

## Implementing a new Crypto Algorithm – MISTY1

**Software:** NetSim Standard v14.4, Visual Studio 2022, Wireshark

### Project Download Link:

<https://github.com/NetSim-TETCOS/Misty-Encryption-v14.4/archive/refs/heads/main.zip>

Follow the instructions specified in the following link to download and setup the Project in NetSim:

<https://support.tetcos.com/en/support/solutions/articles/14000128666-downloading-and-setting-up-netsim-file-exchange-projects>

## 1 Introduction

MISTY1 is a secret-key cryptosystem that uses a block cipher with a 128-bit key and a 64-bit block. It has a variable number of rounds, typically between 8 and 16, depending on the desired level of security. MISTY1 was developed by Mitsuru Matsui and is widely used in various applications, including secure communication, digital signatures, and authentication protocols.

Here in NETSIM we have created a simple project of implementing a new crypto algorithm using MISTY1.

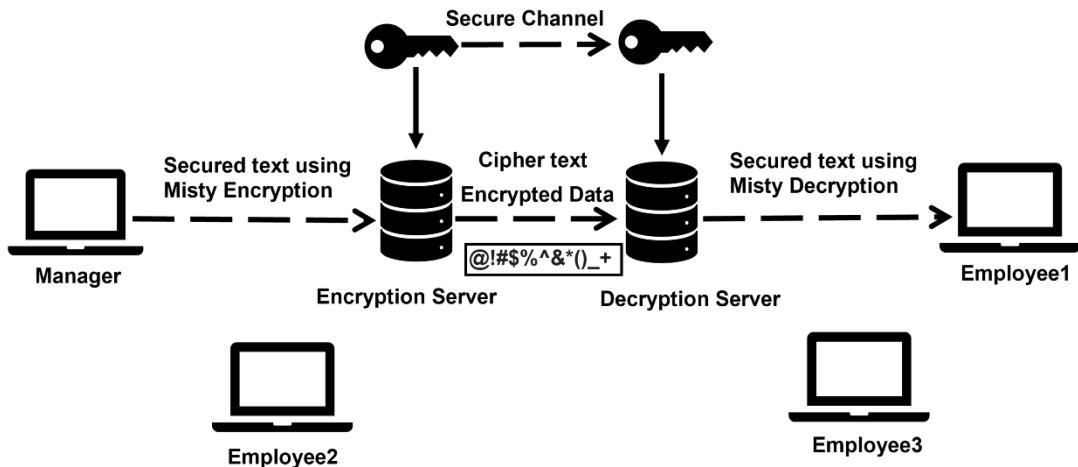


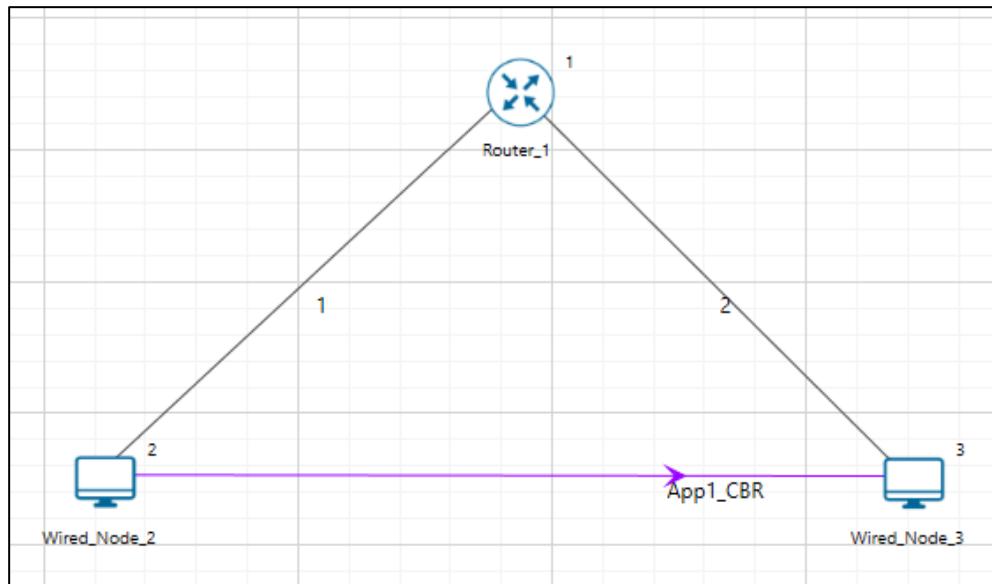
Figure 1: Misty Encryption scenario

## 2 Misty Encryption Overview:

The MISTY encryption algorithm encrypts a message, which is then re-encrypted with Employee1's public key, ensuring only Employee1 can decrypt it with their private key. This process secures the message, restricting access to others without the private key.

