

# CS458: Introduction to Information Security

## Notes 4: Symmetric Cryptography - More About Block Ciphers

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Slides: Modified from [Christof Paar and Jan Pelzl](#)

- Encryption with Block Ciphers: Modes of Operation
- Exhaustive Key Search Revisited
- Increasing the Security of Block Ciphers

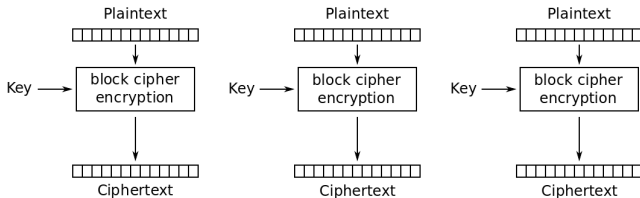
# modes of operation

- There are several ways of encrypting long plaintexts, e.g., an e-mail or a computer file, with a block cipher (“modes of operation”)
- Many modes - we discuss 3 most popular.
- **Electronic Codebook (ECB) mode**
  - Encrypt each block independently.
  - Most obvious approach, but a bad idea.
- **Cipher Block Chaining (CBC) mode**
  - Chain the blocks together.
  - More secure than ECB, virtually no extra work.
- **Counter (CTR) mode**
  - Block ciphers acts like a stream cipher.
  - Popular for random access.

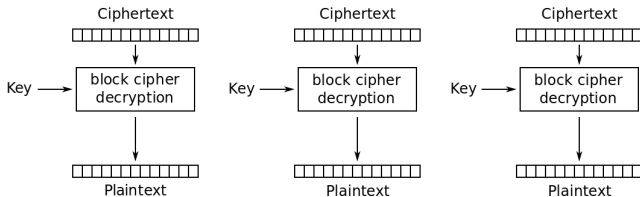
# Electronic Codebook (ECB) mode

- Most obvious way to use a block cipher.
  - Encrypt all plaintext blocks.
  - Concatenate all resulting ciphertext blocks.
  - Output ciphertext

# ECB Mode<sup>1</sup>



Electronic Codebook (ECB) mode encryption



<sup>1</sup>Image Source [Wikipedia:Block cipher mode of operation](#)

# ECB Cut and Paste

- Suppose plaintext is:
  - Alice digs Bob. Trudy digs Tom.
- Assuming 64-bit blocks and 8-bit ASCII:
  - $x_0 = \text{"Alice di"}, x_1 = \text{"gs Bob."}$
  - $x_2 = \text{"Trudy di"}, x_3 = \text{"gs Tom."}$
- Attack:
  - Ciphertext:  $y_0, y_1, y_2, y_3$
  - Eve (here Trudy) cuts and pastes:  $y_0, y_3, y_2, y_1$
  - Decrypts as  
Alice digs Tom. Trudy digs Bob.

- Suppose  $x_i = x_j$ 
  - Then  $y_i = y_j$  and Eve knows  $x_i = x_j$
  - This gives Eve some information, even if she does not know  $x_i$  or  $x_j$
  - Eve might know  $x_i$
- Q: Is this a serious issue?
  - The disadvantage of this method is a lack of diffusion.
  - Because ECB encrypts identical plaintext blocks into identical ciphertext blocks, it does not hide data patterns well.
  - In some senses, it doesn't provide serious message confidentiality, and it is not recommended for use in cryptographic protocols at all.

# Alice hates ECB mode<sup>2</sup>



Original image



Encrypted using ECB mode

- Q: Why does it happen?

