

Confidentiality: Assures that private or confidential information is not made available or disclosed to unauthorized individuals.

Data Integrity: Assures that information and programs are changed only in a specified & authorized manner.

System Integrity: Assures that system performs its intended function in an unimpaired manner, free from deliberate or inadvertent unauthorized manipulation of system.

Availability: Assures that system works promptly & service is not denied to authorized users.

Authentication: The assurance that the communicating entity is the one that it claims to be.

A passive attack attempts to learn or make use of information from the system but doesn't affect system resources.

An active attack attempts to alter system resources or affect their operation.



## Sub Cipher

Caesar Cipher: Involves replacing each letter of the alphabet with the letter standing 3 places further down the alphabet

meet  $\Rightarrow$  PHHW  $\Rightarrow$   $m+3$

No of keys possible available keys = 25

Monalphabetic Cipher: Replace each letter with one of 26 letters. So one letter can be encrypted with 26 letters

No of keys =  $26!$  or  $4 \times 10^{26}$

PLAY FAIR: Best known multiple letter encryption cipher. Treats di-grams in plaintext as single units and translates those units into cipher text di-grams.  
Possible keys 25!

Vigenere Cipher: Polyalphabetic cipher - best  
In this scheme the set of related mono alphabetic sub-ciphers consists of 26 Caesar ciphers with shifts of 0 through 25  
Each cipher is denoted by a key letter which is the cipher text letter that substitutes for plain text letter

| key | Dec |
|-----|-----|
| PT  | WEA |

|                          |      |                                |
|--------------------------|------|--------------------------------|
| Cipher $\Rightarrow$ D=3 | W=22 | Cipher $\Rightarrow$ 22+3=25=Z |
| E=4                      | E=4  | Cipher = 4+4=8=G               |
| C=2                      | A=0  | C' = 0+2=2=C                   |



Brute Force = Involves trying every possible keys until an intelligible translation of cipher text into plain text is obtained

Cryptanalyses: Techniques used for de-ciphering a message without any knowledge of en-crypting. Attack relies on nature of algorithm and some knowledge of general characteristics of plaintext

MONO

one letter is mapped to unique alphabet

one to one

stream

Caesar Monoalphabetic

POLY

one letter mapped to  $m$  alphabets of a cipher text

one to many

playfair, Vigenere.

Substitution

It is easy

A sub technique is one in which PT letters are replaced with other letters

Transposition

It is hard.

~~A~~ In this position of letters are changed with one another



## ONE TIME PAD

Use a random key that is as long as the message so that the key need not be repeated.

Key is used to encrypt and decrypt a single message & then it is discarded. Each new message requires a new key of the same length as the new message.

Scheme is very unbreakable.

- produces random output that bears no statistical relationship to the plaintext
- Because the ciphertext contains no information whatsoever about the plain text there is simply no way to break code.

## Difficulties-

There is a practical problem of making large quantities of random key. Any heavily used system might require millions of random characters on a regular basis.

Mammoth key key distribution problem  
message length = key length