

Using the AES round beyond encryption

Léo Perrin¹

¹Inria, France

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What can the efficiency of AES-NI and the ease of analysis of the AES give outside of cryptography?

What can the efficiency of **AES-NI** and the **ease of analysis** of the AES give **outside of cryptography**?

(or, equivalently, let's get rid of SipHash and the Mersenne Twister)

Outline

- 1 Intro
- 2 What does the AES round give us (ex: LeMAC)?
- 3 Insecure Pseudo-Random Number Generator
- 4 Insecure Hash Function
- 5 Conclusion

Plan of this Section

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Versatility and Ease of Analysis

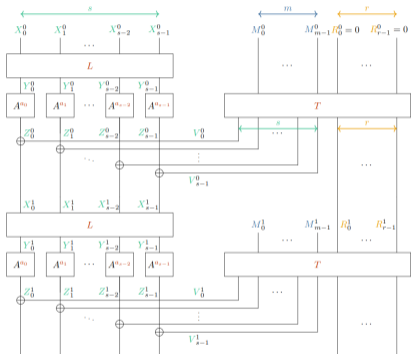


Figure 1: A stands for a key-less AES round. Each choice of the size parameters s, m, r , the Boolean values a_i , and the linear matrices L, T defines an instance of the framework.

The probability of **all** differential trails can be bounded in reasonable time for all such round functions!

Bariant, A., Baudrin, J., Leurent, G., Pernot, C., Perrin, L., & Peyrin, T. (2024). Fast AES-Based Universal Hash Functions and MACs: Featuring LeMac and PetitMac. IACR Transactions on Symmetric Cryptology, 2024(2), 35-67.

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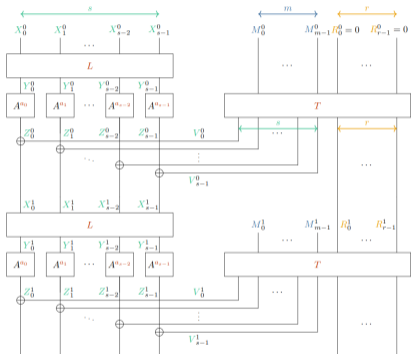


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→ we can automatically lower bound # active S-boxes

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AES-NI: speed!!!

Table 2: Table of the retained candidates over different parameters sets. Speeds were measured on a Intel 11th Gen Core i5-1135G7 (Tiger Lake) for different sizes of message.

Rate	w	m	s	r	XOR-cost	Diffusion	Security	Speed (cy/B)		Descr.
								16 kB	256 kB	
2	8	4	9	4	4	15	26	0.074	0.067	Figure 2
1.75	7	4	10	5	5	∞	23	0.079	0.068	App. C.1
2	6	3	7	4	4	11	25	0.086	0.080	App. C.2
2	4	2	6	4	3	9	24	0.104	0.099	App. C.3
2	2	1	4	3	4	5	23	0.180	0.175	App. C.4
2	1	0.5 ¹	1	5	3/1 ²	-	26	0.374	0.371	Figure 3

¹A message is added every other round.

²There is 1 inherent XOR in the transition matrix. Every other rounds, the message accounts for 2 additional XORS.

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Outside Cryptography

- 1 Monte Carlo simulations
- 2 Data set for proper software tests (fuzzing)
- 3 ...

In Cryptography too!

Entropy Distribution Function

First introduced by Saarinen¹

Properties. The main security requirement for a lightweight mixing function is captured in the term “Entropy Distribution Function” (EDF); once seeded with $n \leq c$ truly random bits (n bits of entropy), any n -bit output should also have close to n bits of randomness (entropy) when observed without joint information.

SNEIGEN is **not** claimed to be collision resistant, but full collisions are unlikely for outputs that are much larger than the c -bit input seed. Given more than c bits of output, an attacker may be able to distinguish SNEIGEN from random, and may also be able to derive the secret state or even the input seed from it. However, targeted cryptanalytic effort is required to achieve this. SNEIGEN output should not be directly exposed to an attacker in a way that leads to the compromise of secret state.

Since the SNEIK permutation has a $2 \times 32 = 64$ - bit feedback “accumulator” (words $s[i - 1]$ and $s[i - 2]$ in Equation 2) diffusion to the right, and the first round does not achieve much diffusion to the left, the number of rounds is chosen as $\rho = \lfloor c/64 \rfloor + 1$.

