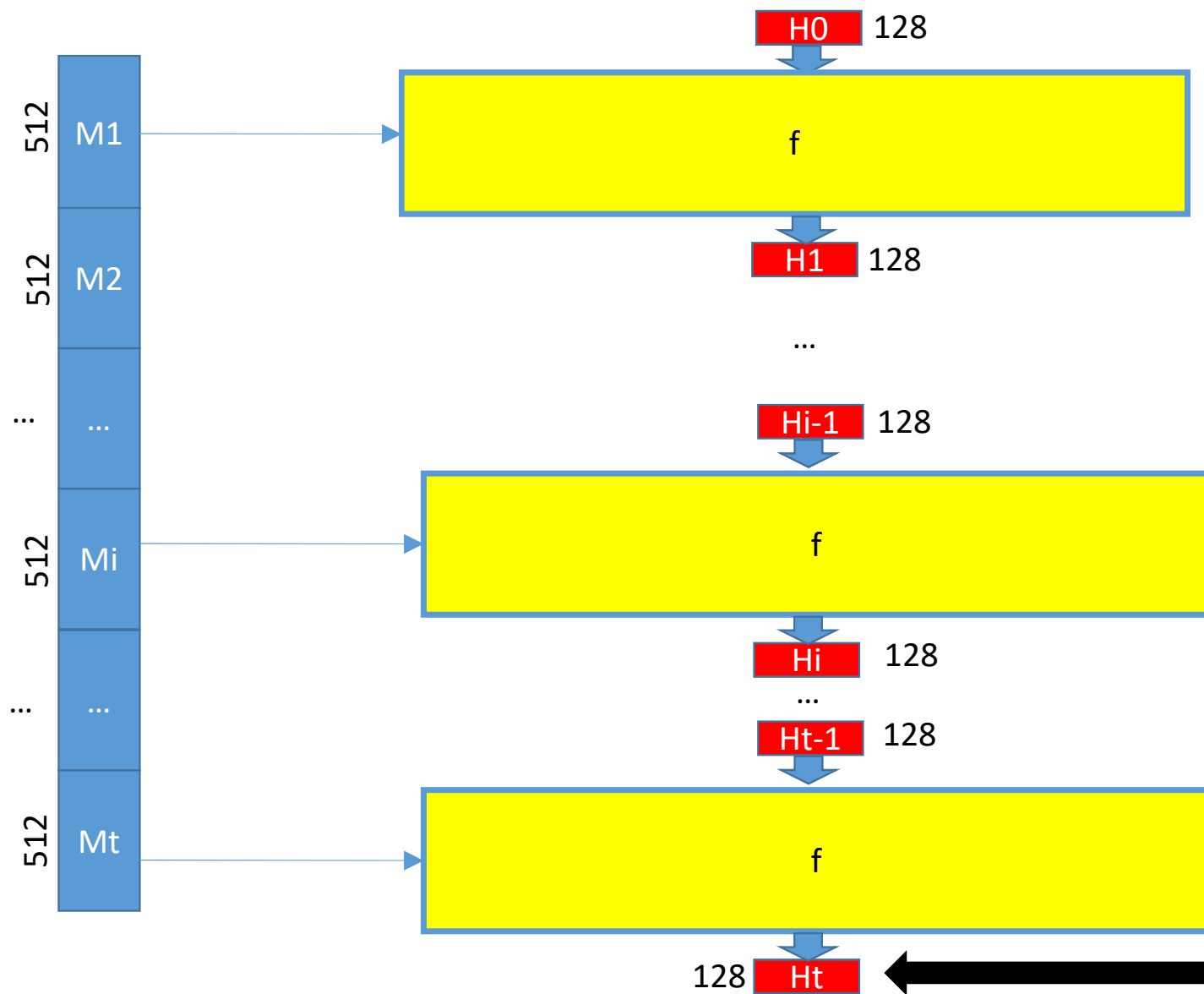


MD4

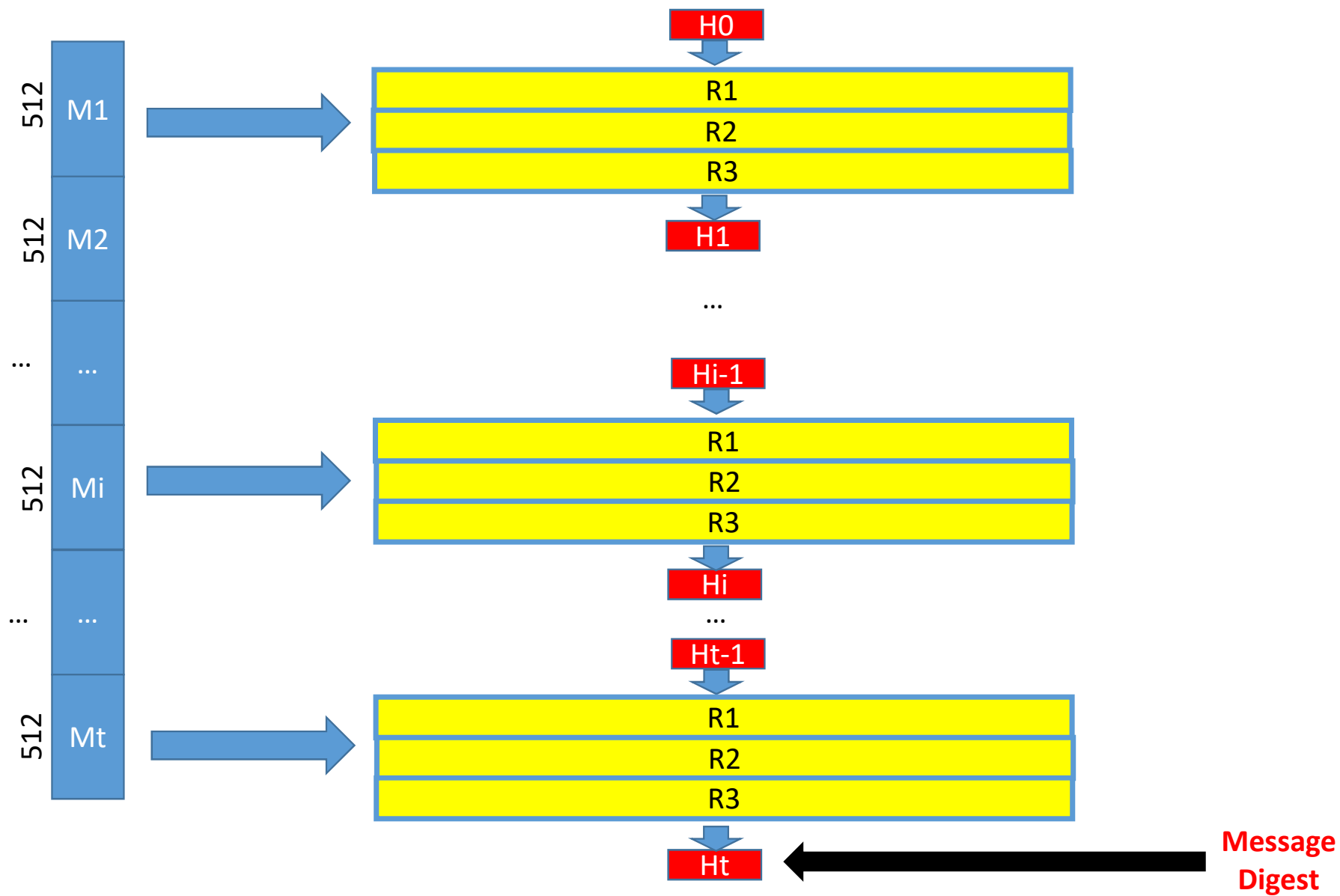
Dr. Ruchira Naskar

