

HB0158
Handbook
Core3DES v3.2



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1 Revision History

The revision history describes the changes that were implemented in the document. The changes are listed by revision, starting with the most current publication.

1.1 Revision 4.0

Added PolarFire® SoC support.

1.2 Revision 3.0

Added RTG4™ support

1.3 Revision 2.0

Updated for Core3DES v3.1 release.

1.4 Revision 1.0

The first publication of this document.

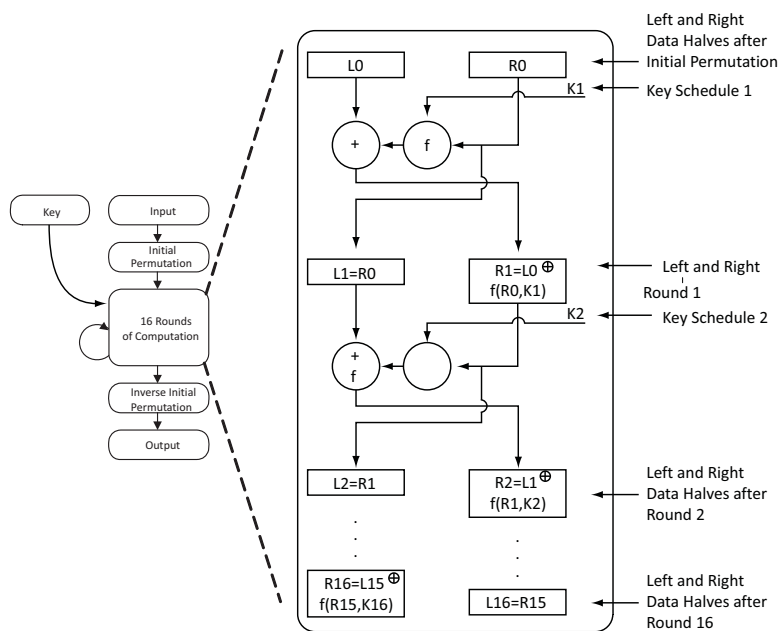
2 Introduction

2.1 Core Overview

The Core3DES macro implements the Triple Data Encryption Standard (3DES or Triple DES), which provides a means of securing data. The Triple DES algorithm is described in the Federal Information Processing Standards (FIPS) Publication (PUB) 46-3, and is an extension of the DES (Data Encryption Standard) algorithm (Figure 1, page 2) and also described in FIPS PUB 46-3. The Triple DES algorithm takes as inputs 64 bits of plaintext data and 192 bits of a cipher key, and after 48 cycles, produces a 64-bit ciphered version of the original plaintext data as output¹. The entire 168-bit cipher key consists of three sub-keys, denoted as K1, K2, and K3, representing the left third (MSB), the middle third, and the right third (LSB) of the cipher key, respectively.

During the 48 cycles, or iterations, of the algorithm, the data bits are subjected to permutation and addition functions, which consist of key schedules, calculated by rotations and permutations applied to the original 168-bit cipher key.

Figure 1 • DES Algorithm

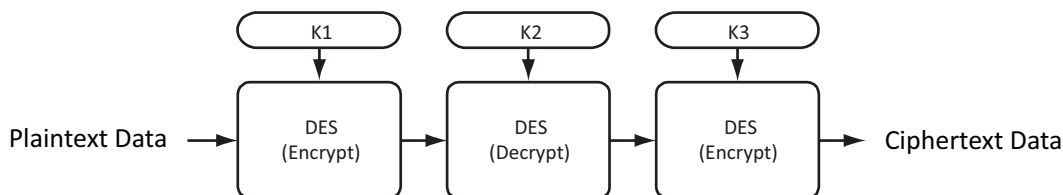


1. Only 168 of the 192 bits of the key are used in the calculations, as the least significant bit of each byte of the cipher key is used to provide odd parity for the key bytes.

The Triple DES encryption algorithm is executed in the specific sequential order shown in Figure 2, page 3.

1. Encrypt using DES with cipher key K1 (left third of 168-bit cipher key).
2. Decrypt using DES with cipher key K2 (middle third of 168-bit cipher key).
3. Encrypt using DES with cipher key K3 (right third of 168-bit cipher key).

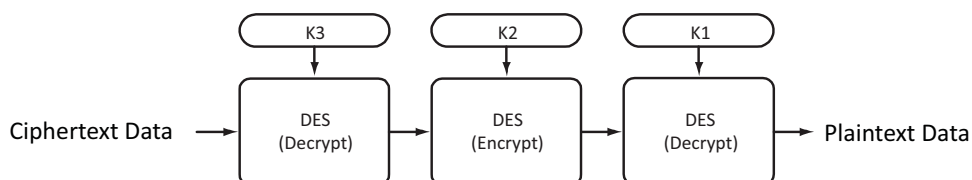
Figure 2 • Encryption Flow Diagram for 3DES



The Triple DES decryption algorithm is executed in the specific sequential order shown in Figure 3, page 3.

