

SWINBURNE UNIVERSITY OF TECHNOLOGY Network Security and Resilience / Advanced Security

Cryptography – Symmetric Key

Lecture Twenty

#### Lecture outline

- Symmetric key encryption
  - Stream ciphers
  - Block ciphers
  - DES
  - DES modes
  - Triple DES
  - AES
  - Other symmetric key encryption schemes



## Learning goals

- By the end of this lecture the student should be able to
  - Explain the difference between a stream and block cipher
  - Outline the basic operation of the DES cipher algorithm
  - Explain the different DES modes
  - Explain 3DES
  - Explain AES



## Symmetric cryptography

- Both sender and receiver use the same key for encryption and decryption
- Sometimes called 'secret key' cryptography
  - For encryption to be secure key needs to be kept secret
- Each pair of users who want to communicate must have two instances of the same key
  - Causes difficulties with key management
  - If 10 people in a group need to communicate then 45 keys needed
  - Total number of distinct keys needed is

$$\frac{n(n-1)}{2}$$



## Types of symmetric systems

- Two types Block Ciphers and Stream Ciphers
- Stream Ciphers
  - Attempt to emulate One-Time Pad Cipher
  - RC4 most widely implemented
- Block Ciphers
  - Encrypts blocks of n-bits of plaintext at once
  - DES most widely implemented



- A perfect (unbreakable) encryption scheme if implemented properly
- Uses a pad made up of random values (binary)
  - The sender and receiver both have a copy of the pad
  - Once the pad is used it is destroyed
- Plaintext message translated into binary
- Plaintext is then XOR with the one time pad to produce the cipher text
- Receiver does another XOR on the cipher text to restore the plaintext
- Makes use of useful result that if

```
a xor b = c then c xor b = a
```



• if a **xor** b = c then c **xor** b = a

Α	В	С	Α
		(A xor B)	(C xor B)
0	0	0	0
0	1	1	0
1	0	1	1
1	1	0	1



Plain text message

One time pad

Cipher text

1	0	0	1	0	0	1	0	0	1	1	0	1	0	0	1	1	0	1	1
$\overline{}$	0	$\overline{}$	0	0	7	$\overline{}$	0	0	0	_	~	_	_	0	1	1	0	0	1
0	0	1	1	0	1	0	0	0	1	0	1	0	1	0	0	0	0	1	0

Cipher text
One time pad
Plain text message

0	0	1	1	0	1	0	0	0	1	0	1	0	1	0	0	0	0	1	0
1	0	1	0	0	1	1	0	0	0	1	1	1	1	0	1	1	0	0	1
1	0	0	1	0	0	1	0	0	1	1	0	1	0	0	1	1	0	1	1



- The pad must be used once only
  - Reuse introduces patterns that might be exploited (in a frequency analysis for example)
- The pad must be as long as the message
  - To avoid reuse
- The pad must be securely distributed and protected at its destination
  - Most difficult aspect of one-time-pads or any secret key method of encryption



- Pad must be made up of truly random values
  - If random values come from a pseudo random noise generator then knowledge of algorithm compromises one-time-pad
- Many cryptosystems attempt to emulate a one time pad
  - RC4
  - some DES modes (Cipher Feedback Mode, Output Feedback Mode, Counter Mode)

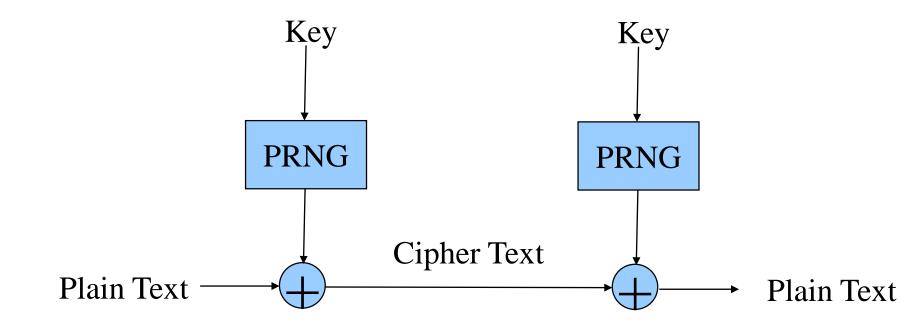


## Stream ciphers

- A Stream Cipher is based on the 100% secure One-Time Pad Cipher that was discussed earlier.
- A Pseudo-Random bit generator is used rather than a purely random number source.
- The secret key is the seed for the pseudo-random generator
- Some stream ciphers are designed to produce one random bit at each cycle,
  - Easily implemented in hardware
- Software stream ciphers designs tend to produce a random byte or 32 bit word which is then XORed with the plaintext.



