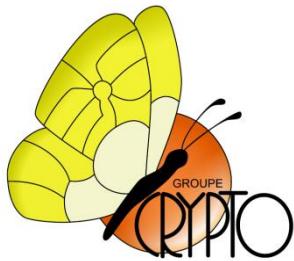


Simple Key Enumeration (and Rank Estimation) using Histograms: an Integrated Approach

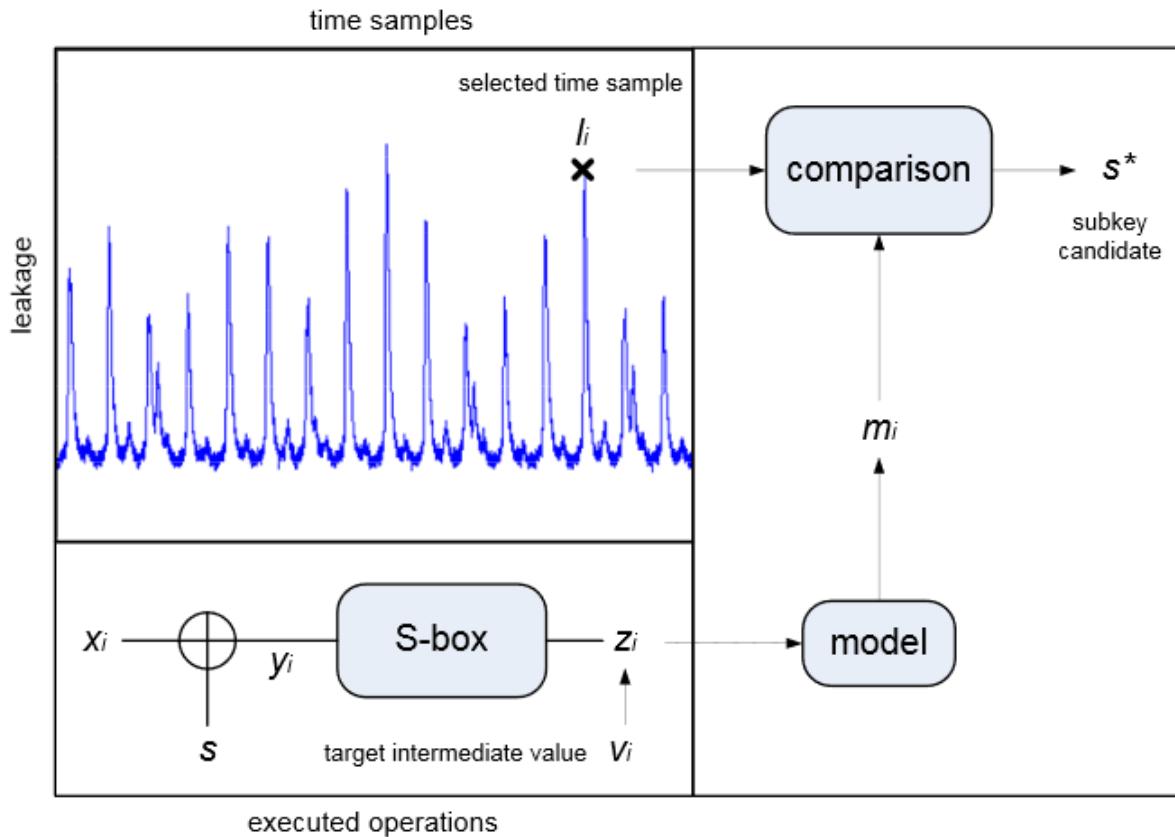
Romain Poussier, François-Xavier Standaert: Université catholique de Louvain, Belgium
Vincent Grosso: Ruhr-Universität Bochum, Germany



