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Package	Component Version	License Version	Link to License/Notice	Applicable Axeda Product / Component
ActiveMQ	5.3.2, 5.8 activemq-pool-5.2.0.jar activemq-protobuf-1.0.jar activemq-core-5.3.2.jar activemq-camel-5.2.0.jar	Apache v2.0	ActiveMQ	Axeda® Enterprise Server
Activemq activeio (org.apache.active mq)	activeio-core:3.1.2	Apache v2.0	Activemq activeio	Axeda® Enterprise Server
Advanced Callout Component	Callout.as (10/8/2009)	MIT License	Advanced Callout Component	Axeda® Enterprise Server
Ant	ant-1.7.0.jar ant-junit 1.7.0.jar ant-launcher-1.7.0.jar	Apache v2.0	ANT	Axeda® Enterprise Server (Groovy)
Ant-Contrib	ant-contrib-1.0b3.jar	Apache v2.0	ANT	Axeda® Policy Server

Package	Component Version	License Version	Link to License/Notice	Applicable Axeda Product / Component
ANTLR	antir-2.7.7.jar	ANTLR 2 license (Public domain)	ANTLR 2	Axeda® Enterprise Server
	antlr-runtime-3.4.jar	ANTLR3 license (BSD)	ANTLR 3	Axeda® Enterprise Server
AOP	aopalliance-1.0.jar	Public Domain License	AOP	Axeda® Enterprise Server, Axeda® Codec Server (included with Axeda® AnyDevice Service)
Apache CXF	cxf-api-2.5.1.jar cxf-common-utilities-2.5.1.jar cxf-rt-bindings-soap-2.5.1.jar cxf-rt-bindings-xml-2.5.1.jar cxf-rt-core-2.5.1.jar cxf-rt-databinding-aegis-2.5.1.jar cxf-rt-databinding-jaxb-2.5.1.jar cxf-rt-frontend-jaxws-2.5.1.jar cxf-rt-frontend-simple-2.5.1.jar cxf-rt-bindings-http-2.5.1.jar cxf-rt-bindings-http-2.5.1.jar cxf-rt-transports-common- 2.5.1.jar cxf-rt-transports-http-2.5.1.jar cxf-rt-tws-addr-2.5.1.jar cxf-rt-ws-addr-2.5.1.jar cxf-rt-ws-security-2.5.1.jar cxf-tools-common-2.5.1.jar cxf-tools-validator-2.5.1.jar cxf-tools-wsdlto-core-2.5.1.jar cxf-tools-wsdlto-databinding- jaxb-2.5.1.jar cxf-tools-wsdlto-frontend-jaxws- 2.5.1.jar cxf-tt-transports-jms-2.5.1.jar	Apache v2.0	Apache CXF	Axeda® Enterprise Server
Apache HttpComponents	httpclient-4.0.1.jar httpcore-4.0.1.jar	Apache v2.0	Apache HttpComponents	Axeda® Enterprise Server
Apache HttpComponents	httpclient-4.2.3.jar httpcore-4.2.3.jar	Apache v2.0	Apache HttpComponents	Axeda® Connected Access SDK
Apache HttpComponents	httpclient-4.3.1.jar httpcore-4.3.1.jar	Apache v2.0	Apache HttpComponents	Axeda® Codec Server (included with Axeda® AnyDevice Service)
Apache Mina	sshd-core-svn-rev-1167185.jar mina-core-2.0.4.jar	Apache v2.0	Apache Mina / Apache Mina SSHD	Axeda® Enterprise Server
Apache Santuario	xmlsec- 1.5.1.jar	Apache v2.0	Santuario	Axeda® Enterprise Server
Apache xbean	Xbean-spring-3.4.jar	Apache v2.0	Apache XBean	Axeda® Enterprise Server
ASM	asm-3.2.jar; asm3-3.3.0.jar ,	BSD License	ASM	Axeda® Enterprise Server (Groovy)
ASM	asm-3.1.jar	BSD License	ASM	Axeda® AnyDevice Codec

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		commons-lang-2.6.jar			

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Commons - Apache	commons-discovery-0.2 commons-el-1.0.jar commons-logging-1.0.jar commons-validator-1.1.4.jar	Apache v1.1	Commons-Apache	Axeda® Enterprise Server
Commons - Apache	commons-digester-1.8.jar commons-io-1.4.jar	Apache v2.0	Commons-Apache	Axeda® Enterprise Server
Apache Commons Net	commons-net-3.3.jar	Apache v2.0	Commons-Apache	Axeda® AnyDevice Codec
Commons – Bean	commons-bean-utils.jar version 1.6-dev	Apache v1.1	Commons-Apache	Axeda® Policy Server
Commons - Beanutils	commons-beanutils-1.8.3.jar	Apache v2.0	Commons-Apache	Axeda® Policy Server
Commons – Cli	commons-cli-1.2.jar	Apache v2.0	Commons-Apache	Axeda® Policy Server, Axeda® Enterprise Server
Commons – Codec	commons-codec-1.2.jar	Apache v2.0	Commons-Apache	Axeda® Policy Server
Commons – Codec	commons-codec-1.3.jar	Apache v2.0	Commons-Apache	Axeda® Global Access Server
Commons – Codec	commons-codec-1.3-signed.jar	Apache v2.0	Commons-Apache	Axeda® Enterprise Server
Commons – Codec	commons-codec-1.6.jar	Apache v2.0	Commons-Apache	Axeda® Connected Access SDK
Commons – Collections	commons-collections.jar version 2.1	Apache v1.1	Commons-Apache	Axeda® Policy Server, Axeda® Global Access Server
Commons – Collections	commons-collections-3.2.1.jar	Apache v2.0	Commons-Apache	Axeda® Policy Server, Axeda® Enterprise Server
Commons - Compress	common-compress-1.4.1.jar	Apache v2.0	Commons-Apache	Axeda® Codec Server (included with Axeda® AnyDevice Service)
Commons – Digester	commons-digester.jar version 1.3	Apache v1.1	Commons-Apache	Axeda® Global Access Server
Commons – Discovery	commons-discovery-0.5.jar	Apache v2.0	Commons-Apache	Axeda® Policy Server
Commons - HTTP Client	commons-httpclient-3.0.1.jar commons-httpclient-3.1.jar	Apache v2.0	Commons-Apache	Axeda® Policy Server
Commons – Lang	commons-lang-3.1.jar	Apache v2.0	Commons-Apache	Axeda® Codec Server (included with Axeda® AnyDevice Service)
Commons – Lang	commons-lang-2.6.jar	Apache v2.0	Commons-Apache	Axeda® Policy Server
Commons – Lang	commons-lang-2.0.jar	Apache v1.1	Commons-Apache	Axeda® Global Access Server
Commons – Logging	commons-logging.jar version 1.0	Apache v1.1	Commons-Apache	Axeda® Policy Server
Commons – Logging	commons-logging.jar version 1.0	Apache v1.1	Commons-Apache	Axeda® Global Access Server
Commons – Logging	commons-logging-1.1.1.jar	Apache v1.1	Commons-Apache	Axeda® Policy Server, Axeda® Connected Access SDK

Package	Component Version	License Version	Link to License/Notice	Applicable Axeda Product / Component
Commons – Validator	commons-validator.jar Version 1.1-dev	Apache v1.1	Commons-Apache	Axeda® Global Access Server
Concurrency Backport	backport-util-concurrent-2.1.jar concurrent-1.0.jar	Creative Commons Public Domain License	Concurrency Backport	Axeda® Enterprise Server
Dom4J	dom4j-1.6.1.jar	Dom4J License	DOM4J	Axeda® Enterprise Server
Eclipse JDT Java Compiler	ecj-3.7.2.jar	EPL 1.0	AspectJ	Axeda® Global Access Server Axeda® Policy Server
EHCache	ehcache-core-2.7.4.jar ehcache-jgroupsreplication- 1.7.jar ehcache-jmsreplication-0.5.jar	Apache v2.0	Ehcache	Axeda® Enterprise Server
Expat	1.2	MIT License	EXPAT	Axeda® Agent Toolkit (also known as Axeda® Agent Embedded)
EZMorph	ezmorph-1.0.6.jar	Apache v2.0	EZMorph	Axeda® Enterprise Server Axeda® Platform (SDK v2)
Flex	Flex version 3.5	MPL 1.1	Flex	Axeda® Connected Product Management Applications
Flex	Flex version 4.6	MPL 1.1	Flex	Axeda® Enterprise Server, Axeda® Policy Server
FreeMarker	freemarker-2.3.9.jar	BSD	Hamcrest (BSD)	Axeda® Policy Server
GeoTools	gt-api-2.5.2.jar gt-epsg-wkt-2.5.2.jar gt-metadata-2.5.2.jar gt-referencing-2.5.2.jar	LGPL v2.1	GEOTOOLS	Axeda® Enterprise Server
GeoTrust Root Certificates	http://www.geotrust.com/resourc es/root-certificates/	Root Certificate License Agreement	Custom (Symantec)	Axeda® Agent
Geronimo	geronimo-j2ee- management_1.1_spec-1.0.1.jar geronimo-javamail_1.4_spec- 1.7.1.jar geronimo-jms_1.1_spec-1.1.1.jar geronimo-jta_1.0.1b_spec- 1.0.1.jar	Apache v2.0	Geronimo	Axeda® Enterprise Server
Groovy	groovy-all-1.8.6.jar	Apache v2.0	GROOVY	Axeda® Enterprise Server (Groovy)
Google Guava	guava-14.0.1.jar	Apache v2.0	Google Guava	Axeda® AnyDevice Codec
Google Guice	guice-3.0.jar	Apache v2.0	Google Guice	Axeda® Codec Server (included with Axeda® AnyDevice Service)
gSoap	2.7.13	gSOAP Commercial Software Development License	commercial license	Axeda® Agent

Package	Component Version	License Version	Link to License/Notice	Applicable Axeda Product / Component
Hamcrest Core	hamcrest-core-1.3.jar	BSD 3-Clause	Hamcrest (BSD3)	Axeda® Enterprise Server,
		License		Axeda® Connected Access SDK
Harmony	Apache Harmony ASN.1	Apache v2.0	Harmony	Axeda AWP Java Toolkit
	Framework version 6.0.1			
	(harmony-asn1-6.0.1.jar)			
Hibernate	hibernate-c3p0-3.3.2.ga.jar	LGPL v2.1	Hibernate	Axeda® Enterprise Server
	hibernate-core-3.3.2.ga.jar			
	hibernate-ehcache-3.3.2.ga.jar			
	hibernate-jbosscache- 3.3.2.ga.jar			
	hibernate-jbosscache2-			
	3.3.2.ga.jar			
	hibernate-jmx-3.3.2.ga.jar			
	hibernate-oscache-3.3.2.ga.jar			
	hibernate-proxool-3.3.2.ga.jar			
	hibernate-swarmcache-			
	3.3.2.ga.jar			
HibernateSpatial	hibernate-spatial-1.0-M2.jar	LGPL v2.1	Hibernate Spatial	Axeda® Enterprise Server
	hibernate-spatial-oracle-1.0- M2.jar			
Hibernate Validator	hibernate-validator-	Apache v2.0	Hibernate Validator	Axeda® AnyDevice Codec
	4.3.1.Final.jar	Apache V2.0		Axeda® AnyDevice Codec
Hibernate Validator	hibernate-validator-annotation-	Apache v2.0	Hibernate Validator	Axeda® AnyDevice Codec
Annotation	processor-4.3.1.Final.jar		Annotation	
Processor			Processor	
HSQL	hsqldb-2.2.9.jar	BSD License	HSQL	Axeda® Policy Server
HTTPBuilder	http-builder-0.5.0.jar	Apache v2.0	HttpBuilder	Axeda® Platform (SDK v2)
HTTPCore	httpcore-4.2.jar	Apache v2.0	HttpCore	Axeda® Codec Server
				(included with Axeda® AnyDevice Service)
IBM	IBM BI 10.2 components	See commercial	Commercial license	Axeda® Enterprise Server
	IBM Cognos components	license		
	Including:			
	cognos-axis-10.2.jar			
	cognos-client-10.2.jar			
	(See <i>commercial license</i> for details.)			
Info-Zip	zip32.dll	Info-Zip License	Info-Zip	Axeda® Access Screen Sharing
	unzip32.dll			(Axeda® Desktop Server and
				Axeda® Desktop Viewer
				modules) (for ServiceLink 5.2 and later)
Jackson	jackson-core-asl-1.9.5.jar	Apache v2.0	Jackson (core)	Axeda® Enterprise Server
Jackson-core	jackson-core-2.2.0.jar			
jackson-datatype-	jackson-datatype-joda-2.2.0.jar	Apache 2.0 or LGPL 2.1	Jackson	Axeda® AnyDevice Codec
joda			(annotations, jars-	
jackson-jaxrs-base	jackson-jaxrs-base-2.2.0.jar;		xml-providers)	
	jackson-jaxrs-1.9.0.jar			

Package	Component Version	License Version	Link to License/Notice	Applicable Axeda Product / Component
jackson-jaxrs-xml- provider Jackson JAX-RS JSON Provider	com.fasterxml.jackson.jaxrs:jack son-jaxrs-xml-provider:jar:2.1.1 jackson-jaxrs-json-provider-2.2.0			
jackson-databind	com.fasterxml.jackson.core:jack son-databind:jar:2.1.1 jackson-databind-2.2.0.jar			
jackson-dataformat- xml	com.fasterxml.jackson.dataform at:jackson-dataformat- xml:jar:2.1.1			
jackson-mapper-asl	jackson-mapper-asl-1.9.0.jar			
jackson-module- jaxb-annotations	com.fasterxml.jackson.module:ja ckson-module-jaxb- annotations:jar:2.1.1 jackson-annotations-2.2.0.jar			
jackson-xc	jackson-xc-1.9.0.jar			
Jakarta ORO	oro-2.0.7.jar	Apache v1.1	Jakarta ORO	Axeda® Enterprise Server, Axeda® Enterprise SDK
Jakarta Taglibs	jstl-1.1.2.jar standard-1.1.2.jar	Apache v2.0	Jakarta Taglibs	Axeda® Enterprise Server
Jakarta Taglibs	jstl.jar, standard.jar (version 1.0.3)	Apache v2.0	Jakarta Taglibs	Axeda® Global Access Server Axeda® Policy Server
Java Advanced Imaging Image I/O Tools (JAI)	jai-core-1.1.3.jar	Sun Binary Code License	Java Advanced Imaging	Axeda® Enterprise Server
Java Cryptography Extension (JCE) Unlimited Strength Jurisdiction Policy Files 6 (sunjce_provider (com.sun.crypto)	JCE 1.0 sunjce_provider-1.0.jar	Oracle Binary Code License	Java Cryptography Extension (JCE)	Axeda® Enterprise Server
Java Expression Parser	jep-3.3.0.jar	JEP Binary License	Java Expression Parser	Axeda® Enterprise Server
Java Mail and Activation	mail-1.4.jar	Sun Software License Agreement	Java Mail	Axeda® Enterprise Server, Axeda® Policy Server
	activation-1.1.jar	Sun Software License Agreement	Java Activation Framework	Axeda® Enterprise Server, Axeda® Policy Server
Java REST Annotations (JRA) (org.codehaus)	jra:1.0-alpha-4	Apache v2.0	JRA	Axeda® Enterprise Server
Java SE Development Kit (JDK)	1.4; jcert-1.0.jar Idapcontr-1.0.jar	Oracle Binary Code License	JDK	Axeda® Agent
Java Tar	Javatar-2.5.jar	Public domain	Java Tar	Axeda® Enterprise Server
Java Topology Suite (vividsolutions)	jts-1.10.jar	LGPL v2.1	Java Topology Suite	Axeda® Enterprise Server

