ECE 404 Homework 4

Elias Talcott

February 18, 2020

Contents

1	Theory Problems		1
	1.1	Problem 1	1
	1.2	Problem 2	2
2 Programming Problem		gramming Problem	3
	2.1	Python Code	3
	2.2	Code Explanation	10

1 Theory Problems

1.1 Problem 1

Determine the following in GF(11):

(a)
$$(3x^4 + 5x^2 + 10) - (8x^4 + 5x^2 + 2x + 1)$$

(b)
$$(5x^2 + 2x + 7) \cdot (5x^3 + 3x^2 + 3x + 2)$$

(c)
$$\frac{x^5 + 8x^4 + x^3 + 4x^2 + 8x}{6x^3 + 3x^2 + 2}$$

Solution

(a)

$$(3x^4 + 5x^2 + 10) - (8x^4 + 5x^2 + 2x + 1) = -5x^4 - 2x + 9$$
$$= (11 - 5)x^4 + (11 - 2)x + 9$$
$$= 6x^4 + 9x + 9$$

 $(3x^4 + 5x^2 + 10) - (8x^4 + 5x^2 + 2x + 1)$ is equivalent to $6x^4 + 9x + 9$ in GF(11).

(b)

$$(5x^{2} + 2x + 7) \cdot (5x^{3} + 3x^{2} + 3x + 2) = (25x^{5} + 10x^{4} + 35x^{3}) + (15x^{4} + 6x^{3} + 21x^{2})$$

$$+ (15x^{3} + 6x^{2} + 21x) + (10x^{2} + 4x + 14)$$

$$= 25x^{5} + 25x^{4} + 56x^{3} + 37x^{2} + 25x + 14$$

$$= 3x^{5} + 3x^{4} + x^{3} + 4x^{2} + 3x + 3$$

 $(5x^2+2x+7)\cdot(5x^3+3x^2+3x+2)$ is equivalent to $3x^5+3x^4+x^3+4x^2+3x+3$ in GF(11).

(c)

$$\frac{x^5 + 8x^4 + x^3 + 4x^2 + 8x}{6x^3 + 3x^2 + 2} =$$

$$\frac{x^5 + 8x^4 + x^3 + 4x^2 + 8x}{6x^3 + 3x^2 + 2}$$
 is equivalent to in GF(11).

1.2 Problem 2

For the finite field $GF(2^3)$, calculate the following for the modulus polynomial $x^3 + x^2 + 1$.

- (a) $(x^2 + x + 1) \cdot (x + 1)$
- (b) $(x^2+1)-(x^2+x+1)$
- (c) $\frac{x^2 + x + 1}{x^2 + 1}$

Solution

(a)

$$(x^{2} + x + 1) \cdot (x + 1) = (x^{3} + x^{2} + x) + (x^{2} + x + 1)$$

$$= x^{3} + 2x^{2} + 2x + 1$$

$$= x^{3} + 1$$

$$= x^{2}$$

 $(x^2 + x + 1) \cdot (x + 1)$ is equivalent to \mathbf{x}^2 in $GF(2^3)$.

(b)

$$(x^2 + 1) - (x^2 + x + 1) = x$$

 $(x^2 + 1) - (x^2 + x + 1)$ is equivalent to **x** in GF(2³).

(c)

$$\frac{x^2 + x + 1}{x^2 + 1} =$$

 $\frac{x^2+x+1}{x^2+1}$ is equivalent to in GF(2³).

2 Programming Problem

Write a script in Python to implement the AES algorithm with a 256-bit key size.

