

Digital System Design

Case study of AES

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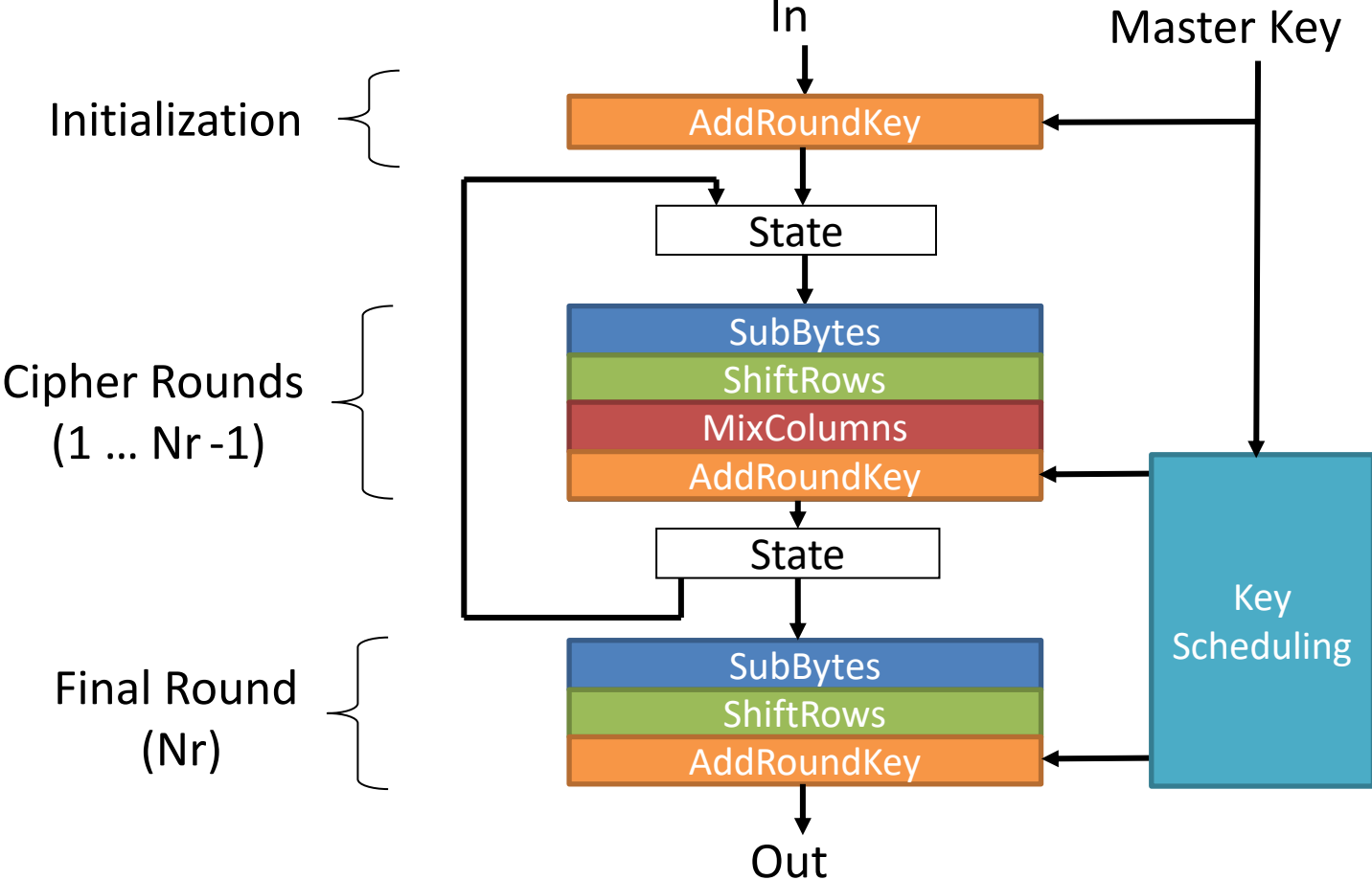


