

Introduction to symmetric cryptography

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Outline

Security services

Stream encryption

Authentication and authenticated encryption

Building schemes with modes

Building the primitives

Example: Noekeon



Currently we are here...

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Example: Noekeon

Confidentiality

- ▶ To protect:
 - people's privacy
 - company assets
 - enforcing business: no pay, no content
 - meta: PIN, password, cryptographic keys
- ▶ Data confidentiality
 - only authorised entities get access to the data
 - cryptographic operation: [encryption](#)
- ▶ Protection against traffic analysis
 - existence of communication between parties
 - frequency and statistics of communication
 - called *metadata*
 - no direct link with a basic cryptographic operation



Data integrity and authentication

- ▶ Basic concepts:
 - data integrity: was not modified without proper authorization
 - entity authentication: entity is what it claims to be
 - data origin authentication: data received as it was sent
 - symmetric crypto operation: [message authentication codes](#)
- ▶ Freshness:
 - entity is there **now**
 - received message was written **recently**
 - mechanism: [unpredictable challenge](#)
- ▶ Protection against replay:
 - authenticated message was not just a copy of an earlier one
 - mechanism: [nonce](#)



Secure channel

- ▶ cryptographically secured link between two entities
- ▶ data confidentiality and data origin authentication
- ▶ session-level authentication, protection against
 - insertion of messages
 - removal of messages
 - shuffling of messages
- ▶ can be one-directional or full-duplex
- ▶ can be online or store-and-forward
- ▶ can require freshness or just protection against replay
- ▶ examples: SSH, TLS, GP SCP03, ...



Symmetric cryptography operations

- ▶ Core business
 - encryption
 - MAC computation
 - authenticated encryption (including sessions)
- ▶ Requires secret key shared between sender and receiver
 - key generation requires qualitative random generator
 - key transfer between entities may require other keys
 - a lot can go wrong here!
- ▶ On the side
 - cryptographic hashing
 - deterministic random bit generation (DRBG), ...



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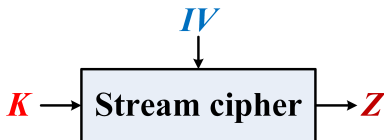
Example: Noekeon

Encryption: one-time pad

- ▶ Let P be a plaintext of n bits: P_1 to P_n
- ▶ Assume Z is a shared secret of n bits: Z_1 to Z_n
- ▶ Encryption to n -bit cryptogram C
 - $\forall i : C_i = P_i + Z_i$
- ▶ Decryption back to P
 - $\forall i : P_i = C_i + Z_i$
- ▶ Advantages
 - no expansion
 - very efficient
 - provably secure in information-theoretical sense!
- ▶ Disadvantage: requires 1 fresh secret bit per message bit encrypted



Stream cipher



- Generates arbitrary-length keystream Z from
 - K : short secret key, typically 128 or 256 bits
 - IV : initial value, for generating multiple keystreams per K
- Desired properties
 - knowing K : computing $Z = \text{SC}[K](IV)$ shall be efficient
 - not knowing K : predicting Z shall be infeasible for any IV

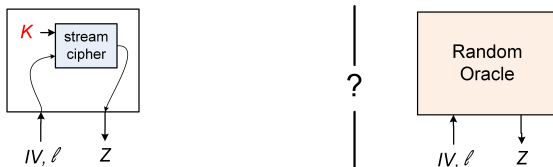


Random oracle \mathcal{RO} [Bellare-Rogaway 1993]

- ▶ A random oracle \mathcal{RO} maps:
 - input of arbitrary length P
 - to an infinite output string Z
- ▶ \mathcal{RO} supports queries of following type: (P, ℓ)
 - P : input
 - ℓ : requested number of output bits
- ▶ Response Z
 - string of ℓ bits
 - independently and uniformly distributed bits
 - self-consistent: equal inputs P give matching outputs



Security notion: Pseudorandom function (PRF)

