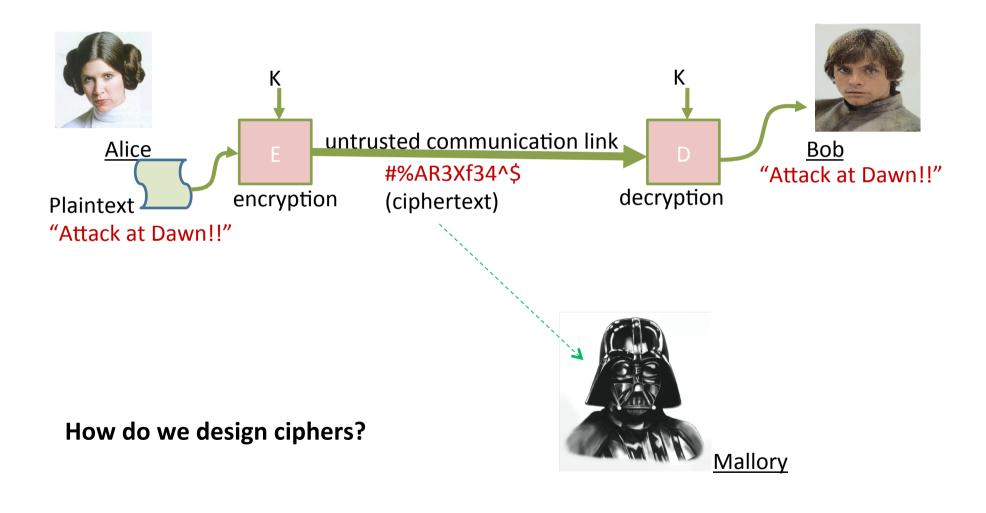
## **Perfect Secrecy**

Chester Rebeiro IIT Madras

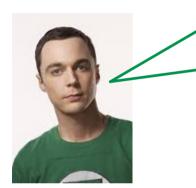
STINSON : chapter 2

## Encryption



## Cipher Models (What are the goals of the design?)

#### **Computation Security**



My cipher can withstand all attacks with complexity less than 2<sup>2048</sup>

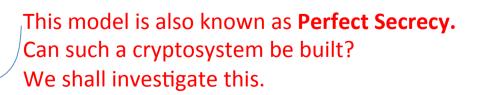
The best attacker with the best computation resources would take 3 centuries to attack my cipher

#### **Unconditional Security**



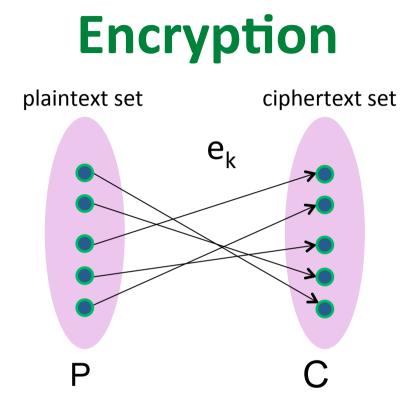
My cipher is secure against all attacks irrespective of the attacker's power. I can prove this!! Provable Security (Hardness relative to a tough problem)

> If my cipher can be broken then large numbers can be factored easily



# **Analyzing Unconditional Security**

- Assumptions
  - Ciphertext only attack model
     The attacker only has information about the ciphertext. The key and plaintext are secret.
- We first analyze a single encryption then relax this assumption by analyzing multiple encryptions with the same key



- For a given key, the encryption (e<sub>k</sub>) defines an injective mapping between the plaintext set (P) and ciphertext set (C)
- Alice picks a plaintext x ∈ P, chooses a key (independently), and encrypts it to obtain a ciphertext y ∈ C

#### **Plaintext Distribution**

#### **Plaintext Distribution**

а

b 🥚

C

Ρ

- Let **X** be a discrete random variable over the set P
- Alice chooses x from P based on some probability distribution
  - Let Pr[X = x] be the probability that x is chosen
  - This probability may depend on the language



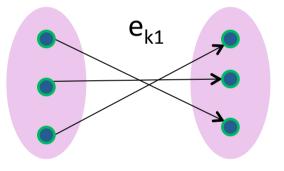
Note : Pr[a] + Pr[b] + Pr[c] = 1

## **Key Distribution**

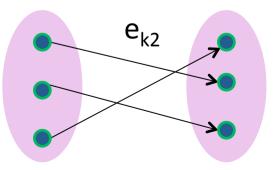
#### **Key Distribution**

- Alice & Bob agree upon a key k chosen from a key set K
- Let **K** be a random variable denoting this choice

keyspace				
Pr[ <b>K</b> =k <sub>1</sub> ] = ¾				
$\Pr[\mathbf{K}=\mathbf{k}_2] = \frac{1}{4}$				



There are two keys in the keyset thus there are two possible encryption mappings



#### **Ciphertext Distribution**

- Let  ${\bf Y}$  be a discrete random variable over the set  ${\bf C}$
- The probability of obtaining a particular ciphertext y depends on the plaintext and key probabilities

