Engineering Cryptographic Softwre

Symmetric crypto in software

Radboud University, Nijmegen, The Netherlands

Winter 2022

Symmetric crypto overview

Primitives and algorithms

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- Four operations per round: SubBytes, ShiftRows, MixColumns, and AddRoundKey
- Last round does not have MixColumns

High-level pseudocode AES-128

Require: 128-bit input block B, 128-bit AES round keys $K_0, \ldots, K_{10}$
Ensure: 128-bit block of encrypted output

```
B ← AddRoundKey(B, K_0)
for i from 1 to 9 do
    B ← SubBytes(B)
    B ← ShiftRows(B)
    B ← MixColumns(B)
    B ← AddRoundKey(B, K_i)
end for
B ← SubBytes(B)
B ← ShiftRows(B)
B ← AddRoundKey(B, K_10)
return B
```

AES on 32-bit and 64-bit processors

- Idea from the AES proposal: Merge SubBytes, ShiftRows, and MixColumns
- Use 4 lookup tables `T0`, `T1`, `T2`, and `T3` (1 KB each)

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The first round of AES in C

- Input: 32-bit integers `y0`, `y1`, `y2`, `y3`
- Output: 32-bit integers `z0`, `z1`, `z2`, `z3`
- Round keys in 32-bit-integer array `rk[44]`

```
z0 = T0[ y0 >> 24        ] ^ T1[(y1 >> 16) & 0xff] \
   ^ T2[(y2 >>  8) & 0xff] ^ T3[ y3        & 0xff] ^ rk[4];
z1 = T0[ y1 >> 24        ] ^ T1[(y2 >> 16) & 0xff] \
   ^ T2[(y3 >>  8) & 0xff] ^ T3[ y0        & 0xff] ^ rk[5];
z2 = T0[ y2 >> 24        ] ^ T1[(y3 >> 16) & 0xff] \
   ^ T2[(y0 >>  8) & 0xff] ^ T3[ y1        & 0xff] ^ rk[6];
z3 = T0[ y3 >> 24        ] ^ T1[(y0 >> 16) & 0xff] \
   ^ T2[(y1 >>  8) & 0xff] ^ T3[ y2        & 0xff] ^ rk[7];
```

What a machine is really doing

```
unsigned char rk[176], T0[1024], T1[1024], T2[1024], T3[1024];

z0 = *(uint32 *)(rk + 16);
z1 = *(uint32 *)(rk + 20);
z2 = *(uint32 *)(rk + 24);
z3 = *(uint32 *)(rk + 28);

z0 ^= *(uint32 *) (T0 + ((y0 >> 22) & 0x3fc)) \
   ^  *(uint32 *) (T1 + ((y1 >> 14) & 0x3fc)) \
   ^  *(uint32 *) (T2 + ((y2 >>  6) & 0x3fc)) \
   ^  *(uint32 *) (T3 + ((y3 <<  2) & 0x3fc));
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- 4 load instructions to load input, 4 stores for output
- In CTR mode: 4 xors with the key stream, incrementing the counter
- ...some more overhead
- Results in 720 instructions needed to encrypt a block of 16 bytes
- Specifically: 208 loads, 4 stores, 508 arithmetic instructions

Case study: AES on an UltraSPARC
(My first project as Ph.D. student)

- 64-bit architecture
- Up to 4 instructions per cycle
- At most 2 integer-arithmetic instructions per cycle
- At most 1 load/store instruction per cycle
- 24 integer registers available

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  - 16.875 cycles/byte (270 cycles/block) by Lipmaa (unpublished)

Making AES fast on an UltraSPARC
(My first project as Ph.D. student)

Computing a lower bound

Reminder: 208 loads, 4 stores, 508 integer instructions per 16-byte block

- Only one load or store per cycle ($\Rightarrow$ at least 212 cycles)
- Only 2 arithmetic instructions per cycle ($\Rightarrow$ at least 254 cycles)

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- After writing a simplified simulator and more instruction scheduling: 254 cycles/block, 15.98 cycles/byte
- What now? Is this already a bloody pulp?

Making AES fast on an UltraSPARC
Lowering the lower bound

- We have to reduce the number of (arithmetic) instructions
- Idea: The UltraSPARC is a 64-bit architecture, pad 32-bit values with zeros, i.e.,
  `0xc66363a5` becomes `0x0c60063006300a50`
- Do that consistently for values in registers, the tables and the round keys
- Interleave entries in tables `T0` and `T1` and in `T2` and `T3`

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Without padded registers

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t0 = (uint32) y0 >> 22
t1 = (uint32) y0 >> 14
t2 = (uint32) y0 >> 6
t3 = (uint32) y0 << 2
t0 &= 0x3fc
t1 &= 0x3fc
t2 &= 0x3fc
t3 &= 0x3fc
```