Package	Component Version	License Version	Link to License/Notice	Applicable Axeda Product / Component
Java Validation API	validation-api-1.0.0.GA.jar	Apache v2.0	JAVA Validation API	Axeda® AnyDevice Codec
Java3D	vecmath-1.3.1.jar	Sun Binary Code License	JAVA3D	Axeda® Enterprise Server
JAXB	jaxb-impl-2.2.5.jar,	CDDL v1.1	JAXB	Axeda® Enterprise Server
	jaxb-xjc-2.2.5.jar			
Jaxen	1	Apache v1.1	JAXEN	Axeda® Enterprise Server, Axeda® Enterprise SDK
JAX-RPC (javax)	jaxrpc-api:1.1	CDDL v1.1	JAX-RPC	Axeda® Enterprise Server
JBOSS	jboss-cache-1.4.1.GA.jar jboss-common-core- 2.2.10.GA.jar	LGPL v2.1	JBOSS	Axeda® Enterprise Server
	jboss-common-jdbc-wrapper- 4.3.0.GA_CP06.jar			
	jboss-j2se-200504122039.jar			
	jboss-minimal-4.0.2.jar			
	jboss-system-4.0.2.jar			
	jbosscache-core-3.1.0.GA.jar			
	jms-1.1.jar jta-1.1.jar			
JBOSS Logging	jboss-logging-3.1.0.CR2.jar	LGPL v2.1	JBOSS	Axeda® AnyDevice Codec
JDOM	jdom-0.7.jar jdom-1.1.3.jar	JDOM License	JDOM	Axeda® Enterprise Server, Axeda® Enterprise SDK, Axeda® Deployment Utility, Axeda® Policy Server
jersey-client	com.sun.jersey:jersey- client:jar:1.17	CDDL 1.1	Jersey Core Client	Axeda® AnyDevice Codec
jersey-core	com.sun.jersey:jersey- core:jar:1.17 jersey-core-1.17.1.jar	CDDL 1.1	Jersey Core	Axeda® AnyDevice Codec
Jersey core-client	jersey-client-1.17.1.jar	CDDL 1.1	Jersey Core	Axeda® AnyDevice Codec
jersey-multipart	com.sun.jersey.contribs:jersey- multipart:jar:1.17 jersey-multipart-1.17.1.jar	CDDL 1.1	Jersey Multipart	Axeda® AnyDevice Codec
jersey-server	com.sun.jersey:jersey- server:jar:1.17 jersey-server-1.17.1.jar	CDDL 1.1	Jersey Server	Axeda® AnyDevice Codec
Jettison	jettison-1.0.jar	Apache v2.0	Jettison	Axeda® Policy Server
Jettison	jettison-1.3.jar	Apache v2.0	Jettison	Axeda® Enterprise Server
JGoodies	forms-1.0.3.jar, looks-1.2.0.jar, looks-win-1.2.0.jar, plastic- 1.1.3.jar, uif-1.3.0.jar, validation- 0.9.1, binding-0.9.13.jar	BSD License	JGoodies	Axeda® Deployment Utility
JGroups-all	jgroups-2.6.8.GA.jar	LGPL v2.1	JGroups	Axeda® Enterprise Server
JIS X 0208 (1990) to Unicode mappings	1	Unicode Data Files License	JIS X 0208 (1990) to Unicode mappings	Axeda® Agent

Package	Component Version	License Version	Link to License/Notice	Applicable Axeda Product / Component
Jline	jline-0.9.94.jar	BSD License	JLINE	Axeda® Enterprise Server (Groovy)
Joda- Time	joda-time-1.6.2.jar	Apache v2.0	Joda- Time	Axeda® Enterprise Server
Joda- Time	joda-time:joda-time:jar:2.1	Apache v2.0	Joda- Time	Axeda® AnyDevice Codec
Joda Time 2.x	joda-time-2.2.jar	Apache v2.0	Joda- Time	Axeda® AnyDevice Codec
jQuery	jquery.min.js (v.1.9.0)	MIT License	jQuery / jQuery-ui	Axeda® Console
jQuery Globalize	jquery-ui- v1.8.24/global/jquery.glob.js	MIT License	jQuery Globalize	Axeda® Console
jQuery Localization	http://code.google.com/p/jquery- i18n-properties/	MIT License	jQuery Localization	Axeda® Console
jQuery Scroller	jquery.mCustomScrollbar.js, 2.8.1	GNU PUBLIC LICENSE	jQuery Scroller	Axeda® Console
jQuery-UI	jquery-ui-v1.8.24/jquery-ui.min.js	MIT License	jQuery / jQuery-ui	Axeda® Console
Jscience (jscience javax.measure)	jsr-275-1.0-beta-2	BSD 2-Clause License	Jscience	Axeda® Enterprise Server
JSON	1.0	LGPL v2.1	JSON	Axeda® Enterprise Server
Json-lib	json-lib-2.3-jdk15.jar	Apache v2.0	Json-lib	Axeda® Platform (SDK v2)
JSON.simple (org.json)	simple:1.0	Apache v2.0	JSON.simple	Axeda® Enterprise Server
JSSE	Jnet-1.0.jar	Oracle Binary Code License	JSSE	Axeda® Enterprise Server
JUNIT	junit-4.11.jar	Common Public License v1.0	WSDL 4j	Axeda® Enterprise Server
JUNIT	junit-4.8.1.jar	Common Public License v1.0	WSDL 4j	Axeda® Policy Server
Kendo UI	Version: 2012.3 1315 (Jan 16, 2013)	Commercial license	Telerik End User License Agreement for Kendo UI Complete for PHP	Axeda® Console
KahaDB (org.apache.active mq)	kahaDB:5.3.2	Apache v2.0	KahaDB	Axeda® Enterprise Server
kryo	kryo-2.21.jar kryo-serializers-0.22.jar	BSD	Kryo	Axeda® Enterprise Server
LibDES	4.01	LibDES License	LIBDES	Axeda® Agent Toolkit (also known as Axeda® Agent Embedded)
LibTar	1.2.5	BSD License	LIBTAR	Axeda® Agent
Log4J	log4j-1.2.15.jar log4j-1.2.16-signed.jar	Apache v2.0	Log4j	Axeda® Enterprise Server, Axeda Enterprise SDK, Axeda® Global Access Server, Axeda® Deployment Utility, Axeda® Policy Server
Mate	Mate_08_9.swc	Apache 2.0	Mate	Axeda® Enterprise Server
MD4 algorithm reference implementation	RFC 1320	RSA Data Security, Inc. License	MD4	Axeda® Agent Embedded

Package	Component Version	License Version	Link to License/Notice	Applicable Axeda Product / Component
MD5 algorithm reference implementation	RFC 1321	RSA Data Security, Inc. License	MD5	Axeda® Agent Embedded
mimepull	org.jvnet:mimepull:jar:1.6	CDDL 1.1	mimepull	Axeda® AnyDevice Codec
Minlog	minlog-none-1.2.jar	BSD	minlog	Axeda® Enterprise Server
Mock Objects	mockobjects-core-0.09.jar	Apache v1.1	Mock Objects	Axeda® Enterprise Server (Groovy)
Mosquitto	mosquitto-1.1.3.tar.gz	BSD	Mosquitto	Axeda® Agent (EDD_MQTT driver)
NekoHTML	nekohtml-1.9.9.jar	Apache v2.0	NekoHTML	Axeda® Enterprise Server Axeda® Platform (SDK v2)
Objenesis	objenesis-1.2.jar	Apache v2.0	objenesis	Axeda® Enterprise Server
OPC Core Components SDK	1	OPC Foundation Classic COM License	OPC	Axeda® Agent
OpenDS (includes BerkeleyDB)	1.0.0	CDDL v1.0	OpenDS	Axeda® Policy Server
OpenGIS	geoapi-2.2-M1.jar jsr311-api-1.1.1.jar	OGC License	OpenGIS	Axeda® Enterprise Server
OpenSAML	opensaml-2.5.1-1.jar openws-1.4.2-1.jar	Apache v2.0	OpenSAML	Axeda® Enterprise Server
OpenSSL	1.0.1e	OpenSSL License	OpenSSL	Axeda® Agent
OpenSymphony Quartz	quartz-1.6.6.jar 6.6	Apache v2.0	OpenSymphony Quartz	Axeda® Enterprise Server
Oracle JDBC Drivers	ojdbc6-11.2.0.2.0.jar	Oracle Technology Network Development and Distribution License	Oracle JDBC Drivers	Axeda® Enterprise Server
OS Cache	oscache-2.1.jar	OpenSymphony license	OS Cache	Axeda® Enterprise Server
OSGi Service Platform Release 4 (org.osgi)	osgi-core:4.1.0	Apache v2.0	OSGi	Axeda® Enterprise Server
Proxool	proxool-0.8.3.jar	Proxool license	Proxool	Axeda® Enterprise Server
PuTTY	0.6	MIT License	PuTTY	Axeda® Agent
QDox	qdox-1.12.jar	Apache v2.0	QDox	Axeda® Enterprise Server
reflectasm	reflectasm-1.07.jar	BSD	Reflectasm	Axeda® Enterprise Server
rhino	js-1.7R1.jar	MPL v1.1	Rhino	Axeda® Enterprise Server
Scribe Java	scribe-1.3.0.jar	MIT	Scribe-Java	Axeda® Enterprise Server
shiftone-arbor	shiftone-arbor-1.0.jar shiftone-oocjndi-1.0.jar	LGPL v2.1	Shiftone-Arbor	Axeda® Enterprise Server
SLF4J	slf4j-api-1.6.4.jar slf4j-log4j12-1.6.4.jar	MIT License	SLF4J	Axeda® Enterprise Server
SMPPAPI	smppapi-1.0.jar	LGPL v2.1	SMPPAPI	Axeda® Enterprise Server
SpiderMonkey	1.7	MPL v1.1	Spider Monkey	Axeda® Agent
Spin.js	spin-1.2.8.js	MIT	Spin.js	Axeda® Console

Package	Component Version	License Version	Link to License/Notice	Applicable Axeda Product / Component
Spring Batch (transitive on Spring	spring-batch-core-2.0.3.jar spring-batch-infrastructure-	Apache v2.0	Spring Batch	Axeda® Policy Server
LDAP)	2.0.3.jar			
SpringFramework	spring-aop-3.0.5.jar	Apache v2.0	SpringFramework	Axeda® Policy Server
(transitive on Spring	spring-asm-3.0.5.jar			
LDAP)	spring-beans-3.0.5.jar			
	spring-context-3.0.5.jar			
	spring-core-3.0.5.jar			
	spring-expression-3.0.5.jar			
	spring-tx-3.0.5.jar			
SpringFramework	spring-aop-3.0.6.jar	Apache v2.0	SpringFramework	Axeda® Enterprise Server
	spring-asm-3.0.6.jar			
	spring-beans-3.0.6.jar			
	spring-context-support-3.0.6.jar			
	spring-context-3.0.6.jar			
	spring-core-3.0.6.jar			
	spring-expression-3.0.6.jar			
	spring-jdbc-3.0.6.jar			
	spring-jms-3.0.6.jar			
	spring-orm-3.0.6.jar			
	spring-tx-3.0.6.jar			
	spring-web-3.0.6.jar			
	spring-asm-3.0.6.RELEASE.jar			
Spring LDAP	spring-Idap-core-1.3.1.jar	Apache v2.0	Spring LDAP	Axeda® Policy Server
	spring-Idap-core-tiger-1.3.1.jar			
	spring-Idap-Idif-batch-1.3.1.jar			
	spring-Idap-Idfif-core-1.3.1.jar			
	spring-Idap-odm-1.3.1.jar			
Stax	stax-1.2.0.jar, stax-api-1.0.1.jar	Apache v2.0	Stax	Axeda® Policy Server
Stax	javax.xml.stream:stax-api	Apache v2.0	Stax	Axeda® Enterprise Server Axeda® AnyDevice Codec
Stax-2	stax2-api-3.1.1.jar	BSD	Stax2	Axeda® Enterprise Server Axeda® AnyDevice Codec
StringTemplate	stringtemplate-3.2.1.jar	BSD	StringTemplate	Axeda® Enterprise Server
Struts	struts-1.2.9.jar	Apache v1.1	Struts	Axeda® Enterprise Server,Axeda Enterprise SDK, Axeda® Global Access Server
Sun JRE	1.6.0_27	Oracle Binary Code License	Sun JRE	Axeda® Enterprise Server
Sun JRE	1.7 update 3 (Global Access Server), 1.7 update 11 (Axeda® Policy	Oracle Binary Code License	Sun JRE	Axeda® Policy Server, Axeda® Global Access Server
	Server)			

Package	Component Version	License Version	Link to License/Notice	Applicable Axeda Product / Component
Tomcat	annotations-api.jar,	Apache v2.0	Tomcat	Axeda® Global Access Server,
	catalina.jar,			Axeda® Policy Server
	catalina-ant.jar,			
	catalina-ha.jar,			
	catalina-tribes.jar,			
	common-daemon.jar,			
	el-api.jar,			
	jasper-jar,			
	jasper-el.jar,			
	jsp-api.jar,			
	servlet-api.jar (servlet-api-2.5.jar			
	Enterprise server)			
	tomcat-api.jar,			
	tomcat-coyote.jar,			
	tomcat-dbcp.jar,			
	tomcat-i18n-es.jar,			
	tomcat-i18n-fr.jar,			
	tomcat-i18n-ja.jar,			
	tomcat-jdbc.jar,			
	tomcat-util.jar			
	Axeda® Global Access Server			
	(7.0.30)			
	(Axeda® Policy Server (7.0.33)			
Trunc8	trunc8.js	МІТ	Trunc8	Axeda® Agent
Ucd-snmp	4.2.2	Historical	Ucd-snmp	Axeda® Agent
	7.2.2	Permission Notice	ocu siinp	Anduas Agent
		and Disclaimer; BSD		
		License		
UltraVNC	UltraVNC Win32 Server 1.1.8	GPL v2	UltraVNC	Axeda® Desktop Server and
				Axeda® Desktop Viewer
				modules) (for Axeda® Enterprise
				Server, v5.2 and later)
Velocity	velocity-1.7.jar	Apache v2.0	Velocity	Axeda® Enterprise Server,
				Axeda® Policy Server
VNC not	4.1.2.1	GPL v2	VNC	Axeda® Desktop Server and
				Axeda® Desktop Viewer
				modules) (releases prior to
				Axeda® Enterprise Server, v5.2)
vt-middleware	vt-password:3.1.1	Apache v2.0	vt-middleware	Axeda® Enterprise Server
(edu.vt.middleware)	vt-crypt:2.1.4			
	vt-dictionary:3.0			
Woodstox	woodstox-core-asl-4.1.1.jar	Apache v2.0	WoodStox	Axeda® Enterprise Server
WS Security	wss4j-1.6.5.jar	Apache v2.0	WSS4J	Axeda® Enterprise Server
WS-Commons	xmlschema-core-2.0.1.jar	Apache v2.0	WS-Commons	Axeda® Enterprise Server
	neethi-3.0.1.jar			
Wsdl4j	wsdl4j-1.6.2.jar	Common Public	WSDL 4j	Axeda® Enterprise Server
v v Sulttj	wour+j=1.0.2.jai		WODL 4	Average Enterprise Server
		LICENSE VIU		
Wsdl4j	wsdl4j.jar 1.5.1	License v1.0 Common Public	WSDL 4j	Axeda® Global Access Server

Package	Component Version	License Version	Link to License/Notice	Applicable Axeda Product / Component
Wsdl4j	wsdl4j-1.6.3.jar	Common Public License v1.0	WSDL 4j	Axeda® Policy Server
Xalan	xalan-1.0.jar	Apache v1.1	Xalan	Axeda® Enterprise Server, Axeda® Policy Server
Xalan Serializer	2.7.0 Enterprise Server 2.1.0 APS serializer-j_2.7.0.jar	Apache v2.0	xalan	Axeda® Enterprise Server, Axeda® Policy Server
Xerces	xercesImpl-2.9.0.jar (SDK) xerces.jar 1.3.1 (GAS) xerces.jar, xercesImpl.jar 2.4.0 (APS) xml-resolver-1.2.jar (Enterprise Server)	Apache v2.0	xerces	Axeda® Enterprise Server, Axeda Enterprise SDK, Axeda® Policy Server, Axeda® Global Access Server
XML common	xml-apis-1.3.04.jar xml-resolver-1.2.jar	Apache v2.0	XML Commons	Axeda® Enterprise Server Axeda® Platform SDK (SDK v2)
XmIPull parser	xpp3_min-1.1.4c.jar	Indiana University Extreme! Lab Software License	Xml Pull Parser	Axeda® Enterprise Server, Axeda® Policy Server
XMLTooling-J	xmltooling-1.3.2-1.jar	Apache v2.0	XMLTooling-J	Axeda® Enterprise Server
XStream	xstream-1.3.jar	BSD	XStream	Axeda® Policy Server
XStream	xstream-1.3.1.jar	BSD	XStream	Axeda® Enterprise Server
XSLTC	xsltc-1.0.jar	Apache v1.1	XSLTC	Axeda® Enterprise Server
XZ for Java	Xz-1.0.jar	Public Domain	NA	Axeda® Codec Server (included with Axeda® AnyDevice Service)
Zlib	zlib version 1.2.3	zlib License	ZLib	AWP C-Toolkit
ZLib	1.1.4	zlib License	ZLib	Axeda® Agent, Axeda® Agent Toolkit (also known as Axeda® Agent Embedded)

# SOFTWARE: ANT

# **DESCRIPTION:**

Apache Ant, junit and junirreport tasks, and Ant Launcher.

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- == in this case for the Apache Ant distribution.

