Software Security and Dependability ENGR5560G

Lecture 03

Block Ciphers and DES

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Lecture Outline

- Stream Cipher
- Block Cipher:
- Feistel Cipher
- Data Encryption Standard (DES)



Dimensions to Classify Cryptographic System

The type of operations used for transforming plaintext to ciphertext

Substitution

Each element in the plaintext is mapped into another element

Transposition

Elements in the plaintext are rearranged

The number of keys used

Symmetric, single-key, secret-key, conventional encryption

Asymmetric, two-key, or public-key encryption

The way in which the plaintext is processed

Block cipher

Process the input one block of elements at a time

Produce an output block for each input block

Stream cipher

Process the input elements continuously

Produce output one element at a time, as it goes along



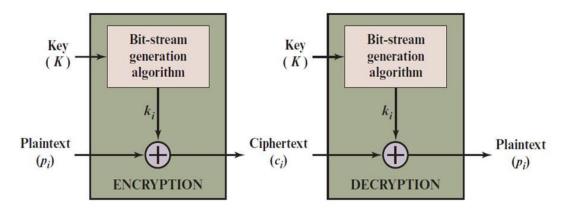
The Way in Which the Plaintext is Processed

Stream Cipher:

• Encrypts a digital data stream one bit or one byte at a time

Examples:

Autokeyed Vigenère cipher Vernam cipher



Keystream:

- Ideal case ← keystream is as long as the plaintext bit stream
- If the keystream is random ← cipher is unbreakable
- Keystream must be provided to both users in advance via some independent and secure channel
- Bit-stream generator must be implemented as an algorithmic procedure so that the cryptographic bit stream can be produced by both users
 - It must be computationally impractical to predict future portions of the bit stream based on previous portions of the bit stream
 - The two users need only share the generating key, and each can produce the keystream

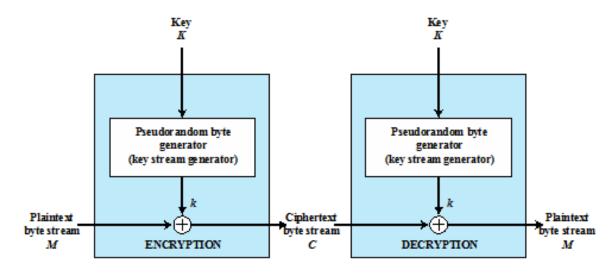


Stream Cyphers and RC4 (Rivest Cipher 4)

Stream Cyphers

- Processes the input elements continuously
- Produces output one element at a time
- Primary advantage is that they are almost always faster and use far less code
- Encrypts plaintext one byte at a time
- Pseudorandom stream is one that is unpredictable without knowledge of the input key

• Stream Cypher Structure



(b) Stream encryption

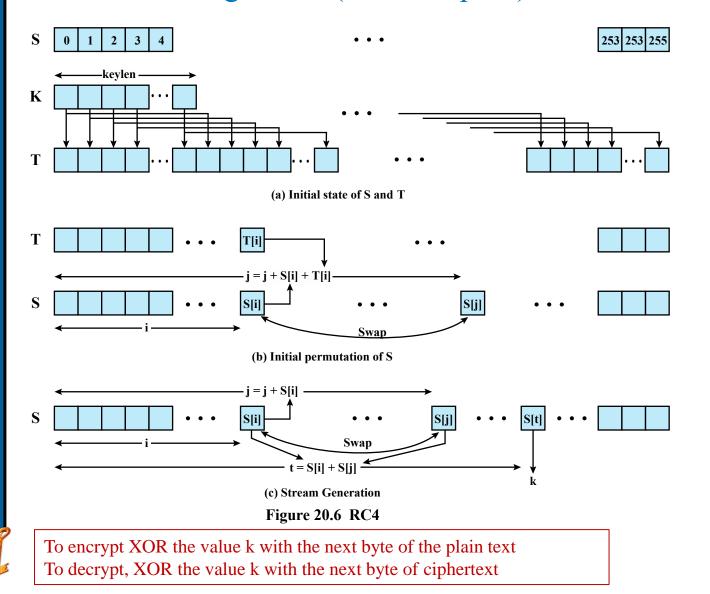
Figure 2.2 Types of Symmetric Encryption





Stream Cyphers and RC4 (Rivest Cipher 4)

• The RC4 Algorithm (stream cipher): used in SSL/TLS and WPA



```
/* Initialization */
for i = 0 to 255 do
S[i] =i;
T[i] = K[i mod keylen];
```

```
/* Initial Permutation of S */
j = 0;
for i = 0 to 255 do
j = (j + S[i] + T[i]) \mod 256;
Swap (S[i], S[j]);
```

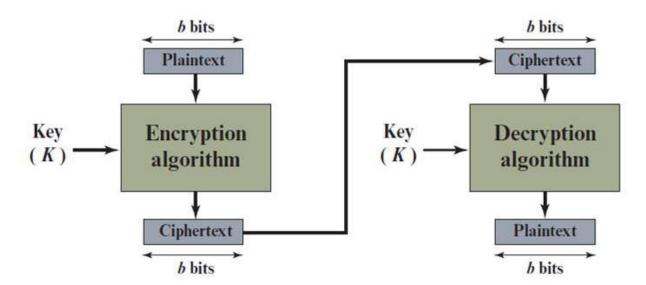
```
/* Stream Generation */
    i, j = 0;
    while (true)
    i = (i + 1) \mod 256;
    j = (j + S[i]) \mod 256;
    Swap (S[i], S[j]);
    t = (S[i] + S[j]) \mod 256;
    k = S[t];
```



