# Symmetric Key Ciphers

Part III: Transposition Ciphers



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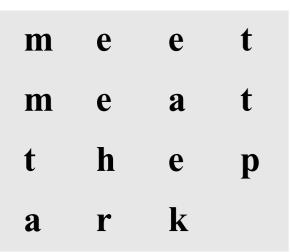
## **Keyless Transposition Ciphers**

- Transposition Ciphers do not substitute one symbol for another
- Transposition Ciphers reorder the symbols
- Simple transposition ciphers can be keyless: the *rail fence cipher* 
  - Create a  $m \times n$  matrix: insert P either column-wise or row-wise
  - Transmit *C* conversely

```
m e e t
m e a t
t h e p
a r k
```

**C** = "MMTAEEHREAEKTTP"

# **Keyless Transposition Cipher**



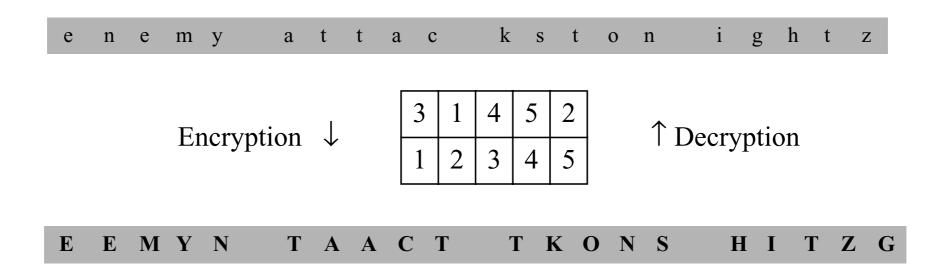
#### "MMTAEEHREAEKTTP"

01	02	03	04	05	06	07	08	09	10	11	12	13	14	15
$\downarrow$														
01	05	09	13	02	06	10	13	03	07	11	15	04	08	12

- Transposition: 2nd char moves to 5th position
- 3rd char to the 9th position

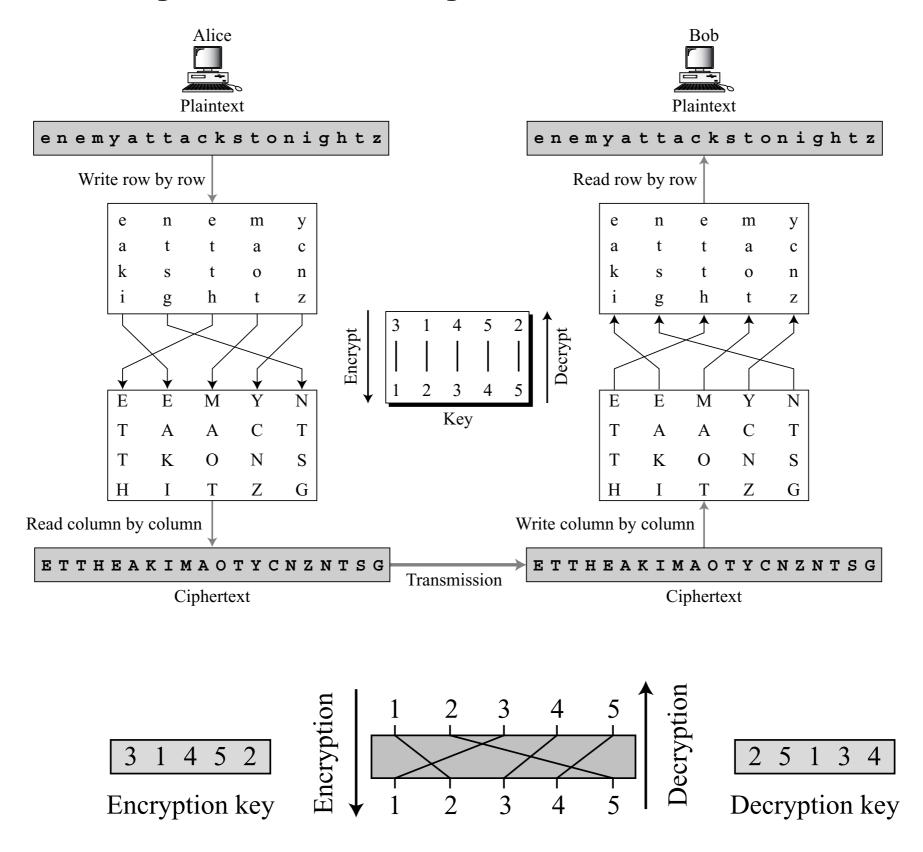
- Pattern: (1, 5, 9, 13) (2, 6, 10, 13), ...
- Easy to break

### **Keyed Transition Cipher**



Combine keyless + keyed ciphers

### Keyless + Keyed Transpose



# Using Matrices for Transposition

- Use matrices to represent P, C and K
- $C_{l\times m}=P_{l\times m}\cdot K_{m\times m}$  and  $P_{l\times m}=C_{l\times m}\cdot K_{m\times m}^{-1}$
- Use permutation matrices as keys: A permutation matrix has only 1 entry as "1" in any row or column, and 0s everywhere else
- Inverse(K) = Transpose (K)

$$\begin{bmatrix} 04 & 13 & 04 & 12 & 24 \\ 00 & 19 & 19 & 00 & 02 \\ 10 & 18 & 19 & 14 & 13 \\ 08 & 06 & 07 & 19 & 25 \end{bmatrix} \cdot \begin{bmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 04 & 04 & 12 & 24 & 13 \\ 19 & 00 & 00 & 02 & 19 \\ 19 & 10 & 14 & 13 & 18 \\ 07 & 08 & 19 & 25 & 06 \end{bmatrix}$$
Plaintext
Encryption key