

# An Efficient Parallel Implementation of Impossible-Differential Cryptanalysis for Five-Round AES-128

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# Outline

- 1 Basics of Impossible Differential Cryptanalysis(IDC)
- 2 5-Round IDC Principles
- 3 Precomputation Phase
- 4 Optimization of Memory Requirement
- 5 Efficient Data Structures Used
- 6 Key Elimination and Recovery
- 7 Performance and Results
- 8 Conclusions

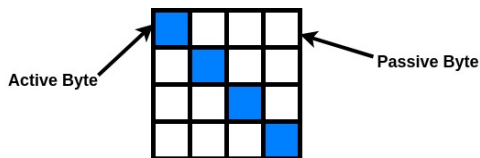
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# Impossible Differential Cryptanalysis

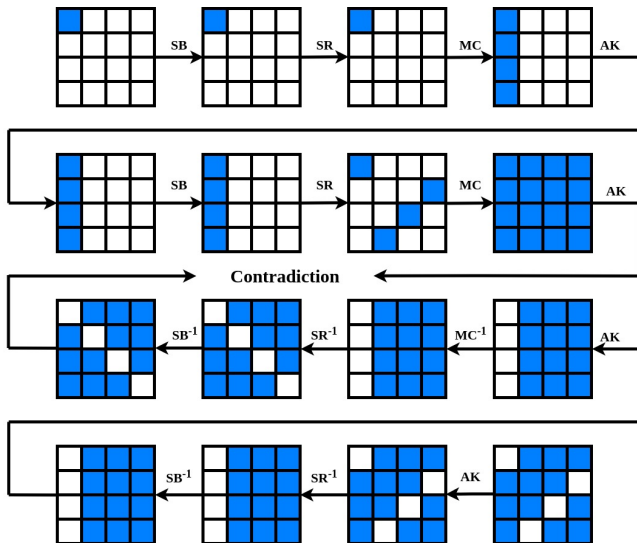
- Impossible differential cryptanalysis tries to exploit differentials in the cipher path, that can never occur.
- The subkeys for which this incident occurs can be eliminated, thereby reducing the keyspace.
- The correct keys never get eliminated.
- With the reduced keyspace we can do a bruteforce search to get the correct key.

# Active Bytes Vs Passive Bytes

- **Active Bytes:** In plaintext or ciphertext state the bytes with non-zero differences (White box).
- **Passive Bytes:** In plaintext or ciphertext state the bytes with zero differences (Filled box).



# 4-Round Path of IDC



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# Possible Plaintext and Ciphertext Diagonals

- Chosen Plaintext Pairs Vs Desired Pairs

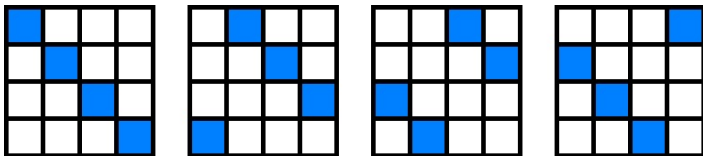


Figure: Plaintext Diagonals

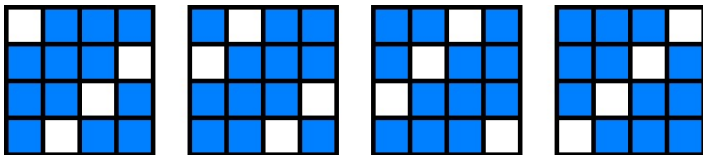
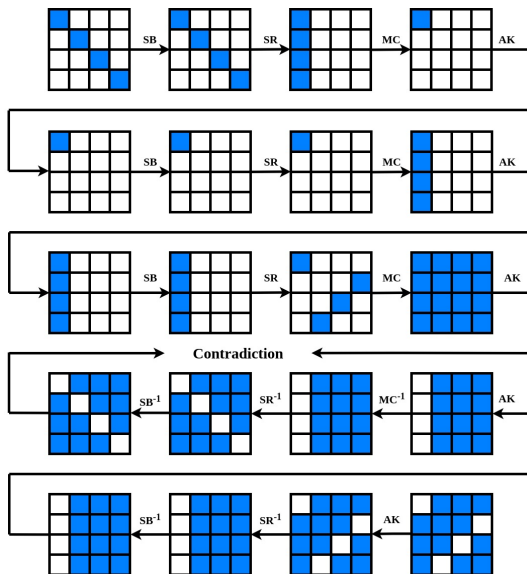


