# COS433/Math 473: Cryptography

Mark Zhandry
Princeton University
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## Announcements/Reminders

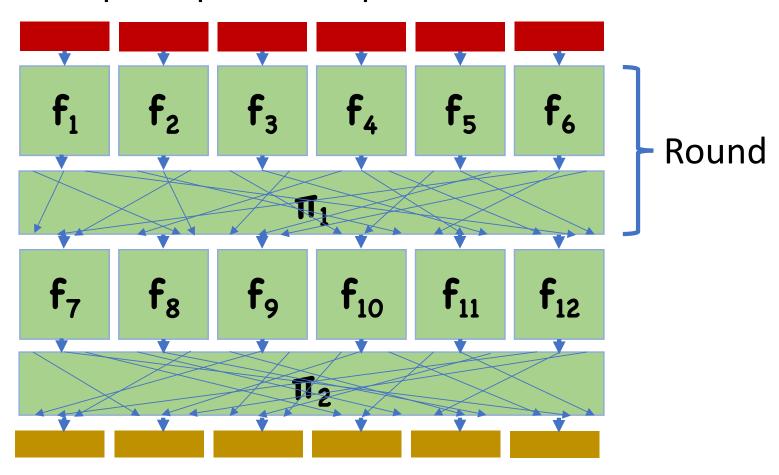
HW2 due Today

Submit through Gradescope

PR1 Due October 6

# Previously on COS 433...

Third Attempt: Repeat multiple times!



While single round is insecure, we've made progress

Each bit affects 8 output bits

With repetition, hopefully we will make more and more progress

With 2 rounds,

Each bit affects 64 output bits

With 3 rounds, all 128 bits are affected

Repeat a few more times for good measure

### Limitations

Describing subs/perms requires many bits

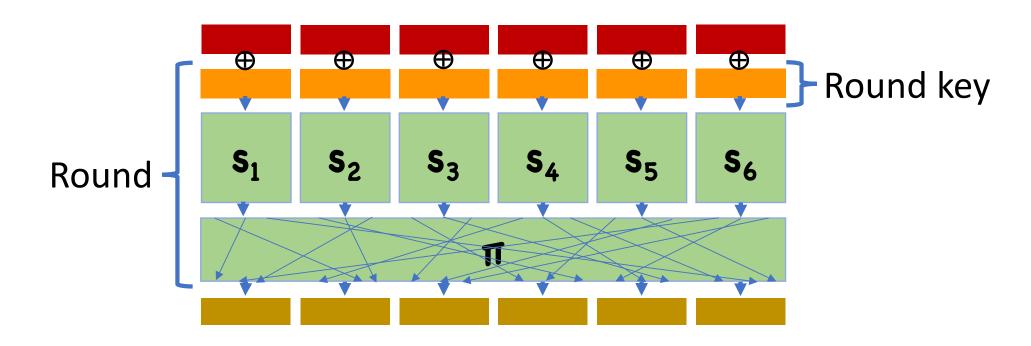
- Key size for  $\mathbf{r}$  rounds is approximately  $2^8 \times \lambda \times \mathbf{r}$
- Ideally want key size to be 128 (or 256)

