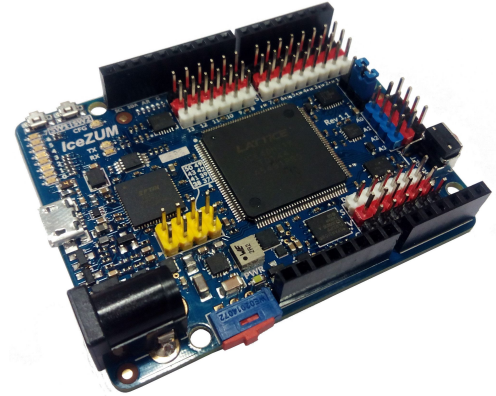


# THE ENIGMA PROJECT



Creating an Enigma Machine inside an Open Source FPGA

Julían Caro Linares

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@jcarolinares



# CRYPTOGRAPHY

**Greek kryptos “hidden” + graphia “to write”**

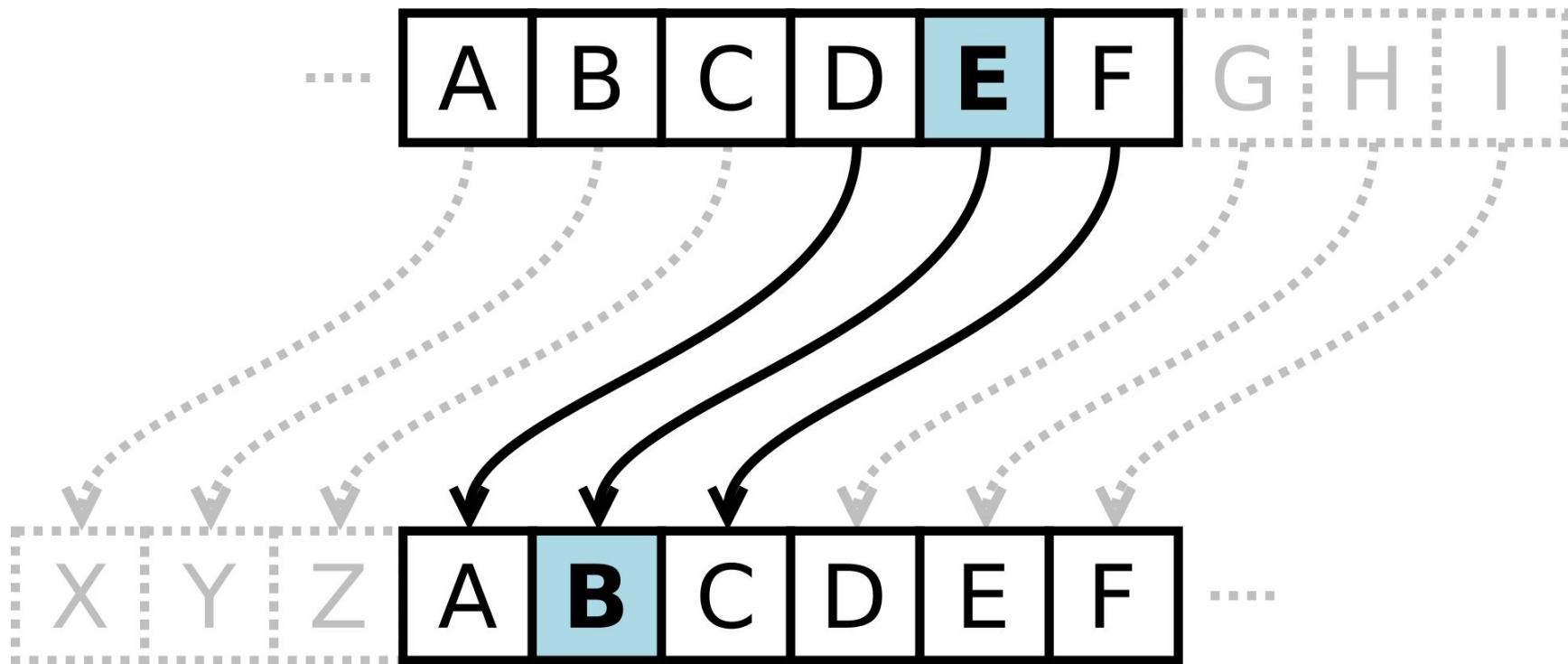
**“A secret message”**

# WHEN WE WERE JUST CHILDS...

- **Hidden messages with family and friends**
- **Secret languages**
- **Invisible ink**
- **Invisible friends**

