Midterm Project

Team 4

開發環境

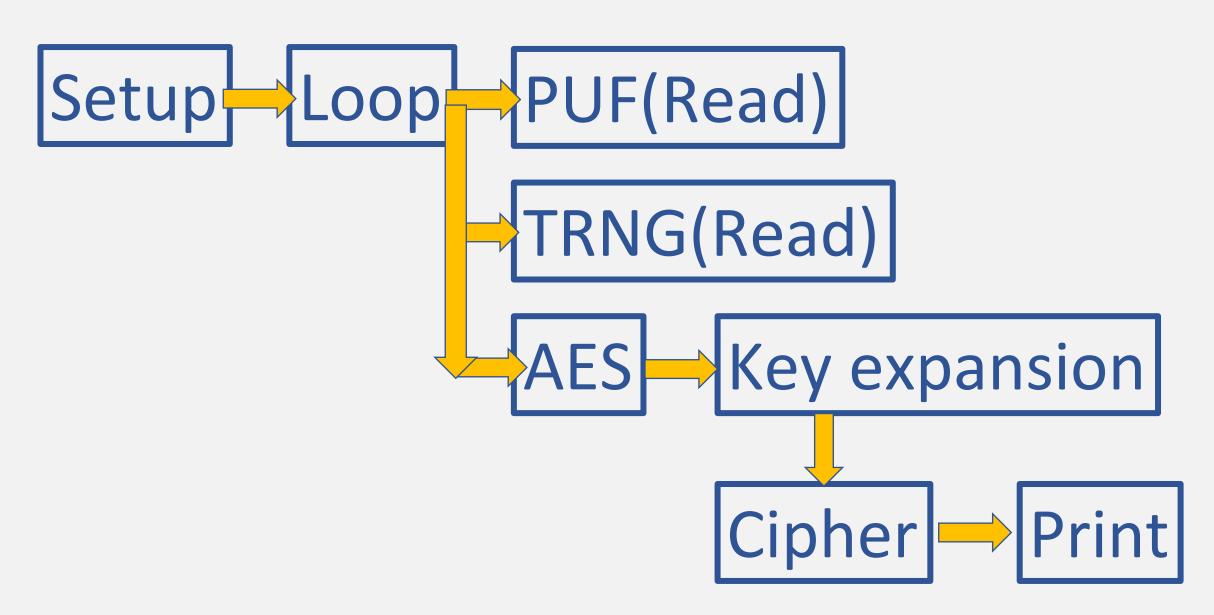
macOS Catalina 10.16.7

Sublime text 3 with Arduino-like IDE

Platform: Arduino SAM(32bits)

Arduino DUE(Programming port)

Overall Flowchart



Part O Setup

```
Set baud = 9600 times/sec
input:
pinMode(m, INPUT)
output:
pinMode(n,OUTPUT)
```

Part 1 (PUF data讀取)

PUF with 4096 bits. TRNG with 8 bits.

•

Part 1 (PUF data讀取)

```
pinMode=0 -> Read_PUF()
8bits a time, 512 times.
pinMode=1 -> Read_TRNG()
8bits a time, 1 time.
```

Part 1 (PUF data讀取)

```
PUF_flag = 0 originally.
```

PUF_flag = 1 if all the 4096 bits being read.

Part2 (AES-128 coding & 加密演練)

- Being activated only if PUF_flag = 1.
- •AES with 128 bits.
- Generate plain text from random()
- •Generate **Key** from PUF_data[0:127](changable)

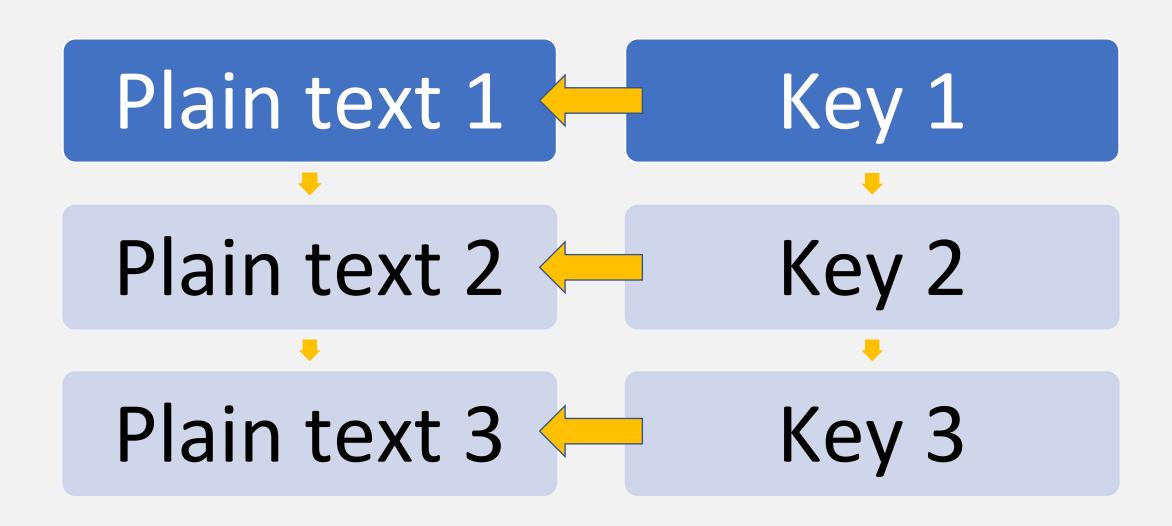
Part2 (AES-128 coding & 加密演練)