Block Cipher

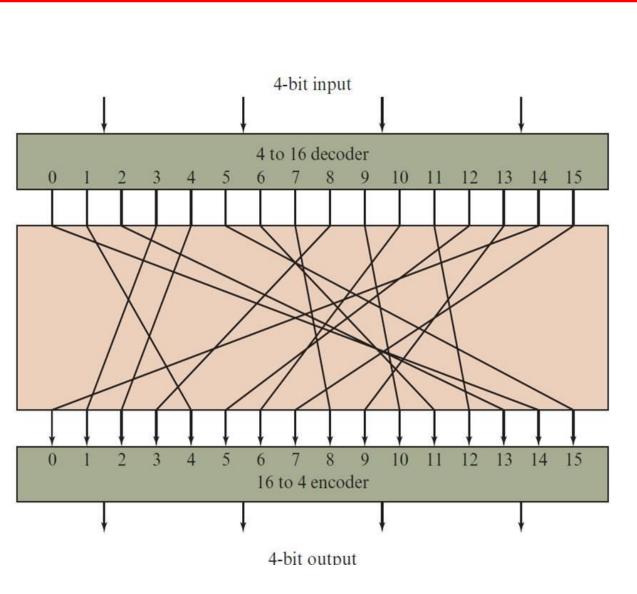
Block Cipher:

- Plaintext convert to block of text
- A block of plaintext is treated as a whole and used to produce a ciphertext block
- Typically, a block size of 64 or 128 bits is used
- Two users share a symmetric encryption key
- Most network-based symmetric cryptographic applications make use of block ciphers





General 4-bit by 4-bit Block Substitution - Example



Encryption	Decryption
------------	------------

	·	7.	
Plaintext	Ciphertext	Ciphertext	Plaintext
0000	1110	0000	1110
0001	0100	0001	0011
0010	1101	0010	0100
0011	0001	0011	1000
0100	0010	0100	0001
0101	1111	0101	1100
0110	1011	0110	1010
0111	1000	0111	1111
1000	0011	1000	0111
1001	1010	1001	1101
1010	0110	1010	1001
1011	1100	1011	0110
1100	0101	1100	1011
1101	1001	1101	0010
1110	0000	1110	0000
1111	0111	1111	0101 8



Feistel Cipher

• Create cipher text by alternating substitutions and permutations

Substitutions

• Each plaintext element or group of elements is uniquely replaced by a corresponding ciphertext element or group of elements

Permutation

Order in which the elements appear in the sequence is changed

- It is a practical application of a proposal by Claude Shannon to develop a product cipher that alternates confusion and diffusion functions
- It is the structure used by many significant symmetric block ciphers currently in use



Feistel Cipher Design Features

• Block size

• Larger block sizes mean greater security but reduced encryption/decryption speed for a given algorithm

• Key size

• Larger key size means greater security but may decrease encryption/decryption speeds

Number of rounds

• The essence of the Feistel cipher is that a single round offers inadequate security but that multiple rounds offer increasing security

• Subkey generation algorithm

• Greater complexity in this algorithm should lead to greater difficulty of cryptanalysis

Round function F

• Greater complexity generally means greater resistance to cryptanalysis

• Fast software encryption/decryption

• In many cases, encrypting is embedded in applications or utility functions in such a way as to preclude a hardware implementation. Accordingly, the speed of execution of the algorithm becomes a concern.

Ease of analysis

• If the algorithm can be concisely and clearly explained, it is easier to analyze that algorithm for cryptanalytic vulnerabilities and therefore develop a higher level of assurance as to its strength



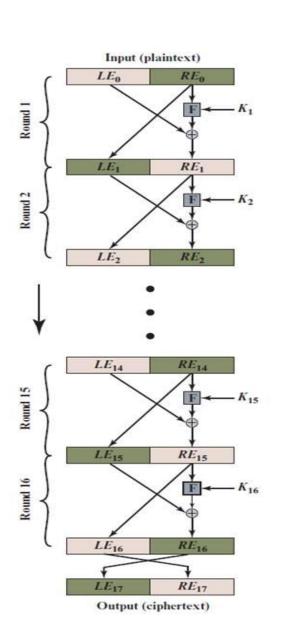
Feistel Encryption and Decryption (16 rounds)

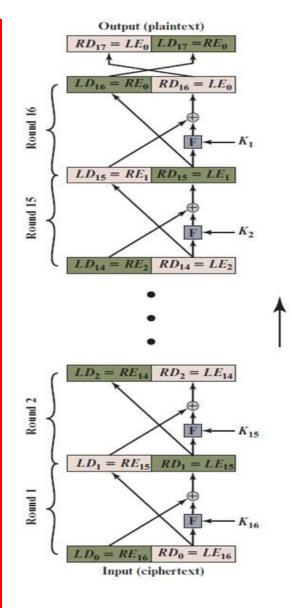
Encryption:

