

# Combined Masking and Shuffling for Side-Channel Secure Ascon on RISC-V

Linus Mainka, Kostas Papagiannopoulos

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UNIVERSITEIT  
VAN AMSTERDAM

# Setting

Ascon

- ▶ Selected by the U.S. NIST as the standard for lightweight cryptography (LWC)
- ▶ Extensively evaluated and found to be mathematically secure
- ▶ However: Side-Channel attacks are possible [MBA<sup>+</sup>23, WP23]
  - ▶ Full key recovery through Correlation Power Analysis (CPA) with 8,000 traces
  - ▶ CPA using deep learning techniques: 1,000 traces
  - ▶ Partial key recovery from first-order masked implementation

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## The Goal

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**How can we create a software implementation of Ascon on a 32-bit architecture that should be side-channel secure by a comfortable margin?**

- ▶ Still retain security even if masking order is halved [BGG<sup>+</sup>14]
- ▶ Do not rely on a single countermeasure only
- ▶ Investigate multiple approaches
- ▶ Analyse security benefit through the Mutual Information (MI) framework [SMY06] using shortcut formulas [ABG<sup>+</sup>22]

## **Bitslice Masking and Improved Shuffling: How and When to Mix Them in Software?** by Azouaoui et al.:

- ▶ Mask first, then shuffle
- ▶ Three theoretical approaches for combining masking and shuffling
  - ▶ Shuffle Tuples
  - ▶ Shuffle Shares
  - ▶ Shuffle Everything
- ▶ Non-linear (AND) operations: ISW
- ▶ Provide Mutual Information (MI) shortcut formulas

# Setting

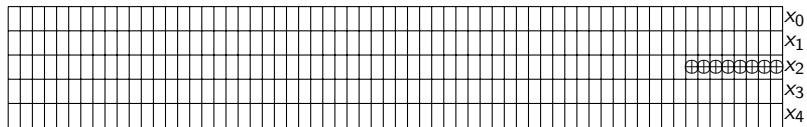
## Previous Work

### Our contribution:

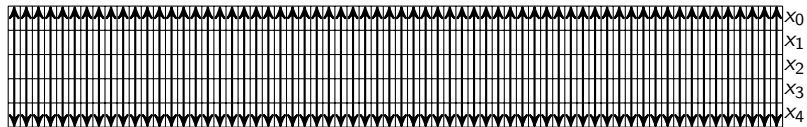
- ▶ Mask first, then shuffle
- ▶ Five Ascon implementations on 32-bit RISC-V for combining masking and shuffling
  - ▶ Shuffle Tuples
  - ▶ Shuffle Shares
  - ▶ Shuffle Everything “Light”
  - ▶ Unshuffled, but masked implementation
  - ▶ Levelled implementation
- ▶ Non-linear (AND) operations: PINI [CS20]
- ▶ Use Mutual Information (MI) shortcut formulas
- ▶ Third-order masking

# Background

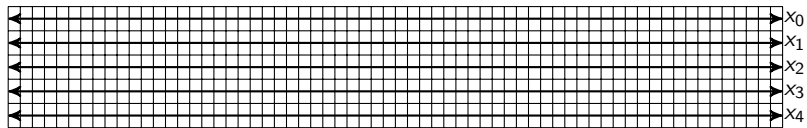
Ascon



Round constant addition



Substitution layer



Linear diffusion layer

# Background

## Masking

- ▶ Split a value  $x$  into  $d + 1$  shares  $x_0, \dots, x_d \rightarrow$  “ $d$ -th order masking”
  - ▶  $x_0, \dots, x_{d-1}$  are random values  $r_0, \dots, r_{d-1}$
  - ▶  $x_d = x \oplus r_0 \oplus \dots \oplus x_{d-1}$
- ▶ Perform each operation on all shares of  $x$
- ▶ To obtain the original value, we can recombine all shares



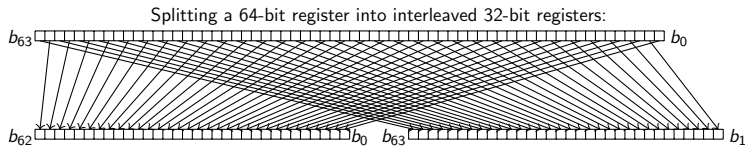
# Background

## Shuffling

- ▶ Take a sequence of independent operations  $[x_0 \circ y_0, \dots, x_n \circ y_n]$
- ▶ Randomise the order in which they are executed according to a permutation  $\theta$
- ▶ At step  $i$ , perform the operation  $x_{\theta_i} \circ y_{\theta_i}$

