

Centrality Indicators For Efficient And Scalable Logic Masking

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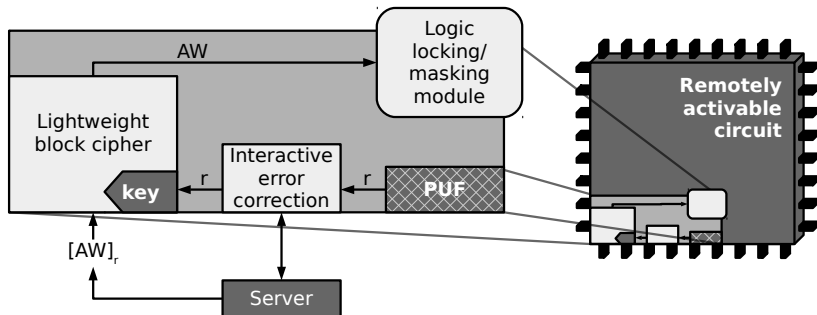
June 19, 2017

Objective:

Fight against **counterfeiting** and **illegal copying** of integrated circuits and IP cores.

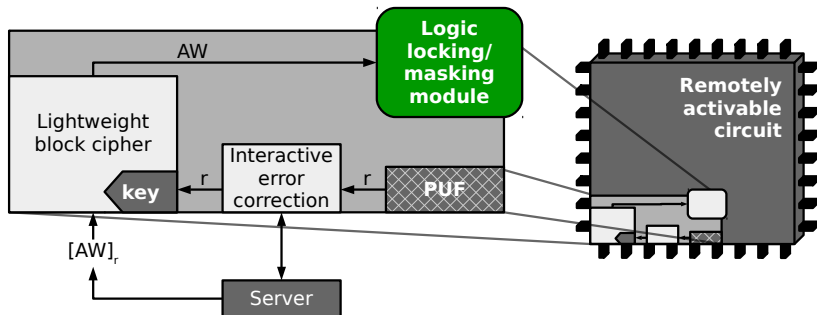
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Solutions:

We want to be able to **controllably**:

- Force the outputs to a fixed logic value: **locking**¹.
- Alter the outputs as much as possible: **masking**².

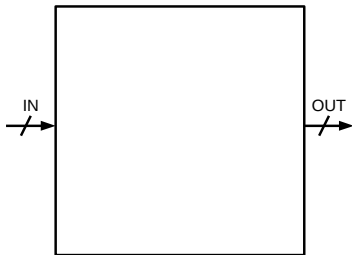
¹B. Colombier, L. Bossuet, and D. Hély. "Reversible Denial-of-Service by Locking Gates Insertion for IP Cores Design Protection". *Cryptarchi*. 2015.

²J. A. Roy, F. Koushanfar, and I. Markov. "EPIC: Ending Piracy of Integrated Circuits". *DATE*. 2008.

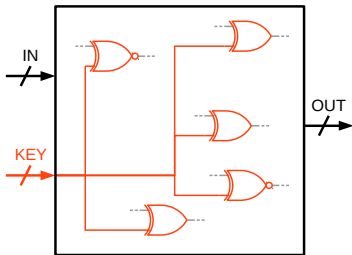
Combinational logic masking

Principle

Insert **XOR/XNOR** gates at **specific** locations in the netlist, so that internal nodes can be controllably inverted to alter the internal state if the wrong activation word is fed.



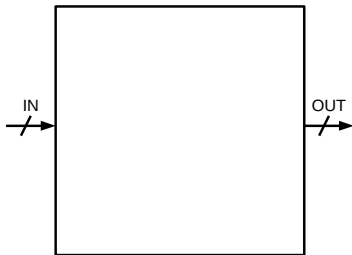
Original netlist



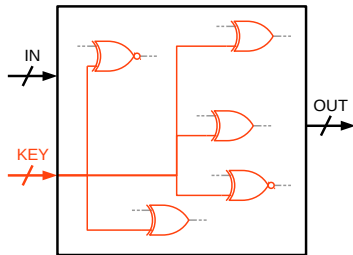
Masked netlist

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Original netlist



Masked netlist

Done at design time

The process should be as fast as possible.

Notation:

AW : n -bit activation input.

AW_{ref} : Reference activation word.

S : Correct outputs of the netlist.

S_{mod} : Masked outputs of the netlist.

Metrics based on:

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How to **optimise** these metrics ?

