EXTENDS Naturals, Sequences, Integers

Variables state, roundKey, round, Nr, encrypt

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 \begin{array}{rl} IP & \triangleq \ \langle 58,\, 50,\, 42,\, 34,\, 26,\, 18,\, 10,\, 2,\\ & 60,\, 52,\, 44,\, 36,\, 28,\, 20,\, 12,\, 4,\\ & 62,\, 54,\, 46,\, 38,\, 30,\, 22,\, 14,\, 6,\\ & 64,\, 56,\, 48,\, 40,\, 32,\, 24,\, 16,\, 8,\\ & 57,\, 49,\, 41,\, 33,\, 25,\, 17,\, 9,\, 1,\\ & 59,\, 51,\, 43,\, 35,\, 27,\, 19,\, 11,\, 3,\\ & 61,\, 53,\, 45,\, 37,\, 29,\, 21,\, 13,\, 5,\\ & 63,\, 55,\, 47,\, 39,\, 31,\, 23,\, 15,\, 7 \rangle \end{array}
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 $FP \triangleq \langle 40, 8, 48, 16, 56, 24, 64, 32, \\ 39, 7, 47, 15, 55, 23, 63, 31, \\ 38, 6, 46, 14, 54, 22, 62, 30, \\ 37, 5, 45, 13, 53, 21, 61, 29, \\ 36, 4, 44, 12, 52, 20, 60, 28, \\ 35, 3, 43, 11, 51, 19, 59, 27, \\ 34, 2, 42, 10, 50, 18, 58, 26, \\ 33, 1, 41, 9, 49, 17, 57, 25 \rangle$ 

 $E \triangleq \langle 32, 1, 2, 3, 4, 5, \\ 4, 5, 6, 7, 8, 9, \\ 8, 9, 10, 11, 12, 13, \\ 12, 13, 14, 15, 16, 17, \\ 16, 17, 18, 19, 20, 21, \\ 20, 21, 22, 23, 24, 25, \\ 24, 25, 26, 27, 28, 29, \\ 28, 29, 30, 31, 32, 1 \rangle$ 

 $P \triangleq \langle 16, 7, 20, 21, 29, 12, 28, 17, 1, 15, 23, 26, 5, 18, 31, 10, 2, 8, 24, 14, 32, 27, 3, 9, 19, 13, 30, 6, 22, 11, 4, 25 \rangle$ 

 $SBox1 \triangleq \langle \langle 14, 4, 13, 1, 2, 15, 11, 8, 3, 10, 6, 12, 5, 9, 0, 7 \rangle, \\ \langle 0, 15, 7, 4, 14, 2, 13, 1, 10, 6, 12, 11, 9, 5, 3, 8 \rangle, \\ \langle 4, 1, 14, 8, 13, 6, 2, 11, 15, 12, 9, 7, 3, 10, 5, 0 \rangle, \\ \langle 15, 12, 8, 2, 4, 9, 1, 7, 5, 11, 3, 14, 10, 0, 6, 13 \rangle \rangle$ 

 $SBox2 \triangleq \langle \langle 15, 1, 8, 14, 6, 11, 3, 4, 9, 7, 2, 13, 12, 0, 5, 10 \rangle, \\ \langle 3, 13, 4, 7, 15, 2, 8, 14, 12, 0, 1, 10, 6, 9, 11, 5 \rangle, \\ \langle 0, 14, 7, 11, 10, 4, 13, 1, 5, 8, 12, 6, 9, 3, 2, 15 \rangle, \\ \langle 13, 8, 10, 1, 3, 15, 4, 2, 11, 6, 7, 12, 0, 5, 14, 9 \rangle \rangle$ 

