

Improved Key Recovery Attacks on Reduced-Round AES with Practical Data and Memory Complexities

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AES

- AES is the **best known and most widely used** secret key cryptosystem
 - Almost all secure connections on the Internet use AES
- Its security had been analyzed for more than **20 years**
- AES has either **10, 12, or 14** rounds depending on the key size (**128, 192, 256** bits)
- To date there is **no known** attack on full AES which is significantly faster than **exhaustive search**

Analyzing reduced round AES

- Interesting as a platform for **analyzing** the remaining security margins
- Several **Light Weight Cryptosystems and Hash functions** use 4 or 5 rounds AES as a building block
 - 4-Round AES: ZORRO, LED and AEZ
 - 5-Round AES: WEM, Hound and ELM-D

Analyzing reduced round AES

- There are 3 relevant parameters:
Time (T), Memory (M) and Data (D)
- To combine these 3 complexity measures it is common to summarize them as a single number $\max(T, M, D)$ defined as their **Total Complexity**

Best attacks on 5 round AES

- Only **a few techniques** led to successful attacks against 5-round AES

Technique	Complexity $\text{Max}(T, D, M)$	Year
Square	2^{32}	2000
Imp. Differential	2^{32}	2001
Yoyo	2^{32}	2017

Recent attacks on 5 rounds AES

- In 2017 a new technique ([the multiple-of-8 attack \[GRR, EC'17\]](#)) was proposed, and in 2018 Grassi had applied a special version of it ([the mixture-differentials attack](#)) to 5 round AES
- However, its complexity was **not better than previous attacks**

Best attacks on 5 round AES - updated

Technique	Complexity $\text{Max}(T, D, M)$	Year
Square	2^{32}	2000
Imp. Differential	2^{32}	2001
Yoyo	2^{32}	2017
Grassi	2^{32}	2018

Our new result

- Breaking the 20 years old 2^{32} barrier by a factor of **1000**:

Technique	Complexity $\text{Max}(T, D, M)$	Year
Square	2^{32}	2000
Imp. Differential	2^{32}	2001
Yoyo	2^{32}	2017
Grassi	2^{32}	2018
Our new result	2^{22}	2018

AES structure

- 10, 12, or 14 rounds, where each round of AES consists of:

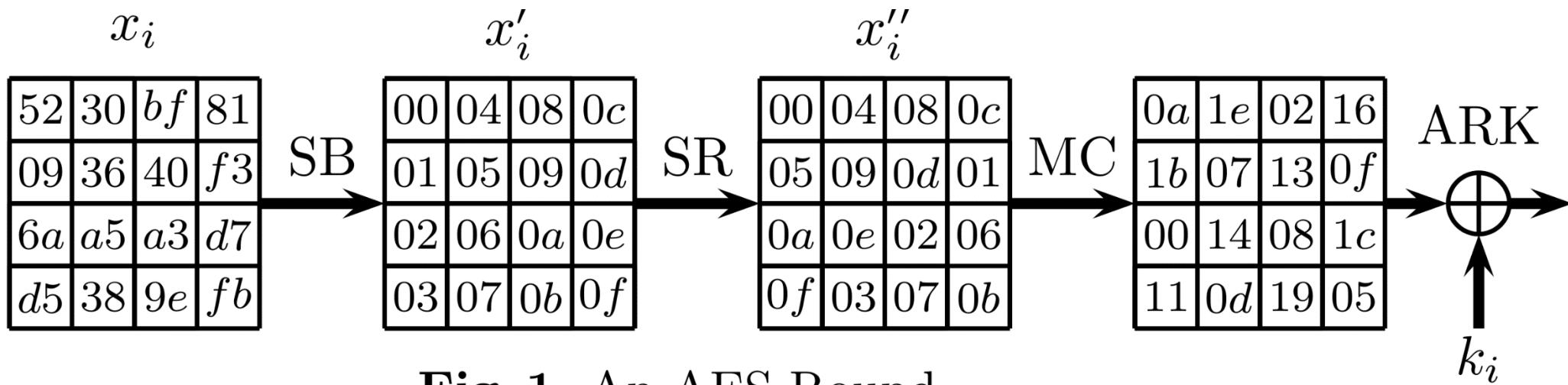
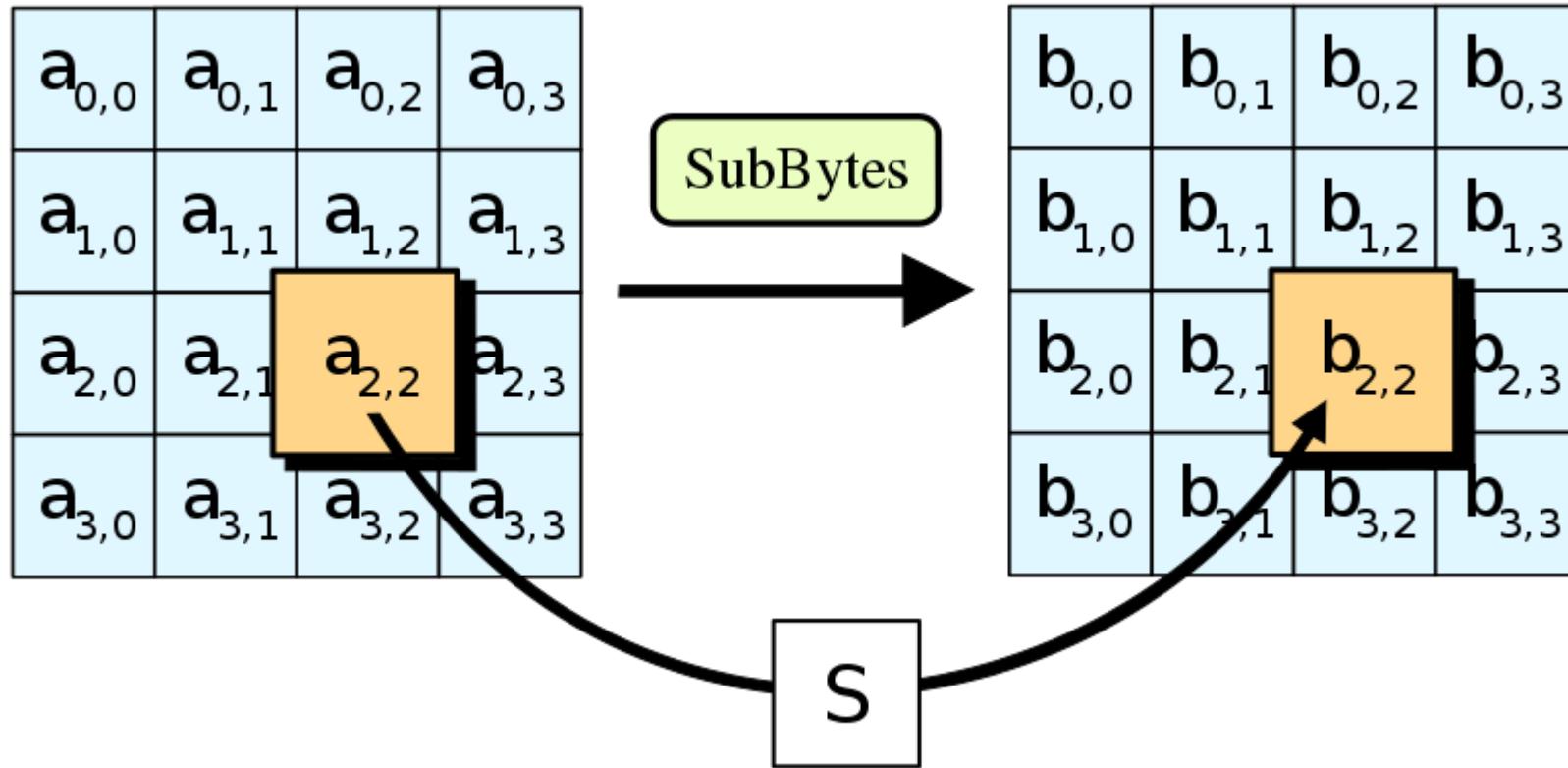


