Project On Shift, Affine, Quad Cipher

*ロ * * @ * * ミ * ミ * ・ ミ * の < や

Shift Cipher Project

All of the programs below take a LARGE text from a file.

・ロト・日本・ヨト・ヨト・ヨー つへぐ

All of the programs below take a LARGE text from a file. 1) Input a large text of letters. Make all letters small, remove all punctuation, and break the text into blocks of five. For example

▲□▶ ▲□▶ ▲ 三▶ ▲ 三▶ - 三 - のへぐ

All of the programs below take a LARGE text from a file. 1) Input a large text of letters. Make all letters small, remove all punctuation, and break the text into blocks of five. For example **Bill works at a zoo**

▲□▶ ▲□▶ ▲ 三▶ ▲ 三▶ - 三 - のへぐ

becomes

All of the programs below take a LARGE text from a file. 1) Input a large text of letters. Make all letters small, remove all punctuation, and break the text into blocks of five. For example **Bill works at a zoo** becomes

billw orksa tazoo

All of the programs below take a LARGE text from a file. 1) Input a large text of letters. Make all letters small, remove all punctuation, and break the text into blocks of five. For example **Bill works at a zoo**

becomes

billw orksa tazoo

2) Input a large text of letters, all small letters, in blocks of 5. Output the letters all replaced by numbers: a becomes 0, b becomes 1, etc. For example

All of the programs below take a LARGE text from a file. 1) Input a large text of letters. Make all letters small, remove all punctuation, and break the text into blocks of five. For example **Bill works at a zoo**

becomes

billw orksa tazoo

2) Input a large text of letters, all small letters, in blocks of 5. Output the letters all replaced by numbers: *a* becomes 0, *b* becomes 1, etc. For example **billw orksa tazoo**

becomes

All of the programs below take a LARGE text from a file. 1) Input a large text of letters. Make all letters small, remove all punctuation, and break the text into blocks of five. For example **Bill works at a zoo**

becomes

billw orksa tazoo

2) Input a large text of letters, all small letters, in blocks of 5. Output the letters all replaced by numbers: a becomes 0, b becomes 1, etc. For example

billw orksa tazoo

becomes

1-8-11-11-22 14-17-10-18-0 19-0-25-14-14

To avoid confusing 21 with 2 1 I used dashes above. You can use a different mechanism.

3) Given a large text of numbers between 0 and 25, in blocks of 5, AND a shift $s \in \{0, ..., 25\}$, output the text shifted by s, mod 26. For example,

3) Given a large text of numbers between 0 and 25, in blocks of 5, AND a shift $s \in \{0, ..., 25\}$, output the text shifted by s, mod 26. For example,

1-8-11-11-22 14-17-10-18-0 19-0-25-14-14; 2

becomes

3) Given a large text of numbers between 0 and 25, in blocks of 5, AND a shift $s \in \{0, ..., 25\}$, output the text shifted by s, mod 26. For example,

1-8-11-11-22 14-17-10-18-0 19-0-25-14-14; 2

becomes

3-10-13-13-24 16-19-12-20-2 21-2-1-16-16

3) Given a large text of numbers between 0 and 25, in blocks of 5, AND a shift $s \in \{0, ..., 25\}$, output the text shifted by s, mod 26. For example,

1-8-11-11-22 14-17-10-18-0 19-0-25-14-14; 2

becomes

3-10-13-13-24 16-19-12-20-2 21-2-1-16-16

4) Given a large text of numbers between 0 and 25, in blocks of 5. Output the text in English by using 0 goes to a, 1 goes to b, etc. Put it into blocks of 5. For example

3) Given a large text of numbers between 0 and 25, in blocks of 5, AND a shift $s \in \{0, ..., 25\}$, output the text shifted by s, mod 26. For example,

1-8-11-11-22 14-17-10-18-0 19-0-25-14-14; 2

becomes

3-10-13-13-24 16-19-12-20-2 21-2-1-16-16

4) Given a large text of numbers between 0 and 25, in blocks of 5. Output the text in English by using 0 goes to a, 1 goes to b, etc. Put it into blocks of 5. For example
3-10-13-13-24 16-19-12-20-2 21-2-1-16-16 becomes

