Chapter 7

Advanced Encryption Standard (AES)

Chapter 7

Objectives

- ❑ To review a short history of AES
- ❑ To define the basic structure of AES
- ❑ To define the transformations used by AES
- ❑ To define the key expansion process
- ❑ To discuss different implementations

7-1 INTRODUCTION

The Advanced Encryption Standard (AES) is a symmetric-key block cipher published by the National Institute of Standards and Technology (NIST) in December 2001.

Topics discussed in this section:

7.1.1 History
7.1.2 Criteria
7.1.3 Rounds
7.1.4 Data Units
7.1.5 Structure of Each Round

7.1.1 History.

In February 2001, NIST announced that a draft of the Federal Information Processing Standard (FIPS) was available for public review and comment. Finally, AES was published as FIPS 197 in the Federal Register in December 2001.

7.1.2 Criteria

The criteria defined by NIST for selecting AES fall into three areas:

1. Security

2. Cost

3. Implementation.

7.1.3 Rounds.

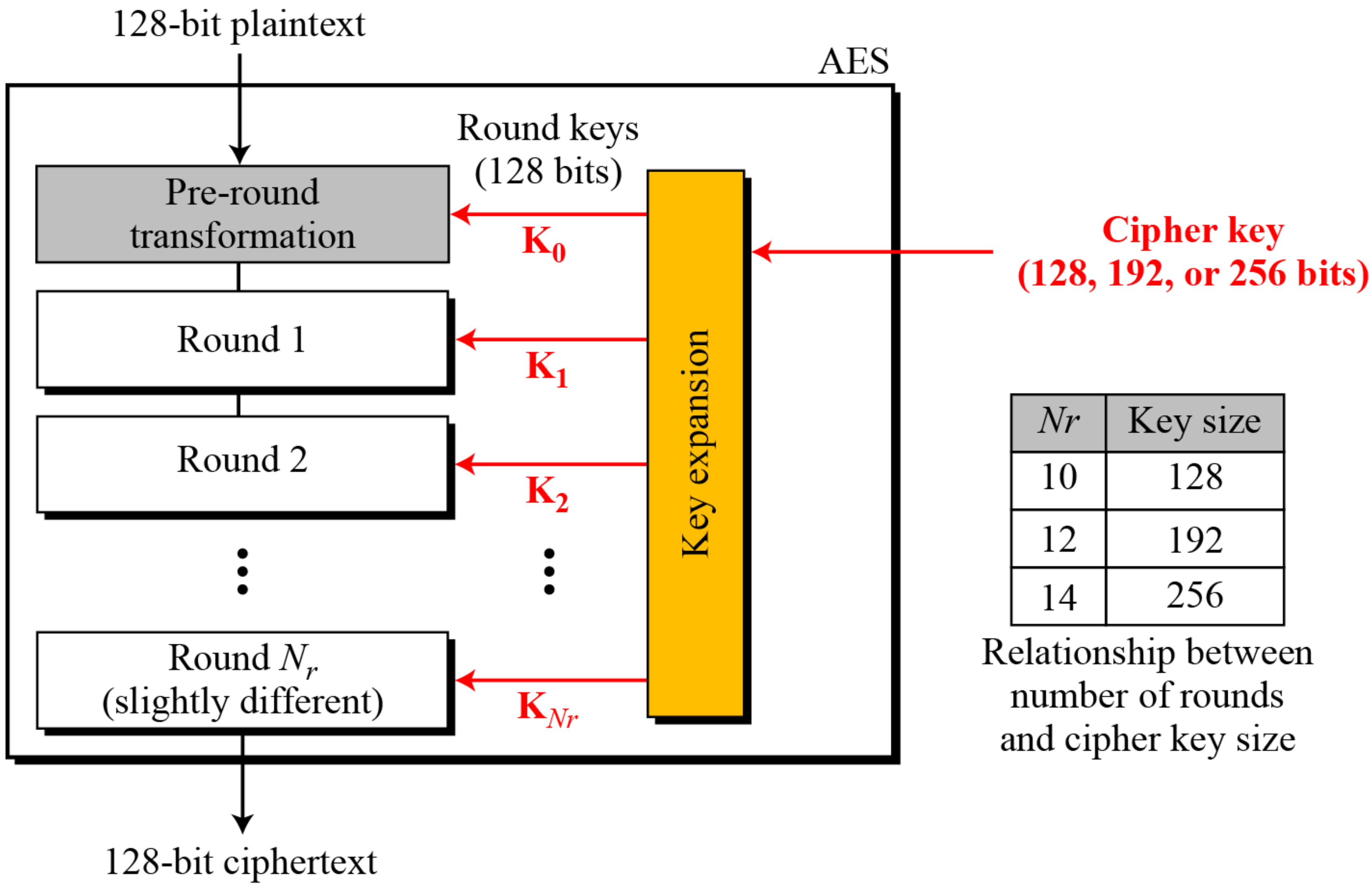
AES is a non-Feistel cipher that encrypts and decrypts a data block of 128 bits. It uses 10, 12, or 14 rounds. The key size, which can be 128, 192, or 256 bits, depends on the number of rounds.

Note

AES has defined three versions, with 10, 12, and 14 rounds.
Each version uses a different cipher key size (128, 192, or 256), but the round keys are always 128 bits.

