

Topic: symmetric-key block cipher

Presented By:

Rakib Hossen

Assistant Professor

INTRODUCTION

The Data Encryption Standard (DES) is a symmetric-key block cipher published by the National Institute of Standards and Technology (NIST).

DES is a block cipher, as shown in Figure 6.1.

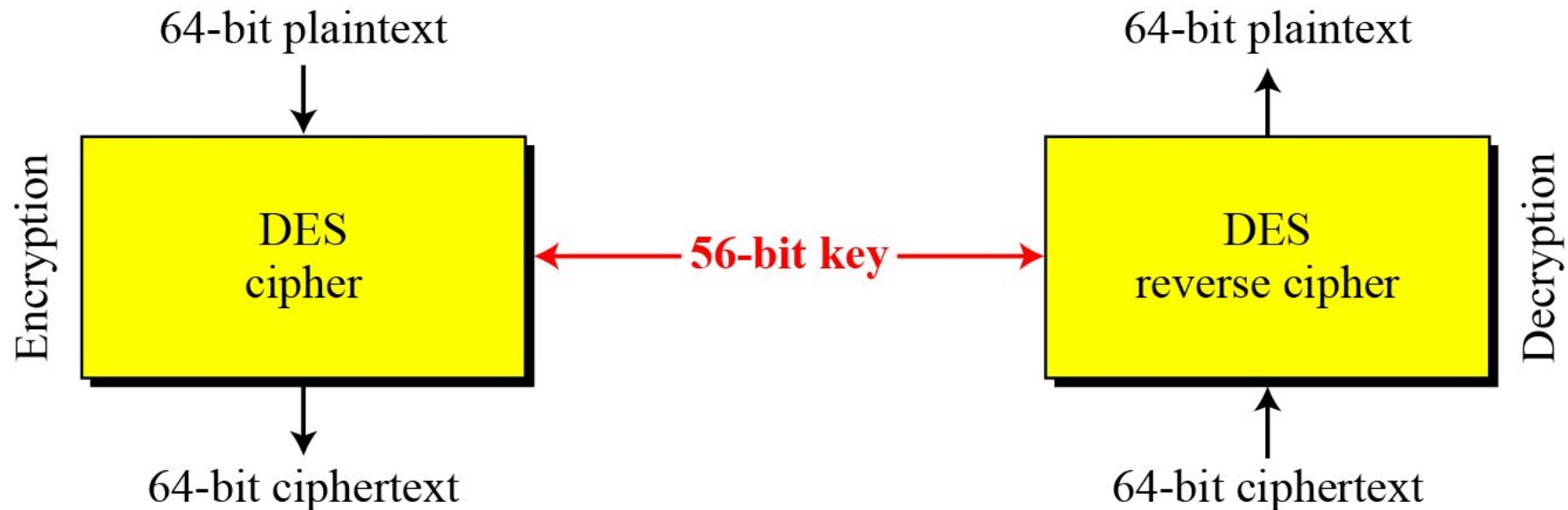


Figure 6.1 Encryption and decryption with DES

DES STRUCTURE

The encryption process is made of two permutations (P-boxes), which we call initial and final permutations, and sixteen Feistel rounds.

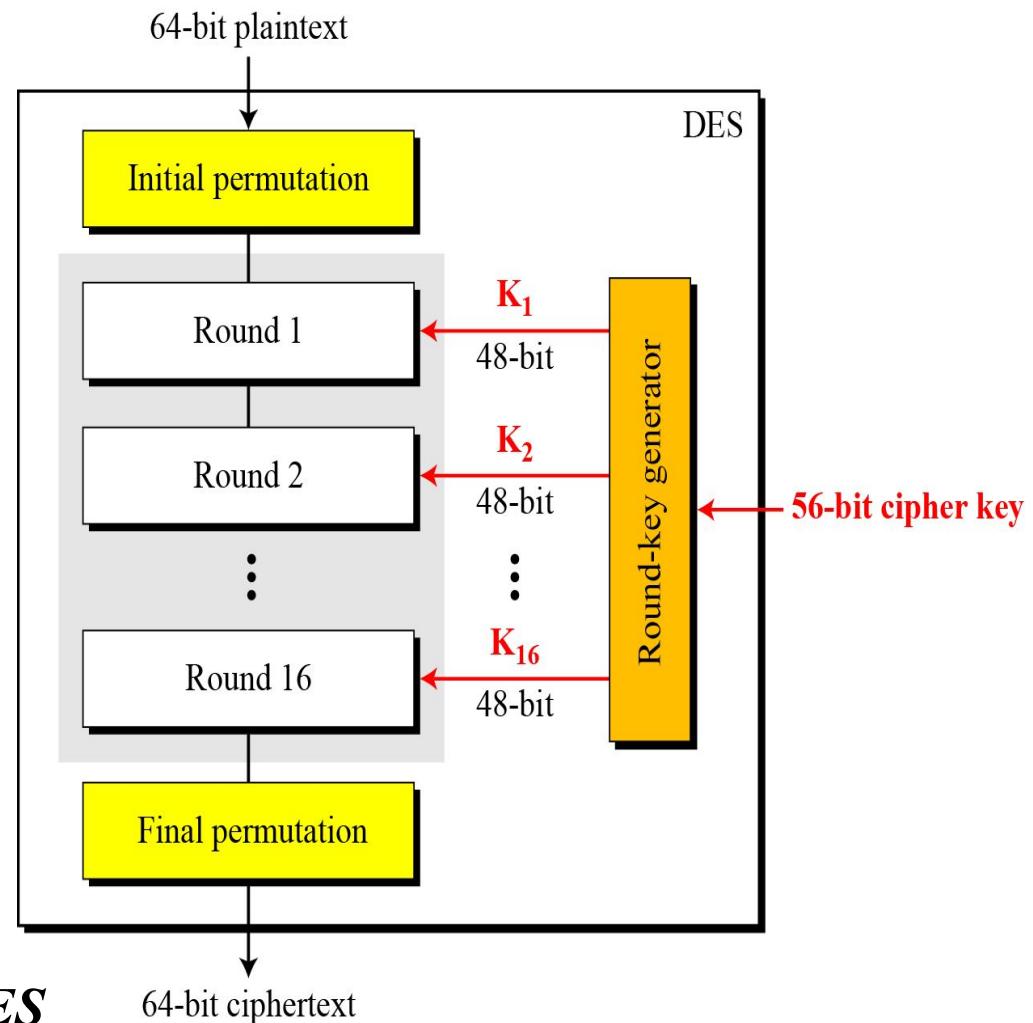
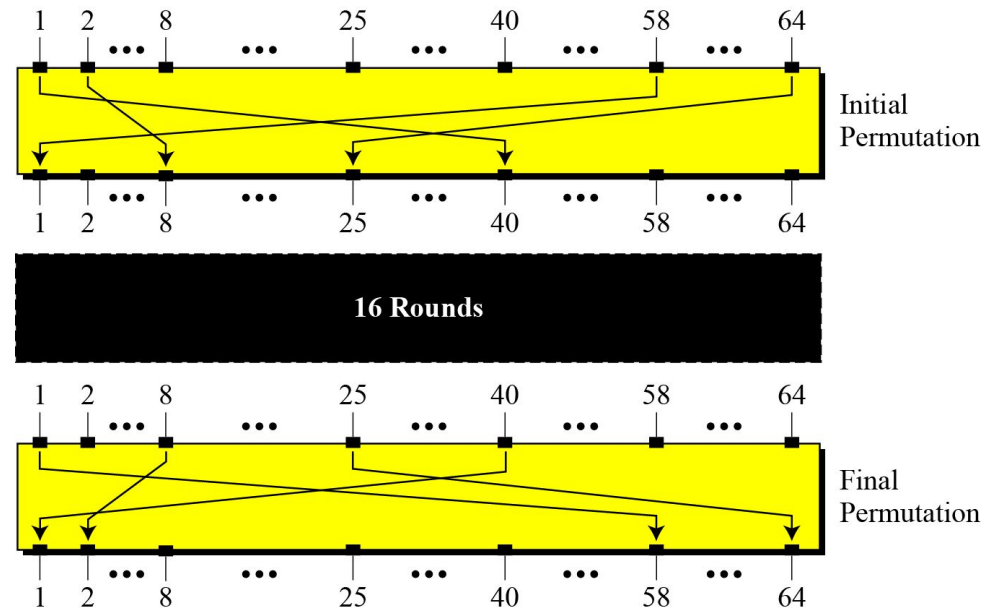


