Advanced Encryption Standard (AES)

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AES history

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- **1997**: NIST publishes request for proposal
- **1998**: Fifteen proposals
- **1999**: NIST chooses five finalists
  - Mars, RC6, Rijndel, Serpent, Twofish
- **2000**: NIST choses Rijndael as AES
  - Key sizes: 128, 192, 256
    - the longer, the more secure but the slower
  - Block size: 128 bits
- **2003**: NSA allows AES in classified documents
  - Level SECRET: all key lengths
  - Level TOP SECRET: k = 256, 512
  - Never happened before for a public algorithm

mar. '22 AES 2

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Overview

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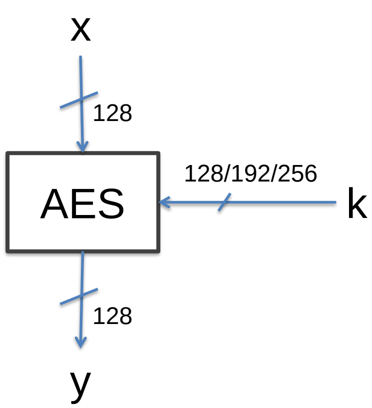

Key lenght	#rounds
128	10
192	12
256	14

Introduction

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- AES
  - Has rounds
  - Does not have a Feistel network structure
  - Encrypts an entire block in each round
    - DES encrypts half a block => $\#round_{AES} < \#round_{DES}$
  - Data path is called «state»

Round and layers

- Each round but the first has three layers
- Layers
  - Key addition layer
  - Byte substitution layer (S-box) - Confusion, Non-linear
  - Diffusion layer - Diffusion
    - Two (linear) sublayers:
      - *ShiftRows* – permute data byte-wise
      - *MixColumn* – Mix blocks of four bytes (matrix operation)
  - Galois fields mathematical setting
    - S-box, MixColumn

Mathematical setting

- Galois field GF(2^8)
  - Operations in S-box and MixColumn are performed in this field
  - Elements of GF(2^m) can be represented as a polynomials of degree m – 1 with parameters in GF(2)
    - An A element of GF(2^8) represents one byte
      - $A = a_7x^7 + \ldots + a_1x + a_0$ with $a_i \in GF(2) = \{0, 1\}$
      - $A = (a_7, a_6, a_5, a_4, a_3, a_2, a_1, a_0)$
    - We cannot use integer arithmetic
    - We must use polynomial arithmetic

Mathematical setting

- Polynomial arithmetic
  - Addition, subtraction
  - Multiplication
    - Core operation of MixColumn
    - Reduction, irreducible polynomial (rough equivalent of prime number)
      - $A(x) \times B(x) \equiv C(x) \bmod P(x)$, with $P(x)$ irreducible polynomial of degree m
      - AES: $P(x) = x^8 + x^4 + x^3 + x^1 + 1$

Mathematical setting

- Polynomial arithmetic
  - Division
    - Core operation of Byte Substitution (S-boxes)
    - $A(x) \cdot A(x)^{-1} \equiv 1 \bmod P(x)$
    - In small fields (smaller than 2^{16} elements), inverse can be precomputed by lookup tables

AES encryption block diagram

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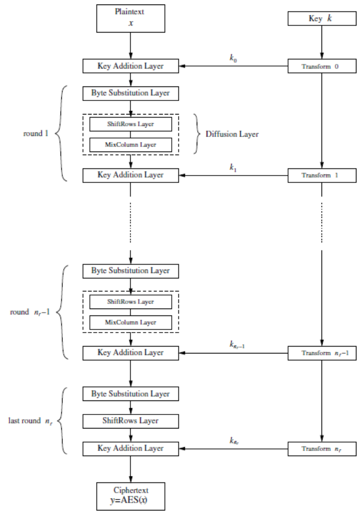

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AES is a Subs-Perms network

(not a Feistel network)

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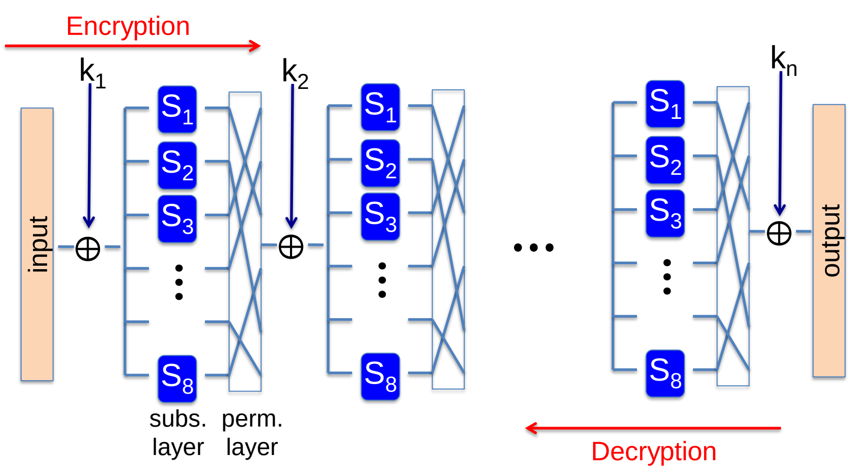

