

Symmetric encryption: Stream ciphers

CRYPTOGRAPHY AND COMPUTER SECURITY

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OUTLINE

- 6. Symmetric encryption: Stream ciphers
 - Introduction
 - Types
 - Keystream
 - Cryptographic PRNGs
 - LFSR
 - Stream ciphers: advantages and disadvantages
 - RC4

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Stream ciphers. Introduction

- They divide the whole message in symbols (characters or bits):

$$M = m_1, m_2, \dots m_n$$

- They encrypt each of those symbols m_i with the corresponding symbol k_i of a keystream of a given length
- Ideally infinite and random
 - $K = k_1, k_2, \dots, k_n, k_{n+1}, \dots$
- $E_K (M) = E_{k_1} (m_1) E_{k_2} (m_2) \dots E_{k_n} (m_n)$

Stream ciphers. Introduction

VENAM ENCRYPTION

- Encryption: $E(M) = M \oplus K = m_1+k_1, m_2+k_2, \dots, m_n+k_n$

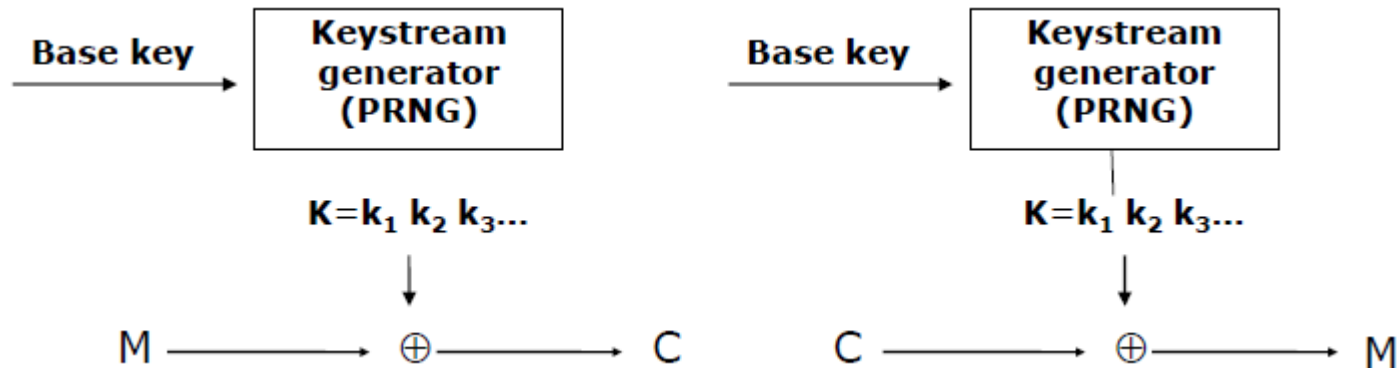
$$\begin{array}{rcccccccc} & 1 & 0 & 0 & 1 & 1 & 1 & 0 & 1 & M \\ \oplus & 0 & 0 & 1 & 0 & 0 & 1 & 0 & 1 & K \\ \hline & 1 & 0 & 1 & 1 & 1 & 0 & 0 & 0 & C \end{array}$$

- Decryption: $M = E(M) \oplus K$
- Shannon showed that Vernam cipher is unconditionally secure (perfect secrecy) if the key K is:
 - Truly random
 - Used once
 - Its length is equal or greater to the message (M) length