Several heuristics exist to select the place of insertion:

Selection heuristic

Random¹

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Several heuristics exist to select the place of insertion:

Selection heuristic	Masking efficiency
Random ¹	×
Fan-in/fan-out cones ²	×
Random + interf. graph ³	×
Random + interf. graph + corrup. ⁴	×
Fault analysis ⁵	✓

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Several heuristics exist to select the place of insertion:

Selection heuristic	Masking efficiency	Computational complexity
Random ¹	×	✓
Fan-in/fan-out cones ²	×	✓
Random + interf. graph ³	×	✓
Random + interf. graph + corrup. ⁴	×	✓
Fault analysis ⁵	✓	×

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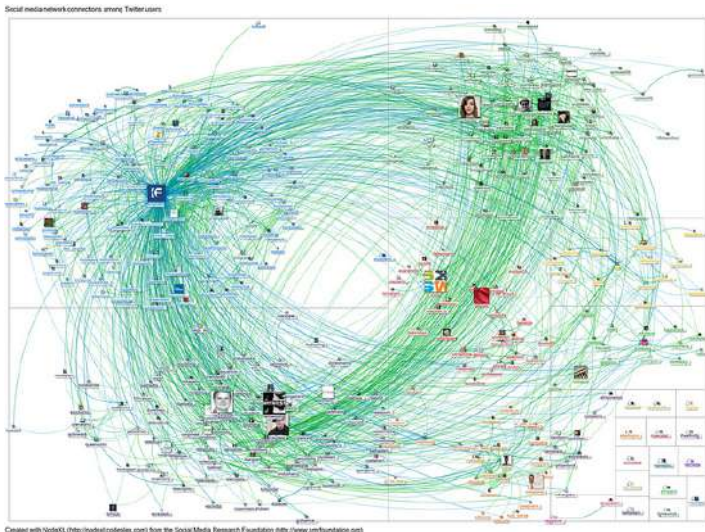
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Towards a better trade-off
between masking efficiency and
computational complexity

Centrality: **Importance** of a given vertex inside a graph.

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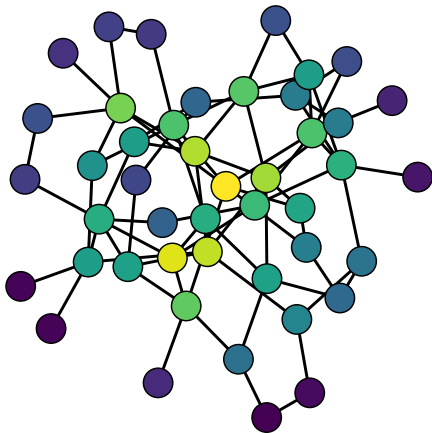
Centrality: **Importance** of a given vertex inside a graph.

Centrality:

- Closeness,

Definition:

Inverse of the sum of distances to all the other vertices.



$$C(v) = \frac{1}{\sum_{y:y \in V} d(v,y)}$$

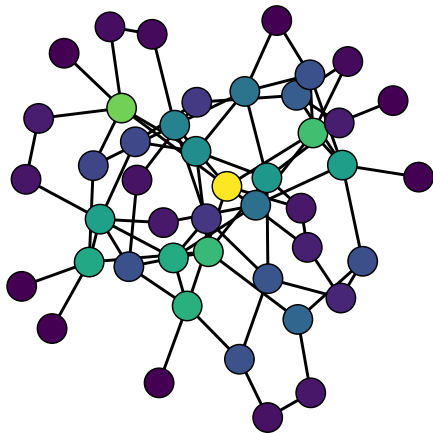
Centrality: **Importance** of a given vertex inside a graph.

Centrality:

- Closeness,
- **Betweenness**,

Definition:

Ratio of shortest paths going through this vertex.



$$C(v) = \sum_{s \neq t \neq v: \{s, t, v\} \in E} \frac{\sigma_{svt}}{\sigma_{st}}$$

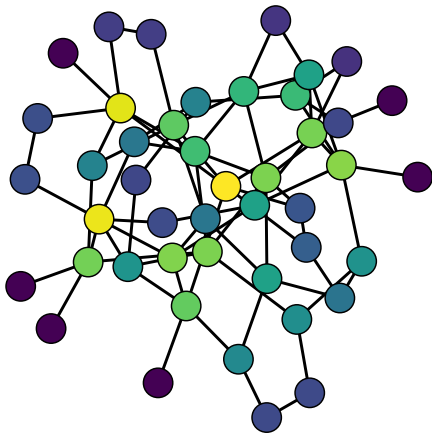
Centrality: **Importance** of a given vertex inside a graph.