# Apache Ant

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- the SAX project (http://www.saxproject.org)

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# SOFTWARE: ActiveMQ

#### **DESCRIPTION:**

Messaging Broker implementing Java Messaging Service

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#### SOFTWARE: ActiveMQ activio

# **DESCRIPTION:**

A high performance IO abstraction framework.

Transitive to and part of ActiveMQ.

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# SOFTWARE: Advanced Callout Component

# **DESCRIPTION:**

Enhanced mouse-over flex tooltip functionality, enabling location aware, skinable, styleable tool-tips.

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# SOFTWARE: ANTLR 2

# **DESCRIPTION:**

A framework for constructing recognizers, compilers, and translators from grammatical descriptions containing Java, C#, C++, or Python actions.

# NOTICE:

ANTLR 2 License

ANTLR 1989-2006 Developed by Terence Parr

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# SOFTWARE: ANTLR 3

# **DESCRIPTION:**

ANTLR, ANother Tool for Language Recognition, is a language tool that provides a framework for constructing recognizers, interpreters, compilers, and translators from grammatical descriptions containing actions in a variety of target languages. ANTLR provides excellent support for tree construction, tree walking, translation, error recovery, and error reporting.

# NOTICE:

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# SOFTWARE: ANT-CONTRIB

# **DESCRIPTION:**

The Ant-Contrib project is a collection of tasks (and at one point maybe types and other tools) for Apache Ant. This software is currently included with Axeda® Policy Server but is not utilized at run-time and will be removed in future release.

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# SOFTWARE: AOP-ALLIANCE

# **DESCRIPTION:**

We believe that Aspect-Oriented Programming (AOP) offers a better solution to many problems than do existing technologies such as EJB. The AOP Alliance aims to ensure interoperability between Java/J2EE AOP implementations to build a larger AOP community.

# NOTICE:

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# SOFTWARE: Apache CXF

# **DESCRIPTION:**

Apache CXF is an open source services framework. CXF helps you build and develop services using frontend programming APIs, like JAX-WS and JAX-RS. These services can speak a variety of protocols such as SOAP, XML/HTTP, RESTful HTTP, or CORBA and work over a variety of transports such as HTTP, JMS or JBI.

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# SOFTWARE Apache HttpComponents

# **DESCRIPTION:**

The Apache HttpComponents project is responsible for creating and maintaining a toolset of low level Java components focused on HTTP and associated protocols.

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Apache HttpComponents Client

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#### SOFTWARE: Apache Mina / Apache Mina SSHD

#### **DESCRIPTION:**

Apache MINA is a network application framework which helps users develop high performance and high scalability network applications easily. It provides an abstract  $\cdot$  event-driven  $\cdot$  asynchronous API over various transports such as TCP/IP and UDP/IP via Java NIO.

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# Apache MINA

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# Apache MINA SSHD

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#### SOFTWARE: Apache XBean

#### **DESCRIPTION:**

XBean will be able to discover, download and install server plugins from an Internet based repository. In addition, we include support for multiple IoC systems, support for running with no IoC system, JMX without JMX code, lifecycle and class loader management, and a rock solid Spring integration

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#### SOFTWARE: ASM

#### **DESCRIPTION:**

ASM is a Java bytecode manipulation framework. It offers similar functionalities as BCEL or SERP, but is much smaller and faster than these tools. (ASM 4.0 is a Dependency for Kryo jar; provided with Kryo distribution.)

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# SOFTWARE: ASPECTJ

#### **DESCRIPTION:**

Required for certain feature of Hibernate. Enables code behavior to be weaved into common routines.

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From http://www.eclipse.org/aspectj/doc/released/faq.php:

AspectJ 1.1+ source code is available through CVS using the CVS Root dev.eclipse.org:/cvsroot/technology. For more information on accessing the CVS tree at eclipse.org, see the documentation from http://eclipse.org.

#### SOFTWARE: AXIS

#### **DESCRIPTION:**

Apache Axis is an implementation of the SOAP ("Simple Object Access Protocol") submission to W3C.

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#### SOFTWARE: BEANSHELL

# **DESCRIPTION:**

BeanShell is a small, free, embeddable Java source interpreter with object scripting language features, written in Java. BeanShell dynamically executes standard Java syntax and extends it with common scripting conveniences such as loose types, commands, and method closures like those in Perl and JavaScript. Lightweight Scripting for Java.

Axeda software uses bsh at runtime (by Kryo).

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# SOFTWARE: BLAZEDS

#### **DESCRIPTION:**

BlazeDS is the server-based Java remoting and web messaging technology that enables developers to easily connect to back-end distributed data and push data in real-time to Adobe® Flex<sup>TM</sup> and Adobe AIR<sup>TM</sup> applications for more responsive rich Internet application (RIA) experiences.

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#### SOFTWARE: BouncyCastle

#### **DESCRIPTION: Lightweight cryptography API**

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#### SOFTWARE: C3p0

#### **DESCRIPTION:**

c3p0 is an easy-to-use library for augmenting traditional (DriverManager-based) JDBC drivers with JNDI-bindable DataSources, including DataSources that implement Connection and Statement Pooling, as described by the jdbc3 spec and jdbc2 std extension.

Connection pool manager used by Quartz.

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#### SOFTWARE: Camel

# **DESCRIPTION:**

Apache Camel is an integration framework based on known Enterprise Integration Patterns. Camel empowers you to define routing and mediation rules in a variety of domain-specific languages including Spring or Blueprint XML Configuration files.

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# SOFTWARE: CASTOR DESCRIPTION:

#### castor-core-1.3.2.jar, castor-xml-1.3.2.jar

As of release 0.9.7, any new code artifacts should carry a new, Apache 2.0-style license. This shall include files that have been changed substantially through e.g. refactoring.

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#### Implementation-Version:0.9.3.19

Castor is an Open Source data binding framework for Java<sup>TM</sup>. It is the shortest path between Java objects, XML documents and relational tables. Castor provides Java-to-XML binding, Java-to-SQL persistence, and so forth.

Direct Dependency.

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# SOFTWARE: CFGatewayadapter

# **DESCRIPTION:**

Adapter class usually used with cold fusion.

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# SOFTWARE: CGLIB

# **DESCRIPTION:**

CGLib is a code generation library and dependency of AspectJ.

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# SOFTWARE: COMMONS-APACHE

# **DESCRIPTION:**

The Apache Commons is a collection of reusable Java components, including beanutils (Java classes that conform to the JavaBeans naming patterns for property getters and setters); collections (types that extend and augment the Java Collections Framework); digester (common implementation for reading XML configuration files); el (JSP 2.0 Expression Language Interpreter); httpclient (implementation of the client side of the most recent HTTP standards and recommendations); io (library of utilities to assist with developing IO functionality); lang (package of Java utility classes for the classes that are in java.lang's hierarchy, or are considered to be so standard as to justify existence in java.lang); logging (ultra-thin bridge between different logging implementations); and validator.

The Apache Commons CLI library provides an API for parsing command line options passed to programs. It's also able to print help messages detailing the options available for a command line tool.

Commons-Pool provides an Object-pooling API, with three major aspects:

- A generic object pool interface that clients and implementors can use to provide easily interchangable pooling implementations.
- A toolkit for creating modular object pools.
- Several general purpose pool implementations.

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#### **SOFTWARE: Concurrency Backport**

#### **DESCRIPTION:**

This package is the backport of java.util.concurrent API, introduced in Java 5.0 and further refined in Java 6.0, to older Java platforms.

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# SOFTWARE: DOM4J

# **DESCRIPTION:**

Flexible XML framework for Java.

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#### SOFTWARE: EHCACHE

#### **DESCRIPTION:**

EHCache is a pure Java, in-process cache with the following features: 1. Fast. 2. Simple. 3. Multiple eviction policies: LRU, LFU and FIFO. 4. Caches can be in memory or on disk. 5. Disk Stores can be persistent between VM restarts. 6. Distributed caching using multicast and RMI, with a pluggable API. 7. Cache and CacheManager listeners. 8. Supports multiple Caches per CacheManager, and multiple CacheManagers per application. 9. Acts as a pluggable cache for Hibernate 3.1, 3 and 2.1. 10. Small foot print. Both in terms of size and memory requirements. 11. Minimal dependencies apart from J2SE. Caching layer, including clustering support

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#### SOFTWARE: ECLIPSE JDT JAVA COMPILER

#### **DESCRIPTION:**

343BAn incremental Java compiler. Implemented as an Eclipse builder, it is based on technology evolved from VisualAge for Java compiler. In particular, it provides the ability to run and debug code which still contains unresolved errors.

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# SOFTWARE: EXPAT

#### **DESCRIPTION:**

Expat is an XML parser library written in C. It is a stream-oriented parser in which an application registers handlers for things the parser might find in the XML document (like start tags).

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#### SOFTWARE FreeMarker

#### **DESCRIPTION:**

FreeMarker is a "template engine"; a generic tool to generate text output (anything from HTML to autogenerated source code) based on templates. It's a Java package, a class library for Java programmers. It's not an application for end-users in itself, but something that programmers can embed into their products.

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#### SOFTWARE: GEOTOOLS

#### **DESCRIPTION:**

GeoTools is an open source Java code library which provides standards compliant methods for the manipulation of geospatial data, for example to implement Geographic Information Systems (GIS). The GeoTools library implements Open Geospatial Consortium (OGC) specifications as they are developed, in close collaboration with the GeoAPI project.

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# SOFTWARE: Google Guava

# **DESCRIPTION:**

Utilities; Parsing Tools; Unsigned Wrapper Types

The Guava project contains several of Google's core libraries that we rely on in our Java-based projects: collections, caching, primitives support, concurrency libraries, common annotations, string processing, I/O, and so forth. Each of these tools really do get used every day by Googlers, in production services.

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#### SOFTWARE: Google Guice

#### **DESCRIPTION:**

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Guice embraces Java's type safe nature, especially when it comes to features introduced in Java 5 such as generics and annotations. You might think of Guice as filling in missing features for core Java. Ideally, the language itself would provide most of the same features, but until such a language comes along, we have Guice.

Guice helps you design better APIs, and the Guice API itself sets a good example. Guice is not a kitchen sink. We justify each feature with at least three use cases. When in doubt, we leave it out. We build general functionality which enables you to extend Guice rather than adding every feature to the core framework.

Guice aims to make development and debugging easier and faster, not harder and slower. In that vein, Guice steers clear of surprises and magic. You should be able to understand code with or without tools, though tools can make things even easier. When errors do occur, Guice goes the extra mile to generate helpful messages.

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#### SOFTWARE: GROOVY

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Dynamic scripting language for the Java Virtual Machine. Used within the Axeda Applications when creating Custom Objects.

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#### **DESCRIPTION:**

Provides a library of matcher objects (also known as constraints or predicates) allowing 'match' rules to be defined declaratively, to be used in other frameworks.

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#### SOFTWARE: HTTPBuilder

#### **DESCRIPTION:**

HTTPBuilder is a wrapper for Apache's HttpClient, with some (actually, a lot of) Groovy syntactical sugar thrown on top.

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#### SOFTWARE: HTTPCore

#### **DESCRIPTION:**

HttpCore is a set of low level HTTP transport components that can be used to build custom client and server side HTTP services with a minimal footprint. HttpCore supports two I/O models: blocking I/O model based on the classic Java I/O and non-blocking, event driven I/O model based on Java NIO.

The blocking I/O model may be more appropriate for data intensive, low latency scenarios, whereas the non-blocking model may be more appropriate for high latency scenarios where raw data throughput is less important than the ability to handle thousands of simultaneous HTTP connections in a resource efficient manner.

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#### SOFTWARE: HIBERNATE

#### **DESCRIPTION:**

Hibernate's goal is to relieve the developer from 95 percent of common data persistence related programming tasks, compared to manual coding with SQL and the JDBC API.

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#### SOFTWARE: HIBERNATE SPATIAL

#### **DESCRIPTION:**

Hibernate Spatial is a generic extension to Hibernate for handling geographic data. Hibernate Spatial allows you to deal with geographic data in a standardized way. It abstracts away from the specific way your database supports geographic data, and provides a standardized, cross-database interface to geographic data storage and query functions.

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#### SOFTWARE: HIBERNATE VALIDATOR

#### **DESCRIPTION:**

JSR 303 Reference Implementation provided Java Bean validation

Hibernate Validator & Bean Validation TCK

Hibernate Validator 5.x is the reference implementation for JSR 349 - Bean Validation 1.1 of which Red Hat is the specification lead. JSR 349 - Bean Validation defines a metadata model and API for JavaBean validation as well as method validation. The default metadata source are annotations, with the ability to override and extend the meta-data through the use of XML validation descriptors. The API is not tied to a specific application tier or programming model. It is specifically not tied to either the web tier or the persistence tier, and is available for both server-side application programming, as well as rich client Swing application developer. Together with the reference implementation, Hibernate provides also the Bean Validation TCK. You can find more information about the TCK here.

For more information regarding the specification itself refer to beanvalidation.org.

All artifacts described here, namely Hibernate Validator 5 as well as Bean Validation API and TCK are provided and distributed by JBoss (Red Hat) under the Apache Software License 2.0.

- See more at: http://www.hibernate.org/subprojects/validator.html#sthash.Qfh3tR47.dpuf

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# SOFTWARE: HIBERNATE VALIDATOR ANNOTATION PROCESSOR

# **DESCRIPTION:**

Annotation processor for Hibernate Validator.

Have you ever unintentionally done one of the following:

- Annotated a bean property with a constraint which does not have a constraint validator for this type (e.g. by annotated a String with @Past)
- Annotated the setter of a JavaBean property instead of the getter
- Annotated static fields or methods with constraint annotations

Then the Hibernate Validator Annotation Processor is the right thing for you. It is an annotation processor based on JSR-269 which plugs into the build process and raises compilation errors whenever constraint annotations are incorrectly used. Read more about this processor here. It is available in the JBoss Maven Repository.

See more at: http://www.hibernate.org/subprojects/validator.html#sthash.Qfh3tR47.dpuf

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# SOFTWARE: HSQL

**DESCRIPTION:** 

Lightweight 100% Java SQL Database Engine.

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### SOFTWARE Jackson (Core)

#### **DESCRIPTION:**

Jackson is a high performance JSON processor.

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SOFTWARE jackson-annotations, Jackson-core, jackson-datatype-joda, jackson-jaxrs-base, jackson-jaxrs-xml-provider, jackson-jaxrs-json-provider, jackson-databind, jackson-dataformat-xml, jackson-module-jaxb-annotations

#### **DESCRIPTION:**

Annotations that make binding POJO's to Jackson serialization and deserialization mechanisms easy.

Jackson JAX-RS Helper; Allows Jackson to hook into Jersey JAX-RS implementation (JSR-311)

Joda Time Parsing Support

Jackson JSON->POJO Binding Framework. Jackson makes it extremely easy to bind POJOs and POGO's to JSON, XML, CSV and other serialization formats.

JSON<->POJ(G)O Binding

Jackson JSON binding for Joda-Time.

Jackson JAX-RS Helper; Allows Jackson to hook into Jersey JAX-RS implementation (JSR-311)

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The Jakarta-ORO Java classes are a set of text-processing Java classes that provide Perl5-compatible regular expressions, AWK-like regular expressions, glob expressions, and utility classes for performing substitutions, splits, filtering filenames, etc. This library is the successor to the OROMatcher, AwkTools, PerlTools, and TextTools libraries originally from ORO, Inc.

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# SOFTWARE: JAKARTA TAGLIBS

## **DESCRIPTION:**

This project is an open source repository for JSP custom tag libraries. For a general description, please see the official java.sun.com page on JSP(tm) Tag Libraries. Jakarta Taglibs also hosts the development tree of the reference implementation (RI) for the JSTL specification - the Jakarta Standard Taglib. Versions 1.0 and 1.1 of JSTL (JSP Standard Tag Library) are implemented here.

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## SOFTWARE: JAVA COMMUNICATIONS

## **DESCRIPTION:**

Sun provides an API extension for communicating with parallel and serial ports, specifically for Solaris and Windows environments.

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## **SOFTWARE Java Advanced Imaging**

#### **DESCRIPTION:**

Java Advanced Imaging (JAI) is a Java platform extension API that provides a set of interfaces that support a simple, high-level programming model which allows developers to create their own image manipulation routines.

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# SOFTWARE: Java Cryptography Extension (JCE) Unlimited Strength Jurisdiction Policy Files 6

## **DESCRIPTION:**

crypto library

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# SOFTWARE: JAVA EXPRESSION PARSER

## **DESCRIPTION:**

JEP is a Java library for parsing and evaluating mathematical expressions. With this package you can allow your users to enter an arbitrary formula as a string, and instantly evaluate it. Jep supports user defined variables, constants, and functions. A number of common mathematical functions and constants are included.