Figure 6.2 *General structure of DES*

Initial and Final Permutations



<i>Initial Permutation</i>	<i>Final Permutation</i>
58 50 42 34 26 18 10 02	40 08 48 16 56 24 64 32
60 52 44 36 28 20 12 04	39 07 47 15 55 23 63 31
62 54 46 38 30 22 14 06	38 06 46 14 54 22 62 30
64 56 48 40 32 24 16 08	37 05 45 13 53 21 61 29
57 49 41 33 25 17 09 01	36 04 44 12 52 20 60 28
59 51 43 35 27 19 11 03	35 03 43 11 51 19 59 27
61 53 45 37 29 21 13 05	34 02 42 10 50 18 58 26
63 55 47 39 31 23 15 07	33 01 41 09 49 17 57 25

Continued

Example 6.1

Find the output of the final permutation box when the input is given in hexadecimal as:

0x0000 0080 0000 0002

Solution

Only bit 25 and bit 63 are 1s; the other bits are 0s. In the final permutation, bit 25 becomes bit 64 and bit 63 becomes bit 15. The result is

0x0002 0000 0000 0001

Rounds

DES uses 16 rounds. Each round of DES is a Feistel cipher.

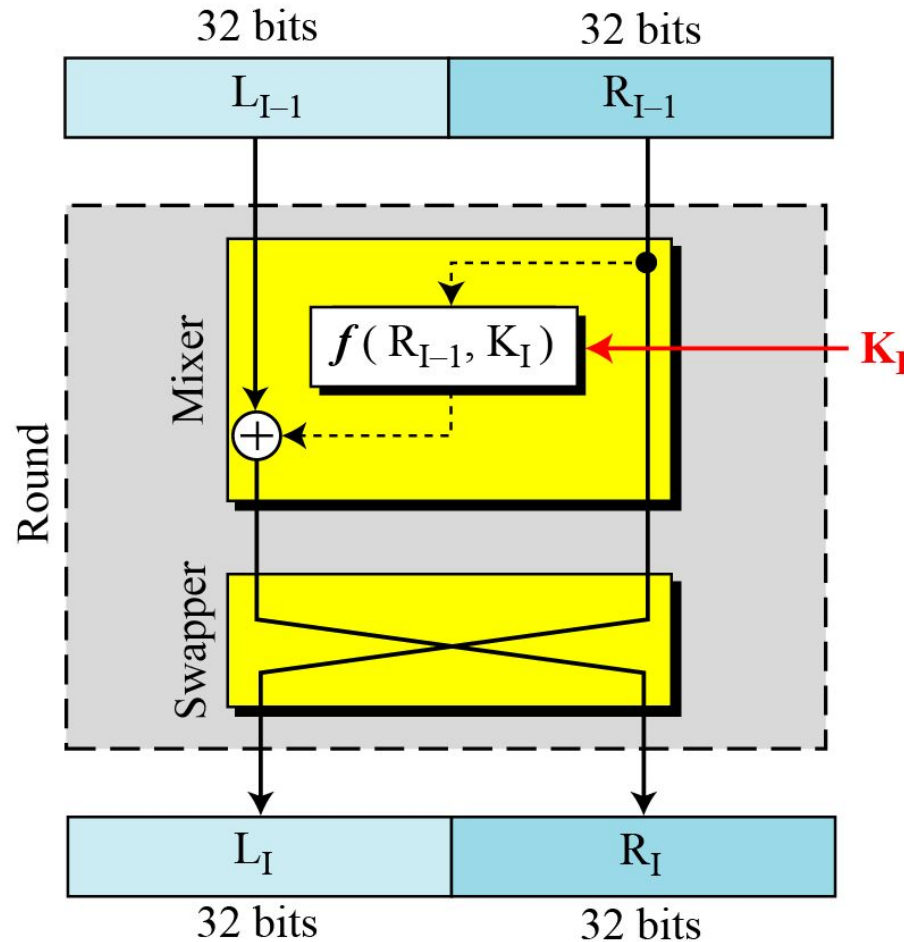


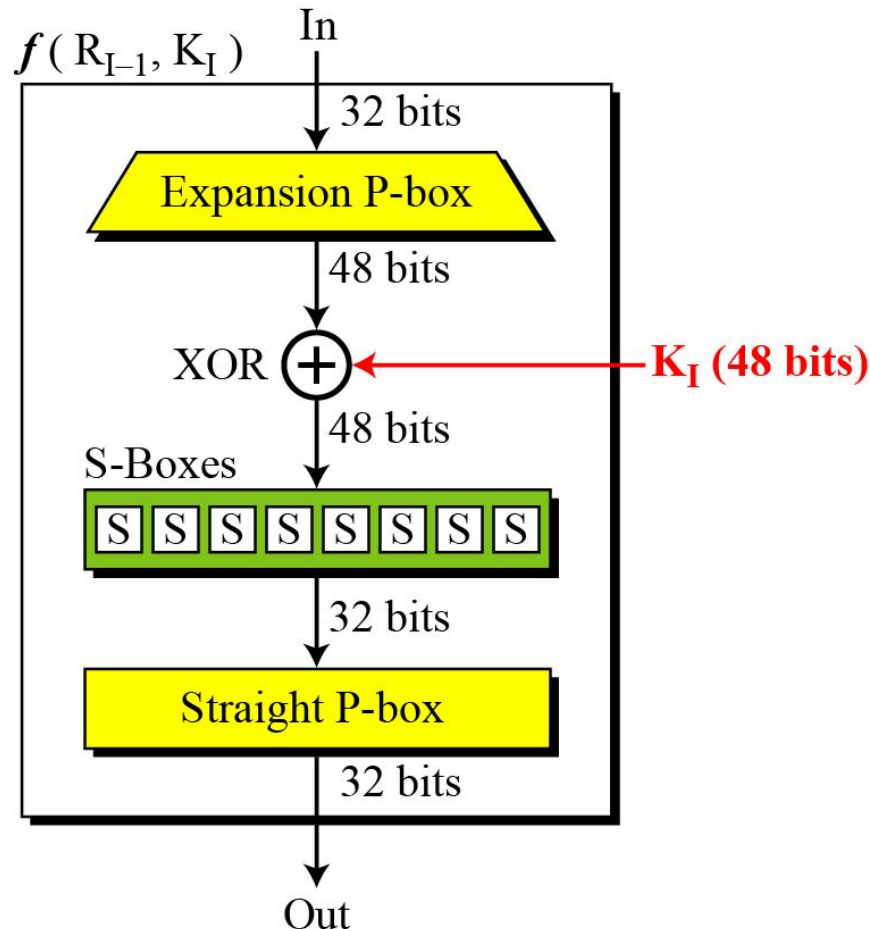
Figure 6.4

*A round in DES
(encryption site)*

DES Function

The heart of DES is the DES function. The DES function applies a 48-bit key to the rightmost 32 bits to produce a 32-bit output.

