

## Standard API for Trace Data Formats

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October 24, 2024

## **Trace storage requirements**

What should a trace storage format be able to do?

## Versatile

store various formats, like descriptors, meta data, crypto data, samples

#### Fast

achieve high performance processing

## Compact

use little space, support compression, allowing big data sets

### Resilient

dynamically increase file size and recover from interrupted sessions

#### Extendible

ready for the future

## Open

exchange data amongst side channel systems

Existing formats, like Matlab or HDF5 could not meet these requirements.

Therefore, Riscure developed the **TRS format** 

## **Design choices**

TRS files start with a variable size Header (TLV coding), followed by a fixed size TraceBlock

## **Variable size Header (TLV)**

- Versatile: define different type of fields, e.g.
  - Number of Traces
  - Number of Samples
  - · Length of title
  - Length of data
  - · Sample coding
  - ...
  - Start of TraceBlock
- Extendible: can add new fields
- Resilient: can recover after abort

## **Fixed size TraceBlock**

- Configurable space per trace
- Fast search and read
- Allows for compact coding, choose any size data types

Trace 1	Title	Data	Samples	
Trace 2	Title	Data	Samples	
Trace 3 Title		Data	Samples	

Tag	Name	M/O	Туре	Length	Default	Meaning
0x41	NT	М	int	4		Number of traces

## **Example**

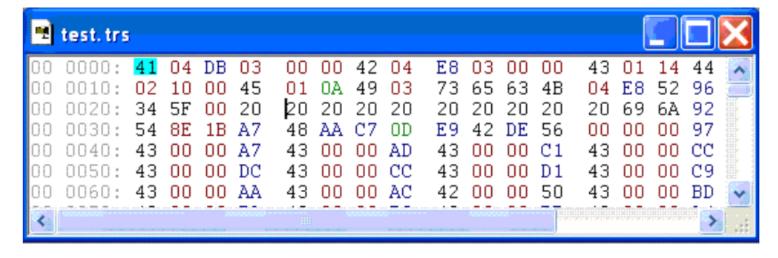
We defined the TRS format in 2001 In 23 years we added a few TLVs and are still using it.

The interface code is on GitHub Downloaded many times Used by many solutions

More info on:

https://github.com/Keysight/java-trsfile https://github.com/Keysight/python-trsfile-Riscure-clone

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The test.trs file contains the following objects:

0x41 (NT), length: 4, value: 0x3DB (987) number of traces

0x42 (NS), length: 4, value: 0x3E8 (1000) number of samples

0x43 (SC), length: 1, value: 0x14 (20), float coding, sampleSpace: 4 bytes per sample

0x44 (DS), length: 2, value: 0x10 (16), Data space: number of data bytes included

0x45 (TS), length: 1, value: 0x0A (10), 10 bytes title space per trace

0x49 (XL), length: 3, value: "sec", label X-axis

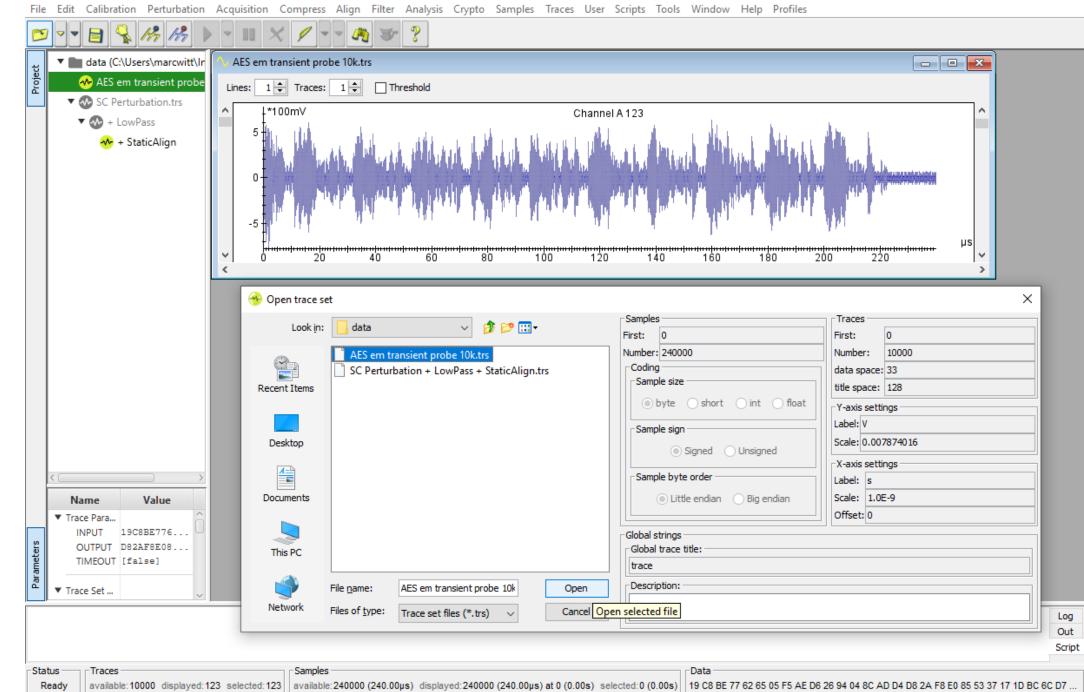
0x4B (XS), length: 4, value: 0x349652E8 (280E-9), time base of 280ns per sample

0x5F (TB), length: 0, beginning of trace block

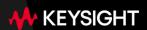
987 times: 10 bytes space (title not present) 16 bytes data (e.g. 0x69 0x6A .. 0x56 0x00) 4000 bytes containing 1000 float samples of 4 bytes (e.g. 0x43970000 = 302)

Note that the header length is flexible, but always ends with the Trace Block Marker: 0x5F00.

## Demo







# Thank you

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