# tomcrypt(3) 0.6.0 | libtomcrypt Tcl wrapper

# Cyan Ogilvie

# **TOMCRYPT**

libtomcrypt Tcl wrapper - use cryptographic primitives in Tcl scripts

# **SYNOPSIS**

```
package require tomcrypt ?0.6.0?
tomcrypt::hash algorithm bytes
tomcrypt::hmac algorithm key message
tomcrypt::base64url encode|strict_encode bytes
tomcrypt::base64url decode|strict_decode string
tomcrypt::ecc_make_key prng keysize
tomcrypt::ecc_verify sig message pbkey
tomcrypt::ecc_sign privkey message ?prng?
tomcrypt::rng_bytes count
tomcrypt::prng create prngInstance type?entropy?
tomcrypt::prng new type ?entropy?
PRNG instance methods:
prngInstance bytes count
prngInstance add_entropy entropy
prngInstance integer lower upper
prngInstance double
prnqInstance export
prngInstance destroy
```

### DESCRIPTION

This package provides a thin wrapper around a subset of libtomcrypt's functionality.

# **COMMANDS**

tomcrypt::hash algorithm bytes Return the hash of bytes, using the algorithm. The values available for algorithm are those that are known by

- libtomcrypt. The returned value is the raw bytearray.
- tomcrypt::base64url encode|strict\_encode bytes Return the base64url encoding of bytes, which is the same as the regular base64 encoding except for two substitutions: '+' -> '-' and '/' -> '\_', so that the result can be represented in a URL part without needing to be escaped. Also useful when using the result as a filename. If strict\_encode is used, then the result will have '=' padding characters appended to ensure that its length is a multiple of 4. encode does not pad its output.
- tomcrypt::base64url decode|strict\_decode string Inverts the encoding applied by encode or strict\_encode. Both decode and strict\_decode accept both padded and unpadded input, but strict does not allow pad characters or characters outsite of the valid base64url alphabet within the encoded value.
- tomcrypt::hmac algorithm key message Compute the HMAC (Hashbased Message Authentication Code) of message using the hash algorithm and key. The algorithm must be one of the hash algorithms known to libtomcrypt (like sha256). Both key and message must be byte arrays. Returns the HMAC result as a raw byte array.
- tomcrypt::ecc\_make\_key prng keysize Generate a new ECC keypair using the PRNG instance prng with the given keysize in bytes. Returns a two-element list containing the private key in libtomcrypt's internal format and the public key in ANSI X9.63 format. The private key is suitable for use with ecc\_sign and the public key with ecc\_verify.
- tomcrypt::ecc\_verify sig message pbkey Verify the signature sig over the message message with public key pbkey. sig is in ANSI X9.62 format, pbkey is in ANSI X9.63 section 4.3.6 format or the native libtomcrypt format, and message is the raw bytearray (typically a hash result) that was signed. Returns true if the signature is valid, false if not, and throws an error if it couldn't parse sig or pbkey.
- tomcrypt::ecc\_sign privkey message ?prng? Sign message using the private key privkey (in libtomcrypt's internal format, as returned by ecc\_make\_key). If prng is provided, use that PRNG instance for the signing operation, otherwise use the system's secure random number generator. Returns the signature in ANSI X9.62 format, suitable for verification with ecc\_verify.
- tomcrypt::prng create prngInstance type ?entropy? Create a PRNG (pseudorandom number generator) instance accessed by the command name prngInstance, using the implementation type, such as fortuna or chacha20 (as known to libtomcrypt), or "" (an empty string) to select the recommended default which may change between releases, and bootstrapped with entropy which must be a bytearray of high entropy bytes. If entropy is omitted the PRNG will be bootstrapped with at

least 256 bits of entropy from the platform's default cryptographic RNG. Returns the prngInstance command name.

tomcrypt::prng new type ?entropy? As above, but the prngInstance command name is picked automatically.

