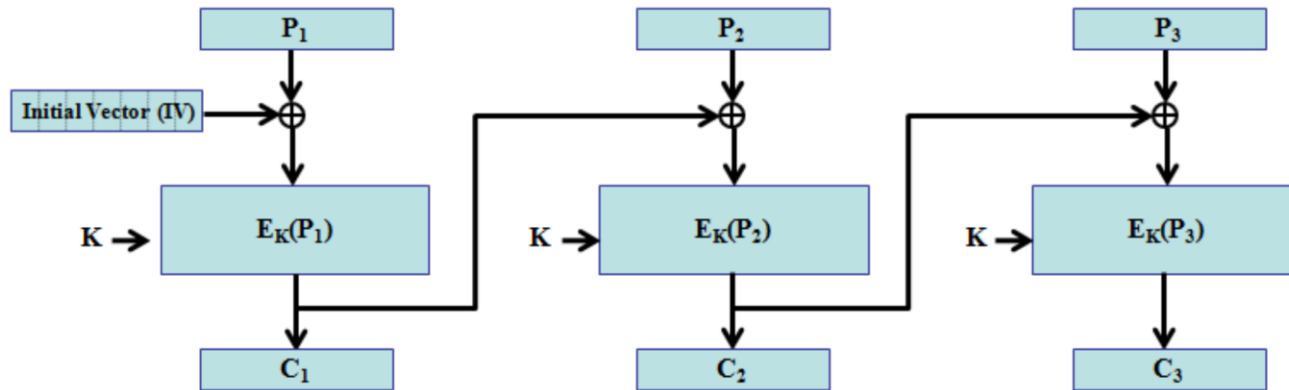


Permutation-based Crypto

2021.04.21

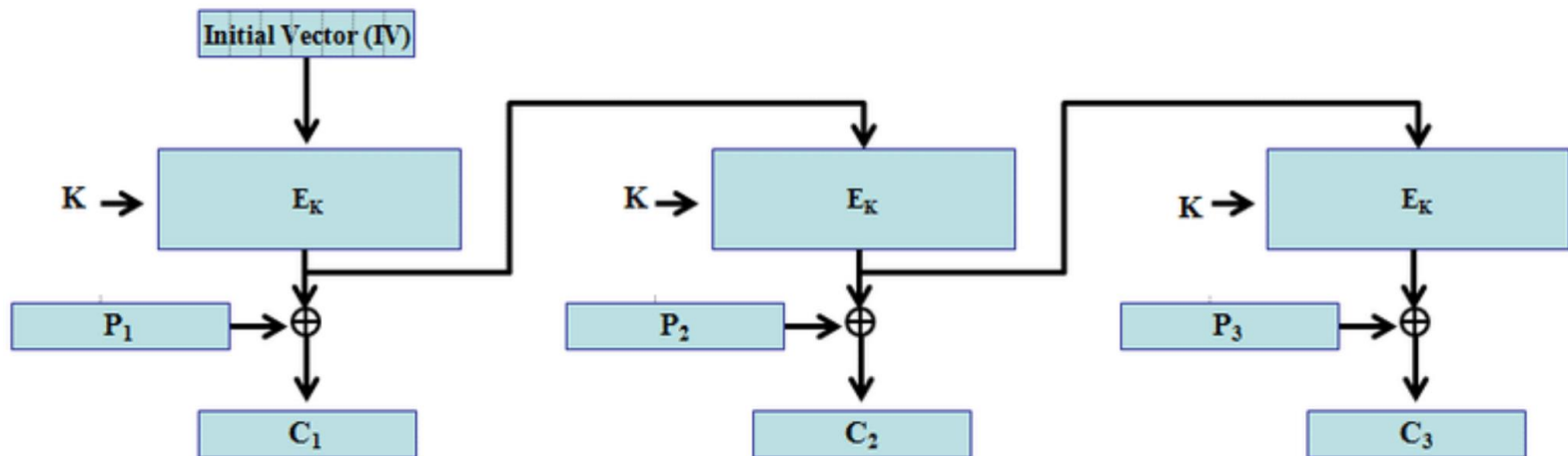
Symmetric cryptographic primitives

- Block encryption: CBC, ...



Symmetric cryptographic primitives

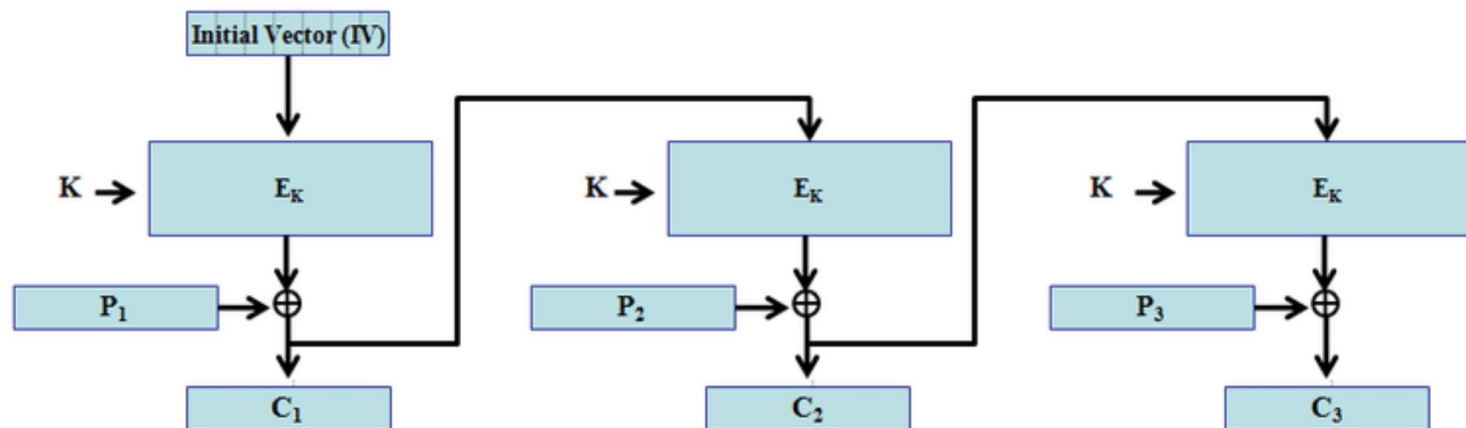
- ❑ Block encryption: CBC, ...
- ❑ Stream cipher
 - Synchronous: OFB, ...



The key stream is **independent** of the Plaintext/Ciphertext.

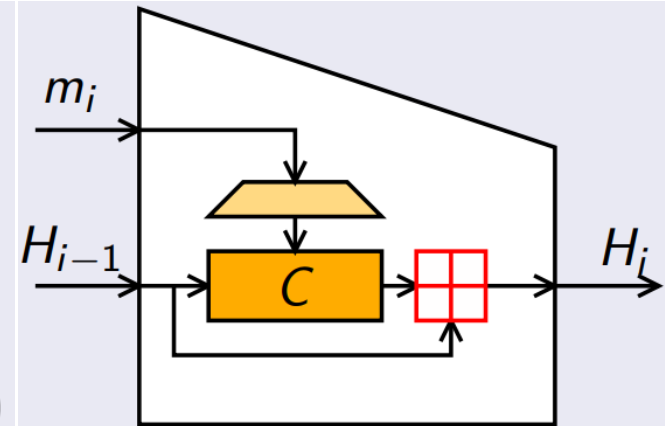
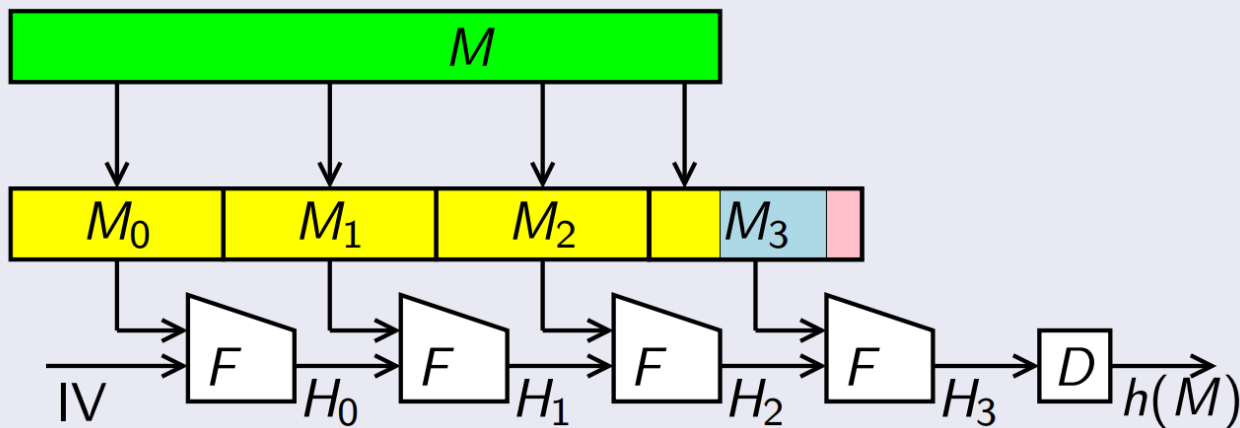
Symmetric cryptographic primitives

- ❑ Block encryption: CBC, ...
- ❑ Stream cipher
 - Synchronous: OFB, ...
 - Self-synchronizing: CFB, ...



The key stream is **dependent** of the Plaintext/Ciphertext.

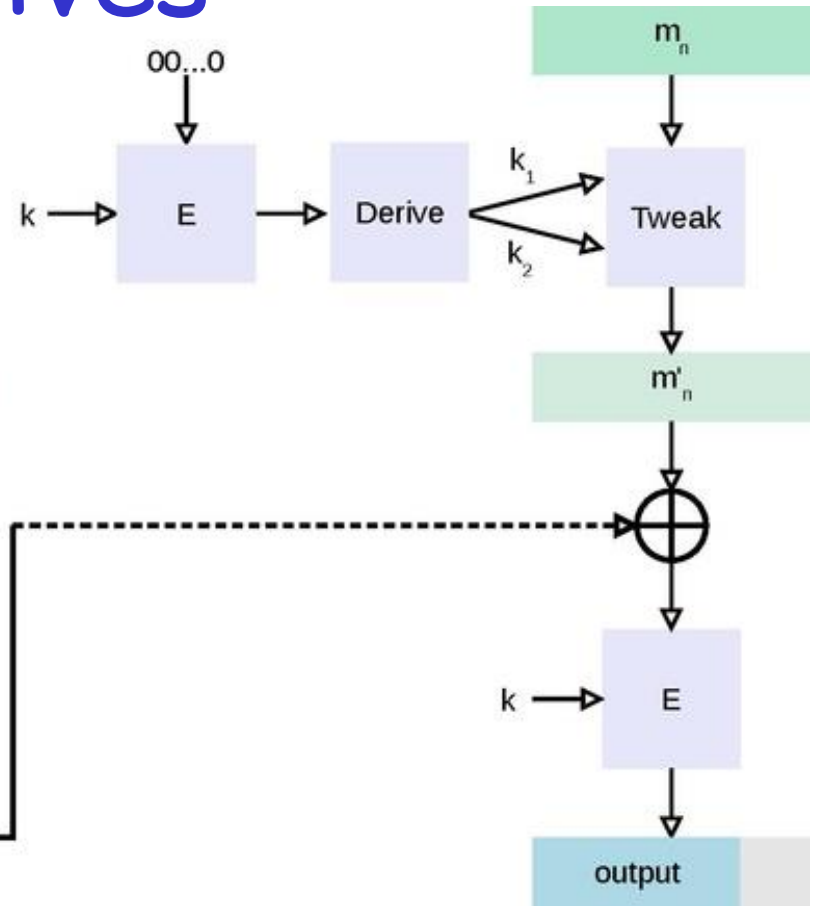
Symmetric cryptographic primitives



- Hash functions makes use of block ciphers
 - SHA-1, SHA-2, Whirlpool, RipeMD, ...
 - HMAC, MGF1, ...

