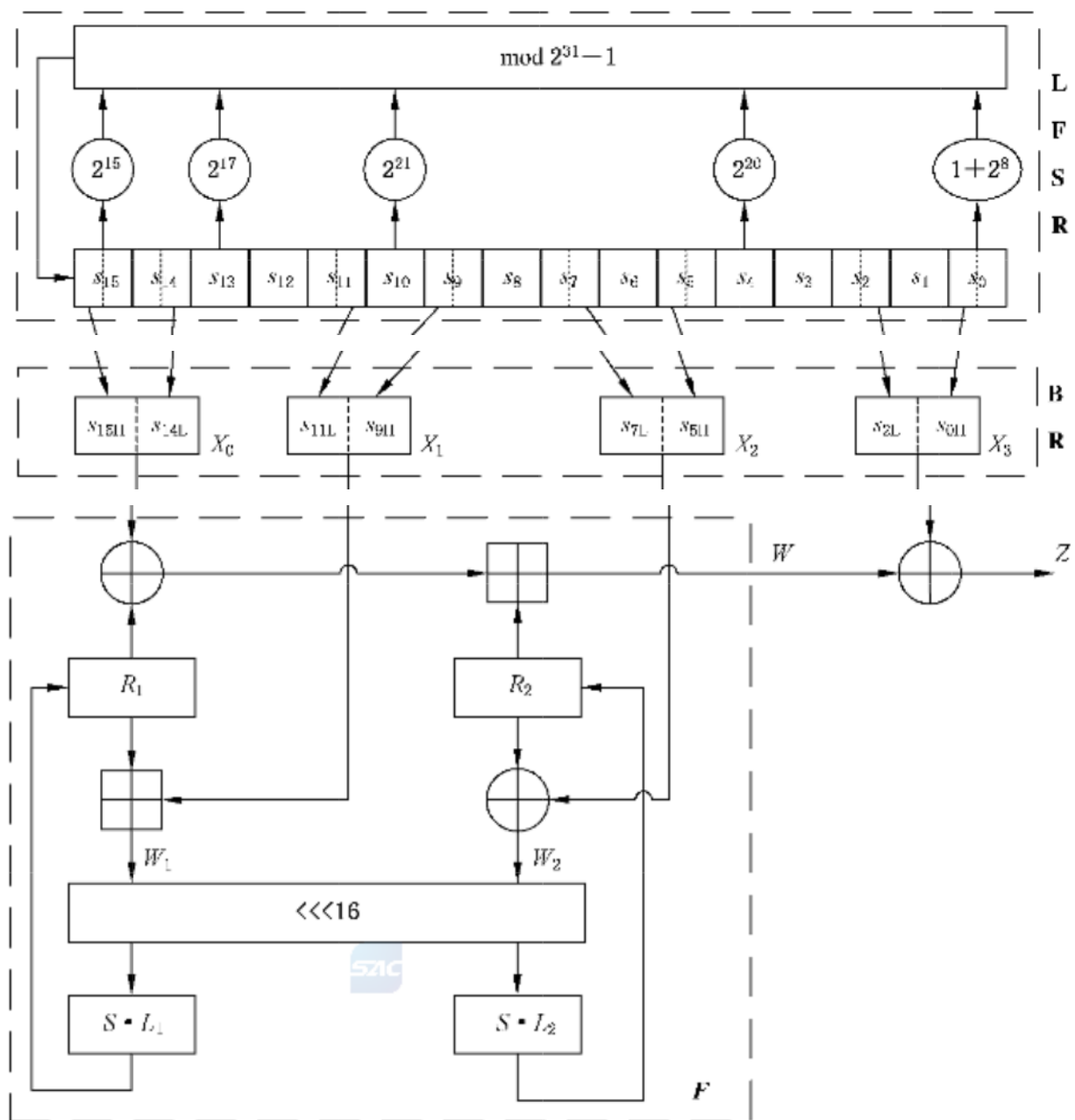


# ZUC 的 C/C++实现-20307130135 李钧

根据 GMT0001.1-2012(祖冲之序列密码算法第1部分-算法描述)以及第2、第3部分说明，祖冲之算法结构图如下所示，由线性反馈移位寄存器 LFSR、比特重组 BR 和非线性函数 F 组成