Outline

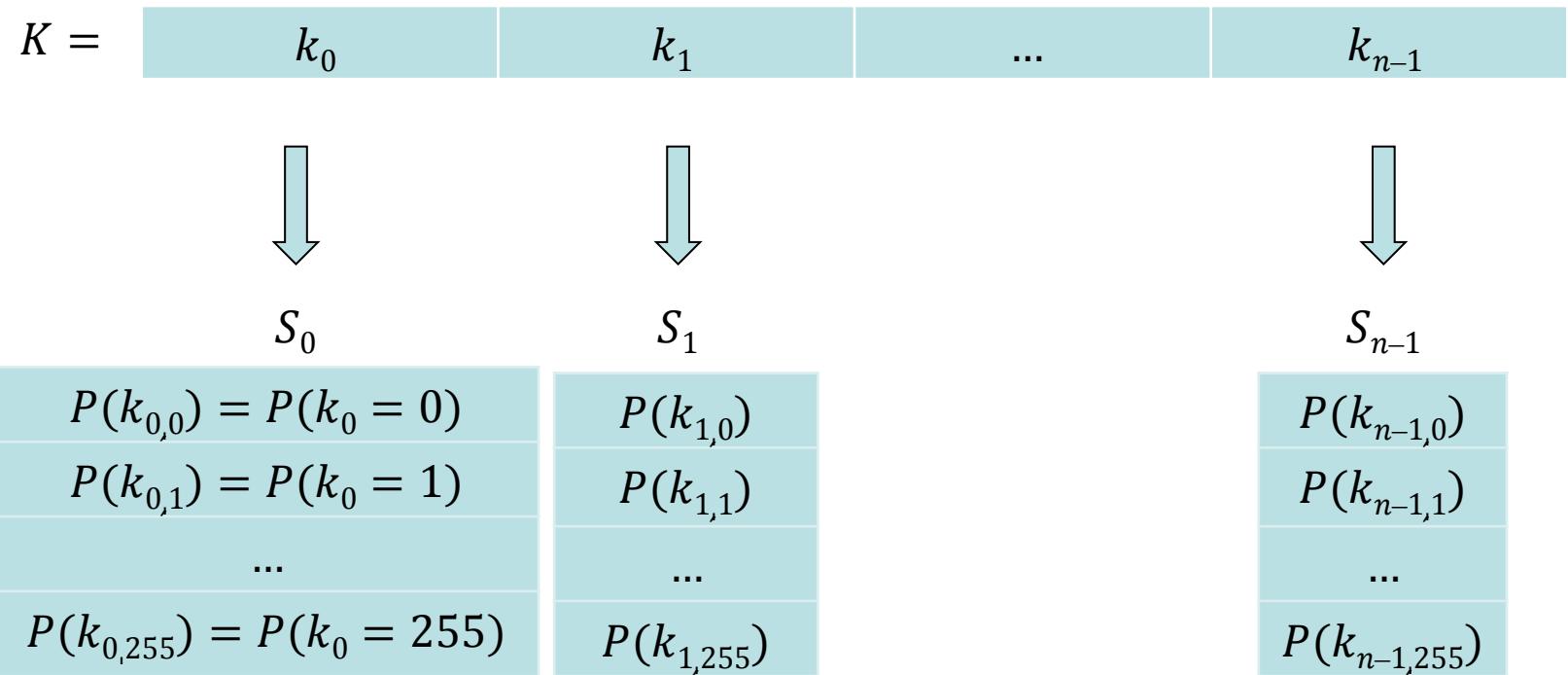
- Side channel attacks (SCA)
- Rank estimation
- Key enumeration
- Experimental results
- Conclusion

SCA principle



Divide and conquer SCA results

Real key: $k = k_0, \dots, k_{n-1}$



Exploitation of SCA results

3 cases

Direct recovery	Enumeration	Rank Estimation
<ul style="list-style-type: none">Enough SCA Information	<ul style="list-style-type: none">Not enough SCA InformationEnough computational power	<ul style="list-style-type: none">Not enough SCA InformationNot enough computational power

Evaluator/Attacker

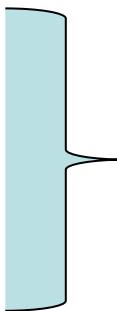
Evaluator

Outline

- Side channel attacks (SCA)
- Rank estimation
- Key enumeration
- Experimental results
- Conclusion

Literature

- 2013: Veyrat-Charvillon et al.
- 2014: Ye et al.
- 2015: Glowacz et al.
- 2015: Bernstein et al.
- 2015: Martin et al.
- 2015: Duc et al.
- 2015: Poussier et al.



