

Analysis

Project Idea:

The idea for my project, is to have a program that acts as a vault for important files. It will encrypt files given, and store them in a specified location. Once they are encrypted, they will only be accessible from within the program, and will only be accessible within the program if you know the encryption key (passphrase) that you set when creating the “vault”.

Within the vault, you should be able to easily organise your files, add more to the vault, and remove (decrypt) files from the vault to any location (if possible).

My program would be useful for teachers, as they have to keep documents on student's grades, and any other student details secure. Since this is my use case, I will have to thoroughly test the security and practicality of my program to make sure teachers want to use it, and trust the program with these files. Also, I will add an optional mobile app that the user can download, which lets them connect to the program via Bluetooth to unlock the vault. This is would be useful if you are a teacher, as if you leave the room with your phone in your pocket, and it is connected to the vault, if you have forgotten to lock the vault then a student might try to browse through it while you are gone, but with the app, as soon as you disconnect the Bluetooth connection it locks the vault, so if you forgot to close it then it closes itself.

The program needs to work on both Windows, Linux and MacOS, as then teachers/users have more flexibility with what operating systems they can use it on, so they can easily go from machine to machine and carry their vault with them (on a USB stick for example), and they know that they can reliably use the program on most machines.

The user experience has to be pretty good. Good design practice will have to be used when making the GUI (e.g not putting the delete button next to the decrypt button), as I want my program to be easy to use by a wide range of people, so that even people who are not so good with computers can easily use the program. The way the user is directed around the program has to be logical as to not confuse the user, and adding a panic button to take you back to the main screen may be a good idea.

Client:

An example client for my project could be a teacher/school, as they have to keep files about students secure. For example, pupil details, exam results and other important student details. My program aims to help the teacher/school keep the pupil's files safe, and prevent the files from being accessed if their device is stolen. It will encrypt files given to the program, and be secured by a pin code that is transferred over Bluetooth to the computer from a mobile device. Once the mobile device is unpaired from the computer, the app will lock again. This will prevent someone from having access to the files if the computer is unlocked and is stolen, as the mobile device will go out of range of the computer, so the computer will lock.

I sent a questionnaire to a member of the IT office at my school to ask what regulations there were about keeping a teacher's files safe, and what encryption they would suggest for keeping the files secure.

Hi Josh,

What encryption should I use when encrypting the user's files? [The bare minimum would be 128 bit AES, though 256 bit is recommended.](#)

Are there any standards or laws about what encryption method I should be using for files such as a teacher's student files (one of the clients for this program)? [Data protection laws. The current UK Law is the Data Protection Act 1998. Though as of 25th May, the law will be General Data Protection Regulations \(EU Law regarding all EU Citizens\). This is a very complicated law, that is causing headaches for businesses worldwide. I've attached some links you might find useful regarding GDPR towards the end of this email.](#)

Hope this helps!

Many thanks Mr ____

<https://www.eugdpr.org/>

<https://itpeernetwork.intel.com/gdpr-opportunity-rethink-security/>

<https://ico.org.uk/for-organisations/guide-to-the-general-data-protection-regulation-gdpr/>

https://media.datalocker.com/marketing/GDPR_infographic_2017.pdf

<https://www.kingston.com/en/usb/resources/eu-gdpr>

I will be using this information as guidance for what I have to take into consideration. I will keep in mind the data protection laws when I am storing the user's files, and make sure I am within the regulations.

The EU General Data Protection Regulations consist of (As of 25/05/18):

Breach Notification:

If a data breach has been found and it might "result in a risk for the rights and freedoms of individuals", then the person that the data belongs to has to be notified within 72 hours.

Right to Access:

The person who's data it is can at any point ask for confirmation as to whether or not data concerning them is being processed, where it is being processed if it is and for what purpose.

Right to be Forgotten:

The data subject can ask for their data to be erased, and stop the processing of their data. This will be done depending on whether there is public interest in their data (e.g if a politician says something stupid then they can't ask Google to delete it just because it makes them look bad), and if the data is no longer relevant (e.g your cookies from last week that were used for targeted ads).

Data Portability:

The data subject should be allowed to ask to receive the data, and they should also be able to change which company is controlling their data.

Privacy by Design:

Tells the controllers of the data to only use the data absolutely necessary for the purposes they need it for. For example, an advertisement company might use your cookies to target ads to you, however they can't then use your location unless they are also using that to target ads. Basically don't take more than you need.

For my project, as the user is the data controller, then they already have the right to access, the right to be forgotten and data portability. For the breach notification, they will probably know it has happened as someone needs to have physical access to where the data is stored to breach it. However, with privacy by design, I will not be using any of the user's data for advertising, or any other agenda. I will make this clear to the user when they first use the program. Also the security will be

Another issue could be that if a file is deleted, the contents of the file might still remain. To fully remove the file I may have to use a one way function that ruins the data before deletion so that it cannot be accessed after it is deleted.

Research:

Bluetooth:

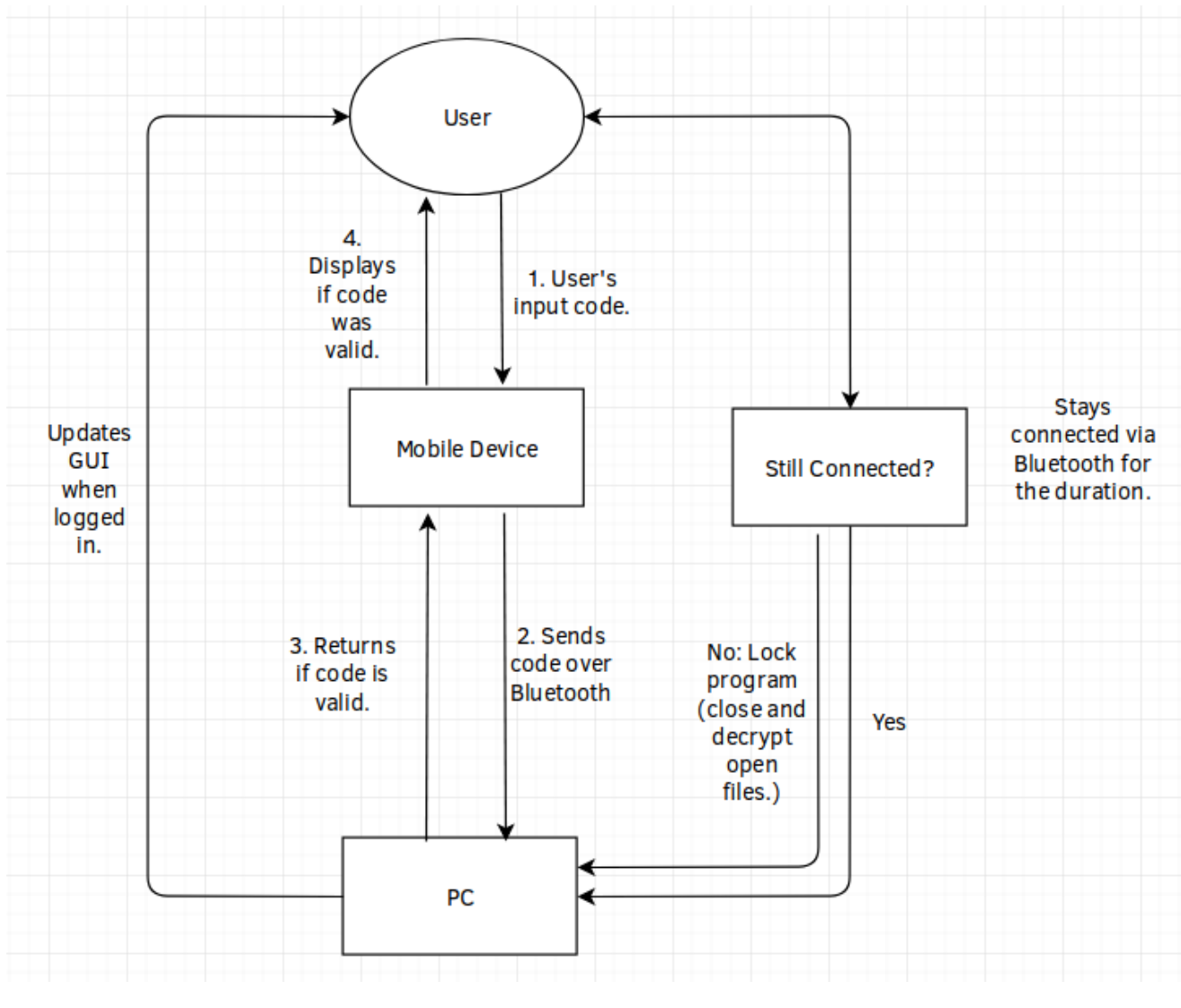
For the file store to be unlocked, I need to send the passcode to the computer via a Bluetooth connection.

For the computer and android device to connect to each other, one device has to be assigned as the server, so it makes sense to me to use the computer as the server, as it will be running for the entire duration that the user wants to use the program.

