

CS 577: Project Report

<i>Project Number :</i>	P13
Group Number:	22
<i>Name of the top modules:</i>	Crypto_sign_keypair
<i>Link for GitHub Repo:</i>	https://github.com/aayush010

Group Members	Roll Numbers
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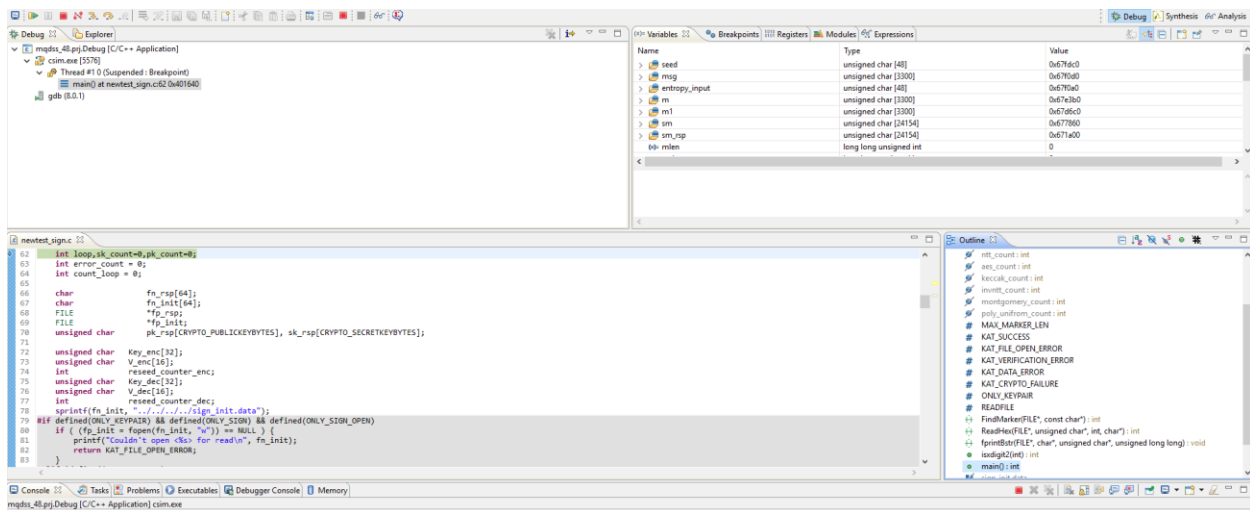
Date: 09.04.2020

INTRODUCTION

PHASE-1

1. Running the algorithm

1.1 Simulation screenshot



1.2 Synthesis screenshot

Utilization Estimates

- Summary

Name	BRAM_18K	DSP48E	FF	LUT	URAM
DSP	-	-	-	-	-
Expression	-	-	0	137	-
FIFO	-	-	-	-	-
Instance	33	2	11771	61481	0
Memory	25	-	58	20	0
Multiplexer	-	-	-	592	-
Register	-	-	79	-	-
Total	58	2	11908	62230	0
Available	730	740	269200	134600	0
Utilization (%)	7	~0	4	46	0

- Detail

- Instance

Instance	Module	BRAM_18K	DSP48E	FF	LUT	URAM
grp_MQ_fu_254	MQ	2	2	308	1282	0
grp_gf31_npack_fu_261	gf31_npack	0	0	180	634	0
grp_gf31_nrand_fu_222	gf31_nrand	8	0	3481	18072	0
grp_gf31_nrand_schar_fu_213	gf31_nrand_schar	8	0	3481	18081	0
grp_keccak_absorb_fu_268	keccak_absorb	1	0	129	606	0
grp_keccak_squeezeblocks_fu_230	keccak_squeezeblocks	2	0	3209	17095	0
grp_randombytes_fu_238	randombytes	12	0	983	5711	0
Total		7	33	2	11771	61481

- DSP48E

1.3 C/RTL co-simulation screenshot

Cosimulation Report for 'crypto_sign_keypair'