## Stream ciphers





#### Question

Using a stream cipher with the pseudo-random bit sequence
 1 0 0 1 1 0 1 Encrypt and decrypt the following bit streams
 1 1 0 0 0 1 1

0000111



## **Block cyphers**

- Message divided into blocks of bits
- Processed a block at a time
- Made up of two processes
  - Confusion (substitution) and diffusion (transposition)
- The secret key governs which substitutions and transpositions are carried out



## Substitution and transposition ciphers

- Symmetric keys built around substitution and transposition
- Substitution cipher
  - Based on a key
  - Substitute one value for another
- Transposition cipher
  - Based on a key
  - Move values from one position to another
- Most symmetric algorithms use multiple substitution and transpositions
  - Eg DES makes use of 16 rounds of substitution and transposition



## Data Encryption Standard (DES)

- Developed by IBM in response to a request by the US National Bureau of Standards for a government wide, unclassified encryption standard
- Proposed and published in 1975
- Some involvement of the National Security Agency (NSA)
  - Insisted on a shortened key length from 64 to 56 bits
    - Use 8 bits as Parity bits
  - Modified the S-Boxes (that carry out the substitutions in the algorithm)
- Approved as a standard in 1976



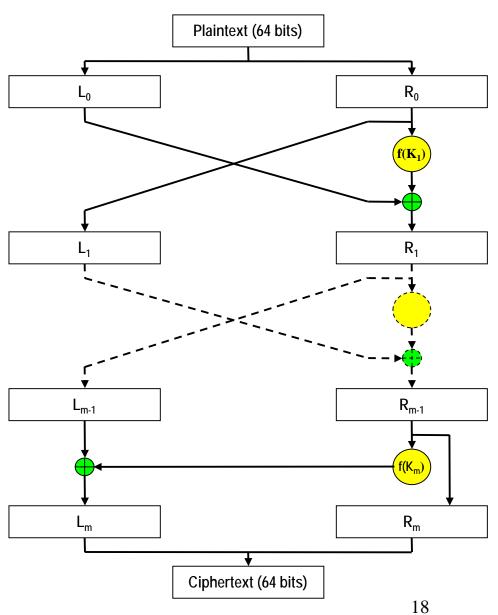
## Data encryption standard

- DES is the most widely implemented encryption algorithm
  - A block cipher
  - Uses a network of 'Feistel Functions'
- DES algorithm
  - Plaintext split into 64 bit blocks and produces 64 bit cipher text
  - Uses a 64 bit key
    - 56 bits for encryption, 8 bits for parity
  - 64 bit blocks are put through 16 rounds of transposition and substitution
  - The order and type of substitution depend on the value of the key
- DES makes use of one-way functions
  - Transpositions and XOR of key values
  - S-boxes



## **DES Algorithm**

- 1. DES algorithm uses 16 stages
- 2. Each stage is split into a left and right half
- 3. The right half is used as input to a One-Way function (Feistel function) and its result is XORed with the left half, to form a new right half
- 4. The new left half is a simple copy of the original left half
- 5. This cycle is carried out 16 times
- 6. After the last cycle, the left and right halves are not exchanged
- 7. To decrypt we reverse the order of subkeys.



