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Stream Ciphers are Psuedorandom Generators made practical!

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However,

we are right, and they are wrong.

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They produce output in "one shot"

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In practice, Psuedo 1-Time Pads use Stream Ciphers

- Can be viewed as producing an "infinite" stream of pseudorandom bits, on demand

More flexible, more efficient

A **Stream Cipher** is basically a **recurrence** that generates bits. Formally a **Stream Cipher** is a pair of efficient, deterministic algorithms (Init, GetBits) such that:

- 1. Init does the following:
 - 1.1 **Input private** seed *s*. Think of as truly random.
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 - 1.2 **Output** y_0, y_1, \ldots, y_n for some *n*.
- 2. GetBits does the following:
 - 2.1 **Input** Given y_0, \ldots, y_m (likely depends on less of the past). 2.2 **Output** the bit y_{m+1} .

Note In practice, y_i is a block rather than a bit.

Can use (Init, GetBits) to generate any desired number of output bits from an initial seed



- A stream cipher is secure (informally) if the output stream generated from a uniform seed is pseudorandom
 - I.e. regardless of how long the output stream is (so long as it is polynomial)

We omit formal definition which is in terms of games.

Under reasonable crypto assumptions can construct Secure Stream Cipher.

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Over time, constructions that are **too slow** are worked on and become fast enough.

Attempts at Stream Ciphers:



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Note But having the rigor gives the practitioners (1) a target to shoot for, and (2) pitfalls to watch out for.

Linear Feedback Shift Registers (LFSR): Example

Degree 3 LFSR, 3 constants : $c_3, c_2, c_1 \in \{0, 1\}$. + is mod 2. Key is 3 bits: (y_0, y_1, y_2) .

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$$(\forall t \geq 3)[y_t = c_1y_{t-1} + c_2y_{t-2} + c_3y_{t-3}].$$

Note Leave it to you to generalize to degree *n* LFSR.

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Example of Bad Security

Degree 3. c_0, c_1, c_2 unknown. If $y_1, y_2, y_3, y_4, y_5, y_6$ become known then:

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 $y_4 = c_2 y_3 + c_1 y_2 + c_0 y_1$ $y_5 = c_2 y_4 + c_1 y_3 + c_0 y_2$ $y_6 = c_2 y_5 + c_1 y_4 + c_0 y_3$

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3 linear equations in 3 variables. Can find c_0, c_1, c_2 . Cracked!

For *n*-degree LFSR can crack after 2*n* iterations. **Moral:** Linearity is *bad* cryptography.
Linearity makes LFSR's fast



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Linearity makes LFSR's crackable



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Who first said: Those who lives by linearity, dies by linearity!

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It was Irene!

Recall: The Essence of Crypto is to make computation

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LFSR makes computation easy for all three!

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- 5. ... or any combination of the above

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- 3. Output is a nonlinear function of the state
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- 5. ... or any combination of the above
- 6. Still want to preserve statistical properties of the output, and long cycle length

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Assume *n* even. + is mod 2. Initialize with x_1, x_2, x_3, x_4 $(\forall n \ge 5)[x_n = x_{n-1}x_{n-2} + x_{n-2}x_{n-3} + x_{n-3}x_{n-4}].$

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Is this a good stream cipher? Vote Y (with HA), N, UN

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I made up this cipher last year for example of nonlinear. On the HW you will tell me if its a good stream cipher.







 Designed by De Cannière and Preneel in 2006 as part of eSTREAM competition.

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Essentially no attacks better than brute-force search are known.

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Remaining registers set to 0, except for three right-most registers of third FSR

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- Remaining registers set to 0, except for three right-most registers of third FSR
- Run for 4 x 288 clock ticks to finish init.