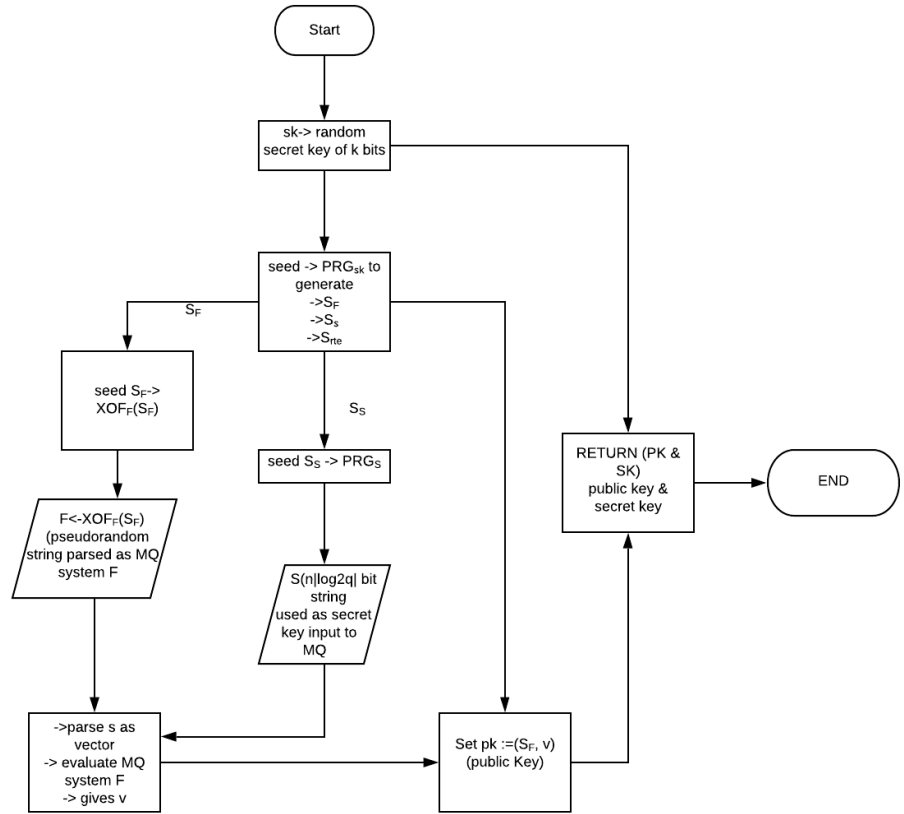
Result

		Latency			Interval		
		min	avg	max	min	avg	max
VHDL	NA	NA	NA	NA	NA	NA	NA
Verilog	Pass	365399	365399	365399	NA	NA	NA

