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## MD5 collisions Lab

### Task 1: Generating two different files with the same MD5 hash

Here we want to generate two different files with the same MD5 hash values. This will be the first part we need in order to produce a collision. We use md5collgen, a linux program which allows us to provide prefixes to our files.

```
[04/17/20]seed@VM:~/Documents$ mkdir lab10
[04/17/20]seed@VM:~/Documents$ cd lab10/
[04/17/20]seed@VM:~/.../lab10$ ls
[04/17/20]seed@VM:~/.../lab10$ echo -n "hello world" > prefix.txt
[04/17/20]seed@VM:~/.../lab10$ md5collgen -p prefix.txt -o out1.bin out2.bin
MD5 collision generator v1.5
by Marc Stevens (http://www.win.tue.nl/hashclash/)

Using output filenames: 'out1.bin' and 'out2.bin'
Using prefixfile: 'prefix.txt'
Using initial value: 7ala5e4371dccff7da465331445bcce5

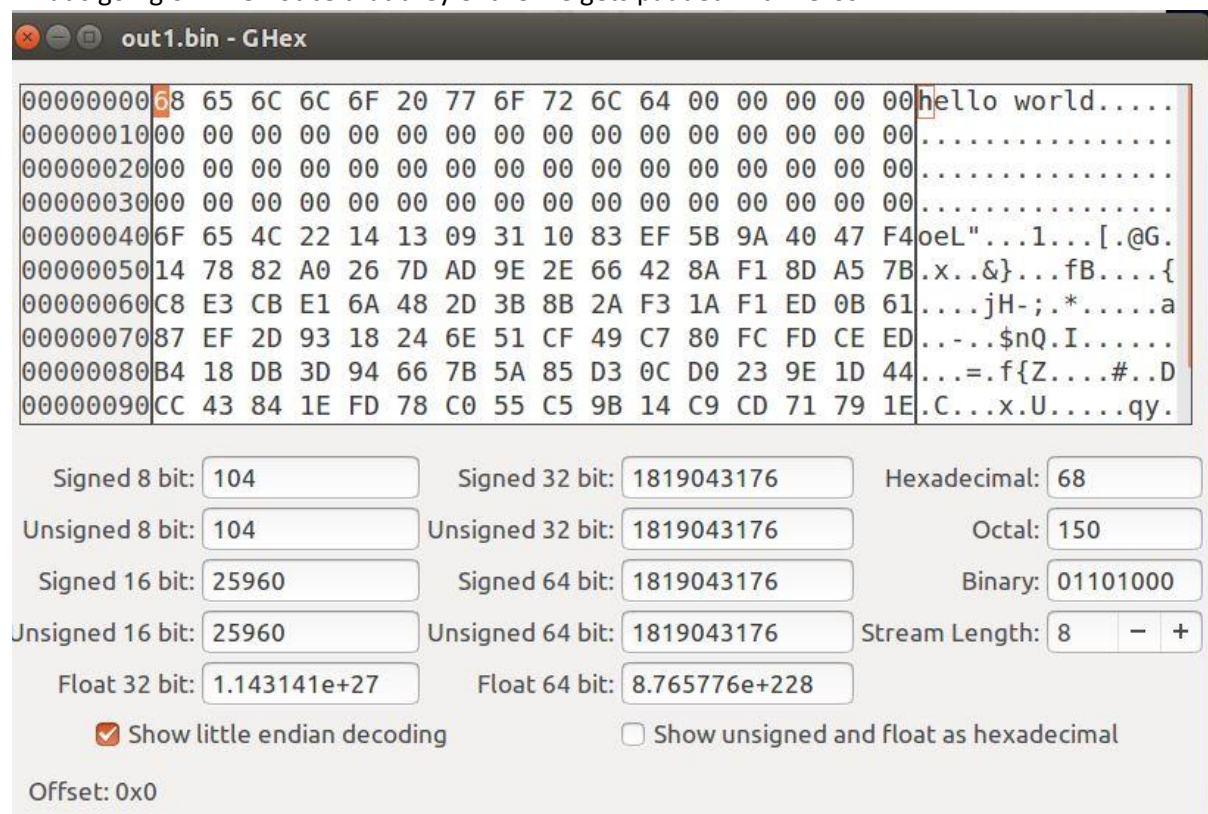
Generating first block: .....
Generating second block: S00.....
Running time: 25.0974 s
[04/17/20]seed@VM:~/.../lab10$
```

