

# CSCI 1515 Applied Cryptography

## This Lecture:

- Practical Constructions of Block Cipher (Continued)
- Secure Hardware: Intel SGX, HSM
- Blockchain

## Block Cipher

$$F: \{0, 1\}^\lambda \times \{0, 1\}^n \rightarrow \{0, 1\}^n$$

$\lambda$ : key length

$n$ : block length

It is assumed to be a pseudorandom permutation (PRP).

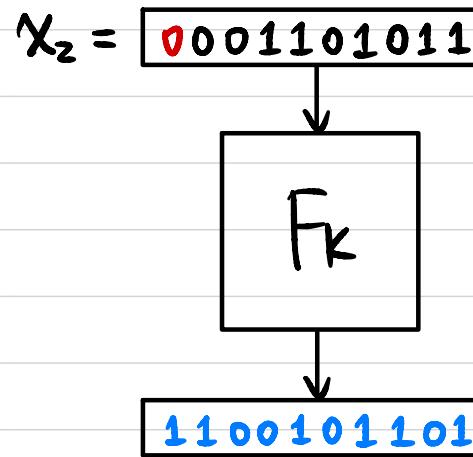
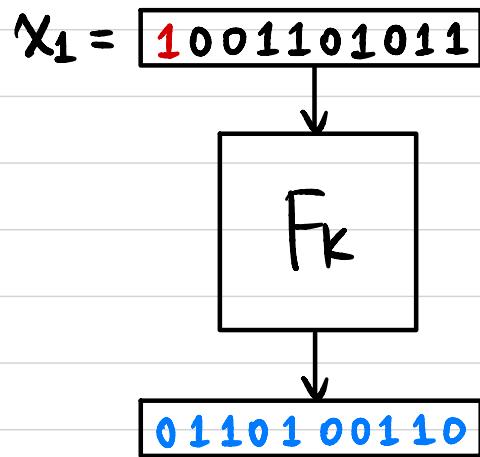
### Construction: Advanced Encryption Standard (AES)

- $\lambda = 128/192/256$ ,  $n = 128$
- Standardized by NIST in 2001
- Competition 1997–2000

### Before AES: Data Encryption Standard (DES)

- $\lambda = 56$ ,  $n = 64$

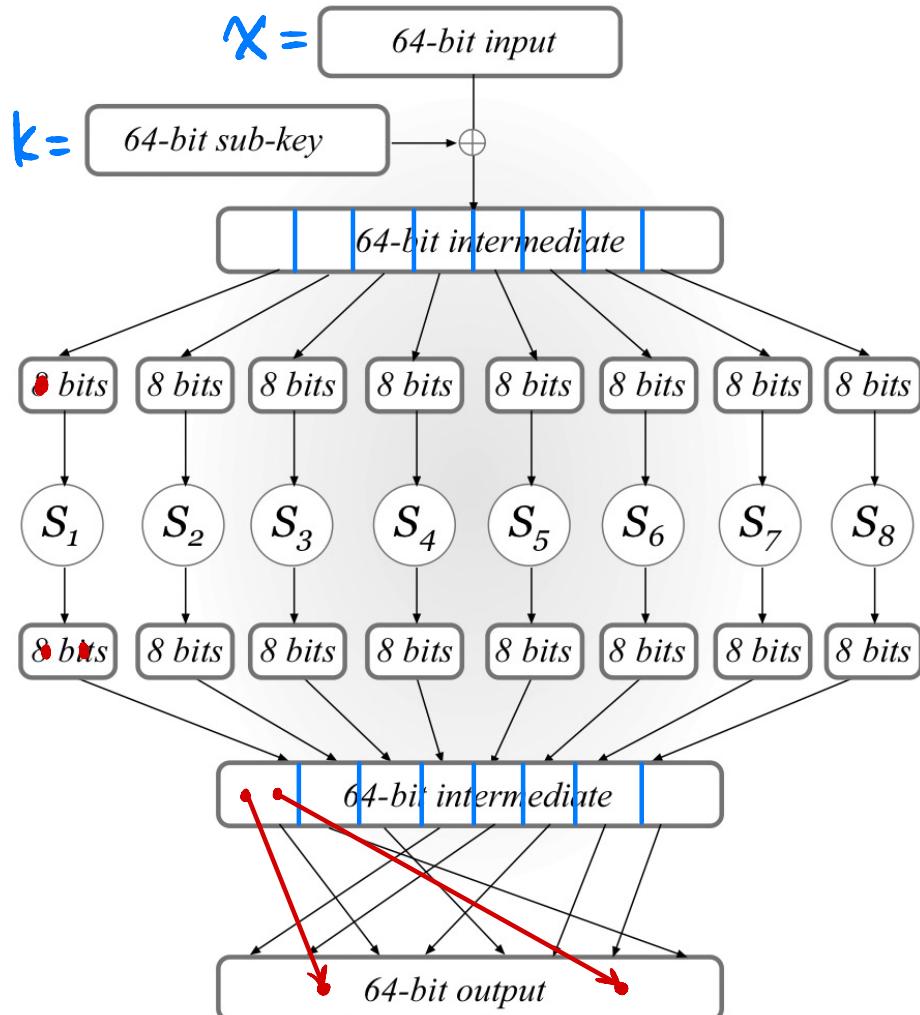
# Substitution-Permutation Network (SPN)



Design Principle: "Avalanche Effect"

A one-bit change in the input should "affect" every bit of the output.

# Substitution-Permutation Network (SPN)



A single round of SPN

"Confusion-Diffusion Paradigm"

Step 1: Key Mixing

$$X = X \oplus k$$

Step 2: Substitution (Confusion Step)