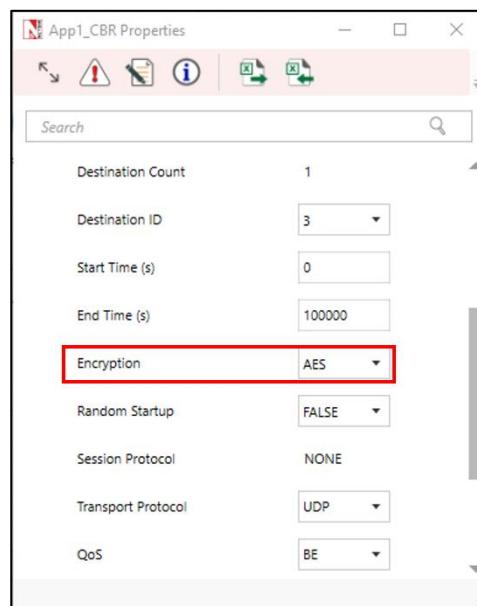
## Example

1. The **Misty-Encryption** workspace comes with a sample network configuration that are already saved. To open this example, go to Your work in the Home screen of NetSim and click on the **Misty-Encryption-Example** from the list of experiments.
2. The Network Scenario mainly consists of 2 Wired Nodes and 1 Router.



**Figure 2:** Network Scenario

3. Set Encryption Parameter as AES in the Application Properties.

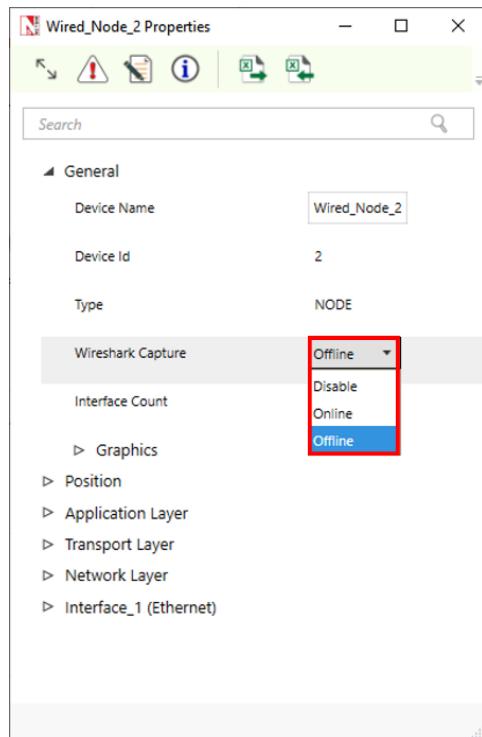


**Figure 3:** Application Properties Window

4. Make sure to keep the Wireshark Online in both Wired nodes. To set Wireshark online or offline, Click on Wirednode > General > Wireshark-Capture
  - Online- Initiates a live interactive packet capture, displaying packets while running the

simulation.

- Offline- Initiates silent packet capture and generates a pcap file which can be opened using Wireshark post-simulation in the Result Dashboard Window.



**Figure 4:** Wireshark enable window

5. Run Simulation for 100 seconds.

### 3 Results and discussion

After simulation, observe the Captured Packets in the already opened Wireshark window.

If Wireshark option is set to offline, then the captured files can be accessed from the results dashboard.