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<sup>2</sup>Image Source Wikipedia:Block cipher mode of operation



# ECB: advantages/disadvantages

- Advantages

- bit errors caused by noisy channels only affect the corresponding block but not succeeding blocks
- Block cipher operating can be parallelized
  - advantage for high-speed implementations

- Disadvantages

- ECB encrypts highly deterministically
  - identical plaintexts result in identical ciphertexts
  - an attacker recognizes if the same message has been sent twice
  - plaintext blocks are encrypted independently of previous blocks
    - an attacker may reorder ciphertext blocks which results in valid plaintext

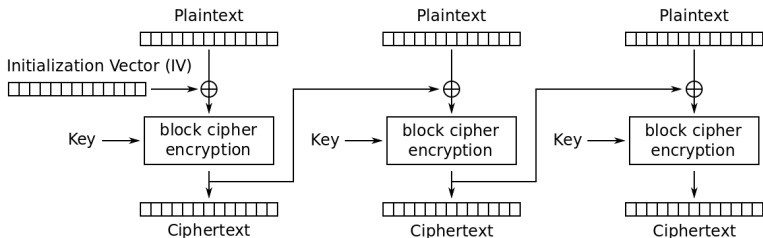
# Cipher Block Chaining (CBC) mode

- We want to solve two problems
  1. Make encryption probabilistic
  2. Combine encryption of all blocks
- An encryption scheme is “deterministic” if a particular plaintext is mapped to a fixed ciphertext if the key is unchanged
- A “probabilistic” encryption scheme uses randomness to achieve a non-deterministic generation of  $y_i$

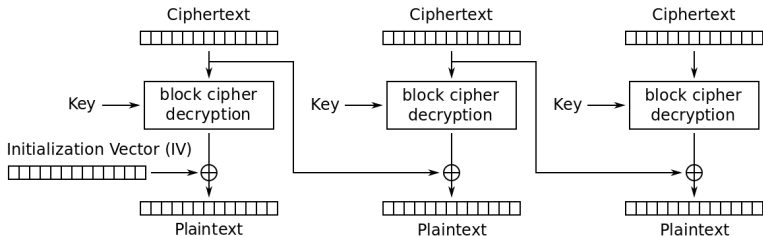
# Cipher Block Chaining (CBC) mode

- Blocks are “chained” together in a special way that introduces dependance between them.
- A random initialization vector, or IV, is required to initialize CBC mode.
  - Nothing to chain the first block with.
  - IV is random, but not secret

# CBC Mode<sup>3</sup>



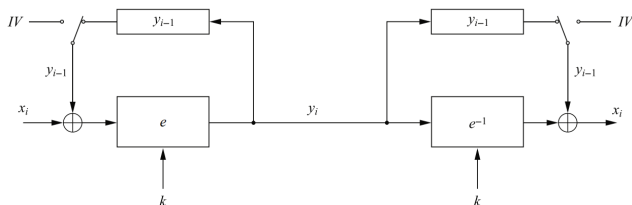
Cipher Block Chaining (CBC) mode encryption



<sup>3</sup> [Image Source Wikipedia:Block cipher mode of operation](#)

# CBC Mode: Encryption and decryption

- For the first plaintext block  $x_1$  there is no previous ciphertext
  - an IV is added to the first plaintext to make each CBC encryption nondeterministic
  - the first ciphertext  $y_1$  depends on plaintext  $x_1$  and the IV
- The second ciphertext  $y_2$  depends on the IV,  $x_1$  and  $x_2$
- The third ciphertext  $y_3$  depends on the IV and  $x_1$ ,  $x_2$  and  $x_3$ , and so on



## • Encryption

- $y_1 = E_K(x_1 \oplus IV)$
- $y_i = E_K(x_i \oplus y_{i-1}), i \geq 2$

## • Decryption

- $x_1 = D_K(y_1) \oplus IV$
- $x_i = D_K(y_i) \oplus y_{i-1}, i \geq 2$

- Identical plaintext blocks yield different ciphertext blocks - this is very good!
- But what about errors in transmission?
  - If  $y_j$  is garbled to, say,  $G$  then
    - $x_j \neq D_K(G) \oplus y_{j-1}$
    - $x_{j+1} \neq D_K(y_{j+1}) \oplus G$
  - But
    - $x_{j+2} = D_K(y_{j+2}) \oplus y_{j+1}$
    - $x_{j+3} = D_K(y_{j+3}) \oplus y_{j+2}$
    - ...
  - Automatically recovers from errors!
  - One damaged block propagates to two blocks.
- Cut and paste is still possible, but more complex (and will cause garbles)