$$S_i : \{0,1\}^8 \rightarrow \{0,1\}^8 \quad (\text{S-box})$$

Public permutation / one-to-one map

1-bit change of input

→ at least 2-bit change of output

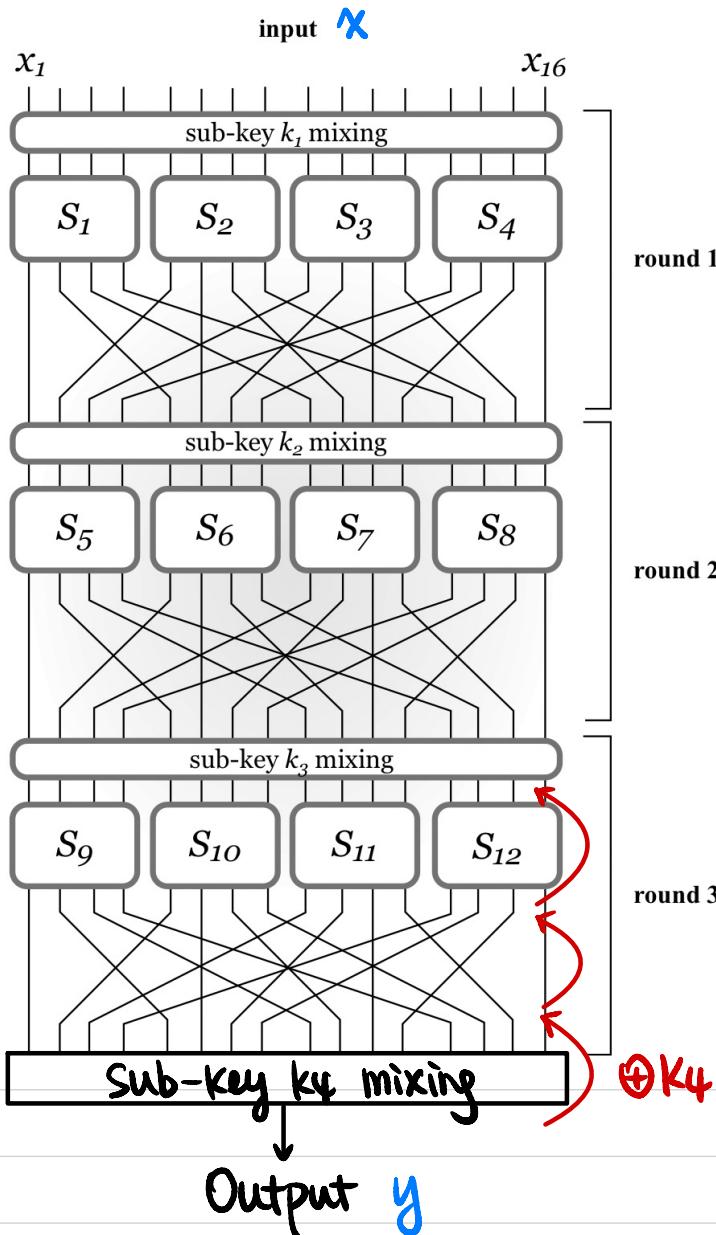
Step 3: Permutation (Diffusion Step)

$$P : [64] \rightarrow [64]$$

Public mixing permutation

↓  
affect input to multiple S-boxes next round

# Substitution-Permutation Network (SPN)

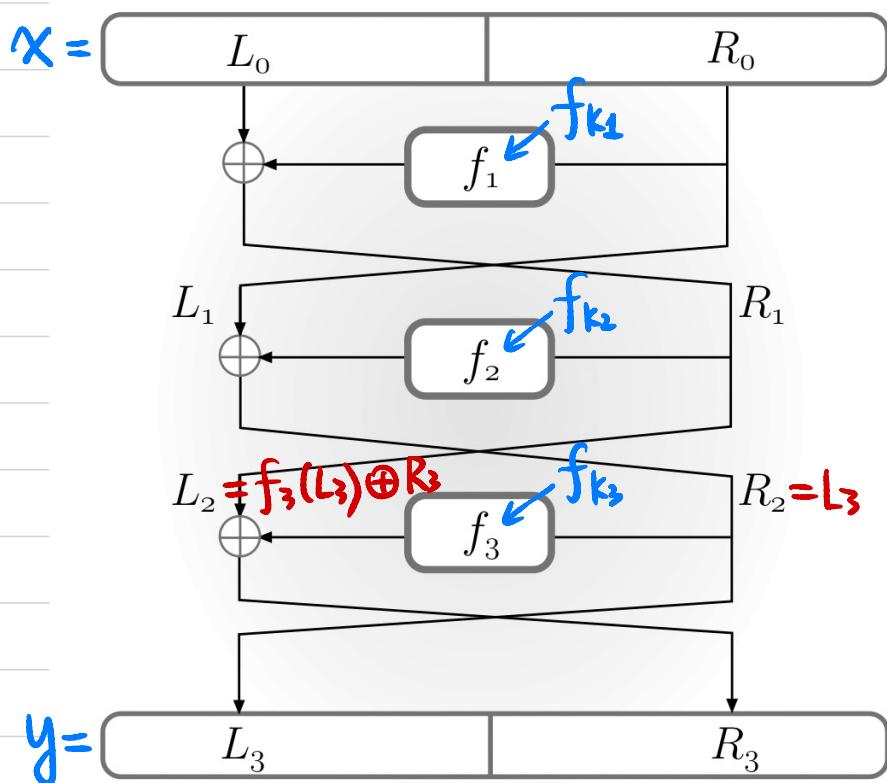


An SPN is invertible given the master key.  
↓  
Permutation

How to compute  $F_k^{-1}(y)$  ?

Why do we need a final key mixing step?

# Feistel Network



## 3-round Feistel Network

$$f_{ki} : \{0,1\}^{n/2} \rightarrow \{0,1\}^{n/2}$$

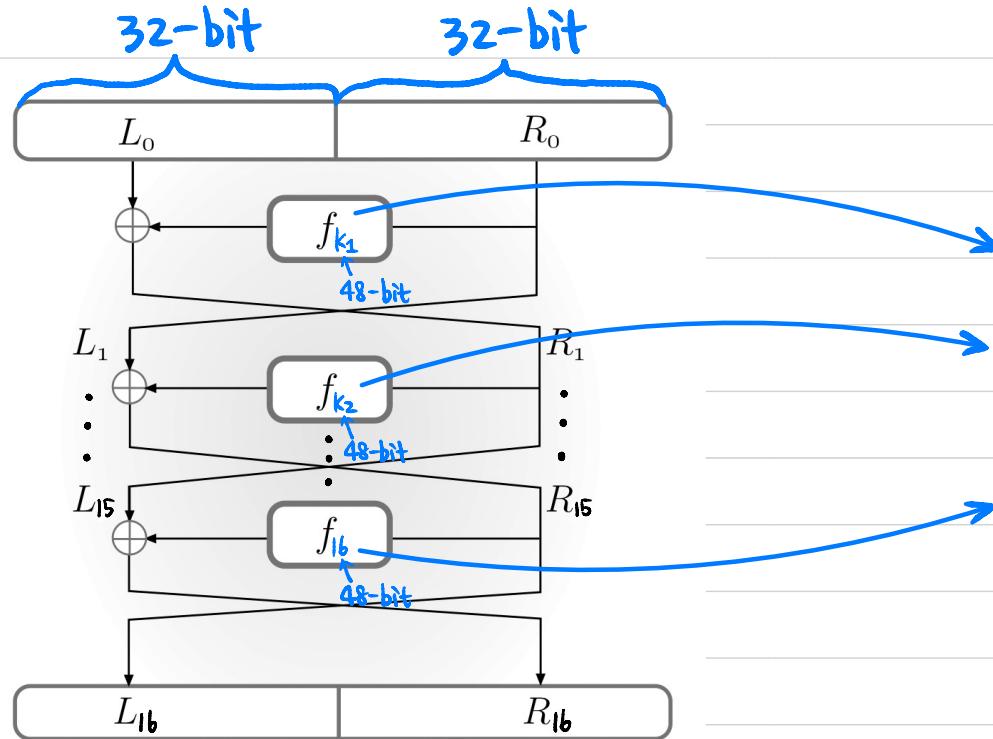
↑  
round function

How to compute  $F_k^{-1}(y)$  ?

