

## Tutorial:

# Cipher & Decipher

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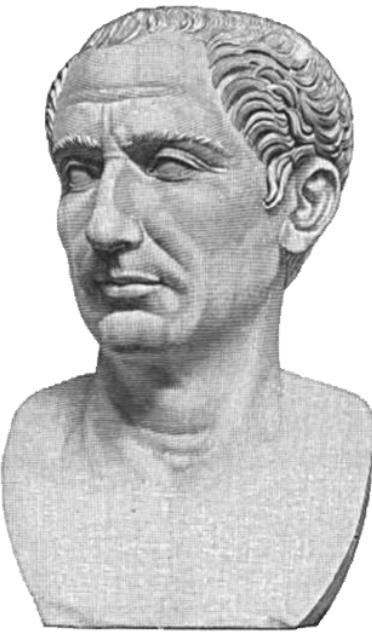
A cipher is an algorithm – a series of well-defined steps that can be followed as a procedure – for performing encryption or decryption     *Kryptós, Gr. “hidden, secret”*

# Codes vs. Ciphers

Image: mathdiscoveries.wordpress.com

# Ché Guevara one-time pad cipher

- ❖ Codes generally substitute different length strings of characters in the output.  
A code maps Imageone meaning with another.  
Words and phrases can be coded as letters or numbers.  
operates by substituting using a codebook which links random strings of  
characters or numbers to a word or phrase.  
For example, “QQQQ” → “Get out of the auditorium fast”
  - ❖ Ciphers generally substitute the same number of characters as are input.  
The given input must follow the cipher’s algorithmic process to be solved.  
The ciphertext message contains all the information of the plaintext  
message, but is not in a format readable by a human or computer without  
the proper mechanism to decrypt it.



# Caesar cipher

A substitution cipher in which each letter in the plaintext is replaced by a letter some fixed number of positions down the alphabet.

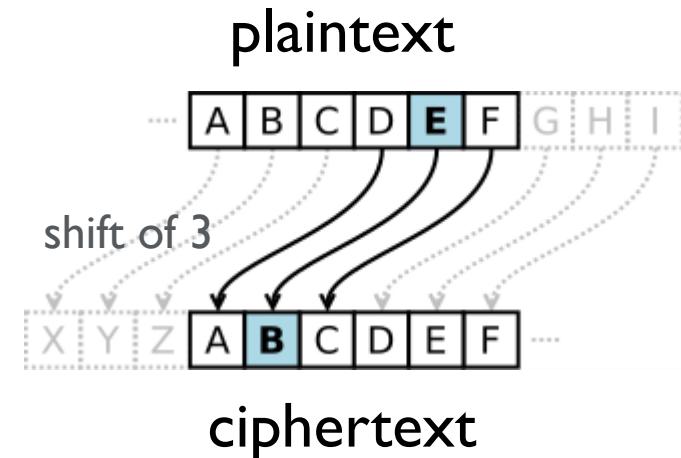
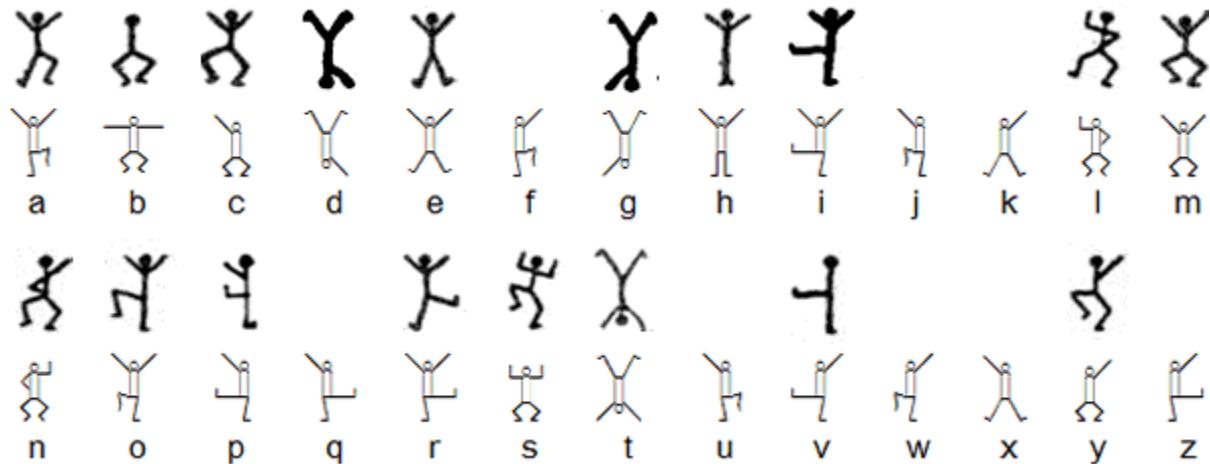