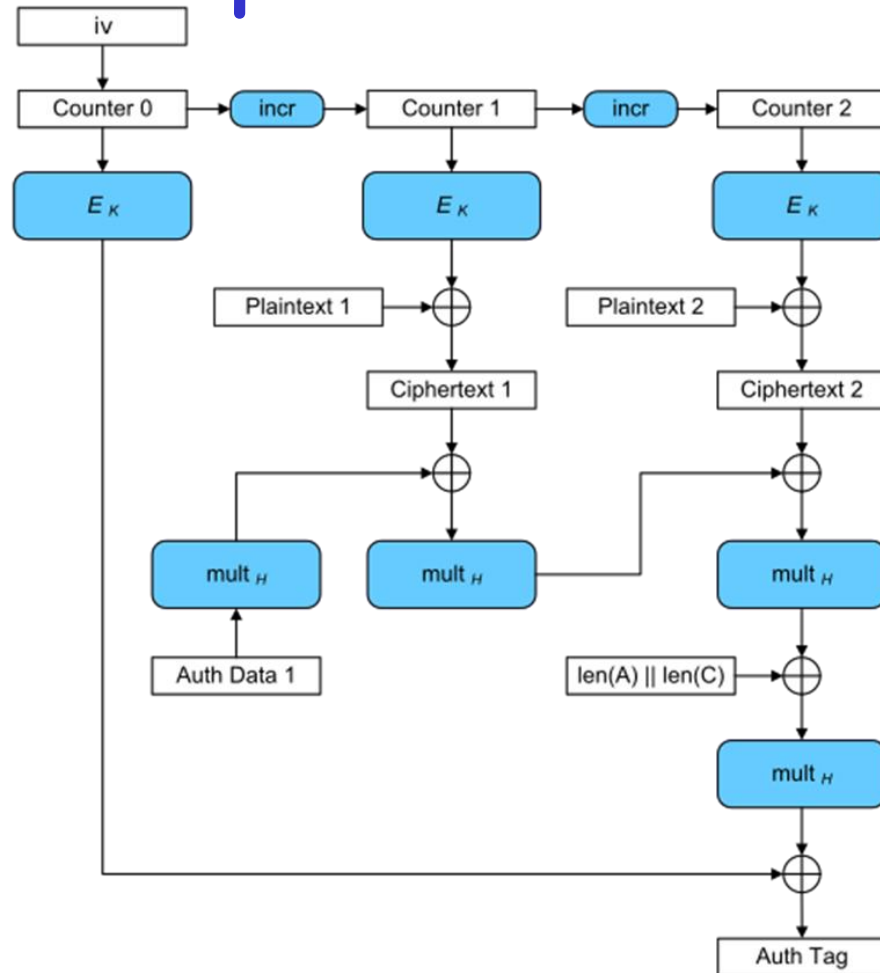
Symmetric cryptographic primitives

If m_n is a complete block
 then $m'_n = k_1 \oplus m_n$
 else $m'_n = k_2 \oplus (m_n \parallel 10\dots 0)$.



□ **MAC: CMAC, ...**

Symmetric cryptographic primitives

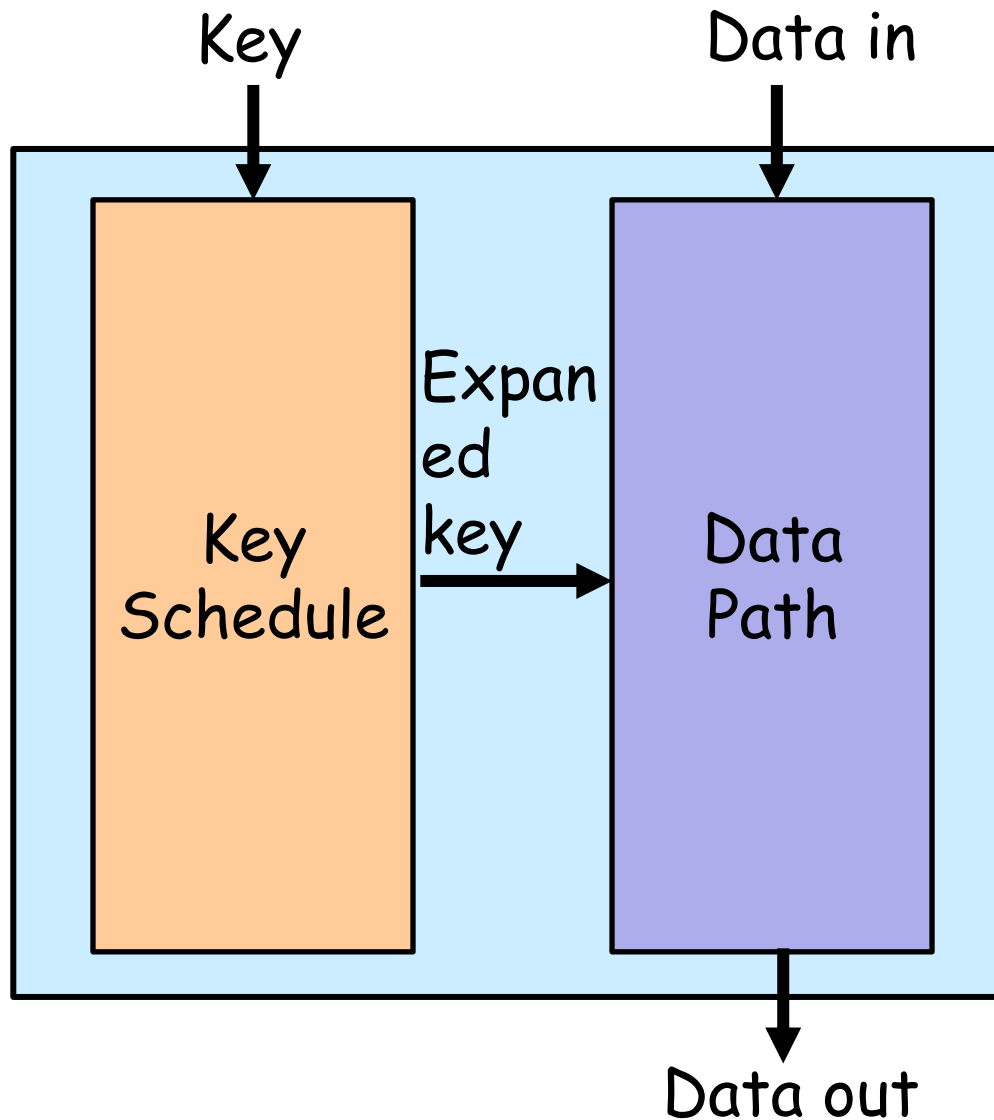


- Authenticated encryption: GCM

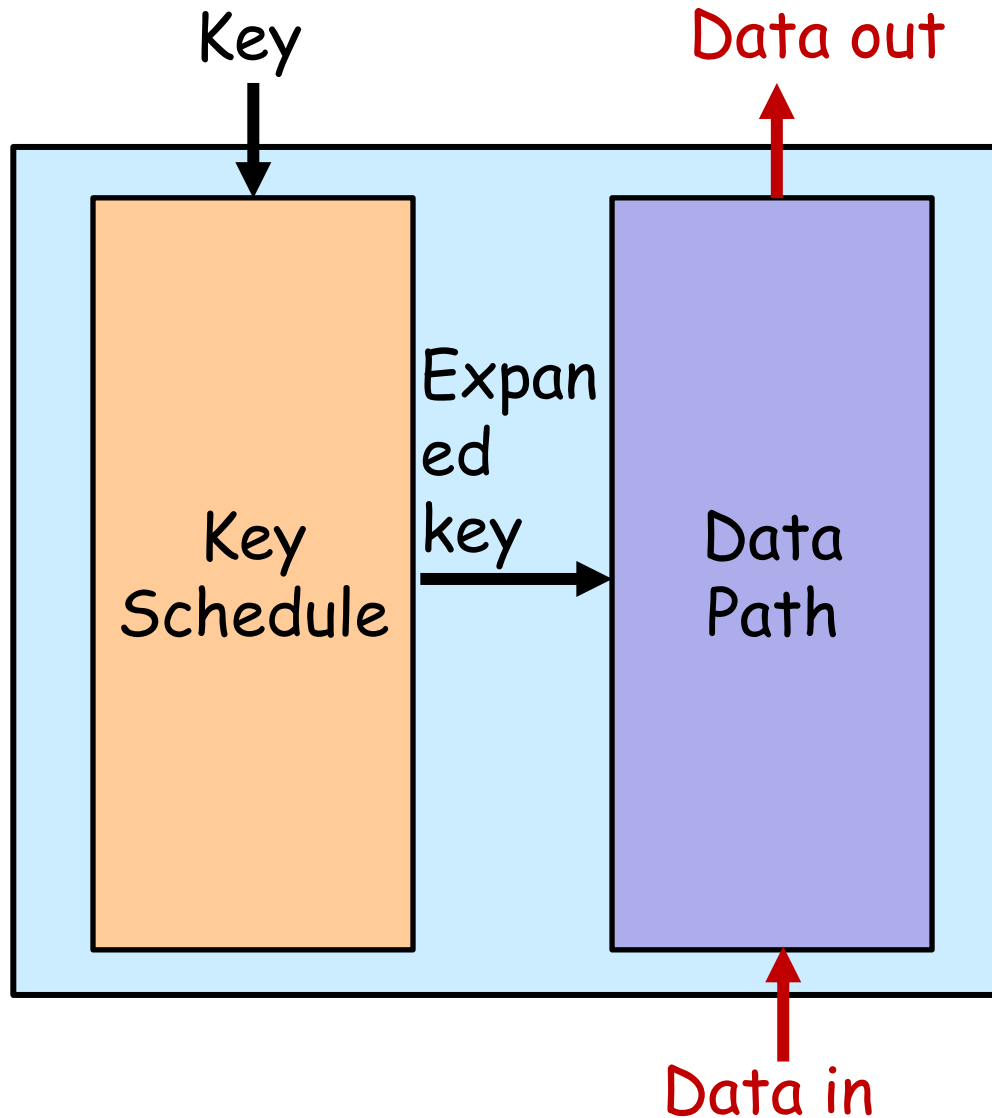
Modern-day cryptography is block-cipher centric

- ❑ Block encryption: CBC, ...
- ❑ Stream cipher
 - Synchronous: OFB, ...
 - Self-synchronizing: CFB, ...
- ❑ Hash functions makes use of block ciphers
 - SHA-1, SHA-2, Whirlpool, RipeMD, ...
 - HMAC, MGF1, ...
- ❑ MAC: CMAC
- ❑ Authenticated encryption: GCM, OCB, ...

Structure of a block cipher



Structure of a block cipher (*inverse*)



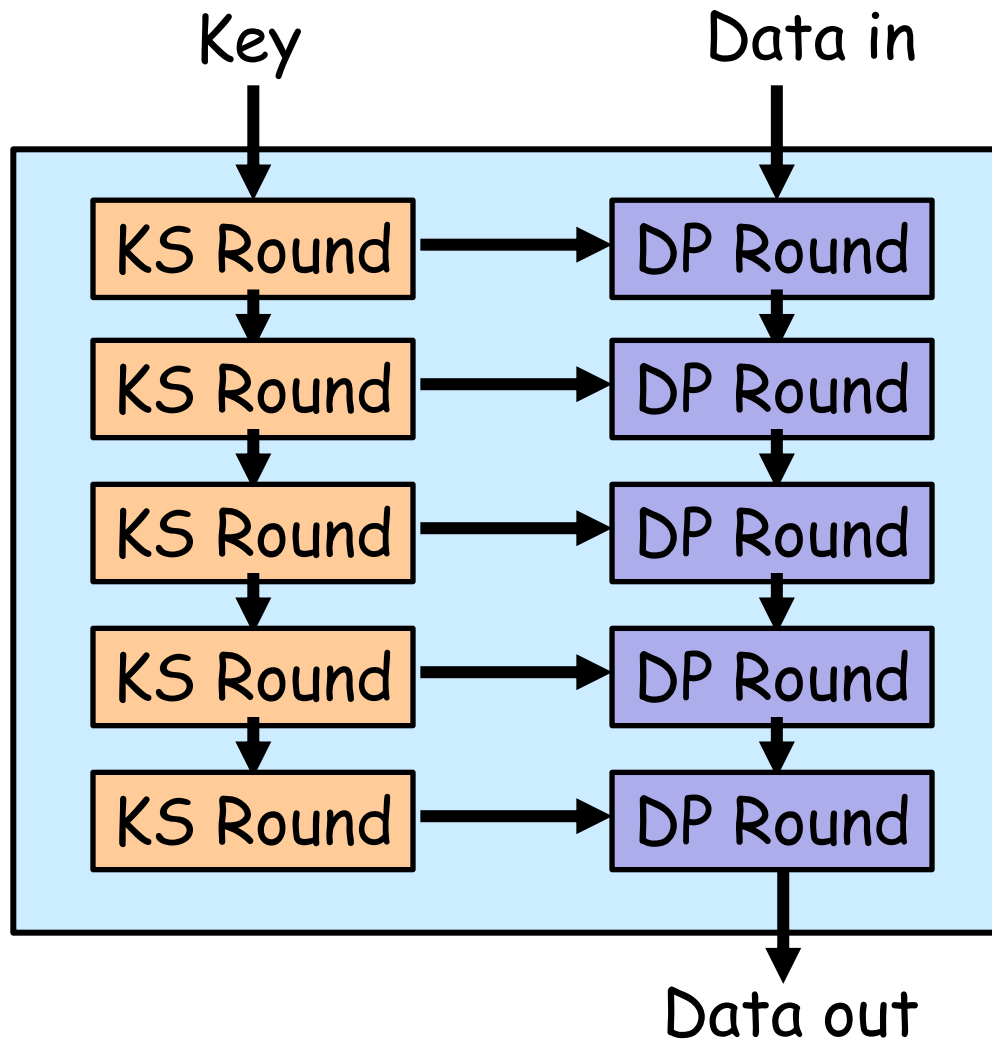
When is the inverse block cipher needed?

