# AICC 2 - Bixio Rimoldi

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# 1 Week 2

# 1.1 Entropy

We begin by defining **entropy** as Shannon put it:

## Definition 1. Entropy

Note that this definition assumes base 2 aka. binary.

$$H(s) = -\sum_{s \in A} p(s) \log_2 p(s)$$
 A being our alphabet aka. sample space

and thus an equivalent definition is:

$$H(s) = E[-\log_2 p(s)]$$

And similarly, Shannon defines information as:

$$-\log_2 p(s)$$

For a random distribution we get:

## Example 1.1.

$$\forall x \in A \ p(x) = \frac{1}{|A|}, \ -\log_2 p(s) = \log_2 |A|$$

Hence the entropy function  $H(s) = E[\log_2 |A|] = \underbrace{\log_2 |A|}_{\text{do the algebra}}$ 

And now we present the information theory inequality

## Definition 2. IT inequality

$$\log_b r \le (r-1)\log_b(e)$$

*Proof.* Given that

$$\ln(r) \le (r-1)$$

and that

$$ln(r) = \frac{\log_b(r)}{\log_b(e)}$$

we are done.

And now we present the Entropy bound theorem:

### Theorem 1.1.

$$S \in A \ 0 \le H(S) \le \log|A|$$

*Proof.* We only show the RHS as the LHS is more or less trivial. Our goal is to show:

need to reach 
$$H(s) - \log |A| \le 0$$

$$E[-\log p(s)] - \log |A|$$

$$= E[\log \frac{1}{p(s)|A|}]$$

$$= \sum_{s \in A} p(s) (\log \frac{1}{p(s)|A|})$$

$$\le \underbrace{log(e) \sum [\frac{1}{|A|} - p(s)]}_{\text{using IT ineq.}} = 0$$

# 1.2 Source coding

A code is said to have a prefix if:

## Definition 3. Prefix of a code

For some sequence of characters  $a_1a_2 \dots a_n$  and  $b_1b_2 \dots b_m$  with  $n \leq m$  we have  $a_1a_2 \dots a_n = b_1b_2 \dots b_n$ 

A **prefix free code** also known as **instantaneouss code** is one that has no prefixes. And now we come to the important **Kraft-McMillan** result:

**Theorem 1.2.** If a D-ary code is uniquely decodable, then it satisfies:

$$D^{-l_1} + \ldots + D^{-l_m} \le 1$$

Note that there are non-instantaneous codes that stil satisfy this inequality. By the same token, by the contrapositive, we have that if a code does not satisfy the inequality, then there exists no prefix-free version of it.

We now define the average codeword length

Definition 4. average codeword length

$$L(S,R) = \sum_{s \in A} p_S(s) L(R(s))$$
 where L represents length

Given this definition, another important result is:

Theorem 1.3. Lower bound and Upper bound for average optimal codeword length

$$H_d(S) \le L(S,R) \le H_d(S) + 1$$

This result becomes a useful tool once we realize the similarity in the definitions as below:

$$H(S) = -\sum p(s) \log p(s)$$
  
$$L(S, R) = \sum p(s) L(R(s))$$

Given this, Shannon - Fano realized that we may define a code of length  $\lceil \log_D p(s) \rceil$  This satisfies the Kraft inequality hence we now have a method of obtaining uniquely decodable code.

