

Chapter 5

Advanced Encryption Standard



정보보안

Abridged version

Origins

- Advanced Encryption Standard (AES) 대칭형.
 - AES is a specification for the encryption of electronic data established by the U.S. National Institute of Standards and Technology (NIST) in 2001.
 - Based on the Rijndael cipher developed by two Belgian cryptographers, Joan Daemen and Vincent Rijmen, who submitted a proposal which was evaluated by the NIST during the AES selection process.
 - AES has been adopted by the U.S. government and is now used worldwide. It supersedes the Data Encryption Standard (DES), which was published in 1977.

한국에서 살아남은 건 CRYPTON

AES General Structure

- $GF(2^8)$

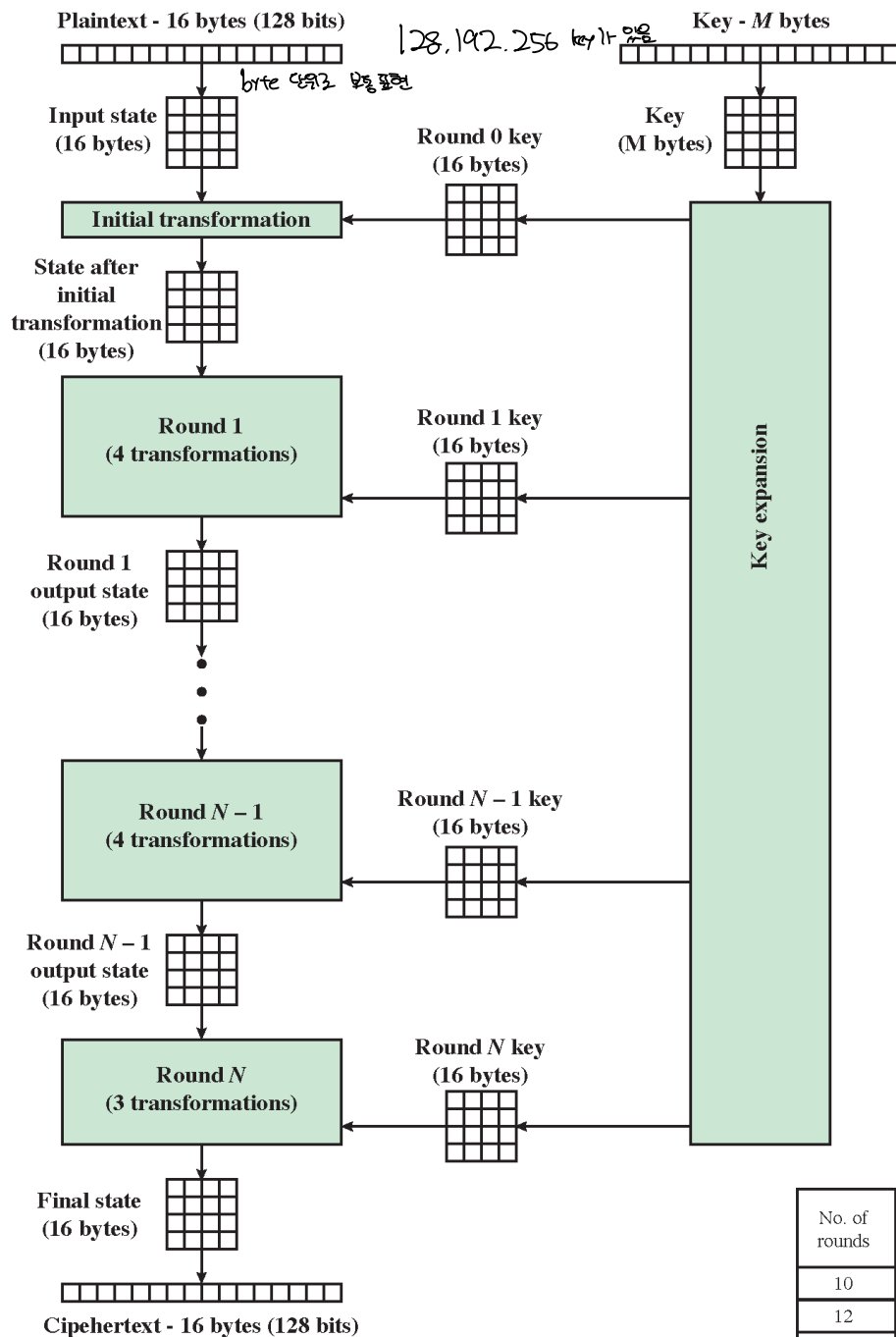
- AES uses arithmetic in $GF(2^8)$ with the irreducible polynomial $m(x) = x^8 + x^4 + x^3 + x + 1$. Therefore, $x^8 = x^4 + x^3 + x + 1 = (00011011) = \{1B\}$.
Handwritten: x^8 을 $x^4 + x^3 + x + 1$ 로 치환
- For $A = (a_7a_6 \dots a_1a_0)$ and $B = (b_7b_6 \dots b_1b_0)$,
the sum is $A + B = (c_7c_6 \dots c_1c_0)$ where $c_i = a_i \oplus b_i$ and the multiplication $\{02\} \cdot A$ is $(a_6 \dots a_1a_00)$ if $a_7 = 0$ and is $(a_6 \dots a_1a_00) \oplus (00011011)$ if $a_7 = 1$.
Handwritten: $0000 \ 0010 \rightarrow x$, $11011 \ 001011$, $11011 \ 10111$