- The plaintext block is divided into two halves, LE₀ and RE₀
- Round i
 - $LE_i = RE_{i-1}$
 - $RE_i = LE_{i-1} \times F(RE_{i-1}, K_i)$

Decryption:

- $LD_0 = RE_n$
- $RD_0 = LE_n$
- Round i
 - $LD_i = RD_{i-1} = RE_{n-i}$
 - $RD_i = LD_{i-1} \times F(RD_{i-1}, k_i) = LE_{n-i}$







Data Encryption Standard (DES)

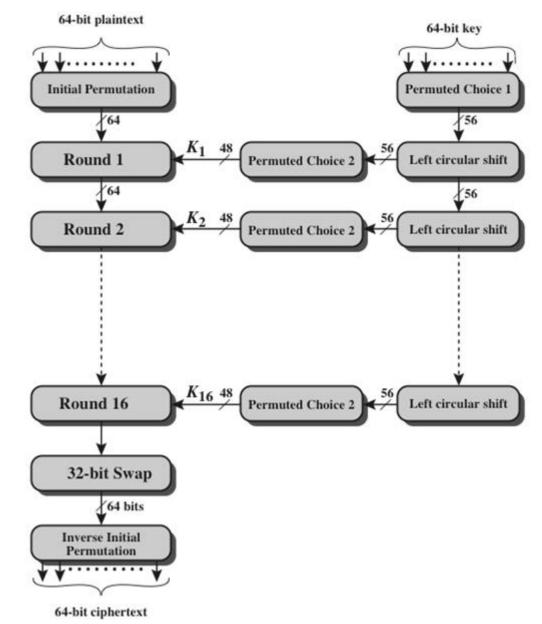
- Early 1970s ← demand for encryption for commercial applications
- In 1974 ← US National Bureau of Standards (NBS) received the most promising algorithm from a team of cryptographers working at IBM
- Issued in 1977 by the National Bureau of Standards (now NIST)
- Was the most widely used encryption scheme until the introduction of the Advanced Encryption Standard (AES) in 2001
- Algorithm itself is referred to as the Data Encryption Algorithm (DEA)
 - Data are encrypted in 64-bit blocks using a 56-bit key
 - The algorithm transforms 64-bit input in a series of steps into a 64-bit output
 - The same steps, with the same key, are used for Decryption
 - Decryption uses the same algorithm as encryption, except that the application of the subkeys is reversed.
 - Additionally, the initial and final permutations are reversed.



1. Initial and Final Permutation

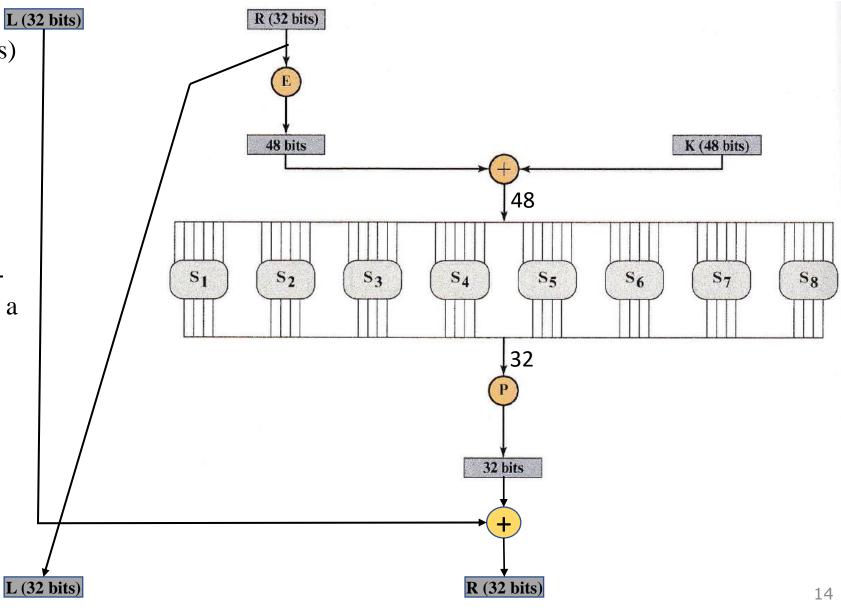
			II)			
58	50	42	34	26	18	10	2
60	52	44	36	28	20	12	4
62	54	46	38	30	22	14	6
64	56	48	40	32	24	16	8
57	49	41	33	25	17	9	1
59	51	43	35	27	19	11	3
61	53	45	37	29	21	13	5
63	55	47	39	31	23	15	7

IP^{-1}							
40	8	48	16	56	24	64	32
39	7	47	15	55	23	63	31
38	6	46	14	54	22	62	30
37	5	45	13	53	21	61	29
36	4	44	12	52	20	60	28
35	3	43	11	51	19	59	27
34	2	42	10	50	18	58	26
33	1	41	9	49	17	57	25





