

# CS783: Theoretical Foundations of Cryptography

Lecture 2 (02/Aug/24)

Instructor: Chethan Kamath

# Recall from Last Lecture...

MODULE 1  
(Shared keys)

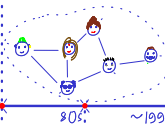
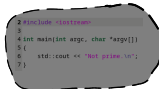
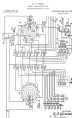
MODULE 2  
(Public keys)

MODULE 3  
(Secure comp.)

MODULE 4  
(Adv. tasks)

For a large part of history

Advent of internet Ubiquity of computing



Birth of information theory & CS  
Foundations of modern cryptography

Birth of "provable security"

# Plan for this Lecture...

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(Shared keys)

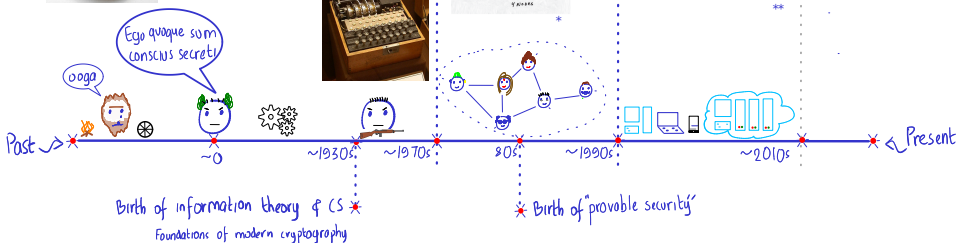
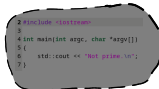
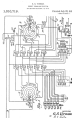
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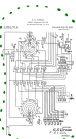
Advent of internet → Ubiquity of computing



# Plan for this Lecture...

## Module 1 (Shared keys)

For a large part of history



Some historical ciphers

Perfect secrecy and one-time pad

Ego quoque sum  
conscius secreti

ooga



Past → \* ~0 ~1930s ~1970s \*

Birth of information theory & CS \*  
Foundations of modern cryptography



# Recall from Last Lecture...

General *template*:

- 1 Identify the task
- 2 Come up with precise **threat model**  $M$  (a.k.a security model)
  - **Adversary/Attack**: What are the **adversary**'s capabilities?
  - **Security Goal**: What does it mean to be **secure**?
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Secret communication with shared keys  
Perfect secrecy

One-time pad

# Plan for this Lecture...



## 1 Syntax of Shared/Symmetric-Key Encryption (SKE)



## 2 Classical ciphers

+ First proof

## 3 Perfect Secrecy and One-Time Pad (OTP)

### One-time pad

[Article](#) [Talk](#)

From Wikipedia, the free encyclopedia

*Not to be confused with One-time password.*

# Plan for this Lecture

- 1 Syntax of Shared/Symmetric-Key Encryption (SKE)
- 2 Classical ciphers
- 3 Perfect Secrecy and One-Time Pad (OTP)

# Some Notation and Conventions

- Sets:

- Denoted using calligraphic font: e.g.,  $\mathcal{M}$ ,  $\mathcal{C}$
- Sampling *uniformly at random* from a set is denoted using ' $\leftarrow$ ':  
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## ■ Algorithms

- Algorithms will be denoted using straight font: e.g.,  $A$ , Eve ...
- For a randomised algorithm  $A$ ,  $y \leftarrow A(x)$  denotes running  $A$  on input  $x$  to get a (random) output  $y$

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## ■ Probability notation:

- For a distribution  $M$  over a set  $\mathcal{M}$  and element  $m \in \mathcal{M}$ ,  
 $m = M$  denotes the *event*: 'a random sample from  $M$  equals  $m$ '
- Following denotes probability that  $A(x) = 1$  when  $x \leftarrow \{0, 1\}^n$ :

$$\Pr_{x \leftarrow \{0,1\}^n}[A(x) = 1]$$

# Syntax of Shared/Symmetric-Key Encryption

## Definition 1 (Shared/Symmetric-Key Encryption (SKE))

An SKE  $\Pi$  for message space  $\mathcal{M}$  is a triple of efficient algorithms  $(\text{Gen}, \text{Enc}, \text{Dec})$  with the following syntax:



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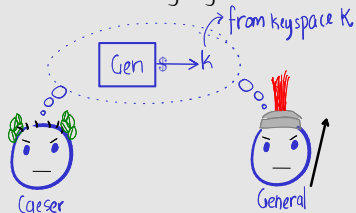
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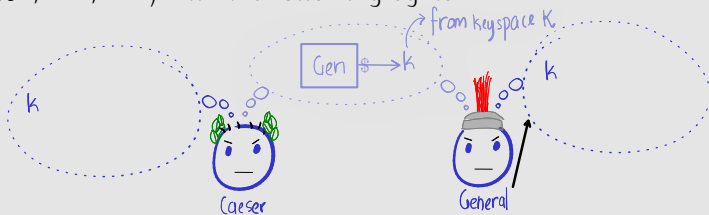
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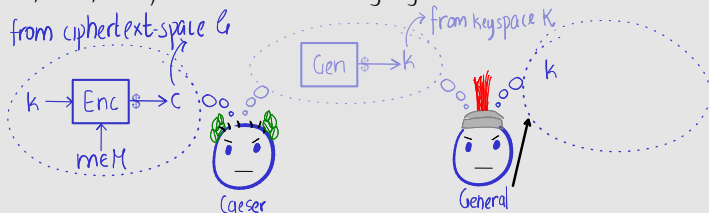
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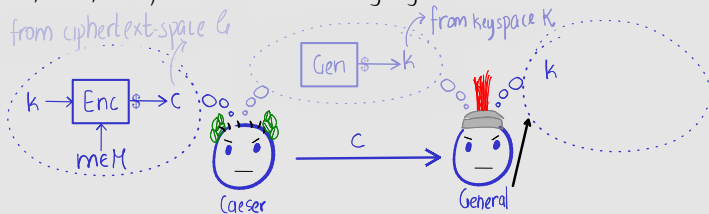
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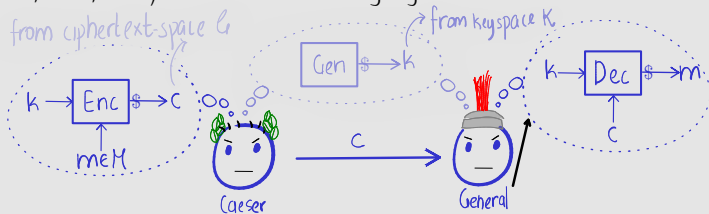
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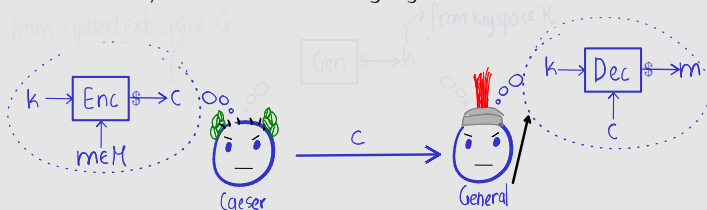
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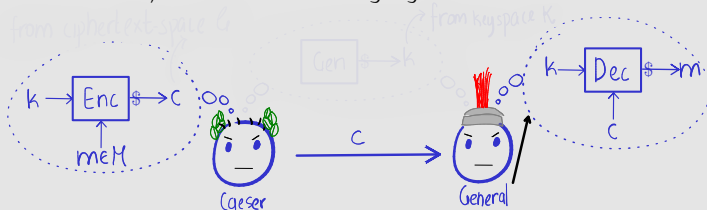
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❓ Why can we assume that **Dec** is *deterministic* w.l.o.g.?

