

# Data Encryption Standard

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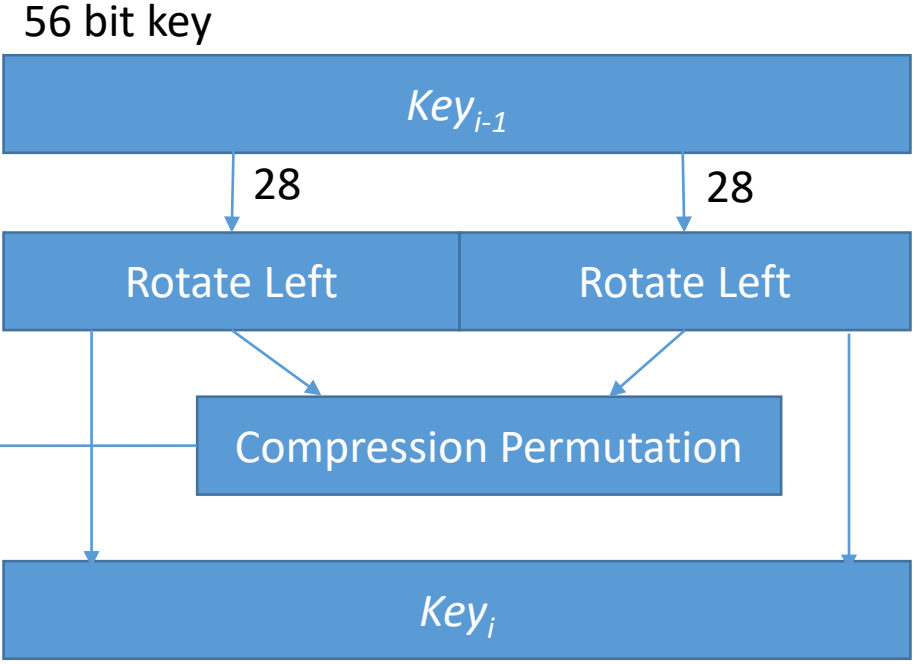
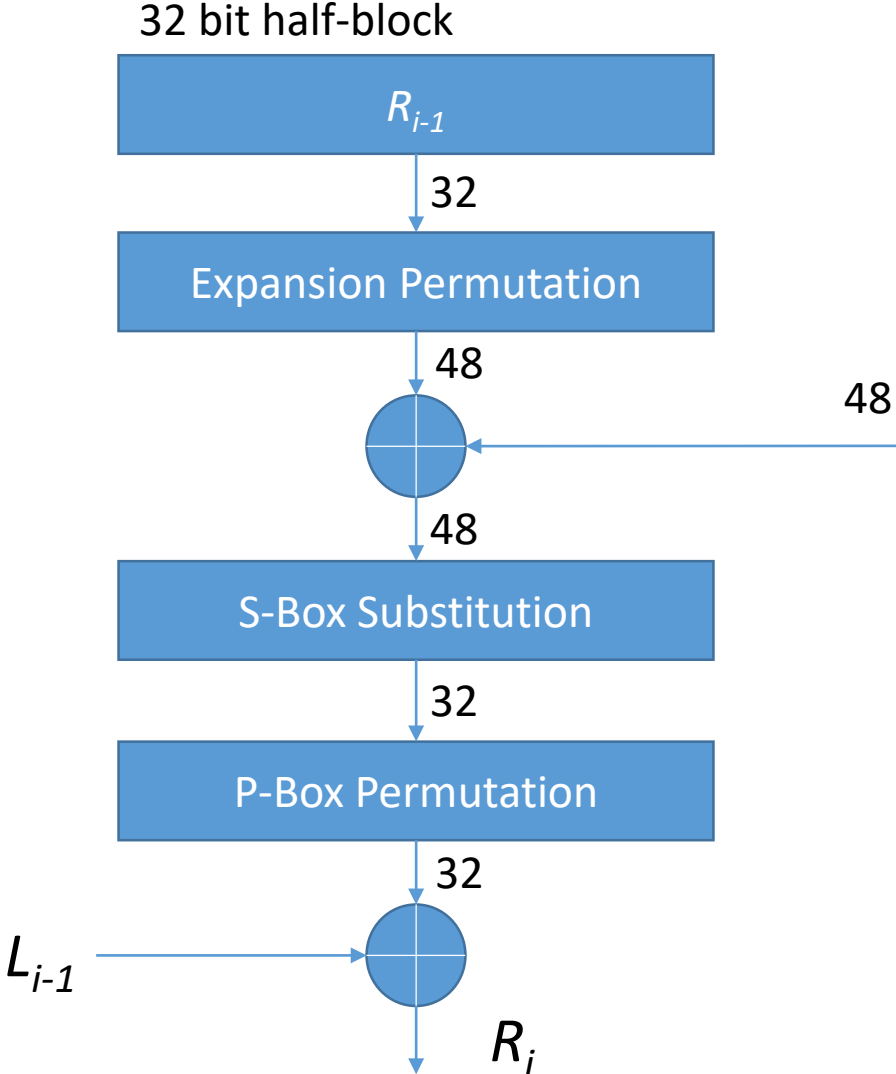
# Brief History

- 1973: National Bureau of Standards (NBS) issued request for design
- IBM submitted promising candidate based on Lucifer (an IBM cipher)
- NBS asked the NSA to evaluate the algorithm. IBM agreed to let others implement it (they had patented it)
  - The NSA made some changes, but didn't explain why. People assumed they introduced a back door of some kind.
  - The NSA reduced the key size from 128 bits to 56 bits
- 1975: NBS published the algorithm and asked for comments.
- 1976: DES adopted as standard: FIPS PUB 46 "Data Encryption Standard."