Indicated in **red**:

- ❑ **Block encryption: CBC, ...**
- ❑ Stream cipher
 - Synchronous: OFB, ...
 - Self-synchronizing: CFB, ...
- ❑ Hash functions makes use of block ciphers
 - SHA-1, SHA-2, Whirlpool, RipeMD, ...
 - HMAC, MGF1, ...
- ❑ MAC: CMAC
- ❑ Authenticated encryption: GCM, **OCB**, ...

So a block cipher without inverse can do a lot!

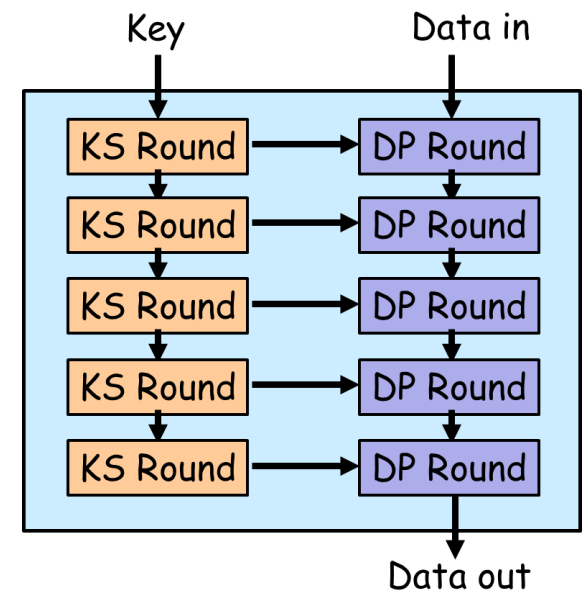
Look deep



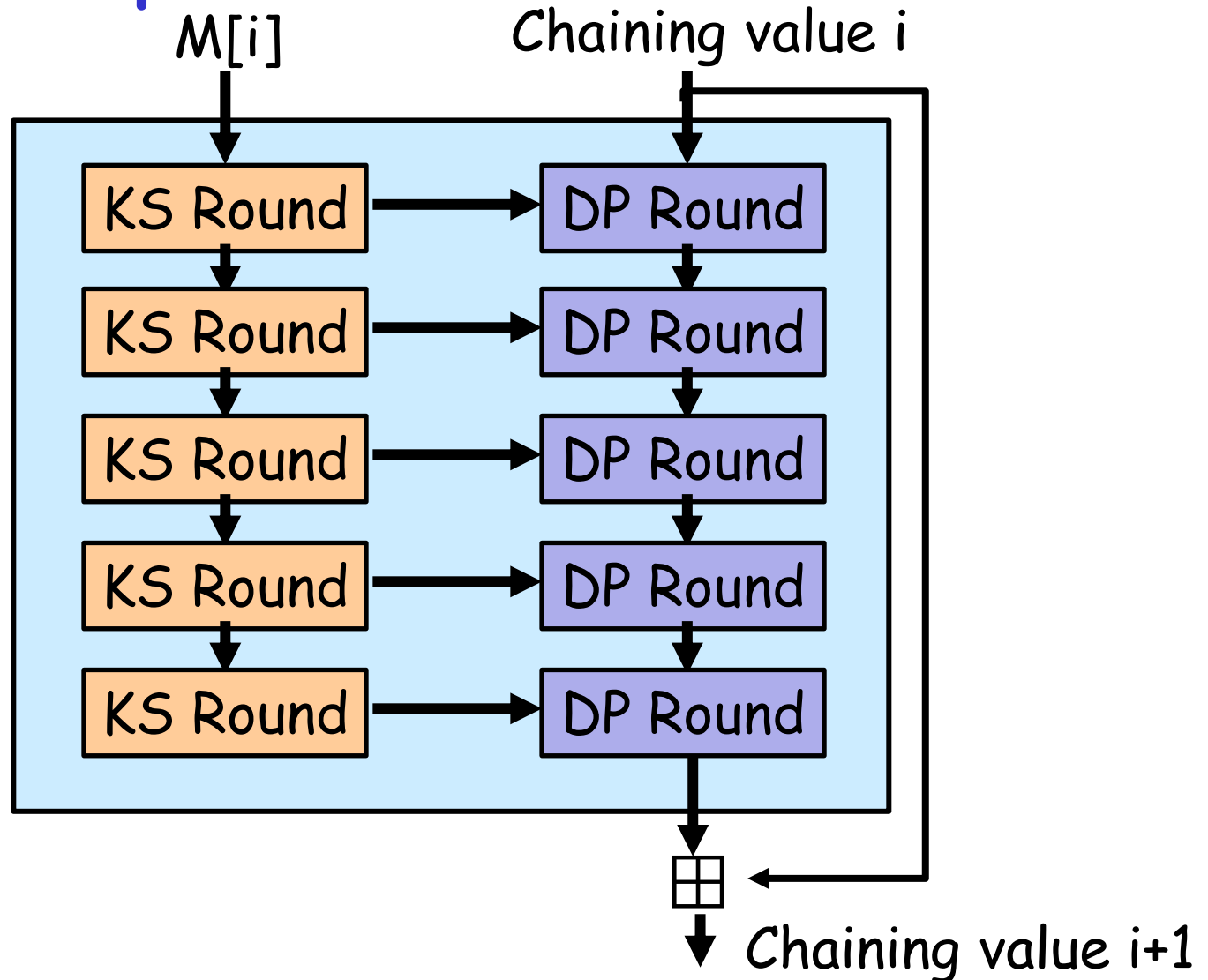
Look deep: n-bit block cipher with k-bit key

b-bit permutation with $b = n+k$

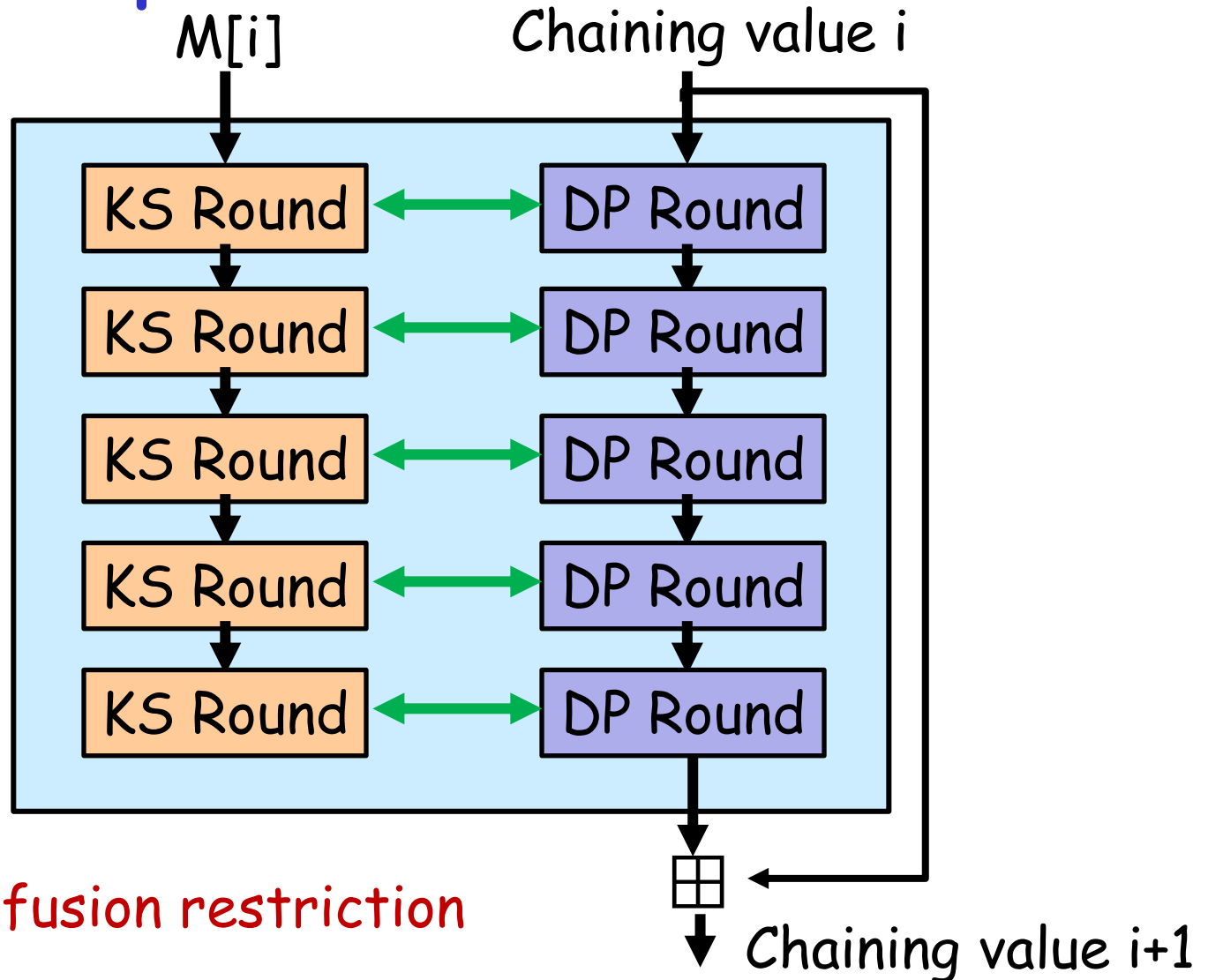
- ❑ Iterate an invertible round function
- ❑ Efficient inverse
- ❑ No diffusion from data part to key part



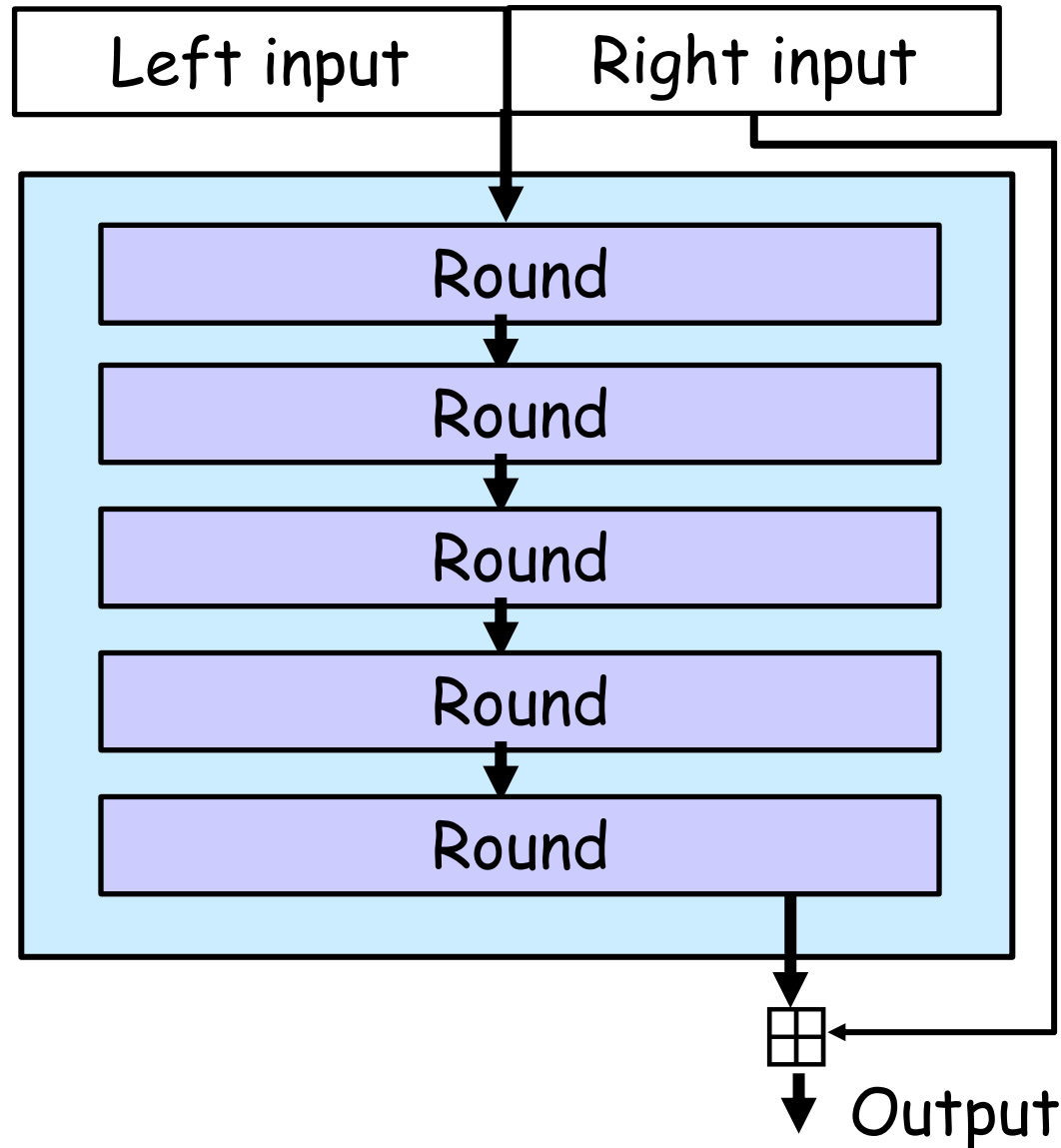
Take hashing as an example: compression function



