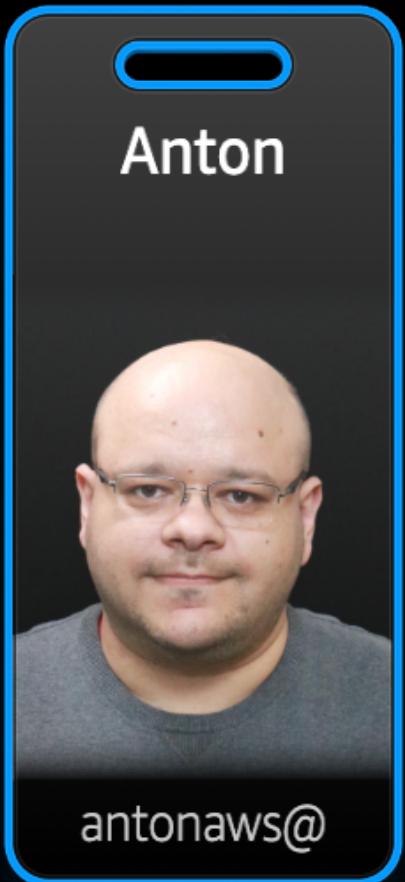


A visual journey to reverse-engineering the Enigma Machine



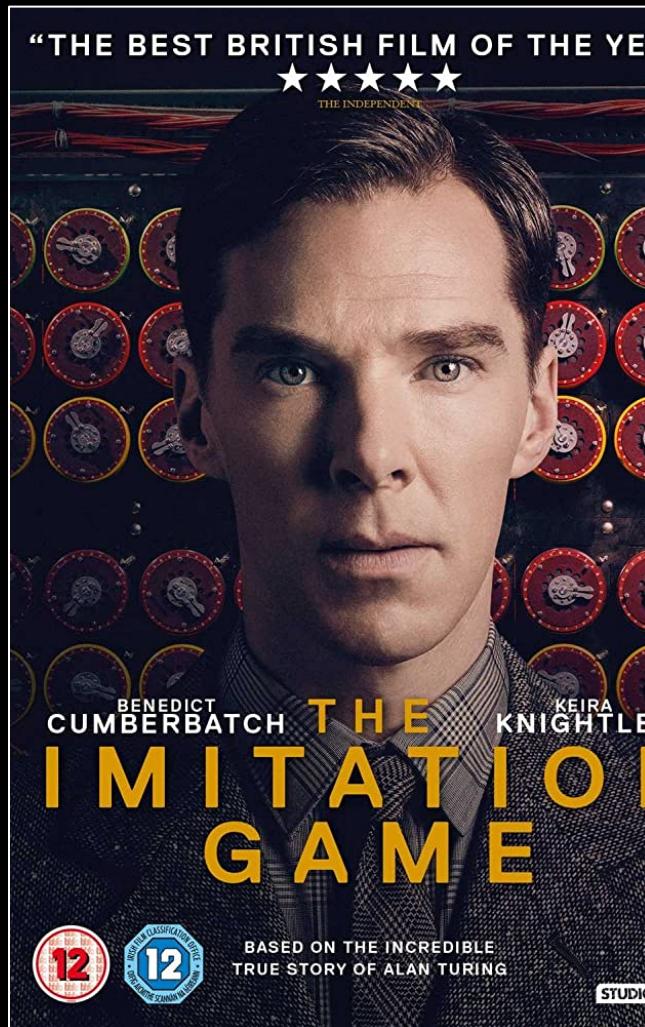
Anton Aleksandrov
Principal Solutions Architect
AWS Serverless

Who am I



- Principal Solutions Architect, Serverless
- 20+ years of software/cloud architecture
- Ex-Chief Architect of Cloud Security Services
- Security geek
- A husband, a father, a foodie
- Star Wars > Star Trek (sorry and 🤙)
- Basically your classic definition of a nerd

How it all began



Premium

enigma machine

X

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Create account Log in ...

Enigma Machine

Jared Owen

Thanks to the Dan

CC

Intro

19:26

Can I Build it?

12:10

NATIONAL MUSEUM OF COMPUTING

The real story of how Enigma was broken

VIRTUAL TALK

477K views • 2 years

tnmoc

A virtual talk by Sir

Const

1:07:50

This image shows a screenshot of a YouTube channel page for 'enigma machine'. The channel has 5.1M views and is 1 year old. The main video thumbnail is titled 'Enigma Machine' and shows a 3D model of the machine with internal components highlighted in green. Below it is a thumbnail for 'Can I Build it?' featuring Benedict Cumberbatch. Another thumbnail shows a man speaking at the National Museum of Computing about the real story of how Enigma was broken.

WIKIPEDIA
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54 languages

Read Edit View history Tools

Enigma machine

Article Talk

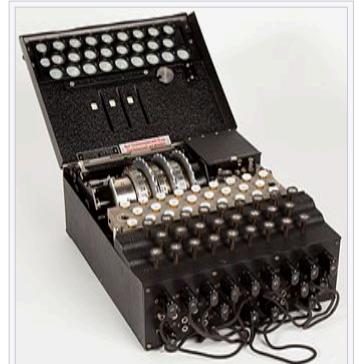
From Wikipedia, the free encyclopedia

This article is about the Enigma machine itself. For the Allied cracking of the machine, see Cryptanalysis of the Enigma.

The **Enigma machine** is a [cipher](#) device developed and used in the early- to mid-20th century to protect commercial, diplomatic, and military communication. It was employed extensively by [Nazi Germany](#) during [World War II](#), in all branches of the [German military](#). The Enigma machine was considered so secure that it was used to encipher the most top-secret messages.^[1]

The Enigma has an electromechanical [rotor mechanism](#) that scrambles the 26 letters of the alphabet. In typical use, one person enters text on the Enigma's keyboard and another person writes down which of the 26 lights above the keyboard illuminated at each key press. If plain text is entered, the illuminated letters are the [ciphertext](#). Entering ciphertext transforms it back into readable plaintext. The rotor mechanism changes the electrical connections between the keys and the lights with each keypress.

The security of the system depends on machine settings that were generally changed daily, based on secret key lists distributed in advance, and on other settings that were changed for each message. The receiving station would have to know and use the exact settings employed by

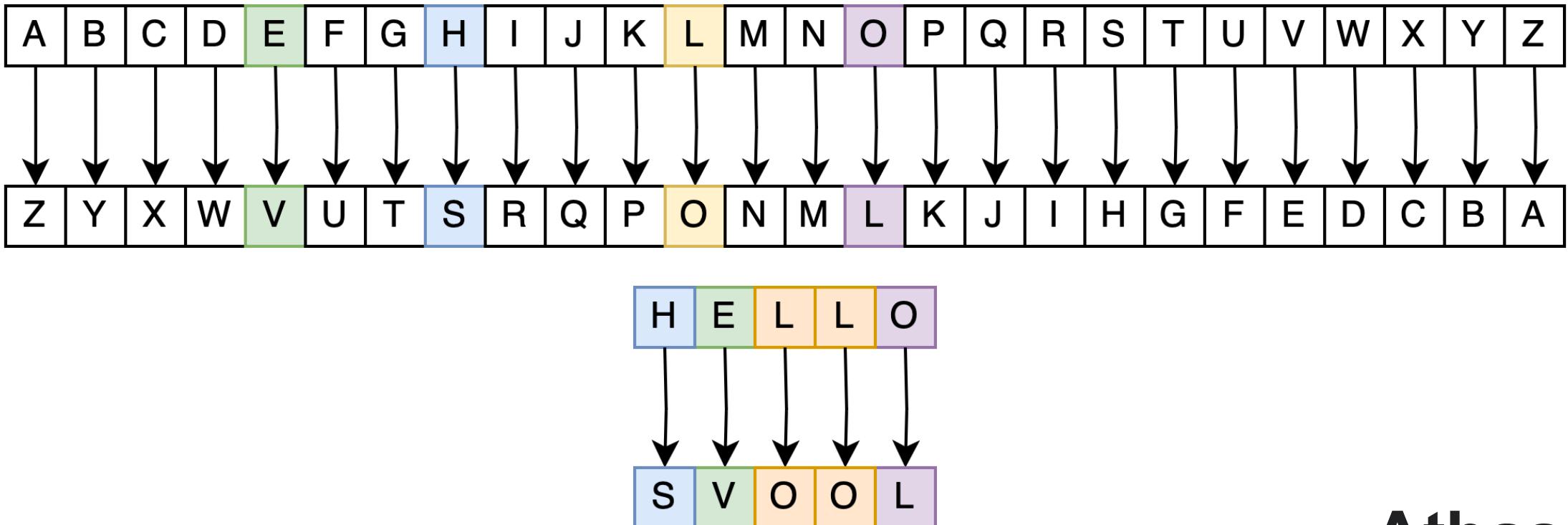
A photograph of a black, rectangular Enigma machine with many circular components on top and a keyboard below. It is labeled 'Enigma I'.

Military Enigma machine, model "Enigma I", used during the late 1930s and during the war; displayed at Museo Nazionale Scienza e Tecnologia Leonardo da Vinci, Milan, Italy

The Enigma cipher machine

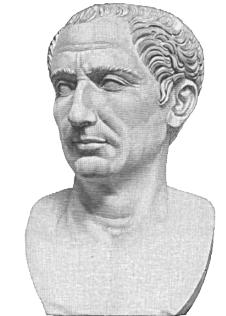
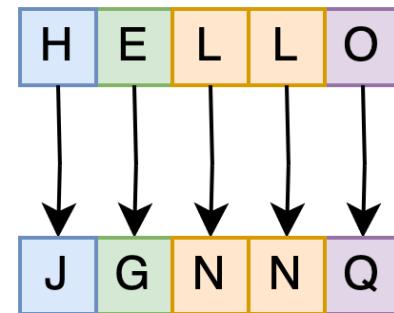
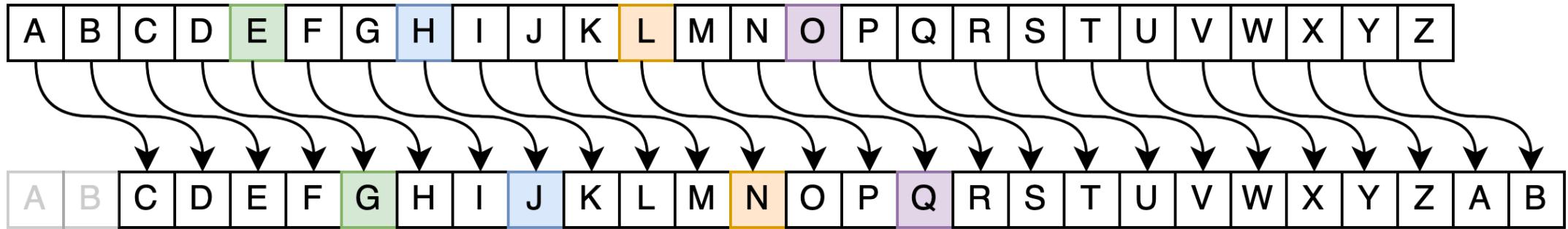
Early ciphers – biblical times

Substitution Cipher



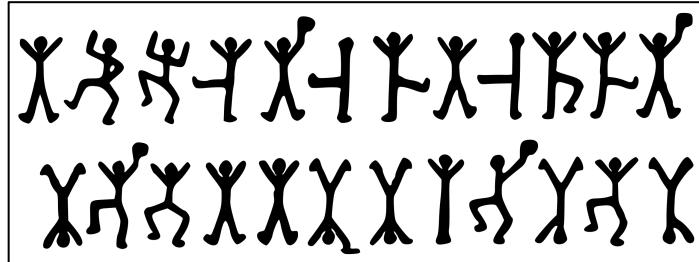
Early ciphers – approximately 50 BC

Substitution Cipher



Caesar cipher

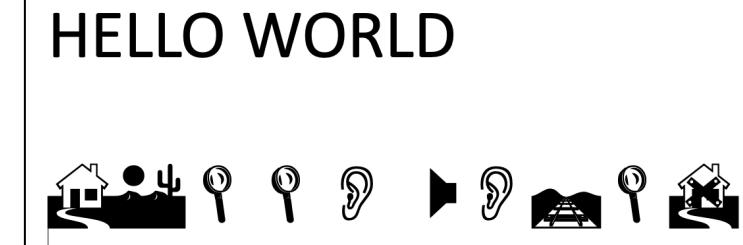
Ciphers, ciphers, ciphers...



Dancing Men
(Sherlock Holmes)

A	B	C	J	K	L
D	E	F	M	N	O
G	H	I	P	Q	R
T	S	U	X	W	Y
V	Z				

Pigpen cipher



Webdings font

	1	2	3	4	5
1	A	B	C/K	D	E
2	F	G	H	I	J
3	L	M	N	O	P
4	Q	R	S	T	U
5	V	W	X	Y	Z

Tap cipher

Morse Code



A	• -
B	- • • •
C	- • - •
D	- • •
E	•
F	• • - •
G	- - •
H	• • • •
I	• •
J	• - - -
K	- • -
L	• - • •
M	- -
N	- •
O	- - -
P	• - - •
Q	- - • -
R	• - •
S	• • •
T	-

U	• • -
V	• • • -
W	• - -
X	- • • -
Y	- • - -
Z	- - • •

1	• - - - -
2	• • - - -
3	• • • - -
4	• • • • -
5	• • • • •
6	• - • • •
7	• - • - •
8	• - - - •
9	• - - - - •
0	• - - - - -

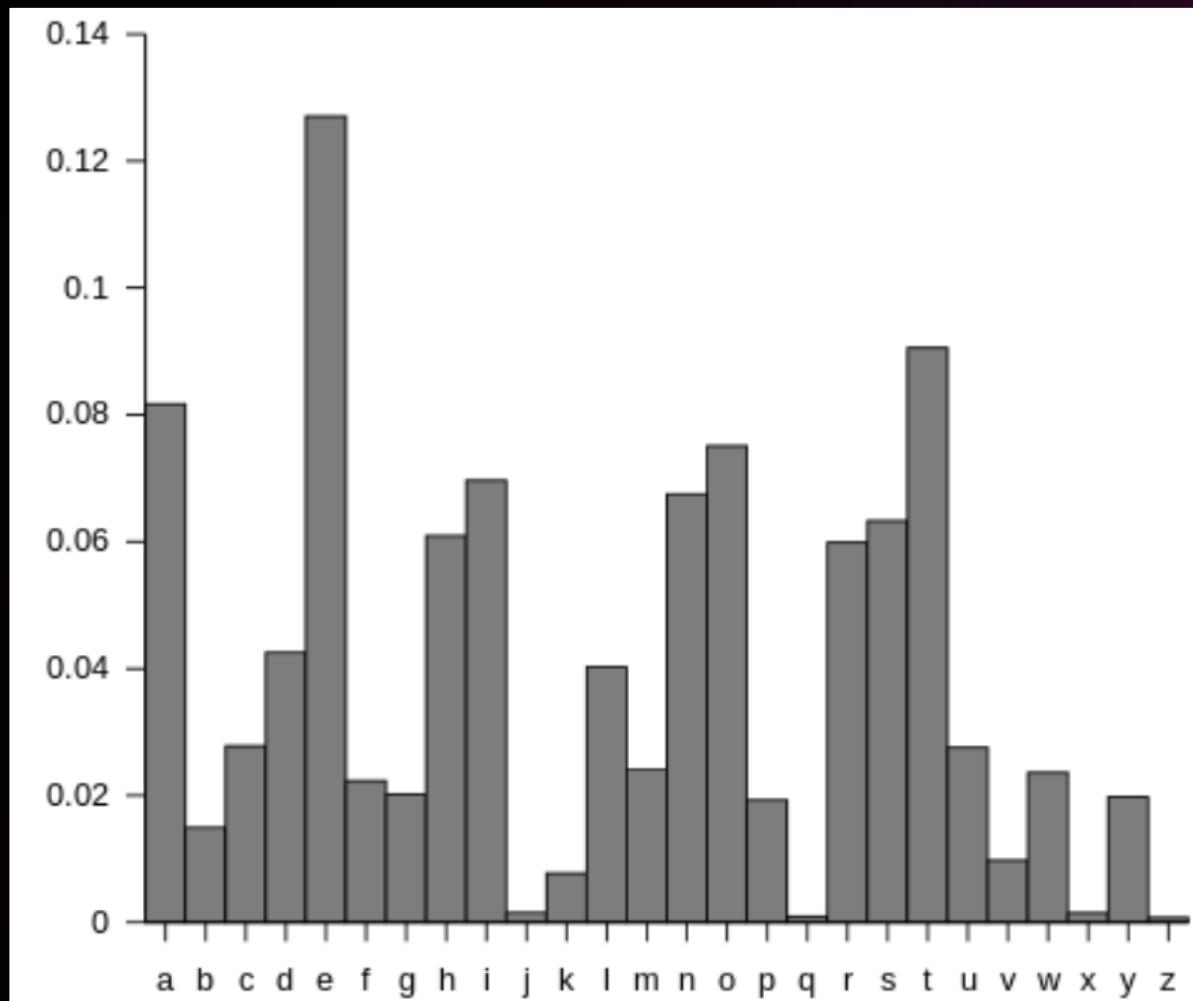
https://en.wikipedia.org/wiki/Samuel_Morse
https://en.wikipedia.org/wiki/Morse_code

