

AES Algorithm Implementation in Python

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Hardcoded lists

```
# RCON array used for to get values in T function
RCON = [0x01, 0x02, 0x04, 0x08, 0x10, 0x20, 0x40, 0x80, 0x1b, 0x36]

# SBOX = [
[0x63, 0x7c, 0x77, 0x7b, 0xf2, 0x6b, 0x6f, 0xc5, 0x30, 0x01, 0x67, 0x2b, 0xfe, 0xd7, 0xab, 0x76],
[0xca, 0x82, 0xc9, 0x7d, 0xfa, 0x59, 0x47, 0xf0, 0xad, 0xd4, 0xa2, 0xaf, 0x9c, 0xa4, 0x72, 0xc0],
[0xb7, 0xfd, 0x93, 0x26, 0x36, 0x3f, 0xf7, 0xcc, 0x34, 0xa5, 0xe5, 0xf1, 0x71, 0xd8, 0x31, 0x15],
[0x04, 0xc7, 0x23, 0xc3, 0x18, 0x96, 0x05, 0x9a, 0x07, 0x12, 0x80, 0xe2, 0xeb, 0x27, 0xb2, 0x75],
[0x09, 0x83, 0x2c, 0x1a, 0x1b, 0x6e, 0x5a, 0xa0, 0x52, 0x3b, 0xd6, 0xb3, 0x29, 0xe3, 0x2f, 0x84],
[0x53, 0xd1, 0x00, 0xed, 0x20, 0xfc, 0xb1, 0x5b, 0x6a, 0xcb, 0xbe, 0x39, 0x4a, 0x4c, 0x58, 0xcf],
[0xd0, 0xef, 0xaa, 0xfb, 0x43, 0x4d, 0x33, 0x85, 0x45, 0xf9, 0x02, 0x7f, 0x50, 0x3c, 0x9f, 0xa8],
[0x51, 0xa3, 0x40, 0x8f, 0x92, 0x9d, 0x38, 0xf5, 0xbc, 0xb6, 0xda, 0x21, 0x10, 0xff, 0xf3, 0xd2],
[0xcd, 0x0c, 0x13, 0xec, 0x5f, 0x97, 0x44, 0x17, 0xc4, 0xa7, 0x7e, 0x3d, 0x64, 0x5d, 0x19, 0x73],
[0x60, 0x81, 0x4f, 0xdc, 0x22, 0x2a, 0x90, 0x88, 0x46, 0xee, 0xb8, 0x14, 0xde, 0x5e, 0x0b, 0xdb],
[0xe0, 0x32, 0x3a, 0x0a, 0x49, 0x06, 0x24, 0x5c, 0xc2, 0xd3, 0xac, 0x62, 0x91, 0x95, 0xe4, 0x79],
[0xe7, 0xc8, 0x37, 0x6d, 0x8d, 0xd5, 0x4e, 0xa9, 0x6c, 0x56, 0xf4, 0xea, 0x65, 0x7a, 0xae, 0x08],
[0xba, 0x78, 0x25, 0x2e, 0x1c, 0xa6, 0xb4, 0xc6, 0xe8, 0xdd, 0x74, 0x1f, 0x4b, 0xbd, 0x8b, 0x8a],
[0x70, 0x3e, 0xb5, 0x66, 0x48, 0x03, 0xf6, 0x0e, 0x61, 0x35, 0x57, 0xb9, 0x86, 0xc1, 0x1d, 0x9e],
[0xe1, 0xf8, 0x98, 0x11, 0x69, 0xd9, 0x8e, 0x94, 0x9b, 0x1e, 0x87, 0xe9, 0xce, 0x55, 0x28, 0xdf],
[0x8c, 0xa1, 0x89, 0x0d, 0xbf, 0xe6, 0x42, 0x68, 0x41, 0x99, 0x2d, 0x0f, 0xb0, 0x54, 0xbb, 0x16]]

# Matix used to mix columns
MIX_MATRIX = [[0x02, 0x03, 0x01, 0x01],
               [0x01, 0x02, 0x03, 0x01],
               [0x01, 0x01, 0x02, 0x03],
               [0x03, 0x01, 0x01, 0x02]]
```