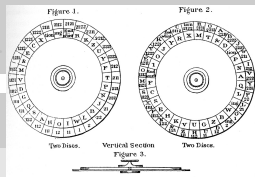


# Plan for this Lecture

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- 2 Classical ciphers
- 3 Perfect Secrecy and One-Time Pad (OTP)

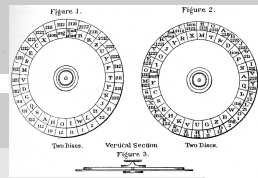
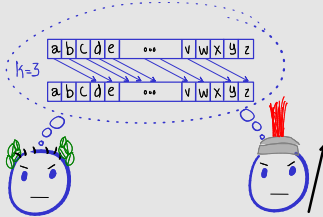
# Shift Cipher (Caesar Cipher)

Construction 1 (for message space  $\{a, \dots, z\}^\ell$ )



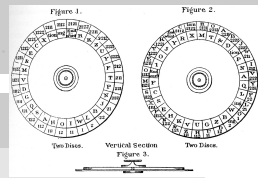
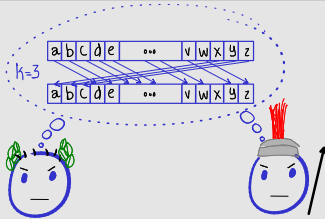
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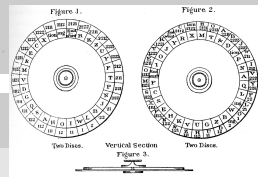
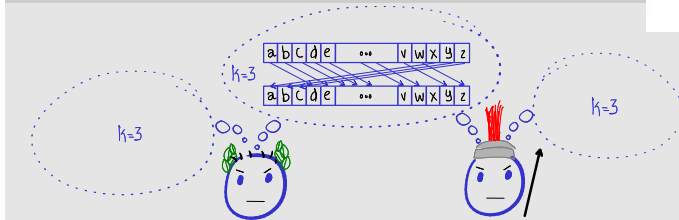
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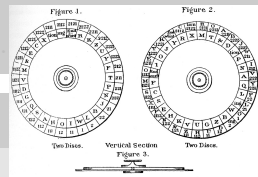
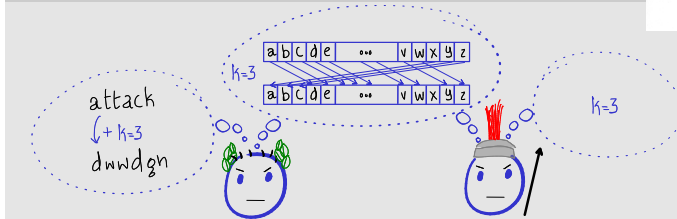
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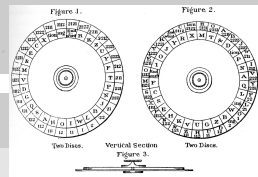
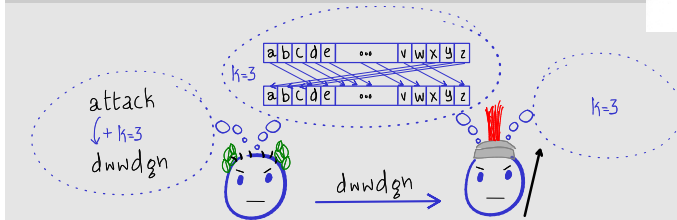
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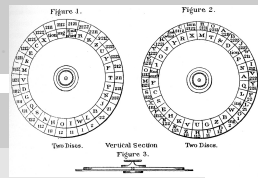
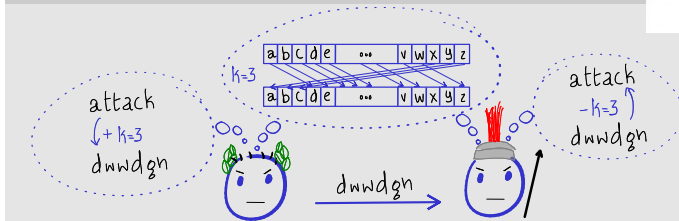
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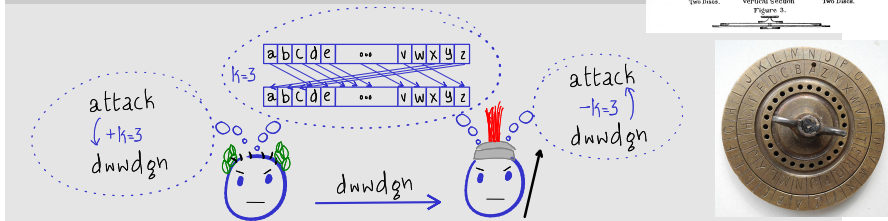
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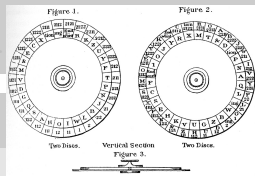
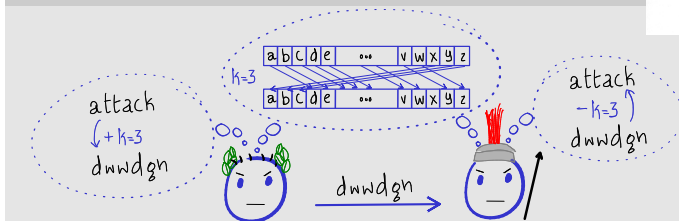