The "Slack" of our great-grandparents



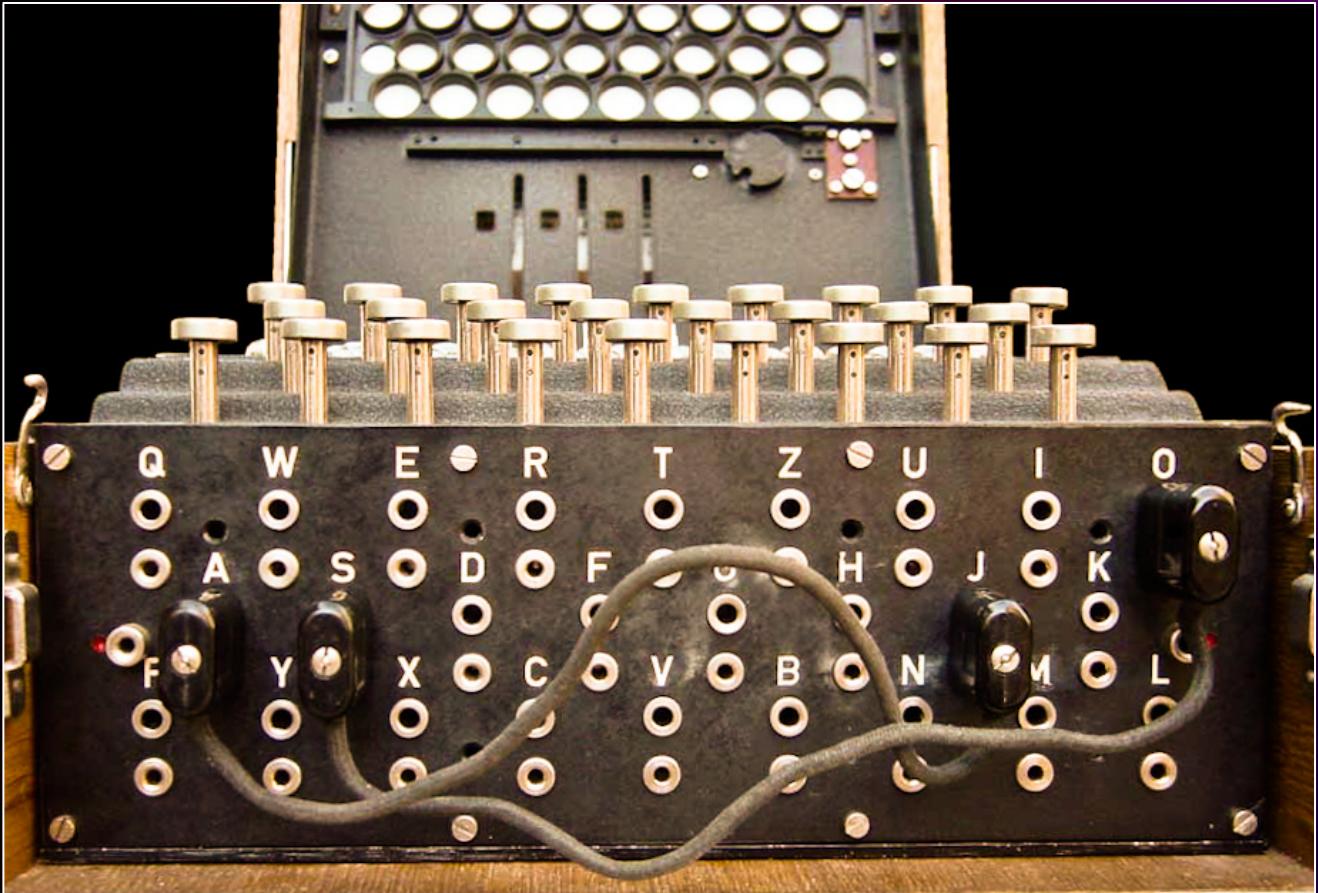
https://en.wikipedia.org/wiki/Electrical_telegraph

Cracking the substitution cipher



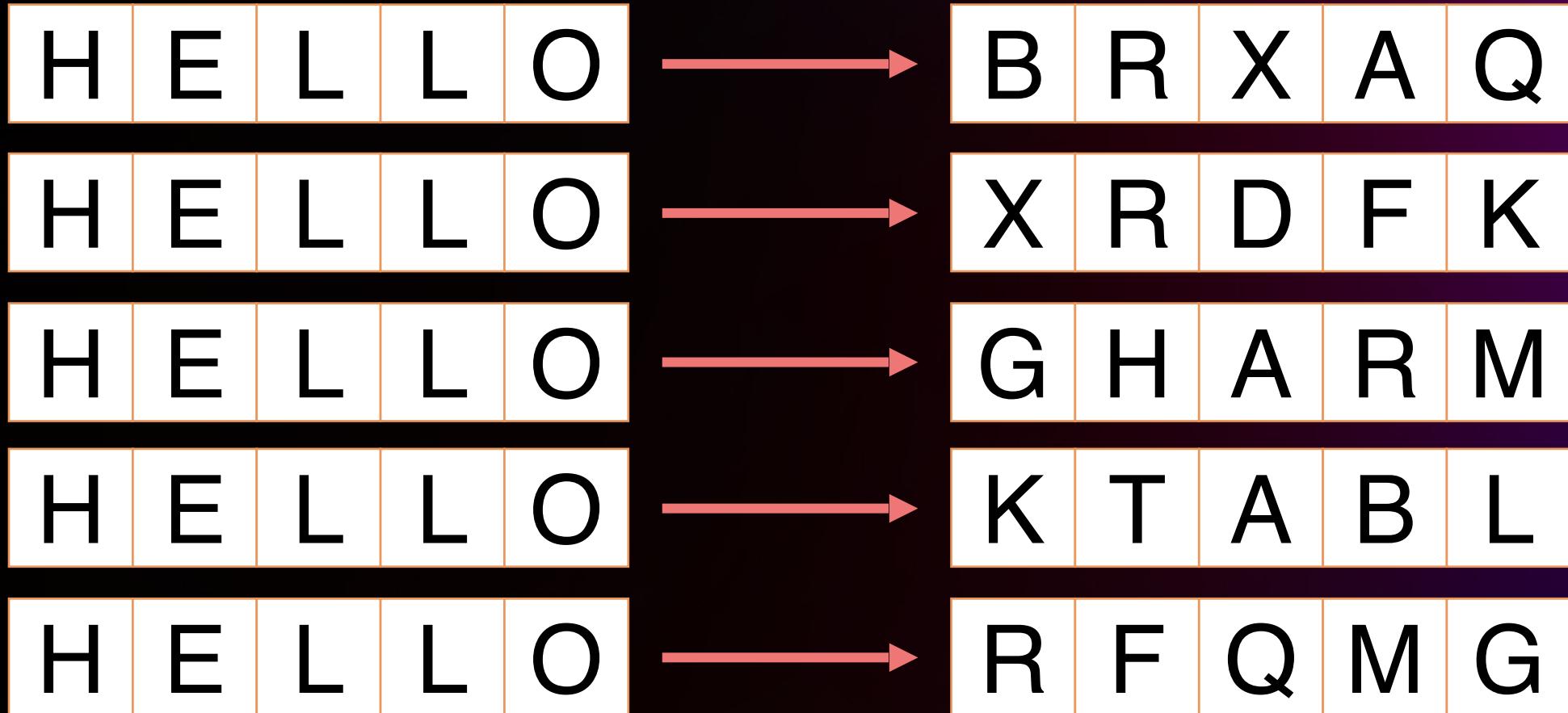
A typical distribution of letters in English language text.

The Enigma Machine



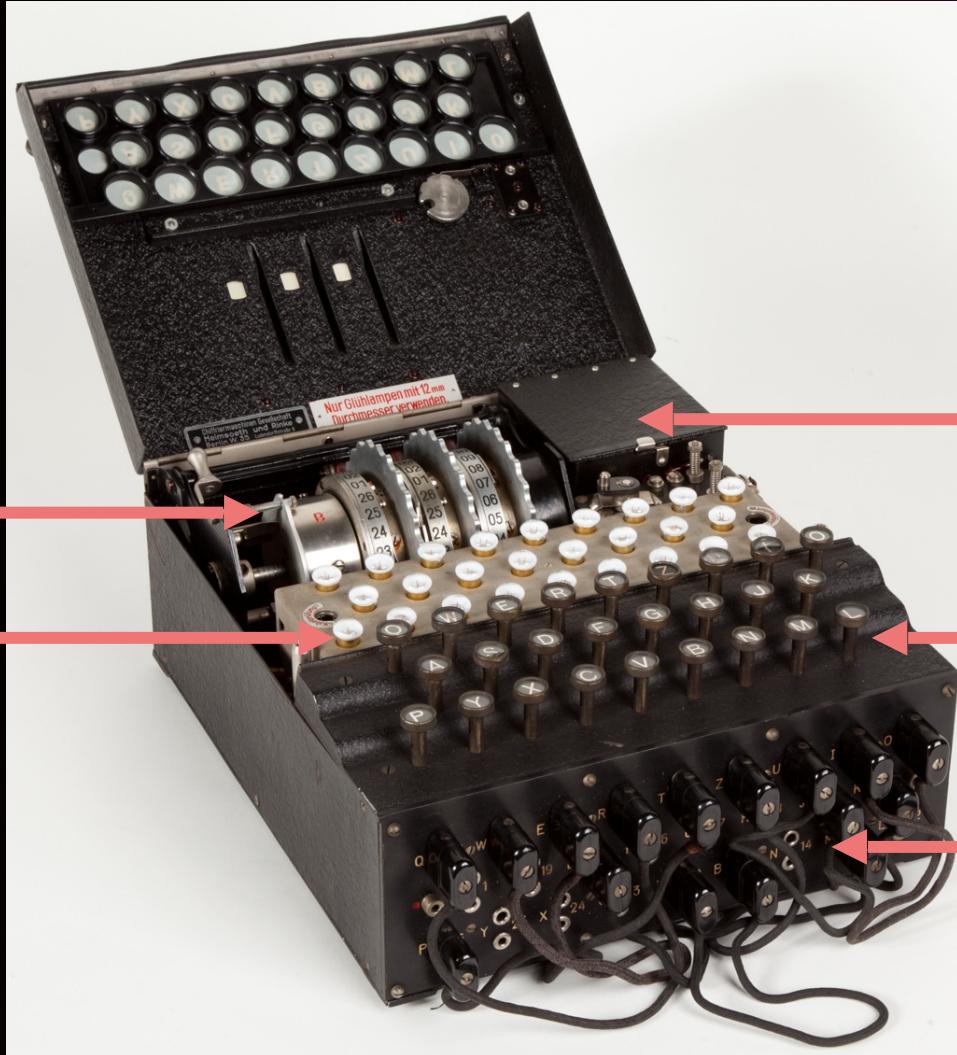
https://en.wikipedia.org/wiki/Enigma_machine

The Enigma Machine



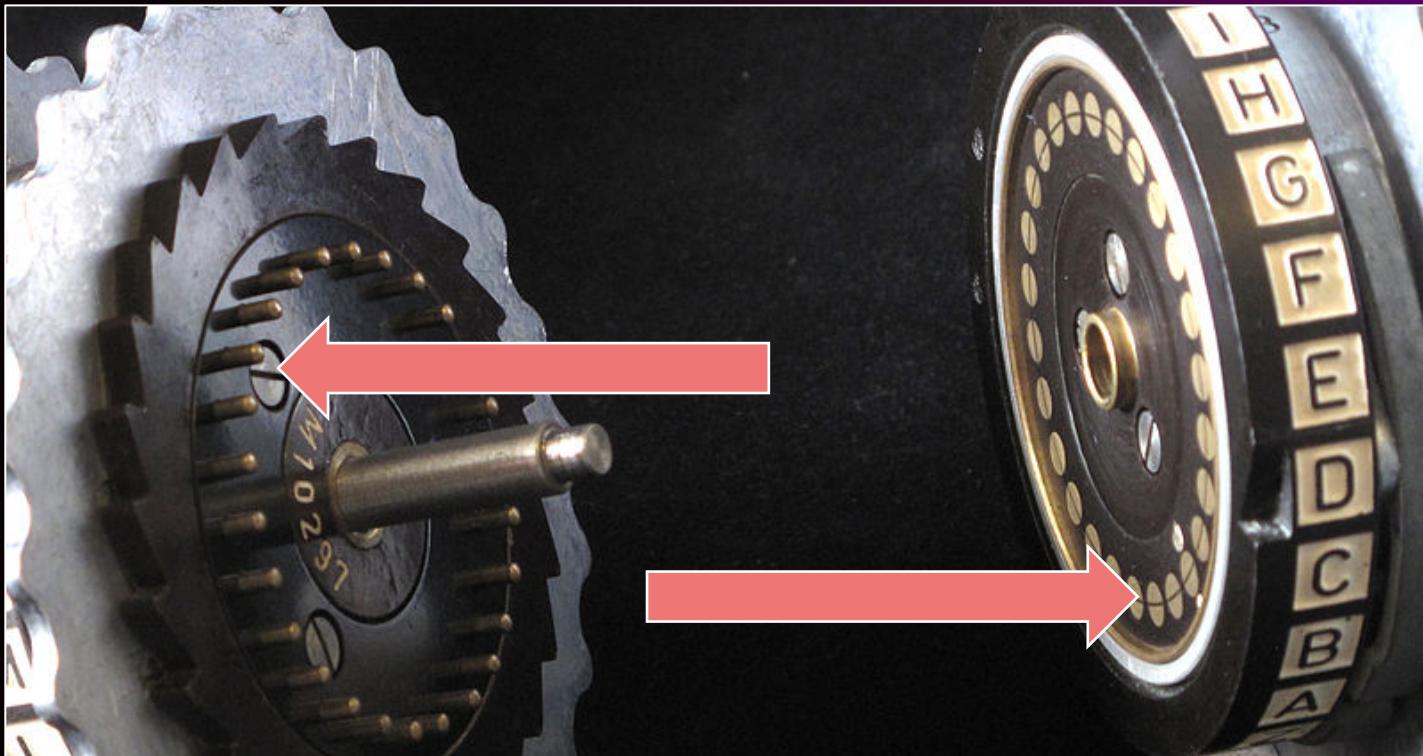
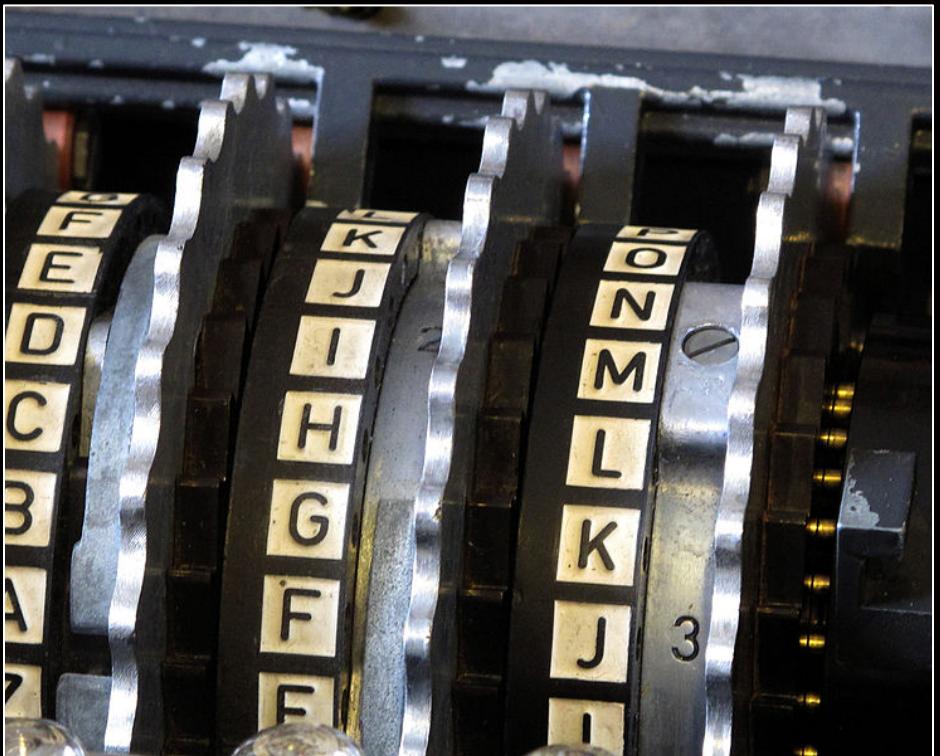
The Enigma Machine