But as it turns out, Huffman was the first to actually find out how one finds an optimal code. We list our alphabet with probability in increasing order. Then, if say we are working in base 2, we simply continuously combine the smallest probabilities and build our branches from them. Hence, as below, we have that a Huffman code isn't always unique:



Figure 1: Huffman codes

# 2 Week 3

We now define conditional entropy(the intuition for this being, we want to mesure uncertainty given knowledge of something else) as follows:

#### Definition 5.

$$H(X|Y) := -\sum p(x|y)\log p(x|y)$$

And the law of total probability

**Theorem 2.1.** Imagine we take a sample space with some subset A and cut it into 3 disjoint units  $B_i$ . Now we may describe the set A as  $A = (B_1 \cap A) \cup (B_2 \cap A) \cup (B_3 \cap A)$  This is equivalent to now saying:

$$p(A) = p(B_1 \cap A) + p(B_2 \cap A) + p(B_3 \cap A)$$

Which in terms of conditional probability is

$$p(A) = p(A|B_1)p(B_1) + p(A|B_2)p(B_2) + p(A|B_3)p(B_3)$$

And another useful theorem is:

#### Theorem 2.2.

$$H(s_1, s_2, \dots, s_n) \le H(s_1) + H(s_2) + \dots + H(s_n)$$

with equality iff the  $s_i$  are independent.

A similar result now is the chain rule of conditional entropy.

### Theorem 2.3. Conditional entropy chain rule

$$H(S_1, S_2, \dots, S_n) = H(S_1) + H(S_2|S_1) + \dots + H(S_n|S_1, \dots, S_{n-1})$$

To clarify the notation used above, when we write  $P_{X_1}, \ldots, X_n(x_1, \ldots, x_n)$  we interpret each comma as an intersection  $\cap$ 

And we now introduce what it means for a source to be **regular** 

#### Definition 6. Regular source

A source is regular if

$$H(S) := \lim_{n \to \infty} H(S_n)$$

$$H^*(S) := \lim_{n \to \infty} H(S_n | S_1, S_2, \dots, S_{n-1})$$

exist and are finite.

Now it should be intuitively obvious that conditioning would reduce entropy. Lets prove it.

## Theorem 2.4.

$$H(X|Y) \le H(X)$$

Proof.

$$\begin{split} E(\log \frac{1}{p(X|Y)}) + E(\log p(X)) \\ &= E(\log \frac{p(X)}{p(X|Y)}) \\ &= E(\log \frac{p(X)p(Y)}{p(X|Y)p(Y)}) \\ &\leq (\frac{p(X)p(Y)}{p(X\cap Y)-1}\log(e) \leq 0 \end{split}$$

## 3 Week 4

We begin by making an important distinction in the definition of conditional entropy.

Definition 7. Conditional entropy given Y = y

We define this as:

$$H(X|Y = y) = -\sum_{x \in (\cdot|y)} P(x|y) \log P(x|y)$$

Given this definition, the more general definition of conditional entropy is:

#### Definition 8.

$$H(X|Y) = -\sum P(y)H(X|Y = y)$$

And we now introduce a **stationary source** 

## Definition 9. Stationary source

A source is stationary if  $\forall n, k$  the blocks  $S_1, \ldots, S_n$  and  $S_{n+1}, \ldots, S_k$  have the same statistic that is:

$$P_{s_1} = P_{s_i}$$

Theorem 3.1. All stationary sources are regular.

And now we come to another intuitive result:

#### Theorem 3.2.

$$H^*(S) = \lim_{N \to \infty} \frac{H(S^n)}{n}$$

The intuition for this result is that the entropy rate is inversely proportional to how much information we have. That is the more variables we know, the more we reduce entropy.

We now consider an instructive example

**Example 3.1.** Suppose we are given two machines  $M_1$  and  $M_2$  that produce 3 bits.  $M_1$  produces any number between 0 and 7 with equal chance and  $M_2$  produces a number in range 0 to 3 with equal chance. We ask then, what is the probability distribution of the sequence  $s_1 ldots s_n$ 

Well noticing that this is equal to finding

$$P(S_1 \dots S_n) = P(S_1 \dots S_n | S_0) P(S_0) = P(S_1 \dots S_n | S_0) P(S_0 = M_1) + P(S_1 \dots S_n | S_0) P(S_0 = M_2)$$

We obtain:

$$P(S_1 \dots S_n) = \begin{cases} \frac{1}{8^n} \frac{1}{2} + \frac{1}{4^n} \frac{1}{2} i f s_1 \dots s_n \in \{0, \dots, 3\}^n \\ \frac{1}{8^n} \frac{1}{2} \end{cases}$$

# 4 Week 5

This week, we introduce cryptography. We begin by listing the most common attack methods.

