

Chapter 2

Private key Cryptography

and Computational
Results

1 PRIVATE KEY CRYPTOGRAPHY

SHIFT CIPHERS

Computations will be done mod 26 because there are 26 letters in English. We will convert English to numerical equivalents, given by the following assignment:

| | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|----|----|----|
| A | B | C | D | E | F | G | H | I | J | K | L | M |
| O | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |

| | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|----|
| N | O | P | Q | R | S | T | U | V | W | X | Y | Z |
| 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 |

In the shift cipher, Alice and Bob meet and pick a key number, say k . k is the private key, known only to them.

Alice can send a message to Bob by converting the letters to numbers, x , by

computing $y \equiv x + k \pmod{n}$. Send y to

Bob. Bob computes $x = y - k \pmod{n}$

To get the message. Note that

Eve does not know k so can

not readily do the final step

Example: Alice wants to send a message.
Here is how it goes: $K=17$

| | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|
| A | T | T | A | C | K | A | T | D | A | W | A |
| 0 | 19 | 19 | 0 | 2 | 10 | 0 | 19 | 3 | 0 | 22 | 13 |
| 17 | 10 | 10 | 17 | 19 | 1 | 17 | 10 | 20 | 11 | 13 | 4 |
| R | K | K | R | T | B | R | K | U | R | N | E |

1 → 2 Convert to numbers

2 → 3 Use $y = x + 17 \pmod{26}$

3 → 4 Convert back to letters

The line 3 or 4 is the cipherText

The line 1 or 2 is the plainText

$K=17$ is the key

For Bob to recover the message, he
reverses the steps 1 to 4. From
3 to 2 he uses $x = y - 17 \pmod{26}$

How might Eve find the message?
She knows the y 's as they were
sent. She can compute $x = y - k \pmod{26}$
for all different k from 1 to 25.
When she gets a message that
make sense, she has broken the system.
So, we see, this method is not secure.
There are also tricks that she can
do which speed up the process, frequency
analysis. See text book.

Affine Ciphers

To make the system a little more secure, we use $y = ax + k$ where a is an integer from 1 to 25.

We will need $x = a^{-1}(y - k) \pmod{26}$

Thus a must have an inverse mod 26. We will look at the process of finding inverses shortly but for now, a has an inverse mod 26 if and only if the largest positive integer that divides a and 26 is 1, i.e greatest common divisor of a and 26 is 1, written $\text{g.c.d}(a, 26) = 1$

The numbers and their inverses mod 26 are: $(1, 1), (3, 9), (5, 21), (7, 15)$
 $(11, 19), (17, 23), (25, 25)$

Ex Alice and Bob decide to use an affine cipher with $a=3, k=4$:

$$y = 3x + 4 \pmod{26}$$

$$x = a^{-1}y - k \pmod{26}$$

so use the message from the last. Again, use the message from the last example to get

| A | T | T | A | C | K | A | T | D | A | W | N |
|----|----|---|----|----|---|----|----|---|----|----|---|
| 19 | 19 | 0 | 2 | 10 | 0 | 19 | 3 | 0 | 22 | 13 | |
| 0 | 19 | 4 | 10 | 8 | 4 | 9 | 13 | 4 | 18 | 17 | |
| 4 | 9 | 9 | 4 | 10 | | | | | | | |

The last line is the ciphertext and can be converted back to English if desired

To recover the message, Bob reverses the steps using $x = q(y - k) \text{ mod } 26$ to go from the third line to the second.

THE HILL SYSTEM

Now a square matrix A is the key. It must have an inverse which happens when $\text{g.c.d}(\det A, 26) = 1$

So $\det A$ is an odd number from 1 to 25, excluding 13. This statement can be seen as follows: If $AB = I$ Then $\det A \det B = \det AB = \det I = 1$, so $\det B = (\det A)^{-1}$.

Conversely, we learn in linear algebra that $A \underline{\text{adjoint}} A = \det A I$

So $A \frac{\underline{\text{adjoint}} A}{\det A} = I$ when $\det A$

has an inverse so $A^{-1} = \frac{1}{\det A} \underline{\text{adjoint}} A$.