Take hashing as an example: compression function

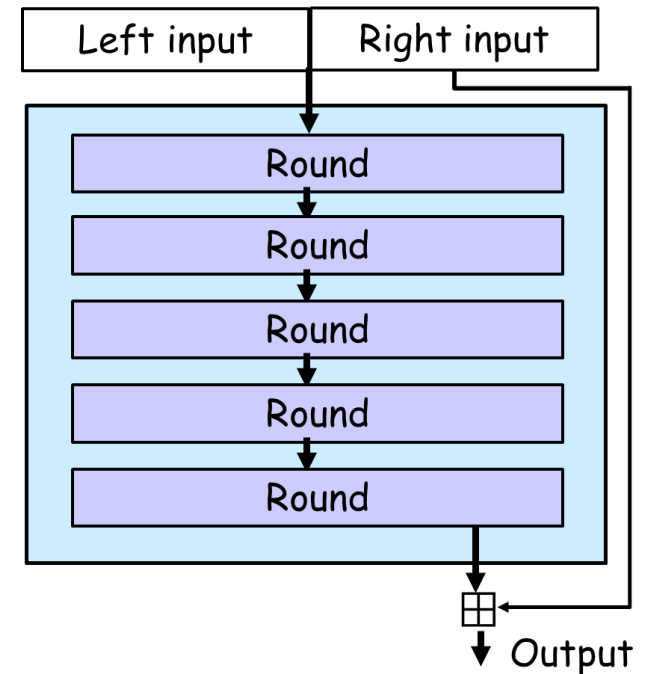


Simplify the view: iterated perm



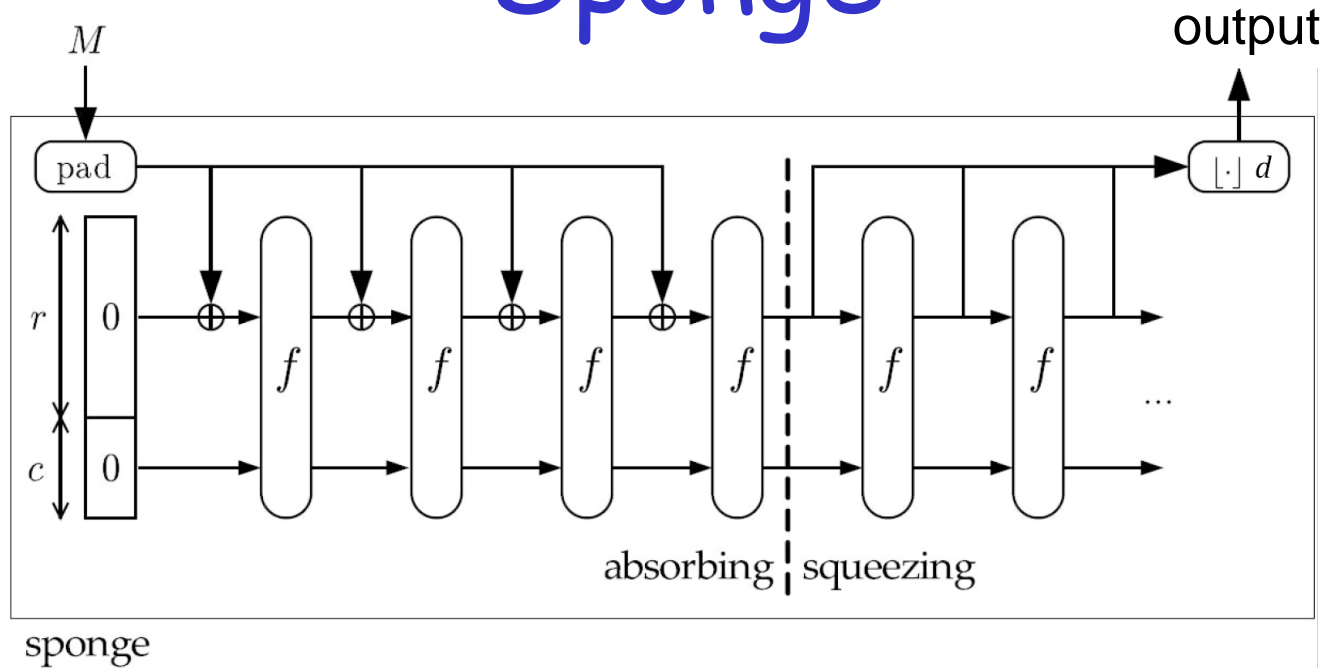
BC without inverse: wide perm

- ❑ Applies to all modes where inverse is not needed
- ❑ Do not need a separate key schedule
- ❑ n-bit block cipher \rightarrow b-bit permutation
 - o $b = n + k$
- ❑ **Permutation** as a generalization of a block cipher



Permutation-based Crypto

Permutation-based construction: Sponge

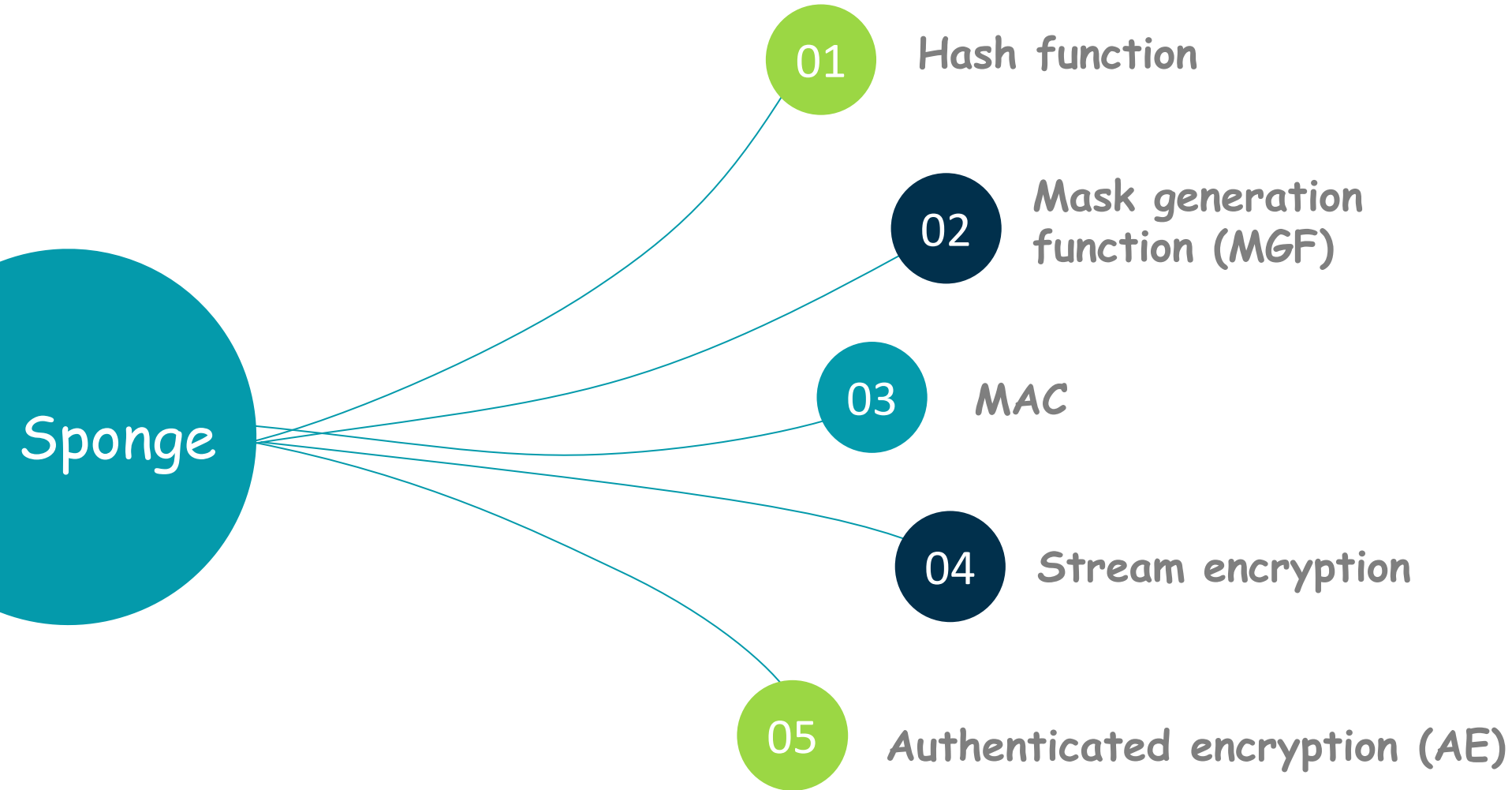


- f : a b -bit permutation with $b = r + c$
 - **Efficiency**: process an r -bit block per call to f
 - **Security**: provably resists generic attacks up to $2^{c/2}$
- **Trade-off between r and c can be made.**

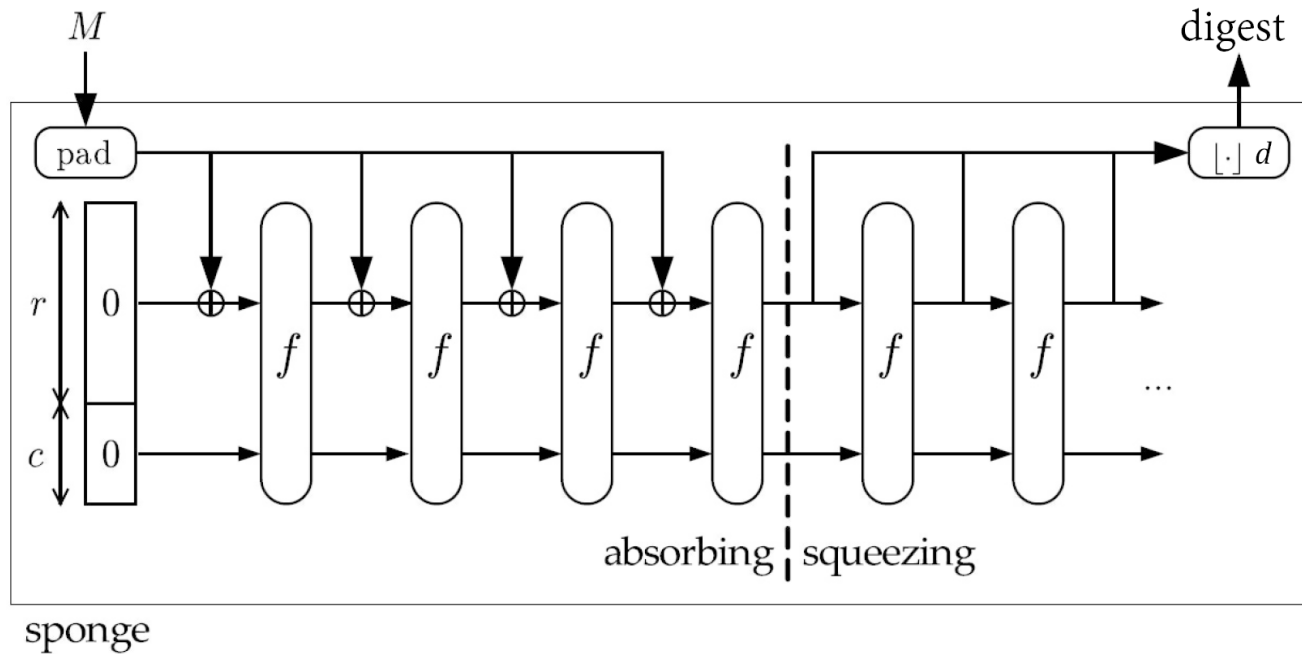
Security of Sponge

- Generic security:
 - Assume f is chosen randomly
 - Resist against generic attacks
 - Construction as sound as theoretically possible
- For a specific choice of f
 - Security proof is infeasible
 - Design with attacks in mind
 - Security based on absence of attacks despite public scrutiny

