



**TRIARII**  
RESEARCH

# Cryptography Workshop Lecture 1

# Agenda

- Introduction
- Some cipher examples
- Stream cipher
- Block cipher

# Introduction

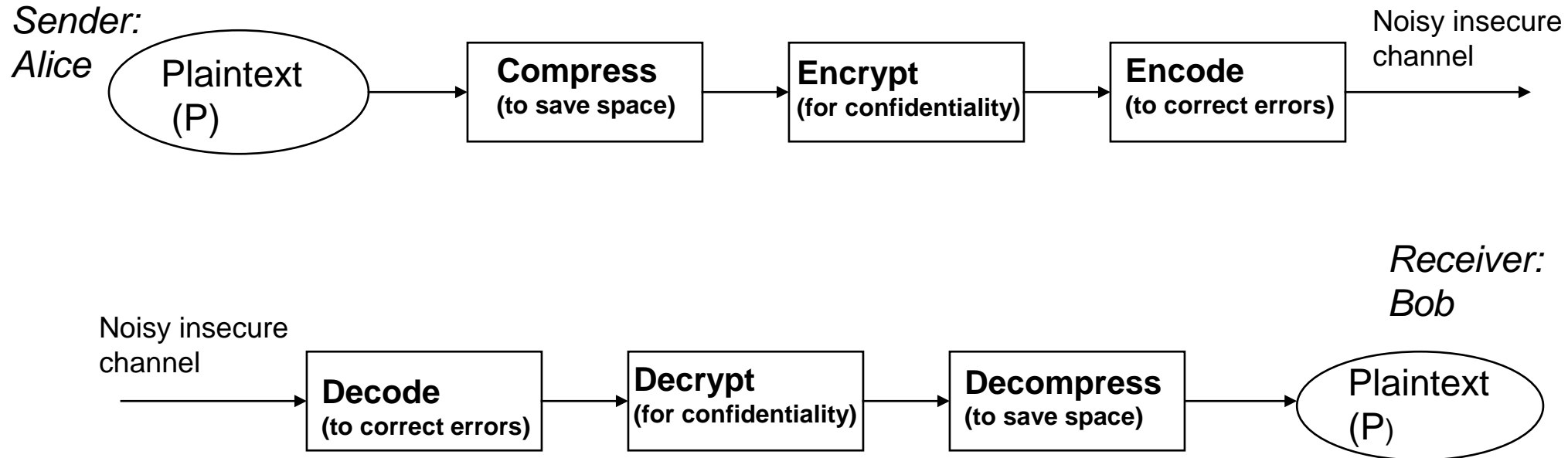
# Introduction

- Past Cryptography- was considered as Art of solving and writing codes
- Modern Cryptography-A proven science Based on assumptions techniques(Digital data Security, Transactions and Distributed calculation).
- The goal: providing a reliable, authentic and secret communication
- Encryption- a mathematical scramble function
- Decryption- a mathematical unscramble function(matching the encryption)

# Notation

- P-plaintext  $p \in P$
- c-cipher text  $c \in C$
- $k_1$ - Encryption key
- $k_2$ - Decryption key
- $k_1, k_2 \in K$
- *for every message  $m$ :  $D_{k_2} (E_{k_1} (P)) = P$*

# Communication model



- Two parties: Alice and Bob
- Reliable communication line
- Shared encryption scheme:  $E, D, k_1, k_2$
- Goal: Confidentiality, Integrity, Authentication (CIA model)

# Some Cipher Examples

# Perfect cipher

- Message Space (m)-  $\{0,1\}^n$
- Given a ciphertext C the probability ( $p_1$ ) that  $D_{k_2}(c) = P$  for any plaintext  $P$  is equal to the apriori probability ( $p_2$ ) that  $P$  is the plaintext.
- $\Pr[\textit{Plaintext} = P|C] = \Pr[\textit{plaintext} = P]$  ( $p_1 = p_2$ ).
- The probably is over the plaintext and the key spaces.



