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# CMSC 426

# Principles of Computer Security

Introduction to Cryptography (continued)

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# Last Class We Covered

- Introduction to crypto
  - Definitions
  - Ciphers
  
- Block ciphers
  - DES
  - 3DES
  - AES

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***Any Questions from Last Time?***

# Today's Topics

- Block cypher modes
- Asymmetric encryption
  - Diffie-Hellman
  - RSA
  - Math (for real this time)

# Confusion and Diffusion

- Important concepts in cryptography and evaluating effectiveness
- Confusion
  - Each bit of the ciphertext should depend on several parts of the key
  - Obscures the connection between key and outcome
- Diffusion
  - If a single bit of the plaintext changes, (statistically) about half of the bits in the ciphertext should change

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# Modes of Operation

# Modes of Operation

- Block ciphers themselves are only good for encrypting a block
  - Repeatedly applying a block cipher to larger amounts of data requires a mode of operation
  - Some modes require an Initialization Vector (IV) to get started
- Different modes of operation exist for different purposes
  - Efficiency
  - Parallel encrypt and/or decrypt
  - Encrypting a stream

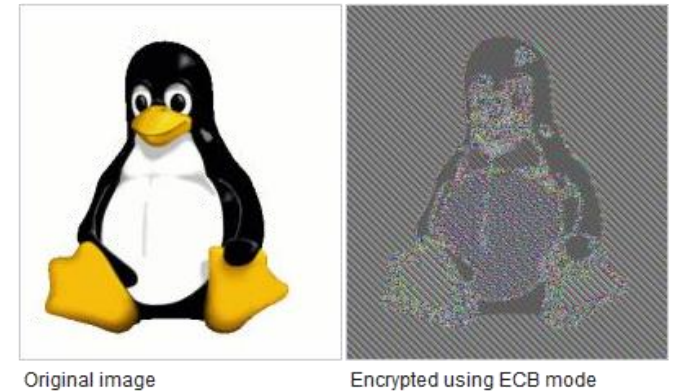
# Notation

- $E_K(P)$ 
  - Encryption of plaintext  $P$  with key  $K$  using an arbitrary block cipher
- $D_K(C)$ 
  - Decryption of cipher  $C$  with key  $K$  using an arbitrary block cipher
- *Arbitrary block cipher*
  - For example, DES, 3DES, or AES



# Electronic Codebook Mode (ECB)

- Simplest and most naïve mode of operation
  - Simply encrypts/decrypts each block with the same key
- Pros:
  - En/decryption can be performed in parallel
- Cons:
  - Requires padding of plaintext
  - Low diffusion



Original image

Encrypted using ECB mode

$$C_i = E_K(P_i)$$

$$P_i = D_K(C_i)$$

Image taken from [https://en.wikipedia.org/wiki/Block\\_cipher\\_mode\\_of\\_operation](https://en.wikipedia.org/wiki/Block_cipher_mode_of_operation)

# Quick Note: Padding

- Padding involves adding garbage/filler to the end of the plaintext so that it perfectly fits within a block size
- Downside is not the space “wasted” on the extra text
- Rather, padding can allow an adversary to examine and learn things about the plaintext by examining the padded ciphertext
  - Not something we’ll go into in depth in class
  - Read about “padding oracle attacks” for more information

# Cipher Block Chaining Mode (CBC)

- Each block of plaintext is **XORed** with the previous ciphertext block before being encrypted
  - Uses an initialization vector for the first plaintext block
- Pros:
  - Much better diffusion
- Cons:
  - Requires padding
  - Can't parallelize encryption
    - But can parallelize decryption – why?

$$C_i = E_K(P_i \oplus C_{i-1})$$

$$P_i = D_K(C_i) \oplus C_{i-1}$$

# Cipher Feedback Mode (CFB)

- Each block of plaintext is **XORED** with the previous ciphertext block after the previous ciphertext is re-encrypted
  - Plaintext never directly “touches” the encryption algorithm
  - Uses an initialization vector for the first plaintext block
- Block cipher is now a “stream cipher”
  - Uses the block cipher as a “key generator”
  - Digits can be encrypted one at a time, which means no padding is necessary
  - Encryption cannot be parallelized

$$C_i = E_K(C_{i-1}) \oplus P_i$$

$$P_i = E_K(C_{i-1}) \oplus C_i$$



# Counter Mode (CTR)

- Also works as a stream cipher
- Requires a pseudo-random seed,  $S$ , to function
  - For each successive en/decrypt, the seed “counts” up by one
- Pros:
  - Encryption can be parallelized, as seed simply counts up
  - Decryption can be parallelized as well
  - Plaintext does not need to be padded
- Cons:
  - ???