Rotors and reflector
Output lamps



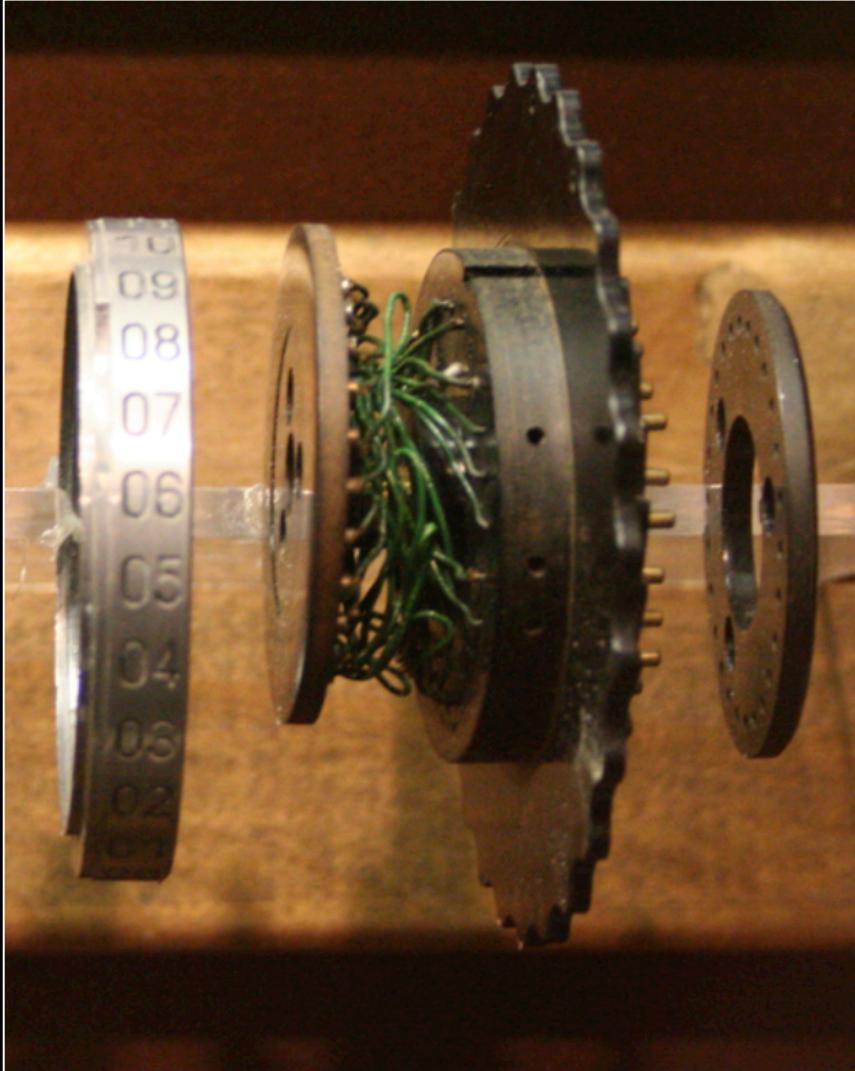
Battery
Input keys
Plugboard

Rotors



https://en.wikipedia.org/wiki/Enigma_machine

Rotors

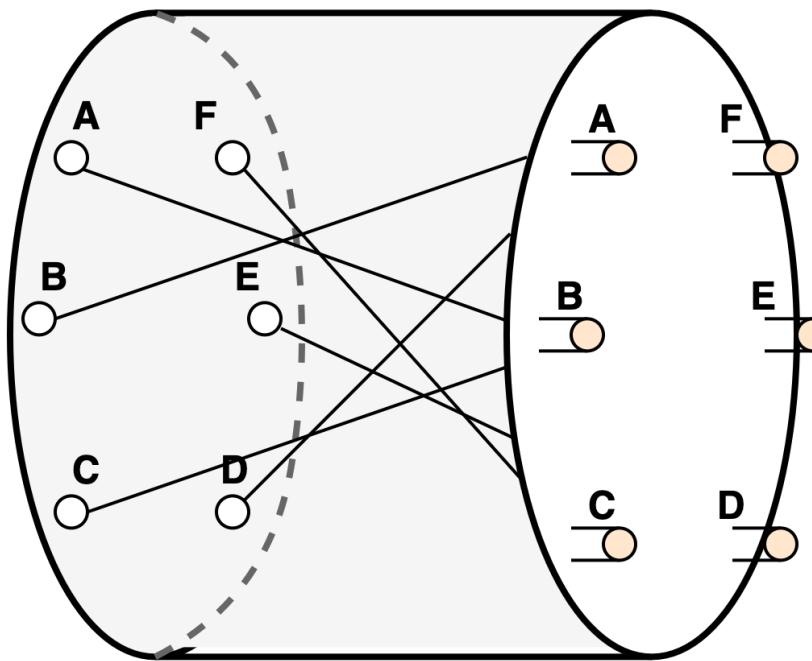


https://en.wikipedia.org/wiki/Enigma_rotor_details

Rotors

OUTPUT

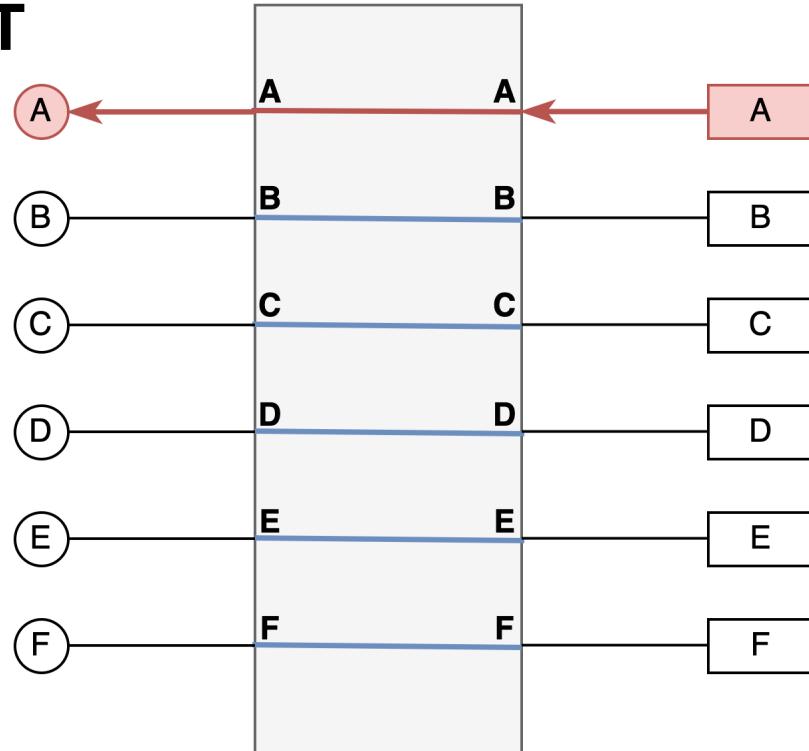
INPUT



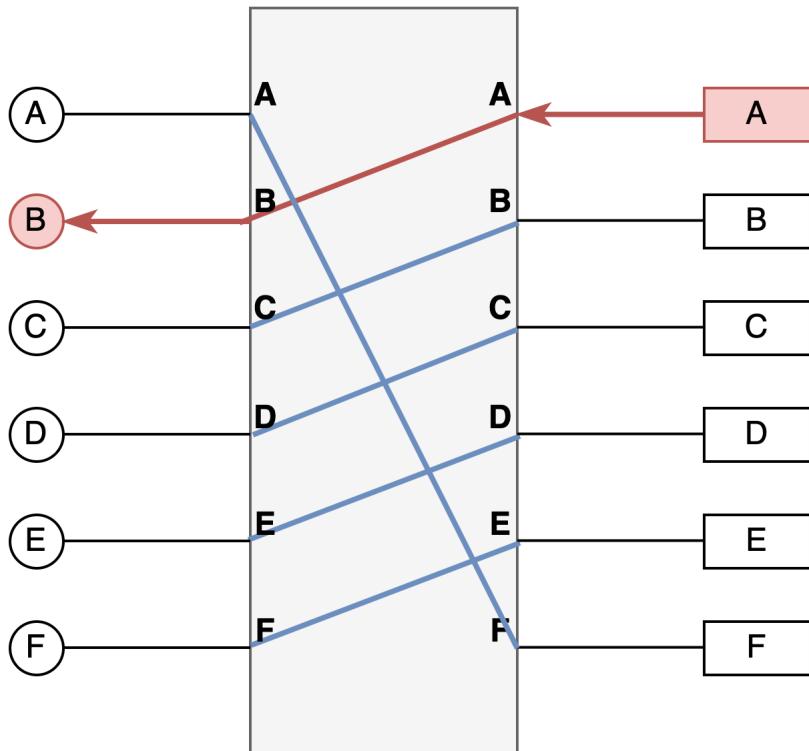
A substitution cipher!