Our examples will be 2 by 2 so finding inverses (finding adjoints) is easy

Example $A = \begin{pmatrix} 2 & 5 \\ 1 & 4 \end{pmatrix}$ $\det A = 3$
 $\gcd(\det A, 26) = 1$. $(\det A)^{-1} = 9$

$$A^{-1} = \begin{pmatrix} 4 & -5 \\ -1 & 2 \end{pmatrix} \frac{1}{\det A} = 9 \begin{pmatrix} 4 & -5 \\ -1 & 2 \end{pmatrix} =$$

$$9 \begin{pmatrix} 4 & 21 \\ 25 & 2 \end{pmatrix} \bmod 26 = \begin{pmatrix} 10 & 7 \\ 12 & 18 \end{pmatrix} \bmod 26$$

Example Alice and Bob pick key to be $A = \begin{pmatrix} 2 & 5 \\ 1 & 4 \end{pmatrix}$

Alice has message

MEET AT SEVEN
 12 4 4 19 0 19 18 4 21 4 13

She puts these in row vectors
 of length 2 (since A is 2 by 2)
 $P_1 = (12, 4)$ $P_2 = (4, 19)$ $P_3 = (0, 19)$
 $P_4 = (18, 4)$ $P_5 = (21, 4)$ $P_6 = (13, 25)$
 Note the last 25 was picked at random so the final vector has length 2.

Alice computes

$$c_1 = (12, 4) A = (12, 4) \begin{pmatrix} 2 & 5 \\ 1 & 4 \end{pmatrix} = (2, 25) \bmod 26$$

and does similar steps for the other vectors. She gets

$(2, 24), (1, 18), (19, 24), (14, 4), (20, 17), (25, 9)$

and sends this cipherText to Bob
{ Call these $c_1, c_2, c_3, c_4, c_5, c_6$ }

Bob computes

$c_1 A^{-1}, c_2 A^{-1}, \dots, c_6 A^{-1}$ all mod 26

$$c_1 A^{-1} = (2, 24) \begin{pmatrix} 10 & 7 \\ 17 & 18 \end{pmatrix} \text{ mod } 26 = (12, 4) \text{ etc}$$

Note that the first two E's become 24 and 1 when creating the ciphertext. Previously, they would go to the same number. The earlier ones are called substitution ciphers and there are techniques that Eve can use to break them.

The Hill system is not a substitution cipher so is somewhat more secure.

PROBLEMS

I. Alice and Bob set up an affine cipher using

$$y = 9x + 2 \pmod{20}$$

Alice encrypts a message and gets

U Y Z Y P C I M Z A I

as her ciphertext which is sent to Bob. What is her message?

II Alice and Bob decide to use the Hill system with key

$$A = \begin{pmatrix} 3 & -1 \\ -1 & 2 \end{pmatrix}$$

Bob encrypts a message and gets

14, 10, 24, 14, 15, 22, 1, 13, 9, 20, 13, 0
24, 14, 17, 25

what is his message?

Computational Tools

I we are interested in computing

$$a^m \bmod n$$

where a , m and n are given

positive integers. Always

$$m = x_0 2^0 + x_1 2^1 + x_2 2^2 + \dots + x_t 2^t$$

where x_i is 0 or 1 and $x_t = 1$

$$\text{Ex } 21 = 1 \cdot 2^0 + 0 \cdot 2^1 + 1 \cdot 2^2 + 0 \cdot 2^3 + 1 \cdot 2^4$$

Then $a^m = a^{x_0 2^0 + \dots + x_t 2^t} =$
$$a^{x_0 2^0} a^{x_1 2^1} \dots a^{x_t 2^t}$$

