

# **CISC 468: CRYPTOGRAPHY**

## **LESSON 2: BASIC CONCEPTS AND HISTORICAL CIPHERS**

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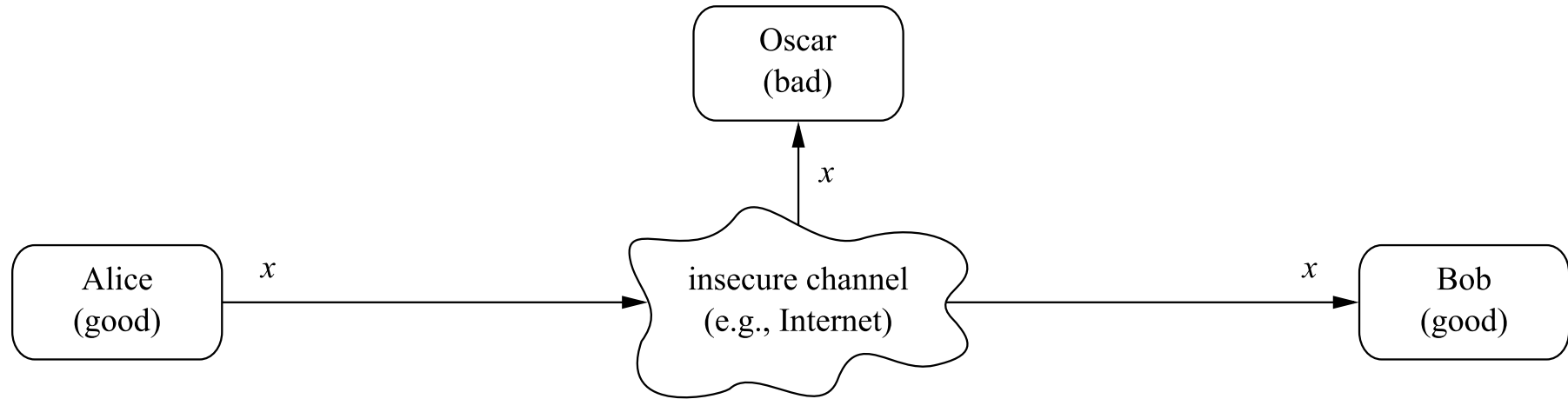
# **TODAY, WE WILL LEARN ABOUT...**

1. Examples of historical ciphers
2. Different types of attacks against encryption
3. Security requirements for encryption
4. Why you should only use well-established, well-scrutinized encryption algorithms

# READINGS

- Section 1.2 (Symmetric Cryptography), Paar & Pelzl
- Section 1.3 (Cryptanalysis), Paar & Pelzl
- Section 1.4.3 (Caesar Cipher), Paar & Pelzl

