

# Assignment 2: Side-Channel Analysis and Fault Injection

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## 1. Task1

The average number of cycles per execution of the exponentiation for  $e = 17$  is: **9,224,516** cycles.

Number of cycles ( $C$ ) consumed by exponentiation with a 1024-bit exponent assuming 50% of the bits to be 1 was estimated using the following method:

- A square (S) operation would be performed for every bit that is being processed and an additional multiply operation (SM) for bits that are 1.
- Hence, at every iteration of the exponent bit, an S or SM operation takes place.
- We observed the number of cycles needed for one S and one SM operation.  $C_S = 1840048$  and  $C_{SM} = 3680264$  were obtained by setting  $e = 0x2$  i.e.  $10_2$  and  $e = 0x3$  i.e.  $11_2$  respectively.  $C_{MSB} = 4984$  (found by setting  $e = 0x1$ ) was subtracted from both  $C_S$  and  $C_{SM}$  because the MSB is processed only once and shall be added to the cycle count calculation explicitly.
- For estimating  $C_{1024}$  with a 1024-bit  $e$ , since the most significant bit is 1, the rest of the bits must be 01010101 and so on to achieve a probability of 50% on bit values.
- Therefore, number of cycles is:

$$C_{1024} = C_{MSB} + C_{S2} + C_{SM3} + C_{S4} + C_{SM5} + \dots + C_{S1024} \quad (1)$$

$$C_{1024} = C_{MSB} + (512 * C_S) + (511 * C_{SM}) \quad (2)$$

$$C_{1024} = 4984 + (512 * 1840048) + (511 * 3680264) \quad (3)$$

$$C_{1024} = 2822724464 \quad (4)$$

Therefore, the extrapolated cycles for a 1024-bit exponent exponentiation where 50% of bits are 1 is: **2,822,724,464** cycles.

The solution for the task can be found in the *crypto.c*.

## 2. Task2

### 2.1. Oscilloscope Capture

The image of the RSA operations can be seen below:



Figure 1: The picture of oscilloscope showing the first 6 operations of RSA

## 2.2. Manual Extraction



Figure 2: Superimposed picture showing operations as seen in the trace

- Based on the square-and-multiply (SaM) algorithm, the for-loop contains a square (S) operation that takes place in every iteration and a multiply (M) operation that is done only when the current exponent bit is 1.
- The initial bit of the exponent is always 1 and the loop starts from the 2<sup>nd</sup> bit onwards (Left to right).
- The screenshot above from an oscilloscope shows variation in power consumption as the algorithm runs.
- The thinner lines plotted indicate a square operation and the thicker lines indicate squaring followed with multiplication.
- The sequence of operations from the graph are S, S, S, SM, SM, SM that translates to the bits being 0, 0, 0, 1, 1, 1.

- Therefore, the upper six bits of the exponent e are **100011**.

### 2.3. Acquired Trace

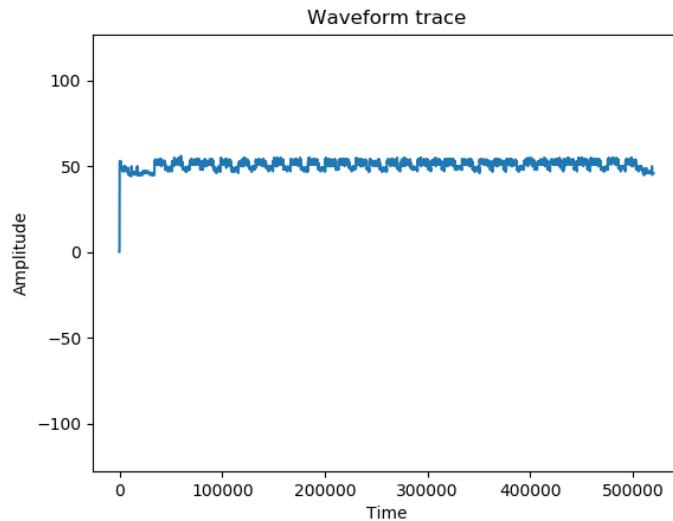


Figure 3: Graph of the acquire trace in full scale

The graph of the acquired trace can be found above and the program file *task2.3.py* contains the program.

