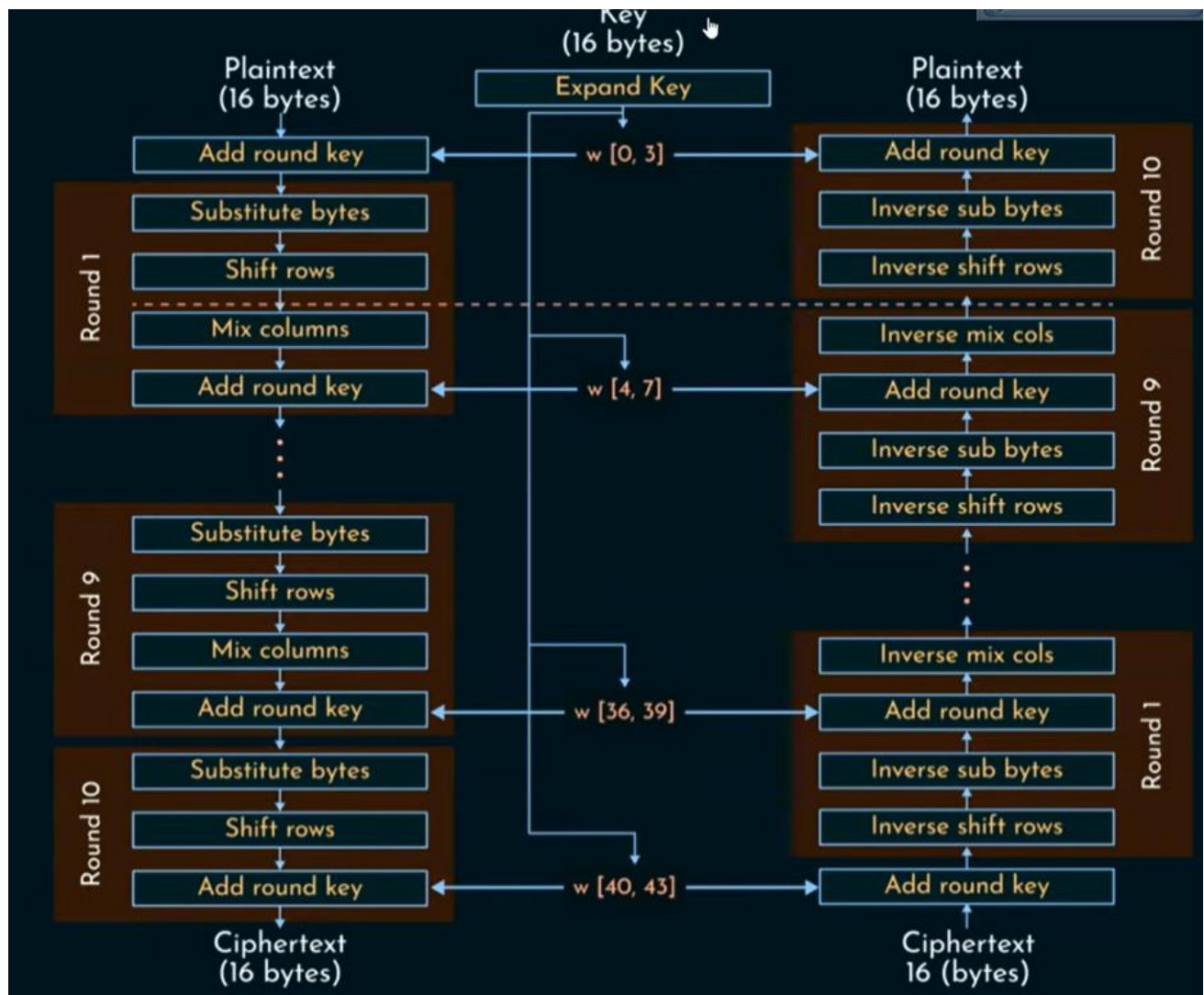


The 128 bits of the plaintext are arranged such that they form 4x4 matrix. The 4 transformations of the rounds are [substitute bytes – shift rows – mix columns – add round key]. Note that all rounds have same transformation steps except the initial transformation (a.k.a round 0) and the last round (Nth round). They number of rounds depends on the key size (illustrated in the following figure). However, the **round keys** have constant sizes of 128 bits.