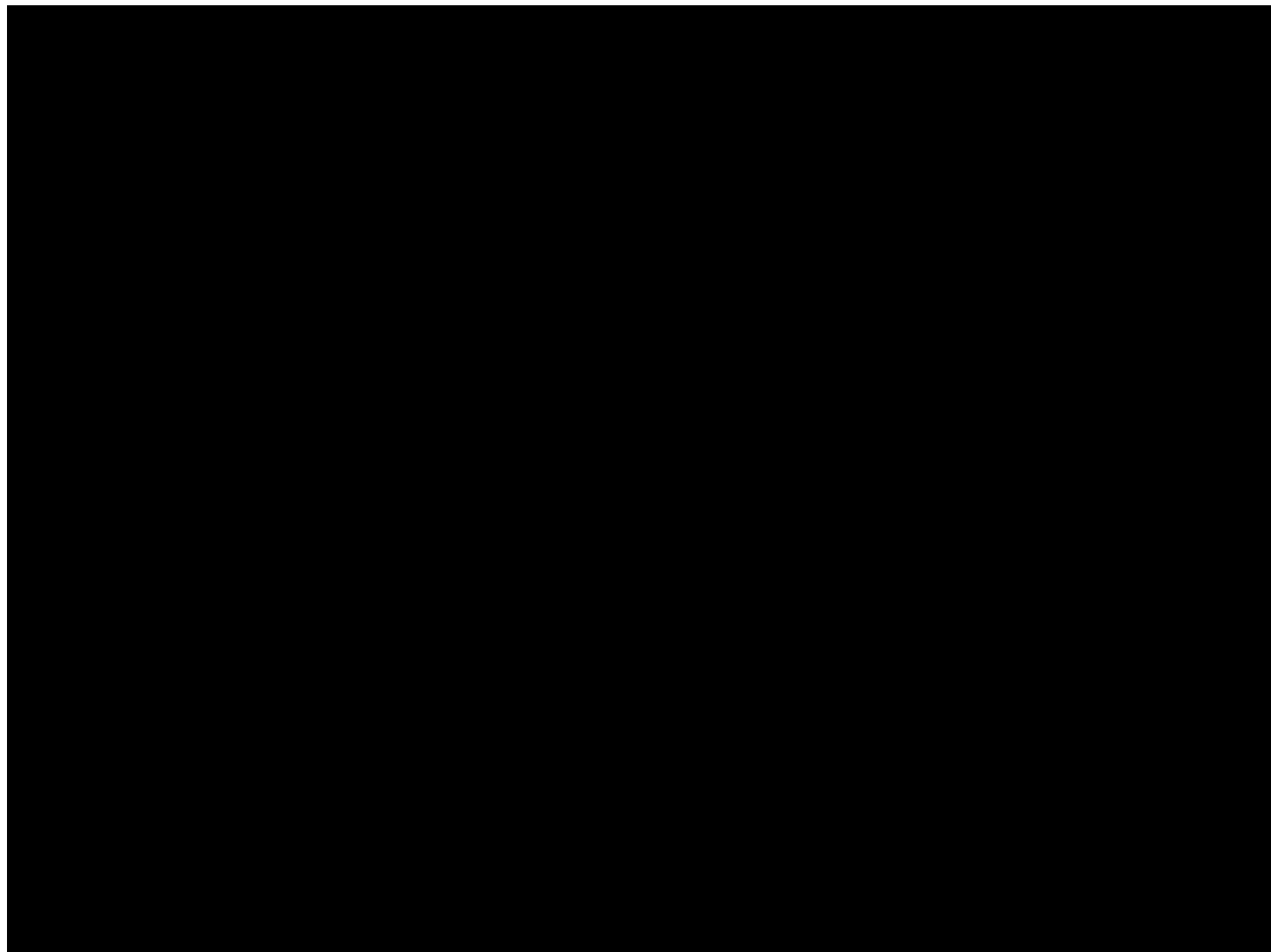
Image: Matt\_Crypto, Cepheus

Plaintext: THE QUICK BROWN FOX JUMPS OVER THE LAZY DOG  
Ciphertext: QEB NRFZH YOLT KCLUG RJMPL SBO QEB IXWV ALD

One can also use another set of symbols to replace each letter of the alphabet



Arthur Conan Doyle,  
*The Adventure of the Dancing Men*, in Return of Sherlock Holmes (1903)



<https://www.dailymotion.com/video/x6cnebx>

Granada Television 1984

Criminal's (Abe Slaney staying at Elrige's Farm) first message



Criminal's second message



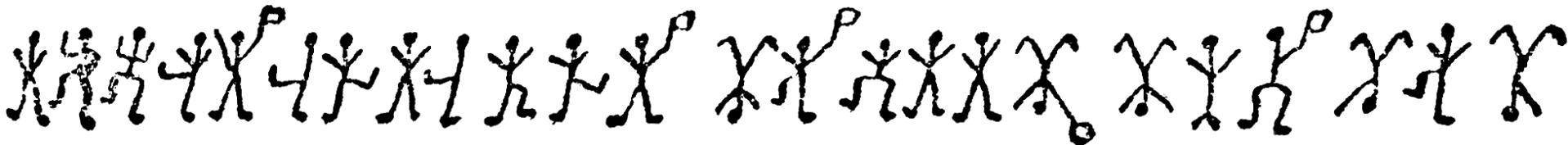
Criminal's third message



Elsie's response



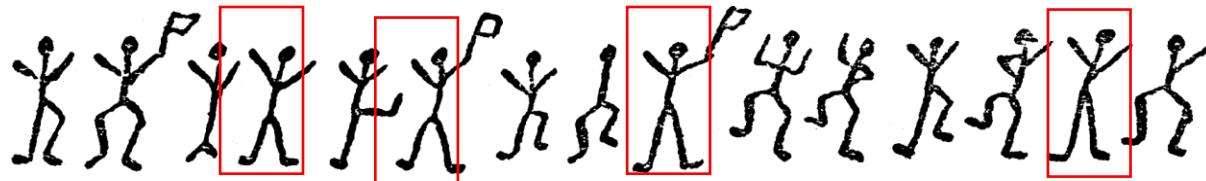
Criminal's final message



Sherlock Holmes' message to the criminal



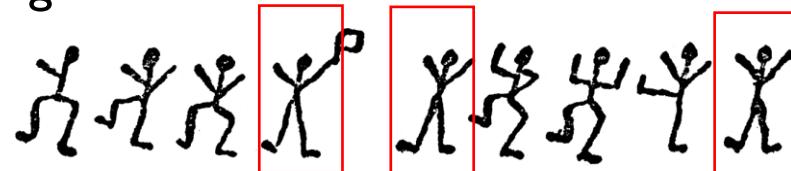
Criminal's (Abe Slaney staying at Elrige's Farm) first message



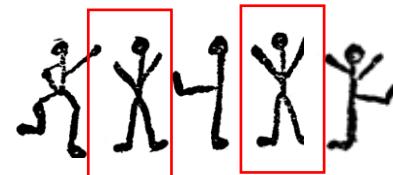
Criminal's second message



Criminal's third message



Elsie's response



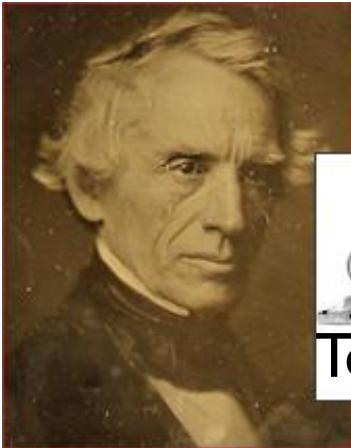
Criminal's final message



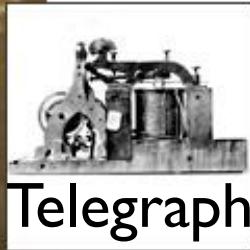
Sherlock Holmes' message to the criminal



# Frequency of English Characters



# Samuel Morse 1791-1872



# Highest frequency characters **ETAOIN SHRDLU**

To increase the efficiency of encoding, Morse code was originally designed so that the length of each symbol is approximately inverse to the frequency of occurrence of the character that it represents in text of the English language.

