



# **CS 4173/5173**

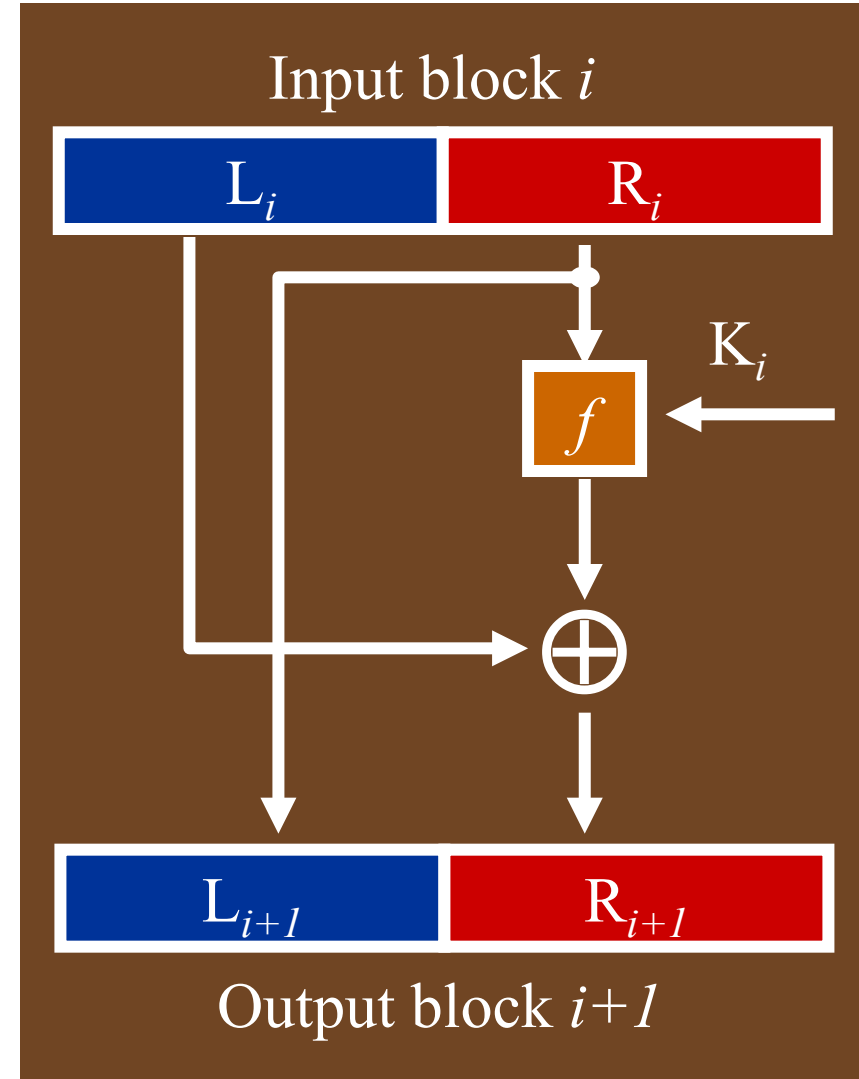
# **COMPUTER SECURITY**

## **Data Encryption Standard (DES)**



# OUTLINE LAST TIME

- Key size
  - 56 bits used by DES were adequate in the 80's
  - 128 bits are adequate for now
  - 5 more key bits per decade to stay “sufficiently” hard to break
- Feistel Cipher
  - Decryption is the same as encryption, only reversing the order in which round keys are applied.
  - Function  $f$  can be anything