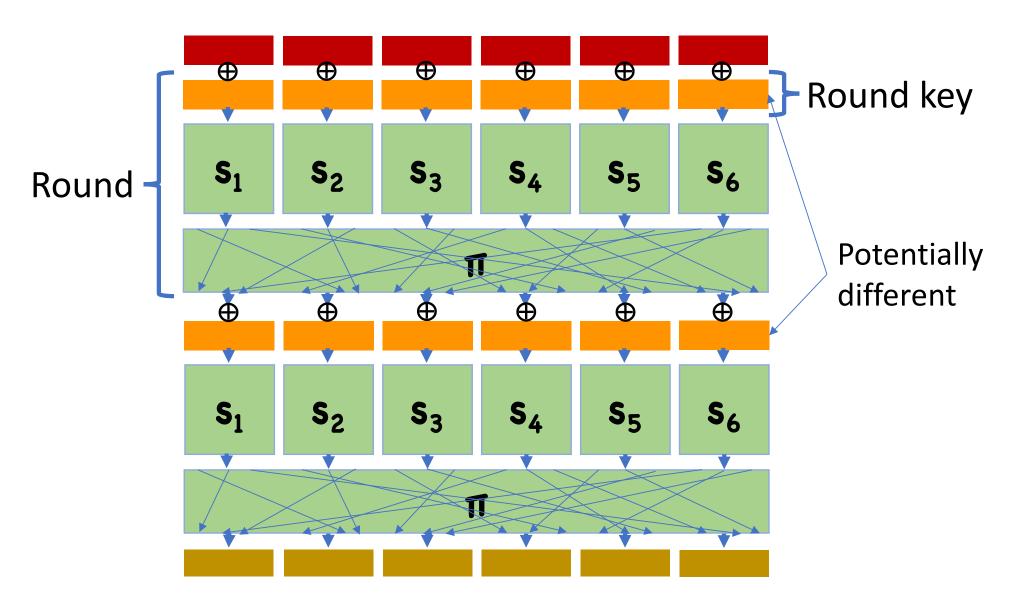
Idea: instead, fix subs/perms

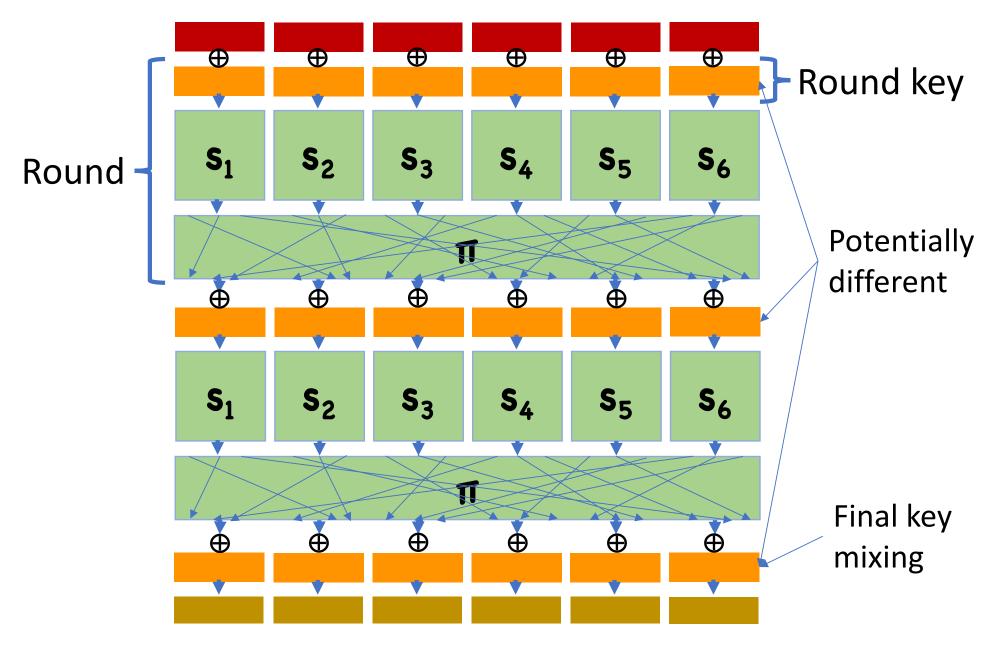
But then what's the key?