But Morse's character frequency counts are based on pieces of text considers the commonest words multiple times

# Morse code

A dot pattern representation of the Morse code for letters A through T. Each letter is shown with its standard Morse code sequence: A (· -), B (- · · ·), C (- - · -), D (- - - ·), E (·), F (· · - -), G (- - - -), H (· · · -), I (· ·), J (· - - -), K (- - · -), L (· - - -), M (- - - -), N (- - - -), O (- - - -), P (- - - -), Q (- - - -), R (- - - -), S (· · · -), and T (- - - -).

U • • —  
V • • • —  
W • —  
X — • • —  
Y — • —  
Z — — • •

If one considers all distinct words so that word frequency does not produce artefacts, e.g., by considering words from a dictionary, the highest frequency characters are

# EARIOT NSLCUD

In either case, E is the commonest letter

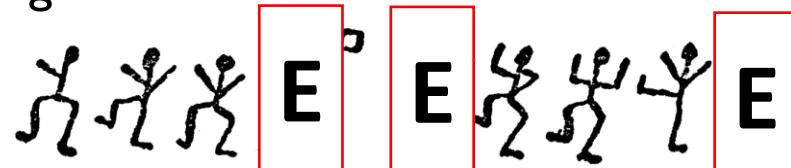
Criminal's (Abe Slaney staying at Elrige's Farm) first message



Criminal's second message



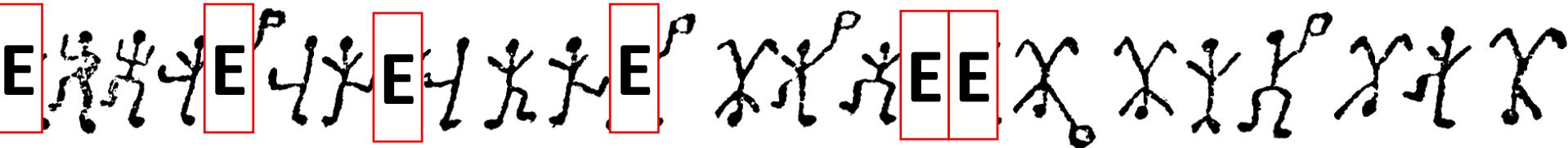
Criminal's third message



Elsie's response



Criminal's final message



Sherlock Holmes' message to the criminal



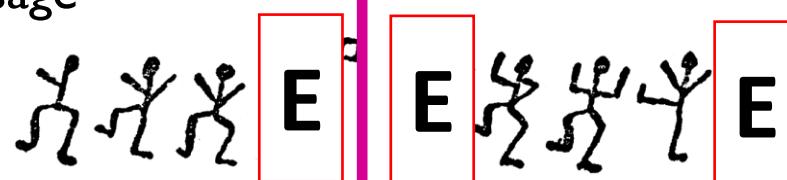
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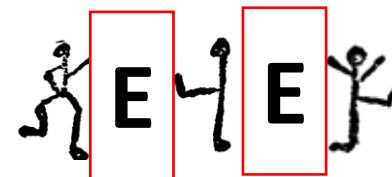
Criminal's second message



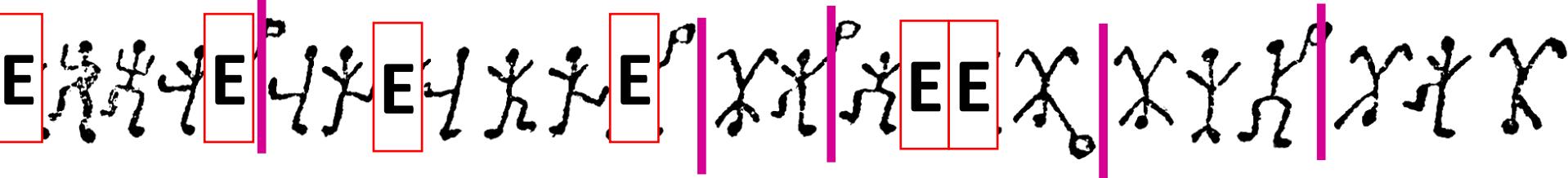
Criminal's third message



Elsie's response



Criminal's final message



Sherlock Holmes' message to the criminal



There are no word boundaries  
– could the flags indicate word endings ?

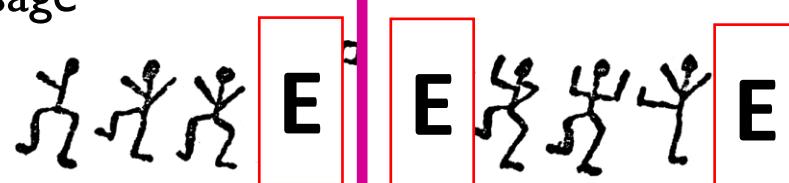
Criminal's (Abe Slaney staying at Elrige's Farm) first message



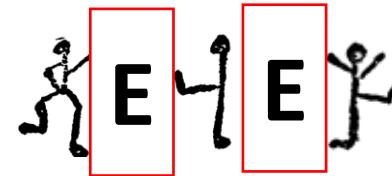
Criminal's second message



Criminal's third message



Elsie's response



No flags – single word!

