

# AES

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# Objectives

- Overview of the AES algorithm
- Internal structure of AES
  - Byte Substitution layer
  - Diffusion layer
  - Key Addition layer
  - Key schedule
- Decryption



# Introduction

- AES is the most widely used symmetric cipher today
- The algorithm for AES was chosen by the US *National Institute of Standards and Technology* (NIST) in a multi-year selection process
- The requirements for all AES candidate submissions were:
  - Block cipher with **128-bit block size**
  - **Three supported key lengths**: 128, 192 and 256 bit
  - Security relative to other submitted algorithms
  - **Efficiency** in software and hardware

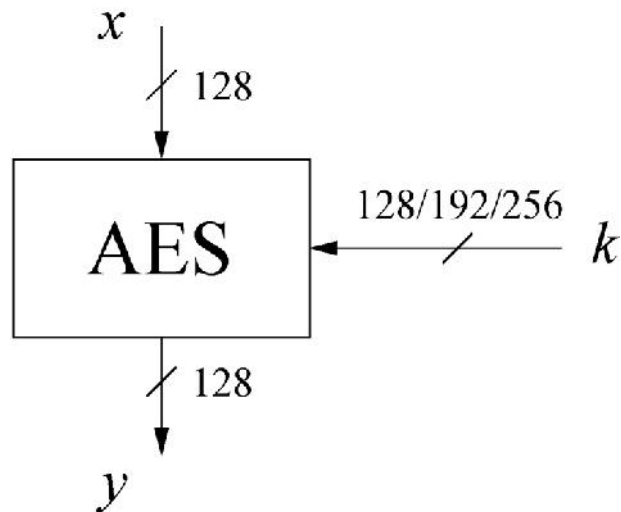


# Introduction

- The need for a new block cipher announced by NIST in January, 1997
- 15 candidates algorithms accepted in August, 1998
- 5 finalists announced in August, 1999:
  - *Mars* – IBM Corporation
  - *RC6* – RSA Laboratories
  - *Rijndael* – J. Daemen & V. Rijmen
  - *Serpent* – Eli Biham et al.
  - *Twofish* – B. Schneier et al.
- In October 2000, *Rijndael* was chosen as the AES
- AES was formally approved as a US federal standard in November 2001



## ■ AES: Overview

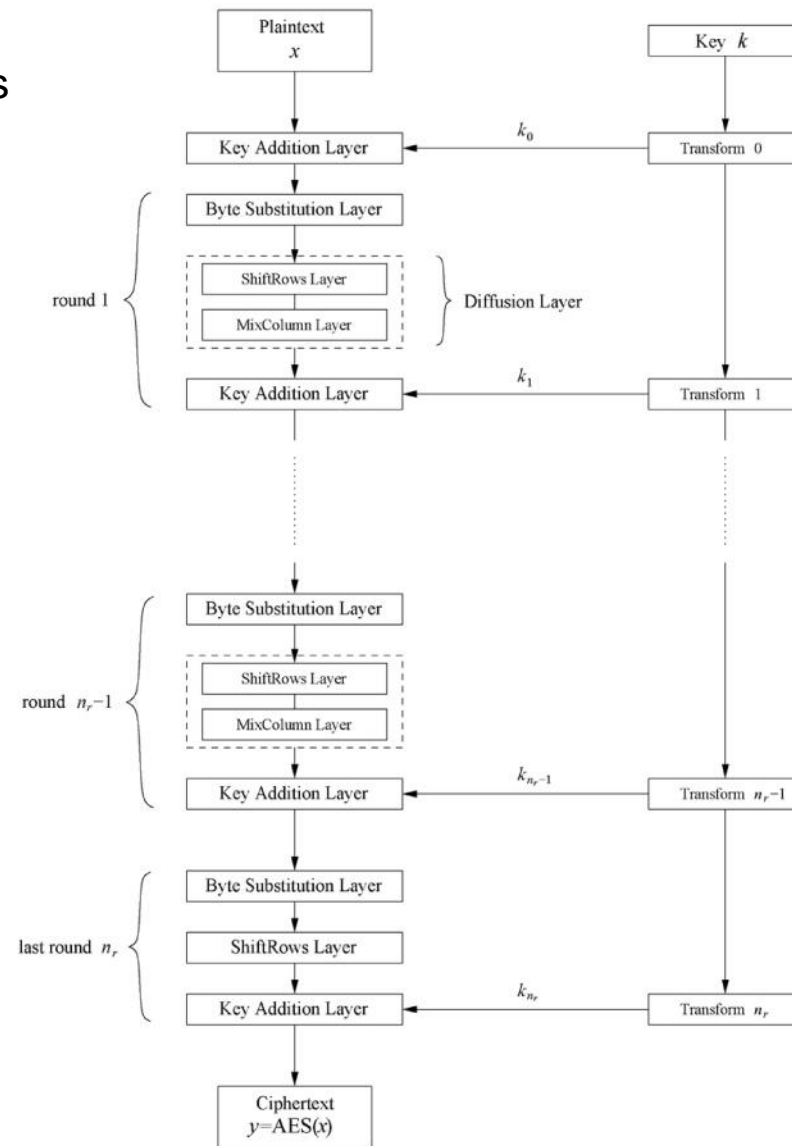


The number of rounds depends on the chosen key length:

Key length (bits)	Number of rounds
128	10
192	12
256	14

## ■ AES: Overview

- Iterated cipher with 10/12/14 rounds
- Each round consists of “Layers”



# Internals

**Key Addition layer** A 128-bit round key, or subkey, which has been derived from the main key in the key schedule, is XORed to the state.