Usage of Sponge



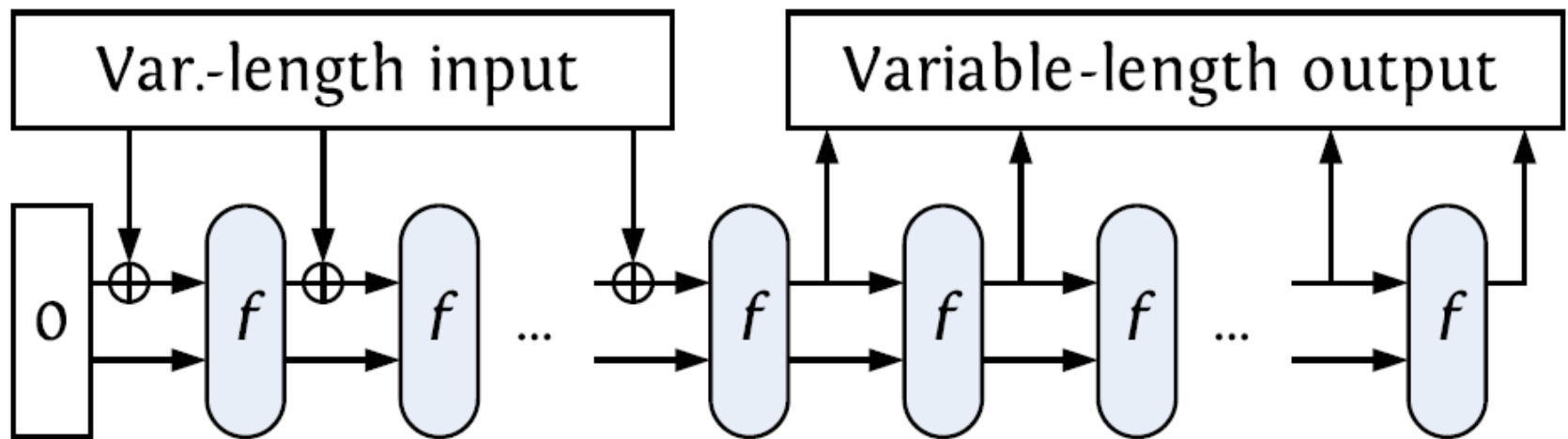
Usage of Sponge: Hashing



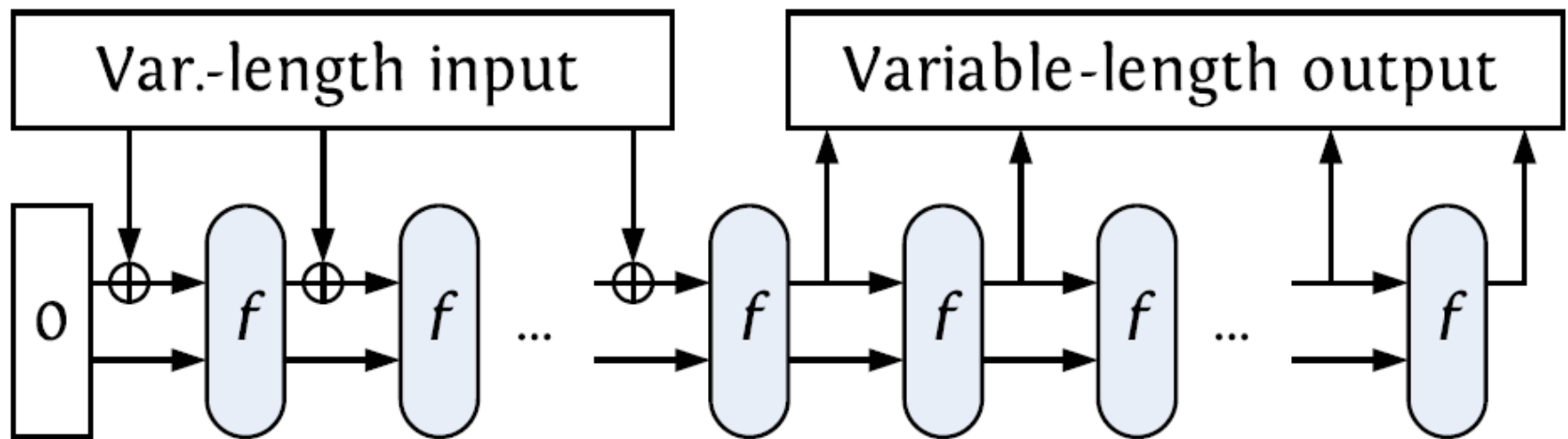
Security margin

- ▶ **Collision:** $\min(2^{c/2}, 2^{d/2})$
- ▶ **Preimage:** $\min(2^{c/2}, 2^d)$
- ▶ **Second Preimage:** $\min(2^{c/2}, 2^d)$

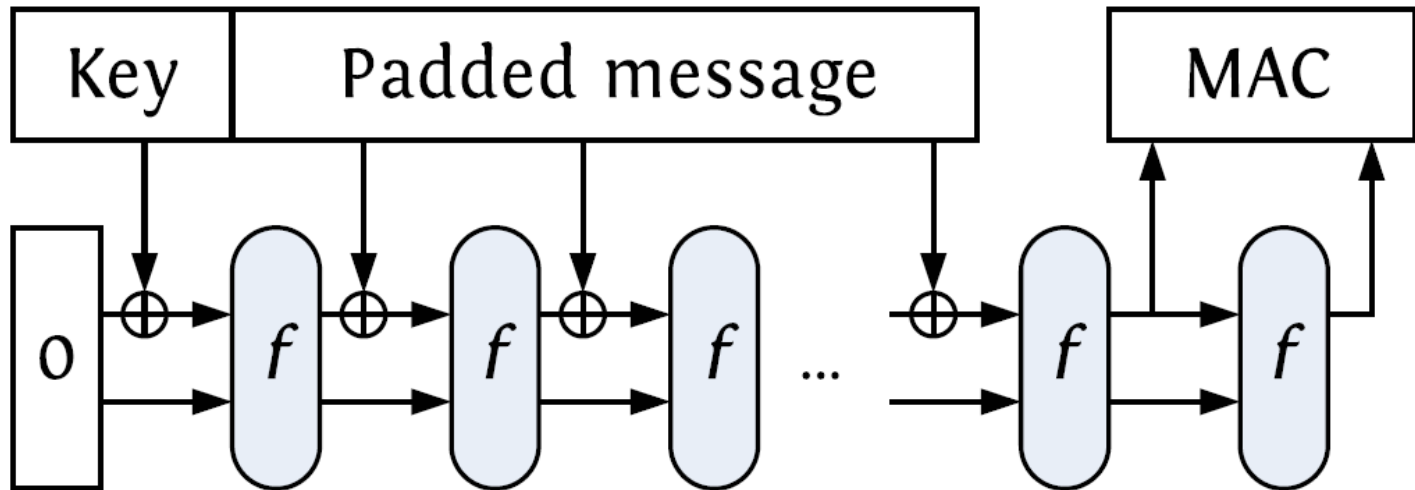
Usage of Sponge: Mask generating function



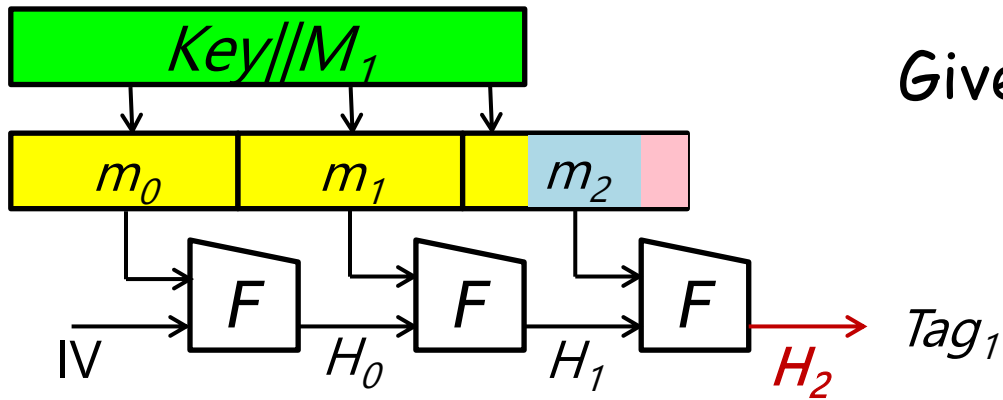
Usage of Sponge: Mask generating function