# One time pad

- Plaintext Space -  $\{0,1\}^n$
- Key space -  $\{0,1\}^n$
- The scheme is symmetric, key  $k_1$  is true random.
- $E_{k_1}(P) = C = P \oplus k_1$
- $D_{k_1}(C) = C \oplus k_1 = P$

# Pros and Cons

- Plaintext Space -  $\{0,1\}^n$
- Key space -  $\{0,1\}^n$
- The scheme is symmetric, key  $k_1$  is true random.
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# Manual Cipher

- Simple Transposition: Grilles, columnar transpositions.
- Monoalphabetic Substitution: Caesar, simple substitution
- Polyalphabetic substitution: Vigeniere

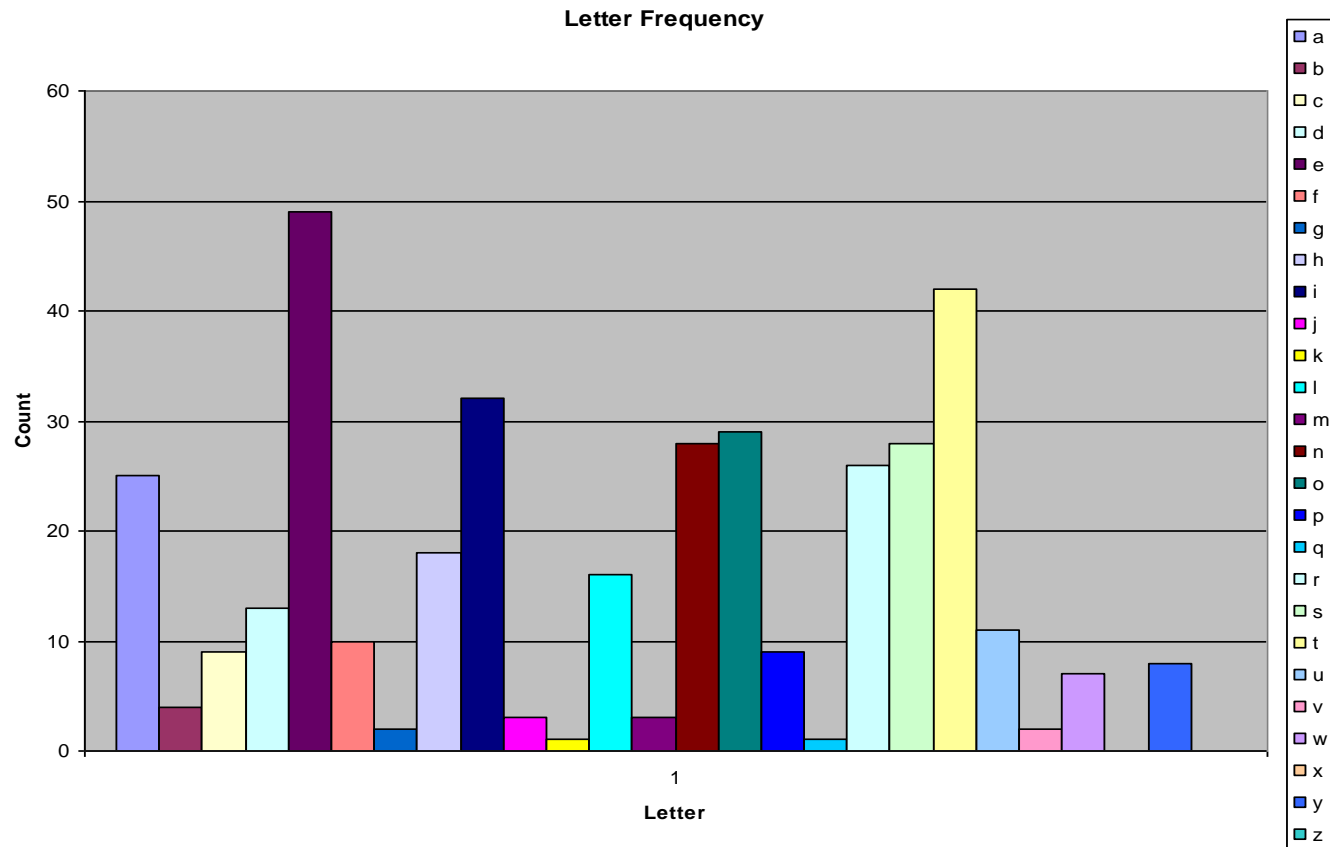
# Vigeniere Cipher

## 6 Alphabet Direct Standard Example (Keyword: SYMBOL)

ABCDEFGHIJKLMNOPQRSTUVWXYZ	PLAIN:	GET OUT NOW
-----	KEY:	SYM BOL SYM
STUVWXYZABCDEFGHIJKLMN	CIPHER:	YCF PIE FMI

OPQRSTUVWXYZABCDEFGHIJKLMN  
