## Fast Arithmetization-Friendly Hashing

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23.04.2023


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## Domain Specific Symmetric Primitives

- Modern cryptographic protocols
- ZKP: Hash functions in Computational Integrity Proof Systems
- MPC: Multiple parties jointly compute a function on private input
- HE: Compute on encrypted data
- Symmetric Primitives are useful in these protocols
- ... but have different design criteria:
- Prime fields
- Minimizing multiplicative complexity/depth

Many new primitives designed

## Domain Specific Symmetric Primitives

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$\Rightarrow$ Many new primitives designed


## Computational Integrity Proof Systems

- Prove that something has been computed correctly
- Program, hash function, Merkle-tree
- Potentially with zero-knowledge
- Many use cases involve hash functions
- Arithmetization
- Convert program to proof system representation
- Traditional hash functions often have inefficient representation
$\Rightarrow$ New hash functions:
- Poseidon, Rescue, Griffin, Reinforced Concrete, ...


## Design Criteria

- Depends on proof system
- Low number of multiplication (e.g., R1CS, Plonk)
- Low-degree representation and low-depth (e.g, AIR)
- Low number of additions (e.g., original Plonk)
- Recently:
- Support for lookup tables
- Use cases:
- Plain performance often bottleneck!


## Symmetric Function Concepts in the Past

## Type 1

"low degree only"

- Low-degree

$$
y=x^{d}
$$

- Low-degree equivalence
- Lookup tables
$y=x^{1 / d} \Rightarrow x=y^{d}$
- Slow in Plain
- Fewer rounds
- Fewer constraints
= Descue, Grifrin, Anemol
$y=T[x]$
- Fast in Plain
- Many rounds
- Often more constraints
- Poseidon, Poseidon2, Neptune, GMiMC

Type 3
"lookups"

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Type 2
"non-procedural", "fluid"

Type 3 "lookups"

- Low-degree equivalence - Lookup tables

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- Slow in Plain
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- Rescue, Griffin, Anemoi
- Very fast in Plain
- Fven fewer rounds $\square$
- Reinforced Concrete, Tip5


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- Slow in Plain
- Fewer rounds
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- Rescue, Griffin, Anemoi
- Very fast in Plain
- Even fewer rounds
- Constraints depend on proof system
- Reinforced Concrete, Tip5


## Goal

- New Hash function:
- Efficient plain performance
- Implementable without lookup tables to resist side-channel attacks
- Efficient proof system representation
- Focus on FRI-based proof systems
- Prime-field with fast modular reductions!
- Particular: $p=2^{64}-2^{32}+1$
- Allows lookup arguments for less constraints
$\Rightarrow R C_{p}$ (with $p=2^{64}-2^{32}+1$ )


## RC \#

Reinforced Concrete

- First arithmetization friendly hash function optimized for lookup tables
- 3 types of layer:
- Concrete: Linear mixing
- Bricks: Arithmetic non-linear layer
- Bars: Decomposition and lookup table
- Lookup represents repeated $(x+a)^{d}$


## Reinforced Concrete (cont.)

- Faster than any previously published arithmetization oriented hash function
- When using lookup tables
- But still significantly slower than, e.g., SHA-3
- Problems:
- Fixed statesize $t=3$
$\Rightarrow$ large prime fields $\left(\log _{2}(p)=256\right)$
- Decomposition is slow and difficult to generalize
- Arithmetic function in lookup table
- Slow without lookup table
- Only efficient in proof systems with lookup tables


## The $\mathrm{RC}_{p}$ Permutation

Let statesize $t \geq 8, t=4 \cdot t^{\prime}$, one round is given as:


Bricks

- Arithmetic non-linear layer constructed from a quadratic Feistel

$$
\operatorname{Bricks}\left(x_{0}, x_{1}, \ldots, x_{t-1}\right):=\left(x_{0}, x_{1}+x_{0}^{2}, x_{2}+x_{1}^{2}, \ldots, x_{t-1}+x_{t-2}^{2}\right) .
$$



- Cheap in plain
- Cheap in proof systems
- Small number of multiplication, low-degree polynomials
- Good statistical properties ( $x^{2}$ has DP $_{\max }=1 / p$ )

