CNS Lab Assignment 4: SDES

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Code

```
#include <sys/types.h>
   #include <unistd.h>
   #include <fcntl.h>
   #include <errno.h>
   #include <stdio.h>
   #include <stdlib.h>
   #include <stdint.h>
10
   /* S-DES permutations */
11
12
   typedef uint8_t u8;
13
    typedef uint32_t u32;
15
16
    static const u8 IPlen = 8;
17
    static const u8 IP[] = {1, 5, 2, 0, 3, 7, 4, 6};
18
19
   static const u8 invIPlen = 8;
   static const u8 invIP[] = {3, 0, 2, 4, 6, 1, 7, 5};
   static const u8 n_rounds = 2;
23
24
   static const u8 P8len = 8;
25
   static const u8 P8[] = {5, 2, 6, 3, 7, 4, 9, 8};
26
   static const u8 P10len = 10;
   static const u8 P10[] = {2, 4, 1, 6, 3, 9, 0, 8, 7, 5};
29
30
   static const u8 EPlen = 8;
31
   static const u8 EP[] = {3, 0, 1, 2, 1, 2, 3, 0};
   /* rotate x, an input of m bits, n bits to the left */
   /* note: the macro expects safe inputs (having the specified number of bits */
   /* this might "seem" a rightshift- but in the "abstract" representation, the
    * leftmost bit, is bit 0, which is actually the LSB */
   u32 rotate_1(const u32 x, const u8 m, const u8 n) {
            return ((1 << m) - 1) & ((x >> n) | (x << (m - n)));
39
40
   /* append nl LSBs of l to nr LSBs or r, with l at the MSBs in result */
   /* note: the macro expects safe inputs (having the specified number of bits */
   u32 append(const u32 1, const u8 n1, const u32 r, const u8 nr) {
```

```
return (r << nr) | 1;
45
    }
46
47
     /* extract n bits starting from bit l from x */
48
    u32 getbits(const u32 x, const u8 1, const u8 n) {
49
             u32 mask = ((1 << n) - 1) << 1; /* [l:(l + n)] 1 bits */
50
             return (x & mask) >> 1;
51
    }
52
53
    u32 permute_bits(const u32 in, const u8 *permutation, const u8 oplen) {
54
             int i;
55
             u32 op = 0;
56
             u32 temp;
57
             for (i = 0; i < oplen; i++) {</pre>
                      temp = (in & (1 << permutation[i])) ? (1 << i) : 0;
59
                      op |= temp;
60
                      /* permutation[i]th bit of in placed in ith position of out */
61
             }
62
63
             return op;
    }
64
65
    void printbits(u32 x, int n) {
66
             u32 one_bit = 1;
67
             char this_bit;
68
             for (int i = 0; i < n; i++) {</pre>
69
                      this_bit = (one_bit & x) ? '1' : '0';
70
                      putchar(this_bit);
71
                      one_bit <<= 1;
72
             }
73
74
75
76
    u8 get_round_subkey(u32 key, u8 round_number) {
77
78
             /* round 0 entry is dummy */
79
80
             /* this is the prefix sum of the rotation array, so that the
81
              * "effective" rotation can be used directly */
 82
             static const u8 shift_routine[] = {0, 1, 3};
 83
             u32 p10_x = permute_bits(key, P10, P10len);
86
             u32 left_bits, right_bits, rotated_left, rotated_right, combination, final;
87
 88
             left_bits = getbits(p10_x, 0, 5);
89
90
             right_bits = getbits(p10_x, 5, 5);
91
92
             rotated_left = rotate_l(left_bits, 5, shift_routine[round_number]);
93
94
             rotated_right = rotate_l(right_bits, 5, shift_routine[round_number]);
95
96
             combination = append(rotated_left, 5, rotated_right, 5);
97
             final = permute_bits(combination, P8, P8len);
99
100
             return final;
101
102
             /* return permute_bits(
103
```

```
append(
104
                                        rotate_l(
105
                                                 getbits(
106
                                                          p10_x,
107
                                                          0,
108
                                                          5),
109
110
                                                 shift_routine[round_number]),
111
                                        5,
^{112}
                                        rotate_l(
113
                                                 getbits(
114
                                                          p10_x,
115
                                                          5,
116
                                                          5),
117
118
                                                 shift_routine[round_number]),
119
                                        5),
120
                               P8,
121
                               P8len);
122
              */
123
    }
124
125
     void debugprint(char *string, u32 val, u8 bits) {
126
             printf("%s: ", string); printbits(val, bits); printf("\n");
127
    }
128
129
    /* takes 4 bits as input
130
      * expands to 8 bit
131
      * divides into 2 4 bit parts
132
      * uses S-boxes to convert them to 2 bits each
133
      * permutes the 4 bit sequence obtained
134
      * returns result
135
     * */
136
    u8 T(u8 x, u32 key, u8 round) \{
             u8 permuted, boxin, constructed, row, col, key_combined, k_i;
138
139
             const static u8 S[2][4][4] = {
140
                       /* S[0] */
141
                       {
142
                           {1, 0, 3, 2},
143
                           {3, 2, 1, 0},
144
                           \{0, 2, 1, 3\},\
