

# 1001 Ways To Implement KECCAK

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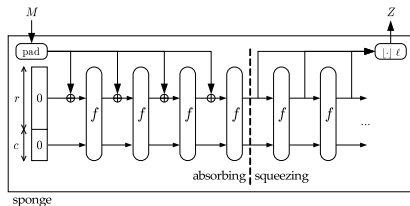
# Outline

- 1 KECCAK's structure
- 2 How to cut a state
  - Cutting in lanes
  - Cutting in slices
  - Bit interleaving
- 3 High-end platforms
- 4 Protection against side-channel attacks
- 5 Closing words

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# KECCAK: the sponge construction



- One permutation for the SHA-3 competition:

KECCAK-f[1600]

- Benefits of using a single permutation
  - Saving ROM code size / FPGA slices / ASIC area
  - No 32-bit/64-bit mismatch (see bit interleaving)

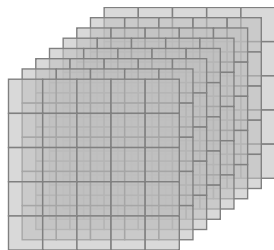
## But how to easily report speed vs security?

- We report figures for KECCAK[ $r = 1024, c = 576$ ]
- In general, throughput proportional to rate  $r$

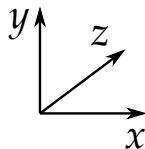
Rate	Capacity	[NIST SP 800-57] Security strength	Relative performance
1376	224	112	×1.343
1344	256	128	×1.312
1216	384	192	×1.188
1088	512	256	×1.063
<b>1024</b>	<b>576</b>	<b>n/a</b>	<b>1.000</b>
576	1024	n/a	÷1.778

## The state in KECCAK

- KECCAK- $f$  operates on 3D state
- Efficient implementations based on state organization and transformations

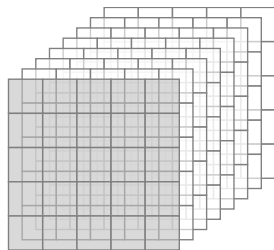


state

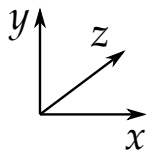


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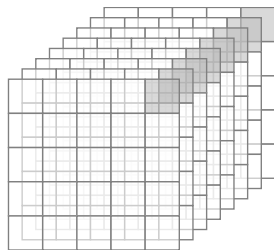


slice

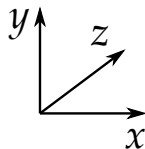


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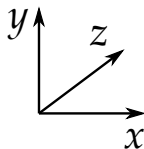
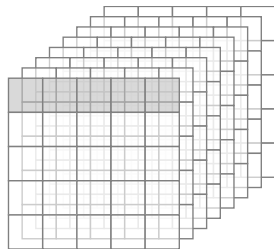
lane





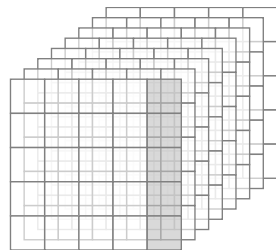
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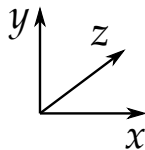


## The state in KECCAK

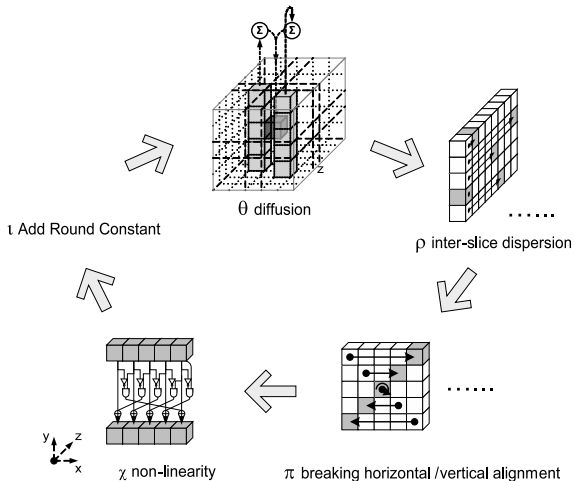
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column



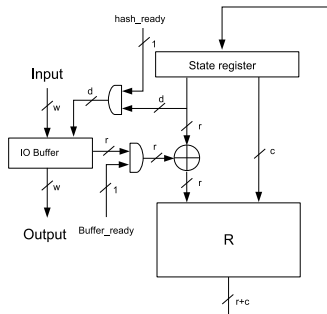
# The step mappings of KECCAK-*f*



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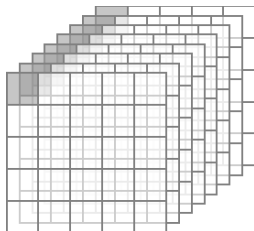
## Not cutting it: straightforward hardware architecture



- Logic for one round + register for the state
  - very short critical path  $\Rightarrow$  high throughput
- Multiple rounds can be computed in a single clock cycle
  - 2, 3, 4 or 6 rounds in one shot

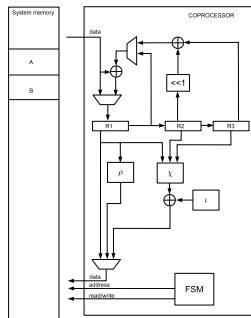
# Lanes: straightforward software implementation

- Lanes fit in 64-bit registers
- Very basic operations required:
  - $\theta$  XOR and 1-bit rotations
  - $\rho$  rotations
  - $\pi$  just reading the correct words
  - $\chi$  XOR, AND, NOT
  - $\iota$  just a XOR



