

General Diffusion Analysis: How to Find Optimal Permutations for Generalized Type-II Feistel Schemes

Victor Cauchois^{1,2}, Clément Gomez¹, Gaël Thomas¹

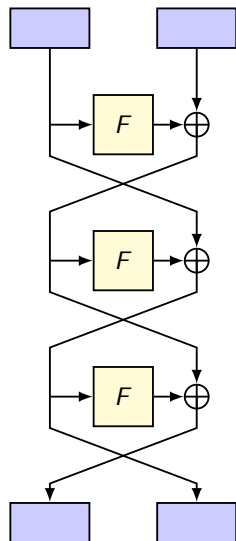
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Fast Software Encryption — 2019-03-26 — Paris, France

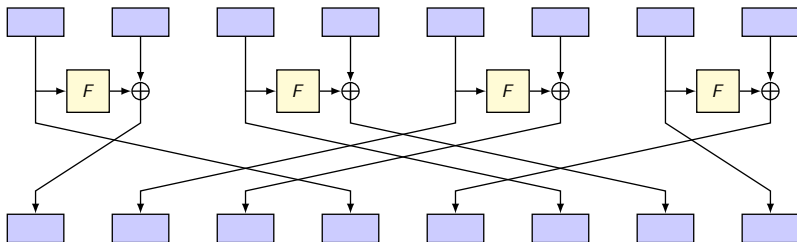




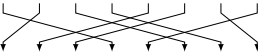
The Feistel Network



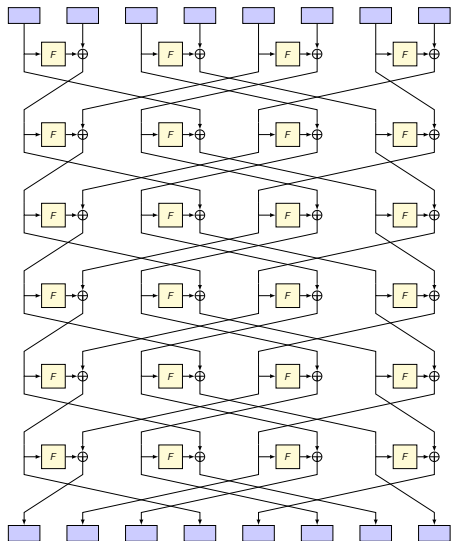
- How to construct a permutation?
- Challenging task
- Split the problem in half and iterate
- DES, Camellia, Simon, ...

Type-II Generalized Feistel Structure (GFS)

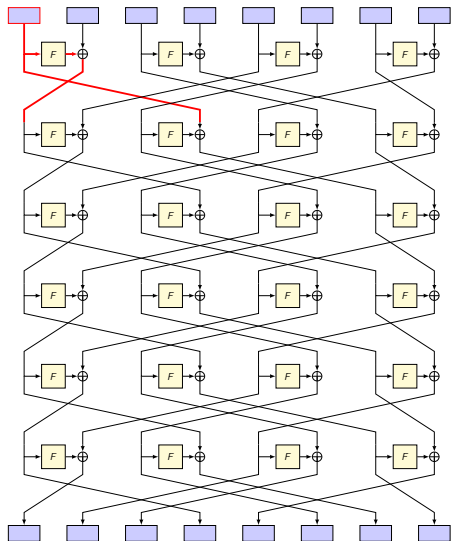


- Split into k blocks 
- $k/2$ parallel mini-Feistel functions  (easier to design)
- Then a block-wise permutation $\pi \in \mathcal{S}_k$: 
- CLEFIA ($k = 4$), Simpara ($k = 4, 6, 8$), TWINE ($k = 16$)
- Problem: Diffusion needs more rounds

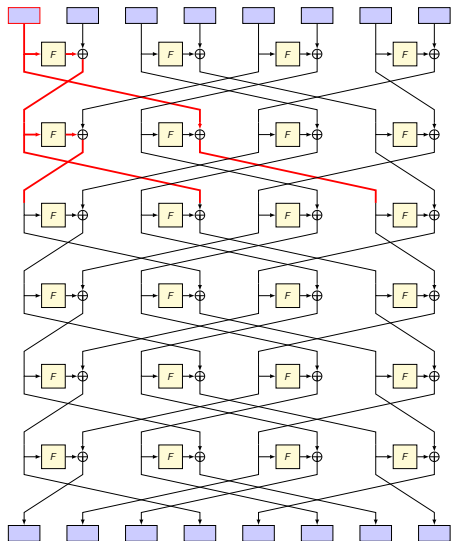
Maximum Diffusion Round (DR)



