

Improved Key Recovery Attacks on Reduced-Round AES with Practical Data and Memory Complexities

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AES

- AES is the **best known and most widely used** secret key cryptosystem
 - Almost all secure connections on the Internet use AES
- Its security had been analyzed for more than **20 years**
- AES has either **10, 12, or 14** rounds depending on the key size (**128, 192, 256** bits)
- To date there is **no known** attack on full AES which is significantly faster than **exhaustive search**

Reduced round AES

- Interesting as a platform for **analyzing** the remaining **security margins**
- Several **Light Weight Cryptosystems and Hash functions** use **4 or 5** rounds AES as a building block
 - 4-Round AES: ZORRO, LED and AEZ
 - 5-Round AES: WEM, Hound and ELmD

Recent attacks on 5 rounds AES

- In 2017 a new technique (the multiple-of-8 attack [GRR, EC'17]) was proposed, and in 2018 Grassi applied a special version of it (the mixture-differentials attack) to 5 round AES
- However, its complexity was not better than previous attacks
- In this work we improve the 20 year old record to 2^{22}

AES structure

- 10, 12, or 14 rounds, where each round of AES

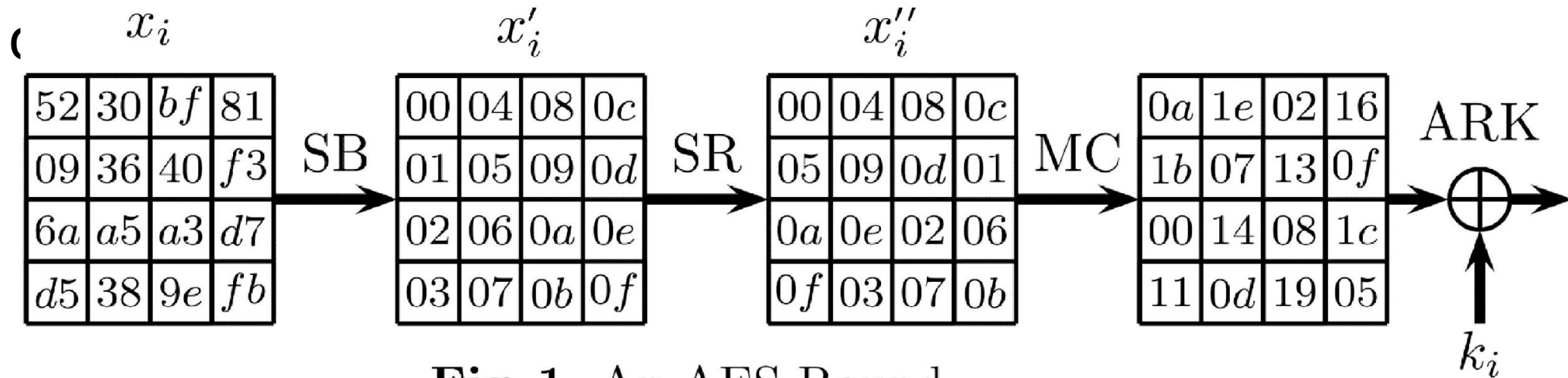
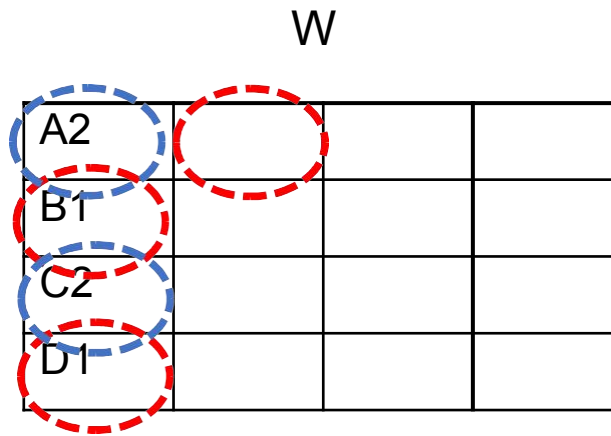
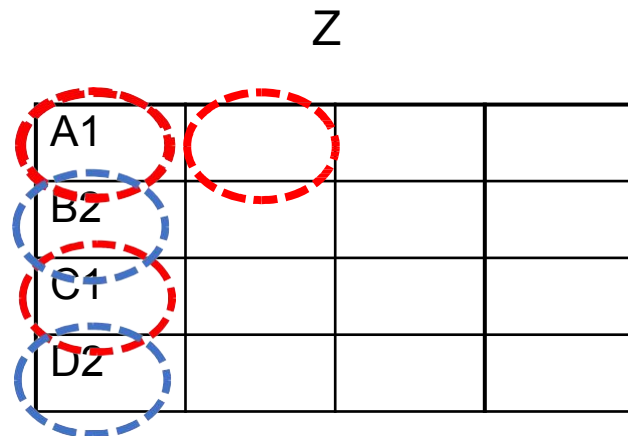
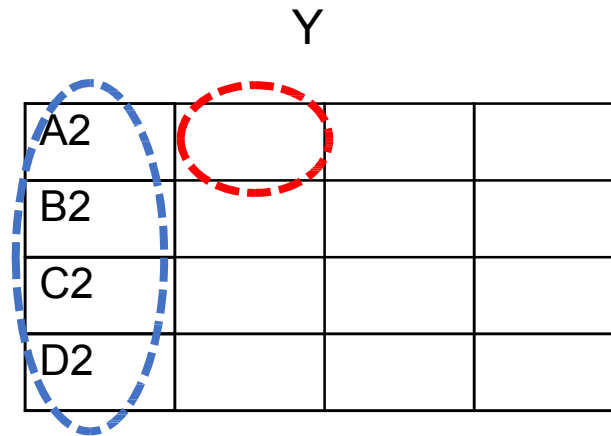
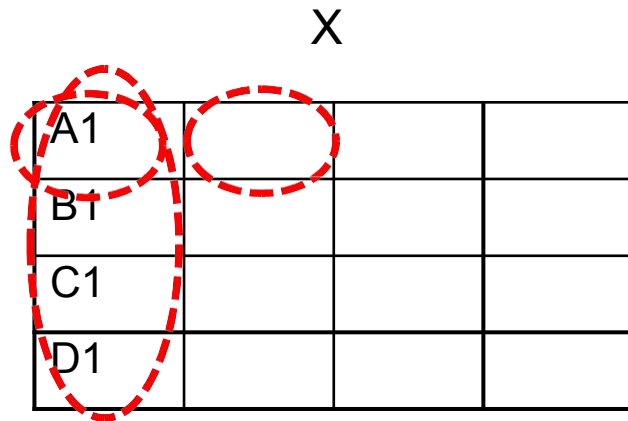