Next we want to check the differences between them, using the diff command. Which doesn't give us much information because they're in Binary.

```
[04/17/20]seed@VM:~/.../lab10$ diff out1.bin out2.bin
Binary files out1.bin and out2.bin differ
```

### Task 1A

What we want to do here is take a look at the differences between them in a hex editor to see what's going on. We notice that they entire file gets padded with Zeros.



Which brings us to task 1B

### Task 1B

The way that MD5 processing files is in blocks of size 64. Hence if a file is not 64 bits it will be padded in order to reach the desired size.

### Task 1C

We want to create a new file that is exactly 64 bit so we use the truncate feature and create a standard 64 bit file.

```

[04/17/20]seed@VM:~/.../lab10$ truncate -s 64 sixtyfo.txt
[04/17/20]seed@VM:~/.../lab10$ ls
out1.bin out2.bin prefix.txt sixtyfo.txt
[04/17/20]seed@VM:~/.../lab10$ ls -l
total 12
-rw-rw-r-- 1 seed seed 192 Apr 17 13:18 out1.bin
-rw-rw-r-- 1 seed seed 192 Apr 17 13:18 out2.bin
-rw-rw-r-- 1 seed seed 11 Apr 17 13:17 prefix.txt
-rw-rw-r-- 1 seed seed 64 Apr 17 13:47 sixtyfo.txt
[04/17/20]seed@VM:~/.../lab10$ md5collgen -p sixtyfo.txt -o outty.bin outty2.bin

MD5 collision generator v1.5
by Marc Stevens (http://www.win.tue.nl/hashclash/)

Using output filenames: 'outty.bin' and 'outty2.bin'
Using prefixfile: 'sixtyfo.txt'
Using initial value: ac1d1f03d08ea56eb767ab1f91773174

Generating first block: ...
Generating second block: S10.....
Running time: 2.64127 s
[04/17/20]seed@VM:~/.../lab10$ ghex outty

```

We observe when we open our hex editor that no 00 padding is required, the difference between our “hello world” file with padding.

