

# Linear Cryptanalysis of FEAL 8X – Winning the FEAL 25 Years Challenge

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**FEAL**

# FEAL

- Published in 1987, designed by Miyaguchi and Shimizu (NTT).
- 64-bit block cipher family with the Feistel structure.
- Key size was initially 64 bits, later extended to 128 bits as FEAL-NX.
- Had major contributions to the history of block ciphers.
- Inspired many new ideas, including differential and linear cryptanalysis.

# Previous Attacks on FEAL-8

- 1000 Chosen-Plaintexts – Differential Cryptanalysis [Biham Shamir 91]
- $2^{24}$  Known Plaintexts – Linear Cryptanalysis [Biham 94]
- $2^{15}$ - $2^{28}$  Known-Plaintexts with high time complexity [Matsui Yamagishi 92].
  - But the time complexity is  $2^{50}$  or higher.

# **THE FEAL-8X CHALLENGE**

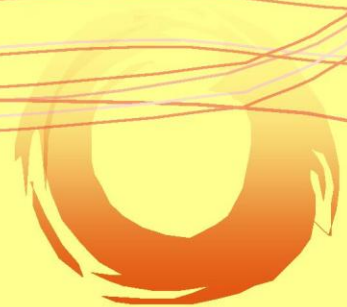
# Celebrating the 25<sup>th</sup> year of FEAL

## - A New Prize Problem -

August 21 2012

Mitsuru Matsui

Mitsubishi Electric Corporation



# The New Prize Problem

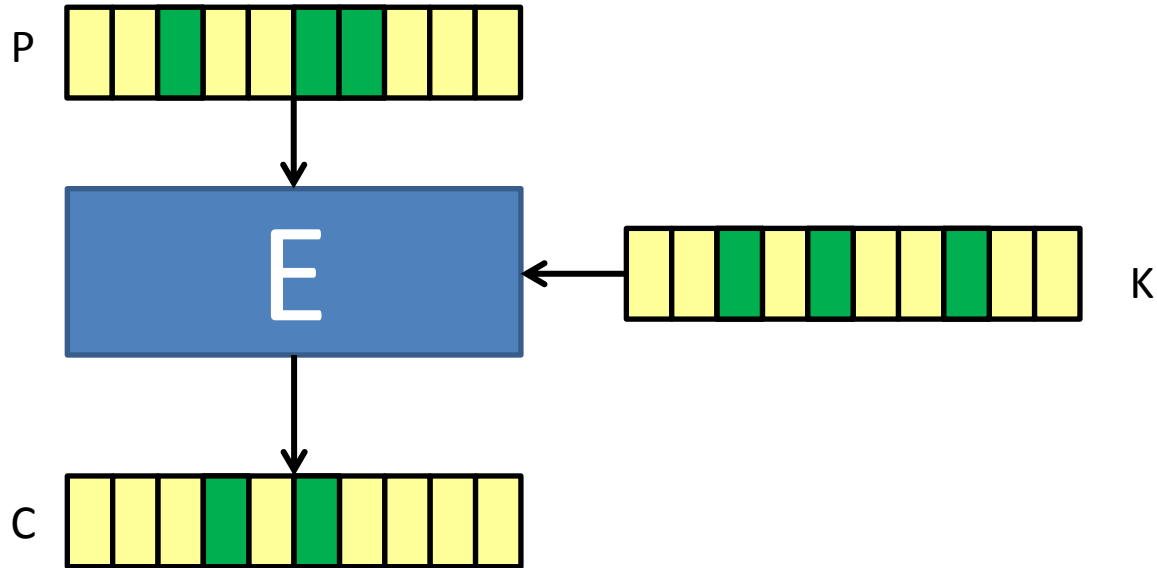
- The target cipher: FEAL-8X
  - FEAL cipher with 8 rounds and 128-bit key
  - Same as FEAL-8 except its key scheduling part
- $2^b$  plaintext-ciphertext pairs are given ( $b \leq 20$ ).
- **Good news: winner (min  $b$ , first) receives \$1500.**
- **Bad news: brute force is infeasible (128-bit key)**
- Deadline: CRYPTO 2013
- For more details, see

