

Closing the performance
gap between Swift and C

Who I Am

I'm Paul!

 Swift on server dev @ Broken Hands

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JWTKit 5

V5 #107

Merged

OxTim merged 32 commits into `main` from `jwtkit-5` on Feb 21, 2024

Conversation 1

Commits 32

Checks 0

Files changed 692

+7,486 -397,847

ptoffy commented on Oct 28, 2023 • edited

Member

These changes are now available in [5.0.0-beta.1](#)

This PR marks version 5 for JWTKit and will

- Move away from BoringSSL #99
- add Sendable conformance (Sendable Audit #101)
- Remove all public enums #100,
- Unify JWTSigner and JWTSigners #35,
- Wrap errors #41,
- Export keys as PEM string #53,
- Remove all exports #106
- Add RSA-PSS signature algorithm support #112
- Add support for custom time validation X5Cs #119
- Improve DocC main page #109
- Update README #108
- Move internal tests to separate file #115
- Add support for creating JWTs with x5c certificate headers #104
- Add possibility to use custom field in JWTHeader #113
- Fix bioConversionFailure in ECDSAKey when using P384 #118
- Add option to fetch RSA primitives #127

2

4

Reviewers

OxTim

gwynne

Assignees

ptoffy

Labels

semver-major

Projects

None yet

Milestone

v5

Development

Successfully merging this pull request may close these issues.

Sendable Audit

Remove all public enums

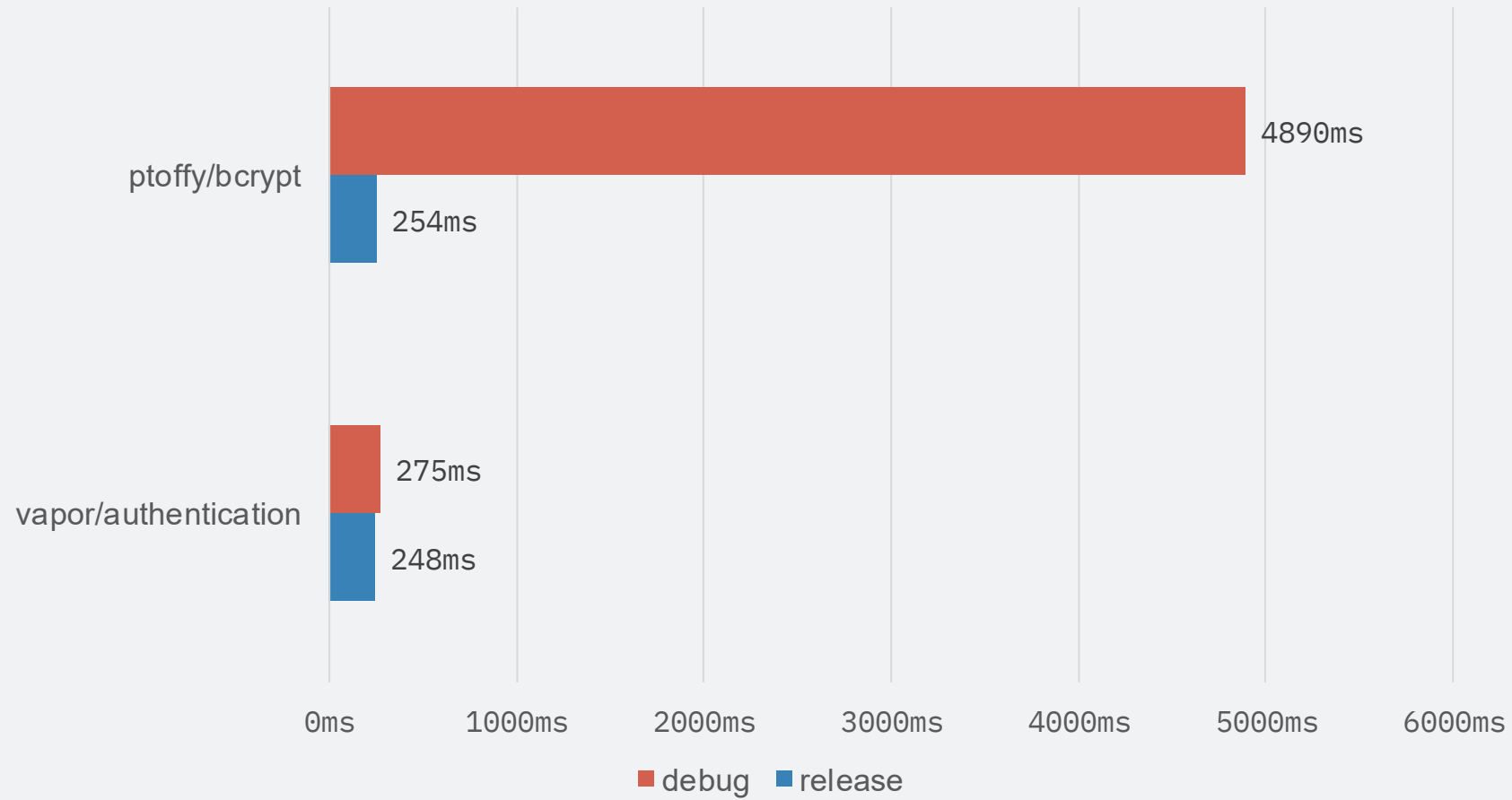
Export keys as PEM string



vapor/authentication

- Authentication/Authorisation utilites
- Password hashing
 - bcrypt
 - PBKDF2
- OTP