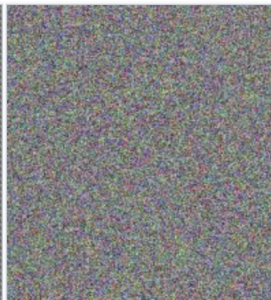
# Alice likes CBC mode<sup>4</sup>



Original image



Encrypted using ECB mode



Modes other than ECB result in pseudo-randomness

- Q: Why does it happen?

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<sup>4</sup> Image Source [Wikipedia:Block cipher mode of operation](#)

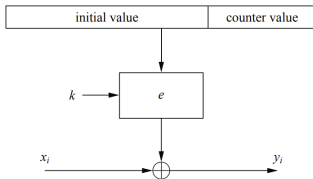
## IV: Initial Vector

- Does not have to be secret
- Should be a non-secret nonce (value used only once)



# Counter Mode (CTR) mode

- Use block cipher like a stream cipher.
  - i.e., use the block cipher as a key stream generator
- The key stream is computed in a block wise fashion
- The input to the block cipher is a counter which assumes a different value every time the block cipher computes a new key stream block



- CTR is popular for random access.
- Preprocessing can greatly improve efficiency.
- Never recovers from IV errors.
- Critical not to reuse IV.
- No error propagation in case of loss or damage.

# Counter Mode (CTR) mode

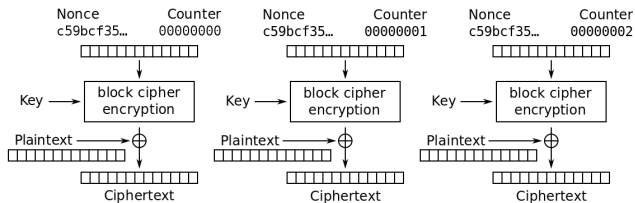
- **Encryption**

- $y_i = E_k(IV \parallel CTR_i) \oplus x_i, i \geq 1$

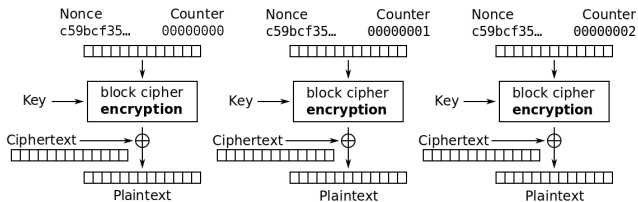
- **Decryption**

- $x_i = E_k(IV \parallel CTR_i) \oplus y_i, i \geq 1$

# CTR Mode<sup>5</sup>



Counter (CTR) mode encryption

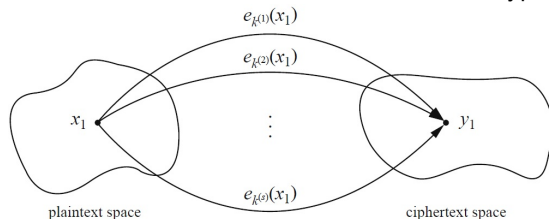


<sup>5</sup> [Image Source Wikipedia:Block cipher mode of operation](#)

- Encryption with Block Ciphers: Modes of Operation
- Exhaustive Key Search Revisited
- Increasing the Security of Block Ciphers

# Exhaustive Key Search Revisited

- A simple exhaustive search for a DES key knowing one pair  $(x_1, y_1)$  :
- $DES_{k^{(i)}}(x_1) \stackrel{?}{=} y_1, i = 0, 1, \dots, 2^{56}-1$
- However, for most other block ciphers a key search is somewhat more complicated
- A brute-force attack can produce false positive results
  - keys  $k^i$  that are found are not the one used for the encryption



- The likelihood of this is related to the relative size of the key space and the plaintext space
- A brute-force attack is still possible, but several pairs of plaintext–ciphertext are needed