Centrality:

- Closeness,
- Betweenness,
- **Current-flow betweenness,**

Definition:

Current flowing through this vertex with others as source and sink.



$$C(v) = \sum_{s \neq t: \{s,t\} \in E} I_v^{(st)}$$

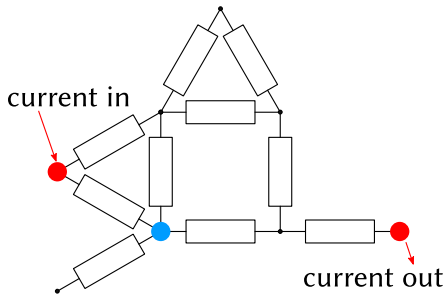
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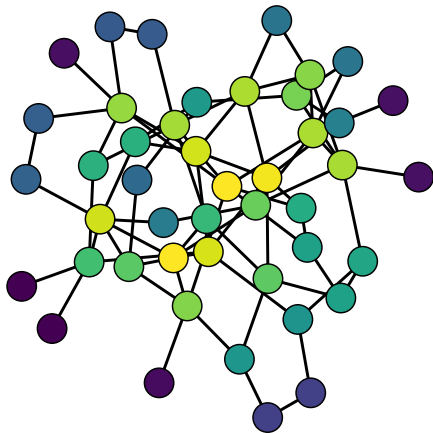
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Centrality:

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- Betweenness,
- Current-flow betweenness,
- **Current-flow closeness,**

Definition:

Sum of effective resistances to all other vertices.



$$C(v) = \frac{1}{\sum_{y:y \in V} p(v) - p(y)} = \frac{1}{\sum_{y:y \in V} R_{eq}(v,y)}$$

Indicators that only account for shortest paths

Closeness, betweenness.

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Indicators that weigh paths according to their length

Current-flow betweenness and closeness centralities.

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Increasing computational complexity

Closeness



Betweenness



Current-flow closeness centrality

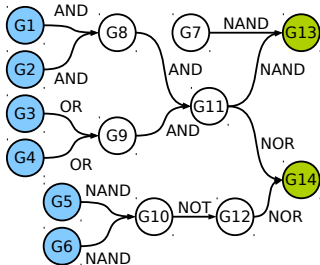
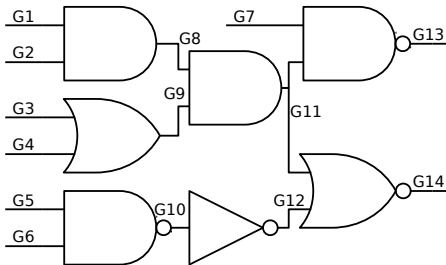


Approximated current-flow betweenness centrality

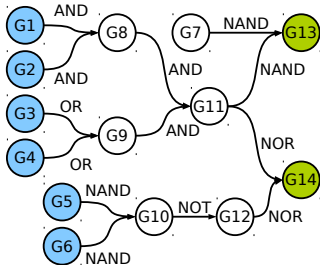
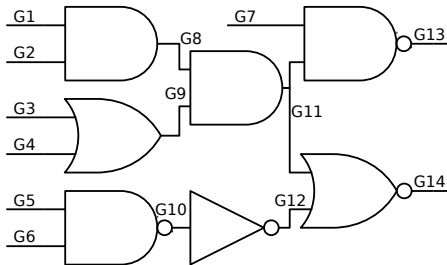


