Cryptography and Network Security

Third Edition

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Chapter 3 – Block Ciphers and the Data Encryption Standard

All the afternoon Mungo had been working on Stern's code, principally with the aid of the latest messages which he had copied down at the Nevin Square drop. Stern was very confident. He must be well aware London Central knew about that drop. It was obvious that they didn't care how often Mungo read their messages, so confident were they in the impenetrability of the code.

***—Talking to Strange Men,* Ruth Rendell**

Modern Block Ciphers

- will now look at modern block ciphers
- one of the most widely used types of cryptographic algorithms
- provide secrecy and/or authentication services
- in particular will introduce DES (Data Encryption Standard)

Block vs Stream Ciphers

- block ciphers process messages in into blocks, each of which is then en/decrypted
- like a substitution on very big characters
  - 64-bits or more
- stream ciphers process messages a bit or byte at a time when en/decrypting
- many current ciphers are block ciphers
- hence are focus of course

Block Cipher Principles

- most symmetric block ciphers are based on a **Feistel Cipher Structure**
- needed since must be able to **decrypt** ciphertext to recover messages efficiently
- block ciphers look like an extremely large substitution
- would need table of 2^{64} entries for a 64-bit block
- instead create from smaller building blocks
- using idea of a product cipher

Claude Shannon and Substitution-Permutation Ciphers

- in 1949 Claude Shannon introduced idea of substitution-permutation (S-P) networks
  - modern substitution-transposition product cipher
- these form the basis of modern block ciphers
- S-P networks are based on the two primitive cryptographic operations we have seen before:
  - *substitution* (S-box)
  - *permutation* (P-box)
- provide *confusion* and *diffusion* of message

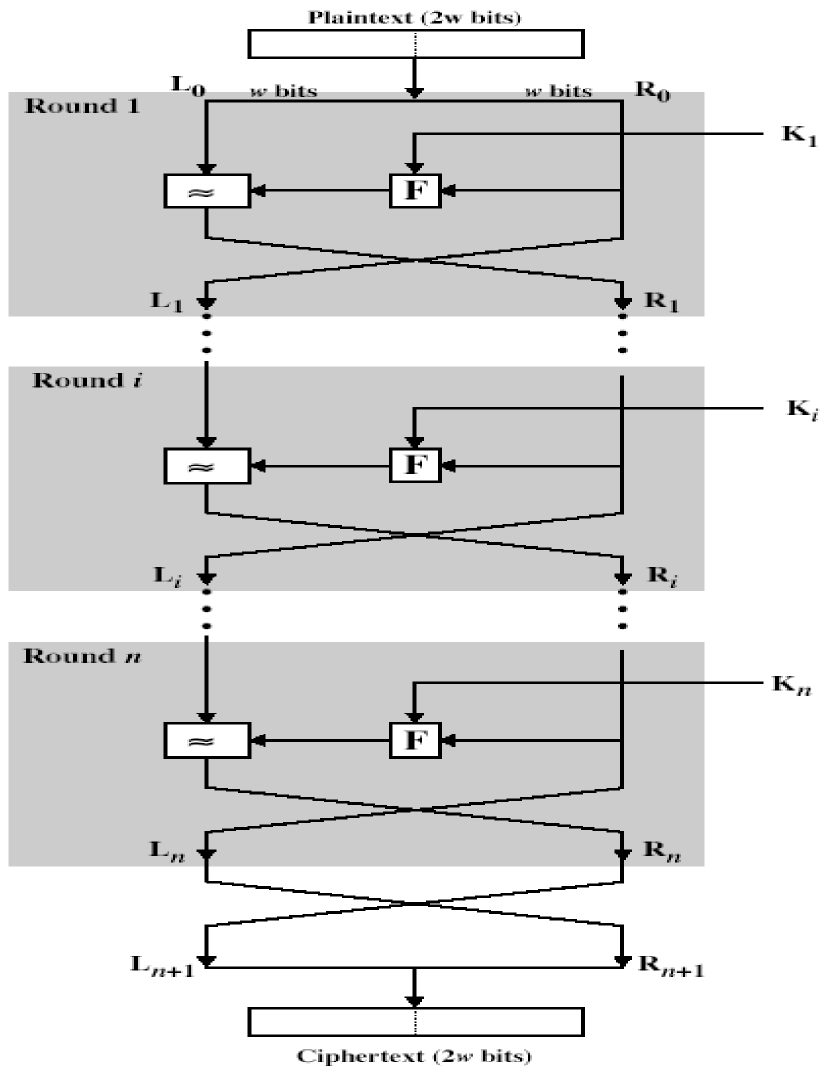
Confusion and Diffusion

- cipher needs to completely obscure statistical properties of original message
- a one-time pad does this
- more practically Shannon suggested combining elements to obtain:
- **diffusion** – dissipates statistical structure of plaintext over bulk of ciphertext
- **confusion** – makes relationship between ciphertext and key as complex as possible

Feistel Cipher Structure

- Horst Feistel devised the **feistel cipher**
  - based on concept of invertible product cipher
- partitions input block into two halves
  - process through multiple rounds which
  - perform a substitution on left data half
  - based on round function of right half & subkey
  - then have permutation swapping halves
- implements Shannon’s substitution-permutation network concept