Stream ciphers. Introduction

VENAM ENCRYPTION => No practical

- K: keystream obtained from a base key

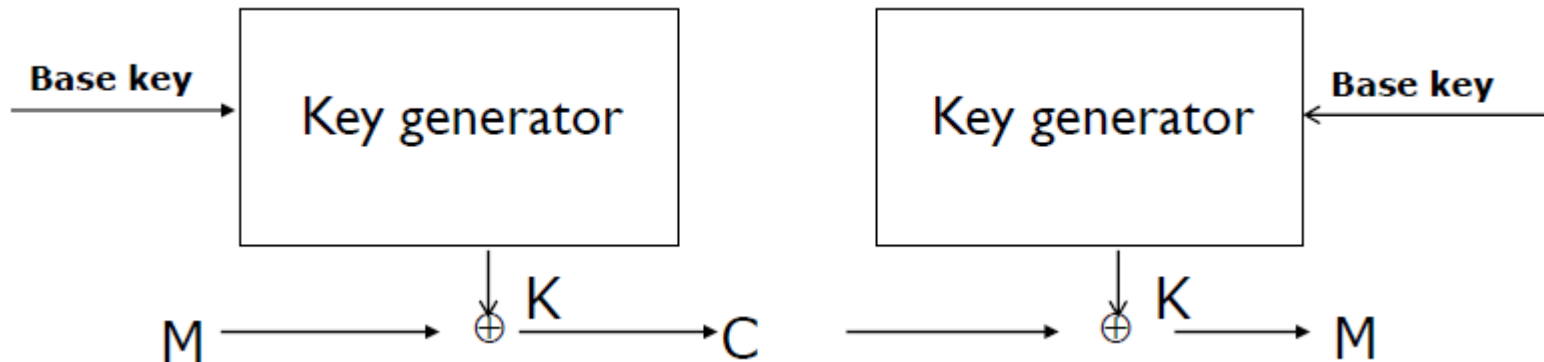


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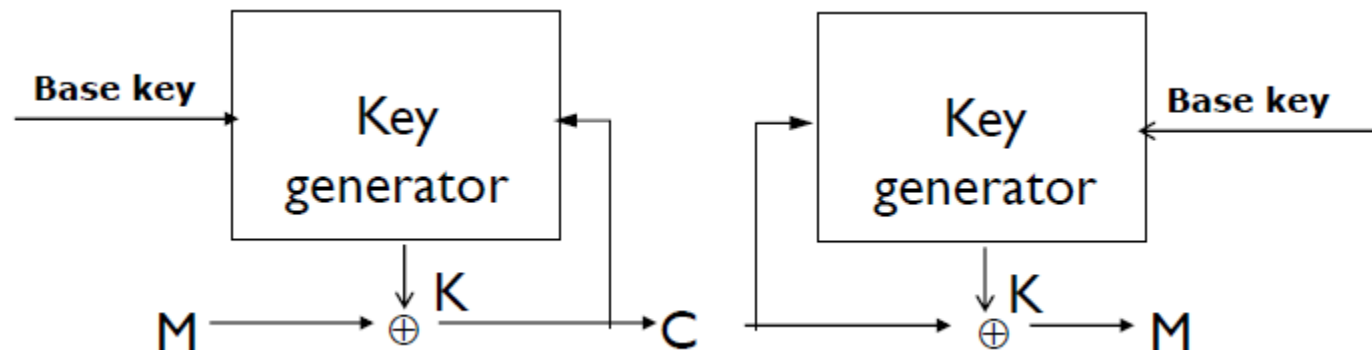
Types of stream ciphers

- Synchronous
 - Sender and receiver have to be externally synchronized
 - Keystream generation is done independently of the plaintext and the ciphertext



Types of stream ciphers

- Self-synchronized
 - Sender and receiver are automatically synchronized
 - by means of a certain number of keystream bits
 - Keystream is a function of previously encrypted symbols



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Keystream

- Keystream generation in both sender and receiver
- By means of a PseudoRandom Number Generator (PRNG)
 - Deterministic generation
- From a base key (secret and unpredictable)
 - Generated keystream has to be hundreds of bits long (to avoid brute force attacks)

Keystream

GOLOMB postulates to verify the randomness of a sequence.

- Postulate G1:

- In every period, the number of zeros is nearly equal to the number of ones. (More precisely, the disparity will not to exceed 1 bit)

- Postulate G2:

- In every period, half of the runs (consecutive equal values) have length one, one fourth have length two, one-eighth have length three, etc. for each of these lengths, there are equally many runs of 0's and of 1's

- Postulate G3:

- For any k , the auto-correlation function out of phase, $AC(k)$, is a constant }
Auto-correlation function:
 - Left shifting of k bits of the sequence S (of period P)
 - $AC(k) = (H - F) / P$
 - Hits (H) = equal bits Failures (F) = different bits