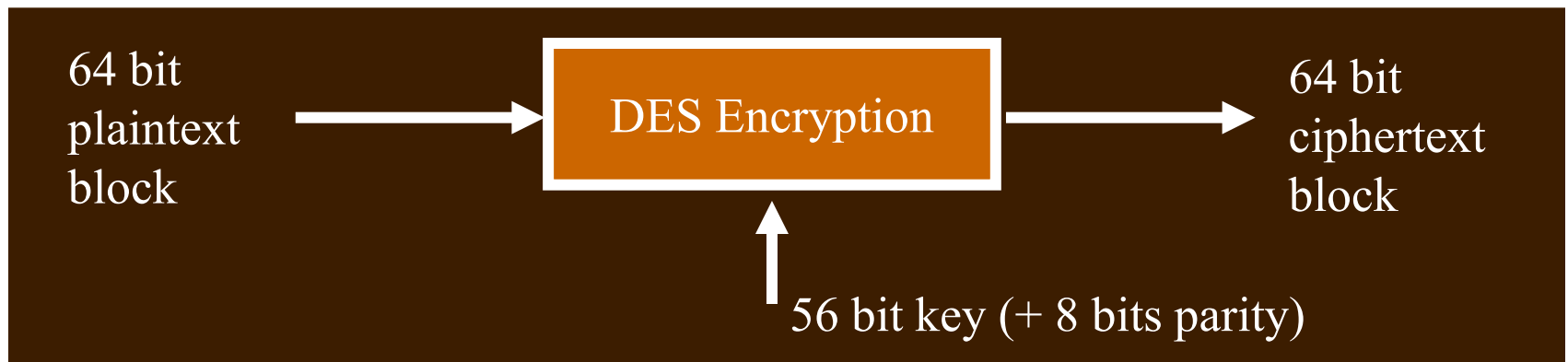


# DES (DATA ENCRYPTION STANDARD)

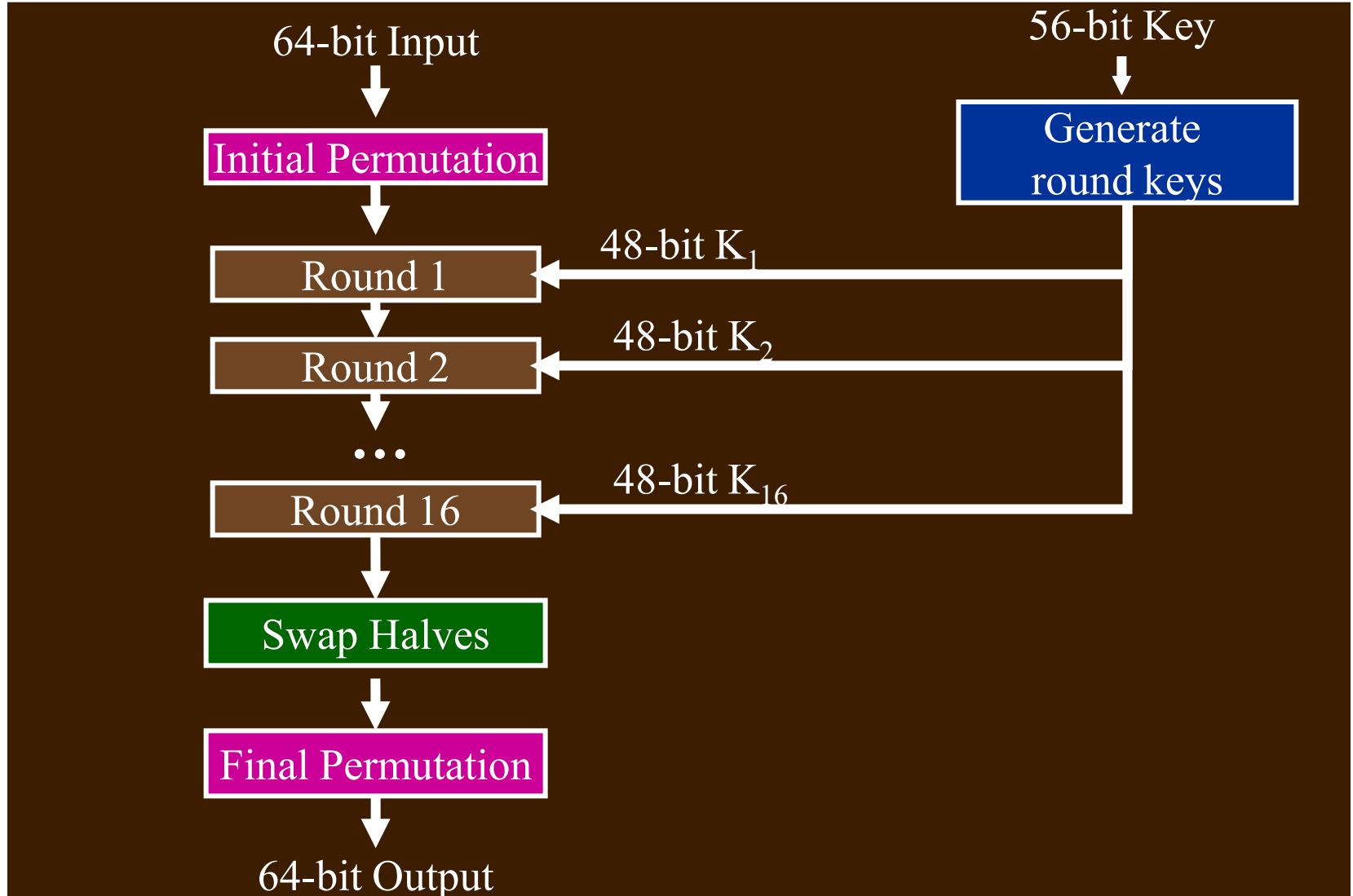
- Standardized in 1976 by NBS (National Bureau of Standards), now NIST (National Institute of Science and Technologies)
  - proposed by IBM,
  - Feistel cipher
- Criteria (**official**)
  - provide high level of security
  - security must reside in key, not algorithm
  - not patented
  - efficient to implement in hardware (make slow in software).

# DES BASICS

- **Blocks:** 64 bit plaintext input,  
64 bit ciphertext output
- **Rounds:** 16
- **Key:** 64 bits
  - every 8<sup>th</sup> bit is a parity bit, so really 56 bits long



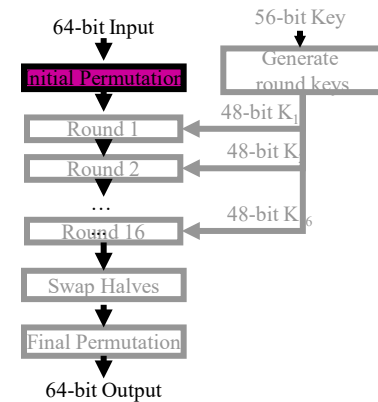
# DES TOP LEVEL VIEW



# INITIAL AND FINAL PERMUTATIONS

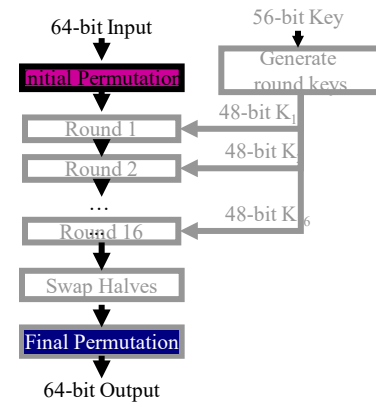
- **Initial** permutation given below
  - input bit #58 → output bit #1, input bit #50 → output bit #2, ...