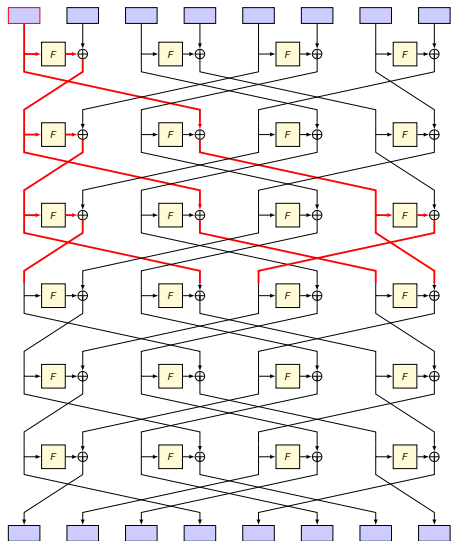
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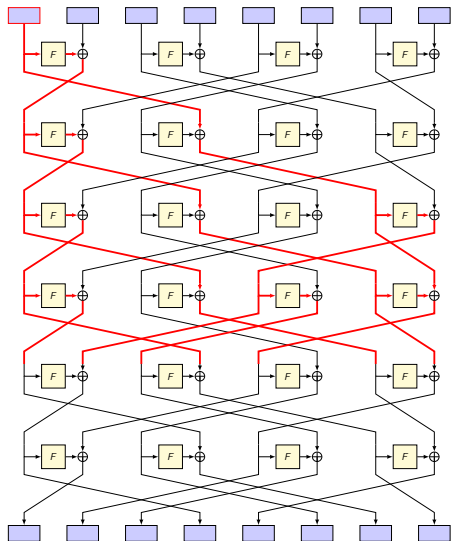
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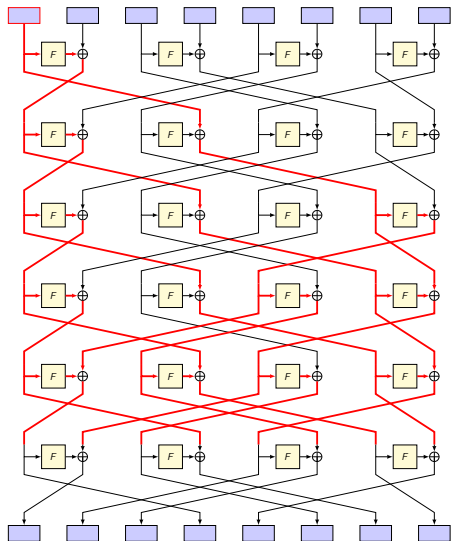
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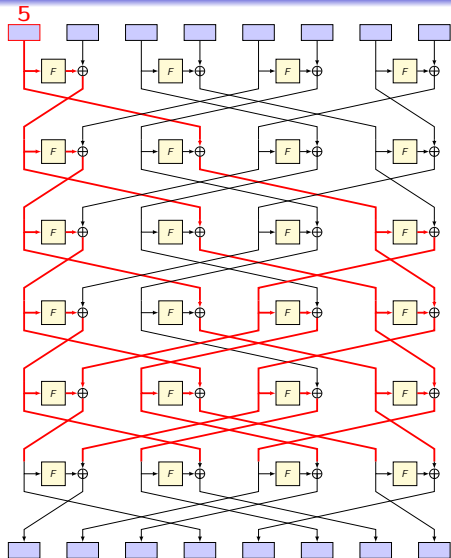
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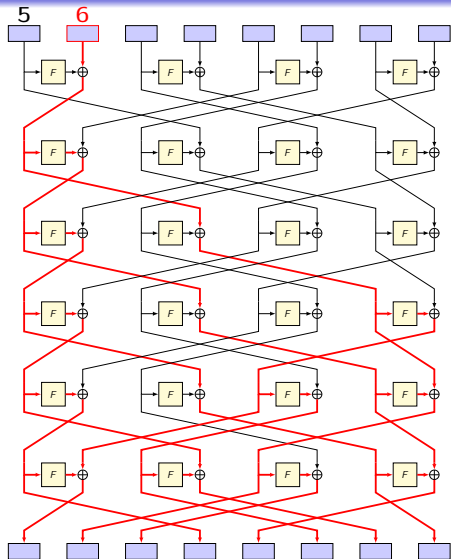
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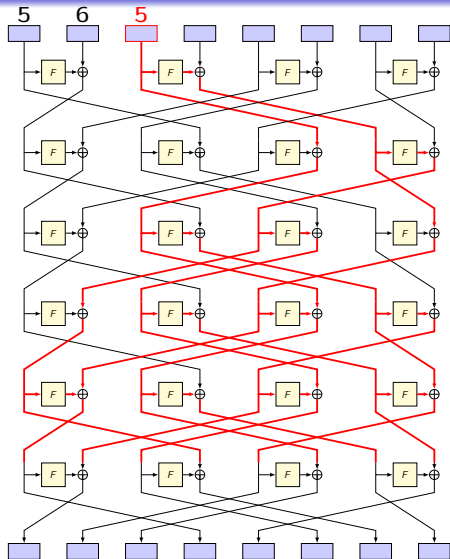
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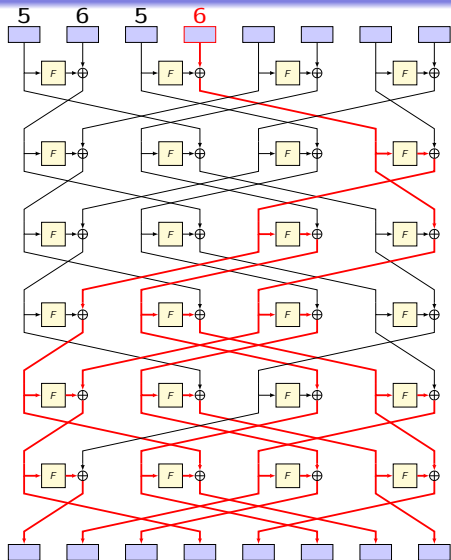
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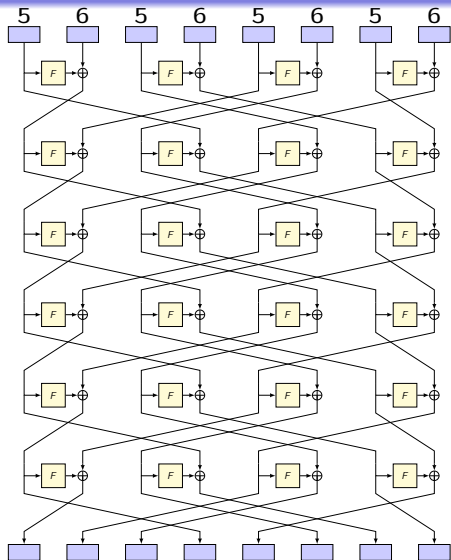
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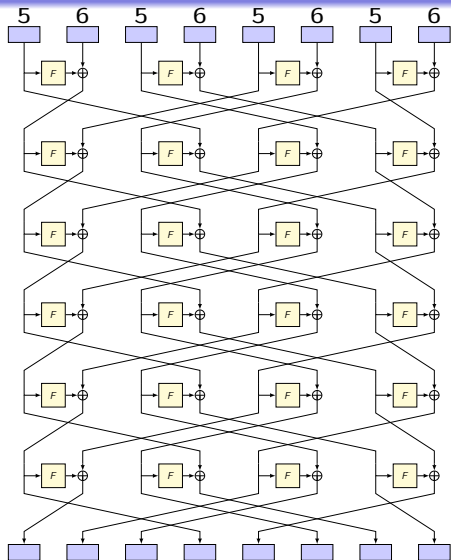
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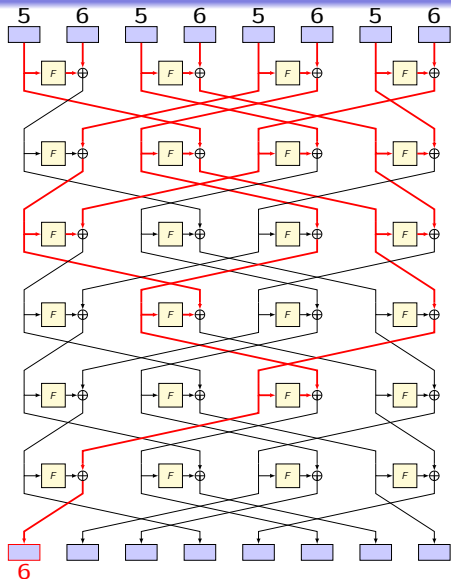