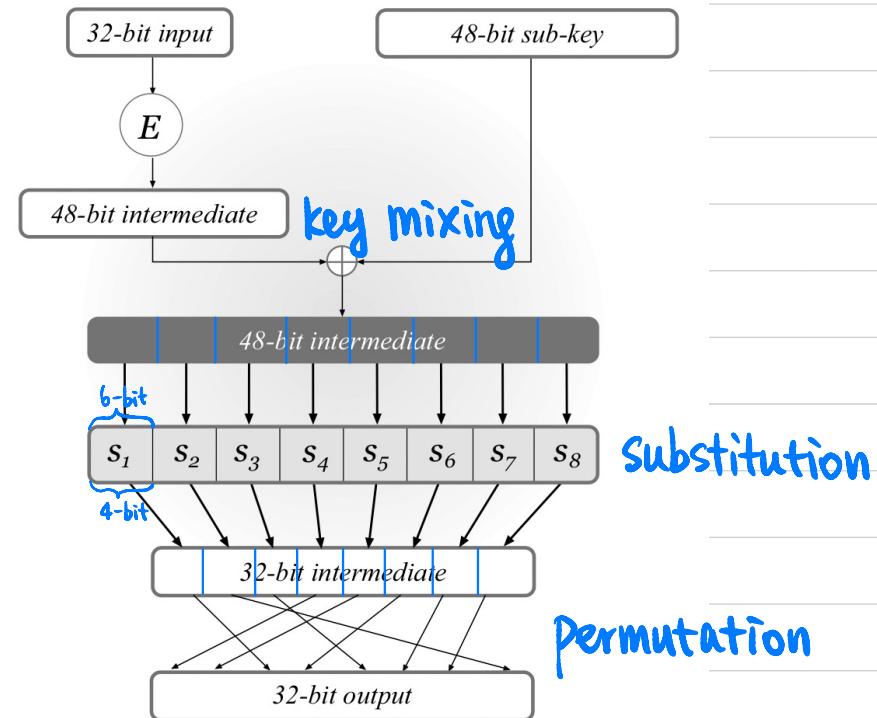
Attacks on reduced-round Feistel Network

# Data Encryption Standard (DES)

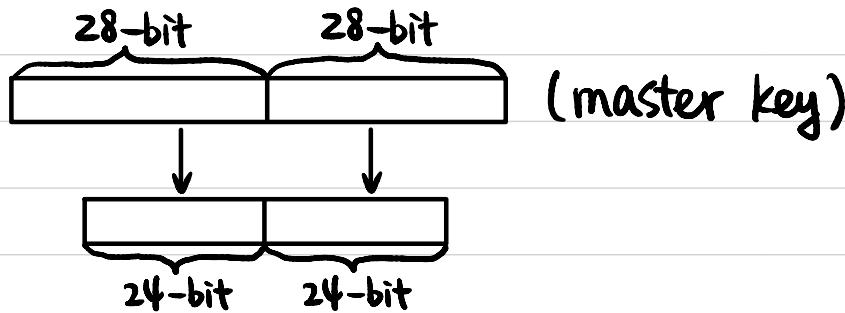
## 16-round Feistel Network



## DES mangler function



## Key Schedule:

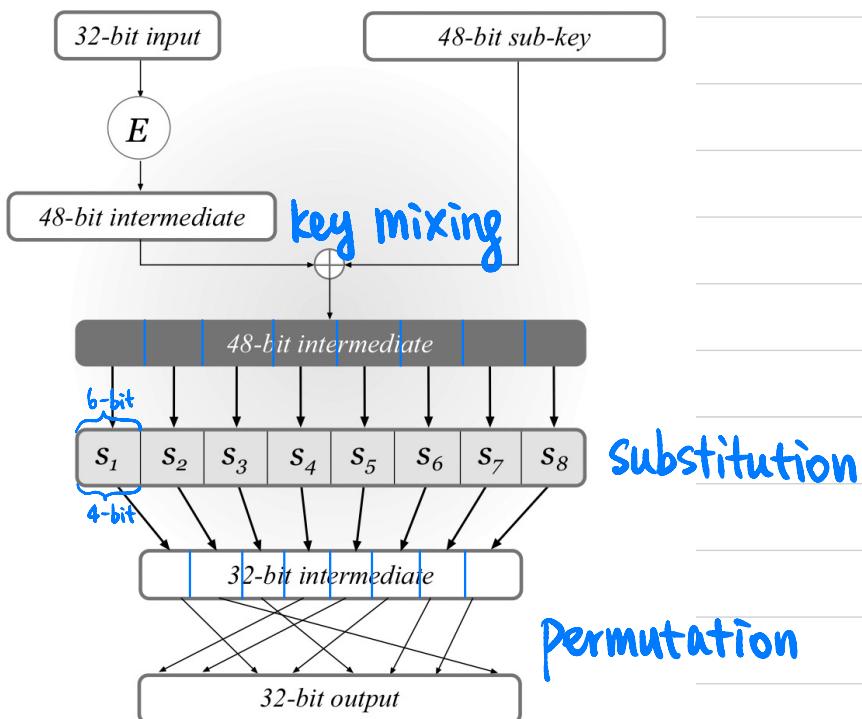


## E : expansion function



# Data Encryption Standard (DES)

## DES mangler function



$$\text{S-box: } \{0,1\}^6 \rightarrow \{0,1\}^4$$

① "4-to-1":