Usage of Sponge: *MAC* generation

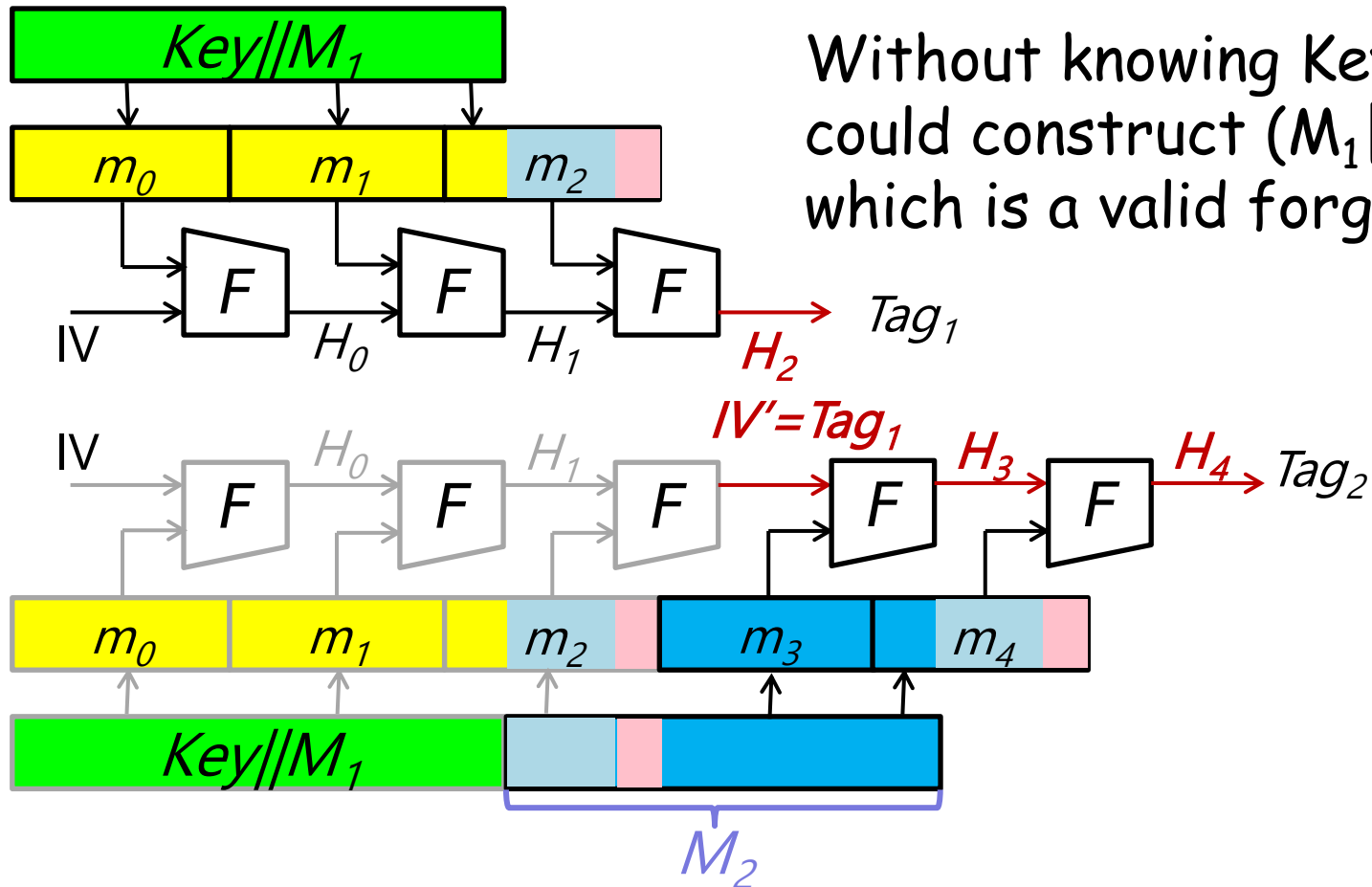


Compare with MD construction



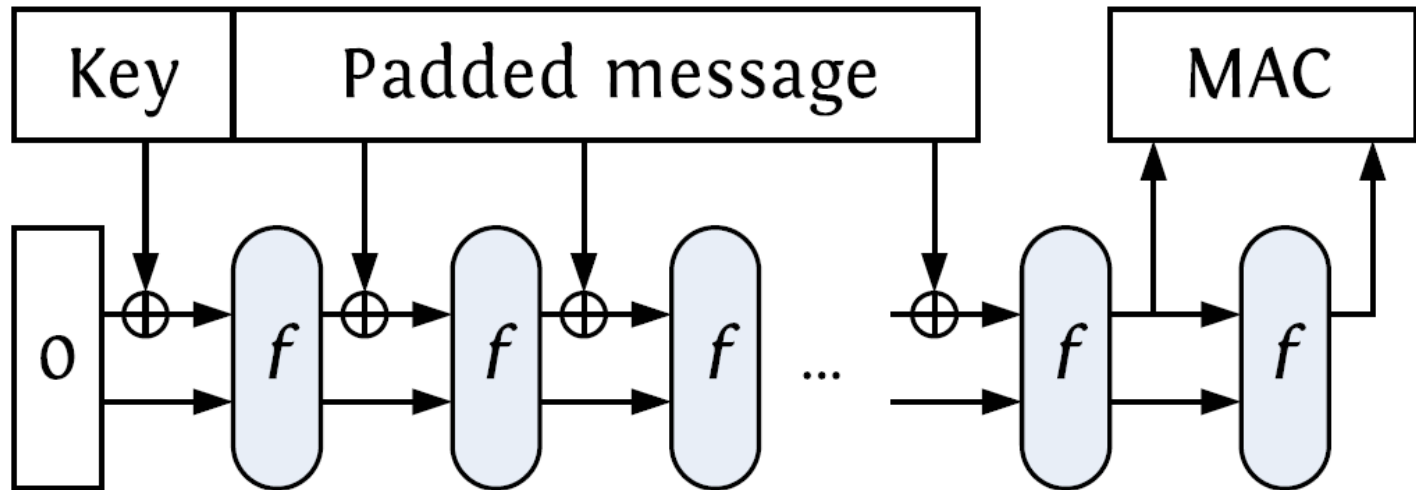
Given (M_1, Tag_1)

Compare with MD construction



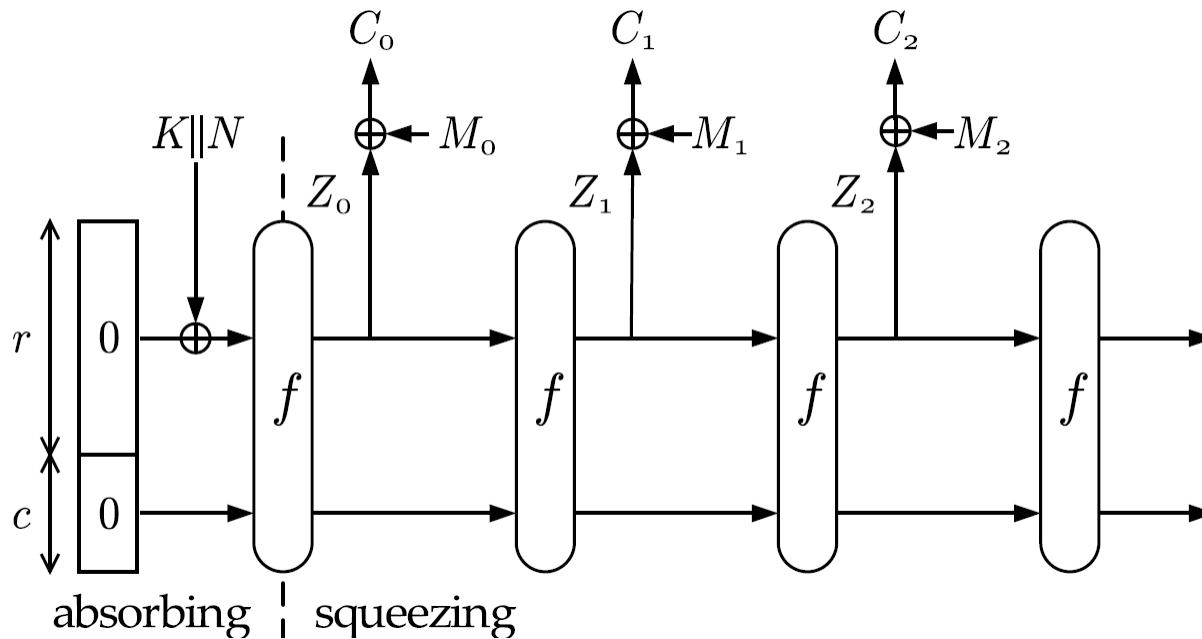
We **cannot** feed $(K || M)$ directly into a **MD hash** for generating MAC.

Usage of Sponge: *MAC* generation



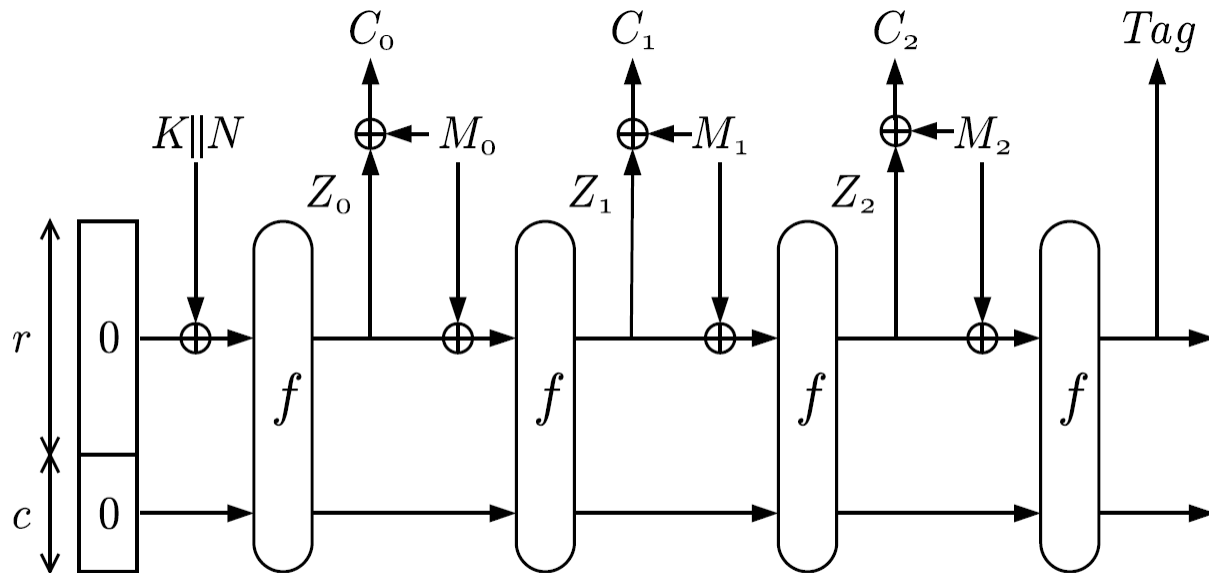
We **can** feed $(K||M)$ directly into a **Sponge hash** for generating MAC. **Why?**

Usage of Sponge: encryption



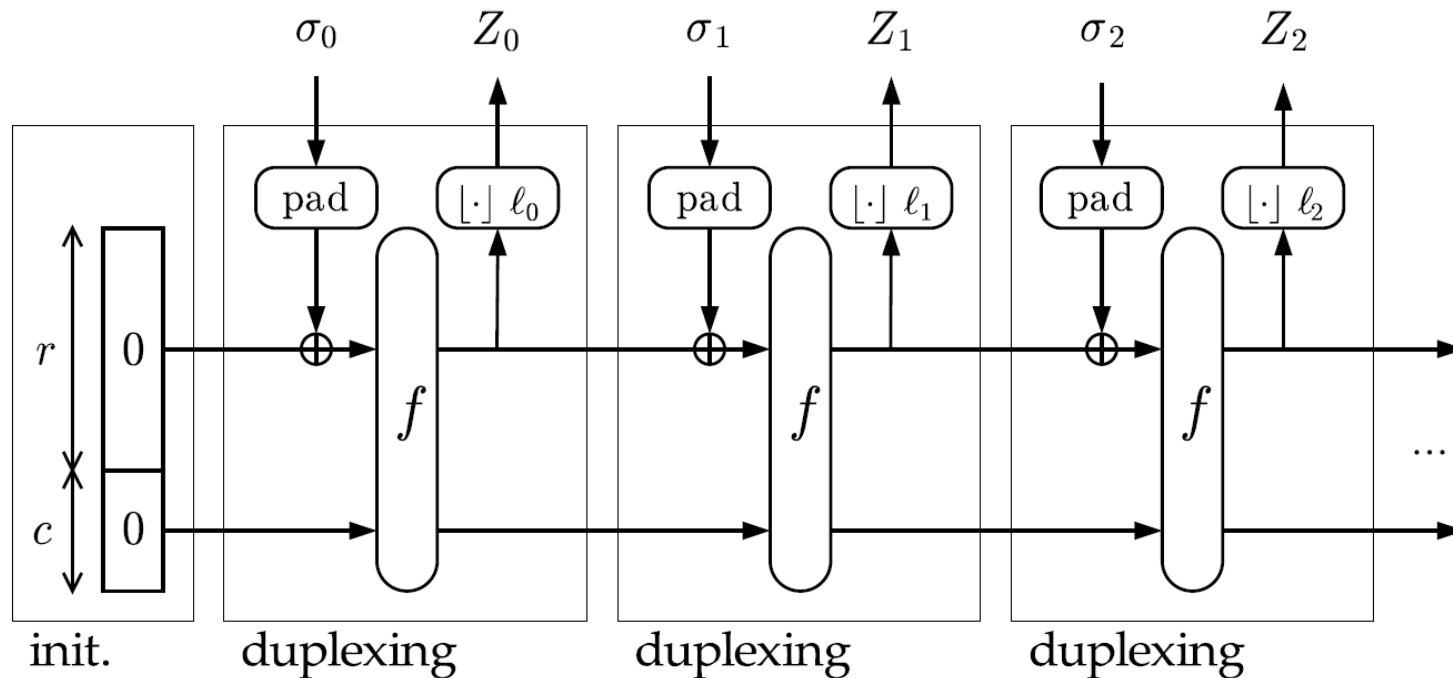
As a stream cipher

Usage of Sponge: authenticated encryption



Absorbing and squeezing

A variant of Sponge for authenticated encryption



The Duplex construction

- Two additional parameters ℓ_0, ℓ_1
- Generic security equivalent to that of sponge

Permutation vs. Block ciphers

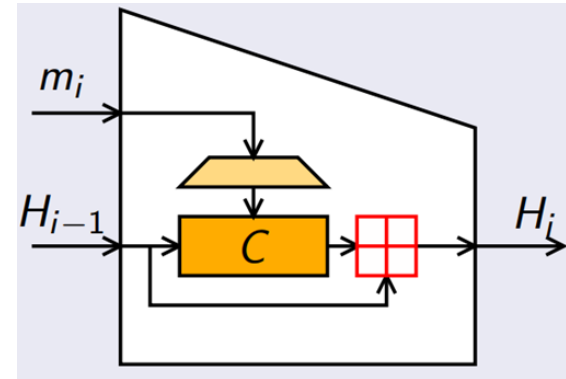
Hash functions based on Sponge

A selection of Sponge hash functions

Hash function	designers	ref	State size
Keccak	Bertoni, Daemen, Peeters, Van Assche	SHA-3 (2008)	25, 50, 100, 200, 400, 800, 1600
Quark	Aumasson, Henzen, Meier, Naya-Plasencia	CHEC 2010	136, 176, 256
Photon	Guo, Peyrin, Poschmann	Crypto 2011	100, 144, 196, 256, 288
Spongent	Bogdanov, Knezevic, Leander, Toz, Varici, Verbauwhede	CHES 2011	88, 136, 176, 248, 320

State sizes of hash functions

- ❑ Small state \rightarrow low area
- ❑ Target security strength $c/2$
- ❑ Block cipher-based
 - Block size $n \geq c$
 - Message block length (key size) $k \geq n$
 - Feedforward: n
 - Total state size $\geq 3c$
- ❑ Sponge-based
 - Permutation width: $b = c + r$
 - r can be as small as 1 byte
 - Total state size $\geq c + 8$



With the same state size, block cipher based schemes (MAC, AE) may have higher throughput.

