PUF OVER FPGA

Episode o2: What is a PUF and discussion of the project structure



AGENDA

Part 1 - Course intro



>> Part 2 - What is PUF and discussion of the project structure

Part 3 - HDL Development of PUF

Part 4 - Building a MicroBlaze-based soft processor system

Part 5 - Connect PUF to MicroBlaze and assign FPGA pins

Part 6 – Using pblock for separate PUF and MicroBlaze placement

Part 7 - Introduction to TCL and placing PUF on FPGA

Part 8 - Writing code for the processor system

Part 9 - Debugging and running PUF

*Number of episodes could be change in future

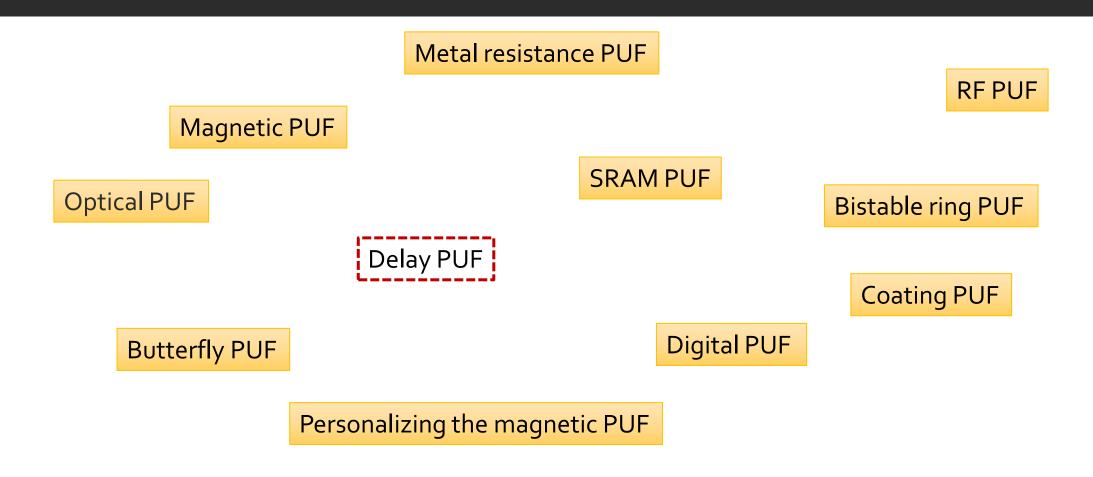


WHAT IS A PUF?

PUF (Physical(ly) Unclonable Function) is a physical object that for a given input and conditions (challenge), provides a physically defined "digital fingerprint" output (response) that serves as a unique identifier ... PUFs are most often based on unique physical variations which occur naturally during semiconductor manufacturing. Today, PUFs are usually implemented in integrated circuits and are typically used in applications with high security requirements (wiki)