Building block of our
enumeration algorithm

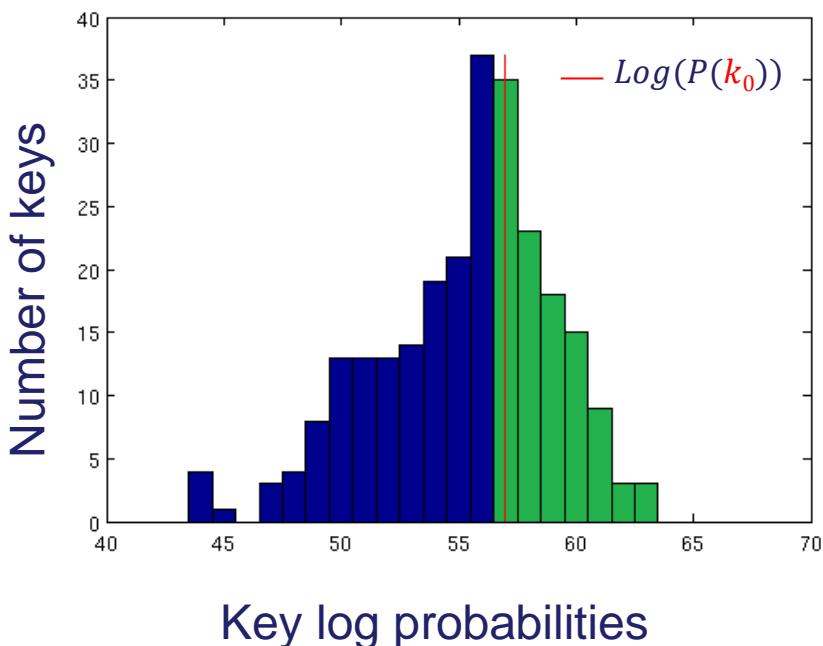
Less than 1 bit of accuracy
within second(s)

Glowacz et al. algorithm steps

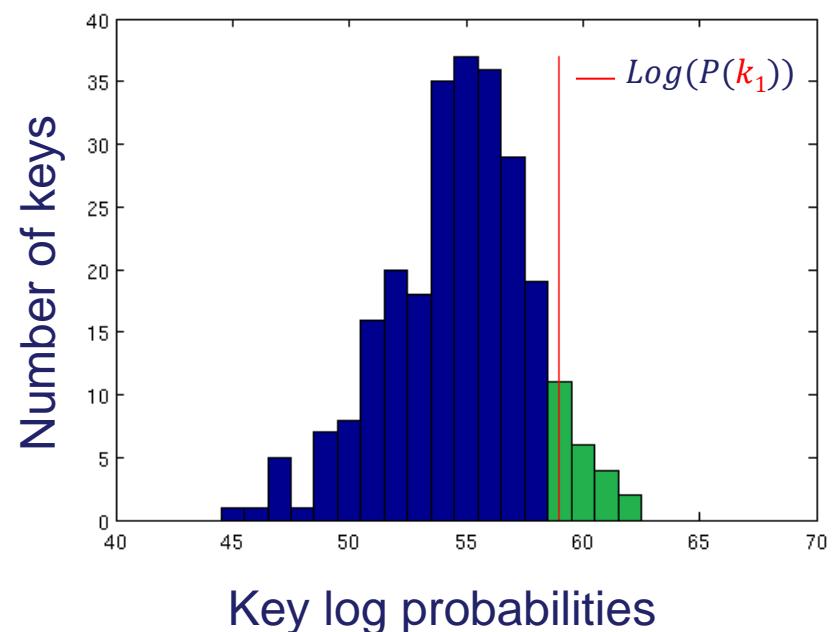
- 1) Building histograms from SCA results
- 2) Combining histograms (convolution)
- 3) Counting the rank

