

DES, Modes of Operation, DES-Variants, and Luby-Rackoff(2/2)

Douglas Wikström
KTH Stockholm
dog@csc.kth.se

February 2

- DES
- Modes of Operation
- Variants of DES
- Luby-Rackoff (2/2)

Quote of the Day (XKCD)



Data Encryption Standard (DES)

- ▶ Developed at IBM in 1975, or perhaps...

Data Encryption Standard (DES)

- ▶ Developed at IBM in 1975, or perhaps...
- ▶ at National Security Agency (NSA). Nobody knows for certain.

Data Encryption Standard (DES)

- ▶ Developed at IBM in 1975, or perhaps...
- ▶ at National Security Agency (NSA). Nobody knows for certain.
- ▶ 16-round Feistel network.

Data Encryption Standard (DES)

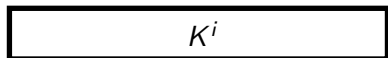
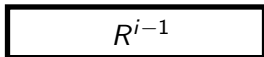
- ▶ Developed at IBM in 1975, or perhaps...
- ▶ at National Security Agency (NSA). Nobody knows for certain.
- ▶ 16-round Feistel network.
- ▶ Key schedule derives permuted bits for each round key from a 56-bit key. Supposedly not 64-bit due to parity bits.

Data Encryption Standard (DES)

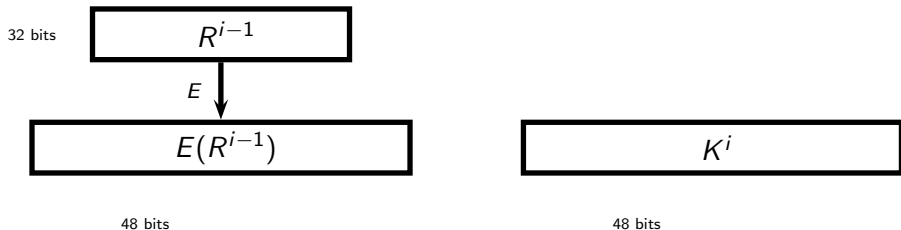
- ▶ Developed at IBM in 1975, or perhaps...
- ▶ at National Security Agency (NSA). Nobody knows for certain.
- ▶ 16-round Feistel network.
- ▶ Key schedule derives permuted bits for each round key from a 56-bit key. Supposedly not 64-bit due to parity bits.
- ▶ Let us look a little at the Feistel-function f .