3) Given a large text of numbers between 0 and 25, in blocks of 5, AND a shift $s \in \{0, ..., 25\}$, output the text shifted by s, mod 26. For example,

1-8-11-11-22 14-17-10-18-0 19-0-25-14-14; 2

becomes

3-10-13-13-24 16-19-12-20-2 21-2-1-16-16

4) Given a large text of numbers between 0 and 25, in blocks of 5. Output the text in English by using 0 goes to a, 1 goes to b, etc. Put it into blocks of 5. For example
3-10-13-13-24 16-19-12-20-2 21-2-1-16-16 becomes

dknny qtmuc vcbqq

3) Given a large text of numbers between 0 and 25, in blocks of 5, AND a shift $s \in \{0, ..., 25\}$, output the text shifted by s, mod 26. For example,

1-8-11-11-22 14-17-10-18-0 19-0-25-14-14; 2

becomes

3-10-13-13-24 16-19-12-20-2 21-2-1-16-16

4) Given a large text of numbers between 0 and 25, in blocks of 5. Output the text in English by using 0 goes to *a*, 1 goes to *b*, etc. Put it into blocks of 5. For example
3-10-13-13-24 16-19-12-20-2 21-2-1-16-16

becomes

dknny qtmuc vcbqq

5) Input a text of English and a shift $s \in \{0, ..., 25\}$. Output the result of shifting the text by s. This will just be combining the programs above.

Cracking the Shift Cipher

▲□▶ ▲圖▶ ▲臣▶ ▲臣▶ ―臣 … のへで

There are only 26 possible keys, and 26 is small, so crackable.

(ロト (個) (E) (E) (E) (E) のへの

There are only 26 possible keys, and 26 is small, so crackable. That is correct but incomplete.

There are only 26 possible keys, and 26 is small, so crackable. That is correct but incomplete.

Here is the algorithm that reasoning leads to



There are only 26 possible keys, and 26 is small, so crackable.

That is correct but incomplete.

Here is the algorithm that reasoning leads to

1. Input T a text.

There are only 26 possible keys, and 26 is small, so crackable.

That is correct but incomplete.

Here is the algorithm that reasoning leads to

- 1. Input T a text.
- 2. For s = 0 to 25 generate T_s (T shifted by s)

There are only 26 possible keys, and 26 is small, so crackable.

That is correct but incomplete.

Here is the algorithm that reasoning leads to

- 1. Input T a text.
- 2. For s = 0 to 25 generate T_s (T shifted by s)
- 3. Look at each T_s . One will look like English.

There are only 26 possible keys, and 26 is small, so crackable.

That is correct but incomplete.

Here is the algorithm that reasoning leads to

- 1. Input T a text.
- 2. For s = 0 to 25 generate T_s (T shifted by s)
- 3. Look at each T_s . One will look like English.

For the last step we need a **program** that can tell if a text **looks like English**

Freq Vectors

Let T be a long text. Length N. May or may not be coded.

Let N_a be the number of a's in T. Let N_b be the number of b's in T.

Freq Vectors

Let T be a long text. Length N. May or may not be coded.

Let N_a be the number of a's in T. Let N_b be the number of b's in T.

The **Freq Vector of** T is

$$\vec{f_T} = \left(\frac{N_a}{N}, \frac{N_b}{N}, \cdots, \frac{N_z}{N}\right)$$

Let $\vec{f_E}$ be Freq Vector for English. Let $\vec{f_T}$ be Freq Vector for *T*.



Let $\vec{f_E}$ be Freq Vector for English. Let $\vec{f_T}$ be Freq Vector for T. How to tell if $\vec{f_T}$ is close to $\vec{f_E}$?

Let $\vec{f_E}$ be Freq Vector for English.

Let f_T be Freq Vector for T.

How to tell if $\vec{f_T}$ is close to $\vec{f_E}$?