Fig. 1. An AES Round

- Extra ARK operation before the first round
- No Mix Column in the last round

The notation of mixtures (Grassi et. al 2017)

- What is a **mixture** of an AES state pair (x,y)?



	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

The evolution of mixtures under AES

- Consider the following 4 inputs to round i

X

A1			
B1			
C1			
D1			

Z

A1			
B2			
C1			
D2			

Y

A2			
B2			
C2			
D2			

W

A2			
B1			
C2			
D1			

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

The evolution of mixtures under AES

- Round i after **Sub Byte**

X

A1*			
B1*			
C1*			
D1*			

Z

A1*			
B2*			
C1*			
D2*			

Y

A2*			
B2*			
C2*			
D2*			

W

A2*			
B1*			
C2*			
D1*			

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

The evolution of mixtures under AES

- Round i after **Shift Rows**

X

A1*			
			B1*
		C1*	
	D1*		

Z

A1*			
			B2*
		C1*	
	D2*		

Y

A2*			
			B2*
		C2*	
	D2*		

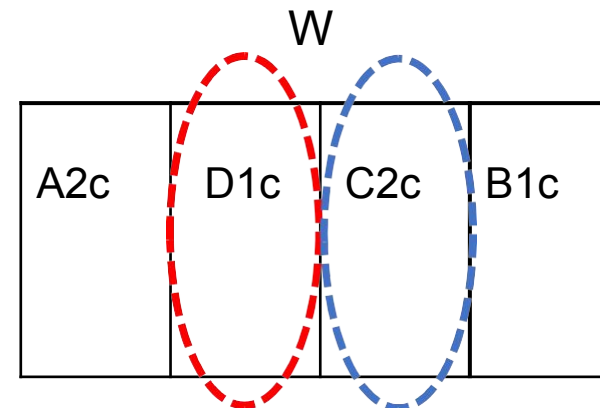
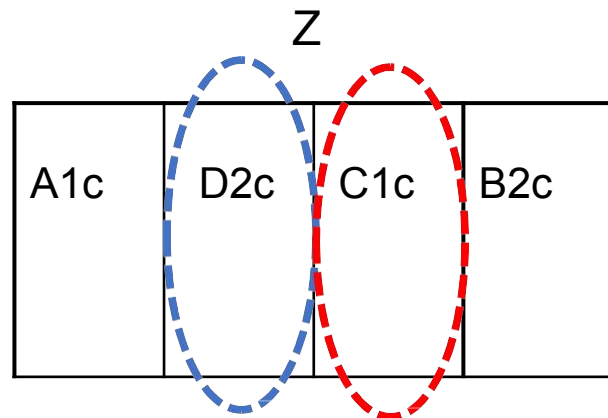
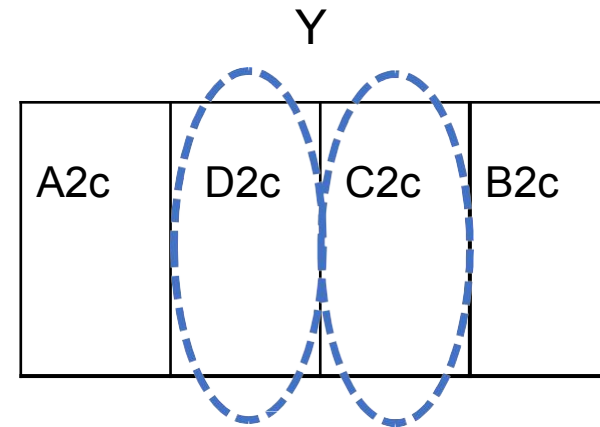
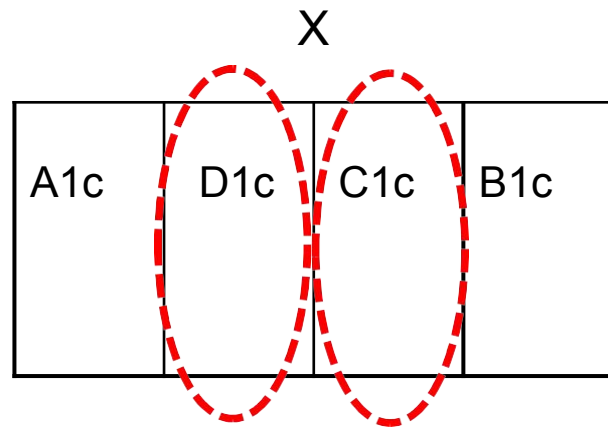
W