Maximum Diffusion Round (DR)



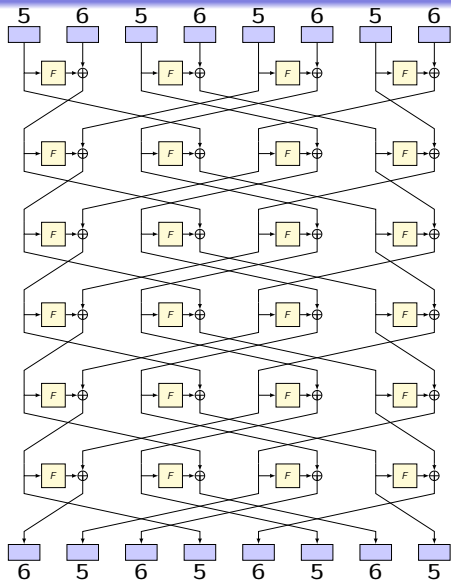
- Simple criterion
- Depends only on the permutation π
- Link with impossible differential and saturation attacks
- Encryption

Maximum Diffusion Round (DR)



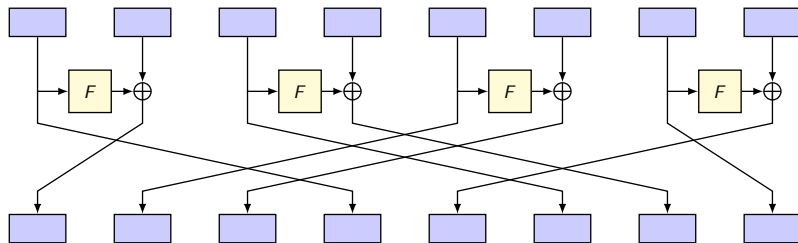
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Maximum Diffusion Round (DR)



- Simple criterion
- Depends only on the permutation π
- Link with impossible differential and saturation attacks
- Encryption AND Decryption
- here $DR(\pi) = 6$

Previous Works



- Suzuki and Minematsu, FSE 2010
- Focus on even-odd GFS (S_k^{eo})
- Exhaustive search for $k \leq 16$ blocks
- Power of two case : generic construction in $DR(\pi) = 2 \log_2 k$

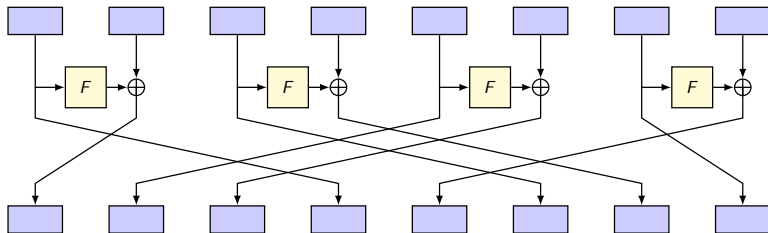
k	$DR(\text{rot})$	$\min DR(\pi)$
4	4	4
6	6	5
8	8	6
10	10	7
12	12	8
14	14	8
16	16	8

Our Contributions

- Constructive upper-bound on the number of even-odd GFS up to equivalence
- Exhaustive search for $k \leq 24$
- New criterion to reduce search space: Collision-free depth
- Power of two case: new permutations based on graph coloring
- Case of non even-odd permutations

