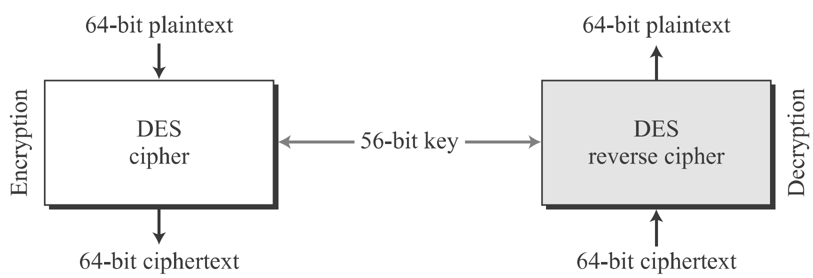
S-boxes) may have some hidden trapdoor that would allow the **National Security Agency (NSA)** to decrypt the messages without the need for the key. Later IBM designers mentioned that the internal structure was designed to prevent differential cryptanalysis.

DES was finally published as FIPS 46 in the *Federal Register* in January 1977. NIST, however, defines DES as the standard for use in unclassified applications. DES has been the most widely used symmetric-key block cipher since its publication. NIST later issued a new standard (FIPS 46-3) that recommends the use of triple DES (repeated DES cipher three times) for future applications. As we will see in Chapter 7, AES, the recent standard, is supposed to replace DES in the long run.

Overview

DES is a block cipher, as shown in Figure 6.1.

Figure 6.1 *Encryption and decryption with DES*



At the encryption site, DES takes a 64-bit plaintext and creates a 64-bit ciphertext; at the decryption site, DES takes a 64-bit ciphertext and creates a 64-bit block of plaintext. The same 56-bit cipher key is used for both encryption and decryption.

6.2 DES STRUCTURE

Let us concentrate on encryption; later we will discuss decryption. The encryption process is made of two permutations (P-boxes), which we call initial and final permutations, and sixteen Feistel rounds. Each round uses a different 48-bit round key generated from the cipher key according to a predefined algorithm described later in the chapter. Figure 6.2 shows the elements of DES cipher at the encryption site.

Initial and Final Permutations

Figure 6.3 shows the initial and final permutations (P-boxes). Each of these permutations takes a 64-bit input and permutes them according to a predefined rule. We have shown only a few input ports and the corresponding output ports. These permutations are keyless straight permutations that are the inverse of each other. For example, in the initial permutation, the 58th bit in the input becomes the first bit in the output. Similarly,

Figure 6.2 *General structure of DES*

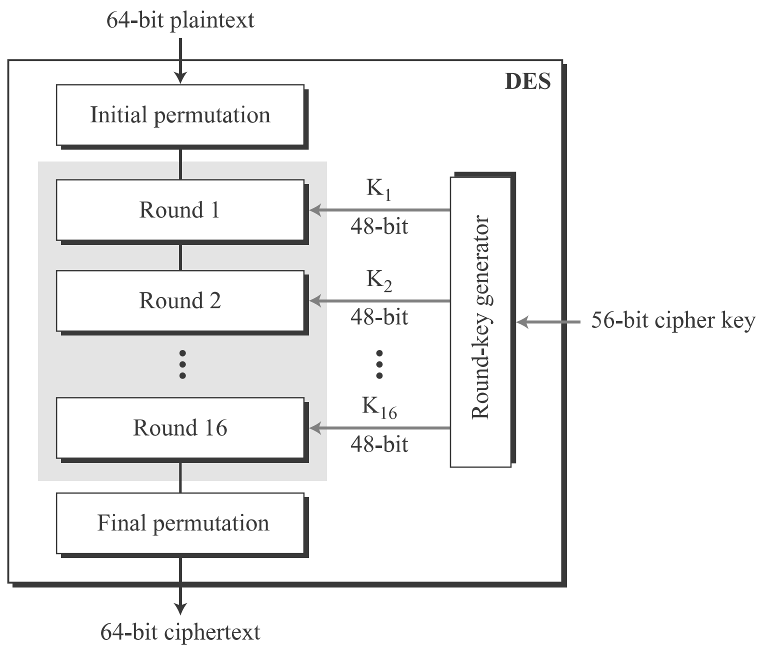
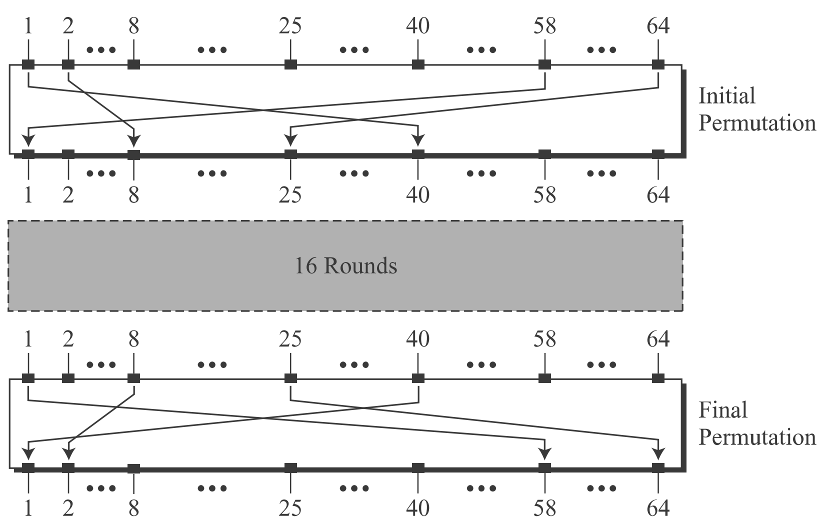