# DES Basics

- 64 bit block cipher
- 56 bit key (considered too vulnerable to brute force today)
  - Key can be given as 8 ASCII characters (7 bits per character)
  - Key usually expressed as a 64 bit number with one parity bit ignored
- Feistel cipher
  - ... with an initial permutation of the block and a final inverse permutation
- Fairly easy to implement in hardware
- Fairly awkward to implement in software

# DES Function 'f'



- $i$  is the round number ( $i = 0$  is the initial input)
- 16 rounds total
- 8 S-boxes, each with 6 bits in and 4 bits out
- S-boxes add non-linearity. Source of DES security
- Rotation amounts of 1 or 2 bits depending on round

# Bitwise Exclusive OR (XOR)

```
  1 0 0 1 1 1 0 0
XOR 1 1 1 1 0 0 0 0
-----
  0 1 1 0 1 1 0 0
```

```
  0 1 1 0 1 1 0 0
XOR 1 1 1 1 0 0 0 0
-----
  1 0 0 1 1 1 0 0
```

XORing the same value twice recovers the original!

1 bits XORed into a value invert that value

0 bits XORed into a value keep that value

- $A \text{ xor } B = B \text{ xor } A$  (communitive)
- $(A \text{ xor } B) \text{ xor } C = A \text{ xor } (B \text{ xor } C)$  (associative)
- $A \text{ xor } 0 = A$
- $A \text{ xor } A = 0$
- $(A \text{ xor } B) \text{ xor } A = (A \text{ xor } A) \text{ xor } B = 0 \text{ xor } B = B$

# Weak Keys

- DES weak keys

- `0x00000000, 0x00000000`  $\leq$  56 bits expressed as two 28 bit hex numbers
- `0x00000000, 0xFFFFFFFF`
- `0xFFFFFFFF, 0x00000000`
- `0xFFFFFFFF, 0xFFFFFFFF`

- Rotations have no effect during subkey generation

- Most algorithms have some weak keys (not necessarily the same ones)

- Programs can (and should) detect them and prevent them from being used

# Workaround for Small Key: Encrypt Twice?

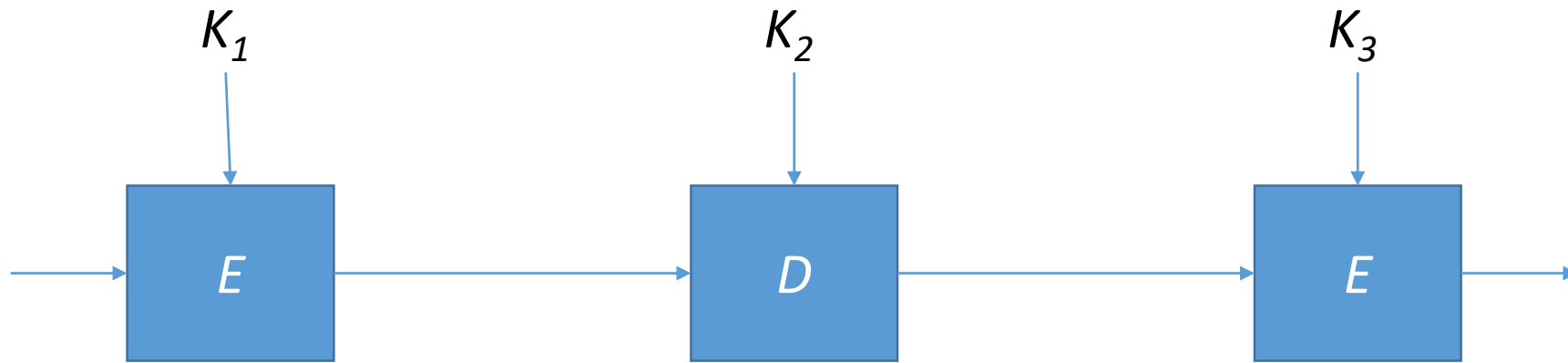
- Double DES... using two different keys,  $K_1$  and  $K_2$
- But wait!
  - $E_{K_2}(E_{K_1}(P)) = E_{K_3}(P)$  for some  $K_3$ ?
  - If so, Double DES would offer no additional security.
  - Question: Is DES closed?
- 1992: It was proved that DES is not closed
- Unfortunately Double DES not significantly better than single DES.
  - Not worth the trouble

# Meet In The Middle Attack

- General method of attack in cases like this...
  - Assume you have a known (plaintext, ciphertext) pair
    - Ciphertext result from plaintext you know or can guess
  - 1. Compute table of all possible encryptions ( $2^{56}$  of them)
  - 2. Compute all decryptions of ciphertext
    - 1. For each decryption, see if the encryption is in the table
    - 2. If so, you have found the two keys
- Only requires  $2^{57}$  operations
- BUT... does require storage of  $2^{56}$  ciphertext blocks
  - $2^{56} * 8 = 2^{59}$  bytes =  $2^{47}$  Terabytes
  - Could be a problem 😊



# Triple DES (3DES)



- Interoperability with single DES: Let  $K_1 = K_2 = K_3$
- Usually 3DES is used with two keys:  $K_1 = K_3$  and  $K_2$  giving 112 bits of key material
- Notice 3DES with two keys is no faster than 3DES with three keys