

SEED 양자회로 구현

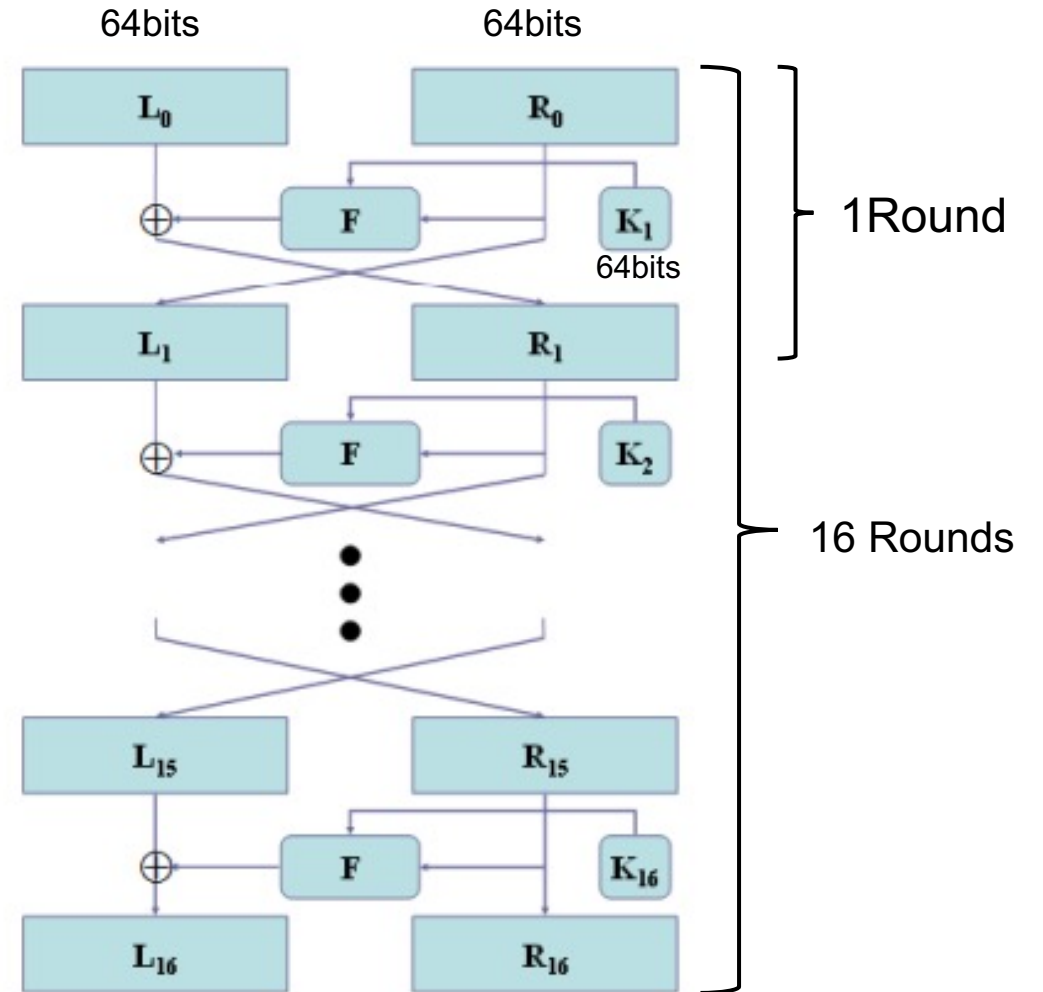
<https://www.youtube.com/watch?v=cNgDDOQa1lE>

SEED 구조

- SEED 구조

전체 구조는 Feistel 구조로 이루어짐.
128 비트 평문 블록과 128비트 키를 사용
128비트 평문을 각각 64비트씩 좌우로 나누어 연산
총 16라운드 진행

* 128비트 키를 사용한다는 것은 K_i 가 128비트가 아닌
128비트키를 이용하여 K_i 를 생성.
 K_i 는 64비트



SEED - 키스케줄

- 라운드 키 생성

128비트 키 $K = A || B || C || D$ (A, B, C, D 32비트)

