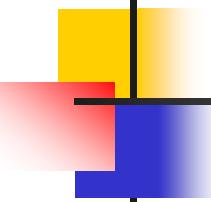


# **Advanced Encryption Standard (AES)**

Vijesh Nair



## Chapter 7

### Objectives

- ❑ To review a short history of AES
- ❑ To define the basic structure of AES
- ❑ To define the transformations used by AES
- ❑ To define the key expansion process
- ❑ To discuss different implementations

# 7-1 INTRODUCTION

*The Advanced Encryption Standard (AES) is a symmetric-key block cipher published by the National Institute of Standards and Technology (NIST) in December 2001.*

## **Topics discussed in this section:**

- 7.1.1 History**
- 7.1.2 Criteria**
- 7.1.3 Rounds**
- 7.1.4 Data Units**
- 7.1.5 Structure of Each Round**

## *7.1.1 History.*

*In February 2001, NIST announced that a draft of the Federal Information Processing Standard (FIPS) was available for public review and comment. Finally, AES was published as FIPS 197 in the Federal Register in December 2001.*

## *7.1.2 Criteria*

*The criteria defined by NIST for selecting AES fall into three areas:*

- 1. Security***
- 2. Cost***
- 3. Implementation.***

## **7.1.3 Rounds.**

*AES is a non-Feistel cipher that encrypts and decrypts a data block of 128 bits. It uses 10, 12, or 14 rounds. The key size, which can be 128, 192, or 256 bits, depends on the number of rounds.*

