The security model for encryption that we learned in class involved distinguishing a black box containing real encryption from a black box that returned the same number of random bits.

For each of the following modes, if the permutation's block length is b bits, at about how many permutation calls does the mode become easy to distinguish?

Note: popup menus can't do math formatting, so sqrt is square root and pow(a,b) is a^b .

ECB

CTR

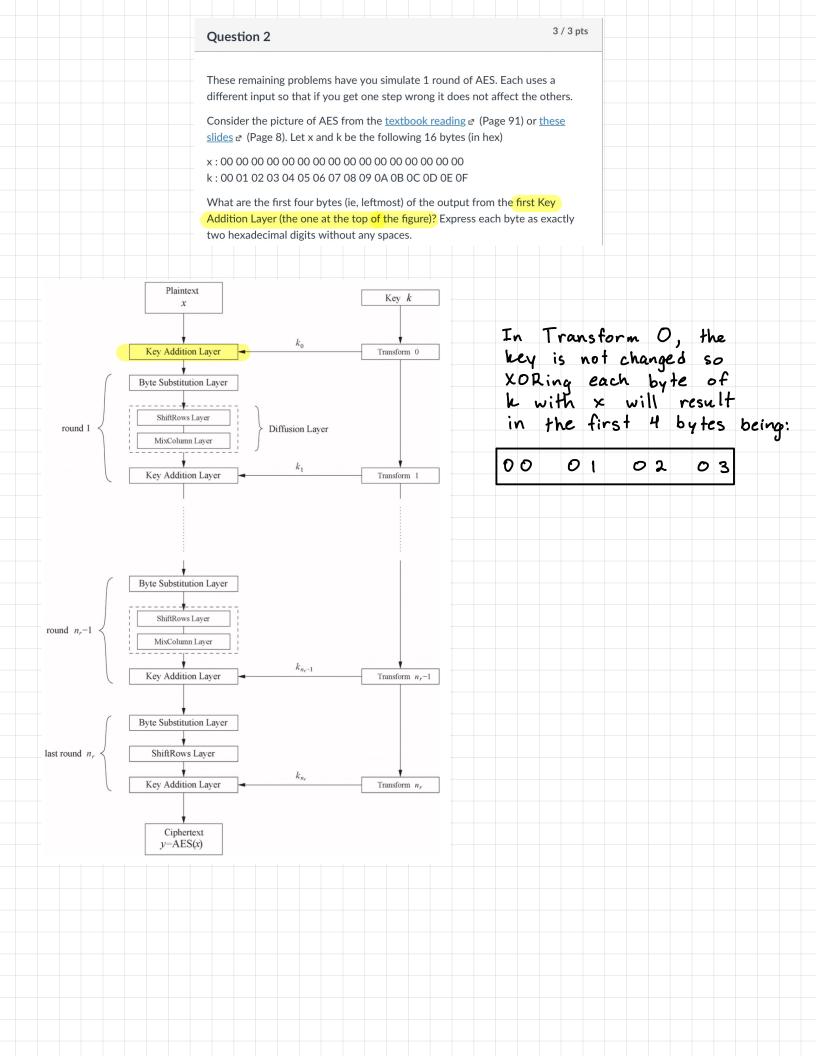
ECB 2 Same thing twice = ECB

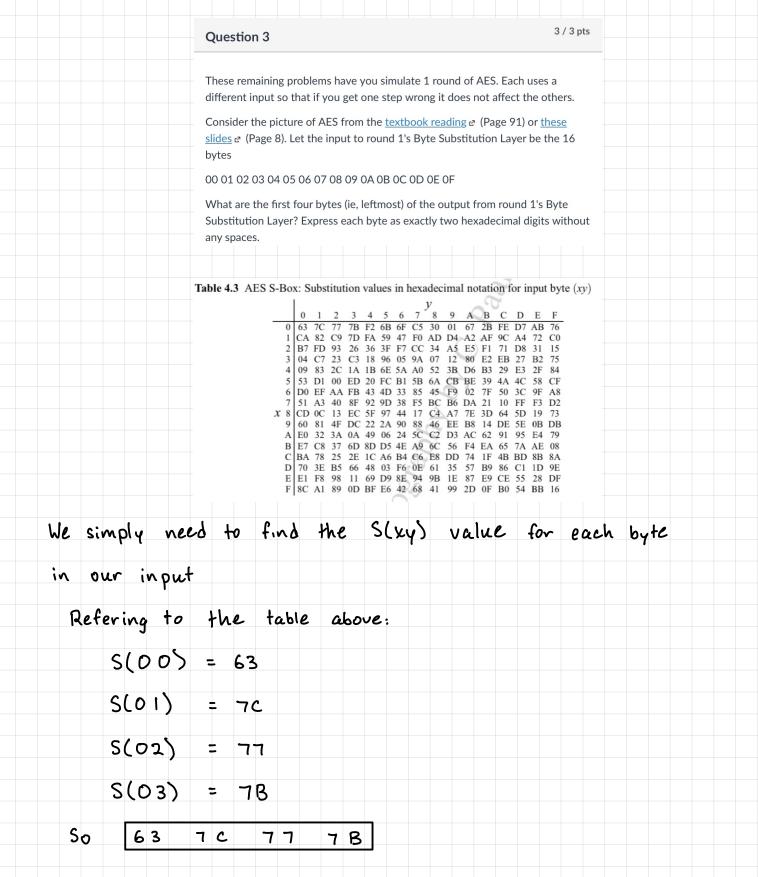
CTR sqrt(pow(2,b))