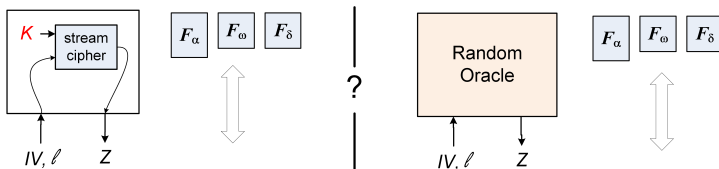


Distinguishing game (black box version)

- ▶ Adversary sends queries Q to system that is either:
 - stream cipher with unknown key K
 - \mathcal{RO}
- ▶ Then based on responses Z must guess what system is
 - $\Pr(\text{success}) \leq F(|Q|)$: some bound on success probability
 - **Advantage:** $\text{Adv} = 2 \Pr(\text{success}) - 1$



Security notion: PRF (cont'd)



- ▶ Black box fails to model public concrete stream cipher
- ▶ We give additional query access to internal functions
- ▶ We model query complexity in two parts:
 - M : **online** complexity, represents **data**
 - N : **offline** complexity, represents computation and storage
- ▶ We express **Advantage** as $\text{Adv}(M, N)$

Implications of PRF property

- ▶ Informally: a function is a PRF if the advantage is negligible
- ▶ What really matters is the concrete bound
- ▶ A bound $\text{Adv}(M, N)$ for stream cipher implies:
 - any adversary with resources M and N
 - will not learn anything about plaintext from ciphertext
 - with probability $1 - \text{Adv}(M, N)$.
- ▶ but for concrete schemes we **cannot prove such bounds!**



Security claim

- ▶ Lack of proof leaves following questions on a concrete scheme:
 - what kind of security does it offer?
 - when does a *demonstrated property* break it?
- ▶ Addressed by a **security claim**
 - statement on expected security of a cryptographic scheme
 - bound on distinguishing advantage from ideal scheme
- ▶ For cryptanalysts: **challenge**
 - break: attack performing better than the claim
- ▶ For users: **security specification**
 - ... as long as it is not broken
- ▶ Often claims are missing but implied by size parameters



How concrete schemes gain assurance

- ▶ The (open) cryptologic activity (70s - today):
 - cryptographic schemes are published
 - ... and (academically) attacked by cryptanalysts
 - ... and corrected/improved,
 - ... and attacked again, etc.
 - by researchers for prestige/career
- ▶ This leads to
 - better understanding
 - ever improving cryptographic schemes
- ▶ Trust in cryptographic scheme depends on
 - perceived simplicity
 - perceived amount of analytic effort invested in it



Security strength

- ▶ Security strength of a cryptographic scheme
 - expected effort required to *break* it
 - expressed in *bits*
 - s bits means best attack has expected complexity 2^s
- ▶ Link with bound on distinguishing advantage
 - amount of data and/or computation such that Adv becomes significant
 - kind of coarse
- ▶ Current view on computational complexity
 - 80 bits: lightweight
 - 96 bits: solid
 - 128 bits: secure for the foreseeable future
 - 256 bits: for the clueless

See www.keylength.com



Limit to security strength: exhaustive key search

- ▶ Single-target: attacker gets couple $(IV, Z = SC[K](IV))$
 - attacker tries guesses K' until $SC[K'](IV) = Z$
 - expected effort 2^{k-1} , so strength $k - 1$ bits
 - Implicit security claim: no attack better than this
- ▶ Multi-target: attacker gets m couples $(IV, Z_i = SC[K_i](IV))$
 - attacker tries guesses K' until $\exists K_i, SC[K'](IV) = Z_i$
 - every key guess has success probability $m/2^k$
 - expected effort $2^k/(m+1)$, so strength $\approx k - \log_2(m)$
- ▶ key length does not equal security strength!
 - security erosion in case of multi-target
 - can be prevented by making IV global nonce



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Stream encryption

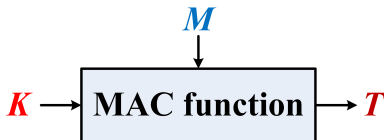
Authentication and authenticated encryption