2.1 Python Code

```
\#!/usr/bin/env python3
# Homework Number: 4
# Name: Elias Talcott
# ECN Login: etalcott
# Due Date: February 18, 2020
###
\#\#\ Encryption\ call:\ python 3\ AES.\ py-e\ message.\ txt\ key.\ txt\ encrypted.\ txt
## Decryption call: python3 AES.py -d encrypted.txt key.txt decrypted.
   \hookrightarrow txt
###
import sys
from BitVector import *
BLOCKSIZE = 128
###
## Key schedule generation
AES_modulus = BitVector(bitstring='100011011')
def gee (keyword, round_constant, byte_sub_table):
    rotated_word = keyword.deep_copy()
    rotated_word << 8
    newword = BitVector(size = 0)
    for i in range (4):
        newword += BitVector(intVal = byte_sub_table[rotated_word[8*i
            \rightarrow :8*i+8].intValue()], size = 8)
    newword [:8] ^= round_constant
    round_constant = round_constant.gf_multiply_modular(BitVector(
       \hookrightarrow intVal = 0x02), AES_modulus, 8)
    return newword, round_constant
def gen_key_schedule_256 (key_bv):
    byte_sub_table = subBytesTable
    # We need 60 keywords (each keyword consists of 32 bits) in the
       \hookrightarrow key schedule for
```

```
256 bit AES. The 256-bit AES uses the first four keywords to xor
       \hookrightarrow the input
                      Subsequently, each of the 14 rounds uses 4 keywords
    \# block with.
       \hookrightarrow from the key
       schedule. We will store all 60 keywords in the following list:
    key\_words = [None for i in range(60)]
    round_constant = BitVector(intVal = 0x01, size=8)
    for i in range (8):
         key\_words[i] = key\_bv[i*32 : i*32 + 32]
    for i in range (8,60):
         if i\%8 == 0:
             kwd, round_constant = gee(key_words[i-1], round_constant,
                → byte_sub_table)
             key\_words[i] = key\_words[i-8] ^ kwd
         elif (i - (i//8)*8) < 4:
             key\_words[i] = key\_words[i-8] ^ key\_words[i-1]
         elif (i - (i//8)*8) = 4:
             key_words[i] = BitVector(size = 0)
             for j in range (4):
                  key_words[i] += BitVector(intVal = byte_sub_table[
                     \rightarrow key_words [i-1][8*j:8*j+8]. int Value () ], size = 8)
             \text{key\_words}[i] \stackrel{\hat{}}{=} \text{key\_words}[i-8]
         elif ((i - (i//8)*8) > 4) and ((i - (i//8)*8) < 8):
             key\_words[i] = key\_words[i-8] ^ key\_words[i-1]
         else:
             sys.exit("error_in_key_scheduling_algo_for_i_=_%d" % i)
    num_rounds = 14
    round_keys = [None for i in range(num_rounds+1)]
    for i in range(num_rounds+1):
         round_keys[i] = key_words[i*4] + key_words[i*4+1] + key_words[i
            \leftrightarrow *4+2] + key_words [i*4+3]
    \textbf{return} \hspace{0.1in} \textbf{round\_keys}
####
## Create state array from 128-bit bitvector
###
def createStateArray(bv):
    return [[bv[0:8],
                          bv[32:40], bv[64:72], bv[96:104],
              [bv[8:16], bv[40:48], bv[72:80], bv[104:112]],
              [bv[16:24], bv[48:56], bv[80:88], bv[112:120]],
             [bv[24:32], bv[56:64], bv[88:96], bv[120:128]]]
def deconstructStateArray(bv_state):
    return bv_state[0][0] + bv_state[1][0] + bv_state[2][0] + bv_state
       \rightarrow [3][0] + bv_state[0][1] + bv_state[1][1] + bv_state[2][1] +
       \rightarrow bv_state [3][1] + bv_state [0][2] + bv_state [1][2] + bv_state
       \hookrightarrow [2][2] + bv\_state[3][2] + bv\_state[0][3] + bv\_state[1][3] +
```

