

# **C | SecureAES**

## **- High-Performance AES Encryption in C -**

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# Chapter 1

## Block Cipher AES-128

### 1.1 Overview of Advanced Encryption Standard

- $\text{AddRoundKey} : \{0, 1\}^{128} \times \{0, 1\}^{128} \rightarrow \{0, 1\}^{128}$
- $\text{SubBytes} : \{0, 1\}^{128} \rightarrow \{0, 1\}^{128}$
- $\text{ShiftRows} : \{0, 1\}^{128} \rightarrow \{0, 1\}^{128}$
- $\text{MixColumns} : \{0, 1\}^{128} \rightarrow \{0, 1\}^{128}$

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**Algorithm 1:** Encryption of AES-128

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**Input:** block  $\text{src} \in \{0, 1\}^{128}$ , round-keys  $\{rk_i\}_{i=0}^{11}$  ( $rk_i \in \{0, 1\}^{128}$ )

**Output:** block  $\text{dst} \in \{0, 1\}^{128}$

```
1  $t \leftarrow \text{src};$ 
2  $t \leftarrow \text{AddRoundKey}(t, rk_0);$ 
3 for  $i \leftarrow 1$  to 9 do
4    $t \leftarrow \text{SubBytes}(t);$ 
5    $t \leftarrow \text{ShiftRows}(t);$ 
6    $t \leftarrow \text{MixColumns}(t);$ 
7    $t \leftarrow \text{AddRoundKey}(t, rk_i);$ 
8 end
9  $t \leftarrow \text{SubBytes}(t);$ 
10  $t \leftarrow \text{ShiftRows}(t);$ 
11  $t \leftarrow \text{AddRoundKey}(t, rk_{10});$ 
12  $\text{dst} \leftarrow t;$ 
13 return  $\text{dst};$ 
```

---

## 1.2 Functions and Constants used in AES

### 1.2.1 Key Expansion

- **RotWord** :  $\{0, 1\}^{32} \rightarrow \{0, 1\}^{32}$  is defined by

$$\text{RotWord}(X_0 \parallel X_1 \parallel X_2 \parallel X_3) := X_1 \parallel X_2 \parallel X_3 \parallel X_0 \quad \text{for } X_i \in \{0, 1\}^8.$$

Code 1.1: RotWord rotates the input word left by one byte

```
1 u32 RotWord(u32 word) {
2     return (word << 0x08) | (word >> 0x18);
3 }
```

- **SubWord** :  $\{0, 1\}^{32} \rightarrow \{0, 1\}^{32}$  is defined by

$$\text{SubWord}(X_0 \parallel X_1 \parallel X_2 \parallel X_3) := s(X_0) \parallel s(X_1) \parallel s(X_2) \parallel s(X_3) \quad \text{for } X_i \in \{0, 1\}^8.$$

Here,  $s : \{0, 1\}^8 \rightarrow \{0, 1\}^8$  is the **S-box**.

Code 1.2: SubWord applies the S-box to each byte of the input word

```
1 u32 SubWord(u32 word) {
2     return (u32)s_box[word >> 0x18] << 0x18 |
3         (u32)s_box[(word >> 0x10) & 0xFF] << 0x10 |
4         (u32)s_box[(word >> 0x08) & 0xFF] << 0x08 |
5         (u32)s_box[word & 0xFF];
6 }
```

- **Round Constant Rcon**:

The constant  $\text{Rcon}_i \in \mathbb{F}_{2^8}$  used in generating the  $i$ -th round key corresponds to the value of  $x^{i-1}$  in the binary finite field  $\mathbb{F}_{2^8}$  and is as follows:

| $i$             | 1    | 2    | 3    | 4    | 5    | 6    | 7    | 8    | 9    | 10   |
|-----------------|------|------|------|------|------|------|------|------|------|------|
| $\text{Rcon}_i$ | 0x01 | 0x02 | 0x04 | 0x08 | 0x10 | 0x20 | 0x40 | 0x80 | 0x1b | 0x36 |