#### Variant of previous construction

- Fixed public permutations for confusion (called a substitution box, or S-box)
- Fixed public permutation for diffusion (called a permutation box, or P-box)
- XOR "round key" at beginning of each round







To specify a network, must:

- Specify S-boxes
- Specify P-box
- Specify key schedule (how round keys are derived from master)

Choice of parameters can greatly affect security

## Designing SPNs

#### **Avalanche Affect:**

 Need S-boxes and mixing permutations to cause every input bit to "affect" every output bit

#### One way to guarantee this:

- Changing any bit of S-box input causes at least 2 bits of output to change
- Mixing permutations send outputs of S-boxes into at least 2 different S-boxes for next round
- Sufficiently many rounds are used

## Designing S-Boxes

#### Random?

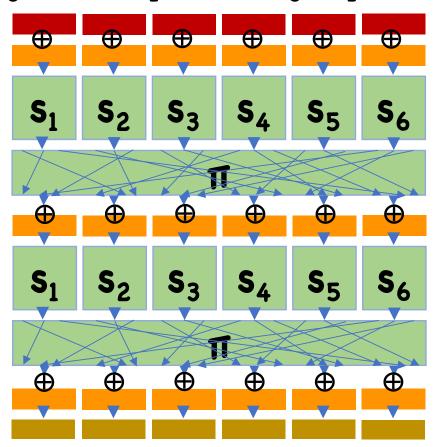
- Let x,x' be two distinct 8-bit values
- Pr[S(x)] and S(x') differ on a single bit] = 8/255
- Very high probability that some pair of inputs will have outputs that differ on a single bit

Therefore, must carefully design S-boxes rather than choose at random

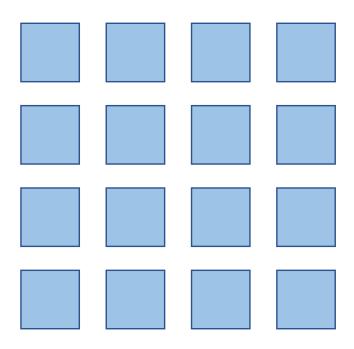
## Linearity?

Can S-Boxes be linear?

• That is,  $S(x_0) \oplus S(x_1) = S(x_0 \oplus x_1)$ ?



State = **4×4** grid of bytes



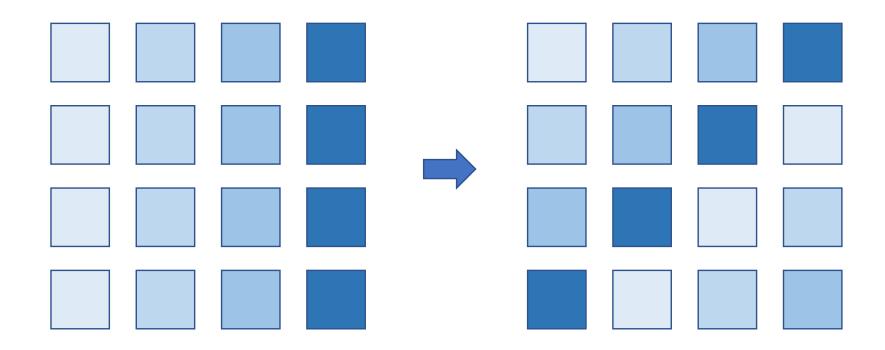
One fixed S-box, applied to each byte

- Step 1: multiplicative inverse over finite field  $\mathbb{F}_8$
- Step 2: fixed affine transformation
- Implemented as a simple lookup table

Diffusion (not exactly a P-box):

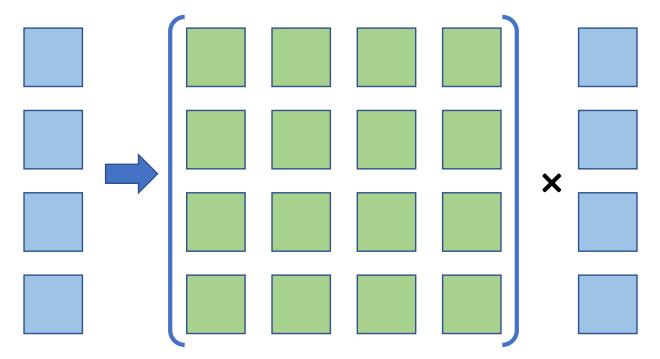
- Step 1: shift rows
- Step 2: mix columns

