

Multi Way Feedback Encryption Standard Ver-2(MWFES-2)

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Abstract

Nath et al developed a method Multi Way Feedback Encryption Standard Version-I[18] recently, where the authors used both forward and backward feedback from left to right and from right to left on the plain text along with some random key. In MWFES-I[18], the ASCII value of plain text is added with key and forward feedback(FF) and backward feedback (BF) to obtain intermediate cipher text. The initial FF and BF are taken to be 0. The intermediate cipher text is taken modulo operation with 256 to get cipher text. This cipher text is taken as feedback for the next column. In the second round we calculate the cipher text from the RHS. In the present method, the authors have used a much more general approach. In this paper, the FF and BF has been applied using skip by n -columns, where ' n ' can be 0 to any number less than the length of the plain text. This skip, denoted here by ' n ', can be generated dynamically from the key. So ' n ' can be taken as a function of the key. A comparative study was also made for same plain text, same key and different skip value i.e. ' n '. The results indicate that the encrypted texts are coming totally different, just by varying ' n '. The present method gives almost unlimited scope to encrypt any message. The authors applied the present method on some standard plain texts such as 1024 ASCII '0', 1024 ASCII '1', 1024 ASCII '2' and 1024 ASCII '3' and the frequency analysis shows the encrypted texts are totally random. Initially, the user has to enter a secret key (seed). The MSA[1] randomization algorithm generates an enlarged keypad of the size of the plain-text from the seed. This keypad is used for further encryption and decryption. The present method is very effective as the encrypted text changes drastically on varying the skip ' n '. MWFES-2 can be applied to encrypt any short message, password, confidential message or any other important document.

The results show that the present method is free from standard attacks such as differential attack, known plain text attack etc.

Keywords

MWFES, MSA, ASCII, Confidential Message, Encryption

1. Introduction

Data encryption is now-a-days a very important research area. Plain text or clear text should not be used for sending some confidential message because the security might get compromised. In the last two decades, quite a number of encryption algorithms have been developed. Some of the methods are almost unbreakable and are used widely in different sectors like business, academic etc. There is also a parallel process going on, that is, to break the encryption algorithm using some common attacks such as middle-man attack, differential attack, known plain text attack, brute force attack etc. The researchers try to develop some effective cryptography method and the hackers try to break that method. Nath et al developed various cryptographic algorithms such as MSA, DJSA, DJMNA, TTJSA, MES-I,II,III,IV,V, UES-I,II,III,IV, BLES-I,II,III,IV [1-18]. Nath et al for the first time introduce feedback in Vernam cipher method to develop generalized Vernam Cipher Method. Nath et al developed Multi Way Feedback Encryption Standard Ver-I(MWFES-I)[18] where the authors used plain texts, randomized key, forward feedback(FF) and backward feedback(BF) simultaneously to encrypt any plain text. The authors used FF from LHS and BF from RHS and in this way the entire file was encrypted. In the present method MWFES-II, the authors have made the system more general. Depending on the key entered by the user, one can skip ' n ' number of characters while performing the feedback encryption process where n varies from 0 to any number less than the length of the file. The results show that the encryption process depends a lot on the skip factor. This method is a novel method because the skip characters can be different in different blocks of characters. The present encryption method can be applied multiple times to make the system fully secured. Thorough tests were conducted on some standard plain text files and it was found that it is absolutely impossible for any intruder to extract any plain text from encrypted text using any brute force

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method. The results show that the present method is also free from any kind of known plain text or differential attack.

2. Algorithm of MWFES Ver-2:

A. Algorithm for Encryption

Step-1: Start.
 Step-2: Input the plain text in a character string and then create an integer array which contains the ASCII code for each of the characters. Consider the array to be 'PT[]'.
 Step-3: Generate a key using the MSA[1] method developed by Nath et al. Store the key in an array Key[].
 Step-4: Also maintain a separate integer array for each of the following
 Forward Feedback→FF[]
 Backward Feedback→BF[]
 Sum→Sum[]
 Cipher Text→CT[]
 Step-5: length=length of the plain text.
 Step-6: skip= the no. of columns to skip.
 Step-7: next=skip+1.
 Step-8: i=1
 Step-9: if i>length then go to Step-18
 Step-10: Sum[i]=PT[i]+Key[i]+FF[i]+BF[i]
 Step-11: CT[i]=mod(Sum[i],256)
 Step-12: if (i+next) > length then do
 FF[i+next-length]=CT[i]
 Otherwise do
 FF[i+next]=CT[i]
 Step-13: j=(length-(i-1)) %to find out the index of backward operation
 Step-14: Sum[j]=PT[j]+Key[j]+FF[j]+BF[j]
 Step-15: CT[j]=mod(Sum[j],256)
 Step-16: if (j-next)<1 then do
 BF[length-(absolute(j-next))]=CT[j]
 Otherwise do
 BF[j-next]=CT[j]
 Step-17: i=i+1
 Step-18: goto Step-8
 Step-19: End