利用 C/C++实现祖冲之序列密码算法，以及基于此的机密性算法、完整性算法，文件结构如下

```
E:\0Tree_Down\crypto\0last2\ZUC>tree /F
卷 新加卷 的文件夹 PATH 列表
卷序列号为 2A31-0171
E:..
|   CMakeLists.txt
|   Zmain.cpp
|   ZUC.cpp
|   ZUC.exe
|   ZUC_H.h
|   ZUC_jm.cpp
|   ZUC_wz.cpp
|   build
|       CMakeCache.txt
|       cmake_install.cmake
|       compile_commands.json
|       Makefile
|   cmake
```

## 祖冲之算法描述

### 常量、函数的声明与定义

在头文件中定义两个 32 比特的 S 盒、定义用于算法初始化的字符串常量 D，同时声明一些必要的符号、函数，如下所示，具体定义参考文档内容放置在 cpp 源文件中。

```
//一些必要符号
typedef unsigned char uint8;
typedef unsigned int uint32;

extern uint32 LFSR[16]; //线性反馈移位寄存器
extern uint32 X[4]; //比特重组输出的 4 个 32 比特
extern uint32 R1, R2; //非线性函数 F 的 2 个 32 比特记忆单元变量
extern uint32 W; //非线性函数 F 输出的 32 比特字

//必要的函数声明
uint32 Rmv(uint32 x, int move); // 循环移位
uint32 mod_add(uint32 a, uint32 b); // 模  $2^{31}-1$  加法
uint32 mod_2exp_mul(uint32 x, int exp); // 模  $2^{31}-1$  乘法
uint32 L1(uint32 x); //两个线性变换
uint32 L2(uint32 x);
void LFSRWithInitMode(uint32 u); //初始化模式
void LFSRWithWorkMode(); //工作模式（与初始化基本一样）
void BitReconstruction(); //比特重组 BR，十六位为 HL 分界
uint32 S(uint32 a); //S 盒输入输出，附录 A
void F(); //非线性函数 F
```

```
void Key_Init(uint8 *k, uint8 *iv); // 密钥装入, 初始化阶段
uint32 *KeyStream_Generator(int keylen); // 工作阶段, 最后输出一个 32 比特的密钥字 Z
```

两个具体函数 Key\_Init() 和 KeyStream\_Generator() 定义如下

```
/ 密钥装入, 初始化阶段
void Key_Init(uint8 *k, uint8 *iv) {
    for(int i = 0; i < 16; i++)
        {LFSR[i] = (k[i] << 23) | (D[i] << 8) | iv[i];}
    R1 = R2 = 0;
    for(int i = 0; i < 32; i++) {
        BitReconstruction();
        F();
        LFSRWithInitMode(W >> 1);
    }
}

// 工作阶段, 最后输出一个 32 比特的密钥字 Z
uint32 *KeyStream_Generator(int keylen) {
    uint32 Z = 0, i = 0;
    uint32 *keystream = (uint32 *)malloc((keylen + 1) * sizeof(uint32));
    BitReconstruction();
    F();
    LFSRWithWorkMode();
    for (i = 0; i < keylen; i++) {
        BitReconstruction();
        F();
        keystream[i] = W ^ X[3];
        LFSRWithWorkMode();
    }
    return keystream;
}
```

## 算法运行

祖冲之算法的输入参数为初始密钥  $k$ 、初始向量  $iv$  和正整数  $L$ ，输出参数为  $L$  个密钥字  $Z$ 。然后按照上述定义的初始化方法将初始密钥  $k$  和初始向量  $iv$  装入到 LFSR 的寄存器单元变量  $s_0 \sim s_{15}$  中，作为 LFSR 的初态等等。工作步骤也如上述密钥生成算法一样。

