

Joint Cryptography and Data Compression

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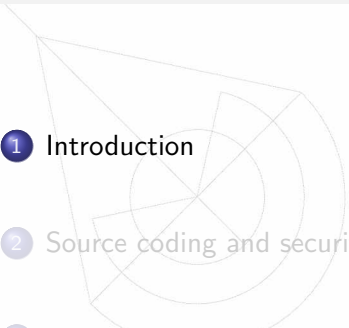


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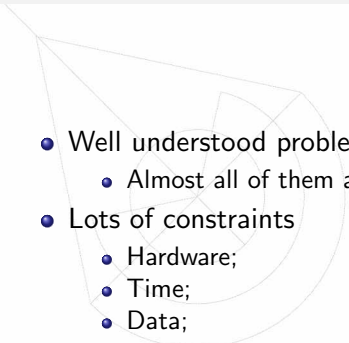
creating and sharing knowledge for telecommunications

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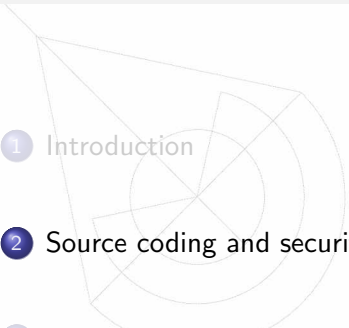
Outline

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- 1 Introduction
 - 2 Source coding and security
 - 3 Analysis-by-synthesis algorithms
 - 4 Conclusions

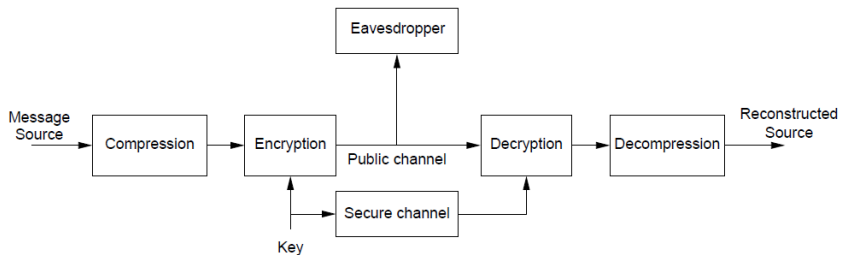
Security - is it worth it?

- 
- Well understood problem with many alternative solutions;
 - Almost all of them are modular;
 - Lots of constraints
 - Hardware;
 - Time;
 - Data;
 - As lightweight as possible:
 - Try to remove the extra module (go for channel coding, [source coding](#), network coding, ...);

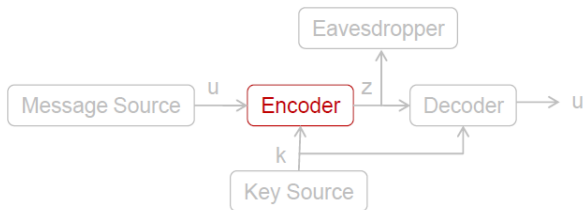
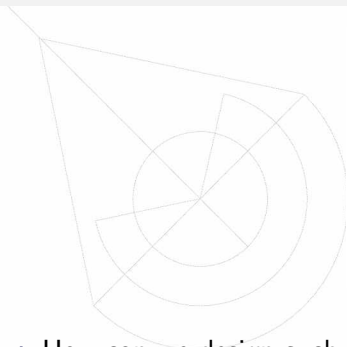
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Modular security



Combining compression and encryption



- How can we design such encoder?
 - Explore knowledge given by the source and properties of source encoding algorithms;
 - Use this knowledge to compute cryptograms and key-streams;
 - Analysis-by-synthesis principle;

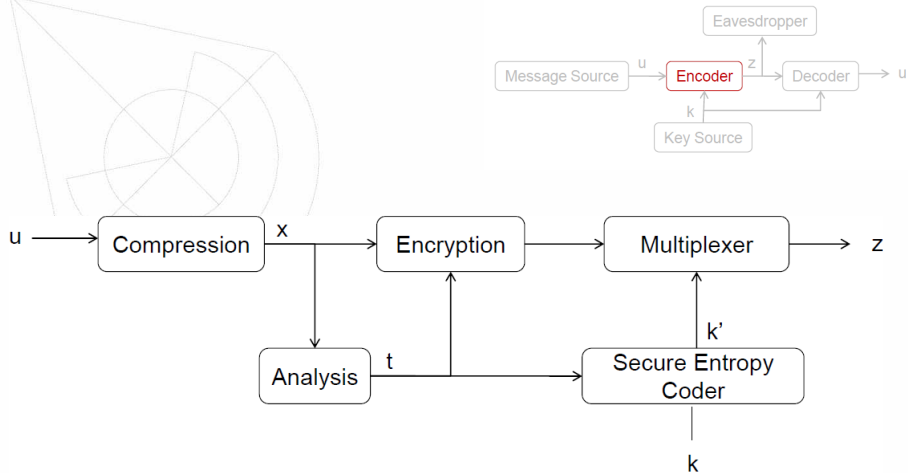
Prospects in variable length codes

- Catastrophic error propagation:
 - $C = \{A: 100, B: 0, C: 111, D: 101, E: 110\}$;
 - BBCBECDBBB \rightarrow 001110110111101000 \rightarrow DBDDCBAB;
 - Symbol error rate depends on the codebook;
- Some effort to analyze error propagation and prevent it (reversible codes, synchronizing codewords, ...);

