CSE 484: Computer Security and Privacy

Cryptography
[Symmetric Encryption]

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Admin

- Lab 1 checkpoint on Wednesday

How might we get “good” random numbers?

Obtaining Pseudorandom Numbers

- For security applications, want "cryptographically secure pseudorandom numbers"
- Libraries include cryptographically secure pseudorandom number generators (CSPRNG)

Obtaining Pseudorandom Numbers

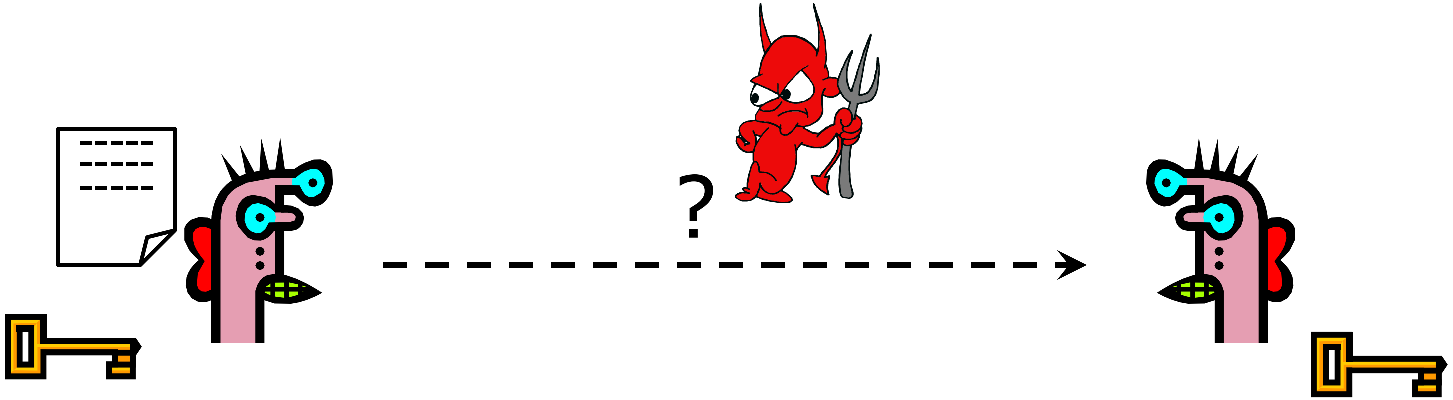
- Linux:
  - /dev/random – blocking (waits for enough entropy)
  - /dev/urandom – nonblocking, possibly less entropy
  - getrandom() – syscall! – by default, blocking
- Internally:
  - Entropy pool gathered from multiple sources
    - e.g., mouse/keyboard/network timings
- Challenges with embedded systems, saved VMs

Obtaining *Random* Numbers

- Better idea:
  - AMD/Intel's on-chip random number generator
    - RDRAND
- Hopefully no hardware bugs!

Now: Symmetric Encryption

Confidentiality: Basic Problem



Given (Symmetric Crypto): both parties know the same secret.

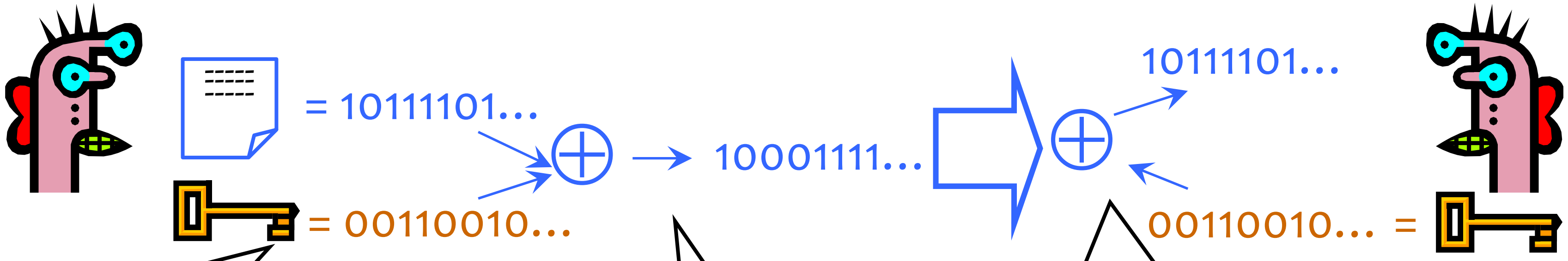
Goal: send a message confidentially.

