Project01——SM4的软件实现与优化

1 实验环境

编译器	Visual Studio 2022
操作系统	Windows11
处理器	12th Gen intel(R) Core(TM) i5-12500H (2.50GHz)

2 SM4算法实现

2.1 SM4加解密算法

SM4算法采用非平衡Feistel结构,分组长度为128-bit,密钥长度为128-bit,迭代轮数为32轮。本节我们将简述SM4加密算法,重点是展示代码实现。

- 1、输入的128-bit明文m,按32-bit划分记为 $(X_0^0, X_0^1, X_0^2, X_0^3)$ 。
- 2、进行32轮迭代,每一轮有一个32-bit的轮密钥 K_{i-1} 参与运算($i=1,2,\cdots,32$):

$$egin{aligned} X_i^0 &= X_{i-1}^1 \ X_i^1 &= X_{i-1}^2 \ X_i^2 &= X_{i-1}^3 \ X_i^3 &= X_{i-1}^0 \oplus T(X_{i-1}^1 \oplus X_{i-1}^2 \oplus X_{i-1}^3 \oplus K_{i-1}) \end{aligned}$$

其中,函数 $T:\mathbb{F}_2^{32} o\mathbb{F}_2^{32}$,由非线性变换S和线性变换L复合而成。

设函数T的32-bit输入为 $\mathcal{A}=\{a_0,a_1,a_2,a_3\}\in (\mathbb{F}_{2^8})^4$,则:

• 非线性变换S:对每个字节单独进行查表代替操作(高4位为行标,低4位为列标),即:

$$\mathcal{B} = (S(a_0), S(a_1), S(a_2), S(a_3))$$

• 线性变换L: 对非线性变换S的32-bit输出B, 计算 (<<<为循环左移):

$$L(\mathcal{B}) = \mathcal{B} \oplus (\mathcal{B} <<< 2) \oplus (\mathcal{B} <<< 10) \oplus (\mathcal{B} <<< 18) \oplus (\mathcal{B} <<< 24)$$

主要实现如下:

```
//一轮SM4加密
void SM4_1R(int index, uint32_t* A, uint32_t* rk, bool is_enc, uint32_t temp) {
    uint32_t k = (is_enc == 1 ? rk[index] : rk[31 - index]);
    temp = A[1] ^ A[2] ^ A[3] ^ k;
    temp = (Sbox[temp >> 24] << 24) | (Sbox[(temp >> 16) & 0xff] << 16) |
(Sbox[(temp >> 8) & 0xff] << 8) | (Sbox[temp & 0xff]);
    temp = A[0] ^ temp ^ rotl32(temp, 2) ^ rotl32(temp, 10) ^ rotl32(temp, 18) ^ rotl32(temp, 24);
    A[0] = A[1];
    A[1] = A[2];
    A[2] = A[3];
    A[3] = temp;
}</pre>
```

```
void SM4(uint8_t* input, uint8_t* output, uint32_t* rk, bool is_enc) {
    uint32_t A[4];
    uint32_t temp = 0;
   A[0] = ((uint32_t)input[0] << 24) | ((uint32_t)input[1] << 16) |
((uint32_t)input[2] << 8) | input[3];
   A[1] = ((uint32_t)input[4] << 24) | ((uint32_t)input[5] << 16) |
((uint32_t)input[6] << 8) | input[7];</pre>
   A[2] = ((uint32_t)input[8] << 24) | ((uint32_t)input[9] << 16) |
((uint32_t)input[10] << 8) | input[11];</pre>
   A[3] = ((uint32_t)input[12] << 24) | ((uint32_t)input[13] << 16) |
((uint32_t)input[14] << 8) | input[15];
    for (int i = 0; i < 32; i++) {
        SM4_1R(i, A, rk, is_enc, temp);
   }
   uint32_t tmp = A[0];
   A[0] = A[3];
   A[3] = tmp;
   tmp = A[1];
   A[1] = A[2];
   A[2] = tmp;
   output[0] = (A[0] >> 24) & 0xff; output[1] = (A[0] >> 16) & 0xff;
   output[2] = (A[0] >> 8) \& 0xfF; output[3] = A[0] \& 0xfF;
   output[4] = (A[1] >> 24) \& 0xfF; output[5] = (A[1] >> 16) \& 0xfF;
   output[6] = (A[1] >> 8) \& 0xfF; output[7] = A[1] \& 0xfF;
   output[8] = (A[2] >> 24) \& 0xfF; output[9] = (A[2] >> 16) \& 0xfF;
   output[10] = (A[2] >> 8) & 0xfF; output[11] = A[2] & 0xfF;
   output[12] = (A[3] >> 24) & 0xFF; output[13] = (A[3] >> 16) & 0xFF;
   output[14] = (A[3] >> 8) & 0xff; output[15] = A[3] & 0xff;
}
```