\rightarrow bv_state [2][3] + bv_state [3][3]

```
## Substitute bytes and inverse substitute bytes table generation
subBytesTable = [99, 124, 119, 123, 242, 107, 111, 197, 48, 1, 103, 43,
       254, 215, 171, 118, 202, 130, 201, 125, 250, 89, 71, 240, 173,
   \hookrightarrow 212, 162, 175, 156, 164, 114, 192, 183, 253, 147, 38, 54, 63,
   \rightarrow 247, 204, 52, 165, 229, 241, 113, 216, 49, 21, 4, 199, 35, 195,
   \rightarrow 24, 150, 5, 154, 7, 18, 128, 226, 235, 39, 178, 117, 9, 131, 44,
      26, 27, 110, 90, 160, 82, 59, 214, 179, 41, 227, 47, 132, 83,
      209, 0, 237, 32, 252, 177, 91, 106, 203, 190, 57, 74, 76, 88,
   \rightarrow 207, 208, 239, 170, 251, 67, 77, 51, 133, 69, 249, 2, 127, 80,
   \hookrightarrow 60, 159, 168, 81, 163, 64, 143, 146, 157, 56, 245, 188, 182, 218,
       33, 16, 255, 243, 210, 205, 12, 19, 236, 95, 151, 68, 23, 196,
   \rightarrow 167, 126, 61, 100, 93, 25, 115, 96, 129, 79, 220, 34, 42, 144,
   \hookrightarrow 136, 70, 238, 184, 20, 222, 94, 11, 219, 224, 50, 58, 10, 73, 6
   \rightarrow 36, 92, 194, 211, 172, 98, 145, 149, 228, 121, 231, 200, 55, 109,
       141, 213, 78, 169, 108, 86, 244, 234, 101, 122, 174, 8, 186,
   \rightarrow 120, 37, 46, 28, 166, 180, 198, 232, 221, 116, 31, 75, 189, 139,
   \hookrightarrow 138, 112, 62, 181, 102, 72, 3, 246, 14, 97, 53, 87, 185, 134,
   \hookrightarrow 193, 29, 158, 225, 248, 152, 17, 105, 217, 142, 148, 155, 30,
   \rightarrow 135, 233, 206, 85, 40, 223, 140, 161, 137, 13, 191, 230, 66, 104,
       65, 153, 45, 15, 176, 84, 187, 22
invSubBytesTable = [82, 9, 106, 213, 48, 54, 165, 56, 191, 64, 163,
   \rightarrow 158, 129, 243, 215, 251, 124, 227, 57, 130, 155, 47, 255, 135,
   \rightarrow 52, 142, 67, 68, 196, 222, 233, 203, 84, 123, 148, 50, 166, 194,
   \hookrightarrow 35, 61, 238, 76, 149, 11, 66, 250, 195, 78, 8, 46, 161, 102, 40,
   \hookrightarrow 217, 36, 178, 118, 91, 162, 73, 109, 139, 209, 37, 114, 248, 246,
       100, 134, 104, 152, 22, 212, 164, 92, 204, 93, 101, 182, 146,
   \rightarrow 108, 112, 72, 80, 253, 237, 185, 218, 94, 21, 70, 87, 167, 141,
      157, 132, 144, 216, 171, 0, 140, 188, 211, 10, 247, 228, 88, 5.
   \rightarrow 184, 179, 69, 6, 208, 44, 30, 143, 202, 63, 15, 2, 193, 175, 189,
       3, 1, 19, 138, 107, 58, 145, 17, 65, 79, 103, 220, 234, 151,
      242, 207, 206, 240, 180, 230, 115, 150, 172, 116, 34, 231, 173,
   \rightarrow 53, 133, 226, 249, 55, 232, 28, 117, 223, 110, 71, 241, 26, 113,
   \hookrightarrow \ 29\,,\ 41\,,\ 197\,,\ 137\,,\ 111\,,\ 183\,,\ 98\,,\ 14\,,\ 170\,,\ 24\,,\ 190\,,\ 27\,,\ 252\,,\ 86\,,
   \hookrightarrow 62, 75, 198, 210, 121, 32, 154, 219, 192, 254, 120, 205, 90, 244,
       31, 221, 168, 51, 136, 7, 199, 49, 177, 18, 16, 89, 39, 128,
   \hookrightarrow 236, 95, 96, 81, 127, 169, 25, 181, 74, 13, 45, 229, 122, 159,
   \hookrightarrow 147, 201, 156, 239, 160, 224, 59, 77, 174, 42, 245, 176, 200,
   \hookrightarrow 235, 187, 60, 131, 83, 153, 97, 23, 43, 4, 126, 186, 119, 214,
   \rightarrow 38, 225, 105, 20, 99, 85, 33, 12, 125
## Shift rows and inverse shift rows algorithms
###
```

