Knapsack Oist Key generation algorithm

- 1) Asymm. Key Encomption
- 3) Developed by Raiph Merkie & Mortin Heliman

Public key = Hard K.s Private Key - Private Easy K-S

Algorithm.

I seed a random set of private keys denoted as D

D={ 1, 2, 4, 10, 20, 40} Ascending order

I a. Select value of a voviable M) such that it should be greater than som of all elements in o

6 Select value of variable in such that there should not be common tactor of M.

III Calculate the public key denoted as E E = (Di \* n mod M)

ey E = 1 \* 3 mod 110=3 = 10 \* 3 mod 110 = 30 =2 #3 mod 110 = 6 = 20 #3 mod 110 = 60 = 21 x3 mod 110 = 12 = 40 x3 mod 110 = 10

E (3,6,12,30,60,10) D= {1,2,4,10,20,40}

eg Plain text = { 110010 1010119

C·T·2: 1 0 1 0 1 1 E · 3 6 12 30 60 10

$$\frac{3 + 6 + 0 + 0 + 60 + 0}{3 + 6 + 0} = \frac{69}{3}$$

3 + 0 + 12 + 0 + 60 + 10 = 85

Ciphertext (69,85)

Decomption [n-mod m=1] -> n.x.mod m=1

: 3 2 mod 110 = 1

97 CT1 = 69 x37 mid 110 = 23 C72 = 86 x 37 mod 110 = 65

D= { 1,2,4,10,20,40 } PT1 = {110010}

PT2 = 21010113

9.7 = { 110010 101011}

P7. = 1010011110010110

E 2 1, 6, 8, 15, 24 }

Convert this miso ET.