

Hardware/Software Co-Design of Elliptic Curve Cryptography on an 8051 Microcontroller

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Motivation

■ Problem

- ECC is very computational-intensive
- 8-bit micro-controllers like 8051 are too slow for ECC

■ Goal

- ECDSA on 8051 in less than 1 sec (scalar mult. in ≤ 0.5 sec)
- Low-cost hardware accelerator (minimal area)

■ Hardware/software co-design

- Field arithmetic in HW, rest in SW
- 192-bit Arithmetic Unit (approx. 11k gates)
- Addition and Multiplication in $GF(2^m)$
- Scalar multiplication over $GF(2^{191})$ in 120 msec @ 12 MHz

Outline

- ECC
- Design approaches
- System components
 - 8051
 - Elliptic Curve Acceleration Unit (ECAU)
 - DMA
- Results
- Conclusions

Elliptic Curve Cryptography

- Operates in a group of points on a curve defined over finite field
- Less bits than in RSA systems provide same security level
 - 160 bit (ECC) vs. 1024 bit (RSA)
- Group operation: point addition
- Scalar multiplication ($k \cdot P$) is basic building block of ECC cryptosystems
 - Done by repeated point addition/doubling
 - Arithmetic operations in underlying finite field

Algorithmic Implementation Options

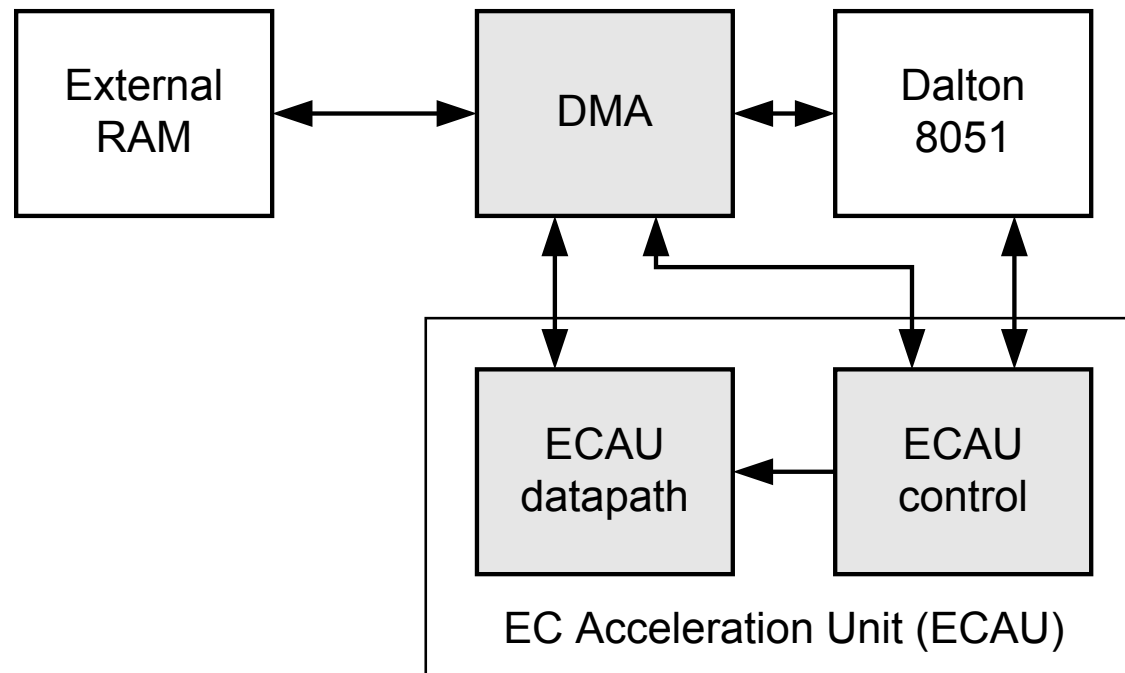
- Field type:
 - $\text{GF}(p)$
 - $\text{GF}(2^m)$
 - $\text{GF}(p^m)$
- Representation of field elements
 - Polynomial basis
 - Normal basis
- Representation of points
 - affine coordinates
 - projective coordinates
- Algorithm for scalar multiplication

Architectural Design Space

- Where to draw the line between HW and SW?
 - HW/SW boundary determines performance and area
- High-level exploration of design space
 - Performance evaluation with SystemC models