其他相关基础函数的定义具体见源代码。

## 基于 ZUC 的机密性算法

在头文件中声明相关输入参数、函数如下所示。

```
int get_L_jm(uint32 length);
extern uint8 KEY[16];
extern uint8 IV[16];
extern uint8 CK[16]; //机密性密钥
extern uint8 COUNT[4]; //计数器
extern uint8 BEARER; //承载层标识
extern uint8 DIRECTION; //传输方向标识
extern uint32 LENGTH; //明文消息流的比特长度
extern uint32 IBS[]; //LENGTH
extern uint32 OBS[]; //LENGTH
void ZUC_jm_Init(uint8 *ck, uint8 *count,
                 uint8 *KEY, uint8 *IV,
                 uint8 bearer, uint8 direction, int &keylen); //基于祖冲之算法的机密性算法初始化
void ZUC_jm_en(uint32 *ibs, uint32 *k, uint32 length, uint32 *obs, int keylen); //加密生成OBS输出比特流
```

由于本算法基于 ZUC 算法，对密钥  $k$ 、初始向量  $iv$  的初始化与上述密钥装入不同，故在此将密钥初始化的接口定义为 `ZUC_jm_Init`；而且第三部分的输出与此部分的输出不同，故将此部分机密性算法的输出接口定义为 `ZUC_jm_en`，具体定义参考官方文档描述如下：

```
int get_L_jm(uint32 length) {
    uint32 t;
```

```

    t = length % 32;
    if(t == 0){return length/32;}
    else{return length/32 + 1;}
}

void ZUC_jm_Init(uint8 *ck, uint8 *count,
                uint8 *KEY, uint8 *IV,
                uint8 bearer, uint8 direction, int &keylen){
    //init KEY
    keylen = get_L_jm(LENGTH);
    for(uint8 i = 0; i < 16; i++){KEY[i] = ck[i];}
    //init IV
    for(uint8 i = 0; i < 4; i++) IV[i] = count[i];
    IV[4] = ((bearer << 3) & 0xf8) | ((direction << 2) & 0x4);
    IV[5] = 0x00; IV[6] = 0x00; IV[7] = 0x00;
    for(uint8 i = 8; i < 16; i++) IV[i] = IV[i - 8];
}

void ZUC_jm_en(uint32 *ibs, uint32 *k, uint32 length, uint32 *obs, int keylen){
    for(int i = 0; i < length/32; i++){obs[i] = (ibs[i] ^ k[i]);}
    printf("OBS is:\n");
    for(int i = 0; i < keylen; i++) printf("%08x ", OBS[i]);
}

```

## 基于 ZUC 的完整性算法

为了与第二部分的机密性算法区分开来，在头文件中重新声明了相关参数、函数

```

extern uint8 IK[16];
extern uint8 COUNT_w[4]; //计数器
extern uint8 BEARER_w; //承载层标识
extern uint8 DIRECTION_w; //传输方向标识
extern uint32 LENGTH_w; //明文消息流的比特长度
extern uint32 M[];
extern uint32 MAC;

```

```

void ZUC_wz_Init(uint8 *ik, uint8 *count,
                uint8 *KEY, uint8 *IV,
                uint8 bearer, uint8 direction, int &keylen); //基于祖冲之算法的完整性算法初始化
uint32 ZUC_MAC(uint32 *m, uint32 *k, uint32 length); //生成 32 位比特的哈希值
uint32 GET_WORD(uint32 *DATA, uint32 i); //获取第 i 位往后的 32bit 字
uint8 GET_BIT(uint32 *DATA, uint32 i); //获取数据流中第 i 位的 bit
int get_L_wz(uint32 length); //根据输入数据流的长度获取密钥长度 L