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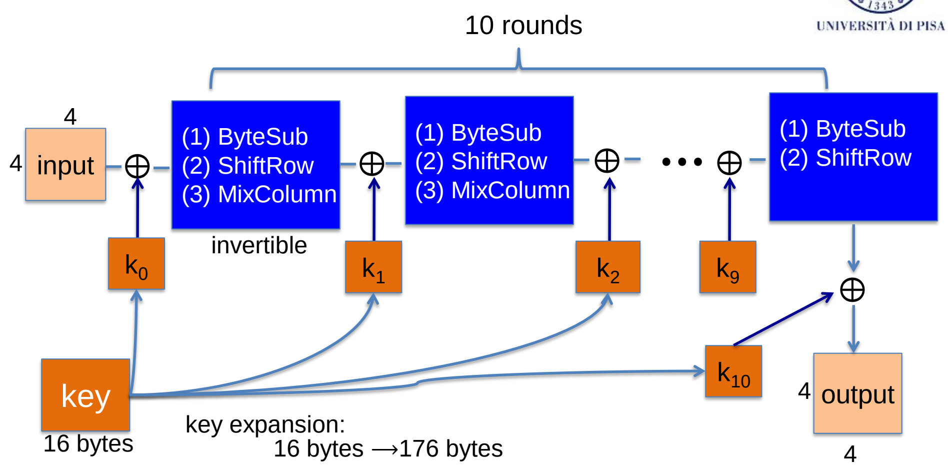
AES-128 schematics



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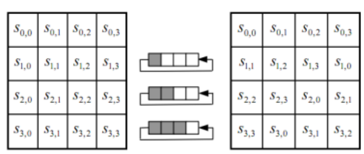
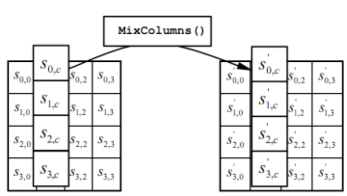
The round function

- **ByteSub**: a 1-byte S-box (256 byte table)
  - Easily computable
- **ShiftRows:**



- **MixColumns:**
  (linear transformations)



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AES Security

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- There is currently no analytical attack against AES known to be more efficient than brute force attack
- For more information about AES security see AES Lounge
  - ECRYPT Network of Excellence (FP6)
  - https://www.iaik.tugraz.at/content/research/krypto/aes/

AES security - best known attacks

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- Best key recovery attack
  - Four times better than exhaustive key search
  - 128-bit key => 126-bit key
- "Related key" attack in AES-256
  - Given 2^{99} pt-ct pairs from four related keys in AES-256, we can recover keys in 2^{99} ($\ll 2^{256}$)
    - Very large data-/time-complexity
    - Randomly generated keys cannot be related

AES Performance (1/2)

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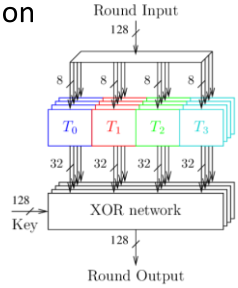
- Software implementation
  - Direct implementation is well-suited for 8-bit processors (e.g., smartcard)
    - Processing 1-byte per instruction
  - For 32-/64-bit architecture, T-box optimization
    - Merge all the round functions into one look-up table (but key addition)
      - 4 tables (1 per byte) of 256 entries; each entry is 32 bit
      - 1 round, 16 lookups
  - Few hundreds Mbit/s



AES Implementation (2/2)

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- Hardware implementation
  - AES requires more HW resources than DES
    - High throughput implementation in ASIC/FPGA
    - Ten Gigabit/s
  - Block cipher is extremely fast compared to
    - Asymmetric algorithms
    - Compression algorithms
    - Signal processing algorithms
  - For more information see AES Lounge

Code size/performance tradeoff

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	Code size	Performance
Pre-compute round functions (24KB or 4 KB)	Largest	Fastest (table lookups and xors)
Pre-compute S-box only (256 bytes)	Smaller	Slower
No pre-computation	Smallest	Slowest

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Example: Javascript AES

(Stanford Javascript Crypto Library)

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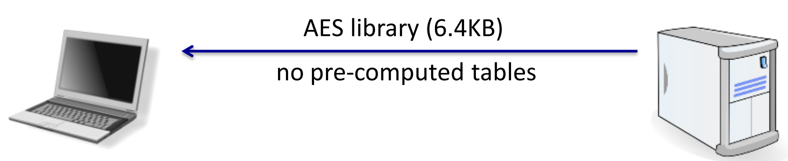
AES in the browser:



Prior to encryption:
pre-compute tables

Then encrypt using tables

http://crypto.stanford.edu/sjcl/

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AES in hardware

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- AES instructions in Intel Westmere
  - aesenc, aesenclast: do one round of AES
    - 128-bit registers: xmm1 = state, xmm2 = round key
    - aesenc xmm1, xmm2 puts result in xmm1
  - aeskeygenassist performs key expansion
  - Implement AES in ten instructions
    - 9x aesenc + aesenclast
  - Claim 14x speed-up over OpenSSL on the same hw
- Similar instructions for AMD Bulldozer