Figure 6.3 *Initial and final permutation steps in DES*



in the final permutation, the first bit in the input becomes the 58th bit in the output. In other words, if the rounds between these two permutations do not exist, the 58th bit entering the initial permutation is the same as the 58th bit leaving the final permutation.

The permutation rules for these P-boxes are shown in Table 6.1. Each side of the table can be thought of as a 64-element array. Note that, as with any permutation table we have discussed so far, the value of each element defines the input port number, and the order (index) of the element defines the output port number.

Table 6.1 *Initial and final permutation tables*

Initial Permutation	*Final Permutation*
58 50 42 34 26 18 10 02	40 08 48 16 56 24 64 32
60 52 44 36 28 20 12 04	39 07 47 15 55 23 63 31
62 54 46 38 30 22 14 06	38 06 46 14 54 22 62 30
64 56 48 40 32 24 16 08	37 05 45 13 53 21 61 29
57 49 41 33 25 17 09 01	36 04 44 12 52 20 60 28
59 51 43 35 27 19 11 03	35 03 43 11 51 19 59 27
61 53 45 37 29 21 13 05	34 02 42 10 50 18 58 26
63 55 47 39 31 23 15 07	33 01 41 09 49 17 57 25

These two permutations have no cryptography significance in DES. Both permutations are keyless and predetermined. The reason they are included in DES is not clear and has not been revealed by the DES designers. The guess is that DES was designed to be implemented in hardware (on chips) and that these two complex permutations may thwart a software simulation of the mechanism.

Example 6.1

Find the output of the initial permutation box when the input is given in hexadecimal as:

0x0002 0000 0000 0001

Solution

The input has only two 1s (bit 15 and bit 64); the output must also have only two 1s (the nature of straight permutation). Using Table 6.1, we can find the output related to these two bits. Bit 15 in the input becomes bit 63 in the output. Bit 64 in the input becomes bit 25 in the output. So the output has only two 1s, bit 25 and bit 63. The result in hexadecimal is

0x0000 0080 0000 0002

Example 6.2

Prove that the initial and final permutations are the inverse of each other by finding the output of the final permutation if the input is

0x0000 0080 0000 0002

Solution

Only bit 25 and bit 64 are 1s; the other bits are 0s. In the final permutation, bit 25 becomes bit 64 and bit 63 becomes bit 15. The result is

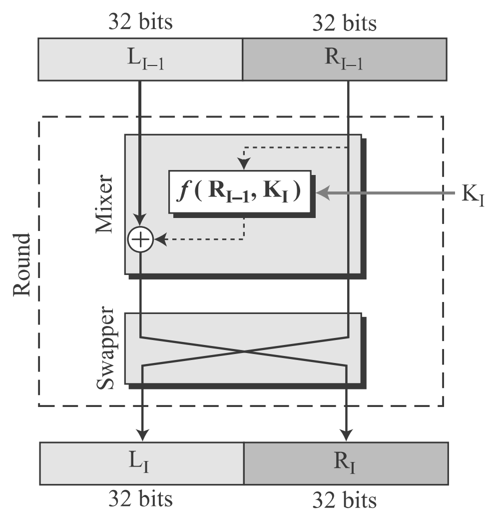
0x0002 0000 0000 0001

The initial and final permutations are straight P-boxes that are inverses of each other. They have no cryptography significance in DES.