#### **Shift Rows:**



#### Mix Columns

- Each byte interpreted as element of  $\mathbb{F}_8$
- Each column is then a length-4 vector
- Apply fixed linear transformation to each column



#### Number of rounds depends on key size

- 128-bit keys: 10 rounds
- 192-bit keys: 12 rounds
- 256-bit keys: 14 rounds

#### Key schedule:

- Won't describe here, but involves more shifting, Sboxes, etc
- Can think of key schedule as a weak PRG

### Feistel Networks

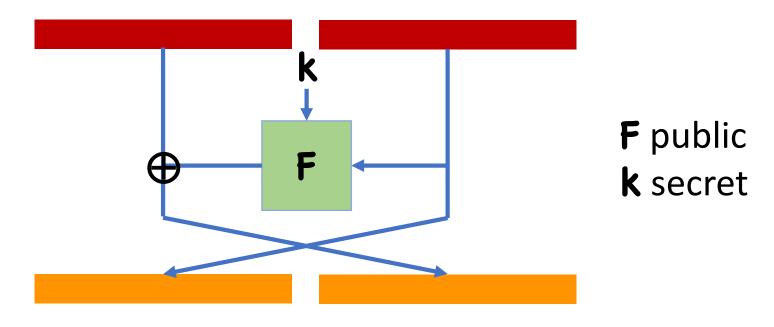
### Feistel Networks

Designing permutations with good security properties is hard

What if instead we could built a good permutation from a function with good security properties...

### Feistel Network

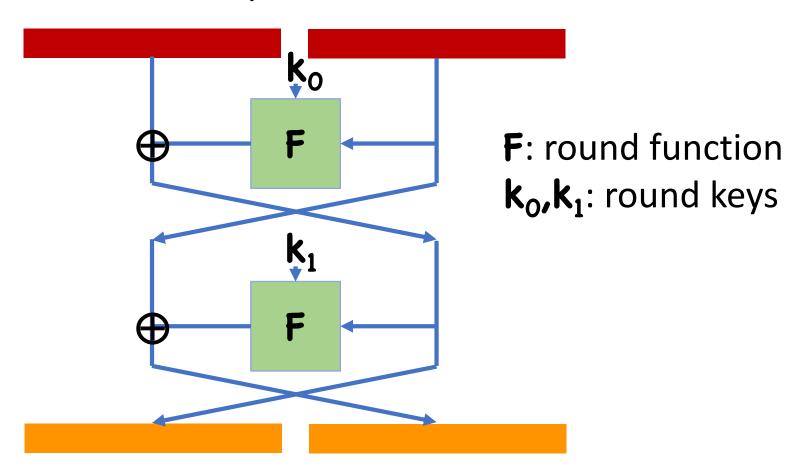
Convert functions into permutations



Can this possibly give a secure PRP?

### Feistel Network

Convert functions into permutations



### Feistel Network

Depending on specifics of round function, different number of rounds may be necessary

- Number of rounds must always be at least 3
- Maybe need even more for weaker round functions

## Luby-Rackoff

3-round Feistel where round function is a PRF

**Theorem:** If F is a secure PRF, then 3 rounds of Feistel (with independent round keys) give secure PRP.

Proof non-trivial, won't be covered in this class

### Limitations of Feistel Networks

Turns out Feistel requires block size to be large

• If number of queries ~2<sup>block size/2</sup>, can attack

Format preserving encryption:

- Encrypted data has same form as original
- E.g. encrypted SSN is an SSN
- Useful for encrypting legacy databases