Pseudocode 1 (Message space  $\{0, \dots, 25\}^\ell \leftrightarrow \{a, \dots, z\}^\ell$ )

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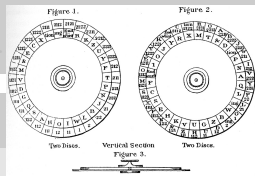
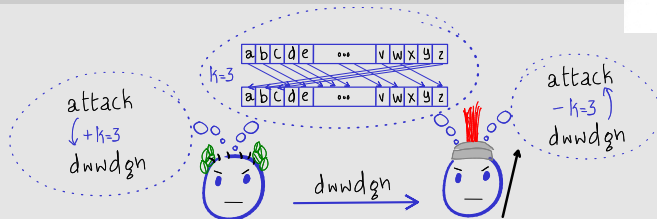


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  - Output  $c := c_1 \dots c_\ell$ , where  $c_i := m_i + k \bmod 26$

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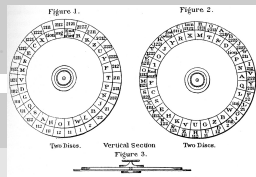
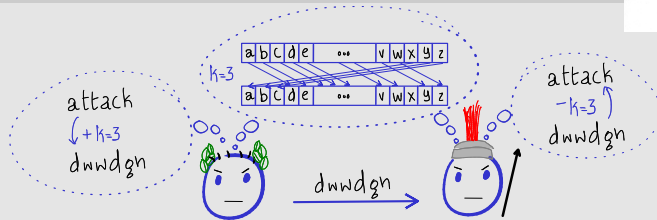


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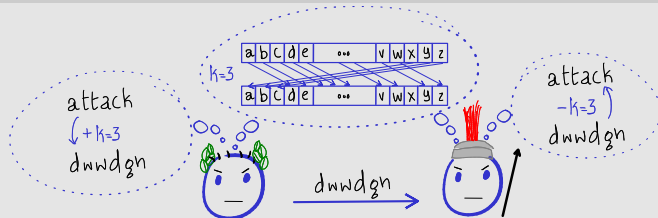
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❓ Why does correctness of decryption hold?

# Shift Cipher (Caesar Cipher)...

Construction 2 (for message space  $\{a, \dots, z\}^\ell$ )

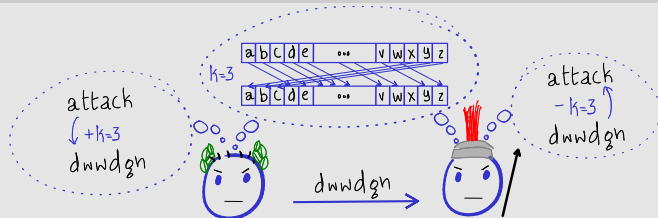


## Exercise 1

- 1 What is the key-space? What is the ciphertext-space?
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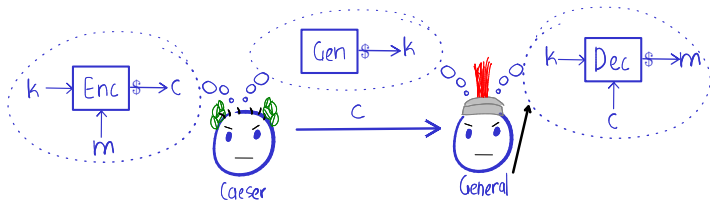
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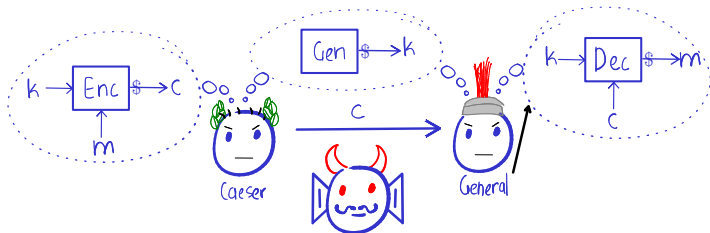
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- 2 What is the probability that  $k = 10$ ? What is  $\text{Enc}(10, \text{attack})$ ? Assume that Caesar only sends either *attack* or *defend*.
- 3 What is the probability that the ciphertext is *kddkmu*, (resp. *kddkmw*)?
- 4 If ciphertext is *kddkmu*, is it possible that message is *defend*?

