

## Activity: Creating a Secret Message

### Encoding the Secret Message

You need to get a secret message to a friend and want to encode the message for privacy. One method is to map the letters of the alphabet to the numbers 0 to 25, and include a “space” as number 26:

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	Space
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26

If we encode the word **APPLES** into the a numerical code we get the list of numbers  $\{0, 15, 15, 11, 4, 18\}$ . To encode this sequence of numbers we can use matrix multiplication with an *encoding matrix*. To do this make the message numbers into a  $2 \times 3$  matrix using the first two elements as the first column, etc. This will be the message matrix:

$$\text{messageM} = \begin{pmatrix} 0 & 15 & 4 \\ 15 & 11 & 18 \end{pmatrix}.$$

In[1]:= **messageM** =  $\{\{0, 15, 4\}, \{15, 11, 18\}\}$

Out[1]=  $\{\{0, 15, 4\}, \{15, 11, 18\}\}$

To encode the message, create a  $2 \times 2$  matrix as the encoding matrix, i.e,  $\text{encodingM} = \begin{pmatrix} 2 & 1 \\ 2 & 3 \end{pmatrix}$ .

In[2]:= **encodingM** =  $\{\{2, 1\}, \{2, 3\}\}$

Out[2]=  $\{\{2, 1\}, \{2, 3\}\}$

Next, encode the message by calculating **encodingM.messageM**

In[3]:= **encodingM.messageM**

Out[3]=  $\{\{15, 41, 26\}, \{45, 63, 62\}\}$

Convert back from numerical values to letters for the encoded text. Problem!!! Some values are larger than 26.

### Modulo Arithmetic

Modular arithmetic is a type of math in which the result is always in a finite set of natural numbers, that is, in **modulo 7** only the values  $\{0, 1, 2, 3, 4, 5, 6\}$  are the only results. If we calculate  $2 \times 3$  we get 6 which is still in the set of modulo numbers. If we calculate  $2 \times 5$  we get 10, which is not in the list. However, start counting at 1 up to 6, and then continue around with 7 at the 0 place, and continue until you reach 10. You should be at 3. This means  $10 = 3 \pmod{7}$  or  $10 \stackrel{Z}{=} 3$ , or  $10 \bmod 7 = 3$ . Also,  $12 \times 2 \bmod 7 = 3$ .

Another method to calculate modulo values is the remainder after long division of the value by the modulus.

**Example 1** Find  $5 \times 6 \pmod{8}$ .

**Example 2** Find  $\begin{pmatrix} 3 & 8 \\ -1 & 4 \end{pmatrix} \begin{pmatrix} 5 & 4 \\ 3 & -2 \end{pmatrix} \pmod{11}$

Using modulo arithmetic, we can convert our coded message values to modulo 27 and find the coded text:

```
In[4]:= codedM = Mod[encodingM.messageM, 27]
```

```
Out[4]= {{15, 14, 26}, {18, 9, 8}}
```

This gives us the characters: {15, 18, 14, 9, 26, 8}, or the text: **PSOJ I**. Now you can transmit your secret word.

## Decoding a Message

Decoding the message is just the reverse of encoding: (1) convert the text to a numerical matrix (2) multiply by the **inverse** of the decoding matrix, (3) convert back to the original text message.

The coded text is **PSOJ I**, which converts to the matrix  $M = \begin{pmatrix} 15 & 14 & 26 \\ 18 & 9 & 8 \end{pmatrix}$ . Next, we need to find the decoding matrix.

This is the inverse of the encoding matrix:

```
In[5]:= Inverse[encodingM]
```

```
Out[5]= {{3/4, -1/4}, {-1/2, 1/2}}
```

Here we have another problem: the inverse has fractions and negative values which may result in a decoded message with fractions and negatives. To fix this, we need to convert the fractions to modulo 27.

## Converting Fractions to Modulo n

Suppose you need to find what the fraction  $\frac{3}{4}$  is modulo 27, i.e.,  $\frac{3}{4} \stackrel{27}{\cong} m$ . Multiplying each side by 4, we get  $3 \stackrel{27}{\cong} 4m$ .

This means we need to find a value  $m$  such that  $4m \stackrel{27}{\cong} 3$ . This is not obvious, but listing out all of the numbers the equal 3 mod(27), gives {3, 30, 57, 84, 111, etc}. In this list we see  $84 = 4m$  giving  $m = 21$ . Therefore,  $(\frac{3}{4} = 21) \pmod{27}$  or  $\frac{3}{4} \stackrel{27}{\cong} 21$ .

**Example 3** Find  $m$  such  $\frac{2}{5} \pmod{7} = m$  and demonstrate this by multiplying  $\frac{2}{5} \times 25 \pmod{7}$  and  $m \times 25 \pmod{7}$ .

We can also get *Mathematica* to find modulus fractions. To find  $\frac{3}{4} = m \pmod{27}$ , we solve  $3 = 4m \pmod{27}$  as follows:

```
In[6]:= Solve[3 == 4 m, m, Modulus -> 27]
```

```
Out[6]= {{m -> 21}}
```

However, *Mathematica* can calculate the inverse matrix and convert to mod 27 in one command:

```
In[7]:= decipherM = Inverse[encodingM, Modulus -> 27]
```

```
Out[7]= {{21, 20}, {13, 14}}
```

We can finally use this matrix to decipher our coded matrix, and convert to modulus 27:

```
In[8]:= Mod[decipherM.codedM, 27] // MatrixForm
```

```
Out[8]/MatrixForm=
  ( 0 15 4 )
  ( 15 11 18 )
```

Recovering the message text we get: {0, 15, 15, 11, 4, 18} = **APPLES**.

## Your Mission

You have intercepted the encrypted message below:

**CFAZGUJCCZESGNMRLUGUUZOVFAEC**

From previously captured messages, you suspect that the last four characters in the message is the tell-tale sign **BOND**.

You need to use this information to recover the original encoding matrix:  $\text{encodingM} = \begin{pmatrix} e_1 & e_2 \\ e_3 & e_4 \end{pmatrix}$ . Set up and solve the

equation  $\begin{pmatrix} e_1 & e_2 \\ e_3 & e_4 \end{pmatrix} \begin{pmatrix} B & N \\ O & D \end{pmatrix} = \begin{pmatrix} F & E \\ A & C \end{pmatrix}$  for  $e_1$ ,  $e_2$ ,  $e_3$ , and  $e_4$  using **Modulus**→27 (with each letter being the appropriate number). From here you can find the decoding matrix and decode the secret message.

**Example:** To solve:  $\begin{pmatrix} e_1 & e_2 \\ e_3 & e_4 \end{pmatrix} \begin{pmatrix} 4 & 2 \\ 3 & 4 \end{pmatrix} = \begin{pmatrix} 5 & 17 \\ 4 & 9 \end{pmatrix} \pmod{27}$

In[9]:= **Solve**[{{**e1**, **e2**}, {**e3**, **e4**}}.{{**4**, **2**}, {**3**, **4**}} == {{**5**, **17**}, {**4**, **9**}}, {**e1**, **e2**, **e3**, **e4**}, **Modulus** → 27]

Out[9]= {{**e1** → 5, **e2** → 22, **e3** → 7, **e4** → 19}}

Therefore, the encoding matrix used in this example is  $\begin{pmatrix} 5 & 22 \\ 7 & 19 \end{pmatrix}$ .

Use the previous commands and concepts to decode the secret message above. Find the inverse of the encoding matrix by hand (non modulo) as well as having *Mathematica* find the inverse modulo 27.