



*ASCA: Comparing Horizontal Side-Channel Attacks

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Side-channel attacks

Side-channel attacks: intuition



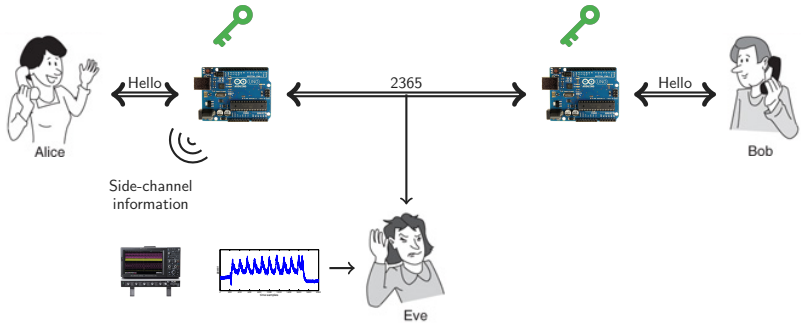
Online poker \simeq Black box model

Live poker \simeq Gray box model

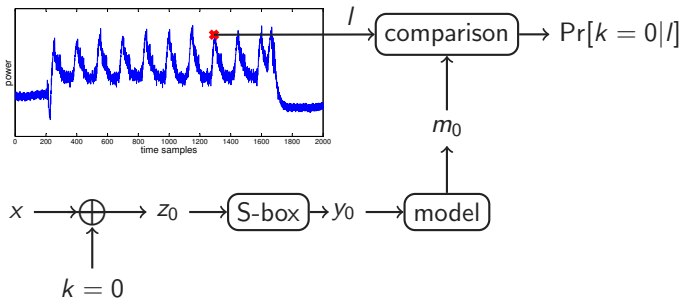
Only access to cards/outputs of the algorithm

Reactions/physical properties of the device can be observed

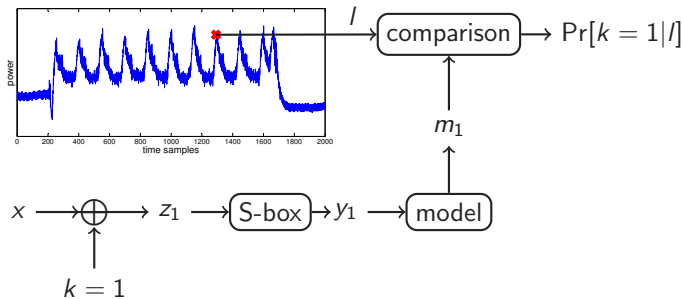
Secure communication



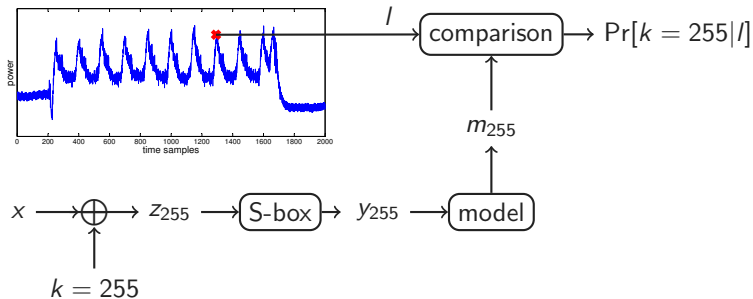
Side-channel attacks: divide-and-conquer strategy



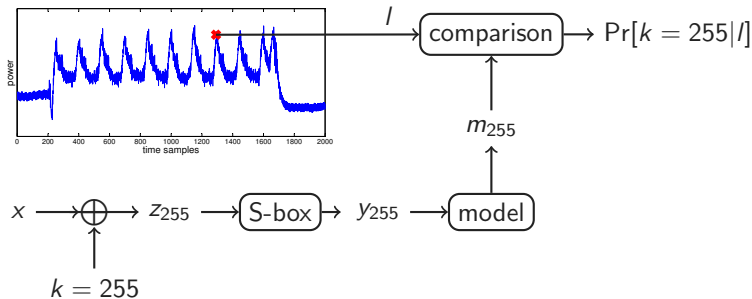
Side-channel attacks: divide-and-conquer strategy



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Side-channel attacks: divide-and-conquer strategy



$$16 \times 2^8 < 2^{128}$$

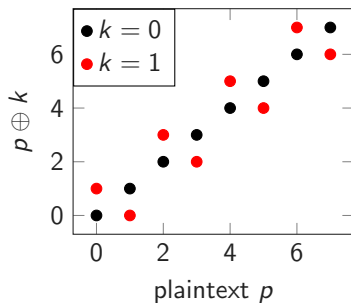


Figure: Before S-box, $\rho = 0.904$

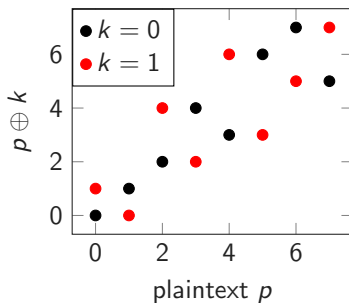


Figure: After S-box, $\rho = 0.571$

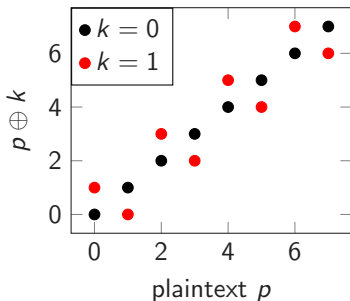


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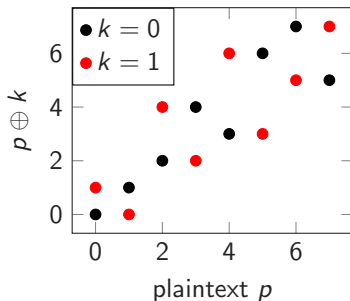
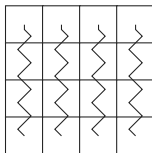