- Parameter

- AES takes a plaintext block size of 128 bits (16 bytes).
Handwritten: 2^{128}
- The key length can be 128, 192, or 256 bits (16, 24, or 32 bytes).
- The number of rounds is 10, 12, or 14. *Handwritten: AES : 128 비트로 고정. key는 3가지. 128, 192, 256*
- The algorithm is referred to as AES-128, AES-192, or AES-256, depending on the key length.
Handwritten: 2^{128}

- State

- State is a data block of 4 columns of 4 bytes, which is depicted as 4×4 square matrix of bytes.
- Similarly, the key is depicted as a square matrix of bytes.



즉, Round 마다 transformation 4개
 마다 ... 는 3개, 1씩 증가
 174028 끝을 보통 다크게 만들
 f1est1 구조는 안함. 연수가 많았기에 드래프트

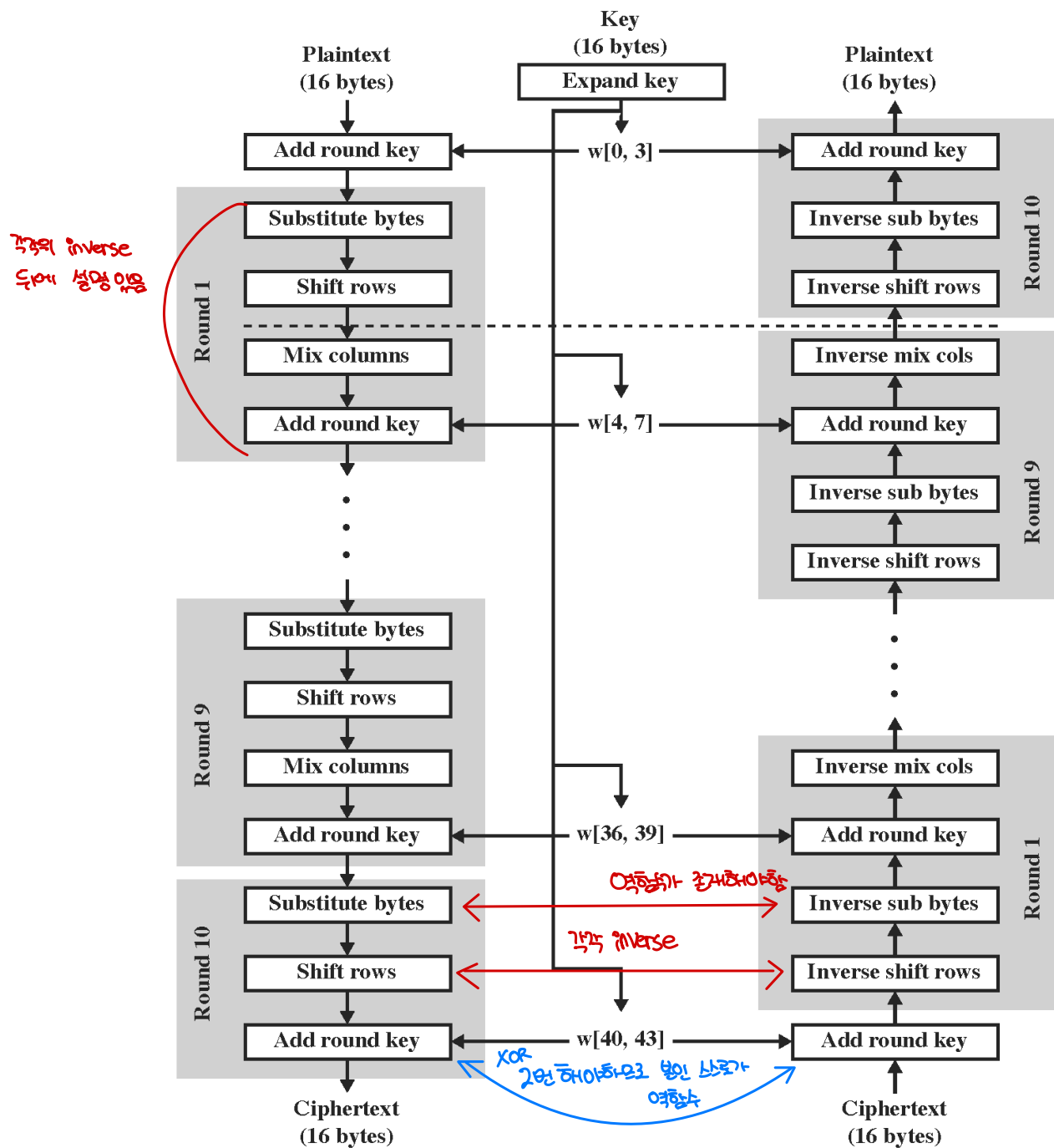
No. of rounds	Key Length (bytes)
10	16
12	24
14	32