Fig. 1. An AES Round

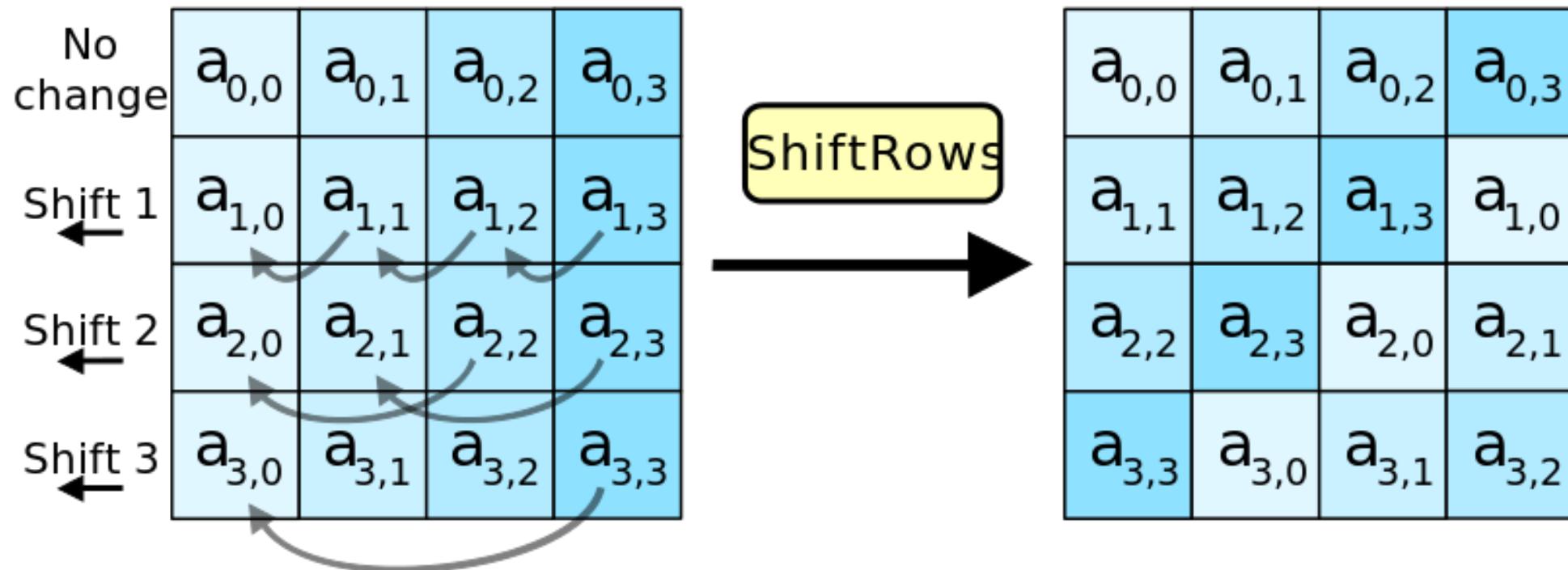
- Extra ARK operation before the first round
- No Mix Column in the last round

SB – SubBytes Operation



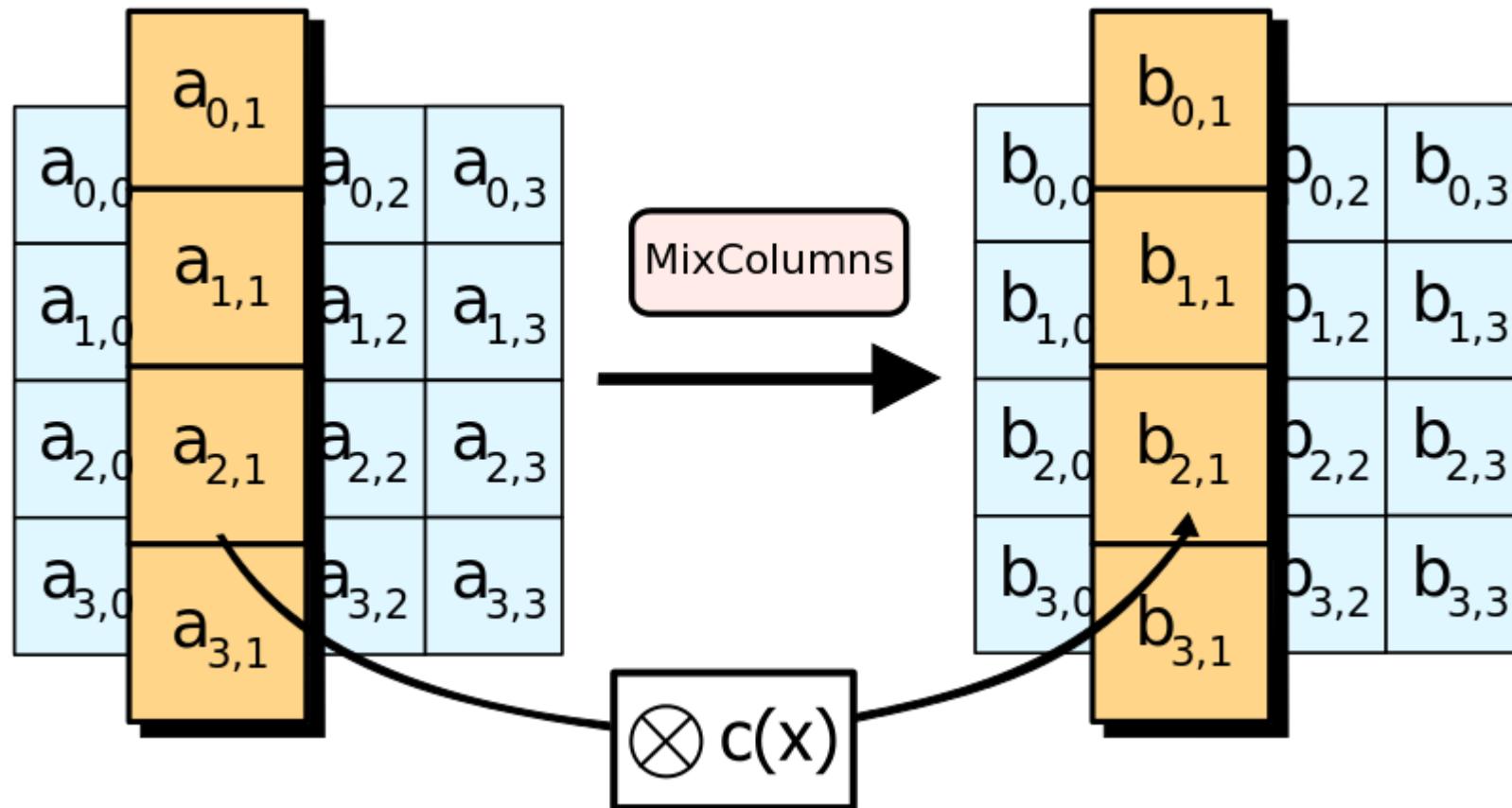
By User:Matt Crypto - Own work, Public Domain,
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SR – ShiftRows Operation



