

Examples of symmetric primitives

D. J. Bernstein

	message len	tweak	key	encrypts	authenticates
Permutation	fixed	no	no	—	—
Compression function	fixed	yes	no	—	—
Block cipher	fixed	no	yes	yes	—
Tweakable block cipher	fixed	yes	yes	yes	—
Hash function	variable	no	no	—	—
MAC (without nonce)	variable	no	yes	no	yes
MAC (using nonce)	variable	yes	yes	no	yes
Stream cipher	variable	yes	yes	yes	no
Authenticated cipher	variable	yes	yes	yes	yes

Types of symmetric primitives

Schneier

	message len	tweak	key	encrypts	authenticates
stream cipher	fixed	no	no	—	—
compression function	fixed	yes	no	—	—
block cipher	fixed	no	yes	yes	—
variable block cipher	fixed	yes	yes	yes	—
hash function	variable	no	no	—	—
(without nonce)	variable	no	yes	no	yes
(using nonce)	variable	yes	yes	no	yes
MAC cipher	variable	yes	yes	yes	no
authenticated cipher	variable	yes	yes	yes	yes

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1994 W

a tiny er

```
void enc
```

```
{
```

```
    uint32
```

```
    uint32
```

```
    for (i
```

```
        c +=
```

```
        x +=
```

```
        y +=
```

```
    }
```

```
    b[0] =
```

```
}
```

metric primitives

	message len	tweak	key	encrypts	authenticates
	fixed	no	no	—	—
tion	fixed	yes	no	—	—
	fixed	no	yes	yes	—
cipher	fixed	yes	yes	yes	—
	variable	no	no	—	—
once)	variable	no	yes	no	yes
e)	variable	yes	yes	no	yes
	variable	yes	yes	yes	no
pher	variable	yes	yes	yes	yes

1994 Wheeler–Needham
a tiny encryption algorithm

```

void encrypt(uint32_t *b)
{
    uint32_t x = b[0];
    uint32_t r, c = 0;
    for (r = 0; r < 2; r++)
        c += 0x9e3779b9;
    x += y+c ^ (x << 13);
    y += x+c ^ (y << 17);
    x += y+c ^ (x << 5);
    y += x+c ^ (y << 9);
}
b[0] = x; b[1] = y;
}

```

primitives

message len	tweak	key	encrypts	authenticates
fixed	no	no	—	—
fixed	yes	no	—	—
fixed	no	yes	yes	—
fixed	yes	yes	yes	—
variable	no	no	—	—
variable	no	yes	no	yes
variable	yes	yes	no	yes
variable	yes	yes	yes	no
variable	yes	yes	yes	yes

1994 Wheeler–Needham “Tiny”
a tiny encryption algorithm”

```
void encrypt(uint32 *b, uint32 *k)
{
    uint32 x = b[0], y = b[1];
    uint32 r, c = 0;
    for (r = 0; r < 32; r += 4)
        c += 0x9e3779b9;
    x += y+c ^ (y<<4)+k[r]
        ^ (y>>5)+k[r+1];
    y += x+c ^ (x<<4)+k[r+2]
        ^ (x>>5)+k[r+3];
}
b[0] = x; b[1] = y;
}
```

tweak	key	encrypts	authenticates
no	no	—	—
yes	no	—	—
no	yes	yes	—
yes	yes	yes	—
no	no	—	—
no	yes	no	yes
yes	yes	no	yes
yes	yes	yes	no
yes	yes	yes	yes

1994 Wheeler–Needham “TEA,
a tiny encryption algorithm”:

```
void encrypt(uint32 *b, uint32 *k)
{
    uint32 x = b[0], y = b[1];
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                ^ (x>>5)+k[3];
    }
    b[0] = x; b[1] = y;
}
```

	encrypts	authenticates
o	—	—
o	—	—
s	yes	—
s	yes	—
o	—	—
s	no	yes
s	no	yes
s	yes	no
s	yes	yes

2

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    }
    b[0] = x; b[1] = y;
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```

3

uint32:
represent
integer k
+: addit
 $c += d$:
 \wedge : xor; \in
each bit
Lower pr
so spac
 $\ll 4$: mu
(0, 0, 0, 0
 $\gg 5$: div
(b_5, b_6, \dots

2

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    }
    b[0] = x; b[1] = y;
}
```

3

uint32: 32 bits (representing the integer $b_0 + 2b_1 + \dots$)
 $+$: addition mod 2
 $c += d$: same as $c = c + d$
 \wedge : xor; \oplus ; addition mod 2 on each bit separately
 Lower precedence so spacing is not required
 $\ll 4$: multiplication by 16
 $(0, 0, 0, 0, b_0, b_1, \dots)$
 $\gg 5$: division by 32
 $(b_5, b_6, \dots, b_{31}, 0, \dots)$

s	authenticates
—	
—	
—	
—	
—	
yes	
yes	
no	
yes	

2

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    }
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}
```

3

uint32: 32 bits (b_0, b_1, \dots
representing the “unsigned”
integer $b_0 + 2b_1 + \dots + 2^{31}$

+: addition mod 2^{32} .

c += d: same as $c = c + d$.

^: xor; \oplus ; addition of
each bit separately mod 2.

Lower precedence than + in
so spacing is not misleading

<<4: multiplication by 16, i.
($0, 0, 0, 0, b_0, b_1, \dots, b_{27}$).

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Sneeder–Needham “TEA,
encryption algorithm”:

```
encrypt(uint32 *b, uint32 *k)
```

```
2 x = b[0], y = b[1];
```

```
2 r, c = 0;
```

```
r = 0; r < 32; r += 1) {
```

```
    c = 0x9e3779b9;
```

```
    y = y + c ^ (y << 4) + k[0]
```

```
        ^ (y >> 5) + k[1];
```

```
    x = x + c ^ (x << 4) + k[2]
```

```
        ^ (x >> 5) + k[3];
```

```
    x, y = y, x;
```

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4
Function

TEA is a
with a 1

edham “TEA,
algorithm”:

```
uint32 *b, uint32 *k)
```

```
], y = b[1];
```

```
0;
```

```
32; r += 1) {
```

```
9b9;
```

```
y<<4)+k[0]
```

```
y>>5)+k[1];
```

```
x<<4)+k[2]
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```
= y;
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Functionality

TEA is a **64-bit block cipher**
with a **128-bit key**.

3

TEA,

:

uint32 *k)

[1];

1) {

]

];

]

];

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TEA is a **64-bit block cipher**
 with a **128-bit key**.

Input: 128-bit key (namely
 $k[0], k[1], k[2], k[3]$);
 64-bit **plaintext** $(b[0], b[1])$.

Output: 64-bit **ciphertext**
 (final $b[0], b[1]$).

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Can efficiently **encrypt**:
 $(\text{key}, \text{plaintext}) \mapsto \text{ciphertext}$.

Can efficiently **decrypt**:
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 $(\text{final } b[0], b[1])$.

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 $(\text{key, plaintext}) \mapsto \text{ciphertext}$.

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5

Wait, ho
 void enc
 {
 uint32
 uint32
 for (
 c +=
 x +=
 y +=
 }
 b[0] =
 }

4

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5

Wait, how can we

```
void encrypt(uint32_t b[2])
{
    uint32_t x = b[0];
    uint32_t y = b[1];
    uint32_t r, c = 0;
    for (r = 0; r < 64; r++)
    {
        c += 0x9e3779b9;
        x += y + c ^ (y >> 8);
        y += x + c ^ (x >> 8);
    }
    b[0] = x; b[1] = y;
}
```

4

Functionality

TEA is a **64-bit block cipher** with a **128-bit key**.

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(final $b[0], b[1]$).

Can efficiently **encrypt**:
(key, plaintext) \mapsto ciphertext.

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5

Wait, how can we decrypt?

```
void encrypt(uint32 *b, ui
{
    uint32 x = b[0], y = b[
    uint32 r, c = 0;
    for (r = 0; r < 32; r +=
        c += 0x9e3779b9;
        x += y+c ^ (y<<4)+k[0
            ^ (y>>5)+k[1
        y += x+c ^ (x<<4)+k[2
            ^ (x>>5)+k[3
    }
    b[0] = x; b[1] = y;
}
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Functionality

TEA is a **64-bit block cipher** with a **128-bit key**.

Input: 128-bit key (namely $k[0], k[1], k[2], k[3]$);
64-bit **plaintext** ($b[0], b[1]$).

Output: 64-bit **ciphertext** (final $b[0], b[1]$).

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(key, plaintext) \mapsto ciphertext.

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```
void encrypt(uint32 *b, uint32 *k)
{
    uint32 x = b[0], y = b[1];
    uint32 r, c = 0;
    for (r = 0; r < 32; r += 1) {
        c += 0x9e3779b9;
        x += y + c ^ (y << 4) + k[0]
                ^ (y >> 5) + k[1];
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    }
    b[0] = x; b[1] = y;
}
```

ality

a **64-bit block cipher**
28-bit key.

28-bit key (namely
[1], k[2], k[3]);
plaintext (b[0], b[1]).

64-bit ciphertext
(c[0], c[1]).

efficiently **encrypt**:
plaintext) \mapsto ciphertext.

efficiently **decrypt**:
ciphertext) \mapsto plaintext.

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Wait, how can we decrypt?

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    }
    b[0] = x; b[1] = y;
}
```

6

Answer:

```
void decrypt(uint32 *b, uint32 *k)
{
    uint32 x = b[0], y = b[1];
    uint32 r, c = 0;
    for (r = 0; r < 32; r += 1) {
        y -= x + c ^ (x << 4) + k[2]
                ^ (x >> 5) + k[3];
        x -= y + c ^ (y << 4) + k[0]
                ^ (y >> 5) + k[1];
        c -= 0x9e3779b9;
    }
    b[0] = x; b[1] = y;
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    b[0] = x; b[1] = y;
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```

6

Answer: Each step

```
void decrypt(uint32 *b, uint32 *k)
{
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                ^ (x>>5)+k[3];
    }
    b[0] = x; b[1] = y;
}

```

6

Answer: Each step is invertible

```

void decrypt(uint32 *b, ui
{
    uint32 x = b[0], y = b[1]
    uint32 r, c = 32 * 0x9e3779b9;
    for (r = 0; r < 32; r +=
        y -= x+c ^ (x<<4)+k[2]
                ^ (x>>5)+k[3];
        x -= y+c ^ (y<<4)+k[0]
                ^ (y>>5)+k[1];
        c -= 0x9e3779b9;
    }
    b[0] = x; b[1] = y;
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```

Wait, how can we decrypt?

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}
```

How can we decrypt?

```
void decrypt(uint32 *b, uint32 *k)
```

```
    uint32 x = b[0], y = b[1];
```

```
    uint32 r, c = 0;
```

```
    for (r = 0; r < 32; r += 1) {
```

```
        c -= 0x9e3779b9;
```

```
        y += c ^ (y << 4) + k[0]
```

```
            ^ (y >> 5) + k[1];
```

```
        x += c ^ (x << 4) + k[2]
```

```
            ^ (x >> 5) + k[3];
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    }
    b[0] = x; b[1] = y;
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Answer: Each step is invertible.

```
void decrypt(uint32 *b, uint32 *k)
```

```
{
```

```
    uint32 x = b[0], y = b[1];
```

```
    uint32 r, c = 32 * 0x9e3779b9;
```

```
    for (r = 0; r < 32; r += 1) {
```

```
        y -= x + c ^ (x << 4) + k[2]
```

```
            ^ (x >> 5) + k[3];
```

```
        x -= y + c ^ (y << 4) + k[0]
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        c -= 0x9e3779b9;
```

```
    }
```

```
    b[0] = x; b[1] = y;
```

```
}
```

Generalization

(used in

1973 Feistel

x += fun

y += fun

x += fun

y += fun

...

Decryption

...

y -= fun

x -= fun

y -= fun

x -= fun

6

decrypt?

```
uint32 *b, uint32 *k)
```

```
uint32 x, y = b[1];
```

```
uint32 c =
```

```
for (r = 0; r < 32; r += 1) {
```

```
uint32 r, c = 0x9e3779b9;
```

```
uint32 x = b[0], y = b[1];
```

```
uint32 r, c = 32 * 0x9e3779b9;
```

```
for (r = 0; r < 32; r += 1) {
```

```
uint32 x = b[0], y = b[1];
```

```
uint32 x = b[0], y = b[1];
```

Answer: Each step is invertible.

```
void decrypt(uint32 *b, uint32 *k)
```

```
{
```

```
uint32 x = b[0], y = b[1];
```

```
uint32 r, c = 32 * 0x9e3779b9;
```

```
for (r = 0; r < 32; r += 1) {
```

```
uint32 x = b[0], y = b[1];
```

```
uint32 r, c = 32 * 0x9e3779b9;
```

```
for (r = 0; r < 32; r += 1) {
```

```
uint32 x = b[0], y = b[1];
```

```
uint32 r, c = 32 * 0x9e3779b9;
```

```
uint32 x = b[0], y = b[1];
```

```
uint32 r, c = 32 * 0x9e3779b9;
```

```
uint32 x = b[0], y = b[1];
```

7

Generalization, Feistel

(used in, e.g., “Lu

1973 Feistel–Copp

```
x += function1(y)
```

```
y += function2(x)
```

```
x += function3(y)
```

```
y += function4(x)
```

```
...
```

Decryption, invert

```
...
```

```
y -= function4(x)
```

```
x -= function3(y)
```

```
y -= function2(x)
```

```
x -= function1(y)
```

6

Answer: Each step is invertible.

```

void decrypt(uint32 *b, uint32 *k)
{
    uint32 x = b[0], y = b[1];
    uint32 r, c = 32 * 0x9e3779b9;
    for (r = 0; r < 32; r += 1) {
        y -= x + c ^ (x << 4) + k[2]
                ^ (x >> 5) + k[3];
        x -= y + c ^ (y << 4) + k[0]
                ^ (y >> 5) + k[1];
        c -= 0x9e3779b9;
    }
    b[0] = x; b[1] = y;
}

```

7

Generalization, **Feistel network**
 (used in, e.g., “Lucifer” from
 1973 Feistel–Coppersmith):

```

x += function1(y, k);
y += function2(x, k);
x += function3(y, k);
y += function4(x, k);
...

```

Decryption, inverting each s

```

...
y -= function4(x, k);
x -= function3(y, k);
y -= function2(x, k);
x -= function1(y, k);

```

Answer: Each step is invertible.

```
void decrypt(uint32 *b, uint32 *k)
{
    uint32 x = b[0], y = b[1];
    uint32 r, c = 32 * 0x9e3779b9;
    for (r = 0; r < 32; r += 1) {
        y -= x+c ^ (x<<4)+k[2]
                ^ (x>>5)+k[3];
        x -= y+c ^ (y<<4)+k[0]
                ^ (y>>5)+k[1];
        c -= 0x9e3779b9;
    }
    b[0] = x; b[1] = y;
}
```

Generalization, **Feistel network**

(used in, e.g., “Lucifer” from 1973 Feistel–Coppersmith):

```
x += function1(y,k);
y += function2(x,k);
x += function3(y,k);
y += function4(x,k);
...
```

Decryption, inverting each step:

```
...
y -= function4(x,k);
x -= function3(y,k);
y -= function2(x,k);
x -= function1(y,k);
```

Each step is invertible.

```
crypt(uint32 *b, uint32 *k)
```

```

2 x = b[0], y = b[1];
2 r, c = 32 * 0x9e3779b9;
for (r = 0; r < 32; r += 1) {
    x = x + c ^ (x << 4) + k[2]
        ^ (x >> 5) + k[3];
    y = y + c ^ (y << 4) + k[0]
        ^ (y >> 5) + k[1];
    c = 0x9e3779b9;
}
return x; b[1] = y;

```

Generalization, **Feistel network**

(used in, e.g., “Lucifer” from 1973 Feistel–Coppersmith):

```

x += function1(y, k);
y += function2(x, k);
x += function3(y, k);
y += function4(x, k);
...

```

Decryption, inverting each step:

```

...
y -= function4(x, k);
x -= function3(y, k);
y -= function2(x, k);
x -= function1(y, k);

```

Higher-level

User's message
of 64-bit

7

is invertible.

```
uint32 *b, uint32 *k)
```

```
], y = b[1];
```

```
32 * 0x9e3779b9;
```

```
32; r += 1) {
```

```
x << 4) + k[2]
```

```
x >> 5) + k[3];
```

```
y << 4) + k[0]
```

```
y >> 5) + k[1];
```

```
9b9;
```

```
= y;
```

Generalization, **Feistel network**

(used in, e.g., “Lucifer” from 1973 Feistel–Coppersmith):

```
x += function1(y, k);
```

```
y += function2(x, k);
```

```
x += function3(y, k);
```

```
y += function4(x, k);
```

```
...
```

Decryption, inverting each step:

```
...
```

```
y -= function4(x, k);
```

```
x -= function3(y, k);
```

```
y -= function2(x, k);
```

```
x -= function1(y, k);
```

8

Higher-level function

User’s message is
of 64-bit blocks m

7

ble.

nt32 *k)

1];

3779b9;

1) {

]

];

]

];

Generalization, **Feistel network**

(used in, e.g., “Lucifer” from 1973 Feistel–Coppersmith):

```
x += function1(y,k);
```

```
y += function2(x,k);
```

```
x += function3(y,k);
```

```
y += function4(x,k);
```

```
...
```

Decryption, inverting each step:

```
...
```

```
y -= function4(x,k);
```

```
x -= function3(y,k);
```

```
y -= function2(x,k);
```

```
x -= function1(y,k);
```

8

Higher-level functionality

User’s message is long sequence of 64-bit blocks $m_0, m_1, m_2,$

Generalization, **Feistel network**

(used in, e.g., “Lucifer” from 1973 Feistel–Coppersmith):

```
x += function1(y,k);
y += function2(x,k);
x += function3(y,k);
y += function4(x,k);
...
```

Decryption, inverting each step:

```
...
y -= function4(x,k);
x -= function3(y,k);
y -= function2(x,k);
x -= function1(y,k);
```

Higher-level functionality

User’s message is long sequence of 64-bit blocks m_0, m_1, m_2, \dots

Generalization, **Feistel network**

(used in, e.g., “Lucifer” from 1973 Feistel–Coppersmith):

```
x += function1(y,k);
y += function2(x,k);
x += function3(y,k);
y += function4(x,k);
...
```

Decryption, inverting each step:

```
...
y -= function4(x,k);
x -= function3(y,k);
y -= function2(x,k);
x -= function1(y,k);
```

Higher-level functionality

User’s message is long sequence of 64-bit blocks m_0, m_1, m_2, \dots

TEA-CTR produces ciphertext

$$c_0 = m_0 \oplus \text{TEA}_k(n, 0),$$

$$c_1 = m_1 \oplus \text{TEA}_k(n, 1),$$

$$c_2 = m_2 \oplus \text{TEA}_k(n, 2), \dots$$

using 128-bit key k ,

32-bit **nonce** n ,

32-bit **block counter** $0, 1, 2, \dots$

Generalization, **Feistel network**

(used in, e.g., “Lucifer” from 1973 Feistel–Coppersmith):

```
x += function1(y,k);
y += function2(x,k);
x += function3(y,k);
y += function4(x,k);
...
```

Decryption, inverting each step:

```
...
y -= function4(x,k);
x -= function3(y,k);
y -= function2(x,k);
x -= function1(y,k);
```

Higher-level functionality

User’s message is long sequence of 64-bit blocks m_0, m_1, m_2, \dots

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using 128-bit key k ,

32-bit **nonce** n ,

32-bit **block counter** $0, 1, 2, \dots$

CTR is a **mode of operation**

that converts block cipher TEA

into **stream cipher** TEA-CTR.

ization, **Feistel network**

, e.g., “Lucifer” from
 (Feistel–Coppersmith):

function1(y,k);

function2(x,k);

function3(y,k);

function4(x,k);

ion, inverting each step:

function4(x,k);

function3(y,k);

function2(x,k);

function1(y,k);

Higher-level functionality

User’s message is long sequence
 of 64-bit blocks m_0, m_1, m_2, \dots

TEA-CTR produces ciphertext

$$c_0 = m_0 \oplus \text{TEA}_k(n, 0),$$

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User also

forged/n

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cifer" from
ersmith):

,k);

,k);

,k);

,k);

ing each step:

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Higher-level functionality

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User also wants to
forged/modified ci

8

Higher-level functionality

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CTR is a **mode of operation**

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9

User also wants to recognize forged/modified ciphertexts.

