

# Lab 9: MD5 Collision Attack Lab (a SEED Lab)

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## I. INTRODUCTION

THE purpose of this lab was to explore the vulnerabilities of the MD5 hashing algorithm by practically demonstrating how two different files can share the same hash value. Although MD5 was once widely used for integrity verification, researchers such as Xiaoyun Wang et al. [2] and Marc Stevens [3] showed that it is susceptible to collision attacks that compromise its security. Through this experiment, the student gained a deeper understanding of the concept of collision resistance and how its failure can enable the creation of distinct programs that appear identical when verified using MD5.

## II. METHODOLOGY

The lab used md5collgen to generate colliding files, verified identical hashes, demonstrated MD5's concatenation property, and created two executables with a 64-byte aligned collision block that produced the same hash but different behaviors.

### A. Task 2.1

Two files with identical MD5 hashes were generated using md5collgen. Random prefix files, prefix.bin and prefix64.bin were created with head -c and tested with the following commands as shown in Fig. 1.

```
[11/02/25]seed@VM:~/test$ diff out1.bin out2.bin || true
Binary files out1.bin and out2.bin differ
[11/02/25]seed@VM:~/test$ md5sum out1.bin out2.bin
f3d4379420ab4d6ea9648434e2f473fc out1.bin
f3d4379420ab4d6ea9648434e2f473fc out2.bin
[11/02/25]seed@VM:~/test$ cmp -l out1.bin out2.bin
148 166 366
174 152 352
188 225 25
212 6 206
238 312 112
252 152 352
```

Fig. 1. Two different binary files sharing the same MD5 hash

The questions are answered based on the observations after running the commands.

- 1) If the length of your prefix file is not multiple of 64, what happens?  
Even when the prefix length of 70 bytes which is not a multiple of 64, md5collgen still successfully generates a collision. The tool automatically applies MD5 padding to align the data to 64-byte blocks internally, so no error occurs, the collision region is simply shifted to start in the next padded block.
- 2) Create a prefix file with exactly 64 bytes, and run the collision tool again. What happens?  
When the prefix is exactly 64 bytes i.e a full MD5 block, md5collgen again generates two colliding outputs.

Because the prefix already aligns with MD5's block size, the collision blocks start immediately after the prefix without extra padding. The process runs a bit faster and produces valid collisions just like before.

- 3) Are the 128 bytes generated by md5collgen completely different for the two output files?

Identify all bytes that are different. No, the 128-byte collision blocks are not completely different; only specific bytes differ between out1.bin and out2.bin. Your cmp output shows the differing byte offsets and values:

```
148 166 366
174 152 352
188 225 25
212 6 206
238 312 112
252 152 352
```

These lines indicate exactly where the two files differ within the 128-byte region. Despite these few differences, both files yield the same MD5 hash, demonstrating the collision.

### B. Task 2.2

The concatenation property of MD5 was demonstrated by appending a common suffix to both colliding files:

```
cat out1.bin suffix.txt >
out1_concat.bin
cat out2.bin suffix.txt >
out2_concat.bin
```

As shown in Fig. 2, both concatenated files maintained identical hashes, confirming the property:

$\text{MD5}(M || T) = \text{MD5}(N || T)$   
when  $\text{MD5}(M) = \text{MD5}(N)$

```
[11/02/25]seed@VM:~/test$ echo "test for suffix" > suffix.txt
[11/02/25]seed@VM:~/test$ cat out1.bin suffix.txt > out1_concat.bin
[11/02/25]seed@VM:~/test$ cat out2.bin suffix.txt > out2_concat.bin
[11/02/25]seed@VM:~/test$ md5sum out1_concat.bin out2_concat.bin
16d19cc4a5779f73c30d0f6f7706a85a out1_concat.bin
16d19cc4a5779f73c30d0f6f7706a85a out2_concat.bin
```

Fig. 2. Identical hashes after concatenation of files

### C. Task 2.3

A C program containing a large xyz array filled with repeated 0x41 bytes was created and compiled. The resulting executable was examined using bless to locate the long 0x41 region as seen in Fig. 3 and then split into three parts, a prefix, a 128-byte collision region, and a suffix, using head and tail.

The split point was chosen by identifying the byte offset where the replacement should start and selecting a prefix length that places the 128-byte block squarely inside the xyz data, so the replacement affects only the data region and not