7.1.3 Continue

Figure 7.1 *General design of AES encryption cipher*

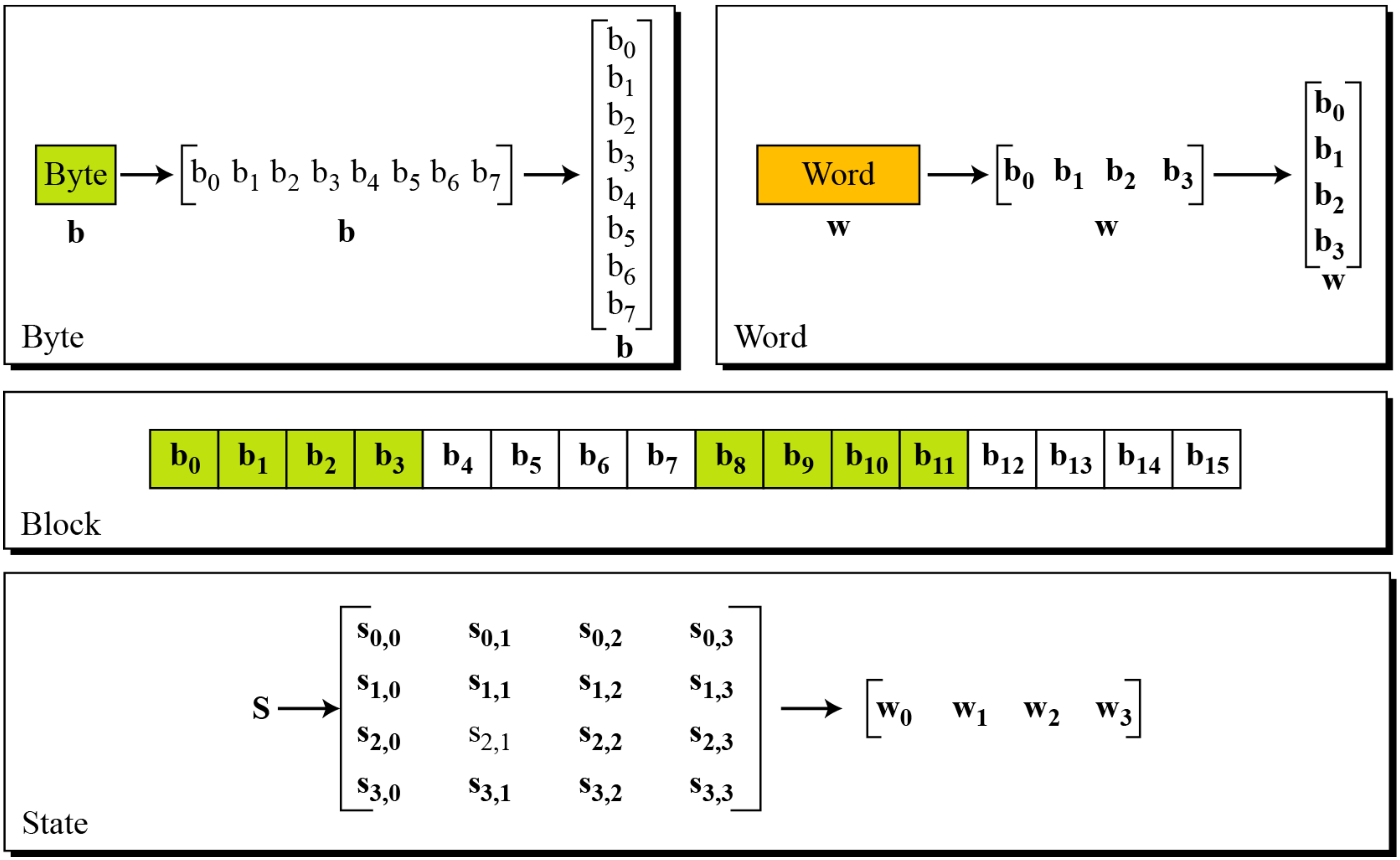


Nr	Key size
10	128
12	192
14	256

Relationship between number of rounds and cipher key size

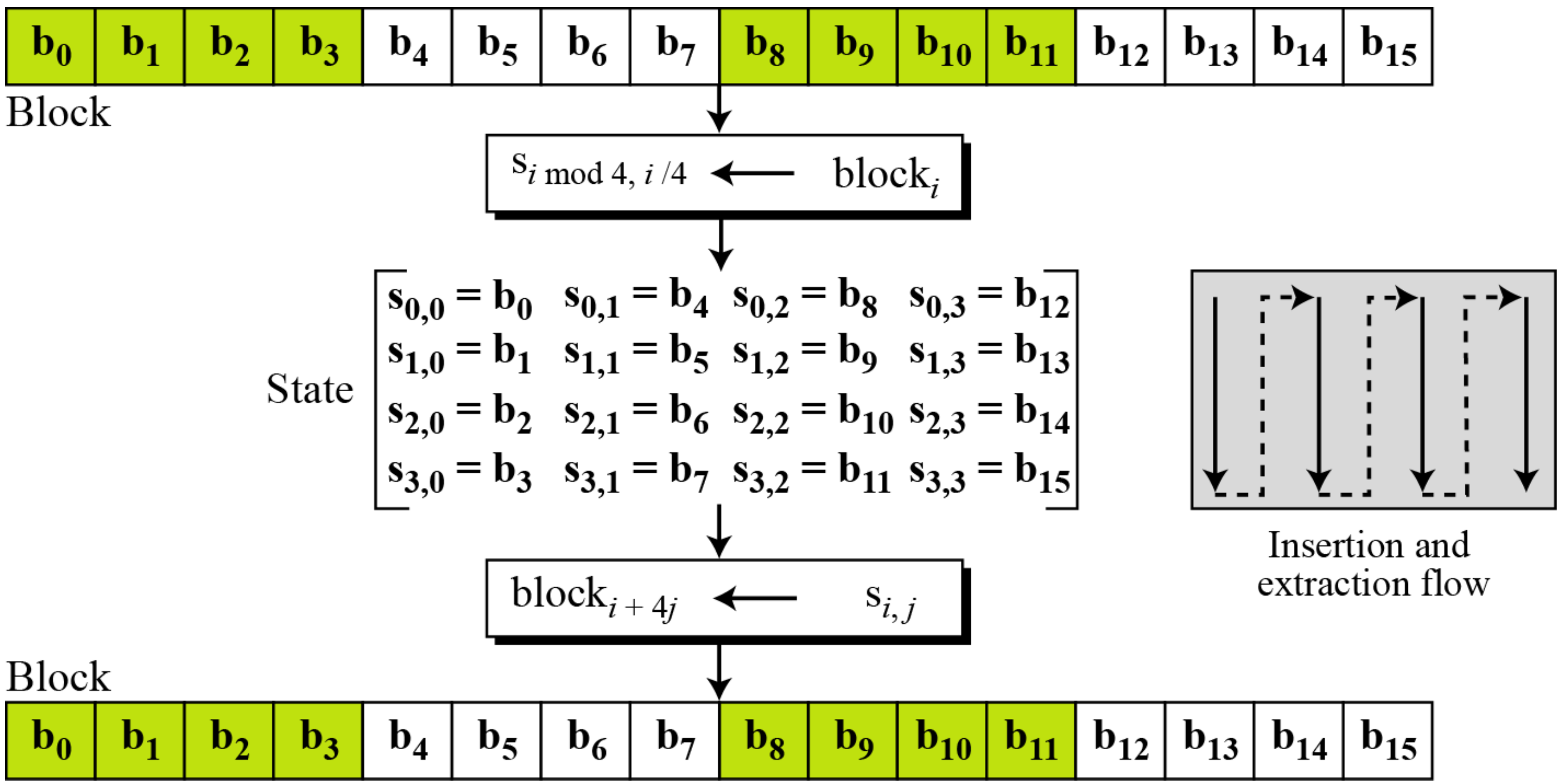
7.1.4 Data Units.

Figure 7.2 *Data units used in AES*



7.1.4 Continue

Figure 7.3 ***Block-to-state and state-to-block transformation***



7.1.4 Continue

Example 7.1 *Continue*

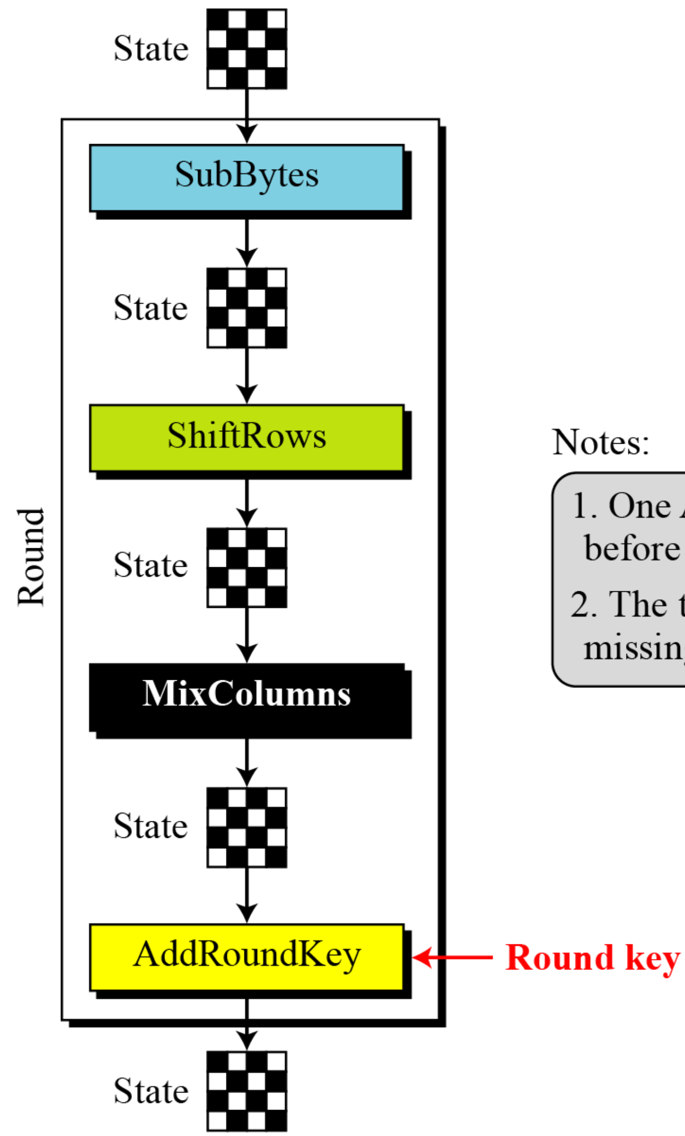
Figure 7.4 *Changing plaintext to state*

Text	A	E	S	U	S	E	S	A	M	A	T	R	I	X	Z	Z
Hexadecimal	00	04	12	14	12	04	12	00	0C	00	13	11	08	23	19	19

$$\begin{bmatrix} 00 & 12 & 0C & 08 \\ 04 & 04 & 00 & 23 \\ 12 & 12 & 13 & 19 \\ 14 & 00 & 11 & 19 \end{bmatrix} \text{State}$$

7.1.5 Structure of Each Round

Figure 7.5 *Structure of each round at the encryption site*



Notes:

1. One AddRoundKey is applied before the first round.
2. The third transformation is missing in the last round.

7-2 TRANSFORMATIONS

To provide security, AES uses four types of transformations: substitution, permutation, mixing, and key-adding.

Topics discussed in this section:

7.2.1 Substitution
7.2.2 Permutation
7.2.3 Mixing
7.2.4 Key Adding

7.2.1 Substitution

AES, like DES, uses substitution. AES uses two invertible transformations.

SubBytes

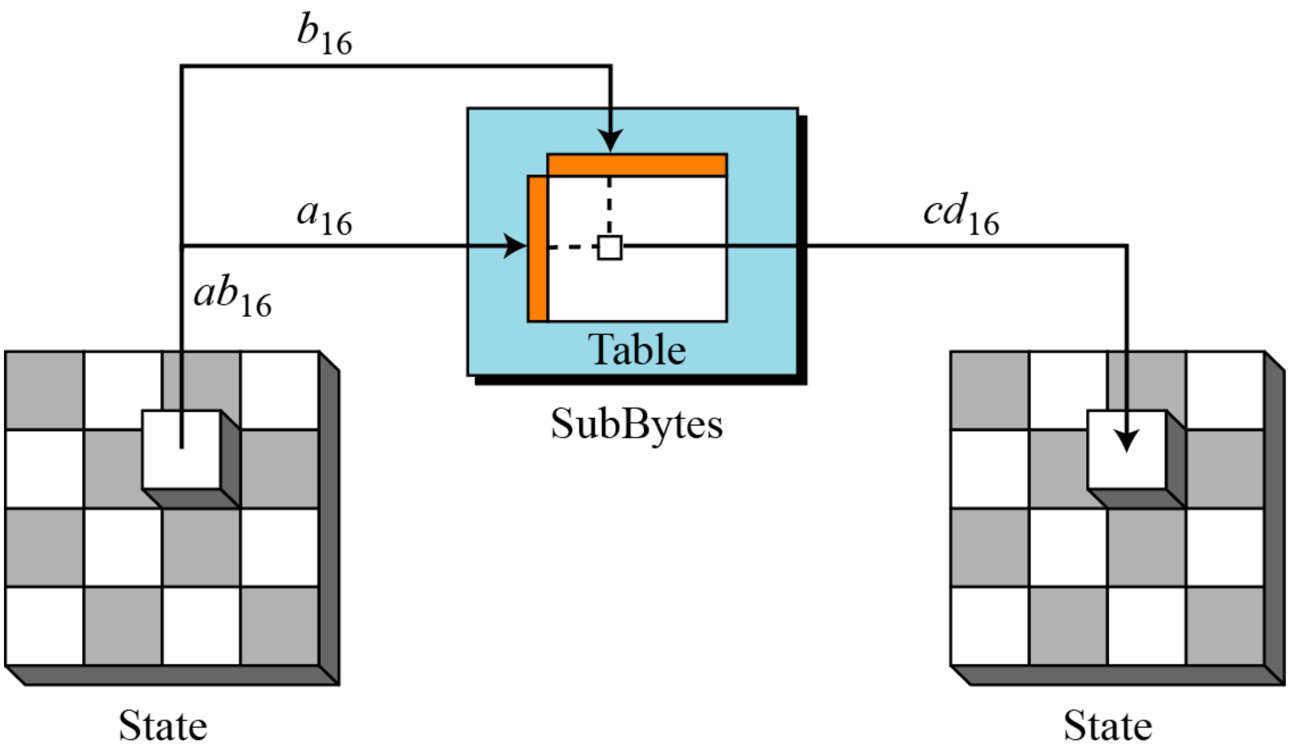
The first transformation, SubBytes, is used at the encryption site. To substitute a byte, we interpret the byte as two hexadecimal digits.

Note

The SubBytes operation involves 16 independent byte-to-byte transformations.

