

April 9, 2024. Start on cryptography

```
> with(StringTools):  
> message:="I was so much older then, I'm younger than that now.";  
      message := "I was so much older then, I'm younger than that now." (1)
```

In a string, we can reference individual characters. Note that unlike some programming languages, the first character is `message[1]`, not `message[0]` (which is undefined).

```
> message[3]  
      "w" (2)
```

```
> message[3..5]  
      "was" (3)
```

Let's define the character set for our string.

```
> Alphabet:="abcdefghijklmnopqrstuvwxy";  
   length(Alphabet);  
      Alphabet := "abcdefghijklmnopqrstuvwxy"  
      26 (4)
```

And let's define letters to transform this to...

```
> Cryptabet:="THE QUICK BROWN FOX JUMPS OVER THE LAZY DOG";  
   length(Cryptabet);  
      Cryptabet := "THE QUICK BROWN FOX JUMPS OVER THE LAZY DOG"  
      43 (5)
```

Try to use `CharacterMap` to do my encryption. What we do is assign the letter 'a' to the first letter of `Cryptabet` (a T), 'b' to the 2nd letter (H), and so on.

Letters not in the `Alphabet` are left as is.

```
> secret:=CharacterMap(Alphabet,Cryptabet,message);  
      secret := "I MTX XN OJEC NR QO CQW, I'O SNJWIQO CTW CT WNM." (6)
```

This looks good, but actually it has a problem. We can't undo it.

```
> CharacterMap(Cryptabet,Alphabet,message);  
Error, (in StringTools:-CharacterMap) second argument must be as long as the first
```

We need them to be the same length. So let's remove the letters from the end that occur earlier, as well as the spaces.

```
> Cryptabet:="THEQUICKBROWNFXJMPSVRLZYDG"; length(Cryptabet);  
      Cryptabet := "THEQUICKBROWNFXJMPSVRLZYDG"  
      26 (7)
```

Now let's try again:

```
> secret:=CharacterMap(Alphabet,Cryptabet,message);  
   CharacterMap(Cryptabet,Alphabet,secret);  
  
      secret := "I ZTS SX NREK XWQUP VKUF, I'N DXRFCUP VKTF VKTV FXZ."  
      "f was so mjch older then, f'm yojnger than that now." (8)
```

That almost worked. There's a problem with the first character ( f instead of I, and the u in much and younger).

The issue is that I have two **R** and no **A** ... that's where `mjch` comes from.  $u \rightarrow R \rightarrow j$  and  $j \rightarrow R \rightarrow j$

```
> Cryptabet:="THEQUICKBROWNFXJMPSVLAZYDG"; length(Cryptabet);
      Cryptabet := "THEQUICKBROWNFXJMPSVLAZYDG"
                        26
(9)
```

```
> secret:=CharacterMap(Alphabet, Cryptabet, message);
      CharacterMap(Cryptabet, Alphabet, secret);
      secret := "I ZTS SX NLEK XWQUP VKUF, I'N DXLFCUP VKTF VKTV FXZ."
              "f was so much older then, f'm younger than that now."
(10)
```

The other problem is that there is no capital **I** in the **Alphabet**, so it doesn't transform. But there is a **I** in the **Cryptabet**, and that corresponds to **f**. That is, we have  $I \rightarrow I \rightarrow f$ . Let's just make the whole input be lower case. Alternatively, we could add an **I** to the **Alphabet**, but let's not.

```
> LowerCase(message);
      "i was so much older then, i'm younger than that now."
(11)
```

```
> secret:=CharacterMap(Alphabet, Cryptabet, LowerCase(message));
      CharacterMap(Cryptabet, Alphabet, secret);
      secret := "B ZTS SX NLEK XWQUP VKUF, B'N DXLFCUP VKTF VKTV FXZ."
              "i was so much older then, i'm younger than that now."
(12)
```

This is good for a puzzle, but not for encrypting.

Here was a lot of talky-talk about character encoding, especially ASCII and Unicode. [This youtube video](#) is relevant, if you want to watch it.

In short, we assign a number to each character... well, some characters. For example, to get  $\pi$  or other special characters like  $\geq$ , or  $\tilde{n}$ , we have to do some special magic. We will ignore that issue here.