<https://docs.google.com/open?id=0B3xMqN36HCf2eDVzb191R1VHY0k>

# **LINEAR CRYPTANALYSIS**



# Linear Biases



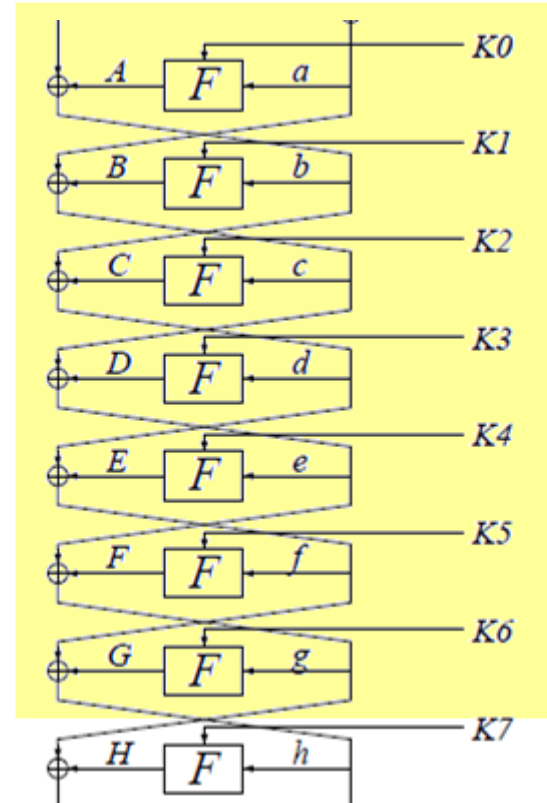
$$p(P_3 \oplus P_4 \oplus P_7 \oplus C_4 \oplus C_6 \oplus K_2 \oplus K_5 \oplus K_7 = 0) = \frac{1}{2} \pm b$$

# Linear Attacks

- What can we do with a known linear bias of the cipher?
  - Learn one bit of information about the key
  - Build a distinguisher
  - Using a distinguisher for key-recovery (last round attack)

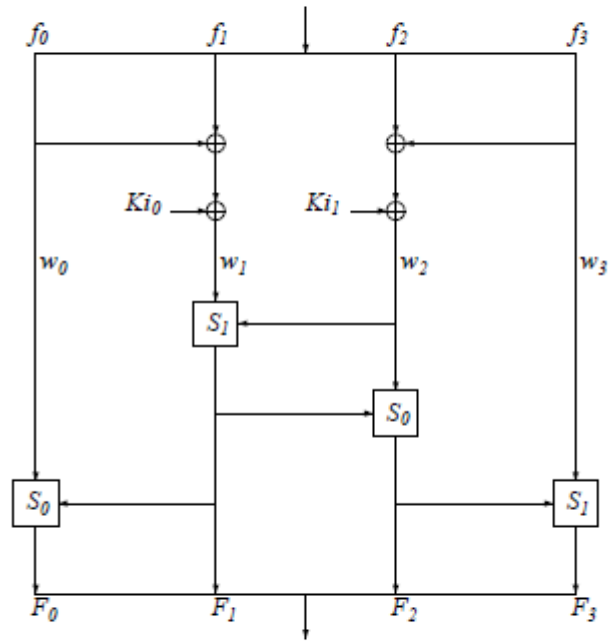
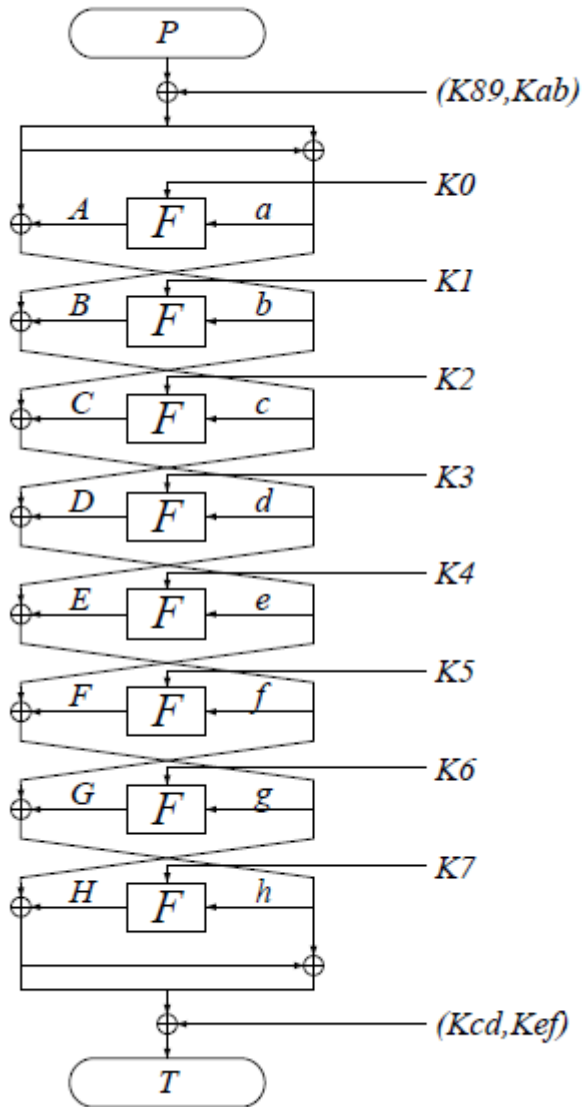
# Last Round Attack

- Cipher of N rounds
- Distinguisher for first N-1 rounds
- Guess the subkey of the last round, decrypt the messages and use the distinguisher to check the guess



