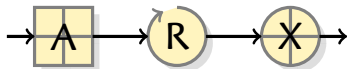


Differential Attacks against ARX Designs

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Early Symmetric Crypto 2013



References



G. L.

Analysis of Differential Attacks in ARX Constructions
[Asiacrypt 2012](#)



G. L.

Construction of Differential Characteristics in ARX Designs
Application to Skein
[ePrint 2012/668](#)

ARX Constructions

Two main categories of designs in symmetric cryptography:

ARX designs

- ▶ Additions, Rotations, Xors
- ▶ Inspired by MD/SHA
- ▶ Lots of light rounds

SBox designs

- ▶ S-Boxes and Linear Layers
- ▶ Inspired by the AES
- ▶ Few heavy rounds

ARX designs

- ▶ Hash: Skein, BLAKE (2 of the 5 SHA-3 finalists)
- ▶ Stream: Salsa20, ChaCha
- ▶ Block: TEA, XTEA, HIGHT
- ▶ SipHash

Differential attacks against ARX

- ▶ Most of the cryptanalysis of ARX designs is **bit-twiddling**
 - ▶ As opposed to SBox based designs

- ▶ Building/Verifying differential trails for ARX designs is **hard**
 - ▶ Many trails **built by hand**
 - ▶ Problems with MD5 and SHA-1 attacks [Manuel, DCC 2011]
 - ▶ Problems with differential trails
 - ▶ SHACAL [Wang, Keller & Dunkelman, SAC 2007]
 - ▶ Problems reported with boomerang attacks (incompatible trails):
 - ▶ HAVAL [Sasaki, SAC 2011]
 - ▶ SHA-256 [BLMN, Asiacrypt 2011]

- ▶ Some tools are described in literature, but many are not public

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S-system Analysis

Verifying characteristics

Building characteristics

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Introduction

Differential characteristics

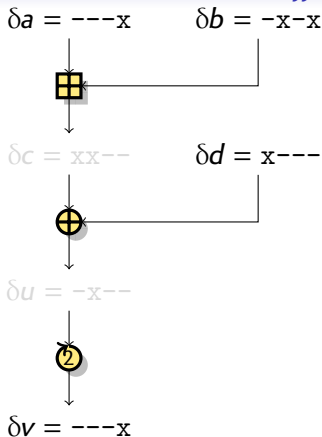
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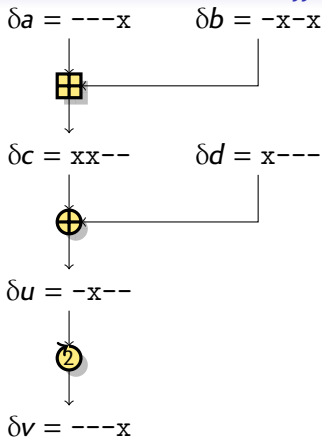
Differential Characteristic



$$\begin{aligned}
 c &= a + b \\
 u &= c + d \\
 v &= u \lll 2
 \end{aligned}$$

- ▶ Choose a **difference** operation: \oplus
- ▶ A **differential** only specifies the input and output difference
- ▶ A **differential characteristic** specifies the difference of each internal variable
- ▶ Compute **probability** for each operation

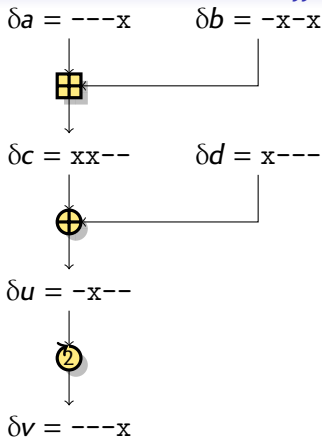
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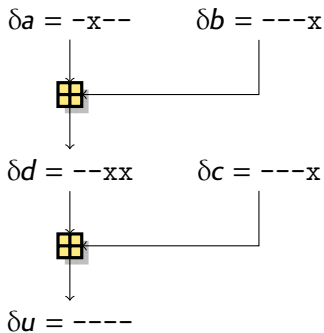
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Problems with Xor-Characteristics



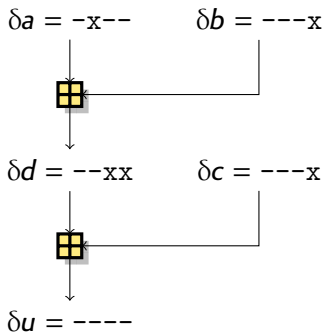
$$\begin{array}{l} c = a + b \\ u = c + d \end{array}$$

▶ Probability: $2^{-3} \cdot 2^{-2}$

▶ Obviously wrong if you consider modular differences

- ▶ $\delta a \rightsquigarrow \pm 4$
- ▶ $\delta b \rightsquigarrow \pm 1$
- ▶ $\delta c \rightsquigarrow \pm 1$

Problems with Xor-Characteristics



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- ▶ Obviously wrong if you consider modular differences
 - ▶ $\delta a \rightsquigarrow \pm 4$
 - ▶ $\delta b \rightsquigarrow \pm 1$
 - ▶ $\delta c \rightsquigarrow \pm 1$

Signed difference

- ▶ A trail defines a set of **good pairs**:

- ▶ $x^{[i]} \oplus x'^{[i]} = 0 \quad \Leftrightarrow \quad (x^{[i]}, x'^{[i]}) \in \{(0, 0), (1, 1)\}$

- ▶ $x^{[i]} \oplus x'^{[i]} = 1 \quad \Leftrightarrow \quad (x^{[i]}, x'^{[i]}) \in \{(0, 1), (1, 0)\}$

- ▶ Wang introduced a **signed difference**:

- ▶ $\delta(x^{[i]}, x'^{[i]}) = 0 \quad \Leftrightarrow \quad (x^{[i]}, x'^{[i]}) \in \{(0, 0), (1, 1)\}$

- ▶ $\delta(x^{[i]}, x'^{[i]}) = +1 \quad \Leftrightarrow \quad (x^{[i]}, x'^{[i]}) \in \{(0, 1)\}$

- ▶ $\delta(x^{[i]}, x'^{[i]}) = -1 \quad \Leftrightarrow \quad (x^{[i]}, x'^{[i]}) \in \{(1, 0)\}$

- ▶ Captures both xor difference and modular difference

- ▶ Generalized constraints

[De Cannière & Rechberger 06]

Generalized constraints [De Cannière & Rechberger 06]

		(x, x') : (0, 0) (0, 1) (1, 0) (1, 1)			
?	<i>anything</i>	✓	✓	✓	✓
-	$x = x'$	✓	-	-	✓
x	$x \neq x'$	-	✓	✓	-
0	$x = x' = 0$	✓	-	-	-
u	$(x, x') = (0, 1)$	-	✓	-	-
n	$(x, x') = (1, 0)$	-	-	✓	-
1	$x = x' = 1$	-	-	-	✓
#	<i>incompatible</i>	-	-	-	-
3	$x = 0$	✓	✓	-	-
5	$x' = 0$	✓	-	✓	-
7		✓	✓	✓	-
A	$x' = 1$	-	✓	-	✓
B		✓	✓	-	✓
C	$x = 1$	-	-	✓	✓
D		✓	-	✓	✓
E		-	✓	✓	✓

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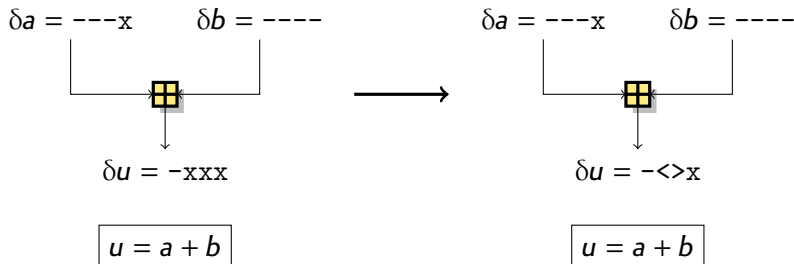
S-system Analysis

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Multi-bit Constraints

- ▶ We study **carry propagation**



- ▶ Two possibilities:

- ▶ $\delta a = \text{---}u$ and $\delta u = \text{-unn}$
- ▶ $\delta a = \text{---}n$ and $\delta u = \text{-nuu}$

- ▶ Active bits **signs are linked**

- ▶ We introduce new constraints

- ▶ $> \equiv \{n^n, u^u\}: x'^{[i]} \neq x^{[i]} = x^{[i-1]}$
- ▶ $< \equiv \{n^u, u^n\}: x'^{[i]} \neq x^{[i]} \neq x^{[i-1]}$