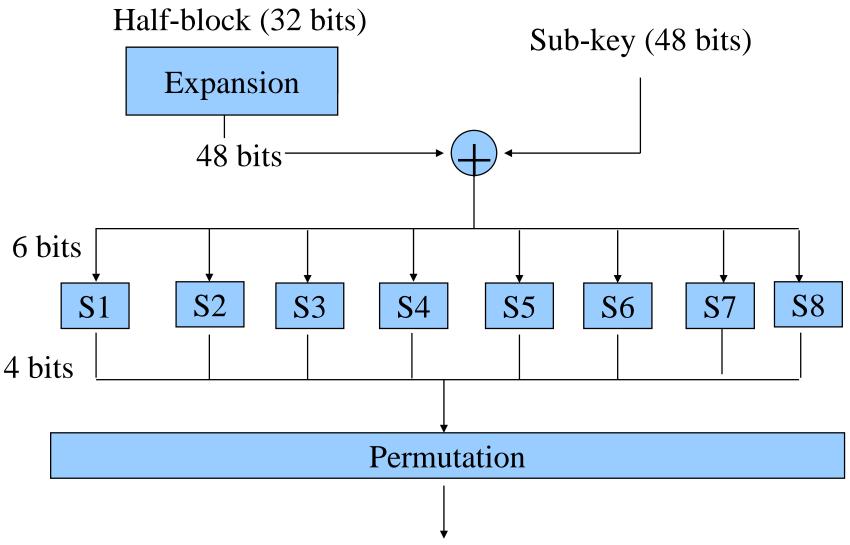


## Feistel (F) function in DES

- Expansion the 32-bit half-block is expanded to 48 bits by duplicating some of the bits.
- Key mixing the result is combined with a subkey (derived from the shared key) using an XOR operation.
- Substitution after key mixing, the block is divided into eight 6-bit pieces before processing by the S-Boxes. Each of the eight S-boxes replaces its six input bits with four output bits according to lookup table.
- Permutation finally, the 32 outputs from the S-boxes are rearranged according to a fixed permutation (the P-box)



## Feistel function





#### **DES S-Box**

- Takes a 6 bit input and substitutes it with a four bit output
- Eight S-Boxes S1 to S8. S5 shown below
- an input "011011" has outer bits "01" and inner bits "1101";
   the corresponding output would be "1001"

#### Middle 4 bits of input

$S_5$		0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	1010	1011	1100	1101	1110	1111
	0 0	0010	1100	0100	0001	0111	1010	1011	0110	1000	0101	0011	1111	1101	0000	1110	1001
Outer	0 1	1110	1011	0010	1100	0100	0111	1101	0001	0101	0000	1111	1010	0011	1001	1000	0110
bits	1 0	0100	0010	0001	1011	1010	1101	0111	1000	1111	1001	1100	0101	0110	0011	0000	1110
	1 1	1011	1000	1100	0111	0001	1110	0010	1101	0110	1111	0000	1001	1010	0100	0101	0011



### Question

What would be the output of S5 with an input of 110101?



#### **DES Permutation**

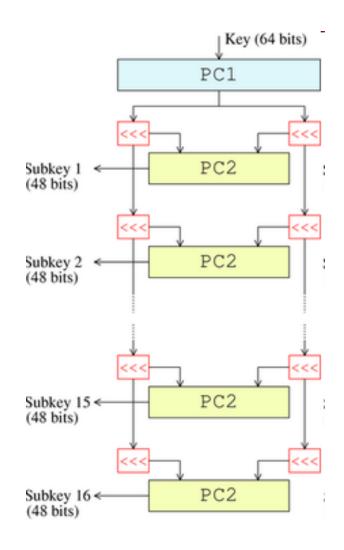
- A shuffling of the bits without modifying them
- DES Permutation P defined in the following table

 Using the above table, bit 16 in the input becomes bit 1, bit 7 become bit 2, bit 20 becomes bit 3...