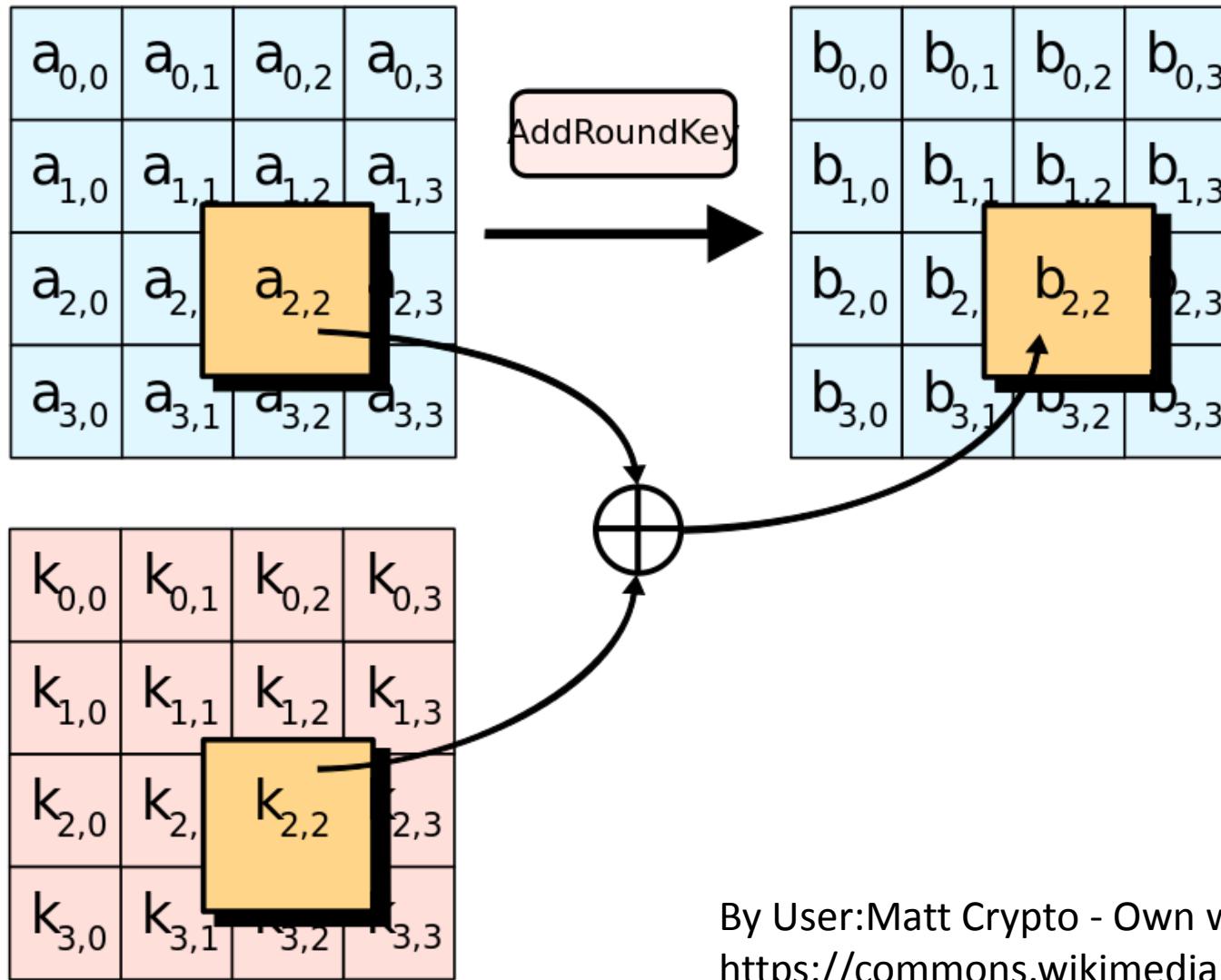
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MC – MixColumn Operation



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ARK – Add Round Key Operation



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The notation of mixtures (Grassi et. al 2017)

- What is a **mixture** of an AES state pair (x, y) ?

X

A1			
B1			
C1			
D1			

Y

A2			
B2			
C2			
D2			

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

The notation of mixtures (Grassi et. al 2017)

- What is a **mixture** of an AES state pair (x, y) ?

X

A1			
B1			
C1			
D1			

Z

A1			
B2			
C1			
D2			

Y

A2			
B2			
C2			
D2			

W

A2			
B1			
C2			
D1			

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

The notation of mixtures (Grassi et. al 2017)

- What is a **mixture** of an AES state pair (x,y)?

X

A1			
B1			
C1			
D1			

Y

A2			
B2			
C2			
D2			

Z

A1			
B2			
C1			
D2			

W

A2			
B1			
C2			
D1			

	Equal
	Specific Value
■	4 values Xor to 0
▨	Arbitrary Value

The notation of mixtures (Grassi et. al 2017)

- What is a **mixture** of an AES state pair (x, y) ?