Higher-level functionality

User's message is long sequence of 64-bit blocks m_0, m_1, m_2, \dots

TEA-CTR produces ciphertext

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CTR is a **mode of operation** that converts block cipher TEA into **stream cipher** TEA-CTR.

User also wants to recognize forged/modified ciphertexts.

Usual strategy:

append **authenticator** to the ciphertext $c = (c_0, c_1, c_2, \dots)$.

Higher-level functionality

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append **authenticator** to the ciphertext $c = (c_0, c_1, c_2, \dots)$.

TEA-XCBC-MAC computes

$$a_0 = \text{TEA}_j(c_0),$$

$$a_1 = \text{TEA}_j(c_1 \oplus a_0),$$

$$a_2 = \text{TEA}_j(c_2 \oplus a_1), \dots,$$

$$a_{\ell-1} = \text{TEA}_j(c_{\ell-1} \oplus a_{\ell-2}),$$

$$a_\ell = \text{TEA}_j(i \oplus c_\ell \oplus a_{\ell-1})$$

using 128-bit key j , 64-bit key i .

Authenticator is a_ℓ : i.e.,

transmit $(c_0, c_1, \dots, c_\ell, a_\ell)$.

level functionality

message is long sequence

of blocks m_0, m_1, m_2, \dots

CTR produces ciphertext

$$\oplus \text{TEA}_k(n, 0),$$

$$\oplus \text{TEA}_k(n, 1),$$

$$\oplus \text{TEA}_k(n, 2), \dots$$

8-bit key k ,

nonce n ,

block counter $0, 1, 2, \dots$

a mode of operation

converts block cipher TEA

to stream cipher TEA-CTR.

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Authenticator is a_ℓ : i.e.,

transmit $(c_0, c_1, \dots, c_\ell, a_\ell)$.

Specifying

authentic

320-bit

Specify

uniform

onality

long sequence

m_0, m_1, m_2, \dots

es ciphertext

$(c_0, 0),$

$(c_1, 1),$

$(c_2, 2), \dots$

$k,$

ter 0, 1, 2, \dots

f operation

k cipher TEA

er TEA-CTR.

User also wants to recognize forged/modified ciphertexts.

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transmit $(c_0, c_1, \dots, c_\ell, a_\ell)$.

Specifying TEA-C

authenticated cip

320-bit key (k, j, i)

Specify how this is

uniform random 3

User also wants to recognize forged/modified ciphertexts.

Usual strategy:

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TEA-XCBC-MAC computes

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using 128-bit key j , 64-bit key i .

Authenticator is a_ℓ : i.e.,

transmit $(c_0, c_1, \dots, c_\ell, a_\ell)$.

Specifying TEA-CTR-XCBC
authenticated cipher:

320-bit key (k, j, i) .

Specify how this is chosen:

uniform random 320-bit string

User also wants to recognize forged/modified ciphertexts.

Usual strategy:

append **authenticator** to the ciphertext $c = (c_0, c_1, c_2, \dots)$.

TEA-XCBC-MAC computes

$$a_0 = \text{TEA}_j(c_0),$$

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using 128-bit key j , 64-bit key i .

Authenticator is a_ℓ : i.e.,

transmit $(c_0, c_1, \dots, c_\ell, a_\ell)$.

Specifying TEA-CTR-XCBC-MAC **authenticated cipher**:

320-bit key (k, j, i) .

Specify how this is chosen:

uniform random 320-bit string.

User also wants to recognize forged/modified ciphertexts.

Usual strategy:

append **authenticator** to the ciphertext $c = (c_0, c_1, c_2, \dots)$.

TEA-XCBC-MAC computes

$$a_0 = \text{TEA}_j(c_0),$$

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using 128-bit key j , 64-bit key i .

Authenticator is a_ℓ : i.e.,

transmit $(c_0, c_1, \dots, c_\ell, a_\ell)$.

Specifying TEA-CTR-XCBC-MAC **authenticated cipher**:

320-bit key (k, j, i) .

Specify how this is chosen:

uniform random 320-bit string.

Specify set of messages:

message is sequence of at most 2^{32} 64-bit blocks.

(Can do some extra work to allow sequences of bytes.)

User also wants to recognize forged/modified ciphertexts.

Usual strategy:

append **authenticator** to the ciphertext $c = (c_0, c_1, c_2, \dots)$.

TEA-XCBC-MAC computes

$$a_0 = \text{TEA}_j(c_0),$$

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using 128-bit key j , 64-bit key i .

Authenticator is a_ℓ : i.e.,

transmit $(c_0, c_1, \dots, c_\ell, a_\ell)$.

Specifying TEA-CTR-XCBC-MAC **authenticated cipher**:

320-bit key (k, j, i) .

Specify how this is chosen:

uniform random 320-bit string.

Specify set of messages:

message is sequence of at most 2^{32} 64-bit blocks.

(Can do some extra work to allow sequences of bytes.)

Specify how nonce is chosen:

message number. (Stateless alternative: uniform random.)

o wants to recognize
modified ciphertexts.

strategy:

authenticator to

ciphertext $c = (c_0, c_1, c_2, \dots)$.

CBC-MAC computes

$E_{A_j}(c_0)$,

$E_{A_j}(c_1 \oplus a_0)$,

$E_{A_j}(c_2 \oplus a_1), \dots,$

$E_{A_j}(c_{\ell-1} \oplus a_{\ell-2})$,

$E_{A_j}(i \oplus c_{\ell} \oplus a_{\ell-1})$

8-bit key j , 64-bit key i .

icator is a_{ℓ} : i.e.,

$(c_0, c_1, \dots, c_{\ell}, a_{\ell})$.

Specifying TEA-CTR-XCBC-MAC
authenticated cipher:

320-bit key (k, j, i) .

Specify how this is chosen:

uniform random 320-bit string.

Specify set of messages:

message is sequence of

at most 2^{32} 64-bit blocks.

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alternative: uniform random.)

Is this se

Step 1:

for auth

o recognize
phertexts.

ator to

(c_0, c_1, c_2, \dots) .

computes

a_0),

a_1), \dots ,

$\oplus a_{\ell-2}$),

$\oplus a_{\ell-1}$)

j , 64-bit key i .

ℓ : i.e.,

$\dots, c_\ell, a_\ell)$.

Specifying TEA-CTR-XCBC-MAC
authenticated cipher:

320-bit key (k, j, i) .

Specify how this is chosen:

uniform random 320-bit string.

Specify set of messages:

message is sequence of

at most 2^{32} 64-bit blocks.

(Can do some extra work
to allow sequences of bytes.)

Specify how nonce is chosen:

message number. (Stateless
alternative: uniform random.)

Is this secure?

Step 1: Define security

for authenticated cipher

Specifying TEA-CTR-XCBC-MAC authenticated cipher:

320-bit key (k, j, i) .

Specify how this is chosen:

uniform random 320-bit string.

Specify set of messages:

message is sequence of
at most 2^{32} 64-bit blocks.

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to allow sequences of bytes.)

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message number. (Stateless
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Is this secure?

Step 1: Define security
for authenticated ciphers.

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320-bit key (k, j, i) .

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uniform random 320-bit string.

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Specifying TEA-CTR-XCBC-MAC **authenticated cipher:**

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message number. (Stateless
alternative: uniform random.)

Is this secure?

Step 1: Define security
for authenticated ciphers.

This is not easy to do!

Specifying TEA-CTR-XCBC-MAC authenticated cipher:

320-bit key (k, j, i) .

Specify how this is chosen:
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Specify set of messages:
message is sequence of
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(Can do some extra work
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Specify how nonce is chosen:
message number. (Stateless
alternative: uniform random.)

Is this secure?

Step 1: Define security
for authenticated ciphers.

This is not easy to do!

Useless extreme: “It’s secure
unless you show me the key.”

Too weak. Many ciphers
leak plaintext or allow forgeries
without leaking key.

Specifying TEA-CTR-XCBC-MAC authenticated cipher:

320-bit key (k, j, i) .

Specify how this is chosen:
uniform random 320-bit string.

Specify set of messages:
message is sequence of
at most 2^{32} 64-bit blocks.
(Can do some extra work
to allow sequences of bytes.)

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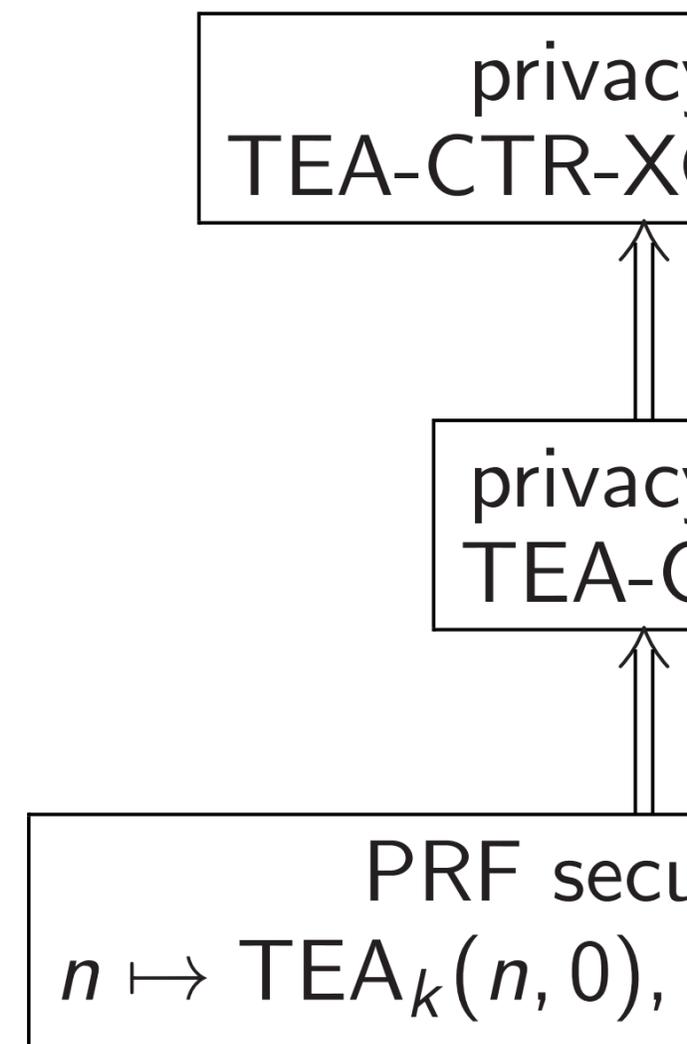
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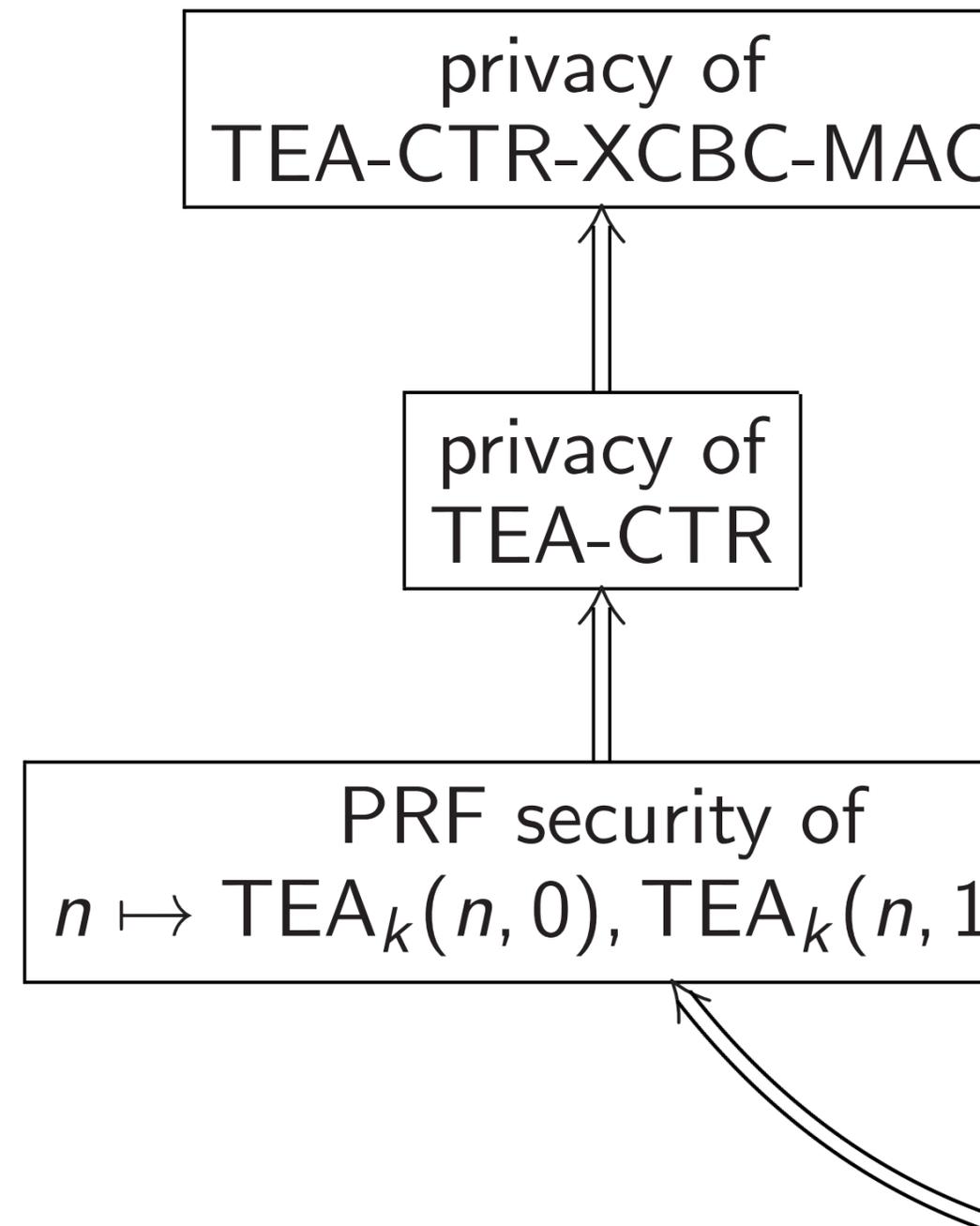
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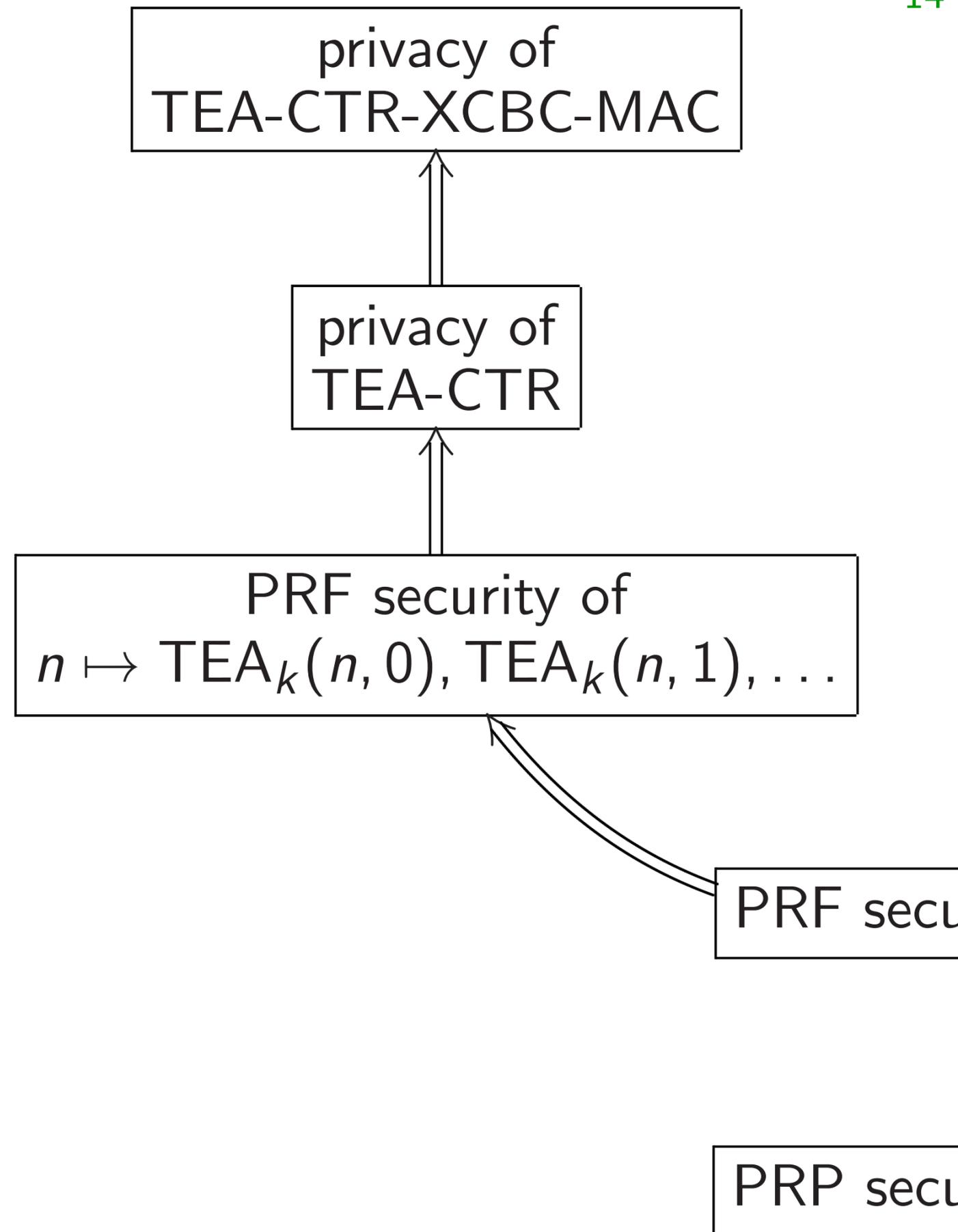
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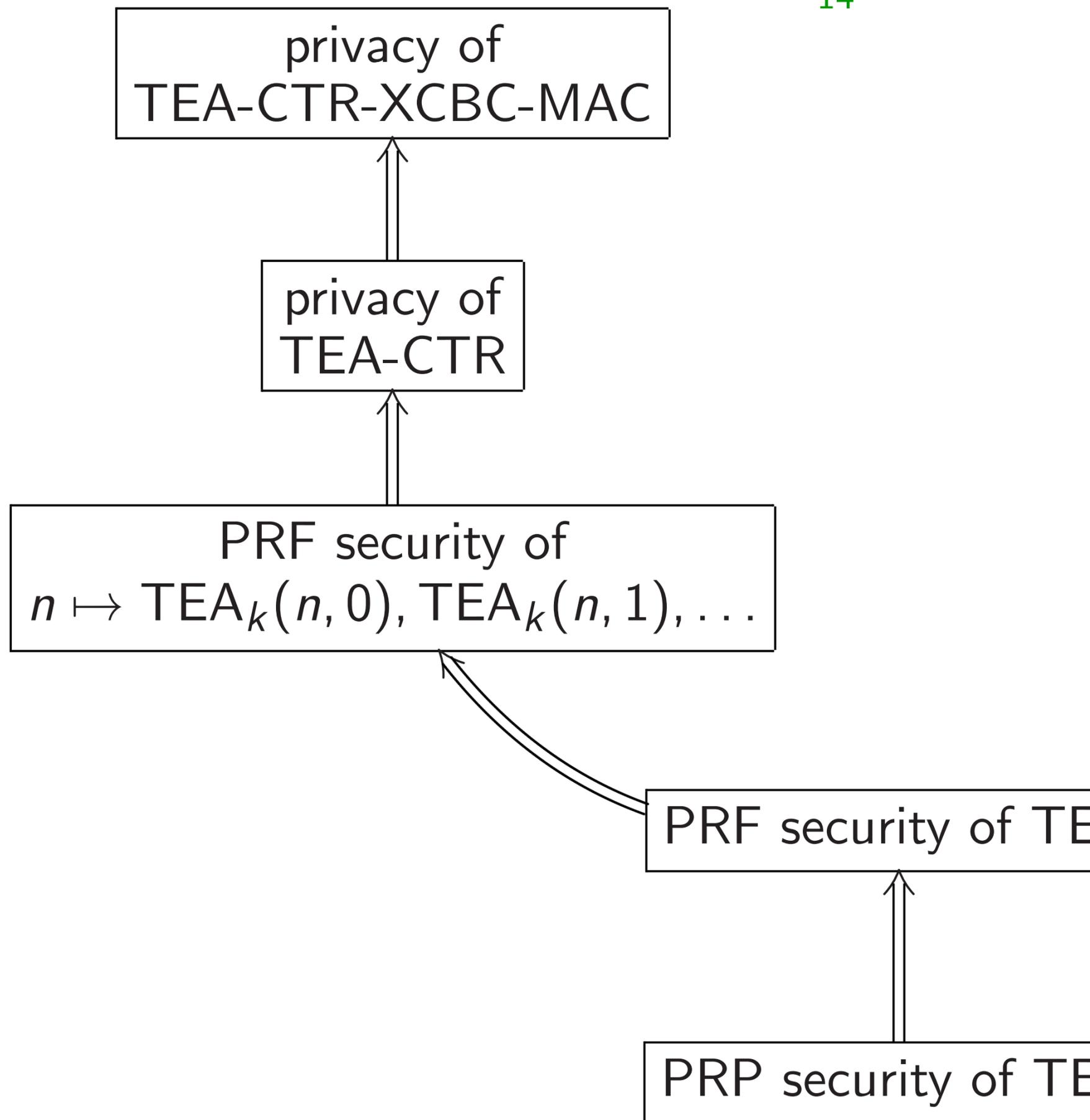
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impler properties.

