

**CS 370: INTRODUCTION TO SECURITY**  
**04.11: BLOCK-CIPHER AND SYMMETRIC ENC.**

Tu/Th 4:00 – 5:50 PM (Recording)

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**Oregon State**  
University

**SAIL**

Secure AI Systems Lab

# TOPICS FOR TODAY

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- Recap
  - Perfect security (XOR)
  - XOR's practical limitations
  - Stream ciphers (RC4/5)
- Block ciphers
  - What is the block cipher?
  - How does the block cipher work?
  - How secure are the block ciphers?
- Symmetric encryptions
  - What are DES and AES?
  - What is ECB and how does it work?
  - What are the weaknesses in ECB?
  - How can an adversary exploit it (**Micro-labs**)?

# RECEP: PERFECT SECURITY

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- Shannon's intuition

- An adversary should not distinguish a message  $M$  from a random text  $R$

- Formally:

- $\Pr[M = m | C = c] = \Pr[M = m]$

- where

- $m$  is a message (from a set  $M$ )

- $c$  is a ciphertext (from a set of all ciphertexts  $C$ )

- $\Pr[C = c | M = m] = \Pr[C = c]$

- It means:

- Ciphertext provides no additional information

- Observing  $c$  does not help with guessing  $M = m$

- $c$  is independent of the message  $m$



Claude Shannon (1916 ~ 2001)  
A Father of Information Theory  
and Modern Cryptography

# RECAP: XOR CIPHER

- Crypto scheme with perfect secrecy
  - Encryption:
    - Given a message  $m$  and a random key  $k$
    - Ciphertext  $c = m \oplus k$
  - Example:
    - Message: HELLO
    - Key : ABCDE

A	B	Q
0	0	0
0	1	1
1	0	1
1	1	0

Message	H (0x48)	E (0x45)	L (0x4c)	L (0x4c)	O (0x4f)
Key	A (0x41)	B (0x42)	C (0x43)	D (0x44)	E (0x45)
<b>Ciphertext</b>	<b>0x9</b>	<b>0x7</b>	<b>0xf</b>	<b>0x8</b>	<b>0xa</b>

# RECAP: XOR CIPHER

- Crypto scheme with perfect secrecy
  - Encryption:
    - Given a message  $m$  and a random key  $k$
    - Plaintext  $m = k \oplus c$
  - Example:
    - Message: HELLO
    - Key : ABCDE

A	B	Q
0	0	0
0	1	1
1	0	1
1	1	0

Key	A (0x41)	B (0x42)	C (0x43)	D (0x44)	E (0x45)
Ciphertext	0x9	0x7	0xf	0x8	0xa
<b>Decrypt</b>	<b>H</b>	<b>E</b>	<b>L</b>	<b>L</b>	<b>O</b>

# RECAP: XOR CIPHER: IN BITWISE OPERATION

- Example from Wikipedia<sup>1</sup>

The string "Wiki" (01010111 01101001 01101011 01101001 in 8-bit ASCII) can be encrypted with the repeating key 11110011 as follows:

$$\begin{array}{r} 01010111 \ 01101001 \ 01101011 \ 01101001 \\ \oplus 11110011 \ 11110011 \ 11110011 \ 11110011 \\ \hline = 10100100 \ 10011010 \ 10011000 \ 10011010 \end{array}$$

And conversely, for decryption:

$$\begin{array}{r} 10100100 \ 10011010 \ 10011000 \ 10011010 \\ \oplus 11110011 \ 11110011 \ 11110011 \ 11110011 \\ \hline = 01010111 \ 01101001 \ 01101011 \ 01101001 \end{array}$$

A	B	Q
0	0	0
0	1	1
1	0	1
1	1	0

<sup>1</sup>Image from: [https://en.wikipedia.org/wiki/XOR\\_cipher](https://en.wikipedia.org/wiki/XOR_cipher)

# RECAP: XOR CIPHER

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- Potential problems:
  - If an adversary knows a pair of  $m$  and  $c$ 
    - They can extract the key by  $m \oplus c$
    - We should not use the same key multiple times (use OTP)
  - (Practical issue) The length of the  $k$  should be the same as  $m$ 
    - What if we want to encrypt a 1GB video file?
    - We need to use a 1GB key (even multiple of those)
    - How can we share the 1GB keys with others?

