

# CS 346 Class Notes

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## Last Time:

HW stuff.

4.29:

$$\begin{bmatrix} k_{1,1} & k_{1,2} & k_{1,3} & \cdots & 1, n \\ k_{2,1} & k_{1,1} & k_{1,2} & \cdots & 2, n \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ k_{\ell,1} & k_{\ell-1,2} & k_{\ell-2,3} & \cdots & \ell - n + 1, 1 \end{bmatrix}$$

Somehow it's diagonal filled, so defining the first column and row define the entire matrix.

$$k_{\ell-n+1,1} = k_{\max(1,\ell-n+1),\max(1,n-\ell+1)}.$$

## This Time:

Whirlwind tour of chapter 6.

Practical constructions of symmetric key primitives.

### 6.1. Stream Ciphers.

These are analogous to PRGs.

#### 6.1.1 Linear Feedback Shift Register

There are  $n$  bits of state. For each bit of output, shift each of the bits of the state,  $s_0$  shifts off as our next random bit, and  $s_{n-1}$  will be replaced with the  $\oplus$  of some subset of the remaining bits. This can be implemented extremely efficiently in hardware.

Seeing  $2n$  output bits is enough to determine the initial state  $s_0, s_n - 1$  and the subset of bits which are  $\oplus$ ed together to form each successive  $s_{n-1}$  value.

This is not a good proxy for a PRG at all.

#### 6.1.2 Adding Nonlinearity

1. Nonlinear feedback function.
2. Output bit is a non-linear function of the state.
3. "Nonlinear combination generators".

Trinium: Developed in 2008.

Based on 3 LFSRs.

93 bit LFSR A, 84 bit LFSR B, and 111 bit LFSR C, for a total of 288 bits.

There's a really complicated diagram of how this actually works.

1152 pre-computer iterations is the magic number. :P

Older: RC4 - No longer recommended for use.

Designed for fast software implementation.

It uses byte operations and array indexing.

It is initialized with  $(S, i, j)$ , where  $S$  is a 256-byte array, and  $i$  and  $j$  are indices in the array.

The key is 16 bytes (in our example).

Again, there is a weird diagram for how it is initialized.

[Wikipedia explanation.](#)

6.2 Block Ciphers. (Practical implementation of strong PRPs.)

Fixed key length, and input length = output length (block length).

DES: Block length is 64 bits. Key length is 56 bits.

Triple DES: Key length is 112 bits.

Substitution-Permutation Networks:

Based on Shannon's "confusion-diffusion paradigm"

Block length: 128 bits.

There are  $2^{128}!$  permutations. HOLY. That number has  $10^{40}$  DIGITS. If we index from 0, we need  $\log_2(2^{128}!)$  bits, which is  $> 2^{128}$ . Yeah.

There's another diagram.

Substitution Permutation Networks: SPN.

Use fixed permutations for the f's. Where is the key used?

1. Key mixing - xor input with a round subkey.
2. Substitution - confusion via fixed permutations.
3. Permutation - Diffusion.