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FOR SECURITY AND PRIVACY

# Optimizing crypto on embedded microcontrollers

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Peter Schwabe

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1. embedded microcontrollers
2. optimizing
3. crypto

# Embedded microcontrollers

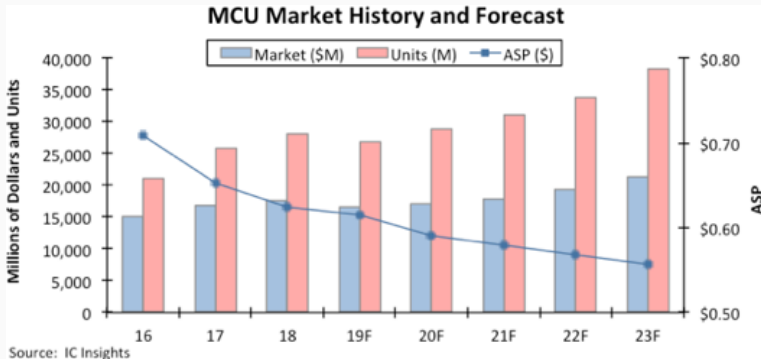
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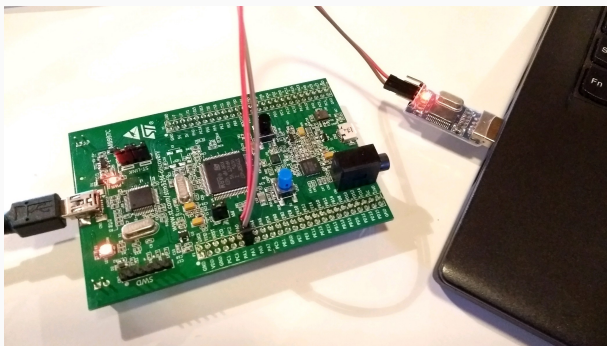
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  - High-end Cortex-M4 and M7

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  - High-end Cortex-M4 and M7
- RISC-V 32-bit MCUs (e.g., SiFive boards)



# Our Target platform



- ARM Cortex-M4 on STM32F4-Discovery board
- 192KB RAM, 1MB Flash (ROM)
- Available for <30 EUR from various vendors (e.g., ebay, Mouser, myMCU):  
<https://shop.mymcu.de/index.php?sp=article.sp.php&artID=200167>
- Additionally need USB-TTL converter and mini-USB cable

# Getting started: Hello world!

```
#include <stdio.h>

int main(void) {
    printf("Hello World!\n");
    return 0;
}
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- What is `printf` supposed to do?
- Should we even expect `printf` to work?

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9. Push “Reset” button to re-run the program

**Good news! Most of that work is already done.**

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  - Unidirectional communication (“Hello World!”)
  - Bidirectional communication (echo)
  - Direct Memory Access
  - performance benchmarking
  - calling a function written in assembly

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  - Bidirectional communication (echo)
  - Direct Memory Access
  - performance benchmarking
  - calling a function written in assembly
- Requires `python` and `python-serial` packages

## Before we optimize: how do we benchmark?

```
SCS_DEMCR |= SCS_DEMCR_TRCENA;
DWT_CYCCNT = 0;
DWT_CTRL |= DWT_CTRL_CYCCNTENA;

int i;
unsigned int oldcount = DWT_CYCCNT;

    /* Your code goes here */

unsigned int newcount = DWT_CYCCNT;

unsigned int cycles = newcount - oldcount;
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  - At >24 MHz wait cycles introduced by memory controller
  - Cycle counter overflows after  $\approx 3$  min (20 MHz)

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  - Crypto is worth the effort for better performance
  - Also, no compiler to introduce, e.g. side-channel leaks
  - It's fun
- Different from optimizing on “large” processors:
  - Size matters! (RAM and ROM)
  - Less parallelism (no vector units, not superscalar)
  - Often critical: reduce number of loads/stores

# Cortex-M4 assembly basics

- 16 registers, r0 to r15
- 32 bits wide
- Not all can be used freely
  - r13 is sp, stack pointer (don't misuse!)
  - r14 is lr, link register (can be used)
  - r15 is pc, program counter
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**Details on instructions: ARMv7-M Architecture Reference Manual**

[https://web.eecs.umich.edu/~prabal/teaching/eecs373-f10/readings/ARMv7-M\\_ARM.pdf](https://web.eecs.umich.edu/~prabal/teaching/eecs373-f10/readings/ARMv7-M_ARM.pdf)

