

# Symmetric Cryptography (Through the 1980s or so...) 

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## To prepare for this lecture...

- https://www.youtube.com/watch?v=JiQz58Y67To


Someone... was beaming powerful wireless pulses into the theatre and they were strong enough to interfere with the projector's electric arc discharge lamp. Mentally decoding the missive, [Fleming's assistant Arthur] Blok realised it was spelling one facetious word, over and over: "Rats". A glance at the output of the nearby Morse printer confirmed this. The incoming Morse then got more personal, mocking Marconi: "There was a young fellow of Italy, who diddled the public quite prettily," it trilled. Further rude epithets - apposite lines from Shakespeare - followed.

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Internet in a nutshell...

You want to connect two machines (desktops, laptops, mobile devices, routers, embedded devices, ...)


## A "hop"

## A "hop"

## (even Ethernet is broadcast)

## sulu

## A "subnet"

## sulu

kirk
chekov

## A "subnet"

## ARP = Address Resolution Protocol

## A network with routers

## sulu

kirk spock chekov

## scotty

## More terminology

- IP = Internet protocol
- Forwarding, or "routing"
- How packets get across the network
- Interface
- WiFi, cellular, ...
- Path (or "route"), reverse path


## IP address

- IPv4 is 32-bits, broken into 4 bytes
- 192.168.7.8
- 64.106.46.20
- 8.8.8.8
- IPv6 is 128 bits
- 2001:0db8:85a3:0000:0000:8a2e:0370:7334


## CIDR

- Classless InterDomain Routing
- /27 has a net mask of 255.255.255.224



## A connection

- For now, just know TCP, UDP, and ICMP
- Stream sockets vs. datagrams
- TCP and UDP have "ports"
- Port helps identify a process for incoming packets
- Open port == "listening"
- Three-way handshake


## Process?

Separated by virtual memory, access system resources via system calls.


## Almost there...

- DNS for resolving hostnames to IPs
- breakpointingbad.com becomes 149.28.240.117
- BGP to scale to the size of the Internet
- Path vector protocol
- HTTP as another example of an application layer protocol

Internet in Ecuador...



## OSI model

- 1. Physical
- 2. Link
- 3. Network
- 4. Transport
- 5. Session
- 6. Presentation
- 7. Application



## Why do we need crypto?

- Potential adversaries at every hop
- Confidentiality of messages
- (Crypto doesn't hide the message's existence, that's steganography)
- Integrity of messages
- If a bit gets changed in transit, we'd like to know
- Authenticity
- Who actually sent the message?


## Other properties we might like (preview)...

- Key exchange
- Non-repudiation
- Forward secrecy
- Off-the-record
- Malleability, plausible deniability
- Future secrecy


## Overview

- Symmetric encryption
- Assumes two parties wishing to communicate already have a shared secret
- Asymmetric encryption
- Makes different assumptions (e.g., that everybody knows the public key or that the eavesdropper is passive)
- Quantum computers break current algorithms that are used in practice
- Secure hash functions and message authentication


## Symmetric Crypto

- Confidentiality
- Integrity
- Availability
- Authentication
- Non-repudiation
- A way to distribute the shared secret keys

(Plaintext)
Hello World!
(ciphertext)


## \#\%giuyrwkmn,s:\{?

## Encryption

## Decryption


(Shared Secret Key)
Source: Wikipedia

## Terminology

- Plaintext - before encryption, easy to read
- Ciphertext - after encryption, hopefully indecipherable without the key
- Key - the shared secret, typically just bits that were generated with a high entropy process


## Review on your own...

- Caesar Cipher
- Vigenere Cipher and related attacks


## Modern symmetric crypto

- Mostly:
- Substitution
- Permutation
- XOR


## Substitution



## Permutation

| ABCD | ABDC | ACBD | ACDB | ADBC | ADCB |
| :--- | :--- | :--- | :--- | :--- | :--- |
| BACD | BADC | BCAD | BCDA | BDAC | BDCA |
| CABD | CADB | CBAD | CBDA | CDAB | CDBA |
| DABC | DACB | DBAC | DBCA | DCAB | DCBA |

Bitwise XOR

$$
\begin{array}{r}
00101010_{\mathrm{b}} \\
\oplus 10000110_{\mathrm{b}} \\
=10101100_{\mathrm{b}}
\end{array}
$$

## 2000+ years of history...



## Symmetric encryption over time

- Handwritten notes, etc. for centuries
- Typically the algorithm was secret
- 1883 ... Kerckhoff's rules
- Now we know the key should be the only secret
- 1975 ... DES
- Efficient in hardware, not in software
- 2001 ... AES
- Efficient in software, and lots of different kinds of hardware


## William and Elizabeth Friedman

- Met while analyzing Shakespeare ciphers at Riverbank Laboratories ("William Friedman wrote Shakespeare's plays")
- Elizabeth solved ciphers of alcohol and drug smugglers, then German ambassadors in South America (three enigma machines)
- William led a team that solved PURPLE, conceived CryptoAG scheme



https://en.wikipedia.org/wiki/Enigma_machine\#/media/File:Enigma_(crittografia)_-_Museo_scienza_e_tecnologia_Milano.jpg


## Zodiac cipher

$M J Y \wedge U I X A D T \perp N Q Y D O Q$
$\square+\infty G D \Delta K I-O \infty \Delta$ O
$R N \perp I Y E \perp O A D G B T Q S$ G
LO／P白B的
$Z>90 V W I O+1 L \theta 1 \Lambda R O H$
$P$ PMARU\＆GLONVEKHTE
Я I I J $\times$ O $\triangle L M M J N A O Z \phi$

$$
\begin{aligned}
& \text { a○T•Ruつ }
\end{aligned}
$$

$$
\begin{aligned}
& H X F B \times \Delta X X A D O A L X X O
\end{aligned}
$$

## Bitwise XOR as a cipher itself

- Typically used by malware, 8 or 32 bits
- WEP attack uses these properties
- (B xor K) xor $K=B$
- (A xor K) xor (B xor K) = A xor B
- $(0$ xor $K)=K$
- $(\mathrm{K}$ xor K$)=0$
- Frequency analysis or brute force


## One-time pad

- E.g., an XOR cipher or Caesar cipher where the key has good randomness and is as long as the plaintext
- And never gets reused
- Most codes made by the NSA through the 1980s were one-time pads
- What if it's not practical to share enough key material beforehand, e.g., on the Internet?

1977 - DES (16 rounds, 64-bit blocks, 56-bit key)


## DES S-boxes

- 6 bits becomes 4 bits
- Somewhat arbitrary
- IBM proposed some, NSA replaced with others



## Importance of substitution

- XOR and permutation are linear functions
- Solve for the key given plaintext and ciphertext?
- Bit differences in inputs are not changed at all by permuting bits
- XOR also preserves differences in bits


## Different approaches (preview)

- DES simply tried to thwart these two specific types of attack (linear and differential) by carefully choosing the S boxes and letting them destroy information about the input (okay because of Feistel structure)
- AES is going to do something a lot more clever, that is invertible (no need for the Feistel structure, so fewer rounds) but still thwarts linear and differential cryptanalysis.


## Cryptography Engineering by Ferguson et al.

## CRYPTOGRAPHY ENGINEERING

Design
Principles
and Practical
Applications

## Preparation for next lecture...

You have 12 coins, one is counterfeit. The counterfeit is either slightly heavier or slightly lighter, otherwise it's impossible to tell. You have a balance. Using the balance the fewest number of times, find the counterfeit coin.


## Acknowledgments

- Many of the above images are from Wikipedia