Criminal's final message



Sherlock Holmes' message to the criminal



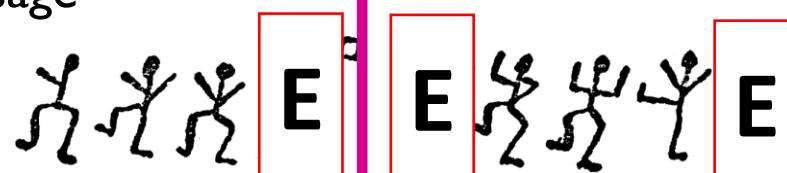
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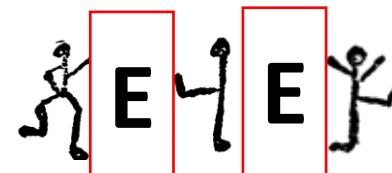
Criminal's second message



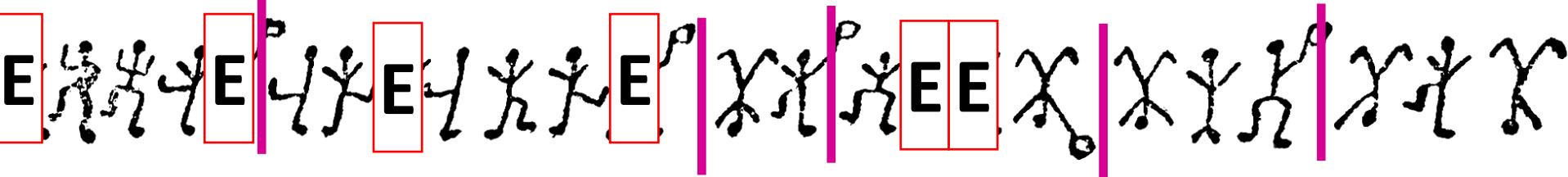
Criminal's third message



Elsie's response



Criminal's final message



Sherlock Holmes' message to the criminal



Possible English words of the form  
\* E \* E \* are

SEVER  
LEVER  
NEVER

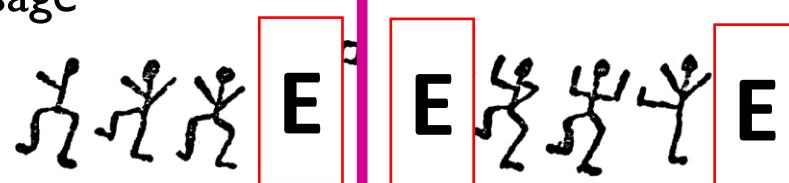
Criminal's (Abe Slaney staying at Elrige's Farm) first message



Criminal's second message



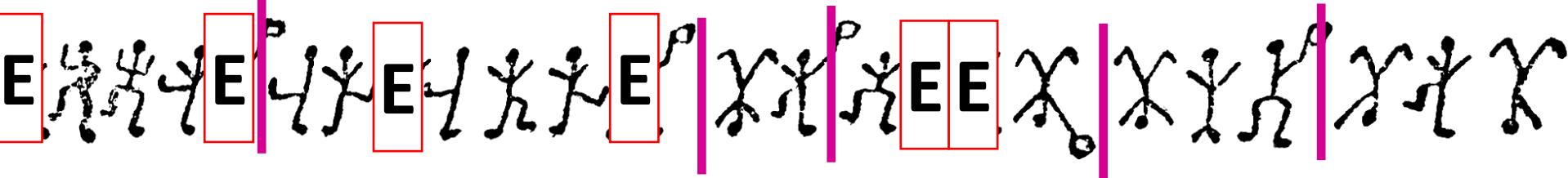
Criminal's third message



Elsie's response

NEVER

Criminal's final message



Sherlock Holmes' message to the criminal

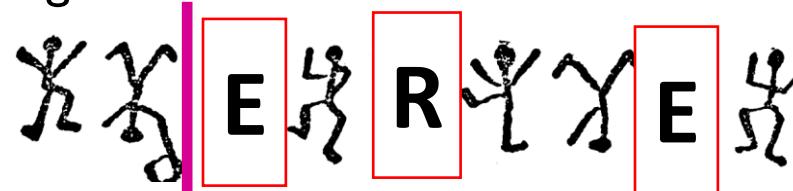


Assuming that this is a conversation between two people, very likely that it is NEVER

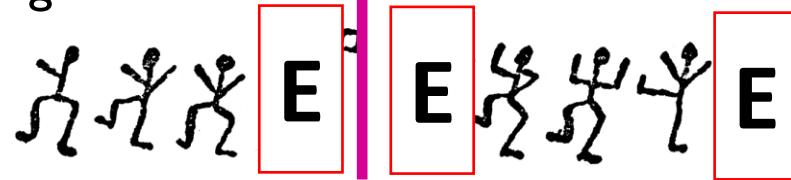
Criminal's (Abe Slaney staying at Elrige's Farm) first message



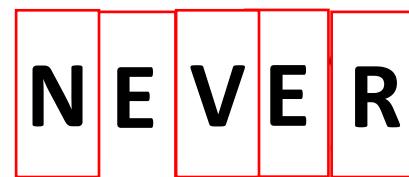
Criminal's second message



Criminal's third message

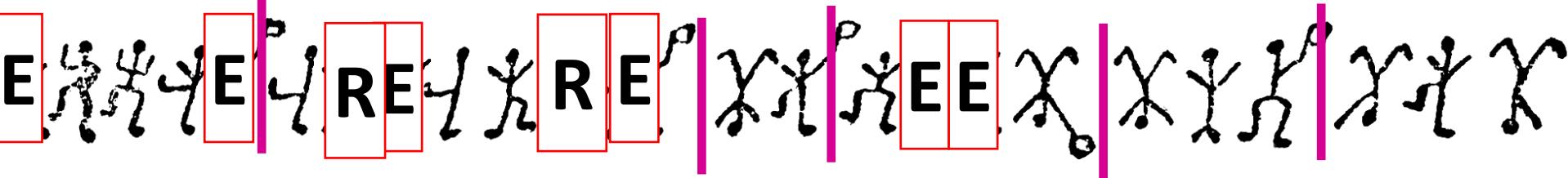


Elsie's response



Gives symbols for  
N,V,R

Criminal's final message



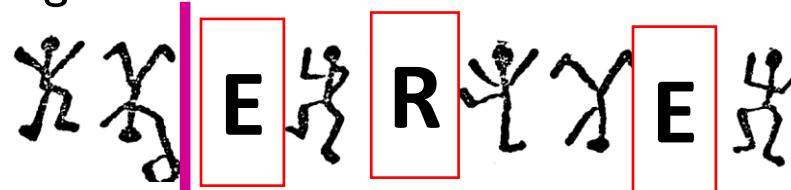
Sherlock Holmes' message to the criminal



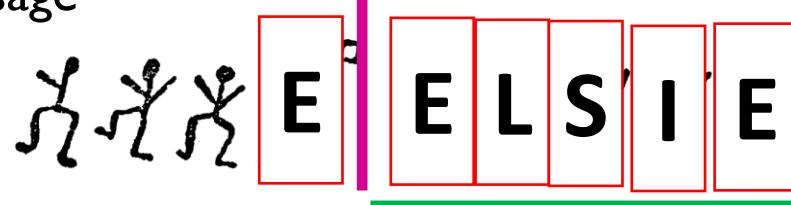
Criminal's (Abe Slaney staying at Elrige's Farm) first message



Criminal's second message



Criminal's third message



Elsie's response



E \*\*\* E word  
occurs twice – is  
this a name ? ELSIE?