- •int binary_plain text[128] -> char in[16]
- •int binary_key -> char key[16]

Key expansion



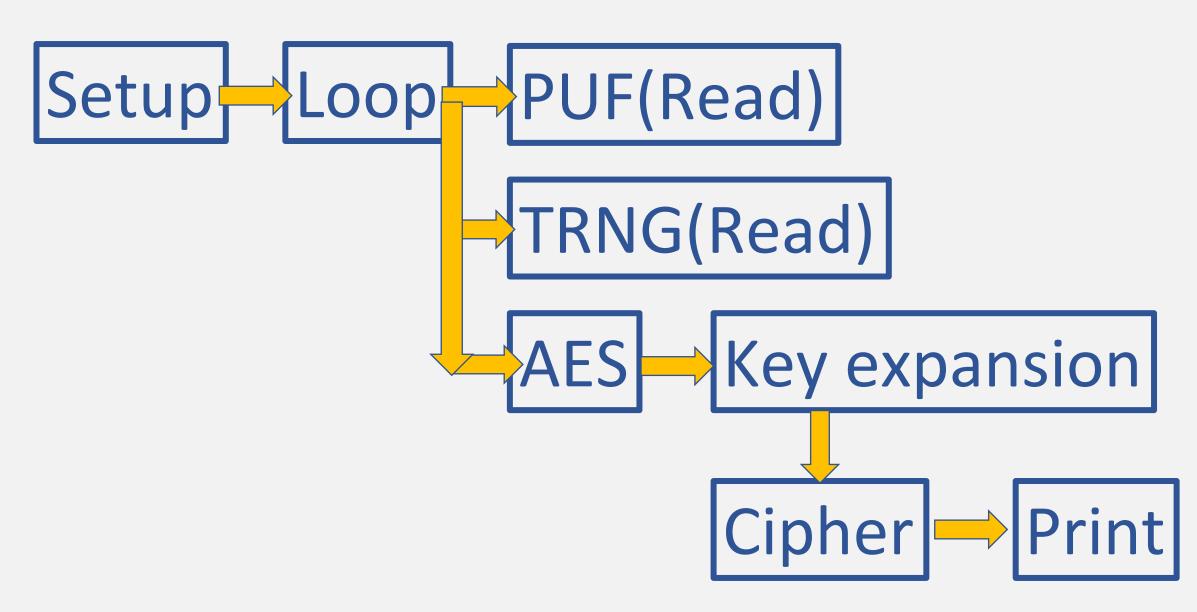
Cipher



Print Out

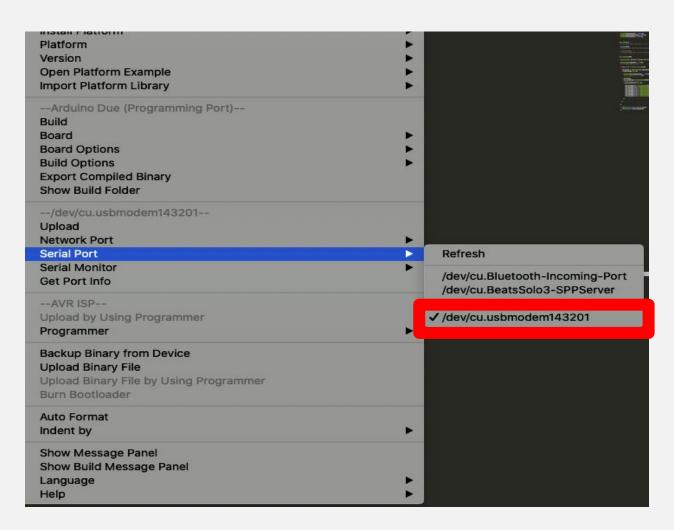
Serial.print(out[0],HEX)