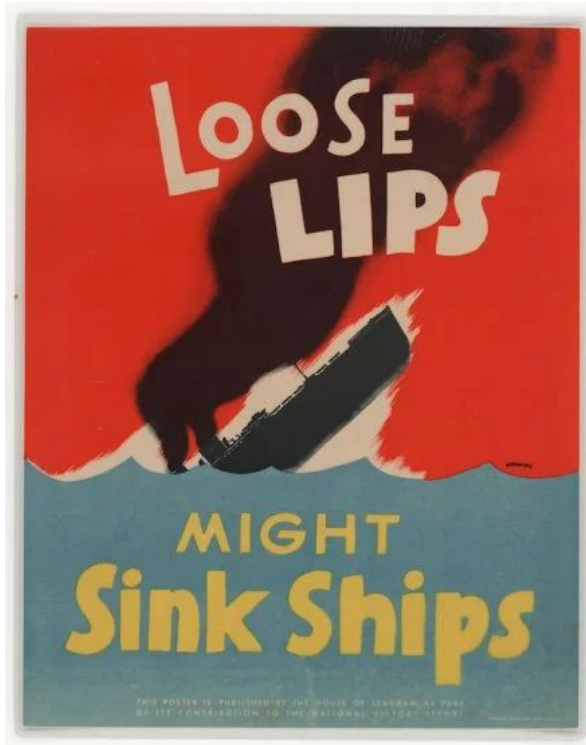
**Humans need secrets, because they have feelings that can be harmed, but need to be said**

# THE CAESAR CIPHER



INFORMATION IS POWER

# WORLD WAR II

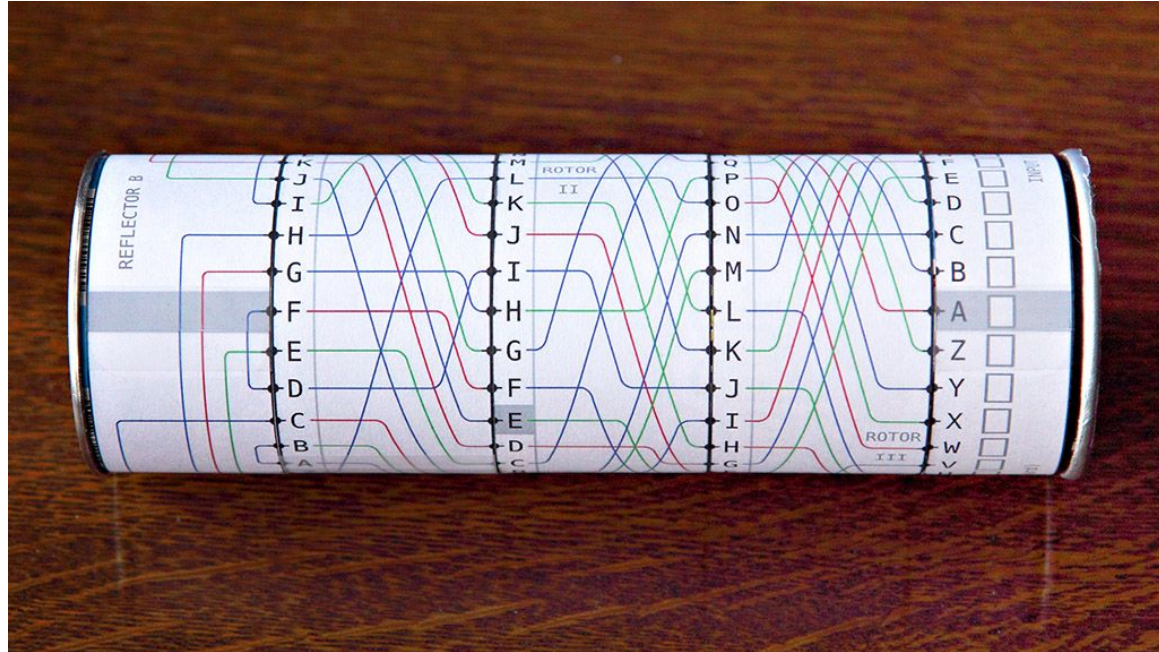


# THE ENIGMA MACHINE





# LET'S WRITE "HELLO"





# NAZIS IMPROVED ENIGMA

- Additional rotors for the Nazi's Marine Army
- Plugboard

Three rotors  $\rightarrow 26 \times 26 \times 26 = 17,576$  combinations.

