Programming Assignment-1

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Monoalphabetic Substitution Cipher (Project-0)

Mono-alphabetic cipher is a substitution cipher where each letter of the plain text is replaced with another letter of the alphabet. In our case, the universe contains only three letters that are 'A', 'B' and 'C'.

Also, the encryption key that we have used comprises 9 entries in a map where every entry corresponds to a relation between a pair of characters and another pair of characters.

Key used for the assignment:

Mapped from	Mapped to
'AB'	'BC'
'AC'	'CB'
'BA'	'CA'
'BC'	'CC'
'CA'	'BB'
'CB'	'AA'
'AA'	'AB'
'BB'	'AC'
'CC'	'BA'

Encryption and decryption

Encryption

Encrypt the PlainText into CipherText, using the encryption key. The encryption function is called on the entire PlainText, which consists of originalText + Hash(of originalText). The key is obtained in the code by reading a dictionary which consists of key-value pairs.

Encryption is simply an O(n) procedure, where n = size of PlainText.

Decryption

Decrypt the CipherText into PlainText, using the decryption key. The key is obtained in the code by reading a dictionary which consists of key-value pairs, but this time, in the reverse order.

Decryption is also an O(n) procedure, where n = size of CipherText.

Hashing and Recognisability

Hashing

We use this hash function to construct recognisable plaintexts, i.e., those that satisfy the property: p = (s, Hash(s)).

- 1) Initialize the initial Hash Value = "0000000000000" (16-bit string of 0s)
- 2) Divide the input plaintext into blocks of N-character segments, where N is a constant specified in the implementation in our implementation, N = 16
- 3) For each block of characters, do the following:
 - Rotate the current hash value to the left by one bit
 - XOR the block with the hash value, and store the result as the new Hash Value
- 4) Encode the bits in hash in this criteria so that it becomes encryptable:
 - 0 A
 - 1 B
- 5) Return the Hash Value

<u>Note</u>: Hash Value will be used in the form of a string of characters, instead of 0s and 1s. This is because we have to make the hash value encryptable as well.

(So we map the 0 to A and 1 to B after calculating the hash)

Recognisability

The function "is_recognizable" checks whether a particular PlainText is recognizable or not. The function works as follows:

- 1) Calculate the hash value of the Binary(candidate PlainText) by calling the hash function, where Binary(.) denotes the binary equivalent of the PlainText, as per ASCII values.
- 2) Compare the calculated hash value (after converting into a string) with the expected hash value, and check for equality.
- If the two values are equal, return "True", indicating that the candidate PlainText is recognizable. Else, return "False", indicating that the candidate PlainText is not recognizable.

Brute-force solution

- We get all the possible combinations of the key (9!=362,880). Iterate through these combinations and try to use them to decrypt the first CipherText.
- If it is recognisable after decrypting, try this candidate key over other CipherTexts.
- The key is found when all the 5 CipherTexts are correctly decrypted using the candidate key. Return this candidate key.

The asymptotic time complexity of discovering the key via brute force is O(9!) in our implementation. More generally, Brute-force is $O((n^2)!)$, where n = number of symbols in the universe.

Constraints

- Plaintext characters must belong to the set {A, B, C}
- The plaintext must be of even length for encryption to work.
- The plaintext must satisfy the property $\pi = (s, Hash(s))$
- Size of key = 9

Sample Inputs & Outputs



