



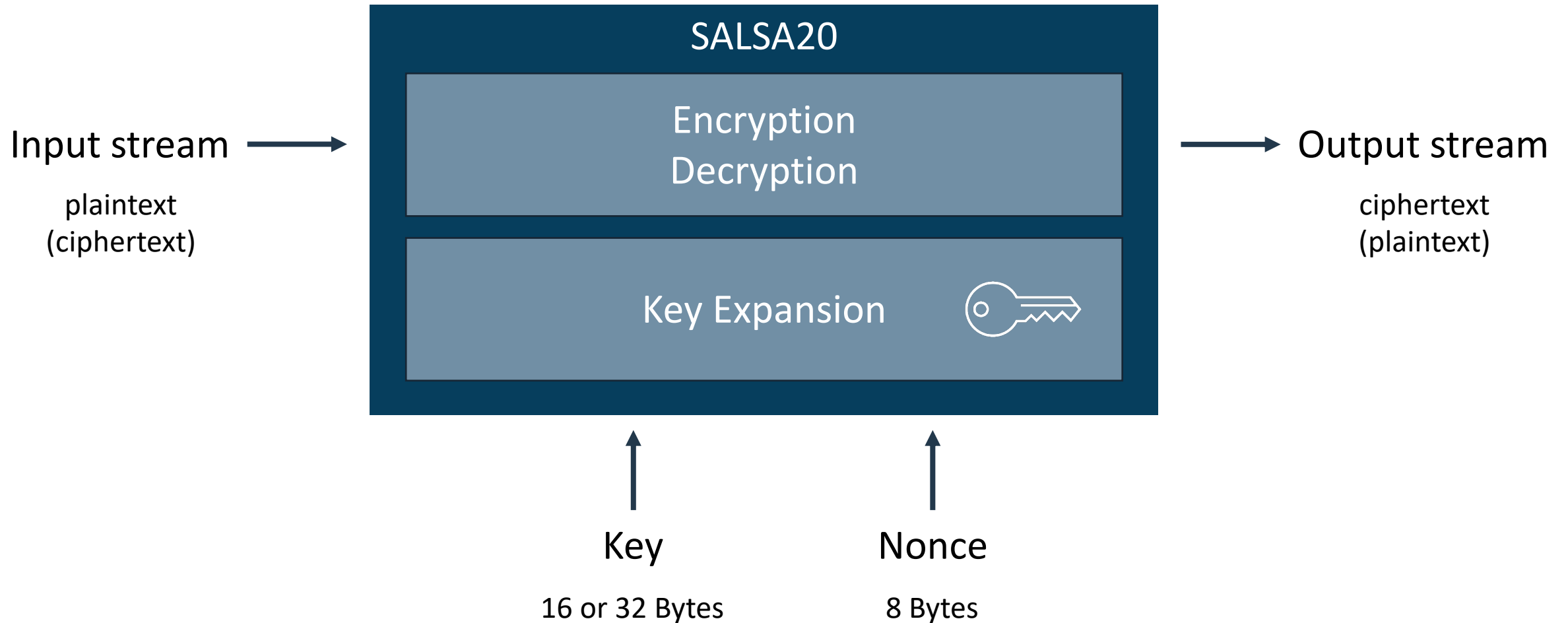
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PhD Course: Digital Design of Embedded Systems in the IoT and RISC-V Open Core Era

**Hardware Design and Implementation of the
Salsa20 Cryptosystem**

Andrea Maioli (Politecnico di Milano, Italy)

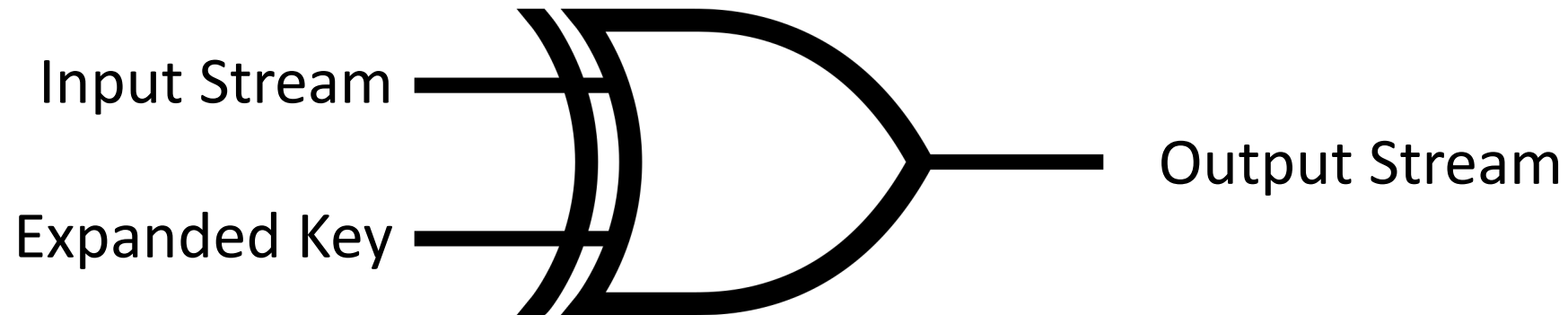
Stream cipher





Encryption / Decryption

- Salsa20 relies on a **One Time Pad** to encrypt/decrypt an input stream
 - **XOR** operator



- XOR is an **involutory function**
 - Encryption and decryption functions are the **same**
 - **Low** hardware resource utilization



Key Expansion

1. Create a 64 Bytes matrix

Constants

1. Create a 64 Bytes matrix

Constants							
				Constants			
Constants							
				Constants			

1. Create a 64 Bytes matrix

Key

Constants							
				Constants			
Constants							
				Constants			

1. Create a 64 Bytes matrix

Constants				Key			
Key				Key			
Key				Constants			
Constants				Key			
Key				Key			
Key				Constants			

1. Create a 64 Bytes matrix

Nonce

Constants				Key			
Key				Key			
Key				Constants			
Constants				Key			
Key				Key			
Key				Constants			

1. Create a 64 Bytes matrix

Constants				Key			
Key				Key			
Key				Constants			
Nonce				Nonce			
Constants				Key			
Key				Key			
Key				Constants			

1. Create a 64 Bytes matrix

BLOCK ID

Block Identifier:

- 8 Bytes
- Allows to generate **unique keys**
- **Initialized to 0**
- **Incremented** every 64 bytes of input

Constants				Key			
Key				Key			
Key				Constants			
Nonce				Nonce			
Constants				Key			
Key				Key			
Key				Constants			

1. Create a 64 Bytes matrix

Constants	Key
Key	Key
Key	Constants
Nonce	Nonce
BLOCK ID	BLOCK ID
Constants	Key
Key	Key
Key	Constants

2. Transform the matrix

C_1	C_2	C_3	C_4	K_1	K_2	K_3	K_4
K_5	K_6	K_7	K_8	K_9	K_{10}	K_{11}	K_{12}
K_{13}	K_{14}	K_{15}	K_{16}	C_5	C_6	C_7	C_8
N_1	N_2	N_3	N_4	N_5	N_6	N_7	N_8
B_1	B_2	B_3	B_4	B_5	B_6	B_7	B_8
C_9	C_{10}	C_{11}	C_{12}	K_{17}	K_{18}	K_{19}	K_{20}
K_{21}	K_{22}	K_{23}	K_{24}	K_{25}	K_{26}	K_{27}	K_{28}
K_{29}	K_{30}	K_{31}	K_{32}	C_{13}	C_{14}	C_{15}	C_{16}

2. Transform the matrix – QuarterRound function

C_1	C_2	C_3	C_4	K_1	K_2	K_3	K_4
K_5	K_6	K_7	K_8	K_9	K_{10}	K_{11}	K_{12}
K_{13}	K_{14}	K_{15}	K_{16}	C_5	C_6	C_7	C_8
N_1	N_2	N_3	N_4	N_5	N_6	N_7	N_8
B_1	B_2	B_3	B_4	B_5	B_6	B_7	B_8
C_9	C_{10}	C_{11}	C_{12}	K_{17}	K_{18}	K_{19}	K_{20}
K_{21}	K_{22}	K_{23}	K_{24}	K_{25}	K_{26}	K_{27}	K_{28}
K_{29}	K_{30}	K_{31}	K_{32}	C_{13}	C_{14}	C_{15}	C_{16}

2. Transform the matrix – QuarterRound function

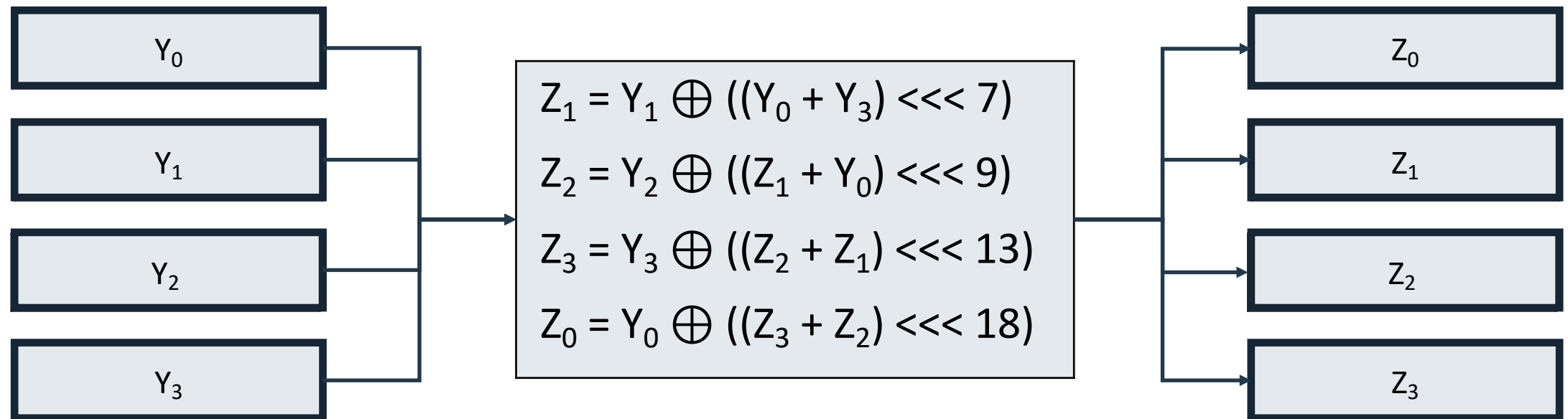
C_1	C_2	C_3	C_4
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K_1	K_2	K_3	K_4
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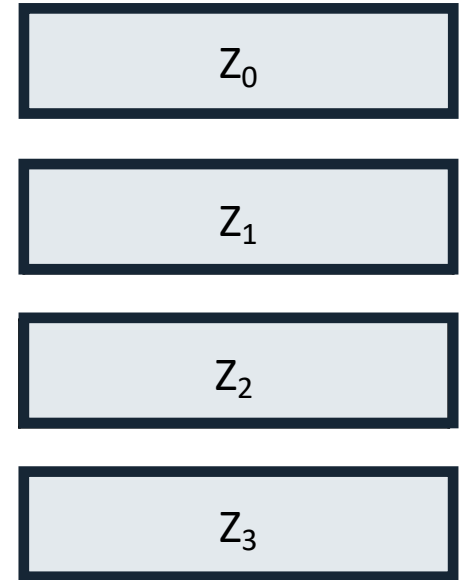
K_5	K_6	K_7	K_8
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K_9	K_{10}	K_{11}	K_{12}
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2. Transform the matrix – QuarterRound function