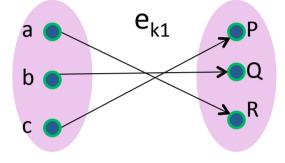
$$\Pr[Y = y] = \sum_{k} \Pr(k) \Pr(d_k(y))$$

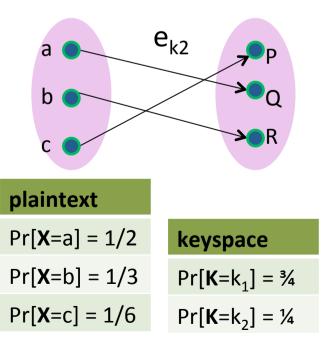
 $Pr[Y = P] = Pr(k_1) * Pr(c) + Pr(k_2) * Pr(c)$ = (3/4 \* 1/6) + (1/4 \* 1/6) = 1/6

 $Pr[Y = Q] = Pr(k_1) * Pr(b) + Pr(k_2) * Pr(a)$ = (3/4 \* 1/3) + (1/4 \* 1/2) = 3/8

 $Pr[Y = R] = Pr(k_1) * Pr(a) + Pr(k_2) * Pr(b)$ = (3/4 \* 1/2) + (1/4 \* 1/3) = **11/24** 

Note: Pr[Y=P] + Pr[Y=Q] + Pr[Y=R] = 1





### **Attacker's Probabilities**

- The attacker wants to determine the plaintext **x**
- Two scenarios
  - Attacker does not have y (a priori Probability)
    - Probability of determining x is simply Pr[x]
    - Depends on plaintext distribution (eg. Language charcteristics)
  - Attacker has y (a posteriori probability)
    - Probability of determining x is simply *Pr[x|y]*

#### **A posteriori Probabilities**

- How to compute the attacker's a posteriori probabilities? Pr[X = x | Y = y]
  - Bayes' Theorem

 $\Pr[x \mid y] = \frac{\Pr[x] \times \Pr[y \mid x]}{\Pr[y]}$ 

probability of the plaintext

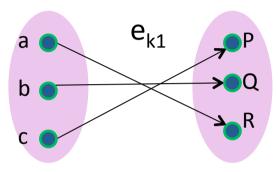
probability of this ciphertext

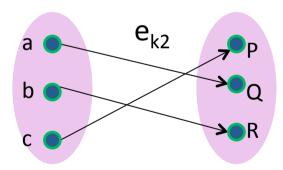
The probability that y is obtained given x depends on the keys which provide such a mapping

$$\Pr[y \mid x] = \sum_{\{k : d_k(y) = x\}} \Pr[k]$$

# Pr[y|x]

Pr[P|a] = 0Pr[P|b] = 0Pr[P|c] = 1 $Pr[Q|a] = Pr[k_2] = \frac{1}{4}$  $Pr[Q|b] = Pr[k_1] = \frac{3}{4}$ Pr[Q|c] = 0 $Pr[R|a] = Pr[k_1] = \frac{3}{4}$  $Pr[R|b] = Pr[k_2] = \frac{1}{4}$ Pr[R|c] = 0





**keyspace**   $Pr[K=k_1] = \frac{3}{4}$  $Pr[K=k_2] = \frac{1}{4}$ 

#### **Computing A Posteriori Probabilities**

$\Pr[x] \times$	$\Pr[y   x]$	plaintex	ĸt	ciphertext	Pr[y x]
$\Pr[x \mid y] = \frac{\Pr[x] \times P_1}{P_1}$	Pr[ <b>X</b> =a] = 1/2		Pr[ <b>Y</b> =P] = 1/6	Pr[P a] = 0	
		Pr[ <b>X</b> =b] = 1/3		Pr[ <b>Y</b> =Q] = 3/8	$\Pr[P b] = 0$ $\Pr[P c] = 1$
		Pr[ <b>X</b> =c]	= 1/6	Pr[ <b>Y</b> =R] = 11/24	$\Pr[P c] = 1$ $\Pr[O c] = 1$
Pr[a P] = 0	Pr[b P] =			P] = 1	$Pr[Q a] = \frac{1}{4}$ $Pr[Q b] = \frac{3}{4}$ Pr[Q c] = 0
Pr[a Q] = 1/3	Pr[b Q] =	= 2/3	Pr[c]	Q] = 0	Pr[R a] = 3/4
Pr[a R] = 9/11	Pr[b R] =	= 2/11	Pr[c	R] = 0	Pr[R b] = ¼ Pr[R c] = 0

If the attacker sees ciphertext **P** then she would know the plaintext was **c** If the attacker sees ciphertext **R** then she would know **a** is the most likely plaintext **Not a good encryption mechanism!!** 



### **Perfect Secrecy**

• Perfect secrecy achieved when

a posteriori probabilities = a priori probabilities

 $\Pr[x \mid y] = \Pr[x]$ 

i.e the attacker learns nothing from the ciphertext

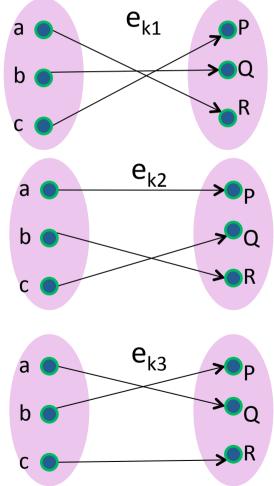
Intuitively, by seeing the safe, you learn nothing about what is in it