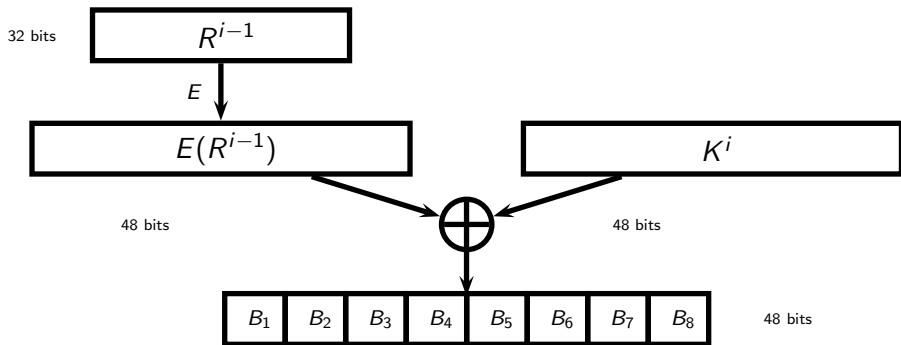
DES' f -Function

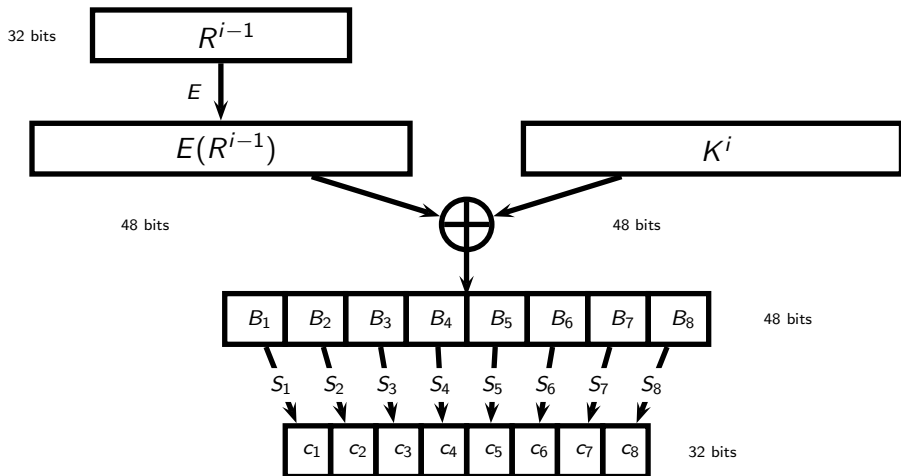
32 bits

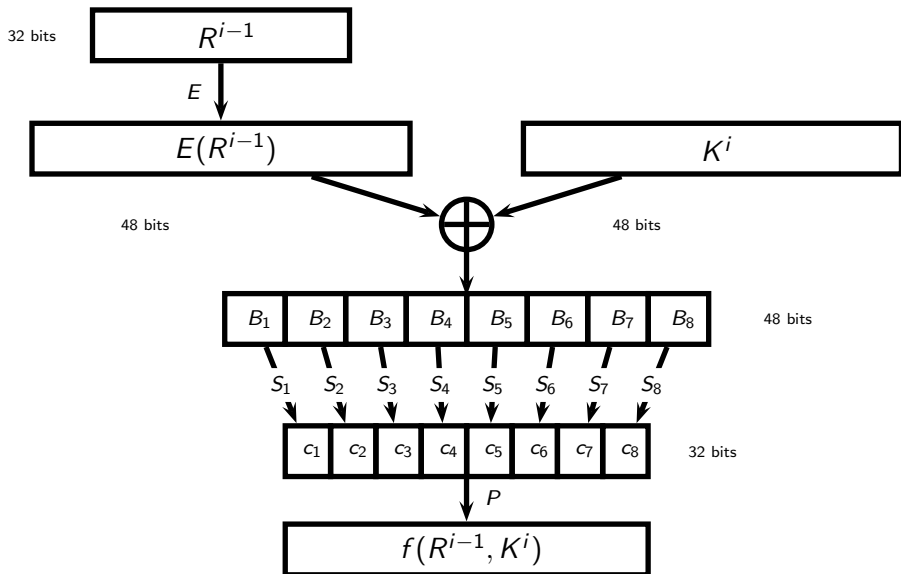


48 bits

DES' f -Function

DES' f -Function

DES' f -Function

DES' f -Function

Security of DES

- ▶ **Brute Force.** Try all 2^{56} keys. Done in practice with special chip by Electronic Frontier Foundation, 1998. Likely much earlier by NSA and others.
- ▶ **Differential Cryptanalysis.** 2^{47} chosen plaintexts, Biham and Shamir, 1991. (approach: late 80'ies). Known earlier by IBM and NSA. DES is surprisingly resistant!
- ▶ **Linear Cryptanalysis.** 2^{43} known plaintexts, Matsui, 1993. Probably **not** known by IBM and NSA!

Modes of Operation

- ▶ Electronic codebook mode (ECB mode).
- ▶ Cipher feedback mode (CFB mode).
- ▶ Cipher block chaining mode (CBC mode).
- ▶ Output feedback mode (OFB mode).

ECB Mode

Encrypt each block independently:

$$c_i = E_k(m_i)$$

ECB Mode

Encrypt each block independently:

$$c_i = E_k(m_i)$$

- ▶ Identical plaintext blocks give identical ciphertext blocks.