For the mobile app, I will be using Processing, a java IDE, to program the app. I will be using the android.bluetooth library that is included in the android SDK to transmit the data via Bluetooth. I will have to use android permissions to enable Bluetooth for use, and for this I will need to use other classes from the SDK.

For the Bluetooth server (on the pc), I will be using Python to receive the pin from the mobile device using PyBluez, check the sent pin, and send a message back saying if the code was valid or not. If the code is not valid, a message will be displayed on the computer that the code is invalid, and the code on the screen of the phone will be erased.

Here is a flow diagram for what Bluetooth will be like:



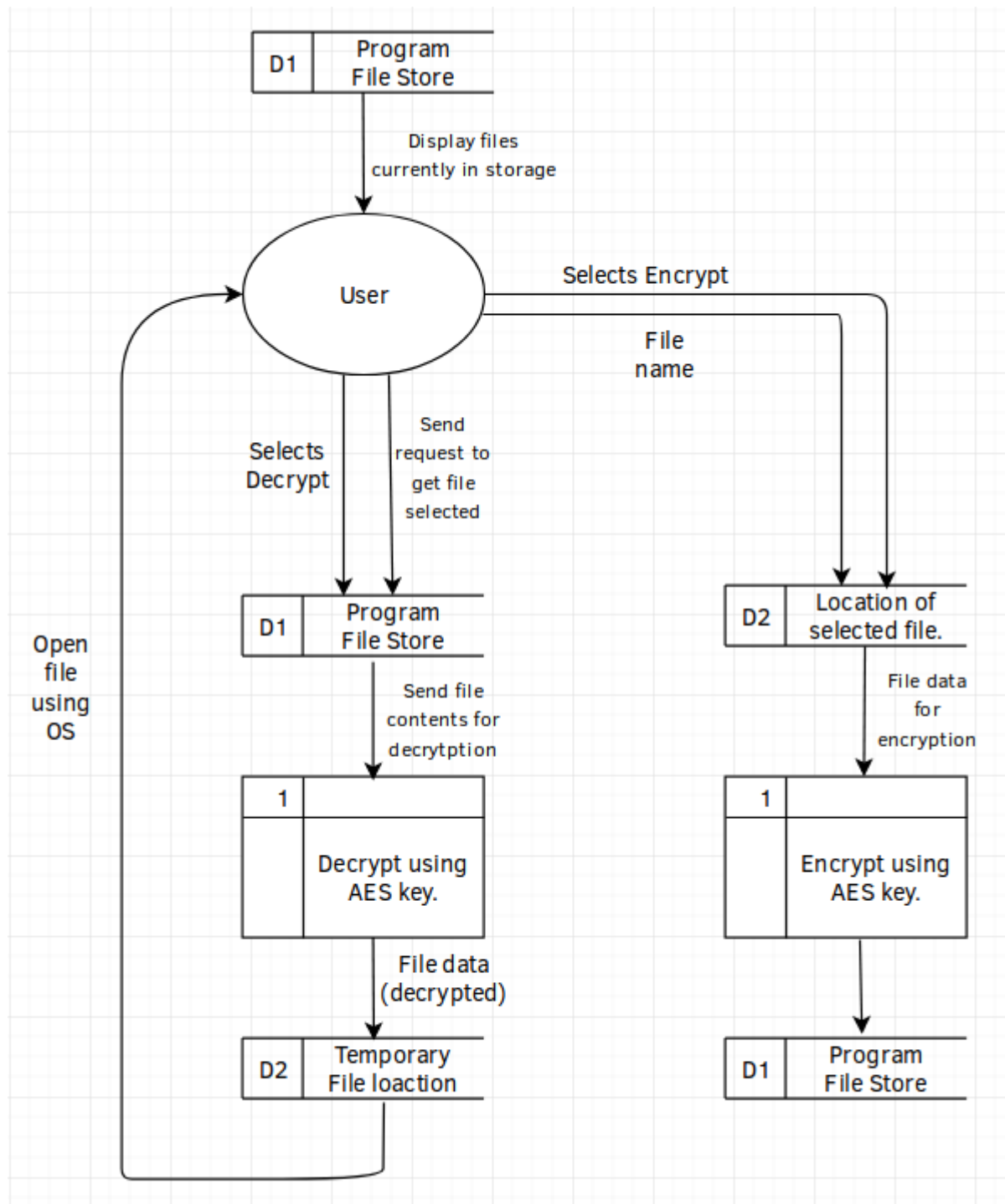
File Storage:

For storing the files, I will storing the encrypted files in it's own directory. The directory will be managed using a tree structure, where the root folder contains folders for each file, with the name of every folder and file being encrypted, as otherwise anyone can see the name of your file.

The encryption method I will use AES 128 bit, as it will slightly compromise security over using 256 bit, however it will be faster to decrypt files for use, giving the user a better experience, however I might add an option to use 256 in the settings if the user needs more security over performance. For the encryption key, the key will be set up every time a new vault is created (this includes first starting the program). It will tell the user to enter the new key, and then from that moment forwards in that vault, that key will remain the same, and will be used every time a file is encrypted/decrypted in the vault.

The key will have to be hashed if I send it over Bluetooth, as it may get intercepted, and it is also a good idea to hash it on the computer program as well, as if someone somehow manages to get the key, it will not be the user's original input, so if the user uses it for something else, their other accounts will be fine.

Here is a data flow diagram showing how the data is handled:



AES:

History:

In 1997, the encryption standard at the time, DES, was becoming obsolete due to the advancements in the computer industry. This resulted in the National Institute of Standards and Technology in the United States to call for a new advanced encryption standard (AES).

They held a competition that consisted of 15 different algorithms that had been submitted by different teams. The algorithm that won was an algorithm called Rijndael, an algorithm created by two Belgian cryptographers – Vincent Rijmen and Joan Daemen.

One of the reasons AES has been more successful than DES so far is that AES was thoroughly tested by members of the public during the competition, analysing every aspect of the algorithms to find a way to break them. On the other hand, DES was created in secrecy by IBM in the 70s, and the algorithm was only released a few years later.

This open-source approach ended up helping the new Advanced Encryption Standard, as the program could be heavily analysed by people all across the globe.

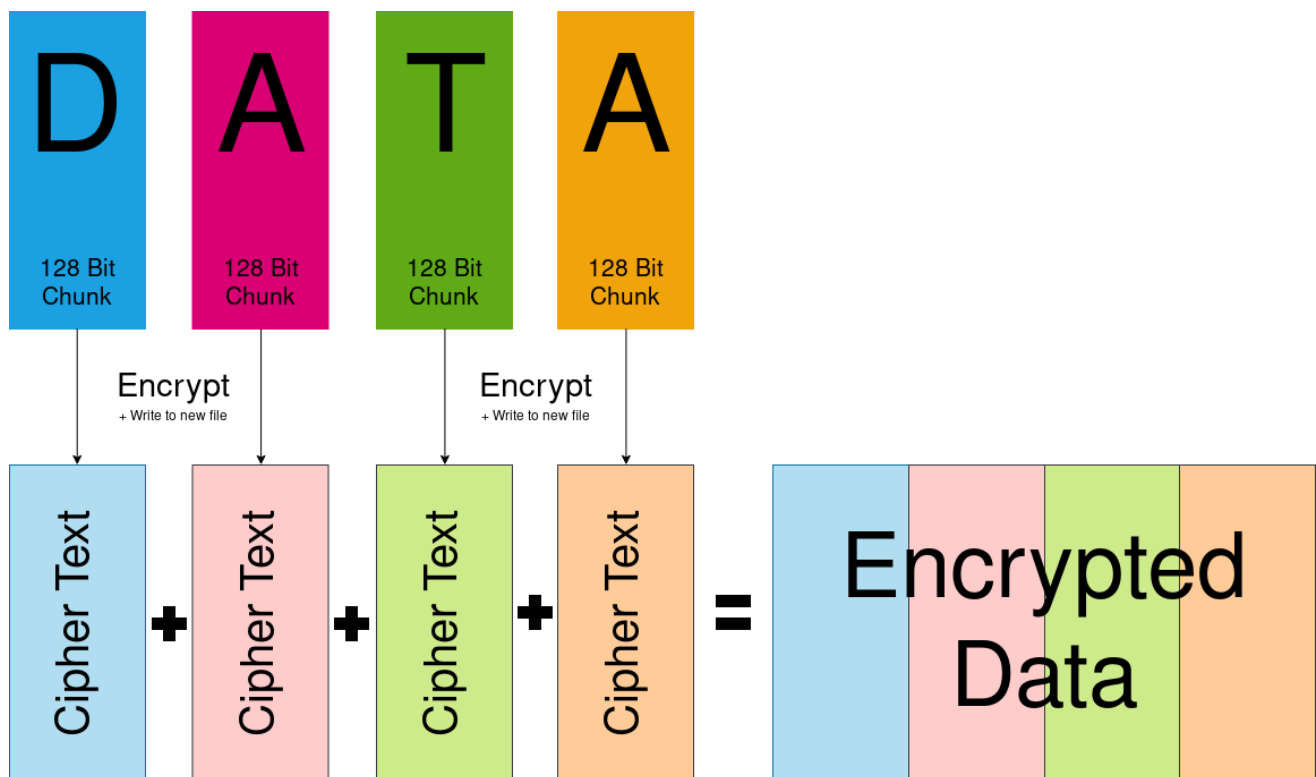
The Algorithm (128 bit AES):

How the data is handled:

AES works by using a block cipher, so it splits the data given into 128 bit, 192 bit or 256 bit chunks depending on what AES you choose (128, 192 or 256). You then use the algorithm on each block to get the cipher text, then you write it to the new file, and move onto the next block.