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 K_1, \ldots, K_{80} Random

 K_1, \ldots, K_{80} Random IV_1, \ldots, IV_{80} Random



 $\begin{array}{l} K_1, \ldots, K_{80} \text{ Random} \\ IV_1, \ldots, IV_{80} \text{ Random} \\ (a_1, \ldots, a_{93}) \leftarrow (K_1, \ldots, K_{80}, 0, \ldots, 0) \end{array}$

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$$\begin{array}{l} {\cal K}_1,\ldots,{\cal K}_{80} \text{ Random} \\ {\cal IV}_1,\ldots,{\cal IV}_{80} \text{ Random} \\ (a_1,\ldots,a_{93}) \leftarrow ({\cal K}_1,\ldots,{\cal K}_{80},0,\ldots,0) \\ (b_1,\ldots,b_{84}) \leftarrow ({\cal IV}_1,\ldots,{\cal IV}_{80},0,0,0,0) \end{array}$$

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$$\begin{array}{l} {\cal K}_1,\ldots,{\cal K}_{80} \text{ Random} \\ {\cal IV}_1,\ldots,{\cal IV}_{80} \text{ Random} \\ (a_1,\ldots,a_{93}) \leftarrow ({\cal K}_1,\ldots,{\cal K}_{80},0,\ldots,0) \\ (b_1,\ldots,b_{84}) \leftarrow ({\cal IV}_1,\ldots,{\cal IV}_{80},0,0,0,0) \\ (c_1,\ldots,c_{111}) \leftarrow (0,\ldots,0,1,1,1) \\ \text{For } i=1 \text{ to } 4 \times 288 \text{ do} \\ 1. \ t_1 \leftarrow a_{86} + a_{91}a_{92} + b_{79} \\ 2. \ t_2 \leftarrow b_{70} + b_{83}b_{84} + c_1 + c_{87} \end{array}$$
$$\begin{array}{l} K_1, \ldots, K_{80} \text{ Random} \\ IV_1, \ldots, IV_{80} \text{ Random} \\ (a_1, \ldots, a_{93}) \leftarrow (K_1, \ldots, K_{80}, 0, \ldots, 0) \\ (b_1, \ldots, b_{84}) \leftarrow (IV_1, \ldots, IV_{80}, 0, 0, 0, 0) \\ (c_1, \ldots, c_{111}) \leftarrow (0, \ldots, 0, 1, 1, 1) \\ \text{For } i = 1 \text{ to } 4 \times 288 \text{ do} \\ 1. \ t_1 \leftarrow a_{86} + a_{91}a_{92} + b_{79} \\ 2. \ t_2 \leftarrow b_{70} + b_{83}b_{84} + c_1 + c_{87} \\ 3. \ t_3 \leftarrow c_{66} + c_{100}c_{110} + c_{111} + a_{69} \end{array}$$

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$$K_{1}, \dots, K_{80} \text{ Random}$$

$$IV_{1}, \dots, IV_{80} \text{ Random}$$

$$(a_{1}, \dots, a_{93}) \leftarrow (K_{1}, \dots, K_{80}, 0, \dots, 0)$$

$$(b_{1}, \dots, b_{84}) \leftarrow (IV_{1}, \dots, IV_{80}, 0, 0, 0, 0)$$

$$(c_{1}, \dots, c_{111}) \leftarrow (0, \dots, 0, 1, 1, 1)$$
For $i = 1$ to 4×288 do
1. $t_{1} \leftarrow a_{86} + a_{91}a_{92} + b_{79}$
2. $t_{2} \leftarrow b_{70} + b_{83}b_{84} + c_{1} + c_{87}$
3. $t_{3} \leftarrow c_{66} + c_{100}c_{110} + c_{111} + a_{69}$
4. $(a_{1}, \dots, a_{93}) \leftarrow (t_{3}, a_{1}, \dots, a_{92})$

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$$\begin{array}{l} K_1, \ldots, K_{80} \text{ Random} \\ IV_1, \ldots, IV_{80} \text{ Random} \\ (a_1, \ldots, a_{93}) \leftarrow (K_1, \ldots, K_{80}, 0, \ldots, 0) \\ (b_1, \ldots, b_{84}) \leftarrow (IV_1, \ldots, IV_{80}, 0, 0, 0, 0) \\ (c_1, \ldots, c_{111}) \leftarrow (0, \ldots, 0, 1, 1, 1) \\ \text{For } i = 1 \text{ to } 4 \times 288 \text{ do} \\ 1. \ t_1 \leftarrow a_{86} + a_{91}a_{92} + b_{79} \\ 2. \ t_2 \leftarrow b_{70} + b_{83}b_{84} + c_1 + c_{87} \\ 3. \ t_3 \leftarrow c_{66} + c_{100}c_{110} + c_{111} + a_{69} \\ 4. \ (a_1, \ldots, a_{93}) \leftarrow (t_3, a_1, \ldots, a_{92}) \\ 5. \ (b_1, \ldots, b_{83}) \leftarrow (t_1, b_1, \ldots, b_{82}) \end{array}$$