No. of rounds	Key size (in bits)
10	128
12	192
14	256

The round keys are generated using the key schedule algorithm that is a function of the main key. The transformation of rounds is explained in the following figure. Note that the initial transformation (**having add round key only**) and the final transformation (**excluding the mix columns**) are unique to make the process invertible.

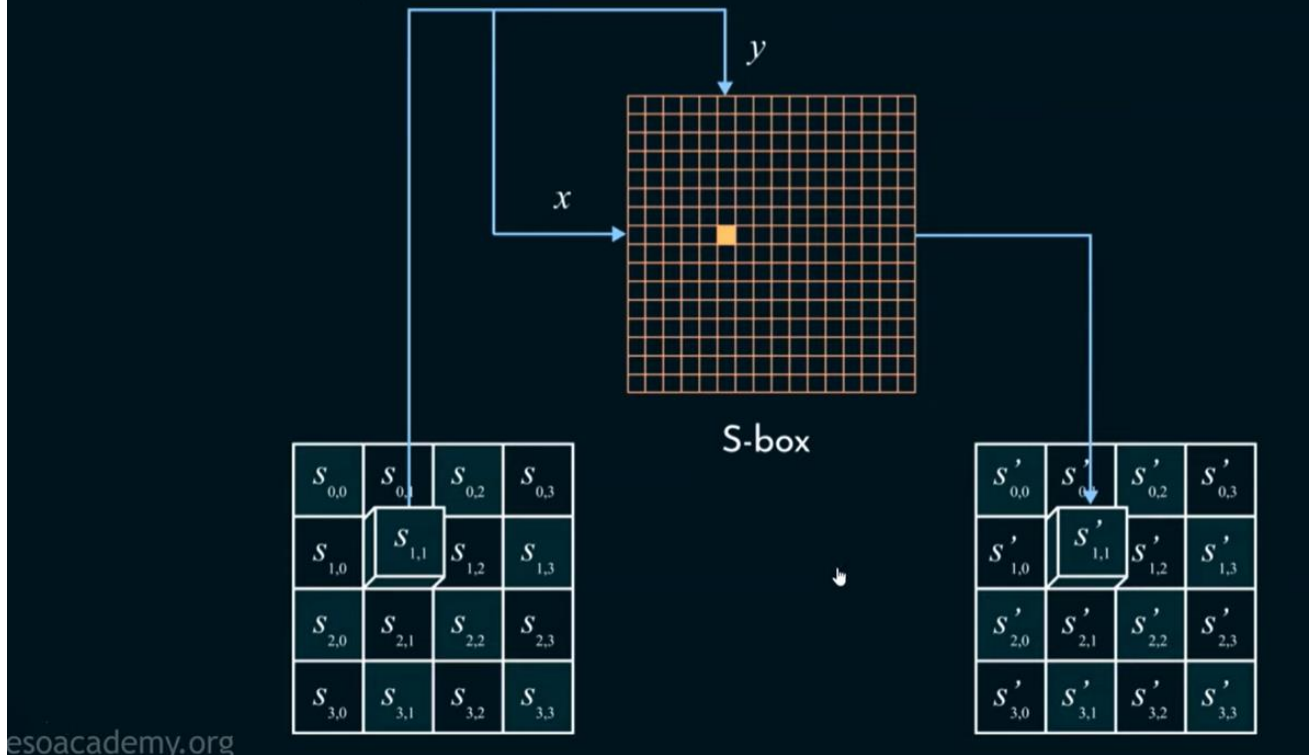


The word of the round key is 32 bits, which means that for 10 rounds, the key expansion unit exported 44 words with 4 words for each round. Now let's talk about each transformation individually.