Ignore for now: How is this achieved in practice??

One weird bit-level trick

- XOR!
  - Just XOR with a random bit!
- Why?
  - Uniform output
  - Independent of ‘message’ bit

One-Time Pad



Key is a random bit sequence as long as the plaintext

Encrypt by bitwise XOR of plaintext and key:
ciphertext = plaintext ⊕ key

Decrypt by bitwise XOR of ciphertext and key:
ciphertext ⊕ key =
(plaintext ⊕ key) ⊕ key =
plaintext ⊕ (key ⊕ key) =
plaintext

Cipher achieves perfect secrecy if and only if
there are as many possible keys as possible plaintexts,
and every key is equally likely (Claude Shannon, 1949)

Advantages of One-Time Pad

- Easy to compute
  - Encryption and decryption are the same operation
  - Bitwise XOR is very cheap to compute
- As secure as theoretically possible
  - Given a ciphertext, all plaintexts are equally likely, regardless of attacker's computational resources
  - ...as long as the key sequence is truly random
    - True randomness is expensive to obtain in large quantities
  - ...as long as each key is same length as plaintext
    - But how does sender communicate the key to receiver?

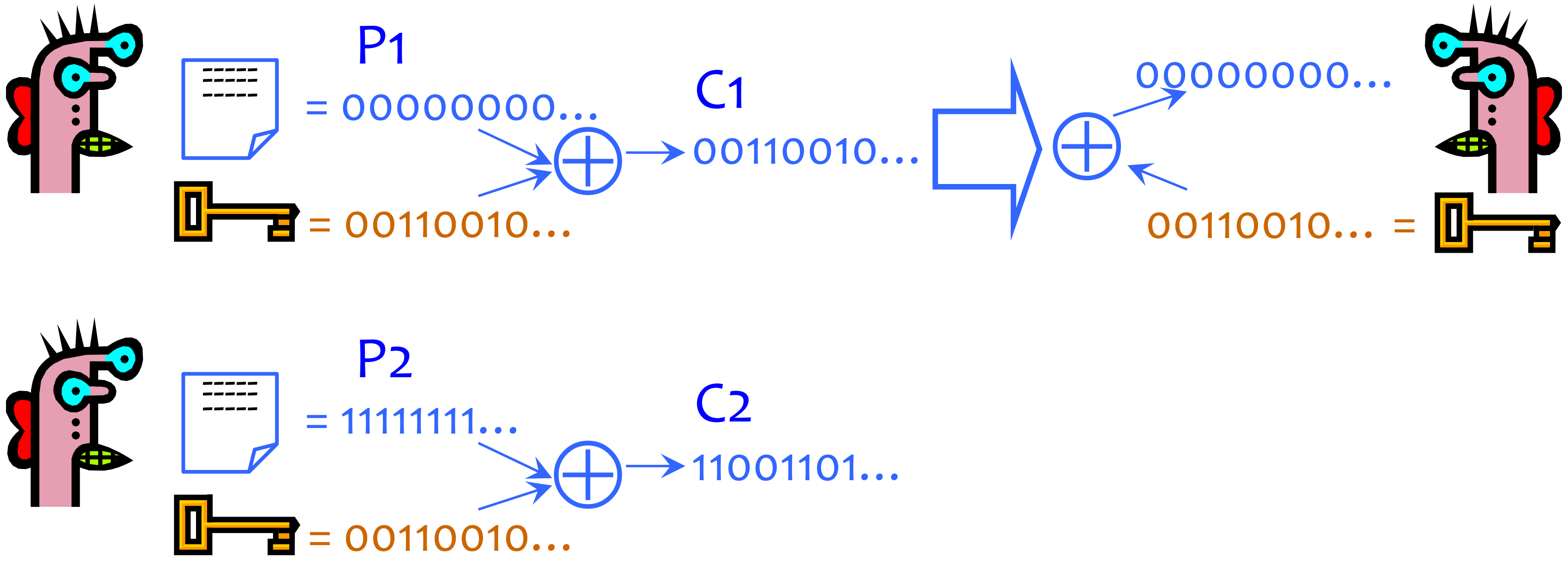
Problems with the One-Time Pad?

