

# Data Encryption Standard (DES)

One of the early, and still well-regarded block  
ciphers

# Feistel Cipher

- Forms basis of most block ciphers, including DES
- Series of steps based on *substitutions* and *permutations*
  - Substitution: Each plaintext bit or group of bits replaced by ciphertext
  - Permutations: Order of plaintext bits is changed

# Feistel Cipher

- Shannon's terminology: *diffusion* and *confusion*
- Diffusion – achieved through permutation
  - Make each block of ciphertext derived from many bits of plaintext
  - Complex statistical relationship between plaintext and ciphertext
- Confusion – achieved through substitution
  - Many rounds of substitution
  - Complex statistical relationship between ciphertext and encryption key

# Feistel Encryption and Decryption Rounds

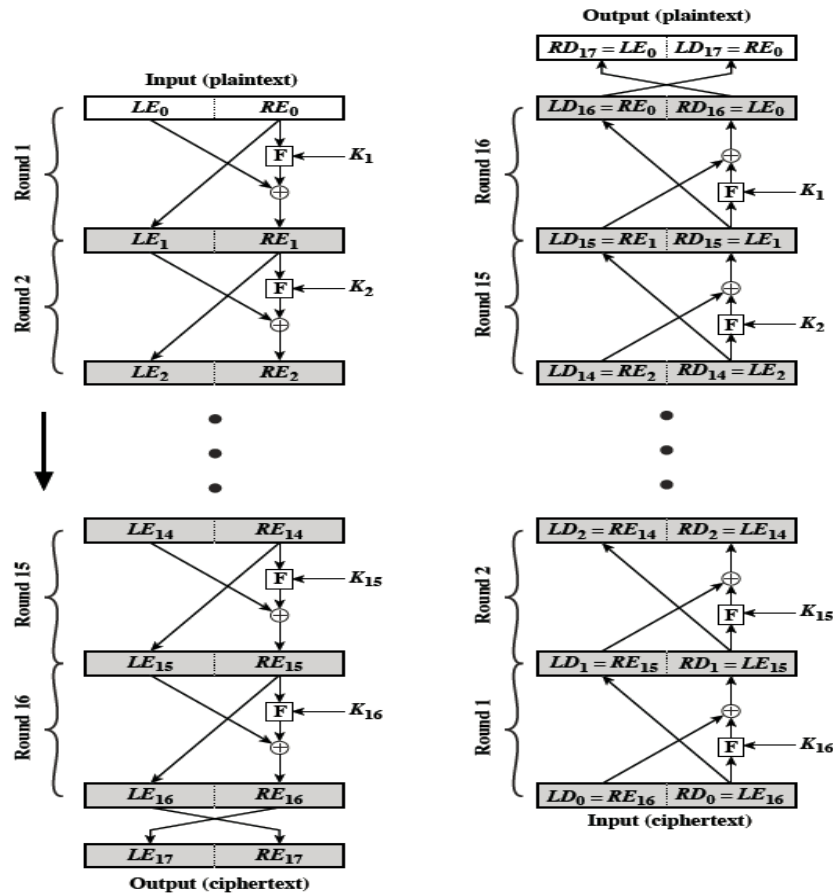
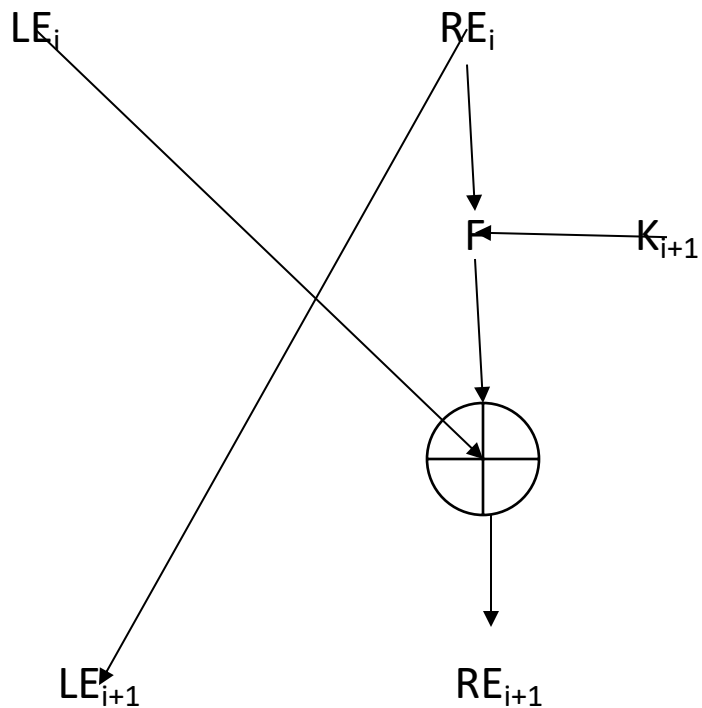