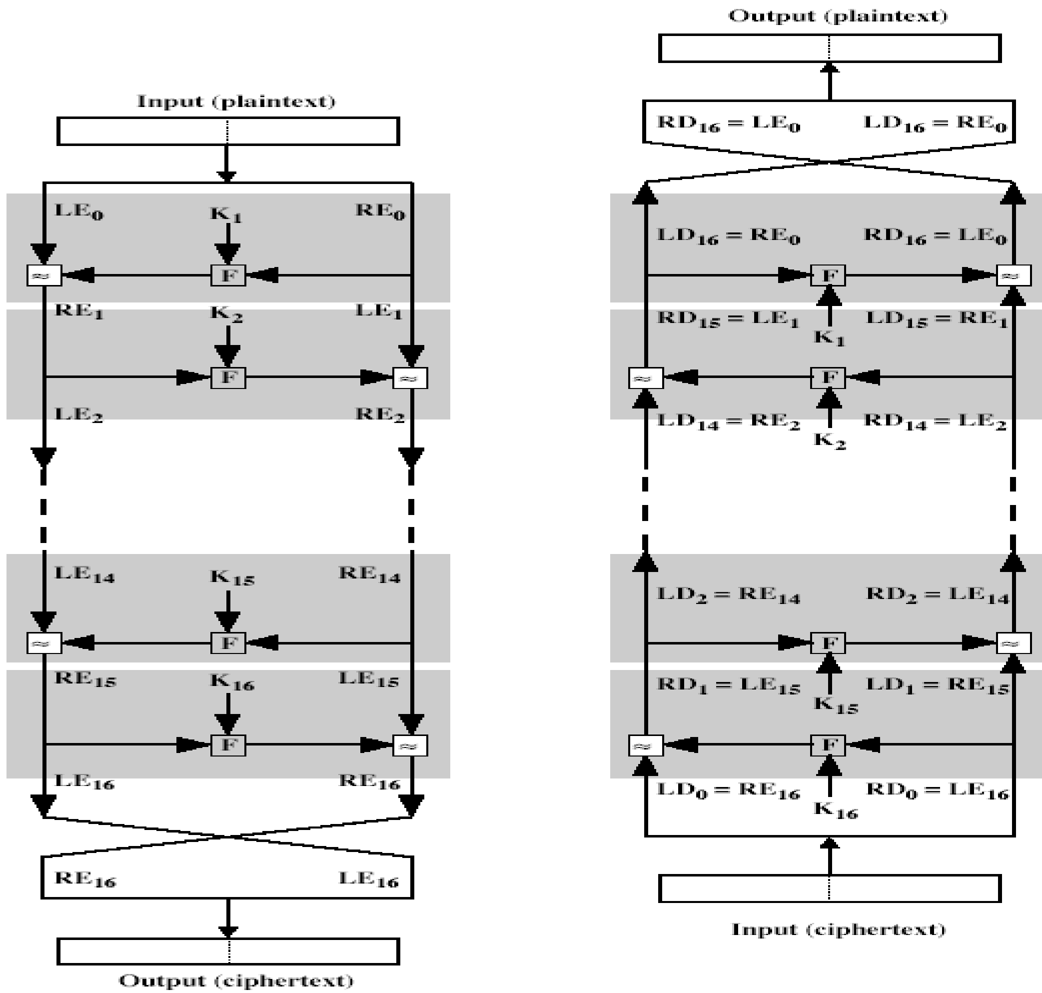
Feistel Cipher Structure



Feistel Cipher Design Principles

- **block size**
  - increasing size improves security, but slows cipher
- **key size**
  - increasing size improves security, makes exhaustive key searching harder, but may slow cipher
- **number of rounds**
  - increasing number improves security, but slows cipher
- **subkey generation**
  - greater complexity can make analysis harder, but slows cipher
- **round function**
  - greater complexity can make analysis harder, but slows cipher
- **fast software en/decryption & ease of analysis**
  - are more recent concerns for practical use and testing

Feistel Cipher Decryption



Data Encryption Standard (DES)

- most widely used block cipher in world
- adopted in 1977 by NBS (now NIST)
  - as FIPS PUB 46
- encrypts 64-bit data using 56-bit key
- has widespread use
- has been considerable controversy over its security

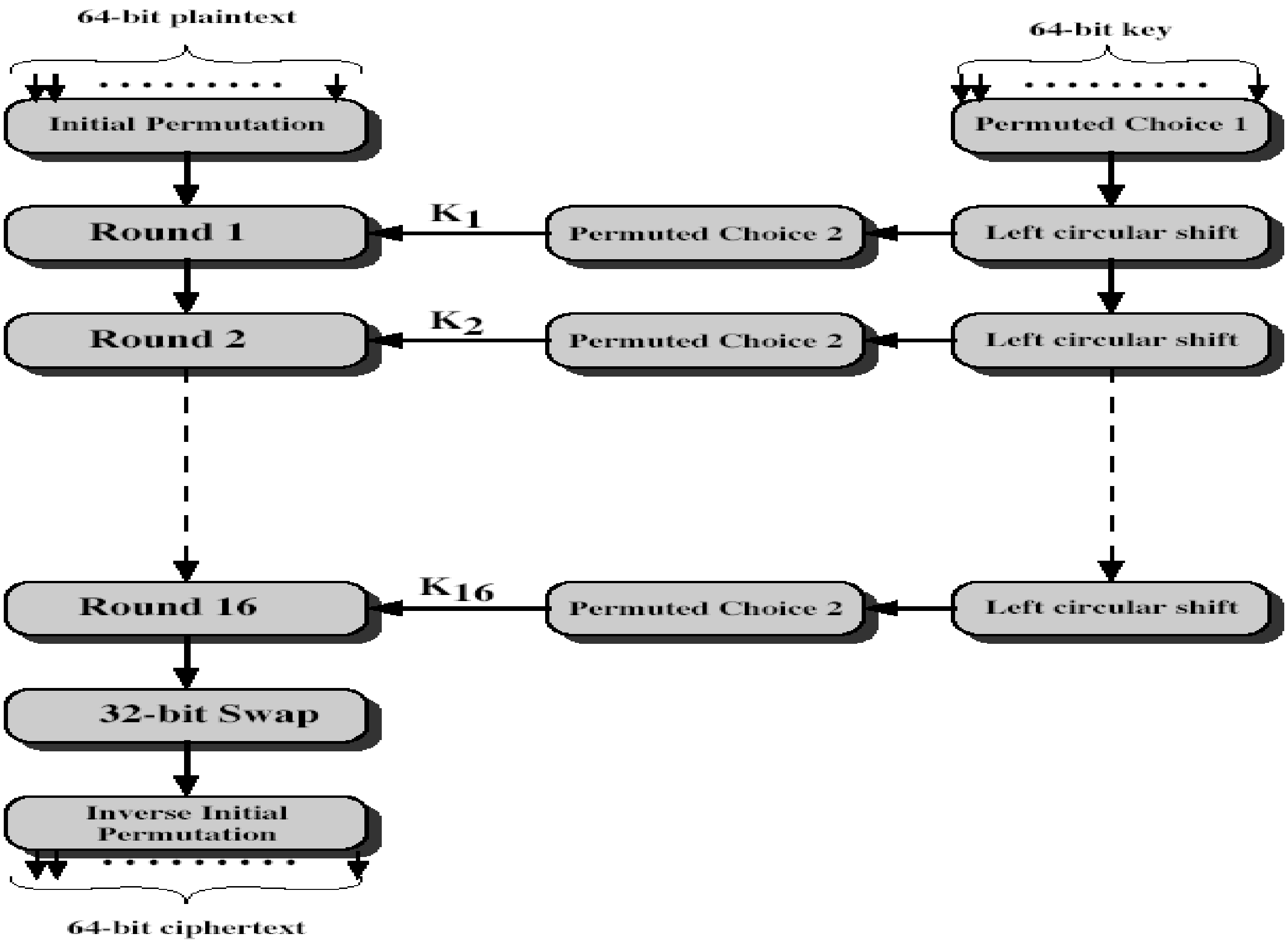
DES History

- IBM developed Lucifer cipher
  - by team led by Feistel
  - used 64-bit data blocks with 128-bit key
- then redeveloped as a commercial cipher with input from NSA and others
- in 1973 NBS issued request for proposals for a national cipher standard
- IBM submitted their revised Lucifer which was eventually accepted as the DES