Advanced Encryption Standard and its Implementation Aspects

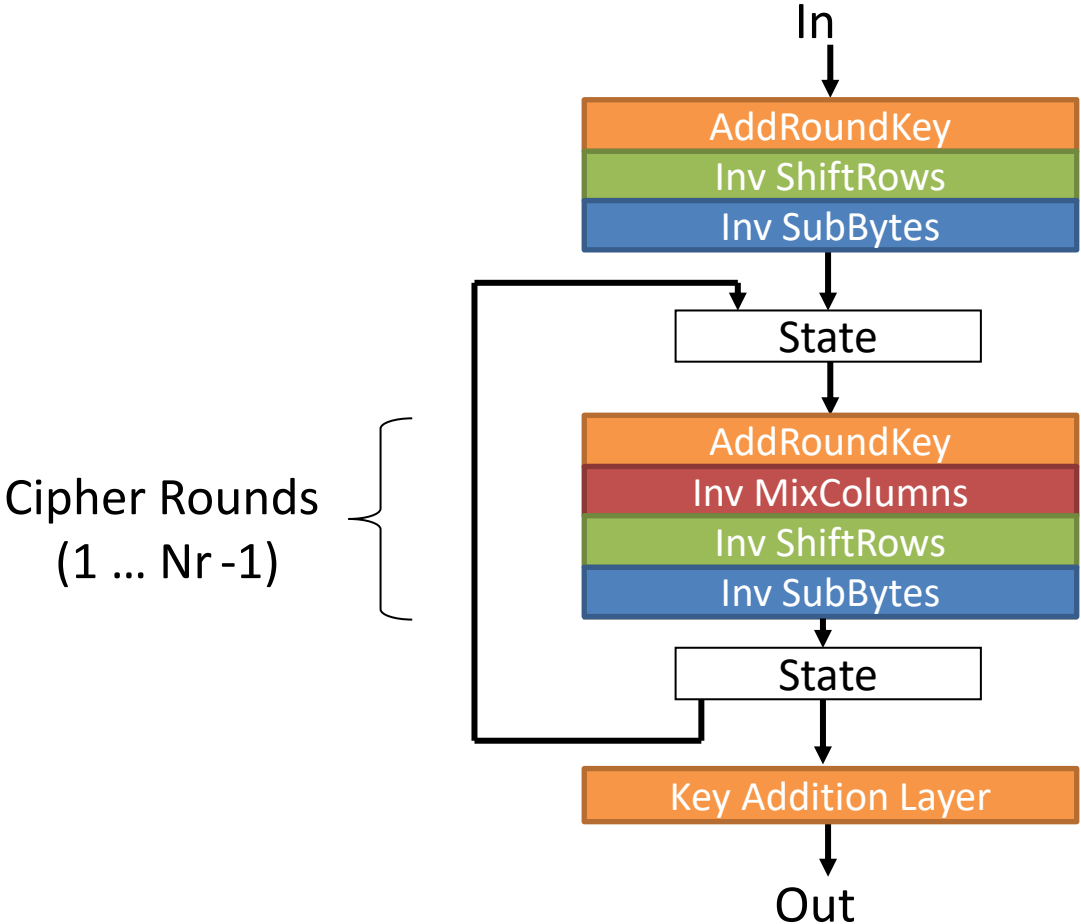
Based on “Cryptography on Hardware Platforms” lecture by
Ahmet Can Mert



AES Encryption



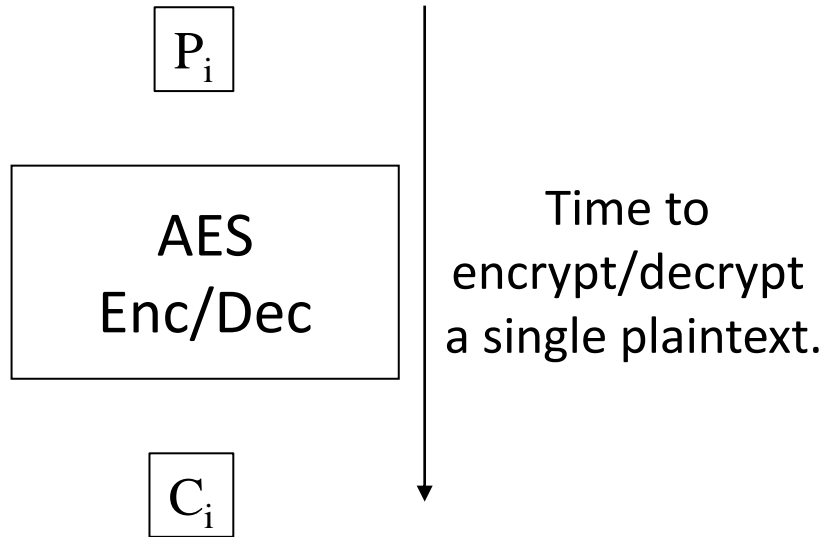
AES Decryption



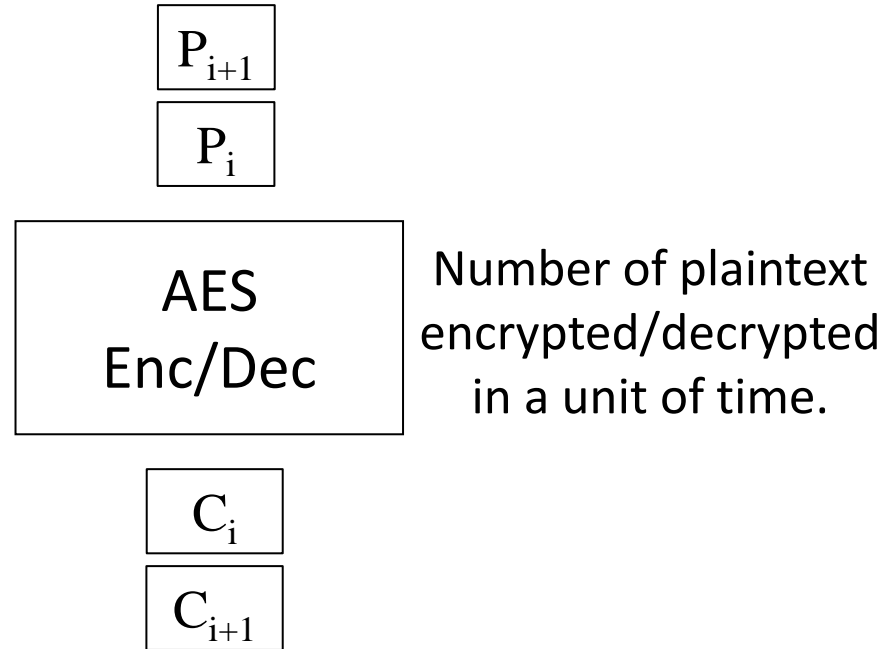
AES Implementations

- Efficiency parameters:

Latency

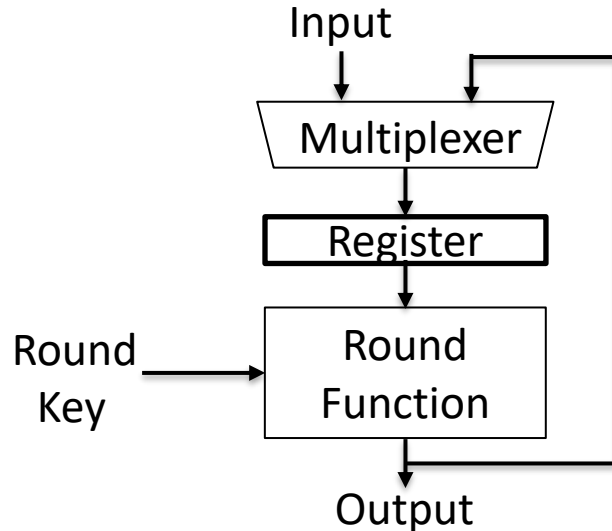


Throughput



Block Cipher Implementations: Iterative Approach

- Implement the combinational logic required for one round (supplemented with register and multiplexers). Then, use it repeatedly.
 - Only one block of data is encrypted at a time.
 - The number of clock cycles necessary to encrypt a single block of data is equal to the number of cipher rounds.



