

```
# EchoPulse Hash Function & Input Encoding Specification (Document A4)
**Version:** 1.0 **Date:** May 11, 2025 **Author:** EchoPulse
Initiative This document specifies the exact encoding, input structure,
and usage of the SHA3-256 cryptographic hash function within the
EchoPulse Key Encapsulation Mechanism (KEM) protocol. Consistent
application of this specification is crucial for ensuring
interoperability and security across different EchoPulse
implementations. ## 1. Hash Function Selection The EchoPulse KEM
employs the SHA3-256 cryptographic hash function, as defined in FIPS
202. * **Algorithm:** SHA3-256 * **Output Length:** 32 bytes (256 bits)
* **Security Properties:** SHA3-256 is a collision-resistant hash
function and is considered to offer strong security properties against
known quantum algorithms. * **Implementation Standard:** All EchoPulse
implementations must adhere to the NIST reference specification for
SHA3-256. ## 2. Input Encoding Structure The input to the SHA3-256 hash
function within the EchoPulse protocol is constructed by the
concatenation of two byte sequences: the encoded final state vertex and
the random symbol sequence.
```

**Hash\_Input = v\_enc\_bytes || r\_bytes**

Where: \* \*\*`v\_enc\_bytes`:\*\* Represents the 2-byte little-endian encoding of the final state vertex ( $v$ ) reached during the encapsulation process. The vertex  $v$  is an element of the state set  $V$  of the graph  $G(V, E)$ . \* \*\*`r\_bytes`:\*\* Represents the 28-byte raw symbol sequence ( $r$ ) that serves as the public payload transmitted during key exchange. The total length of the `Hash\_Input` byte string is fixed at 30 bytes (2 bytes for  $v_{enc}$  and 28 bytes for  $r$ ). ## 3. Encoding Details The following specific encoding rules must be followed when constructing the `Hash\_Input`:

- \* \*\*Encoding of  $v_{enc}$ :

The final state vertex  $v_{enc}$  (a 2-byte unsigned integer) is encoded in little-endian format. This means the least significant byte of  $v$  is placed at the lower memory address (first byte), and the most significant byte is placed at the higher memory address (second byte). For a vertex  $v$ , the encoding is:

- \* Byte 1:  $v \& 0xFF$  (Least significant byte)
- \* Byte 2:  $v \gg 8$  (Most significant byte)

- \* \*\*Encoding of  $r$ :

The random symbol sequence  $r$  is treated as a sequence of 28 raw bytes. Each byte in  $r$  represents a symbol and falls within the range  $0x00$  to  $0xFF$ . These bytes are directly appended to the  $v_{enc\_bytes}$  without any modification.

- \* \*\*No Padding or Compression:

The `Hash\_Input` must be formed by the direct concatenation of the encoded  $v_{enc}$  and the raw  $r$  without any additional padding, compression, or other alterations.

- \* \*\*Constant-Time Hashing:

The SHA3-256 hashing operation must be implemented using constant-time techniques to mitigate potential timing-based side-channel attacks. ## 4. Hashing Implementation Notes Implementers should adhere to the following guidelines when implementing the SHA3-256 hashing:

- \* \*\*Cryptographic Libraries:

Utilize well-vetted and established cryptographic libraries that provide constant-time implementations of the SHA3 family of hash functions.

- \* \*\*No Intermediate Inspection:

The individual bytes of  $v_{enc\_bytes}$  should not be accessible or observable in a data-dependent manner before being processed by the hash function.

- \* \*\*Input Validation:

Implementations should reject any input to the SHA3-256 function that does not conform to the specified length of 30 bytes. Handling of malformed inputs should be done securely and without revealing information about the expected input structure. ## 5. Worked Example Consider the following example values:

- \* Encapsulation final state vertex:  $v_{enc} = 0x03FA$  (decimal 1018)
- \* Random symbol sequence  $r$ : `BC 22 91 00 99 F0 A1 B2 C3 D4 E5 F6 07 18 29 3A 4B 5C 6D 7E 8F 90 A1 B2 C3` (28 bytes in hexadecimal representation)

The encoding process would be:

- \* \*\*Encoding of  $v_{enc}$ :

- \* Byte 1 ( $0x03FA \& 0xFF$ ): `FA`
- \* Byte 2 ( $0x03FA \gg 8$ ): `03`

\*  $v_{enc\_bytes} = FA\ 03$

- \* \*\*Encoding of  $r$ :

$r\_bytes = BC\ 22\ 91\ 00\ 99\ F0\ A1\ B2\ C3\ D4\ E5\ F6\ 07\ 18\ 29\ 3A\ 4B\ 5C\ 6D\ 7E\ 8F\ 90\ A1\ B2\ C3$

- \* \*\*Construction of Hash\_Input:

$Hash\_Input = FA\ 03\ BC\ 22\ 91\ 00\ 99\ F0\ A1\ B2\ C3\ D4\ E5\ F6\ 07\ 18\ 29\ 3A\ 4B\ 5C\ 6D\ 7E\ 8F\ 90\ A1\ B2\ C3$  (30 bytes)

- \* \*\*SHA3-256 Output:

$K = SHA3\_256(FA\ 03\ BC\ 22\ 91\ 00\ 99\ F0\ A1\ B2\ C3\ D4\ E5\ F6\ 07\ 18\ 29\ 3A\ 4B\ 5C\ 6D\ 7E\ 8F\ 90\ A1\ B2\ C3)$

\* Example result