# RECAP: STREAM CIPHER

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- Reduce key generation and exchange overheads
  - Encryption:
    - Given a message  $m$  and a random key  $k$
    - Ciphertext  $c = m \oplus k$
    - and:
      - The key stream is **generated by the same mechanism** for a sender and a receiver
      - The key stream is a **byte stream** (0xAB129dB...)
      - It **performs XOR encryption** over this byte stream



# RECAP: STREAM CIPHER

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- Stream cipher
  - Example:

Encrypt message 1 with 0x1b395a46  
Encrypt message 2 with 0xf1737202  
Encrypt message 3 with 0xccf0de05...



A random number generator ...

1: 0x1b395a46  
2: 0xf1737202  
3: 0xccf0de05  
4: 0x908b0feb  
5: 0x9d4c9add

Decrypt message 1 with 0x1b395a46  
Decrypt message 2 with 0xf1737202  
Decrypt message 3 with 0xccf0de05...



A random number generator

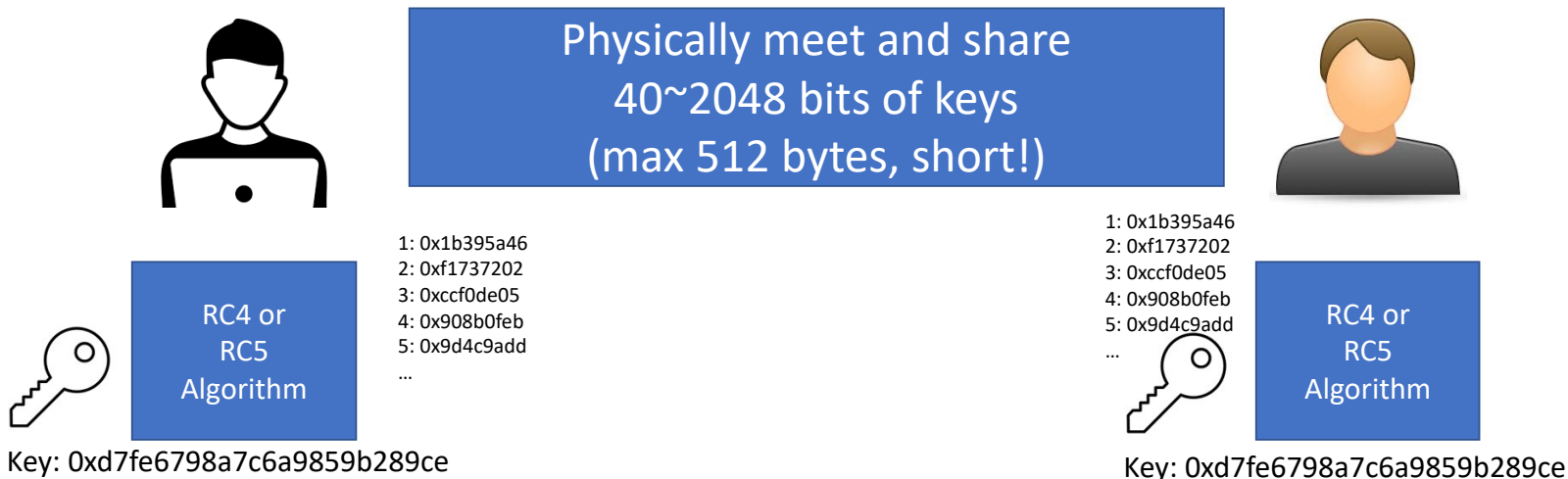
1: 0x1b395a46  
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...

# RECAP: RC4/5 STREAM CIPHER

- Stream cipher
  - Example: [RC4](#)/[RC5](#)

Encrypt message 1 with 0x1b395a46  
Encrypt message 2 with 0xf1737202  
Encrypt message 3 with 0xccf0de05...

Decrypt message 1 with 0x1b395a46  
Decrypt message 2 with 0xf1737202  
Decrypt message 3 with 0xccf0de05...



# RECAP: RC4/5 STREAM CIPHER

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- Potential problems
  - Have no mathematical proof<sup>1</sup>
  - Have seen their vulnerabilities to
    - Bit-flipping attacks
    - Reused key attacks
    - Differential attacks
    - ...