Design	Hardware part	Software part
Variant 1 (high performance)	Group operations (point adding/doubling)	Control flow
Variant 2 (compromise)	Finite field arithmetic (adding, multiplying, ...)	Group operations
Variant 3 (small silicon area)	Instruction set extensions (e.g. for field multiplication)	Field arithmetic and group operations

System Overview



- ECAU performs field addition and field multiplication in HW
- Intermediate results during scalar mul. are stored in XRAM
- DMA for fast data transfer between ECAU and XRAM

Dalton 8051

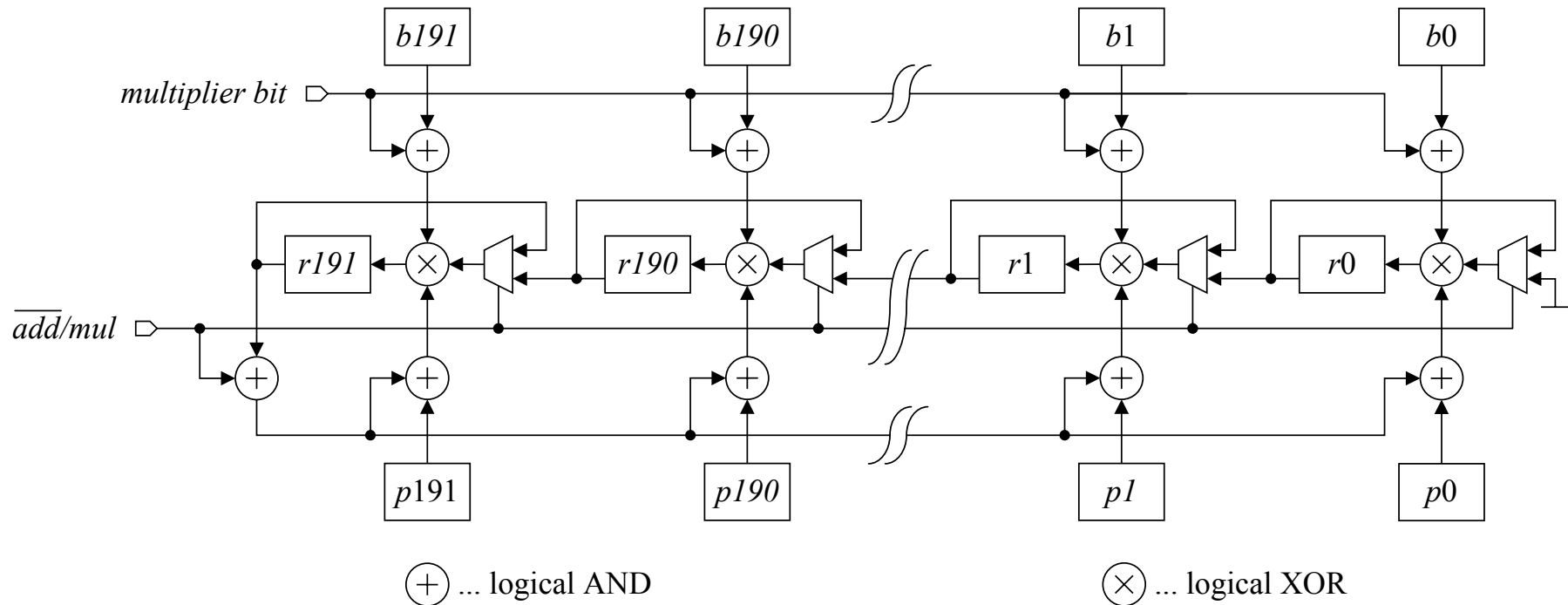
- Developed at UC Riverside
 - GNU GPL
- 8-bit micro controller
 - 4 kbytes ROM
 - 128 bytes internal RAM + 128 bytes SFRs
 - Interface provided for 64 kbytes of external RAM
 - 12 MHz
- Limitations of the VHDL Model
 - No Interrupts
 - No peripheral devices are implemented
 - Up to 17 cycles per instruction

The diagram illustrates the architecture of the GF(2^m) Arithmetic Unit. It consists of the following components and connections:

- I/O Register:** Receives external input (dashed arrow) and outputs to the Multiplier (a) and Multiplicand (b) (dashed arrows).
- Multiplier (a):** Receives input from the I/O Register and outputs to the GF(2^m) Arithmetic Unit (solid arrow).
- Multiplicand (b):** Receives input from the I/O Register and outputs to the GF(2^m) Arithmetic Unit (solid arrow).
- Irreducible Poly. (p):** Provides a constant input to the GF(2^m) Arithmetic Unit (solid arrow).
- GF(2^m) Arithmetic Unit:** The central processing unit that performs the multiplication and reduction. It receives inputs from the Multiplier (a), Multiplicand (b), and Irreducible Poly. (p). Its output is the Result (r) (solid arrow).
- Result (r):** The final output of the unit, which is fed back to the I/O Register via a dashed arrow.

