

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

⋮

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

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

$$\underbrace{A}_{\text{letter}} = \underbrace{65}_{\text{dec}} = 01000001$$

$$Y = 89 = 01011001$$

$$f = 102 = 01100110$$

So, the function "u32" in the Salsa20.py turns an integer into a 32 bit value.

Example

$$0xfffffff = \underbrace{ffff}_{8 f's} \underbrace{111111\dots111}_{32 \text{ ones}}$$

- 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

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

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

If $x = 28$, then

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

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.