Authentication



|                       |                   |
|-----------------------|-------------------|
| username <sub>1</sub> | $h(\text{pwd}_1)$ |
| username <sub>2</sub> | $h(\text{pwd}_2)$ |
| username <sub>3</sub> | $h(\text{pwd}_3)$ |
| ⋮                     | ⋮                 |
| username <sub>N</sub> | $h(\text{pwd}_N)$ |

- **Online exhaustive search:**
  - Computation:  $N := |A|$
  - Storage: 0
  - Precalculation: 0
  
- **Precalculated exhaustive search:**
  - Computation: 0
  - Storage:  $N$
  - Precalculation:  $N$

# HELLMAN'S TMTO

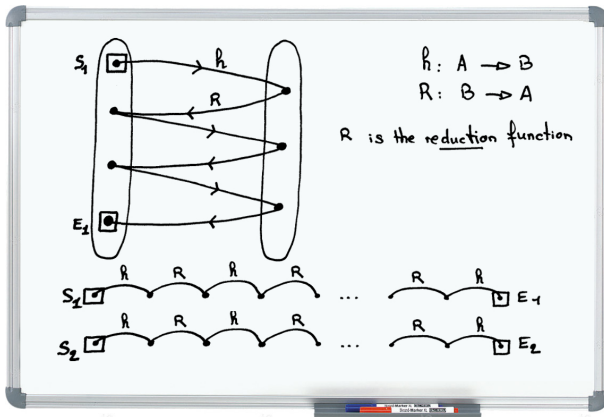
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# Precalculation Phase

- Martin Hellman's cryptanalytic time-memory trade-off (1980).
- **Precalculation phase** to speed up the **online attack**:  $T \propto \frac{N^2}{M^2}$



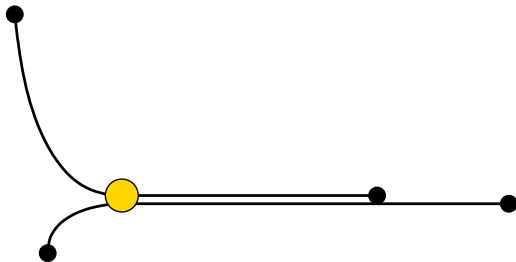


# Reduction Functions

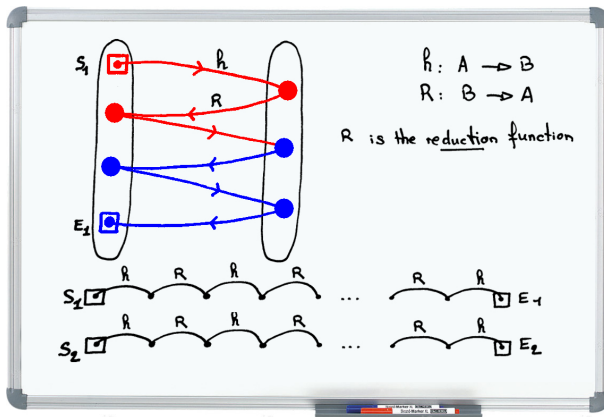
- $R : B \rightarrow A$  is used to map a point from  $B$  to  $A$  **arbitrarily**
- It should be **fast** to compute (w.r.t.  $h$ )
- $R$  should be **surjective**.
- $R$  should be **deterministic**.
- $\forall a \in A, |R^{-1}(a)| \approx \frac{|B|}{|A|}$
- Typically,  $R : b \mapsto b \bmod N$ .

# Coverage and Collisions

- **Collisions** occur during the precalculation phase.
- **Many tables** with different reduction functions.

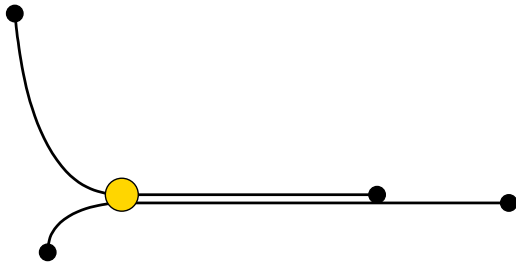


# Online Attack



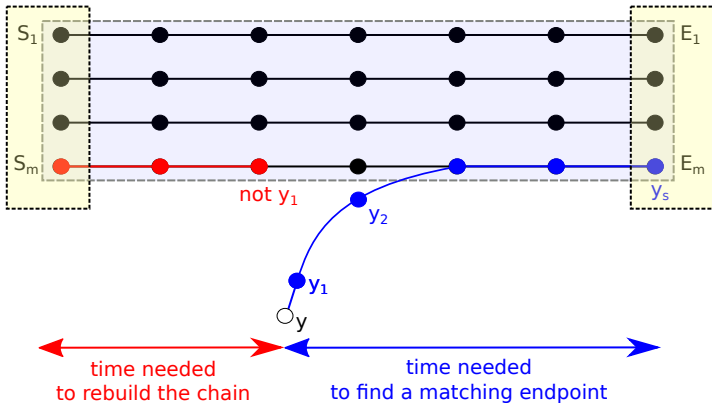
## Collisions during the Online Phase

- **Collisions** occur between online chain and precalculated ones.



