#### **XOR Count**

# November 21st, 2017

**FluxFingers** 

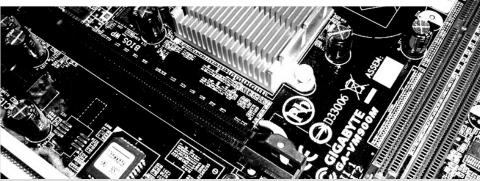
**Workgroup Symmetric Cryptography Ruhr University Bochum** 

Friedrich Wiemer





**RU**B





### Joint Work – Its not me alone [Kra+17]

Thorsten Kranz, Gregor Leander, Ko Stoffelen, Friedrich Wiemer

**BOCHUM** 



**Radboud University** 



#### Outline

- Motivation
- **Preliminaries**
- State of the Art and Related Work
- **Future Work**

# What is the XOR count, and why is it important?

## Some facts

- Lightweight Block Ciphers
- Efficient Linear Layers
- MDS matrices are "optimal" (regarding security)¹

<sup>&</sup>lt;sup>1</sup>Are they?

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- What is the lightest implementable MDS matrix?
- What about additional features (Involutory)?

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- Lightweight Block Ciphers
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- What is the lightest implementable MDS matrix?
- What about additional features (Involutory)?

#### The XOR count

- Metric for needed hardware resources
- Smaller is better

<sup>&</sup>lt;sup>1</sup>Are they?



#### **Definition: MDS**

A matrix M of dimension k over the field  $\mathbb{F}$  is *maximum distance* separable (MDS), iff all possible submatrices of M are invertible (or nonsingular).

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#### Example

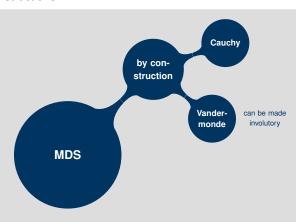
The AES MIXCOLUMN matrix is defined over  $\mathbb{F}_{2^8} \cong \mathbb{F}[x]/0x11b$ :

$$\begin{pmatrix} 0 \times 02 & 0 \times 03 & 0 \times 01 & 0 \times 01 \\ 0 \times 01 & 0 \times 02 & 0 \times 03 & 0 \times 01 \\ 0 \times 01 & 0 \times 01 & 0 \times 02 & 0 \times 03 \\ 0 \times 03 & 0 \times 01 & 0 \times 01 & 0 \times 02 \end{pmatrix} = \begin{pmatrix} x & x+1 & 1 & 1 \\ 1 & x & x+1 & 1 \\ 1 & 1 & x & x+1 \\ x+1 & 1 & 1 & x \end{pmatrix}$$

This is a (right) *circulant* matrix: circ(x, x + 1, 1, 1).

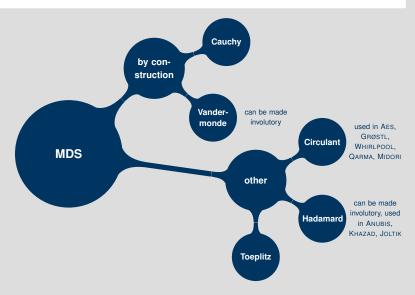
Constructions





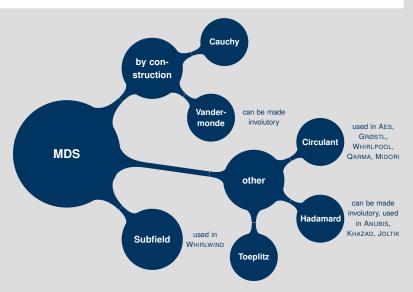
Constructions





Constructions





Representations

## How to implement this in hardware?

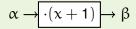
- This is about hardware implementations
- How do we implement a field multiplication in hardware?
- How do we implement a matrix multiplication in hardware?

Representations

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- How do we implement a matrix multiplication in hardware?

## Example



$$\alpha \rightarrow \cdot 1 \rightarrow \beta$$

$$\alpha \longrightarrow x \longrightarrow f$$

Representations

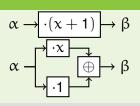
## How to implement this in hardware?

- This is about hardware implementations
- How do we implement a *field multiplication* in hardware?
- How do we implement a matrix multiplication in hardware?