## **Perfect Secrecy Example**

- Find the a posteriori probabilities for the following scheme
- Verify that it is perfectly secret.

plaintext
Pr[ <b>X</b> =a] = 1/2
Pr[ <b>X</b> =b] = 1/3
Pr[ <b>X</b> =c] = 1/6
keyspace
$Pr[K=k_1] = 1/3$
$Pr[\mathbf{K}=k_1] = 1/3$ $Pr[\mathbf{K}=k_2] = 1/3$
_



#### **Observations on Perfect Secrecy**

**Perfect Secrecy iff** 

 $\Pr[Y = y \mid X = x] = \Pr[Y = y]$ 

Follows from Baye's theorem

**Perfect Indistinguishability** 

$$\forall x_1, x_2 \in P$$
  $\Pr[Y = y | X = x_1] = \Pr[Y = y | X = x_2]$ 

Perfect secrecy has nothing to do with plaintext distribution. Thus a crypto-scheme will achieve perfect secrecy irrespective of the language used in the plaintext.

## Shift Cipher with a Twist

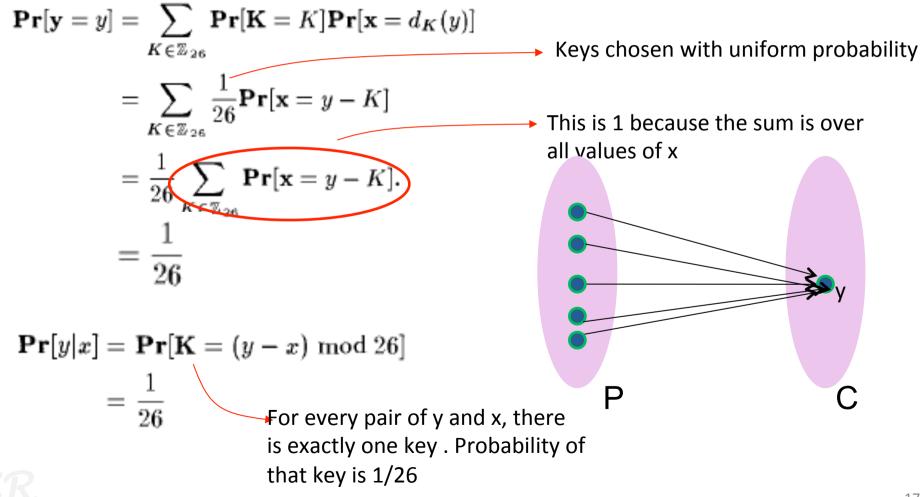
- Plaintext set : P = {0,1,2,3 ..., 25}
- Ciphertext set : C = {0,1,2,3 ..., 25}
- Keyspace : K = {0,1,2,3 ..., 25}
- Encryption Rule :  $e_{\kappa}(x) = (x + K) \mod 26$ ,
- Decryption Rule :  $d_k(x) = (x K) \mod 26$ where  $K \in K$  and  $x \in P$

#### The Twist :

(1) the key changes after every encryption

(2) keys are picked with uniform probability

#### The Twisted Shift Cipher is Perfectly Secure



#### The Twisted Shift Cipher is Perfectly Secure

$$\begin{aligned} \mathbf{Pr}[\mathbf{y} = y] &= \sum_{K \in \mathbb{Z}_{26}} \mathbf{Pr}[\mathbf{K} = K] \mathbf{Pr}[\mathbf{x} = d_K(y)] \\ &= \sum_{K \in \mathbb{Z}_{26}} \frac{1}{26} \mathbf{Pr}[\mathbf{x} = y - K] \\ &= \frac{1}{26} \sum_{K \in \mathbb{Z}_{26}} \mathbf{Pr}[\mathbf{x} = y - K]. \\ &= \frac{1}{26} \end{aligned}$$

$$\begin{aligned} \mathbf{Pr}[x|y] &= \frac{\mathbf{Pr}[x]\mathbf{Pr}[y|x]}{\mathbf{Pr}[y]} \\ &= \frac{\mathbf{Pr}[x]\frac{1}{26}}{\frac{1}{26}} \\ &= \mathbf{Pr}[x], \end{aligned}$$

$$\mathbf{Pr}[y|x] = \mathbf{Pr}[\mathbf{K} = (y - x) \mod 26]$$
$$= \frac{1}{26}$$

