## Solutions

## ENEE/CMSC/MATH 456: Cryptography Stream Cipher Class Exercise 3/30/20

## ALGORITHM 6.1 Init algorithm for RC4 Input: 16-byte key kOutput: Initial state (S, i, j)(Note: All addition is done modulo 256) for i = 0 to 255: S[i] := i $k[i] := k[i \mod 16]$ for i = 0 to 255: j := j + S[i] + k[i]Swap S[i] and S[j]j := 0, i := 0return (S, i, j)

## ALGORITHM 6.2 GetBits algorithm for RC4 Input: Current state (S, i, j)Output: Updated state (S, i, j): output byte y (Note: All addition is done modulo 256) i := i + 1j := j + S[i]Swap S[i] and S[j]t := S[i] + S[j]y := S[t]return (S, i, j), y

Let  $S^0$  denote the initial state,  $S^i$  denote the state after i calls to **GetBits**.

Consider Event 1:  $(S^0[2] = 0) \land (S^0[1] = X \neq 2)$ 

What is the probability that Event 1 occurs? (For this part, assume Init outputs a perfectly random permutation of the values from 0 to 255)  $\frac{1}{256}$ 

Assuming Event 1 occurs, what is the value of  $S^1[X]$  (i.e. the value in position S[X] after the first iteration? X

Assuming Event 1 occurs, what is the value of  $S^2[X]$ ,  $S^2[2]$  (i.e. the values in positions S[X] and S[2] after the second iteration?  $\Lambda$ 

Assuming Event 1 occurs, what value (call this V) is outputted in the second iteration?

Assuming Event 1 does not occur, V is uniformly distributed. biased towards O Towards what value is V biased and with what probability?  $\frac{1}{256} + \frac{1}{256} = \frac{2}{256} = \frac{2}{2$ 

First iteration:  

$$i = 1$$
  
 $j = S(1) = X$   
Swap  $S[1]$  and  $S[x]$   
 $S[1] = S[x]$   
 $S[x] = X$ 

Second iteration:  

$$i=2$$
  
 $j=X+S[2]=X+0=X$   
 $y:=S(t)=S[x]=0$   
Swap  $S[2]$  and  $S[X]$  return,  $0$ .  
 $S[2]=S[x]=X$ 

$$t = S[a] + S[x] = X$$
 $y = S[t] = S[x] = 0$ 
return, 0.

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