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



# INITIAL... (CONT'D)

- **Final** permutation is just **inverse** of initial permutation, i.e.,
  - input bit #1 → output bit #58
  - input bit #2 → output bit #50
  - ...



# INITIAL... (CONT'D)

- Note: Initial Permutation is fully specified (independent of key)
  - Does this improve security?
  - why needed?

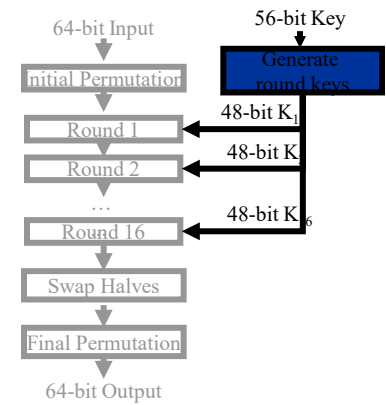
# KEY GENERATION: FIRST PERMUTATION

- First step: **throw out 8 parity bits**, then permute resulting 56 bits

7 columns

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
7	62	54	46	38	30	22
14	6	61	53	45	37	29
21	13	5	28	20	12	4

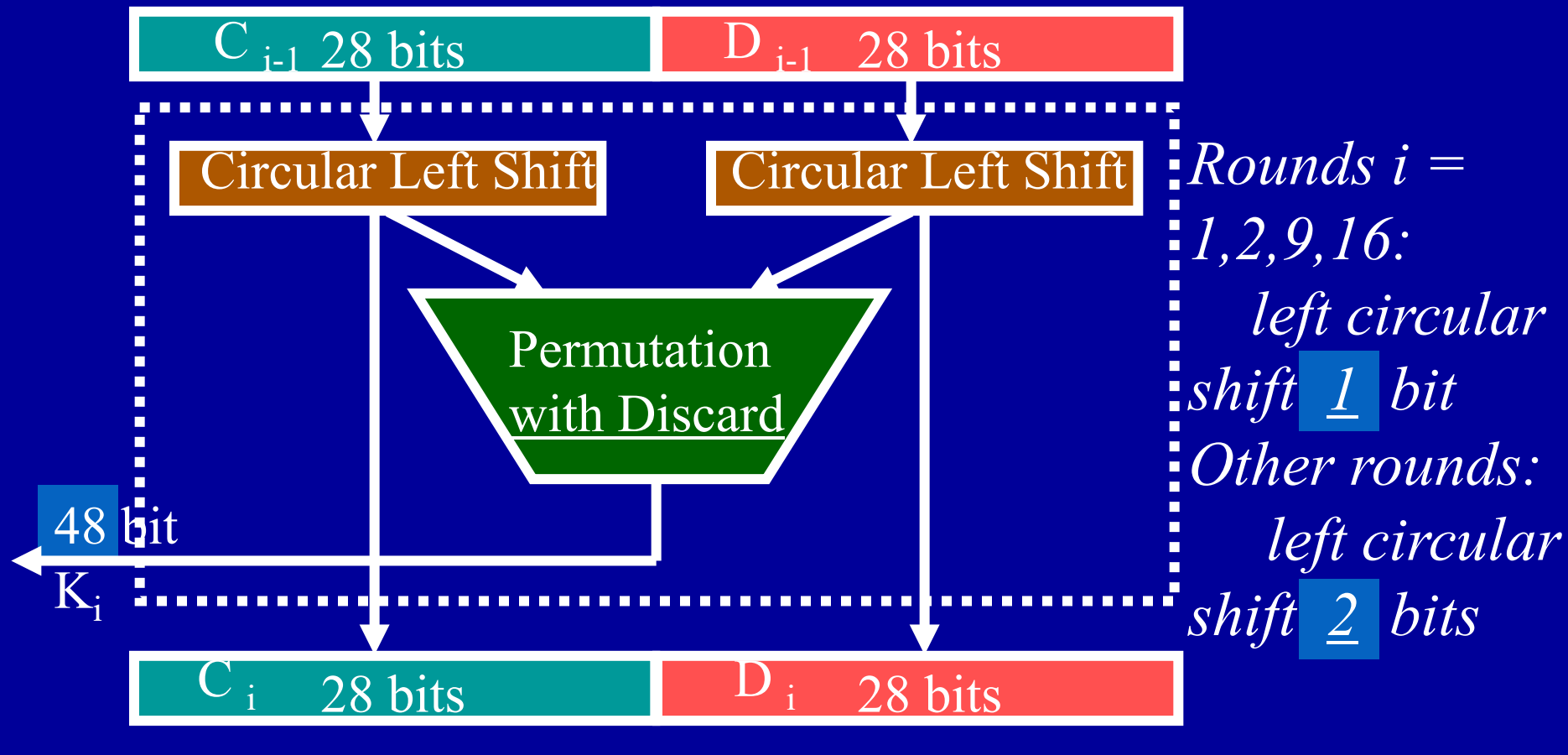
8 rows



*Parity bits left out:  
8, 16, 24, ...*

**The output:** all bits from left to right, top to bottom

# KEYGEN: PROCESSING PER ROUND



# KEYGEN: PERMUTATION WITH DISCARD

- 28 bits → 24 bits, each half of key

Left half of  $K_i$  = permutation of  $C_i$

14	17	11	24	1	5
3	28	15	6	21	10
23	19	12	4	26	8
16	7	27	20	13	2

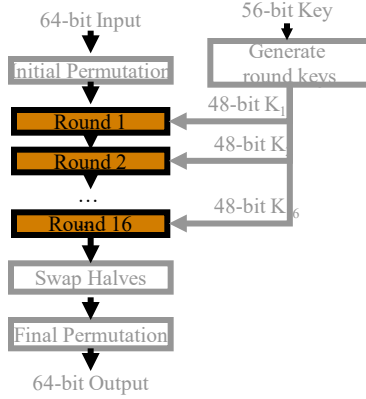
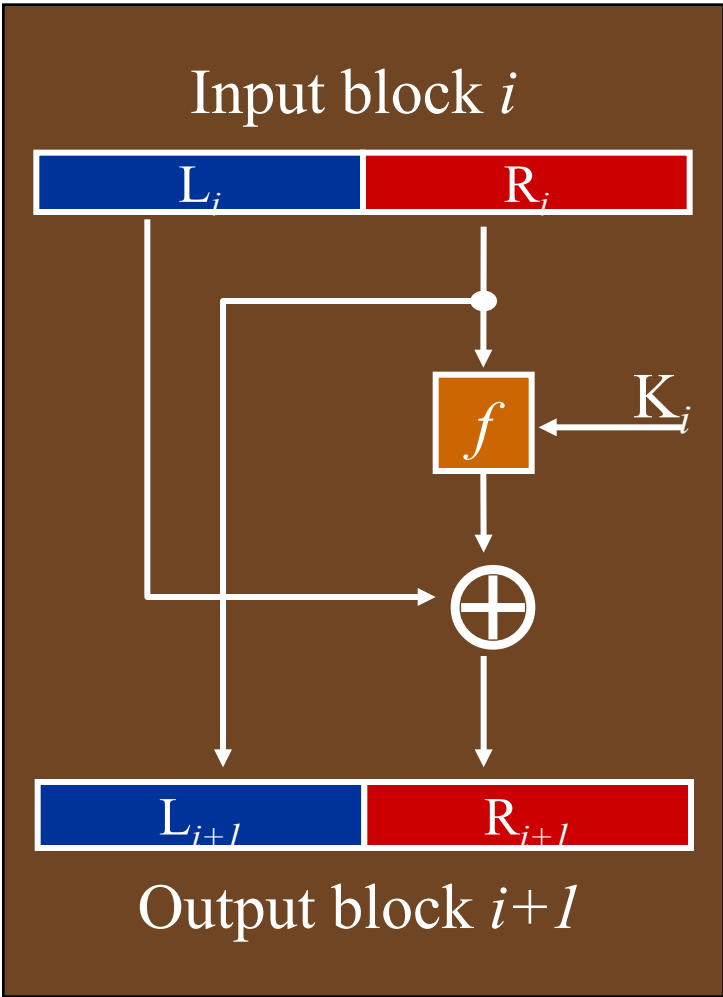
*Bits discarded:  
9,18,22,25*