$$C_i = E_K(S + i - 1) \oplus P_i$$

$$P_i = E_K(S + i - 1) \oplus C_i$$

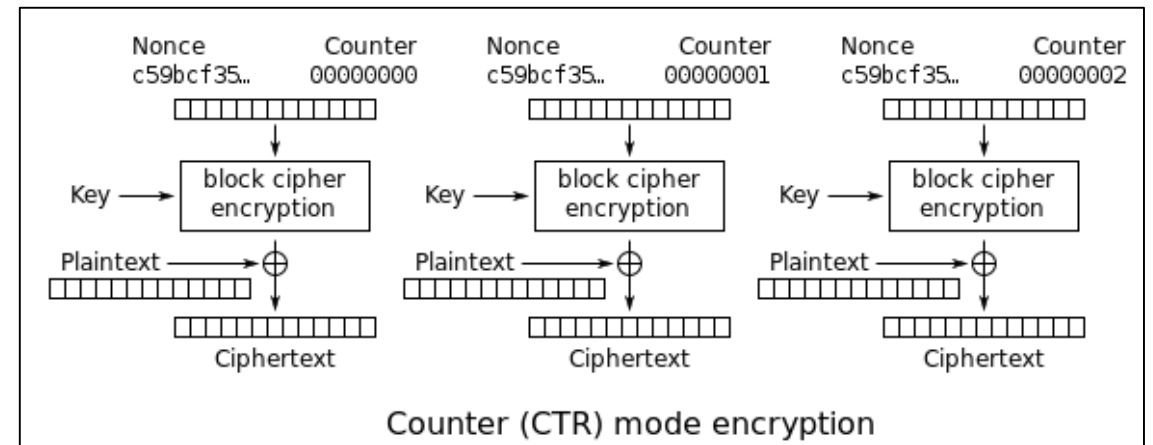
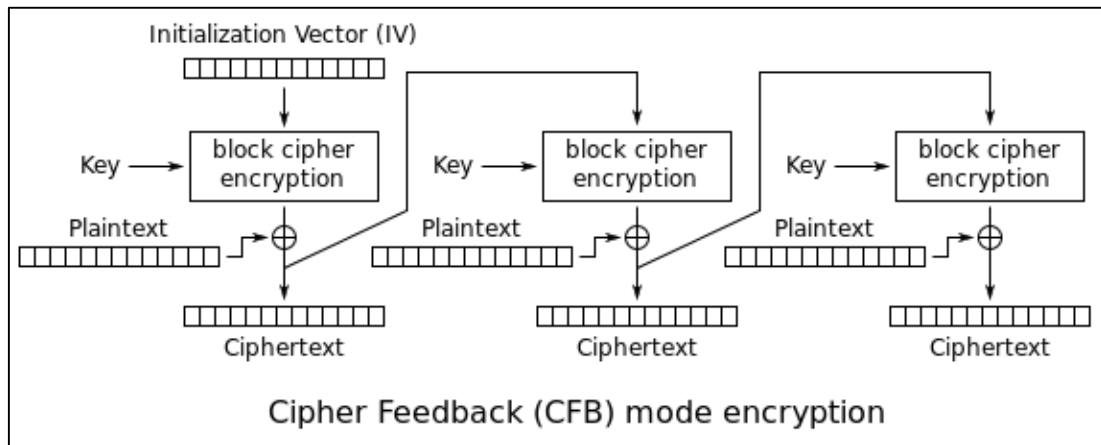
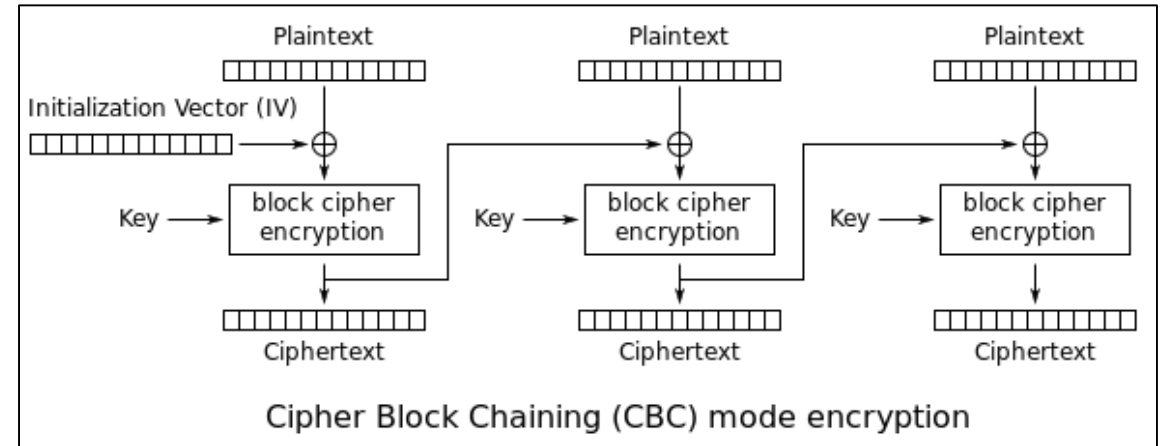
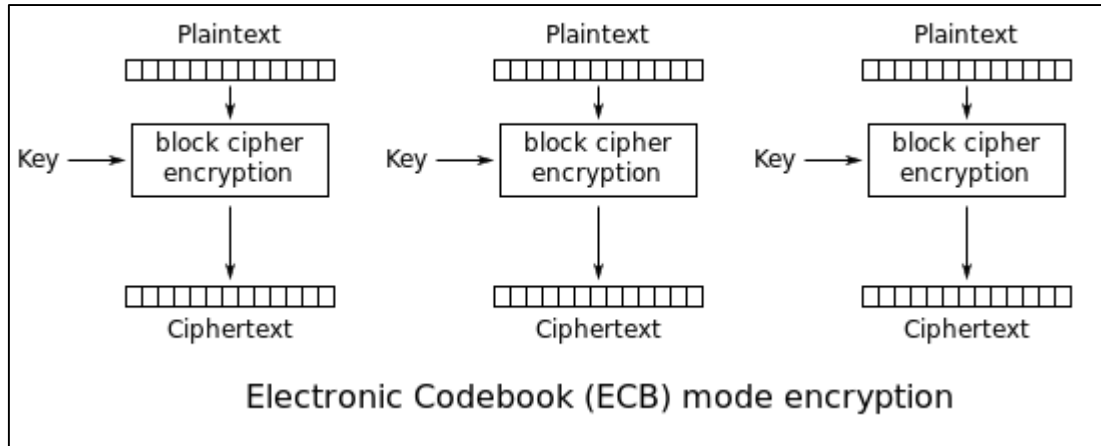