Round	Words
Initial Transformation	$w_0$ $w_1$ $w_2$ $w_3$
Round 1	$w_4$ $w_5$ $w_6$ $w_7$
Round 2	$w_8$ $w_9$ $w_{10}$ $w_{11}$
...	
Round 10	$w_{40}$ $w_{41}$ $w_{42}$ $w_{43}$

## ➤ Substitute Bytes

### Substitute Bytes



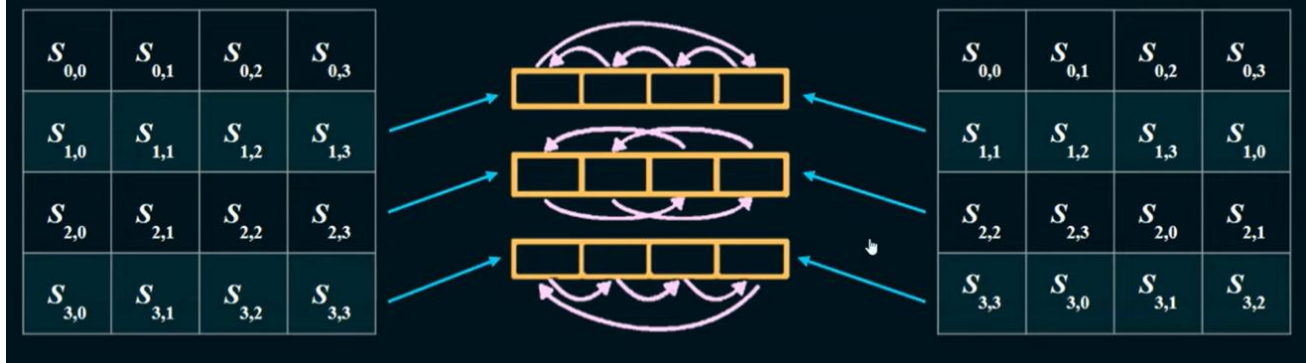
16x16 table is constructed where each element is represented by a byte that will be replaced by another value (ex.  $S_{0,0} \rightarrow S'_{0,0}$ ) based on a look-up table shown in the following figure.

### S-Box in AES

	00	01	02	03	04	05	06	07	08	09	0a	0b	0c	0d	0e	0f
00	63	7c	77	7b	f2	6b	6f	c5	30	01	67	2b	fe	d7	ab	76
10	ca	82	c9	7d	fa	59	47	f0	ad	d4	a2	af	9c	a4	72	c0
20	b7	fd	93	26	36	3f	f7	cc	34	a5	e5	f1	71	d8	31	15
30	04	c7	23	c3	18	96	05	9a	07	12	80	e2	eb	27	b2	75
40	09	83	2c	1a	1b	6e	5a	a0	52	3b	d6	b3	29	e3	2f	84
50	53	d1	00	ed	20	fc	b1	5b	6a	cb	be	39	4a	4c	58	cf
60	d0	ef	aa	fb	43	4d	33	85	45	f9	02	7f	50	3c	9f	a8
70	51	a3	40	8f	92	9d	38	f5	bc	b6	da	21	10	ff	f3	d2
80	cd	0c	13	ec	5f	97	44	17	c4	a7	7e	3d	64	5d	19	73
90	60	81	4f	dc	22	2a	90	88	46	ee	b8	14	de	5e	0b	db
a0	e0	32	3a	0a	49	06	24	5c	c2	d3	ac	62	91	95	e4	79
b0	e7	c8	37	6d	8d	d5	4e	a9	6c	56	f4	ea	65	7a	ae	08
c0	ba	78	25	2e	1c	a6	b4	c6	e8	dd	74	1f	4b	bd	8b	8a
d0	70	3e	b5	66	48	03	f6	0e	61	35	57	b9	86	c1	1d	9e
e0	e1	f8	98	11	69	d9	8e	94	9b	1e	87	e9	ce	55	28	df
f0	8c	a1	89	0d	bf	e6	42	68	41	99	2d	0f	b0	54	bb	16

