

An Unassailable Block Cipher Generation with an Extended PCC, Concerning a Large Alphanumeric Kay, Modular Arithmetic and Integral Functions

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ABSTRACT

In this investigation, we have developed an unbreakable block cipher with extended play color cipher algorithm. This includes multiple transpositions, substitutions, modular arithmetic, integral functions and a 32 characters alphanumeric key. These functions mutate the plain text in various ways before it takes the shape of cipher text. The process of encryption, decryption and the sub key generation method were explained with example. The avalanche effect and the cryptanalysis examined in this analysis clearly indicate that the cipher is very strong one.

General Terms

Crypt analysis, Block cipher, Play color cipher, Encryption, Decryption, Decillions, Security and Algorithm.

Keywords

Symmetric block cipher, Cryptanalysis, Play color cipher (PCC), Substitution, Permutation, RSA algorithm, Rich text format (RTF), PUB: Public key of user B, PRA: Private Key of user A, PUA: Public key of user A, PRB: Private key of user B.

1. INTRODUCTION

A number of cryptographic algorithms [1][2][3] have been developed and updated in the recent past, which can be found in the literature. In a current investigation, Udaya et al. have developed a modern cryptographic algorithm in three variations, by name it is Play Color Cipher [4][5][6][7][8]. The variations are PCC-92, PCC-128 and PCC-32AN, the first two version are based on 92, 128 binary keys and the third one uses 32characters alphanumeric key. In these algorithms they have also involved number of permutation, substitution, iterative and modular arithmetic functions to strengthen the cipher.

In the present paper we have updated PCC-32AN, to exhibit a strong avalanche effect and proven that it cannot be broken by cryptanalytic attack.

2. KEY SELECTION & DISTRIBUTION

In this we have used a 32 characters alphanumeric key. The key format and Steps involved in sub key generation algorithm is shown in the figure 1 and 6. Procedure for transferring key from source to the destination is shown in the Figure 2.

- Select key 'K', should be 32 alphanumeric characters, for our convenience from know on the word "alphanumeric characters" will be called as a "characters" in this paper.
- In the above 32 characters: from LHS to RHS, the sub key generation algorithm considers out put of the first 15 characters as parameter 1 (K1), next 7 characters as parameter 2 (K2), the out put of 23rd characters (K3) will be used to select integral function and the out put of last 9 characters (K4) will be used as a key for transposition
- K1 and K2 will be passed as a parameters to the function selected by K3 and the output will be the starting address K1' and Increment value K2', for selecting color in play color cipher algorithm.
- There is one more key K5 will be generated by the sub key generation algorithm based on the length of the plaintext, used for transposition in the process of encryption and decryption.

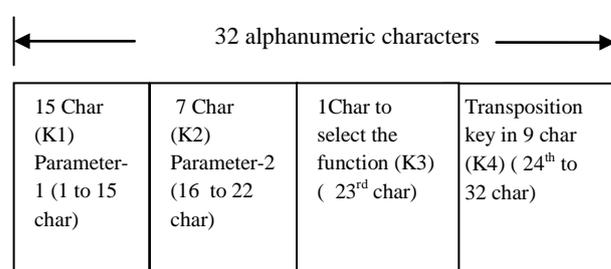


Figure 1: Key format in 32 alphanumeric characters

- Use RSA [9] Public key encryption algorithm for key distribution as shown in Figure 2:
- Encrypt K using senders (Source A) private key (PRA) for authentication ----- 2.1
- Encrypt the result of 2.1 using receivers (User B) public key (PUB) for confidentiality. ----- 2.2
- Send the result of 2.2 to the receiver-----2.3
- Decrypt 2.3 by using PRb ----- 2.4
- Decrypt 2.4 by using PUa ----- 2.5

Hence with the both authentication and confidentiality we have distributed the keys between User A and User B.