# TOPICS FOR TODAY

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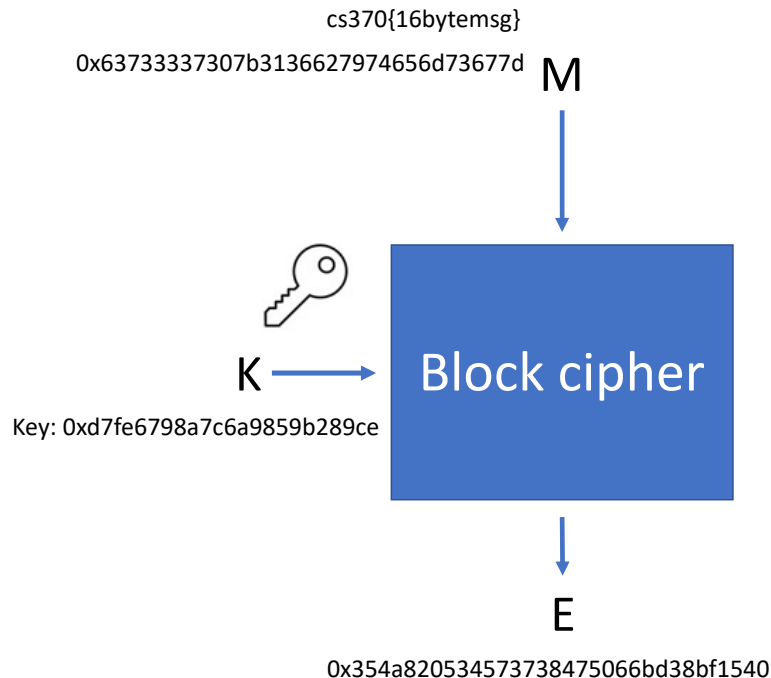
- Recap
  - Perfect security (XOR)
  - XOR's practical limitations
  - Stream ciphers (RC4/5)
- Block ciphers
  - What is the block cipher?
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# BLOCK CIPHER: ENCRYPTION

- Block cipher
  - Cryptographic algorithm that work only with **fixed-length set of bits**

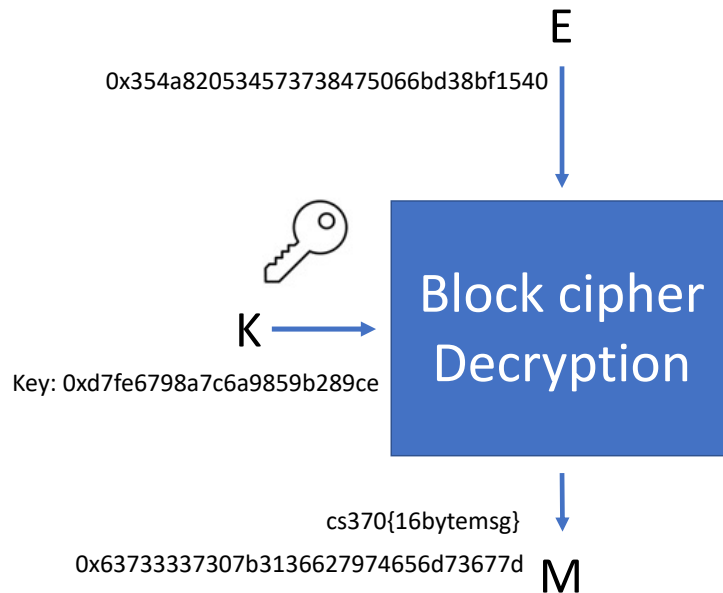
- Terminology

- **Block:** a fixed size message  $M$
- **Key:** a secret we use for encryption
  - Shared between a sender and a receiver
- **Encryption:** use  $K$  to convert  $M$  into  $E$