Figure 5.1 AES Encryption Process

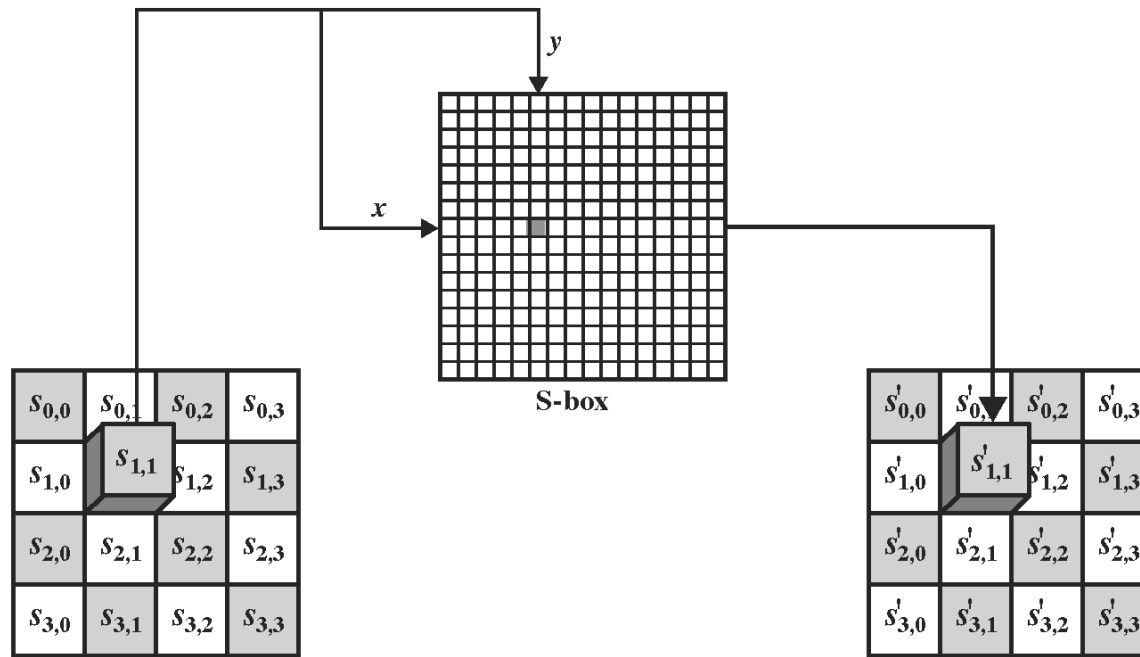
AES Detailed Structure

- AES is not a Feistel structure. 인버트 필요 x. 근데 AES는 인버트 필요
- Four different (reversible) transformations are used.
 - SubBytes Byte가리.
 - ShiftRows Row가리 역행력 갖기 위해 해야함
 - MixColumns Columns가리
 - AddRoundKey Key가리
- Overall structure
 - AES-128 begins with an AddRoundKey transformation, followed by nine rounds that each includes all four transformations, followed by a tenth round of three transformations.
 - Only the AddRoundKey transformation makes use of the key.

9 번 round는 4개의 trans, 마지막 round는 3개



SubBytes Transformation



ex) 0.5 row 1. column 5

Substitute byte transformation

- The leftmost 4 bits of the State are used as a row value and the rightmost 4 bits are used as a column value.
- For example, the hexadecimal value $\{95\}$ references row 9, column 5 of the S-box, which contains the value $\{2A\}$. Accordingly, $\{95\}$ is mapped into $\{2A\}$.

(a) S-box

		y															
		0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
x	0	63	7C	77	7B	F2	6B	6F	C5	30	01	67	2B	FE	D7	AB	76
	1	CA	82	C9	7D	FA	59	47	F0	AD	D4	A2	AF	9C	A4	72	C0
	2	B7	FD	93	26	36	3F	F7	CC	34	A5	E5	F1	71	D8	31	15
	3	04	C7	23	C3	18	96	05	9A	07	12	80	E2	EB	27	B2	75
	4	09	83	2C	1A	1B	6E	5A	A0	52	3B	D6	B3	29	E3	2F	84
	5	53	D1	00	ED	20	FC	B1	5B	6A	CB	BE	39	4A	4C	58	CF
	6	D0	EF	AA	FB	43	4D	33	85	45	F9	02	7F	50	3C	9F	A8