**outty.bin - GHex**

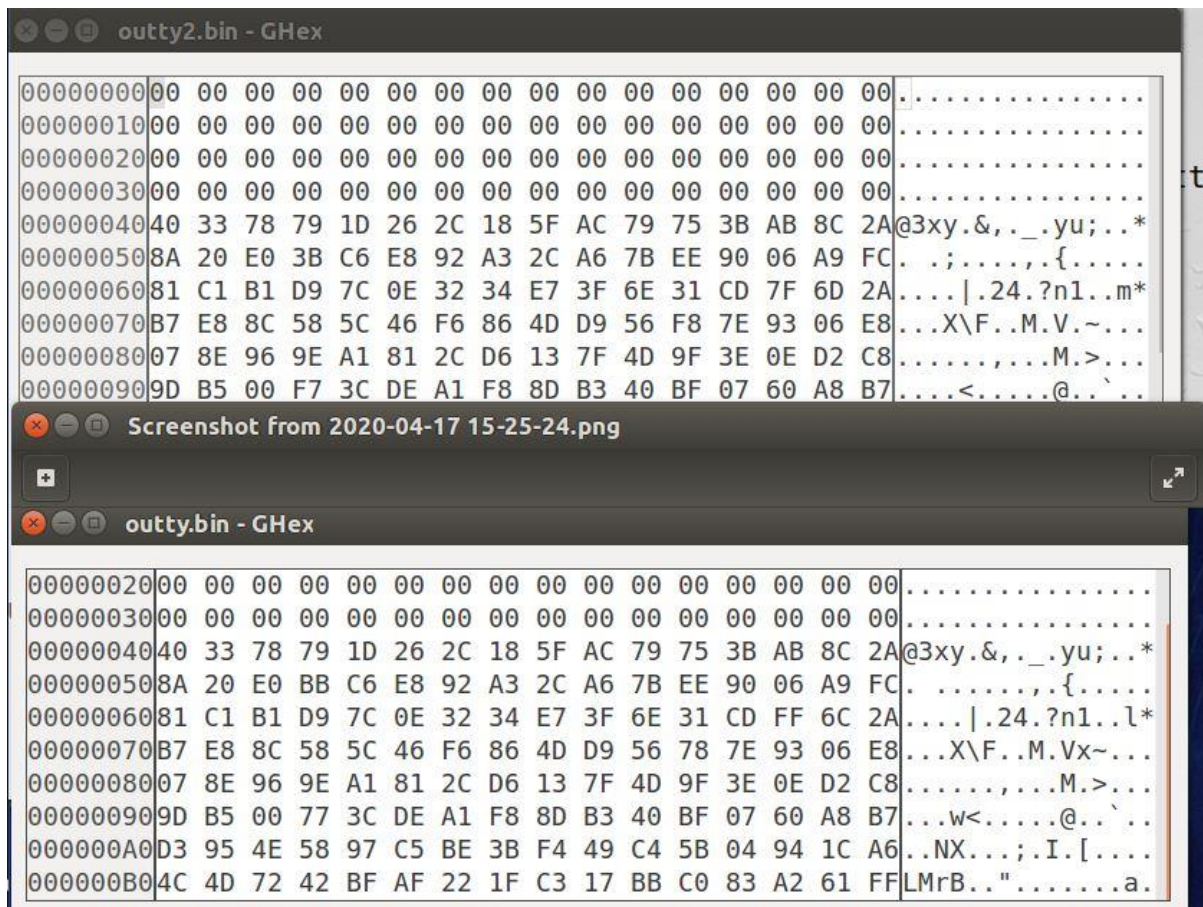
00000020	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	.....
00000030	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	.....
00000040	40 33 78 79 1D 26 2C 18 5F AC 79 75 3B AB 8C 2A	@3xy.&,. _ .yu;..*
00000050	8A 20 E0 BB C6 E8 92 A3 2C A6 7B EE 90 06 A9 FC	. ....,.{.....
00000060	81 C1 B1 D9 7C 0E 32 34 E7 3F 6E 31 CD FF 6C 2A	.... .24.?n1..l*
00000070	B7 E8 8C 58 5C 46 F6 86 4D D9 56 78 7E 93 06 E8	...X\F..M.Vx~...
00000080	07 8E 96 9E A1 81 2C D6 13 7F 4D 9F 3E 0E D2 C8	.....,...M.>...
00000090	9D B5 00 77 3C DE A1 F8 8D B3 40 BF 07 60 A8 B7	...w<.....@..`..
000000A0	D3 95 4E 58 97 C5 BE 3B F4 49 C4 5B 04 94 1C A6	..NX...;.I.[....
000000B0	4C 4D 72 42 BF AF 22 1F C3 17 BB C0 83 A2 61 FF	LMrB..".....a.

Signed 8 bit:     Signed 32 bit:     Hexadecimal:   
 Unsigned 8 bit:     Unsigned 32 bit:     Octal:   
 Signed 16 bit:     Signed 64 bit:     Binary:   
 Unsigned 16 bit:     Unsigned 64 bit:     Stream Length:  - +  
 Float 32 bit:     Float 64 bit:   
☒ Show little endian decoding    ☐ Show unsigned and float as hexadecimal  
 Offset: 0x0



## Task 1D

Here we want to know if the two files we created from task 1C are any different. Lets take a look.



Upon inspecting we see that these two do not have any difference between the two files. We suspect this may cause a collision error, but we shall see.