Code 1.3: Rcon Array Declaration

```
1 static const u32 Rcon[10] = {
2     0x01000000, 0x02000000, 0x04000000, 0x08000000,
3     0x10000000, 0x20000000, 0x40000000, 0x80000000,
4     0x1b000000, 0x36000000
5 };
```

**Algorithm 2:** Key Schedule (AES-128)

---

**Input:** key  $k = (k_0, \dots, k_{15})$  ( $k_i \in \{0, 1\}^8$ ); //  $k \in \{0, 1\}^{128}$  is 16-byte

**Output:** round-keys  $\{rk_i\}_{i=0}^{43}$  ( $rk_i \in \{0, 1\}^{32}$ ); //  $\{rk_i\}_{i=0}^{43} \in \{0, 1\}^{1408}$  is 176-byte

---

```

1   $rk_0 \leftarrow k_0 \parallel k_1 \parallel k_2 \parallel k_3$ ;
2   $rk_1 \leftarrow k_4 \parallel k_5 \parallel k_6 \parallel k_7$ ;
3   $rk_2 \leftarrow k_8 \parallel k_9 \parallel k_{10} \parallel k_{11}$ ;
4   $rk_3 \leftarrow k_{12} \parallel k_{13} \parallel k_{14} \parallel k_{15}$ ;
5  for  $i = 4$  to 43 do
6       $t \leftarrow rk_{i-1}$ ;
7      if  $i \bmod 4 = 0$  then
8          /* SubWord  $\circ$  RotWord :  $\{0, 1\}^{32} \rightarrow \{0, 1\}^{32}$  */
9           $t \leftarrow \text{RotWord}(t)$ ;
10          $t \leftarrow \text{SubWord}(t)$ ;
11          $t \leftarrow t \oplus (\text{Rcon}_{i/4} \parallel 0x00 \parallel 0x00 \parallel 0x00)$ ;
12     end
13      $rk_i \leftarrow rk_{i-4} \oplus t$ ;
14 end

```

---

Code 1.4: AES Key Expansion

```

1  void KeyExpansion(const u8* key, u32* rKey) {
2      u32 temp;
3      int i = 0;
4
5      // Copy the input key to the first round key
6      while (i < 4) {
7          rKey[i] = (u32)key[4*i] << 0x18 |
8                  (u32)key[4*i+1] << 0x10 |
9                  (u32)key[4*i+2] << 0x08 |
10                 (u32)key[4*i+3];
11         i++;
12     }
13
14     i = 4;
15
16     // Generate the remaining round keys
17     while (i < 44) {
18         temp = rKey[i-1];
19         if (i % 4 == 0) {
20             temp = SubWord(RotWord(temp)) ^ Rcon[i/4-1];
21         }
22         rKey[i] = rKey[i-4] ^ temp;
23         i++;
24     }
25 }

```

## 1.3 Code Structure

1. Rcon Array Declaration
2. Function Definition
3. Variable Declarations and Initial Checks
4. Key Expansion Logic

## 1.4 Detailed Analysis

### 1.4.1 Rcon Array Declaration

### 1.4.2 Function Definition

```
int AES_set_encrypt_key(const unsigned char *userKey, const int bits,
```

### 1.4.3 Variable Declarations and Initial Checks

```
    u32 *rk;  
    int i = 0;  
    u32 temp;  
    if (!userKey || !key)  
        return -1;  
    if (bits != 128 && bits != 192 && bits != 256)  
        return -2;
```