ECB Mode

Encrypt each block independently:

$$c_i = E_k(m_i)$$

- ▶ Identical plaintext blocks give identical ciphertext blocks.
- ▶ How can we avoid this?

CFB Mode

xor plaintext block with previous ciphertext block **after** encryption:

$c_0 =$ initialization vector

$$c_i = m_i \oplus E_k(c_{i-1})$$

CFB Mode

xor plaintext block with previous ciphertext block **after** encryption:

$c_0 =$ initialization vector

$$c_i = m_i \oplus E_k(c_{i-1})$$

- ▶ Sequential.

CFB Mode

xor plaintext block with previous ciphertext block **after** encryption:

$c_0 =$ initialization vector

$$c_i = m_i \oplus E_k(c_{i-1})$$

- ▶ Sequential.
- ▶ Self-synchronizing.

CBC Mode

xor plaintext block with previous ciphertext block **before** encryption:

$c_0 =$ initialization vector

$$c_i = E_k(c_{i-1} \oplus m_i)$$

CBC Mode

xor plaintext block with previous ciphertext block **before** encryption:

$c_0 =$ initialization vector

$$c_i = E_k(c_{i-1} \oplus m_i)$$

- ▶ Sequential.

CBC Mode

xor plaintext block with previous ciphertext block **before** encryption:

$c_0 =$ initialization vector

$$c_i = E_k(c_{i-1} \oplus m_i)$$

- ▶ Sequential.
- ▶ Self-synchronizing.

OFB Mode

Generate stream, xor plaintexts with stream (emulate “one-time pad”):

$s_0 =$ initialization vector

$$s_i = E_k(s_{i-1})$$

$$c_i = s_i \oplus m_i$$

OFB Mode

Generate stream, xor plaintexts with stream (emulate “one-time pad”):

s_0 = initialization vector

$s_i = E_k(s_{i-1})$

$c_i = s_i \oplus m_i$

- ▶ Sequential.

OFB Mode

Generate stream, xor plaintexts with stream (emulate “one-time pad”):

$s_0 =$ initialization vector

$s_i = E_k(s_{i-1})$

$c_i = s_i \oplus m_i$

- ▶ Sequential.
- ▶ Synchronous.

OFB Mode

Generate stream, xor plaintexts with stream (emulate “one-time pad”):

$s_0 =$ initialization vector

$s_i = E_k(s_{i-1})$

$c_i = s_i \oplus m_i$

- ▶ Sequential.
- ▶ Synchronous.
- ▶ Allows batch processing.

OFB Mode

Generate stream, xor plaintexts with stream (emulate “one-time pad”):

$s_0 =$ initialization vector

$s_i = E_k(s_{i-1})$

$c_i = s_i \oplus m_i$

- ▶ Sequential.
- ▶ Synchronous.
- ▶ Allows batch processing.
- ▶ Malleable!

Double DES

We have seen that the key space of DES is too small. One way to increase it is to use DES twice, so called “double DES”.

$$2DES_{k_1, k_2}(x) = DES_{k_2}(DES_{k_1}(x))$$

Is this more secure than DES?

Meet-In-the-Middle Attack

- ▶ Get hold of a plaintext-ciphertext pair (m, c)
- ▶ Compute $X = \{c \mid k_1 \in \mathcal{K}_{\text{DES}} \wedge c = E_{k_1}(m)\}$.
- ▶ For $k_2 \in \mathcal{K}_{\text{DES}}$ check if $E_{k_2}^{-1}(c) = E_{k_1}(m) \in X$, then (k_1, k_2) is a good candidate.
- ▶ Repeat with (m', c') , starting from the set of candidate keys to identify correct key.