DES Design Controversy

- although DES standard is public
- was considerable controversy over design
  – in choice of 56-bit key (vs Lucifer 128-bit)
  – and because design criteria were classified
- subsequent events and public analysis show in fact design was appropriate
- DES has become widely used, esp in financial applications

DES Encryption



Initial Permutation IP

- first step of the data computation
- IP reorders the input data bits
- even bits to LH half, odd bits to RH half
- quite regular in structure (easy in h/w)
- see text Table 3.2
- example:

```
IP(675a6967 5e5a6b5a) = (ffb2194d 004df6fb)
```

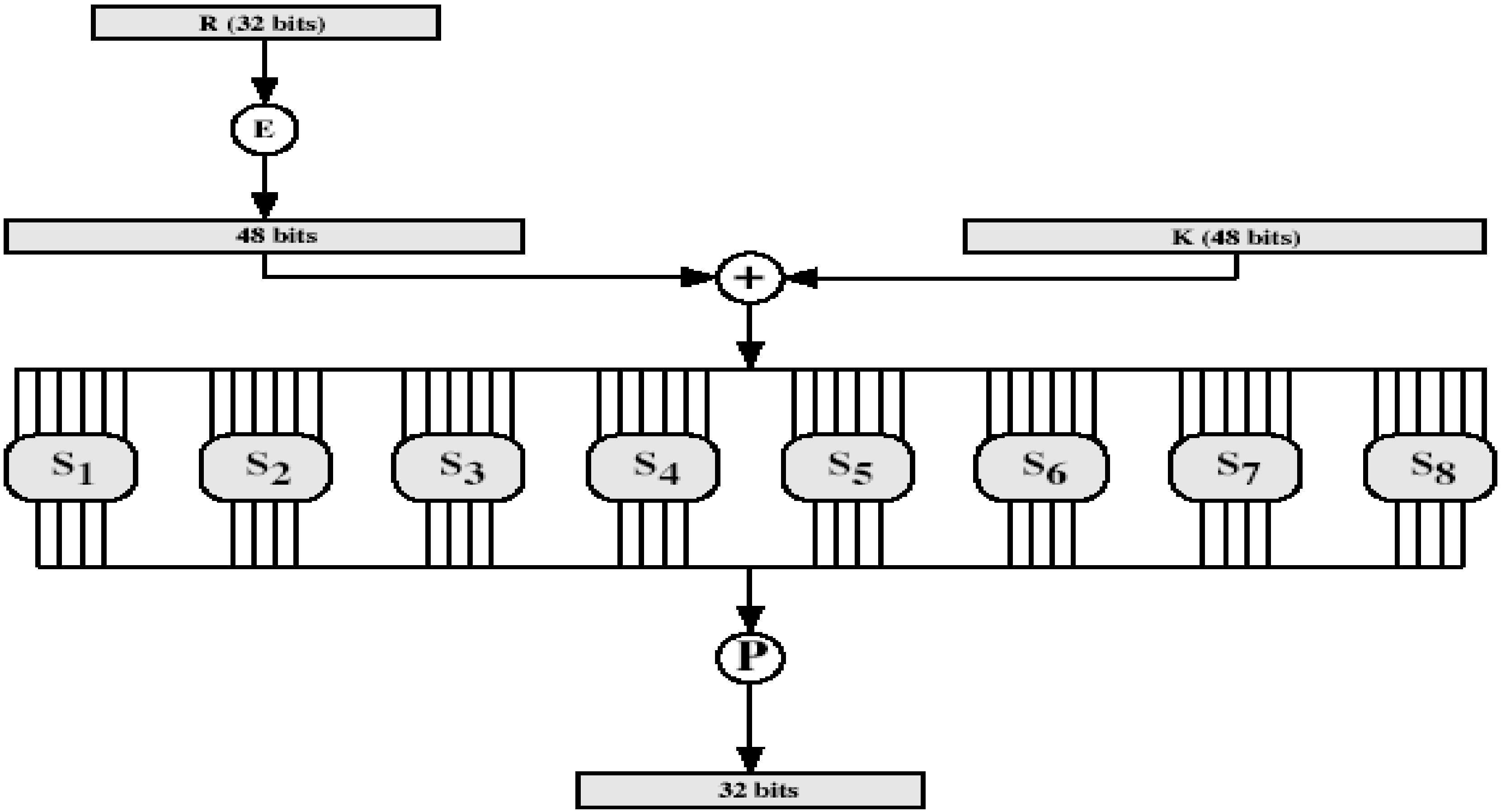
DES Round Structure

- uses two 32-bit L & R halves
- as for any Feistel cipher can describe as:

  $L_i = R_{i-1}$

  $R_i = L_{i-1}$ xor $F(R_{i-1}, K_i)$
- takes 32-bit R half and 48-bit subkey and:
  - expands R to 48-bits using perm E
  - adds to subkey
  - passes through 8 S-boxes to get 32-bit result
  - finally permutes this using 32-bit perm P

DES Round Structure



Substitution Boxes S

- have eight S-boxes which map 6 to 4 bits
- each S-box is actually 4 little 4 bit boxes
  - outer bits 1 & 6 (**row** bits) select one rows
  - inner bits 2-5 (**col** bits) are substituted
  - result is 8 lots of 4 bits, or 32 bits
- row selection depends on both data & key
  - feature known as autoclaving (autokeying)
- example:

```
S(18 09 12 3d 11 17 38 39) = 5fd25e03
```