# COMMUNICATION OVER AN INSECURE CHANNEL

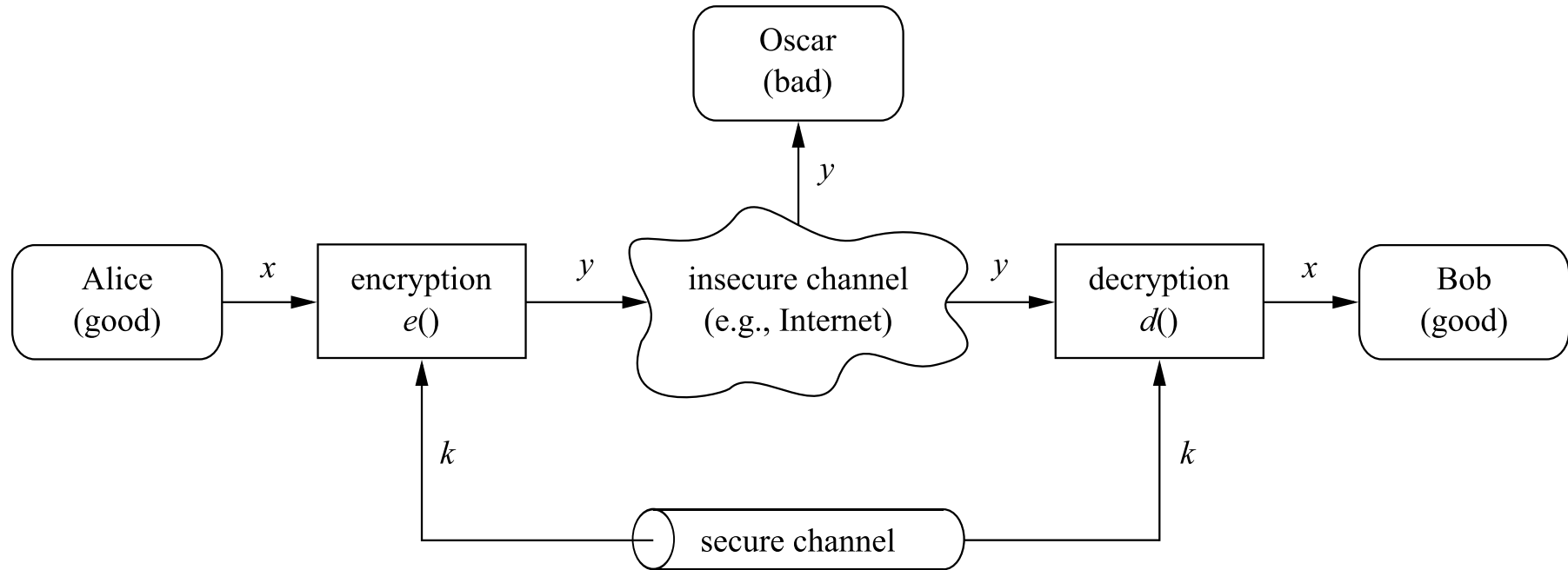


- **Goal:** Alice and Bob must securely exchange data
- **Problem:** The communication channel is insecure
  - An eavesdropper can intercept and read all data
- **Solution:** Before sending data, it must be transformed into a representation that is unintelligible to attackers

# ENCRYPTION AND DECRYPTION

- *Encryption algorithms* transform data (*plaintext*) into a form (*ciphertext*) that is unintelligible to eavesdroppers
- This operation is reversible using the corresponding *decryption algorithm*

# SYMMETRIC-KEY ENCRYPTION



- $e()$  and  $d()$  are parametrized by a secret key  $k$
- $k$  must be agreed upon in advance between Alice and Bob over a secure channel, e.g., in-person meeting

# CAESAR CIPHER

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>K</i>	<i>L</i>	<i>M</i>
0	1	2	3	4	5	6	7	8	9	10	11	12
<i>N</i>	<i>O</i>	<i>P</i>	<i>Q</i>	<i>R</i>	<i>S</i>	<i>T</i>	<i>U</i>	<i>V</i>	<i>W</i>	<i>X</i>	<i>Y</i>	<i>Z</i>
13	14	15	16	17	18	19	20	21	22	23	24	25

- Shift each plaintext letter by  $k$  positions to obtain the corresponding ciphertext letter; i.e., for  $x, y, k \in \mathbb{Z}_{26}$ ,

$$e_k(x) \equiv x + k \pmod{26},$$

$$d_k(y) \equiv y - k \pmod{26}.$$

- For  $k=1$ , the plaintext HELLO encrypts to IFMMP

# ANALYZING THE SECURITY OF THE CAESAR CIPHER (1)

*How many possible keys are there?*

- The number of possible keys (i.e., key space) must be great enough that an attacker should not be able to guess it
  - How does the attacker know that they have guessed the correct key?



# ANALYZING THE SECURITY OF THE CAESAR CIPHER (2)

*Given a ciphertext, can you deduce any information about the plaintext?*

- Given a ciphertext  $y$  but without knowing  $k$ , an attacker must be unable to deduce **any** information about the message  $x$
- The ciphertext must be **indistinguishable from randomly-generated data**
- Does the Caesar Cipher have this property?

# ANALYZING THE SECURITY OF THE CAESAR CIPHER (3)

*Given a plaintext-ciphertext pair, can you deduce any information about the key?*

- Given a plaintext-ciphertext pair  $(x, y)$  encrypted using  $k$ , an attacker should be unable to deduce any information about  $k$
- Does the Caesar Cipher have this property?

# SYMMETRIC-KEY CRYPTOSYSTEMS: DEFINITION

A symmetric-key cryptosystem can be defined by a five-tuple of finite sets  $(\mathcal{P}, \mathcal{C}, \mathcal{K}, \mathcal{E}, \mathcal{D})$ , where:

- $\mathcal{P}$  is the set of all possible plaintexts
- $\mathcal{C}$  is set of all possible ciphertexts
- $\mathcal{K}$  is the *key space*, or set of all possible keys
  - For the Caesar cipher,  $\mathcal{P} = \mathcal{C} = \mathcal{K} = \mathbb{Z}_{26}$
- $\mathcal{E} = \{E_k : k \in \mathcal{K}\}$  is a set of encryption functions parametrized by  $k \in \mathcal{K}$  where  $E_k : \mathcal{P} \rightarrow \mathcal{C}$
- $\mathcal{D} = \{D_k : k \in \mathcal{K}\}$  is a set of decryption functions parametrized by  $k \in \mathcal{K}$  where  $D_k : \mathcal{C} \rightarrow \mathcal{P}$
- For all  $k \in \mathcal{K}$  and  $x \in \mathcal{P}$ , we must have  $D_k(E_k(x)) = x$

# POLYALPHABETIC SUBSTITUTION CIPHERS

- The Caesar Cipher is monoalphabetic, because it uses a single substitution rule over the entire message
- Polyalphabetic ciphers use multiple substitution rules
  - i.e., the same plaintext letter may be assigned different substitutes in the same message
  - Earliest discussion dates back to Al-Qalqashandi (1355-1418)
  - The Enigma machine used in World War II was also a polyalphabetic substitution cipher