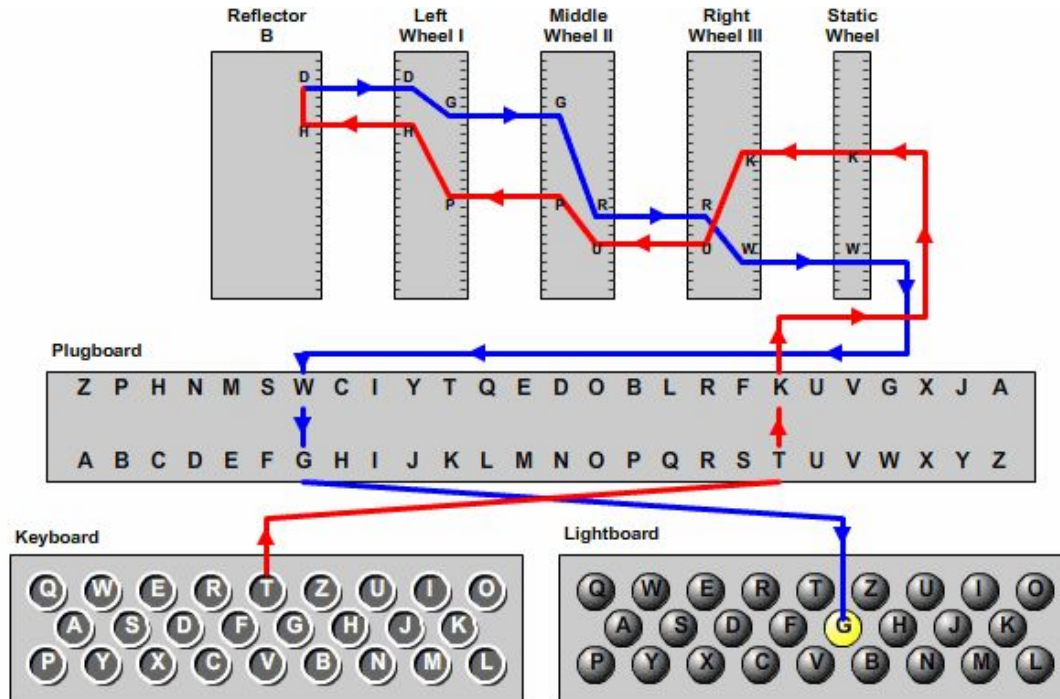
17,576 by six possible wheel orders gives 105,456 combinations

Plus a fourth rotor and a plugboard the number of combinations are:

$3 \times 10^{14}$  (~380 bits)



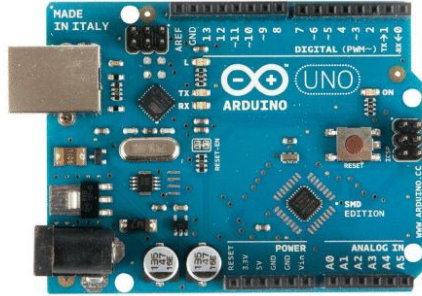
# NAZIS IMPROVED ENIGMA



© 2006, by Louise Dade

**A letter is never encrypted as itself**

# STOP!

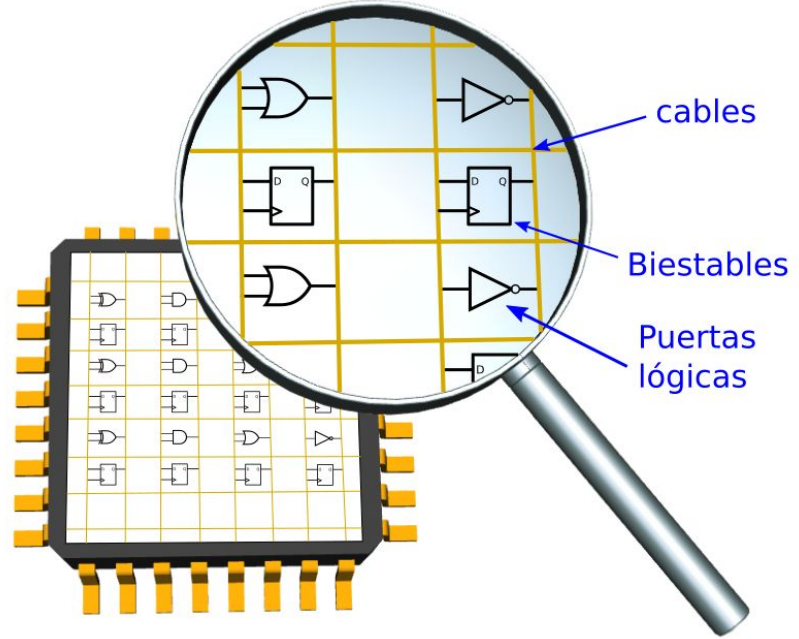


INSTRUCCIÓN 1

INSTRUCCIÓN 2

INSTRUCCIÓN 3

INSTRUCCIÓN 4



Field Programmable Gate Array

# WHAT IS AN FPGA?

# FPGAS ARE...

- We are creating REAL circuits inside the FPGA. NO PROGRAMS HERE. JUST HARDWARE.
- Each circuit is INDEPENDENT and all the circuits work in PARALLEL, just like real circuits because THEY ARE REAL.
- If the circuit is well designed, it's faster than its equivalent implementation in software. If not, probably it's also faster.
- You can make new circuits without the need of manufacture again the new circuit all the times that you want, in a matter of seconds.