Rotors

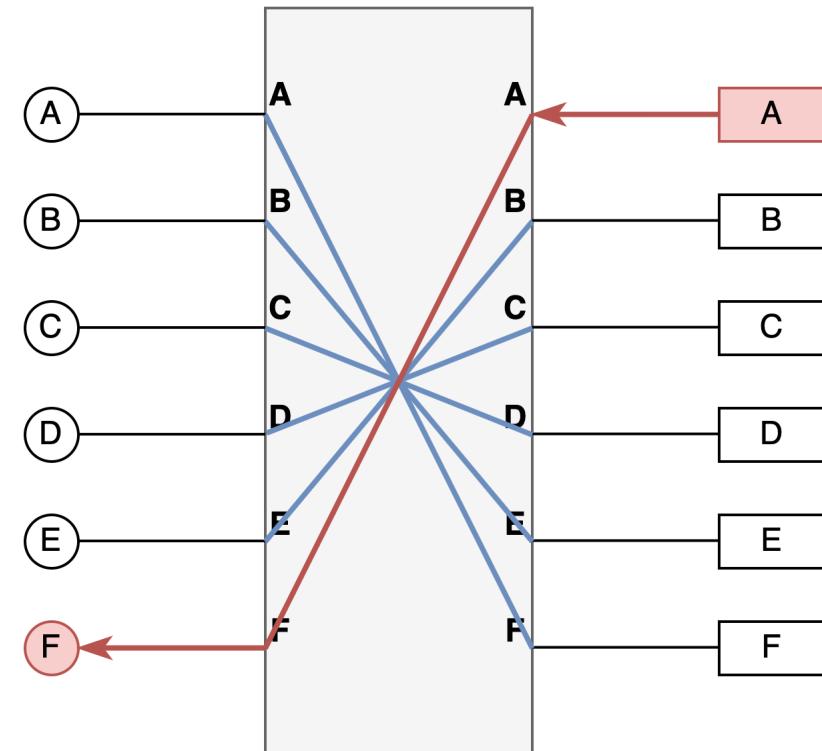
OUTPUT **INPUT**



Rotors

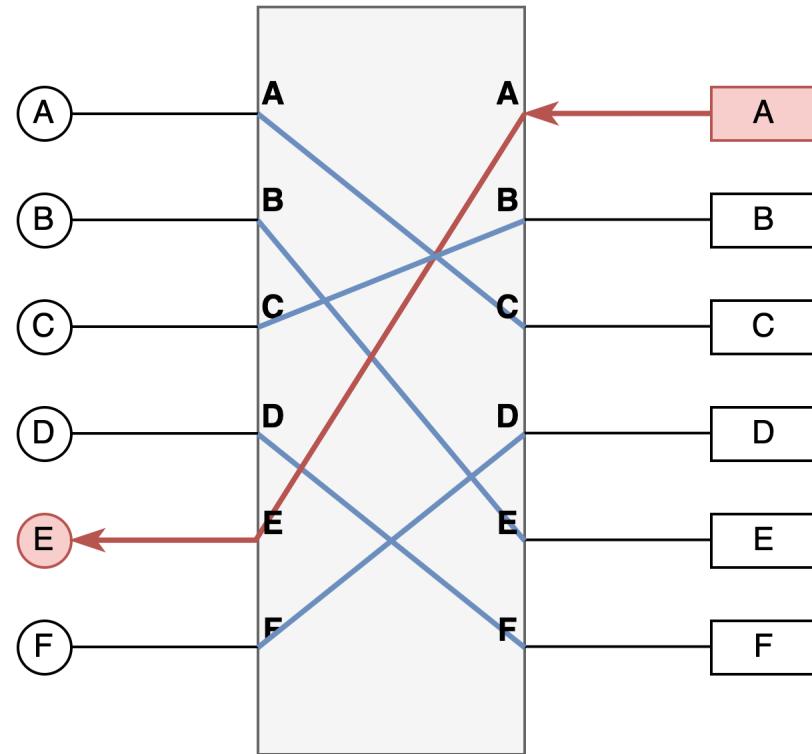


Caesar cipher

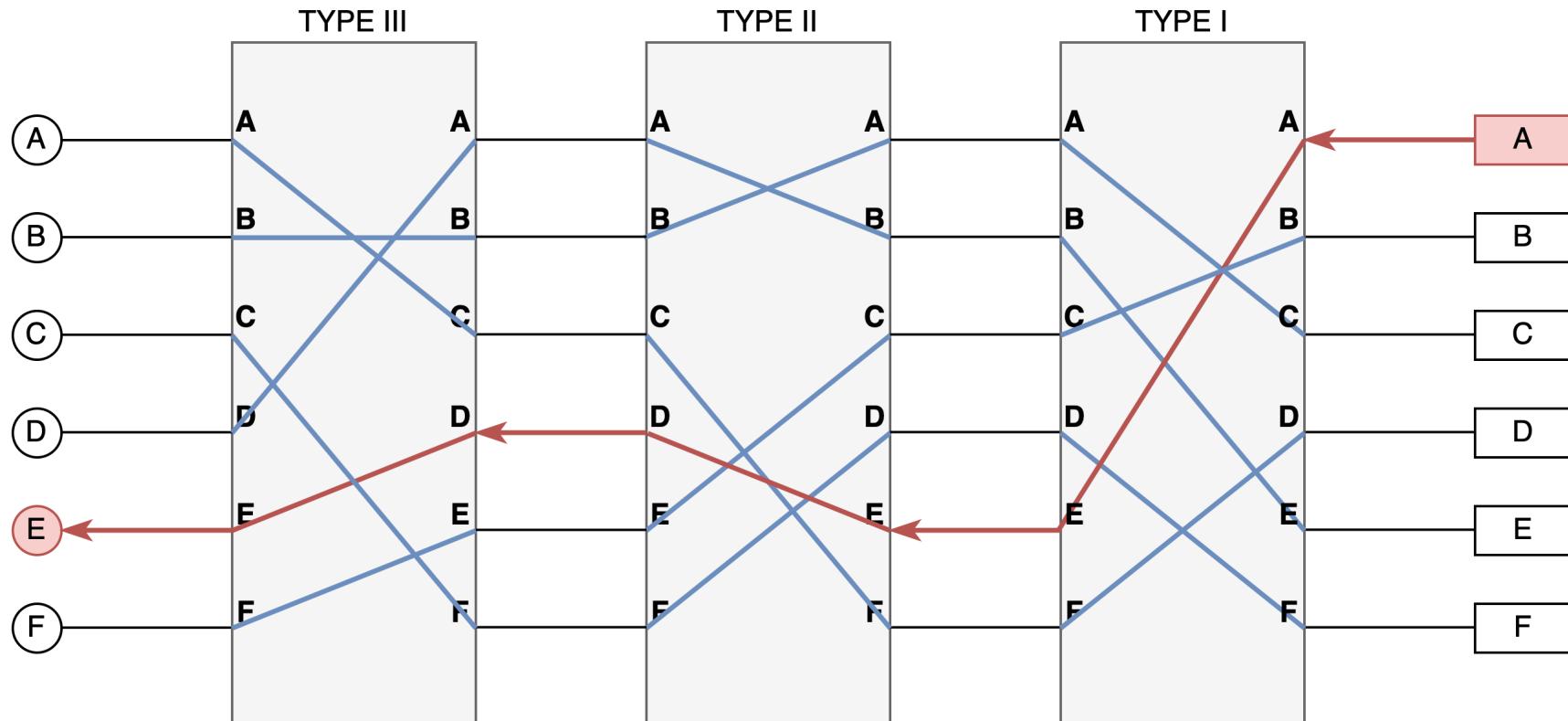


Atbash cipher

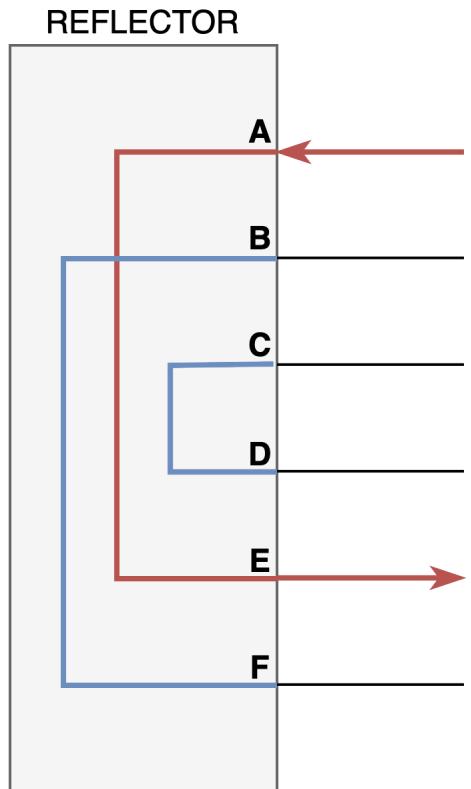
Rotors



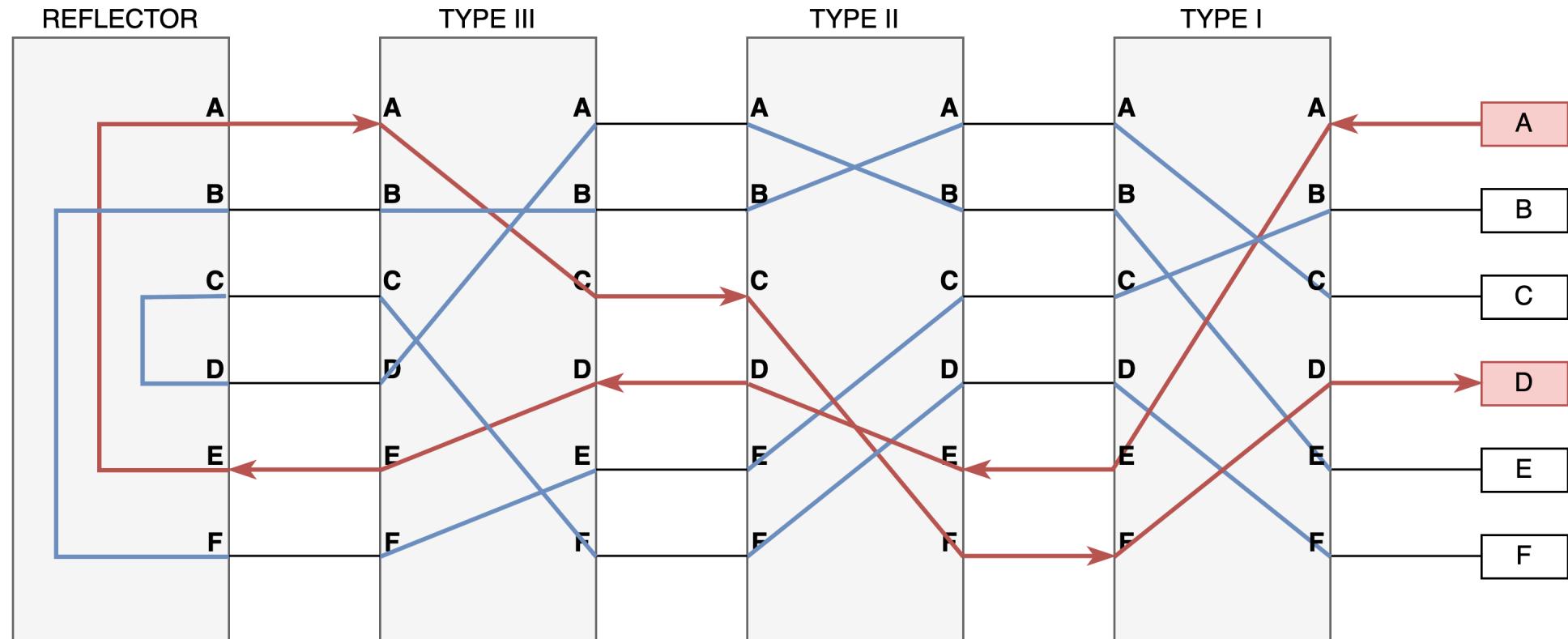
Different rotor types



Reflector

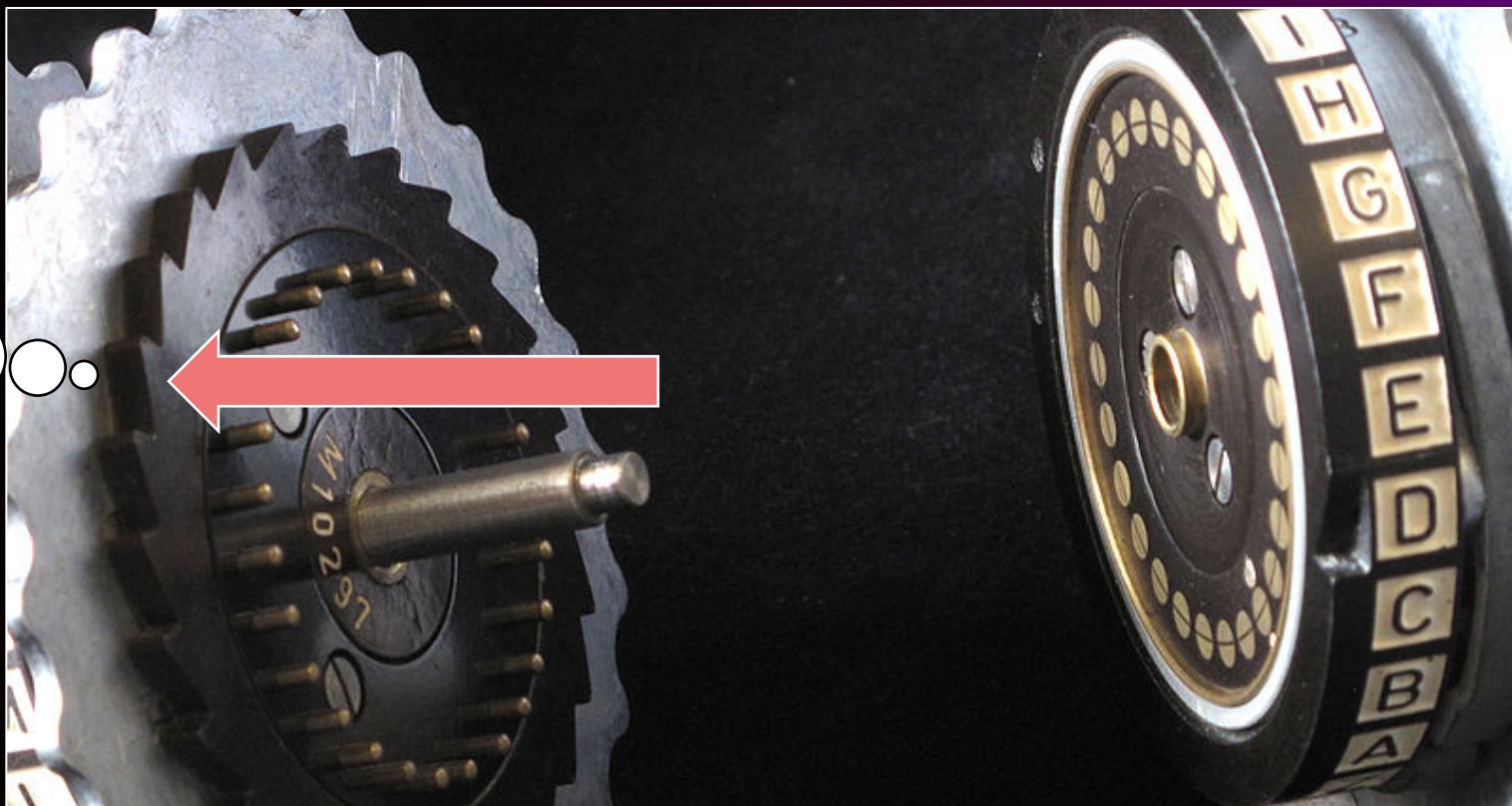


Rotors + reflector



Rotors

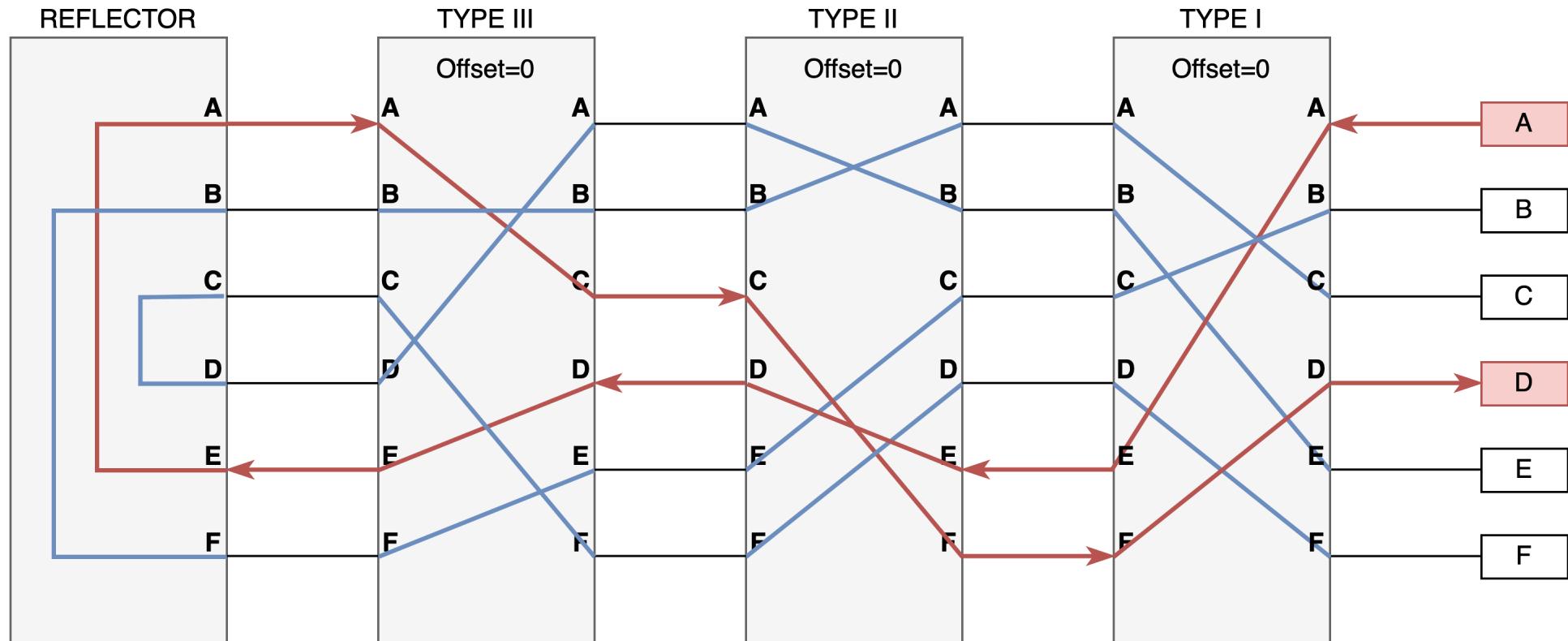
I wonder what
these gear
teeth are for...



