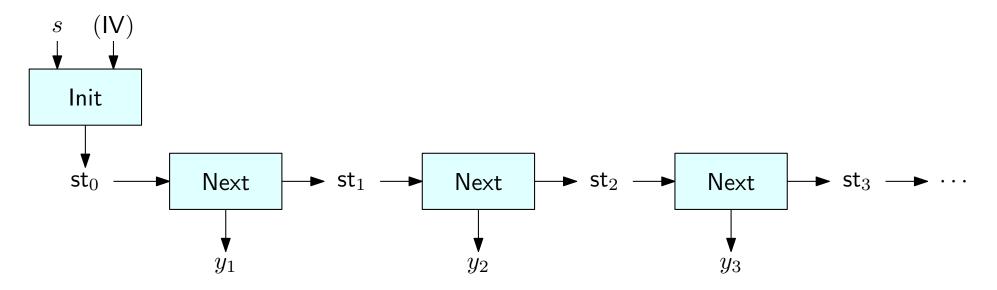
# Stream ciphers (reminder)

A stream cipher is a pair of deterministic polynomial-time algorithms

- Init: takes a *n*-bit seed *s*, and possibly a *n*-bit *initialization vector* (IV), and outputs a *state* st
- Next: takes a state st and outputs a bit y and a new (updated) state st'

Idea: we can generate as many random bits as desired, by repeatedly calling Next



\* In practice, **Next** can output multiple bits at once (e.g., a byte)

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- Designed for performance in software



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- Construction does **not** use (L)FSRs
- Very simple (fits one slide!)



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WEP Encryption



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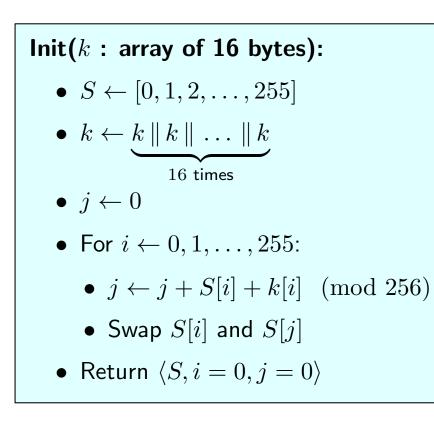
• We will see how to attack it

The state consists of:

- An array S of 256 bytes, which will always be a permutation of  $\{0,\ldots,255\}$
- A pair of integers  $i, j \in \{0, \dots, 255\}$

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- $S \leftarrow [0, 1, 2, \dots, 255]$
- $k \leftarrow \underbrace{k \parallel k \parallel \ldots \parallel k}_{16 \text{ times}}$
- $j \leftarrow 0$
- For  $i \leftarrow 0, 1, \dots, 255$ :
  - $j \leftarrow j + S[i] + k[i] \pmod{256}$
  - Swap S[i] and S[j]
- Return  $\langle S, i=0, j=0\rangle$

Next(st =  $\langle S, i, j \rangle$ ): (returns a byte) •  $i \leftarrow i + 1 \pmod{256}$ •  $j \leftarrow j + S[i] \pmod{256}$ • Swap S[i] and S[j]•  $t = S[i] + S[j] \pmod{256}$ 

• 
$$y \leftarrow S[t]$$

• Return the byte y and the new state  ${\rm st}'=\langle S,i,j\rangle$ 



#### Test vectors

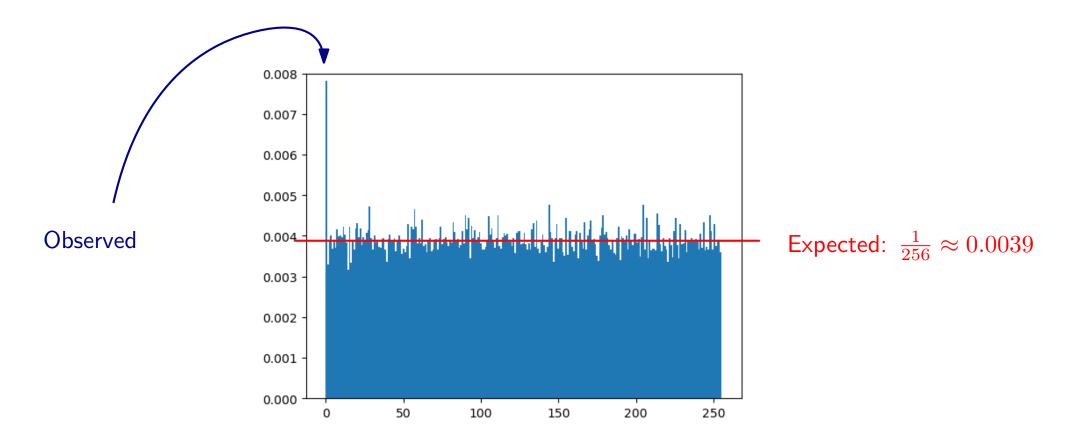
Key length: 128 bits.

key: 0x0102030405060708090a0b0c0d0e0f10

DEC 0	HEX	0:	9a	c7	сс	9a	60	9d	1e	f7	b2	93	28	99	cd	e4	1b	97
DEC 16	HEX	10:	52	48	c4	95	90	14	12	6a	66	8a	84	f1	1d	1a	9e	1c
DEC 240	HEX	f0:	06	59	02	e4	b6	20	f6	сс	36	c8	58	9f	66	43	2f	2b
DEC 256	HEX	100:	d3	9d	56	6b	c6	bc	e3	01	07	68	15	15	49	f3	87	3f
DEC 496	HEX	1f0:	b6	d1	e6	c4	a5	e4	77	1c	ac	79	53	8d	f2	95	fb	11
DEC 512	HEX	200:	c6	8c	1d	5c	55	9a	97	41	23	df	1d	bc	52	a4	3b	89
DEC 752	HEX	2f0:	c5	ec	f8	8d	e8	97	fd	57	f€	d3	01	70	1b	82	a2	59
DEC 768	HEX	300:	ec	cb	e1	3d	e1	fc	c9	1c	11	a0	b2	6c	0b	c8	fa	4d
DEC 1008	HEX	3f0:	e7	a7	25	74	f8	78	2a	e2	66	ab	cf	9e	bc	d6	60	65
DEC 1024	HEX	400:	bd	f0	32	4e	60	83	dc	c6	d3	ce	dd	3c	a8	c5	3c	16
DEC 1520	HEX	5f0:	b4	01	10	c4	19	0b	56	22	as	61	16	b0	01	7e	d2	97
DEC 1536	HEX	600:	ff	a0	b5	14	64	7e	с0	4f	63	06	b8	92	ae	66	11	81
DEC 2032	HEX	7f0:	d0	3d	1b	с0	3c	d3	3d	70	d1	f9	fa	5d	71	96	3e	bd
DEC 2048	HEX	800:	8a	44	12	64	11	ea	a7	8b	d5	1e	8d	87	a8	87	9b	f5
DEC 3056	HEX	bf0:	fa	be	b7	60	28	ad	e2	d0	e4	87	22	e4	6c	46	15	a3
DEC 3072	HEX	c00:	с0	5d	88	ab	d5	03	57	f9	35	a6	3c	59	ee	53	76	23
DEC 4080	HEX	ff0:	ff	38	26	5c	16	42	c1	ab	e	d3	c2	fe	5e	57	2b	f8
DEC 4096	HEX	1000:	a3	6a	4c	30	1a	e8	ac	13	61	0c	cb	c1	22	56	са	сс

## Output bias

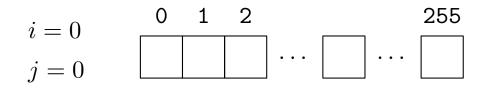
Empirical distribution of the value of the 2nd output byte over 50000 samples (with keys chosen u.a.r.)



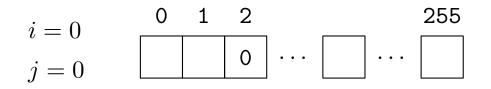
There is a bias towards 0 in the second byte output by RC4

(about twice as likely to be 0)

- Consider the state immediately after Init
- For simplicity, think of S as a uniform permutation over  $\{0, 1, \dots, 255\}$



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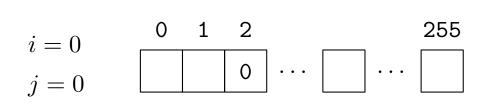


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$$i = 0 \qquad 0 \quad 1 \quad 2 \qquad 255$$
  
$$j = 0 \qquad 0 \quad \cdots \quad 0 \quad \cdots \quad 0$$

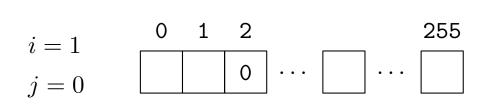
 $\begin{array}{l} \mathsf{Next}(\mathsf{st} = \langle S, i, j \rangle) \texttt{:} \qquad (\texttt{returns a byte}) \\ \bullet \ i \leftarrow i + 1 \pmod{256} \\ \bullet \ j \leftarrow j + S[i] \pmod{256} \\ \bullet \ Swap \ S[i] \ \texttt{and} \ S[j] \\ \bullet \ t = S[i] + S[j] \pmod{256} \\ \bullet \ y \leftarrow S[t] \\ \bullet \ \texttt{Return the byte } y \ \texttt{and the new state st}' = \langle S, i, j \rangle \end{array}$ 

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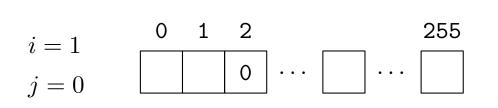
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$$i = 1 \qquad \begin{array}{ccccccccc} 0 & 1 & 2 & X & 255 \\ j = X & \hline & 0 & \cdots & \hline X & \cdots & \hline \end{array}$$

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 Output byte  $y = 0$ 

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Probability that the 2nd output byte is 0:

$$\approx \frac{1}{256} + 1 \cdot \frac{1}{256} = \frac{2}{256}$$

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# Output bias

- The output bias is indicative of structural problems with RC4
- Other biases have been found in other bytes of the RC4 state
- Severe enough to allow recovery of plaintext from ciphertext when RC4 is used for encryption!