# **FEAL AND THE EQUIVALENT DESCRIPTIONS**

# FEAL-8X



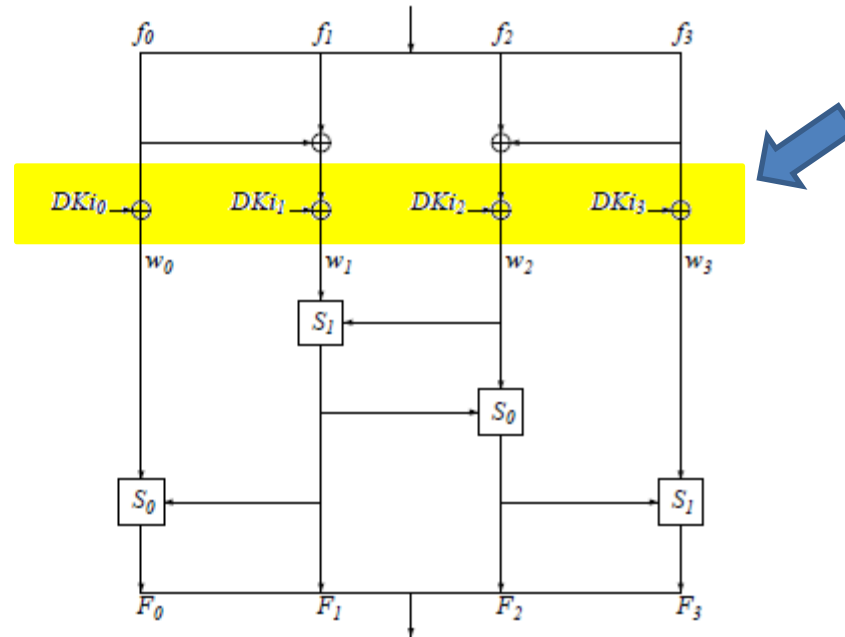
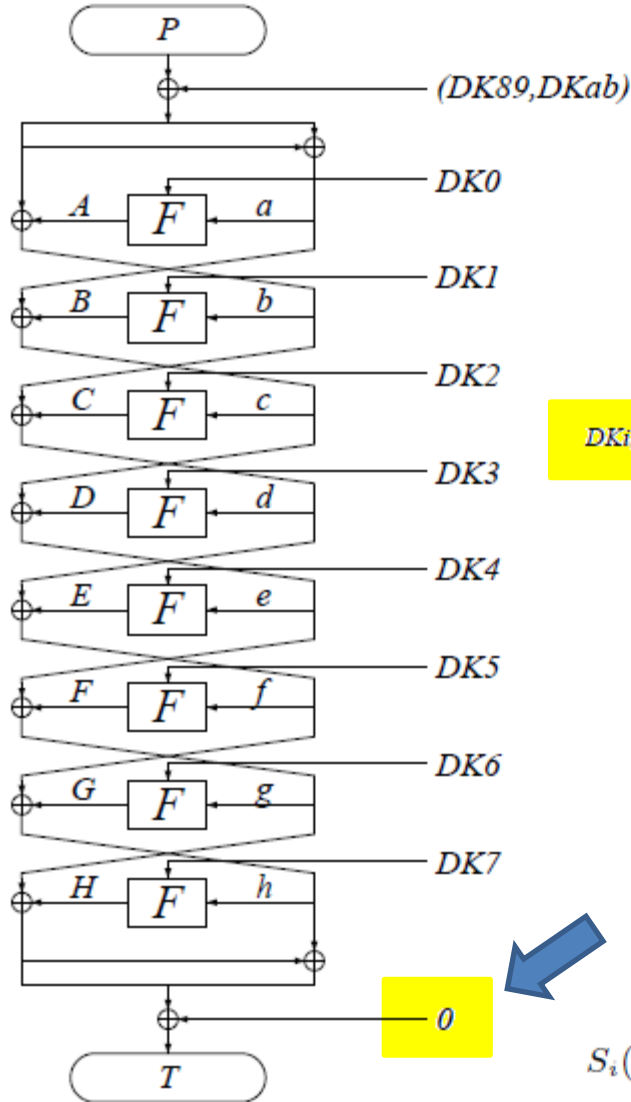
$$S_i(x, y) = \text{ROL}_2(x + y + i \pmod{256})$$

# FEAL-8X Equivalent Descriptions

- Eliminate the whitening keys on the plaintext side.
  - Using an equivalent description with 32-bit subkeys, EK0–EK7.
  - Useful when analyzing the first round.
- Similarly, we can eliminate the whitening keys on the ciphertext side.
  - Using DK0–DK7.
  - Useful when analyzing the last round.