Rounds

DES uses 16 rounds. Each round of DES is a Feistel cipher, as shown in Figure 6.4.

Figure 6.4 *A round in DES (encryption site)*



The round takes L_{I-1} and R_{I-1} from previous round (or the initial permutation box) and creates L_I and R_I, which go to the next round (or final permutation box). As we discussed in Chapter 5, we can assume that each round has two cipher elements (mixer and swapper). Each of these elements is invertible. The swapper is obviously invertible. It swaps the left half of the text with the right half. The mixer is invertible because of the XOR operation. All noninvertible elements are collected inside the function $\boldsymbol{f}(R_{I-1}, K_I)$.

DES Function

The heart of DES is the DES function. The DES function applies a 48-bit key to the rightmost 32 bits (R_{I-1}) to produce a 32-bit output. This function is made up of four sections: an expansion P-box, a whitener (that adds key), a group of S-boxes, and a straight P-box as shown in Figure 6.5.

Expansion P-box Since R_{I-1} is a 32-bit input and K_I is a 48-bit key, we first need to expand R_{I-1} to 48 bits. R_{I-1} is divided into 8 4-bit sections. Each 4-bit section is then expanded to 6 bits. This expansion permutation follows a predetermined rule. For each section, input bits 1, 2, 3, and 4 are copied to output bits 2, 3, 4, and 5, respectively. Output bit 1 comes from bit 4 of the previous section; output bit 6 comes from bit 1 of the next section. If sections 1 and 8 can be considered adjacent sections, the same rule applies to bits 1 and 32. Figure 6.6 shows the input and output in the expansion permutation.

Although the relationship between the input and output can be defined mathematically, DES uses Table 6.2 to define this P-box. Note that the number of output ports is 48, but the value range is only 1 to 32. Some of the inputs go to more than one output. For example, the value of input bit 5 becomes the value of output bits 6 and 8.

Figure 6.5 *DES function*

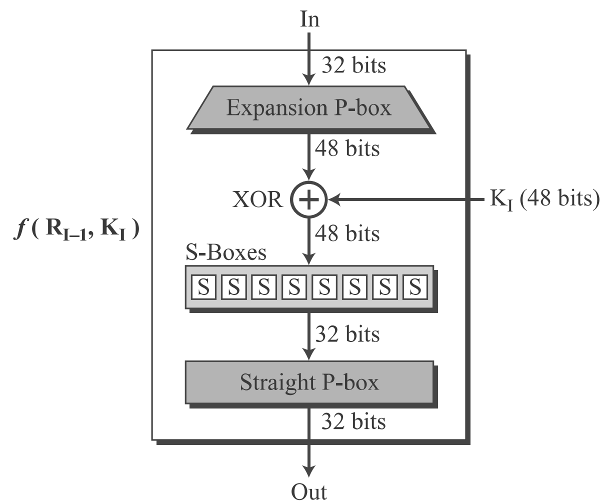


Figure 6.6 *Expansion permutation*

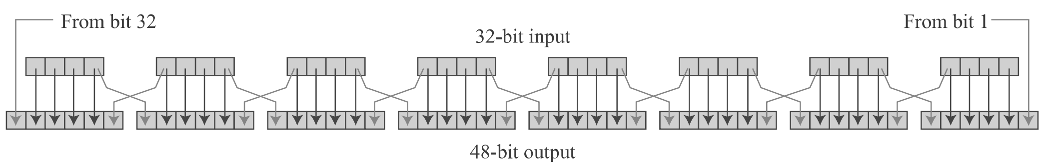


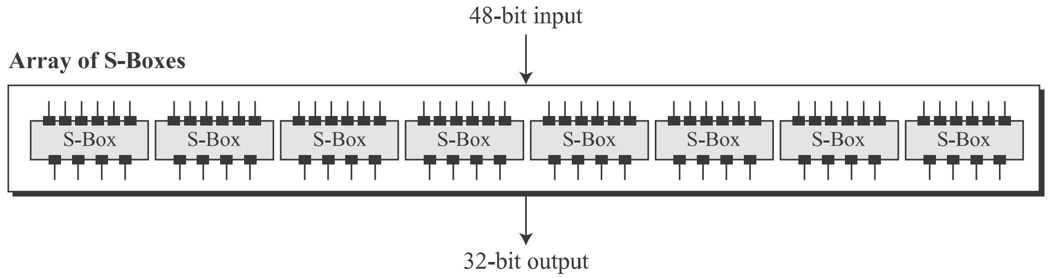
Table 6.2 *Expansion P-box table*

32	01	02	03	04	05
04	05	06	07	08	09
08	09	10	11	12	13
12	13	14	15	16	17
16	17	18	19	20	21
20	21	22	23	24	25
24	25	26	27	28	29
28	29	30	31	32	01