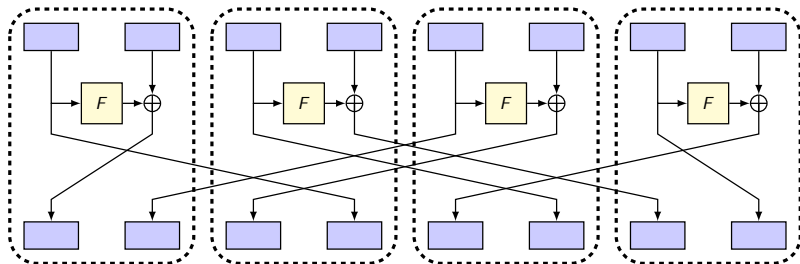
k	[SM10]	this paper
4	4	4
6	5	5
8	6	6
10	7	7
12	8	8
14	8	8
16	8	8
18		8
20		9
22		8
24		9
26		9
32	10	10
64	12	11
128	14	13

Equivalence of GFS



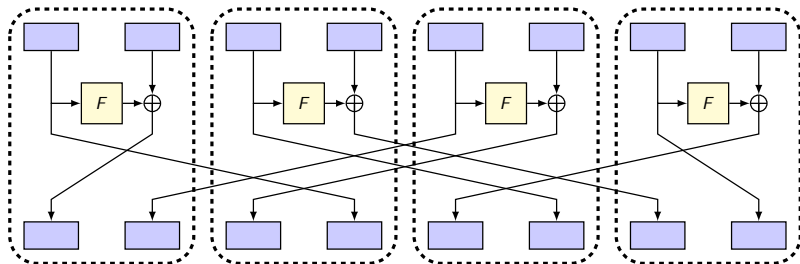
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Equivalence of GFS



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- Permutations of pairs: swap blocks in a pair-wise manner

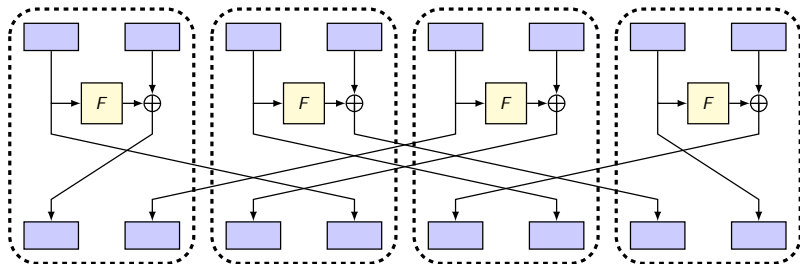
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$$\mathcal{S}_k^P := \{\varphi \in \mathcal{S}_k \mid \forall i \leq \frac{k}{2} - 1, \varphi(2i) \text{ is even and } \varphi(2i+1) = \varphi(2i) + 1\}$$

Equivalence of GFS



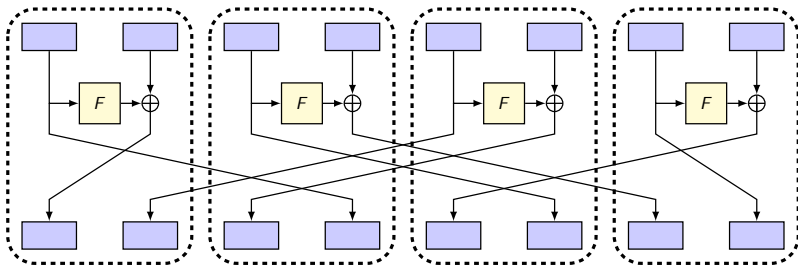
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- “Pair-equivalence”: \mathcal{S}_k^P acts on \mathcal{S}_k by conjugation

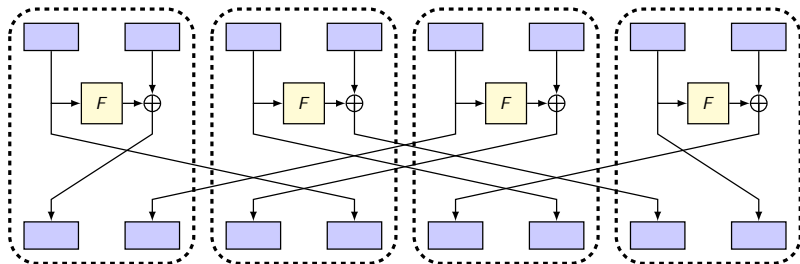
$$\pi_1 \equiv \pi_2 \text{ iff } \exists \varphi \in \mathcal{S}_k^P \text{ s.t. } \pi_1 = \varphi \circ \pi_2 \circ \varphi^{-1}$$

Number of **Even-odd** GFS up to Pair-equivalence



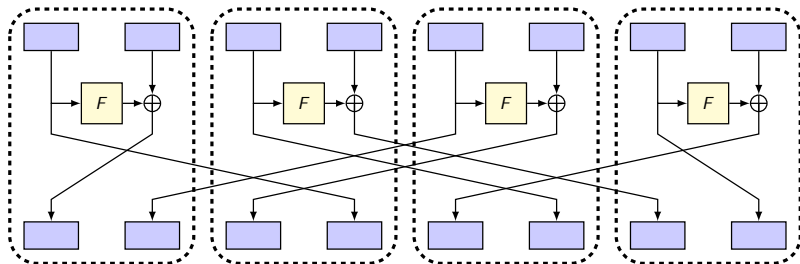
Bijection: $\left\{ \begin{array}{l} \mathcal{S}_{k/2} \times \mathcal{S}_{k/2} \rightarrow \mathcal{S}_k^{\text{eo}} \text{ (even-odd GFS)} \end{array} \right.$