7.2.1 Continue

Figure 7.6 ***SubBytes transformation***



7.2.1 Continue

Table 7.1 *SubBytes transformation table*

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	63	7C	77	7B	F2	6B	6F	C5	30	01	67	2B	FE	D7	AB	76
1	CA	82	C9	7D	FA	59	47	F0	AD	D4	A2	AF	9C	A4	72	C0
2	B7	FD	93	26	36	3F	F7	CC	34	A5	E5	F1	71	D8	31	15
3	04	C7	23	C3	18	96	05	9A	07	12	80	E2	EB	27	B2	75
4	09	83	2C	1A	1B	6E	5A	A0	52	3B	D6	B3	29	E3	2F	84
5	53	D1	00	ED	20	FC	B1	5B	6A	CB	BE	39	4A	4C	58	CF
6	D0	EF	AA	FB	43	4D	33	85	45	F9	02	7F	50	3C	9F	A8

7.2.1 Continue

Table 7.1 *SubBytes transformation table (continued)*

	0	*1*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*A*	*B*	*C*	*D*	*E*	*F*
7	51	A3	40	8F	92	9D	38	F5	BC	B6	DA	21	10	FF	F3	D2
8	CD	0C	13	EC	5F	97	44	17	C4	A7	7E	3D	64	5D	19	73
9	60	81	4F	DC	22	2A	90	88	46	EE	B8	14	DE	5E	0B	DB
A	E0	32	3A	0A	49	06	24	5C	C2	D3	AC	62	91	95	E4	79
B	E7	CB	37	6D	8D	D5	4E	A9	6C	56	F4	EA	65	7A	AE	08
C	BA	78	25	2E	1C	A6	B4	C6	E8	DD	74	1F	4B	BD	8B	8A
D	70	3E	B5	66	48	03	F6	0E	61	35	57	B9	86	C1	1D	9E
E	E1	F8	98	11	69	D9	8E	94	9B	1E	87	E9	CE	55	28	DF
F	8C	A1	89	0D	BF	E6	42	68	41	99	2D	0F	B0	54	BB	16

7.2.1 Continue

InvSubBytes

Table 7.2 *InvSubBytes transformation table*

	0	*1*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*A*	*B*	*C*	*D*	*E*	*F*
0	52	09	6A	D5	30	36	A5	38	BF	40	A3	9E	81	F3	D7	FB
1	7C	E3	39	82	9B	2F	FF	87	34	8E	43	44	C4	DE	E9	CB
2	54	7B	94	32	A6	C2	23	3D	EE	4C	95	0B	42	FA	C3	4E
3	08	2E	A1	66	28	D9	24	B2	76	5B	A2	49	6D	8B	D1	25
4	72	F8	F6	64	86	68	98	16	D4	A4	5C	CC	5D	65	B6	92
5	6C	70	48	50	FD	ED	B9	DA	5E	15	46	57	A7	8D	9D	84
6	90	D8	AB	00	8C	BC	D3	0A	F7	E4	58	05	B8	B3	45	06
7	D0	2C	1E	8F	CA	3F	0F	02	C1	AF	BD	03	01	13	8A	6B

7.2.1 Continue

InvSubBytes (Continued)

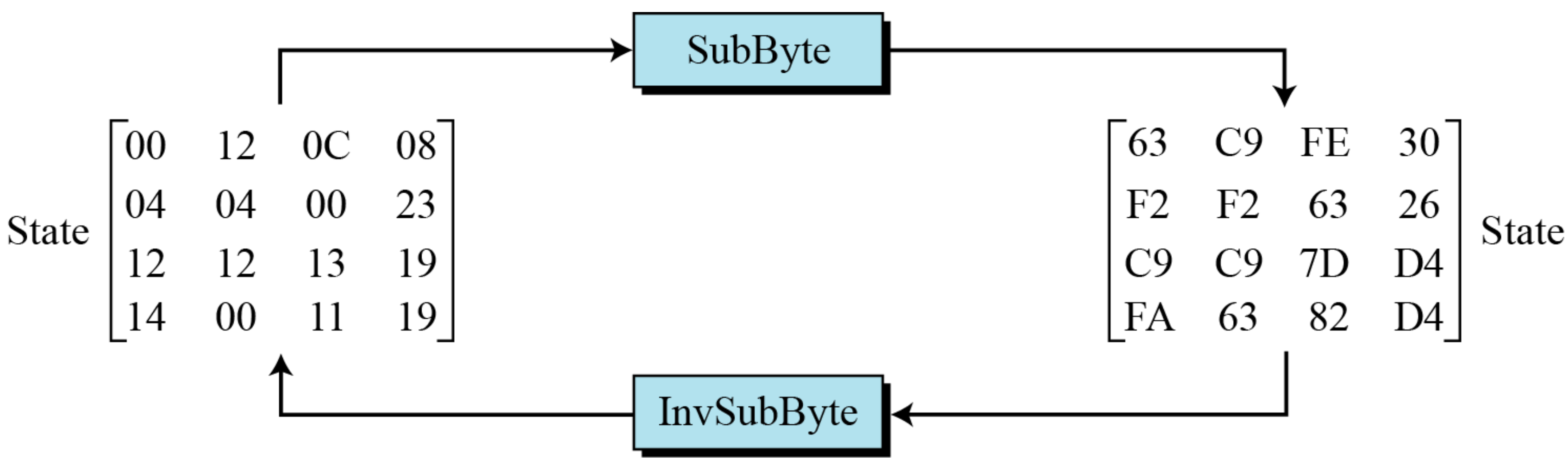
8	3A	91	11	41	4F	67	DC	EA	97	F2	CF	CE	F0	B4	E6	73
9	96	AC	74	22	E7	AD	35	85	E2	F9	37	E8	1C	75	DF	6E
A	47	F1	1A	71	1D	29	C5	89	6F	B7	62	0E	AA	18	BE	1B
B	FC	56	3E	4B	C6	D2	79	20	9A	DB	C0	FE	78	CD	5A	F4
C	1F	DD	A8	33	88	07	C7	31	B1	12	10	59	27	80	EC	5F
D	60	51	7F	A9	19	B5	4A	0D	2D	E5	7A	9F	93	C9	9C	EF
E	A0	E0	3B	4D	AE	2A	F5	B0	C8	EB	BB	3C	83	53	99	61
F	17	2B	04	7E	BA	77	D6	26	E1	69	14	63	55	21	0C	7D

7.2.1 Continue

Example 7.2

Figure 7.7 shows how a state is transformed using the SubBytes transformation. The figure also shows that the InvSubBytes transformation creates the original one. Note that if the two bytes have the same values, their transformation is also the same.

Figure 7.7 ***SubBytes transformation for Example 7.2***



7.2.1 Continue

Transformation Using the GF(2^8) Field

AES also defines the transformation algebraically using the GF(28) field with the irreducible polynomials ($x^8 + x^4 + x^3 + x + 1$), as shown in Figure 7.8.

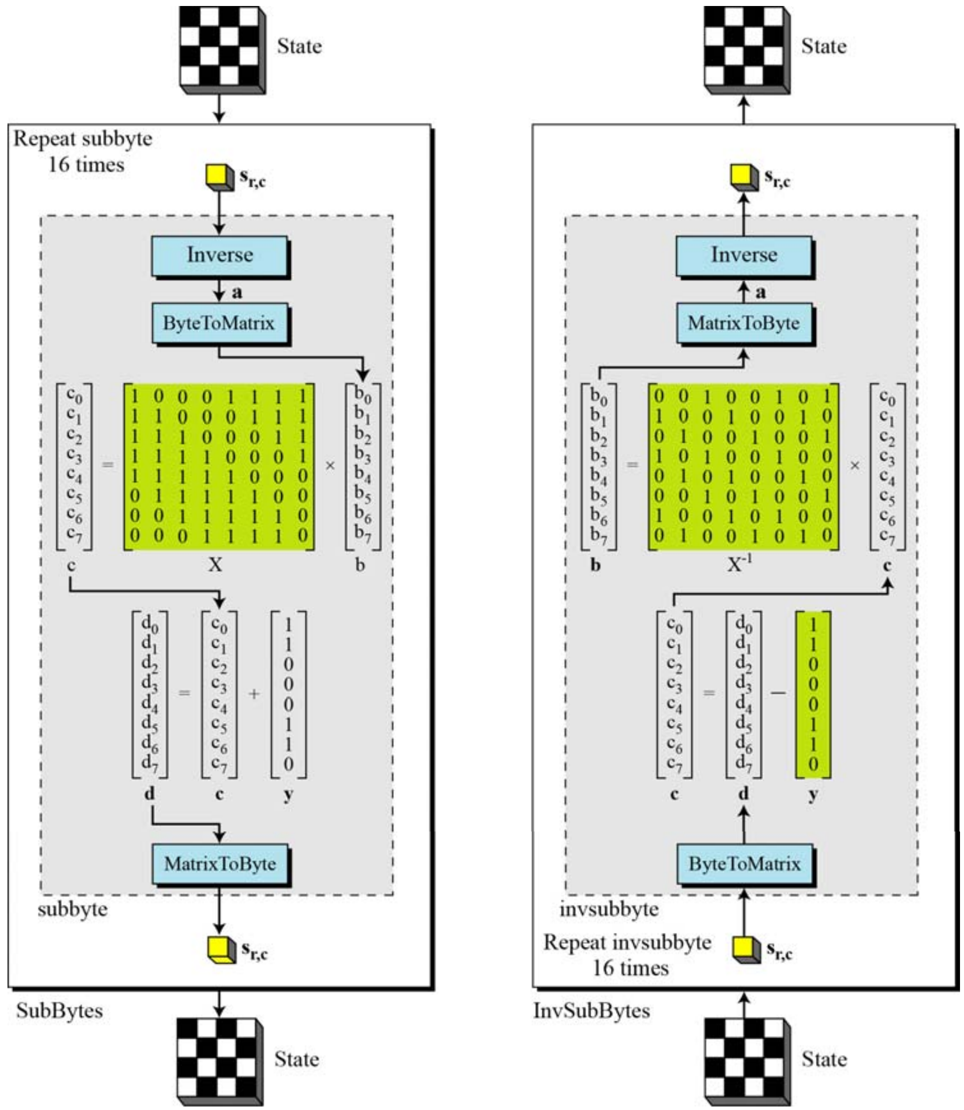
$$\text{subbyte:} \quad \rightarrow \quad \mathbf{d} = \mathbf{X}\,(s_{r,c})^{-1} \oplus \mathbf{y}$$
$$\text{invsubbyte:} \quad \rightarrow \quad [\mathbf{X}^{-1}(\mathbf{d} \oplus \mathbf{y})]^{-1} = [\mathbf{X}^{-1}(\mathbf{X}\,(s_{r,c})^{-1} \oplus \mathbf{y} \oplus \mathbf{y})]^{-1} = [(s_{r,c})^{-1}]^{-1} = s_{r,c}$$

Note

The SubBytes and InvSubBytes transformations are inverses of each other.

7.2.1 Continue

Figure 7.8 *SubBytes and InvSubBytes processes*



7.2.1 Continue

Example 7.3

Let us show how the byte 0C is transformed to FE by subbyte routine and transformed back to 0C by the invsubbyte routine.

1. *subbyte:*
   a. The multiplicative inverse of 0C in GF(2^8) field is B0, which means **b** is (10110000).
   b. Multiplying matrix **X** by this matrix results in **c** = (10011101)
   c. The result of XOR operation is **d** = (11111110), which is FE in hexadecimal.

2. *invsubbyte:*
   a. The result of XOR operation is **c** = (10011101)
   b. The result of multiplying by matrix $\mathbf{X}^{-1}$ is (11010000) or B0
   c. The multiplicative inverse of B0 is 0C.