AES is a symmetric cipher, so only one key is needed to both encrypt and decrypt the data.

Here is an example for 128 bit AES encryption:



Decryption works exactly the same, however the cipher text is split up and decrypted.

Each 128 bit "block" of data can also be called a "state".

Before the operation starts:

First, the data has to be a multiple of 16 in length. If it isn't then more bytes need to be added to the end such that the data is 16 bytes in length (padding).

However, the padding cannot just be 0's at the end, as when we decrypt the block, we have no way of distinguishing these 0's from the rest of the data, or know if they are supposed to be there. To get around this, when we add the padding, we give each byte the value of how many more bytes we need to add to get the length of the block to 16 bytes. This sounds confusing, but here is an example:

Say we had a block that was = **[1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13]**

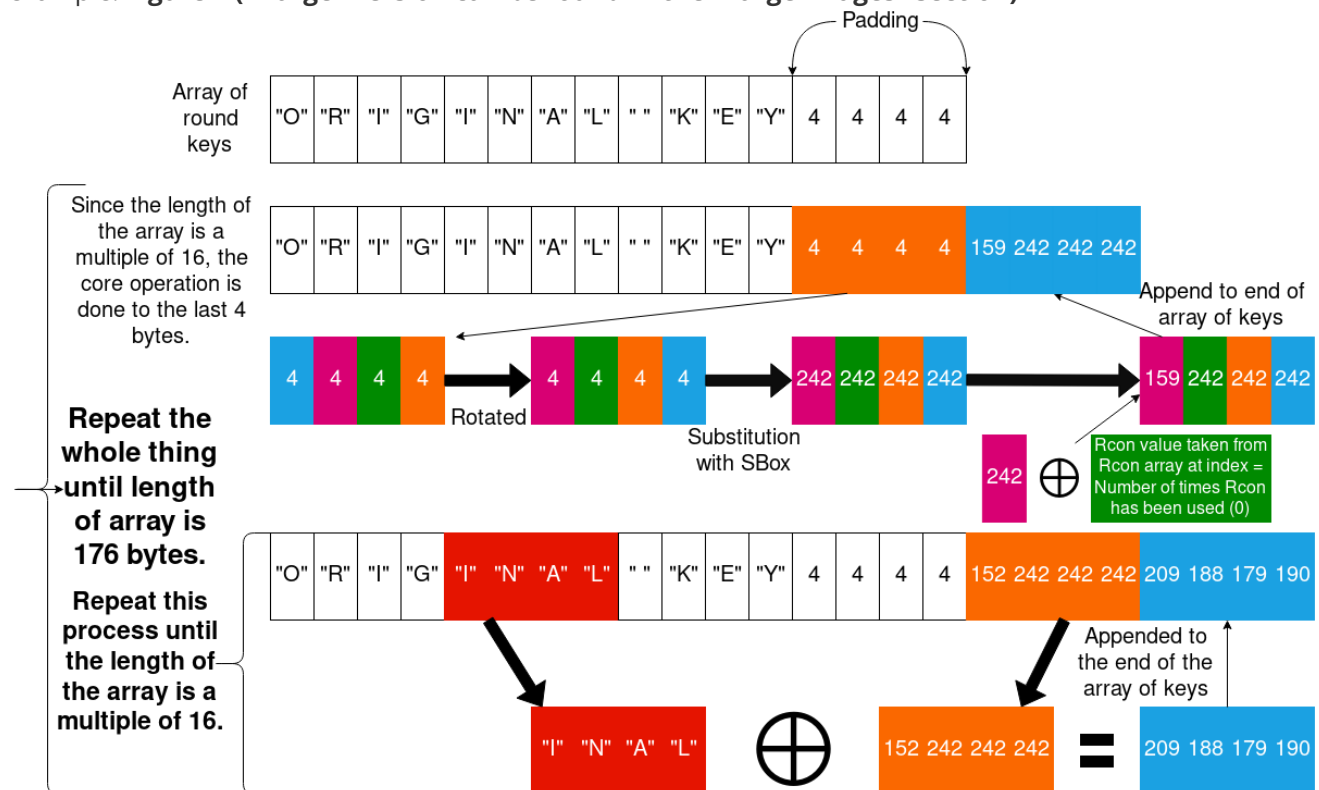
This block is not 16 bytes in length. To pad this block, we need to add 3 lots of the number 3 to the end (since $16 - \text{length of the block} = 3$). The new block would look like this:

[1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 3, 3, 3]

When we go to decrypt this block, we check to see if the value of the last byte in the block is lower than 16, and that if the number occurs the same number of times as the value, then we remove these bytes.

For each round of the encryption, a different key has to be used. To make the cipher decipherable, these keys have to be derived from the original key given. For 128 bit AES (the main one I will be using in the program), the 16 byte key has to be transformed into a 176 byte list of 16 byte keys (11 keys in total, one for every round).

The first 16 bytes are the key, and then from there, the algorithm is started. Here is the algorithm with example: **Figure 1 (A larger version can be found in the "Large Images" section)**



The array of round keys starts off the exact same as the original key. Then if the length of the round key array is a multiple of 16 (which it is), the last 4 bytes of the previous round key (in this case the last 4 bytes of the original key) is:

1. Rotated (The first element of the 4 bytes is put at the end).
2. Substituted (Using the Rijndael Substitution-Box found at: https://en.wikipedia.org/wiki/Rijndael_S-box).

3. First byte of the 4 is XOR-ed with it's corresponding Round Constant (depending on the round number the key will be used in).
4. The result is appended to the array of round keys.

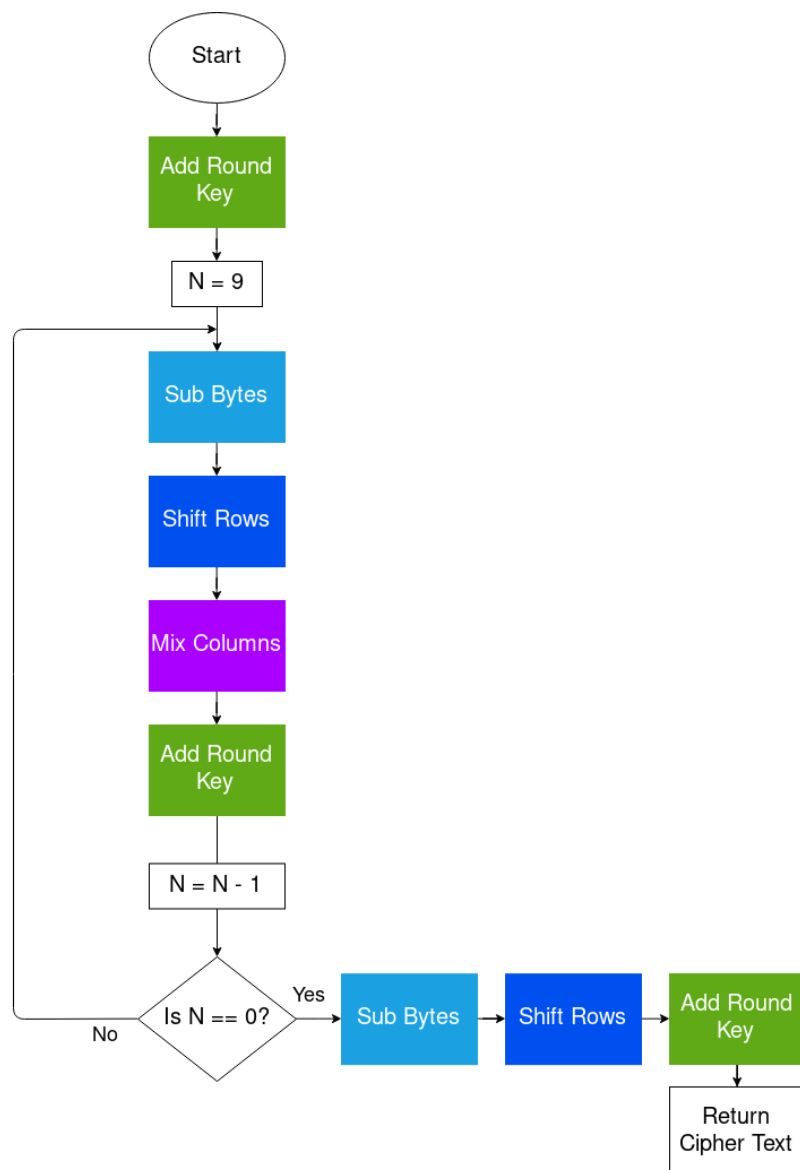
If the length of the round key array is not a multiple of 16, then the last 4 bytes in the array are XOR-ed with 4 bytes of the array that are 16 bytes before hand (shown in **Figure 1**).