bcrypt

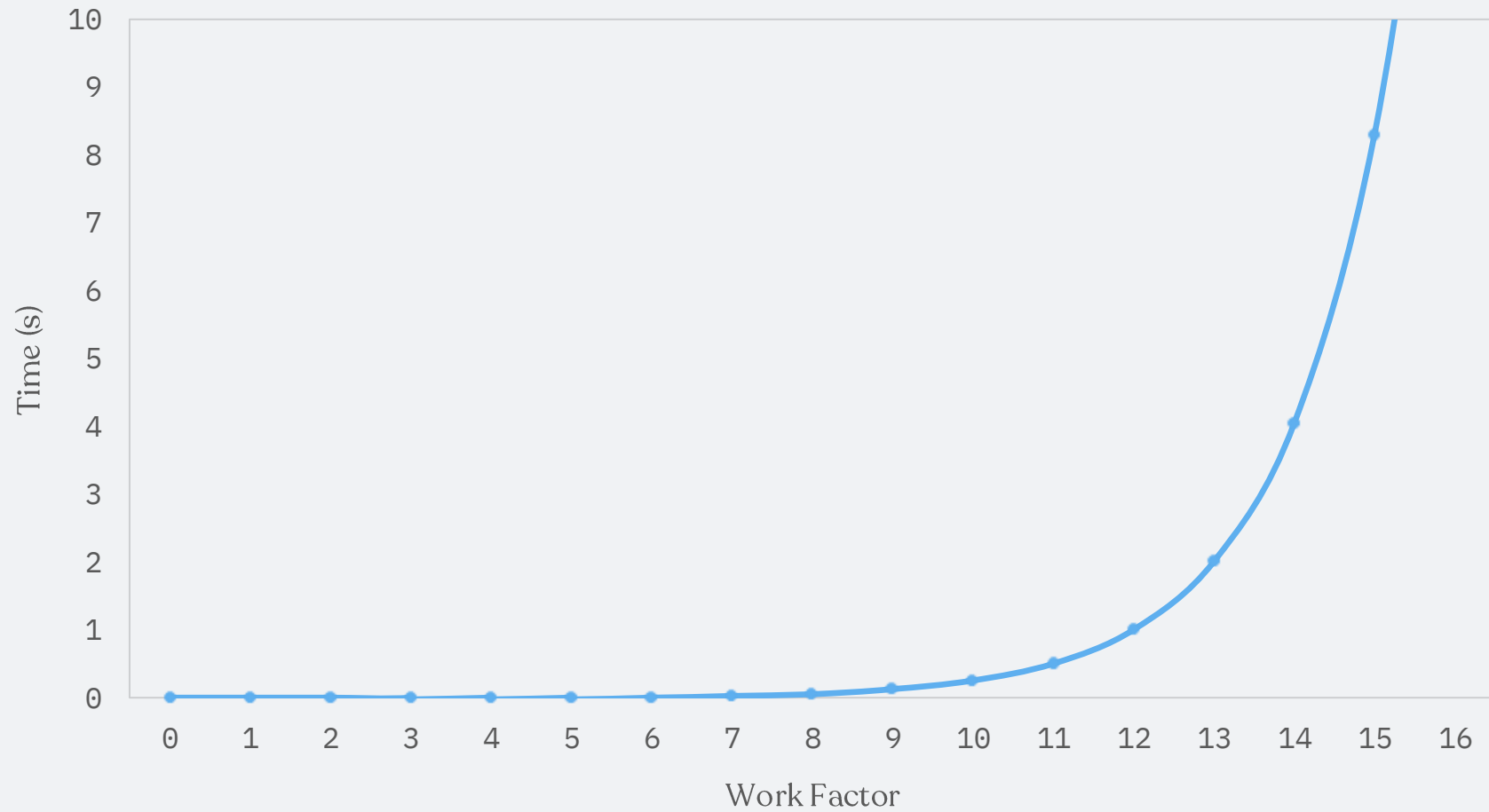


bcrypt

\$2a\$12\$PW2UuE3C0pBKn2JGx7i/re
4S6FC7a6jGcmihreT0C.fdaXRB4/sUC

- Password-specific hashing function
- Protect against dictionary attacks
- Customisable work factor

bcrypt



bcrypt

```
bcrypt(cost, salt, pwd)
  state < EksBlowfishSetup(cost, salt, key)
  ctext < "OrpheanBeholderScryDoubt"
  repeat(64)
    ctext < EncryptECB(state, ctext)
  return Concatenate(cost, salt, ctext)
```


EksBlowfishSetup

- Prepares the keys for encryption phase
- Repeated encryption:
 - Each output is input for next encryption
 - Non parallelisable
 - 2^{cost} rounds
- Cost 12 = 4096 encryptions