AES Round

```
def do_rounds(self, message, key):
```

```
    # generate round keys:
```

```
    keys = self.generate_round_keys(key)
```

```
    # ...
```

```
    message_blocks = self.flip_matrix(self.split_array(message, 4))
```

```
    block = self.apply_round_key(message_blocks, keys[0])
```

```
    for round_no in range(1, len(keys)):
```

```
        # Substitutes values with corresponding ones from SBOX:
```

```
        block = [[self.get_sbox_value(foo) for foo in bar] for bar in block]
```

```
        # Shifts rows cyclically to the left by offsets of 0, 1, 2 and 3:
```

```
        block = [[int(foo) for foo in numpy.roll(block[i], -1 * i)] for i in range(len(block))]
```

```
        # Perform mix columns operation for rounds 1 - 9:
```

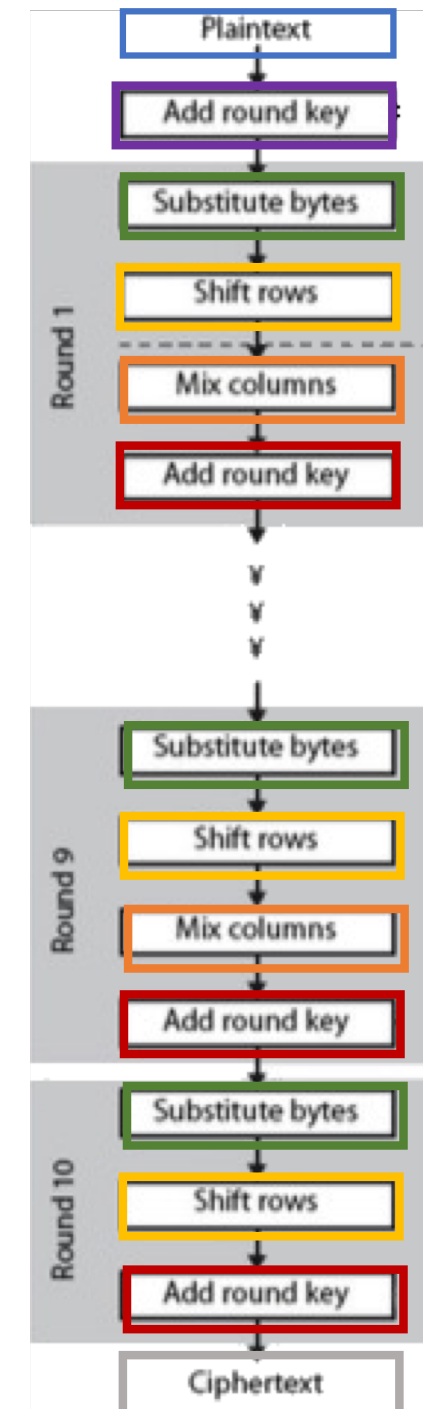
```
        if round_no < 10:
```

```
            block = self.mix_columns(block)
```

```
        # Apply round key:
```

```
        block = self.apply_round_key(block, keys[round_no])
```

```
    output['cipher'] = self.format_output(self.flip_matrix(block), output_type='line')
```