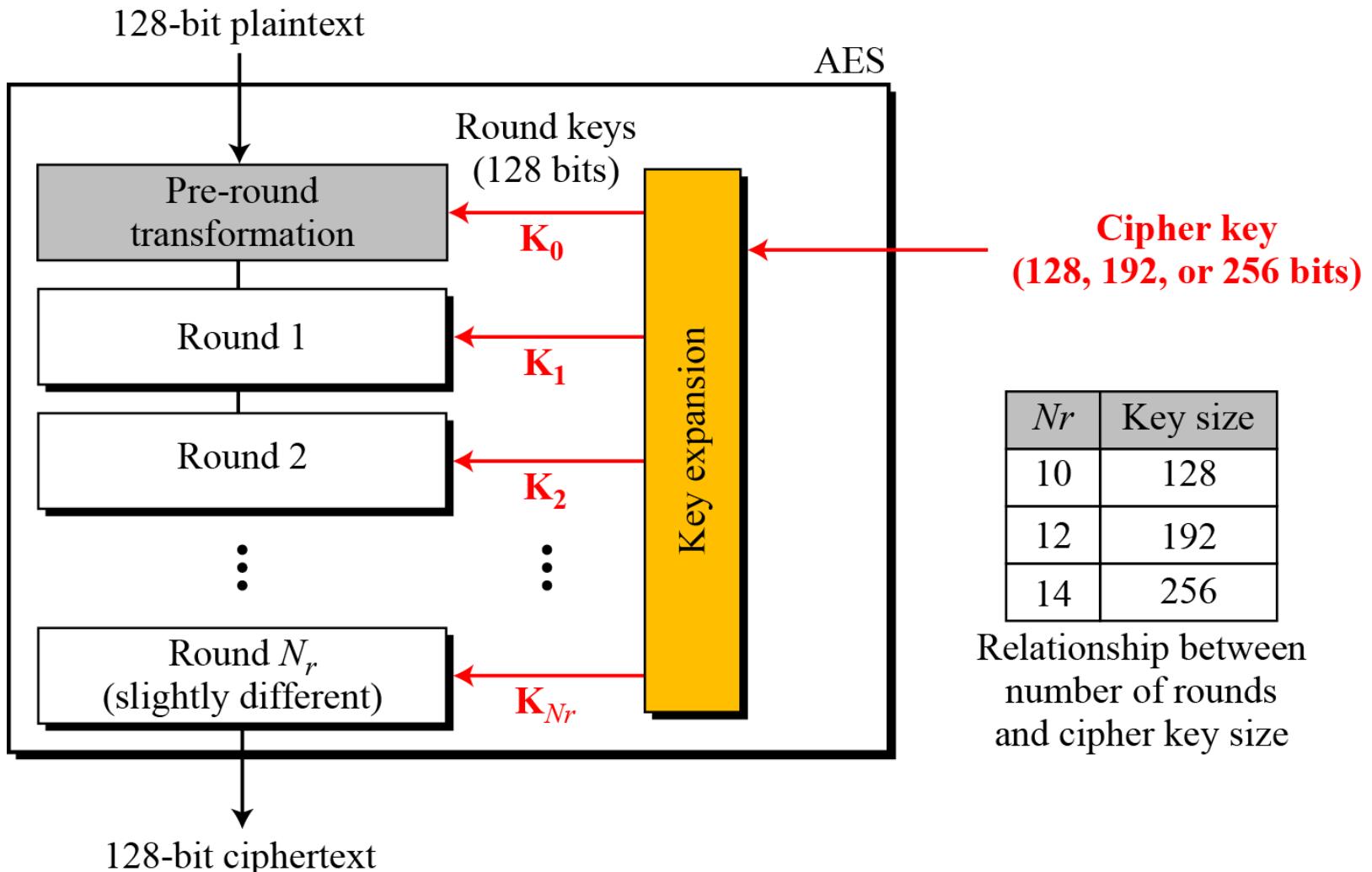
### **Note**

**AES has defined three versions, with 10, 12, and 14 rounds.**

**Each version uses a different cipher key size (128, 192, or 256), but the round keys are always 128 bits.**

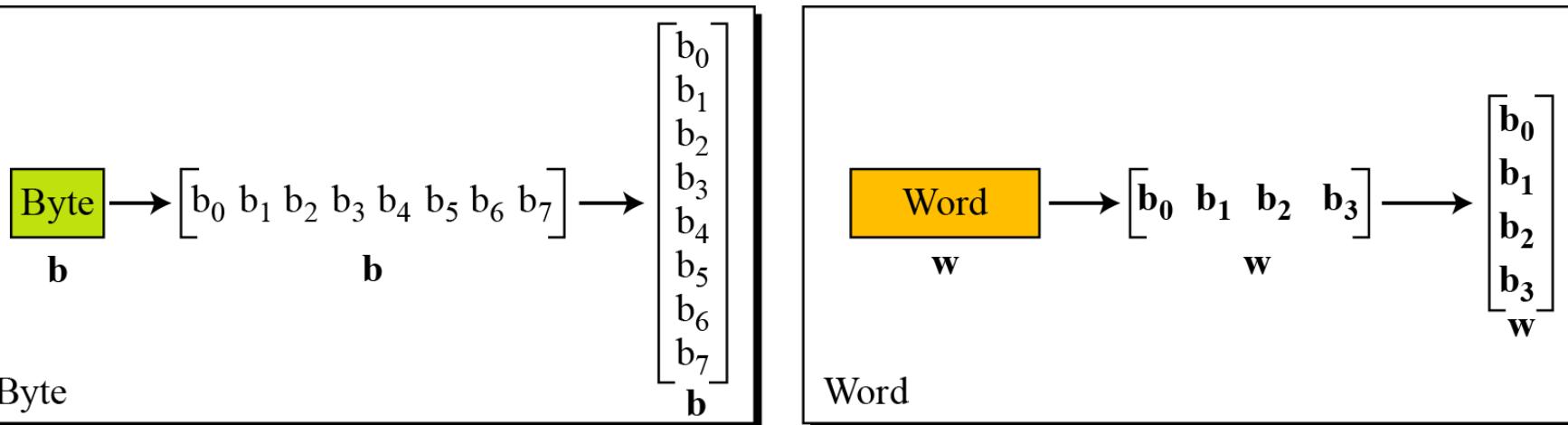
## 7.1.3 Continue

Figure 7.1 General design of AES encryption cipher

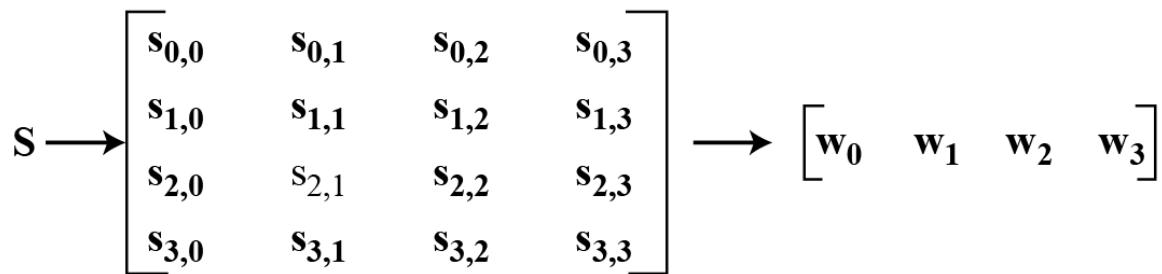


## 7.1.4 Data Units.

Figure 7.2 Data units used in AES



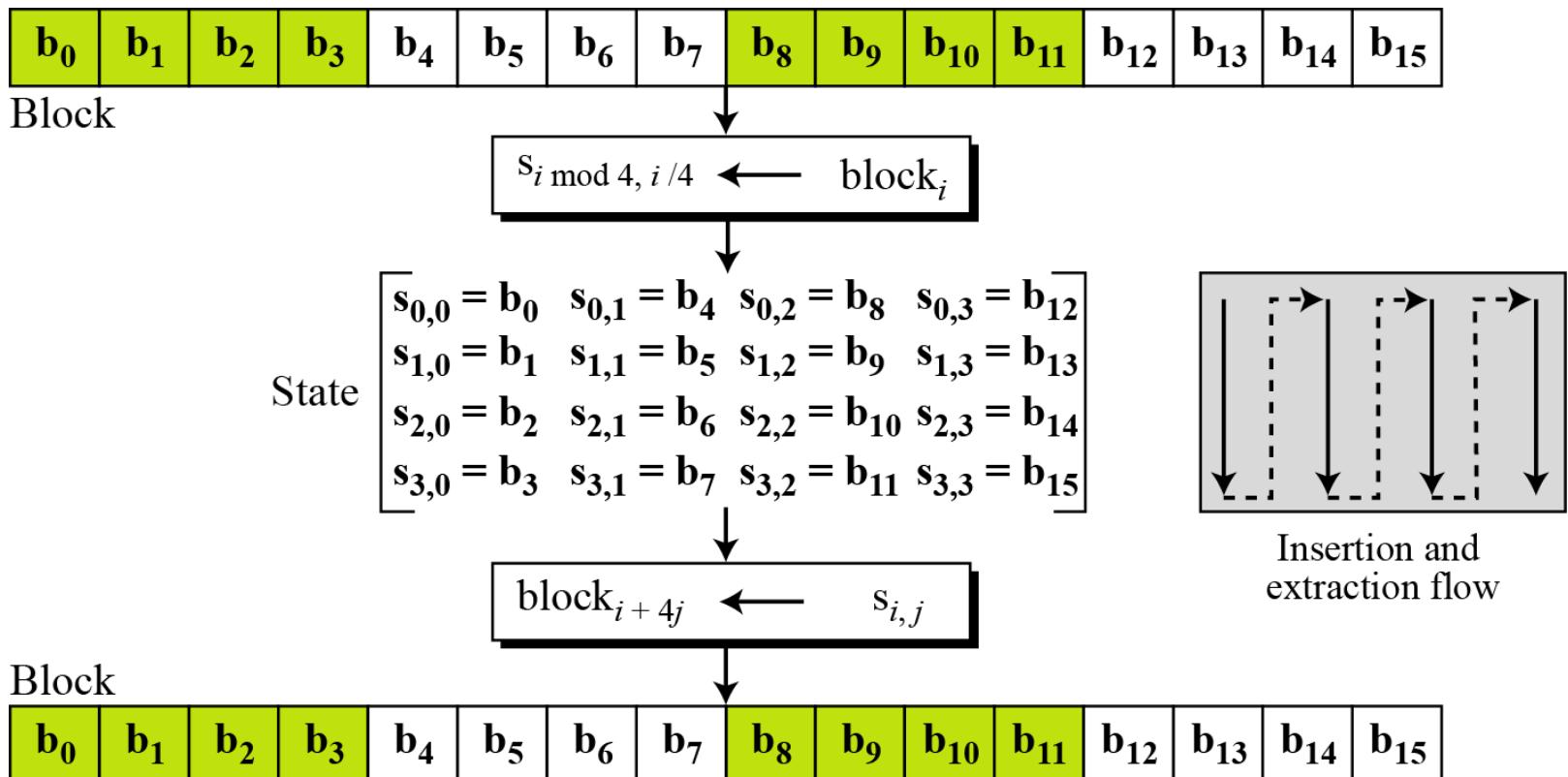
Block



State

## 7.1.4 Continue

**Figure 7.3 Block-to-state and state-to-block transformation**



## 7.1.4 Continue

### Example 7.1 Continue

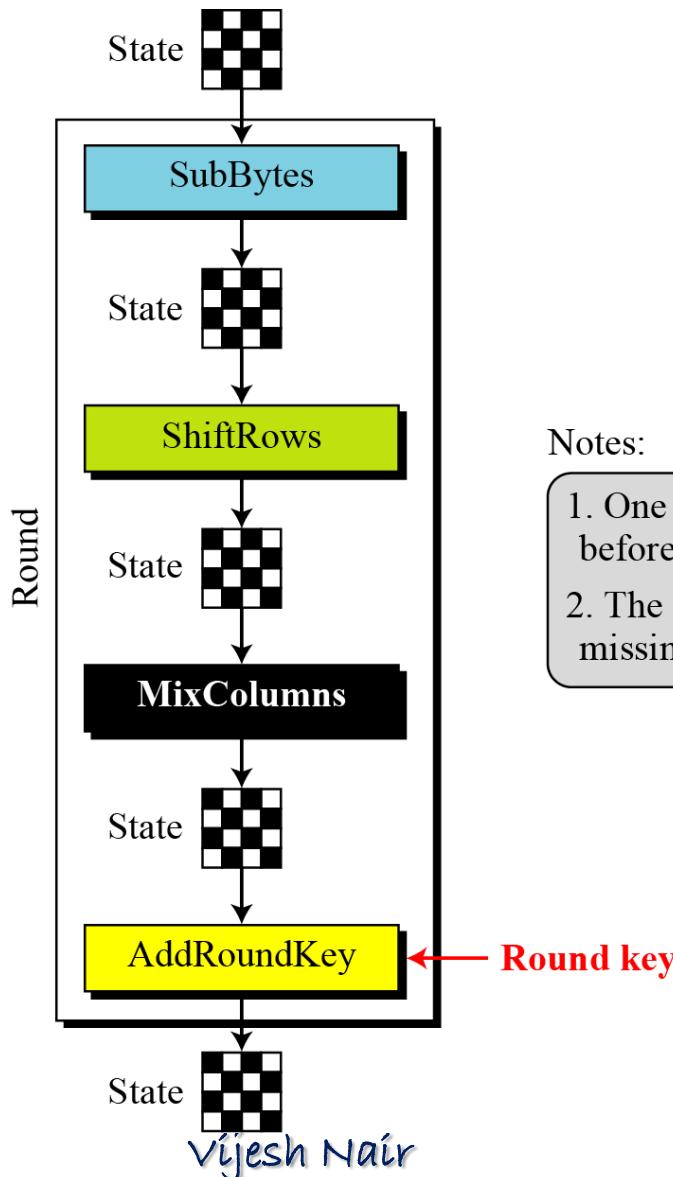
**Figure 7.4** *Changing plaintext to state*

Text	A	E	S	U	S	E	S	A	M	A	T	R	I	X	Z	Z
Hexadecimal	00	04	12	14	12	04	12	00	0C	00	13	11	08	23	19	19
	00	12	0C	08	04	04	00	23	12	12	13	19	14	00	11	19