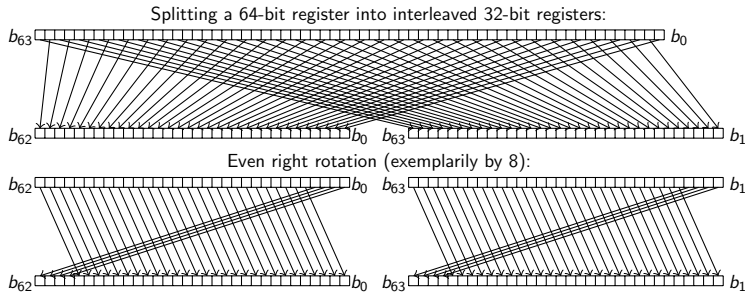
# Background

## Bit Interleaving



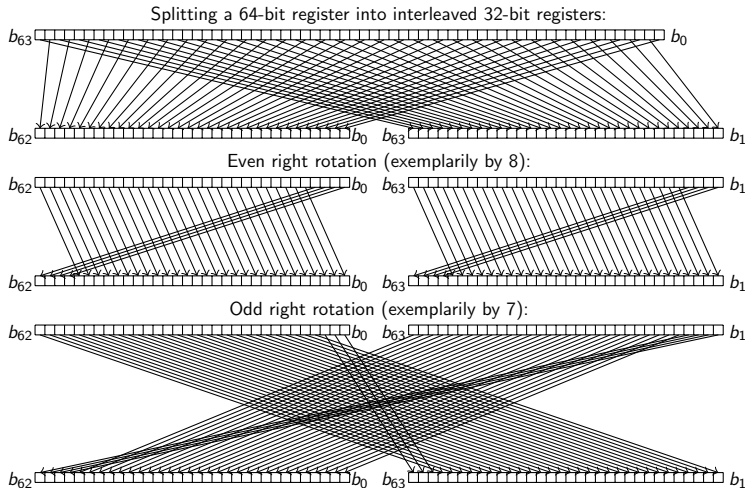
# Background

## Interleaving



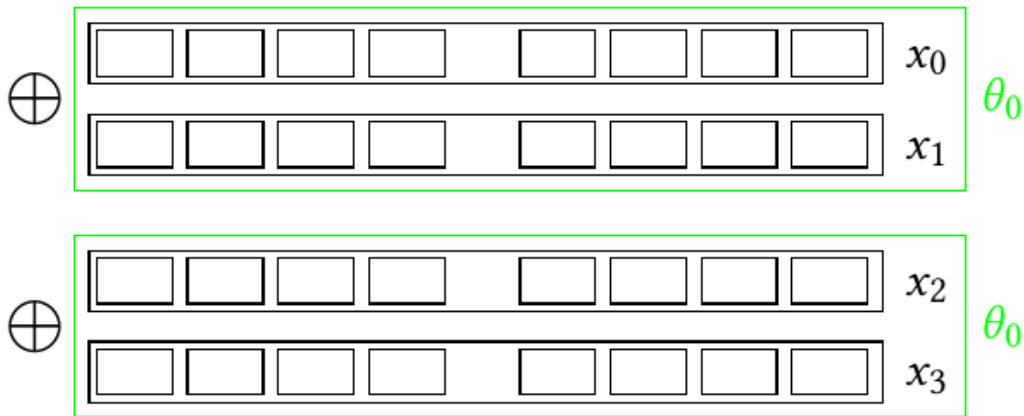
# Background

## Interleaving



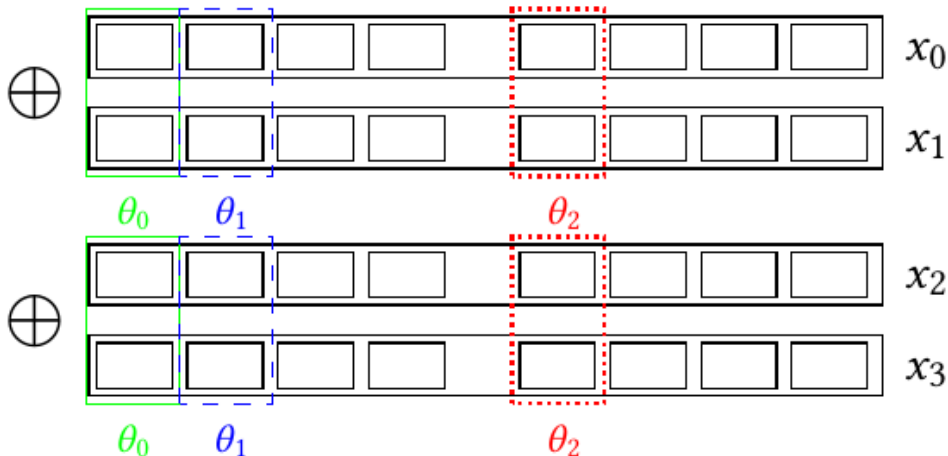
# Shuffle Tuples

- ▶ Ignore Masking when shuffling
- ▶ Still shuffle entire operations



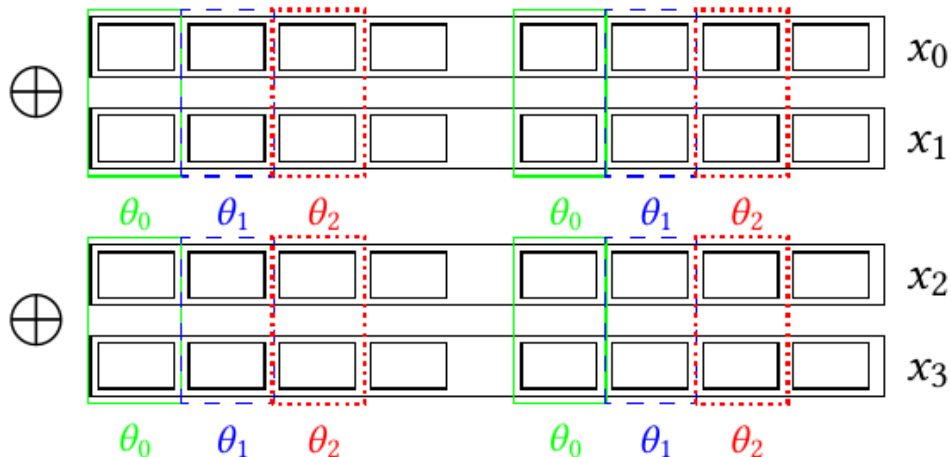
## Shuffle Shares

- ▶ Instead of shuffling across operations, we shuffle across shares
- ▶ We do **not** shuffle across shares of the same value
- ▶ We shuffle across shares with the same index of different values



## Shuffle Everything “Light”

- ▶ Adaptation of previous scheme
- ▶ Utilising the structure of bit interleaving



# PINI AND

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**Algorithm 1** PINI AND gadget with linear memory requirements

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**Inputs:**  $a = [a_0, \dots, a_d]$ ,  $b = [b_0, \dots, b_d]$