Step 1. Building histograms

subkey 0

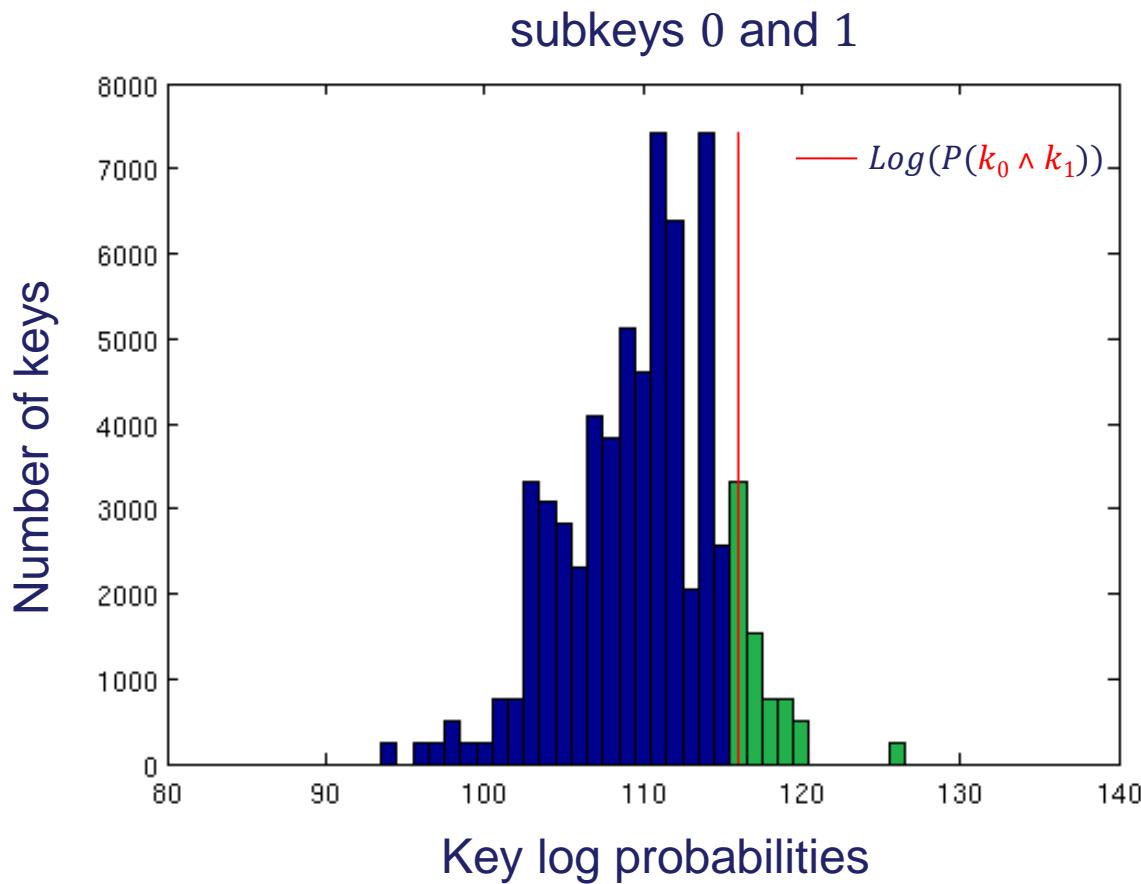


subkey 1



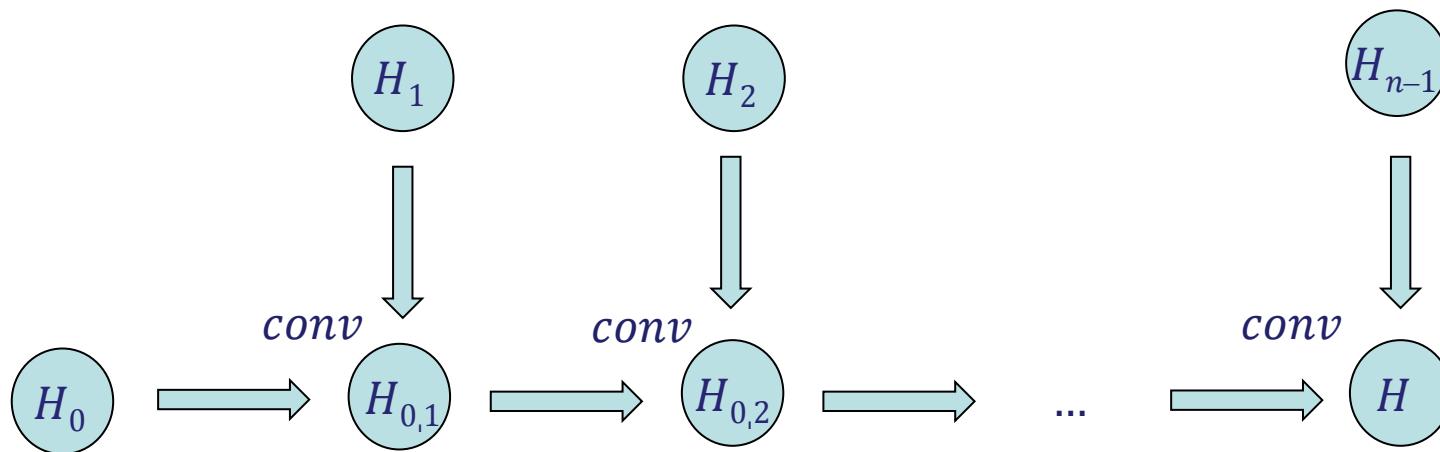
The rank is the number of keys in the green zone