- Breakout Discussions
- What potential security problems do you see with the one-time pad?
- (Try not to look ahead and next slides)
- Recall two key goals of cryptography: confidentiality and integrity

Problems with One-Time Pad

- (1) Key must be as long as the plaintext
  - Impractical in most realistic scenarios
  - Still used for diplomatic and intelligence traffic
- (2) Insecure if keys are reused

Dangers of Reuse



Learn relationship between plaintexts

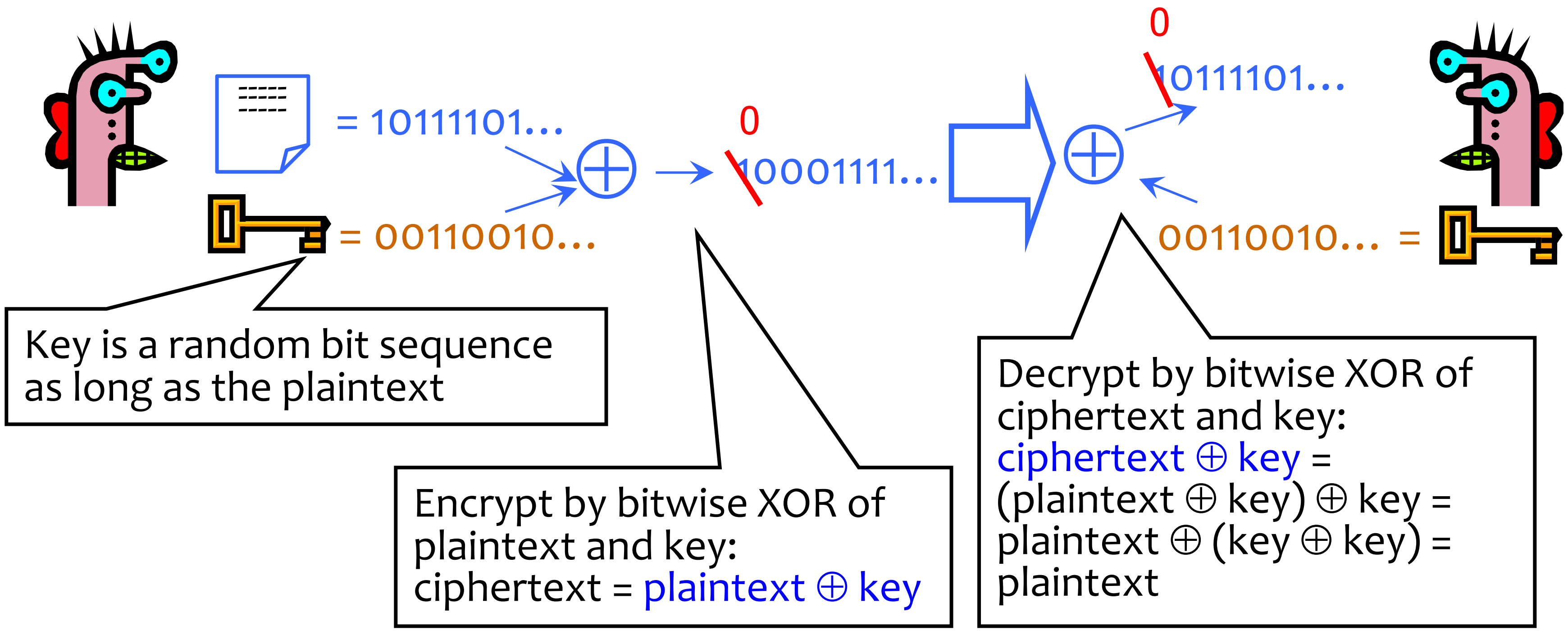
$C1 \oplus C2 = (P1 \oplus K) \oplus (P2 \oplus K) =$

$(P1 \oplus P2) \oplus (K \oplus K) = P1 \oplus P2$

Problems with One-Time Pad

- (1) Key must be as long as the plaintext
  - Impractical in most realistic scenarios
  - Still used for diplomatic and intelligence traffic
- **(2) Insecure if keys are reused**
  - **Attacker can obtain XOR of plaintexts**

Integrity?