# Comparison of Modes of Operation

	Parallel Encrypt	Parallel Decrypt	Padding Required	Stream Cipher	Repeats in Cipher <sup>1</sup>
ECB	✓	✓	✓		✓
CBC		✓	✓		
CFB		✓		✓	
CTR	✓	✓		✓	

<sup>1</sup> Encrypting structured or repeating plaintext results in repeating cipher blocks.

# Enc. Algorithms of Modes of Operation



Images taken from [https://en.wikipedia.org/wiki/Block\\_cipher\\_mode\\_of\\_operation](https://en.wikipedia.org/wiki/Block_cipher_mode_of_operation)

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# Diffie-Hellman



# Shortcomings of Symmetric Encryption

- Symmetric key must remain secret to be secure
- But how do you communicate what the secret key is?
  - Without already having a secret key?
  - ???
  - You can't!
- Need some way to share keys over an unsecured channel

# Diffie-Hellman Key Exchange

- Named after Whitfield Diffie and Martin Hellman
- It is a way for two parties to
  - Use insecure communication to
  - Agree on a cryptographic key
  - Without anyone else being able to figure out what it is
- Neither party “chooses” the key, but that doesn’t matter
  - They just need the same one
- How to achieve this?
  - Math!

# Basic Diffie-Hellman Algorithm

- Choose two non-secret values  $p$  and  $g$ 
  - $p$  is prime
  - $g$  is generator, a primitive root modulo  $p$  (don't worry about this right now!)
- Each party
  - Chooses an integer  $Y$  in the range 1 to  $p - 1$  (inclusive)
  - Calculates  $y = g^Y \% p$  and transmit  $y$  across the clear channel
  - Use the other party's transmitted integer ( $x$ ) to calculate  $K = x^Y \% p$
- Both parties now have the same value  $K$ , for a symmetric key

# Example Diffie-Hellman Algorithm

- Alice and Bob agree to use  $p = 37$  and  $g = 11$ 
  - Normally they would use large numbers, but this is an example
- Alice chooses the integer  $A = 2$ , Bob chooses  $B = 9$ 
  - $a = g^A \% p$        $a = 11^2 \% 37$        $a = 10$
  - $b = g^B \% p$        $b = 11^9 \% 37$        $b = 36$
  - Over the clear channel, Alice transmits 10 and Bob transmits 36
- Each now calculates the key  $K$ 
  - Alice:  $K = b^A \% p$        $K = 36^2 \% 37$        $K = 1$
  - Bob:  $K = a^B \% p$        $K = 10^9 \% 37$        $K = 1$

# Diffie-Hellman: The Math

- Alice calculates  $a = g^A \% p$
- Bob calculates  $b = g^B \% p$ 
  - They transmit these values of  $a$  and  $b$  to each other, then...
- Alice calculates  $K = b^A \% p$  same thing as  $(g^B \% p)^A \% p$
- Bob calculates  $K = a^B \% p$  same thing as  $(g^A \% p)^B \% p$ 
  - Both of which simplify to  $g^{AB} \% p$ 
    - (Because  $x^y \% p = (x \% p)^y \% p$ )