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#### Shannon's Theorem

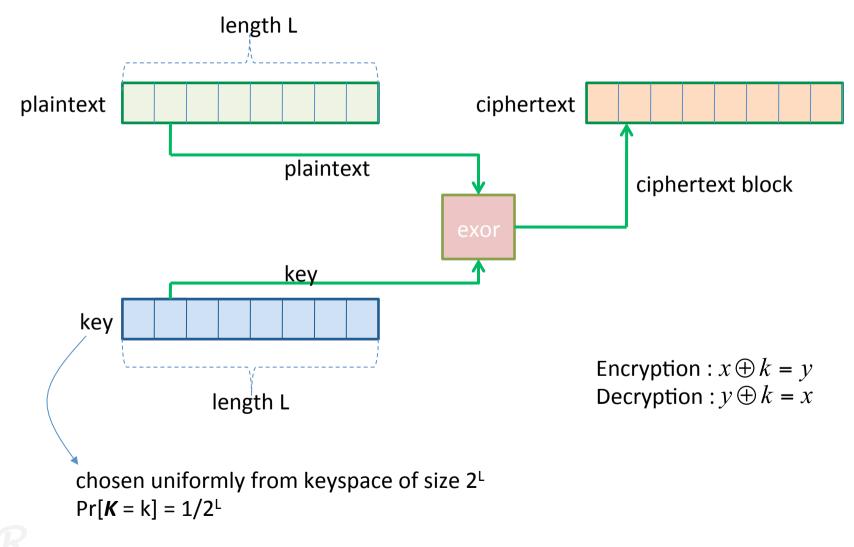
If  $|\mathbf{K}| = |\mathbf{C}| = |\mathbf{P}|$  then the system provides perfect secrecy iff

- (1) every key is used with equal probability 1/|K|, and
- (2) for every  $x \in P$  and  $y \in C$ , there exists a unique key  $k \in K$  such that  $e_k(x) = y$

#### Intuition :

Every  $y \in C$  can result from any of the possible plaintexts x Since |K| = |P| there is exactly one mapping from each plaintext to y Since each key is equi-probable, each of these mappings is equally probable

## One Time Pad (Verman's Cipher)



## **One Tme Pad (Example)**

e=000 h=001 i=010 k=011 l=100 r=101 s=110 t=111

11

	h	е	i	Ι	h	i	t	Ι	е	r	
Plaintext:	001	000	010	100	001	010	111	100	000	101	
Key:	111	101	110	101	111	100	000	101	110	000	
Ciphertext:	110	101	100	001	110	110	111	001	110	101	-
	s	r	Ι	h	s	s	t	h	s	r	

#### **One Time Pad is Perfectly Secure**

• Proof using indistinguishability

$$\Pr[Y = y | X = x] = \Pr[X = x, K = k | X = x] \quad \text{from } x \oplus k = y$$
$$= \Pr[K = k] = \frac{1}{2^{L}}$$

$$\Pr[Y = y \mid X = x_1] = \frac{1}{2^L} = \Pr[Y = y \mid X = x_2]$$
$$\forall x_1, x_2 \in X$$

This implies perfect Indistinguishability that is independent of the plaintext distribution

## **Limitations of Perfect Secrecy**

- Key must be at least as long as the message
  - Limits applicability if messages are long
- Key must be changed for every encryption
  - If the same key is used twice, then an adversary can compute the ex-or of the messages

$$x_1 \oplus k = y_1$$
$$x_2 \oplus k = y_2$$
$$x_1 \oplus x_2 = y_1 \oplus y_2$$

The attacker can then do language analysis to determine  $y_1$  and  $y_2$ 

## **Ciphers in Practice**

- Perfect secrecy is difficult to achieve in practice
- Computational Security rather than Perfect Security
- Instead we use a crypto-scheme that cannot be broken in reasonable time with reasonable success
- This means,
  - Security is only achieved against adversaries that run in polynomial time
  - Attackers can potentially succeed with a very small probability (attackers need to be very lucky to succeed)

#### **Quantifying Information**

# A Metric to Quantify Information

There is one alphabet missing in each of these words. Can you find the alphabet so that the words make sense?

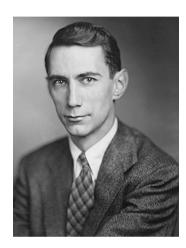
nough	enough	lassis	classics
ntwork	network	hole	chole
dvic	device	lok	clock

Frequently occurring letters (like e) contain less information than non-frequent letters (like c)

We need to have function to quantify information!

```
Additionally, the function should be (1) continuous (2) should be able to sum individual information (eg. X1 : Message 1, X2 : Message 2)
I(X1, X2) = I(Message 1) + I(Message 2)
```

#### **Metric to Quantify Information**



**Claude Shannon** 

A higher probability indicates lesser information content. Pr(e) = 0.12702 Pr(a) = 0.08167 Pr(m) = 0.02406 Pr(c) = 0.02782 Pr(q) = 0.0095

...

...

...