145
                           {3, 1, 3, 2}
146
                      },
147
                       /* S[1] */
148
149
                           {0, 1, 2, 3},
150
                           {2, 0, 1, 3},
151
                           {3, 0, 1, 0},
152
                           {2, 1, 0, 3}
153
                      }
154
             };
155
156
             const static u8 P4[] = {1, 3, 2, 0};
157
              const static u8 P4len = 4;
158
159
              /* permute bits of x to get an 8-bit string */
160
             permuted = permute_bits(x, EP, EPlen);
161
162
```

```
k_i = get_round_subkey(key, round);
163
164
              key_combined = permuted ^ k_i;
165
166
167
              constructed = 0;
168
169
              for (int i = 0; i < 2; i++) {
171
                      /* select 4 bits from boxin */
172
                      boxin = getbits(key_combined, i * 4, 4);
173
174
                      row = (getbits(boxin, 0, 1) << 1) | getbits(boxin, 3, 1);</pre>
175
176
                      col = (getbits(boxin, 1, 1) << 1) | getbits(boxin, 2, 1);</pre>
177
178
                      /* row is chosen based on bits 0 and 3 */
179
180
                      \slash * choose proper S-box, get substitution result, append to
181
                       * current constructed result */
182
                      constructed = append(constructed, 2, S[i][row][col], 2);
              }
184
185
              u8 p4_x = permute_bits(constructed, P4, P4len);
186
187
188
              return p4_x;
189
     }
190
191
     u8 pi_operation(u8 in, u32 key, u8 round) {
192
193
              u8 x, xdash;
194
195
              /* first 4 bits */
              x = getbits(in, 0, 4);
197
198
              /* last 4 bits */
199
              xdash = getbits(in, 4, 4);
200
201
              /* (X + Ti(X'), X') */
202
203
              return append(
                               x ^ T(xdash, key, round),
204
                               4,
205
                               xdash,
206
                               4);
207
     }
208
209
     u8 sdes_encrypt(u8 in, u32 key) {
210
211
              u8 permuted, first_pi, shifted, second_pi, unpermuted;
212
213
              permuted = permute_bits(in, IP, IPlen);
214
215
              first_pi = pi_operation(permuted, key, 1);
217
              shifted = rotate_l(first_pi, 8, 4);
218
219
              second_pi = pi_operation(shifted, key, 2);
220
221
```

```
unpermuted = permute_bits(second_pi, invIP, invIPlen);
222
223
             return unpermuted;
224
225
226
    u8 sdes_decrypt(u8 in, u32 key) {
227
228
             u8 permuted, second_pi, shifted, first_pi, unpermuted;
230
             permuted = permute_bits(in, IP, IPlen);
231
232
             second_pi = pi_operation(permuted, key, 2);
233
234
             shifted = rotate_l(second_pi, 8, 4);
235
236
             first_pi = pi_operation(shifted, key, 1);
237
238
             unpermuted = permute_bits(first_pi, invIP, invIPlen);
239
240
             return unpermuted;
241
    }
242
243
    /* based on:
244
      * A SIMPLIFIED DATA ENCRYPTION STANDARD ALGORITHM
245
      * Edward. F. Schaefer */
246
247
     int main(int argc, char *argv[]) {
             if (argc != 5) {
249
                      fprintf(stderr, "usage: sdes <mode> <key> <input_file> <output_file>\n");
250
                      return EINVAL;
251
             }
252
253
             u32 key = atoi(argv[1]) % 1024;
254
             u8 in, op, de;
256
             key = atoi(argv[2])% 256;
257
             int fi, fo;
258
259
             char mode = argv[1][0];
260
261
             /* verify for all possible combinations */
262
             /* for (int j = 0; j < 1024; j++) {
263
264
                  for (int i = 0; i < 256; i++) {
265
                          key = j;
266
                          in = i;
267
                          op = sdes_encrypt(in, key);
268
269
                          de = sdes_decrypt(op, key);
270
271
                          if (in != de) {
272
                                   printf("wrong: "); printbits(in, 8); printf("\tseen is: "); printbits(de, 8); printf("\
273
274
                  7
276
             } */
277
278
             if ((fi = open(argv[3], O_RDONLY)) == -1) {
279
                      perror(argv[3]);
```

```
return errno;
              }
282
283
              if ((fo = open(argv[4], O_WRONLY | O_CREAT | O_TRUNC, S_IRUSR | S_IWUSR)) == -1) {
284
                       perror(argv[4]);
285
                       return errno;
286
              }
              while(read(fi, &in, 1) == 1) {
289
                       if (mode == 'e') {
290
                                op = sdes_encrypt(in, key);
291
                       }
292
                       else if (mode == 'd') {
                                op = sdes_decrypt(in, key);
                       }
295
                       else {
296
                                break;
297
                       }
298
                       if (write(fo, &op, 1) != 1) {
299
                           perror("write");
300
                           return errno;
301
                       }
302
              }
303
304
              close(fi);
305
              close(fo);
306
              return 0;
308
     }
309
```

