CSC 580 Cryptography and Computer Security

Block Ciphers and DES

February 2, 2017

Overview

Today:

- HW2 quiz
- Block ciphers, DES, and DES strength
 Textbook sections 4.1, 4.2, 4.4
- Overview of the Java Cryptography Architecture

To do before Tuesday:

- Do HW3 problem
- Read AES Handout
- Finish project phase 1 (due Tues!)

DES and AES for CSC 580

We will focus on how to use block ciphers securely.

Important to understand big picture issues:

- What parameters describe block ciphers?
- What properties does a good block cipher have?
- How do parameters affect those properties?
- How did parameters change historically as capabilities grew?

How block ciphers work (internals):

- We will view as a "black box" with certain I/O behavior
- Internals are interesting, but avoided here to save time

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Block Ciphers - General

bits in input is "block size" Plaintext Input 01101 ... 1101 Block Cipher 11010 ...0110 Ciphertext Output

Properties of a block cipher

- Must supply a full block of input bits in order to evaluate
- Typical block sizes: 64 or 128 bits
- Every execution of the block cipher is independent of others (stream ciphers typically carry forward state)

 o However - block ciphers used in a way that
 - carries state forward more on modes later
- A good block cipher can be modeled as a pseudo-random permutation

 Appears random to adversary, so no
- cryptanalysis stuck doing brute force This fits nicely with our "view symmetric ciphers as secure black boxes" approach.

Random Block Ciphers

The ideal (and impractical) case

A general encryption function replaces plaintexts with ciphertexts and must be reversible.

Picking a random function is like picking a random permutation of the message space.

- Permutation because 1-to-1
- Number of permutations: |P|!

For a *b*-bit block cipher, $|\mathcal{P}| = 2^b$

Number of permutations is (2^b)!

For b=3, there are 8! = 40,320 permutations

For *b*=8, there are 256! $\approx 10^{507} \approx 2^{1684}$

Input Output (0) 000 → 011 (3) (1) 001 → 101 (5) (2) 010 → 111 (7) (3) 011 → 000 (0)

3-bit block example:

(4) 100 → 110 (6)

To specify one of 256! permutations you a need $log_2(256!) \approx 1684$ bit long key

Pseudorandom vs Random

How big a key do you need to specify a permutation of 64-bit values?

Answer: $\log_2(2^{64})! \approx 10^{21}$ bits - the key alone is 1000 million TB

Consequence: Can't pick a random permutation

- Picking from a limited domain of permutations: pseudorandom permutation
- Uses a small random seed (key!) to compute random-looking data





Truly Random

Pseudo-random

We can formalize this into a rigorous definition - and we will later!

Some Pre-DES Historical Notes

Claude Shannon

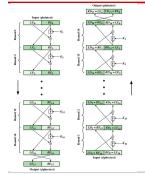
- Worked for the National Defense Research Committee during WWII
- Moved to Bell Labs in 1945
- Classified paper "A Mathematical Theory of Cryptography" in 1945
 - Proved security of one-time pad and the necessity of certain OTP properties for perfect security (any cipher with perfect security will be similar to a OTP).
 - Declassified version "Communication Theory of Secrecy Systems" 1949
 - Defined "unicity distance" basically how much ciphertext is needed for brute force attacker to recognize plaintext unambiguously
- Very influential paper "A Mathematical Theory of Communication" in 1948
 - o Established the field of Information Theory
 - o Formalized notions such as "entropy" and measuring information in bits

Important civilian post-WWII, pre-1970 cryptography work done at IBM

Key players: Horst Feistel, Don Coppersmith, Alan Hoffman, Alan Konheim

Feistel Network

Based on Figure 4.3 from the textbook (corrected!)



If "F" is a pseudorandom function indexed by key K_{1} , transforms right-side data into a pseudo-one-time-pad for

In one round, left side is modified (substitution) then sides swapped (permutation).

- One round clearly not secure since half just carried forward
- Since one side affects the other, transformation "spreads out" (diffusion) over multiple rounds

Concepts to work through from diagram

Requirements on F (injective? no!)
 Decryption relation to encryption

DES - The Data Encryption Standard History 1971 June 1971: IBM patents "Lucifer" -block cipher by Horst Feistel with 48-bit keys and 48-bit blocks. 1972 May 1973: Feistel publishes description of enhanced Lucifer cipher: 128-bit keys and 128-bit blocks 1973 May 1973: NBS (National Bureau of Standards - now NIST) releases call for proposals for a standard encryption algorithm. 1974 Aug 1974: NBS releases 2nd call after no acceptable submissions from first call. IBM submits this time. 1975 March 1975: After NSA review, modifications were made to the F function (modified S-boxes) and key length (reduced to 56 bits). This became "DES". 1976

DES - The Data Encryption Standard

Basic Parameters, Controversy, and Context

DES parameters:

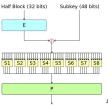
- Block size: 64 bits
- Key size: 56 bits (8 7-bit characters, with parity bits)
- Feistel network with 16 rounds
- Feistel "F function" based on 4-bit substitutions (S-boxes)

Controversy - why were changes made?

- Warning sign: DES never cleared for secret data only "confidential"
- Changed S-boxes do they contain a backdoor for NSA?
- 1994: Revealed that changes protected against differential cryptanalysis - discovered in "open literature" in 1990
 - $\circ\quad$ To this day: Only really practical attacks on DES are brute force
- Reduced key length why?
 - o 56-bits is "secure enough" against non-nation-state adversaries
 - o But the NSA had (and still has!) a big budget for big machines

DES - The Data Encryption Standard A peek inside

DES F function:



am from Wikipedia

"E" is an expansion function - one input bit can affect two S-box inputs S-boxes are pseudo-random substitutions (with certain properties) P is a bit-by-bit permutation

DES - The Data Encryption Standard

A peek inside

What does P look like?

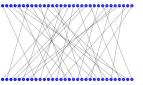


Diagram from Wikipedia

Moves individual bits around.

Think about doing this in software vs hardware - how efficient? DES also includes a similar bit-by-bit "initial permutation" (and final)

Bottom line: DES is not easy/efficient to implement in software.

DES - The Data Encryption Standard Efficiency and Security

From papers published 1984-1986:

- Proposed (paper) hardware estimated about 1 million encr/sec
- Actual (built) hardware ran around 300,000 enc/sec
- Best software implementation: about 2,500 enc/sec (Vax 11/780)

Question: How long on average for a brute force attack?

Part a: Using one custom HW chip Part b: Using 1,000,000 custom HW chips

Part c: Using software

Modern technology

- General purpose hardware: approx 10,000,000 enc/sec/core
- HW: How long to brute force on one core? On 512 cores?
 Special-purpose HW COPACOBANA (\$10,000): 48 billion enc/sec How long now?

DES - The Data Encryption Standard Bottom Line

Single DES can no longer be considered secure

Triple-DES (3-DES) extends keyspace to 56*3 = 168 bits

- Big enough to be secure against brute force
- Inefficient (times 3!) in software
- Still has a 64-bit block size (bad for certain applications)

Conclusions:

- · Good to understand history/evolution of cryptography
- Good introduction to block cipher concepts
- But don't use...

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