Right half of  $K_i$  = permutation of  $D_i$

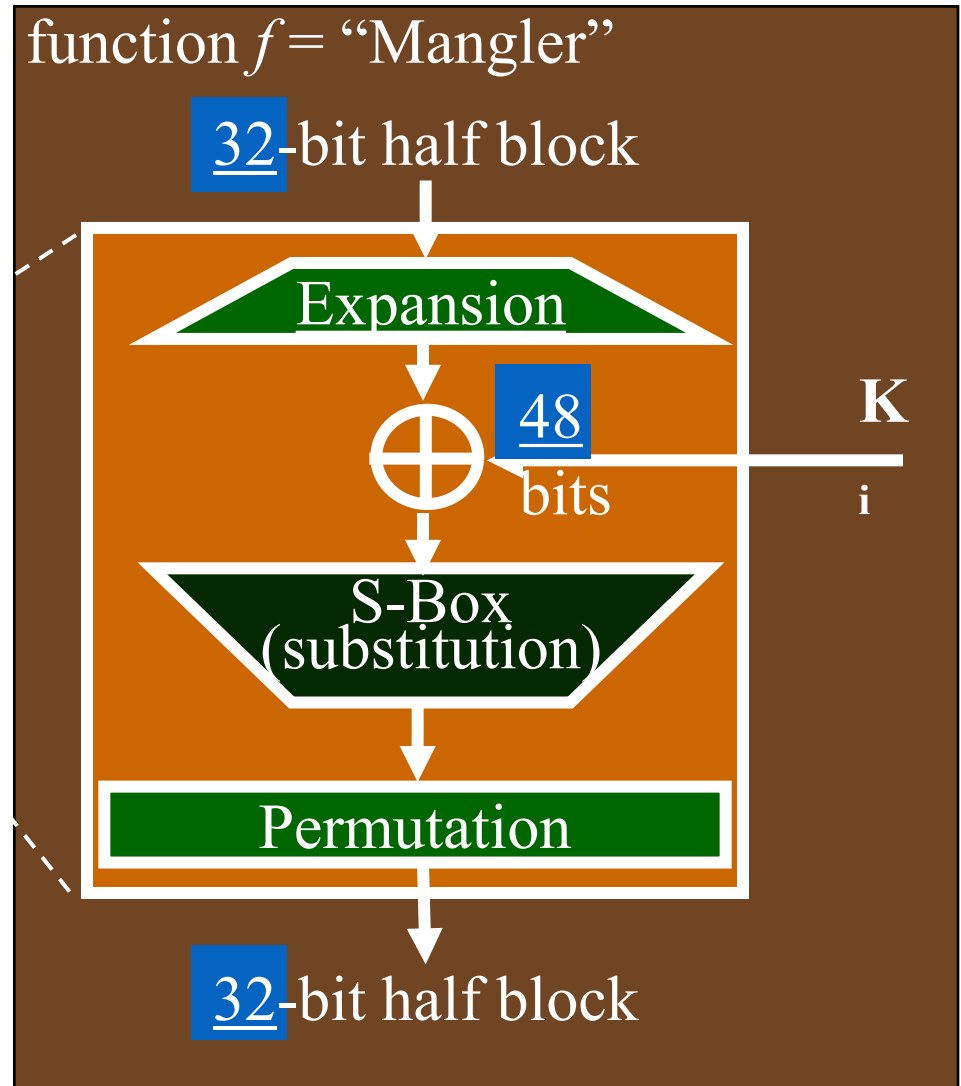
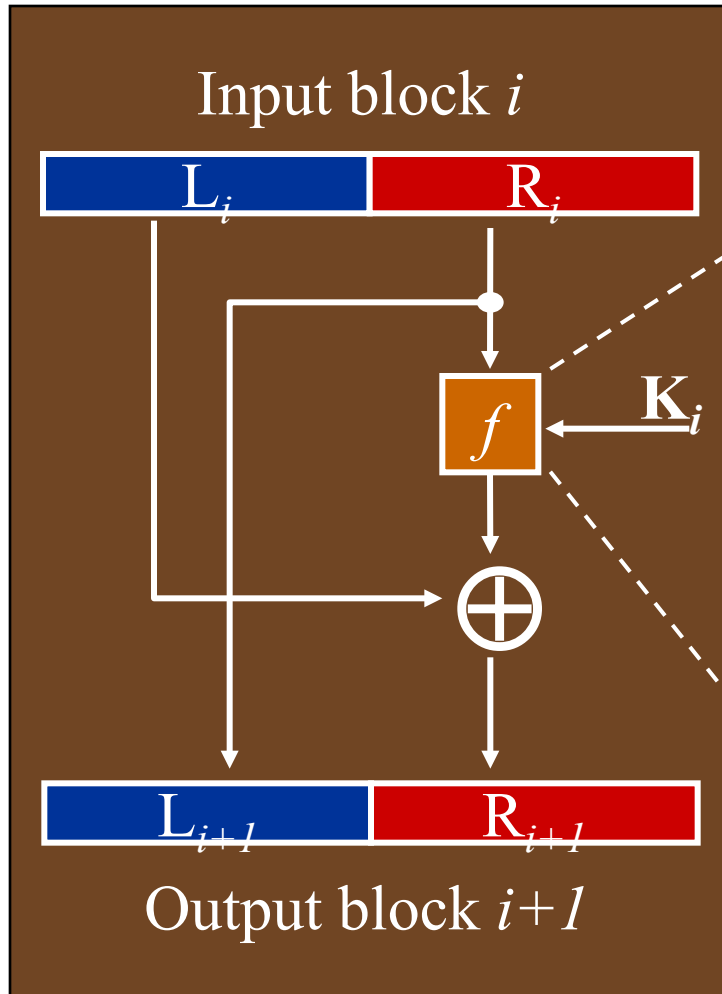
41	52	31	37	47	55
30	40	51	45	33	48
44	49	39	56	34	53
46	42	50	36	29	32

