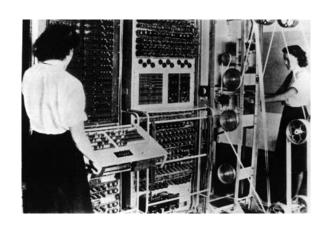
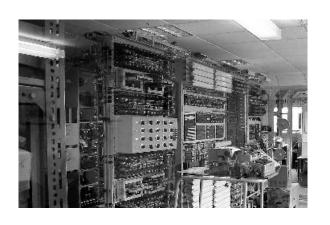
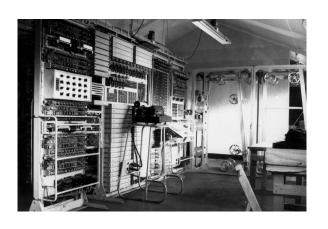
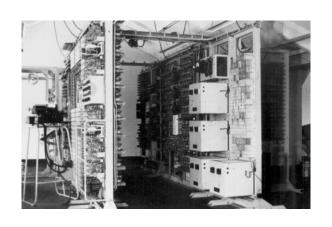


A Lorenz Machine











The Mathematical Complexity of the Enigma Machine and the First Polish Successes in Cracking the Cipher

I. The Enigma Machine II. Its Mathematical Complexity

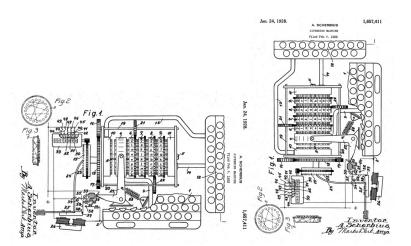
Next Time:

III. How Polish Mathematicians Cracked The Enigma (An Introduction)

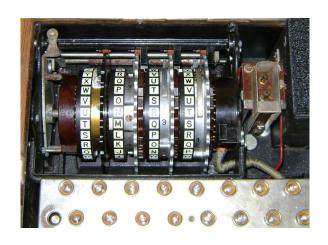
I. The Enigma Machine



Arthur Scherbius October, 20 1878 - May 13,1929 Patent Application Filed February 23, 1918

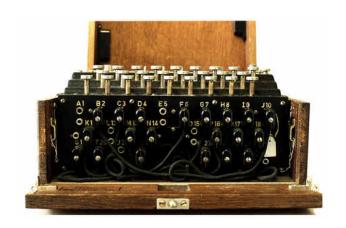


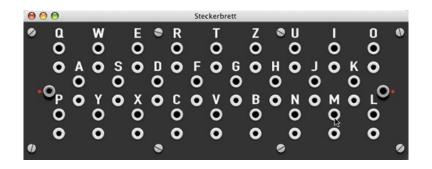












Sonder-Maschinenschlüssel BGS

Geheim!