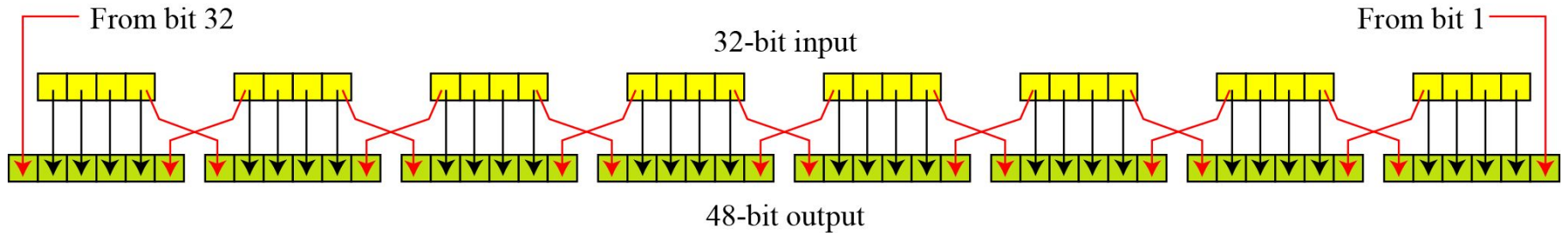
Figure 6.5
DES function



Expansion P-box

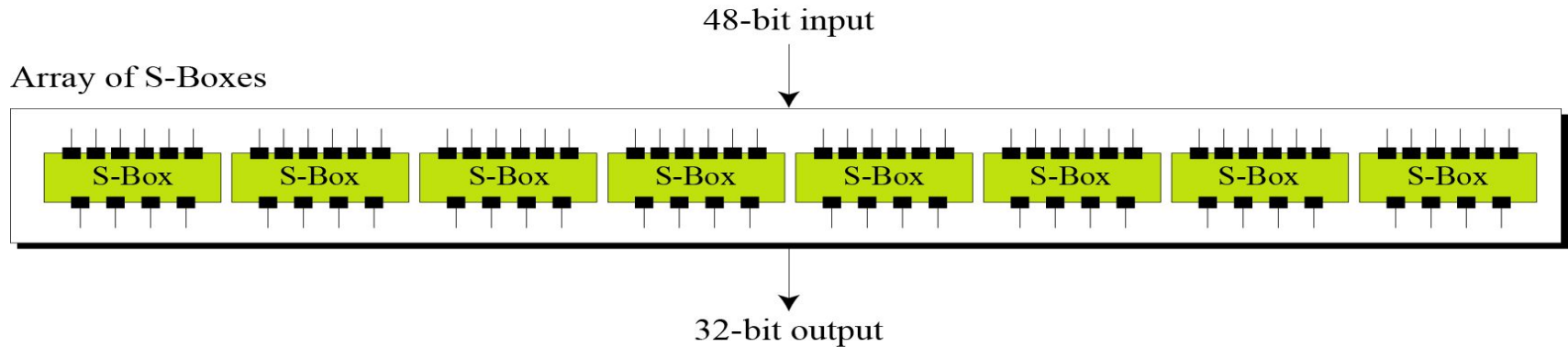
Since R_{I-1} is a 32-bit input and K_I is a 48-bit key, we first need to expand R_{I-1} to 48 bits.

Figure 6.6 Expansion permutation

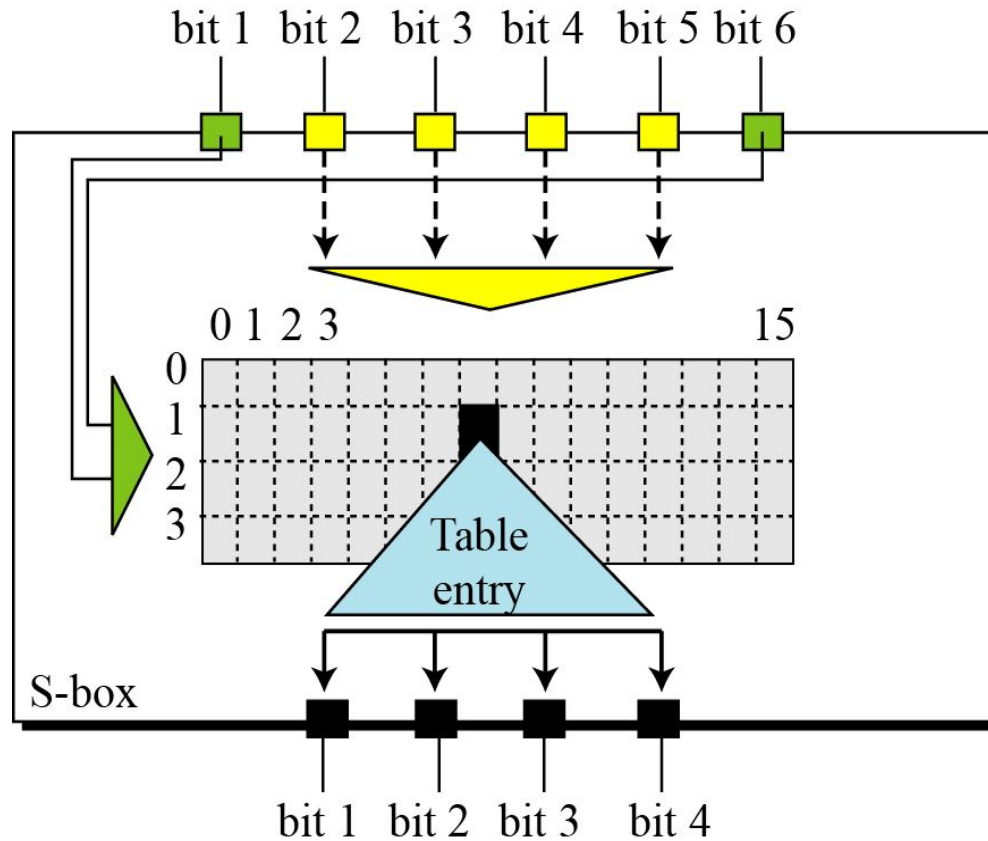


S-Boxes

The S-boxes do the real mixing (confusion). DES uses 8 S-boxes, each with a 6-bit input and a 4-bit output



S-Boxes



	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	14	04	13	01	02	15	11	08	03	10	06	12	05	09	00	07
1	00	15	07	04	14	02	13	10	03	06	12	11	09	05	03	08
2	04	01	14	08	13	06	02	11	15	12	09	07	03	10	05	00
3	15	12	08	02	04	09	01	07	05	11	03	14	10	00	06	13

Example 6.3

The input to S-box 1 is **100011**. What is the output?

Solution

If we write the first and the sixth bits together, we get 11 in binary, which is 3 in decimal. The remaining bits are 0001 in binary, which is 1 in decimal. We look for the value in row 3, column 1, in Table 6.3 (S-box 1). The result is 12 in decimal, which in binary is 1100. So the input **100011** yields the output **1100**.