PRF security of
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 $A_k(b)$.

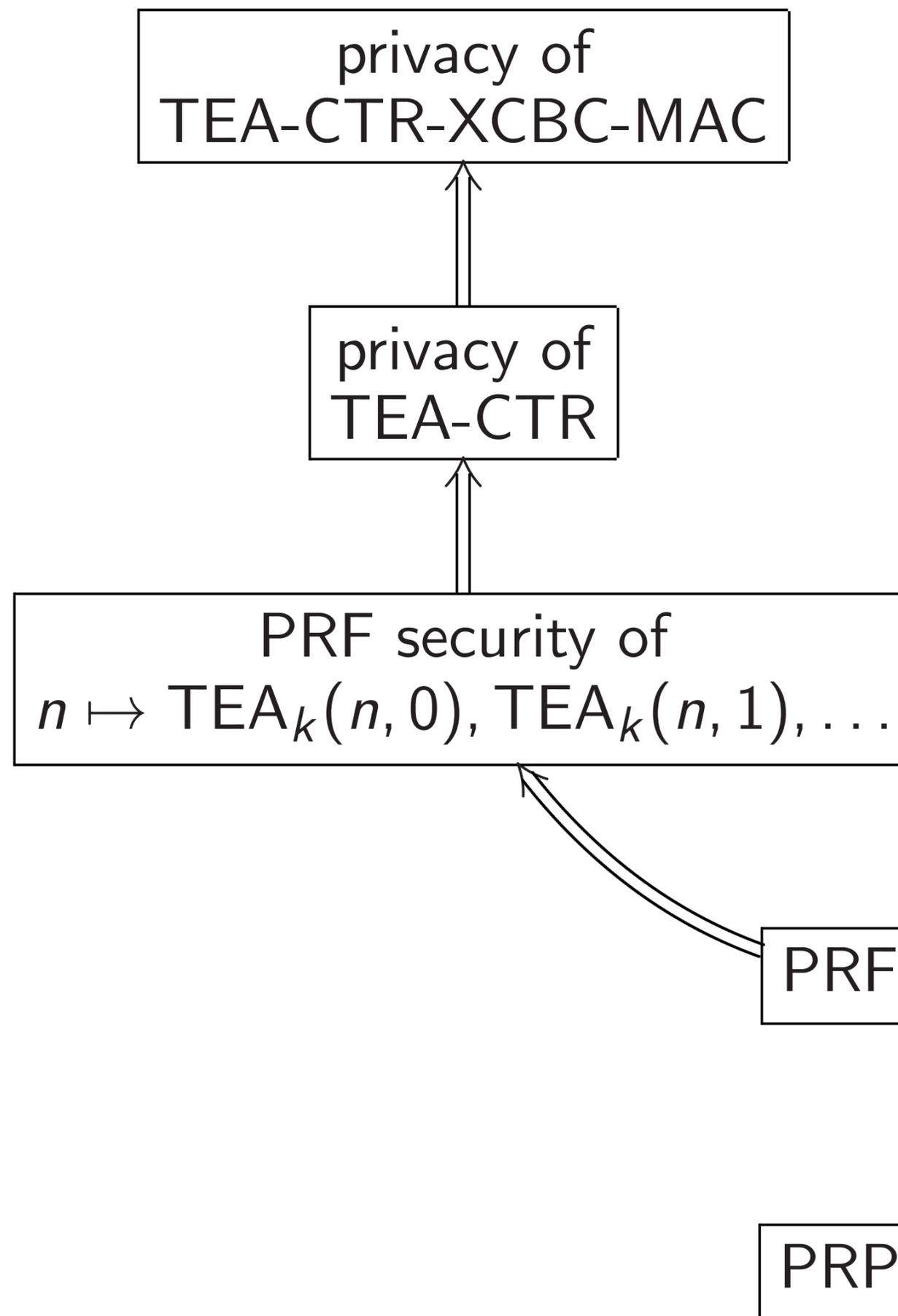
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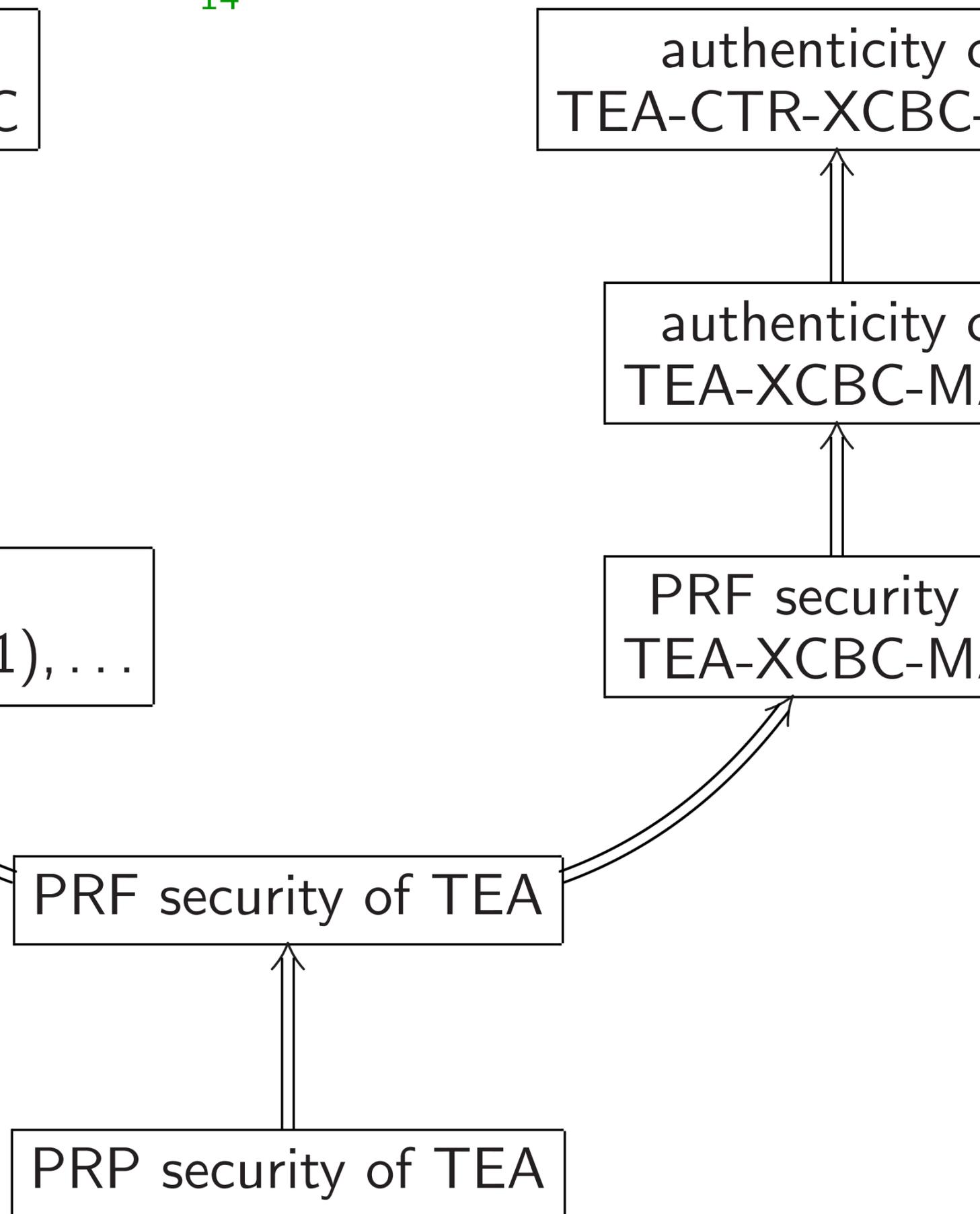
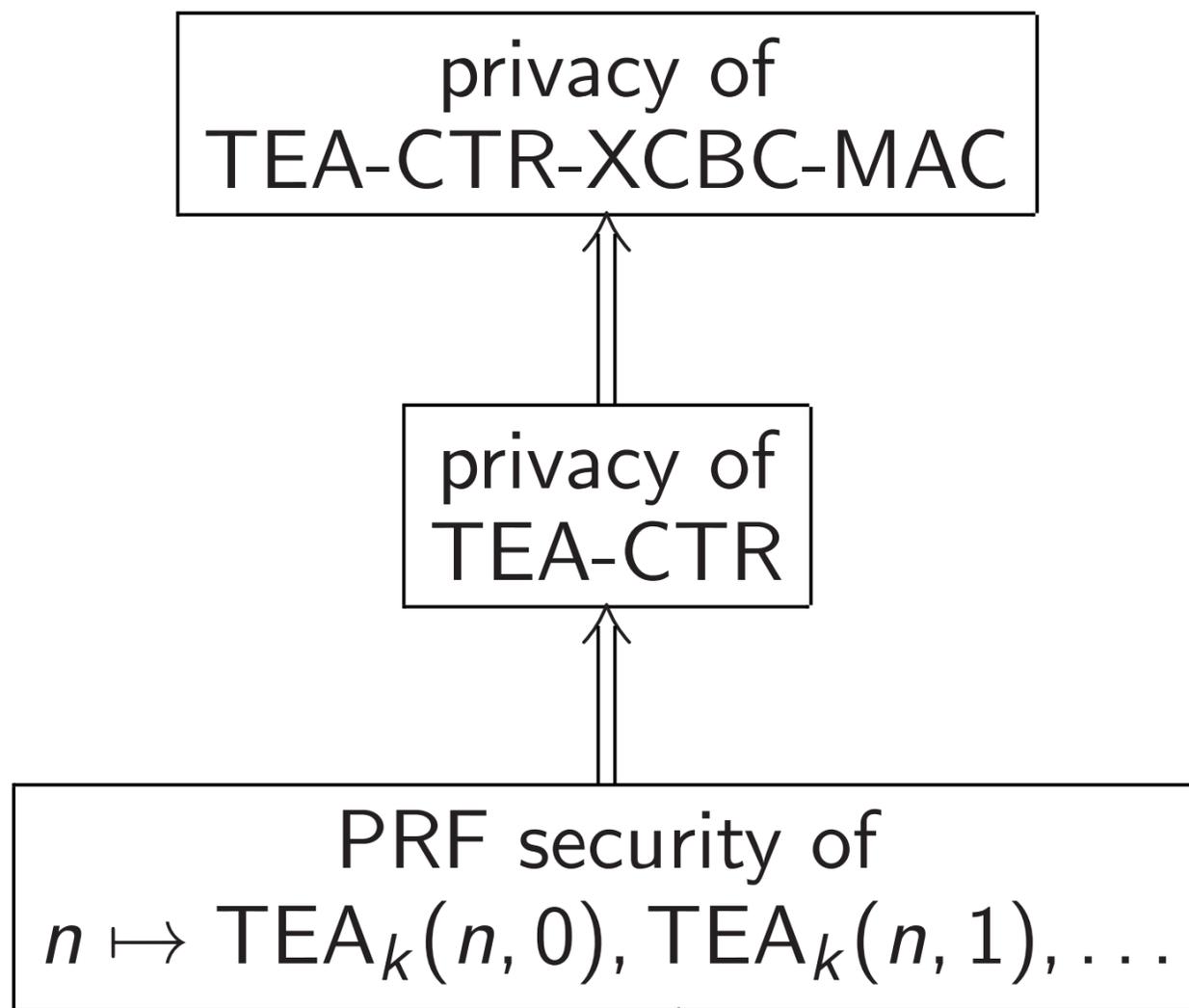
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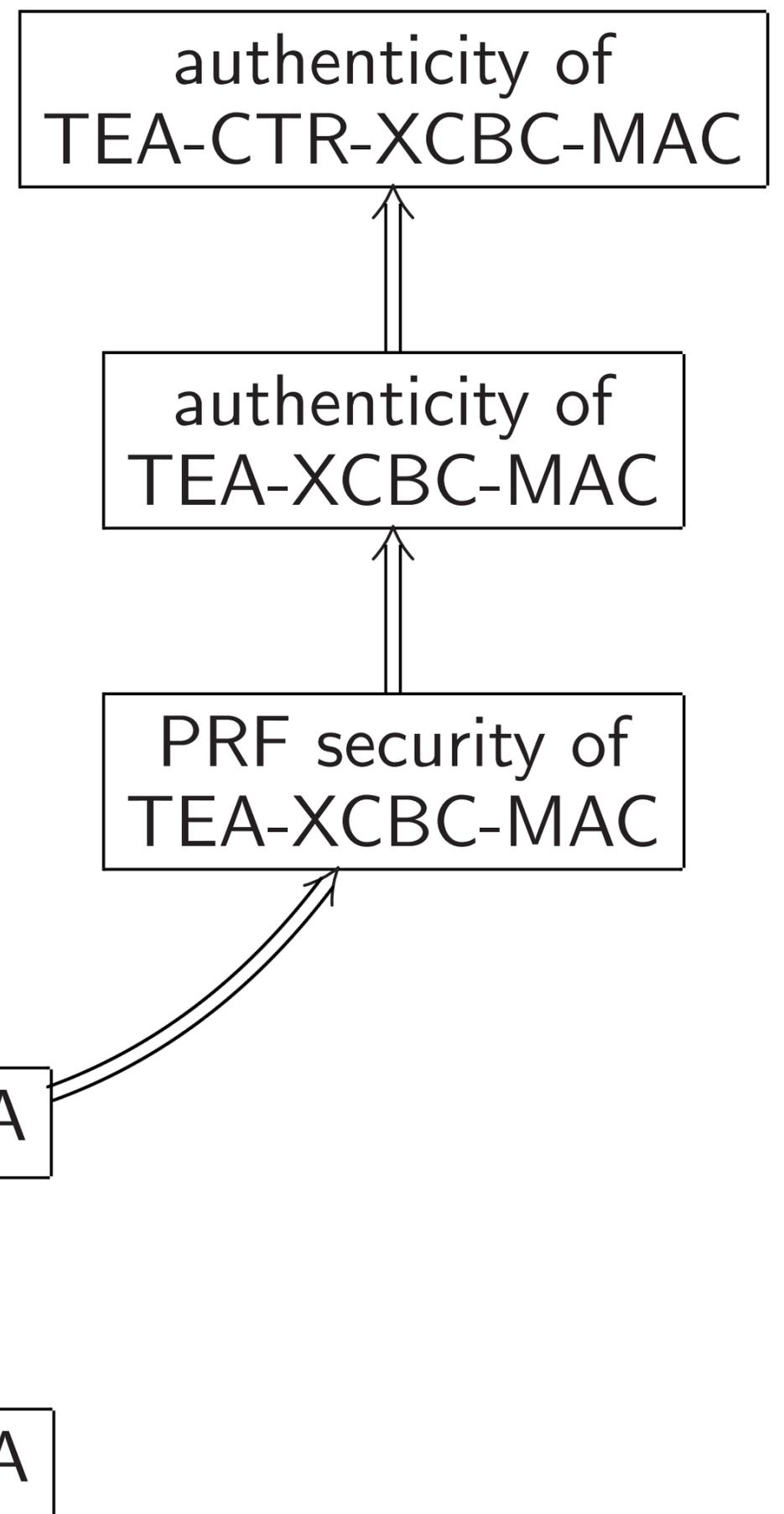
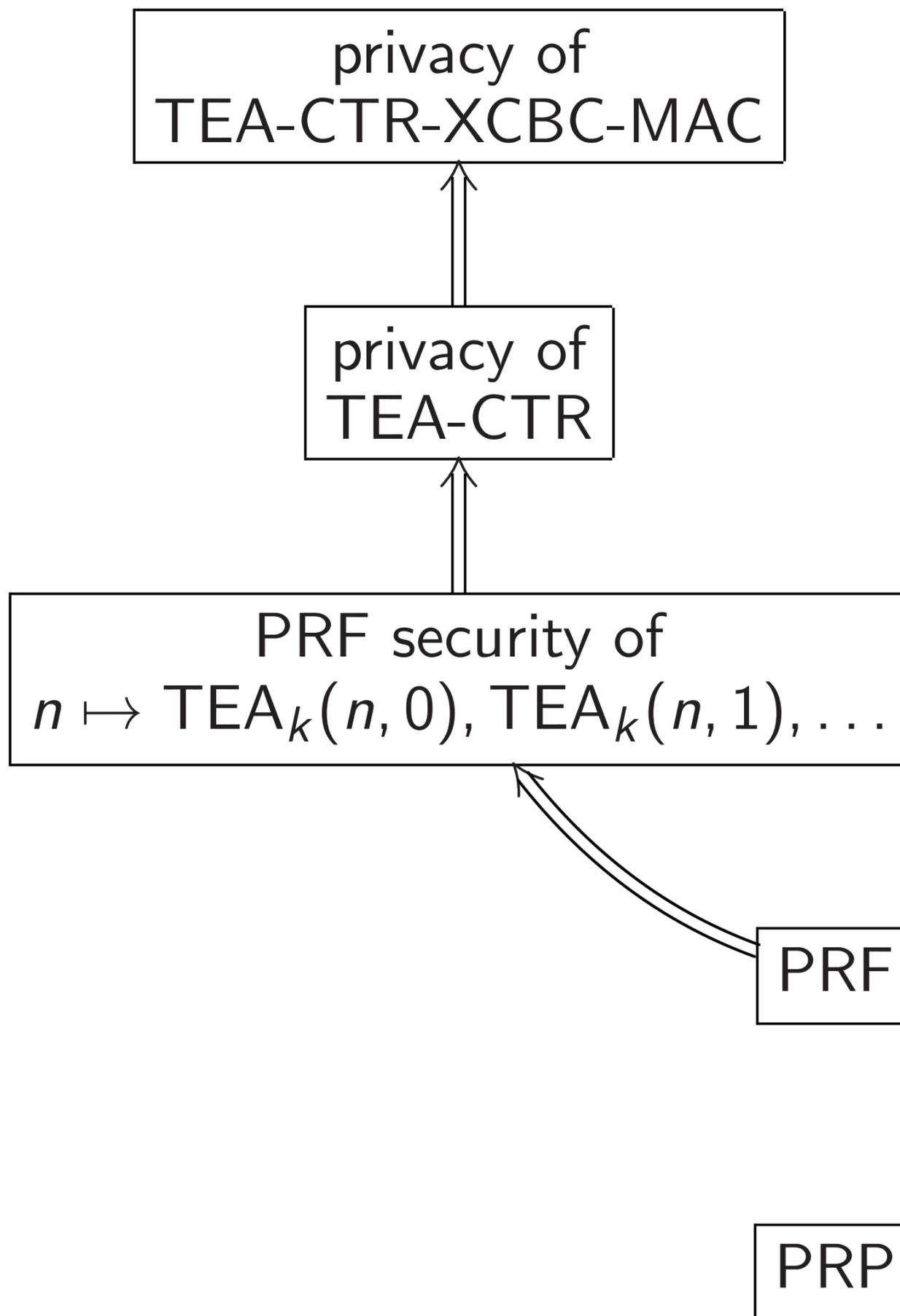
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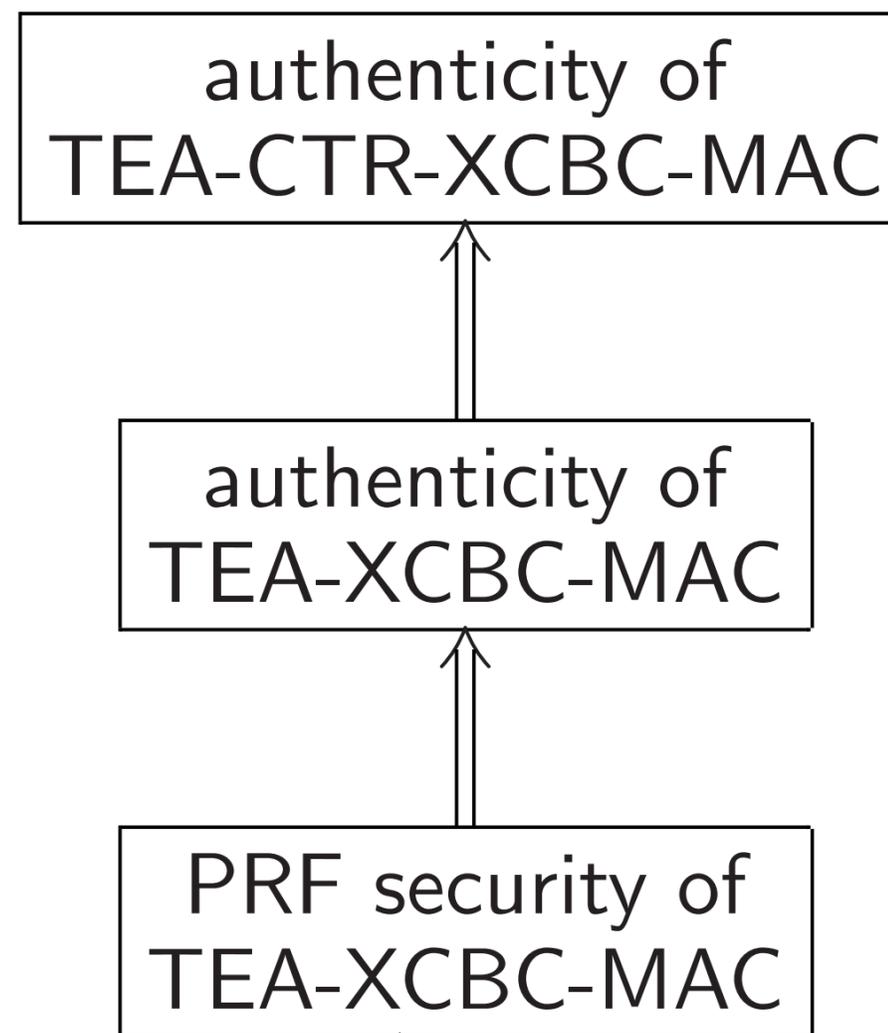
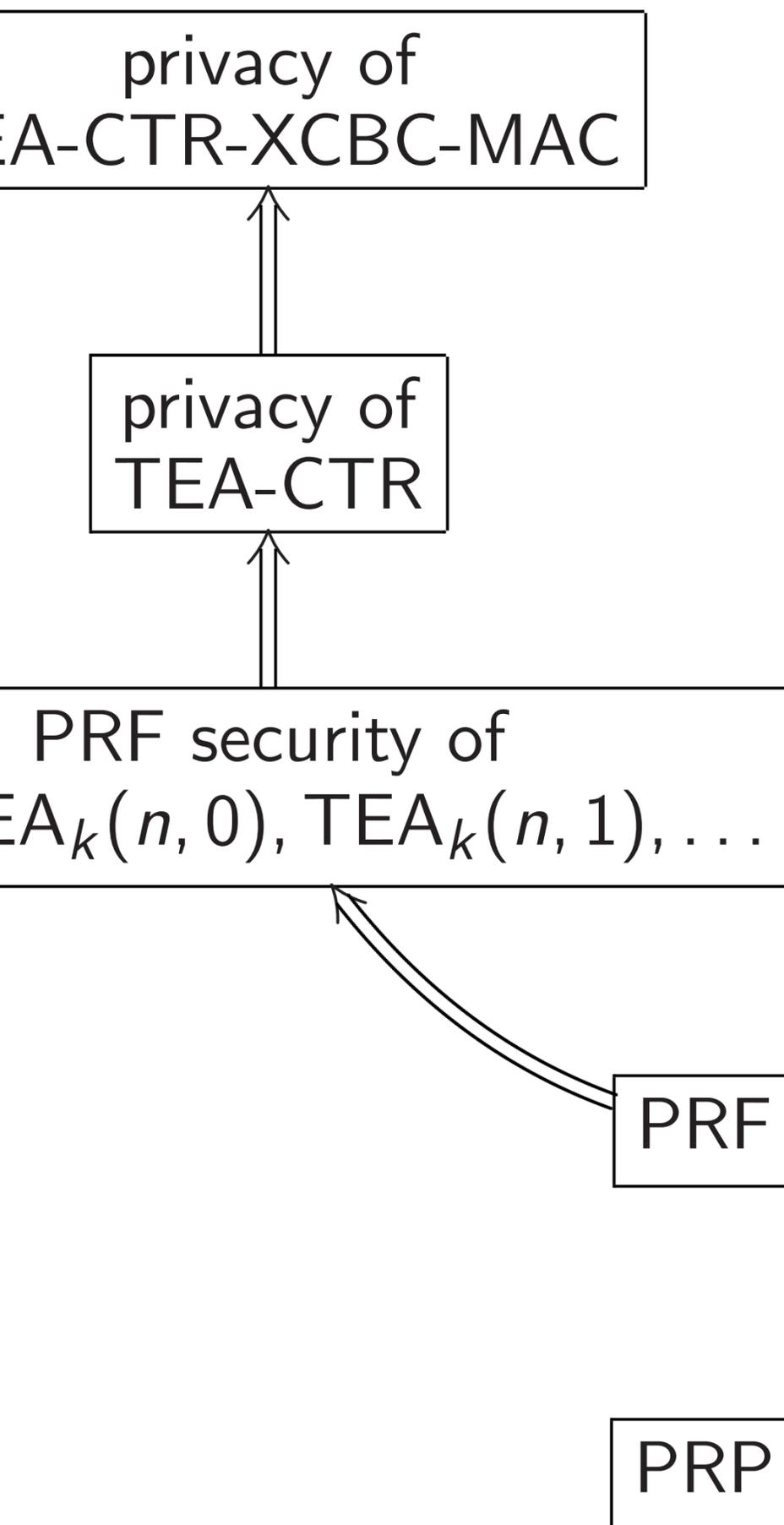
PRF
 TEA