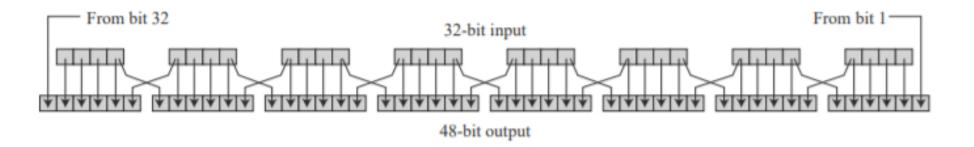
- Takes the right half R_{i-1} (32 bits) of the output of the previous round
- Expand it to 48 bits
- XORed with the current round key k_i (48 bits)
- Eight 6-bit blocks are fed into eight different S-boxes, each S-box is a lookup table that maps a 6-bit input to a 4-bit output.
- The 32-bit output is permuted bitwise according to the P permutation
- XORed with the L_{i-1} (32 bits)





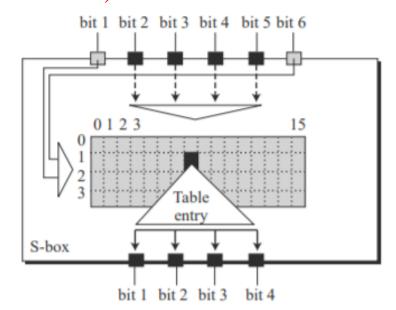
- Takes the right half R_{i-1} (32 bits) of the output of the previous round
- Expand it to 48 bits

32	1	2	3	4	5
4	5	6	7	8	9
8	9	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	1





- Takes the right half R_{i-1} (32 bits) of the output of the previous round
- Expand it to 48 bits
- XORed with the current round key k_i (48 bits)
- Eight 6-bit blocks are fed into eight different S-boxes, each S-box is a lookup table that maps a 6-bit input to a 4-bit output. (confusion)



	14	4	13	1	2	15	11	8	3	10	6	12	5	9	0	7
s_1	0	15	7	4	14	2	13	1	10	6	12	11	9	5	3	8
	4	1	14	8	13	6	2	11	15	12	9	7	3	10	5	0
	15	12	8	2	4	9	1	7	5	11	3	14	10	0	6	13
	15	1	8	14	6	11	3	4	9	7	2	13	12	0	5	10
s_2	3	13	4	7	15	2	8	14	12	0	1	10	6	9	11	5
	0	14	7	11	10	4	13	1	5	8	12	6	9	3	2	15
	13	8	10	1	3	15	4	2	11	6	7	12	0	5	14	9
	10	0	9	14	6	3	15	5	1	13	12	7	11	4	2	8
s_3	13	7	0	9	3	4	6	10	2	8	5	14	12	11	15	1
	13	6	4	9	8	15	3	0	11	1	2	12	5	10	14	7
	1	10	13	0	6	9	8	7	4	15	14	3	11	5	2	12
	7	13	14	3	0	6	9	10	1	2	8	5	11	12	4	15
s_4	13	8	11	5	6	15	0	3	4	7	2	12	1	10	14	9
	10	6	9	0	12	11	7	13	15	1	3	14	5	2	8	4
	3	15	0	6	10	1	13	8	9	4	5	11	12	7	2	14
	2	12	4	1	7	10	11	6	8	5	3	15	13	0	14	9
s_5	14	11	2	12	4	7	13	1	5	0	15	10	3	9	8	6
	4	2	1	11	10	13	7	8	15	9	12	5	6	3	0	14
	11	8	12	7	1	14	2	13	6	15	0	9	10	4	5	3
	12	1	10	15	9	2	6	8	0	13	3	4	14	. 7	5	11
s_6	10	15	4	2	7	12	9	5	6	1	13	14	0	11	3	8
	9	14	15	5	2	8	12	3	7	0	4	10	1	13	11	6
I	4	3	2	12	9	5	15	10	11	14	1	7	6	0	8	13
						_				4.5	_			4.5		
_	4	11	2	14 7	15	0	8	13	3	12	9	7	5	10	6	1
s_7	13	0	11		4	9	1	10	14	3	5	12	2	15	8	6
	1	4	11	13	12	3	7	14	10	15	6	8	0	5	9	2
I	6	11	13	8	1	4	10	7	9	5	0	15	14	2	3	12
1	12	2	8	4	6	15	11	1	10	_	2	1.4	-	0	12	7
	13			4			11	1	10	9	3	14	5		12	7
s ₈	1	15	13	8	10	3	7	4	12	5	6	11	0	14	9	2
	7	11	4	1	9	12	14	2	0	6	10	13	15	3	5	8
l	2	1	14	7	4	10	8	13	15	12	9	0	3	5	6	11
																16



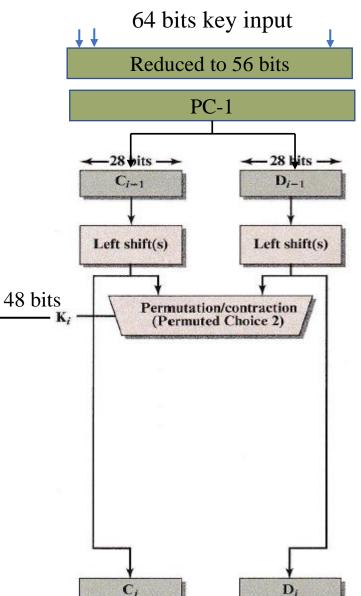
- Takes the right half R_{i-1} (32 bits) of the output of the previous round
- Expand it to 48 bits
- XORed with the current round key k_i (48 bits)
- Eight 6-bit blocks are fed into eight different S-boxes, each S-box is a lookup table that maps a 6-bit input to a 4-bit output.
- The 32-bit output is permuted bitwise according to the P permutation