2. Transform the matrix – QuarterRound function



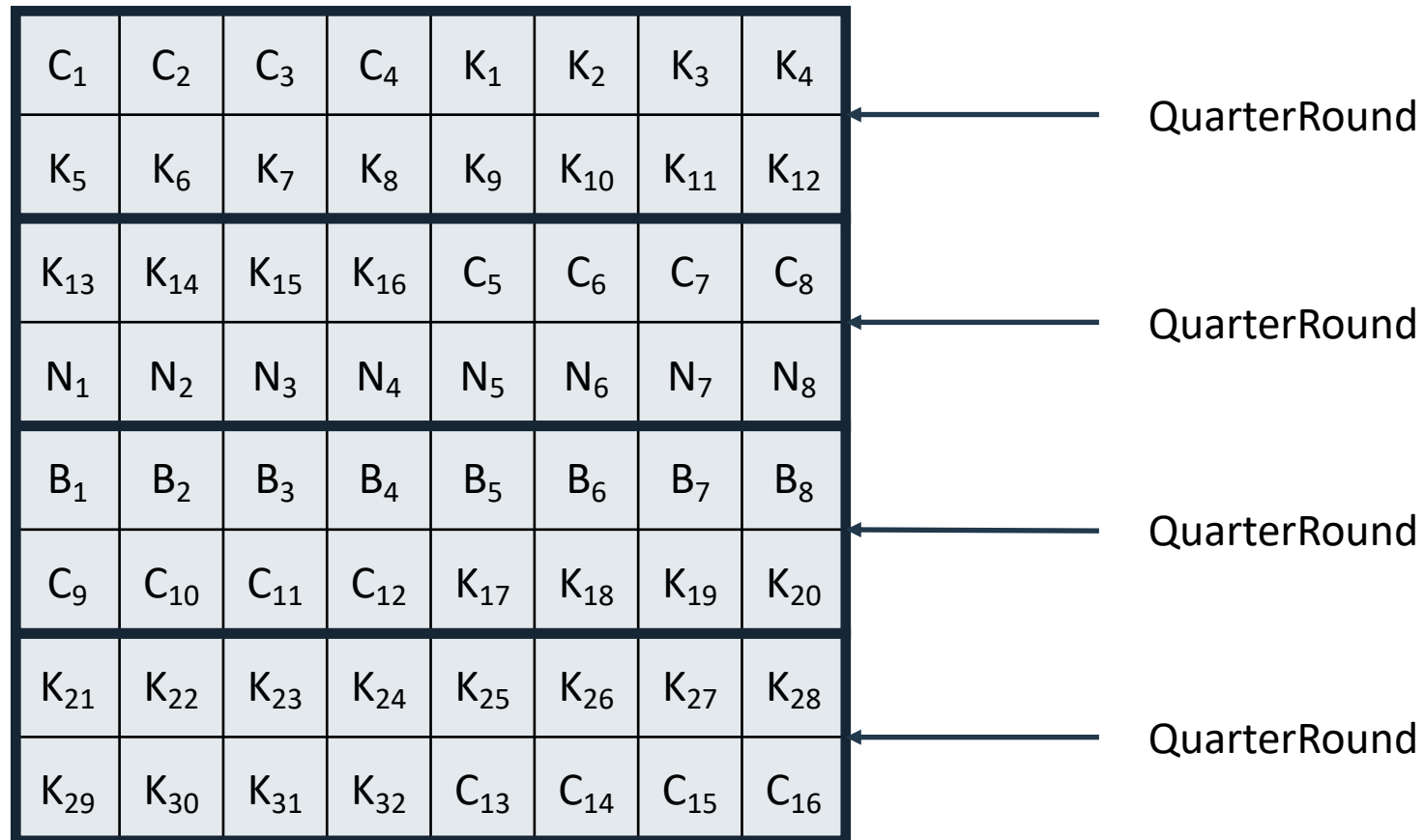
2. Transform the matrix – QuarterRound function

Z_0				Z_1			
Z_2				Z_3			
K_{13}	K_{14}	K_{15}	K_{16}	C_5	C_6	C_7	C_8
N_1	N_2	N_3	N_4	N_5	N_6	N_7	N_8
B_1	B_2	B_3	B_4	B_5	B_6	B_7	B_8
C_9	C_{10}	C_{11}	C_{12}	K_{17}	K_{18}	K_{19}	K_{20}
K_{21}	K_{22}	K_{23}	K_{24}	K_{25}	K_{26}	K_{27}	K_{28}
K_{29}	K_{30}	K_{31}	K_{32}	C_{13}	C_{14}	C_{15}	C_{16}

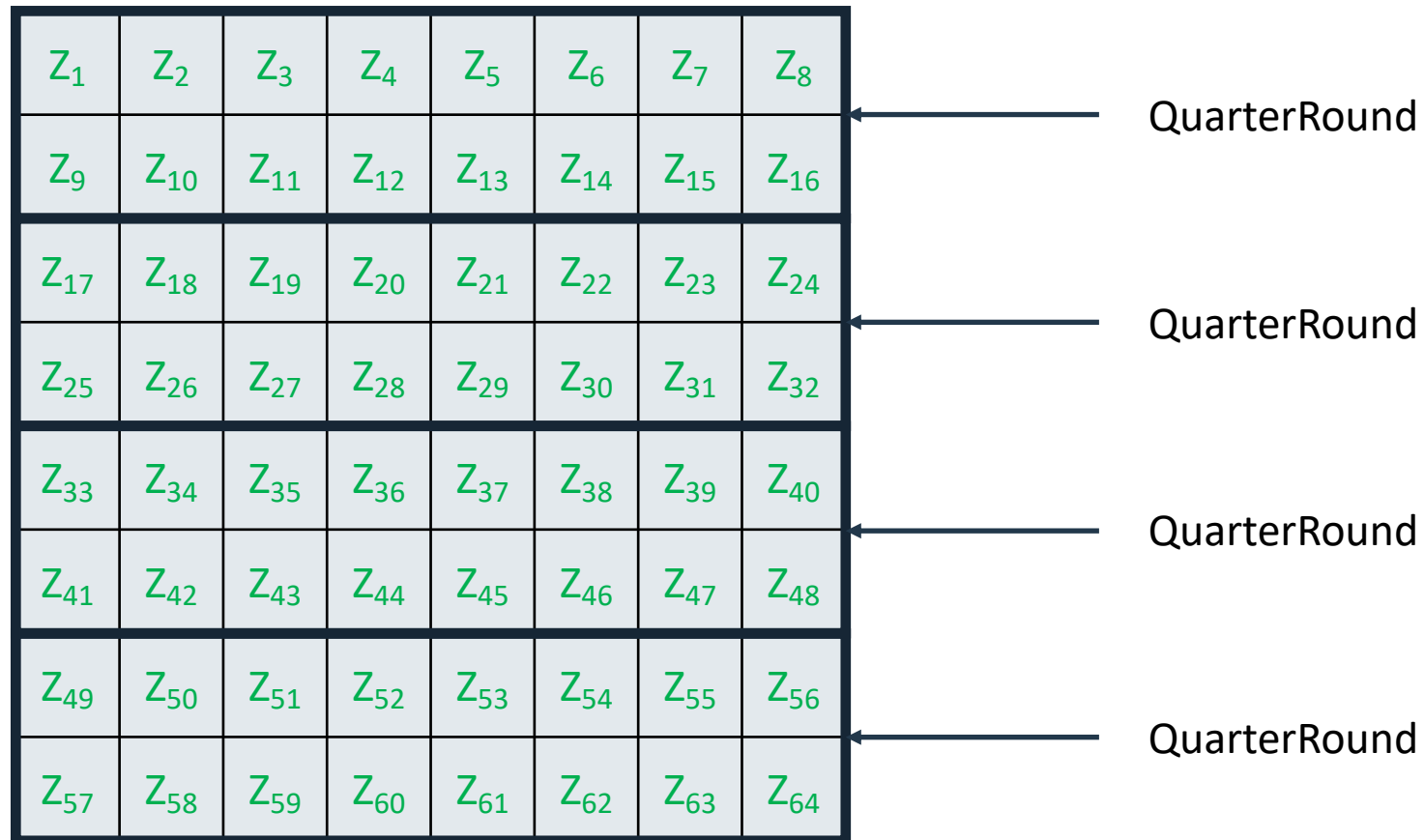
2. Transform the matrix – RowRound function

C_1	C_2	C_3	C_4	K_1	K_2	K_3	K_4
K_5	K_6	K_7	K_8	K_9	K_{10}	K_{11}	K_{12}
K_{13}	K_{14}	K_{15}	K_{16}	C_5	C_6	C_7	C_8
N_1	N_2	N_3	N_4	N_5	N_6	N_7	N_8
B_1	B_2	B_3	B_4	B_5	B_6	B_7	B_8
C_9	C_{10}	C_{11}	C_{12}	K_{17}	K_{18}	K_{19}	K_{20}
K_{21}	K_{22}	K_{23}	K_{24}	K_{25}	K_{26}	K_{27}	K_{28}
K_{29}	K_{30}	K_{31}	K_{32}	C_{13}	C_{14}	C_{15}	C_{16}