- Chosen-plaintext attack: The attacker is able to obtain a ciphertext for any arbitrary plaintext. Thus to obtain the key, one might encode every single letter.
- Known-plaintext attack: Attacker has access to both ciphertext and plaintext.
- Ciphertext-only attack: Attacker has access to a set of ciphertexts. A possible attack method is to use a frequency analysis.

We now introduce the vigenere cipher.

**Definition 10.** Vigenere's cipher Vigenere cipher makes use of the Caesar cipher. Suppose we are given a 7 letter plaintext. The sender chooses another keyword of 7 letters. This we call the key. Then encryption is done using the lookup table below.

KLMNOPQRSTUVWX KLMNOPQ B B C D E F G H I J K L M N O P Q R S T U C C D E F G H I J K L M N O P Q R S T U V D D E F G H I J K L M N O P Q R S T U V W STUVW TUVWX J K L MNOPQR S MNOPQR TUVWX KLMNOPQRSTUVWXY HHIJKLMNOP ORSTUVWX IJKLMNOPQ RSTUVWXY JKLMNOPQR STUVWXYZAB KLMNOPQR S TUVWXYZA LLMNOPQRSTUVWXY ZABCD M M N O P O R S T U V W X Y Z A B C D E STUVWX PPQRSTUVWXYZABC DEFGHIJ OORSTUVWXY ZABCDEFGHI RRSTUVWXYZABCDEFGHI ZABCDEF GHI TTUVWXYZABCDEFGHIJKLMNOP UUVWXYZABCDEFGHIJ KLMNOPOR VVWXYZABCDEFGHIJKLMNOPQRSTU W 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 V X X Y Z A B C D E F G H I J K L M N O P Q R S T U V W Y Y Z A B C D E F G H I J K L M N O P Q R S T U V W X Z Z 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

Figure 2: Lookup table

As an example suppose our plaintext is "hello", an example key is "abcde". Thus the encrypted word would become "hffos"

Now we introduce a very strong type of secrecy.

**Definition 11.** Perfect secrecy A cryptosystem has perfect secrecy if the plaintext and ciphertext are statistically independent.

Given this perfect secrecy implies:

#### **Theorem 4.1.** H(T) < H(K)

And now we present an instructive example on how one would try to crack vigenere given we have the ciphertext and a portion of the plaintext.

## Example 4.1. Cracking Vigenere

**Problem 5.1.** Assume that you have intercepted the following ciphertext which was encrypted either using monoalphabetic substitution or using the Vigenère cipher:

EBGRYCXGBGHITURSYNEAVCGBGRYV

Also, you have managed to find out 4 letters of the plaintext message:

T\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*I\*\*I\*\*\*

 Can you tell if the message was encrypted with the Vigenère cipher or by means of monoalphabetic substitution?

Solution. If monoalphabetic substitution was used, the letter I in the plaintext should always be replaced by the same letter in the ciphertext. Since letter I is encrypted as C the first time and as G the second time, the encryption scheme cannot be monoalphabetic substitution. Hence, we can conclude that the plaintext was encrypted with the Vigenère cipher.

Using the previous question, can you find the key and the plaintext?

Hint: the key and plaintext consist of English words.

Solution. We first "subtract" the known plaintext letters from the encrypted message to find parts of the key: that the Vigenère cipher is designed for 26 characters, where each letter is assigned its position in the alphabet:  $A \rightarrow 0, B \rightarrow 1, \dots, Z \rightarrow 25$ . The encryption is done by adding the (repeated) key with the plaintext and then taking modulo 26.