Key generation

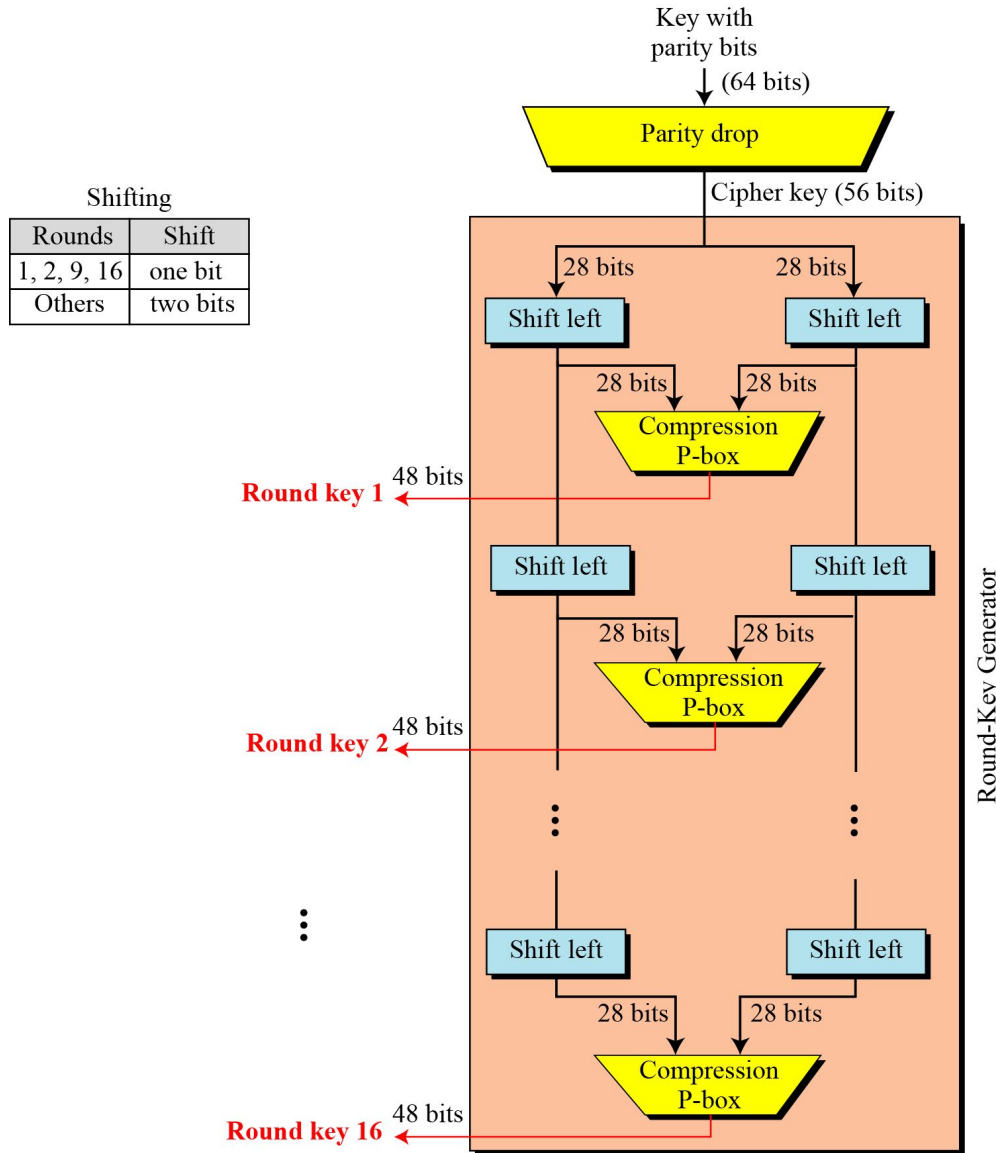


Figure 6.10
Key generation

Advanced Encryption Standard (AES)

INTRODUCTION

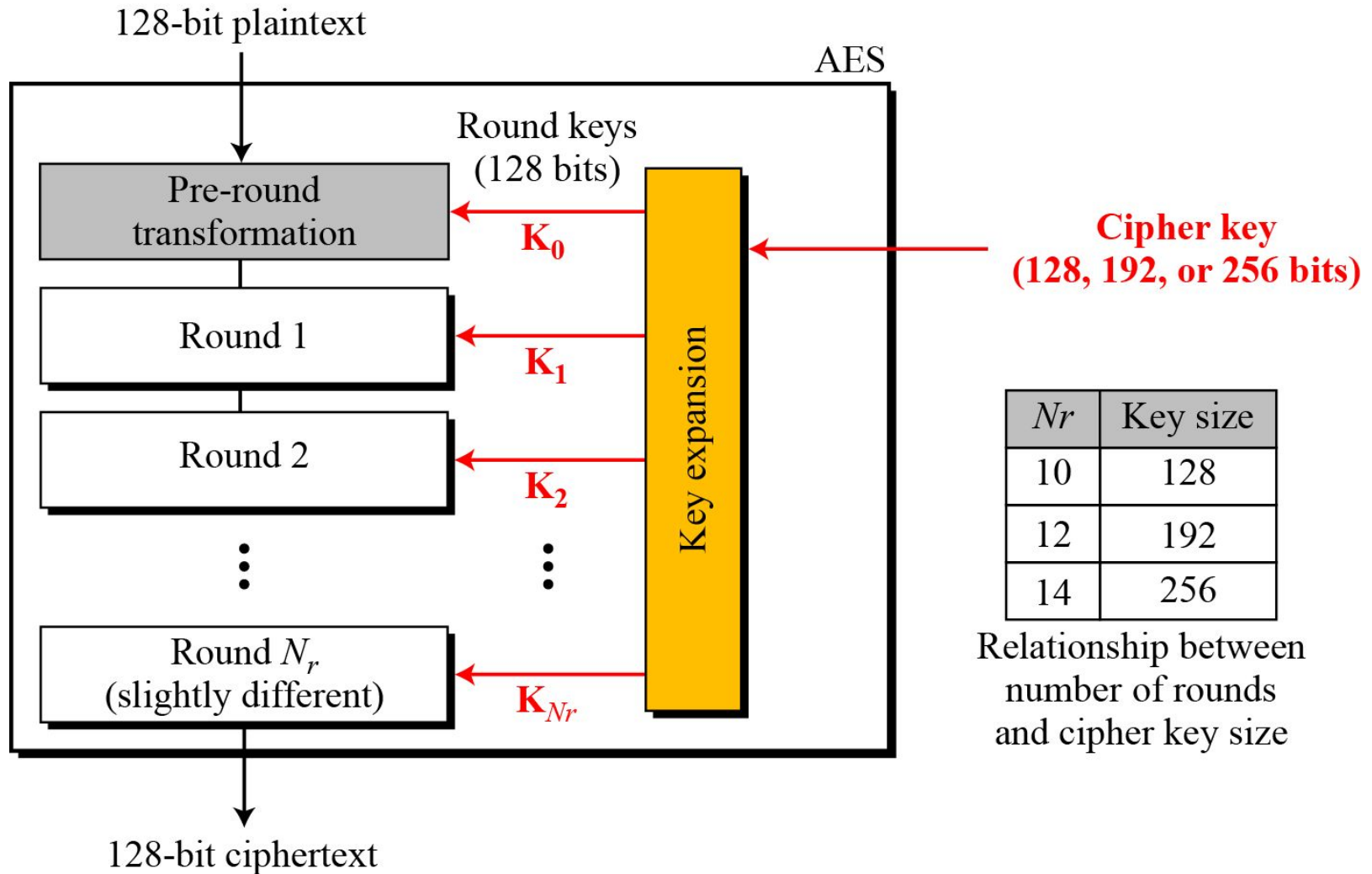
- ❖ *The Advanced Encryption Standard (AES) is a symmetric-key block cipher published by the National Institute of Standards and Technology (NIST) in December 2001.*
 - ❖ *AES is a non-Feistel cipher that encrypts and decrypts a data block of 128 bits. It uses 10, 12, or 14 rounds. The key size, which can be 128, 192, or 256 bits, depends on the number of rounds.*
-

AES has defined three versions, with 10, 12, and 14 rounds.

Each version uses a different cipher key size (128, 192, or 256), but the round keys are always 128 bits.