$$\begin{bmatrix} 00 & 12 & 0C & 08 \\ 04 & 04 & 00 & 23 \\ 12 & 12 & 13 & 19 \\ 14 & 00 & 11 & 19 \end{bmatrix}$$
 State

## 7.1.5 Structure of Each Round

Figure 7.5 Structure of each round at the encryption site



Notes:

1. One AddRoundKey is applied before the first round.
2. The third transformation is missing in the last round.

## 7-2 TRANSFORMATIONS

*To provide security, AES uses four types of transformations: substitution, permutation, mixing, and key-adding.*

**Topics discussed in this section:**

**7.2.1 Substitution**

**7.2.2 Permutation**

**7.2.3 Mixing**

**7.2.4 Key Adding**

## 7.2.1 Substitution

*AES, like DES, uses substitution. AES uses two invertible transformations.*

### *SubBytes*

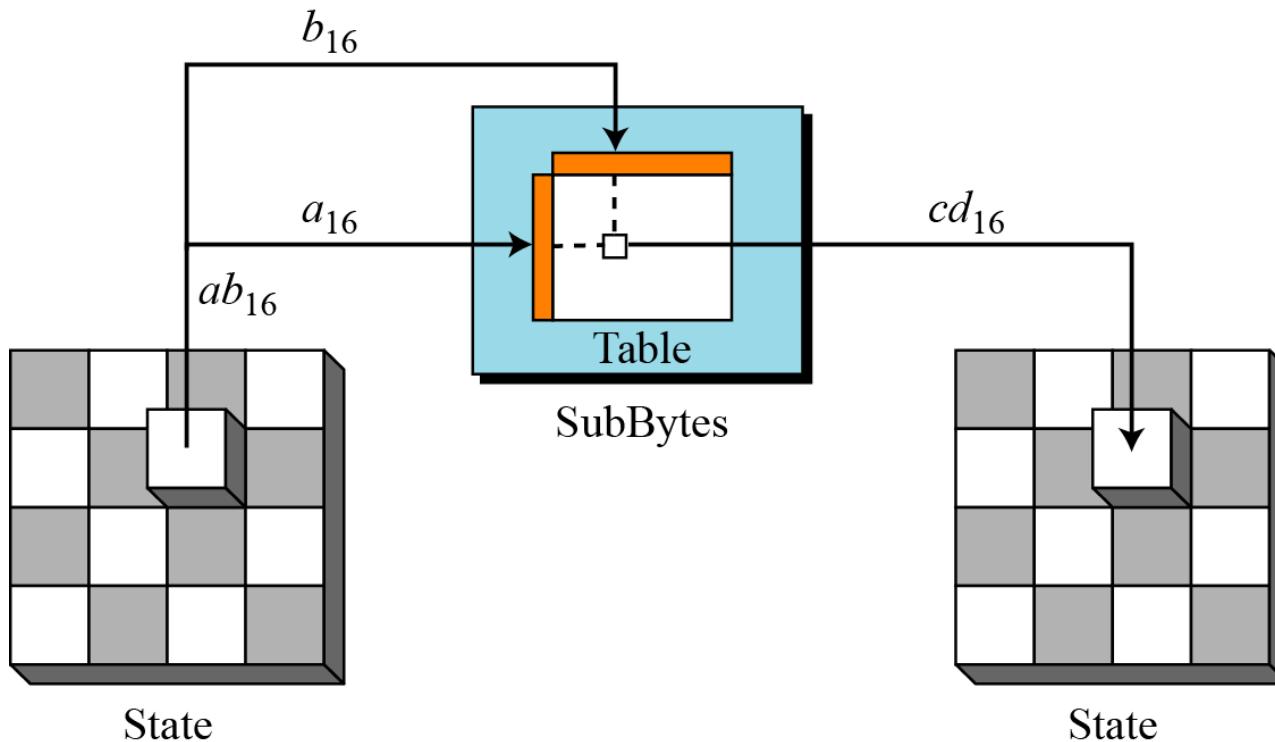
*The first transformation, SubBytes, is used at the encryption site. To substitute a byte, we interpret the byte as two hexadecimal digits.*