PQRSTUVWXYZABCDEFGHIJKLMN  
QRSTUVWXYZABCDEFGHIJKLMN  
RSTUVWXYZABCDEFGHIJKLMN  
STUVWXYZABCDEFGHIJKLMN

# Its all about statistics



# Solving Vigeniere

- Determine Number of Alphabets
  - Repeated runs yield interval differences.
  - Number of alphabets is the gcd of these. (Kasiski)
- Statistics: Index of coincidence
- Determine Plaintext Alphabet
- Determine Ciphertext Alphabets

# Stream cipher

# Stream Cipher properties

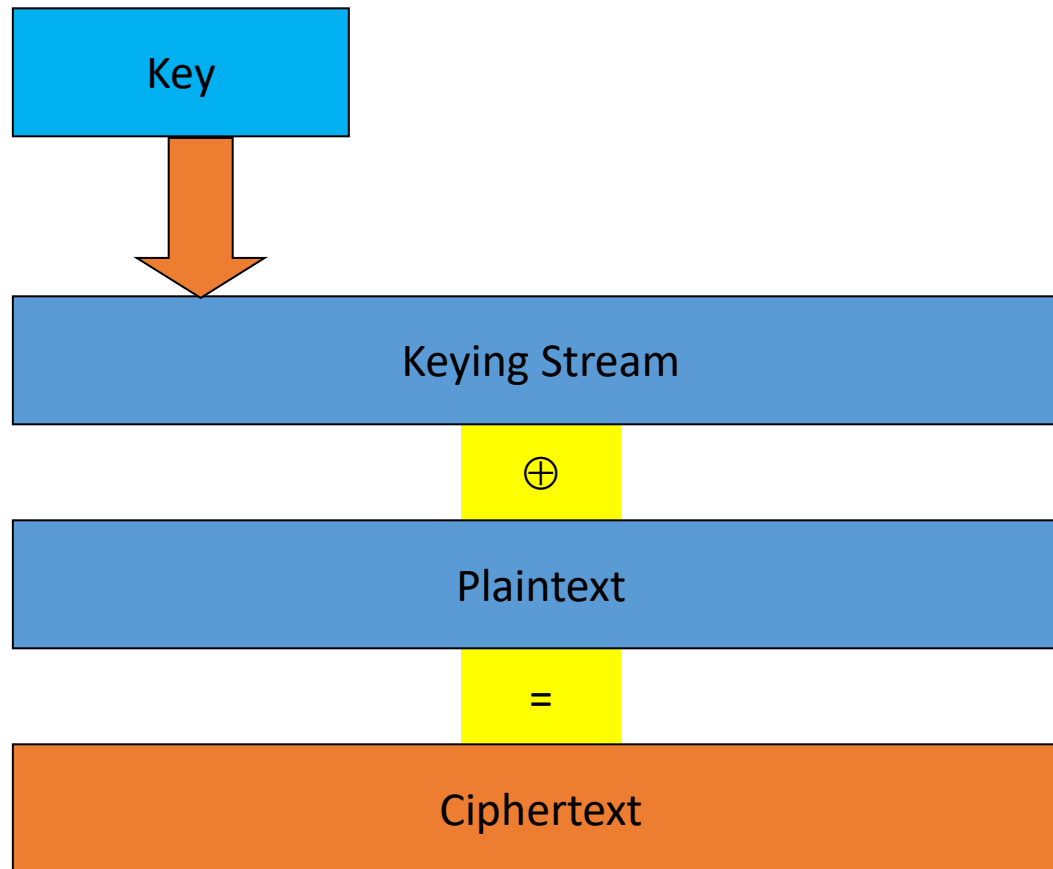
- Generalization of one-time pad
- A stream cipher takes an arbitrary text sequence of elements from the input (the plaintext ) to the output(the cipher).
- Create a secret key(“seed”).
- Generate keying stream by stretching the key.
- Combine the stream with the Key plaintext to produce the ciphertext(usually XOR why?) like a one-time pad