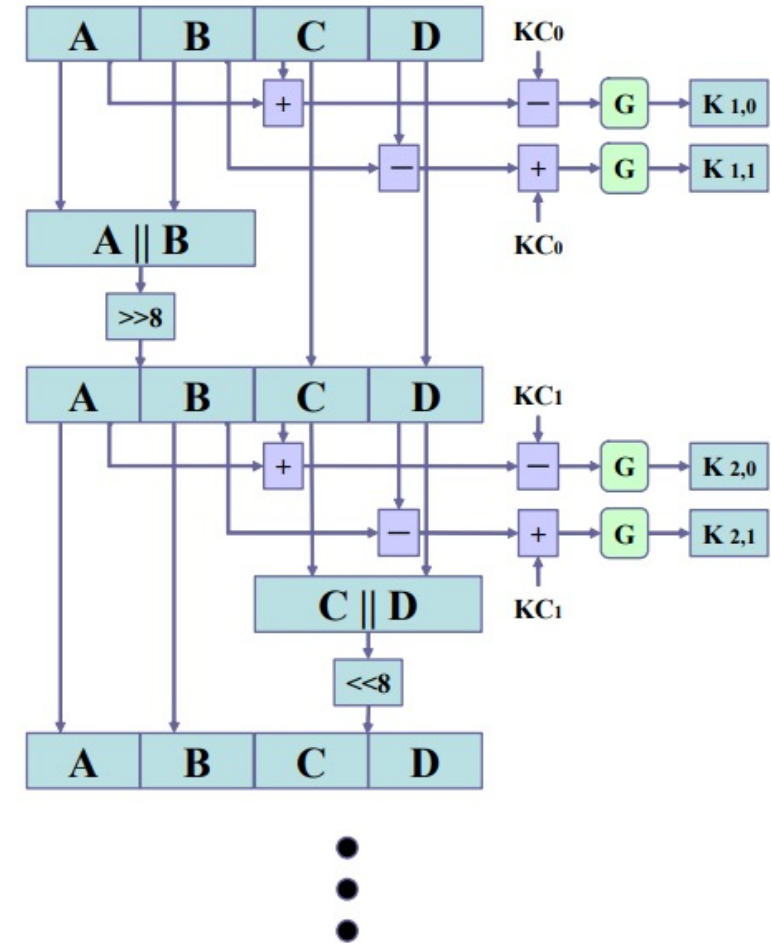
$K_{i,0}, K_{i,1} = 32$ 비트

홀수 라운드일 경우 : $A || B$ Right shift 8

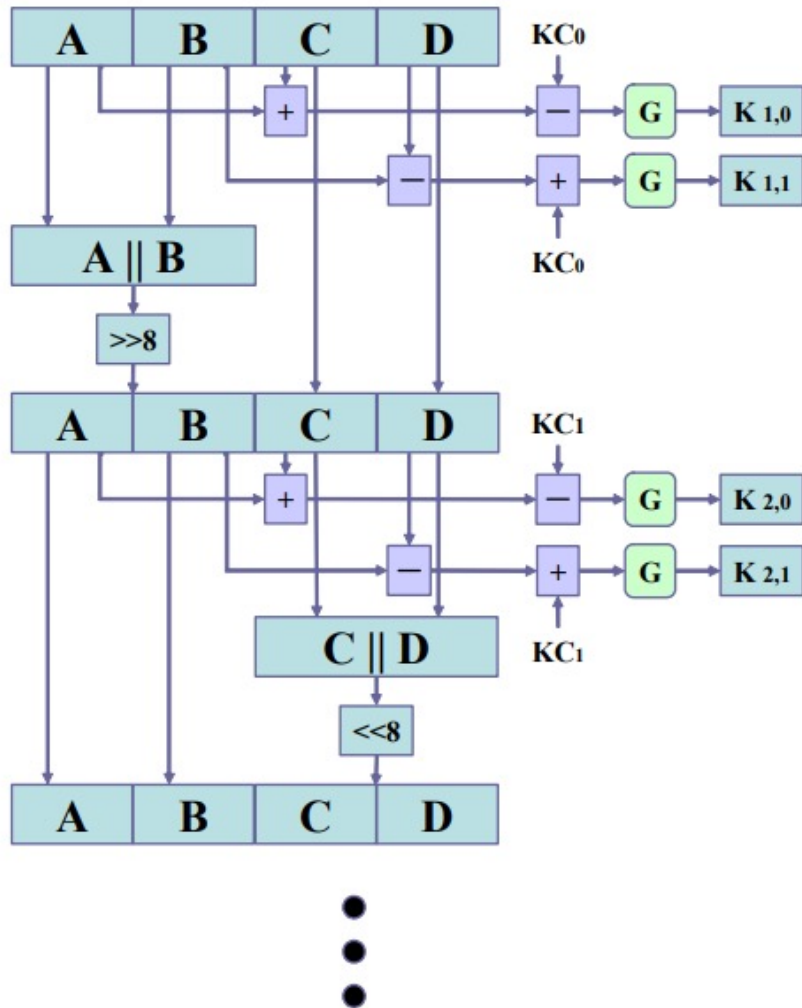
짝수 라운드일 경우 : $C || D$ Left shift 8

```
for i in range(16):
    Round_constant_XOR(eng, KC_q, KC[i], 32)
    Round_constant_XOR(eng, KC_q2, KC[i], 32)
    key0, C = KeySched0(eng, A, C, KC_q, ancilla)
    key1, D = KeySched1(eng, B, D, KC_q2, ancilla1)
    Round_constant_XOR(eng, KC_q, KC[i], 32) #reverse, KC_q=0
    Round_constant_XOR(eng, KC_q2, KC[i], 32)
    L0, L1, R0, R1 = encrypt(eng, L0, L1, R0, R1, key0, key1, ancilla)

    if(i%2 == 0):
        A, B = RightShift(eng, A, B)
    else:
        C, D = LeftShift(eng, C, D)
```