B. Algorithm for Function Decryption()

Start
 Step 1: The name of the Cipher Text file is stored in 'ct_file', key file is 'k_file' and output file is out_file.
 Step 2: We store the file pointers in different variables.
 Step 3: We create an array 'c_txt' which contains all characters of the Cipher Text and another array 'key' to store the key.
 Step 4: len = length of c_txt.

Step 5: skip = input of number of characters to be skipped.
 Step 6: next = skip+1.
 Step 7: [u,v]=Call Generate_u_v(len,next).
 Step 8: p_txt=array of length 'len' for decrypted Plain Text containing all zeros.
 Step 9: k= (2*len).
 Step 10:-[i,j] = Call what_Is_In (u[k],next,len,v).
 Step11:-sub_i= Call is_Changed (i,u[k],next,len,v,ct).
 %% sub_i stores what is to be subtracted from 'i'
 Step 12:- sub_j= Call is_Changed (j,u[k],next,len,v,ct).
 %%Stores what is to be subtracted from 'j'
 Step 13:- check= c_txt[u[k]] -sub_i - sub_j- key[u[k]].
 %%Un-optimized value of Plain Text
 Step 14:-is check < 0; if yes go to Step 15, or else go to step 16
 Step 15:-check = check + 256, go to Step 14
 Step 16:- is check > 255; if yes go to Step 17, or else go to step 18
 Step 17:- check = check - 256, go to Step 16
 Step 18:-p_txt[u[k]] = check;
 Step 19:-is k > (len+1), if yes go to step 21,or else go to step 20
 Step 20:-k = k-1, go to step 10
 Step 21:- Copy p_txt into out_file.
 Step 22:-End.

C. Algorithm for function Generate_u_v(length,next)

%%u[] will contain the source of the Feedback Transfers
 %%v[] will contain the destinations of the Feedback Transfers
 Step 1:-source=1.
 Step 2:- i=1.
 Step 3:-u[i]=source. %%u contains the source of the Feedback Transfers.
 Step 4:-if (u[i]+mod(next,length)) >length,then
 v[i]=u[i]+ mod(next,length) – length.
 Step 5:- if (u[i]+mod(next,length)) <= length, then
 v[i]=u[i]+ mod(next,length).
 Step 6:- source=source+1;
 Step 7:- if i < (2*length); then i=i+2 and go to Step 3.
 Step 8:-source= length.
 Step 9:- i =2.
 Step 10:-u[i]=source.
 Step 11:-if (u[i]-mod(next,length)) < 1,then v[i]=u[i]-mod(next,length) + length.
 Step 12:- if (u[i]-mod(next,length)) >= 1, then v[i]=u[i] - mod(next,length).
 Step 13:- source=source-1;
 Step 14:- if i < (2*length); then i= i+2 and go to Step 10.

Step 15:- Return Control to calling function, also return u[] and v[] to the calling function.

D. Algorithm for function what_Is_In (number,next,length,v[])

%%i and j will store the elements that have been shifted into 'number'

Step-1: if number+next<=length, then go to Step-2,otherwise Step-3

Step-2: i=number+ next

Step-3: i=number+ next-length,

Step-4: if number-next>=1 then go to Step-5,otherwise go to Step-6

Step-5: j=number-next

Step-6: j=number-next+length

Step-7: lastPos_number = Call last_Position_of(number, length)

Step-8: if(i=j and i!=0) then go to Step-9,otherwise go to Step-13

Step-9: if(Call last_Position_of(i,length)>lastPos_number) then go to Step-10,otherwise go to Step-11

Step-10: i=0

Step-11: if(Call first_Position_of(i,length)>lastPos_number) then go to Step-12,otherwise go to Step-23

