SM3的C/C++实现-20307130135李钧

根据GMT0004-2012(SM3密码杂凑算法)官方说明文档,本人使用C/C++语言进行了SM3密码杂凑算法的计算步骤复现,可以对输入的字符串信息进行数字签名和验证等。首先展示文件结构如下所示:

```
E:\OTree_Down\crypto\Olast2\SM3>tree /F
卷新加卷的文件夹 PATH 列表
卷序列号为 2A31-0171
E:.

CMakelists.txt
SM3.cpp
SM3.exe
SM3_h.h
Smain.cpp

-vscode
settings.json

build

CMakeCache.txt
cmake_install.cmake
```

相关常数与函数

根据说明文档,在.h文件中定义常数T和初始向量IV,并声明基本函数函数FF等,如下图所示

除此之外,为了方便在实现函数功能时简化部分移位操作、统一分组长度和消息长度的二进制数长度 值,在头文件中还对如下常量进行声明

```
#define ROTATE_LEFT(x, n) (((x) << (n)) | ((x) >> (32 - (n)))) const int GROUP_SIZE = 512 / 8; // 分组长度,以字节为单位 const int MESSAGE_LENGTH_SIZE = 64 / 8; // 表示消息长度的二进制数长度
```

下面是对上述基本函数的具体定义,这些定义放在SM3.cpp源文件当中

基本函数 C++ | **G** 复制代码 1 unsigned int FF(unsigned int X, unsigned int Y, unsigned int Z, int j){ $if(j \le 15) return (X ^ Y ^ Z);$ 2 else return ((X&Y) | (X&Z) | (Y&Z)); 3 4 5 unsigned int GG(unsigned int X, unsigned int Y, unsigned int Z, int j){ if(j <= 15) return (X ^ Y ^ Z);</pre> else return $(X\&Y) \mid ((\sim X)\&Z);$ 8 9 unsigned int P0(unsigned int x) { return x ^ ROTATE_LEFT(x, 9) ^ ROTATE_LEFT(x, 17); 10 11 12 unsigned int P1(unsigned int x) { 13 return x ^ ROTATE_LEFT(x, 15) ^ ROTATE_LEFT(x, 23); 14

算法描述

概述

对长度I(I < 2⁶⁴)比特的消息m, SM3杂凑算法经过填充、迭代压缩和输出选裁, 生成杂凑值, 杂凑值输出长度为256比特。

填充

假设消息m的长度为I比特,则首先将比特"1"添加到消息的末尾,再添加k个"0",k是满足以下条件的最小非负整数: I+1+k=448 (mod 512)。然后再添加一个64位比特串,该比特串是长度I的二进制表示。填充后的消息m'的比特长度为512的倍数。

EXAMPLE For the message 011000010110001100011, with length l = 24, the bit

```
string after padding is: 01100001011000100110001111000...00 00...011000 00...011000... binary expression of l
```

填充部分的代码如下所示

```
// message len是指message有多少个字节
// 在填充0之前,消息可以分成多少组(group)
int test = (message len + MESSAGE LENGTH SIZE + 1) % GROUP SIZE;
unsigned int message_group_num;
if(test == 0) message group num = (message_len + MESSAGE_LENGTH_SIZE + 1) / GROUP_SIZE;
else message group num = (message len + MESSAGE LENGTH SIZE + 1) / GROUP SIZE + 1;
// pad添加字节之后,1的位置
unsigned int message pad len = message group_num * GROUP_SIZE - MESSAGE_LENGTH_SIZE;
// padding之后的初始化,将比特"1"添加到消息末尾
unsigned int sizeof pad = message group num * GROUP SIZE;
unsigned char message pad[sizeof pad];
memset(message_pad, 0, sizeof(message_pad)); // 以字节为单位
memcpy(message_pad, message, message len);
message pad[message len] = 0x80;
// 加上1的二进制表示
unsigned long long bit msg l = message len * 8;
for (unsigned int i = 0; i < MESSAGE LENGTH SIZE; ++i) {
   message_pad[message_pad_len + i] = ((unsigned char*)&bit_msg_l)[MESSAGE_LENGTH_SIZE - i - 1];
```

迭代压缩

在开始迭代压缩之前,需要对必要的状态寄存器、消息字等进行声明、初始化,如下所示

```
unsigned int state[8];
memcpy(state, IV, sizeof(IV));
unsigned int W[68], W_[64];
unsigned int A, B, C, D, E, F, G, H;
for(unsigned int i = 0; i < message_group_num; i++){
    memset(W, 0, sizeof(W)); // 初始化每个块内容,对应每个512bit
    memset(W_, 0, sizeof(W_));
```