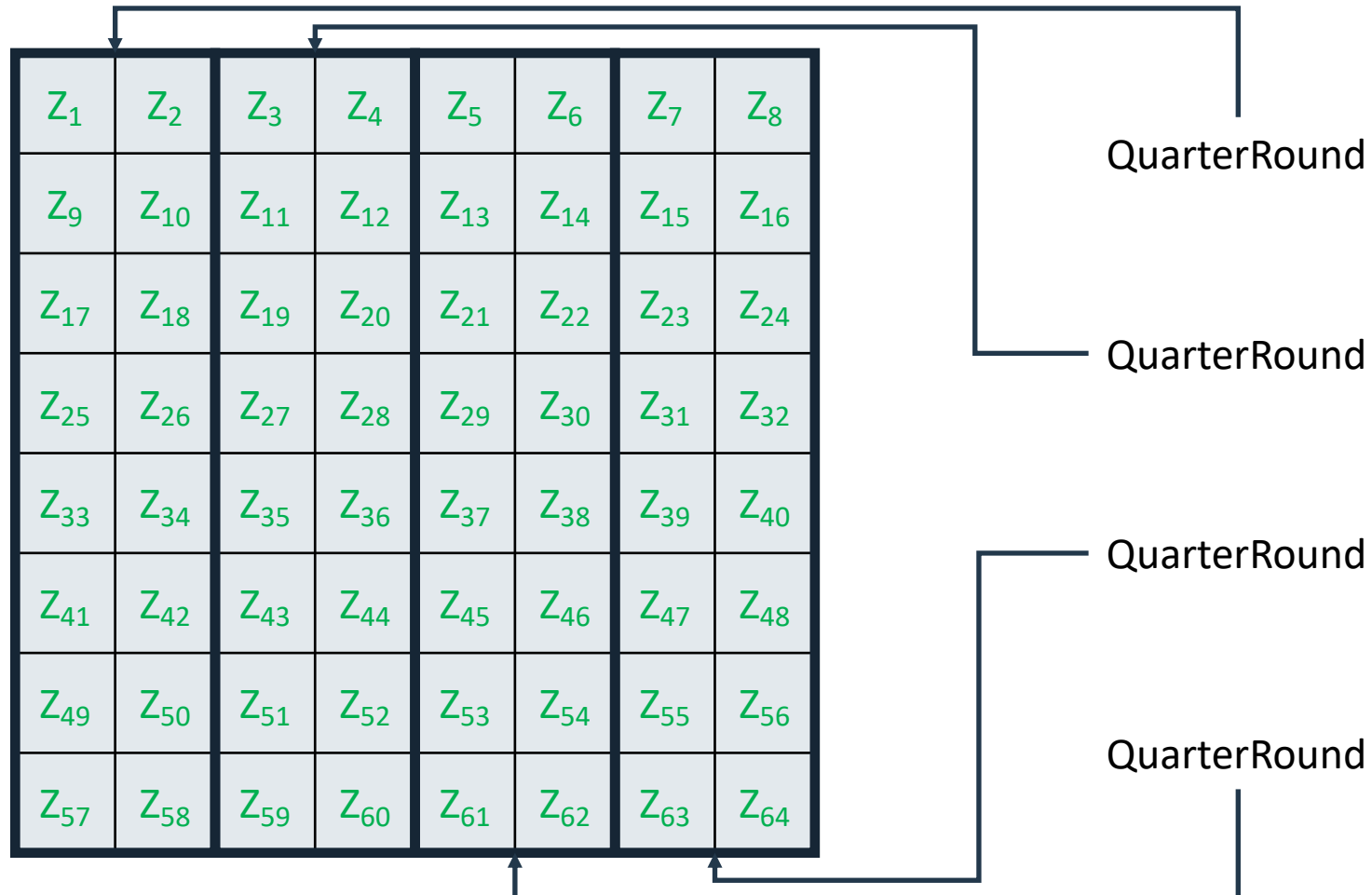
2. Transform the matrix – RowRound function



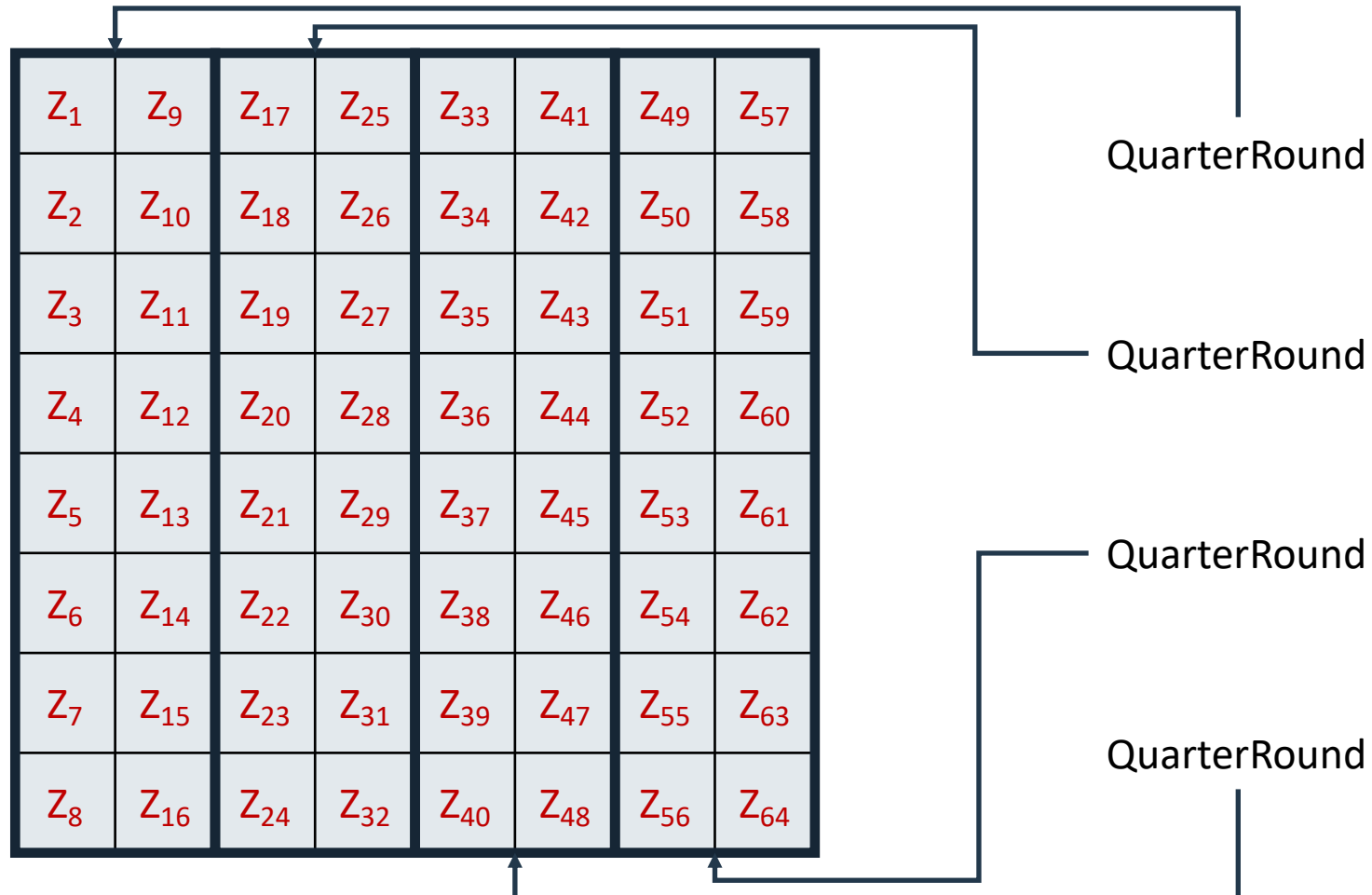
2. Transform the matrix – RowRound function



2. Transform the matrix – ColumnRound function



2. Transform the matrix – ColumnRound function



2. Transform the matrix – DoubleRound function

C ₁	C ₂	C ₃	C ₄	K ₁	K ₂	K ₃	K ₄
K ₅	K ₆	K ₇	K ₈	K ₉	K ₁₀	K ₁₁	K ₁₂
K ₁₃	K ₁₄	K ₁₅	K ₁₆	C ₅	C ₆	C ₇	C ₈
N ₁	N ₂	N ₃	N ₄	N ₅	N ₆	N ₇	N ₈
B ₁	B ₂	B ₃	B ₄	B ₅	B ₆	B ₇	B ₈
C ₉	C ₁₀	C ₁₁	C ₁₂	K ₁₇	K ₁₈	K ₁₉	K ₂₀
K ₂₁	K ₂₂	K ₂₃	K ₂₄	K ₂₅	K ₂₆	K ₂₇	K ₂₈
K ₂₉	K ₃₀	K ₃₁	K ₃₂	C ₁₃	C ₁₄	C ₁₅	C ₁₆

RowRound + ColumnRound

Z ₁	Z ₉	Z ₁₇	Z ₂₅	Z ₃₃	Z ₄₁	Z ₄₉	Z ₅₇
Z ₂	Z ₁₀	Z ₁₈	Z ₂₆	Z ₃₄	Z ₄₂	Z ₅₀	Z ₅₈
Z ₃	Z ₁₁	Z ₁₉	Z ₂₇	Z ₃₅	Z ₄₃	Z ₅₁	Z ₅₉
Z ₄	Z ₁₂	Z ₂₀	Z ₂₈	Z ₃₆	Z ₄₄	Z ₅₂	Z ₆₀
Z ₅	Z ₁₃	Z ₂₁	Z ₂₉	Z ₃₇	Z ₄₅	Z ₅₃	Z ₆₁
Z ₆	Z ₁₄	Z ₂₂	Z ₃₀	Z ₃₈	Z ₄₆	Z ₅₄	Z ₆₂
Z ₇	Z ₁₅	Z ₂₃	Z ₃₁	Z ₃₉	Z ₄₇	Z ₅₅	Z ₆₃
Z ₈	Z ₁₆	Z ₂₄	Z ₃₂	Z ₄₀	Z ₄₈	Z ₅₆	Z ₆₄

2. Transform the matrix – DoubleRound function

C ₁	C ₂	C ₃	C ₄	K ₁	K ₂	K ₃	K ₄
K ₅	K ₆	K ₇	K ₈	K ₉	K ₁₀	K ₁₁	K ₁₂
K ₁₃	K ₁₄	K ₁₅	K ₁₆	C ₅	C ₆	C ₇	C ₈
N ₁	N ₂	N ₃	N ₄	N ₅	N ₆	N ₇	N ₈
B ₁	B ₂	B ₃	B ₄	B ₅	B ₆	B ₇	B ₈
C ₉	C ₁₀	C ₁₁	C ₁₂	K ₁₇	K ₁₈	K ₁₉	K ₂₀
K ₂₁	K ₂₂	K ₂₃	K ₂₄	K ₂₅	K ₂₆	K ₂₇	K ₂₈
K ₂₉	K ₃₀	K ₃₁	K ₃₂	C ₁₃	C ₁₄	C ₁₅	C ₁₆

