

Handcrafting: Improving Automated Masking in Hardware with Manual Optimizations

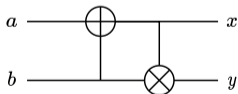
Charles Momin, Cassiers Gaëtan, François-Xavier Standaert



Masking: top level view

Basic principle of block cipher masking:

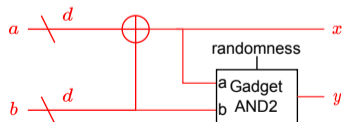
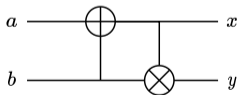
- ▶ 1 wire \rightarrow d wires (sharing)
- ▶ logical gates \rightarrow gadgets



Masking: top level view

Basic principle of block cipher masking:

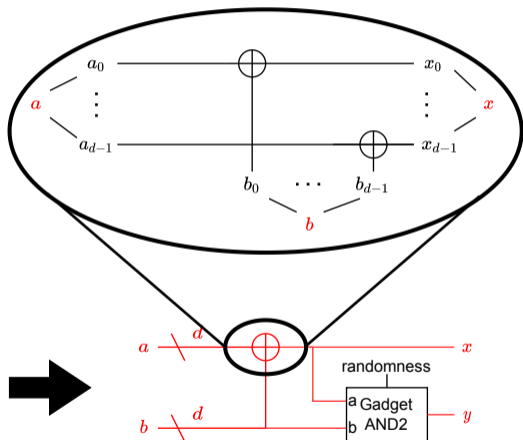
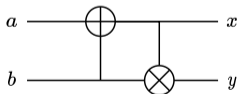
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Masking: top level view

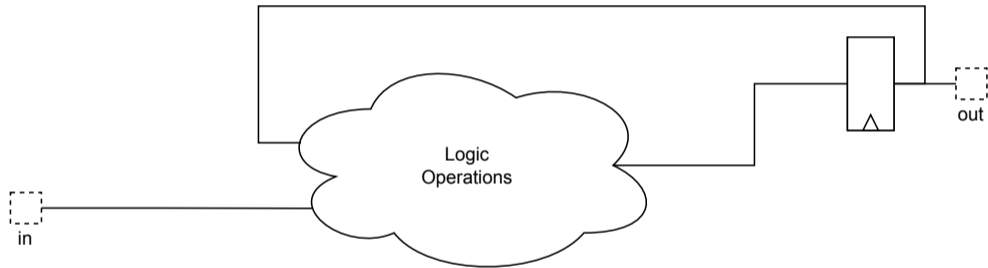
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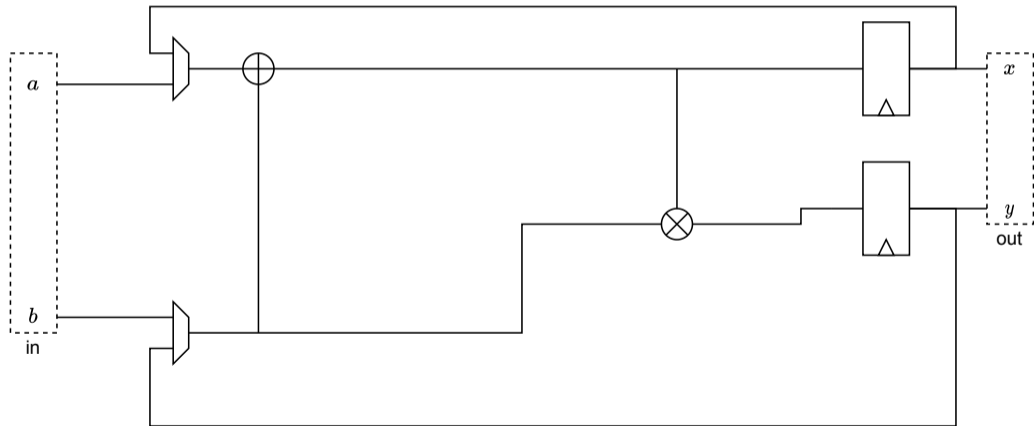
Masking in hardware

A generic hardware implementation



Masking in hardware

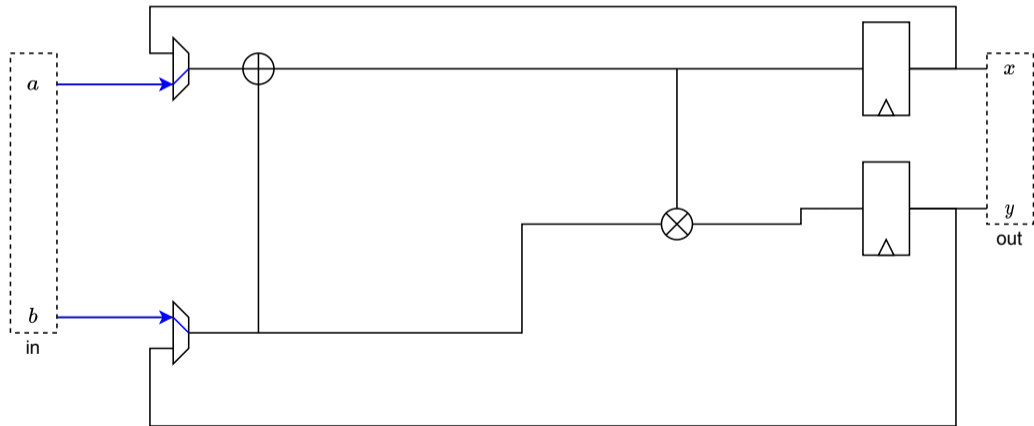
More practically



Masking in hardware

How do signals propagate?

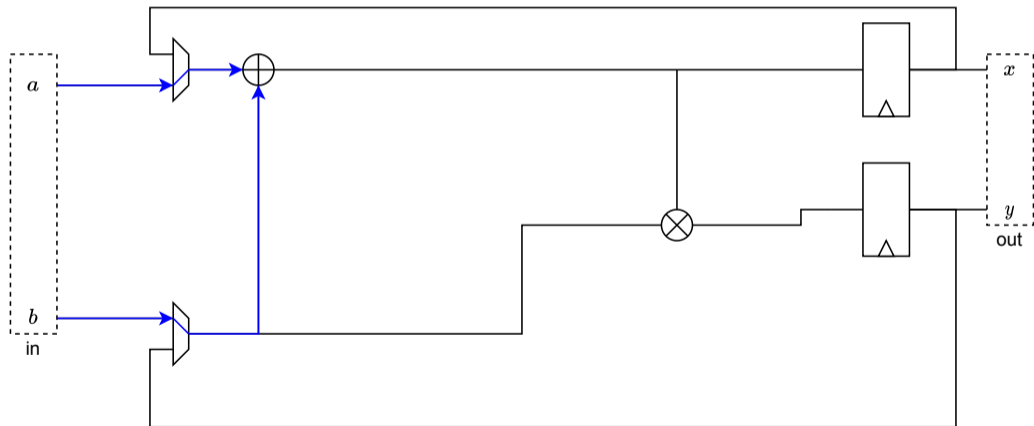
Cycle 0



Masking in hardware

How do signals propagate?