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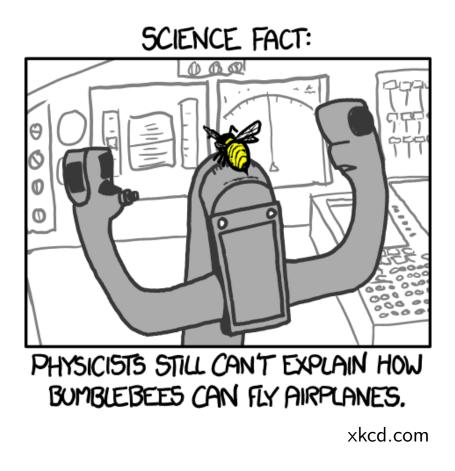
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In summary: Do not use RC4!

## RC4 and IVs

RC4 is **not** designed to take an IV ... but programmers don't know it and use an IV anyway



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In practice an IV of some length  $\ell$  (in bytes) is often used, together with a key k' of  $16 - \ell$  bytes

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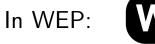
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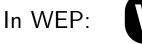
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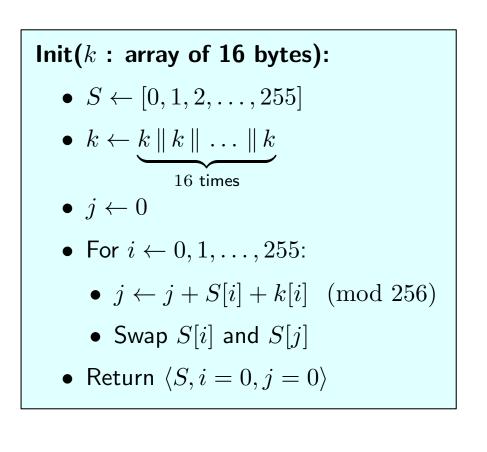
- 3-byte IV, 13 bytes key
- Key recovery attack!
- We show a simplified attack that recovers the first byte of the key (i.e., k[3])

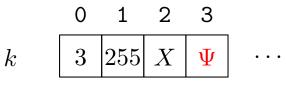
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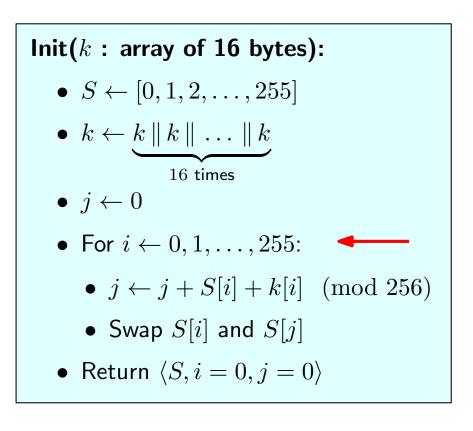
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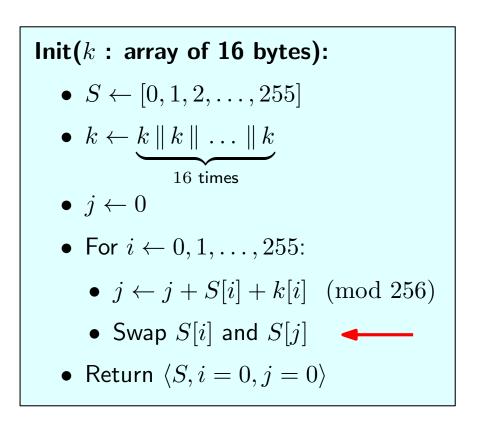


$$k = \begin{bmatrix} 0 & 1 & 2 & 3 \\ 3 & 255 & X & \Psi \end{bmatrix} \cdots \qquad i = 0 \quad j = 0$$

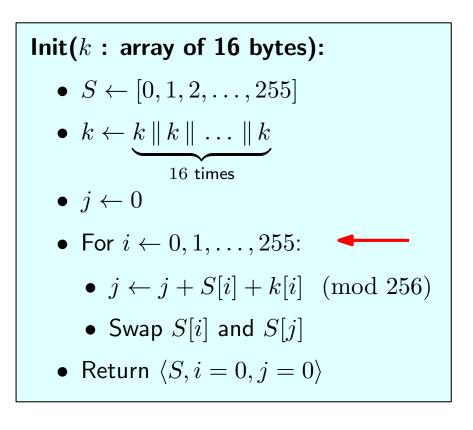
$$0 \quad 1 \quad 2 \quad 3$$

$$S = \begin{bmatrix} 0 & 1 & 2 & 3 \\ 0 & 1 & 2 & 3 \end{bmatrix}$$

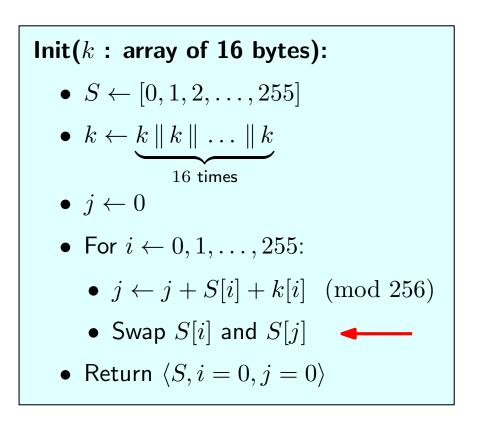
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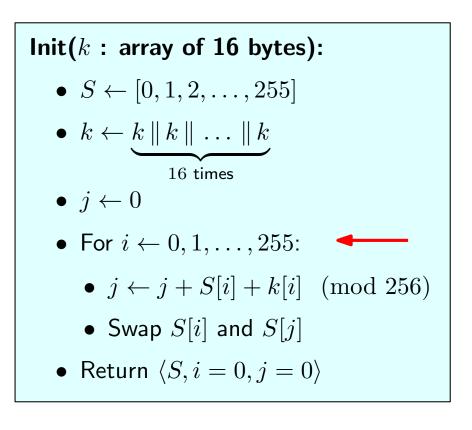


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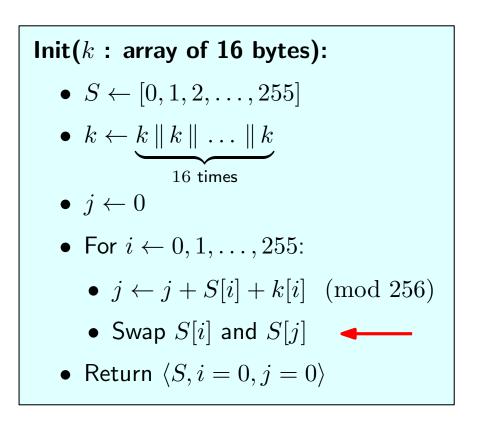


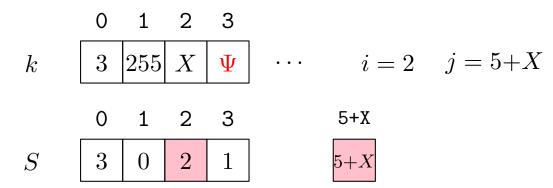
$$k = \begin{bmatrix} 0 & 1 & 2 & 3 \\ 3 & 255 & X & \Psi \\ 0 & 1 & 2 & 3 \\ 0 & 1 & 2 & 3 \\ S = \begin{bmatrix} 3 & 1 & 2 & 0 \\ 3 & 1 & 2 & 0 \end{bmatrix}$$
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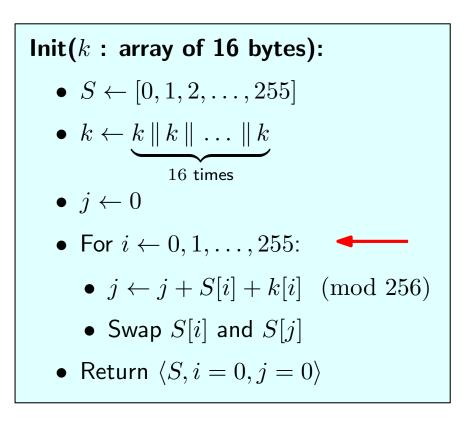


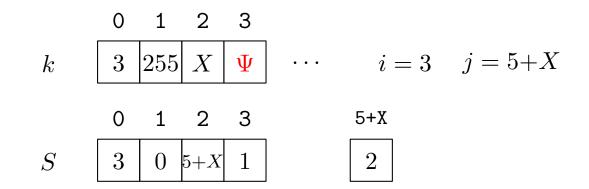
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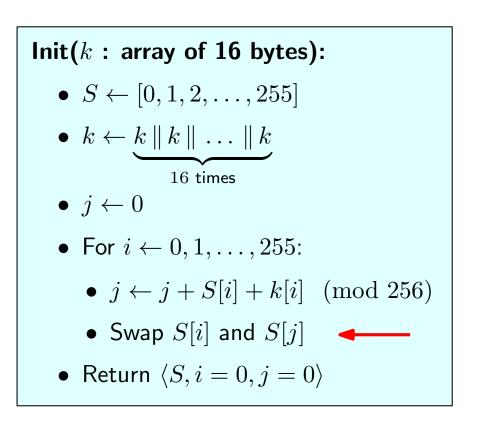


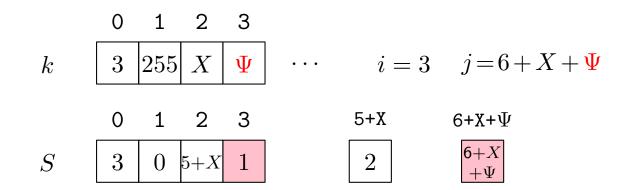
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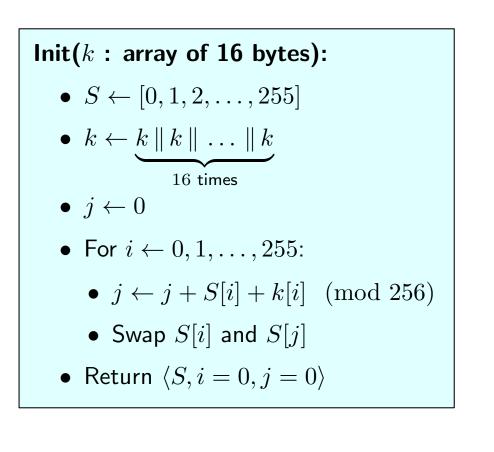


