

# Introduction

## – Cryptography and Secured Communications –

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Telecommunications - INSA Lyon

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# Introduction

## Lecturer - Lionel Morel (lionel.morel@insa-lyon.fr)

- ▶ MSc in Computer Science - Grenoble 2001
- ▶ PhD in CS at INPGrenoble - Programming of Critical Reactive Systems
- ▶ Associate Professor at INSA Lyon since 2007.
- ▶ (past) Research topics:
  - ▶ at Grenoble, Turku (Finland), Rennes, and Lyon: Models of concurrency and computations, programming languages, performance analysis for parallel multi-core architectures.
  - ▶ at CEA-Grenoble (2017-2020): **Counter-measures against physical attacks (side-channel, fault-injection, etc)**
- ▶ Current Research: **operating systems** and programming languages **for** addressing so-called **frugality**, Phenix <sup>a</sup>
- ▶ Teaching at the IF department: Computer Architecture, Operating Systems, Compiler Construction

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<sup>a</sup><https://phenix.citi-lab.fr/>, [lionel.morel.ouvaton.org](https://lionel.morel.ouvaton.org)

# Un petit détour

# Course Objectives

# Course Objectives

Give you some “necessary and sufficient” background on:

- ▶ Cryptography
- ▶ Cryptographic protocols
- ▶ Public-key infrastructures
- ▶ Associated ethical issues

But:

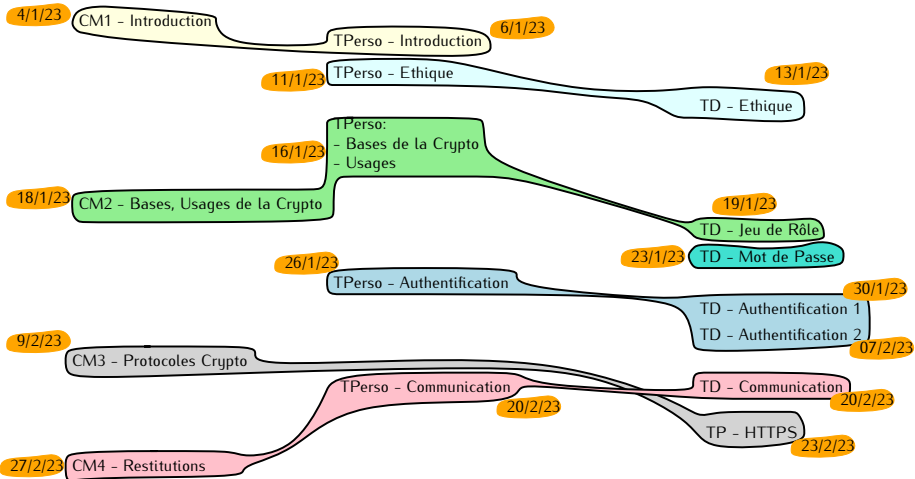
- ▶ Security is a vast topic, covered by **several years** of studies if you want to specialize
- ▶ You will not be a specialist, but a **enlightened neophytes**.



- ▶ Please don't change cryptography yourself
- ▶ **Go and ask** a specialist

# Course Plan

W1



W9

# General Considerations

# Information Security

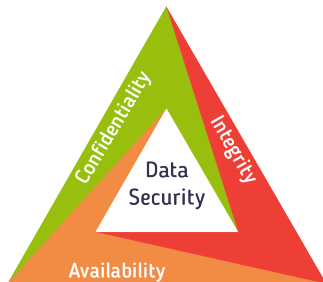
- ▶ **Information security**  $\triangleq$  practice of protecting information by mitigating information risks<sup>1</sup>
- ▶ Need to protect all elements dealing with information: computers, networks, people
- ▶ Security covers a lot of different aspects: physical security, social engineering, communication security, etc.
- ▶  $\triangleq$  practice that allows to maintain the CIA triad (see next)

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<sup>1</sup>[https://en.wikipedia.org/wiki/Information\\_security](https://en.wikipedia.org/wiki/Information_security)

# The CIA Triad

- ▶ **Confidentiality**: Information is not made available or disclosed to unauthorized individuals, entities, or processes.<sup>2</sup>
- ▶ **Integrity**: Information is not modified in an unauthorized or undetected manner. Also called **anti-tampering**.
- ▶ **Availability**: Information is available when it is needed.



