

# Cryptography lab

Weeks 01 / 02

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## About the lecture material

- ▶ Cryptography: classical (\*)
- ▶ Number theory: congruences  $\rightarrow$  primality tests (\*)
- ▶ Cryptography: public key RSA (\*)
- ▶ Number theory: quadratic residues  $\rightarrow$  finite fields
- ▶ Cryptography: public key ElGamal (\*)
- ▶ Cryptography: key transport protocols

## About this lab

- ▶ Computer science students have their lab every two weeks (odd and even weeks).
- ▶ There are going to be 4 lab activities during the semester. Each of the activity will be graded and you get points  $1 + 1 + 1 + 1.5$  for the final grade.

### Schedule:

- ▶ Lab 1 due: week 5 (odd groups) or 4 (even groups)
- ▶ Lab 2 due: week 9 (odd groups) or 8 (even groups)
- ▶ Lab 3 due: week 13 (odd groups) or 12 (even groups)
- ▶ Lab 4 due: week 13 (odd groups) or 14 (even groups)

## What are the learning objectives of the lab?

- ▶ **NOT** “to learn how to code”: you know that already
- ▶ **NOT** “to translate an algorithm into code”: soon this will be automated (program synthesis)

# What are the learning objectives of the lab?

## What we really want you to learn:

1. To **understand and explain** the question or the problem to solve
2. To devise a plan for a solution, and to **justify and illustrate** why is this a good plan
3. To put your plan in action with a program and **describe concisely** your implementation
4. To be critical of your own work; to **verify the correctness and validity** of your solution

# How are the labs going to be graded?

## Active participation means:

- ▶ I am going to ask questions to **everybody**
- ▶ Questions about your program but also related to the problem
- ▶ Explanation over implementation

## How are the labs going to be graded?

### Active participation is mandatory

If you submit the program *without* previous active participation, there will be *no* points.

- ▶ More important than the ability to write a program is your capacity to discuss and describe what it does and how it fits into the context of a given problem.



## What can go wrong?

- ▶ Second lab: nobody wants to answer questions and participate...
- ▶ ... Third lab (deadline): there is not enough time to take a careful look at everybody
- ▶ **Consequence:** those who could not be heard on the deadline lab will get no points. Sorry.

## What can go wrong?

### Do not be afraid to participate!

- ▶ I will do my best to manage time so that everybody has a chance to present their work.
- ▶ You need to have some material prepared before the deadline.
- ▶ The best way to be prepared to give good and precise answers is to *understand* what you are doing.
- ▶ Still, I will be there to help you get the best out of your work.
- ▶ It is *not necessary* that you have a complete program to get the full points!
- ▶ Be prepared to present before the deadline! (especially important for lab 4)

## Lab attendance

### Attendance

You can have at most one absence during the semester.

## First lab activity

### The greatest common divisor

- Implement in Python or Haskell three **essentially different** algorithms for computing the greatest common divisor  $\text{gcd}(a, b)$  of two natural numbers  $a$  and  $b$ . Perform a comparative running-time or multiplication-number analysis of these algorithms for a set of at least 10 inputs. *Do not use the modulo operator in Python / Haskell.*

or, alternatively,

- Implement in Python or Haskell a single algorithm for computing the greatest common divisor  $\text{gcd}(a_1, a_2, \dots, a_k)$  of a  $k$ -set of natural numbers  $a_1, \dots, a_k$  for any  $k > 1$ . *Do not use the recursion rule  $\text{gcd}(a, b, c) = \text{gcd}(\text{gcd}(a, b), c)$  nor any of its variants, and do not use linear search.*

## “essentially different”

- ▶ What are “essentially different” algorithms?
- ▶ Repeated subtraction and division are the same.
- ▶ Two things are “essentially the same” when are related by group-theoretic operations (Pólya theorem)

## About GUI-UI

### User interfaces

Do not use user interfaces, neither command-line nor graphical.

- ▶ We will work primarily on the code directly; the inputs for the programs will be written directly on code, and we will run the interpreter every time.
- ▶ This will allow to write directly expressions as  $2^{1020}$  without problems.

## Guidelines

- ▶ Code only in Python or Haskell
- ▶ You can also use **SageMath**, and I warmly encourage you to use it
- ▶ You can use **Jupyter** (default modus in SageMath)
- ▶ Write the program in a single file. (Easier to follow on screen)
- ▶ **Literate Haskell** most welcome

### Haskell

This is a great opportunity to learn the basics of Haskell!

## Lab activity submission

### Moodle

The source files for the programs will be uploaded to the MS Teams platform, in the assignment section created for every lab activity.

- ▶ Only the source file (the "text file"), not any compiled file.



## Camera on

- ▶ In this lab we are working with mathematical questions, of the kind of **paper and pencil**.
- ▶ It really helps me to have some **visual feedback** when we are talking on a particular question or problem.
- ▶ You can answer the questions in English or Romanian

### When camera on?

It is enough to have the camera on only when I am asking you a question, or when you are explaining something.

## Cheating

### Zero tolerance on cheating

If I discover that there are two identical (or almost) identical programs, then those persons will lose *all* their lab points.