DoubleRound

Z ₁	Z ₉	Z ₁₇	Z ₂₅	Z ₃₃	Z ₄₁	Z ₄₉	Z ₅₇
Z ₂	Z ₁₀	Z ₁₈	Z ₂₆	Z ₃₄	Z ₄₂	Z ₅₀	Z ₅₈
Z ₃	Z ₁₁	Z ₁₉	Z ₂₇	Z ₃₅	Z ₄₃	Z ₅₁	Z ₅₉
Z ₄	Z ₁₂	Z ₂₀	Z ₂₈	Z ₃₆	Z ₄₄	Z ₅₂	Z ₆₀
Z ₅	Z ₁₃	Z ₂₁	Z ₂₉	Z ₃₇	Z ₄₅	Z ₅₃	Z ₆₁
Z ₆	Z ₁₄	Z ₂₂	Z ₃₀	Z ₃₈	Z ₄₆	Z ₅₄	Z ₆₂
Z ₇	Z ₁₅	Z ₂₃	Z ₃₁	Z ₃₉	Z ₄₇	Z ₅₅	Z ₆₃
Z ₈	Z ₁₆	Z ₂₄	Z ₃₂	Z ₄₀	Z ₄₈	Z ₅₆	Z ₆₄

2. Transform the matrix – DoubleRound function

- DoubleRound applied n times
- n = number of **rounds** in the Salsa **version**
 - Salsa20 $\rightarrow n = 10$
 - Salsa12 $\rightarrow n = 6$
 - Salsa8 $\rightarrow n = 4$

3. Compute the expanded key

C ₁	C ₂	C ₃	C ₄	K ₁	K ₂	K ₃	K ₁	K ₂	K ₃	K ₄	K ₅	K ₆	K ₇	K ₈	Z ₉	Z ₁₇	Z ₂₅	Z ₃₃	Z ₄₁	Z ₄₉	Z ₅₇
K ₅	K ₆	K ₇	K ₈	K ₉	K ₁₀	K ₁₁	K ₉	K ₁₀	K ₁₁	K ₁₂	K ₁₃	K ₁₄	K ₁₅	K ₁₆	Z ₁₀	Z ₁₈	Z ₂₆	Z ₃₄	Z ₄₂	Z ₅₀	Z ₅₈
K ₁₃	K ₁₄	K ₁₅	K ₁₆	C ₅	C ₆	C ₇	K ₁₇	K ₁₈	K ₁₉	K ₂₀	K ₂₁	K ₂₂	K ₂₃	K ₂₄	Z ₁₁	Z ₁₉	Z ₂₇	Z ₃₅	Z ₄₃	Z ₅₁	Z ₅₉
N ₁	N ₂	N ₃	N ₄	N ₅	N ₆	N ₇	K ₂₅	K ₂₆	K ₂₇	K ₂₈	K ₂₉	K ₃₀	K ₃₁	K ₃₂	Z ₁₂	Z ₂₀	Z ₂₈	Z ₃₆	Z ₄₄	Z ₅₂	Z ₆₀
B ₁	B ₂	B ₃	B ₄	B ₅	B ₆	B ₇	K ₃₃	K ₃₄	K ₃₅	K ₃₆	K ₃₇	K ₃₈	K ₃₉	K ₄₀	Z ₁₃	Z ₂₁	Z ₂₉	Z ₃₇	Z ₄₅	Z ₅₃	Z ₆₁
C ₉	C ₁₀	C ₁₁	C ₁₂	K ₁₇	K ₁₈	K ₁₉	K ₄₁	K ₄₂	K ₄₃	K ₄₄	K ₄₅	K ₄₆	K ₄₇	K ₄₈	Z ₁₄	Z ₂₂	Z ₃₀	Z ₃₈	Z ₄₆	Z ₅₄	Z ₆₂
K ₂₁	K ₂₂	K ₂₃	K ₂₄	K ₂₅	K ₂₆	K ₂₇	K ₄₉	K ₅₀	K ₅₁	K ₅₂	K ₅₃	K ₅₄	K ₅₅	K ₅₆	Z ₁₅	Z ₂₃	Z ₃₁	Z ₃₉	Z ₄₇	Z ₅₅	Z ₆₃
K ₂₉	K ₃₀	K ₃₁	K ₃₂	C ₁₃	C ₁₄	C ₁₅	K ₅₇	K ₅₈	K ₅₉	K ₆₀	K ₆₁	K ₆₂	K ₆₃	K ₆₄	Z ₁₆	Z ₂₄	Z ₃₂	Z ₄₀	Z ₄₈	Z ₅₆	Z ₆₄

3. Compute the expanded key

K_1	K_2	K_3	K_4	K_5	K_6	K_7	K_8
K_9	K_{10}	K_{11}	K_{12}	K_{13}	K_{14}	K_{15}	K_{16}
K_{17}	K_{18}	K_{19}	K_{20}	K_{21}	K_{22}	K_{23}	K_{24}
K_{25}	K_{26}	K_{27}	K_{28}	K_{29}	K_{30}	K_{31}	K_{32}
K_{33}	K_{34}	K_{35}	K_{36}	K_{37}	K_{38}	K_{39}	K_{40}
K_{41}	K_{42}	K_{43}	K_{44}	K_{45}	K_{46}	K_{47}	K_{48}
K_{49}	K_{50}	K_{51}	K_{52}	K_{53}	K_{54}	K_{55}	K_{56}
K_{57}	K_{58}	K_{59}	K_{60}	K_{61}	K_{62}	K_{63}	K_{64}

The 64 bytes key is **valid** for 64 bytes of input

- **After** 64 bytes the block identifier is **incremented** and a **new key** is **computed**

3. Compute the expanded key

K ₁	K ₂	K ₃	K ₄	K ₅	K ₆	K ₇	K ₈
K ₉	K ₁₀	K ₁₁	K ₁₂	K ₁₃	K ₁₄	K ₁₅	K ₁₆
K ₁₇	K ₁₈	K ₁₉	K ₂₀	K ₂₁	K ₂₂	K ₂₃	K ₂₄
K ₂₅	K ₂₆	K ₂₇	K ₂₈	K ₂₉	K ₃₀	K ₃₁	K ₃₂
K ₃₃	K ₃₄	K ₃₅	K ₃₆	K ₃₇	K ₃₈	K ₃₉	K ₄₀
K ₄₁	K ₄₂	K ₄₃	K ₄₄	K ₄₅	K ₄₆	K ₄₇	K ₄₈
K ₄₉	K ₅₀	K ₅₁	K ₅₂	K ₅₃	K ₅₄	K ₅₅	K ₅₆
K ₅₇	K ₅₈	K ₅₉	K ₆₀	K ₆₁	K ₆₂	K ₆₃	K ₆₄

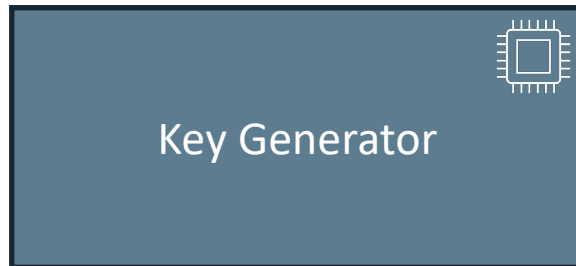
Salsa20 is a **stream cipher**

- Expanded key **does not rely** on **previous** encrypted or decrypted **data**
 - Key expansion requires **only** key, nonce, and block identifier
 - Main **difference** with respect to a **block cipher**
- **Advantages:**
 - The key can be **used** in **chunks**
 - **No** need to **wait** for 64 bytes of input data
 - **Multiple** keys can be **generated beforehand**



Salsa20 Hardware Design

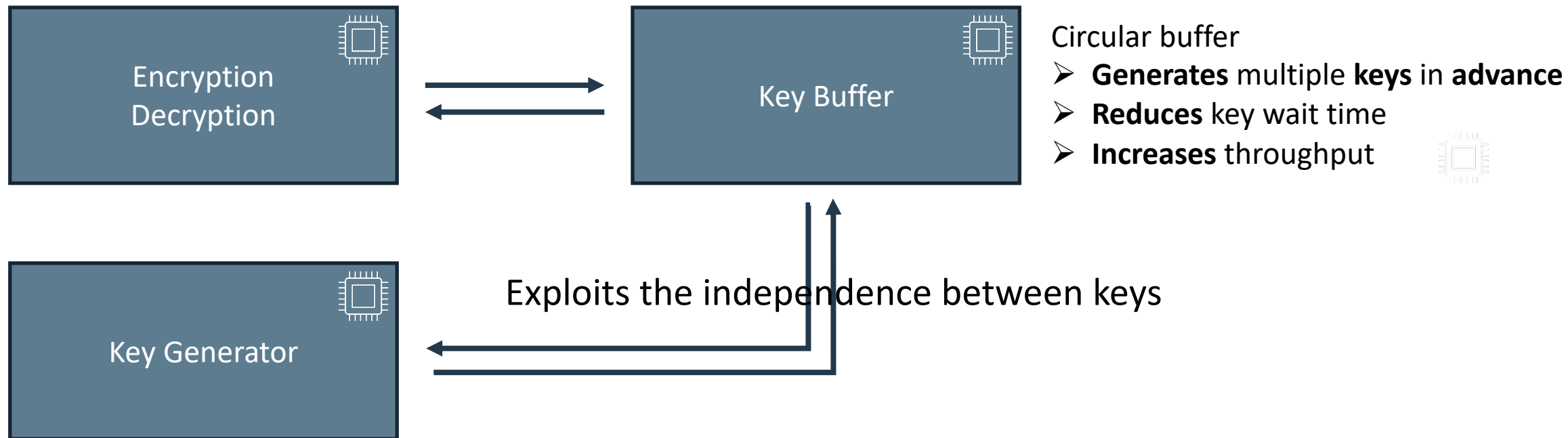
- Same logical division of the Salsa20 cryptosystem



The design supports multiple Salsa20 versions

- Number of rounds specified during initialization
 - **No** need to **resynthesize** the design