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$$K_{1}, \dots, K_{80} \text{ Random}$$

$$IV_{1}, \dots, IV_{80} \text{ Random}$$

$$(a_{1}, \dots, a_{93}) \leftarrow (K_{1}, \dots, K_{80}, 0, \dots, 0)$$

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5. $(b_{1}, \dots, b_{83}) \leftarrow (t_{1}, b_{1}, \dots, b_{82})$
6. $(c_{1}, \dots, c_{111}) \leftarrow (t_{2}, c_{1}, \dots, c_{110})$

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$$\begin{array}{l} K_1, \ldots, K_{80} \text{ Random} \\ IV_1, \ldots, IV_{80} \text{ Random} \\ (a_1, \ldots, a_{93}) \leftarrow (K_1, \ldots, K_{80}, 0, \ldots, 0) \\ (b_1, \ldots, b_{84}) \leftarrow (IV_1, \ldots, IV_{80}, 0, 0, 0, 0) \\ (c_1, \ldots, c_{111}) \leftarrow (0, \ldots, 0, 1, 1, 1) \\ \text{For } i = 1 \text{ to } 4 \times 288 \text{ do} \\ 1. \ t_1 \leftarrow a_{86} + a_{91}a_{92} + b_{79} \\ 2. \ t_2 \leftarrow b_{70} + b_{83}b_{84} + c_1 + c_{87} \\ 3. \ t_3 \leftarrow c_{66} + c_{100}c_{110} + c_{111} + a_{69} \\ 4. \ (a_1, \ldots, a_{93}) \leftarrow (t_3, a_1, \ldots, a_{92}) \\ 5. \ (b_1, \ldots, b_{83}) \leftarrow (t_1, b_1, \ldots, b_{82}) \\ 6. \ (c_1, \ldots, c_{111}) \leftarrow (t_2, c_1, \ldots, c_{110}) \\ \text{Note} \text{ No random bits output. This is just initialization.} \end{array}$$

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We omit superscripts for readability.



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1. $y_i = a_{66} + a_{93} + b_{70} + b_{75} + c_{66} + c_{111}$ (*i*th random bit).

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1. $y_i = a_{66} + a_{93} + b_{70} + b_{75} + c_{66} + c_{111}$ (*i*th random bit).

2. $t_1 \leftarrow a_{86} + a_{91}a_{92} + b_{79}$

We omit superscripts for readability. For i=1 to ∞ do

1.
$$y_i = a_{66} + a_{93} + b_{70} + b_{75} + c_{66} + c_{111}$$
 (*i*th random bit).

2.
$$t_1 \leftarrow a_{86} + a_{91}a_{92} + b_{79}$$

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5.
$$(a_1, \ldots, a_{93}) \leftarrow (t_3, a_1, \ldots, a_{92})$$

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6. $(b_1, \dots, b_{83}) \leftarrow (t_1, b_1, \dots, s_{83})$

We omit superscripts for readability. For i=1 to ∞ do

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2.
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We omit superscripts for readability. For i = 1 to ∞ do 1. $y_i = a_{66} + a_{93} + b_{70} + b_{75} + c_{66} + c_{111}$ (*i*th random bit). 2. $t_1 \leftarrow a_{86} + a_{91}a_{92} + b_{79}$ 3. $t_2 \leftarrow b_{70} + b_{83}b_{84} + c_1 + c_{87}$ 4. $t_3 \leftarrow c_{66} + c_{100}c_{110} + c_{111} + a_{69}$ 5. $(a_1, \ldots, a_{03}) \leftarrow (t_3, a_1, \ldots, a_{02})$ 6. $(b_1, \ldots, b_{83}) \leftarrow (t_1, b_1, \ldots, s_{83})$ 7. $(c_1, \ldots, c_{111}) \leftarrow (t_2, c_1, \ldots, c_{110})$ **Note** the three diff parts of *s* are three coupled nonlinear FSR.

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Note:

1. t_1, t_2, t_3 are nonlinear combos of prior bits.