Exactly 4 inputs map to same output

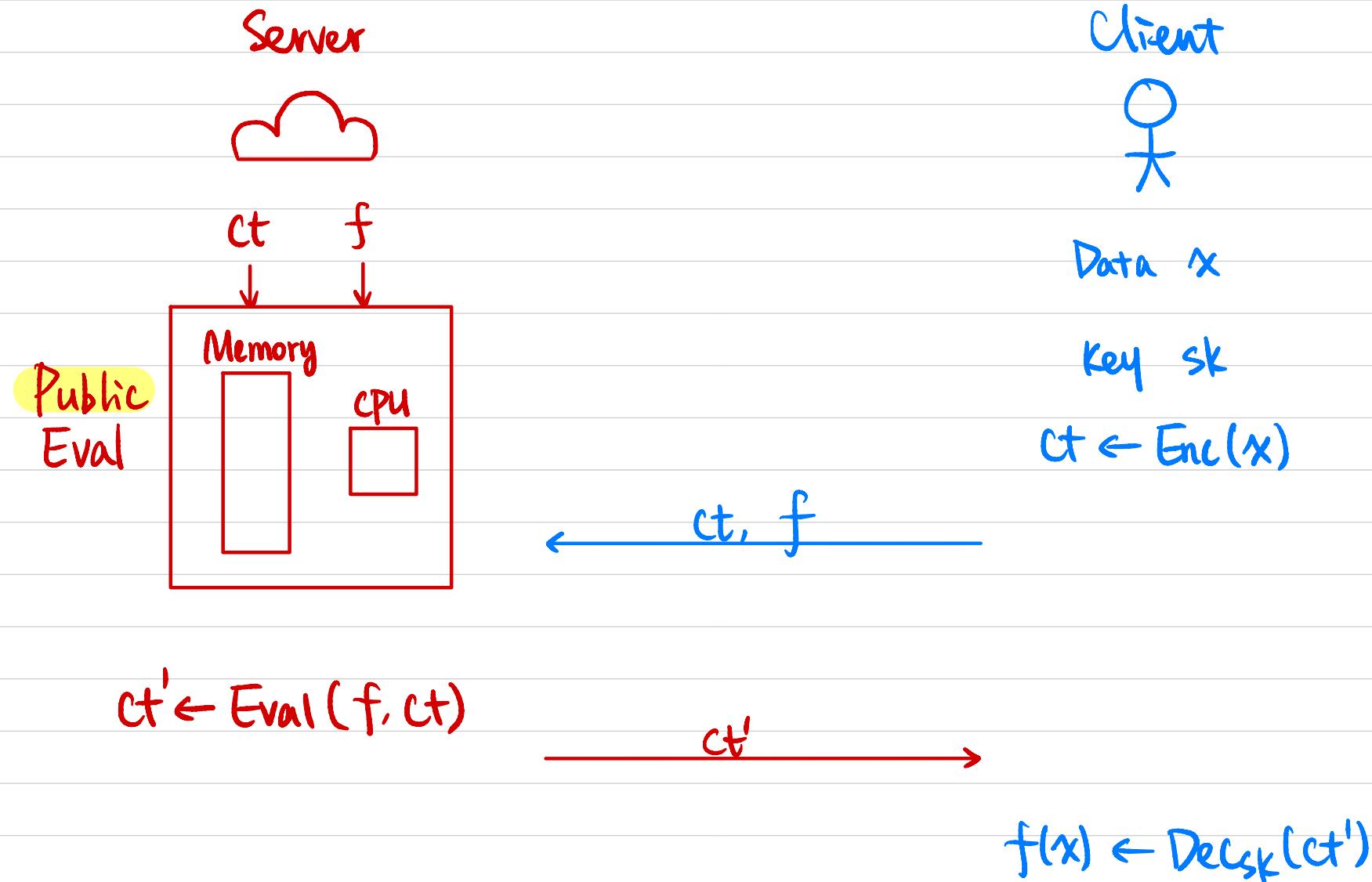
② 1-bit change of input

→ at least 2-bit change of output

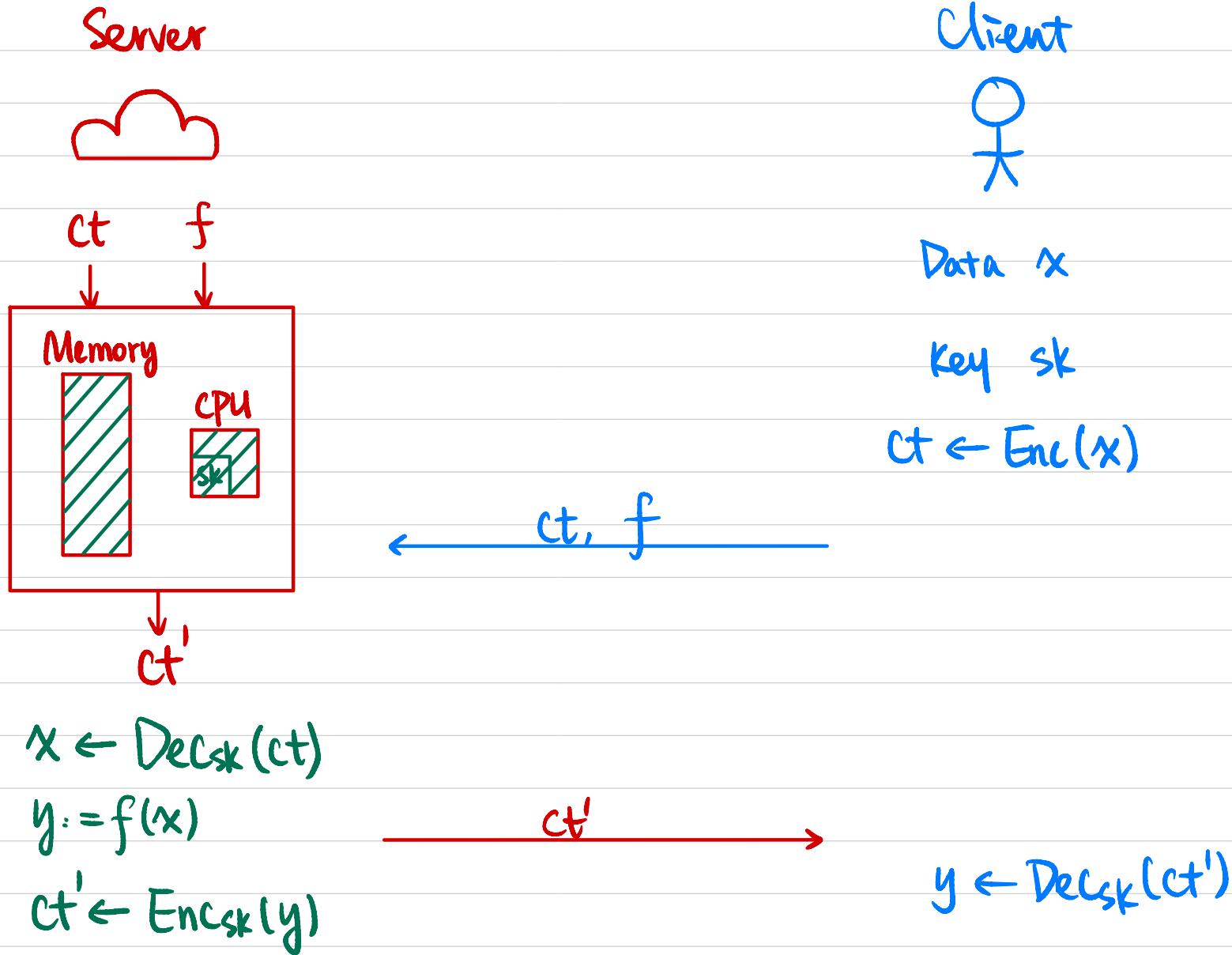
Mixing Permutation:  $[32] \rightarrow [32]$

