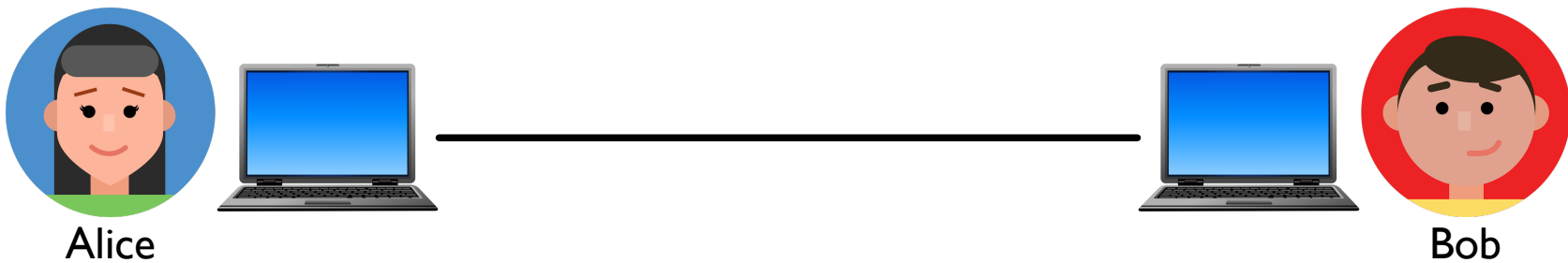


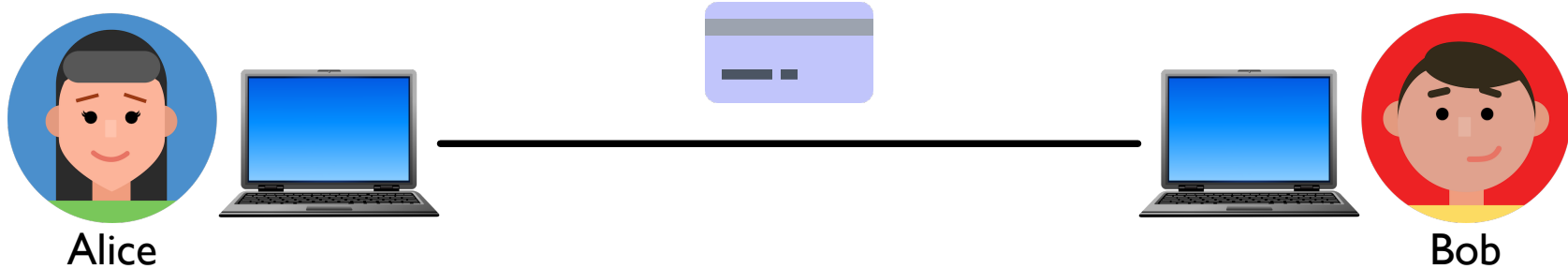
Cryptography

Cryptography: secure communication in the presence of adversaries



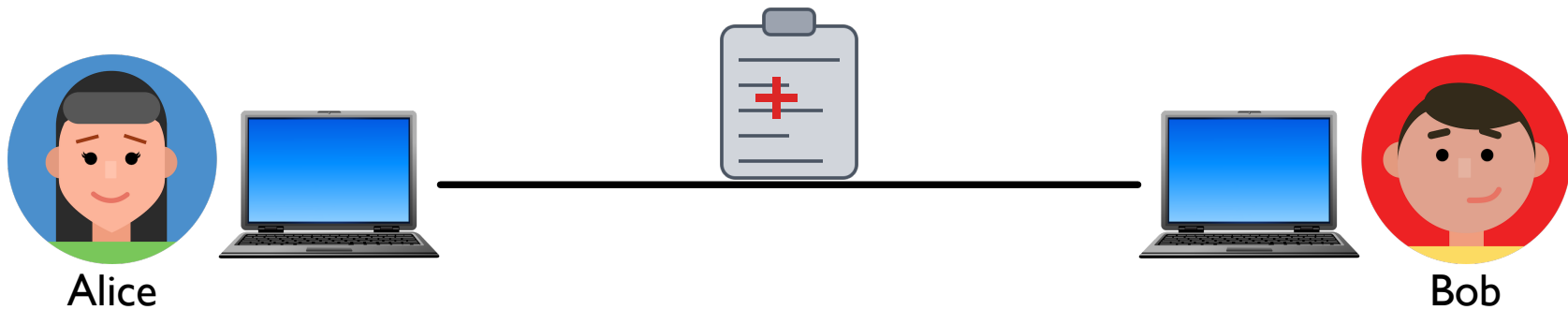
Cryptography

Cryptography: secure communication in the presence of adversaries



Cryptography

Cryptography: secure communication in the presence of adversaries



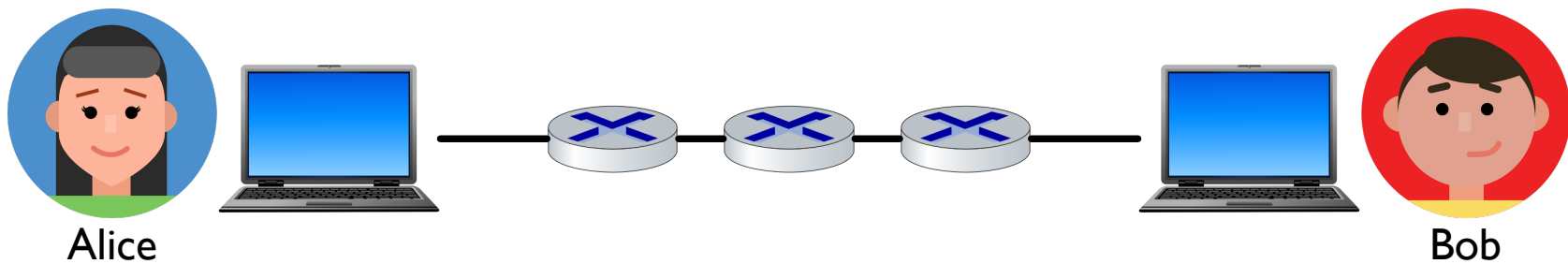
