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# MSCS 630 – SECURITY ALGORITHMS AND PROTOCOLS

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Lab 3



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THOMPSON RAJAN

CWID: 20082947

## 1. Finding Determinant of a Matrix

```
/**
 * File: Determinant.java
 * Author: Thompson Rajan
 * Course: MSCS 630 Security Algorithms and Protocols
 * Assignment: Lab 3
 * Due Date: Wednesday, February 28, 2018
 * Version: 1.0
 *
 * This file contains the implementation to estimate the determinant of a
 * matrix in modulo m
 */

import java.util.Scanner;

/**
 * This class estimates the determinant of an n x n matrix in modulo m
 */
public class Determinant {

    /**
     * This method calculates the determinant of a matrix recursively in modulo m.
     * @param m - Modulo input
     * @param A - Given matrix
     * @return - Determinant of matrix A in modulo m
     */
    public static int cofModDet(int m, int[][] A){
        int det = 0;
        int n = A.length;
        int sign = 1;
        int p = 0;
        int q = 0;

        // Return first element in mod m if the matrix size is 1
        if(n == 1){
            det = A[0][0] % m;
        }
        else{

            // Initialize sub-matrix to store co-factors.
            int b[][] = new int[n-1][n-1];
            for(int x = 0 ; x < n ; x++){

                // Indices to pick co-factor elements
                p=0;
                q=0;

                for(int i = 1; i < n; i++){
                    for(int j = 0; j < n; j++){
                        if(j != x){

                            // Pick co-factor for corresponding element
                            b[p][q++] = A[i][j] % m;
                            if(q % (n-1) == 0){

                                // Reset column when at last column of the current row &
                                // move to next row
                                p++;
                            }
                        }
                    }
                }
            }
        }
    }
}
```

```

        }
        }
    }
    // Estimate determinant from co-factors
    det = det + A[0][x] * cofModDet(m,b) * sign;

    // Flip signs
    sign = sign * (-1);
}
}
return det % m;
}

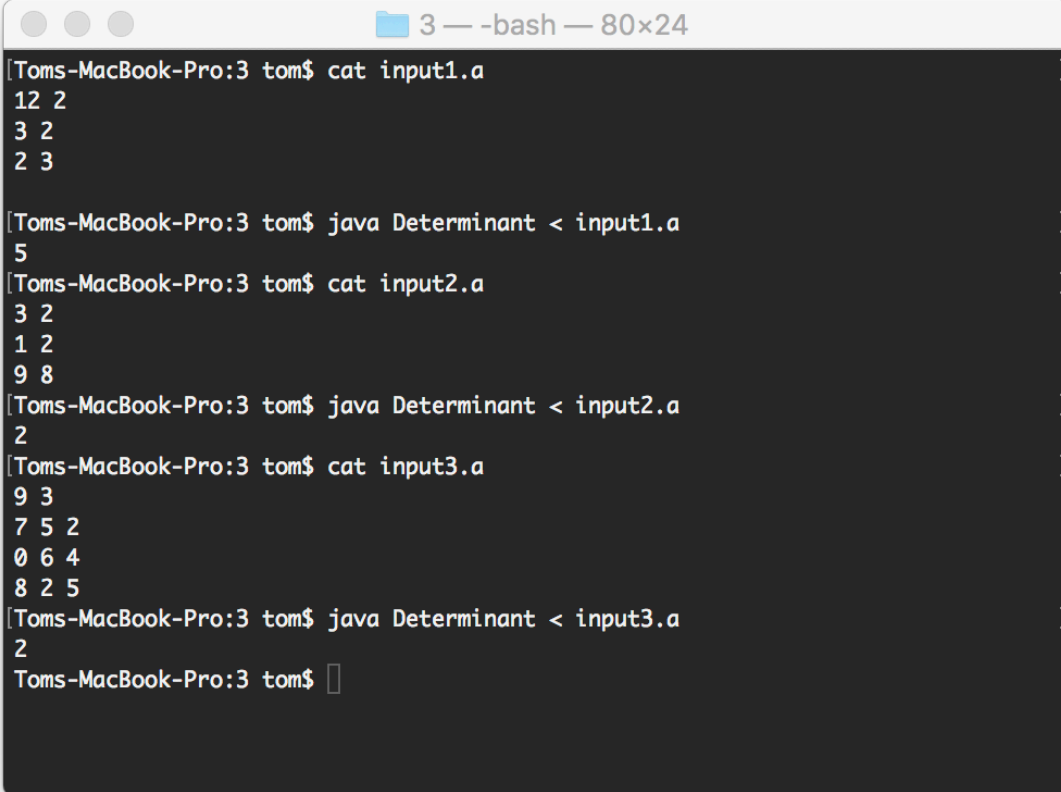
public static void main(String[] args) {
    Scanner in = new Scanner(System.in);

    // Get modulo m and matrix size n
    int m = in.nextInt();
    int n = in.nextInt();
    int A[][] = new int[n][n];

    // Get matrix input
    for(int i= 0; i < n ; i++) {
        for (int j = 0; j < n; j++) {
            A[i][j] = in.nextInt() % m;
        }
    }
    System.out.println(cofModDet(m, A));
}
}