PRF security of TEA

PRP security of TEA







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1. Secur

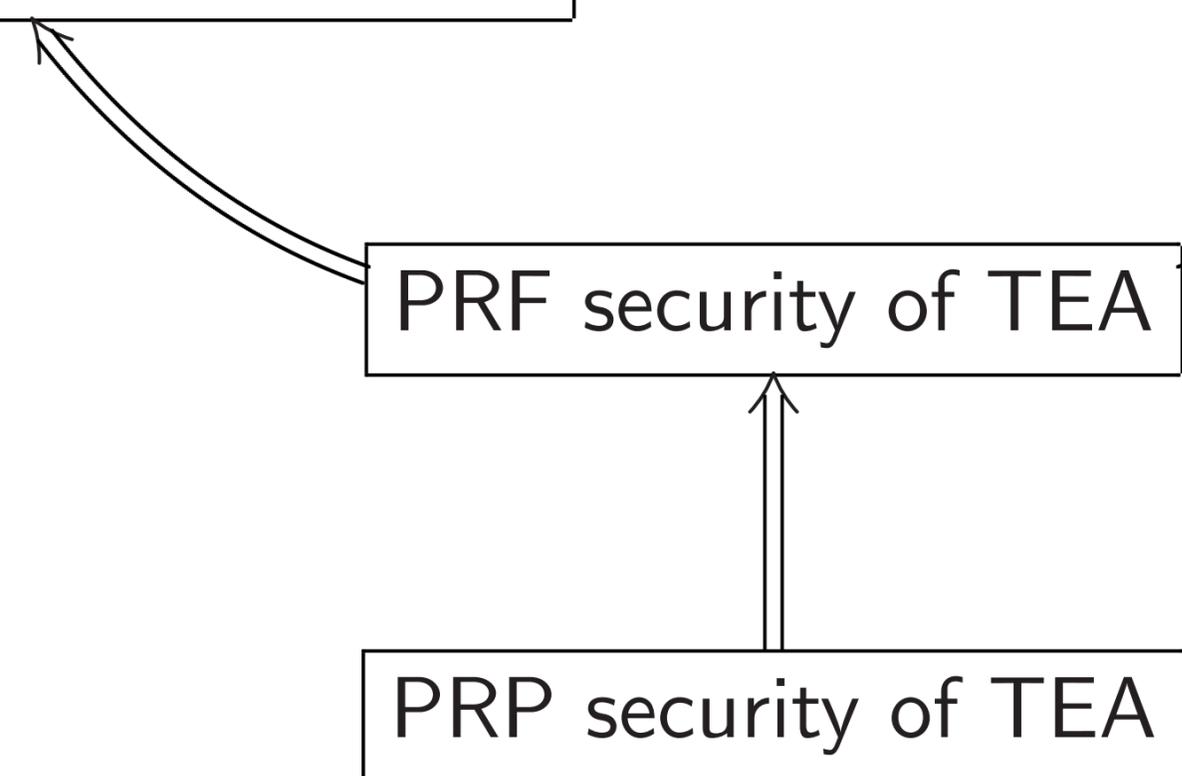
Security of
CBC-MAC

Security of
CTR

Security of
 $TEA_k(n, 1), \dots$

PRF security of TEA

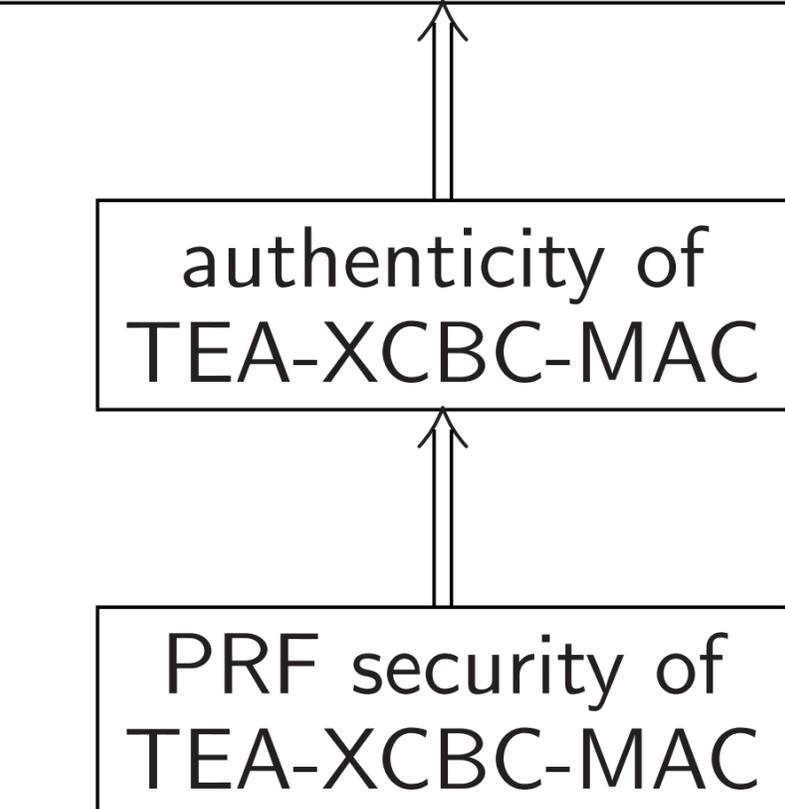
PRP security of TEA



authenticity of
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Many things can go wrong