SEED - 키스케줄



```
def KeySched0(eng, A, C, KC, ancilla):
    c = eng.allocate_qubit()
    C2 = eng.allocate_ureg(32)
    copy(eng, C, C2, 32)
    CDKM(eng, A, C, c, 32)
    CDKM_minus(eng, KC, C, c, 32)
    GFunction(eng, C, ancilla)
    return C, C2
```

```
def KeySched1(eng, B, D, KC, ancilla):
    c = eng.allocate_qubit()
    D2 = eng.allocate_ureg(32)
    copy(eng, D, D2, 32)
    CDKM_minus(eng, B, D, c, 32)
    CDKM(eng, KC, D, c, 32)
    GFunction(eng, D, ancilla)
    return D, D2
```

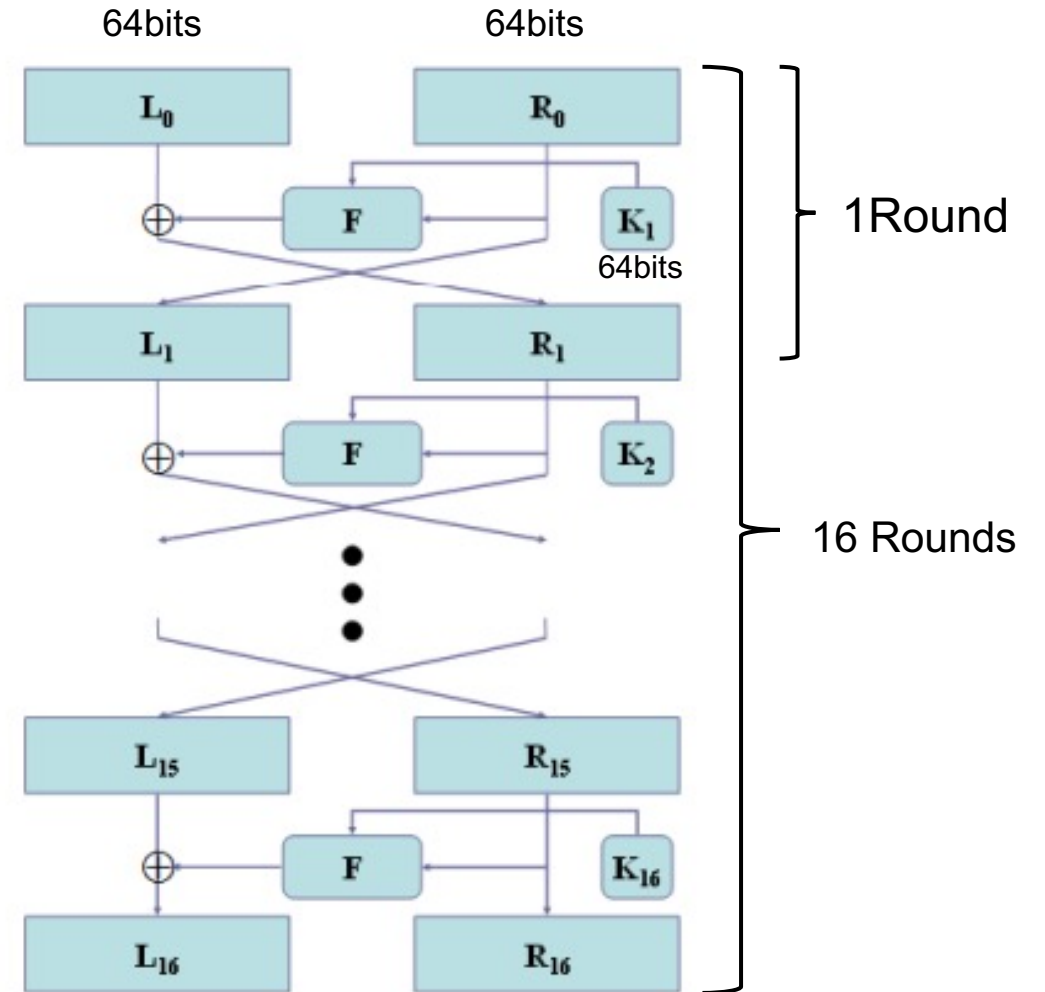
SEED - encrypt

```
for i in range(16):
    Round_constant_XOR(eng, KC_q, KC[i], 32)
    Round_constant_XOR(eng, KC_q2, KC[i], 32)
    key0, C = KeySched0(eng, A, C, KC_q, ancilla)
    key1, D = KeySched1(eng, B, D, KC_q2, ancilla1)
    Round_constant_XOR(eng, KC_q, KC[i], 32)    #reverse, KC_q =0
    Round_constant_XOR(eng, KC_q2, KC[i], 32)
    L0, L1, R0, R1 = encrypt(eng, L0, L1, R0, R1, key0, key1, ancilla)

    if(i%2 ==0):
        A, B = RightShift(eng, A, B)
    else:
        C, D = LeftShift(eng, C, D)
```

```
def encrypt(eng, L0, L1, R0, R1, key0, key1, ancilla):
    FFunction(eng, R0, R1, key0, key1, ancilla)
    for i in range(32):
        CNOT | (key0[i], L0[i])
        CNOT | (key1[i], L1[i])

    return R0, R1, L0, L1
```