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## **SOFTWARE:** Java Mail

## **DESCRIPTION:**

The JavaMail API provides a platform-independent and protocol-independent framework to build mail and messaging applications.

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## **SOFTWARE: Java Activation Framework**

## **DESCRIPTION:**

With the JavaBeans Activation Framework standard extension, developers who use Java technology can determine the type of an arbitrary piece of data, encapsulate access to it, discover the operations available on it, and instantiate the appropriate bean to perform said operation(s).

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# SOFTWARE: JAVA TAR

## **DESCRIPTION:**

The package com.ice.tar implements a tar archive io package. This package allows you to create, and extract tar archives. Since the package uses InputStream and OutputStream, it is possible to combine this package with the java.util.zip package to handle .tar.gz files.

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# SOFTWARE: JAVA TOPOLOGY SUITE (VIVIDSOLUTIONS)

## **DESCRIPTION:**

The JTS Topology Suite is a Java API that implements a core set of spatial data operations using an explicit precision model and robust geometric algorithms.

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## SOFTWARE: JAVA VALIDATION API

**DESCRIPTION:** 

JSR 303 Reference API

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## SOFTWARE: JAVA3D

## **DESCRIPTION:**

The Java 3D API enables the creation of three-dimensional graphics applications and Internet-based 3D applets. It provides highlevel constructs for creating and manipulation 3D geometry and building the structures used in rendering that geometry. With this software, you can efficiently define and render very large virtual worlds.

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## SOFTWARE: JAVAX INJECT

#### **DESCRIPTION:**

Javax Inject - JSR-330: Dependency Injection for Java.

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# SOFTWARE: JAXB

## **DESCRIPTION:**

Java Architecture for XML Binding (JAXB) allows Java developers to map Java classes to XML representations. JAXB provides two main features: the ability to marshal Java objects into XML and the inverse, i.e. to unmarshal XML back into Java objects.

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## SOFTWARE: JAXEN

#### **DESCRIPTION:**

The jaxen project is a Java XPath Engine. jaxen is a universal object model walker, capable of evaluating XPath expressions across multiple models. Currently supported are dom4j, JDOM, and DOM.

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bob@werken.com> and James Strachan@apache.org>. For more information on the Jaxen Project, please see <(<a href="http://www.jaxen.org/">http://www.jaxen.org/>.</a>

## SOFTWARE: JAX-RPC

## **DESCRIPTION:**

Java API for XML-based RPC (Remote Procedure Call)

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## SOFTWARE: JBOSS

## **DESCRIPTION:**

JBoss Application Server (JBoss AS, or simply JBoss) is an application server that implements the Java Platform, Enterprise Edition (Java EE).

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#### SOFTWARE: JBOSS LOGGING

## **DESCRIPTION:**

TRANSITIVE (hibernate-validator-4.3.1.Final.jar)

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## SOFTWARE: Java REST Annotations (JRA)

#### **DESCRIPTION:**

The Java REST annotations are annotations to help service creators build REST style services. Transitive to CXF.

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# SOFTWARE: Java SE Development Kit (JDK)

## **DESCRIPTION:**

Java Platform, Standard Edition (Java SE) lets you develop and deploy Java applications on desktops and servers, as well as in today's demanding embedded environments. Java offers the rich user interface, performance, versatility, portability, and security that today's applications require.

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## SOFTWARE: Jersey Core, Jersey Core Client, Jersey Server, Jersey Multipart, mimepull

## **DESCRIPTION:**

Jersey Core and Jersey Core Client

Jersey Core includes common code for the Jersey JAX-RS RI project.

JSR 311 Implementation: Jersey Core Server makes building simple web services easy as the reference implementation of the JAX-RS API.

Jersey Multipart form handling makes chunking and transfer between a client and server seamless for software developers

Mimepull - Streaming API for processing large MIME attachments

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## **SOFTWARE: Jettison**

## **DESCRIPTION:**

Jettison is a collection of Java APIs (like STaX and DOM) which read and write JSON. This allows nearly transparent enablement of JSON based web services in services frameworks like CXF or XML serialization frameworks like XStream.

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## SOFTWARE: JDOM

## **DESCRIPTION:**

JDOM provides provide a complete, Java-based solution for accessing, manipulating, and outputting XML data from Java code.

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# SOFTWARE: JGOODIES

# **DESCRIPTION:**

JGoodies focuses on Java look, UI design, and usability. JGoodies provides articles, libraries, example applications, desktop patterns and a Swing application architecture.

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# SOFTWARE: JGROUPS-ALL

# **DESCRIPTION:**

Cache synchronization. Used by Hibernate.

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# SOFTWARE: JLINE

## **DESCRIPTION:**

JLine is a Java library for handling console input. It is similar in functionality to BSD editline and GNU readline. People familiar with the readline/editline capabilities for modern shells (such as bash and tcsh) will find most of the command editing features of JLine to be familiar.

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## SOFTWARE: Joda-Time, v1.6.2, v2.1, v2.2

# **DESCRIPTION:**

For v1.6.2: Joda-Time provides a quality replacement for the Java date and time classes. The design allows for multiple calendar systems, while still providing a simple API.

For v2.1: Date and time process library that is often regarded as the missing Date and Time library in the Java Standard Library because of how well it works at processing date and time information compared to the existing Date and Calendar API's in the JDK. For v2.2: Date Handling Library

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# SOFTWARE: jQuery and jQuery-UI

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# SOFTWARE: jQuery Globalize

# **DESCRIPTION:**

Used for globalization of text like dates and currency. Used to provide text localization of static UI text strings. Shows a loading icon in UI. Used for modifying DOM elements and is a transitive dependency for kendo ui. Text Truncation framework.

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# SOFTWARE: jQuery Localization, Spin.js

# **DESCRIPTION:**

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Shows a loading icon in UI

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# SOFTWARE: jQuery Scroller

## **DESCRIPTION:**

Custom scrollbar plugin that's fully customizable with CSS. Features vertical/horizontal scrolling, mouse-wheel support (via jQuery mousewheel plugin), scrolling buttons, scroll inertia with easing, auto-adjustable scrollbar length, nested scrollbars, scroll-to functionality, user defined callbacks and much more.

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## SOFTWARE: JSSE

## **DESCRIPTION:**

Java Secure Socket Extension

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## SOFTWARE: Jscience

## **DESCRIPTION:**

JSR-275 Java Units Reference Implementation

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Source can be found here: https://java.net/projects/jscience

# SOFTWARE: JSON

# **DESCRIPTION:**

JSON (JavaScript Object Notation) is a lightweight data-interchange format.

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# SOFTWARE: json-lib

# **DESCRIPTION:**

JSON-lib is a java library for transforming beans, maps, collections, java arrays and XML to JSON and back again to beans

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## SOFTWARE: JSON.simple

#### **DESCRIPTION:**

JSON.simple is a simple Java toolkit for JSON. You can use JSON.simple to encode or decode JSON text. Direct dependency.

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## SOFTWARE: JUNIT

## **DESCRIPTION:**

JUnit is a simple framework to write repeatable tests. It is an instance of the xUnit architecture for unit testing frameworks. This is currently included with Axeda® Policy Server but not used at run-time and will be removed in future release.

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### SOFTWARE: KahaDB

## **DESCRIPTION:**

KahaDB is a file based persistence database.

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#### SOFTWARE: KRYO, MINLOG, REFLECTASM

### **DESCRIPTION:**

Kryo is a fast and efficient object graph serialization framework for Java. The goals of the project are speed, efficiency, and an easy to use API. The project is useful any time objects need to be persisted, whether to a file, database, or over the network.

Minlog is a Dependency for Kryo jar (provided with Kryo distribution). Minimal overhead Java logging.

Reflectasm is a Dependency for Kryo jar (provided with Kryo distribution). High performance Java reflection.

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# SOFTWARE: LIBDES

# **DESCRIPTION:**

The LibDes kit builds a DES encryption library and a DES encryption program. It supports ecb, cbc, ofb, cfb, triple ecb, triple cbc, triple ofb, triple cfb, and MIT`s pcbc encryption modes and also has a fast implementation of crypt(3). It contains support routines to read keys from a terminal, generate a random key, generate a key from an arbitrary length string, read/write encrypted data from/to a file descriptor. The implementation was written so as to conform with the manual entry for the des\_crypt(3) library routines from MIT`s project Athena.

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This package is an DES implementation written by Eric Young (*eay@mincom.oz.au*). The implementation was written so as to conform with MIT's libdes.

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# SOFTWARE: LIBTAR

# **DESCRIPTION:**

libtar is a C library for manipulating POSIX tar files. It handles adding and extracting files to/from a tar archive.

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# SOFTWARE: LOG4J

# **DESCRIPTION:**

log4j provides support for logging at **runtime** without modifications to the application binary. The log4j package is designed so that these statements can remain in shipped code without incurring a heavy performance cost. Logging behavior can be controlled by editing a configuration file, without touching the application binary.

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## SOFTWARE: Mate

## **DESCRIPTION:**

tag-based, event-driven Flex framework.

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### SOFTWARE: MICROSTAR XML PARSER

### **DESCRIPTION:**

AElfred is a small, fast XML parser optimized for use with applets, where Java 1.0.2 compatibility and download time are major requirements. AElfred supports almost the entire feature set of the XML 1.0 recommendation including Unicode, defaulted attribute values, external DTD subsets, external entities, and flagging of ignorable whitespace. The distribution also contains a native SAX (Simple API for XML) driver so that you can interchange AElfred with other SAX-supported parsers without rewriting your code.

### NOTICE:

AElfred, Version 1.1

Microstar's Java-Based XML Parser

From: http://www.microstar.com/XML/README.txt, 980309

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Author: David Megginson dmeggins@microstar.com

Home Page: http://www.microstar.com/XML/

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### SOFTWARE: MOCK OBJECTS

## **DESCRIPTION:**

Mock Objects is a dynamic mock library.

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# SOFTWARE: MOSQUITTO

# **DESCRIPTION:**

Open source MQTT library.

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## SOFTWARE: NEKOHTML

## **DESCRIPTION:**

Simple HTML scanner and tag balancer that enables application programmers to parse HTML documents and access the information using standard XML interfaces. The parser can scan HTML files and "fix up" many common mistakes that human (and computer) authors make in writing HTML documents.

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## SOFTWARE: OBJENESIS

## **DESCRIPTION:**

A library for instantiating Java objects. Objenesis is a Dependency for Kryo jar (provided with Kryo distribution).

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Source availability: https://opends.dev.java.net/source/browse/opends/trunk/opends/

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## SOFTWARE: OPENGIS

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## SOFTWARE OpenSAML

#### **DESCRIPTION:**

OpenSAML is a set of open source C++ & Java libraries meant to support developers working with the Security Assertion Markup Language (SAML).

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# SOFTWARE: OPENSSL

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OpenSSL is an Open Source toolkit that implements the Secure Sockets Layer (SSL v2/v3) and Transport Layer Security (TLS v1) protocols as well as a full-strength general purpose cryptography library. It implements basic cryptographic functions and provides various utility functions.

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## SOFTWARE: OPENSYMPHONY QUARTZ

#### **DESCRIPTION:**

Quartz scheduler. Handles scheduling one time and recurring tasks. Tasks are persisted in the database. Quartz is cluster safe.

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### SOFTWARE: ORACLE JDBC DRIVERS

#### **DESCRIPTION:**

Oracle JDBC drivers provide an API extension for communicating with databases using JDK 1.4 and 1.5.

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## SOFTWARE: OS Cache

## **DESCRIPTION:**

OSCache is "a Java framework" developed by OpenSymphony that makes it easy to cache content in Web applications.

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### SOFTWARE: OSGi Service Platform Release 4

#### **DESCRIPTION:**

Dependency Injection Container. Transitive to activemq-core.

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#### **SOFTWARE:** Proxool

## **DESCRIPTION:**

Proxool is a Java connection pool.

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## **DESCRIPTION:**

PuTTY is a terminal emulator application which can act as a client for the SSH, Telnet, rlogin, and raw TCP computing protocols.

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# **DESCRIPTION:**

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Source code availability: https://developer.mozilla.org/en/Rhino\_downloads\_archive

## SOFTWARE: SAXPATH

# **DESCRIPTION:**

Simple API for Xpath providing a single point for Xpath expression parsing. Axeda® Enterprise Server software contains thirdparty code from SAXPath.

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# SOFTWARE: SHIFTONE-ARBOR

# **DESCRIPTION:**

Library for easily reading XML into user defined Java beans.

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# SOFTWARE: SLF4J

# **DESCRIPTION:**

Simple facade or abstraction for various logging frameworks.

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# SOFTWARE: SMPPAPI

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Library for communicating over SMS.

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Source code availability: http://ftp.mozilla.org/pub/mozilla.org/js/

## SOFTWARE: SPRINGFRAMEWORK

## **DESCRIPTION:**

Spring is a dependency injection framework, used for streamlining code and speeding agile development.

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## SOFTWARE: SPRING LDAP

#### **DESCRIPTION:**

Spring LDAP is a Java library for simplifying LDAP operations, based on the pattern of Spring's JdbcTemplate. The framework relieves the user of common chores, such as looking up and closing contexts, looping through results, encoding/decoding values and filters, and more.

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# SOFTWARE: STRINGTEMPLATE

# **DESCRIPTION:**

StringTemplate is a java template engine (with ports for C#, Python, Ruby, and Scala) for generating source code, web pages, emails, or any other formatted text output.

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## **DESCRIPTION:**

Apache Struts is a free, open-source framework for creating Java web applications.

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# SOFTWARE: SUN JRE

## **DESCRIPTION:**

Java Runtime Engine

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## SOFTWARE: SwarmCache

# **DESCRIPTION:**

SwarmCache is a simple but effective distributed cache. It uses IP multicast to efficiently communicate with any number of hosts on a LAN. It is specifically designed for use by clustered, database-driven web applications.

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# SOFTWARE TOMCAT

## **DESCRIPTION:**

Apache Tomcat is an implementation of the Java Servlet and JavaServer Pages technologies. It provides a "pure Java" HTTP web server environment for Java code to run. The Java Servlet and JavaServer Pages specifications are developed under the Java Community Process.

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Apache Tomcat

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# SOFTWARE: Trunc8

# **DESCRIPTION:**

Used for globalization of text like dates and currency. Used to provide text localization of static UI text strings. Shows a loading icon in UI. Used for modifying DOM elements and is a transitive dependency for kendo ui. Text Truncation framework.

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# SOFTWARE UCD-SNMP

# **DESCRIPTION:**

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# SOFTWARE ULTRAVNC

# **DESCRIPTION:**

UltraVNC enables a computer to display the screen of another computer (via internet or network). UltraVNC users can use their mouse and keyboard to control the other PC remotely.

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#### SOFTWARE VELOCITY

#### **DESCRIPTION:**

Velocity is a Java-based template engine that provides a template language to reference objects defined in Java code. Its separates the presentation tier and business tiers in a Web application.

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#### SOFTWARE VNC

#### **DESCRIPTION:**

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#### SOFTWARE vt-middleware

#### **DESCRIPTION:**

Collection of open source software projects developed by Middleware Services at Virginia Tech.

VT Password provides a simple utility for checking that a password complies with a custom set of rules. Direct dependency.

VT Crypt provides a high-level interface to common cryptographic operations including message digests, symmetric encryption, public-key encryption, and message signing. It handles large files conveniently with performance in mind and provides a number of encoding operations designed for compatibility with OpenSSL. Direct dependency.

VT Dictionary provides a simple utility for searching and sorting word lists. Direct dependency.

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Software for these builds: https://code.google.com/p/vt-middleware/wiki/vtpassword, https://code.google.com/p/vt-middleware/wiki/vtdictionary

### SOFTWARE Woodstox

## **DESCRIPTION:**

Woodstox is a high-performance validating namespace-aware StAX-compliant (JSR-173) Open Source XML-processor written in Java.

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Since product implements StAX API, it has dependencies to StAX API classes.

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# SOFTWARE XALAN

# **DESCRIPTION:**

Xalan-Java is an XSLT processor for transforming XML documents into HTML, text, or other XML document types. It implements XSL Transformations (XSLT) Version 1.0 and XML Path Language (XPath) Version 1.0 and can be used from the command line, in an applet or a servlet, or as a module in other program.

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#### **DESCRIPTION:**

Xerces is a family of software packages for parsing and manipulating XML; formerly it was part of the Apache XML project, and not it is a project in its own right. It provides both XML parsing and generation. The library implements a number of standard APIs for XML parsing, including DOM, SAX and SAX2. The implementation is available in Java, C++ and Perl programming languages.