	P							
16	7	20	21	29	12	28	17	
1	15	23	26	5	18	31	10	
2	8	24	14	32	27	3	9	
19	13	30	6	22	11	4	25	



Key Schedule

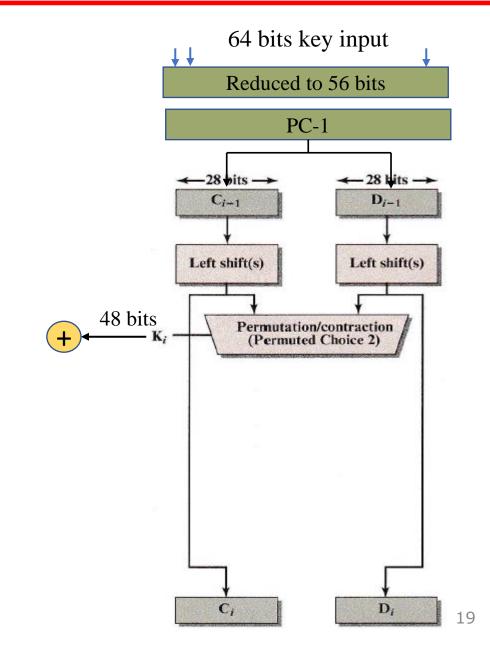
- 1. 64 bit input \rightarrow 56 bit key
- 2. Permutation (permuted choice 1: PC-1)
- 3. Resulting 56-bit key is split into two halves C_0 and D_0
- 4. The two 28-bit halves are cyclically left shifted (rotate) by one or two bit positions depending on the round i
 - 1. Rounds i = 1,2,9, 16, rotate left by one bit.
 - 2. Rounds $i \neq 1,2,9,16$, rotate left by two bits.
- 5. The two halves are permuted bitwise again with PC-2 and create 48 bits key k_i





Key Schedule

			64	to	56				
1	2	3	4		5	6	7	8]
9	10	11	12		13	14	15	16	
17	18	19	20		21	22	23	24	64 hit
25	26	27	28		29	30	31	32	64 bit
33	34	35	36		37	38	39	40	
41	42	43	44		45	46	47	48	
49	50	51	52		53	54	55	56	
57	58	59	60		61	62	63	64	
			PC-	-1					
57	49	41	33		25	17	9		
1	58	50	42		34	26	18		
10	2	59	51		43	35	27		
19	11	3	60		52	44	36		
63	55	47	39		31	23	15		56 bit
7	62	54	46		38	30	22		
14	6	61	53		45	37	29		
21	13	5	28		20	12	4		
			PC-	2					
14	17	11	24	1	5	3	28		
15	6	21	10	23	19	12	4		
26	8	16	7	27	20	13	2		40 1 11
41	52	31	37	47	55	30	40		48 bit
51	45	33	48	44	49	39	56		





DES Example

Plain text: 02468aceeca86420

Key: 0f1571c947d9e859

Cipher Text: da02ce3a89ecac3b

Round	Ki	Li	Ri
IP		5a005a00	3cf03c0f
1	1e030f03080d2930	3cf03c0f	bad22845
2	0a31293432242318	bad22845	99e9b723
3	23072318201d0c1d	99e9b723	0bae3b9e
4	05261d3824311a20	0bae3b9e	42415649
5	3325340136002c25	42415649	18b3fa41
6	123a2d0d04262a1c	18b3fa41	9616fe23
7	021f120b1c130611	9616fe23	67117cf2
8	1c10372a2832002b	67117cf2	c11bfc09
9	04292a380c341f03	c11bfc09	887fbc6c
10	2703212607280403	887fbc6c	600f7e8b
11	2826390c31261504	600f7e8b	f596506e
12	12071c241a0a0f08	f596506e	738538b8
13	300935393c0d100b	738538b8	c6a62c4e
14	311e09231321182a	c6a62c4e	56b0bd75
15	283d3e0227072528	56b0bd75	75e8fd8f
16	2921080b13143025	75e8fd8f	25896490
IP-1		da02ce3a	89ecac3b



Triple DES (3DES)

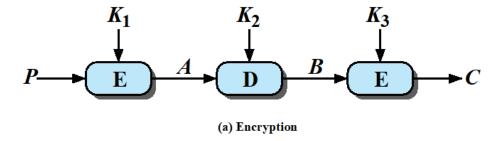
- First standardized for use in financial applications in ANSI standard X9.17 in 1985
- Repeats basic DES algorithm three times using either 2 or 3 unique keys

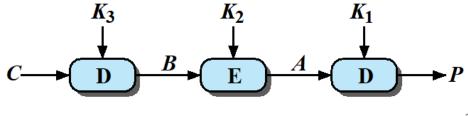
- 3DES uses three keys and three executions of the DES algorithm.
- The function follows an encrypt-decrypt-encrypt (EDE) sequence:

$$C = E(K3, D(K2, E(K1, P)))$$

where: C = ciphertext; P = plaintext; E[K, X] = encryption of X using key K, and D[K, Y] = decryption of Y using key K.