Number of **Even-odd** GFS up to Pair-equivalence



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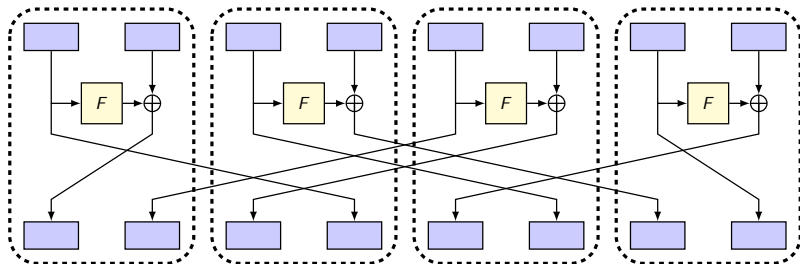
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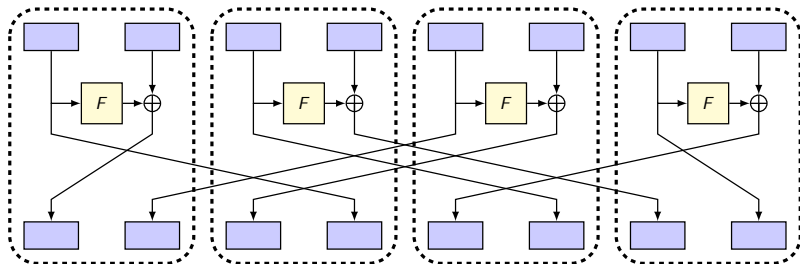


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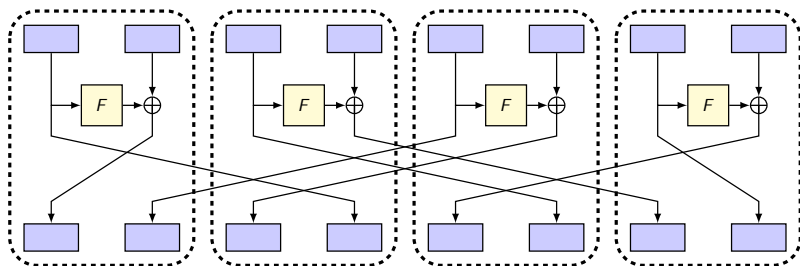


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$$(k/2)! \leq \text{number of classes} \leq N_{k/2} \cdot (k/2)!$$

- Number of conjugacy class in $\mathcal{S}_{k/2}$: $N_{k/2} = \mathcal{O}(e^{\pi\sqrt{k/3}})$

Exhaustive search of **Optimal** Even-odd GFS

k	$\min DR(\pi)$	Number of classes
6	5	1
8	6	2
10	7	3
12	8	32
14	8	23
16	8	13
18	8	2
20	9	2133
22	8	4
24	9	56

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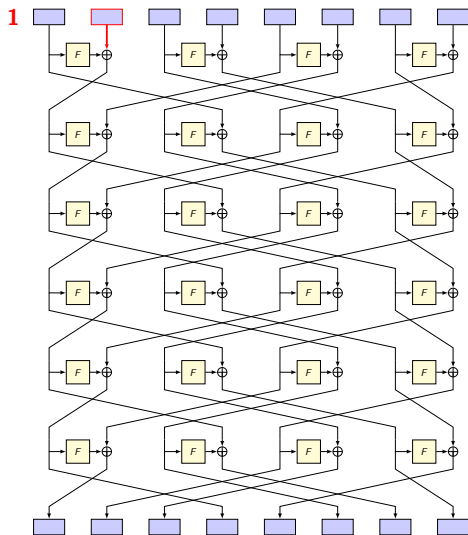
- What happens with $k = 18, 20$ and 22 ?

Exhaustive search of **Optimal** Even-odd GFS

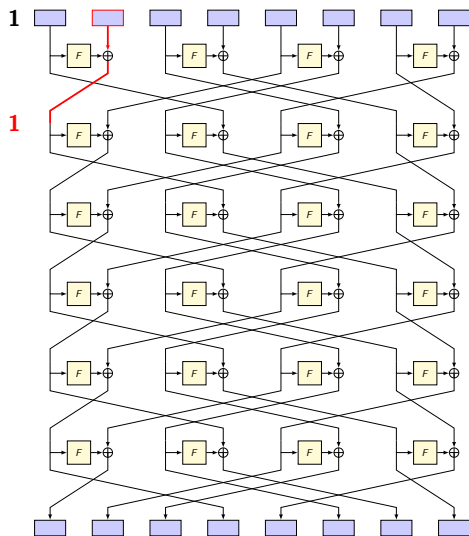
k	lower bound	$\min DR(\pi)$	Number of classes
6	5	5	1
8	6	6	2
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14	7	8	23
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- What happens with $k = 18, 20$ and 22 ? \rightarrow lower bound

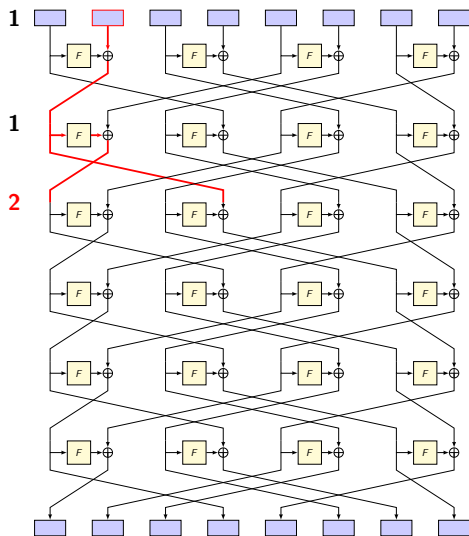
Lower Bound on the Diffusion Round of Type-II GFS