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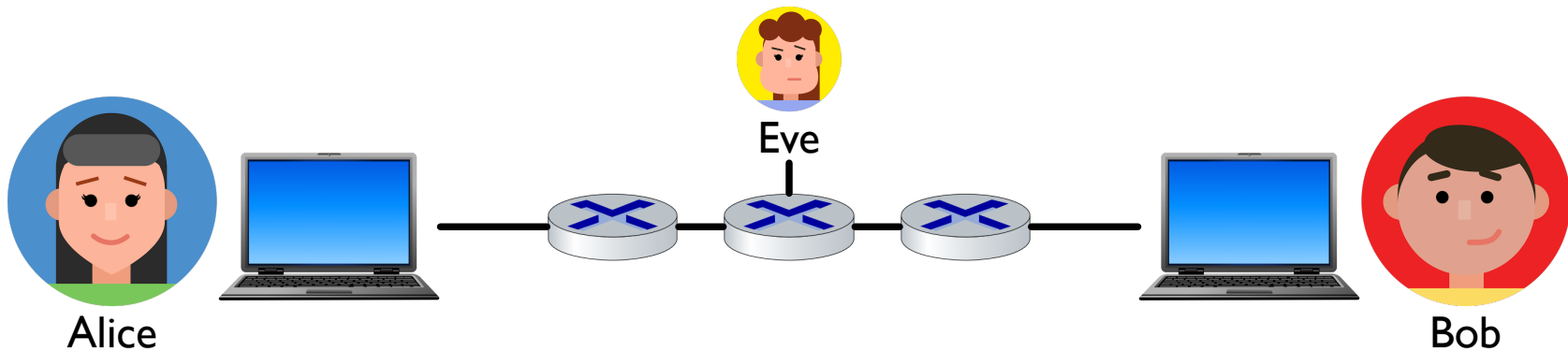
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Cryptography: secure communication in the presence of adversaries



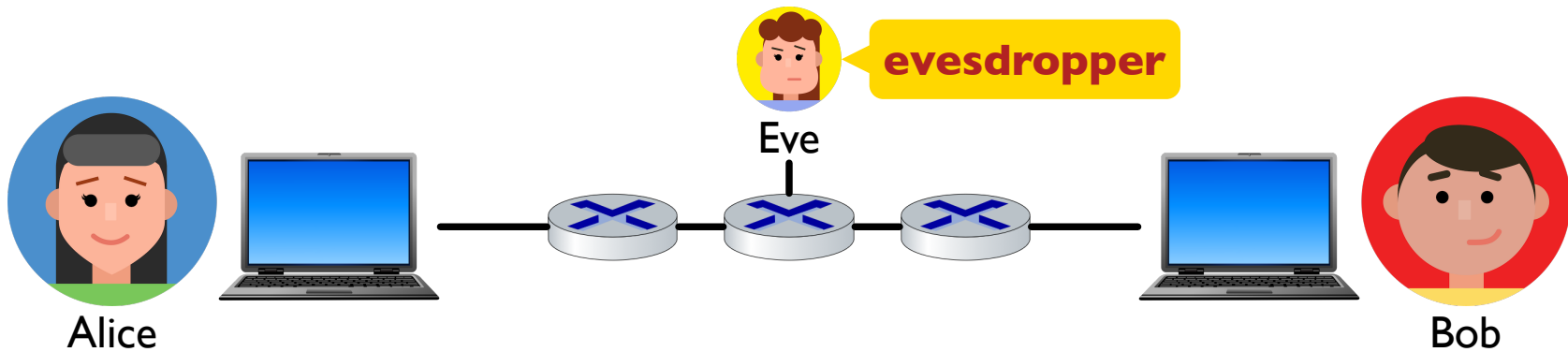
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Cryptography: secure communication in the presence of adversaries