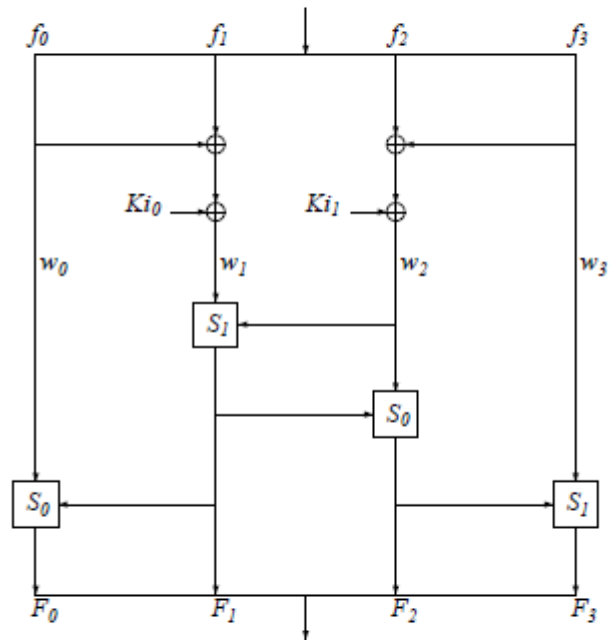
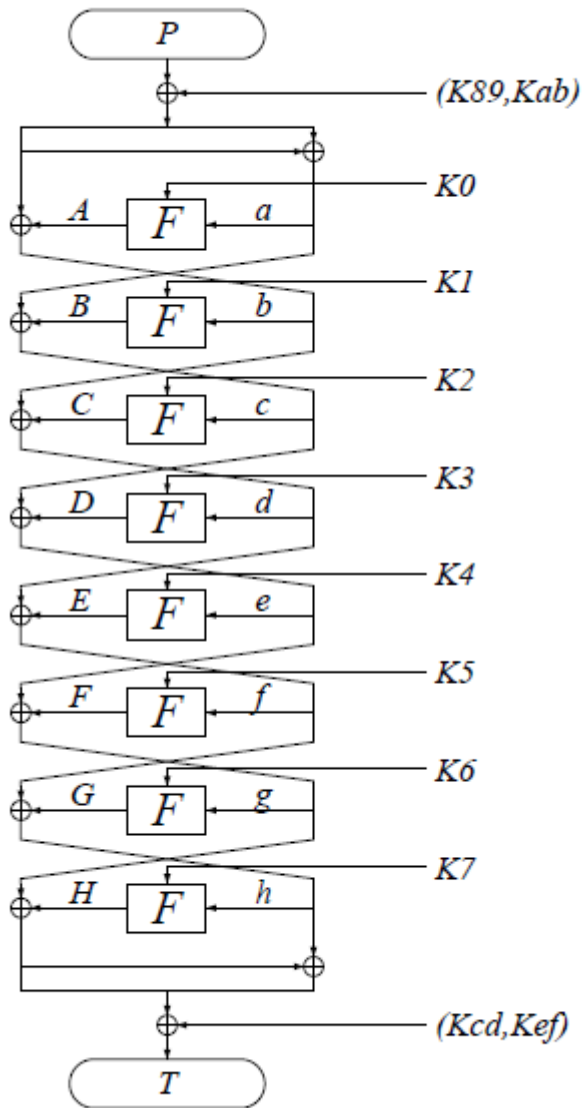
# FEAL-8X

## Equivalent Description



$$S_i(x, y) = \text{ROL2}(x + y + i \pmod{256})$$

# FEAL-8X



$$S_i(x, y) = \text{ROL2}(x + y + i \pmod{256})$$



# The Subkeys of the Equivalent Descriptions

Subkeys of FEAL-8X	Equivalent description without whitening at the beginning	Equivalent description without whitening at the end
$K_{89ab}$	0	$(K_{89} \oplus K_{cd} \oplus K_{ef}, K_{ab} \oplus K_{ef})$
$K_0$	$EK_0 = mw(K_0, K_{89} \oplus K_{ab})$	$DK_0 = mw(K_0, K_{cd})$
$K_1$	$EK_1 = mw(K_1, K_{89})$	$DK_1 = mw(K_1, K_{cd} \oplus K_{ef})$
$K_2$	$EK_2 = mw(K_2, K_{89} \oplus K_{ab})$	$DK_2 = mw(K_2, K_{cd})$
$K_3$	$EK_3 = mw(K_3, K_{89})$	$DK_3 = mw(K_3, K_{cd} \oplus K_{ef})$
$K_4$	$EK_4 = mw(K_4, K_{89} \oplus K_{ab})$	$DK_4 = mw(K_4, K_{cd})$
$K_5$	$EK_5 = mw(K_5, K_{89})$	$DK_5 = mw(K_5, K_{cd} \oplus K_{ef})$
$K_6$	$EK_6 = mw(K_6, K_{89} \oplus K_{ab})$	$DK_6 = mw(K_6, K_{cd})$
$K_7$	$EK_7 = mw(K_7, K_{89})$	$DK_7 = mw(K_7, K_{cd} \oplus K_{ef})$
$K_{cdef}$	$(K_{89} \oplus K_{ab} \oplus K_{cd}, K_{ab} \oplus K_{ef})$	0