SEED - F Function

- F Function

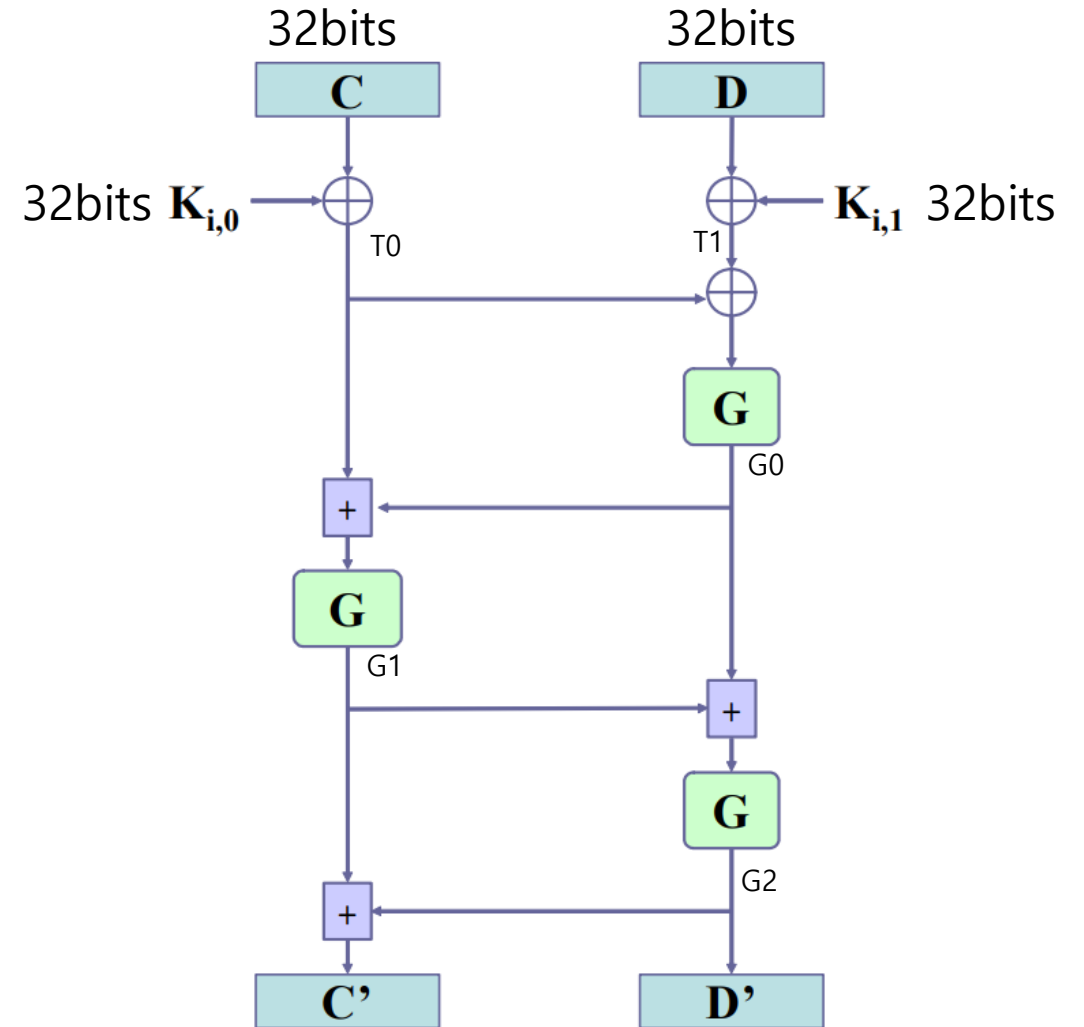
R_i 과 $K(=K_{i,0}, K_{i,1})$ 를 입력으로 받음

R_i 는 다시 32비트 C,D로 나뉨.

XOR, Addition, G Function으로 이루어짐.

C,D는 각각 $K_{i,0}$ 과 $K_{i,1}$ 과 XOR 연산

```
def FFunction(eng, R0, R1, key0, key1, ancilla):  
    c = eng.allocate_qubit()  
  
    CNOT32(eng, R0, key0)  
    CNOT32(eng, R1, key1)  
    CNOT32(eng, key0, key1)  
    GFunction(eng, key1, ancilla)  
    CDKM(eng, key1, key0, c, 32)  
    GFunction(eng, key0, ancilla)  
    CDKM(eng, key0, key1, c, 32)  