Step 2. Combining histograms

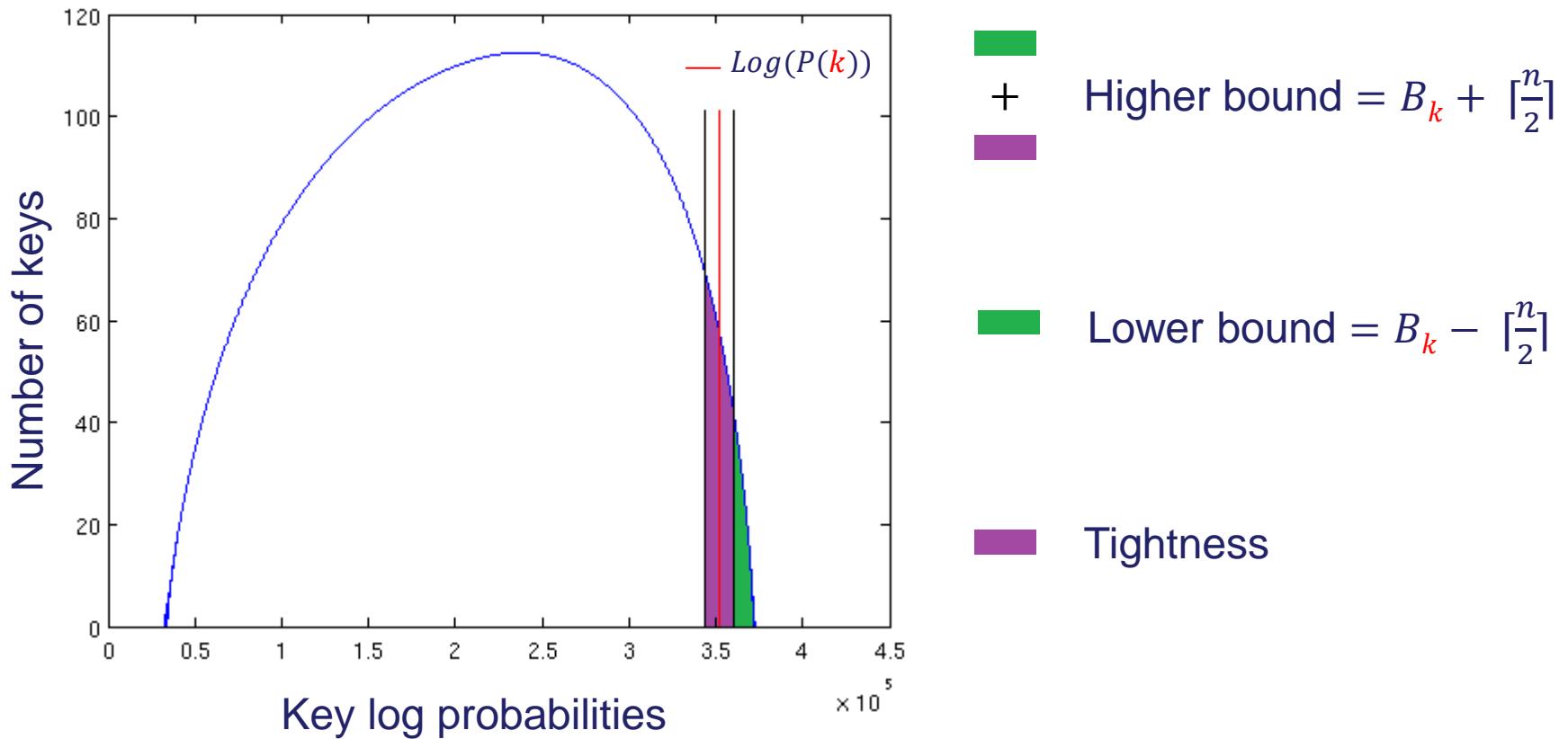


Step 2. Combining histograms

- Goal: estimate $H = H(S)$ from $H(S_0), \dots, H(S_{n-1}) = H_0, \dots, H_{n-1}$



Step 3. Counting the rank



Outline

- Side channel attacks (SCA)
- Rank estimation
- Key enumeration
- Experimental results
- Conclusion

Literature

- 2012: Veyrat-Charvillon et al.
 - Optimal
 - Memory intensive
 - Sequential
- 2015: Bogdanov et al.
 - Suboptimal, no bounds
 - Memory efficient
 - Parallelization
- 2015: Martin et al.
 - Suboptimal, bounds
 - Memory efficient
 - Parallelization
- 2015: David et al.
 - Suboptimal, no bounds
 - Memory efficient
 - Sequential
- 2016: Histogram enumeration.
 - Suboptimal, **easy** bounds
 - Memory efficient
 - **Easy** parallelization