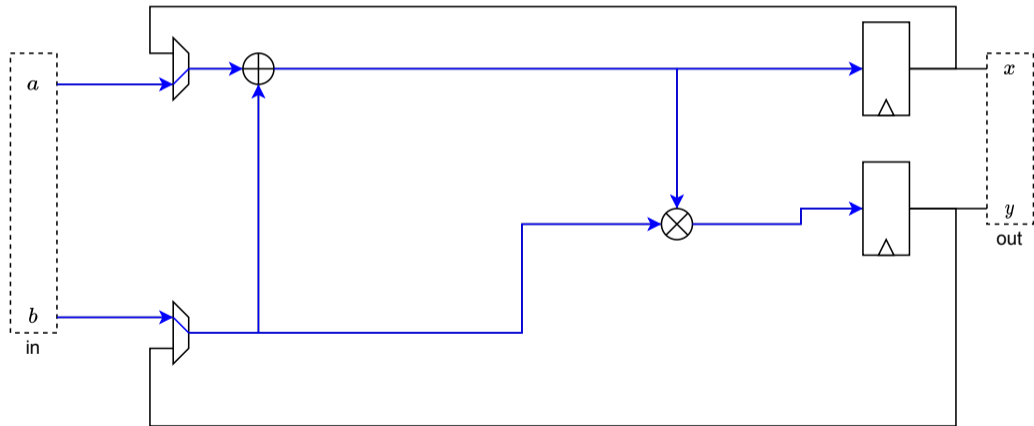
Cycle 0



Masking in hardware

How do signals propagate?

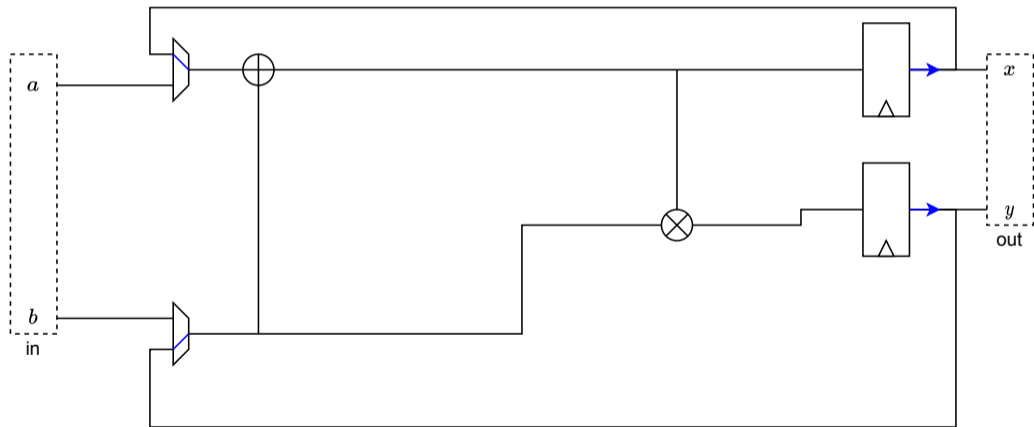
Cycle 0



Masking in hardware

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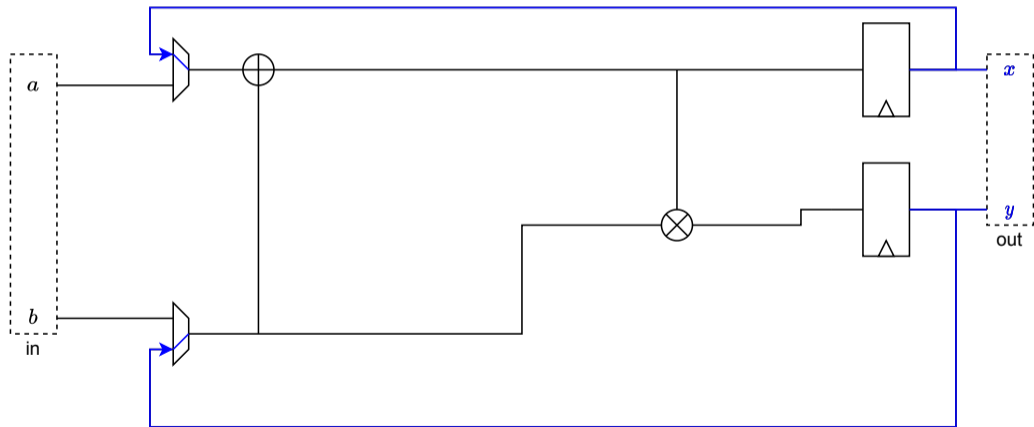
Cycle 1



Masking in hardware

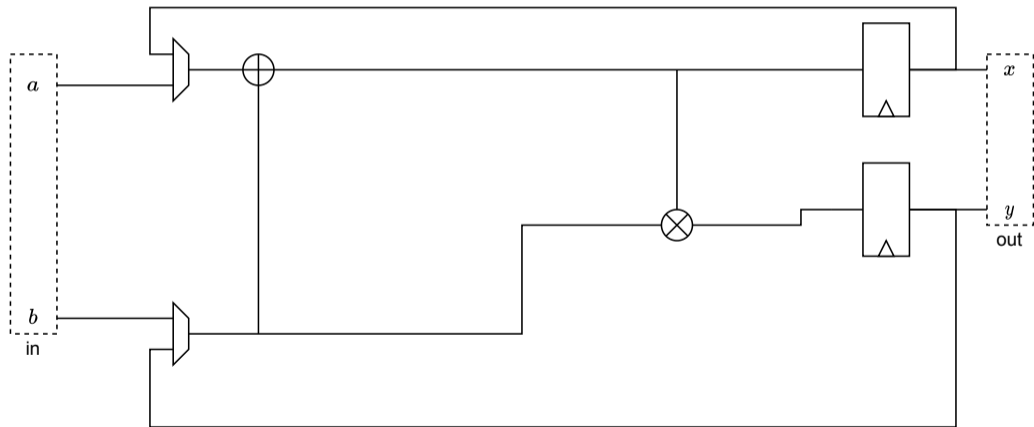
How do signals propagate?