4 bits from each S-box will affect the input to 6 S-boxes in the next round

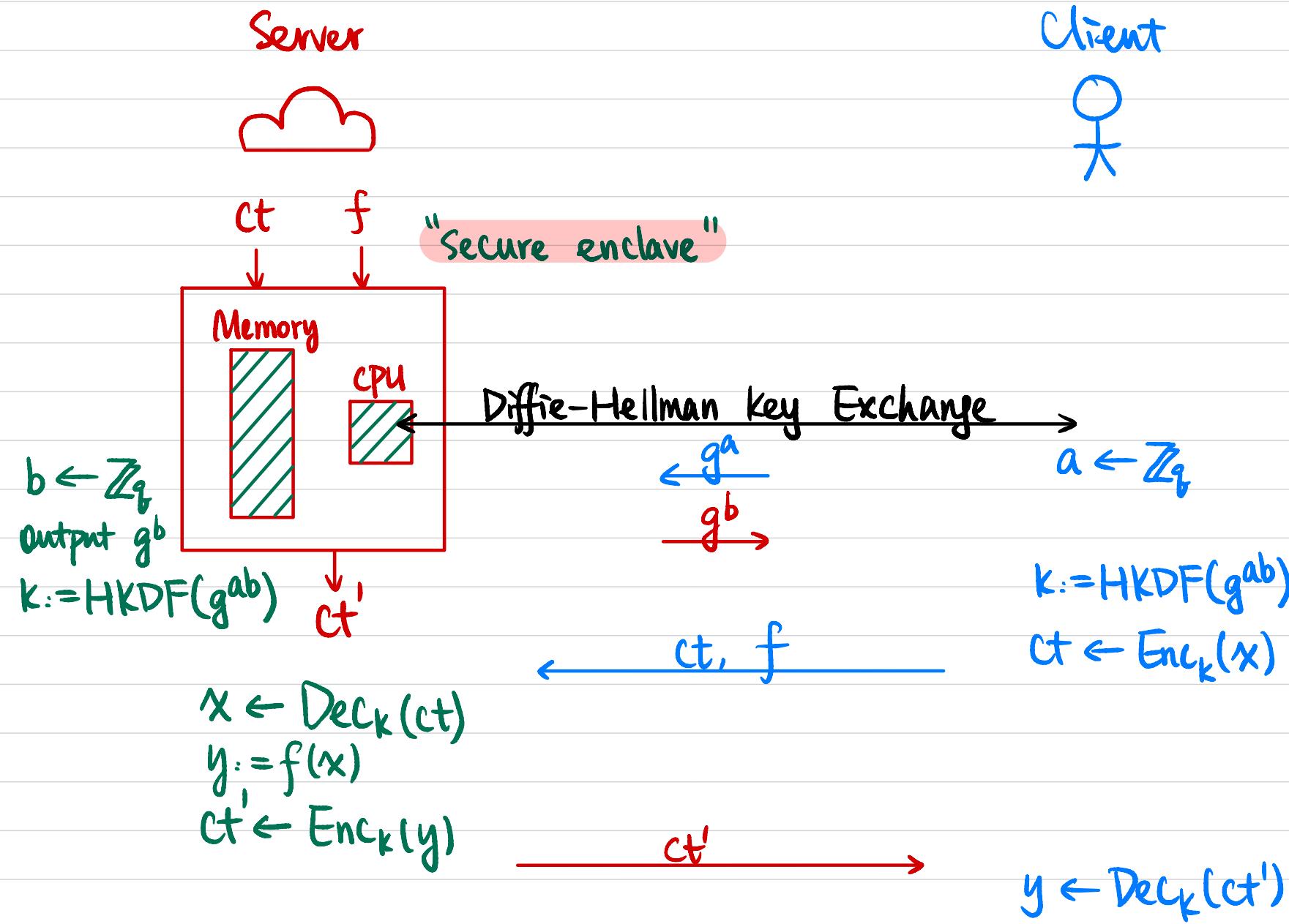
# Outsourcing Computation by FHE



# Outsourcing Computation by Secure Hardware

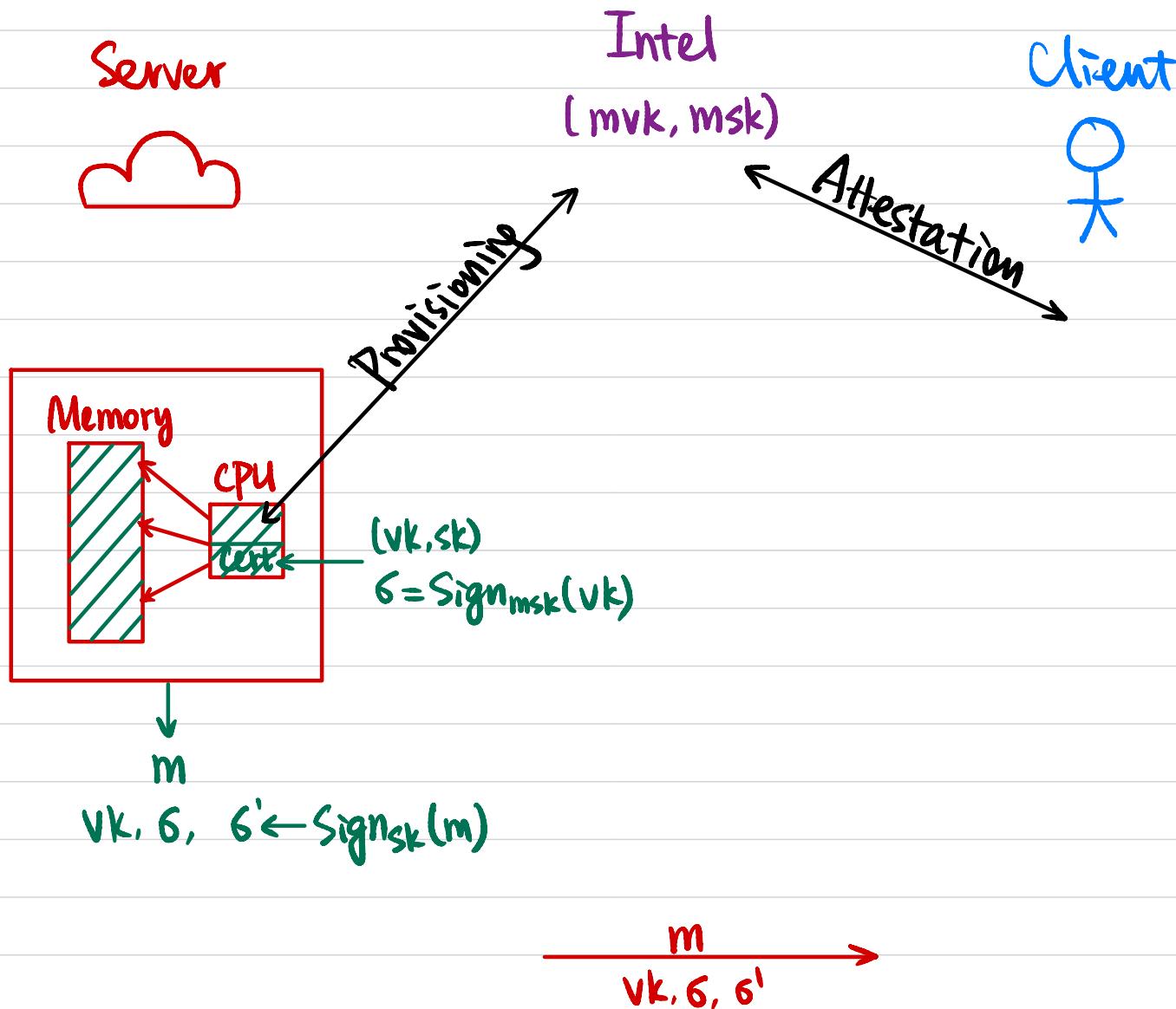


# Intel Software Guard Extension (SGX)



What could go wrong?