X

A1			
B1			
C1			
D1			

Z

A1			
B2			
C1			
D2			

Y

A2			
B2			
C2			
D2			

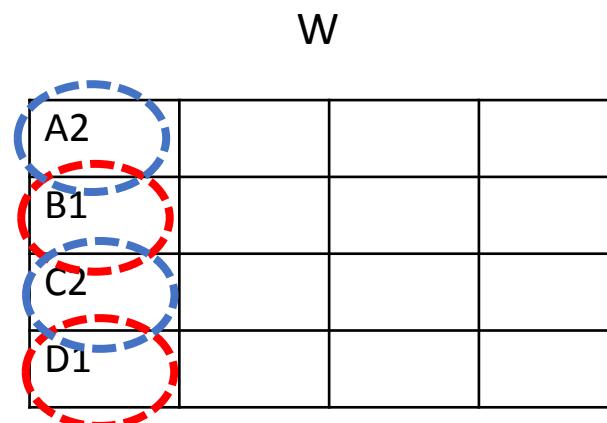
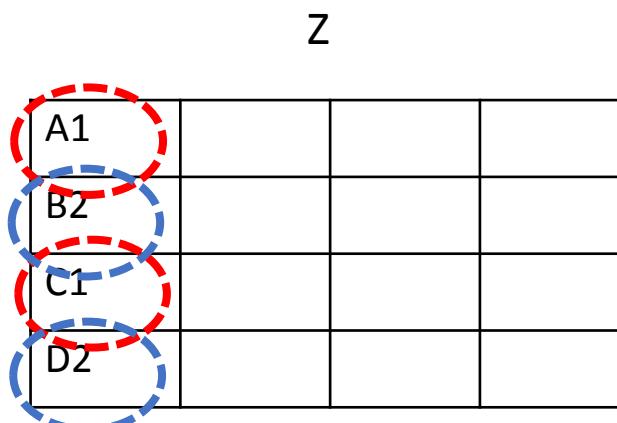
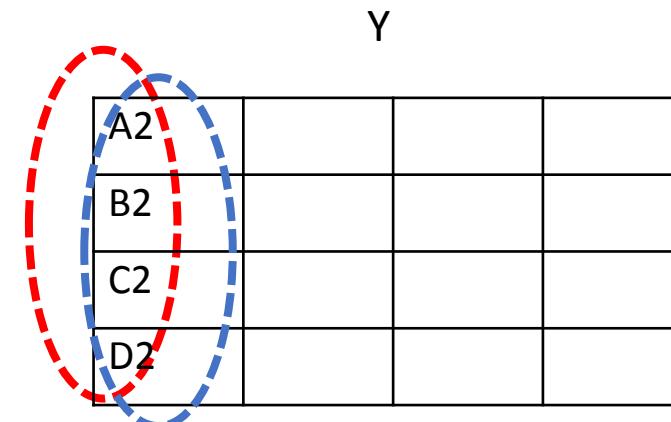
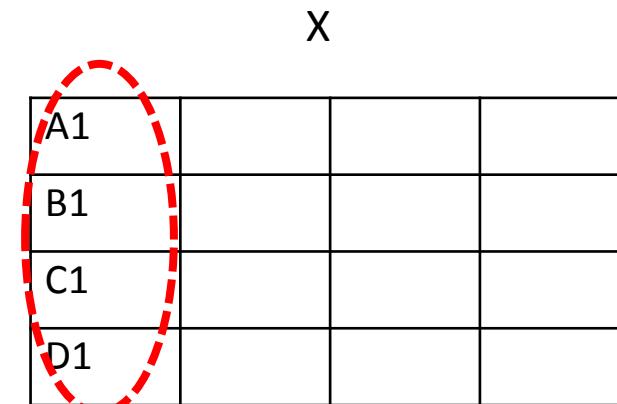
W

A2			
B1			
C2			
D1			

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

The notation of mixtures (Grassi et. al 2017)

- What is a **mixture** of an AES state pair (x,y)?



	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

The evolution of mixtures under AES

- Consider the following 4 inputs to round i

X

A1			
B1			
C1			
D1			

Z

A1			
B2			
C1			
D2			

Y

A2			
B2			
C2			
D2			

W

A2			
B1			
C2			
D1			

LET'S START!

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

The evolution of mixtures under AES

- Round i after **Sub Byte**

X

A1*			
B1*			
C1*			
D1*			

Z

A1*			
B2*			
C1*			
D2*			

Y

A2*			
B2*			
C2*			
D2*			

W

A2*			
B1*			
C2*			
D1*			

	Equal
A	Specific Value
■	4 values Xor to 0
▨	Arbitrary Value

The evolution of mixtures under AES

- Round i after Shift Rows

X

A1*			
			B1*
		C1*	
	D1*		

Z

A1*			
			B2*
		C1*	
	D2*		

Y

A2*			
			B2*
		C2*	
	D2*		

W

A2*			
			B1*
		C2*	
	D1*		

	Equal
A	Specific Value
4 values Xor to 0	
Arbitrary Value	

The evolution of mixtures under AES

- Round i after **Mix Column**

X

A1c	D1c	C1c	B1c
-----	-----	-----	-----

Y

A2c	D2c	C2c	B2c
-----	-----	-----	-----

Z

A1c	D2c	C1c	B2c
-----	-----	-----	-----

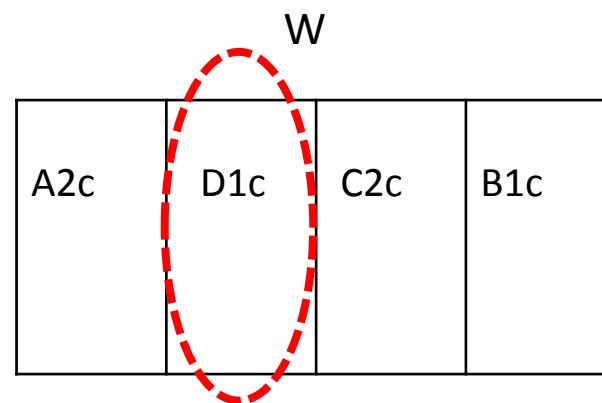
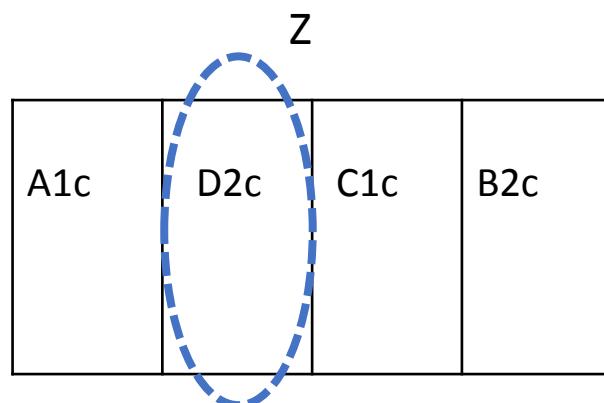
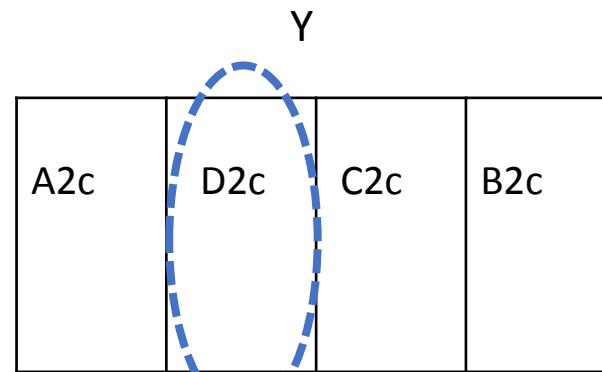
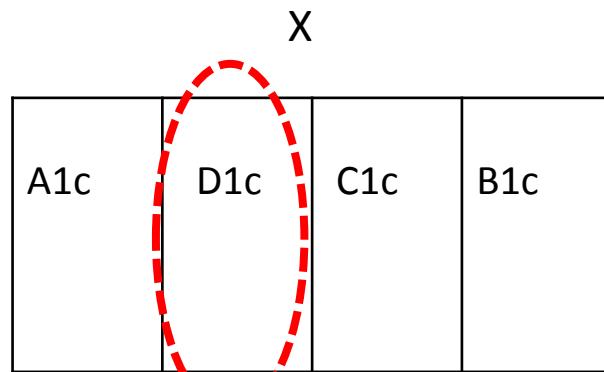
W