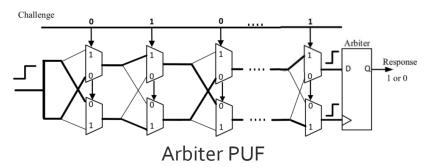


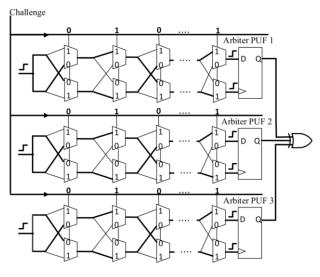
PUFs TYPES



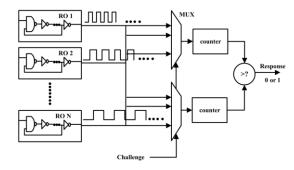


TYPES OF DELAY-BASED PUFS

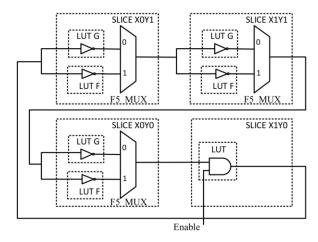




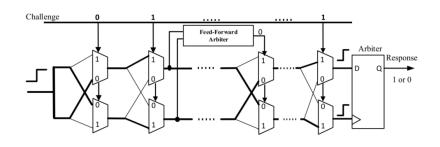
3-XOR Arbiter PUF



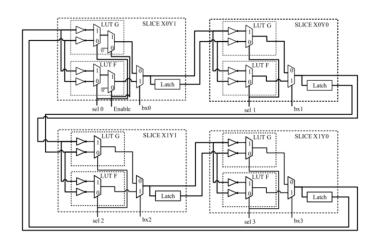
Ring Oscillator PUF



Maiti Configurable Ring Oscillator



Feed-Forward Arbiter PUF



Xin Configurable Ring Oscillator



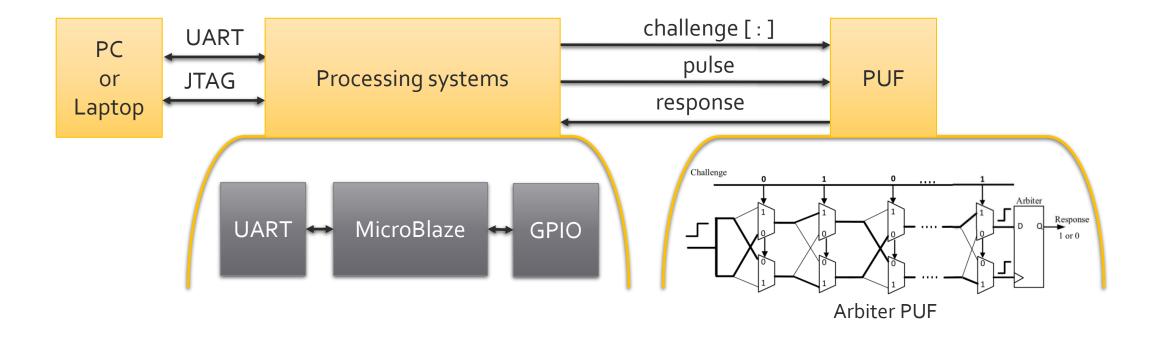
*Source <u>link</u>

WHAT SHOULD BE DEFINED?

- 1. Project structure
- 2. Communication interface
- 3. Type of implemented PUF
- 4. PUF interface
- 5. How to collect and save statistic from PUF

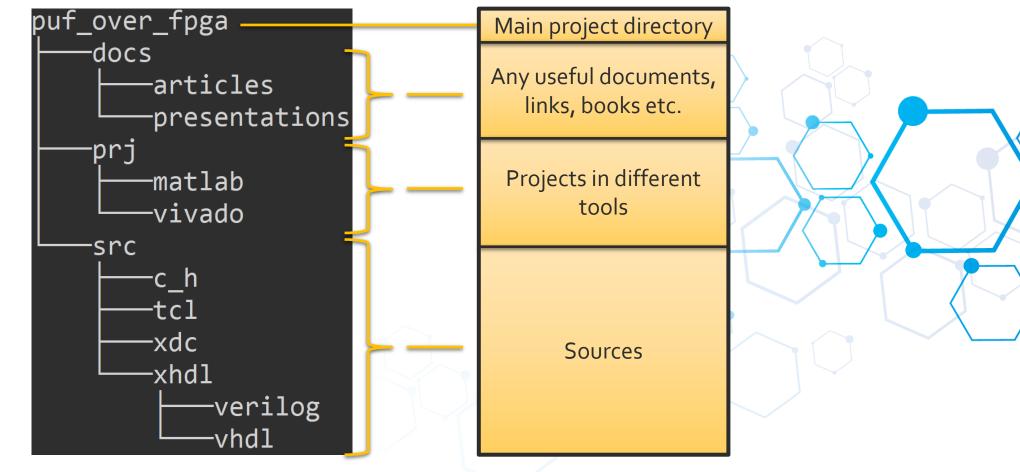


PROJECT STRUCTURE





PROJECT DIRECTORIES





*Source <u>link</u>

HAVE A QUESTIONS?



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