1. Security definitions

C

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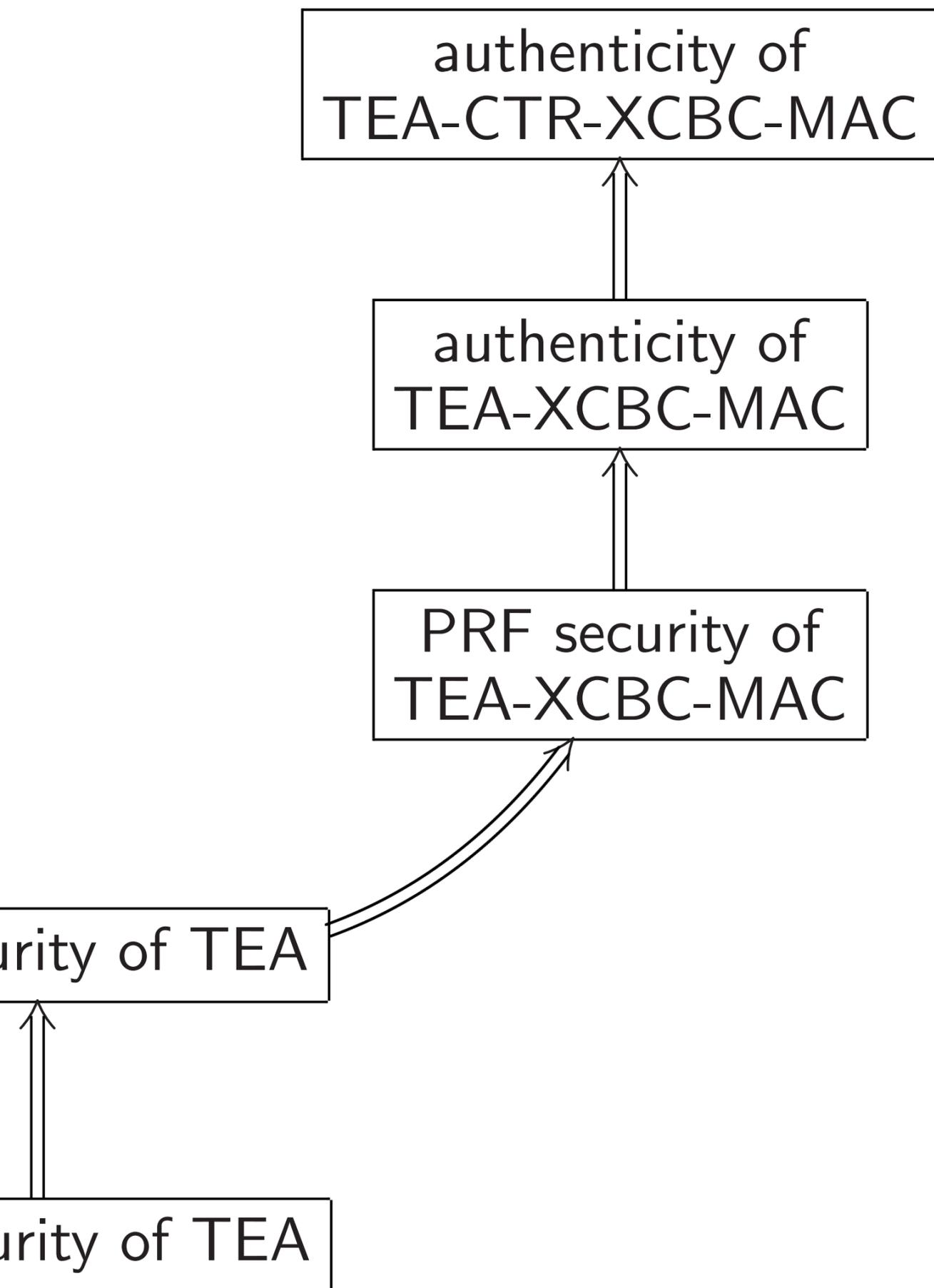
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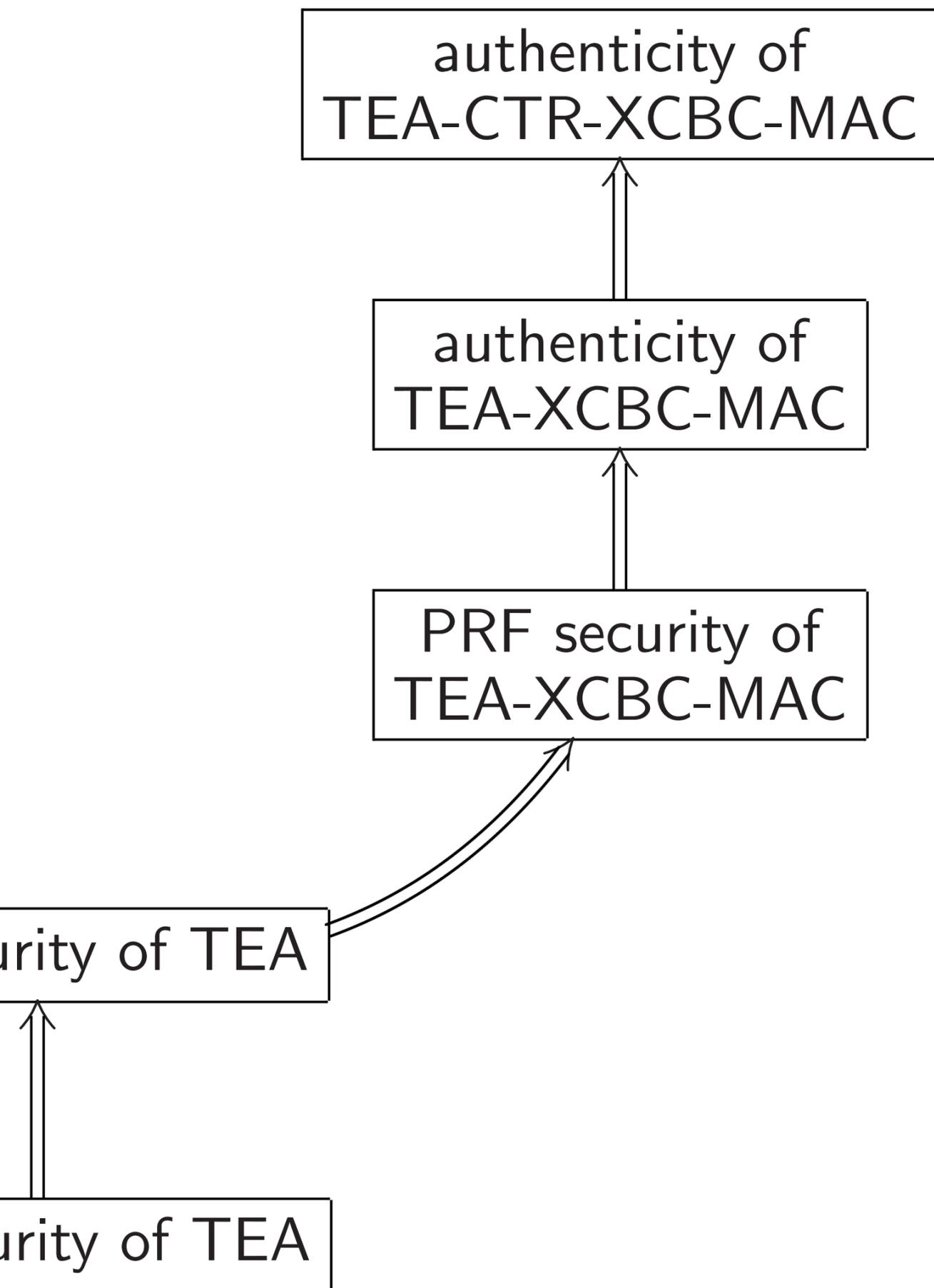
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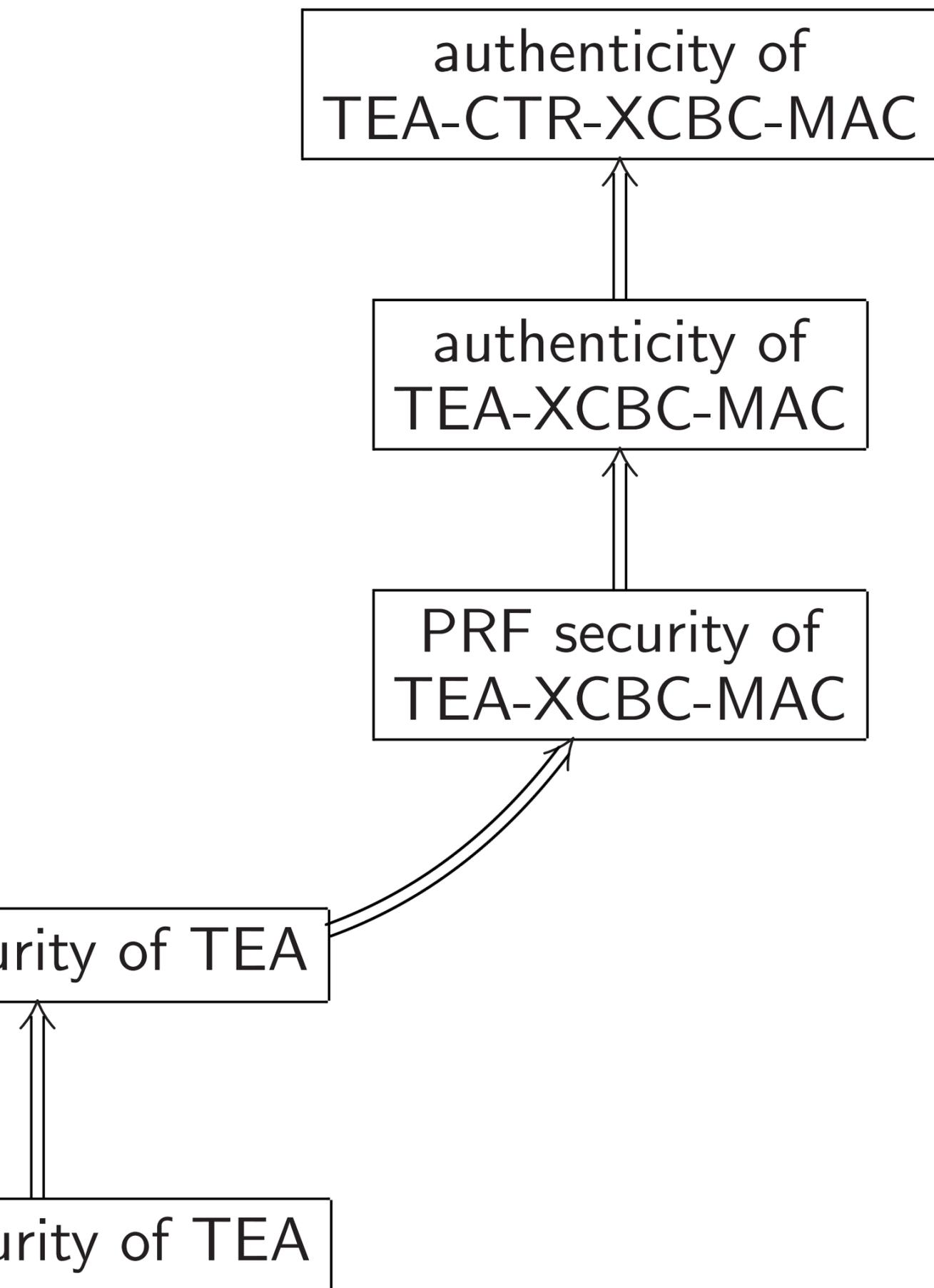
Many things can go wrong here:

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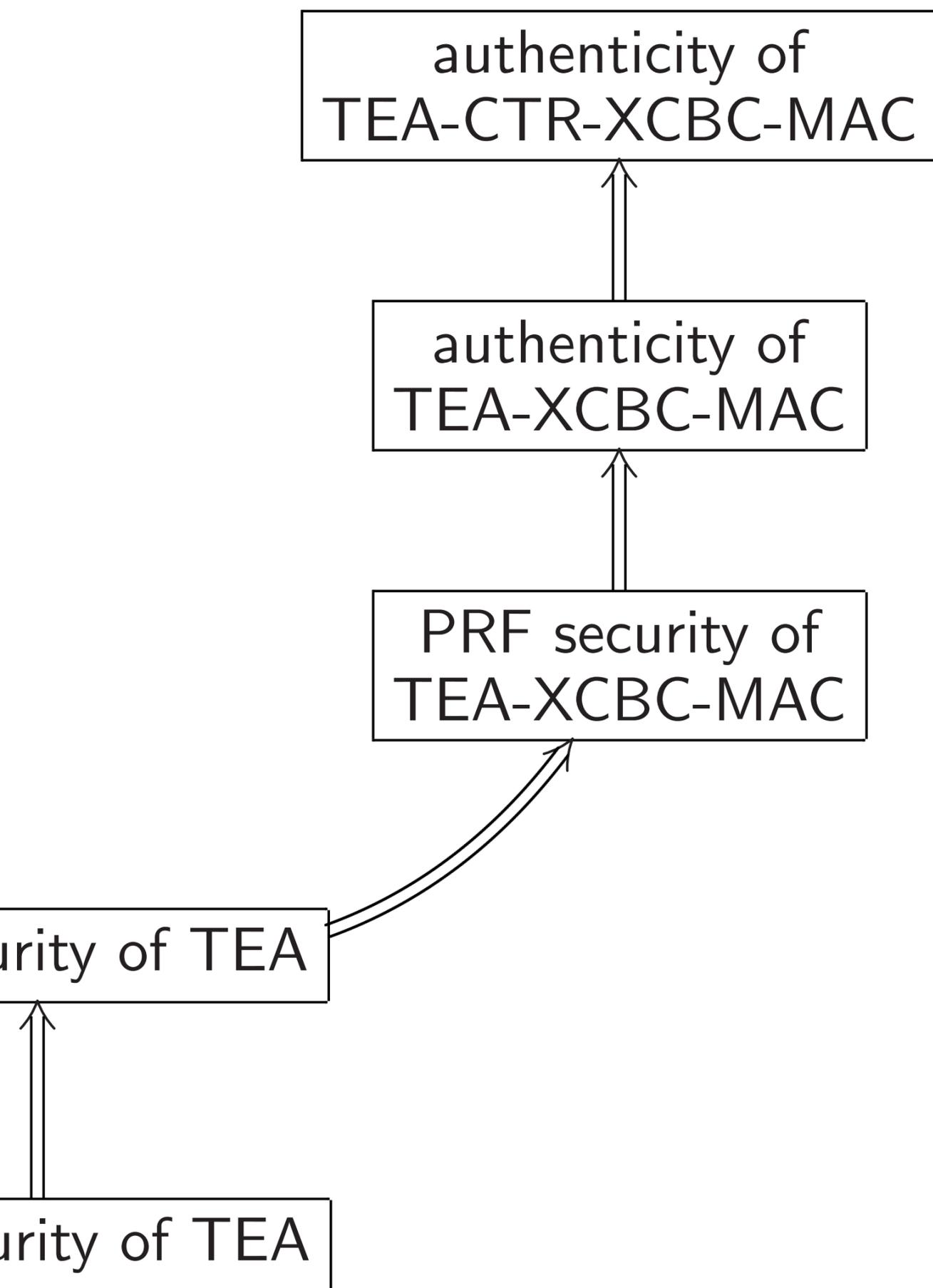


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3. Errors in proofs.

Did anyone write full proofs?

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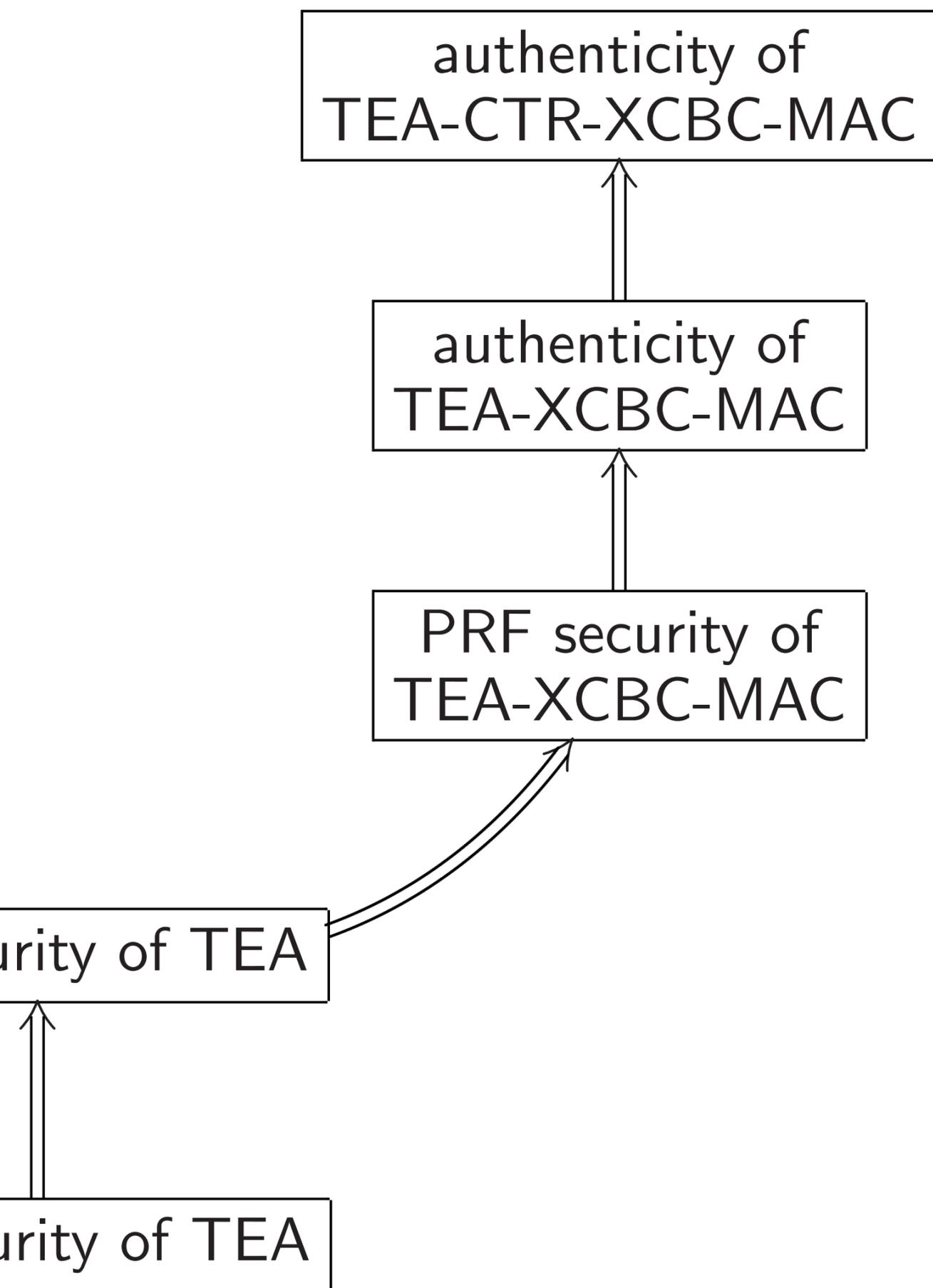
4. Quantitative problems.

e.g. 2016 Bhargavan–Leurent

sweet32.info: Triple-DES

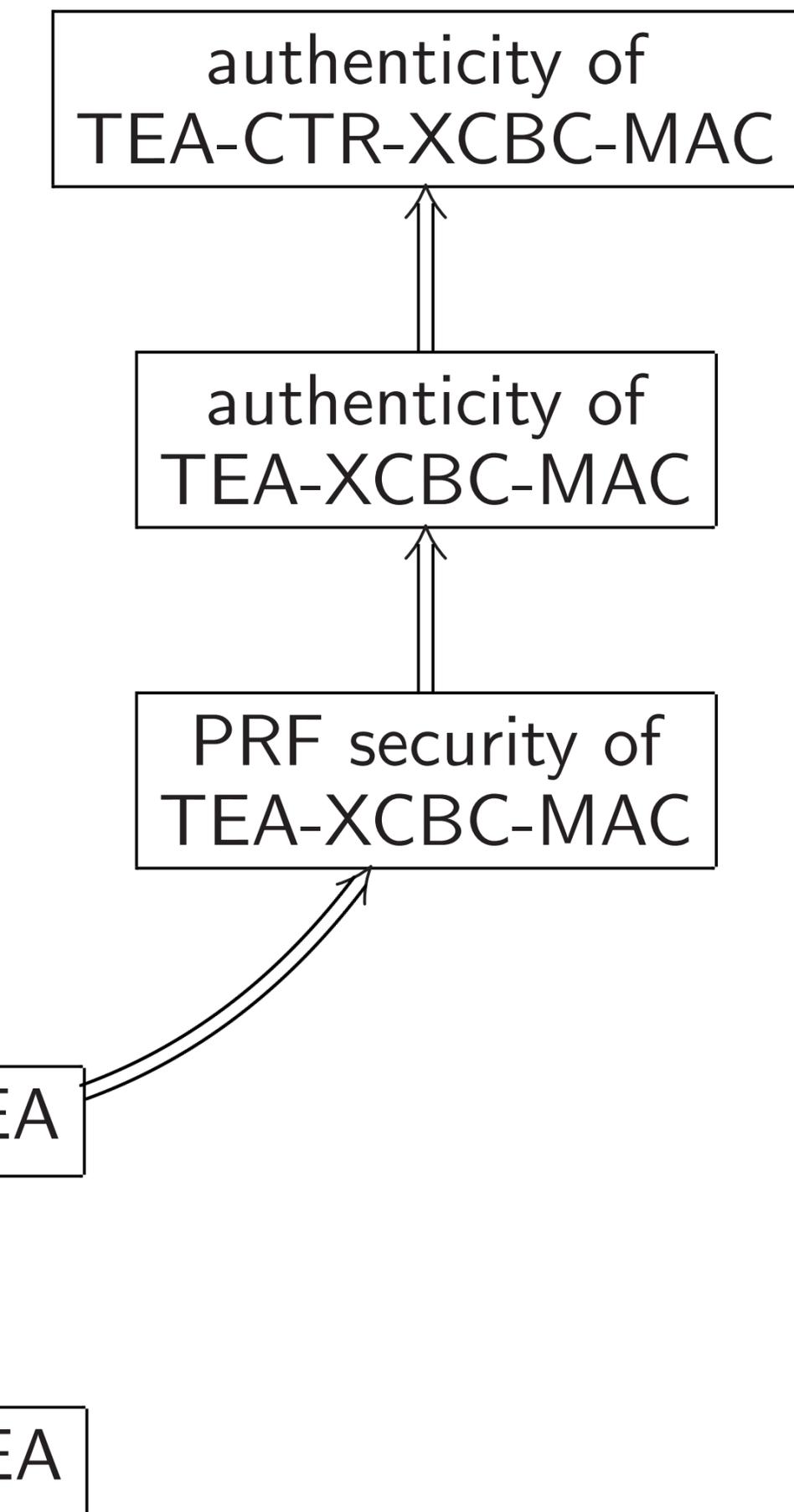
broken in TLS; PRP-PRF switch

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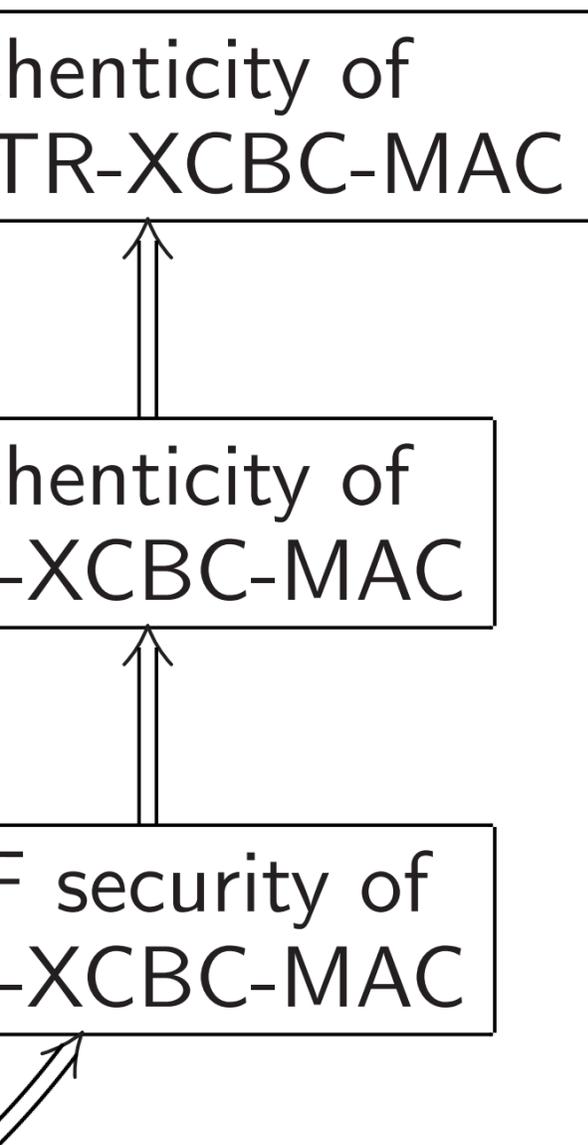
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6 Bhargavan–Leurent

[2.info](#): Triple-DES

in TLS; PRP-PRF switch

look for 64-bit block ciphers.