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<sup>2</sup>Beckers, K. (2015). Pattern and Security Requirements: Engineering-Based Establishment of Security Standards.

# Threats

- ▶ A **threat** is a potential negative action or event that can result in unwanted impact to a computer system, application or user information.
- ▶ A **threat model** is a set of properties that characterize threats associated to a particular environment. Often implies **security requirements** on a system.

# Vulnerabilities

- ▶ A **vulnerability** is a weakness which can be exploited by an attacker to access unauthorized information or to compromise the attacked system's behavior.
- ▶ The **attack surface** of a system/application is the set of (known) vulnerabilities exposed by it to a potential attacker.

# Attacks

- ▶ **Attack** = Attempt to exploit a vulnerability
- ▶ Attack can be:
  - ▶ Passive (eavesdropping, side-channel, etc)
  - ▶ Active (worm, faults, etc)
  - ▶ Denial-of-service, ie render the service unusable.
- ▶ When the attack is successful, we say the system is **compromised**

# Trust

- ▶ **Trust** = Degree to which an entity (person, system, hardware, software) is going to behave as expected
- ▶ A **Trust model** describes which entity(ies) is/are trusted and at which level.

# The Attacker's Toolbox

# Attack Examples

- ▶ **Trojan**: a malevolent binary that pretends to be something else
- ▶ **Worm**: self-replicates to propagate to other computer hosts
- ▶ **Virus**: replicates itself by modifying other programs to insert its own code
- ▶ **Buffer Overflow**: use adjacent placement of data in memory to modify some private data by writing to public data:

variable name	A								B	
value	[null string]								1979	
hex value	00	00	00	00	00	00	00	00	07	BB

```
char          A[8] = "";  
unsigned short B    = 1979;  
...  
strcpy(A, "excessive");
```

variable name	A								B	
value	'e'	'x'	'c'	'e'	's'	's'	'i'	'v'	25856	
hex	65	78	63	65	73	73	69	76	65	00

# Buffer Overflow

△ “Anomaly whereby a program, while writing data to a buffer, overruns the buffer’s boundary and overwrites adjacent memory locations.”<sup>3</sup>

- ▶ Different types: stack-based, heap-based, format-string attack
- ▶ Different consequences: private data corruption, arbitrary code execution, etc



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<sup>3</sup>[https://en.wikipedia.org/wiki/Buffer\\_overflow](https://en.wikipedia.org/wiki/Buffer_overflow)

# Buffer Overflow Example

```
#include <stdio.h>
#include <string.h>
#include <stdlib.h>

int main(int argc, char *argv[])
{
    // I have a "secret" variable, statically allocated
    char secretBuf[9]= {'p','r','o','t','e','c','t','e','d'};
    // This is an input Buffer (5 chars including "end of line")
    char inputBuffer[5];

    // a prompt how to execute the program...
    if (argc < 2)
    {
        printf("strcpy()_NOT_executed....\n");
        printf("Syntax:_%s_<characters>\n", argv[0]);
        exit(0);
    }

    // copy the user input to my input buffer, without any
    // bound checking
    strcpy(inputBuffer, argv[1]);
    printf("buffer_content=_%s\n", inputBuffer);

    printf("secret_Buf=_%s\n", secretBuf);

    return 0;
}
```

To test:

```
gcc bufover.c -o buf
./buf spraythis
```

outputs:

```
buffer content= spraythis
secret Buf = this
```

# Format-String Attack

△ “[...] occurs when the submitted data of an input string is evaluated as a command by the application.”<sup>4</sup>

```
#include <stdio.h>

void main(int argc, char **argv)
{
    // This line is safe
    printf("%s\n", argv[1]);
    printf(argv[1]);
}
```

To test:

```
gcc formatstring.c -o formats
./formats "Hello World %p %p %p %p %p %p %p %p
```