1. Decrypt using DES with cipher key K3 (right third of 168-bit cipher key).
2. Encrypt using DES with cipher key K2 (middle third of 168-bit cipher key).
3. Decrypt using DES with cipher key K1 (left third of 168-bit cipher key).

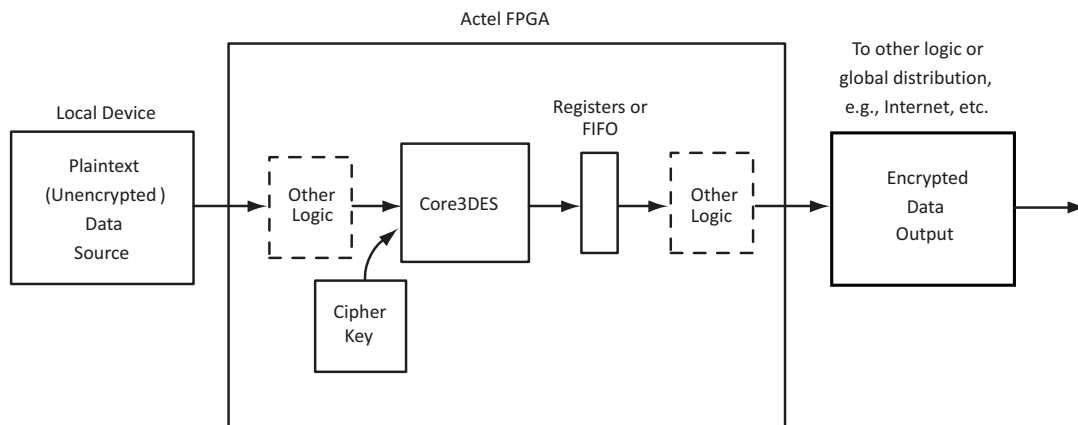
Figure 3 • Decryption Flow Diagram for 3DES



Since three sequential DES operations are required, the total compute time for Triple DES (encryption or decryption) is three times that for single DES, or $16 \times 3 = 48$ clock cycles.

2.2 Design Security

Figure 4, page 4 shows a typical system diagram. Note that the cipher key, which is the “secret” key, can be made up of FPGA logic cells, thereby preventing the possibility of design or data theft. Microsemi® Flash-based devices (ProASIC3) employ FlashLock™ technology, and Microsemi antifuse-based devices (Axcelerator, SX-A, RT54SX-S) employ FuseLock™ technology, each of which provides a means to keep the cipher key and the rest of the logic secure. The output of the Core3DES macro should be connected to registers or FIFOs, as it is only valid for one clock cycle, as shown in the sections [Encryption](#), page 11 and [Decryption](#), page 12.

Figure 4 • Typical Core3DES System

2.3 Key Features

- Compliant with FIPS PUB 46-3
- TECB (TDEA Electronic Codebook) Implementation per ANSI Standard X9.52
- Example Source Code Provided for TCBC, TCFB, and TOFB Modes
- 168-Bit Cipher Key (consisting of 56-bit cipher keys in 3 stages, with 24 additional parity bits)
- All Major Microsemi Device Families Supported
- Parity Checking Logic for Cipher Key
- Encryption and Decryption Possible with Same Core
- 48-Clock Cycle Operation to Encrypt or Decrypt 64 Bits of Data
- Pause/Resume Functionality to Continue Encryption or Decryption at Will
- Provides Data Security within a Secure Microsemi FPGA

2.4 Core Version

This handbook supports Core3DES version 3.2.

2.5 Supported Families

- PolarFire® SoC
- PolarFire®
- RTG4™
- IGLOO® 2
- SmartFusion® 2
- IGLOO^{PLUS}
- ProASIC3L
- SX-A
- RTSX-S
- Axcelerator®
- RTAX-S
- ProASIC^{PLUS}®
- ProASIC®3
- ProASIC3E
- Fusion
- SmartFusion®
- IGLOO®
- IGLOOe

2.6 Device Utilization and Performance

The Core3DES macro has been implemented in the families listed in Table 1, page 6.

Table 1 • Core3DES Device Utilization and Performance

Family	Cells or Tiles			Utilization		Performance (MHz)	Throughput (Mbps)
	Sequential	Combinatorial	Total	Device	Total (%)		
IGLOO/e	136	1180	1316	AGL600V2/ AGLE600V2	10	42	56
IGLOO ^{PLUS}	136	1180	1316	AGLP125V2	42	42	56
IGLOO2	135	947	947	M2GL050	1.70	124	165
Fusion	156	1257	1413	AFS600	11	75	100
ProASIC3/E/L	156	1257	1413	A3P600/ A3PE600/ A3P600L	11	80	107
Axcelerator	152	620	772	AX125	39	125	167
RTAX-S	152	620	772	RTAX1000S	5	81	108
ProASIC ^{PLUS}	150	1456	1606	APA075	53	50	67
SX-A	152	620	772	A545SX16A	55	100	133
RTSX-S	152	620	772	RT54SX32S	28	60	80
SmartFusion	136	1330	1466	A2F500M3G	13.80	73	97
SmartFusion2	135	947	1082	M2S050	1.70	124	165
RTG4	135	753	888	RT4G150	0.50	111	148
PolarFire	135	758	893	MPF300T	0.15%	216	288
PolarFire SoC	135	758	893	MPFS250T	0.18%	153	204