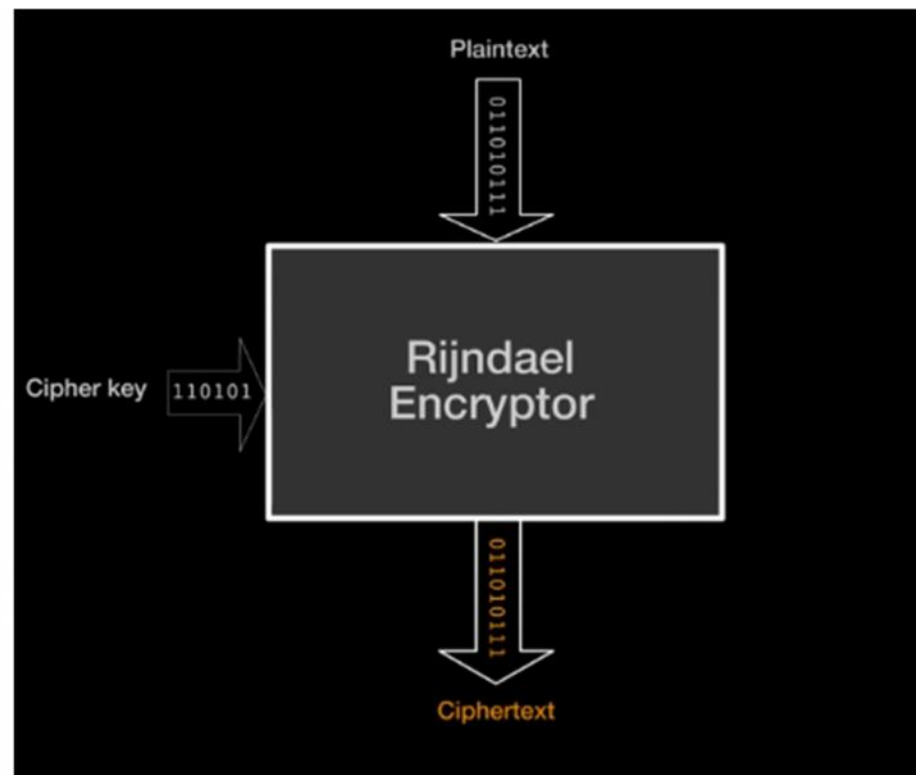
**Byte Substitution layer (S-Box)** Each element of the state is nonlinearly transformed using lookup tables with special mathematical properties. This introduces *confusion* to the data, i.e., it assures that changes in individual state bits propagate quickly across the data path.

**Diffusion layer** It provides *diffusion* over all state bits. It consists of two sublayers, both of which perform linear operations:

- The *ShiftRows* layer permutes the data on a byte level.
- The *MixColumn* layer is a matrix operation which combines (mixes) blocks of four bytes.

Similar to DES, the key schedule computes round keys, or subkeys,  $(k_0, k_1, \dots, k_{n_r})$  from the original AES key.







### State

32	88	31	e0
43	5a	31	37
f6	30	98	07
a8	8d	a2	34

This is a block from  
the plaintext message  
to be encrypted.

### Cipher key

2b	28	ab	09
7e	ae	f7	cf
15	d2	15	4f
16	a6	88	3c

Hexadecimal notation (sample):

32 = 00110010 (1 byte)  
          3hex 2hex



State

32	88	31	e0
43	5a	31	37
f6	30	98	07
a8	8d	a2	34

↓  
to  
Encryption  
Process

(A)