2.2 轮密钥生成

SM4算法的主密钥k为128-bit,轮密钥生成方案采用非平衡Feistel结构。本小节我们将简述其轮密钥生成方案,重点展示代码的实现。

1、将k按32-bit进行划分,记为 (MK_0,MK_1,MK_2,MK_3) 。然后,分别与32-bit的系统参数 FK_0,FK_1,FK_2,FK_3 进行异或。记为:

$$K_{-4} = MK_0 \oplus FK_0$$

 $K_{-3} = MK_1 \oplus FK_1$
 $K_{-2} = MK_2 \oplus FK_2$
 $K_{-1} = MK_3 \oplus FK_3$

2、生成轮密钥 $K_i (i = 0, 1, \dots, 31)$:

$$K_i = K_{i-4} \oplus T'(K_{i-3} \oplus K_{i-2} \oplus K_{i-1} \oplus CK_i)$$

其中函数T'只需将加密算法中的函数T中的线性变换L替换为:

$$L'(\mathcal{B}) = \mathcal{B} \oplus (\mathcal{B} <<< 13) \oplus (\mathcal{B} <<< 23)$$

主要代码实现:

```
#define LOAD_KEY(index)\
                 do{\
                                   k[index]=(key[index<<2]<<24)|(key[(index<<2)+1]<<16)|(key[(index<<2)+2]
<<8)|(key[(index<<2)+3]);\
                                   k[index]=k[index]^FK[index];\
                 }while(0)
//一轮轮密钥生成
#define KEY_GEN_1R(index)\
                 do{\
                                   temp=k[1]^k[2]^k[3]^CK[index];
                                   temp=(Sbox[temp>>24]<<24)|(Sbox[(temp>>16)&0xff]<<16)|
 (Sbox[(temp>>8)&0xff]<<8)|(Sbox[temp&0xff]);
                                   rk[index]=k[0] \land temp \land rot[32(temp, 13) \land rot[32(temp, 23); \land rot[32(temp, 23(temp, 23); \land rot[32(temp, 23(temp, 23(t
                                   k[0]=k[1]; \
                                   k[1]=k[2]; \
                                   k[2]=k[3]; \
                                   k[3]=rk[index];\
                 }while(0)
void SM4_KEY_GEN(uint8_t* key, uint32_t* rk) {
                 uint32_t k[4];
                 uint32_t temp;
                LOAD_KEY(0);
                 LOAD_KEY(1);
                 LOAD_KEY(2);
                 LOAD_KEY(3);
                 for (int i = 0; i < 32; i++) {
                                   KEY_GEN_1R(i);
                 }
}
```

3 SM4优化实现

3.1 SM4 T-table优化

S盒操作为 $x_0, x_1, x_2, x_3 \to S(x_0), S(x_1), S(x_2), S(x_3),$ 其中 x_0, x_1, x_2, x_3 为8bit。为了提高效率,可以将S盒与后续的线性变换L合并,得到:

$$L(S(x_0),S(x_1),S(x_2),S(x_3)) = L(S(x_0) << 24) \oplus L(S(x_1) << 16) \oplus L(S(x_2) << 8) \oplus L(S(x_3))$$