A2*			
			B1*
		C2*	
	D1*		

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

The evolution of mixtures under AES

- Round i after **Mix Column**



	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

The evolution of mixtures under AES

- Round i after **Add Round Key**

X

A1c*	D1c*	C1c*	B1c*
------	------	------	------

Y

A2c*	D2c*	C2c*	B2c*
------	------	------	------

Z

A1c*	D2c*	C1c*	B2c*
------	------	------	------

W

A2c*	D1c*	C2c*	B1c*
------	------	------	------

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

The evolution of mixtures under AES

- Input to round $i+1$

X

A1c*	D1c*	C1c*	B1c*
------	------	------	------

Y

A2c*	D2c*	C2c*	B2c*
------	------	------	------

Z

A1c*	D2c*	C1c*	B2c*
------	------	------	------

W

A2c*	D1c*	C2c*	B1c*
------	------	------	------

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

The evolution of mixtures under AES

- Round $i+1$ after Sub Byte

X

A1c'	D1c'	C1c'	B1c'
------	------	------	------

Z

A1c'	D2c'	C1c'	B2c'
------	------	------	------

Y

A2c'	D2c'	C2c'	B2c'
------	------	------	------

W

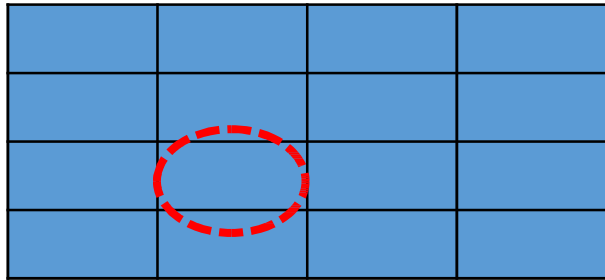
A2c'	D1c'	C2c'	B1c'
------	------	------	------

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

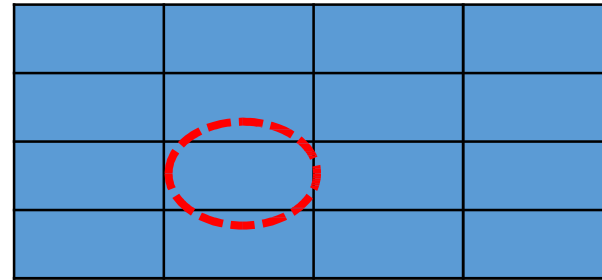
The evolution of mixtures under AES

- Implies weaker property in round $i+1$ after **Sub Byte**

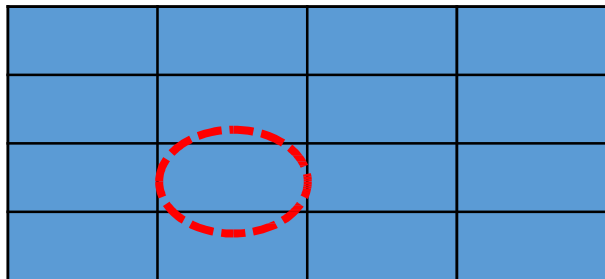
X



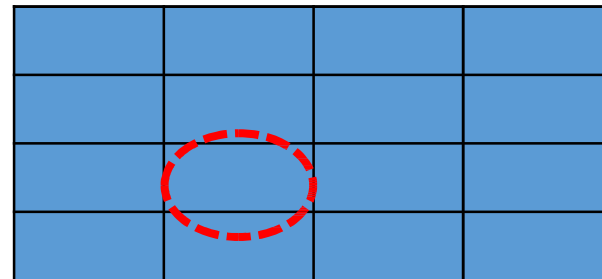
Y





Z



W



	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

The evolution of mixtures under AES

- Round $i+1$ after Shift Row, Mix Column and ARK

X

Y

Z

W

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

The evolution of mixtures under AES

- Input to round $i+2$

X

Y

Z

W

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

Extending this property to 4 rounds

- Assume states (X,Y) are **equal** in one of their **diagonals**

X

A			
	B		
		C	
			D

Y

A			
	B		
		C	
			D

- Then Z

:

A'			
	B'		
		C'	
			D'

W

A'			
	B'		
		C'	
			D'

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

Extending this property to 4 rounds

- Round $i+2$ after Sub Byte

X

A*			
	B*		
		C*	
			D*

Y

A*			
	B*		
		C*	
			D*

Z

A'*			
	B'*		
		C'*	
			D'*

W

A'*			
	B'*		
		C'*	
			D'*

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

Extending this property to 4 rounds

- Round $i+2$ after Shift rows

X

A*			
B*			
C*			
D*			

Y

A*			
B*			
C*			
D*			

Z

A'*	
B'*	
C'*	
D'*	

W

A'*	
B'*	
C'*	
D'*	

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

Extending this property to 4 rounds

- Round $i+2$ after Mix Column

X

A°			
B°			
C°			
D°			

Y

A°			
B°			
C°			
D°			

Z

A°'	
B°'	
C°'	
D°'	