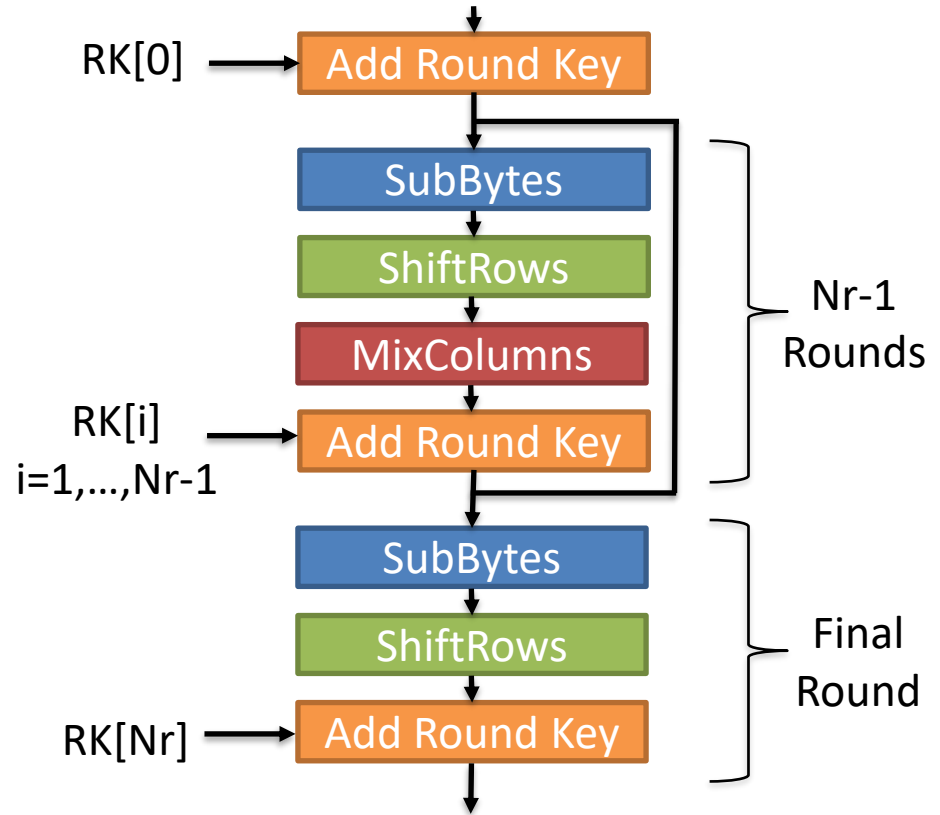
Clock period (t_{clk}) = t

Latency $\approx t * Nr$

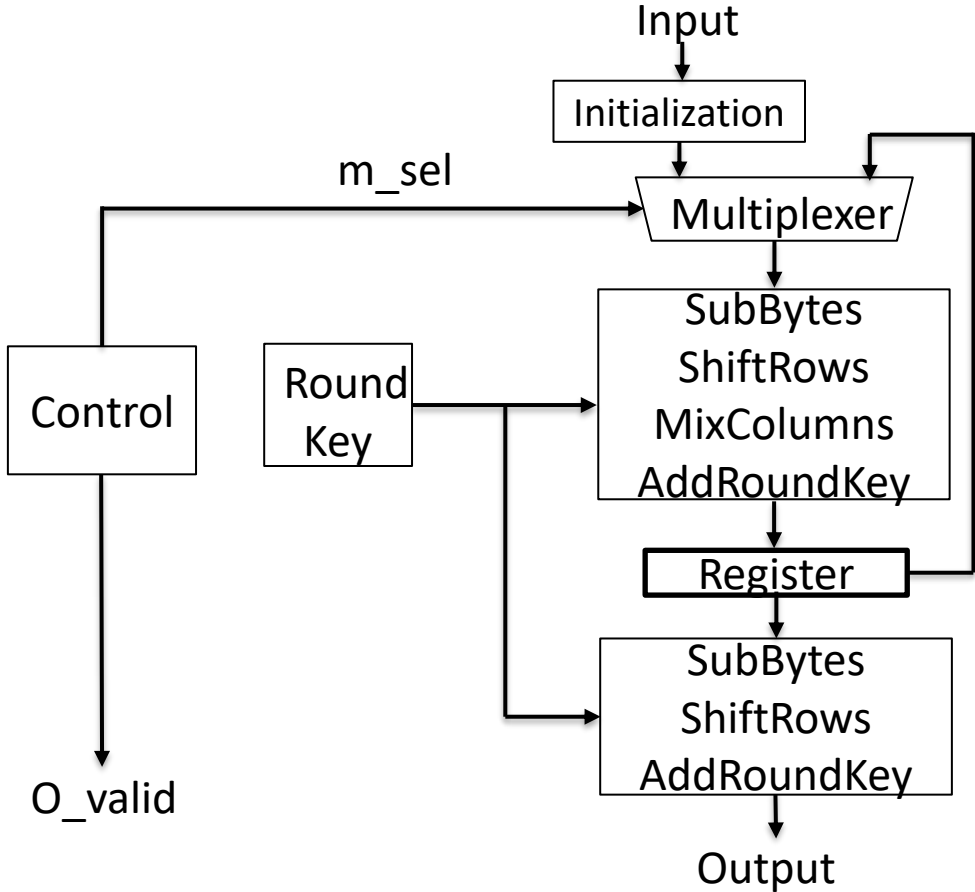
Throughput $\approx 1 / (t * Nr)$

AES Implementations: Iterative Approach

- Initialization
- Round (repeated $Nr-1$ times):
 - SubBytes
 - ShiftRows
 - MixColumns
 - AddRoundKey
- Final Round
 - SubBytes
 - ShiftRows
 - Add Round Key



AES Implementations: Iterative Approach

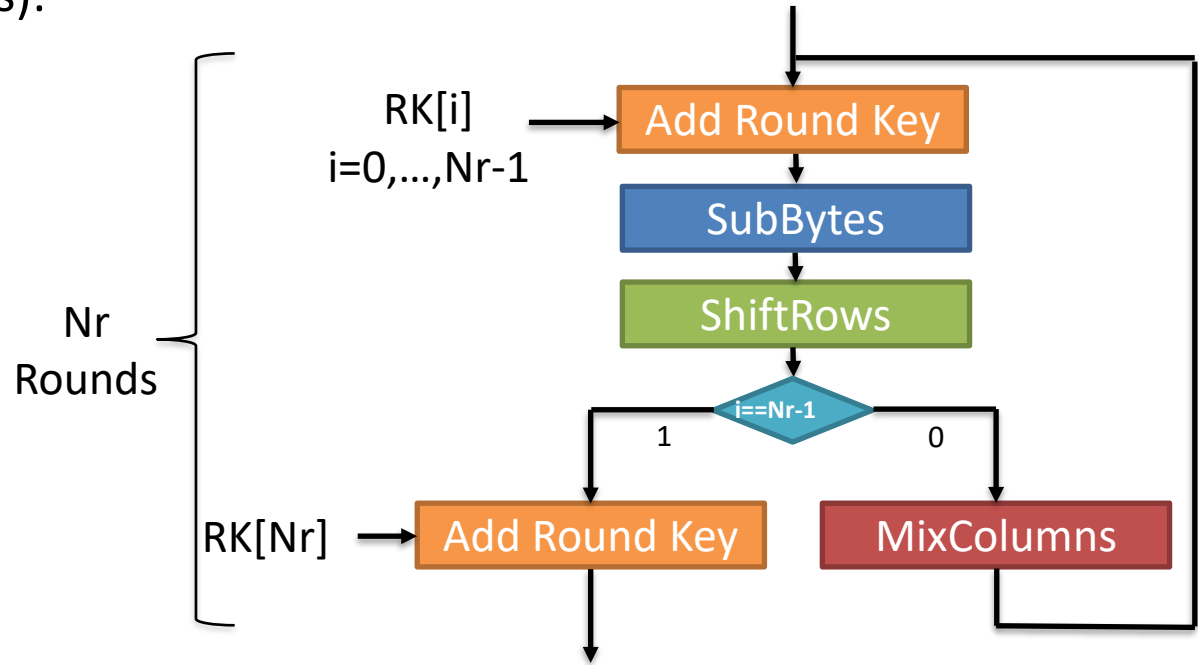


AES Implementations: Iterative Approach

- SubBytes and AddRoundKey are instantiated twice.
 - Can we do better?

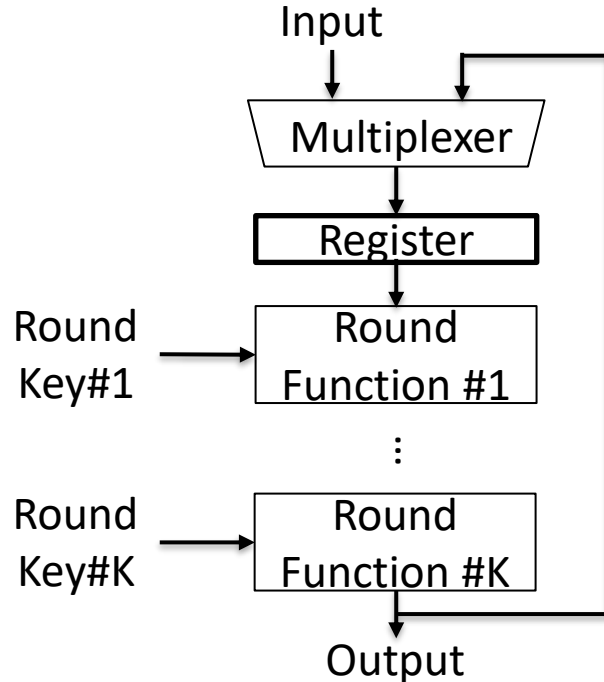
AES Implementations: Iterative Approach

- Round (repeated N_r times):
 - AddRoundKey
 - SubBytes
 - ShiftRows
 - MixColumnsor
AddRoundKey