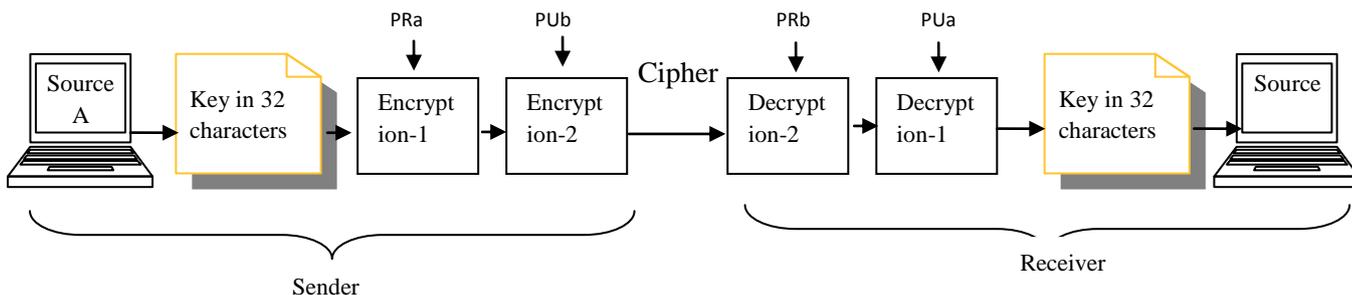


Figure 2: Secure Transmission of Key using RSA

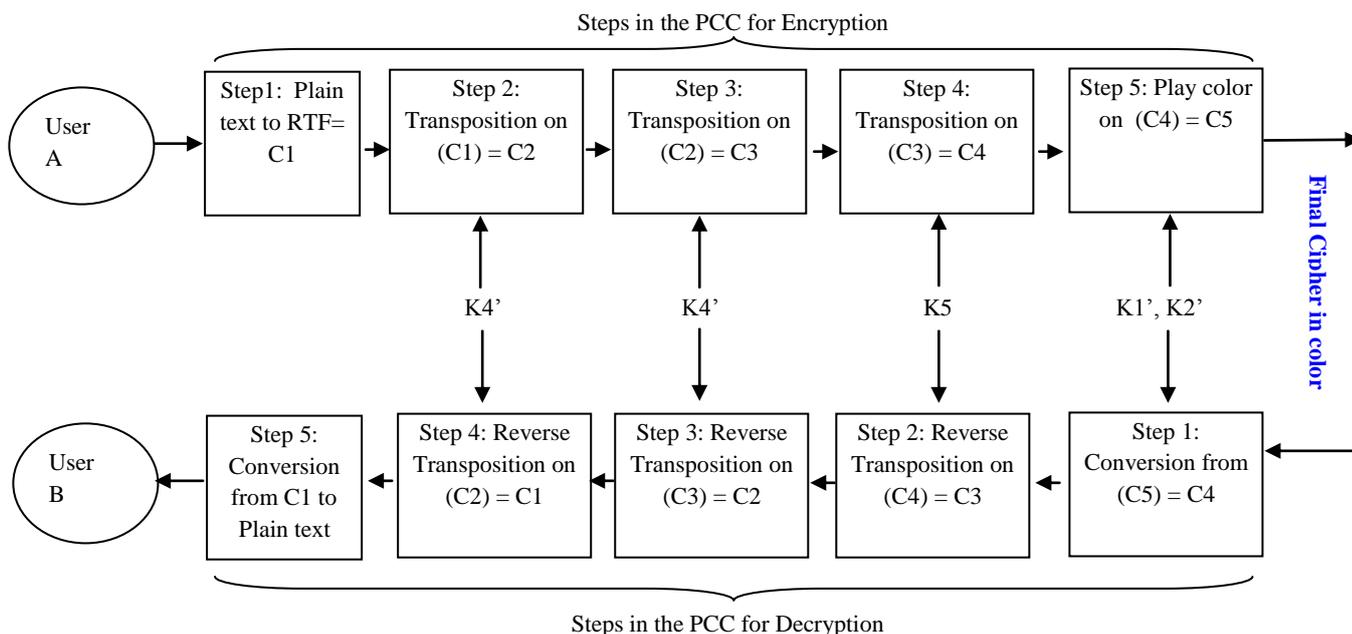


Figure 3: Process of Encryption & Decryption using Play Color Cipher

3. DEVELOPMENT OF THE CIPHER

In this we have considered a block of plain in the form of alphanumeric characters, symbols, images and diagrams, etc as shown in the figure 4.

