송민호

유튜브 주소: https://youtu.be/MizGwEh-5UQ



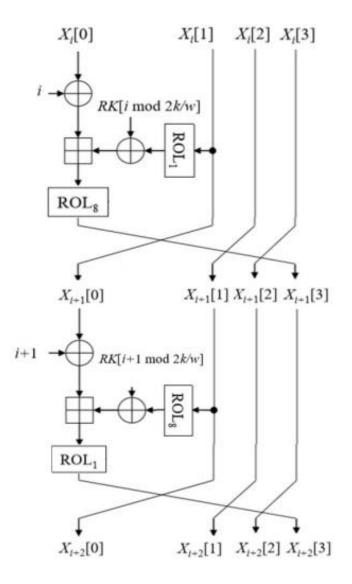


CIPHER	BLOCK	KEY	ROUND
CHAM_64/128	64	128	88
CHAM_128/128	128	128	112
CHAM_128/256	128	256	120

• CHAM_64/128

• 경량 암호

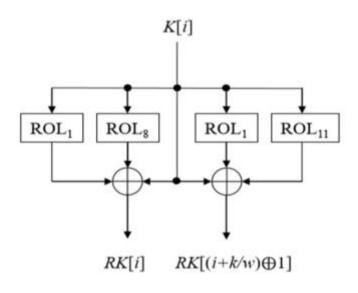
• ARX 구조



```
□void test_cham64()
     uint8 t mk[] = {
         0x00, 0x01, 0x02, 0x03, 0x04, 0x05, 0x06, 0x07, 0x08, 0x09, 0x0a, 0x0b, 0x0c, 0x0d, 0x0e, 0x0f,
     };
     uint8_t pt[] = {
         0x00, 0x11, 0x22, 0x33, 0x44, 0x55, 0x66, 0x77,
     };
     uint8_t ct[] = {
         0x79, 0x65, 0x04, 0x12, 0x3f, 0x12, 0xa9, 0xe5,
     };
     uint8_t encrypted[8] = {0,};
     uint8_t decrypted[8] = {0,};
     cham64_keygen(rks, mk);
     cham64_encrypt(encrypted, pt, rks);
     cham64_decrypt(decrypted, ct, rks);
```

CHAM_keygen

rol16 = 16비트 상에서 Rotation Left



```
void cham64_keygen(uint8_t* rks, const uint8_t* mk)
{
    const uint16_t* key = (uint16_t*) mk;
    uint16_t* rk = (uint16_t*) rks;

    for (size_t i = 0; i < 8; ++i) {
        rk[i] = key[i] ^ rol16(key[i], 1);
        rk[(i+8)^(0x1)] = rk[i] ^ rol16(key[i], 11);
        rk[i] ^= rol16(key[i], 8);
    }
}</pre>
```

CHAM_encrypt

```
for (size_t round = 0; round < CHAM_64_128_ROUNDS; round += 8) {
    blk[0] = rol16((blk[0] ^ (rc++)) + (rol16(blk[1], 1) ^ rk[0]), 8);
    blk[1] = rol16((blk[1] ^ (rc++)) + (rol16(blk[2], 8) ^ rk[1]), 1);
    blk[2] = rol16((blk[2] ^ (rc++)) + (rol16(blk[3], 1) ^ rk[2]), 8);
    blk[3] = rol16((blk[3] ^ (rc++)) + (rol16(blk[0], 8) ^ rk[3]), 1);

    blk[0] = rol16((blk[0] ^ (rc++)) + (rol16(blk[1], 1) ^ rk[4]), 8);
    blk[1] = rol16((blk[1] ^ (rc++)) + (rol16(blk[2], 8) ^ rk[5]), 1);
    blk[2] = rol16((blk[2] ^ (rc++)) + (rol16(blk[3], 1) ^ rk[6]), 8);
    blk[3] = rol16((blk[3] ^ (rc++)) + (rol16(blk[0], 8) ^ rk[7]), 1);
}</pre>
```