In result dashboard scroll down to Packet capture > Simulation Performance

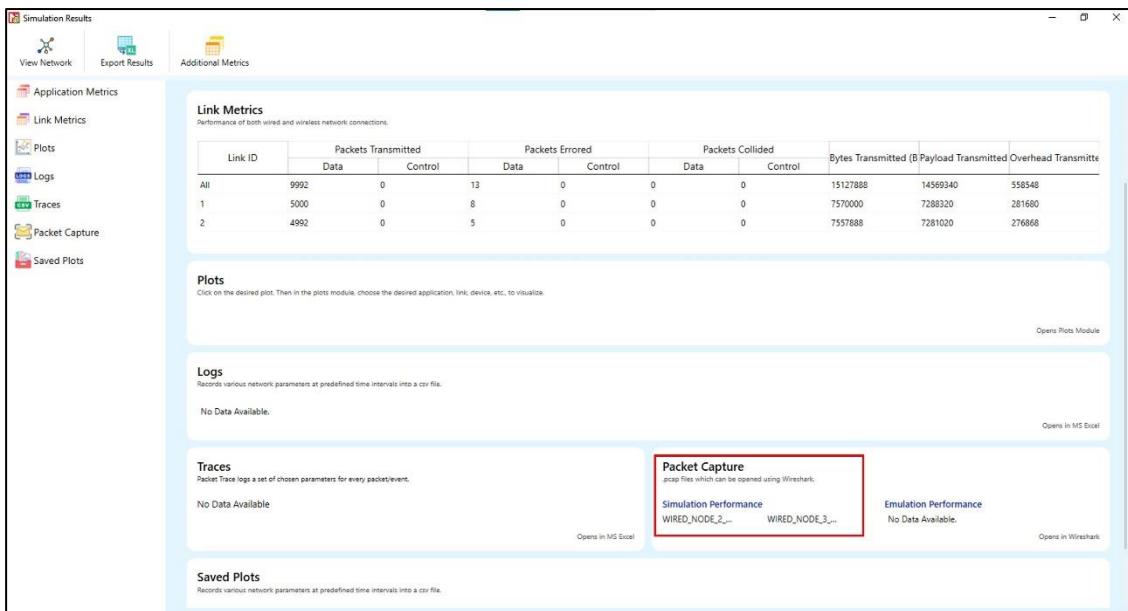


Figure 5: NetSim result dashboard.