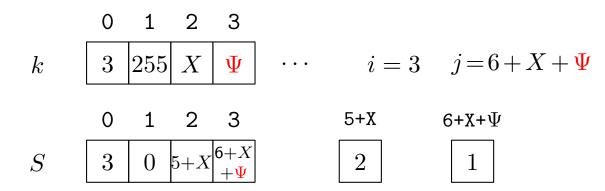
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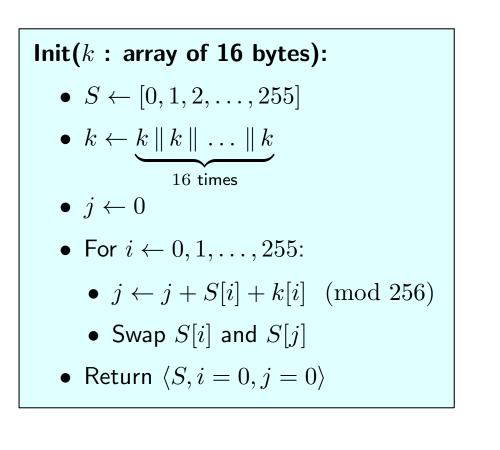


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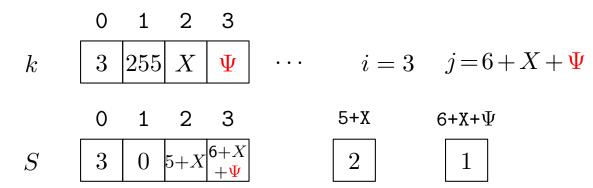




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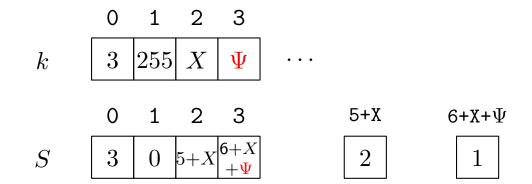
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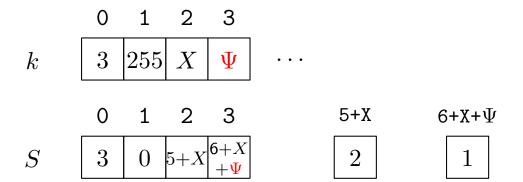
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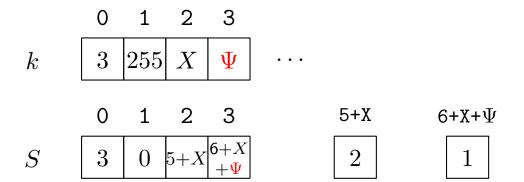
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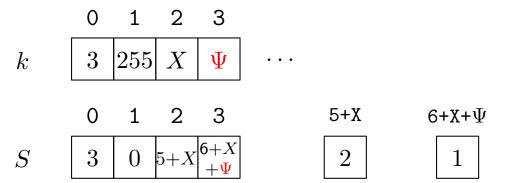
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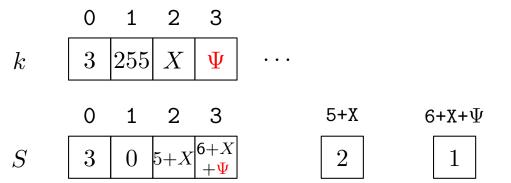
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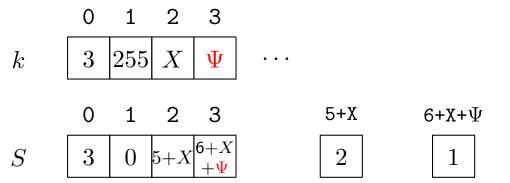
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What's the first byte output by Next (when i = j = 0)?

 $6 + X + \Psi$ 

- 5% of the time the adversary sees  $6 + X + \Psi$
- Since X is known (it is part of the IV), the adversary can recover  $\Psi$

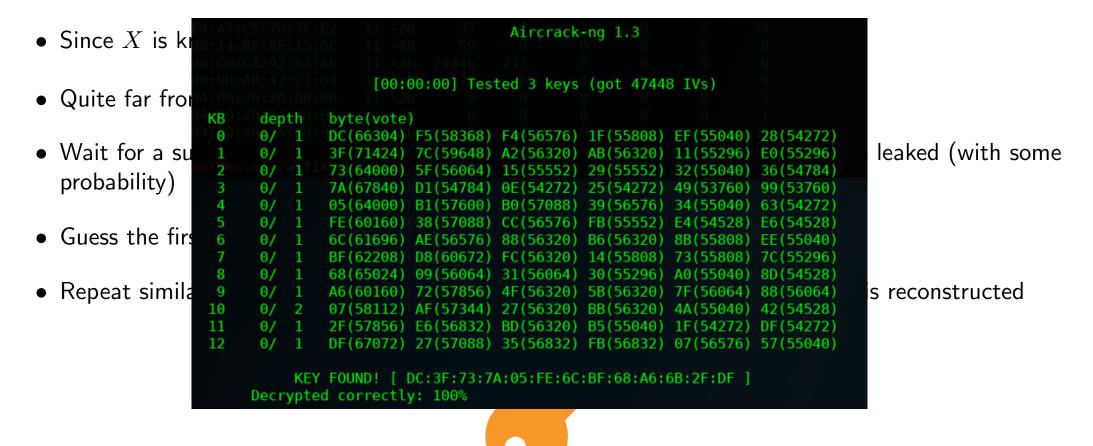
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- Repeat similar attacks to extract the next byte of the key, until the whole key is reconstructed



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Takes a  $256\mbox{-bit}$  key k and a  $64\mbox{-bit}$  IV



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Not patented. Several public domain implementations available



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Block ciphers typically only support a specific set of key/block lengths

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m =	$m_1$	$m_2$	$m_3$	•••			
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Padding (with care)

Recall that we can always build a stream cipher from a block cipher

For example:

### Init(s, IV):

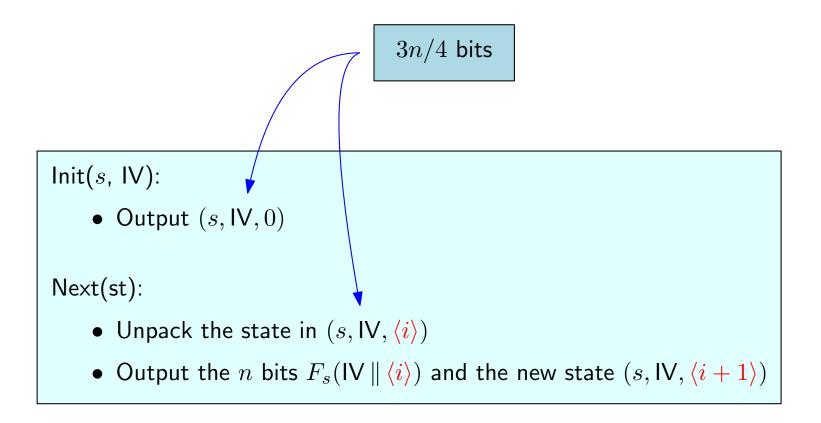
• Output (s, IV, 0)

### Next(st):

- Unpack the state in  $(s, \mathsf{IV}, \langle i \rangle)$
- Output the *n* bits  $F_s(IV || \langle i \rangle)$  and the new state  $(s, IV, \langle i+1 \rangle)$

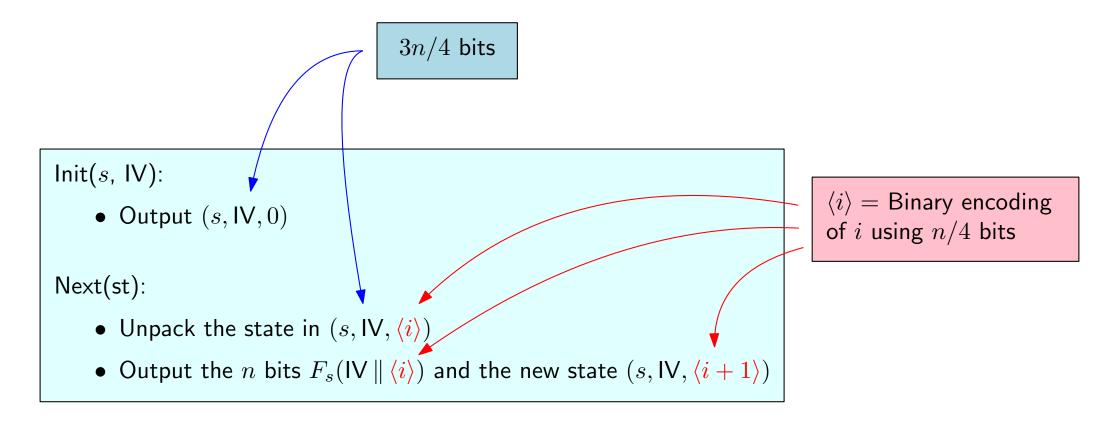
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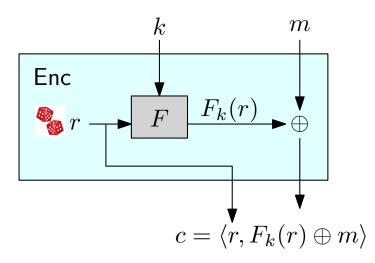
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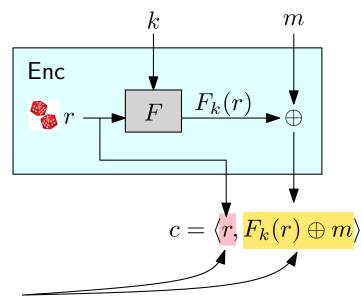


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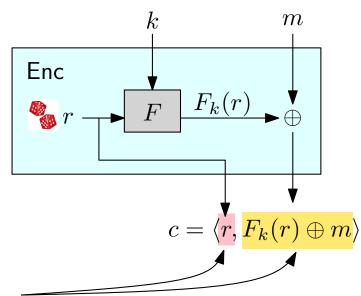


