

## Assignment #1

Due: Wednesday, Jan. 30, 2008, in class.

**Problem 0** Data compression is often used in data storage or transmission. Suppose you want to use data compression in conjunction with encryption. Does it make more sense to

- A. Compress the data and then encrypt the result, or
- B. Encrypt the data and then compress the result.

Justify your answer.

**Problem 1** Simple secret sharing.

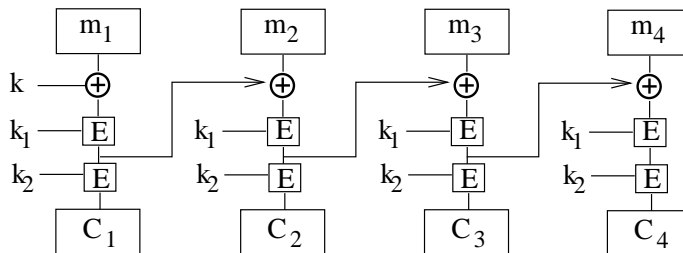
- a. Suppose Alice shares a secret block cipher key,  $K_{AB}$  with Bob, and a different secret block cipher key,  $K_{AC}$  with Charlie. Describe a method for Alice to encrypt an  $m$ -block message such that it can only be decrypted with the cooperation of both Bob and Charlie. The ciphertext should only be a constant size greater than  $m$  blocks. You may assume that Bob and Charlie have a pre-established secret channel on which to communicate.
- b. Now, suppose Alice shares a block cipher key,  $K_{AB}$  with Bob, a block cipher key  $K_{AC}$  with Charlie, and a block cipher key  $K_{AD}$  with David. Describe a method for Alice to encrypt an  $m$ -block message such that any two of Bob, Charlie, and David can decrypt (for example, Bob and Charlie can decrypt), but none of them can decrypt the message themselves. Again, the ciphertext should only be a constant size greater than  $m$  blocks. **Hint:** Pick a random message encryption key to encrypt the message with. Then add three ciphertext blocks to the ciphertext header.
- c. How does your solution from part (b) scale as we increase the number of recipients? In other words, suppose Alice has a secret key with each of  $n$  recipients and wants to encrypt so that any  $k$  out of  $n$  recipients can decrypt, but any  $k - 1$  cannot. What would be the length of the header as a function of  $n$  and  $k$ ?  
Your answer shows that this solution scales poorly. We will discuss a far more efficient solution later on in the class.

**Problem 2** Before DESX was invented, the researchers at RSA Labs came up with DESV and DESW, defined by

$$\begin{aligned} DESV_{kk_1}(M) &= DES_k(M) \oplus k_1 \text{ and} \\ DESW_{kk_1}(M) &= DES_k(M \oplus k_1) \end{aligned}$$

As with DESX,  $|k| = 56$  and  $|k_1| = 64$ . Show that both these proposals do not increase the work needed to break the cryptosystem using brute-force key search. That is, show how to break these schemes using on the order of  $2^{56}$  DES encryptions/decryptions. You may assume that you have a moderate number of plaintext-ciphertext pairs,  $C_i = DES\{V/W\}_{kk_1}(M_i)$ .

**Problem 3** Let  $E, D$  be the encryption/decryption algorithms of a certain block cipher. Consider the following chaining method for double DES like encryption:



The secret key is a triple  $(k, k_1, k_2)$  where  $k$  is as long as  $E$ 's block size (64 bits for DES) and  $k_1, k_2$  are as long as  $E$ 's key size (56 bits for DES). For example, when  $E$  is DES the total key size is  $64+56+56 = 176$  bits.

- Describe the decryption circuit for this system.
- Show that using two short chosen ciphertext decryption queries an attacker can recover the full key  $(k, k_1, k_2)$  in approximately the time it takes to run algorithm  $D$   $2^\ell$  times (i.e. the attack running time should be  $O(2^\ell \text{time}(D))$ ). Here  $\ell$  is the block cipher's key-length (56 bits for DES). Your attack shows that this system can be broken much faster than exhaustive search.

**Hint:** Consider the two decryption queries  $\langle C_1, C_2, C_3, C_4 \rangle$  and  $\langle C'_1, C_2, C'_3, C_4 \rangle$  where  $C_1, \dots, C_4$  and  $C'_1, C'_3$  are random ciphertext blocks.

**Problem 4** The movie industry wants to protect digital content distributed on DVD's. We study one possible approach. Suppose there are at most a total of  $n$  DVD players in the world (e.g.  $n = 2^{32}$ ). We view these  $n$  players as the leaves of a binary tree of height  $\log_2 n$ . Each node  $v_i$  in this binary tree contains an AES key  $K_i$ . These keys are kept secret from consumers and are fixed for all time. At manufacturing time each DVD player is assigned a serial number  $i \in [0, n - 1]$ . Consider the set  $S_i$  of  $\log_2 n$  nodes along the path from the root to leaf number  $i$  in the binary tree. The manufacturer of the DVD player embeds in player number  $i$  the  $\log_2 n$  keys associated with the nodes in  $S_i$ . In this way each DVD player ships with  $\log_2 n$  keys embedded in it (these keys are supposedly inaccessible to consumers). A DVD movie  $M$  is encrypted as

$$DVD = \underbrace{E_{K_{root}}(K)}_{\text{header}} \parallel \underbrace{E_K(M)}_{\text{body}}$$

where  $K$  is some random AES key called a content-key. Since all DVD players have the key  $K_{root}$  all players can decrypt the movie  $M$ . We refer to  $E_{K_{root}}(K)$  as the header and  $E_K(M)$  as the body. In what follows the DVD header may contain multiple ciphertexts where each ciphertext is the encryption of the content-key  $K$  under some key  $K_i$  in the binary tree.