Building schemes with modes

Building the primitives

Example: Noekeon

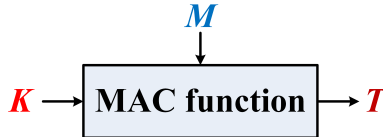
Message authentication code (MAC) functions



- Generates short tag T from
 - K : short secret key, typically 128 or 256 bits
 - M : arbitrary-length message
- Desired properties (informally)
 - knowing K : computing $T = \text{MF}[K](M)$ shall be efficient
 - not knowing K : predicting T for any M shall be infeasible



MAC function security



- ▶ Forgery: generating pair (M, T) without querying $\text{MF}[K](M)$
- ▶ Limit to forgery security strength: random tag guessing
 - single attempt: success probability $\geq 2^{-t}$
 - expected data complexity: 2^t attempts
 - ...if T is unpredictable: **PRF!**
- ▶ MAC function security strength bound by sum of two terms
 - $2^{-t}q$ with $q = \#$ forgery attempts
 - distinguishing advantage of MF



Authenticated encryption (AE) with PRFs only

- ▶ Wrapping: $(C, T) = \text{wrap}[K](IV, P)$
 - compute $C = P + \text{PRF}_0[K](IV)$
 - compute $T = \text{PRF}_1[K](C)$
 - return (C, T)
- ▶ Unwrapping $P = \text{unwrap}[K](IV, C, T)$ or \perp
 - If $T \neq \text{PRF}_1[K](C)$ return \perp
 - Else return $P = C + \text{PRF}_0[K](IV)$
- ▶ Attacker model:
 - M : wrap and unwrap queries
 - N : computation without access to key
- ▶ Security strength:
 - 2 aspects: forgery and secrecy
 - strength for either: min. of t bits (in data) and the PRF strength



Domain separation

- ▶ We need one PRF for encryption and one for tag computation
- ▶ Reduce to one with **domain separation**
 - $\text{PRF}[K](P|0)$ and $\text{PRF}[K](P|1)$ are *independent*
 - ... unless PRF is distinguishable from a \mathcal{RO}
- ▶ So we can take
 - $\text{PRF}_0[K](\cdot) = \text{PRF}[K](\cdot|0)$
 - $\text{PRF}_1[K](\cdot) = \text{PRF}[K](\cdot|1)$
- ▶ Generalization: multi-input PRF $\text{PRF}'[K](P_0, P_1, P_2, \dots)$
 - (1) Compute $P = \text{encode}(P_0, P_1, P_2, \dots)$ with injective encoding
 - (2) Compute $Z = \text{PRF}[K](P)$



AE with associated data

- ▶ Wrapping: $(C, T) = \text{wrap}[K](IV, P, AD)$
 - compute $C = P + \text{PRF}[K](IV, 0)$
 - compute $T = \text{PRF}[K](C, AD, 1)$
 - return (C, T)
- ▶ Unwrapping $P = \text{unwrap}[K](IV, C, AD, T)$ or \perp
 - If $T \neq \text{PRF}[K](C, AD, 1)$ return \perp
 - Else return $P = C + \text{PRF}[K](IV, 0)$
- ▶ All you need is one PRF

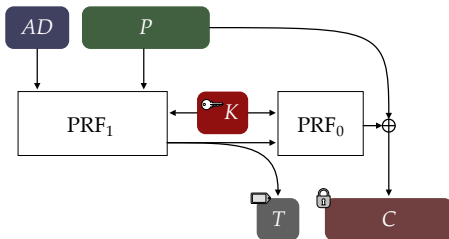


The problem with the IV

- ▶ PRF is deterministic
 - repeating IV leads to same keystream Z
 - for every encryption (or decryption) IV shall be different
 - IV shall be a **nonce**
- ▶ Stream encryption requires nonce management
 - can be done but requires good system architecture
 - not robust against attackers that can manipulate the IV
- ▶ Wish for nonce-abuse resilience

