

Optimized Parallel Architectures of Post-Quantum Signature SPHINCS⁺ on GPUs

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Abstract—The Post-Quantum Cryptography (PQC) standardization process has led to the development of SPHINCS⁺, a stateless hash-based signature scheme that provides long-term security. The high computational cost of SPHINCS⁺ has motivated research into efficient implementations on various platforms. In this work, we present a GPU-based implementation of SPHINCS⁺ that achieves high throughput while maintaining security guarantees. Our implementation leverages the parallel processing capabilities of GPUs to accelerate the signature generation process. We evaluate the performance of our implementation on an NVIDIA RTX 4090 GPU and demonstrate that it can achieve a throughput of xxx for the SPHINCS⁺ signature generation. Our results show that GPUs can be an effective platform for accelerating SPHINCS⁺ and other post-quantum cryptographic schemes.

Index Terms—Software implementation, GPU, signature algorithm.

I. INTRODUCTION

THE quantum computers leverage quantum-mechanical phenomena to process data, raising significant concerns about the resilience of classical cryptographic methods. The security offered by widely deployed public-key cryptosystems, such as RSA and ECC, is jeopardized by Shor’s algorithm [1], motivating comprehensive research on alternative cryptographic solutions. In response, the National Institute of Standards and Technology (NIST) initiated the Post-Quantum Cryptography (PQC) standardization process to develop novel schemes that withstand quantum computing capabilities [2].

SPHINCS⁺ is a representative stateless hash-based signature scheme and a finalist in the ongoing NIST standardization effort [3]. Long-term security against advanced quantum attacks is targeted by employing robust cryptographic hash functions [4]. The high computational cost of SPHINCS⁺ has motivated further investigations into efficient implementations across CPUs, FPGAs, and GPUs [5] to facilitate smooth adoption by organizations transitioning to post-quantum cryptography.

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A. Related Work

Recent years have witnessed significant progress in GPU-based implementations of SPHINCS⁺. Lee and Hwang [6] pioneered the exploration of GPU acceleration for post-quantum cryptographic schemes, establishing foundational techniques for parallel implementation of hash-based signatures. Building upon this foundation, Kim et al. [7] introduced parallel methods for key components of SPHINCS⁺, including FORS, WOTS⁺, and MSS tree computations. Their implementation on an RTX 3090 GPU demonstrated significant throughput improvements, though it faced efficiency limitations due to multiple CUDA kernel launches.

Most recently, Wang et al. [8] presented CUSPX, introducing a comprehensive three-level parallelism framework that integrates algorithmic, data, and hybrid parallelization strategies. Their implementation incorporated novel parallel Merkle tree construction algorithms and multiple load-balancing approaches, achieving substantial performance improvements over previous implementations. Additionally, Ning et al. [9] proposed GRASP, which further optimized GPU-based SPHINCS⁺ implementation through adaptive parallelization strategies and kernel fusion technology.

B. Motivation

While previous implementations have made significant strides in GPU acceleration of SPHINCS⁺, several critical limitations remain unaddressed. Existing approaches predominantly focus on maximizing throughput through extensive parallelization, often overlooking the efficiency of individual thread execution. The implementation by Kim et al. [7] demonstrated the potential of parallel processing but suffered from inefficiencies due to multiple kernel launches. Although CUSPX [8] introduced a comprehensive parallelization framework, its approach to thread utilization and resource management could be further optimized.

Two key observations motivate our work. First, current implementations typically concentrate on parallelizing the SPHINCS⁺ algorithm structure while paying insufficient attention to the optimization of underlying hash functions, which constitute the computational core of the scheme. A more holistic approach that addresses both algorithmic levels could yield substantial performance improvements. Second, existing implementations often prioritize maximum thread parallelism without adequately considering the trade-off between thread count and execution efficiency. This frequently leads to suboptimal performance due to increased synchronization overhead,

memory access latency, and reduced computational efficiency per thread.

These observations indicate the need for a more balanced approach that optimizes both the degree of parallelism and the computational efficiency of individual threads. Our work addresses these limitations by developing an implementation that not only leverages GPU parallelism effectively but also ensures efficient utilization of computational resources through careful thread allocation and optimization of the underlying hash functions. By focusing on both algorithmic structure and computational primitives, our implementation achieves superior performance while maintaining the security guarantees of SPHINCS⁺.

