#### CMSC 426 Principles of Computer Security

#### Lecture 11 Introduction to Cryptography (continued)

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#### Last Class We Covered

- Introduction to crypto
  - Definitions
  - Ciphers
- Block ciphers
  - DES
  - 3DES
  - AES
- Confusion and diffusion
- Parallelization

#### Any Questions from Last Time?

# **Today's Topics**

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

#### **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

#### Ε<sub>κ</sub>(P)

Encryption of plaintext P with key K using an arbitrary block cipher

#### • D<sub>K</sub>(C)

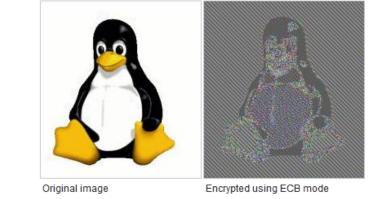
Decryption of cipher C with key K using an arbitrary block cipher

# 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 plaintextLow diffusion



 $C_i = \mathsf{E}_{\mathsf{K}}(P_i)$ 

 $P_i = \mathsf{D}_{\mathsf{K}}(C_i)$ 

Image taken from 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 <u>not</u> 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 **XOR**ed with the previous ciphertext block <u>before</u> 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 <u>decryption</u> why?

$$C_i = \mathsf{E}_{\mathsf{K}}(P_i \oplus C_{i-1})$$

$$P_i = \mathsf{D}_{\mathsf{K}}(C_i) \oplus C_{i-1}$$

# Cipher Feedback Mode (CFB)

- Each block of plaintext is **xor**ed with the previous ciphertext block <u>after</u> 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

 $C_i = \mathsf{E}_{\kappa}(C_{i-1}) \oplus P_i$ 

$$P_i = \mathsf{E}_{\kappa}(C_{i-1}) \oplus C_i$$

# 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 <u>not</u> need to be padded
- Cons:

 $C_i = \mathsf{E}_{\kappa}(S + i - 1) \oplus P_i$ 

$$P_i = \mathsf{E}_{\kappa}(S + i - 1) \oplus C_i$$

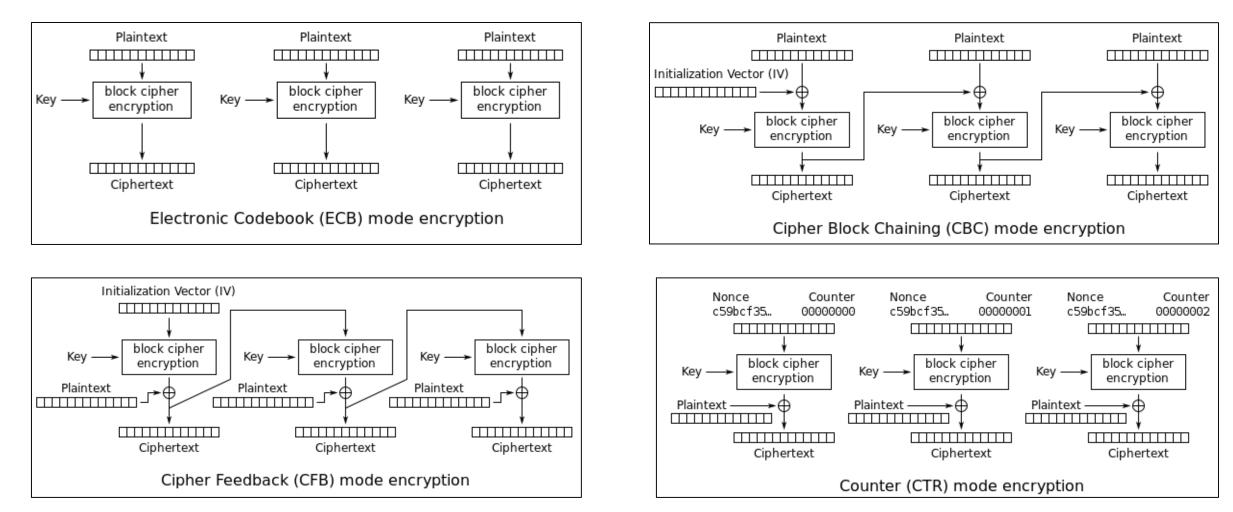
• ???

## **Comparison of Modes of Operation**

	Parallel Encrypt	Parallel Decrypt	Padding Required	Stream Cipher	Initialization Vector	Repeats in Cipher <sup>1</sup>
ECB		$\checkmark$	~			$\checkmark$
CBC		$\checkmark$	~		$\checkmark$	
CFB		$\checkmark$		$\checkmark$	$\checkmark$	
CTR	$\checkmark$	$\checkmark$		$\checkmark$		

<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

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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 <u>non-secret</u> 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  $y = g^{\gamma} \% p$  and transmit y across the <u>clear</u> channel
  - Use the <u>other</u> party's transmitted integer (x) to calculate  $K = x^{\gamma} \% p$
- 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<sup>A</sup>* % *p K* = 36<sup>2</sup> % 37 *K* = 1
 Bob: *K* = *a<sup>B</sup>* % *p K* = 10<sup>9</sup> % 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 ~\*~math~\*~)

#### **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

#### RSA (not a real acronym)

#### **RSA Overview**

- RSA stands for <u>Rivest</u>, <u>Shamir</u>, and <u>Adleman</u>, 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 <u>secret</u> prime numbers, *P* and *Q* 

• With those values, calculate n = P \* Q

- Choose a valid <u>public</u> 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) (~\*~math~\*~)
- Calculate a <u>private</u> exponent *D*

□ Such that e is congruent to D%(P-1)\*(Q-1) (more ~\*~math~\*~)

- 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)
  - $\Box$  *c* = *M*<sup>*e*</sup> % *n* (remember, *e* and *n* were our public key components)

#### Decryption

 $\square$   $M = c^D \% n$  (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
  - $\Box c = M^e \% n$   $c = 42^{67} \% 2537$  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<sup>D</sup>* % *n M* = 1332<sup>1927</sup> % 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 <u>hard</u>

The larger the primes, the harder it is to factor

Fun fact: the largest known prime is 2<sup>77,232,917</sup> - 1
 It has 23,249,425 <u>digits</u>

# **RSA: Digital Signatures**

- Encryption and decryption are inverses of each other
- If something is <u>encrypted</u> with the private key, it can be <u>decrypted</u> with the public key
  - What does this allow us to do?
  - State "only this person could have <u>encrypted</u> this"
- This is part of something called a *digital signature*, and is meant to prove the message came from a specific individual
  - Digital signatures are more complex than just this; we'll discuss the details next time

#### (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**

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

#### Announcements

- Lab 2 is due Thursday night
- Paper 1 will be coming out soon

Exams are graded and available for pickup