## DES Key schedule

- 48 bit sub-key is used in each Feistel function
- The sub-keys are generated through permutations in a similar way to P
- 64 bit key is input into PC1
- The 'parity' bits are removed from the key
- PC1 is a table defining a permutation of the 56 useful key bits
- PC2 defines 48 bit permutations of the key bits
- Decrypting DES uses exactly the same process as encryption, except that the subkeys are applied in reverse order





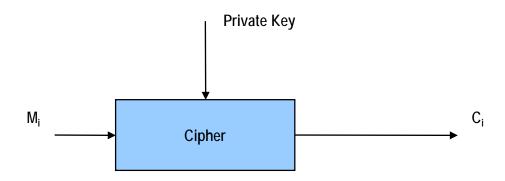
#### **DES** modes

- The basic mechanism of the 16 rounds of permutations and substitution provides a basic building block which can be used in different DES modes
- DES supports five modes
  - Electronic Code Book (ECB)
  - Cipher Block Chaining (CBC)
  - Cipher Feedback (CFB)
  - Output Feedback (OFB)
  - Counter Mode (CM)



#### **Electronic Code Book Mode**

- Data is divided into 64-bit blocks and each block is encrypted one at a time.
  - Separate encryptions with different blocks are totally independent of each other.
  - This means that if data is transmitted over a network or phone line, transmission errors will only affect the block containing the error.
- Simplest mode of operation of a block cipher





#### **Electronic Code Book Mode**

- Simplest and fast cryptosystem based on DES but least secure
- ECB mode results in each block being encrypted in the same way
  - Identical plaintexts will result in identical cipher texts
- ECB is the weakest of the various modes
  - No additional security measures are implemented besides the basic DES algorithm.
- Used for encrypting small amounts of data
  - PINs
- Should not be used for encrypting large amounts of data

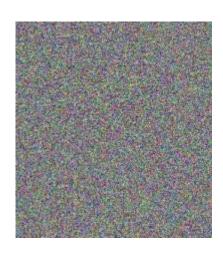


## Electronic code book encryption

- The following illustrates how ECB can leave plaintext patterns in the cypher text
- First picture is plain text, second is ECB cipher text, third is CBC cipher text
- (From Wikipedia)









## Cipher Block Chaining Mode

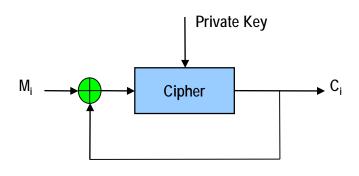
- Cipher Block Chaining (CBC) Mode adds a simple feedback mechanism to the cipher module.
  - Before a block of plaintext is encrypted, it is XORed with the previous block of ciphertext.
  - Can use a different block of text to start with as an initialisation vector
- At the receiving end, a block of ciphertext is decrypted and XORed with the previous block of unencrypted ciphertext to reproduce the plaintext.
  - Implemented by making a copy of the ciphertext block and delaying it a single cycle.
- This mode of operation gives much improved security
  - The same block of plaintext will not always encrypt to the same block of ciphertext
  - Consequently a hacker cannot slowly build up a codebook or easily decode common blocks.



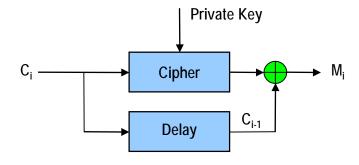
29

## Cipher Block Chaining Mode

Sender



Receiver





#### **Initialisation Vector**

- This technique also allows the system to generate different sequences for the same data set
- First time through the algorithm there is no "previous" value
  - By default the value will be zero
- By using a different starting value each time, a different sequence of cipher text values is generated
- The starting value is called the "Initialisation Vector"



# Cipher Feedback Mode and Output Feedback Mode

- Emulates a one time pad
  - Suitable for streaming media
- Generates a (seemingly) random sequence of bits which are XORd with the plain text
  - Based on One Time Pad
- The same sequence is XORd with the cipher text at the receiver to recover the plaintext
- In order to produce a random series of bits, we need to feed a random selection of n-bit blocks to the cipher module.
- Cipher feedback mode, Output Feedback mode and Counter mode generate the random selection of bits
- Reverse process used for decryption



## **Attacking Symmetric Encryption**

- Cryptanalysis is the science of breaking ciphers,
- Aim of cryptanalysis is, given ciphertext C, to recover either the plaintext P, the key K, or a weakness in the cipher that will eventually lead to the discovery of P or K.
- Cryptanalysis assumes no prior knowledge of the K, and always assume the cryptanalyst has access to the algorithm