*Bits discarded:  
35,38,43,54*

# ONE DES (FEISTEL) ROUND



# DES ROUND: $F$ (MANGLER) FUNCTION

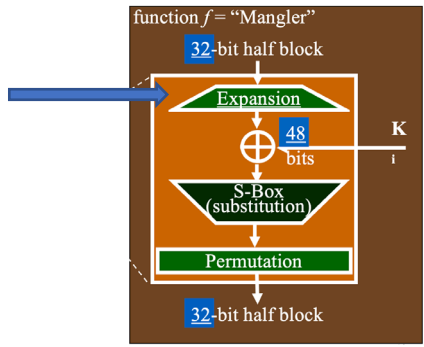


# F: EXPANSION FUNCTION

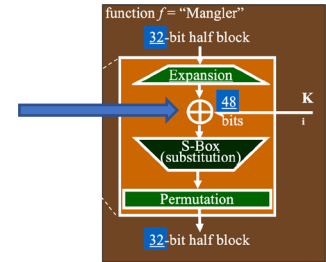
- 32 bits  $\rightarrow$  48 bits

*these bits are repeated*

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



# XOR THE KEY



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

**XOR**

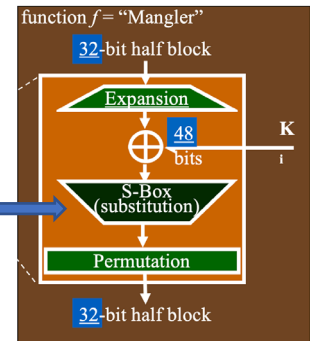
14	17	11	24	1	5
3	28	15	6	21	10
23	19	12	4	26	8
16	7	27	20	13	2
41	52	31	37	47	55
30	40	51	45	33	48
44	49	39	56	34	53
46	42	50	36	29	32

From Expansion function in Mangler

From key generation process

# THE RESULT AFTER XOR

The result is a table of bits with 6 columns and 8 rows



Each row (6 bits) will enter an S-Box  $S_i$

1	0	0	1	1	1
0	0	1	1	0	0
1	1	0	1	0	1
1	1	1	1	1	0
1	1	0	0	0	1
0	0	0	1	1	1
0	1	0	1	0	1
0	1	0	0	1	0

# F: $S_1$ (SUBSTITUTION)

A S-Box is a look-up table (**non-linear part for confusion**)

- each row and column contain different numbers

b2|b3|b4|b5 → 0    1    2    **3**    4    5    6    ...    F

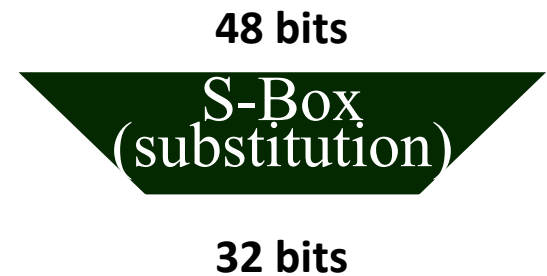
b1   b6 ↓	0	E	4	D	1	2	F	B	-----
	1	0	F	7	4	E	2	D	-----
	<b>2</b>	4	1	E	<b>8</b>	D	6	2	-----
	3	F	C	8	2	4	9	1	-----

Example: input = **100110**, output = 1000  
input = 101101, output = ?

# 4 BIT OUTPUT FOR EACH ROW

## 48 bits to 32 bits

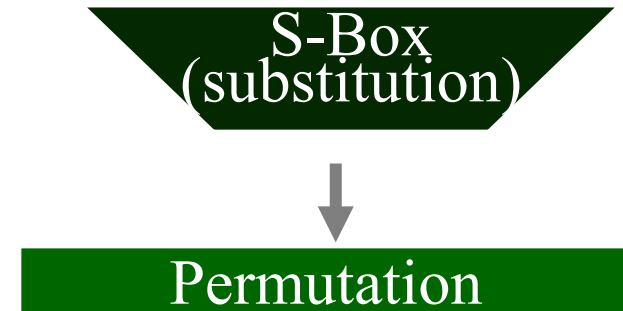
1	0	0	1	1	1	1 1 0 1
0	0	1	1	0	0	0 1 1 1
1	1	0	1	0	1	0 0 0 1
1	1	1	1	1	0	1 1 1 0
1	1	0	0	0	1	1 1 0 0
0	0	0	1	1	1	1 0 0 1
0	1	0	1	0	1	0 0 0 1
0	1	0	0	1	0	1 0 0 0



# F: PERMUTATION

- All bits from the S-Box will be again permuted
- 32bits → 32bits

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



# DES IMPLEMENTATION

- That's it!
- Operations
  - Permutation
  - Swapping halves
  - Substitution (S-box, table lookup)
  - Bit discard
  - Bit replication
  - Circular shift
  - XOR
- Hard to implement? HW: No, SW: Yes

