

Cryptography

Block cipher-AES

Anand Ballabh Joshi
Department of Mathematics
University of Lucknow, Lucknow, India

AES Requirements

- private key symmetric block cipher
- 128-bit data, 128/192/256-bit keys
- stronger & faster than Triple-DES
- active life of 20-30 years (+ archival use)
- provide full specification & design details
- both C & Java implementations
- NIST have released all submissions & unclassified analyses

AES Evaluation Criteria

- initial criteria:
 - security – effort for practical cryptanalysis
 - cost – in terms of computational efficiency
 - algorithm & implementation characteristics
- final criteria
 - general security
 - ease of software & hardware implementation
 - implementation attacks
 - flexibility (in en/decrypt, keying, other factors)

AES Shortlist

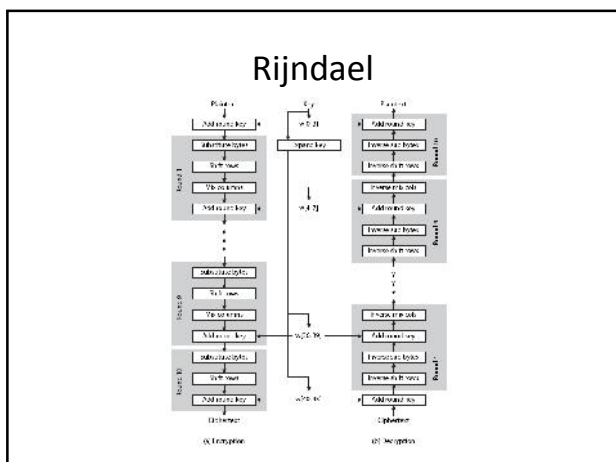
- after testing and evaluation, shortlist in Aug-99:
 - MARS (IBM) - complex, fast, high security margin
 - RC6 (USA) - v. simple, v. fast, low security margin
 - Rijndael (Belgium) - clean, fast, good security margin
 - Serpent (Euro) - slow, clean, v. high security margin
 - Twofish (USA) - complex, v. fast, high security margin
- then subject to further analysis & comment
- saw contrast between algorithms with
 - few complex rounds verses many simple rounds
 - which refined existing ciphers verses new proposals

The AES Cipher - Rijndael

- designed by Rijmen-Daemen in Belgium
- has 128/192/256 bit keys, 128 bit data
- an **iterative** rather than **feistel** cipher
 - processes data as block of 4 columns of 4 bytes
 - operates on entire data block in every round
- designed to be:
 - resistant against known attacks
 - speed and code compactness on many CPUs
 - design simplicity

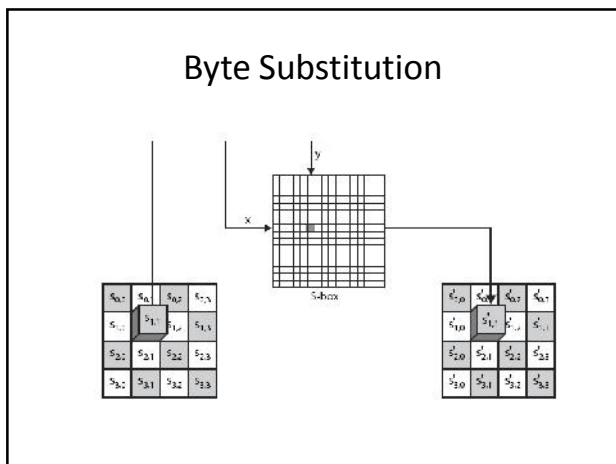
Rijndael

- data block of 4 columns of 4 bytes is state
- key is expanded to array of words
- has 9/11/13 rounds in which state undergoes:
 - byte substitution (1 S-box used on every byte)
 - shift rows (permute bytes between groups/columns)
 - mix columns (subs using matrix multiply of groups)
 - add round key (XOR state with key material)
 - view as alternating XOR key & scramble data bytes
- initial XOR key material & incomplete last round
- with fast XOR & table lookup implementation



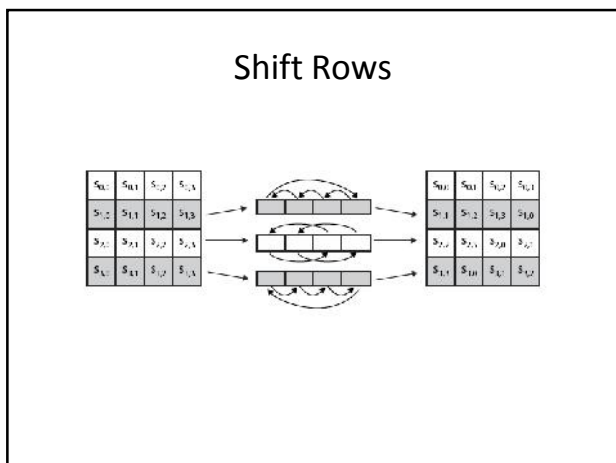
Byte Substitution

- a simple substitution of each byte
- uses one table of 16x16 bytes containing a permutation of all 256 8-bit values
- each byte of state is replaced by byte indexed by row (left 4-bits) & column (right 4-bits)
 - eg. byte {95} is replaced by byte in row 9 column 5
 - which has value {2A}
- S-box constructed using defined transformation of values in $GF(2^8)$
- designed to be resistant to all known attacks