A2c	D1c	C2c	B1c
-----	-----	-----	-----

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

The evolution of mixtures under AES

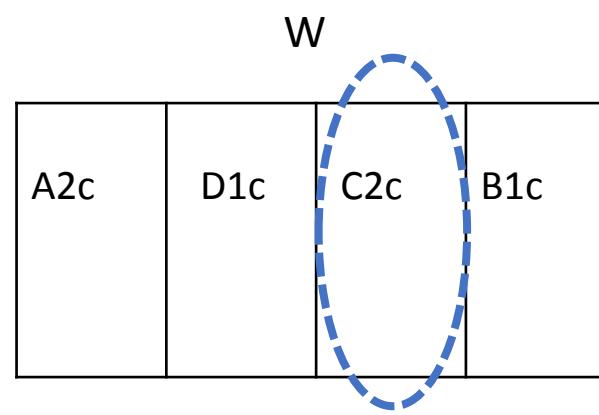
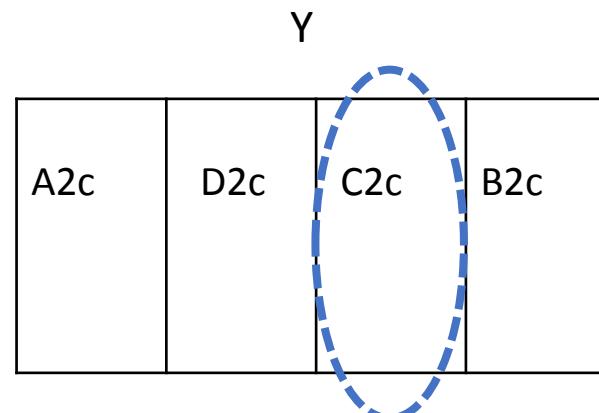
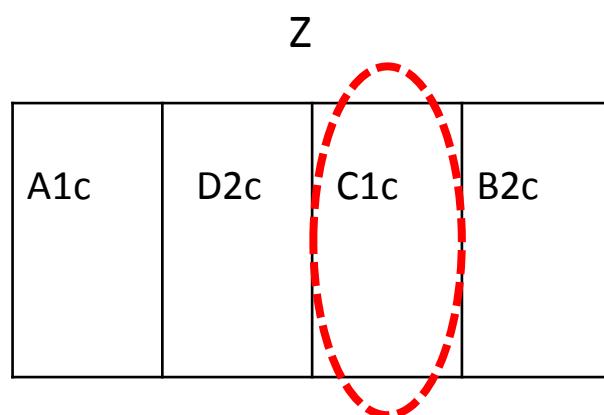
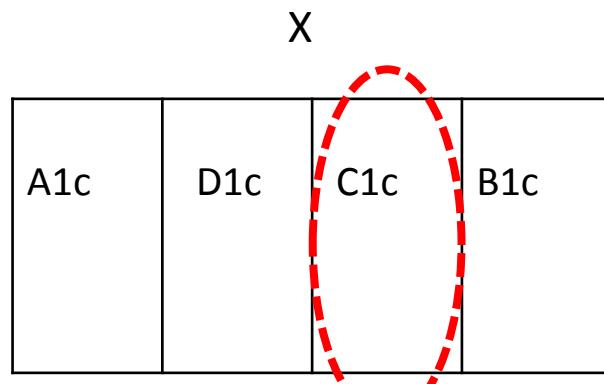
- Round i after **Mix Column**



