

Review

1. Symmetric ciphers, asymmetric ciphers, cryptographic hashes: design requirements, computational margins.
2. Kinds of attacks: Cipher-text only, corresponding plaintext/ciphertext, chosen cipher-text.
3. Classical Crypto
 - a. Frequency curves
 - b. Multialphabetic substitutions: aligning alphabets.
 - c. One time pads
 - d. IC
 - e. Runs
 - f. Group theory: Decomposing complex transformations into simple ones
 - g. Cycle structure and similarity
 - h. Enigma
 - i. Probable Words
4. Information theory and Unicity
 - a. Entropy
 - b. Mutual information
5. Euclidean algorithm and equation solving
6. Stream Ciphers
 - a. LFSRs as recurrence
 - b. Breaking LFSRs and non-linear filter SRs: correlation attacks.
 - c. Berlekamp-Massey.
7. Block ciphers
 - a. Confusion and diffusion.
 - b. Simple attacks: parallel systems, mixing.
 - c. Feistel Ciphers
 - d. DES
 - e. DES expressed as basic transformations
 - f. AES
 - g. Field inversion and high degree substitutions
 - h. Linear and differential attacks.
 - i. Functions as polynomials.
 - j. Walsh transformations and linear approximation.
 - k. Balance.
 - l. Berlekamp factoring
8. Time Memory Trade-offs, Man in the Middle Attacks (especially for Diffie Hellman).
9. Factoring based public key methods
 - a. Addition, multiplication, exponential mod p
 - b. RSA algorithm.
 - c. Chinese remainder Theorem
 - d. Inverses mod p, mod $\phi(p)$, solving equations in the integers.

- e. Glitching attacks, common modulus attack.
 - f. Montgomery multiplication.
 - g. Primality testing.
 - h. Prime number theorem.
 - i. Fermat/Euler's theorem.
 - j. Quadratic reciprocity.
 - k. Quadratic sieve.
 - l. Universal exponents
 - m. Factoring: $x^2 - y^2 = (x - y)(x + y)$
 - n. Pollard p-1
 - o. Lattice and lattice attacks
 - p. Timing attacks
 - q. Factor Bases
10. Discrete Log problem
- a. El Gamal
 - b. Diffie Hellman
 - c. Primitive elements.
 - d. Baby step – Giant step
 - e. Square root mod p, mod n (CRT)
 - f. NP completeness
 - g. Index calculus
11. Cryptographic Hashes
- a. 1-wayness
 - b. Collision resistance.
 - c. SHA-1, SHA-2, MD4/5.
 - d. Multicollisions.
 - e. Birthday attacks.
12. Elliptic curves.
- a. Group structure: adding and subtracting, tangents.
 - b. The Elliptic Group
 - c. Point counting
 - d. Picking curves
13. Solving equations.
- a. SAT
 - b. Linear equations