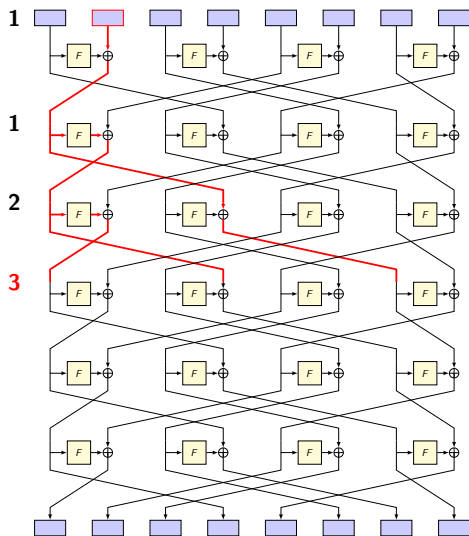
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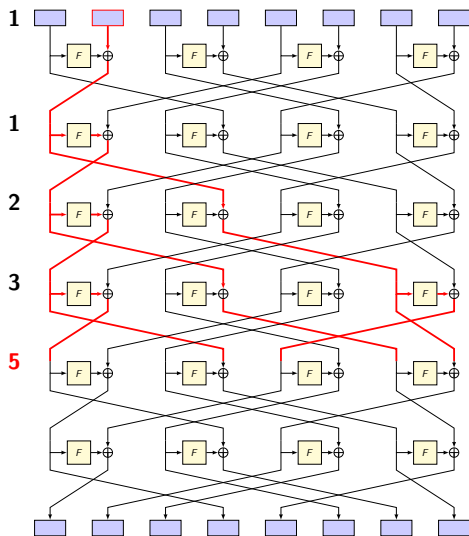
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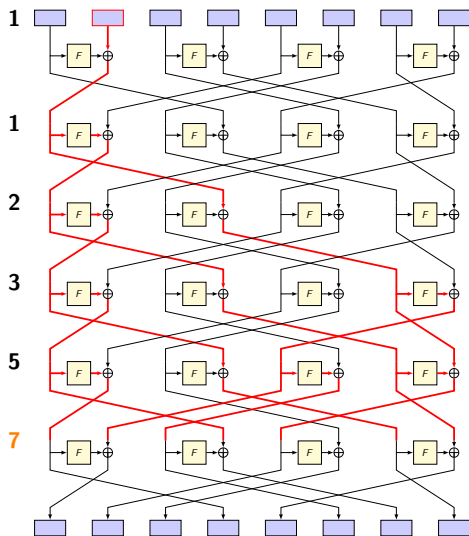


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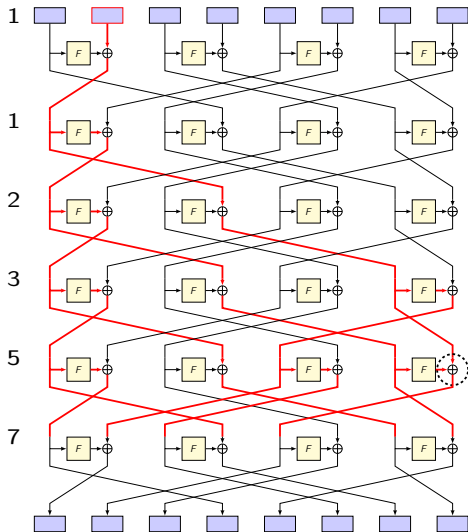
• Fibonacci Sequence

Lower Bound on the Diffusion Round of Type-II GFS



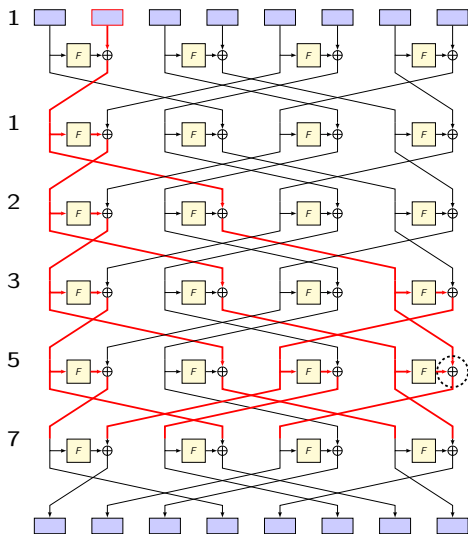
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Lower Bound on the Diffusion Round of Type-II GFS



- Fibonacci Sequence
- Until Collision

Lower Bound on the Diffusion Round of Type-II GFS



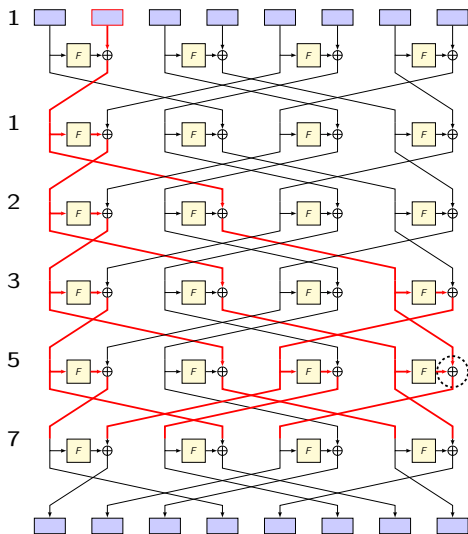
- Fibonacci Sequence

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- Lower Bound:
no collision happens