Current-flow betweenness centrality

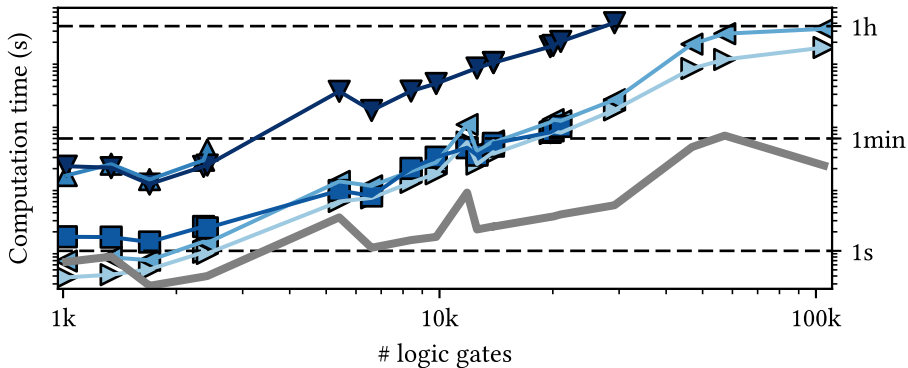
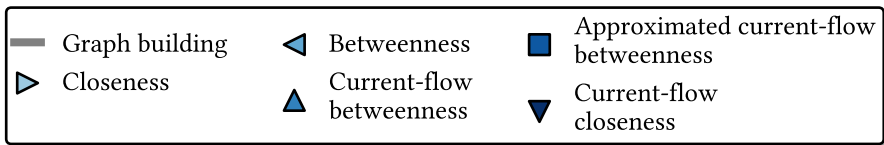
Convert the netlist into a graph

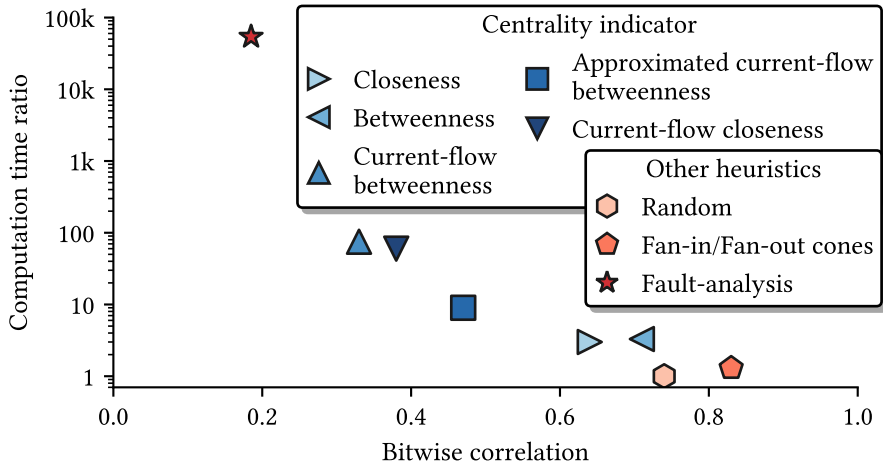
Nodes \rightarrow verticesGates \rightarrow edges

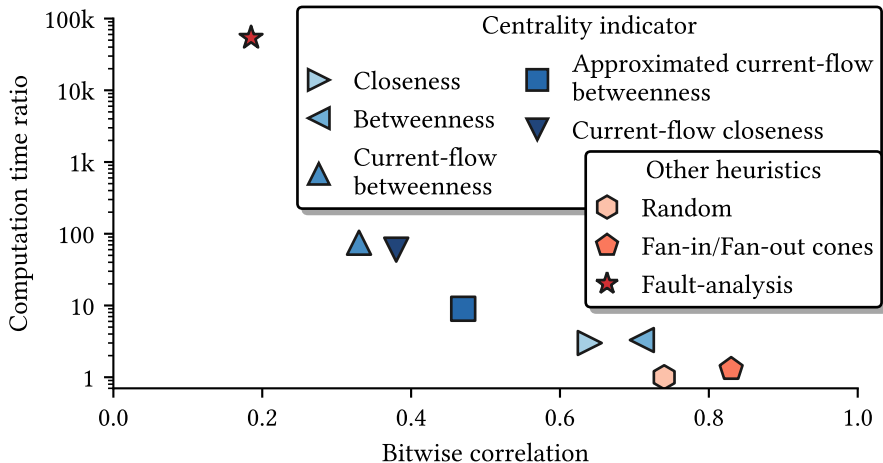
Convert the netlist into a graph

Nodes \rightarrow verticesGates \rightarrow edges

XOR/XNOR gates are inserted on the vertices for which the chosen centrality indicator is the **highest**.







Conclusion

Bitwise correlation is **almost as low** as for the fault analysis-based heuristic, for a run-time **1000x shorter**.

Centrality indicators, in particular current-flow closeness centrality, as node selection heuristic for logic masking:

- allow to **disturb** the outputs **efficiently**,
- have a **manageable** computational **complexity**,
- offer a **better trade-off** than existing heuristics,
- could be **parallelized**...

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— Questions ? —