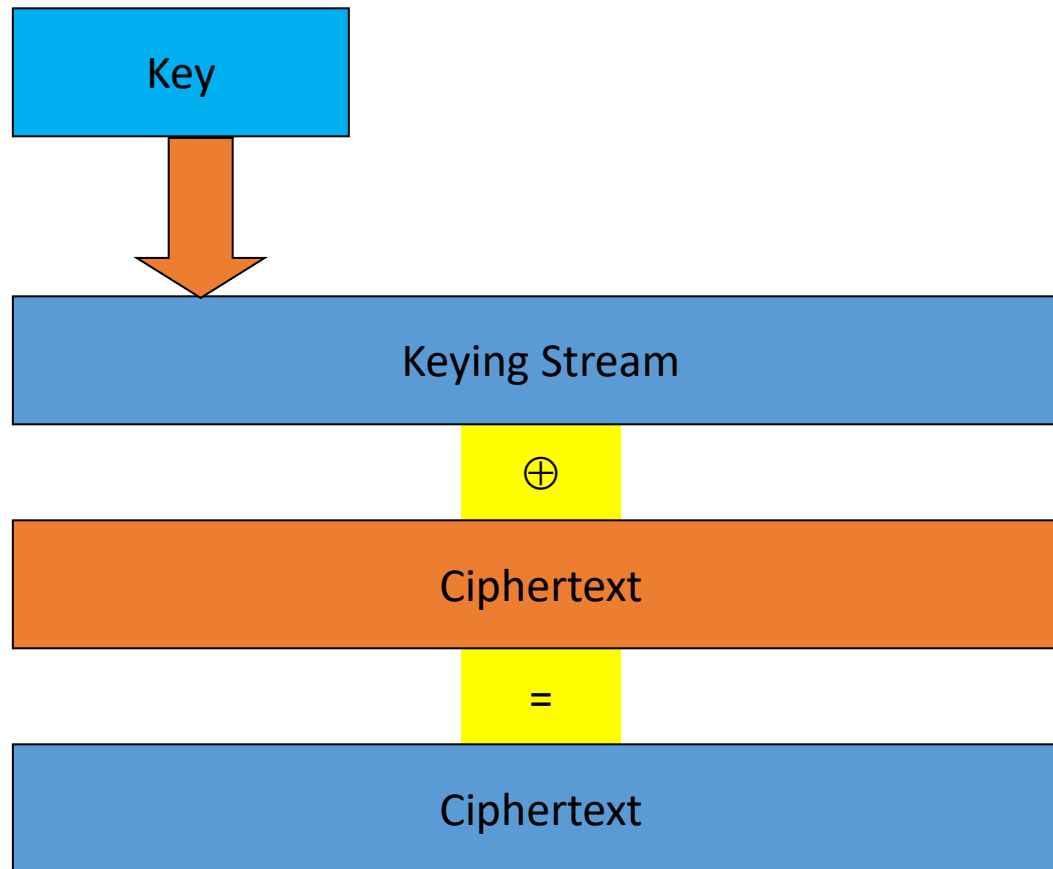
# Stream Cipher Structure

- Randomness of stream key completely destroys statistically properties in message
- Must never reuse stream key
  - otherwise, can recover messages

# Stream cipher encryption



# Stream cipher decryption



# Real stream cipher

- German enigma
- LFSR(Linear Feedback Shift Register)
- A5- Cellular GSM encryption
- RC-4/5

# Stream cipher Terminology

- Stream cipher is synchronous if the key stream does not depend on the plaintext.
- Otherwise, cipher is asynchronous.