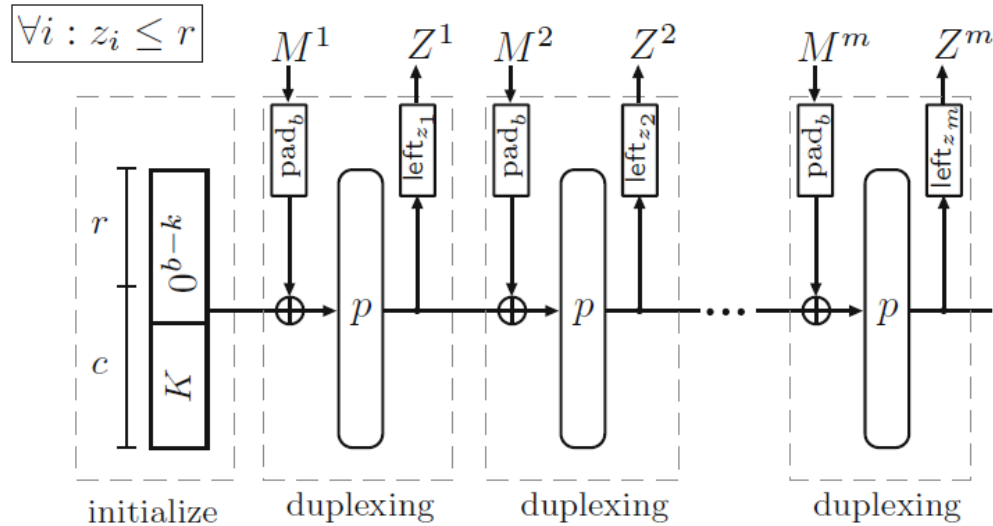
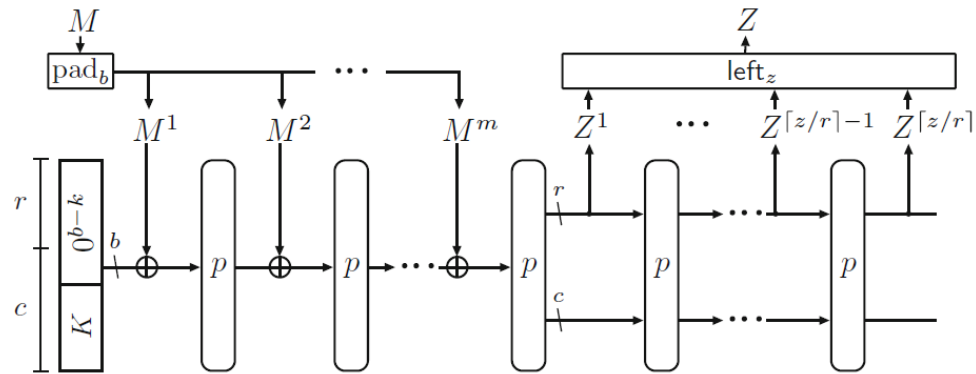
Other features

- ❑ Block cipher-based
 - Pre-computation of key schedule
 - Storing expanded key cost memory
 - May be prohibitive in resource-constrained devices
- ❑ Sponge-based
 - Diffusion across full state
 - Flexibility in choice of rate/capacity

Keyed Sponge

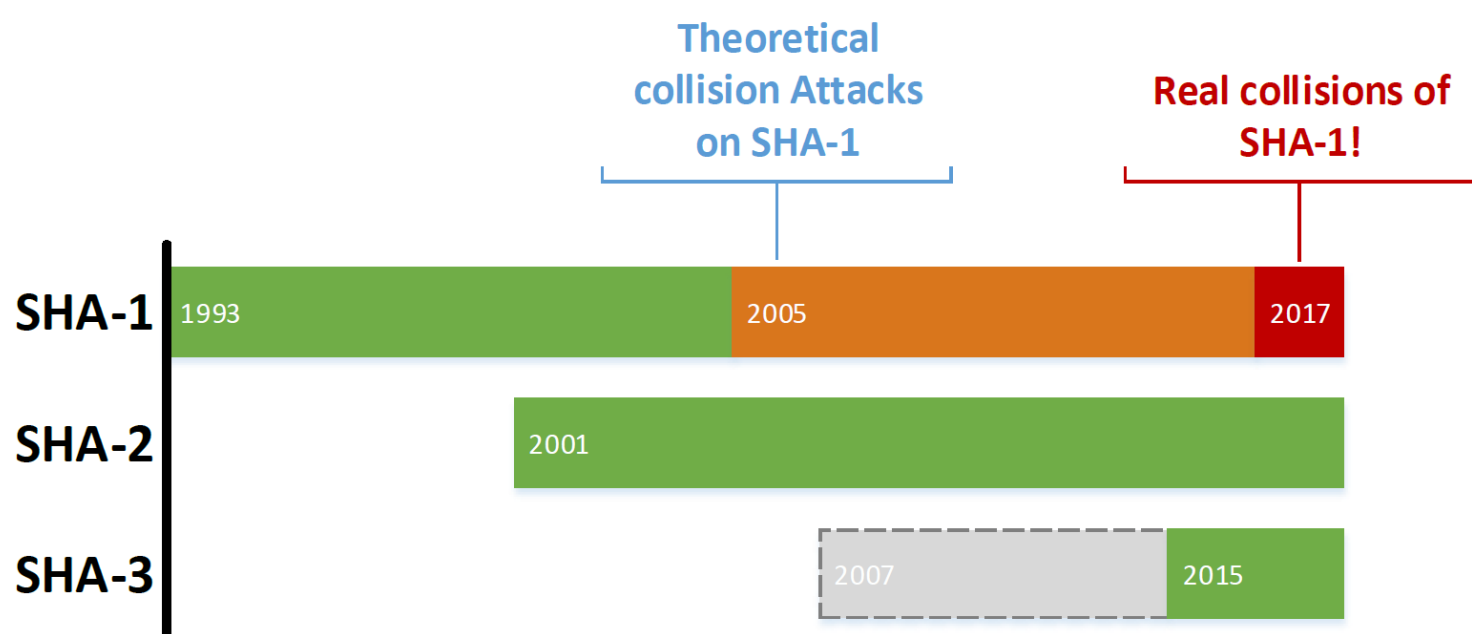
- ❑ Distinguishing vulnerability in keyed vs unkeyed modes
 - in keyed modes attacker has less power
 - allows decreasing number of rounds in permutation
- ❑ Rate/capacity trade-off
 - Allows full-state absorption
- ❑ Introducing dedicated variants
 - MAC computation
 - authenticated encryption

Full-state Keyed Sponge



KECCAK (SHA-3)

NIST standards of Secure Hash Algorithm



- The complexity of the 2017 real collision of SHA-1 remains the same as 2^{63} as for the 2005 breakthrough.

Out of the hash function crisis

- ❑ Trust in established hash functions was crumbling
 - Use of modular addition, rotation, xor
 - Adoption of MD construction
 - SHA-2 is based on the same principles of SHA-1
- ❑ 2007: NIST calls for SHA-3
 - Similar to AES contest

SHA-3 contest

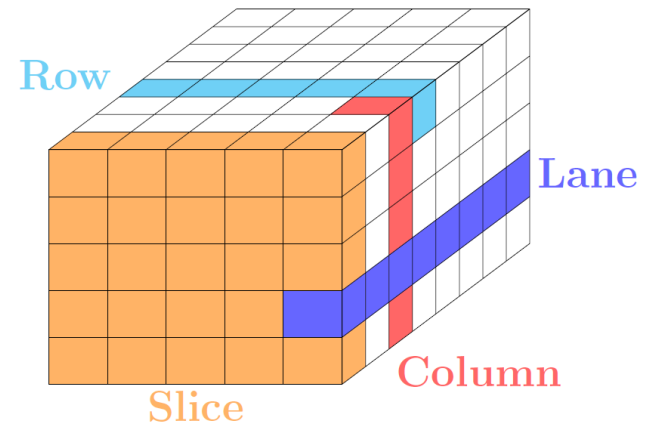
- ❑ Open competition organized by NIST
 - NIST provides a forum
 - scientific community contributes: designs, attacks, implementations, comparisons
 - NIST draws conclusions and decides
- ❑ Goal: replacement for the SHA-2 family
 - 224, 256, 384 and 512-bit output sizes
 - other output sizes are optional
- ❑ Requirements
 - security levels specified for traditional attacks
 - each submission must have
 - complete documentation, including design rationale
 - reference and optimized implementations in C
- ❑ The ongoing LWC competition follow the same way

KECCAK permutation: Keccak-f

- 1600 bits: seen as a 5×5 array of 64-bit lanes,
 $A[x, y], 0 \leq x, y < 5$
- 24 rounds
- each round R consists of five steps:

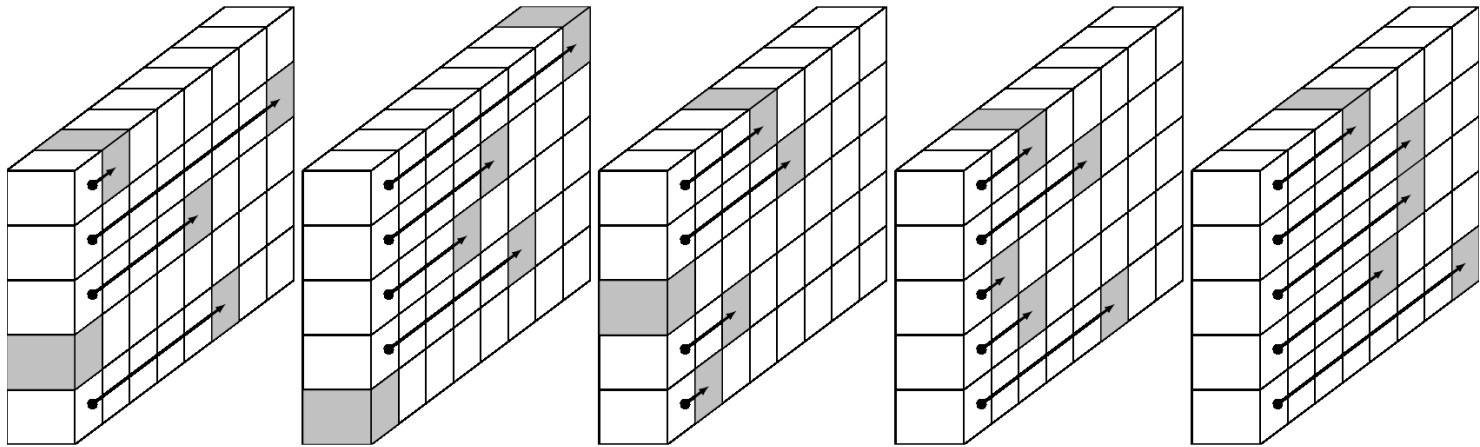
$$R = \iota \circ \chi \circ \pi \circ \rho \circ \theta$$

- χ : the only nonlinear operation, a 5-bit Sbox applies to each row.