	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

The evolution of mixtures under AES

- Round i after Mix Column



	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

The evolution of mixtures under AES

- Round i after **Add Round Key**

X

A1c*	D1c*	C1c*	B1c*
------	------	------	------

Y

A2c*	D2c*	C2c*	B2c*
------	------	------	------

Z

A1c*	D2c*	C1c*	B2c*
------	------	------	------

W

A2c*	D1c*	C2c*	B1c*
------	------	------	------

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

The evolution of mixtures under AES

- Input to round $i+1$

X

A1c*	D1c*	C1c*	B1c*
------	------	------	------

Y

A2c*	D2c*	C2c*	B2c*
------	------	------	------

Z

A1c*	D2c*	C1c*	B2c*
------	------	------	------

W

A2c*	D1c*	C2c*	B1c*
------	------	------	------



	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

The evolution of mixtures under AES

- Round $i+1$ after Sub Byte

X

A1c'	D1c'	C1c'	B1c'
------	------	------	------

Y

A2c'	D2c'	C2c'	B2c'
------	------	------	------

Z

A1c'	D2c'	C1c'	B2c'
------	------	------	------

W

A2c'	D1c'	C2c'	B1c'
------	------	------	------



	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

The evolution of mixtures under AES

- Implies weaker property in round $i+1$ after **Sub Byte**

X

■	■	■	■
■	■	■	■
■	■	■	■
■	■	■	■
■	■	■	■

Y

■	■	■	■
■	■	■	■
■	■	■	■
■	■	■	■
■	■	■	■

Z

■	■	■	■
■	■	■	■
■	■	■	■
■	■	■	■
■	■	■	■

W

■	■	■	■
■	■	■	■
■	■	■	■
■	■	■	■
■	■	■	■

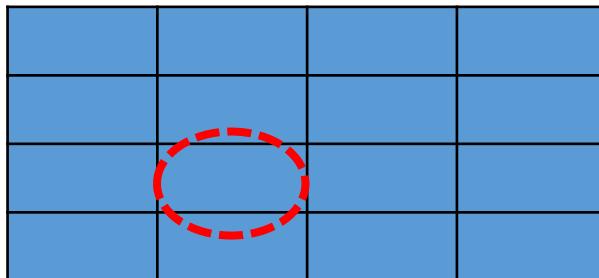


■	Equal
A	Specific Value
■	4 values Xor to 0
■■	Arbitrary Value

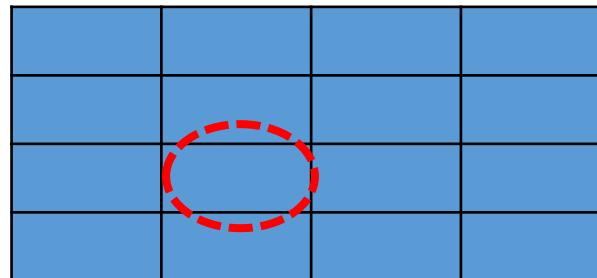
The evolution of mixtures under AES

- Implies weaker property in round $i+1$ after **Sub Byte**

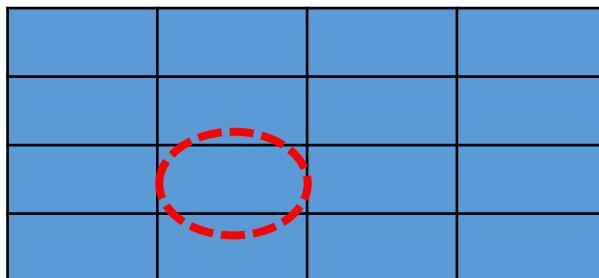
X



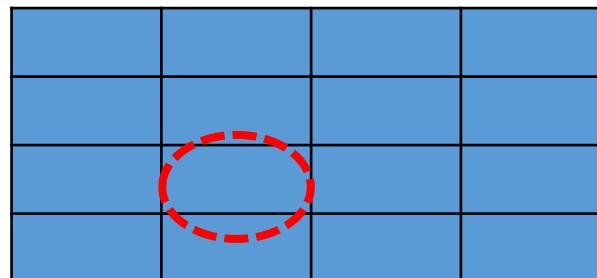
Y



Z



W



	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

The evolution of mixtures under AES

- Round $i+1$ after Shift Row, Mix Column and ARK

X

■	■	■	■
■	■	■	■
■	■	■	■
■	■	■	■
■	■	■	■

Y

■	■	■	■
■	■	■	■
■	■	■	■
■	■	■	■
■	■	■	■

Z

■	■	■	■
■	■	■	■
■	■	■	■
■	■	■	■
■	■	■	■

W

■	■	■	■
■	■	■	■
■	■	■	■
■	■	■	■
■	■	■	■

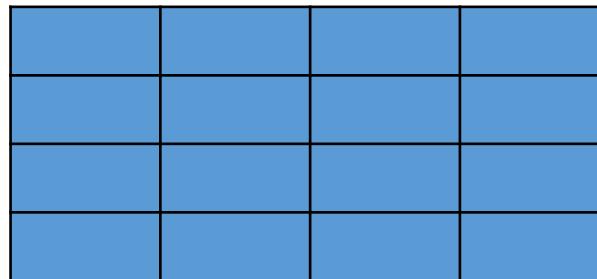


■	Equal
A	Specific Value
■	4 values Xor to 0
■■	Arbitrary Value

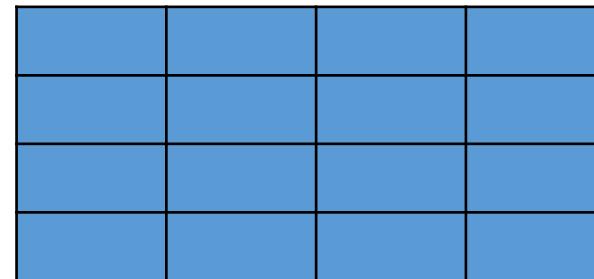
The evolution of mixtures under AES

- Input to round $i+2$

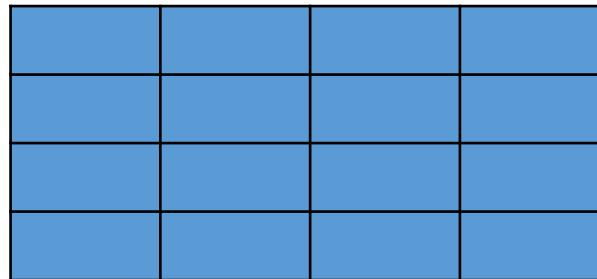
X



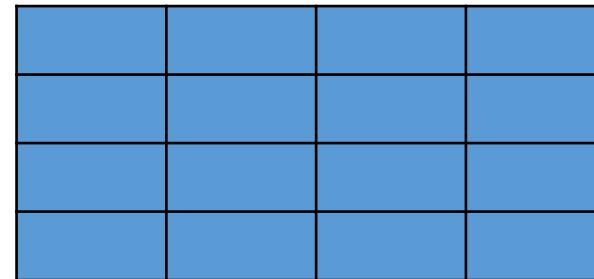
Y



Z



W



	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

Extending this property to 4 rounds

- Assume states (X, Y) are equal in one of their diagonals

X

A			
	B		
		C	
			D

Y

A			
	B		
		C	
			D



	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

Extending this property to 4 rounds

- Assume states (X, Y) are equal in one of their diagonals

X

A			
	B		
		C	
			D

Y

A			
	B		
		C	
			D

- Then: z

A'			
	B'		
		C'	
			D'

w

A'			
	B'		
		C'	
			D'



	Equal
A	Specific Value
Blue	4 values Xor to 0
Red	Arbitrary Value

Extending this property to 4 rounds

- Round $i+2$ after Sub Byte

X

A*			
	B*		
		C*	
			D*

Z

A'*			
	B'*		
		C'*	
			D'*

Y

A*			
	B*		
		C*	
			D*

W

A'*			
	B'*		
		C'*	
			D'*



	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

Extending this property to 4 rounds

- Round $i+2$ after Shift rows

X

A*	Red Diagonal Stripes			
B*	Red Diagonal Stripes			
C*	Red Diagonal Stripes			
D*	Red Diagonal Stripes			

Y

A*	Red Diagonal Stripes			
B*	Red Diagonal Stripes			
C*	Red Diagonal Stripes			
D*	Red Diagonal Stripes			

Z

A'*	Red Diagonal Stripes			
B'*	Red Diagonal Stripes			
C'*	Red Diagonal Stripes			
D'*	Red Diagonal Stripes			