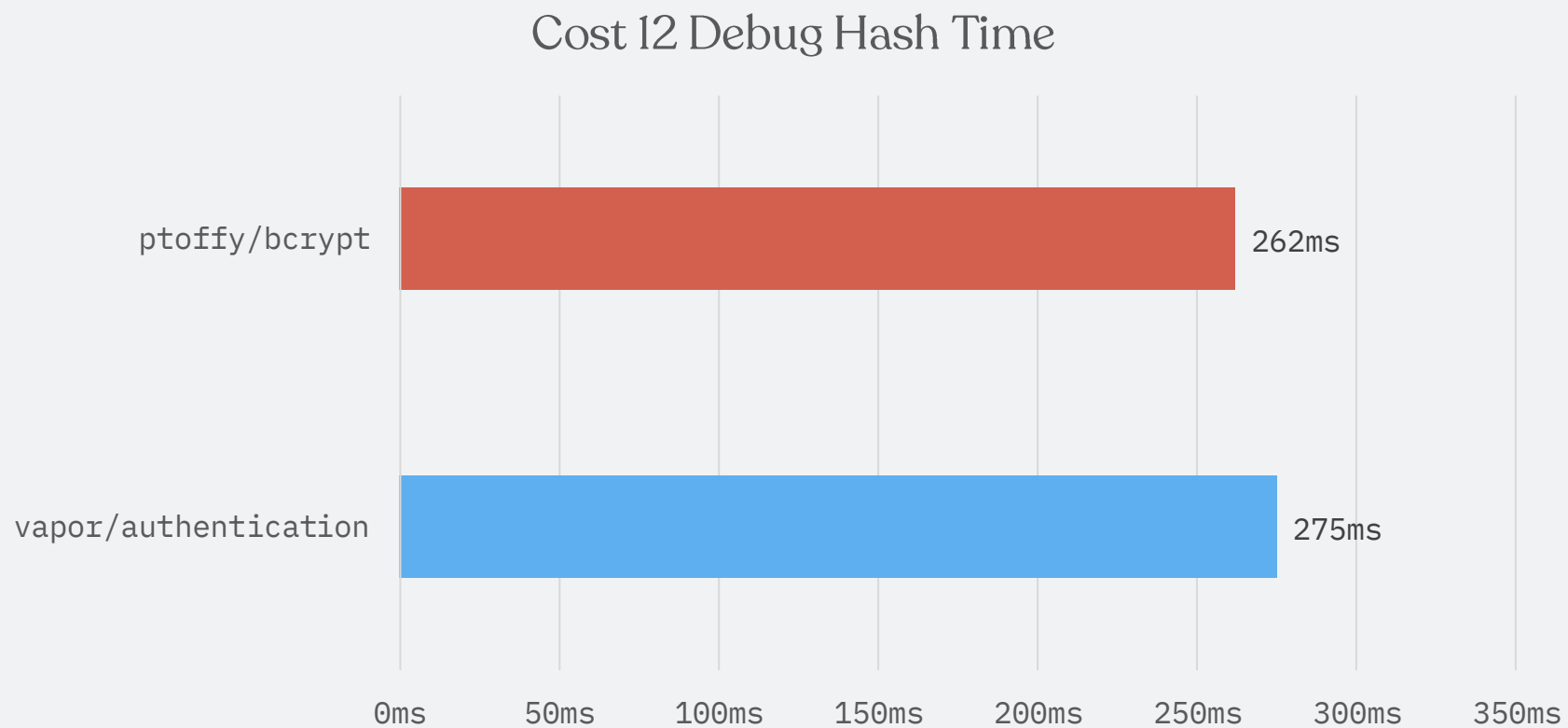
Optimisation Approaches

- -0
- Manual Optimisations
- Span

-0

```
.target(  
    name: "Bcrypt",  
    swiftSettings: [  
        .unsafeFlags(["-0"], .when(configuration: .debug))  
    ],  
)
```

-0



- 0

- Quick and easy
- Bad debug experience
- Possible bugs
- Unusable from other packages due to `unsafeFlags`

Manual Optimisations

```
func F(s: [[UInt32]], x: UInt32) -> UInt32 {  
    let a = s[0][Int((x >> 24) & 0xff)]  
    let b = s[1][Int((x >> 16) & 0xff)]  
    let c = s[2][Int((x >> 8) & 0xff)]  
    let d = s[3][Int(x & 0xff)]  
  
    return (a + b) ^ c + d  
}
```

Time: 4580ms
C Time: 256ms

Manual Optimisations

```
func F(s: [UInt32], x: UInt32) -> UInt32 {  
    let a = s[Int((x >> 24) & 0xff)]  
    let b = s[0x100 + Int((x >> 16) & 0xff)]  
    let c = s[0x200 + Int((x >> 8) & 0xff)]  
    let d = s[0x300 + Int((x & 0xff))]  
  
    return (a + b) ^ c + d  
}
```

Time: 4580 -> 2100ms
C Time: 256ms

Manual Optimisations

```
func F(s: UnsafePointer<UInt32>, x: UInt32) -> UInt32 {  
    let a = s[Int(tIN: (x >> 24) & 0xff)]  
    let b = s[0x100 &+ Int(tIN: (x >> 16) & 0xff)]  
    let c = s[0x200 &+ Int(tIN: (x >> 8) & 0xff)]  
    let d = s[0x300 &+ Int(tIN: (x & 0xff))]  
  
    return (a &+ b) ^ c &+ d  
}
```

* tIN: truncatingIfNeeded:

Time: 2100 -> 492ms
C Time: 256ms

- `.strictMemorySafety()`
- Unsafe?

```

137   Xl ^= p[0]
138
139   var i = 1
140   while i <= 16 {
141       // F(Xr)
142       let a1 = s[Int(truncatingIfNeeded: (Xl >> 24) & 0xff)]
143       let b1 = s[0x100 &+ Int(truncatingIfNeeded: (Xl >> 16) & 0xff)]
144       let c1 = s[0x200 &+ Int(truncatingIfNeeded: (Xl >> 8) & 0xff)]
145       let d1 = s[0x300 &+ Int(truncatingIfNeeded: Xl & 0xff)]
146       Xr ^= ((a1 &+ b1) ^ c1 &+ d1) ^ p[i]
147
148       // F(Xl)
149       let a2 = s[Int(truncatingIfNeeded: (Xr >> 24) & 0xff)]
150       let b2 = s[0x100 &+ Int(truncatingIfNeeded: (Xr >> 16) & 0xff)]
151       let c2 = s[0x200 &+ Int(truncatingIfNeeded: (Xr >> 8) & 0xff)]
152       let d2 = s[0x300 &+ Int(truncatingIfNeeded: Xr & 0xff)]
153       Xl ^= ((a2 &+ b2) ^ c2 &+ d2) ^ p[i &+ 1]
154
155       i &+= 2
156   }
157
158   x1 = Xr ^ p[17]
159   xr = Xl