# Intel Software Guard Extension (SGX)



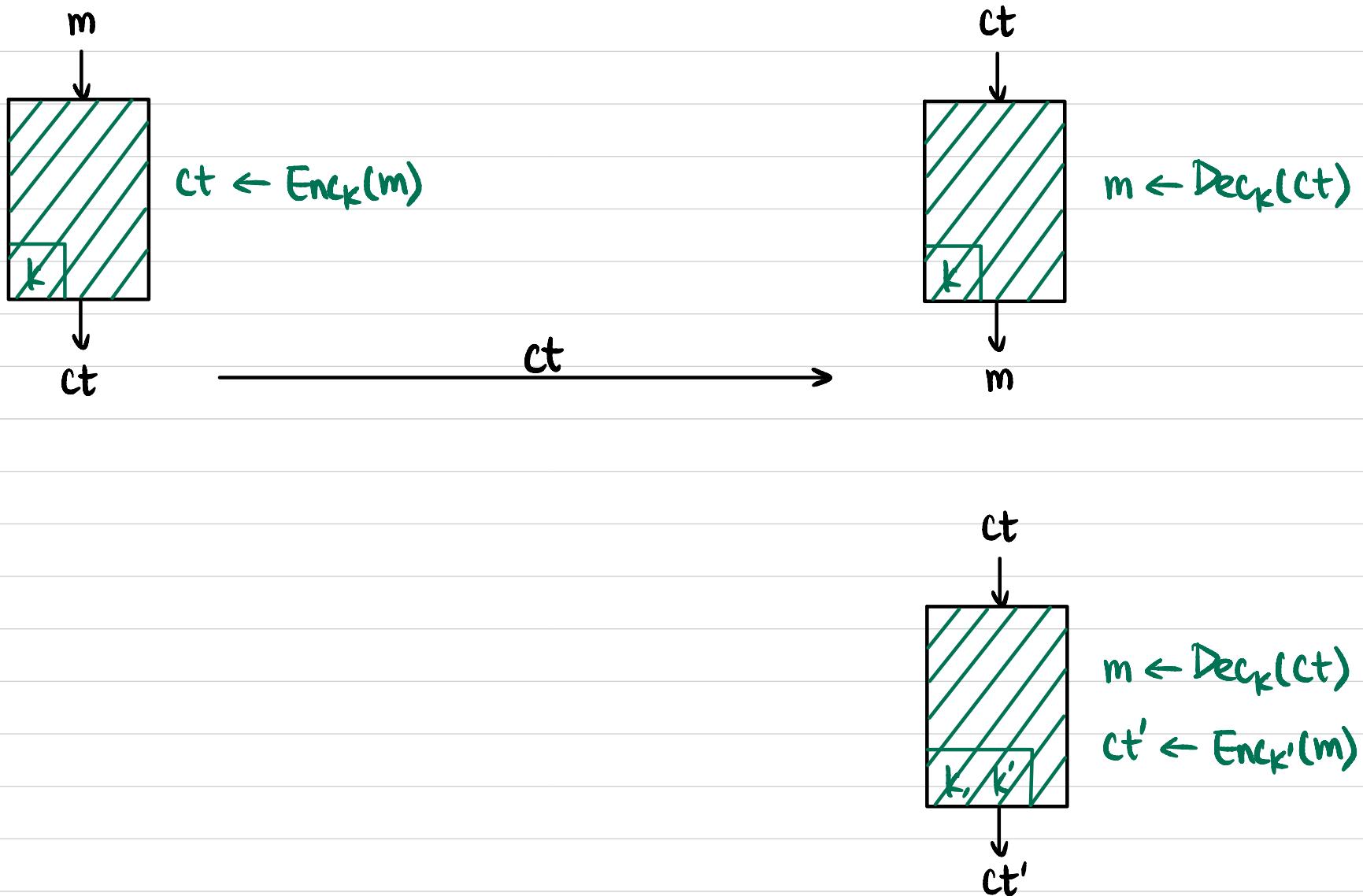
## Constraints & Attacks

- Trust in hardware
- Trust in Intel
- Limited memory size: 128 MB
- Replay attacks
- Side-channel attacks : memory access pattern

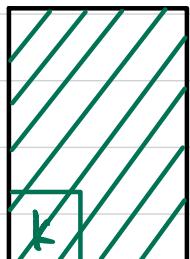
↳ fix: Oblivious RAM (oRAM)  
overhead  $\Theta(\log N)$

$\uparrow$   
memory size

# Hardware Secure Module (HSM)

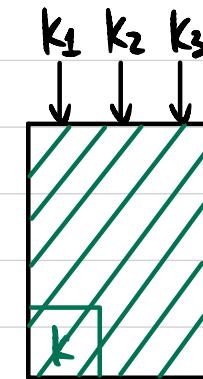


# Key Agreement

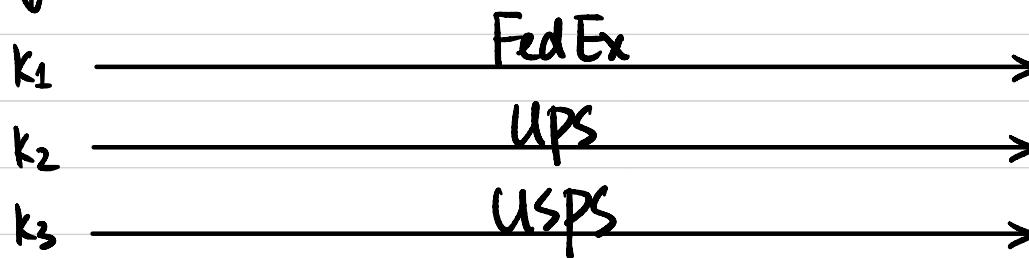


Sample  $k_1, k_2, k_3$  s.t.

$$k_1 \oplus k_2 \oplus k_3 = K$$



$$K := k_1 \oplus k_2 \oplus k_3$$



# Transactions in Real Life



Alice → Starbucks \$3

Starbucks → Bob \$\$\$

Bank of America

- ① initiated by sender
- ② enough balance in sender's account

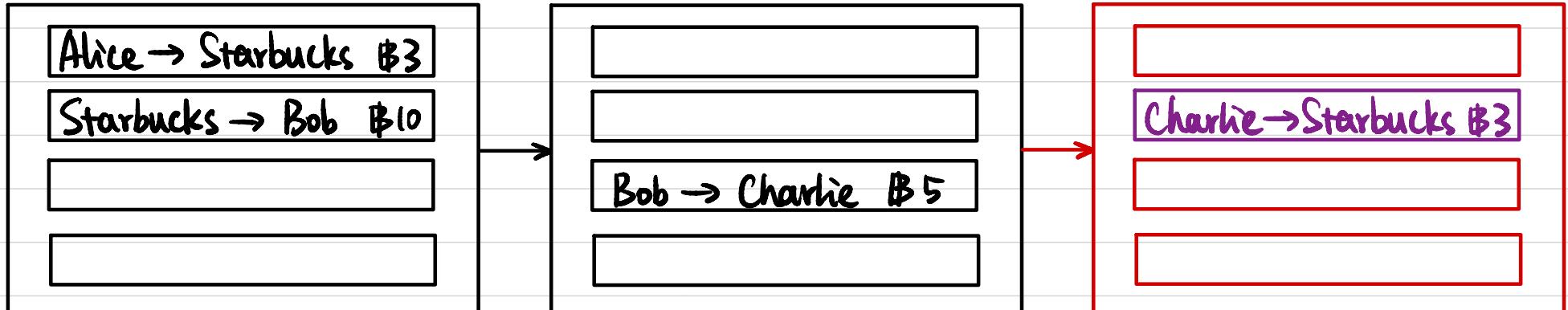
A trusted party that maintains a private ledger

Alice → Starbucks \$3

Starbucks → Bob \$\$\$

...