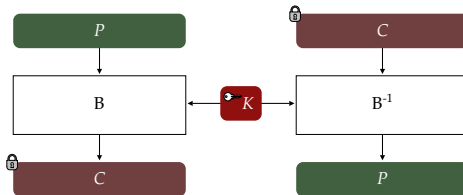


AEAD: Synthetic IV mode [Rogaway, Shrimpton 2006]



- ▶ Tag on plaintext and AD used as IV for encryption
- ▶ $T' \neq T$ lead to independent keystreams Z and Z'
- ▶ $(AD, P) \neq (AD', P')$ give independent T and T'
 - colliding tag lead to secrecy violation $P' = P + C + C'$
 - probability if n messages: $2^{-(t+1)}n^2$
 - tag must be twice as long as security strength

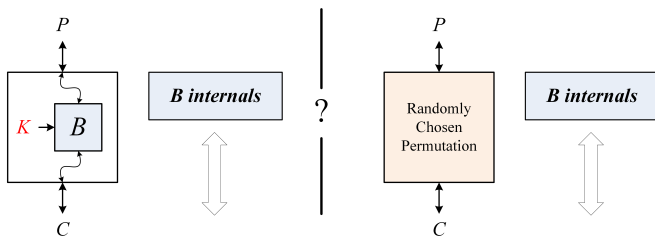
Encryption: wide block encryption



- ▶ b -bit message P is subject to permutation
- ▶ permutation depends on secret key K : we write $B[K, b]$
- ▶ decryption: inverse permutation $B[K, b]^{-1}$
- ▶ B : wide block cipher
- ▶ Limitation: information leakage if **repeated messages**
 - short messages
 - low-entropy messages

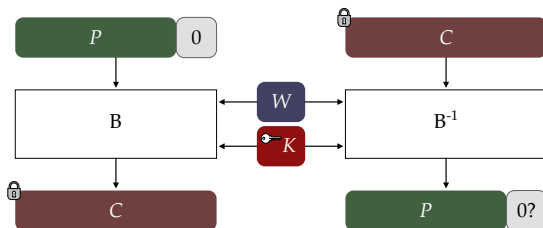


Pseudorandom Permutation (PRP) security



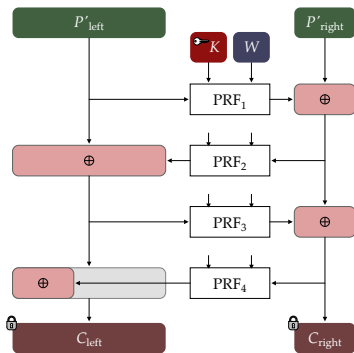
- ▶ Advantage in distinguishing $B[K, b]$ from b -bit random permutation
- ▶ With b chosen by adversary for each query
- ▶ $\text{Adv}(M, N)$
 - N queries Q_c to B internals
 - PRP: M queries Q_s to $B[K, b]$ or RCP
 - SPRP: M includes queries Q_i to $B[K, b]^{-1}$ or RCP^{-1}

AEAD: wide tweakable block cipher [Rogaway, 2014]



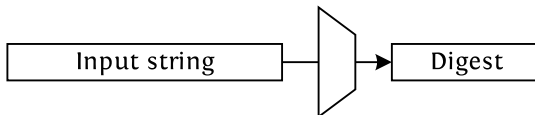
- ▶ additional parameter **tweak** W can take AD or nonce
- ▶ no separate tag, redundancy in plaintext
- ▶ forgery strength equal to redundancy in plaintext

Wide tweakable block cipher with a PRF



- ▶ e.g., Mr Monster Burrito [Keccak team, 2014]
- ▶ Based on [Naor Reingold 1997], thanks [DJB, Tenerife 2013]