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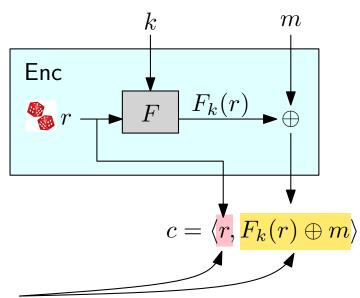
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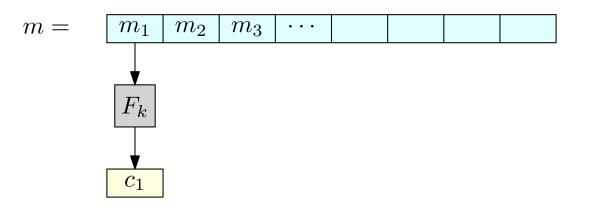
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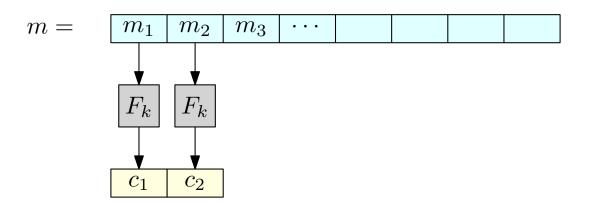
- The ciphertext is (at least) twice as long as the plaintext
- Can we do better? Several options (modes of operations)

First idea:

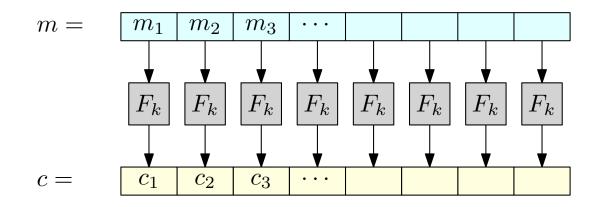
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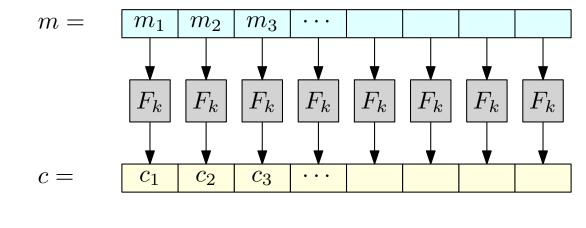


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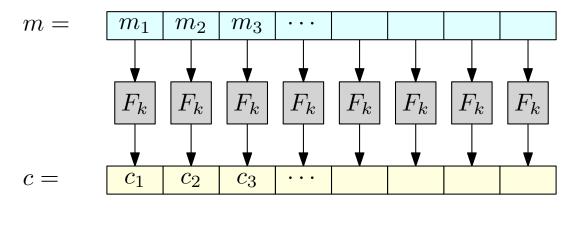
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**Encrypting:**  $c_i = F_k(m_i)$  **Decrypting:**  $m_i = F_k^{-1}(c_i)$ 

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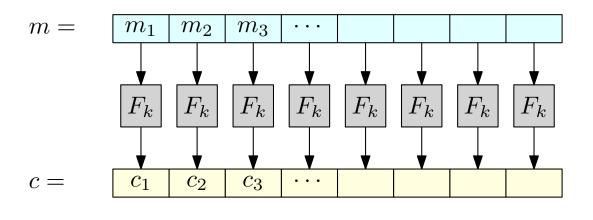
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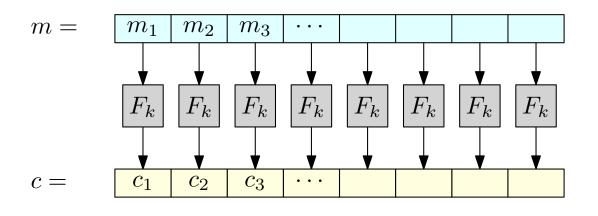
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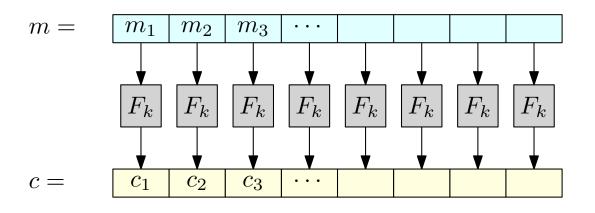
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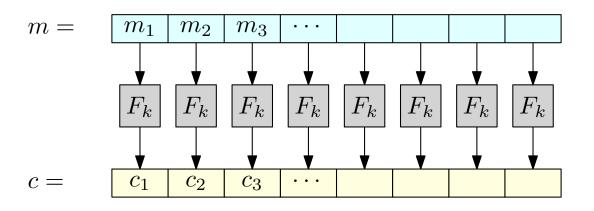
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• Is it EAV-secure?

• Is it CPA-secure?

First idea:

• Encrypt each block of the message independently



**Encrypting:**  $c_i = F_k(m_i)$ 

**Decrypting:**  $m_i = F_k^{-1}(c_i)$ 

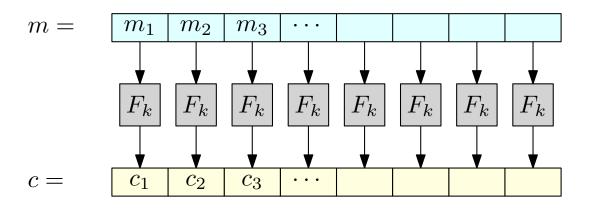
- No ciphertext expansion!
- Is it CPA-secure?

• Is it EAV-secure?

No! Encryption is deterministic! [Dem0]

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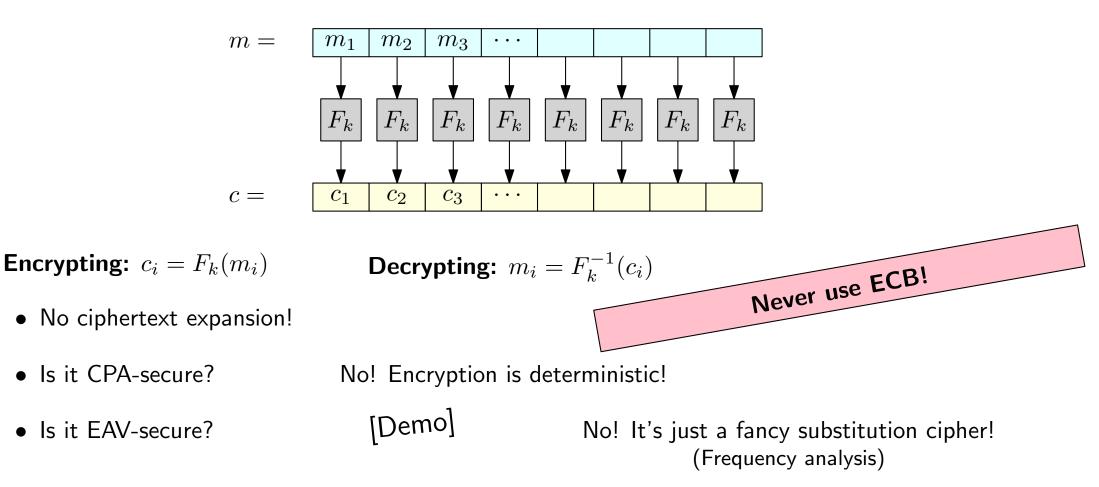
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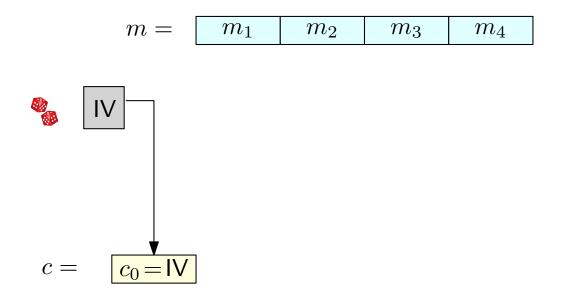
No! Encryption is deterministic!

[Demo]

No! It's just a fancy substitution cipher! (Frequency analysis)

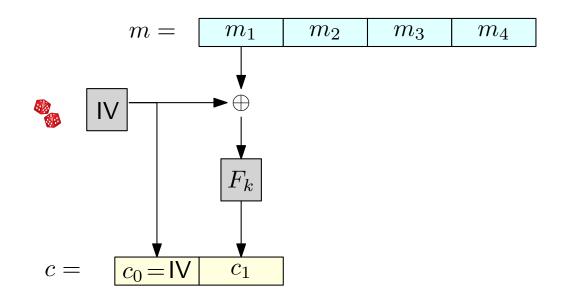
First idea:





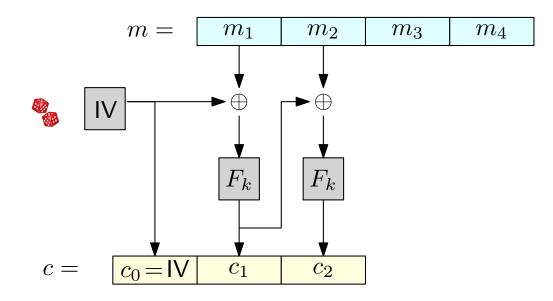
### **Encrypting:**

• A random IV is chosen and sent as the first block  $c_0$  of the ciphertext



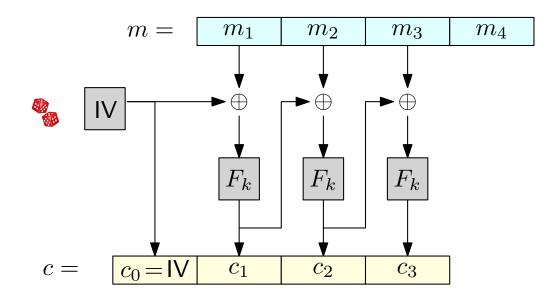
- A random IV is chosen and sent as the first block  $c_0$  of the ciphertext
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$$c_i = F_k(c_{i-1} \oplus m_i)$$



