



Cryptographic Library for FPGAs using SME A Bachelor Project Defense

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Agenda

- Why is this project interesting?
- Presentation of MD5 and AES
- Results
- suggestions for future work



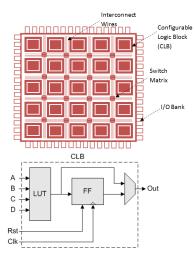
Motivation - Cryptography

- Is ubiquitous
- Often Hardware-focused
- This project has focused on implementing a variety of algorithms instead of nitpicking one algorithm.



Motivation - Why use FPGAs?

- Architecture
- Configurable not only in computation but also in interface
- Often fast as the overhead from generality is ommitted
- Low power consumption (fixed precision)





MD5

- Cryptograpic hash function
- Merkle-Damgaard construction
- Four different compression functions, 64 rounds

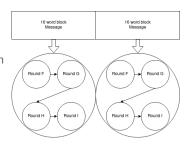


Figure: MD5 round

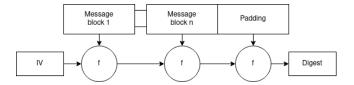


Figure: Merkle-Damgaard construction



MD5 - Optimizations

- Naive; 1 simple process, 4 busses
- Pipelined version; clocked process for preprocessing and each compression stage
- Same idea for SHA-2

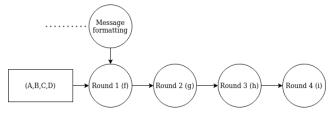


Figure: MD5 pipeline



MD5 - Pipeline

- Stalls on large messages
- Solution is enabling multiple inputs

	Independent message blocks									
clock	0	1	2	3	4	5	6	7	8	
	P_1	M_1	F_1	G_1	H_1	I_1	C_1			
		P_2	M_2	F_2^-	G_2	H_2	I_2	C_2		

Dependent message blocks												
clock	0	1	2	3	4	5	6	7	8	9	10	11
	P_1	M_1	F_1	G_1	H_1	I_1	C_1					
		P_2	M_2	-	-	-	-	F_2	G_2	H_2	I_2	C_2



AES



Results from pipelining

- $hi(x) = x + 2 \cdot blocks$ • $lo(x) = 2 + x \cdot blocks$
- $C(x) = x + 2 \cdot blocks$
- Zedboard bus: 2132 MBps
- MD5: Is easily optimised beyond the memory limit.
- SHA: Worst hard to optimize because of dependecies.
- AES: Reached limit with current approach? Potentially other approaches can reach higher.
- ChaCha: Easily reaches limit.

MD5

Version	$f_{max}(Mhz)$	clocks _{hi}	TP(MBps)hi	clocks _{lo}	TP(MBps) _{lo}	LUT	FF
Naive	2.38	b	152	b	152	11607	2304
Proc ₄	9.50	hi(6)	266	lo(6)	101	10247	5226
Proc ₈	19.00	hi(10)	532	lo(10)	122	10087	7538
Proc ₁₆	33.50	hi(18)	937	lo(18)	119	10206	12162
Proc32	65.00	hi(34)	1817	lo(34)	123	10149	21347
$Proc_{64}$	115.00	hi(66)	3209	lo(66)	112	10350	39718
			SHA				

			SHA				
Version	f _{max} (Mhz)	clocks _{hi}	TP(MBps)hi	clocks _{lo}	TP(MBps) _{lo}	LUT	FF
Naive	2.1	b	134.4	b	134.4	24330	2560
Proc4	8.0	hi(6)	223.9	lo(6)	85.3	24466	8938
Proc8	8.0	hi(10)	223.8	lo(10)	51.2	24756	14066
			AES				

			7123			
Version	f _{max} (Mhz)	clocks	TP(MBps)	LUT	FF	BRAM
Naive	22	b	352	10612	3195	0
TBox	25	b	400	16458	3195	0
Proc ₄	68	C(3)	544	16474	2817	0
Proc ₁₁	208	C(12)	1663	15659	4383	0
Proc ₂₂	217	C(24)	1662	15454	7401	0
BRAM ₁₁	195	C(31)	1556	10012	10398	72
		ChaCl	na			

Version	f _{max} (Mhz)	clocks	TP(MBps)	LUT	FF
Naive	1.25	b	80	14670	3457
Proc ₁₁	40.00	C(9)	1279	14736	16898
Procos	82.00	C(20)	2557	17565	32420



Results compared to CPU

Comparing to CPU over GPU

- GPU is the standard approach for hardware acceleration.
- · CPU is closer in TDP.
- CPU is more approachable and making a GPU version would require higher development time.
- · already reached some board limitations.
- MD5: 4.5 times faster than any comparable
- AES: Proximity of the C# version, but cannot compete AES-NI.
- SHA: Only half the speed of i5, but faster than ARM processor. Potential for improvement.
- ChaCha: Reaches the bandwidth limit of the Zynq board. Not quite i5 speed. Doubling processes: 2714 MBps. Only 150 more than the previous version.

			N.	/ID5			
	Naive	Proc ₆₄	C#	C	OpenSLL _{low}	Oper	nSLL _{high}
Pi	152	3210	287	256	42		293
i5	152	3210	604	622	81		691
				AES			
	Naive	Proc ₁₁	C#	C	OpenSLL _{fow}	Op	enSLL _{high}
Pi	400	1963	70	198	72		89
i5	400	1699	1963	340	847		5722
			SHA				
	Naive	Proc ₄	C#	OpenSLL _{los}	" OpenSI	Lhigh	
Pi	134	224	163	4.	2	165	
i5	134	224	438	6	1	461	
		CI	aCha				
	Naive	Proc	OpenSLL	low Ope	enSLL _{high}		
Pi	80	2557		84	307		

388

3092

2557



Power usage

Why use TDP?

- Selling point for FPGAs
- Only possibility in the current stage.
- Time consuming to do actual tests.

All of our versions is significantly more power efficient than the CPUs:

FPGA 1.765W i5 65.000W Pi 7.500W



Future work

Critical work

- The Dependency routing needs to be fixed in the hashing functions.
- Make hashes able to switch between messages to circumvent the stalling.
- Make a useful interface to expose our implementations.

Optimizing work

- Investigate SHA hopefully getting the performance to reasonable levels
- Test if different approaches of AES approaches could yield better performance. Sugestions:
 - 1. Naive but pipelined
 - 2. Stateful BRAM.

Comparing work

- Compare to other research papers results which often are written in HDL to see if SME can actually provide comparable results. This would require better a better FPGA.
- Test against a GPU.





































































































































