

Block Ciphers

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1 Stream Cipher vs Block Cipher

Stream ciphers encrypt one bit or byte at a time using the XOR operation. Block cipher is one where a section of plain text is treated as whole and used to produce a cipher text of equal length (typically 64 or 128 bits).

Feistel Cipher: we can approximate the ideal block cipher by utilizing the concept of a product cipher, the execution of two or more simple ciphers in sequence such that the final result is cryptographically stronger than any of the component ciphers. Goal is to develop a block cipher with a key length of k bits and block length of n bits, allowing a total of 2^k possible transformations.

- **Substitution:** Each plain text element or group of elements is uniquely replaced by a corresponding cipher text element or group of elements.
- **Permutation:** A sequence of plain text elements is replaced by a permutation of that sequence. No elements are added, deleted, or replaced, in the sequence, rather the order of the elements is changed.

Claude Shannon introduced the terms *diffusion* and *confusion* to capture the two basic building blocks for cryptography systems, to hinder statistical analysis of the cipher text. In **diffusion** the statistical structure of the plain text is dissipated into long-range statistics of the cipher text. This is achieved by having each plain text digit effect the value of many cipher text digits. An example is to encrypt a message $M = m_1, m_2, m_3, \dots$ of characters with an averaging operation:

$$y_n = \left(\sum_{i=1}^k m_{n+i} \right) \mod 26$$

adding k successive letters to get a cipher text letter y_n . Letter frequencies in the cipher text will be more nearly equal than in the plain text. In a binary block cipher, diffusion can be achieved by repeatedly performing some permutation on the data followed by applying a function to that permutation.

Every block cipher involves a transformation of a block of plain text into a block of cipher text given functions $f_1, \dots, f_d : \{0, 1\}^n \rightarrow \{0, 1\}^n$
goal: build inevitable function $F : \{0, 1\}^{2n} \rightarrow \{0, 1\}^{2n}$
decryption

2 The Function

- Pseudo Random Function (**PRF**) defined over (K, X, Y) :

$$F: K \times X \rightarrow Y$$

Such that exists "efficient" algorithm to evaluate $F(k, x)$

- Pseudo Random Permutation (**PRP**) defined over (K, X) :

$$E: K \times X \rightarrow Y$$

Such that:

1. Exists "efficient" deterministic algorithm to evaluate $E(k, x)$
2. The Function $E(k, \cdot)$ is one-to-one
3. Exists "efficient" inversion algorithm $D(k, y)$

Examples:

- 3DES: $K \times X \rightarrow X$ where $X = \{0, 1\}^{64}$, $K = \{0, 1\}^{168}$
- AES: $K \times X \rightarrow X$ where $K = X = \{0, 1\}^{128}$

Functionally, any PRP is also a PRF, A PRP is a PRF where $X=Y$ and is efficiently invertible.

3 DES: The Data Encryption Standard

Given plain text block of n -bits and key of k -bits, block ciphers encrypt/decrypt based on these block and key sizes.

1. 3DES: $n = 64$ bits, $k = 168$ bits
2. AES: $n = 128$ bits, $k = 128, 192, 256$ bits

Key is expanded to $k = k_1, \dots, k_n$ message is encrypted using round functions $R(k, m)$, 3DES uses 48 iterations, AES-128 uses 10 iterations.

3.1 Feistel Network

Given Functions $f_1, \dots, f_d : \{0, 1\}^n$
 Goal: build invertible function $F : \{0, 1\}^{2n}$

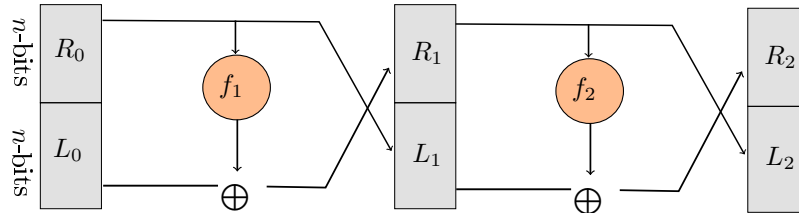


Figure 1: Feistel Network

$$\text{Symbol Representation: } \begin{cases} R_i = f_i(R_{i-1}) \oplus L_{i-1} \\ L_i = R_{i-1} \end{cases}$$