This process is repeated until the length of the round key array is 176 bytes, then we will have one 16 byte key for each of the 11 rounds.

And that's all of the preparations done.

The operation:

Here is a diagram of the operation (I will explain each step in detail below):



In total there are 11 rounds (9 regular rounds). For each round, the corresponding round key (that we calculated beforehand) is used in the operation.

The 16 bytes in the state can be represented in a 4x4 grid, to make it easier to visualise what is happening at each stage:

0	4	8	12
1	5	9	13
2	6	10	14
3	7	11	15

Add Round Key:

The Add Round Key step is literally just XOR-ing each byte in the current block of 16 bytes, with each byte in the 16 byte round key, and returning the state.

Sub Bytes:

Sub bytes substitutes each byte in the state with it's corresponding value in the Rijndael substitution box:

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	63	7C	77	7B	F2	6B	6F	C5	30	01	67	2B	FE	D7	AB	76
1	CA	82	C9	7D	FA	59	47	F0	AD	D4	A2	AF	9C	A4	72	C0
2	B7	FD	93	26	36	3F	F7	CC	34	A5	E5	F1	71	D8	31	15
3	04	C7	23	C3	18	96	05	9A	07	12	80	E2	EB	27	B2	75
4	09	83	2C	1A	1B	6E	5A	A0	52	3B	D6	B3	29	E3	2F	84
5	53	D1	00	ED	20	FC	B1	5B	6A	CB	BE	39	4A	4C	58	CF
6	D0	EF	AA	FB	43	4D	33	85	45	F9	02	7F	50	3C	9F	A8
7	51	A3	40	8F	92	9D	38	F5	BC	B6	DA	21	10	FF	F3	D2
8	CD	0C	13	EC	5F	97	44	17	C4	A7	7E	3D	64	5D	19	73
9	60	81	4F	DC	22	2A	90	88	46	EE	B8	14	DE	5E	0B	DB
A	E0	32	3A	0A	49	06	24	5C	C2	D3	AC	62	91	95	E4	79
B	E7	C8	37	6D	8D	D5	4E	A9	6C	56	F4	EA	65	7A	AE	08
C	BA	78	25	2E	1C	A6	B4	C6	E8	DD	74	1F	4B	BD	8B	8A
D	70	3E	B5	66	48	03	F6	0E	61	35	57	B9	86	C1	1D	9E
E	E1	F8	98	11	69	D9	8E	94	9B	1E	87	E9	CE	55	28	DF
F	8C	A1	89	0D	BF	E6	42	68	41	99	2D	0F	B0	54	BB	16

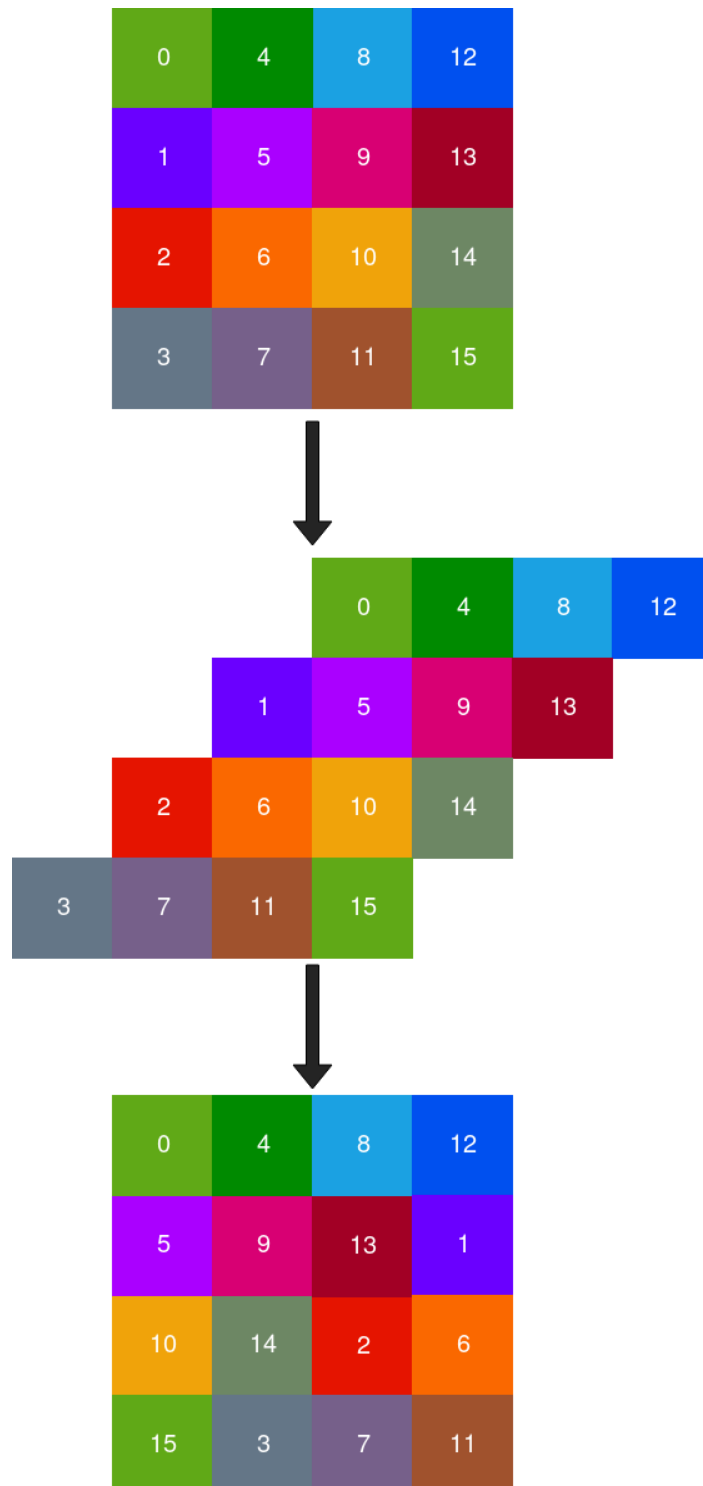
When using the sub-box, you have to think of each byte as hexadecimal (0xYZ). Each row of the sub box is the value of the Y value (16s) in the hexadecimal representation of the byte. Each column of the sub box is the value of the Z value (1s) in the hexadecimal representation of the byte.

For example, if I had the hex `0x1A`, it would be substituted by the value: `0xA2`, as it is row "1", column "A".

Shift Rows:

Shift Rows shifts the rows (really?) left depending on the row number.

For example, the first row is shifted left by 0, second row shifted by 1 and so on:



Mix Columns:

Mix columns is the most confusing step of AES, so I will try to break it down into small pieces.

The mix columns calculation is this:

$$\begin{bmatrix} r_0 \\ r_1 \\ r_2 \\ r_3 \end{bmatrix} = \begin{bmatrix} 2 & 3 & 1 & 1 \\ 1 & 2 & 3 & 1 \\ 1 & 1 & 2 & 3 \\ 3 & 1 & 1 & 2 \end{bmatrix} \begin{bmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \end{bmatrix}$$

Where r_0 to r_3 is the result of the operation, and a_0 to a_3 is the 4 bytes that make up the input column.

This is matrix multiplication, but we need to do dot product multiplication. This is where we multiply each corresponding element in each row of the pre-defined matrix (the one with numbers already in it), with the corresponding element in a_0 to a_3 , and then adds them up MOD2 (so that it is still 1 byte).

One way to represent this is like this:

$$\begin{aligned} r_0 &= (2 \times a_0) \oplus (3 \times a_1) \oplus (1 \times a_2) \oplus (1 \times a_3) \\ r_1 &= (1 \times a_0) \oplus (2 \times a_1) \oplus (3 \times a_2) \oplus (1 \times a_3) \\ r_2 &= (1 \times a_0) \oplus (1 \times a_1) \oplus (2 \times a_2) \oplus (3 \times a_3) \\ r_3 &= (3 \times a_0) \oplus (1 \times a_1) \oplus (1 \times a_2) \oplus (2 \times a_3) \end{aligned}$$

To dot product two binary numbers, they need to be represented using a Galois field.

A number can be represented by using a Galois field. A Galois field is just a way to represent a number as a polynomial, e.g $5x^2 + 2x + 3$, where x^2 is 10^2 , so the number of 100s in the number (for decimal), while x is the number of tens. In this case, this Galois field would represent the number 523, as there are 5 hundreds, 2 tens and 3 ones.