▶ $\sum_{i=0}^{25} |f_{E,i} - f_{T,i}|$ If small then IS-ENGLISH. Need to find out how small.

ション ふゆ アメビア メロア しょうくり

Let $\vec{f_E}$ be Freq Vector for English.

Let f_T be Freq Vector for T.

How to tell if $\vec{f_T}$ is close to $\vec{f_E}$?

- ▶ $\sum_{i=0}^{25} |f_{E,i} f_{T,i}|$ If small then IS-ENGLISH. Need to find out how small.
- ▶ $\sum_{i=0}^{25} (f_{E,i} f_{T,i})^2$ If small then IS-ENGLISH. Need to find out how small.

ション ふゆ アメビア メロア しょうくり

Let $\vec{f_E}$ be Freq Vector for English.

Let f_T be Freq Vector for T.

How to tell if $\vec{f_T}$ is close to $\vec{f_E}$?

- ▶ $\sum_{i=0}^{25} |f_{E,i} f_{T,i}|$ If small then IS-ENGLISH. Need to find out how small.
- ► $\sum_{i=0}^{25} (f_{E,i} f_{T,i})^2$ If small then IS-ENGLISH. Need to find out how small.
- ▶ $\sum_{i=1}^{25} f_{E,i} f_{T,i}$ If large then IS-ENGLISH. Need to find out how large. This one is actually used.

How to Find Parameters

Let $f(T) = \sum_{i=0}^{25} |f_{E,i} - f_{T,i}|$ We want numbers α, β such that

- If T is English then $f(T) \ge \alpha$.
- If T is English SHIFTED by a non-zero number then $f(T) \leq \beta$.

 $\blacktriangleright \alpha - \beta$ is large.

How to find α, β ? Next slide.

Program to Find α, β , Method 1

Let T be a large English Text. Let $f(T) = \sum_{i=0}^{25} |f_{E,i} - f_{T,i}|$



Program to Find α, β , Method 1

▲ロ ▶ ▲周 ▶ ▲ ヨ ▶ ▲ ヨ ▶ → ヨ → の Q @

Let T be a large English Text. Let $f(T) = \sum_{i=0}^{25} |f_{E,i} - f_{T,i}|$ 1) Compute $\alpha = f(T)$.

Program to Find α, β , Method 1

Let T be a large English Text. Let $f(T) = \sum_{i=0}^{25} |f_{E,i} - f_{T,i}|$ 1) Compute $\alpha = f(T)$. 2) For i = 1 to 25 Compute T_i , which is T shifted by i. Compute $\beta_i = f(T_i)$.

▲ロ ▶ ▲ □ ▶ ▲ □ ▶ ▲ □ ▶ ▲ □ ▶ ● ○ ○ ○

Let T be a large English Text. Let $f(T) = \sum_{i=0}^{25} |f_{E,i} - f_{T,i}|$ 1) Compute $\alpha = f(T)$. 2) For i = 1 to 25 Compute T_i , which is T shifted by i. Compute $\beta_i = f(T_i)$.

3) Compute
$$\beta = \min\{\beta_1, \ldots, \beta_{25}\}.$$

▲ロ ▶ ▲ □ ▶ ▲ □ ▶ ▲ □ ▶ ▲ □ ▶ ● ○ ○ ○

Let T be a large English Text. Let $f(T) = \sum_{i=0}^{25} |f_{E,i} - f_{T,i}|$ 1) Compute $\alpha = f(T)$. 2) For i = 1 to 25 Compute T_i , which is T shifted by i. Compute $\beta_i = f(T_i)$.

3) Compute $\beta = \min{\{\beta_1, \ldots, \beta_{25}\}}.$

SO, are these the α, β you should use? You should do this for a few more texts and let α be the max of the α 's, and β be the min of the β 's.

▲□▶ ▲□▶ ▲ 臣▶ ▲ 臣▶ ― 臣 … のへぐ

Do the same with $\sum_{i=0}^{25} (f_{E,i} - f_{T,i})^2$

Do the same with $\sum_{i=1}^{25} f_{E,i} f_{T,i}$ BUT note here we want minimize α and maximize β .

