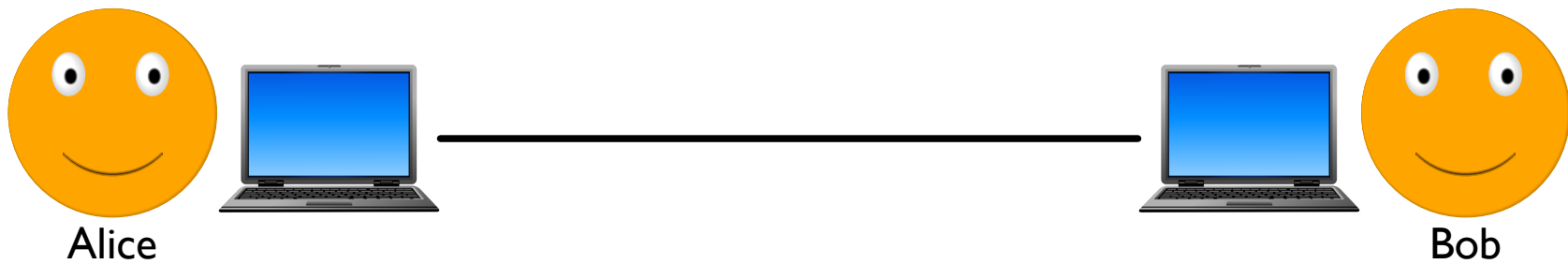


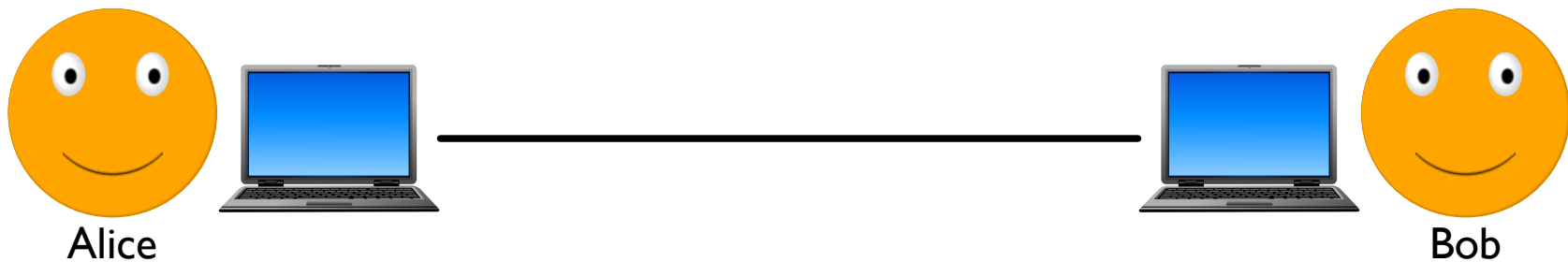
Cryptography

Cryptography: secure communication in the presence of adversaries



Cryptography

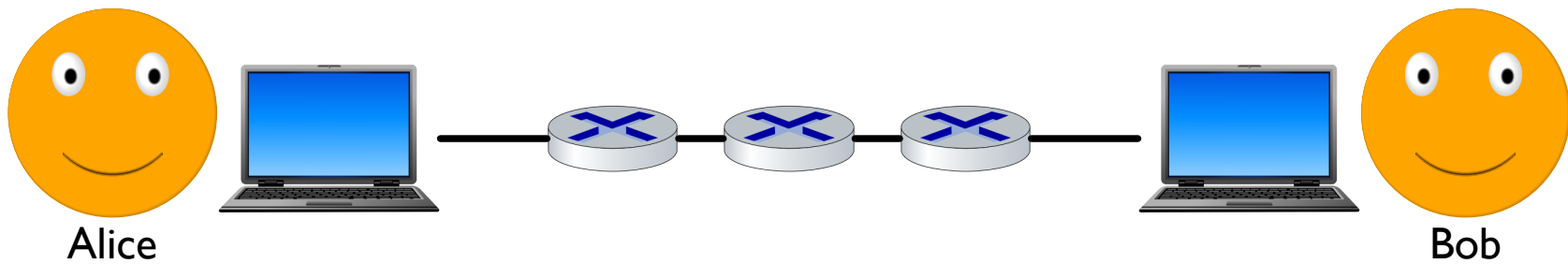
Cryptography: secure communication in the presence of adversaries



In this class, *crypto* is short for *cryptography*, not *cryptocurrency* or *cryptoanalysis*

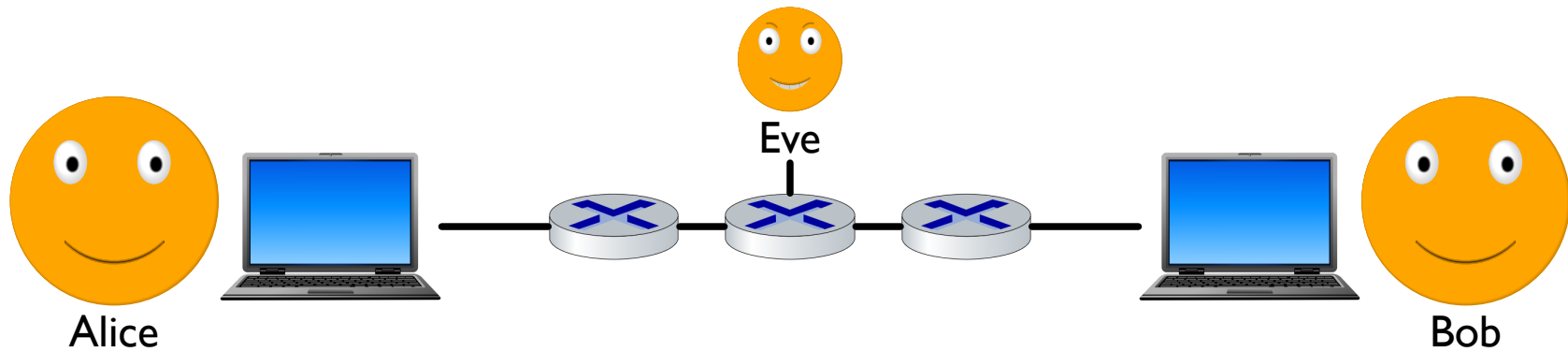
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Cryptography: secure communication in the presence of adversaries