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XORTEA

```
void enc
```

```
{
```

```
    uint32
```

```
    uint32
```

```
    for (i
```

```
        c +=
```

```
        x ^=
```

```
        y ^=
```

```
    }
```

```
    b[0] =
```

```
}
```

go wrong here:

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full proofs?

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an–Leurent

Triple-DES

RP-PRF switch

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XORTEA: a bad c

```
void encrypt(uint32 *b)
{
    uint32 x = b[0];
    uint32 r, c = 0;
    for (r = 0; r < 2; r++)
        c += 0x9e3779b9;
        x ^= y^c ^ (
            ^ (
                y ^= x^c ^ (
                    ^ (
                )
            )
        )
    }
    b[0] = x; b[1] = y;
}
```

here:

break.

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phers.

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void encrypt(uint32 *b, ui
{
    uint32 x = b[0], y = b[1];
    uint32 r, c = 0;
    for (r = 0; r < 32; r += 4)
        c += 0x9e3779b9;
    x ^= y ^ c ^ (y << 4) ^ k[0];
    y ^= x ^ c ^ (y >> 5) ^ k[1];
    x ^= y ^ c ^ (x << 4) ^ k[2];
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“Hardware-friendly
 xor circuit is cheap

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“Hardware-friendlier” cipher
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But output bits are linear functions of input bits!

XORTEA: a bad cipher

```

void encrypt(uint32 *b, uint32 *k)
{
    uint32 x = b[0], y = b[1];
    uint32 r, c = 0;
    for (r = 0; r < 32; r += 1) {
        c += 0x9e3779b9;
        x ^= y ^ c ^ (y << 4) ^ k[0]
            ^ (y >> 5) ^ k[1];
        y ^= x ^ c ^ (x << 4) ^ k[2]
            ^ (x >> 5) ^ k[3];
    }
    b[0] = x; b[1] = y;
}

```

“Hardware-friendlier” cipher, since xor circuit is cheaper than add.

But output bits are linear functions of input bits!

e.g. First output bit is

$$\begin{aligned}
 &1 \oplus k_0 \oplus k_1 \oplus k_3 \oplus k_{10} \oplus k_{11} \oplus k_{12} \oplus \\
 &k_{20} \oplus k_{21} \oplus k_{30} \oplus k_{32} \oplus k_{33} \oplus k_{35} \oplus \\
 &k_{42} \oplus k_{43} \oplus k_{44} \oplus k_{52} \oplus k_{53} \oplus k_{62} \oplus \\
 &k_{64} \oplus k_{67} \oplus k_{69} \oplus k_{76} \oplus k_{85} \oplus k_{94} \oplus \\
 &k_{96} \oplus k_{99} \oplus k_{101} \oplus k_{108} \oplus k_{117} \oplus k_{126} \oplus \\
 &b_1 \oplus b_3 \oplus b_{10} \oplus b_{12} \oplus b_{21} \oplus b_{30} \oplus b_{32} \oplus \\
 &b_{33} \oplus b_{35} \oplus b_{37} \oplus b_{39} \oplus b_{42} \oplus b_{43} \oplus \\
 &b_{44} \oplus b_{47} \oplus b_{52} \oplus b_{53} \oplus b_{57} \oplus b_{62}.
 \end{aligned}$$

A: a bad cipher

```
crypt(uint32 *b, uint32 *k)
```

```
2 x = b[0], y = b[1];
```

```
2 r, c = 0;
```

```
r = 0; r < 32; r += 1) {
```

```
    = 0x9e3779b9;
```

```
    = y ^ c ^ (y << 4) ^ k[0]
```

```
        ^ (y >> 5) ^ k[1];
```

```
    = x ^ c ^ (x << 4) ^ k[2]
```

```
        ^ (x >> 5) ^ k[3];
```

```
    = x; b[1] = y;
```

“Hardware-friendlier” cipher, since xor circuit is cheaper than add.

But output bits are linear functions of input bits!

e.g. First output bit is

$$\begin{aligned}
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 & k_{96} \oplus k_{99} \oplus k_{101} \oplus k_{108} \oplus k_{117} \oplus k_{126} \oplus \\
 & b_1 \oplus b_3 \oplus b_{10} \oplus b_{12} \oplus b_{21} \oplus b_{30} \oplus b_{32} \oplus \\
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 & b_{44} \oplus b_{47} \oplus b_{52} \oplus b_{53} \oplus b_{57} \oplus b_{62}.
 \end{aligned}$$

There is
with coe
such tha
XORTEA

cipher

```
uint32 *b, uint32 *k)
```

```
], y = b[1];
```

```
0;
```

```
32; r += 1) {
```

```
9b9;
```

```
y<<4) ^k[0]
```

```
y>>5) ^k[1];
```

```
x<<4) ^k[2]
```

```
x>>5) ^k[3];
```

```
= y;
```

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 \end{aligned}$$

There is a matrix with coefficients in \mathbb{F}_2 such that, for all b , $\text{XORTEA}_k(b) = ($

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 \end{aligned}$$

There is a matrix M with coefficients in \mathbf{F}_2 such that, for all (k, b) , $\text{XORTEA}_k(b) = (1, k, b)M$.

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 &b_1 \oplus b_3 \oplus b_{10} \oplus b_{12} \oplus b_{21} \oplus b_{30} \oplus b_{32} \oplus \\
 &b_{33} \oplus b_{35} \oplus b_{37} \oplus b_{39} \oplus b_{42} \oplus b_{43} \oplus \\
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$$\begin{aligned}
 &\text{XORTEA}_k(b_1) \oplus \text{XORTEA}_k(b_2) \\
 &= (0, 0, b_1 \oplus b_2)M.
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 &b_1 \oplus b_3 \oplus b_{10} \oplus b_{12} \oplus b_{21} \oplus b_{30} \oplus b_{32} \oplus \\
 &b_{33} \oplus b_{35} \oplus b_{37} \oplus b_{39} \oplus b_{42} \oplus b_{43} \oplus \\
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Very fast attack:

if $b_4 = b_1 \oplus b_2 \oplus b_3$ then

$$\begin{aligned}
 &\text{XORTEA}_k(b_1) \oplus \text{XORTEA}_k(b_2) = \\
 &\text{XORTEA}_k(b_3) \oplus \text{XORTEA}_k(b_4).
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 &\text{XORTEA}_k(b_1) \oplus \text{XORTEA}_k(b_2) \\
 &= (0, 0, b_1 \oplus b_2)M.
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Very fast attack:

if $b_4 = b_1 \oplus b_2 \oplus b_3$ then

$$\text{XORTEA}_k(b_1) \oplus \text{XORTEA}_k(b_2) = \text{XORTEA}_k(b_3) \oplus \text{XORTEA}_k(b_4).$$

This breaks PRP (and PRF): uniform random permutation (or function) F almost never has $F(b_1) \oplus F(b_2) = F(b_3) \oplus F(b_4)$.

are-friendlier" cipher, since
it is cheaper than add.

output bits are linear
functions of input bits!

each output bit is

$$\begin{aligned}
 & k_1 \oplus k_3 \oplus k_{10} \oplus k_{11} \oplus k_{12} \oplus \\
 & k_1 \oplus k_{30} \oplus k_{32} \oplus k_{33} \oplus k_{35} \oplus \\
 & k_3 \oplus k_{44} \oplus k_{52} \oplus k_{53} \oplus k_{62} \oplus \\
 & k_7 \oplus k_{69} \oplus k_{76} \oplus k_{85} \oplus k_{94} \oplus \\
 & k_{101} \oplus k_{108} \oplus k_{117} \oplus k_{126} \oplus \\
 & b_{10} \oplus b_{12} \oplus b_{21} \oplus b_{30} \oplus b_{32} \oplus \\
 & b_{35} \oplus b_{37} \oplus b_{39} \oplus b_{42} \oplus b_{43} \oplus \\
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with coefficients in \mathbf{F}_2
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 & \text{XORTEA}_k(b_3) \oplus \text{XORTEA}_k(b_4).
 \end{aligned}$$

This breaks PRP (and PRF):

uniform random permutation

(or function) F almost never has

$$F(b_1) \oplus F(b_2) = F(b_3) \oplus F(b_4).$$

LEFTTEA

```

void enc
{
    uint32
    uint32
    for (
        c +=
        x +=
        y +=
    }
    b[0] =
}

```

er” cipher, since
per than add.

e linear
bits!

bit is

$$k_{10} \oplus k_{11} \oplus k_{12} \oplus$$

$$k_{32} \oplus k_{33} \oplus k_{35} \oplus$$

$$k_{52} \oplus k_{53} \oplus k_{62} \oplus$$

$$k_{76} \oplus k_{85} \oplus k_{94} \oplus$$

$$k_{108} \oplus k_{117} \oplus k_{126} \oplus$$

$$b_{21} \oplus b_{30} \oplus b_{32} \oplus$$

$$b_{39} \oplus b_{42} \oplus b_{43} \oplus$$

$$b_{53} \oplus b_{57} \oplus b_{62}.$$

There is a matrix M
with coefficients in \mathbf{F}_2
such that, for all (k, b) ,
 $\text{XORTEA}_k(b) = (1, k, b)M$.

$$\text{XORTEA}_k(b_1) \oplus \text{XORTEA}_k(b_2) \\ = (0, 0, b_1 \oplus b_2)M.$$

Very fast attack:

if $b_4 = b_1 \oplus b_2 \oplus b_3$ then

$$\text{XORTEA}_k(b_1) \oplus \text{XORTEA}_k(b_2) = \\ \text{XORTEA}_k(b_3) \oplus \text{XORTEA}_k(b_4).$$

This breaks PRP (and PRF):

uniform random permutation

(or function) F almost never has

$$F(b_1) \oplus F(b_2) = F(b_3) \oplus F(b_4).$$

LEFTEA: another

```
void encrypt(uint32 b[])
{
    uint32 x = b[0];
    uint32 r, c = 0;
    for (r = 0; r < 16; r++)
        c += 0x9e3779b9;
    x += y+c ^ (x << 12);
    y += x+c ^ (y << 12);
    x += y+c ^ (x << 12);
    y += x+c ^ (y << 12);
}
b[0] = x; b[1] = y;
}
```

, since
 dd.

There is a matrix M
 with coefficients in \mathbf{F}_2
 such that, for all (k, b) ,
 $\text{XORTEA}_k(b) = (1, k, b)M$.

$$\text{XORTEA}_k(b_1) \oplus \text{XORTEA}_k(b_2) \\ = (0, 0, b_1 \oplus b_2)M.$$

Very fast attack:

if $b_4 = b_1 \oplus b_2 \oplus b_3$ then

$$\text{XORTEA}_k(b_1) \oplus \text{XORTEA}_k(b_2) = \\ \text{XORTEA}_k(b_3) \oplus \text{XORTEA}_k(b_4).$$

This breaks PRP (and PRF):

uniform random permutation

(or function) F almost never has

$$F(b_1) \oplus F(b_2) = F(b_3) \oplus F(b_4).$$

LEFTEA: another bad cipher

```
void encrypt(uint32 *b, ui
{
    uint32 x = b[0], y = b[
    uint32 r, c = 0;
    for (r = 0; r < 32; r +=
        c += 0x9e3779b9;
        x += y+c ^ (y<<4)+k[0
            ^ (y<<5)+k[1
        y += x+c ^ (x<<4)+k[2
            ^ (x<<5)+k[3
    }
    b[0] = x; b[1] = y;
}
```

There is a matrix M
with coefficients in \mathbf{F}_2
such that, for all (k, b) ,
 $\text{XORTEA}_k(b) = (1, k, b)M$.

$\text{XORTEA}_k(b_1) \oplus \text{XORTEA}_k(b_2)$
 $= (0, 0, b_1 \oplus b_2)M$.

Very fast attack:

if $b_4 = b_1 \oplus b_2 \oplus b_3$ then

$\text{XORTEA}_k(b_1) \oplus \text{XORTEA}_k(b_2) =$
 $\text{XORTEA}_k(b_3) \oplus \text{XORTEA}_k(b_4)$.

This breaks PRP (and PRF):

uniform random permutation

(or function) F almost never has

$F(b_1) \oplus F(b_2) = F(b_3) \oplus F(b_4)$.

LEFTEA: another bad cipher

```
void encrypt(uint32 *b, uint32 *k)
{
    uint32 x = b[0], y = b[1];
    uint32 r, c = 0;
    for (r = 0; r < 32; r += 1) {
        c += 0x9e3779b9;
        x += y+c ^ (y<<4)+k[0]
                ^ (y<<5)+k[1];
        y += x+c ^ (x<<4)+k[2]
                ^ (x<<5)+k[3];
    }
    b[0] = x; b[1] = y;
}
```

a matrix M

coefficients in \mathbf{F}_2

that, for all (k, b) ,

$$A_k(b) = (1, k, b)M.$$

$$A_k(b_1) \oplus \text{XORTEA}_k(b_2) \\ = A_k(b_1 \oplus b_2)M.$$

that attack:

$b_1 \oplus b_2 \oplus b_3$ then

$$A_k(b_1) \oplus \text{XORTEA}_k(b_2) = \\ A_k(b_3) \oplus \text{XORTEA}_k(b_4).$$

breaks PRP (and PRF):

random permutation

(function) F almost never has

$$F(b_2) = F(b_3) \oplus F(b_4).$$

LEFTEA: another bad cipher

```
void encrypt(uint32 *b, uint32 *k)
{
    uint32 x = b[0], y = b[1];
    uint32 r, c = 0;
    for (r = 0; r < 32; r += 1) {
        c += 0x9e3779b9;
        x += y + c ^ (y << 4) + k[0]
                ^ (y << 5) + k[1];
        y += x + c ^ (x << 4) + k[2]
                ^ (x << 5) + k[3];
    }
    b[0] = x; b[1] = y;
}
```

Addition

but addition

First output

$$1 \oplus k_0 \oplus$$

M in \mathbf{F}_2 (k, b) , $(1, k, b)M$. $\text{XORTEA}_k(b_2)$

1.

 b_3 then $\text{XORTEA}_k(b_2) =$ $\text{XORTEA}_k(b_4)$.

(and PRF):

permutation

most never has

 $F(b_3) \oplus F(b_4)$.LEFTEA: another bad cipher

```

void encrypt(uint32 *b, uint32 *k)
{
    uint32 x = b[0], y = b[1];
    uint32 r, c = 0;
    for (r = 0; r < 32; r += 1) {
        c += 0x9e3779b9;
        x += y+c ^ (y<<4)+k[0]
                ^ (y<<5)+k[1];
        y += x+c ^ (x<<4)+k[2]
                ^ (x<<5)+k[3];
    }
    b[0] = x; b[1] = y;
}

```

Addition is not \mathbf{F}_2

but addition mod

First output bit is

 $1 \oplus k_0 \oplus k_{32} \oplus k_{64}$

LEFTEA: another bad cipher

```

void encrypt(uint32 *b, uint32 *k)
{
    uint32 x = b[0], y = b[1];
    uint32 r, c = 0;
    for (r = 0; r < 32; r += 1) {
        c += 0x9e3779b9;
        x += y+c ^ (y<<4)+k[0]
                ^ (y<<5)+k[1];
        y += x+c ^ (x<<4)+k[2]
                ^ (x<<5)+k[3];
    }
    b[0] = x; b[1] = y;
}

```

Addition is not \mathbf{F}_2 -linear,
but addition mod 2 is \mathbf{F}_2 -lin

First output bit is

$$1 \oplus k_0 \oplus k_{32} \oplus k_{64} \oplus k_{96} \oplus \dots$$

LEFTEA: another bad cipher

```

void encrypt(uint32 *b, uint32 *k)
{
    uint32 x = b[0], y = b[1];
    uint32 r, c = 0;
    for (r = 0; r < 32; r += 1) {
        c += 0x9e3779b9;
        x += y+c ^ (y<<4)+k[0]
                ^ (y<<5)+k[1];
        y += x+c ^ (x<<4)+k[2]
                ^ (x<<5)+k[3];
    }
    b[0] = x; b[1] = y;
}

```

Addition is not \mathbf{F}_2 -linear,
but addition mod 2 is \mathbf{F}_2 -linear.

First output bit is

$$1 \oplus k_0 \oplus k_{32} \oplus k_{64} \oplus k_{96} \oplus b_{32}.$$

LEFTEA: another bad cipher

```

void encrypt(uint32 *b, uint32 *k)
{
    uint32 x = b[0], y = b[1];
    uint32 r, c = 0;
    for (r = 0; r < 32; r += 1) {
        c += 0x9e3779b9;
        x += y + c ^ (y << 4) + k[0]
                ^ (y << 5) + k[1];
        y += x + c ^ (x << 4) + k[2]
                ^ (x << 5) + k[3];
    }
    b[0] = x; b[1] = y;
}

```

Addition is not \mathbf{F}_2 -linear,
but addition mod 2 is \mathbf{F}_2 -linear.