- Same logical division of the Salsa20 cryptosystem





Design Workflow

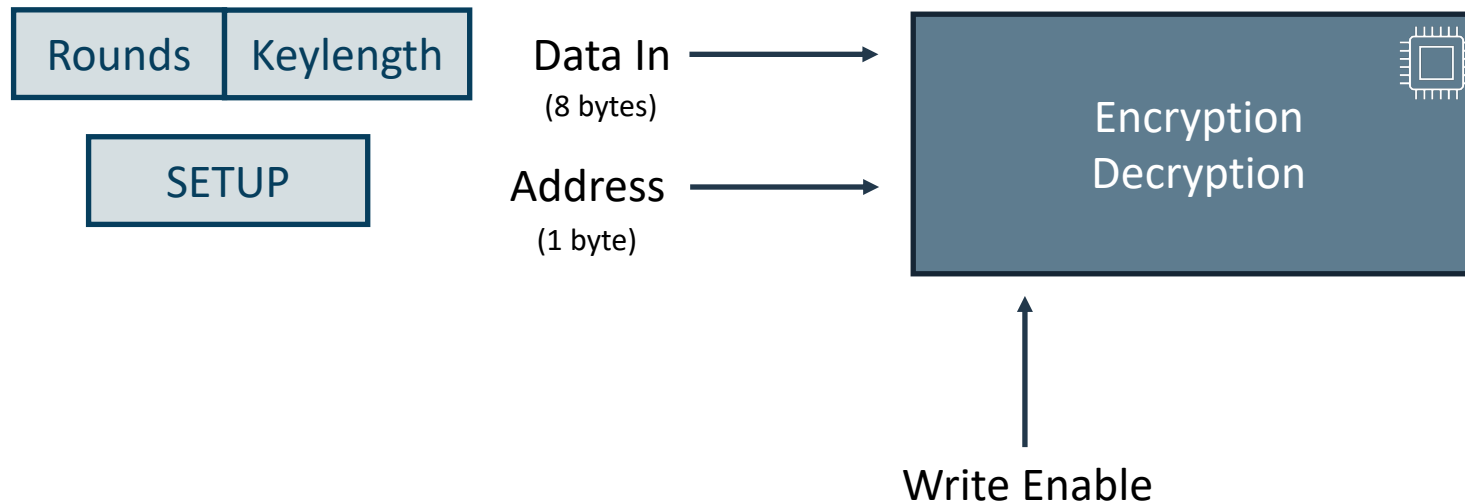
- Three different steps
 - 1. Cryptosystem initialization**
 - Initialize the cryptosystem (n, keylength, key, nonce)
 - 2. Key generation**
 - Generate a new key
 - 3. Data encryption/decryption**
 - Encrypt/decrypt the input stream



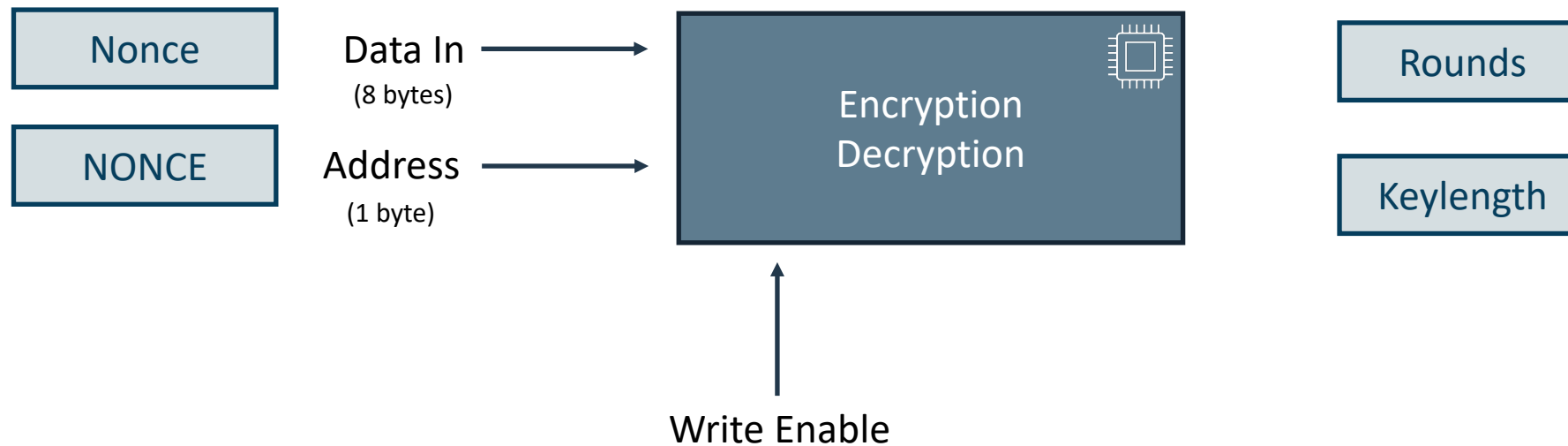
Cryptosystem Initialization

Workflow – Cryptosystem Initialization – Registers Initialization

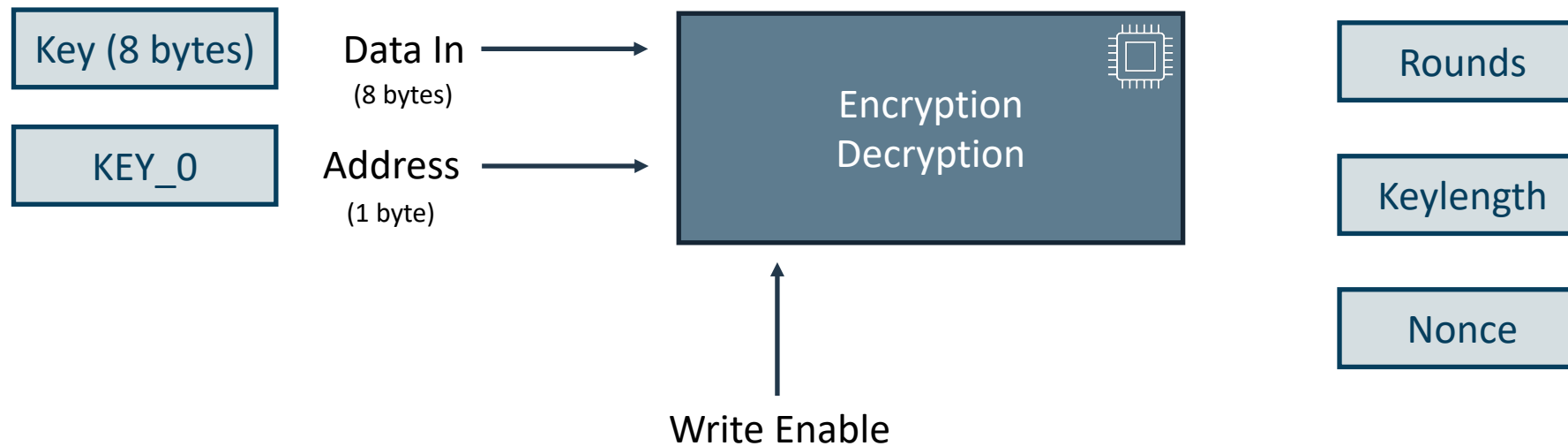
- Constraint: low number of inputs/outputs



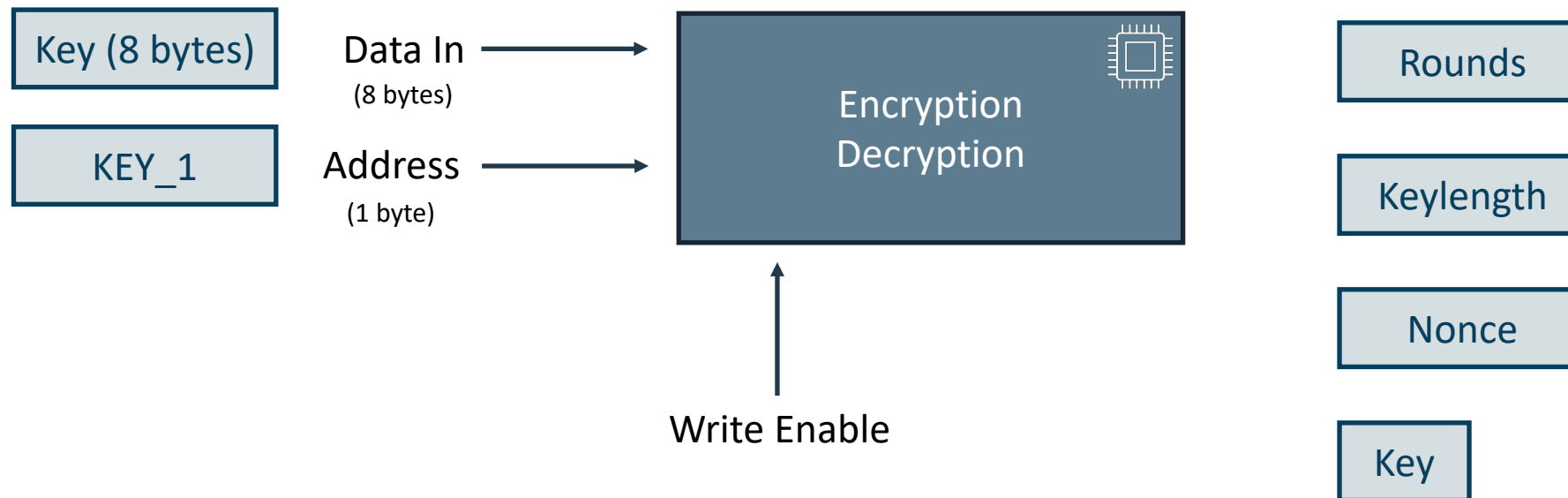
Workflow – Cryptosystem Initialization – Registers Initialization



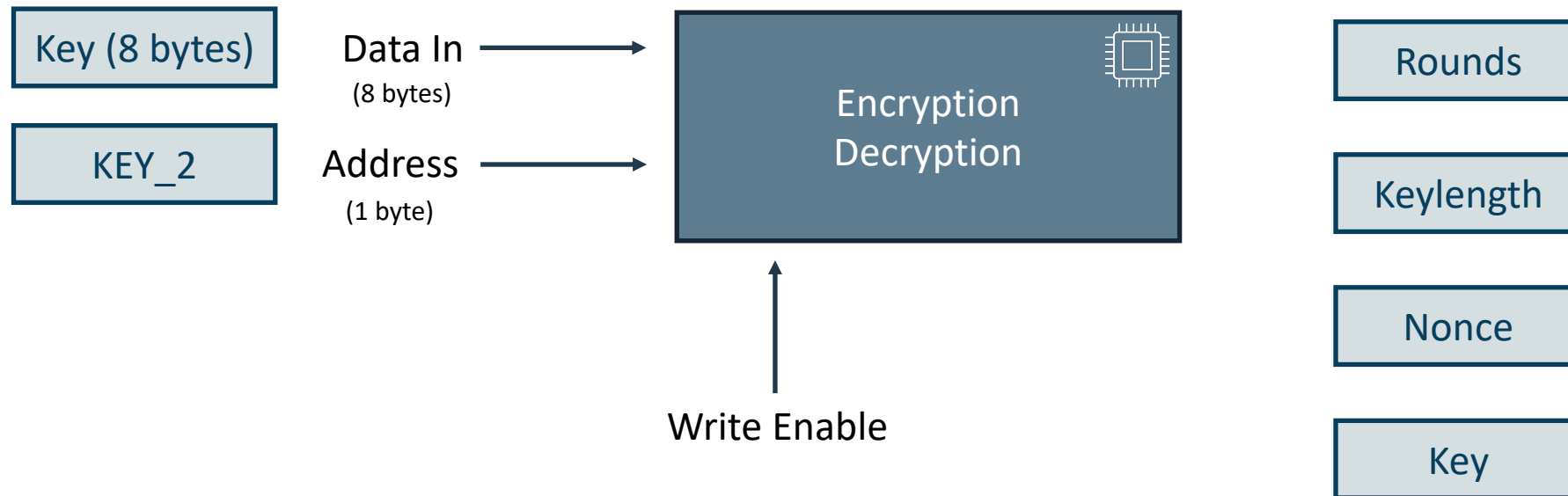
Workflow – Cryptosystem Initialization – Registers Initialization