7.2.1 Continue

Algorithm 7.1 *Pseudocode for SubBytes transformation*

```
SubBytes (S)
{
   for (r = 0 to 3)
    for (c = 0 to 3)
            S_{r,c} = subbyte (S_{r,c})
}
```

```
subbyte (byte)
{
   a ← byte^{−1}              // Multiplicative inverse in GF(2^8) with inverse of 00 to be 00
    ByteToMatrix (a, b)
    for (i = 0 to 7)
    {
        c_i ← b_i ⊕ b_{(i+4)mod 8} ⊕ b_{(i+5)mod 8} ⊕ b_{(i+6)mod 8} ⊕ b_{(i+7)mod 8}
        d_i ← c_i ⊕ ByteToMatrix (0x63)
    }
    MatrixToByte (d, d)
    byte ← d
}
```

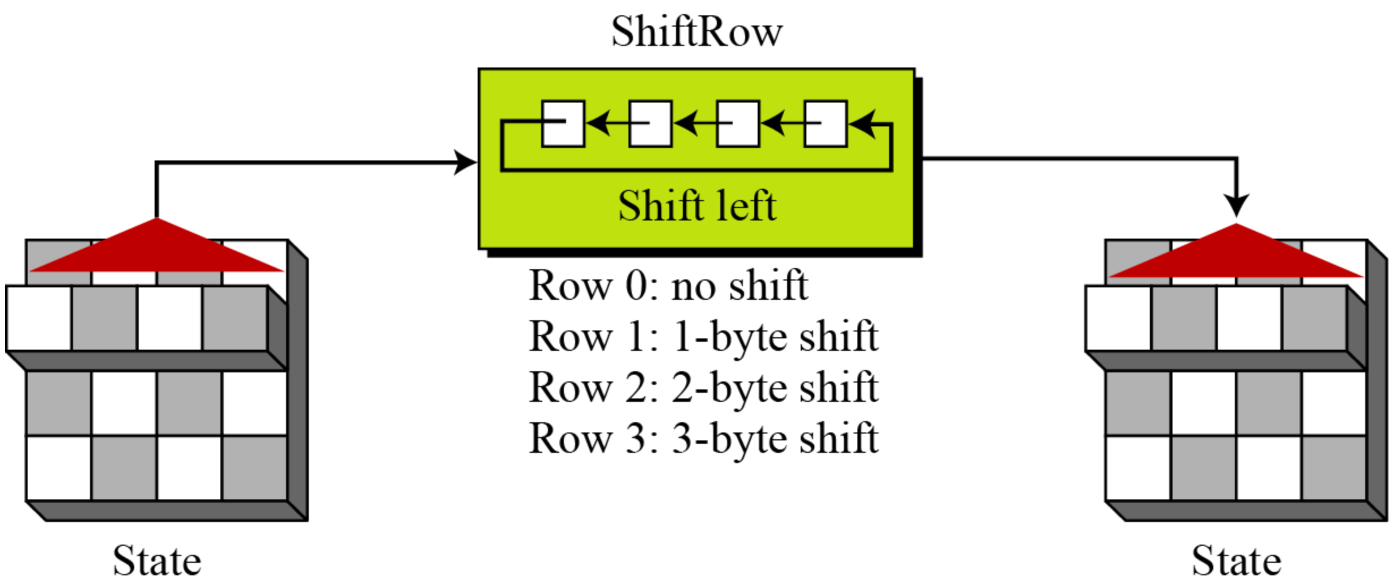
7.2.2 Permutation

Another transformation found in a round is shifting, which permutes the bytes.

ShiftRows

In the encryption, the transformation is called ShiftRows.

Figure 7.9 ***ShiftRows transformation***



7.2.2 Continue

InvShiftRows

In the decryption, the transformation is called InvShiftRows and the shifting is to the right.

Algorithm 7.2 *Pseudocode for ShiftRows transformation*

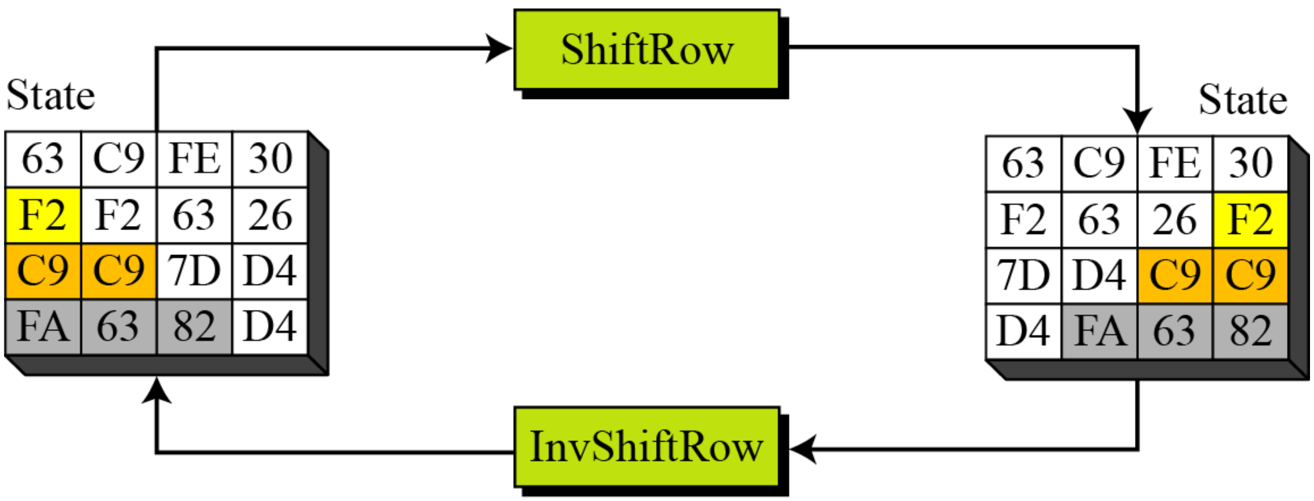
```
ShiftRows (S)
{
    for (r = 1 to 3)
        shiftrow (s_r, r)                 // s_r is the rth row
}
shiftrow (row, n)                         // n is the number of bytes to be shifted
{
   CopyRow (row, t)                       // t is a temporary row
   for (c = 0 to 3)
        row_((c − n) mod 4) ← t_c
}
```

7.2.2 Continue

Example 7.4

Figure 7.10 shows how a state is transformed using ShiftRows transformation. The figure also shows that InvShiftRows transformation creates the original state.

Figure 7.10 *ShiftRows transformation in Example 7.4*



7.2.3 Mixing

We need an interbyte transformation that changes the bits inside a byte, based on the bits inside the neighboring bytes. We need to mix bytes to provide diffusion at the bit level.

Figure 7.11 *Mixing bytes using matrix multiplication*

$$\begin{matrix} a\mathbf{x} + b\mathbf{y} + c\mathbf{z} + d\mathbf{t} \rightarrow \\ e\mathbf{x} + f\mathbf{y} + g\mathbf{z} + h\mathbf{t} \rightarrow \\ i\mathbf{x} + j\mathbf{y} + k\mathbf{z} + l\mathbf{t} \rightarrow \\ m\mathbf{x} + n\mathbf{y} + o\mathbf{z} + p\mathbf{t} \rightarrow \end{matrix} \begin{bmatrix} \square \\ \square \\ \square \\ \square \end{bmatrix} = \begin{bmatrix} a & b & c & d \\ e & f & g & h \\ i & j & k & l \\ m & n & o & p \end{bmatrix} \times \begin{bmatrix} \mathbf{x} \\ \mathbf{y} \\ \mathbf{z} \\ \mathbf{t} \end{bmatrix}$$

New matrix — **Constant matrix** — Old matrix

7.2.3 Continue

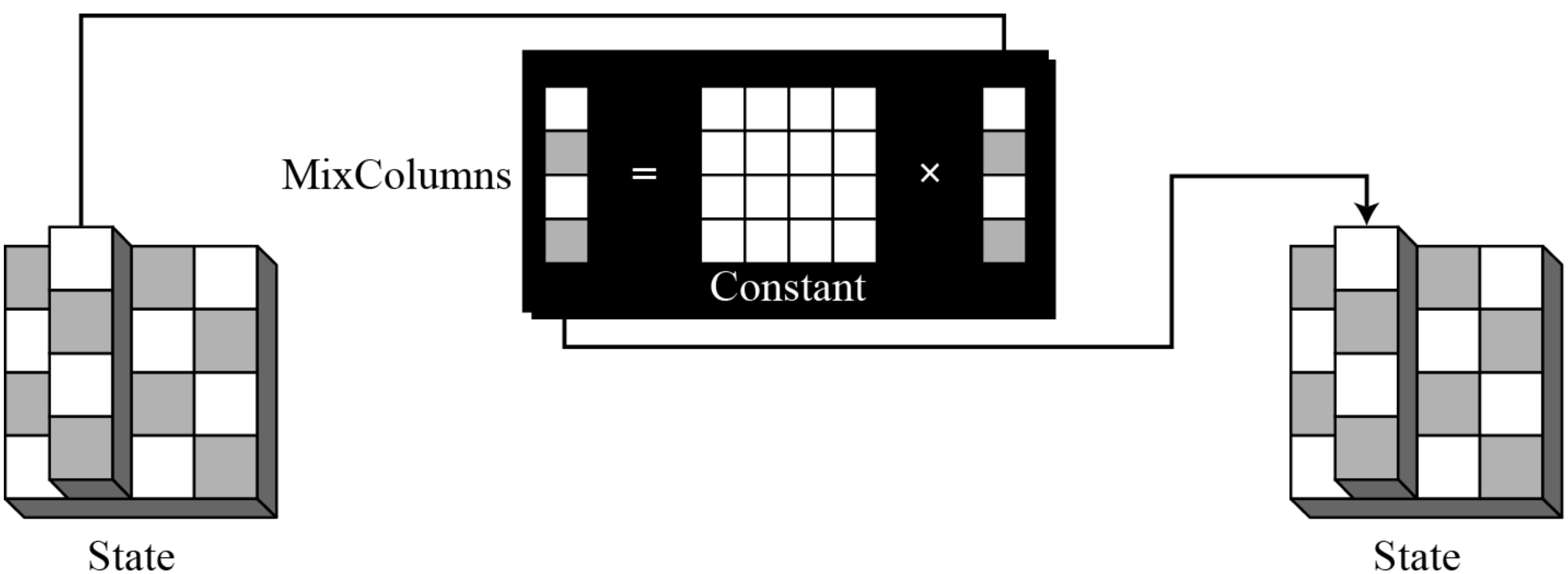
Figure 7.12 ***Constant matrices used by MixColumns and InvMixColumns***

$$\underbrace{\begin{bmatrix} 02 & 03 & 01 & 01 \\ 01 & 02 & 03 & 01 \\ 01 & 01 & 02 & 03 \\ 03 & 01 & 01 & 02 \end{bmatrix}}_{\mathrm{C}} \xleftrightarrow{\text{Inverse}} \underbrace{\begin{bmatrix} 0E & 0B & 0D & 09 \\ 09 & 0E & 0B & 0D \\ 0D & 09 & 0E & 0B \\ 0B & 0D & 09 & 0E \end{bmatrix}}_{\mathrm{C}^{-1}}$$

MixColumns

The MixColumns transformation operates at the column level; it transforms each column of the state to a new column.