### Example

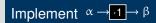






# Field Multiplication in Hardware

From  $\mathbb{F}_2[x]/p(x)$  to  $\mathbb{F}_2^n$ 



OK, this one is easy  $\mathfrak{D}$ Example in  $\mathbb{F}_2[x]/0x13$ :

From  $\mathbb{F}_2[x]/p(x)$  to  $\mathbb{F}_2^n$ 

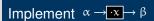
# Implement $\alpha \rightarrow 1 \rightarrow \beta$

OK, this one is easy  $\odot$  Example in  $\mathbb{F}_2[x]/0x13$ :

$$\begin{split} \alpha &= \alpha_0 + \alpha_1 x + \alpha_2 x^2 + \alpha_3 x^3 \\ \beta &= \beta_0 + \beta_1 x + \beta_2 x^2 + \beta_3 x^3 \\ &= \alpha_0 + \alpha_1 x + \alpha_2 x^2 + \alpha_3 x^3 \end{split}$$

RUB

From  $\mathbb{F}_2[x]/p(x)$  to  $\mathbb{F}_2^n$ 



Example in  $\mathbb{F}_2[x]/0x13$ :

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# Implement $\alpha \to x \to \beta$

Example in  $\mathbb{F}_2[x]/0x13$ :

$$\begin{split} \alpha &= \alpha_0 + \alpha_1 x + \alpha_2 x^2 + \alpha_3 x^3 \\ x^4 &\equiv x + 1 \text{ mod } 0x13 \\ \beta &= \beta_0 + \beta_1 x + \beta_2 x^2 + \beta_3 x^3 \\ &= x \cdot (\alpha_0 + \alpha_1 x + \alpha_2 x^2 + \alpha_3 x^3) \\ &\equiv \alpha_3 + (\alpha_0 + \alpha_3) x + \alpha_1 x^2 + \alpha_2 x^3) \end{split}$$

From  $\mathbb{F}_2[x]/p(x)$  to  $\mathbb{F}_2^n$ 

# In matrix notation for $\mathbb{F}_2[x]/0x13$ :

$$\begin{split} \beta &= 1 \cdot \alpha \Leftrightarrow \begin{pmatrix} \beta_0 \\ \beta_1 \\ \beta_2 \\ \beta_3 \end{pmatrix} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \cdot \begin{pmatrix} \alpha_0 \\ \alpha_1 \\ \alpha_2 \\ \alpha_3 \end{pmatrix} \\ \beta &= x \cdot \alpha \Leftrightarrow \begin{pmatrix} \beta_0 \\ \beta_1 \\ \beta_2 \\ \beta_3 \end{pmatrix} = \begin{pmatrix} 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 1 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{pmatrix} \cdot \begin{pmatrix} \alpha_0 \\ \alpha_1 \\ \alpha_2 \\ \alpha_3 \end{pmatrix} \end{split}$$

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## **Companion Matrix**

We call  $M_{p(x)} = \begin{pmatrix} 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 1 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{pmatrix}$  the *companion matrix* of the polynomial p(x) = 0x13. For any element  $\gamma \in \mathbb{F}_2[x]/p(x)$ , we denote by  $M_{\gamma}$  the matrix that implements the multiplication by this element in  $\mathbb{F}_2^n$ .

# **Counting XOR's**

### Example

We can rewrite the AES MIXCOLUMN matrix as:

$$\mathfrak{M}_{\text{AES}} = \text{circ}(x, x+1, 1, 1) \cong \text{circ}(M_x, M_{x+1}, M_1, M_1).$$

Starting in  $(\mathbb{F}_2[x]/0x11b)^{4\times 4}$ , we end up in  $(\mathbb{F}_2^{8\times 8})^{4\times 4}\cong \mathbb{F}_2^{32\times 32}$ .

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#### A first XOR-count

To implement multiplication by  $\gamma,$  we need  $\mathsf{hw}(M_\gamma) - \mathsf{dim}(M_\gamma)$  many xor's. Thus

$$\begin{split} \text{XOR-count}(\mathcal{M}_{\text{AES}}) &= 4 \cdot (\text{hw}(M_{x}) + \text{hw}(M_{x+1}) + 2 \cdot \text{hw}(M_{1})) - 32 \\ &= 4 \cdot (11 + 19 + 2 \cdot 8) - 32 = 152. \end{split}$$

# **The General Linear Group**

Generalise a bit

Instead of choosing elements from  $\mathbb{F}_{2^n} \cong \mathbb{F}_2[x]/p(x)$  we can extend our possible choices for "multiplication matrices" by exploiting the following.

# **The General Linear Group**

Generalise a bit

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#### Todo

Maybe remove this?