# RC-4

# RC-4

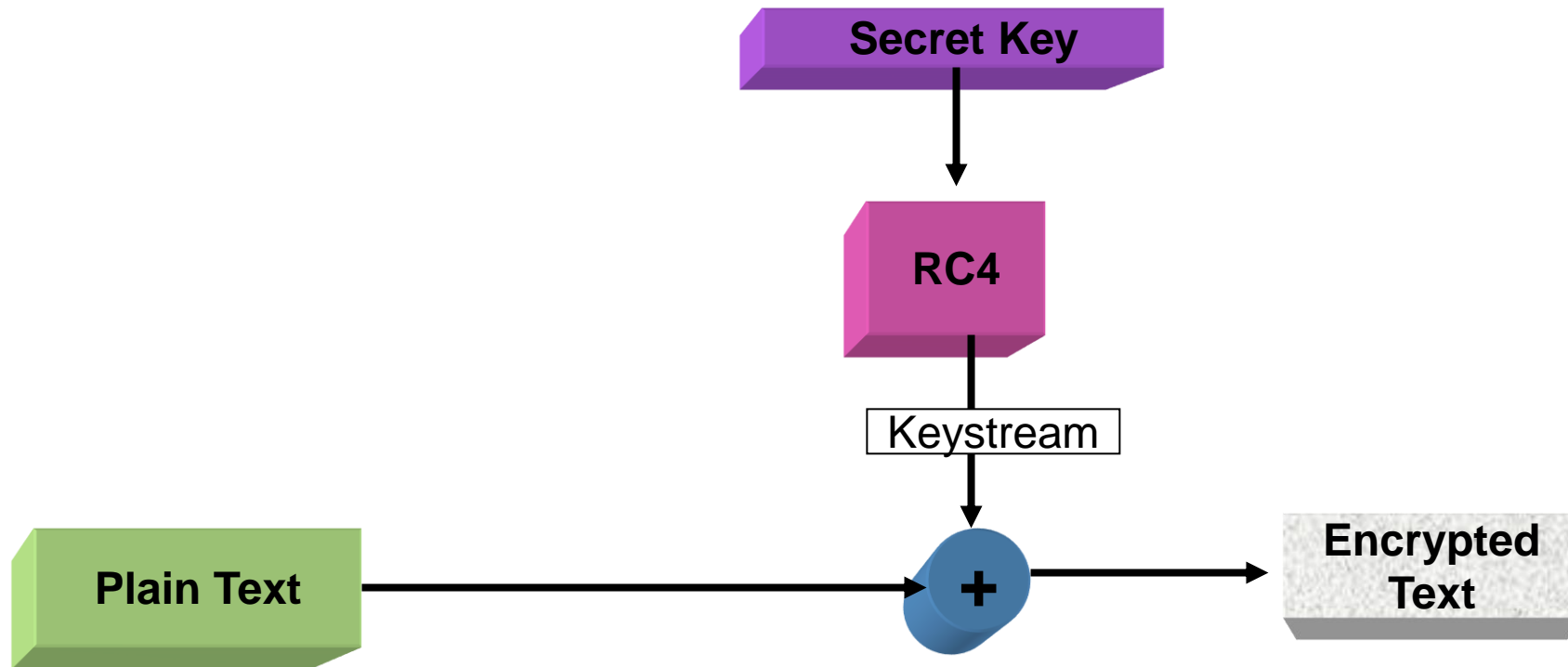
- A symmetric key encryption algorithm invented by Ron Rivest
- A proprietary cipher owned by RSA, kept secret
- Code released anonymously in Cyberpunks mailing list in 1994
- Later posted sci.crypt newsgroup
- Variable key size, byte-oriented stream cipher
- Normally uses 64 bit and 128-bit key sizes.

# RC-4

- Used in
  - SSL/TLS (Secure socket, transport layer security) between web browsers and servers,
  - IEEE 802.11 wireless LAN std: WEP (Wired Equivalent Privacy), WPA (WiFi Protocol Access) protocol