2. Flowchart (Give the flowchart of the function used. Describe basic understanding of the algorithm)

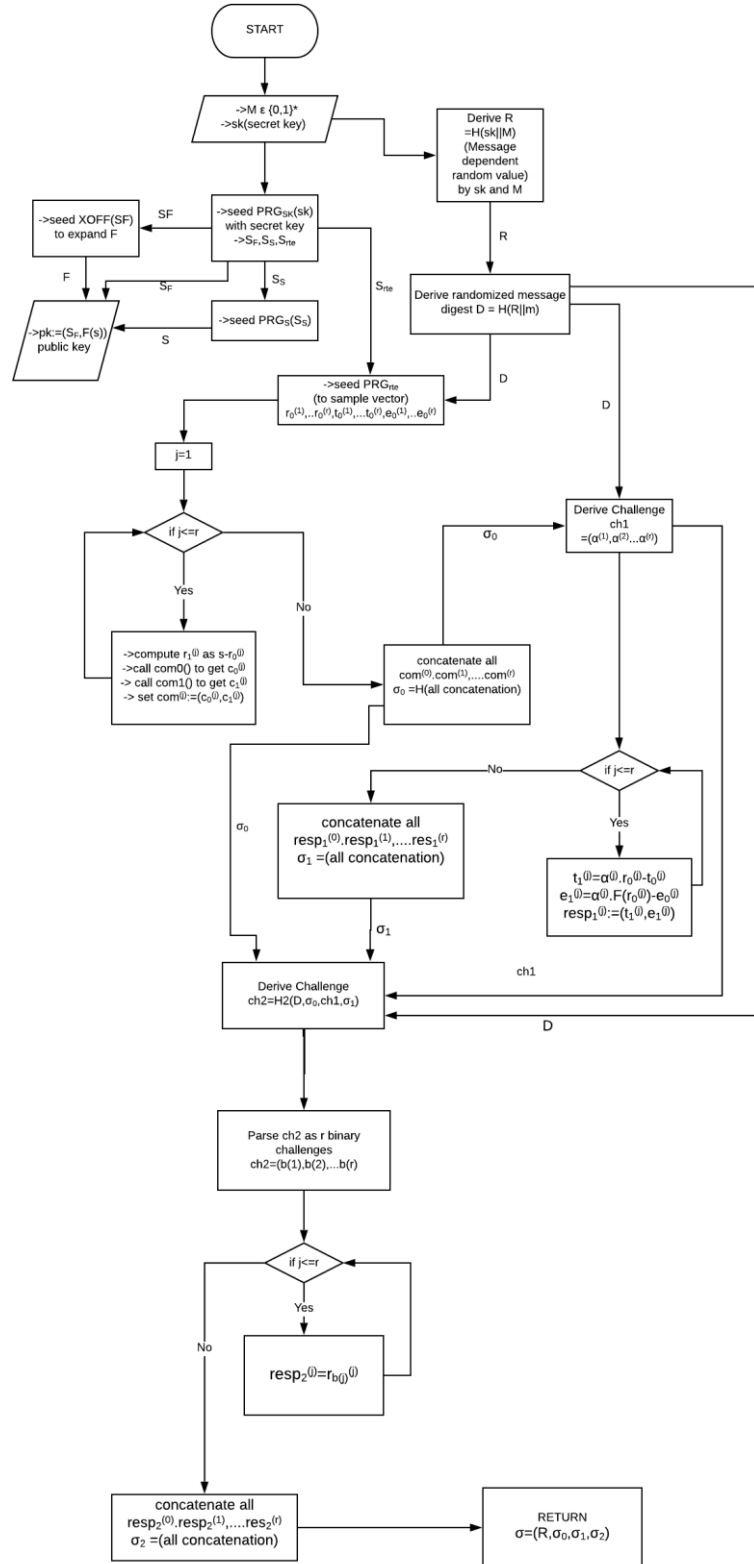
Chart 1 : Key Generation

PRG_{sk} = Pseudorandom Generator to generate 3 seeds
 PRG_s = Pseudorandom Generator to generate the secret key
 XOF_F = To generate a multivariate system F by expanding the seed