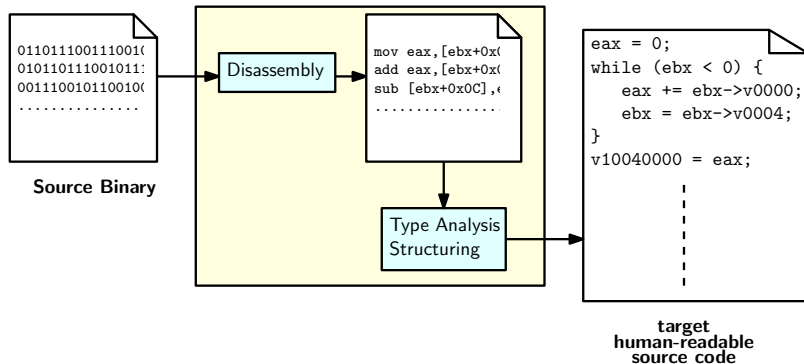
outputs:

```
Hello World %p %p %p %p %p %p %p %p
Hello World 0x1 0x1 0x7fcfb1fdfb23 0x3 0x77
```

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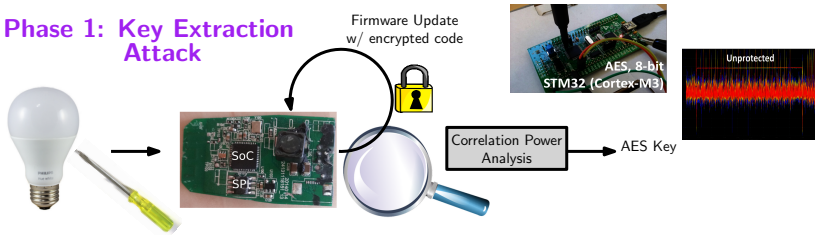
<sup>4</sup>[https://owasp.org/www-community/attacks/Format\\_string\\_attack](https://owasp.org/www-community/attacks/Format_string_attack)

# Reverse Engineering



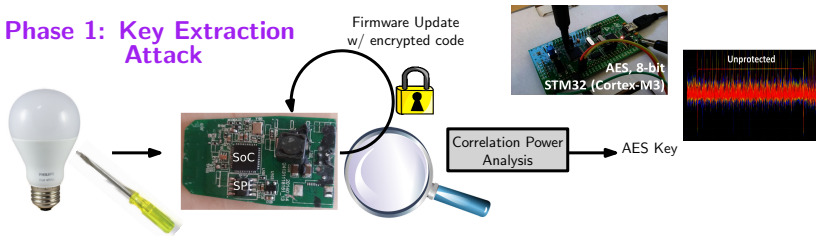
# Physical Attack Examples

## Phase 1: Key Extraction Attack



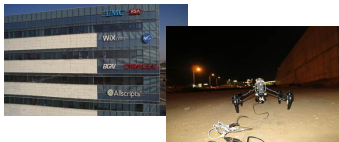
# Physical Attack Examples

## Phase 1: Key Extraction Attack



## Phase 2: Firmware Update Takeover

ZigBee range = 400m  
Take Over ONE light bulb  
Propagate worm through lightbulbs



# The Defender's Toolbox

# Defenses - a quick panorama

- ▶ Cryptography: how to encrypt data
- ▶ Secured communication protocols: how to encrypt data + share keys
- ▶ Physical shielding: how to protect device from physical alteration
- ▶ **ICI il y a du travail**

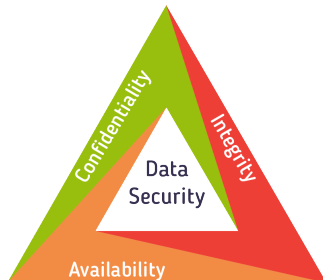
# Definition - Communication Security <sup>5</sup>

**Communication Security**  $\triangleq$  discipline of preventing unauthorized interceptors from accessing telecommunications in an intelligible form, while still delivering un-altered content to the intended recipients.

Confidentiality

Availability

Integrity



<sup>5</sup>[https://en.wikipedia.org/wiki/Communications\\_security](https://en.wikipedia.org/wiki/Communications_security)

# Cryptology

Cryptology, is the science of practice and study of techniques for secure communication in the presence of adversarial behavior.