We can get the ASCII code using **Ord**, and get a character for a number using **Char**.

```
> Ord("a")
      97
(13)
```

```
> Char(97);
      "a"
(14)
```

For the most part, ASCII is only standardized for the first 127 "characters" (some of the "characters" are actually special signals, and don't print).

```
> Char(200);
      "❖"
(15)
```

```
> Char(12345);
      Error, (in StringTools:-Char) integer argument is too large
```

Let's make a list of the ASCII chars

```
> seq(Char(i), i=1..127);
      " ", "!", " ", "#", "$",
      "%", "&", "(", ")", "*", "+", ",", "-", ".", "/", "0", "1", "2", "3", "4", "5", "6", "7", "8", "9",
      ":", ";", "<", ">", "?", "@", "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", "[", "\\", "]", "^", "_", "`", "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", "{", "|", "}", "~"
(16)
```

```
":", ";", "<", "=", ">", "?", "@", "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", "[", "\\", "]", "^", "_",  
" ", "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", "{", "|", "}", "~", ""
```

Some ASCII characters are "printable" and others are not. Let's focus on the printable ones for now.

```
> IsPrintable(Char(4));  
false (17)
```

```
> IsPrintable(Char(47));  
true (18)
```

```
> Char(47);  
"/" (19)
```

```
> message  
"I was so much older then, I'm younger than that now." (20)
```

```
> map(c->Ord(c), message);  
73 (21)
```

```
> Ord("I");  
73 (22)
```

```
> Ord(message)  
73 (23)
```

**Ord** wants to act character by character, so we have to "explode" our character string into a list of single characters:

```
> boom:=Explode("This is not a bomb.");  
boom := ["T", "h", "i", "s", " ", "i", "s", " ", "n", "o", "t", " ", "a", " ", "b", "o", "m", "b", "."] (24)
```

```
> map(c->Ord(c), boom);  
[84, 104, 105, 115, 32, 105, 115, 32, 110, 111, 116, 32, 97, 32, 98, 111, 109, 98, 46] (25)
```

We can undo the **Explode** with **Implode**.

```
> Implode(boom);  
"This is not a bomb." (26)
```

We can also use **cat** to concatenate the strings, but this is a little more general, and doesn't always give a string as the output.

```
> cat("This", "That");  
"ThisThat" (27)
```

```
> a:="This"; y:="That";  
a := "This"  
y := "That" (28)
```

```
> cat(a,y);  
"ThisThat" (29)
```

```
> cat(a,37);  
"This37" (30)
```

```
> cat(z,37);  
"37" (31)
```

`z37` (31)

The previous is a name, not a string.

```
> cat(z,37) := Pi/6;
```

`z37 :=  $\frac{\pi}{6}$`  (32)

```
> 6*z37;
```

`$\pi$`  (33)

We can use `||` as a binary operator. ie, `cat(x,y)` is the same as `x||y`.

```
> q||y
```

`qThat` (34)

```
> q||26
```

`q26` (35)

OK, back to our messing around.

```
> secret:=CharacterMap(Alphabet,Cryptabet,LowerCase(message));
CharacterMap(Cryptabet,Alphabet,secret);
secret := "B ZTS SX NLEK XWQUP VKUF, B'N DXLFCUP VKTF VKTV FXZ."
```

`"i was so much older then, i'm younger than that now."` (36)

We could also make our message more obscure by encoding the space and punctuation.

```
> Alphabet:="abcdefghijklmnopqrstuvwxyz .',"; length(Alphabet);
Cryptabet:="THE*_%,QUICKBROWNFXJMPSVLAZYDG"; length(Cryptabet);
Alphabet := "abcdefghijklmnopqrstuvwxyz .',"
```

`30`

```
Cryptabet := "THE*_%,QUICKBROWNFXJMPSVLAZYDG"
```

`30`

(37)

```
> secret:=CharacterMap(Alphabet,Cryptabet,LowerCase(message));
CharacterMap(Cryptabet,Alphabet,secret);
secret := "UZSTXZXOZBMEQZOK*_FZJQ_RGZUDBZLOMR,_FZJQTRZJQTJZROSY"
```

`"i was so much older then, i'm younger than that now."` (38)

```
> AsciiChars:=Implode([seq(Char(i),i=1..127)]);
```

`AsciiChars := "` (39)

`!"#$%&'()* +,-./0123456789:<=>?@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\`

`^_`abcdefghijklmnopqrstuvwxyz{|}~"`

```
> Printing:=Select(IsPrintable,AsciiChars);
```

`Printing :=` (40)

`!"#$%&'()* +,-./0123456789:<=>?@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\`

`^_`abcdefghijklmnopqrstuvwxyz{|}~"`

```
> Printing[1];
```

`" "`

(41)

```
> Printing[3];
```

.....

""""

(42)

> **length(Printing);**

95

(43)

We are out of time, but will get back to this again on Thursday.