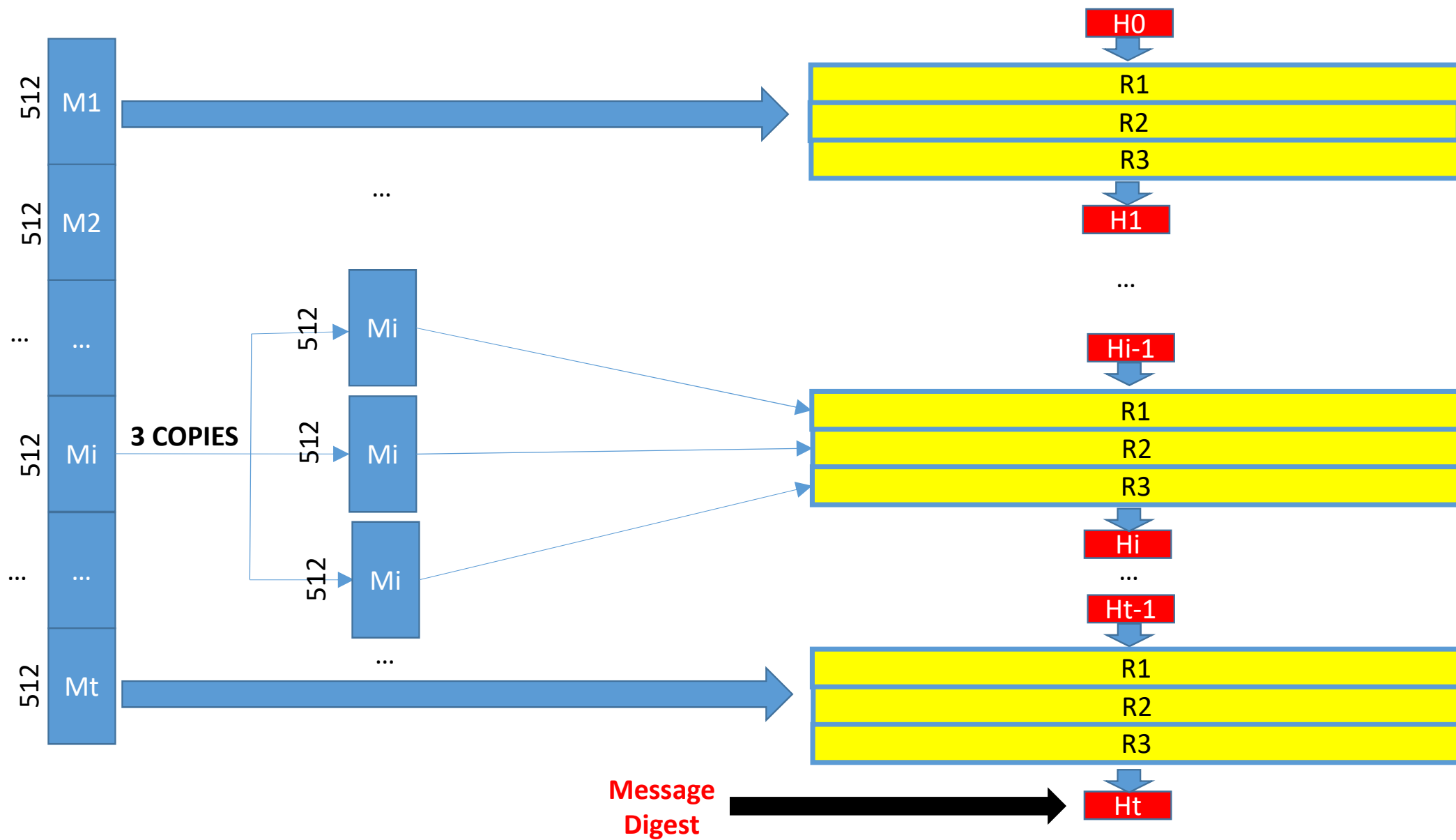
Padding in MD4

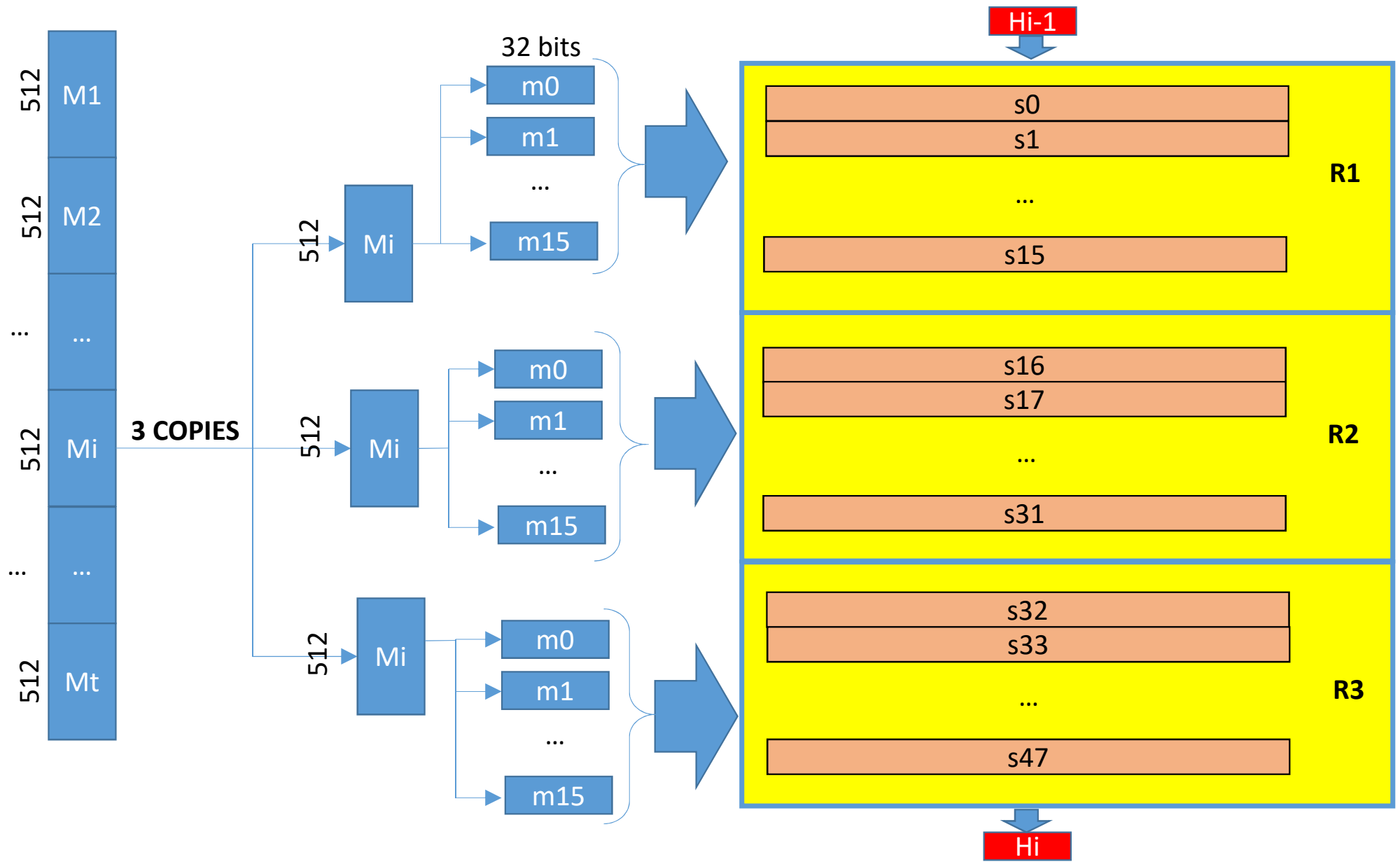


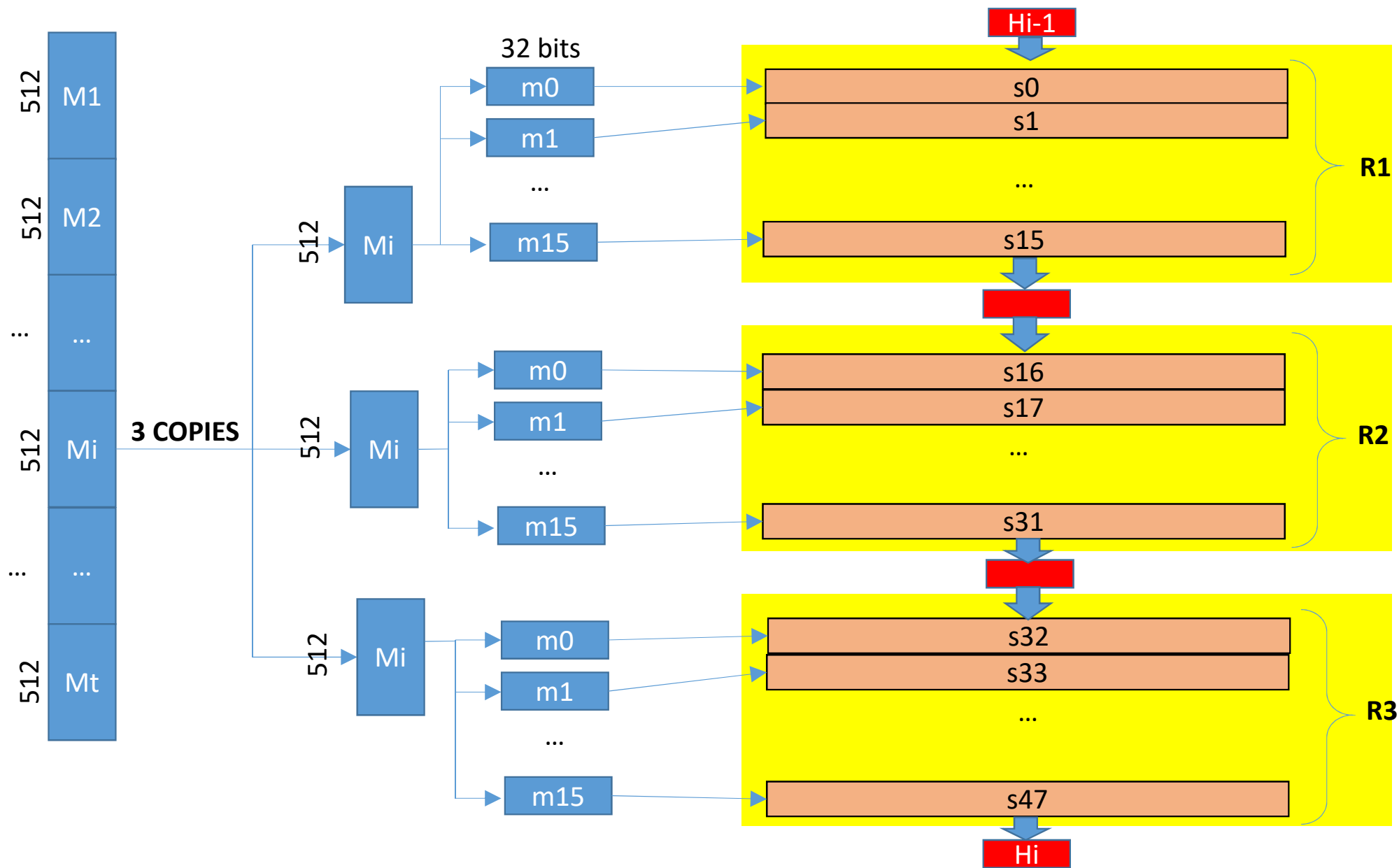


