

Step 1. Divide the mig into N blocks of m bits
step 2 Pad the last block withal bit followed by enough 0 bits to m-bits

Step3' Find
$$C_1 = E_K(M_1)$$
, $C_2 = E_K(C_1 \oplus M_2)$, $C_3 = E_K(C_2 \oplus M_3)$, ---,

$$C_{N-1} = E_{k}(C_{N-1} \oplus M_{N-1})$$
, $C_{N} = E_{k}(C_{N-1} \oplus M_{N} \oplus k)$

Where Ex is the encryption alg with the key K

Step 4' Select n leftmost bits of CN: It would give us the n-bit CMAC

Key Generation for the Last Step

Step 1' Find C = Ex (000--0)

mbits

Step 2'
$$k = \begin{cases} 2C & \text{if padding in MN} \\ x^2C & \text{if padding is applied in MN}. \end{cases}$$

Here, the multiplication is in the field GF(2^m) with the irreducible poly of degree m selected by the particular protocol

Note: 1. MACS provides meg integrity & meg auth

2. MACs are much faster than the duzital sign

Hash Function

This is a function that creates a fixed sized object out of a variable size msg.

Descrable Properties

- 1 Hash function should be computationally efficient.
- 2 Hesh function should be of fixed length and it should be undependent of the input length.

(In practice, output length of the hash value is b/n 128 bets to 512 bits

3 The conjuted hash value should be highly sensitive to all right

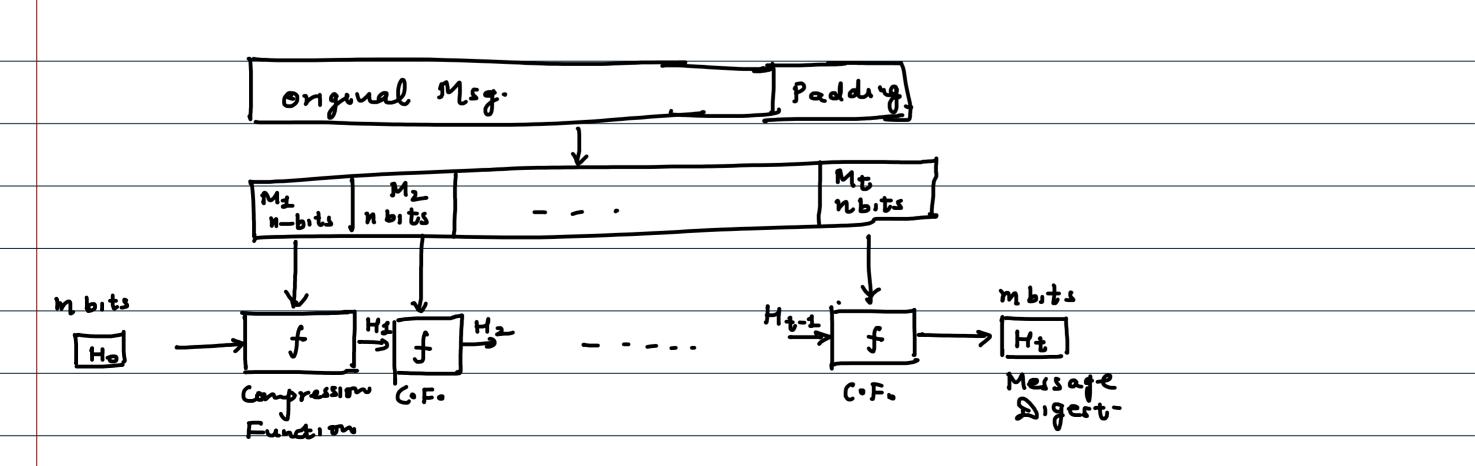
Security Requirements

- 1 Preinge Resistance 2 Second Preinage Resistance 3 Collisions Resistance
- 1. Given h(r), it should be computationally infeatible to find a
- 2. Given her, et should " " " z' st

h(x) = h(x)

h(x) = h(x')

Merkle-Dangard scheme



Step 1: Dinde the mig unto to blocks of n bits each apply the padding
Step 1: Dinde the mig into to blucks of n bits each of apply the padding if required
Step 2 · Compute Hi = f (Hi-1, Mi), i=1,2,,t
Here, the is a fixed value which is called the intral value or
Intral vector
Ht we the cryptographic Hash function of the original rig-
$H_{*} = h(M)$
Note: If the compression function f is collision res. Then hash
function as Collision resultant
Meisge Digest (MD) (Family of Hash alg.)
Ex. MD1, MD5
SHA (Secure Hash Algorithm)