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## **B.d) AES**

## B.96 AES (Advanced Encryption Standard)

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AES is a symmetric block cipher with

- plaintext space  $P =$  ciphertext space  $C = \{0,1\}^{128}$
- key space
  - w  $K = \{0,1\}^{128}$  (usual case) or
  - w  $K = \{0,1\}^{192}$  or
  - w  $K = \{0,1\}^{256}$
- Depending on the size of  $K$  the AES is a round-based block cipher with (cf. B.99)
  - w 10 rounds or
  - w 12 rounds or
  - w 14 rounds
- AES is not a Feistel cipher.

## B.97 AES (History)

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- In 1997 NIST (National Institute for Standards and Technology) initiated a competition to find a successor of DES.
- Requirements
  - w Security, especially resistance against linear and differential attacks
  - w Efficiency (hardware and software implementations)
  - w Scalability
  - w Royalty freeness

## B.97 AES (History)

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- 1<sup>st</sup> Round (1998):
  - w 15 algorithms were submitted
  - w main aspect: security
  - w 5 algorithms “survived” the first round
- 2<sup>nd</sup> Round
  - w Main aspect: Efficiency on various platforms
- Winner of the competition: Rijndael (designers: V. Rijmen, J. Daemen,)

## B.98 Remark

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Note: Cryptanalysts from all over the world analyzed the submitted AES candidates. Security and implementation aspects were discussed on many crypto conferences.

## B.99 Scalability

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- The AES consists of  $N_r$  rounds and uses a  $32 \cdot N_k$  bit key
- Admissible pairs:  $(N_r, N_k) =$ 
  - w (10,4) (usual case)
  - w (12,6)
  - w (14,8)

Note: Rijndael additionally considered the cases  $P = C = \{0,1\}^{192}$  and  $P = C = \{0,1\}^{256}$ . These options have not been standardized.

## B.100 State Space

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- plaintext block:  $(s_{00}, s_{10}, s_{20}, s_{30}, s_{01}, s_{11}, \dots, s_{33}) \in (\{0, 1\}^8)^{16} \cong \{0, 1\}^{128}$ . (The  $s_{ij}$  denote bytes.)
- The plaintext block is transformed into the state

$$\begin{array}{c} \text{state} \\ \left( \begin{array}{cccc} s_{00} & s_{01} & s_{02} & s_{03} \\ s_{10} & s_{11} & s_{12} & s_{13} \\ s_{20} & s_{21} & s_{22} & s_{23} \\ s_{30} & s_{31} & s_{32} & s_{33} \end{array} \right) \end{array}$$

## B.100 (continued)

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- The plaintext bytes fill the state array, column by column (direction: top - down), beginning with the leftmost column.
- After encryption the (final) state is transformed into a ciphertext block.

Decryption: ciphertext block  $\rightarrow$  state  $\rightarrow$  plaintext block



## B.101 AES (coarse structure)

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plaintext block (128 bit = 16 Byte) → state

AddRoundKey(state, RoundKey\_0\*)      [ [\* non-standard  
notation] ]

For i =1 to Nr-1 do {

    SubBytes(state)

    ShiftRows(state)

    MixColumns(state)

    AddRoundKey(state, RoundKey\_i\*)

}

SubBytes(state)

ShiftRows(state)

AddRoundKey(state, RoundKey\_Nr\*)

state → ciphertext block

} final round

## B.102 Remark

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- (i) The AES cipher consists of four ‘basic’ transformations. These transformations operate on the state.
- (ii) The final round is different from the others. (The MixColumns(.) operation is missing.)
- (iii) AES is a byte-oriented cipher. Each state byte  $s_{ij}$  is interpreted as an element in the finite field  $GF(2^8)$

## B.103 A Reminder: Finite Fields

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- For any integer  $n > 1$   $Z_n := \{0, \dots, n-1\}$  is a ring (equipped with the addition and multiplication modulo  $n$ ).
- In general  $Z_n$  is not a field.
- Example:  $2 \in Z_4$  has no multiplicative inverse modulo 4.
- If  $p$  is prime  $Z_p = \{0, 1, \dots, p-1\}$  is a field.
- Example:  $Z_2, Z_{17}, Z_{101}$  are fields.

Note: The definition of a group, a ring and a field can be found in any elementary algebra book.

## B.103 (continued)

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### Fact:

- (i) To any prime  $p$  and any positive integer  $k$  there exists a finite field with  $p^k$  elements.
- (ii) All fields with  $p^k$  elements are isomorphic.
- (iii) Any finite field contains  $p'^k$  elements where  $p'$  is a prime and  $k'$  a positive integer.

Notation: In the following  $GF(p^k)$  stands for a finite field with  $p^k$  elements. For  $p$  prime we alternatively use the notations  $Z_p$  and  $GF(p)$ .