With padded registers

```
t0 = (uint64) y0 >> 48
t1 = (uint64) y0 >> 32
t2 = (uint64) y0 >> 16
t1 &= 0xff0
t2 &= 0xff0
t3 = y0 & 0xff0
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- Apply some more optimizations
- Final result: AES in CTR mode on UltraSPARC III at 12.06 cycles/byte

More arithmetic tricks for AES I

Combined Shift-and-mask

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- Combine 160 shifts and 160 masks and save 160 instructions

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Scaled-index loads

- Some architectures can combine shift and load (e.g., x86, AMD64)
- Use this to get rid of the mask instruction for top and shift instruction for bottom byte
- Overall save: 80 instructions

More arithmetic tricks for AES II

Various memory/arithmetic tradeoffs

- Can extract 4 bytes by one store and 4 loads
- Saves 160 mask instructions (or 320 if we have scaled-index loads)
- Costs 40 store and 160 load instructions

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Counter-mode caching

- In CTR mode we encrypt a counter, then XOR keystream with plaintext
- Last counter byte only changes every 256 blocks
- Do computations depending on this byte in the first round only once, cache the state
- Similar in second round: only one 32-bit word changes every round
- Do computations depending on this word in the second round only once, cache the state
- Overall save: ≈ 100 instructions

Now forget everything I just said

Timing attacks

- The lookup-table-based approach is inherently vulnerable to cache-timing attacks
- Extensive literature on AES cache-timing attacks
- Osvik, Shamir, Tromer, 2006: Obtain AES-256 key in just 65 ms

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Then why did I tell you this?

- You have to be able to recognize and understand table-based AES implementations
- Optimizations show how to make best use of the instruction set
- General trick: Change your data representation

Looking for an alternative approach

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- Remember bitslicing: vectorized “hardware emulation”
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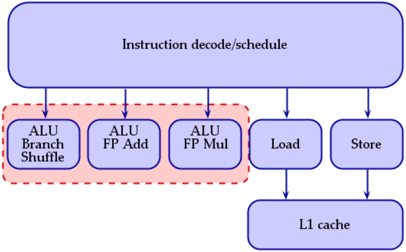
- Efficiency depends on algorithm and micro-architecture
- Some crypto primitives are designed for efficient bitslicing
- AES was designed for table-based implementations
- Obvious question: Can bitsliced AES be fast?
- Common target for bitslicing AES: Intel Core 2

The Intel Core 2 processor



- 16 128-bit XMM vector registers
- 16 64-bit integer registers
- SSE (Streaming SIMD Extension) instructions
  - followed by SSE2, SSE3, SSSE3 (Intel), SSE4 (Intel), SSE5 (AMD), AVX, AVX2 (Intel) etc.
- Native 128-bit wide execution units
- 3 ALUs – up to 3 bit-logical instructions per cycle
- Some differences between 65 nm (Core) and 45 nm (Penryn)

Bitslicing AES on Intel Core 2 I

Matsui & Nakajima, 2007

- Process 128 blocks in parallel
- Performance: 9.2 cycles/byte
- Additional overhead for converting to/from bitsliced representation
- Great for, e.g., hard-disk encryption
- Bad for encryption of small Internet packets

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Könighofer, 2008

- Process only 4 blocks in parallel
- Use 64-bit integer registers
- Performance: 19.6 cycles/byte

Bitslicing AES on Core 2 II

Käsper & Schwabe, 2009

- Similar idea to Könighofer:
  - Most expensive operation in AES is SubBytes
  - SubBytes is already 16-times parallel
  - Exploit this parallelism and reduce number of required blocks

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  - Use 128-bit XMM registers instead of 64-bit registers
  - Factor-2 speedup for doing more bit ops per instruction
  - Different optimization (need to use SSE* instructions)

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- Use CTR mode (parallel and does not need decryption)
- Corresponding decryption later implemented by Azad (2011)

The Bitslicing approach

row 0																....	row 3								
column 0				column 1				column2				column 3				....	column 0				......	column 3			
block 0	block 1	...	block 7	block 0	block 1	...	block 7	block 0	block 1	...	block 7	block 0	block 1	...	block 7	....	block 0	block 1	...	block 7	......	block 0	block 1	...	block 7

- Process 8 AES blocks ($= 128$ bytes) in parallel
- Collect bits according to their position in the byte: i.e., the first register contains least significant bits from each byte, etc.
- AES state stored in 8 XMM registers
- Compute 128 S-Boxes in parallel, using bit-logical instructions
- For a simpler linear layer, collect the 8 bits from identical positions in each block into the same byte
- Never need to mix bits from different blocks – all instructions byte-level

Implementing the AES S-Box

- Start from the most compact hardware S-box, 117 gates (Canright 2005; Boyar, Peralta, 2009)
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- Total 163 instructions – 15% shorter than previous results

	`xor`	`and/or`	`mov`	TOTAL
Hardware	82	35	–	117
Software	93	35	35	163

Implementing the AES linear layer

- Each byte in the bitsliced vector corresponds to a different byte position in the AES state
- Thus, ShiftRows is a permutation of bytes
- Use SSSE3 dedicated byte-shuffle instruction `pshufb`
- Repeat for each bit position (register) $\Rightarrow 8$ instructions
- MixColumns uses byte shuffle and XOR, total 43 instructions
- AddRoundKey also requires only 8 XORs from memory
- Some caveats:
  - Bitsliced key is larger – 8×128 bits per round, key expansion slower
  - SSSE3 available only on Intel, not on AMD processors

Putting it all together

	xor/and/or	pshufb/d	xor (mem-reg)	mov (reg-reg)	TOTAL
SubBytes	128	–	–	35	163
ShiftRows	–	8	–	–	8
MixColumns	27	16	–	–	43
AddRoundKey	–	–	8	–	8
TOTAL	155	24	8	35	222

- One AES round requires 222 instructions
- Last round omits MixColumns: 171 instructions
- Input/output transform 84 instructions/each
- Excluding data loading etc, we get a lower bound

$$\frac{222 \times 9 + 171 + 2 \times 84}{3 \times (8 \cdot 16)} \approx 6.1 \text{ cycles/byte}$$

- Actual performance on Core 2 (Penryn): 7.58 cycles/byte

Back to (small) lookup tables

- AltiVec offers a `vperm` instruction
  - 3 128-bit vector arguments: a, b, c
  - Replace each byte c_i in c by a byte from a or b, indexed by lowest 5 bits of c_i

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- For constant indices in c these instruction implement a permutation

Back to (small) lookup tables

- AltiVec offers a `vperm` instruction
  - 3 128-bit vector arguments: a, b, c
  - Replace each byte c_i in c by a byte from a or b, indexed by lowest 5 bits of c_i
- SSSE3 offers a `pshufb` instruction
  - 2 128-bit vector arguments: a, c
  - Shuffle bytes in a (in place) according to indices in c
- For constant indices in c these instruction implement a permutation
- For constant inputs a, b they implement a lookup table
  - 5-bit to 8-bit lookup for `vperm` (32 entries)
  - 4-bit to 8-bit lookup for `pshufb` (16 entries)

How do these lookup tables help?

- Idea by Hamburg (2009):
  - Use arithmetic representation of AES S-Box (inversion in $\mathbb{F}_{2^8}$)
  - Represent $\mathbb{F}_{2^8}$ as quadratic extension of $\mathbb{F}_{2^4}$
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- Approach is fully constant time
- Not available on every architecture
- Can combine with counter-mode caching
- Performance:
  - 5.4 cyles/byte on Power G4 (CTR mode, 16 parallel blocks)
  - 21.8 cycles/byte on Core 2 (Core microarch, CTR, no parallel blocks)
  - 11.1 cycles/byte on Core 2 (Penryn microarch, CTR, no parallel blocks)

AES nowadays