# DESIRABLE PROPERTY: AVALANCHE EFFECT

- a small change

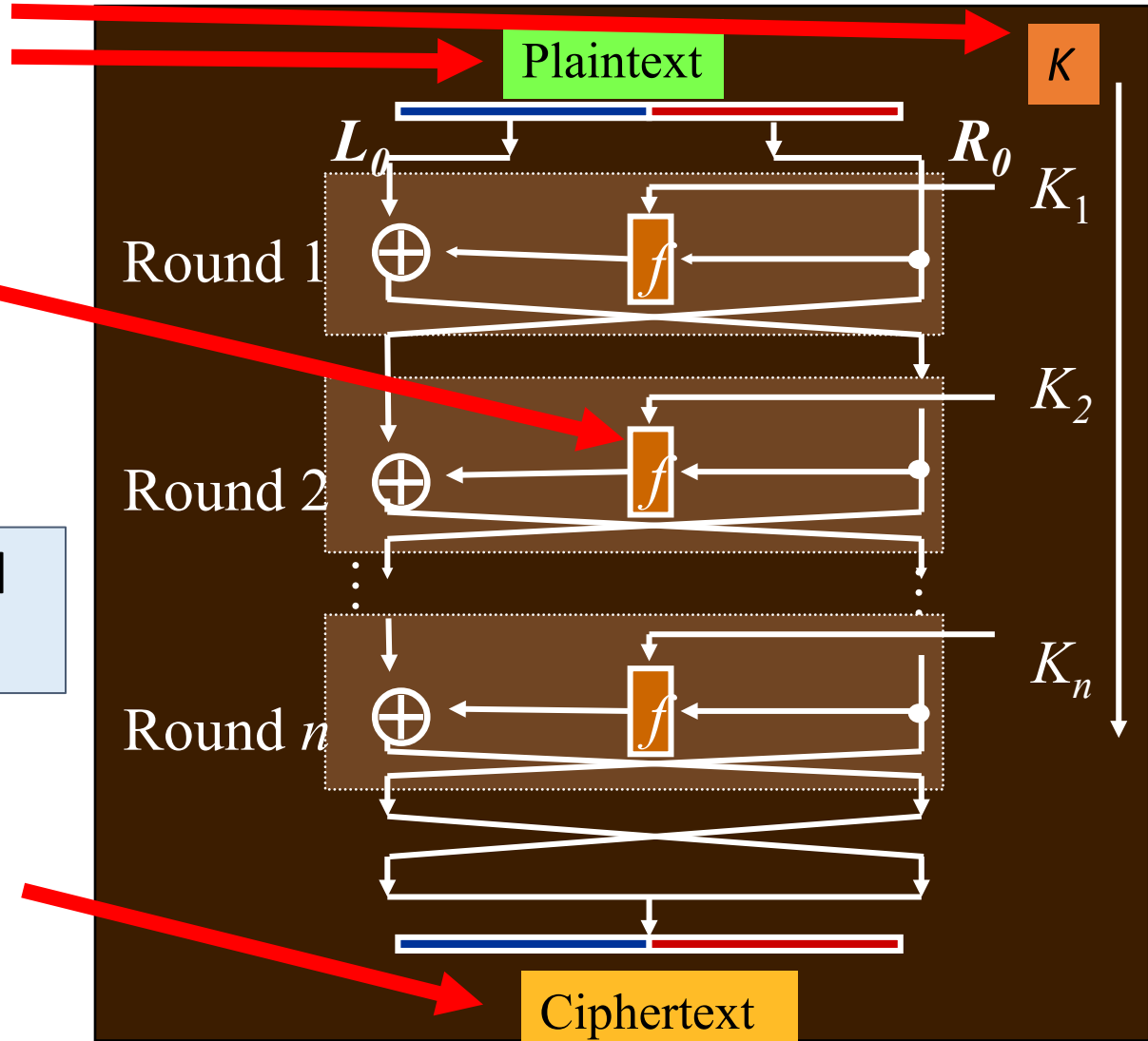
$f$  function:

- should achieve avalanche effect
- output bits should be uncorrelated

Number of rounds should be **large enough!**

Big change!

Any output bit should be inverted (flipped) with probability .5



# DES AVALANCHE EFFECT: EXAMPLE

- 2 plaintexts with **1** bit difference:  
0x**0**0000000000000000 and  
0x**8**0000000000000000 (hex format)  
encrypted using the same key:  
0x016B24621C181C32 (hex format)
- Resulting **ciphertexts** differ in **34** bits  
(out of 64)
- Similar results when **keys** differ by 1 bit

# EXAMPLE (CONT'D)

- An experiment: number of rounds vs. number of bits difference

Round #	0	1	2	3	4	5	6	7	8
Bits changed	1	6	21	35	39	34	32	31	29

9	10	11	12	13	14	15	16
42	44	32	30	30	26	29	34

# DES: KEYS TO AVOID USING

- “**Weak keys**”: These are keys which, after the first key permutation, are:
  - 28 0’s followed by 28 0’s
  - 28 1’s followed by 28 1’s
  - 28 0’s followed by 28 1’s
  - 28 1’s followed by 28 0’s
- Property of weak keys
  - Easy clue for brute force attacks.
  - Sixteen identical subkeys.
  - Encrypting twice produces the original plaintext.

# DES KEY SIZE

- 56 bits is currently too small to resist brute force attacks using readily-available hardware
- Ten years ago it took \$250,000 to build a machine that could crack DES in a few hours
- Do it in software?
  - $2^{56} = 72057594037927936$
  - 1 billion every second
  - $\frac{72057594037927936}{10^9} = 2.3$  years

# TODAY'S CAPABILITY

- Massive Cracking Array
  - One hundred trillion guesses per second



- $\frac{72057594037927936}{10^{14}} = 721 \text{ seconds!!}$

# WHAT ABOUT 128 BIT KEY

- $\frac{2^{128}}{10^{14}} = 100 \text{ quadrillion years!!}$ 
  - 1 quadriollion is 1,000 trillion, and 1,000,000 billion.
- Life of earth: 4.5 billion years
- Life of universe: 13.7 billion years

# CRYPTANALYSIS OF DES

- **Differential cryptanalysis** exploits differences between encryptions of two different plaintext blocks