## B.103 (continued)

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- $GF(2)[X]$  denotes the ring of polynomials over  $GF(2)$ .
- Example:  $X^4+1, X^2+X \in GF(2)[X]$
- A polynomial  $p(X)$  with  $\deg(p(X)) \geq 1$  is called irreducible in  $GF(2)[X]$  if it cannot be expressed as a product of two non-constant polynomials.

### Example:

- (i)  $X^2+X = X(X+1)$  is not irreducible in  $GF(2)[X]$
- (ii)  $X^2+X+1$  is irreducible in  $GF(2)[X]$

## B.103 (continued)

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- The AES cipher considers the polynomial  
 $m(X) := X^8 + X^4 + X^3 + X + 1 \in GF(2)[X]$   
This polynomial is irreducible in  $GF(2)[X]$ .
- $\langle m(X) \rangle := \{ p(X)m(X) \mid p(X) \in GF(2)[X] \}$
- Fact: The factor ring  $GF(2)[X] / \langle m(X) \rangle$  is a field.  
More precisely, it is (isomorphic to)  $GF(2^8)$ . That is,  
 $GF(2^8) \cong \{ p(X) + \langle m(X) \rangle \mid p(X) \in GF(2)[X] \}$ .

## B.103 (continued)

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Reminder: For concrete computations modulo  $n$  we use the set of representatives  $Z_n = \{0, 1, \dots, n-1\}$ .

Similarly, for computations in  $GF(2^8)$  we use the set of representatives

$$R := \{p(X) \in GF(2)[X] \mid \deg(p(X)) < \deg(m(X)) = 8\}$$

Polynomials are added and multiplied modulo  $m(X)$ .

A more detailed treatment: blackboard

## B.104 Example

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- $X^8 \equiv X^4 + X^3 + X + 1 \pmod{m(X)}$
- Let  $a := X^6 + X^4 + X^1 + 1$  and  $b := X^2 + X^1 + 1$
- Then  $a + b = X^6 + X^4 + X^1 + 1 + X^2 + X^1 + 1 = X^6 + X^4 + X^2$   
(The corresponding coefficients are added modulo 2.)
- $a * b = (X^6 + X^4 + X^1 + 1)(X^2 + X^1 + 1)$   
 $= (X^8 + X^6 + X^5 + X^2) + (X^7 + X^5 + X^2 + X^1) + (X^6 + X^4 + X^1 + 1)$   
 $= X^8 + X^7 + X^4 + 1 \equiv X^4 + X^3 + X + 1 + X^7 + X^4 + 1$   
 $= X^7 + X^3 + X \pmod{m(X)}$



## B.105 Miscellaneous

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- We identify a byte  $\mathbf{b} = (b_7, b_6, \dots, b_0)$  with the polynomial  $b_7X^7 + b_6X^6 + \dots + b_0$
- Bytes are added and multiplied according to the laws in the field  $GF(2^8)$ .
- In hexadecimal notation the byte  $(b_7, b_6, \dots, b_0)$  reads  $(8*b_7 + 4*b_6 + 2*b_5 + b_4, 8*b_3 + 4*b_2 + 2*b_1 + b_0)$ .
- Example: In hexadecimal notation  $(11010011)$  reads D3.

## B.106 Next Steps

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Study the basic transformations

- SubBytes(state)
- ShiftRows(state)
- MixColumns(state)
- AddRoundKey(state, RoundKey)

## B.107 SubBytes

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- *SubBytes(.)* maps an element  $t \in \text{GF}(2^8)$  to  $S(t)$  where  $S: \text{GF}(2^8) \rightarrow \text{GF}(2^8)$  denotes a fixed non- $\text{GF}(2)$ -linear bijective mapping.
- More precisely,  
$$S(t) = At^{-1} + c \quad \text{for } t \neq 0.$$
$$S(0) = c$$
- In particular,
  - w  $t^{-1}$  denotes the inverse of  $t$  in  $\text{GF}(2^8)$ , viewed as a 8-bit vector
  - w  $A$  is a fixed  $(8 \times 8)$  matrix over  $\text{GF}(2)$
  - w  $c$  is a fixed vector in  $\text{GF}(2)^8$

## B.107 (continued)

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$$A := \begin{pmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 1 & 1 \\ 1 & 1 & 0 & 0 & 0 & 1 & 1 & 1 \\ 1 & 1 & 1 & 0 & 0 & 0 & 1 & 1 \\ 1 & 1 & 1 & 1 & 0 & 0 & 0 & 1 \\ 1 & 1 & 1 & 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 & 1 & 1 & 0 & 0 \\ 0 & 0 & 1 & 1 & 1 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 & 1 \end{pmatrix} \quad C := \begin{pmatrix} 1 \\ 1 \\ 0 \\ 0 \\ 0 \\ 1 \\ 1 \\ 0 \end{pmatrix}$$

The computation of  $At^{-1}+c$  demands an inversion, a matrix-vector multiplication and a vector addition over  $GF(2)$ .