▲□▶ ▲□▶ ▲目▶ ▲目▶ 三日 - のへの

Variants On a Theme

We removed ALL punctuation. We ignored numbers and math symbols.

▲□▶ ▲□▶ ▲ 臣▶ ▲ 臣▶ ― 臣 … のへぐ

Variants On a Theme

We removed ALL punctuation.

We ignored numbers and math symbols.

You can try this on Math texts so include $\{0,\ldots,9,+,\times\}$ and other math symbols.

*ロ * * @ * * ミ * ミ * ・ ミ * の < や

Variants On a Theme

We removed ALL punctuation.

We ignored numbers and math symbols.

You can try this on Math texts so include $\{0,\ldots,9,+,\times\}$ and other math symbols.

▲□▶ ▲□▶ ▲三▶ ▲三▶ 三三 - のへぐ

You can try this without removing punctuation.

Affine Cipher Project

<□▶ <□▶ < □▶ < □▶ < □▶ < □▶ < □ > ○ < ○

Affine Cipher

Recall that Shift Cipher was $f(x) = x + s \pmod{26}$. For all s this function is 1-1 which is needed for encryption.

▲□▶ ▲□▶ ▲目▶ ▲目▶ 三日 - のへで

Affine Cipher

Recall that Shift Cipher was $f(x) = x + s \pmod{26}$. For all *s* this function is 1-1 which is needed for encryption. We now try a more complicated encryption. $f(x) = ax + b \pmod{26}$. NOT all *a*, *b* work. Need *a* to be relatively prime to 26 (or whatever the size of the alphabet is.)

ション ふゆ アメビア メロア しょうくり

Affine Cipher

Recall that Shift Cipher was $f(x) = x + s \pmod{26}$. For all *s* this function is 1-1 which is needed for encryption.

We now try a more complicated encryption.

 $f(x) = ax + b \pmod{26}.$

NOT all a, b work. Need a to be relatively prime to 26 (or whatever the size of the alphabet is.)

For each program you wrote for the SHIFT cipher, write a similar one for AFFINE.

ション ふゆ アメビア メロア しょうくり

Quadratic Cipher Project

・ロト・日本・日本・日本・日本・日本・日本

Recall that Shift Cipher was $f(x) = x + s \pmod{26}$. For all s this function is 1-1 which is needed for encryption.

▲□▶ ▲□▶ ▲目▶ ▲目▶ 三日 - のへの

Recall that Shift Cipher was $f(x) = x + s \pmod{26}$. For all *s* this function is 1-1 which is needed for encryption. Recall that Affine cipher was $f(x) = ax + b \pmod{26}$. For all *a*, *b* where *a* is relatively prime to 26 the function is 1-1 which is needed for encryption.

ション ふゆ アメビア メロア しょうくり

Recall that Shift Cipher was $f(x) = x + s \pmod{26}$. For all *s* this function is 1-1 which is needed for encryption.

Recall that Affine cipher was $f(x) = ax + b \pmod{26}$.

For all a, b where a is relatively prime to 26 the function is 1-1 which is needed for encryption.

We now try a more complicated encryption. $f(x) = ax^2 + bx + c \pmod{26}$. NOT all a, b, c work. There is no easy test. So write a program that will, given a, b, c, determine if $f(x) = ax^2 + bx + c$ is 1-1 and onto.

Recall that Shift Cipher was $f(x) = x + s \pmod{26}$. For all *s* this function is 1-1 which is needed for encryption.

Recall that Affine cipher was $f(x) = ax + b \pmod{26}$.

For all a, b where a is relatively prime to 26 the function is 1-1 which is needed for encryption.

We now try a more complicated encryption. $f(x) = ax^2 + bx + c \pmod{26}$. NOT all a, b, c work. There is no easy test. So write a program that will, given a, b, c, determine if $f(x) = ax^2 + bx + c$ is 1-1 and onto.

For each program you wrote for the SHIFT cipher, write a similar one for AFFINE.