## ➤ Shift Rows

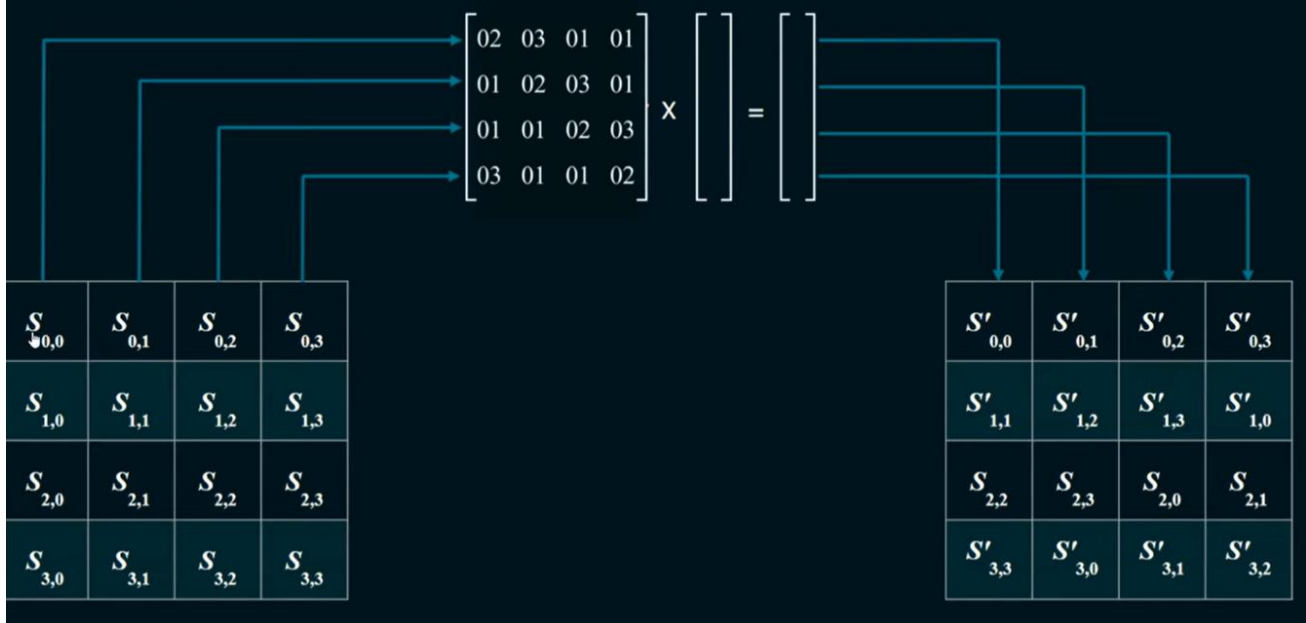
### Shift Rows



Based on the previous figure, the first row has 0 byte left circular shift, the second row has 1 byte left circular shift, the third row has 2 byte left circular shift, the fourth row has 3 byte left circular shift.