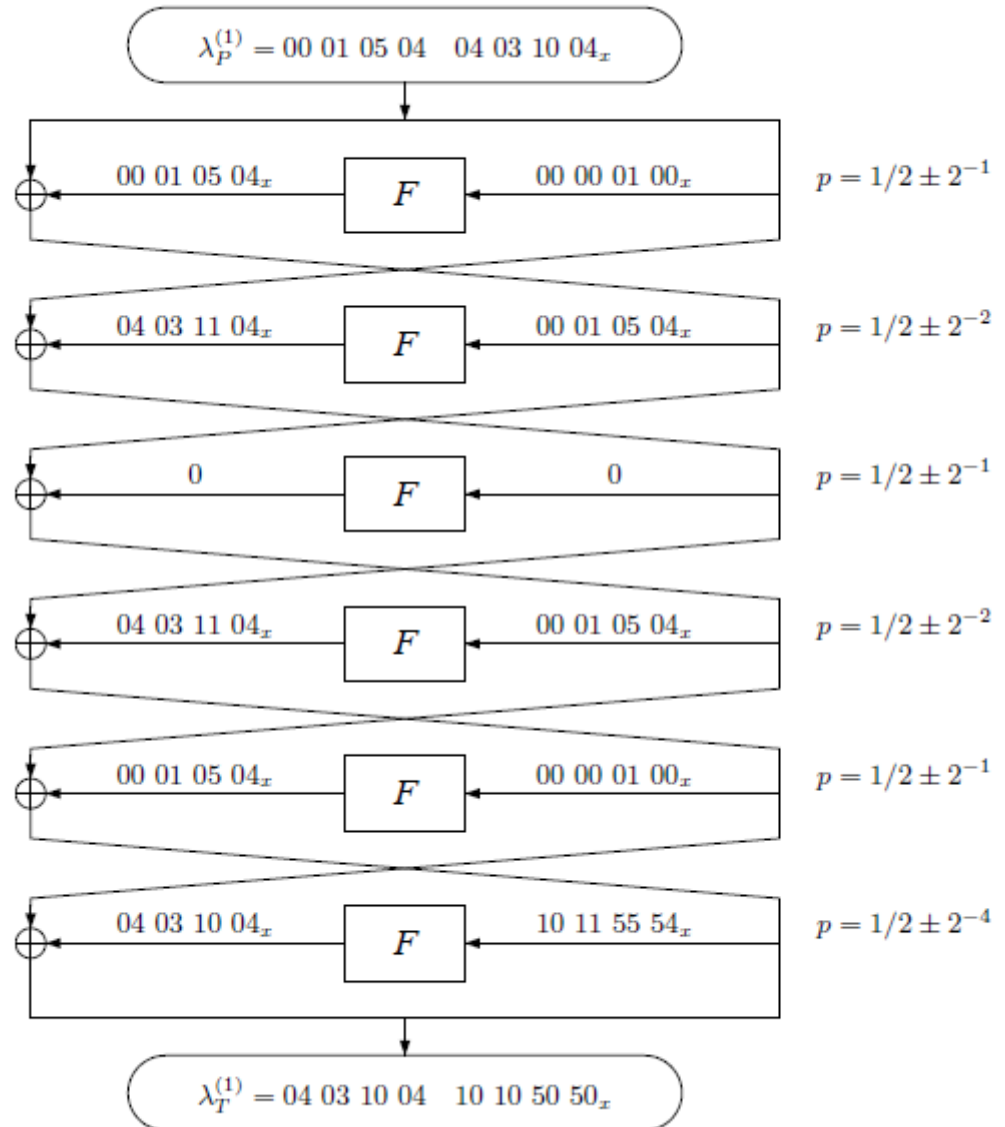
- Linear translation between the subkeys of the three descriptions.
  - Note that  $mw()$  is linear.