#### **Note**

**The SubBytes operation involves 16 independent byte-to-byte transformations.**

## 7.2.1 Continue

**Figure 7.6 SubBytes transformation**



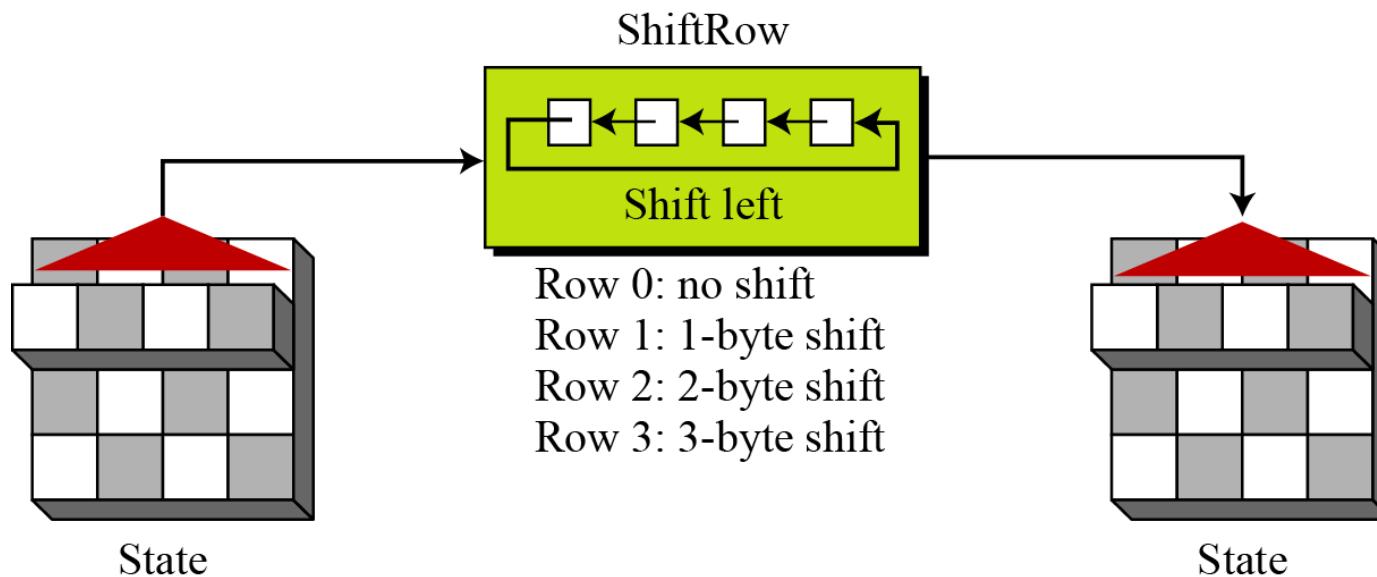
## 7.2.2 Permutation

*Another transformation found in a round is shifting, which permutes the bytes.*

### ShiftRows

*In the encryption, the transformation is called ShiftRows.*

**Figure 7.9 ShiftRows transformation**

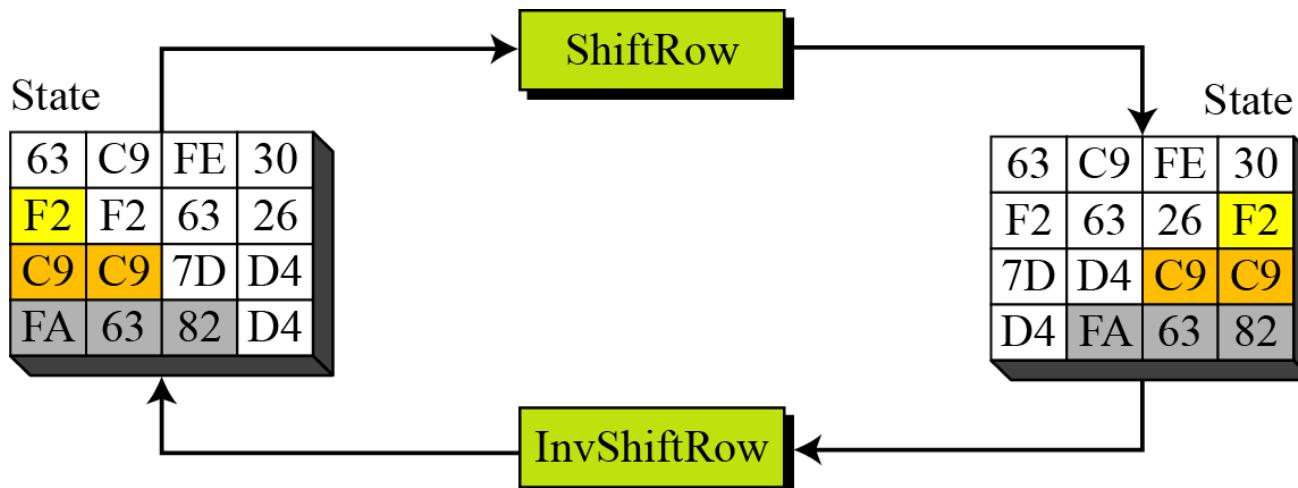


## 7.2.2 Continue

### Example 7.4

Figure 7.10 shows how a state is transformed using ShiftRows transformation. The figure also shows that InvShiftRows transformation creates the original state.