## Task 2: Understanding MD5's "Suffix Extension" Property

Here we are tasked with trying to show that even if you create and hash files you can change the contents of what's in the files by concatenating something to it and still get the same hashes for the two binary output files. To better show this explanation we first create two files

```
[04/17/20]seed@VM:~/.../lab10$ md5collgen -p file1.txt -o fileout1.bin fileout2.
bin
MD5 collision generator v1.5
by Marc Stevens (http://www.win.tue.nl/hashclash/)

Using output filenames: 'fileout1.bin' and 'fileout2.bin'
Using prefixfile: 'file1.txt'
Using initial value: 013f372f7d1b6e628953e4115b2b2f74

Generating first block: .....
Generating second block: S11.....
...
Running time: 7.61282 s
```

Then we run the MD5sum to make sure the files are equal to each other, which we see they are.

```
[04/17/20]seed@VM:~/.../lab10$ md5sum fileout1.bin fileout2.bin
f9360464b20fa94ca366178106423c45 fileout1.bin
f9360464b20fa94ca366178106423c45 fileout2.bin
```

Next we concatenate the word “hi” into each file to change them and see what happens.

```
[04/17/20]seed@VM:~/.../lab10$ echo -n "hi" >> fileout1.bin
[04/17/20]seed@VM:~/.../lab10$ echo -n "hi" >> fileout2.bin
[04/17/20]seed@VM:~/.../lab10$ md5sum fileout1.bin fileout2.bin
adbaa126fe92b4339daebc0f5230fac3 fileout1.bin
adbaa126fe92b4339daebc0f5230fac3 fileout2.bin
```

We can see that the hashes have changed, but they indeed remain the same. Proving what we set out to discover.

### **Task 3:** Generating two executables with the same MD5 hash

This task we are setting out to create two different programs that the contents are slightly different, but the hash values are the same. We copy the code provided by Travis and Seed labs, program.c, and begin the tasks.

First we compile the code as prog, and then grab the head of the program.

```
[04/18/20]seed@VM:~/.../lab10$ vi program.c
[04/18/20]seed@VM:~/.../lab10$ gcc -o prog program.c
[04/18/20]seed@VM:~/.../lab10$ head -c 4224 pr
prefix.txt prog program.c
[04/18/20]seed@VM:~/.../lab10$ head -c 4224 prog > prefix
```

Next, we want to take the head of the file and save it as the prefix and run MD5collgen on the program and create prog1 and prog2 from it.

```
[04/18/20]seed@VM:~/.../lab10$ md5collgen -p prefix -o agenbgen
MD5 collision generator v1.5
by Marc Stevens (http://www.win.tue.nl/hashclash/)

Error: exactly two output filenames should be specified.
[04/18/20]seed@VM:~/.../lab10$ gcc -o prog program.c
[04/18/20]seed@VM:~/.../lab10$ head -c 4224 prog > prefix
[04/18/20]seed@VM:~/.../lab10$ md5collgen -p prefix -o prelout pre2out
MD5 collision generator v1.5
by Marc Stevens (http://www.win.tue.nl/hashclash/)

Using output filenames: 'prelout' and 'pre2out'
Using prefixfile: 'prefix'
Using initial value: 266177d958c5082472a68345a839abfa

Generating first block: .....
Generating second block: S10.....
```

Lets take a look at the hashes with Bless. We note that the files are the same MD5 hash, but with different suffix's.

```
) &.....
) .....
L ..AAAAAAAAAAAAAAAAAAAA
L AAAAAAAAAAAAAAAAAAAAAA
L AAAAAAAAAAAAAAAAAAAAAA
5 AAA....._=.V.P...E
4 9.....?...,.#....O.
2 DO...!n.....Z...9...\
3 .pL...1.6....cE.U.Dg.
3 .CXp.! ....&`.....
2 ^.7..[@ .R....Z...6.|
  .sJ..
```

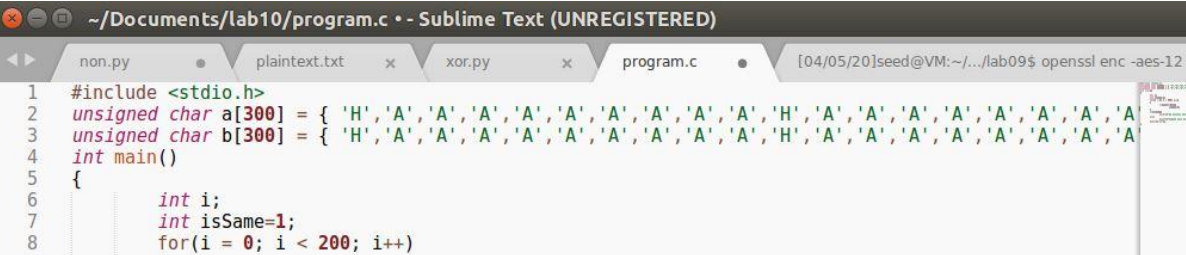




### Task 4: Making the two programs behave differently

The idea of this portion of the lab is to create a file that has two separate programs with the same hash, one that will run a “safe program” and another that inserts malicious code.