Criminal's final message



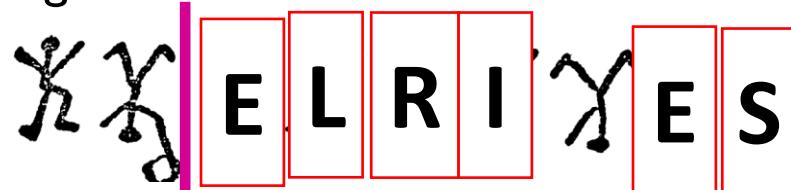
Sherlock Holmes' message to the criminal



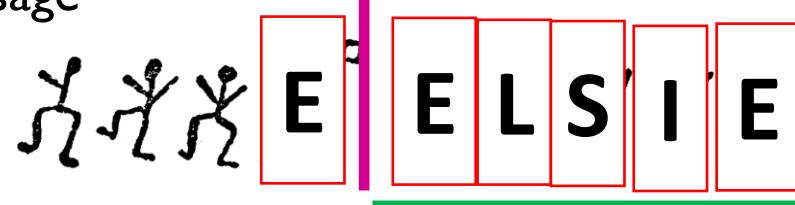
Criminal's (Abe Slaney staying at Elrige's Farm) first message



Criminal's second message



Criminal's third message



Elsie's response



Gives symbols for  
L, S, I

Criminal's final message



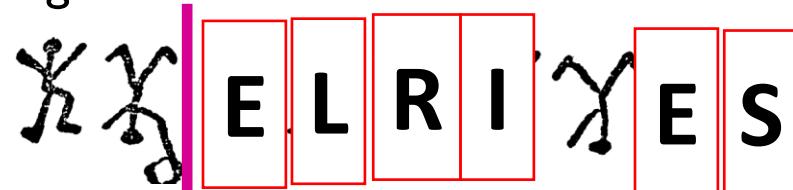
Sherlock Holmes' message to the criminal



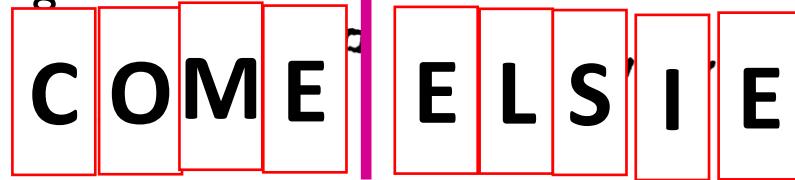
Criminal's (Abe Slaney staying at Elrige's Farm) first message



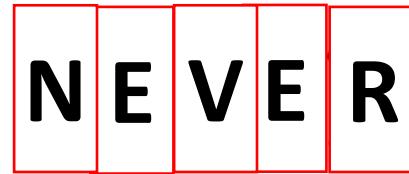
Criminal's second message



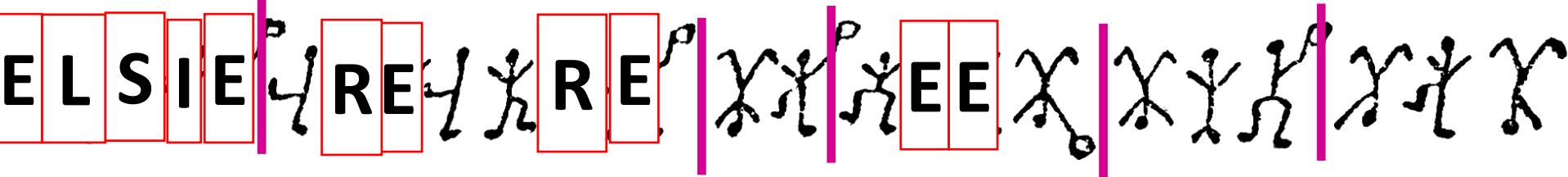
Criminal's third message



Elsie's response



Criminal's final message



Sherlock Holmes' message to the criminal

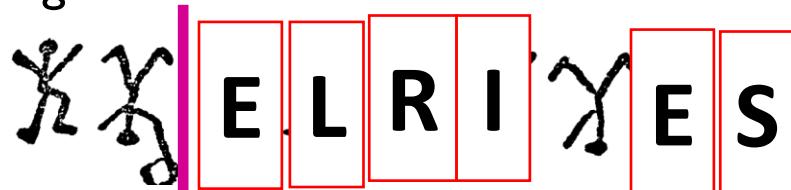


\* \* \* E may be an instruction.  
COME ?

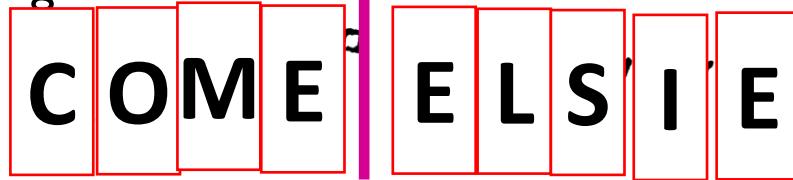
Criminal's (Abe Slaney staying at Elrige's Farm) first message