# OPEN SOURCE FPGAS



Clifford Wolf  
“The fucking master of the  
universe”

Project  
IceStorm



THE ENIGMA INSIDE AN FPGA

# SETUP OF ICESTUDIO AND SCRIPTCOMMUNICATOR

<https://github.com/FPGAwars/icestudio>

[https://github.com/szieke/ScriptCommunicator\\_serial-terminal](https://github.com/szieke/ScriptCommunicator_serial-terminal)

<https://github.com/FPGAwars/Collection-Jedi>



LET'S PLAY WITH ICESTUDIO

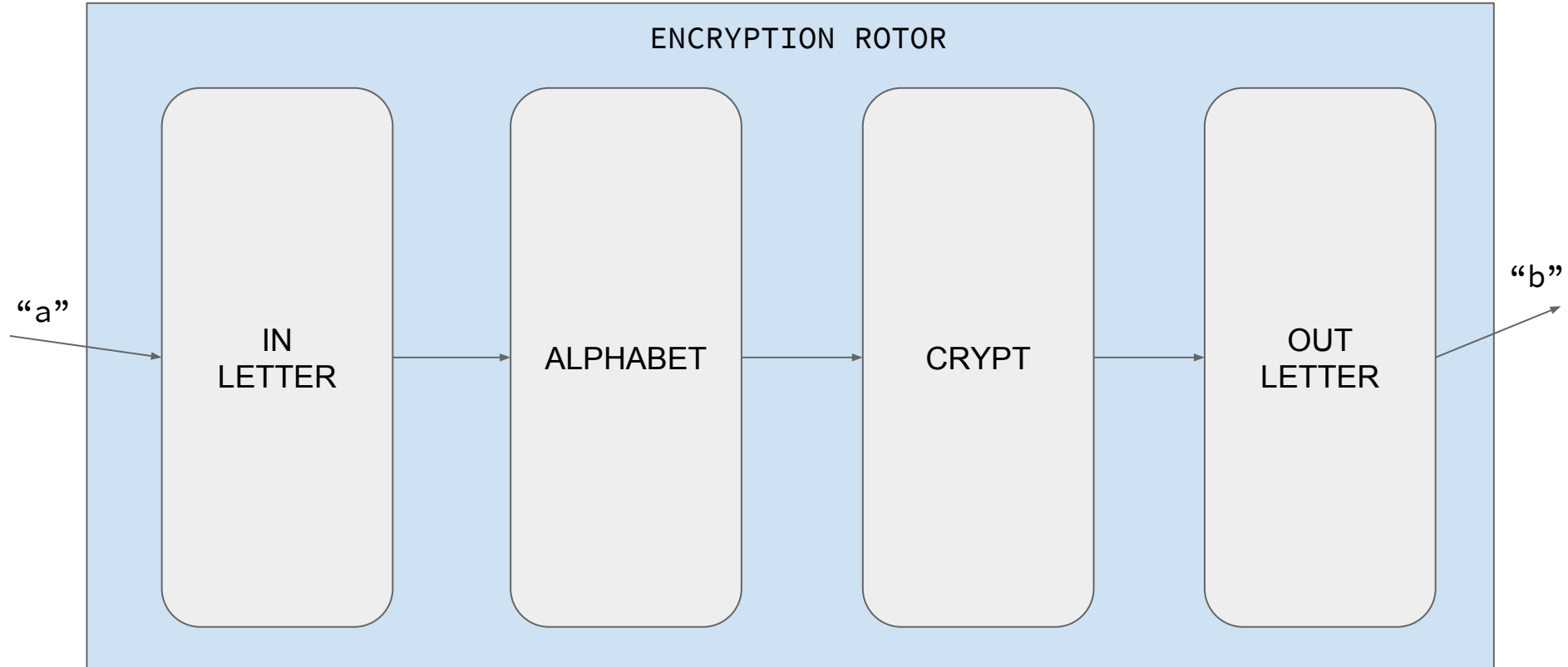
# WHAT IS ASCII

Dec	Bin	Hex	Char	Dec	Bin	Hex	Char	Dec	Bin	Hex	Char	Dec	Bin	Hex	Char
0	0000 0000	00	[NUL]	32	0010 0000	20	space	64	0100 0000	40	@	96	0110 0000	60	`
1	0000 0001	01	[SOH]	33	0010 0001	21	!	65	0100 0001	41	A	97	0110 0001	61	a
2	0000 0010	02	[STX]	34	0010 0010	22	"	66	0100 0010	42	B	98	0110 0010	62	b
3	0000 0011	03	[ETX]	35	0010 0011	23	#	67	0100 0011	43	C	99	0110 0011	63	c
4	0000 0100	04	[EOT]	36	0010 0100	24	\$	68	0100 0100	44	D	100	0110 0100	64	d
5	0000 0101	05	[ENQ]	37	0010 0101	25	%	69	0100 0101	45	E	101	0110 0101	65	e
6	0000 0110	06	[ACK]	38	0010 0110	26	&	70	0100 0110	46	F	102	0110 0110	66	f
7	0000 0111	07	[BEL]	39	0010 0111	27	'	71	0100 0111	47	G	103	0110 0111	67	g
8	0000 1000	08	[BS]	40	0010 1000	28	(	72	0100 1000	48	H	104	0110 1000	68	h
9	0000 1001	09	[TAB]	41	0010 1001	29	)	73	0100 1001	49	I	105	0110 1001	69	i
10	0000 1010	0A	[LF]	42	0010 1010	2A	*	74	0100 1010	4A	J	106	0110 1010	6A	j
11	0000 1011	0B	[VT]	43	0010 1011	2B	+	75	0100 1011	4B	K	107	0110 1011	6B	k
12	0000 1100	0C	[FF]	44	0010 1100	2C	,	76	0100 1100	4C	L	108	0110 1100	6C	l
