## Classical Cryptography

Basics: monoalphabetic substitution

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(version 22.4, 2023/02/06 11:06:14 UTC)

Friday, February 10, 2023
(1) The classic Caesar substitution cipher

- Caesar's system
- Alphabet encoding
- Modular arithmetic
- Mathematical formulation
- Caesar cryptanalysis
(2) General monoalphabetic systems
- Generating alphabets
- Some number theory
- Composition of ciphers
(3) Extension of the alphabet
- Classic systems
- The Hill cipher


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## Caesar wants to hide his plans



## Caesar's cryptosystem



Source: Slides Hans van der Meer

## Interception and cryptanalysis



```
DWWDFN R& WKH LムXV RI PDVFK
<VV<&M QP VJ& KFWU <H \diamondくT&J
BUUB>V P\diamond UIF J<VT P4 NBSDI
&TT&<K \diamondN TH& IDUS \diamondF M&R<H
```



Who notices the peculiarities here?

## Caesar encryption

- Caesar encryption is a forward ${ }^{1}$ rotation of the alphabet by 3 places

| abcdefghijklmnopqrstuvwxyz |
| :--- |
| DEFGHIJKLMNOPQRSTUVWXYZABC |

Figure 1: Rotation by 3 positions

- An example encryption

$$
\begin{array}{|l}
\text { an example encryption } \\
\text { DQ HADPSOH HQFUBSWLRQ } \\
\hline
\end{array}
$$

Figure 2: Encryption of "an example encryption"

[^0]
## Caesar decryption

- Caesar decryption works by turning around the encryption process

$$
\begin{aligned}
& \text { DEFGHIJKLMNOPQRSTUVWXYZABC } \\
& \text { abcdefghijklmnopqrstuvwxyz }
\end{aligned}
$$

Figure 3: Encryption turned around (backward rotation by 3 places)

| ABCDEFGHIJKLMNOPQRSTUVWXYZ |
| :--- |
| xyzabcdefghijklmnopqrstuvw |

Figure 4: The same decryption reordered

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## Encoding (numbering) the alphabet

|  | a | b | c | d | e | f | g | h | i | j | k | l | m | n | o | p | q | r | s | t | u | v | w | x | y | z |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| modern | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 |
| legacy | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 |

- Modern mathematics starts counting at 0
- The legacy variant, starting at 1 , is equivalent to ordering the alphabet as zabcdefghijklmnopqrstuvwxy
- This is because, when rotating the alphabet, we consider $26=0$


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## Clock arithmetic

$24=0($ or maybe $12=0)$

- $\mathbb{Z}_{24}=\mathbb{Z} / 24 \mathbb{Z}=\{0,1,2, \ldots, 23\}$
- $23+1 \equiv 24 \equiv 0(\bmod 24)$

Definition $(n \in \mathbb{N}, n>1, a, b \in \mathbb{Z})$
$a \equiv b(\bmod n) \Longleftrightarrow n \mid(a-b) \Longleftrightarrow \exists k \in \mathbb{Z}(k \cdot n=(a-b))$

## Theorem

". $\equiv .(\bmod n)$ " is an equivalence relation on $\mathbb{Z}$, in fact a congruence.
$\mathbb{Z}_{n}=\mathbb{Z} / n \mathbb{Z}=\{0,1, \ldots, n-1\}$ is the set of integers modulo $n$,
using the standard representatives for the equivalence classes.

## Corollary

Addition and multiplication can be performed $(\bmod n)$ as usual.

## Clock arithmetic

## Examples

$$
\begin{gathered}
22+5 \equiv 3 \quad(\bmod 24) \\
22 \cdot 5 \equiv 110 \equiv 14 \quad(\bmod 24) \\
-2 \cdot 5 \equiv-10 \equiv 14 \quad(\bmod 24) \\
2 \cdot 12 \equiv 24 \equiv 0 \quad(\bmod 24) \\
2 \not \equiv 0 \quad(\bmod 24) \\
12 \not \equiv 0 \quad(\bmod 24)
\end{gathered}
$$

$\mathbb{Z}_{24}$ has divisors of zero or zero divisors, which is considered an unwanted property in general.