# The Stupidity of recent XOR Count Papers

# November 21st, 2017

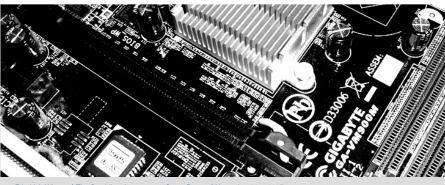
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# State of the Art Before our Paper

- You saw how to count XORs
- This count is split in the "overhead" and the XORs needed for the field multiplication
- Thus for AES we get  $56 + 8 \cdot 3 \cdot 4 = 56 + 96 = 152$
- Finding a good matrix reduces now to find the cheapest elements for field multiplication
- There is a lot of work following this line [BKL16; JPS17; LS16; LW16; LW17; Sim+15; SS16a; SS16b; SS17; ZWS17]

# State of the Art Best known Results

$4 \times 4$ matrices over $GL(8, \mathbb{F}_2)$					
Matrix	Naive	Literature			
AES (Circulant)	152	7+96			
[Sim+15] (Subfield)	136	40+96			
[LS16] (Circulant)	128	32+96			
[LW16]	106	10+96			
[BKL16] (Circulant)	136	24+96			
[SS16b] (Toeplitz)	123	27+96			
[JPS17] (Subfield)	122	20+96			



#### Optimized Arithmetic for Reed-Solomon Encoders

Christof Paar\* ECE Department Worcester Polytechnic Institute Worcester, MA 01609 email: christof@ece.wpi.edu

1997 IEEE International Symposium on Information Theory, June 29 -- July 4, 1997, Ulm, Germany (extended version)

#### Abstract

Multiplication with constant elements from Galois fields of characteristic two is the major arithmetic operation in Reed-Solomon encoders. This contribution describes two optimization algorithms which yield low complexity constant multipliers for Ga-



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Christof Paar\*
ECE Department
Worcester Polytechnic Institute
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# **Related Work II**



J. Cryptol. (2013) 26: 280–312 DOI: 10.1007/s00145-012-9124-7



# Logic Minimization Techniques with Applications to Cryptology\*

Joan Boyar

Department of Mathematics and Computer Science, University of Southern Denmark, Odense, Denmark joan@imada.sdu.dk

Philip Matthews<sup>‡</sup>

Aarhus University, Aarhus, Denmark

René Peralta

Information Technology Laboratory, NIST, Gaithersburg, MD, USA rene.peralta@nist.gov

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### State of the Art

Best known Results (After our Paper)

4	×	4	matrices	over	GL(	8,	$\mathbb{F}_2$
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Matrix	Naive	Literature	
AES (Circulant)	152	7+96	
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# State of the Art

Best known Results (After our Paper)

$4 \times 4$ matrices over $GL(8, \mathbb{F}_2)$					
	Our Results [Kra+17]				+17]
Matrix	Naive	Literature	Paar1	Paar2	BP
AES (Circulant)	152	7+96	108	108	97
[Sim+15] (Subfield)	136	40+96	100	98	100
[LS16] (Circulant)	128	32+96	116	116	112
[LW16]	106	10+96	102	102	102
[BKL16] (Circulant)	136	24+96	116	112	110
[SS16b] (Toeplitz)	123	27+96	110	108	107

20 + 96

122

[JPS17] (Subfield)

86

95

96

# State of the Art

Finding better matrices?

Туре	Previously Best Known		XOR count	
$GL(4,\mathbb{F}_2)^{4 imes 4}$	58	[JPS17; SS16b]	36	
$GL(8, \mathbb{F}_2)^{4\times 4}$	106	[LW16]	72	
$\left(\mathbb{F}_2[\mathbf{x}]/0\mathbf{x}13\right)^{8\times8}$	392	[Sim+15]	196	
$GL(8, \mathbb{F}_2)^{8 \times 8}$	640	[LS16]	392	
${\left(\mathbb{F}_{2}[x]/0\times13\right)^{4\times4}*}$	63	[JPS17]	42	
$GL(8, \mathbb{F}_2)^{4\times 4}$	126	[JPS17]	84	
$\left(\mathbb{F}_{2}[\mathbf{x}]/0\mathbf{x}13\right)^{8\times8}$	424	[Sim+15]	212	
$GL(8, \mathbb{F}_2)^{8 \times 8}$	663	[JPS17]	424	

# **Future Work; Questions?**

Thank you for your attention!



# Do your work!

Apply global optimization techniques that are known for years!

(But thanks for the easy paper







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