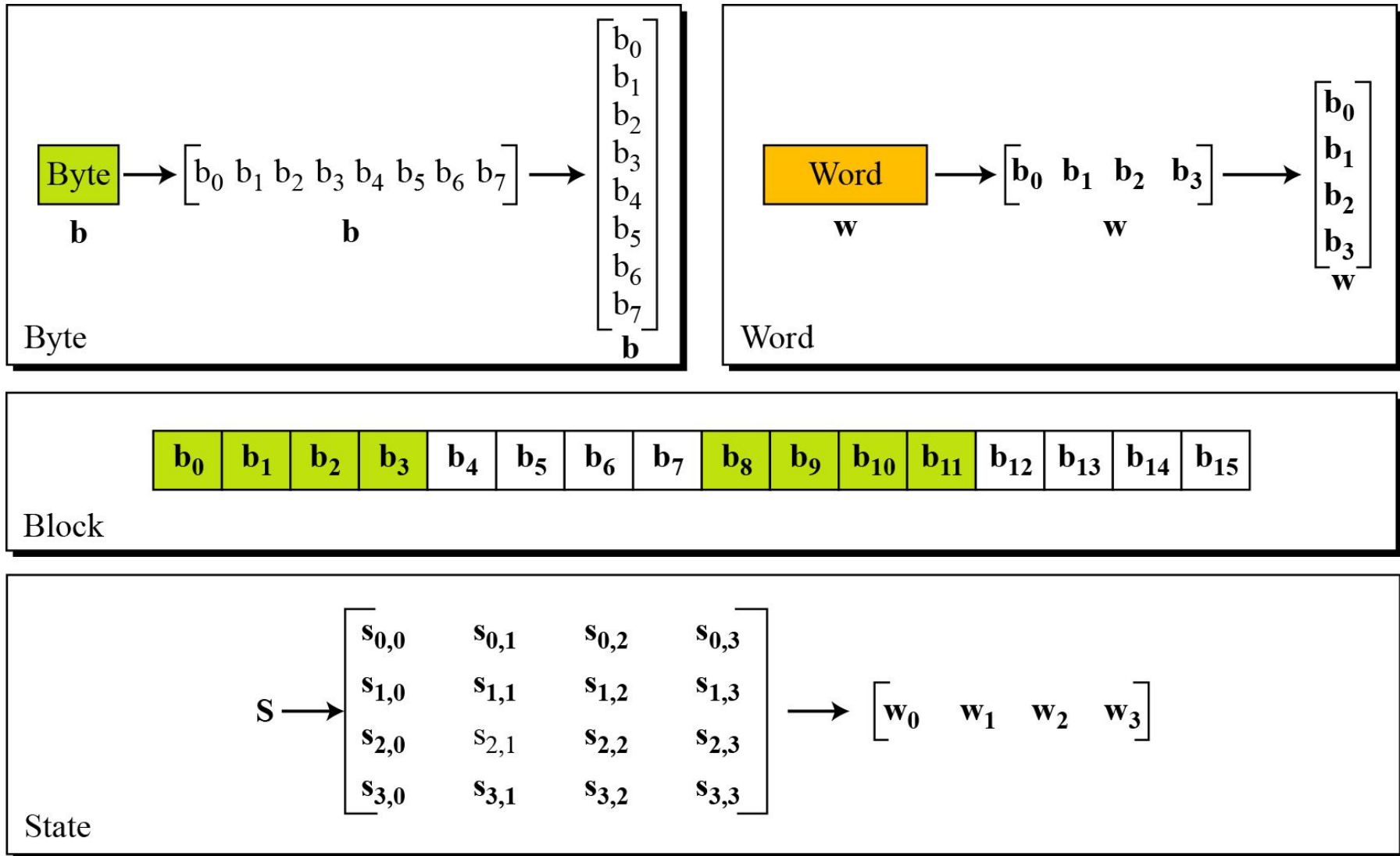
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Figure 7.1 *General design of AES encryption cipher*



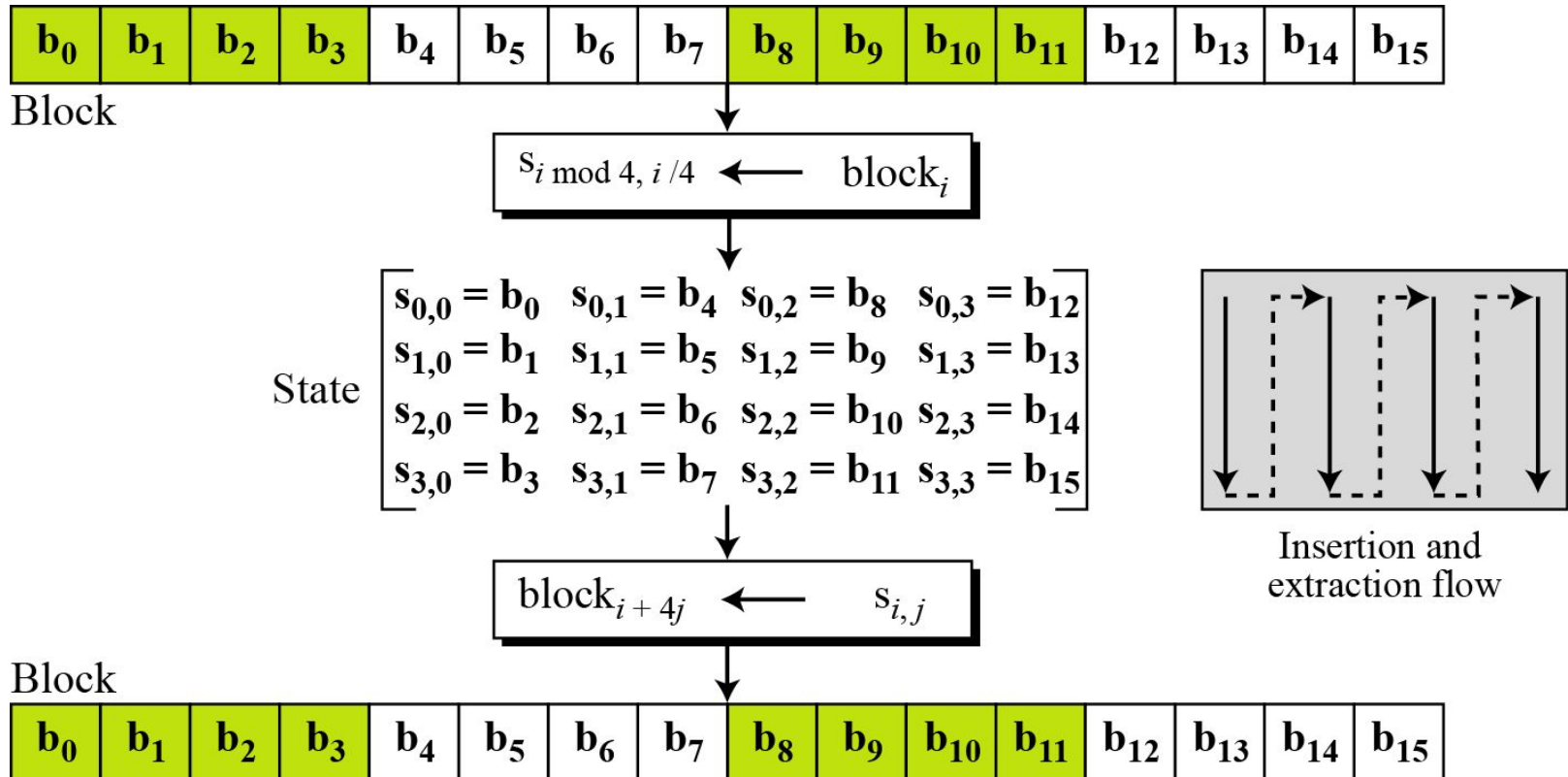
Data Units.

Figure 7.2 *Data units used in AES*



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Figure 7.3 *Block-to-state and state-to-block transformation*



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Figure 7.4 *Changing plaintext to state*

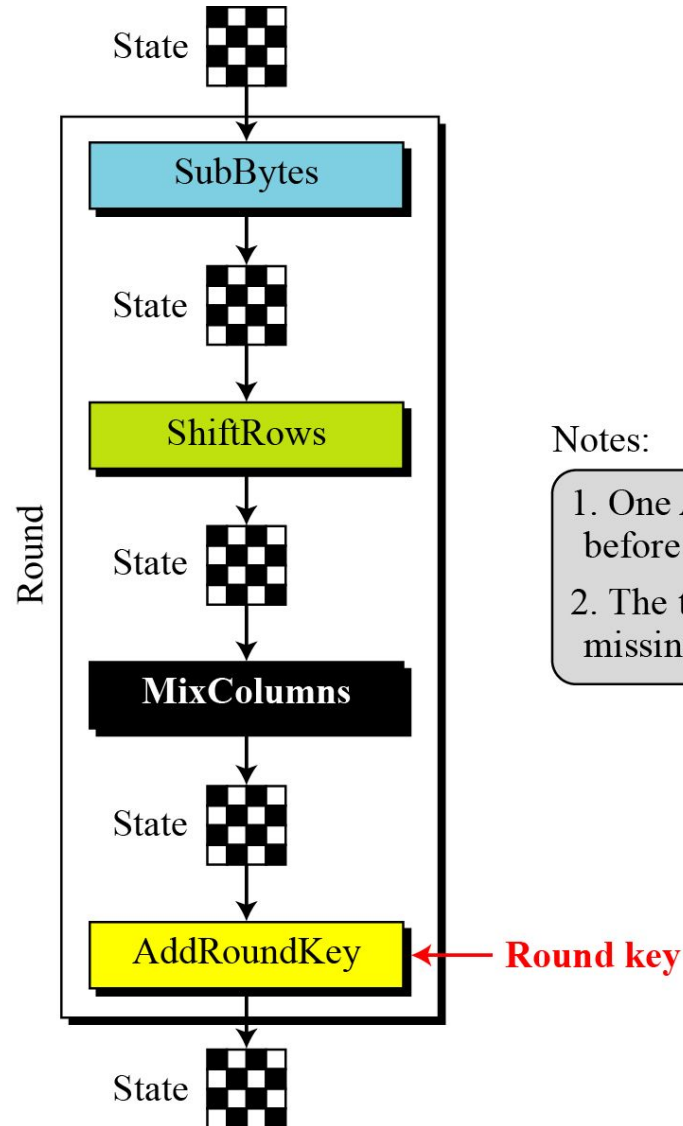
Text	A	E	S	U	S	E	S	A	M	A	T	R	I	X	Z	Z
Hexadecimal	00	04	12	14	12	04	12	00	0C	00	13	11	08	23	19	19