DES Key Schedule

- forms subkeys used in each round
- consists of:
  - initial permutation of the key (PC1) which selects 56-bits in two 28-bit halves
  - 16 stages consisting of:
    - selecting 24-bits from each half
    - permuting them by PC2 for use in function f,
    - rotating **each half** separately either 1 or 2 places depending on the **key rotation schedule** K

DES Decryption

- decrypt must unwind steps of data computation
- with Feistel design, do encryption steps again
- using subkeys in reverse order (SK16 … SK1)
- note that IP undoes final FP step of encryption
- 1st round with SK16 undoes 16th encrypt round
- ….
- 16th round with SK1 undoes 1st encrypt round
- then final FP undoes initial encryption IP
- thus recovering original data value

Avalanche Effect

- key desirable property of encryption alg
- where a change of **one** input or key bit results in changing approx **half** output bits
- making attempts to “home-in” by guessing keys impossible
- DES exhibits strong avalanche

Strength of DES – Key Size

- 56-bit keys have $2^{56} = 7.2 \times 10^{16}$ values
- brute force search looks hard
- recent advances have shown is possible
  - in 1997 on Internet in a few months
  - in 1998 on dedicated h/w (EFF) in a few days
  - in 1999 above combined in 22hrs!
- still must be able to recognize plaintext
- now considering alternatives to DES

Strength of DES – Timing Attacks

- attacks actual implementation of cipher
- use knowledge of consequences of implementation to derive knowledge of some/all subkey bits
- specifically use fact that calculations can take varying times depending on the value of the inputs to it
- particularly problematic on smartcards

Strength of DES – Analytic Attacks

- now have several analytic attacks on DES
- these utilise some deep structure of the cipher
  - by gathering information about encryptions
  - can eventually recover some/all of the sub-key bits
  - if necessary then exhaustively search for the rest
- generally these are statistical attacks
- include
  - differential cryptanalysis
  - linear cryptanalysis
  - related key attacks

Differential Cryptanalysis

- one of the most significant recent (public) advances in cryptanalysis
- known by NSA in 70's cf DES design
- Murphy, Biham & Shamir published 1990
- powerful method to analyse block ciphers
- used to analyse most current block ciphers with varying degrees of success
- DES reasonably resistant to it, cf Lucifer

Differential Cryptanalysis

- a statistical attack against Feistel ciphers
- uses cipher structure not previously used
- design of S-P networks has output of function *f* influenced by both input & key
- hence cannot trace values back through cipher without knowing values of the key
- Differential Cryptanalysis compares two related pairs of encryptions

Differential Cryptanalysis Compares Pairs of Encryptions

- with a known difference in the input
- searching for a known difference in output
- when same subkeys are used

$$\Delta m_{i+1} = m_{i+1} \oplus m'_{i+1}$$

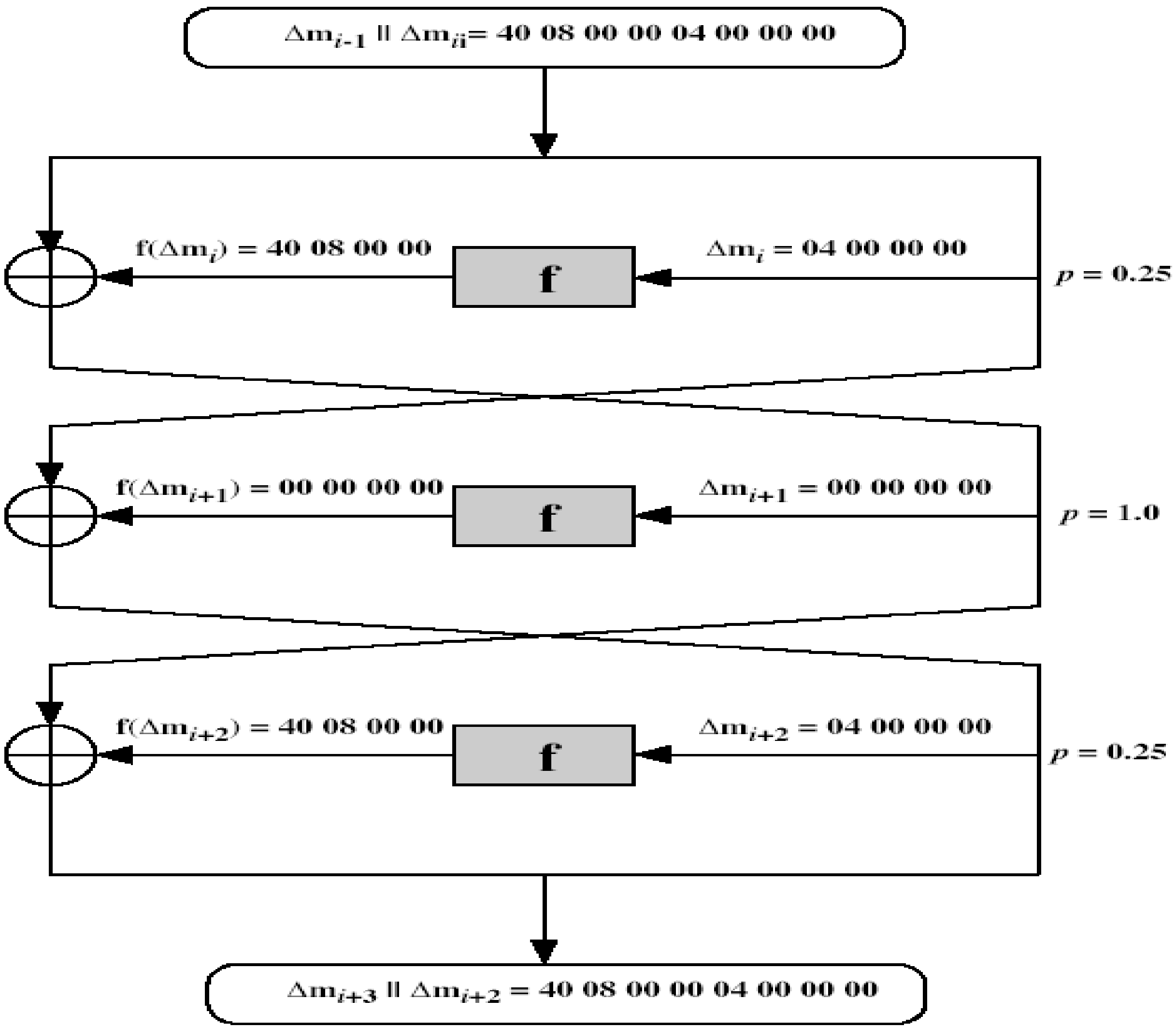
$$= \left[m_{i-1} \oplus \mathrm{f}\left(m_i, K_i \right) \right] \oplus \left[m'_{i-1} \oplus \mathrm{f}\left(m'_i, K_i \right) \right]$$

$$= \Delta m_{i-1} \oplus \left[\mathrm{f}\left(m_i, K_i \right) \oplus \mathrm{f}\left(m'_i, K_i \right) \right]$$