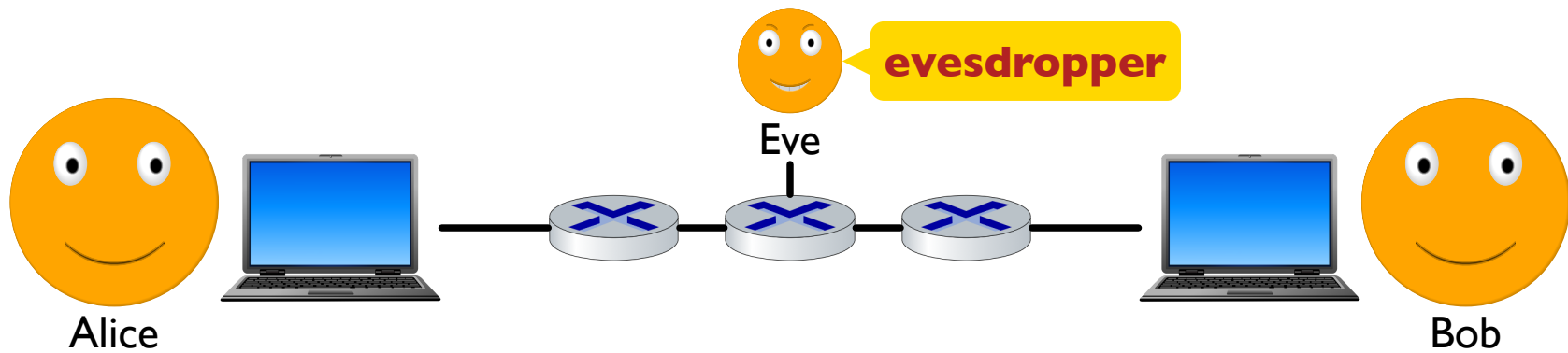
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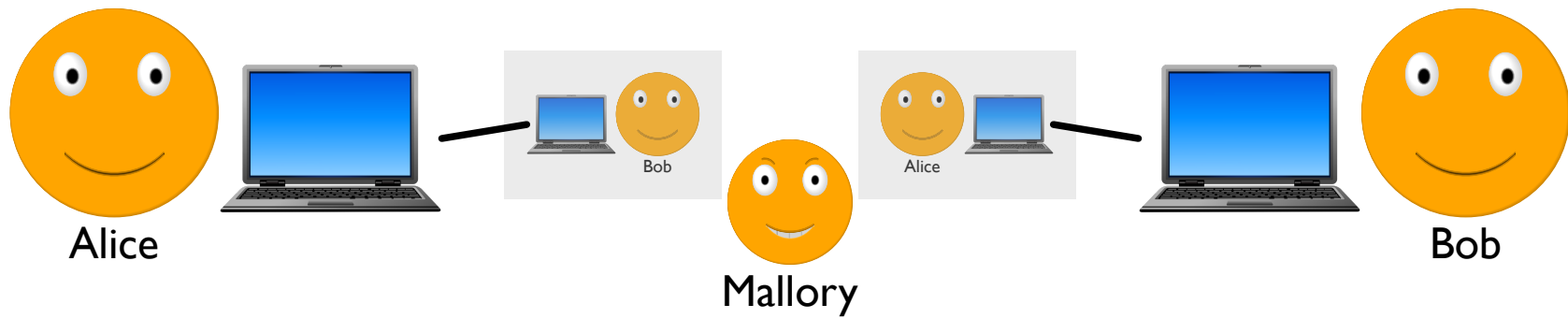
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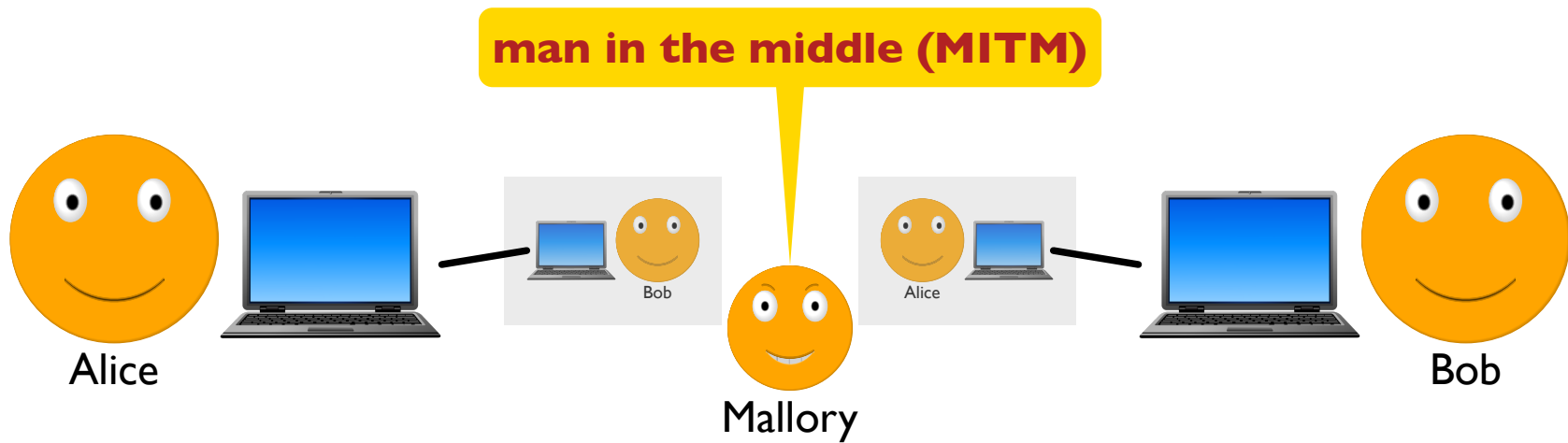
Cryptography

Cryptography: secure communication in the presence of adversaries



Cryptography

Cryptography: secure communication in the presence of adversaries



Alice and Bob



I'VE DISCOVERED A WAY TO GET COMPUTER
SCIENTISTS TO LISTEN TO ANY BORING STORY.