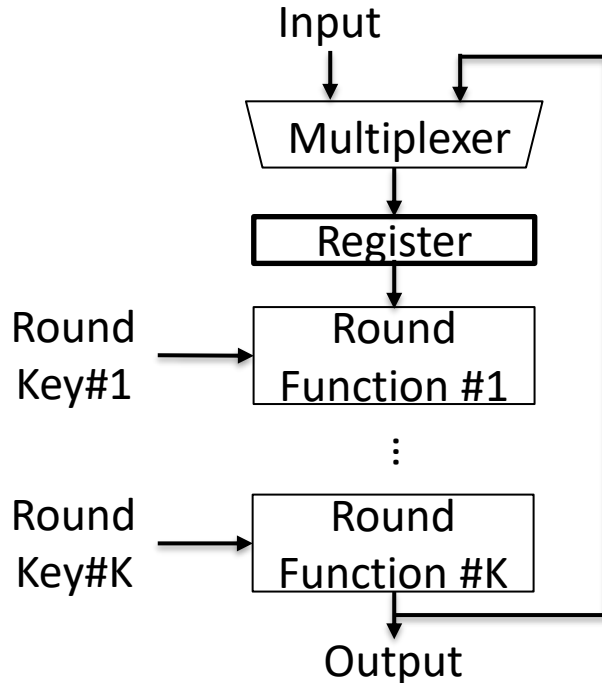
Block Cipher Implementations: Partial Loop Unrolling

- K round out of Nr round functions are implemented in combinational part.
 - Partial loop unrolling.



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Clock period ($t_{\text{clk}} \approx K \cdot t$)

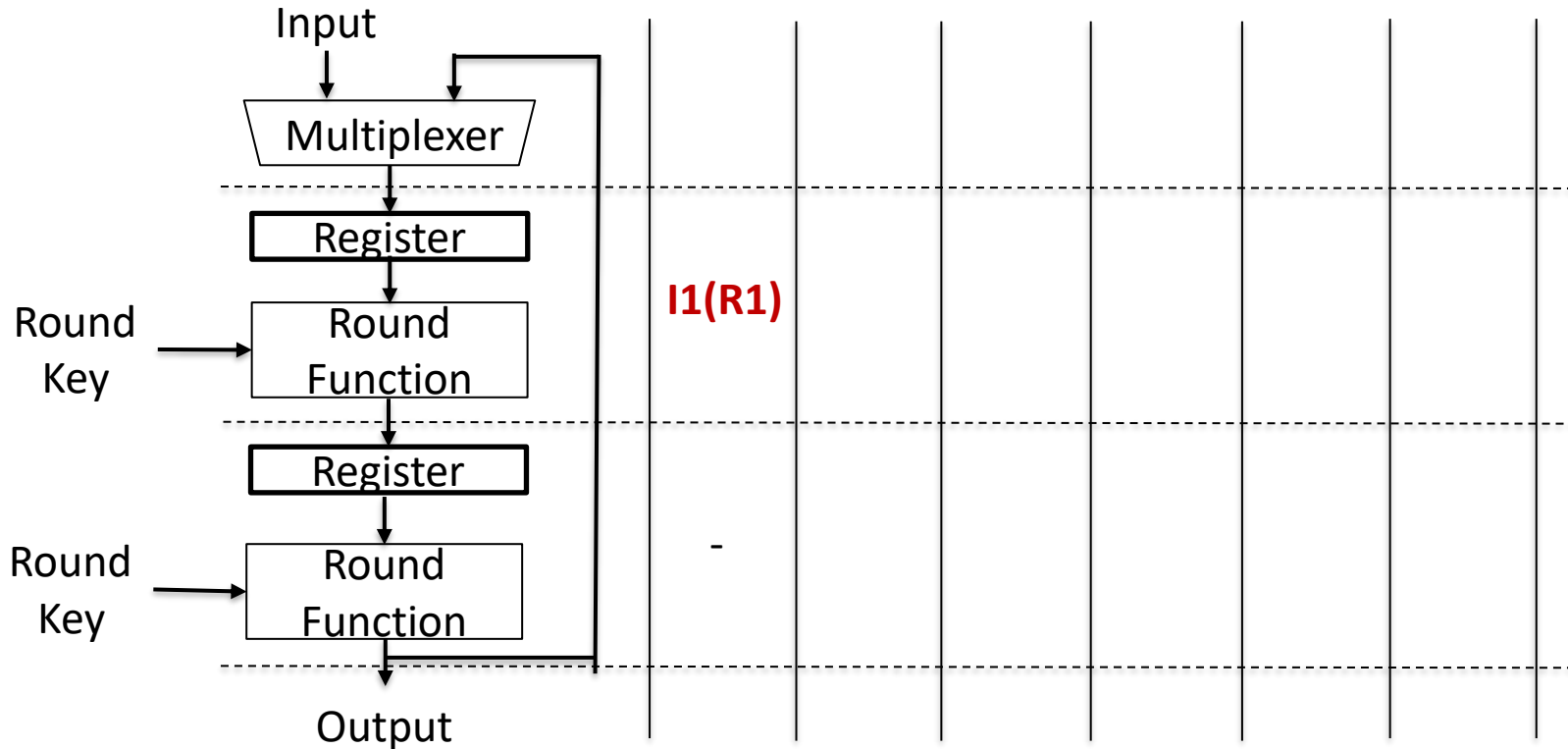
Latency $\approx t \cdot (\# \text{ of rounds})$

Throughput $\approx 1 / (t \cdot (\# \text{ of rounds}))$

Without pipelining, unrolling offers no throughput improvement.