On the side: cryptographic hashing



- ▶ Hash function: maps arbitrary input strings to n -bit digest
- ▶ Variant: **eXtendable Output Function (XOF)** [FIPS 202]
- ▶ Desired property: should behave like an \mathcal{RO}
 - distinguishing setup problematic due to absence of secret input
- ▶ Implications for security strength
 - collision: $n/2$
 - (first or second) pre-image: n

More on hashing by Bart Preneel, this Thursday 2PM



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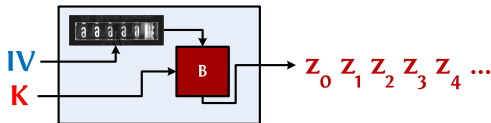
Example: Noekeon

Building PRFs

- ▶ PRF can have arbitrary input length and/or arbitrary output length
- ▶ Two approaches
 - design from scratch: tricky (see e.g. Panama [Daemen Clapp 1998])
 - as **modes of use** of fixed-length primitives
- ▶ Primitives we think we can build from scratch
 - permutation
 - block cipher, including tweakable (maybe)
- ▶ Modes can be applied in multiple layers
 - block cipher based on permutation [Even Mansour 1991]
 - tweakable block cipher based on block cipher
- ▶ some examples follow



Block cipher based stream cipher: counter mode



Advantage in distinguishing from \mathcal{RO} : sum of two terms

- ▶ $2^{-(b+1)} M^2$
 - birthday bound: collision in M random values of b bits
 - proven part
- ▶ PRP bound of underlying block cipher
 - assumed or claimed part



Block cipher based AEAD: OCB

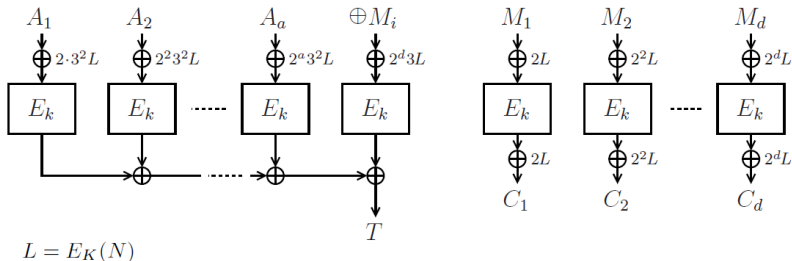
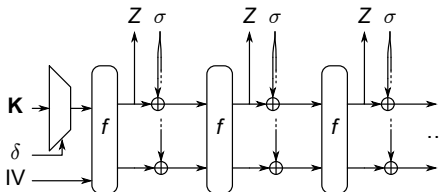


figure: thanks Bart Mennink

- ▶ Offset CodeBook [Rogaway et al. 2001]
- ▶ Adversary secrecy and forgery advantages: sum of two terms
 - proven term: birthday bound plus $2^{-t}q$
 - PRP bound of underlying block cipher
- ▶ Parallelizable, requires nonce, block encryption (but not wide)



Permutation-based PRF: keyed duplex

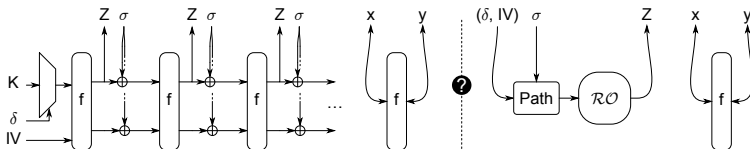


Work in progress

- ▶ Based on sponge/duplex with $|Z| = r = b - c$ but
 - full-state absorbing $|\sigma| = b$ [Mennink et al. 2015]
 - caller must provide input σ before getting output Z
 - multi-key built into model
- ▶ More than a PRF
 - $\forall i$: mapping of $(IV, \sigma_1, \sigma_2, \dots, \sigma_i)$ to Z_i is a PRF
- ▶ Can be used as stream cipher, MAC function, AE scheme, PRNG



