

# Analysis of the Parallel Distinguished Point Tradeoff

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# The Inversion Problem

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$F : \mathcal{N} \rightarrow \mathcal{N}$  : one-way function

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Two extreme methods

- Exhaustive search :  $T=N$ ,  $M=1$ ,
- Dictionary attack :  $T=1$ ,  $M=N$ ,

where  $T$  is total online time,  $M$  is storage size.

# The Inversion Problem

## Time Memory Tradeoff(Hellman)

- *Pre-computation phase* :  
pre-compute sufficiently many  $(a, F(a))$  pairs, and store a digest of the computation in a table **smaller than the complete dictionary**.
- *Online phase* :  
given an inversion target, using the table, find the answer in time **shorter than required by exhaustive search**.

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1. Construct  $t$  many DP matrices using  $F$ .

- each chain is set to end on a DP.

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2. Store  $\{(SP_j, EP_j)\}_{j=1}^m$  only, throwing the rest out.

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Given an inversion target  $y = F(x)$

## 1. Online chain creation

Create *online chain* from  $y$ .

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## 2. pre-computed chain regeneration

Expectation :

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' $x$ ' is just found!!!

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However,

Most case : Since  $F$  is not injective,  $\acute{x} \neq x$

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- Whole pre-computed chain is re-generated, but ' $x$ ' cannot be found.

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, where  $F_i = r_i \circ F$ .

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- The *time memory tradeoff curve* for the DP tradeoff is  $TM^2 = D_{tc}N^2$ , where

$$D_{tc} = \left(2 + \frac{1}{D_{msc}}\right) \frac{1}{D_{cr}^3} D_{ps} \{\ln(1 - D_{ps})\}^2.$$

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So,

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# The Parallel DP Tradeoff(The pD Tradeoff)

Variant of the DP tradeoff (Hoch, Shamir 09),

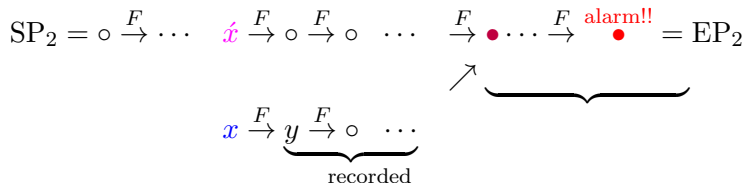
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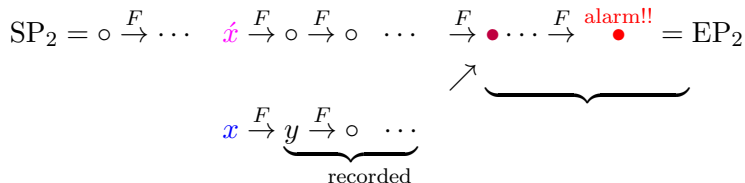


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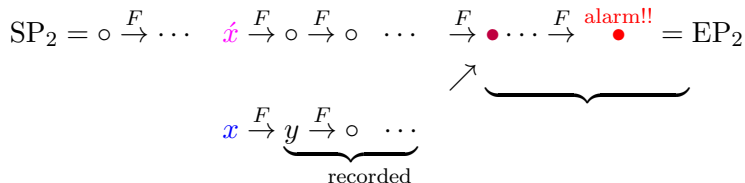
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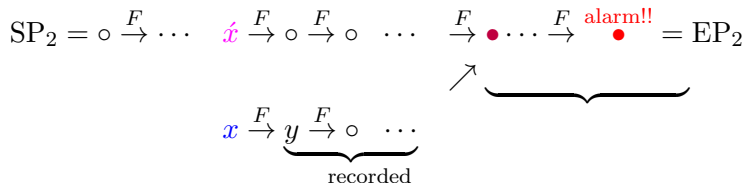
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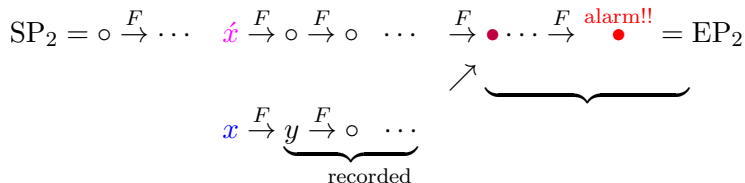
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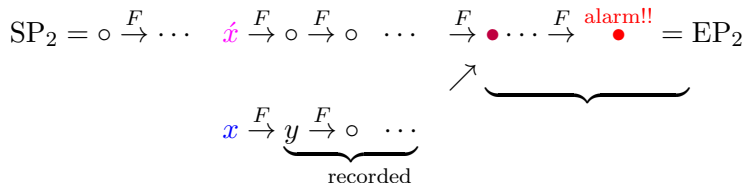
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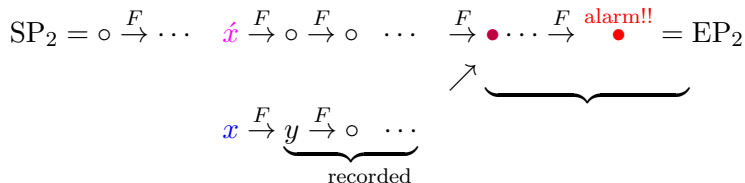