W

A'*	Red Diagonal Stripes			
B'*	Red Diagonal Stripes			
C'*	Red Diagonal Stripes			
D'*	Red Diagonal Stripes			



	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

Extending this property to 4 rounds

- Round $i+2$ after Mix Column

X

A°				
B°				
C°				
D°				

Z

A''				
B''				
C''				
D''				

Y

A°				
B°				
C°				
D°				

W

A''				
B''				
C''				
D''				



	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

Extending this property to 4 rounds

- Round $i+2$ after Add Round Key

X

A*	Red Diagonal Stripes			
B*	White			
C*	Red Diagonal Stripes			
D*	Red Diagonal Stripes			

Z

A*''	Red Diagonal Stripes			
B*''	White			
C*''	Red Diagonal Stripes			
D*''	Red Diagonal Stripes			

Y

A*	Red Diagonal Stripes			
B*	White			
C*	Red Diagonal Stripes			
D*	Red Diagonal Stripes			

W

A*'''	Red Diagonal Stripes			
B*'''	White			
C*'''	Red Diagonal Stripes			
D*'''	Red Diagonal Stripes			



	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

Extending this property to 4 rounds

- Then in the input to round $i+3$ we get

X

A*	■	■	■	■
B*	■	■	■	■
C*	■	■	■	■
D*	■	■	■	■

Z

A*''	■	■	■	■
B*''	■	■	■	■
C*''	■	■	■	■
D*''	■	■	■	■

Y

A*	■	■	■	■
B*	■	■	■	■
C*	■	■	■	■
D*	■	■	■	■

W

A*'''	■	■	■	■
B*'''	■	■	■	■
C*'''	■	■	■	■
D*'''	■	■	■	■



KEEP
CALM
IT'S
ONLY
ROUND 3

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

Extending this property to 4 rounds

- Round $i+3$ after **sub byte**

X

A [^]	■■■■■■■■	■■■■■■■■	■■■■■■■■	■■■■■■■■
B [^]	■■■■■■■■	■■■■■■■■	■■■■■■■■	■■■■■■■■
C [^]	■■■■■■■■	■■■■■■■■	■■■■■■■■	■■■■■■■■
D [^]	■■■■■■■■	■■■■■■■■	■■■■■■■■	■■■■■■■■

Z

A [^]	■■■■■■■■	■■■■■■■■	■■■■■■■■	■■■■■■■■
B [^]	■■■■■■■■	■■■■■■■■	■■■■■■■■	■■■■■■■■
C [^]	■■■■■■■■	■■■■■■■■	■■■■■■■■	■■■■■■■■
D [^]	■■■■■■■■	■■■■■■■■	■■■■■■■■	■■■■■■■■

Y

A [^]	■■■■■■■■	■■■■■■■■	■■■■■■■■	■■■■■■■■
B [^]	■■■■■■■■	■■■■■■■■	■■■■■■■■	■■■■■■■■
C [^]	■■■■■■■■	■■■■■■■■	■■■■■■■■	■■■■■■■■
D [^]	■■■■■■■■	■■■■■■■■	■■■■■■■■	■■■■■■■■

W

A [^]	■■■■■■■■	■■■■■■■■	■■■■■■■■	■■■■■■■■
B [^]	■■■■■■■■	■■■■■■■■	■■■■■■■■	■■■■■■■■
C [^]	■■■■■■■■	■■■■■■■■	■■■■■■■■	■■■■■■■■
D [^]	■■■■■■■■	■■■■■■■■	■■■■■■■■	■■■■■■■■



KEEP
CALM
IT'S
ONLY
ROUND 3

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

Extending this property to 4 rounds

- Round $i+3$ after **Shift Rows** and before **Mix Column**

X

A [^]	Hatched		
Hatched	Hatched		
		C [^]	B [^]
D [^]	Hatched	Hatched	Hatched

Z

A' [^]	Hatched		
Hatched	Hatched		
		C' [^]	B' [^]
D' [^]	Hatched	Hatched	Hatched

Y

A [^]	Hatched		
Hatched	Hatched		
		C [^]	B [^]
D [^]	Hatched	Hatched	Hatched

W

A' [^]	Hatched		
Hatched	Hatched		
		C' [^]	B' [^]
D' [^]	Hatched	Hatched	Hatched



KEEP
CALM
IT'S
ONLY
ROUND 3

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

AES 4 Round Distinguisher

- Last round of AES has no Mix Column

X

A [^]	Red Diagonal Stripes		
Red Diagonal Stripes	Red Diagonal Stripes		
		C [^]	Red Diagonal Stripes
Red Diagonal Stripes	D [^]	Red Diagonal Stripes	Red Diagonal Stripes

Z

A' [^]	Red Diagonal Stripes		
Red Diagonal Stripes	Red Diagonal Stripes		
		C' [^]	Red Diagonal Stripes
Red Diagonal Stripes	D' [^]	Red Diagonal Stripes	Red Diagonal Stripes

Y

A [^]	Red Diagonal Stripes		
Red Diagonal Stripes	Red Diagonal Stripes		
		C [^]	Red Diagonal Stripes
Red Diagonal Stripes	D [^]	Red Diagonal Stripes	Red Diagonal Stripes

W

A' [^]	Red Diagonal Stripes		
Red Diagonal Stripes	Red Diagonal Stripes		
		C' [^]	Red Diagonal Stripes
Red Diagonal Stripes	D' [^]	Red Diagonal Stripes	Red Diagonal Stripes



	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

A 5 Round AES Attack (Grassi 18)

- Precede the **4 round** distinguisher with an **extra round before** it

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

A 5 Round AES Attack (Grassi 18)

- Precede the **4 round** distinguisher with an **extra round before** it
- We **encrypt** all possible values of A,B,C,D

A			
	B		
		C	
			D

	Equal
A	Specific Value
	4 values Xor to 0
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A			
	B		
		C	
			D

	Equal
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- Then as **input** to round **1** we get:

A'			
B'			
C'			
D'			

A 5 Round AES Attack [Grassi 18]

- We look for a “good ciphertext pair”, and get the plaintext

X ciphertext

A [^]	Red Diagonal Stripes		
Red Diagonal Stripes			B [^]
		C [^]	Red Diagonal Stripes
Red Diagonal Stripes	D [^]	Red Diagonal Stripes	Red Diagonal Stripes

X plaintext

A			
	B		
		C	
			D

Y ciphertext

A [^]	Red Diagonal Stripes		
Red Diagonal Stripes			B [^]
		C [^]	Red Diagonal Stripes
Red Diagonal Stripes	D [^]	Red Diagonal Stripes	Red Diagonal Stripes

Y plaintext

A'			
	B'		
		C'	
			D'

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

A 5 Round AES Attack [Grassi 18]