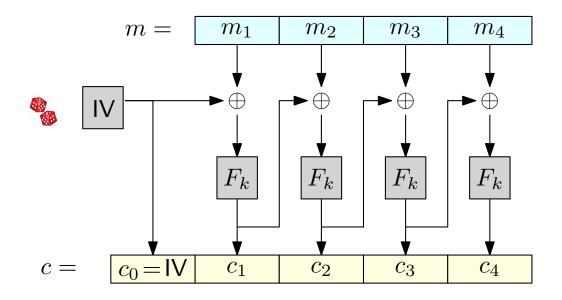
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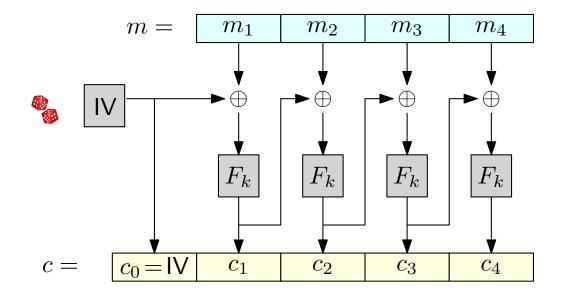
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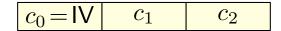
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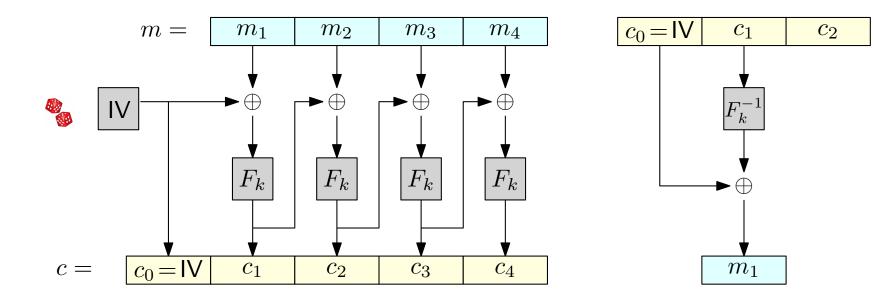
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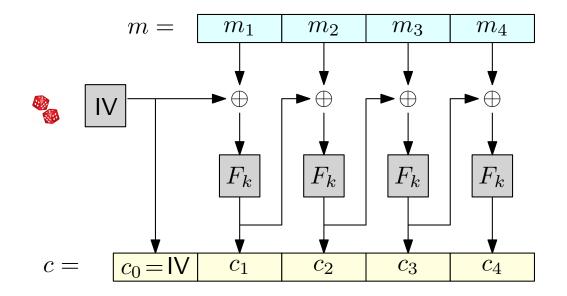
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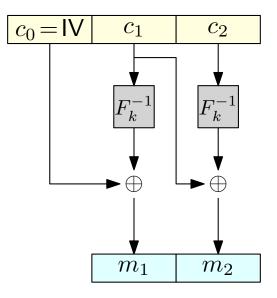




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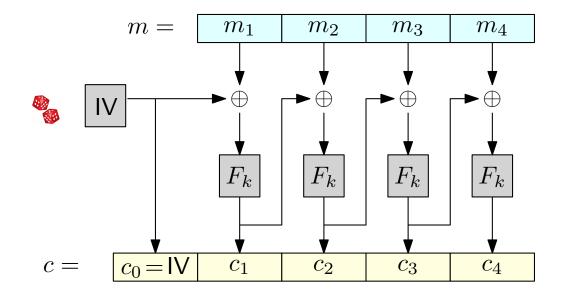
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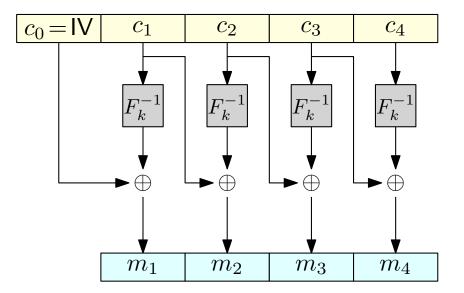




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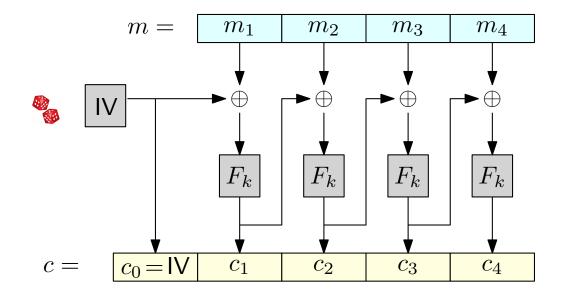
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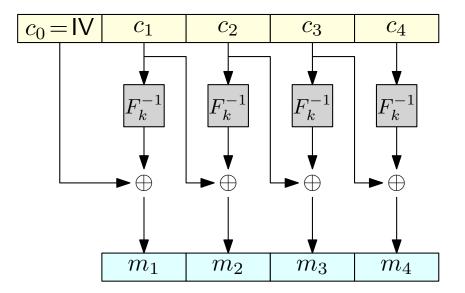




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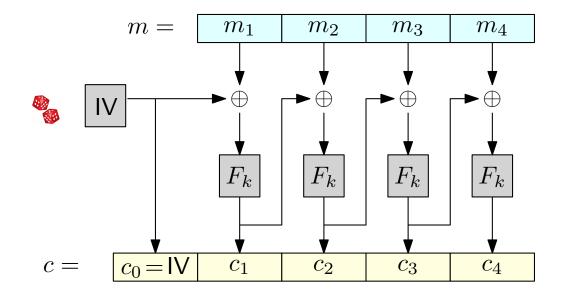


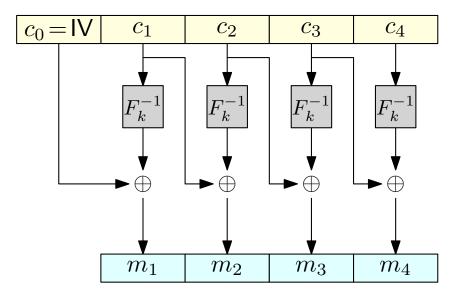


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(but decryption can be done in parallel)

Is CBC mode CPA secure?

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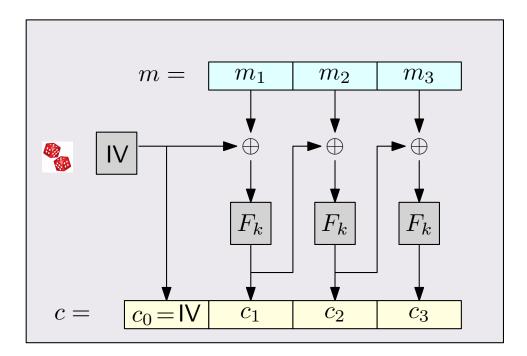


\*But, depending on the implementation, it might be vulnerable to some subtle attacks (not really a fault of the encryption scheme, but something to be aware of)

### Chained CBC mode

There is a stateful variant of CBC called **chained CBC** that handles multiple messages as follows:

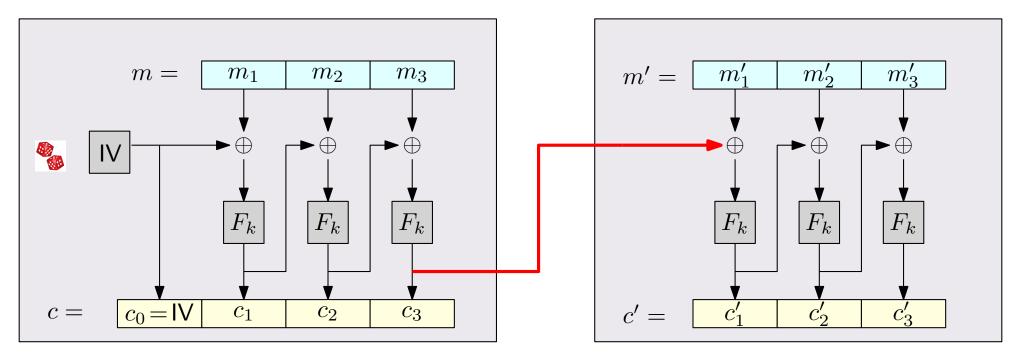
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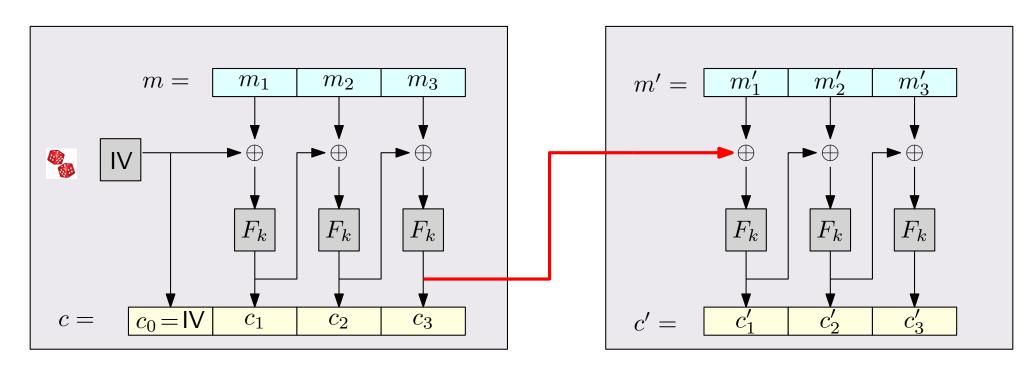


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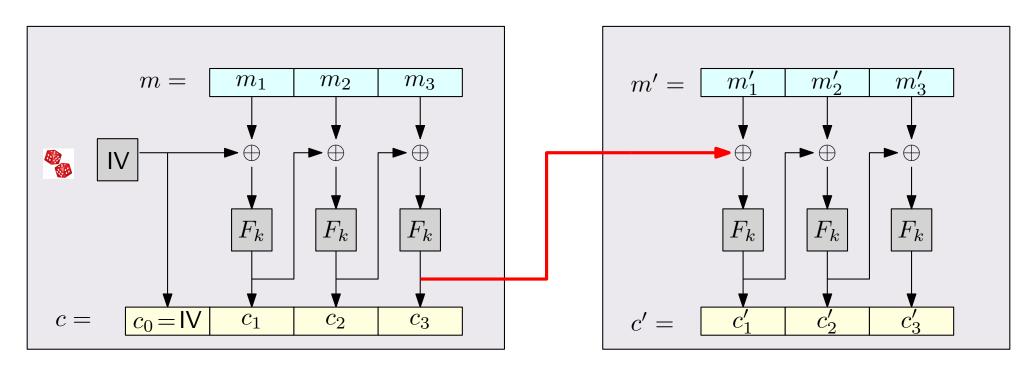
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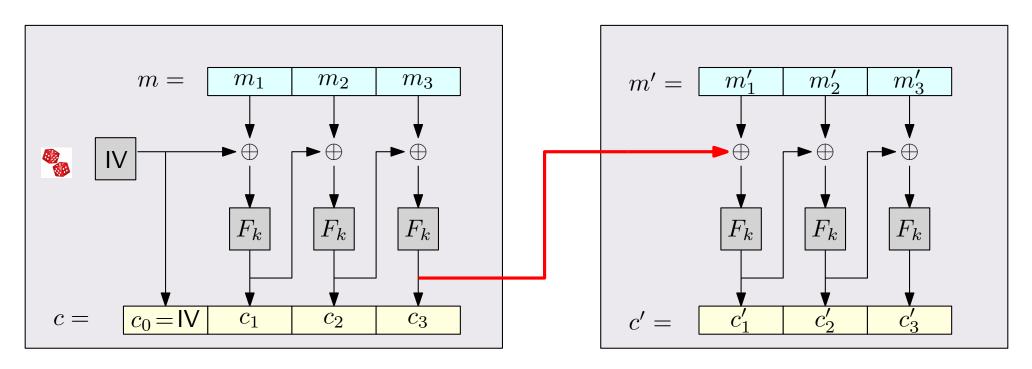




Is chained CBC mode CPA-secure?