**PCC TESTING FOR AVALANCE EFFECT
 TEXT CAN BE ANY CHARACTERS,
 DIAGRAMS AMD IMAGES**

1111%%%%%%%%&&&999999_+++++++



Figure 4: Plain text 1 considered for encryption

For the development of the cipher we have five phases in this algorithm as shown in the figure 3. To exhibit and prove a strong avalanche effect we have considered another plain text in which we have changed a single character in the first plain text as shown figure 5. It is to be noted that only the first character in the plain text is differ in figure 4 & 5, which is

character P is changed to Q. A desirable property of any encryption algorithm is that a small change in either the key or the plain text should produce a significant change in the cipher.

**QCC TESTING FOR AVALANCE EFFECT
 TEXT CAN BE ANY CHARACTERS,
 DIAGRAMS AMD IMAGES**

1111%%%%%%%%&&&999999_+++++++



Figure 5: Plain text 2 considered for encryption

In particular, a change in one bit / character of the plain text or key should produce a change in many bits / characters of the cipher text. The same we have proven in fourth and fifth phase of the PCC.

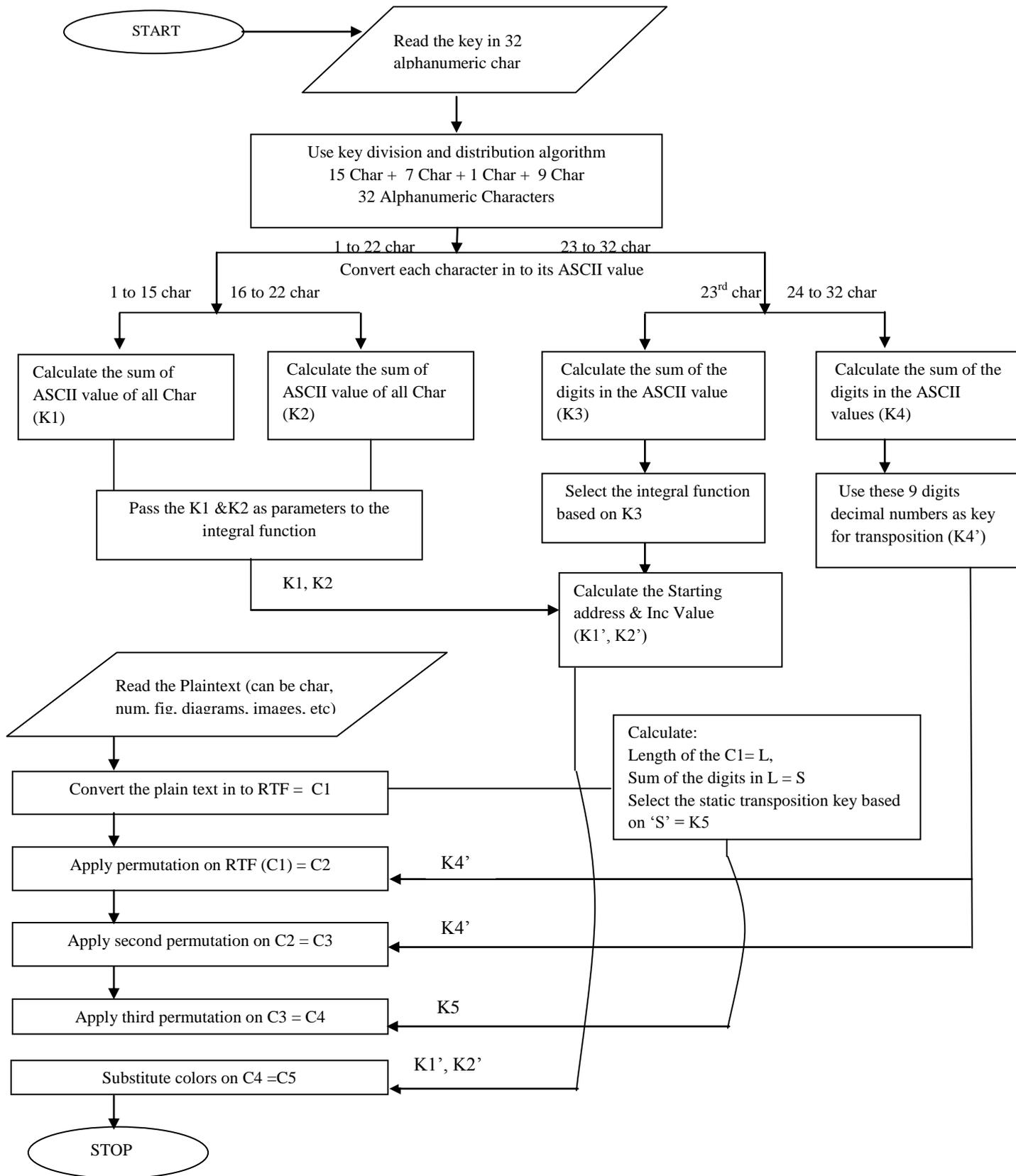


Figure 6: Flow chart for encryption process

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Figure 11: a snap shot of third transposition C3 to C4 out of 18 pages of out put after changing one character in the plain text input (figure 5)

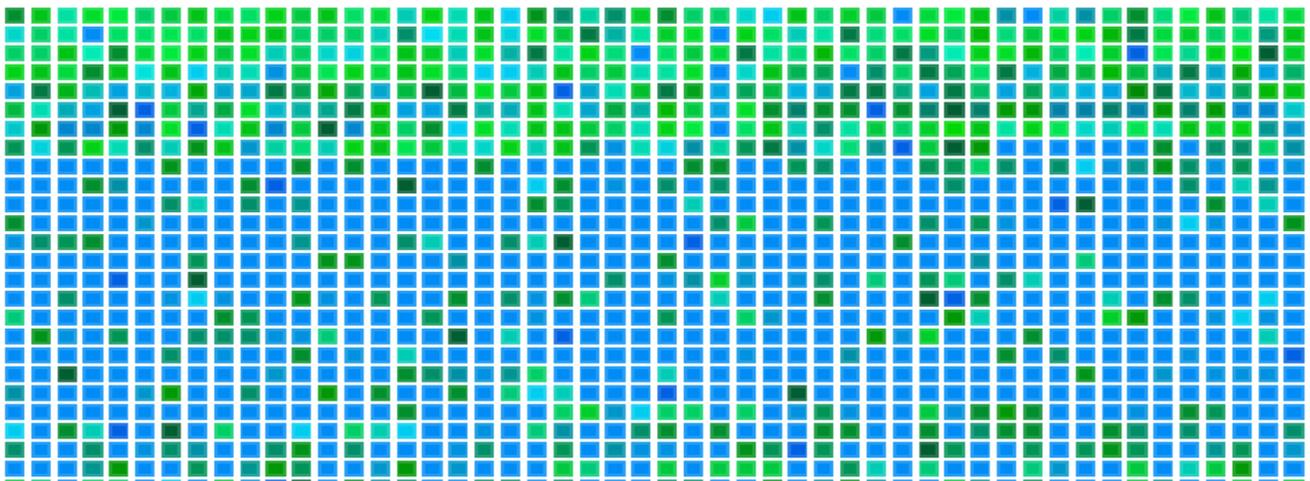


Figure 12: a snap shot of color substitution on C4 to produce final cipher C5 using play color cipher