For example, if we wanted to represent the decimal number: 25301 as a Galois field, it would be:

$$2x^4 + 5x^3 + 3x^2 + 1$$

Note that the 0 in 25301 is not included, as $0x = 0$.

To represent a binary number, the same logic applies. For example, to represent the binary number 10011011 as a Galois field, it would be:

$$x^7 + x^4 + x^3 + x^1 + 1$$

To get back to decimal, we can replace the x with the number 2, as binary is base 2:

$$2^7 + 2^4 + 2^3 + 2^1 + 1 = 155 = 10011011$$

The dot product of two Galois fields is like expanding brackets: $(x + 2)(x + 3) = x^2 + 5x + 6$, which is $(x \times x) + (2 \times x) + (x \times 3) + (3 \times 2)$, so we just multiply each item in each bracket together.

Now I will do an example of doing one result (r_0) of mix columns.

Lets use these values of a_0 to a_3 for the example:

$$\begin{bmatrix} 2 & 3 & 1 & 1 \\ 1 & 2 & 3 & 1 \\ 1 & 1 & 2 & 3 \\ 3 & 1 & 1 & 2 \end{bmatrix} \begin{bmatrix} d4 \\ d4 \\ d4 \\ d5 \end{bmatrix}$$

To get r_0 I have to do:

$$r_0 = (2 \times a_0) \oplus (3 \times a_1) \oplus (1 \times a_2) \oplus (1 \times a_3)$$

which is:

$$r_0 = (2 * d4) \oplus (3 * d4) \oplus (1 * d4) \oplus (1 * d5)$$

in this example.

I am using $d4, d4, d4, d5$ as test values as they are test vectors used on this page: https://en.wikipedia.org/wiki/Rijndael_MixColumns, to check that we get the right answer.

Now I need to convert the hex values $d4$ and $d5$ to binary:

$d4$ in binary is 11010100

$d5$ in binary is 11010101

Now i need to convert both of these into Galois fields:

$$\begin{aligned} 11010100 &= x^7 + x^6 + x^4 + x^2 \\ 11010101 &= x^7 + x^6 + x^4 + x^2 + 1 \end{aligned}$$

Then I need to multiply them all by their corresponding value in the pre-defined table expressed as a Galois field (e.g. $2 \equiv x$):

$$\begin{aligned} (x^7 + x^6 + x^4 + x^2)(x) &= x^8 + x^7 + x^5 + x^3 \\ (x^7 + x^6 + x^4 + x^2)(x + 1) &= x^8 + x^7 + x^7 + x^6 + x^5 + x^4 + x^3 + x^2 \\ &= x^8 + 2x^7 + x^6 + x^5 + x^4 + x^3 + x^2 \\ (x^7 + x^6 + x^4 + x^2)(1) &= x^7 + x^6 + x^4 + x^2 \\ (x^7 + x^6 + x^4 + x^2 + 1)(1) &= x^7 + x^6 + x^4 + x^2 + 1 \end{aligned}$$

But hang on a second, the answer to $d4 * 3$ and $d4 * 2$ both have a x^8 term, which means it's bigger than 255 (since $2^8 = 256$), so it is no longer a byte, which means that it no longer fits in with 128 bit AES.

To fix this, we replace all of the x^8 terms with this pre-determined polynomial (Rijndael's finite field), reducing by MOD2 as we go along:

$$x^8 \equiv x^4 + x^3 + x + 1$$

Let's try this with $d4 * 3$:

$$\begin{aligned} 3d4 &= x^8 + 2x^7 + x^6 + x^5 + x^4 + x^3 + x^2 \\ &= (x^4 + x^3 + x + 1) + 2x^7 + x^6 + x^5 + x^4 + x^3 + x^2 \\ &= 2x^7 + x^6 + x^5 + 2x^4 + 2x^3 + x^2 + x + 1 \\ &= 0x^7 + x^6 + x^5 + 0x^4 + 0x^3 + x^2 + x + 1 \quad \text{Here is where I did MOD2} \\ &= x^6 + x^5 + x^2 + x + 1 \end{aligned}$$

Again with $d4 * 2$:

$$\begin{aligned}
2d4 &= x^8 + x^7 + x^5 + x^3 \\
&= (x^4 + x^3 + x + 1) + x^7 + x^5 + x^3 \\
&= x^7 + x^5 + x^4 + 2x^3 + x + 1 \\
&= x^7 + x^5 + x^4 + x + 1
\end{aligned}$$

Now, with our new values for a_0 to a_3 , we can finally do the equation:

$$\begin{aligned}
r_0 &= (2 \times d4) \oplus (3 \times d4) \oplus (1 \times d4) \oplus (1 \times d5) \\
r_0 &= (x^7 + x^5 + x^4 + x + 1) \oplus (x^6 + x^5 + x^2 + x + 1) \oplus (x^7 + x^6 + x^4 + x^2) \oplus (x^7 + x^6 + x^4 + x^2 + 1) \\
r_0 &= (2^7 + 2^5 + 2^4 + 2 + 1) \oplus (2^6 + 2^5 + 2^2 + 2 + 1) \oplus (2^7 + 2^6 + 2^4 + 2^2) \oplus (2^7 + 2^6 + 2^4 + 2^2 + 1)
\end{aligned}$$

$$\begin{array}{r}
r_0 = 10110011 \\
 01100111 \\
 11010100 \\
\oplus 11010101 \\
\hline
= 11010101
\end{array}$$

$$r_0 = 213(\text{decimal})$$

And, thank god, that is the correct answer for the test vector on this page: https://en.wikipedia.org/wiki/Rijndael_MixColumns.

To get r_1, r_2, r_3 , you repeat the process using the equations for each defined at the top of this section.

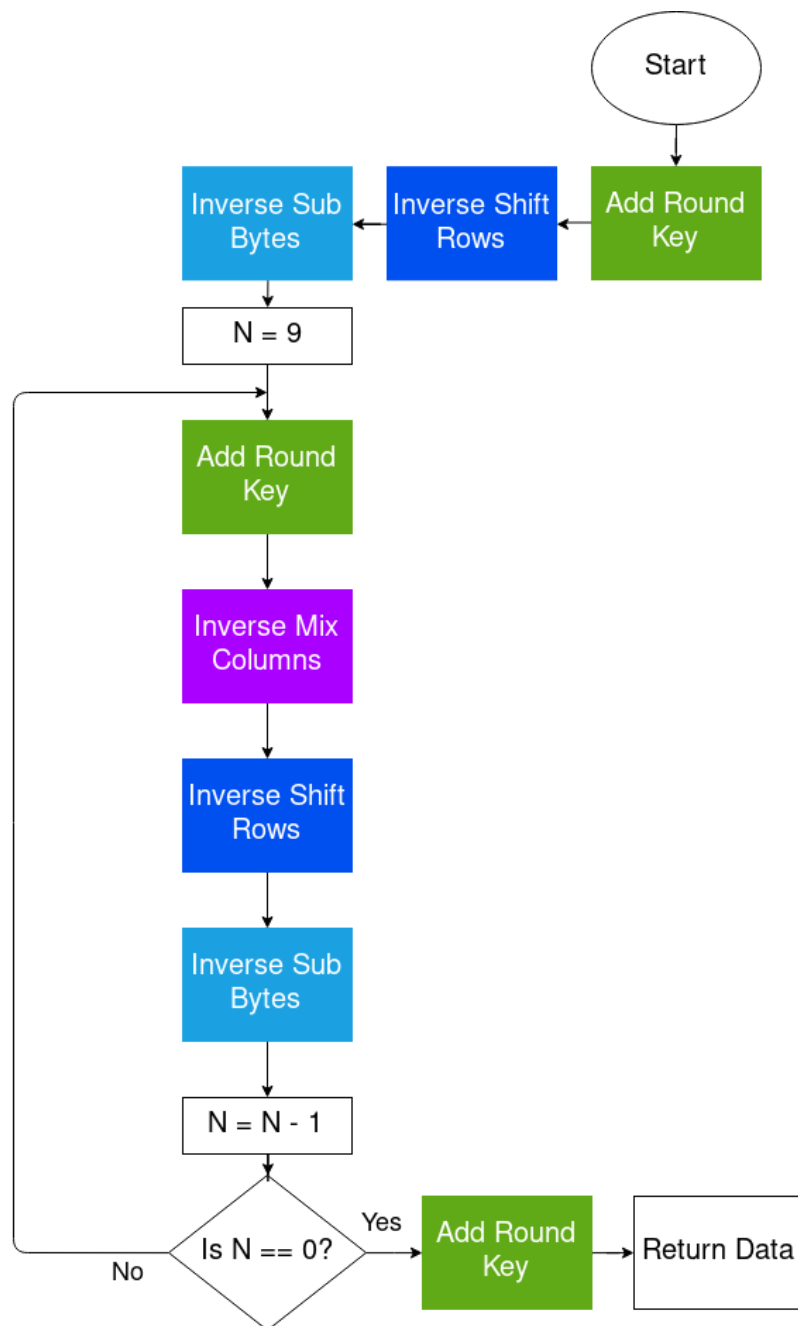
This whole process has to be done on each column.

