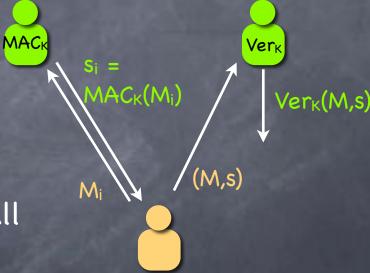
# MAC. SKE in Practice.

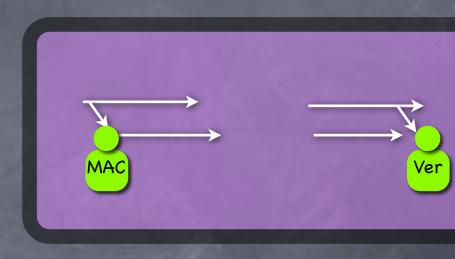
Lecture 5

# Message Authentication Codes

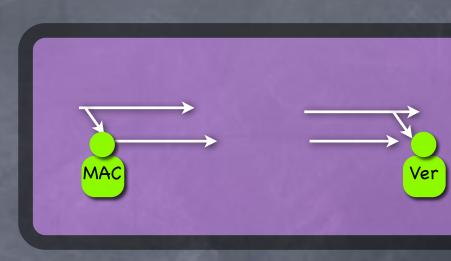
- A single short key shared by Alice and Bob
  - Can sign any (polynomial) number of messages
- A triple (KeyGen, MAC, Verify)
- © Correctness: For all K from KeyGen, and all messages M, Verify $_K(M,MAC_K(M))=1$
- Security: probability that an adversary can produce (M,s) s.t. Verify<sub>K</sub>(M,s)=1 is negligible unless Alice had computed and output s=MAC<sub>K</sub>(M)



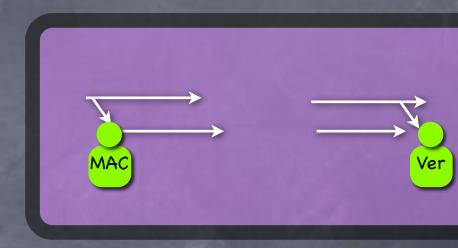
Advantage = Pr[ Ver<sub>K</sub>(M,s)=1 and (M,s) ∉ {(M<sub>i</sub>,s<sub>i</sub>)} ]



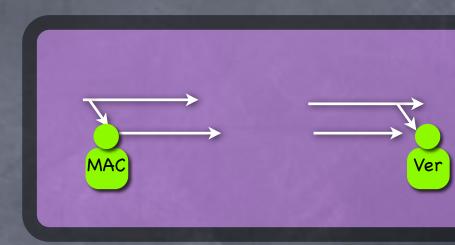
To sign a single n bit message



- To sign a single n bit message
- A simple (but inefficient) scheme

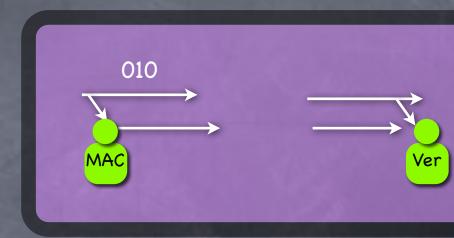


- To sign a single n bit message
- A simple (but inefficient) scheme
  - Shared secret key: 2n random strings (each k-bit long) (ri<sub>0</sub>,ri<sub>1</sub>)<sub>i=1..n</sub>



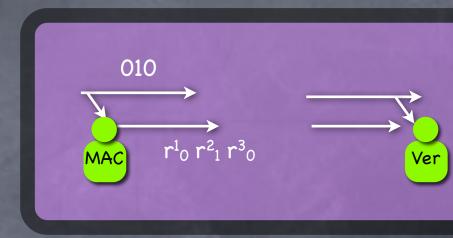
$r^1_0$	r <sup>2</sup> 0	r <sup>3</sup> 0
$r^{l}_{1}$	r²1	$r^3$ 1

- To sign a single n bit message
- A simple (but inefficient) scheme
  - Shared secret key: 2n random strings (each k-bit long) (ri<sub>0</sub>,ri<sub>1</sub>)<sub>i=1..n</sub>



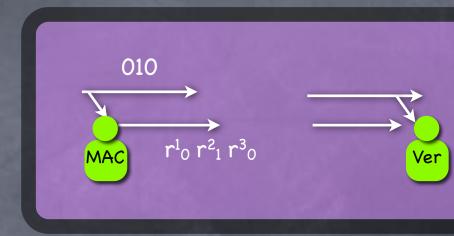
r¹o	r <sup>2</sup> 0	r <sup>3</sup> 0
$r^{1}_{1}$	r²1	$r^3$ 1

- To sign a single n bit message
- A simple (but inefficient) scheme
  - Shared secret key: 2n random strings (each k-bit long) (ri<sub>0</sub>,ri<sub>1</sub>)<sub>i=1..n</sub>



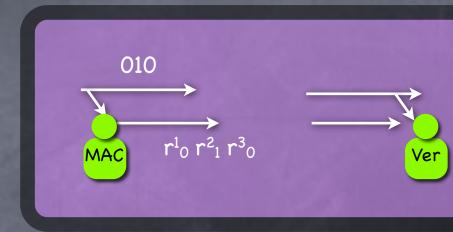
r¹0	r <sup>2</sup> 0	r <sup>3</sup> 0
$r^{l}_{1}$	r²1	r <sup>3</sup> 1

- To sign a single n bit message
- A simple (but inefficient) scheme
  - Shared secret key: 2n random strings (each k-bit long) (ri<sub>0</sub>,ri<sub>1</sub>)<sub>i=1..n</sub>