# VIGENÈRE CIPHER

- The Vigenère Cipher is a polyalphabetic substitution cipher, with  $\mathcal{P} = \mathcal{C} = \mathcal{K} = (\mathbb{Z}_{26})^m$  and  $m \in \mathbb{Z}, m > 1$
- For  $k \in \mathcal{K}$ , we have

$$E_k(x_1, \dots, x_m) = (x_1 + k_1 \bmod 26, \dots, x_m + k_m \bmod 26)$$

$$D_k(x_1, \dots, x_m) = (x_1 - k_1 \bmod 26, \dots, x_m - k_m \bmod 26)$$

- Equivalent to Caesar Cipher with a sequence of  $m$  keys
- For  $k=BCDEF$ , the plaintext HELLO encrypts to IGOPT
- What to do to encrypt plaintext that is longer than  $m$  letters?
  - What kind of attacks arise? Hint

# ANALYZING THE SECURITY OF THE VIGENÈRE CIPHER

1. How many possible keys are there?
2. Given a ciphertext, can you deduce any information about the plaintext?
3. Given a plaintext-ciphertext pair, can you deduce any information about the key?

# HOW LARGE OF A KEY SPACE IS LARGE ENOUGH?

Key Size (bits)	Key Space (Number of Keys)	Cracking Time @ $10^6$ trials/sec	Cracking Time @ $10^{18}$ trials/sec
32	$2^{32} = 4.3 \times 10^9$	$\sim 35$ mins	$\sim 2$ picoseconds
56	$2^{56} = 7.2 \times 10^{16}$	$\sim 1000$ years	$\sim 36$ milliseconds
128	$2^{128} = 3.4 \times 10^{38}$	$\sim 10^{24}$ years	$\sim 1.7 \times 10^{20}$ years

- Average time to brute-force a key:  $\frac{1}{2} \times \frac{\text{Number of keys}}{\text{Trials/sec}}$
- Bitcoin network hash rate:  $\sim 10^{20}$  Hashes/sec
- Age of the universe:  $1.38 \times 10^{10}$  years

# SECURITY OF CRYPTOSYSTEMS: GOALS

1. *Semantic security*: Given a ciphertext, any probabilistic polynomial-time algorithm cannot obtain any non-negligible information about the plaintext.
2. *Indistinguishability*: Given two plaintexts and one ciphertext, any adversary cannot make a better-than-random guess as to which of the two plaintexts was encrypted.
3. *Non-malleability*: Given a ciphertext corresponding to a plaintext, any adversary cannot construct a second ciphertext of a plaintext that is meaningfully related to the first.



# SECURITY OF CRYPTOSYSTEMS: ATTACK MODELS

- Ciphertext-only attack: Attacker has a collection of ciphertext
- Known-plaintext attack: Attacker has a collection of ciphertext-plaintext pairs
- Chosen plaintext attack: Attacker can obtain ciphertext corresponding to any plaintext of their choice
- Chosen ciphertext attack: Attacker can obtain plaintext corresponding to any ciphertext of their choice

# WHAT DO WE MEAN BY "SECURE" ALGORITHMS? (1)

- An algorithm that is *information-theoretically secure* is **impossible** to break, even with unlimited computing power
  - Theoretically possible, but impractical for real-world use

## WHAT DO WE MEAN BY "SECURE" ALGORITHMS? (2)

- An algorithm that is *computationally secure* is **infeasible** to break for a computationally bounded adversary
  - Practically feasible, thanks to the computational difficulty of inverting various mathematical or algorithmic operations, e.g., factoring large numbers (RSA)

# SECURITY BY DESIGN VS. SECURITY THROUGH OBSCURITY

*A cryptosystem should be secure even if an attacker knows everything about the system, with the exception of the secret key.*

Kerckhoffs' Principle

*The enemy knows the system.*

Claude Shannon

## DESIGN PRINCIPLE **P3**: OPEN-DESIGN

- Don't rely on secret designs or attacker ignorance
- Cryptographic algorithms are typically standardized following extensive scrutiny via global competitions
- The only secret should be the cryptographic key
  - However, avoid disclosing information that can lead to key compromise (e.g., timing data that may aid cryptanalysis)

# DESIGN PRINCIPLE **P9**: TIME-TESTED-TOOLS

- Golden rule of crypto: **Don't roll your own crypto**
  - Don't invent your own cryptographic algorithm
  - Don't write your own cryptographic library
  - ... Assuming you are not a cryptographer
- Widely-used, heavily-scrutinized mechanisms are less likely to retain flaws
- Use highly-vetted libraries like OpenSSL
  - Open-source may not be a silver bullet, but it has advantages

# RECAP

- At a high level, in order for a symmetric-key cryptosystem to be secure it must:
  - Offer a large enough keyspace that is computationally infeasible to do an exhaustive search on
  - Generate ciphertext that is computationally infeasible to distinguish from random data
    - Should not leak information about the plaintext or key
- It is computationally infeasible to do an exhaustive search on a keyspace of 128 bits
- Don't roll your own crypto — rely instead on publicly-scrutinized and time-tested algorithms