<https://xkcd.com/1323/>

Cryptography Application Goals

Confidentiality

Cryptography Application Goals

Confidentiality: only intended recipient can read a message

Cryptography Application Goals

Confidentiality: only intended recipient can read a message

Integrity

Cryptography Application Goals

Confidentiality: only intended recipient can read a message

Integrity: received message is unchanged from sender

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Non-repudiation

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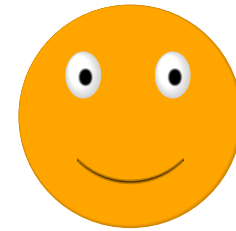
Non-repudiation: parties cannot deny previous commitments

Assume that attackers are capable of eavesdropping,
are capable of MITM,
know your algorithms, and
have NSA-scale compute power

Ciphers, Algorithms, Keys



Alice



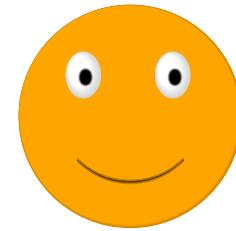
Bob

MEET ME AT THE CLOCK TOWER

Ciphers, Algorithms, Keys



Alice



Bob

MEET ME AT THE CLOCK TOWER



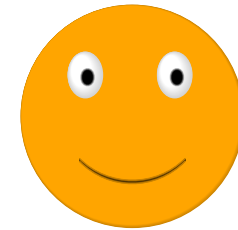
MEET ME AT THE CLOCK TOWER

Ciphers, Algorithms, Keys



Alice

plaintext



Bob

MEET ME AT THE CLOCK TOWER



MEET ME AT THE CLOCK TOWER

Ciphers, Algorithms, Keys



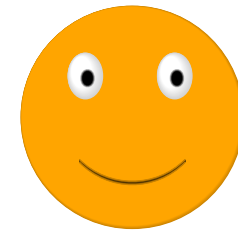
Alice