- Suppose the  $\log_2 n$  keys embedded in DVD player number  $r$  are exposed by hackers and published on the Internet (say in a program like DeCSS). Show that when the movie industry is about to distribute a new DVD movie they can encrypt the contents of the DVD using a header of size  $\log_2 n$  so that all DVD players can decrypt the movie except

for player number  $r$ . In effect, the movie industry disables player number  $r$ .

Hint: the header will contain  $\log_2 n$  ciphertexts where each ciphertext is the encryption of the content-key  $K$  under certain  $\log_2 n$  keys from the binary tree.

- b. Suppose the keys embedded in  $k$  DVD players  $R = \{r_1, \dots, r_k\}$  are exposed by hackers. Show that the movie industry can encrypt the contents of a new DVD using a header of size  $O(k \log n)$  so that all players can decrypt the movie except for the players in  $R$ . You have just shown that all hacked players can be disabled without affecting other consumers.

Side note: the AAC3 system used to encrypt Blu-ray and HD-DVD disks uses a related system. It was quickly discovered that bored hackers can expose player secret keys faster than the MPAA can revoke them.

**Problem 5** Traitor tracing. Satellite content providers (such as satellite radio) often use hardware players to enforce specific usage policy (e.g. the content cannot be saved after it is played). Player  $i$  contains an encryption key  $K_i$  that it uses to decrypt and play the broadcast content. Now suppose some user  $j$  breaks open his player, recovers key  $K_j$ , and builds a pirate player  $P$  that decrypts and saves all broadcast content in the clear. When this pirate player  $P$  is somehow found, the content provider would like to tell whose key  $K_j$  was used to construct  $P$  (supposedly, this user  $j$  will have to answer some tough questions). Finding the key  $K_j$  that was used to build  $P$  is called *tracing* and the key  $K_j$  is called the *traitor key*.

Let  $n = 32$  and suppose there are at most  $2^n$  players in existence. Consider the following encryption system:

**Setup:** generate  $2n$  keys:

$k_{0,0}$	$k_{1,0}$	$k_{2,0}$	$\dots$	$k_{n-1,0}$
$k_{0,1}$	$k_{1,1}$	$k_{2,1}$	$\dots$	$k_{n-1,1}$

Player number  $\ell$  (for  $\ell = 0, 1, \dots, 2^n - 1$ ) is given key  $K_\ell$  defined as follows. Let  $b_{n-1}b_{n-2} \dots b_0 \in \{0, 1\}^n$  be the binary representation of  $\ell$  (so that  $\ell = \sum_{i=0}^{n-1} b_i 2^i$ ). Then key  $K_\ell$  is

$$K_\ell = ( k_{0,b_0}, k_{1,b_1}, \dots, k_{n-1,b_{n-1}} )$$

**Encrypt:** to transmit content  $m$ , the content provider picks a random  $i \in \{0, 1, \dots, n-1\}$  and broadcasts via satellite the ciphertext:

$$C = ( i, E(k_{i,0}, m), E(k_{i,1}, m) )$$

- a. Show that all players  $\ell = 0, 1, \dots, 2^n - 1$  can decrypt the broadcast and obtain  $m$ .
- b. Suppose key  $K_j$  is used to create a pirate decoder  $P$ . Show that the content provider can use  $P$  as a *black-box* and recover the index  $j$ . The content owner need not reverse engineer player  $P$  — it only uses  $P$  as a black box feeding it ciphertexts and observing the result. We are assuming that users do not collude so that  $P$  is created using knowledge of a single secret key  $K_j$ .  
Hint: try to recover one bit of  $j$  at a time by feeding  $P$  a total of  $n$  carefully crafted ciphertexts  $C_0, C_1, \dots, C_{n-1}$ .
- c. Suppose a pirate is able to obtain two player keys  $K_i$  and  $K_j$  for some  $i, j$  (where  $i \oplus j$  is not a power of 2). Show how the pirate can build a player  $P$  that will evade detection by your tracing algorithm from part (b). That is, your tracing algorithm will fail to output either  $i$  or  $j$ .

**Problem 6** Let  $m$  be a message consisting of  $\ell$  AES blocks (say  $\ell = 100$ ). Alice encrypts  $m$  using CBC mode and transmits the resulting ciphertext  $c$  to Bob. Due to a hardware error, ciphertext block number  $\ell/2$  is corrupted during transmission. All other ciphertext blocks are transmitted and received correctly. Once Bob decrypts the received ciphertext, how many plaintext blocks will be corrupted?