ρ

□ Lane level rotations

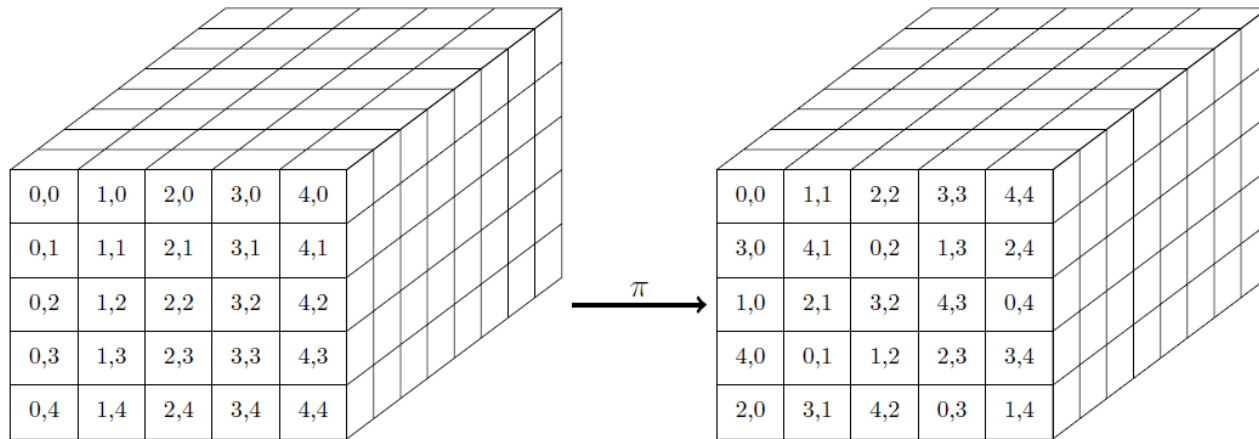


Rotation offsets $r[x,y]$

	$x = 0$	$x = 1$	$x = 2$	$x = 3$	$x = 4$
$y = 0$	0	1	62	28	27
$y = 1$	36	44	6	55	20
$y = 2$	3	10	43	25	39
$y = 3$	41	45	15	21	8
$y = 4$	18	2	61	56	14

π

□ Permutation on lanes



$$A[y, 2 * x + 3 * y] = A[x, y]$$

χ

- 5-bit S-boxes, nonlinear operation on rows

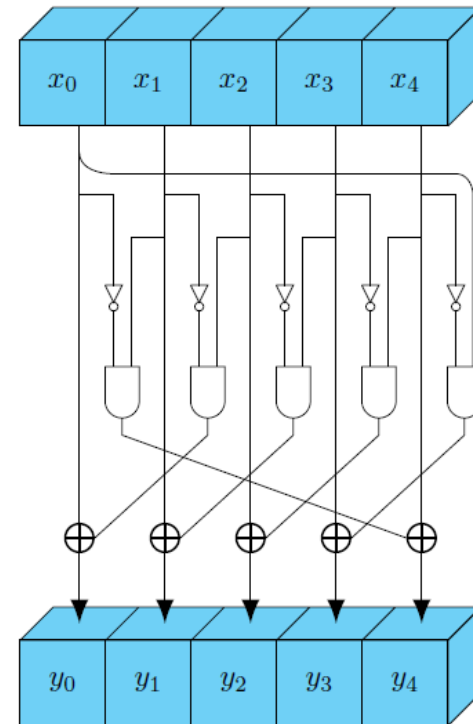
$$y_0 = x_0 + (x_1 + 1) \cdot x_2,$$

$$y_1 = x_1 + (x_2 + 1) \cdot x_3,$$

$$y_2 = x_2 + (x_3 + 1) \cdot x_4,$$

$$y_3 = x_3 + (x_4 + 1) \cdot x_0,$$

$$y_4 = x_4 + (x_0 + 1) \cdot x_1.$$



l

- adding a round constant to $A[0,0]$, to destroy the symmetry.

Keccak-f

Internal state A : a 5×5 array of 64-bit lanes

θ step $C[x] = A[x, 0] \oplus A[x, 1] \oplus A[x, 2] \oplus A[x, 3] \oplus A[x, 4]$
 $D[x] = C[x - 1] \oplus (C[x + 1] \lll 1)$
 $A[x, y] = A[x, y] \oplus D[x]$

ρ step $A[x, y] = A[x, y] \lll r[x, y]$
- The constants $r[x, y]$ are the rotation offsets.

π step $A[y, 2 * x + 3 * y] = A[x, y]$

χ step $A[x, y] = A[x, y] \oplus ((A[x + 1, y]) \& A[x + 2, y])$

ι step $A[0, 0] = A[0, 0] \oplus RC$
- $RC[i]$ are the round constants.

KECCAK instances

- KECCAK versions
 - KECCAK- n , $n = 224/256/384/512$ and $c = 2n$, $d = n$.
- SHA-3 versions
 - SHA3- n , $n = 224/256/384/512$ and $c = 2n$, $d = n$.
 - SHAKEn (eXtendable Output Functions, XOFs)
 - (SHAKE = SHA + KEccak)
 - $n = 128/256$, $c = 2n$, $d \leq 2n$.

Reasons for choosing Keccak by NIST

- ❑ Simple and elegant design
- ❑ Flexibility in choosing parameters
- ❑ Good performance in software (not as good as SHA-2)
- ❑ Excellent performance in hardware (better than SHA-2!)
- ❑ Built-in authenticated-encryption mode
- ❑ Different design than SHA-2

Other Permutation-based Crypto

Other schemes related to KECCAK

- The KECCAK- p permutations are derived from the KECCAK- f permutations and have a tunable number of rounds.

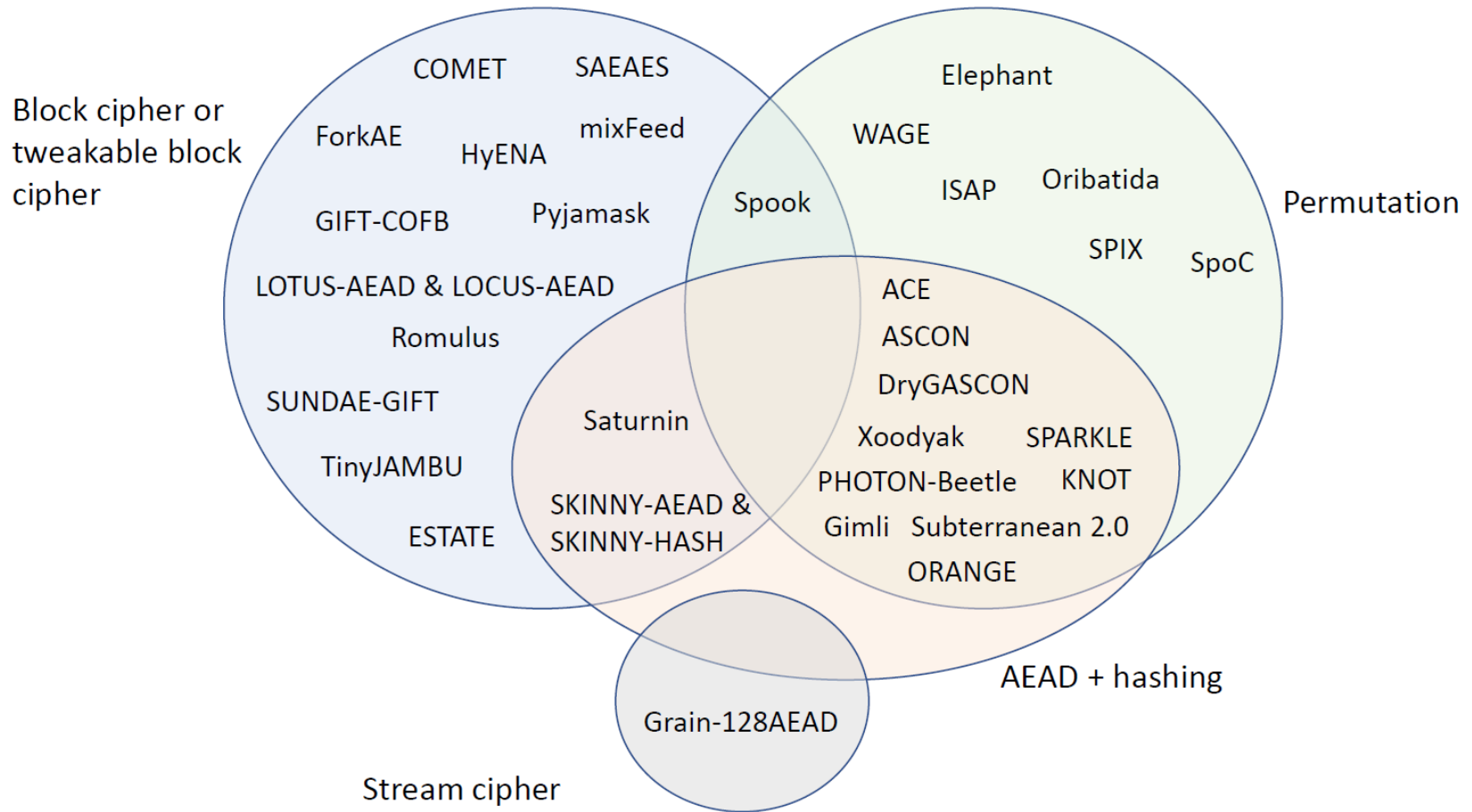
Underlying permutation	Structure	b	n_r	Schemes	Category
KECCAK- p	Sponge	1600	24	SHA-3 (KECCAK), cSHAKE, TupleHash, ParallelHash, KECCAK challenge instances	Hash functions
		1600	12	KangarooTwelve	
		1600	24	KMAC	MAC
	Duplex	400/200	20/18	Ketje	AE
		1600/800	12	Keyak	
	Farfalle	1600	6	Kravatte	PRF

NIST Lightweight Cryptography (LWC) Project

- ❑ Initiated in 2013
- ❑ To address growing industry need for security in resource constrained devices
 - Applications: Health tracking, Asset tracking (RFID), autonomous cars etc.
- ❑ To find new cryptographic primitives for constrained devices
 - To gather industry feedback on suitability of current crypto standards for constrained devices
 - To create **standards** for the use of Lightweight cryptography

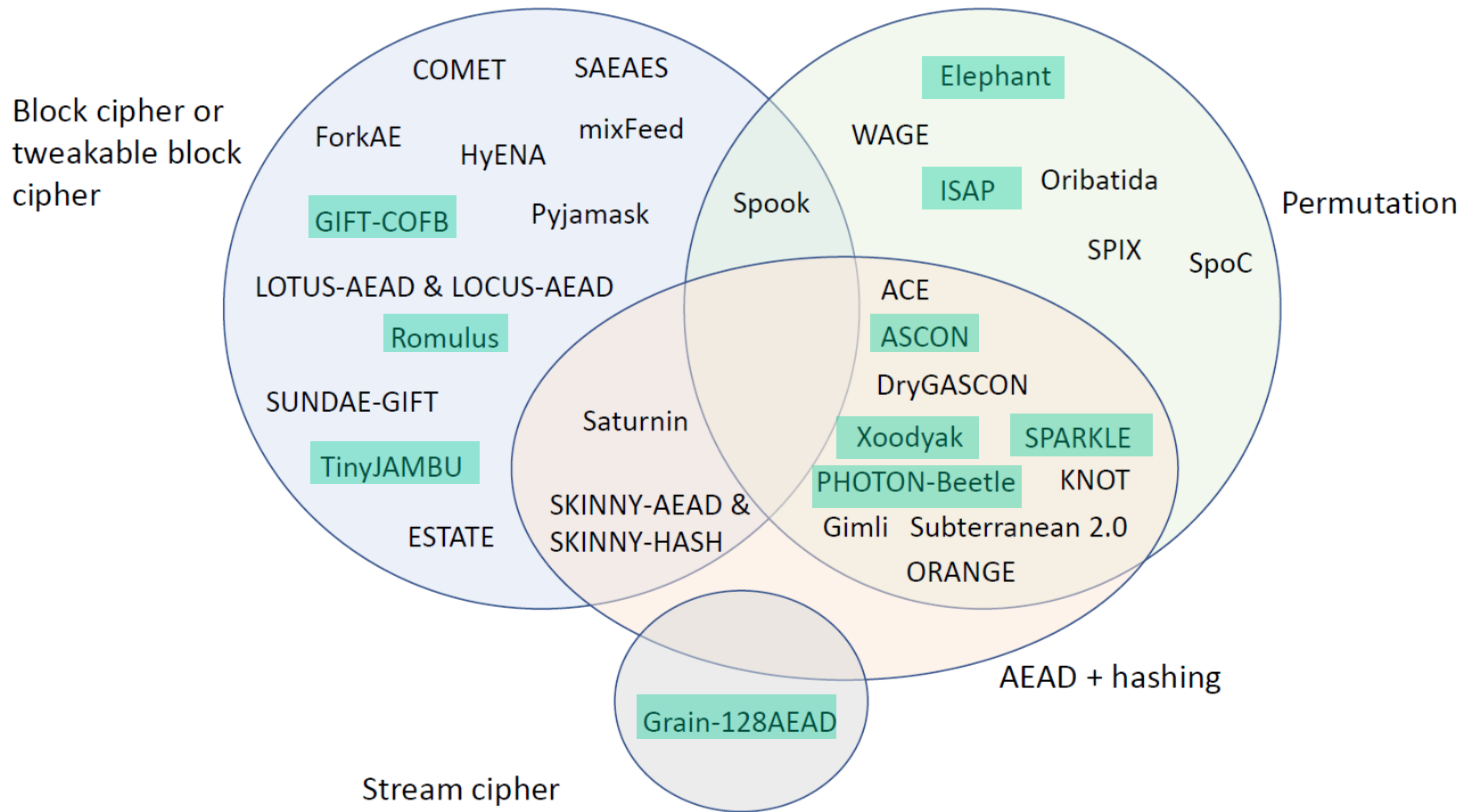
- ✓ Authenticated encryption with associated data (**AEAD**)
- ✓ Hash functions (**option**)

Round 2 candidates of LWC



Half of them are perm-based

Round 3 candidates of LWC



6 out of 10 are perm-based

Summary

- ❑ Permutations
 - New primitive
 - More flexible modes than with block ciphers
- ❑ Permutation-based keyed modes
 - Efficiency can be boosted
 - Bigger rate
 - Fewer rounds
- ❑ Trends
 - Design various permutations with different goal in mind