plaintext

MEET ME AT THE CLOCK TOWER



ZRRG ZR NG GUR PYBPX GBJRE



Bob

MEET ME AT THE CLOCK TOWER

Ciphers, Algorithms, Keys



Alice

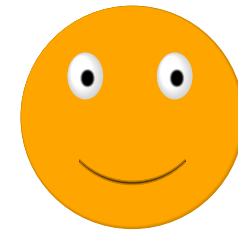
plaintext

MEET ME AT THE CLOCK TOWER



ZRRG ZR NG GUR PYBPX GBJRE

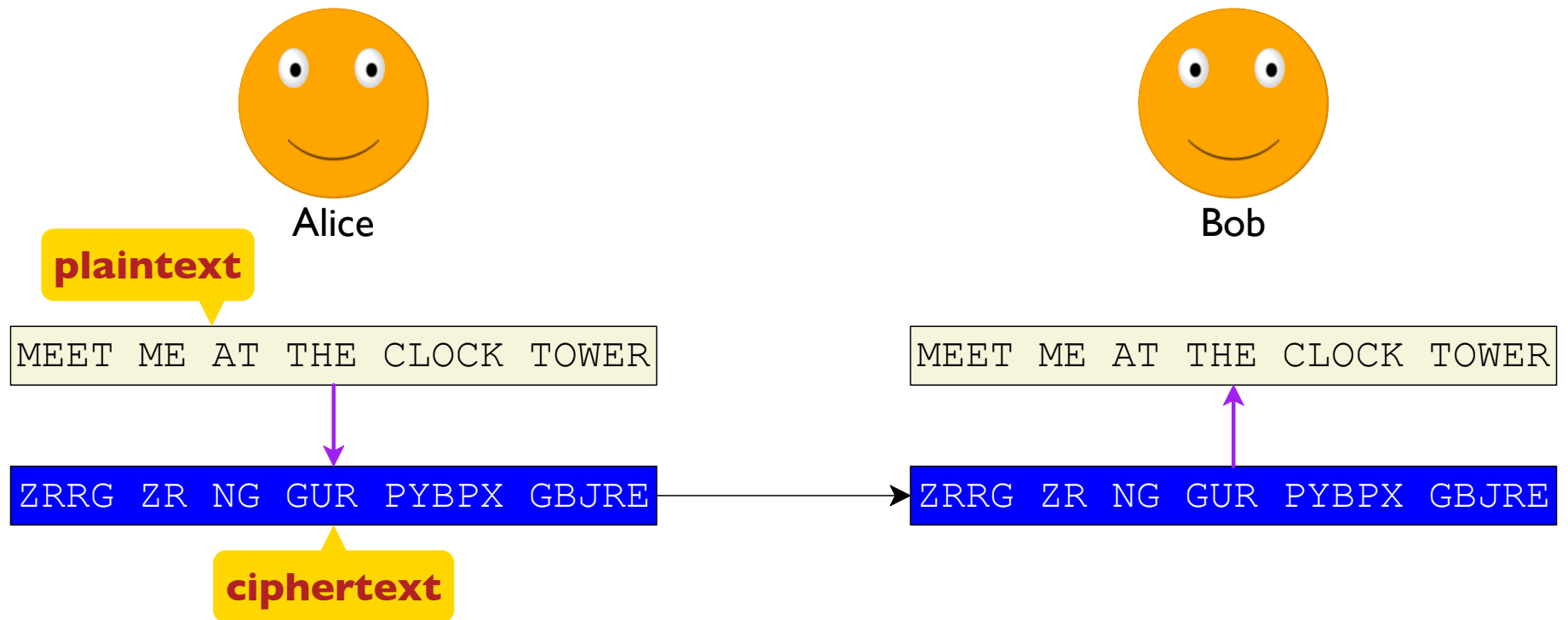
ciphertext



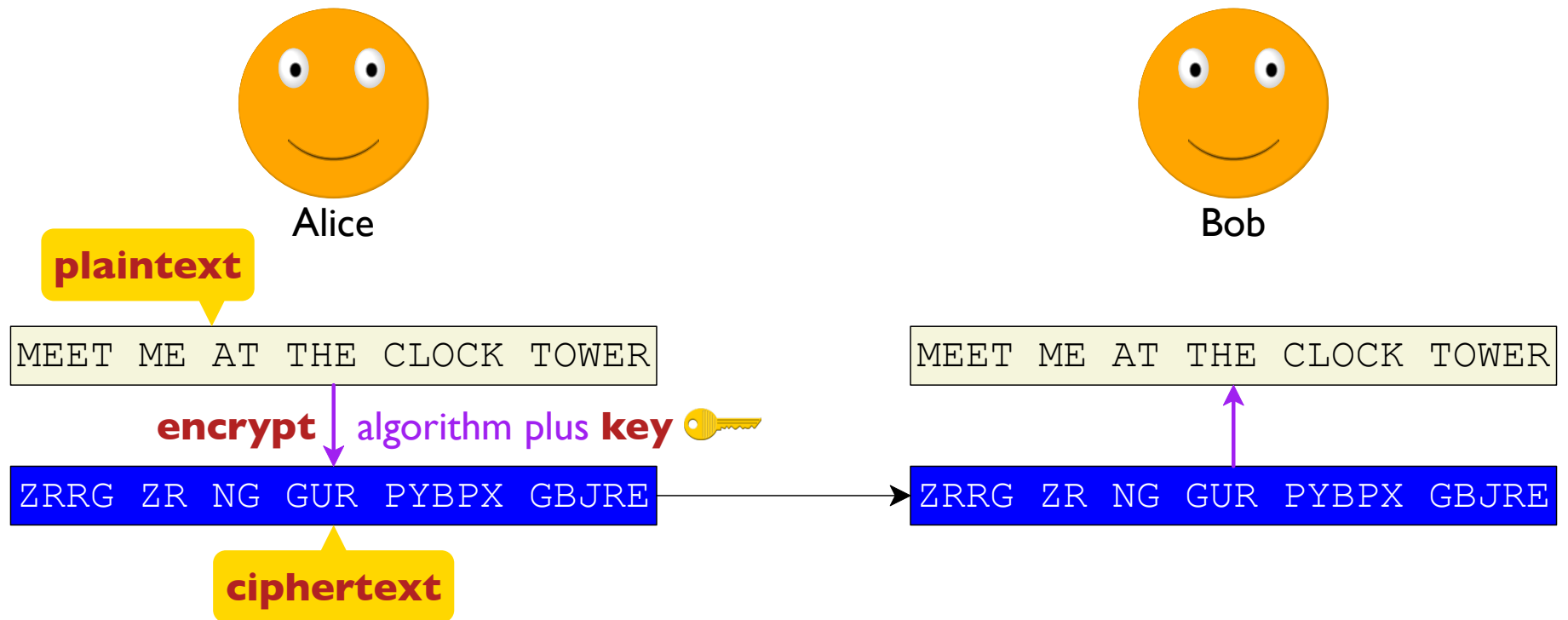
Bob

MEET ME AT THE CLOCK TOWER

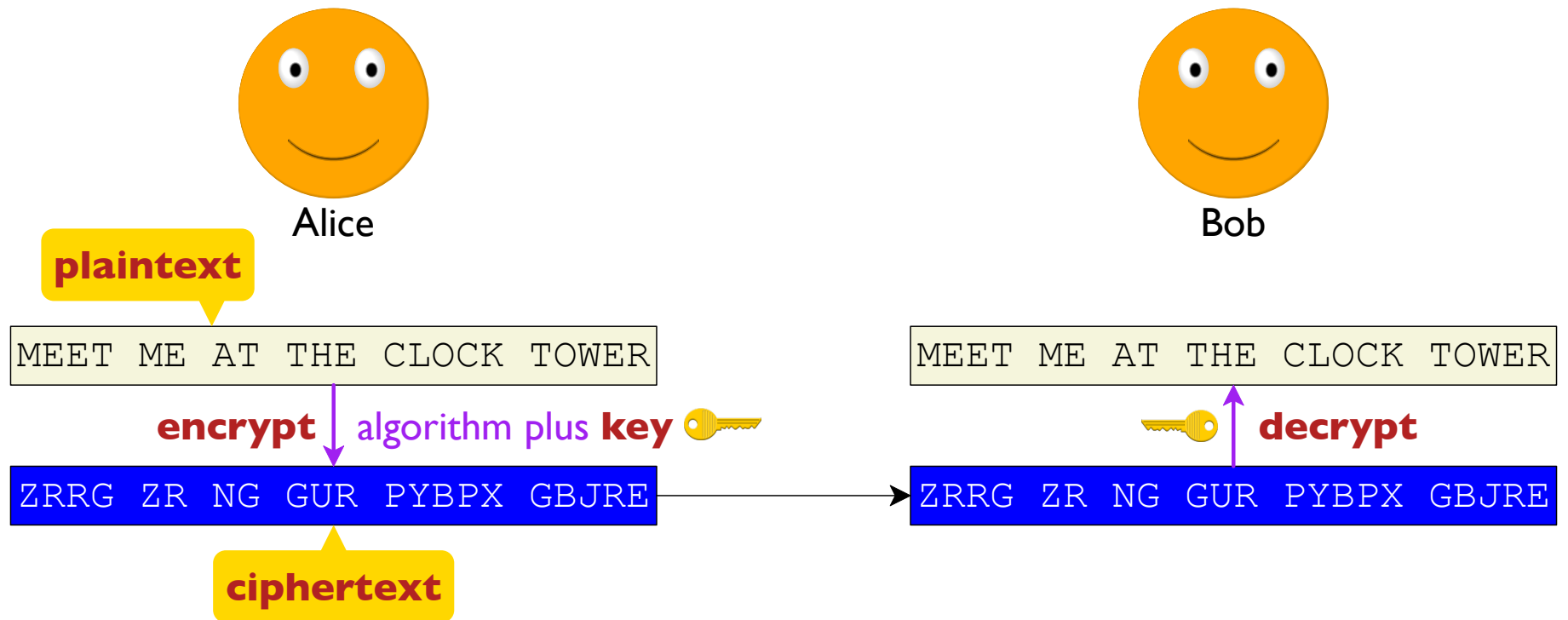
Ciphers, Algorithms, Keys



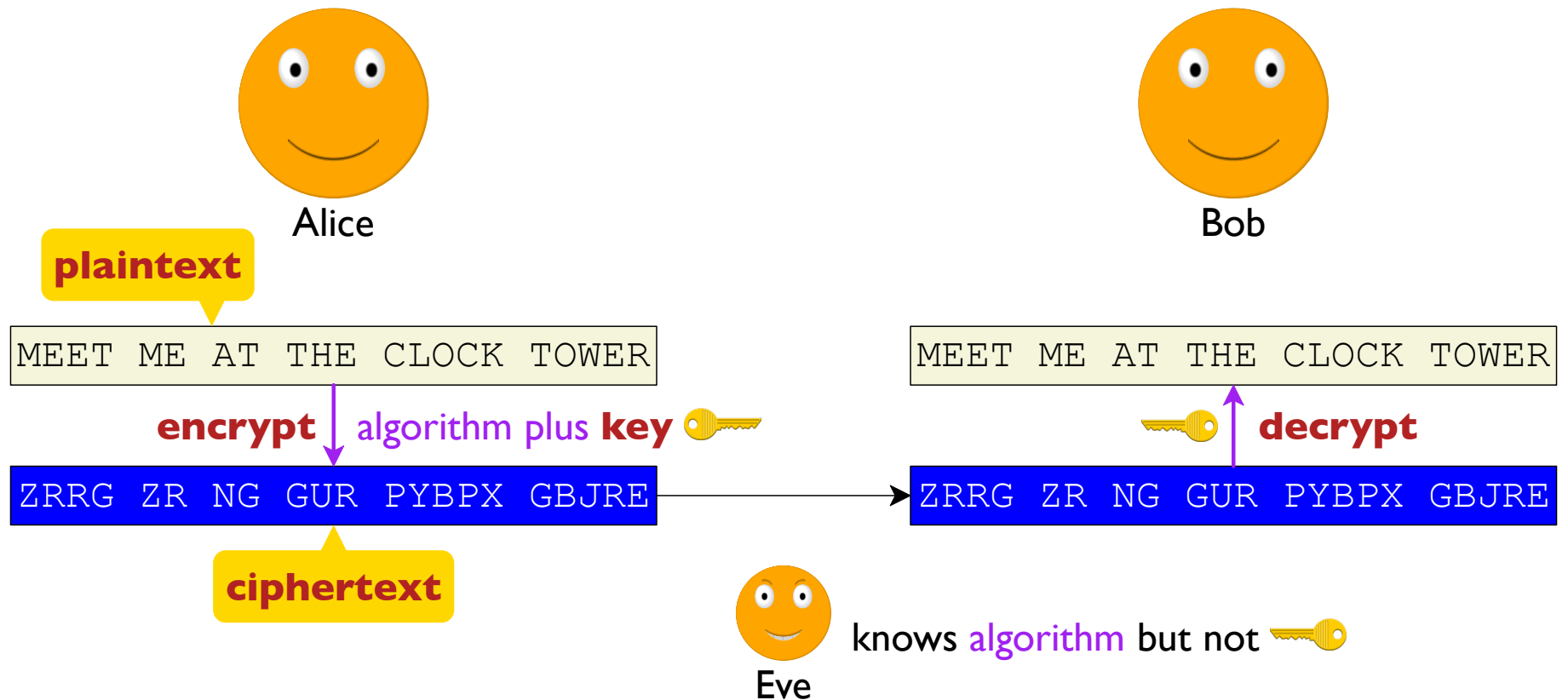
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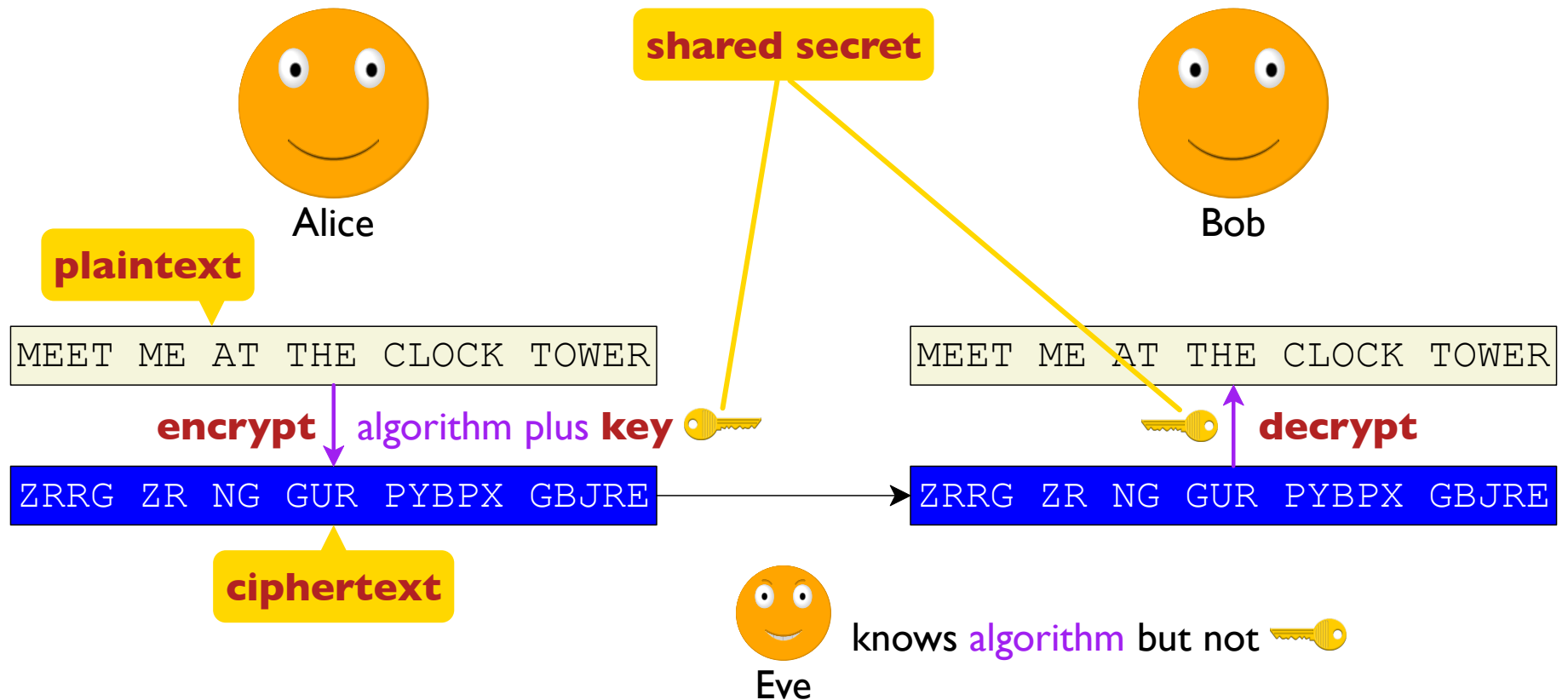
Ciphers, Algorithms, Keys