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Joseph Reagle <site-policy@w3.org>

# SOFTWARE XML Pull Parser

# **DESCRIPTION:**

Xml Pull Parser (in short XPP) is a streaming pull XML parser and should be used when there is a need to process quickly and efficiently all input elements (for example in SOAP processors).

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### **DESCRIPTION:**

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### SOFTWARE XML-Tooling-J

### **DESCRIPTION:**

XMLTooling-J is a low-level library that may be used to construct libraries that allow developers to work with XML in a Java beans manner.

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### SOFTWARE QDox

# **DESCRIPTION:**

A small footprint parser for extracting class/interface/method definitions from source files complete with JavaDoc @tags.

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#### **SOFTWARE Santuario**

#### **DESCRIPTION:**

The Apache Santuario project is aimed at providing implementation of the primary security standards for XML.

XML-Signature Syntax and Processing

XML Encryption Syntax and Processing.

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#### **DESCRIPTION:**

The Apache WSS4 project provides a Java implementation of the primary security standards for Web Services, namely the OASIS Web Services Security (WS-Security) specifications from the OASIS Web Services Security TC

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#### **DESCRIPTION:**

EZMorph is simple java library for transforming an Object to another Object.

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#### **SOFTWARE Stax**

#### **DESCRIPTION:**

contained in source distribution: http://dist.codehaus.org/stax/jars/stax-src-1.2.0.zip (see ASF2.0.txt)

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#### **DESCRIPTION:**

StAX2 is an API that is intended to extend basic StAX specifications. It allows for efficient parsing of XML documents.

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### SOFTWARE Scribe-Java

#### **DESCRIPTION:**

OAuth library for Java.

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zlib is a general purpose data compression library.

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Version 2, June 1991

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Last updated: 03/09/05

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9. Governing Law. Any action related to this Agreement will be governed by California law and controlling U.S. federal law. No choice of law rules of any jurisdiction will apply.

10. Severability. If any provision of this Agreement is held to be unenforceable, this Agreement will remain in effect with the provision omitted, unless omission would frustrate the intent of the parties, in which case this Agreement will immediately terminate.

11. Integration. This Agreement is the entire agreement between you and Sun relating to its subject matter. It supersedes all prior or contemporaneous oral or written communications, proposals, representations and warranties and prevails over any conflicting or additional terms of any quote, order, acknowledgment, or other communication between the parties relating to its subject matter during the term of this Agreement. No modification of this Agreement will be binding, unless in writing and signed by an authorized representative of each party.

## DEVELOPMENT TOOLS

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(i) extends the functionality of the Java platform, and

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(Form ID#011801)

# Appendix J - Oracle Binary Code License for Java SE and JavaFX Technologies

Oracle Binary Code License Agreement for Java SE and JavaFX Technologies

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10. GOVERNING LAW. This agreement is governed by the substantive and procedural laws of California. You and Oracle agree to submit to the exclusive jurisdiction of, and venue in, the courts of San Francisco, or Santa Clara counties in California in any dispute arising out of or relating to this agreement.

11. SEVERABILITY. If any provision of this Agreement is held to be unenforceable, this Agreement will remain in effect with the provision omitted, unless omission would frustrate the intent of the parties, in which case this Agreement will immediately terminate.

12. INTEGRATION. This Agreement is the entire agreement between you and Oracle relating to its subject matter. It supersedes all prior or contemporaneous oral or written communications, proposals, representations and warranties and prevails over any conflicting or additional terms of any quote, order, acknowledgment, or other communication between the parties relating to its subject matter during the term of this Agreement. No modification of this Agreement will be binding, unless in writing and signed by an authorized representative of each party.

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License for Archived Java SE Technologies; Last updated 13 March 2012

Schedule 1 to Supplemental Terms Non-redistributable Java Technologies

JavaFX Runtime

JavaFX Development Kit

JavaFX Production Suite

Java Naming and Directory Interface(TM)

Java Cryptography Extension (JCE) Unlimited Strength Jurisdiction Policy Files

jvmstat

## Appendix K – Sun Software License Agreement for JavaBeans Activation Framework 1.1

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3. Java Technology Restrictions. You may not create, modify, or change the behavior of, or authorize your licensees to create, modify, or change the behavior of, classes, interfaces, or subpackages that are in any way identified as "java", "javax", "sun" or similar convention as specified by Sun in any naming convention designation.

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# Appendix L – Sun Binary Code License Agreement for JAI

Sun Microsystems, Inc.

Binary Code License Agreement

JAVA ADVANCED IMAGING API, VERSION 1.1.3

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Version 3, 29 June 2007

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Version 3, 29 June 2007

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Allows the creation, representation, and manipulation of WSDL documents, and is the reference implementation for JSR110 'JWSDL'.

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# Appendix R – SOFTWARE MD4

DESCRIPTION:

The MD4 Message-Digest Algorithm

Network Working Group R. Rivest Request for Comments: 1320 MIT Laboratory for Computer Science Obsoletes: RFC 1186 and RSA Data Security, Inc. April 1992

The MD4 Message-Digest Algorithm Status of thie Memo

This memo provides information for the Internet community. It does not specify an Internet standard. Distribution of this memo is unlimited.

## Acknowledgements

We would like to thank Don Coppersmith, Burt Kaliski, Ralph Merkle, and Noam Nisan for numerous helpful comments and suggestions.

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## 1. Executive Summary

This document describes the MD4 message-digest algorithm [1]. The algorithm takes as input a message of arbitrary length and produces as output a 128-bit "fingerprint" or "message digest" of the input. It is conjectured that it is computationally infeasible to produce two messages having the same message digest, or to produce any message having a given prespecified target message digest. The MD4 algorithm is intended for digital signature applications, where a large file must be "compressed" in a secure

manner before being encrypted with a private (secret) key under a public-key cryptosystem such as RSA. The MD4 algorithm is designed to be quite fast on 32-bit machines. In addition, the MD4 algorithm does not require any large substitution tables; the algorithm can be coded quite compactly. The MD4 algorithm is being placed in the public domain for review and possible adoption as a standard. This document replaces the October 1990 RFC 1186 [2]. The main difference is that the reference implementation of MD4 in the appendix is more portable. For OSI-based applications, MD4's object identifier is md4 OBJECT IDENTIFIER ::= {iso(1) member-body(2) US(840) rsadsi(113549) digestAlgorithm(2) 4}

In the X.509 type AlgorithmIdentifier [3], the parameters for MD4 should have type NULL.

## 2. Terminology and Notation

In this document a "word" is a 32-bit quantity and a "byte" is an eight-bit quantity. A sequence of bits can be interpreted in a natural manner as a sequence of bytes, where each consecutive group of eight bits is interpreted as a byte with the high-order (most significant) bit of each byte listed first. Similarly, a sequence of bytes can be interpreted as a sequence of 32-bit words, where each consecutive group of four bytes is interpreted as a word with the low-order (least significant) byte given first. Let  $x_i$  denote "x sub i". If the subscript is an expression, we surround it in braces, as in  $x_{i+1}$ . Similarly, we use ^ for superscripts (exponentiation), so that x^i denotes x to the i-th power.

Let the symbol "+" denote addition of words (i.e., modulo- $2^{32}$  addition). Let X <<< s denote the 32-bit value obtained by circularly shifting (rotating) X left by s bit positions. Let not(X) denote the bit-wise complement of X, and let X v Y denote the bit-wise OR of X and Y. Let X xor Y denote the bit-wise XOR of X and Y, and let XY denote the bit-wise AND of X and Y.

# 3. MD4 Algorithm Description

We begin by supposing that we have a b-bit message as input, and that we wish to find its message digest. Here b is an arbitrary nonnegative integer; b may be zero, it need not be a multiple of eight, and it may be arbitrarily large. We imagine the bits of the message written down as follows:

 $m_0 m_1 \dots m_{b-1}$ 

The following five steps are performed to compute the message digest of the message.

## 3.1 Step 1. Append Padding Bits

The message is "padded" (extended) so that its length (in bits) is congruent to 448, modulo 512. That is, the message is extended so that it is just 64 bits shy of being a multiple of 512 bits long. Padding is always performed, even if the length of the message is already congruent to 448, modulo 512.

Padding is performed as follows: a single "1" bit is appended to the message, and then "0" bits are appended so that the length in bits of the padded message becomes congruent to 448, modulo 512. In all, at least one bit and at most 512 bits are appended.

## 3.2 Step 2. Append Length

A 64-bit representation of b (the length of the message before the padding bits were added) is appended to the result of the previous step. In the unlikely event that b is greater than  $2^{64}$ , then only the low-order 64 bits of b are used. (These bits are appended as two 32-bit words and appended low-order word first in accordance with the previous conventions.)

At this point the resulting message (after padding with bits and with b) has a length that is an exact multiple of 512 bits. Equivalently, this message has a length that is an exact multiple of 16 (32-bit) words. Let  $M[0 \dots N-1]$  denote the words of the resulting message, where N is a multiple of 16.

3.3 Step 3. Initialize MD Buffer

A four-word buffer (A,B,C,D) is used to compute the message digest. Here each of A, B, C, D is a 32-bit register. These registers are initialized to the following values in hexadecimal, low-order bytes first):

word A: 01 23 45 67 word B: 89 ab cd ef word C: fe dc ba 98 word D: 76 54 32 10

3.4 Step 4. Process Message in 16-Word Blocks

We first define three auxiliary functions that each take as input three 32-bit words and produce as output one 32-bit word.

F(X,Y,Z) = XY v not(X) ZG(X,Y,Z) = XY v XZ v YZH(X,Y,Z) = X xor Y xor Z

In each bit position F acts as a conditional: if X then Y else Z. The function F could have been defined using + instead of v since XY and not(X)Z will never have "1" bits in the same bit position.) In each bit position G acts as a majority function: if at least two of X, Y, Z are on, then G has a "1" bit in that bit position, else G has a "0" bit. It is interesting to note that if the bits of X, Y, and Z are independent and unbiased, the each bit of f(X,Y,Z) will be independent and unbiased, and similarly each bit of g(X,Y,Z) will be independent and unbiased. The function H is the bit-wise XOR or parity" function; it has properties similar to those of F and G.

Do the following:

Process each 16-word block. \*/ For i = 0 to N/16-1 do

/\* Copy block i into X. \*/ For j = 0 to 15 do Set X[j] to M[i\*16+j]. end /\* of loop on j \*/

/\* Save A as AA, B as BB, C as CC, and D as DD. \*/ AA = A

BB = BCC = CDD = D

/\* Round 1. \*/

/\* Let [abcd k s] denote the operation
a = (a + F(b,c,d) + X[k]) <<< s. \*/</li>
/\* Do the following 16 operations. \*/
[ABCD 0 3] [DABC 1 7] [CDAB 2 11] [BCDA 3 19]
[ABCD 4 3] [DABC 5 7] [CDAB 6 11] [BCDA 7 19]
[ABCD 8 3] [DABC 9 7] [CDAB 10 11] [BCDA 11 19]
[ABCD 12 3] [DABC 13 7] [CDAB 14 11] [BCDA 15 19]

/\* Round 2. \*/

/\* Let [abcd k s] denote the operation a = (a + G(b,c,d) + X[k] + 5A827999) <<< s. \*/

/\* Do the following 16 operations. \*/

 [ABCD 0 3]
 [DABC 4 5]
 [CDAB 8 9]
 [BCDA 12 13]

 [ABCD 1 3]
 [DABC 5 5]
 [CDAB 9 9]
 [BCDA 13 13]

 [ABCD 2 3]
 [DABC 6 5]
 [CDAB 10 9]
 [BCDA 14 13]

 [ABCD 3 3]
 [DABC 7 5]
 [CDAB 11 9]
 [BCDA 15 13]

/\* Round 3. \*/
/\* Let [abcd k s] denote the operation
a = (a + H(b,c,d) + X[k] + 6ED9EBA1) <<< s. \*/</li>
/\* Do the following 16 operations. \*/
[ABCD 0 3] [DABC 8 9] [CDAB 4 11] [BCDA 12 15]
[ABCD 2 3] [DABC 10 9] [CDAB 6 11] [BCDA 14 15]
[ABCD 1 3] [DABC 9 9] [CDAB 5 11] [BCDA 13 15]
[ABCD 3 3] [DABC 11 9] [CDAB 7 11] [BCDA 15 15]

/\* Then perform the following additions. (That is, increment each of the four registers by the value it had before this block was started.) \*/

A = A + AAB = B + BBC = C + CCD = D + DD

end /\* of loop on i \*/

Note. The value 5A..99 is a hexadecimal 32-bit constant, written with the high-order digit first. This constant represents the square root of 2. The octal value of this constant is 013240474631.

The value 6E..A1 is a hexadecimal 32-bit constant, written with the high-order digit first. This constant represents the square root of 3. The octal value of this constant is 015666365641.

See Knuth, The Art of Programming, Volume 2 (Seminumerical Algorithms), Second Edition (1981), Addison-Wesley. Table 2, page 660.

3.5 Step 5. Output

The message digest produced as output is A, B, C, D. That is, we begin with the low-order byte of A, and end with the high-order byte of D.

This completes the description of MD4. A reference implementation in C is given in the appendix.

4. Summary

The MD4 message-digest algorithm is simple to implement, and provides a "fingerprint" or message digest of a message of arbitrary length. It is conjectured that the difficulty of coming up with two messages having the same message digest is on the order of 2^64 operations, and that the difficulty of coming up with any message having a given message digest is on the order of 2^128 operations. The MD4 algorithm has been carefully scrutinized for weaknesses. It is, however, a relatively new algorithm and further security analysis is of course justified, as is the case with any new proposal of this sort.

#### References

[1] Rivest, R., "The MD4 message digest algorithm", in A.J. Menezes and S.A. Vanstone, editors, Advances in Cryptology - CRYPTO '90 Proceedings, pages 303-311, Springer-Verlag, 1991.

[2] Rivest, R., "The MD4 Message Digest Algorithm", RFC 1186, MIT, October 1990.

[3] CCITT Recommendation X.509 (1988), "The Directory - Authentication Framework".

[4] Rivest, R., "The MD5 Message-Digest Algorithm", RFC 1321, MIT and RSA Data Security, Inc, April 1992.

**APPENDIX A - Reference Implementation** 

This appendix contains the following files: global.h -- global header file md4.h -- header file for MD4 md4c.c -- source code for MD4 mddriver.c -- test driver for MD2, MD4 and MD5

The driver compiles for MD5 by default but can compile for MD2 or MD4 if the symbol MD is defined on the C compiler command line as 2 or 4.

The implementation is portable and should work on many different plaforms. However, it is not difficult to optimize the implementation on particular platforms, an exercise left to the reader. For example, on "little-endian" platforms where the lowest-addressed byte in a 32- bit word is the least significant and there are no alignment restrictions, the call to Decode in MD4Transform can be replaced with a typecast.

A.1 global.h

/\* GLOBAL.H - RSAREF types and constants \*/

/\* PROTOTYPES should be set to one if and only if the compiler support function argument prototyping. The following makes PROTOTYPES default to 0 if it has not already been defined with C compiler flags.

\*/ #ifndef PROTOTYPES #define PROTOTYPES 0 #endif

/\* POINTER defines a generic pointer type \*/ typedef unsigned char \*POINTER;

/\* UINT2 defines a two byte word \*/ typedef unsigned short int UINT2;

/\* UINT4 defines a four byte word \*/ typedef unsigned long int UINT4;

/\* PROTO\_LIST is defined depending on how PROTOTYPES is defined above. If using PROTOTYPES, then PROTO\_LIST returns the list, otherwise it returns an empty list.

#if PROTOTYPES
#define PROTO\_LIST(list) list
#else
#define PROTO\_LIST(list) ()
#endif

A.2 md4.h

/\* MD4.H - header file for MD4C.C \*/

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/\* MD4 context. \*/ typedef struct { UINT4 state[4]; /\* state (ABCD) \*/ UINT4 count[2]; /\* number of bits, modulo 2^64 (lsb first) \*/ unsigned char buffer[64]; /\* input buffer \*/ } MD4\_CTX;

void MD4Init PROTO\_LIST ((MD4\_CTX \*)); void MD4Update PROTO\_LIST ((MD4\_CTX \*, unsigned char \*, unsigned int)); void MD4Final PROTO\_LIST ((unsigned char [16], MD4\_CTX \*));

A.3 md4c.c

/\* MD4C.C - RSA Data Security, Inc., MD4 message-digest algorithm \*/

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\*/

#include "global.h"
#include "md4.h"

/\* Constants for MD4Transform routine.