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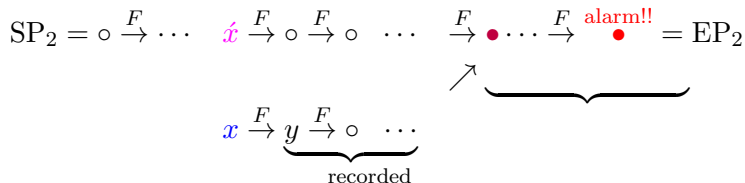
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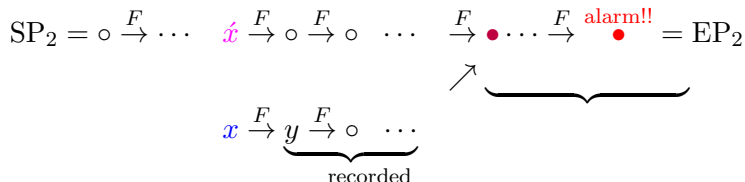
$$\text{SP}_2 = \circ \xrightarrow{F} \circ \dots \overset{\text{pink}}{x} \xrightarrow{F} \circ \xrightarrow{F} \circ \dots \xrightarrow{F} \bullet$$

# The Parallel DP Tradeoff(The pD Tradeoff)

Variant of the DP tradeoff (Hoch, Shamir 09),

- A full record of the online chain is maintained during the online phase,
- The DP tables processed in parallel, rather than serially.

Most case : false alarm



pre-computed chain regeneration :

$$\text{SP}_2 = \circ \xrightarrow{F} \circ \dots \color{magenta}{x} \xrightarrow{F} \circ \xrightarrow{F} \circ \dots \xrightarrow{F} \bullet$$

(Recall : In the original DP tradeoff,

$$\text{SP}_2 = \circ \xrightarrow{F} \dots \color{magenta}{x} \xrightarrow{F} \circ \xrightarrow{F} \circ \dots \xrightarrow{F} \bullet \dots \xrightarrow{F} \bullet = \text{EP}_2 )$$

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$$y \xrightarrow{s+1} \circ \xrightarrow{s+2} \dots$$

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invocations of  $F$ .

- The number of iterations required by the pD tradeoff in **dealing with alarms** is

$$t^2 \frac{\ln(1 - D_{ps})}{D_{cr}} \int_0^1 (1 - D_{ps})^{1-u} \ln u \, du.$$

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T=the total online time complexity

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The *time memory tradeoff curve* for the pD tradeoff is  $TM^2 = pD_{tc}N^2$ ,

where

$$pD_{tc} = \left( \frac{\ln(1 - D_{ps})}{D_{ps}} \int_0^1 (1 - D_{ps})^{1-u} \ln u \, du + \frac{1}{D_{msc}} \right) \frac{1}{D_{cr}^3} D_{ps} \{\ln(1 - D_{ps})\}^2.$$

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- Recall : In the original DP tradeoff,

$$D_{tc} = \left( \frac{1}{D_{msc}} + \frac{1}{D_{cr}^3} D_{ps} \{\ln(1 - D_{ps})\}^2 \right)$$

## pD versus DP

Since

$$\frac{\ln(1 - D_{ps})}{D_{ps}} \int_0^1 (1 - D_{ps})^{1-u} \ln u \, du < 1 < 2,$$

$$DP < pD$$

the pD tradeoff will outperform the original DP tradeoff.



## pD versus Rainbow

- $X_{tc} = \frac{TM^2}{N^2}$  is a measure of how efficiently the algorithm balances online time against storage requirements.
  - ▶ A smaller  $X_{tc}$  implies a more efficient tradeoff.
- However, a better tradeoff efficiency usually requires a higher pre-computation cost and is not always desirable in practice.

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⇒ We have to consider both  $X_{tc}$  and  $X_{pc}$  for comparison.

- In a fair manner, compare  $D_{tc}$  with  $4R_{tc}$ , since  $M_R = 2M_D$ .