Cycle 1



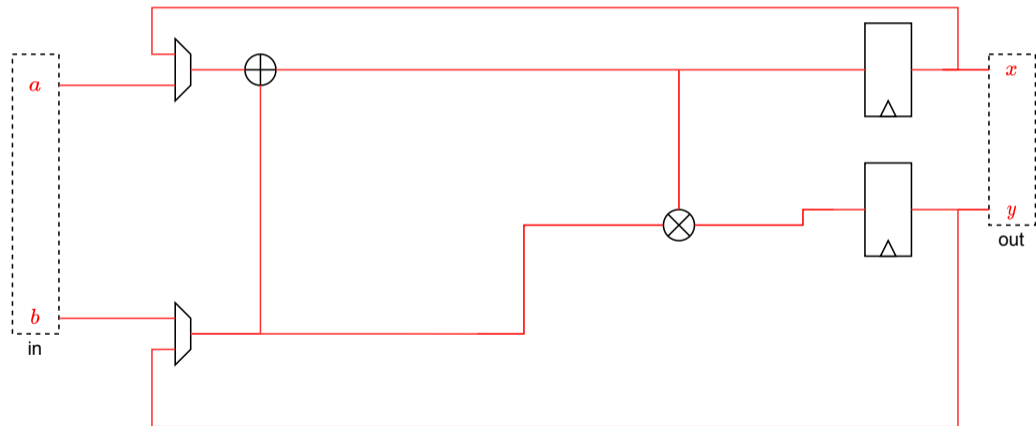
Masking in hardware

Lets convert to a masked implementation...



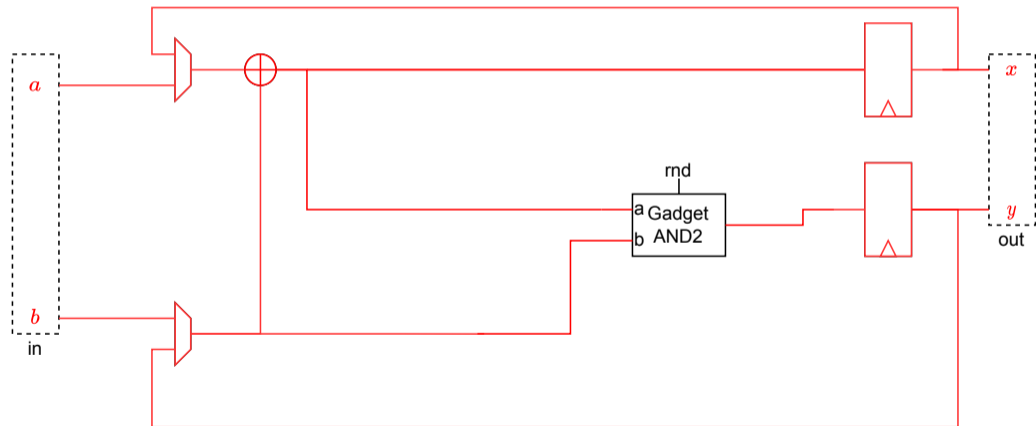
Masking in hardware

Data become sharing



Masking in hardware

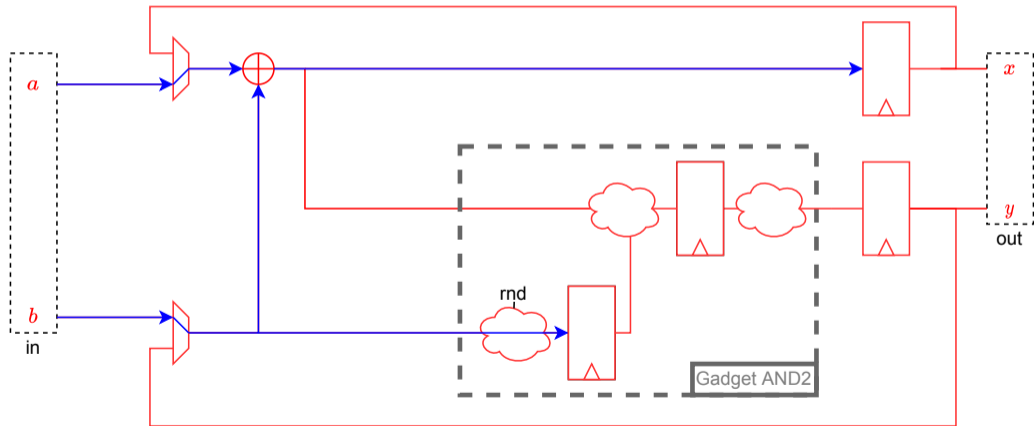
Operations become gadgets



Masking in hardware

Is it still working?