 $\log_2\left(\frac{1}{p_i}\right)$ 

 $-\log 2(0.12702) = 2.97$  $-\log 2(0.08167) = 3.61$  $-\log 2(0.02406) = 5.37$  $-\log 2(0.02782) = 5.16$  $-\log 2(0.0095) = 6.71$ 

## **Metric to Quantify Information**



Claude Shannon

To find the average information content of a language find weighted sum as follows

 $\sum_{i=1}^{n} p_i \log_2\left(\frac{1}{p_i}\right)$ 

# **Metric to Quantify Information**



**Claude Shannon** 

Entropy provides the average number of bits needed to represent letters in the language To find the average information content of a language find weighted sum as follows

Call this term the Entropy

$$H(X) = \sum_{i=1}^{n} p_i \log_2\left(\frac{1}{p_i}\right)$$

Entropy of English Contemporary : 4.03 bits Shakesphere : 4.106 bits German : 4.08 bits French : 4.00 bits Italian : 3.98 bits Spanish : 3.98 bits

Maximum Entropy occurs when each alphabet is equally likely (ie. 1/26). The maximum entropy is  $\log_2(1/26) = 4.7$ 

# **Entropy of the Weather Forecast**

Weather Forecast

Tomorrow I the weather will be

M1 : Sunny (with probability 0.05)

M2 : Cloudy (with probability 0.15)

M3 : Light Rain (with probability 0.70)

M4 : Heavy Rain (with probability 0.10)

$$H(Forecast) = \sum_{i=1}^{n} p_i \log_2\left(\frac{1}{p_i}\right)$$
  
= -((0.05) \log\_2 0.05 + (0.15) \log\_2 0.15 + (0.7) \log\_2 0.7 + (0.1) \log\_2 0.1)  
= 1.319

# **Entropy and Uncertainity**

- Alice thinks of a number (0 or 1)
- The choice is denoted by a discrete random variable X.





- What is Mallory's uncertainty about X?
  - Depends on the probability distribution of X
     (Mallory knows the probability distribution)

# Uncertainty

- Lets assume Mallory know this probability distribution.
- If Pr[X = 1] = 1 and Pr[X = 0] = 0
  - Then Mallory can determine with 100% accuracy
- If Pr[X = 0] = .75 and Pr[X = 1] = .25
  - Mallory will guess X as 0, and gets it right 75% of the time
- If Pr[X=0] = Pr[X = 1] = 0.5
  - Mallory's guess would be similar to a uniformly random guess. Gets it right ½ the time.

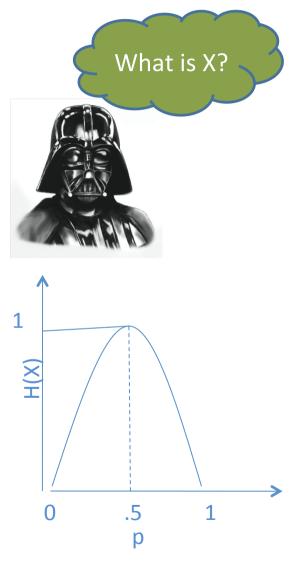


#### What is the Entropy of X?



$$Pr[X=0] = p \text{ and } Pr[X=1] = 1 - p$$
$$H(X) = -plog_2p - (1-p) log_2(1-p)$$
$$H(X)_{p=0} = 0, H(X)_{p=1} = 0, H(X)_{p=.5} = 1$$

using  $\lim_{p\to 0} (p \log p) = 0$ 



# **Properties of H(X)**

 If X is a random variable, which takes on values {1,2,3,....n} with probabilities p<sub>1</sub>, p<sub>2</sub>, p<sub>3</sub>, ....p<sub>n</sub>, then

1.  $H(X) \leq \log_2 n$ 

2. When  $p_1 = p_2 = p_3 = ... p_n = 1/n$  then  $H(X) = \log_2 n$ 

Example an 8 face dice. If the dice is fair, then we obtain the maximum entropy of 3 bits If the dice is unfair, then the entropy is < 3 bits

# **Entropy and Coding**

• Entropy quantifies Information content

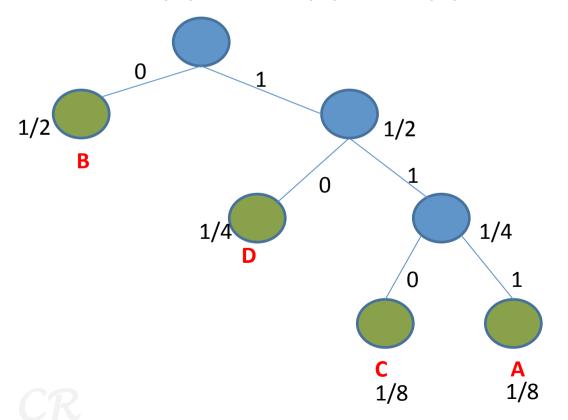
"Can we encode a message M in such a way that the average length is as short as possible and hopefully equal to H(M)?"

Huffman Codes :

allocate more bits to least probable events allocate less bits to popular events

#### Example

S = {A, B, C, D} are 4 symbols
Probability of Occurrence is : P(A) = 1/8, P(B) = ½, P(C) = 1/8, P(D) = 1/4



Encodir	ıg
A:111	
B:0	
C:110	
D: 10	

To decode, with each bit traverse the tree from root until you reach a leaf.