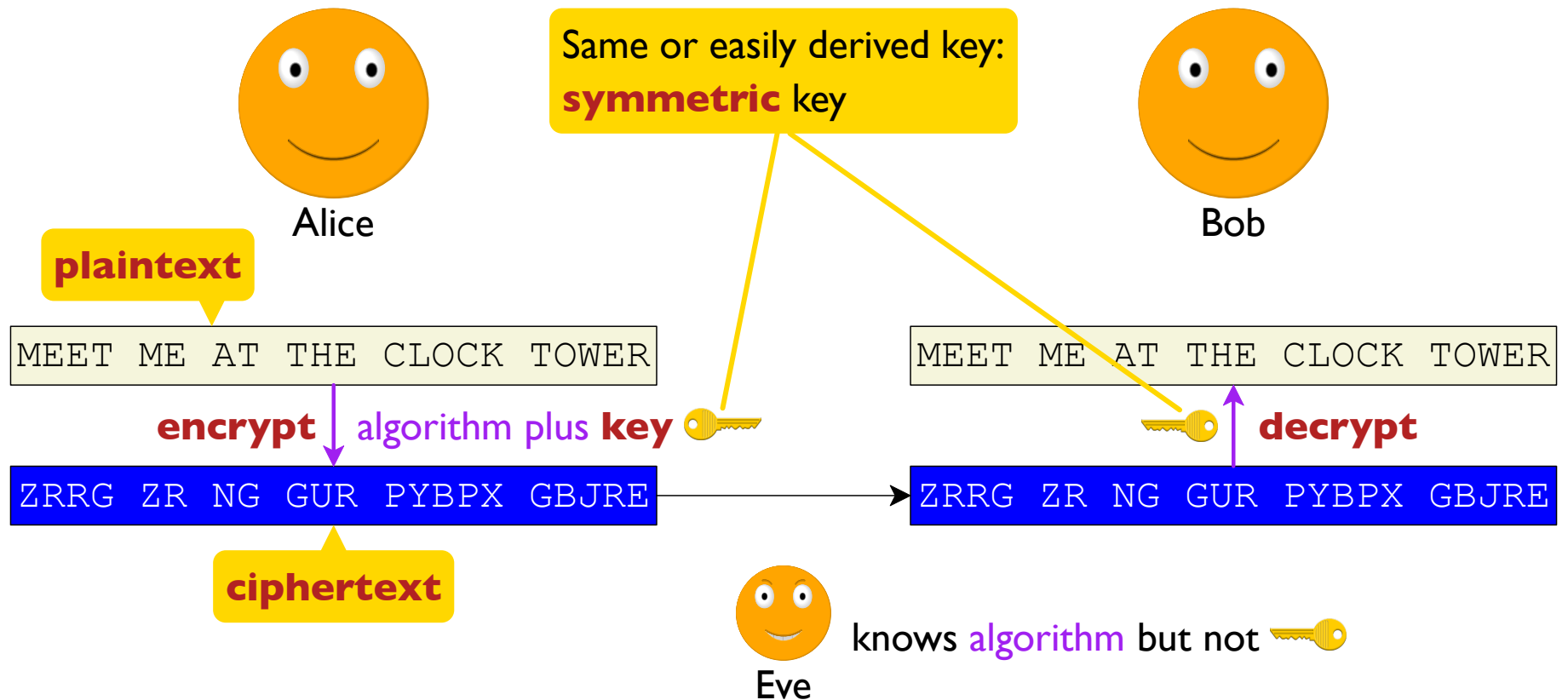
Ciphers, Algorithms, Keys



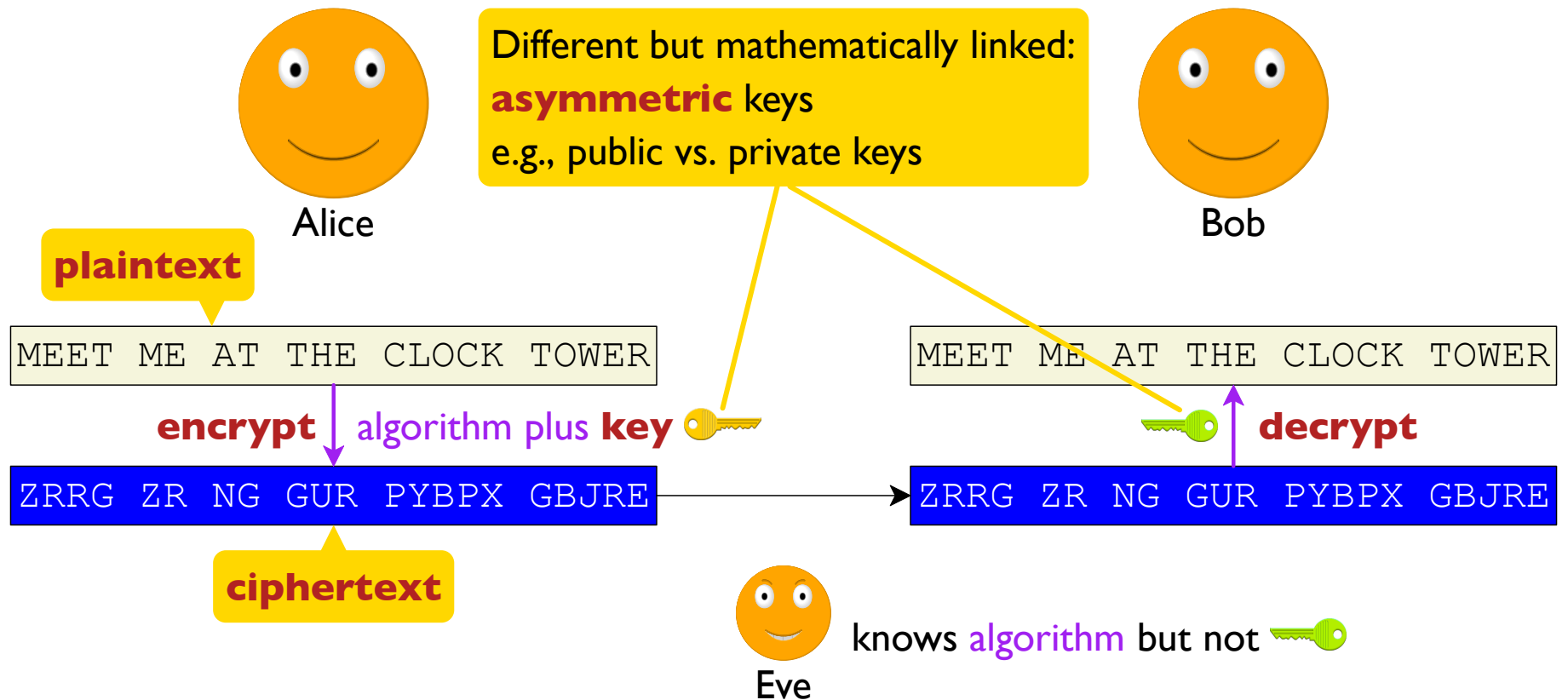
Ciphers, Algorithms, Keys



Ciphers, Algorithms, Keys



Ciphers, Algorithms, Keys



Encrypt and Decrypt

Encryption can use any function

$$\text{Enc}(\text{plaintext}, \text{key}) = \text{ciphertext}$$

that can be reversed by a decryption function

$$\text{Dec}(\text{ciphertext}, \text{key}) = \text{plaintext}$$

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Goals:

functions that make **ciphertext** look random

functions with enough s to making guessing impractical

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Goals:

functions that make **ciphertext** look random

functions with enough s to making guessing impractical

A good algorithm is one where this **brute force** strategy is the only one

Attack Modes

Ciphertext only: attacker has only ciphertext to work from, but maybe many of them

Known plaintext: attacker has an example plaintext and matching ciphertext to work from

Chosen plaintext: attacker can get its own plaintext encoded to its ciphertext

IFMMP XPSME

Substitution

IFMMP XPSME

HELLO WORLD

Substitution

IFMMP XPSME

HELLO WORLD

A	B
B	C
C	D
D	E
E	F
F	G
G	H
H	I
...	...
X	Y
Y	Z
Z	A

Substitution

JGNNQ YQTNF

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HELLO WORLD

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A	C
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H	J
...	...
X	Z
Y	A
Z	B

Ceasar cipher

 = 2

 = -2

Substitution


URYVB JBEYQ

HELLO WORLD

A	N
B	O
C	P
D	Q
E	R
F	S
G	T
H	U
...	...
X	K
Y	L
Z	M

Ceasar cipher

 = 13

 = -13

a.k.a. ROT13

Substitution

URYVB JBEYQ

HELLO WORLD

With only 26 possible keys guessing is easy

A	N
B	O
C	P
D	Q
E	R
F	S
G	T
H	U
...	...
X	K
Y	L
Z	M

Ceasar cipher

 = 13

 = -13

a.k.a. ROT13

Substitution

URYYB JBEYQ

HELLO WORLD

Can treat N letters in a row as base-26 digits:


$$HEL = 8 \times 26^2 + 5 \times 26 + 12$$

That gives us 26^N keys

A	N
B	O
C	P
D	Q
E	R
F	S
G	T
H	U