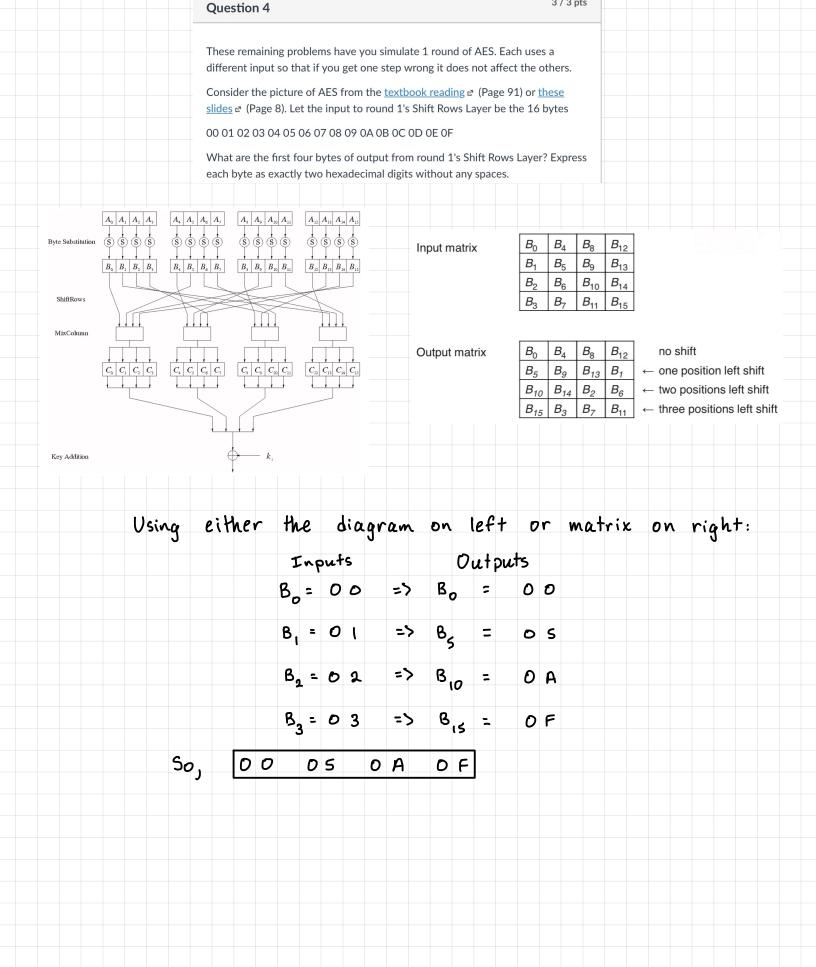
$$\frac{prob}{2^b} = \frac{q^2}{2^b} * birthday prob}$$

$$1 = \frac{q^2}{2^5}$$
 solve for q

$$\sqrt{2^5} = q$$







3 / 3 pts



1 / 4 pts

These remaining problems have you simulate 1 round of AES. Each uses a different input so that if you get one step wrong it does not affect the others.

Consider the picture of AES from the <u>textbook reading</u> & (Page 91) or <u>these</u> <u>slides</u> & (Page 8). Let the input to round 1's Mix Column Layer be the 16 bytes

00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F

What are the first four bytes of output from round 1's Mix Column Layer? Express each byte as exactly two hexadecimal digits without any spaces (using upper-case letters when needed).