# pD versus Rainbow

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## The rainbow method[HM10]

$$R_{tc} = \frac{l^3}{(2l+1)(2l+2)(2l+3)} \left( \{(2l-1) + (2l+1)R_{msc}\} (2 + R_{msc})^2 - 4\{(2l-1) + l(2l+3)R_{msc}\} \left(\frac{2}{2+R_{msc}}\right)^{2l} \right)$$

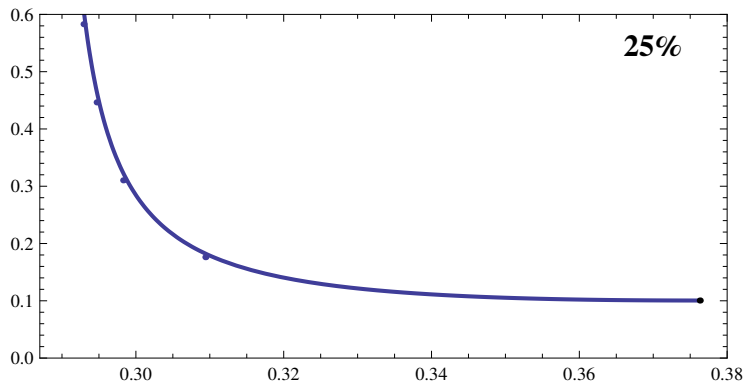
,where

$$R_{ps} = 1 - \left( \frac{2}{2 + R_{msc}} \right)^{2l}, \quad D_{ps} = 1 - e^{-D_{cr}D_{pc}}.$$

# pD versus Rainbow

$$D_{pc} : pD_{tc}, R_{pc} : 4R_{tc}$$

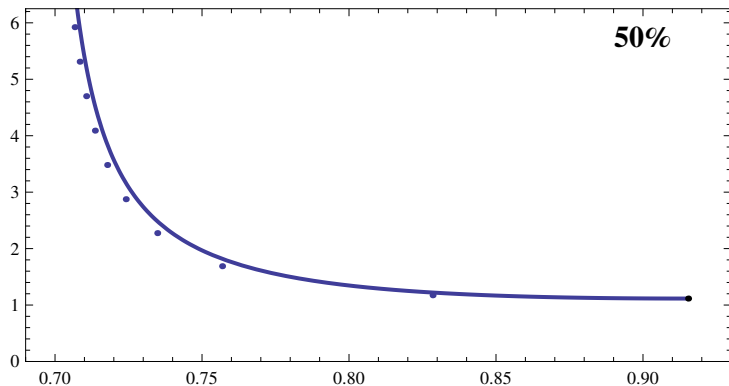
**Figure:** the pD(line) and the rainbow(bullet)



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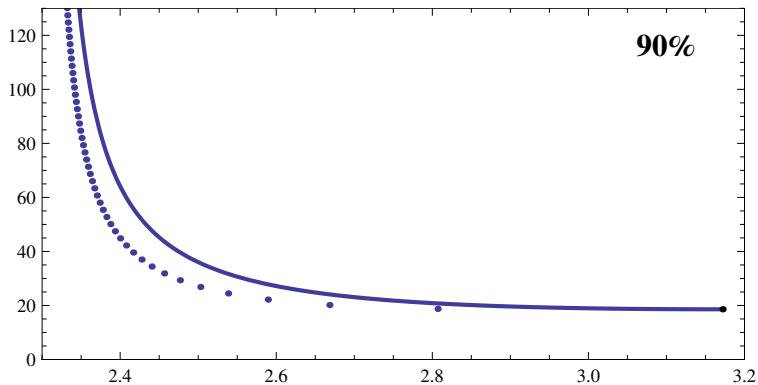
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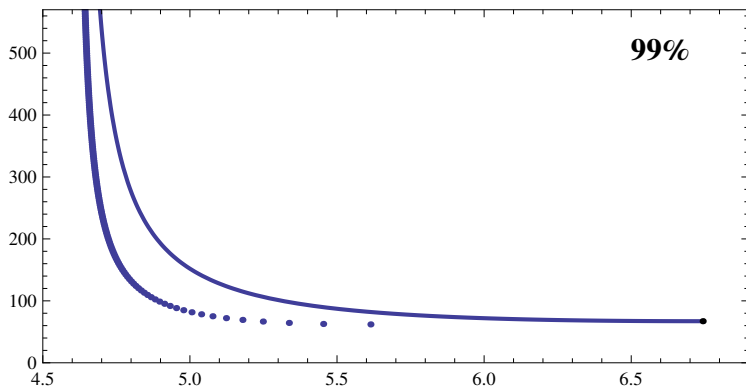
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# Conclusion

- There are two added conditions in the pD in comparison with the DP.
    - ▶ online chain record
    - ▶ parallel processing
- ⇒ In the online phase, cost for resolving alarms is reduced more than half.
- The pD tradeoff is not likely to be preferable over the rainbow method under most situations.
  - The only exception is when the success rate requirement is very low.
    - ▶ example. multi-target time memory tradeoff