# First Let's Try to Model our Eavesdropper Eve

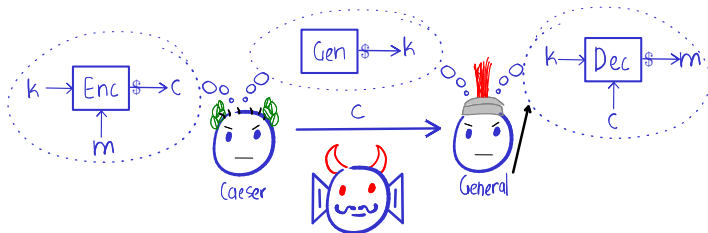


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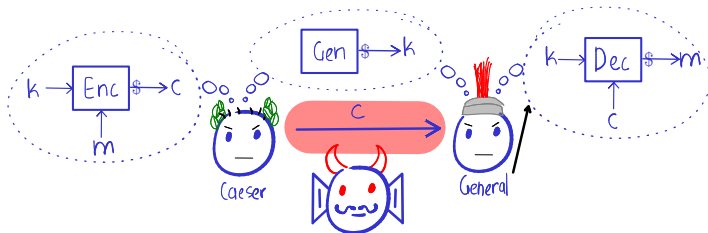


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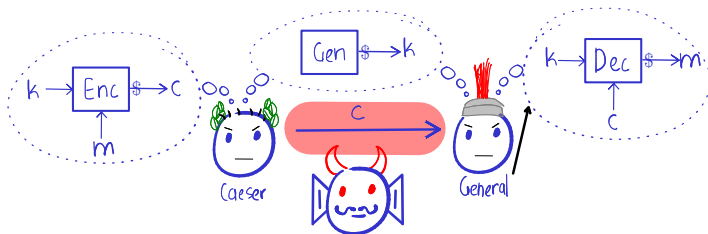
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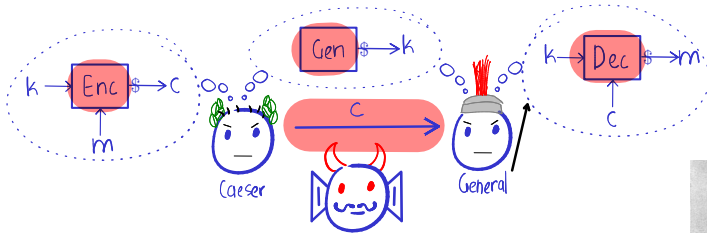
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# First Let's Try to Model our Eavesdropper Eve



- Can be modelled as an algorithm
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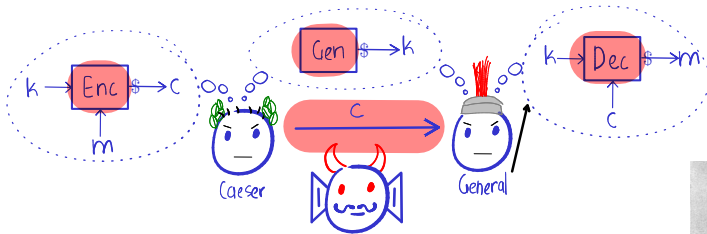
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■ Description of the algorithms? Yes, Kerckhoffs' principle:

*'One ought to design systems under the assumption that the enemy will immediately gain full familiarity with them.'*

# First Let's Try to Model our Eavesdropper **Eve**



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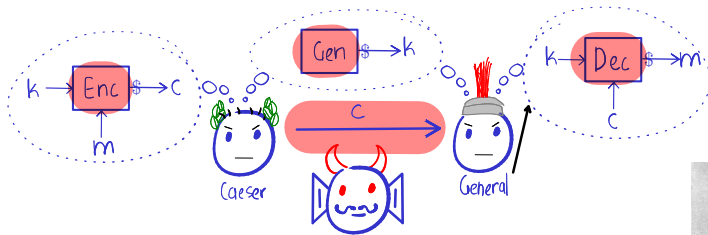
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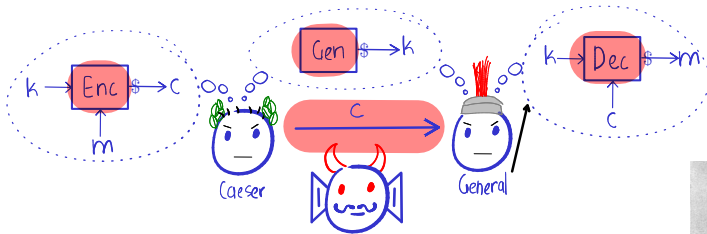
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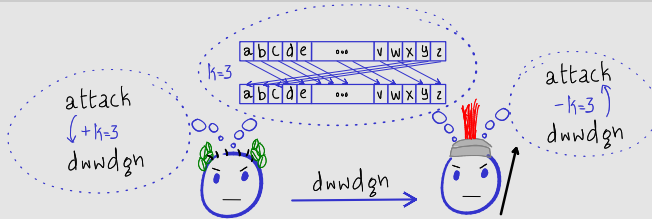
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  - Randomness used to encrypt?

# Shift Cipher (Caesar Cipher)...

## Construction 3

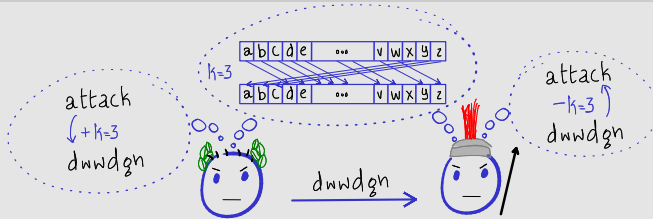


- What can **Eve** learn?



# Shift Cipher (Caesar Cipher)...

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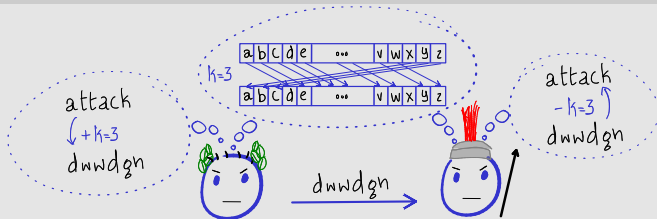
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- Whole message, by exhaustive key search (brute force).



# Shift Cipher (Caesar Cipher)...

## Construction 3



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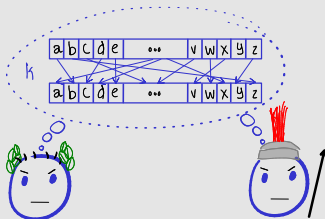
- Whole message, by exhaustive key search (brute force).
- What have we learnt?
  - *Large-enough* key-space is necessary to thwart *brute force*

## Exercise 2

What happens if the length of the message  $\ell = 1$ ?

