

# Information Security Summary

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## 1 Introduction

Key space:  $\mathcal{K}$

Plaintext space:  $\mathcal{M}$

Ciphertext space:  $\mathcal{C}$

Encryption algorithm:  $\text{Enc}_k(m) : \mathcal{K} \times \mathcal{M} \rightarrow \mathcal{C}$

Decryption algorithm:  $\text{Dec}_k(c) : \mathcal{K} \times \mathcal{C} \rightarrow \mathcal{M}$

Encryption scheme:  $(\text{Enc}_k, \text{Dec}_k)$  Correctness:  $\forall k : \text{Dec}_k(\text{Enc}_k(m)) = m$

## 2 Historical Ciphers

### 2.1 Caesars's Shift Cipher

$\mathcal{M} = \{A, \dots, Z\} = \{0, \dots, 25\}$

$\mathcal{K} = \{0, \dots, 25\}$

$\text{Enc}_k(m_0, \dots, m_n) = (m_0 + k \bmod 25, \dots, m_n + k \bmod 25)$

$\text{Dec}_k(c_0, \dots, c_n) = (c_0 - k \bmod 25, \dots, c_n - k \bmod 25)$

#### 2.1.1 Vulnerabilities

Brute force attack.

### 2.2 Substitution Cipher

$\mathcal{M} = \{A, \dots, Z\} = \{0, \dots, 25\}$

$\mathcal{K} = \{0, \dots, 25\}$

$\text{Enc}_k(m_0, \dots, m_n) = (\pi(m_0), \dots, \pi(m_n))$

$\text{Dec}_k(c_0, \dots, c_n) = (\pi^{-1}(c_0), \dots, \pi^{-1}(c_n))$

#### 2.2.1 Vulnerabilities

Statistical patterns of the language.

## 2.3 Vigenere Cipher

TODO

### 2.3.1 Vulnerabilities

## 3 Information-Theoretic Security

If the key  $k$  is chosen randomly and  $c := \text{Enc}_k(m)$  is given to the adversary, the adversary should not learn any additional information about the plaintext  $m$ .

An encryption scheme is perfectly secret if for some random variables  $M, C$  and every  $m, c$ :  $P(M = m) = P(M = m \mid C = c)$ .

Equivalently:  $M$  and  $C$  are independent.

Equivalently: The distribution of  $C$  does not depend on  $M$ .

Equivalently: For every  $m_0, m_1$  we have that  $\text{Enc}(k, m_0)$  and  $\text{Enc}(K, m_1)$  have the same distribution.

In every perfectly secret encryption scheme, we have  $|\mathcal{K}| \geq |\mathcal{M}|$ .

### 3.1 One-Time Pad

$$\begin{aligned}\mathcal{M} &= \mathcal{K} = \{0, 1\}^t \\ \text{Enc}_k(m) &= k \text{ xor } m \\ \text{Dec}_k(c) &= k \text{ xor } c\end{aligned}$$

#### 3.1.1 Correctness

$$\text{Dec}_k(\text{Enc}_k(m)) = k \text{ xor } (k \text{ xor } m)$$

### 3.1.2 Perfect Secrecy

$$P(C = c \mid M = m) \quad (1)$$

$$= P(M \text{ xor } K = c \mid M = m) \quad (2)$$

$$= P(m \text{ xor } K = c) \quad (3)$$

$$= P(K = m \text{ xor } c) \quad (4)$$

$$= 2^{-t} \quad (5)$$

$$= P(C = c \mid M = m_0) = P(C = c \mid M = m_1) \quad (6)$$

### 3.1.3 Vulnerabilities

Perfectly secret. But the key is as long as the message and cannot be reused.

## 4 Computational Security

A system  $X$  is  $(t, \epsilon)$ -secure if every Turing Machine that operates in time  $t$  can break  $X$  with probability of at most  $\epsilon$ .