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graph TD; IOR[I/O Register] -- dashed --> M["Multiplier (a)"]; IOR -- dashed --> B["Multiplicand (b)"]; IOR -. dashed .-> IP["Irreducible Poly. (p)"]; M -- solid --> GAU["GF(2^m) Arithmetic Unit"]; B -- solid --> GAU; IP -- solid --> GAU; GAU -- solid --> R["Result (r)"]; R -. dashed .-> IOR;
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Bit-Serial MSB-First Multiplier



- Multiplier works for operands ≤ 192 bit, e.g. $\text{GF}(2^{191})$, $\text{GF}(2^{163})$
- All operands are left-aligned in the registers
- A multiplication in $\text{GF}(2^m)$ takes m cycles, addition 1 cycle

Data Transfer

- Intermediate results stored in XRAM
- Problem: how to transfer operands from Dalton to ECAU?
 - Determines overall performance
- Original Dalton provides
 - I/O Ports
 - Serial Interface
- Bottleneck memory access
 - > 30 cycles needed to transfer a single byte
 - > 700 cycles for transfer of a 191-bit operand

DMA

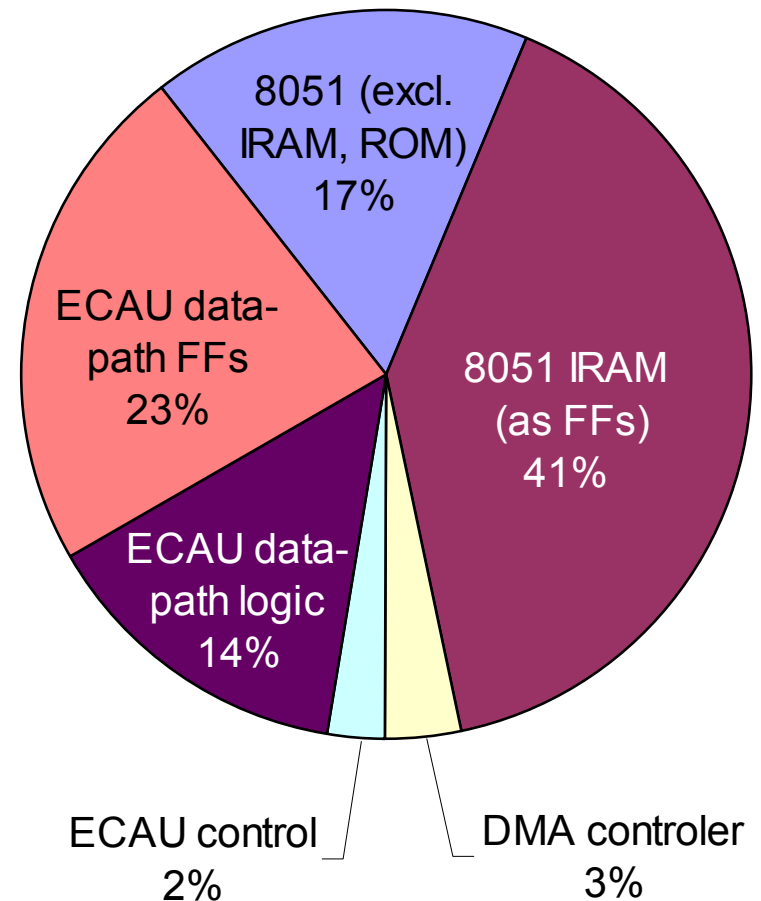
- Integration of DMA
 - Fast Operand transfer between ECAU and XRAM
- Complete 191-bit operand transfer now completed in 85 cycles
- Allows for certain amount of flexibility by left-aligning operands (bytewise)
 - 163-bit operand transfer faster than 191-bit
- In normal operation mode completely transparent for Dalton

Results (Operations)