On a computer, this would be very demanding on the processor, however since the range of the inputs is 0-255 (since the number has to be represented by 1 byte), you can make a lookup table with all of the 256 possible outputs, for each of the multiplications, for each of the 256 possible inputs. This drastically increases speed, and also makes it easier to program. You would have a table for multiplication by 2 and 3, and for the inverse function of Mix Columns you would need multiplication by 9, 11 and 13.

This trades a few kilobytes of memory for a drastic improvement in speed.

Decryption

Decryption is just encryption, but in reverse. This uses the inverse functions of each function used to encrypt the data. Here is the algorithm:



It is literally just the encryption algorithm in reverse.

Before decryption, the exact same steps need to be taken as in encryption, apart from the padding because all the blocks should have already been encrypted, so each block should be 16 in length.

Inverse Add Round Key:

Add round key is it's own inverse, as XOR is the same forwards as it is backwards.

Inverse Sub Bytes:

Inverse sub bytes is the same as sub bytes, it just has an inverse of the S-Box.

		y															
		0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
x	0	63	7C	77	7B	F2	6B	6F	C5	30	01	67	2B	FE	D7	AB	76
	1	CA	82	C9	7D	FA	59	47	F0	AD	D4	A2	AF	9C	A4	72	C0
	2	B7	FD	93	26	36	3F	F7	CC	34	A5	E5	F1	71	D8	31	15
	3	04	C7	23	C3	18	96	05	9A	07	12	80	E2	EB	27	B2	75
	4	09	83	2C	1A	1B	6E	5A	A0	52	3B	D6	B3	29	E3	2F	84
	5	53	D1	00	ED	20	FC	B1	5B	6A	CB	BE	39	4A	4C	58	CF
	6	D0	EF	AA	FB	43	4D	33	85	45	F9	02	7F	50	3C	9F	A8
	7	51	A3	40	8F	92	9D	38	F5	BC	B6	DA	21	10	FF	F3	D2
	8	CD	0C	13	EC	5F	97	44	17	C4	A7	7E	3D	64	5D	19	73
	9	60	81	4F	DC	22	2A	90	88	46	EE	B8	14	DE	5E	0B	DB
	A	E0	32	3A	0A	49	06	24	5C	C2	D3	AC	62	91	95	E4	79
	B	E7	C8	37	6D	8D	D5	4E	A9	6C	56	F4	EA	65	7A	AE	08
	C	BA	78	25	2E	1C	A6	B4	C6	E8	DD	74	1F	4B	BD	8B	8A
	D	70	3E	B5	66	48	03	F6	0E	61	35	57	B9	86	C1	1D	9E
	E	E1	F8	98	11	69	D9	8E	94	9B	1E	87	E9	CE	55	28	DF
	F	8C	A1	89	0D	BF	E6	42	68	41	99	2D	0F	B0	54	BB	16

Inverse Shift Rows:

Inverse shift rows does what shift rows does, but shifts each row right instead of left.

In the diagram below it takes the shifted data and orders it again.

0	4	8	12
5	9	13	1
10	14	2	6
15	3	7	11



0	4	8	12				
	5	9	13	1			
		10	14	2	6		
			15	3	7	11	



0	4	8	12
1	5	9	13
2	6	10	14
3	7	11	15

Inverse Mix Columns:

Inverse mix columns works the same as normal mix columns, but with a different matrix to multiply each element with:

$$\begin{bmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \end{bmatrix} = \begin{bmatrix} 14 & 11 & 13 & 9 \\ 9 & 14 & 11 & 13 \\ 13 & 9 & 14 & 11 \\ 11 & 13 & 9 & 14 \end{bmatrix} \begin{bmatrix} r_0 \\ r_1 \\ r_2 \\ r_3 \end{bmatrix}$$

The a's are the original data, the r's are the encrypted data.

Just like with normal mix columns, you can just use lookup tables for each possible answer to each possible input.

And that's all for AES.

SHA256:

SHA256 (in the Secure Hash Algorithm 2 family) takes an input of 32 bytes (256 bits), and gives a 32 byte output based on the input, but is meaningless. This is useful for passwords, or pin codes like in my program, where you don't want the original password to be known, but for the password to still be unique.

A small difference in the input gives you a drastic change in the output. For example, if I put in:

```
"test string"
```

I get:

```
d5579c46dfcc7f18207013e65b44e4cb4e2c2298f4ac457ba8f82743f31e930b
```

But when I put in:

```
"test strinh"
```

I get:

```
4e4d20e9fc77e913bf56cc69a2b4685d761a9e44d833198612e80a72dcd563f1
```

A vastly different output to the one above. This is important, as there should be no pattern to the output, otherwise the original password could be guessed based off of similar inputs.

Now you might be asking "Why are you using 256 bit SHA, when size key you need for AES is 128 bits?". It is because the more bits you have, the less likely you are to have collisions with other inputs. The security of SHA-1 (128 bit SHA) (measured in bits) is less than 63 bits due to collisions (if it was fully secure it would be the full 128 bits).

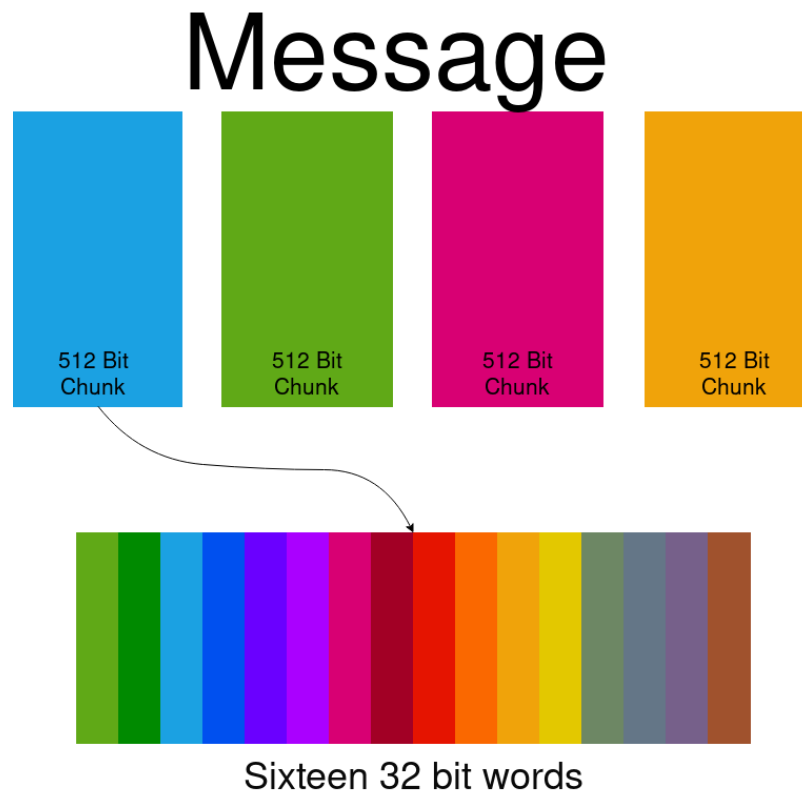
What I am doing instead, is taking the output of SHA256, splitting it in half, and XORing each half with each other to get a 128 bit output. This doesn't affect how secure it is, as you still have the extra step of XOR, making it still more secure than SHA-1.

The Algorithm:

Bear in mind that SHA works on a bitwise level, so while I will be explaining it, I will be talking in terms of bits.

How the message is handled:

When doing operations on the data, it will be done in 32 bit words. The message is split into 512 bit blocks, containing sixteen 32 bit words.



SHA operates on every 32 bit word.

Since the maximum key size for my AES will be 16 bytes (128 bits), I don't need to worry about splitting the message into 512 bit chunks, as the input will only ever be 128 bits as SHA will only ever be used for the AES key. So, for the examples below I won't go into detail on how a message bigger than 512 bits will be handled.

Before the operation starts:

Before we start, we need to **pad the message** M so that it is 512 bits in length.

Let l = the length of the message M .

First, we need to append the bit 1 to the end of the message, followed by k 0 bits, where k is the smallest positive solution to the equation:

$$l + 1 + k \equiv 448 \pmod{512}$$

To get k , the algorithm would look something like this (I wrote this in Python 3):

```
k = 0
while ((l+1+k)-448) % 512 != 0:
    k += 1
```

Then, you append the binary representation of the length of the message l as a 64 bit binary number. This makes the message 512 bits in length.