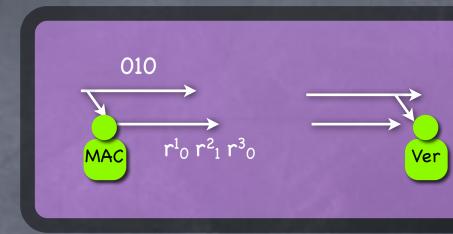
$r^1_0$	r <sup>2</sup> 0	r <sup>3</sup> 0
$r^{1}_{1}$	r²1	$r^3$ 1

- To sign a single n bit message
- A simple (but inefficient) scheme
  - Shared secret key: 2n random strings (each k-bit long) (ri<sub>0</sub>,ri<sub>1</sub>)<sub>i=1..n</sub>
  - Signature for m<sub>1</sub>...m<sub>n</sub> be (r<sup>i</sup><sub>mi</sub>)<sub>i=1..n</sub>



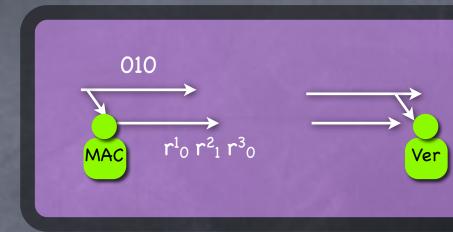
$r^1_0$	r <sup>2</sup> 0	r <sup>3</sup> 0
$r^{1}_{1}$	r²1	$r^3$ 1

- To sign a single n bit message
- A simple (but inefficient) scheme
  - Shared secret key: 2n random strings (each k-bit long) (ri<sub>0</sub>,ri<sub>1</sub>)<sub>i=1..n</sub>
  - Signature for m<sub>1</sub>...m<sub>n</sub> be (r<sup>i</sup><sub>mi</sub>)<sub>i=1..n</sub>
  - Negligible probability that Eve can produce a signature on m'≠m



$r^1_0$	r² <sub>0</sub>	r <sup>3</sup> 0
$r^{1}_{1}$	r²1	$r^{3}_{1}$

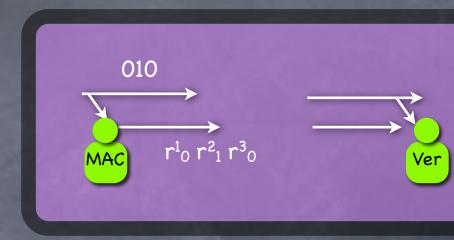
- To sign a single n bit message
- A simple (but inefficient) scheme
  - Shared secret key: 2n random strings (each k-bit long) (rio,ri) i=1...n
  - Signature for m<sub>1</sub>...m<sub>n</sub> be (r<sup>i</sup><sub>mi</sub>)<sub>i=1..n</sub>
  - Negligible probability that Eve can produce a signature on m'≠m



r¹0	r <sup>2</sup> 0	r <sup>3</sup> 0
$r^{l}_{1}$	$r^2$ 1	$r^3$ 1

More efficient one-time MACs exist (later)

- To sign a single n bit message
- A simple (but inefficient) scheme
  - Shared secret key: 2n random strings (each k-bit long) (rio,ri) i=1...n
  - Signature for m<sub>1</sub>...m<sub>n</sub> be (r<sup>i</sup><sub>mi</sub>)<sub>i=1..n</sub>
  - Negligible probability that Eve can produce a signature on m'≠m



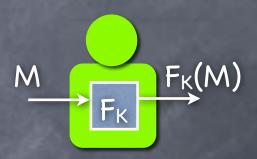
r¹o	r <sup>2</sup> 0	r <sup>3</sup> 0
$r^1$	r <sup>2</sup> 1	$r^3$ 1

- More efficient one-time MACs exist (later)
  - No computational restriction on adversary

PRF is a MAC!

- PRF is a MAC!
  - $MAC_K(M) := F_K(M)$  where F is a PRF

- PRF is a MAC!
  - $MAC_K(M) := F_K(M)$  where F is a PRF



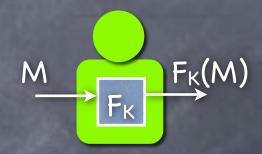
- PRF is a MAC!
  - $MAC_K(M) := F_K(M)$  where F is a PRF
  - $\circ$  Ver<sub>K</sub>(M,S) := 1 iff S=F<sub>K</sub>(M)



- PRF is a MAC!
  - $MAC_K(M) := F_K(M)$  where F is a PRF
  - $\circ$  Ver<sub>K</sub>(M,S) := 1 iff S=F<sub>K</sub>(M)
  - Output length of F<sub>K</sub> should be big enough

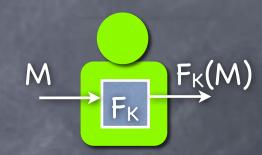


- PRF is a MAC!
  - $MAC_K(M) := F_K(M)$  where F is a PRF
  - $\circ$  Ver<sub>K</sub>(M,S) := 1 iff S=F<sub>K</sub>(M)
  - Output length of F<sub>K</sub> should be big enough



If an adversary breaks MAC with advantage  $\epsilon_{MAC}$ , then can break PRF with advantage  $O(\epsilon_{MAC}-2^{-m(k)})$  (where m(k) is the output length of the PRF) [How?]

