## Task 1

### Question 1

• If the length of your prefix file is not multiple of 64, what is going to happen?

• I set the size of prefix.txt at 164 which is not a multiple of 64. The md5sum command shows no difference between the two executeable since it's padded with zeroes.

Figure 1: No Difference

• The diff command show difference in binary form.

```
diff out1.bin out2.bin
Binary files out1.bin and out2.bin differ
bless out2 bin
```

Figure 2: Difference in Binary

## Question 2

• Create a prefix file with exactly 64 bytes, and run the collision tool again, and see what happens.

```
> ls -l prefix.txt
.rw-rw-r-- 64 yuri 29 Jan 22:07 prefix.txt
> md5sum out?.bin
df721ff4031efe1ee68200c35c521634 out1.bin
df721ff4031efe1ee68200c35c521634 out2.bin
> diff out1.bin out2.bin
Binary files out1.bin and out2.bin differ
```

Figure 3: 64 Bytes input

• As seen above, the two files have the same MD5 sum. However, they are two difference files as showed using the diff command.

#### Question 3

• The two files generated by md5collgen have some similarities, especially in the beginning. However, they are still different.

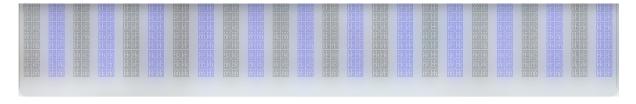


Figure 4: Out1.bin

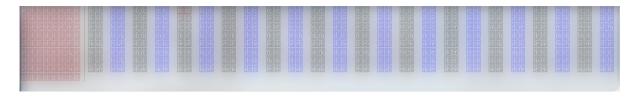


Figure 5: Out2.bin

(Sorry if the screenshot is bluried)

## Task 2

- From the previous task, we know that the two files Out1 and Out2 have the same hash. In this case, MD5{Out1} = MD5{Out2}.
- I created a text file that contains a word. I concatenated this file with Out1 and Out2 respectively and verified that the MD5 hash results of the two files are the same.

```
> cat out2.bin t.txt > out2-t.bin
> cat out1.bin t.txt > out1-t.bin
> md5sum out1-t.bin
e5178cc044b93b7a0c076889ce8ade90 out1-t.bin
> md5sum out2-t.bin
e5178cc044b93b7a0c076889ce8ade90 out2-t.bin
e5178cc044b93b7a0c076889ce8ade90 out2-t.bin
```

Figure 6: Same output

# Task 3

• Using the code in the instruction, I filled the array with 200 character 'A' and using the command xxd -g1 task3 to display the binary values.

```
00003000: 00 00 00 00 00 00 00 08 40 00 00 00 00 00
AAAAAAAAAAAAAA
AAAAAAAAAAAAA
AAAAAAAAAAAAAA
AAAAAAAAAAAAAA
AAAAAAAAAAAAAA
AAAAAAAAAAAAAA
AAAAAAAAAAAAAA
AAAAAAAAAAAAA
AAAAAAAAAAAAA
AAAAAAAAAAAAA
AAAAAAAAAAAAAA
AAAAAAAAAAAAAA
000030e0: 41 41 41 41 41 41 41 41 47 43 43 3a 20 28 55 62
                 AAAAAAAGCC: (Ub
     75 20 39 2e 34
```

Figure 7: A's location

- We can see that the array starts from 3020 in hex which is 12320 in decimal, but this value is not a multiple of 64. The nearest value which is the multiple of 64 is 12352. This is our prefix.
- I Run the command head -c 12352 task3 > prefix. Use this prefix to as input for md5collgen. As a result, I created 2 binary files which have the same md5 hash.

```
> md5collgen -p prefix -o out1 out2
MD5 collision generator v1.5
by Marc Stevens (http://www.win.tue.nl/hashclash/)
Using output filenames: 'out1' and 'out2'
Using prefixfile: 'prefix'
Using initial value: b177f11c26506096668e1900b59f9fa9
Generating first block: ...
Generating second block: S11.....
Running time: 3.03293 s
> md5sum out?.bin
zsh: no matches found: out?.bin
md5sum out1
c9a7a1e79b4dd01ab45e97a34fe29054 out1
> md5sum <u>out2</u>
c9a7a1e79b4dd01ab45e97a34fe29054 out2
         ~/Gits/CSF4400/Project1/Task3
```

Figure 8: Collision

• Now We can create P and Q using out1 and out2 last 128 bytes. To find the start of the suffix region, we add the value where prefix's end with 128. This yields 12480.

```
> tail -c 128 out1 > p
> tail -c 128 out2 > q
> tail -c +12481 task3 > suffix
> cat prefix p suffix > bin1
> cat prefix q suffix > bin2
> diff bin?
Binary files bin1 and bin2 differ

> md5sum bin1
a9f070a44cc34e5d1a4423968f00c949 bin1
> md5sum bin2
a9f070a44cc34e5d1a4423968f00c949 bin2
```

Figure 9: Different Binary but same Hash

### Task 4

• Like what we did in task 3, now I created 2 arrays that filled with As and find which binary region they resided on.

```
AAAAAAAAAAAAAA
AAAAAAAAAAAAAA
AAAAAAAAAAAAAA
AAAAAAAAAAAAA
AAAAAAAAAAAAAA
AAAAAAAAAAAAAA
AAAAAAAAAAAAA
000030e0: 41 41 41 41 41 41 41 00 00 00 00 00 00 00 00
                   AAAAAAA......
AAAAAAAAAAAAA
AAAAAAAAAAAAAA
AAAAAAAAAAAAA
AAAAAAAAAAAAAA
AAAAAAAAAAAAA
AAAAAAAAAAAAA
AAAAAAAAAAAAA
AAAAAAAAAAAAA
AAAAAAAAAAAAAA
AAAAAAAAAAAAA
                   AAAAAAAAAAAAAA
AAAAAAAAAAAAAA
000031c0: 41 41 41 41 41 41 41 47 43 43 3a 20 28 55 62
                   AAAAAAAAGCC: (Ub
000031d0: 75 6e 74 75 20 39 2e 34 2e 30 2d 31 75 62 75 6e
                   untu 9.4.0-1ubun
000031e0: 74 75 31 7e 32 30 2e 30 34 2e 32 29 20 39 2e 34
                   tu1~20.04.2) 9.4
```