Differential Cryptanalysis

- have some input difference giving some output difference with probability p
- if find instances of some higher probability input / output difference pairs occurring
- can infer subkey that was used in round
- then must iterate process over many rounds (with decreasing probabilities)

Differential Cryptanalysis



Differential Cryptanalysis

- perform attack by repeatedly encrypting plaintext pairs with known input XOR until obtain desired output XOR
- when found
  - if intermediate rounds match required XOR have a **right pair**
  - if not then have a **wrong pair**, relative ratio is S/N for attack
- can then deduce keys values for the rounds
  - right pairs suggest same key bits
  - wrong pairs give random values
- for large numbers of rounds, probability is so low that more pairs are required than exist with 64-bit inputs
- Biham and Shamir have shown how a 13-round iterated characteristic can break the full 16-round DES

Linear Cryptanalysis

- another recent development
- also a statistical method
- must be iterated over rounds, with decreasing probabilities
- developed by Matsui et al in early 90's
- based on finding linear approximations
- can attack DES with 2^{47} known plaintexts, still in practise infeasible

Linear Cryptanalysis

- find linear approximations with prob p != ½

```
P[i1,i2,...,ia](+)C[j1,j2,...,jb] =
  K[k1,k2,...,kc]

where ia,jb,kc are bit locations in P,C,K
```

- gives linear equation for key bits
- get one key bit using max likelihood alg
- using a large number of trial encryptions
- effectiveness given by: `|p–½|`

Block Cipher Design Principles

- basic principles still like Feistel in 1970's
- number of rounds
  - more is better, exhaustive search best attack
- function f:
  - provides "confusion", is nonlinear, avalanche
- key schedule
  - complex subkey creation, key avalanche

Modes of Operation

- block ciphers encrypt fixed size blocks
- eg. DES encrypts 64-bit blocks, with 56-bit key
- need way to use in practise, given usually have arbitrary amount of information to encrypt
- four were defined for DES in ANSI standard **ANSI X3.106-1983 Modes of Use**
- subsequently now have 5 for DES and AES
- have **block** and **stream** modes

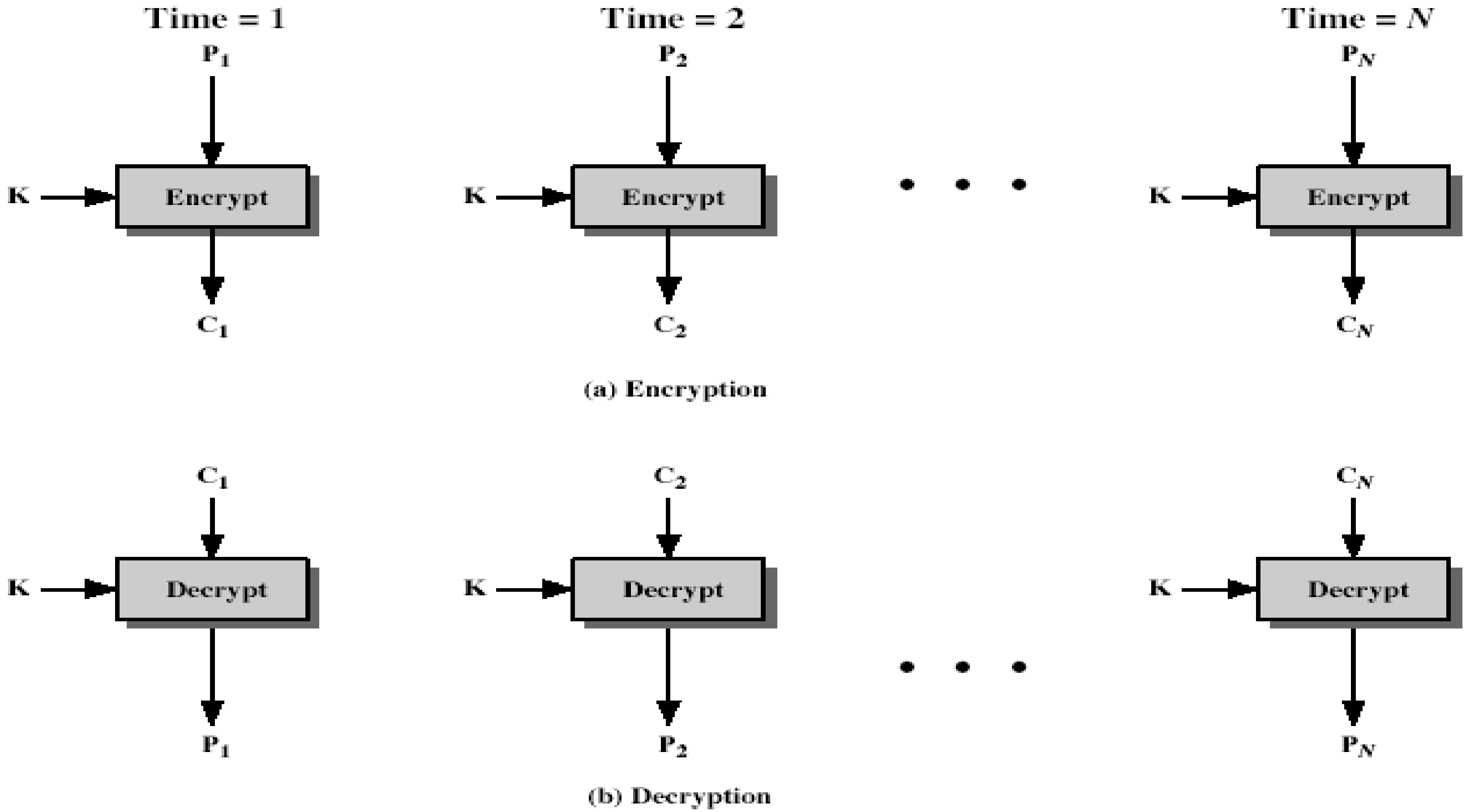
Electronic Codebook Book (ECB)