## B.108 Remark

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- AES implementations neither invert bytes nor perform matrix-vector multiplication since this was too costly.
- Instead, the values of S are stored, and SubBytes(.) needs only one table-lookup.
- The SubBytes(.) transformation is called S-box.

## B.109 ShiftRows

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- *The ShiftRows(.)* transformation shifts the rows of the state cyclically to the left. To be precise
  - w Row 0 is not shifted
  - w Row 1 is shifted cyclically by 1 position to the left
  - w Row 2 is shifted cyclically by 2 positions to the left
  - w Row 3 is shifted cyclically by 3 positions to the left

## B.110 MixColumns

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- *MixColumns(state)* is given by a matrix-matrix multiplication in  $GF(2^8)$ :

$$\begin{pmatrix} 02 & 03 & 01 & 01 \\ 01 & 02 & 03 & 01 \\ 01 & 01 & 02 & 03 \\ 03 & 02 & 01 & 01 \end{pmatrix} \begin{pmatrix} s_{00} & s_{01} & s_{02} & s_{03} \\ s_{10} & s_{11} & s_{12} & s_{13} \\ s_{20} & s_{21} & s_{22} & s_{23} \\ s_{30} & s_{31} & s_{32} & s_{33} \end{pmatrix}$$

Note: The matrix entries 01, 02 and 03 (hexadecimal notation) correspond to the polynomials 1, X and X+1, respectively.

## B.111 AddRoundKey

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- *AddRoundKey*(state, RoundKey) computes the next state by adding RoundKey (interpreted as a 4x4 matrix over  $GF(2^8)$ ) to the state.

Note: *AddRoundKey*(.,.) implies a bitwise XOR addition.



## B.112 Key Scheduling

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- A non-linear feedback shift register on 32-bit words is used to compute the  $(Nr+1)$  round keys from the encryption key  $K$ .
- Each round key is as large as the state (i.e., it consists of 128 bits.)

## B.112 (continued)

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### Definitions:

- word:  $w=(b_0,b_1,b_2,b_3)$  (data type, consists of 4 Bytes)
- $\text{SubWord}(w):=(\text{SubBytes}(b_0), \text{SubBytes}(b_1), \text{SubBytes}(b_2), \text{SubBytes}(b_3))$
- $\text{RotWord}((b_0,b_1,b_2,b_3)):= (b_1,b_2,b_3,b_0)$
- $\text{Rcon}(n): ((02)^{n-1},(00),(00),(00))$

The first byte equals  $X^{n-1} \pmod{m(X)} \in \text{GF}(2^8)$   
(hexadecimal notation).

Note: On the next slide we concentrate on the case  $Nk=4$ , i.e. on 128 bit keys. The other key lengths are treated similarly.