Output

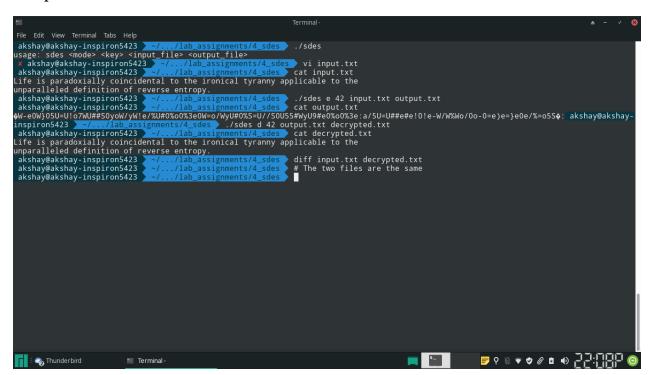


Figure 1: Example text file encryption and decryption

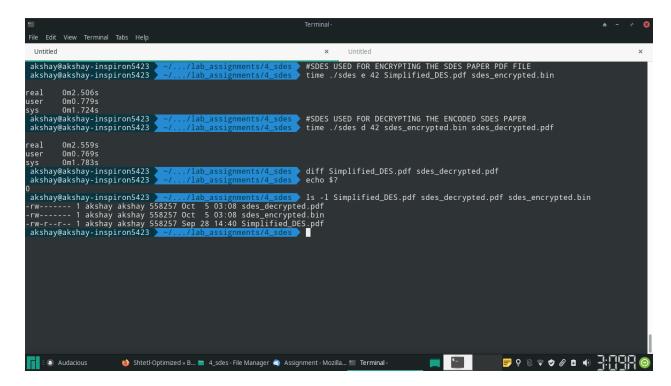


Figure 2: Encryption and decryption of pdf file, and time needed using "time" command

```
akshay@akshay-inspiron5423
                           real
      Om0.900s
Om1.952s
sys Om1.952s
akshay@akshay-inspiron5423 <mark>> ~/.../lab_assignments/4_sdes</mark> time ./sdes e 67 Simplified_DES.pdf enc2.bin
real Om2.808s
user Om0.847s
sys Om1.888s
akshay@akshay-inspiron5423
                            (lab_assignments/4_sdes ) time ./sdes e 99 Simplified_DES.pdf enc3.bin
real
user
      0m0.937s
sys 0m1.738s
akshay@akshay-inspiron5423 <mark>≻~/.</mark>
                           real
      0m2.767s
      Om0.849s
Om1.878s
sys 0m1.878s
akshay@akshay-inspiron5423 >~/
                           ./lab_assignments/4_sdes bc
🛚 🖰 Meeting is in progress... - ... 🥥 Inbox - deodharar17.com... 🛅 Terminal
```

Figure 3: Encryption times

```
Terminal-

File Edit View Terminal Tabs Help

A - V

Real On2.8425
USER ON0.7985

Akshayekshay-inspiron5423

Akshayekshay-inspiro
```

Figure 4: Decryption times

Statistics

The file used for encryption is a pdf file having size $546 \mathrm{KB}$

The average time needed for encryption (4 repetitions) is ${\bf 0.8832s}$.

The average time needed for decryption (4 repetitions) is **0.8875s**.