W

A°'	
B°'	
C°'	
D°'	

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

Extending this property to 4 rounds

- Round $i+2$ after Add Round Key

X

A*			
B*			
C*			
D*			

Y

A*			
B*			
C*			
D*			

Z

A*'	
B*'	
C*'	
D*'	

W

A*'	
B*'	
C*'	
D*'	

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

Extending this property to 4 rounds

- Then in the input to round $i+3$ we get

X

A*			
B*			
C*			
D*			

Y

A*			
B*			
C*			
D*			

Z

A*'	
B*'	
C*'	
D*'	

W

A*'	
B*'	
C*'	
D*'	

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

Extending this property to 4 rounds

- Round $i+3$ after sub byte

X

A^\wedge			
B^\wedge			
C^\wedge			
D^\wedge			

Y

A^\wedge			
B^\wedge			
C^\wedge			
D^\wedge			

Z

A^\wedge'	
B^\wedge'	
C^\wedge'	
D^\wedge'	

W

A^\wedge'	
B^\wedge'	
C^\wedge'	
D^\wedge'	

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

Extending this property to 4 rounds

- Round $i+3$ after **Shift Rows** and before **Mix Column**

X

A^\wedge			
			B^\wedge
		C^\wedge	
	D^\wedge		

Y

A^\wedge			
			B^\wedge
		C^\wedge	
	D^\wedge		

Z

A'^\wedge			
			B'^\wedge
		C'^\wedge	
	D'^\wedge		

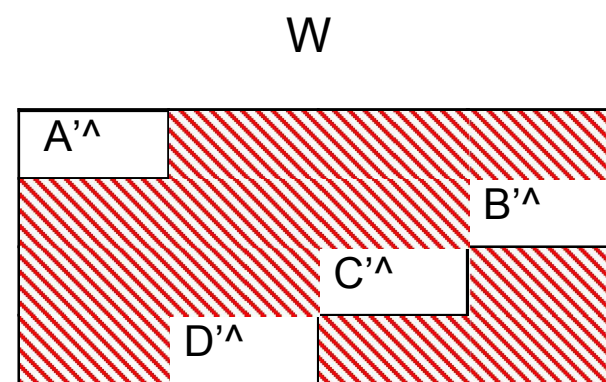
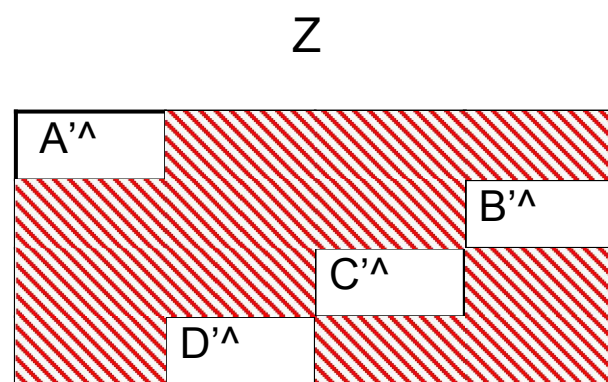
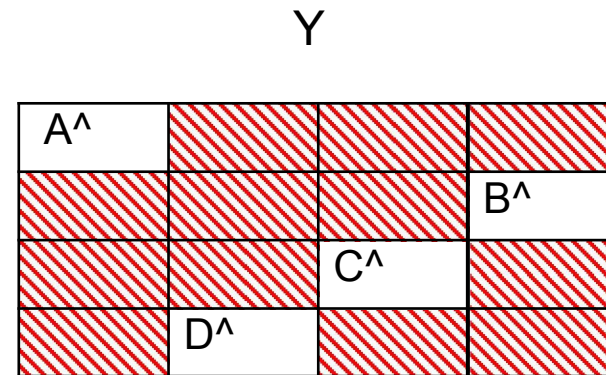
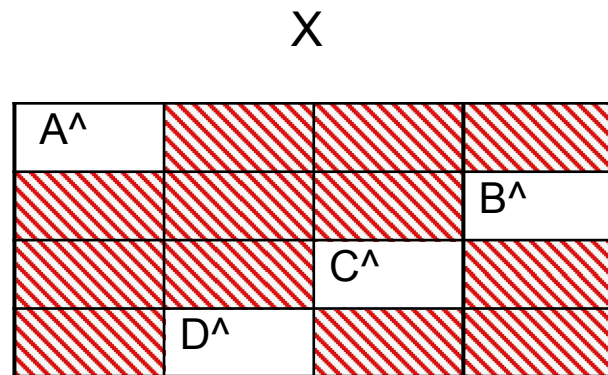
W