We begin by modifying our program.c code from earlier.



```
~/Documents/lab10/program.c - Sublime Text (UNREGISTERED)
non.py plaintext.txt xor.py program.c [04/05/20]seed@VM:~/.../lab09$ openssl enc -aes-128
1 #include <stdio.h>
2 unsigned char a[300] = { 'H','A','A','A','A','A','A','A','A','A','A','H','A','A','A','A','A','A','A','A','A'
3 unsigned char b[300] = { 'H','A','A','A','A','A','A','A','A','A','A','H','A','A','A','A','A','A','A','A','A'
4 int main()
5 {
6     int i;
7     int isSame=1;
8     for(i = 0; i < 200; i++)
9     {
10         if(a[i]!=b[i])
11             isSame=0;
12     }
13     if(isSame)
14         printf("No pirates here, smooth sailing matey!");
15     else
16         printf("Arghhh give me the booty");
17     printf("\n");
18 }
```

Then we want to compile and save the program

Next we check out the contents of the binary with `hexdump`, we see the first array starts at 0x1040 which, same as before, is located at 4160. So we will use similar commands as task 3 for cutting the head, and MD5 hash.

```
[04/18/20]seed@VM:~/.../lab10$ head -c 4224 newprog >> pre2
[04/18/20]seed@VM:~/.../lab10$ md4collgen -p newprog -o newout1 newout2
md4collgen: command not found
[04/18/20]seed@VM:~/.../lab10$ md5collgen -p newprog -o newout1 newout2
MD5 collision generator v1.5
by Marc Stevens (http://www.win.tue.nl/hashclash/)

Using output filenames: 'newout1' and 'newout2'
Using prefixfile: 'newprog'
Using initial value: 6a9b0cb76855a37a6d2be1964f287d90

Generating first block: ....
```

Next, we want to create two new files that we can grab the middle section where “HAAA\*\*\*\*” begins. We use the head function again. And we do the same for the offset for the middle and the end. The next thing we do is concatenate them all together and check MD5sum to make sure they are the same. After verifying they are the same we chmod the programs to make them executable and run them and get the following results.



```
[04/18/20]seed@VM:~/.../lab10$ head -c +4353 newprog > newend1
[04/18/20]seed@VM:~/.../lab10$ head -c +4353 newprog > newend2
[04/18/20]seed@VM:~/.../lab10$ tail -c +321 newend1 > commonend1
[04/18/20]seed@VM:~/.../lab10$ tail -c +321 newend2 > commonend2
Terminator seed@VM:~/.../lab10$ cp newout1 goodguy
[04/18/20]seed@VM:~/.../lab10$ cp newout2 badguy
[04/18/20]seed@VM:~/.../lab10$ cat newend1 >> goodguy
[04/18/20]seed@VM:~/.../lab10$ cat newend2 >> badguy
[04/18/20]seed@VM:~/.../lab10$ cat newend1 >> goodguy
[04/18/20]seed@VM:~/.../lab10$ cat newend2 >> badguy
[04/18/20]seed@VM:~/.../lab10$ cat commonend1 >> goodguy
[04/18/20]seed@VM:~/.../lab10$ cat commonend2 >> badguy
[04/18/20]seed@VM:~/.../lab10$ md5sum goodguy badguy
52837f447c618aa68427111d0af03750 goodguy
52837f447c618aa68427111d0af03750 badguy
[04/18/20]seed@VM:~/.../lab10$ chmod +x goodguy badguy
[04/18/20]seed@VM:~/.../lab10$ ./goodguy
No pirates here, smooth sailing matey
[04/18/20]seed@VM:~/.../lab10$ ./badguy
```