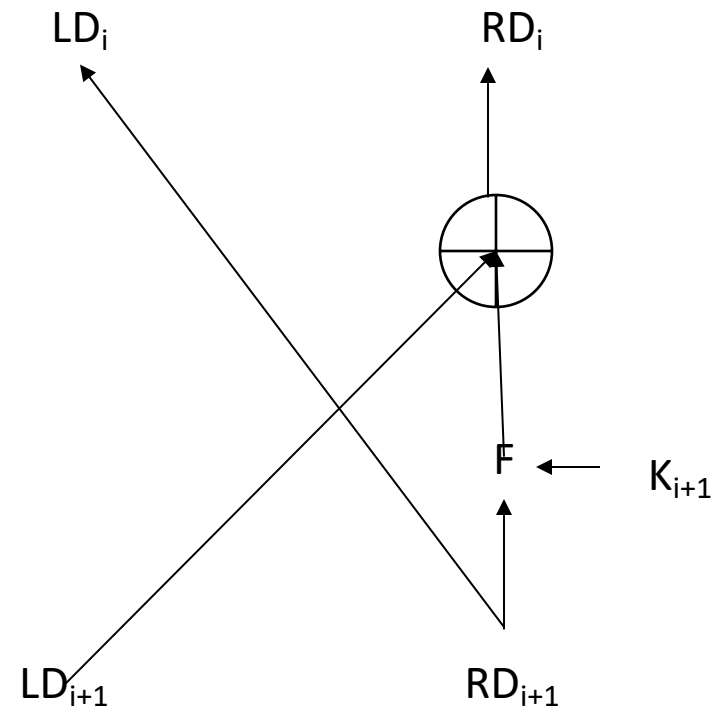
Figure 3.3 Feistel Encryption and Decryption (16 rounds)

# Generalizing Feistel Cipher Round

Round of Encryption



Round of Decryption



# Metrics for Feistel Ciphers (and more generally for Block Ciphers)

- Block size
  - Larger block size = more permutations = more security. But less speed
  - Block size inversely proportional to speed
  - Standard block size 128 bits
- Key size
  - Larger key size = more keyspace = more resistant to brute force attacks. But less speed
  - Key size inversely proportional to speed
  - Standard key size 128 bits

# Metrics for Feistel Ciphers (and more generally for Block Ciphers)

- Number of rounds
  - More rounds = more security
  - Typical for Feistel ciphers – 16 rounds
- Ease of analysis: heads-I-win-tails-you-lose
  - We want easy-to-analyze algorithms, but will be easy-to-cryptanalyze for adversary too
  - Hard-to-understand and hard-to-examine algorithms for attacker are ideal, but will be so for us too

# Metrics for Feistel Ciphers (and more generally for Block Ciphers)

- Other metrics
  - Key (and subkey) generation algorithm -- must be complex
  - Function  $F$  – must be complex
- High speed
  - Speed important metric
  - Decryption slower than encryption (especially in PKC)
  - Algorithms implemented in hardware faster than software-only implementations



# History of DES

- Started with NIST putting out a request, circa 1973
- 1974 – IBM's Lucifer chosen
- 1976 - Lucifer renamed as Data Encryption Standard (DES), FIPS 46
- 1992 – DES broken in principle (in theory) by Shamir-Biham
  - Differential cryptanalysis
- 1998 – EFF break DES in around 2 days
  - Linear cryptanalysis
- 1999 – EFF with collaborators break DES in under a day
- 2000 – NIST puts out request for a new standard
- 2004-2005 NIST retires DES after AES becomes new standard

# Key Length and Block Length

- Recall this

$$E : \{0,1\}^k \times \{0,1\}^l \rightarrow \{0,1\}^l$$

- and this

$$\underbrace{E_K}_{k \text{ bits}} \underbrace{(M)}_{l \text{ bits}} = \underbrace{(K, M)}_{l \text{ bits}}$$

- In DES  $k = 56$  bits,  $l = 64$  bits
- $k$  = key length,  $l$  = block length

# Cryptographic Strength of DES

- 56-bit keys, so keyspace is  $2^{56} \approx 7.2 \times 10^{16}$  keys
- Current speeds of multicore processors =  $10^{12}$  encryptions/second
  - Breaking time = 2-3 hours
- On supercomputers,  $10^{17}$  encryptions/second
  - Breaking time = 0.25-0.5 hour

# Cryptographic Strength of DES

- Actually DES was broken way back in 90's
  - Michael Weiner, 1993 – 3.5 hours, cost \$1 million (impractical)
  - EFF, 1999 – 56 hours, \$250,000
- Other avenues of attack?
  - S-boxes – design criteria made public in '94; possible weaknesses?... maybe, maybe not<sup>1</sup>
- Brute forcing key only way to break DES till date. No algorithmic weaknesses ever found