13	0000 1101	0D	[CR]	45	0010 1101	2D	-	77	0100 1101	4D	M	109	0110 1101	6D	m
14	0000 1110	0E	[SO]	46	0010 1110	2E	.	78	0100 1110	4E	N	110	0110 1110	6E	n
15	0000 1111	0F	[SI]	47	0010 1111	2F	/	79	0100 1111	4F	O	111	0110 1111	6F	o
16	0001 0000	10	[DLE]	48	0011 0000	30	0	80	0101 0000	50	P	112	0111 0000	70	p
17	0001 0001	11	[DC1]	49	0011 0001	31	1	81	0101 0001	51	Q	113	0111 0001	71	q
18	0001 0010	12	[DC2]	50	0011 0010	32	2	82	0101 0010	52	R	114	0111 0010	72	r
19	0001 0011	13	[DC3]	51	0011 0011	33	3	83	0101 0011	53	S	115	0111 0011	73	s
20	0001 0100	14	[DC4]	52	0011 0100	34	4	84	0101 0100	54	T	116	0111 0100	74	t
21	0001 0101	15	[NAK]	53	0011 0101	35	5	85	0101 0101	55	U	117	0111 0101	75	u
22	0001 0110	16	[SYN]	54	0011 0110	36	6	86	0101 0110	56	V	118	0111 0110	76	v
23	0001 0111	17	[ETB]	55	0011 0111	37	7	87	0101 0111	57	W	119	0111 0111	77	w
24	0001 1000	18	[CAN]	56	0011 1000	38	8	88	0101 1000	58	X	120	0111 1000	78	x
25	0001 1001	19	[EM]	57	0011 1001	39	9	89	0101 1001	59	Y	121	0111 1001	79	y
26	0001 1010	1A	[SUB]	58	0011 1010	3A	:	90	0101 1010	5A	Z	122	0111 1010	7A	z
27	0001 1011	1B	[ESC]	59	0011 1011	3B	;	91	0101 1011	5B	[	123	0111 1011	7B	{
28	0001 1100	1C	[FS]	60	0011 1100	3C	<	92	0101 1100	5C	\	124	0111 1100	7C	
29	0001 1101	1D	[GS]	61	0011 1101	3D	=	93	0101 1101	5D	]	125	0111 1101	7D	}
30	0001 1110	1E	[RS]	62	0011 1110	3E	>	94	0101 1110	5E	^	126	0111 1110	7E	~
31	0001 1111	1F	[US]	63	0011 1111	3F	?	95	0101 1111	5F	_	127	0111 1111	7F	[DEL]