- PRF is a MAC!
  - $MAC_K(M) := F_K(M)$  where F is a PRF
  - $\circ$  Ver<sub>K</sub>(M,S) := 1 iff S=F<sub>K</sub>(M)
  - Output length of F<sub>K</sub> should be big enough



- If an adversary breaks MAC with advantage  $\epsilon_{MAC}$ , then can break PRF with advantage  $O(\epsilon_{MAC}-2^{-m(k)})$  (where m(k) is the output length of the PRF) [How?]
  - Note: if random function R, probability of forgery,  $\epsilon^*_{MAC} = 2^{-m(k)}$

What if message is longer than one block?

- What if message is longer than one block?
- MAC'ing each block separately is not secure (unlike in the case of CPA secure encryption)

- What if message is longer than one block?
- MAC'ing each block separately is not secure (unlike in the case of CPA secure encryption)
  - Eve can rearrange the blocks/drop some blocks

- What if message is longer than one block?
- MAC'ing each block separately is not secure (unlike in the case of CPA secure encryption)
  - Eve can rearrange the blocks/drop some blocks
- Could use a PRF that takes longer inputs

- What if message is longer than one block?
- MAC'ing each block separately is not secure (unlike in the case of CPA secure encryption)
  - Eve can rearrange the blocks/drop some blocks
- Could use a PRF that takes longer inputs
- Can we use a PRF with a fixed block-length (i.e., a block cipher)?

A simple solution: "tie the blocks together"

- A simple solution: "tie the blocks together"
  - Add to each block a random string r (same r for all blocks), total number of blocks, and a sequence number

- A simple solution: "tie the blocks together"
  - Add to each block a random string r (same r for all blocks), total number of blocks, and a sequence number
    - $B_i = (r, t, i, M_i)$

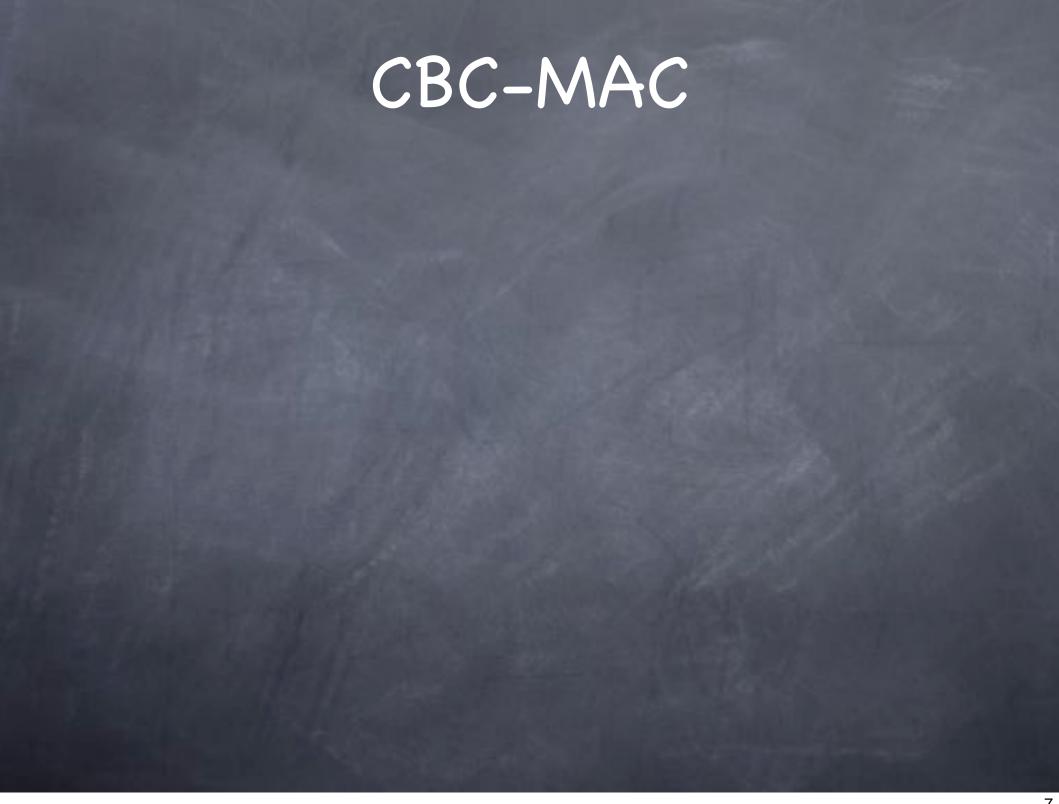
- A simple solution: "tie the blocks together"
  - Add to each block a random string r (same r for all blocks), total number of blocks, and a sequence number
    - $B_i = (r, t, i, M_i)$

- A simple solution: "tie the blocks together"
  - Add to each block a random string r (same r for all blocks), total number of blocks, and a sequence number
    - $B_i = (r, t, i, M_i)$

    - r prevents mixing blocks from two messages, t prevents dropping blocks and i prevents rearranging

- A simple solution: "tie the blocks together"
  - Add to each block a random string r (same r for all blocks), total number of blocks, and a sequence number
    - $B_i = (r, t, i, M_i)$

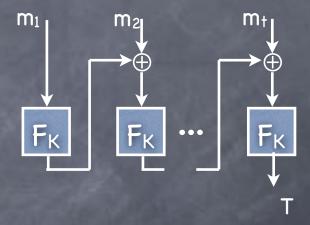
    - r prevents mixing blocks from two messages, t prevents dropping blocks and i prevents rearranging
- Inefficient! Tag length increases with message length



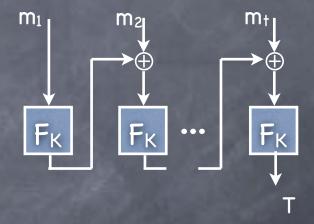
## CBC-MAC

PRF domain extension: Chaining the blocks

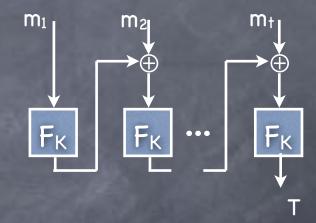
PRF domain extension: Chaining the blocks



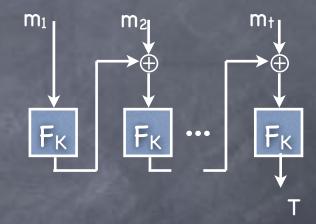
- PRF domain extension: Chaining the blocks
  - of. CBC mode for encryption (which is not a MAC!)