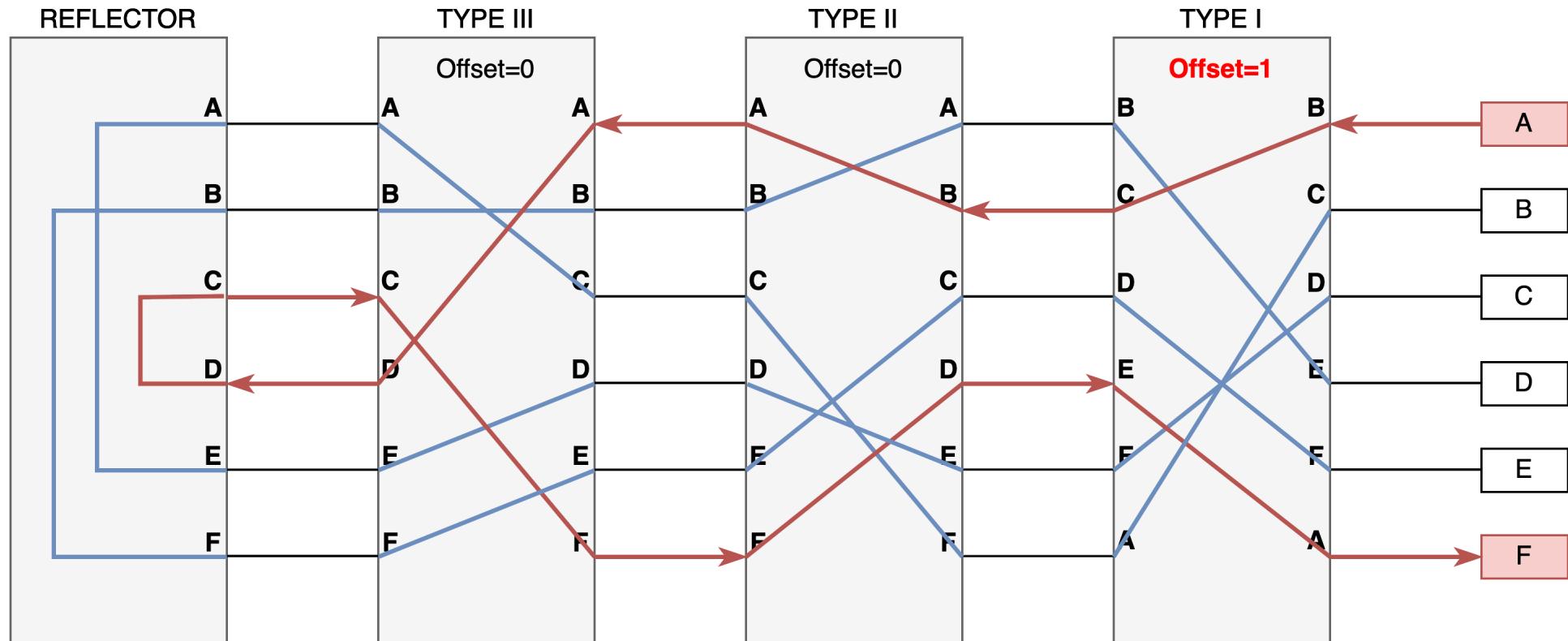
Tally counter



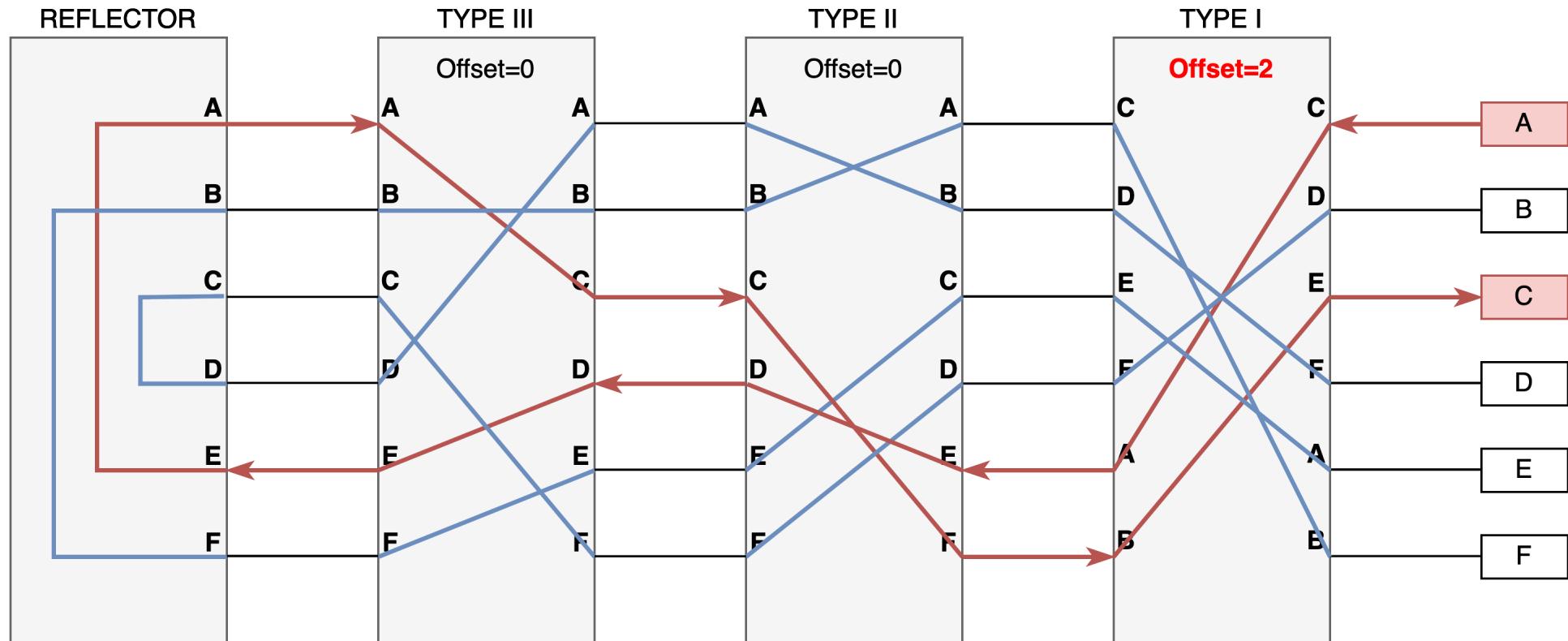
Rotor shift



Rotor shift



Rotor shift



Statistical Analysis

- Three rotors
- Each rotor has 26 positions

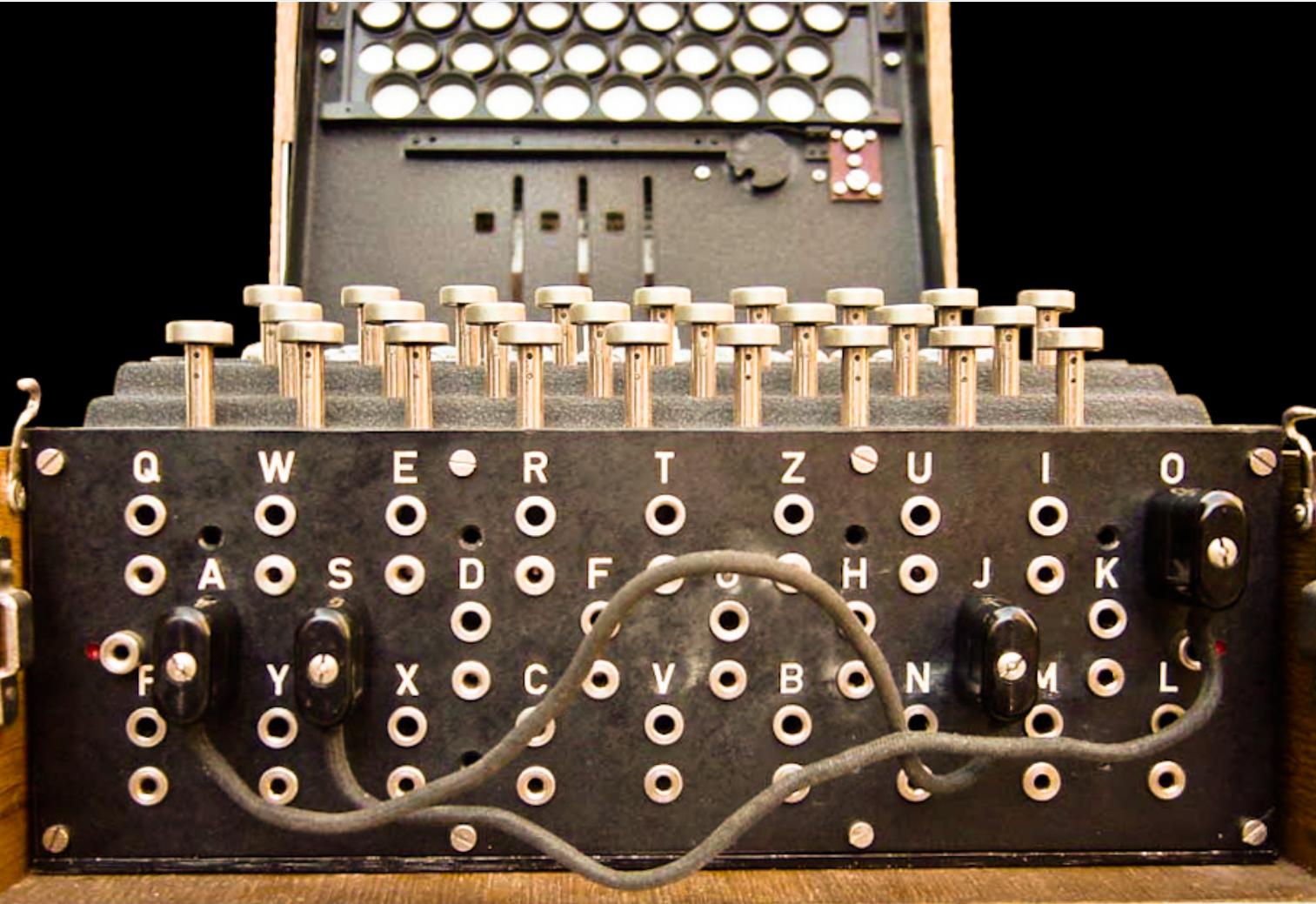
$$3! \cdot 26^3 = 105,456 \text{ configurations}$$

Statistical Analysis

- Three rotors **from a set of five**
- Each rotor has 26 positions

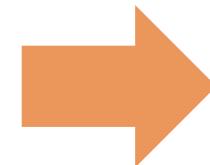
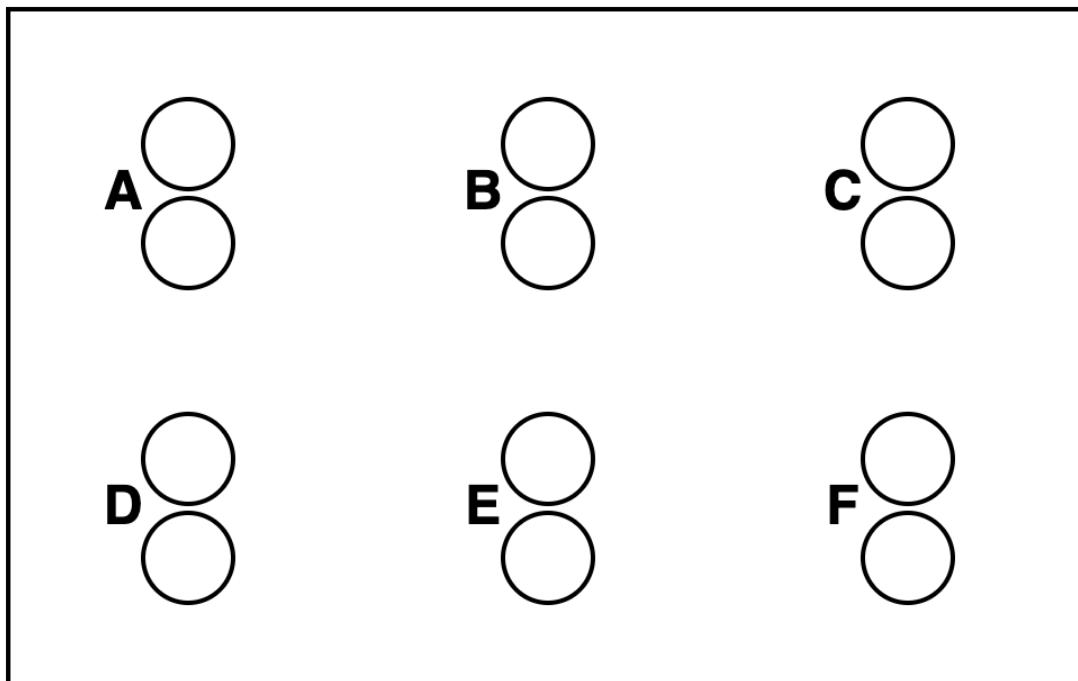
$$\frac{5!}{(5-3)!} \cdot 26^3 = 1,054,560 \text{ configurations}$$

Plugboard



https://en.wikipedia.org/wiki/Enigma_machine

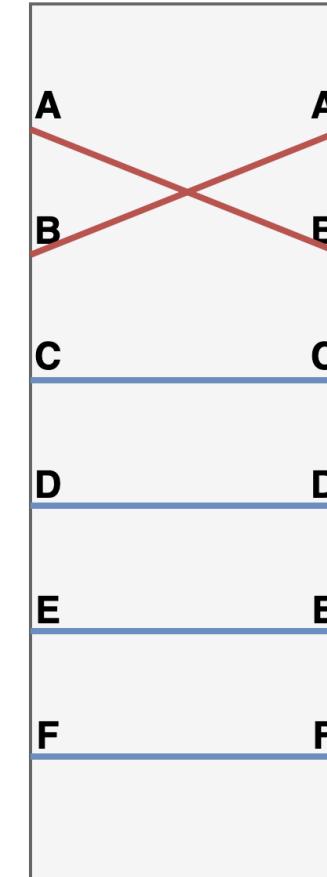
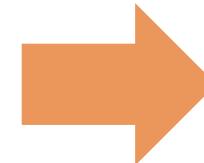
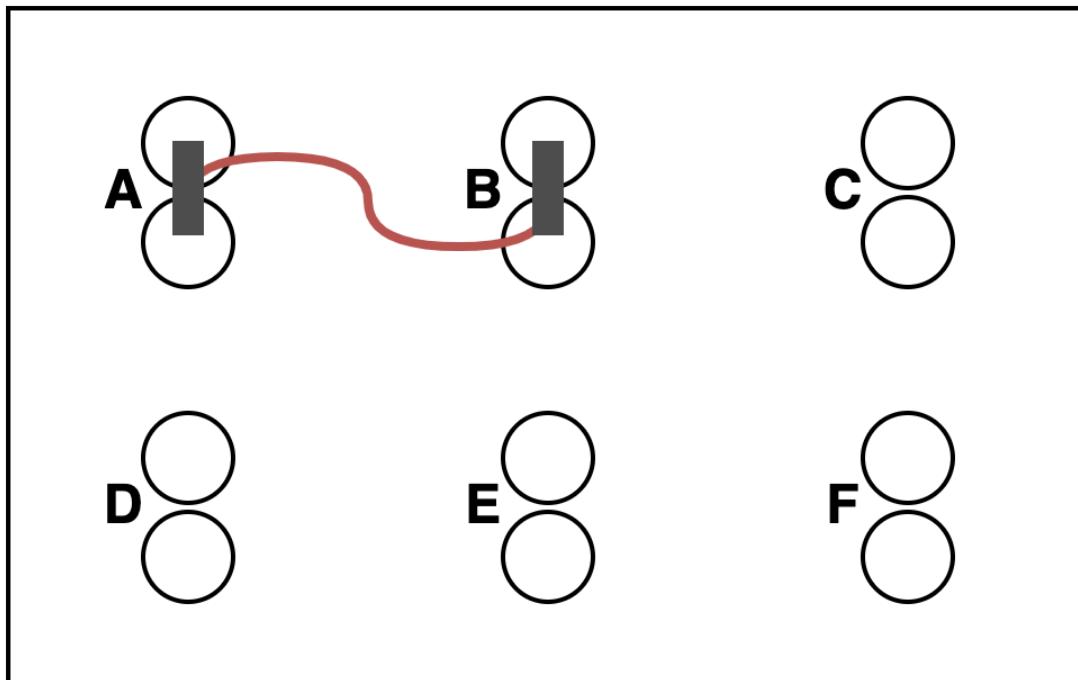
Plugboard



