密碼工程quiz4

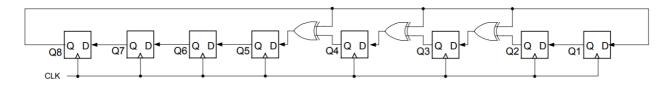
problem1

(a)

Yes, $x^8 + x^4 + x^3 + x^2 + 1$ is a primitive polynomial.

Theorem: Let c(x) be a characteristic polynomial of an LFSR of length n. Then c(x) is primitive polynomial iff every non-zero initial state of an LFSR produces a pseudorandom sequence of length 2^n-1 .

First of all, we use $x^8 + x^4 + x^3 + x^2 + 1$ to build an 8-bit LFSR. (like the circuit below)



Next, we start from the initial non-zero bit pattern: 00000001.

If LFSR can generate 255 (2^8 -1) different non-zero bit pattern, then it can support that $x^8 + x^4 + x^3 + x^2 + 1$ is a primitive polynomial.

I use python code to test. As a result, $x^8 + x^4 + x^3 + x^2 + 1$ is a primitive polynomial.

```
密碼工程\HW\HW4\problem1.py"

There are 255 different non-zero bit pattern
x^8 + x^4 + x^3 + x^2 + 1 is a primitive polynomial
```

(b)

The maximum cycle length is 2^m - 1, and m is the highest degree of the polynomial. In this problem, m=8.

Therefore, The answer is: $2^8 - 1 = 255$.

(c)

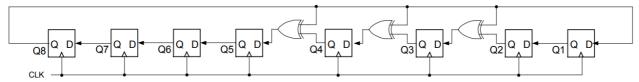
No, not all irreducible polynomials are primitive polynomials.

An irreducible polynomial is a polynomial that cannot be factored into the product of two non-constant polynomials over the same field. However, a primitive polynomial is a specific type of irreducible polynomial that generates a primitive element in a finite field extension. In other words, while all primitive polynomials are irreducible, not all irreducible polynomials are primitive. Primitive polynomials have an additional property of generating a primitive element in a field extension, which not all irreducible polynomials possess.

problem2

(a)

I use $x^8 + x^4 + x^3 + x^2 + 1$ as a characteristic polynomial to buld a LFSR (like the circuit below) to help me to generate the key.



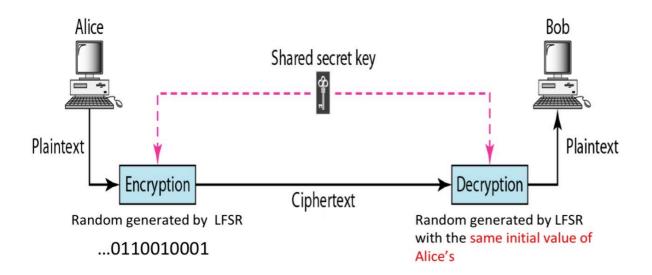
Next, convert plaintext to binary, and then calculate the length of it, which is also the length of the key.

We start from the initial state 00000001. Let the first bit stored in key. Then, make LSFR generate the next state. Repeat the process untill the length of key is enough. Finally, we can use the key to encrypt the plaintext.

ciphertext in binary and ciphertext:

```
cipertext:
@HØÑ;3³¦_ÆoÂ⣵¬ÛËOG©aST}ÅPmÛâú²¿ŏZP UÔÙ«f[sÿØn¶f]5gPý@>1`y²egÜuŏã+c<o®ÿ'E²IË"XCòãÛ81b20ŏ$¬ÿú²/FôUe«[áßQ:D
±Ýóߪ:Ûñ9è{°ôkÈ$j%m}ódç¢b&YìÖ´}Îÿº
8צW20Ô×8ï
"êQ¶Ñ¾GÙÏceaáàä³;¼ÑÏìî2>µOÿ@LºCÂUTÂÀ+.,ºBÚkÞì@¥ºÓØDG´j\KjÄWtÃõ÷
```

Subsequently, we start to decrypt the ciphertext. As professor taught in the class, we can know that the key of encryption and the key of decryption is the same.



Therefore, we use the key, which we generated before, to decrypt. plaintext in binary and plaintext:

plaintext:

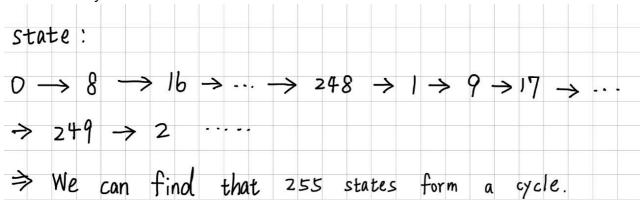
ATNYCUWEARESTRIVINGTOBEAGREATUNIVERSITYTHATTRANSCENDSDISCIPLINARYDIVIDESTOSOLVETHEINCREASINGLYCOMPLEXPROBLEMSTHATTHEWORLDF
ACESWEWILLCONTINUETOBEGUIDEDBYTHEIDEATHATWECANACHIEVESOMETHINGMUCHGREATERTOGETHERTHANWECANINDIVIDUALLYAFTERALLTHATWASTHEID
EATHATLEDTOTHECREATIONOFOURUNIVERSITYINTHEFIRSTPLACE

→ We can observe that the plaintext remains unchanged from the original. Therefore, my encryption is correct.