### PRNG INSTANCE METHODS

- prngInstance bytes count Retrieve count random bytes from the PRNG. Returned as a raw bytearray.
- prngInstance add\_entropy entropy Add entropy to the PRNG, given as a bytearray entropy, which should come from a high quality source of random bytes such as the platform's secure RNG or a previously exported state by prngInstance export.
- prngInstance integer lower upper Generate a random integer between lower and upper, inclusive, with uniform distribution. Either lower or upper, or both, may be bignums, and negative, but lower must be <= upper.
- prngInstance double Generate a random double precision floating point value in the range [0, 1) (inclusive of the lower bound but not the upper). The result is picked from a set of  $2^{**}53$  discrete values, with uniform distribution and equal resolution (uniformly spaced) across the range. The gap between each discrete value is  $2^{**}-53$ . This subset 2/1023 of the possible doubles in [0, 1) is the largest subset that satisfies the uniform resolution requirement. See  $^1$  for a discussion of the nuances of random floating point values.
- prngInstance export Export entropy, returning the random bytearray. Intended to preserve entropy across PRNG instances and reduce the demands on scarce platform entropy. To do that, supply the result of this command to the entropy argument when creating a new PRNG instance.
- prngInstance destroy Destroy the instance. After returning, the prngInstance command no longer exists and all resources are released. Renaming the instance command to {} is equivalent.

#### **EXAMPLES**

Print out the hex-encoded md5 of "hello, tomcrypt" (normally, when hashing strings, they should be converted to an encoding like utf-8 first, but this example leaves that out for simplicity's sake):

puts [binary encode hex [tomcrypt::hash md5 "hello, tomcrypt"]]
Verify an ECC signature:

 $<sup>^1\</sup>mathrm{Goualard}$  F. Generating Random Floating-Point Numbers by Dividing Integers: A Case Study. Computational Science – ICCS 2020. 2020 Jun 15;12138:15–28. doi: 10.1007/978-3-030-50417-5 2. PMCID: PMC7302591.

```
set verified
                [tomcrypt::ecc_verify \
    [binary decode base64 MEUCIQDr/iC/fbEVKDydJ6/Jw95f53b6SG0Xo7dMQtVGR481MQIgeSKKZOph5MMqq]
    [binary decode hex 41091b1b32c6cd42f06b36f72801e01915bd99115f120c119ef7b781f7140dda] \
    [binary decode hex 046ddc90ba0fd79c53bd70060192211631d11ec581302e91c3559df4b20cdf747dbd8
if {$verified} {
    puts "signature is valid"
} else {
    puts "signature is not valid"
}
Create a Fortuna PRNG with automatic entropy bootstrapping and use it to
generate 10 random bytearrays:
tomcrypt::prng create csprng fortuna
for {set i 0} {$i < 10} {incr i} {
    puts "random bytes $i: [binary encode hex [csprng bytes 8]]"
csprng destroy
Preserve scarce platform entropy between runs, and leave the choice of the
PRNG implementation up to the library, and mix in 8 bytes of entropy from the
platform RNG every 10 minutes:
proc readbin filename {
    set h [open $filename rb]
    try {read $h} finally {close $h}
}
proc writebin {filename bytes} {
    set h [open $filename wb]
    try {puts -nonewline $h $bytes} finally {close $h}
}
# Bootstrap using saved entropy if we have it
set saved_entropy_filename somefile.bin
if {[file exists $saved_entropy_filename]} {
    tomcrypt::prng create csprng {} [readbin $saved_entropy_filename]
    tomcrypt::prng create csprng {}
# Save entropy for next time
writebin $saved_entropy_filename [csprng export]
# Mix in entropy periodically
coroutine background_add_entropy eval {
    trace add command csprng delete [list [info coroutine] done]
```

```
while 1 {
       after [expr \{10 * 60 * 1000\}] [list [info coroutine] stir]
       switch -- [lindex [yield] 0] {
           stir
                   { csprng add_entropy [tomcrypt::rng_bytes 8] }
           done
                   { break }
           default { error "expecting stir or done" }
       }
   }
}
# Generate a random 256 bit integer
set key [csprng integer 0 [expr {2**256-1}]]
# Enter the event loop
if {![info exists exit]} {
    vwait exit
exit $exit
Generate a new ECC keypair and use it to sign a message:
tomcrypt::prng create rand fortuna
            [binary decode hex 41091b1b32c6cd42f06b36f72801e01915bd99115f120c119ef7b781f714
set msg
lassign [tomcrypt::ecc_make_key rand 32] privkey pubkey
            [tomcrypt::ecc_sign $privkey $msg]
set verified [tomcrypt::ecc_verify $sig $msg $pubkey]
if {$verified} {
   puts "signature verified successfully"
} else {
   puts "signature verification failed"
rand destroy
Compute HMAC-SHA256:
set key
           set message "Hi There"
puts [binary encode hex [tomcrypt::hmac sha256 $key $message]]
```