ficht ins Flugzeng mitnehmen

t is	as Flugzees	g oritnehmen!												-			
	Datum	Walzenlage	Ringstellung	Stockerverbindungen							Kenngruppen						
	31.	I II V	10 14 02	BF	SD	AY	HG	OΠ	Q.C	WI	RL	XP	ZK	yqv	vuc	xxo	gvf
	30.	V IV I	04 25 01	DI	ZL	RX	UH	QK	PC	VY	GA	SO	EM	mqy	vts	gvt	csx
-	29.	III V III	13 11 06	ZM	BQ	TP	YX	FK	AR	WH	SO	NJ	ĎG	aky	vdv	оуо	tzt
1	28.	I III II	09 16 12	NE	MT	RL	OY	HV	IU	GK	FW	PZ	XC	nfh	vco	tur	wnb
	27.	III II I	06 03 15	BF	GR	SZ	OM	WQ.	TY	HE	JU	XN	KD	bec	jmv	vtp	xdb
	26.	I III V	19 26 08	GS	VD	CQ	LE	HI	BO	JP	UZ	FT	RN	wvu	yem	· buz	rjk
	25.	II I IV	05 01 16	KA	ZH	QP	GR	MF	LJ	OT	EN	BD	YW	ktv	muq	cqm	cpm
1	24.	III II IV	22 02 06	PI	KM	JB	YU	QS	OV	ZA	GW	CH	XF	zcd	iwo	urp	glg
1	23.	IV III II	08 11 07	SX	TD.	QP	HU	FB	YN	CO	IK	WE	GZ	epm	mgz	vqg	vsm
1	22.	I V II	13 02 26	GP	XH	IW	BO	NU	MD	SA	ZK	QR	LT	aam	mvý	jqq	wqm
1	21.	IN I A	17 24 03	XC	AQ.	OT	UZ	HD	RG	KM	BL	NS-	J₩	1t1	blu	frk	xrh
	20.	IV I III	15 22 12	PO	TV	QC	ZS	EX	WR	BJ	DK	FU	LA	non	lic	oxr	usr
	19.	A I III	13 24 21	HA	GM	DI	VK	JP	YU	EF	TB	ZL	XQ.	ecd	ciq	uvr	ppt
1	18.	IV V I	23 09 20	XF	PZ	SQ	GR	AJ.	UO-	GN	BA	TH	KI.	f.jh-	zts	uqu	oft-
	17.	III II V	21 24 15	UT	ZC	YN	BE	PK	JX	RS	GF.	IA	QH	.oub	eci	pyf	rqi
Ì	16.	IV III V	07 01 13	IN	YJ	SD	UV	GF	BH	TK	QE	AR	OP	kex	paw	flw	onw
١	15.	I IV II	15 04 25	TM	IJ	VK	OY	NX	PR	WL	GA	BU	SF	sdr	pbu	byv	khb
l	14.	III II IV	10 23 21	WT	RE	PC	FY	JA	VD	OI	HK	NX	ZS	mhz	lff	lng	giy
	13.	V I II	14 04 12	AN	IV	LH	YP	WM	TR	XU	FO	ZB	ED	rqh	ucm	ldi	ods
	12.	II V I	07 19 02	HR	NC	IU	DM	TW	GV	FB	ZL	EQ	OX	asy	XZa	uve	fmr
	11.	I V IV	13 15 11	NX.	EC	RV	GP	SU	DK	IT	FY	BL-	AZ	gyd	iuq	ocb	vef
ł	10.	y II I	09 20 19	FN	TA	YJ	80	EG	PC	. VD	KI	XH	WZ	pyz	ace	pru	uyc
	9.	I IV V	14 10 25	VK	DW	LH	RF	JS	CX	PT	YB	ZG	MU	nyh	fbd	ohs	jrp
ł	8.	IV V I	22 04 16	PV	XS	ZU	EQ	BW	CH	AO	RL	JN	TD	tck	rts	nro	mk1
	7.	V I IV	18 11 25	TS	IK	AV	QP	HW	FM	DX	NG	CY	UE	mhw	lwb	mdm	ybe
	6.	IN I III	02 17 20 -	KZ	FI	WY	MP	DS	HR	CU	XE	Q-V	NT	uwu	vdk	lrh	mgd
	5.	I V IV	26 09 14	VW	LT	PB	FO	ZK.	GS	RI	QJ	HM	XE	suw	tsv	nfp	yjc
ı	4.	IV III V	07 01 12	QS	YA	XW	KR	MP	HT	DU	OV	CL	FZ	uby	usi	mhh	mwb
1	3.	I II V	05 16 03	FW	DL	NX	BV	KM	RZ	HY	IQ	EC	JU	tns	VOD.	grw	axl
	2.	III I III	12 22 17	DW	UO	PY	GR	FS	EQ	KT	CL	AI	ZB	smz	1b1	bkc	sym
1	1.	I III II	04 18 06	ZN	OM	CR	UI	KP	WQ	SE	JV	LX	TF	ghr.	vqv	cya	ayl

II. Mathematical Complexity of the Enigma Machine

Let me count the ways. . .

Simple Multiplication Principle

If there are exactly ${\bf a}$ ways of doing a first task and for each of these ways there are exactly ${\bf b}$ ways of doing another task, then there are ${\bf a}\times{\bf b}$ ways of performing both tasks.

Example 3 shirts: Blue, Yellow, Green

2 pants: Khaki, Navy

 $2 \times 3 = 6$ outfits



General Multiplication Principle

Suppose n choices must be made with m_1 ways to make choice 1, and for each of these ways, m_2 ways to make choice 2, and so on, with m_n ways to make choice n. Then there are $m_1 \times m_2 \times ... \times m_n$ different ways to make the entire sequence of choices.

The Possible Number of Enigma Configurations

5 Variable Components of Enigma

- ▶ 3 Ordered (left to right) Rotors: wired 26 input contact points to 26 output contact points on alternate faces of a disc
- ▶ 26 serrations: around periphery of the rotors, to specify initial positions of the rotors.
- Moveable ring on each rotor: controlled rotational behavior of the rotor immediately to the left by means of a notch.
- Reflector: fold inputs and outputs back onto the same face of contact points.
- ▶ Plugboard: 0 to 13 dual-wired cables

Ordered Rotors I

Wire 26 input contact points to 26 output contact points

Choices for wire from A: 26
Choices for wire from B: 25
Choices for wire from C: 24
. . . Choices for write from Y: 2
Choices for wire from Z: 1

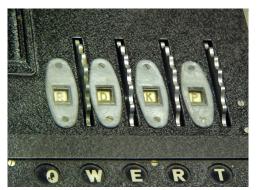
Number of possible different discs: $26 \times 25 \times 24 \times \dots 3 \times 2 \times 1$ 26! 403,291,461,126,605,635,584,000,000 $4.032914611 \times 10^{26}$