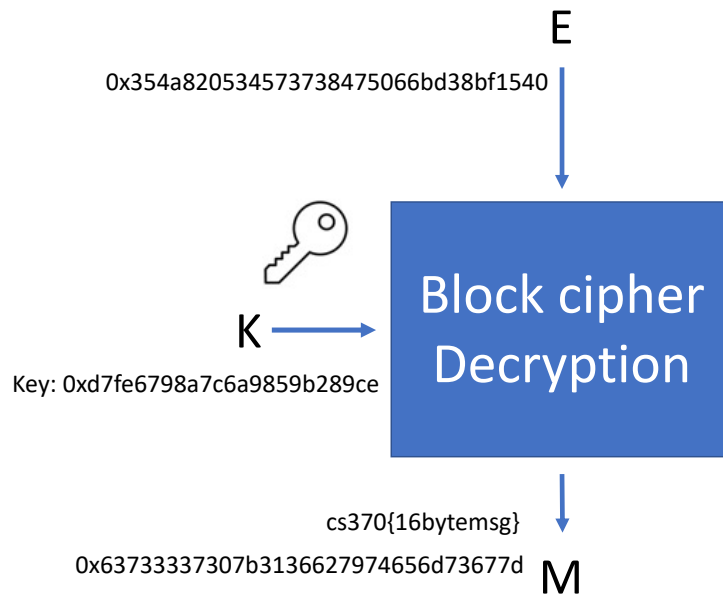
# BLOCK CIPHER: DECRYPTION

- Block cipher
  - Cryptographic algorithm that work only with **fixed-length set of bits**
- Terminology
  - **Block:** a fixed size message  $M$
  - **Key:** a secret we use for encryption
    - Shared between a sender and a receiver
  - **Encryption:** use  $K$  to convert  $M$  into  $E$
  - **Decryption:** use  $K$  to convert  $E$  into  $M$



# BLOCK CIPHER

- Block cipher
  - Cryptographic algorithm that work only with **fixed-length set of bits**
- Terminology
  - **Block**: a fixed size message  $M$
  - **Key**: a secret we use for encryption
    - Shared between a sender and a receiver
  - **Encryption**: use  $K$  to convert  $M$  into  $E$
  - **Decryption**: use  $K$  to convert  $E$  into  $M$
- Formally
  - You can see encryption and decryption as
  - Generating a permutation of numbers:
  - $\{0,1\}^n \rightarrow \{0,1\}^n$  (1-to-1 mappings)

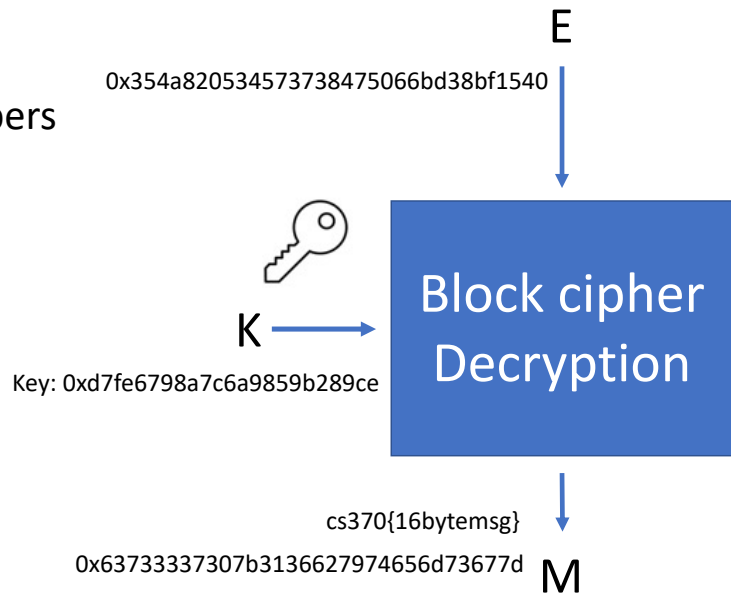


# BLOCK CIPHER

- Formally

- You can see encryption and decryption as
- Generating a permutation of numbers:
  - $\{0,1\}^n \rightarrow \{0,1\}^n$
  - Mappings should be 1-to-1
- The key determines how to permute the numbers

M	Ciphertext
0	0xaf531b0e1
1	0x14a986e7a
2	0xad738009d
3	0x5ed6985c5
4	0xf3b8aa2e8
5	0xad04ec00e
...	0x59fd94c21

