```
1 # -*- coding: utf-8 -*-
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25 #
26
27 header ='''
28 /*
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49
   * THE SOFTWARE.
50
   * /
51
52 #ifndef __TABLES__H
53 #define __TABLES__H
54
55
   /* The MDS Matrix */
56
   uint8 t mds[4][4]=
57
58
       \{0x01, 0xef, 0x5b, 0x5b\},\
      {0x5b, 0xef, 0xef, 0x01},
{0xef, 0x5b, 0x01, 0xef},
{0xef, 0x01, 0xef, 0x5b}
59
60
61
62
   } ;
63
64
65 * The Permutations q0 and q1 The permutations q0 and q1 are \square xed permutations
66 \,^{\star} 8-bit values. They are constructed from four di\squareerent 4-bit permutations
   each.
```

```
^{*} We ha ve in vestigated the resulting 8-bit permutations, q0 and q1,
    extensively,
   * and believe them to be at least no weaker than randomly selected 8-bit
    permutations.
 70
    111
 71
 72
 73 upper body = '''
 74 \text{ uint8\_t } q[2][256] =
 75 {
        /* q0 */
 76
 77
 78
 79 lower body = '''
       /* q1 */
 81
 82 '''
 83
 84 footer = '''
 85 };
 86
 87 #endif
 88 '''
 89
 90 path = "./include/tables.h"
 92 # s-box 1
 93 q0 = [
 94
        [0x8,0x1,0x7,0xD,0x6,0xF,0x3,0x2,0x0,0xB,0x5,0x9,0xE,0xC,0xA,0x4],
 9.5
        [0xE, 0xC, 0xB, 0x8, 0x1, 0x2, 0x3, 0x5, 0xF, 0x4, 0xA, 0x6, 0x7, 0x0, 0x9, 0xD],
        [0xB, 0xA, 0x5, 0xE, 0x6, 0xD, 0x9, 0x0, 0xC, 0x8, 0xF, 0x3, 0x2, 0x4, 0x7, 0x1],
 97
        [0xD, 0x7, 0xF, 0x4, 0x1, 0x2, 0x6, 0xE, 0x9, 0xB, 0x3, 0x0, 0x8, 0x5, 0xC, 0xA]
 98 ]
 99
100 # s-box 2
101 q1 = [
        [0x2,0x8,0xB,0xD,0xF,0x7,0x6,0xE,0x3,0x1,0x9,0x4,0x0,0xA,0xC,0x5],
102
103
        [0x1,0xE,0x2,0xB,0x4,0xC,0x3,0x7,0x6,0xD,0xA,0x5,0xF,0x9,0x0,0x8],
104
        [0x4,0xC,0x7,0x5,0x1,0x6,0x9,0xA,0x0,0xE,0xD,0x8,0x2,0xB,0x3,0xF],
105
        [0xB, 0x9, 0x5, 0x1, 0xC, 0x3, 0xD, 0xE, 0x6, 0x4, 0x7, 0xF, 0x2, 0x0, 0x8, 0xA]
106]
107
108 # Rotate a 4-bit nibble
109 def ror(a,b):
110
        return (((a>>b) \&0xf) | ((a<<(4-b)) \&0xf))
111
112 # Left-shift a 4-bit nibble
113 def lsh(a,b):
114
       return ((a<<b)&0xf)
115
116 # Derives a and b from previous paramters
117 def h(a,b):
118
        a1 = a^b
119
        b1 = a^ror(b, 1)^lsh(a, 3)
120
        return (a1,b1)
121
122 # Generate permutation value
123 def permute(q,x):
124
125
        The permutations q0 and q1 are fixed permutations on 8-bit values.
126
        They are constructed from four different 4-bit permutations each.
127
        For the input value x, we define the corresponding output value y.
128
129
        a0,b0 = ((x>>4)&0xf),(x&0xf)
130
        a1,b1 = h(a0,b0)
        a2,b2 = q[0][a1],q[1][b1]
131
132
        a3,b3 = h(a2,b2)
133
        a4,b4 = q[2][a3],q[3][b3]
        return ((b4<<4|a4)&0xff)
134
```

```
135
136 def write_body(q,t):
137
      for x in range (255):
         y = permute(q, x)
138
139
          if x%16 == 0:
             t.write("\n\t\t0x%x," % y)
140
141
          else:
142
             t.write("0x%x," % y)
       t.write("0x%x" % permute(q,255))
143
144
      pass
145
150
      write\_body(q0,t)
      t.write('''\n\t},''')
151
152
      t.write(lower_body)
153
       write_body(q1,t)
       t.write('''\n\t}''')
154
      t.write(footer)
155
156
      t.close()
157
      pass
158
159
```