Cryptography Engineering Quiz. 4

Problem 1

a) Yes, it is a primitive polynomial.

 $x^8 + x^4 + x^3 + x^2 + 1$ is irreducible. Then check if it is primitive by verifying if it generates a maximal length sequence when used in LFSR. And it turned out that it will have a repetitive sequence after iterating 256 times.

```
a^501 = x^0 x^1 x^2 x^3 x^6 x^7
                                     a^246 = x^0 x^1 x^2 x^3 x^6 x^7
                                                                           a^502 = x^0 x^1 x^7
   = x^2
                                     a^247 = x^0 x^1 x^7
   = x^3
                                                                           a^503 = x^0 x^1 x^3 x^4
                                     a^248 = x^0 x^1 x^3 x^4
                                                                           a^504 = x^1 x^2 x^4 x^5
   = x^4
                                     a^249 = x^1 x^2 x^4 x^5
                                     a^250 = x^2 x^3 x^5 x^6
                                                                           a^505 = x^2 x^3 x^5 x^6
                                                                           a^506 = x^3 x^4 x^6 x^7
                                     a^251 = x^3 x^4 x^6 x^7
                                                                           a^507 = x^0 x^2 x^3 x^5 x^7
                                     a^252 = x^0 x^2 x^3 x^5 x^7
                                     a^253 = x^0 x^1 x^2 x^6
                                                                            a^508 = x^0 x^1 x^2 x^6
 ^{9} = x^{1} x^{3} x^{4} x^{5}
                                      ^254 = x^1 x^2 x^3 x^7
                                                                                 = x^1 x^2 x^3 x^7
a^11 = x^3 x^5 x^6 x^7
a^12 = x^0 x^2 x^3 x^6 x^7
                                      ^{257} = x^{2}
                                                                            a^512
a^13 = x^0 x^1 x^2 x^7
                                     a^258 =
                                                                            a^513 = x^3
a^14 = x^0 x^1 x^4
                                     a^259 = x^4
                                                                            a^514
a^15 = x^1 x^2 x^5
                                     a^260 = x^5
                                                                            a^515 = x^5
a^16 = x^2 x^3 x^6
                                     a^261 = x^6
                                                                            a^516 = x^6
 ^17 = x^3 x^4 x^7
                                     a^262 = x^7
                                                                            a^517 = x^7
 18 = x^0 x^2 x^3 x^5
                                     a^263 = x^0 x^2 x^3 x^4
                                                                           a^518 = x^0 x^2 x^3 x^4
     = x^1 x^3 x^4 x^6
                                     a^264 = x^1 x^3 x^4 x^5
                                                                            a^519 = x^1 x^3 x^4 x^5
a^20 = x^2 x^4 x^5 x^7
                                     a^265 = x^2 x^4 x^5 x^6
```

- b) Since the maximum cycle length of an LFSR using a primitive polynomial of degree n is $2^n 1$. Therefore, $x^8 + x^4 + x^3 + x^2 + 1$ has a highest degree 8 and then its maximum cycle length is $2^8 1 = 255$.
- c) No, while the reverse is true, not all irreducible polynomials are primitive polynomials. Being irreducible means, it cannot be factored into polynomials of lower degree, however, it doesn't guarantee that the polynomial will generate a maximal length sequence when used in an LFSR. For example, $x^8 + x^4 + x^3 + x + 1$ is irreducible but not primitive since it doesn't generate a maximal length sequence which is 255.

```
a^53 = x^2
                               a^54 = x^3
                               a^55 = x^4
                               a^56 = x^5
a^6 = x^6
                               a^57 = x^6
a^7 = x^7
                               a^58 = x^7
a^8 = x^0 x^1 x^3 x^4
                               a^59 = x^0 x^1 x^3 x^4
a^9 = x^1 x^2 x^4 x^5
                               a^60 = x^1 x^2 x^4 x^5
a^10 = x^2 x^3 x^5 x^6
                               a^61 = x^2 x^3 x^5 x^6
a^11 = x^3 x^4 x^6 x^7
                               a^62 = x^3 x^4 x^6 x^7
a^12 = x^0 x^1 x^3 x^5 x^7
                               a^63 = x^0 x^1 x^3 x^5 x^7
a^13 = x^0 x^2 x^3 x^6
                               a^64 = x^0 x^2 x^3 x^6
a^14 = x^1 x^3 x^4 x^7
                               a^65 = x^1 x^3 x^4 x^7
a^15 = x^0 x^1 x^2 x^3 x^5
                               a^66 = x^0 x^1 x^2 x^3 x^5
a^16 = x^1 x^2 x^3 x^4 x^6
                               a^67 = x^1 x^2 x^3 x^4 x^6
a^17 = x^2 x^3 x^4 x^5 x^7
                               a^68 = x^2 x^3 x^4 x^5 x^7
a^18 = x^0 x^1 x^5 x^6
                              a^69 = x^0 x^1 x^5 x^6
```