¹M. J. Saarinen, *SNEIKEN and SNEIKHA*, submission to NIST LWC competition, 2019

Mersenne Twister is everywhere

```
uint32_t random_uint32(mt_state* state)
{
    uint32_t* state_array = &(state->state_array[0]);

    int k = state->state_index;    // point to current state location
                                // 0 <= state_index <= n-1  always

    // int k = k - n;            // point to state n iterations before
    // if (k < 0) k += n;        // modulo n circular indexing
                                // the previous 2 lines actually do nothing
                                // for illustration only

    int j = k - (n-1);            // point to state n-1 iterations before
    if (j < 0) j += n;           // modulo n circular indexing

    uint32_t x = (state_array[k] & UMASK) | (state_array[j] & LMASK);

    uint32_t xA = x >> 1;
    if (x & 0x00000001UL) xA ^= a;

    j = k - (n-m);                // point to state n-m iterations before
    if (j < 0) j += n;           // modulo n circular indexing

    x = state_array[j] ^ xA;      // compute next value in the state
    state_array[k++] = x;        // update new state value

    if (k >= n) k = 0;            // modulo n circular indexing
    state->state_index = k;

    uint32_t y = x ^ (x >> u);    // tempering
    y = y ^ ((y << s) & b);
    y = y ^ ((y << t) & c);
    uint32_t z = y ^ (y >> l);

    return z;
}
```

Basically a glorified LFSR

- C++ stdlib
- python random
- ...

$O(\text{a dozen})$ instructions/32 bits

Towards a Design?

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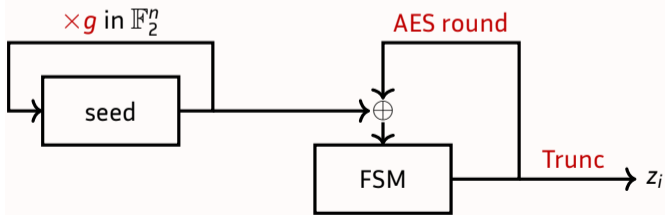
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Something like this?



MILP-based linear trail analysis to lower bound correlations?

$O(3)$ instructions/64 bits

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Hash functions for Hash Tables

Siphash

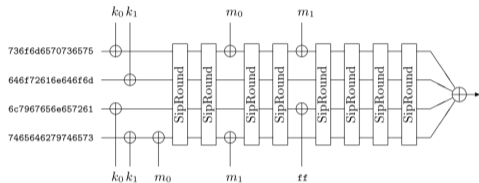


Fig. 2.1. SipHash-2-4 processing a 15-byte message. SipHash-2-4(k, m) is the output from the final \oplus on the right.

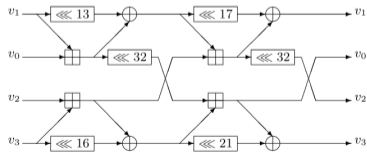


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Hash functions for Hash Tables

Siphash

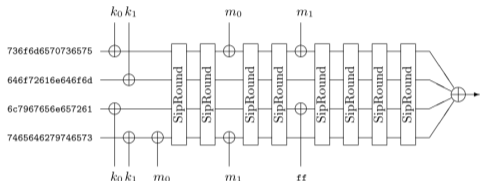


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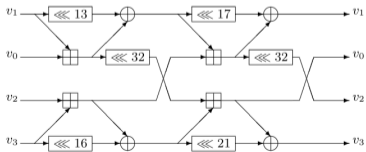


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Abseil Hash function

```
// We use each value as the first argument to shuffle all the bits around. We do
// not add any salt to the state or loaded data, instead we vary instructions
// used to mix bits Encrypt128/Decrypt128 and Add128/Sub128. On x86,
// Add128/Sub128 are combined to one instruction with data loading like
// `vpaddq xmm1, xmm0, xmmword ptr [rdi]`.
```

```
inline Vector128 MixA(Vector128 a, Vector128 state) {
    return Decrypt128(Add128(state, a), state);
}
```

```
inline Vector128 MixB(Vector128 b, Vector128 state) {
    return Decrypt128(Sub128(state, b), state);
}
```

```
inline Vector128 MixC(Vector128 c, Vector128 state) {
    return Encrypt128(Add128(state, c), state);
}
```

```
inline Vector128 MixD(Vector128 d, Vector128 state) {
    return Encrypt128(Sub128(state, d), state);
}
```

<https://github.com/abseil/abseil-cpp/blob/master/absl/hash/internal/hash.cc>

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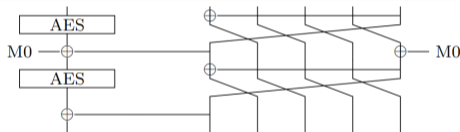


Figure 3: Processing one message block in the UHF used in PetitMac.

2 AES + 3 XOR / 128-bit block

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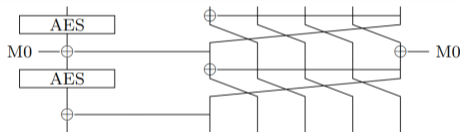


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lower bound on differential probabilities \rightarrow collision security

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Thank You!