## Clock arithmetic

Convention

## $(\bmod n)$ as a function

The function application $a(\bmod n)$ means the unique $b$ such that $0 \leq b<n$ and $a \equiv b(\bmod n)$, as a relation.

- The use of $(\bmod n)$ both as a binary relation
as well as a function can be confusing:

$$
\begin{aligned}
& (a(\bmod n) \equiv a)(\bmod n) \\
& a(\bmod n)=(a(\bmod n))
\end{aligned}
$$

## Who's afraid of zero?

or the AM/PM mess

- Splitting up 24 hours as $2 \cdot 12$ hours the sensible way
- 0:00 AM (midnight), 1:00 AM, ..., 11:59 AM
- 0:00 PM (midday, noon), 1:00 PM, ..., 11:59 PM
- In Japan 00:00 AM (==12:00 PM?) is midnight and 12:00 AM (==00:00 PM) is noon
- Splitting up 24 hours as $2 \cdot 12$ hours the confusing way
- 12:00 AM (midnight), 12:59 AM, 1:00 AM, ..., 11:59 AM
- 12:00 PM (midday, noon), 12:59 PM, 1:00 PM, ..., 11:59 PM
- $12 \equiv 0(\bmod 12)$, but $12 \not \equiv 0(\bmod 24)$, hence using 12 hours here is confusing


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## Caesar mathematically

## Caesar encryption and decryption

$$
\begin{align*}
& \mathcal{E}(p)=(p+3) \quad(\bmod 26)  \tag{1}\\
& \mathcal{D}(c)=(c-3) \quad(\bmod 26) \tag{2}
\end{align*}
$$

- This works exactly the same with modern and legacy encoding
- Encryption and decryption are keyless
- Algorithm must be kept secret


## Caesar variants with a key

Let $k$ be a key, where $0 \leq k<26$. (What happens if $k=0$ ?)

## Caesar encryption and decryption with key $k$

$$
\begin{array}{ll}
\mathcal{E}_{k}(p)=(p+k) & (\bmod 26) \\
\mathcal{D}_{k}(c)=(c-k) & (\bmod 26) \tag{4}
\end{array}
$$

- Even if the algorithm is known the key protects the encryption
- Since the key space is very small a brute force search is doable
- We call this a shift cipher or an additive cipher


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## Caesar brute force decrypting "VLONY ZILWY"

## Caesar brute force decrypting "VLONY ZILWY"

vlony zilwy

# Caesar brute force decrypting "VLONY ZILWY" 

vlony zilwy<br>uknmx yhkvx

# Caesar brute force decrypting "VLONY ZILWY" 

vlony zilwy<br>uknmx yhkvx<br>tjmlw xgjuw

# Caesar brute force decrypting "VLONY ZILWY" 

vlony zilwy<br>uknmx yhkvx<br>tjmlw xgjuw<br>silkv wfitv

# Caesar brute force decrypting "VLONY ZILWY" 

vlony zilwy<br>uknmx yhkvx<br>tjmlw xgjuw<br>silkv wfitv<br>rhkju vehsu

# Caesar brute force decrypting "VLONY ZILWY" 

vlony zilwy<br>uknmx yhkvx<br>tjmlw xgjuw<br>silkv wfitv<br>rhkju vehsu<br>qgjit udgrt

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vlony zilwy<br>uknmx yhkvx<br>tjmlw xgjuw<br>silkv wfitv<br>rhkju vehsu<br>qgjit udgrt<br>pfihs tcfqs

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vlony zilwy<br>uknmx yhkvx<br>tjmlw xgjuw<br>silkv wfitv<br>rhkju vehsu<br>qgjit udgrt<br>pfihs tcfqs<br>oehgr sbepr

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vlony zilwy<br>uknmx yhkvx<br>tjmlw xgjuw<br>silkv wfitv<br>rhkju vehsu<br>qgjit udgrt<br>pfihs tcfqs<br>oehgr sbepr<br>ndgfq radoq