Step-12: j=0

Step-13: if(i!=0) then go to Step-14 otherwise go to Step-18

Step-14: if(Call last_Position_of(i,length)>lastPos_number and v(Call last_Position_of(i,length))=number) then go to Step-15,otherwise go to Step-16

Step-15: i=0

Step-16: if(Call first_Position_of(i,length)>lastPos_number and v(Call first_Position_of(i,length))=number) then go to Step-17,otherwise go to Step-18

Step-17: i=0

Step-18: if(j!=0) then go to Step-19 otherwise go to Step-23

Step-19: if(Call last_Position_of(j,length)>lastPos_number and v(Call last_Position_of(j,length))=number) then go to Step-20,otherwise go to Step-21

Step-20: j=0

Step-21: if(Call first_Position_of(j,length)>lastPos_number and v(Call first_Position_of(j,length))=number) then go to Step-22,otherwise go to Step-23

Step-22: j=0

Step-23: Return i and j to the calling function

E. Algorithm for function is_Changed (number,mother,next,length,v[],c_txt)

%% 'sub' will store the value that is to be eventually subtracted from that element of the Cipher Text to %% get Plain Text.

Step 1: if number = 0, then, sub = 0. %% thus, a base case is reached

Step 2: else if mother =v(last_Position_of(number,length)), then, sub = c_txt(number). %% thus, a base case is reached.

Step 3: [in_bet_1,in_bet_2]=Call what_Lies_In_Between (number,next,length,v);

Step 4: if i=0 and j=0 , then, sub= c_txt(number). %% thus, a base case is reached

Step 5: else if in_bet_1=0 and in_bet_2~=0 then sub=c_txt(number) - is_Changed(in_bet_2,number,next,length,v,c_txt).

Step 6: else if in_bet_1~= 0 and in_bet_2 = 0, then sub=c_txt(number)-

is_Changed(in_bet_1,number,next,length,v,c_txt).

Step 7: else if in_bet_1 ~= 0 and in_bet_2 ~= 0, then sub = c_txt(number) -

is_Changed(in_bet_1,number,next,length,v,c_txt) - is_Changed(in_bet_2,number,next,length,v,c_txt).

F. Algorithm for function first_Position_of(number,length)

Step 1: current_pos = Call last_Position_of (number, length);

Step 2: first_pos = 2*length - current_pos+1;

Step 3: Return Control to calling function, and return 'first_pos' to the calling function.

G. Algorithm for function last_Position_of(number,length)

Step 1: if number <= ceil (length/2); go to Step 3

Step 2: if number >ceil (length/2); go to Step 4

Step 3: last_pos = 2*block size - 2*(number-1);

Step 4: last_pos = 2*(number-1);

Step 5: Return last_pos to the calling function.

H. Algorithm for Function what_Is_In_Between (number,block_size,next,v[])

Step-1: (i,j) = Call whatIsIn (number,length,next,v[])

Step-2: if i=j and i!=0 and j!=0 then go to Step-3,otherwise go to Step-10

Step-3:condition=(Call lastPosition(i,length,)>Call oldPos(number,length,) and Call lastPosition(i,length,)<Call lastPosition(number,length,) and v(Call lastPosition(i,length,))=number)

Step-4: if condition=0 then go to Step-5, otherwise go to Step-6

Step-5: i=0

Step-6: condition=(Call oldPosition(j,length,)>Call oldPosition(number,length,) and Call oldPosition(j,length,<Call lastPosition(number,length,) and v(Call oldPosition(j,length,)=number)
 Step-7: if condition=0 then got to Step-8, otherwise go to Step-9
 Step-8: j=0
 Step-9: go to Step-20
 Step-10: if i!=0 then go to Step-11,otherwise go to Step-15
 Step-11: condition1=Call lastPosition(i,length,)>Call oldPosition(number,length,) and Call lastPosition(i,length,<Call lastPosition(number,length,) and v(Call lastPosition(i,length,)=number
 Step-12: condition2=Call oldPosition(i,length,)>Call oldPos(number,length,) and Call oldPosition(i,length,<Call lastPosition(number,length,) and v(Call oldPosition(i,length,)=number
 Step-13: if condition1=0 and condition=0 then go to Step-14,otherwise go to Step-15
 Step-14: i=0
 Step-15: if j!=0 then go to Step-16,otherwise go to Step-20
 Step-16: condition1=Call lastPosition(j,length,)>Call oldPosition(number,length,) and Call lastPosition(j,length,<Call lastPosition(number,length,) and v(Call lastPosition(j,length,)=number
 Step-17: condition2=Call oldPosition(j,length,)>Call oldPosition(number,length,) and Call oldPosition(j,length,<Call lastPosition(number,length,) and v(Call oldPosition(j,length,)=number
 Step-18: if condition1=0 and condition=0 then go to Step-19,otherwise go to Step-20
 Step-19: j=0
 Step-20: Return i and j to the calling function