Figure 10: A's location for 2 arrays

• Notice that the prefix is still the same which is 12352. Therefore, we have the same prefix as we did in part 3. Creating p and q is like what we did in task 3 which take the last 128 bytes of out1 and out2: tail -c 128 out1.bin > p. Same for the Suffix.

```
tail -c +12481 task4 > suffix
> xxd -g1 suffix
AAAAAAAAAAAAAA
AAAAAAAAAAAAAA
00000020: 41 41 41 41 41 41 41 41 00 00 00 00 00 00 00 00
                        AAAAAAAA......
AAAAAAAAAAAAAA
AAAAAAAAAAAAAA
AAAAAAAAAAAAAA
AAAAAAAAAAAAA
AAAAAAAAAAAAAA
AAAAAAAAAAAAAA
AAAAAAAAAAAA
AAAAAAAAAAAAAA
AAAAAAAAAAAAAA
AAAAAAAAAAAAA
AAAAAAAAAAAAAA
AAAAAAAAAAAAAA
00000100: 41 41 41 41 41 41 41 47 43 43 3a 20 28 55 62
                        AAAAAAAGCC: (Ub
00000110: 75 6e 74 75 20 39 2e 34 2e 30 2d 31 75 62 75 6e
                        untu 9.4.0-1ubun
00000120: 74 75 31 7e 32 30 2e 30 34 2e 32 29 20 39 2e 34
                        tu1~20.04.2) 9.4
00000130: 2e 30 00 2c 00 00 00 02 00 00 00 00 00 08 00 00
```

Figure 11: Second array's Location

- Notice from the picture above, we can see the second array starts at 0x0040 which is 64 in decimal. We need to add another 32 A's until we reach the start of the second P. Name this region buffer\_1 which has length of 96
- P's region take 128 bytes. Therefore, we add 128 to buffer\_1 's region to obtain 224 bytes which is the rest of the region. Name it buffer\_2.
- We put everything together using the Cat command as shown in the picture below:

```
) head -c 96 suffix > buffer_1
) tail -c +224 suffix > buffer_2
) cat prefix p buffer_1 p buffer_2 > program_1
) cat prefix q buffer_1 p buffer_2 > program_2
) chmod +x program_1
) chmod +x program_2
) ./program_1
run benign codes
) ./program_2
run malicious code
) md5sum program_?
b25d9ef260f92e439cd93f7c0fefbdd0 program_1
b25d9ef260f92e439cd93f7c0fefbdd0 program_2
```

Figure 12: Two different programs with same hashes

# Task 5

- I moved the data section and the text section.
- I identify the starting point of my array at offset 4096 which lucky enough to be a multiple of 64. The command to get prefix's region is the same as before: head -c 4096 task5 > prefix.
- P and Q are obtained just like we did before: tail -c 128 out1 > p
- I compared P and Q and see the difference at

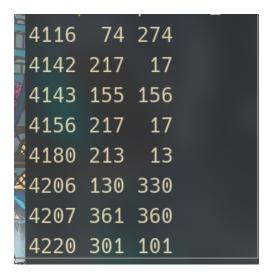


Figure 13: P and Q

• To show some reference, here is the different in ASCII text:

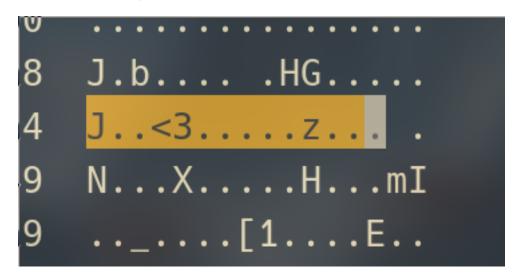


Figure 14: P

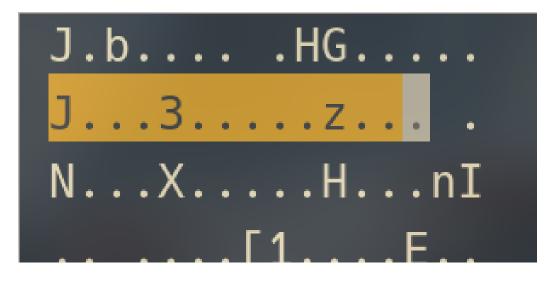


Figure 15: Q

- I marked the different and change the code accordingly. Then, I recompiled the code and find the suffix again.
- I add 128 (P's region) bytes with 4096 and get 4224 as the region for the suffix.
- After I put everything together, we have two different programs.

```
cat prefix q suffix > task5_2
chmod +x task5_2
    ./task5_2
Else branch
```

Figure 16: Two difference programs

• However they have the same hashes.

```
cat prefix p suffix > task5_1
chmod +x task5_1
chmod +x task5_1
chmod +x task5_1
lif branch
```

Figure 17: Two difference programs

```
md5sum task5_?
c4ff786bced1fe580a31ca02c2a0087a task5_1
c4ff786bced1fe580a31ca02c2a0087a task5_2
```

Figure 18: Same Hash