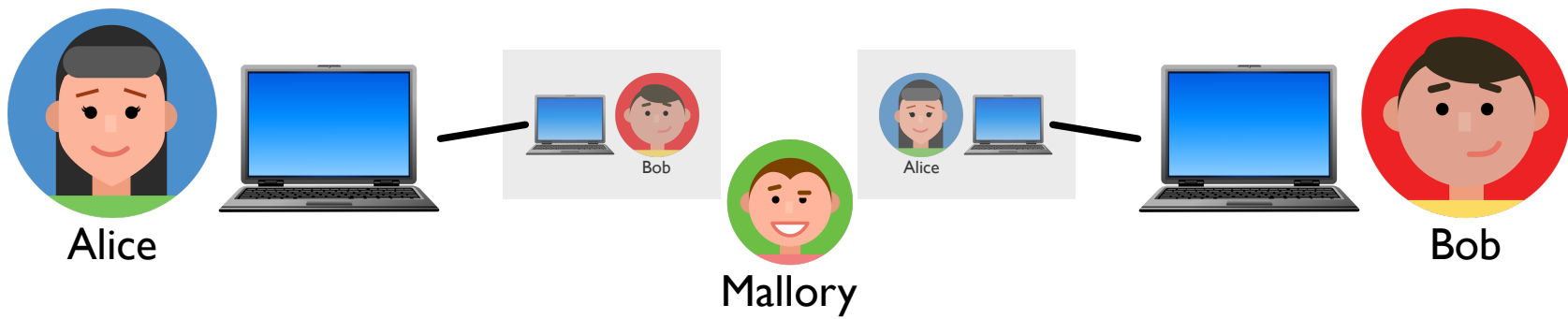
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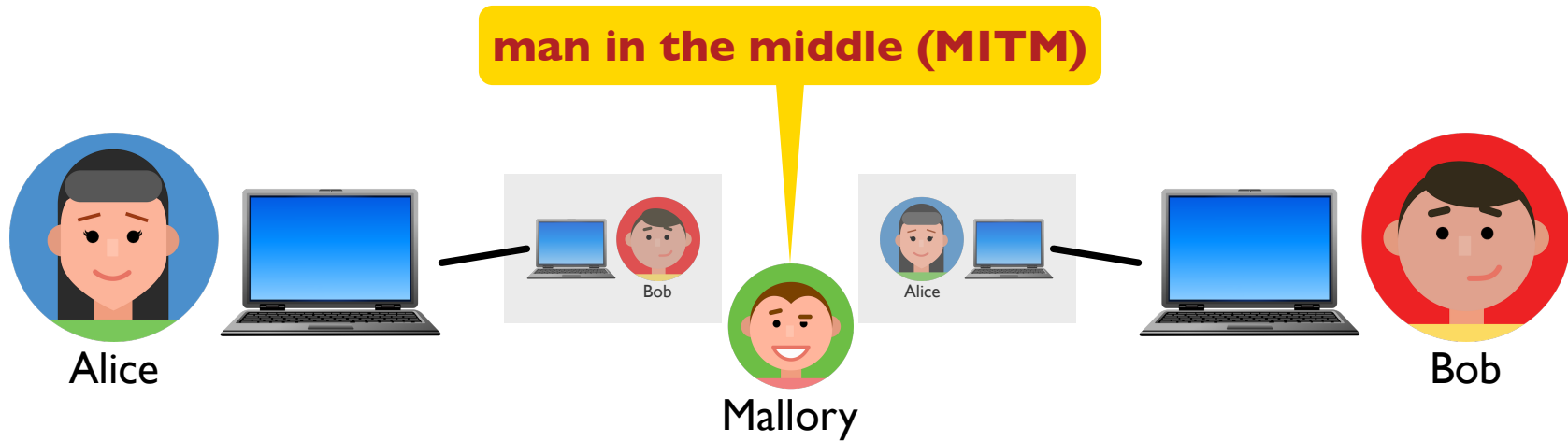
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Cryptography: secure communication in the presence of adversaries



