

# Improved Rectangle Attacks on SKINNY and CRAFT

**Hosein Hadipour** Nasour Bagheri Ling Song

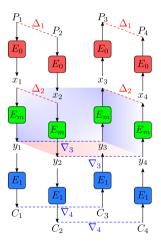
FSE 2022

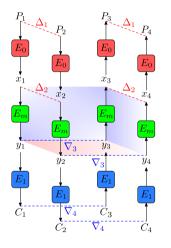
#### Outline

- 1 A Very Short Introduction to Sandwich Distinguishers
- 2 Our Method To Find Sandwich Distinguishers
- 3 Application to CRAFT
- 4 Application to SKINNY
- 5 Conclusion

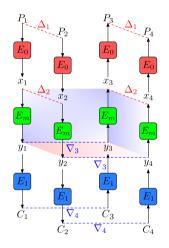
# Sandwich Distinguishers



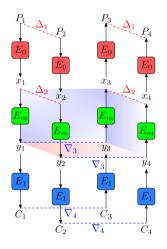




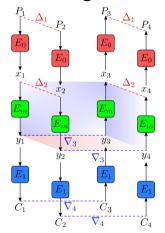
$$\Pr(\Delta_1 \xrightarrow{E_0} \Delta_2) = p;$$



$$\Pr(\Delta_1 \xrightarrow{E_0} \Delta_2) = p; \quad \Pr(\nabla_3 \xrightarrow{E_1} \nabla_4) = q$$



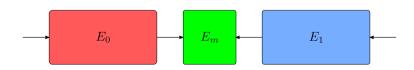
$$Pr(P_3 \oplus P_4 = \Delta_1) \approx p^2 \times r \times q^2$$



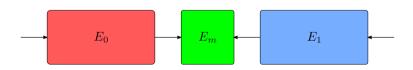
$$\Pr(P_3 \oplus P_4 = \Delta_1) \approx p^2 \times r \times q^2$$

$$r = r(\Delta_2, \nabla_3) = \Pr\{E_m^{-1}(E_m(x) \oplus \nabla_3) \oplus E_m^{-1}(E_m(x \oplus \Delta_2) \oplus \nabla_3) = \Delta_2\}$$

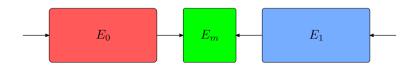
- $\bigcirc$  p is mostly determined by the number of active S-boxes in  $E_0$
- $\bigcirc$  q is mostly determined by the number of active S-boxes in  $E_1$
- $\odot$  r is mostly determined by the number of common active S-boxes in  $E_n$
- $\triangle$  Active S-boxes in  $E_0, E_1$  are more expensive than common active S-boxes in  $E_n$



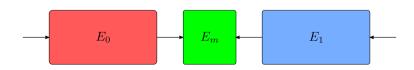
- $\bigcirc$  p is mostly determined by the number of active S-boxes in  $E_0$
- $oldsymbol{oldsymbol{arphi}}$  r is mostly determined by the number of common active S-boxes in  $E_n$
- $\triangle$  Active S-boxes in  $E_0$ ,  $E_1$  are more expensive than common active S-boxes in  $E_n$



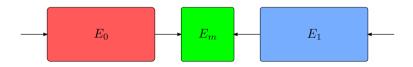
- $\Theta$  p is mostly determined by the number of active S-boxes in  $E_0$
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- $oldsymbol{oldsymbol{arphi}}$  r is mostly determined by the number of common active S-boxes in  $E_n$
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- $\odot$  p is mostly determined by the number of active S-boxes in  $E_0$
- $\Theta$  q is mostly determined by the number of active S-boxes in  $E_1$
- $\odot$  r is mostly determined by the number of common active S-boxes in  $E_m$
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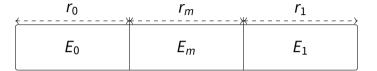
- Find the truncated upper and lower trails minimizing
  - number of active S-boxes in outer parts
  - and number of common active S-boxes in the middle part
- Instantiate the discovered truncated trails with concrete differential trails
- $\bigcirc$  Compute p, q and r to derive the entire probability, i.e.,  $p^2q^2r$

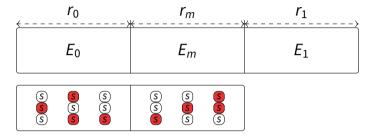
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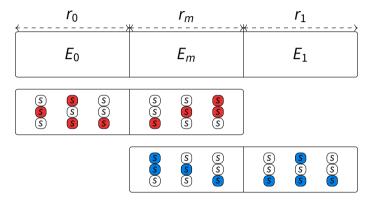
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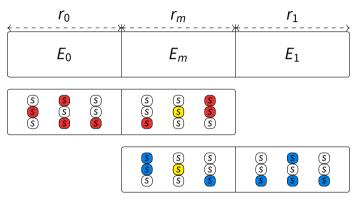
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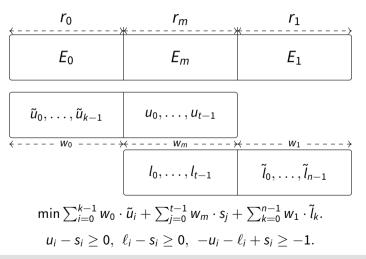




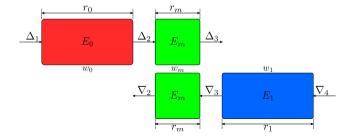




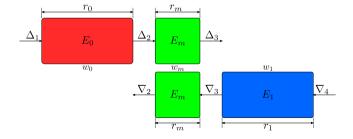
$$u_i - s_i \ge 0, \ \ell_i - s_i \ge 0, \ -u_i - \ell_i + s_i \ge -1$$



