

Faster Mask Conversion with Lookup Tables

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Masking

- Masking
 - Each sensitive variable is masked with a random value

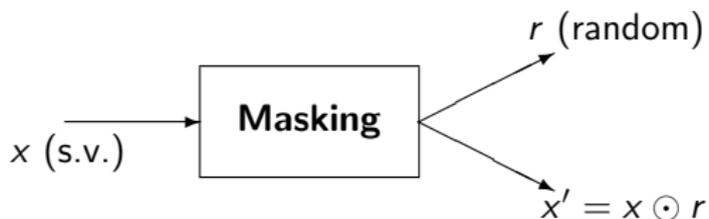


- Security can be proved
- Higher-order masking

$$\begin{aligned}x &\leftarrow (x_1 \odot x_2 \odot \cdots \odot x_{d+1}) \\(x_1, \cdots, x_d) &\leftarrow \text{rand}() \\x_{d+1} &\leftarrow x \odot x_1 \odot x_2 \odot \cdots \odot x_d\end{aligned}$$

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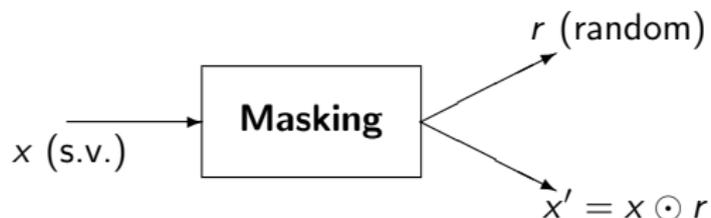


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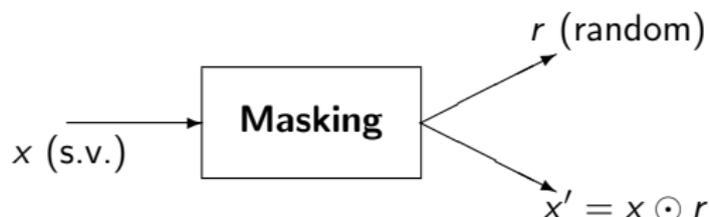


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Masking types

- Boolean masking



- Arithmetic masking

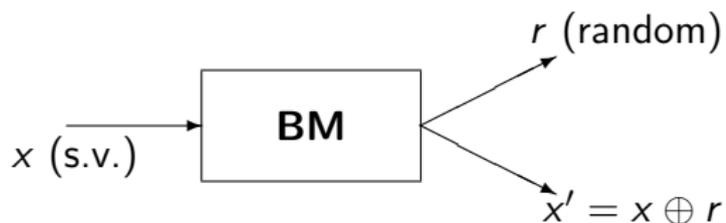


- Multiplicative masking

$$x : (x.r^{-1}, r)$$

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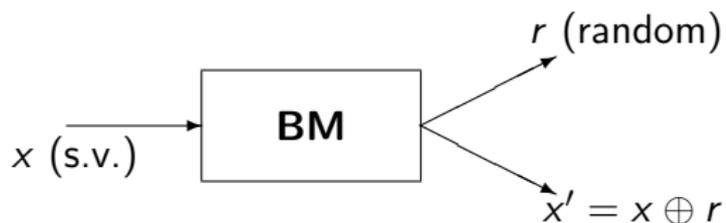


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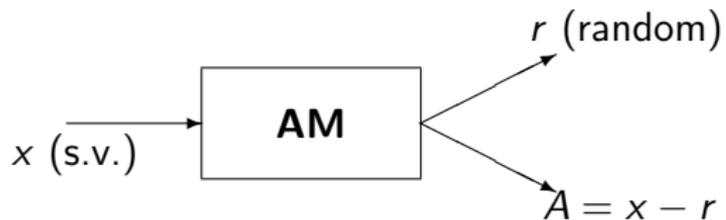
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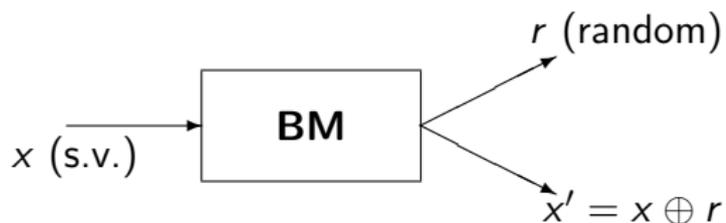