Summary



```
[Build] /Users/alanlin/Desktop...
[Step 1] Check Toolchain.
[Step 2] Find all source files.
[Step 3] Start building.
[50.0%] Compiling Desktop.ino.cpp...
[100.0%] Creating binary files...
Sketch uses 22,404 bytes (4.3%) of program storage space. Maximum is 524,288 bytes.
[Build done.]

No device found on cu.usbmodem143201
```





```
const byte dataPin[8] = {6 , 7 , 8 , 9 , 10 , 11 , 12 , 13}; //8-bit data
//const byte dataPin[8] = {13 , 12 , 11 , 10 , 9 , 8 , 7 , 6}; //8-bit data
```

```
pinMode(dataPin[8] , INPUT);
```

```
1100 000
1001
     000
0100 000
1111
    000
1100 000
1000 000
1011
    000
0000 0000
0000 0000
0010 000
1101
    000
0111
    000
0110 000
1010 000
Finish reading PUF data ...
```

```
Select mode : ( PUF / TRNG )
TRNG
Start reading TRNG data...

    Set Mode pin high

1010 000
Selet mode : ( PUF / TRNG )
TRNG
Star realing TRNG data...

    Set Mode pin high

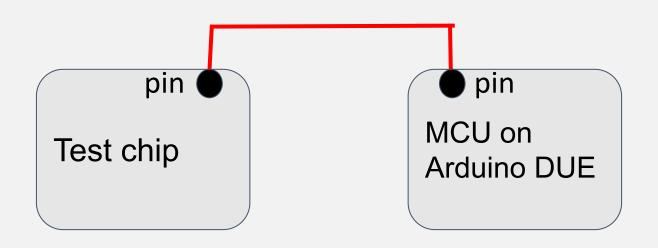
1011
    000
Selet mode : ( PUF / TRNG )
TRNG
Star
      realing TRNG data...
    t Mode pin high
0101
    000
```

```
const byte dataPin_0 = 6;
const byte dataPin_1 = 7;
const byte dataPin_2 = 8;
const byte dataPin_3 = 9;
const byte dataPin_4 = 10;
const byte dataPin_5 = 11;
const byte dataPin_6 = 12;
const byte dataPin_7 = 13;
```

```
pinMode (dataPin_0 , INPUT);
pinMode (dataPin_1 , INPUT);
pinMode (dataPin_2 , INPUT);
pinMode (dataPin_3 , INPUT);
pinMode (dataPin_4 , INPUT);
pinMode (dataPin_5 , INPUT);
pinMode (dataPin_5 , INPUT);
pinMode (dataPin_6 , INPUT);
pinMode (dataPin_7 , INPUT);
```

Polling

輪詢(Polling)是一種CPU決策如何提供週邊裝置服務的方式,又稱「程式控制輸入輸出」(Programmed I/O)。輪詢法的概念是:由CPU定時發出詢問,依序詢問每一個週邊裝置是否需要其服務,有即給予服務,服務結束後再問下一個週邊,接著不斷週而復始。



Polling

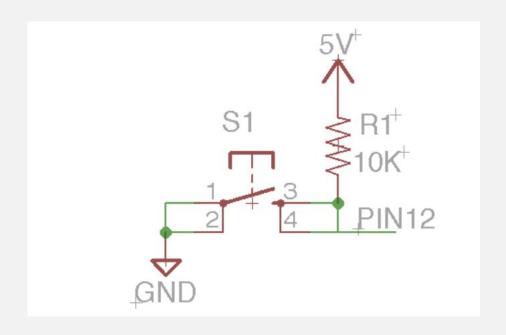


```
In setup():
  pinMode( mypin , INPUT);

In loop():
  if( digital.read ( mypin ) == HIGH){
    // do something
  }

mypin is a Floating pin !
```

Polling



```
In setup():
pinMode( mypin , INPUT_PULLUP);

In loop():
if( digital.read ( mypin ) == HIGH){
    // do something
}
```