You can see the encrypted payload by clicking on any packet in wireshark window

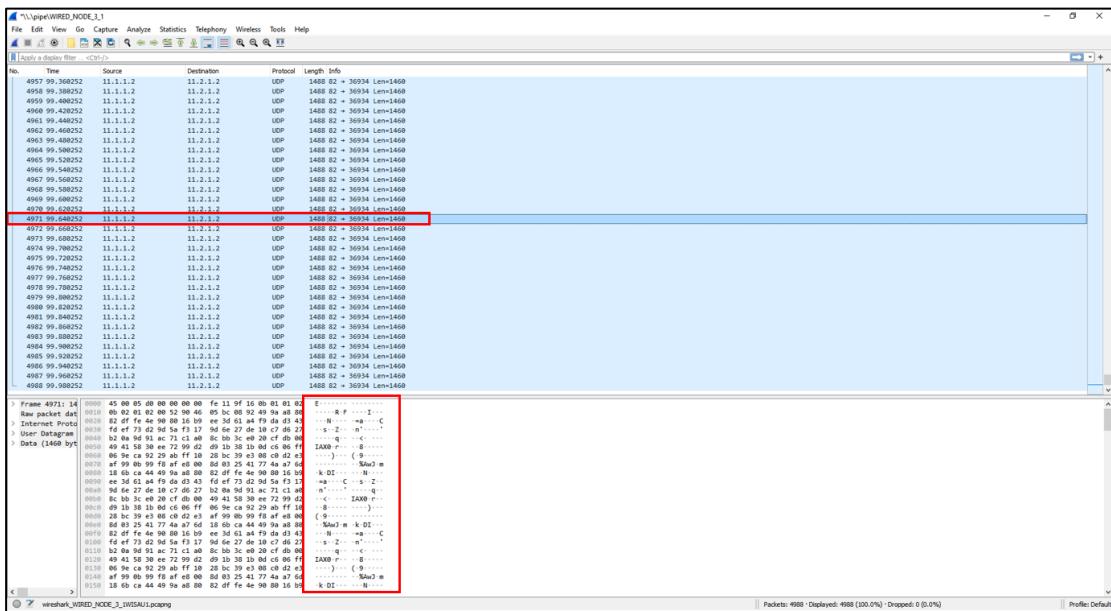


Figure 6: Wireshark window with data encrypted

If you want to see the Normal payload before encrypted by Misty encryption code in wireshark window as shown in below screenshot, It is possible by setting Encryption parameter as None in the Application Properties as shown in Figure 3.

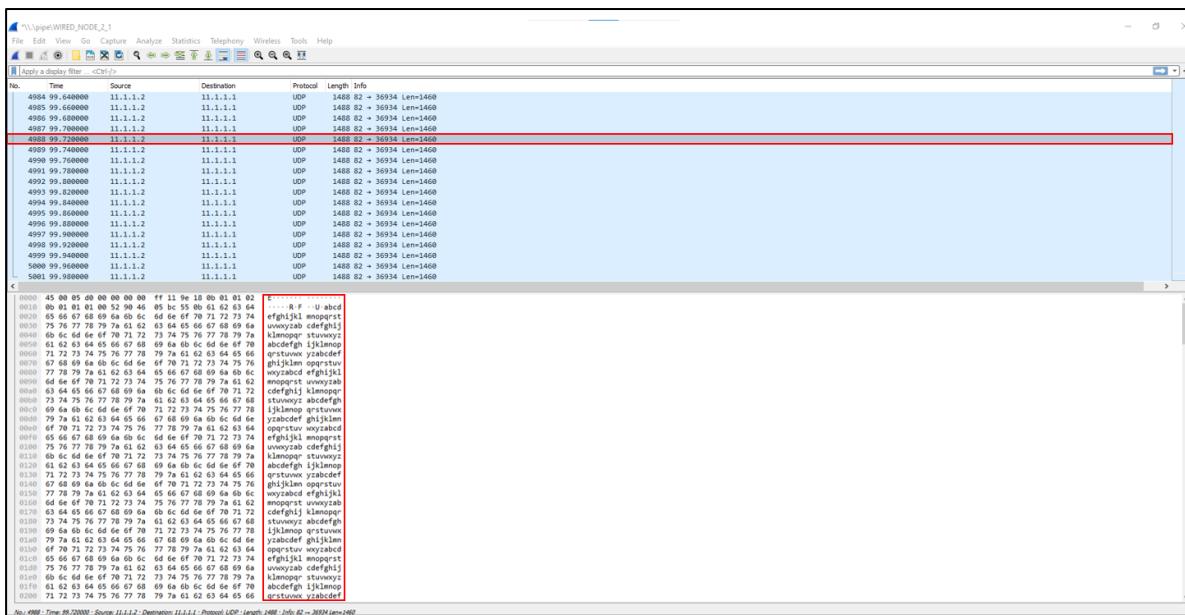


Figure 7: Wireshark window without encryption

## Appendix: NetSim source code modifications

### Added code in misty\_run.c, within Application project

```
#include <string.h>
#include <stdlib.h>
#include <stdio.h>
#include "application.h"

void misty_run(char* str, int* len)
{
    int n;
    int l = *len;

    unsigned char buf[32];
    unsigned char key[32];

    for (n = 0; n < *len; n += 16, str += 16, l -= 16)
    {
        /* Set the plain-text */
        memcpy(buf, str, min(16, l));

        misty1_main(buf);
        memcpy(str, buf, 16);
    }
}
```

In the `misty_run()` function inside the `misty_run.c` file we pass the plain text in parts of 16 bytes each time to get it encrypted. This is done because the crypto algorithm accepts a 16-byte plaintext as input. Here the variable `str` contains the packet payload and `len` corresponds to the size of payload in

bytes.