# Exhaustive Key Search Revisited

- Assume a cipher with a block width of  $64 \text{ bit}$  and a key size of  $80 \text{ bit}$
- If we encrypt  $x_1$  under all possible  $2^{80}$  keys, we obtain  $2^{80}$  ciphertexts
  - However, there exist only  $2^{64}$  different ones
- If we run through all keys for a given plaintext-ciphertext pair, we find on average  $2^{80}/2^{64} = 2^{16}$  keys that perform the mapping  $e_k(x_1)=y_1$ 
  - Given a block cipher with a key length of  $k \text{ bits}$  and block size of  $n \text{ bits}$ , as well as  $t$  plaintext-ciphertext pairs  $(x_1, y_1), \dots, (x_t, y_t)$ , the expected number of false keys which encrypt all plaintexts to the corresponding ciphertexts is:  $2^{k-tn}$
- In this example assuming two plaintext-ciphertext pairs, the likelihood is  $2^{80-2 \times 64} = 2^{-48}$ 
  - for almost all practical purposes two plaintext-ciphertext pairs are sufficient

- Encryption with Block Ciphers: Modes of Operation
- Exhaustive Key Search Revisited
- Increasing the Security of Block Ciphers
  - Double Encryption and Meet-in-the-Middle Attack
  - Triple Encryption
  - Key Whitening

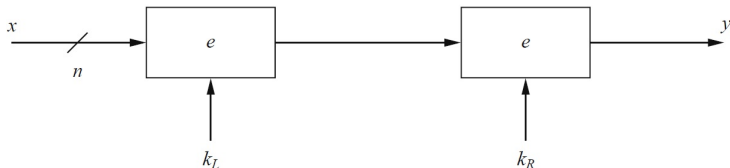
# Increasing the Security of Block Ciphers

- In some situations we wish to increase the security of block ciphers
- Two approaches are possible
  - Multiple encryption
    - theoretically much more secure, but **sometimes** in practice increases the security very little
  - Key whitening



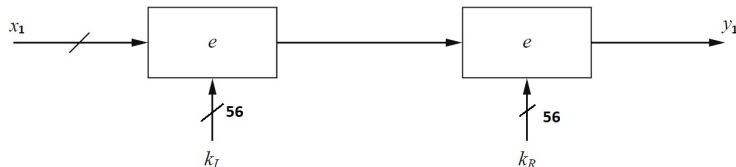
# Double Encryption

- A plaintext  $x$  is first encrypted with a key  $k_L$ , and the resulting ciphertext is encrypted again using a second key  $k_R$



- Assuming a key length of  $k$  *bits*, an exhaustive key search would require  $2^k \times 2^k = 2^{2k}$  encryptions or decryptions

# Complexity of brute-force attack?



- **Naïve Approach**

- $x_1 \stackrel{?}{=} e^{-1}_{k_{L,i}} (e^{-1}_{k_{R,j}} (y_1))$
- $2^{56} \times 2^{56} = 2^{112}$  key tests  $\Rightarrow$  lifetime of universe :)

- **Can we find a better attack?**

# Meet-in-the-Middle Attack

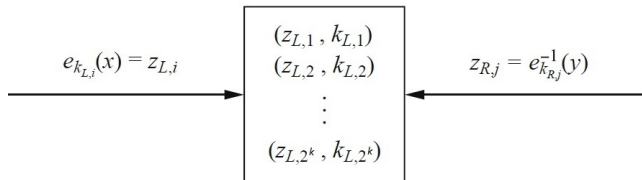
- Can we search for  $K_L$  and  $K_R$  separately?

- $$\underbrace{2^{56}}_{\text{search for } K_L} + \underbrace{2^{56}}_{\text{search for } K_R} = 2 \times 2^{56} = 2^{57}$$

- Meet-in-the-Middle Attack

# Meet-in-the-Middle Attack

- A Meet-in-the-Middle attack requires  $2^k + 2^k = 2^{k+1}$  operations!