Operation	Cycles
Transfer of one 191-bit operand	85
Addition in $GF(2^{191})$ excl. operand transfers	4
Multiplication in $GF(2^{191})$ excl. operand transfers	195
Point addition incl. operand transfers	2.623
Point doubling incl. operand transfers	2.623
Full scalar multiplication over $GF(2^{163})$	1.190.000
Full scalar multiplication over $GF(2^{191})$	1.416.000

Results (Hardware Cost)

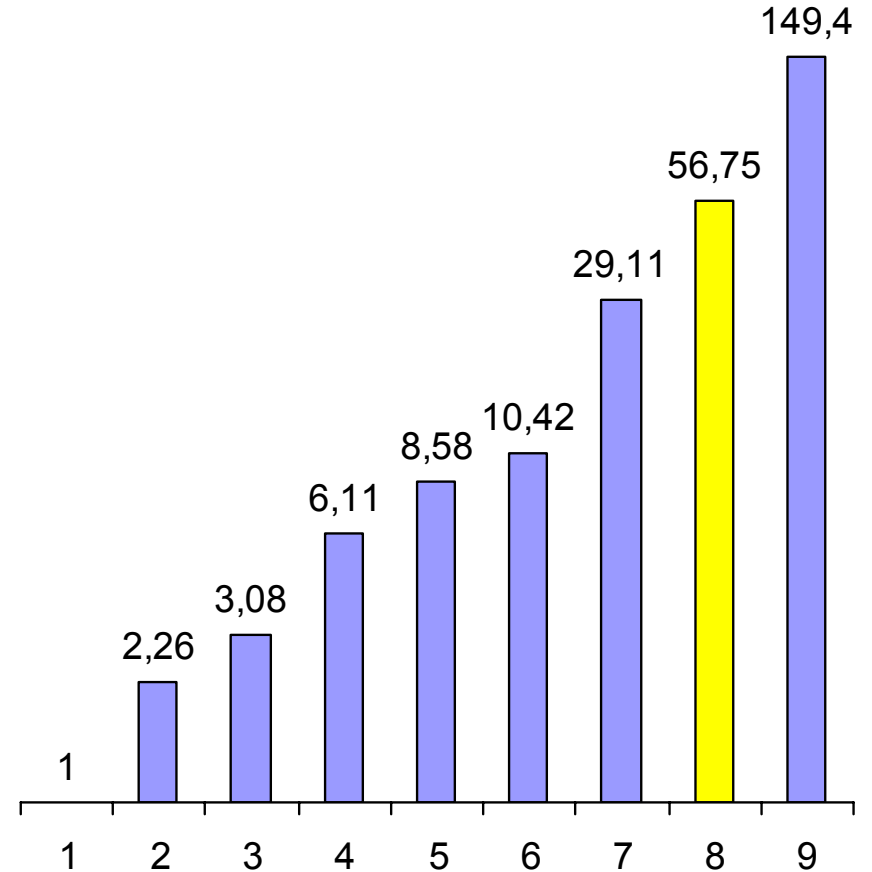
Component	Size (GE)
8051 (excl. IRAM, ROM)	4.984
IRAM (as flipflops)	11.860
DMA	1.029
ECAU control	718
ECAU datapath logic	4.180
ECAU datapath flipflops	6.720



Results (Performance)

Reference	System	Security	Cycles
Gura	8051	160 bit	67,530M
Batina	8051	166 bit	29,860M
Woodbury	8051	134 bit	21,960M
Kumar	8051	134 bit	11,060M
Hodjat	8051	166 bit	7,870M
Gura	ATmega128	160 bit	6,480M
Eberle	ATmega128	163 bit	2,320M
This work	8051	163 bit	1,190M
Kumar	AT94K	163 bit	0,452M

Speedup (rel. to Gura)



Comparison with Batina et al (CHES 05)

Component	Size (norm.)	Area-delay product (Size * msec)	Code size (Bytes)	XRAM (Bytes)
Dalton 8051	1,00			
Batina (166 bit HECC)	1,15	2.861,20	11.524	936
This work (163 bit)	1,75	173,60	2.568	336
This work (191 bit)	1,75	206,50	2.568	384

Conclusions

- ECC can benefit from significant speedup when using dedicated hardware
- Minimalist HW accelerator for field arithmetic allows 50x performance gain over SW
- System-level bottlenecks like operand transfers must be considered too
- No use to speed up only ECC when operand transfer is too slow
- HW/SW co-design to optimize for both performance and area