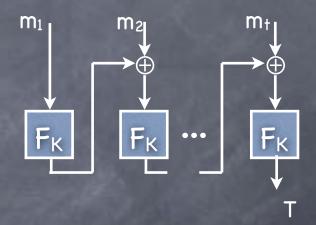
- PRF domain extension: Chaining the blocks
  - of. CBC mode for encryption (which is not a MAC!)
- t-block messages, a single block tag



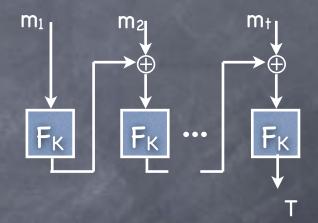
- PRF domain extension: Chaining the blocks
  - of. CBC mode for encryption (which is not a MAC!)
- t-block messages, a single block tag
- Can be shown to be secure



- PRF domain extension: Chaining the blocks
  - of. CBC mode for encryption (which is not a MAC!)
- t-block messages, a single block tag
- Can be shown to be secure
  - If restricted to t-block messages



- PRF domain extension: Chaining the blocks
  - of. CBC mode for encryption (which is not a MAC!)
- t-block messages, a single block tag
- Can be shown to be secure
  - If restricted to t-block messages
  - Else attacks possible (by extending a previously signed message)



Patching CBC MAC to handle message of any (polynomial) length but still producing a single block tag (secure if block-cipher is):

- Patching CBC MAC to handle message of any (polynomial) length but still producing a single block tag (secure if block-cipher is):
  - $\odot$  Derive K as  $F_{K'}(t)$ , where t is the number of blocks

- Patching CBC MAC to handle message of any (polynomial) length but still producing a single block tag (secure if block-cipher is):
  - $\circ$  Derive K as  $F_{K'}(t)$ , where t is the number of blocks
  - Use first block to specify number of blocks

- Patching CBC MAC to handle message of any (polynomial) length but still producing a single block tag (secure if block-cipher is):
  - $\odot$  Derive K as  $F_{K'}(t)$ , where t is the number of blocks
  - Use first block to specify number of blocks
    - Important that first block is used: if last block, message extension attacks still possible

- Patching CBC MAC to handle message of any (polynomial) length but still producing a single block tag (secure if block-cipher is):
  - $\circ$  Derive K as  $F_{K'}(t)$ , where t is the number of blocks
  - Use first block to specify number of blocks
    - Important that first block is used: if last block, message extension attacks still possible
  - EMAC: Output not the last tag T, but  $F_{K'}(T)$ , where K' is an independent key (after padding the message to an integral number of blocks). No need to know message length a priori.

- Patching CBC MAC to handle message of any (polynomial) length but still producing a single block tag (secure if block-cipher is):
  - $\circ$  Derive K as  $F_{K'}(t)$ , where t is the number of blocks
  - Use first block to specify number of blocks
    - Important that first block is used: if last block, message extension attacks still possible
  - EMAC: Output not the last tag T, but  $F_{K'}(T)$ , where K' is an independent key (after padding the message to an integral number of blocks). No need to know message length a priori.
  - © CMAC: XOR last block with another key (derived from the original key using the block-cipher). Avoids padding when message is integral number of blocks.

- Patching CBC MAC to handle message of any (polynomial) length but still producing a single block tag (secure if block-cipher is):
  - $\circ$  Derive K as  $F_{K'}(t)$ , where t is the number of blocks
  - Use first block to specify number of blocks
    - Important that first block is used: if last block, message extension attacks still possible
  - EMAC: Output not the last tag T, but  $F_{K'}(T)$ , where K' is an independent key (after padding the message to an integral number of blocks). No need to know message length a priori.
  - © CMAC: XOR last block with another key (derived from the original key using the block-cipher). Avoids padding when message is integral number of blocks. 

    NIST Recommendation. 2005

- Patching CBC MAC to handle message of any (polynomial) length but still producing a single block tag (secure if block-cipher is):
  - $\odot$  Derive K as  $F_{K'}(t)$ , where t is the number of blocks
  - Use first block to specify number of blocks
    - Important that first block is used: if last block, message extension attacks still possible
  - EMAC: Output not the last tag T, but  $F_{K'}(T)$ , where K' is an independent key (after padding the message to an integral number of blocks). No need to know message length a priori.
- Later: Hash-based <u>HMAC</u> used in TLS and IPSec ← IETF Standard. 1997

#### SKE in Practice

RC4, eSTREAM portfolio, ...

