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C3: Correction Code Cryptography

Data Security using
Error Correction Codes

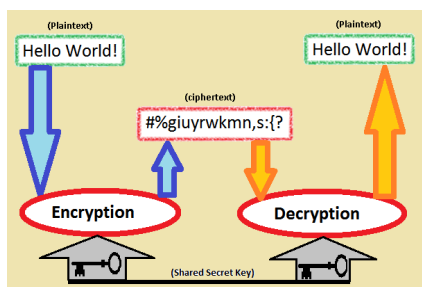
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What is cryptography?

- "... is the practice and study of techniques for secure communications."



Source: Wikipedia

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Types of cryptography

- symmetric key
 - block cipher
 - DES / 3DES
 - IDEA
 - AES
 - stream cipher
 - RC4
- asymmetric key
 - Diffie-Hellman
 - RSA
 - Elliptic Curve Cryptography

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What are error correction codes?

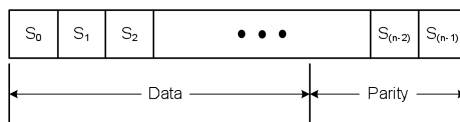
- techniques to reliably transfer data over unreliable channels
- use supplemental information to detect and correct errors
- developed from information theory and coding theory
- common uses include
 - cell phone communications
 - CD/DVD/Blue-Ray players
 - things with FLASH memory
 - Netflix/You Tube

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Reed Solomon Codeword

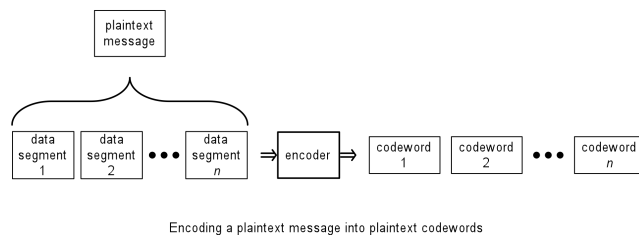


Symbol Size	Codeword Size	# bits	# bytes
4	15	60	7.5
5	31	155	19.4
6	63	378	47.3
7	127	889	111.1
8	255	2040	255
9	511	4599	574.9
10	1023	10230	1278.8

C3 ...

- is a family of symmetric key block cipher algorithms
- uses ECC to protect plain-text data
- injects random and deterministic noise to corrupt data
- uses ECC to remove random noise to recover plain-text data

C3 Encryption Process



Encoding a plaintext message into plaintext codewords



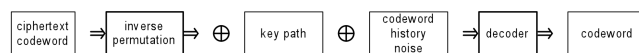
Encoding a plaintext codeword

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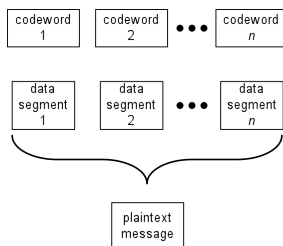
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C3 Decryption Process



Decoding a ciphertext codeword



Reassembling a plaintext message

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C3++

- state machine control
- heterogeneous blocks
 - Data blocks
 - Random blocks
 - Hybrid blocks
 - Decoy blocks
 - Sync blocks
 - Pad blocks
- varying codeword sizes
- varying noise threshold levels
- varying correction codes

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Codeword History Revisited

- a mechanism to represent previous codewords for noise generation
- comparable to cipher block chaining (CBC) and cipher feedback (CFB)
- currently implemented using CRC-32 and CRC-64
- combined 96 bits provide *reproducible* high entropy material for
 - codeword history noise generation
 - state machine transitions
 - block selection
 - codeword size
 - noise threshold level
 - error correction code selection
- encryption: use pristine codeword
- decryption: use recovered codeword

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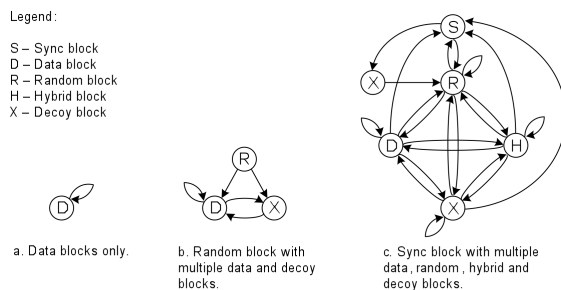
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State Machine Control

Legend:

S – Sync block
 D – Data block
 R – Random block
 H – Hybrid block
 X – Decoy block



Examples of possible state transition graphs.