00	12	0C	08
04	04	00	23
12	12	13	19
14	00	11	19

State

Structure of Each Round

Figure 7.5 *Structure of each round at the encryption site*



Substitution

AES, like DES, uses substitution. AES uses two invertible transformations.

SubBytes

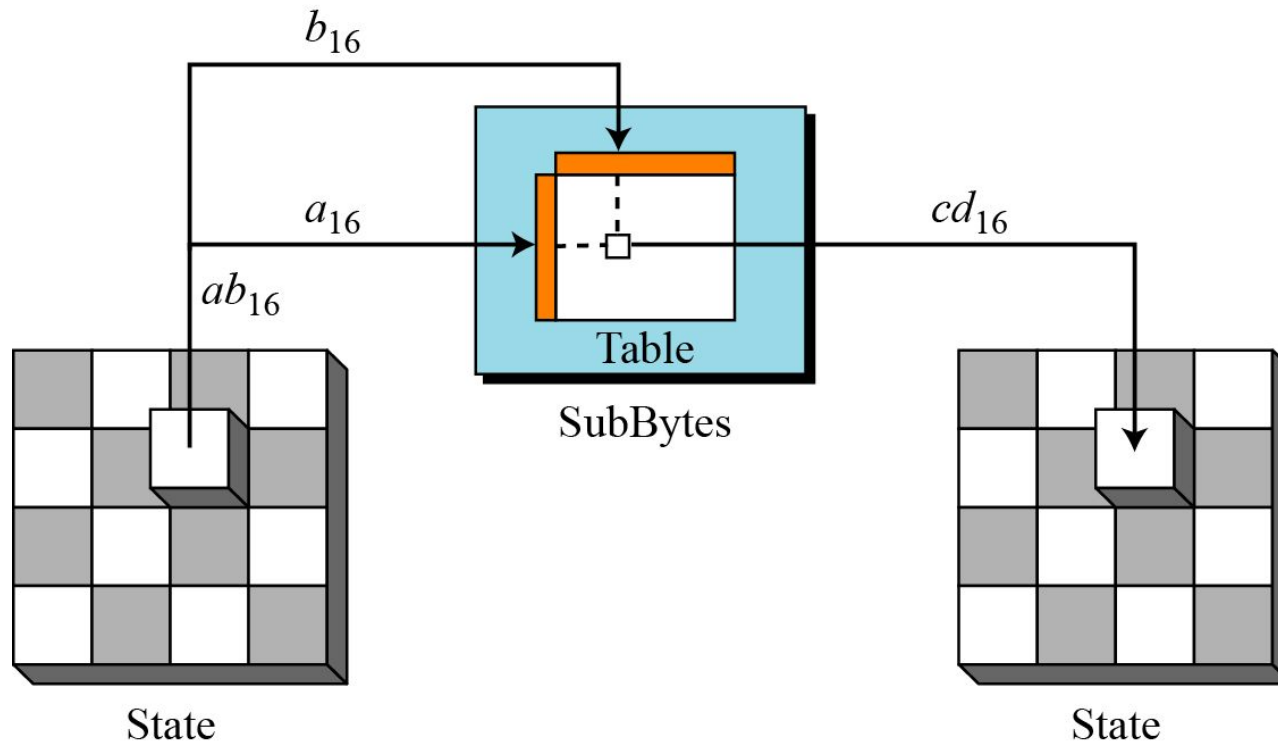
The first transformation, SubBytes, is used at the encryption site. To substitute a byte, we interpret the byte as two hexadecimal digits.

Note

The SubBytes operation involves 16 independent byte-to-byte transformations.

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Figure 7.6 *SubBytes transformation*



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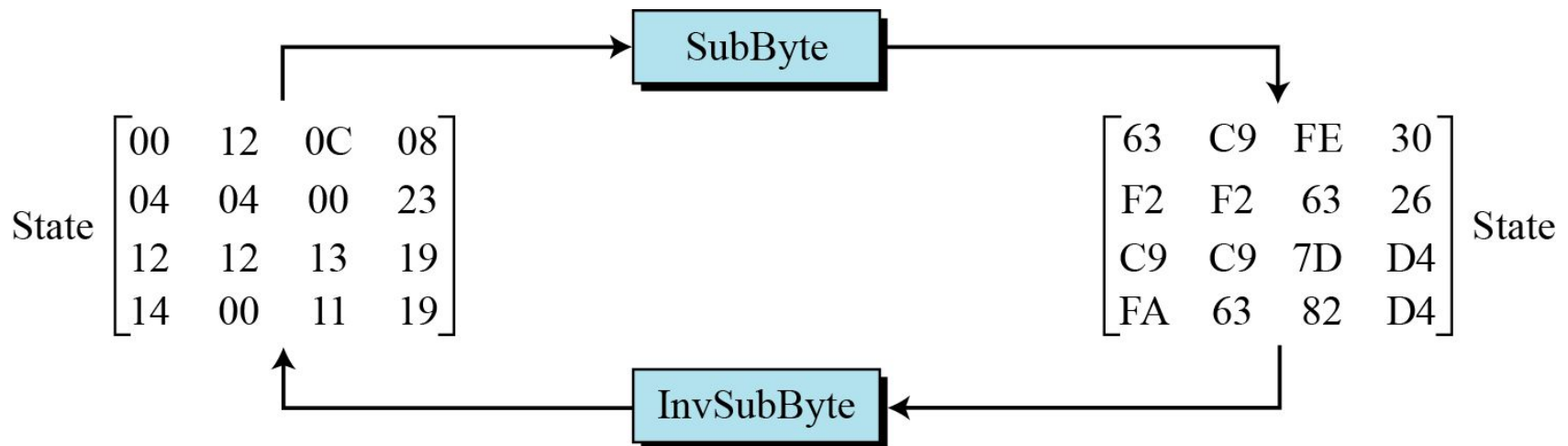
Table 7.1 *SubBytes transformation table (continued)*

	<i>0</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>	<i>8</i>	<i>9</i>	<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>
<i>7</i>	51	A3	40	8F	92	9D	38	F5	BC	B6	DA	21	10	FF	F3	D2
<i>8</i>	CD	0C	13	EC	5F	97	44	17	C4	A7	7E	3D	64	5D	19	73
<i>9</i>	60	81	4F	DC	22	2A	90	88	46	EE	B8	14	DE	5E	0B	DB
<i>A</i>	E0	32	3A	0A	49	06	24	5C	C2	D3	AC	62	91	95	E4	79
<i>B</i>	E7	CB	37	6D	8D	D5	4E	A9	6C	56	F4	EA	65	7A	AE	08
<i>C</i>	BA	78	25	2E	1C	A6	B4	C6	E8	DD	74	1F	4B	BD	8B	8A
<i>D</i>	70	3E	B5	66	48	03	F6	0E	61	35	57	B9	86	C1	1D	9E
<i>E</i>	E1	F8	98	11	69	D9	8E	94	9B	1E	87	E9	CE	55	28	DF
<i>F</i>	8C	A1	89	0D	BF	E6	42	68	41	99	2D	0F	B0	54	BB	16

Example 7.2

Figure 7.7 shows how a state is transformed using the SubBytes transformation. The figure also shows that the InvSubBytes transformation creates the original one. Note that if the two bytes have the same values, their transformation is also the same.