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vlony zilwy
uknmx yhkvx
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silkv wfitv
rhkju vehsu
qgjit udgrt
pfihs tcfqs
oehgr sbepr
ndgfq radoq
mcfep qzenp
Ibedo pybmo
kaden oxaln
jzcbm nwzkm
iybal mvyjl
hxazk luxik
gwzyj ktwhj
fvyxi jsvgi
euxwh irufh

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vlony zilwy
uknmx yhkvx
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silkv wfitv
rhkju vehsu
qgjit udgrt
pfihs tcfqs
oehgr sbepr
ndgfq radoq

| mcfep qzenp | dtwvg hqteg |
| :--- | :--- |
| lbedo pybmo | csvuf gpsdf |
| kaden oxaln | brute force |
| jzcbm nwzkm | aqtsd enqbd |
| iybal mvyjl | zpsrc dmpac |
| hxazk luxik | yorqb clozb |
| gwzyj ktwhj | xnqpa bknya |
| fvyxi jsvgi | wmpoz ajmxz |
| euxwh irufh |  |

## Caesar brute force decrypting "VLONY ZILWY"

vlony zilwy
uknmx yhkvx
tjmlw xgjuw
silkv wfitv
rhkju vehsu
qgjit udgrt
pfihs tcfqs
oehgr sbepr
ndgfq radoq

| mcfep qzenp | dtwvg hqteg |
| :--- | :--- |
| lbedo pybmo | csvuf gpsdf |
| kaden oxaln | brute force |
| jzcbm nwzkm | aqtsd enqbd |
| iybal mvyjl | zpsrc dmpac |
| hxazk luxik | yorqb clozb |
| gwzyj ktwhj | xnqpa bknya |
| fvyxi jsvgi | wmpoz ajmxz |
| euxwh irufh |  |

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## Monoalphabetic substitution

## Definition

A monoalphabetic substitution is the systematic replacement of letters by other letters in a one-to-one way.

Example monoalphabetic encryption and decryption

## abcdefghijklmnopqrstuvwxyz <br> DJEHKVNIOLARUQXPYWGTCSMFZB

ABCDEFGHIJKLMNOPQRSTUVWXYZ
kzuacxsdhbejwgipnlvtmfroqy

This example was generated using a Nomcom procedure with pool size 26 on input "12 ... 16" ${ }^{2}$

[^1]
## Intermezzo: a real example (Spanish)

```
ADHRF SID QINVJX IH XDNAJIXJHAD
VFH YINEVJ YDZEVJHJ PFO J TTDPJX
J YE PDVEHJ JTTE DNAJ HFVWD DTTJ
DN YIO QFHEAJ O NEYLJAEVJ DNLDXF
WJVDXIHJ EYLXDNEFH QIDHJ
```

(1) 1-letter word $\mathrm{a}, \mathrm{y}$ or sometimes o
(2) 2-letter word u. usually un
(3) 3-letter word ..e usually que
(9) 4-letter pattern ABBC usually alli or ella
(6) Doubled starting letter mostly I as in Ilegar, Ilevar, Ileno, Iluvia

## Generating a monoalphabetic substitution from a keyword

> abcdefghijklmnopqrstuvwxyz KEYWORDABCFGHIJLMNPQSTUVXZ

Figure 5: Using "KEYWORD" as the keyword

$$
\begin{aligned}
& \text { abcdefghijklmnopqrstuvwxyz } \\
& \text { REPATDLSBCFGHIJKMNOQUVWXYZ }
\end{aligned}
$$

Figure 6: Using "REPEATED LETTERS" as the keyword/keyphrase

## Generating a monoalphabetic substitution using decimation

| abcdefghijklmnopqrstuvwxyz |
| :--- |
| EJOTYDINSXCHMRWBGLQVAFKPUZ |

Figure 7: Encryption using a multiplicative cipher (legacy)

> abcdefghijklmnopqrstuvwxyz AFKPUZEJOTYDINSXCHMRWBGLQV

Figure 8: Encryption using a multiplicative cipher (modern)

- A multiplicative cipher is also called a decimation


## Decryption of these multiplicative ciphers

```
ABCDEFGHIJKLMNOPQRSTUVWXYZ
upkfavqlgbwrmhcxsnidytojez
```

Figure 9: Decryption of the multiplicative cipher (legacy)

| ABCDEFGHIJKLMNOPQRSTUVWXYZ |
| :--- |
| avqlgbwrmhcxsnidytojezupkf |

Figure 10: Decryption of the multiplicative cipher (modern)

- The encryption factor was 5 . What is the decryption factor?