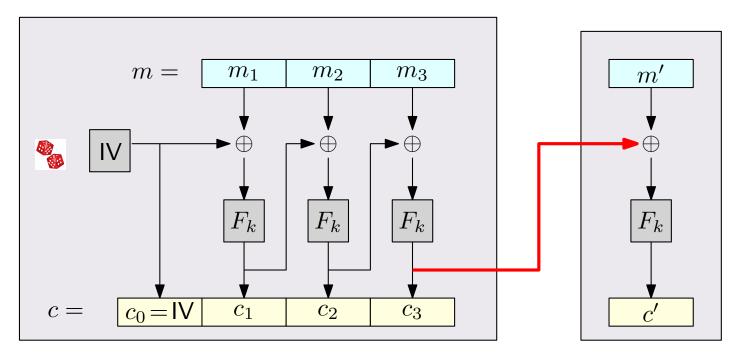


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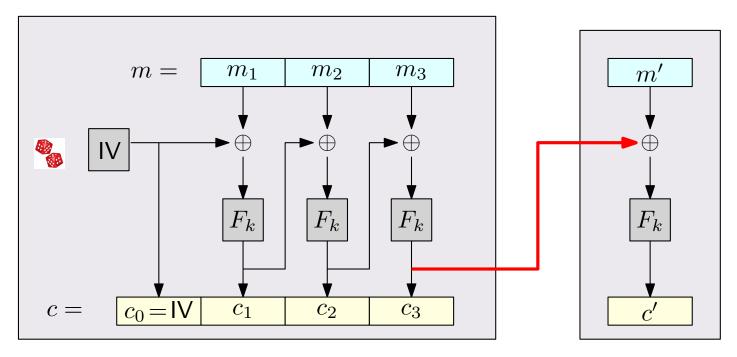


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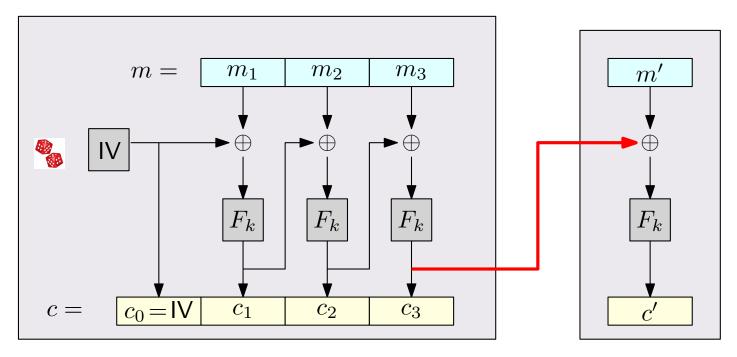
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Suppose that the adversary observes c and knows that  $m_1$  is either x or y (e.g., x = ATTACK! and y = RETREAT)



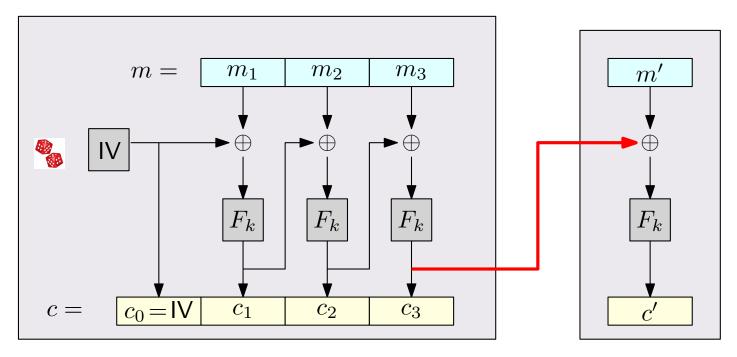
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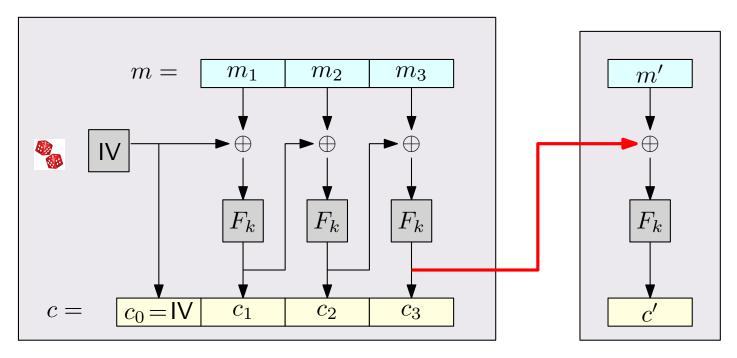
The adversary convinces Alice to encrypt  $m' = c_0 \oplus x \oplus c_3$ 

If  $m_1 = x$  then  $c' = F_k(c_3 \oplus m')$ 



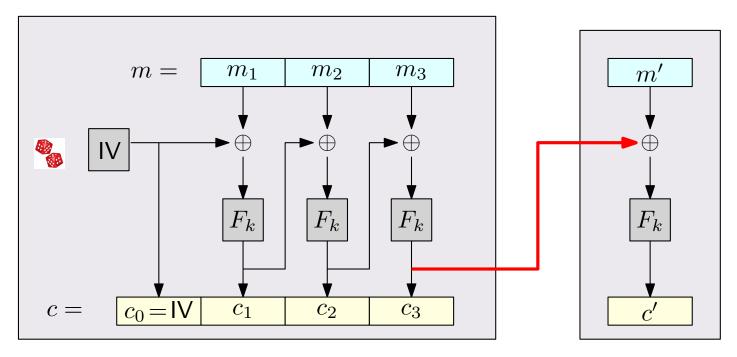
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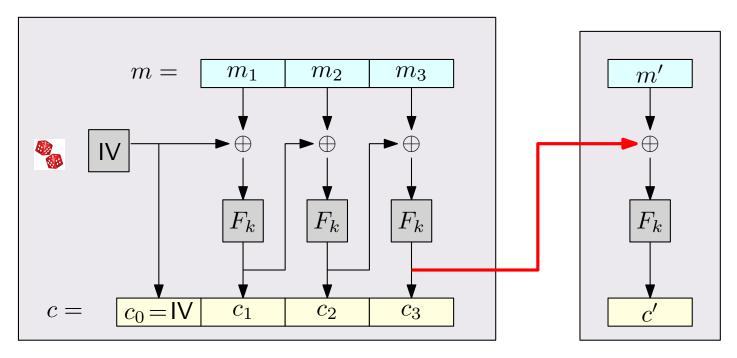
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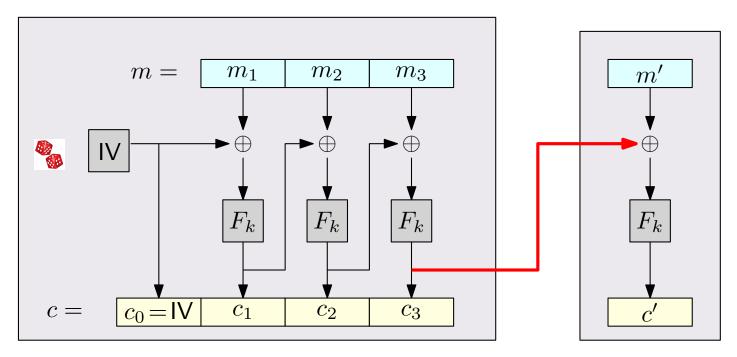
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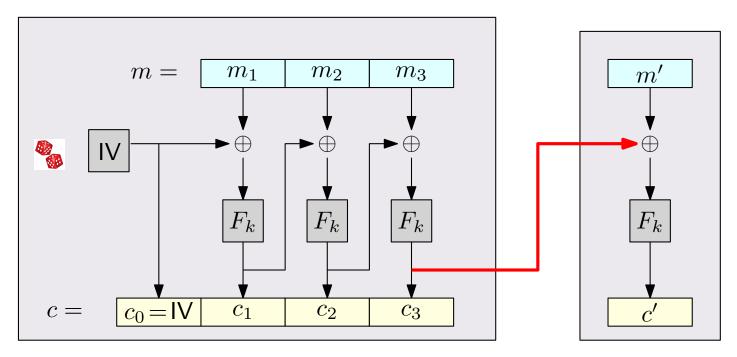


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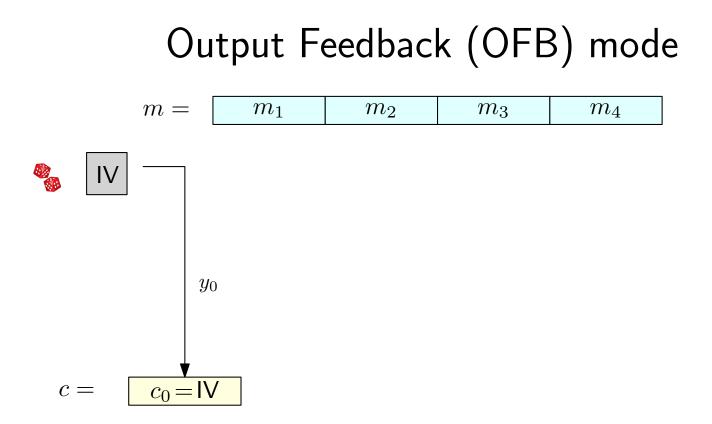