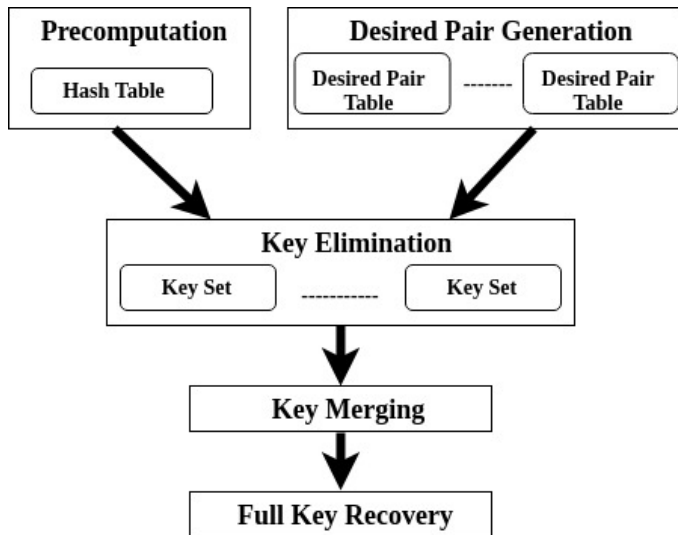
Figure: Ciphertext Diagonals



# 5-Round Path of IDC



# Phases of IDC Implementation



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- **DesiredPairTable** Stores plaintexts indexed by corresponding to the ciphertext (generated after five rounds of encryption).
- **HashTable** After the one round decryption of pair  $Q_1$  ,  $Q_2$  if we get  $R_1$  ,  $R_2$  then HashTable stores 32 bit values of  $R_1$  at index  $\Delta R = R_1 \oplus R_2$ .

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**Algorithm 1** FormHashTable

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```
1: HashTable  $\leftarrow$  Empty
2: for tuples  $(w, w', x, y, z)$  assigned to the worker node, do
3:    $Q_1 \leftarrow \text{InitializeColumn}(w, x, y, z)$ 
4:    $Q_2 \leftarrow \text{InitializeColumn}(w', x, y, z)$ 
5:    $R_1 \leftarrow SB^{-1}(SR^{-1}(MC^{-1}(Q_1)))$ 
6:    $R_2 \leftarrow SB^{-1}(SR^{-1}(MC^{-1}(Q_2)))$ 
7:    $r_1 = \text{Extract}_{32}(R_1)$ 
8:    $\delta_r = \text{Extract}_{32}(R_1 \oplus R_2)$ 
9:    $\text{Append}(\text{Hashtable}[\delta_r], r_1)$ 
10: end for
11: return
```

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# Hash Table Size Reduction

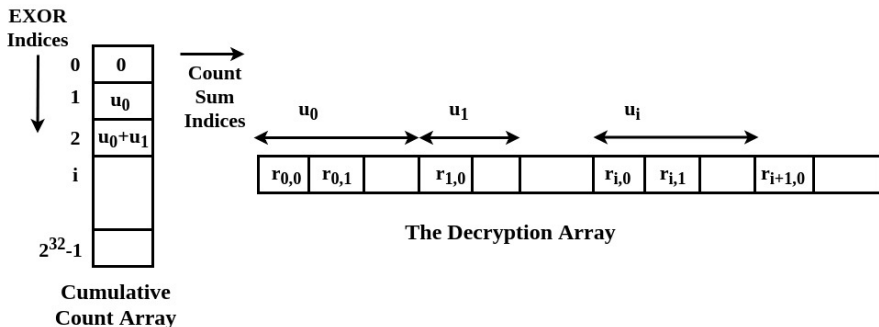
- The hash table stores an expected number  $2^{40}$  of four byte across  $2^{32}$  indices. So total size 4 TB.
- Instead of using both the pairs  $((w, x, y, z), (w', x, y, z))$  and  $((w', x, y, z), (w, x, y, z))$ , only one pair used by enforcing the condition  $w > w'$ .
- Now the size reduces from 4 TB to 2 TB.

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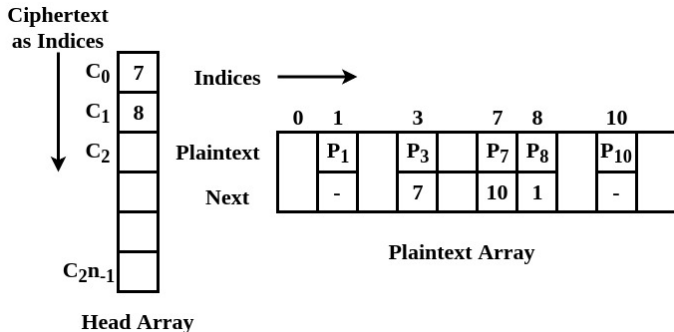


# Hash Table Accessing



- **Decryption array** stores the  $r$  values generated after one round of decryption.
- **Cumulative count array** For an index  $r$ , let  $u_r$  denote the number of entries in the decryption array with the given  $r$  value.

# Desired Pair Table Accessing

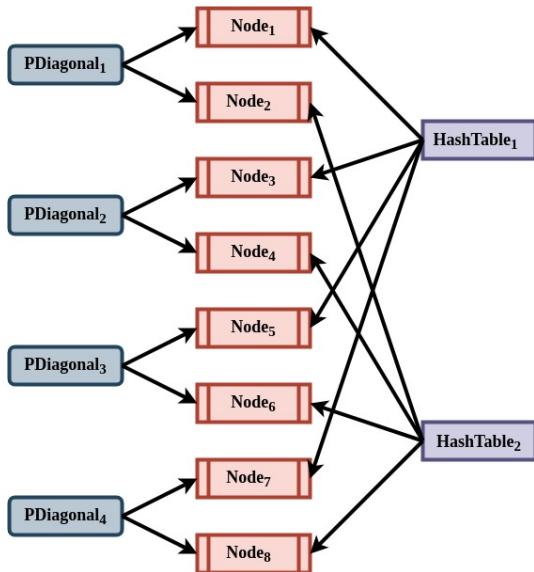


- The extracted 32 bit plaintext  $p$  corresponding to the extracted 32 bit ciphertext  $c$  are stored as a linked list in an array called the **plaintext array**.
- The first index of each list is stored in the **head array**, the index of which is 32 bit ciphertext.

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# Task Distribution to Worker Nodes



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**Algorithm 2** Key Elimination at Worker Node

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```
1:  $KeyArr \leftarrow AllKeys$  {Initially mark all possible 4-byte keys as valid}
2: for each ciphertext diagonal  $CT_{Diag}$ , do
3:    $DPT \leftarrow CreateDesiredPairTable(PT_{Diag}, CT_{Diag})$ 
4:   for  $c = 0$  to  $2^{32} - 1$  do
5:     for  $P_1, P_2 \in DPT[c]$  do
6:        $\delta_r \leftarrow Extract_{32}(P_1 \oplus P_2)$ 
7:       if  $\delta_r$  belongs to  $HashTablePart$  then
8:         for  $r \in HashTablePart[\delta_r]$  do
9:           Delete  $r \oplus Extract_{32}(P_1)$  from  $KeyArr$ 
10:          Delete  $r \oplus Extract_{32}(P_2)$  from  $KeyArr$ 
11:         end for
12:       end if
13:     end for
14:   end for
15: end for
```