Figure 7.13 ***MixColumns transformation***



7.2.3 Continue

InvMixColumns

The InvMixColumns transformation is basically the same as the MixColumns transformation.

Note

The MixColumns and InvMixColumns transformations are inverses of each other.

7.2.3 Continue

Algorithm 7.3 *Pseudocode for MixColumns transformation*

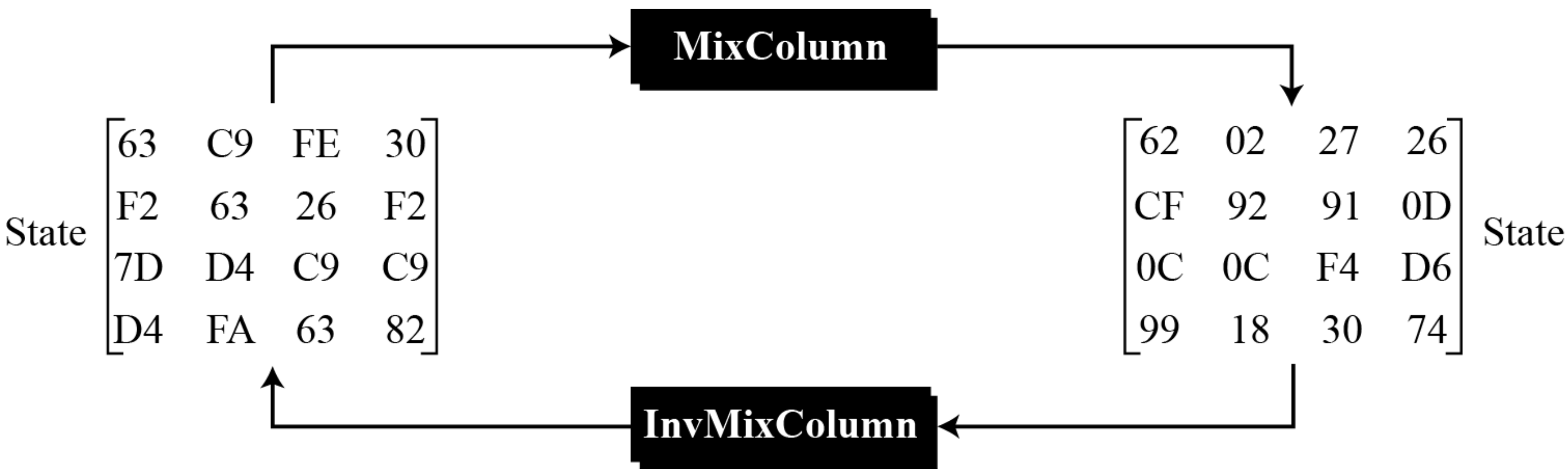
```
MixColumns (S)
{
    for (c = 0 to 3)
        mixcolumn (s_c)
}

mixcolumn (col)
{
   CopyColumn (col, t)                    // t is a temporary column

   col_0 ← (0x02) • t_0 ⊕ (0x03 • t_1) ⊕ t_2 ⊕ t_3

   col_1 ← t_0 ⊕ (0x02) • t_1 ⊕ (0x03) • t_2 ⊕ t_3

   col_2 ← t_0 ⊕ t_1 ⊕ (0x02) • t_2 ⊕ (0x03) • t_3

   col_3 ← (0x03 • t_0) ⊕ t_1 ⊕ t_2 ⊕ (0x02) • t_3
}
```

7.2.3 Continue

Example 7.5

Figure 7.14 shows how a state is transformed using the MixColumns transformation. The figure also shows that the InvMixColumns transformation creates the original one.

Figure 7.14 *The MixColumns transformation in Example 7.5*



7.2.4 Key Adding

AddRoundKey

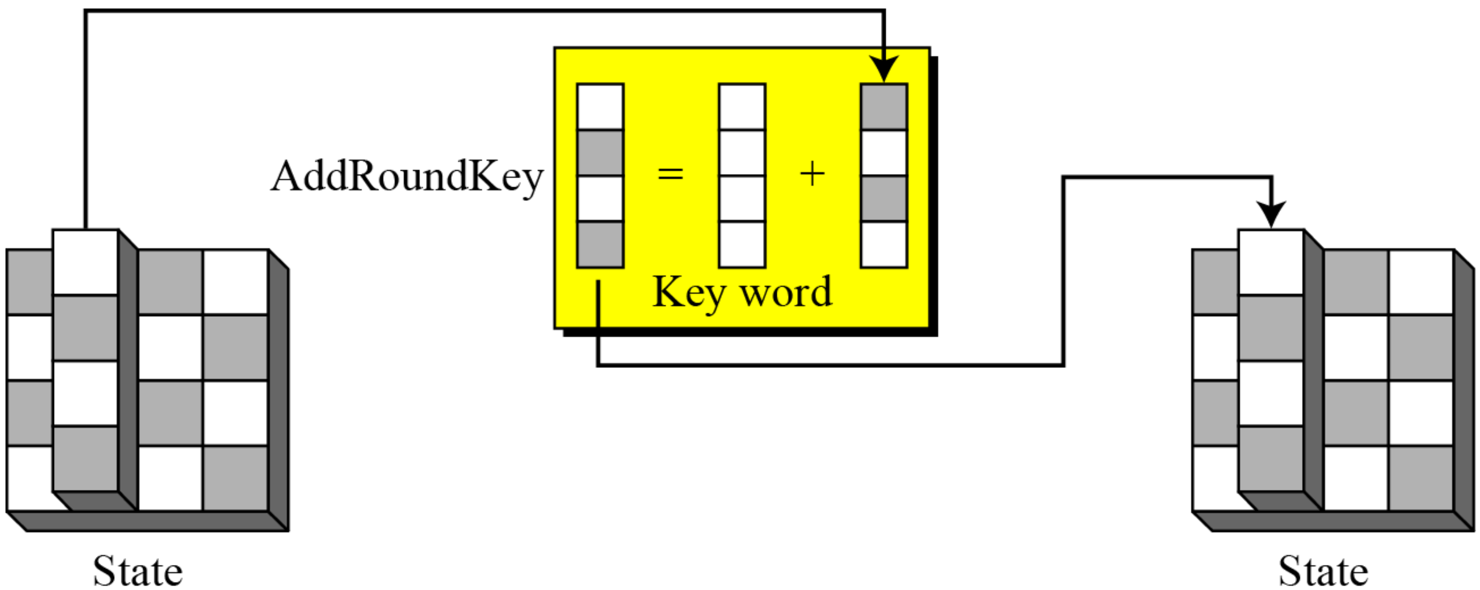
AddRoundKey proceeds one column at a time. AddRoundKey adds a round key word with each state column matrix; the operation in AddRoundKey is matrix addition.

Note

The AddRoundKey transformation is the inverse of itself.

7.2.4 Continue

Figure 7.15 *AddRoundKey transformation*



Algorithm 7.4 *Pseudocode for AddRoundKey transformation*

AddRoundKey (S)
{
  for (c = 0 to 3)
    $\mathbf{s}_c \leftarrow \mathbf{s}_c \oplus \mathbf{w}_{\text{round} + 4c}$
}

7-3 KEY EXPANSION

To create round keys for each round, AES uses a key-expansion process. If the number of rounds is N_r , the key-expansion routine creates N_r + 1 128-bit round keys from one single 128-bit cipher key.

Topics discussed in this section:

7.3.1 Key Expansion in AES-128
7.3.2 Key Expansion in AES-192 and AES-256
7.3.3 Key-Expansion Analysis

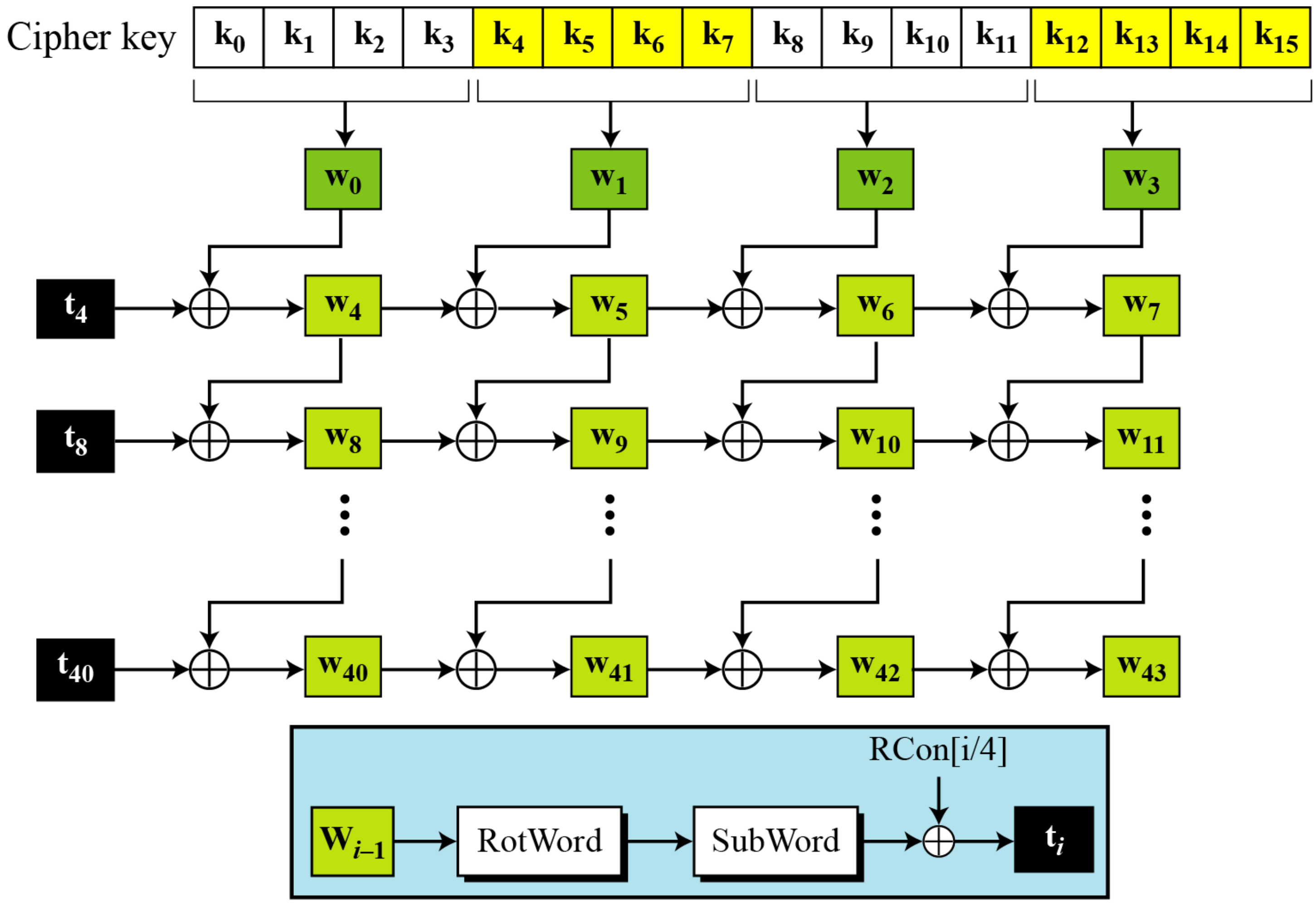
7-3 Continued

Table 7.3 *Words for each round*

Round	*Words*			
Pre-round	$\mathbf{w}_0$	$\mathbf{w}_1$	$\mathbf{w}_2$	$\mathbf{w}_3$
1	$\mathbf{w}_4$	$\mathbf{w}_5$	$\mathbf{w}_6$	$\mathbf{w}_7$
2	$\mathbf{w}_8$	$\mathbf{w}_9$	$\mathbf{w}_{10}$	$\mathbf{w}_{11}$
. . .	. . .			
N_r	$\mathbf{w}_{4N_r}$	$\mathbf{w}_{4N_r+1}$	$\mathbf{w}_{4N_r+2}$	$\mathbf{w}_{4N_r+3}$

7.3.1 Key Expansion in AES-128

Figure 7.16 ***Key expansion in AES***



Making of t_i (temporary) words $i = 4\ N_r$

7.3.1 Continue

Table 7.4 *RCon constants*

Round	*Constant (RCon)*	*Round*	*Constant (RCon)*
1	$(\underline{\mathbf{01}}\ 00\ 00\ 00)_{16}$	6	$(\underline{\mathbf{20}}\ 00\ 00\ 00)_{16}$
2	$(\underline{\mathbf{02}}\ 00\ 00\ 00)_{16}$	7	$(\underline{\mathbf{40}}\ 00\ 00\ 00)_{16}$
3	$(\underline{\mathbf{04}}\ 00\ 00\ 00)_{16}$	8	$(\underline{\mathbf{80}}\ 00\ 00\ 00)_{16}$
4	$(\underline{\mathbf{08}}\ 00\ 00\ 00)_{16}$	9	$(\underline{\mathbf{1B}}\ 00\ 00\ 00)_{16}$
5	$(\underline{\mathbf{10}}\ 00\ 00\ 00)_{16}$	10	$(\underline{\mathbf{36}}\ 00\ 00\ 00)_{16}$

7.3.1 Continue

The key-expansion routine can either use the above table when calculating the words or use the GF(2^8) field to calculate the leftmost byte dynamically, as shown below (prime is the irreducible polynomial):

RC_1	$\rightarrow x^{1-1}$	$= x^0$	mod *prime*	$= 1$	$\rightarrow 00000001$	$\rightarrow 01_{16}$
RC_2	$\rightarrow x^{2-1}$	$= x^1$	mod *prime*	$= x$	$\rightarrow 00000010$	$\rightarrow 02_{16}$
RC_3	$\rightarrow x^{3-1}$	$= x^2$	mod *prime*	$= x^2$	$\rightarrow 00000100$	$\rightarrow 04_{16}$
RC_4	$\rightarrow x^{4-1}$	$= x^3$	mod *prime*	$= x^3$	$\rightarrow 00001000$	$\rightarrow 08_{16}$
RC_5	$\rightarrow x^{5-1}$	$= x^4$	mod *prime*	$= x^4$	$\rightarrow 00010000$	$\rightarrow 10_{16}$
RC_6	$\rightarrow x^{6-1}$	$= x^5$	mod *prime*	$= x^5$	$\rightarrow 00100000$	$\rightarrow 20_{16}$
RC_7	$\rightarrow x^{7-1}$	$= x^6$	mod *prime*	$= x^6$	$\rightarrow 01000000$	$\rightarrow 40_{16}$
RC_8	$\rightarrow x^{8-1}$	$= x^7$	mod *prime*	$= x^7$	$\rightarrow 10000000$	$\rightarrow 80_{16}$
RC_9	$\rightarrow x^{9-1}$	$= x^8$	mod *prime*	$= x^4 + x^3 + x + 1$	$\rightarrow 00011011$	$\rightarrow 1B_{16}$
RC_{10}	$\rightarrow x^{10-1}$	$= x^9$	mod *prime*	$= x^5 + x^4 + x^2 + x$	$\rightarrow 00110110$	$\rightarrow 36_{16}$

7.3.1 Continue

Algorithm 7.5 *Pseudocode for key expansion in AES-128*

KeyExpansion ([key_0 to key_{15}], [$\mathbf{w}_0$ **to** $\mathbf{w}_{43}$])
{
    for (i = 0 to 3)
        $\mathbf{w}_i \leftarrow \text{key}_{4i} + \text{key}_{4i+1} + \text{key}_{4i+2} + \text{key}_{4i+3}$

    for (i = 4 to 43)
    {
        if (i mod 4 $\neq$ 0) $\mathbf{w}_i \leftarrow \mathbf{w}_{i-1} + \mathbf{w}_{i-4}$
        else
        {
            $\mathbf{t} \leftarrow \text{SubWord}(\text{RotWord}(\mathbf{w}_{i-1})) \oplus \text{RCon}_{i/4}$ // ***t*** *is a temporary word*
            $\mathbf{w}_i \leftarrow \mathbf{t} + \mathbf{w}_{i-4}$
        }
    }
}

7.3.1 Continue

Example 7.6

Table 7.5 shows how the keys for each round are calculated assuming that the 128-bit cipher key agreed upon by Alice and Bob is (24 75 A2 B3 34 75 56 88 31 E2 12 00 13 AA 54 87)$_{16}$.

Table 7.5 *Key expansion example*

Round	*Values of t's*	*First word in the round*	*Second word in the round*	*Third word in the round*	*Fourth word in the round*
—		w_{00} = 2475A2B3	w_{01} = 34755688	w_{02} = 31E21200	w_{03} = 13AA5487
1	AD20177D	w_{04} = 8955B5CE	w_{05} = BD20E346	w_{06} = 8CC2F146	w_{07} = 9F68A5C1
2	470678DB	w_{08} = CE53CD15	w_{09} = 73732E53	w_{10} = FFB1DF15	w_{11} = 60D97AD4
3	31DA48D0	w_{12} = FF8985C5	w_{13} = 8CFAAB96	w_{14} = 734B7483	w_{15} = 2475A2B3
4	47AB5B7D	w_{16} = B822deb8	w_{17} = 34D8752E	w_{18} = 479301AD	w_{19} = 54010FFA
5	6C762D20	w_{20} = D454F398	w_{21} = E08C86B6	w_{22} = A71F871B	w_{23} = F31E88E1
6	52C4F80D	w_{24} = 86900B95	w_{25} = 661C8D23	w_{26} = C1030A38	w_{27} = 321D82D9
7	E4133523	w_{28} = 62833EB6	w_{29} = 049FB395	w_{30} = C59CB9AD	w_{31} = F7813B74
8	8CE29268	w_{32} = EE61ACDE	w_{33} = EAFE1F4B	w_{34} = 2F62A6E6	w_{35} = D8E39D92
9	0A5E4F61	w_{36} = E43FE3BF	w_{37} = 0EC1FCF4	w_{38} = 21A35A12	w_{39} = F940C780
10	3FC6CD99	w_{40} = DBF92E26	w_{41} = D538D2D2	w_{42} = F49B88C0	w_{43} = 0DDB4F40

7.3.1 Continue

Example 7.7

Each round key in AES depends on the previous round key. The dependency, however, is nonlinear because of SubWord transformation. The addition of the round constants also guarantees that each round key will be different from the previous one.

Example 7.8

The two sets of round keys can be created from two cipher keys that are different only in one bit.

Cipher Key 1:	12 45 A2 A1	23 31 A4 A3	B2 CC A**A** 34	C2 BB 77 23
Cipher Key 2:	12 45 A2 A1	23 31 A4 A3	B2 CC A**B** 34	C2 BB 77 23

7.3.1 Continue

Example 7.8 Continue

Table 7.6 *Comparing two sets of round keys*

R.	*Round keys for set 1*	*Round keys for set 2*	*B. D.*
—	1245A2A1 2331A4A3 B2CCAA34 C2BB7723	1245A2A1 2331A4A3 B2CCAB34 C2BB7723	01
1	F9B08484 DA812027 684D8A13 AAF6FD30	F9B08484 DA812027 684D8B13 AAF6FC30	02
2	B9E48028 6365A00F 0B282A1C A1DED72C	B9008028 6381A00F 0BCC2B1C A13AD72C	17
3	A0EAF11A C38F5115 C8A77B09 6979AC25	3D0EF11A 5E8F5115 55437A09 F479AD25	30
4	1E7BCEE3 DDF49FF6 1553E4FF 7C2A48DA	839BCEA5 DD149FB0 8857E5B9 7C2E489C	31
5	EB2999F3 36DD0605 238EE2FA 5FA4AA20	A2C910B5 7FDD8F05 F78A6ABC 8BA42220	34
6	82852E3C B4582839 97D6CAC3 C87260E3	CB5AA788 B487288D 430D4231 C8A96011	56
7	82553FD4 360D17ED A1DBDD2E 69A9BDCD	588A2560 EC0D0DED AF004FDC 67A92FCD	50
8	D12F822D E72295C0 46F948EE 2F50F523	0B9F98E5 E7929508 4892DAD4 2F3BF519	44
9	99C9A438 7EEB31F8 38127916 17428C35	F2794CF0 15EBD9F8 5D79032C 7242F635	51
10	83AD32C8 FD460330 C5547A26 D216F613	E83BDAB0 FDD00348 A0A90064 D2EBF651	52

7.3.1 Continue

Example 7.9

The concept of weak keys, as we discussed for DES in Chapter 6, does not apply to AES. Assume that all bits in the cipher key are 0s. The following shows the words for some rounds:

Pre-round:	00000000	00000000	00000000	00000000
Round 01:	62636363	62636363	62636363	62636363
Round 02:	9B9898C9	F9FBFBAA	9B9898C9	F9FBFBAA
Round 03:	90973450	696CCFFA	F2F45733	0B0FAC99
. . .	. . .	. . .	. . .	. . .
Round 10:	B4EF5BCB	3E92E211	23E951CF	6F8F188E

The words in the pre-round and the first round are all the same. In the second round, the first word matches with the third; the second word matches with the fourth. However, after the second round the pattern disappears; every word is different.