### 2.4. SPA

The following is the output of the submitted *task2.4.py* program:

```
Iterating through 520000 sample points from trace_filtered.dat
Analyzing waveform... . . . .
----- Exponent extracted -----
Binary: 1110 1111 1110 1010 1001 1001 0000 0111
Hex: efea9907
```

### 3. Task3

#### 3.1. Overlapping Traces

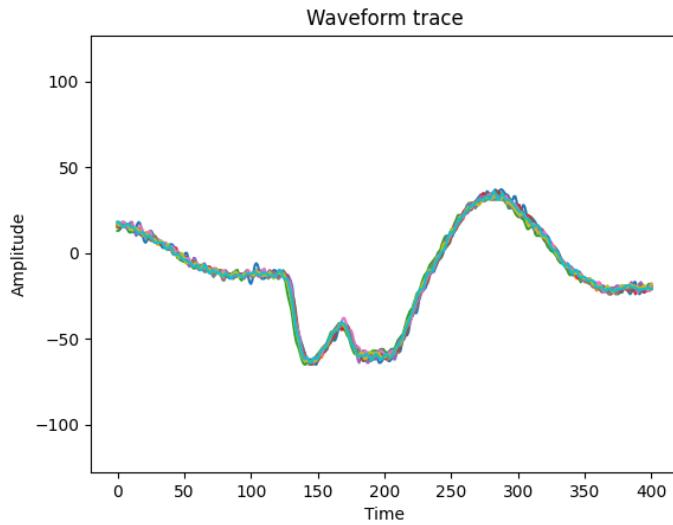


Figure 4: Graph of superimposed 10 traces

The plot of the first 10 traces can be seen above.

The program file *task3.py* contains the program for the task. The corresponding output can be seen below:

```
byte value for trace 0: D8
byte value for trace 1: E8
byte value for trace 2: 42
byte value for trace 3: 3D
byte value for trace 4: 96
byte value for trace 5: E5
byte value for trace 6: CB
byte value for trace 7: 0B
byte value for trace 8: 1F
byte value for trace 9: 33
```

#### 3.2. AES XOR

The following function implements the required functionality (the complete program can be found in the submitted zip):

```
def AES_XOR(x, k_prime):
    return SBOX[x ^ k_prime]
```

### 3.3. Significant Bit

The method to extract the *MSB* involves two steps where we first convert an *integer* to a *bit-field* and then we get the first element of the *bit-field*. The following is an implementation of the function in *python*:

```
def int_to_bits(n):
    return [n >> i & 1 for i in range(BIT_SIZE-1,-1,-1)]

def MSB(n):
    return int_to_bits(n)[0]
```

### 3.4. DPA

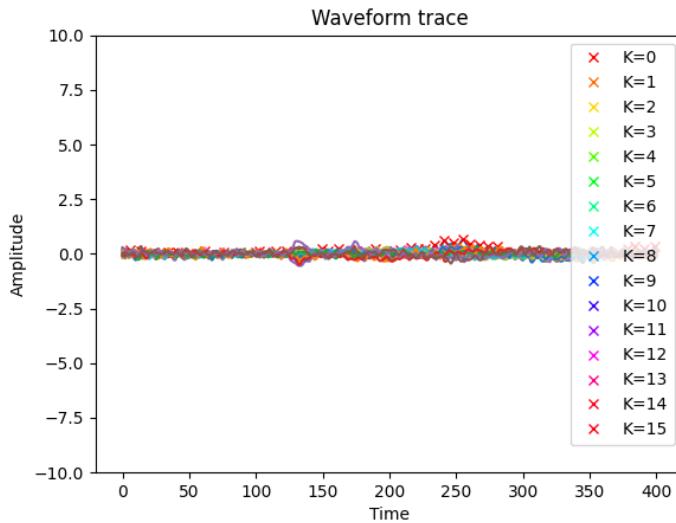


Figure 5: Graph of superimposed difference-of-means

The submitted program file *task3.4.py* contains the program to produce the overlapping graphs of all difference-of-means curves as seen above and the zoomed-in part showing the candidate key  $K = 0$  and  $\max\_peak = 0.6620911131952134$  can be seen below.