- For all 2^{32} possible key bytes: partially encrypt (AKR, SB, SR, MC)

X partial round encryption

A*			
B*			
C*			
D*			

X plaintext

A			
	B		
		C	
			D

Y partial round encryption

A'*			
B'*			
C'*			
D'*			

Y plaintext

A'			
	B'		
		C'	
			D'

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

A 5 Round AES Attack [Grassi 18]

- Create a state mixture Z, W

X partial round encryption

A*			
B*			
C*			
D*			

Z partial round encryption

A*			
B''*			
C*			
D'*			

Y partial round encryption

A'*			
B''*			
C'*			
D'*			

W partial round encryption

A'*			
B''*			
C'*			
D'*			

	Equal
A	Specific Value
■	4 values Xor to 0
▨	Arbitrary Value

A 5 Round AES Attack [Grassi 18]

- Partially decrypt Z and W

Z plaintext

A°			
	B°		
		C°	
			D°

Z partial round encryption

A^*			
B'^*			
C^*			
D'^*			

W plaintext

A''			
	B''		
		C''	
			D''

W partial round encryption

A'^*			
B^*			
C'^*			
D^*			

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

A 5 Round AES Attack [Grassi 18]

- Get Z and W ciphertexts, and check the equality condition

Z plaintext

A°			
	B°		
		C°	
			D°

Z ciphertext

?			
			?
		?	
	?		

W plaintext

A''			
	B''		
		C''	
			D''

W ciphertext

?			
			?
		?	
	?		

	Equal
A	Specific Value
	4 values Xor to 0
	Arbitrary Value

Our attack ideas

Attack	Complexity
Grassi's original attack	$T=2^{32}, D=2^{32}, M=2^{32}$

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Our attack ideas

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Our attack ideas

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Use precomputed table	$T=2^{29}, D=2^{24}, M=2^{24}$

Our attack ideas

Attack	Complexity
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Switch order to iterate over pairs	$T=2^{33}, D=2^{24}, M=2^{24}$
Use precomputed table	$T=2^{29}, D=2^{24}, M=2^{24}$
Smart selection of input structure	$T=2^{22}, D=2^{22}, M=2^{22}$

Idea 1 - Reduce Data: The good

- There are many mixtures, but we only need **one of them**
- Grassi used 2^{32} data
 - 2^{32} encryptions -> 2^{63} pairs -> 2^{31} good pairs
- We use only 2^{24} data
 - 2^{24} encryptions -> 2^{47} pairs -> 2^{15} good pairs
 - For each key and mixture type:
We have the mixture in **our data** with probability $(2^{24}/2^{32})^2 = 2^{-16}$
 - There are 2^{15} pairs and 7 mixture types:
We have a **good mixture** with probability $1-(1-2^{-16})^{(7*2^{15})} \sim 0.97$

Idea 1 - Reduce Data: The bad

- We can thus **reduce** the data complexity
- However, we need to **go over all** 2^{15} pairs
 - So now $T = 2^{32} * 2^{15} = 2^{47}$
- This is only a **time \ data tradeoff**:
 - We reduce the data by a factor of 2^8
 - While increasing the time by a factor of 2^{15}

Idea 2 – Switch Order: The good

- We can change the **order of operations**, iterating over all pairs of pairs:
 - If we have a **mixture** after ARK, SB , SR and MC operations:
$$X_0'' \oplus Y_0'' \oplus Z_0'' \oplus W_0'' = 0$$
 - Holds for each byte **separately**, depending on a **single key byte**
$$SB(X_{0,0} \oplus k_0) \oplus SB(Y_{0,0} \oplus k_0) \oplus SB(Z_{0,0} \oplus k_0) \oplus SB(W_{0,0} \oplus k_0) = 0$$
 - Can find a **suggestion** for each of the 4 key bytes **independently**
 - Take the **4 key bytes** and **check for mixture** after 1 round

Idea 2 – Switch Order: The bad

- For each pair of pairs (quartet) we can get a 4 key bytes suggestion with $4 * 2^8$ S-Box applications
 - 2^{24} encryptions -> 2^{47} pairs -> 2^{15} “good pairs”
 - 2^{29} quartets * 4 * 2^8 S box = 2^{39} S-Box ~ 2^{33} encryptions

Idea 3 - Precomputed Table

- We can use an optimized precomputed table
- Consider quartet of bytes of the form $(0, a, b, c)$
 - For each quartet we find a k such as:
$$SB(k) \oplus SB(a \oplus k) \oplus SB(b \oplus k) \oplus SB(c \oplus k) = 0$$
 - We get $(0, a, b, c)$ by $(0, y \oplus x, z \oplus x, w \oplus x)$
- We get a table of size 2^{24}
 - The order is irrelevant so we can arrange in increasing order:
save a factor of 6 to get $\sim 2^{(21.4)}$
 - Precomputation can be optimize to use $\sim 2^{24}$ S Box applications

Idea 4 – Smart Input Structure

- So far we get data and memory 2^{24} and time 2^{29}
- We can use just $2^{22.25}$ data by a smarter choice of input

A			
	B		
		C	

- E.g., A and B can get all 2^8 values each, C gets $2^{6.25}$ possible values
- We get a boost of 2^8 to the mixture probability from 2^{-63} to 2^{-55}
- **3 possible mixtures** instead of **7**, so in total $3 * 2^{-55}$

Experimental Verification of Our Attack

- We have **experimentally verified** our theoretic analysis
 - 4 possible amounts of data
 - 200 different keys for each amount
 - Calculated the partial and full key recovery probability

Amount Of Data	3 Byte recovery probability	Full Key recovery probability
2^{22}	0.5	0.031
$2^{22.25}$	0.715	0.187
$2^{22.5}$	0.935	0.715
2^{23}	1	1

Extending to 7 round AES

Technique	Rounds	Data	Memory	Time
Gilbert-Minier	7	2^{32}	2^{80}	2^{144}
Demirci-Selcuk	7	2^{99}	2^{98}	2^{99}
Demirci-Selcuk	7	2^{32}	$>2^{100}$	$>2^{100}$
Square	7 (192-bit)	2^{36}	2^{36}	2^{155}
Square	7 (256-bit)	2^{36}	2^{36}	2^{171}

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Square	7 (256-bit)	2^{36}	2^{36}	2^{171}
Mixture (our)	7 (192-bit)	2^{27}	2^{32}	2^{152}
Mixture (our)	7 (192+256)	2^{27}	2^{40}	2^{144}

Summary and open questions

- We broke a **20 year old attack complexity barrier** on 5 round AES, improving it by a factor of **1000**
- We obtained an improved “**practical data and memory**” attack on 7 round AES
- Is it possible to **extend** our new attacks to **larger** versions of AES?
- Can our results be used to **attack** schemes which use reduced 4/5 round AES as a **component**?