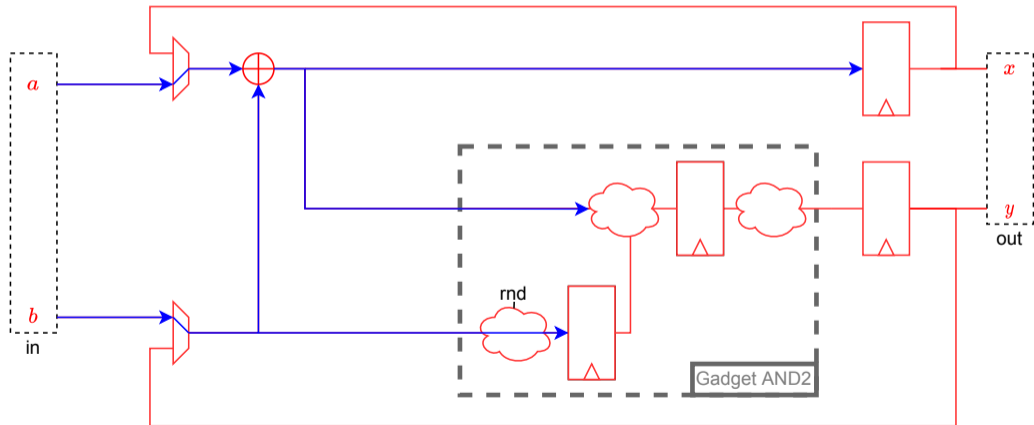
Cycle 0



Masking in hardware

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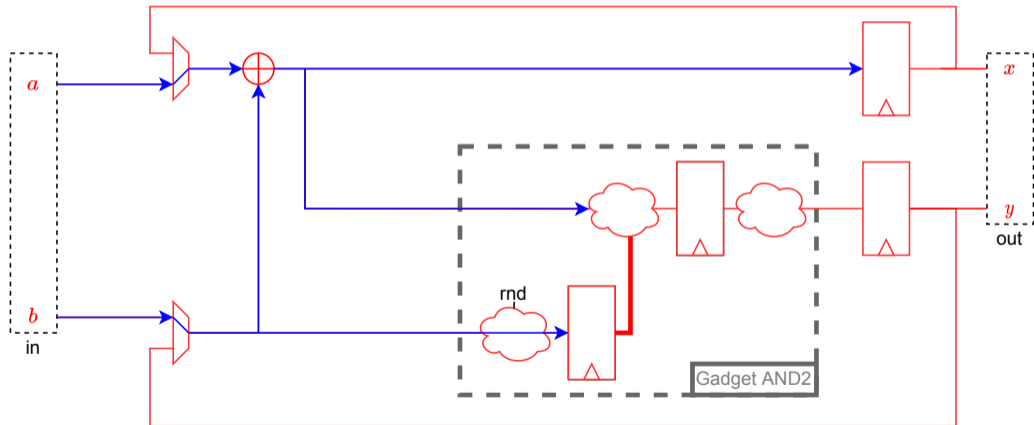
Cycle 0



Masking in hardware

Is it still working?

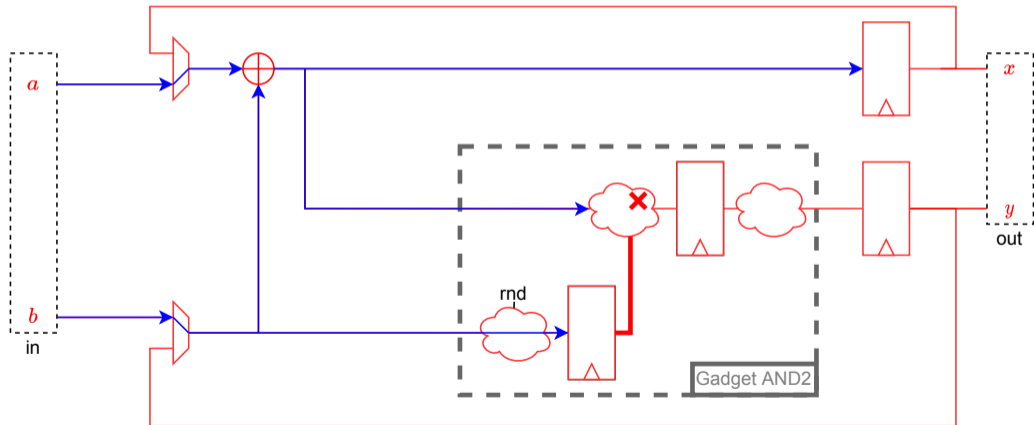
Cycle 0



Masking in hardware

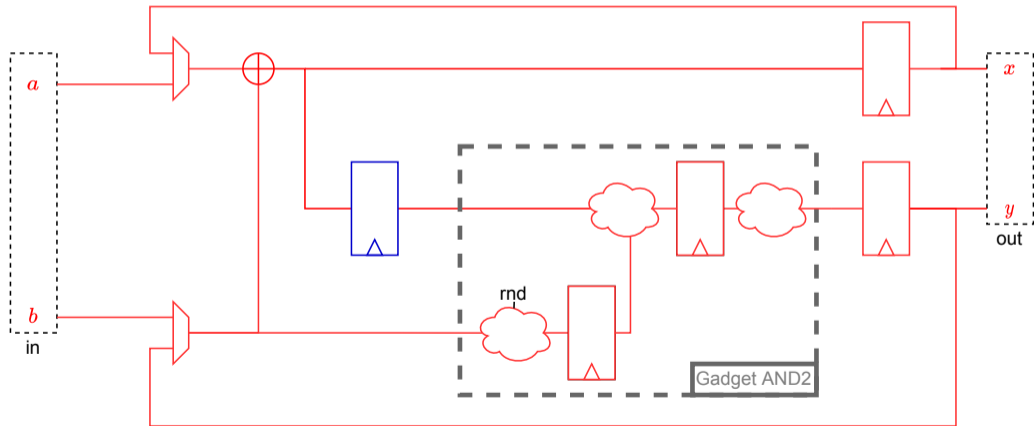
Failure due to synchronization mismatch!

Cycle 0



Masking in hardware

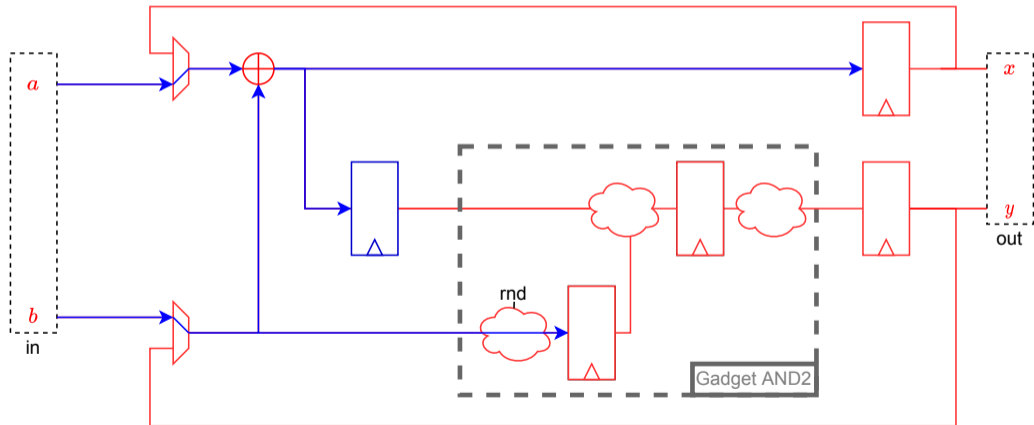
Let's try to add latency...



Masking in hardware

Is it fixed?