- ▶ **Cryptography:** Practice and study of techniques for secure communication in the presence of adversarial behavior.
- ▶ **Cryptanalysis:** Process of analyzing information systems in order to understand hidden aspects of the systems.
- ▶ **Cryptology = Cryptography + Cryptanalysis**

In this course, we mainly focus on **Cryptography**.

# History

# A brief history of cryptography

- ▶ Keeping message secret has always been a (powerful) men's concern ...
- ▶ ... but (at least today) it's also of every person's interest.
- ▶ ... because there is no "I got nothing to hide"

# History (1) The Skytale

- ▶ Oldest cryptographic device known (-404 BC)
- ▶ Write a message on a leather strap
- ▶ Wrap the strap around a rod with correct diameter
- ▶ Key = Shape of the rod (diameter, number of sides)



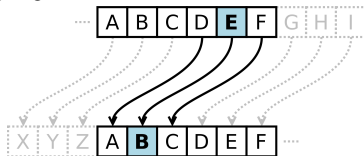
# History (1) Caesar cipher

- ▶ Substitution cipher
- ▶ Each letter is encoded with its order in the alphabet: A→0, B→1, ..., Z→26
- ▶ We choose a **fixed shift value**  $sh$
- ▶ To **encrypt**, each letter  $P_i$  in Plaintext is replaced by the corresponding shifted letter:

$$E(P_i) = (P_i + sh) \bmod 26$$

- ▶ To **decrypt**, each letter  $C_i$  in the Ciphertext is converted back with :

$$D(C_i) = (C_i - sh) \bmod 26$$



# History (1) Caesar cipher

- ⊕ Encryption and decryption are cheap
- ⊖ Easy to crack with frequency analysis
- ⊕/⊖ Sufficient when no-one around can read :) (in particular, what's the difference between a foreign language and an encrypted language, if you can't read the first).



# General case: Substitution cipher

## Principle

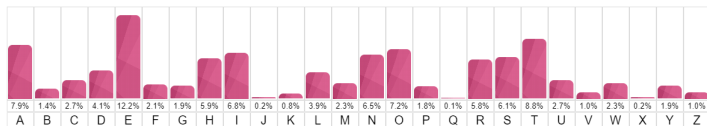
Replace a letter by another

ABCDEFGHIJKLMNOPQRSTUVWXYZ

AZERTYUIOPQSDFGHJKLMWXCVBN

## Attack

- ▶ Frequency analysis
- ▶ Each letter in a given language has a specific occurrence frequency
- ▶ Replace letter with frequency  $f$  in the encrypted text by letter with frequency  $f$  in the original alphabet



## Vigenère cipher (1/3) - Principle

- ▶ Invented XVIth century
- ▶ Based on a **Vigenere table 26x26** *VigT* :  
Each line starts by a different letter  $\mathcal{L}$  of the alphabet and contains the whole alphabet in the usual order, starting from  $\mathcal{L}$  and looping back from A to Z ....

		Lettre en clair																										
		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	
C l é  U t i l i s é e	A	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	L e t t r e  c h i f f r é e
	B	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	
	C	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	
	D	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	
	E	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	
	F	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	
	G	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	
	H	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	
	I	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	
	J	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	
	K	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	
	L	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	
	M	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	
	N	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	
	O	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	
	P	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	
Q	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		
R	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		
S	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		
T	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		

## Vigenère cipher (2/3) - Principle

- ▶ Let's send a message  $m$  of length  $l(m)$  :  
 $m = \text{killthekingtonight}, l(m) = 18$
- ▶ Choose a key  $k$  of  $l(k)$  characters :  
 $k = \text{HORSE}, l(k) = 5$
- ▶ Repeat the key until you reach  $k'$  of length  $l(k') = l(m)$   
 $k' = \text{HORSEHORSEHORSEHOS}$
- ▶ encoded letter  $m_i$  by replacing it by  $\text{VigT}[k'_i][m_i]$ :  
 $\text{cipher}(m,k) = \text{RWCDXOSBARNHFFMNVL}$

Strength: disguise the plaintext's letter frequency to interfere with frequency analysis.