...	...
X	K
Y	L
Z	M

Ceasar cipher

 = 13

 = -13

a.k.a. ROT13

Substitution

URYyb JBEYQ

Substitution by itself is weak, because it preserves patterns:

- Commonly used letters \Rightarrow commonly used replacements
- Local patterns like “ll” in “hello” \Rightarrow local patterns in ciphertext

Permutation

A permutation can break up local patterns:

MEET ME AT THE CLOCK TOWER

M	E	E	T
	M	E	
A	T		T
H	E		C
L	O	C	K
	T	O	W
E	R		

M AHL EEMTEOTREE COT TCKW

Permutation

A permutation can break up local patterns:

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M	E	E	T
	M	E	
A	T		T
H	E		C
L	O	C	K
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= number of columns


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	M	E	
A	T		T
H	E		C
L	O	C	K
	T	O	W
E	R		

 = number of columns

Other examples of permutations:
shifting with wraparound
shuffling deterministically

M AHL EEMTEOTREE COT TCKW

Substitution plus Permutation

Combining substitution and permutation is even better:

MEET ME AT THE CLOCK TOWER

NFFU NF BU UIF DMPDL UPXFS

N	F	F	U
	N	F	
B	U		U
I	F		D
M	P	D	L
	U	P	X
F	S		

Z NUY RRZGRBGERR PBG GPXJ

Substitution plus Permutation

Combining substitution and permutation is even better:

MEET ME AT THE CLOCK TOWER

NFFU NF BU UIF DMPDL UPXFS

N	F	F	U
	N	F	
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I	F		D
M	P	D	L
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 is <columns, rotation>

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MEET ME IN THE CLOCK TOWER

NFFU NF BU UIF DMPDL UPXFS

N	F	F	U
	N	F	
J	O		U
I	F		D
M	P	D	L
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F	S		

 is <columns, rotation>

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NFFU NF BU UIF DMPDL UPXFS

N	F	F	U
	N	F	
J	O		U
I	F		D
M	P	D	L
	U	P	X
F	S		

Still, small changes in plaintext trigger only small changes in ciphertext

 is <columns, rotation>

Z VUY RRZARBGERR PBG GPXJ

Chaining

Avalance effect via running total mod 27 \Rightarrow each position affects all later