	7	51	A3	40	8F	92	9D	38	F5	BC	B6	DA	21	10	FF	F3	D2
	8	CD	0C	13	EC	5F	97	44	17	C4	A7	7E	3D	64	5D	19	73
	9	60	81	4F	DC	22	2A	90	88	46	EE	B8	14	DE	5E	0B	DB
	A	E0	32	3A	0A	49	06	24	5C	C2	D3	AC	62	91	95	E4	79
	B	E7	C8	37	6D	8D	D5	4E	A9	6C	56	F4	EA	65	7A	AE	08
	C	BA	78	25	2E	1C	A6	B4	C6	E8	DD	74	1F	4B	BD	8B	8A
	D	70	3E	B5	66	48	03	F6	0E	61	35	57	B9	86	C1	1D	9E
	E	E1	F8	98	11	69	D9	8E	94	9B	1E	87	E9	CE	55	28	DF
	F	8C	A1	89	0D	BF	E6	42	68	41	99	2D	0F	B0	54	BB	16

95% 94 2A3 바깥줄기? 뒷배터리

(b) Inverse S-box

		y															
		0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
x	0	52	09	6A	D5	30	36	A5	38	BF	40	A3	9E	81	F3	D7	FB
	1	7C	E3	39	82	9B	2F	FF	87	34	8E	43	44	C4	DE	E9	CB
	2	54	7B	94	32	A6	C2	23	3D	EE	4C	95	0B	42	FA	C3	4E
	3	08	2E	A1	66	28	D9	24	B2	76	5B	A2	49	6D	8B	D1	25
	4	72	F8	F6	64	86	68	98	16	D4	A4	5C	CC	5D	65	B6	92
	5	6C	70	48	50	FD	ED	B9	DA	5E	15	46	57	A7	8D	9D	84
	6	90	D8	AB	00	8C	BC	D3	0A	F7	E4	58	05	B8	B3	45	06
	7	D0	2C	1E	8F	CA	3F	0F	02	C1	AF	BD	03	01	13	8A	6B
	8	3A	91	11	41	4F	67	DC	EA	97	F2	CF	CE	F0	B4	E6	73
	9	96	AC	74	22	E7	AD	35	85	E2	F9	37	E8	1C	75	DF	6E
	A	47	F1	1A	71	1D	29	C5	89	6F	B7	62	0E	AA	18	BE	1B
	B	FC	56	3E	4B	C6	D2	79	20	9A	DB	C0	FE	78	CD	5A	F4
	C	1F	DD	A8	33	88	07	C7	31	B1	12	10	59	27	80	EC	5F
	D	60	51	7F	A9	19	B5	4A	0D	2D	E5	7A	9F	93	C9	9C	EF
	E	A0	E0	3B	4D	AE	2A	F5	B0	C8	EB	BB	3C	83	53	99	61
	F	17	2B	04	7E	BA	77	D6	26	E1	69	14	63	55	21	0C	7D