- Decryption is simply the same operation with the keys reversed: P = D(K1, E(K2, D(K3, C)))
- Attractions:
 - 168-bit key length overcomes the vulnerability to bruteforce attack of DES
 - Underlying encryption algorithm is the same as in DES
- Drawbacks:
 - Algorithm is sluggish in software
 - Uses a 64-bit block size. A larger block size is more desirable.





(b) Decryption



Strength of DES

Brute-force attack:

- On average, half the key space must be searched
- Machine performing one DES encryption per microsecond would take more than a thousand years to break the cipher

Key Size (bits)	Cipher	Number of Alternative Keys	Time Required at 10 ⁹ Decryptions/s	Time Required at 10 ¹³ Decryptions/s
56	DES	$2^{56} \approx 7.2 \times 10^{16}$	2^{55} ns = 1.125 years	1 hour
128	AES	$2^{128} \approx 3.4 \times 10^{38}$	2^{127} ns = 5.3 × 10^{21} years	5.3 × 10 ¹⁷ years
168	Triple DES	$2^{168} \approx 3.7 \times 10^{50}$	2^{167} ns = 5.8×10^{33} years	5.8 × 10 ²⁹ years
192	AES	$2^{192} \approx 6.3 \times 10^{57}$	2^{191} ns = 9.8×10^{40} years	9.8 × 10 ³⁶ years
256	AES	$2^{256} \approx 1.2 \times 10^{77}$	2^{255} ns = 1.8×10^{60} years	1.8×10^{56} years
26 characters (permutation)	Monoalphabetic	$26! = 4 \times 10^{26}$	$2 \times 10^{26} \text{ ns} = 6.3 \times 10^9 \text{ years}$	6.3 × 10 ⁶ years



Block Cipher Design Principles

- 1. Number of Rounds
- 2. Design of Function F
 - Nonlinear
 - Avalanche Property
 - a change in one bit of the plaintext or one bit of the key should produce a change in many bits of the ciphertext
- 3. Key Schedule Algorithm

Change in Plaintext

Round		δ
	02468aceeca86420 12468aceeca86420	1
1	3cf03c0fbad22845 3cf03c0fbad32845	1
2	bad2284599e9b723 bad3284539a9b7a3	5
3	99e9b7230bae3b9e 39a9b7a3171cb8b3	18
4	0bae3b9e42415649 171cb8b3ccaca55e	34
5	4241564918b3fa41 ccaca55ed16c3653	37
6	18b3fa419616fe23 d16c3653cf402c68	33
7	9616fe2367117cf2 cf402c682b2cefbc	32
8	67117cf2c11bfc09 2b2cefbc99f91153	33

Round		δ
9	cllbfc09887fbc6c	32
	99f911532eed7d94	
10	887fbc6c600f7e8b	34
	2eed7d94d0f23094	
11	600f7e8bf596506e	37
	d0f23094455da9c4	
12	f596506e738538b8	31
	455da9c47f6e3cf3	
13	738538b8c6a62c4e	29
	7f6e3cf34bc1a8d9	
14	c6a62c4e56b0bd75	33
	4bc1a8d91e07d409	
15	56b0bd7575e8fd8f	31
	1e07d4091ce2e6dc	
16	75e8fd8f25896490	32
	1ce2e6dc365e5f59	
IP-1	da02ce3a89ecac3b	32
	057cde97d7683f2a	



Block Cipher Design Principles

Change in Key

Key 1: 0f1571c947d9e859

Key 2: 1f1571c947d9e859

Round	Ĭ	δ
	02468aceeca86420 02468aceeca86420	0
1	3cf03c0fbad22845 3cf03c0f9ad628c5	3
2	bad2284599e9b723 9ad628c59939136b	11
3	99e9b7230bae3b9e 9939136b768067b7	25
4	0bae3b9e42415649 768067b75a8807c5	29
5	4241564918b3fa41 5a8807c5488dbe94	26
6	18b3fa419616fe23 488dbe94aba7fe53	26
7	9616fe2367117cf2 aba7fe53177d21e4	27
8	67117cf2c11bfc09 177d21e4548f1de4	32

Round		δ
9	c11bfc09887fbc6c 548flde471f64dfd	34
10	887fbc6c600f7e8b 71f64dfd4279876c	36
11	600f7e8bf596506e 4279876c399fdc0d	32
12	f596506e738538b8 399fdc0d6d208dbb	28
13	738538b8c6a62c4e 6d208dbbb9bdeeaa	33
14	c6a62c4e56b0bd75 b9bdeeaad2c3a56f	30
15	56b0bd7575e8fd8f d2c3a56f2765c1fb	33
16	75e8fd8f25896490 2765c1fb01263dc4	30
IP-1	da02ce3a89ecac3b ee92b50606b62b0b	30