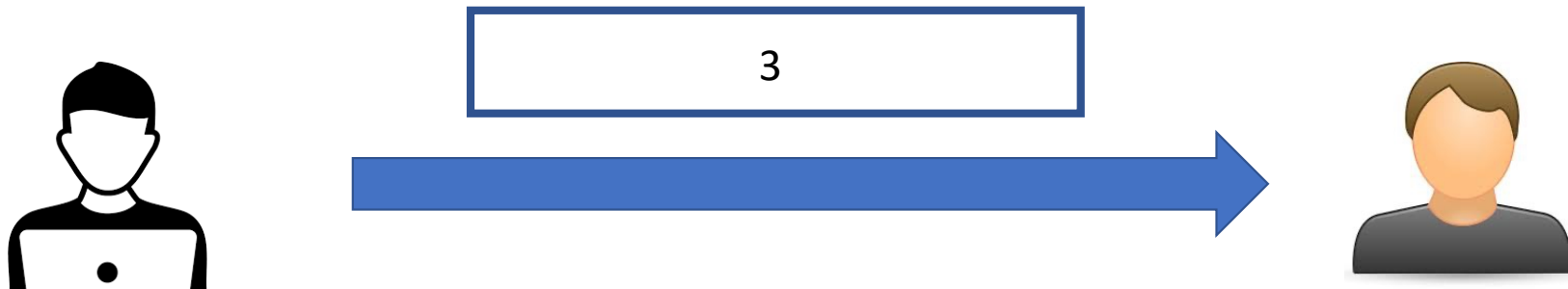




# BLOCK CIPHER: IN OPERATION

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- Goal
  - We want to communicate with others securely (and privately)



# BLOCK CIPHER: IN OPERATION

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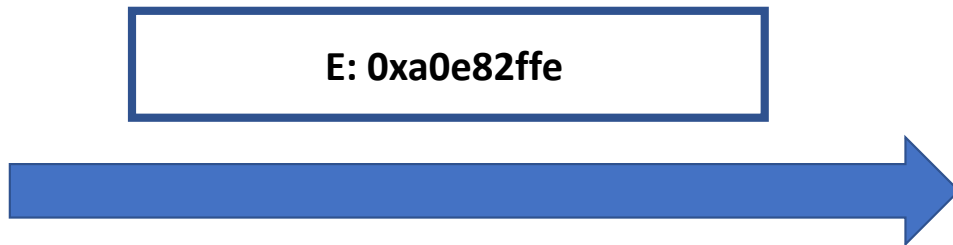
- Goal
  - We want to communicate with others securely (and privately)
  - Both parties use the same block cipher algorithm
    - 1<sup>st</sup>: Share the information about the key to use



# BLOCK CIPHER: IN OPERATION

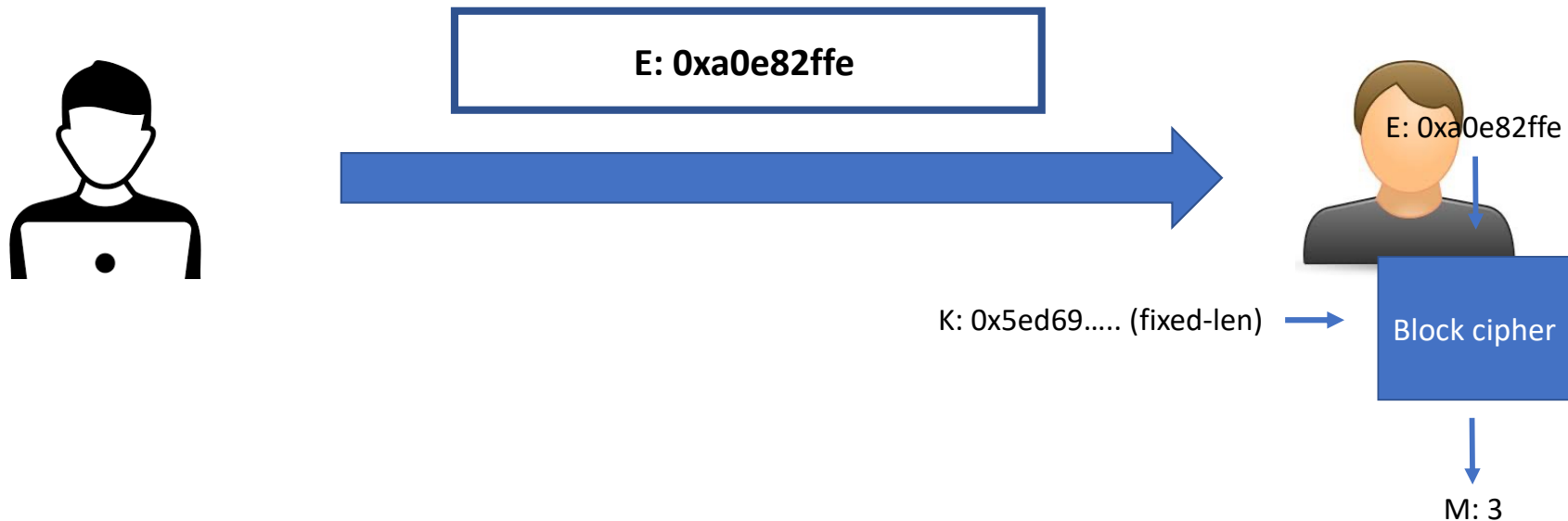
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- Goal
  - We want to communicate with others securely (and privately)
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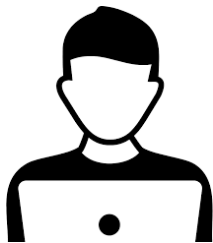
# BLOCK CIPHER: IN OPERATION