參考資料

: https://www.baldengineer.com/arduino-internal-pull-up-resistor-tutorial.html

S box generation

```
0x63, 0x7c, 0x77, 0x7b, 0xf2, 0x6k
                                           xc5, 0x30, 0x01, 0x67, 0x2b, 0xfe, 0xd7, 0xab, 0x76, //0
0xca, 0x82, 0xc9, 0x7d, 0xfa, 0x59
                                   0x47,
                                           xf0, 0xad, 0xd4, 0xa2, 0xaf, 0x9c, 0xa4, 0x72, 0xc0, //1
0xb7, 0xfd, 0x93, 0x26, 0x36, 0x3f
                                           xcc, 0x34, 0xa5, 0xe5, 0xf1, 0x71, 0xd8, 0x31, 0x15, //2
                                   0xf7,
                                           x9a, 0x07, 0x12, 0x80, 0xe2, 0xeb, 0x27, 0xb2, 0x75, //3
0x04, 0xc7, 0x23, 0xc3, 0x18, 0x96
                                   0x05,
0x09, 0x83, 0x2c, 0x1a, 0x1b, 0x6e
                                   0x5a,
                                           xaO, 0x52, 0x3b, 0xd6, 0xb3, 0x29, 0xe3, 0x2f, 0x84, //4
                                          x5b, 0x6a, 0xcb, 0xbe, 0x39, 0x4a, 0x4c, 0x58, 0xcf, //5
0x53, 0xdl, 0x00, 0xed, 0x20, 0xfd
                                   0xbl,
                                           x85, 0x45, 0xf9, 0x02, 0x7f, 0x50, 0x3c, 0x9f, 0xa8, //6
0xd0, 0xef, 0xaa, 0xfb, 0x43, 0x4c
                                   0x33,
 xcd, 0x0c, 0x13, 0xec, 0x5f, 0x97
                                           x17, 0xc4, 0xa7, 0x7e, 0x3d, 0x64, 0x5d, 0x19, 0x73, //8
0xe0, 0x32, 0x3a, 0x0a, 0x49, 0x06
                                          x5c, 0xc2, 0xd3, 0xac, 0x62, 0x91, 0x95, 0xe4, 0x79, //A
                                   0x24,
0xe7, 0xc8, 0x37, 0x6d, 0x8d, 0xd5
                                           xa9, 0x6c, 0x56, 0xf4, 0xea, 0x65, 0x7a, 0xae, 0x08, //B
                                   0x4e,
0xba, 0x78, 0x25, 0x2e, 0x1c, 0xa6
                                    0xb4,
                                           xc6, 0xe8, 0xdd, 0x74, 0x1f, 0x4b, 0xbd, 0x8b, 0x8a, //C
0x70, 0x3e, 0xb5, 0x66, 0x48, 0x03
                                           x0e, 0x61, 0x35, 0x57, 0xb9, 0x86, 0xcl, 0x1d, 0x9e, //D
                                    0xf6,
0xel, 0xf8, 0x98, 0x11, 0x69, 0xd9
                                   0x8e,
                                           x94, 0x9b, 0xle, 0x87, 0xe9, 0xce, 0x55, 0x28, 0xdf, //E
0x8c, 0xal, 0x89, 0x0d, 0xbf, 0xe6
                                   0x42.
                                           x68, 0x41, 0x99, 0x2d, 0x0f, 0xb0, 0x54, 0xbb, 0x16
```

Translate rows and column into binary

```
(row | column) = (8 | 6)
= (1000 0110)
```

S box generation

Calculate the multiplicative inverse of (row | column) in GF(2^8)

```
initial: p = 1, q = 1

p * q \equiv 1 \mod x^8

(p * (x+1)) * (q/(x+1)) \equiv p * q \equiv 1 \mod x^8

(p * (x+1)^2) * (q/(x+1)^2) \equiv p * q \equiv 1 \mod x^8

...

(p * (x+1)^2 55) * (q/(x+1)^2 55) \equiv (p * 1) * (q/1) \equiv p * q \equiv 1 \mod x^8

(x+1)^2 55 \equiv 1 \mod x^8
```

Generate 255 pairs of (p,q) of 8 bits binary number + special solution(p = 0)

S box generation

Affine transformation

$$\begin{bmatrix} s_0 \\ s_1 \\ s_2 \\ s_3 \\ s_4 \\ s_5 \\ s_6 \\ s_7 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 1 & 1 \\ 1 & 1 & 0 & 0 & 0 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & 0 & 0 & 0 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 & 0 & 0 & 0 & 1 \\ 1 & 1 & 1 & 1 & 1 & 0 & 0 & 0 & 1 \\ 0 & 1 & 1 & 1 & 1 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 1 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} b_0 \\ b_1 \\ b_2 \\ b_3 \\ b_4 \\ b_5 \\ b_6 \\ b_7 \end{bmatrix} + \begin{bmatrix} 1 \\ 1 \\ 0 \\ 0 \\ 0 \\ 1 \\ 1 \\ 0 \end{bmatrix}$$

S_box[p]

q (multiplicative inverse of p)