Block Cipher Modes of Operation

Mode	Description	Typical Application
Electronic Codebook (ECB)	Each block of 64 plaintext bits is encoded independently using the same key.	•Secure transmission of single values (e.g., an encryption key)
Cipher Block Chaining (CBC)	The input to the encryption algorithm is the XOR of the next 64 bits of plaintext and the preceding 64 bits of ciphertext.	•General-purpose block-oriented transmission •Authentication
Cipher Feedback (CFB)	Input is processed <i>s</i> bits at a time. Preceding ciphertext is used as input to the encryption algorithm to produce pseudorandom output, which is XORed with plaintext to produce next unit of ciphertext.	•General-purpose stream-oriented transmission •Authentication
Output Feedback (OFB)	Similar to CFB, except that the input to the encryption algorithm is the preceding DES output.	•Stream-oriented transmission over noisy channel (e.g., satellite communication)
Counter (CTR)	Each block of plaintext is XORed with an encrypted counter. The counter is incremented for each subsequent block.	General-purpose block-oriented transmissionUseful for high-speed requirements



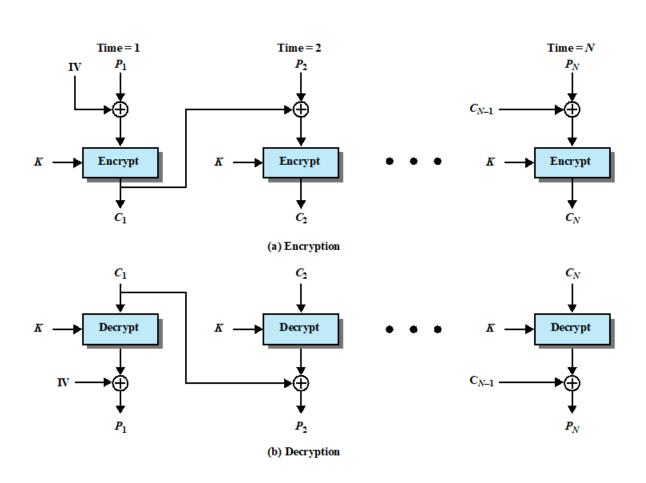
Block Cipher Modes of Operation

• Cipher block chaining (CBC)

$$C_j = \mathrm{E}(K, [C_{j-1} \oplus P_j])$$

$$D(K,C_j) = D(K,\mathbb{E}(K, [C_{j-1} \oplus P_j])) = C_{j-1} \oplus P_j$$

$$C_{j-1} \oplus D(K,C_j) = C_{j-1} \oplus C_{j-1} \oplus P_j = P_j$$





Block Cipher Modes of Operation

• Counter Mode (CTR)

- The counter is initialized to some value and then incremented by 1 for each subsequent block (modulo 2^b, where b is the block size)
 - For encryption, the counter is encrypted and then XORed with the plaintext block
 - For decryption, the same sequence of counter values is used, with each encrypted counter XORed with a ciphertext block to recover the corresponding plaintext block.

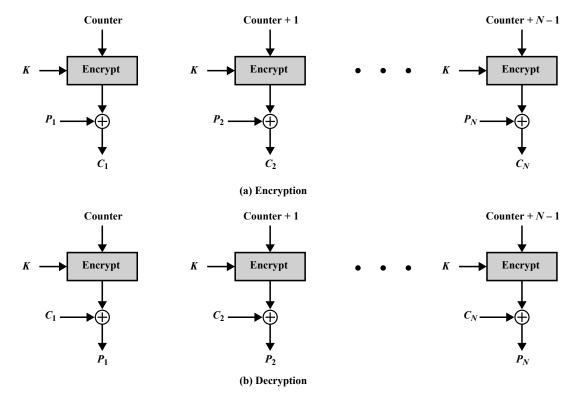


Figure 20.9 Counter (CTR) Mode



- Encryption protects against passive attack (eavesdropping).
- Message or data authentication is to protect against active attack (falsification of data and transactions).
 - The two important aspects are:
 - To verify that the contents of the message have not been altered
 - The source is authentic.
 - Also verify timely and in correct sequence of messages
 - Can use conventional encryption
 - Only sender & receiver share a key



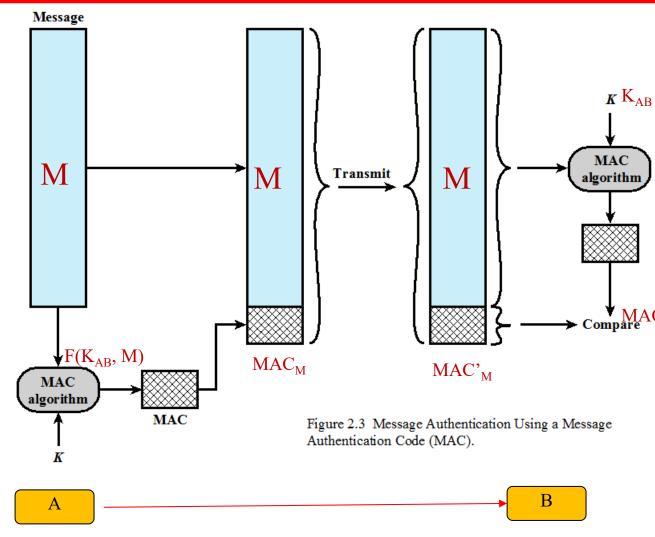
- Authentication Using Symmetric Encryption
 - It would seem possible to perform authentication simply using symmetric encryption.
 - If we assume that only the sender and receiver share a key, then only the genuine sender would be able to encrypt a message successfully
 - If the message includes an error-detection code and a sequence number, the receiver is assured that no alterations have been made, and that sequencing is proper.
 - If the message also includes a timestamp, the receiver is assured that the message has not been delayed beyond that normally expected for network transit.
 - In fact, symmetric encryption alone is not a suitable tool for data authentication.
 - Block reordering is still a threat.