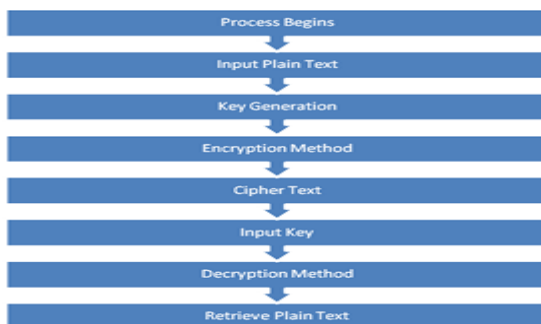


Fig-1: Block Diagram of MWFES Ver-2

3. Results and Discussions

The following list contains the result of some test cases using our encryption method. For each case, we have

the plain text, the key, the number of shifts and their corresponding cipher text. The test cases we have shown here are mostly assorted and random phrases or texts. The spectral analysis of standard ASCII '1', ASCII '2', ASCII '3' is also given.

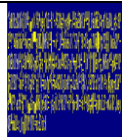
Table-1(a): Encryption of some Plain Texts using some key and skip number

Sl. No.	Plain Text	Key	Skip Number(N)	Encrypted Text
1.	ABCDE	μτθó	1	Δ\U_T
2.	ABCDF	μτθó	1	-ΔIU-
3.	Abababab	↓H↓J≈>∅J		▲¶¶¶¶¶5σ
4.	Acacacac	¶¶¶¶¶¶∅J	3	▲↓F¶¶¶7σ¶
5.	Aabaa	!≈1Ω	2	¶¶¶¶-K
6.	Aacaa	!≈1Ω	2	¶¶¶¶-L
7.	Aacaa	!≈1Ω	3	3 εUJ

A. Inference

From the observations made in the table above we see that even for two seemingly similar Plain Texts (as shown in SL. NO. 1. And 2.), the Cipher Texts are drastically different owing to the fact that a change in the last character is rendering the initial backward feedback different, thus making the result completely haphazard even when compared to a Plain Text that is almost similar, even when the keys and the skips are taken to be the same. We repeat the experiment for different Plain Texts keeping a few constraints in mind, such as the skip and key and even then we do not see any seemingly visible pattern for deciphering the Plain Text. Even if one character does turn out to be similar that would be due to the key being same for both the test cases.

Table-1(b): Encryption of a small paragraph

Plain Text	Cipher Text
The Society of Jesus, a Christian Religious Order founded by Saint Ignatius of Loyola in 1540, has been active in the field of education throughout the world since its origin. In the world, the Jesuits are responsible for 3,897 Educational Institutions in 90 countries. These Jesuit Educational Institutions engage the efforts of approximately 1,34,303 teachers, educating approximately 29,28,806 students.	

B. Inference

Comparing the result of this paragraph with the table that we had obtained before we see that there is no way

of linking the Plain Text with the Cipher Text. If we scrutinize the result in the table above for similar Plain Text characters too we find that in no two places are the Cipher Text characters same. Using a randomized key generated by the MSA algorithm we have managed to remove any discrepancies that may have occurred while using the same key for two Plain Texts.