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# BLOCK CIPHER: IN OPERATION

- Goal
  - We want to communicate with others securely (and privately)
  - Both parties use the same block cipher algorithm
    - 1<sup>st</sup>: Share the information about the key to use



M	Ciphertext
0	0x87372de1
1	0x19f1a578
2	0x9449fe68
<b>3</b>	<b>0xa0e82ffe</b>
4	0xba9f4d4b
5	0x5156b9ba
...	0x61e0bb0d

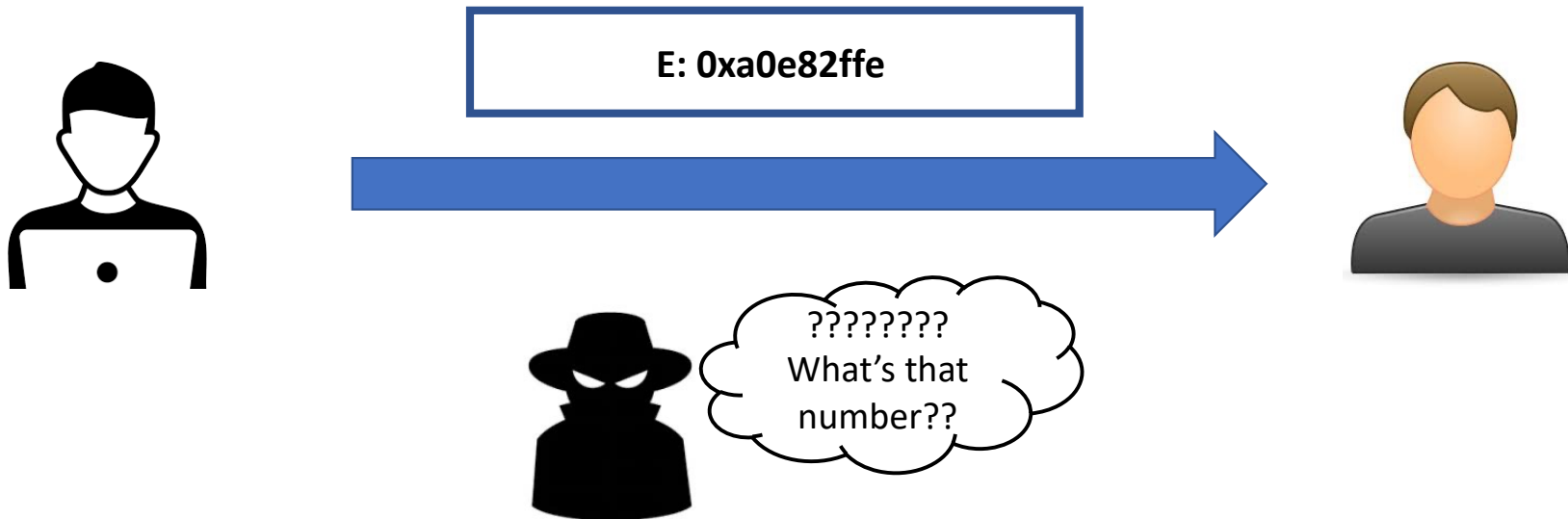


M	Ciphertext
0	0x87372de1
1	0x19f1a578
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<b>3</b>	<b>0xa0e82ffe</b>
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# BLOCK CIPHER: SECURITY

---

- (Ideal) Block ciphers
  - Must be a random permutation of messages
  - True randomness is difficult to achieve
    - We need a scheme like one-time pad (private random source)
    - It's computationally demanding (we need to carry all the time, we should choose...)