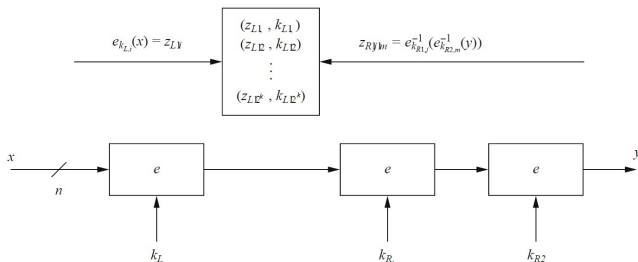
- **Phase I: Table Computation:** for the given  $(x_1, y_1)$  the left encryption is brute-forced for all  $k_{L,i}$ ,  $i=1, 2, \dots, 2^k$  and a lookup table with  $2^k$  entry (each  $n+k$  bits wide) is computed
  - the lookup table should be ordered by the result of the encryption  $(z_{L,i})$
- **Phase II: Key Matching:** the right encryption is brute-forced (using decryption) and for each  $z_{R,i}$  it is checked whether  $z_{R,i}$  is equal to any  $z_{L,i}$  value in the table of the first phase
  - $\Rightarrow (K_{L,i}, K_{R,j})$  are possible keys  $(K_L, K_R)$
  - Note: sometimes we have to use a second pair  $(x_2, y_2)$ :  
$$x_2 \stackrel{?}{=} e^{-1}_{k_{L,i}}(e^{-1}_{k_{R,j}}(y_2))$$

# Meet-in-the-Middle Attack

- Computational Complexity
  - number of encryptions and decryptions =  $2^k + 2^k = 2^{k+1}$
  - number of storage locations =  $2^k$
- **Double encryption is not much more secure than single encryption!**

# Triple Encryption

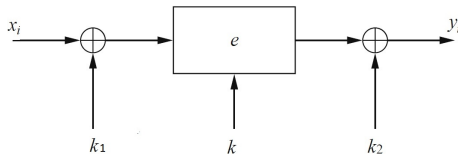
- The encryption of a block three times  $y = e_{k_3}(e_{k_2}(e_{k_1}(x)))$
- In practice a variant scheme is often used EDE (encryption-decryption-encryption)  $y = e_{k_3}(e_{k_2}^{-1}(e_{k_1}(x)))$ 
  - Advantage: choosing  $k_1=k_2=k_3$  performs single DES encryption
- Still we can perform a meet-in-the middle attack, and it reduces the effective key length of triple encryption from 3K to 2K
  - The attacker must run  $2^{112}$  tests in the case of 3DES



- Triple encryption effectively doubles the key length

# Key Whitening

- Makes block ciphers such as DES much more resistant against brute-force attacks
- In addition to the regular cipher key  $k$ , two whitening keys  $k_1$  and  $k_2$  are used to XOR-mask the plaintext and ciphertext



- It does not strengthen block ciphers against most analytical attacks such as linear and differential cryptanalysis
- It is not a “cure” for inherently weak ciphers
- Its main application is ciphers that are relatively strong against analytical attacks but possess too short a key space especially DES
- Most modern block ciphers such as AES already apply key whitening internally by adding a subkey prior to the first round and after the last round.

# Lessons Learned

- There are many different ways to encrypt with a block cipher. Each mode of operation has some advantages and disadvantages
- Several modes turn a block cipher into a stream cipher
- There are modes that perform encryption together with authentication, i.e., a cryptographic checksum protects against message manipulation
- The straightforward ECB mode has security weaknesses, independent of the underlying block cipher
- The counter mode allows parallelization of encryption and is thus suited for high speed implementations
- Double encryption with a given block cipher only marginally improves the resistance against brute-force attacks
- Triple encryption with a given block cipher roughly doubles the key length
- Triple DES (3DES) has an effective key length of *112 bits*
- Key whitening enlarges the DES key length without much computational overhead.