# CLIP - A Cryptal Language with Irritating Parentheses 

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## Motivation

Cryptography is a discipline that has important influence on information security such as data protection, information privacy and identity authentication. It is widely applied in fields of scientific research, electronic communication, E commerce, etc. Though highly intersected with computer science, building cryptography programs often requires much of the endeavor from programmers, as not many programming languages are able to perform even some usual cryptographic operations with convenience.

## Language Features

With the issues being addressed, we decided to develop a programming language, CLIP, which emphasizes on important cryptographic operations include data shifting, bit-wise manipulation and several operations in number theory. Moreover, by allowing a rather strict memory allocation strategy, CLIP could perform calculation with higher efficiency, thus strengthen its ability of processing big numbers. From a high level viewpoint, CLIP is essentially a language that facilitates the mathematical computation of a sequence of data. Hence, we intend to implement it with a paradigm that is similar to functional languages. As most of the cryptography manipulations are pure mathematic operations, functional programming would maintain much of the true nature of cryptographic operations. In fact, CLIP shares many features with Lisp and Ocaml.

## Potential Applications

CLIP is designed specifically for cryptographers. It could be adopted to express existing cryptography concepts, develop new algorithms and implement cryptographic functions with a simple and concise fashion. For example, a popular algorithm, Advanced Encryption Standard, could be implemented easily due to the specific functions, say modulo operation, provided by CLIP. In addition, CLIP has built-in support for data shifting, data rotation, type casting, logic operations like xor, etc. All of them help to reduce the level of complication in cryptographic programing.

## Language Specification

## 1. Data types

| Key Word | Description |
| :---: | :--- |
| int\#n | $n$ bit integer |
| char | single character |
| poly | integer-valued polynomial |
| vector | a sequence of integers, characters, polynomials, strings or vectors |
| string | a sequence of characters |

## 2. Built-in Function

Other than some common functions and operator in programming language, including ' $+{ }^{\prime}$ ', '-', '*', '\%', 'and', 'or', 'not', 'xor' and relational function, CLIP also have below built-in function.

## Basic functions

| Function name | Description |
| :---: | :--- |
| defun | Defining a function |
| defvar | Defining a global variable |
| let | Binding of a variable or a function |
| map | Applying a function to all elements in a vector |
| cast | Casting data type |

## Vector function

| Function name | Description |
| :---: | :--- |
| car | The first element in a vector |
| cons | Inserting an element to the begining of a vector |
| cdr | A vector with the first element removed |
| concat | Concatinating vectors into one large vector |
| transpose | Transposing a vector |

## Operators for shifting and rotation

| Function name | Description |
| :---: | :--- |
| $\ll$ | Left shifting |
| $\gg$ | Right shifting |
| $\lll$ | Left rotating |
| $\ggg$ | Right rotating |

## Miscellaneous function

| Function name | Description |
| :---: | :--- |
| inv | Inverse of multiplication |
| pow | Exponentiation |
| gcd | Finding the greatest common divisor |
| group | Dividing a vector into a group of subvectors |
| merge | Combining several small vectors into a vector with subvectors |
| len | Number of elements in a vector or number of bits of an integer |
| reverse | Reversing a vector or the sequence of bit of an integer |

## 3. Syntax

## comments

```
~ This is a single line comment
~~~ This is a
    long comment. ~~~
```


## function definition

```
defun f paral para2 ... =
    do-something;
```


## function call

```
(function-name para1 para2 ...)
```

control flow

```
if expression then
    do-something
else if
    do-something
else
    do-something
```


## local assignments

```
(let <var1 value1>
    <var2 value2>
    do-something
)
```


## Sample Program

```
~~~ global variable binding ~~~
defvar pi 3.1415;
~~~ function definition ~~~
defun lcm a:int# b:int# =
    (* (gcd a b) a b);
~~~ polynomial calculation ~~~
(let <a $1 5x^3 9x^5$#4>
    <b $3 4x^3 7x^4 10x^5$#4>
    (+ a b))
=> $4 9x^3 7x^4 3x^5$
~~~ some vector operations ~~~
(concat [1, 2, 3] [4, 5, 6]);
=> [1, 2, 3, 4, 5, 6]
(split 2 [1, 2, 3, 4, 5, 6]);
=> [[1, 2], [3, 4], [5, 6]]
~~~ Fibonacci number ~~~
defun fib x:int# =
    if (= x 0) then
        0
    else if (= x l) then
        1
    else
        (+ (fib (1- x)) ((- x 2)));
```