## B.112 (continued) [128-bit keys]

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for j:=0 to 3 do w[j] := jth key word
j := 4
while (j < 4 * 11) {
    temp = w[j-1]
    if (j ≡ 0 (mod 4))
        temp = SubWord(RotWord(temp)) ⊕ Rcon(j/4)
    else temp = SubWord(temp)
    w[j] = w[j-4] ⊕ temp
    j := j + 1
}
```

## B.112 (continued)

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first round key:  $(w[0], w[1], w[2], w[3])$

second round key:  $(w[4], w[5], w[6], w[7])$

...

last round key:  $(w[40], w[41], w[42], w[43])$

Note: When `AddRoundKey(..)` is called the  $i^{\text{th}}$  time the word  $w[4*i+j]$  is added to the  $j^{\text{th}}$  column of the state.

## B.113 Decryption

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### Decryption:

- w The order of the basic transformations has to be reversed.
- w Each basic transformation is replaced by its inverse.
- w The order of the round keys is reversed.
- AddRoundKey(.,RoundKey) is self-inverse.
- The inverse transformations of SubBytes(.), ShiftRows(.), MixColumns(.) are called InvSubBytes(.), InvShiftRows(.), InvMixColumns(.).

## B.113 (continued)

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ciphertext block (128 bit = 16 Byte) → state

AddRoundKey(state, RoundKey)

For Nr-1 downto 1 do {

    InvShiftRows(state)

    InvSubBytes(state)

    AddRoundKey(state, RoundKey)

    InvMixColumns(state)

}

InvShiftRow(state)

InvSubBytes(state)

AddRoundKey(state, RoundKey)

state → plaintext block

## B.114 Equivalent Decryption Algorithm

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- The transformations `SubBytes(.)` and `ShiftRows(.)` commute.
- `MixColumns(.)` and hence `InvMixColumns(.)` are linear transformations.
- → The inverse operations may be reordered (see next slide).

## B.114 (continued)

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ciphertext block (128 bit = 16 Byte)  $\rightarrow$  state

AddRoundKey(state, RoundKey\_(Nr-1))

For  $i = \text{Nr}-1$  downto 1 do {

  InvSubBytes(state)

  InvShiftRows(state)

  InvMixColumns(state)

  AddRoundKey(state, InvMixColumn(RoundKey\_ $i$ )\*)

}

[[\* non-standard notation]]

InvSubBytes(state)

InvShiftRows(state)

AddRoundKey(state, RoundKey\_0)

state  $\rightarrow$  ciphertext block



## B.115 Remark

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- A comprehensive justification of the AES design criteria is beyond the scope of this course.
- However, we consider the question what happened if one of these basic transformations would be left out, or equivalently, substituted by the identity mapping at all its occurrences.

## **B.116 Consequences of Missing AddRoundKey(.,.)**

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- The ciphertext would not depend on a key. There existed only one encryption transformation.
- Logically, this was equivalent to a key space containing only one key.

## B.117 Consequences of Missing MixColumns(.)

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- The AES encryption split into four independent ‘small’ encryption algorithms (each affecting one row of the state).
- That is, AES was an encryption algorithm with plaintext and ciphertext block length of 32 bits. We already know that this is too small.

## B.118 Consequences of Missing ShiftRows(.)

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- The AES encryption split into four independent ‘small’ encryption algorithms (each affecting one column of the state).
- That is, AES was an encryption algorithm with plaintext and ciphertext block length of 32 bits. We already know that this is too small.

## B.119 Consequences of Missing SubBytes(.)

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- The transformations ShiftRows(.), MixColumns(.):  $GF(2^8)^{16} \rightarrow GF(2^8)^{16}$  are  $GF(2^8)$ -linear
- The transformation AddRoundKey(.,.) adds the round key to the state.
- Under this condition the key scheduling transformation:  $GF(2^8)^{16} \rightarrow GF(2^8)^{16 \cdot 11}$  was  $GF(2^8)$ -affine.

Conclusion: If the S-box transformation was replaced by the identity mapping it was very easy to recover an AES key by a known-plaintext attack (why?). In fact it required no more than elementary linear algebra.

## B.120 Vulnerability against Attacks

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- The resistance against known types of attacks (e.g. linear and differential attacks) was one important design criterion in the AES competition.
- Compared to DES, for instance, the AES has a rich algebraic structure. In 2002 and 2003 several algebraic attacks were proposed. It was suggested to consider specific systems of non-linear equations over  $GF(2)$  or  $GF(2^8)$ , resp., whose solution recover an AES key.

## **B.121 (continued)**

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- Some researchers predicted that these attacks were considerably more efficient than exhaustive key search. This lowered the confidence in the AES in the public.
- These conjectures could not be confirmed in the following years. Some assertions were shown to be definitely false.

## B.122 Background

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- Any mapping  $f: \{0,1\}^n \rightarrow \{0,1\}$  can be expressed by a polynomial over  $\text{GF}(2)$ .

### Example:

(i)  $n=2$ ,  $f(0,0) = f(0,1) = f(1,0) = 0$ ,  $f(1,1) = 1$

Then  $f(x_1, x_2) := x_1 x_2$

(ii)  $n=2$ ,  $f(0,0) = f(1,0) = 1$ ,  $f(0,1) = f(1,1) = 0$

Then  $f(x_1, x_2) := 1 - x_2$



## B.123 Impact on Block Ciphers

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- Principally, each block cipher  $\text{Enc} : \{0,1\}^n \times \{0,1\}^m \rightarrow \{0,1\}^n$  could be represented by  $n$  nonlinear polynomials in  $n+m$  binary variables. (Each variable corresponds to a particular plaintext, resp. to a particular key bit.)
- With this polynomial representation a known plaintext attack is equivalent to solving a system of non-linear equations (unknown key  $k$ ).

## B.123 (continued)

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Problem: For reasonable parameters  $n$  and  $m$  the polynomials consist of a gigantic number of monomials.

Note: The number of monomials can be reduced by introducing additional variables and formulating additional equations.

- Due to its algebraic structure for the AES cipher systems of non-linear equations with a moderate number of terms were found.

## B.123 (continued)

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- In 2002 Murphy & Robshaw worked out a system of 4800 quadratic and 3008 linear equations over  $\text{GF}(2^8)$  in 4608 variables. A part of its solution gives the AES key.
- Unlike for linear equations solving systems of non-linear equations over finite fields is difficult. No universal algorithm is known that works efficiently for arbitrary systems of non-linear equations.

Note: Until now algebraic attacks did not yield more efficient attacks than exhaustive key search.

## **B.124 Remark**

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For more sophisticated security analysis and (further) attacks on the AES (resp. on the AES with a reduced number of rounds) the interested reader is referred to the literature.