```

Span

- View into memory
- Replacement for `Unsafe*` constructs
- Lifetime dependent

Span

```
func F(s: UnsafePointer<UInt32>, x: UInt32) -> UInt32 {  
    let a = s[Int(tIN: (x >> 24) & 0xff)]  
    let b = s[0x100 &+ Int(tIN: (x >> 16) & 0xff)]  
    let c = s[0x200 &+ Int(tIN: (x >> 8) & 0xff)]  
    let d = s[0x300 &+ Int(tIN: (x & 0xff))]  
  
    return (a &+ b) ^ c &+ d  
}
```

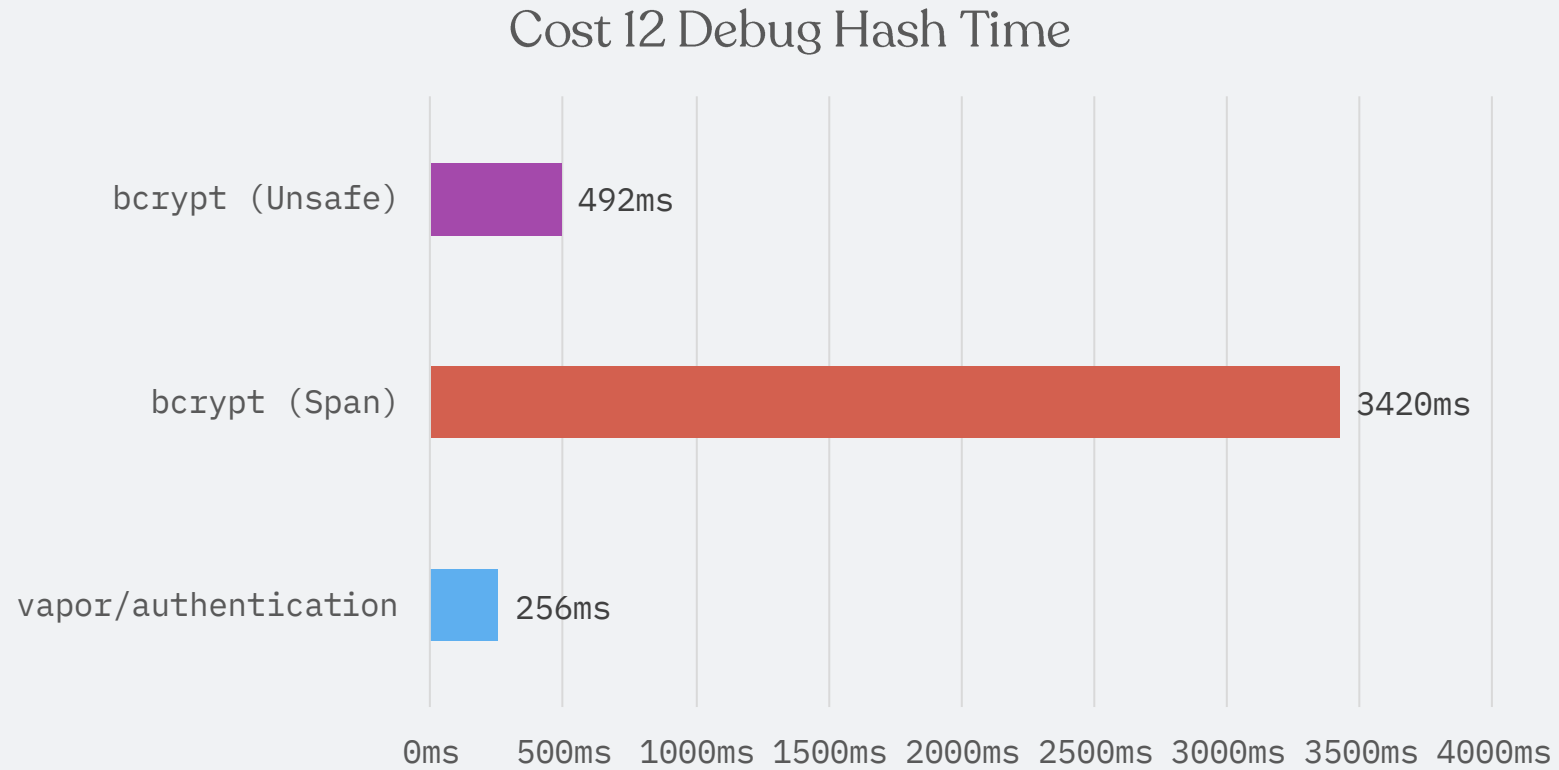
* tIN: truncatingIfNeeded:

Span

```
func F(s: Span<UInt32>, x: UInt32) -> UInt32 {  
    let a = s[Int(tIN: (x >> 24) & 0xff)]  
    let b = s[0x100 &+ Int(tIN: (x >> 16) & 0xff)]  
    let c = s[0x200 &+ Int(tIN: (x >> 8) & 0xff)]  
    let d = s[0x300 &+ Int(tIN: (x & 0xff))]  
  
    return (a &+ b) ^ c &+ d  
}  
  
F(s: s.span, x: x)
```