# 2DES

- Double DES key length
- $k = 56 * 2 = 112$  bits,  $l = 64$  bits
- So, 2DES :  $\{0,1\}^{112} \times \{0,1\}^{64} \rightarrow \{0,1\}^{64}$
- In other words

$$\underbrace{E_K}_{112 \text{ bits}} \underbrace{(M)}_{64 \text{ bits}} = \underbrace{(K, M)}_{64 \text{ bits}}$$

- How does it work?

$$\text{2DES: } E_{K_2}(E_{K_1}(M)) = C; \text{ where } E = \text{DES}$$

# How Secure is 2DES?

- 2DES:  $E_{K_2}(E_{K_1}(M)) = C$
- $E_{K_1}(M) = D_{K_2}(C)$ ; where  $E = D = \text{DES}$
- Pick a (M,C) pair, construct a table:

M	C
$E_{K_1^1}(M) = 0x2cdf$	$DK_2^1(C) = 0x23de$
$E_{K_1^2}(M) = 0x32df$	$DK_2^2(C) = 0x42ef$
$E_{K_1^3}(M) = 0x41a2$	$DK_2^3(C) = 0x21ad$
...	...
$E_{K_1^x}(M) = 0x3f;$ $x=2^{55}$	$DK_2^x(C) = 0x3f;$ $x=2^{55}$
$E_{K_1^y}(M) = 0x2d;$ $y=2^{56}$	$DK_2^y(C) = 0xac21;$ $y=2^{56}$

← Match!

Man-in-the-middle attack idea:

- Deduce that  $E_{K_1^x}(M) = DK_2^x(C)$
- Test if  $E_{K_1^x}(M') = DK_2^x(C')$ . If yes,  $K_1^x, K_2^x$  is what we are looking for.
- We've broken 2DES, Yay!
- On an average takes  $2^{55}$  trials.

# 3DES

- Triple DES key length
- $k = 56 * 3 = 168$  bits,  $l = 64$  bits
- So, 3DES :  $\{0,1\}^{168} \times \{0,1\}^{64} \rightarrow \{0,1\}^{64}$
- In other words

$$\underbrace{E_K}_{168 \text{ bits}} \underbrace{(M)}_{64 \text{ bits}} = \underbrace{(K, M)}_{64 \text{ bits}}$$

- How does it work?

$$\text{3DES: } E_{K_3}(D_{K_2}(E_{K_1}(M))) = C, \text{ where } E = \text{DES}$$

# Triple Encryption with Two Keys

- Discovered by Tuchman

$$C = E_{K1}( D_{K2}( E_{K1}( M )))$$

$$M = D_{K1}( E_{K2}( D_{K1}( C )))$$

- No known practical attacks on 3DES (with 2 or 3 keys)
- Brute force attack needs to try  $2^{111}$  keys, while keyspace =  $2^{112}$
- Merkle and Hellman's attack needs  $2^{56}$  key searches, but requires  $2^{56}$  (M,C) pairs to be provided to attacker – unlikely to happen



# DESX

$$\text{DESX: } K_2 \oplus E_K (K_1 \oplus M) = C$$

- $k = 56 + 64 + 64 = 184$  bits,  $l = 64$  bits
- $\text{DESX} : \{0,1\}^{184} \times \{0,1\}^{64} \rightarrow \{0,1\}^{64}$
- Usable key length = 120 bits
- Less computationally expensive than 2DES, 3DES

# DES in Hindsight

- DES is an extremely well-designed algorithm
- Very well-scrutinized too
- From 1976 on, best known (practical) attack still only brute-forcing key
- No algorithmic/structural weaknesses
- Serves as template/inspiration for algorithms after it

# Key Recovery Security

- So far, “breaking” an encryption algorithm:
  - Cryptanalysis goal = Guessing key
  - Brute Force Attack goal = Guessing key
- Is this enough? Consider this:

$$E: \{0,1\}^{512} \times \{0,1\}^{256} \rightarrow \{0,1\}^{256}$$

- $k = 512$  bits,  $l = 256$  bits
- Brute force attack – try out  $2^{511}$  keys – key guaranteed not recoverable

# Key Recovery Security

- What if we define the encryption algorithm as:

$$E_K(P) = P$$

$$E_K(P) = P \cdot 2$$

$$E_K(P) = P^2$$

$$E_K(P) = P \text{ XOR } 1$$

$$E_K(P) = \forall P$$

...

Secure, ain't it ?

# So what do we Learn

- Security against key recovery alone not enough
- Necessary, but not sufficient
- Strength of encryption algorithm matters too
- Structure and design of encryption algorithm must resist reverse-engineering, or any other attack

# Symmetric Crypto Security

- Not based on an underlying hard math problem (unlike public-key crypto)
- Symmetric crypto relies on less well-known assumptions
  - Existence of PRF, pseudo-random permutations
- Security guarantee: Output of DES/AES, etc. indistinguishable from output of a good PRF