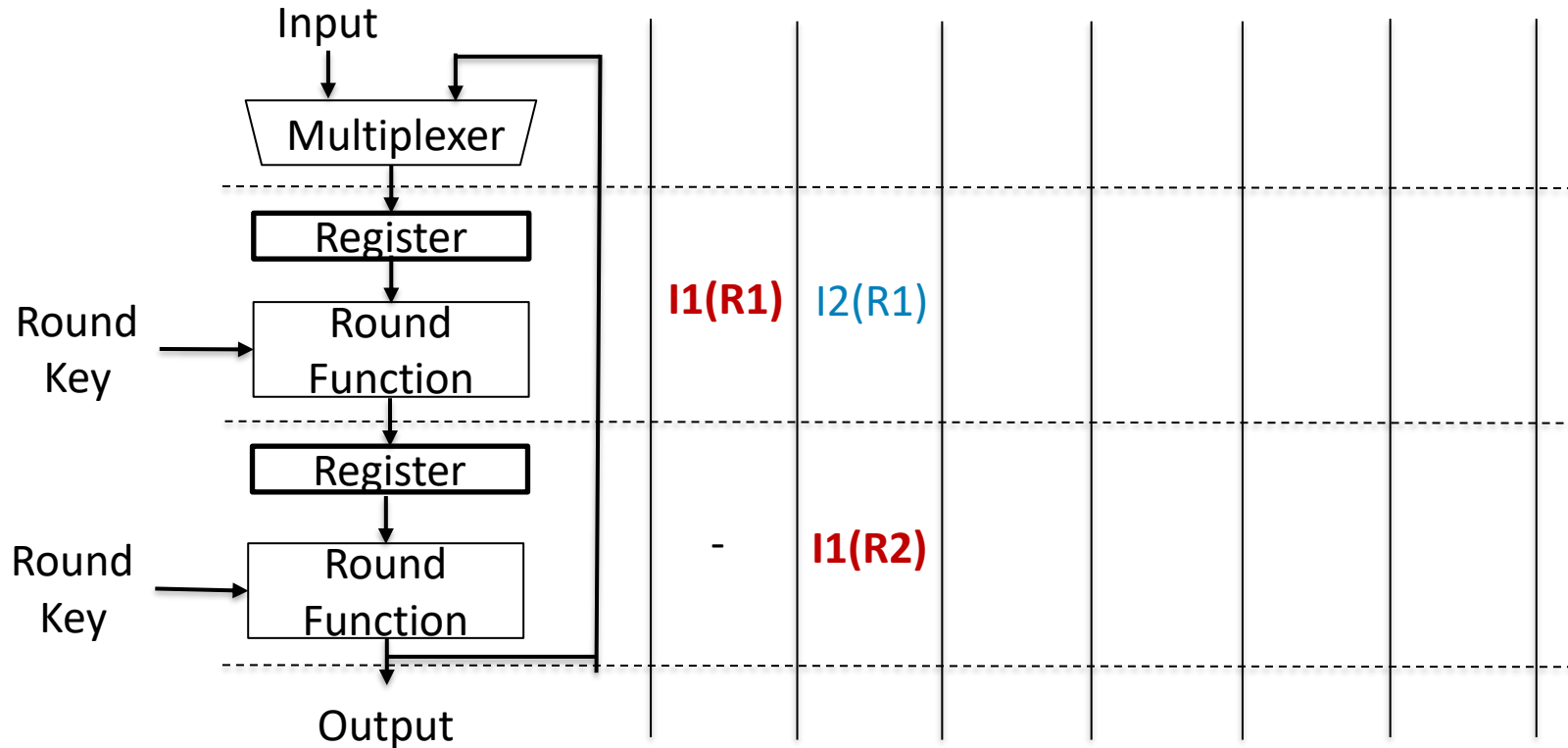
Block Cipher Implementations: Pipelining

- A traditional methodology for design of high-performance implementations.
 - Partial or full outer-loop pipelining (i.e., $K=2$ with $Nr=4$ rounds)



