# On the Construction of Hardware-friendly 4 $\times$ 4 and 5 $\times$ 5 S-boxes

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### Outline

- 1 Introduction
  - Introduction
  - Motivation
- 2 Background
  - Properties of Interest
  - Search space size
- 3 Methodology and Results
  - Random Search
  - Heuristics
- 4 Results
  - Power and Area Results
  - 4 × 4 Size
  - 5 × 5 Size

5 Discussion

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Introduction Motivation

### Lightweight cryptography

- Besides the security, in lightweight cryptography we are also interested to make the ciphers as small and as efficient as possible.
- Therefore, some of goals are area-efficient ciphers, energy-efficient ciphers, and latency-efficient ciphers.
- Furthermore, large part of ciphers is realized as SPN structures.
- IN SPNs, the S-box part is often the most expensive one!

Introduction Motivation

### Motivation

- We concentrate on  $4 \times 4$  and  $5 \times 5$  sizes of S-boxes.
- We explore how to obtain S-boxes that are hardware-friendly but have optimal cryptographic properties.
- Search space is too large to conduct an exhaustive search when accounting the cost of the evaluation part.
- Therefore, we explore how efficient is heuristics for such a task.

Properties of Interest Search space size

### Cryptographic Properties

- Bijectivity.
- Nonlinearity.
- $\delta$ -uniformity.
- Algebraic degree.
- Number of fixed points.

Properties of Interest Search space size

### Static and Dynamic Power

- Dynamic power consumption originates from the switching activity of the circuit.
- Static power consumption is caused by subthreshold currents and gate leakage.
- Static power consumption is constant over time and does not depend on the clock frequency or the switching activity.
- In older technology nodes the dynamic power consumption was dominant in the total power consumption and the static power consumption was negligible.
- With smaller technology nodes, the relative contribution of the static leakage power consumption has increased.

Properties of Interest Search space size



- Around 2<sup>44</sup> bijective S-boxes.
- 16 optimal, not affine-equivalent classes.
- We are interested only in optimal S-boxes

$$S_a(x) = B(S_b(A(x) \oplus \vec{a})) \oplus \vec{b}, \qquad (1)$$

- In general, it is possible to conduct exhaustive search (when considering only cryptographic properties).
- There are also other classifications.

Properties of Interest Search space size



- Impossible to conduct exhaustive search.
- We know only classification of APN functions of dimension 5.
- Here, S-boxes with suboptimal cryptographic properties are also used.

Random Search Heuristics

### Simulation Setup

- Clock frequency of 10 MHz and NANGATE 45 open cell library.
- Generate S-boxes in a lookup table style.
- Matlab script to generate the HDL description of the S-box.
- Synopsys Design Compiler to produce the gate-level netlist and the delay file.
- Test-bench that goes through all possible  $n \times (n-1)$  input transitions of the S-box.
- Modelsim SE PLUS 6.6d to simulate the wave file containing the switching activity of all nodes.
- Design Compiler is used to estimate the power consumption.

Random Search Heuristics

### Power/area evaluation



Figure: Simulation setup for the generation/evaluation of S-boxes.

Random Search Heuristics

### Random Search

- Create random S-boxes as permutations of values between 0 and 2<sup>n</sup> - 1 and check the results in terms of area and power.
- When evaluating only the optimal S-boxes, our results show that the power consumption is higher than  $550 \ nW$ .
- In terms of area, the optimal S-boxes obtained through random search have an area larger than 20GE.





(a) Area results for randomly chosen (b) Area results for randomly chosen  $4 \times 4$  S-boxes.  $4 \times 4$  S-boxes.

Figure: 1000 random and optimal  $4 \times 4$  S-boxes

Random Search Heuristics



- Metaheuristics intended to provide good results on a wide range of problems.
- Black-box technique.
- Natural representation for S-boxes is permutation-based.
- Natural representation for invertible matrices and constants is bitstring-based.

Random Search Heuristics

### Pseudocode for population-based metaheuristics

- 1: Input : Parameters of the algorithm
- 2: Output : Optimal solution set
- 3:  $t \leftarrow 0$
- 4:  $P(0) \leftarrow CreateInitialPopulation$
- 5: while TerminationCriterion do
- 6:  $t \leftarrow t+1$
- 7:  $P'(t) \leftarrow SelectMechanism (P(t-1))$
- 8:  $P(t) \leftarrow VariationOperators(P'(t))$
- 9: end while
- 10: Return OptimalSolutionSet(P)

Power and Area Results  $4 \times 4$  Size  $5 \times 5$  Size

### **Objective Functions**

Maximize the value of:

$$fitness = N_F + (2^m - \delta) + (2^m - nr_fixed_points).$$
(2)

Two-stage evaluation.

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- Two-stage evaluation.
- Only optimal S-boxes are evaluated for power/area.
- The whole population is sent at the same time for evaluation.