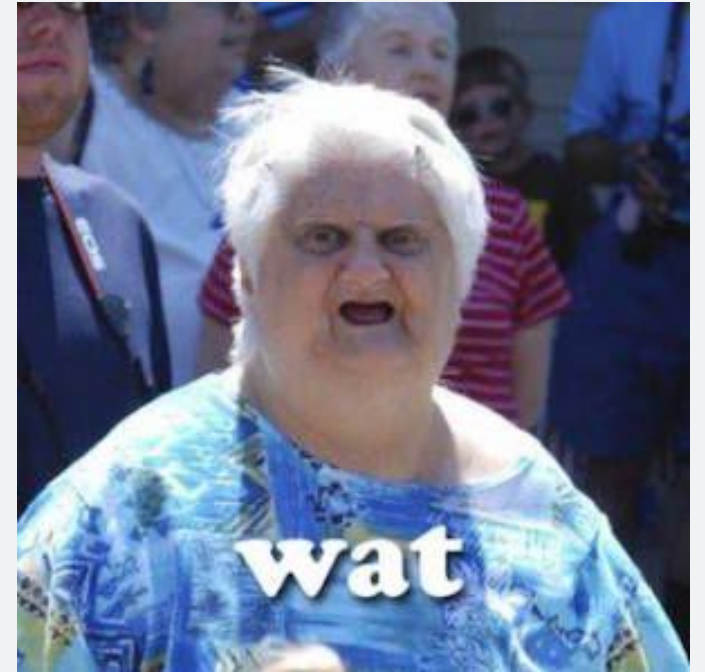
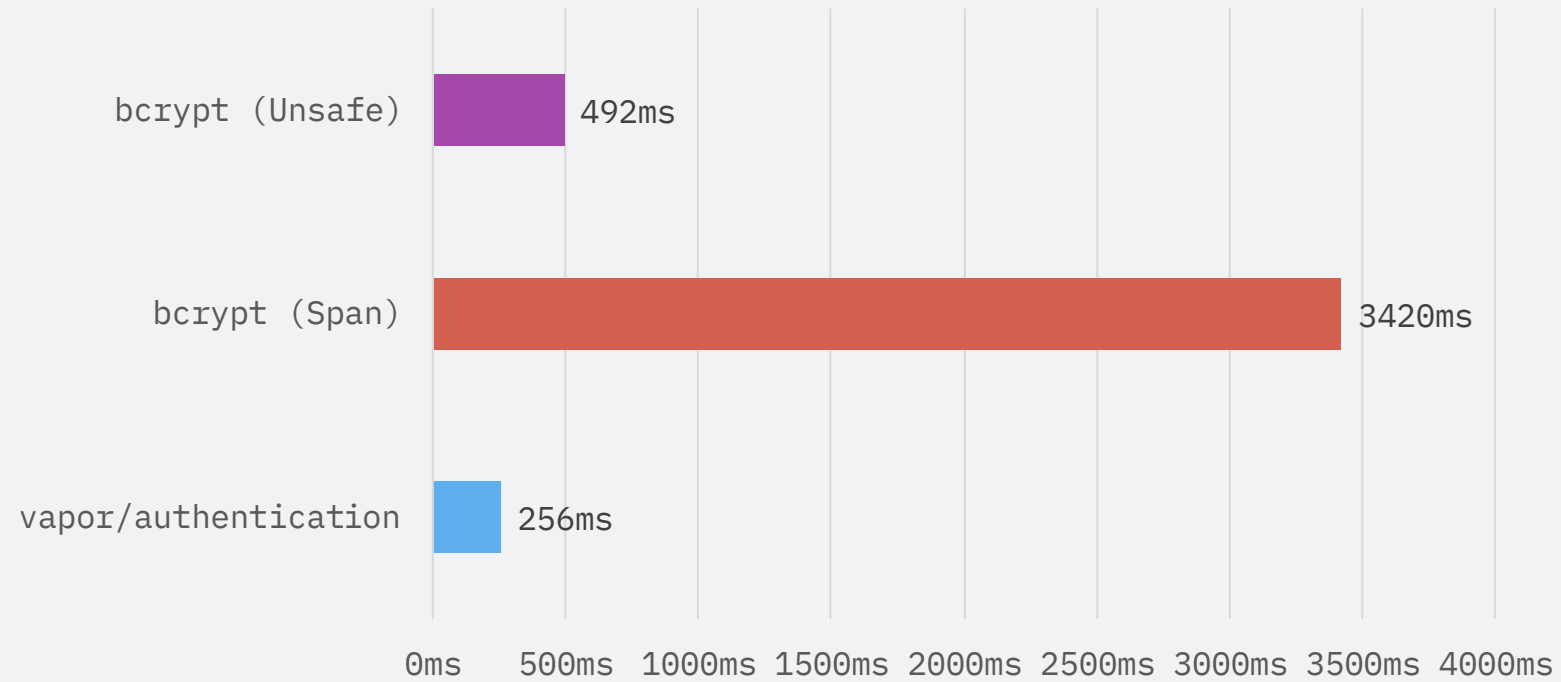
* tIN: truncatingIfNeeded:

Span



Span

Cost 12 Debug Hash Time



Span

```
let s: [UInt32] = ...  
while ... {  
    F(s: s.span, x: x)  
}
```

Span

```
let s: [UInt32] = ...  
let sSpan: [UInt32] = s.span  
while ... {  
    F(s: sSpan, x: x)  
}
```