### 1.4.4 Key Expansion Logic

1. Initial Key Setup
2. Key Expansion based on key size

### 1.4.5 AddRoundKey

### 1.4.6 SubBytes

### 1.4.7 ShiftRows

### 1.4.8 MixColumns



# Appendix A

## Additional Data A

### A.1 Substitution-BOX

|    | 00  | 01  | 02  | 03  | 04  | 05  | 06  | 07  | 08  | 09  | 0a  | 0b  | 0c  | 0d  | 0e  | 0f  |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 00 | 63  | 7c  | 77  | 7b  | f2  | 6b  | 6f  | c5  | 30  | 01  | 67  | 2b  | fe  | d7  | ab  | 76  |
| 10 | ca  | 82  | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... |
| 30 | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... |
| 40 | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... |
| 50 | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... |
| 60 | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... |
| 70 | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... |
| 80 | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... |
| 90 | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... |
| a0 | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... |
| b0 | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... |
| c0 | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... |
| d0 | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | c1  | ... | ... |
| e0 | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | 28  | ... |
| f0 | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | ... | 16  |

```

1  static const u8 s_box[256] = {
2      0x63, 0x7c, 0x77, 0x7b, 0xf2, 0x6b, 0x6f, 0xc5, 0x30,
3      0x01, 0x67, 0x2b, 0xfe, 0xd7, 0xab, 0x76, 0xca, 0x82,
4      0xc9, 0x7d, 0xfa, 0x59, 0x47, 0xf0, 0xad, 0xd4, 0xa2,
5      0xaf, 0x9c, 0xa4, 0x72, 0xc0, 0xb7, 0xfd, 0x93, 0x26,
6      0x36, 0x3f, 0xf7, 0xcc, 0x34, 0xa5, 0xe5, 0xf1, 0x71,
7      0xd8, 0x31, 0x15, 0x04, 0xc7, 0x23, 0xc3, 0x18, 0x96,
8      0x05, 0x9a, 0x07, 0x12, 0x80, 0xe2, 0xeb, 0x27, 0xb2,
9      0x75, 0x09, 0x83, 0x2c, 0x1a, 0x1b, 0x6e, 0x5a, 0xa0,
10     0x52, 0x3b, 0xd6, 0xb3, 0x29, 0xe3, 0x2f, 0x84, 0x53,
11     0xd1, 0x00, 0xed, 0x20, 0xfc, 0xb1, 0x5b, 0x6a, 0xcb,
12     0xbe, 0x39, 0x4a, 0x4c, 0x58, 0xcf, 0xd0, 0xef, 0xaa,
13     0xfb, 0x43, 0x4d, 0x33, 0x85, 0x45, 0xf9, 0x02, 0x7f,
14     0x50, 0x3c, 0x9f, 0xa8, 0x51, 0xa3, 0x40, 0x8f, 0x92,
15     0x9d, 0x38, 0xf5, 0xbc, 0xb6, 0xda, 0x21, 0x10, 0xff,
16     0xf3, 0xd2, 0xcd, 0x0c, 0x13, 0xec, 0x5f, 0x97, 0x44,
17     0x17, 0xc4, 0xa7, 0x7e, 0x3d, 0x64, 0x5d, 0x19, 0x73,
18     0x60, 0x81, 0x4f, 0xdc, 0x22, 0x2a, 0x90, 0x88, 0x46,
19     0xee, 0xb8, 0x14, 0xde, 0x5e, 0x0b, 0xdb, 0xe0, 0x32,
20     0x3a, 0x0a, 0x49, 0x06, 0x24, 0x5c, 0xc2, 0xd3, 0xac,
21     0x62, 0x91, 0x95, 0xe4, 0x79, 0xe7, 0xc8, 0x37, 0x6d,
22     0x8d, 0xd5, 0x4e, 0xa9, 0x6c, 0x56, 0xf4, 0xea, 0x65,
23     0x7a, 0xae, 0x08, 0xba, 0x78, 0x25, 0x2e, 0x1c, 0xa6,
24     0xb4, 0xc6, 0xe8, 0xdd, 0x74, 0x1f, 0x4b, 0xbd, 0x8b,
25     0x8a, 0x70, 0x3e, 0xb5, 0x66, 0x48, 0x03, 0xf6, 0x0e,
26     0x61, 0x35, 0x57, 0xb9, 0x86, 0xc1, 0x1d, 0x9e, 0xe1,
27     0xf8, 0x98, 0x11, 0x69, 0xd9, 0x8e, 0x94, 0x9b, 0x1e,
28     0x87, 0xe9, 0xce, 0x55, 0x28, 0xdf, 0x8c, 0xa1, 0x89,
29     0x0d, 0xbf, 0xe6, 0x42, 0x68, 0x41, 0x99, 0x2d, 0x0f,
30     0xb0, 0x54, 0xbb, 0x16
31 };

```