7.3.2 Key Expansion in AES-192 and AES-256

Key-expansion algorithms in the AES-192 and AES-256 versions are very similar to the key expansion algorithm in AES-128, with the following differences:

7.3.3 Key-Expansion Analysis

The key-expansion mechanism in AES has been designed to provide several features that thwart the cryptanalyst.

7-4 CIPHERS

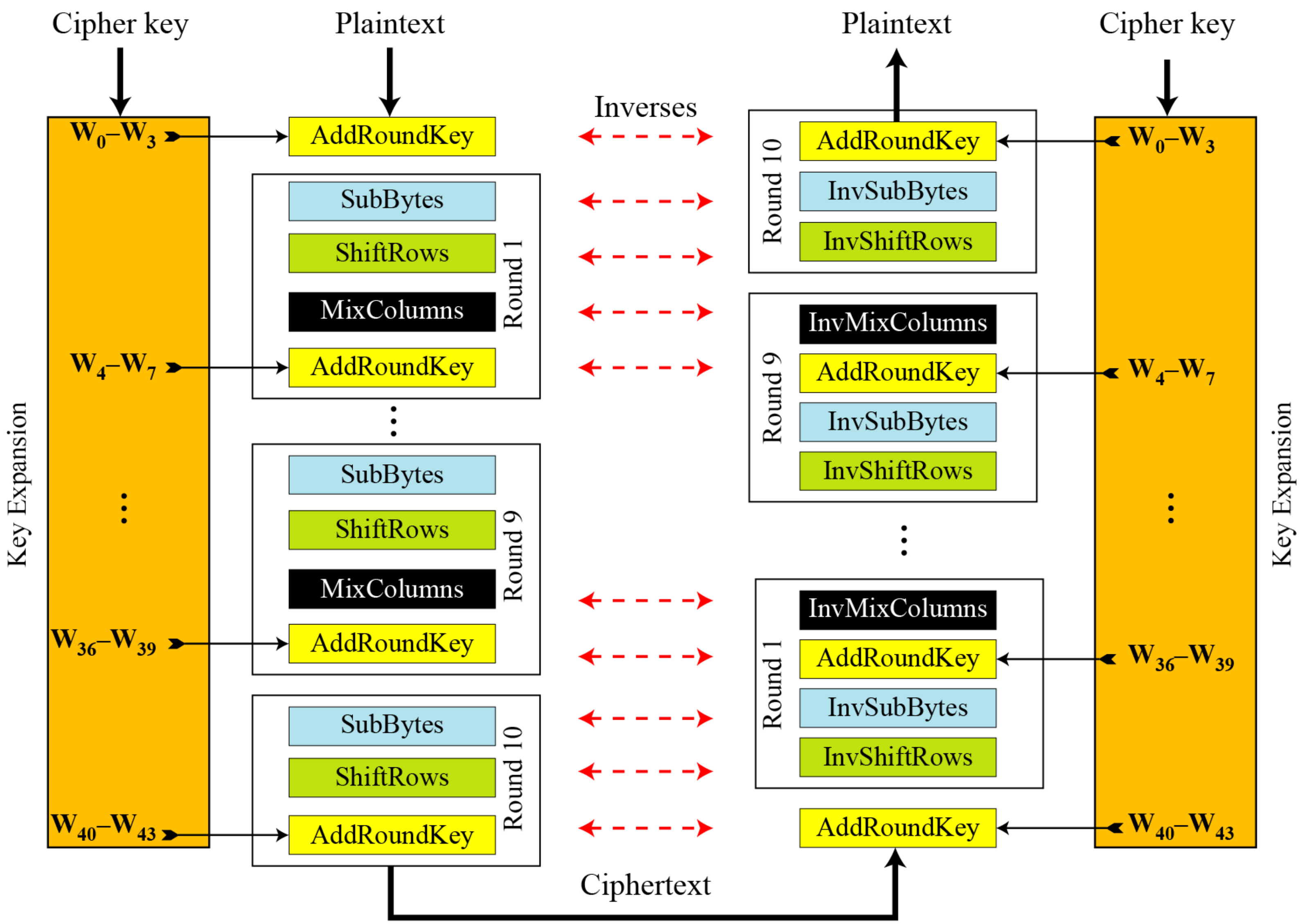
AES uses four types of transformations for encryption and decryption. In the standard, the encryption algorithm is referred to as the cipher and the decryption algorithm as the inverse cipher.

Topics discussed in this section:

7.4.1 Original Design
7.4.2 Alternative Design

7.4.1 Original Design

Figure 7.17 *Ciphers and inverse ciphers of the original design*



7.4.1 Continue

Algorithm

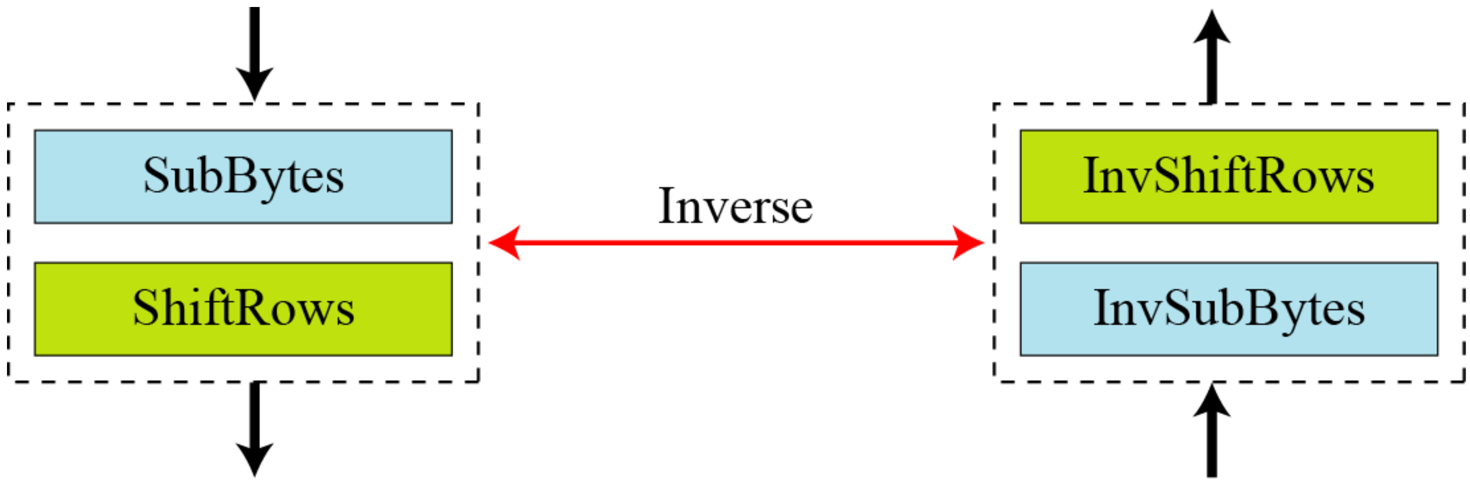
The code for the AES-128 version of this design is shown in Algorithm 7.6.

Algorithm 7.6 *Pseudocode for cipher in the original design*

```
Cipher (InBlock [16], OutBlock[16], w[0 … 43])
{
    BlockToState (InBlock, S)

    S ← AddRoundKey (S, w[0…3])
     for (round = 1 to 10)
    {
        S ← SubBytes (S)
        S ← ShiftRows (S)
         if (round ≠ 10)   S ← MixColumns (S)
         S ← AddRoundKey (S, w[4 × round, 4 × round + 3])
     }

   StateToBlock (S, OutBlock);
}
```