Figure 7.7 *SubBytes transformation for Example 7.2*



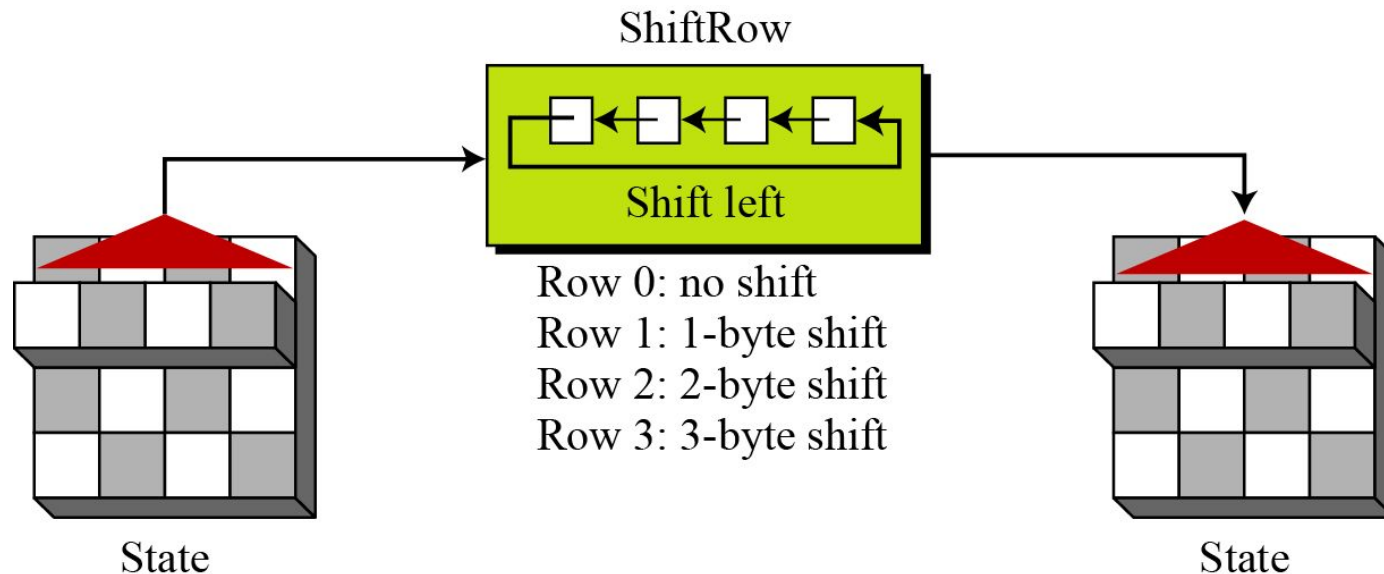
Permutation

Another transformation found in a round is shifting, which permutes the bytes.

ShiftRows

In the encryption, the transformation is called ShiftRows.

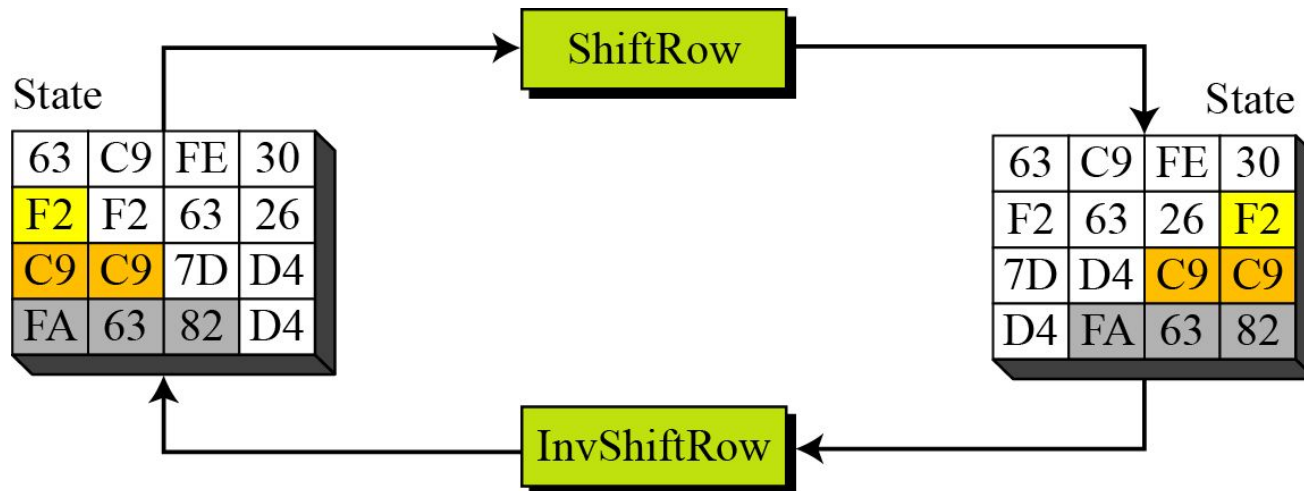
Figure 7.9 *ShiftRows transformation*



Example 7.4

Figure 7.10 shows how a state is transformed using ShiftRows transformation. The figure also shows that InvShiftRows transformation creates the original state.

Figure 7.10 *ShiftRows transformation in Example 7.4*



Mixing

We need an interbyte transformation that changes the bits inside a byte, based on the bits inside the neighboring bytes. We need to mix bytes to provide diffusion at the bit level.

Figure 7.11 *Mixing bytes using matrix multiplication*

$$\begin{array}{l} ax + by + cz + dt \\ ex + fy + gz + ht \\ ix + jy + kz + lt \\ mx + ny + oz + pt \end{array} \begin{array}{c} \rightarrow \\ \rightarrow \\ \rightarrow \\ \rightarrow \end{array} \left[\begin{array}{c} \text{ } \\ \text{ } \\ \text{ } \\ \text{ } \end{array} \right] = \begin{bmatrix} a & b & c & d \\ e & f & g & h \\ i & j & k & l \\ m & n & o & p \end{bmatrix} \times \begin{bmatrix} \mathbf{x} \\ \mathbf{y} \\ \mathbf{z} \\ \mathbf{t} \end{bmatrix}$$