定义4个8bit \rightarrow 32bit查找表 T_i :

$$egin{aligned} T_0(x) &= L(S(x_0) << 24) \ T_1(x) &= L(S(x_1) << 16) \ T_2(x) &= L(S(x_2) << 8) \ T_3(x) &= L(S(x_3)) \end{aligned}$$

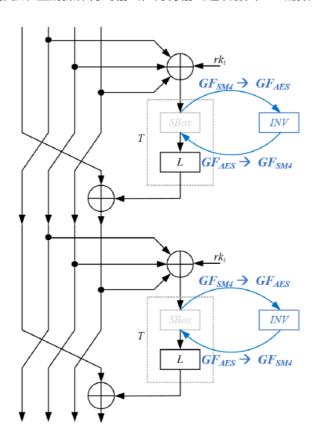
SM4一轮加解密实现如下:

```
//一轮SM4加密
void SM4_T_table_1R(int index, uint32_t* A, uint32_t* rk, bool is_enc, uint32_t
temp) {
    uint32_t k = (is_enc == 1 ? rk[index] : rk[31 - index]);
    temp = A[1] ^ A[2] ^ A[3] ^ k;
    temp = A[0] ^ Table0[(temp >> 24) & 0xff] ^ Table1[(temp >> 16) & 0xff] ^
Table2[(temp >> 8) & 0xff] ^ Table3[temp & 0xff];
    A[0] = A[1];
    A[0] = A[1];
    A[1] = A[2];
    A[2] = A[3];
    A[3] = temp;
}
```

3.2 SM4 AESNI优化

主要使用SIMD和域同构的方法对SM4进行优化。基本思想是利用SM4与AES中S盒结构的相似性,借助intel的AESNI指令完成S盒操作。由于SM4的S盒与AES的S盒所属的数域都是 $GF(2^8)$,由近世代数的知识可知,二者之间存在一个同构映射。

找到同构映射后,在SM4进入S盒前,将SM4的S盒输入值映射到AES的数域,然后通过 _mm_aesenclast_si128()完成S盒的操作得到输出,再将输出逆映射回SM4的数域即可。



