

Crypto module

This document is a part of **MFlod** messenger documentation which is an implementation of **Flod** overlay protocol. For a complete version of project documentation see [no link yet]. [TODO: add link]

This is a documentation for **Crypto** module of **MFlod** messenger. It describes the process of creation of **Flod** protocol message packet, security implications of a cryptographic design behind it and how all of this is implemented in **MFlod**.

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Message Packet Structure

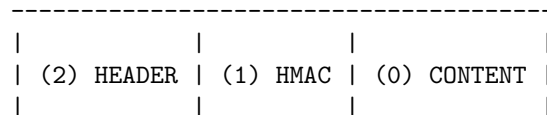
The message packet is a structure that represents an encrypted message that is sent from a one user of **Flod** protocol overlay to an other. The size of the packet can be of variable length though some of its parts are always remain constant.

The general structure of the message packet is described below together with some security implications while the further sections describe how a general packet structure is expressed in terms of ASN.1 which is what actually used in a reference implementation.

General Structure

The general structure documentation block is intended as a description of the message packet creation logic. It should not be used on its own to implement the message packet assembler. The block on [TODO: add link] ASN.1 structure is what to be used as an actual implementation reference.

In essence the message packet structure is very similar to a standard hybrid cryptosystem scheme. The illustration below is a high-level overview of **Flod** message packet:



the current message. Each new message must be encrypted with randomly generated fresh AES key.

6. Generate a random 128 bit bytestring which is an initialization vector for this encryption procedure only. Each new message must be encrypted with randomly generated fresh IV.
7. Encrypt block (10) with AES-128 in CBC mode using the key and the IV generated during steps 5-6. The result is a block (100).
8. Prepend block (100) with IV used for encryption (generated on step 6). After that the full (0) CONTENT block was constructed.

The reason why AES-128 was chosen over AES-256 is due to a poor design of a key schedule for a later flavor of AES (see this article).

(1) HMAC Block

This block encapsulates a hash-based message authentication code for the block (0) CONTENT. The hash function of choice is SHA-1 and despite recent news of Google breaking it HMAC bases on SHA-1 is still secure (see [1], [2], [RFC2104, page 5]).

To produce a correct HMAC for a block (0) CONTENT the following steps are necessary:

1. Generate a random 160 bit bytestring which is a key to use for this HMAC calculation. Every new message must utilize a random and fresh HMAC key.
2. Calculate an SHA1-HMAC of (0) CONTENT block with a key from step 1. The result is the (1) HMAC block.

(2) Header Block

The header block is an encrypted storage for keys used in previous blocks as well as some extra meta-information that facilitates protocol operation. The structure is as follows:

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| ***** (200) |
| * | ++++++(20) | * | | | |
| * (4) IS | (3) S_ID | + (2) H(k_hmac | k_aes) + | (1) K_HMAC | (0) K_AES * |
| * | ++++++ | * |
| ***** |
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