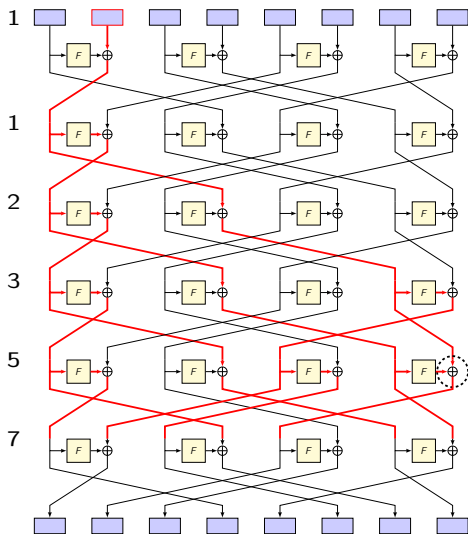
$$2 \cdot \text{Fib}(\text{DR}(\pi)) \geq k$$

New Idea for finding good GFS



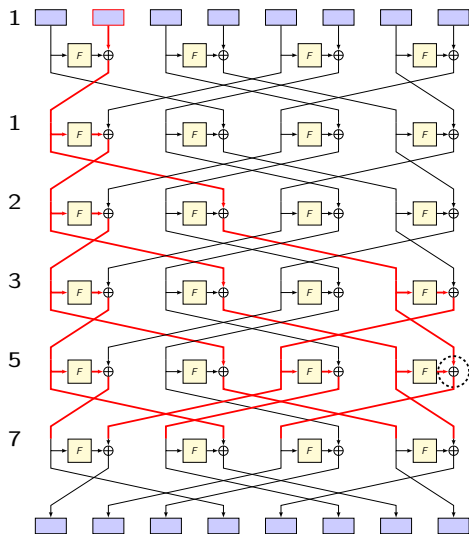
- $k > 26 \rightarrow$ exhaustive search intractable

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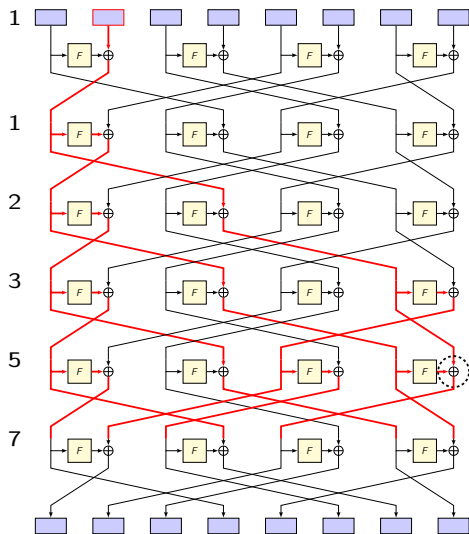
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Collision-free depth

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Collision-free depth
- here $CD(\pi) = 3$

Collision-free Depths of Optimal Even-odd Permutations

k	16		18	20				22	24		
$\min DR(\pi)$	8		8	9				8	8		
bound on CD	4		5	5				5	5		
$CD(\pi)$	3	4	3	2	3	4	5	5	3	4	5
# classes	9	4	2	165	1624	340	4	4	19	32	5

- Tradeoff between search space size and number of results

Interesting Case: $k = 26$

- Exhaustive search too expensive

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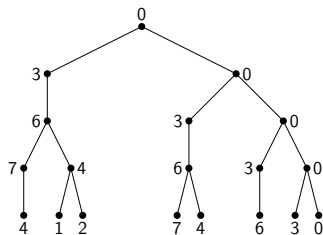
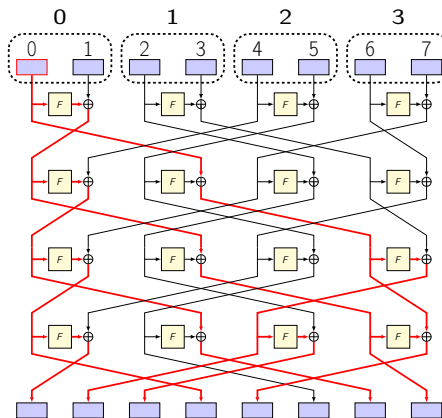
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- Random Search for $CD(\pi) = 3$: found $DR(\pi) = 9$

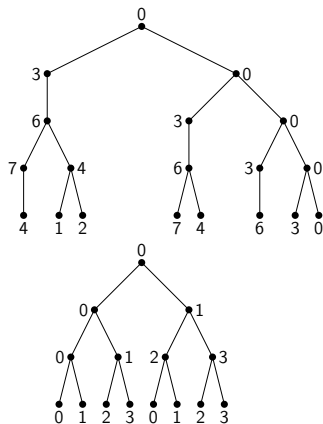
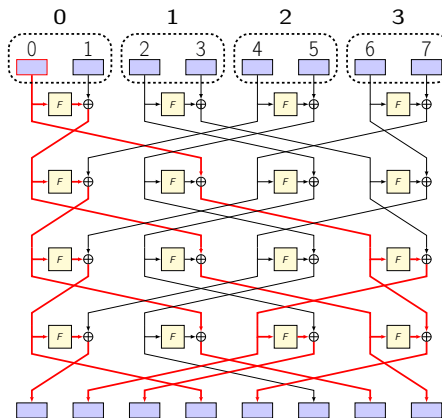
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- \Rightarrow This MUST be optimal

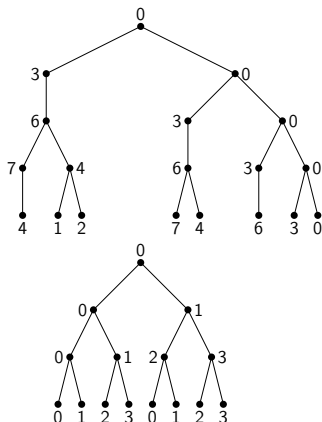
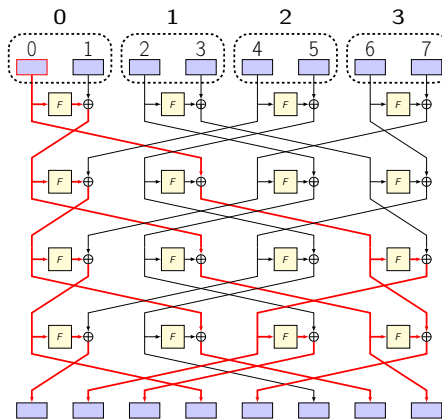
Tree and Block-Tree Representation