Cipher key

2b	28	ab	09
7e	ae	f7	cf
15	d2	15	4f
16	a6	88	3c

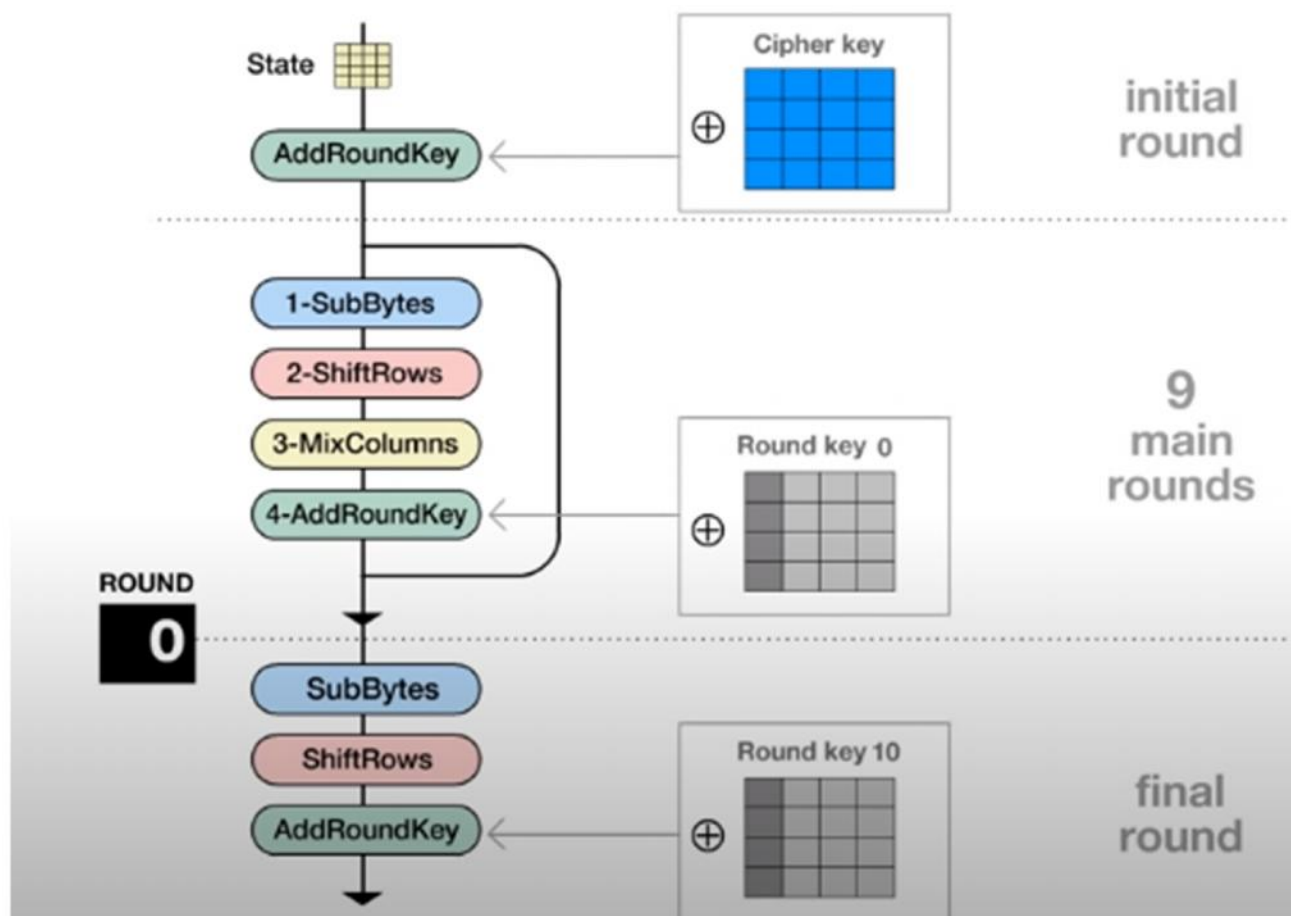
↓  
to  
Key  
Schedule

(B)



## Encryption Process

(Performing the encryption of the  
given plaintext block using 4 different  
transformations in the initial round,  
the 9 main rounds and the final round)



The 4 types of transformations:

1-SubBytes

2-ShiftRows

3-MixColumns

4-AddRoundKey



19	a0	9a	e9
3d	f4	c6	f8
e3	e2	8d	48
be	2b	2a	08

hex	y															
	0	1	2	3	4	5	6	7	8	9	a	b	c	d	e	f
0	63	7c	77	7b	f2	6b	6f	c5	30	01	67	2b	fe	d7	ab	76
1	ca	82	c9	7d	fa	59	47	f0	ad	d4	a2	af	9c	a4	72	c0
2	b7	fd	93	26	36	3f	f7	cc	34	a5	e5	f1	71	d8	31	15
3	04	c7	23	c3	18	96	05	9a	07	12	80	e2	eb	27	b2	75
4	09	83	2c	1a	1b	6e	5a	a0	52	3b	d6	b3	29	e3	2f	84
5	53	d1	00	ed	20	fc	b1	5b	6a	cb	be	39	4a	4c	58	cf
6	d0	ef	aa	fb	43	4d	33	85	45	f9	02	7f	50	3c	9f	a8
7	51	a3	40	8f	92	9d	38	f5	bc	b6	da	21	10	ff	f3	d2
8	cd	0c	13	ec	5f	97	44	17	c4	a7	7e	3d	64	5d	19	73
9	60	81	4f	dc	22	2a	90	88	46	ee	b8	14	de	5e	0b	db
a	e0	32	3a	0a	49	06	24	5c	c2	d3	ac	62	91	95	e4	79
b	e7	c8	37	6d	8d	d5	4e	a9	6c	56	f4	ea	65	7a	ae	08
c	ba	78	25	2e	1c	a6	b4	c6	e8	dd	74	1f	4b	bd	8b	8a
d	70	3e	b5	66	48	03	f6	0e	61	35	57	b9	86	c1	1d	9e
e	e1	f8	98	11	69	d9	8e	94	9b	1e	87	e9	ce	55	28	df
f	8c	a1	89	0d	bf	e6	42	68	41	99	2d	0f	b0	54	bb	16

**S-BOX** byte substitution table

d4	e0	b8	1e
27	bf	b4	41
11	98	5d	52
ae	f1	e5	30



# Shift Rows

d4	e0	b8	1e
27	bf	b4	41
11	98	5d	52
ae	f1	e5	30

rotate over 1 byte

d4	e0	b8	1e
bf	b4	41	27
11	98	5d	52
ae	f1	e5	30

rotate over 2 bytes

d4	e0	b8	1e
bf	b4	41	27
5d	52	11	98
ae	f1	e5	30

rotate over 3 bytes

d4	e0	b8	1e
bf	b4	41	27
5d	52	11	98
30	ae	f1	e5

rotate over 3 bytes



# Shift Rows

$B_0$	$B_4$	$B_8$	$B_{12}$
$B_1$	$B_5$	$B_9$	$B_{13}$
$B_2$	$B_6$	$B_{10}$	$B_{14}$
$B_3$	$B_7$	$B_{11}$	$B_{15}$

the output is the new state:

$B_0$	$B_4$	$B_8$	$B_{12}$	no shift
$B_5$	$B_9$	$B_{13}$	$B_1$	← one position left shift
$B_{10}$	$B_{14}$	$B_2$	$B_6$	← two positions left shift
$B_{15}$	$B_3$	$B_7$	$B_{11}$	← three positions left shift