    GFunction(eng, key1, ancilla)  
    CDKM(eng, key1, key0, c, 32)
```

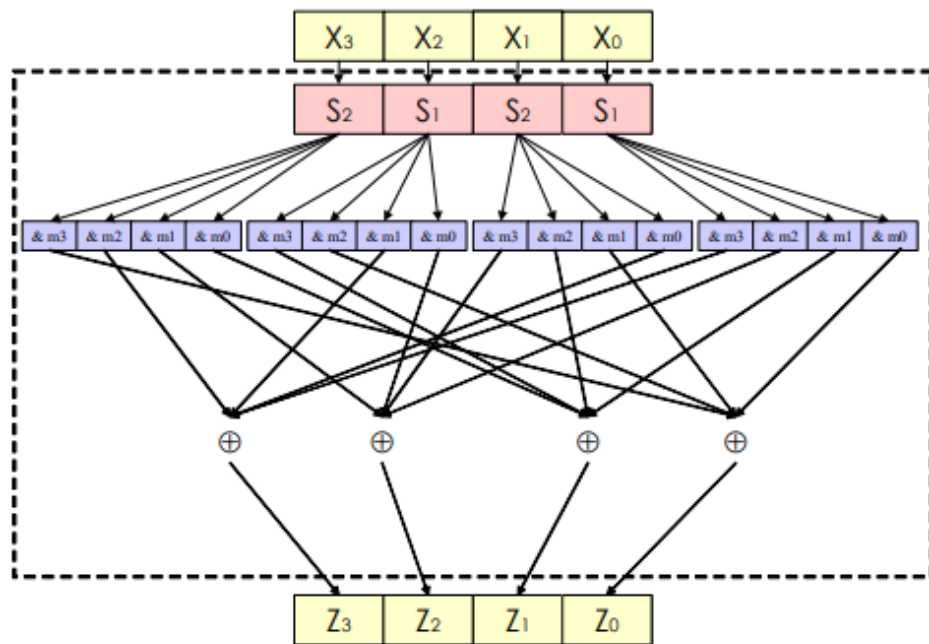


SEED - G Function

• G Function

2개의 Sbox 사용

- Sbox는 입력으로 8비트값을 받음
- 상수 m_0, m_1, m_2, m_3 와 &연산



$$Z = SS_3(X_3) \oplus SS_2(X_2) \oplus SS_1(X_1) \oplus SS_0(X_0)$$

$$Y_3 = S_2(X_3), \quad Y_2 = S_1(X_2), \quad Y_1 = S_2(X_1), \quad Y_0 = S_1(X_0),$$

$$Z_3 = (Y_0 \& m_3) \oplus (Y_1 \& m_0) \oplus (Y_2 \& m_1) \oplus (Y_3 \& m_2)$$

$$Z_2 = (Y_0 \& m_2) \oplus (Y_1 \& m_3) \oplus (Y_2 \& m_0) \oplus (Y_3 \& m_1)$$