5

```
def shiftRows (bv_state):
    # Shift each row left by its index
    return [[bv_state[0][0], bv_state[0][1], bv_state[0][2], bv_state
        \hookrightarrow [0][3]],
             [bv_state[1][1], bv_state[1][2], bv_state[1][3], bv_state
                \hookrightarrow [1][0]],
             [bv\_state[2][2], bv\_state[2][3], bv\_state[2][0], bv\_state
                \hookrightarrow [2][1]],
             [bv_state[3][3], bv_state[3][0], bv_state[3][1], bv_state
                \hookrightarrow [3][2]]
def invShiftRows(bv_state):
    # Shift each row right by its index
    return [[bv\_state[0][0], bv\_state[0][1], bv\_state[0][2], bv\_state
        \hookrightarrow [0][3]],
             [bv_state[1][3], bv_state[1][0], bv_state[1][1], bv_state
                \hookrightarrow [1][2]],
             [bv_state[2][2], bv_state[2][3], bv_state[2][0], bv_state
                \hookrightarrow [2][1]],
             [bv_state[3][1], bv_state[3][2], bv_state[3][3], bv_state
                \hookrightarrow [3][0]]
## Mix columns and inverse mix columns tables for matrix multiplication
###
mixColumnsTable = [[BitVector(hexstring = "02"), BitVector(hexstring =
   → "03"), BitVector(hexstring = "01"), BitVector(hexstring = "01")],
                     [BitVector(hexstring = "01"), BitVector(hexstring =
                        → "02"), BitVector(hexstring = "03"), BitVector(
                        \hookrightarrow hexstring = "01"),
                     [BitVector(hexstring = "01"), BitVector(hexstring =
                        → "01"), BitVector(hexstring = "02"), BitVector(
                        \hookrightarrow hexstring = "03"),
                     [BitVector(hexstring = "03"), BitVector(hexstring =
                        → "01"), BitVector(hexstring = "01"), BitVector(
                        \hookrightarrow hexstring = "02")]]
invMixColumnsTable = [ BitVector(hexstring = "0E"), BitVector(hexstring
   → = "0B"), BitVector(hexstring = "0D"), BitVector(hexstring = "09"
   \hookrightarrow )],
                         [BitVector(hexstring = "09"), BitVector(hexstring
                            \rightarrow = "0E"), BitVector(hexstring = "0B"),
                            → BitVector(hexstring = "0D")],
                         [BitVector(hexstring = "OD"), BitVector(hexstring
                            \rightarrow = "09"), BitVector(hexstring = "0E"),
                            → BitVector(hexstring = "0B")],
                         [BitVector(hexstring = "0B"), BitVector(hexstring
                            \rightarrow = "0D"), BitVector(hexstring = "09"),
```

```
→ BitVector(hexstring = "0E")]]
# Multiply two 4x4 matrices of BitVectors
def fourByFourMultiply(a, b):
    c = [[BitVector(size = 8) for x in range(4)] for x in range(4)]
    for i in range (4):
        for i in range (4):
            for k in range (4):
                 c[i][j] = a[i][k]. gf_multiply_modular(b[k][j]),
                    \hookrightarrow AES_modulus, 8)
    return c
###
## Encryption algorithm
def encrypt (infile, keyfile, outfile):
    # Create bitvectors for plaintext, key, and ciphertext
    with open(infile, "r") as fpin:
        plaintext_bv = BitVector(textstring = fpin.read())
    ciphertext_bv = BitVector(size = 0)
    with open(keyfile, "r") as fpkey:
        key_text = fpkey.read()
    if len(key_text) != 32:
        sys.exit("Key_generation_needs_32_characters_exactly!")
    key_bv = BitVector(textstring = key_text)
    # Generate key schedule
    round_keys = gen_key_schedule_256 (key_bv)
    \# Encrypt plaintext
    plaintext_bv.pad_from_right(BLOCKSIZE - (len(plaintext_bv) %
       \hookrightarrow BLOCKSIZE))
    for i in range(len(plaintext_bv) // BLOCKSIZE):
        # XOR block with first round key and convert to state array
        bv = plaintext_bv[i * BLOCKSIZE:(i + 1) * BLOCKSIZE]
        by \hat{} = round_keys [0]
        bv_state = createStateArray(bv)
        # Do 14 rounds of processing
        for j in range (14):
            # Substitute bytes
            bv_state = [[BitVector(size = 8, intVal = subBytesTable[int
