

Cryptology is a branch of mathematics

Cryptology

- The art and science of keeping messages secury is cryptography, and it is practiced by cryptographers.
- Cryptanalysts are practitioners of cryptanalysis, the art and science of breaking ciphertext; that is seeing through the disguise.
- The branch of mathematics encompassing both cryptography and cryptanalysis is cryptology an its practitioners are cryptologists.
- Modern cryptologists are generally trained in theoretical mathematics they have to be.

CRYPTANALYSISuk Notesale. Notesale. Notesale. Author: Auguste Kerckholis, bern 1835 at Nuth, Holland

- · Good cryptographic algorithms are found only through thorough cryptanalysis!
- Kerckhoffs deduced the following six requirements for selecting usable field ciphers:
 1) the system should be, if not theoretically unbreakable, unbreakable in practice
 - 2) Compromise of the system should not inconvenience the correspondents
 - 3) The key should be remembrable without notes and should be easily changeable
 - 4) The cryptograms should be transmissible by telegraph
 - 5) the apparatus or documents should be portable and operable by a single person
 - 6) the systems should be easy, neither requiring knowledge of a long list of rules nor involving mental strain.

Preview from Notesale.co.uk Preview page 20 of 48 E) Modular arithmetic

a) Multiplicative inverseb) Euler totient function



Condition for distinct single roots:

$$4a^3 + 27b^2 \neq 0$$





• P = (9, 7) and Rom 138 bf 48 • $P + Q \mod 13$ Page 39 bf 48 ELLIPTIC CURVES – ADDITION IN FINITE

- The slope, λ is given as

$$\lambda = \frac{y_2 - y_1}{x_2 - x_1} = \frac{8 - 7}{1 - 9} = \frac{1}{-8} = \frac{1}{5} = 8$$

 Note that the additive inverse of -8 = 5 and the multiplicative inverse of $1/5 = 5^{-1} = 8$ in mod 13 arithmetic

Task 3 – Iterate a Point on the Elliptic Curve

- Iterate the point P(2,4) lying on $x^2 = x^2 + x + 6 \mod 11$:
- Compute $P^2 = P * Prov doubling the point P$

$$s = \frac{dy}{dx} = \frac{3x_P^2 + a}{2y_P}$$

$$x_R = s^2 - 2x_P$$
$$y_R = -(s \cdot x_R + y_0)$$

Compute P³ = P * P * P = P² * P by point addition

$$s = \frac{y_Q - y_P}{x_Q - x_P}$$

$$y_0 = y_P - s \cdot x_P$$

$$x_R = s^2 - x_P - x_Q$$
$$y_R = -(s \cdot x_R + y_0)$$

All operations are computed in GF₁₁