= 10111101…
= 00110010…
0
10001111…
0
10111101…
00110010… =
Key is a random bit sequence as long as the plaintext
Encrypt by bitwise XOR of plaintext and key:
ciphertext = plaintext ⊕ key
Decrypt by bitwise XOR of ciphertext and key:
ciphertext ⊕ key =
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Problems with One-Time Pad

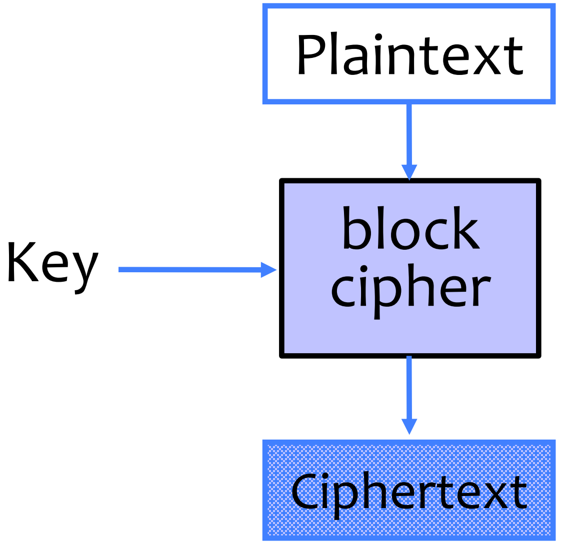
- (1) Key must be as long as the plaintext
  - Impractical in most realistic scenarios
  - Still used for diplomatic and intelligence traffic
- (2) Insecure if keys are reused
  - Attacker can obtain XOR of plaintexts
- **(3) Does not guarantee integrity**
  - **One-time pad only guarantees confidentiality**
  - **Attacker cannot recover plaintext, but can easily change it to something else**

Reducing Key Size

- What to do when it is infeasible to pre-share huge random keys?
  - When one-time pad is unrealistic…
- Use special cryptographic primitives: block ciphers, stream ciphers
  - Single key can be re-used (with some restrictions)
  - Not as theoretically secure as one-time pad

Block Ciphers

- Operates on a single chunk ("block") of plaintext
  - For example, 64 bits for DES, 128 bits for AES
  - Each key defines a different permutation
  - Same key is reused for each block (can use short keys)



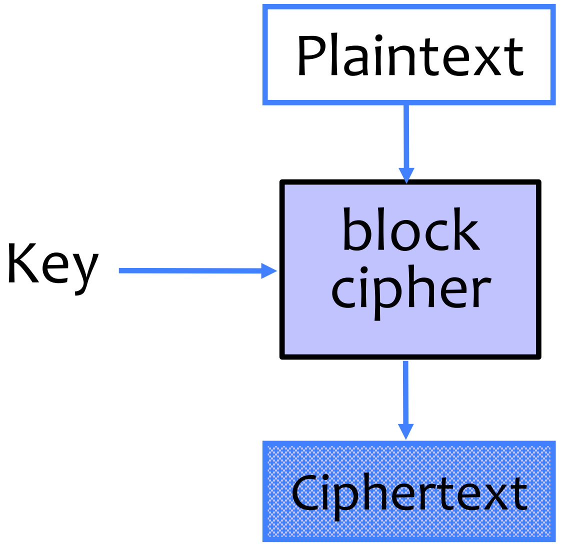
Keyed Permutation

input	possible output (K=00)	possible output (K=01)	etc.
000	010	111	…
001	111	110	…
010	101	000	…
011	110	101	…
…	…		…
111	000	110	…

For N-bit input, $2^N!$ possible permutations
For K-bit key, 2^K possible keys

Keyed Permutation

- Not just shuffling of input bits!
  - Suppose plaintext = “111”.
  - Then “111” is **not** the only possible ciphertext!
- Instead:
  - **Permutation of possible outputs**
  - Use secret key to pick a permutation



Block Cipher Security

- Result should look like a random permutation on the inputs
  - Recall: not just shuffling bits. N-bit block cipher permutes over 2^N inputs.
- Only computational guarantee of secrecy
  - Not impossible to break, just very expensive
    - If there is no efficient algorithm (unproven assumption!), then can only break by brute-force, try-every-possible-key search
  - Time and cost of breaking the cipher exceed the value and/or useful lifetime of protected information
  - "Break" could mean recovering key, or it could mean distinguishing the block cipher's behavior from that of a randomly selected permutation over the 2^N possible inputs