

Salsa20 operates on 32-bit words.

- additions are done modulo 2^{32} .

Example

1 bit: either 1 or 0 $\longrightarrow 2^1 = 2$ options

2 bits: {00, 01, 10, 11} $\longrightarrow 2^2 = 4$ options

4 bits: {0000, 0001, ..., 1110, 1111} $\longrightarrow 2^4 = 16$ options

32 bits: $2^{32} = 4,294,967,296$ options.

- Each character in the alphabet can be represented w/ 8 bits:

A = 65 = 01000001
letter dec

Y = 89 = 01011001

f = 102 = 01100110

So, the function "_u32" in the Salsa20.py turns an integer into a 32 bit value.

Example

0xffffffff = 11111111...1111
8 f's 32 ones

- The function takes a value, no matter the size, and turns it into a 32 bit value by performing the "&" operation on it.

$0xf = 1111$, if the value $x = 3$,
then

$$\begin{array}{r} 1111 \\ \& 0011 \\ \hline 0011 = 3 \end{array}$$

x was able to fit inside of the
4 bit limitation of $0xf$.

If $x = 28$, then

$$\begin{array}{r} 0xf = 1111 \\ 28 = 11100 \end{array} \} \Rightarrow \begin{array}{r} 1111 \\ \& 11100 \\ \hline \cancel{X}1100 \end{array}$$

since x here is 5 bits long instead
of 4, then the 5th bit is
truncated. So the result of this
4 bit operation is $1100 = 12$.

The " $_u32$ " method works the
same way to truncate values
w/in 32 bits.