Problem 2

- a) run problem2.py
 - [Encryption]
 - First, using 'ord()' and 'bin()' function to convert each character of plaintext into its binary ASCII representation.
 - Store the binary representation in list m[].
 - Each bit of m[] is XORed with the corresponding bit of key[]., and the result is appended to the 'ciphertext' string.
 - 'ct' string and 'cipherword[]' list are used for decryption process.
 - Use LFSR to generate a pseudo-random key stream. If the 'tmp' bit stored from the first position of the key is 1, XOR key and polynomial.

```
polynomial = [1,0,0,0,1,1,1,0,1]
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ciphertext =
decrypted_text =
cipherchar = []
for i in range(len(plaintext)):
    m = [0]*8
    character = bin(ord(plaintext[i])) # convert to binary representation
    for j in range(2,9):
       m[j-1] = int(character[j])
    for j in range(8):
        ct += str(key[j] ^ m[j])
    cipherchar.append(ct)
    #LFSR to generate key stream
    tmp = key[0]
    for j in range(7):
        key[j] = key[j+1]
    key[7] = 0
    if (tmp == 1):
        for i in range(8):
           key[i] = key [i] ^ polynomial[i+1]
```

[Decryption]

- Decryption works similarly to encryption. The difference is that plaintext is the XOR result of key and ciphertext.
- 'cipherchar[]' is a list that stores the binary representation of each character in the plaintext.

Result:

ciphertext:

decrypted text:

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If I convert the ciphertext to ASCII code:

Ciphertext (ASCII):
@VJQSuÅ\h1»ÕZpÖjü7¯ÈQCMLe.ËbÏ1Ĩa″á#¼ÑpÉKNGlóó9ð!óú(Ðk1Ú@Rj=¤µ¢ō(ô> "äï2 ÿĀIrÇOVq%é/ŌKv9¯¢ß0 Ò`1Ò^bù"ýÐtÐZhĭÓmàóÚ|; ö'®ë4Ò~0%¦ú>
-~1Px,0b-3ëÖ\`oEBZT}" ~māŭ0%%¦Öoi ÆPSbŌo; ¹£»°¿ÉXBdû9¿"ËZb éÁUJAKBeŌTu:§ÉFtÖd
ñ'¹ÛZOBLx%ÔùÈuŌv/

b) Yes, it is possible to find out. Given a 8-stage LFSR, we have:

```
\begin{cases} a_n = (a_{n+1}C_7 + a_{n+2}C_6 + a_{n+3}C_5 + \dots + a_{n+7}C_1 + a_{n+8}C_0) \ mod2 \\ a_{n+1} = (a_{n+2}C_7 + a_{n+3}C_6 + a_{n+4}C_5 + \dots + a_{n+8}C_1 + a_{n+9}C_0) \ mod2 \\ a_{n+2} = (a_{n+3}C_7 + a_{n+4}C_6 + a_{n+5}C_5 + \dots + a_{n+9}C_1 + a_{n+10}C_0) \ mod2 \\ a_{n+3} = (a_{n+4}C_7 + a_{n+5}C_6 + a_{n+6}C_5 + \dots + a_{n+10}C_1 + a_{n+11}C_0) \ mod2 \\ a_{n+4} = (a_{n+5}C_7 + a_{n+6}C_6 + a_{n+7}C_5 + \dots + a_{n+11}C_1 + a_{n+12}C_0) \ mod2 \\ a_{n+5} = (a_{n+6}C_7 + a_{n+7}C_6 + a_{n+8}C_5 + \dots + a_{n+12}C_1 + a_{n+13}C_0) \ mod2 \\ a_{n+6} = (a_{n+7}C_7 + a_{n+8}C_6 + a_{n+9}C_5 + \dots + a_{n+13}C_1 + a_{n+14}C_0) \ mod2 \\ a_{n+7} = (a_{n+8}C_7 + a_{n+9}C_6 + a_{n+10}C_5 + \dots + a_{n+14}C_1 + a_{n+15}C_0) \ mod2 \end{cases}
```

