

Ungraded Homework Solutions

CSC 152 – Cryptography

Please notify me of any errors you find. If you need help, ask.

1) Let's say that the key used with AES-128 is $0x00, 0x01, 0x02, 0x03, 0x04, 0x05, 0x06, 0x07, 0x08, 0x09, 0x0A, 0x0B, 0x0C, 0x0D, 0x0E, 0x0F$. Compute the first two round keys used by AES-128 in this case (ie, compute k_0 and k_1 in Fig 4.2 which is also $W[0]$ through $W[7]$ in the Fig 4.5).

The first round key is just the key supplied by the user. The second round key can be computed following Fig 4.5 from the reading.

$$\begin{aligned} W[4] &= W[0] \oplus g(W[3]) \\ &= W[0] \oplus g(0x0C, 0x0D, 0x0E, 0x0F) \\ &= W[0] \oplus (S(0x0D) \oplus 1, S(0x0E), S(0x0F), S(0x0C)) \\ &= W[0] \oplus (0xD6, 0xAB, 0x76, 0xFE) \\ &= (0x00, 0x01, 0x02, 0x03) \oplus (0xD6, 0xAB, 0x76, 0xFE) \\ &= (0xD6, 0xAA, 0x74, 0xFD) \end{aligned}$$

Once you have $W[4]$ the rest are easy: $W[5] = W[4] \oplus W[1]$, $W[6] = W[5] \oplus W[2]$, and $W[7] = W[6] \oplus W[3]$.

2) Using the k_0 and k_1 computed in Problem 1, what is the value of the evolving AES block after "round 1" in Fig 4.2 if initially the AES block ("plaintext x " in Fig 4.2) is $0xFF, 0xFE, 0xFD, 0xFC, 0xFB, 0xFA, 0xF9, 0xF8, 0xF7, 0xF6, 0xF5, 0xF4, 0xF3, 0xF2, 0xF1, 0xF0$

After the first KeyAddition, the block is the byte $0xFF$ repeated 16 times. After the first ByteSubstitution, the block is the byte $0x16$ repeated 16 times. After the first ShiftRows, the block is the byte $0x16$ repeated 16 times. For MixColumns, you could do all the multiplications and then the additions but you could also use the distributive property and factor out the common term, $2 \cdot 0x16 + 3 \cdot 0x16 + 1 \cdot 0x16 + 1 \cdot 0x16 = (2 + 3 + 1 + 1) \cdot 0x16 = 1 \cdot 0x16 = 0x16$. So, after the first MixColumns, the block is the byte $0x16$ repeated 16 times. So, the solution to this problem is the byte $0x16$ repeated 16 times xor'd with the $(W[4], W[5], W[6], W[7])$ computed in Problem 1. Note that I chose these values to reduce your work, usually all the bytes will look random.