Byte at row y,
column x
initialized to yx

yx

이제는 7자 다들고

Inverse
in GF(2⁸)

다들고에 Euclid의 알고리즘

Byte to bit
column vector

$$\begin{bmatrix} b_0 \\ b_1 \\ b_2 \\ b_3 \\ b_4 \\ b_5 \\ b_6 \\ b_7 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 1 & 1 \\ 1 & 1 & 0 & 0 & 0 & 1 & 1 & 1 \\ 1 & 1 & 1 & 0 & 0 & 0 & 1 & 1 \\ 1 & 1 & 1 & 1 & 0 & 0 & 0 & 1 \\ 1 & 1 & 1 & 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 & 1 & 1 & 0 & 0 \\ 0 & 0 & 1 & 1 & 1 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} b_0 \\ b_1 \\ b_2 \\ b_3 \\ b_4 \\ b_5 \\ b_6 \\ b_7 \end{bmatrix} + \begin{bmatrix} 1 \\ 1 \\ 0 \\ 0 \\ 0 \\ 1 \\ 1 \\ 0 \end{bmatrix}$$

가장 먼저 곱해지는 원리
가장 먼저 뒤에는 아포리안

Bit column
vector to byte

S(yx)

95
↓
2A

(a) Calculation of byte at
row y, column x of S-box

Byte at row y,
column x
initialized to yx

yx

Byte to bit
column vector

$$\begin{bmatrix} b_0 \\ b_1 \\ b_2 \\ b_3 \\ b_4 \\ b_5 \\ b_6 \\ b_7 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 1 & 0 & 0 & 1 & 0 & 1 \\ 1 & 0 & 0 & 1 & 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 & 1 & 0 & 0 & 1 \\ 1 & 0 & 1 & 0 & 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 1 & 0 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 & 1 & 0 & 0 & 1 \\ 1 & 0 & 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 0 & 1 & 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} b_0 \\ b_1 \\ b_2 \\ b_3 \\ b_4 \\ b_5 \\ b_6 \\ b_7 \end{bmatrix} + \begin{bmatrix} 1 \\ 0 \\ 1 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