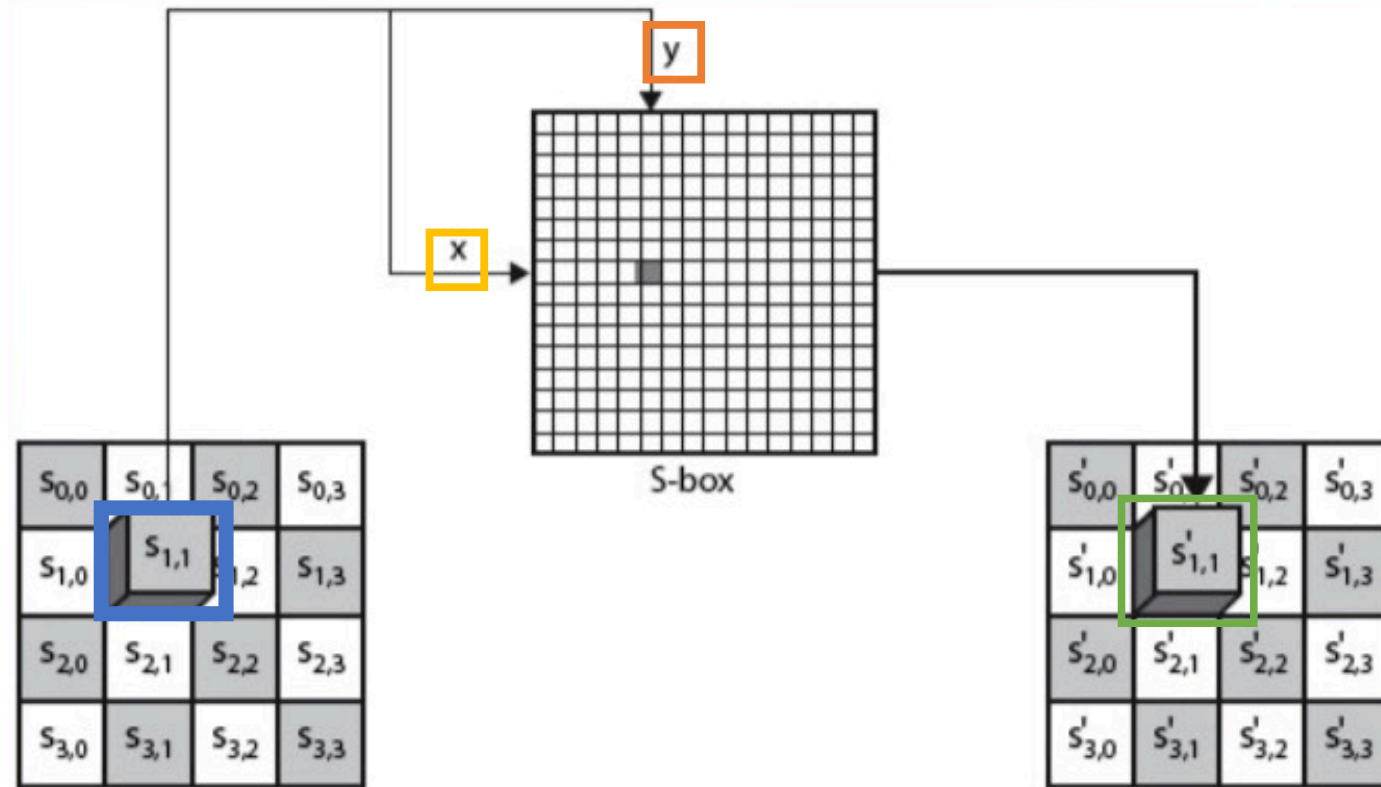
Substitute bytes

```
@staticmethod
```

```
def get_sbox_value(number):
```

```
    # Replace with values from SB0X: x axis - quotient; y axis - remainder
```

```
    return SB0X[int(number / 0x10)][int(number % 0x10)]
```