Within this homework, we consider



Here, the operation  $\ominus$  is defined as subtraction modulo 26 by assigning each letter its position in the alphabet  $(A \rightarrow 0, B \rightarrow 1, \ldots)$ . The next step is to determine the length of the key. The key length cannot divide 18, 21 or 24, otherwise the initial L should be repeated on position 19, 22 and 25 respectively. Thus, the key cannot be of length 1,2,3,4,6,7,8,9,12,18,21,24. Knowing this, we start by looking for a valid key of length 5:

E B G R Y C X G B G H I T U R S Y N E A V C G B G R Y V

T H \* H A R D \* R I W O \* K T H E \* U C K I \* R I G E \*

L U \* K Y L U \*

Knowing that the key is an English word, it is easy to guess that the key is LUCKY and the message is THE HARDER I WORK THE LUCKIER I GET.

We know present a method used to verify the correctness of data sent.

**Example 4.2.** Suppose we want to send an IBAN number over the net. It is possible that for some reason, during transmission, two digits of the credit card get flipped. We need a system to verify the correctness of information sent. Here's how we proceed:

- concatenate 00 to the end of the IBAN number.
- mod out by 97, fix this as a.
- now our key k is found as 98 a = k
- concatenate k to the end of the IBAN number removing the 00 and now send it to the recipient
- receiver mods out by 97, if result is congruent to 1, success.

Here is why this works: Given  $x \equiv a \mod 97$ 

$$x' \equiv x + (98 - a) \mod 97$$
$$x' \equiv x + 98 - x \mod 97$$
$$x' \equiv 98 \mod 97 \equiv 1 \mod 97$$

Yet another proof is to show the following implication:

$$100n_{97} - 100\tilde{n}_{97} \equiv 0_{97} \implies a = bwhere \ a,b \ are \ changed \ digits$$

Now our above equality simplifies to:

$$10^{k+1}a + 10^kb - 10^{k+1}b - 10^ka = 10^k(9a - 9b)$$

Now since all expressions in the above equations have an inverse as we are in base 97, we get:

$$(a-b)_{97} \equiv 0_{97}$$

which is only the case if a = b

A neat modulo trick is presented below.

**Theorem 4.2.** For some number  $a = d_n \dots d_1$  in base 10 we have that:

$$a \mod 11 = \sum_{i=1}^{k} 10^{i} d_{i} \mod 11 = \sum_{i=1 \mod 11}^{k} -1^{i} d_{i} \mod 11$$

# 5 Week 6

We present some definitions and theorems which we later use to define certain structures in  $\mathbb{R}$ .

**Definition 12.** Ring A ring is a triple  $(R, \alpha, \mu)$  such that the following hold:

 $R, \alpha$  known as the 'addition' on R is an abelian group

 $R, \mu$  is both associative and right-left distributive over addition

If it is also the case that  $R/e_{\alpha}$  is an abelian group, our ring is called a commutative ring with unity

**Theorem 5.1.** The inverse of an element under any binary relation is unique.

*Proof.* Let 
$$ab = e$$
 and also  $ac = e$ . Then  $abb = acb$  which simplifies to  $eb = ec = b = c$ 

**Theorem 5.2.** Within  $\mathbb{Z}/m\mathbb{Z}$  the following theorems are equivalent:

$$\forall a \in \mathbb{Z}, \exists a^{-1}$$

 $f: \forall a \in \mathbb{Z} \to \forall a \in \mathbb{Z} \text{ is a bijection}$ 

ax = b has a unique solution

**Theorem 5.3.** Some  $[a]_m$  has a multiplicative inverse iff gcd(a,m) = 1

Given the above, something that easily follows is:

**Theorem 5.4.** If p is prime, then all  $a \in \mathbb{Z}/p\mathbb{Z}$  have a multiplicative inverse

## Remark 5.1. Useful facts about the gcd

$$gcd(a,b) = gcd(b,a-kb) = gcd(\pm a, \pm b)$$

We now present the Euclidian algorithm used to find gcd(a, b) in pseudocode and explain why it works.

```
if (a < b) return:

gcd(b,a);

else if (b=0) return:

a;

else return:

gcd(b,a)\% b);
```

### Theorem 5.5. Bezout's theorem

$$qcd(a,b) = au + bv \ a,b \in \mathbb{Z}$$

We now ask given the above theorem, how we may find the u and v. Well let's take an example:

**Example 5.1.** Find the u, v for gcd(56, 15). By normal Euclidean algorithm, it turns out that gcd(56, 15) = 1 Our steps in finding this are:

$$56 = 15(3) + 11$$
$$15 = 11(1) + 4$$
$$11 = 4(2) + 3$$
$$4 = 3(1) + 1$$
$$3 = 1(3) + 0$$

Now notice how we from the above already have:

$$56 - 15(3) = 11 \ 4 - 3(1) = 1$$

Hence all that's left to do now is make 4-3(1)=1 top and work our way down.

$$4-3(1) = 1$$

$$4-11+4(2)$$

$$4(3)-11$$

$$(15-11(1))3-11$$

$$15(3)-11(4)$$

$$15(3)-(56-15(3))4$$

$$(-4)56+(12)15$$

## Lemma 5.6.

$$gcd(a,m) = 1 \iff \exists u, v \ 1 = au + mv$$

We now explore some notation relating to modular classes:

- $[a]_m := \text{congruence class mod } m$
- $\mathbb{Z}/m\mathbb{Z} := \text{all congruence classes } \text{mod } m$
- The structure  $\langle \mathbb{R}/m\mathbb{Z}, +, \cdot \rangle$  is an abelian ring
- By  $\mathbb{Z}/m\mathbb{Z}^*$  we denote the set where an inverse exists.

**Definition 13.** Totient function  $\phi(x): \mathbb{Z} \to \mathbb{N}$  computes the number of integers that are relatively prime to x.

**Lemma 5.7.** When p is prime,  $\phi(p) = p - 1$ 

**Remark 5.2.** The cardinality of  $\mathbb{Z}/m\mathbb{Z}^*$  is  $\phi(m)$ 

Remark 5.3.

$$\phi(p^k) = p^k - p^{k-1}$$

for some prime p

Yet another super useful result that appears in RSA encryption is the following:

**Remark 5.4.** Let p and q be prime numbers, we ask what is  $\phi(pq)$ 

$$\phi(pq) = pq - (p+q-1) = (p-1)(q-1) = \phi(p)\phi(q)$$

which follows from the fact that the numbers relatively prime to pq are:

$$\begin{cases} p, 2p, \dots, qp \\ q, 2q, \dots, (p-1)q \end{cases}$$

Finally we define perhaps one of the most fundemental mathematical structures, that is an isomorphism.

## Definition 14. Isomorpishm

Let  $(H_1, \cdot_1)$  and  $(H_2, \cdot_2)$  be two structures. An isomorphism  $\phi$  from  $H_1$  to  $H_2$  is bijection such that:

$$\forall a, b \in H_1 \ \phi(a \cdot_1 b) = \phi(a) \cdot_2 \phi(b)$$

Now isomorphisms are useful because we know that if  $(H_1, \star)$  is an abelian group and there exists an isomorphism from to  $(H_2, \star_2)$ , then so is

$$(H_2, \star_2)$$

an abelian group.

Now perhaps a mind blowing isomorphism is between the structures ( $[0, +\infty]$ ·) and ( $\mathbb{R}$ , +) The isomorphism between the two is simply any mapping  $f(x) = \log_b(x)$ 

Now we present a theorem about finite groups:

**Theorem 5.8.** Let G be a finite group. Then  $\forall a \in G, \exists k \in \mathbb{Z}_+ \text{ such that } a^k = e$ 

*Proof.* Now since G is a finite group, we have that for some i < j,  $a^i = a^j$ . Now  $a^{-i}a^i = a^{-i}a^j = a^{j-i} = a^k$ 

And now a theorem about the order of elements in a group.