\*/

#define S11 3

#define S12 7

#define S13 11

#define S14 19

#define S21 3

#define S22 5

#define S23 9

#define S24 13

#define S31 3

#define S32 9

#define S33 11

#define S34 15

static void MD4Transform PROTO\_LIST ((UINT4 [4], unsigned char [64])); static void Encode PROTO\_LIST ((unsigned char \*, UINT4 \*, unsigned int)); static void Decode PROTO\_LIST ((UINT4 \*, unsigned char \*, unsigned int));

static void MD4\_memcpy PROTO\_LIST ((POINTER, POINTER, unsigned int)); static void MD4\_memset PROTO\_LIST ((POINTER, int, unsigned int));

static unsigned char PADDING[64] = {

/\* F, G and H are basic MD4 functions.

\*/

#define F(x, y, z) (((x) & (y)) | ((~x) & (z))) Copyright © 1999 – 2014 Axeda Corporation All rights reserved. Confidential property. 
$$\begin{split} \text{\#define } G(x,\,y,\,z) \; (((x)\;\&\;(y)) \;|\; ((x)\;\&\;(z)) \;|\; ((y)\;\&\;(z))) \\ \text{\#define } H(x,\,y,\,z) \; ((x)\;\land\;(y)\;\land\;(z)) \end{split}$$

/\* ROTATE\_LEFT rotates x left n bits.

```
*/
```

#define ROTATE\_LEFT(x, n) (((x) << (n)) | ((x) >> (32-(n))))

/\* FF, GG and HH are transformations for rounds 1, 2 and 3 \*/

/\* Rotation is separate from addition to prevent recomputation \*/

```
#define FF(a, b, c, d, x, s) { \
    (a) += F ((b), (c), (d)) + (x); \
    (a) = ROTATE_LEFT ((a), (s)); \
  }
#define GG(a, b, c, d, x, s) { \
    (a) += G ((b), (c), (d)) + (x) + (UINT4)0x5a827999; \
    (a) = ROTATE_LEFT ((a), (s)); \
  }
#define HH(a, b, c, d, x, s) { \
    (a) += H ((b), (c), (d)) + (x) + (UINT4)0x6ed9eba1; \
    (a) = ROTATE_LEFT ((a), (s)); \
  }
```

```
/* MD4 initialization. Begins an MD4 operation, writing a new context.
*/
void MD4Init (context)
MD4_CTX *context; /* context */
{
    context->count[0] = context->count[1] = 0;
    /* Load magic initialization constants.
    */
    context->state[0] = 0x67452301;
    context->state[1] = 0xefcdab89;
    context->state[2] = 0x98badcfe;
    context->state[3] = 0x10325476;
}
```

/\* MD4 block update operation. Continues an MD4 message-digest operation, processing another message block, and updating the context.

\*/

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```
void MD4Update (context, input, inputLen)
```

MD4_CTX *context;	/* context */
unsigned char *input;	/* input block */
unsigned int inputLen;	/* length of input block */
{	

unsigned int i, index, partLen;

partLen = 64 - index;

```
/* Transform as many times as possible.
```

```
*/
```

```
if (inputLen >= partLen) {
```

MD4\_memcpy

((POINTER)&context->buffer[index], (POINTER)input, partLen);

```
MD4Transform (context->state, context->buffer);
```

```
for (i = partLen; i + 63 < inputLen; i += 64)
MD4Transform (context->state, &input[i]);
```

```
index = 0;
```

```
}
```

```
else
```

i = 0;

```
/* Buffer remaining input */
```

MD4\_memcpy

((POINTER)&context->buffer[index], (POINTER)&input[i],

inputLen-i);

}

/\* MD4 finalization. Ends an MD4 message-digest operation, writing the message digest and zeroizing the context.

void MD4Final (digest, context) unsigned char digest[16]; /\* message digest \*/ MD4\_CTX \*context; /\* context \*/ { unsigned char bits[8]; unsigned int index, padLen; /\* Save number of bits \*/ Encode (bits, context->count, 8); /\* Pad out to 56 mod 64. \*/ index = (unsigned int)((context->count[0] >> 3) & 0x3f);padLen = (index < 56) ? (56 - index) : (120 - index); MD4Update (context, PADDING, padLen); /\* Append length (before padding) \*/ MD4Update (context, bits, 8); /\* Store state in digest \*/ Encode (digest, context->state, 16); /\* Zeroize sensitive information. \*/ MD4\_memset ((POINTER)context, 0, sizeof (\*context)); } /\* MD4 basic transformation. Transforms state based on block. \*/ static void MD4Transform (state, block) UINT4 state[4]; unsigned char block[64]; { UINT4 a = state[0], b = state[1], c = state[2], d = state[3], x[16];

Decode (x, block, 64);

/\* Round 1 \*/ FF (a, b, c, d, x[ 0], S11); /\* 1 \*/ FF (d, a, b, c, x[ 1], S12); /\* 2 \*/

FF (c, d, a, b, x[ 2], S13); /\* 3 \*/ FF (b, c, d, a, x[ 3], S14); /\* 4 \*/ FF (a, b, c, d, x[ 4], S11); /\* 5 \*/ FF (a, b, c, d, x[ 4], S11); /\* 5 \*/ FF (d, a, b, c, x[ 5], S12); /\* 6 \*/ FF (c, d, a, b, x[ 6], S13); /\* 7 \*/ FF (b, c, d, a, x[ 7], S14); /\* 8 \*/ FF (b, c, d, a, x[ 7], S14); /\* 8 \*/ FF (a, b, c, d, x[ 8], S11); /\* 9 \*/ FF (d, a, b, c, x[ 9], S12); /\* 10 \*/ FF (c, d, a, b, x[10], S13); /\* 11 \*/ FF (b, c, d, a, x[11], S14); /\* 12 \*/ FF (a, b, c, d, x[12], S11); /\* 13 \*/ FF (d, a, b, c, x[13], S12); /\* 14 \*/ FF (c, d, a, b, x[14], S13); /\* 15 \*/ FF (b, c, d, a, x[15], S14); /\* 16 \*/

#### /\* Round 2 \*/

GG (a, b, c, d, x[0], S21); /\* 17 \*/ GG (d, a, b, c, x[ 4], S22); /\* 18 \*/ GG (c, d, a, b, x[ 8], S23); /\* 19 \*/ GG (b, c, d, a, x[12], S24); /\* 20 \*/ GG (a, b, c, d, x[ 1], S21); /\* 21 \*/ GG (d, a, b, c, x[ 5], S22); /\* 22 \*/ GG (c, d, a, b, x[ 9], S23); /\* 23 \*/ GG (b, c, d, a, x[13], S24); /\* 24 \*/ GG (a, b, c, d, x[ 2], S21); /\* 25 \*/ GG (d, a, b, c, x[ 6], S22); /\* 26 \*/ GG (c, d, a, b, x[10], S23); /\* 27 \*/ GG (b, c, d, a, x[14], S24); /\* 28 \*/ GG (a, b, c, d, x[3], S21); /\* 29 \*/ GG (d, a, b, c, x[7], S22); /\* 30 \*/ GG (c, d, a, b, x[11], S23); /\* 31 \*/ GG (b, c, d, a, x[15], S24); /\* 32 \*/

#### /\* Round 3 \*/

HH (a, b, c, d, x[ 0], S31); /\* 33 \*/ HH (d, a, b, c, x[ 8], S32); /\* 34 \*/ HH (c, d, a, b, x[ 4], S33); /\* 35 \*/ HH (b, c, d, a, x[12], S34); /\* 36 \*/ HH (a, b, c, d, x[ 2], S31); /\* 37 \*/ HH (d, a, b, c, x[10], S32); /\* 38 \*/

```
HH (c, d, a, b, x[ 6], S33); /* 39 */
HH (b, c, d, a, x[14], S34); /* 40 */
HH (a, b, c, d, x[ 1], S31); /* 41 */
HH (d, a, b, c, x[ 9], S32); /* 42 */
HH (c, d, a, b, x[ 5], S33); /* 43 */
HH (b, c, d, a, x[13], S34); /* 44 */
HH (a, b, c, d, x[ 3], S31); /* 45 */
HH (d, a, b, c, x[11], S32); /* 46 */
HH (c, d, a, b, x[ 7], S33); /* 47 */
HH (b, c, d, a, x[15], S34); /* 48 */
```

```
state[0] += a;
state[1] += b;
state[2] += c;
state[3] += d;
```

/\* Zeroize sensitive information.
 \*/
MD4\_memset ((POINTER)x, 0, sizeof (x));

```
}
```

```
/* Encodes input (UINT4) into output (unsigned char). Assumes len is a multiple of 4.
*/
static void Encode (output, input, len)
unsigned char *output;
UINT4 *input;
unsigned int len;
{
    unsigned int len;
    for (i = 0, j = 0; j < len; i++, j += 4) {
        output[j] = (unsigned char)(input[i] & 0xff);
        output[j+1] = (unsigned char)((input[i] >> 8) & 0xff);
        output[j+2] = (unsigned char)((input[i] >> 16) & 0xff);
        output[j+3] = (unsigned char)((input[i] >> 24) & 0xff);
    }
```

```
}
```

/\* Decodes input (unsigned char) into output (UINT4). Assumes len is a multiple of 4.

\*/

static void Decode (output, input, len)

```
UINT4 *output;
unsigned char *input;
unsigned int len;
{
unsigned int i, j;
```

```
\label{eq:interm} \begin{split} & \text{for } (i=0, j=0; j<\text{len; } i\text{++, } j\text{+=}4) \\ & \text{output}[i] = ((UINT4)\text{input}[j]) \mid (((UINT4)\text{input}[j\text{+}1]) << 8) \mid \\ & (((UINT4)\text{input}[j\text{+}2]) << 16) \mid (((UINT4)\text{input}[j\text{+}3]) << 24); \end{split}
```

```
/* Note: Replace "for loop" with standard memcpy if possible.
*/
static void MD4_memcpy (output, input, len)
POINTER output;
POINTER input;
unsigned int len;
{
    unsigned int len;
}
```

```
for (i = 0; i < len; i++)
output[i] = input[i];</pre>
```

}

```
/* Note: Replace "for loop" with standard memset if possible.
```

```
*/
```

```
static void MD4_memset (output, value, len)
```

```
POINTER output;
```

```
int value;
```

```
unsigned int len;
```

# {

```
unsigned int i;
```

```
for (i = 0; i < len; i++)
((char *)output)[i] = (char)value;</pre>
```

# }

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#### A.4 mddriver.c

## /\* MDDRIVER.C - test driver for MD2, MD4 and MD5

\*/

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\*/

/\* The following makes MD default to MD5 if it has not already been defined with C compiler flags.

\*/

#ifndef MD #define MD MD5

#endif

#include <stdio.h>
#include <time.h>
#include <time.h>
#include "global.h"
#if MD == 2
#include "md2.h"
#endif
#if MD == 4
#include "md4.h"
#endif
#if MD == 5
#include "md5.h"
#endif

/\* Length of test block, number of test blocks. \*/ #define TEST\_BLOCK\_LEN 1000 #define TEST\_BLOCK\_COUNT 1000

static void MDString PROTO\_LIST ((char \*)); static void MDTimeTrial PROTO\_LIST ((void)); Copyright © 1999 – 2014 Axeda Corporation All rights reserved. Confidential property. static void MDTestSuite PROTO\_LIST ((void)); static void MDFile PROTO\_LIST ((char \*)); static void MDFilter PROTO\_LIST ((void)); static void MDPrint PROTO\_LIST ((unsigned char [16]));

#if MD == 2
#define MD\_CTX MD2\_CTX
#define MDInit MD2Init
#define MDUpdate MD2Update
#define MDFinal MD2Final

#endif
#if MD == 4
#define MD\_CTX MD4\_CTX
#define MDInit MD4Init
#define MDUpdate MD4Update
#define MDFinal MD4Final
#endif
#if MD == 5
#define MD\_CTX MD5\_CTX
#define MDInit MD5Init
#define MDUpdate MD5Update
#define MDFinal MD5Final
#endif

/\* Main driver.

Arguments (may be any combination): -sstring - digests string -t - runs time trial -x - runs test script filename - digests file (none) - digests standard input \*/ int main (argc, argv) int argc; char \*argv[]; { int i;

```
if (argc > 1)
  for (i = 1; i < argc; i++)
   if (argv[i][0] == '-' && argv[i][1] == 's')
     MDString (argv[i] + 2);
   else if (strcmp (argv[i], "-t") == 0)
     MDTimeTrial ();
   else if (strcmp (argv[i], "-x") == 0)
     MDTestSuite ();
   else
     MDFile (argv[i]);
 else
  MDFilter ();
 return (0);
}
/* Digests a string and prints the result.
*/
static void MDString (string)
char *string;
{
 MD_CTX context;
 unsigned char digest[16];
 unsigned int len = strlen (string);
 MDInit (&context);
 MDUpdate (&context, string, len);
 MDFinal (digest, &context);
 printf ("MD%d (\"%s\") = ", MD, string);
 MDPrint (digest);
 printf ("\n");
}
/* Measures the time to digest TEST_BLOCK_COUNT TEST_BLOCK_LEN-byte
  blocks.
*/
static void MDTimeTrial ()
{
```

MD\_CTX context;

time\_t endTime, startTime; unsigned char block[TEST\_BLOCK\_LEN], digest[16]; unsigned int i;

## printf

("MD%d time trial. Digesting %d %d-byte blocks ...", MD, TEST\_BLOCK\_LEN, TEST\_BLOCK\_COUNT);

```
/* Initialize block */
for (i = 0; i < TEST_BLOCK_LEN; i++)
block[i] = (unsigned char)(i & 0xff);
```

/\* Start timer \*/ time (&startTime);

```
/* Digest blocks */
MDInit (&context);
for (i = 0; i < TEST_BLOCK_COUNT; i++)
MDUpdate (&context, block, TEST_BLOCK_LEN);
MDFinal (digest, &context);</pre>
```

/\* Stop timer \*/ time (&endTime);

```
printf (" done\n");
printf ("Digest = ");
MDPrint (digest);
```

```
printf ("\nTime = %ld seconds\n", (long)(endTime-startTime));
printf
("Speed = %ld bytes/second\n",
```

(long)TEST\_BLOCK\_LEN \* (long)TEST\_BLOCK\_COUNT/(endTime-startTime));

}

```
/\ast Digests a reference suite of strings and prints the results.
```

\*/

```
static void MDTestSuite ()
```

```
{
```

```
printf ("MD%d test suite:\n", MD);
```

MDString (""); MDString ("a"); MDString ("abc"); MDString ("message digest"); MDString ("abcdefghijklmnopqrstuvwxyz"); MDString ("ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789"); MDString

("1234567890123456789012345678901234567890\ 1234567890123456789012345678901234567890");

```
}
```

 $/\ast$  Digests a file and prints the result.

\*/

static void MDFile (filename)

char \*filename;

```
{
```

FILE \*file;

MD\_CTX context;

int len;

unsigned char buffer[1024], digest[16];

```
if ((file = fopen (filename, "rb")) == NULL)
printf ("%s can't be opened\n", filename);
```

```
else {
```

MDInit (&context); while (len = fread (buffer, 1, 1024, file)) MDUpdate (&context, buffer, len); MDFinal (digest, &context);

fclose (file);

```
printf ("MD%d (%s) = ", MD, filename);
MDPrint (digest);
```

```
printf ("\n");
}
```

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}

```
/* Digests the standard input and prints the result.
*/
static void MDFilter ()
{
    MD_CTX context;
    int len;
    unsigned char buffer[16], digest[16];
```

```
MDInit (&context);
while (len = fread (buffer, 1, 16, stdin))
MDUpdate (&context, buffer, len);
MDFinal (digest, &context);
```

MDPrint (digest);

printf ("n");

```
}
```

```
/* Prints a message digest in hexadecimal.
 */
static void MDPrint (digest)
unsigned char digest[16];
```

# {

unsigned int i;