# Blockchain



- Public ledger that everyone can view & verify
- Maintained by "miners" in a distributed way

Step 1: Charlie wants to make a transaction Charlie → Starbucks \$3  
↳ broadcasts it to the entire network

Step 2: All miners collect all transactions in the network

- Verify validity ① initiated by sender ← How?  
② enough balance in sender's account
- Agree on next block How?

Step 3: Repeat

# Transaction Authentication

Alice:  $(vk_A, sk_A) \leftarrow \text{KeyGen}(1^\lambda)$

Bob:  $(vk_B, sk_B) \leftarrow \text{KeyGen}(1^\lambda)$

Charlie:  $(vk_C, sk_C) \leftarrow \text{KeyGen}(1^\lambda)$

Starbucks:  $(vk_S, sk_S) \leftarrow \text{KeyGen}(1^\lambda)$

Bob  $\rightarrow$  Charlie B5 :

$m_1 = (vk_B, vk_C, 5)$      $\sigma_1 \leftarrow \text{Sign}_{sk_B}(m_1)$

Charlie  $\rightarrow$  Starbucks B3 :

$m_2 = (vk_C, vk_S, 3)$      $\sigma_2 \leftarrow \text{Sign}_{sk_C}(m_2)$

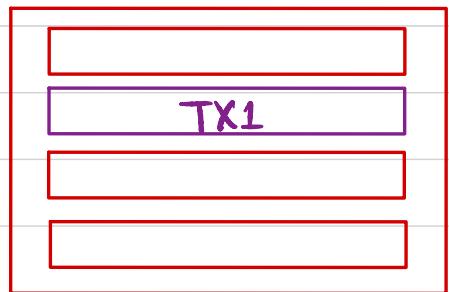
# Consensus Protocol

TX1 = [Charlie → Starbucks \$3] :

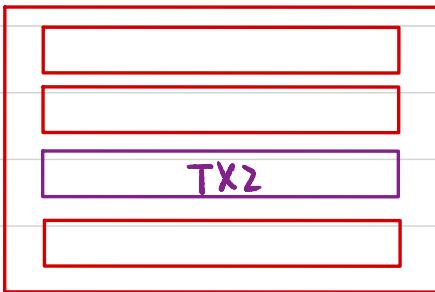
$$m_2 = (vk_c, vk_s, 3) \quad \sigma_2 \leftarrow \text{Sign}_{SK_c}(m_2)$$

TX2 = [Charlie → Alice \$4] :

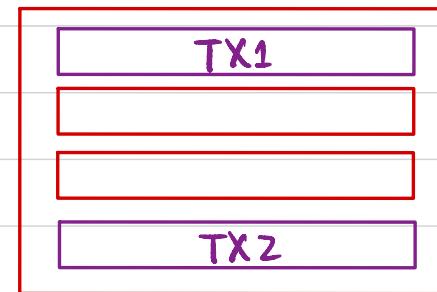
$$m_3 = (vk_c, vk_a, 4) \quad \sigma_3 \leftarrow \text{Sign}_{SK_c}(m_3)$$



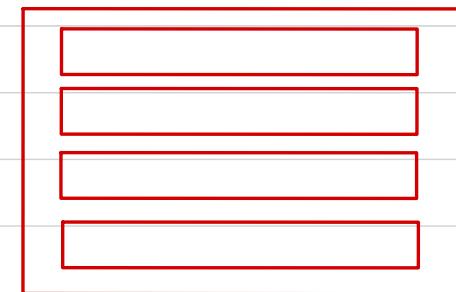
Miner 1



Miner 2



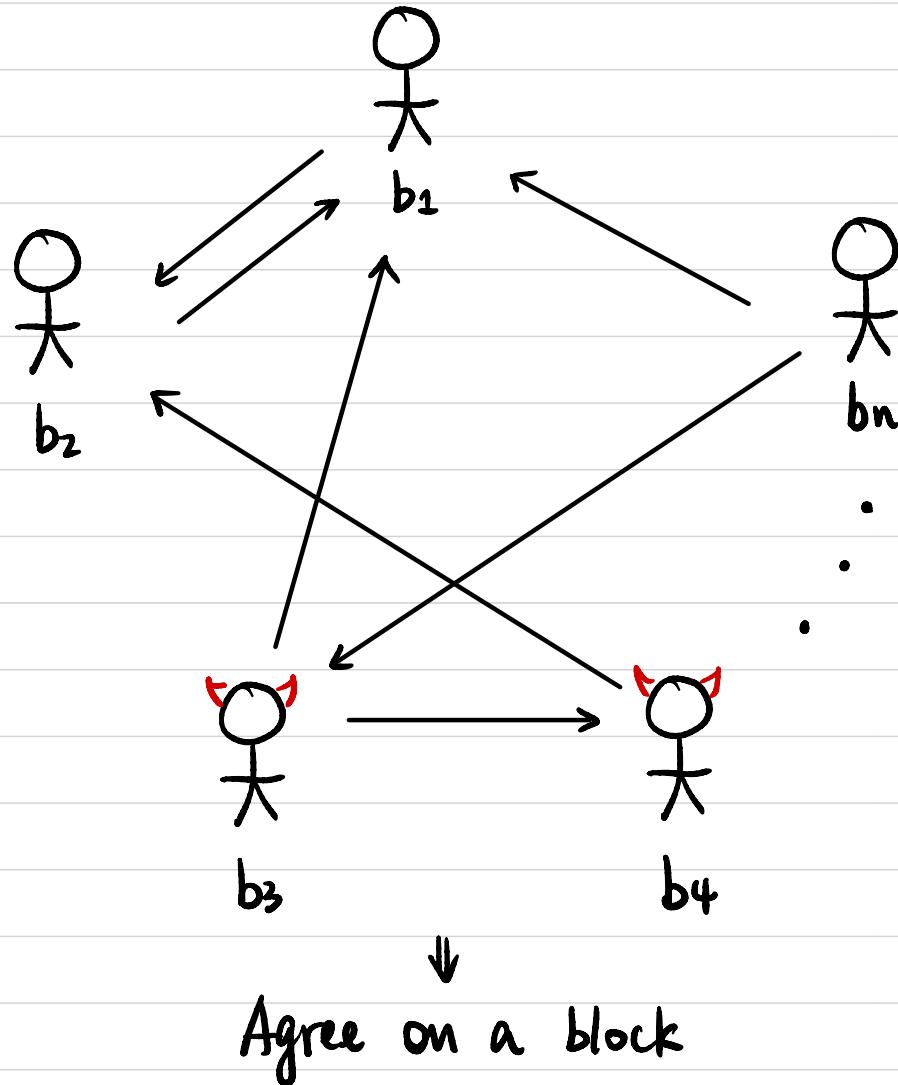
Miner 3



Miner 4

- WANT : ① All miners agree on the same block  
② New block is valid

# Byzantine Agreement



(Guaranteed Output Delivery)

Byzantine Fault Tolerance (BFT) Protocol:

If  $n \geq 3t + 1$ ,

then it's possible to reach consensus.