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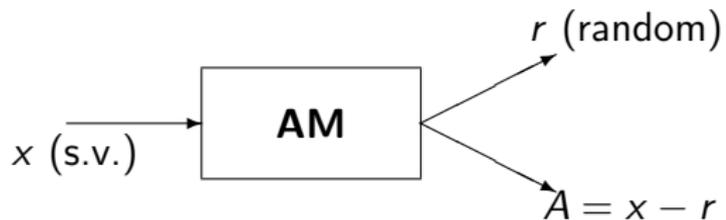
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- Conversion problem
 - This talk : Conversion between arithmetic and Boolean masking
 - Applications: IDEA, HMAC-SHA1, ARX based ciphers, GOST, ...
 - Two approaches to find solution
 - Convert from one form to the other
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State of the art

- Several solutions exist for first-order secure conversion with varying complexity
- Coron-Großschädl-Vadnala higher-order conversion
 - Based on Ishai-Sahai-Wagner method
 - Requires $2t + 1$ shares for t -th order security
- Vadnala-Großschädl second-order solution (LUT)
 - Based on generic second-order masking scheme by Prouff-Rivain
 - Needs only 3 shares for second-order security
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Our contributions

- Improved algorithms for second-order conversion using LUT (3 shares)
- First-order secure addition (also using LUT)
- Over 85% improvement in execution time for second-order
- Application to HMAC-SHA-1 ($k = 32$)

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Generic 20-secure masking (Prouff-Rivain FSE, 2008)

- Input: $(x_1 = x \oplus x_1 \oplus x_2, x_2, x_3)$
- Output: $(y_1, y_2, S(x) \oplus y_1 \oplus y_2)$
- Randomizes the index $a' = a \oplus r \oplus x_2 \oplus x_3$ for $0 \leq a \leq 2^n - 1$
- Shifts the table by y_1, y_2 in one step

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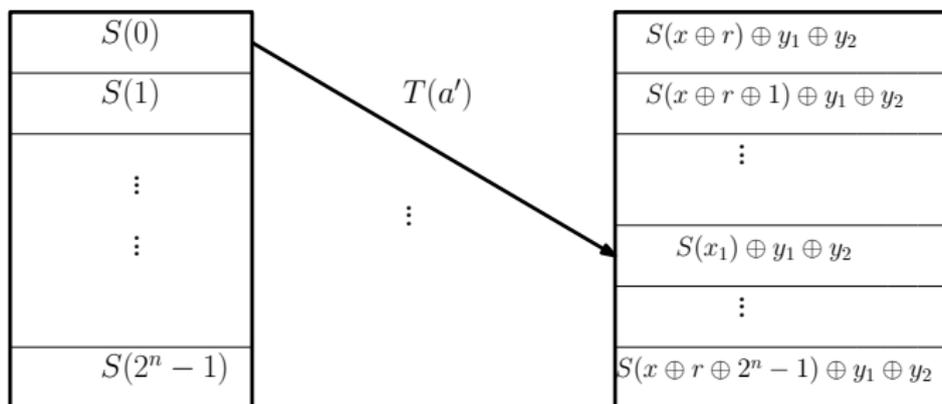
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$$r \in \{0, 1\}^n$$

$$y_1, y_2 \in \{0, 1\}^n$$

$$r' = (r \oplus x_2) \oplus x_3$$

$$x = x_1 \oplus x_2 \oplus x_3$$



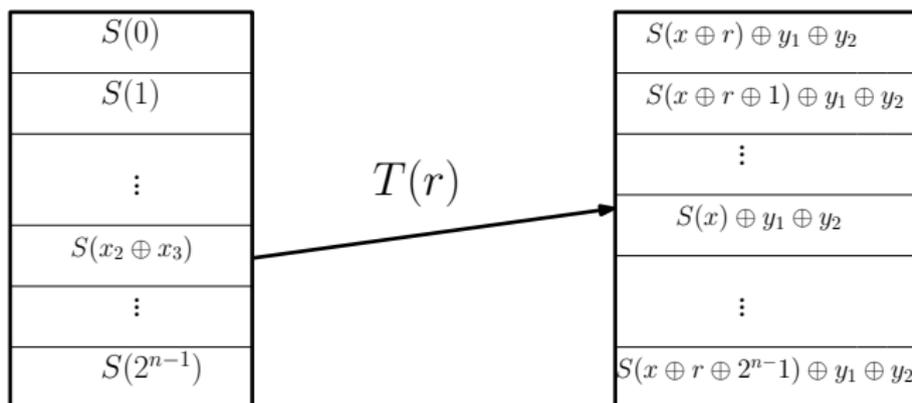
$$T(a') = ((S(x_1 \oplus a) \oplus y_1) \oplus y_2)$$

