**Introduction to Cryptography with Coding Theory**

Chapter 1: Overview of Cryptography and Its Applications

* **Cryptology**: study of communication over nonsecure channels.
* **Cryptography**: process of designing cryptologic systems.
* **Cryptanalysis**: breaking cryptographic systems.
* **Coding theory**
* Representing input information symbols by output symbols called code symbols
* Covers compression, secrecy, error correction
* Possible attacks
* Cyphertext only
* Known plaintext (cribs)
* Chosen plaintext: temporary access to encryption machine to deduce key. Eve can put plaintext into system and get ciphertext (can encrypt)
* Chosen cyphertext: access to decryption machine to deduce key. Eve can derive plaintext from ciphertext (can decrypt)
* **Kerckhoff's principle:** one should always assume the enemy knows the encryption method being used when assessing the security of a cryptosystem.
* Symmetric and Public Key algorithms
* **Symmetric Key**. Encryption and decryption keys both known to both parties.
* **Steam ciphers.** Data fed into algorithm in small pieces (bits, chars) and output is returned in small pieces.
* **Block ciphers.** Block of input bits collected and all at once and output as block.
* **Public Key.** Encryption key is public, but decryption key infeasible to find without information known only to receiving party. RSA is the most popular implementation of this.
* Public key encryption more computationally expensive, and generally not used to encrypt large quantities of data.
* **Codes:** words and letter combinations are replaced by code words.
* **Cipher:** encrypts every string of characters via algorithm.
* Factorization takes significantly longer than multiplication.

Chapter 2: Classical Cryptosystems.

* **Shift cipher (Caesar cipher).** x --> x + k, where k = the key.
* **Affine cipher.** Shift cipher variation. x --> ax + b, where gcd(a, 26) = 1.
* **Vigenère cipher.** Shift cipher variation. Key is a vector representative of a word of length n. For instance, the key k = vector = (21,4,2,). Encrypt by shifting first letter of plaintext by k[0], second letter by k[1], etc. After k[n-1] go back to k[0].
* **Substitution cipher.** Permuation of the alphabet is chosen and applied to plaintext.
* Examples include shift and affine ciphers
* Can be cracked with frequency counts
* **Block ciphers**. Encrypt blocks of several characters simultaneously. A change of one plaintext character could the entire ciphertext block.
* **Playfair cipher**. Key is a word, repeated letters removed, remaining used to populate 5x5 matrix (with i and j as one). Divide plaintext into groups of 2, padding with an x if odd.
* If 2 letters not in same row or column, replace each letter by the letter that is in its row and is in the column of the other letter.
* If 2 letters are in same row, replace each letter with letter immediately to the right of itself.
* If 2 letters are in same column, replace each letter with letter immediatlely below itself.
* **Playfair** cipher example of block cipher--takes two-character blocks
* **ADFGX cipher**.
* Starts with letters of alphabet in random 5x5 matrix (i and j as one).
* Rows and columns of matrix are labeled ADFGX from origin
* Each plaintext letter replaced by the labels of its row and column.
* Then choose a keyword, and label columns of matrix by letters of keyword and put result of initial step into another matrix.
* Now reorder the columns alphabetically and get the ciphertext by reading down the columns, left to right.
* **Hill cipher**.
* Choose integer n, and key is n by n matrix M whose entries are integers mod26
* Message is written as series of row vectors (size n) multiplied by key mod26
* **Electronic Codebook (ECB) Mode**. Convert plaintext to ciphertext block by block.
* **Diffusion**. A change in one character in the plaintext/ciphertext should correspond to multiple character changes in the other.
* **Confusion**. Key does not relate in a simple way to the ciphertext, i.e. each character of the cipher text should depend on several parts of the key.
* A **Linear Congruential Generator** produces a sequence of numbers x1, x2, ..., where:
* xsubn = a\*xsub(n-1) + b (mod m

Lectures

* If a + b = 0 (mod 26), then we say that b is a's additive inverse, e.g. the additive inverse of 5 is 21 (mod 26)
* Multiplicative inverse of a is the value b such that a \* b = 1 mod 26
* One-time pad is a Vigenère cipher with a randomly created key of the same as the plaintext. Key can NEVER be used again also.
* Decimation cipher is a multiplication equivalent to the shift cipher
* Transposition cipher. Permuted plaintext.
* Pick keyword of length n
* Populate n-column matrix with plaintext
* Reorder columns alphabetically by column letter of keyword
* Print column by column left to right for ciphertext
* ADFGVX
* Both transposition and substitution
* Compose 6 by 6 matrix labeled ADFGVX on both rows and columns with matrix randomly populated with 26 digits and 10 numbers
* Substitute plaintext letter for row-column pair
* Transpose ciphertext row by row under keyword (with padding)
* Alphabetize columns of keyword
* Write columns out into line to get ciphertext
* Hill
* Block cipher -- encipher two or more characters as a unit
* Start with matrix M that's square of length n with values mod 26. This is the key. Determinant of key must be coprime with 26
* Transform plaintext into numerical representation
* Break up into n-sized pieces
* Multiply each piece by the key to get new vector of ciphertext (mod 26)
* Diffusion. A cipher has the property of diffusion if changing a single character in the plaintext results in many changes in the ciphertext (at least half (the bits)). Small change diffuses to affect quite a bit of the ciphertext.
* Confusion. A cipher has the property of confusion if changing a single key character results in many changes in the ciphertext (about half (the bits)).
* Primes: infinity amount. Between n and 2n there is always a prime (Bertrand's postulate)
* Fundamental theorem of arithmetic says that every natural number greater than 1 can be uniquely factored into prime numbers. All numbers have only one prime factorization.
* Fermat's little theorem. If p is prime, then for a value a >= 2 and <= p-1, it will be true that a raised to the p-1 power = 1(mod p); however, just because it is true does not necessarily mean that p is prime. But if I choose 10 random as, and all 10 are true for p, then there is only a 1/2^10 chance that p is not prime. Known as random, or monte carlo algorithm.