Span

- Non-Escapable
- Define ownership: `inout`, `borrowing`, `consuming`
- Define lifetime dependencies

`.enableUpcomingFeature("Lifetimes")`

Span

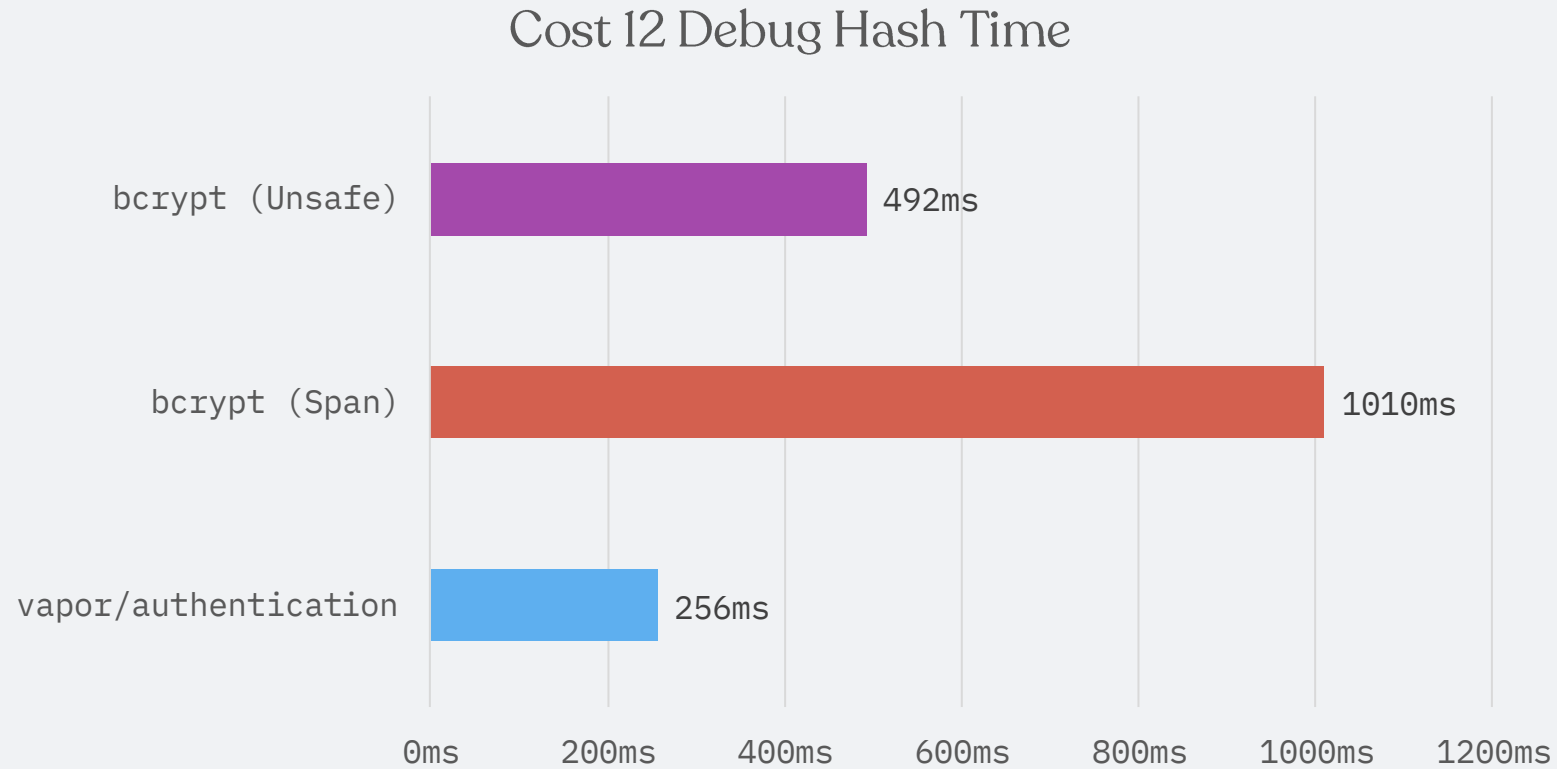
```
@usableFromInline
@_lifetime(&p, &s)
static func expand0State(
    key: [UInt8],
    p: inout MutableSpan<UInt32>,
    s: inout MutableSpan<UInt32>
)
```