Decode this? 1101010111

### Example : Average Length and Entropy

S = {A, B, C, D} are 4 symbols
Probability of Occurrence is :

p(A) = 1/8, p(B) = ½, p(C) = 1/8, p(D) = ¼

Encoding
A:111
B:0
C:110
D: 10

- Average Length of Huffman code : 3\*p(A) + 1\*p(B) + 3\*p(C) + 2\*p(D) = 1.75
- Entropy H(S) =

   -1/8 log<sub>2</sub>(8) ½ log<sub>2</sub>(2) 1/8 log<sub>2</sub>(8) ¼ log<sub>2</sub>(4)
   = 1.75

### Example

#### **Entropy Considering One Letter**

Consider a language with 26 letters of the set S = {s<sub>1</sub>, s<sub>2</sub>, s<sub>3</sub>, ...., s<sub>26</sub>}. Suppose the language is characterized by the following probabilities. What is the language entropy?

$$P(s_{1}) = \frac{1}{2}, P(s_{2}) = \frac{1}{4}$$

$$P(s_{i}) = \frac{1}{64} \quad for \quad i = 3,4,5,6,7,8,9,10$$

$$P(s_{i}) = \frac{1}{128} \quad for \quad i = 11,12,...,26$$

Maximum Entropy  $R = \log 26 = 4.7$ 

#### Language Entropy

$$r_{1} = H(S^{(1)})$$

$$= \sum_{i=1}^{26} P(s_{i}) \log \frac{1}{P(s_{i})}$$

$$= \frac{1}{2} \log 2 + \frac{1}{4} \log 4 + 8 \left(\frac{1}{64} \log 64\right) + 16 \left(\frac{1}{128} \log 128\right)$$

$$= \frac{1}{2} + \frac{1}{2} + \frac{6}{8} + \frac{7}{8} = 2.625$$

## Example

#### **Entropy Considering Two Letters**

In the set S = {s<sub>1</sub>, s<sub>2</sub>, s<sub>3</sub>, ...., s<sub>26</sub>}, suppose the diagram probabilities is as below. What is the entropy?

$$P(s_{i+1} | s_i) = P(s_{i+2} | s_i) = \frac{1}{2} \quad for \quad i = 1 \text{ to } 24$$

$$P(s_{26} | s_{25}) = P(s_1 | s_{25}) = P(s_1 | s_{26}) = P(s_2 | s_{26}) = \frac{1}{2}$$
all other probabilities are 0

$$P(s_{1}, s_{2}) = P(s_{2} | s_{1}) \times P(s_{1}) = 1/4; P(s_{1}, s_{3}) = P(s_{3} | s_{1}) \times P(s_{1}) = 1/4$$

$$P(s_{2}, s_{3}) = P(s_{3} | s_{2}) \times P(s_{2}) = 1/8; P(s_{2}, s_{4}) = P(s_{4} | s_{2}) \times P(s_{2}) = 1/8$$

$$P(s_{i}, s_{i+1}) = P(s_{i+1} | s_{i})P(s_{i}) = 1/128 \quad for \ i = 3, 4, \dots, 10$$

$$P(s_{i}, s_{i+2}) = P(s_{i+2} | s_{i})P(s_{i}) = 1/256 \quad for \ i = 11, 12, \dots, 24$$

$$P(s_{i}, s_{i+2}) = P(s_{i+2} | s_{i})P(s_{i}) = 1/256 \quad for \ i = 11, 12, \dots, 24$$

$$P(s_{2}, s_{2}) = P(s_{2}, s_{1}) = P(s_{2}, s_{1}) = P(s_{2}, s_{2}) = 1/256$$

#### **Entropy considering 2 letters**

$$H(S^{(2)}) = 2\sum_{i,j=1}^{26} P(s_i, s_j) \log \frac{1}{P(s_i, s_j)}$$
  
=  $\left[ 2\left(\frac{1}{4}\log 4\right) + 2\left(\frac{1}{8}\log 8\right) + 16\left(\frac{1}{128}\log 128\right) + 32\left(\frac{1}{256}\log 256\right) \right]$   
=  $\left[ 1 + \frac{3}{4} + \frac{7}{8} + 1 \right] = 3.625$ 

### **Redundancy in Languages**

H(S) = 2.625 $H(S^{(2)}) = 3.625$  $H(S^{(2)}) - H(S) = 1$ 

This means, that having the first letter, we can obtain the second one using one bit only. i.e. if we know the first letter, then there are only 2 equally possible candidates for the second.

Languages are redundant

Entropy reduces as we consider more number of alphabets in the entropy computation

## Measuring the Redundancy in a Language

- Let S be letter in a language (eg. S = {A,B,C,D})
- $S = S \times S \times S \times S \times S \times S \times K$  (*k* times) is a set representing messages of length k
- Let  $S^{(k)}$  be a random variable in S
- The average information in each letter is given by the rate of S<sup>(k)</sup>.

$$r_{k} = \frac{H(S^{(k)})}{k}$$
In our example,  
 $r_{1} = H(S) = 2.625$   
 $r_{2} = H(S^{(2)})/2 = 3.625/2 = 1.8125$ 

• r<sub>k</sub> for English is between 1.0 and 1.5 bits/letter (when k is large)

# Measuring the Redundancy in a Language

- Absolute Rate(R) : The maximum amount of information per character in a language
  - the absolute rate of language S is  $R = \log_2 |S|$
  - For English, |S| = 26, therefore R = 4.7 bits / letter