## Mathematical description of decimation

## Multiplicative encryption and decryption

$$
\begin{aligned}
\mathcal{E}_{e}(p)=e p & (\bmod 26) \\
\mathcal{D}_{d}(c)=d c & (\bmod 26)
\end{aligned}
$$

- There is now a difference between modern and legacy encoding
- Modern encoding works best for programming
- $d$ is the multiplicative inverse ${ }^{3}$ of $e$

[^2]
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## Euclid

Source: https://cdpn.io/dloader/fullpage/BwvLBB

## Greatest common divisor

An example of Euclid's algorithm

We want to find the gcd (greatest common divisor) of 49 and 35 :

## Euclid's reduction

$$
\begin{gathered}
49=1 \cdot 35+14 \Longrightarrow \operatorname{gcd}(49,35)=\operatorname{gcd}(35,14) \\
35=2 \cdot 14+7 \Longrightarrow \operatorname{gcd}(35,14)=\operatorname{gcd}(14,7) \\
14=2 \cdot 7+0 \Longrightarrow \operatorname{gcd}(14,7)=\operatorname{gcd}(7,0)=7
\end{gathered}
$$

## Euclid's reversal

$$
\begin{aligned}
7=35 & -2 \cdot 14 \quad \wedge \quad 14=49-1 \cdot 35 \\
7 & =35-2 \cdot(49-1 \cdot 35) \\
& =-2 \cdot 49+3 \cdot 35
\end{aligned}
$$

## Greatest common divisor

Euclid's algorithm

## Theorem

For all $a, b \in \mathbb{Z}$ we can (effectively) find $p, q \in \mathbb{Z}$ such that

$$
\operatorname{gcd}(a, b)=p \cdot a+q \cdot b
$$

Finding $p$ and $q$ can be done using Euclid's algorithm and reversal.

## Definition

$a$ and $b$ are called relatively prime iff $\operatorname{gcd}(a, b)=1$.

## Theorem

If $a$ and $b$ are relatively prime (the extended) Euclid's algorithm calculates $p$ and $q$ such that

$$
p \cdot a+q \cdot b=1
$$

## Application to decimation

In our example we had $e=5$ and we want to find its inverse $d$ modulo 26 .
Calculation of inverse of 5 modulo 26

$$
26=5 \cdot 5+1 \Longrightarrow 1 \cdot 26+(-5) \cdot 5=1
$$

So the inverse of 5 modulo 26 is -5 (or 21 ).

- This explains why the decryption described earlier is indeed
just a decimation with factor 21
- A decimation's inverse is another decimation, just with a different multiplication factor.
- What happens if $e$ and 26 are not relatively prime?


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## Combining multiple ciphers

- Combining two shift ciphers with key $k_{1}$ and $k_{2}$
- Result is shift cipher with key $k_{1}+k_{2}=k_{2}+k_{1}$
- Combining two decimations with key $e_{1}$ and $e_{2}$
- Result is decimation with key $e_{2} e_{1}=e_{1} e_{2}$
- Combining a decimation with key $e$ and a shift with key $k$
- First decimate, then shift gives the affine cipher
defined by $\mathcal{E}_{e, k}(p)=e p+k(\bmod 26)$
- First shift, then decimate gives the cipher
defined by $\mathcal{E}^{\prime}{ }_{e, k}(p)=e(p+k)(\bmod 26)$
or $\mathcal{E}^{\prime}{ }_{e, k}(p)=e p+e k=\mathcal{E}_{e, e k}(\bmod 26)$, just another affine cipher