## Vigenère cipher (3/3) - Kasiski's Attack (1863)

- ▶ Some repeated word may be encrypted using the same key letters:  
Ciphertext: **CSASTPKVSIQUTGQU**CSAST**PIUAQJB**
- ▶ Distance between repetitions of **CSASTP** = 16
- ▶ Assume repeated segments in the ciphertext encode the same plaintext
- ▶ Key length is 16, 8, 4, 2 or 1 ... 1 and 2 are too simple.
- ▶ We know the key starts by A, B, C, D ... Let's try all possible keys.
- ▶ Quite quickly, we find that:  
Plaintext: **CRYPTOISSHORTFOR**CRYPTO**GRAPHY**

The longer the ciphertext, the more accurate the analysis

# One-time pad (1/3)

- ▶ Invented in 1882
- ▶ Substitution cipher
- ▶ Choose a **random key**  $K$  at least as long as the plaintext
- ▶ To **encrypt**, each letter  $P_i$  in Plaintext is replaced by the corresponding shifted letter:

$$E(P_i) = (P_i + K_i) \bmod 26$$

- ▶ To **decrypt**, each letter  $C_i$  in the Ciphertext is converted back with :

$$D(C_i) = (C_i - K_i) \bmod 26$$

A	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
B	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
C	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
D	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
E	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
F	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
G	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
H	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
I	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
J	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
K	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
L	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
M	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
N	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
O	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
P	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
Q	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
R	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
S	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
T	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
U	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
V	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
W	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
X	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
Y	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
Z	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

## One-time pad (2/3) - Pros and Cons

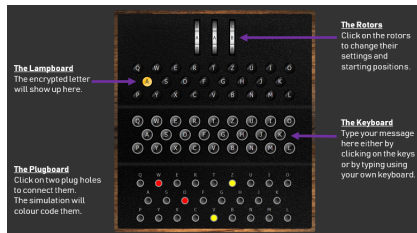
- ⊕ Proven secure
- ⊕ Even to frequency analysis
- ⊕ Encryption and decryption are cheap
- ⊖ Fresh key is needed for every plaintext
- ⊖ Key must be as long as the plaintext
- ⊖ Key must be kept secret
- ⊖ Key must not be lost (not by one character)
- ⊖ Key must be truly random

## One-time pad (3/3) - a long lasting history

- ▶ **1920**: Weimar Republic Diplomatic Service
- ▶ around **1930**: Soviet Union (after breaking of own cryptography by the British)  
KGB spies used them until the 1950s and 1960s
- ▶ during **WWII**: used in the SIGSALY secure speech system for high-level Allied communications
- ▶ from **1963**: (after the Cuban Missile Crisis):  
Moscow-Washington-DC hotline used teleprinters
- ▶ During the **1970s**: the NSA used them extensively
- ▶ from **1988**: The African National Congress to communicate between ANC leaders outside South Africa and in-country operatives

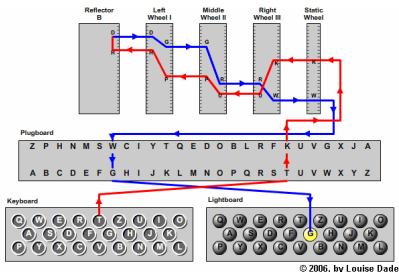
# Enigma

- ▶ Invented at the end of WWI
- ▶ Used extensively by Nazi Germany during WWII
- ▶ First cracked by Polish services during the early 30s ...
- ▶ ... then by British-led effort at Bletchley Park, including Alan Turing.

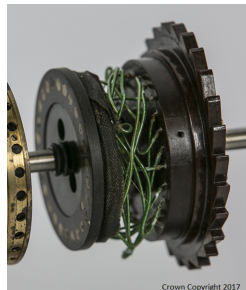


# Enigma - How does it work?

- ▶ Substitution cipher
- ▶ Originally patented in 1918



- ▶ All three wheels are wired differently
- ▶ Wheels are initialized to any position
- ▶ The reflector never wires a letter to itself
- ▶ Army-grade version :
  - ▶ Choose 3 wheels amongst a set of 6
  - ▶ Plugboard
  - ▶ Change the initial rotor setting



# Enigma - Combinatorial

**Every day**, the machine is reset to a pre-established configuration:

- ▶ 60 Rotors choice (3 or 4 or 5 among 6 possible).
- ▶  $26^3$  Rotors initial letter combination
- ▶ Plug-board settings:

26!