$$Z_1 = (Y_0 \& m_1) \oplus (Y_1 \& m_2) \oplus (Y_2 \& m_3) \oplus (Y_3 \& m_0)$$

$$Z_0 = (Y_0 \& m_0) \oplus (Y_1 \& m_1) \oplus (Y_2 \& m_2) \oplus (Y_3 \& m_3)$$

$$(m_0 = 0xfc, \quad m_1 = 0xf3, \quad m_2 = 0xcf, \quad m_3 = 0x3f)$$

```
def GFunction(eng,x,ancilla):
    c = eng.allocate_qureg(8)
    c1 = eng.allocate_qureg(8)
    c2 = eng.allocate_qureg(8)
    c3 = eng.allocate_qureg(8)
    Y0=[]
    Y1=[]
    Y2=[]
    Y3=[]
    Z0=[]
    Y0 = Sbox1(eng, x[0:8], 8, ancilla[0:38]) # Y0
    Y1 = Sbox2(eng, x[8:16], 8, ancilla[38:76]) # Y1
    Y2 = Sbox1(eng, x[16:24], 8, ancilla[76:114])
    Y3 = Sbox2(eng, x[24:32], 8, ancilla[114:152])
```

SEED - Sbox

• Sbox 구현

양자 컴퓨터에서는 Look-up table 사용 불가 -> 특정 상태로 결정 지을 수 없기 때문

$$S_i : Z_{2^8} \rightarrow Z_{2^8},$$
$$S_1(x) = A^{(1)} \cdot x^{247} \oplus 169 \quad S_2(x) = A^{(2)} \cdot x^{251} \oplus 56$$

GF(2⁸)에서 계산

SEED GF(2⁸)의 기약다항식 $p(x) = x^8 + x^6 + x^5 + x + 1$

$$x^{-1} \equiv x^{254} \bmod p(x)$$

$$(x^{-1})^8 \equiv x^{247} \bmod p(x)$$

$$(x^{-1})^4 \equiv x^{251} \bmod p(x)$$

$$x^{-1} = x^{254} = ((a \cdot a^2) \cdot (a \cdot a^2)^4 \cdot (a \cdot a^2)^{16} \cdot a^{64})^2$$

$$x^{247} = \left(((a \cdot a^2) \cdot (a \cdot a^2)^4 \cdot (a \cdot a^2)^{16} \cdot a^{64})^2 \right)^{2 \cdot 2 \cdot 2}$$

$$x^{251} = \left(((a \cdot a^2) \cdot (a \cdot a^2)^4 \cdot (a \cdot a^2)^{16} \cdot a^{64})^2 \right)^{2 \cdot 2}$$

```
def Sbox1(eng, x, n, ancilla):  
  
    x = inversion(eng, x, ancilla)  
  
    x = Squaring(eng, x, n)  
    x = Squaring(eng, x, n)  
    x = Squaring(eng, x, n)
```

$$A^{(1)} = \begin{matrix} & x_7 & \dots & x_0 \\ \begin{matrix} x_7 \\ \vdots \\ x_0 \end{matrix} & \begin{pmatrix} 1 & 0 & 0 & 0 & 1 & 0 & 1 & 0 \\ 1 & 1 & 1 & 1 & 1 & 1 & 1 & 0 \\ 1 & 0 & 0 & 0 & 0 & 1 & 0 & 1 \\ 0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 \end{pmatrix} \end{matrix}, \quad A^{(2)} = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 & 1 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 & 1 & 0 & 1 \\ 1 & 1 & 1 & 1 & 1 & 1 & 1 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 1 & 0 & 1 & 0 \\ 1 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 \end{pmatrix}$$