```

## Output:



```
3 — -bash — 80x24
[Toms-MacBook-Pro:3 tom$ cat input1.a ]
12 2
3 2
2 3
[Toms-MacBook-Pro:3 tom$ java Determinant < input1.a ]
5
[Toms-MacBook-Pro:3 tom$ cat input2.a ]
3 2
1 2
9 8
[Toms-MacBook-Pro:3 tom$ java Determinant < input2.a ]
2
[Toms-MacBook-Pro:3 tom$ cat input3.a ]
9 3
7 5 2
0 6 4
8 2 5
[Toms-MacBook-Pro:3 tom$ java Determinant < input3.a ]
2
Toms-MacBook-Pro:3 tom$
```

## 2. Converting a Plaintext to a Hex-Matrix

```
/**
 * File: HexMatP.java
 * Author: Thompson Rajan
 * Course: MSCS 630 Security Algorithms and Protocols
 * Assignment: Lab 3
 * Due Date: Wednesday, February 28, 2018
 * Version: 1.0
 *
 * This file contains the implementation to convert a plaintext to a
 * padded hex-matrix
 */

import java.util.Scanner;

/**
 * This class is used to convert a plaintext to hex matrix padded with a give
 * character s
 */
public class HexMatP {

    /**
     * This method takes a padding a character and a string representing a
     * plaintext and returns a padded hex-matrix.
     * @param s - Padding character
     * @param p - Plaintext string
     * @return - Returns padded hex - matrix
     */
    static int [][] getHexMatP(char s, String p){

        char m[] = p.toCharArray();

        // Initialize temporary 4 x 4 matrix to collect values in 4 x 4 order.
        int t[][] = new int[4][4];

        // This matrix is used to collect ordered values from t[][].
        int mat[][] = new int[(m.length / 16 + 1) * 4][4];

        // Indices for finalized matrix mat[][]
        int x = 0;
        int y = 0;

        System.out.println();

        // Trace current character
        int i = 0;

        while (i < m.length) {
            for (int j = 0; j < 4; j++) {