## Legacy and modern encoding for affine ciphers

- Suppose we have affine cipher $\mathcal{E}_{e, k}(p)=e p+k(\bmod 26)$
- Let $d$ be the multiplicative inverse of $e(\bmod 26)$
- For a given character $C$ and shift amount $n$
- Let $C+n$ be the result of a shift cipher encryption of character $C$ with shift $n$
- Let $L(C)$ be the result of the affine encryption using $\mathcal{E}_{e, k}$ of $C$ in legacy encoding
- Let $\mathcal{M}(C)$ be the result of the affine encryption using $\mathcal{E}_{e, k}$ of $C$ in modern encoding
- Then we can deduce the following relationships
- $L(C)=M(C+1)-1$ for all $C$
- $L(C)=M(C)+(e-1)$ for all $C$
- $L(C)=M(C+(1-d))$ for all $C$


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## Extending the "alphabet"

- Until now substitutions are monographic
- One letter of the alphabet is replaced with just one other letter
- What happens if we "extend the alphabet" (make it polygraphic)?
- For instance replace a combination of two letters of the alphabet by another combination of two letters (hence using digraphs)
- Effectively this extends our alphabet from 26 to $26 \cdot 26=676$ "letters" (or symbols, atoms, literals, ...)
- The number of possible (monoalphabetic) substitutions increases from $26!=403291461126605635584000000$
to $676!\approx 1.8837 \cdot 10^{1621}$


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## Giovanni Battista della Porta's digraph encryption




Source: http://www.quadibloc.com/crypto/pp010302.htm (Can you spot anomalies?)

## Giovanni Battista della Porta's digraph encryption (better variant)




## An example digraph substitution


#### Abstract

                          


Source: Slides Hans van der Meer
(Can you spot anomalies?)

## Playfair square with keyword (Charles Wheatstone, 1854)



Figure 11: Playfair square (keyword STRANDBAL)

## Playfair and Wheatstone



Lord Lyon Playfair


Charles Wheatstone

Source: https://en.wikipedia.org/wiki/Lyon_Playfair,_1st_Baron_Playfair

## Playfair (row based) substitutions



Figure 12: Playfair encryption $\left(\mathrm{OC} \rightarrow \mathrm{QB} ; \mathrm{FI}_{\rightarrow \mathrm{GK} ; \mathrm{HX} \rightarrow \mathrm{PR})}\right.$

## Playfair repeated letters and final single letter

- Treatment of pairs consisting of the same letter pattern "ss"
- Replace ss by sX s and recreate pairs, if $s$ is not $X$
- Replace XX by XQX and recreate pairs
- Treatment of single final letter " f "
- Replace $f$ by $f X$, if $f$ is $\operatorname{not} X$
- Replace X by XQ
- An alternative would have been to use diagonals
- How?


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## Lester S. Hill



Source: https://en.wikipedia.org/wiki/Lester_S._Hill

## The (affine) Hill cipher

- Based on linear algebra
- Considers polygraphs as vectors
- An affine cipher built from
- An (invertible) matrix
- A translation vector
- All modulo the size of the base alphabet

$$
\left(\begin{array}{ll}
3 & 5 \\
6 & 1
\end{array}\right)\binom{10}{1}+\binom{-1}{1}=\binom{8}{10} \quad(\bmod 26)
$$

## Decrypting the Hill cipher uses inverse matrix

- Encryption

$$
\mathcal{E}\left(p_{1}, p_{2}\right)=\left(\begin{array}{ll}
3 & 5 \\
6 & 1
\end{array}\right)\binom{p_{1}}{p_{2}}+\binom{-1}{1} \quad(\bmod 26)
$$

- Decryption

$$
\begin{aligned}
\mathcal{D}\left(c_{1}, c_{2}\right) & =\left(\begin{array}{cc}
-1 & 5 \\
6 & -3
\end{array}\right)\left[\binom{c_{1}}{c_{2}}+\binom{1}{-1}\right](\bmod 26) \\
& =\left(\begin{array}{cc}
-1 & 5 \\
6 & -3
\end{array}\right)\binom{c_{1}}{c_{2}}+\binom{-6}{9}(\bmod 26)
\end{aligned}
$$


[^0]:    ${ }^{1}$ although, historically, Suetonius calls it backward

[^1]:    ${ }^{2}$ see RFC 3797

[^2]:    ${ }^{3}$ Does this always exist?