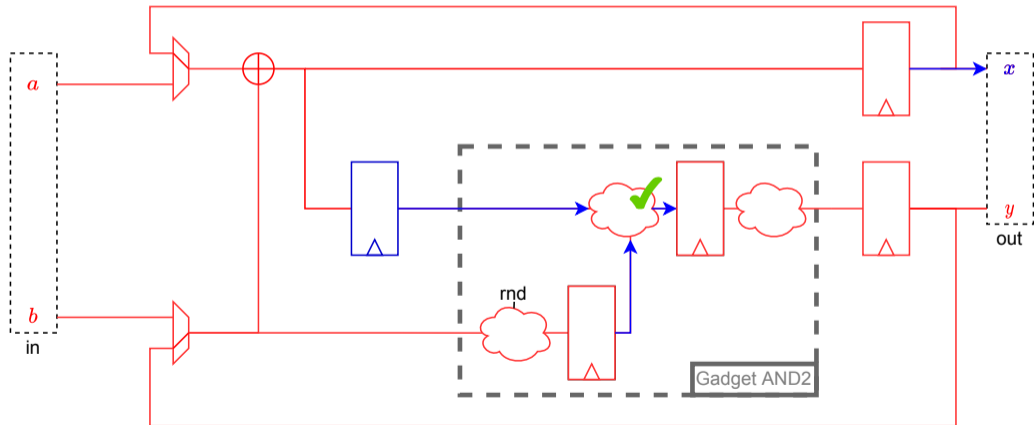
Cycle 0



Masking in hardware

Ok for our previous bug!

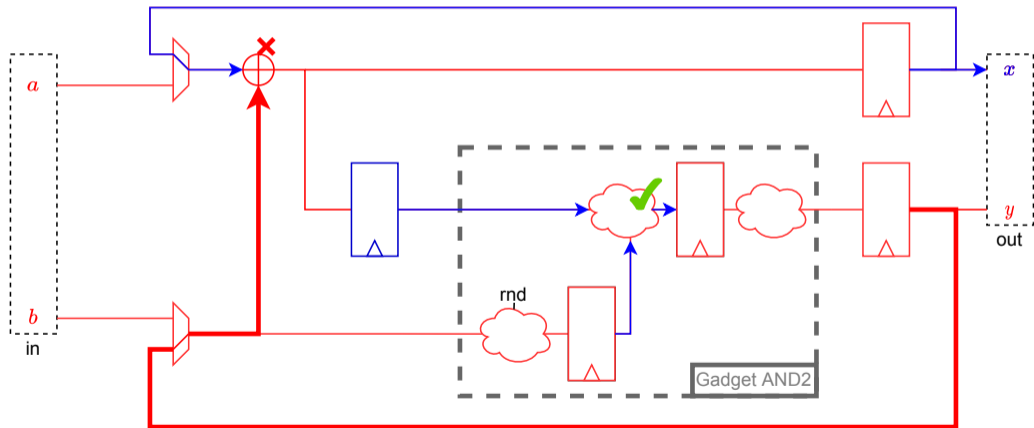
Cycle 1



Masking in hardware

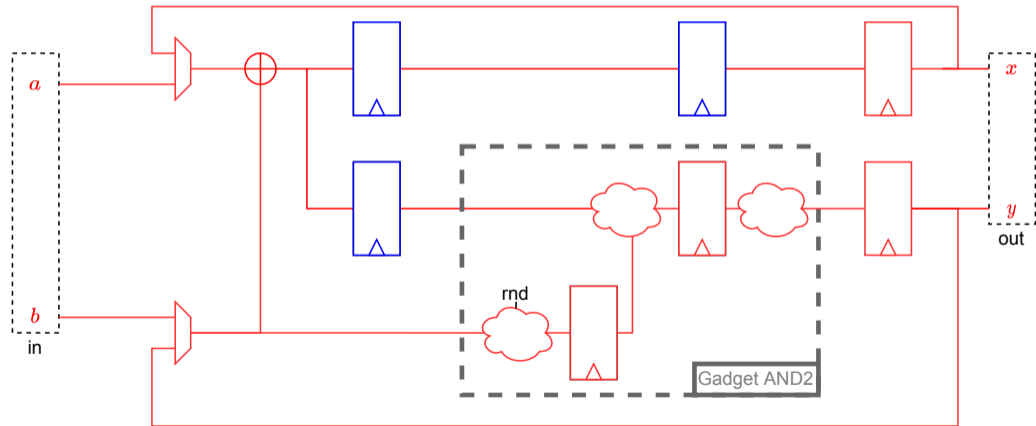
However not all bugs fixed...

Cycle 1



Masking in hardware

All signals must be synchronized!



Hardware masking: challenges

Implementation constraints

- ▶ Functionality
- ▶ Security
- ▶ Performance

Hardware masking: challenges

Implementation constraints

- ▶ Functionality
- ▶ Security
- ▶ Performance

From an implementer point of view

- ▶ Requires expertise
- ▶ Error prone (→ verification tool)
- ▶ Time consuming
⇒ Automated implementation tool.

AGEMA tool

Automatic generation of masked hardware circuit (Knichel et al., 2022):

- ▶ Functionality: masking + synchronization.
- ▶ Security relies on proven gadgets implementations.
- ▶ Variants:
 - ▶ Pipeline: high throughput.
 - ▶ Clock-gating: reduced area.

AGEMA tool

Automatic generation of masked hardware circuit (Knichel et al., 2022):

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- ▶ Variants:
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⇒ Are masked HW implementers outdated?

Contributions

There is still room for improvement!

In particular for

- ▶ latency,
- ▶ area.

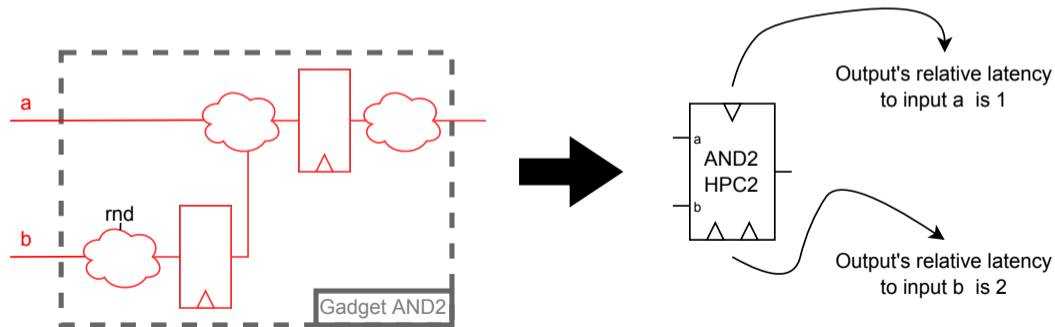
Our contributions:

- ▶ Generic netlist optimization strategy.
- ▶ New optimized masked AES architecture.