- Sbox 구현

```
def inversion(eng, a, ancilla):
    # x = (a*a^2)*(a^64)*((a*a^2)^4)*((a*a^2)^16)^2
    n = 8
    a1 = eng.allocate_qureg(n)

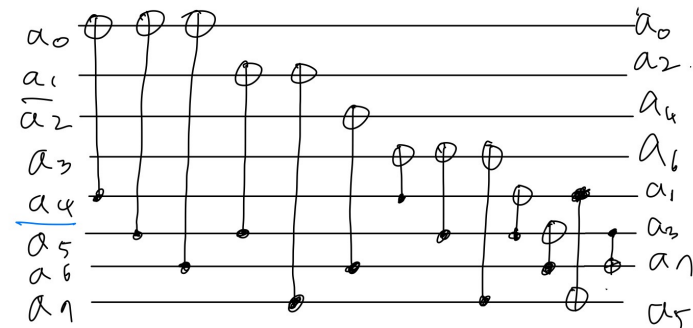
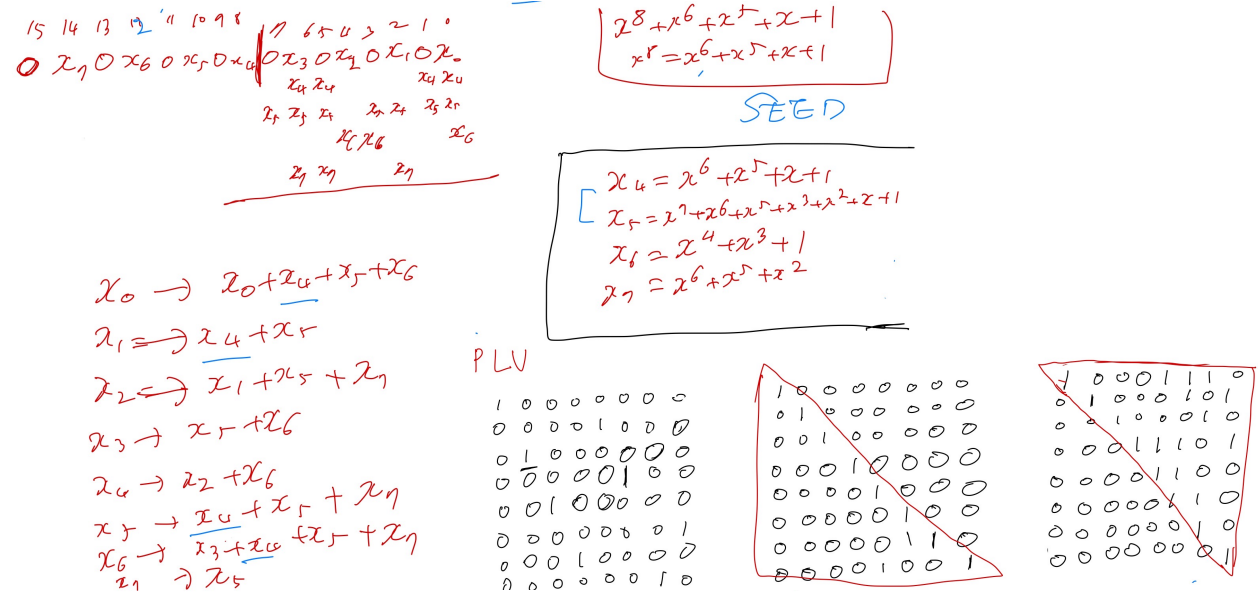
    count = 0

    copy(eng, a, a1, n) # a1 = a
    a1 = Squaring(eng, a1, n) # a1 = a^2

    a2 = []
    a2, count, ancilla = recursive_karatsuba(eng, a, a1, n, count, ancilla) #(a*a^2)
    a2 = Reduction(eng, a2)

    # (a * a^2)* a^64
    a = Squaring(eng, a, n)
    a = Squaring(eng, a, n)
    a = Squaring(eng, a, n)
    a = Squaring(eng, a, n)
    a = Squaring(eng, a, n)
    a = Squaring(eng, a, n) #a^64
```

```
return a5
```