```
for (i = 0; i < 16; i++)
printf ("%02x", digest[i]);
}</pre>
```

## A.5 Test suite

The MD4 test suite (driver option "-x") should print the following results:

## MD4 test suite:

MD4 ("") = 31d6cfe0d16ae931b73c59d7e0c089c0 MD4 ("a") = bde52cb31de33e46245e05fbdbd6fb24 MD4 ("abc") = a448017aaf21d8525fc10ae87aa6729d MD4 ("message digest") = d9130a8164549fe818874806e1c7014b MD4 ("abcdefghijklmnopqrstuvwxyz") = d79e1c308aa5bbcdeea8ed63df412da9

MD4 ("ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789") = 043f8582f241db351ce627e153e7f0e4 MD4 ("1234567890") = e33b4ddc9c38f2199c3e7b164fcc0536

#### Security Considerations

The level of security discussed in this memo is considered to be sufficient for implementing moderate security hybrid digitalsignature schemes based on MD4 and a public-key cryptosystem. We do not know of any reason that MD4 would not be sufficient for implementing very high security digital-signature schemes, but because MD4 was designed to be exceptionally fast, it is "at the edge" in terms of risking successful cryptanalytic attack. After further critical review, it may be appropriate to consider MD4 for very high security applications. For very high security applications before the completion of that review, the MD5 algorithm [4] is recommended.

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# Appendix S – SOFTWARE MD5

## **DESCRIPTION:**

The MD5 Message-Digest Algorithm

Network Working Group

R. Rivest

Request for Comments: 1321 MIT Laboratory for Computer Science and RSA Data Security, Inc.

April 1992

The MD5 Message-Digest Algorithm

Status of this Memo

This memo provides information for the Internet community. It does not specify an Internet standard. Distribution of this memo is unlimited.

## Acknowledgements

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## 1. Executive Summary

This document describes the MD5 message-digest algorithm. The algorithm takes as input a message of arbitrary length and produces as output a 128-bit "fingerprint" or "message digest" of the input. It is conjectured that it is computationally infeasible to produce two messages having the same message digest, or to produce any message having a given prespecified target message digest. The MD5 algorithm is intended for digital signature applications, where a large file must be "compressed" in a secure manner before being encrypted with a private (secret) key under a public-key cryptosystem such as RSA.

The MD5 algorithm is designed to be quite fast on 32-bit machines. In addition, the MD5 algorithm does not require any large substitution tables; the algorithm can be coded quite compactly.

The MD5 algorithm is an extension of the MD4 message-digest algorithm 1,2]. MD5 is slightly slower than MD4, but is more "conservative" in design. MD5 was designed because it was felt that MD4 was perhaps being adopted for use more quickly than justified by the existing critical review; because MD4 was designed to be exceptionally fast, it is "at the edge" in terms of risking successful cryptanalytic attack. MD5 backs off a bit, giving up a little in speed for a much greater likelihood of ultimate security. It incorporates some suggestions made by various reviewers, and contains additional optimizations. The MD5 algorithm is being placed in the public domain for review and possible adoption as a standard.

For OSI-based applications, MD5's object identifier is

md5 OBJECT IDENTIFIER ::=

iso(1) member-body(2) US(840) rsadsi(113549) digestAlgorithm(2) 5}

In the X.509 type AlgorithmIdentifier [3], the parameters for MD5 should have type NULL.

# 2. Terminology and Notation

In this document a "word" is a 32-bit quantity and a "byte" is an eight-bit quantity. A sequence of bits can be interpreted in a natural manner as a sequence of bytes, where each consecutive group of eight bits is interpreted as a byte with the high-order (most significant) bit of each byte listed first. Similarly, a sequence of bytes can be interpreted as a sequence of 32-bit words, where each consecutive group of four bytes is interpreted as a word with the

low-order (least significant) byte given first.

Let x\_i denote "x sub i". If the subscript is an expression, we surround it in braces, as in  $x_{i+1}$ . Similarly, we use ^ for superscripts (exponentiation), so that x^i denotes x to the i-th power.

Let the symbol "+" denote addition of words (i.e., modulo- $2^{32}$  addition). Let X <<< s denote the 32-bit value obtained by circularly shifting (rotating) X left by s bit positions. Let not(X) denote the bit-wise complement of X, and let X v Y denote the bit-wise OR of X and Y. Let X xor Y denote the bit-wise XOR of X and Y, and let XY denote the bit-wise AND of X and Y.

# 3. MD5 Algorithm Description

We begin by supposing that we have a b-bit message as input, and that we wish to find its message digest. Here b is an arbitrary nonnegative integer; b may be zero, it need not be a multiple of

eight, and it may be arbitrarily large. We imagine the bits of the message written down as follows:

m\_0 m\_1 ... m\_{b-1}

The following five steps are performed to compute the message digest of the message.

# 3.1 Step 1. Append Padding Bits

The message is "padded" (extended) so that its length (in bits) is congruent to 448, modulo 512. That is, the message is extended so that it is just 64 bits shy of being a multiple of 512 bits long. Padding is always performed, even if the length of the message is already congruent to 448, modulo 512.

Padding is performed as follows: a single "1" bit is appended to the message, and then "0" bits are appended so that the length in bits of the padded message becomes congruent to 448, modulo 512. In all, at least one bit and at most 512 bits are appended.

# 3.2 Step 2. Append Length

A 64-bit representation of b (the length of the message before the padding bits were added) is appended to the result of the previous step. In the unlikely event that b is greater than  $2^{64}$ , then only the low-order 64 bits of b are used. (These bits are appended as two 32-bit words and appended low-order word first in accordance with the previous conventions.)

At this point the resulting message (after padding with bits and with b) has a length that is an exact multiple of 512 bits. Equivalently, this message has a length that is an exact multiple of 16 (32-bit) words. Let  $M[0 \dots N-1]$  denote the words of the resulting message, where N is a multiple of 16.

## 3.3 Step 3. Initialize MD Buffer

A four-word buffer (A,B,C,D) is used to compute the message digest. Here each of A, B, C, D is a 32-bit register. These registers are initialized to the following values in hexadecimal, low-order bytes first):

word A: 01 23 45 67 word B: 89 ab cd ef word C: fe dc ba 98 word D: 76 54 32 10

3.4 Step 4. Process Message in 16-Word Blocks

We first define four auxiliary functions that each take as input three 32-bit words and produce as output one 32-bit word.

F(X,Y,Z) = XY v not(X) ZG(X,Y,Z) = XZ v Y not(Z)H(X,Y,Z) = X xor Y xor ZI(X,Y,Z) = Y xor (X v not(Z))

In each bit position F acts as a conditional: if X then Y else Z. The function F could have been defined using + instead of v since XY and not(X)Z will never have 1's in the same bit position.) It is interesting to note that if the bits of X, Y, and Z are independent and unbiased, the each bit of F(X,Y,Z) will be independent and unbiased.

The functions G, H, and I are similar to the function F, in that they act in "bitwise parallel" to produce their output from the bits of X, Y, and Z, in such a manner that if the corresponding bits of X, Y, and Z are independent and unbiased, then each bit of G(X,Y,Z), H(X,Y,Z), and I(X,Y,Z) will be independent and unbiased. Note that the function H is the bit-wise "xor" or "parity" function of its inputs.

This step uses a 64-element table T[1 ... 64] constructed from the sine function. Let T[i] denote the i-th element of the table, which is equal to the integer part of 4294967296 times abs(sin(i)), where i is in radians. The elements of the table are given in the appendix.

Do the following:

/\* Process each 16-word block. \*/

For i = 0 to N/16-1 do

/\* Copy block i into X. \*/

```
For j = 0 to 15 do
Set X[j] to M[i*16+j].
end /* of loop on j */
```

/\* Save A as AA, B as BB, C as CC, and D as DD. \*/ AA = A BB = B CC = C DD = D
/\* Round 1. \*/ /\* Let [abcd k s i] denote the operation a = b + ((a + F(b,c,d) + X[k] + T[i]) <<< s). \*/ /\* Do the following 16 operations. \*/ [ABCD 0 7 1] [DABC 1 12 2] [CDAB 2 17 3] [BCDA 3 22 4] [ABCD 4 7 5] [DABC 5 12 6] [CDAB 6 17 7] [BCDA 7 22 8] [ABCD 8 7 9] [DABC 9 12 10] [CDAB 10 17 11] [BCDA 11 22 12] [ABCD 12 7 13] [DABC 13 12 14] [CDAB 14 17 15] [BCDA 15 22 16]

/\* Round 2. \*/

/\* Let [abcd k s i] denote the operation

 $a = b + ((a + G(b,c,d) + X[k] + T[i]) \le s). */$ 

/\* Do the following 16 operations. \*/

[ABCD 1 5 17][DABC 6 9 18][CDAB 11 14 19][BCDA 0 20 20][ABCD 5 5 21][DABC 10 9 22][CDAB 15 14 23][BCDA 4 20 24][ABCD 9 5 25][DABC 14 9 26][CDAB 3 14 27][BCDA 8 20 28][ABCD 13 5 29][DABC 2 9 30][CDAB 7 14 31][BCDA 12 20 32]

/\* Round 3. \*/

/\* Let [abcd k s t] denote the operation

 $a = b + ((a + H(b,c,d) + X[k] + T[i]) \le s). */$ 

/\* Do the following 16 operations. \*/

 [ABCD 5 4 33]
 [DABC 8 11 34]
 [CDAB 11 16 35]
 [BCDA 14 23 36]

 [ABCD 1 4 37]
 [DABC 4 11 38]
 [CDAB 7 16 39]
 [BCDA 10 23 40]

 [ABCD 13 4 41]
 [DABC 0 11 42]
 [CDAB 3 16 43]
 [BCDA 6 23 44]

 [ABCD 9 4 45]
 [DABC 12 11 46]
 [CDAB 15 16 47]
 [BCDA 2 23 48]

/\* Round 4. \*/

/\* Let [abcd k s t] denote the operation

 $a = b + ((a + I(b,c,d) + X[k] + T[i]) \iff s). */$ 

/\* Do the following 16 operations. \*/
[ABCD 0 6 49] [DABC 7 10 50] [CDAB 14 15 51] [BCDA 5 21 52]
[ABCD 12 6 53] [DABC 3 10 54] [CDAB 10 15 55] [BCDA 1 21 56]
[ABCD 8 6 57] [DABC 15 10 58] [CDAB 6 15 59] [BCDA 13 21 60]
[ABCD 4 6 61] [DABC 11 10 62] [CDAB 2 15 63] [BCDA 9 21 64]

/\* Then perform the following additions. (That is increment each

of the four registers by the value it had before this block

was started.) \*/

 $\mathbf{A} = \mathbf{A} + \mathbf{A}\mathbf{A}$ 

 $\mathbf{B} = \mathbf{B} + \mathbf{B}\mathbf{B}$ 

 $\mathbf{C} = \mathbf{C} + \mathbf{C}\mathbf{C}$ 

D = D + DD

end /\* of loop on i \*/

3.5 Step 5. Output

The message digest produced as output is A, B, C, D. That is, we begin with the low-order byte of A, and end with the high-order byte of D.

This completes the description of MD5. A reference implementation in C is given in the appendix.

4. Summary

The MD5 message-digest algorithm is simple to implement, and provides a "fingerprint" or message digest of a message of arbitrary length. It is conjectured that the difficulty of coming up with two messages having the same message digest is on the order of 2^64 operations, and that the difficulty of coming up with any message having a given message digest is on the order of 2^128 operations. The MD5 algorithm has been carefully scrutinized for weaknesses. It is, however, a relatively new algorithm and further security analysis is of course justified, as is the case with any new proposal of this sort.

5. Differences Between MD4 and MD5

The following are the differences between MD4 and MD5:

1. A fourth round has been added.

- 2. Each step now has a unique additive constant.
- The function g in round 2 was changed from (XY v XZ v YZ) to (XZ v Y not(Z)) to make g less symmetric.

- 4. Each step now adds in the result of the previous step. This promotes a faster "avalanche effect".
- 5. The order in which input words are accessed in rounds 2 and 3 is changed, to make these patterns less like each other.

6. The shift amounts in each round have been approximately optimized, to yield a faster "avalanche effect." The shifts in different rounds are distinct.

#### References

 Rivest, R., "The MD4 Message Digest Algorithm", RFC 1320, MIT and RSA Data Security, Inc., April 1992.

[2] Rivest, R., "The MD4 message digest algorithm", in A.J. Menezes and S.A. Vanstone, editors, Advances in Cryptology - CRYPTO '90 Proceedings, pages 303-311, Springer-Verlag, 1991.

[3] CCITT Recommendation X.509 (1988), "The Directory -Authentication Framework."

APPENDIX A - Reference Implementation

This appendix contains the following files taken from RSAREF: A Cryptographic Toolkit for Privacy-Enhanced Mail:

global.h -- global header file md5.h -- header file for MD5 md5c.c -- source code for MD5

For more information on RSAREF, send email to <rsaref@rsa.com>.

The appendix also includes the following file:

mddriver.c -- test driver for MD2, MD4 and MD5

The driver compiles for MD5 by default but can compile for MD2 or MD4 if the symbol MD is defined on the C compiler command line as 2 or 4.

The implementation is portable and should work on many different plaforms. However, it is not difficult to optimize the implementation on particular platforms, an exercise left to the reader. For example, on "little-endian" platforms where the lowest-addressed byte in a 32- bit word is the least significant and there are no alignment restrictions, the call to Decode in MD5Transform can be replaced with a typecast.

A.1 global.h

/\* GLOBAL.H - RSAREF types and constants

\*/

/\* PROTOTYPES should be set to one if and only if the compiler supports function argument prototyping. The following makes PROTOTYPES default to 0 if it has not already been defined with C compiler flags.

\*/

#ifndef PROTOTYPES #define PROTOTYPES 0 #endif

/\* POINTER defines a generic pointer type \*/ typedef unsigned char \*POINTER;

/\* UINT2 defines a two byte word \*/
typedef unsigned short int UINT2;

/\* UINT4 defines a four byte word \*/
typedef unsigned long int UINT4;

/\* PROTO\_LIST is defined depending on how PROTOTYPES is defined above.

If using PROTOTYPES, then PROTO\_LIST returns the list, otherwise it

returns an empty list.

\*/

#if PROTOTYPES
#define PROTO\_LIST(list) list
#else
#define PROTO\_LIST(list) ()
#endif

A.2 md5.h

/\* MD5.H - header file for MD5C.C \*/

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\*/

/* MD5 context. */	
typedef struct {	
UINT4 state[4];	/* state (ABCD) */
UINT4 count[2];	/* number of bits, modulo 2^64 (lsb first) */
unsigned char buffer	[64]; /* input buffer */
} MD5_CTX;	

void MD5Init PROTO\_LIST ((MD5\_CTX \*)); void MD5Update PROTO\_LIST ((MD5\_CTX \*, unsigned char \*, unsigned int)); void MD5Final PROTO\_LIST ((unsigned char [16], MD5\_CTX \*));

A.3 md5c.c

/\* MD5C.C - RSA Data Security, Inc., MD5 message-digest algorithm \*/

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\*/

#include "global.h"
#include "md5.h"

/\* Constants for MD5Transform routine.

\*/

#define S11 7 #define S12 12 #define S13 17 #define S14 22 #define S21 5 #define S22 9 #define S23 14 #define S24 20 #define S31 4 #define S32 11 #define S33 16 #define S34 23 #define S41 6 #define S42 10 #define S43 15 #define S44 21

static void MD5Transform PROTO\_LIST ((UINT4 [4], unsigned char [64])); static void Encode PROTO LIST

((unsigned char \*, UINT4 \*, unsigned int));

static void Decode PROTO\_LIST

((UINT4 \*, unsigned char \*, unsigned int));

static void MD5\_memcpy PROTO\_LIST ((POINTER, POINTER, unsigned int));

static void MD5\_memset PROTO\_LIST ((POINTER, int, unsigned int));

```
};
```

/\* F, G, H and I are basic MD5 functions. \*/

#define F(x, y, z) (((x) & (y)) | ((~x) & (z)))#define G(x, y, z) (((x) & (z)) | ((y) & (~z)))#define  $H(x, y, z) ((x) \land (y) \land (z))$ #define  $I(x, y, z) ((y) \land ((x) | (~z)))$ 

/\* ROTATE\_LEFT rotates x left n bits. \*/

```
/* FF, GG, HH, and II transformations for rounds 1, 2, 3, and 4.
Rotation is separate from addition to prevent recomputation.
*/
#define FF(a, b, c, d, x, s, ac) { \setminus
(a) += F((b), (c), (d)) + (x) + (UINT4)(ac); \
(a) = ROTATE_LEFT ((a), (s)); \setminus
(a) += (b); \
 }
#define GG(a, b, c, d, x, s, ac) { \setminus
(a) += G ((b), (c), (d)) + (x) + (UINT4)(ac); \setminus
(a) = ROTATE_LEFT ((a), (s)); \setminus
(a) += (b); \
 }
#define HH(a, b, c, d, x, s, ac) { \setminus
(a) += H ((b), (c), (d)) + (x) + (UINT4)(ac); \
(a) = ROTATE_LEFT ((a), (s)); \setminus
(a) += (b); \
 }
#define II(a, b, c, d, x, s, ac) { \setminus
(a) += I ((b), (c), (d)) + (x) + (UINT4)(ac); \setminus
(a) = ROTATE_LEFT ((a), (s)); \setminus
 (a) += (b); \
 }
/* MD5 initialization. Begins an MD5 operation, writing a new context.
 */
void MD5Init (context)
MD5_CTX *context;
                                                  /* context */
{
 context->count[0] = context->count[1] = 0;
 /* Load magic initialization constants.
*/
 context->state[0] = 0x67452301;
 context->state[1] = 0xefcdab89;
 context->state[2] = 0x98badcfe;
 context->state[3] = 0x10325476;
}
```

/\* MD5 block update operation. Continues an MD5 message-digest operation, processing another message block, and updating the context.

/\* context \*/