# BLOCK CIPHER: SECURITY

---

- (Ideal) Block ciphers
  - Must be a random permutation of messages
  - True randomness is difficult to achieve
    - Security: we assume the adversary knows everything
    - Resources: we need one-time pads for everything
- Pseudo-randomness
  - It is **not truly random**
  - But it is indistinguishable from the true randomness
  - Generator that deterministically outputs that look like random
  - An attacker needs a lot of effort to guess the number (e.g., in AES, it requires  $2^{126.1}$  guesses)



1: 0x1b395a46  
2: 0xf1737202  
3: 0xccf0de05  
4: 0x908b0feb  
5: 0x9d4c9add

A **pseudo-** random number generator ...

# BLOCK CIPHER: SECURITY

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- $2^{126.1}$  computations
  - $9.1176402658 \times 10^{37}$  times
  - Suppose that we need 1 CPU cycle to guess once
    - 6GHz CPU, the time it takes:  $9.1176402658 \times 10^{37} / 6 \times 10^9$
    - =  $1.5196 \times 10^{28}$  seconds
    - = 481,860,000,000,000,000 years
    - = 481,860,000 years with 1 billion super-computer



1: 0x1b395a46  
2: 0xf1737202  
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4: 0x908b0feb  
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A **pseudo-** random number generator ...

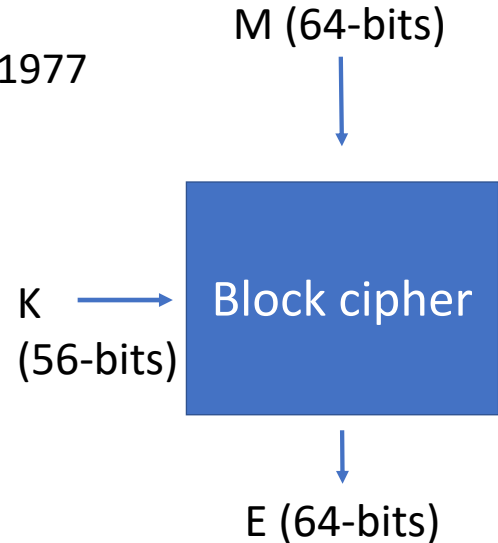
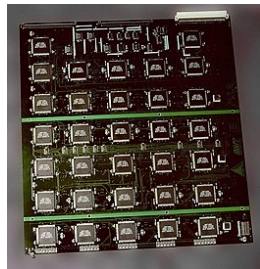
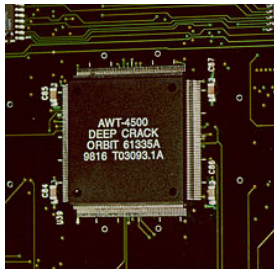
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# SYMMETRIC ENCRYPTION

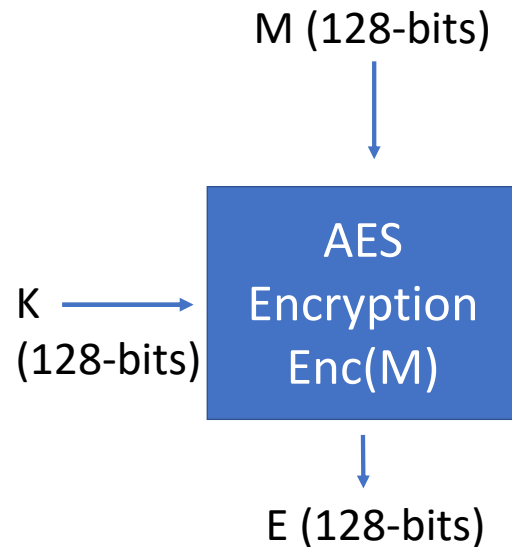
- Symmetric encryption
  - Encryption that uses the same key for encrypting and decrypting
- DES
  - Data Encryption Standard (developed by IBM in early 1970)
  - Becomes Federal Information Processing Standard (FIPS) in 1977
  - Uses 56-bit key
    - At that time brute-forcing 56-bit key was difficult
    - But broken by Electronic Frontier Foundation (EFF) in 1999