Criminal's second message



Criminal's third message

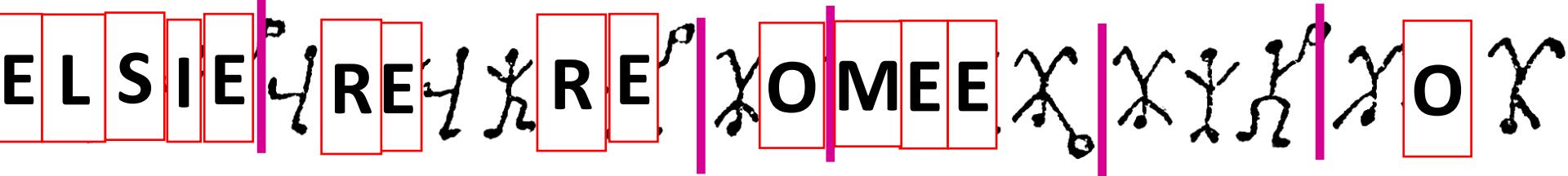


Elsie's response



Gives symbols for  
C, O, M

Criminal's final message



Sherlock Holmes' message to the criminal

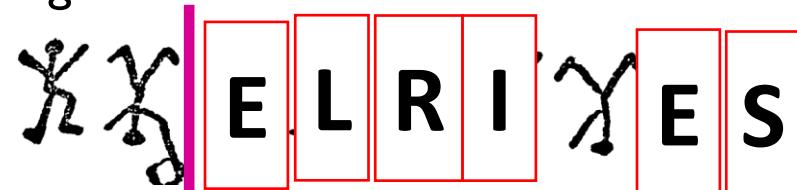


Criminal's (Abe Slaney staying at Elrige's Farm) first message

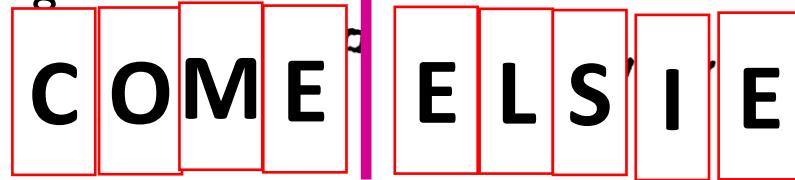
"AM HERE" ?



Criminal's second message



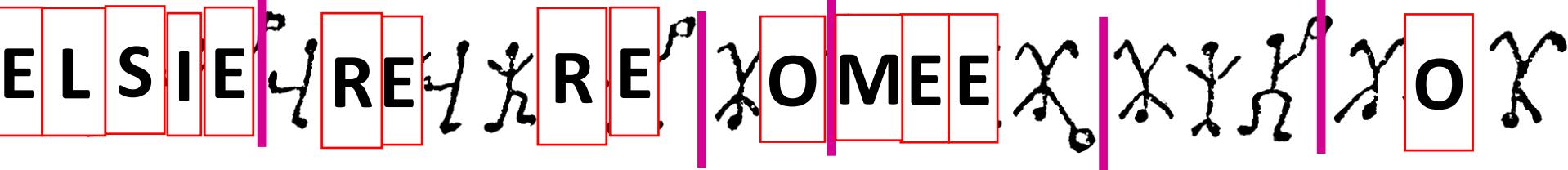
Criminal's third message



Elsie's response



Criminal's final message



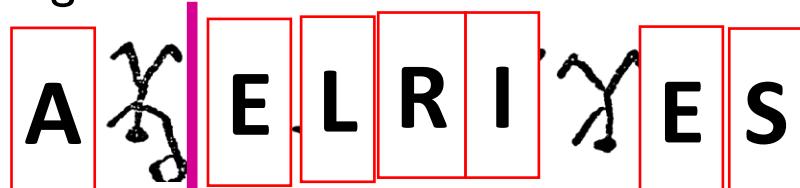
Sherlock Holmes' message to the criminal



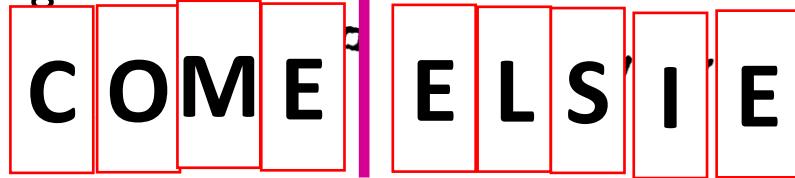
Criminal's (Abe Slaney staying at Elrige's Farm) first message



Criminal's second message



Criminal's third message

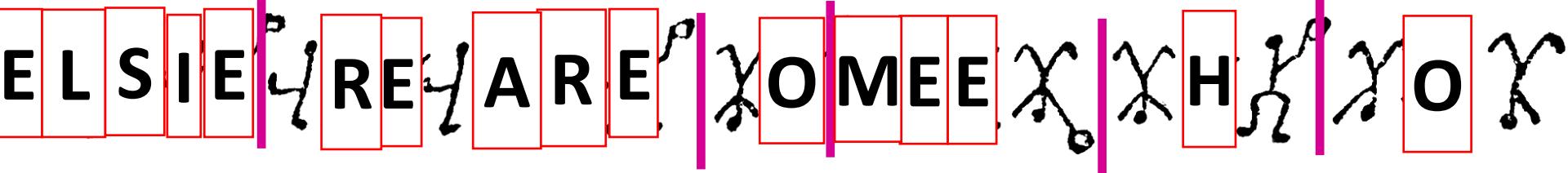


Elsie's response



Gives symbols for  
A, H

Criminal's final message



Sherlock Holmes' message to the criminal



Criminal's (Abe Slaney staying at Elrige's Farm) first message

AMHEREAESLANE

Criminal's second message

ATELRI'YES'

Criminal's third message

COMEELSI'E

Elsie's response

NEVER

Criminal's final message

ELSIEREARETOMEETTHOX

Sherlock Holmes' message to the criminal



A\* ELRI\*ES  
A\* = AT ?

Gives T

Criminal's (Abe Slaney staying at Elrige's Farm) first message

AMHE RE A E SLANE

Criminal's second message

ATELRI'YES'

Criminal's third message

COME ELSIE

Elsie's response

NEVER

\*RE\*ARE  
PREPARE?  
Gives P

Criminal's final message

ELSIE PREPARE TO MEET THO

Sherlock Holmes' message to the criminal



Criminal's (Abe Slaney staying at Elrige's Farm) first message

AMHE RE A E SLANE

Criminal's second message

ATEL RIGES

ELRI\*ES  
ELRIGES ?  
Gives G

Criminal's third message

COME ELSIE

Elsie's response

NEVER

Criminal's final message

ELSIE PREPARE TO MEET THE GO

Sherlock Holmes' message to the criminal



Criminal's (Abe Slaney staying at Elrige's Farm) first message

AMHE REA E SLANEY

Criminal's second message

ATEL RIGES

SLANE\* & TH\*

Criminal's third message

COME ELSIE

SLANEY & THY

Or

SLANEE & THE?

Elsie's response

NEVER

Criminal's final message

ELSIE PREPARE TO MEET THY GO

Sherlock Holmes' message to the criminal



Criminal's (Abe Slaney staying at Elrige's Farm) first message

AMHE RE A E SLANEY

Criminal's second message

ATEL RIGES

Criminal's third message

COME ELSIE

Elsie's response

NEVER

GO\*

GOD?