# Substitution Cipher...

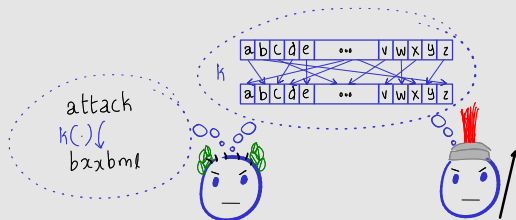
Construction 4 (Message space  $\{a, \dots, z\}^\ell$ )



- Key is a *permutation* of  $\{a, \dots, z\}$ .

# Substitution Cipher...

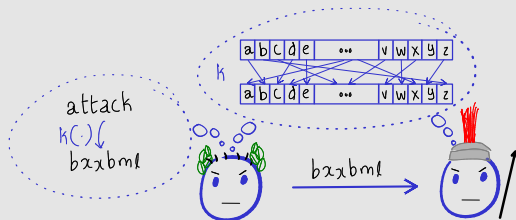
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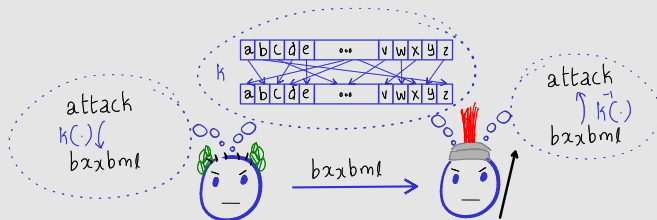
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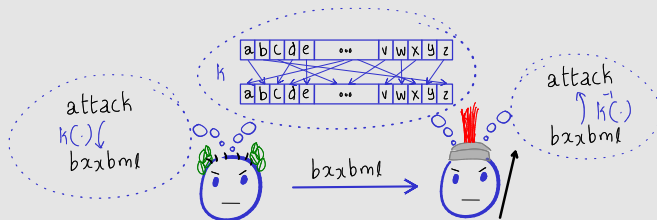
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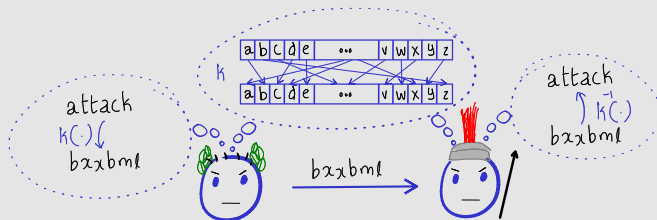


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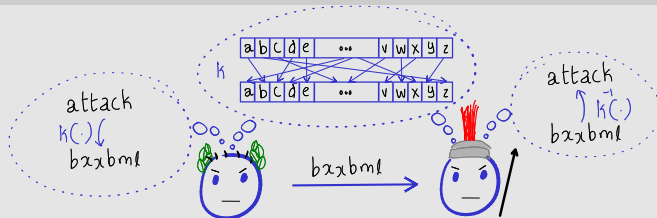
## Exercise 3

- Write down the pseudocode for substitution cipher.
- Why does correctness of decryption hold?



# Substitution Cipher...

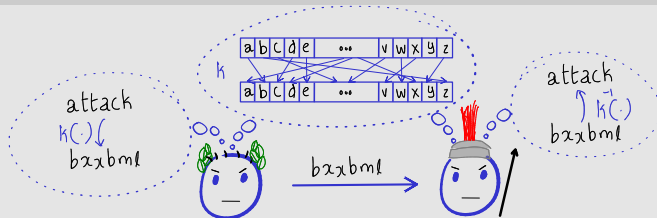
## Construction 5



❓ What can **Eve** learn?

# Substitution Cipher...

## Construction 5

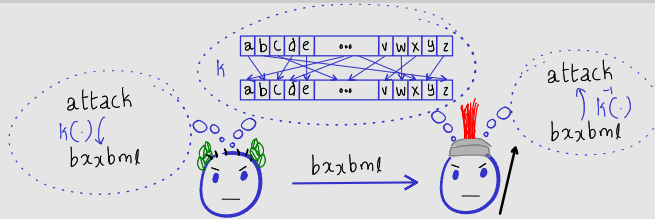


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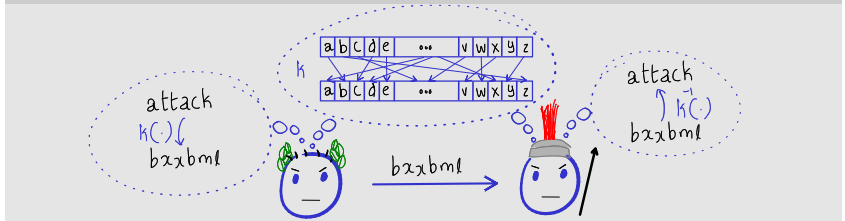


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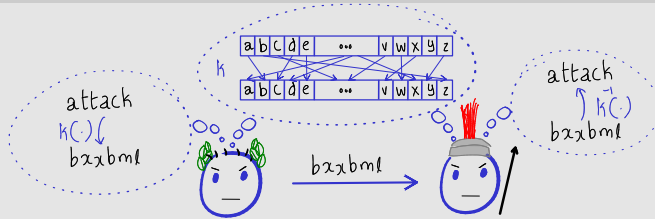


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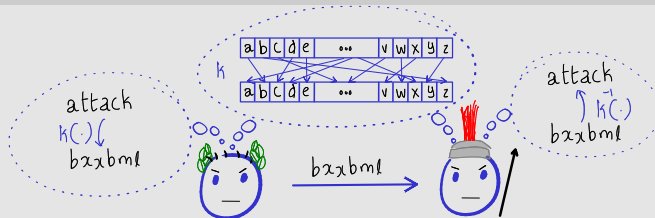


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    - **Should not** map a plaintext character to same ciphertext character