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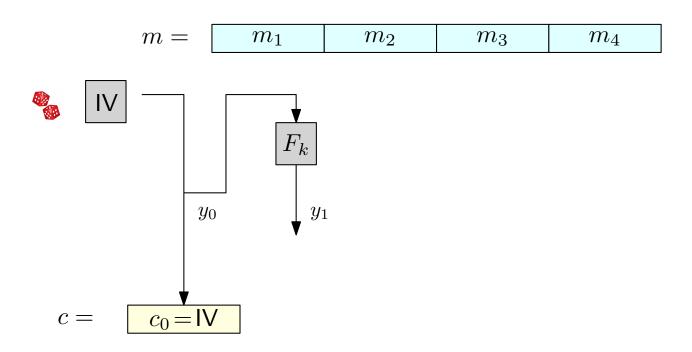
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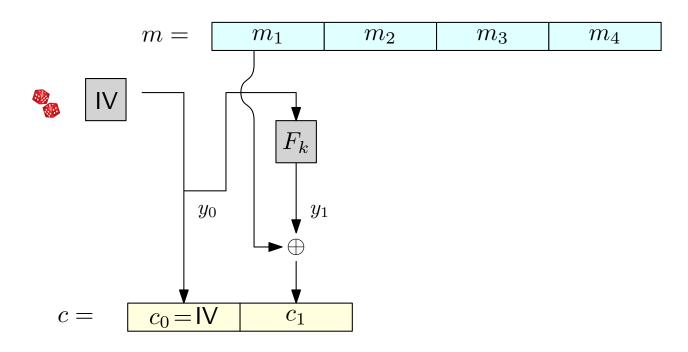


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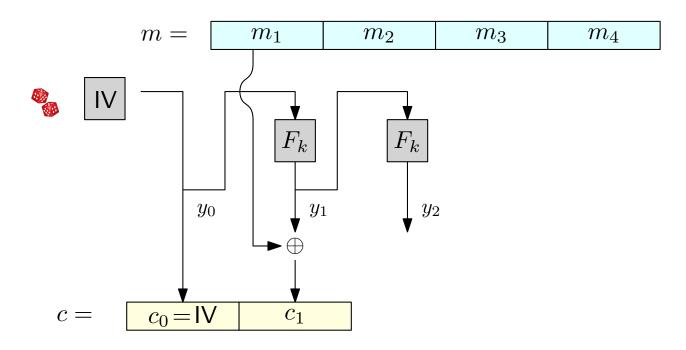
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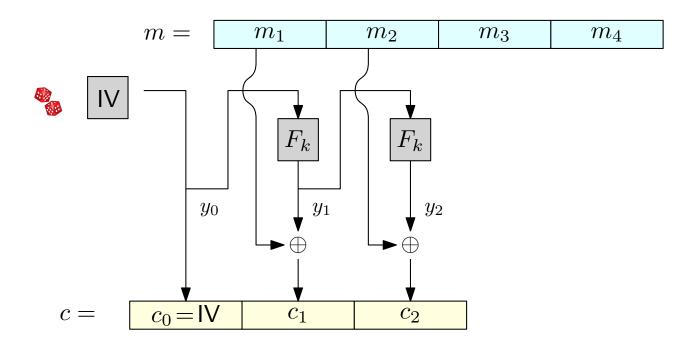
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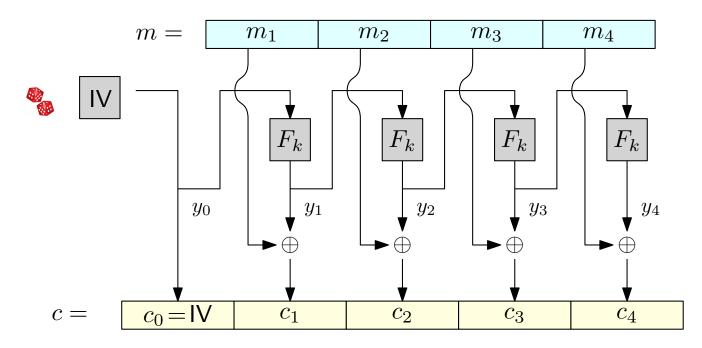
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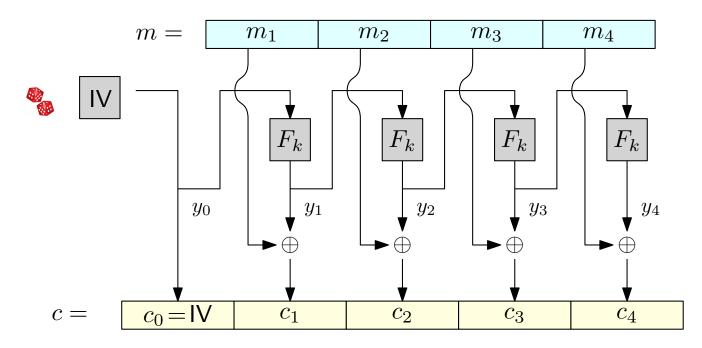
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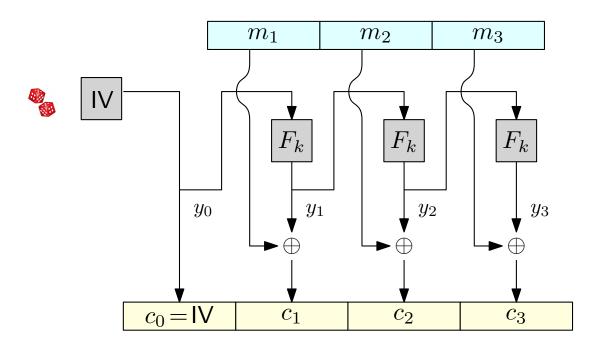
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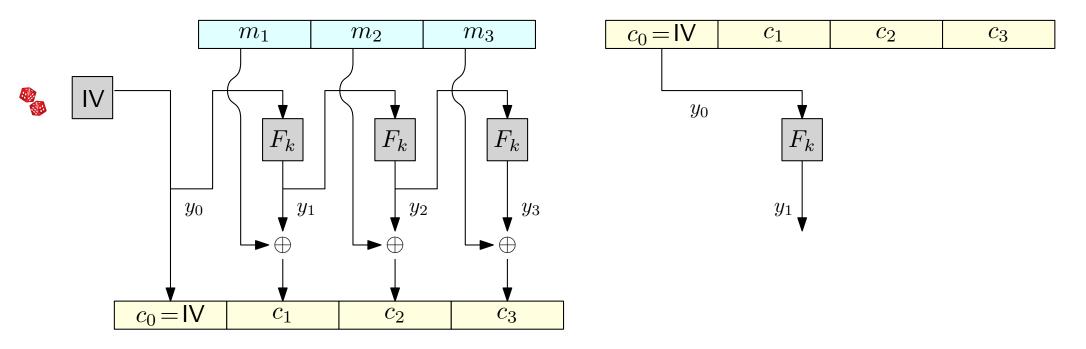
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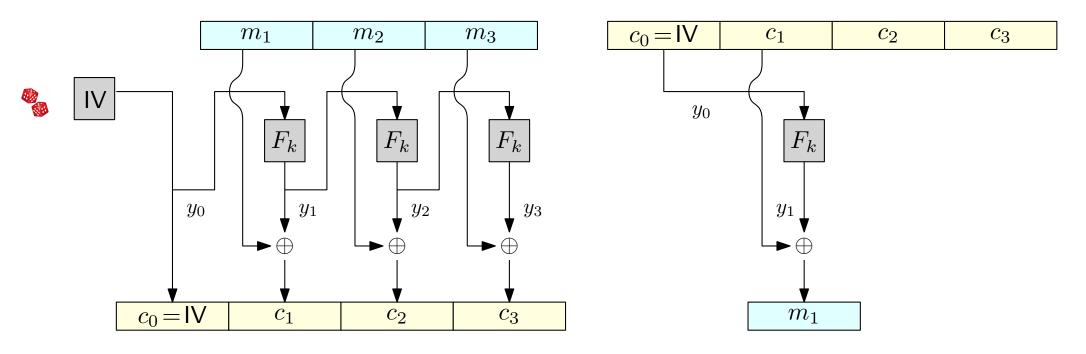
Can be thought of as a stream cipher (generate  $y_1, y_2, \ldots$  and XOR it with the message)



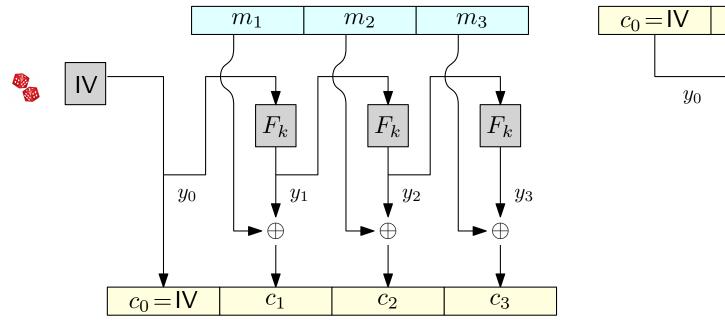
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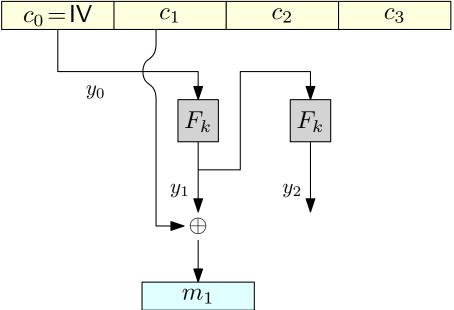
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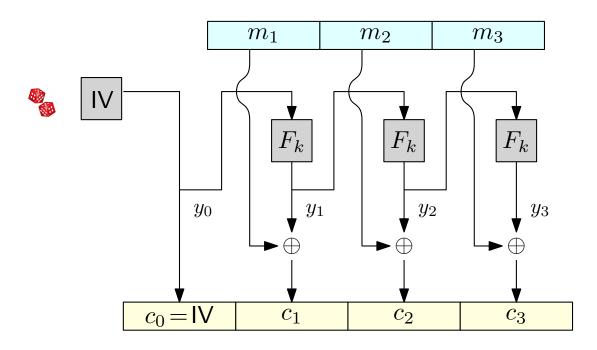