$$a' = a \oplus r'$$

Generic 20-secure masking (Prouff-Rivain FSE, 2008)

$$r \in \{0, 1\}^n \quad r' = (r \oplus x_2) \oplus x_3$$

$$y_1, y_2 \in \{0, 1\}^n \quad x = x_1 \oplus x_2 \oplus x_3$$



$$a = x_2 \oplus x_3, a' = r$$

$$T(r) = S(x_1 \oplus x_2 \oplus x_3) \oplus y_1 \oplus y_2$$

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Algorithm 1 Sec2O-masking

Input: Three input shares: $(x_1 = x \oplus x_2 \oplus x_3, x_2, x_3) \in \mathbb{F}_{2^n}$, two output shares: $(y_1, y_2) \in \mathbb{F}_{2^m}$, and an (n, m) S-box lookup function S

Output: Masked S-box output: $S(x) \oplus y_1 \oplus y_2$

- 1: $r \leftarrow \text{Rand}(n)$
 - 2: $r' \leftarrow (r \oplus x_2) \oplus x_3$
 - 3: **for** $a := 0$ to $2^n - 1$ **do**
 - 4: $a' \leftarrow a \oplus r'$
 - 5: $T[a'] \leftarrow ((S(x_1 \oplus a) \oplus y_1) \oplus y_2)$
 - 6: **end for**
 - 7: **return** $T[r]$
-

Vadnala-Großschädl Scheme

- Boolean to arithmetic conversion

- Input: $x_1 = x \oplus x_2 \oplus x_3, x_2, y_3$
- Output: $A_1 = x - A_2 - A_3, A_2, A_3$
- Generate A_2, A_3 randomly
- Compute $A_1 = x - A_2 - A_3$ using modified LUT

$$T(a') = (x_1 \oplus a) - A_2 - A_3$$

- Arithmetic to Boolean conversion is obtained in the same way

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Improved $B \rightarrow A$ conversion algorithm

- Use divide-and-conquer
 - Divide each share into p parts of l bits each; $n = p \cdot l$
 - Convert each part separately using previous approach
 - **Problem:** Carries

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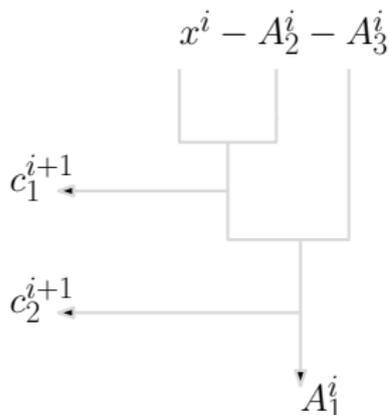
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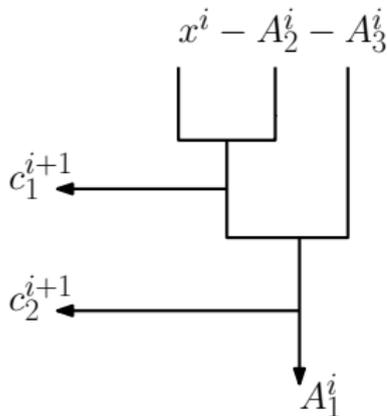
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- New equation: $(A_1)^i = x^i - c_1^i - A_2 - c_2^i - A_3$
- Output carries of word $i \implies$ Input carries of word $i + 1$