Figure: After S-box, $\rho = 0.571$

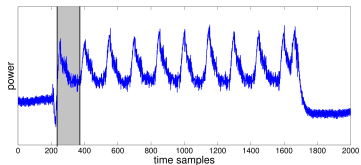
Horizontal attacks: use both, use as many information as we can More information \Rightarrow less traces

Divide and conquer strategy with block cipher with strong diffusion



MixColumns

Few points of the trace can be exploited or large number of bit of the key need to be brute forced



Side-channel exploitable information

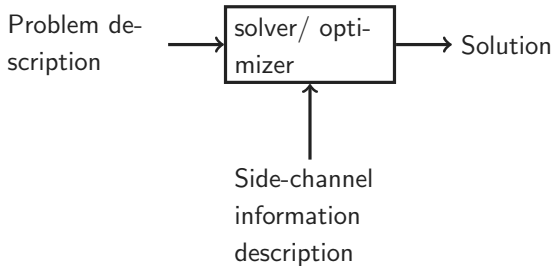


- ▶ **Standard DPA**, [Crypto 98] (8 bits)
- ▶ **Multi target DPA**, [Asiacrypt 2014] (32 bits, computationally intensive)
- ▶ Combination with cryptanalysis
 - **Collision attacks** [FSE 2003]
 - ***ASCA** (ASCA, TASCA, SASCA) [CHES 2009, Asiacrypt 2014]

***ASCA**



Use some computational power to reduce data complexity of an attack



Algebraic side-channel attacks (ASCA)

Based on sat solver

- Problem description: Represent the cryptographic algorithm with conjunctive normal form (bit level)

$$(\vee \dots \vee) \wedge (\vee \dots \vee) \wedge \dots \wedge (\vee \dots \vee)$$

- Side-channel information description: Some more CNFs (only exact information)
- Solver: your favorite SAT solver (cryptominisat -xor clauses-): probabilistic program that outputs UNSAT or SAT with an instantiation of variables such that all clauses are verified

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Any false clause will lead to UNSAT (with high probability)

Tolerant Algebraic side-channel attacks (TASCA)

Based on Satisfiability modulo theories (SMT) solver

- ▶ Problem description: Represent the cryptographic algorithm with different equations that will be interpreted according to the adapted theory
 - BitVectors, arrays, integers, real numbers
- ▶ Side-channel information description: convert Bitvector to integers (or opposite) and add equation
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Super heavy

Based on LDPC decoding

- ▶ Problem description: Represent the cryptographic algorithm as a bipartite graph
 - One set of nodes for operations
 - One set of nodes for intermediate values
- ▶ Side-channel information description: leakage operation nodes
- ▶ Solver: run belief propagation algorithm (propagate probabilities of each value of each intermediate variable)

Recap: *ASCA

	ASCA	TASCA	SASCA
representation	red	green	orange
speed and mem.	orange	red	green
efficiency	orange	orange	orange
noise resistance	red	orange	green
rational	red	red	orange

Large register issue

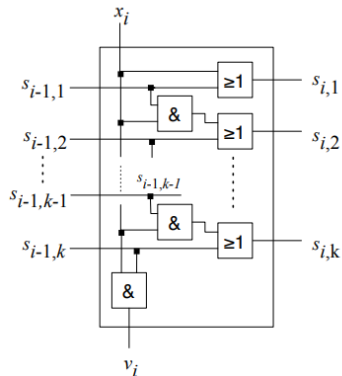
- ▶ ASCA: How to efficiently encode HW information?
- ▶ TASCA: How to not blow-up memory requirement during solving part ?
- ▶ SASCA: How to update messages efficiently ?

Why?

We do not consider information on small word, but about a full register (32-bit vs 8-bit)

- ▶ Asymmetric crypto
- ▶ permutation based crypto
- ▶ Bitsliced countermeasures

Solution: counter



Clauses added : ($\mathcal{O}(wh)$)

Extra variable : ($\mathcal{O}(wh)$)

Toy example

```
1: for  $r \leftarrow 0$  to  $\frac{n-k}{w}$  do
2:    $s_r = 0$ 
3:   for  $r \leftarrow 0$  to  $(n - k)$  do
4:      $b = 0$ 
5:     for  $c \leftarrow 0$  to  $\frac{n}{z}$  do
6:        $bxor = H_{[r,c]} \mathbf{and} e_c$ 
7:        $t = \frac{w}{2}$ 
8:       while  $t > 0$  do
9:          $bxor = b \gg t$ 
10:         $t = \frac{t}{2}$ 
11:        $b = b \mathbf{and} 1$ 
12:        $s_{\lfloor \frac{r}{w} \rfloor}^* = s_{\lfloor \frac{r}{w} \rfloor}^* \mathbf{orb} \ll (r \bmod w)$ 
13: return  $s^*$ 
```

	8-bit	16-bit	32-bit
time	1	$\times 2$	$\times 16$
memory	1	$\simeq 1$	$\simeq 1$

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Larger register	orange	red	orange