- Message Authentication without Message Encryption
 - Three situations where message authentication without confidentiality is preferable:
 - Message broadcast
 - Example:
 - Notification to users that the network is now unavailable,
 - An alarm signal in a control center
 - There is heavy load on one side that cannot afford the time to decrypt all incoming messages
 - Authentication is carried out on a selective basis
 - Computer program can be executed without having to decrypt it every time, which would be wasteful of processor resources
 - If a message authentication tag were attached to the program, it could be checked whenever assurance is required



- Message Authentication Code (MAC)
 - It uses a secret key to generate a small block of data, known as a message authentication code (MAC), that is appended to the message.
 - It assumes that two parties, say A and
 B, share a common secret key K_{AB}.
 - When A has a message (M) to send to B, it calculates the message authentication code as a complex function of the message and the key:
 MAC_M = F(K_{AB}, M).

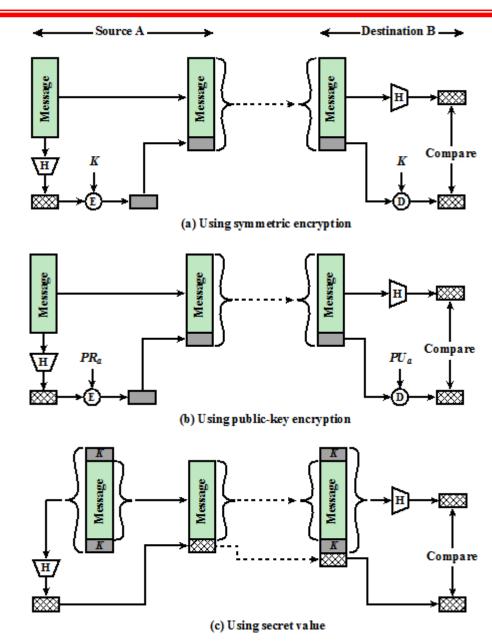


• DES can be used to generate the MAC, and the last number of bits (16 or 32) of ciphertext are used as the code.



One-Way Hash Function

- Unlike MAC, a hash function does not take a secret key as input.
- To authenticate a message, the message digest is sent with the message.
- Three ways, a message can be authenticated using a hash code:
 - a) The message digest can be encrypted using symmetric encryption
 - b) The message digest can also be encrypted using publickey encryption
 - c) A keyed hash MAC: uses a common key K.
 - A calculates $MD_M = H(K \parallel M \parallel K)$,
 - then sends $[M \parallel MD_M]$ to B





Security of Hash Functions

There are two approaches to attacking a secure hash function:

Cryptanalysis

• Exploit logical weaknesses in the algorithm

Brute-force attack

 Strength of hash function depends solely on the length of the hash code produced by the algorithm SHA most widely used hash algorithm

Secure Hash Algorithm SHA-1 (160 bits) SHA-2 (256, 384, 512bits)

SHA-3 different that SHA-2

Additional secure hash function applications:

Passwords

• Hash of a password is stored by an operating system

Intrusion detection

• Store H(F) for each file on a system and secure the hash values (e.g. on CD-R)



- Secure Hash Algorithm (SHA)
 - SHA was originally developed by NIST, published as FIPS 180 in 1993
 - Was revised in 1995 as SHA-1
 - Produces 160-bit hash values
 - NIST issued revised FIPS 180-2 in 2002
 - Adds 3 additional versions of SHA
 - SHA-256, SHA-384, SHA-512 with 256/384/512-bit hash values respectively
 - Same basic structure as SHA-1 but greater security
 - The most recent version is FIPS 180-4 which added two variants of SHA-512 with 224-bit and 256-bit hash sizes



• Secure Hash Algorithm (SHA)

	SHA-1	SHA-224	SHA-256	SHA-384	SHA-512	SHA- 512/224	SHA- 512/256
Message size	< 2 ⁶⁴	< 2 ⁶⁴	< 2 ⁶⁴	< 2128	< 2128	< 2128	< 2128
Word size	32	32	32	64	64	64	64
Block size	512	512	512	1024	1024	1024	1024
Message digest size	160	224	256	384	512	224	256
Number of steps	80	64	64	80	80	80	80
Security	80	112	128	192	256	112	128

Notes:

- 1. All sizes are measured in bits.
- 2. Security refers to the fact that a birthday attack on a message digest of size n produces a collision with a work factor of approximately $2^{n/2}$.