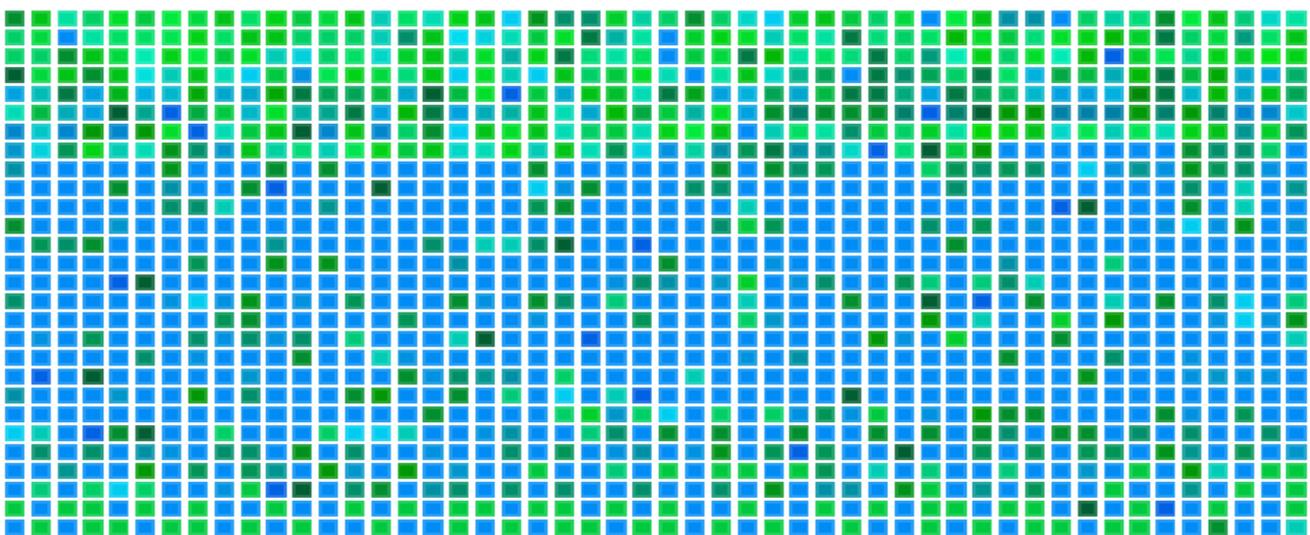


Figure 13: a snap shot of color substitution on C4 to produce final cipher C5 using play color cipher After change a single character in the plain text input (figure 5)

3.1 Converting Plain text in to the RTF format:

We can renovate all types of characters, numbers, symbols, diagrams and images by using rich text box in to Rich text format. By using this facility the plain text is converted in to an unintelligible text.

The plain text considered is shown in figure 4, which is the combination of alphanumeric characters, symbols, diagrams and images. We can observe that the entire plain text is comfortably converted in to cipher text and a snap shot of the output is shown in the figure 7 and named it as Cipher text C1.

3.2 First permutation on the output of previous step (3.1)

Transposition is nothing but the changing the order of the characters in the text, so that the out put spells differently and not easily intelligible. For performing permutation write the text in the rectangle, row by row, and read the message off, column by column, but permute the order of the columns. The order of the columns then becomes key to the algorithm.

Many transposition algorithms they don't allow the decimal number in the transposition key to repeat, but in our sub key generation algorithm we have a provision of this. To enhance the strength of the cipher C1, we have performed transposition on it by using a key K4'. This key is generated from the last 9 characters of the main key and is a 9 digit decimal number. In the example shown it is "339789789". A snapshot of the out put in this stage is shown in the figure 8, and named it as C2.

3.3 Second transposition on the output of preceding step (3.2)

To strengthen the cipher in the previous step 3.2 we did the transposition on the C1 once again with the same key K4'. With multiple permutations, we can enhance the strength of the cipher, so that it is not easily brittle. This can be repeated number of times based on the requirement; it is recommended that to use different keys for each permutation to develop stronger cipher. For our expediency we have used a common key and the result is shown in the figure 9, named it as Cipher C3.

3.4 Third permutation on the output of previous step (3.3)

To make the cipher more potential and to give the avalanche effect, we did the permutation on the preceding step 3.3 with a new key K5, which is derived from the length of the cipher text C1. It is noticeable that the length of the cipher texts C1, C2 and C3 are same. The out put of this stage is shown in the figure 10 and named it as Cipher C4.