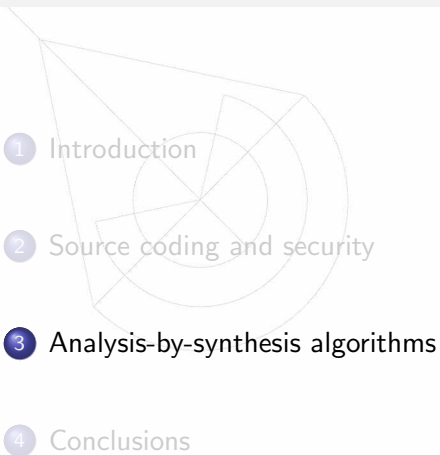
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 - Symbol error rate depends on the codebook;
- Some effort to analyze error propagation and prevent it (reversible codes, synchronizing codewords, ...);
- ... catastrophic error propagation can be useful;
 - Error patterns \leftrightarrow key-streams;
 - Carefully induce errors...
 - Unfortunately the decoder must also know where these errors have been introduced;
 - Share it or send it?

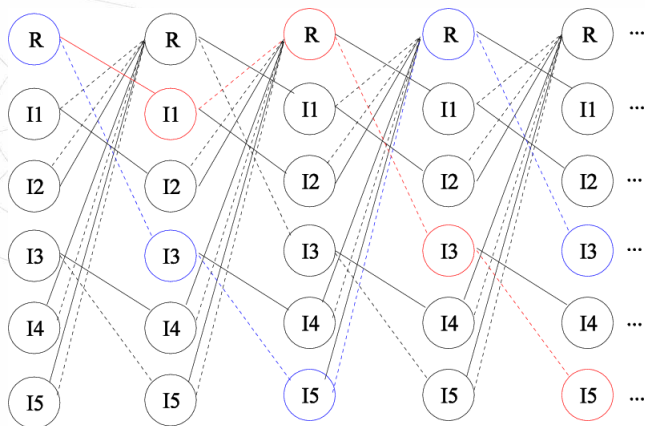
Detailed encoder



Outline

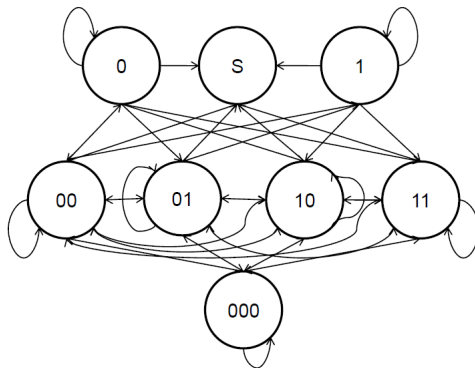
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Algorithm I



Algorithm II

s	x		t	
I	-		-	
0	0000	C	0010	Y
0	010	R	000	Y
1	001	Y	010	Y
1	011	P	000	O
0	100	T	000	H
1	101	O	000	R
1	111	G	000	G
0	010	R	000	O
1	0001	A	0000	C
1	011	P	000	O
0	110	H	000	G
S	001	Y	000	A



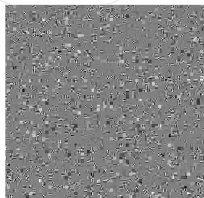
Example: baseline JPEG



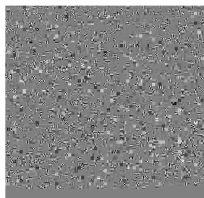
(a) Original image



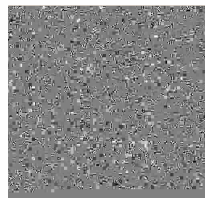
(b) Recovered image



(c) Algorithm I ($R = 0.17$)



(d) Algorithm IIa ($R = 0.49$)



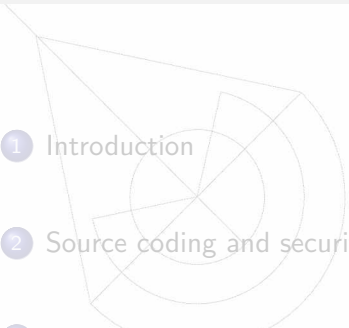
(e) Algorithm IIb ($R = 0.27$)



Wrapping up

- Low complexity:
 - Algorithm I: $\mathcal{O}(k \cdot p)$, where k is the length of the input bit-stream and p the number of states in the trellis;
 - Algorithm II: $\mathcal{O}(n)$, where n is the size of the source message;
- Inducing loss of sync:
 - Leads to compressible key-streams;
- Codeword size diversity might become an issue:
 - Use super-symbols;


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Take home messages!

- Computational constraints ask for lightweight cryptography:
 - Coding schemes are good options;
- Modular approaches are insensitive to underlying communication blocks:
 - Jointly design compression and encryption stages;
- Leverage from source knowledge and encoder properties:
 - Analysis-by-synthesis encoding;
- Variable length codes:
 - Use error-patterns as key-streams (catastrophic error propagation);
 - Induce loss of synchronization;
- Further developments:
 - Secure entropy encoders;
 - Algorithms for other source encoders;

Q & A



Thank you for the attention!
Questions?