这里注意, SM4和AES的存储方式不同(分别为小端序和大端序), 因此在进行映射前先转换存储方式。且为了消除AES最后一轮行移位与异或密钥的影响, 这里使用逆行移位与异或0密钥来处理。具体实现如下(其中矩阵乘法采用了查找表的方式实现, 具体参考):

```
#define OPT_SM4_1R(index)\
    do{\
        __m128i k=_mm_set1_epi32((is_enc==1?rk[index]:rk[31-index]));\
    temp=xor4(A[1],A[2],A[3],k);\
    temp=SM4_SBOX(temp);\
```

```
temp=xor6(A[0],temp,rotl_epi32(temp,2),rotl_epi32(temp,10),rotl_epi32(temp,18),
rotl_epi32(temp,24));\
            A[0]=A[1]; \
            A[1]=A[2]; \
            A[2]=A[3]; \
            A[3]=temp; \
             }while(0)
#define MulMatrix(x,highmask,lowmask)\
(_mm_xor_si128(_mm_shuffle_epi8(lowmask,_mm_and_si128(x,_mm_set1_epi32(0x0f0f0f0
f))),\
_mm_shuffle_epi8(highmask,_mm_and_si128(_mm_srli_epi16(x,4),_mm_set1_epi32(0x0f0
f0f0f)))))
//进行同构映射
__m128i SM4_INPUT_TO_AES(__m128i x) {
             _{\text{m128i highmask}} = _{\text{mm}_{\text{set}}} = \frac{1}{2} (0x22, 0x58, 0x1a, 0x60, 0x02, 0x78, 0x3a, 0x60, 
0x40, 0x62, 0x18,
                          0x5a, 0x20, 0x42, 0x38, 0x7a, 0x00);
              _{m128i} lowmask = _{mm}set_epi8(0xe2, 0x28, 0x95, 0x5f, 0x69, 0xa3, 0x1e,
0xd4, 0x36, 0xfc,
                          0x41, 0x8b, 0xbd, 0x77, 0xca, 0x00);
             return MulMatrix(x, highmask, lowmask);
}
  _{m128i} highmask = _{mm}set_epi8(0x14, 0x07, 0xc6, 0xd5, 0x6c, 0x7f, 0xbe,
0xad, 0xb9, 0xaa,
                          0x6b, 0x78, 0xc1, 0xd2, 0x13, 0x00);
                _m128i lowmask = _mm_set_epi8(0xd8, 0xb8, 0xfa, 0x9a, 0xc5, 0xa5, 0xe7,
0x87, 0x5f, 0x3f,
                          0x7d, 0x1d, 0x42, 0x22, 0x60, 0x00);
             return MulMatrix(x, highmask, lowmask);
}
__m128i SM4_SBOX(__m128i x) {
             _{\text{m128i mask}} = _{\text{mm}_{\text{set}}} = i8(0x03, 0x06, 0x09, 0x0c, 0x0f, 0x02, 0x05, 0x08, 0x06, 0x06
                          0x0b, 0x0e, 0x01, 0x04, 0x07, 0x0a, 0x0d, 0x00);
            //逆行移位和全零密钥抵消AES最后一轮操作,只保留过S盒
            x = _mm_shuffle_epi8(x, mask);
            x = _mm\_xor\_si128(SM4\_INPUT\_TO\_AES(x), _mm\_set1\_epi8(0b00100011));
            x = _mm_aesenclast_si128(x, _mm_setzero_si128());
            return \ \_mm\_xor\_si128(AES\_OUTPUT\_TO\_SM4(x), \ \_mm\_set1\_epi8(0b00111011));
}
void SM4_AESNI(uint8_t* input, uint8_t* output, uint32_t* rk, bool is_enc) {
             __m128i temp;
             __m128i A[4];
             __m128i vindex;
            temp = _mm_loadu_si128((__m128i*)input);
             vindex = _mm_setr_epi8(3, 2, 1, 0, 7, 6, 5, 4, 11, 10, 9, 8, 15, 14, 13,
12);
             //小端序-->大端序
```

```
A[0] = _mm_unpacklo_epi64(_mm_unpacklo_epi32(temp, temp),
_mm_unpacklo_epi32(temp, temp));
              A[1] = _mm_unpackhi_epi64(_mm_unpacklo_epi32(temp, temp),
_mm_unpacklo_epi32(temp, temp));
              A[2] = _mm_unpacklo_epi64(_mm_unpackhi_epi32(temp, temp),
_mm_unpackhi_epi32(temp, temp));
              A[3] = _mm_unpackhi_epi64(_mm_unpackhi_epi32(temp, temp),
_mm_unpackhi_epi32(temp, temp));
             A[0] = _mm_shuffle_epi8(A[0], vindex);
             A[1] = _mm_shuffle_epi8(A[1], vindex);
             A[2] = _mm_shuffle_epi8(A[2], vindex);
             A[3] = _mm_shuffle_epi8(A[3], vindex);
             for (int i = 0; i < 32; i++) {
                            OPT_SM4_1R(i);
             }
             //大端序-->小端序
             A[0] = _mm_shuffle_epi8(A[0], vindex);
             A[1] = _mm_shuffle_epi8(A[1], vindex);
             A[2] = _mm_shuffle_epi8(A[2], vindex);
             A[3] = _mm_shuffle_epi8(A[3], vindex);
              _mm_storeu_si128((__m128i*)output,
_{\rm mm\_unpacklo\_epi64(\_mm\_unpacklo\_epi32(A[3], A[2]), \_mm\_unpacklo\_epi32(A[1], A[2], A[2]), \_mm\_unpacklo\_epi32(A[1], A[2], A[2],
A[0]));
}
```