Note: Data in this table achieved using typical synthesis and layout settings. Data throughput is computed by taking the bit width of the data (64 bits), dividing by the number of cycles (48), and multiplying by the clock rate (performance); the result is listed in Mbps (millions of bits per second).

3 Design Description

3.1 I/O Signals

The port signals for the Core3DES macro are defined in Table 2, page 8 and illustrated in Figure 5, page 7. Core3DES has 202 I/ O signals (described in Table 2, page 8). Most arrayed ports are labeled with indices that begin with the number 1 (most significant bit) and ascend up to the width of the arrayed port (least significant bit, which is 64 for most of the arrayed ports in this core). The arrayed ports are labeled in this fashion to correspond with the nomenclature described in Federal Information Processing Standards Publication 46-3 (FIPS PUB 46-3). The only deviation from this nomenclature is the Key Select output bus, which descends from 1 down to 0.

Figure 5 • Core3DES I/O Signal Diagram

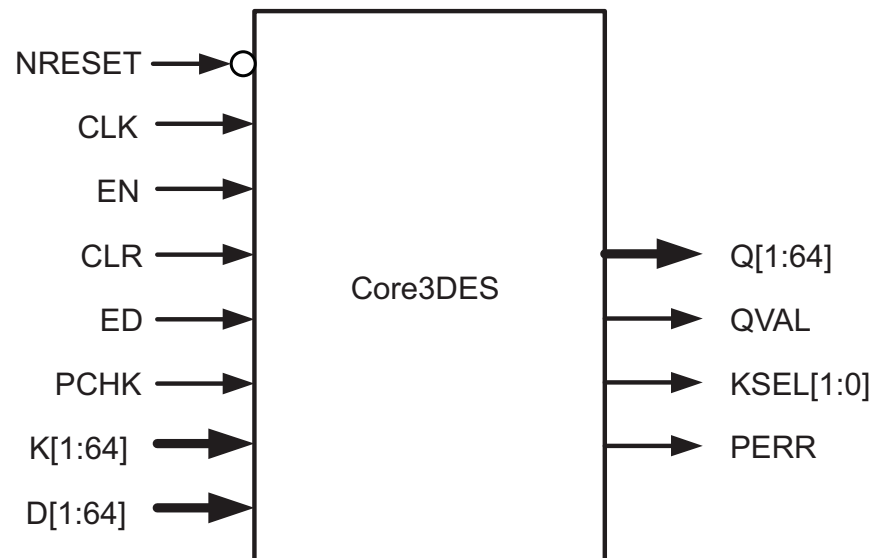


Table 2 • Core3DES I/O Signals

Name	Type	Description
NRESET	Input	Active-low asynchronous reset
CLK	Input	System clock: reference clock for all internal Triple DES logic
EN	Input	Enable signal: set to '1' for normal continuous operation, set to '0' to pause
CLR	Input	Synchronous clear signal: set to '1' to clear logic at any time
ED	Input	Encrypt/Decrypt: '1' to Encrypt, '0' to Decrypt
PCHK	Input	Parity Check: set to '1' to enable parity checking of cipher key bits
K[1:64]	Input	Input Key: 64 bit (56 bits + 8 parity bits) cipher key input bus (time-multiplexed K1, K2, K3 sub-keys)
D[1:64]	Input	Data in: 64 bit data input bus
Q[1:64]	Output	Output Data out: 64 bits of ciphertext (for Encrypt operation, plaintext for Decrypt operation)
QVAL	Output	Q Valid: '1' indicates that valid Encrypt/Decrypt data is available on Q [1:64]
KSEL[1:0]	Output	Key Select: Selection bits for cipher key sub-keys K1, K2, and K3. When 00: K1 needs to be presented on the K[1:64] input bus, when 01: K2 needs to be presented on the K[1:64] input bus, when 10: K3 needs to be presented on the K[1:64] input bus.
PERR	Output	Parity Error: '1' indicates that a parity error has occurred on the K cipher key input bits

3.2 Parameters/Generics

Core3DES has a parameter (Verilog) and generic (VHDL), described in [Table 3](#), page 8, for configuring the RTL code. A parameter and generic is an integer type. This parameter/generic is mapped to configuration options in the SmartDesign Configuration window.