在循环内部,即针对每个message_group,扩展生成132个消息字W0~W67,W'0~W'63

根据文档,实现CF压缩函数如下所示,在该循环之后更新state[]的值迭代到下一轮group循环

```
H" << endl;
for (unsigned int j = 0; j < GROUP SIZE; ++j) {
    int tmpp = 0;
    if(j \le 15) tmpp = T_0_15;
    else tmpp = T_16_63;
    unsigned int SS1 = ROTATE_LEFT(ROTATE_LEFT(A, 12) + E + ROTATE_LEFT(tmpp, j%32), 7);
    unsigned int SS2 = SS1 ^ ROTATE_LEFT(A, 12);
    unsigned int TT1, TT2;
    TT1 = FF(A, B, C, j) + D + SS2 + W[j];
   TT2 = GG(E, F, G, j) + H + SS1 + W[j];
   D = C;
   C = ROTATE_LEFT(B, 9);
   B = A;
   A = TT1;
   H = G;
   G = ROTATE LEFT(F, 19);
   F = E;
   E = P0(TT2);
// 迭代到下一轮
state[0] ^= A;
state[1] ^= B;
state[2] ^= C;
state[3] ^= D;
state[4] ^= E;
state[5] ^= F;
state[6] ^= G;
state[7] ^= H;
```

最终更新出哈希值

```
for (unsigned int i = 0; i < 8; i++) { //8字节 hash[i] = state[i]; }
return;
```

样例测试

在官方文档末尾的测试样例是两个字符串"abc"和"abcd"*16

"abcd"*16字符串的最终结果如下所示

The hash value is:

debe9ff9 2275b8a1 38604889 c18e5a4d 6fdb70e5 387e5765 293dcba3 9c0c5732

"abc"字符串的部分中间结果与文档相符,最终哈希值也与文档相符

The hash value is:

66c7f0f4 62eeedd9 d1f2d46b dc10e4e2 4167c487 5cf2f7a2 297da02b 8f4ba8e0

The input message is "abc", and its ASCII-coded version is:

616263

The message after padding process is:

The message after message expansion:

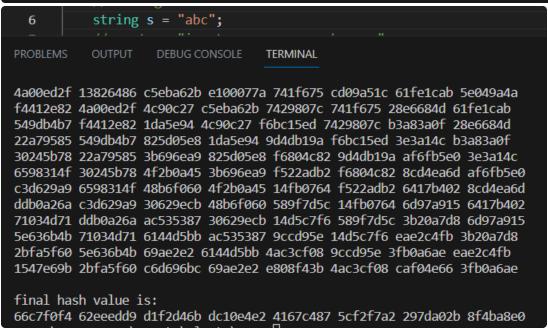
$W_0W_1...W_{67}$:

```
6 string s = "abc";

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

PS E:\0Tree_Down\crypto\0last2\SM3> ."E:\0Tree_Down\crypto\0last2\SM3\SM3.exe"

the W result is:
61626380 0 0 0 0 0 0 0
0 0 0 0 0 0 18
9092e200 0 c0606 719c70ed 0 8001801f 939f7da9 0
2c6fa1f9 adaaef14 0 1801e 9a965f89 49710048 23ce86a1 b2d12f1b
e1dae338 f8061807 55d68be 86cfd481 1f447d83 d9023dbf 185898e0 e0061807
50df55c cde0104c a5b9c955 a7df0184 6e46cd08 e3babdf8 70caa422 353af50
a92dbca1 5f33cfd2 e16f6e89 f70fe941 ca5462dc 85a90152 76af6296 c922bdb2
68378cf5 97585344 9008723 86faee74 2ab908b0 4a64bc50 864e6e08 f07e6590
325c8f78 accb8011 e11db9dd b99c0545
```



重构实现三个接口

重新阅读Elearning上的文件之后,参考官方SM3函数的实现,实现了SM3_Init和SM3_Update以及 SM3_Final,可以对输入流input的内容计算哈希值,下图是对SM3文档中一样例的测试,可以看出成功 初始化、更新、计算输出。具体代码查看压缩包。

The hash value is:

debe9ff9 2275b8a1 38604889 c18e5a4d 6fdb70e5 387e5765 293dcba3 9c0c5732

```
SM3_CTX ctx1;//, ctx2;
unsigned char md1[SM3_DIGEST_LENGTH];//, md2[SM3_DIGEST_LENGTH];

int t1 = SM3_Init(&ctx1);
printf("\nSM3_Init is: %d\n", t1);

t1 = SM3_Update(&ctx1, input2, sizeof(input2));
printf("\nSM3_Update is: %d\n", t1);

t1 = SM3_Final(md1, &ctx1);
printf("\nSM3_Final is: %d\n", t1);

printf("\nhash value is:\n");

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

SM3_Init is: 1

SM3_Update is: 1

SM3_Final is: 1

hash value is:
debe9ff9 2275b8a1 38604889 c18e5a4d 6fdb70e5 387e5765 293dcba3 9c0c5732
```

除了测试固定上述固定字符串,我还可以对我们输入的内容input计算哈希值,如下所示我们输入流的内容是"abc",最终计算出的哈希值与预期一致。此法可推广到计算文件的哈希值上。

```
t1 = SM3_Update(&ctx1, message, sizeof(message));//this is important
printf("\nSM3_Update is: %d\n", t1);

t1 = SM3_Final(md1, &ctx1);

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

PS E:\0Tree_Down\crypto\0last2\SM3> ."E:/0Tree_Down/crypto/0last2/SM3/SM3.exe"
input your message here: abc

SM3_Init is: 1

SM3_Update is: 1

SM3_Final is: 1

hash value is:
66f4f01e eb86f5c8 5b702d0a 93a94bbc b2224e77 0c7c9ef1 1f6b0c70 796450ab
```