3.3 SM4 GFNI优化

可以使用gf2p8affineqb指令直接计算 $GF(2^8)$ 上的同构映射,比AESNI使用的指令数更少。这里映射矩阵与常数向量参考。具体实现如下:

```
// SM4 S盒到AES S盒的仿射变换矩阵
__m128i sm4_to_aes_matrix =
'00001101);
// AES S盒到SM4 S盒的仿射变换矩阵
__m128i aes_to_sm4_matrix =
_mm_set1_epi64x(0b10011100'00111010'10001100'11000100'01110100'11000011'01100001
'10101000);
// 仿射变换常数
__m128i sm4_to_aes_constant = _mm_set1_epi8(0b00100011);
__m128i aes_to_sm4_constant = _mm_set1_epi8(0b00111011);
// 使用GF2P8AFFINEQB和AES-NI实现的SM4 S盒
__m128i SM4_BOX_TO_AES_GFNI(__m128i x) {
   // 1. SM4输入 -> AES输入
   __m128i aes_input = _mm_gf2p8affine_epi64_epi8(x, sm4_to_aes_matrix, 0);
   aes_input = _mm_xor_si128(aes_input, sm4_to_aes_constant);
   // 2. 使用AES-NI计算AES S盒
```

```
// 这里使用AESENCLAST指令,因为AES S盒 = AESENCLAST(x, 0)
   __m128i aes_output = _mm_aesenclast_si128(aes_input, _mm_setzero_si128());
   // 3. AES输出 -> SM4输出
    __m128i sm4_output = _mm_gf2p8affine_epi64_epi8(aes_output,
aes_to_sm4_matrix, 0);
   sm4_output = _mm_xor_si128(sm4_output, aes_to_sm4_constant);
   return sm4_output;
}
#define GFNI_SM4_1R(index)\
   do{\
   __m128i k=_mm_set1_epi32((is_enc==1?rk[index]:rk[31-index]));\
   temp=xor4(A[1],A[2],A[3],k);\
   temp=SM4_BOX_TO_AES_GFNI(temp);\
temp=xor6(A[0],temp,rotl_epi32(temp,2),rotl_epi32(temp,10),rotl_epi32(temp,18),
rotl_epi32(temp,24));\
   A[0]=A[1]; \
   A[1]=A[2]; \
   A[2]=A[3]; \
   A[3]=temp; \
   }while(0)
```

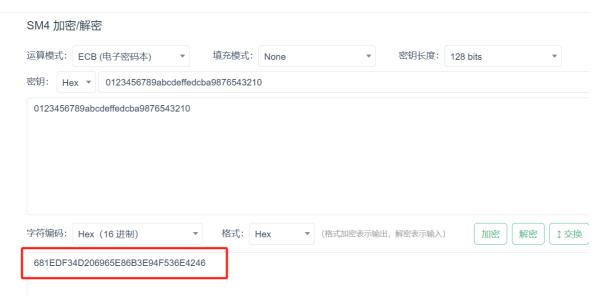
4 SM4优化结果展示

• 正确性:

输入明文和密钥均为:

```
uint8_t input[16] = { 0x01, 0x23, 0x45, 0x67, 0x89, 0xab, 0xcd, 0xef, 0xfe,
0xdc, 0xba, 0x98, 0x76, 0x54, 0x32, 0x10 };
uint8_t key[16] = { 0x01, 0x23, 0x45, 0x67, 0x89, 0xab, 0xcd, 0xef, 0xfe, 0xdc,
0xba, 0x98, 0x76, 0x54, 0x32, 0x10 };
```

通过在线加密平台得到密文:



下述实现均参考该结果来判断正确性。

• 优化结果

使用每个字节需要的时钟周期数作为性能指标。

原始:

T-table优化:

AESNI优化:

密文:

68 le df 34 d2 06 96 5e 86 b3 e9 4f 53 6e 42 46

明文:

01 23 45 67 89 ab cd ef fe dc ba 98 76 54 32 10

加密100次总周期数: 49 总处理数据量: 1600 bytes 性能指标: 0.03 cycles/byte

解密100次总周期数: 48 总处理数据量: 1600 bytes 性能指标: 0.03 cycles/byte

GFNI优化:

密文:

68 1e df 34 d2 06 96 5e 86 b3 e9 4f 53 6e 42 46

明文:

01 23 45 67 89 ab cd ef fe dc ba 98 76 54 32 10

加密100次总周期数: 35 总处理数据量: 1600 bytes 性能指标: 0.02 cycles/byte

解密100次总周期数: 33 总处理数据量: 1600 bytes 性能指标: 0.02 cycles/byte

由上可以看到,所有的优化结果均正确,且最终优化了近2000倍!

5 SM4-GCM实现

5.1 增加函数

给定整数s和比特串X,其中 $len(X) \geq s$ 。定义函数 $inc_s = MSB_{len(X)-s}(X)||[int(LSB_s(X))+1 \ (mod\ 2^s)]_s$ 。

5.2 GHASH函数

算法伪代码如下图所示:

Prerequisites:

block H, the hash subkey.

Input:

bit string X such that len(X) = 128m for some positive integer m.

Output:

block $GHASH_H(X)$.

Steps:

- 1. Let $X_1, X_2, ..., X_{m-1}, X_m$ denote the unique sequence of blocks such that $X = X_1 || X_2 || ... || X_{m-1} || X_m$.
- 2. Let Y_0 be the "zero block," 0^{128} .
- 3. For i = 1, ..., m, let $Y_i = (Y_{i-1} \oplus X_i) \cdot H$.
- 4. Return Y_m .

其中块的乘法是在有限域 $GF(2^{128})$ 上的多项式乘法,其中不可约多项式为 $x^{128} + x^7 + x^2 + x + 1$ 。

5.3 GCTR函数

输入计数块ICB, 比特串X。

Steps:

- 1. If X is the empty string, then return the empty string as Y.
- 2. Let $n = \lceil \ln(X)/128 \rceil$.
- 3. Let $X_1, X_2, ..., X_{n-1}, X_n^*$ denote the unique sequence of bit strings such that $X = X_1 || X_2 || ... || X_{n-1} || X_n^*$; $X_1, X_2, ..., X_{n-1}$ are complete blocks.²
- 4. Let $CB_1 = ICB$.
- 5. For i = 2 to n, let $CB_i = \text{inc}_{32}(CB_{i-1})$.
- 6. For i = 1 to n 1, let $Y_i = X_i \oplus CIPH_K(CB_i)$.
- 7. Let $Y_n^* = X_n^* \oplus MSB_{len(X_n^*)}(CIPH_K(CB_n))$.
- 8. Let $Y = Y_1 || Y_2 || ... || Y_n^*$.
- 9. Return Y.

5.4 GCM加密

输入IV,明文P,add。输出密文C和tag T。

Steps:

- 1. Let $H = \text{CIPH}_K(0^{128})$.
- 2. Define a block, J_0 , as follows: If len(IV)=96, then let $J_0 = IV \parallel 0^{31} \parallel 1$. If len(IV) \neq 96, then let $s = 128 \lceil \text{len}(IV)/128 \rceil - \text{len}(IV)$, and let $J_0 = \text{GHASH}_H(IV) \mid 0^{s+64} \mid |[\text{len}(IV)]_{64})$.
- 3. Let $C=GCTR_K(inc_{32}(J_0), P)$.
- 4. Let $u = 128 \cdot \lceil \ln(C)/128 \rceil \ln(C)$ and let $v = 128 \cdot \lceil \ln(A)/128 \rceil \ln(A)$.
- 5. Define a block, *S*, as follows: $S = GHASH_H(A \parallel 0^v \parallel C \parallel 0^u \parallel [len(A)]_{64} \parallel [len(C)]_{64}).$
- 6. Let $T = MSB_t(GCTR_K(J_0, S))$.
- 7. Return (C, T).