**for**  $i = 0$  to  $d$  **do**

$c_i \leftarrow a_i b_i$

**end for**

**for**  $i = 0$  to  $d$  **do**

**for**  $j = i + 1$  to  $d$  **do**

$r_{ij} \xleftarrow{\$} \mathbb{F}_{2^{32}}; r_{ji} \leftarrow r_{ij}$

$z_{ij} = (a_i + 1) \cdot r_{ij} + a_i \cdot (b_j + r_{ij})$

$z_{ji} = (a_j + 1) \cdot r_{ji} + a_j \cdot (b_i + r_{ji})$

$c_i \leftarrow c_i + z_{ij}$

$c_j \leftarrow c_j + z_{ji}$

**end for**

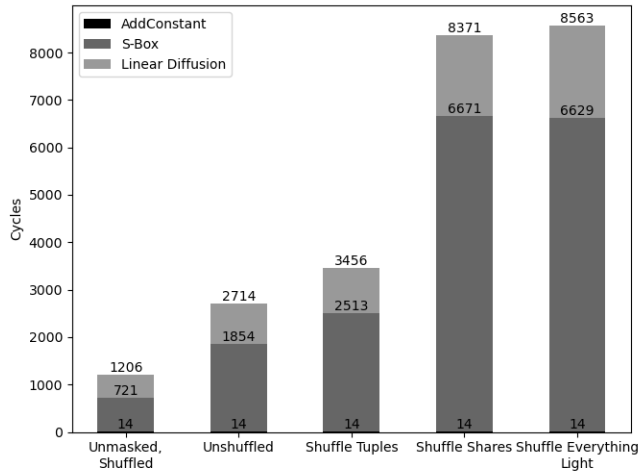
**end for**

**Outputs:**  $c = [c_0, \dots, c_d]$  so that  $c = a \wedge b$



# Results

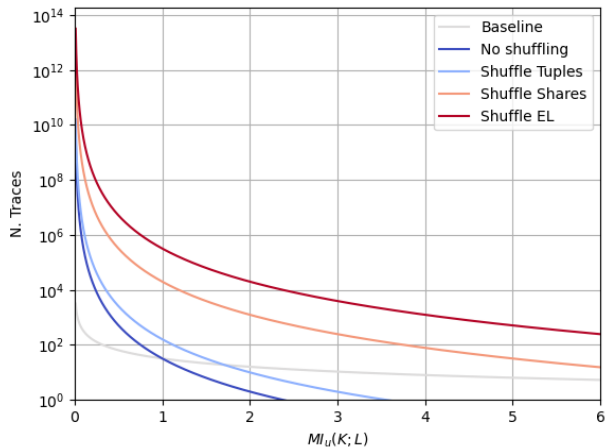
## Performance



$d = 3$  for all  
masked schemes

# Results

## Mutual Information



$d = 3$  for all  
masked schemes

# Results

## Cycles vs. MI

	Unshuffled	Shuffle Tuples	Shuffle Shares	Shuffle EL
$d = 3$	0.0752	0.1125	0.376	0.7521

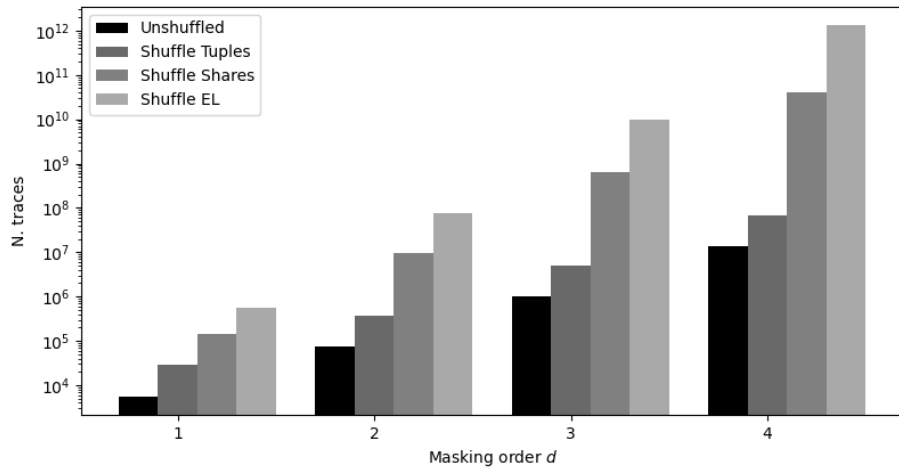
**Table:** The MI values per scheme so that an adversary needs  $10^6$  traces.

	Unshuffled	Shuffle Tuples	Shuffle Shares	Shuffle EL
	2,714	3,456	8,371	8,563

**Table:** The number of cycles needed to compute one round of the permutation.

# Results

## Traces vs. Masking Order



# Conclusion

## Takeaways

- ▶ Shuffle Shares and Shuffle EL are better than just increasing  $d$   
(Assuming no shuffling permutation leakage)
- ▶ Benefit of Shuffle EL increases as register size goes down
- ▶ Implementation is Ascon-specific, the schemes are not

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## Caveats

- ▶ (Micro-)architectural effects will likely reduce the practical security
- ▶ Requires significant randomness
- ▶ No physical evaluation

Code:

<https://uva-hva.gitlab.host/1.mainka/side-channel-secure-ascon>

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# References I



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