

Information Systems Security

Exercices Series 3 Correction : Historical Ciphers

October 13th, 2021

Exercise 1: Simple Encryptions and Decryptions

1. The "H" is replaced with a "M" (+ 5 letters).
Similarly, "E" becomes a "J", both "L" become "Q", and so on.
The complete ciphertext is "MJQQTBTWQI".
2. The key is "ILOVECRYPTGAHBDFJKMNQSUXZ". That means "A" is replaced with "I", "B" is replaced with "L", ...
We encrypt the "S" as a "M" ("S" is the 19th letter in the alphabet, and is replaced with the 19th letter of the key, which is "M"),
The "U" becomes a "Q",
The "B" becomes a "L",
And so on. We obtain the ciphertext "MQLMNPQNPNPDB".
3. The "E" was originally a "C" (as "E" is the third character of the key, that was originally the third character of the alphabet)..
Similarly, the "O" was a "I", the "H" was a "P", ...
We find the original message : "ciphertext".
4. We have $Y+C = 24+2 \bmod 26 = 26 \bmod 26 = 0 = A$,
then $O+E = 14+4 \bmod 26 = 18 = S$,
 $U+N = 20+13 \bmod 26 = 33 \bmod 26 = 7 = H$,
And so on.
We find the following cipher : "ASHCCRGSGIZE".
5. We have $X-P = 23-15 \bmod 26 = 8 = I$,
 $I-I = 8-8 \bmod 26 = 0 = A$,
 $W-K = 22-10 \bmod 26 = 12 = M$,
 $A-A = 0-0 \bmod 26 = 0 = A$,
 $R-C = 17-2 \bmod 26 = 15 = P$,
 $V-H = 21-7 \bmod 26 = 14 = O$,
 $E-U = 4-20 \bmod 26 = -16 \bmod 26 = 10 \bmod 26 = K$,
And so on.
The original message was "IAMAPOKEMONMASTER".

Exercise 2 : Breaking Monoalphabetical Ciphers

1. The most simple way is to test all possibilities. We can easily see that for keys 1,2 and 3, that would be a message that can be understood. For example, if we suppose the key was 1 (each letter was replaced by the next one), then the first word would have been "VHFXULWB". That doesn't seem like the message. Same thing for keys 2 and 3.
But for key $k=4$, we find as first word "SECURITY". That seems like our meaningful message. With that key, we obtain the full message "SECURITY IS GUARANTEED WITH THIS CIPHER" (and it seems Caesar underestimated you).
2. With frequential analysis, for example with the english language, we know that the "E" has by far the biggest frequency. So we can imagine that the letter that is the most frequent in the cipher was originally a "E". We can even compute distances with every frequency in our ciphertext to find which key is the most probable (the same way as the frequential analysis in vigenere, in exercise 3).
3. By analysing the text and the specific structures (if we still have punctuation, we can analyse what letters are a word by themselves, or are alone after/before an apostrophe, or which letters are doubled in some words, etc...), and by comparing frequencies with the ones of the expected language, we can easily find the most frequent letters like "e" or "a" or "s" for example. With the help of smaller words, we can easily find a few letters. As soon as we have a few letters, we can find the rest by completing words that are missing only one or two letters. That allows us to break monoalphabetical encryption by hand in a few minutes (aside from counting frequencies).
4. As these two encryption methods are easily breakable by hand, they're not secure at all.

Exercise 3 : Breaking Vigenere's Cipher

The original key was "DREAD" (Though with the formula, you're supposed to find the key "DREADDREAD" of length 10).

The original text was the following :

"the metroid games are a series of video games produced by nintendo one of the company's most successful franchises the series popularity spans several nintendo consoles with the first game metroid released in nineteen eighty six for the nintendo entertainment system the metroid games chronicle the missions of bounty hunter samus aran in a science fiction setting which contains many similarities to the alien film franchise central plot elements are the metroid organisms and the space pirates which try to exploit the metroid's power the game play combines an adventure based on exploration and item gathering with platformer and shooter dynamics the metroid games are famous for their non linear game play where one can complete a game with a fraction of the items available in the game there are over a dozen games in the series

this includes five main games: *Metroid*, *Metroid II: Return of Samus*, *Super Metroid*, *Metroid Fusion*, and *Metroid Dread*. Two spin-off games for the Nintendo DS family, *Metroid Prime Pinball* and *Metroid Prime: Federation Force*, are first-person adventure games with wireless and online multiplayer. *Metroid Prime Hunters*, *Metroid Prime Trilogy*, *Metroid Prime: The Two Echoes*, and *Metroid Prime: The Corruption* and *Metroid: Other M* as well as various other ports and remakes.”

Conclusion : Vigenere’s cipher is not really secure either (unless you use it as a one-time pad method with keys of the same length as the text used only once).