A'^\wedge			
			B'^\wedge
		C'^\wedge	
	D'^\wedge		

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

AES 4 Round Distinguisher

- Last round of AES has no Mix Column



	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

A 5 Round AES Attack (Grassi 18)

- Precede the **4 round** distinguisher with an **extra round before** it
- We **encrypt** **all possible** values of A,B,C,D

A			
	B		
		C	
			D

- Then as **input** to round **1** we get:

A'			
B'			
C'			
D'			

A', B', C', and D' is a permutation of A, B, C, D which depends only on 4 key bytes

A 5 Round AES Attack [Grassi 18]

- We look for a “good ciphertext pair”, and get the plaintext

X ciphertext

A^			
			B^
		C^	
	D^		

X plaintext

A			
	B		
		C	
			D

Y ciphertext

A^			
			B^
		C^	
	D^		

Y plaintext

A'			
	B'		
		C'	
			D'

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

A 5 Round AES Attack [Grassi 18]

- For all 2^{32} possible key bytes: partially encrypt (AKR, SB, SR, MC)

X partial round encryption

A*			
B*			
C*			
D*			

Y partial round encryption

A'*			
B'*			
C'*			
D'*			

X plaintext

A			
	B		
		C	
			D

Y plaintext

A'			
	B'		
		C'	
			D'

A 5 Round AES Attack [Grassi 18]

- Create a state mixture Z, W

X partial round encryption

A*			
B*			
C*			
D*			

Y partial round encryption

A'*			
B'*			
C'*			
D'*			

Z partial round encryption

A*			
B'*			
C*			
D'*			

W partial round encryption

A'*			
B*			
C'*			
D*			

A 5 Round AES Attack [Grassi 18]

- Partially decrypt Z and W

Z plaintext

A [°]			
	B [°]		
		C [°]	
			D [°]

W plaintext

A ^{°'}			
	B ^{°'}		
		C ^{°'}	
			D ^{°'}

Z partial round encryption

A [*]			
B ^{'*}			
C [*]			
D ^{'*}			

W partial round encryption

A ^{'*}			
B [*]			
C ^{'*}			
D [*]			

A 5 Round AES Attack [Grassi 18]

- Get Z and W ciphertexts, and check the equality condition

Z plaintext

A°			
	B°		
		C°	
			D°

W plaintext

$A^{\circ'}$			
	$B^{\circ'}$		
		$C^{\circ'}$	
			$D^{\circ'}$

Z ciphertext

?			
			?
		?	
	?		

W ciphertext

?			
			?
		?	
	?		