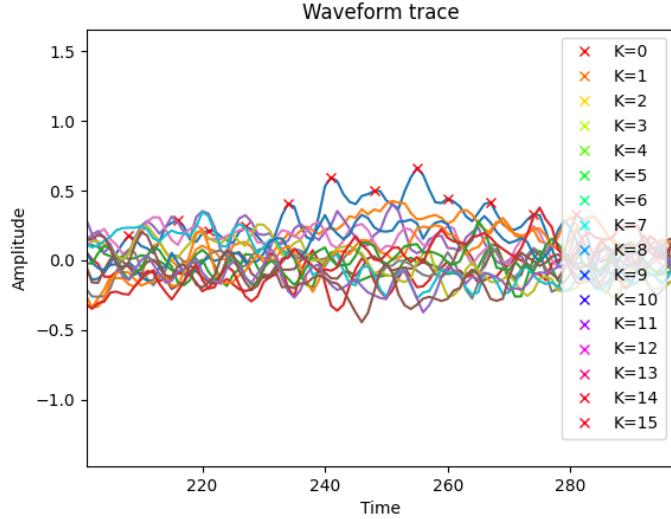


Figure 6: Graph of zoomed-in part of difference-of-means

#### 4. Task4

##### 4.1. Fault Injection on RSA-CRT

From the given values  $n = 91, e = 5, S = 48, \bar{S} = 35, x = 55$  we calculate the valid signature  $y$  by:

$$y = x^e \pmod{n} \quad (5)$$

$$y = 55^5 \pmod{91} \quad (6)$$

$$y = 48 \quad (7)$$

###### 4.1.1. Using Bellcore Method

The bellcore method gives factor  $q$  by:

$$q = \gcd(S - \bar{S}, n) \quad (8)$$

$$q = \gcd(48 - 35, 91) \quad (9)$$

$$q = \gcd(13, 91) \quad (10)$$

$$q = 13 \quad (11)$$

we know  $n = p * q$  therefore factor  $p$  is:

$$p = n/q \quad (12)$$

$$p = 91/13 \quad (13)$$

$$p = 7 \quad (14)$$

#### 4.1.2. Using Lenstra Method

The Lenstra method gives factor  $q$  by:

$$q = \gcd(\bar{y}^e - x, n) \quad (15)$$

$$(16)$$

From eq 1, we know that  $y = 48$  and since  $\bar{y} = y, \bar{y} = 48$ , therefore

$$q = \gcd(48^5 - 55, 91) \quad (17)$$

$$q = \gcd(48 - 55, 91) \quad (18)$$

$$q = \gcd(7, 91) \quad (19)$$

$$q = 7 \quad (20)$$

we know  $n = p * q$  therefore factor  $p$  is:

$$p = n/q \quad (21)$$

$$p = 91/7 \quad (22)$$

$$p = 13 \quad (23)$$

The major advantage of Lenstra method is that only the faulty value  $\bar{S}$  needs to be known.

#### 4.2. Counter Measures

##### 4.2.1. Difference between Detection based and Algorithmic

- Detection-based countermeasures are based in detecting faults through hardware or software properties of devices (like general control flow of the device)
- In contrast, Algorithmic countermeasures take help of specific algorithmic patterns (e.g. RSA, AES) and monitor changes in those patterns caused by faults in the analysed specific program.
- Since Algorithmic countermeasures can use techniques like time randomization, they are much harder to inject faults against.

##### 4.2.2. RSA-CRT Countermeasures

- Detection-based countermeasures
  - A hardware-level approach could be to monitor power supply voltage and ensure it does not drop below a specified limit. If it does, the RSA computation can be halted. This is expensive since it requires monitoring of voltage at an extremely small time frame i.e. at nanosecond scale.
- Algorithmic countermeasures
  - As a countermeasure, the correctness of the signature can be verified by comparison of inverse result with the input. If the values turn out to be equal, no FI attack was performed.

#### 4.2.3. SPA Prevention

There are a number of countermeasures that can be taken to prevent the SPA attack:

- The Square and Always Multiply Algorithm can be used to conditionally throw away the result so that there's less contrast in the acquired power trace.
- Noise Addition or Signal Reduction can be implemented on the signal to reduce the SNR
- Balancing power consumption requires a lot of changes in hardware that create redundant circuits and is therefore not a preferred countermeasure.

#### 4.2.4. Time Randomization

- In Both Fault Injections models namely *Flip-Bit* and *Stuck-at*, the faults are injected in order to alter the normal control flow of a program and since the instructions in a control flow are dependent on time, Time Randomization makes these injections harder to work.
- Side-Channel attacks focus on recovering secrets through analysis of the Runtime. Since the Runtime of a program is based on time, Time randomization makes these attacks also harder to work.

#### 4.2.5. DPA Effects

- Increasing the amplitude noise decreases the SNR and therefore each power trace will have lesser amount of signal and a greater number of traces will be required.
- If the attacker can acquire infinitely many traces then increasing noise below a certain point (after which the signal is no longer traceable) will not be a suitable countermeasure. However under a finite number of traces, this technique can function as an effective countermeasure.