• Each 4-byte column is considered as a vector and multiplied by a fixed 4x4 matrix, e.g.,

 $\begin{pmatrix} C_0 \\ C_1 \\ C_2 \\ C_3 \end{pmatrix} = \begin{pmatrix} 02 & 03 & 01 & 01 \\ 01 & 02 & 03 & 01 \\ 01 & 01 & 02 & 03 \\ 03 & 01 & 01 & 02 \end{pmatrix} \cdot \begin{pmatrix} B_0 \\ B_5 \\ B_{10} \\ B_{15} \end{pmatrix}$

where 01, 02 and 03 are given in hexadecimal notation

Input matrix

B_0	B_4	<i>B</i> ₈	B ₁₂		
B ₁	B_5	B_9	B ₁₃		
B ₂	B ₆	B ₁₀	B ₁₄		
B_3	B ₇	B ₁₁	B ₁₅		

Output matrix

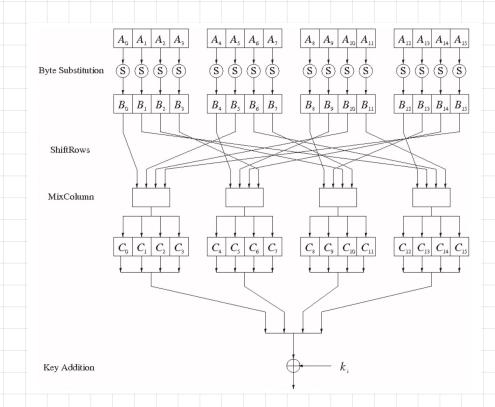
B_0	B_4	B ₈	B ₁₂	no
B_5	B_9	B ₁₃	B_1	← 01
B ₁₀	B ₁₄	B_2	B_6	← tv
B ₁₅		B ₇	B ₁₁	← th

no shift

one position left shift

← two positions left shift

← three positions left shift



$$\begin{bmatrix} 2 & 3 & 1 & 1 \\ 1 & 2 & 3 & 1 \\ 1 & 1 & 2 & 3 \\ 2 & 1 & 1 & 2 \end{bmatrix} \begin{bmatrix} 0 \\ 1 \\ 2 \\ 3 \end{bmatrix}$$

$$C_{0} = 2 \cdot B_{0} + 3 \cdot B_{1} + 1 \cdot B_{2} + 1 \cdot B_{3}$$

$$= (x)(0) + (x+1)(1) + (x) + (x+1)$$

$$= 0 + x+1 + x + x + 1$$

$$= x$$

$$C_{0} = 02$$

$$C_{1} = 1 \cdot B_{0} + 2 \cdot B_{1} + 3 \cdot B_{2} + 1 \cdot B_{3}$$

$$= (0) + (x)(1) + (x+1)(x) + (x+1)$$

$$= x + x^{2} + x + x + x + 1$$

$$= x^{2} + x + 1$$

$$C_{1} = 07$$

$$C_{2} = 1 \cdot B_{0} + 1 \cdot B_{1} + 2 \cdot B_{2} + 3 \cdot B_{3}$$

$$= (0) + (1) + (x)(x) + (x+1)(x+1)$$

$$= x + x^{2} + x + 1 + x + x$$

$$C_{2} = 00$$

$$C_{3} = 3 \cdot B_{0} + 1 \cdot B_{1} + 1 \cdot B_{2} + 2 \cdot B_{3}$$

$$= (x+1)(0) + (1) + (x) + (x)(x+1)$$

$$= 0 + 1 + x + x^{2} + x$$

$$= x^{2} + 1$$

$$C_{3} = 05$$

Question 6

These remaining problems have you simulate 1 round of AES. Each uses a different input so that if you get one step wrong it does not affect the others.

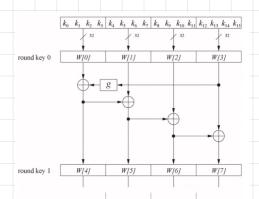
Consider the picture of AES from the <u>textbook reading</u>

② (Page 91) or <u>these slides</u>

② (Page 8). Let the input to round 1's Transform 1 be the 16 bytes

00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F

What are the first four bytes of output from round 1's Transform 1? Express each byte as exactly two hexadecimal digits without any spaces (using uppercase letters when needed).



The round coefficient *RC* is only added to the leftmost byte and varies from round to round:

$$RC[1] = x^0 = (00000001)_2$$

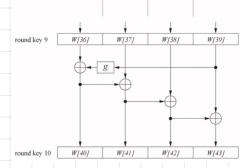
 $RC[2] = x^1 = (00000010)_2$
 $RC[3] = x^2 = (00000100)_2$
...
 $RC[10] = x^9 = (00110110)_2$

RC[i]

function g of round

4 / 4 pts

xi represents an element in a Galois field



00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F

$$W[4] = W[0] \oplus g(W[3])$$