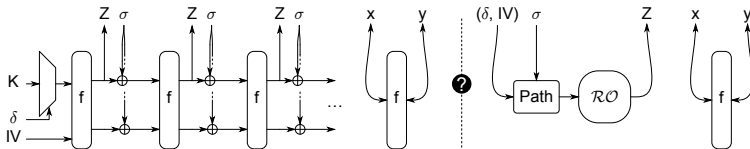
Generic security of keyed duplex: the setup



- Advantage of distinguishing from ideal function
 - \mathcal{RO} -based object with the same interface
 - additional query access to underlying permutation f
- but f cannot be a PRP



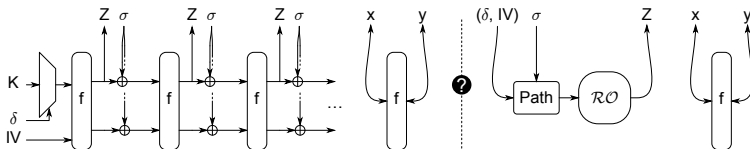
Security of keyed duplex: requirements for f



- ▶ f cannot be a PRP
 - as there is no dedicated key input
 - similar to defining distinguishing setup to hash functions
- ▶ Some requirements for f
 - given any set of N couples $\{(x_i, y_i)\}$, getting fresh (x, y) with $\Pr(\text{succ.}) > 1/(2^b - N)$ has about same cost as $f^{(-1)}(x)$
 - let κ be a string with last c bits unknown. Given M chosen values s_i , $t_i = \kappa + f(s_i + \kappa)$, finding κ in N queries has $\Pr(\text{succ.}) < NM2^{-c}$
 - very similar to those for block cipher with PRP ambition



Generic security of keyed duplex: the bound



$$\frac{\mu N}{2^k} + \frac{(L + 2\nu)N}{2^c} + \frac{L^2}{2^{c+1}} + \frac{M^2}{2^b}$$

► with

- N : # queries to f or f^{-1}
- M : # queries to keyed duplex or \mathcal{RO} -equivalent
- L : # queries to keyed duplex or \mathcal{RO} with repeated path
- $\mu = \max_{IV} \#$ init queries with different keys
- ν : chosen such that probability of ν -wise multi-collision in set of M r -bit values is negligible



Counter-like stream cipher with keyed duplex

- ▶ Only init calls with Z keystream block
- ▶ IV is nonce, so $L = 0$. We get:

$$\frac{\mu N}{2^k} + \frac{2\nu N}{2^c} + \frac{M^2}{2^b}$$

- ▶ If global nonce or single key $\mu = 1$
- ▶ ν : if $r > c$ this reduces to 2
- ▶ For s bits of security we can take $k = s + \epsilon_1$ and $c = s + \epsilon_2$



MAC with keyed duplex

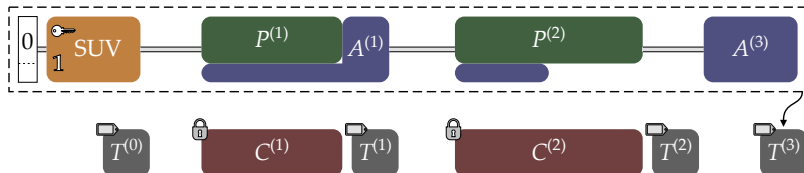
- ▶ Message padded and fed via IV and σ blocks
- ▶ t -bit tag, capacity is de facto $b - t$
- ▶ adversary chooses IV so
 - L can be as large as $M/2$
 - μ are total number of keys m

$$\frac{mN}{2^k} + \frac{MN}{2^{b-t+2}} + \frac{M^2}{2^{b-t+3}}$$

- ▶ Suggests a minimum width of the permutation: $b > s + t + \log_2(M)$
- ▶ E.g. $s = 128, t = 64, M \leq 2^{64}$ suggests $b \geq 256$



AE secure channel with keyed duplex: Motorist



[Keyak team 2015]

- ▶ Session: tag authenticates all **message history**
- ▶ Plaintext absorbed in outer part, AD in inner part also
- ▶ SUV = Secret and Unique Value $\rightarrow L = 0$
- ▶ Used in Keyak with $c = 256$ and $b = 1600$ or $b = 800$:

$$\frac{\mu N}{2^k} + \frac{N}{2^{255}}$$

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Example: Noekeon

How to build a cryptographic permutation?