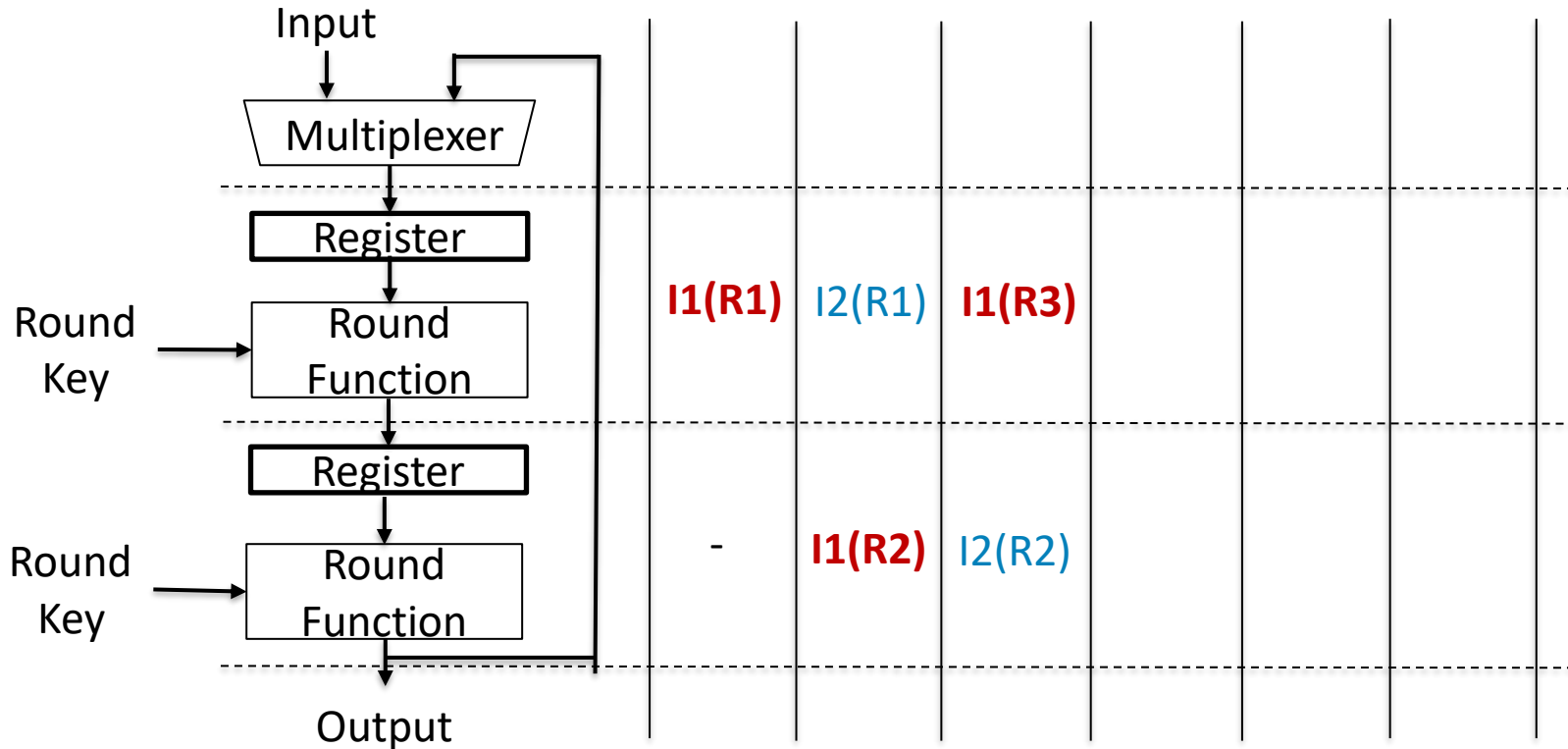
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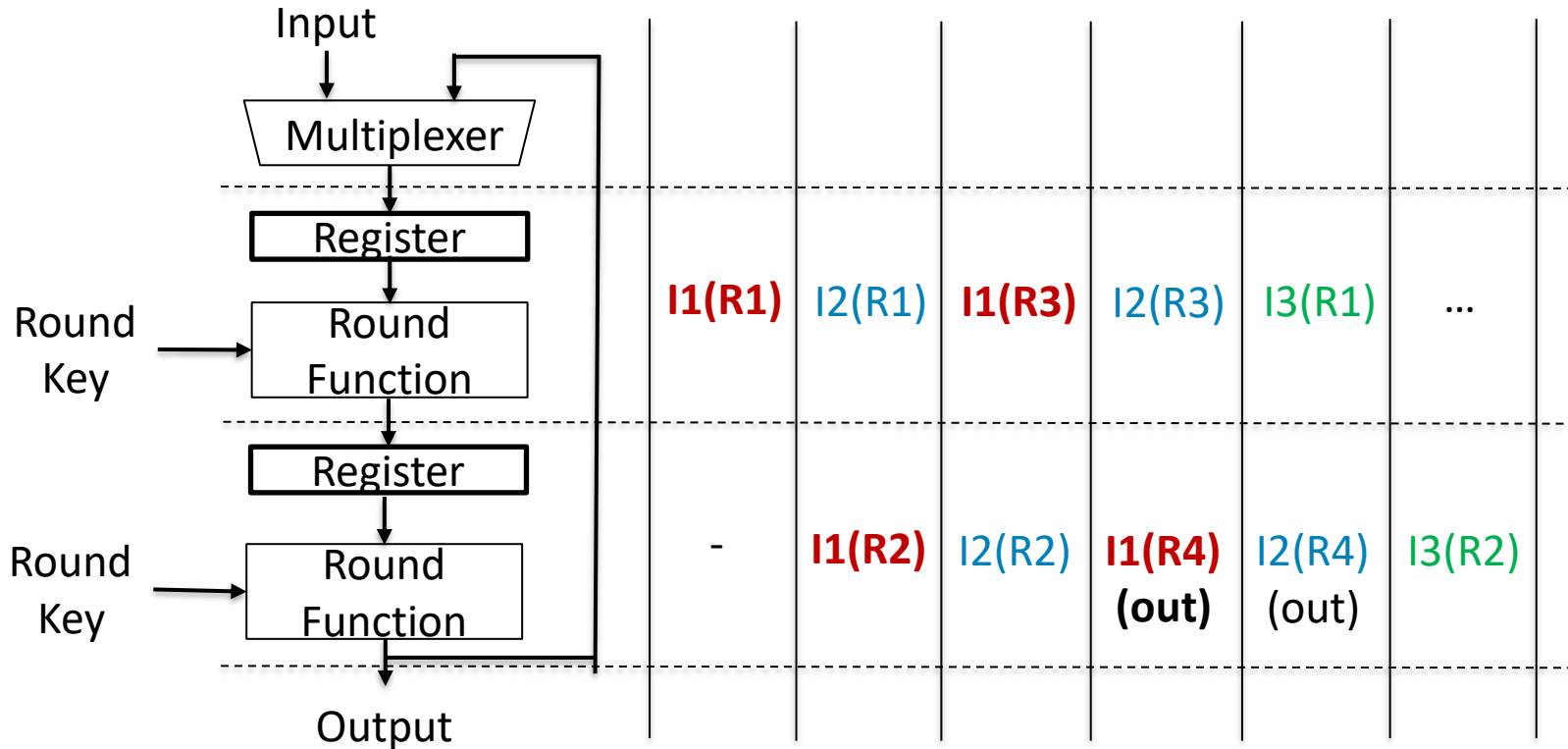
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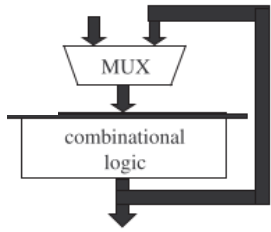
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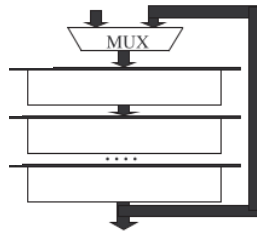