# Diffie-Hellman Security

- Only  $p$ ,  $g$ ,  $a$ , and  $b$  are transmitted in the clear
  - So any attacker could have those
- But to calculate  $K$ , they also need either  $A$  or  $B$ 
  - Which they could solve for with the formula  $\log_g B \% p$
  - But this is really hard to do when  $p$  is 600 digits long
    - (For now – if this changes, we're all in deep trouble.)
- Private keys ( $A$  and  $B$ ) should also be large numbers
  - Makes them difficult to calculate for an attacker, or even for the other legitimate person in the communication

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# **RSA (not a real acronym)**

# RSA Overview

- RSA stands for Rivest, Shamir, and Adleman, its inventors
  - Is not necessarily a method for key exchange
- Is a form of asymmetric encryption
  - Uses two separate keys: public and private
- Public key is available to anyone and everyone
- Private key must be kept secret



# RSA Key Generation Algorithm

- Pick two secret prime numbers,  $p$  and  $q$ 
  - With those values, calculate  $n = p * q$
- Choose a valid public exponent  $e$ 
  - Software today uses 65537 (0x10001) to make calculations faster
    - A valid  $e$  is not a factor of  $n$ , and must be less than  $(p-1)*(q-1)$  ( $\sim^*\sim\text{math}\sim^*\sim$ )
- Calculate a private exponent  $d$ 
  - Such that  $e$  is congruent to  $d \% (p - 1) * (q - 1)$  (more  $\sim^*\sim\text{math}\sim^*\sim$ )
- Public key components are  $n$  and  $e$
- Private key components are  $n$  and  $d$  (normally save  $p$  and  $q$  too)

# Using RSA Keys

- Encryption
  - The plaintext  $P$  is converted into an integer  $m$ 
    - (Don't worry about this for now)
  - $C = m^e \% n$  (remember,  $e$  and  $n$  were our public key components)
- Decryption
  - $m = C^d \% n$  (remember,  $d$  and  $n$  were our private key components)
- Mathematical proof
  - Outside of the scope of this class (number theory, etc.)
  - Read the paper if you're really interested

# RSA Example: Key Generation

- Key generation:
  - Choose  $p = 43$  and  $q = 59$
  - Calculate  $n = p * q$        $n = 43 * 59$        $n = 2537$
  - Choose  $e = 67$
  - Calculate  $d = 1927$
- Public key:     $n = 2537, e = 67$
- Private key:    $n = 2537, d = 1927$

# RSA Example: Encryption/Decryption

- Now, someone wants to send you a message  $m = 42$ 
  - To encrypt it, they use your public key:  $n = 2537$ ,  $e = 67$
  - $C = m^e \% n$                        $C = 42^{67} \% 2537$                        $C = 1332$
  - This ciphertext of 1332 is sent over a clear channel
  
- After receiving the message 1332, you want to read it
  - To decrypt, you'll use your private key:  $n = 2537$ ,  $d = 1927$
  - $m = C^d \% n$                        $m = 1332^{1927} \% 2537$                        $m = 42$

# RSA Security

- An attacker has access to only  $n$  and  $e$ 
  - They need access to  $d$  to have a complete private key
  - If they could factor  $p$  and  $q$  out of  $n$ , they could calculate  $d$
- Fortunately, calculating the large primes that are the only factors for a large number is **hard**
  - The larger the primes, the harder it is to factor
- Fun fact: the largest known prime is  $2^{77,232,917} - 1$ 
  - It has 23,249,425 digits

# RSA: Digital Signatures

- Encryption and decryption are inverses of each other
- If something is encrypted with the private key, it can be decrypted with the public key
  - What does this allow us to do?
  - State “only this person could have encrypted this”
- This is called a ***digital signature***, and is meant to prove the message came from a specific individual
  - This alone does not guarantee any confidentiality for the contents of the message

# (Pseudo)-Random Number Generation

- `rand()` is not an acceptable (pseudo) random number generator for anything that has an actual purpose
- If you want something statistically viable, you need to use an actually good pseudorandom number generator (PRNG)
- If you're going to use the numbers for security-related purposes, use a **cryptographically secure pseudorandom number generator (CSPRNG)**
  - If you don't know if it's a CSPRNG, it probably isn't

# Quantum Computing

- **If** a sufficiently large quantum computer is ever built:
- RSA and Diffie-Hellman are completely broken by an algorithm called Shor's algorithm
- The bit length of symmetric ciphers is effectively halved
  - If it would previously require  $2^{128}$  computations to crack something, it would only require  $2^{64}$  quantum computations



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# Announcements

- Lab 2 and Homework 2 are due Wednesday night
- Paper 2&3 are due next Wednesday
- Exams are graded and available for pickup