- ▶ Two principles:
 - for f and g permutations, $g \circ f$ is a permutation
 - in general $g \circ f$ is more *complex* than f and g
- ▶ Iterated permutation: apply a simple **round function** repeatedly
- ▶ Let A_i be the addition of a constant, then:

$$f = A_r \circ R \circ A_{r-1} \circ R \dots A_1 \circ R \circ A_0$$

- ▶ Choose round function R and $\#$ rounds such that:
 - $f(a) + f(a + \Delta_a)$ hard to predict from Δ_a
 - low input-output correlation $C(u^T f(a), v^T a)$
 - f has high algebraic degree
 - f has no symmetry properties, ...



How to build a block cipher

- ▶ Key-alternating: apply a simple **round function** repeatedly
- ▶ Let K_i be the addition of a round key, then:

$$B[K] = K_r \circ R \circ K_{r-1} \circ R \dots K_1 \circ R \circ K_0$$

- ▶ Round keys K_i derived from K
 - mapping from K to array of K_i : *key expansion*
- ▶ Additional constraint: R shall have an efficient inverse
- ▶ Simpler method: Even-Mansour

$$B[K] = K \circ f \circ K$$

- ▶ Better: $K_i = K + A_i$ with A_i round constant



Building a round function: wide trail strategy

- ▶ Three layers, sharing the following desired properties
 - cheap to implement and secure against side channel attacks
 - simple, and with high amount of symmetry
- ▶ Strongly based on differential (DC) and linear cryptanalysis (LC)
- ▶ Non-linear layer
 - DC: max probability decrease with HW of input difference
 - LC: correlation decreases with HW of output parity
- ▶ Mixing layer (linear)
 - DC: difference propagation with low HW input AND output are rare
 - LC: correlations between low HW input AND output are rare
- ▶ Transposition (AKA dispersion) layer
 - moves *nearby* bits away from each other
 - nearness determined by other layers



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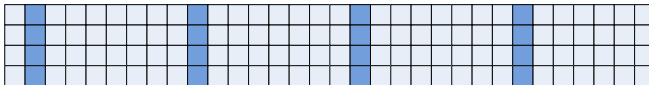
Noekeon [Daemen, Peeters, Rijmen and Van Assche, 2000]

- ▶ Block cipher
 - 128-bit blocks
 - 128-bit keys
 - security claim: PRP $2^{-128} \mu N$
- ▶ Pedigree
 - bit-slice cipher, similar to Serpent [Biham, Knudsen, Anderson, 1997]
 - descendent of 3-Way [Daemen 1993] and BaseKing [Daemen 1993]
- ▶ Design goals:
 - simplicity: interesting object for (crypt)analysis
 - lightweight: **hardened** low-cost implementations in HW and SW
 - LC/DC: proof no 12-round trails exist with ELP/EDP $> 2^{-144}$

See <http://gro.noekeon.org/>



The Noekeon state



- ▶ Two-dimensional $4 \times \ell$ array
 - 4 rows
 - ℓ columns
- ▶ Additional partitioning of the state: *slices*
 - $\ell/4$ slices
- ▶ $\ell = 32$

Round transformation

- ▶ γ : nonlinear layer
 - 4-bit S-box operating on columns
 - Involution
- ▶ θ : combines mixing layer and round key addition
 - Linear 16-bit mixing layer operating on slices
 - Involution
- ▶ π : dispersion between slices
 - Rotation of bits within ℓ -bit rows
 - Two instances that are each others inverse
- ▶ ι : round constant addition for asymmetry