Sometimes, want a very small block size

## Constructing Round Functions

Ideally, "random looking" functions

Similar ideas to constructing PRPs

- Confusion/diffusion
- SPNs, S-boxes, etc

Key advantage is that we no longer need the functions to be permutations

S-boxes can be non-permutations

## DES

Block size: 64 bits

Key size: 56 bits 👡

Rounds: 16



### DES

#### **Key Schedule:**

Round keys are just 48-bit subsets of master key

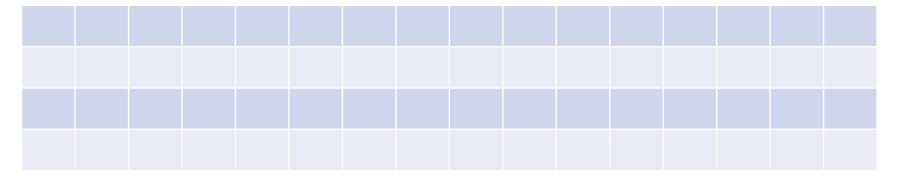
#### Round function:

Essentially an SPN network

#### **DES S-Boxes**

8 different S-boxes, each

- 6-bit input, 4-bit output
- Table lookup: 2 bits specify row, 4 specify column



- Each row contains every possible 4-bit output
- Changing one bit of input changes at least 2 bits of output

## **DES History**

#### Designed in the 1970's

- At IBM, with the help of the NSA
- At the time, many in academia were suspicious of NSA's involvement
  - Mysterious S-boxes
  - Short key length
- Turns out, S-box probably designed well
  - Resistant to "differential cryptanalysis"
  - Known to IBM and NSA in 1970's, but kept secret
- Main weakness is the short key length
  - Maybe secure in the 1970's, definitely not today

## **DES Security Today**

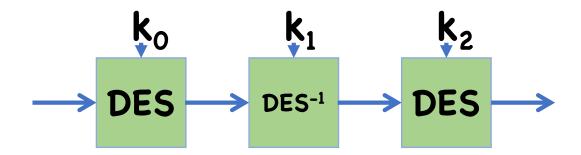
Seems like a good cipher, except for its key length and block size

What's wrong with a small block size?

- Remember for e.g. CTR mode, IV is one block
- If two identical IV's seen, attack possible
- After seeing q ciphertext, probability of repeat IV is roughly q<sup>2</sup>/2<sup>block length</sup>
- Attack after seeing ≈ billion messages

## 3DES: Increasing Key Length

3DES key = Apply DES three times with different keys



Why three times?

 Later: "meet in the middle attack" renders 2DES no more secure than 3DES

Why inverted second permutation?

## Attacks on block ciphers

### Brute Force Attacks

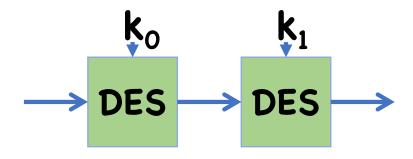
Suppose attacker is given a few input/output pairs

Likely only one key could be consistent with this input/output

Brute force search: try every key in the key space, and check for consistency

Attack time: 2<sup>key length</sup>

## Insecurity of 2DES



DES key length: 56 bits

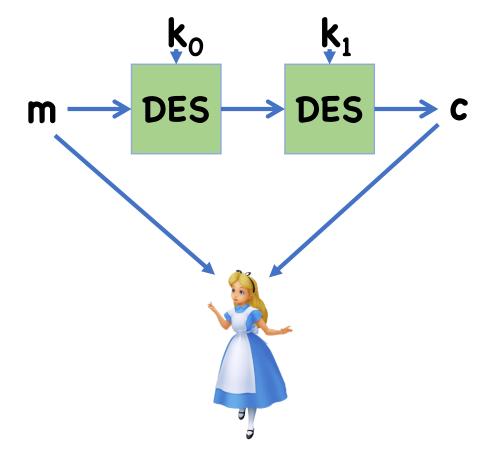
2DES key length: 112 bits

Brute force attack running time: 2<sup>112</sup>

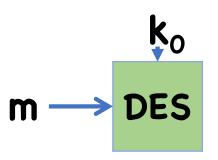
### Meet In The Middle Attacks

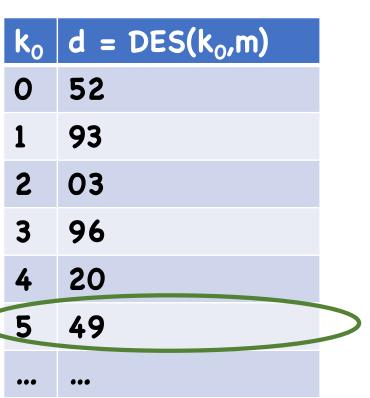
For 2DES, can actually find key in 2<sup>56</sup> time