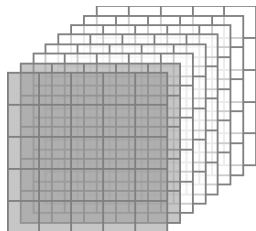
## Lane-wise hardware architecture

- Basic processing unit + RAM
- Improvements over our co-processor:
  - 5 registers and barrel rotator  
[Kerckhof et al. CARDIS 2011]
  - 4-stage pipeline,  $\rho$  in 2 cycles,  
instruction-based parallel execution  
[San and At, ISJ 2012]
- Permutation latency in clock cycles:
  - From 5160, to 2137, down to 1062



## Slice-wise hardware architecture

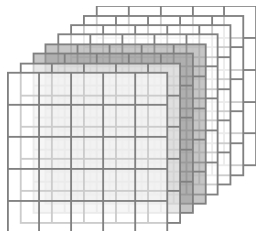
- Re-schedule the execution
  - $\chi$  and  $\theta$  on blocks of slices  
[Jungk et al, ReConFig 2011]
- Suitable for compact FPGA or ASIC
- Performance-area trade-offs
  - Possible to select number of processed slices from 1 up to 32  
[VHDL on <http://keccak.noekeon.org/>]





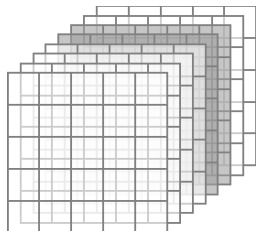
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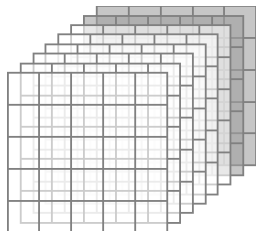
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## Cutting the state in lanes or in slices?

- Both solutions are efficient, results for Virtex 5

Architecture	T.put Mbit/s	Freq. MHz	Slices (+RAM)	Latency clocks	Efficiency Mbit/s/slice
Lane-wise [1]	52	265	448	5160	0.12
Lane-wise [2]	501	520	151 (+3)	1062	3.32
Slice-wise [3]	813	159	372	200	2.18
High-Speed [4]	12789	305	1384	24	9.2

[1] Keccak Team, KECCAK implementation overview

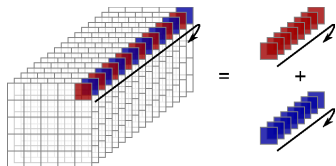
[2] San, At, ISJ 2012

[3] Jungk, Apfelbeck, ReConFig 2011 (scaled to  $r = 1024$ )

[4] GMU ATHENA (scaled to  $r = 1024$ )

# Bit interleaving

- Ex.: map 64-bit lane to 32-bit words
  - $\rho$  seems the critical step
  - **Even** bits in one word
  - Odd** bits in a second word
  - $\text{ROT}_{64} \leftrightarrow 2 \times \text{ROT}_{32}$
- Can be generalized
  - to 16- and 8-bit words
- Can be combined
  - with lane/slice-wise architectures
  - with most other techniques



[KECCAK impl. overview, Section 2.1]

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## SIMD and tree hashing

- Tree hashing is ...
  - attractive for exploiting multicore availability
  - already interesting on a single core
- Efficient evaluation of  $2 \times$  KECCAK-*f* on latest CPUs
  - In eBASH: keccakc512treed2 using SSE or AVX

≈ 7 cycle · core/byte on Sandy Bridge [eBASH]

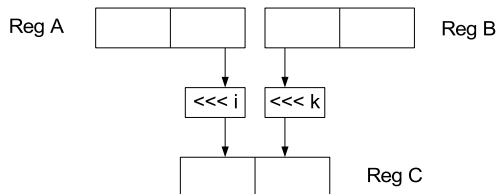
## Instruction-level parallelism

- Improving CPUs via parallel execution units
- Degree of parallelism is intrinsic to the algorithm
- Parallelism for KECCAK transformations:
  - Up to 25 for  $\chi$ ,  $\rho$  and part of  $\theta$
  - Minimum is 5 when computing  $\theta$ -effect
- For instance Itanium 2 versus Intel Core i7:
  - 6.02 cpb vs 11.48 cpb [eBASH]



## Dedicated instructions

- Intel, AMD and ARM are adopting dedicated instructions for speeding-up cryptographic algorithms
- KECCAK can benefit of simple dedicated instructions:
  - Storing the state in 128/256-bit registers
  - XOR-AND-NOT for  $\chi$
  - Rotate 64-bit words and *assign*
    - *Can also benefit to other primitives!*



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# Conclusions

- The state can be cut in many ways
  - Lane-wise or slice-wise (e.g., compact hardware)
  - Bit interleaving for low-end CPUs
- Good potential for improvements on high-end CPUs
  - Simple dedicated instructions
  - Instruction-level parallelism
  - SIMD instructions with 256-bit registers
- Very simple and efficient side channel protection

## Some references

- ***Keccak implementation overview*** (version 3.1 or later)
- *Note on side-channel attacks and their countermeasures*, NIST hash forum 2009
- *Building power analysis resistant implementations of KECCAK*, SHA-3 2010
- *Note on KECCAK parameters and usage*, NIST hash forum 2010
- Software implementations
  - Bernstein and Lange, *eBASH*
  - Wenzel-Benner and Gräf, *XBX*
- Hardware implementations on FPGA
  - Kerckhof et al., *CARDIS* 2011
  - Jungk and Apfelbeck, *ReConFig* 2011
  - San and At, *ISJ* 2012
  - *ATHENA* project
- Hardware implementations on ASIC
  - Henzen et al., *CHES* 2010
  - Tillich et al., *SHA-3* 2010
  - Guo et al., *DATE* 2012

<http://keccak.noekeon.org/>

Thank you!