Case study: HPC2 masking scheme

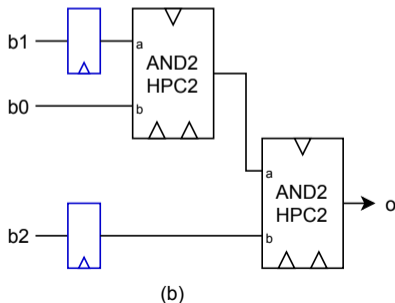
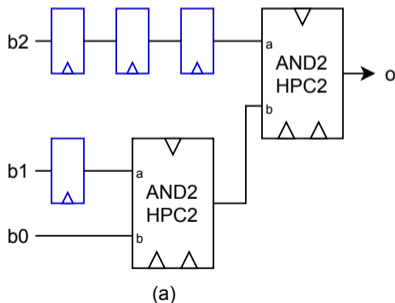
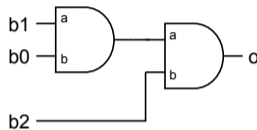
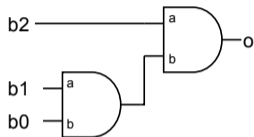
The HPC2 AND gadget has asymmetric latency.

- ▶ input b valid at cycle t
- ▶ input a valid at cycle $t + 1$
- ▶ output valid at cycle $t + 2$



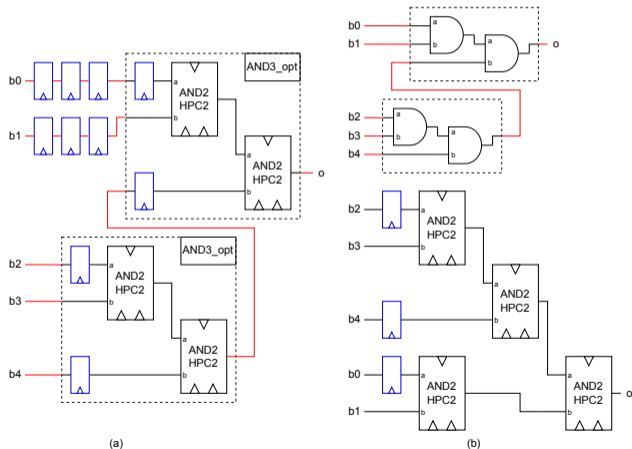
Netlist optimisation strategy (AND3 case)

Let's try to take advantage of the asymmetry



Netlist optimisation strategy (AND5 case)

Global optimisation required.



Is it working? AES Sbox

Bit-level Sbox representation used (Boyar & Peralta, 2012, same as AGEMA).

- ▶ 34 AND gates, 93 XOR gates
- ▶ 4 levels AND depth

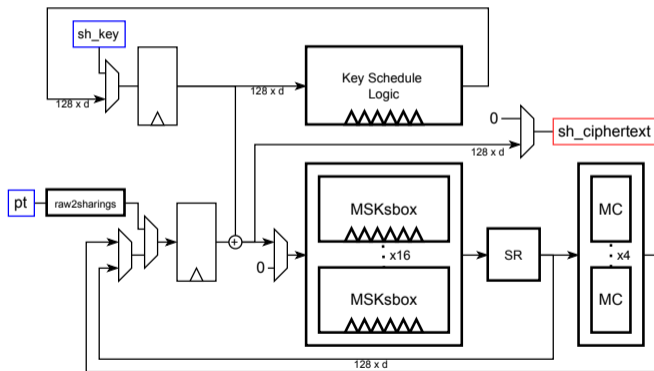
Pipeline AES Sbox optimization:

Shares	Latency [%]	Area [%]
2	-25	-19
3	-25	-20
4	-25	-20

ASIC implementation.

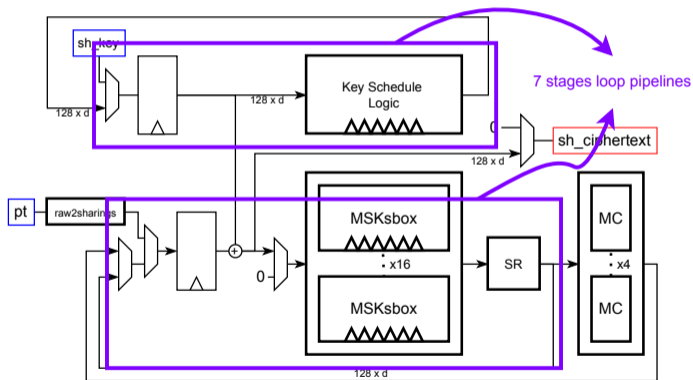
128-bits AES architecture

20 Sboxes (16 for rounds, 4 for key schedule)

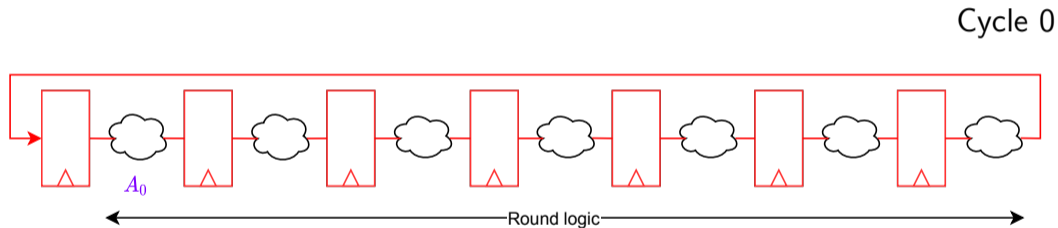


128-bits AES architecture

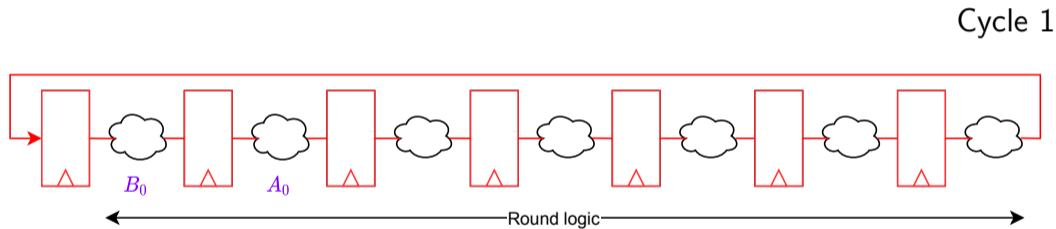
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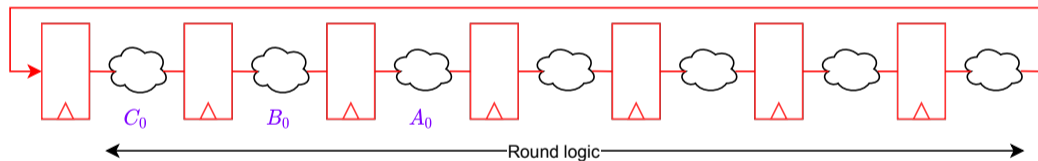