For all $f_1, \dots, f_d : \{0, 1\}^n \rightarrow \{0, 1\}^n$ Feistel network $F : \{0, 1\}^{2n} \rightarrow \{0, 1\}^{2n}$ is invertible. Apply f_1, \dots, f_d in reverse order to decrypt. This process is used on many block ciphers, but not AES.

Key is 56-bits, key expansion generates 16 keys of 48-bits. Uses S-box lookup table $S_i := \{0, 1\}^6 \rightarrow \{0, 1\}^4$ If there is a linear relationship DES can be represented by matrix vector product.

Thus the entire DES cipher would be linear.

4 Attack on Block Cipher

4.1 Exhaustive Search

Goal: Given a few input pairs $(m_i, c_i = E(k_i, m_i))$ $i = 1, \dots, 3$ find key k .

Lemma 4.1 Suppose DES is an *ideal cipher*
 (2^{56} random invertible functions)
 Then $\forall m, c$ there is at most **one** key s.t. $c = DES(k, m)$

$$Pr[\exists k' \neq K, c = DES(k, m) = DES(k', m)] \leq \sum_{k' \in \{0,1\}^{56}} Pr[DES(k, m) =$$

$$DES(k', m) \leq 2^{56} \cdot \frac{1}{2^{64}} = \frac{1}{2^8}$$

For two DES pairs

$$(m_1, c_1 = DES(k, m_1)), (m_2, c_2 = DES(k, m_2))$$

Unicity probability $\approx 1 - \frac{1}{2^{71}}$

For AES-128: given two input/output pairs, unicity probability $\approx 1 - \frac{1}{2^{128}}$

Two input/output pairs are enough for exhaustive key search.

4.2 DES Challenge

msg = "The unknown messages is: XXXX ..."

CT = c_1, c_2, c_3, c_4

Goal: find $k \in \{0, 1\}^{56}$ s.t. $DES(k_i, m_i) = c_i$ for $i = 1, 2, 3$

56-bit ciphers should no be used, 128-bit key = 2^{72} days

5 Strengthen DES against exhaustive search

5.1 Method 1: Triple DES

- Let $E : K \times M \rightarrow M$ be a block cipher
- define 3E: $K^3 \times M \rightarrow M$ as

$$3E((k_1, k_2, k_3), m) = E(k_1, D(k_2, E(k_3, m)))$$

$$k_1 = k_2 = k_3 \implies \text{single DES}$$

For 3DES: Key size = $3 \times 56 = 168$ bits. $3 \times$ slower than DES. Simple attack in time = 2^{118}

5.2 Why not double DES?

5.2.1 Meet in the middle attack

- Define $2E((k_1, k_2), m) = E(k_1, E(k_2, m))$
- find (k_1, k_2) s.t. $E(k_1, E(k_2, m)) = C$

- equivocally: $E(k_2, m) = D(k_1, c)$

two tables of keys and cipher texts can be combined to find both keys.

space $\approx 2^{56}$

Attack:

1. Build table of k_0, \dots, k_n and $E(k_0, M), \dots, E(k_n, M)$
2. $\forall k \in \{0, 1\}^{56}$: test if $D(k, C)$ is in 2nd column.
if so then $E(k_i, M) = D(k, C) \implies (k_i, k) = (k_2, k_1)$

time $= 2^{56} \log(2^{56}) + 2^{56} \log(2^{56}) < 2^{63} \ll 2^{112}$

Same attack on 3DES: time $= 2^{118}$, space $= 2^{56}$.

5.3 Method 2: DESX