We can compute the exponents
efficiently as follows:

$$a^{2^j} = a^{2 \cdot 2^{j-1}} = (a^{2^{j-1}})^2$$

In short, we compute a list of a^2
by squaring each element, one at a time

$$\text{Ex } 3^{218} \bmod 1000$$

$$218 = 128 + 64 + 16 + 8 + 2$$

$$= 2^7 + 2^6 + 2^4 + 2^3 + 2$$

$$3^{218} = 3^7 3^{2^6} 3^{2^4} 3^{2^3} 3^2 \bmod 1000$$

The list is

$$\begin{aligned}
 3^{2^1} &= 3^2 = 9 \\
 3^{2^2} &= 9^2 = 81 \\
 3^{2^3} &= 81^2 = 561 \\
 3^{2^4} &= 561^2 = 721 \bmod 1000 \\
 3^{2^5} &= 721^2 = 841 \bmod 1000 \\
 3^{2^6} &= 841^2 = 281 \bmod 1000 \\
 3^{2^7} &= 281^2 = 961 \bmod 1000 \\
 3^{2^{18}} &= 3^{2^7} \cdot 3^{2^6} \cdot 3^{2^4} \cdot 3^{2^3} \cdot 3^1 \bmod 1000 \\
 &= 961 \cdot 281 \cdot 721 \cdot 561 \cdot 9 = \\
 &\quad 489 \bmod 1000
 \end{aligned}$$

To compute $a^m \bmod n$ where
 t is the highest power of
 2 that appears in the
expansion of m , it takes $t \leq \log_2 m$
steps to compute the table and
at most t steps to multiply the
answers in the table, so at
most $t \log_2 m$ multiplications.
This is a big savings over raising
 a to powers m times.

II Euclidean Algorithm

To compute inverses mod n ,
 the Euclidean algorithm is used.
 which goes as follows.

First we compute the g.c.d of
 a and b : Suppose $a > b$

$$a = b q_1 + r_1 \quad 0 \leq r_1 < b$$

$$b = r_1 q_2 + r_2 \quad 0 \leq r_2 < r_1$$

$$r_1 = r_2 q_3 + r_3 \quad 0 \leq r_3 < r_2$$

:

$$r_{n-2} = r_{n-1} q_n + r_n \quad 0 \leq r_n < r_{n-1}$$

$$r_{n-1} = r_n q_{n+1}$$

Since r_1, \dots, r_n are decreasing
 positive integers, This sequence
 terminates. r_n is the gcd

This can be seen by working
 with the equations

$$\text{Ex } a = 81 \quad b = 64$$

$$81 = 64 \cdot 1 + 17$$

$$64 = 17 \cdot 3 + 13$$

$$17 = 13 \cdot 1 + 4 \rightarrow \gcd(81, 64) = 1$$

$$13 = 4 \cdot 3 + 1$$

$$4 = 1 \cdot 4$$

64 has an inverse mod 81
 if and only if $\gcd(64, 81) = 1$
 which it is. So we look for
 the inverse using the Euclidean
 algorithm Table

| Row | R | Q | U | V |
|-----|-------|-------|-------|-------|
| -1 | a | - | 1 | b |
| 0 | b | - | 0 | 1 |
| 1 | r_1 | q_1 | u_1 | v_1 |
| 2 | r_2 | q_2 | u_2 | v_2 |
| ... | | | | |
| n | r_n | q_n | u_n | v_n |

The R and Q columns come from the list that finds the gcd. $u_{-1} = 1$ $u_0 = 0$ $v_{-1} = 0$ $v_0 = 1$ are initial conditions and are always the same. Note that

$$r_{c+1} = r_{c-1} - r_c q_{c+1}$$

$$\text{Then } u_{c+1} = u_{c-1} - u_c q_{c+1}$$

$$v_{c+1} = v_{c-1} - v_c q_{c+1}$$

is the way u_{c+1} and v_{c+1} are defined and are easy to remember since they follow r_{c+1} .