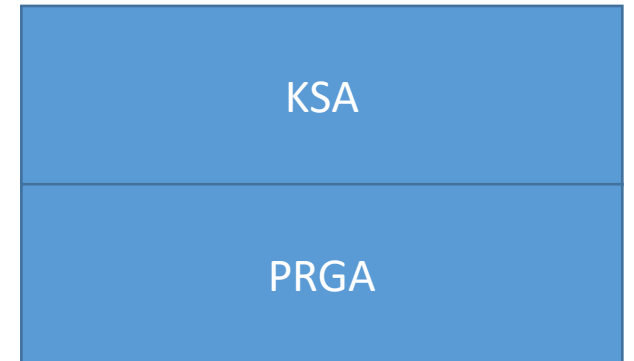


# RC-4 Block Diagram



# RC-4 under the Hood

- Consists of 2 parts:
  - Key Scheduling Algorithm (KSA)
  - Pseudo-Random Generation Algorithm (PRGA)
- KSA
  - Generate State array
  - PRGA on the KSA
  - Generate keystream
  - XOR keystream with the data to generate encrypted stream



# RC-4 KSA

- Use the secret key to initialize and permutation of state vector S, done in two steps
- Use 8-bit index pointers i and j

**1**

```
for i = 0 to 255 do
  S[i] = i;
  T[i] = K[i mod (|K|)];
```

**2**

```
j = 0;
for i = 0 to 255 do
  j = (j+S[i]+T[i]) (mod 256)
  swap (S[i], S[j])
```

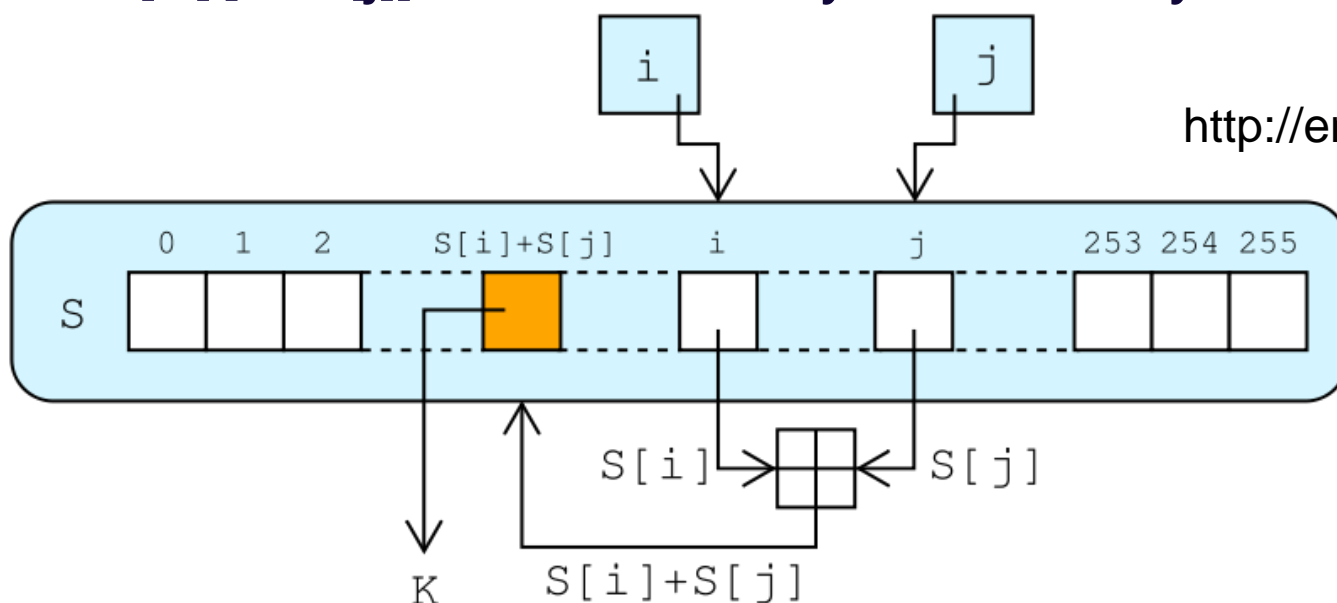
# The PRGA

- Generate key stream  $k$ , one by one
- XOR  $S[k]$  with next byte of message to encrypt/decrypt

```
i = j = 0;
While (more_byte_to_encrypt)
    i = (i + 1) (mod 256);
    j = (j + S[i]) (mod 256);
    swap(S[i], S[j]);
    k = (S[i] + S[j]) (mod 256);
    Ci = Mi XOR S[k];
```