## **Attacking Symmetric Encryption**

- Attacks available to Cryptanalyst
  - Ciphertext Only Access to encrypted messages only
  - Known Plaintext And access to corresponding plaintext
  - Chosen Plaintext And able to choose plaintext to be encrypted
  - Adaptive Chosen Plaintext And able to reselect new plaintext after analysis
- Brute Force is variant on Ciphertext Only,
  - every key is tried until correct plaintext is found
- Goal of cryptanalysis is to find attacks that are faster than Brute Force



## Attacking DES

- DES does have 64 weak keys which are easy to break
  - There is still another 72,057,594,037,927,872 keys
- Differential analysis was the approach that attracted most attention in DES attacks
  - Compares cipherblock pairs where plaintext pairs have a known difference
  - Assumes proximity in plaintext space leads to proximity in ciphertext space
  - Calculate probable keys after analysing many pairs
  - But does not work for DES



## Attacking DES

- Brute Force Attack
  - Mathematically shown to be the best possible attack for DES
  - 16 rounds means that Differential Analysis no better (in fact slightly worse) than Brute force attack
    - 15 or less then Differential Analysis better
  - Increased CPU power means DES needs replacement
- Brute force attacks can be made highly parallel
- Brute force attacks highly scalable
  - Use 2 million chips then all keys checked in 6 minutes



# **Attacking DES**

- DES Algorithm is very well understood
  - Subject to prolonged and sustained analysis
- It is known that the DES algorithm is 'strong'
  - Brute force fastest method of attack
- But 56 bit key (56 secret bits + 8 bits 'parity') is too short
- Modern chipsets, 56 bit key can be decoded in an average time of 6 minutes, with a 2 million chip decoder
  - 64 bit key requires 1.07 days
  - 128 bit key more than 10<sup>16</sup> years
- Interesting discussion on cracking DES
  - http://lasec.epfl.ch/memo/memo\_des.shtml



# Key Lengths – Secretkey ciphers

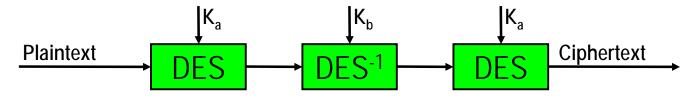
Timeline	56 Bits	64 Bits	80 Bits	112 Bits	128 Bits
Now	6 minutes	1.07 days	191.7 years	8 x 10 <sup>11</sup> years	5 x 10 <sup>16</sup> years
Now + 5 years	36 s	2.6 hours	19.2 years	8 x 10 <sup>10</sup> years	5 x 10 <sup>15</sup> years
Now + 10 years	3.6 s	15.4 minutes	1.9 years	8 x 10 <sup>9</sup> years	5 x 10 <sup>14</sup> years
Now + 15 years	0.4 s	1.5 minutes	70 days	8 x 10 <sup>8</sup> years	5 x 10 <sup>13</sup> years
Now + 20 years	40 ms	9.2 s	7 days	8 x 10 <sup>7</sup> years	5 x 10 <sup>12</sup> years
Now + 25 years	4 ms	0.9 s	16.8 hours	8 x 10 <sup>6</sup> years	5 x 10 <sup>11</sup> years
Now + 30 years	0.4 ms	90 ms	1.7 hours	8 x 10 <sup>5</sup> years	5 x 10 <sup>10</sup> years
Now + 35 years	40 μs	9 ms	10 minutes	8 x 10 <sup>4</sup> years	5 x 10° years
Now + 40 years	4 μs	0.9 ms	1 minute	8000 years	5 x 10 <sup>8</sup> years
Now + 45 years	0.4 μs	90 μs	6 seconds	800 years	5 x 10 <sup>7</sup> years

Assuming a computer that can try 2 x10<sup>14</sup> keys every second and Moore's Law doubling computer power every 18 months

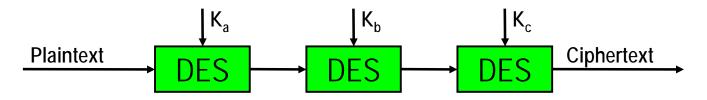


# Triple DES

- The biggest problem with DES is the size of the key only 56 bits
  - In lieu of a standard with a larger key length, people have sought to modify DES to artificially increase its key length, the Result – Triple DES
  - Number of options. Most common is to use two 56 bit keys, Ka and Kb