# Mix Columns

$$\text{MixColumn}(B) = C,$$

$$\begin{pmatrix} C_0 \\ C_1 \\ C_2 \\ C_3 \end{pmatrix} = \begin{pmatrix} 02 & 03 & 01 & 01 \\ 01 & 02 & 03 & 01 \\ 01 & 01 & 02 & 03 \\ 03 & 01 & 01 & 02 \end{pmatrix} \begin{pmatrix} B_0 \\ B_5 \\ B_{10} \\ B_{15} \end{pmatrix}.$$

e0	b8	1e
b4	41	27
52	11	98
ae	f1	e5

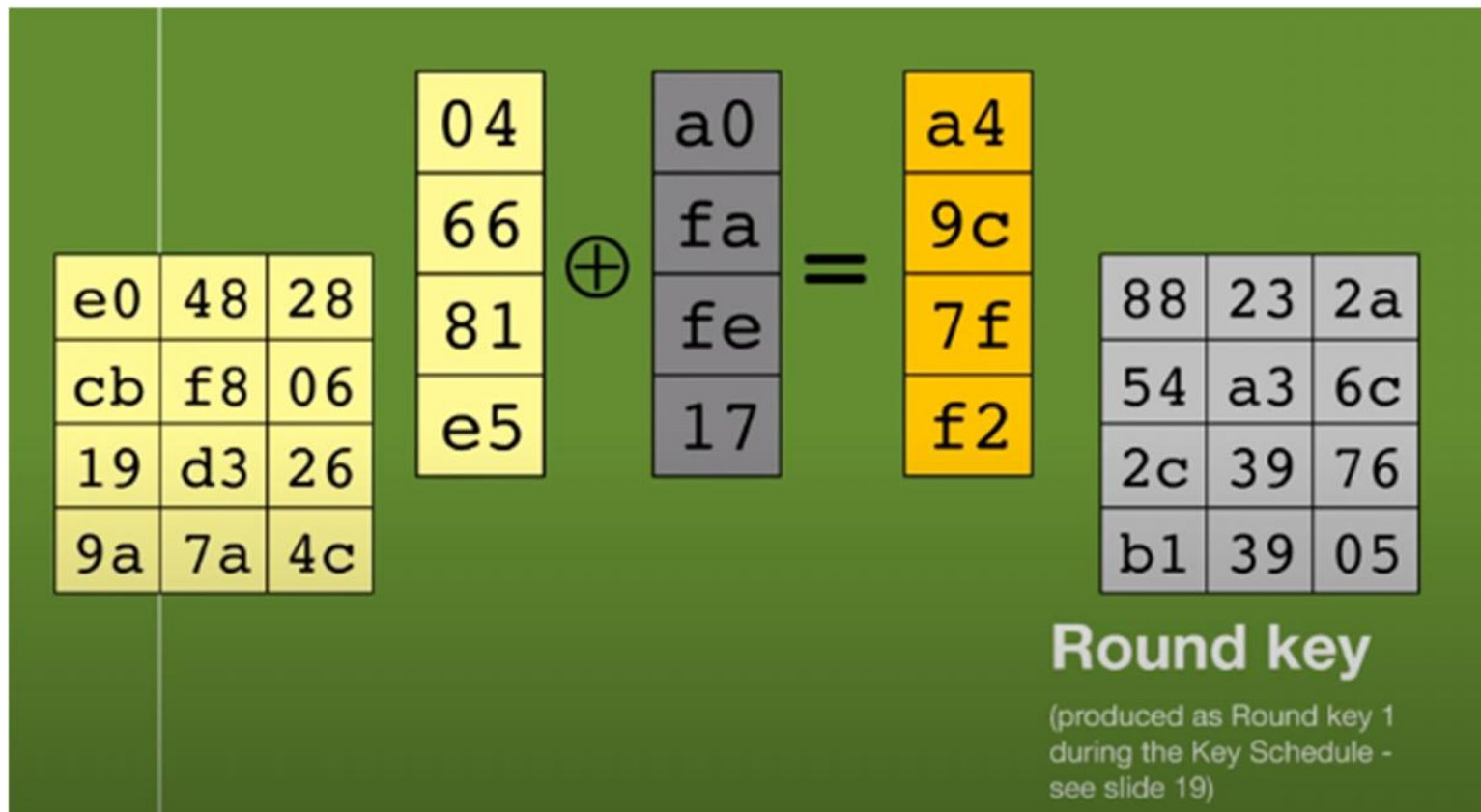
02	03	01	01
01	02	03	01
01	01	02	03
03	01	01	02

•

d4
bf
5d
30

The four numbers of one column are modulo multiplied in Rijndael's Galois Field by a given matrix.

# Add Round Key



Ⓑ

## Key Schedule

(Expansion of the given Cipher key into  
11 partial keys, used in the initial round,  
the 9 main rounds and the final round)



SSN

2b	28	ab	09
7e	ae	f7	cf
15	d2	15	4f
16	a6	88	3c

Cipher key

				W <sub>i-1</sub>	W <sub>i</sub>
2b	28	ab	09		
7e	ae	f7	cf		
15	d2	15	4f		
16	a6	88	3c		

cf
4f
3c
09

RotWord

				W <sub>i-1</sub>	W <sub>i</sub>
2b	28	ab	09		
7e	ae	f7	cf		
15	d2	15	4f		
16	a6	88	3c		

cf
4f
3c
09

SubBytes

S-box															
x								y							
0	4	1	5	6	3	7	2	8	9	a	b	c	d	e	f
1	5	6	3	7	2	8	9	a	b	c	d	e	f	0	4
2	6	7	4	5	a	b	c	d	e	f	0	4	1	5	6
3	7	2	8	9	a	b	c	d	e	f	0	4	1	5	6
4	2	8	9	a	b	c	d	e	f	0	4	1	5	6	3
5	8	9	a	b	c	d	e	f	0	4	1	5	6	3	7
6	3	7	2	8	9	a	b	c	d	e	f	0	4	1	5
7	2	8	9	a	b	c	d	e	f	0	4	1	5	6	3
8	9	a	b	c	d	e	f	0	4	1	5	6	3	7	2
9	a	b	c	d	e	f	0	4	1	5	6	3	7	2	8
a	b	c	d	e	f	0	4	1	5	6	3	7	2	8	9
b	c	d	e	f	0	4	1	5	6	3	7	2	8	9	a
c	d	e	f	0	4	1	5	6	3	7	2	8	9	a	b
d	e	f	0	4	1	5	6	3	7	2	8	9	a	b	c
e	f	0	4	1	5	6	3	7	2	8	9	a	b	c	d
f	0	4	1	5	6	3	7	2	8	9	a	b	c	d	e