```
*/
```

void MD5Update (context, input, inputLen)

MD5\_CTX \*context;

unsigned char \*input; /\* input block \*/

unsigned int inputLen; /\* length of input block \*/

```
{
```

unsigned int i, index, partLen;

/\* Compute number of bytes mod 64 \*/
index = (unsigned int)((context->count[0] >> 3) & 0x3F);

```
/* Update number of bits */
if ((context->count[0] += ((UINT4)inputLen << 3))
```

```
< ((UINT4)inputLen << 3))
context->count[1]++;
context->count[1] += ((UINT4)inputLen >> 29);
```

partLen = 64 - index;

```
/* Transform as many times as possible.
```

#### \*/

if (inputLen >= partLen) {

MD5\_memcpy

((POINTER)&context->buffer[index], (POINTER)input, partLen);

MD5Transform (context->state, context->buffer);

```
for (i = partLen; i + 63 < inputLen; i += 64)
MD5Transform (context->state, &input[i]);
```

```
index = 0;
}
else
i = 0;
```

```
/* Buffer remaining input */
```

MD5\_memcpy

((POINTER)&context->buffer[index], (POINTER)&input[i],

Copyright © 1999 – 2014 Axeda Corporation All rights reserved. Confidential property. inputLen-i);

```
}
```

/\* MD5 finalization. Ends an MD5 message-digest operation, writing the message digest and zeroizing the context. \*/

*/		
void MD5Final (digest, context)		
unsigned char digest[16];	/* message digest */	
MD5_CTX *context;	/* context */	
{		
unsigned char bits[8];		
unsigned int index, padLen;		
/* Save number of bits */		
Encode (bits, context->count, 8);		
/* Pad out to 56 mod 64.		
*/		
index = (unsigned int)((context->cour		
padLen = (index < 56) ? (56 - index) : (120 - index);		
MD5Update (context, PADDING, pag	dLen);	
/* Append length (before padding) */		
MD5Update (context, bits, 8);		
/* Store state in digest */		
Encode (digest, context->state, 16);		
,,		
/* Zeroize sensitive information.		
*/		
MD5_memset ((POINTER)context, 0	, sizeof (*context));	
}		
/* MD5 basic transformation. Transform	ms state based on block.	
*/		
static void MD5Transform (state, block	()	
UINT4 state[4];		
unsigned char block[64];		
{		
UINT4 a = state[0], b = state[1], c = s	tate[2], d = state[3], x[16];	

/\* Round 1 \*/

FF (a, b, c, d, x[ 0], S11, 0xd76aa478); /\* 1 \*/ FF (d, a, b, c, x[1], S12, 0xe8c7b756); /\* 2 \*/ FF (c, d, a, b, x[2], S13, 0x242070db); /\* 3 \*/ FF (b, c, d, a, x[ 3], S14, 0xc1bdceee); /\* 4 \*/ FF (a, b, c, d, x[ 4], S11, 0xf57c0faf); /\* 5 \*/ FF (d, a, b, c, x[ 5], S12, 0x4787c62a); /\* 6 \*/ FF (c, d, a, b, x[ 6], S13, 0xa8304613); /\* 7 \*/ FF (b, c, d, a, x[7], S14, 0xfd469501); /\* 8 \*/ FF (a, b, c, d, x[ 8], S11, 0x698098d8); /\* 9 \*/ FF (d, a, b, c, x[ 9], S12, 0x8b44f7af); /\* 10 \*/ FF (c, d, a, b, x[10], S13, 0xffff5bb1); /\* 11 \*/ FF (b, c, d, a, x[11], S14, 0x895cd7be); /\* 12 \*/ FF (a, b, c, d, x[12], S11, 0x6b901122); /\* 13 \*/ FF (d, a, b, c, x[13], S12, 0xfd987193); /\* 14 \*/ FF (c, d, a, b, x[14], S13, 0xa679438e); /\* 15 \*/ FF (b, c, d, a, x[15], S14, 0x49b40821); /\* 16 \*/

#### /\* Round 2 \*/

GG (a, b, c, d, x[ 1], S21, 0xf61e2562); /\* 17 \*/ GG (d, a, b, c, x[ 6], S22, 0xc040b340); /\* 18 \*/ GG (c, d, a, b, x[11], S23, 0x265e5a51); /\* 19 \*/ GG (b, c, d, a, x[ 0], S24, 0xe9b6c7aa); /\* 20 \*/ GG (a, b, c, d, x[ 5], S21, 0xd62f105d); /\* 21 \*/ GG (d, a, b, c, x[10], S22, 0x2441453); /\* 22 \*/ GG (c, d, a, b, x[15], S23, 0xd8a1e681); /\* 23 \*/ GG (b, c, d, a, x[ 4], S24, 0xe7d3fbc8); /\* 24 \*/ GG (a, b, c, d, x[ 9], S21, 0x21e1cde6); /\* 25 \*/ GG (d, a, b, c, x[14], S22, 0xc33707d6); /\* 26 \*/ GG (c, d, a, b, x[ 3], S23, 0xf4d50d87); /\* 27 \*/ GG (b, c, d, a, x[ 8], S24, 0x455a14ed); /\* 28 \*/ GG (a, b, c, d, x[13], S21, 0xa9e3e905); /\* 29 \*/ GG (d, a, b, c, x[ 2], S22, 0xfcefa3f8); /\* 30 \*/ GG (c, d, a, b, x[7], S23, 0x676f02d9); /\* 31 \*/ GG (b, c, d, a, x[12], S24, 0x8d2a4c8a); /\* 32 \*/

#### /\* Round 3 \*/

HH (a, b, c, d, x[ 5], S31, 0xfffa3942); /\* 33 \*/

Copyright © 1999 – 2014 Axeda Corporation All rights reserved. Confidential property. HH (d, a, b, c, x[ 8], S32, 0x8771f681); /\* 34 \*/ HH (c, d, a, b, x[11], S33, 0x6d9d6122); /\* 35 \*/ HH (b, c, d, a, x[14], S34, 0xfde5380c); /\* 36 \*/ HH (a, b, c, d, x[ 1], S31, 0xa4beea44); /\* 37 \*/ HH (d, a, b, c, x[ 4], S32, 0x4bdecfa9); /\* 38 \*/ HH (c, d, a, b, x[ 7], S33, 0xf6bb4b60); /\* 39 \*/ HH (b, c, d, a, x[10], S34, 0xbebfbc70); /\* 40 \*/ HH (a, b, c, d, x[13], S31, 0x289b7ec6); /\* 41 \*/ HH (d, a, b, c, x[ 0], S32, 0xeaa127fa); /\* 42 \*/ HH (c, d, a, b, x[ 3], S33, 0xd4ef3085); /\* 43 \*/ HH (b, c, d, a, x[ 6], S34, 0x4881d05); /\* 44 \*/ HH (a, b, c, d, x[ 9], S31, 0xd9d4d039); /\* 45 \*/ HH (d, a, b, c, x[12], S32, 0xe6db99e5); /\* 46 \*/ HH (c, d, a, b, x[15], S33, 0x1fa27cf8); /\* 47 \*/ HH (b, c, d, a, x[ 2], S34, 0xc4ac5665); /\* 48 \*/

#### /\* Round 4 \*/

II (a, b, c, d, x[0], S41, 0xf4292244); /\* 49 \*/ II (d, a, b, c, x[7], S42, 0x432aff97); /\* 50 \*/ II (c, d, a, b, x[14], S43, 0xab9423a7); /\* 51 \*/ II (b, c, d, a, x[ 5], S44, 0xfc93a039); /\* 52 \*/ II (a, b, c, d, x[12], S41, 0x655b59c3); /\* 53 \*/ II (d, a, b, c, x[ 3], S42, 0x8f0ccc92); /\* 54 \*/ II (c, d, a, b, x[10], S43, 0xffeff47d); /\* 55 \*/ II (b, c, d, a, x[1], S44, 0x85845dd1); /\* 56 \*/ II (a, b, c, d, x[8], S41, 0x6fa87e4f); /\* 57 \*/ II (d, a, b, c, x[15], S42, 0xfe2ce6e0); /\* 58 \*/ II (c, d, a, b, x[ 6], S43, 0xa3014314); /\* 59 \*/ II (b, c, d, a, x[13], S44, 0x4e0811a1); /\* 60 \*/ II (a, b, c, d, x[4], S41, 0xf7537e82); /\* 61 \*/ II (d, a, b, c, x[11], S42, 0xbd3af235); /\* 62 \*/ II (c, d, a, b, x[2], S43, 0x2ad7d2bb); /\* 63 \*/ II (b, c, d, a, x[ 9], S44, 0xeb86d391); /\* 64 \*/

state[0] += a; state[1] += b; state[2] += c; state[3] += d;

/\* Zeroize sensitive information.

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```
MD5_memset ((POINTER)x, 0, sizeof (x));
```

```
}
```

```
/* Encodes input (UINT4) into output (unsigned char). Assumes len is a multiple of 4.
*/
static void Encode (output, input, len)
unsigned char *output;
UINT4 *input;
unsigned int len;
{
 unsigned int i, j;
 for (i = 0, j = 0; j < len; i++, j += 4) {
output[j] = (unsigned char)(input[i] & 0xff);
output[j+1] = (unsigned char)((input[i] >> 8) & 0xff);
output[j+2] = (unsigned char)((input[i] >> 16) \& 0xff);
output[i+3] = (unsigned char)((input[i] >> 24) \& 0xff);
 }
}
/* Decodes input (unsigned char) into output (UINT4). Assumes len is a multiple of 4.
*/
static void Decode (output, input, len)
UINT4 *output;
unsigned char *input;
unsigned int len;
{
 unsigned int i, j;
 for (i = 0, j = 0; j < len; i++, j += 4)
output[i] = ((UINT4)input[j]) | (((UINT4)input[j+1]) << 8) |
 (((UINT4)input[j+2]) << 16) | (((UINT4)input[j+3]) << 24);
}
/* Note: Replace "for loop" with standard memcpy if possible.
*/
static void MD5_memcpy (output, input, len)
```

POINTER output;

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```
POINTER input;
```

```
unsigned int len;
{
 unsigned int i;
 for (i = 0; i < len; i++)
output[i] = input[i];
}
/* Note: Replace "for loop" with standard memset if possible.
*/
static void MD5_memset (output, value, len)
POINTER output;
int value;
unsigned int len;
{
 unsigned int i;
 for (i = 0; i < len; i++)
((char *)output)[i] = (char)value;
}
```

```
A.4 mddriver.c
```

```
/* MDDRIVER.C - test driver for MD2, MD4 and MD5 */
```

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\*/

\*/

/\* The following makes MD default to MD5 if it has not already been defined with C compiler flags.

#ifndef MD #define MD MD5

#endif

#include <stdio.h>
#include <time.h>
#include <string.h>
#include "global.h"
#if MD == 2
#include "md2.h"
#endif
#if MD == 4
#include "md4.h"
#endif
#if MD == 5
#include "md5.h"
#endif

/\* Length of test block, number of test blocks.
 \*/
#define TEST\_BLOCK\_LEN 1000
#define TEST\_BLOCK\_COUNT 1000

static void MDString PROTO\_LIST ((char \*)); static void MDTimeTrial PROTO\_LIST ((void)); static void MDTestSuite PROTO\_LIST ((void)); static void MDFile PROTO\_LIST ((char \*)); static void MDFilter PROTO\_LIST ((void)); static void MDPrint PROTO\_LIST ((unsigned char [16]));

#if MD == 2
#define MD\_CTX MD2\_CTX
#define MDInit MD2Init
#define MDUpdate MD2Update
#define MDFinal MD2Final
#endif
#if MD == 4
#define MD\_CTX MD4\_CTX
#define MDInit MD4Init
#define MDFinal MD4Final
#endif
#if MD == 5
#define MD\_CTX MD5\_CTX

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#define MDInit MD5Init #define MDUpdate MD5Update #define MDFinal MD5Final #endif

/\* Main driver.

{

}

```
Arguments (may be any combination):
 -sstring - digests string
       - runs time trial
 -t
 -X
       - runs test script
 filename - digests file
 (none) - digests standard input
*/
int main (argc, argv)
int argc;
char *argv[];
 int i;
 if (argc > 1)
for (i = 1; i < argc; i++)
 if (argv[i][0] == '-' && argv[i][1] == 's')
   MDString (argv[i] + 2);
 else if (strcmp (argv[i], "-t") == 0)
   MDTimeTrial ();
 else if (strcmp (argv[i], "-x") == 0)
   MDTestSuite ();
 else
   MDFile (argv[i]);
 else
MDFilter ();
 return (0);
/* Digests a string and prints the result.
*/
static void MDString (string)
char *string;
```

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{

MD\_CTX context; unsigned char digest[16]; unsigned int len = strlen (string);

MDInit (&context); MDUpdate (&context, string, len); MDFinal (digest, &context);

```
printf ("MD%d (\"%s\") = ", MD, string);
MDPrint (digest);
printf ("\n");
```

}

 $/* \ Measures \ the \ time \ to \ digest \ TEST\_BLOCK\_COUNT \ TEST\_BLOCK\_LEN-byte \ blocks.$ 

```
*/
```

static void MDTimeTrial ()

#### {

MD\_CTX context; time\_t endTime, startTime; unsigned char block[TEST\_BLOCK\_LEN], digest[16]; unsigned int i; printf ("MD%d time trial. Digesting %d %d-byte blocks ...", MD, TEST\_BLOCK\_LEN, TEST\_BLOCK\_COUNT);

/\* Initialize block \*/
for (i = 0; i < TEST\_BLOCK\_LEN; i++)
block[i] = (unsigned char)(i & 0xff);</pre>

/\* Start timer \*/
time (&startTime);

/\* Digest blocks \*/
MDInit (&context);
for (i = 0; i < TEST\_BLOCK\_COUNT; i++)
MDUpdate (&context, block, TEST\_BLOCK\_LEN);
MDFinal (digest, &context);</pre>

/\* Stop timer \*/

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#### time (&endTime);

```
printf (" done\n");
printf ("Digest = ");
MDPrint (digest);
printf ("\nTime = %ld seconds\n", (long)(endTime-startTime));
printf
("Speed = %ld bytes/second\n",
(long)TEST_BLOCK_LEN * (long)TEST_BLOCK_COUNT/(endTime-startTime));
}
```

```
/* Digests a reference suite of strings and prints the results.
 */
static void MDTestSuite ()
{
    printf ("MD%d test suite:\n", MD);
    MDString ("");
    MDString ("a");
```

MDString ("message digest"); MDString ("abcdefghijklmnopqrstuvwxyz"); MDString ("ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789"); MDString ("123456789012345678901234567890\

```
1234567890123456789012345678901234567890");
```

}

/\* Digests a file and prints the result.

```
*/
```

static void MDFile (filename)

char \*filename;

#### {

FILE \*file;

MD\_CTX context;

MDString ("abc");

int len;

unsigned char buffer[1024], digest[16];

if ((file = fopen (filename, "rb")) == NULL)

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printf ("%s can't be opened\n", filename);

```
else {
MDInit (&context);
while (len = fread (buffer, 1, 1024, file))
MDUpdate (&context, buffer, len);
MDFinal (digest, &context);
```

fclose (file);

```
printf ("MD%d (%s) = ", MD, filename);
MDPrint (digest);
printf ("\n");
}
}
```

/\* Digests the standard input and prints the result.
 \*/
static void MDFilter ()
{
 MD\_CTX context;
 int len;

```
unsigned char buffer[16], digest[16];
```

```
MDInit (&context);
while (len = fread (buffer, 1, 16, stdin))
MDUpdate (&context, buffer, len);
MDFinal (digest, &context);
```

```
MDPrint (digest);
printf ("\n");
```

}

```
/* Prints a message digest in hexadecimal.
 */
static void MDPrint (digest)
unsigned char digest[16];
{
    unsigned int i;
```

```
for (i = 0; i < 16; i++)
printf ("%02x", digest[i]);
```

}

#### A.5 Test suite

```
The MD5 test suite (driver option "-x") should print the following results:
```

Security Considerations

The level of security discussed in this memo is considered to be sufficient for implementing very high security hybrid digitalsignature schemes based on MD5 and a public-key cryptosystem.

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## Appendix U – SUN PUBLIC LICENSE Version 1.0

SUN PUBLIC LICENSE Version 1.0

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