**Figure 7.10** *ShiftRows transformation in Example 7.4*



## 7.2.3 Mixing

We need an interbyte transformation that changes the bits inside a byte, based on the bits inside the neighboring bytes. We need to mix bytes to provide diffusion at the bit level.

Figure 7.11 Mixing bytes using matrix multiplication

$$\begin{array}{l} ax + by + cz + dt \\ ex + fy + gz + ht \\ ix + jy + kz + lt \\ mx + ny + oz + pt \end{array} \xrightarrow{\text{New matrix}} = \begin{bmatrix} a & b & c & d \\ e & f & g & h \\ i & j & k & l \\ m & n & o & p \end{bmatrix} \times \begin{bmatrix} x \\ y \\ z \\ t \end{bmatrix}$$

**Constant matrix**

Old matrix

## 7.2.3 Continue

**Figure 7.12** Constant matrices used by MixColumns and InvMixColumns

$$\begin{bmatrix} 02 & 03 & 01 & 01 \\ 01 & 02 & 03 & 01 \\ 01 & 01 & 02 & 03 \\ 03 & 01 & 01 & 02 \end{bmatrix} \xleftrightarrow{\text{Inverse}} \begin{bmatrix} 0E & 0B & 0D & 09 \\ 09 & 0E & 0B & 0D \\ 0D & 09 & 0E & 0B \\ 0B & 0D & 09 & 0E \end{bmatrix}$$

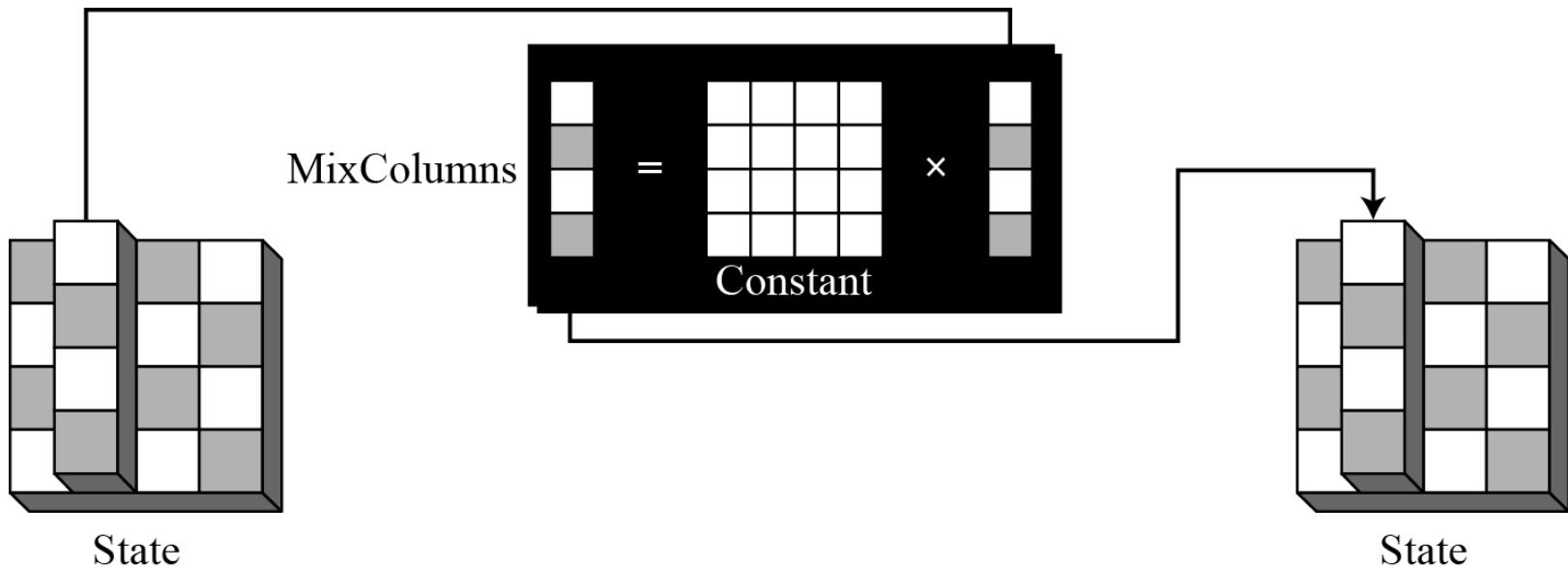
C    C<sup>-1</sup>

## 7.2.3 Continue

### MixColumns

The MixColumns transformation operates at the column level; it transforms each column of the state to a new column.

Figure 7.13 MixColumns transformation



## 7.2.3 Continue

### *InvMixColumns*

*The InvMixColumns transformation is basically the same as the MixColumns transformation.*

**Note**

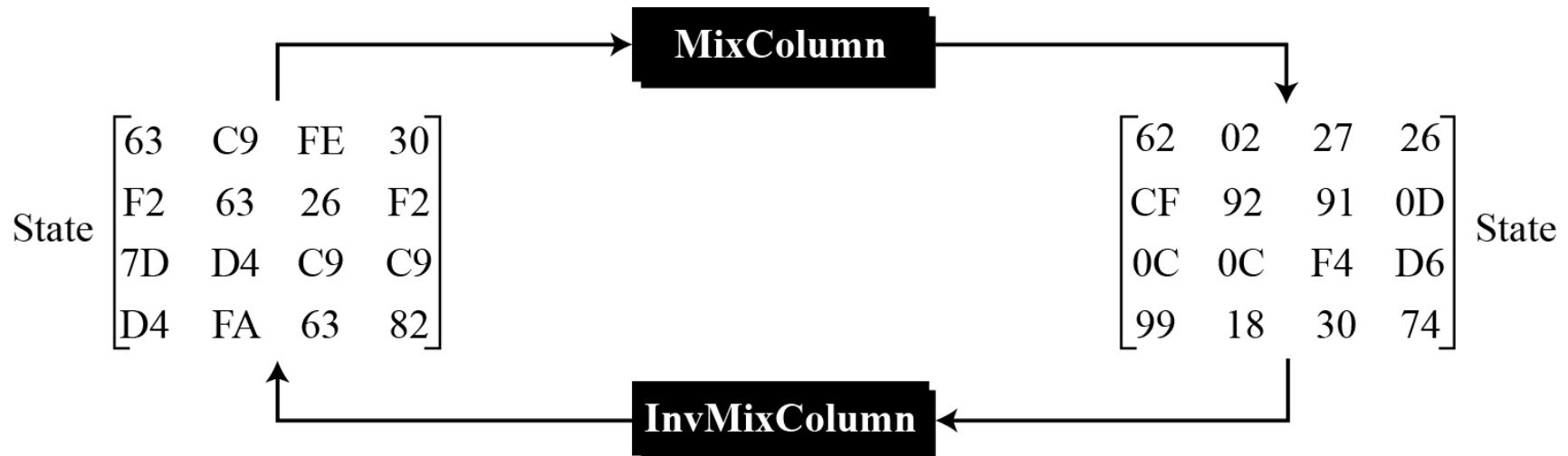
**The MixColumns and InvMixColumns transformations are inverses of each other.**

## 7.2.3 Continue

### Example 7.5

Figure 7.14 shows how a state is transformed using the MixColumns transformation. The figure also shows that the InvMixColumns transformation creates the original one.

