

[ 18 April 2024

[ Once again, pull some previous things from the Crypto.mw file.

[> **with(StringTools):**

## ▼ Alphabet Setup

Let's define some default **Alphabet** by selecting all printable characters from the ASCII sequence. Probably you will change this depending on various things.

```
> #Alphabet := Select(IsPrintable, convert([seq(i,i=1..127)],
bytes)):
Alphabet:= cat(Select(IsAlpha, convert([seq(i,i=1..127)],
bytes)), " ."):
#Alphabet:= Select(IsUpper, convert([seq(i,i=1..127)], bytes)):
#Alphabet:= Select(IsAlphaNumeric, convert([seq(i,i=1..127)],
bytes)):
printf("Our %d-character Alphabet is \n%s\n",length(Alphabet),
Alphabet);
```

Our 54-character Alphabet is  
ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz .

## ▼ StringToList, ListToString

**StringToList** converts a string into a list of numbers representing the position of each character in the **Alphabet**.

**ListToString** converts such a list back into a text string.

Note that this differ slightly from what we did in class, in that **Alphabet[n]** is represented by  $n-1$ . This will be more convenient when doing arithmetic.

```
> StringToList:=proc(str::string)
global Alphabet;
return(map( s->SearchText(s,Alphabet)-1, Explode(str)));
end:
> ListToString:=proc(numlist::list(nonnegint))
global Alphabet;
return(Implode(map(k->Alphabet[k+1],numlist)) );
end:
```

## ▼ Vignère cipher

To encrypt, use as **Vignere("plaintext", "secret key");**

To decrypt, use as **Vignere("crypttext", "secret key", decrypt);** or  
**Vignere(crypttext, "decrypt key")**

Adjusted from the earlier in-class to add the **decrypt** keyword. (and rewritten using a seq instead of a for loop)

```
> Vignere:= proc(msg::string, key::string, {decrypt::truefalse
:=false})
local numlist, alen, klen, i, shifted, shifts;
```

```

global Alphabet;
alen:=length(Alphabet); # length of alphabet
if (decrypt) then
  return(Vignere(msg, ListToString(map(x->-x mod alen,
StringToList(key))));
  f i;
  klen:=length(key); # length of key
  shifts:=StringToList(key); # turn my key into a list of
shifts
  numlist:=StringToList(msg); # convert message to numbers
  # now walk through the numlist, shifting by the appropriate
amount.
  shifted:=[seq(modp(numlist[i]+shifts[modp(i-1,klen)+1],
alen),i=1..length(msg))];
  return(ListToString(shifted));
end:

```

```

> Vignere("Once upon a midnight dreary while I pondered weak and
weary", "Raven")
"flVGIJNhPirYfKOCGZJePBkGLGWtYSzJXcvPNhPOvPXFILCTMlrLWchv ka" (1)

```

```

> Vignere(%, "Raven", decrypt);
"decrypting with ", "Raven"
"Once upon a midnight dreary while I pondered weak and weary" (2)

```

Note that even though this is harder to break than Caesar, you just need to figure out as many letters as the length of the key.

```

> Vignere("EEEEEEEEEEEEEEK", "Raven");
"VezirVezirVezix" (3)

```

BUT: A random key as long as the text is unbreakable... a one-time pad. This is because if we shift every character in the message by a different amount, any plaintext can correspond to any crypttext.

```

> message:="Once upon a midnight dreary while I pondered weak and
weary"
message := "Once upon a midnight dreary while I pondered weak and weary" (4)

```

```

> length(message);
59 (5)

```

```

> key:=Random(59,Alphabet)
key := "FycUDYzMjvnE xwaTAriBM.PzSuyprRVfwjBbGxhXgS.Zn TXsbHjHIQURU" (6)

```

```

> Vignere(message,key);
"TjCyBQm UtLCkdXL.gWZ.pqtXHqwjWzEHur.Ouil.VwcXhctFq.uKFfuuGQ" (7)

```

```

> Vignere(%,key,decrypt);
"decrypting with ",
"FycUDYzMjvnE xwaTAriBM.PzSuyprRVfwjBbGxhXgS.Zn TXsbHjHIQURU"
"Once upon a midnight dreary while I pondered weak and weary" (8)

```

```

> key:=Random(59,Alphabet);
Vignere(message,key); # different key
Vignere(%,key,decrypt);
key := "fhkCEiGmtHatnIMfarzhKqpGUjPydX NQY ehdXIo.garZxLrHpBHmcUKvb"
"tSKgCavYeF rXqpQGVeYIRekuYLwXCgyuWGcUPIIQqlBpTZIZFNokkWykkX"
"decrypting with ", "fhkCEiGmtHatnIMfarzhKqpGUjPydX NQY ehdXIo.garZxLrHpBHmcUKvb"

```

"Once upon a midnight dreary while I pondered weak and weary" (9)

```
> newkey:=Random(59,Alphabet)
newkey := "ghagLSIeTrjDPeQzUioMEZnnPgT.ZgrkhRmcItFGkLmPgBmcLnAULm ei.b" (10)
```