**CASE  
SENSITIVE**

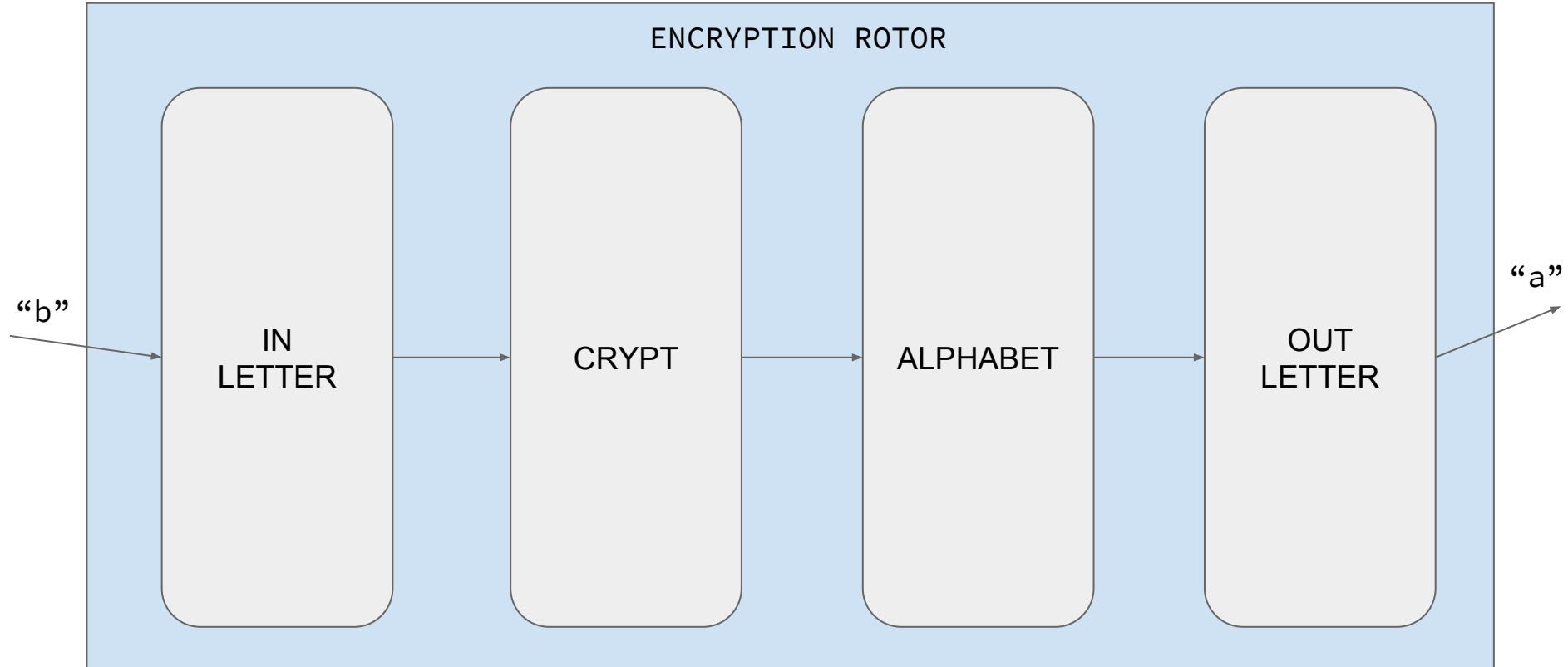
VERILOG: DESCRIBING HARDWARE

# THE CAESAR CIRCUIT



Alphabet and crypt change position depending of the Encryption/Decryption mode

# THE CAESAR CIRCUIT



Alphabet and crypt change position depending of the Encryption/Decryption mode

OUR FIRST ENIGMA WITH ONE ROTOR

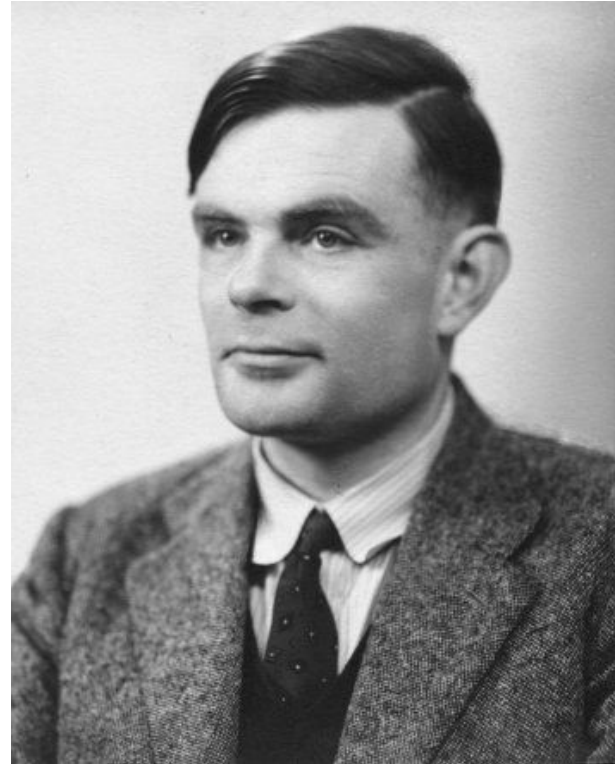
ENIGMA WITH THREE MOTORS



THERE'S MORE...