```
pxor %xmm5, %xmm0
aesenc %xmm6, %xmm0
aesenc %xmm7, %xmm0
aesenc %xmm8, %xmm0
aesenc %xmm9, %xmm0
aesenc %xmm10, %xmm0
aesenc %xmm11, %xmm0
aesenc %xmm12, %xmm0
aesenc %xmm13, %xmm0
aesenc %xmm14, %xmm0
aesenclast %xmm15, %xmm0
```

- AESNI instructions on Intel processors
- Introduced with Westmere microarchitecture
- State in `%xmm0`
- Round keys in `%xmm5` ... `%xmm15`
- Also instructions for key expansion, decryption
- AES instructions take constant time
- For parallel modes up to 0.625 cycles/byte (Ivy Bridge)

AES summary

- Best case: hardware support is available (e.g., AESNI)
- If not:
  - Bitslicing (performance highly depends on micro-architecture)
  - Vector-permute instructions (availability depends on architecture and instruction-set extensions; performance depends on micro-architecture)
  - Table-based approach is typically fast but vulnerable to timing attacks (almost everywhere)

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Why was Rijndael chosen as AES?

- Faster than, e.g., SERPENT in software (for table-based implementations)
- From the Report on the Development of the Advanced Encryption Standard (AES), October 2000:

  "Table lookup: not vulnerable to timing attacks; relatively easy to effect a defense against power attacks by software balancing of the lookup address."

AES on Cortex-A8 with NEON

Cortex-A8

- 32-bit ARMv7 core (2 instructions per cycle with various restrictions)
- NEON vector coprocessor working on 128-bit vectors
- Present in a large variety of mobile devices, e.g., Apple iPhone 3GS, Apple iPhone 4, 3rd generation Apple iPod touch (late 2009), Apple iPad 1, Nokia N9, Nokia N900, Palm Pre Plus, Samsung/Google Nexus S, Samsung Galaxy S
- Today very cheap (e.g., Allwinner A10 for $\approx$ US$5)

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AES performance

- Table-based (ARM): 28.08 cycles/byte (C code, not optimized for ARM)
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- Vector permute: ???

From AES to Salsa20

- High-speed AES is typically for streaming modes (e.g., CTR)
- Simple reason: larger degree of parallelism
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- Better candidates are in eSTREAM portfolio:
  - Competition to find good stream ciphers organized by ECRYPT
  - Running from 2004–2008
  - Final decision: 3 ciphers in "hardware" portfolio; 4 in "software" portfolio
  - One cipher in the "software" portfolio: Salsa20 by Bernstein

Salsa20

- Generates random stream in 64-byte blocks, works on 32-bit integers
- Blocks are independent
- Per block: 20 rounds; each round doing 16 add-rotate-xor sequences, such as