Knowing a_0 to a_7 , we can compute coefficients c_0 to c_7 . And in general, if we know 16 output bits, solving a 8-stage LFSR is possible.

c)
$$C_0 = 1$$
, $C_1 = 0$, $C_2 = 0$, $C_3 = 0$, $C_4 = 1$, $C_5 = 1$, $C_6 = 1$, $C_7 = 0$

```
[1, 0, 0, 0, 1, 1, 1, 0]
```

- The code of this part is in problem2.py.
- Let n = 0, a [] is a_0 to a_{15} , and c [] is the coefficients we want.
- Using brute force method, there are 255 combinations of c [].
- 'ac' is the sum of $a_{j+1+k}C_k$ and see if after mod2, it will equal a_j or not

```
# # bonus: 2-c
   # using the MSB of a0 to a15
69 a = [0]*16
    for i in range(16):
      a[i] = int(cipherchar[i][0])
     c = [0, 0, 0, 0, 0, 0, 0, 0]
     for i in range(255):
         flag = 1
         for j in range(8):
             for k in range(8):
                 ac += c[k] * a[j+1+k]
             if(a[j] != ac%2):
                 flag = 0
                 break
         if flag == 1:
             print(c)
             break
         n = 0
            c[n] = 0
         c[n] = 1
```

Problem 3

a) run problem3.py

Import 'random' and 'permutations' from 'itertools'

```
import random
from itertools import permutations
```

The implementation of the two shuffle algorithms:

Use 'shuffle_simulation()' function to simulate these two shuffle algorithms.

```
# simulate 10^6 times
def shuffle_simulation(shuffle_func, times=1000000):
    cards = [1,2,3,4]
    perm = permutations(cards)
    perm_count = {}
    for p in perm:
        perm_count[p] = 0

for _ in range(times):
    shuffled_cards = shuffle_func(cards.copy())
    perm_count[tuple(shuffled_cards)] += 1

return perm_count
```

Results:

```
Fisher-Yates shuffle:
Naive algorithm:
(1, 2, 3, 4): 39099
                        (1, 2, 3, 4): 41640
                        (1, 2, 4, 3): 41474
(1, 2, 4, 3): 39114
(1, 3, 2, 4): 38896
                        (1, 3, 2, 4): 41785
(1, 3, 4, 2): 54808
                        (1, 3, 4, 2): 41807
(1, 4, 2, 3): 42882
                        (1, 4, 2, 3): 41909
                        (1, 4, 3, 2): 41812
   1, 3, 4): 39095
                        (2, 1, 3, 4): 41878
(2, 1, 4, 3): 58846
                        (2, 1, 4, 3): 41321
(2, 3, 1, 4): 54827
(2, 3, 4, 1): 54464
                        (2, 3, 1, 4): 41791
                        (2, 3, 4, 1): 41719
(2, 4, 1, 3): 42591
                        (2, 4, 1, 3): 41754
   4, 3, 1): 43067
                        (2, 4, 3, 1): 41509
(3, 1, 2, 4): 42797
                        (3, 1, 2, 4): 41628
   1, 4, 2): 42545
                        (3, 1, 4, 2): 41497
   2, 1, 4): 35542
                            2, 1, 4): 41320
(3, 2, 4, 1): 42823
                        (3, 2, 4, 1): 41730
   4, 1, 2): 42820
                        (3, 4, 1, 2): 41957
(3, 4, 2, 1): 39327
                        (3, 4, 2, 1): 41486
   1, 2, 3): 31395
                        (4, 1, 2, 3): 41609
   1, 3, 2): 35150
                        (4, 1, 3, 2): 41778
   2, 1, 3): 35279
                        (4, 2, 1, 3): 41623
   2, 3, 1): 31165
                        (4, 2, 3, 1): 41622
      1, 2): 38911
                            3, 1, 2): 41565
                        (4,
          1): 39220
                            3, 2, 1): 41786
```

- b) Fisher-Yates shuffle is a better choice since the distribution of each permutation's count is more uniform than Naïve algorithm.
- c) The main drawback of the Naïve algorithm is that the randomized results are not uniform distribution. Because it only swaps based on the randomly generated one, it is prone to causing certain segments to be switched more.