

Cry (cryptographic framework) Project 1 (Project Plan): Report

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1 Motivation

- For end-users:
 - Problem: An end-user wants to send and receive secure messages with other end-users.
 - Solution: **Cry** lets end-users establish secure communication via built-in cryptosystems.
- For cryptographers:
 - Problem: As quantum computing becomes more prevalent, new cryptosystems need to be developed that are traditionally secure, as well as secure in the quantum world.
 - * Reason: Existing cryptosystems are secure only if their assumptions are true.

- * Example: The RSA cryptosystem's security relies on the assumption that integer factorization is hard. It is currently unknown whether a polynomial-time factorizing algorithm exists for traditional binary computers. A polynomial-time factorizing algorithm does, however, exist for quantum computers.
 - * Example: The DES cryptosystem's security relied on the assumption that it was not practical to attack by brute force its key space (approximately 72 quadrillion keys). In 1998, the EFF (Electronic Frontier Foundation) built Deep Crack at a cost of approximately 250,000 USD (a very affordable fee), which successfully brute forced DES in 56 hours.
 - * Example: The AES cryptosystem's security also relies on the assumption that it is not practical to attack by brute force its key space. This assumption should prove to be correct for the foreseeable future. AES when implemented correctly is not susceptible to brute force attacks, nor is it susceptible to any known cryptanalysis techniques.
- Solution: **Cry** let cryptographers easily prototype, test, and benchmark their new cryptosystems.

2 Overview

2.1 Example Use Case

Situation:

- *Alice* (sender) wants to confidentially send a message to *Bob* (receiver).
- *Eve* (eavesdropper) wants to know that message.

Procedure:

1. Each person downloads the binary file **cry** of the **Cry** cryptographic framework.
2. *Bob* publishes his choice of cryptosystem: RSA (Rivest, Shamir, Adleman).
3. *Bob* generates his keys:

```
$ cry getkeys --cryptosystem=rsa
The public & private keys are 825 & 637 (took 1 second).
```

4. *Bob* publishes his public key (and hides his private key).
5. *Alice* obtains *Bob*'s published public key.
6. *Alice* encrypts her message (say, her phone number):

```
$ cry encrypt --cryptosystem=rsa \
> --public-key=825 \
> --plaintext=4692301804
The ciphertext is 1110003333 (took 1 second).
```

7. *Alice* publishes the encrypted message.
8. *Bob* obtains *Alice*'s published encrypted message.
9. *Bob* easily decrypts the message with his private key:

```
$ cry decrypt --cryptosystem=rsa \
> --private-key=637 \
> --ciphertext=1110003333
The plaintext is 4692301804 (took 1 second).
```

10. *Eve* struggles to eavesdrop the message without *Bob*'s private key:

```
$ cry eavesdrop --cryptosystem=rsa \
> --public-key=825 \
> --ciphertext=1110003333
The plaintext is 4692301804 (took 1 century).
```

2.2 Functionality

In the previous example:

- Cry is the cryptographic framework.
- RSA is a cryptosystem implemented in Cry.
- The key-generation, encryption, decryption, and eavesdropping algorithms are specific to RSA.

In general, with **Cry**:

- an end-user can use an implemented cryptosystem to confidentially send and receive messages with others.
- a cryptographer can:
 - prototype her own cryptosystems where the cryptographic algorithms are either newly defined or reused from different existing cryptosystems.
 - test her cryptosystems for security and performance.

3 Expectation

- Usability:
 - **Cry** enables end-users to establish secure communication via simple command-line options.
 - Being a modular object-oriented framework, **Cry** lets cryptographers easily define and benchmark new cryptosystems.