
MODULE *aes*

EXTENDS *Naturals, Sequences, Integers*

VARIABLES *state, roundKey, round, Nb, Nk, Nr*

$SBox \triangleq [i \in 1 \dots 4 \mapsto [j \in 1 \dots 4 \mapsto ((i * j) + 50) \% 256]]$

$SubBytes(s) \triangleq$
 $[i \in 1 \dots Nb \mapsto [j \in 1 \dots Nk \mapsto$
 $SBox[(s[i][j] \% 4) + 1][(s[i][j] \% 4) + 1]]]$

$ShiftRows(s) \triangleq$
 $[i \in 1 \dots Nb \mapsto$
 $IF i = 1 THEN s[i]$
 $ELSE [j \in 1 \dots Nk \mapsto s[i][((j + i - 2) \% Nk) + 1]]]$

$Multiply(a, b) \triangleq$
 $LET result \triangleq IF b = 1 THEN a ELSE IF b = 2 THEN (a * 2) \% 256 ELSE (a * 3) \% 256$
 $IN result$

$MixColumns(s) \triangleq$
 $[i \in 1 \dots Nk \mapsto$
 $LET s0 \triangleq s[1][i]$
 $s1 \triangleq s[2][i]$
 $s2 \triangleq s[3][i]$
 $s3 \triangleq s[4][i]$
 $IN [j \in 1 \dots Nb \mapsto$
 $IF j = 1 THEN (Multiply(s0, 2) + Multiply(s1, 3) + s2 + s3) \% 256$
 $ELSE IF j = 2 THEN (s0 + Multiply(s1, 2) + Multiply(s2, 3) + s3) \% 256$
 $ELSE IF j = 3 THEN (s0 + s1 + Multiply(s2, 2) + Multiply(s3, 3)) \% 256$
 $ELSE (Multiply(s0, 3) + s1 + s2 + Multiply(s3, 2)) \% 256]]]$

$AddRoundKey(s, k) \triangleq$
 $[i \in 1 \dots Nb \mapsto [j \in 1 \dots Nk \mapsto (s[i][j] + k[i][j]) \% 256]]]$

$Round(s, k) \triangleq$
 $LET newState \triangleq MixColumns(ShiftRows(SubBytes(s)))$
 $IN AddRoundKey(newState, k)$

$NextRound \triangleq$
 $\wedge round < Nr$
 $\wedge state' = Round(state, roundKey)$
 $\wedge roundKey' = roundKey$
 $\wedge Nb' = Nb$
 $\wedge Nk' = Nk$
 $\wedge Nr' = Nr$
 $\wedge round' = round + 1$

$$\begin{aligned}
Init &\triangleq \\
&\wedge state = [i \in 1 \dots 4 \mapsto [j \in 1 \dots 4 \mapsto (i - 1) * 4 + j]] \\
&\wedge roundKey = [i \in 1 \dots 4 \mapsto [j \in 1 \dots 4 \mapsto (i + j + 40) \% 256]] \\
&\wedge round = 0 \\
&\wedge Nb = 4 \\
&\wedge Nk = 4 \\
&\wedge Nr = 10
\end{aligned}$$

$$\begin{aligned}
Spec &\triangleq \\
&Init \wedge \Box [NextRound]_{\langle state, round, roundKey, Nb, Nk, Nr \rangle}
\end{aligned}$$