                \rightarrow (val)) for val in row for row in by state
            # Shift rows
            bv_state = shiftRows(bv_state)
            # Mix columns except for last round
            if j != 13:
                 bv_state = fourByFourMultiply(mixColumnsTable, bv_state
                    \hookrightarrow )
```

```
# Add round key
            bv = deconstructStateArray(bv_state)
            bv \hat{} = round_keys[j + 1]
            bv_state = createStateArray(bv)
        # Add encrypted block to ciphertext
        ciphertext_bv += deconstructStateArray(bv_state)
    # Save ciphertext to output file
    with open(outfile, "w") as fpout:
        fpout.write(ciphertext_bv.get_bitvector_in_hex())
###
## Decryption algorithm
###
def decrypt (infile, keyfile, outfile):
    # Create bitvectors for the plaintext, ciphertext, and key
    with open(infile, "r") as fpin:
        ciphertext_bv = BitVector(hexstring = fpin.read())
    plaintext_bv = BitVector(size = 0)
    with open(keyfile, "r") as fpkey:
        key_text = fpkey.read()
    if len(key_text) != 32:
        sys.exit("Key_generation_needs_32_characters_exactly!")
    key_bv = BitVector(textstring = key_text)
    # Generate key schedule
    round_keys = gen_key_schedule_256 (key_bv)
    # Decrypt ciphertext
    for i in range(len(ciphertext_bv) // BLOCKSIZE):
        \# XOR \ block \ with \ last \ round \ key \ and \ convert \ to \ state \ array
        bv = ciphertext_bv[i * BLOCKSIZE:(i + 1) * BLOCKSIZE]
        by \hat{}= \text{round}_{-}\text{keys}[-1]
        bv_state = createStateArray(bv)
        \# Do 14 rounds of processing
        for i in range (14):
            # Inverse shift rows
            bv_state = invShiftRows(bv_state)
            # Inverse substitute bytes
            bv_state = [[BitVector(size=8, intVal = invSubBytesTable[
               → int(val)) for val in row for row in bv_state
            # Add round key
            bv = deconstructStateArray(bv_state)
            bv = \text{round_keys}[13 - j]
            bv_state = createStateArray(bv)
            # Inverse mix columns except for last round
            if j != 13:
```

```
bv_state = fourByFourMultiply(invMixColumnsTable,
                   \rightarrow bv_state)
        # Add decrypted block to plaintext
        plaintext_bv += bv
    # Save plaintext to output file
    with open(outfile, "w") as fpout:
        fpout.write(plaintext_bv.get_text_from_bitvector())
###
## Check arguments and choose encrypt or decrypt option
if len(sys.argv) != 5:
    sys.exit("Wrong_arguments!")
if sys.argv[1] == "-e":
    encrypt(sys.argv[2], sys.argv[3], sys.argv[4])
elif sys.argv[1] == "-d":
    decrypt (sys.argv [2], sys.argv [3], sys.argv [4])
else:
    sys.exit("Wrong_arguments!")
```

2.2 Code Explanation

My program implements AES encryption and decryption in two separate functions. This is because the order of steps in encryption is different from the order of steps in decryption.

For encryption, I first XOR each 128-bit block with the first round key, then do 14 rounds of processing. Each round includes substituting bytes, shifting rows, mixing columns, and finally adding the round key.

For decryption, I first XOR each block with the last round key, then do 14 rounds of processing. The order of each round is inverse shifting rows, inverse substituting bytes, adding the round key, and finally inverse mixing columns.

A number of other functions were used to keep the encrypt and decrypt functions short and readable. For example, creating and deconstructing state arrays, shifting rows, and multiplying matrices were all done in their own separate functions.

When the program is run, it first checks if there is the proper number of arguments and then sends the arguments to the appropriate function based on the "-e" or "-d" input. The files are opened and read/written inside of the encryption and decryption functions. All of the functionality of AES is held within this file, and only the BitVector and sys modules are used.