### Added code in misty1.c, within Application project

- A. Addition of #include<application.h> and #define uint8 unsigned char to the beginning of the misty1.c file

```
#include <stdlib.h>
#include <string.h>
#include "application.h"
typedef unsigned long u4;
typedef unsigned char byte;
#define MISTY1_KEYSIZE 32
#define uint8 unsigned char
```

- B. Removed inline keyword that is present before the functions fi(), fo(), fl() and flinv().

```
misty1.c  x
File Edit View Git Project Build Debug Test Analyze Tools Window Help Search (Ctrl+Q) NetSim
Server Explorer Application
110  u4 fl(u4* ek, u4 fl_in, byte k)
111  {
112      u4 d0, d1;
113      byte t;
114
115      d0 = (fl_in >> 16);
116      d1 = fl_in & 0xffff;
117      if (k % 2) {
118          t = (k - 1) / 2;
119          d1 = d1 ^ (d0 & ek[((t + 2) % 8) + 8]);
120          d0 = d0 ^ (d1 | ek[((t + 4) % 8)]);
121      }
122      else {
123          t = k / 2;
124          d1 = d1 ^ (d0 & ek[t]);
125          d0 = d0 ^ (d1 | ek[((t + 6) % 8) + 8]);
126      }
127      return ((d0 << 16) | d1);
128  }
129
130
131  u4 flinv(u4* ek, u4 fl_in, byte k)
132  {
133      u4 d0, d1;
134      byte t;
135
136      d0 = (fl_in >> 16);
137      d1 = fl_in & 0xffff;
138
139      if (k % 2) {
140          t = (k - 1) / 2;
141          d0 = d0 ^ (d1 | ek[((t + 4) % 8)]);
142          d1 = d1 ^ (d0 & ek[((t + 2) % 8) + 8]);
143      }
144      else {
145          t = k / 2;
146          d0 = d0 ^ (d1 | ek[((t + 6) % 8) + 8]);
147          d1 = d1 ^ (d0 & ek[t]);
148      }
149
150  }
```

- C. Now go to the main() function in the file and check the line #ifdef TESTMAIN was removed or commented before the main() function and also check the associated #endif at the end of the main() function.

- D. main() function was renamed to unsigned char\* misty1\_main(uint8\* input)

```
///#ifdef TESTMAIN
unsigned char* misty1_main(uint8* input)
{
/*
Key: 00 11 22 33 44 55 66 77 88 99 aa bb cc dd ee ff
Plaintext: 01 23 45 67 89 ab cd ef fe dc ba 98 76 54 32 10
Ciphertext: 8b 1d a5 f5 6a b3 d0 7c 04 b6 82 40 b1 3b e9 5d
*/
```

```

u4 Key[] = { 0x00112233, 0x44556677, 0x8899aabb, 0xccddeeff };
u4 Plaintext[4];
// u4 Ciphertext[] = { 0x8b1da5f5, 0x6ab3d07c, 0x04b68240, 0xb13be95d };
u4 ek_e[MISTY1_KEYSIZE], ek_d[MISTY1_KEYSIZE];
u4 c[4];

/* misty1_keyinit(ek_e,Key);
misty1_encrypt_block(ek_e,&Plaintext[0],&c[0]);
misty1_encrypt_block(ek_e,&Plaintext[2],&c[2]);

if (!memcmp(c,Ciphertext,4 * sizeof(u4))) {
    printf("Encryption OK\n");
}
else {
    printf("Encryption failed[0x%08lx 0x%08lx 0x%08lx 0x%08lx]\n",
           c[0],c[1],c[2],c[3]);
    exit(1);
}

misty1_keyinit(ek_d,Key);

if (memcmp(ek_e,ek_d,MISTY1_KEYSIZE*sizeof(u4))) {
    printf("Internal Error keysch is wrong\n");
    exit(1);
}

misty1_decrypt_block(ek_d,&Ciphertext[0],&c[0]);
misty1_decrypt_block(ek_d,&Ciphertext[2],&c[2]);

if (!memcmp(c,Plaintext,4 * sizeof(u4))) {
    printf("Decryption OK\n");
}
else {

    printf("Decryption failed[0x%08lx 0x%08lx 0x%08lx 0x%08lx]\n",
           c[0],c[1],c[2],c[3]);
    exit(1);
}
*/