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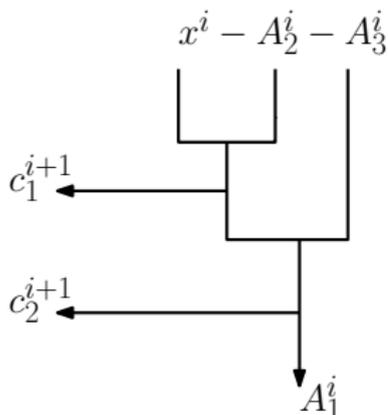
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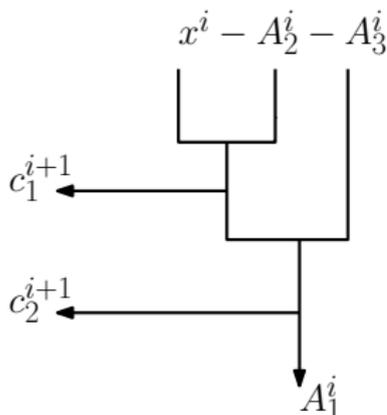
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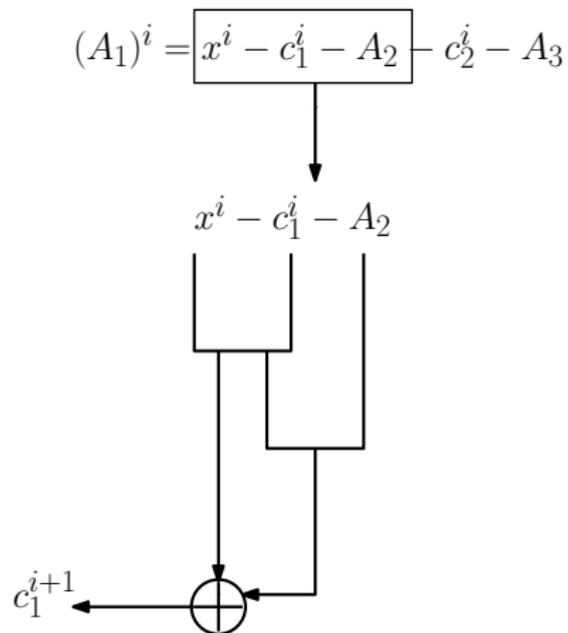
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Protecting carries

- **Problem:** Carries can still leak
- *Solution:* Apply generic countermeasure again
- Total of three LUTs

$$T_1 : 2^{l+2} \cdot l \quad (A_1^i)$$

$$T_2 : 2^{l+2} \cdot 1 \quad (c_1^{i+1})$$

$$T_3 : 2^{l+2} \cdot 1 \quad (c_2^{i+1})$$

- Complexity: $\mathcal{O}(2^{l+2} \cdot p)$ (Earlier scheme: $\mathcal{O}(2^{l \cdot p})$)

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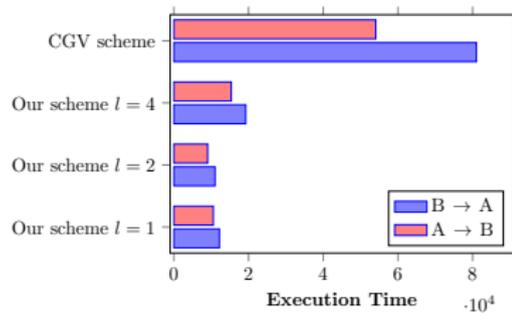
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Implementation results

Algorithm	ℓ	Time	Memory	rand
second-order conversion				
Algorithm B \rightarrow A	1	12186	8	226
Algorithm B \rightarrow A	2	11030	16	114
Algorithm B \rightarrow A	4	19244	64	58
Algorithm A \rightarrow B	1	10557	8	226
Algorithm A \rightarrow B	2	9059	16	114
Algorithm A \rightarrow B	4	15370	64	58
CGV A \rightarrow B	-	54060	-	484
CGV B \rightarrow A	-	81005	-	822
first-order addition				
KRJ addition	-	371	-	1
Our algorithm	4	294	512	3

Table : Implementation results for $n = 32$ on a 32-bit microcontroller.

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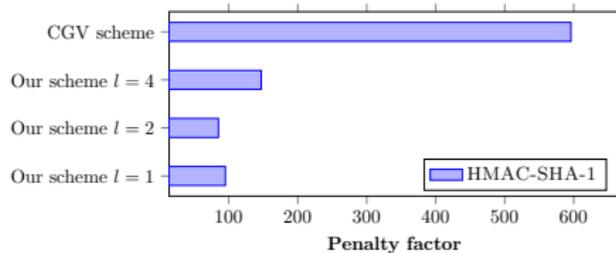


Application to HMAC-SHA-1

Algorithm	ℓ	Time	PF
HMAC-SHA-1	-	104	1
second-order conversion			
Our solution	1	9715	95
Our solution	2	8917	85
Our solution	4	15329	147
CGV	-	62051	596
first-order addition			
KRJ addition	-	328	3.1
Our solution	4	308	2.9

Table : Running time in thousands of clock cycles and penalty factor compared to the unmasked HMAC-SHA-1 implementation

Application to HMAC-SHA-1



Conclusions

- Improved algorithms for second-order conversion
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 - First-order masked addition using LUT
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