First output bit is

$$1 \oplus k_0 \oplus k_{32} \oplus k_{64} \oplus k_{96} \oplus b_{32}.$$

Higher output bits

are increasingly nonlinear

but they never affect first bit.

LEFTEA: another bad cipher

```

void encrypt(uint32 *b, uint32 *k)
{
    uint32 x = b[0], y = b[1];
    uint32 r, c = 0;
    for (r = 0; r < 32; r += 1) {
        c += 0x9e3779b9;
        x += y + c ^ (y << 4) + k[0]
                ^ (y << 5) + k[1];
        y += x + c ^ (x << 4) + k[2]
                ^ (x << 5) + k[3];
    }
    b[0] = x; b[1] = y;
}

```

Addition is not \mathbf{F}_2 -linear,
but addition mod 2 is \mathbf{F}_2 -linear.

First output bit is

$$1 \oplus k_0 \oplus k_{32} \oplus k_{64} \oplus k_{96} \oplus b_{32}.$$

Higher output bits

are increasingly nonlinear

but they never affect first bit.

How TEA avoids this problem:

$\gg 5$ **diffuses** nonlinear changes
from high bits to low bits.

LEFTEA: another bad cipher

```

void encrypt(uint32 *b, uint32 *k)
{
    uint32 x = b[0], y = b[1];
    uint32 r, c = 0;
    for (r = 0; r < 32; r += 1) {
        c += 0x9e3779b9;
        x += y + c ^ (y << 4) + k[0]
                ^ (y << 5) + k[1];
        y += x + c ^ (x << 4) + k[2]
                ^ (x << 5) + k[3];
    }
    b[0] = x; b[1] = y;
}

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A: another bad cipher

```
void crypt(uint32 *b, uint32 *k)
```

```
uint32 x = b[0], y = b[1];
```

```
uint32 r, c = 0;
```

```
for (r = 0; r < 32; r += 1) {
```

```
    c = 0x9e3779b9;
```

```
    y = y + c ^ (y << 4) + k[0]
```

```
        ^ (y << 5) + k[1];
```

```
    x = x + c ^ (x << 4) + k[2]
```

```
        ^ (x << 5) + k[3];
```

```
    b[0] = x; b[1] = y;
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TEA4: a

```
void enc
```

```
{
```

```
    uint32
```

```
    uint32
```

```
    for (i
```

```
        c +=
```

```
        x +=
```

```
        y +=
```

```
    }
```

```
    b[0] =
```

```
}
```

bad cipher

```
uint32 *b, uint32 *k)
```

```
uint32 y = b[1];
```

```
uint32 x =
```

```
for (r = 0; r < 32; r += 1) {
```

```
uint32 c = 0x9b9;
```

```
uint32 y = (y << 4) + k[0];
```

```
uint32 y = (y << 5) + k[1];
```

```
uint32 x = (x << 4) + k[2];
```

```
uint32 x = (x << 5) + k[3];
```

```
uint32 x = y;
```

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void encrypt(uint32 *b, uint32 *k)
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```
{
```

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uint32 x = b[0];
```

```
uint32 r, c = 0;
```

```
for (r = 0; r < 32; r += 1) {
```

```
uint32 c = 0x9e3779b9;
```

```
x = (x + c) ^ (x >> 5);
```

```
x = (x + c) ^ (x >> 5);
```

```
y = (x + c) ^ (x >> 5);
```

```
y = (x + c) ^ (x >> 5);
```

```
}
```

```
b[0] = x; b[1] = y;
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```
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```

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TEA4: another bad cipher

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void encrypt(uint32 *b, ui
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    uint32 x = b[0], y = b[
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    for (r = 0; r < 4; r += 1
        c += 0x9e3779b9;
        x += y+c ^ (y<<4)+k[0
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Fast attack

TEA4_k(

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2 is \mathbf{F}_2 -linear.

$\oplus k_{96} \oplus b_{32}$.

nonlinear

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    }
    b[0] = x; b[1] = y;
}
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Fast attack:

$\text{TEA4}_k(x + 2^{31}, y)$

$\text{TEA4}_k(x, y)$ have

TEA4: another bad cipher

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void encrypt(uint32 *b, uint32 *k)
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}

```

Fast attack:

$TEA4_k(x + 2^{31}, y)$ and
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Trace x, y differences

through steps in computation.

$r = 0$: multiples of $2^{31}, 2^{26}$.

$r = 1$: multiples of $2^{21}, 2^{16}$.

$r = 2$: multiples of $2^{11}, 2^6$.

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Uniform random function F :

$F(x + 2^{31}, y)$ and $F(x, y)$ have
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Uniform random function F :

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same first bit with probability $1/2$.

PRF advantage $1/2$.

Two pairs (x, y) : advantage $3/4$.

another bad cipher

```
crypt(uint32 *b, uint32 *k)
```

```
2 x = b[0], y = b[1];
```

```
2 r, c = 0;
```

```
r = 0; r < 4; r += 1) {
```

```
    c = 0x9e3779b9;
```

```
    y = y + c ^ (y << 4) + k[0]
```

```
        ^ (y >> 5) + k[1];
```

```
    x = x + c ^ (x << 4) + k[2]
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More so

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$C(x + \delta)$

Use alge

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and cipher

```
uint32 *b, uint32 *k)
```

```
], y = b[1];
```

```
0;
```

```
4; r += 1) {
```

```
9b9;
```

```
y<<4)+k[0]
```

```
y>>5)+k[1];
```

```
x<<4)+k[2]
```

```
x>>5)+k[3];
```

```
= y;
```

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trace *probabilities*

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Use algebra+statis

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Fast attack:

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More sophisticated attacks:
 trace *probabilities* of different
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Attacks get beyond $r = 4$
 but rapidly lose effectiveness.
 Very far from full TEA.

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Hard question in cipher design:
 How many “rounds” are
 really needed for security?

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REPTEA

```
void enc
```

```
{
```

```
    uint32
```

```
    uint32
```

```
    for (i
```

```
        x +=
```

```
        y +=
```

```
    }
```

```
    b[0] =
```

```
}
```

) and
same first bit.

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REPTTEA: another

```
void encrypt(uint32
```

```
{
```

```
    uint32 x = b[0]
```

```
    uint32 r, c =
```

```
    for (r = 0; r <
```

```
        x += y+c ^ (
```

```
        ^ (
```

```
        y += x+c ^ (
```

```
        ^ (
```

```
    }
```

```
    b[0] = x; b[1]
```

```
}
```

More sophisticated attacks:
 trace *probabilities* of differences;
 probabilities of linear equations;
 probabilities of higher-order
 differences $C(x + \delta + \epsilon) -$
 $C(x + \delta) - C(x + \epsilon) + C(x)$; etc.
 Use algebra+statistics to exploit
 non-randomness in probabilities.

Attacks get beyond $r = 4$
 but rapidly lose effectiveness.

Very far from full TEA.

Hard question in cipher design:
 How many “rounds” are
 really needed for security?

REPTEA: another bad cipher

```
void encrypt(uint32 *b, ui
{
    uint32 x = b[0], y = b[
    uint32 r, c = 0x9e3779b
    for (r = 0; r < 1000; r +
        x += y+c ^ (y<<4)+k[0
                ^ (y>>5)+k[1
        y += x+c ^ (x<<4)+k[2
                ^ (x>>5)+k[3
    }
    b[0] = x; b[1] = y;
}
```

More sophisticated attacks:
 trace *probabilities* of differences;
 probabilities of linear equations;
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 differences $C(x + \delta + \epsilon) -$
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Hard question in cipher design:
 How many “rounds” are
 really needed for security?

REPTEA: another bad cipher

```
void encrypt(uint32 *b, uint32 *k)
{
    uint32 x = b[0], y = b[1];
    uint32 r, c = 0x9e3779b9;
    for (r = 0; r < 1000; r += 1) {
        x += y+c ^ (y<<4)+k[0]
                ^ (y>>5)+k[1];
        y += x+c ^ (x<<4)+k[2]
                ^ (x>>5)+k[3];
    }
    b[0] = x; b[1] = y;
}
```

sophisticated attacks:

probabilities of differences;

probabilities of linear equations;

probabilities of higher-order

correlations $C(x + \delta + \epsilon) -$

$C(x + \epsilon) + C(x)$; etc.

Algebra+statistics to exploit

randomness in probabilities.

do not get beyond $r = 4$

and rapidly lose effectiveness.

Distance from full TEA.

Open question in cipher design:

How many “rounds” are

needed for security?

REPTEA: another bad cipher

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void encrypt(uint32 *b, uint32 *k)
{
    uint32 x = b[0], y = b[1];
    uint32 r, c = 0x9e3779b9;
    for (r = 0; r < 1000; r += 1) {
        x += y + c ^ (y << 4) + k[0];
        y += x + c ^ (y >> 5) + k[1];
        y += x + c ^ (x << 4) + k[2];
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    }
    b[0] = x; b[1] = y;
}
```

REPTEA

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 stics to exploit
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 fectiveness.
 TEA.
 cipher design:
 s" are
 ecurity?

REPTEA: another bad cipher

```

void encrypt(uint32 *b, uint32 *k)
{
    uint32 x = b[0], y = b[1];
    uint32 r, c = 0x9e3779b9;
    for (r = 0; r < 1000; r += 1) {
        x += y+c ^ (y<<4)+k[0]
                ^ (y>>5)+k[1];
        y += x+c ^ (x<<4)+k[2]
                ^ (x>>5)+k[3];
    }
    b[0] = x; b[1] = y;
}
  
```

$REPTEA_k(b) = I_k(b)$
 where I_k does $x \oplus (y \ll 4) + k[0]$

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$$\text{REPTEA}_k(b) = I_k^{1000}(b)$$

where I_k does $x += \dots; y += \dots$

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Try list of 2^{32} inputs b .

Collect outputs $\text{REPTEA}_k(b)$.

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Good chance that some b in list also has $a = I_k(b)$ in list. Then

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This is a **slide attack**.

TEA avoids this by varying c .

A: another bad cipher

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```

```
2 x = b[0], y = b[1];
```

```
2 r, c = 0x9e3779b9;
```

```
r = 0; r < 1000; r += 1) {
```

```
= y+c ^ (y<<4)+k[0]
```

```
^ (y>>5)+k[1];
```

```
= x+c ^ (x<<4)+k[2]
```

```
^ (x>>5)+k[3];
```

```
= x; b[1] = y;
```

$$\text{REPTEA}_k(b) = I_k^{1000}(b)$$

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What ab

```
void enc
```

```
{
```

```
uint32
```

```
uint32
```

```
for (i
```

```
c +=
```

```
x +=
```

```
y +=
```

```
}
```

```
b[0] =
```

```
}
```

bad cipher

```
uint32 *b, uint32 *k)
```

```
], y = b[1];
```

```
0x9e3779b9;
```

```
1000; r += 1) {
```

```
    y << 4) + k[0]
```

```
    y >> 5) + k[1];
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    x << 4) + k[2]
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What about origin

```
void encrypt(uint32 *b)
```

```
{
```

```
    uint32 x = b[0]
```

```
    uint32 r, c =
```

```
    for (r = 0; r <
```

```
        c += 0x9e377
```

```
        x += y + c ^ (
```

```
            ^ (
```

```
        y += x + c ^ (
```

```
            ^ (
```

```
    }
```

```
    b[0] = x; b[1]
```

```
}
```

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What about original TEA?

```
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{
    uint32 x = b[0], y = b[
    uint32 r, c = 0;
    for (r = 0; r < 32; r +=
        c += 0x9e3779b9;
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            ^ (y>>5)+k[1
        y += x+c ^ (x<<4)+k[2
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    }
    b[0] = x; b[1] = y;
}
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}
```

$$A_k(b) = I_k^{1000}(b)$$

I_k does $x += \dots; y += \dots$

of 2^{32} inputs b .

outputs $\text{REPTEA}_k(b)$.

chance that some b in list

$a = I_k(b)$ in list. Then

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by encrypting these outputs.)

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```

Related

$\text{TEA}_{k'}(b)$

where $(k'$

$(k[0] + 2$

$I_k^{1000}(b)$
 $= \dots; y += \dots$
 outputs b .
 $\text{REPTEA}_k(b)$.
 some b in list
 in list. Then
 $\text{REPTEA}_k(b)$.
 from list:
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```

Related keys: e.g.
 $\text{TEA}_{k'}(b) = \text{TEA}_k(b)$
 where $(k'[0], k'[1], k'[2], k'[3]) =$
 $(k[0] + 2^{31}, k[1] + 2^{30}, k[2] + 2^{29}, k[3] + 2^{28})$

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PRP attack goal: distinguish TEA_k , for one secret key k , from uniform random permutation.

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Guess key g , see if TEA_g matches TEA_k on some outputs.

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Related keys $\Rightarrow g$ succeeds with chance 2^{-126} . Still very small.

About original TEA?

```
crypt(uint32 *b, uint32 *k)
```

```
2 x = b[0], y = b[1];
```

```
2 r, c = 0;
```

```
r = 0; r < 32; r += 1) {
```

```
  c = 0x9e3779b9;
```

```
  y = y + c ^ (y << 4) + k[0]
```

```
    ^ (y >> 5) + k[1];
```

```
  x = x + c ^ (x << 4) + k[2]
```

```
    ^ (x >> 5) + k[3];
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1997 Ke