Block Cipher Implementations: Pipelining

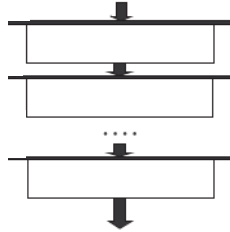
- A traditional methodology for design of high-performance implementations.
 - Partial or full outer-loop pipelining.
 - Inner-loop pipelining.
 - Partial or full outer-loop pipelining with inner loop pipelining.



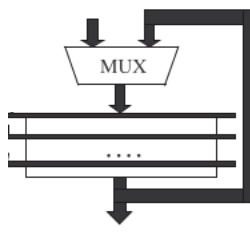
Iterative



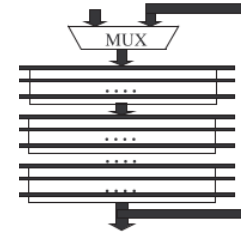
Partial unroll



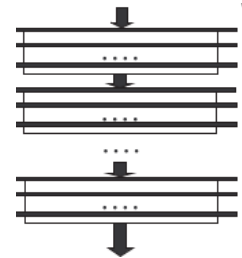
Fully unroll



Iterative with
inner pipeline



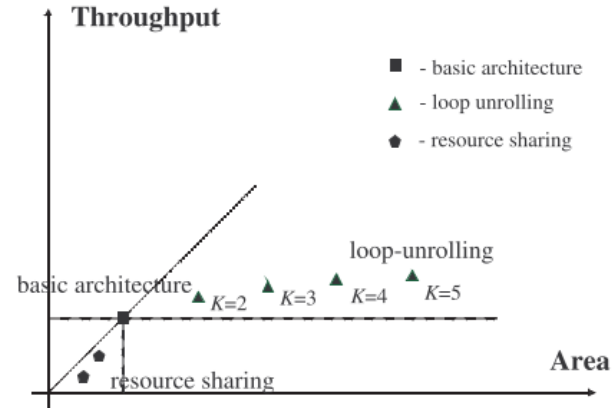
Partial unroll with
inner-outer pipeline



Fully unroll with
inner-outer pipeline

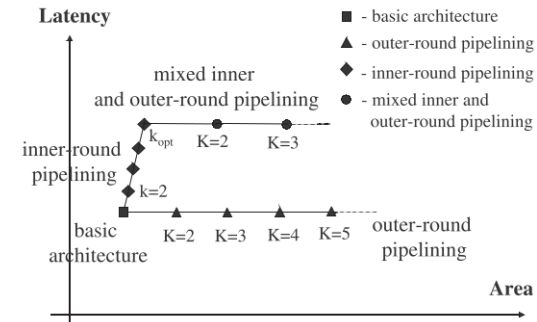
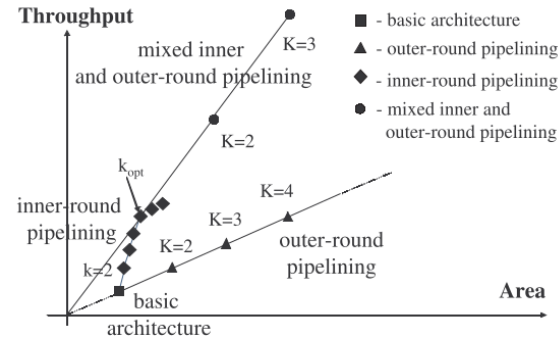
Block Cipher Implementations: Summary

- Summary of implementation methods
 - Iterative
 - Partial unroll
 - Fully unroll



Block Cipher Implementations: Summary

- Summary of implementation methods
 - Iterative
 - Partial unroll
 - Fully unroll
 - Pipelining
 - Inner
 - Outer



References

[H2020] H. M. Heys, *A Tutorial on the Implementation of Block Ciphers: Software and Hardware Applications*, 2020, IACR ePrint 2020/1545.

[AGS2014] A. Aysu *et al.*, *SIMON Says, Break the Area Records for Symmetric Key Block Ciphers on FPGAs*, ESL, 2014.

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[GC2009] K. Gaj, *FPGA and ASIC Implementations of AES*, Cryptographic Engineering, 2009.