```

- E. Commented the declaration of Cipher text, Modify the declaration of Plaintext variable, as shown below:

```

u4 Key[] = { 0x00112233, 0x44556677, 0x8899aabb, 0xccddeeff };
u4 Plaintext[4];
// u4 Ciphertext[] = { 0x8b1da5f5, 0x6ab3d07c, 0x04b68240, 0xb13be95d };
u4 ek_e[MISTY1_KEYSIZE], ek_d[MISTY1_KEYSIZE];
u4 c[4];

```

- F. Now check the commented lines starting from misty1\_keyinit() to misty1\_key\_destroy() as shown below:

```

/* misty1_keyinit(ek_e,Key);

```

```

misty1_encrypt_block(ek_e,&Plaintext[0],&c[0]);
misty1_encrypt_block(ek_e,&Plaintext[2],&c[2]);

if (!memcmp(c,Ciphertext,4 * sizeof(u4))) {
    printf("Encryption OK\n");
}
else {
    printf("Encryption failed[0x%08lx 0x%08lx 0x%08lx 0x%08lx]\n",
           c[0],c[1],c[2],c[3]);
    exit(1);
}

misty1_keyinit(ek_d,Key);

if (memcmp(ek_e,ek_d,MISTY1_KEYSIZE*sizeof(u4))) {
    printf("Internal Error keysch is wrong\n");
    exit(1);
}

misty1_decrypt_block(ek_d,&Ciphertext[0],&c[0]);
misty1_decrypt_block(ek_d,&Ciphertext[2],&c[2]);

if (!memcmp(c,Plaintext,4 * sizeof(u4))) {
    printf("Decryption OK\n");
}
else {

    printf("Decryption failed[0x%08lx 0x%08lx 0x%08lx 0x%08lx]\n",
           c[0],c[1],c[2],c[3]);
    exit(1);
}
*/

```

G. Addition of the following lines of code just above the misty1\_key\_destroy(ek\_e); statement as shown below:

```

// Memcpy is used to equate input which is Char to Plaintext
// which is Unsigned Long

memcpy(Plaintext, input, 2 * sizeof(u4));
memcpy(&Plaintext[2], &input[8], 2 * sizeof(u4));

misty1_keyinit(ek_e, Key);
misty1_encrypt_block(ek_e, Plaintext, &c[0]);
misty1_encrypt_block(ek_e, &Plaintext[2], &c[2]);

memcpy(input, c, 2 * sizeof(u4));
memcpy(&input[8], &c[2], 2 * sizeof(u4));

misty1_key_destroy(ek_e);
misty1_key_destroy(ek_d);
memset(Key, 0, 4 * sizeof(u4));

```

H. Inside the misty1\_main function the above codes were modified to ensure that the plaintext is

properly initialized with the 16 bytes of payload received, for the encryption to happen

- I. Here, memcpy() is done initially to equate input received as which is char, to the plain text which is unsigned long.

```
memcpy(Plaintext,input,2*sizeof(u4));
memcpy(&Plaintext[2],&input[8],2*sizeof(u4));
```

- J. After the calls to misty1\_encrypt\_block() memcpy() is done to equate the encrypted cipher text back to the input.

```
memcpy(input, c, 2 * sizeof(u4));
memcpy(&input[8], &c[2], 2 * sizeof(u4));
```

- K. Now double click on the application.c file and make a call to misty\_run() function instead of the call to aes256, inside the copy\_payload() function.

```
void copy_payload(UINT8 real[],NetSim_PACKET* packet,unsigned int* payload,
ptrAPPLICATION_INFO info)
{
u_short i;
uint32_t key = 16;
if (payload)
{
for (i = 0; i < *payload; i++)
{
if (info->encryption == Encryption_XOR)
real[i] = xor_encrypt('a' + i % 26, 16);
else
real[i] = 'a' + i % 26;
}
if (info->encryption == Encryption_TEA)
encryptBlock(real, payload, &key);
else if (info->encryption == Encryption_AES)
misty_run(real, payload);
//aes256(real,payload);
else if(info->encryption==Encryption_DES)
des(real,payload);
}
}
```

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