- RC4, eSTREAM portfolio, ...
- In practice, stream ciphers take a key and an "IV" (for initialization vector) as inputs

- RC4, eSTREAM portfolio, ...
- In practice, stream ciphers take a key and an "IV" (for initialization vector) as inputs

- RC4, eSTREAM portfolio, ...
- In practice, stream ciphers take a key and an "IV" (for initialization vector) as inputs
  - PRG) so that can be used for (many-time) encryption

- RC4, eSTREAM portfolio, ...
- In practice, stream ciphers take a key and an "IV" (for initialization vector) as inputs
  - PRG) so that can be used for (many-time) encryption
  - But often breaks if used this way

- RC4, eSTREAM portfolio, ...
- In practice, stream ciphers take a key and an "IV" (for initialization vector) as inputs
  - PRG) so that can be used for (many-time) encryption
  - But often breaks if used this way
- NIST Standard: Use a block-cipher in CTR mode

DES, 3DES, Blowfish, AES, ...

- DES, 3DES, Blowfish, AES, ...
  - Heuristic constructions

- DES, 3DES, Blowfish, AES, ...
  - Heuristic constructions
  - Permutations that can be inverted with the key

- DES, 3DES, Blowfish, AES, ...
  - Heuristic constructions
  - Permutations that can be inverted with the key
  - Speed (hardware/software) is of the essence

- DES, 3DES, Blowfish, AES, ...
  - Heuristic constructions
  - Permutations that can be inverted with the key
  - Speed (hardware/software) is of the essence
  - But should withstand known attacks

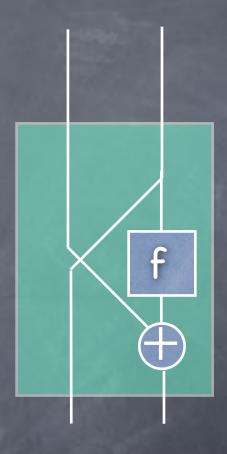
- DES, 3DES, Blowfish, AES, ...
  - Heuristic constructions
  - Permutations that can be inverted with the key
  - Speed (hardware/software) is of the essence
  - But should withstand known attacks
    - As a PRP (or at least, against key recovery)

Building a permutation from a (block) function

- Building a permutation from a (block) function

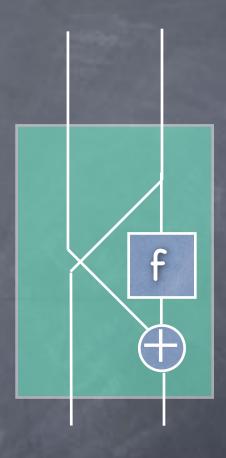
- Building a permutation from a (block) function

  - F<sub>f</sub>: {0,1}<sup>2m</sup> → {0,1}<sup>2m</sup> defined as F<sub>f</sub>(x,y) = ( y, x⊕f(y) )



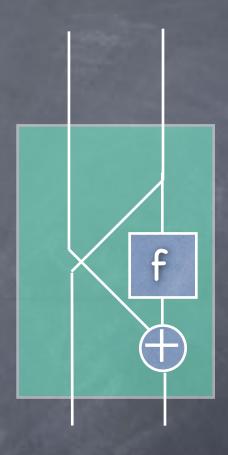
- Building a permutation from a (block) function

  - F<sub>f</sub>: {0,1}<sup>2m</sup> → {0,1}<sup>2m</sup> defined as F<sub>f</sub>(x,y) = ( y, x⊕f(y) )
    - F<sub>f</sub> is a permutation (Why?)



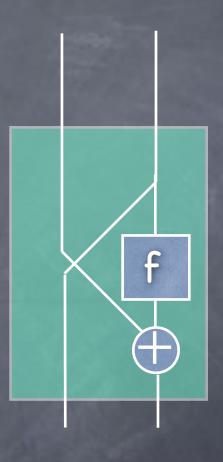
- Building a permutation from a (block) function

  - F<sub>f</sub>: {0,1}<sup>2m</sup> → {0,1}<sup>2m</sup> defined as  $F_f(x,y) = (y, x \oplus f(y))$ 
    - F<sub>f</sub> is a permutation (Why?)
      - Can invert (How?)

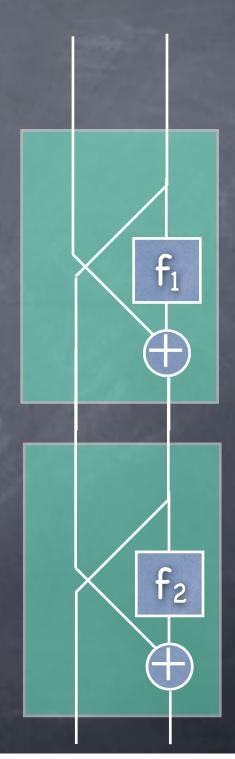


- Building a permutation from a (block) function

  - F<sub>f</sub>: {0,1}<sup>2m</sup> → {0,1}<sup>2m</sup> defined as  $F_f(x,y) = (y, x \oplus f(y))$ 
    - Ff is a permutation (Why?)
      - Can invert (How?)
  - Given functions  $f_1,...,f_t$  can build a t-layer Feistel network  $F_{f1...ft}$

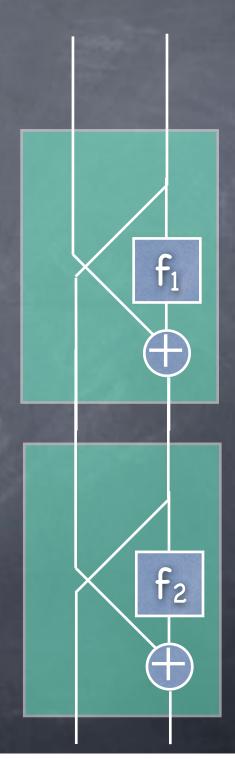


- Building a permutation from a (block) function
  - Let f:  $\{0,1\}^m$  →  $\{0,1\}^m$  be an arbitrary function
  - F<sub>f</sub>: {0,1}<sup>2m</sup> → {0,1}<sup>2m</sup> defined as  $F_f(x,y) = (y, x \oplus f(y))$ 
    - F<sub>f</sub> is a permutation (Why?)
      - Can invert (How?)
  - Given functions  $f_1,...,f_t$  can build a t-layer Feistel network  $F_{f_1...ft}$