Multi-bit Constraints

- ▶ **Carry propagation** leads to constraints of the form $x^{[i]} = x^{[i-1]}$
- ▶ We use **multi-bit constraints** to capture this information
 - ▶ We consider subsets of $\{(x^{[i]}, x'^{[i]}, x^{[i-1]})\}$ (1.5-bit), instead of $\{(x^{[i]}, x'^{[i]})\}$ (1-bit)
- ▶ Captures **more accurately** the behavior of modular addition
 - ▶ Only source of non-linearity in **pure ARX** designs (Boolean functions in MD/SHA)
 - ▶ More precise constraints allow **less invalid characteristics**

Generalization

- ▶ **1.5-bit** constraints: subsets of $\{(x^{[i]}, x'^{[i]}, x^{[i-1]})\}$
 - ▶ Relations between carry extensions
- ▶ **2-bit** constraints: subsets of $\{(x^{[i]}, x'^{[i]}, x^{[i-1]}, x'^{[i-1]})\}$
 - ▶ Describe **exactly** the set $\{x, x' \mid x' = x \boxplus \Delta\}$ for any Δ
- ▶ **2.5-bit** constraints: subsets of $\{(x^{[i]}, x'^{[i]}, x^{[i-1]}, x'^{[i-1]}, x^{[i-2]})\}$
 - ▶ Relations between **potential** carry extensions

▶ See examples

Limitations in the Asiacrypt paper

- ▶ We have to use **reduced sets** of constraints
- ▶ Propagation for 2.5-bit constraints is slow

Generalization

- ▶ **1.5-bit** constraints: subsets of $\{(x^{[i]}, x'^{[i]}, x^{[i-1]})\}$
 - ▶ Relations between carry extensions
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- ▶ **2.5-bit** constraints: subsets of $\{(x^{[i]}, x'^{[i]}, x^{[i-1]}, x'^{[i-1]}, x^{[i-2]})\}$
 - ▶ Relations between **potential** carry extensions

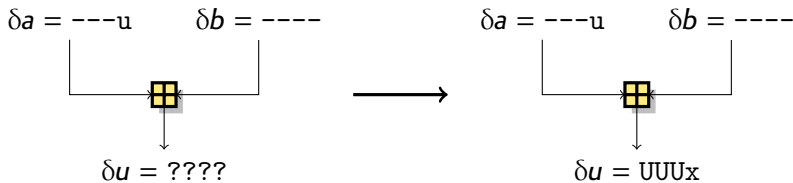
▶ See examples

Limitations in the Asiacrypt paper

- ▶ Solved using a new method for constraint propagation
- ▶ We use the **full set** of 2^{32} constraints

2-bit constraints

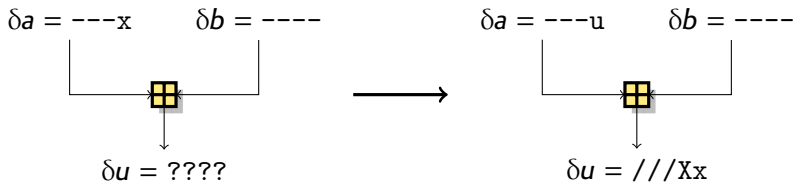
- ▶ 1.5-bit conditions **extract information from carries** when the xor difference is known
- ▶ What if the xor-sum is not known?



- ▶ Several possibilities:
 - ▶ $\delta u = \text{---}u$
 - ▶ $\delta u = \text{--un}$
 - ▶ $\delta u = \text{-unn}$
 - ▶ $\delta u = \text{unnn}$
 - ▶ $\delta u = \text{nnnn}$
- ▶ For middle bits, the pattern for bits i and $i - 1$ is one of $\{\text{--}, \text{-u}, \text{un}, \text{nn}\}$
- ▶ We denote this as **U**

2.5-bit constraints

- ▶ 2-bit conditions **extract information from carries** when the sign of the input difference is known
- ▶ What if the sign is not known?



- ▶ Several possibilities:

- ▶ $\delta u = ---x$
- ▶ $\delta u = --<x$
- ▶ $\delta u = -<>x$
- ▶ $\delta u = <>>x$
- ▶ $\delta u = >>>x$

- ▶ For middle bits, the pattern for bits i and $i - 1$ is one of $\{--, -<, <>, >>\}$
- ▶ We denote this as $/$

Comparison

- ▶ Experiments with a few rounds of a reduced Skein (4-bit words and 6-bit words)
- ▶ We look at the number of accepted input/output differences

Method	2 rounds (total: 2^{32})		3 rounds (sparse)	
	Accepted	Fp.	Accepted	Fp.
Exhaustive search	$2^{25.1}$ (35960536)	0	$2^{18.7}$ (427667)	
2.5-bit full set	$2^{25.3}$ (40597936)	0.13	$2^{19.2}$ (619492)	0.4
2.5-bit constraints	$2^{25.3}$ (40820032)	0.14	$2^{19.5}$ (746742)	0.7
1.5-bit constraints	$2^{25.3}$ (40820032)	0.14	$2^{20.4}$ (1372774)	2.2
1-bit constraints	$2^{25.4}$ (43564288)	0.21	$2^{20.7}$ (1762857)	3.1
Check adds indep.	$2^{25.8}$ (56484732)	0.57		

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Multi-bit Constraints as S-systems

We use the theory of **S-functions** to study multi-bit constraints

[Mouha & al., SAC 2010]

- ▶ We write a **bitwise** function f so that:

$$(x, x') \text{ is a right pair for } \Delta \Leftrightarrow f(x, x', x \boxplus x, \Delta) = 0$$

- ▶ We can **count** the number of **solutions** efficiently
 - ▶ Compute probabilities
 - ▶ Testing for zero or non-zero very efficient

S-Systems

Definition

T-function $\forall t$, t bits of the output can be computed from t bits of the input.

S-function *There exist a set of states \mathcal{S} so that:*
 $\forall t$, bit t of the output and state $S[t] \in \mathcal{S}$ can be computed from bit t of the input, and state $S[t - 1]$.

S-system $f(P, x) = 0$
 f is an S-function, P is a parameter, x is an unknown

- ▶ Operations mod 2^n , bitwise functions are T-functions:
 - ▶ Empty state for bitwise Boolean function
 - ▶ 1-bit state for addition (carry)
 - ▶ t states for multiplication by t

Solving S-Systems

Important Example

$$x \oplus \Delta = x \boxplus \delta$$

- ▶ On average one solution
- ▶ **Easy** to solve because it's a T-function.
 - ▶ Guess LSB, check, and move to next bit
- ▶ How easy exactly?
- ▶ Backtracking is **exponential** in the worst case:
 $x \oplus 0x80000000 = x$
- ▶ For random δ, Δ , most of the time the system is **inconsistent**

Solving S-Systems

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Transition Automata

Carry transitions for $x \oplus \Delta = x \boxplus \delta$.

c	Δ	δ	x	c'	c	Δ	δ	x	c'
0	0	0	0	0	1	0	0	0	-
0	0	0	1	0	1	0	0	1	-
0	0	1	0	-	1	0	1	0	1
0	0	1	1	-	1	0	1	1	1
0	1	0	0	-	1	1	0	0	0
0	1	0	1	-	1	1	0	1	1
0	1	1	0	0	1	1	1	0	-
0	1	1	1	1	1	1	1	1	-

We use **automata** to study S-systems:

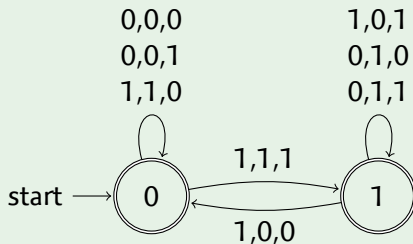
[Mouha & al., SAC 2010]

- ▶ States represent the carries
- ▶ Transitions are labeled with the variables
- ▶ Automaton accepts solutions to the system.
- ▶ Can **count** the number of solutions.

Transition Automata

Carry transitions for $x \oplus \Delta = x \boxplus \delta$.

The edges are indexed by Δ, δ, x



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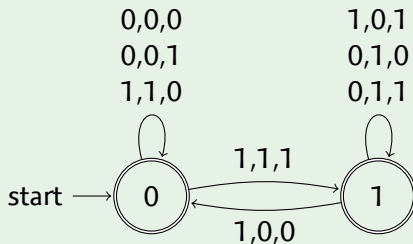
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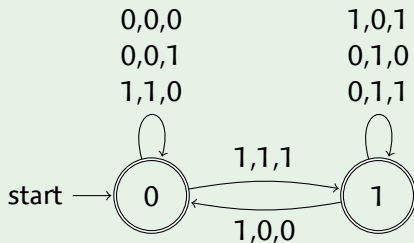
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Decision Automata

Carry transitions for $x \oplus \Delta = x \boxplus \delta$.