128-bits AES architecture



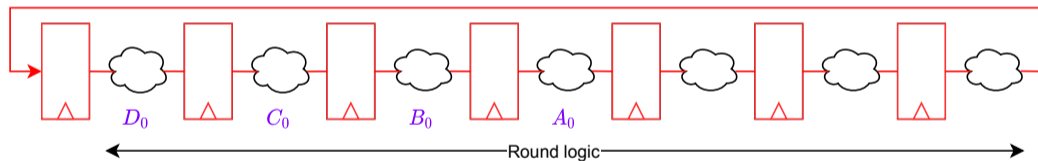
128-bits AES architecture

Cycle 2



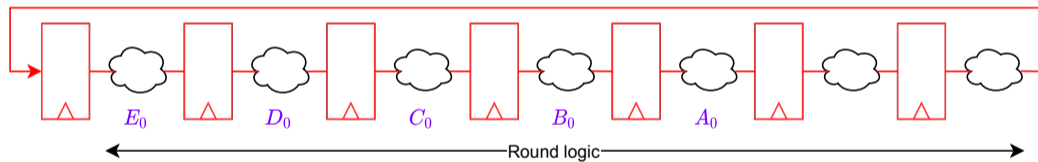
128-bits AES architecture

Cycle 3



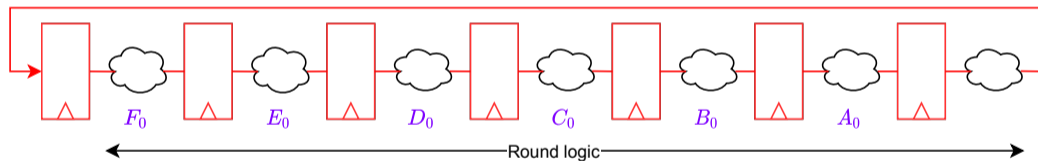
128-bits AES architecture

Cycle 4



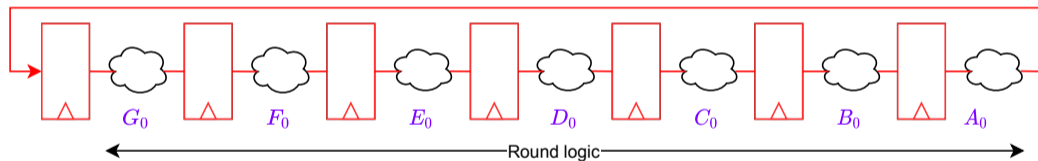
128-bits AES architecture

Cycle 5



128-bits AES architecture

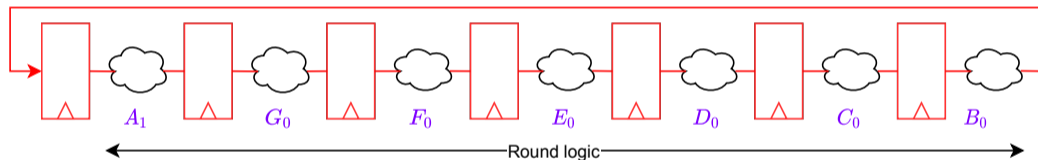
Cycle 6



128-bits AES architecture

1st round finished

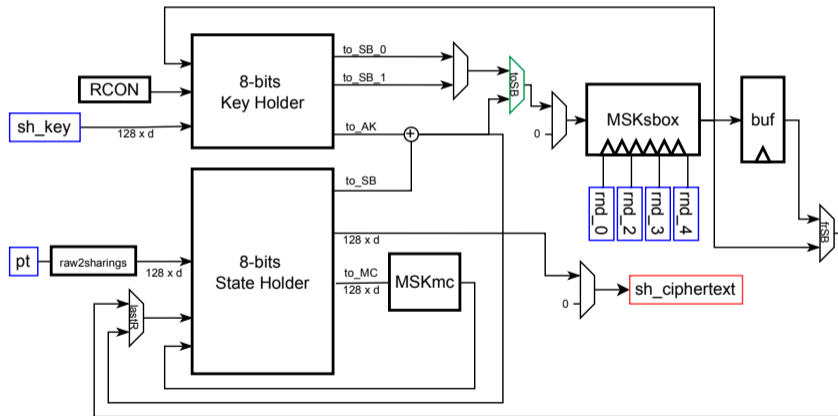
Cycle 7



- ▶ 7 parallel executions.
- ▶ Similar to AGEMA's, better thanks to new Sbox.

8-bits serial AES implementation

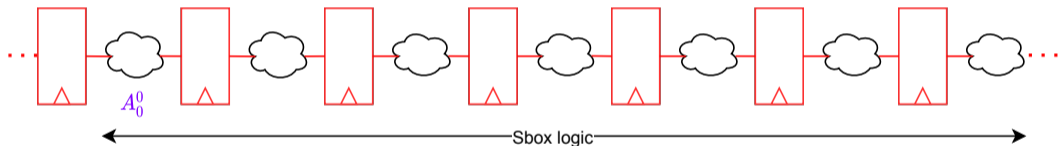
1 Sbox used, shared between rounds and key scheduling.