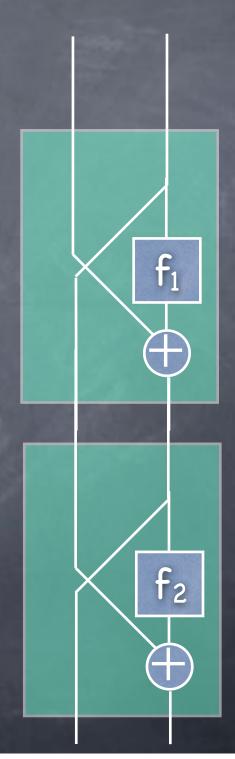
- Building a permutation from a (block) function

  - F<sub>f</sub>: {0,1}<sup>2m</sup> → {0,1}<sup>2m</sup> defined as F<sub>f</sub>(x,y) = ( y, x⊕f(y) )
    - F<sub>f</sub> is a permutation (Why?)
      - Can invert (How?)
  - Given functions  $f_1,...,f_t$  can build a t-layer Feistel network  $F_{f_1...ft}$ 
    - Still a permutation from {0,1}<sup>2m</sup> to {0,1}<sup>2m</sup>



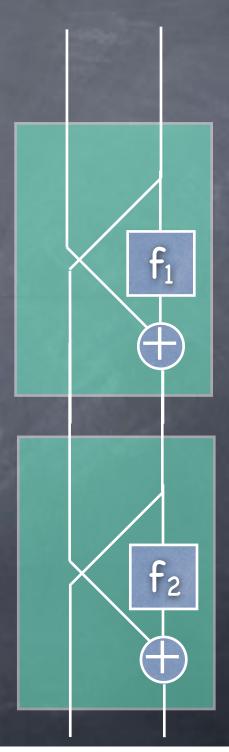
- Building a permutation from a (block) function

  - F<sub>f</sub>: {0,1}<sup>2m</sup> → {0,1}<sup>2m</sup> defined as  $F_f(x,y) = (y, x \oplus f(y))$ 
    - Ff is a permutation (Why?)
      - Can invert (How?)
  - Given functions  $f_1,...,f_t$  can build a t-layer Feistel network  $F_{f_1...ft}$ 
    - Still a permutation from {0,1}<sup>2m</sup> to {0,1}<sup>2m</sup>
- Luby-Rackoff: A 3-layer Feistel network, with PRFs with 3 independent seeds as the round functions, is a PRP. A 4-layer Feistel gives a strong PRP



- Building a permutation from a (block) function

  - F<sub>f</sub>: {0,1}<sup>2m</sup> → {0,1}<sup>2m</sup> defined as  $F_f(x,y) = (y, x \oplus f(y))$ 
    - F<sub>f</sub> is a permutation (Why?)
      - Can invert (How?)
  - Given functions  $f_1,...,f_t$  can build a t-layer Feistel network  $F_{f_1...ft}$ 
    - Still a permutation from {0,1}<sup>2m</sup> to {0,1}<sup>2m</sup>
- Luby-Rackoff: A 3-layer Feistel network, with PRFs with 3 independent seeds as the round functions, is a PRP. A 4-layer Feistel gives a strong PRP
  - Fewer layers do not suffice! [Exercise]



NIST Standard. 1976

Data Encryption Standard (DES), Triple-DES, DES-X

- Data Encryption Standard (DES), Triple-DES, DES-X
- DES uses a 16-layer Feistel network (and a few other steps)

- Data Encryption Standard (DES), Triple-DES, DES-X
- DES uses a 16-layer Feistel network (and a few other steps)
  - The round functions are not PRFs, but ad hoc

- Data Encryption Standard (DES), Triple-DES, DES-X
- DES uses a 16-layer Feistel network (and a few other steps)
  - The round functions are not PRFs, but ad hoc
    - "Confuse and diffuse"

- Data Encryption Standard (DES), Triple-DES, DES-X
- DES uses a 16-layer Feistel network (and a few other steps)
  - The round functions are not PRFs, but ad hoc
    - "Confuse and diffuse"
  - Defined for fixed key/block lengths (56 bits and 64 bits); key is used to generate subkeys for round functions

- Data Encryption Standard (DES), Triple-DES, DES-X
- DES uses a 16-layer Feistel network (and a few other steps)
  - The round functions are not PRFs, but ad hoc
    - "Confuse and diffuse"
  - Defined for fixed key/block lengths (56 bits and 64 bits); key is used to generate subkeys for round functions
- DES's key length too short

- Data Encryption Standard (DES), Triple-DES, DES-X
- DES uses a 16-layer Feistel network (and a few other steps)
  - The round functions are not PRFs, but ad hoc
    - "Confuse and diffuse"
  - Defined for fixed key/block lengths (56 bits and 64 bits); key is used to generate subkeys for round functions
- DES's key length too short
  - © Can now mount brute force key-recovery attacks (e.g. using \$10K hardware, running for under a week, in 2006; now, in under a day)