# **BUILDING**

This package has no external dependencies other than Tcl. The libtom libraries it depends on are included as submodules (or baked into the release tarball) and are built and statically linked as part of the package build process.

Currently Tcl 8.7 is required, but if needed polyfills could be built to support 8.6.

#### From a Release Tarball

Download and extract the release, then build in the standard TEA way:

```
wget https://github.com/cyanogilvie/tcl-tomcrypt/releases/download/v0.6.0/tomcrypt0.6.0.tar
tar xf tomcrypt0.6.0.tar.gz
cd tomcrypt0.6.0
./configure
make
sudo make install
```

#### From the Git Sources

Fetch the code and submodules recursively, then build in the standard autoconf / TEA way:

```
git clone --recurse-submodules https://github.com/cyanogilvie/tcl-tomcrypt
cd tcl-tomcrypt
autoconf
./configure
make
sudo make install
```

#### In a Docker Build

Build from a specified release version, avoiding layer pollution and only adding the installed package without documentation to the image, and strip debug symbols, minimising image size:

```
WORKDIR /tmp/tcl-tomcrypt
RUN wget https://github.com/cyanogilvie/tcl-tomcrypt/releases/download/v0.6.0/tomcrypt0.6.0
    ./configure; make test install-binaries install-libraries && \
    strip /usr/local/lib/libtomcrypt*.so && \
    cd .. && rm -rf tcl-tomcrypt
```

For any of the build methods you may need to pass --with-tcl/path/to/tcl/lib to configure if your Tcl install is somewhere nonstandard.

#### Testing

Since this package deals with security sensitive code, it's a good idea to run the test suite after building (especially in any automated build or CI/CD pipeline):

```
make test
```

And maybe also the memory checker valgrind (requires that Tcl and this package are built with suitable memory debugging flags, like CFLAGS="-DPURIFY -Og" --enable-symbols):

```
make valgrind
```

# **SECURITY**

Given the limitations of a scripting language environment, this package's code does not have sufficient control over freed memory contents (or memory paged to disk) to guarantee that key material or other sensitive material (like decrypted messages) can't leak in a way that could be exploited by other code running on the shared memory (or disk) machine. For this reason, careful consideration should be given to the security requirements of the application as a whole when using this package in a shared execution context, or in a virtual machine. That said, operations that do not rely on secret values (like verifying cryptographic signatures) safe in these shared environments.

### **FUZZING**

TODO

# AVAILABLE IN

The most recent release of this package is available by default in the alpine-tcl container image: docker.io/cyanogilvie/alpine-tcl and the cftcl Tcl runtime snap: https://github.com/cyanogilvie/cftcl.

#### SEE ALSO

This package is built on the libtomcrypt library, the libtommath library, and tomsfastmath.

# PROJECT STATUS

This is a very early work in progress. Currently all that is implemented and tested are the **hash** and **ecc\_verify** commands. More to come soon.

With the nature of this package a lot of care is taken with memory handling and test coverage. There are no known memory leaks or errors, and the package is routinely tested by running its test suite (which aims at full coverage) through valgrind. The make valgrind, make test and make coverage build targets support these goals.

# SOURCE CODE

This package's source code is available at https://github.com/cyanogilvie/tcl-tomcrypt. Please create issues there for any bugs discovered.

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