Criminal's final message

ELSIE PREPARE TO MEET THY GOD

Sherlock Holmes' message to the criminal



Criminal's (Abe Slaney staying at Elrige's Farm) first message

A M H E R E A B E S L A N E Y

Criminal's second message

A T E L R I G E S

A\*E is a first name

Criminal's third message

C O M E E L S I E

ABE?

Elsie's response

N E V E R

Criminal's final message

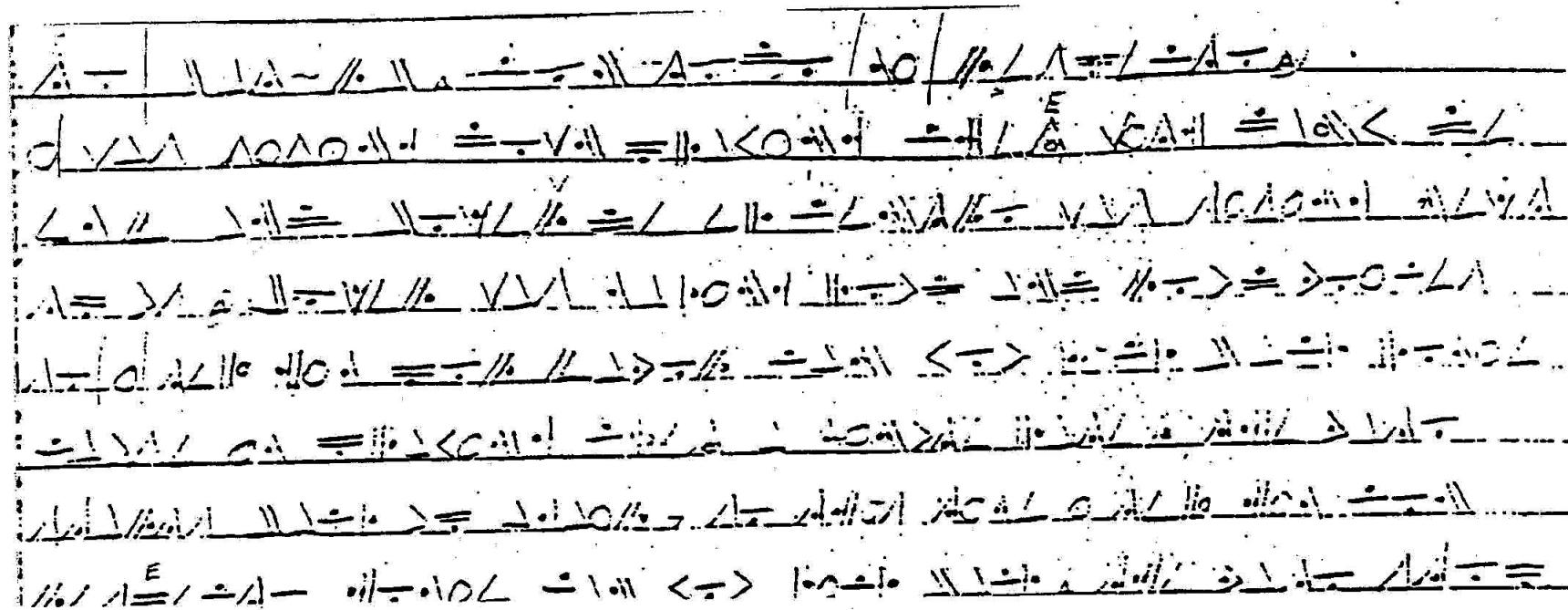
E L S I E P R E P A R E T O M E E T T H Y G O D

Sherlock Holmes' message to the criminal



# Substitution ciphers in real life

A typical example of coded messages found in prisons in California sent to Stanford's Statistics Department for decryption



How to find the unknown function  $f$  such  $f : \{\text{code space}\} \rightarrow \{\text{English alphabet}\}$

# Markov chain Monte Carlo

A standard approach to deciphering is to use the statistics of written English to guess at probable choices for  $f$ , try these out, and see if the decrypted messages make sense.

The statistics is obtained from a text corpus. The proportion of consecutive text symbols from  $x$  to  $y$  gives a matrix  $M(x; y)$  of 1<sup>st</sup> order transitions from one symbol to another.. Then the plausibility of the mapping  $f$

$$Pl(f) = \prod_i M(f(s_i), f(s_{i+1}))$$

where  $s_i$  runs over consecutive symbols in the coded message.

Mappings  $f$  which have high values of  $Pl(f)$  are good candidates for deciphering.

To maximize the plausibility we can run the following Markov Chain Monte Carlo algorithm

- Start with a preliminary guess, say  $f$ .
- Compute  $Pl(f)$ .
- Change to  $f_*$  by making a random transposition of the values  $f$  assigns to two symbols.
- Compute  $Pl(f_*)$ ; if this is larger than  $Pl(f)$ , accept  $f_*$ .
- If not, flip a  $Pl(f_*)/Pl(f)$  coin; if it comes up heads, accept  $f_*$ .
- If the coin toss comes up tails, stay at  $f$ .

# “Reps do it”

The space of possible  $f$ s is extremely large – can the Monte Carlo guided random walk achieve the “correct”  $f$  in reasonable time, or at all?