                for (int k = 0; k < 4; k++) {

                    // Store ASCII if less than plaintext length.
                    if (i < m.length) {
                        t[j][k] = m[i];
                        i++;
                    }
                }
            }
        }
    }
}
```

```

        // Pad if greater than plaintext length.
        else {
            t[j][k] = s;
            i++;
        }
    }
}

// Store transposed matrix to the final matrix.
for(int a = 0; a < 4; a++){
    for(int b = 0; b < 4; b++){
        mat[x][y++] = t[b][a];
        if(y == 4)
            y = 0;
    }
    x++;
}
}
return mat;
}

public static void main(String[] args) {

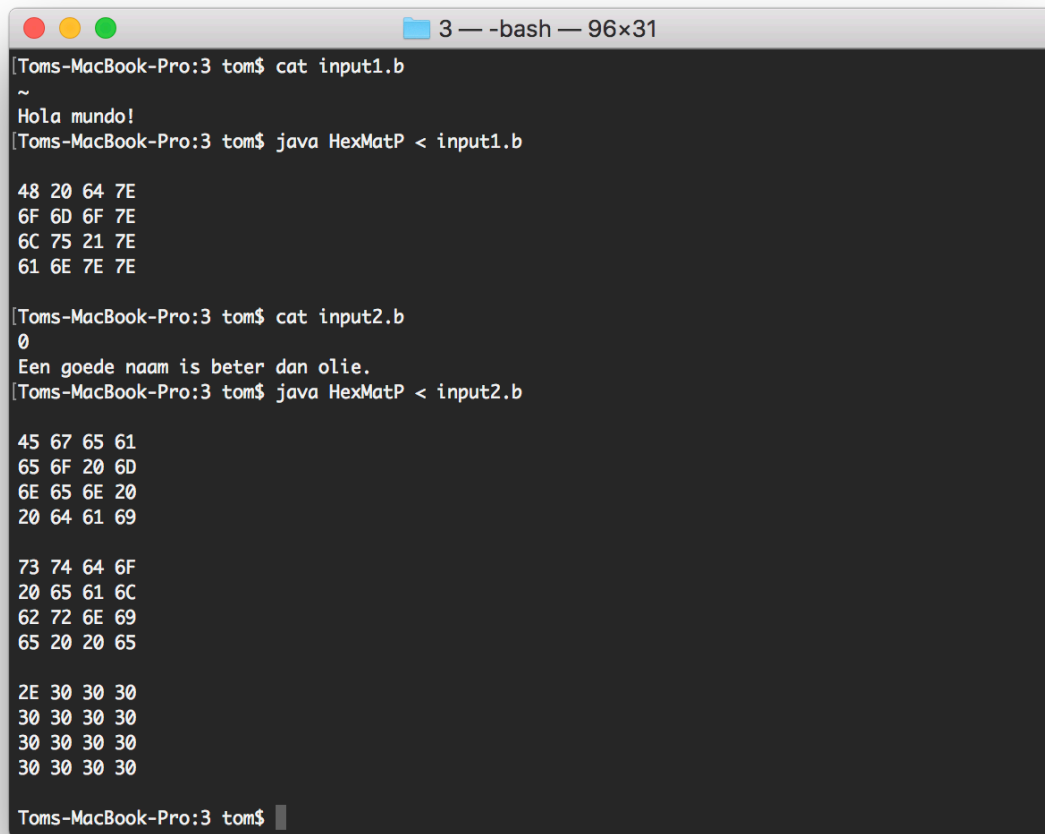
    // Get padding character and plaintext.
    Scanner in = new Scanner(System.in);
    char s = in.nextLine().charAt(0);
    String p = in.nextLine();

    // Get hex-matrix
    int mat[][] = getHexMatP(s,p);

    for(int i=0; i < mat.length;i++){
        for(int j= 0 ; j< mat[0].length; j++){
            System.out.print(Integer.toHexString(mat[i][j]).toUpperCase() + " ");
        }
        System.out.println();
        if((i+1) % 4 == 0 ){
            System.out.println();
        }
    }
}
}

```

## Output:



```
3 — -bash — 96x31
[Toms-MacBook-Pro:3 tom$ cat input1.b
~
Hola mundo!
[Toms-MacBook-Pro:3 tom$ java HexMatP < input1.b

48 20 64 7E
6F 6D 6F 7E
6C 75 21 7E
61 6E 7E 7E

[Toms-MacBook-Pro:3 tom$ cat input2.b
0
Een goede naam is beter dan olie.
[Toms-MacBook-Pro:3 tom$ java HexMatP < input2.b

45 67 65 61
65 6F 20 6D
6E 65 6E 20
20 64 61 69

73 74 64 6F
20 65 61 6C
62 72 6E 69
65 20 20 65

2E 30 30 30
30 30 30 30
30 30 30 30
30 30 30 30

Toms-MacBook-Pro:3 tom$
```