Question 1: A definition for a secure cryptographic scheme: It’s the year 1940 and as a budding cryptographer you’ve heard that the Enigma cipher has been broken. You’re unsure if this is even possible, but realize that without a proper definition of security there’s no way to mathematically prove whether a particular crypto scheme is secure.

Let’s come up with a definition of security and see if it holds up to the properties we want a secure system to have: At a high level, we want our scheme to ensure secrecy of communication against an eavesdropper who can observe everything being sent across the channel between Alice and Bob.

Definition 1: It should be impossible for the attacker to determine the key shared by the parties.

Describe potential flaws with this definition
   A. Too broad
   B. Too narrow
   C. Other issues

Definition 2: An encryption scheme is secure if and only if it is impossible for the attacker to learn the plain text.

Describe potential flaws with this definition
   D. Too broad
   E. Too narrow
   F. Other issues

Definition 3: An encryption scheme scheme is secure if it is impossible for the attacker to learn any character of the plain text.

Describe potential flaws with this definition
   G. Too broad
   H. Too narrow
   I. Other issues
**Question 2: One Time Pads:** In modern cryptography, we transform our “plaintext” to “ciphertext” using bitwise operations. The most commonly used bitwise operation in cryptography is the exclusive OR operator or XOR. Here’s a review of XOR.

The XOR operator takes two bits and outputs one bit:

| 0 ⊕ 0 = 0 | 0 ⊕ 1 = 1 | 1 ⊕ 0 = 1 | 1 ⊕ 1 = 0 |

**Useful properties of XOR:**

| x ⊕ 0 = x | x ⊕ x = 0 | x ⊕ y = y ⊕ x | (x ⊕ y) ⊕ z = x ⊕ (y ⊕ z) | (x ⊕ y) ⊕ x = y |

**Question 2 Part A:** Let’s try out an example:

0100 1000 ^ 1010 0001 = ?

**Question 2 Part B:** The one time pad is a simple and idealized encryption scheme that helps illustrate some important concepts in security. What is the XOR of Alice’s message with the key?

**One-Time Pads: Encryption**

The plaintext $M$ is the bitstring that Alice wants to encrypt. Use XOR to scramble up $M$ with the bits of $K$.

<table>
<thead>
<tr>
<th>Alice</th>
<th>K</th>
<th>M</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>0 1 1 0 0 1 0 1 0 1 1 1</td>
<td>1 0 0 1 1 0 0 1 0 1 0 0</td>
</tr>
</tbody>
</table>

Idea: Use XOR to scramble up $M$ with the bits of $K$. 
**Question 2 Part C**: Can Bob recover Alice’s plaintext? Try using XOR of the Key and Ciphertext and see if you can retrieve the plaintext.

### One-Time Pads: Decryption

Bob receives the ciphertext $C$. Bob knows the key $K$. How does Bob recover $M$?

<table>
<thead>
<tr>
<th>Bob</th>
<th>0</th>
<th>1</th>
<th>1</th>
<th>0</th>
<th>0</th>
<th>1</th>
<th>0</th>
<th>1</th>
<th>0</th>
<th>1</th>
<th>1</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td>$K$</td>
<td></td>
<td></td>
<td></td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>$C$</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

**Question 2 Part D**: Is a one-time pad secure?

- What if the OTP Key is less than the length of the message? What if we reuse the OTP key?

- What are some issues that you can identify with OTPs?

**Question 3: Random Number Generators**

**Part A**: What are good examples of random number generators? Where does randomness come from?

A. Radioactive Decay  
B. RF emissions from the big bang  
C. Thermal Emissions  
D. Mouse and Keyboard movements
Part B: Below is the source code for C’s random number generator. Under what circumstances is this random number generator “truly random”?

```c
unsigned long int next = 1;
/* rand: return pseudo-random integer on 0...32767 */
int rand(void){
    next = next * 11-3515245 + 12345;
    return (unsigned int) (next/65536) % 32768;
}
/* srand: set seed for rand() */
void srand(unsigned int seed){
    next = seed;
}
```

Part C: We’ve seen that random number generators are generated on most machines from physical inputs such as mouse clicks etc. How are random numbers generated for Virtual Machines and Servers?