Table 3 • Core3DES Configuration Parameter/Generic

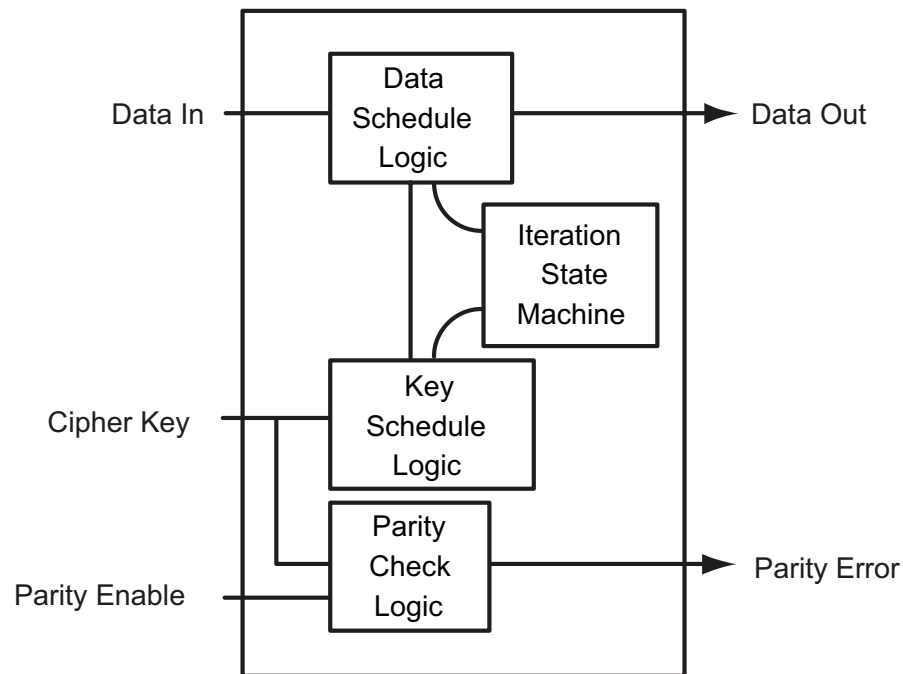
Name	Value	Description
FAMILY	0 to 99	Must be set to match the supported FPGA family. IGLOO PLUS - 23 IGLOOe - 21 IGLOO - 20 Fusion - 17 ProASIC3L - 22 ProASIC3E - 16 ProASIC3 - 15 Axcelerator - 11 RTAX-S - 12 ProASICPLUS - 14 RTSX-S - 9 SX-A - 8 SmartFusion - 18 Smartfusion2 - 19 IGLOO2 - 24 RTG4 - 25 PolarFire - 26 PolarFire SoC - 27

4 Functional Block Diagram

Core3DES consists of four main blocks (shown in Figure 6, page 9).

- Data schedule logic - computes the intermediate data values at each round of the DES algorithm.
- Iteration state machine logic - keeps track of which round of the DES algorithm is currently in progress.
- Key schedule logic - computes the intermediate keys at each round of the DES algorithm.
- Parity check logic - checks for odd-parity compliance of the 56 bits of cipher key and issues an error signal if parity is not correct.

Figure 6 • DES Algorithm Block Diagram



5 Core3DES Operation

5.1 Selecting a Cipher Key

Since there is only one cipher key $K[1:64]$ input port and the Triple DES algorithm requires three 64-bit cipher sub keys (three 56-bit cipher sub-keys, less than 8 parity bits, per sub-key), the three cipher sub-keys must be presented in sequence on the same $K[1:64]$ input port. The $KSEL[1:0]$ output port must be decoded by the designer for use in external selection logic for each of the three 64-bit cipher sub-keys.

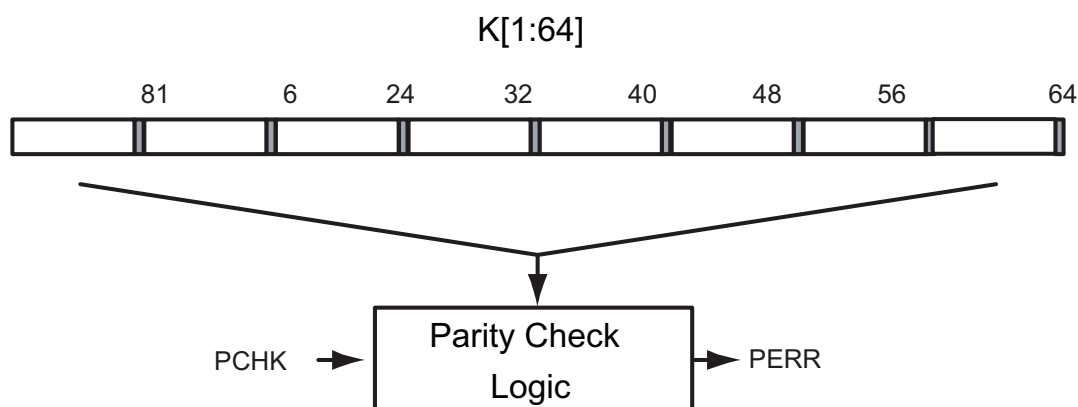
Since the $KSEL[1:0]$ output port may be connected to address lines of an external RAM or ROM device, there is an extra clock cycle of latency built into the Core3DES logic. In other words, when the $KSEL[1:0]$ port changes value, the next cipher sub-key is not required immediately on the next rising edge of the clock, however; it will be required by the second rising edge of the clock. This is illustrated in [Encryption](#), page 11 and [Decryption](#), page 12.