Keystream

GOLOMB postulates

$k=1$

1 1 1 1 0 1 0 1 1 0 0 1 0 0 0

1 1 1 0 1 0 1 1 0 0 1 0 0 0 1

$\wedge \wedge \wedge \quad \quad \wedge \quad \wedge \quad \wedge \wedge$

$H = 7, F = 8 \quad \Rightarrow \quad AC(1) = -1/15$

Exercise:

- Given the keystream s_i prove that

$$s_i = \mathbf{1\ 1\ 1\ 1\ 0\ 1\ 0\ 1\ 1\ 0\ 0\ 1\ 0\ 0\ 0}$$

- the $AC(k)$ is constant and equal to $-1/15$ for any values of k ($\mathbf{1 \leq k \leq 14}$)

Keystream

- Desirable properties
 - Very long period (approximately 10^{50})
 - Uniform distribution
 - Unpredictability (knowing part of the keystream must be insufficient to generate the whole sequence)
 - It is measured by its Linear Complexity LC
 - number of bits needed to predict the remainder of the keystream
 - which stems from the minimum length of the LFSR that is able to generate the keystream
 - Once L (number of cells) is calculated, if $2L$ bits of the keystream are known, the remainder of the keystream can be predicted
 - Goal: to obtain the maximum possible LC

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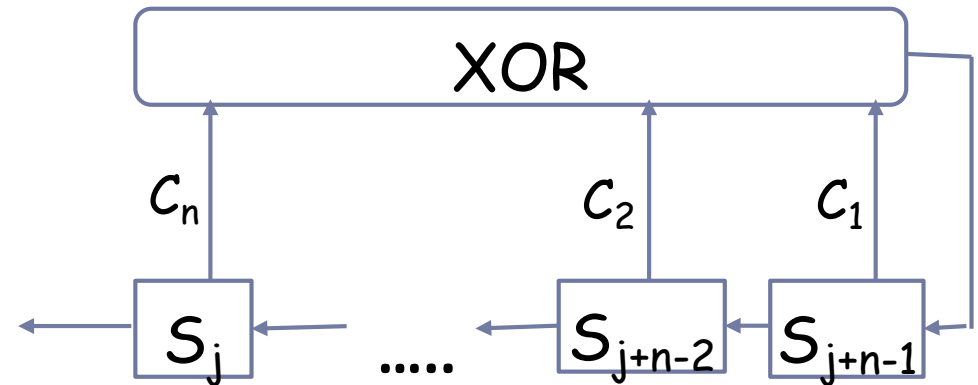
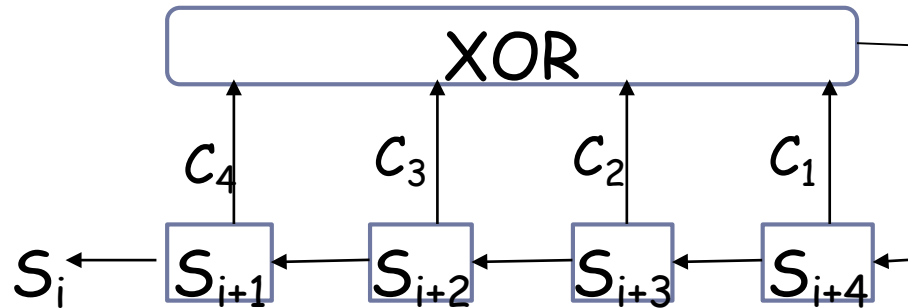
Cryptographic PRNGs

- Based on existing algorithms
 - Symmetric algorithms
 - Asymmetric algorithms
 - Hash functions
- Ad-hoc
 - Sift registers
 - LFSR (linear feed-back shift register)
 - A5/1 (2000)
 - A5/2 (2001)
 - RC4 PRNG