• Redundancy of a language is

 $D = R - r_k$ 

- For English when  $r_k = 1$ , then D = 3.7  $\rightarrow$  around 70% redundant

 $r_1 = H(S) = 2.625 \qquad D_1 = 4.7 - 2.625 = 2.075 (44\% redundant)$  $r_2 = H(S^{(2)}) = 1.8125 \qquad D_2 = 4.7 - 1.8125 = 2.8875(61\% redundant)$ 

As we increase the message size Rate reduces; inferring less information per letter Redundancy increases

#### **Conditional Entropy**

 Suppose X and Y are two discrete random variables, then conditional entropy is defined as

$$H(X \mid Y) = \sum_{y} p(y) \sum_{x} p(x \mid y) \log_2 \left(\frac{1}{p(x \mid y)}\right)$$
$$= \sum_{x} \sum_{y} p(x, y) \log_2 \left(\frac{p(x)}{p(x, y)}\right)$$

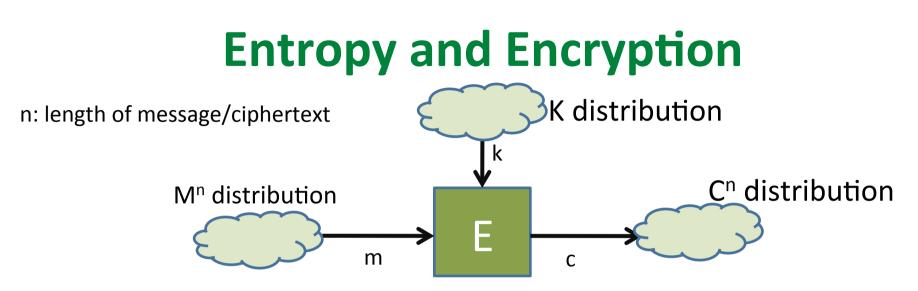
- Conditional entropy means ....
  - What is the remaining uncertainty about X given Y
  - $H(X|Y) \le H(X)$  with equality when X and Y are independent

### **Joint Entropy**

- Suppose X and Y are two discrete random variables, and p(x,y) the value of the joint probability distribution when X=x and Y=y
- Then the joint entropy is given by

$$H(X,Y) = \sum_{y} \sum_{x} p(x,y) \log_2\left(\frac{1}{p(x,y)}\right)$$

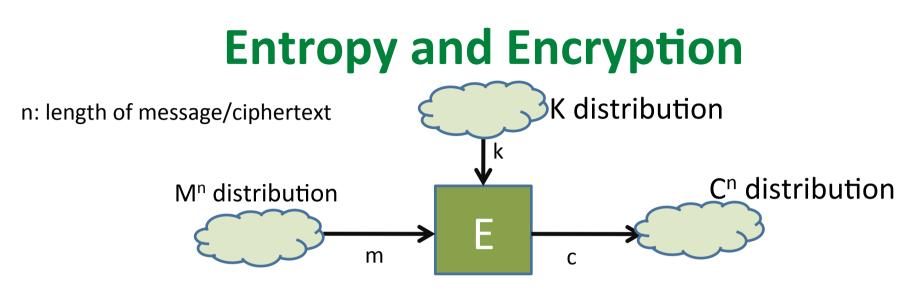
The joint entropy is the average uncertainty of 2 random variables



- There are three entropies: H(P<sup>(n)</sup>), H(K), H(C<sup>(n)</sup>)
- Message Equivocation :

If the attacker can view n ciphertexts, what is his uncertainty about the message

$$H(M^{(n)} | C^{(n)}) = \sum_{c \in C^n} p(c) \sum_{m \in M^n} p(m | c) \log_2\left(\frac{1}{p(m | c)}\right)$$



• Key Equivocation :

If the attacker can view n ciphertexts, what is his uncertainty about the key

$$H(K \mid C^{(n)}) = \sum_{c \in C^n} p(c) \sum_{m \in M^n} p(k \mid c) \log_2\left(\frac{1}{p(k \mid c)}\right)$$

#### **Unicity Distance**

$$H(K \mid C^{(n)}) = \sum_{c \in C^n} p(c) \sum_{m \in M^n} p(k \mid c) \log_2 \left(\frac{1}{p(k \mid c)}\right)$$

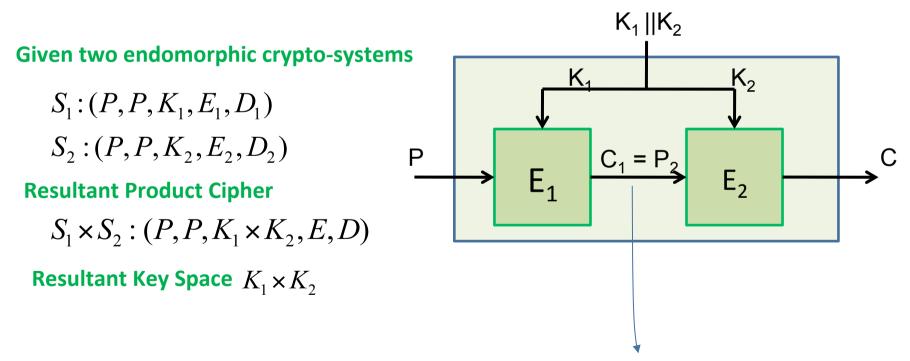
- As n increases, H(K|C<sup>(n)</sup>) reduces...
  - This means that the uncertainty of the key reduces as the attacker observes more ciphertexts
- Unicity distance is the value of n for which  $H(K|C^{(n)}) \approx 0$ 
  - This means, the entire key can be determined in this case