Concrete

- Affine layer $M \cdot x+c^{(i)}$
- Matrix used in Griffin [GHR+22]

$$
\begin{aligned}
M & =\operatorname{circ}\left(2 \cdot M_{4}, M_{4}, \ldots, M_{4}\right) \in \mathbb{F}_{p}^{t \times t}, \\
& =\left[\begin{array}{cccc}
2 \cdot M_{4} & M_{4} & \ldots & M_{4} \\
M_{4} & 2 \cdot M_{4} & \ldots & M_{4} \\
\vdots & & \ddots & \vdots \\
M_{4} & M_{4} & \ldots & 2 \cdot M_{4}
\end{array}\right]
\end{aligned}
$$

$\ldots$ where $M_{4}$ is a $4 \times 4$ MDS matrix

## Concrete (cont.)

- Matrix very cheap in plain
- $M_{4}$ computable by few additions only
- Also true for full matrix $M$
- Good statistical properties:

$$
M_{4}=\left(\begin{array}{llll}
5 & 7 & 1 & 3 \\
4 & 6 & 1 & 1 \\
1 & 3 & 5 & 7 \\
1 & 1 & 4 & 6
\end{array}\right)
$$

- Branch number is $t / 4+4$
$\Rightarrow$ Together with Bricks provides statistical security


## Bars

- Binary non-linear layer
- Decompose $\rightarrow$ S-box $\rightarrow$ Compose
- Decomposition / Composition
> $x \Leftrightarrow 2^{48} x_{3}+2^{32} x_{2}+2^{16} x_{1}+x_{0}$ ...i.e., split into 16-bit words
> - $\chi$-like $S$-box: $y=S(x)$ : $S(x)=x \oplus((\bar{x} \lll 1) \odot(x \lll 2) \odot(x \lll 3))$, Provides algebraic security



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## $\Rightarrow$ Provides algebraic security

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## Bars (cont.)

- Binary S-box in $\mathbb{F}_{p}$ hash function
- Cheap in proof system due to lookup table
- Cheap in plain due to fast vectorized implementation
- Provides good algebraic properties
- Well-defined over $\mathbb{F}_{p}$ ?

```
p=2 24}-\mp@subsup{2}{}{32}+1:\quadp-1=0xFFFF FFFF 0000000
If S(0xFFFF) = 0xFFFF and S(0x0000) = 0x0000:
- Bars(p-1)=p-1
| Bars}(x)<p-1\quad\forallx\in\mp@subsup{\mathbb{F}}{p}{}<p-
| ...since nothing except 0xFFFF can map to 0xFFFF
```


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- Well-defined over $\mathbb{F}_{p}$ ?
- $p=2^{64}-2^{32}+1: \quad p-1=0 x F F F F$ FFFF 00000000
- If $S(0 x F F F F)=0 x F F F F$ and $S(0 x 0000)=0 \times 0000$ :
- $\operatorname{Bars}(p-1)=p-1$
- $\operatorname{Bars}(x)<p-1 \quad \forall x \in \mathbb{F}_{p}<p-1$
- ...since nothing except 0xFFFF can map to 0xFFFF


# Security Analysis D 

(Work in progress)

## Algebraic Properties of Bars

- Ideally: Bars represented by dense and high-degree polynomials
- Experiments on smaller, similar primes with $p=2^{n}-2^{m}+1$ :
- Bars provides maximum degree $\left(\approx 2^{n}\right)$
- Density of polynomials > 99\%
$\Rightarrow 2$ Bars for dense polynomials with degree $2^{128}$ with $p \approx 2^{64}$
$\Rightarrow 4$ Bars required for Meet-in-the-middle attacks
- Lower bounds proven in paper
- Bars has degree $\geq 2^{57}$ over $\mathbb{F}_{p}$
- Bars $^{-1}$ has degree $>2^{47}$ over $\mathbb{F}_{n}$
$\Rightarrow 6$ Bars more than enough


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## Statistical Attacks

- We just consider Concrete and Bricks
- Differential attacks:
- Each active $x \mapsto x^{2}$ map has $\mathrm{DP}_{\text {max }}=1 / p$
- Main issue: $x_{0} \mapsto x_{0}$ in Bricks
- We show that two consecutive rounds have $D P \leq p^{-t / 8-1 / 2}$
$\Rightarrow 6$ rounds have DP $\leq 2^{-256}($ for $t \geq 8)$
- Other attacks:
- Rebound attack, truncated differential attacks, ..
- Work in progress...


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## Security Analysis (cont.)