- Data Encryption Standard (DES), Triple-DES, DES-X
- DES uses a 16-layer Feistel network (and a few other steps)
  - The round functions are not PRFs, but ad hoc
    - "Confuse and diffuse"
  - Defined for fixed key/block lengths (56 bits and 64 bits); key is used to generate subkeys for round functions
- DES's key length too short
  - © Can now mount brute force key-recovery attacks (e.g. using \$10K hardware, running for under a week, in 2006; now, in under a day)
- DES-X: extra keys to pad input and output

- Data Encryption Standard (DES), Triple-DES, DES-X
- DES uses a 16-layer Feistel network (and a few other steps)
  - The round functions are not PRFs, but ad hoc
    - "Confuse and diffuse"
  - Defined for fixed key/block lengths (56 bits and 64 bits); key is used to generate subkeys for round functions
- DES's key length too short
  - © Can now mount brute force key-recovery attacks (e.g. using \$10K hardware, running for under a week, in 2006; now, in under a day)
- DES-X: extra keys to pad input and output
- Triple DES: 3 successive applications of DES (or DES-1) with 3 keys

NIST Standard. 2001

Advanced Encryption Standard (AES)

- Advanced Encryption Standard (AES)
  - AES-128, AES-192, AES-256 (3 key sizes; block size = 128 bits)

- Advanced Encryption Standard (AES)
  - AES-128, AES-192, AES-256 (3 key sizes; block size = 128 bits)
  - Very efficient in software implementations (unlike DES)

- Advanced Encryption Standard (AES)
  - AES-128, AES-192, AES-256 (3 key sizes; block size = 128 bits)
  - Very efficient in software implementations (unlike DES)
  - Uses "Substitute-and-Permute" instead of Feistel networks

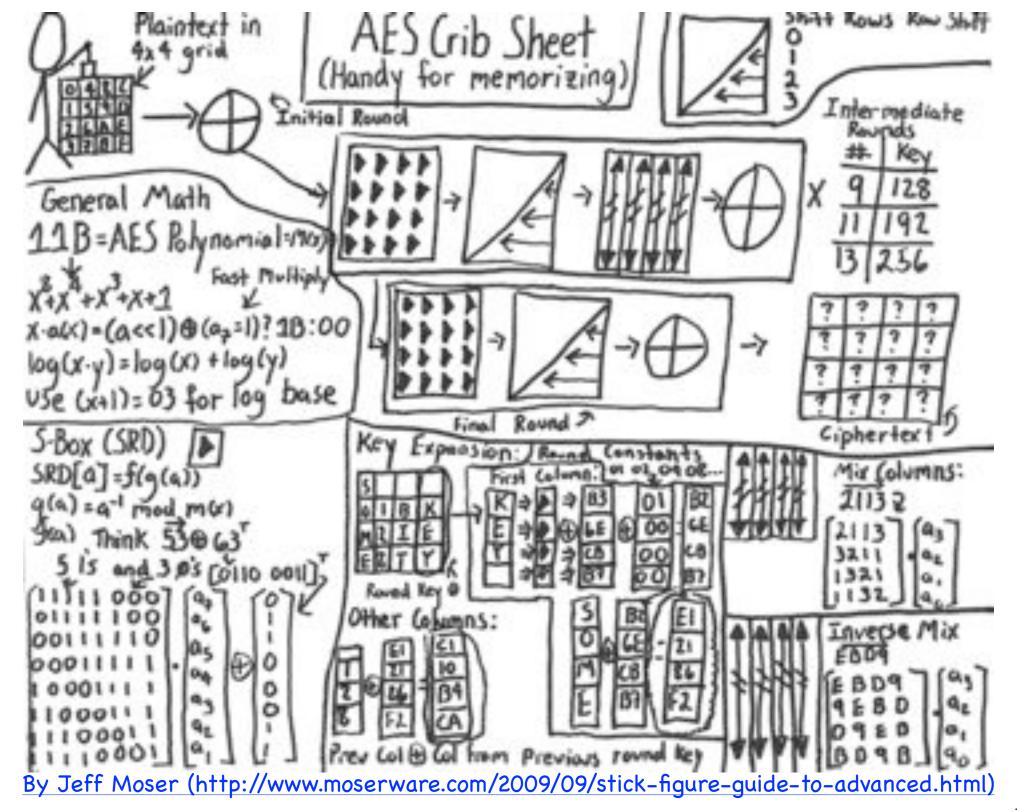
- Advanced Encryption Standard (AES)
  - AES-128, AES-192, AES-256 (3 key sizes; block size = 128 bits)
  - Very efficient in software implementations (unlike DES)
  - Uses "Substitute-and-Permute" instead of Feistel networks
  - Has some algebraic structure

- Advanced Encryption Standard (AES)
  - AES-128, AES-192, AES-256 (3 key sizes; block size = 128 bits)
  - Very efficient in software implementations (unlike DES)
  - Uses "Substitute-and-Permute" instead of Feistel networks
  - Has some algebraic structure
    - Operations in a vector space over the field GF(28)

- Advanced Encryption Standard (AES)
  - AES-128, AES-192, AES-256 (3 key sizes; block size = 128 bits)
  - Very efficient in software implementations (unlike DES)
  - Uses "Substitute-and-Permute" instead of Feistel networks
  - Has some algebraic structure
    - Operations in a vector space over the field GF(28)
  - New results on the algebraic structure may lead to attacks

- Advanced Encryption Standard (AES)
  - AES-128, AES-192, AES-256 (3 key sizes; block size = 128 bits)
  - Very efficient in software implementations (unlike DES)
  - Uses "Substitute-and-Permute" instead of Feistel networks
  - Has some algebraic structure
    - Operations in a vector space over the field GF(28)
  - New results on the algebraic structure may lead to attacks
    - As suggested by some results after standardization