C. Contributions

In this brief, an optimized GPU-based implementation of SPHINCS⁺ is presented, achieving high throughput without compromising security. The main contributions are summarized as follows:

- 1) A hash-function-level parallelization approach is introduced that reduces latency through fine-grained task distribution, significantly accelerating the core computational primitives of SPHINCS⁺.
- 2) An adaptive thread allocation strategy is developed that optimizes the balance between thread count and kernel function efficiency, minimizing synchronization overhead while maximizing computational throughput on GPU architectures.
- 3) The implementation is evaluated on an NVIDIA GPU, demonstrating a throughput of XXX SPHINCS⁺ signatures per second, significantly exceeding the performance of state-of-the-art approaches. The complete source code and implementation details are available at <https://github.com/jiahaoxiang2000/sphincs-plus>.

The remainder of the brief is organized as follows. Section II provides an overview of the SPHINCS⁺ signature scheme; Section III details the GPU-based implementation; Section IV presents the performance evaluation; and Section V concludes the brief.

II. PRELIMINARIES

Essential background information on SPHINCS⁺ and GPU computing is provided in this section, forming the basis for the optimized implementation. First, the core components and security features of SPHINCS⁺ are discussed, including its hash-based signature structure and hierarchical certification tree. Then, the CUDA programming model and its parallel execution paradigm are explained, highlighting the relevance to GPU-based optimization.

A. SPHINCS⁺ Overview

SPHINCS⁺ is a stateless hash-based signature scheme that delivers post-quantum security through a hierarchical certification structure. The signature generation process relies on three main components:

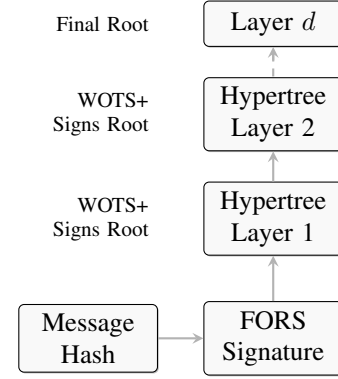


Fig. 1. SPHINCS⁺ signature generation flow. A message hash is signed by FORS to produce k authentication paths, which are then authenticated by a d -layer hypertree. Each layer employs WOTS+ to sign the root of the previous layer, culminating in a final root signature.

- **WOTS+ (Winternitz One-Time Signature):** A one-time scheme that handles authentication paths and underpins the Merkle tree construction
- **FORS (Forest Of Random Subsets):** A few-time signature scheme that uses k components, each containing t elements selected from pseudorandom subsets
- **Hypertree:** A multi-layer structure of height h divided into d layers, each containing Merkle trees of height h/d for authenticating WOTS+ public keys

The SPHINCS⁺ signature generation process, shown in Figure 1, employs a hierarchical authentication structure. A message digest is first created via hashing, followed by signing with the FORS few-time scheme, producing k authentication paths of t elements each. The resulting FORS public key is authenticated through a hypertree of d layers, where each layer uses WOTS+ to sign the root of the layer below. This chain of signatures leads to the final root node, offering efficient verification with robust hash-based security.

Two operational modes, “simple” and “robust,” are provided to balance speed and security. Parameter sets facilitate trade-offs among signature size, security level, and computational efficiency. All security properties derive from the hash functions, rendering SPHINCS⁺ resistant to quantum attacks.

B. GPU Computing Model

Modern Graphics Processing Units (GPUs) incorporate a large number of cores organized within multiple Streaming Multiprocessors (SMs). This highly parallel structure supports Single Instruction, Multiple Thread (SIMT) execution, wherein threads are grouped into warps, and warps collectively form blocks. Each block is then scheduled across available SMs, ensuring that thousands of concurrent threads can execute similar instructions in parallel.

GPU architectures integrate various on-chip memories, including shared memory, registers, and caches, to enable efficient data exchange among threads within a block. These hardware components mitigate the bandwidth limitations associated with frequent global memory accesses. Consequently, GPU performance gains are visible when computational tasks

exhibit substantial parallelism, as is the case in large-scale cryptographic algorithms such as SPHINCS⁺.

In the CUDA framework, memory optimization strategies such as coalesced accesses, shared memory buffering, and constant memory utilization further enhance throughput. Extensive parallelization of SPHINCS⁺ computations is therefore facilitated, allowing performance improvements through a combination of thread-level, data-level, and algorithmic parallelism.

III. OPTIMIZED IMPLEMENTATION OF SPHINCS⁺

IV. PERFORMANCE EVALUATION

V. CONCLUSION

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