**Instruction summary and timings: Cortex-M4 Technical Reference Manual** [http://foobt.net/spring2020/csci10\\_7446/files/arm\\_cortexm4\\_processor\\_trm\\_100166\\_0001\\_00\\_en.pdf](http://foobt.net/spring2020/csci10_7446/files/arm_cortexm4_processor_trm_100166_0001_00_en.pdf)

# A simple example

```
uint32_t accumulate(uint32_t *array, size_t arraylen) {
    size_t i;
    uint32_t r=0;
    for(i=0;i<arraylen;i++) {
        r += array[i];
    }
    return r;
}
```

```
int main(void)
{
    uint32_t array[1000], sum;

    init(array, 1000);
    sum = accumulate(array, 1000);

    printf("sum: %d\n", sum);
    return sum;
}
```

# accumulate in assembly

```
.syntax unified
.cpu cortex-m4

.global accumulate
.type accumulate, %function
accumulate:
    mov r2, #0

loop:
    cmp r1, #0
    beq done
    ldr r3,[r0]
    add r2,r3
    add r0,#4
    sub r1,#1
    b loop
done:

mov r0,r2
bx lr
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# How fast is it?

- Arithmetic instructions cost 1 cycle
- (Single) loads cost 2 cycles
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- The loop body should cost at least 9 cycles

# Speeding it up, part I

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accumulate:
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```

# What did we do?

- Merge `cmp` and `sub`
- Need `subs` to set flags
- Have `ldr` auto-increase `r0`
- Total saving should be 2 cycles
- Also, code is (marginally) smaller



## Speeding it up, part II

```
accumulate:
    push {r4-r12}

    mov r2, #0

loop1:
    subs r1,#8
    bmi done1
    ldm r0!,{r3-r10}

    add r2,r3
    ...
    add r2,r10

    b loop1

done1:
    add r1,#8

loop2:
    subs r1,#1
    bmi done2
    ldr r3,[r0],#4
    add r2,r3
    b loop2

done2:

    pop {r4-r12}
    mov r0,r2
    bx lr
```

# What did we do?

- Use `ldm` (“load multiple”) instruction
- Loading  $N$  items costs only  $N + 1$  cycles
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- Makes code somewhat larger, various tradeoffs possible
- Lower limit is slightly above 2000 cycles
- Ideas for further speedups?

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  - Can be exploited **remotely**
  - Can eliminate systematically through “constant-time” code
  - Generic techniques to write constant-time code
  - Performance penalty highly algorithm-dependent

# Timing leakage part I

- Consider the following piece of code:

**if**  $s$  **then**

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- Obvious timing leak if  $s$  is secret
- Even if  $A$  and  $B$  take the same amount of cycles this is *generally not* constant time!
- Reasons: Branch prediction, instruction-caches
- **Never use secret-data-dependent branch conditions**

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- Can expand  $s$  to all-one/all-zero mask and use XOR instead of addition, AND instead of multiplication
- For very fast  $A$  and  $B$  this can even be faster

# How about caches?

*“Cortex-M0, Cortex-M0+, Cortex-M1, Cortex-M3, and Cortex-M4 processors do not have any internal cache memory.*

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*“Cortex-M0, Cortex-M0+, Cortex-M1, Cortex-M3, and Cortex-M4 processors do not have any internal cache memory. However, it is possible for a SoC design to integrate a system level cache.”*

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## How about caches?

*“The memory system is configured during implementation and can include instruction and data caches of varying sizes.”*

—ARM Cortex-M7 TRM

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$T[32] \dots T[47]$
$T[48] \dots T[63]$
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- Consider lookup table of 32-bit integers
- *Cache lines* have 64 bytes
- Crypto and the attacker's program run on the same CPU
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- *Cache lines* have 64 bytes
- Crypto and the attacker's program run on the same CPU
- Tables are in cache
- The attacker's program replaces some cache lines
- Crypto continues, loads from table again
- Attacker loads data:
  - Fast: cache hit (crypto did not just load from this line)
  - Slow: cache miss (crypto just loaded from this line)

- This is only the *most basic* cache-timing attack

## Some comments on cache-timing

- This is only the *most basic* cache-timing attack
- Non-secret cache lines are not enough for security
- In general, load/store addresses influence timing in many ways
- **Do not access memory at secret-data-dependent addresses**  
(maybe with the exception of very low-end MCUs?)

## Some comments on cache-timing

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- In general, load/store addresses influence timing in many ways
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- *Remote* timing attacks are practical:  
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    unsigned long long t = a ^ b;
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- Of course much easier: do it in assembly ;-)

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- Avoid all data flow from secrets to branch conditions and memory addresses
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*“So the argument to the DIV instruction was smaller and DIV, on Intel, takes a variable amount of time depending on its arguments!”*

—Langley, Feb. 2013

# Dangerous arithmetic (examples)

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## Solution

- Avoid these instructions
- Make sure that inputs to the instructions don't leak timing information (very tricky!)

## “Homework”: Optimize ChaCha20

- Stream cipher proposed by Bernstein in 2008
- Variant of Salsa20 from the eSTREAM software portfolio
- Has a state of 64 bytes,  $4 \times 4$  matrix of 32-bit words
- Generates random stream in 64-byte blocks, works on 32-bit integers
- Per block: 20 rounds; each round doing 16 add-xor-rotate sequences, such as

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- Strategy for optimizing on the M4
  - Write `quarterround` function in assembly
  - Merge 4 `quarterround` functions into a full round
  - Implement loop over 20 rounds in assembly
  - (Implement loop over message length in assembly)

# Useful features of the M4

- 16 state words won't fit into registers, you need the stack
  - Use `push` and `pop`
  - Can also use `ldr` and `str`, `ldm`, `stm`
  - For example: `push {r0,r1}` is the same as `stmdb sp!, {r0,r1}`

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  - For example: `push {r0,r1}` is the same as `stmdb sp!, {r0,r1}`
- Second input of arithmetic instructions goes through barrel shifter
- Can shift/rotate one input **for free**
- Examples:
  - `eor r0, r1, r2, lsl #2`: left-shift r2 by 2, xor to r1, store result in r0
  - `add r2, r0, r1, ror #5`: right-rotate r1 by 5, add to r0, store result in r2

# Getting started

- Download

<https://cryptojedi.org/peter/data/stm32f4examples.tar.bz2>

- Unpack: `tar xjvf stm32f4examples.tar.bz2`
- Connect STM32F4 Discovery board with Mini-USB cable
- Connect USB-TTL: RX to PA2, TX to PA3
- Open terminal, run `host_unidirectional.py`
- Build some project, e.g., `accumulate` using `make`
- Flash `accumulate1.bin` to the board:

```
st-flash write accumulate1.bin 0x8000000
```

- Push “reset” button to start/restart program
- Now go for ChaCha20

## pqm4: post-quantum crypto on the M4

- Joint work with **Matthias Kannwischer, Joost Rijneveld, and Ko Stoffelen.**
- Library and testing/benchmarking framework
- Easy to add schemes using NIST API
- Optimized SHA3 shared across primitives



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- Library and testing/benchmarking framework
- Easy to add schemes using NIST API
- Optimized SHA3 shared across primitives
- Run functional tests of all primitives and implementations:

```
python3 test.py
```

- Generate testvectors, compare for consistency (also with host):

```
python3 testvectors.py
```

- Run speed and stack benchmarks:

```
python3 benchmarks.py
```

- Easy to evaluate only subset of schemes, e.g.:

```
python3 test.py newhope1024cca sphincs-shake256-128s
```

## NIST PQC finalist

	<b>reference</b>	<b>optimized</b>
Classic McEliece	<i>X<sub>Key</sub></i>	—
CRYSTALS-Kyber	✓	✓
NTRU	✓	✓
SABER	✓	✓

## NIST PQC alternate candidates

	<b>reference</b>	<b>optimized</b>
BIKE	<i>X<sub>Lib</sub></i>	—
Frodo-KEM	✓	✓
HQC	WIP (?)	—
NTRU Prime	✓	✓
SIKE	✓	✓

## NIST PQC finalist

	<b>reference</b>	<b>optimized</b>
CRYSTALS-Dilithium	✓	(✓)
FALCON	✓	✓
Rainbow	WIP	WIP

## NIST PQC alternate candidates

	<b>reference</b>	<b>optimized</b>
GeMSS	✗ <sub>Key</sub>	—
Picnic	✗ <sub>RAM</sub>	—
SPHINCS+	✓	—

<https://github.com/mupq/pqm4>