- Advanced Encryption Standard (AES)
  - AES-128, AES-192, AES-256 (3 key sizes; block size = 128 bits)
  - Very efficient in software implementations (unlike DES)
  - Uses "Substitute-and-Permute" instead of Feistel networks
  - Has some algebraic structure
    - Operations in a vector space over the field GF(28)
  - New results on the algebraic structure may lead to attacks
    - As suggested by some results after standardization
  - No "simple" hardness assumption known to imply any sort of security for AES



Attacking stream ciphers and block ciphers

- Attacking stream ciphers and block ciphers
  - Typically for key recovery

- Attacking stream ciphers and block ciphers
  - Typically for key recovery
- Brute force cryptanalysis, using specialized hardware

- Attacking stream ciphers and block ciphers
  - Typically for key recovery
- Brute force cryptanalysis, using specialized hardware
  - e.g. Attack on DES in 1998

- Attacking stream ciphers and block ciphers
  - Typically for key recovery
- Brute force cryptanalysis, using specialized hardware
  - e.g. Attack on DES in 1998
- Several other analytical techniques to speed up attacks

- Attacking stream ciphers and block ciphers
  - Typically for key recovery
- Brute force cryptanalysis, using specialized hardware
  - e.g. Attack on DES in 1998
- Several other analytical techniques to speed up attacks
  - Sometimes on weakened ("reduced round") constructions, showing improvement over brute-force attack

- Attacking stream ciphers and block ciphers
  - Typically for key recovery
- Brute force cryptanalysis, using specialized hardware
  - e.g. Attack on DES in 1998
- Several other analytical techniques to speed up attacks
  - Sometimes on weakened ("reduced round") constructions, showing improvement over brute-force attack
  - Meet-in-the-middle, linear cryptanalysis, differential cryptanalysis, impossible differential cryptanalysis, boomerang attack, integral cryptanalysis, cube attack, ...

# Authenticated Encryption

Doing encryption + authentication better

- Doing encryption + authentication better
  - Generic composition: encrypt, then MAC

- Doing encryption + authentication better
  - Generic composition: encrypt, then MAC
  - Needs two keys and two passes

- Doing encryption + authentication better
  - Generic composition: encrypt, then MAC
  - Needs two keys and two passes
- AE aims to do this more efficiently

- Doing encryption + authentication better
  - Generic composition: encrypt, then MAC
  - Needs two keys and two passes
- AE aims to do this more efficiently
  - Several constructions based on block-ciphers (modes of operation) provably secure modeling BC as PRP

- Doing encryption + authentication better
  - Generic composition: encrypt, then MAC
  - Needs two keys and two passes
- AE aims to do this more efficiently
  - Several constructions based on block-ciphers (modes of operation) provably secure modeling BC as PRP
    - One pass: IAPM, OCB, ... [patented]

- Doing encryption + authentication better
  - Generic composition: encrypt, then MAC
  - Needs two keys and two passes
- AE aims to do this more efficiently
  - Several constructions based on block-ciphers (modes of operation) provably secure modeling BC as PRP
    - One pass: IAPM, OCB, ... [patented]
    - Two pass: CCM, GCM, SIV, ... [included in NIST standards]

- Doing encryption + authentication better
  - Generic composition: encrypt, then MAC
  - Needs two keys and two passes
- AE aims to do this more efficiently
  - Several constructions based on block-ciphers (modes of operation) provably secure modeling BC as PRP
    - One pass: IAPM, OCB, ... [patented]
    - Two pass: CCM, GCM, SIV, ... [included in NIST standards]
  - AE with Associated Data: Allows unencrypted (but authenticated) parts of the plaintext, for headers etc.



SKE in IPsec, TLS etc. mainly based on AES block-ciphers

- SKE in IPsec, TLS etc. mainly based on AES block-ciphers
  - @ AES-128, AES-192, AES-256

- SKE in IPsec, TLS etc. mainly based on AES block-ciphers
  - AES-128, AES-192, AES-256
- Recommended: AES Counter-mode + CMAC (or HMAC)

- SKE in IPsec, TLS etc. mainly based on AES block-ciphers
  - AES-128, AES-192, AES-256
- Recommended: AES Counter-mode + CMAC (or HMAC)
  - Gives CCA security, and provides authentication

- SKE in IPsec, TLS etc. mainly based on AES block-ciphers
  - AES-128, AES-192, AES-256
- Recommended: AES Counter-mode + CMAC (or HMAC)
  - Gives CCA security, and provides authentication
- Older components/modes still in use

- SKE in IPsec, TLS etc. mainly based on AES block-ciphers
  - AES-128, AES-192, AES-256
- Recommended: AES Counter-mode + CMAC (or HMAC)
  - Gives CCA security, and provides authentication
- Older components/modes still in use
  - Supported by many standards for legacy purposes

- SKE in IPsec, TLS etc. mainly based on AES block-ciphers
  - AES-128, AES-192, AES-256
- Recommended: AES Counter-mode + CMAC (or HMAC)
  - Gives CCA security, and provides authentication
- Older components/modes still in use
  - Supported by many standards for legacy purposes
  - In many applications (sometimes with modifications)

- SKE in IPsec, TLS etc. mainly based on AES block-ciphers
  - AES-128, AES-192, AES-256
- Recommended: AES Counter-mode + CMAC (or HMAC)
  - Gives CCA security, and provides authentication
- Older components/modes still in use
  - Supported by many standards for legacy purposes
  - In many applications (sometimes with modifications)
    - e.g. RC4 in BitTorrent, Skype, PDF