## Cryptography

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## Cryptograms

－A cryptogram is a puzzle in which a message is encoded by replacing each letter in the original text with some other letter． The substitution pattern remains the same throughout the message．Your job in solving a cryptogram is to figure out this correspondence．
－One of the most famous cryptograms was written by Edgar Allan Poe in his short story＂The Gold Bug．＂
－In this story，Poe describes the technique of assuming that the most common letters in the coded message correspond to the most common letters in English，which are $\mathrm{E}, \mathrm{T}, \mathrm{A}, \mathrm{O}, \mathrm{I}, \mathrm{N}, \mathrm{S}, \mathrm{H}, \mathrm{R}, \mathrm{D}, \mathrm{L}$ ，and U．


## Sherlock Holmes＇s Dancing Men

|  <br>  |
| :---: |
| －＝－x $\sim_{2}$ |
| －K火д天火 |
| $-\cdots x^{2}$ <br>  |
|  |



## Important Properties of the Enigma Code

- The decryption team at Bletchley was able to exploit the following facts about the Enigma machine:
- The encoding is symmetrical.
- The Enigma machine can never map a character into itself.
- The steckerboard does not affect the transformation pattern of the rotors, but only the characters to which the outputs of that rotor are assigned.
- The codebreakers were also helped by the fact that the Germans were often both careless and overconfident. In believing they had an unbreakable encoding machine, they failed to take adequate measures to safeguard the integrity of heir communications.


## Breaking the Enigma Code

- The most common technique used at Bletchley Park was the known-plaintext attack, in which the codebreakers guess that a particular sequence of characters exists somewhere in the decoded message. A sequence of characters that you guess is part of the plaintext is called a crib.
- Breaking an Enigma message required the following steps:
- Align the crib with the ciphertext to eliminate crashes in which a letter appears to map to itself.
- Create a menu recording the links between letter pairs in the crib and ciphertext.
- Identify loops in the menu at which a chain of letter pairs cycles back to the original letter.
- Use the loops in the menu to create a wiring pattern for an electromechanical device called a Bombe that searches for settings of the Enigma rotors that produce the observed pattern.

Step 2: Construct the Menu
VRLBZPWMEPMIHFSRJXFMJKWRA
KEINEBESONDERENEREIGNISSE
01 23456789101112131415161718192021222324
Step 3: Find the Loops
VRLBZPWMEPMIHFSRJXFMJKWRA KEINEBESONDERENEREIGNISSE
0
1 234556789101112131415161718192021222324


## Exercise: Enigma Decryption

On D-Day (June 6, 1944), the first Enigma decrypt used the following crib:

## WETTERVORHERSAGEBISKAYA

You believe that this crib exists somewhere in the following ciphertext:

## QFZWRWIVTYRESXBFOGKUHQBAISEZ

Create the menu that Alan Turing and his Bletchley Park colleagues would use to program the Bombe.

Cryptography—Bletchley Park


I've twice had the opportunity to teach this course in England, where it was possible to visit Bletchley Park - the home of the Government Code and Cipher School (GCCS), where the Enigma code was broken.


In our field trips to Bletchley Park, our tour was led by Jean Valentine, who worked with the Bombe decryption machine shown in these pictures.


On our tour of Bletchley Park, my Oxford class also had a chance to see Tony Sale's reconstruction of Colossus, which broke the German diplomatic code. The Colossus machine was phenomenally fast for its day, reading 300 characters per second.