# SYMMETRIC ENCRYPTION – CONT'D

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- Symmetric encryption
  - Encryption that uses the same key for encrypting and decrypting
- AES
  - Advanced Encryption Standard
  - Key size: 128-/192-/256-bit
  - Block size: 128-bit (16-byte)
  - Ciphertext and message size: 128-bit



# ELECTRONIC CODE BLOCK

---

- ECB
  - A mode of block cipher operations
  - We pad the length of a message at the end
- ECB Operation
  - Suppose that we encrypt 15-byte data: 0123456789ABCDE (e.g., 0 = 0x30)
  - ECB pads 0x01 (= 1-byte length) at the end

Pos	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Hex	0x30	0x31	0x32	0x33	0x34	0x35	0x36	0x37	0x38	0x39	0x41	0x42	0x43	0x44	0x45	0x01

# ELECTRONIC CODE BLOCK – CONT'D

---

- ECB
  - A mode of block cipher operations
  - We pad the length of a message at the end
- ECB Operation
  - Suppose that we encrypt **14-byte data**: 0123456789ABCD (e.g., 0 = 0x30)
  - ECB pads 0x02 x 2 (= 2-byte length) at the end

Pos	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Hex	0x30	0x31	0x32	0x33	0x34	0x35	0x36	0x37	0x38	0x39	0x41	0x42	0x43	0x44	0x02	0x01

# ELECTRONIC CODE BLOCK – CONT'D

---

- ECB
  - A mode of block cipher operations
  - We pad the length of a message at the end
- ECB Operation
  - Suppose that we encrypt **1-byte data**: 0 (e.g., 0 = 0x30)
  - ECB pads 0x0F x 15 (= 15-byte length) at the end

Pos	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Hex	0x30	0x0F	0x0F	0x0F	0x0F	0x0F	0x0F	0x0F	0x0F	0x0F	0x0F	0x0F	0x0F	0x0F	0x02	0x01



# ELECTRONIC CODE BLOCK – CONT'D

---

- ECB
  - A mode of block cipher operations
  - We pad the length of a message at the end
- ECB Operation (corner-case)
  - Suppose that we encrypt **16-byte data**: 0123456789ABCDE\x01 (e.g., 0 = 0x30)
  - How we can distinguish this from 15-byte data with 0x01 padding
  - We pad 16-byte of 0x10 at the end (= we encrypt two blocks)

Pos	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Hex	0x30	0x31	0x32	0x33	0x34	0x35	0x36	0x37	0x38	0x39	0x41	0x42	0x43	0x44	0x45	0x01

Pos	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Hex	0x10	0x10	0x10	0x10	0x10	0x10	0x10	0x10	0x10	0x10	0x10	0x10	0x10	0x10	0x10	0x10

# ELECTRONIC CODE BLOCK – CONT'D

---

- ECB
  - A mode of block cipher operations
  - We pad the length of a message at the end
- ECB Operation
  - Suppose that we encrypt **31-byte data**: 0123456789ABCDEF0123456789ABCDE
  - How can we encrypt/decrypt this message?
    - Split the message into 16-bytes: 0123456789ABCDEF + 0123456789ABCDE
    - Encrypt the first block: 0123456789ABCDEF
    - Encrypt the second block (with pads): 0123456789ABCDE\x01

# ELECTRONIC CODE BLOCK – CONT'D

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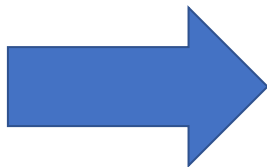
- ECB weakness(es)
  - Using the same key leads to the same ciphertext
  - An adversary can guess the message by looking at the ciphertext
  - Suppose:
    - M: 0 -> C: 0x39827332...
    - M: 1 -> C: 0x5a83f874...
    - ...



# MICRO-LABS

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- ECB weakness
  - I will provide you a super-secretly-encrypted photo
  - Your job is to guess what's in the photo
  - This is my encryption algorithm



# Thank You!

Tu/Th 4:00 – 5:50 PM (Recording)

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