# RC4 Lookup Stage

- The output byte is selected by looking up the values of  $S[i]$  and  $S[j]$ , adding them together modulo 256, and then looking up the sum in  $S$
- $S[S[i] + S[j]]$  is used as a byte of the key stream,  $K$



<http://en.wikipedia.org/wiki/File:RC4.svg>

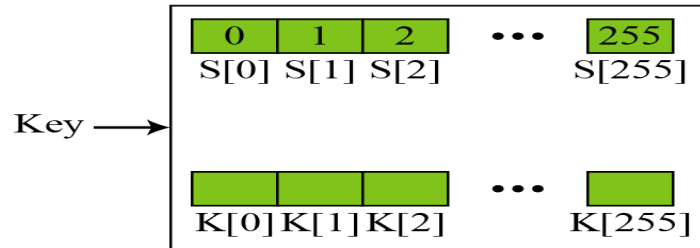
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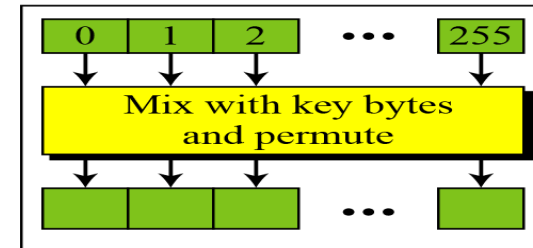
```

# Overall Operation of RC4

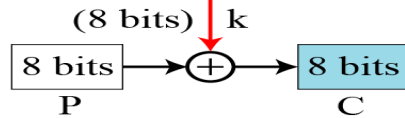
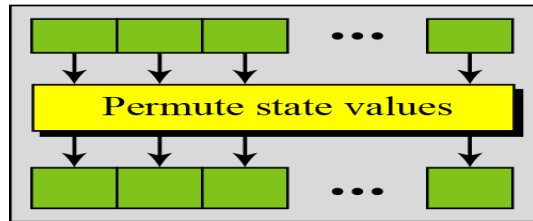
State and key initialization  
(done only once)



Initial state permutation  
(done only once)

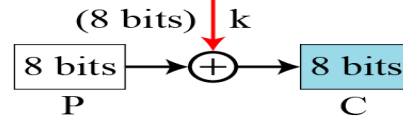
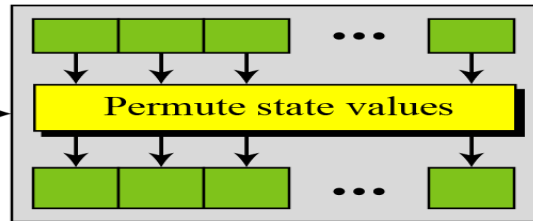


State permutation for  
key stream generation



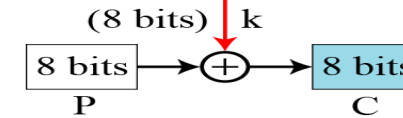
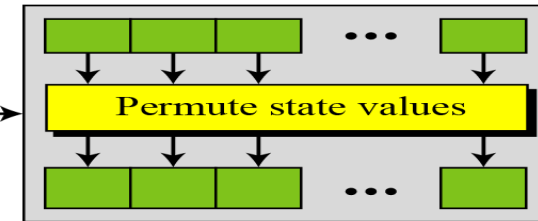
Encryption  
(first byte)

State permutation for  
key stream generation



Encryption  
(second byte)

State permutation for  
key stream generation



Encryption  
(last byte)

# Decryption using RC4

- Use the same secret key as during the encryption phase.
- Generate keystream by running the KSA and PRGA.
- XOR keystream with the encrypted text to generate the plain text.
- Logic is simple :

$$(A \text{ xor } B) \text{ xor } B = A$$

A = Plain Text or Data

B = KeyStream

# Block Cipher



# Block Cipher

# Block Cipher

- Encrypt a block of input to a block of output
- Break the data to the encryption block size if needed padding is being used.
- Most symmetric key systems block size is 64
- AES block size is 128
- Different modes for encrypting plaintext longer than a block

# Block cipher mode

- Electronic code book(ECB)
- Cipher block chaining(CBC)
- Cipher feed back(CFB)
- Output feed back(OFB)
- Counter(CTR)

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