The edges are indexed by Δ, δ, x

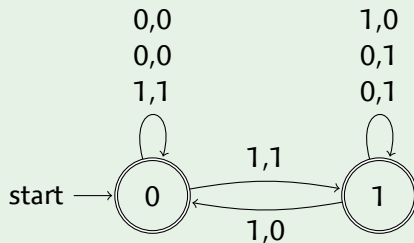


- ▶ Remove x from the transitions
- ▶ Can **decide** whether a given Δ, δ is compatible.
- ▶ Convert the non-deterministic automata to deterministic (optional).

Decision Automata

Decision automaton for $x \oplus \Delta = x \boxplus \delta$.

The edges are indexed by Δ, δ

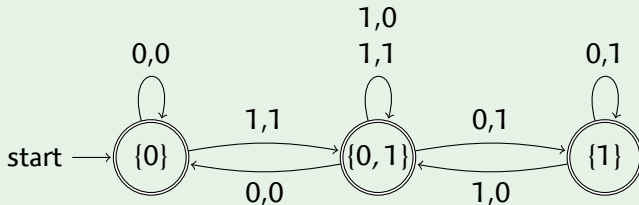


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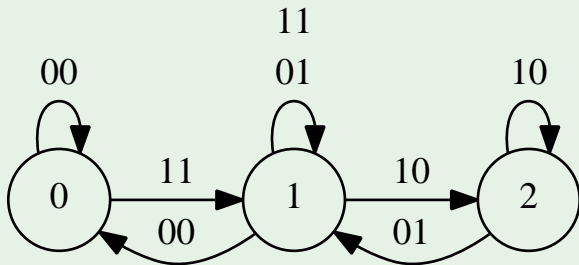


- ▶ Remove x from the transitions
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Our Tool

- Automatic construction of the automaton from a **natural expression**
Useful to study properties of the system

```
build_fsm -e "V0+P0 == V0^P1" -d -g | dot -Teps
```



- C functions to test **compatibility**, **count** solutions, or **solve** systems

Application to multi-bit constraints

- 1 For each operation \odot , write a system:

$$z = x \odot y$$

$$f(x, x', x \boxplus x, \Delta_x) = 0$$

$$f(y, y', y \boxplus y, \Delta_y) = 0$$

$$f(z, z', z \boxplus z, \Delta_z) = 0$$

- 2 Build the automaton
- 3 Count the number of solutions for given $\Delta_x, \Delta_y, \Delta_z$ (i.e. probability)

Limitations in the Asiacrypt paper

For the **full set** of 2^{32} 2.5-bit constraints, the system is **too large**.

More efficient technique

How to compute probabilities with the full set of 2^{32} 2.5-bit constraints?

- 1 Build the system for a set of 32 base constraints
- 2 Take the union of the transitions

▶ See details

Important property

- ▶ For 2-bit and 2.5-bit constraints, there is a single transition between any pair of states
- ▶ This gives an efficient constraints propagation

▶ See example

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Verifying trails

Problem

Most analysis assume that operations are **independent** and multiply the probabilities.

But sometimes, operations are not independent...

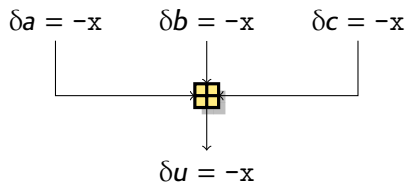
Known problem in Boomerang attacks.

[Murphy, TIT 2011]

- ▶ We compute **necessary** conditions.
- ▶ This allows to detect cases of **incompatibility**
- ▶ We have detected problems in several published works
 - ▶ Incompatible trails seem to appear quite naturally

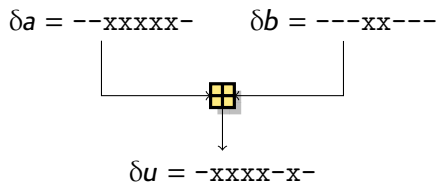
Incompatibility with additions

Some “natural” differentials do not work with additions:



$$u = a + b + c$$

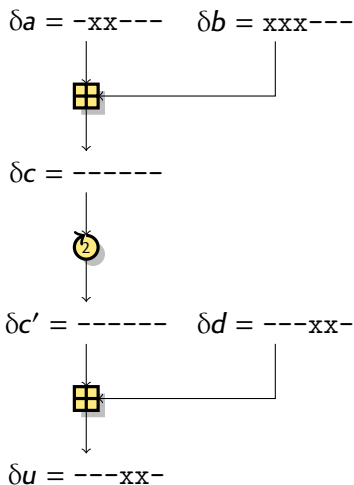
- ▶ Linearized trail



$$u = a + b$$

- ▶ Seems valid with signed difference
- ▶ Found in Skein near-collision
[eprint 2011/148]

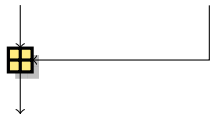
Carry incompatibility



- ▶ Each operation has a non-zero probability
- ▶ Trail seems valid with signed difference
- ▶ Consider the 1st addition
 - ▶ Constraint: $c^{[4]} \neq c^{[5]}$
- ▶ Consider the 2nd addition
 - ▶ Constraint: $c'^{[2]} = c'^{[3]}$
- ▶ **Incompatible!**
 - ▶ Detected with the multi-bit constraints

Carry incompatibility

$$\delta a = \text{-xx---} \quad \delta b = \text{xxx---}$$



$$\delta c = \text{-\#---}$$



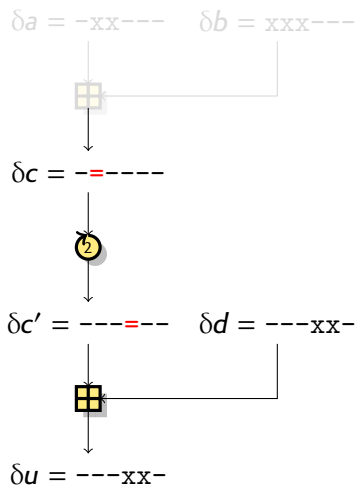
$$\delta c' = \text{---\#--} \quad \delta d = \text{---xx-}$$



$$\delta u = \text{---xx-}$$

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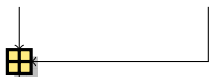
$$\delta a = \text{-xx---} \quad \delta b = \text{xxx---}$$



$$\delta c = \text{-#----}$$



$$\delta c' = \text{---#--} \quad \delta d = \text{---xx-}$$



$$\delta u = \text{---xx-}$$

- ▶ Each operation has a non-zero probability
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Incompatibilities in Boomerang Characteristics

- ▶ For a Boomerang attack, we usually **assume** that the characteristics are independent
- ▶ We are building a quartet $X^{(0)}, X^{(1)}, X^{(2)}, X^{(3)}$:

$$X^{(1)} = X^{(0)} + \alpha'$$

$$X^{(3)} = X^{(2)} + \alpha'$$

$$X^{(2)} = X^{(0)} + \gamma$$

$$X^{(2)} = X^{(1)} + \gamma$$

We expect:

$$(X^{(0)}, X^{(1)}) \xleftarrow{f_a} \alpha$$

$$(X^{(2)}, X^{(3)}) \xleftarrow{f_a} \alpha$$

$$(X^{(0)}, X^{(2)}) \xrightarrow{f_b} \gamma'$$

$$(X^{(1)}, X^{(3)}) \xrightarrow{f_b} \gamma'$$

- ▶ But these events are **not** independent!

[Murphy, TIT 2011]

Boomerang incompatibility

$$\delta a = -x-$$

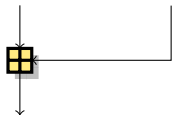
$$\delta b = ---$$

Top path: $(a^{(0)}, b^{(0)}; a^{(2)}, b^{(2)}) (a^{(1)}, b^{(1)}; a^{(3)}, b^{(3)})$

$$\delta a = -x-$$

$$\delta b = -x-$$

Bottom path: $(a^{(0)}, b^{(0)}; a^{(1)}, b^{(1)}) (a^{(2)}, b^{(2)}; a^{(3)}, b^{(3)})$



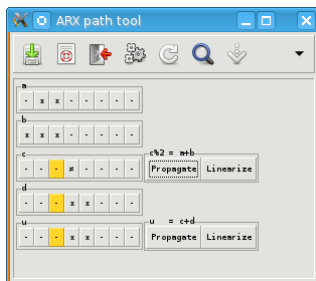
$$\delta u = ---$$

$$u = a + b$$

- ▶ Pattern appears easily with linearized trails
 - ▶ Blake [Biryukov & al., FSE '11]
 - ▶ Skein [Chen & Jia, ISPEC '10]
- ▶ Impossible to satisfy

Graphical tool

- ▶ To study more complex cases, we have a graphical tool
- ▶ We can manually constrain some bits and propagate.