New matrix **Constant matrix** Old matrix

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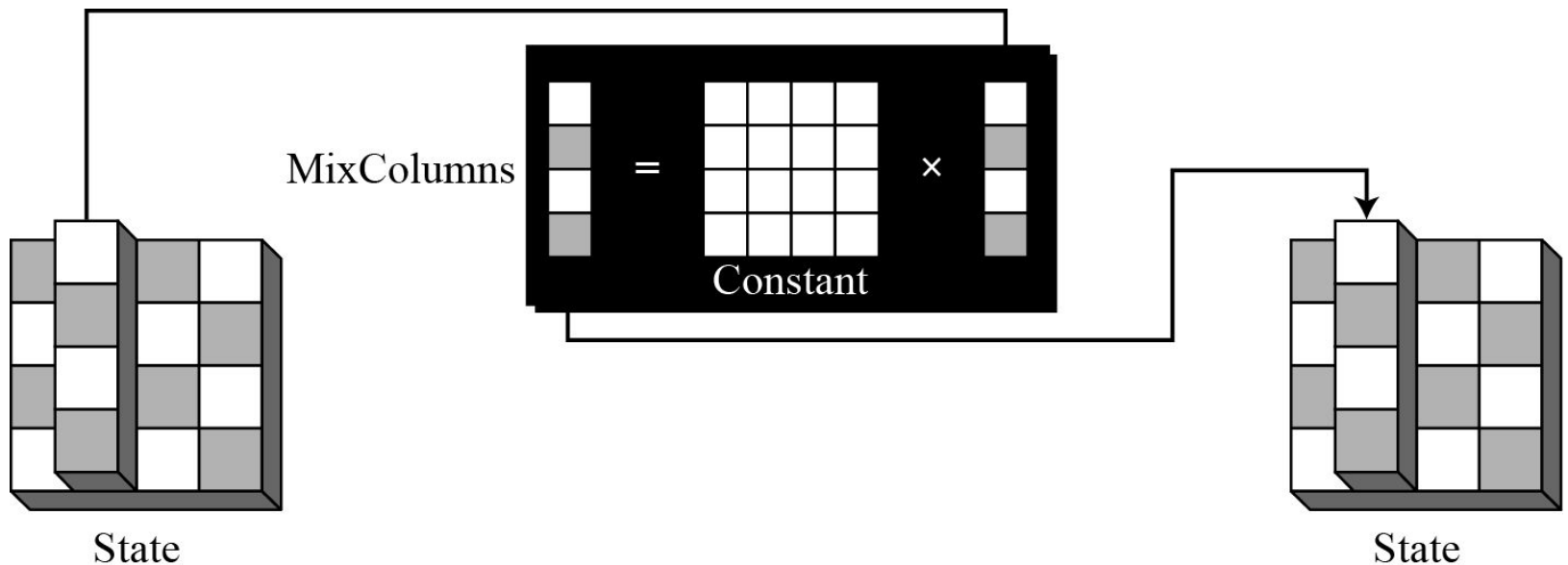
Figure 7.12 *Constant matrices used by MixColumns and InvMixColumns*

$$\begin{array}{ccc} \begin{bmatrix} 02 & 03 & 01 & 01 \\ 01 & 02 & 03 & 01 \\ 01 & 01 & 02 & 03 \\ 03 & 01 & 01 & 02 \end{bmatrix} & \xleftrightarrow{\text{Inverse}} & \begin{bmatrix} 0E & 0B & 0D & 09 \\ 09 & 0E & 0B & 0D \\ 0D & 09 & 0E & 0B \\ 0B & 0D & 09 & 0E \end{bmatrix} \\ C & & C^{-1} \end{array}$$

MixColumns

The MixColumns transformation operates at the column level; it transforms each column of the state to a new column.

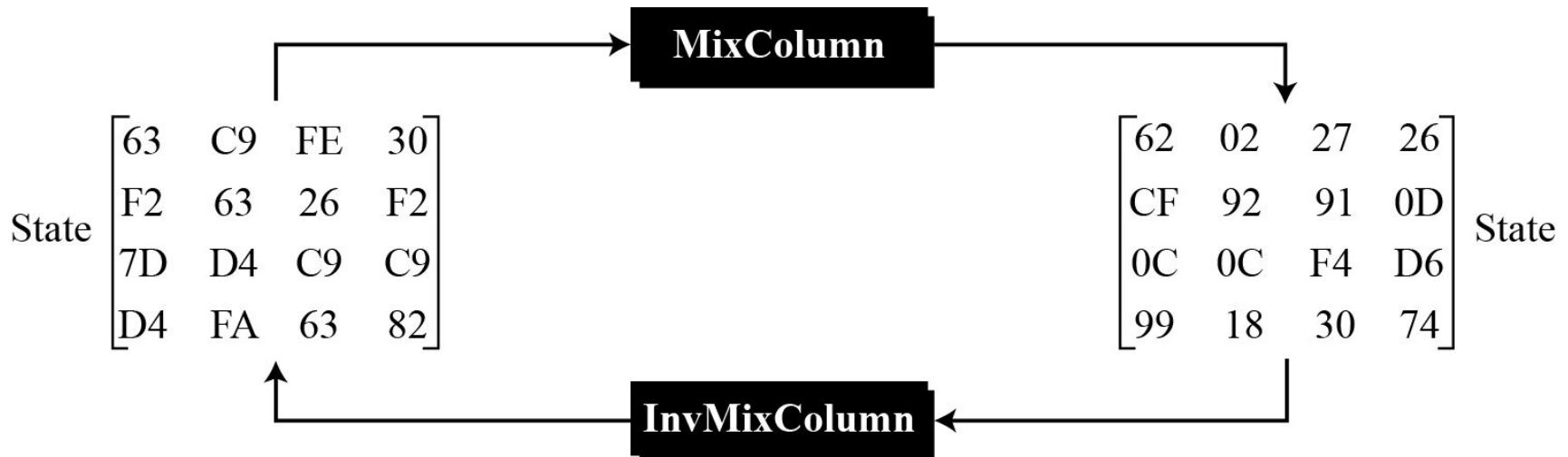
Figure 7.13 *MixColumns transformation*



Example 7.5

Figure 7.14 shows how a state is transformed using the MixColumns transformation. The figure also shows that the InvMixColumns transformation creates the original one.

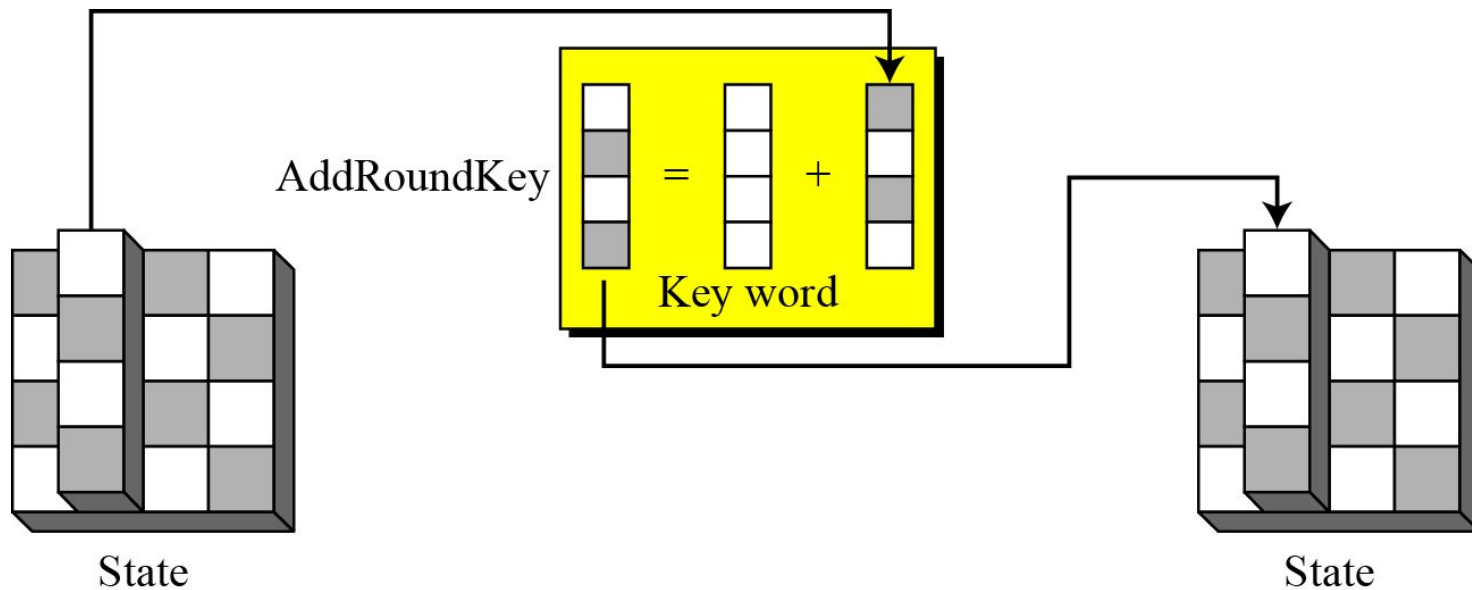
Figure 7.14 *The MixColumns transformation in Example 7.5*



Key Adding

AddRoundKey

AddRoundKey proceeds one column at a time. **AddRoundKey** adds a round key word with each state column matrix; the operation in **AddRoundKey** is matrix addition.



Key Expansion in AES-128

Figure 7.16 Key expansion in AES