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\langle 13, 7, 0, 9, 3, 4, 6, 10, 2, 8, 5, 14, 12, 11, 15, 1 \rangle
                  \langle 13, 6, 4, 9, 8, 15, 3, 0, 11, 1, 2, 12, 5, 10, 14, 7 \rangle
                  \langle 1,\, 10,\, 13,\, 0,\, 6,\, 9,\, 8,\, 7,\, 4,\, 15,\, 14,\, 3,\, 11,\, 5,\, 2,\, 12\rangle\rangle
SBox4 \triangleq \langle \langle 7, 13, 14, 3, 0, 6, 9, 10, 1, 2, 8, 5, 11, 12, 4, 15 \rangle,
                   \langle 13, 8, 11, 5, 6, 15, 0, 3, 4, 7, 2, 12, 1, 10, 14, 9 \rangle
                  \langle 10, 6, 9, 0, 12, 11, 7, 13, 15, 1, 3, 14, 5, 2, 8, 4 \rangle
                  \langle 3, 15, 0, 6, 10, 1, 13, 8, 9, 4, 5, 11, 12, 7, 2, 14 \rangle \rangle
SBox5 \stackrel{\triangle}{=} \langle \langle 2, 12, 4, 1, 7, 10, 11, 6, 8, 5, 3, 15, 13, 0, 14, 9 \rangle,
                   \langle 14, 11, 2, 12, 4, 7, 13, 1, 5, 0, 15, 10, 3, 9, 8, 6 \rangle
                  \langle 4, 2, 1, 11, 10, 13, 7, 8, 15, 9, 12, 5, 6, 3, 0, 14 \rangle
                  \langle 11, 8, 12, 7, 1, 14, 2, 13, 6, 15, 0, 9, 10, 4, 5, 3 \rangle \rangle
SBox6 \stackrel{\triangle}{=} \langle \langle 12, 1, 10, 15, 9, 2, 6, 8, 0, 13, 3, 4, 14, 7, 5, 11 \rangle,
                   \langle 10, 15, 4, 2, 7, 12, 9, 5, 6, 1, 13, 14, 0, 11, 3, 8 \rangle
                  \langle 9, 14, 15, 5, 2, 8, 12, 3, 7, 0, 4, 10, 1, 13, 11, 6 \rangle
                  \langle 4, 3, 2, 12, 9, 5, 15, 10, 11, 14, 1, 7, 6, 0, 8, 13 \rangle \rangle
SBox7 \stackrel{\triangle}{=} \langle \langle 4, 11, 2, 14, 15, 0, 8, 13, 3, 12, 9, 7, 5, 10, 6, 1 \rangle,
                   \langle 13, 0, 11, 7, 4, 9, 1, 10, 14, 3, 5, 12, 2, 15, 8, 6 \rangle
                  \langle 1, 4, 11, 13, 12, 3, 7, 14, 10, 15, 6, 8, 0, 5, 9, 2 \rangle
                  \langle 6, 11, 13, 8, 1, 4, 10, 7, 9, 5, 0, 15, 14, 2, 3, 12 \rangle \rangle
SBox8 \triangleq \langle \langle 13, 2, 8, 4, 6, 15, 11, 1, 10, 9, 3, 14, 5, 0, 12, 7 \rangle,
                   \langle 1, 15, 13, 8, 10, 3, 7, 4, 12, 5, 6, 11, 0, 14, 9, 2 \rangle
                  \langle 7, 11, 4, 1, 9, 12, 14, 2, 0, 6, 10, 13, 15, 3, 5, 8 \rangle
                  \langle 2, 1, 14, 7, 4, 10, 8, 13, 15, 12, 9, 0, 3, 5, 6, 11 \rangle \rangle
Permute(bitSeq, perm) \stackrel{\Delta}{=}
     [i \in 1 .. Len(perm) \mapsto bitSeq[perm[i]]]
FinalPermutation(s) \triangleq
     Permute(s[1] \circ s[2], FP)
GenerateRoundKey(k, r) \triangleq
     [i \in 1 ... Len(k) \mapsto k[((i+r-1)\%Len(k))+1]]
AccessSBox(SBox, Row, Col) \triangleq
                    If Row \in 1...4 \land Col \in 1...16 then SBox[Row][Col] else 0
F(R, K) \triangleq
       LET
             E_{-}R \stackrel{\Delta}{=} Permute(R, E)
             XOR\_Result \triangleq [i \in 1 ... 48 \mapsto (E\_R[i] + K[i])\%2]
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 $SBox3 \stackrel{\triangle}{=} \langle \langle 10, 0, 9, 14, 6, 3, 15, 5, 1, 13, 12, 7, 11, 4, 2, 8 \rangle,$ 

 $SBox\_Output1 \triangleq AccessSBox(SBox1, (XOR\_Result[1]*2) + XOR\_Result[6] + 1, ((XOR\_Result[1]*2) + XOR\_Result[6] + 1)$ 