8-bits serial AES implementation

With the pipeline representation

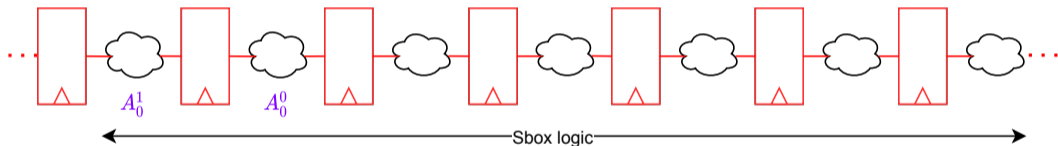
Cycle 0



8-bits serial AES implementation

With the pipeline representation

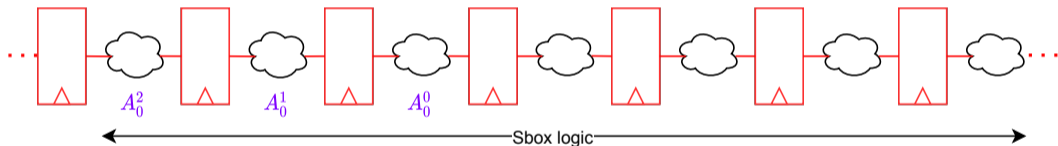
Cycle 1



8-bits serial AES implementation

With the pipeline representation

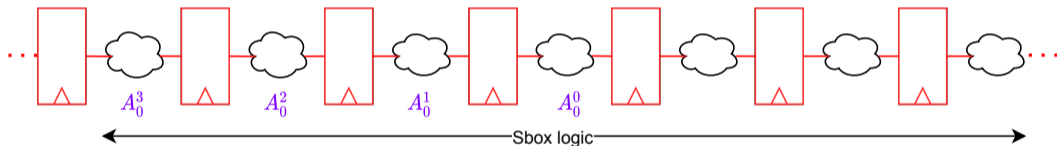
Cycle 2



8-bits serial AES implementation

With the pipeline representation

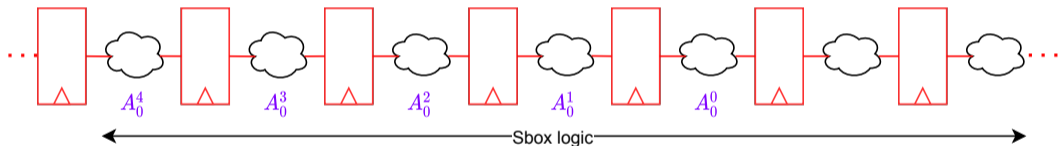
Cycle 3



8-bits serial AES implementation

With the pipeline representation

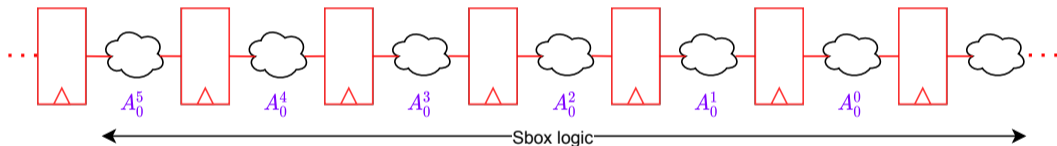
Cycle 4



8-bits serial AES implementation

With the pipeline representation

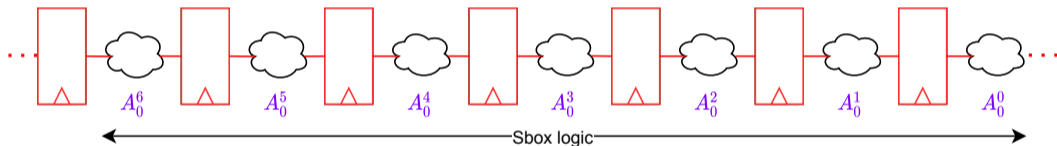
Cycle 5



8-bits serial AES implementation

With the pipeline representation

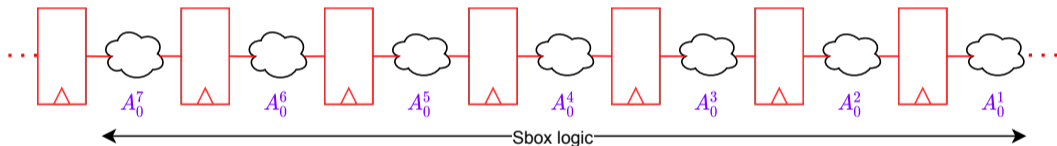
Cycle 6



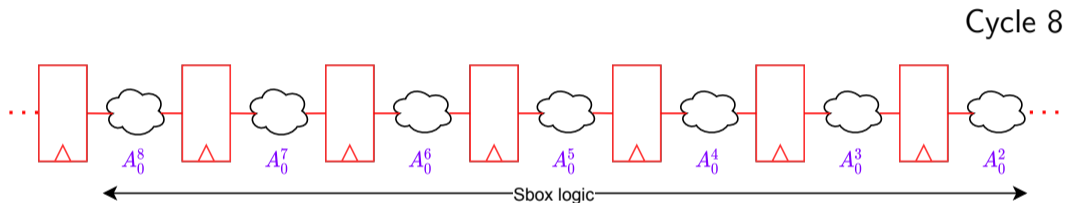
8-bits serial AES implementation

With the pipeline representation

Cycle 7



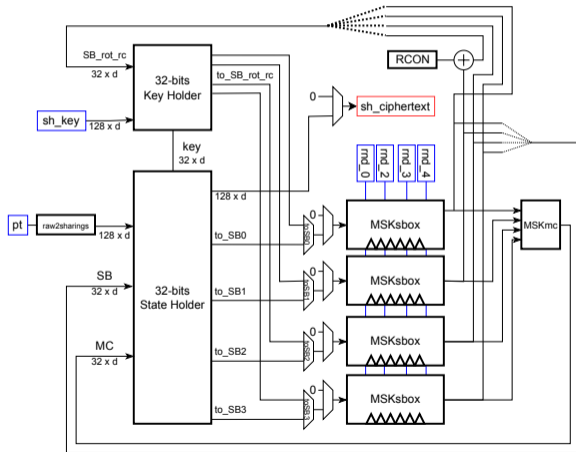
8-bits serial AES implementation



- ▶ 1 single execution with continuous feeding.
- ▶ Latency reduction (area and/or throughput cost).

32-bits serial AES implementation

4 Sboxes , shared between rounds and key scheduling.



How does it compare?

Instance	Share [count]	Seq. area [GE]	Area [GE]	Latency [cycle]	Throughput [exec/cycle]
AGEMA 8-bit c.g.*	4	12 375	24 919	2043	0.00049
AGEMA 8-bit pipe.†	4	53 382	65 921		0.0044
New 8-bit	4	13 315	25 915	322	0.0031
New 32-bit	4	37 511	59 217	105	0.0095
AGEMA 128-bit c.g.*	4	167 376	254 948	99	0.010
AGEMA 128-bit pipe.†	4	259 307	346 880		0.091
New 128-bit	4	171 274	249 011	70	0.1

* Clock-gating synchronization mechanism.

† Pipeline synchronization mechanism.

ASIC TSMC-N65 AES implementation.

Conclusion

- ▶ AGEMA = significant advance to ease masked design implementation...
- ▶ ... But there is still room for human designer.
- ▶ For how long?
 - ▶ Generic optimisation strategy could be easily automated.
 - ▶ Less clear for continuous pipeline feeding.

Questions

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