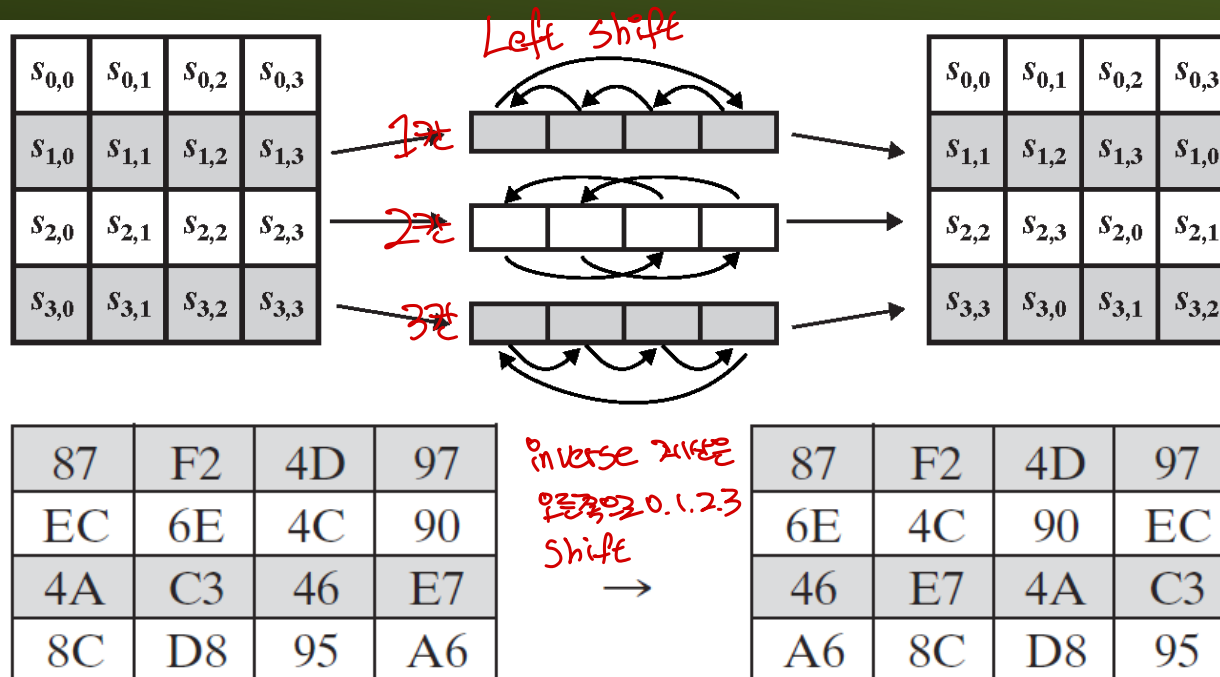
Bit column
vector to byte

Inverse
in GF(2⁸)

IS(yx)

(a) Calculation of byte at
row y, column x of IS-box

ShiftRows Transformation



- The first row of the State is not altered.
 For the 2nd row, a 1-byte circular left shift is performed.
 For the 3rd row, a 2-byte circular left shift is performed.
 For the 4th row, a 3-byte circular left shift is performed.
- The inverse shift row transformation, called InvShiftRows, performs the circular right shift for each of the last three rows, with a 1-byte circular right shift for the 2nd row, and so on.

MixColumns Transformation

$$\begin{array}{c}
 \begin{matrix} x & x+1 & 1 & 1 \end{matrix} \\
 \begin{bmatrix} 02 & 03 & 01 & 01 \\ 01 & 02 & 03 & 01 \\ 01 & 01 & 02 & 03 \\ 03 & 01 & 01 & 02 \end{bmatrix}
 \end{array}
 \begin{array}{c}
 \times \\
 \begin{bmatrix} s_{0,0} \\ s_{1,0} \\ s_{2,0} \\ s_{3,0} \end{bmatrix}
 \end{array}
 \begin{array}{c}
 \text{input} \\
 \begin{bmatrix} s_{0,1} & s_{0,2} & s_{0,3} \\ s_{1,1} & s_{1,2} & s_{1,3} \\ s_{2,1} & s_{2,2} & s_{2,3} \\ s_{3,1} & s_{3,2} & s_{3,3} \end{bmatrix}
 \end{array}
 =
 \begin{array}{c}
 \text{output} \\
 \begin{bmatrix} s'_{0,0} & s'_{0,1} & s'_{0,2} & s'_{0,3} \\ s'_{1,0} & s'_{1,1} & s'_{1,2} & s'_{1,3} \\ s'_{2,0} & s'_{2,1} & s'_{2,2} & s'_{2,3} \\ s'_{3,0} & s'_{3,1} & s'_{3,2} & s'_{3,3} \end{bmatrix}
 \end{array}
 \quad (5.3)$$

AES는 Encryption 할때

decryption 때

요약식

$$s'_{0,j} = (2 \cdot s_{0,j}) \oplus (3 \cdot s_{1,j}) \oplus s_{2,j} \oplus s_{3,j}$$

$$s'_{1,j} = s_{0,j} \oplus (2 \cdot s_{1,j}) \oplus (3 \cdot s_{2,j}) \oplus s_{3,j}$$

$$s'_{2,j} = s_{0,j} \oplus s_{1,j} \oplus (2 \cdot s_{2,j}) \oplus (3 \cdot s_{3,j})$$

$$s'_{3,j} = (3 \cdot s_{0,j}) \oplus s_{1,j} \oplus s_{2,j} \oplus (2 \cdot s_{3,j})$$