Power and Area Results 4 × 4 Size 5 × 5 Size

### $4 \times 4$ Size

#### Table: Best evolved $4 \times 4$ S-boxes

Area results						
With fixed points	13, 1, 3, 11, 12, 2, 7, 10, 0, 5, 8, 9, 4, 6, 14, 15					
Area:	14.33 <i>GE</i>					
Without fixed points	7, 10, 11, 8, 5, 3, 1, 9, 6, 2 15, 0, 4, 14, 12, 13					
Area:	13.33 <i>GE</i>					
Power results						
With fixed points	3, 1, 2, 10, 14, 5, 7, 15, 4, 6, 0, 11, 13, 12, 8, 9					
Dynamic Power:	237.16 <i>nW</i>	Leakage Power:	297.52 <i>nW</i>	Area:	14.67 <i>GE</i>	
Without fixed points	Without fixed points 13, 5, 10, 4, 7, 1, 2, 0, 14, 6, 8, 12, 15, 3, 9, 11					
Dynamic Power:	206.1 <i>nW</i>	Leakage Power:	240.73 <i>nW</i>	Area:	12.67 <i>GE</i>	

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Power and Area Results 4 × 4 Size 5 × 5 Size

### Involutive S-boxes

- 2 027 025 involutive S-boxes with 0 fixed points, 16 216 200 with 2 fixed points, 18 918 900 with 4 fixed points, 7 567 570 with 6 fixed points.
- Out of that, there are  $\approx 3\,000\,000$  optimal S-boxes with various number of fixed points.

Power and Area Results 4 × 4 Size 5 × 5 Size

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- For S-boxes with 4 fixed points the best result for area is 13*GE* while the best result for power is an S-box with a dynamic power of 201.8418*nW* and a leakage power of 255.1868*nW*.

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- For optimal involutive S-boxes with 6 fixed points the best result for area is 15*GE* and the best result for power is an S-box with a dynamic power of 223.3748*nW* and a leakage power of 293.5608*nW*.

Power and Area Result  $4 \times 4$  Size  $5 \times 5$  Size

### $5 \times 5$ Size

#### Table: Best evolved $5 \times 5$ S-boxes

Area results						
With fixed points						
Area:	39.33 <i>GE</i>					
Without fixed p.						
Area:	38 <i>GE</i>					
Power results						
With fixed points						
Dynamic Power:	801.8934 <i>nW</i>	Leakage Power:	777.7131 <i>nW</i>	Area:	39.67 <i>GE</i>	
Without fixed p.						
Dynamic Power:	734.7164 <i>nW</i>	Leakage Power:	754.2006 <i>nW</i>	Area:	39.33 <i>GE</i>	

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On the Construction of Hardware-friendly 4  $\times$  4 and 5  $\times$  5 S-box

Power and Area Results 4  $\times$  4 Size 5  $\times$  5 Size

### Affine Transformation Results

#### Table: Best evolved $5 \times 5$ S-boxes, affine transformations

Keccak					
Dynamic Power:	488.6914 <i>nW</i>	Leakage Power:	496.4189 <i>nW</i>	Area:	26 <i>GE</i>
PRIMATEs					
Dynamic Power:	751.4109 <i>nW</i>	Leakage Power:	723.7496 <i>nW</i>	Area:	37 <i>GE</i>
APN S-box					
Dynamic Power:	913.5057 <i>nW</i>	Leakage Power:	942.5685 <i>nW</i>	Area:	48 <i>GE</i>

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- For  $4 \times 4$  size, the results are very good.
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- For  $4 \times 4$  size, the results are very good.
- For 5 × 5 size, the results are somewhat worse when looking for S-boxes, but again good when investigating affine transformations.
- Difficult to compare with other approaches.
- LUT based S-box are maybe not the best way how to represent/implement, but as far as we are aware, they are the most fair approach.
- Furthermore, synthesis tools do translate LUTs into combinatorial circuits, only not optimal ones.

### Discussion

- Alternatively, we could do a two-stage search where we look for good S-boxes but then also for good representations of those S-boxes.
- The role of fixed points is not completely clear at this point.
- Our approach is scalable over technologies and properties of interest.

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- Interesting approach would be to evolve only involutive S-boxes.

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- The role of fixed points is not completely clear at this point.
- Our approach is scalable over technologies and properties of interest.
- Interesting approach would be to evolve only involutive S-boxes.
- Currently, we are running an exhaustive search on optimal involutive S-boxes, but for now we obtained no better results than with GA (we found S-box with the same area, but worse power consumption).



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- We give two techniques; either evolving S-boxes directly or evolving affine transformations.
- Results obtained seem to be able to compete with any other technique, but to obtain them we need only a fraction of time.
- Naturally, our results are as good as the synthesis tools allow.
- Good results in naive combinatorial circuit implementation can only improve with smarter implementations, while vice versa does not necessarily hold.

## Thank You for Your attention. Questions?