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LFSR



Associated polynomial:

$$f(x) = C_4x^4 + C_3x^3 + C_2x^2 + C_1x + 1$$

Unique function: XOR

$T_{\text{máx}} = 2^4 - 1$

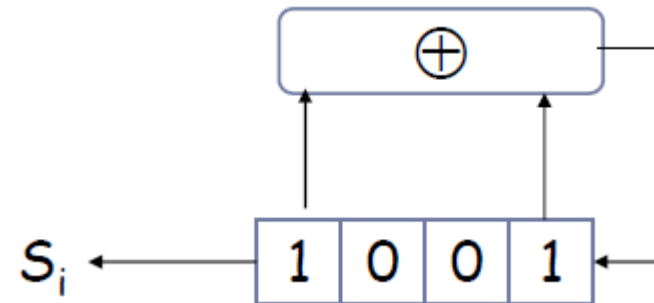
Initial values = "seed",

Sequence of zeros not possible $f(x) = C_nx^n + C_{n-1}x^{n-1} + \dots + C_2x^2 + C_1x + 1$

LFSR

- LFSR generator of four cells ($n = 4$)
 - Base key: $S_1S_2S_3S_4 = \mathbf{1001}$
 - $f(x) = x^4 + x + 1$
 - In this example, the period is $T = T_{\text{máx}} = 2^n - 1$

Record	bit s_i
1 0 0 1	1
0 0 1 0	0
0 1 0 0	0
1 0 0 0	1
0 0 0 1	0
...	
1 0 0 1	1 → seed!



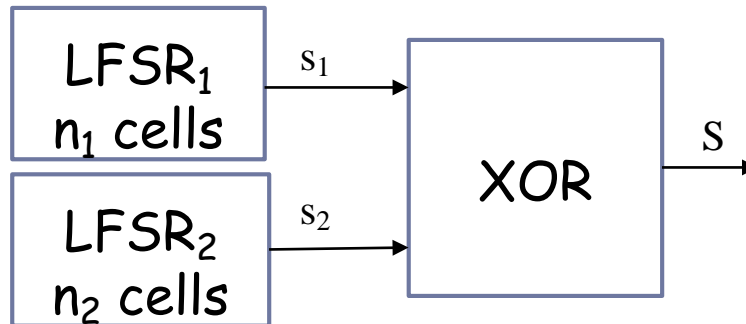
$S_i = \mathbf{100100011110101} \quad T = 15$

LFSR

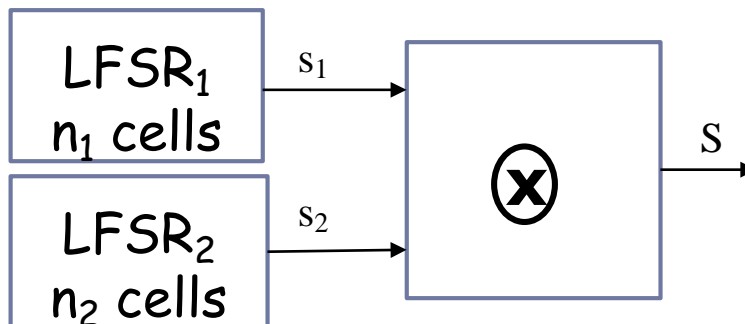
- Long periods
- Very low Linear Complexity. Solution:
 - To increase the LC of the generator
 - Using several LFSRs
 - Linear operations of pseudorandom sequences
 - Non linear operations on the pseudorandom sequences
 - Non linear filtering of the states of an LFSR
 - Others

LFSR

- Linear operations on pseudorandom sequences:



- Non linear operations on pseudorandom sequences:



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Stream ciphers. Advantages and disadvantages

- Advantages:
 - Character by character or bit by bit transformation
 - High encryption rates
 - Error resistance. Channel errors do not propagate through the sequence
- Disadvantages:
 - Poor diffusion of the information
 - Information of each symbol of plaintext M is exclusively passed onto the corresponding ciphertext (C) element
 - Keystreams are never purely random
 - Deterministic keystream generation
 - Key reuse issue

Stream ciphers. Advantages and disadvantages

- Key reuse issue:

- Known plaintext attack

Having M and C , K is calculated as follows:

$$M \oplus C = M \oplus M \oplus K = K$$

- Known ciphertext attack

It is possible to obtain K_i choosing 2 ciphertexts (C_i y C_j chosen, M_j predictable):

$$C_i \oplus C_j = M_i \oplus K \oplus M_j \oplus K = M_i \oplus M_j$$

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RC4

- RSA proprietary algorithm
- Initially secret, disassembled and published in sci.crypt later
- Designed by Ron Rivest, simple but highly effective
- Variable key size, operates on bytes
- Highly used (web SSL/TLS, wireless WEP, etc.)
- Very simple -> fast on sw

RC4. Initialization

- Base key variable from 1 to 256 bytes
- States vector $S=\{S[0],S[1],\dots,S[255]\}$
 - S is the internal cipher state
- The key is used to permute the contents of vector S
- Given a key k of length l bytes

for $i = 0$ to 255 do

$S[i] = i$ $j = 0$

for $i = 0$ to 255 do

$j = (j + S[i] + k[i \bmod l]) \pmod{256}$

swap ($S[i], S[j]$)

RC4. Encryption

- S is modified on each cipher step
- The addition of a pair of values in S determines the output byte

$i = j = 0$

for each message byte M_i

$i = (i + 1) \pmod{256}$ // simple counter

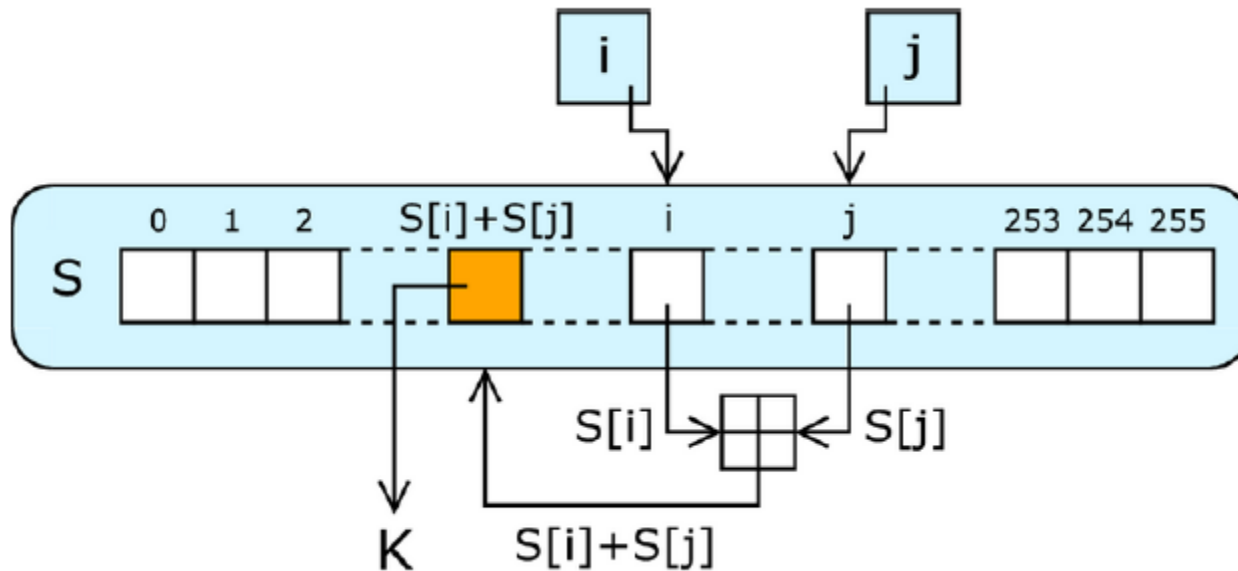
$j = (j + S[i]) \pmod{256}$ // simulates a random-walk

swap($S[i]$, $S[j]$)

$t = (S[i] + S[j]) \pmod{256}$

$C_i = M_i \oplus S[t]$

RC4. Keystream



RC4. Security

- Result is highly non-linear
- There WAS no practical attack with a reasonable base key length (128 or more bits) until 2015
 - There are attacks against weak specific implementations (example: Wireless WEP). Also, weak keys
- Nowadays, it is better to avoid its use
 - NOMORE attack (2015):
 - Against TLS, a secure HTTP cookie can be decrypted within 75 hours.
 - Against WPA-TKIP, within an hour an attacker is able to decrypt and inject arbitrary packets

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