Span

```
@usableFromInline
@inline(__always)
static func encipher(
    xl: inout UInt32,
    xr: inout UInt32,
    p: borrowing MutableSpan<UInt32>,
    s: borrowing MutableSpan<UInt32>
)

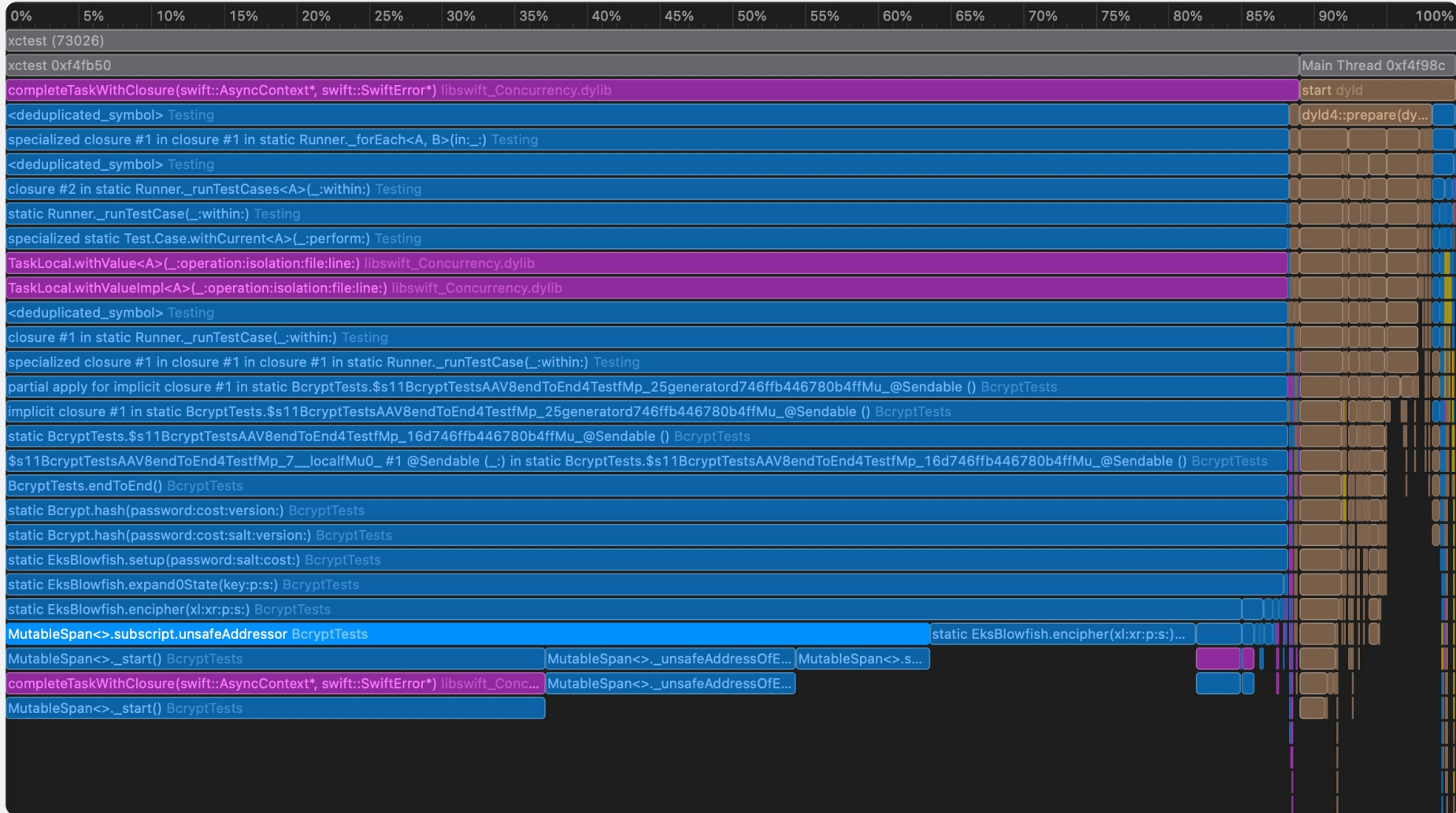
p[unchecked: 0]
```