Whitener (XOR) After the expansion permutation, DES uses the XOR operation on the expanded right section and the round key. Note that both the right section and the key are 48-bits in length. Also note that the round key is used only in this operation.

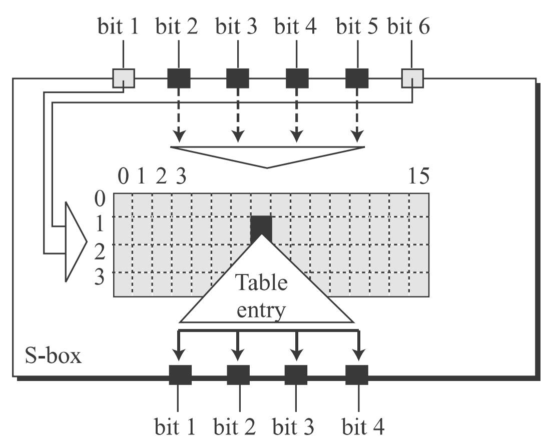
S-Boxes The S-boxes do the real mixing (confusion). DES uses 8 S-boxes, each with a 6-bit input and a 4-bit output. See Figure 6.7.

Figure 6.7 *S-boxes*



The 48-bit data from the second operation is divided into eight 6-bit chunks, and each chunk is fed into a box. The result of each box is a 4-bit chunk; when these are combined the result is a 32-bit text. The substitution in each box follows a pre-determined rule based on a 4-row by 16-column table. The combination of bits 1 and 6 of the input defines one of four rows; the combination of bits 2 through 5 defines one of the sixteen columns as shown in Figure 6.8. This will become clear in the examples.

Figure 6.8 *S-box rule*



Because each S-box has its own table, we need eight tables, as shown in Tables 6.3 to 6.10, to define the output of these boxes. The values of the inputs (row number and column number) and the values of the outputs are given as decimal numbers to save space. These need to be changed to binary.

Table 6.3 *S-box 1*

	0	*1*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*	*11*	*12*	*13*	*14*	*15*
0	14	04	13	01	02	15	11	08	03	10	06	12	05	09	00	07
1	00	15	07	04	14	02	13	10	03	06	12	11	09	05	03	08
2	04	01	14	08	13	06	02	11	15	12	09	07	03	10	05	00
3	15	12	08	02	04	09	01	07	05	11	03	14	10	00	06	13

Table 6.4 *S-box 2*

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	15	01	08	14	06	11	03	04	09	07	02	13	12	00	05	10
1	03	13	04	07	15	02	08	14	12	00	01	10	06	09	11	05
2	00	14	07	11	10	04	13	01	05	08	12	06	09	03	02	15
3	13	08	10	01	03	15	04	02	11	06	07	12	00	05	14	09

Table 6.5 *S-box 3*

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	10	00	09	14	06	03	15	05	01	13	12	07	11	04	02	08
1	13	07	00	09	03	04	06	10	02	08	05	14	12	11	15	01
2	13	06	04	09	08	15	03	00	11	01	02	12	05	10	14	07
3	01	10	13	00	06	09	08	07	04	15	14	03	11	05	02	12

Table 6.6 *S-box 4*

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	07	13	14	03	00	6	09	10	1	02	08	05	11	12	04	15
1	13	08	11	05	06	15	00	03	04	07	02	12	01	10	14	09
2	10	06	09	00	12	11	07	13	15	01	03	14	05	02	08	04
3	03	15	00	06	10	01	13	08	09	04	05	11	12	07	02	14

Table 6.7 *S-box 5*

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	02	12	04	01	07	10	11	06	08	05	03	15	13	00	14	09
1	14	11	02	12	04	07	13	01	05	00	15	10	03	09	08	06
2	04	02	01	11	10	13	07	08	15	09	12	05	06	03	00	14
3	11	08	12	07	01	14	02	13	06	15	00	09	10	04	05	03