- message is broken into independent blocks which are encrypted
- each block is a value which is substituted, like a codebook, hence name
- each block is encoded independently of the other blocks

$$C_i = DES_{K1}(P_i)$$

- uses: secure transmission of single values

Electronic Codebook Book (ECB)



Advantages and Limitations of ECB

- repetitions in message may show in ciphertext
  - if aligned with message block
  - particularly with data such graphics
  - or with messages that change very little, which become a code-book analysis problem
- weakness due to encrypted message blocks being independent
- main use is sending a few blocks of data

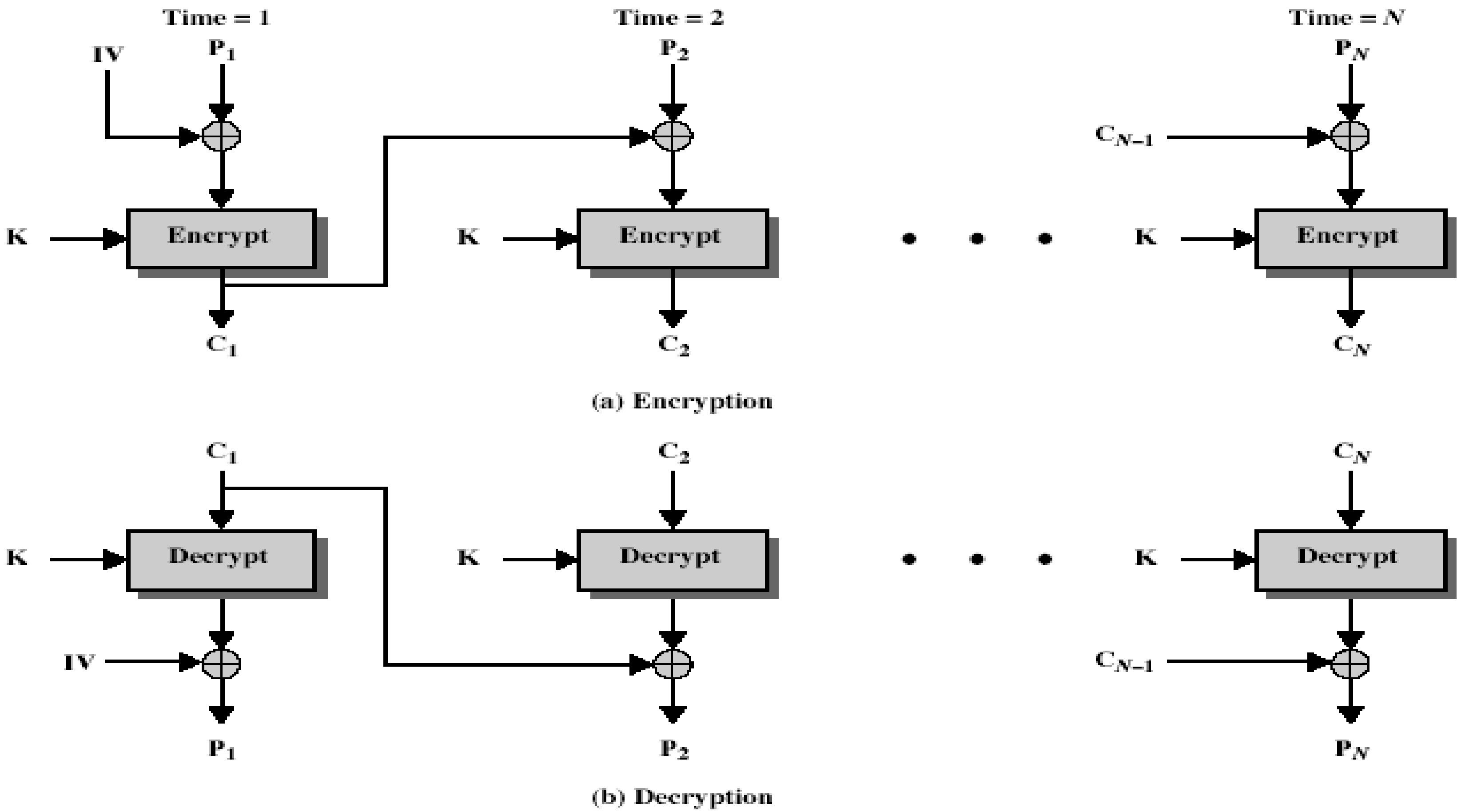
Cipher Block Chaining (CBC)

- message is broken into blocks
- but these are linked together in the encryption operation
- each previous cipher blocks is chained with current plaintext block, hence name
- use Initial Vector (IV) to start process

  $C_i = DES_{K1}(P_i \text{ XOR } C_{i-1})$

  $C_{-1} = IV$
- uses: bulk data encryption, authentication

Cipher Block Chaining (CBC)



Advantages and Limitations of CBC

- each ciphertext block depends on **all** message blocks
- thus a change in the message affects all ciphertext blocks after the change as well as the original block
- need **Initial Value** (IV) known to sender & receiver
  – however if IV is sent in the clear, an attacker can change bits of the first block, and change IV to compensate
  – hence either IV must be a fixed value (as in EFTPOS) or it must be sent encrypted in ECB mode before rest of message
- at end of message, handle possible last short block
  – by padding either with known non-data value (eg nulls)
  – or pad last block with count of pad size
    - eg. [b1 b2 b3 0 0 0 0 5] <- 3 data bytes, then 5 bytes pad+count

Cipher FeedBack (CFB)