ENTER HAMLET HAM TO BE OR NOT TO BE THAT IS THE QUESTION WHETHER TIS

The text is scrambled at random and the Monte Carlo algorithm run

```
100 ER ENOHDLAE OHDLO UOZEOUNORU O UOZE0 HD OITO HEOQSET IUROFHE HENO ITORUZAEN
200 ES ELOHRNDE OHRNO UOVEOULOSU O UOVE0 HR OITO HEOQAET IUSOPHE HELO ITOSUVDEL
300 ES ELOHANDE OHANO UOVEOULOSU O UOVE0 HA OITO HEOQRET IUSOFHE HELO ITOSUVDEL
400 ES ELOHINME OHINO UOVEOULOSU O UOVE0 HI OATO HEOQRET AUSOWHE HELO ATOSUVMEL
500 ES ELOHINME OHINO UODEOULOSU O UODE0 HI OATO HEOQRET AUSOWHE HELO ATOSUDMEL
600 ES ELOHINME OHINO UODEOULOSU O UODE0 HI OATO HEOQRET AUSOWHE HELO ATOSUDMEL
900 ES ELOHANME OHANO UODEOULOSU O UODE0 HA OITO HEOQRET IUSOWHE HELO ITOSUDMEL
1000 IS ILOHANMI OHANO RODIORL0SR O RODIO HA OETO HIOQUIT ERSOWHI HILO ETOSRDMIL
1100 ISTILOHANMITOHANOT ODIO LOS TOT ODIOTHATOEROTHIOQUIRTE SOWHITHILOTROS DMIL
1200 ISTILOHANMITOHANOT ODIO LOS TOT ODIOTHATOEROTHIOQUIRTE SOWHITHILOTROS DMIL
1300 ISTILOHARMITOHAROT ODIO LOS TOT ODIOTHATOENOTHIOQUINTE SOWHITHILOTENOS DMIL
1400 ISTILOHAMRITOHAMOT OFIO LOS TOT OFIOTHATOENOTHIOQUINTE SOWHITHILOTENOS FRIL
1600 ESTEL HAMRET HAM TO CE OL SOT TO CE THAT IN THE QUENTIOS WHETHER TIN SOCREL
1700 ESTEL HAMRET HAM TO BE OL SOT TO BE THAT IN THE QUENTIOS WHETHER TIN SOBREL
1800 ESTER HAMLET HAM TO BE OR SOT TO BE THAT IN THE QUENTIOS WHETHER TIN SOBLER
1900 ENTER HAMLET HAM TO BE OR NOT TO BE THAT IS THE QUESTION WHETHER TIS NOBLER
2000 ENTER HAMLET HAM TO BE OR NOT TO BE THAT IS THE QUESTION WHETHER TIS NOBLER
```

The simple optimization process converges to original text in a few thousand steps

# Substitution ciphers in real life

Decipherment of the typical example of coded messages found in prisons in California sent to Stanford's Statistics Department for decryption

to bat-rb. con todo mi respeto. i was sitting down playing chess with danny de emf and boxer de el centro was sitting next to us. boxer was making loud and loud voices so i tell him por favor can you kick back homie cause im playing chess a minute later the vato starts back up again so this time i tell him con respecto homie can you kick back. the vato stop for a minute and he starts up again so i tell him check this out shut the f\*\*k up cause im tired of your voice and if you got a problem with it we can go to celda and handle it. i really felt disrespected thats why i told him. anyways after i tell him that the next thing I know that vato slashes me and leaves. dy the time i figure im hit i try to get away but the c.o. is walking in my direction and he gets me right dy a celda. so i go to the hole. when im in the hole my home boys hit doxer so now "b" is also in the hole. while im in the hole im getting schoold wrong and

# The Voynich Manuscript (c.15<sup>th</sup> century ?)

an illustrated codex, hand-written in an unknown script – language unknown

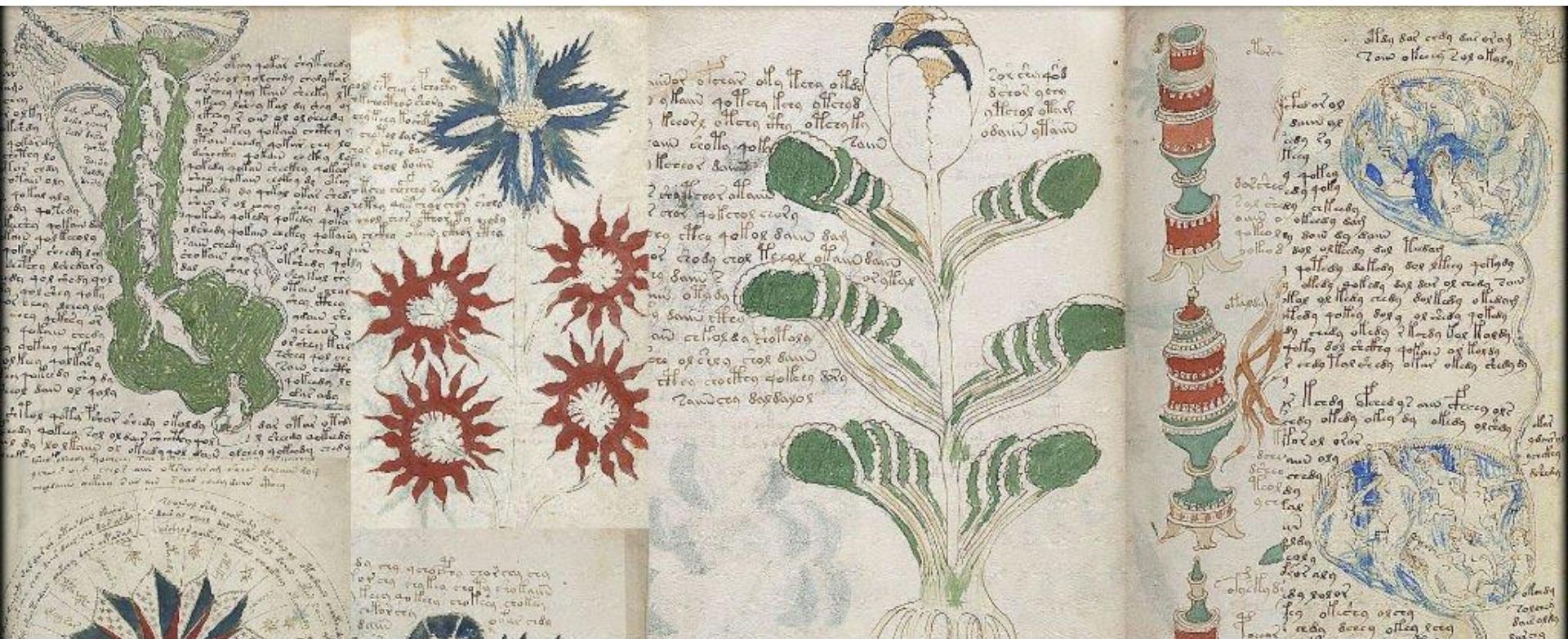


Image: Beinecke Rare Book & Manuscript Library

The vellum has been carbon-dated to 15<sup>th</sup> century  
named after Wilfrid Voynich, a Polish book dealer who acquired it in 1912

Hypotheses range from a script for a natural language or constructed language, an unread code, cypher, or other form of cryptography, or perhaps a hoax!