A	A
B	B
C	C
D	D
E	E
F	F

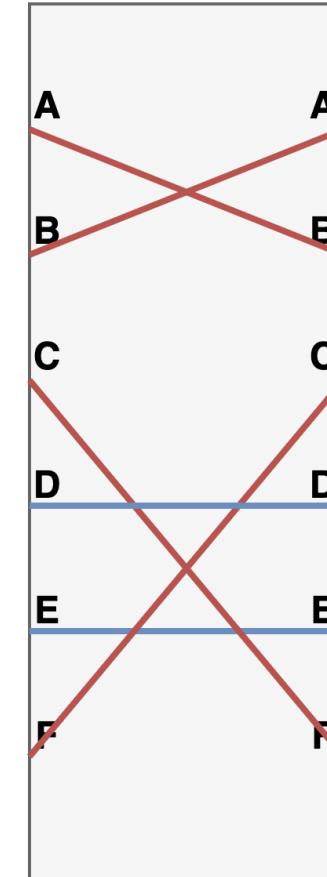
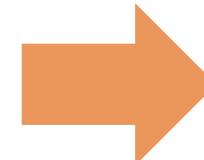
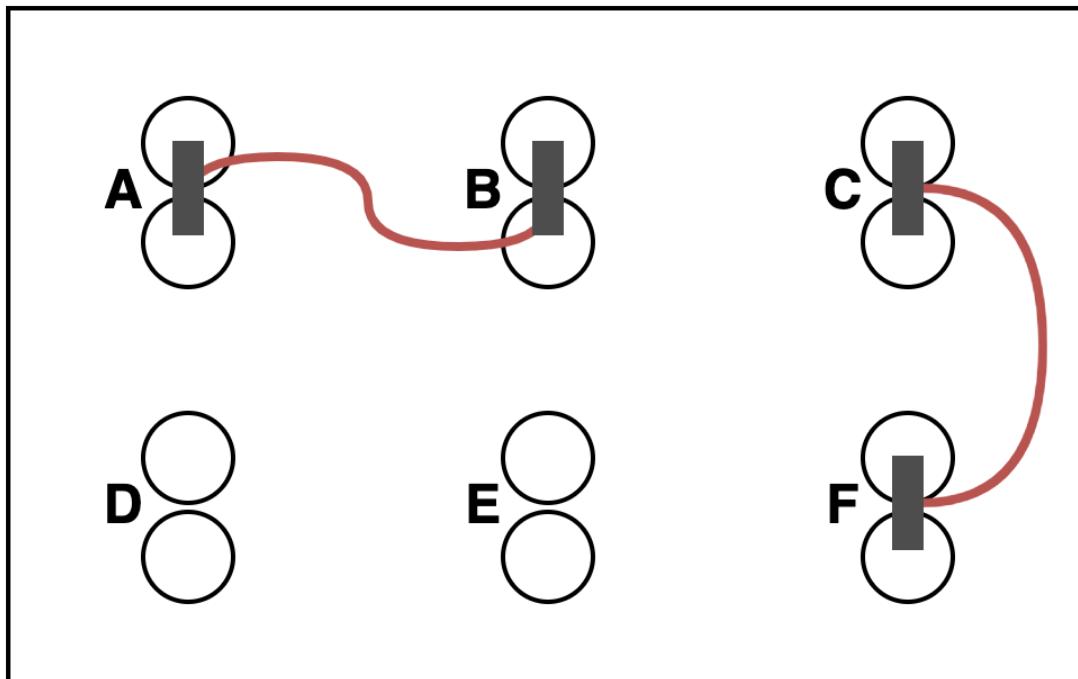
()

Plugboard

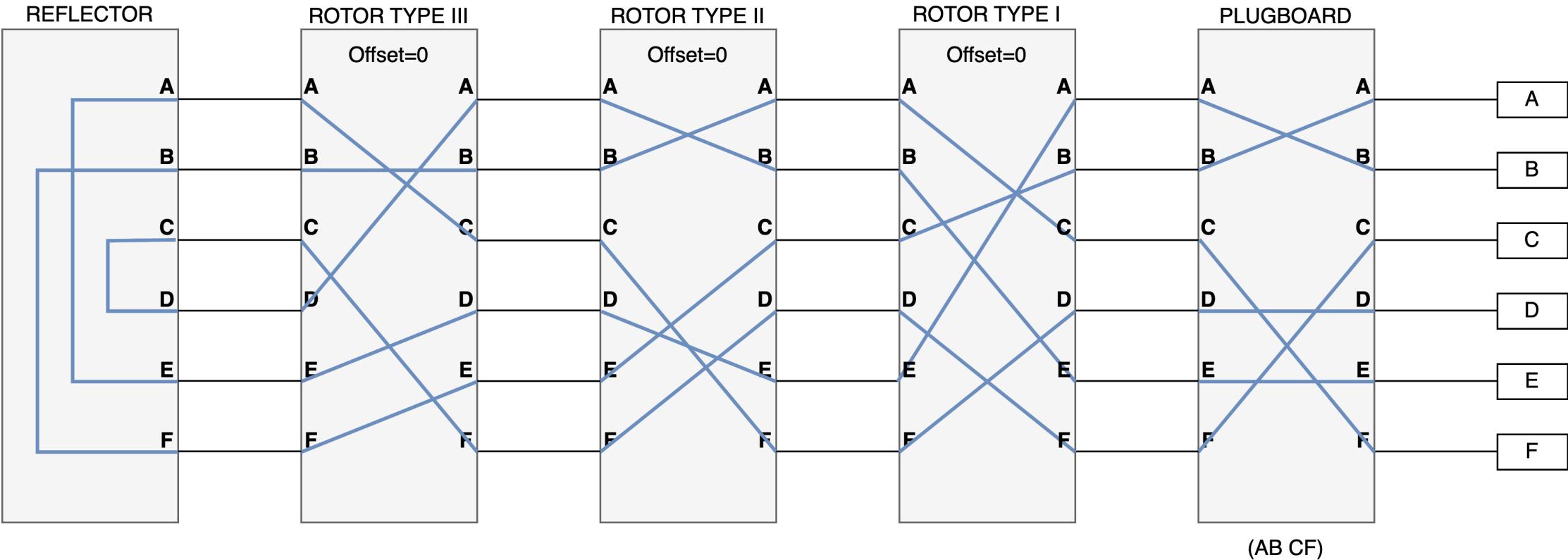


(AB)

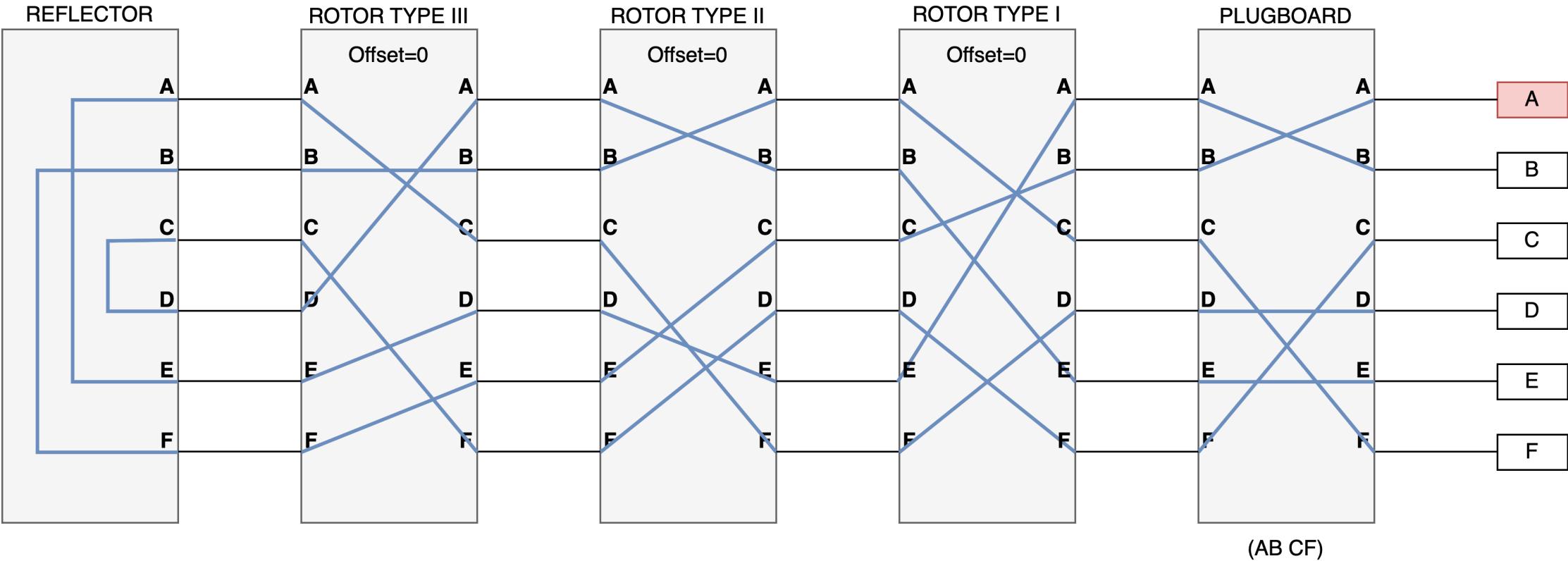
Plugboard



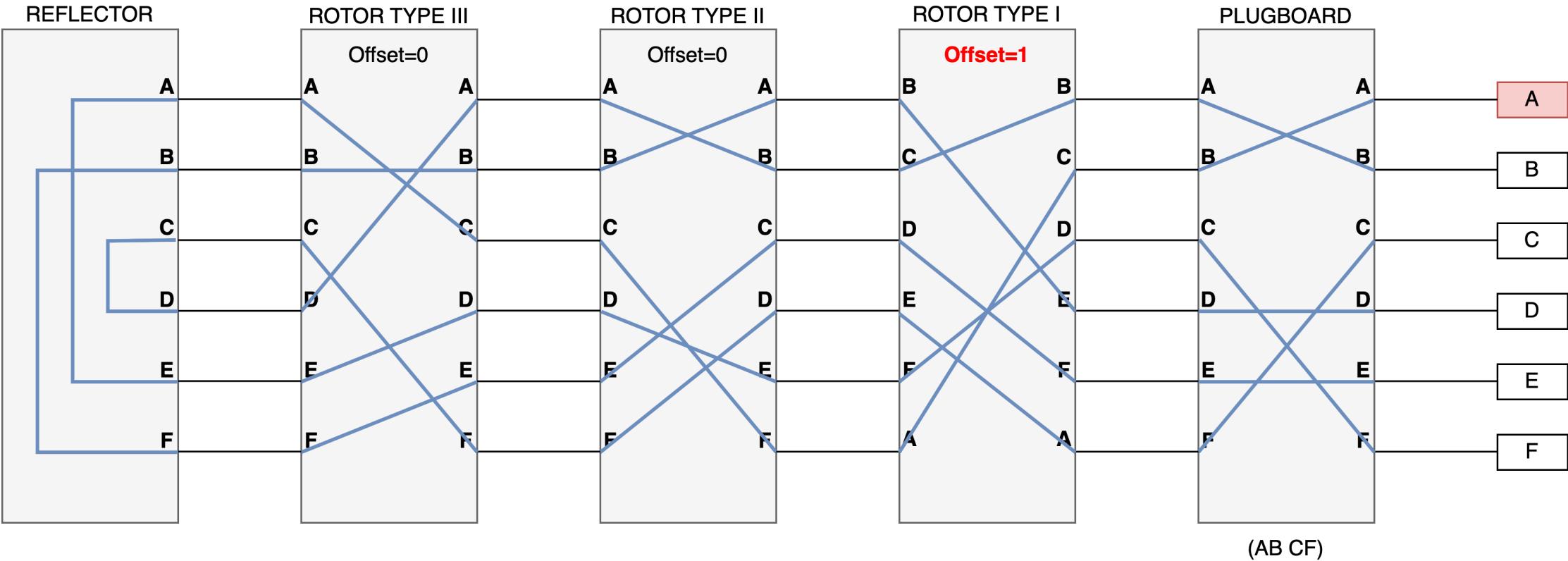
The Enigma Machine E2E



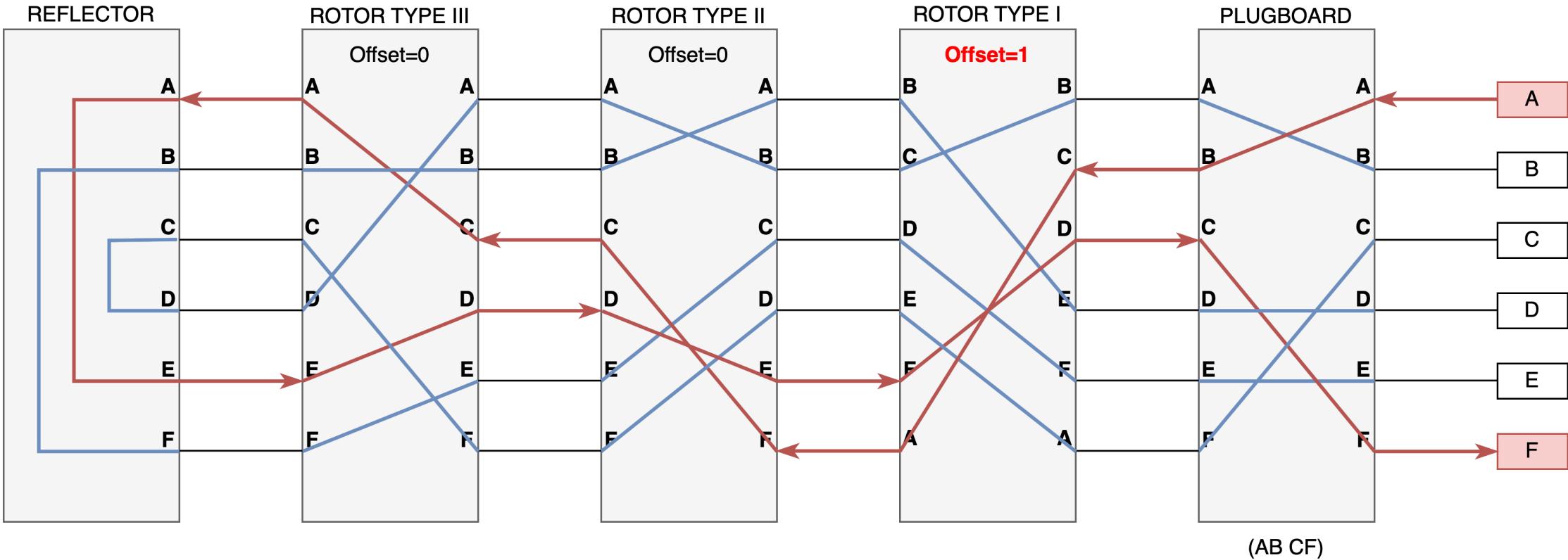
The Enigma Machine E2E



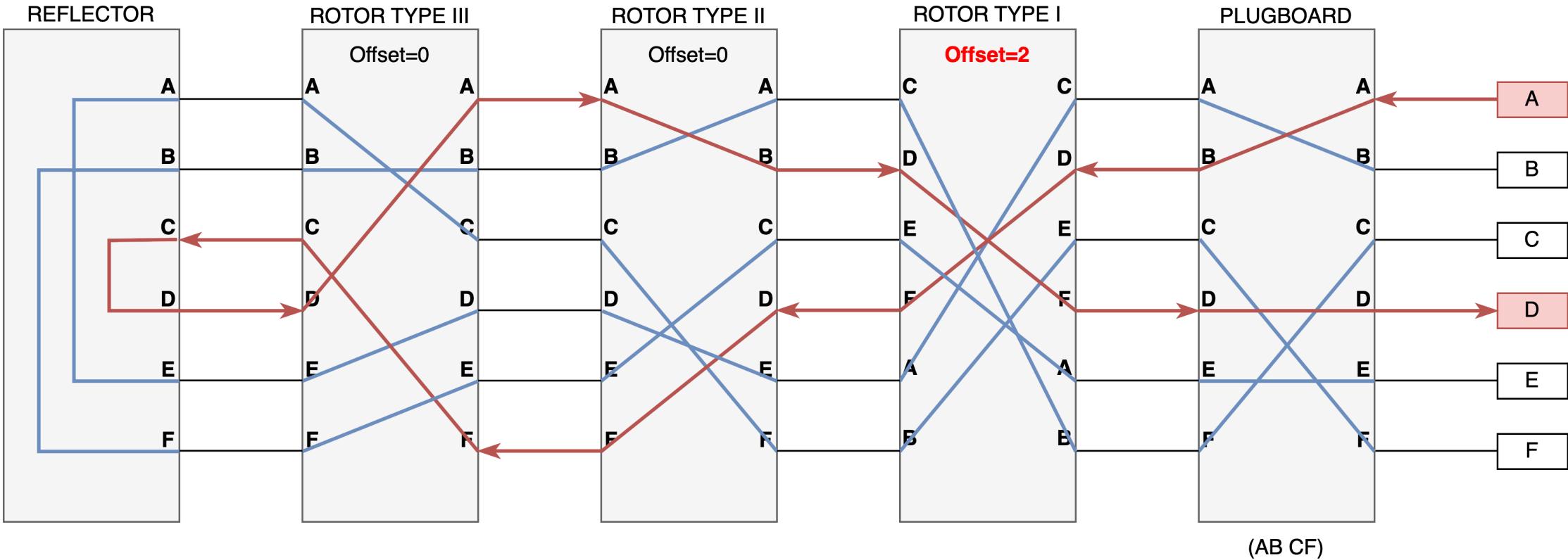
The Enigma Machine E2E



The Enigma Machine E2E



The Enigma Machine E2E



Statistical Analysis

- Three rotors from a set of five
- Each rotor has 26 positions
- **Plugboard with 10 pairs of letters connected**

$$\frac{26!}{(26 - 20)! \cdot 20^{10} \cdot 10!} = 150,738,274,937,250$$

↑ ↑ ↑
Trillion Billion Million

Statistical Analysis

- Three rotors from a set of five
- Each rotor has 26 positions
- Plugboard with 10 pairs of letters connected