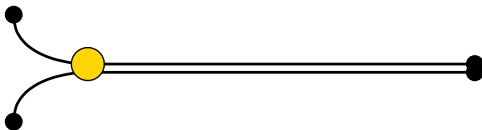
# Online Attack (Recap)

- Given one output  $y \in B$ , we compute  $y_1 := R(y)$  and generate a chain starting at  $y_1$ :  $y_1 \xrightarrow{f} y_2 \xrightarrow{f} y_3 \xrightarrow{f} \dots y_s$



# Oechslin's Rainbow Tables (2003)

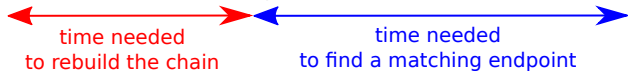
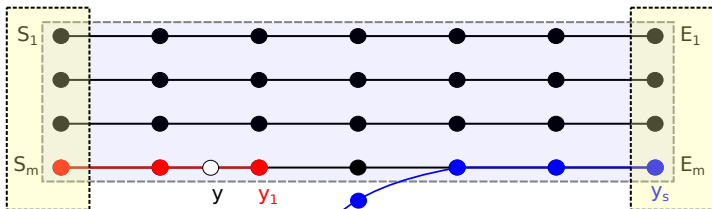
- Use a different reduction function per column: **rainbow tables**.
- Invert  $h : A \rightarrow B$ .
- Define  $R_i : B \rightarrow A$  arbitrary (**reduction**) functions.
- If 2 chains collide in different columns, they don't merge.
- If 2 chains collide in same column, merge can be detected.



# Online Procedure is More Complex

Given one output  $y \in B$ , we compute  $y_1 := R(y)$  and generate a chain starting at  $y_1$ :

$$y_1 \xrightarrow{f_{t-s}} y_2 \xrightarrow{f_{t-s+1}} y_3 \xrightarrow{f_{t-s+2}} \dots y_s$$



# Success Probability of a Table is Bounded

## Theorem

*Given  $t$  and a sufficiently large  $N$ , the expected maximum number of chains per perfect rainbow table without merge is:*

$$m_{\max}(t) \approx \frac{2N}{t+1}.$$

## Theorem

*Given  $t$ , for any problem of size  $N$ , the expected maximum probability of success of a single perfect rainbow table is:*

$$P_{\max}(t) \approx 1 - \left(1 - \frac{2}{t+1}\right)^t$$

*which tends toward  $1 - e^{-2} \approx 86\%$  when  $t$  is large.*



# Average Cryptanalysis Time

## Theorem

Given  $N$ ,  $m$ ,  $\ell$ , and  $t$ , the average cryptanalysis time is:

$$T = \sum_{\substack{k=1 \\ c=t-\lfloor \frac{k-1}{\ell} \rfloor}}^{k=lt} p_k \left( \frac{(t-c)(t-c+1)}{2} + \sum_{i=c}^{i=t} q_i i \right) \ell +$$

$$\left( 1 - \frac{m}{N} \right)^{lt} \left( \frac{t(t-1)}{2} + \sum_{i=1}^{i=t} q_i i \right) \ell$$

where

$$q_i = 1 - \frac{m}{N} - \frac{i(i-1)}{t(t+1)}.$$

# REAL LIFE EXAMPLE

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# Windows NT LM Hash (Results)

Cracking a **7-char (max) alphanumerical password** (NT LM Hash)  
on a PC. Size of the problem:  $N = 2^{41.7}$ .

|                     | Brute Force           | TMTO                  |
|---------------------|-----------------------|-----------------------|
| Online Attack (op)  | $1.78 \times 10^{12}$ | $4.48 \times 10^7$    |
| Time                | <b>99 hrs</b>         | <b>9.0 sec</b>        |
| Precalculation (op) | 0                     | $6.29 \times 10^{14}$ |
| Time                | 0                     | 1458 days             |
| Storage             | 0                     | 16 GB                 |

# INTERLEAVED TMTOS

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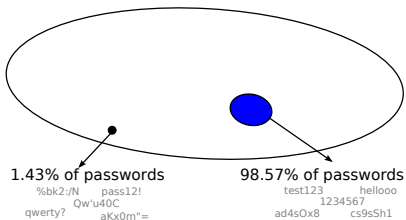
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# Interleaving Rational

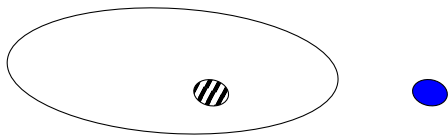
- A TMTD treats all possible preimages equally.
- What if preimages have a **non-uniform distribution**?
- Typical use case: passwords

| Charset                          | Set Size              | Proportion |
|----------------------------------|-----------------------|------------|
| Alphanum (length 1-7)            | $4.31 \times 10^{12}$ | 98.57%     |
| AN + 34 special char. (length 7) | $7.16 \times 10^{13}$ | 1.43%      |

Source: statistics on the RockYou dataset

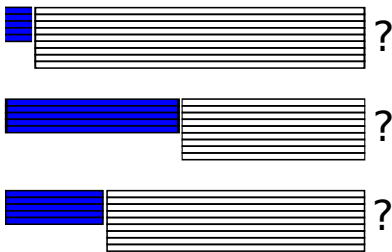


# Interleaving Concept



Input space is **partitioned** A TMT0 is built for each subspace  
Sequential search may be fine but is not the best solution  
Instead, order of search is **interleaved** Interleaving order is computed such that it minimizes average time

# Interleaving Memory Division



How to divide the memory between sub-TMTO's ? Grid search or metaheuristic search for the average time In this case: speedup of 16.45 w.r.t. single TMTO

# CONCLUSION

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# Limits and Strength of TMTOs

- A TMTO is **never better** than a brute force.
- TMTO makes sense in several **scenarios**.
  - Attack repeated several times.
  - Lunchtime attack.
  - Attacker is not powerful but can download tables.
- Two **conditions** to perform a TMTO.
  - Reasonably-sized problem.
  - One-way function (or equivalent problem).
- **Interleaving** is efficient when considering a non-uniform distribution: **cracking passwords**, **deanonymization** (hashed email or mac address).