# A BASIC LINEAR ATTACK ON FEAL-8X

$2^{15}$  Known Plaintexts, 26 hours of computation

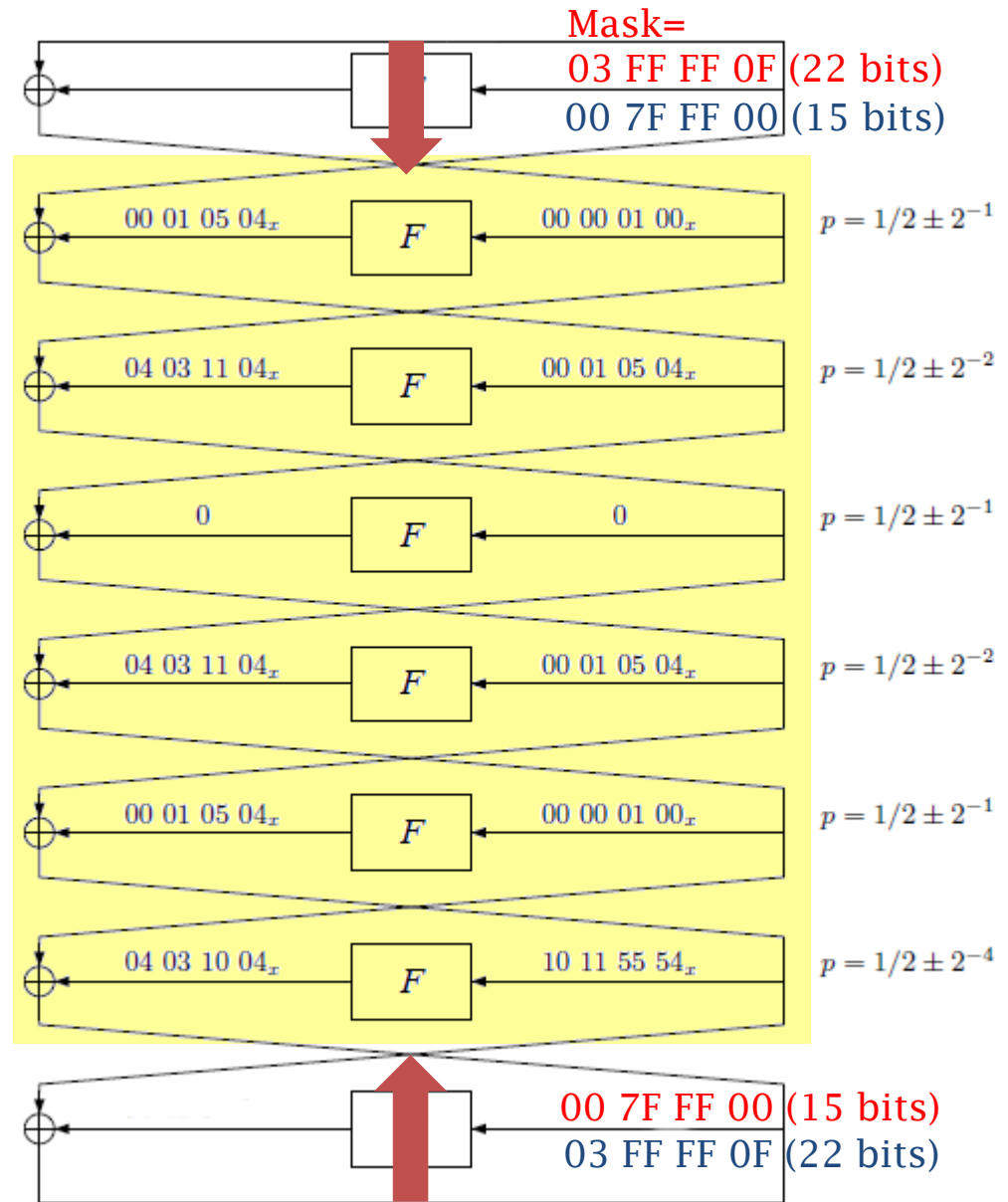
# The Approximation

- 6-round approximation by Aoki, Moriai, Matsui et al.
  - Bias of  $2^{-6}$
- We can also use the reverse approximation.



# Basic Attack

- Standard linear attack.
  - Guess subkeys of first and last rounds (EK0 and DK7)
    - 22 bits of EK0
    - 15 bits of DK7
  - Repeat with the reverse approx.
    - 30 bits overlap



# The Attack

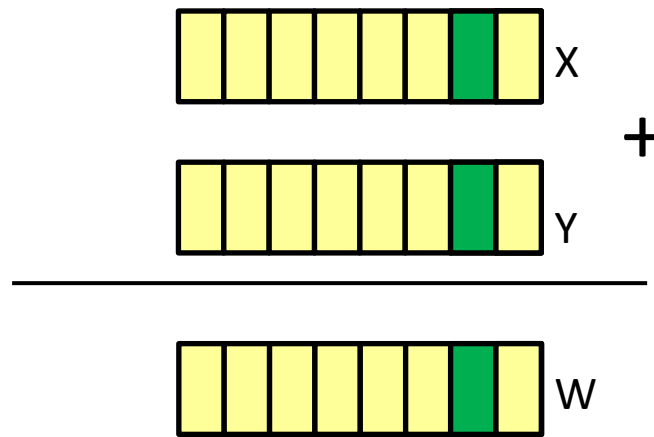
- Try all  $2^{37}$  choices of the  $22+15=37$  bits of the first and last actual subkeys (DK7 and EK0)
  - A few of those bits have only a small effect on the results
- The bias of the approximation is  $2^{-6}$ 
  - About  $2^{15}$  known plaintexts are required to recover the 37 bits
  - In practice, the result is not unique
- So we apply twice
  - Once for each approximation
  - Take the result that matches in the 30 common bits

# Recovering the rest of the subkeys

- It is hard to complete the first and last subkeys at this time
- So, using the known bits, we recover bits of DK6
- And then complete further bits of DK7
- Then Complete DK5, DK4, DK3, DK2, DK1, EK0, EK1, EK2, EK3
- Finally, recover the FEAL-8X key from these subkeys.