- We Instantiate the first and last parts with concrete bit-wise differentials
- $oldsymbol{A}$  Our distinguishers are not relied on differential characteristics for  $E_0, E_1, E_m$
- ⊙ To compute p, q and r we fix the differences at only four positions



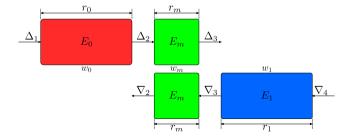
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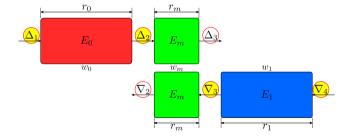
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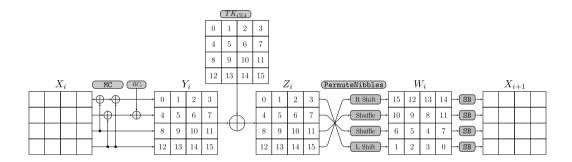
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## Application to CRAFT



#### CRAFT [Bei+19]



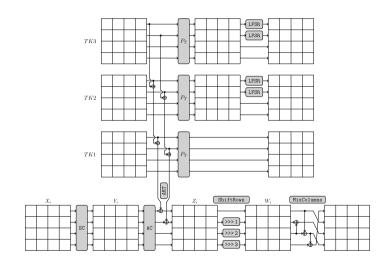
#### Summary of Our Distinguishers for CRAFT

Distinguisher Type	# Rounds	Probability	Reference	
ST-Differential	9	2-40.20		
	10	$2^{-44.89}$		
	11	$2^{-49.79}$	[11-4:10]	
	12	$2^{-54.48}$	[Had+19]	
	13	$2^{-59.13}$		
	14	$2^{-63.80}$		
ST-Boomerang	6	1		
	7	<b>2</b> -4		
	8	$2^{-8}$		
	9	2 <sup>-14.76</sup>	This Dance	
	10	<b>2</b> <sup>-19.83</sup>	This Paper	
	11	<b>2</b> <sup>-24.90</sup>		
	12	2 <sup>-34.89</sup>		
	13	2-44.89		
	14	$2^{-55.85}$		

# **Application to SKINNY**



#### SKINNY [Bei+16]



#### Summary of Our Distinguishers for SKINNY

			Probability		
Version	n	#Rounds	Our Distinguisher	[SQH19]	
SKINNY-n-2n	64	17	<b>2</b> <sup>-26.54</sup> (II)	$2^{-29.78}$	
		18	2 <sup>-37.90</sup> (II)	$2^{-45.14}$	
		19	<b>2</b> <sup>-51.08</sup> (II)	$2^{-65.62}$	
	128	18	2 <sup>-40.77</sup> (II)	$2^{-77.83}$	
		19	2 <sup>-58.33</sup> (II)	$2^{-97.53}$	
		20	<b>2</b> <sup>-85.31</sup> (I)	$2^{-128.65}$	
		21	2 <sup>-114.07</sup> (II)	$2^{-171.77}$	
SKINNY-n-3n	64	22	<b>2</b> <sup>-38.84</sup> (I)	$2^{-42.98}$	
		23	<b>2</b> <sup>-52.84</sup> (I)	$2^{-67.36}$	
	128	22	<b>2</b> <sup>-40.57</sup> (I)	$2^{-48.30}$	
		23	2 <sup>-56.47</sup> (I)	$2^{-75.86}$	
		24	<b>2</b> <sup>-87.39</sup> (I)	$2^{-107.86}$	
		25	<b>2</b> <sup>-116.59</sup> (I)	$2^{-141.66}$	

## Summary of Our Key Recovery Attacks

Scheme	#rounds	Data	Memory	Time	Attack	$P_{s}$	Reference
SKINNY-64-128	23/36	2 <sup>60.54</sup>	2 <sup>60.9</sup>	2 <sup>120.7</sup>	Rectangle	0.977	This paper
SKINNY-64-192	29/40	2 <sup>61.42</sup>	2 <sup>80</sup>	2 <sup>178</sup>	Rectangle	0.977	This paper
SKINNY-128-256	24/48	$2^{125.21}$	$2^{125.54}$	2 <sup>209.85</sup>	Rectangle	0.977	This paper
SKINNY-128-384	30/56	2 <sup>125.29</sup>	$2^{125.8}$	2 <sup>361.68</sup>	Rectangle	0.977	This paper
CRAFT	18/32	2 <sup>60.92</sup>	2 <sup>84</sup>	2 <sup>101.7</sup>	Rectangle	0.977	This paper
SKINNY-64-128	23/36	2 <sup>62.47</sup>	2 <sup>124</sup>	2 <sup>125.91</sup>	Impossible	1	[LGS17]
SKINNY-64-192	27/40	2 <sup>63.5</sup>	2 <sup>80</sup>	2 <sup>165.5</sup>	Rectangle	0.916	[LGS17]
SKINNY-128-256	23/48	2124.47	2 <sup>248</sup>	2 <sup>251.47</sup>	Impossible	1	[LGS17]
SKINNY-128-384	28/56	2 <sup>122</sup>	2122.32	2 <sup>315.25</sup>	Rectangle	0.8315	[Zha+20]

## Conclusion



#### **Our Main Contributions**

- ❷ We introduced a heuristic method to search for sandwich distinguishers
- We introduced new tools in BCT framework (DBCT, ...)
- ❷ We significantly improved the rectangle attacks on SKINNY and CRAFT

Thanks for your attention!

https://github.com/hadipourh/Boomerang

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