8a

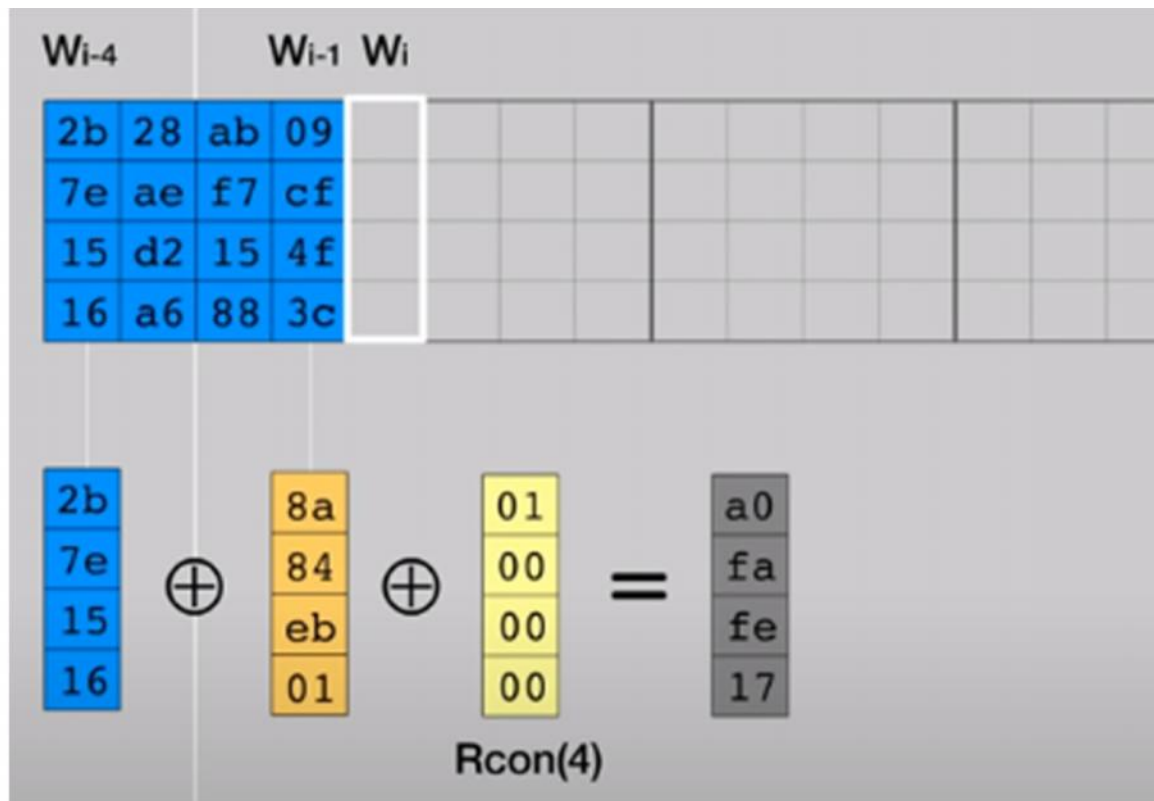
S-BOX byte substitution table

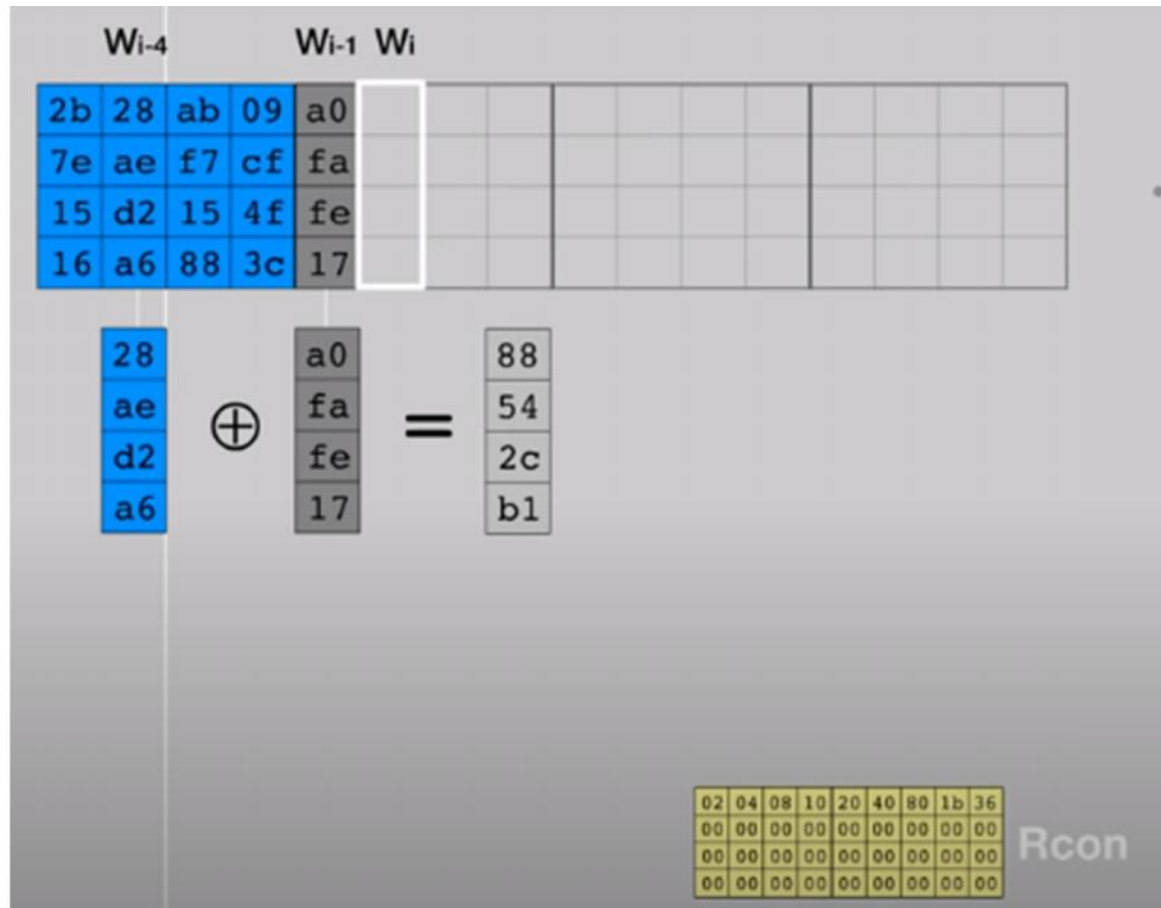
  

01	02	04	08	10	20	40	80	1b	36
00	00	00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00	00	00

Rcon







W <sub>i-4</sub>				W <sub>i-1</sub>		W <sub>i</sub>											
2b	28	ab	09	a0	88												
7e	ae	f7	cf	fa	54												
15	d2	15	4f	fe	2c												
16	a6	88	3c	17	b1												

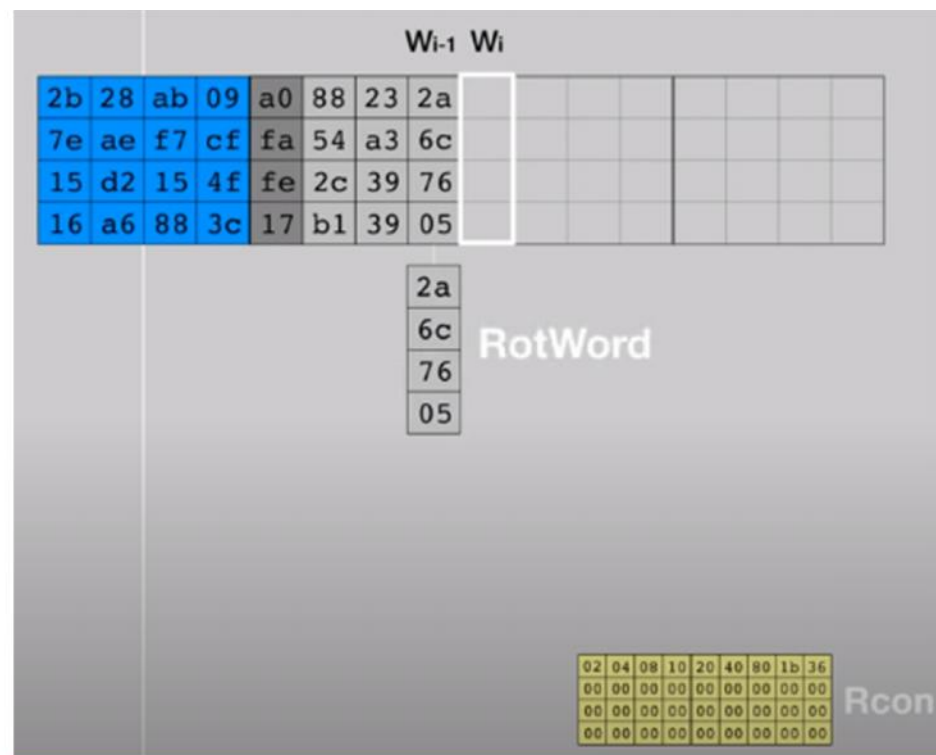
  

ab	88	23
f7	54	a3
15	2c	39
88	b1	39

02	04	08	10	20	40	80	1b	36
00	00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00	00

Rcon





2b	28	ab	09	a0	88	23	2a	f2	7a	59	73	3d	47	1e	6d	...	d0	c9	e1	b6
7e	ae	f7	cf	fa	54	a3	6c	c2	96	35	59	80	16	23	7a		14	ee	3f	63
15	d2	15	4f	fe	2c	39	76	95	b9	80	f6	47	fe	7e	88		f9	25	0c	0c
16	a6	88	3c	17	b1	39	05	f2	43	7a	7f	7d	3e	44	3b		a8	89	c8	a6
Cipher key				Round key 1				Round key 2				Round key 3				Round key 10				

