

CSC B58: Enigma Breakdown

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- Restricted Σ to be the collection of English uppercase characters.
- Added Enigma Decryption method.
- Started Input Restrictions section.

This document sets out to describe the components of the Enigma machine.

1 Introduction

Project Enigma sets out to imitate both the German *Enigma* text cipher machine.

This imitation of Enigma (which will henceforth be called the same name) creates a cipher of a character input by starting off with an initial set state, performing *alphabet shift arithmetic* to the character input based on that state and then ‘advancing’ the state. Finally, this shifted input is returned as output.

2 Components

Enigma consists of:

1. A set of rotors $\{R^i\}_{i=1}^n$, whose values cycle from $0 - 25$ ¹.

3 Encryption Algorithm

Define:

- The alphabet $\Sigma = \{\bar{a} : \bar{a} \text{ is an uppercase character in the English alphabet}\}$
- R_n to be a rotor with setting n . That is, R_n ’s value is n
- $\varphi_k \in \Sigma$ to be the k^{th} letter in the alphabet. (i.e. $\varphi_1 = b$)
- $g(R_n) = \begin{cases} R_{n+1}, & \text{if } n + 1 \leq 25 \\ R_0, & \text{if } n + 1 > 25 \end{cases}$

¹Currently, $n = 1$.

- $f(\varphi_k, R_n) = \begin{cases} \varphi_{k+n}, & \text{if } k+n \leq 25 \\ \varphi_{k+n-26}, & \text{if } k+n > 25 \end{cases}$

Then, the encryption algorithm is as follows:

1. $\omega := f(\varphi_k, R_n)$
2. $R_n := g(R_n)$

Where φ_k is assumed to be the *input* letter, and ω is the corresponding output of the Enigma machine.

In words, given the input letter φ_k , Enigma shifts φ_k the rotor position of R_n , subsequently incrementing R_n by one and then outputting the shifted letter ω .

4 Decryption Algorithm

Let the settings of the Enigma machine be similar to that in the encryption algorithm (i.e. If the starting position was R_3 , then set the starting position to R_3 .) Then, define:

- $\hat{f} : (\Sigma \times R) \mapsto \Sigma$
- $\hat{f}(\varphi_k, R_n) = \begin{cases} \varphi_{k-n}, & \text{if } k-n \geq 0 \\ \varphi_{k-n+26}, & \text{if } k-n < 0 \end{cases}$

Then, the decryption algorithm is:

1. $\omega := \hat{f}(\varphi_k, R_n)$
2. $R_n := g(R_n)$

Where φ_k is assumed to be the *encrypted* letter, and ω is the corresponding original input of the Enigma machine (but ω is what is outputted). This method is intuitively straightforward since the subscript subtraction represents a shift of the same magnitude in the opposite direction.

5 Input Restrictions on Enigma

These restrictions are applied for the convenience of the Bombe machine.

1. Every input sequence to be encoded must start with the sequence $\langle A, B, C \rangle$. This is so that there is a definite (easy) flag for which the Bombe machine can deduce a contradiction.