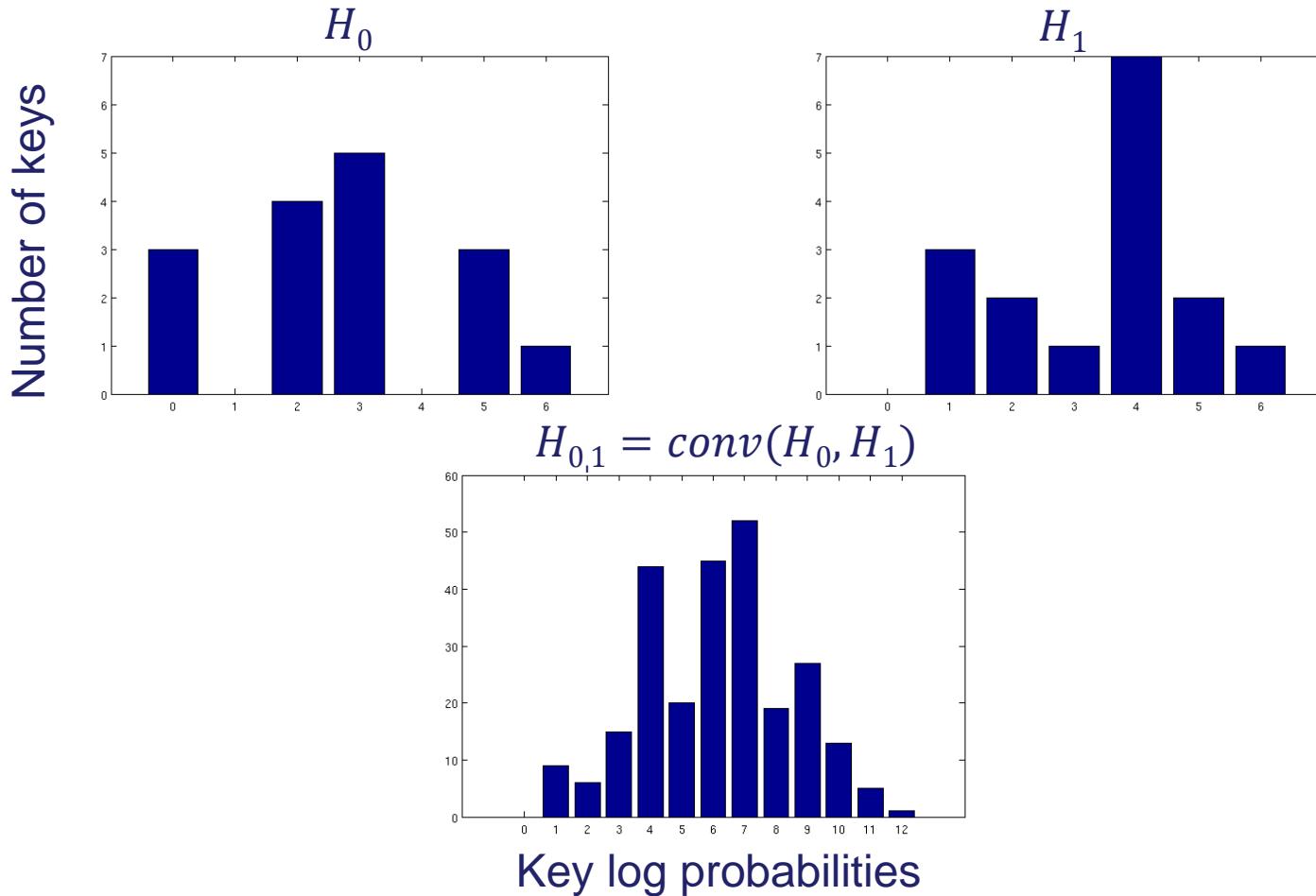
Histogram enumeration steps

- 1) Building histograms from SCA results
- 2) Combining histograms (convolution)
- 3) Bounds search = counting the rank
- 4) Enumeration (Backtracking)



Same as
Glowacz et al.
algorithm