Triple DES

What about triple DES?

$$3DES_{k_1, k_2, k_3}(x) = DES_{k_3}(DES_{k_2}(DES_{k_1}(x)))$$

- ▶ Seemingly 112 bit “effective” key size.
- ▶ 3 times as slow as DES. DES is slow in software, and this is even worse. One of the motivations of AES.

DESX

DESX

$$\text{DESX}_{k_1, k_2, k_3}(x) = k_1 \oplus \text{DES}_{k_3}(x \oplus k_2)$$

- ▶ Seemingly stronger against brute-force attack.
- ▶ Not stronger against differential/linear cryptanalysis, since xor is linear.
- ▶ The use of the additional keys are called “whitening”.

Negligible Functions

Definition. A function $\epsilon(n)$ is negligible if for every constant $c > 0$, there exists a constant n_0 , such that

$$\epsilon(n) < \frac{1}{n^c}$$

for all $n \geq n_0$.

Motivation. Events happening with negligible probability can not be exploited by polynomial time algorithms! (they “never” happen)

Pseudo-Random Function

“Definition”. A function is pseudo-random if no efficient adversary can distinguish between the function and a random function.

Pseudo-Random Function

“Definition”. A function is pseudo-random if no efficient adversary can distinguish between the function and a random function.

Definition. A family of functions $F : \{0, 1\}^k \times \{0, 1\}^n \rightarrow \{0, 1\}^n$ is pseudo-random if for all polynomial time oracle adversaries A

$$\left| \Pr_K \left[A^{F_K(\cdot)} = 1 \right] - \Pr_{R: \{0,1\}^n \rightarrow \{0,1\}^n} \left[A^{R(\cdot)} = 1 \right] \right|$$

is negligible.

Pseudo-Random Permutation

“Definition”. A permutation and its inverse is pseudo-random if no efficient adversary can distinguish between the permutation and its inverse, and a random permutation and its inverse.

Pseudo-Random Permutation

“Definition”. A permutation and its inverse is pseudo-random if no efficient adversary can distinguish between the permutation and its inverse, and a random permutation and its inverse.

Definition. A family of permutations $P : \{0, 1\}^k \times \{0, 1\}^n \rightarrow \{0, 1\}^n$ are pseudo-random if for all polynomial time oracle adversaries A

$$\left| \Pr_K \left[A^{P_K(\cdot), P_K^{-1}(\cdot)} = 1 \right] - \Pr_{\Pi \in \mathcal{S}_{2^n}} \left[A^{\Pi(\cdot), \Pi^{-1}(\cdot)} = 1 \right] \right|$$

is negligible, where \mathcal{S}_{2^n} is the set of permutations of $\{0, 1\}^n$.

Idealized Four-Round Feistel Network

Definition. Feistel round (H for “Horst Feistel”).

$$H_f(L, R) = (R, L \oplus f(R, K))$$

Idealized Four-Round Feistel Network

Definition. Feistel round (H for “Horst Feistel”).

$$H_f(L, R) = (R, L \oplus f(R, K))$$

Theorem. (Luby and Rackoff) If F is a pseudo-random family of functions, then

$$H_{F_{k_1}, F_{k_2}, F_{k_3}, F_{k_4}}(x) = H_{F_{k_4}}(H_{F_{k_3}}(H_{F_{k_2}}(H_{F_{k_1}}(x))))$$

(and its inverse) is a pseudo-random family of permutations.

Idealized Four-Round Feistel Network

Definition. Feistel round (H for “Horst Feistel”).

$$H_f(L, R) = (R, L \oplus f(R, K))$$

Theorem. (Luby and Rackoff) If F is a pseudo-random family of functions, then

$$H_{F_{k_1}, F_{k_2}, F_{k_3}, F_{k_4}}(x) = H_{F_{k_4}}(H_{F_{k_3}}(H_{F_{k_2}}(H_{F_{k_1}}(x))))$$

(and its inverse) is a pseudo-random family of permutations.

Why do we need four rounds?