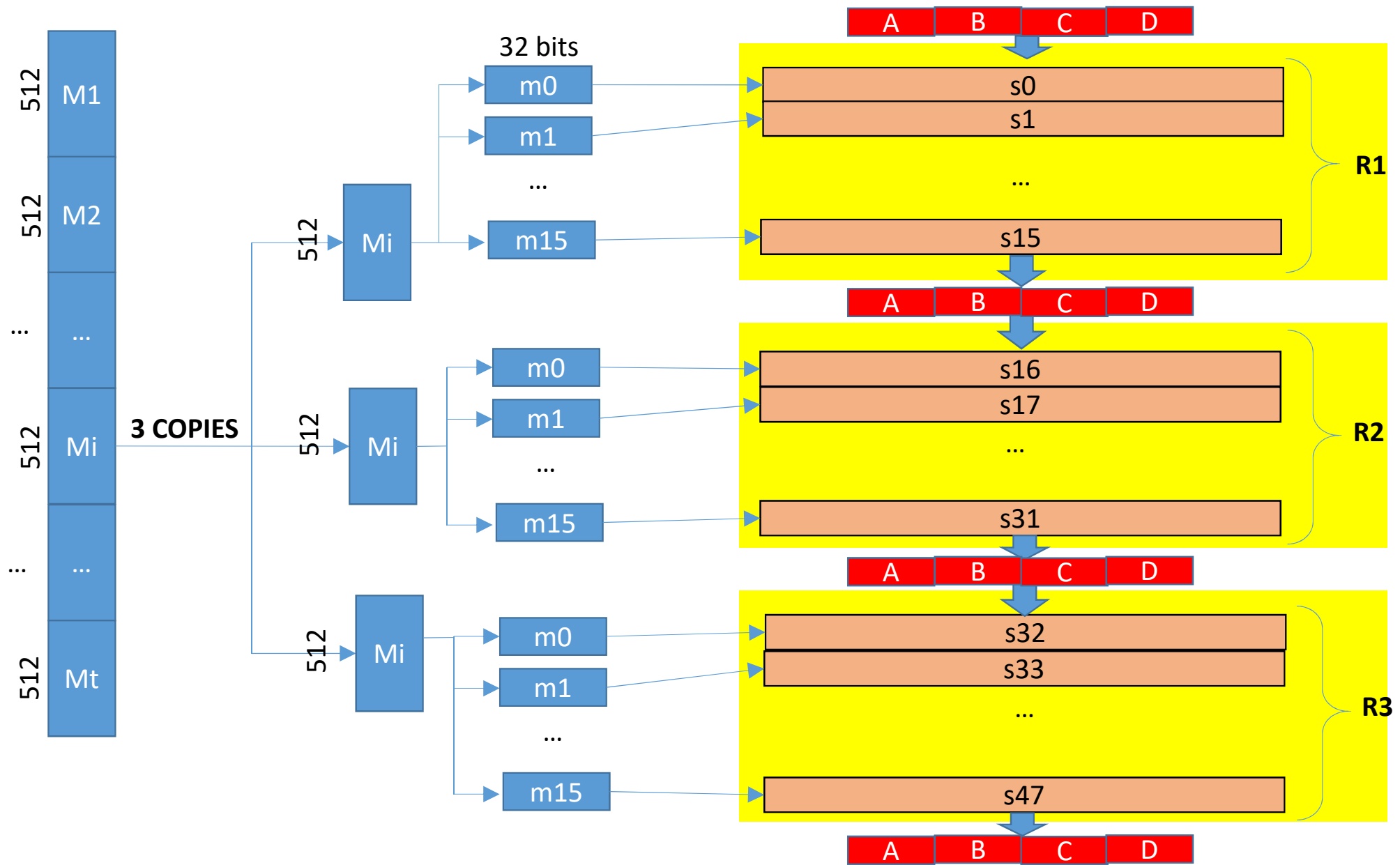
H0 (in Hex)	
A	67452301
B	efcdab89
C	98badcfe
D	10325476