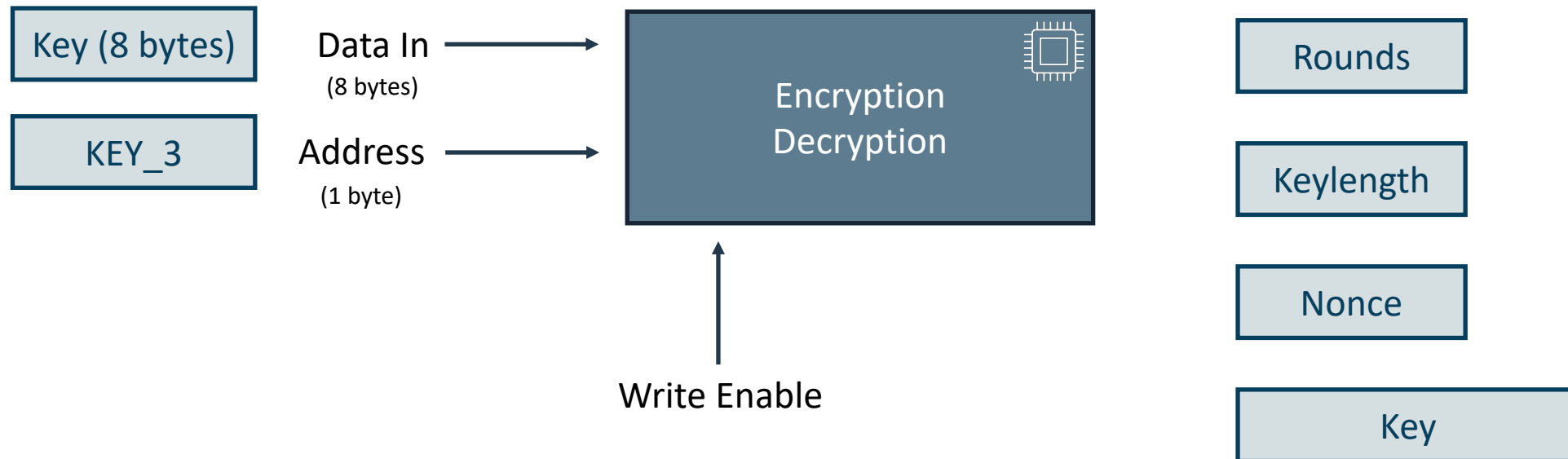
Workflow – Cryptosystem Initialization – Registers Initialization



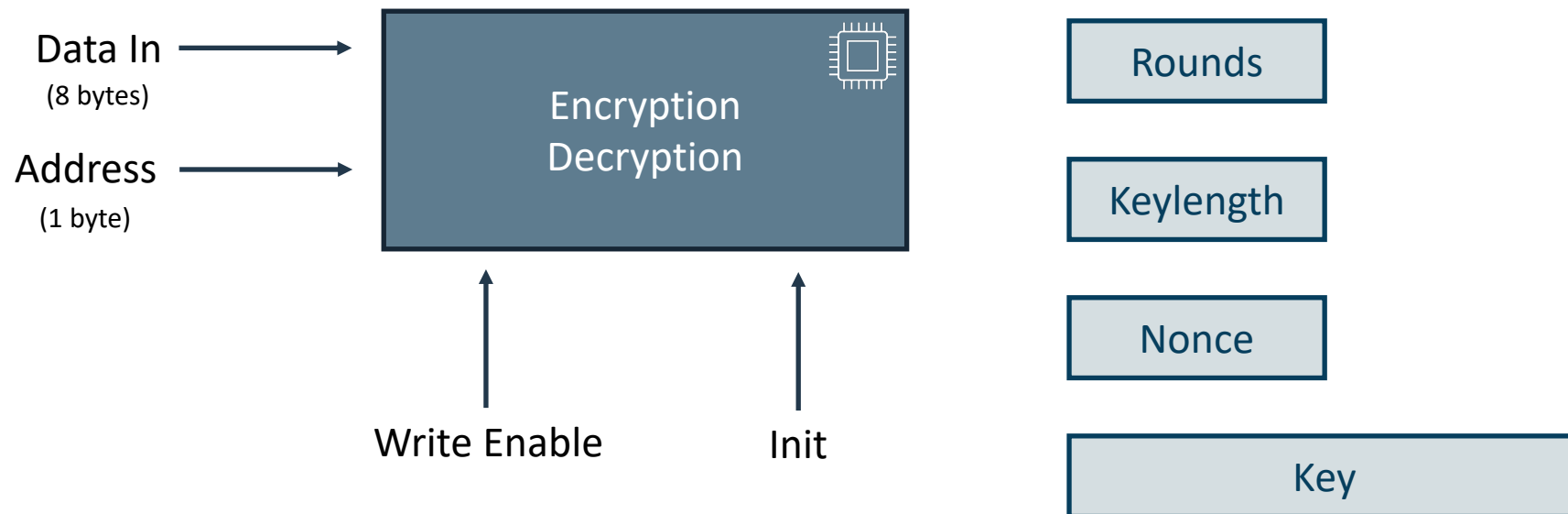
Workflow – Cryptosystem Initialization – Registers Initialization



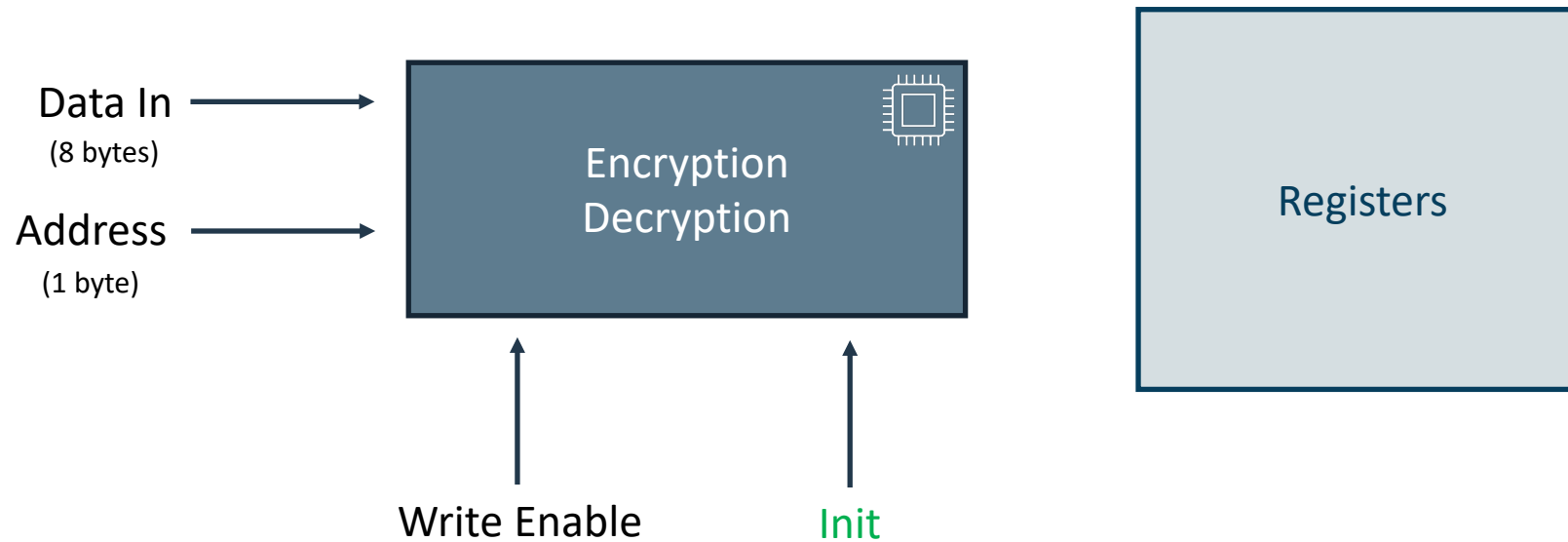
Workflow – Cryptosystem Initialization – Registers Initialization