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SBox\_Output2 \stackrel{\triangle}{=} AccessSBox(SBox2, (XOR\_Result[7]*2) + XOR\_Result[12] + 1, ((XOR\_Result[7]*2) + XOR\_Result[12] + 1)
                                                 SBox\_Output3 \triangleq AccessSBox(SBox3, (XOR\_Result[13]*2) + XOR\_Result[18] + 1, ((XOR\_Result[18]*2) + XOR\_Result[18] + 1)
                                                 SBox\_Output4 \triangleq AccessSBox(SBox4, (XOR\_Result[19]*2) + XOR\_Result[24] + 1, ((XOR\_Result[24]*2) + XOR\_Result[24]*2) + XOR\_Result[24]*2)
                                                 SBox\_Output5 \triangleq AccessSBox(SBox5, (XOR\_Result[25]*2) + XOR\_Result[30] + 1, ((XOR\_Result[25]*2) + XOR\_Result[30] + 1)
                                                 SBox\_Output6 \triangleq AccessSBox(SBox6, (XOR\_Result[31]*2) + XOR\_Result[36] + 1, ((XOR\_Result[31]*2) + XOR\_Result[36] + 1)
                                                SBox\_Output7 \triangleq AccessSBox(SBox7, (XOR\_Result[37]*2) + XOR\_Result[42] + 1, ((XOR\_Result[37]*2) + XOR\_Result[42] + 1, ((XOR\_Result[42]*2) + (XOR\_Result[42]*2) + (XOR\_Result[42]*
                                                 SBox\_Output8 \triangleq AccessSBox(SBox8, (XOR\_Result[43]*2) + XOR\_Result[48] + 1, ((XOR\_Result[48]*2) + XOR\_Result[48]*2)
                                                  ToBits4(n) \triangleq \langle (n \div 8)\%2, (n \div 4)\%2, (n \div 2)\%2, n\%2 \rangle
                                                 P\_Input \stackrel{\triangle}{=} ToBits4(SBox\_Output1) \circ ToBits4(SBox\_Output2) \circ ToBits4(SBox\_Output3) \circ ToBits4(SBox
                                                                                                ToBits4(SBox\_Output5) \circ ToBits4(SBox\_Output6) \circ ToBits4(SBox\_Output7) \circ ToBits4(SBox\_Output7) \circ ToBits4(SBox\_Output7) \circ ToBits4(SBox\_Output7) \circ ToBits4(SBox\_Output8) \circ ToBi
                                                 P\_Output \triangleq Permute(P\_Input, P)
                            IN
                                                 P\_Output
Round(L, R, K) \triangleq
                    LET newR \stackrel{\triangle}{=} [i \in 1 ... 32 \mapsto (L[i] + F(R, K)[i])\%2]
                                             newL \triangleq R
                                        \langle newL, newR \rangle
EncryptRound(L, R, K) \triangleq
                    LET result \stackrel{\triangle}{=} Round(L, R, K)IN
DecryptRound(L, R, K) \stackrel{\Delta}{=}
                    LET result \stackrel{\triangle}{=} Round(R, L, K)IN result
DESProcess(e, s, k, r) \stackrel{\Delta}{=}
                    IF e THEN EncryptRound(s[1], s[2], GenerateRoundKey(k, r))
                        ELSE DecryptRound(s[1], s[2], GenerateRoundKey(k, Nr - r + 1))
NextRound \triangleq
                       \land round < Nr
                       \land \mathit{roundKey'} = \mathit{roundKey}
                       \wedge Nr' = Nr
                       \land \mathit{round'} = \mathit{round} + 1
                       \wedge encrypt' = encrypt
                       \wedge IF round' = Nr + 1 THEN state' = FinalPermutation(state') ELSE state' = DESProcess(encrypt, state')
Init \stackrel{\triangle}{=}
                       \land state = \langle [i \in 1 ... 32 \mapsto 0], [i \in 1 ... 32 \mapsto 1] \rangle
                       \land roundKey = [i \in 1 ... 48 \mapsto 1]
                       \wedge round = 0
                       \wedge Nr = 16
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 $\land encrypt = \text{TRUE}$ 

 $Spec \triangleq \\ Init \land \Box [NextRound]_{\langle state, round, roundKey, Nr, encrypt \rangle}$