A function  $\mu : \mathbb{N} \rightarrow \mathbb{R}$  is negligible, if for every natural number  $c$  there exists  $n_0$  such that for all  $x > n_0$ :  $|\mu(x)| < \frac{1}{x^c}$

$M$  and  $C$  are independent from the point of view of a computationally limited adversary with high probability.

More formally:  $X$  is secure if for all probabilistic poly-time Turing machines  $M$ ,  $P(M \text{ breaks the scheme } X) \text{ is negligible.}$

Equivalently: No poly-time adversary can distinguish the distributions  $\text{Enc}(K, m_0) = \text{Enc}(K, m_1)$  with non-negligible probability.

### 4.1 Chosen-Plaintext Attack

Learning phase: Adversary can repeatedly send message  $m$  that is encrypted using some unknown  $k$  and receives  $c = \text{Enc}(k, m)$ .

Challenge phase: Adversary sends  $m_0$  and  $m_1$ , receives  $c = \text{Enc}(k, m_b)$  for some unknown  $b$ , has to guess  $b$ .

CPA-security: Every randomized poly-time adversary guesses  $b$  correctly with probability of at most  $\frac{1}{2} + \epsilon(n)$  where  $\epsilon$  is negligible.

CPA-secure encryptions have to be randomized or have a state.

If a CPA-secure encryption exists with  $|k| \leq |m|$ , then  $P \neq NP$ .

## 5 Pseudorandom Functions

Select random permutation  $F : \{0, 1\}^m \rightarrow \{0, 1\}^m$ , give it to both parties similar to secret key.

Problem:  $F$  requires  $m * 2^m$  space.

Solution: Pseudorandom functions using a key  $F_k : \{0, 1\}^* \times \{0, 1\}^* \rightarrow \{0, 1\}^*$ .

A keyed permutation  $F_k$  is pseudorandom if it cannot be distinguished from a completely random function. More formally assume two scenarios where a distinguisher  $D$  tries to distinguish random from pseudorandom function:

Scenario 0:  $D$  sends  $t$  random messages which are encrypted using the same pseudorandom function  $F_k$  with random keys.

Scenario 1:  $D$  sends  $t$  random messages which are encrypted using a true random function  $F$ .

$F_k$  is a pseudorandom function if all probabilistic poly-time distinguishers  $D$  cannot distinguish scenarios 0 and 1 with a non-negligible advantage.

If a distinguisher additionally has access to the inverted function  $F$ , we get the definition of a strong pseudorandom function.

## 6 Block Ciphers

Block ciphers are pseudorandom permutations  $F_k$ . They use a key of  $K$  bits to specify a random subset of  $2^K$  mappings. If the selection of mappings is random, the resulting cipher will be a good approximation of the ideal block cipher.

### 6.1 Shannon's Confusion and Diffusion Principle

Diffusion: Ciphertext bits should depend on the plaintext bits in a complex way. If a plaintext bit is changed, ciphertext bits should change with  $p = \frac{1}{2}$ .

Confusion: Each bit of the ciphertext should depend on the whole key. If one bit of the key is changed, the ciphertext should change entirely.

### 6.2 Confusion-Diffusion Paradigm

Confusion: Implement large  $F_k(m)$  using smaller  $f_i(k, m_i)$ , called substitution boxes.  $F_k(m_1 m_2 \dots m_n) = f_1(k, m_1) f_2(k, m_2) \dots f_n(k, m_n)$ .

Diffusion: Permute (Mix) the output  $F_k$ .

Key idea: Run the confusion and diffusion multiple times.

### 6.3 Data Encryption Standard (DES)

Input  $\rightarrow$  Initial Permutation  $IP \rightarrow$  Feistel Network depending on  $k \rightarrow$  Final Permutation  $IP^{-1} \rightarrow$  Output

TODO

A 3-round feistel network is a pseudorandom permutation.

A 4-round feistel network is a strong pseudorandom permutation.

To fully describe a feistel network we need to describe a key schedule algorithm and the pseudorandom permutation function  $f$ .



### **6.3.1 Vulnerabilities**

Key is too short, brute force attack is possible.

Unclear role of the NSA in the design.