5.2 Parity Checking

If you want to use parity checking with the cipher key $K[1:64]$ inputs, the PCHK input must be held at logic '1'. The parity checking logic determines whether or not an odd number of logic '1' values are present in each byte of the cipher key. This function can be disabled at any time by setting the PCHK input to logic '0'.

Note: If parity checking is disabled by setting the PCHK input to logic '0,' the least significant bits of each byte of the cipher key ($K[8]$, $K[16]$, $K[24]$, $K[32]$, $K[40]$, $K[48]$, $K[56]$, and $K[64]$) can each be statically connected to either a logic '1' or logic '0' value, since they are the parity bits and will not be used ([Figure 7](#), page 10).

Figure 7 • Key Parity Check



5.3 Encryption

To begin the process of encrypting data, the following inputs are set:

- K[1:64] is set to the first of three cipher sub-keys (ck1 in Figure 8, page 11) to encrypt the data.
- D[1:64] is set to the plaintext data (d1 in Figure 8, page 11) to be encrypted.
- ED is set to logic '1'.
- EN is set to logic '1'.

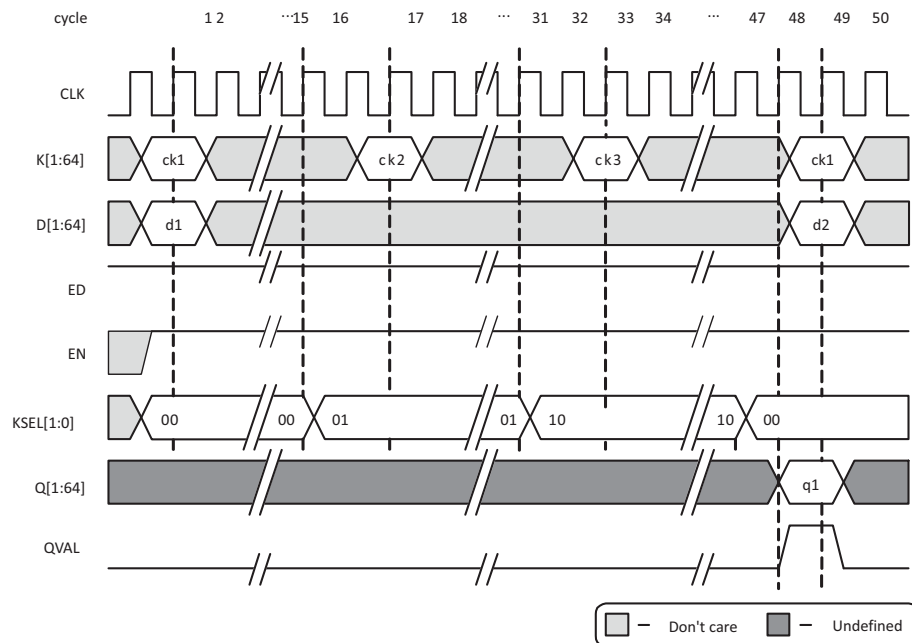
After 15 clock cycles of the EN input being held continuously at a logic '1' value, the KSEL[1:0] outputs change from '00' to '01', indicating that the second of three cipher sub-keys (ck2 in Figure 8, page 11) need to be presented on the K[1:64] inputs, which must be done by the rising clock edge of the start of clock cycle 17 (one complete clock cycle of slack is built into the Core3DES circuitry). After 31 clock cycles of the EN input being held at a logic '1', the KSEL[1:0] outputs changes from '01' to '10', indicating that the third of three cipher sub-keys (ck3 in Figure 8, page 11) need to be presented on the K[1:64] inputs, which must be done by the rising clock edge of the start of clock cycle 33.

After 48 clock cycles of the EN input being held continuously at a logic '1' value, the QVAL signal transitions from logic '0' to logic '1' and remains valid for one clock cycle, indicating that valid ciphertext (encrypted) data (q1 in Figure 8, page 11) is available on the Q[1:64] outputs.

Note that the encrypted data is only available during clock cycle 48, thus you must register or latch the data on Q[1:64], using the QVAL signal as a qualifying register enable or latch enable.

As shown in Figure 8, page 11, continuous encryption is possible. For example, the second 64-bit plaintext data word (d2 in Figure 8, page 11) can be immediately encrypted by presenting d2 on the D[1:64] inputs by the rising clock edge of clock cycle 49 and by presenting the cipher sub-keys ck1, ck2, and ck3 in the sequence described earlier in this section.