Verifying characteristics

Several published attacks are **invalid**.

- ▶ Boomerang attacks on Blake [Biryukov & al., FSE 2011]
 - ▶ **Basic linearized trails**, with MSB difference
 - ▶ Proposed attack on 7/8 round for KP and 6/6.5 for CF do not work
 - ▶ 7-round KP attack can be made with the 6-round trail
 - ▶ 8-round KP attack and 6/6.5-round CF attack can be fixed using another active bit (non-MSB)

- ▶ Boomerang attacks on Skein-512 [Chen & Jia, ISPEC 2010]
 - ▶ **Basic linearized trails**, with MSB difference
 - ▶ Proposed attacks do not work on Skein-512
 - ▶ Similar trails work on Skein-256 [Leurent & Roy, CT-RSA 2012]
 - ▶ Can be fixed using another active bit [Yu, Chen & Wang, SAC 2012]

- ▶ Near-collision attack on Skein [eprint 2011/148]
 - ▶ **Complex rebound-like** handcrafted characteristic
 - ▶ Path is not satisfiable

Outline

Introduction

Differential characteristics

Multi-bit constraints

S-system Analysis

Verifying characteristics

Building characteristics

Automatic constructions of differential characteristics

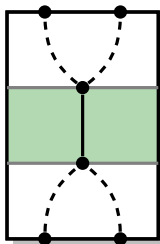
- ▶ Several algorithms have been given for MD/SHA function
 - ▶ MD4 [FLN, NIST HW 2007]
 - ▶ MD5 [Stevens & al., CRYPTO 2009]
 - ▶ SHA-1 [De Cannière & Rechberger, Asiacrypt 2006]
 - ▶ SHA-2 [Mendel, Nad & Schläffer, Asiacrypt 2011]

- ▶ Leads to **powerful attacks** using special characteristics
 - ▶ HMAC-MD4 key recovery [FLN, CRYPTO 2007]
 - ▶ Rogue MD5 certificate [Stevens & al., CRYPTO 2009]
 - ▶ Attack against combiners [Mendel, Rechberger & Schläffer, Asiacrypt 2009]

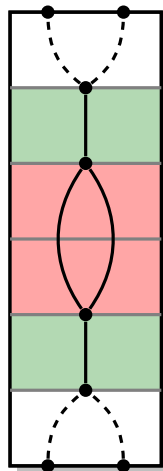
- ▶ **Pure ARX** designs seem harder
 - ▶ No **absorbing Boolean functions**
 - ▶ The only freedom is in the carry extensions

Main Setting

- ▶ We aim to **connect two high-probability trails**



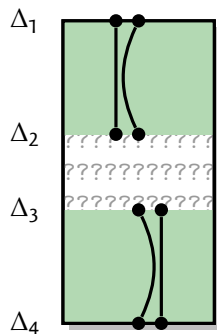
Simple propagation



Connecting trails

Algorithm

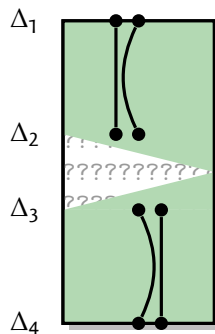
- ▶ **Guess** active bits in the middle and **propagate**
- ▶ Propagation will add necessary constraints (forced guess)



- 1** Initial characteristic
- 2** Propagation
- 3** Guessing
- 4** Propagation
- 5** ...
- 6** Final characteristic

Algorithm

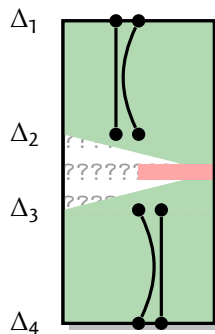
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Algorithm

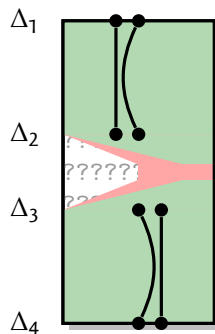
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Algorithm

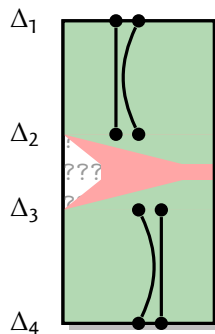
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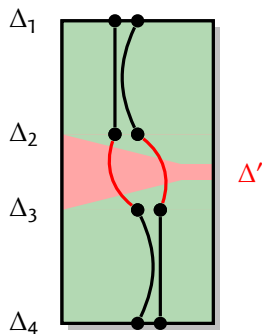
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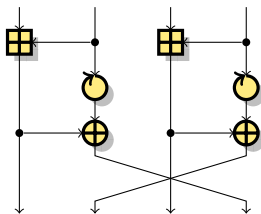
Algorithm

- ▶ **Guess** active bits in the middle and **propagate**
- ▶ Propagation will add necessary constraints (forced guess)

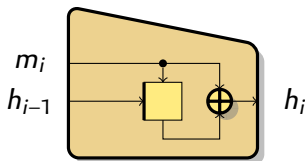
Extra tricks

- ▶ We **specify** in advance the **words** to be guessed
- ▶ We guess **from LSB to MSB**
- ▶ Use **backtracking**, stop after some time
- ▶ When it fails, **remember the best guess** and restart (hill climbing)

Skein



Threefish-256 round

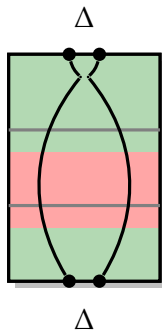


MMO mode

- ▶ SHA-3 finalist
- ▶ ARX design
 - ▶ 64-bit words
 - ▶ $\text{MIX}_r(a, b) := ((a \boxplus b), (b \lll r) \oplus c)$
 - ▶ Word permutations
 - ▶ Key addition every four rounds
- ▶ Threefish-256:
 - ▶ 256-bit key: K_0, K_1, K_2, K_3
 - ▶ 128-bit tweak: T_0, T_1
 - ▶ 256-bit text
- ▶ MMO mode
 - ▶ Chaining value is the key

Collision Attack

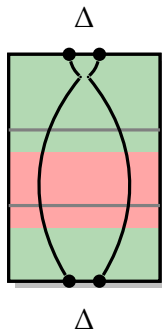
- ▶ Trails with **no key difference**
- ▶ Select a small difference Δ in the state
 - ▶ Build a trail $\Delta \rightarrow \Delta$
 - ▶ Collisions with the feed-forward
- ▶ Algorithm works for 3×4 rounds



Limitations

- ▶ Dense path
- ▶ Many key conditions
 - ▶ Only valid for some IVs.
 - ▶ Semi-free-start collision.

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Limitations

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 - ▶ Only valid for some IVs.
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Differential path

Constraints		Prob.	Example
k_0	-001! == 5 1 2 ----- 00010010 5 3 4 5 5 ----- 5		97c787b0252f1bef
k_1	100110111 7 ----- 0011100111011110110011010! 8 ----- 5		9ba673bd9a918263
k_2	-101! =! ----- 5 a ----- 1 5 ----- 5 c c c ----- 0		59f24b2909ae5223
k_3	-001011000 ----- 5 a ----- 5 c ----- 1 5 ----- 1 0 0 ----- 0 1 5 5 ----- 0		963151773356523a
k_4	-1011000! == 5 a ----- 1111-0101100010010 5 ----- 0 7 ----- 5 c ----- 1! 5 5 ----- 1		d873f5892cba83b7
$e_{4,0}$	x -----	0.0	55854848e8d2b7fa
$e_{4,1}$	-----	0.0	b45620969e3043f9
$e_{4,2}$	-----	0.0	a0fe049603be00b1
$e_{4,3}$	-----	0.0	4bc235e51a57e884
$e_{5,0}$	x -----	0.0	09db68df8702fbf3
$e_{5,1}$	-----	0.0	d86feb73899182ff
$e_{5,2}$	-----	0.0	ecc03a7b1e15e935
$e_{5,3}$	x -----	0.0	24e70858746a57b2
$e_{6,0}$	x -----	0.0	e24b545310947ef2
$e_{6,1}$	x -----	0.0	6122c59537fb62a9
$e_{6,2}$	x -----	0.0	11a742d3928040e7
$e_{6,3}$	x -----	0.0	82f4a248ea489c96
$e_{7,0}$	-----	2.0	436e19e8488fe19b
$e_{7,1}$	----- 1 ----- 0 ----- 1011 5 5 ----- n ----- 5 a	0.0	06a1773b59686055
$e_{7,2}$	----- 2 ----- 0 ----- 5 5 ----- 5 ----- 1	0.0	949be51c7cc8dd7d
$e_{7,3}$	----- n ----- 0 ----- 1 ----- 0-0011100! ----- n ----- u 5 ----- 1	0.0	e6ea92fec1500c11
$v_{8,0}$	-1001 5 5 ----- 0 ----- 5 ----- n ----- u -----	1.0	4a0f9123a1f841f0
$v_{8,1}$	-11001n111 ----- 5 ----- u ----- u 4 ----- 1 5 ----- n 5 ----- n ----- ! 7 n 5 ----- 0	1.3	67d6740b7ff27b70
$v_{8,2}$	-11110n1! == 5 ----- 0! == -100000011010 5 5 ----- 0 5 ----- n ----- 10u 5 ----- 0	1.0	7b86781a9918e98e
$v_{8,3}$	-0010011 ----- n ----- 010100111 5 ----- u ----- u -----	0.4	1367f176a75936cb