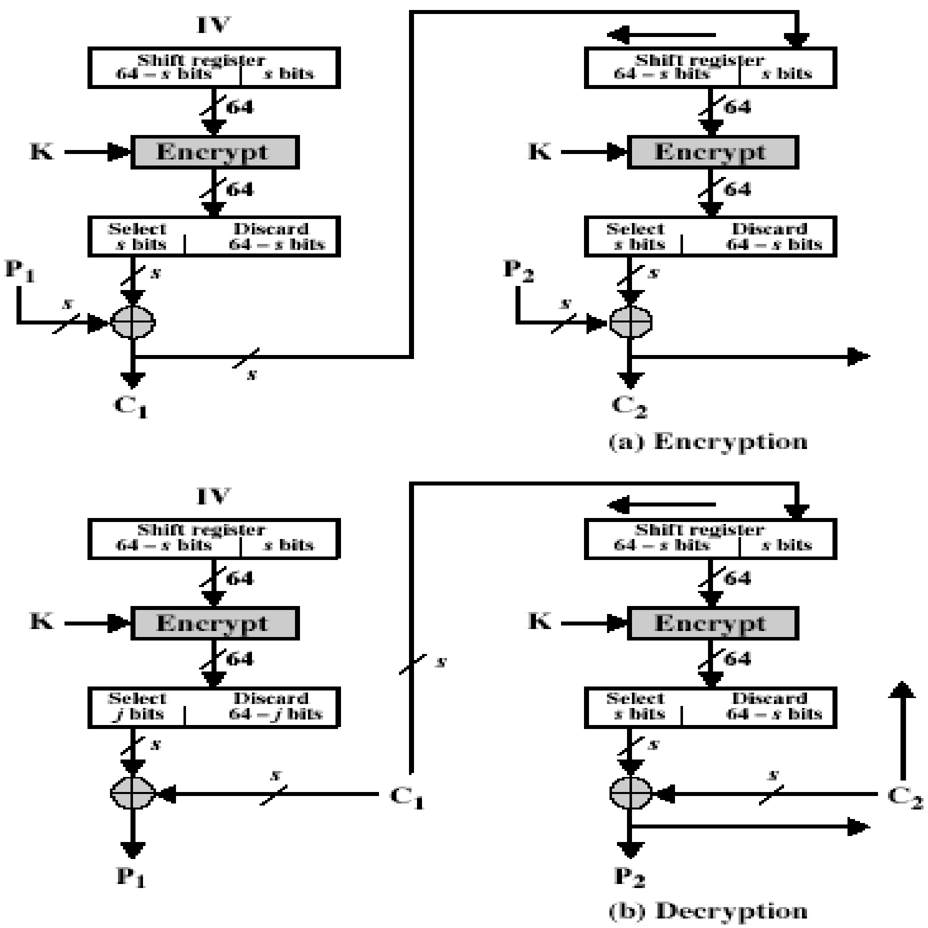
- message is treated as a stream of bits
- added to the output of the block cipher
- result is feed back for next stage (hence name)
- standard allows any number of bit (1,8 or 64 or whatever) to be feed back
  - denoted CFB-1, CFB-8, CFB-64 etc
- is most efficient to use all 64 bits (CFB-64)

$$C_i = P_i \text{ XOR } DES_{K1}(C_{i-1})$$

$$C_{-1} = IV$$

- uses: stream data encryption, authentication

Cipher FeedBack (CFB)



Advantages and Limitations of CFB

- appropriate when data arrives in bits/bytes
- most common stream mode
- limitation is need to stall while do block encryption after every n-bits
- note that the block cipher is used in **encryption** mode at **both** ends
- errors propogate for several blocks after the error

Output FeedBack (OFB)

- message is treated as a stream of bits
- output of cipher is added to message
- output is then feed back (hence name)
- feedback is independent of message
- can be computed in advance

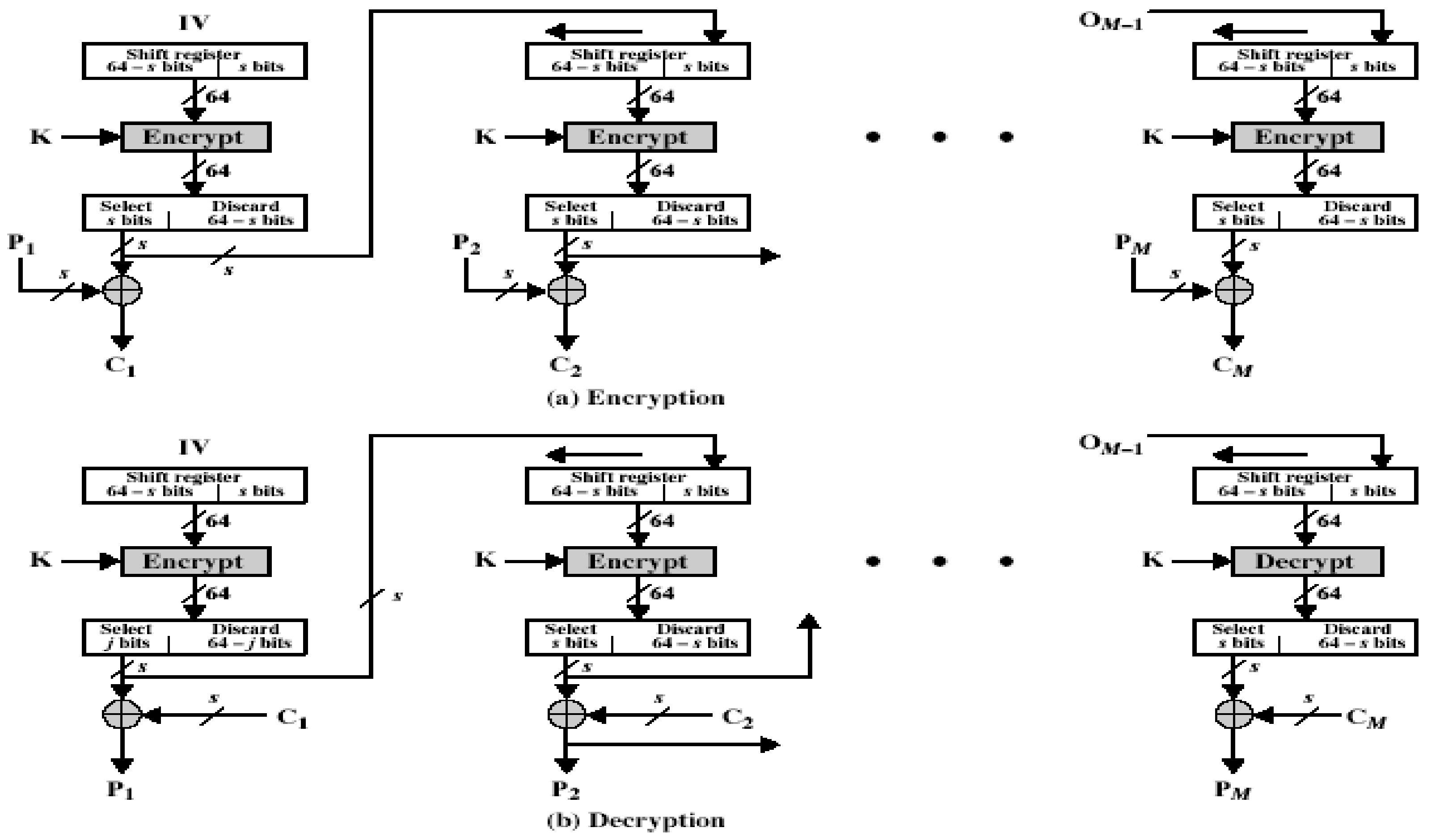
  $C_i = P_i \text{ XOR } O_i$

  $O_i = DES_{K1}(O_{i-1})$

  $O_{-1} = IV$

- uses: stream encryption over noisy channels

Output FeedBack (OFB)