# **LINEAR PROPERTIES OF ADDITION**

# (Bitwise) Linear Properties of Addition



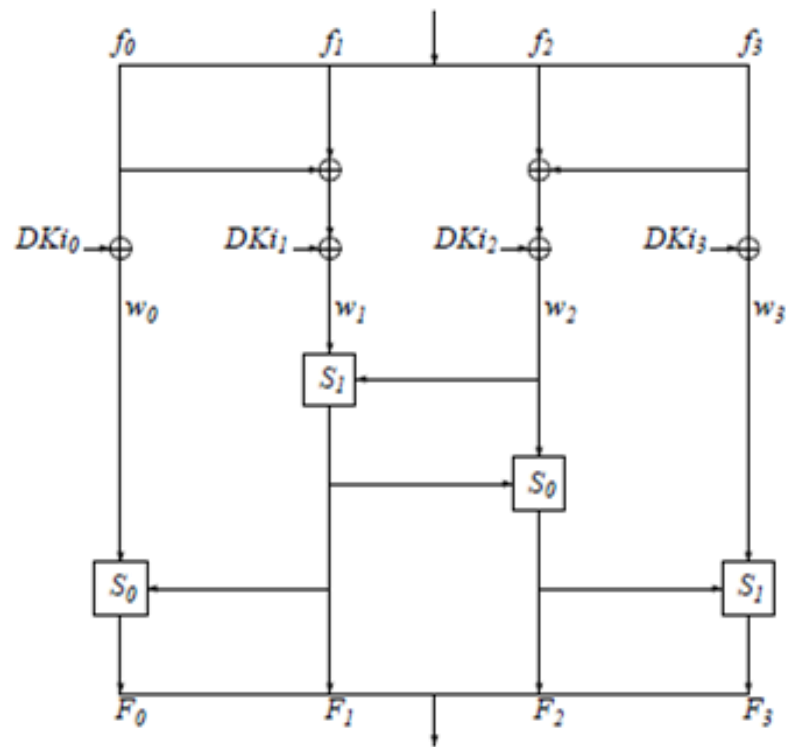
$$p(x_0 \oplus y_0 \oplus z_0 = 0) = \frac{1}{2} + \frac{1}{2}$$

$$p(x_1 \oplus y_1 \oplus z_1 = 0) = \frac{1}{2} + \frac{1}{4}$$

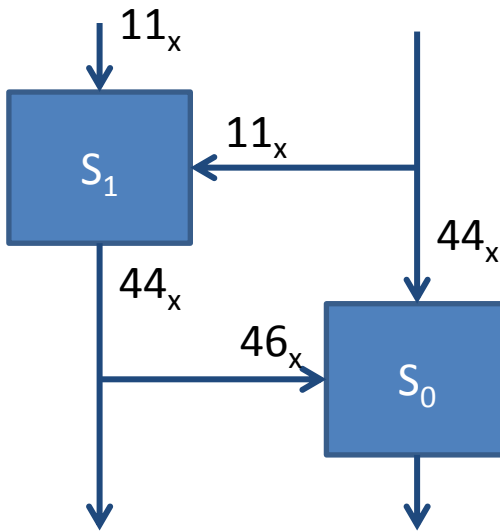


# THE PARTITIONING TECHNIQUE

$2^{14}$  Known Plaintexts, 14 hours of computation



$$S_i(x, y) = \text{ROL2}(x + y + i \pmod{256})$$



The two middle S-boxes of the seventh round

# Partition – The Case of $S_1$

- The approximation of  $S_1$  in the seventh round includes  $10 \ 10 \rightarrow 40$
- Consider Bit 3 of  $x$ , Bit 3 of  $y$  and the carry to Bit 4 of the sum:

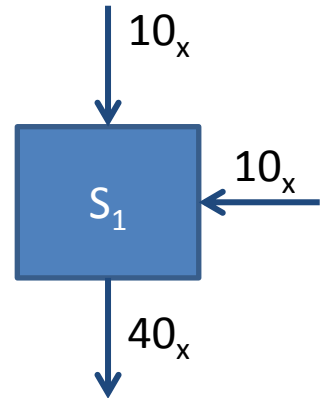
Will there be carry to Bit 4?

Bits 3 of $x, y$	0	1
0	NEVER	Sometimes
1	Sometimes	ALWAYS

Unpredictable parity

Behaves according to the linear approximation

Reverses the parity



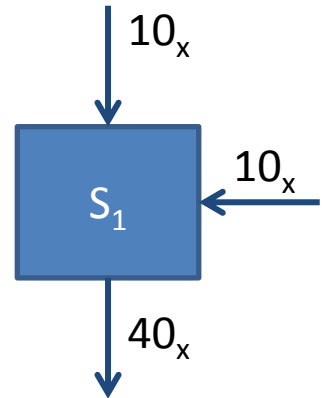
$$S_1(x,y) = (x+y+1) \ll 2$$

# Partition – The Case of $S_1$

Will there be carry to Bit 4?