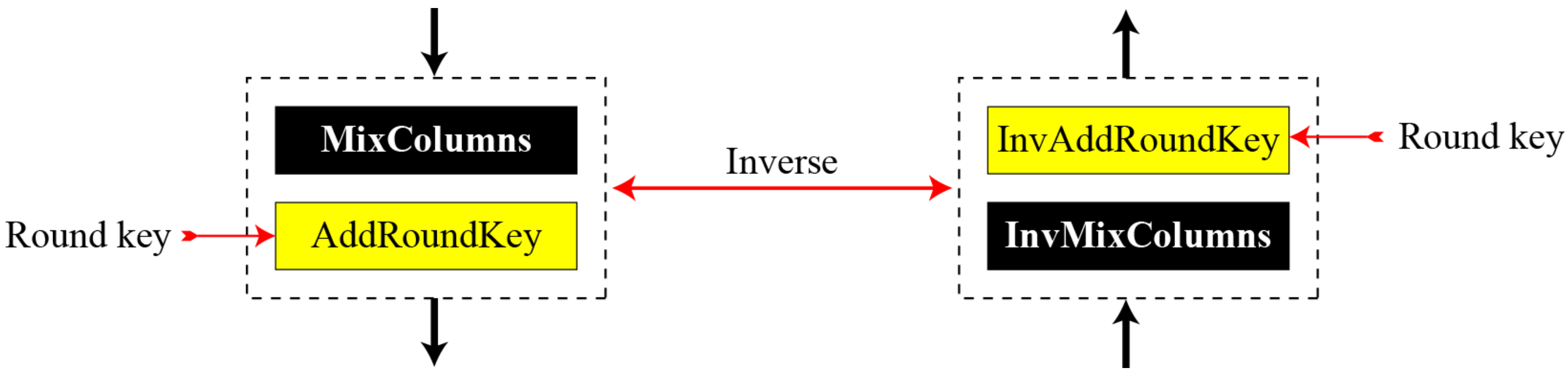
7.4.2 Alternative Design

Figure 7.18 ***Invertibility of SubBytes and ShiftRows combinations***



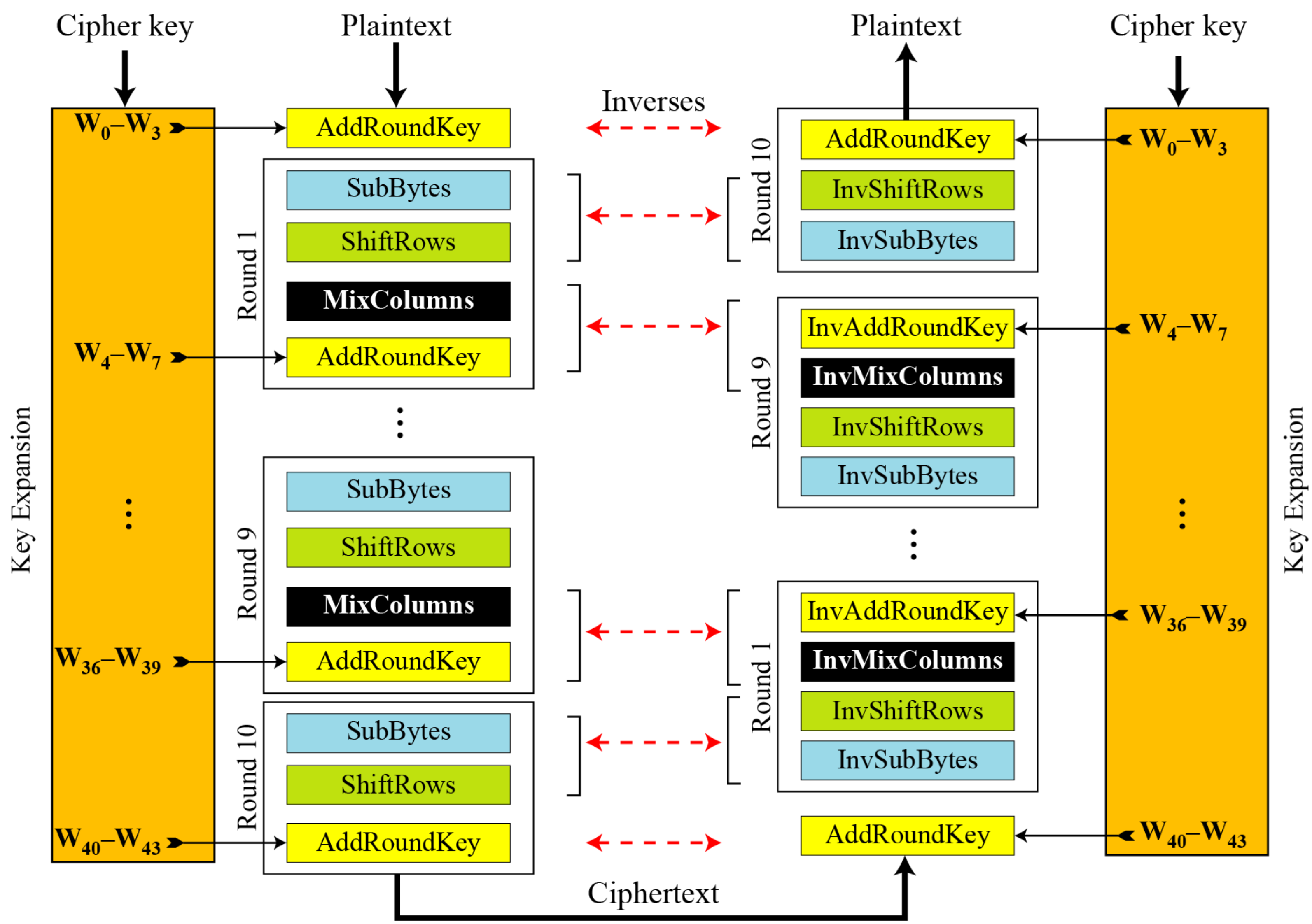
7.4.2 Continue

Figure 7.19 ***Invertibility of MixColumns and AddRoundKey combination***



7.4.2 Continue

Figure 7.20 *Cipher and reverse cipher in alternate design*



7.4.2 Continue

Changing Key-Expansion Algorithm

Instead of using InvRoundKey transformation in the reverse cipher, the key-expansion algorithm can be changed to create a different set of round keys for the inverse cipher.

7-5 Examples

In this section, some examples of encryption/ decryption and key generation are given to emphasize some points discussed in the two previous sections.

Example 7.10

The following shows the ciphertext block created from a plaintext block using a randomly selected cipher key.

Plaintext:	00	04	12	14	12	04	12	00	0C	00	13	11	08	23	19	19
Cipher Key:	24	75	A2	B3	34	75	56	88	31	E2	12	00	13	AA	54	87
Ciphertext:	BC	02	8B	D3	E0	E3	B1	95	55	0D	6D	FB	E6	F1	82	41

7-5 Continued

Example 7.10 Continued

Table 7.7 *Example of encryption*

Round	*Input State*	*Output State*	*Round Key*
Pre-round	00 12 0C 08	24 26 3D 1B	24 34 31 13
	04 04 00 23	71 71 E2 89	75 75 E2 AA
	12 12 13 19	B0 44 01 4D	A2 56 12 54
	14 00 11 19	A7 88 11 9E	B3 88 00 87
1	24 26 3D 1B	6C 44 13 BD	89 BD 8C 9F
	71 71 E2 89	B1 9E 46 35	55 20 C2 68
	B0 44 01 4D	C5 B5 F3 02	B5 E3 F1 A5
	A7 88 11 9E	5D 87 FC 8C	CE 46 46 C1
2	6C 44 13 BD	1A 90 15 B2	CE 73 FF 60
	B1 9E 46 35	66 09 1D FC	53 73 B1 D9
	C5 B5 F3 02	20 55 5A B2	CD 2E DF 7A
	5D 87 FC 8C	2B CB 8C 3C	15 53 15 D4

7-5 Continued

Example 7.10 Continued

3	1A 90 15 B2 66 09 1D FC 20 55 5A B2 2B CB 8C 3C	F6 7D A2 B0 1B 61 B4 B8 67 09 C9 45 4A 5C 51 09	FF 8C 73 13 89 FA 4B 92 85 AB 74 0E C5 96 83 57
4	F6 7D A2 B0 1B 61 B4 B8 67 09 C9 45 4A 5C 51 09	CA E5 48 BB D8 42 AF 71 D1 BA 98 2D 4E 60 9E DF	B8 34 47 54 22 D8 93 01 DE 75 01 0F B8 2E AD FA
5	CA E5 48 BB D8 42 AF 71 D1 BA 98 2D 4E 60 9E DF	90 35 13 60 2C FB 82 3A 9E FC 61 ED 49 39 CB 47	D4 E0 A7 F3 54 8C 1F 1E F3 86 87 88 98 B6 1B E1
6	90 35 13 60 2C FB 82 3A 9E FC 61 ED 49 39 CB 47	18 0A B9 B5 64 68 6A FB 5A EF D7 79 8E B2 10 4D	86 66 C1 32 90 1C 03 1D 0B 8D 0A 82 95 23 38 D9

7-5 Continued

Example 7.10 Continued

7	18 0A B9 B5 64 68 6A FB 5A EF D7 79 8E B2 10 4D	01 63 F1 96 55 24 3A 62 F4 8A DE 4D CC BA 88 03	62 04 C5 F7 83 9F 9C 81 3E B3 B9 3B B6 95 AD 74
8	01 63 F1 96 55 24 3A 62 F4 8A DE 4D CC BA 88 03	2A 34 D8 46 2D 6B A2 D6 51 64 CF 5A 87 A8 F8 28	EE EA 2F D8 61 FE 62 E3 AC 1F A6 9D DE 4B E6 92
9	2A 34 D8 46 2D 6B A2 D6 51 64 CF 5A 87 A8 F8 28	0A D9 F1 3C 95 63 9F 35 2A 80 29 00 16 76 09 77	E4 0E 21 F9 3F C1 A3 40 E3 FC 5A C7 BF F4 12 80
10	0A D9 F1 3C 95 63 9F 35 2A 80 29 00 16 76 09 77	BC E0 55 E6 02 E3 0D F1 8B B1 6D 82 D3 95 F8 41	DB D5 F4 0D F9 38 9B DB 2E D2 88 4F 26 D2 C0 40

7-5 Continued

Example 7.11

Figure 7.21 shows the state entries in one round, round 7, in Example 7.10.

Figure 7.21 ***States in a single round***

Input State

18	0A	B9	B5
64	68	6A	FB
5A	EF	D7	79
8E	B2	10	D4

After SubBytes

7C	FB	A1	90
36	80	AA	FC
1D	E3	BF	7E
7B	4B	F4	C4

After ShiftRows

C4	DE	F7	9E
4C	95	C0	35
FD	7B	69	C7
59	E3	1E	BA

After MixColumns

2A	34	D8	46
2D	6B	A2	D6
51	64	CF	5A
87	A8	F8	28

Output State (After RoundKey)

01	63	F1	96
55	24	3A	62
F4	8A	DE	4D
CC	BA	88	03

7-5 Continued

Example 7.12

One may be curious to see the result of encryption when the plaintext is made of all 0s. Using the cipher key in Example 7.10 yields the ciphertext.

Plaintext:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
Cipher Key:	24	75	A2	B3	34	75	56	88	31	E2	12	00	13	AA	54	87
Ciphertext:	63	2C	D4	5E	5D	56	ED	B5	62	04	01	A0	AA	9C	2D	8D

7-5 Continued

Example 7.13

Let us check the avalanche effect that we discussed in Chapter 6. Let us change only one bit in the plaintext and compare the results. We changed only one bit in the last byte. The result clearly shows the effect of diffusion and confusion. Changing a single bit in the plaintext has affected many bits in the ciphertext.

Plaintext 1:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
Plaintext 2:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	0<u>1</u>
Ciphertext 1:	63	2C	D4	5E	5D	56	ED	B5	62	04	01	A0	AA	9C	2D	8D
Ciphertext 2:	26	F3	9B	BC	A1	9C	0F	B7	C7	2E	7E	30	63	92	73	13

7-5 Continued

Example 7.14

The following shows the effect of using a cipher key in which all bits are 0s.

Plaintext:	00	04	12	14	12	04	12	00	0c	00	13	11	08	23	19	19
Cipher Key:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
Ciphertext:	5A	6F	4B	67	57	B7	A5	D2	C4	30	91	ED	64	9A	42	72

7-6 ANALYSIS OF AES

This section is a brief review of the three characteristics of AES.

Topics discussed in this section:

7.6.1 Security
7.6.2 Implementation
7.6.3 Simplicity and Cost

7.6.1 Security

AES was designed after DES. Most of the known attacks on DES were already tested on AES.

Brute-Force Attack

AES is definitely more secure than DES due to the larger-size key.

Statistical Attacks

Numerous tests have failed to do statistical analysis of the ciphertext.

Differential and Linear Attacks

There are no differential and linear attacks on AES as yet.

7.6.1 Continue

Statistical Attacks

Numerous tests have failed to do statistical analysis of the ciphertext.

Differential and Linear Attacks

There are no differential and linear attacks on AES as yet.

7.6.2 Implementation

AES can be implemented in software, hardware, and firmware. The implementation can use table lookup process or routines that use a well-defined algebraic structure.

7.6.3 Simplicity and Cost

The algorithms used in AES are so simple that they can be easily implemented using cheap processors and a minimum amount of memory.