Table 6.8 *S-box 6*

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	12	01	10	15	09	02	06	08	00	13	03	04	14	07	05	11
1	10	15	04	02	07	12	09	05	06	01	13	14	00	11	03	08
2	09	14	15	05	02	08	12	03	07	00	04	10	01	13	11	06
3	04	03	02	12	09	05	15	10	11	14	01	07	10	00	08	13

Table 6.9 *S-box 7*

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	4	11	2	14	15	00	08	13	03	12	09	07	05	10	06	01
1	13	00	11	07	04	09	01	10	14	03	05	12	02	15	08	06
2	01	04	11	13	12	03	07	14	10	15	06	08	00	05	09	02
3	06	11	13	08	01	04	10	07	09	05	00	15	14	02	03	12

Table 6.10 *S-box 8*

	0	*1*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*	*11*	*12*	*13*	*14*	*15*
0	13	02	08	04	06	15	11	01	10	09	03	14	05	00	12	07
1	01	15	13	08	10	03	07	04	12	05	06	11	10	14	09	02
2	07	11	04	01	09	12	14	02	00	06	10	10	15	03	05	08
3	02	01	14	07	04	10	8	13	15	12	09	09	03	05	06	11

Example 6.3

The input to S-box 1 is **1**0001**1**. What is the output?

Solution

If we write the first and the sixth bits together, we get 11 in binary, which is 3 in decimal. The remaining bits are 0001 in binary, which is 1 in decimal. We look for the value in row 3, column 1, in Table 6.3 (S-box 1). The result is 12 in decimal, which in binary is 1100. So the input 100011 yields the output 1100.

Example 6.4

The input to S-box 8 is **0**0000**0**. What is the output?

Solution

If we write the first and the sixth bits together, we get 00 in binary, which is 0 in decimal. The remaining bits are 0000 in binary, which is 0 in decimal. We look for the value in row 0, column 0, in Table 6.10 (S-box 8). The result is 13 in decimal, which is 1101 in binary. So the input 000000 yields the output 1101.

Straight Permutation The last operation in the DES function is a straight permutation with a 32-bit input and a 32-bit output. The input/output relationship for this operation is shown in Table 6.11 and follows the same general rule as previous permutation tables. For example, the seventh bit of the input becomes the second bit of the output.

Table 6.11 *Straight permutation table*

16	07	20	21	29	12	28	17
01	15	23	26	05	18	31	10
02	08	24	14	32	27	03	09
19	13	30	06	22	11	04	25