The "Random" function is a pseudo-random process ... we can initialize it with our choice of "seed" to get the same random sequence again.

```
> Randomize(20240418);
20240418 (11)
```

```
> key:=Random(59,Alphabet);
newkey:=Random(59,Alphabet);
newer:=Random(59,Alphabet);
key := "fQYyQgvwCmcNATASZSZwGzRyDYnpshCrmYPTkbiBWiAdynlsNG. hmFRbPX"
newkey := "O.IWsfbxlldDCbgeMyqjUFJaBVLMPXgEWmXfcXGFJuEEiNhFVPBADxDxDVN"
newer := "iIFYeEgwOO.YoOcKIQEzHDkHNUsoXL.MAvtyzkBWYx gaVuSv.jpH eVeFl" (12)
```

Reset the seed, we start the same sequence

```
> Randomize(20240418); # reset the seed to choose the specific
random sequence
key:=Random(59,Alphabet);
newkey:=Random(59,Alphabet);
newer:=Random(59,Alphabet);
20240418
key := "fQYyQgvwCmcNATASZSZwGzRyDYnpshCrmYPTkbiBWiAdynlsNG. hmFRbPX"
newkey := "O.IWsfbxlldDCbgeMyqjUFJaBVLMPXgEWmXfcXGFJuEEiNhFVPBADxDxDVN"
newer := "iIFYeEgwOO.YoOcKIQEzHDkHNUsoXL.MAvtyzkBWYx gaVuSv.jpH eVeFl" (13)
```

Let's write a fake one-time pad.

When I did this in class, I didn't realize that `randomize` insists on having an 8-digit or longer seed. So it failed sometimes.

```
> FakePad:=proc(message::string,seed::posint, {decrypt::truefalse
:=false})
global Alphabet;
local cryptkey, randseed:=seed;
if (randseed<87654321) then randseed:=seed+87654321; fi; #
hack to get a big seed
randomize(randseed); # where to start in the "one-time pad"
cryptkey:=Random(length(message),Alphabet);
print(cryptkey);
if (decrypt) then
return(Vignere(message,cryptkey,~-decrypt=true));
fi;
return(Vignere(message,cryptkey));
end;
```

```
> cryptext:=FakePad("I think this worked.",314159);
Alphabet;
"KaFqrbXuWVo.jmyiqmsN"
cryptext := "SYyVXMFsNAUrhgkXYOTM"
"ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz ." (14)
```

```

> FakePad(cryptext,314159,decrypt);
           "KaFqrbXuWVo.jmyiqmsN"
           "I think this worked."

```

(15)

Discussion of affine cipher

want to be able to invert our encryption, so need factor to be relatively prime to base=length of Alphabet.

```

> 2*5 mod 6
           4

```

(16)

```

> 3*5 mod 6
           3

```

(17)

```

> seq(x*5 mod 6, x=0..5);
           0, 5, 4, 3, 2, 1

```

(18)

```

> seq(x*2 mod 6, x=0..5);
           0, 2, 4, 0, 2, 4

```

(19)

We hack up the Caesar cipher to make an Affine one.

```

> Affine:= proc(msg::string, m::integer, shift::integer,
               {decrypt::truefalse :=false})
  global Alphabet;
  local Alen:=length(Alphabet);
  local shifted;
  if (decrypt) then
    return("fail, try later");
  fi:
  shifted:= map(x-> modp(m*x+ shift,Alen), StringToList(msg));
  return(ListToString(shifted));
end:

```

```

> Affine("ABC",2,1)
           "BDF"

```

(20)

```

> Affine("ABC",6,0)
           "AGM"

```

(21)

```

> length(Alphabet);
           54

```

(22)

```

> gcd(15,3); gcd(15,4);
           3
           1

```

(23)

```

> Affine:= proc(msg::string, m::integer, shift::integer,
               {decrypt::truefalse :=false})
  global Alphabet;
  local Alen:=length(Alphabet);
  local shifted;
  if (gcd(m,Alen) <> 1) then
    error("m is not relatively prime to the length of the
    alphabet");

```

```

fi;
if (decrypt) then
  return(Affine(msg,modp(1/m,Alen),modp(-shift/m,Alen)));
fi;
shifted:= map(x-> modp(m*x+ shift,Alen), StringToList(msg));
return(ListToString(shifted));
end:

```

```
> Affine("ABC",2,0)
```

```
Error, (in Affine) m is not relatively prime to the length of the alphabet
```

```
> Affine("ABC",5,0)
```

```
"AFK" (24)
```

```
> Affine(%,5,0,decrypt);
```

```
"ABC" (25)
```

```
> Alphabet:= cat(Select(IsAlpha, convert([seq(i,i=1..127)], bytes)), " "):
```

```
> length(Alphabet);
```

```
53 (26)
```

```
> isprime(%);
```

```
true (27)
```

Still, this is easy to break, cuz 2 characters tell me everything.

```
> Affine("This is a secret",5,7);
```

```
"xNSPCSPCfCPzpKzU" (28)
```

IF I know that T->x and "->C, I can break this.

```
> SearchText("T",Alphabet)-1; SearchText("x",Alphabet)-1;
```

```
19
```

```
49
```

```
(29)
```

```
> SearchText(" ",Alphabet)-1; SearchText("C",Alphabet)-1
```

```
52
```

```
2
```

```
(30)
```

```
> msolve({m*19+s=49, m*52+s=2}, length(Alphabet));
```

```
{m=5, s=7}
```

```
(31)
```