Less commonly used is three keys





# Triple DES

- Most common implementation of Triple-DES is a cipher with a 112 bit secret key
  - The key is divided into two 56 bit keys,  $K_a$  and  $K_b$ .
  - The plaintext is first encrypted using DES and K<sub>a</sub>, the resultant ciphertext is then decrypted using DES and K<sub>b</sub>
  - finally the intermediate plaintext is re-encrypted using  $K_a$  again.
  - The decryption process is the reverse.
  - This procedure has been shown to give security level equivalent to an 80 bit key
- Using three 56 bit keys gives security equivalent to a 112 bit key



- AES Advanced Encryption Standard
  - DES replacement by NIST
  - Chosen through a competition
  - Developed in 1997
  - Symmetric block cipher
  - 128, 192, 256 bit keys
  - Able to run on variety of hardware
    - Smart cards, PDAs etc
    - Had to be computationally efficient
- AES is a subset of the Rijndael algorithm
  - Block Algorithm but without a Feistel Network
  - Number of rounds depends on key and block size
    - From 10 to 14



- The plain text is encrypted
   128 bits at a time
- Each 128 bit block is structured as a 4 x 4 byte matrix
  - Input byte sequence is A00, A10, A20, A30, A01, A11, A21, A31,...
- Operations are carried out on this matrix
  - A number of rounds of substitution and permutation

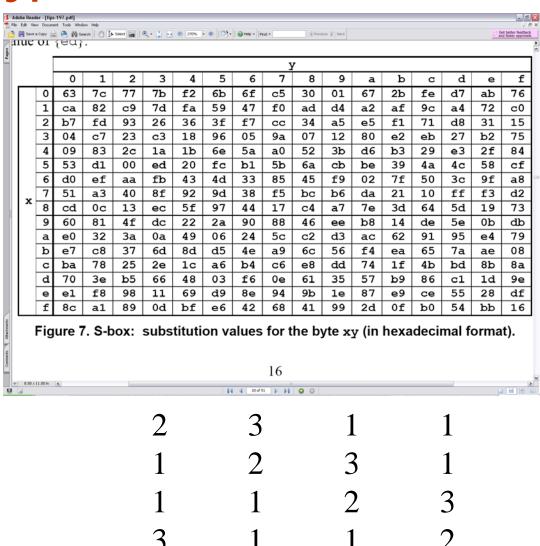
A00 A01 A02 A03 A10 A11 A12 A13 A20 A21 A22 A23 A30 A31 A32 A33



- Depending on the key size different number of rounds are used
- Each round consists of
  - Substitution
  - ShiftRows: each row shifed cyclicly n 1 bytes
  - MixColumns: each column multiplied by a fixed matrix (defined for each key length)
  - AddRoundKey: the 128 bit subkey is XORed with the matrix



S box and Mix columns matrix for 128 bit AES key length





# International Data Encryption Algorithm (IDEA)

- Similar to DES
- Longer key so much stronger than DES
  - 128 bits
- Faster than DES when implemented in software
- Used in PGP



## RC4

- The most widely implemented stream cipher
- Invented by Ron Rivest of RSA
- Originally kept secret until source code published on a mailing list
- Used in WLAN (802.11) WEP security
- Used in WLAN 802.11i WPA security
- Very simple, fast and efficient, but with modern computing can be compromised quite quickly
  - Still widely used, but requires frequent key change (eg. WPA)



## Blowfish, RC5 and RC6

### Blowfish

- Block cipher
- Keys up to 448 bits
- 16 rounds of cryptographic functions
- Designed by Bruce Schneier

#### RC5

- Block cipher developed by RSA
- Main interesting thing is that block sizes can be 32, 64 or 128 bits
- Key length is up to 2048 bits

### RC6

- Developed for AES but not chosen
- Some speed optimisations over RC5



## Conclusion

- Symmetric key encryption
  - Stream ciphers
  - Block ciphers
  - DES
  - DES modes
  - Triple DES
  - AES
  - Other symmetric key encryption schemes