CHAM_encrypt

```
#define X00 R18
                   // blk 0
#define X01 R19
#define X10 R20
                   // blk 1
#define X11 R21
#define X20 R22
                    // blk 2
#define X21 R23
#define X30 R24
                   // blk 3
#define X31 R25
#define TM0 R26
                   // temp
#define TM1 R27
#define RC R16 // ROUND COUNTER
#define RK R0
               // ROUND KEY
#define CNT R17
```

```
.macro ENC64 ODD ROUND
                                                  .macro ENC64_EVEN_ROUND
   MOVW TM0, X10
                                                      MOV TM1, X10
                                                      MOV TM0, X11
   LSL TM0
                   // ROL 1
   ROL TM1
                                                      LD RK, Z+
   ADC TM0, R1
                                                      EOR TMO, RK
                                                      LD RK, Z+
   LD RK, Z+
                   // XOR RK
                                                      EOR TM1, RK
   EOR TM0, RK
   LD RK, Z+
                                                      EOR X00, RC
   EOR TM1, RK
                                                      ADD X00, TM0
   EOR X00, RC
                   // XOR RC
                                                      ADC X01, TM1
   ADD X00, TM0
                   // MODULA
   ADC X01, TM1
                                                      LSL X00
                                                      ROL X01
   MOV TM0, X00
                   // ROL 8
                                                      ADC X00, R1
   MOV X00, X01
   MOV X01, TM0
                                                      MOVW TM0, X00
                                                      MOVW X00, X10
   MOVW TM0, X00
                   // BLOCK ROT
                                                      MOVW X10, X20
   MOVW X00, X10
                                                      MOVW X20, X30
   MOVW X10, X20
                                                      MOVW X30, TM0
   MOVW X20, X30
   MOVW X30, TM0
                                                      INC RC
                                                  .endm
   INC RC
                   // rc++
.endm
```

// ROL 8

// XOR RK

// XOR RC

// MODULA

// ROL 1

// BLOCK ROT

// rc++

CHAM_decrypt

• ror16 = 16비트 상에서 Rotation Right

```
for (size_t round = 0; round < CHAM_64_128_ROUNDS; round += 8) {
    blk[3] = (ror16(blk[3], 1) - (rol16(blk[0], 8) ^ rk[7])) ^ (--rc);
    blk[2] = (ror16(blk[2], 8) - (rol16(blk[3], 1) ^ rk[6])) ^ (--rc);
    blk[1] = (ror16(blk[1], 1) - (rol16(blk[2], 8) ^ rk[5])) ^ (--rc);
    blk[0] = (ror16(blk[0], 8) - (rol16(blk[1], 1) ^ rk[4])) ^ (--rc);
    blk[3] = (ror16(blk[3], 1) - (rol16(blk[0], 8) ^ rk[3])) ^ (--rc);
    blk[2] = (ror16(blk[2], 8) - (rol16(blk[3], 1) ^ rk[2])) ^ (--rc);
    blk[1] = (ror16(blk[1], 1) - (rol16(blk[2], 8) ^ rk[1])) ^ (--rc);
    blk[0] = (ror16(blk[0], 8) - (rol16(blk[1], 1) ^ rk[0])) ^ (--rc);</pre>
```

CHAM_decrypt

```
#define X00 R18
                   // blk 0
#define X01 R19
#define X10 R20
                   // blk 1
#define X11 R21
#define X20 R22
                   // blk 2
#define X21 R23
#define X30 R24
                   // blk 3
#define X31 R25
#define TM0 R26
                   // temp
#define TM1 R27
#define RC R16 // ROUND COUNTER
#define RK R0
              // ROUND KEY
#define CNT R17
```

```
.macro DEC64_ODD_ROUND
   BST X30, 0
                   // ROR 1
   LSR X31
   ROR X30
   BLD X31, 7
   MOV TM1, X00
                   // ROL 8
   MOV TM0, X01
   LD RK, -Z
                   // XOR RK
   EOR TM1, RK
   LD RK, -Z
   EOR TMO, RK
   SUB X30, TM0
                   // MINUS
   SBC X31, TM1
   DEC RC
                   // --rc
   EOR X30, RC
                   // XOR RC
   MOVW TM0, X30
                    // BLOCK ROT
   MOVW X30, X20
   MOVW X20, X10
   MOVW X10, X00
   MOVW X00, TM0
.endm
```

```
.macro DEC64 EVEN ROUND
   MOV TM0, X30
                   // ROR 8
   MOV X30, X31
   MOV X31, TM0
   MOVW TM0, X00
   LSL TM0
                   // ROL 1
   ROL TM1
   ADC TM0, R1
   LD RK, -Z
                   // XOR RK
   EOR TM1, RK
   LD RK, -Z
   EOR TMO, RK
   SUB X30, TM0
                   // MINUS
   SBC X31, TM1
   DEC RC
                   // --rc
   EOR X30, RC
                   // XOR RC
   MOVW TM0, X30
                   // BLOCK ROT
   MOVW X30, X20
   MOVW X20, X10
   MOVW X10, X00
   MOVW X00, TM0
.endm
```

Q&A