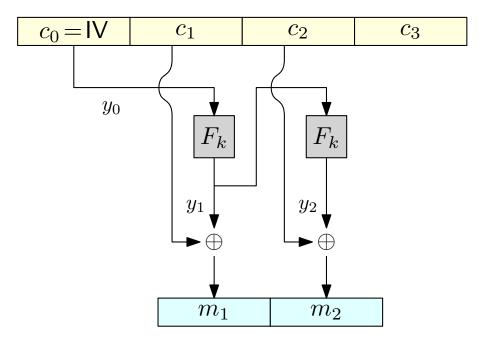
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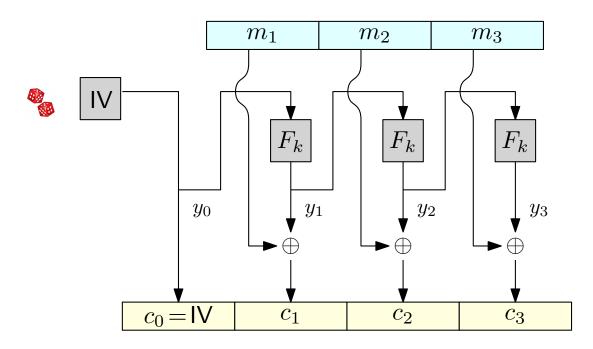
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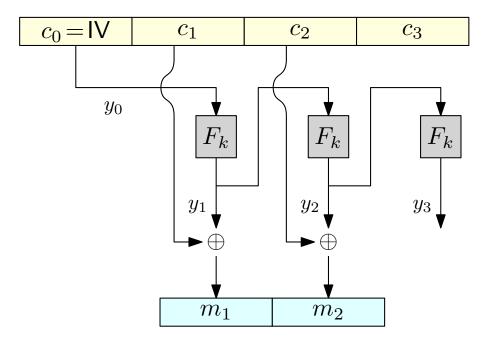




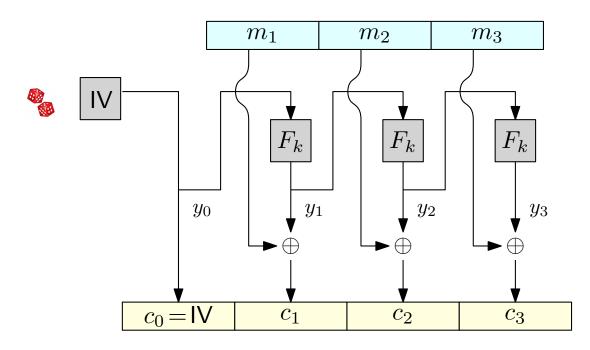


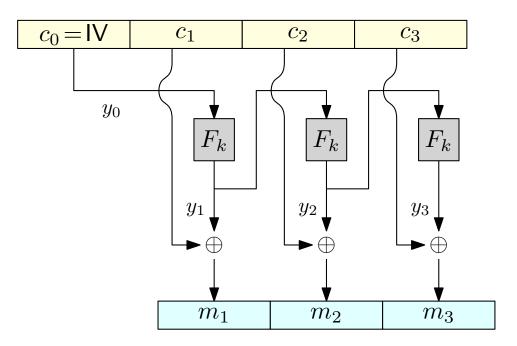
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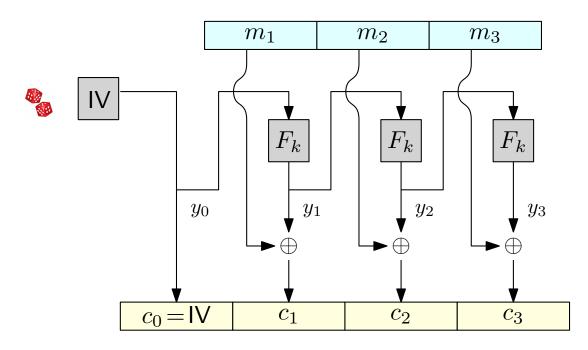


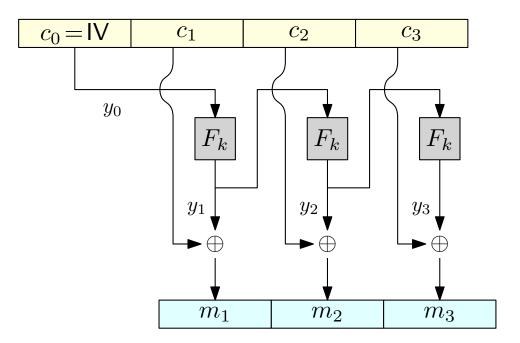
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#### Decrypting:

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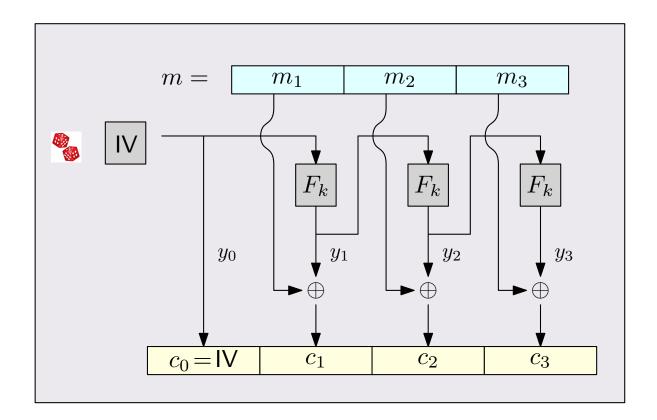
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Is OFB mode CPA-secure?

**Theorem:** If F is a pseudorandom function, then OFB mode is CPA-secure.

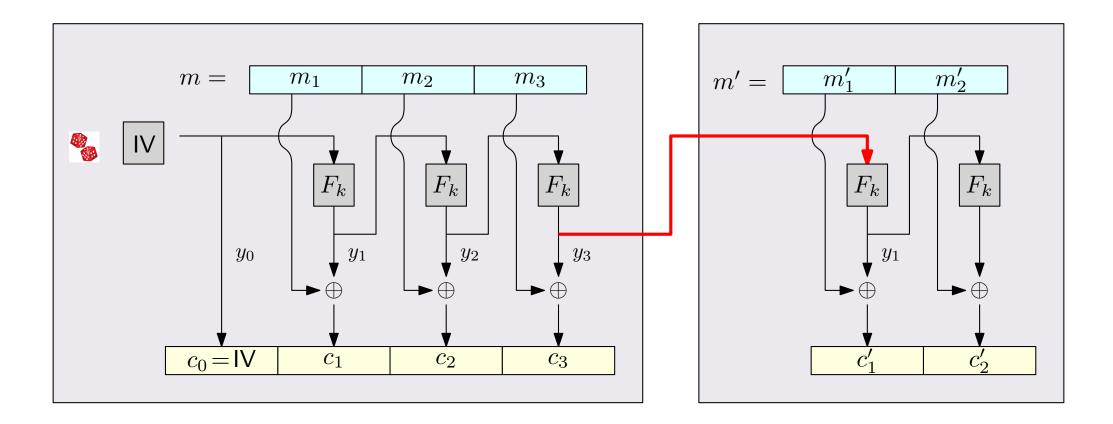
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The stateful variant of OFB (the final value  $y_i$  is used in place of  $y_0$  when the next message needs to be encrypted) is also **CPA-secure** 



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Can be viewed as a stream cipher

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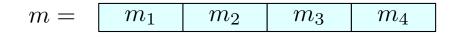
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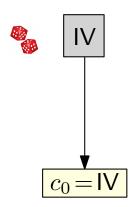
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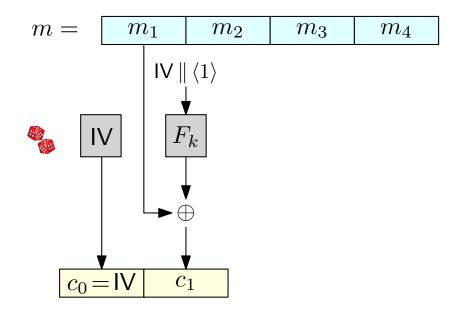


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Can be viewed as a stream cipher

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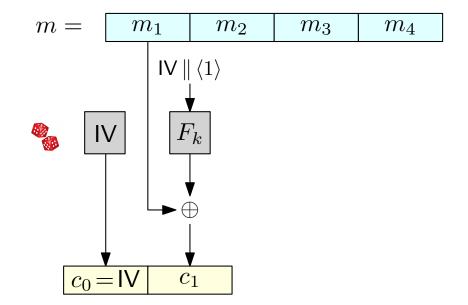


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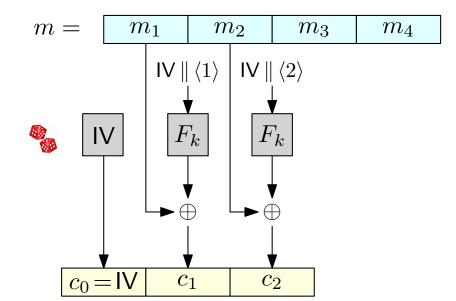


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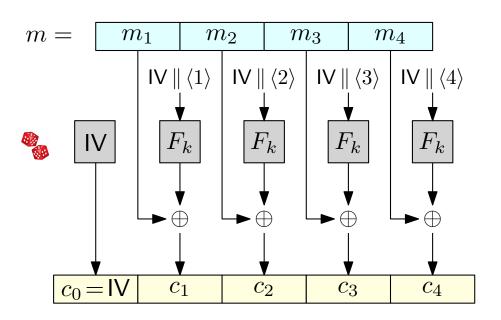
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### **Decrypting:**

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Is CTR mode CPA-secure?

**Theorem:** If F is a pseudorandom function, then CTR mode is CPA-secure.

• Remains secure even if IVs are not chosen u.a.r., in fact it suffices that IVs never repeat

 $\mathsf{IV} = 00...000, 00...001, 00...010, 00...011, ...$