**Theorem 5.9.** Two sets are isomorphic iff. they have the same order set.

And now a grand result from the early developments of group theory.

**Theorem 5.10.** Lagrange's theorem Let G be a finite abelian group of cardinality n. Then the order of each elements of G divides n.

*Proof.* Let  $H \leq G$ . Now the cosets of H form a partition of G as the coset is an equivalence relation. Also note that H as a subgroup is of the form  $\{a, a^2, \ldots, a^k\}$  where k is the order of a. Hence we have that |H| = k. Now we have that G is a partition of equivalence classes all of size k that is to say:

n = kq q being number of equivalence classes

We now present a corollary of Lagrange's theorem that will prove useful when studying RSA.

## Corollary 1. Euler's theorem

Let 
$$m > 1$$
.  $\forall a \in (\mathbb{Z}/m\mathbb{Z}^*)$  we have: 
$$a^{\phi(m)} = [1]_m$$

Now a result following Euler's theorem is that if we apply the same reasoning to some  $(\mathbb{Z}/pZ^*)$  where p is prime then  $\phi(p) = p - 1$  hence  $a^{p-1} = e$  and  $a^p = a$ 

**Theorem 5.11.** Chinese remainder theorem Let  $m_1, m_2$  be co-prime integers. We define a mapping  $\phi: Z/m_1m_2^* \to Z/m_1Z/m_2$  Then it is the case the mapping is a bijection and an isomorphism with respect to + and  $\cdot$ , where  $\phi: (a)_{m_1m_2} \to (a)_{m_1}(a)_{m_2}$ 

Let us now expand on our understanding of groups.

**Definition 15.** Cyclic group A group G where  $\exists g \in G$  such that  $\forall h \in G, \exists i \in \mathbb{Z} \ h = g^i$  is called a cyclic group.

It turns out that all cyclic groups of the same order are isomorphic. As a quick sketch of proof, consider that we define a map as  $\psi(a^i) = b^i$ . Then simply observe that

$$\psi(ab) = \psi(g^i g^j) = \psi(g^{i+j}) = h^{i+j} = \psi(a)\psi(b)$$

A concrete example of an isomorphism between groups is the map from  $(\mathbb{Z}/m\mathbb{Z}, +) \to (G, \star)$  where G is cyclic. We define it as  $[i]_n \to b^i$  n being the order of G

# 6 Week 7

We now consider what's called the discrete exponent problem. Suppose we have a finite group  $G,\star$  of size N with generator g. We are asked to find the  $\alpha$  such that  $h=g^{\alpha}$ . Doing this the bruteforce way would be to construct all elements  $g^i$  with  $i \leq \alpha$  at the cost of  $\alpha-1$  which is O(n). But we can do better. We pick some k and compute all  $g^k$ . We also then compute  $bg^{-i}$ . Now we suppose some common element such that  $g^n \equiv hg^{-mi} \mod n$  Then we have that  $a^{mi+n} = h$  which solves the problem. This will take us  $O(\frac{N}{B})$  steps.

We are now ready to present the RSA encryption scheme.

**Definition 16.** RSA scheme Let  $K_{pr} = \{d, m\}$  be the private key and  $K_p = \{e, m\}$  our public key. Upon Bob wanting to send Alice a message, Alice sends  $K_p$  to Bob which Bob uses the encrypt his message and send the ciphertext back to Alice. But before, to come up with e, m Alice must pick to large primes p and q and m must a multiple of p-1 and q-1. We may do this either by taking lcm(p-1, q-1) or by taking  $\phi(pq)$ 

# 7 Useful links

Amazing YouTube playlist: YT Information Theory playlist