$\frac{26!}{10!2^{10}}$

- ▶ The initial setting for a specific day, use a pre-printed paper codebook (gives initial configuration)

Geheime Kommandosache / Armee-Stabs-Maschinenschlüssel Nr. 28 / Nr. 00008  
Nicht ins Flugzeug mitnehmen / für Oktober 1944

Datum	Wahenlage	Ringstellung	Steckerverbindungen	Kennguppen
St. 31.	IV V I	21 15 16	KL IT FQ HY XC NP VE JB SB OG	jkm ogi ncj glp
St. 30.	IV II III	26 14 11	• ZN* YO QB ER DK XU GP TV SJ LM	ino. udl nam lax
St. 29.	II V IV	19 09 24	ZU HL CQ WM OA PY BB TR DN YI	nci oid yhp nip
St. 28.	IV III I	03 04 22	YT BX CV ZN UD IR SJ HW GA KQ	xqj hlg xky ebt
St. 27.	V I IV	20 06 18	KX GJ EF AC TB HL MW QS DV OZ	bvo sur ooc lqe
St. 26.	IV I V	10 17 01	YV GT OQ WN FI SK LD RP MZ BU	jhx uuh glw ugw
St. 25.	V IV III	13 04 17	QK GB HA NM VS WD YZ OF KK PE	tba pnc ukd nld
St. 24.	III II IV	09 20 18	RS NC WK GO YQ AX EH VJ ZL FF	nfi msw xbk yes
St. 23.	V II III	11 21 08	BT DT KP MO XF HN WJ EL IV JA	lsd nuo ver vox
St. 22.	I II IV	01 25 02	PZ SE GJ XF HA GB VQ UY KW LR	yji rwy rdx nso
St. 21.	IV I III	06 22 03	GH JR TQ KP NB IL WM BD UO EC	ema mlv jiy iqh
St. 20.	I II	12 25 08	TF RQ KV DL FY NL WI SJ ME GB	xjl pgs gch znd
St. 19.	IV III TP	07 05 23	ZX BU AC OD KP VO QS NW HL RM	vjp qge jrs egm
St. 18.	II III Y	19 14 22	WG OM RL DB ST AQ PZ KH YN IJ	oxd leb leu ytt
St. 17.	IV I II	12 08 21	ME RX BP WY ZD TR FJ AG IL KQ	tak pjs kdh jvh
St. 16.	I II III	07 11 15	WZ AB MO FP RX SG QU VT YN EL	pze evw wyt iye
St. 15.	III II V	06 16 02	GT YC EJ LA RX PN IS WB MH ZV	bne xzm yzk evp
St. 14.	II I V	23 05 24	AZ CJ WF UY SO QV MI NH DP GX	fdx tyj bmj typ
St. 13.	IV II V	03 25 10	CX KN JR DQ IU TL HZ MP EP WB	zfo bjr zwx gvn
St. 12.	I III V	26 01 18	QB YE WN AI GJ TO HR PK PS CM	upo anf tkr pwi
St. 11.	V I III	17 13 04	SV GO FA ZR FN HI YK WT DE BJ	vdh ego wmy uti
St. 10.	I V IV	26 07 16	SW AQ NP FO VY UX MK CL HT ZJ	rpl anw vpr mhn
St. 9.	I III IV	17 10 18	EH LR GK NZ SP UA LD CQ JM YV	kno ysq rhj tlj
St. 8.	V II I	23 11 25	QY OG ST HA GB WD KL JN VZ IU	lro avw axh gwa
St. 7.				atv mhh mva lhz

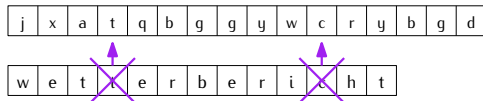
# Enigma - Breaking the machine

- ▶ To brute-force Enigma is unpractical: > 150 millions millions combinations
- ▶ A letter is encrypted into a different letter every time ....
- ▶ ... but never to itself !! **Main flaw**
- ▶ Try to guess a word or phrase in a message (and Germans military did use recurring messages, like weather reports)
- ▶ ...