158,962,555,217,826,360,000 settings

↑
↑
↑
↑
↑
Quintillion Quadrillion Trillion Billion Million

2⁶⁷

The Enigma Machine



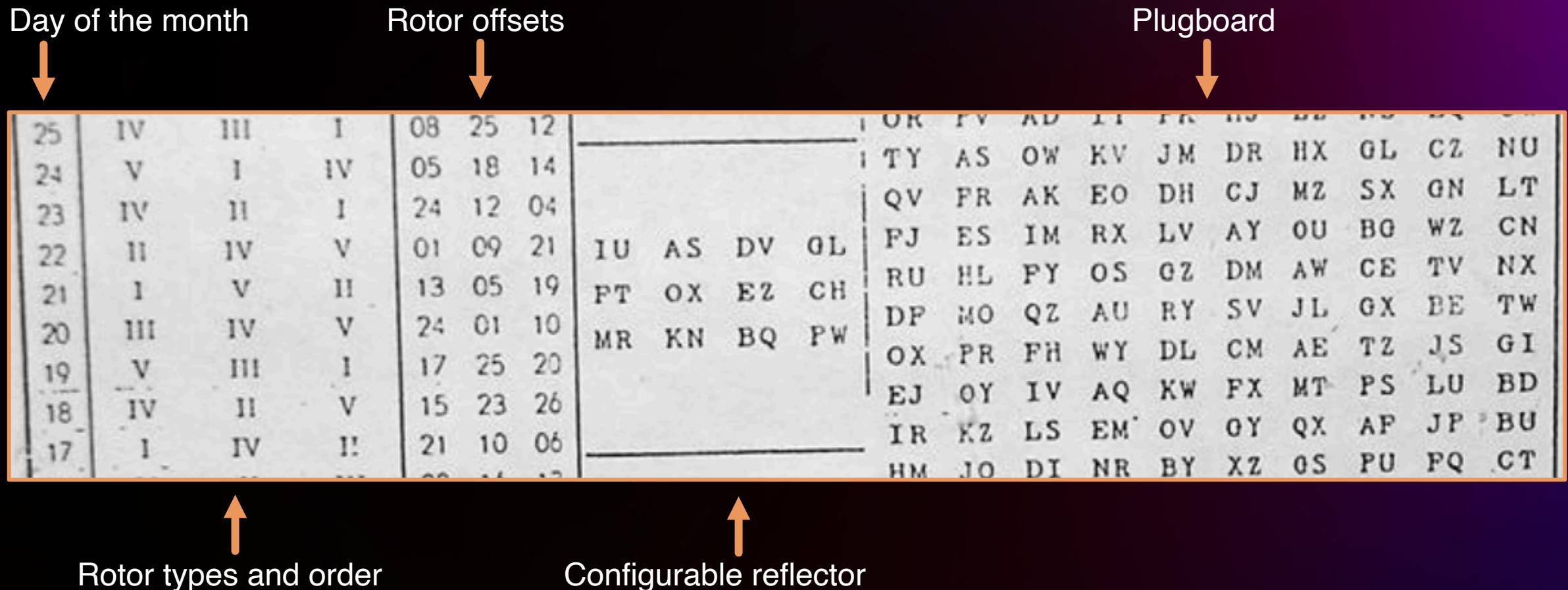
https://en.wikipedia.org/wiki/Enigma_machine

The Enigma Machine

Index Nr.	Wellenlage	Ringstellung	Steckerverbindungen am Steckerbrett										Stellungsruppen							
			an der Umkehrrolle										1	2	3	4	5	6	7	8
649 31	I V III	14 09 24	SZ	GT	DV	KU	FO	MY	EW	JN	IX	LQ	wny	dgy	e xb	r zg				
649 30	IV III II	05 26 02	IS	EV	MX	RW	DT	UZ	JQ	AO	CH	NY	k tl	acw	z si	wao				
649 29	III II I	12 24 03	KM	AX	PZ	OO	DJ	AT	CV	IO	ER	QS	LW	PZ	FN	BH	i oc	a cn	o vw	w vd
649 28	II III V	06 08 16	DI	CN	BR	PV	CR	FV	AI	DK	OT	MQ	EU	BX	LP	GJ	l rb	c ld	u de	r zh
649 27	III I IV	11 03 07	LT	EQ	HS	UW	DY	IN	BV	OR	AM	LO	PP	HT	EX	UW	w oj	f bh	v ct	u is
649 26	I IV V	17 22 19					VZ	AL	RT	KO	CG	E1	BJ	DU	PS	HP	x le	g bo	u ev	r xm
649 25	IV III I	08 25 12					OR	PV	AD	IT	PK	HJ	LZ	NS	EQ	CW	ou c	uh q	u ew	u it
649 24	V I IV	05 18 14					TY	AS	OW	KV	JM	DR	HX	GL	CZ	NU	k pl	r wl	v ci	t iq
649 23	IV II I	24 12 04					QV	FR	AK	EO	DH	CJ	MZ	SX	GN	LT	eb n	r w m	u d f	t lo
649 22	II IV V	01 09 21	IU	AS	DV	GL	FJ	ES	IM	RX	LV	AY	OU	BG	WZ	CN	j qc	a cx	m w e	w v e
649 21	I V II	13 05 19	PT	OX	EZ	CH	RU	HL	FY	OS	GZ	DM	AW	CE	TV	NX	j pw	de l	m wf	w v f
649 20	III IV V	24 01 10	MR	KN	BQ	PW	DP	MO	QZ	AU	RY	SV	JL	GX	BE	TW	j q d	c e f	n v o	y sh
649 19	V III I	17 25 20					OX	PR	FH	WY	DL	CM	AE	TZ	JS	GI	i df	f px	j w g	t lg
649 18	IV II V	15 23 26					EJ	OY	IV	AQ	KW	FX	MT	PS	LU	BD	l s a	b w	v c j	r x n
649 17	I IV II	21 10 06					IR	KZ	LS	EM	OV	GY	QX	AF	JP	BU	ma e	h z i	s o g	y s i
649 16	V II III	08 16 13					HM	JO	DI	NR	BY	XZ	OS	PU	FQ	CT	t d p	d h b	f k b	u i v
649 15	II IV I	01 03 07					DS	HY	MR	GW	LX	AJ	BQ	CO	IP	NT	l d w	h z j	s o h	w v g
649 14	IV I V	15 11 05	AI	BT	MV	HU	GM	JR	KS	IY	HZ	PL	AX	BT	CQ	NV	i m z	no a	t j v	x t k
649 13	I III II	13 20 03	FW	EL	DG	KN	LY	AG	KM	BR	IQ	JU	HV	SW	ET	CX	z g r	d g z	g j o	r y q
649 12	V I IV	18 10 07	RZ	OQ	CP	SX	MU	BP	CY	RZ	KX	AN	JT	DG	IL	PW	z d y	r k f	t j w	x t l
649 11	II IV III	02 26 15					KN	UY	HR	PW	FM	BO	EZ	QT	DX	JV	z e a	r j y	s o i	w v h
649 10	III V IV	23 21 01					LR	IK	MS	QU	HW	PT	GO	VX	PZ	EN	l r c	z b x	v b m	r x o
649 9	V I III	16 04 08					QY	BS	LN	KT	AP	IU	DW	HO	RV	J Z	ed j	ey r	v b y	t i h
649 8	IV II V	13 19 25					FI	NQ	SY	CU	BZ	AH	EL	TX	DO	KP	y i z	d h a	e k c	t l i
649 7	I IV II	09 03 22					UX	IZ	HN	BK	GQ	CP	FT	JY	MW	AR	l a n	d g b	z s j	w b i
649 6	III I V	11 18 14	IL	AP	EU	HO	DQ	GU	BW	NP	HK	AZ	CI	PO	JX	V Y	l a o	c f t	z s k	w b j
649 5	V II IV	23 02 25	QT	WZ	KV	GM	AC	BL	OZ	EK	QW	GP	SU	DH	JM	TX	l s b	z b y	v c y	u j b
649 4	II IV I	04 21 09	BF	NR	DX	CS	KR	MP	CN	BF	EH	DZ	I W	AV	G J	LO	l a p	o w d	i w u	w a k
649 3	V I II	19 11 06					BN	HU	EG	PY	KQ	CP	OS	JW	AI	V Z	a q d	b d y	i y f	x t d
649 2	IV V I	16 14 02					DP	BM	NZ	CK	GV	HQ	AF	UY	SW	JO	k g l	c d f	g i q	w u v
649 1	II I III	23 12 10																		

https://en.wikipedia.org/wiki/Enigma_machine

The Enigma Machine



https://en.wikipedia.org/wiki/Enigma_machine

The Enigma Machine

Patented Jan. 24, 1928.

1,657,411

UNITED STATES PATENT OFFICE.

ARTHUR SCHERBIUS, OF BERLIN-WILMERSDORF, GERMANY, ASSIGNEE, BY MESNE ASSIGNMENTS, TO CHIFFRIERMASCHINEN AKTIENGESELLSCHAFT, OF BERLIN, GERMANY, A CORPORATION OF GERMANY.

CIPHERING MACHINE.

Application filed February 6, 1923, Serial No. 617,352, and in Germany February 11, 1922.

It has already been proposed to use for ciphering of a clear text and for deciphering machines which either type the ciphered letters in a similar manner to that of a typewriter machine or which produce a ciphered perforated cable tape or operate an indicating device. The operation of machines of this type is based for instance on the interchanging of the closed circuits between the 5 keys marked with the letters of the alphabet and the type levers or the levers of a perforator for cable tapes each time after the sending of one or more of a determined number of letters. As soon as with two machines of this type this interchange, which is per se irregular, is effected in exactly the same manner, a telegram which has been ciphered with the aid of one machine can be deciphered with the aid of a corresponding machine. A condition is however that the 10 number of letters counted from the same starting position has remained the same. At the sending of telegrams, especially with wireless telegraphy, one must however count upon the accidental omission of certain letters or groups of letters. The machine which is used in such a case for deciphering is thus unsynchronized, so that not only the letters which have been omitted but also all 15 the succeeding text cannot be deciphered any more.

In order to make the invention clearly understood I shall proceed to describe the same with reference to the accompanying drawing wherein:

Fig. 1 shows by way of example a ciphering machine according to this invention.

Fig. 2 is an edge elevation of one of the rotatable contact drums showing the irregular connection of the contact points.

Fig. 3 is a front elevation of the drum.

According to the invention this defect is avoided or at least restricted greatly by providing on the ciphering machine a device by means of which finishing of a series of letters of determined length is signalized every time to the operator of the machine so that he can mark the beginning of the new series of letters in the ciphered text. It is thus possible to compare and if necessary to correct the position of the deciphering machine after every series of letters. The termination of the series of letters is preferably signalized by the sounding of a bell or by the lighting up of an incandescent lamp. It would be better still if, after the termination of a determined series of letters, the machine is automatically stopped entirely or partly or thrown out of operation so that it is impossible to continue the typing. The mechanism which effects the interchange of the letters may for instance be stopped. The beginning of the new row of letters may then be indicated for instance by

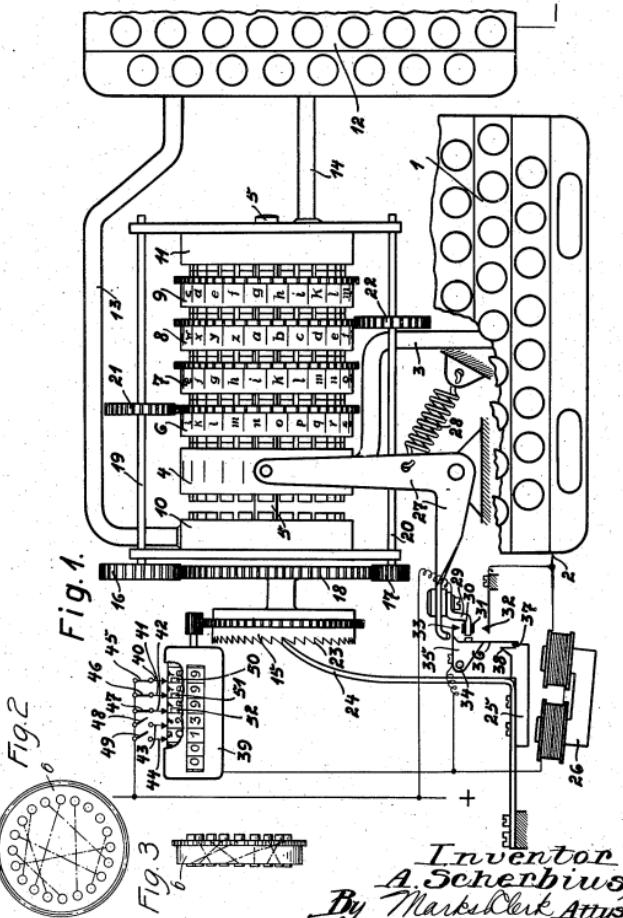
US1657411A

Jan. 24, 1928.