The reason for all this is,
for each row

$$* R_j = aU_j + bN_j$$

So the last row has

$$R_n = aU_n + bN_n. \text{ If } R_n = 1, \text{ then}$$

$$1 = aU_n + bN_n \text{ and}$$

$$bN_n \equiv 1 \pmod{a}.$$

Hence N_n is $b^{-1} \pmod{a}$

To show * use induction

The first and second rows are
seen by substitution. Assume
up to $j-1$ that the result holds

$$\begin{aligned} \text{Then } R_j &= R_{j-2} - R_{j-1} q_j \\ &= (aU_{j-2} + bN_{j-2}) - (aU_{j-1} + bN_{j-1})q_j \\ &= a(U_{j-2} - U_{j-1}q_j) + b(N_{j-2} - N_{j-1}q_j) \\ &= aU_j + bN_j. \end{aligned}$$

* Ex. we continue the example

$$a = 81 \quad b = 64$$

| Row | R | Q | U | V |
|-----|----|---|-----|----|
| -1 | 81 | - | 1 | 0 |
| 0 | 64 | - | 0 | 1 |
| 1 | 17 | 1 | 1 | -1 |
| 2 | 13 | 3 | -3 | 4 |
| 3 | 4 | 1 | 4 | -5 |
| 4 | 1 | 3 | -15 | 19 |

$$\rightarrow 1 = 81(-15) + 64(19)$$

$$\rightarrow 64 \cdot 19 \equiv 1 \pmod{81}$$

19 is the inverse of 64
 $\pmod{81}$

It is possible that the final u_n is negative, giving a negative inverse. Simply use the congruence relation (add enough multiples of a) to u_n to get a positive inverse.

III A result of Fermat

Thm. If p is a prime and p does not divide e , then

$$e^{p-1} \equiv 1 \pmod{p}$$

Proof. Let $S = \{1, \dots, p-1\}$

$$eS = \{e, 2e, \dots, (p-1)e\} \pmod{p}$$

If $e \cdot l \equiv e \pmod{p}$ Then

p divides $e(l-1)$

$\rightarrow p$ divides $l-1$

$\rightarrow l \equiv 1 \pmod{p}$

So $eS \pmod{p}$ just rearranges the elements in S . So the product of all the elements in S equals the product of all the elements in $eS \pmod{p}$

$$\rightarrow (p-1)! \equiv e^{p-1} (p-1)! \pmod{p}$$

$\rightarrow p$ divides $(e^{p-1}-1)(p-1)!$ ~~\pmod{p}~~

$\rightarrow p$ divides $e^{p-1}-1$

$$\rightarrow \underline{e^{p-1} \equiv 1 \pmod{p}}$$

Thm. Suppose $\gcd(e, p-1) = 1$. Then
 there is a d such that $ed \equiv 1 \pmod{p-1}$
 Then $a^{ed} = a^{1 + k(p-1)} = a \pmod{p}$

Proof When $\gcd(a, p) = 1$,

$$a^{ed} = a^{1 + k(p-1)} = a(a^{p-1})^k = a \cdot 1 = a \pmod{p}$$

If $\gcd(a, p) \neq 1$, then

$\gcd(a, p) = p$ and p divides a

$$\text{so } a^{ed} \pmod{p} = 0 \pmod{p} = a \pmod{p}$$

These facts allow the existence of a cipher, the exponential cipher, a predecessor of the RSA. It goes as follows. Alice and Bob pick a prime p and e with $\gcd(e, p) = 1$. They compute d such that $ed \equiv 1 \pmod{p-1}$. Bob wants to send a message a to Alice. Bob computes $a^e \pmod{p} = b$ and sends b to Alice who computes $b^d = a^{ed} \pmod{p} = a$ and gets the message. This is a private key system. For if Eve knows e and p, she then knows $p-1$ and can find d from

The Euclidean algorithm for $a=p$,
and $b=e$.

Ex Bob wants and Alice pick
 $p=181$, $e=97$. They compute $d=28$
from the Euclidean algorithm,
i.e. $ed \equiv 1 \pmod{181}$

Bob is to send

B E T R A Y A L

to Alice. This converts to

1 4 19 17 0 24 0 11

Each of these is a in

$a^{97} \pmod{181}$. i.e. $19^{97} \pmod{181}$ for

Computing each gives

1 94 19 92 0 158 0 168

which is send to Alice who

computes $b^d \pmod{181}$ ($d=28$)

This will give the original numbers
which she converts to English. There
is a lot of computation and a computer
would be used. But it uses the
repeated squaring algorithm discussed in
the beginning of the computation section