Speed Comparison of Bitwise Hill Cipher

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CECS 625 Parallel Programming
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7 April 2013

Intro – The hill cipher is a basic encryption technique that involves the generation of an *n*-by-*n* matrix that serves as the key for the encryption operation. The operation is then performed by multiplying the key by the plaintext in order to obtain the ciphertext; $Ax = b \ (mod\ m)$, where A is the encryption key, x is the plaintext vector, and b is the resulting ciphertext vector. For the decryption operation, A^{-1} will be multiplied by each vector of ciphertext to result in the original plaintext message; $A^{-1}y = c \ (mod\ m)$, where A^{-1} is the inverse of the encryption key, y is the vector of ciphertext, and c is the resulting plaintext.

Project – this project serves as a proof-of-concept for a modified implementation of a hill cipher using two matrix multiplication algorithms: Square-Matrix-Multiply (SMM) and Strassen's algorithm. There is an integer array with values stored as key sizes, where key size = 8, 16, …, 512. Each of these sizes will be used to form an *n x n* matrix that will serve as the key. In this project, however, 512 is not implemented due to the difficulties obtaining an inverse matrix for a 512x512 key. Additionally, Strassen's algorithm runtime should not be viewed as accurate because of poor implementation leading to non-optimal results. The program loops through each key, calling *generateKey()* and *decryptKey()* as appropriate. Once the keys are generated, we can start the hill cipher algorithm. This will either implement the Strassen algorithm with the encryption and decryption key, or use the simple Square Matrix Multiplication algorithm using 3 nested loops and the formula C(i,j) = C(i,j) + (A(i,k) * B(k,j)) . The data is read from a file, and each byte is stored in a two dimensional array that has width equal to the key width, and height equal to the # characters divided by the key width(x). If there is a remainder, 0-padding is used to obtain a height(y) that is perfectly divisible by the key width. Once the characters

are stored, they are converted to Ascii values, and then each bit in their binary representation is stored in a different x*y matrix, termed a *bit plane*. Each of the bit planes are then separately encrypted using the Hill cipher.

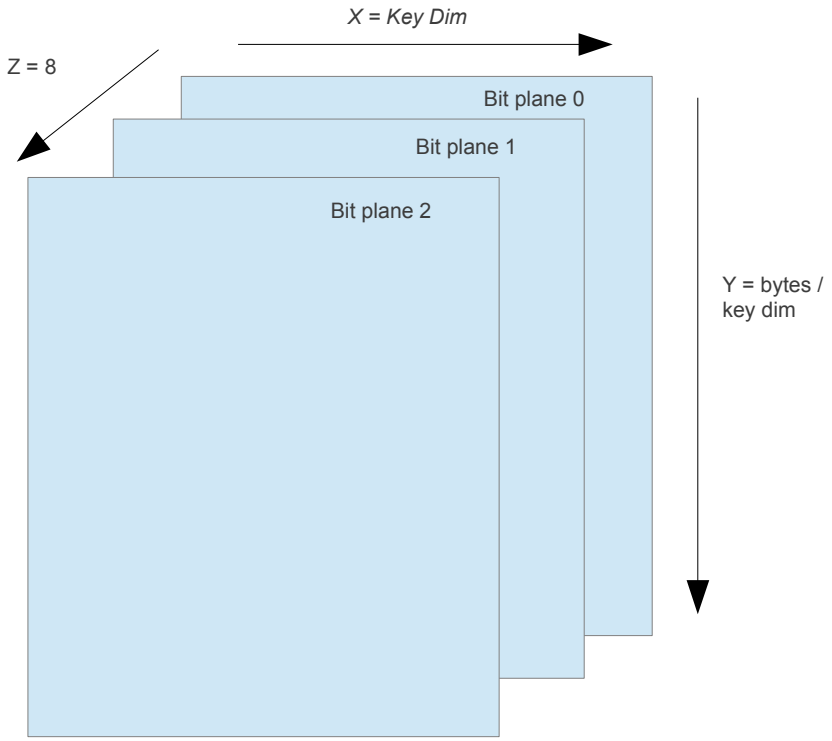


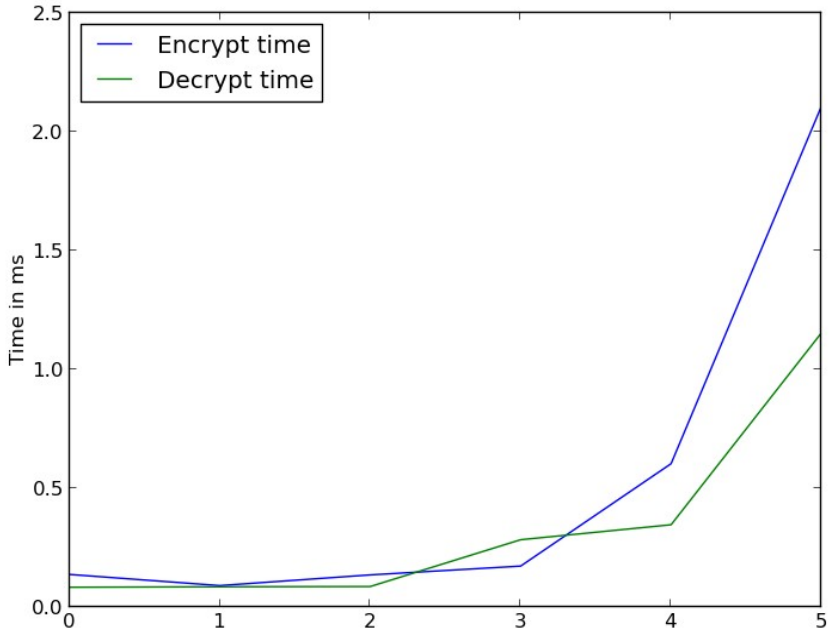
Figure 1. Diagram of Bitwise Hill Cipher

For the Cuda implementation, the file bytes will be read into a vector that is of the same size as the data to be stored, with the key being stored as another vector. These vectors are then multiplied using the matrixMul<<<>>>() fnuction that was used previously. It should be noted that the data is not being saved, due to the primary interest being the running time of the multiplication. Additionally, there are a lot of techniques that can be used to speed up this implementation.