```
s4 = x0 + x12
x4 ^= (s4 >>> 25)
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- These sequences are 4-way parallel

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- In ARM *without* NEON: 2 instructions, 1 cycle
- Sounds like total of $(20 \cdot 16)/64 = 5$ cycles/byte, but:
  - Only 14 integer registers (need at least 17)
  - Latencies cause big trouble
  - Actual implementations slower than 15 cycles/byte

A first approach in NEON

- Per round do $4\times$ something like:

```
4x a0 = diag1 + diag0
4x b0 = a0 << 7
4x a0 unsigned >>= 25
   diag3 ^= b0
   diag3 ^= a0
```

- $+$ some (free) shuffles

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- $+$ some (free) shuffles
- Intuitive cycle lower bound:
  $(5 \cdot 4 \cdot 20)/64 = 6.25$ cycles/byte
- Problem: The above sequence has a 9-cycle latency, thus:
  $(9 \cdot 4 \cdot 20)/64 = 11.25$ cycles/byte

Trading parallelism

- Salsa20 rounds have 4-way data-level parallelism
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- Idea: Blocks are independent, use this to re-introduce instruction-level parallelism
- Lower bound when interleaving 2 blocks: 6.875 cycles/byte
- Lower bound when interleaving 3 blocks: 6.25 cycles/byte

Going even further

- NEON is basically a coprocessor to the ARM core
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Going even further

- NEON is basically a coprocessor to the ARM core
- ARM decodes instructions, forwards NEON instructions to the NEON unit
- Idea: Also keep the ARM core busy with Salsa20 computations
- New bottleneck: ARM core decodes at most 2 instructions per cycle
- Add-rotate-xor is only 2 ARM instructions
- Best tradeoff: One block on ARM, two blocks on NEON

A flavor of the code

```
4x a0 = diag1 + diag0
    4x next_a0 = next_diag1 + next_diag0
            s4 = x0 + x12
            s9 = x5 + x1
4x b0 = a0 << 7
    4x next_b0 = next_a0 << 7
4x a0 unsigned>>= 25
    4x next_a0 unsigned>>= 25
            x4 ^= (s4 >>> 25)
            x9 ^= (s9 >>> 25)
            s8 = x4 + x0
            s13 = x9 + x5
   diag3 ^= b0
       next_diag3 ^= next_b0
   diag3 ^= a0
       next_diag3 ^= next_a0
            x8 ^= (s8 >>> 23)
            x13 ^= (s13 >>> 23)
```

Result

$\mathbf{5.47}$ **cycles/byte** for Salsa20 encryption on ARM Cortex-A8 with NEON

References

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Next Week – lecture by Amber Sprenkels