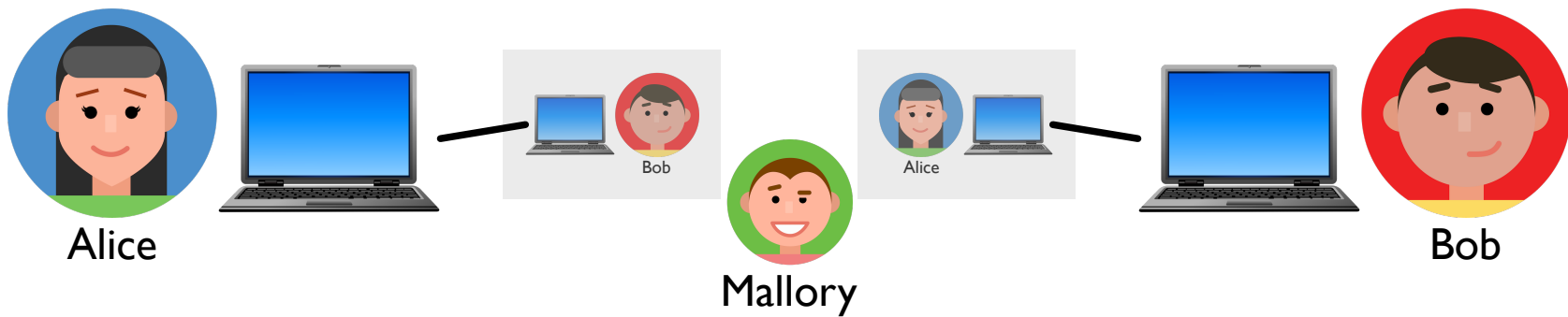
Cryptography

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*

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

Integrity

Cryptography Application Goals

Confidentiality: only intended recipient can read a message

Integrity: received message is unchanged from sender

Authenticity

Cryptography Application Goals

Confidentiality: only intended recipient can read a message

Integrity: received message is unchanged from sender

Authenticity: identity of each communicating party can be confirmed

and sometimes

Non-repudiation

Cryptography Application Goals

Confidentiality: only intended recipient can read a message

Integrity: received message is unchanged from sender

Authenticity: identity of each communicating party can be confirmed

and sometimes

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

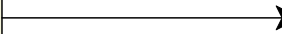
Ciphers, Algorithms, Keys



Alice

plaintext

MEET ME AT THE CLOCK TOWER



Bob

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

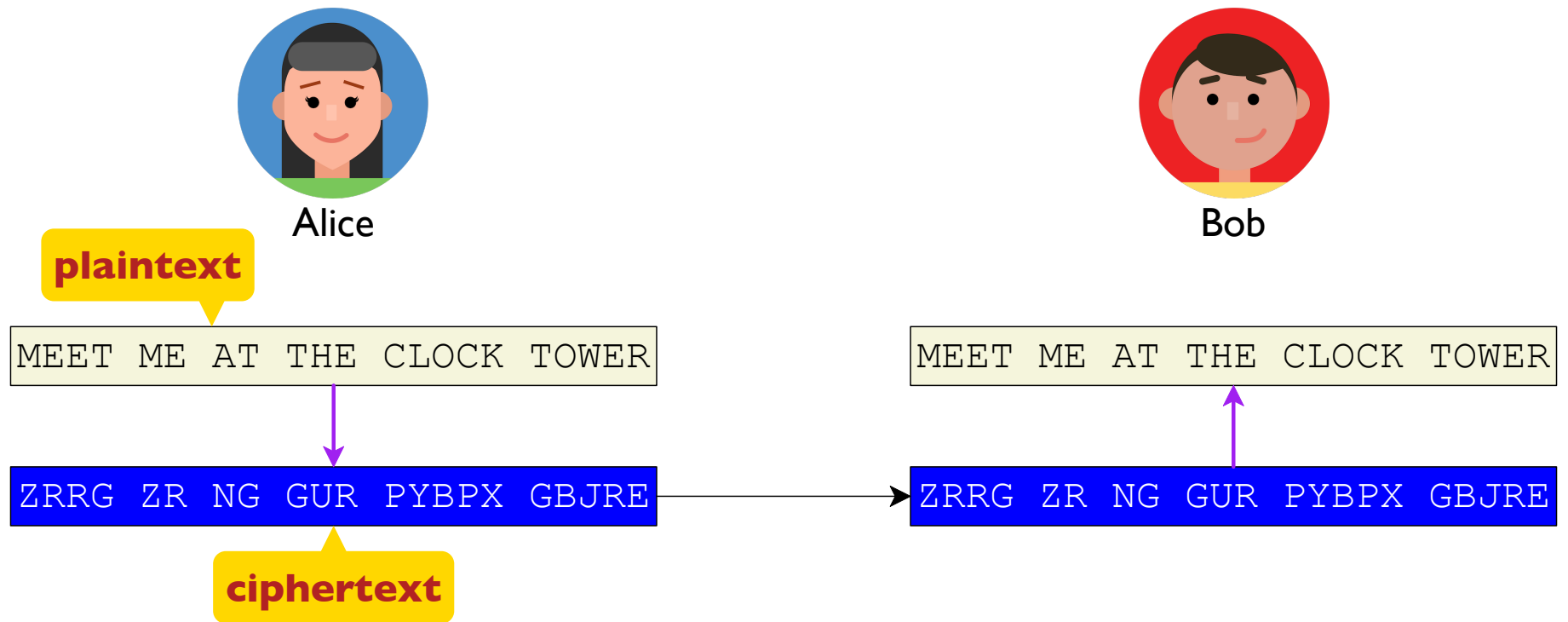
ciphertext



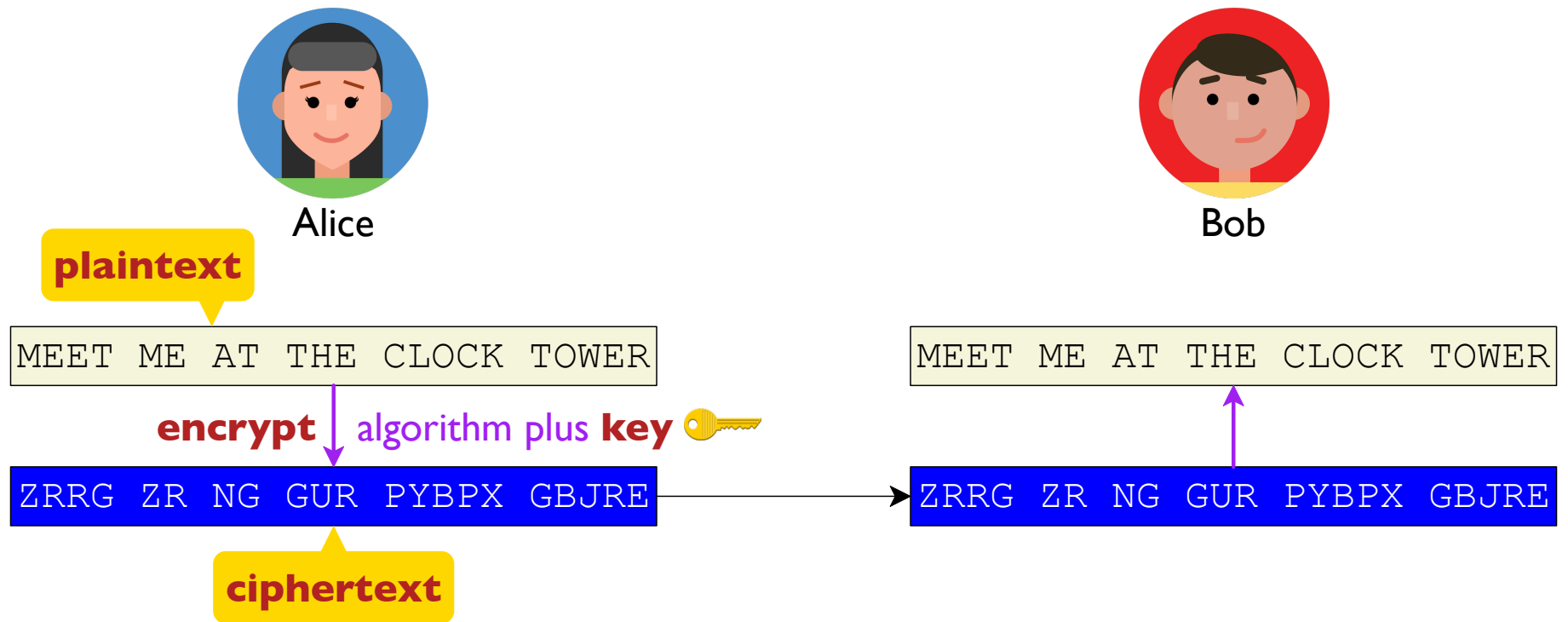
Bob

MEET ME AT THE CLOCK TOWER

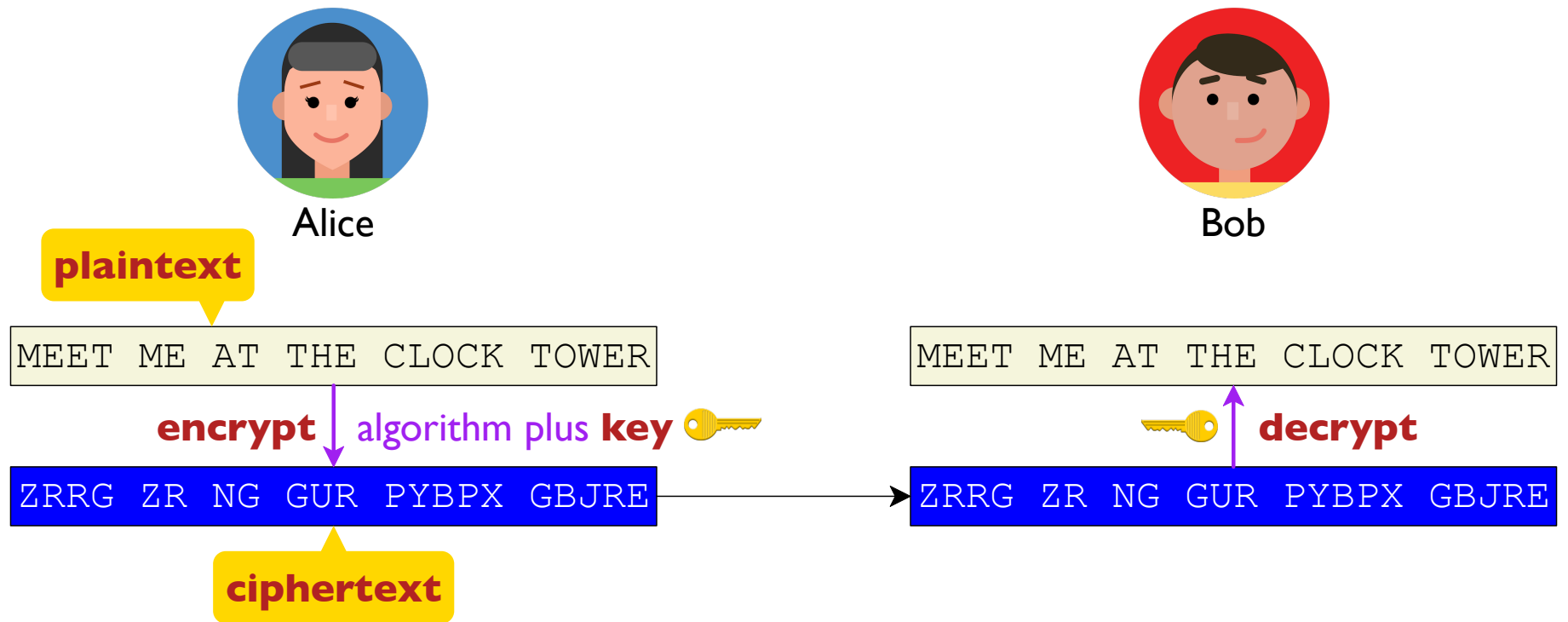