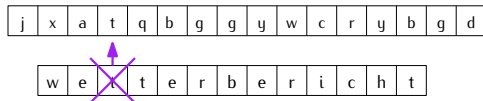
# Enigma - breaking the machine

j	x	a	t	q	b	g	g	y	w	c	r	y	b	g	d
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

# Enigma - breaking the machine



# Enigma - breaking the machine



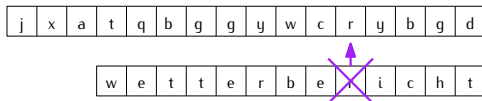
# Enigma - breaking the machine

j	x	a	t	q	b	g	g	y	w	c	r	y	b	g	d
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

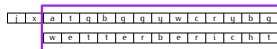
w	e	t	t	e	r	b	e	r	i	c	h	t
---	---	---	---	---	---	---	---	---	---	---	---	---

OK !

# Enigma - breaking the machine



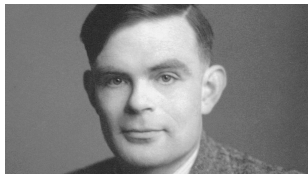
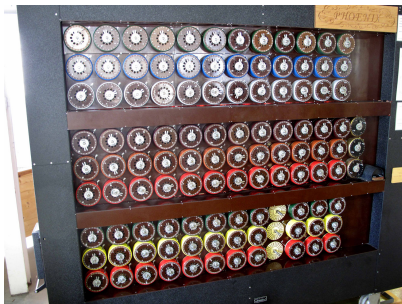
Possible Solutions



# Enigma - Breaking the machine

- ▶ Adding a couple more properties, evict impossible configurations.
- ▶ Scan through the remaining combinations using **the Bombe** : electro-mechanical machine able to “play” 36 Enigma equivalent “in parallel”.
- ▶ In the end .... guess the key (wheel starting positions + plug-board) in less than 20minutes per day.

# Enigma



<sup>6</sup>watch

[https://en.wikipedia.org/wiki/The\\_Imitation\\_Game](https://en.wikipedia.org/wiki/The_Imitation_Game)

## More Recent history

### Symmetric (private-key) cryptography:

- ▶ **1975** IBM proposes the Data-Encryption Standard
- ▶ **1977** DES Adopted as a FIPS standard
- ▶ **1994** Differential-linear cryptanalysis of DES is proposed
- ▶ **1996** call for DES replacement by NIST
- ▶ **1998** Brute-force attack on DES demonstrated feasible
- ▶ **2001** AES announced as replacement for DES
- ▶ **2023** *At present, there is no known practical attack that would allow someone without knowledge of the key to read data encrypted by AES when correctly implemented.* <sup>a</sup>

### Asymmetric (public-key) cryptography:

- ▶ **1976** Diffie-Hellman key exchange protocol proposed
- ▶ **1977** RSA (Rivest-Shavir-Adleman)
- ▶ **1985** El-Gamal encryption
- ▶ **1985-...** Elliptic-Curve Cryptography

# Course Plan

## Lectures

- ▶ Symmetric cryptography, Asymmetric cryptography, Key sharing, compromises
- ▶ Security protocols: Public-Key Infrastructures, TLS, SSH, HTTPS, Kerberos, VPNs,

## Lab / Paper Sessions

- ▶ Ethical considerations
- ▶ Applying asymmetric encryption principles
- ▶ Password storage
- ▶ Certification and Public-Key Infrastructures
- ▶ Cryptographic Protocols
- ▶ Reading survey project

All details on <https://lmorel-insa.github.io/csc/>

# References

- ▶ On exploiting buffer overflow:  
<https://youtu.be/1S0aBV-Waao>
- ▶ Turing's Enigma Problem Part 1:  
[https://youtu.be/d2NWPG2gB\\_A](https://youtu.be/d2NWPG2gB_A)
- ▶ Turing's Enigma Problem Part 2:  
[https://youtu.be/kj\\_7Jc1mS9k](https://youtu.be/kj_7Jc1mS9k)
- ▶ Some details on the working of the Enigma (with a real machine presented): [https://youtu.be/G2\\_Q9FoD-oQ](https://youtu.be/G2_Q9FoD-oQ)
- ▶ How easy is to crack Enigma today:  
<https://youtu.be/RzWB5jL5RX0>