```

本算法的初始化、输出接口与上述不同，重新定义接口如下所示

```

void ZUC_wz_Init(uint8 *ik, uint8 *count,
                uint8 *KEY, uint8 *IV,
                uint8 bearer, uint8 direction, int &keylen) {
    keylen = get_L_wz(LENGTH_w);
    //init KEY
    for(uint8 i = 0; i < 16; i++) {KEY[i] = ik[i];}
    //init IV
    for(uint8 i = 0; i < 4; i++) IV[i] = count[i];
    IV[4] = (bearer << 3) & 0xf8;
    IV[5] = 0x00; IV[6] = 0x00; IV[7] = 0x00;
    IV[8] = IV[0] ^ ((direction & 1) << 7);
    for(uint8 i = 9; i < 14; i++) IV[i] = IV[i - 8];
    IV[14] = IV[6] ^ ((direction & 1) << 7);
    IV[15] = IV[7];
}

uint32 ZUC_MAC(uint32 *m, uint32 *k, uint32 length) {
    uint32 T = 0, mac;
    for(uint32 i = 0; i < length; i++) {if(GET_BIT(m, i)) {T = T ^ GET_WORD(k, i);}}
    T = T ^ GET_WORD(k, length);
    int L = get_L_wz(length);
    mac = T ^ k[L-1];
    printf("\nMAC is %08x\n", mac);
    return mac;
}

```

```
}
```

## 结果测试

机密性算法的输出结果展示

```
CK          -17 3d 14 ba 50 03 73 1d 7a 60 04 94 70 f0 0a 29
COUNT      -66035492
BEARER      -[
DIRECTION   -0
LENGTH      -cl
IBS:
6cf65340 735552ab 0c9752fa 6f9025fe 0bd675d9 005875b2 00000000
OBS:
a6c85fc6 6afb8533 aafc2518 dfe78494 0ee1e4b0 30238cc8 00000000
```

```
PS E:\0Tree_Down\crypto\0last2\ZUC> ."E:\0Tree_Down\crypto\0last2\ZUC\ZUC.exe"
17 3d 14 ba 50 03 73 1d 7a 60 04 94 70 f0 0a 29
KEY init above, and count below
66035492
this is IV below:
66 03 54 92 78 00 00 00
66 03 54 92 78 00 00 00

this is keylen: 7

this is the 0 key: ca3e0c86
this is the 1 key: 19aed798
this is the 2 key: a66b77e2
this is the 3 key: b077a16a
this is the 4 key: 05379169
this is the 5 key: 307bf97a
this is the 6 key: 104b5a43
this is the 7 key: 00000000

this is the OBS of ZUC_jm:
a6c85fc6 1e9b8533 aafc2518 dfe78494 0ee1e4b0 30238cc8 00000000
```

完整性算法的输出结果展示：

第一组实例：

**IK** -00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00

**COUNT** -0

**BEARER** -0

**DIRECTION** -0

**LENGTH** -1

**M**:00000000

**MAC**:c8a9595e

```
PS E:\0Tree_Down\crypto\0last2\ZUC> ."E:/0Tree_Down/crypto/0last2/ZUC/ZUC.exe"
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
KEY init above, and count below
00000000this is IV below:
00 00 00 00 00 00 00 00
00 00 00 00 00 00 00 00
BEARER is 0, DIRECTION is 0

this is keylen: 7

this is the 0 key: 27bede74
this is the 1 key: 018082da
this is the 2 key: 87d4e5b6
this is the 3 key: 9f18bf66
this is the 4 key: 32070e0f
this is the 5 key: 39b7b692
this is the 6 key: b4673edc
this is the 7 key: 00000000

MAC is c8a9595e
```

第二组实例：

**IK** -c9 e6 ce c4 60 7c 72 db 00 0a ef a8 83 85 ab 0a

**COUNT** -a94059da

**BEARER** -a

**DIRECTION** -1

**LENGTH** -241

**M**:

983b41d4 7d780c9e 1ad11d7e b70391b1 de0b35da 2dc62f83 e7b78d63 06ca0ea0 7e941b7b  
e91348f9 fcb170e2 217fec9d 7f9f68ad b16e5d7d 21e569d2 80ed775c ebde3f40 93c53881  
00000000

**MAC**:fae8ff0b

```
PS E:\0Tree_Down\crypto\0last2\ZUC> ."E:/0Tree_Down/crypto/0last2/ZUC/ZUC.exe"
c9 e6 ce c4 60 7c 72 db 00 0a ef a8 83 85 ab 0a
KEY init above, and count below
a94059da
this is IV below:
a9 40 59 da 50 00 00 00
29 40 59 da 50 00 80 00
BEARER is a, DIRECTION is 1

this is keylen: 21

into the ZUC_MAC, length: 577

MAC is fae8ff0b
```