AES Arithmetic

```
@staticmethod
```

```
def bit_multiplication(number, multiplier):
```

```
    """
```

```
    Performs AES arithmetic to multiply numbers
```

```
    :param number: number from shifted matrix
```

```
    :param multiplier: corresponding number from MIX_MATRIX
```

```
    :return: Number with applied AES arithmetic
```

```
    """
```

```
    num_string = '{0:08b}'.format(number) # Convert number to 8bit string
```

```
    new_num = int(num_string[1:] + '0', 2) # Perform left shift and add 0 to the end
```

```
    if multiplier == 0x02:
```

```
        # Multiplication of a value by 2 can be implemented as a 1-bit left shift,
```

```
        # if the leftmost bit of the original value (before the shift) is 1,
```

```
        # it should be followed by a conditional bitwise XOR with (0001 1011)
```

```
        return new_num ^ 0b11011 if num_string[0] == '1' else new_num
```

```
    elif multiplier == 0x03:
```

```
        # Multiplication by 3 can be achieved by performing XOR operation
```

```
        # between value of number multiplied by 2 and original value
```

```
        return (new_num ^ 0b11011 if num_string[0] == '1' else new_num) ^ number
```

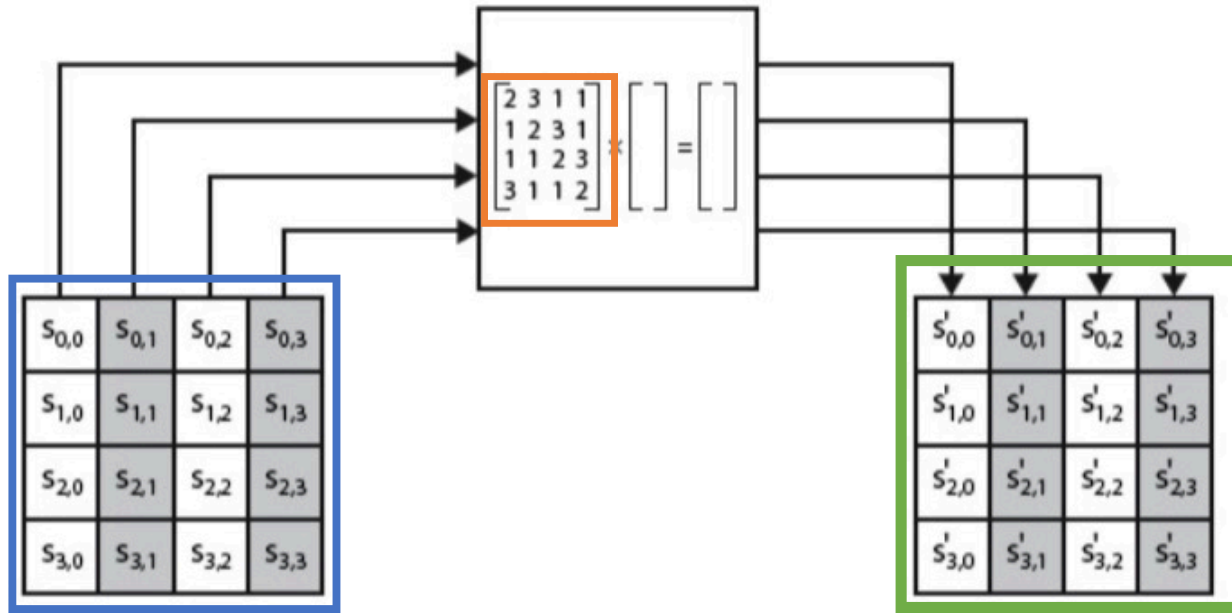
```
    else:
```

```
        # Multiplication by 1 leaves number unchanged
```

```
        return number
```

Mix Columns

```
def mix_columns(self, text):  
    # Define new 4x4 matrix to store values  
    mixed_columns = [[0 for a in range(4)] for b in range(4)]  
    # Fill matrix by going through text and mix arrays and performing AES multiplication operation  
    for col in range(4):  
        for row in range(4):  
            for i in [self.bit_multiplication(text[i][col], MIX_MATRIX[row][i]) for i in range(4)]:  
                mixed_columns[row][col] ^= i  
  
    return mixed_columns
```