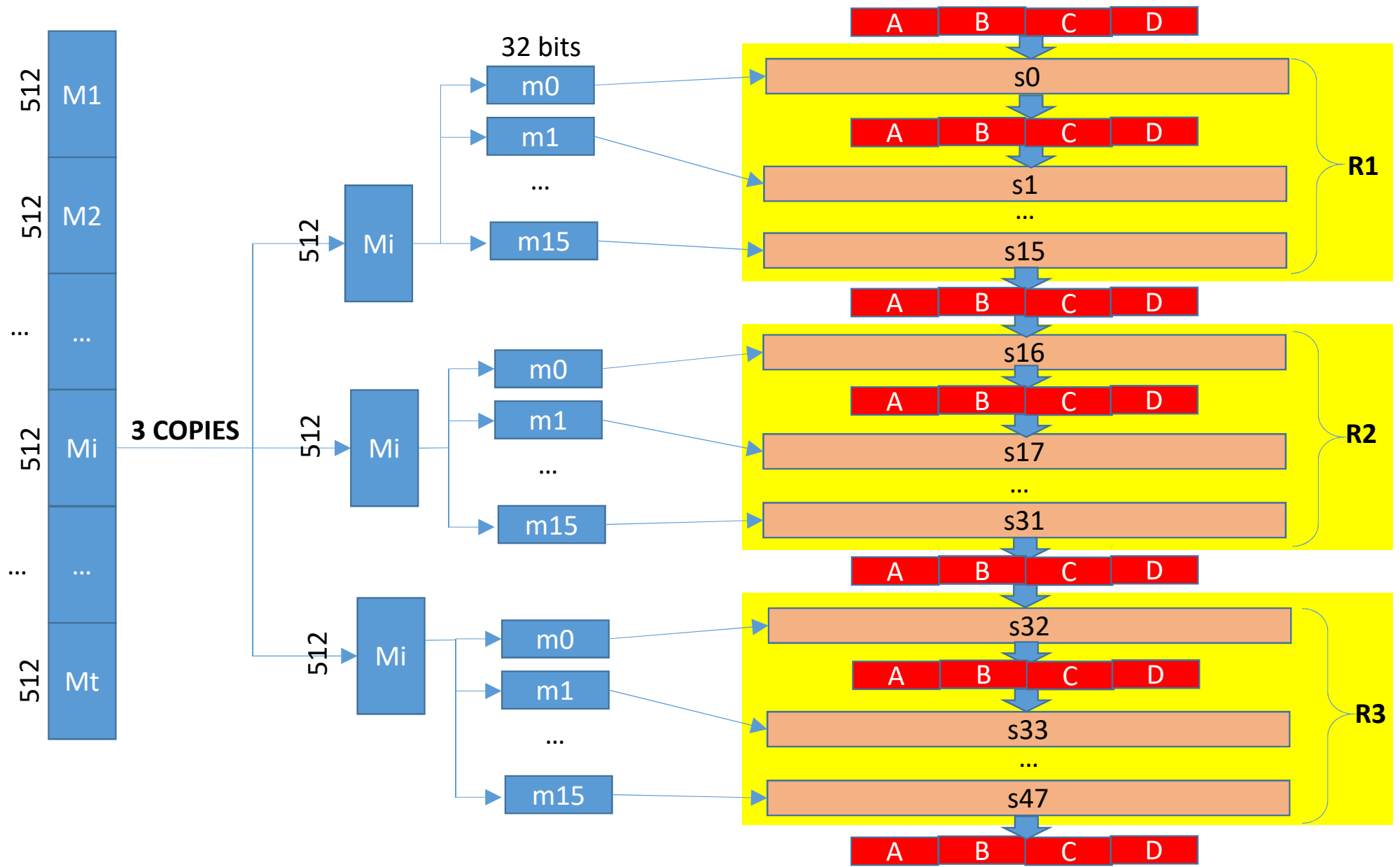


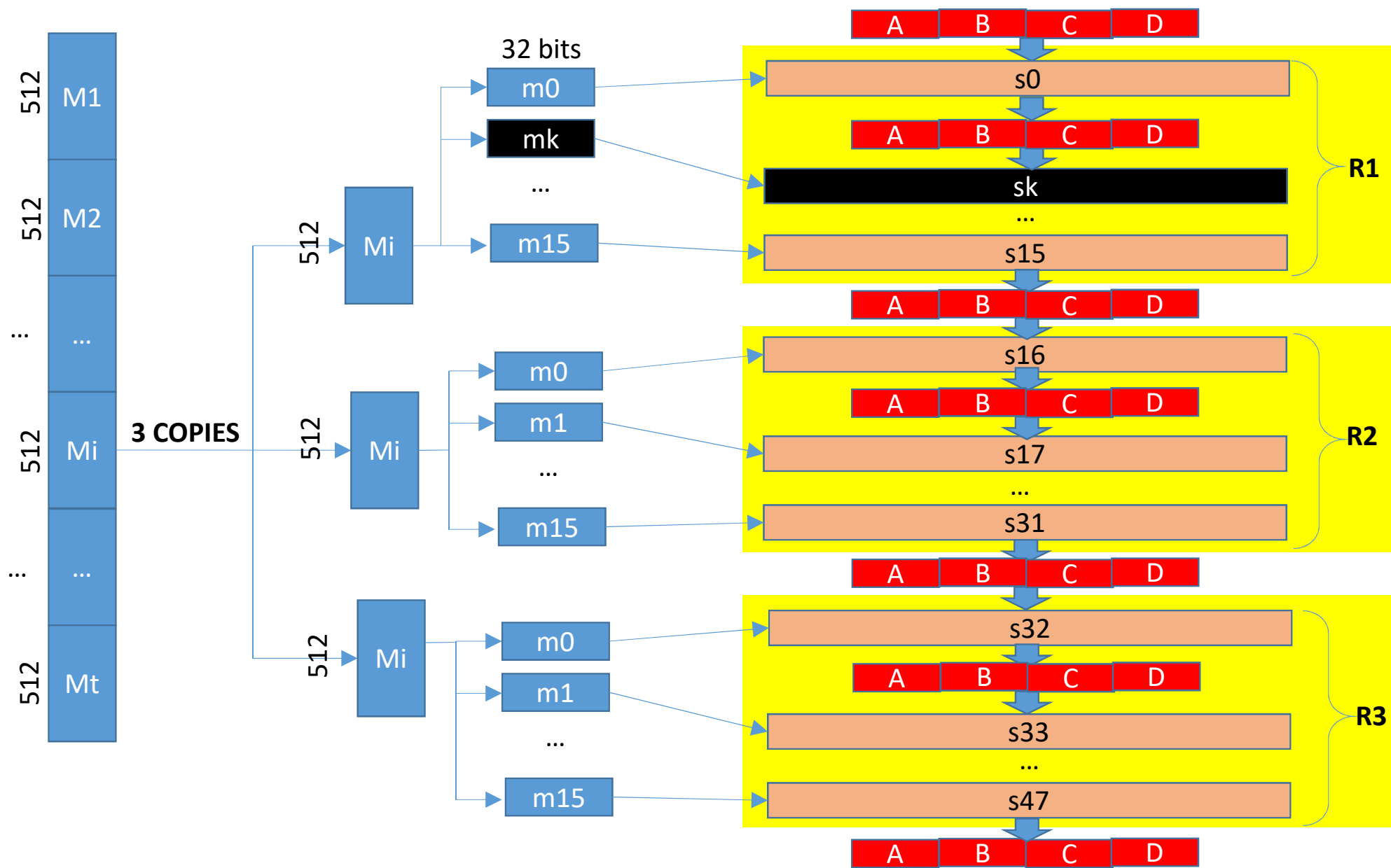


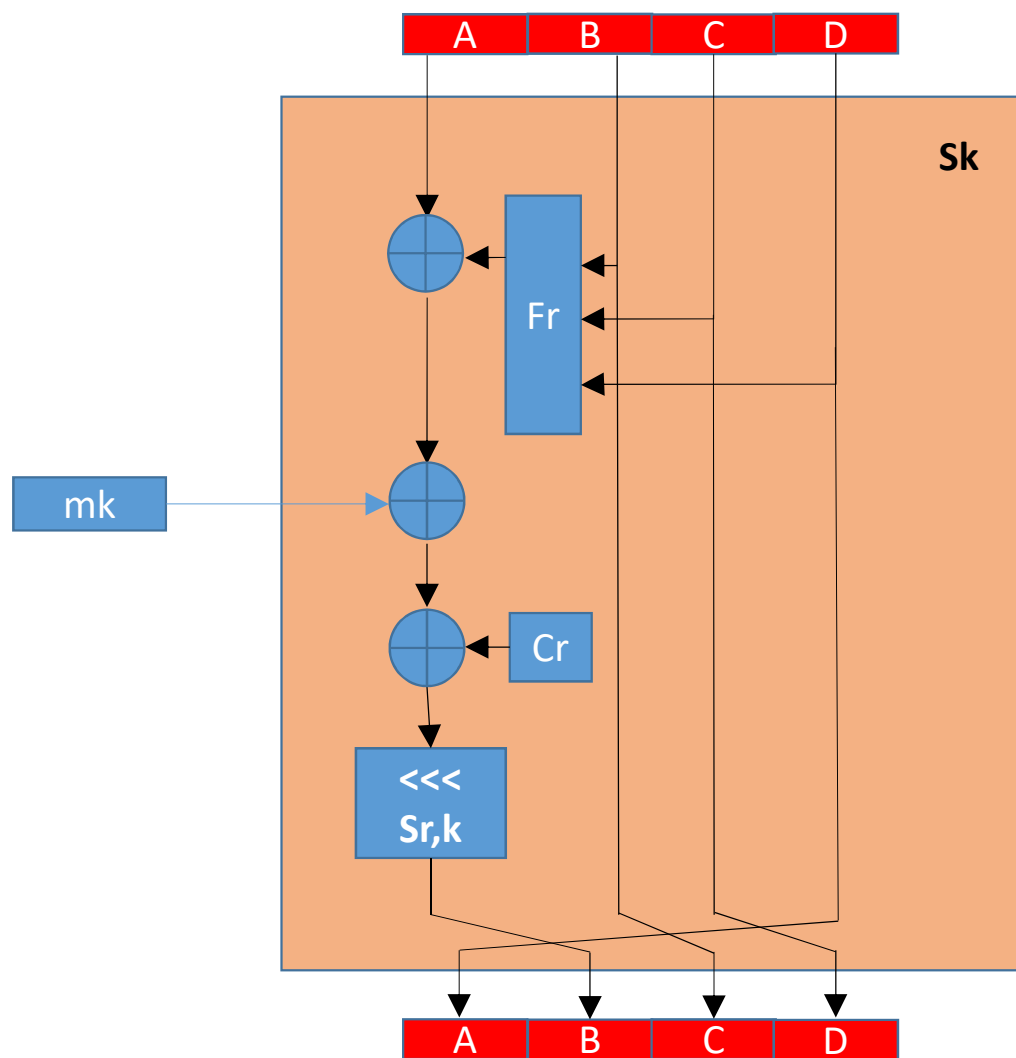








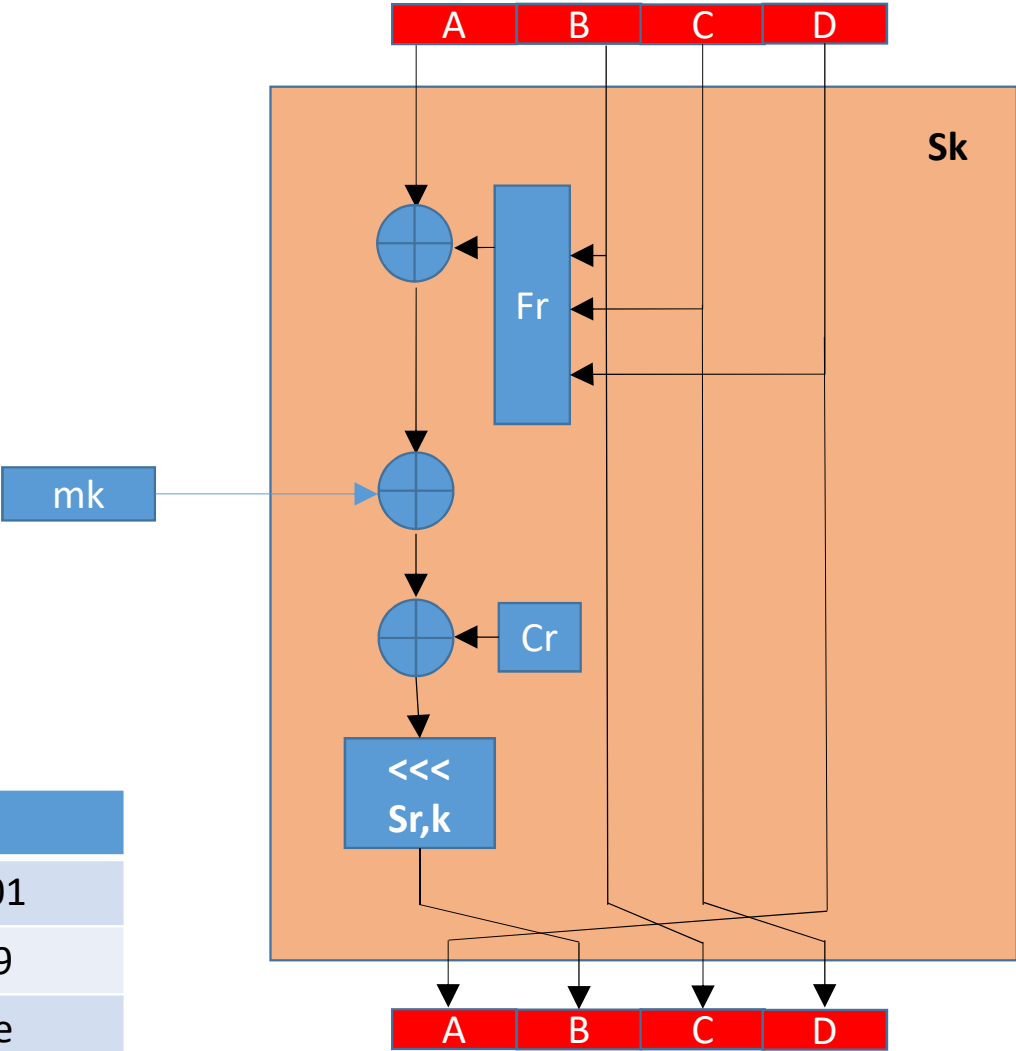


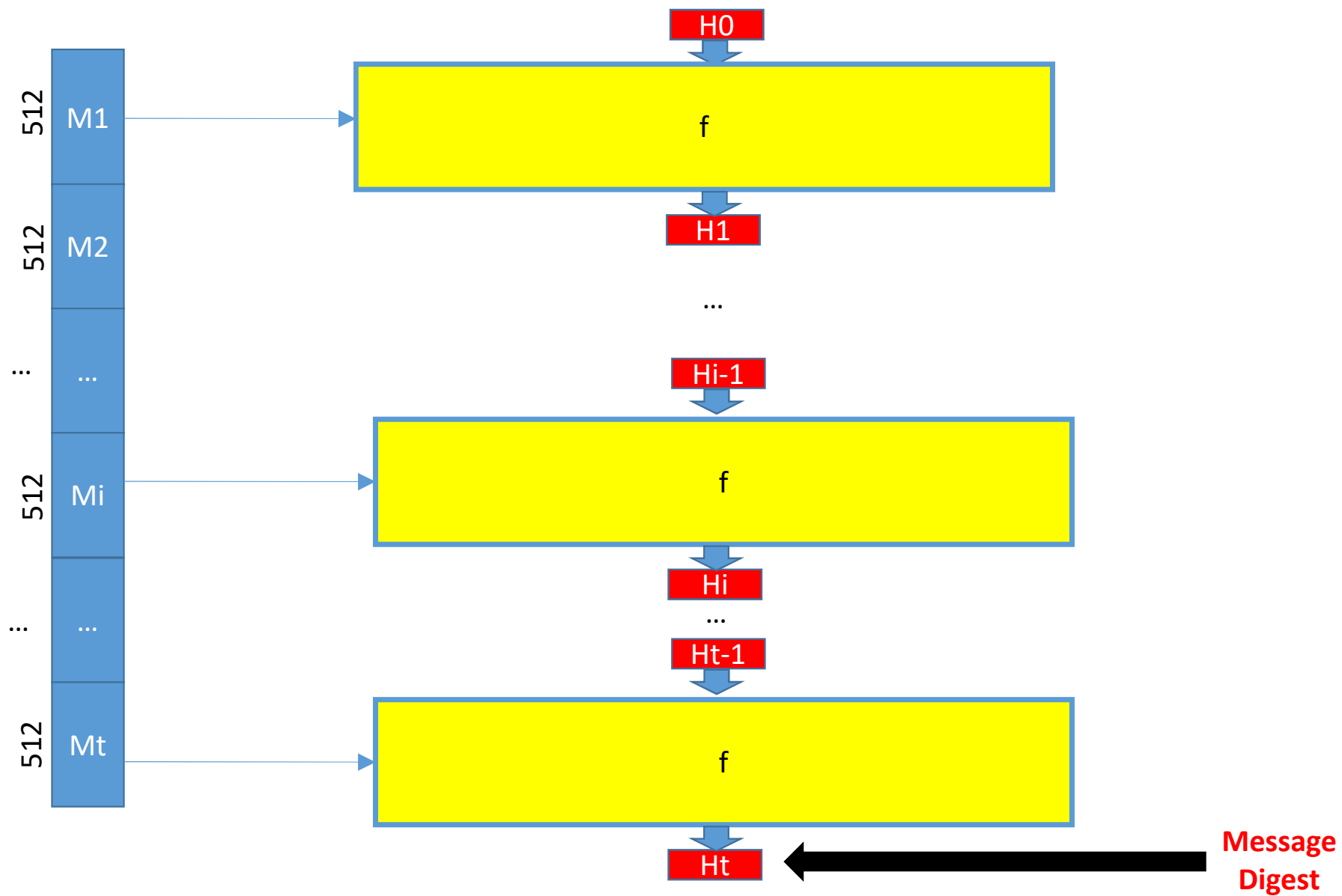