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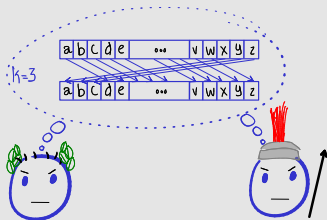
## *Polyalphabetic Ciphers*

- Let's map a plaintext character to different ciphertext characters

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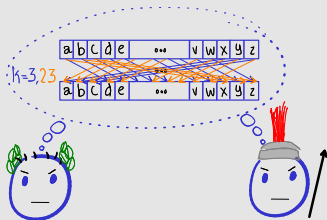




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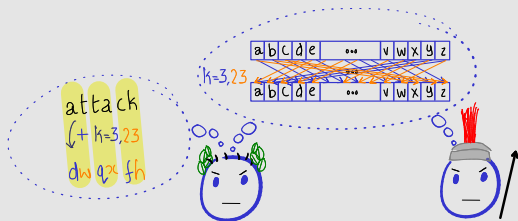
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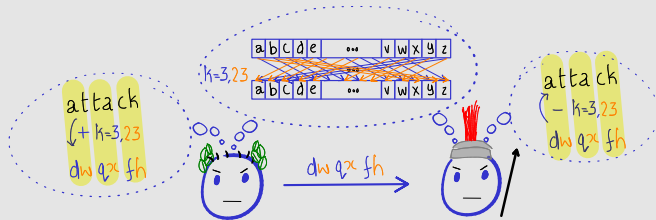
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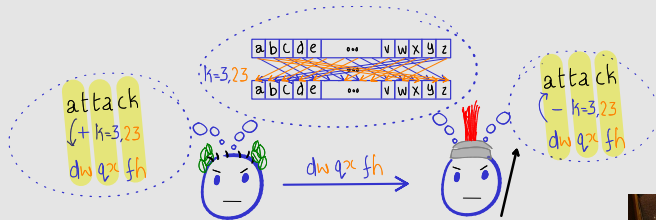
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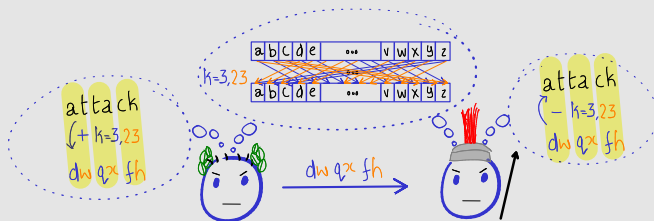


## Exercise 4

- 1 Write down the pseudocode for polyalphabetic shift cipher.
- 2 Work out the details of polyalphabetic substitution cipher.

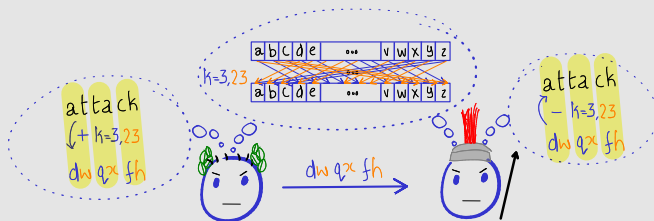
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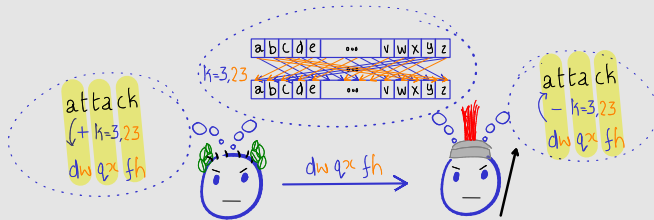
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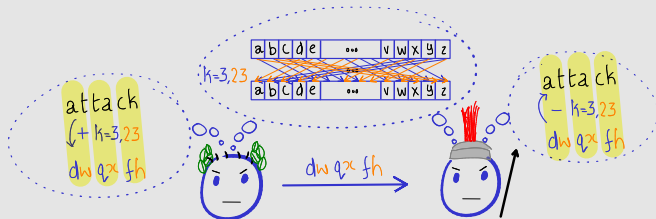


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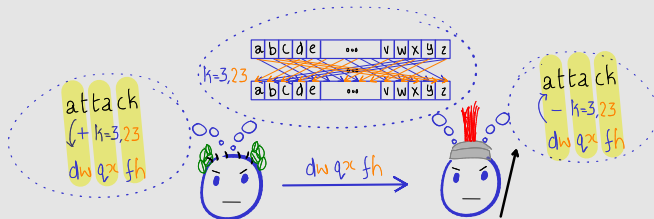
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- Can still *distinguish* certain messages. Any guesses?
- Can still recover key (more complicated frequency analysis)
- What have we learnt?
  - Must hide *all* statistical patterns of the plaintext
  - Equivalently: **Eve** must *learn no information* about the plaintext

# Plan for this Lecture

- 1 Syntax of Shared/Symmetric-Key Encryption (SKE)
- 2 Classical ciphers
- 3 Perfect Secrecy and One-Time Pad (OTP)

# How to Model 'No Information Learnt'?

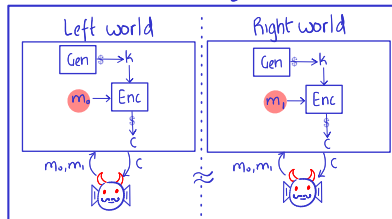
- We will look at two ways:

"Information theoretic"

$$\Pr_{k \leftarrow \text{Gen}} [M = m^* | C = c^*] = \Pr[M = m^*]$$



"imitation game"



# Modelling 'No Information Learnt': Shannon's Take...

- Intuition: *'observing a ciphertext must have no effect on Eve's knowledge about the message being sent'*

# Modelling 'No Information Learnt': Shannon's Take...

## Definition 2 (Shannon'49)

Let  $\Pi = (\text{Gen}, \text{Enc}, \text{Dec})$  be an SKE with message space  $\mathcal{M}$ .  
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- Intuition: '**observing a ciphertext** must **have no effect** on **Eve's** knowledge about the message being sent'
- Definition essentially says  $M$  and  $C$  are *independent* random variables
- Definition *does not* refer to **Eve** at all!