3.5 Applying play color cipher on the out put of prior step (3.4) using K1'and K2'

With our Play Color Cipher[4] each Character (Capital, Small letters, any kind of text, Numbers (0-9), Symbols) in the plain text is substituted with a color block from a 18 decillions of colors[5] available in the computer world. In this we have considered only ARGB with the maximum number of 255 X 255 X 255 X 255 = 4228250625 colors, to make the cipher stronger.

For color substitution we have used two keys K1'and K2', Which are derived from the first 22 characters of the main key.

In the example shown the value of the starting address K1' is '20964' and the Increment value K2' is '315', by applying this on the out put Cipher(C4) in previous step, we got the color code as shown in the figure 12. This is the final cipher C5 generated by the source anticipated for receiver.

4. CRYPTANALYSIS

The cryptanalyst attacks which are normally considered in the literature of Cryptography are

1. Cipher text only attack (Brute force attack)
2. Known plaintext attack
3. Chosen plaintext attack
4. Chosen cipher text attack

In this paper the key 'K' allows of 32 alphanumeric characters. From the Left hand side first 22 characters (15 + 7) are used to calculate the starting address and increment value for color substitution, next characters (23rd) is used for selecting integral function and the remaining 9 characters (24th to 32 positions) are used as a key for transposition. In this we have three possibilities:--

Case 1 key can be only characters: Because, the alphabets are only 26, to enter 32 characters in the key, obviously some characters will have to be repeated. In these circumstances:

$$\text{Maximum number of Keys} = (26)^{32} = 1.9 \times 10^{45} \text{ Keys}$$

If the time required for the determination of the plain text for one value of the key in the key space is taken as 10⁻³ seconds, then the time required for obtaining the plain text by considering all the possible keys in the key space is 1.9X10⁴⁵X10⁻³

If we perform one encryption per micro second it takes

$$\frac{1.9 \times 10^{45} \times 10^{-3}}{365 \times 24 \times 60 \times 60} = 6 \times 10^{35} \text{ Years}$$

Case 2: out of 32 characters first 26 can be characters and the remaining 6 can be numbers between '0 to 9'. In this situation:

$$\text{Maximum number of Keys} = (26)^{26} + (10)^6 = 6 \times 10^{36} \text{ Keys.}$$

If we perform one encryption per micro second it takes

$$\frac{6 \times 10^{36} \times 10^{-3}}{365 \times 24 \times 60 \times 60} = 1.9 \times 10^{27} \text{ Years}$$

Case 3: key can be only numbers: Because the key length is 32 and the numbers can be any decimal number between '0 to 9', naturally the numbers will be repeated in the key. In this condition:

$$\text{Maximum number of keys} = (10)^{32}.$$

If we perform one encryption per microsecond it takes:

$$\frac{10^{32} \times 10^{-3}}{365 \times 24 \times 60 \times 60} = 3.1 \times 10^{29} \text{ Years}$$

In all three cases the number of possible keys were large, and the time required to try all probable keys is too high. Brut force attack is not possible and hence; it is impossible to break the cipher.

In the case of known plain text attack, we have to know as many pairs of plaintext and cipher text as we require. The number of colors in the computer world is more than 18 Decillions, with minor difference we have thousands of shades in the same color, by looking at the colors it is impossible to obtain the plain text, even if you have number of plain text and the corresponding cipher text, moreover the input to the color substitution algorithm is not the actual plain text rather it was permuted twice in the process. With permutations and substitutions in different stages we can

conclude that knowing plain text does not work. In the last two cases of the cryptanalysis attack, no scope is found for breaking the cipher.

Other then all these, to prove that the cipher is potential one, it is mandatory that the cipher should confirm a strong avalanche. To reveal and confirm a strong avalanche effect we have considered another plain text in which we have changed a single character in the first plain text as explained in section 3 and it is shown figure 5. It is identifiable that the only first character in the plain text is differed in figure 4 & 5. We have also encrypted the new plain text with the same key 'K', with the same procedure and experimentally noticed that there is more then 90% of the cipher in the second experiment is differ from the first experiment. A snap shot of the third transposition and the color substitution of both the experiments were shown in the figures 10, 11, 12 and 13.