Workflow – Cryptosystem Initialization



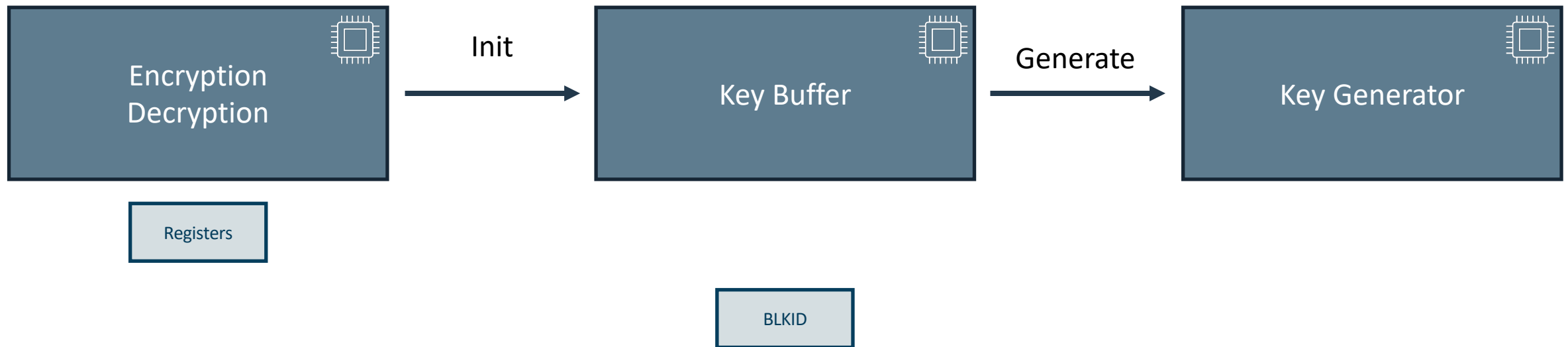
Workflow – Cryptosystem Initialization



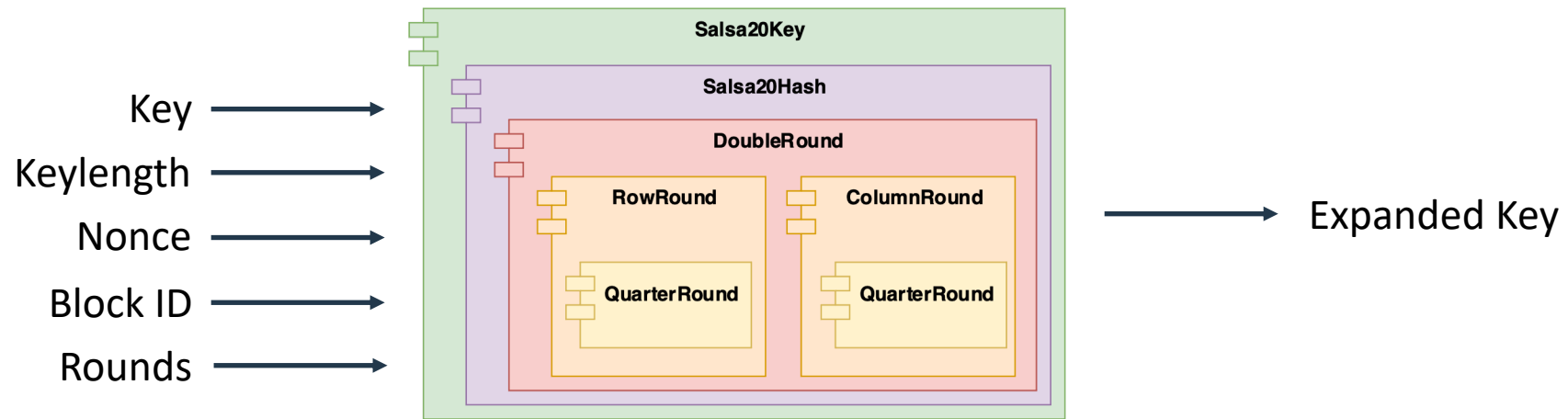


Key Generation

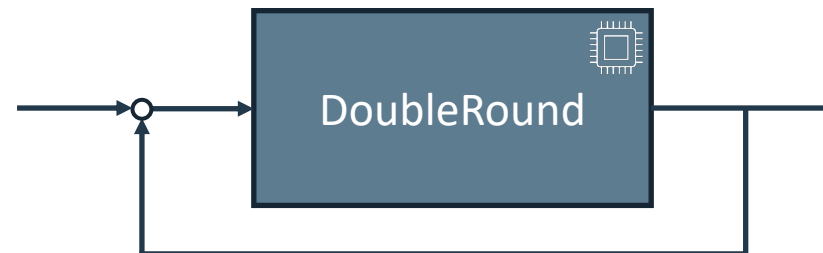
Workflow – Key Generation



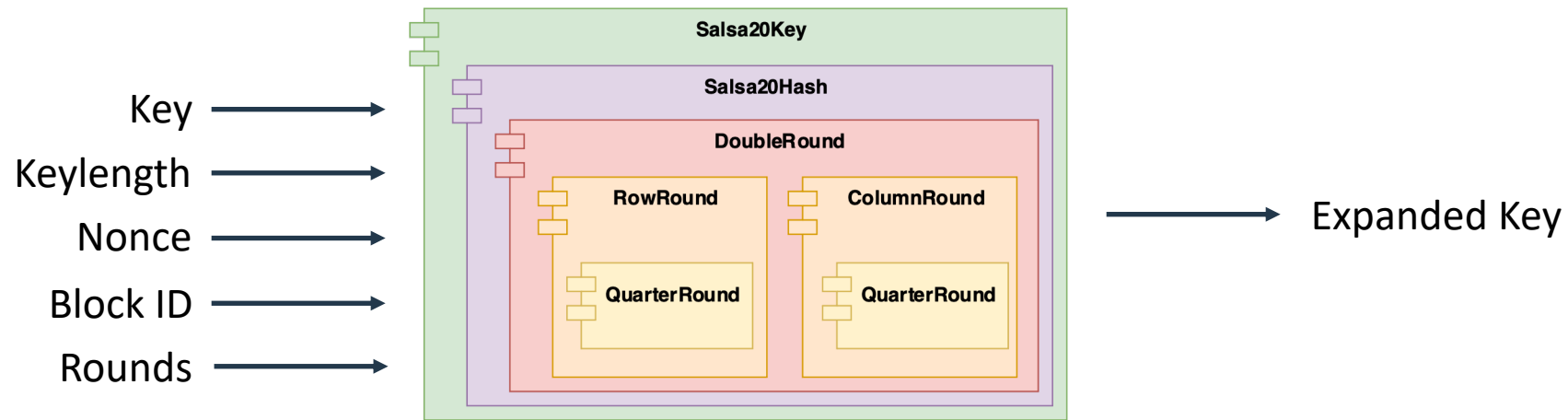
Design overview – Key Generation Modules



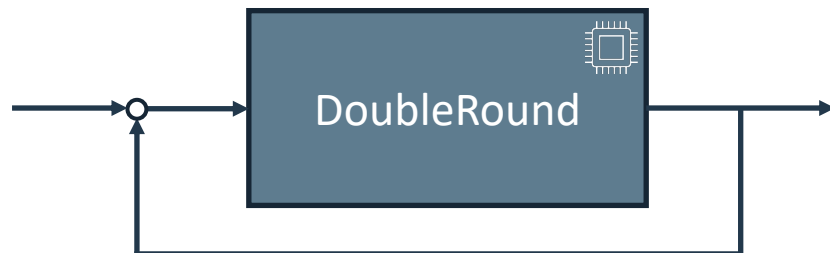
- Salsa20Key **initializes** the 64 bytes matrix
- Salsa20Hash uses a **feedback system** to transform the matrix n times



Design overview – Key Generation Modules

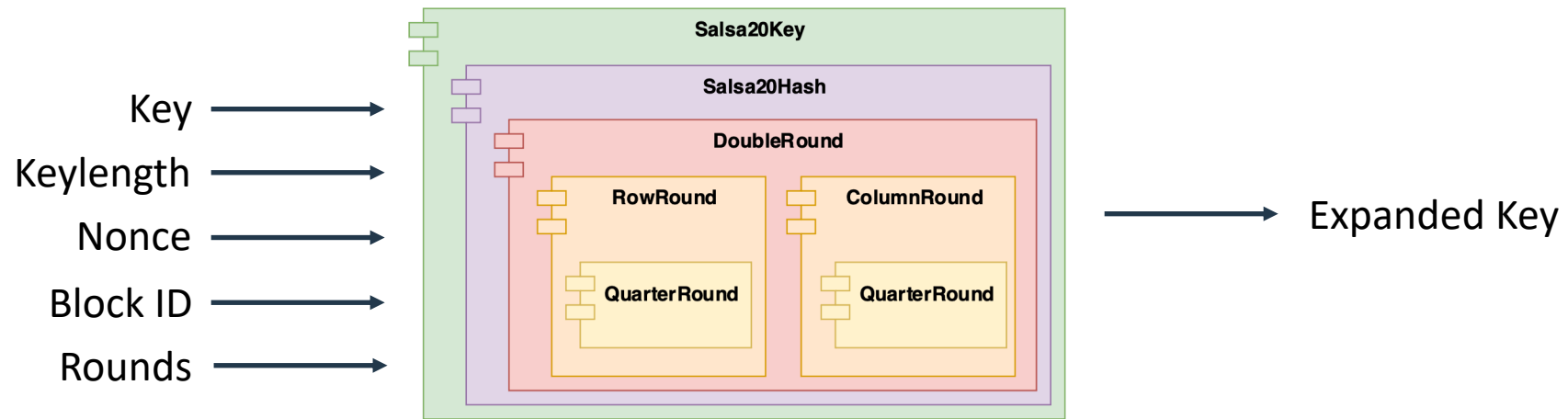


- Salsa20Key **initializes** the 64 bytes matrix
- Salsa20Hash uses a **feedback system** to transform the matrix n times



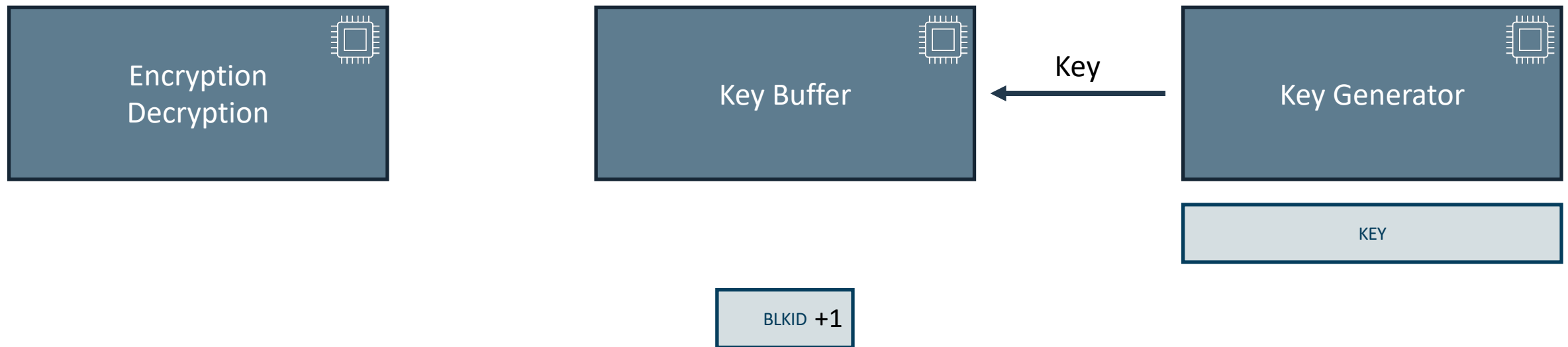
- **No** need to **re-synthesize** the design to change the number of rounds
- **Transformations** the matrix using only **one** DoubleRound **module**