1,657,411

A. SCHERBIUS
CIPHERING MACHINE

Filed Feb. 6, 1923

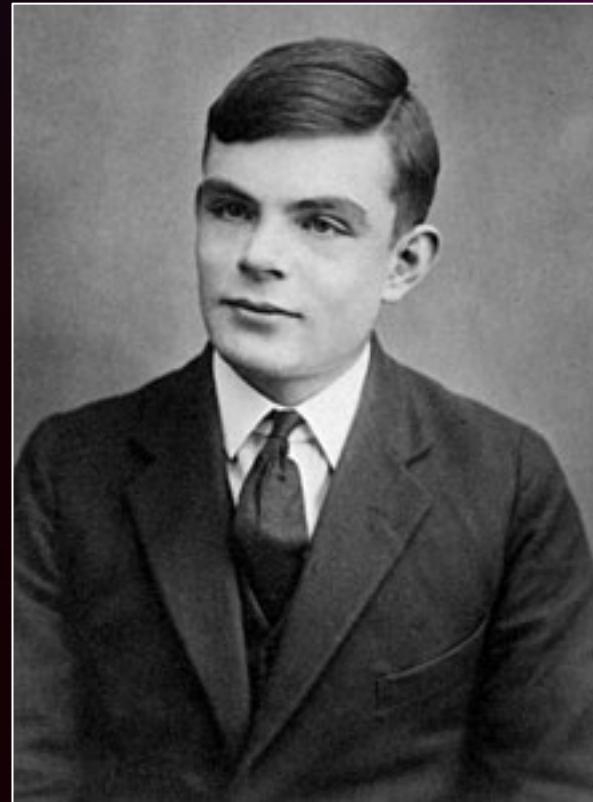


Cracking the Enigma Machine



Marian Rejewski

The Polish mathematician who, in 1932, first broke Enigma and, in July 1939, helped to educate the French and British about Polish methods of Enigma decryption



Alan Turing

English mathematician and computer scientist who devised techniques cracking the Enigma machine ciphers

https://en.wikipedia.org/wiki/Marian_Rejewski

https://en.wikipedia.org/wiki/Alan_Turing

Cracking the Enigma Machine



I don't see any
servers here...

Is it....
SERVERLESS !?



https://en.wikipedia.org/wiki/Enigma_machine

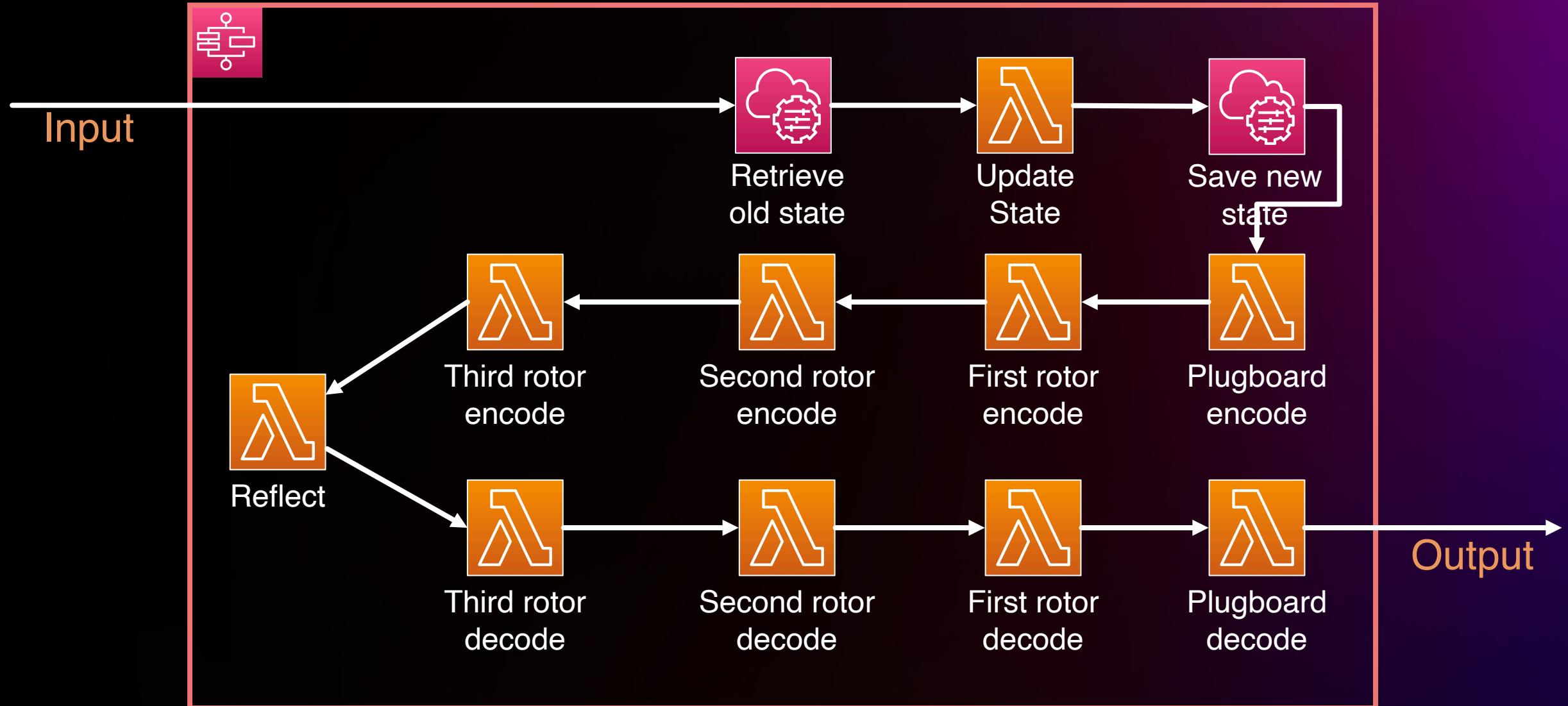
Reimplementing the Enigma Machine



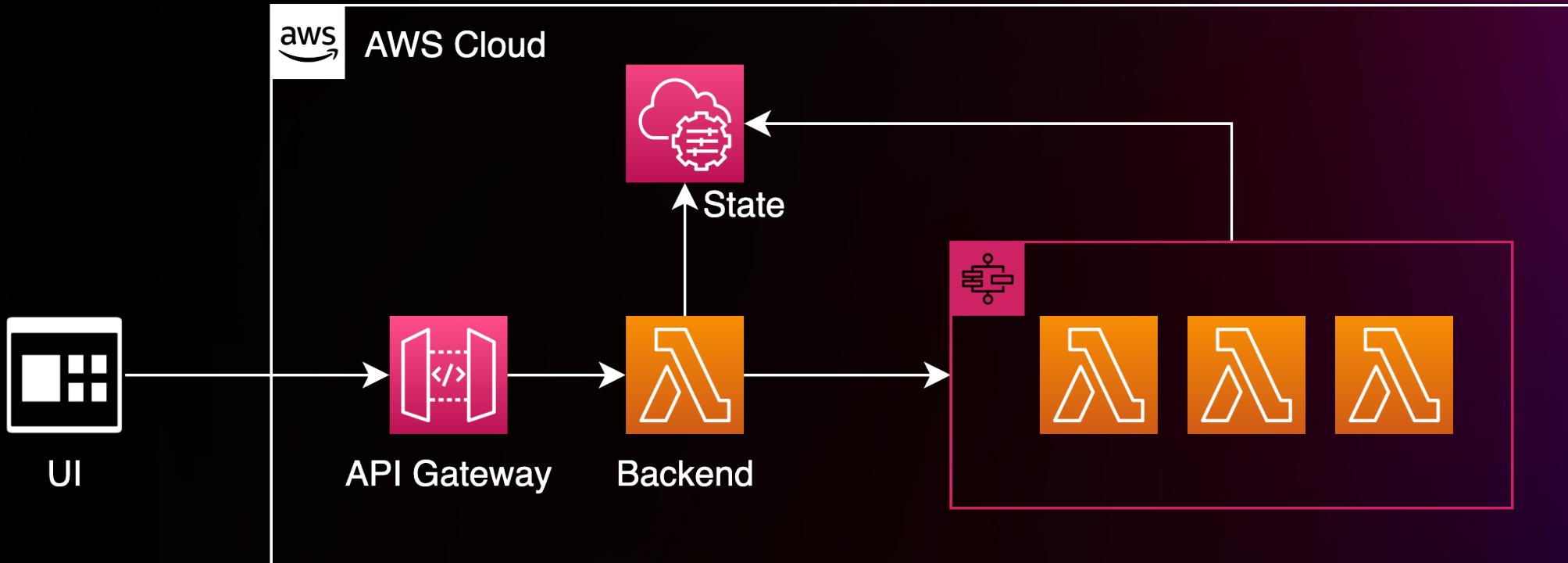
- A set of loosely coupled components
- Has initial state, configurable
- Receives input
- Processes input through a workflow
- Modifies input at each step
- Produces output
- Essentially a **state machine!**

https://en.wikipedia.org/wiki/Enigma_machine

Reimplementing the Enigma Machine



Reimplementing the Enigma Machine



Demo

Reimplementing the Enigma

The Serveless Enigma Machine

Left rotor offset

24 25 0 1 2

Central rotor offset

25 0 1 2 3

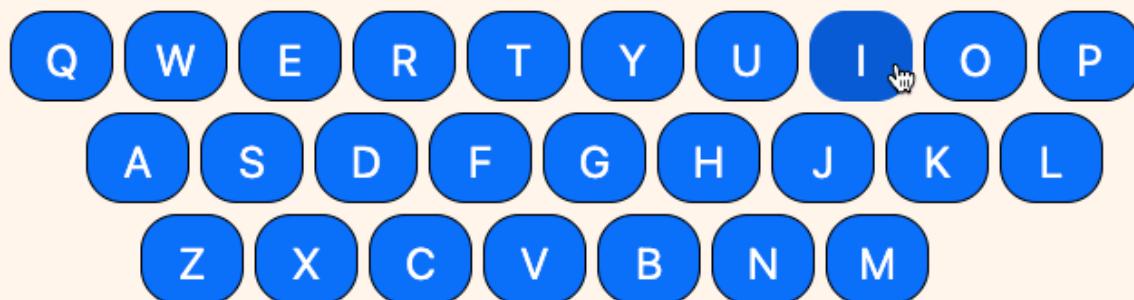
Right rotor offset

19 20 21 22 23

Plugboard

AB CD EF GH IJ KL OP QR ST UV

Input



Output



HELLO

UGIQF

Reimplementing the Enigma

Trace

Input/Output	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
						↑									↓											
Plugboard	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
					↑										↓											
Rotor1 cipher	I	B	R	C	J	E	K	M	F	L	G	D	Q	V	Z	N	T	O	W	Y	H	X	U	S	P	A
Rotor2 map	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U
															↑		↓									
Rotor2 cipher	J	D	K	S	I	R	U	X	B	L	H	W	T	M	C	Q	G	Z	N	P	Y	F	V	O	E	A
Rotor2 map	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A
		↑													↓											
Rotor3 cipher	B	D	F	H	J	L	C	P	R	T	X	V	Z	N	Y	E	I	W	G	A	K	M	U	S	Q	O
Rotor3 map	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
			↑																							↓
Reflector cipher	E	J	M	Z	A	L	Y	X	V	B	W	F	C	R	Q	U	O	N	T	S	P	I	K	H	G	D

Reimplementing the Enigma

Reflector

```
const CIPHER = 'EJMZAYXVBWFCRQUONTSPIKHD';  
          inputPin=4  outputPin=0  
  
export const handler = async(event) => {  
    const inputPin = event.inputPin;  
    const cipherLetter = CIPHER[inputPin];  
    const outputPin = cipherLetter.charCodeAt(0) - 65;  
    console.log(`[handler] inputPin=${inputPin} cipherLe  
    return { inputPin, cipherLetter, outputPin, cipher:  
};
```

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Rotor

```
function encode(offset, inputPin){  
    const inputIdx = (inputPin + offset) % 26;  
    const cipherLetter = CIPHER[inputIdx];  
    const cipherLetterIdx = cipherLetter.charCodeAt(0) - 65;  
    let outputPin = cipherLetterIdx - offset;  
    if (outputPin < 0) outputPin = outputPin + 26;  
    console.log(`[encode] inputPin=${inputPin} offset=${offset}`);  
    return {inputPin, offset, inputIdx, cipherLetter, cipherLetterIdx};  
}
```

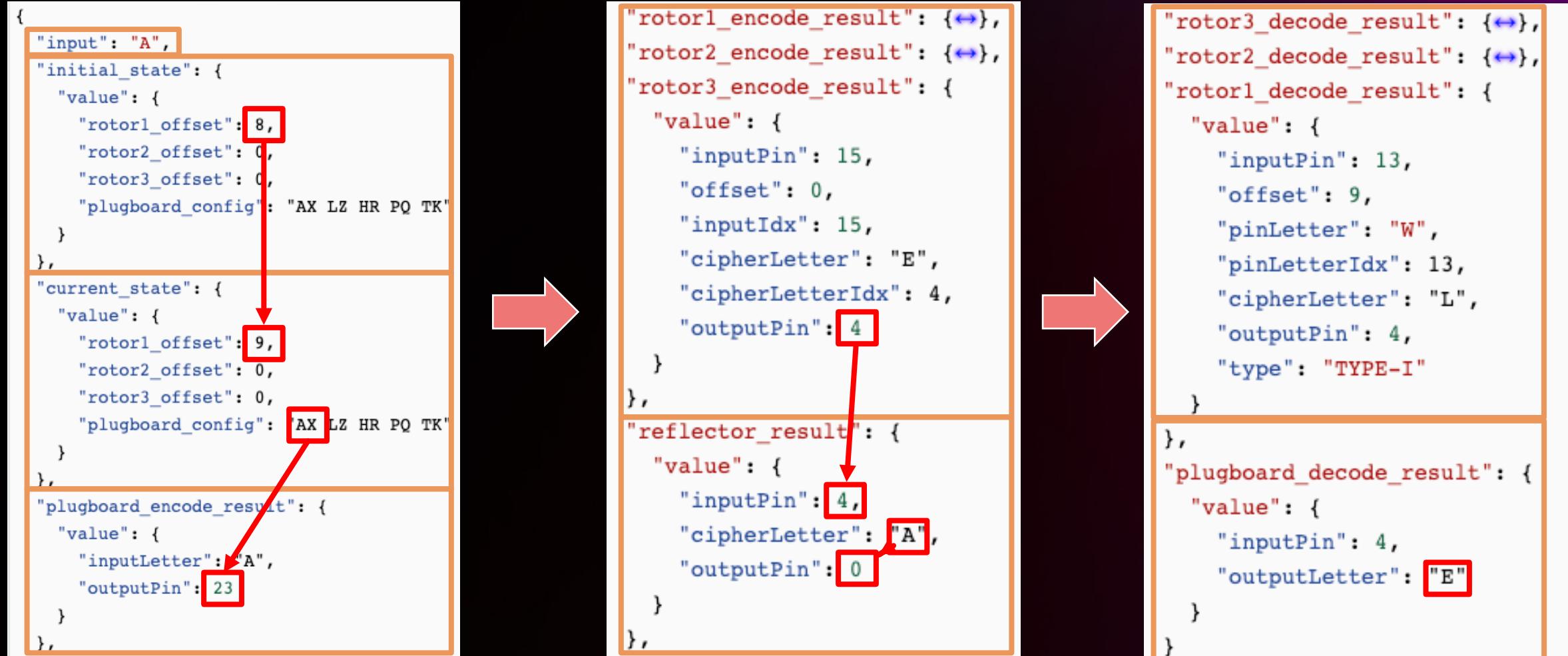
Reimplementing the Enigma

Plugboard

```
function encode(plugs, inputLetter){  
  const outputLetter = plugs[inputLetter] || inputLetter;  
  const outputPin = outputLetter.charCodeAt(0) - 65;  
  console.log(`[encode] inputLetter=${inputLetter} outputLe  
  return { inputLetter, outputLetter, outputPin };  
}
```

```
plugs = {  
  "A":"B",  
  "D":"X",  
  "P":"K"  
}
```

Reimplementing the Enigma Machine



```
const CIPHER = 'EJMZALYXVBWFCRQUONTSPIKHGD';
```

Thank you!



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