- **Linear cryptanalysis** requires known plaintext / ciphertext pairs, analyzes relationships to discover key value



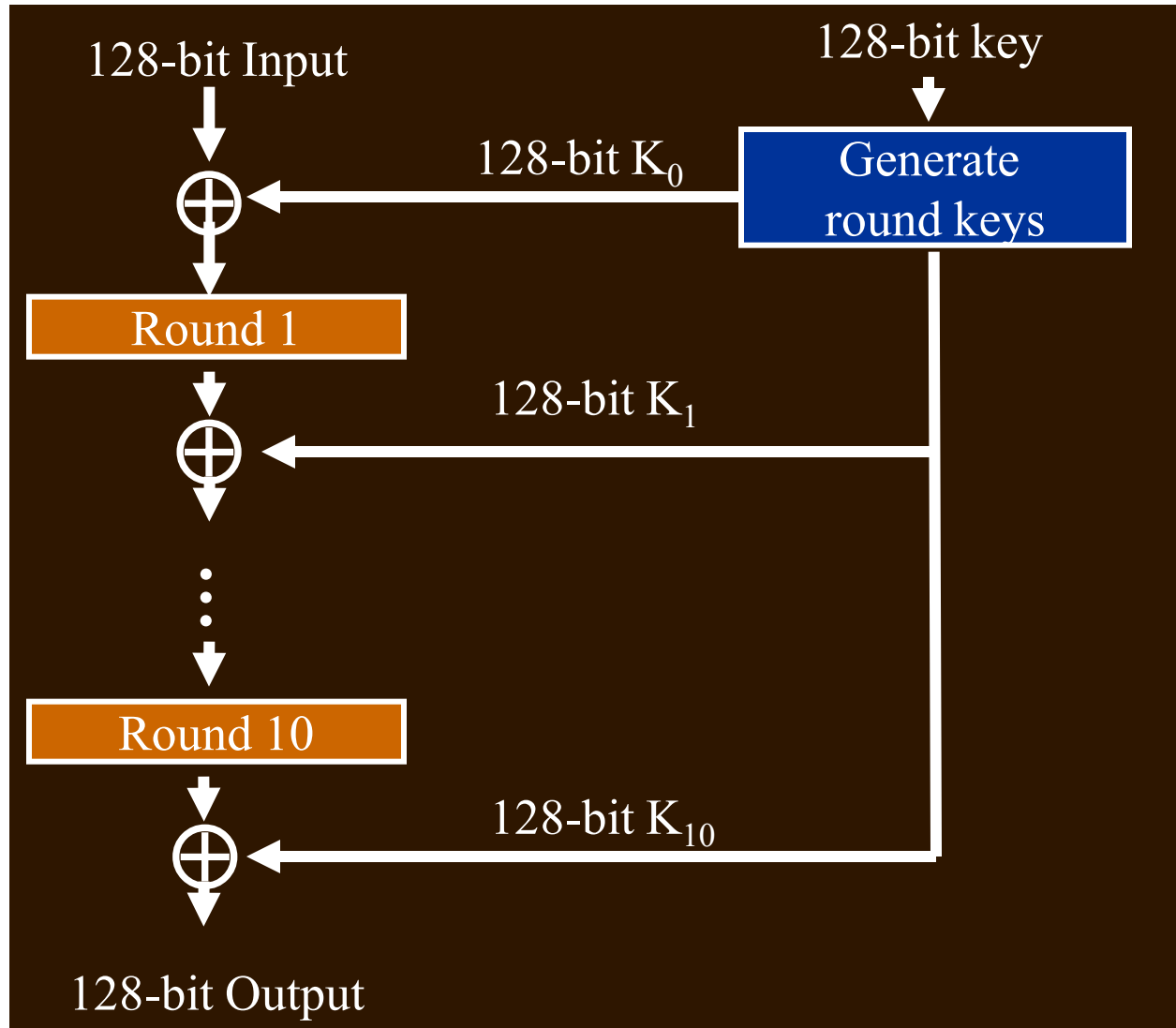
- No attacks on DES so far are significantly better than brute force attacks, for comparable cost

# ADVANCED ENCRYPTION STANDARD (AES)



- Selected from an **open** competition, organized by NSA
  - winner: Rijndael algorithm, standardized as AES
  - [http://en.wikipedia.org/wiki/Advanced\\_Encryption\\_Standard](http://en.wikipedia.org/wiki/Advanced_Encryption_Standard)
- Some similarities to DES (rounds, round keys, alternate **permutation** and **substitution**)
  - but **not** a Feistel cipher
- Block size = 128 bits
- Key sizes = 128, 192, or 256 (DES: 56 bits)

# AES-128 OVERVIEW



# AES ASSESSMENT

- No known successful attacks on full AES
  - Best attacks work on 7–9 rounds
- For brute force attacks, AES-128 will need much more effort than DES

# ATTACKS ON AES

- **Differential Cryptanalysis**: based on how differences in inputs correlate with differences in outputs
- **Linear Cryptanalysis**: based on correlations between input and output
- **Side Channel Attacks**: Implementations of the cipher on systems inadvertently leak data
  - Timing Attacks: measure the time it takes to do operations