Let's do an example: $M = \text{"i don't know"}$.

$$l = 12 \times 8 = 96$$

Append a "1":

$$M = \text{"i don't know"} + 1$$

$$448 - (96 + 1) = 351 \text{ Zero Bits}$$

$$M = \text{"i don't know"} + 1 + 351(0s)$$

$$l = 96 = 01100000$$

Final Padded Message:

$$M = \text{"i don't know"} + 1 + 351(0s) + 56(0s) + 01100000$$

The message has to be 512 bits in length so that it works with the calculations later.

Then, we also need to **set the initial hash values** for each word in the current block. The initial hash values set by the creators of SHA:

"These words were obtained by taking the first thirty-two bits of the fractional parts of the square roots of the first eight prime numbers. "

$$H_0 = 6a09e667$$

$$H_1 = bb67ae85$$

$$H_2 = 3c6ef372$$

$$H_3 = a54ff53a$$

$$H_4 = 510e527f$$

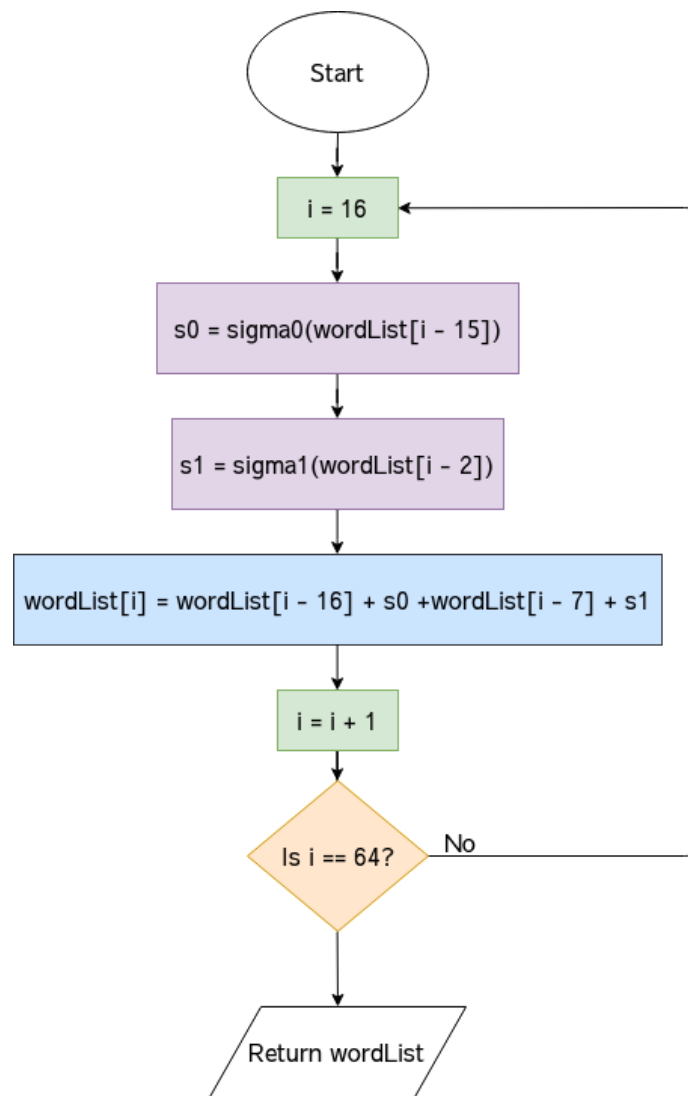
$$H_5 = 9b05688c$$

$$H_6 = 1f83d9ab$$

$$H_7 = 5be0cd19$$

Next, each 32 bit word in the message has to be expanded from 32 bits to 64 bits.

Here is the algorithm:



To do this, we need two functions, sigma 0 σ_0 and sigma 1 σ_1 .

Sigma 0 (Expansion) (σ_0):

Sigma 0 (Expansion) looks like this:

$$\sigma_0(x) = (x \ggg 7) \oplus (x \ggg 18) \oplus (x \gg 3)$$

\ggg means that we rotate the 32 bit word x right by the number given (y). What this does is shift the bytes along y places to the right, and wraps them around to the start of x .

I will do an example of \ggg with a 4 bit nibble:

$$\begin{aligned} f(x) &= x \ggg 1 \\ f(1011) &= 1011 \ggg 1 \\ f(1011) &= 1101 \end{aligned}$$

As you can see, the 1 bit at the end gets moved to the front, as I shifted it right by 1.

\gg Means shift the 32 bit word x right by the number given (y). This is different from \ggg , because instead of wrapping the bits around to the beginning of the word again, we just shove a 0 bit at the front instead.

\oplus is just XOR.

For example:

$$\begin{aligned}f(x) &= x \gg 1 \\f(1011) &= 1011 \gg 1 \\f(1011) &= 0101\end{aligned}$$

$$\begin{aligned}g(x) &= x \gg 2 \\g(0101) &= 0101 \gg 2 \\g(0101) &= 0001\end{aligned}$$

Here the byte is shifted right, and the bytes are removed as they are shifted.

Sigma 1 (Expansion)(σ_1):

Sigma 1(Expansion)(σ_1) is the same as Sigma 0 (Expansion)(σ_0), apart from how much you rotate and shift the word:

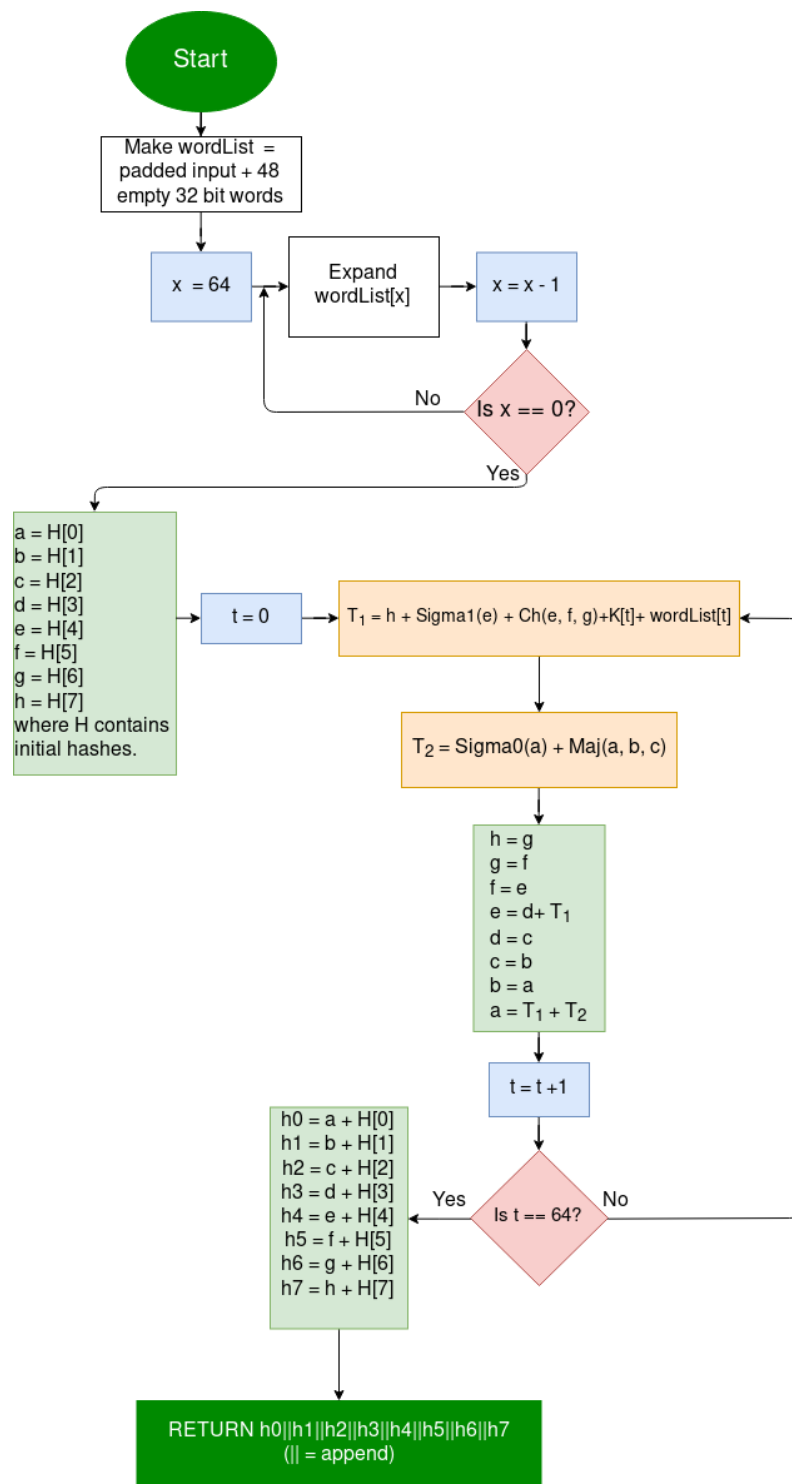
$$\sigma_0(x) = (x \ggg 17) \oplus (x \ggg 19) \oplus (x \gg 10)$$

The operation:

All addition is MOD2 to keep each bit either a 1 or a 0.