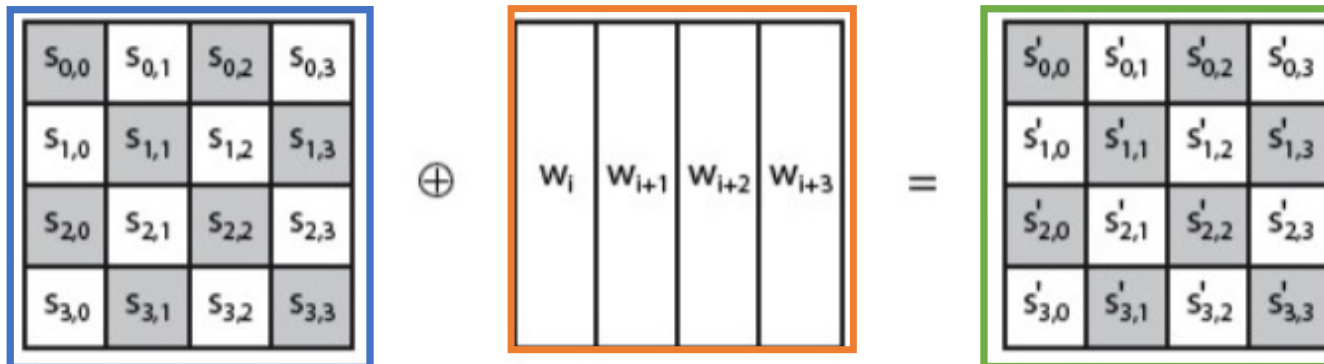


Add Round Key

@staticmethod

```
def flip_matrix(key):  
    # Switches rows with columns in 4x4 matrix  
    new_key = [[0 for foo in range(4)] for bar in range(4)]  
    for foo in range(len(key)):  
        for bar in range(len(key[foo % 4])):  
            new_key[bar][foo % 4] = key[foo % 4][bar]  
    return new_key
```

```
def apply_round_key(self, cipher, round_key):  
    # Perform XOR operations between corresponding (those whose coordinates match)  
    # members in cipher and round key:  
  
    return [[cipher[foo][bar] ^ self.flip_matrix(round_key)[foo][bar] for bar in range(4)] for foo in range(4)]
```



Key Generation

```
def generate_round_keys(self, key):  
    """  
    Generates all round keys  
    :return: Array of all round keys (rounds 0 - 10) with  
    """  
    # Get initial round 4 keys by splitting main key:  
    all_keys = self.split_array(key, 4)  
    # Perform operations for the next 40 keys:  
    for i in range(4, 44):  
        # Get 1st key for new key generation:  
        w1 = all_keys[i - 4]  
        # Get 2nd key for key generation:  
        # If it's sequence number is 4 multiple, perform T function on it,  
        # else select key according to the rules  
        w2 = self.t_function(all_keys[i - 1], i) if i % 4 == 0 else all_keys[i - 1]  
        all_keys.append([w1[foo] ^ w2[foo] for foo in range(4)])  
    return self.split_array(all_keys, 4)
```

$$W(i) = W(i-4) \oplus W(i-1)$$

If i is a multiple of 4:

$$W(i) = W(i-4) \oplus T(W(i-1))$$

T - function

```
def t_function(self, w, i):  
    """  
    Performs T function for round key  
    :param w: Round key  
    :param i: Round key sequence number  
    :return: Round key with applied T function  
    """  
  
    # Perform single left shift:  
    # Substitute bytes with corresponding bytes from SBOX after performing single left shift:  
    w = [self.get_sbox_value(foo) for foo in numpy.roll(w, -1)]  
    # Perform XOR operation between 1st value and round constant:  
    # Round constant value is taken from RCON list  
    w[0] = int(w[0]) ^ RCON[int(i / 4) - 1]  
    return w
```

Live showcase:

<https://isks6.pythonanywhere.com/aes/>

View source code:

<https://github.com/EErikas/PythonCryptoExample>