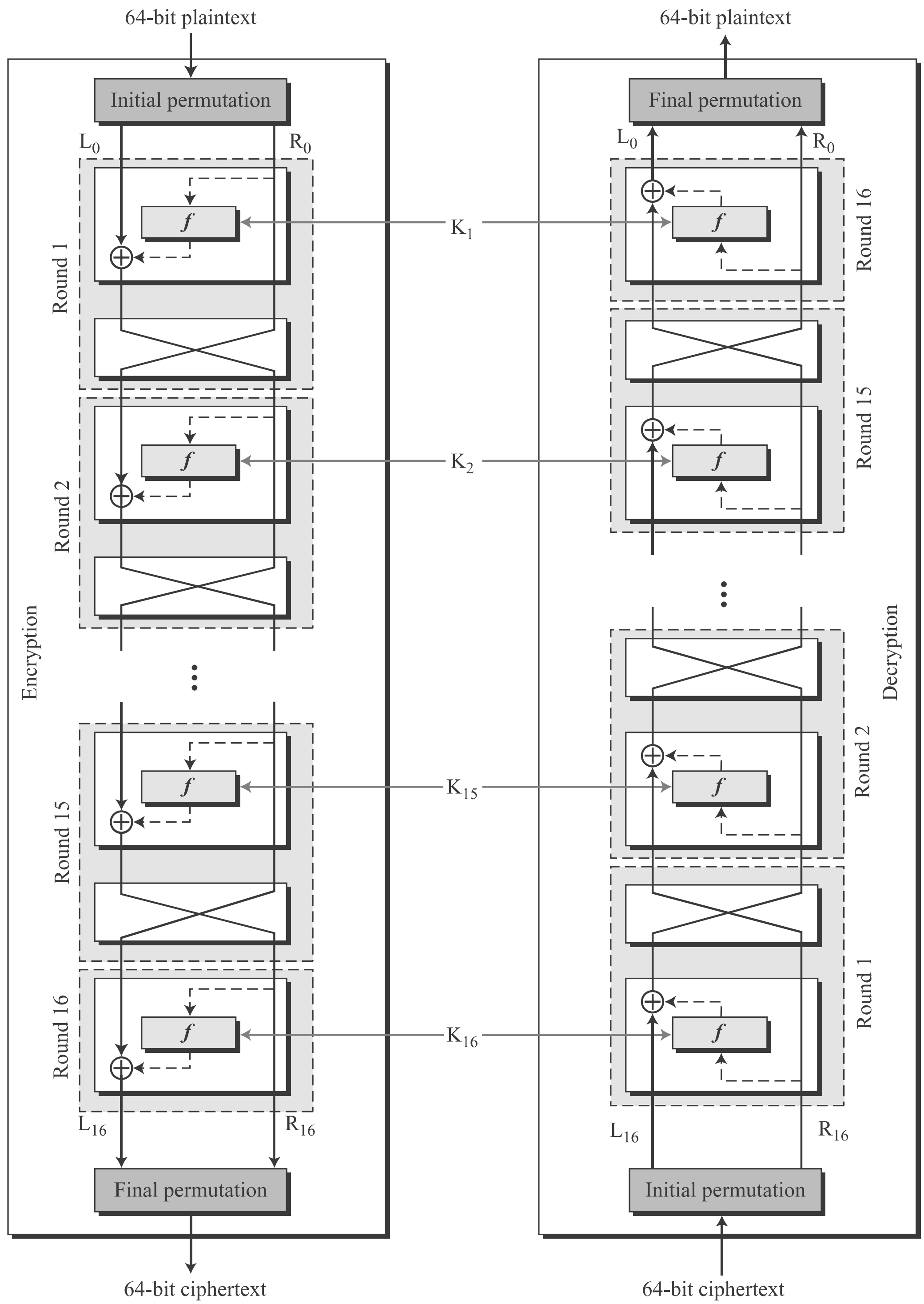
Cipher and Reverse Cipher

Using mixers and swappers, we can create the cipher and reverse cipher, each having 16 rounds. The cipher is used at the encryption site; the reverse cipher is used at the decryption site. The whole idea is to make the cipher and the reverse cipher algorithms similar.

First Approach

To achieve this goal, one approach is to make the last round (round 16) different from the others; it has only a mixer and no swapper. This is done in Figure 6.9.

Figure 6.9 *DES cipher and reverse cipher for the first approach*



Although the rounds are not aligned, the elements (mixer or swapper) are aligned. We proved in Chapter 5 that a mixer is a self-inverse; so is a swapper. The final and initial permutations are also inverses of each other. The left section of the plaintext at the encryption site, L_0, is enciphered as L_{16} at the encryption site; L_{16} at the decryption is deciphered as L_0 at the decryption site. The situation is the same with R_0 and R_{16}.

A very important point we need to remember about the ciphers is that the round keys (K_1 to K_{16}) should be applied in the reverse order. At the encryption site, round 1 uses K_1 and round 16 uses K_{16}; at the decryption site, round 1 uses K_{16} and round 16 uses K_1.

In the first approach, there is no swapper in the last round.

Algorithm

Algorithm 6.1 gives the pseudocode for the cipher and four corresponding routines in the first approach. The codes for the rest of the routines are left as exercises.

Algorithm 6.1 *Pseudocode for DES cipher*

```
Cipher (plainBlock[64], RoundKeys[16, 48], cipherBlock[64])
{
    permute (64, 64, plainBlock, inBlock, InitialPermutationTable)
    split (64, 32, inBlock, leftBlock, rightBlock)
    for (round = 1 to 16)
    {
        mixer (leftBlock, rightBlock, RoundKeys[round])
        if (round!=16) swapper (leftBlock, rightBlock)
    }
    combine (32, 64, leftBlock, rightBlock, outBlock)
    permute (64, 64, outBlock, cipherBlock, FinalPermutationTable)
}

mixer (leftBlock[32], rightBlock[32], RoundKey[48])
{
    copy (32, rightBlock, T1)
    function (T1, RoundKey, T2)
    exclusiveOr (32, leftBlock, T2, T3)
    copy (32, T3, rightBlock)
}

swapper (leftBlock[32], rigthBlock[32])
{
    copy (32, leftBlock, T)
    copy (32, rightBlock, leftBlock)
    copy (32, T, rightBlock)
}
```