• Also ≈2<sup>56</sup> space

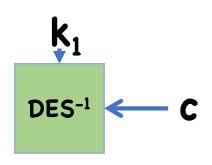


### Meet In The Middle Attacks









| k <sub>1</sub> | $d = DES^{-1}(k_1,m)$ |  |
|----------------|-----------------------|--|
| 0              | 69                    |  |
| 1              | 10                    |  |
| 2              | 86                    |  |
| 3              | 49                    |  |
| 4              | 99                    |  |
| 5              | 08                    |  |
| •••            | •••                   |  |

### Meet In The Middle Attacks

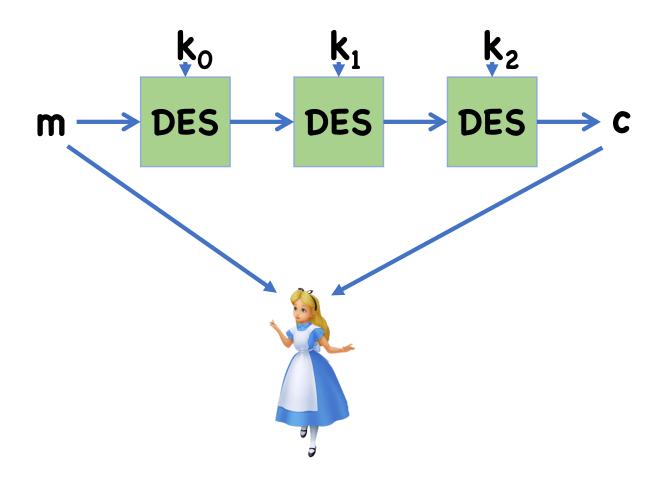
Complexity of meet in the middle attack:

- Computing two tables: time, space 2×2<sup>key length</sup>
- Slight optimization: don't need to actually store second table

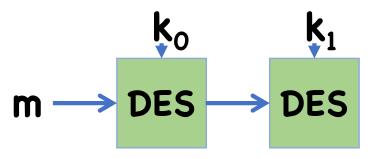
On 2DES, roughly same time complexity as brute force on DES

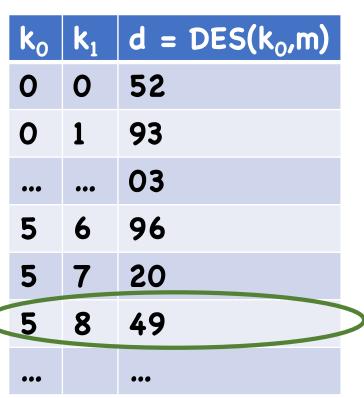
### MITM Attacks on 3DES

MITM attacks also apply to 3DES...

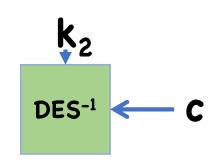


## MITM for 3DES









|  | k <sub>2</sub> | $d = DES^{-1}(k_2, m)$ |  |
|--|----------------|------------------------|--|
|  | 0              | 69                     |  |
|  | 1              | 10                     |  |
|  | 2              | 86                     |  |
|  | 3              | 49                     |  |
|  | 4              | 99                     |  |
|  | 5              | 08                     |  |
|  | •••            | •••                    |  |
|  |                |                        |  |

### MITM for 3DES

No matter where "middle" is, need to have two keys on one side

Must go over 2<sup>112</sup> different keys

Space?

While 3DES has 168 bit keys, effective security is 112 bits

## Generalizing MITM

In general, given **r** rounds of a block cipher with **†**-bit keys,

• Attack time: 2<sup>t[r/2]</sup>

• Attack space: 2<sup>t[r/2]</sup>

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