Design overview – Key Generation Modules



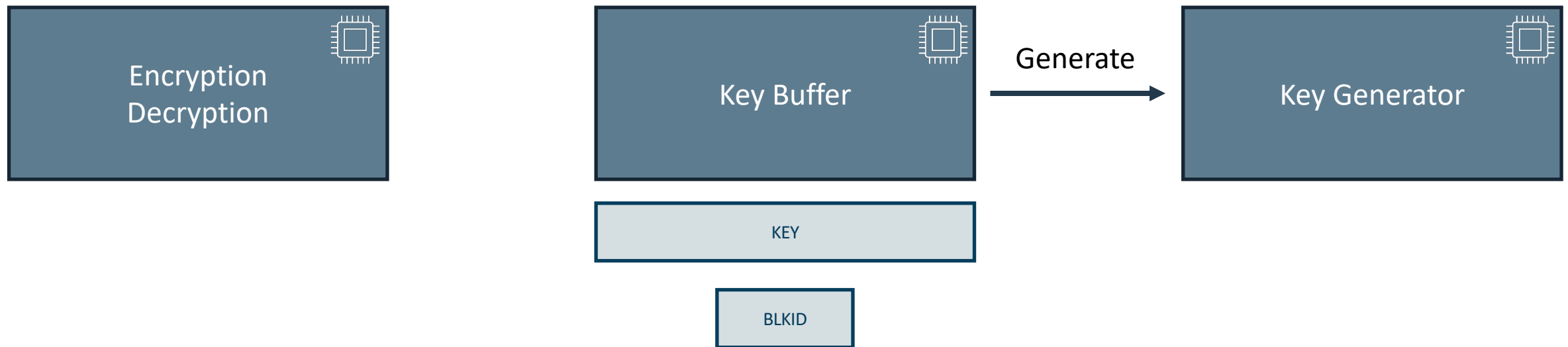
- The DoubleRound module **transforms the matrix**
 - Uses **combinatorial logic**
 - This is where **most** of the **LUTs** are **used**

Workflow – Key Generation



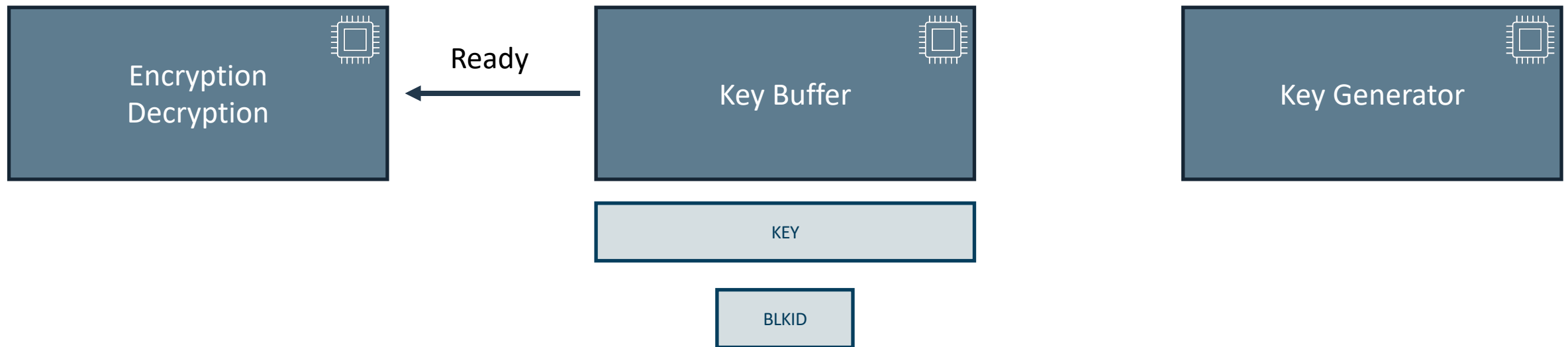
- The key is saved in a **circular buffer** of **two keys**
- The **block identifier** is **incremented**

Workflow – Key Generation

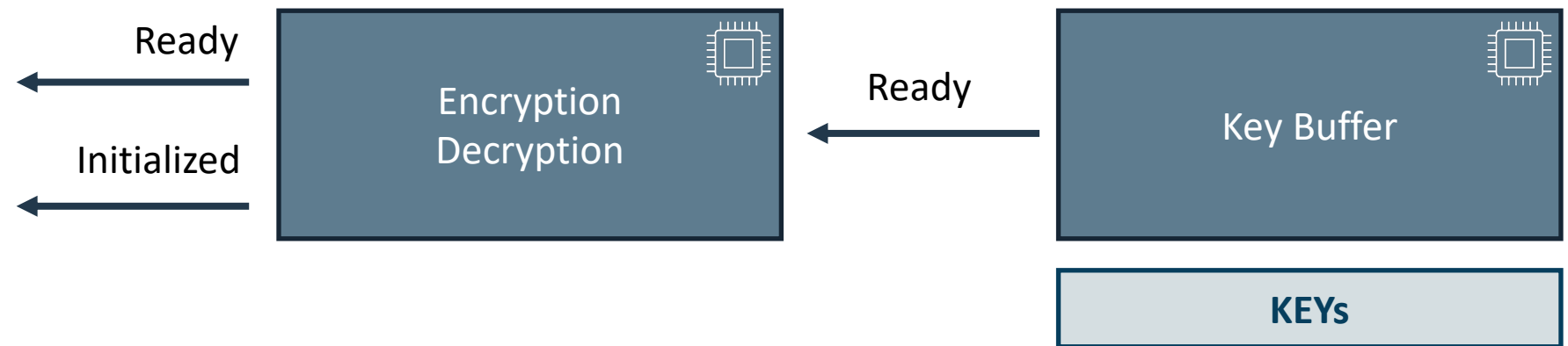


- A key **generation** requests is sent **whenever** the circular **buffer** is **not full**
- Every time a **key** is **used**, the **record** in the circular buffer is **invalidated**

Workflow – Key Generation



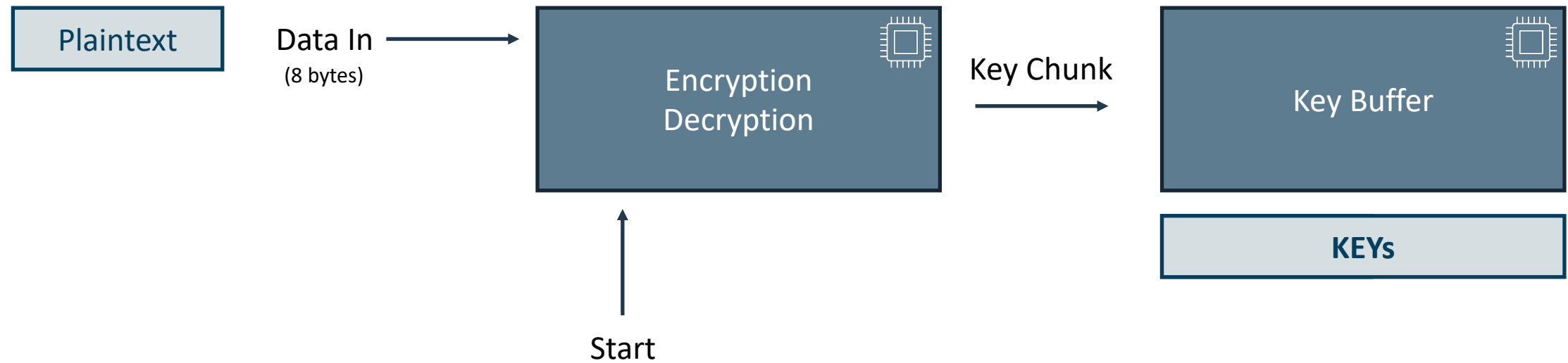
Workflow – Data Encryption / Decryption





Encryption/Decryption

Workflow – Data Encryption / Decryption



Workflow – Data Encryption / Decryption



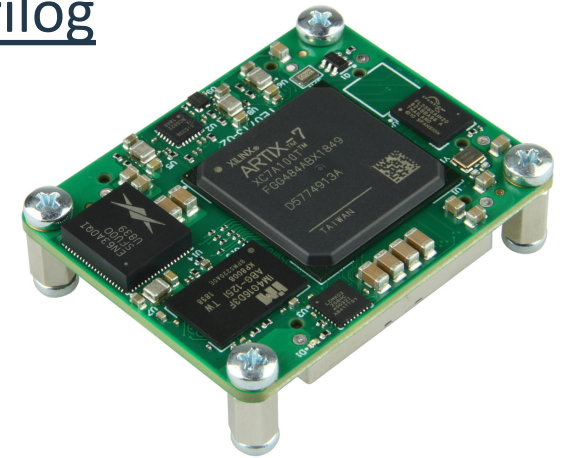
KEY CHUNK

- In the **same clock cycle** we can provide a **new input**
- The **same workflow** applies for data **decryption**



Design Evaluation

Design available at <https://github.com/Maiux92/Salsa20SystemVerilog>



- ✓ Technical report available in the repo
- ✓ **Synthesized and implemented**
 - Target platform: **Xilinx Artix 7** model 7a100tcsg324-1
- ✓ **Validation**
 - Data provided in Salsa20 **whitepaper** for Salsa20 **core functionalities**
 - Python **implementation** of Salsa20 for **validating encryption** and **decryption**

	Synthesis	Implementation
LUTs	2586 (4.08%)	2582 (4.07%)
Slice Registers	2590 (2.04%)	2590 (2.04%)
F7 Muxes	128 (0.40%)	128 (0.40%)
F8 Muxes	64 (0.40%)	64 (0.40%)
IOB Ports	139 (66.19%)	139 (66.19%)

- The **DoubleRound** module uses **82%** of the **LUTs** (2136)
- Each expanded **key** requires **1000 registers**
 - **Key Buffer** module requires **85%** of the **registers** (2200)
- The **Key Buffer** module uses **all** the F7 and F8 **muxes**

System Timing

- The **DobuleRound** module is responsible for the **critical path**
 - **Only combinatorial logic**
- Minimum clock **period**: **23.33ns**
- Maximum clock **frequency**: **43.33MHz**



System Performance



- **Initialization:**
 - 4 clock cycles with 16 bytes key
 - 6 clock cycles with 32 bytes key
- **Key generator:** new key every $n + 2$ clock cycles (n = number of rounds)
 - **Key Buffer – first key** wait cycles: $n + 2$ clock cycles
 - **Key buffer – worst case:** key consumed after 8 clock cycles (64 bytes of input)
 - **Next keys wait** cycles: $(n + 2) - 8$ clock cycles
 - Salsa20: 4 clock cycles
 - Salsa12: 0 clock cycles
 - Salsa8: 0 clock cycles
 - **Without key buffer:** $n + 2$ clock cycles
 - Salsa20: 12 clock cycles
 - Salsa12: 8 clock cycles
 - Salsa8: 6 clock cycles
- Encryption/decryption throughput: **8 bytes** of plaintext/ciphertext **per clock cycle**



Conclusion

Conclusion:

- **Design, synthesize, and implement** the Salsa20 cryptosystem
 - Support various Salsa20 versions, **without** re-synthesizing the design
 - Support 16 bytes and 32 bytes keys
 - A **feedback system** limits LUTs utilization
 - A **circular buffer** increases system throughput
- **General evaluation** of the implemented design



Questions?