Ordered Rotors II

Of these 26!, pick any one to occupy leftmost position. Then 26! - 1 are available for middle position and 26! -2 for the rightmost slot. The total number of ways of ordering all possible disc combinations in a 3 rotor Enigma: $26! \times (26!-1) \times (26!-2)$ 65,592,937,459,144,468,297,405,473,480,371,753,615,896,841,298,988,71 $6.559293746 \times 10^{79}$

Serrations

Initial Rotation Position of the 3 Rotors

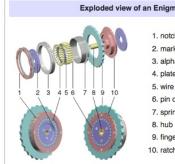


Each rotor can be set into one of 26 different positions. Number of combinations: $26 \times 26 \times 26 = 26^3 = 17,576$ For 4 Rotors: $26^4 = 456,976$

Closer Look at Rotors



Closer Look at Rotors



Exploded view of an Enigma rotor

- 1. notched ring
- 2. marking dot for "A" contact
- 3. alphabet tyre
- 4. plate contacts
- 5. wire connections
- 6. pin contacts
- 7. spring-loaded ring adjusting lever
- 9. finger wheel
- 10. ratchet wheel

Three rotors in sequence



Closer Look at Rotors



The right side of a rotor, showing the pin electrical contacts.

The Roman numeral V identifies the wiring of the rotor.



The left side of an Enigma rotor, showing the flat (plate) electrical contacts. A single turnover notch is visible on the left edge of the rotor.

Notches

Initial Rotation Position of the 3 Rotors

Moveable ring on each rotor: controlled rotational behavior of the rotor immediately to the left by means of a notch.

Rightmost rotor rotated every time a key was pressed.

The rightmost rotor's notch forced a rotation of the middle rotor once every 26 keystrokes.

The middle rotor's notch force a rotation of the leftmost error every $26 \times 26 = 676$ keystrokes.

Reflector

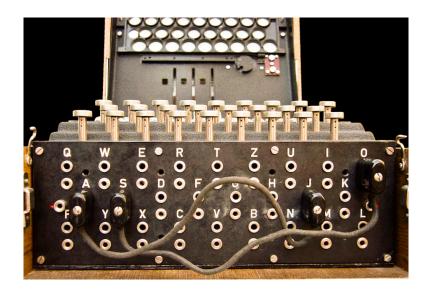


The reflector had 26 contact points like a rotor, but only on one face. 13 wires internally connected the 26 contact points together in a series of pairs so that a connection coming in to the reflector from the rotors was sent back through the rotors a second time by a different route.

The number of distinct reflectors is

$$25 \times 23 \times 21 \times ... \times 5 \times 3 \times 1 = \frac{26!}{2^{13}13!}$$
$$= 7,905,853,580,625 = 7.905853581 \times 10^{12}$$

Plugboard = Steckerbrett



$${26 \choose 2} {24 \choose 2} {22 \choose 2} {20 \choose 2}$$

$$= \frac{26!}{2!24!} \times \frac{24!}{2!22!} \times \frac{22!}{2!20!} \times \frac{20!}{2!18!}$$

$$= \frac{26!}{2^4 18!} = \frac{26!}{2^4 (26 - 2 \times 4)!}$$

$$\frac{26!}{2^4 18!} = \frac{26!}{2^4 (26 - 2 \times 4)! 4!} = 164,038,875$$
With k cables:
$$\frac{26!}{2^k (26 - 2k)! k!}$$

$$\sum_{k=0}^{13} \frac{26!}{2^k (26-2k)! k!} = 532,985,208,200,576 = 5.329852082 \times 10^{14}$$

Cables	Possibilities	Scientific Notation					
0	1	1					
1	325	3.25×10^{2}					
2	44850	4.4850×10^{4}					
3	3453450	3.453450×10^{6}					
4	164038875	1.64038875×10^{8}					
5	5019589575	5.019589575×10^9					
6	100391791500	$1.003917915 \times 10^{11}$					
7	1305093289500	$1.305093290 \times 10^{12}$					
8	10767019638375	$1.076701964 \times 10^{13}$					
9	53835098191875	$5.383509819 \times 10^{13}$					
10	150738274937250	$1.507382749 \times 10^{14}$					
11	205552193096250	$2.055521931 \times 10^{14}$					
12	102776096548125	$1.027760965 \times 10^{14}$					
13	7905853580625	$7.905853581 \times 10^{12}$					

5 Variable Components of Enigma

▶ 3 Rotors: 6.559293746 × 10⁷⁹

Serrations: 26³
 Notches: 26²

Reflector: 7.905853581 × 10¹²
 Plugboard: 5.329852082 × 10¹⁴

Number of Theoretically Possible Configurations: 3283883513796974198700882069882752878379955261095623685444 055315226006433615627409666933182371154802769920000000000

 $= 3.283883514 \times 10^{114}$