这里使用SM4算法实例化CIPH。

6 SM4-GCM优化

这里优化思路一是优化SM4算法,直接采用上述的GFNI进行优化。二是在计算GHASH中优化有限域上多项式乘法,使用PCLMULQDQ指令集优化 $GF(2^{128})$ 上的多项式乘法。

```
// 在GF(2^128)域中乘法,使用约化多项式x^128 + x^7 + x^2 + x + 1
static const __m128i gcm_reduction_poly = _mm_setr_epi32(0x00000001, 0x00000000,
0x00000000, 0xc2000000);
// 使用PCLMULQDQ指令的GF(2^128)乘法
__m128i gfmul(__m128i a, __m128i b) {
    __m128i tmp0, tmp1, tmp2, tmp3, tmp4, tmp5;
    // Karatsuba乘法
    tmp3 = _mm_clmulepi64_si128(a, b, 0x00);
    tmp4 = _mm_clmulepi64_si128(a, b, 0x10);
    tmp5 = \_mm\_clmulepi64\_si128(a, b, 0x01);
    tmp4 = _mm_xor_si128(tmp4, tmp5);
    tmp5 = _mm_slli_si128(tmp4, 8);
    tmp4 = _mm_srli_si128(tmp4, 8);
    tmp3 = _mm_xor_si128(tmp3, tmp5);
    tmp2 = _mm\_xor\_si128(tmp4, _mm\_clmulepi64\_si128(a, b, 0x11));
    // 模约减
    tmp5 = _mm_clmulepi64_si128(tmp3, gcm_reduction_poly, 0x01);
    tmp4 = _mm_slli_sil28(tmp5, 8);
    tmp5 = _mm_srli_si128(tmp5, 8);
    tmp3 = \_mm\_xor\_si128(tmp3, tmp4);
    tmp2 = _mm_xor_si128(tmp2, tmp5);
    tmp5 = _mm_clmulepi64_si128(tmp3, gcm_reduction_poly, 0x00);
    return _mm_xor_si128(tmp2, tmp5);
}
```

7 SM4-GCM优化结果展示

• 正确性:

通过SM4-GCM在线加密平台得到结果:

对称密钥(SM4 Key)(*)	0123456789ABCDEFFEDCBA9876543210
明文(Plain Text)(*)	0123456789ABCDEFFEDCBA98765432100123456789ABCDEFFEDCBA9876543210
初始向量(nonce)(*)	0123456789ABCDEFFEDCBA98
其他认证数据(AAD)	0123456789ABCDEFFEDCBA9876543210
密文(Cipher Text)(out)	26 2F 79 CE 26 48 46 CE A2 3B A2 E0 6C DC 28 39 5A 43 EB 86 10 63 BB 24 20 32 7D F6 4A AA 21 AC
MAC(Tag)(out)	bb 57 05 c4 07 06 8a a9 09 5e 7e 79 e4 03 0b 29

下面是实现的结果:

```
### Standard Composition of the composition of the
```

发现实现均正确

• 优化结果

原始:

===============SM4-GCM性能测试================

加密 100 次总周期数: 2530057 加密总处理数据量: 3200 bytes 加密性能指标: 790.64 cycles/byte

解密 100 次总周期数: 3051031 解密总处理数据量: 3200 bytes 解密性能指标: 953.45 cycles/byte

优化:

加密100次总周期数: 355513 总处理数据量: 3200 bytes 性能指标: 111.10 cycles/byte

解密 100 次总周期数: 544831 解密总处理数据量: 3200 bytes 解密性能指标: 170.26 cycles/byte

可以看出,加解密分别优化了约7.1倍和5.6倍。