Shift Rows

- a circular byte shift in each each
 - 1st row is unchanged
 - 2nd row does 1 byte circular shift to left
 - 3rd row does 2 byte circular shift to left
 - 4th row does 3 byte circular shift to left
- decrypt inverts using shifts to right
- since state is processed by columns, this step permutes bytes between the columns

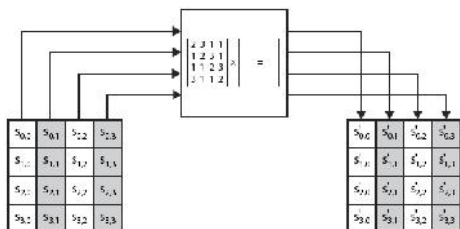


Mix Columns

- each column is processed separately
- each byte is replaced by a value dependent on all 4 bytes in the column
- effectively a matrix multiplication in $GF(2^8)$ using prime poly $m(x) = x^8 + x^4 + x^3 + x + 1$

$$\begin{bmatrix} 02 & 03 & 01 & 01 \\ 01 & 02 & 03 & 01 \\ 01 & 01 & 02 & 03 \\ 03 & 01 & 01 & 02 \end{bmatrix}
 \begin{bmatrix} s_{0,0} & s_{0,1} & s_{0,2} & s_{0,3} \\ s_{1,0} & s_{1,1} & s_{1,2} & s_{1,3} \\ s_{2,0} & s_{2,1} & s_{2,2} & s_{2,3} \\ s_{3,0} & s_{3,1} & s_{3,2} & s_{3,3} \end{bmatrix}
 =
 \begin{bmatrix} s'_{0,0} & s'_{0,1} & s'_{0,2} & s'_{0,3} \\ s'_{1,0} & s'_{1,1} & s'_{1,2} & s'_{1,3} \\ s'_{2,0} & s'_{2,1} & s'_{2,2} & s'_{2,3} \\ s'_{3,0} & s'_{3,1} & s'_{3,2} & s'_{3,3} \end{bmatrix}$$

Mix Columns



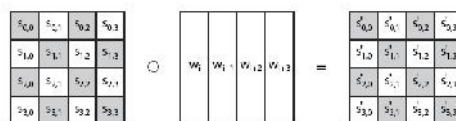
Mix Columns

- can express each col as 4 equations
 - to derive each new byte in col
- decryption requires use of inverse matrix
 - with larger coefficients, hence a little harder
- have an alternate characterisation
 - each column a 4-term polynomial
 - with coefficients in $GF(2^8)$
 - and polynomials multiplied modulo (x^4+1)

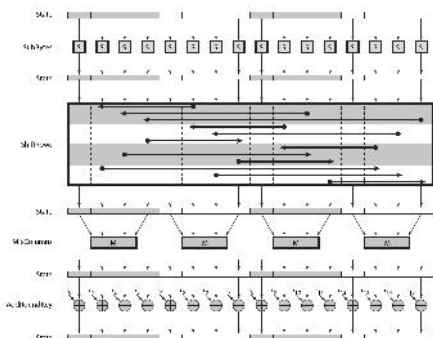
Add Round Key

- XOR state with 128-bits of the round key
- again processed by column (though effectively a series of byte operations)
- inverse for decryption identical
 - since XOR own inverse, with reversed keys
- designed to be as simple as possible
 - a form of Vernam cipher on expanded key
 - requires other stages for complexity / security

Add Round Key



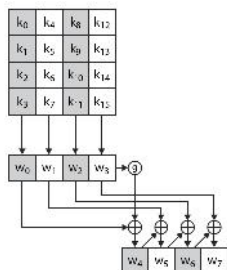
AES Round



AES Key Expansion

- takes 128-bit (16-byte) key and expands into array of 44/52/60 32-bit words
- start by copying key into first 4 words
- then loop creating words that depend on values in previous & 4 places back
 - in 3 of 4 cases just XOR these together
 - 1st word in 4 has rotate + S-box + XOR round constant on previous, before XOR 4th back

AES Key Expansion



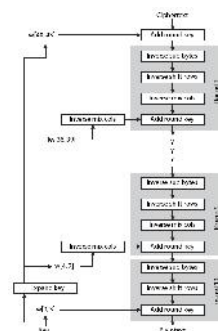
Key Expansion Rationale

- designed to resist known attacks
- design criteria included
 - knowing part key insufficient to find many more
 - invertible transformation
 - fast on wide range of CPU's
 - use round constants to break symmetry
 - diffuse key bits into round keys
 - enough non-linearity to hinder analysis
 - simplicity of description

AES Decryption

- AES decryption is not identical to encryption since steps done in reverse
- but can define an equivalent inverse cipher with steps as for encryption
 - but using inverses of each step
 - with a different key schedule
- works since result is unchanged when
 - swap byte substitution & shift rows
 - swap mix columns & add (tweaked) round key

AES Decryption



Implementation Aspects

- can efficiently implement on 8-bit CPU
 - byte substitution works on bytes using a table of 256 entries
 - shift rows is simple byte shift
 - add round key works on byte XOR's
 - mix columns requires matrix multiply in $GF(2^8)$ which works on byte values, can be simplified to use table lookups & byte XOR's

Implementation Aspects

- can efficiently implement on 32-bit CPU
 - redefine steps to use 32-bit words
 - can precompute 4 tables of 256-words
 - then each column in each round can be computed using 4 table lookups + 4 XOR's
 - at a cost of 4Kb to store tables
- designers believe this very efficient implementation was a key factor in its selection as the AES cipher