# Internals

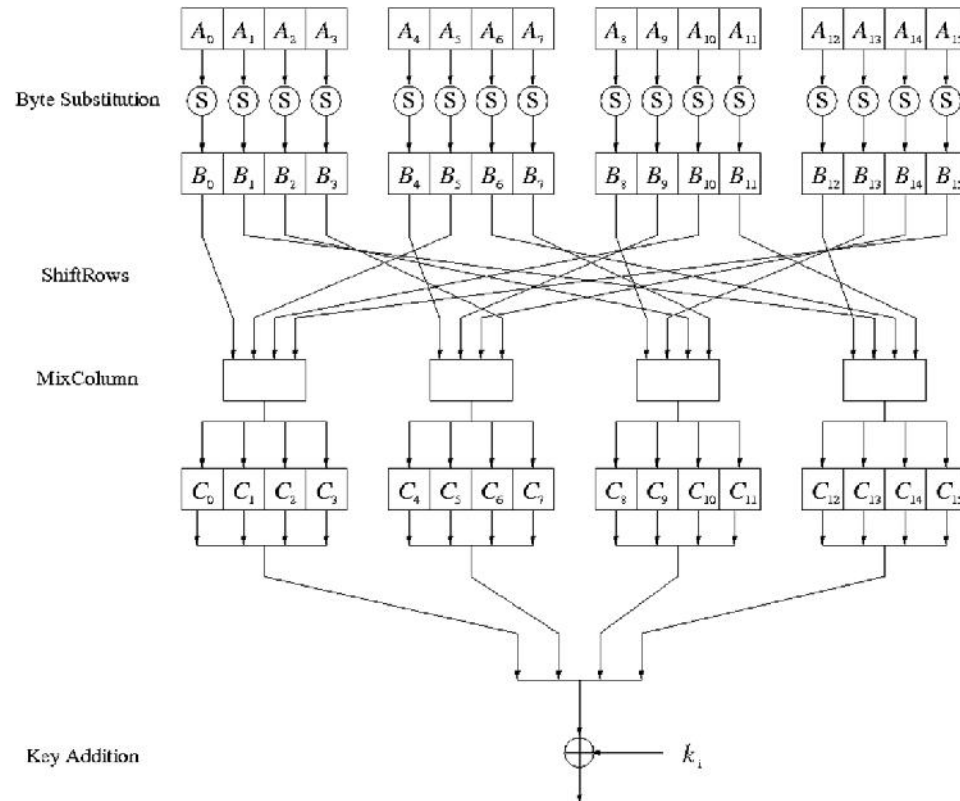
- AES is a byte-oriented cipher
- The state  $A$  (i.e., the 128-bit data path) can be arranged in a 4x4 matrix:

$A_0$	$A_4$	$A_8$	$A_{12}$
$A_1$	$A_5$	$A_9$	$A_{13}$
$A_2$	$A_6$	$A_{10}$	$A_{14}$
$A_3$	$A_7$	$A_{11}$	$A_{15}$



# Internal Structure of AES

- Round function for rounds  $1, 2, \dots, n_{r-1}$ :



- Note: In the last round, the MixColumn transformation is omitted.

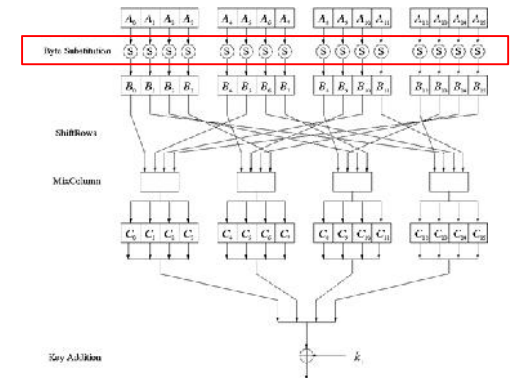


## ■ Byte Substitution Layer

- The Byte Substitution layer consists of 16 **S-Boxes** with the following properties:

The S-Boxes are

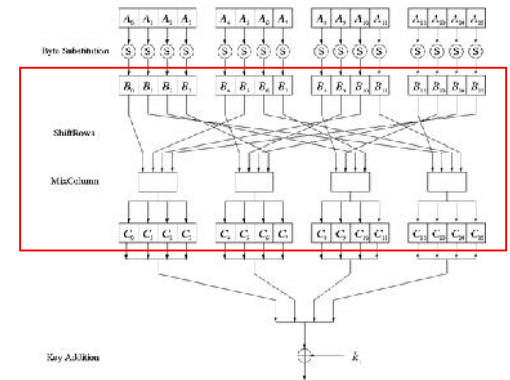
- identical**
  - the only **nonlinear** elements of AES, i.e.,  
 $\text{ByteSub}(A_i) + \text{ByteSub}(A_j) \neq \text{ByteSub}(A_i + A_j)$ , for  $i, j = 0, \dots, 15$
  - bijective**, i.e., there exists a one-to-one mapping of input and output bytes  
 $\Rightarrow$  S-Box can be uniquely reversed
- In software implementations, the S-Box is usually realized as a lookup table



## ■ Diffusion Layer

The Diffusion layer

- provides diffusion over all input state bits
- consists of two sublayers:
  - **ShiftRows Sublayer**: Permutation of the data on a byte level
  - **MixColumn Sublayer**: Matrix operation which combines (“mixes”) blocks of four bytes
- performs a linear operation on state matrices  $A$ ,  $B$ , i.e.,
 
$$\text{DIFF}(A) + \text{DIFF}(B) = \text{DIFF}(A + B)$$



## ■ ShiftRows Sublayer

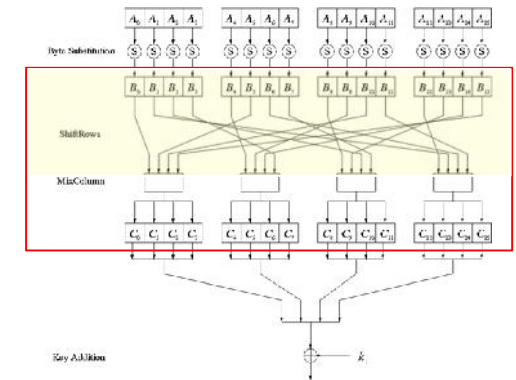
- Rows of the state matrix are shifted cyclically:

Input matrix

$B_0$	$B_4$	$B_8$	$B_{12}$
$B_1$	$B_5$	$B_9$	$B_{13}$
$B_2$	$B_6$	$B_{10}$	$B_{14}$
$B_3$	$B_7$	$B_{11}$	$B_{15}$

Output matrix

$B_0$	$B_4$	$B_8$	$B_{12}$
$B_5$	$B_9$	$B_{13}$	$B_1$
$B_{10}$	$B_{14}$	$B_2$	$B_6$
$B_{15}$	$B_3$	$B_7$	$B_{11}$



no shift

one position left shift

two positions left shift

three positions left shift

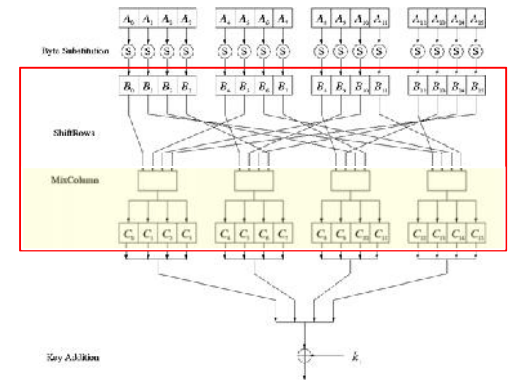
## ■ MixColumn Sublayer

- Linear transformation which mixes each column of the state matrix
- Each 4-byte column is considered as a vector and multiplied by a fixed 4x4 matrix, e.g.,