(b)

Starting from the first plaintext letter, we deduce the first bit of the initial state by performing an exclusive OR operation with 0 and the corresponding bit in the ciphertext. Moving forward to next letter, we determine the first bit of the 8th state by again performing an exclusive OR operation with 0 and the corresponding bit in the ciphertext. This process repeats until all plaintext letters are processed. Consequently, we observe that every 255 bits discovered constitute one cycle,

implying that 255 states create a cycle. Consequently, we can rearrange these 255 bits to form a key.



Since 255 bits can form a cycle, we can know that the length of LFSR is 8 (\because 2⁸-1 = 255). Then, we can list the equtation:

(a means the bit of key, and c is the parameter we want to solve)

```
\begin{split} a_n &= (a_{n+1}C_7 + a_{n+2}C_6 + a_{n+3}C_5 + a_{n+4}C_4 + a_{n+5}C_3 + a_{n+6}C_2 + a_{n+7}C_1 + a_{n+8}C_0) \bmod 2 \\ a_{n+1} &= (a_{n+2}C_7 + a_{n+3}C_6 + a_{n+4}C_5 + a_{n+5}C_4 + a_{n+6}C_3 + a_{n+7}C_2 + a_{n+8}C_1 + a_{n+9}C_0) \bmod 2 \\ . \\ . \\ . \\ . \\ a_{n+7} &= (a_{n+8}C_7 + a_{n+9}C_6 + a_{n+10}C_5 + a_{n+11}C_4 + a_{n+12}C_3 + a_{n+13}C_2 + a_{n+14}C_1 + a_{n+15}C_0) \end{split}
```

Once we solve the equation, then we can know the characteristic polynomial.

problem3

(a)

mod 2

I import **random** in my python code.

The code of Naive algorithm function:

```
def naive_algorithm():
    cards = [1, 2, 3, 4]
    for i in range(4):
        n = random.randrange(0, 4)
        cards[i], cards[n] = cards[n], cards[i]
    return cards
```

→ We iterate index i in ascending order. Swap index i and the random position n, which is chosen from between 0 and 3, in each iteration.

The code of fisher-yates shuffle function:

```
def fisher_yates_shuffle():
    cards = [1, 2, 3, 4]
    for i in range(3, 0, -1):
        n = random.randrange(0, i+1)
        cards[i], cards[n] = cards[n], cards[i]
    return cards
```

→ We iterate index i in descending order. Swap index i and the random position n, which is chosen from between 0 and i, in each iteration.

The result of Naive algorithm: The

The result of Fisher–Yates shuffle:

```
Naive algorithm:
                       Fisher-Yates shuffle:
(1, 2, 3, 4) : 38967
                       (1, 2, 3, 4) : 41384
(1, 2, 4, 3) : 39302
                       (1, 2, 4, 3) : 41756
(1, 3, 2, 4) : 39129
                       (1, 3, 2, 4) : 41769
(1, 3, 4, 2) : 55340
                       (1, 3, 4, 2) : 41480
(1, 4, 2, 3) : 43101
                       (1, 4, 2, 3) : 41724
(1, 4, 3, 2) : 34918
                       (1, 4, 3, 2) : 41861
(2, 1, 3, 4) : 39412
                        (2, 1, 3, 4) : 41781
(2, 1, 4, 3) : 58277
                       (2, 1, 4, 3) : 41564
(2, 3, 1, 4) : 54776
                       (2, 3, 1, 4) : 41618
(2, 3, 4, 1) : 54657
                       (2, 3, 4, 1) : 41500
(2, 4, 1, 3) : 43004
                       (2, 4, 1, 3) : 41870
(2, 4, 3, 1) : 43064
                       (2, 4, 3, 1) : 41371
(3, 1, 2, 4) : 42845
                       (3, 1, 2, 4) : 41712
(3, 1, 4, 2) : 42744
                       (3, 1, 4, 2) : 41699
(3, 2, 1, 4) : 35207
                       (3, 2, 1, 4) : 42021
(3, 2, 4, 1) : 42969
                       (3, 2, 4, 1) : 41569
(3, 4, 1, 2) : 43368
                       (3, 4, 1, 2) : 41528
(3, 4, 2, 1) : 38990
                       (3, 4, 2, 1) : 41628
(4, 1, 2, 3) : 31047
                       (4, 1, 2, 3) : 41465
(4, 1, 3, 2) : 35377
                       (4, 1, 3, 2) : 41978
(4, 2, 1, 3) : 35013
                       (4, 2, 1, 3) : 41223
(4, 2, 3, 1) : 30947
                       (4, 2, 3, 1) : 41808
(4, 3, 1, 2): 38726
                       (4, 3, 1, 2) : 41566
(4, 3, 2, 1) : 38820
                       (4, 3, 2, 1) : 42125
```

(b)

From the result, we can find that the Fisher-Yates shuffle generates permutations with a more evenly distributed range of values, while the naive algorithm appears to have a narrower range of permutation values for the same input sequence. Therefore, Fisher-Yates shuffle is better one, which can generate the true randomness.

(c)

Depending on how randomness is generated and swaps are performed, the naive algorithm may introduce biases. It will make the result not as random or uniformly distributed as desired, particularly when dealing with larger lists.