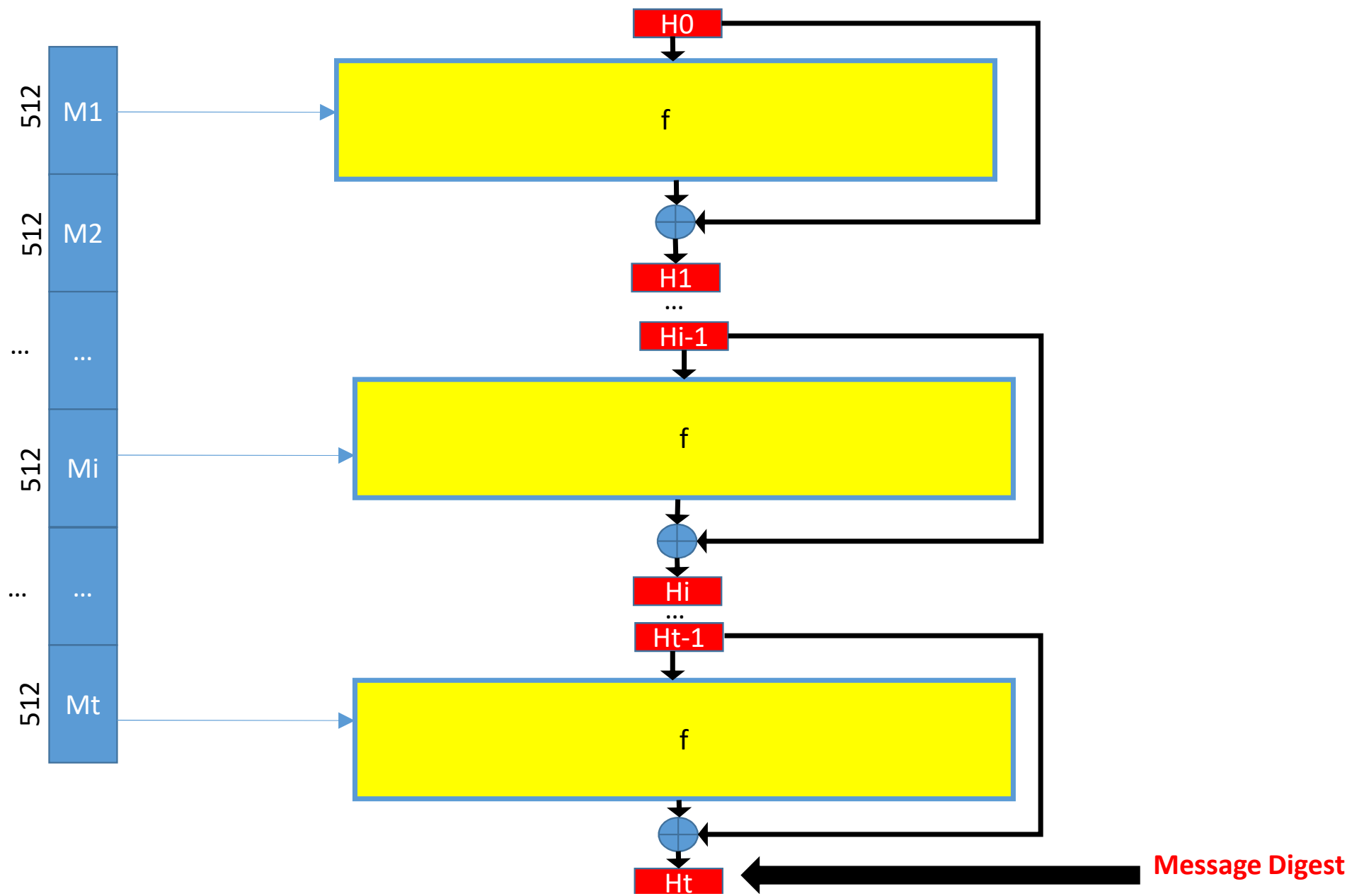
Round (r)	Fr	Cr (in Hex)	Sr,k
r = 1	IF	00000000	3,7,11,19, 3,7,11,19, 3,7,11,19, 3,7,11,19
r = 2	MAJ	5a827999	3,5,9,13, 3,5,9,13, 3,5,9,13, 3,5,9,13
r = 3	XOR	6ed9eba1	3,9,11,15, 3,9,11,15, 3,9,11,15, 3,9,11,15

Fr	Definition
IF(x,y,z)	$xy \oplus yz \oplus z$
MAJ(x,y,z)	$xy \oplus xz \oplus yz$
XOR(x,y,z)	$x \oplus y \oplus z$

H0 (Hex)	
A	67452301
B	efcdab89
C	98badcfe
D	10325476







■ **Input Messages** One 512-bit input message block is denoted by $M = (m_0, m_1, \dots, m_{15})$. Each message word m_k consists of 32 bits, which are denoted by m_{kj} , where $0 \leq j \leq 31$.