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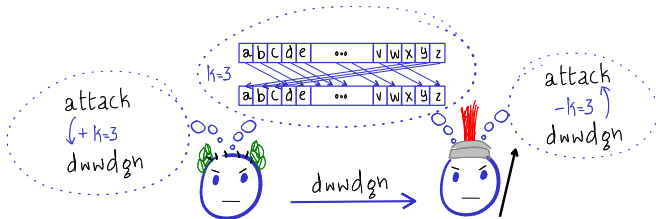
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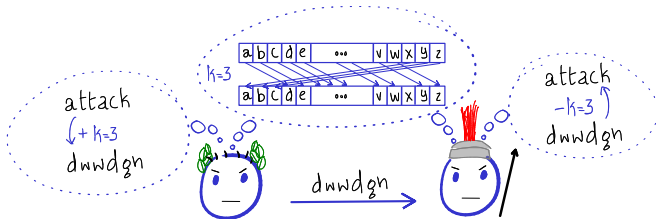
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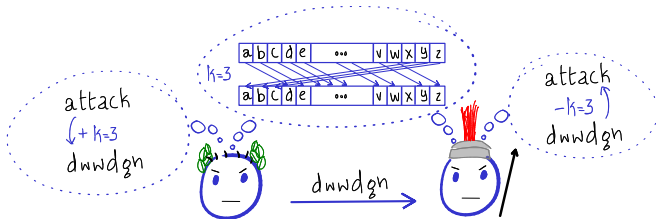
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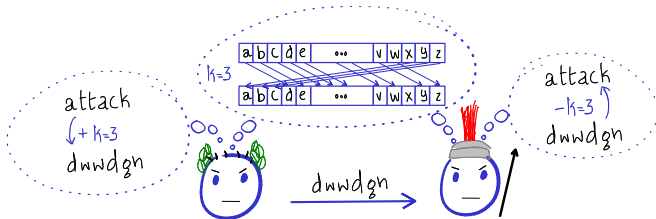
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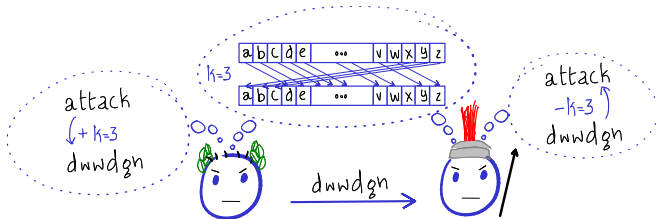
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*Handwritten notes:* "defend" with an arrow pointing to the left side of the equation; "dwgdgn" with an arrow pointing to the right side; "o!" with an arrow pointing to the inequality symbol; "1/2" with an arrow pointing to the right side.

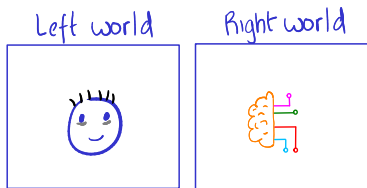
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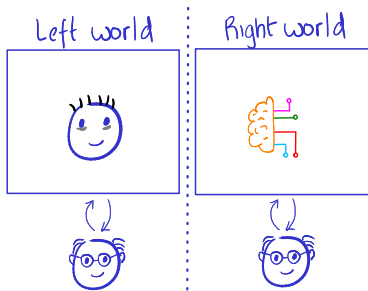
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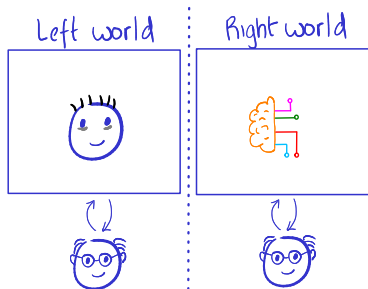
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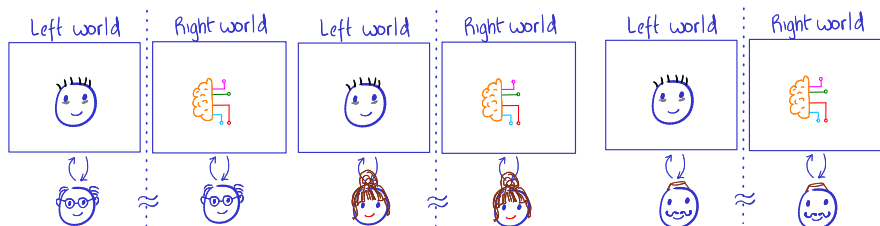
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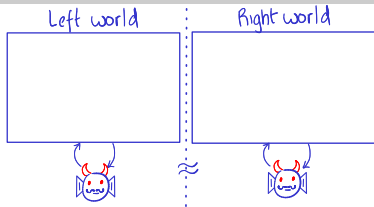


- Turing, on artificial intelligence: *"Are there imaginable digital computers which would do well in the imitation game?"*
- To paraphrase: sign of artificial (human) intelligence if no human can tell the two worlds apart.

≈

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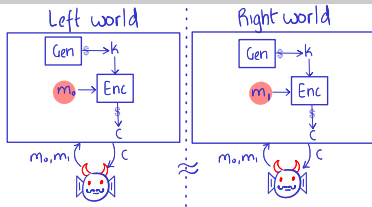
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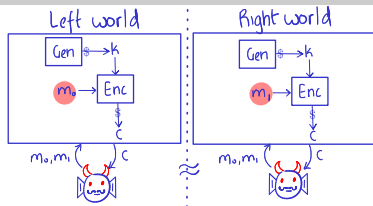
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## Definition 4

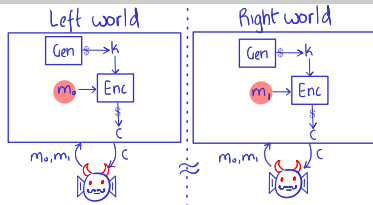
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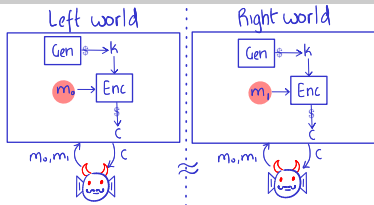
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## Exercise 5

Show that shift and substitution ciphers are **not perfectly secure** w.r.to above definition.