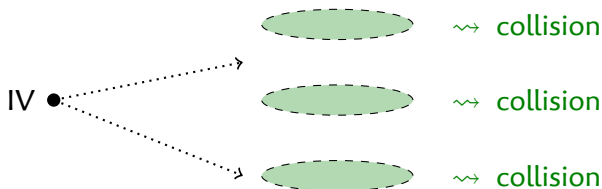
Differential path

	Constraints	Prob.	Example
k_0	-001! == 55-5-----0001001055-5-5-5-----		97c787b0252f1bef
k_1	10011011157-----0011100111011110110011010158-58-----		9ba673bd9a918263
k_2	-101! = !-5a-----15b-----5c-----		59f24b2909ae5223
k_3	-001011000-5d-5c---15b-15c-5f1-60-06551-0		963151773356523a
k_4	-1011000! = 5a-----1111-01011000100105e---07f-----65c-11563-1		d873f5892cba83b7
$e_{8,0}$	10100100000000111011100010011001010101110n001101001u10000010011		a401dc4caba69413
$e_{8,1}$	111111n0000001111100u10110u00010101100n1010010001100n10110n01010		fe07c582b348cdaa
$e_{8,2}$	010100n11111010011011011010001111000101110100110110n10101u00101		53fa6da3c5d36d45
$e_{8,3}$	1010101100n0111101111001001001101100110010u010000101u01010111100		ab2f7926cc8852bc
$e_{9,0}$	101000n000001001101010u00111u01111010111n011n011110110000110n11101		a209a1cf5eef61bd
$e_{9,1}$	100001n000u011110010101001u0001011100u00011n001110110101100101110		860f2a42c0e76b2e
$e_{9,2}$	111111n100n0100111100110110010101001001001u110111100000000u00001		ff29e6ca925bc001
$e_{9,3}$	010100110110n0010000n101u0u111010110110110u0u10111011110u0n11100		53690d1d6d85de3c
$e_{10,0}$	0010nu0000u11000110um1000u01001000unn1n11n0101101100110011n01011		2818cc121fd6cceb
$e_{10,1}$	0u1010n0uunnu1000010uuun1nnnnnu1n1uuununu11n0101u0n0101n00000n		2a3421fdc53a9581
$e_{10,2}$	010100n0nuuu010111nuunn1nn0unnnnnnnnnnnnn10u00110011110u0111101		5292f3e7ffe19e3d
$e_{10,3}$	1001nu1011n1000010nun1u01n10000010nnn0111n111010n10000n010u11101		9af0ace0bbfac29d
$e_{11,0}$	un0nuunu0n00n10unnn0nn10uu0un1n11n100n0nu00nu001unnu00nuu1n01nuu		524cee0fe511626c
$e_{11,1}$	0u01u1n101uuu0u1001111ununu1uu10010un01101110u0unuuuuuuuu11uu001		17413d524b708061
$e_{11,2}$	1110n1u1n0uuu01110n000uunnu0100010nnn01111unnnuuu1nuuuuuu1u11010		ed83a0c8bbdc60da
$e_{11,3}$	1un01100101u1nn00111u011unuu01u100100n0n10uuu10uu111nuuuu1n11100		acae73452584787c
$v_{12,0}$	u11010un1000nnn00un0n0n1unnu001uuu1100uu1uuuuuu1nnnu00nu1100n10n		698e2b623081e2cd
$v_{12,1}$	u010nun0nunn1101000nnun1nu0nnuu00n110nuu10101110101n00011n110010		2ab1b9874aeb1f2
$v_{12,2}$	10u1n01uuu11001uuuu1u1u0uu0u11u11n100u0nun10000u1101nuu101010110		9a32140de160d956
$v_{12,3}$	nu000u011u10nuu1100u0un0unu10n1un0111nunu01000n1110111011101111		81a9812b5e91eef

Full Collision Attack

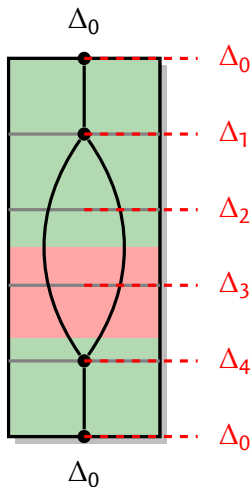
- ▶ We build a collision characteristic valid for 2^{70} keys for a cost of $\approx 2^{40}$

- 1 Build many characteristics
- 2 Use random message blocks to reach a valid CV for one path.



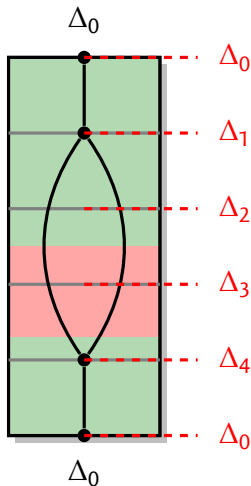
- ▶ Collision attack for **12-round Skein-256** with complexity $\approx 2^{114}$

Free-start Collision Attack



- ▶ Trails with **small key difference**
- ▶ This allows **inactive rounds**
- ▶ The key schedule **repeats after 5 block**
 - ▶ Collisions with the feed-forward
- ▶ Algorithm gives 20-round characteristics
- ▶ **Practical attack**

Free-start Collision Attack



- ▶ Trails with **small key difference**
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- ▶ The key schedule **repeats after 5 block**
 - ▶ Collisions with the feed-forward
- ▶ Algorithm gives 20-round characteristics
- ▶ **Practical attack**

