

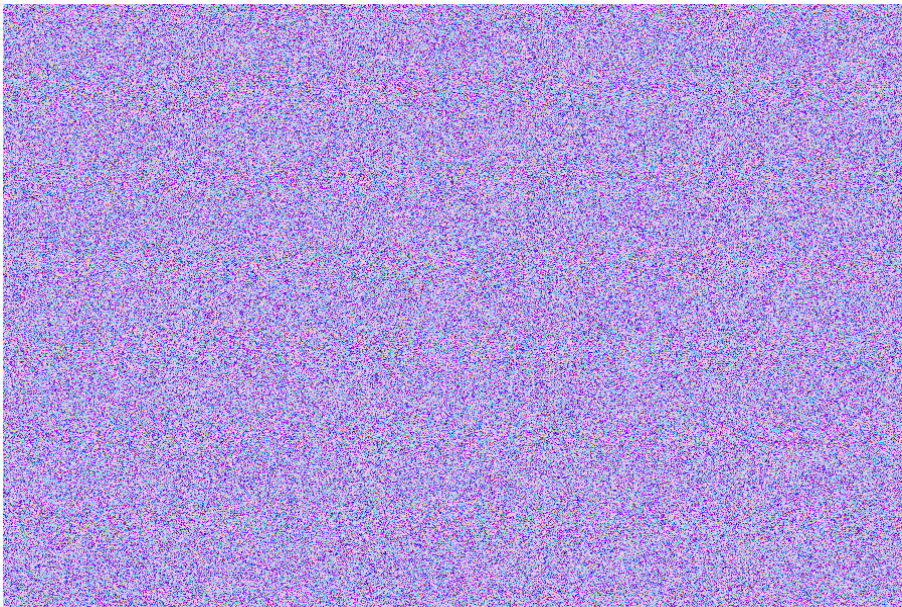
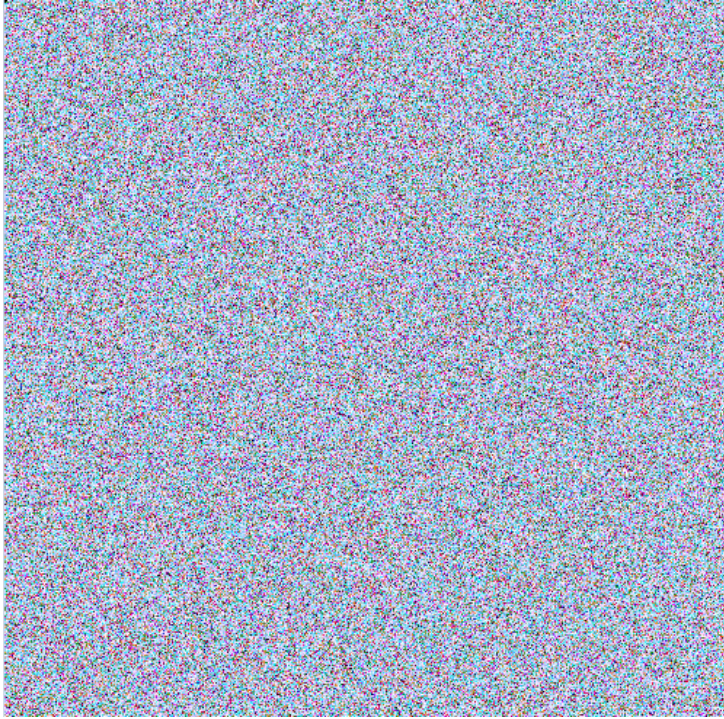
# CS 370 - Programming Project 1 Writeup

## 3.1 - Observation Task: Encryption Modes, CBC vs ECB

Original photos:

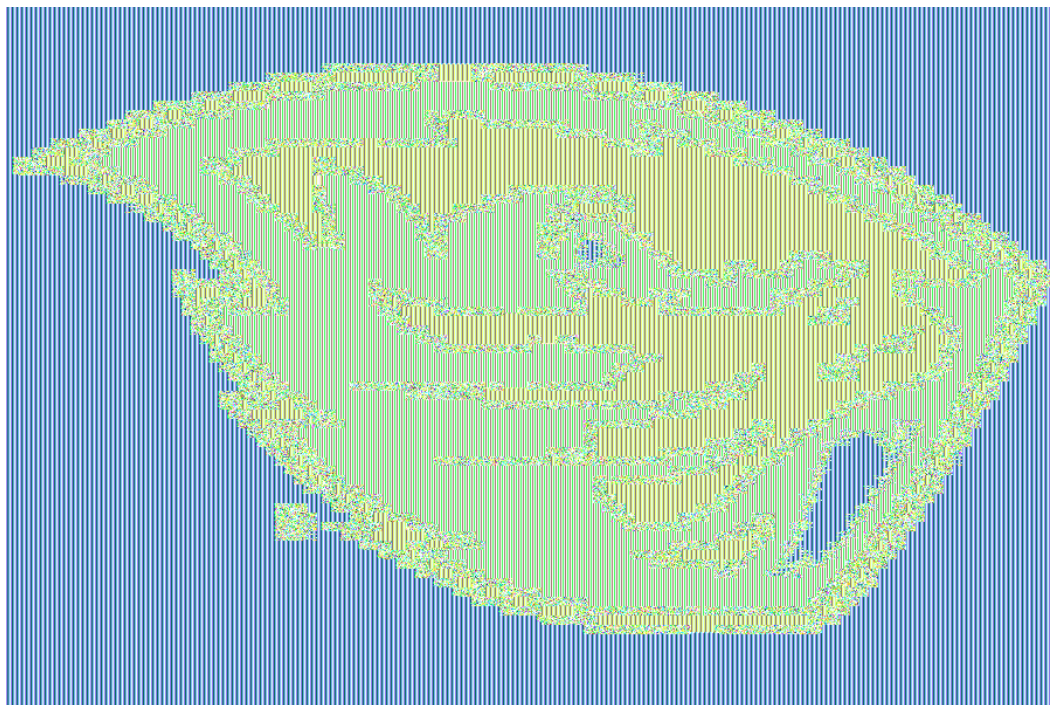


*After CBC encryption:*



*Blocks after ECB encryption:*





The images encrypted with AES-128-CBC retain some structure. A bit of information might be able to be gleaned from a CBC-encrypted image if the image was a logo or some image with high contrast/structure. The CBC encrypted images are completely indiscernible.

### 3.3 - Observation Task: Weak vs Strong Collision Resistance Property

1) Weak collision:

```
Weak Collision Run 1: Matched first 3 characters after 23842311 trials
Weak Collision Run 2: Matched first 3 characters after 32768123 trials
Weak Collision Run 3: Matched first 3 characters after 20230457 trials
Weak Collision Run 4: Matched first 3 characters after 27429341 trials
Weak Collision Run 5: Matched first 3 characters after 36123324 trials

After 5 trials, the total number of trials ran: 140393556
The average number of attacks to find a match for the first 3 characters was 28078711.2
```

I would think that this should take  $255 \times 255 \times 255$  attempts on average, but it seems to take a bit more than that. I'm not sure why. These trials take \*extremely\* long to run, so running more than 5 was not really feasible.

2) Strong collision:

```
Strong Collision Run 46: Matched first 3 characters after 9483 trials
Strong Collision Run 47: Matched first 3 characters after 3178 trials
Strong Collision Run 48: Matched first 3 characters after 2303 trials
Strong Collision Run 49: Matched first 3 characters after 1953 trials
Strong Collision Run 50: Matched first 3 characters after 2122 trials

After 50 trials, the total number of trials ran: 238256
The average number of attacks to find a match for the first 3 characters was 4765.12
```

This should take, I believe,  $2^{12}$  attempts to have a 50% chance of breaking the property. That's 4096 attempts, not too far off from the average I got.

- 3) The strong collision property is far easier to break via brute force method.
- 4) The difference in the observations is due to the fact that the weak collision program is trying to generate a hash to match a provided hash, and the strong collision program is trying to get **any** two hashes to match each other in a growing list of all the hashes the program has generated so far. This results in the strong collision property being broken well before the weak collision property.