Assume  $t < n/3$ , then agree on a valid block.

Any problem?

♀ ... ♀

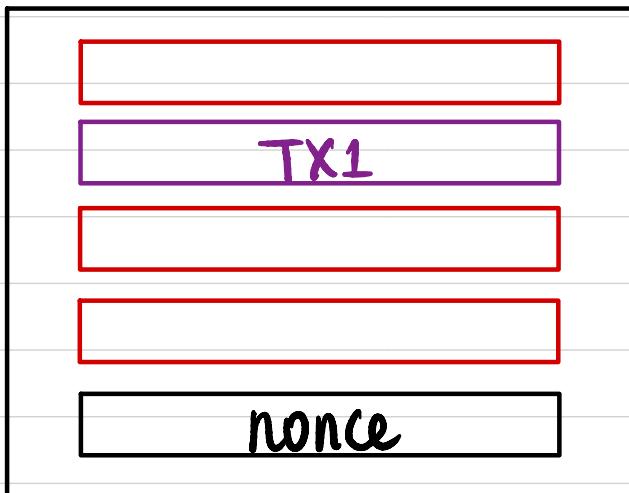
♀ ... ♀ ... ♀

Sybil Attack

# Proof of Work (PoW)

Miner 1 :

Hash (



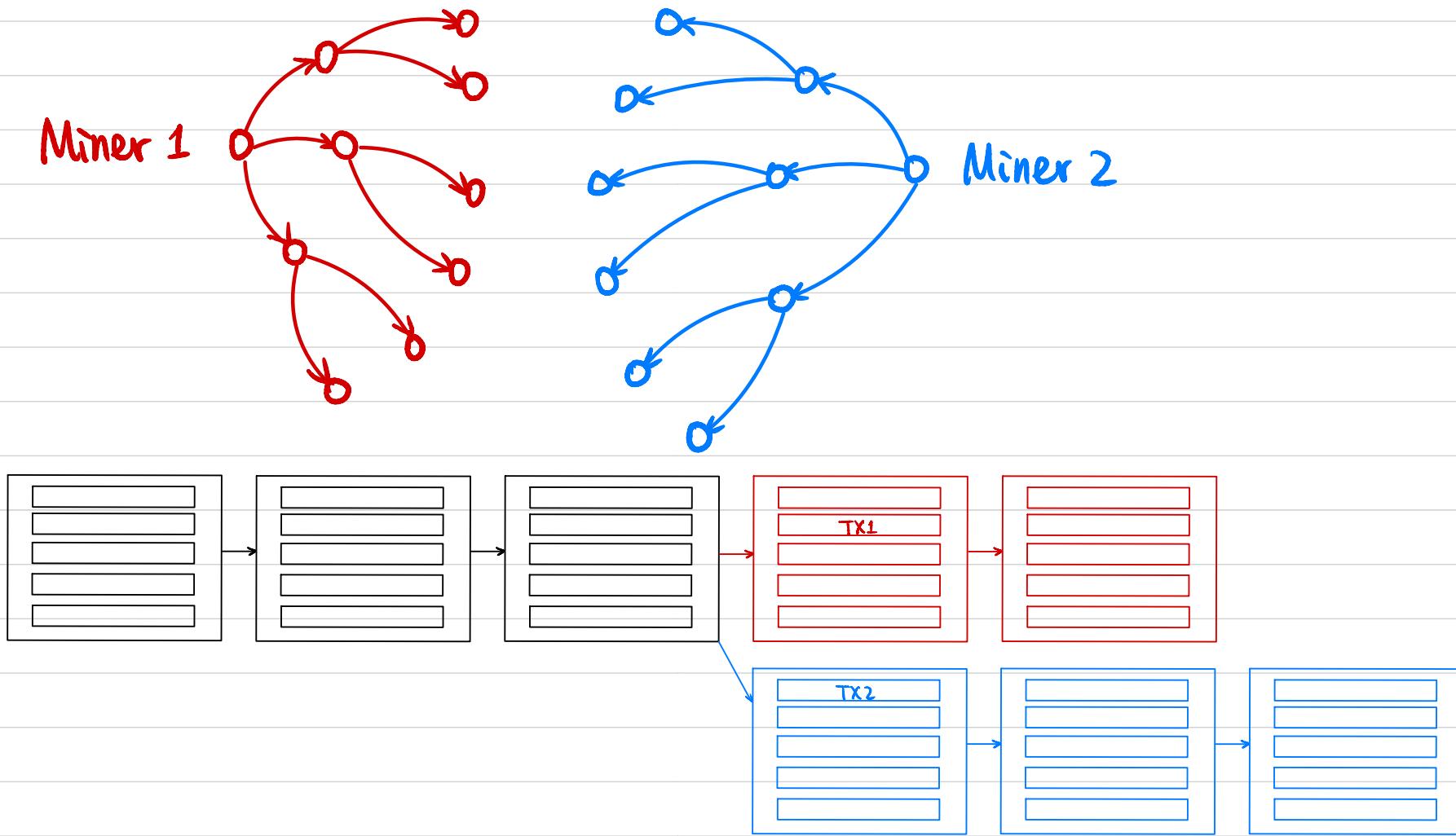
) = 00...0<sub>30</sub>1011...0

Find nonce s.t. Hash(block) has  $\geq 30$  leading 0's.

Consensus Protocol :

Whoever first finds a block that hashes to a value w/  $\geq 30$  leading 0's, that block becomes the next block.

# Proof of Work (PoW)



**Longest Chain Rule:** Always adopt the longest chain.

Assuming honest majority of computation power, the longest chain is always valid.

# Blockchain

- Settlement of a transaction:  
Included in a block which is  $\geq 6$  blocks deep ( $\sim 1$  hr)
- Dynamically adjust # leading 0's s.t. each block takes  $\sim 10$  min to mine  
Last 1 hr:
  - $> 6$  blocks: increase # leading 0's
  - $< 6$  blocks: decrease # leading 0's
- Miners' motivation:
  - transaction fee
  - new coin generated in each block goes to miner
- Extensions
  - Proof of Stake (PoS)
  - Anonymous transactions (zk-SNARGs)
  - Smart Contracts
  - Public ledger