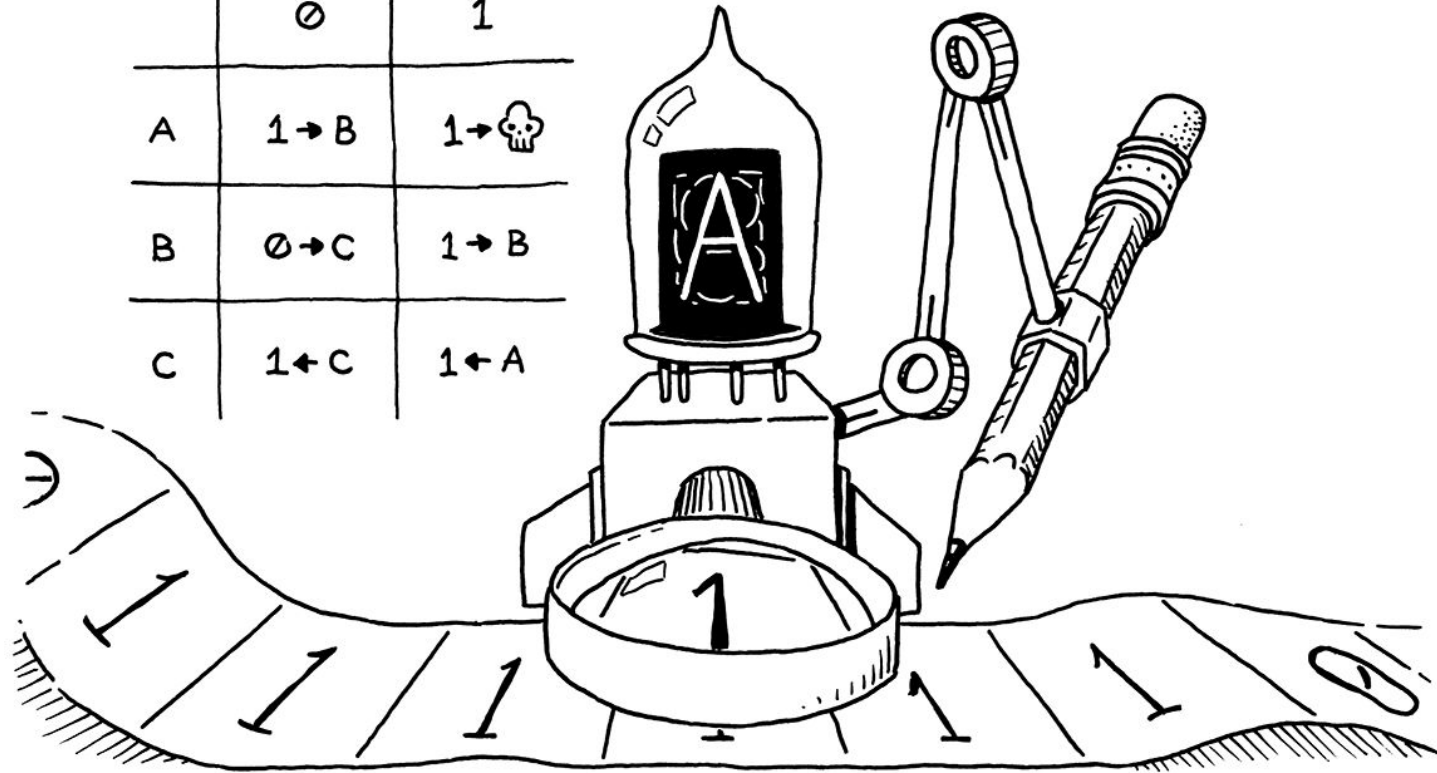
# ALAN TURING

- He demonstrates that “The Entscheidungsproblem (decision problem)” cannot be resolved.
- One of the founders of the Science of computation. He creates “The Turing Machine”. One of the first theoretical general purpose computer.
- He broke the encryption of “The Enigma Machine” thanks to his talent and vision. He saved (and provoked) thousands of lives and reduced the WWII in more than two years.