#### **Unicity Distance and Classical Ciphers**

Cipher	Unicity Distance (for English)
Caesar's Cipher	1.5 letters
Affine Cipher	2.6 letters
Simple Substitution Cipher	27.6 letters
Permutation Cipher	0.12 (block size = 3) 0.66 (block size = 4) 1.32 (block size = 5) 2.05 (block size = 6)
Vigenere Cipher	1.47d (d is the key length)

#### **Product Ciphers**

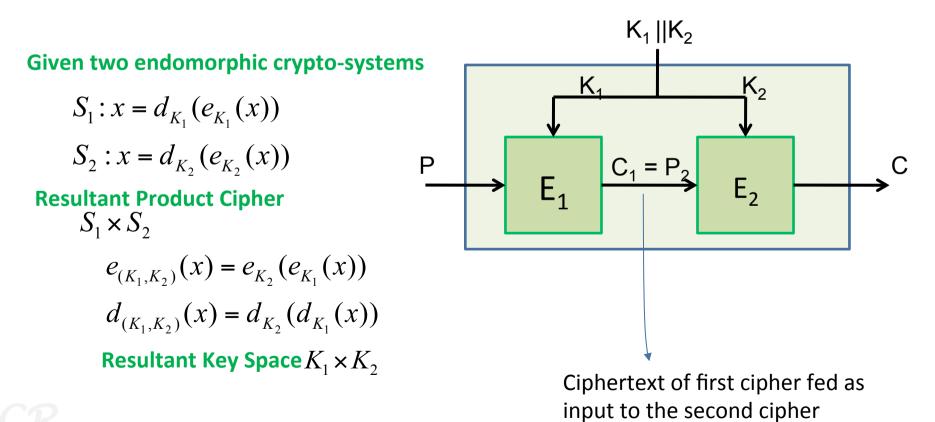
- Consider a cryptosystem where P=C (this is an endomorphic system)
  - Thus the ciphertext and the plaintext set is the same
- Combine two ciphering schemes to build a product cipher



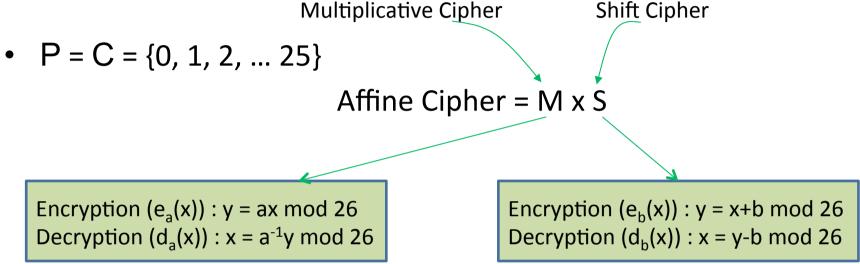
Ciphertext of first cipher fed as input to the second cipher

#### **Product Ciphers**

- Consider a cryptosystem where P=C (this is an endomorphic system)
  - Thus the ciphertext and the plaintext set is the same
- Combine two ciphering schemes to build a product cipher







- Affine cipher : y = ax + b mod 26
- Size of Key space is
  - Size of key space for Multiplicative cipher \* Size of keyspace for shift cipher
  - 12 \* 26 = 312

#### Is S x M same as the Affine Cipher

- S x M : y = a(x + b) mod 26
   = ax + ba mod 26
- Key is (b,a)
- ba mod 26 is some b' such that a<sup>-1</sup>b' = b mod 26
- This can be represented as an Affine cipher,

 $y = ax + b' \mod 26$ 

Thus affine ciphers are commutable (i.e.  $S \times M = M \times S$ )

Create a non-commutable product ciphers

#### **Idempotent Ciphers**

- If  $S_1:(P,P,K,E_1,D_1)$  is an endomorphic cipher
- then it is possible to construct product ciphers of the form S<sub>1</sub> x S<sub>1</sub>, denoted S<sup>2</sup> : (P, P, K×K, E, D)
- If  $S^2 = S$  then the cipher is called idempotent cipher

Show that the simple substitution cipher is idempotent Does the security of the newly formed cipher increase?

In a non-idempotent cipher, however the security may increase.

#### **Iterative Cipher**

An n-fold product of this is S x S x S ... (n times) = S<sup>n</sup> is an iterative cipher

All modern block ciphers like DES, 3-DES, AES, etc. are iterative, non-idempotent, product ciphers.

We will see more about these ciphers next!!