# Key-Set Merging

- Take the intersection of the two key arrays calculated by a pair of nodes for a single plaintext diagonal.
- As the hash table is divided in two parts, two nodes for a given plaintext diagonal handle these two parts independently.

# Full Key Recovery

- Finally, we have around 472 – 508 partial keys for each of the diagonals.
- Combine them, and make a brute-force search on the reduced key-space to recover the correct full key.

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# Memory Requirement at Each Worker Node

<b>Data structure</b>	<b>Memory requirement</b>
Hash Table	48 GB
Head Array	16 GB
Plaintext Array	32 GB
Key Array	0.5 GB
<b>Total</b>	<b>96.5 GB</b>

# Running Time

- The precomputation of the hash table requires  $2^{36}$  one round encryptions(One time cost).
- For four chosen plaintext diagonals a total of  $2^{32} \times 4 = 2^{34}$  five round encryptions needed(One time cost).
- To mount the attack we require  $2^{33}$  desired pairs for a diagonal, so during key elimination total  $2^{33} \times 4 \times 2 = 2^{36}$  EXOR calculations required.

# Comparison of Performance for Full Key Recovery using IDC

<b>Attack</b>	<b>Data complexity</b>	<b>Memory Requirement</b>
Biham and Keller	$4 \times 2^{29.5}$	4 TB
Kakarla et al.	$4 \times 2^{32}$	128.5 GB
This work	$4 \times 2^{32}$	96.5 GB per node

# Comparison With Respect to Time Required for Full Key Recovery

<b>Implementation</b>	<b>Type</b>	<b>System used</b>	<b>Time taken</b>
Kakarla et al.	Sequential	Centralized Server	48 hours
This work	Sequential	Single node, one thread	17 hours 20 minutes
	Distributed	Eight worker and one master nodes, one thread per node	2 hours 10 minutes
	Distributed	Eight worker and one master nodes, 32 threads per node	6.5 minutes

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# Conclusions

- In this work, we proposed a way to distribute the data and tasks to eight worker nodes.
- Here we have reduced significantly the running time over previous implementation of Kakarla et al.
- To the best of our knowledge this is the fastest implementation of IDC on five round AES-128.

# Thank You

# Questions?