```
Sinsemilla hash function spec.
Specifies the Sinsemilla hash function algorithm.
All variables defined represent the state of the algorithm at any given time. The algorithm
is composed of a single process that hashes a message using the Sinsemilla hash function and
predefined constants.
EXTENDS TLC, Naturals, Integers, Sequences, Utils, Invariants
CONSTANT k, c, SinsemillaQ, SinsemillaS, Domain, Message
  --algorithm sinsemilla
variables
      The bytes of the message to be hashed.
    plaintext\_bytes = CharactersToBytes(SetToSeq(Message)),
      The bytes of the domain.
    domain\_bytes = CharactersToBytes(SetToSeq(Domain)),
     The bits of the message.
    plaintext\_bits = BytesToBits(plaintext\_bytes),
     The padded slices of the message.
    plaintext\_slices = DivideInChunks(PadBits(plaintext\_bits, k), k),
     The point Q.
    point\_q = HashToPallas(SinsemillaQ, domain\_bytes),
     The accumulator.
    accumulator = point_q
     The number of slices.
    n = CeilDiv(Len(plaintext\_bits), k),
     The point S.
    point\_s = [a \mapsto 0, b \mapsto 0],
      The bytes of the ciphertext.
    ciphertext\_bytes = \langle 0, 0 \rangle
define
     The type invariant.
    TypeInvariant \stackrel{\triangle}{=} \land IsBytes(plaintext\_bytes) \land IsBytes(domain\_bytes) \land IsBits(plaintext\_bits)
         \land IsSlices(plaintext_slices) \land IsPoint(point_q) \land IsPoint(accumulator) \land IsNumber(n)
         \land IsPoint(point\_s) \land IsBytes(ciphertext\_bytes)
     The liveness properties.
    Liveness \triangleq \land \lozenge(accumulator \neq [a \mapsto 0, b \mapsto 0]) \land \lozenge(point\_s \neq [a \mapsto 0, b \mapsto 0])
         \land \Diamond (plaintext\_bytes \neq ciphertext\_bytes \land ciphertext\_bytes \neq \langle 0, 0 \rangle)
```

 $Safety \triangleq \land BytesSequence(plaintext\_bytes) \land BytesSequence(domain\_bytes) \land SlicesSequence(plaintext\_slices)$ 

- Module sinsemilla

The main process hash a given message using the Sinsemilla hash function. fair process main = "MAIN"

The safety invariants.

end define;

 $\land MaxChunks(n, c) \land PlainIsNotCipherText(plaintext\_bytes, ciphertext\_bytes)$ 

```
variables i = 1
begin
    Hash:
        point\_s := HashToPallas(SinsemillaS, IntToLEOSP32(plaintext\_slices[i]));
        accumulator := IncompleteAddition(IncompleteAddition(accumulator, point\_s), accumulator);
        i := i + 1;
        if i > n then
            goto Decode;
         else
             goto Hash;
        end if;
     Decode the hashed point coordinates to bytes.
    Decode:
         ciphertext\_bytes := \langle accumulator.a, accumulator.b \rangle;
end process;
end algorithm;
 BEGIN TRANSLATION (chksum(pcal) = "bc0d2749" \land chksum(tla) = "5bbd0d5b")
VARIABLES pc, plaintext_bytes, domain_bytes, plaintext_bits, plaintext_slices,
             point_q, accumulator, n, point_s, ciphertext_bytes
 define statement
\overline{TypeInvariant} \stackrel{\Delta}{=} \land IsBytes(plaintext\_bytes) \land IsBytes(domain\_bytes) \land IsBits(plaintext\_bits)
     \land IsSlices(plaintext_slices) \land IsPoint(point_q) \land IsPoint(accumulator) \land IsNumber(n)
     \land IsPoint(point\_s) \land IsBytes(ciphertext\_bytes)
Liveness \triangleq \land \lozenge(accumulator \neq [a \mapsto 0, b \mapsto 0]) \land \lozenge(point\_s \neq [a \mapsto 0, b \mapsto 0])
     \land \Diamond (plaintext\_bytes \neq ciphertext\_bytes \land ciphertext\_bytes \neq \langle 0, 0 \rangle)
Safety \triangleq \land BytesSequence(plaintext\_bytes) \land BytesSequence(domain\_bytes) \land SlicesSequence(plaintext\_slices)
     \land MaxChunks(n, c) \land PlainIsNotCipherText(plaintext\_bytes, ciphertext\_bytes)
VARIABLE i
vars \triangleq \langle pc, plaintext\_bytes, domain\_bytes, plaintext\_bits,
           plaintext_slices, point_q, accumulator, n, point_s,
           ciphertext\_bytes, i\rangle
ProcSet \triangleq \{\text{"MAIN"}\}\
Init \stackrel{\triangle}{=} Global variables
           \land plaintext\_bytes = CharactersToBytes(SetToSeq(Message))
           \land domain\_bytes = CharactersToBytes(SetToSeq(Domain))
           \land plaintext\_bits = BytesToBits(plaintext\_bytes)
           \land plaintext\_slices = DivideInChunks(PadBits(plaintext\_bits, k), k)
           \land point\_q = HashToPallas(SinsemillaQ, domain\_bytes)
           \land accumulator = point\_q
           \wedge n = CeilDiv(Len(plaintext\_bits), k)
```

```
\land point\_s = [a \mapsto 0, b \mapsto 0]
             \land ciphertext\_bytes = \langle 0, 0 \rangle
             Process main
             \wedge i = 1
            \wedge pc = [self]
                             \in ProcSet \mapsto "Hash"]
Hash \stackrel{\triangle}{=} \wedge pc["MAIN"] = "Hash"
             \land point\_s' = HashToPallas(SinsemillaS, IntToLEOSP32(plaintext\_slices[i]))
             \land accumulator' = IncompleteAddition(IncompleteAddition(accumulator, point\_s'), accumulator)
            \wedge i' = i + 1
             \wedge if i' > n
                    THEN \wedge pc' = [pc \text{ EXCEPT } ! [\text{"MAIN"}] = \text{"Decode"}]
                    ELSE \wedge pc' = [pc \text{ EXCEPT }![\text{"MAIN"}] = \text{"Hash"}]
             ∧ UNCHANGED ⟨plaintext_bytes, domain_bytes, plaintext_bits,
                                  plaintext\_slices, point\_q, n, ciphertext\_bytes \rangle
Decode \stackrel{\triangle}{=} \wedge pc[\text{"MAIN"}] = \text{"Decode"}
               \land ciphertext\_bytes' = \langle accumulator.a, accumulator.b \rangle
               \land pc' = [pc \text{ EXCEPT } ! [\text{"MAIN"}] = \text{"Done"}]
               ∧ UNCHANGED ⟨plaintext_bytes, domain_bytes, plaintext_bits,
                                     plaintext\_slices,\ point\_q,\ accumulator,\ n,\ point\_s,
main \triangleq Hash \lor Decode
 Allow infinite stuttering to prevent deadlock on termination.
Terminating \stackrel{\triangle}{=} \land \forall self \in ProcSet : pc[self] = "Done"
                      \land UNCHANGED vars
Next \triangleq main
                \vee Terminating
Spec \triangleq \land Init \land \Box [Next]_{vars}
            \wedge WF_{vars}(main)
Termination \stackrel{\triangle}{=} \Diamond(\forall self \in ProcSet : pc[self] = "Done")
 END TRANSLATION
```