Ciphers, Algorithms, Keys



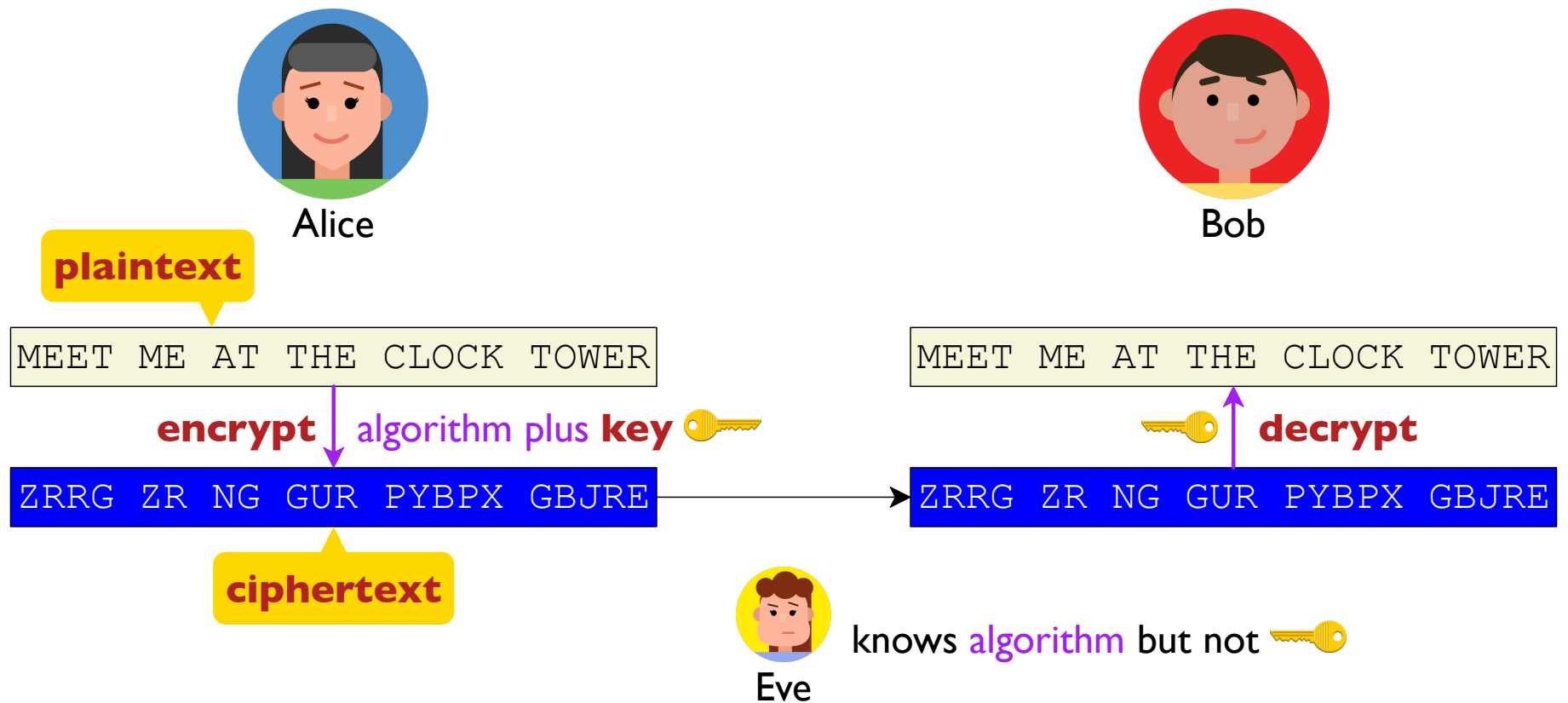
Ciphers, Algorithms, Keys



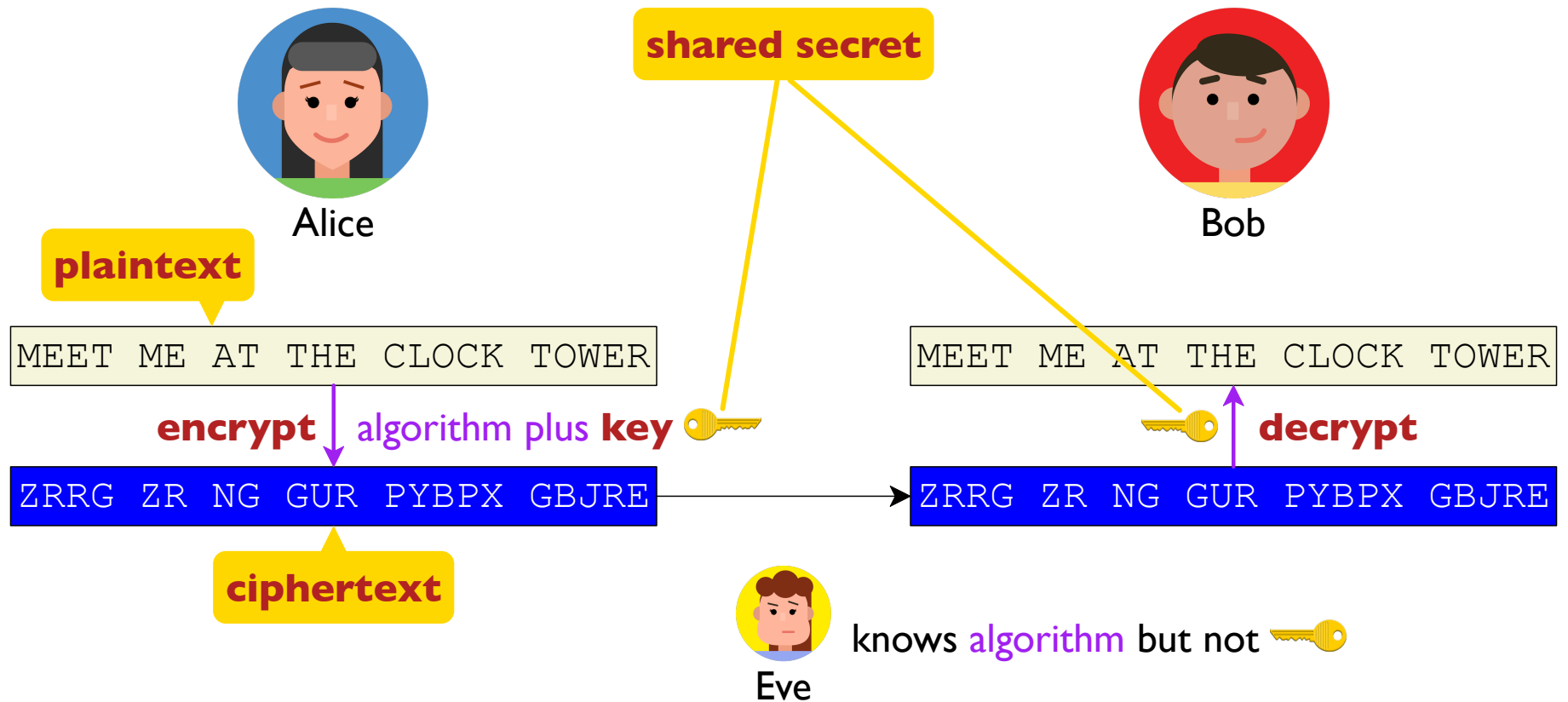
Ciphers, Algorithms, Keys



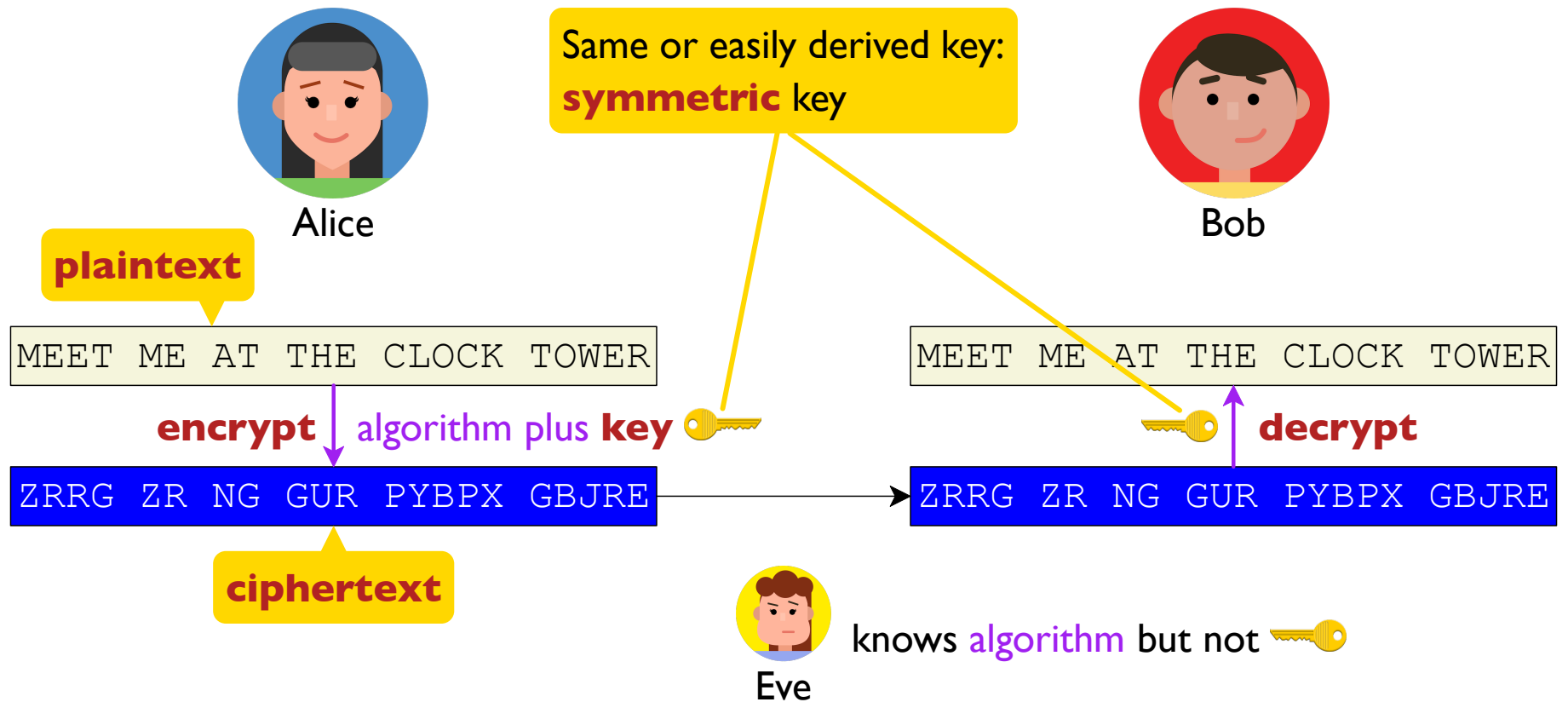
Ciphers, Algorithms, Keys



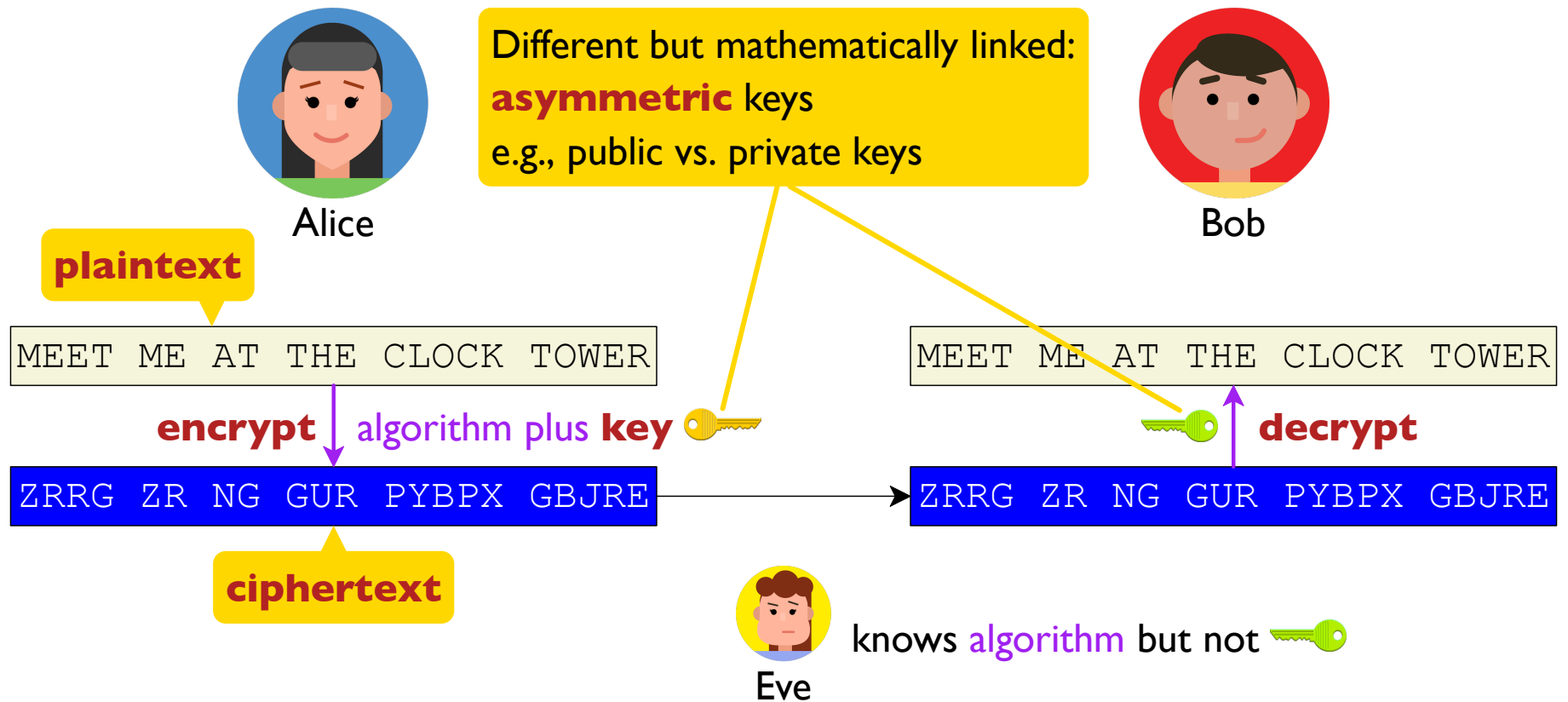
Ciphers, Algorithms, Keys



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

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

Encrypt and Decrypt

Encryption can use any function

function in the mathematical sense
i.e., deterministic

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

that can be reversed by a decryption function

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

Goals:

functions that make **ciphertext** look random

functions with enough s to making guessing impractical

Encrypt and Decrypt

Encryption can use any function

*function in the mathematical sense
i.e., deterministic*

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

that can be reversed by a decryption function

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

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

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

HELLO WORLD

Substitution

JGNNQ YQTNF

HELLO WORLD