InvMixColumns Transformation

$$\begin{bmatrix} 0E & 0B & 0D & 09 \\ 09 & 0E & 0B & 0D \\ 0D & 09 & 0E & 0B \\ 0B & 0D & 09 & 0E \end{bmatrix} \begin{bmatrix} s_{0,0} & s_{0,1} & s_{0,2} & s_{0,3} \\ s_{1,0} & s_{1,1} & s_{1,2} & s_{1,3} \\ s_{2,0} & s_{2,1} & s_{2,2} & s_{2,3} \\ s_{3,0} & s_{3,1} & s_{3,2} & s_{3,3} \end{bmatrix} = \begin{bmatrix} s'_{0,0} & s'_{0,1} & s'_{0,2} & s'_{0,3} \\ s'_{1,0} & s'_{1,1} & s'_{1,2} & s'_{1,3} \\ s'_{2,0} & s'_{2,1} & s'_{2,2} & s'_{2,3} \\ s'_{3,0} & s'_{3,1} & s'_{3,2} & s'_{3,3} \end{bmatrix} \quad (5.5)$$

It is not immediately clear that Equation (5.5) is the **inverse** of Equation (5.3). We need to show *각원소별로 Message를 XOR.*

$$\begin{bmatrix} 0E & 0B & 0D & 09 \\ 09 & 0E & 0B & 0D \\ 0D & 09 & 0E & 0B \\ 0B & 0D & 09 & 0E \end{bmatrix} \begin{bmatrix} 02 & 03 & 01 & 01 \\ 01 & 02 & 03 & 01 \\ 01 & 01 & 02 & 03 \\ 03 & 01 & 01 & 02 \end{bmatrix} \begin{bmatrix} s_{0,0} & s_{0,1} & s_{0,2} & s_{0,3} \\ s_{1,0} & s_{1,1} & s_{1,2} & s_{1,3} \\ s_{2,0} & s_{2,1} & s_{2,2} & s_{2,3} \\ s_{3,0} & s_{3,1} & s_{3,2} & s_{3,3} \end{bmatrix} = \begin{bmatrix} s_{0,0} & s_{0,1} & s_{0,2} & s_{0,3} \\ s_{1,0} & s_{1,1} & s_{1,2} & s_{1,3} \\ s_{2,0} & s_{2,1} & s_{2,2} & s_{2,3} \\ s_{3,0} & s_{3,1} & s_{3,2} & s_{3,3} \end{bmatrix}$$

which is equivalent to showing

$$\begin{bmatrix} 0E & 0B & 0D & 09 \\ 09 & 0E & 0B & 0D \\ 0D & 09 & 0E & 0B \\ 0B & 0D & 09 & 0E \end{bmatrix} \begin{bmatrix} 02 & 03 & 01 & 01 \\ 01 & 02 & 03 & 01 \\ 01 & 01 & 02 & 03 \\ 03 & 01 & 01 & 02 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad (5.6)$$

AddRoundKey Transformation

FORWARD AND INVERSE TRANSFORMATIONS In the **forward add round key transformation**, called AddRoundKey, the 128 bits of **State** are bitwise XORed with the 128 bits of the round key.