Advantages and Limitations of OFB

- used when error feedback a problem or where need to encryptions before message is available
- superficially similar to CFB
- but feedback is from the output of cipher and is independent of message
- a variation of a Vernam cipher
  - hence must **never** reuse the same sequence (key+IV)
- sender and receiver must remain in sync, and some recovery method is needed to ensure this occurs
- originally specified with m-bit feedback in the standards
- subsequent research has shown that only **OFB-64** should ever be used

Counter (CTR)

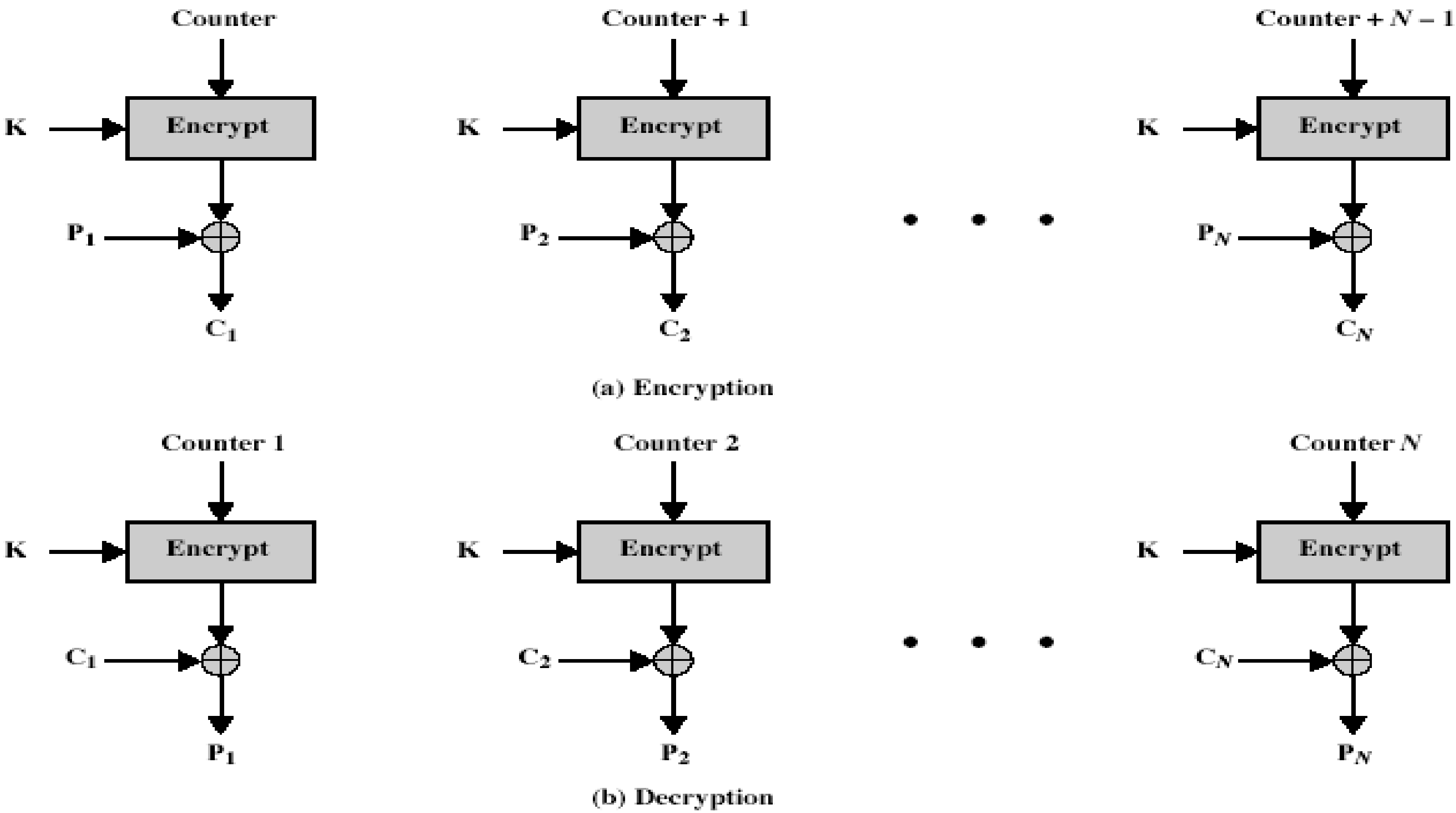
- a “new” mode, though proposed early on
- similar to OFB but encrypts counter value rather than any feedback value
- must have a different key & counter value for every plaintext block (never reused)

  $C_i = P_i \text{ XOR } O_i$

  $O_i = DES_{K1}(i)$

- uses: high-speed network encryptions

Counter (CTR)



Counter
Counter + 1
Counter + N – 1
K
Encrypt
P1
P2
PN
C1
C2
CN
(a) Encryption
Counter 1
Counter 2
Counter N
K
Encrypt
C1
C2
CN
P1
P2
PN
(b) Decryption

Advantages and Limitations of CTR

- efficiency
  - can do parallel encryptions
  - in advance of need
  - good for bursty high speed links
- random access to encrypted data blocks
- provable security (good as other modes)
- but must ensure never reuse key/counter values, otherwise could break (cf OFB)

Summary

- have considered:
- block cipher design principles
- DES
  - details
  - strength
- Differential & Linear Cryptanalysis
- Modes of Operation
  - ECB, CBC, CFB, OFB, CTR