C3 Encryption Architecture

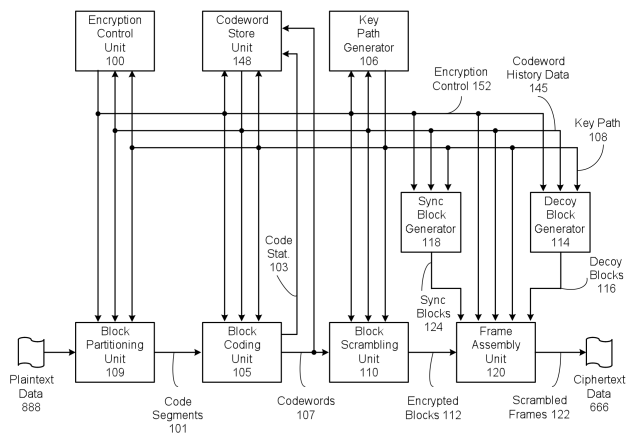


FIG. 1

C3 Encryption Block

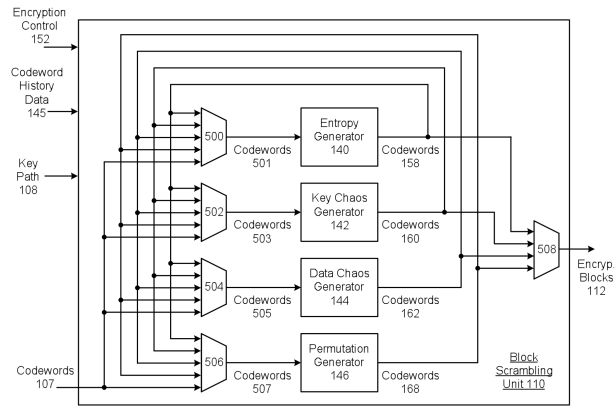


FIG. 5

C3 Decryption Architecture

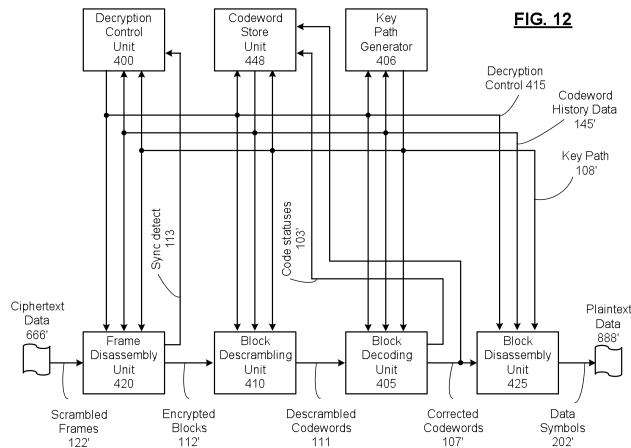


FIG. 12

C3 Decryption Block

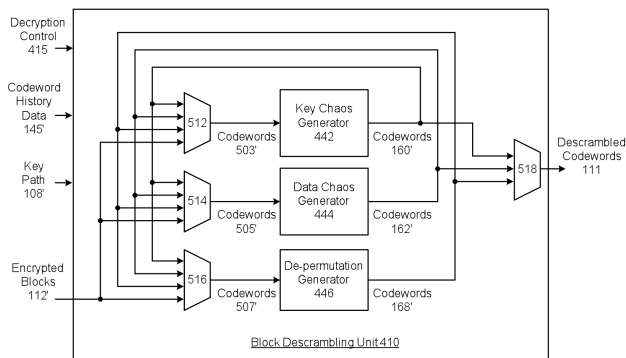


FIG. 14

Test Case 1



UT Tower and Littlefield Fountain

JPG file: 4,861,400 Bytes

Test Case 2



King James Bible (1611 Authorized Version)

Text file: 4,397,206 Bytes

Source: printkjvifbweb.com

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Summary

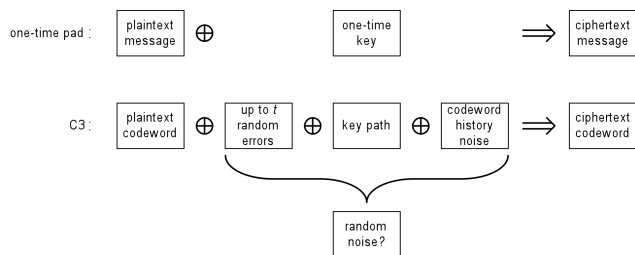
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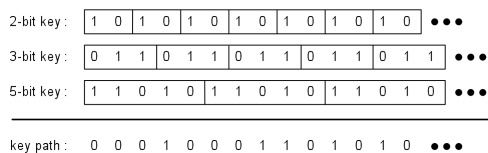
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Food For Thought



Comparing one-time pad and C3 encoding.

A Key Path



A key path generated from a 2-bit, 3-bit and 5-bit key.