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2. $(a_1, \ldots, a_{93}) \leftarrow (t_3, a_1, \ldots, a_{92})$

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- 2. $(a_1, \ldots, a_{93}) \leftarrow (t_3, a_1, \ldots, a_{92})$
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Since t_1, t_2, t_3 nonlinear, Trivium is NOT LFSR

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Benefit: Shifting is Fast!

1) Has been build in hardware with 3488 logic gates. Small! Fast!

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Has been build in hardware with 3488 logic gates. Small! Fast!
 So far has not been broken. That we know of!

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6) Trivium is also the name of a rock band!

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- 6) Trivium is also the name of a rock band!
- 7) Two Papers on Trivium on course website

Why the Name Trivium?

We quote the paper



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The word trivium is Latin for the three-fold way, and refers to the three-fold symmetry of TRIVIUM. The adjective trivial which was derived from it, has a connotation of simplicity, which is also one of the characteristics of TRIVIUM.

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There is one topic that **looks** really practical but I could not find on the web if it is or not. A Secure Stream Cipher is (informally) a way to, given a seed and optionally an Init Vector (IV), generate bits that look random. **Trivium** seems to be one such. According to the Trivium wiki

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Is Trivium used?

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Is Trivium used?

If so then by whom and for what (for the psuedo 1-time pad?) ?

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Is Trivium used?

If so then by whom and for what (for the psuedo 1-time pad?) ? If not then why not? Great post on Trivial! Hardware Cube Attack. Click HERE to buy Trivial Pursuit Deluxe edition!

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I blocked the comment as it was clearly spam, and not very good spam at that.

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Too bad. They called my post Great .

Second Comment on Blog

An 80-bit key/IV is not secure enough for many modern uses (like encryption on the Internet), though I am not sure what exactly Trivium and other "lightweight ciphers" consider a threat. Their primary intended deployment scenarios are IoT and hardware tokens like auto door locks. For that purpose it is secure.

Notation: \oplus is the usual bit-wise XOR. + is mod 2^{32} addition. <<<< will mean you circular shift bits to the left.

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 $b:=(b\oplus(b+d))<<<7$

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$$b := (b \oplus (b+d)) <<<7$$
$$c := (c \oplus (a+b)) <<<9$$

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 $b := (b \oplus (b + d)) <<< 7$ $c := (c \oplus (a + b)) <<< 9$ $d := (d \oplus (b + c)) <<< 13$

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 $d := (d \oplus (b + c)) <<< 13$
 $a := (a \oplus (c + d)) <<< 18$

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Notation: \oplus is the usual bit-wise XOR. + is mod 2^{32} addition. <<< will mean you circular shift bits to the left. **Basic unit: word** which is 32 bits. **Basic Operation:** On input four words (a, b, c, d), QR(a, b, c, d) is

$$\begin{aligned} b &:= (b \oplus (b + d)) <<<7\\ c &:= (c \oplus (a + b)) <<<9\\ d &:= (d \oplus (b + c)) <<<13\\ a &:= (a \oplus (c + d)) <<<18\\ \end{aligned}$$
Note: \oplus and $+$ and $<<<$ are fast! So $QR(a, b, c, d)$ is fast!.
Note: Scrambles up a, b, c, d a lot!.

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Initially have a 4×4 array of bytes (8 bits).

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Const	Key	Key	Key
Key	Const	nonce	nonce
Pos	Pos	Const	Key
Key	Key	Key	Const

Initially have a 4×4 array of bytes (8 bits).

Const	Key	Key	Key
Key	Const	nonce	nonce
Pos	Pos	Const	Key
Key	Key	Key	Const

View as 8 words by reading up-down, left-right

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Initially have a 4×4 array of bytes (8 bits).

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Key	Const	nonce	nonce
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Security: Salsa20 was introduced in 2005 and has not been broken. See Wikipedia page for partial attacks (e.g., Salsa8).

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Trivium, in particular, always struck me as so simple that it cannot possibly be secure. And yet, there are no attacks. But I don't think it has been subject to the same scrutiny as AES, or even RC4. ChaCha is actually used, so people care about its security. Hence its security seems solid. For now.

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4) Communism: Bad Science:

Wages go down – Capitalists exploiting the worker.

Wages to up - Capitalists placating the worker to avoid revolution.

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I tried asking them but they wouldn't tell me!