Figure 8 • Example Encryption Sequence



5.4 Decryption

To begin the process of decrypting data, the following inputs are set:

- K[1:64] is set to the third of three cipher sub-keys (ck3 in Figure 9, page 12) to decrypt the data.
- D[1:64] is set to the ciphertext data (d1 in Figure 9, page 12) to be decrypted.
- ED is set to logic '0'.
- EN is set to logic '1'.

After 15 clock cycles of the EN input being held continuously at a logic '1' value, the KSEL[1:0] outputs change from '10' to '01', indicating that the second of three cipher sub-keys (ck2 in Figure 9, page 12) must be presented on the K[1:64] inputs, which is done by the rising clock edge of the start of clock cycle 17 (one complete clock cycle of slack is built into the Core3DES circuitry). After 31 clock cycles of the EN input being held at a logic '1', the KSEL[1:0] outputs will change from '01' to '00', indicating that the first of three cipher sub-keys (ck1 in Figure 9, page 12) need to be presented on the K[1:64] inputs, which must be done by the rising clock edge of the start of clock cycle 33. Note that for decryption, the order in which the three cipher sub-keys are required differs from the encryption process (described in the previous section); cipher sub-key three is required first, cipher sub-key two is next, and cipher sub-key one is last.

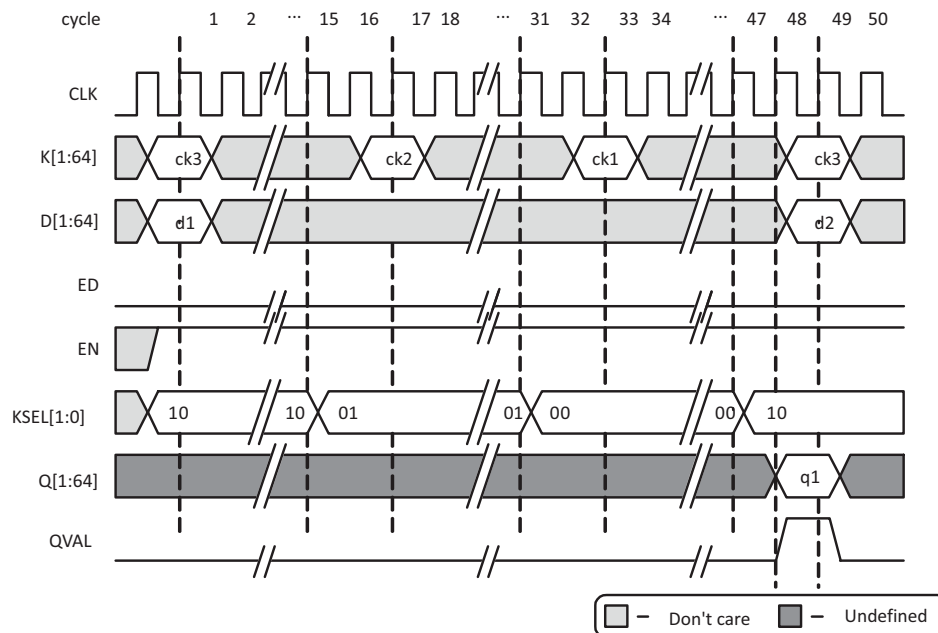
After 48 clock cycles of the EN input being held continuously at a logic '1' value, the QVAL signal transitions from logic '0' to logic '1' and remains valid for one clock cycle, indicating that valid plaintext (unencrypted data, shown as q1 in Figure 9, page 12) is available on the Q[1:64] outputs.

Note that the decrypted plaintext data is only available during clock cycle 48, thus you must register or latch the data on Q[1:64] using the QVAL signal as a qualifying register enable or latch enable.

As shown in Figure 9, page 12, continuous decryption is possible. For example, the second 64-bit ciphertext data word (d2 in Figure 9, page 12) can be immediately decrypted by presenting d2 on the D[1:64] inputs by the rising clock edge of clock cycle 49 and by presenting the cipher sub-keys ck3, ck2, and ck1 in the sequence described earlier in this section.

After 16 clock cycles of the EN input being held continuously at a logic '1' value, the QVAL signal transitions from logic '0' to logic '1' and remains valid for one clock cycle, indicating that valid plaintext (unencrypted data shown as q1 in Figure 9, page 12) is available on the Q[1:64] outputs.