In view of the above conversation, we bring to a close that the Cipher is a very strong.

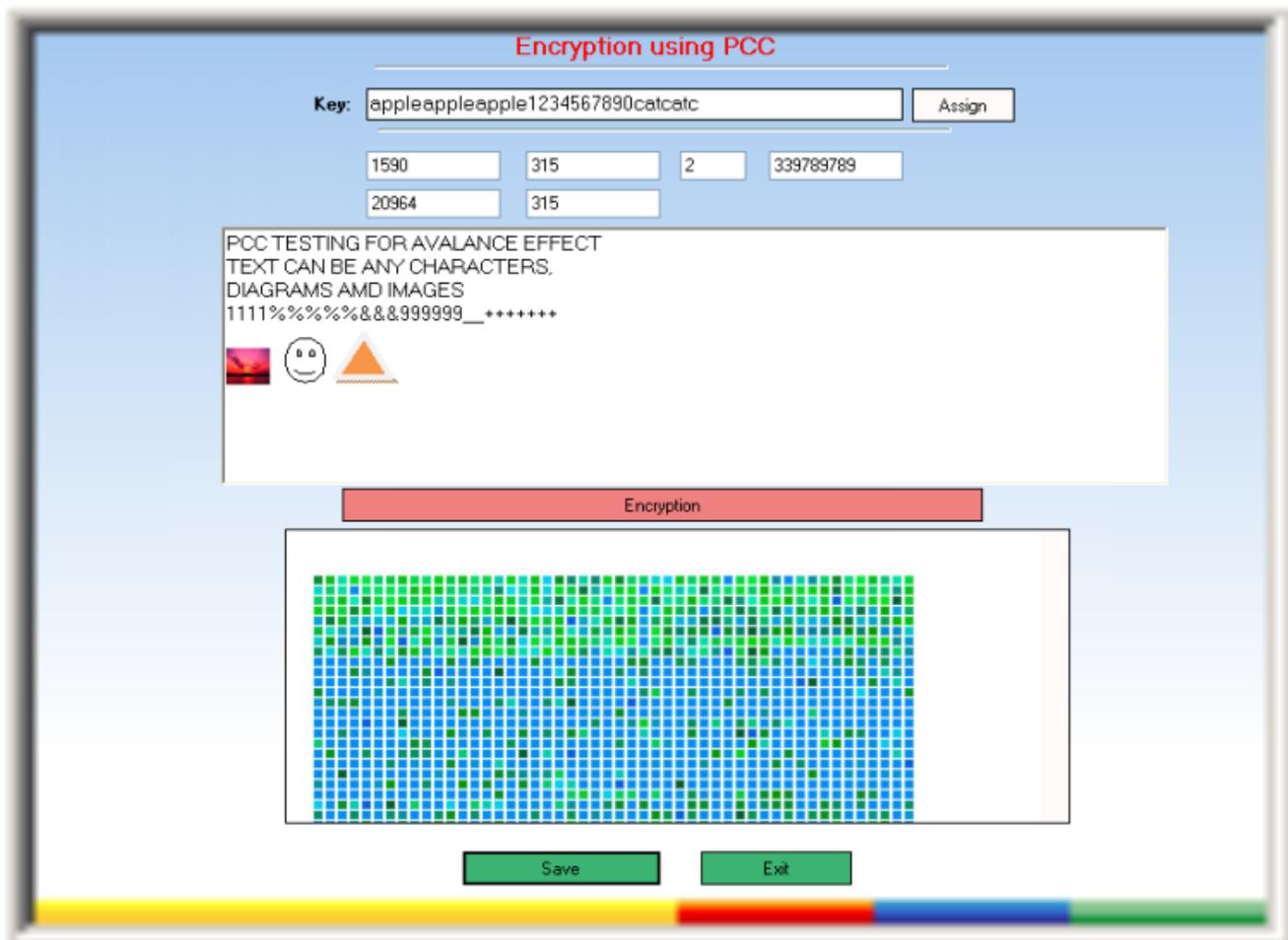


Figure 13: Encryption using extended PCC with 32 alphanumeric key

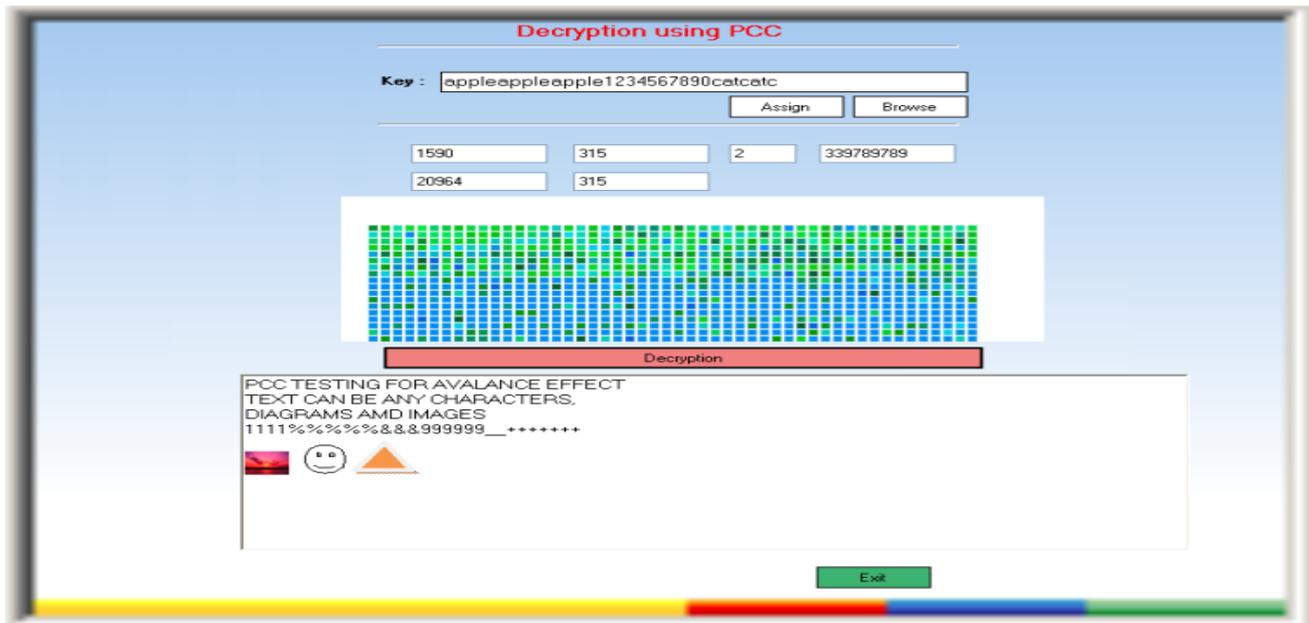


Figure 14: Decryption using extended PCC with 32 alphanumeric key

5. RESULTS

The invented play color cipher algorithm works with 32 alphanumeric key and it is confirmed that it is comfortably converting all kinds of text, symbols, diagrams and images as shown in the figure 13 and 14. The process of conversion with examples was explained. The strength of the any algorithm depends on key rather than the algorithm, in this the length of the key is 32 characters and proven that it is far from crypt analysis attacks and especially it gives a strong avalanche effect.

6. CONCLUSION

In this paper we have developed an extended play color cipher algorithm i.e. a symmetric key encryption algorithm using multiple transformation and color substitution. In this we have involved 32 alphanumeric characters as a dynamically permuted key with integral functions. We have proven that it can encrypt / decrypt all kinds of text, numbers, symbols, images and diagrams with example as shown in figure 13 and 14. For performing one encryption per micro second it takes minimum 1.9×10^{27} years.

For transferring key from sender to receiver we have used RSA algorithm and the procedure was explained with neat diagram. Specially we have concentrated on the sub key generation algorithm, explained the three possible cases and its time complexity. The brief explanation and the advantages of RTF were given; production of cipher text in five phases was explained with example.

Lastly, we conclude that, with the 32 characters alphanumeric key, the cipher is very strong and the algorithm is potential one.

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