# THE TURING MACHINE

	$\emptyset$	1
A	$1 \rightarrow B$	$1 \rightarrow \clubsuit$
B	$\emptyset \rightarrow C$	$1 \rightarrow B$
C	$1 \leftarrow C$	$1 \leftarrow A$

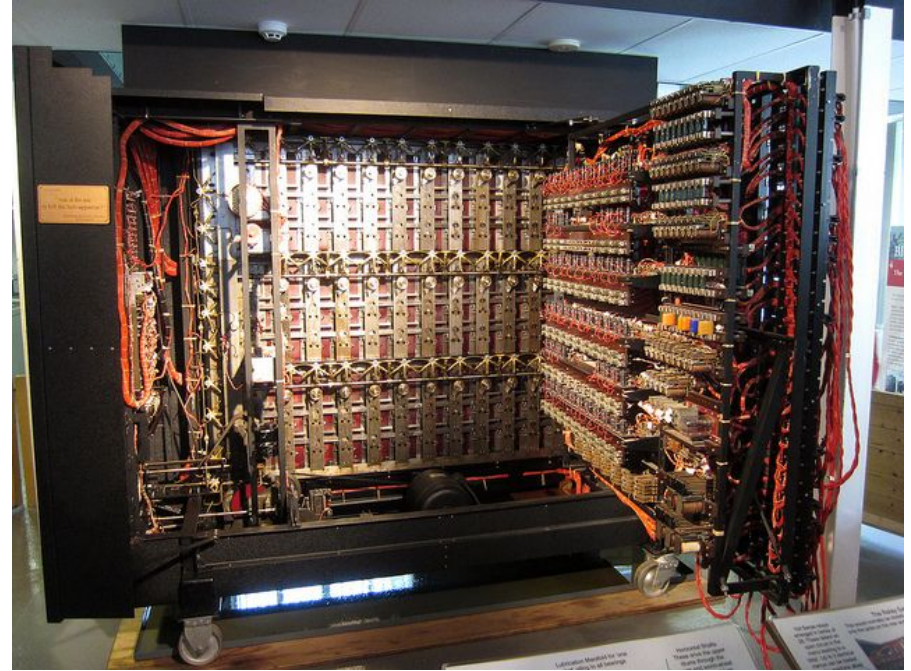
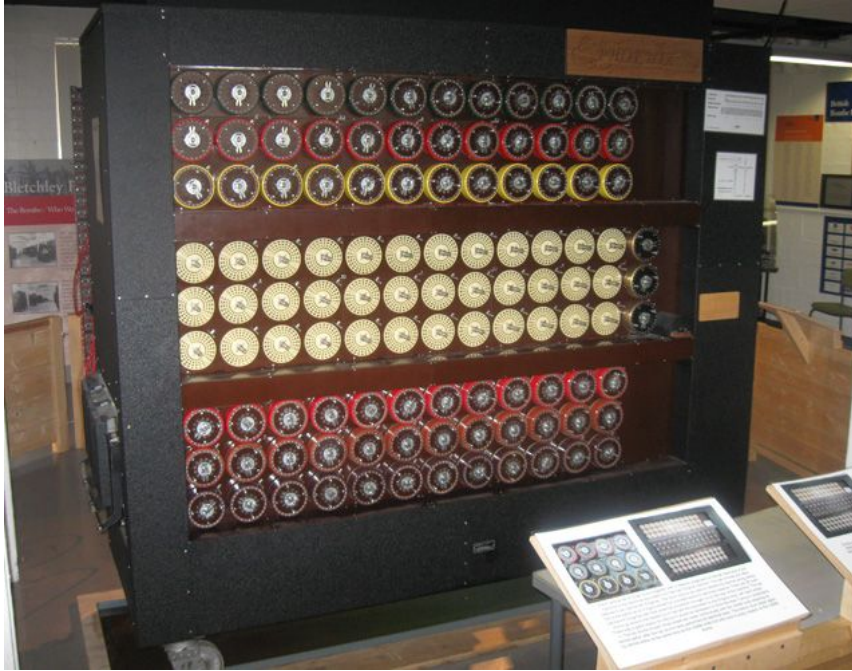


# BLETCHLEY PARK





# "THE BOMB"



**Equivalent to 36 Enigma machines of three rotors**

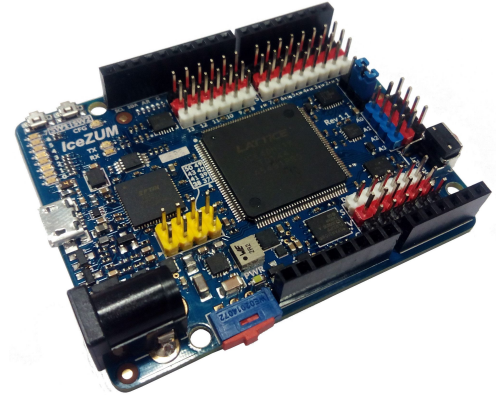
First version created by the Polish mathematician Marian Rejewski

# ALAN TURING



8 June 1954

# THE ENIGMA PROJECT



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@jcarolinares