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

Improvements by Shamir et al

Attack	Complexity
Grassi's original attack	$T=2^{32}$, $D=2^{32}$, $M=2^{32}$
Reduce data to get one "good mixture"	$T=2^{47}$, $D=2^{24}$, $M=2^{24}$
Switch order to iterate over pairs	$T=2^{33}$, $D=2^{24}$, $M=2^{24}$
Use precomputed table	$T=2^{29}$, $D=2^{24}$, $M=2^{24}$
Smart selection of input structure	$T=2^{22}$, $D=2^{22}$, $M=2^{22}$

Idea 1 - Reduce Data:

- There are many mixtures, but we only need **one of them**
- Grassi used 2^{32} data
 - 2^{32} encryptions $\rightarrow 2^{63}$ pairs $\rightarrow 2^{31}$ good pairs
- We use only 2^{24} data
 - 2^{24} encryptions $\rightarrow 2^{47}$ pairs $\rightarrow 2^{15}$ good pairs
 - For each key and mixture type:
We have the mixture in **our data** with probability $(2^{24}/2^{32})^2 = 2^{-16}$
 - There are 2^{15} pairs and 7 mixture types:
We have a **good mixture** with probability $1-(1-2^{-16})^{(7*2^{15})} \sim 0.97$

Idea 1 - Reduce Data:

- We can thus **reduce** the data complexity
- However, we need to **go over all** 2^{15} pairs
 - So now **T** = $2^{32} * 2^{15} = 2^{47}$
- This is only a **time \ data tradeoff**:
 - We reduce the data by a factor of 2^8
 - While increasing the time by a factor of 2^{15}

Idea 2 – Switch Order:

- We can change the **order of operations**, iterating over all pairs of pairs:
- If we have a **mixture** after **ARK, SB, SR and MC** operations:
$$X_0'' \oplus Y_0'' \oplus Z_0'' \oplus W_0'' = 0$$
- Holds for each byte **separately**, depending on a **single key byte**
$$SB(X_{0,0} \oplus k_0) \oplus SB(Y_{0,0} \oplus k_0) \oplus SB(Z_{0,0} \oplus k_0) \oplus SB(W_{0,0} \oplus k_0) = 0$$
- Can find a **suggestion** for each of the 4 key bytes **independently**
- Take the **4 key bytes** and **check for mixture** after 1 round

Idea 2 – Switch Order:

- For each pair of pairs (quartet) we can get a 4 key bytes suggestion with $4 * 2^8$ S-Box applications
 - 2^{24} encryptions $\rightarrow 2^{47}$ pairs $\rightarrow 2^{15}$ “good pairs”
 - 2^{29} quartets $* 4 * 2^8$ S box = 2^{39} S-Box $\sim 2^{33}$ encryptions

Idea 3 - Precomputed Table

- We can use an optimized **precomputed table**
- Consider quartet of bytes of the form **(0, a, b, c)**
 - For each quartet we find a k such as:
$$SB(k) \oplus SB(a \oplus k) \oplus SB(b \oplus k) \oplus SB(c \oplus k) = 0$$
 - We get $(0, a, b, c)$ by $(0, y \oplus x, z \oplus x, w \oplus x)$
- We get a table of size 2^{24}
 - The order is irrelevant so we can arrange in increasing order:
save a factor of 6 to get $\sim 2^{21.4}$
 - Precomputation can be optimize to use $\sim 2^{24}$ **S Box** applications

Idea 4 – Smart Input Structure

- So far we get data and memory 2^{24} and time 2^{29}
- If we select $2^{21.5}$ data from 2^{24} data arbitrarily then there is non negligible probability of existence of at least one good mixture.

const			
	A		
		B	
			C

- The probability is almost 51%

Idea 4 – Smart Input Structure

- $2^{21.5}$ encryptions $\rightarrow 2^{42}$ pairs $\rightarrow 2^{10}$ good pairs
- Number of quartets $(2^{10})^2/2 = 2^{19}$
- Then use precomputed table from improvement 3

Observation 5

- Data \ Memory trade off
- We can check for zero diff also in $SR(\text{Col}(1))$ and $SR(\text{Col}(2)) \dots$
- We can check 4 diagonals
 - Increase probability of success by 4
 - Amount of quartets = data^4
 - Reduces the data only by $4^{(1/4)} = \text{sqrt}(2)$
 - Increases the amount of memory by factor of 4

References

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