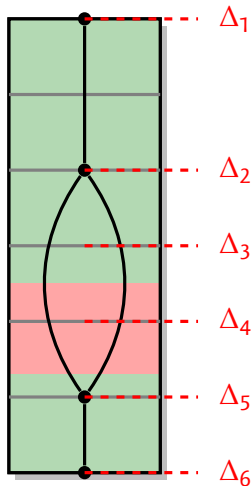
Differential path

Constraints		Prob.	Example
k_0	-1-1-1111001 ⁶⁵ -----111 ⁶ -1111!- ⁵ 010-1001001-0 ⁶ -----111!-01!==-		5f977cfd64d2f57
k_1	x0-1010110000!-110010001100100110-000-1000101!-7-----011 ⁵ --110!=-		35839193022be6f4
k_2	x0-0-101=-0-----010 ² -0010-----000-!7 ⁴ --0- ⁵ -----010--00 ⁶		05e168930700458f
k_3	-11011110!-0!== ⁵ ---1010101111-1110001-110 ⁶ --11111-0110110111 ⁶ -0		6f47d57f8b6f9b78
k_4	00011011!=-000110100101101011-00111100!==7 ⁴ --0101000011010111 ⁵ -0		1b634b58f1f50d76
$e_{4,0}$	x-----	0.0	dd5113862e4682f2
$e_{4,1}$	x-----	0.0	976b12a915df1438
$e_{4,2}$	-----	0.0	2682e7ab2b50853e
$e_{4,3}$	-----	0.0	c21caeeb08ac00af
$e_{5,0}$	-----	0.0	74bc262f4425972a
$e_{5,1}$	-----	0.0	f9c797c9b7c5d83b
$e_{5,2}$	-----	0.0	e89f969633fc85ed
$e_{5,3}$	-----n-----	0.0	26979807350b410f
$e_{6,0}$	-----	1.0	6e83bdf8fbeb6f65
$e_{6,1}$	-----7 ^{4d} -----11-----u-----7 ^{6e} -----x----- ⁵ -----!	0.0	76b75dcddd173495
$e_{6,2}$	-----! ^{6c} ----- ⁶ -----1-----n-----	1.3	0f372e9d6907c6fc
$e_{6,3}$	-----== ⁵ -----10-----!-----7 ³ -----7 ⁶ ----- ⁵ -----!= ⁶ -----=-----10 ⁶	0.7	188d43891e190294
$e_{7,0}$	----- ⁵ ----- ⁶⁶ -----0u-----1-----7 ^{6e} ----- ⁵ ----- ⁵ -----	2.5	e53b1bc6d902a3fa
$e_{7,1}$	-----7 ⁷ -----7 ⁶⁶ -----7 ⁸ -----!! ^{6c} -----!-----01 ⁹ -----7 ⁷ -----!-----1000-----	0.0	c583f4662226eac0
$e_{7,2}$	0010 ^{6a} - ⁵⁵ -01000-11001000! ⁵ ---!-000011n0 ⁵ -000 ⁵ -----01001100 ⁶ -0	0.3	27c472268720c990
$e_{7,3}$	10110-00---00!==000110101n---1n10111u01-10n1 ⁶ ---111110010-00	0.0	b0e1c6b1ee76cf28
$v_{8,0}$	-0-0-01 ⁶ - ⁶ - ⁵ -----!== ⁵ -01u1----- ⁵ - ⁵⁵⁵ ----- ⁵ -----== ⁵ ----- ⁶ ---	2.6	aabf102cfb298eba
$v_{8,1}$	-u11011u11-10u0 ⁶ ---00111111n0-001n000-01!7 ⁴ -0n!==001110000u ⁶ -1	0.1	36d0c7f0c5760e09
$v_{8,2}$	1101100010-0011000111000110n!-000n110101!7 ⁴ -0n11110010001011 ⁶ -0	0.0	d8a638d87597c8b8
$v_{8,3}$	--!-00u10011 ⁶ -----110!-11u11- ⁵ -----1010101-1 ⁶ -----101 ⁵ --011!=-	0.4	8899faec3eaa7adc

Differential path

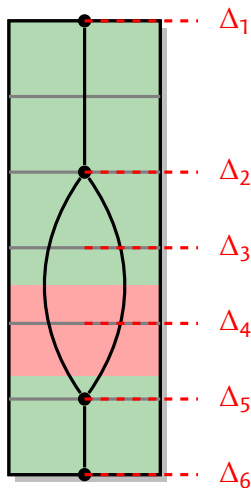
	Constraints	Prob.	Example
k_0	-1-1-1111001 55 -----111 5 -1111!-- 5 -010-1001001-0 5 -----111!--01!--=		5f977cfdd64d2f57
k_1	x0-1010110000!-110010001100100110-000-1000101!=- 1 -----011 5 --110!--=		35839193022be6f4
k_2	x0-0-101=-0-----010 5 -0010-----000=-! 4 ---0- 5 -----010-----00 5 ---		05e168930700458f
k_3	-11011110!-0!== 5 ---101010111-1110001-110 5 --11111-0110110111 5 -0		6f47d57f8b6f9b78
k_4	00011011!=-000110100101101011-00111100!=- 1 -0101000011010111 5 --0		1b634b58f1f50d76
$e_{8,0}$	n01100001010000001111000110u00000000010001010011101010001001001		b0a078c00229d449
$e_{8,1}$	1u10011u00011u0010011101011n00000n01000011100n0110101001100u0001		a6189d7050e5a981
$e_{8,2}$	111101000000100110000100001n00010n10011110001n001101011000101110		f4098431678cd62e
$e_{8,3}$	1110100u0011000101110111111u101000010100111101111010101000110101		e83177ea14f7aa35
$e_{9,0}$	0n01011u10111u010001011000110000n01001100001n110111101110u1010		56b91630530f7dca
$e_{9,1}$	1010101n110n000011101000111011001n01011010110u010110100u01010010		abd0e8ecd6b16852
$e_{9,2}$	1101110u001110101111110000110110n11110010000n001000000001100011		dc3afcb7c848063
$e_{9,3}$	0n11000n11100101000u00100000100n0u11100101101111000n01000n0u110u		71e50209396f144c
$e_{10,0}$	uu000010nuu1u0111111110001110nu0101001110000001110011u00un1100		0289ffd1d29c0e61c
$e_{10,1}$	nnu101n0n1nnnn0uuunn01000n00uuu101001n1n00uuu01010u10101000unnn		d6fc3420a7814a87
$e_{10,2}$	0n00111000unnnnnnnnn111000100nuu10110101111nuu11100n010010n0nnnn		4e1ffe24b5f394af
$e_{10,3}$	nu0u0111nnuu0u11010u001u0001001nn010011100001n011000110n0uuu1010		87a34213a70d8d0a
$e_{11,0}$	11u1nuun10uuu11uuunn0011001nn10nn10nuuuu10uuu100unn000u101u0unn		d986333dd14230a3
$e_{11,1}$	n1un1u00u1uu1n1u0n0u101unu1nnn1n1nnn1n1uuu0u01n00nn0010uu0111nu		d84e4abffe43321e
$e_{11,2}$	n1un0101n1uu0u1101u0000u0011nu0uu101110nuuuuu00100nu000n1u1110un		d5c340385d0121b9
$e_{11,3}$	11uuu01n1unu101n1nnuun1100n100un00nu0101un0nu0n01u0nnnunun1nuun		c9d5f39892a94eb9
$v_{12,0}$	nu1n00u11nu1unu0u1n111un1nnnn1un110u1n1n1000un0n01n00un01n0u0001		b1d47dfdcf8562c1
$v_{12,1}$	nn00n010nu1nu0001nn00100n110n00nn10nunun00010100uu000011011u000u		cab0e4e9d5140360
$v_{12,2}$	nu011n1n1uuuu0nu01nuu1n1nu1uuu01110n111101u1unu011100u001n100n0		9f9933d0efaa7072
$v_{12,3}$	1u111u00uu011n01u01un010uu0u0u1uu0u0u11111n0u0nn0nuuuu100u11un0		b81d2a0207e3211a

Free-tweak Free-start Near-collision Attack



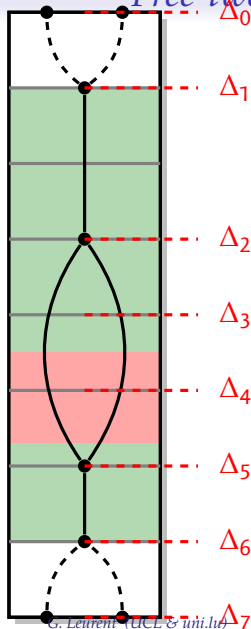
- ▶ Trails with **small key difference** and **small tweak difference**
- ▶ This allows one round with **inactive subkeys**
- ▶ Controlled characteristic for 24 rounds
 - ▶ 5 active bits in the output ($\Delta_1 \oplus \Delta_6$)
- ▶ Algorithm work for the middle rounds
- ▶ **Practical attack**
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Summary of Results: Skein-256

Extra Degrees of freedom	Note	Rounds	Time
Collision	0 [KRS2012] (biclique)	4	2^{96}
		8	2^{120}
		9	2^{124}
		12	$2^{126.5}$
Free-start collision	8 [LiS12] (biclique)	22 [†]	$2^{253.8}$
		37 [†]	$2^{255.7}$
Free-tweak partial-collision	12 [YCW11]	32	2^{105}
Collision	0	12	$\approx 2^{114}$
Semi-free-start collision	4	12	$\approx 2^{40}$
Free-start collision	8	20	$\approx 2^{40}$
Free-tweak near-collision	10	24	$\approx 2^{40}$
Free-tweak partial-collision	10	32	$\approx 2^{119}$

[†] Skein-512 attacks (less rounds expected for Skein-256)

Our results

- 1 **New constraints**
 - ▶ **Multi-bit** constraints
 - ▶ Better targeted to **pure ARX** designs
 - ▶ Boomerang constraints
- 2 **Tools** for analysis of differential characteristics
 - ▶ Publicly available
 - ▶ Code and documentation available at:
<http://www.di.ens.fr/~leurent/arxtools.html>
<http://www.cryptolux.org/ARXtools>
- 3 **Problems found** in several proposed attacks
 - ▶ Incompatible trails seem to appear quite **naturally**
- 4 **Algorithm** to build differential characteristics
 - ▶ Attack on Skein-256 in various settings

Thanks

With the support of:

- ▶ FNR Luxembourg



- ▶ ERC project CRASH



Outline

Extra slides

1.5-bit Constraints Table

$(x \oplus x', x \oplus 2x, x)$:		(0, 0, 0)	(0, 0, 1)	(0, 1, 0)	(0, 1, 1)	(1, 0, 0)	(1, 0, 1)	(1, 1, 0)	(1, 1, 1)
?	anything	✓	✓	✓	✓	✓	✓	✓	✓
-	$x = x'$	✓	✓	✓	✓	-	-	-	-
x	$x \neq x'$	-	-	-	-	✓	✓	✓	✓
0	$x = x' = 0$	✓	-	✓	-	-	-	-	-
u	$(x, x') = (0, 1)$	-	-	-	-	✓	-	✓	-
n	$(x, x') = (1, 0)$	-	-	-	-	-	✓	-	✓
1	$x = x' = 0$	-	✓	-	✓	-	-	-	-
#	incompatible	-	-	-	-	-	-	-	-
3	$x = 0$	✓	-	✓	-	✓	-	✓	-
C	$x = 1$	-	✓	-	✓	-	✓	-	✓
5	$x' = 0$	✓	-	✓	-	-	✓	-	✓
A	$x' = 1$	-	✓	-	✓	✓	-	✓	-
=	$\equiv \{0^0, 1^1\}$	✓	✓	-	-	-	-	-	-
!	$\equiv \{0^1, 1^0\}$	-	-	✓	✓	-	-	-	-
>	$\equiv \{n^n, u^u\}$	-	-	-	-	✓	✓	-	-
<	$\equiv \{n^u, u^n\}$	-	-	-	-	-	-	✓	✓

Comparison

Simple situations with a modular difference of ± 1 :

Diff, carry	1-bit cstr.	1.5-bit cstr.	2-bit cstr.	2.5-bit cstr.
+1, k -bit (2^{n-k})	-unnn (2^{n-k})	-unnn (2^{n-k})	-unnn (2^{n-k})	-unnn (2^{n-k})
± 1 , k -bit (2^{n-k+1})	-xxxx (2^n)	-><<x (2^{n-k+1})	-><<x (2^{n-k+1})	-><<x (2^{n-k+1})
+1, any (2^n)	????x (2^{2n-1})	????x (2^{2n-1})	UUUUx (2^n)	UUUUx (2^n)
± 1 , any (2^{n+1})	????x (2^{2n-1})	????x (2^{2n-1})	XXXXx ($2^n \times n$)	///Xx (2^{n+1})

◀ Back to the talk

Base constraints

- Each constraint specifies **one value** for $(x^{[i]}, x'^{[i]}, x^{[i-1]}, x'^{[i-1]}, x^{[i-2]})$

$(x, x', 2x, 2x', 4x)$:

00000 00001 00010 00011 00100 00101 00110 00111 01000 01001 01010 01011 01100 01101 01110 01111 10000 10001

0^{03}	✓	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0^{0C}	-	✓	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0^{u3}	-	-	✓	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0^{uC}	-	-	-	✓	-	-	-	-	-	-	-	-	-	-	-	-	-
0^{n3}	-	-	-	-	✓	-	-	-	-	-	-	-	-	-	-	-	-
0^{nC}	-	-	-	-	-	✓	-	-	-	-	-	-	-	-	-	-	-
0^{13}	-	-	-	-	-	-	✓	-	-	-	-	-	-	-	-	-	-
0^{1C}	-	-	-	-	-	-	-	✓	-	-	-	-	-	-	-	-	-
u^{03}	-	-	-	-	-	-	-	-	✓	-	-	-	-	-	-	-	-
⋮																	

Propagation example

Example System

$$\begin{aligned}
 u &= a \vee (a \boxplus a) & u' &= a' \vee (a' \boxplus a') \\
 \delta(a, a') &= A & \delta(u, u') &= U
 \end{aligned}$$

- 1 Compute transitions
- 2 Build a graph with initial constraints
 - ▶ Example: $\delta(a, a') = -x--$, $\delta(u, u') = ----$
- 3 Identify paths
- 4 Paths give new constraints
 - ▶ Example: $\delta(a, a') = 1x1-$, $\delta(u, u') = 111-$

◀ Back to the talk

Propagation example

State	Transitions							
0: 0	$\xrightarrow{0^0/0^0}$	00	$\xrightarrow{n^0/n^0}$	10	$\xrightarrow{u^0/u^0}$	30	$\xrightarrow{1^0/1^0}$	5
1: 1	$\xrightarrow{n^n/n^n}$	11	$\xrightarrow{0^n/n^n}$	21	$\xrightarrow{1^n/1^n}$	51	$\xrightarrow{u^n/1^n}$	8
2: 2	$\xrightarrow{0^0/0^n}$	02	$\xrightarrow{n^0/n^n}$	12	$\xrightarrow{u^0/u^n}$	32	$\xrightarrow{1^0/1^n}$	5
3: 3	$\xrightarrow{u^u/u^u}$	33	$\xrightarrow{0^u/u^u}$	43	$\xrightarrow{1^u/1^u}$	53	$\xrightarrow{n^u/1^u}$	7
4: 4	$\xrightarrow{0^0/0^u}$	04	$\xrightarrow{n^0/n^u}$	14	$\xrightarrow{u^0/u^u}$	34	$\xrightarrow{1^0/1^u}$	5
5: 5	$\xrightarrow{1^1/1^1}$	55	$\xrightarrow{0^1/1^1}$	65	$\xrightarrow{n^1/1^1}$	75	$\xrightarrow{u^1/1^1}$	8
6: 6	$\xrightarrow{0^0/0^1}$	06	$\xrightarrow{n^0/n^1}$	16	$\xrightarrow{u^0/u^1}$	36	$\xrightarrow{1^0/1^1}$	5
7: 7	$\xrightarrow{n^n/n^1}$	17	$\xrightarrow{0^n/n^1}$	27	$\xrightarrow{1^n/1^1}$	57	$\xrightarrow{u^n/1^1}$	8
8: 8	$\xrightarrow{u^u/u^1}$	38	$\xrightarrow{0^u/u^1}$	48	$\xrightarrow{1^u/1^1}$	58	$\xrightarrow{n^u/1^1}$	7

Propagation example

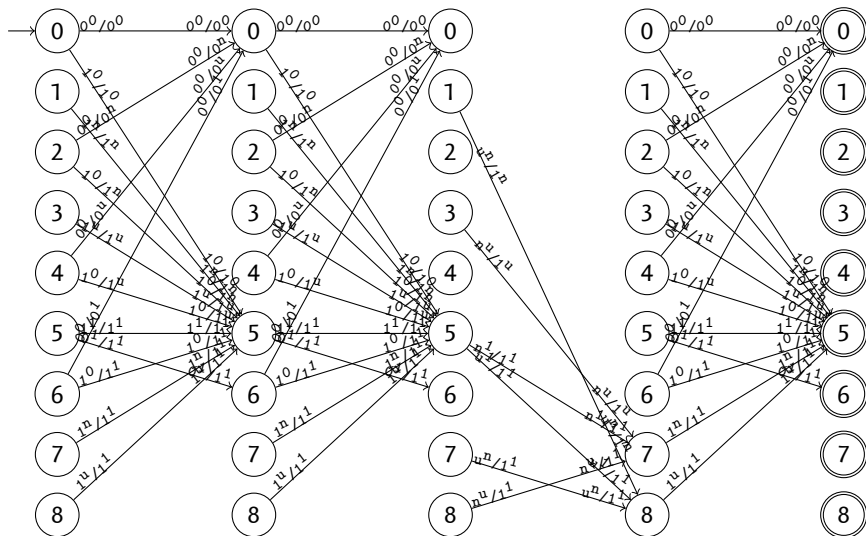
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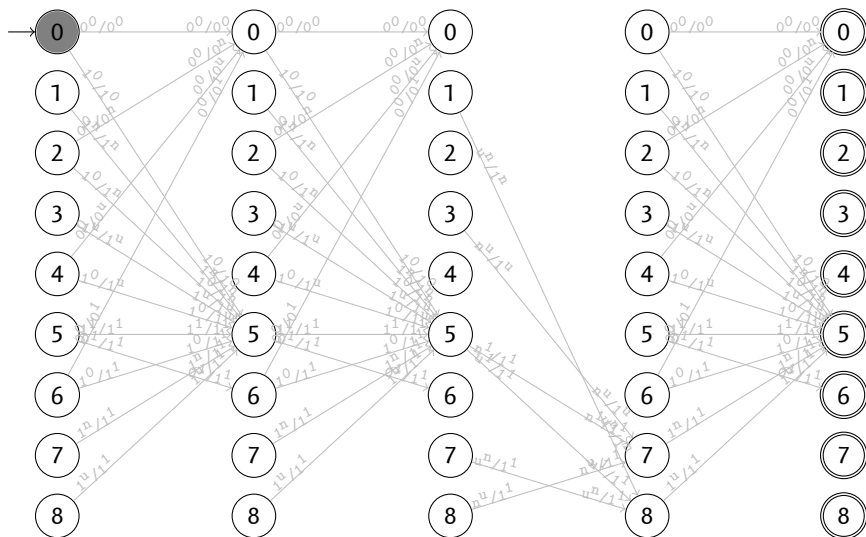
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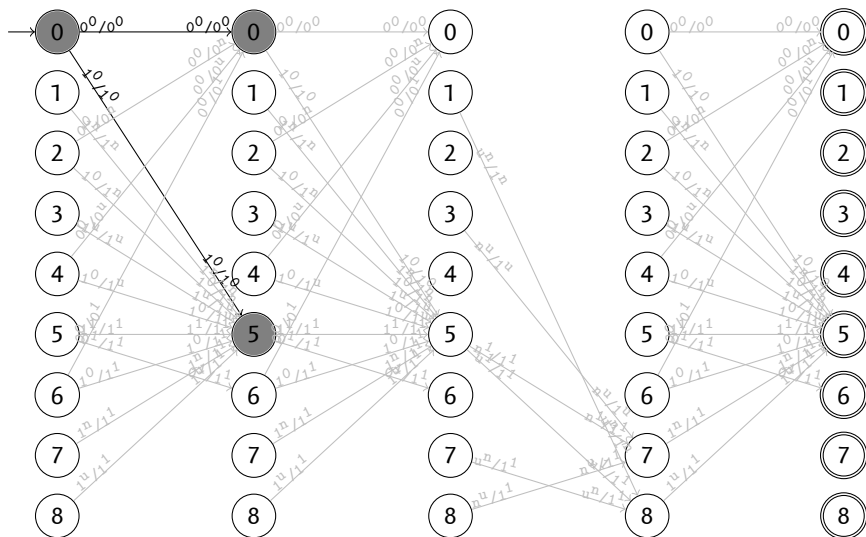
Propagation example