Span

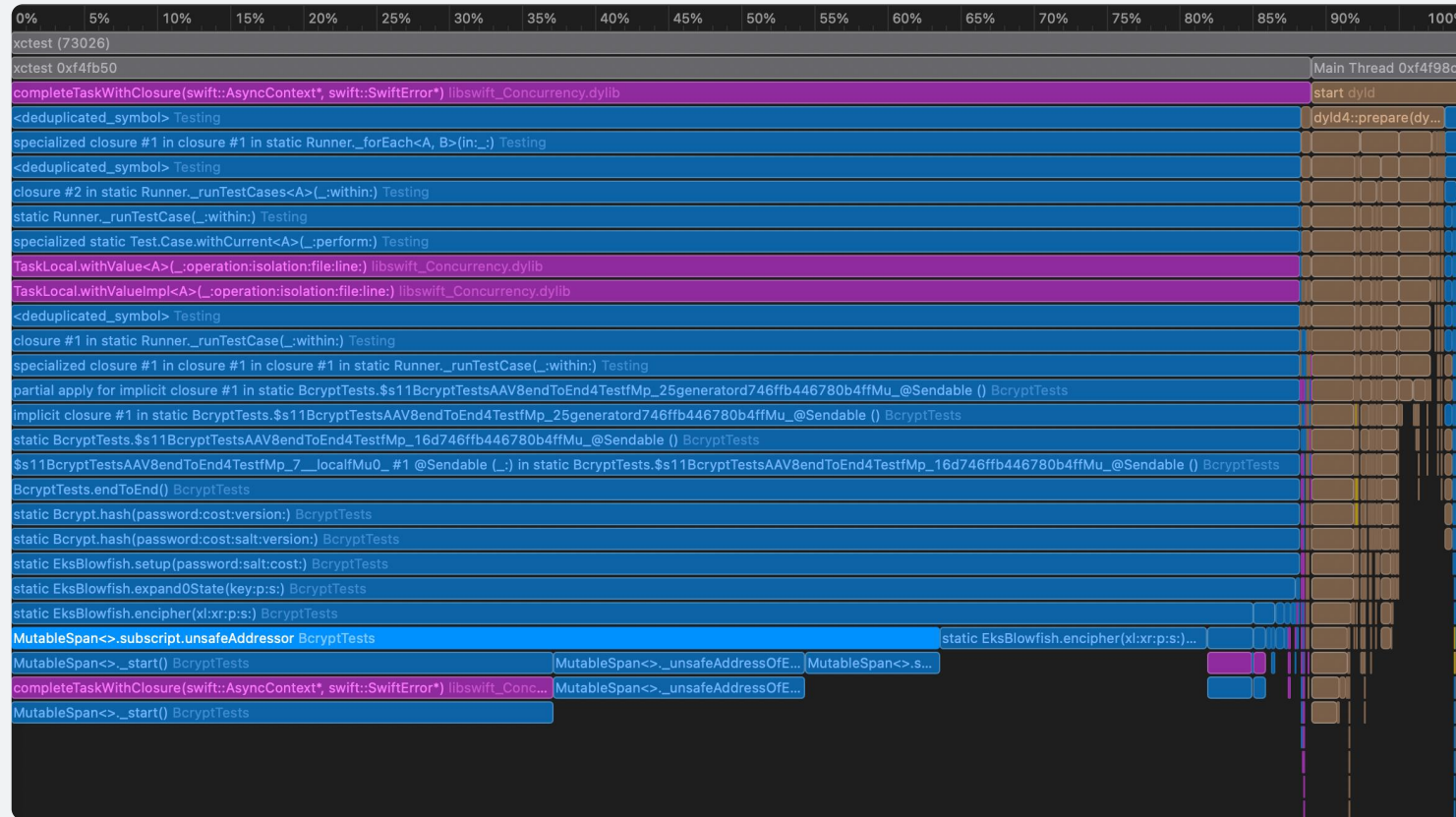


Time: 3420 -> 1010ms

Span

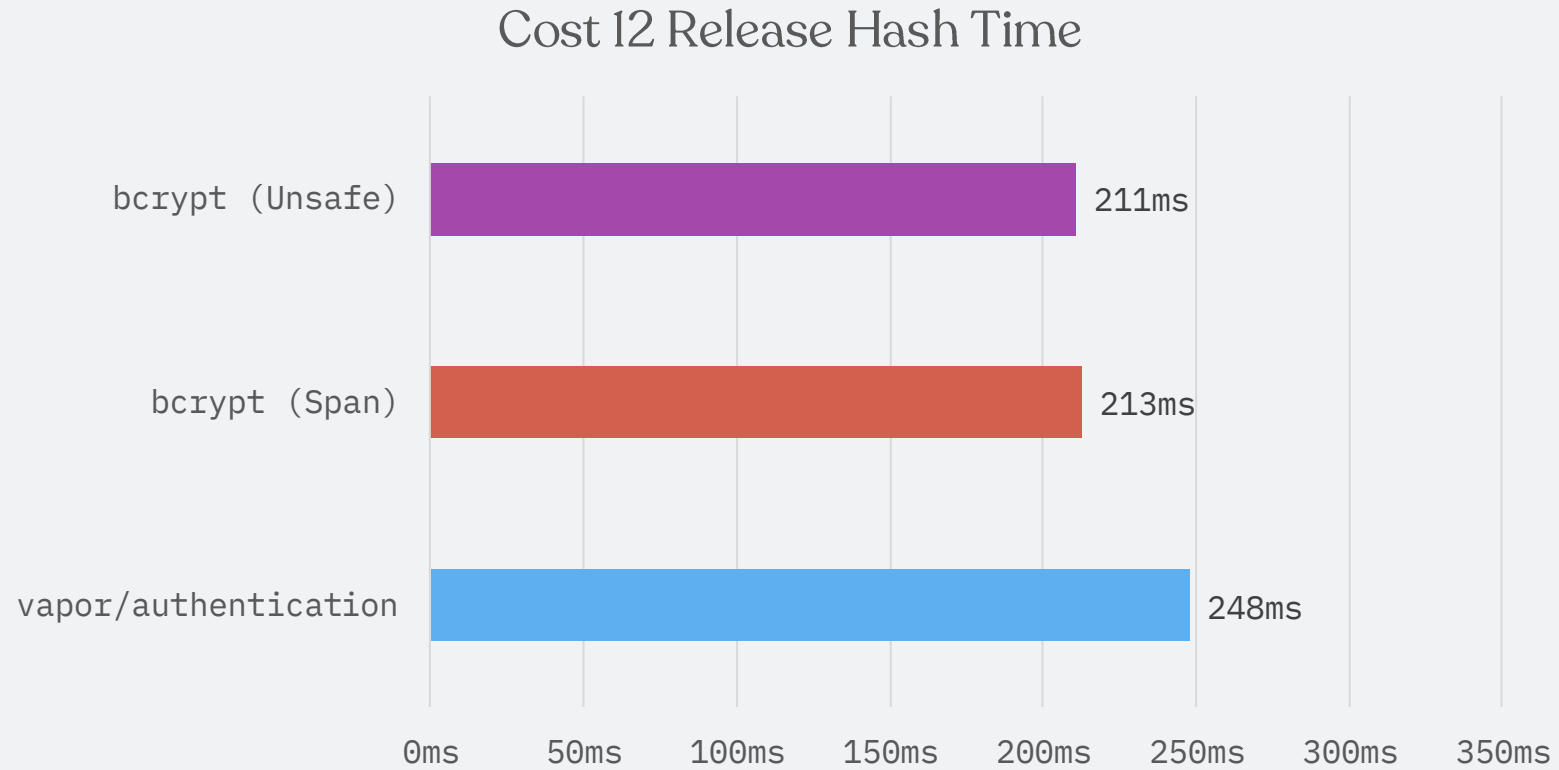


Span



MutableSpan<>.subscript.unsafeAddressor

Span



Span: what we learned

- Great: solves the unsafety problem
- Debug performance is not quite there yet
- Usability can be improved
- bcrypt will use pointers for now

What about you?