Figure 9 • Example Decryption Sequence



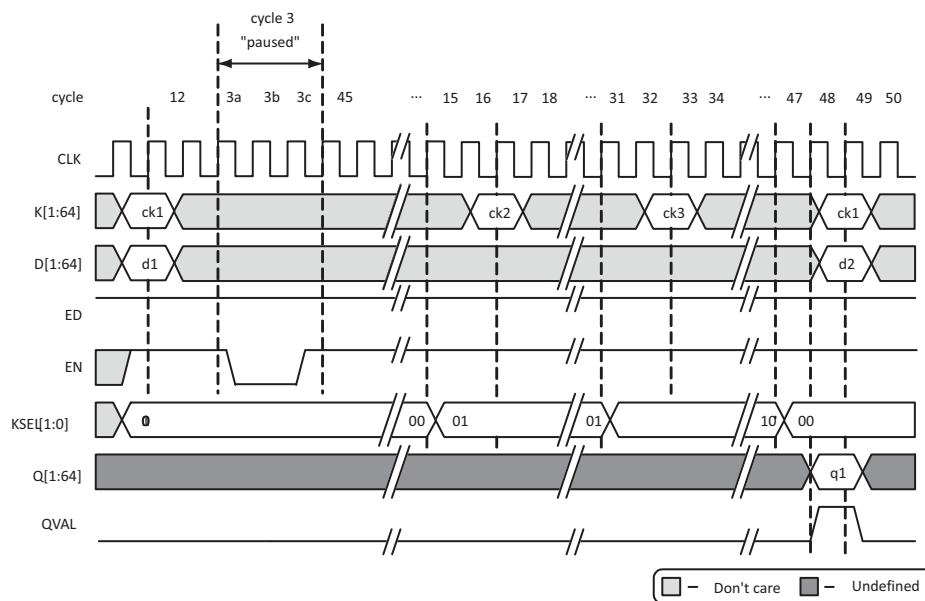
5.5 Pause/Resume

For normal operation, the EN input is held at a logic 1 value. The core can be paused by holding the EN input at a logic 0 value, indefinitely, as shown in Figure 10, page 13. To resume operation, the EN input must be brought back to a logic 1 value. This functionality applies to either encryption or decryption. Note that the ED input must remain at logic 1 throughout an entire encryption cycle, or at logic 0 throughout an entire decryption cycle; otherwise, unpredictable results on the Q [1:64] outputs occur.

The pause/resume functionality is provided as an aid to you. The EN input would be held statically at a logic 1 value, and the data input needs to change every 48 clock cycles to encrypt the next block. After all blocks of data are encrypted, you would then need to hold the EN input at a logic 0 value, since if it is left at logic 1, data continues to be encrypted forever. When ready for the next blocks of data, you can then resume the encryption process by holding the EN input at a logic 1 value.

Another possible use may be if you have an elastic buffer (FIFO) connected to the Q [1:64] outputs. If the FIFO is filling up with encrypted data faster than the encrypted data is being read out of the FIFO, you may wish to pause the Core3DES macro by setting the EN input to a logic 0 when the full or almost-full flag logic from the FIFO is active. When the FIFO full or almost-full flag logic clears, the Core3DES macro can then resume operation by again setting the EN input to a logic 1 value.

Figure 10 • Example Encryption Pause/Resume Sequence

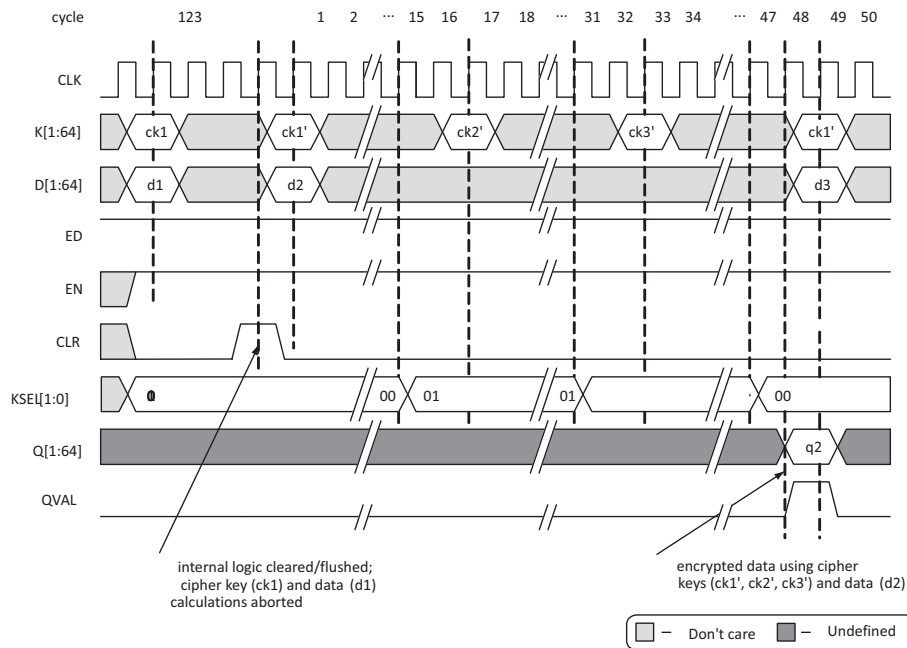


5.6 Clear/Abort

At any point in the process of encrypting or decrypting data, you can abort the current operation by setting the CLR input to logic 1. This clears all current calculations with the key schedule and data schedule logic. You can then immediately begin to use a different cipher key and data input on the very next cycle, as shown in Figure 11, page 14.

