

SHA Hashing Notes

Mimanshu Maheshwari

Thursday 28th March, 2024, 01:55

Contents

1	SHA 256	3
1.1	Introduction	3
1.2	Implementation	3
1.3	Preprocessing	4

List of Tables

1.1	Notation Reference	3
-----	------------------------------	---

Chapter 1

SHA 256

1.1 Introduction

SHA256 is a 256 bits hash. Ment to provide 128 bits of security against collision attack.

1.2 Implementation

SHA256 operates in a manner of MD4, MD5 and SHA-1. The message to be hashed is

1. Padded with its length in such a way that the result is multiple of 512 bits long.
2. Parsed into 512 bits message blocks M^1, M^1, \dots, M^1 ,
3. Message blocks are processed one block at a time: Beginning with a fixed initial hash value $H^{(0)}$, sequentially compute

$$H^{(i)} = H^{(i-1)} + C_{M^{(i)}}(H^{(i-1)})$$

where C is the SHA-256 *compression function* and $+$ means word-wise $\bmod 2^{32}$ addition. $H^{(N)}$ is the **hash** of M .

SHA-256 operates on 512-bits *message block* and a 256-bits *intermediate hash value*. It essentially is a 256-bit cypher algorithm which encrypts intermediate hash value using the message block as key. Hence, their are two main components:

- Compression Function
- message schedule

Notation	Meaning
\oplus	Bitwise XOR
\vee	Bitwise AND
\wedge	Bitwise OR
\neg	Bitwise Complement
$+$	$\bmod 2^{32}$ addition
R^n	right shift by n bits
S^n	right rotate by n bits

Table 1.1: Notation Reference

All of the operators in 1.1 table act on 32-bit words.

The initial value of $H^{(0)}$ is the following sequence of 32 bit words (which are obtained by taking the fractional parts of the square roots of the first eight primes.)

$$H_1^{(0)} = 6a09e667 \quad (1.1)$$

$$H_2^{(0)} = bb67ae85 \quad (1.2)$$

$$H_3^{(0)} = 3c6ef372 \quad (1.3)$$

$$H_4^{(0)} = a54ff53a \quad (1.4)$$

$$H_5^{(0)} = 510e527f \quad (1.5)$$

$$H_6^{(0)} = 9b05688c \quad (1.6)$$

$$H_7^{(0)} = 1f83d9ab \quad (1.7)$$

$$H_8^{(0)} = 5be0cd19 \quad (1.8)$$

1.3 Preprocessing

Computing the hash of message begins by padding the message:

1. Pad the message in usual way: Suppose the length of message M , in bits, is l . Append the bit "1" to the end of message, and then the k zero bits, where k is the smallest non-negative solution to the equation $l + 1 + 1 \equiv 448 \pmod{512}$. To this append the 64-bit block which is equal to the number l written in binary. For example, the (8-bit ASCII) message "abc" has length $8 \cdot 3 = 24$ so it is padded with a one, then $448 - (24 + 1) = 423$ zero bits, and then the length to become the 512-bit padded message:

$$01100001 \ 01100010 \ 01100011 \ \underbrace{0000 \dots 0}_{423-bits} \ \overbrace{00 \dots 011000}^{64-bits}$$

The length of the padded message should now be 512 bits.