- Open points:
- Full statistical analysis
- Analysis/experiments for Gröbner basis attacks
- Preliminary Number of Rounds:

| Security (bits) | $r$ |
| :--- | ---: |
| 80 | 7 |
| $\mathbf{1 2 8}$ | $\mathbf{8}$ |
| 196 | 10 |
| 256 | 12 |

Performance 늑

## Modes of operation

- 2:1 compression:
- $t=8$ is sufficient!
- E.g., for Merkle-tree with fixed depth
- General purpose hashing:
- Use a sponge $t>=12$
- 4 words for capacity



## Performance Summary

- Used prime field allows cheap/fast modular reduction
- Only $2 t$ - 1 modular reductions per round
- Before Bars
- After squares in Bricks
- Bars efficiently vectorizable without lookup tables
- Cheap side channel resistant implementation possible
- Use lookup tables in proof system
- Concrete chosen to minimize number of additions
- No multiplications required!


## Plain Performance (for 8 Rounds)

Table: Plain performance comparison implemented in Rust.

| Hashing algorithm | Time (ns) |  |  |
| :--- | ---: | ---: | ---: |
|  | $t=8$ | $t=12$ |  |
| RC $p$ | 147.6 | 237.5 |  |
| Tip5 $(t=16)$ |  |  | 487.0 |
| Tip4 | - | 252.0 |  |
| PosEIDoN | 2011.2 | 3510.5 |  |
| Poseidon2 | 973.0 | 1361.8 |  |
| Reinforced Concrete (BN254, $t=3)$ |  |  | 1467.1 |
| SHA3-256 |  |  | 189.8 |
| SHA-256 |  |  | 45.3 |
| Concrete | 17.8 | 29.2 |  |
| Bricks | 14.4 | 22.5 |  |
| Bars | 12.2 | 16.9 |  |

## Constant Time Performance (for 8 Rounds)

- Resisting side-channel attacks is important, even in ZK use cases
- E.g., recently shown at Usenix by [TBP20]
- Benchmarks when replacing fast modular reduction with constant time one:

| Hashing algorithm | Time (ns) |  |
| :--- | ---: | ---: |
|  | $t=8$ | $t=12$ |
| $\mathrm{RC}_{p}$ | 358.1 | 535.9 |
| PoSEIDON | 4135.0 | 6960.4 |
| Poseidon2 | 2011.0 | 2695.5 |
| Concrete | 34.6 | 50.1 |
| Bricks | 17.7 | 29.6 |
| Bars | 12.2 | 20.0 |

- Unrolling S-box for Reinforced Concrete, Tip5, Tip4' likely very expensive


## Proof System Performance - Plonkish

- Bricks:
- $t-1$ polynomial constraints of degree 2
- Bars:
- Decompostion: $t$ linear constraints
- $4 t$ lookup constraints for $S(x)$
- $2 t$ polynomial constraints (degree 2 ) to ensure decompositions are $\in \mathbb{F}_{p}$
- Total for $R$ rounds:
- $4 t R$ lookup constraints
- $t R$ linear constraints
- $3 t R$ polynomial constraints of degree 2


## Proof System Performance - Plonkish (cont.)

- $\quad R C_{p}$ with 8 rounds for $t=8$ :
- $32 t=256$ lookup constraints
- $8 t=64$ linear constraints
- $24 t=192$ polynomial constraints of degree 2
$\Rightarrow \approx 64 t=512$ constraints of degree $\leq 2$
- Poseidon/Poseidon2 for $p=2^{64}-2^{32}+1$ and $t=8$
- General: $t \cdot R_{F}+R_{p}-t+1$ constraints of degree $d$
- $7 t+23=79$ constraints of degree 7
- Or: $28 t+92=316$ constraints of degree 2
$\Rightarrow R C_{p}$ has less degree- 2 constraints, more in total


## Conclusion

- New hash function $\mathrm{RC}_{p}$
- Efficient in plain and in proof systems
- Plain performance faster than SHA-3!
- Side-channel resistant and allows constant time implementations
- Design based on two different non-linear layers
- Bricks: Arithmetic non-linear layer based on Feistel
- Bars: Binary non-linear layer based on decomposition and $\chi$
- Currently fastest arithmetization friendly hash function
- Generalized description for other primes in paper (to appear soon ${ }^{\top M}$ )


## Questions

## Fast Arithmetization-Friendly Hashing

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