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

Substitution

JGNNQ YQTNF

HELLO WORLD

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

Ceasar cipher

 = 2

 = -2

Substitution

URYYB 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

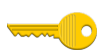
HELLO WORLD

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

URYVB 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 creates **confusion**

But 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 create **diffusion** to 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 create **diffusion** to 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		



= number of columns

M AHL EEMTEOTREE COT TCKW

Permutation

A permutation can create **diffusion** to break up local patterns:

MEET ME AT THE CLOCK TOWER

Other examples of permutations:
shifting with wraparound
shuffling deterministically

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

 = number of columns

M AHL EEMTEOTREE COT TCKW

Substitution plus Permutation

Combining substitution and permutation is even better:

MEET ME AT THE CLOCK TOWER

ZRRG ZR NG GUR PYBPX GBJRE

Z	R	R	G
	Z	R	
N	G		G
U	R		P
Y	B	P	X
	G	B	J
R	E		

Z NUY RRZGRBGERR PBG GPXJ

Substitution plus Permutation

Combining substitution and permutation is even better:

MEET ME AT THE CLOCK TOWER

ZRRG ZR NG GUR PYBPX GBJRE

Z	R	R	G
	Z	R	
N	G		G
U	R		P
Y	B	P	X
	G	B	J
R	E		

 is $\langle \text{rotation, columns} \rangle$

Z NUY RRZGRBGERR PBG GPXJ

Substitution plus Permutation

Combining substitution and permutation is even better:

MEET ME IN THE CLOCK TOWER

ZRRG ZR NG GUR PYBPX GBJRE

Z	R	R	G
	Z	R	
V	A		G
U	R		P
Y	B	P	X
	G	B	J
R	E		

 is $\langle \text{rotation, columns} \rangle$

Z VUY RRZARBGERR PBG GPXJ

Substitution plus Permutation

Combining substitution and permutation is even better:

MEET ME IN THE CLOCK TOWER

ZRRG ZR NG GUR PYBPX GBJRE

Z	R	R	G
	Z	R	
V	A		G
U	R		P
Y	B	P	X
	G	B	J
R	E		

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

 is $\langle \text{rotation, columns} \rangle$

Z VUY RRZARBGERR PBG GPXJ

Chaining

More **diffusion** 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

More **diffusion** 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

Chaining

More **diffusion** 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

More **diffusion** 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



2 times

=
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

chain
↓

TPQKELXIVAGFMYJYYMDFHCMSCE

substitute
↓

GCDXRYKVINTSZLWLLZQSUPZFPR

permute
↓

GRIZLUPCYNLZPRDKTWQZXVSLSF

Chaining plus Substitution plus Permutation

MEET ME IN THE CLOCK TOWER

chain
↓

VRSMGNZKEMUVDREXNGKOLXERV

substitute
↓

IEFZTAMXRZHIQERIKATXBYKREI

permute
↓

ITRQKBEEAZEAYIFMHR TKZXIIXR

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

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

Assuming that up to 32 columns and 10 iterations make sense:

$$26 \times 32 \times 27 \times 10 = 224,640 \text{ possible keys}$$

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

Block Size

For a long enough message, typically you want to encode only small parts at a time, as opposed to keeping the whole message in memory to rearrange all the bytes

As our permutation example shows, though, it's useful to be able to mix large chunks to create confusion

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

Summary

Goals are

- **Confidentiality**
- **Integrity**
- **Authenticity**
- **Non-repudiation** (sometimes)

Some building blocks:

- Substitution to create **confusion**
- Permutation to create **diffusion**
- Chaining to increase **diffusion**

Results depend on **key size** and **block size**