M E E T M E A T T H E C L O C K T O W E R



5

+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+		
<u>13</u>	<u>5</u>	<u>5</u>	<u>20</u>	<u>0</u>	<u>13</u>	<u>5</u>	<u>0</u>	<u>1</u>	<u>20</u>	<u>0</u>	<u>20</u>	<u>8</u>	<u>5</u>	<u>0</u>	<u>3</u>	<u>12</u>	<u>15</u>	<u>3</u>	<u>11</u>	<u>0</u>	<u>20</u>	<u>15</u>	<u>23</u>	<u>5</u>	<u>18</u>
=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=
<u>18</u>	<u>23</u>	<u>1</u>	<u>21</u>	<u>21</u>	<u>7</u>	<u>12</u>	<u>12</u>	<u>13</u>	<u>6</u>	<u>6</u>	<u>26</u>	<u>7</u>	<u>12</u>	<u>12</u>	<u>15</u>	<u>0</u>	<u>15</u>	<u>18</u>	<u>2</u>	<u>2</u>	<u>22</u>	<u>10</u>	<u>6</u>	<u>11</u>	<u>2</u>

R W A U U G L L M F F Z G L L O O R B B V J F K B

Chaining

Avalanche effect via running total mod 27 \Rightarrow each position affects all later

M E E T M E A T T H E C L O C K T O W E R



5

+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+		
<u>13</u>	<u>5</u>	<u>5</u>	<u>20</u>	<u>0</u>	<u>13</u>	<u>5</u>	<u>0</u>	<u>1</u>	<u>20</u>	<u>0</u>	<u>20</u>	<u>8</u>	<u>5</u>	<u>0</u>	<u>3</u>	<u>12</u>	<u>15</u>	<u>3</u>	<u>11</u>	<u>0</u>	<u>20</u>	<u>15</u>	<u>23</u>	<u>5</u>	<u>18</u>
=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=
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R W A U U G L L M F F Z G L L O O R B B V J F K B

Can decrypt because + is reversible
The xor operation has the same property

Chaining

Avalanche effect via running total mod 27 \Rightarrow each position affects all later

M E E T M E A T T H E C L O C K T O W E R



5

+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+		
<u>13</u>	<u>5</u>	<u>5</u>	<u>20</u>	<u>0</u>	<u>13</u>	<u>5</u>	<u>0</u>	<u>1</u>	<u>20</u>	<u>0</u>	<u>20</u>	<u>8</u>	<u>5</u>	<u>0</u>	<u>3</u>	<u>12</u>	<u>15</u>	<u>3</u>	<u>11</u>	<u>0</u>	<u>20</u>	<u>15</u>	<u>23</u>	<u>5</u>	<u>18</u>
=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=
<u>18</u>	<u>23</u>	<u>1</u>	<u>21</u>	<u>21</u>	<u>7</u>	<u>12</u>	<u>12</u>	<u>13</u>	<u>6</u>	<u>6</u>	<u>26</u>	<u>7</u>	<u>12</u>	<u>12</u>	<u>15</u>	<u>0</u>	<u>15</u>	<u>18</u>	<u>2</u>	<u>2</u>	<u>22</u>	<u>10</u>	<u>6</u>	<u>11</u>	<u>2</u>

R W A U U G L L M F F Z G L L O O R B B V J F K B

Can decrypt because + is reversible
The xor operation has the same property

but needs to be combined
with other techniques

Chaining

Avalance effect via running total mod 27 \Rightarrow each position affects all later

M E E T M E I N T H E C L O C K T O W E R



5

+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+		
<u>13</u>	<u>5</u>	<u>5</u>	<u>20</u>	<u>0</u>	<u>13</u>	<u>5</u>	<u>0</u>	<u>1</u>	<u>20</u>	<u>0</u>	<u>20</u>	<u>8</u>	<u>5</u>	<u>0</u>	<u>3</u>	<u>12</u>	<u>15</u>	<u>3</u>	<u>11</u>	<u>0</u>	<u>20</u>	<u>15</u>	<u>23</u>	<u>5</u>	<u>18</u>
=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=	=
<u>18</u>	<u>23</u>	<u>1</u>	<u>21</u>	<u>21</u>	<u>7</u>	<u>12</u>	<u>12</u>	<u>13</u>	<u>6</u>	<u>6</u>	<u>26</u>	<u>7</u>	<u>12</u>	<u>12</u>	<u>15</u>	<u>0</u>	<u>15</u>	<u>18</u>	<u>2</u>	<u>2</u>	<u>22</u>	<u>10</u>	<u>6</u>	<u>11</u>	<u>2</u>

R W A U U G L L U H H A I N N Q B Q T D D X L H M D

Chaining

Could run it twice to make every position affect all positions...

M E E T M E I N T H E C L O C K T O W E R



5

+
13 5 5 20 0 13 5 0 1 20 0 20 8 5 0 3 12 15 3 11 0 20 15 23 5 18

+
18 23 1 21 21 7 12 12 13 6 6 26 7 12 12 15 0 15 18 2 2 22 10 6 11 2

=
20 16 17 11 5 12 24 9 22 1 7 6 13 25 10 25 25 13 4 6 8 3 13 19 3 5

V R S M G N Z K E M U V D R E V X N G K O L X E R V

Chaining plus Substitution plus Permutation

MEET ME AT THE CLOCK TOWER

accumulate
↓

TPQKELXIVAGFMYJYYMDFHCMSCE

substitute
↓

GCDXRYKVINTSZLWLLZQSUPZFPR

permute
↓

GRIZLUPCYNLZPRDKTWQZXVSLSF

Chaining plus Substitution plus Permutation

MEET ME IN THE CLOCK TOWER

accumulate
↓

VRSMGNZKEMUVDREXNGKOLXERV

substitute
↓

IEFZTAMXRZHIQERIKATXBYKREI

permute
↓

ITRQKBEEAZEAYIFMHR TKZXI IXR

Key Size

Substitution, permutation, and chaining are useful building blocks, and our example combination generates results that *look* random, but there's an easy way to see that it's insecure

$$\text{key} = \langle \text{rotation, columns, init} \rangle$$

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So, **block size** is going to be an important metric