## ➤ Mix Columns

### Mix Columns

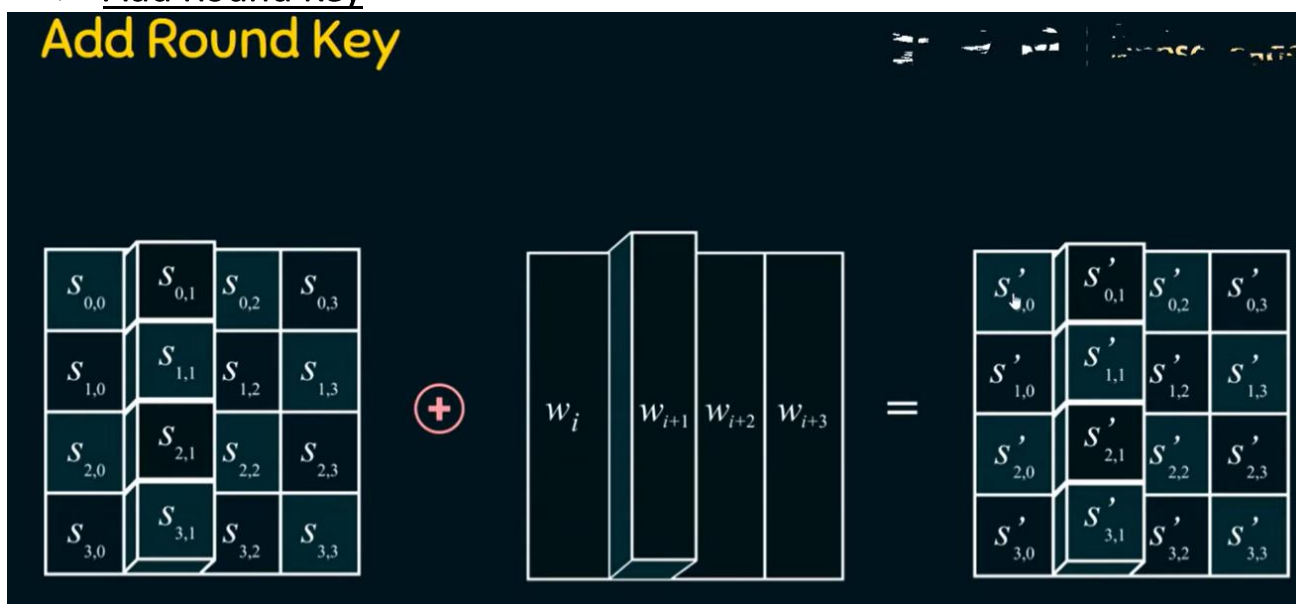


Matrix multiplication of the 4x4 data matrix with a pre-defined 4x4 matrix to have an output of 4x4 matrix.



## ➤ Add Round Key

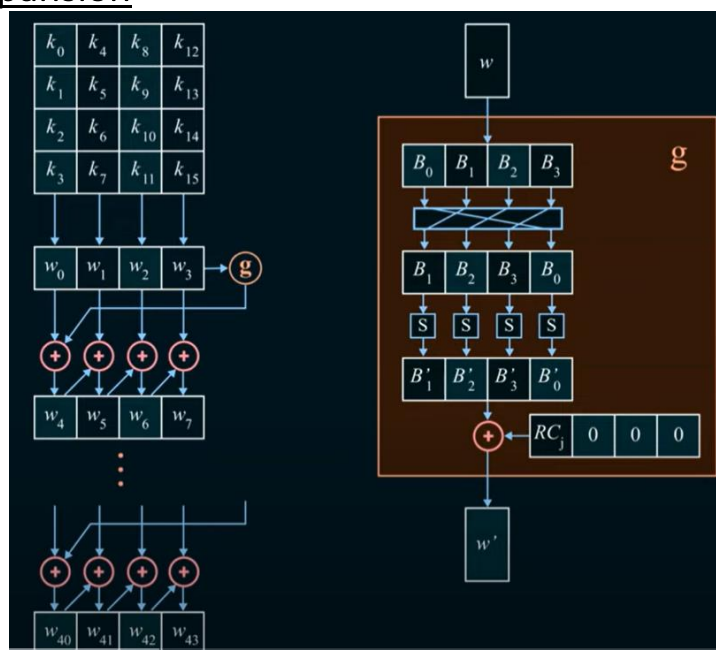
### Add Round Key



As shown before, the round key has 4 words where each word is 32 bits. The word is stored in columns to add (simple XOR operation) it with each row corresponding to the 4x4 matrix to have new 4x4 matrix.

Each of the four previously mentioned operations is performed once in each round with the specified order. But the question now is **how to generate the round keys based on the main key?**

## ➤ AES Key Expansion



We need 11 round keys if the key size is 128 bits or 13 if key size is 192 bits or 15 if key size is 256 bits (due to the initial transformation in the beginning of the encryption). For the initial transformation, the first four words are generated directly from the summation (or concatenation, not sure yet) of the main key columns to get four words. However, to achieve the rest of the words, we need to perform the 'G' function for the last word in the round key (for the initial round it would be  $w'_3$ ) then add the output of the 'G' function to the first word to get the next first word of the round key.

### G Function

The word is divided into 4 bytes, where we perform 1 byte left circular shift at the beginning. Then we use the s-box (discussed earlier) to generate different bytes. Then we XOR the result with round constant (its generation is discussed briefly in the [AES definition](#) document) that has the following values for 128-bit key size.

Round Constant in AES-128			
Round	RC	Round	RC
1	( <u>01</u> 00 00 00) <sub>16</sub>	6	( <u>20</u> 00 00 00) <sub>16</sub>
2	( <u>02</u> 00 00 00) <sub>16</sub>	7	( <u>40</u> 00 00 00) <sub>16</sub>
3	( <u>04</u> 00 00 00) <sub>16</sub>	8	( <u>80</u> 00 00 00) <sub>16</sub>
4	( <u>08</u> 00 00 00) <sub>16</sub>	9	( <u>1B</u> 00 00 00) <sub>16</sub>
5	( <u>10</u> 00 00 00) <sub>16</sub>	10	( <u>36</u> 00 00 00) <sub>16</sub>
Note: Initial Transformation takes ( <u>00</u> 00 00 00) <sub>16</sub> as the RC.			

Final note, visit this [site](#) to check the model correctness.