Fancier

has char

a particu

al TEA?

```
uint32 *b, uint32 *k)
```

```
], y = b[1];
```

```
0;
```

```
32; r += 1) {
```

```
9b9;
```

```
y<<4)+k[0]
```

```
y>>5)+k[1];
```

```
x<<4)+k[2]
```

```
x>>5)+k[3];
```

```
= y;
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1997 Kelsey–Schneier

Fancier relationship

has chance 2^{-11} of

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Fancier relationship between

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1997 Kelsey–Schneier–Wagner:
Fancier relationship between k, k'
has chance 2^{-11} of producing
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Related keys: e.g.,

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No evidence in literature that this helps brute-force attack, or otherwise affects PRP security. No challenge to security analysis of TEA-CTR-XCBC-MAC.

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No evidence in literature that this helps brute-force attack, or otherwise affects PRP security. No challenge to security analysis of TEA-CTR-XCBC-MAC.

But advertised as “related-key cryptanalysis” and claimed to justify recommendations for designers regarding key scheduling.

keys: e.g.,

$$b) = \text{TEA}_k(b)$$

$$k'[0], k'[1], k'[2], k'[3]) = (2^{31}, k[1] + 2^{31}, k[2], k[3]).$$

n attack?

ack goal: distinguish

or one secret key k , from

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Fancier relationship between k, k'

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No evidence in literature that

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No challenge to security analysis

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The latest news and insights from Google
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Speeding up and strengthening
HTTPS connections for
Android

April 24, 2014

Posted by Elie Bursztein, Anti-Abuse

Earlier this year, we deployed
Chrome that operates three times
GCM on devices that don't have
acceleration, including most Android
devices such as Google Glass.
This improves user experience
saving battery life by cutting costs
spent encrypting and decrypting

To make this happen, Adam Langley,
Ben Laurie and I began implementing
— ChaCha 20 for symmetric encryption

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Earlier this year, we deployed a new TLS cipher suite for Chrome that operates three times faster than AES-GCM on devices that don't have AES hardware acceleration, including most Android phones, wearables, and devices such as Google Glass and older computers. This improves user experience, reducing latency and saving battery life by cutting down the amount of time spent encrypting and decrypting data.

To make this happen, Adam Langley, Wan-Teh CHEN, Ben Laurie and I began implementing new algorithms -- ChaCha 20 for symmetric encryption and Poly1305 for authentication.

Main operations in AES:

add round key to block;

apply **substitution box**

$$x \mapsto x^{254} \text{ in } \mathbf{F}_{256}$$

to each byte in block;

linearly mix bits across block.

Extensive security analysis.

No serious threats to AES-256

multi-target SPRP security

(which implies PRP security),

even in a post-quantum world.

So why isn't AES-256 the end

of the symmetric-crypto story?

The screenshot shows a browser window with the address bar displaying 'https://security.googleblog.c'. The page content includes a header for Google Online Security, a main heading for the blog post, a date, the author's name, and the beginning of the article text.

Google Online Security

The latest news and insights from Google on security and safety on the Internet

Speeding up and strengthening HTTPS connections for Chrome on Android

April 24, 2014

Posted by Elie Bursztein, Anti-Abuse Research Lead

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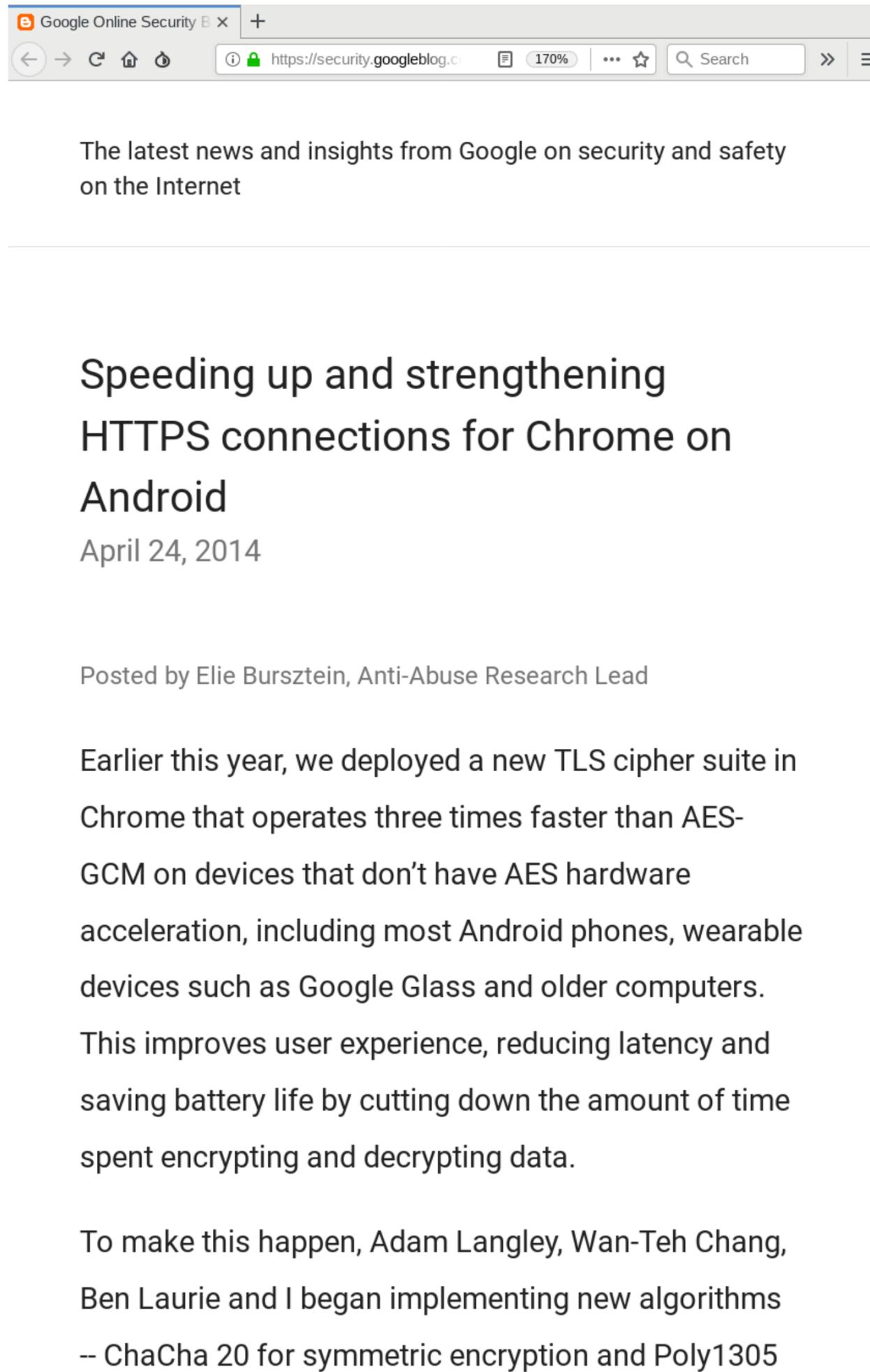
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Date: [201](#)
 Message-ID: [201](#)
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From: Eric Biggers

Hi all,

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It was officially encryption [\[1\]](#). W storage encryption "Android Go" device these devices still have to use older Cryptography Exten

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37

Date: [2018-08-06 2](#)
 Message-ID: [201808062233](#)
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From: Eric Biggers <ebiggers

Hi all,

(Please note that this patch it to be merged quite yet!)

It was officially decided to encryption [\[1\]](#). We've been storage encryption to entry- "Android Go" devices sold in these devices still ship with have to use older CPUs like Cryptography Extensions, mak

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Therefore, we (well, Paul Cr encryption mode, HPolyC. In ChaCha stream cipher for dis paper here: <https://eprint.i>

Google Online Security Blog

https://security.googleblog.c 170% Search

The latest news and insights from Google on security and safety on the Internet

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Date: [2018-08-06 22:32:51](#)
 Message-ID: [20180806223300.11389](#)
[\[Download message RAW\]](#)

From: Eric Biggers <ebiggers@google.com>

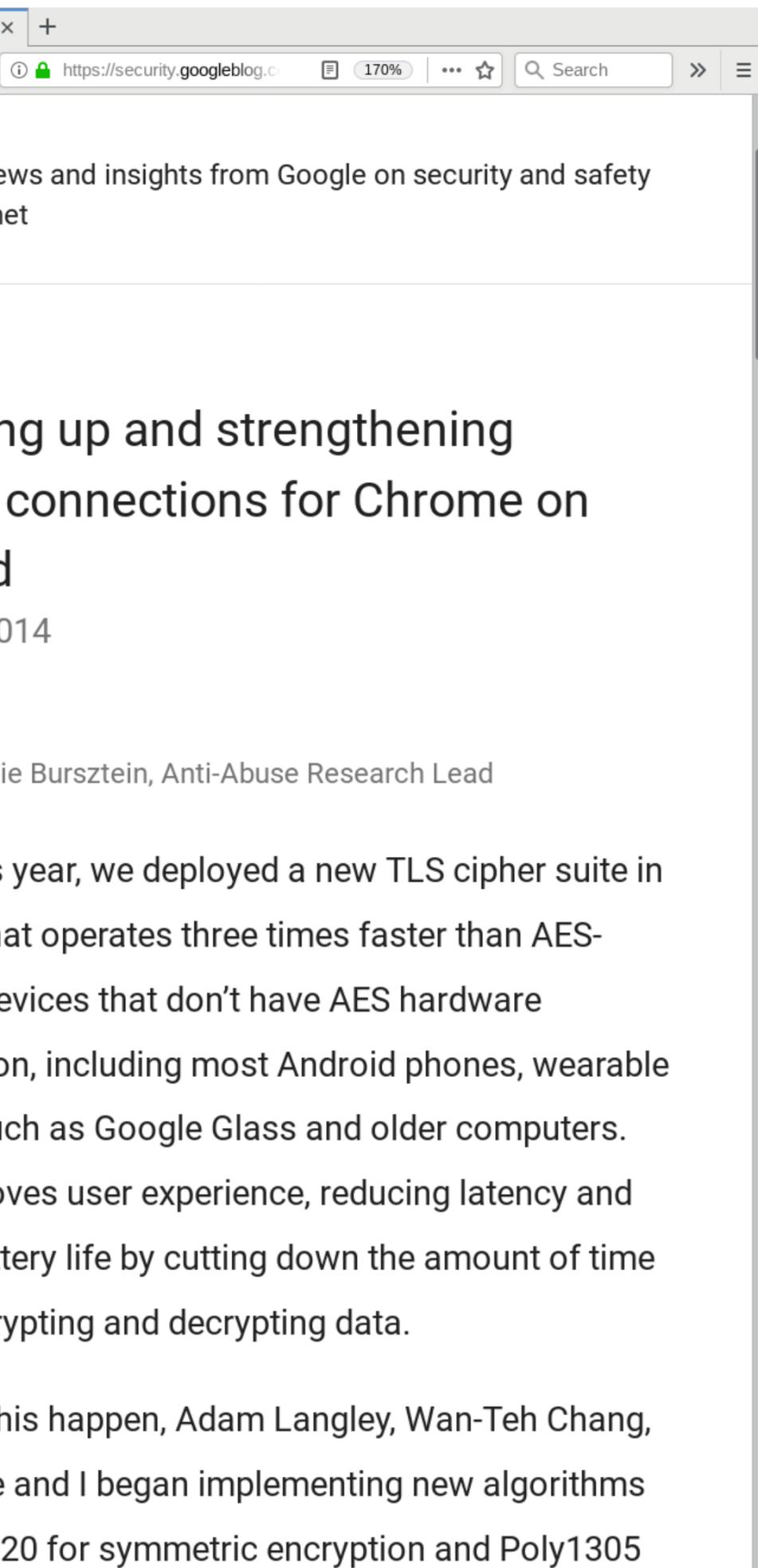
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Date: [2018-08-06 22:32:51](#)
Message-ID: [20180806223300.113891-1-ebiggers@google.com](#)
[\[Download message RAW\]](#)

From: Eric Biggers <ebiggers@google.com>

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It was officially decided to **not** allow Android disk encryption
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"Android Go" devices sold in developing countries, where
these devices still ship with no encryption, since they
have to use older CPUs like ARM Cortex-A7; and the lack of
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Date: [2018-08-06 22:32:51](#)

Message-ID: [20180806223300.113891-1-ebiggers \(\) ke](#)

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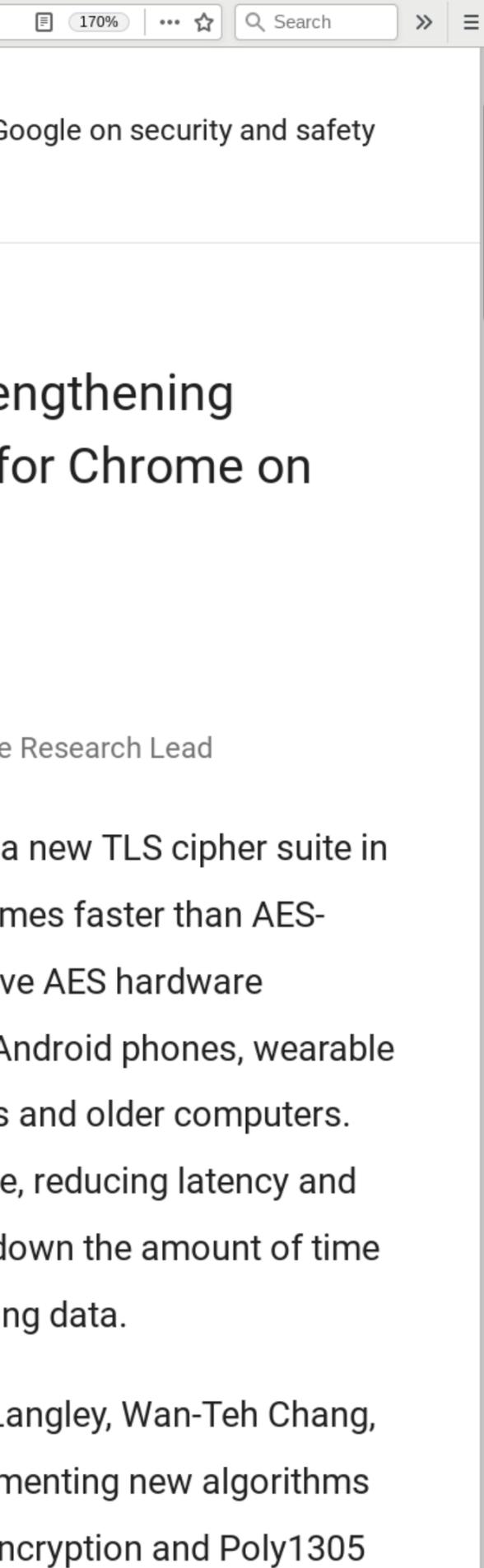
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Therefore, we (well, Paul Crowley did the real work) designed a new encryption mode, HPolyC. In essence, HPolyC makes it secure to use the ChaCha stream cipher for disk encryption. HPolyC is specified in a paper here: <https://eprint.iacr.org/2018/720.pdf> ("HPolyC:").



Date: [2018-08-06 22:32:51](#)

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[\[Download message RAW\]](#)

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AES software ecosystem is
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Picture is worse for high-security authenticated ciphers. 128-bit block size limits PRF security. Workarounds are hard to audit.

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ChaCha creates safe systems with much less work than AES.

More examples of how symmetric primitives have been improving speed, simplicity, security:

PRESENT is better than DES.

Skinny is better than Simon and Speck.

Keccak, BLAKE2, Ascon are better than MD5, SHA-0, SHA-1, SHA-256, SHA-512.

Performance seems limited
hardware and software
128-bit block size,
S-box design strategy.

Software ecosystem is
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from 2017 Bernstein–Kölbl–
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Gimli permutes $\{0, 1\}^{384}$.

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“Wait, where’s the key?”

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Even–Mansour SPRP mode:

$$E_k(m) = k \oplus \text{Gimli}(k \oplus m).$$

Salsa/ChaCha PRF mode:

$$S_k(m) = (k, m) \oplus \text{Gimli}(k, m).$$

Or: $(k, 0) \oplus \text{Gimli}(k, m)$.

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```
void gimli
{
    int r
    uint32
    for (
        for
            x
            y
            z
            b
            b
            b
        }
}
```

fe systems
 rk than AES.
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 Todo–Viguier for “Gimli: a
 cross-platform permutation”.

Gimli permutes $\{0, 1\}^{384}$.

“Wait, where’s the key?”

Even–Mansour SPRP mode:

$$E_k(m) = k \oplus \text{Gimli}(k \oplus m).$$

Salsa/ChaCha PRF mode:

$$S_k(m) = (k, m) \oplus \text{Gimli}(k, m).$$

$$\text{Or: } (k, 0) \oplus \text{Gimli}(k, m).$$

```

void gimli(uint32_t *b)
{
    int r, c;
    uint32_t x, y, z;

    for (r = 24; r < 32; r++)
        for (c = 0; c < 8; c++)
            x = rotate(y, 13);
            y = rotate(z, 17);
            z = rotate(x, 21);
            b[8+c] = x ^ (y << 1);
            b[4+c] = y ^ (x << 1);
            b[c] = z ^ (y << 1);
    }
  
```

Next slides: reference software
 from 2017 Bernstein–Kölbl–
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Or: $(k, 0) \oplus \text{Gimli}(k, m)$.

```
void gimli(uint32 *b)
{
    int r,c;
    uint32 x,y,z;

    for (r = 24;r > 0;--r)
        for (c = 0;c < 4;++c)
            x = rotate(b[ c],
                y = rotate(b[4+c],
                    z =          b[8+c];
                b[8+c]=x^(z<<1)^(y
                b[4+c]=y^x      ^((x
                b[ c]=z^y      ^((x
            }
}
```

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{
    int r,c;
    uint32 x,y,z;

    for (r = 24;r > 0;--r) {
        for (c = 0;c < 4;++c) {
            x = rotate(b[ c], 24);
            y = rotate(b[4+c], 9);
            z =          b[8+c];
            b[8+c]=x^(z<<1)^((y&z)<<2);
            b[4+c]=y^x      ^((x|z)<<1);
            b[ c]=z^y      ^((x&y)<<3);
        }
    }
}
```

des: reference software

17 Bernstein–Kölbl–

Massolino–Mendel–Nawaz–

er–Schwabe–Standaert–

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ansour SPRP mode:

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$0) \oplus \text{Gimli}(k, m)$.

```
void gimli(uint32 *b)
```

```
{
```

```
    int r,c;
```

```
    uint32 x,y,z;
```

```
    for (r = 24;r > 0;--r) {
```

```
        for (c = 0;c < 4;++c) {
```

```
            x = rotate(b[ c], 24);
```

```
            y = rotate(b[4+c], 9);
```

```
            z =          b[8+c];
```

```
            b[8+c]=x^(z<<1)^((y&z)<<2);
```

```
            b[4+c]=y^x      ^((x|z)<<1);
```

```
            b[ c]=z^y      ^((x&y)<<3);
```

```
        }
```

```
    if
```

```
        x=
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```
        x=
```

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    }
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```
    if
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```
        x=
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```
        x=
```

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    }
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```
    if
```

```
        b
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```
    }
```

```
}
```

nce software

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Mendel-Nawaz-

e-Standaert-

“Gimli: a

mutation”.

, 1} ³⁸⁴.

e key?”

RP mode:

li($k \oplus m$).

F mode:

Gimli(k, m).

(k, m).

```

void gimli(uint32 *b)
{
    int r,c;
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            b[ c]=z^y      ^((x&y)<<3);
        }
    }
}

```

```

if ((r & 3)
    x=b[0]; b[
    x=b[2]; b[
}

if ((r & 3)
    x=b[0]; b[
    x=b[1]; b[
}

if ((r & 3)
    b[0] ^= (0
}
}

```

```

void gimli(uint32 *b)
{
    int r,c;
    uint32 x,y,z;

    for (r = 24;r > 0;--r) {
        for (c = 0;c < 4;++c) {
            x = rotate(b[ c], 24);
            y = rotate(b[4+c], 9);
            z =          b[8+c];
            b[8+c]=x^(z<<1)^((y&z)<<2);
            b[4+c]=y^x      ^((x|z)<<1);
            b[ c]=z^y      ^((x&y)<<3);
        }
    }
}

```

```

if ((r & 3) == 0) {
    x=b[0]; b[0]=b[1];
    x=b[2]; b[2]=b[3];
}

if ((r & 3) == 2) {
    x=b[0]; b[0]=b[2];
    x=b[1]; b[1]=b[3];
}

if ((r & 3) == 0)
    b[0] ^= (0x9e377900)
}
}

```

```

void gimli(uint32 *b)
{
    int r,c;
    uint32 x,y,z;

    for (r = 24;r > 0;--r) {
        for (c = 0;c < 4;++c) {
            x = rotate(b[ c], 24);
            y = rotate(b[4+c], 9);
            z =          b[8+c];
            b[8+c]=x^(z<<1)^((y&z)<<2);
            b[4+c]=y^x      ^((x|z)<<1);
            b[ c]=z^y      ^((x&y)<<3);
        }
    }

```

```

    if ((r & 3) == 0) {
        x=b[0]; b[0]=b[1]; b[1]=x;
        x=b[2]; b[2]=b[3]; b[3]=x;
    }

    if ((r & 3) == 2) {
        x=b[0]; b[0]=b[2]; b[2]=x;
        x=b[1]; b[1]=b[3]; b[3]=x;
    }

    if ((r & 3) == 0)
        b[0] ^= (0x9e377900 | r);
    }
}

```

```

mli(uint32 *b)
, c;
2 x, y, z;

r = 24; r > 0; --r) {
(c = 0; c < 4; ++c) {
= rotate(b[ c], 24);
= rotate(b[4+c], 9);
=
b[8+c];
[8+c]=x^(z<<1)^((y&z)<<2);
[4+c]=y^x ^((x|z)<<1);
[ c]=z^y ^((x&y)<<3);
}
}

```

```

if ((r & 3) == 0) {
x=b[0]; b[0]=b[1]; b[1]=x;
x=b[2]; b[2]=b[3]; b[3]=x;
}

if ((r & 3) == 2) {
x=b[0]; b[0]=b[2]; b[2]=x;
x=b[1]; b[1]=b[3]; b[3]=x;
}

if ((r & 3) == 0)
b[0] ^= (0x9e377900 | r);
}
}

```

No additions
are replaced
(Idea stolen)

Big rotations
quickly a
x, y, z i
changes
(0, 4, 8;
Other swaps
through
swaps pe
on a wide

```

2 *b)

> 0;--r) {
  < 4;++c) {
    (b[ c], 24);
    (b[4+c], 9);
    b[8+c];
    z<<1) ^ ((y&z)<<2);
    ^ ((x|z)<<1);
    ^ ((x&y)<<3);

```

```

}
```

```

if ((r & 3) == 0) {
  x=b[0]; b[0]=b[1]; b[1]=x;
  x=b[2]; b[2]=b[3]; b[3]=x;
}

```

```

if ((r & 3) == 2) {
  x=b[0]; b[0]=b[2]; b[2]=x;
  x=b[1]; b[1]=b[3]; b[3]=x;
}

```

```

if ((r & 3) == 0)
  b[0] ^= (0x9e377900 | r);
}

```

No additions. Non
are replaced by sh
(Idea stolen from

Big rotations diffu
quickly across bit
x, y, z interaction
changes quickly th
(0, 4, 8; 1, 5, 9; 2, 6

Other swaps diffus
through rows. Del
swaps per round =
on a wide range of

```

if ((r & 3) == 0) {
    x=b[0]; b[0]=b[1]; b[1]=x;
    x=b[2]; b[2]=b[3]; b[3]=x;
}

if ((r & 3) == 2) {
    x=b[0]; b[0]=b[2]; b[2]=x;
    x=b[1]; b[1]=b[3]; b[3]=x;
}

if ((r & 3) == 0)
    b[0] ^= (0x9e377900 | r);
}
}

```

No additions. Nonlinear carries are replaced by shifts of &, l (Idea stolen from NORX cipher)

Big rotations diffuse changes quickly across bit positions.

x, y, z interaction diffuses changes quickly through columns (0, 4, 8; 1, 5, 9; 2, 6, 10; 3, 7, 11)

Other swaps diffuse changes through rows. Deliberately 1 swap per round \Rightarrow faster round on a wide range of platforms

```

if ((r & 3) == 0) {
    x=b[0]; b[0]=b[1]; b[1]=x;
    x=b[2]; b[2]=b[3]; b[3]=x;
}

if ((r & 3) == 2) {
    x=b[0]; b[0]=b[2]; b[2]=x;
    x=b[1]; b[1]=b[3]; b[3]=x;
}

if ((r & 3) == 0)
    b[0] ^= (0x9e377900 | r);
}
}

```

No additions. Nonlinear carries are replaced by shifts of &, |. (Idea stolen from NORX cipher.)

Big rotations diffuse changes quickly across bit positions.

x, y, z interaction diffuses changes quickly through columns (0, 4, 8; 1, 5, 9; 2, 6, 10; 3, 7, 11).

Other swaps diffuse changes through rows. Deliberately limited swaps per round \Rightarrow faster rounds on a wide range of platforms.