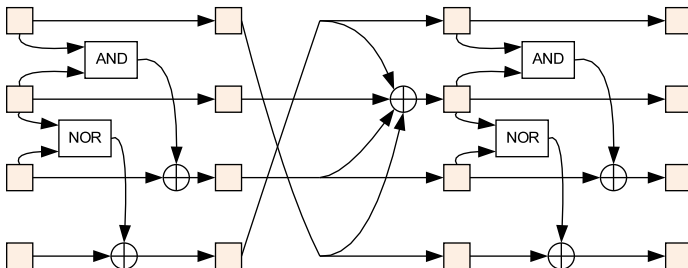


The round and its inverse

- ▶ Round: $\pi_2 \circ \gamma \circ \pi_1 \circ \theta[k]$
- ▶ Inverse round:
 - $\theta[k]^{-1} \circ \pi_1^{-1} \circ \gamma^{-1} \circ \pi_2^{-1}$
 - $\theta[k] \circ \pi_2 \circ \gamma \circ \pi_1$
- ▶ $\theta[k]$ as final transformation:
 - Regrouping: round of inverse cipher = cipher round
 - round constants prevent involution
- ▶ Noekeon: 16 rounds and a final transformation
 - Inverse cipher equal to cipher itself
 - Asymmetry provided by round constants only

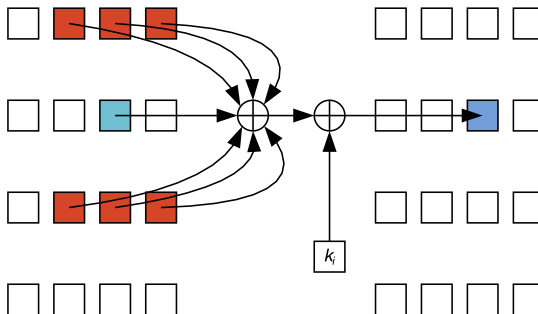


Nonlinear layer γ



- ▶ Two identical nonlinear steps with a linear step in between
- ▶ Simple algebraic expression

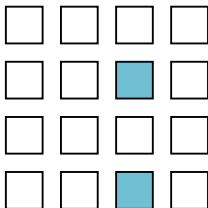
Mixing layer θ



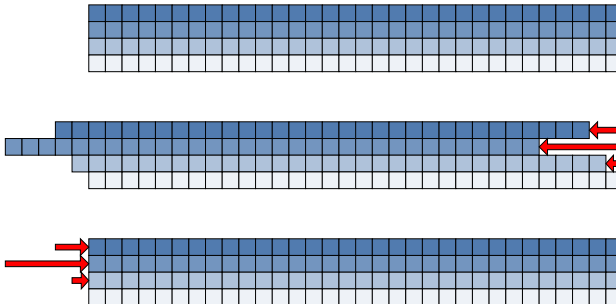
- ▶ High average diffusion
- ▶ Small number of operations thanks to symmetry

Mixing layer θ cont'd

- ▶ Branch number \mathcal{B} only 4 due to symmetry
- ▶ Invariant sparse states in **kernel**, e.g.:



Transposition steps π



- π_1 and π_2 are each others inverses

Lightweight aspect

- ▶ Hardware
 - # gates: [640 – 1050] XOR, 64 AND, 64 NOR, 128 MUX
 - Gate delay: 7 XOR, 1 AND, 1 MUX
 - Coprocessor architecture: speed/area trade-off
- ▶ Software: e.g. numbers for ARM7:
 - code size 332 bytes, 44.5 cycles/byte
 - code size 3688 bytes, 30 cycles/byte
 - RAM usage: everything in registers
- ▶ Cipher and inverse are equal: re-use of circuit and code



Currently we are here...

Security services

Stream encryption

Authentication and authenticated encryption

Building schemes with modes

Building the primitives

Example: Noekeon

Conclusions

- ▶ Modern symmetric cryptographic schemes
 - are built in a modular way
 - from (keyed) permutations as primitives
 - and modes making use of them
- ▶ Modes have certain provable security properties
- ▶ Primitives cannot be proven secure but there is hope
 - insight grows thanks to cryptologic activity
 - better and better designs

Thanks for your attention!