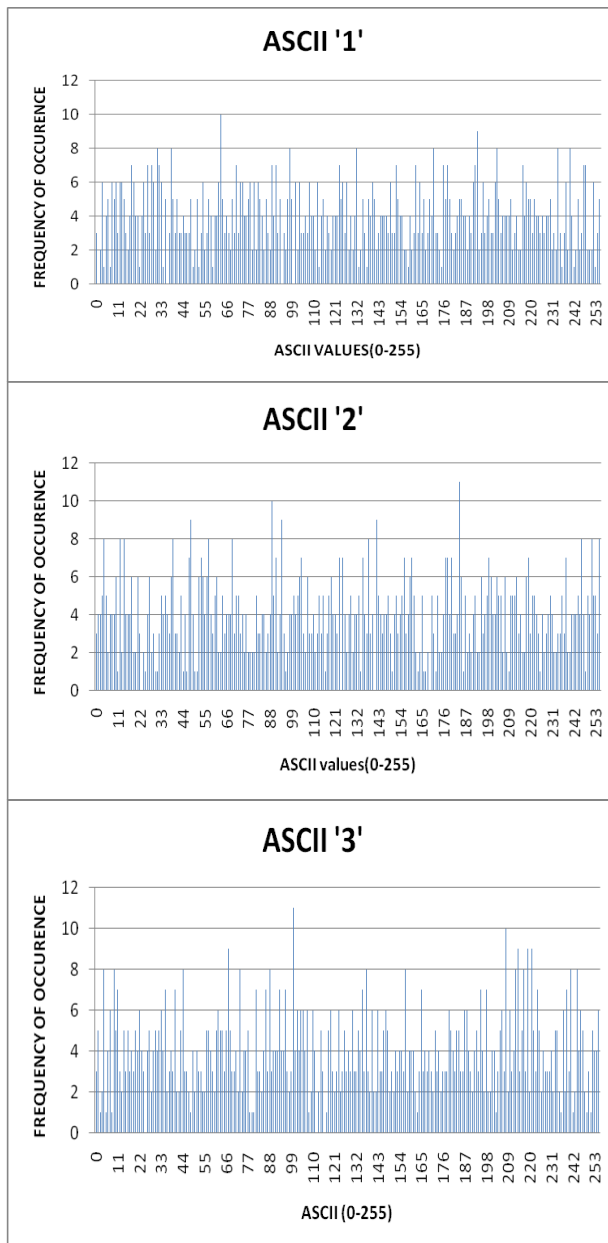


Fig-2: Frequency Spectral Analysis of Encryption of ASCII '1', ASCII '2', ASCII '3'(Top to Bottom)

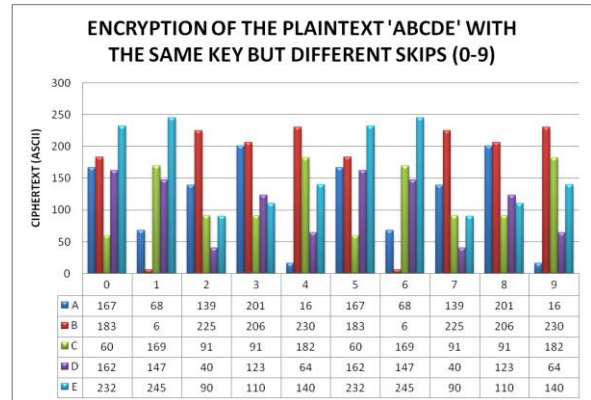


Fig-3: Encryption of Plain Text 'ABCDE' with same key and different skips

C. Inference

In the graph given above we get a pictorial representation of the randomness of the Plain Text characters for just a linear change in the skip. The key (generated by MSA[1] algorithm) is kept constant. We observe that for skips that are less than the length of the Plain Text, the result is completely haphazard, having no known simple relation with each other. However, it is to be noted that when the skip crosses the length of the Plain Text it has the same effect of being the mod of itself with the length of Plain Text thus duplicating the previously found results. In the real world, where the Plain Texts of images and even documents are of significant length and since the one skip is for one time use, this discrepancy will not be a factor during anyone's attempt at cryptanalyzing MWFES Ver-II.

4. Conclusion and Future Scope

The present method is tested on various types of files such as .doc, .jpg, .bmp, .exe, .com, .dbf, .xls, .wav, .avi and the results were quite satisfactory. The encryption and decryption methods work smoothly. In the present method the encrypted text cannot be decrypted without knowing the exact initial random matrix. The size of random matrix taken is 16x16. The numbers in 16x16 may be arranged in 256! Ways. To complete the whole process the authors have chosen any of the random matrix depending on the user entered text-key. The results show that the set of strings where there is only difference in one character there also the encrypted texts are coming totally different. The present method is free from any kind of brute force attack or known plain text attack. The present MWFES Ver-2 method may be applied to encrypt any short message, password, confidential key. One can apply this method to encrypt

data in sensor networks. The overall complexity of the encryption method may be increased even further by introducing random key in different blocks and also the shift may be made random.

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