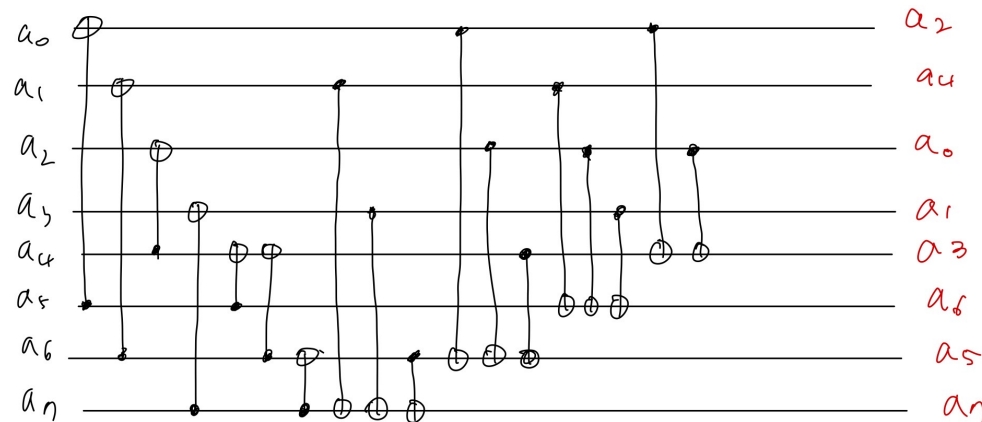
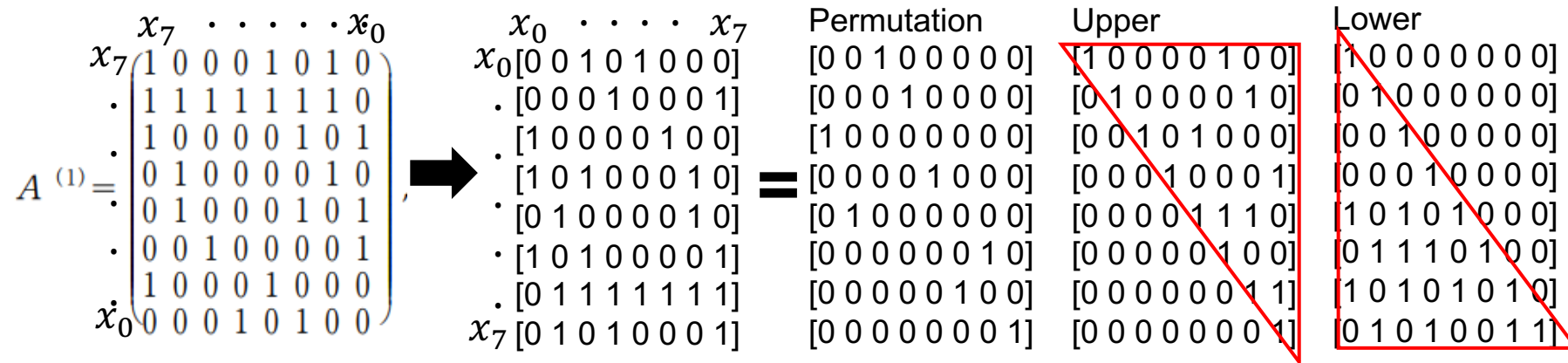


SEED - Sbox

• Sbox 구현

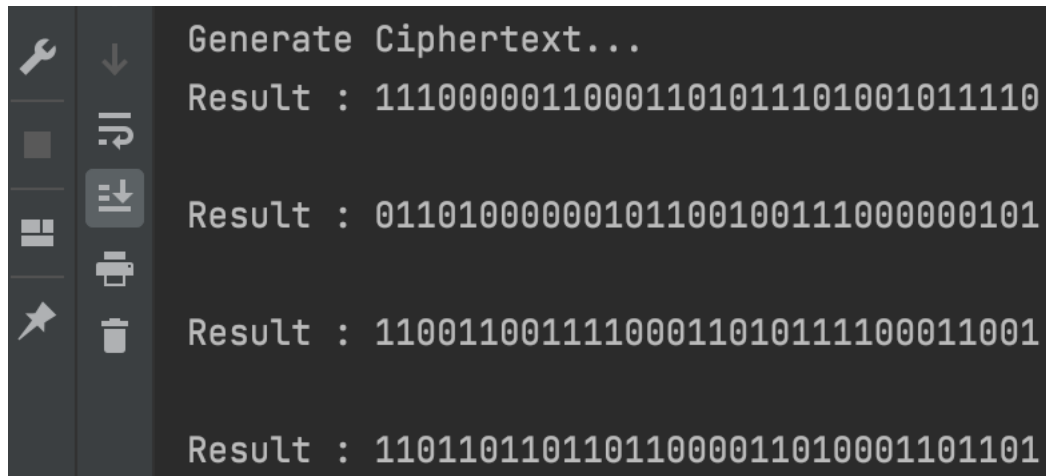
$$S_i : Z_{2^8} \rightarrow Z_{2^8},$$

$$S_1(x) = A^{(1)} \cdot x^{247} \oplus 169 \quad S_2(x) = A^{(2)} \cdot x^{251} \oplus 56$$



SEED - 결과

```
Key       : 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
Plaintext  : 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
Encryption....
Ciphertext : 5E BA C6 E0 05 4E 16 68 19 AF F1 CC 6D 34 6C DB
```



```
Generate Ciphertext...
Result : 11100000110001101011101001011110
Result : 01101000000101100100111000000101
Result : 11001100111100011010111100011001
Result : 11011011011011000011010001101101
```

$0xE0C6BA5E_{(16)} = 5E BA C6 E0$

$0x68164E05_{(16)} = 05 4E 16 68$

$0xCCF1AF19_{(16)} = 19 AF F1 CC$

$0xDB6C346D_{(16)} = 6D 34 6C DB$

Q & A