Times for 2885 byte file:

Square Matrix Multiply
Encrypt 1.256ms
Decrypt 1.266ms
Encrypt 2.075ms
Decrypt 2.079ms
Encrypt 3.593ms
Decrypt 3.585ms
Encrypt 8.408ms
Decrypt 8.375ms
Encrypt 61.796ms
Decrypt 61.200ms
Encrypt 506.055ms
Decrypt 507.887ms

Cuda Times (encryption, decryption) are
Encrypt: 0.136ms
Decrypt: 0.082ms
Encrypt: 0.089ms
Decrypt: 0.084ms
Encrypt: 0.134ms
Decrypt: 0.085ms
Encrypt: 0.171ms
Decrypt: 0.282ms
Encrypt: 0.602ms
Decrypt: 0.345ms
Encrypt: 2.107ms
Decrypt:1.153ms



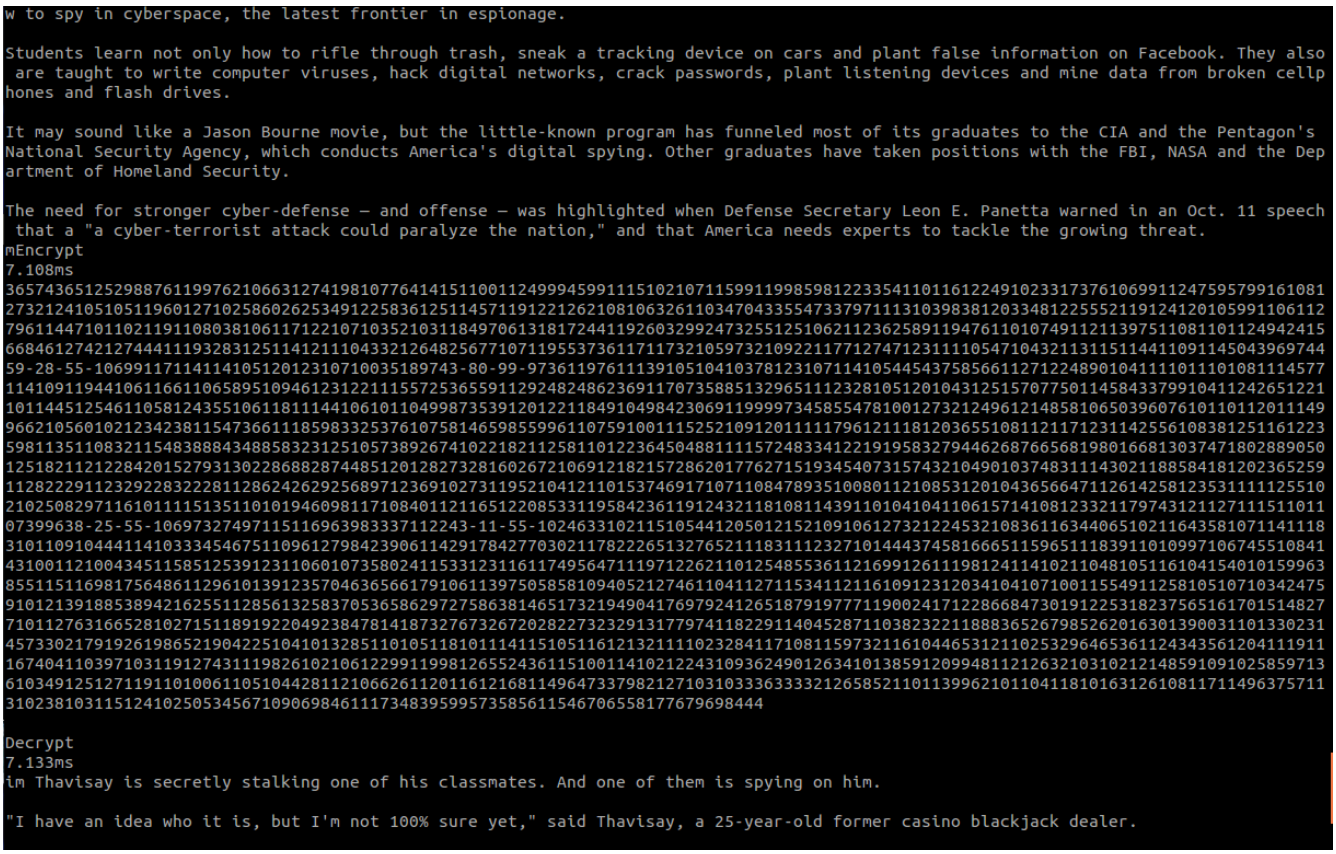


Figure 2. Example Encrypted/Decrypted Test