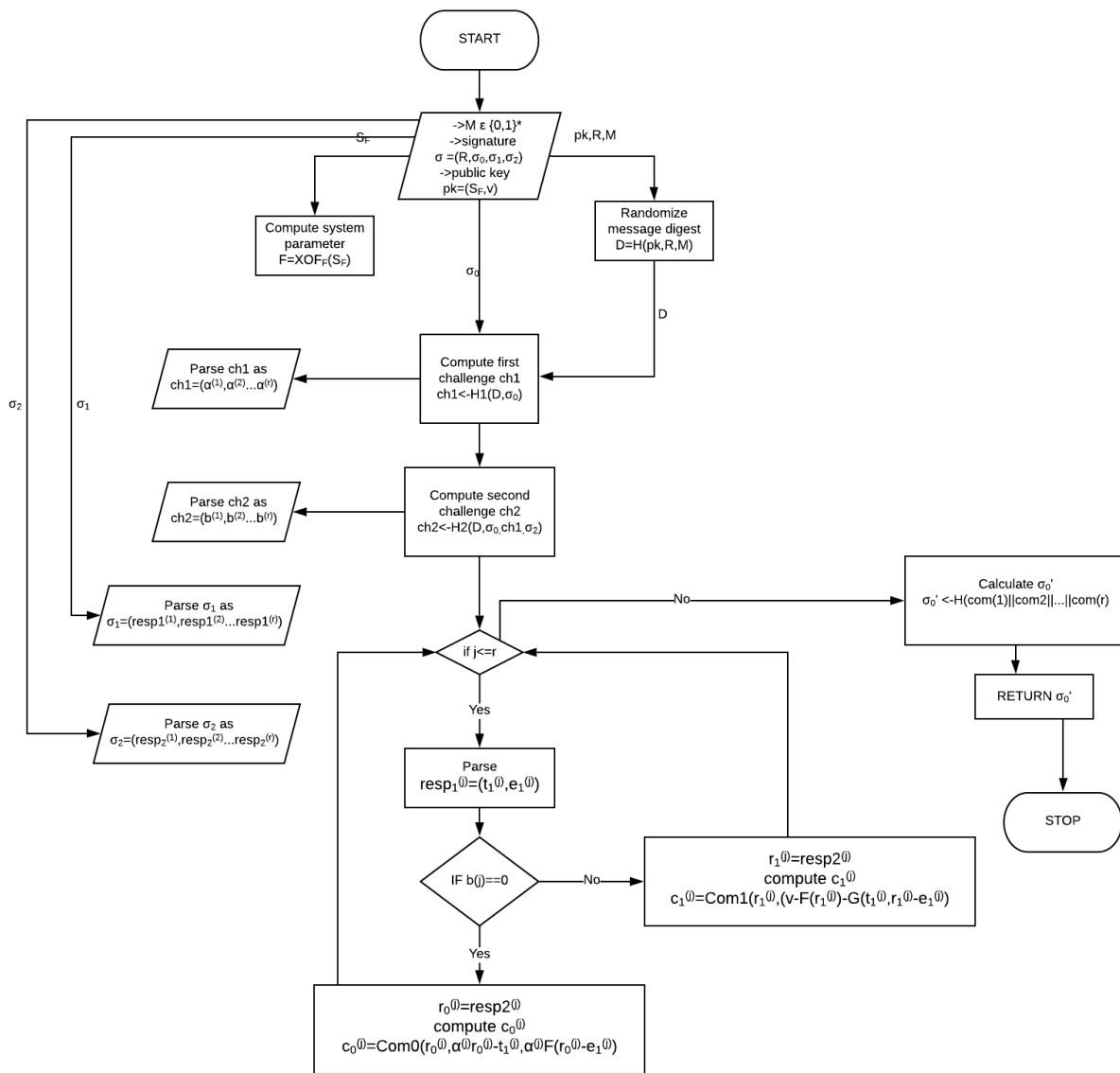


MQDSS KEY
GENERATION

Chart 2 : MQDSS Sign Generation



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3. Result

FPGA Part	Name of Top Module	FF	LUT	BRAM	DSP	Latency	II
Artix7	Crypto_sign_keypair	11908	62230	58	2	365399	365399

3.1 Explain the result

Here as given from above simulation and cosimulation results the area utilization is pretty decent i.e. 46% we will try to decrease it future if possible considering the latency which is high i.e. 365399, as decreasing the area may cause increase in latency so we will mainly focus on maintaining the latency and decreasing is further more. Moreover we observe the algorithm is slow.

3.2 Problems and its solution

The main problem here is that the latency is very high as compare to area, so we mainly try to decrease the latency keeping the area intact and changing it as low as possible by optimizing the loops so that latency decrease. Followed by increasing the performance of the algorithm.

PHASE-2

The target FPGA board is **Artix-7 board**

Benchmark	Type (Area /Latency)	Resource Utilization				Latency		Major Optimizations
		LUT	FF	DSP	RAM	No of Clock cycle/latency	Clock period	
Baseline	Latency	46%	4%	~0	7%	365399	10ns	
Optimization1	Latency	46%	4%	~0	7%	303960	10ns	HLS Dataflow, Pipeline
Optimization 2	Latency	46%	4%	~0	7%	246138	10ns	Unroll, HLS Dataflow, Pipeline
Optimization 3	Latency & Area	47%	5%	~0	9%	240028	10ns	Pipeline

Optimization 1 : Latency

For reducing the Latency here and putting a upper bound on the LUT utilization so as in optimizing the latency the LUT is intact. Here we observed that many loops are too big but are computing in sequential manner that can be changed to perform the computing in parallel so that the time by loops can be reduce by PIPELINE in the loops and functions, and dataflow this idea was used as there were many nested loops with constant variables. And pipelining allows the loop to compute in concurrent manner.

As result the latency decreased from **365399** to **303960** but the LUT was intact.

Optimization 2 : Latency

For further reducing the latency we used Dataflow , Pipeline and Unroll in different functions and loops, where the simple pipelining technique is “fine grain” parallelizing optimization at operation level, as multiplier, adder, DATAFLOW pipelining exploits the “coarse grain” parallelism at the level of functions and loops that increases further more concurrency in loops. Here we observed that some of the loops can change the latency effectively by dataflow.

As result the latency reduced from **303960** to **246138**.

Optimization 3 : Latency & Area

The above all optimization was done keeping the LUT intact so that there is no effect on the area by any optimization done to latency and further optimization wasn't feasible by impacting the LUT as there was still a slim chance of reducing the latency by only minimal effecting the LUT area. So here we used pipelining on such loops which decreases the latency only by a little amount but has negligible change in the LUT.

As result we got latency **240028** which is decently less than the original one i.e. **365399**

And here we doesn't have any upper bound on the LUT area so it goes from **46%** to **47%** which is comparatively less.

Here our final Result is shown in the last Row.