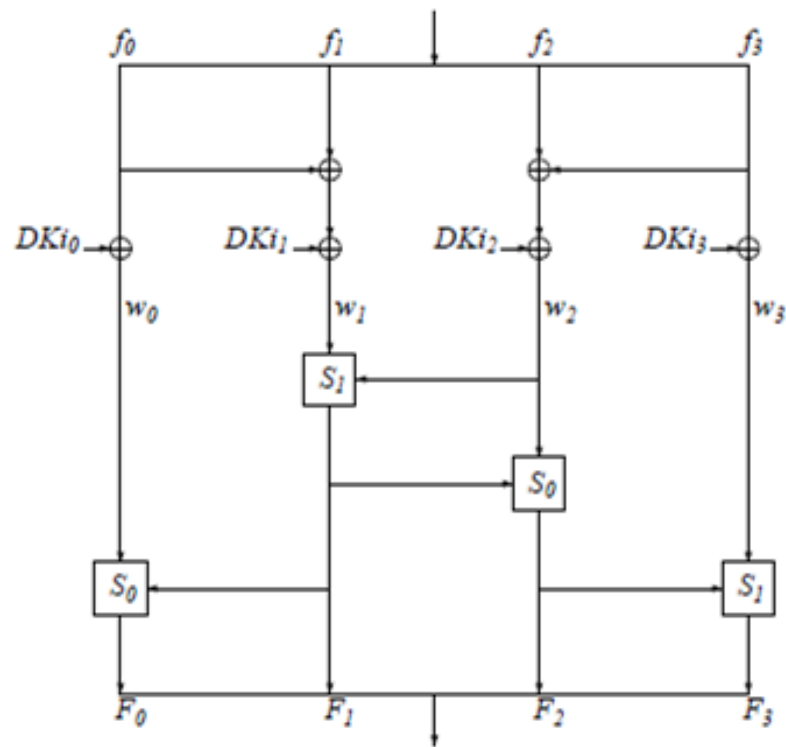
Bits 3 of x, y	0	1
0	NEVER	Sometimes
1	Sometimes	ALWAYS

- Given the bits we guess in the 8<sup>th</sup> round, we can partition all plaintexts into four sets.
  - In the “yellow” sets the bias is now two times higher, since we discarded some of the “noise”.
  - ➔ We need half the data size.
    - Because each set contains a quarter of the original data size.
  - Notice that we do not know which set is which.



$$S_1(x,y)=(x+y+1) \ll 2$$

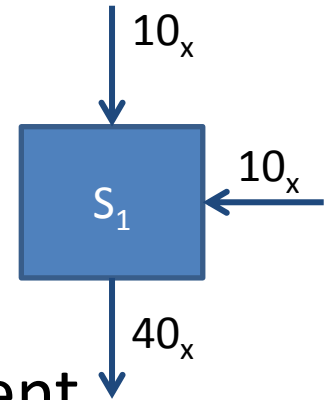




$$S_i(x, y) = \text{ROL2}(x + y + i \pmod{256})$$

# Partition – The Case of $S_1$

- While this method works for a single S-box, **it does not work for the entire F-Function!**

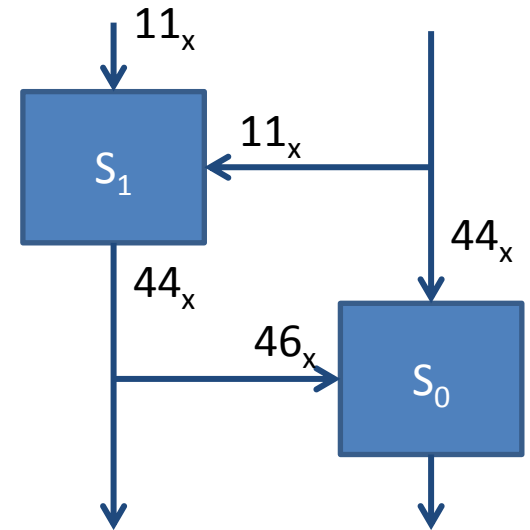


- The two middle S-boxes are not independent
  - The second S-box inverts this effect



# The Partition

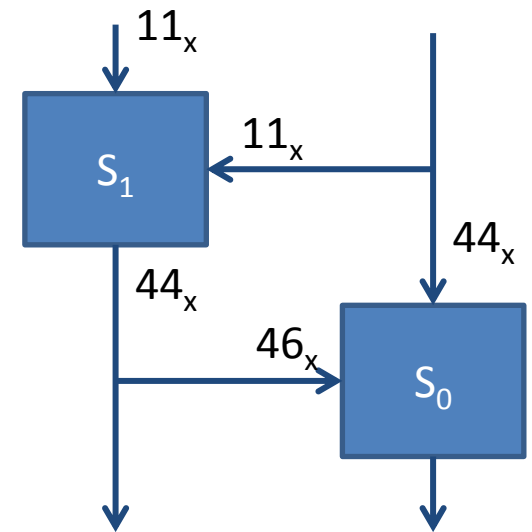
- Analyzing the joint distribution of the middle S-boxes as a **single big S-box**:
  - In the “yellow” sets (**0+0** or **1+1**), the correlation between  $S_0$  and  $S_1$  causes the overall linear bias to be close to zero.
  - Analyzing the joint distribution of the middle S-boxes shows that the “green” (**0+1** or **1+0**) sets are those that amplify the bias.



# The Partition

Bits 3 of x, y	0	1
0	No bias	Amplified bias
1	Amplified bias	No bias

- We partition the known plaintexts into two sets, according to the XOR of Bit 3 of x and Bit 3 of y.
  - Again, without guessing additional key bits we do not know in advance which of the sets is the green (0+1 and 1+0) one and which is the yellow (0+0 and 1+1).
- We thus compute the bias in each set separately.



**QUESTIONS?**