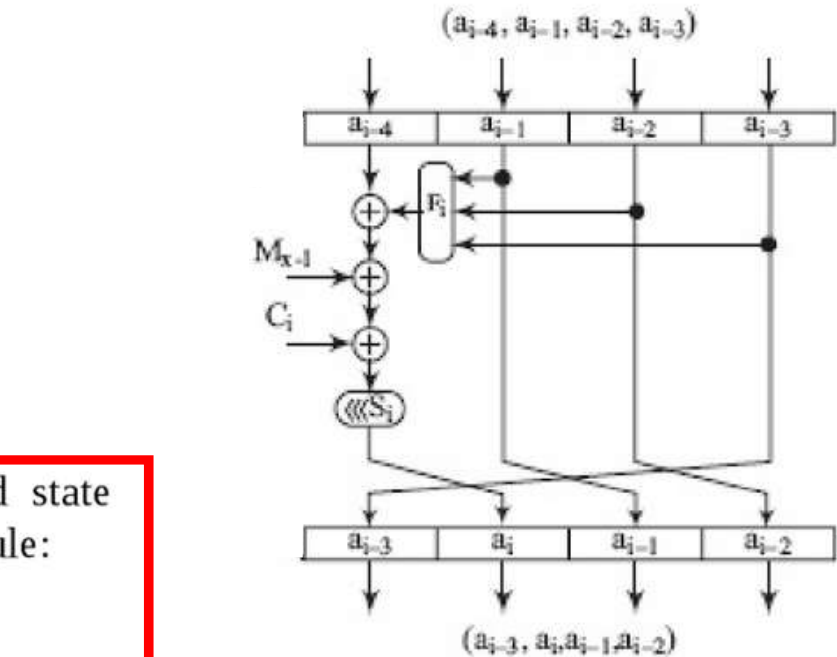
■ **Register Words** The 32-bit register words (or state variables) are denoted by a_i where i is the number of the compression step with $0 \leq i \leq 47$ and the register bits are indexed with a_{ij} , $0 \leq j \leq 31$. Each register word a_i is computed according to an update rule. The four output registers after each step i are grouped to $(a_{i-3}, a_i, a_{i-1}, a_{i-2})$.

In every step of MD4, a 32-bit register value (or often called state variable) a_i is computed according to the following recursive update rule:

$$a_i = (a_{i-4} + f_i(a_{i-1}, a_{i-1}, a_{i-3}) + m_k + c_i) \ll s_i \quad 0 \leq i \leq 47$$

Each 512-bit message block of the padded message is compressed by the compression function which consists of three rounds having 16 steps each. In each round a different Boolean function f_i is used. The IF function is used for the first, the MAJ function for the second and the XOR function for the third round, as shown in the following table. Each message word m_k with $0 \leq k \leq 15$ of a message block M is added exactly once in each round.

(Step) i	f_i	c_i
Round 1 0...15	IF(x, y, z)	0x00000000
Round 2 16...31	MAJ(x, y, z)	0x5a827999
Round 3 32...47	XOR(x, y, z)	0x6ed9ebal



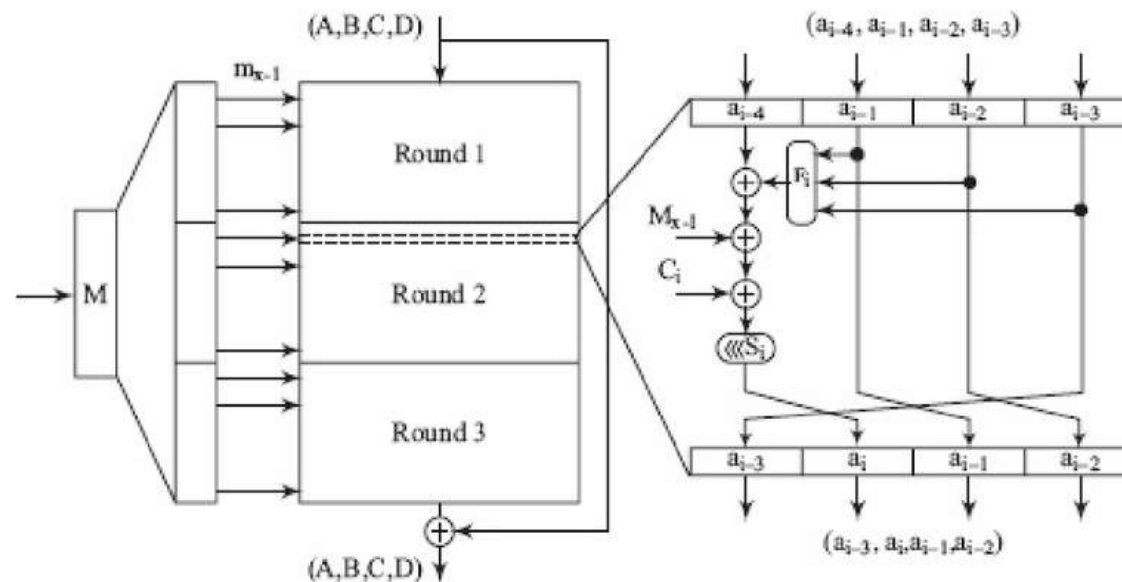
$$\text{XOR}(x,y,z) = x \oplus y \oplus z$$

$$\text{MAJ}(x, y, z) = xy \oplus xz \oplus yz$$

$$\text{IF}(x,y,z) = xy \oplus xz \oplus z$$

circular left shift (rotation) by s_i positions.

s_i
3, 7, 11, 19, 3, 7, 11, 19, 3, 7, 11, 19, 3, 7, 11, 19
3, 5, 9, 13, 3, 5, 9, 13, 3, 5, 9, 13, 3, 5, 9, 13
3, 9, 11, 15, 3, 9, 11, 15, 3, 9, 11, 15, 3, 9, 11, 15



For each message block, the update rule of the compression function is initialized by the chaining variables $(A, B, C, D) = (a_{-1}, a_{-4}, a_{-3}, a_{-2})$. The initial values for MD4 are

$$(A, B, C, D) = (0x67452301, 0xefcdab89, 0x98badcfe, 0x10325476)$$

After the processing of all 48 steps, the last four register values are added to the chaining variables: $(A, B, C, D) = (A, B, C, D) + (a_{47}, a_{44}, a_{45}, a_{46})$. If no message block is processed anymore, the resulting hash value is the concatenation of the four chaining variables (A, B, C, D) .