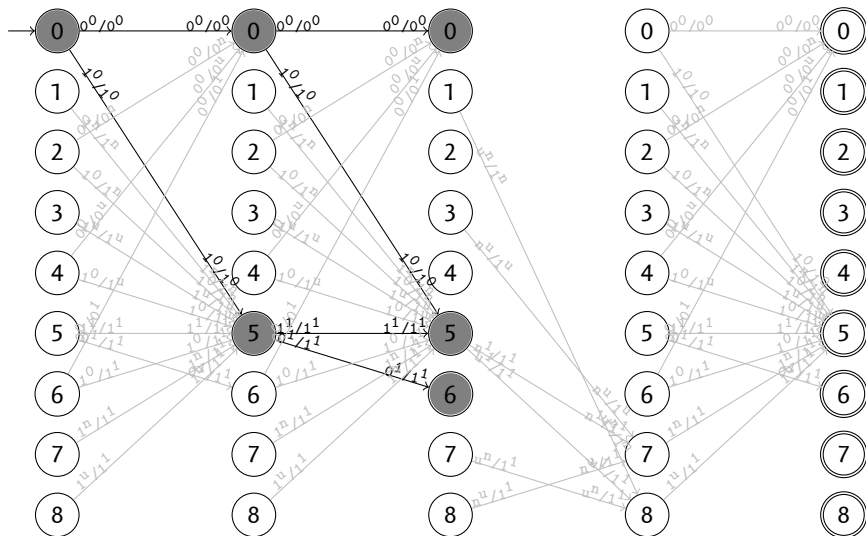
Propagation example



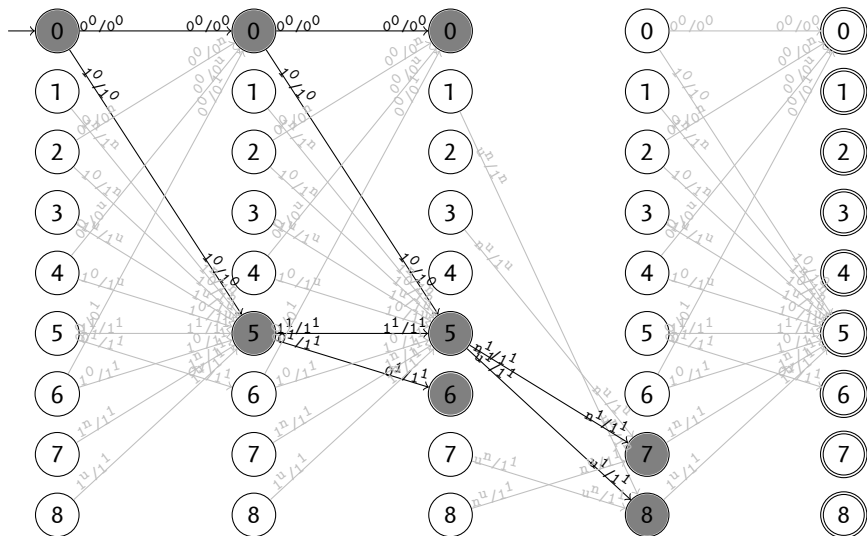
Propagation example



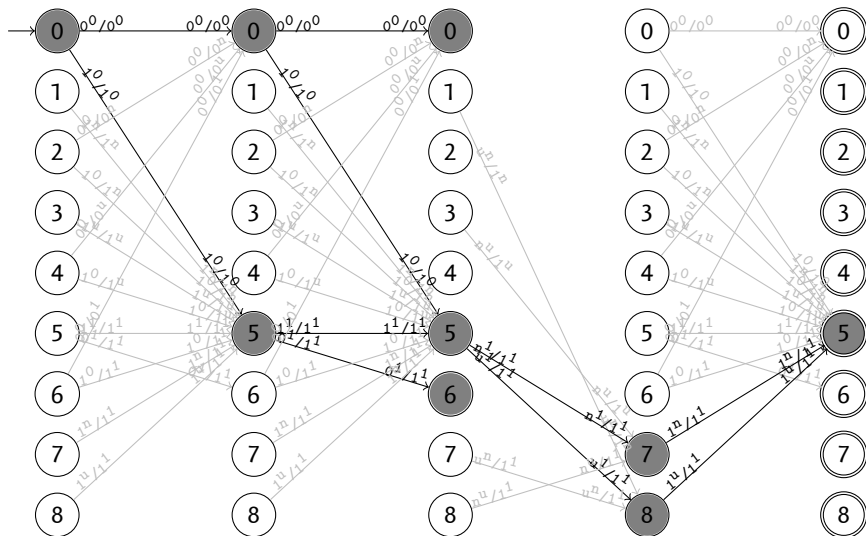
Propagation example



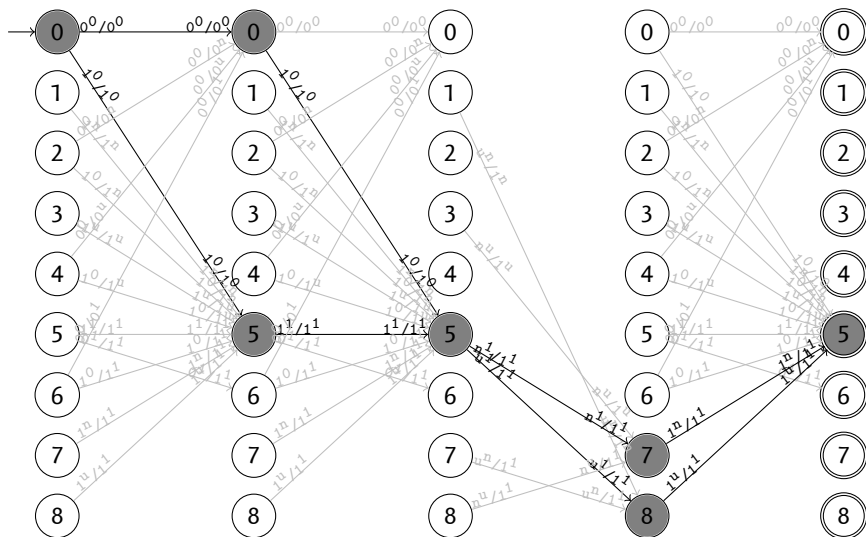
Propagation example



Propagation example



Propagation example



Propagation example

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