

9/13/24 CIS 3362

# ADFGVX review

① Phase 1 is look up each character in 6x6 grid (key #1) and replace it with a 2 letter pair (row, col) of where the letter is in the grid. (Basically a substitution for 36 character = A-Z, 0-9.

Step 1: → AX XF GG FD FA XF DD XD GF DF DD

② Transposition with keyword.

Key #2: PAPER

22/5 → min in col  
22 ÷ 5 → # cols extra

if you know 22 chrs, you know each col size

	P	A	P	E	R
	(3)	(1)	(4)	(2)	(5)
	A	X	X	F	G
	G	F	D	F	A
	X	F	D	D	X
	D	G	F	D	F
	D				

} sort letters alpha order ties - number left to right

Copy msg into grid row by row, left to right

Read the column in numerical order by ranks

End Step 2: XFFG DFFD AGXD XD DFGAXF

When decrypting, premake grid, copy appropriate # letters col! by

# Enigma

Used by Germans during WWII.

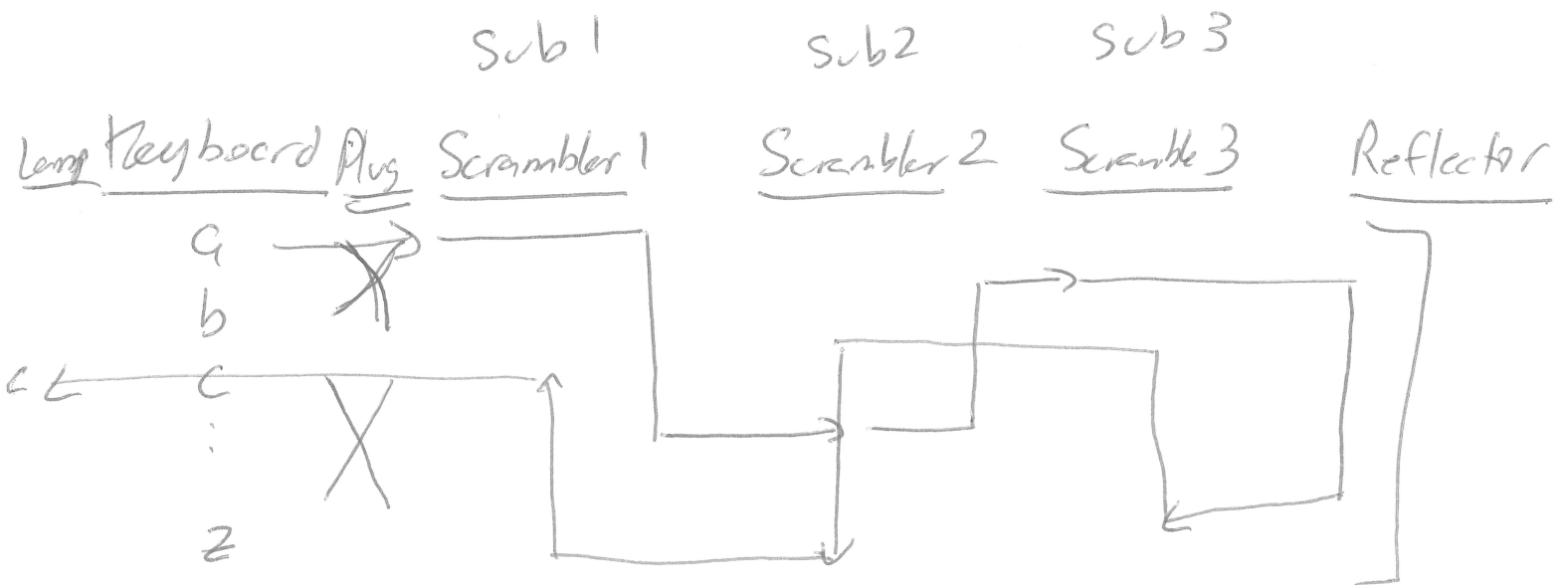
- Imitation Game (movie)

Enigma invented ~1917 - Arthur Scherbius  
(private business)

Huge step up from Playfair or Hill

① How machine is built/works

② How Enigma is broken.



Scramblers work like odometer in a car  
circular dials + rotate (26 times for a full  
revolution)

AAA → encrypt one letter  
AAB  
⋮  
AAZ  
ABA

→

AZZ  
BAA  
↓  
ZZZ

$26^3$  settings  
scramblers

Machine uses  $26^3$  substitution ciphers.

It encrypts one letter w/ one of them, then moves onto the next letter w/ the next key

Imagine Vigenere with a keyw/ of length  $26^3 = 17,576$ , but we do a substitution at each letter!

### Use of Machine

- ① Day Code (publish in secret book)
  - ② Msg Code
- Jan1 - DQR  
Jan2 - XXM  
Jan3 - CQB  
etc.

1<sup>st</sup> 6 chars will be the ~~day~~<sup>msg</sup> code

~~DQRDQR~~

- ① Set machine to the Day Code (position of scramblers)

D	Q	R
S1	S2	S3

- ② encrypt the message code twice (operator chooses it randomly)

MJP (msg code)

<u>M</u>	<u>J</u>	<u>P</u>	<u>M</u>	<u>J</u>	<u>P</u>
D	D	D	D	D	D
Q	Q	Q	Q	Q	Q
R	S	T	U	V	W

} current settings

③ Set machine to the message code

M Q R  
S1 S2 S3

MSG HELLO

H E L L O

m m m m m  
Q Q Q Q Q  
R S T U V

Germans started using for their military in the 20s or early 30s.

French Polish - Peace Time Pact to share intelligence info.

~1932 or 1933 French shared info w/ Polish

French secret agent (unknown)

German guy - Hans Thilo Schmidt

- had access to blueprints of Enigma

French agent bribed Hans with lots of money ~10,000 francs today. Hans met agent + brought book w/ blue print hotel - French agent took pictures!