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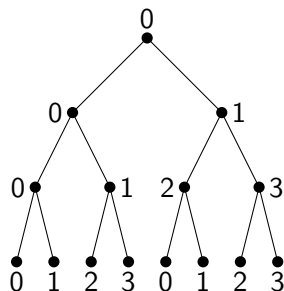


- Grouping blocks by pair is used in [SM10]

Pros and Cons of Block-Tree Representation

Pros:

- Balanced Binary Tree
- Fewer nodes
- Simpler structure

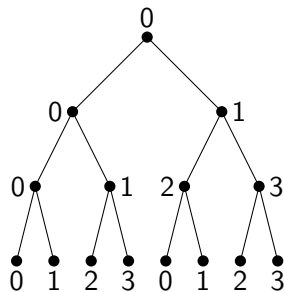
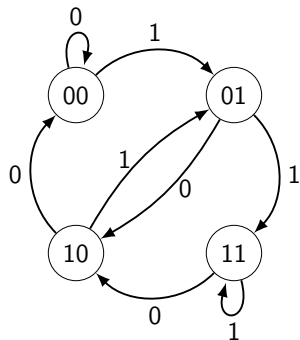


Cons:

- Does not uniquely represent a permutation π
- Where do even and odd nodes go within a block?

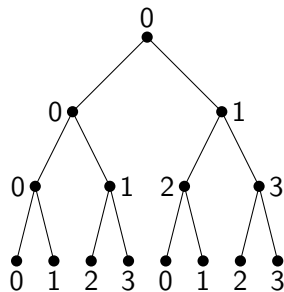
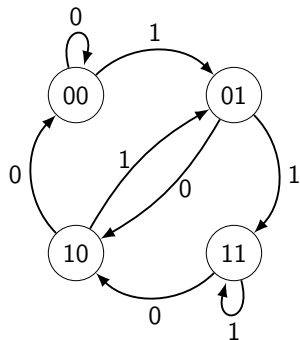
→ Need to specify it as an edge-colouring

Candidates yielding good GFS?



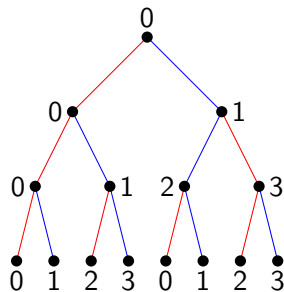
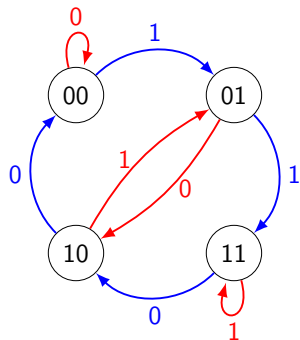
- De Bruijn graph used by [SM10]

Candidates yielding good GFS?



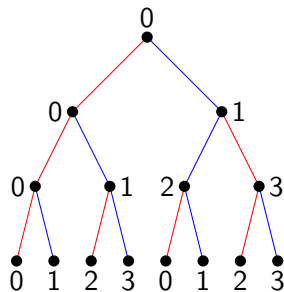
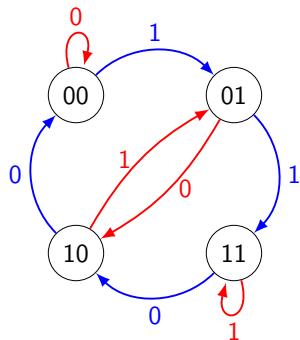
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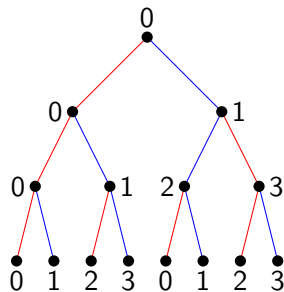
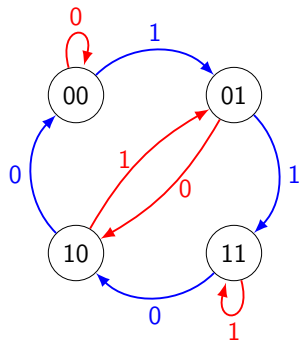
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k	[SM10]	this paper
8	6	6
16	8	8
32	10	10
64	12	11
128	14	13

Until now...

- Constructive upper-bound on the number of even-odd GFS up to equivalence
- Exhaustive search for $k \leq 24$
- New criterion to reduce search space: Collision-free depth
- Power of two case: new permutations based on graph coloring
- **Case of non even-odd permutations**

k	[SM10]	this paper
4	4	4
6	5	5
8	6	6
10	7	7
12	8	8
14	8	8
16	8	8
18		8
20		9
22		8
24		9
26		9
32	10	10
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- Exhaustive search $k \leq 20$: no result better than even-odds

- Study of type-II Generalized Feistel Structures
- Permutations up to pair-equivalence
- Constructive upper-bound
- Exhaustive search up to $k \leq 24$ (even-odd) or $k \leq 20$ (general)
- Permutations with no collision in the early rounds
- Improved Results for $k = 64$ and 128



Thank you for your attention.

Do you have any questions?