

ADFGVX

The ADFGVX system was first used in the battlefield march 5th 1918. Was broken June 1st by Georges Painvin

K1: A 6x6 square

K2: a permutation of n (n even)

	A	D	F	G	V	X
A	C	O	8	X	F	4
D	M	K	3	A	Z	9
F	N	W	L	0	J	D
G	5	S	I	Y	H	U
V	P	1	V	B	6	R
X	E	Q	7	T	2	G

4	9	5	15	2	8	16	12	13	17	1	18	3	19	10	7	6	11	14	20
G	V	X	D	V	X	X	A	X	D	G	X	X	A	G	D	X	G	G	D
H	Q	R	E	Q	U	E	S	T	S										
A	Y	V	X	A	D		X	G	F	F				X	A	G	D		
F	R	O	N	T	L	I	N	E	S										
			G	X		X	G	G	F										
I	T	U	A	T	I	O	N	B	Y										
			F	F	X	A	X	X	V	X				G	V	X	D		
T	E	L	E	G	R	A	M	H	Q										
			G	V			V	X		G	D	X	A						
7	T	H	C	O	R	P	S	E	D										

GFGVV VAGFG XGADV GAGXX XVXXX XXVGX
 DAAAD XDXFV VVFGF GFFDG GAGVA AAGAA
 XXXVA GGGXF DXGAG XFDXA DGGVD XFFXF
 AFDGA DDGDX



Formula for the inverse of a Matrix

$$A = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$$

$$A^{-1} = \frac{1}{(ad-bc)} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$$

$$a \equiv b \pmod{n}$$

$a-b$ is divisible by n

OR $a-b$ is a multiple of n

OR $a-b = n \cdot k$ for some k

OR n divides $a-b$

if $a \equiv b$ then $a \equiv b \pmod{n}$

if $a \equiv b \pmod{n}$ and $b \equiv c \pmod{n}$

then $a \equiv c \pmod{n}$

if $a \equiv b \pmod{n}$ and $c \equiv d \pmod{n}$

then $ac \equiv bd \pmod{n}$

and $a+c \equiv b+d \pmod{n}$

If n is relatively prime to a (no common factors)

then $\exists b$ s.t. $a \cdot b \equiv 1 \pmod{n}$

Hill Encipherment

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

Key: a $k \times k$ matrix

ALL ARITHMETIC IS DONE (MOD 26)

$$A = \begin{bmatrix} 11 & 2 \\ 1 & 5 \end{bmatrix}^{k=2}$$

$$A^{-1} = \begin{bmatrix} 5 & -2 \\ -1 & 11 \end{bmatrix}^{-1} = \begin{bmatrix} 5 & 24 \\ 25 & 11 \end{bmatrix}$$

$$\det A = 11 \cdot 5 - 2 \cdot 1 = 53 \equiv 1 \pmod{26}$$

$$\begin{bmatrix} 11 & 2 \\ 1 & 5 \end{bmatrix} \begin{bmatrix} 5 & 24 \\ 25 & 11 \end{bmatrix} = \begin{bmatrix} 55+50 & 264+22 \\ 5+125 & 24+55 \end{bmatrix} \begin{matrix} \equiv 1 \pmod{26} \\ \equiv 0 \pmod{26} \\ \equiv 0 \pmod{26} \\ \equiv 1 \pmod{26} \end{matrix}$$

Encryption

Plaintext: MEAT
 Numerical: 12-4 0-19
 A*plaintext: ~~10-6~~ 12-17
 Cyphertext: KG MR

 Cyphertext: WU UO EI AY
 Numerical: 22-20 20-14 4-8 0-24
 A⁻¹*Cyphertext: 18-16 20-4 4-6 4-4
 Plaintext: SQ UE EG EE

A: plaintext

$$\begin{bmatrix} 11 & 2 \\ 1 & 5 \end{bmatrix} \begin{bmatrix} 12 & 0 \\ 4 & 19 \end{bmatrix} = \begin{bmatrix} 2+8 & 12 \\ 6 & 17 \end{bmatrix}$$

$$A^{-1} \begin{bmatrix} 20 & 20 & 4 & 0 \\ 20 & 14 & 8 & 24 \end{bmatrix}$$

$$\begin{bmatrix} 18 & 20 & 4 & 4 \\ 16 & 4 & 6 & 4 \end{bmatrix} = \begin{bmatrix} 6+12 & 22+24 & 20+10 & 0+4 \\ 4+12 & 6+24 & 22+10 & 0+4 \end{bmatrix}$$

ULD PCJQADEDW NDQUJEVCD ULJU
THE BLACKENED RECTANGLE THAT

GJB OHCCDW RHU RK ULD URJBUDN
WAS PULLED OUT OF THE TOASTER
F

XTVLU REQD LJYD PDDE J
MIGHT ONCE HAVE BEEN A

ORO-UJNU.
POP TART

Characters: 74

Guess at a few letters.

- 1) Look for common letters at the beginning of words, and for short words. "THE" and "AND" are common three letter words. The only 1 letter words are "A" and "I".
- 2) Look at contextual clues such as punctuation and spacing. (e.g. If there is an apostrophe, it is usually quite easy to guess at the letter immediately following).
- 3) Use general knowledge about English
- 4) ETOANIRSH
- 5) common beginnings and endings of words (e.g. -ING).