**Figure 7.14** *The MixColumns transformation in Example 7.5*



## 7.2.4 Key Adding

### AddRoundKey

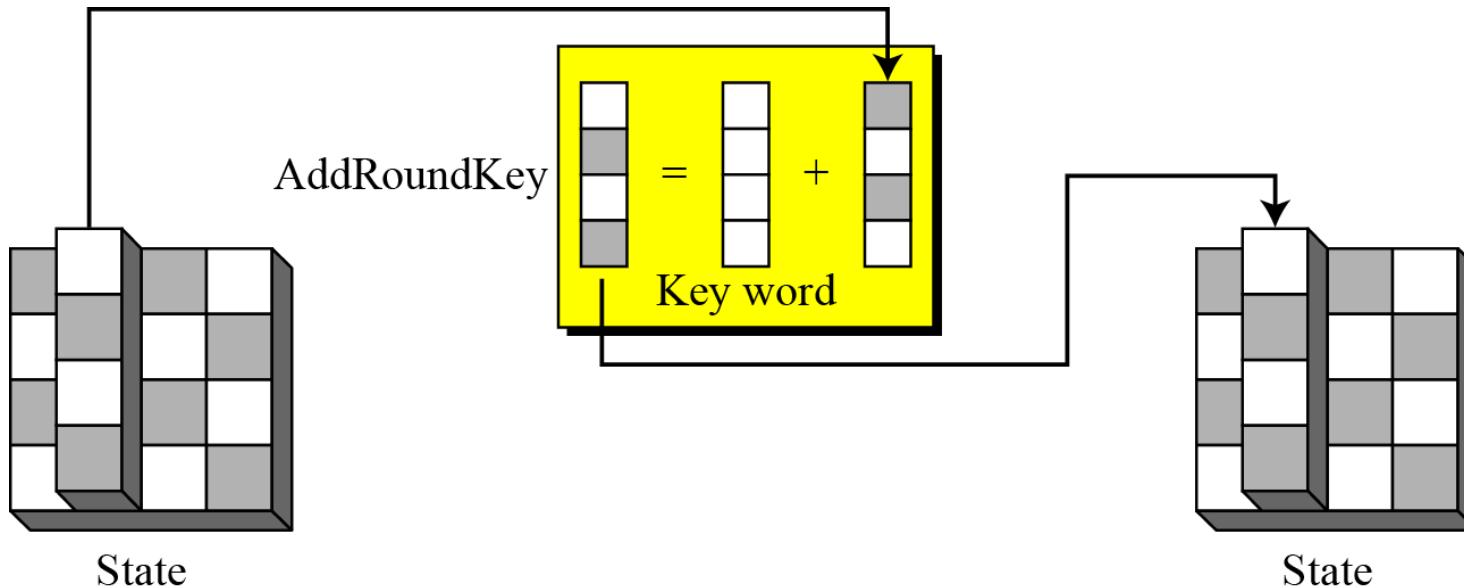
*AddRoundKey proceeds one column at a time. AddRoundKey adds a round key word with each state column matrix; the operation in AddRoundKey is matrix addition.*

**Note**

**The AddRoundKey transformation is the inverse of itself.**

## 7.2.4 Continue

Figure 7.15 AddRoundKey transformation



## 7-3 KEY EXPANSION

*To create round keys for each round, AES uses a key-expansion process. If the number of rounds is  $N_r$ , the key-expansion routine creates  $N_r + 1$  128-bit round keys from one single 128-bit cipher key.*

**Topics discussed in this section:**

### 7.3.1 Key Expansion in AES-128

## 7-3 Continued

**Table 7.3** *Words for each round*

<i>Round</i>	<i>Words</i>			
Pre-round	$\mathbf{w}_0$	$\mathbf{w}_1$	$\mathbf{w}_2$	$\mathbf{w}_3$
1	$\mathbf{w}_4$	$\mathbf{w}_5$	$\mathbf{w}_6$	$\mathbf{w}_7$
2	$\mathbf{w}_8$	$\mathbf{w}_9$	$\mathbf{w}_{10}$	$\mathbf{w}_{11}$
...	...			
$N_r$	$\mathbf{w}_{4N_r}$	$\mathbf{w}_{4N_r+1}$	$\mathbf{w}_{4N_r+2}$	$\mathbf{w}_{4N_r+3}$

## 7-4 CIPHERS

*AES uses four types of transformations for encryption and decryption. In the standard, the encryption algorithm is referred to as the cipher and the decryption algorithm as the inverse cipher.*