The clear/abort functionality is useful when you want to change the cipher key, possibly in the middle of an encryption or decryption sequence. You are able to immediately halt the current operation simply by holding the CLR input at a logic 1 value for at least one clock cycle, and commence immediately on the following clock cycle with a new cipher key and/or new data. If the Core3DES macro is integrated into a system containing a processor, the processor may want to abort the encryption or decryption operation for some specific event (for example, low or failing power condition).

Figure 11 • Example Encryption Abort Sequence



5.7 Modes of Operation

Core3DES is implemented using the ECB (TDEA Electronic Codebook) mode of operation, per ANSI Standard X9.52.

Depending on the application, other modes of operation for Triple DES may be desirable. For this reason, Microsemi provides example VHDL and Verilog source code for the TCBC (TDEA Cipher Block Chaining), TCFB (TDEA Cipher Feedback), and TOFB (TDEA Output Feedback) modes. For detailed information on specific modes of operation, refer to ANSI Standard X9.52.

6 Tool Flows and Testbench Operation

6.1 License

No license is needed for CoreDES.

6.1.1 Obfuscated

Complete RTL code is provided for the core, allowing the core to be instantiated with SmartDesign. Simulation, Synthesis, and Layout can be performed within Libero® System-on-Chip (SoC). The RTL code for the core is obfuscated and the some of the testbench source files are not provided; they are precompiled into the compiled simulation library instead.

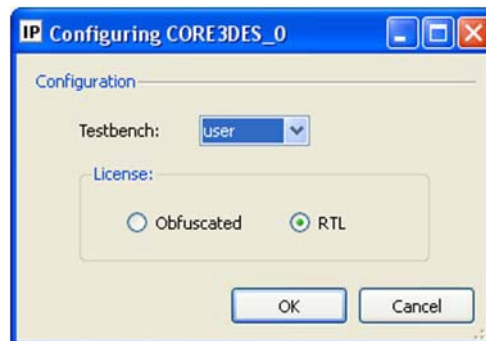
6.1.2 RTL

Complete RTL source code is provided for the core and testbenches.

6.2 SmartDesign

Core3DES is preinstalled in the SmartDesign IP Deployment design environment. The core can be configured using the configuration GUI within SmartDesign, as shown in [Figure 12](#), page 15. For information on using SmartDesign to instantiate and generate cores, refer to [Libero SoC documents page](#) and use the latest SmartDesign user guide.

Figure 12 • Core3DES Configuration Window in SmartDesign



6.3 Simulation Flows

The User Testbench for Core3DES is included in all releases. To run simulations, select the User Testbench flow within CoreConsole and click **Save & Generate** on the Generate pane. The User Testbench is selected through the Core Testbench Configuration GUI. When SmartDesign generates the Libero project, it installs the user testbench files.

To run the user testbench, set the design root to the Core3DES instantiation in the Libero design hierarchy pane and click **Simulation** in the Libero **Design Flow** window. This will invoke ModelSim® and automatically run the simulation.

6.4 Synthesis in Libero

To run synthesis on the core with the parameter/generic set in SmartDesign, set the design root appropriately and click the Synthesis icon in **Libero Project Flow** window. The Synthesis window appears, displaying the Synplicity® project. If using Verilog, set Synplicity to use the Verilog 2001 standard. Run Synplicity.

6.5 Place-and-Route in Libero

After running Synthesis, click **Layout** in Libero to invoke Designer. Core3DES requires no special place and-route settings.

7 Testbench Operation

An example user testbench is included with the obfuscated and RTL releases of Core3DES. The obfuscated and RTL releases provide the precompiled ModelSim format, as well as the source code for the user testbench to ease the process of integrating and verifying the Core3DES macro into a design. The user testbench includes a simple example design that serves as a reference for users that want to implement their own designs.

The source code for each user testbench includes example support routines to aid the user in testing the Core3DES macro. Refer to the comments in the user testbench source code for details on the support routines (tasks for Verilog testbenches, functions and procedures for VHDL testbenches.) Using the supplied testbench as a guide, you can easily customize the verification of the core by adding or removing any of the tests listed in NIST Special Publication 800-20 or by adding any custom test cases.

8 Ordering Information

8.1 Export Restrictions

Core3DES is subject to export controls and is licensable under the U.S. Department of Commerce's Export Administration Regulations, the U.S. Department of State's International Traffic in Arms Regulations, or other laws, government regulations, or restrictions. Microsemi is currently in the process of obtaining additional permissions to ship Core3DES to a wider audience. The licensee will not import, export, re-export, divert, transfer, or disclose Core3DES without complying strictly with the export control laws and all legal requirements in the relevant jurisdictions, including and without limitation, obtaining the prior approval of the U.S. Department of Commerce or the U.S. Department of State, as applicable.