47	40	A3	4C
37	D4	70	9F
94	E4	3A	42
ED	A5	A6	BC

 \oplus

AC	19	28	57
77	FA	D1	5C
66	DC	29	00
F3	21	41	6A

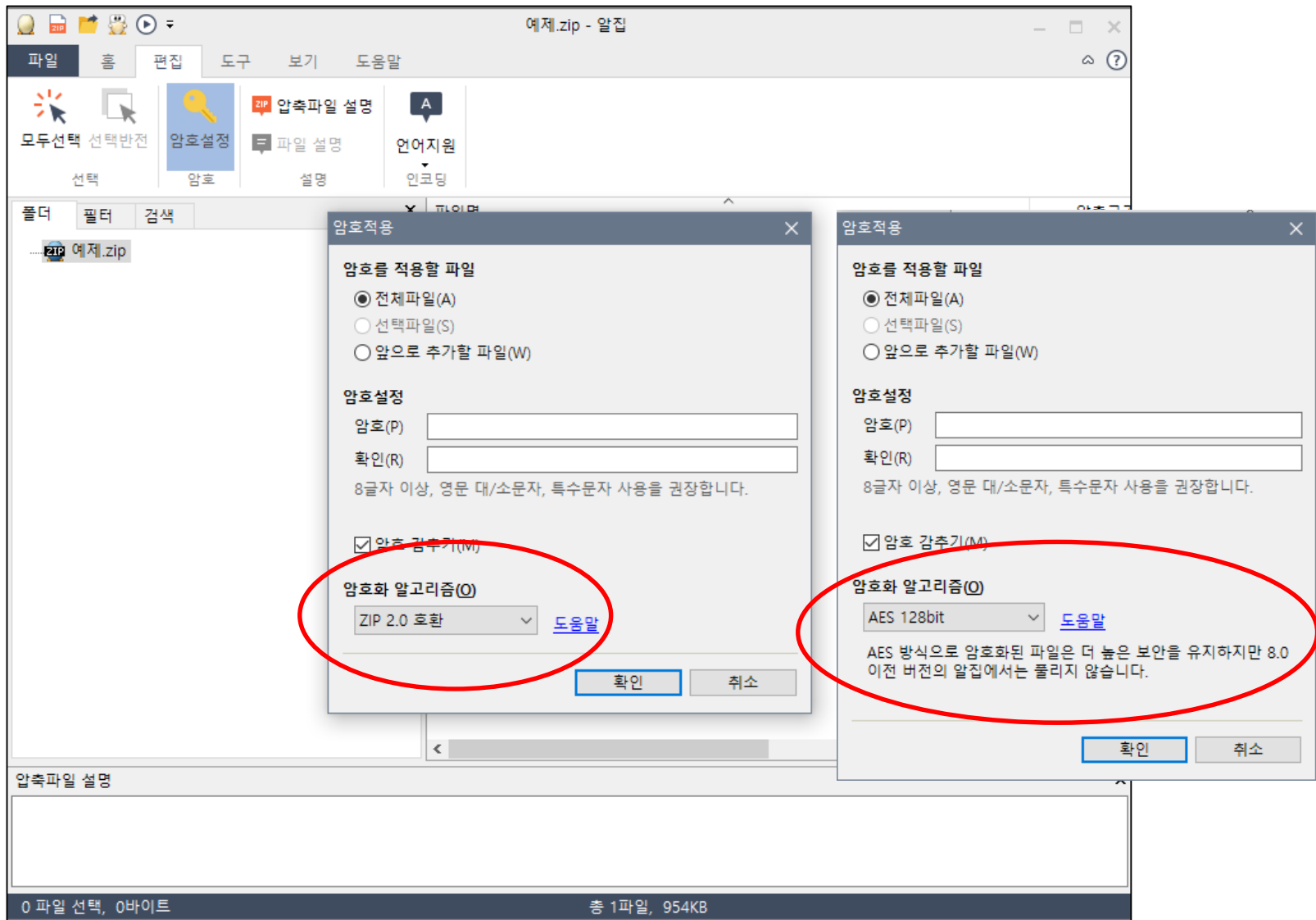
 $=$

EB	59	8B	1B
40	2E	A1	C3
F2	38	13	42
1E	84	E7	D6

The first matrix is **State**, and the second matrix is the round key.

The **inverse add round key transformation** is identical to the forward add round key transformation, because the XOR operation is its own inverse.

Example: ALZip



Example: ALZip 도움말

알집이 제공하는 암호화 알고리즘

알집에서 제공하는 암호화 알고리즘은 ZIP 2.0 호환, AES 128bit, AES 256bit, LEA128bit, LEA256bit 입니다. LEA 128bit, LEA 256bit 는 EGG 포맷에만 적용 가능합니다.

■ ZIP 2.0 호환

ZIP 에서 표준으로 사용하는 기본 암호화 알고리즘으로 수학적으로 검증되지는 않았지만
해독이 쉽 지 않으며, 가장 경량의 암호화 알고리즘입니다.

개병

■ AES 128bit block 사이즈 128 key 길이는 32바이트 있음

Advanced Encryption Standard 의 약자로 현존하는 알고리즘 중 가장 널리 쓰이는 표준화된 알고리즘이며, 128bit 크기의 블록 암호화를 사용한 대칭형 알고리즘입니다.

■ AES 256bit block 사이즈는 128. key 256

256bit 크기의 블록 암호화를 사용한 대칭형 알고리즘입니다.

Example: Adobe Acrobat

