Math 173A - Homework 2

- 1. Do the following exercises from the textbook. 2.5, 2.6, 2.7, 2.9.
- 2. Consider this combination of the Caesar cipher and the multiplication cipher briefly discussed in lecture, known as the *affine shift cipher*. Fix a prime p. The key for an affine cipher consists of two integers $k = (k_1, k_2)$ and encryption is defined by

$$e_k(m) = k_1 \cdot m + k_2 \pmod{p}.$$

- (a) What should the decryption function be?
- (b) For a fixed prime p, how many valid keys are there?
- (c) What are the message and ciphertext spaces?
- (d) Assuming that p is public knowledge, explain why the affine cipher is vulnerable to a known-plaintext attack? How many plaintext-ciphertext pairs are likely needed to recover they key?
- 3. Let's generalize the affine cipher from the previous exercise. Now suppose the plaintext m, ciphertext c, and the second part of the key k_2 are vectors consisting of n numbers modulo p. The first part of they key k_1 is an $n \times n$ matrix whose entries are integers modulo p. Encryption is defined by

$$e_k(m) = k_1 \cdot m + k_2 \pmod{p},$$

where $k_1 \cdot m$ is the matrix-vector product.

- (a) What should the decryption function be?
- (b) How many valid keys are there? Hint: are some matrices bad for this? How can you count the good ones?
- (c) Why is this cipher vulnerable to a known-plaintext attack?
- (d) Explain how any simple substitution cipher that involves a permutation of the alphabet can be thought of as a special case of this cipher.
- 4. (a) Compute 6^5 (mod 11) using the square-and-multiply algorithm.
 - (b) Assume that 2 is a primitive root modulo 11 and suppose that $2^x \equiv 6 \pmod{11}$. Without finding the value of x, determine whether x is even or odd.
- 5. Recall that in the Elgamal protocol, every time Bob sends a message to Alice he generates a random exponent k. Suppose Bob is lazy and decides to use the same value of k for multiple messages. Explain why this renders his communications with Alice vulnerable to a known-plaintext attack.