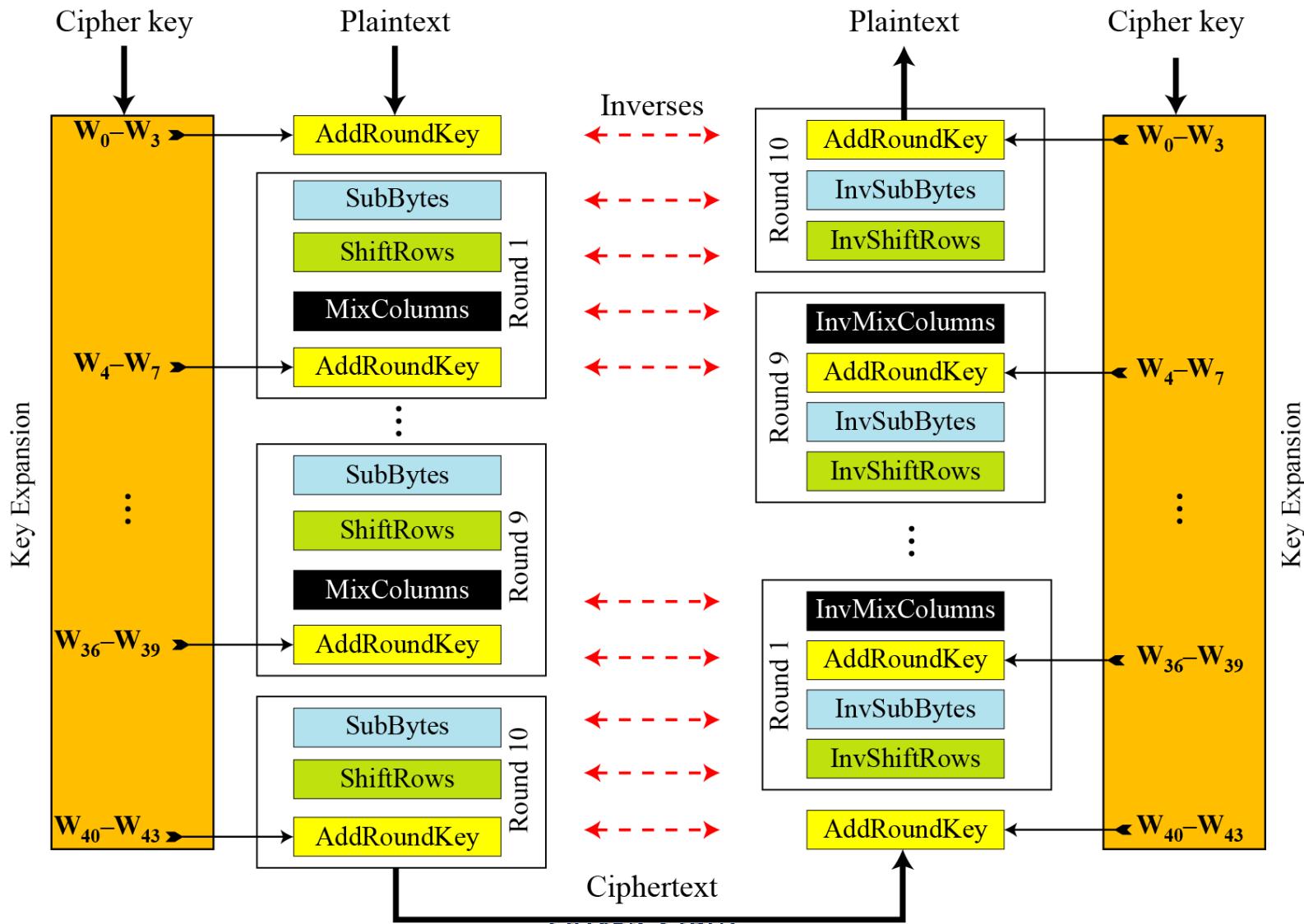
### Topics discussed in this section:

**7.4.1 Original Design**

**7.4.2 Alternative Design**

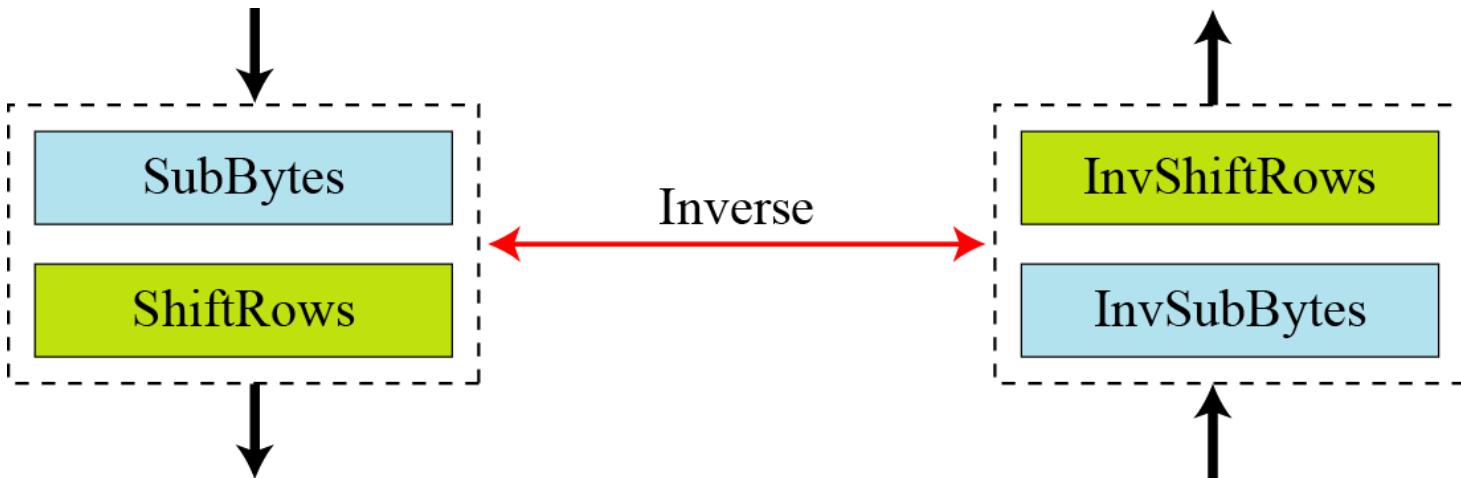
## 7.4.1 Original Design

**Figure 7.17 Ciphers and inverse ciphers of the original design**



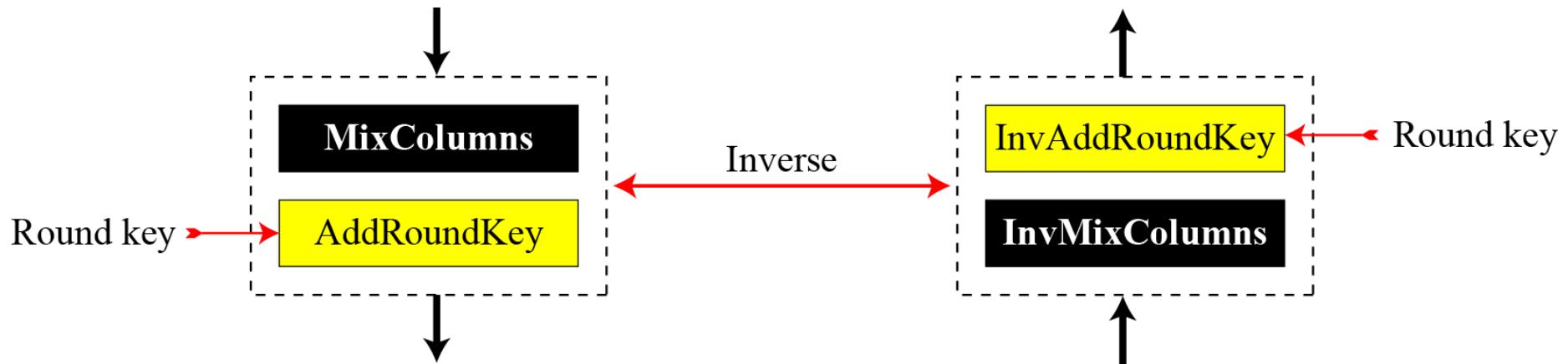
## 7.4.2 Alternative Design

**Figure 7.18 Invertibility of SubBytes and ShiftRows combinations**



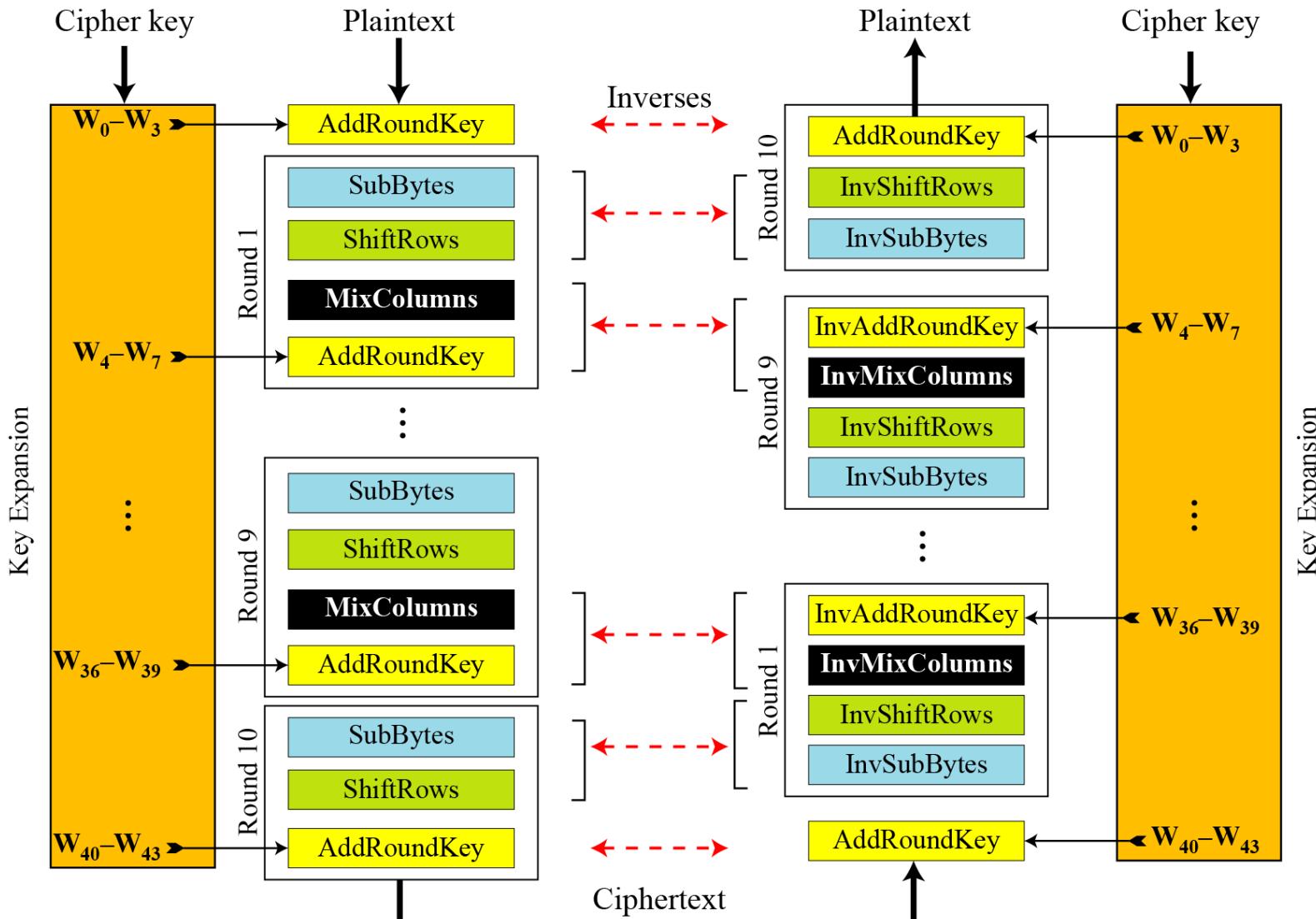
## 7.4.2 Continue

**Figure 7.19 Invertibility of MixColumns and AddRoundKey combination**



## 7.4.2 Continue

**Figure 7.20** Cipher and reverse cipher in alternate design



# 7-6 ANALYSIS OF AES

*This section is a brief review of the three characteristics of AES.*

## **Topics discussed in this section:**

**7.6.1 Security**

**7.6.2 Implementation**

**7.6.3 Simplicity and Cost**

## **7.6.1 Security**

*AES was designed after DES. Most of the known attacks on DES were already tested on AES.*

### ***Brute-Force Attack***

*AES is definitely more secure than DES due to the larger-size key.*

### ***Statistical Attacks***

*Numerous tests have failed to do statistical analysis of the ciphertext.*

### ***Differential and Linear Attacks***

*There are no differential and linear attacks on AES as yet.*

## 7.6.1 Continue

### *Statistical Attacks*

*Numerous tests have failed to do statistical analysis of the ciphertext.*

### *Differential and Linear Attacks*

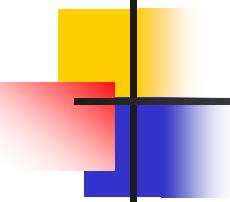
*There are no differential and linear attacks on AES as yet.*

## *7.6.2 Implementation*

*AES can be implemented in software, hardware, and firmware. The implementation can use table lookup process or routines that use a well-defined algebraic structure.*

## *7.6.3 Simplicity and Cost*

*The algorithms used in AES are so simple that they can be easily implemented using cheap processors and a minimum amount of memory.*



*Thank You..!*

Vijesh Nair