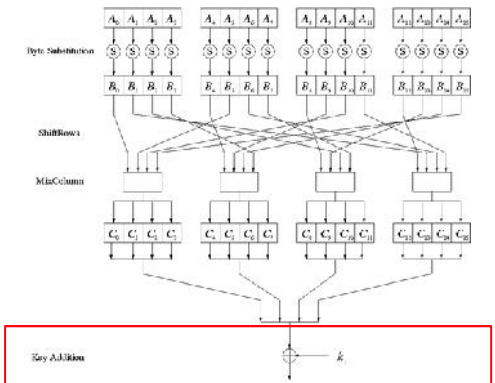
$$\begin{pmatrix} C_0 \\ C_1 \\ C_2 \\ C_3 \end{pmatrix} = \begin{pmatrix} 02 & 03 & 01 & 01 \\ 01 & 02 & 03 & 01 \\ 01 & 01 & 02 & 03 \\ 03 & 01 & 01 & 02 \end{pmatrix} \cdot \begin{pmatrix} B_0 \\ B_5 \\ B_{10} \\ B_{15} \end{pmatrix}$$

where 01, 02 and 03 are given in hexadecimal notation

- All arithmetic is done in the Galois field  $GF(2^8)$  (for more information see Chapter 4.3 in *Understanding Cryptography*)



## ■ Key Addition Layer



- Inputs:
  - 16-byte state matrix  $C$
  - 16-byte subkey  $k_i$
- Output:  $C \oplus k_i$
- The subkeys are generated in the key schedule



## ■ Key Schedule

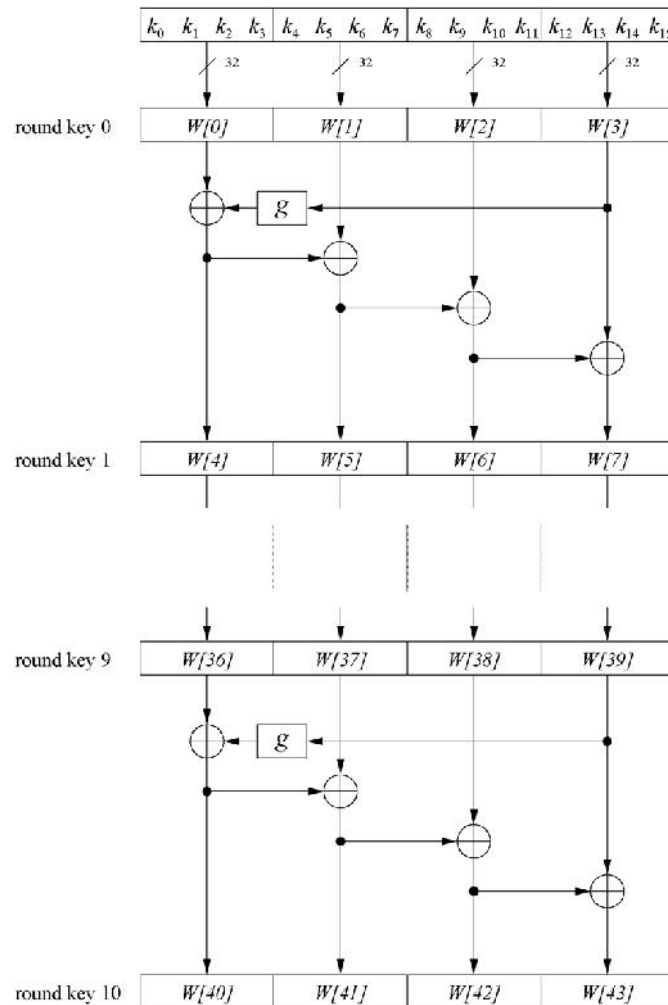
- Subkeys are derived recursively from the original 128/192/256-bit input key
- Each round has 1 subkey, plus 1 subkey at the beginning of AES

Key length (bits)	Number of subkeys
128	11
192	13
256	15

- Key whitening: Subkey is used both at the input and output of AES  
 $\Rightarrow \# \text{ subkeys} = \# \text{ rounds} + 1$
- There are different key schedules for the different key sizes

## ■ Key Schedule

Example: Key schedule for 128-bit key AES



- Word-oriented: 1 word = 32 bits
- 11 subkeys are stored in  $W[0] \dots W[3]$ ,  $W[4] \dots W[7]$ , ...,  $W[40] \dots W[43]$
- First subkey  $W[0] \dots W[3]$  is the original AES key

## ■ Key Schedule

- Function  $g$  rotates its four input bytes and performs a bitwise S-Box substitution  
⇒ nonlinearity

- The round coefficient  $RC$  is only added to the leftmost byte and varies from round to round:

$$RC[1] = x^0 = (00000001)_2$$

$$RC[2] = x^1 = (00000010)_2$$

$$RC[3] = x^2 = (00000100)_2$$

...

$$RC[10] = x^9 = (00110110)_2$$

- $x^i$  represents an element in a Galois field  
(again, cf. Chapter 4.3 of *Understanding Cryptography*)