# How to Model 'No Information Learnt'?...

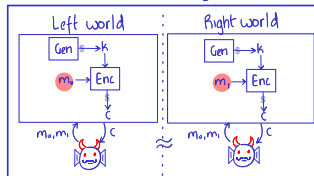
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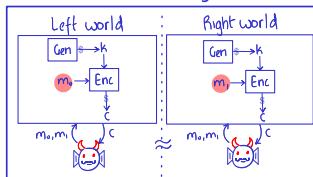
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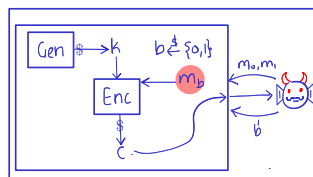
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$$\Pr_{k \leftarrow \text{Gen}} [\text{Enc}(k, m_0) = c^*] = \Pr_{k \leftarrow \text{Gen}} [\text{Enc}(k, m_1) = c^*]$$



- 'Semantic-security': ciphertext contains no info. about plaintext
- Ciphertext indistinguishability: variant of imitation game

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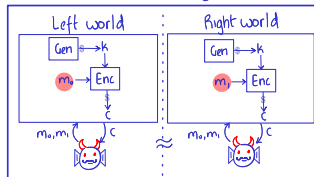
- We saw two definitions. There are two more.

'information theoretic'

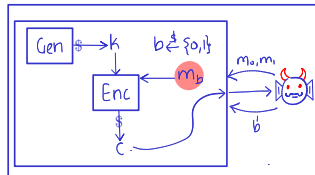
$$\Pr_{k \leftarrow \text{Gen}} [M = m^* | C = c^*] = \Pr[M = m^*]$$



'imitation game'



$$\Pr_{k \leftarrow \text{Gen}} [\text{Enc}(k, m_0) = c^*] = \Pr_{k \leftarrow \text{Gen}} [\text{Enc}(k, m_1) = c^*]$$

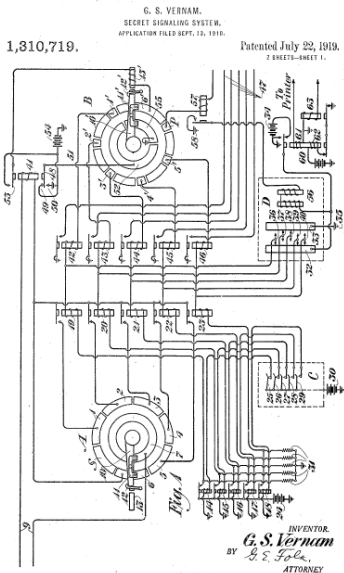


- 'Semantic-security': ciphertext contains no info. about plaintext
- Ciphertext indistinguishability: variant of imitation game

## Exercise 6

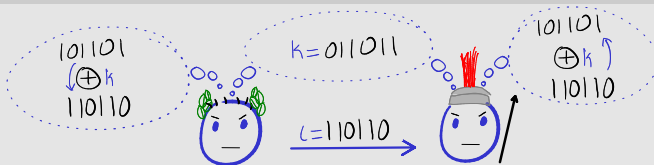
*Show equivalence of all these definitions.*

# One-Time Pad (Vernam' Cipher)



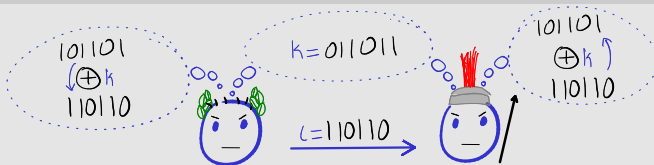
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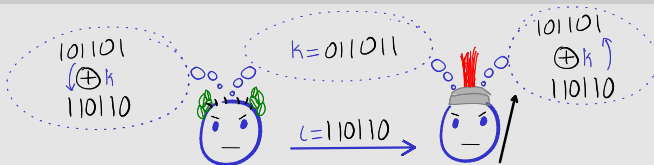


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Exercise 7

- 1 Design OTP for message space  $\{a, \dots, z\}^\ell$
- 2 How is this different from polyalphabetic shift cipher?

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Theorem 5 (Shannon'49)

*One-time pad is perfectly secure.*

Proof.



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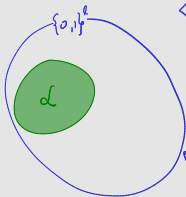
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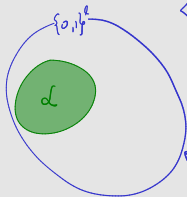
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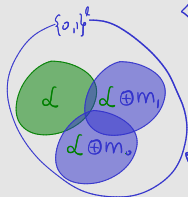
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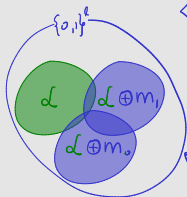
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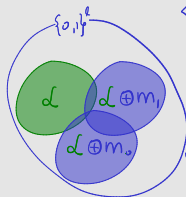
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since  $\oplus$  is bijective



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'Red telephone'

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THE NETHERLANDS / HISTORY / AFRICA

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The Register

## Declassified files reveal how pre-WW2 Brits smashed Russian crypto

Moscow's agents used one-time pads, er, two times – ой!

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[Article](#) [Talk](#)

From Wikipedia, the free encyclopedia

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### Venona project

[Article](#) [Talk](#)

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More Questions?



# References

- 1 [KL14, Chapters 1 and 2] for details about this lecture
- 2 Shannon's paper on perfect secrecy and proof of perfect secrecy one-time pad: [Sha49]
- 3 Turing's paper on artificial intelligence: [Tur50]



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