Here is the full algorithm:

Figure 2 (Found larger on "Large Images" section)



In the diagram above, H is the array of initial hash values discussed earlier, $wordList$ is a 2D array containing the 32 bit words. $||$ means append, so $h0||h1||h2||\dots$ just appends the items together. K is the array with the round constants in (see <https://csrc.nist.gov/csrc/media/publications/fips/180/4/archive/2012-03-06/documents/fips180-4.pdf> section 4.2.2).

The step "Expand wordList[x]" is covered in the section above.

All of the SHA functions operate on 32 bit words, and return a new 32 bit word. I will now explain what the functions Σ_0 (Σ_0), Σ_1 (Σ_1), Ch and Maj .

Sigma 0 (Σ_0):

Σ_0 is this equation:

$$\Sigma_0(x) = (x \ggg 2) \oplus (x \ggg 13) \oplus (x \ggg 22)$$

This looks confusing, but let me break it down.

\ggg means that we rotate (shift and move displaced numbers to the beginning/end of the number) the number right by the number specified.

\oplus means that we XOR the items either side with each other.

Here is an example of the rotate function:

$$\begin{aligned} A &= 1001110 \\ A \ggg 2 &= 1010011 \quad \text{The last two bits are moved to the end.} \end{aligned}$$

Let me do an example with a 32 bit word:

$$\begin{aligned} A &= 10010111011011111000110111011101 \\ \Sigma_0 &= (10010111011011111000110111011101 \ggg 2) \oplus (10010111011011111000110111011101 \ggg 13) \oplus \\ &\dots (10010111011011111000110111011101 \ggg 22) \\ (10010111011011111000110111011101 \ggg 2) &= 01100101110110111110001101110111 \\ \text{The two bits at the end have been moved to the front one by one.} \\ (10010111011011111000110111011101 \ggg 13) &= 11110001101110111011001011101101 \\ (10010111011011111000110111011101 \ggg 22) &= 01110111011001011101101111100011 \\ 01100101110110111110001101110111 &\oplus 11110001101110111011001011101101 \oplus 01110111011001011101101111100011 \\ &= 11100011000001011000101001111001 \end{aligned}$$

Sorry if that is a bit small.

It isn't too difficult it's just understanding what the \ggg does.

Sigma 1 (Σ_1):

Sigma 1 (Σ_1) is pretty much the same as Σ_0 , the only difference being the amount you rotate by:

$$\Sigma_1(x) = (x \ggg 6) \oplus (x \ggg 11) \oplus (x \ggg 25)$$

Ch:

The Ch function looks like this:

$$Ch(x, y, z) = (x \wedge y) \oplus (\neg x \wedge z)$$

This also looks a bit confusing, but it really isn't too bad.

The \wedge symbol is the bitwise operator AND.

The \oplus symbol is the bitwise operator XOR.

The \neg symbol is the bitwise operator NOT.

I will do one example run with Ch with three 4 bit nibbles to keep it simple:

$$Ch(1011, 1001, 0011) = (1011 \wedge 1001) \oplus (\neg 1011 \wedge 0011)$$

$$\begin{array}{r} 1011 \\ \hline \wedge 1001 \\ \hline = 1001 \end{array}$$

$$Ch(1011, 1001, 0011) = 1001 \oplus (\neg 1011 \wedge 0011)$$

$$\neg 1001 = 0110$$

$$\begin{array}{r} 0110 \\ \hline \wedge 0011 \\ \hline = 0010 \end{array}$$

$$Ch(1011, 1001, 0011) = 1001 \oplus 0010$$

$$\begin{array}{r} 1001 \\ \hline \oplus 0010 \\ \hline = 1011 \end{array}$$

$$Ch(1011, 1001, 0011) = 1011$$

Maj:

the Maj function looks like this:

$$Maj(x, y, z) = (x \wedge y) \oplus (x \wedge z) \oplus (y \wedge z)$$

You should recognise the symbols in this one, since they appear in the other ones used in SHA that we have covered. Here is an example with three 4 bit nibbles:

$$Maj(1011, 1001, 0011) = (1011 \wedge 1001) \oplus (1011 \wedge 0011) \oplus (1001 \wedge 0011)$$

$$\begin{array}{r} 1011 \\ \hline \wedge 1001 \\ \hline = 1001 \end{array}$$

$$\begin{array}{r} 1011 \\ \hline \wedge 0011 \\ \hline = 0011 \end{array}$$

$$\begin{array}{r} 1001 \\ \hline \wedge 0011 \\ \hline = 0001 \end{array}$$

$$Maj(1011, 1001, 0011) = 1001 \oplus 0011 \oplus 0001$$

$$\begin{array}{r} 1001 \\ 0011 \\ \oplus 0001 \\ \hline = 0101 \end{array}$$

$$Maj(1011, 1001, 0011) = 0101$$

UI Design:

For the UI of both apps, I will use Kivy (a Python module) to make both the mobile app and the PC program. I have chosen Kivy as using it on both the app and the main program means that the design will stay consistent, and Kivy does look quite nice "out of the box".

Main Program (on PC):

The main program has to be designed to be easy to use, and actions that are used a lot should be easily accessible.

I think I will go for a similar layout to a program that already exists, SanDisk Secure Access:

As you can see, it is nicely laid out, with important buttons easy to access, and gives the user a lot of information, without being too cluttered.

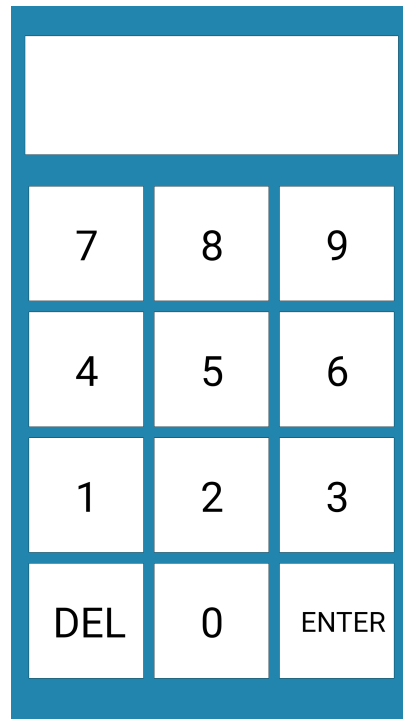
SanDisk Secure Access did inspire this project, however I do not want to make a carbon copy of it. I will take what SanDisk have done right, and improve the areas they lacked on.

The features I would include in the GUI would be:

- The list of files displayed neatly, and easily sortable in the program.
- The amount of space available on the device currently used to store the files, and how much you have used.
- The option to lock and unlock the program.
- To be able to easily manage and browse the files.
- When encrypting or decrypting files, give the user statistics of how long the process should take and the speed it is currently running at.
- Make it look half decent.
- Make it easy and quick to search for files and folders.

The App:

The app's UI design should be very simple, as I do not need to add much. All it needs to be is a number pad with a display, an enter button and a screen to have open while you are connected to the PC. Here is a prototype I made in Processing:



It is very minimal, as I decided to keep it as minimal as possible so that the user doesn't get confused, and too keep clutter at a minimum.

Objectives:

1. GUI should:
 - a. Be easy to use:
 - i. Logically laid out.
 - ii. Have simple options, but have more advanced options in a separate location to avoid clutter.
 - b. Display the files currently stored in the vault, along with the file extension and the size of the file.
 - c. Display the storage space remaining on the storage device the program is running on.
 - d. The user should be able to easily encrypt and decrypt files:
 - i. Using easy to access buttons in the UI.
 - ii. Using drag and drop.
 - e. Have an options menu, including the options to:
 - i. Change security level (from 128 bit AES to 256 bit AES).
 - ii. Change the location of the vault.
 - iii. Change the pin code.
 - f. Make it easy to manage the files in the vault (drag them around, rename, etc).
 - g. Have a secure login screen.
 - i. Ask the user to either input the key via their keyboard (no Bluetooth for that session), or connect - via the app.
 - ii. Tell the user if the key is invalid or not, and smoothly transition into the main program.
 - h. Look relatively good without being bloated.

2. App should:

- a. Be easy to use.
- b. Connect via Bluetooth to the PC.
- c. Allow the user to input their pin code easily.
- d. Tell the user if the pin code is invalid or not.
- e. Make it easy to recover from mistakes (e.g invalid pin code, or if they make a typo).

3. Storing the files:

- a. Store the encrypted contents in the location specified by the user.
- b. Encrypt and decrypt relatively quickly, while still being secure.
- c. When the Bluetooth device goes out of range (if using Bluetooth), encrypt all decrypted files and lock the program until the pin code is input correctly again.
- e. Have a recycling bin so that the user can recover their files.
- f. Encrypt the names of the files, so that the names of the files can't just be read in the file manager.