Building phase: step 1 and 2.



Step 3. Bounds search

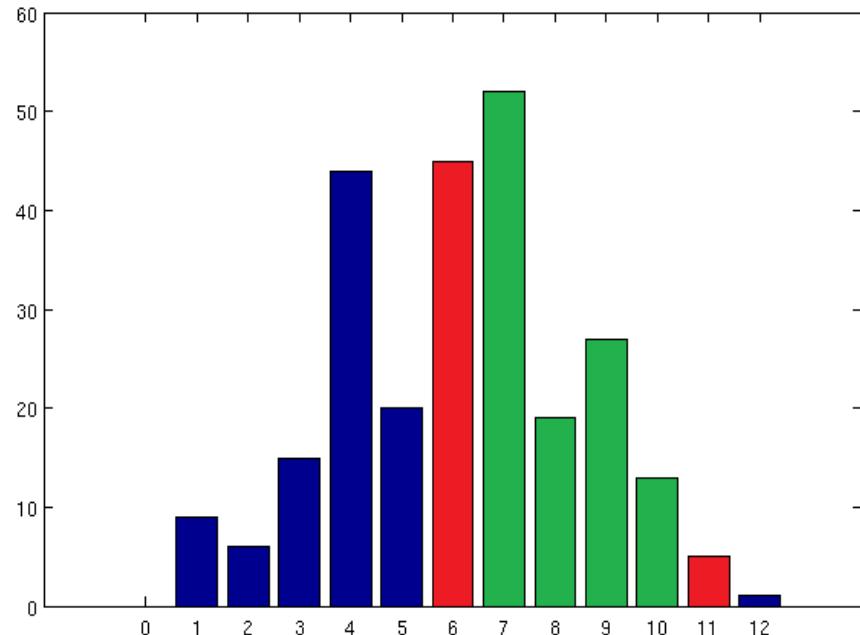
Rounded ranks
between 10 and
100



Rounded
ranks
between 10
and 100 +
bounds

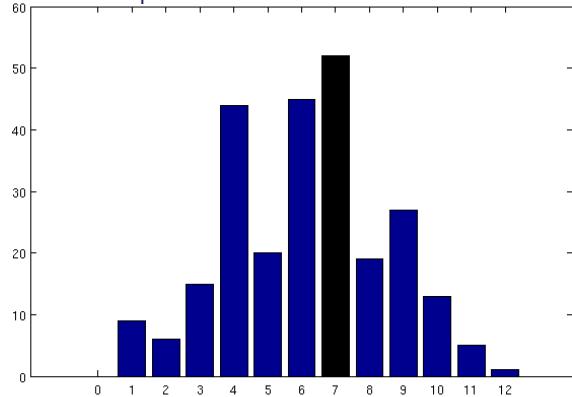


$$H_{0,1} = [0,9,6,15,44,20,45,52,19,27,13,5,1]$$



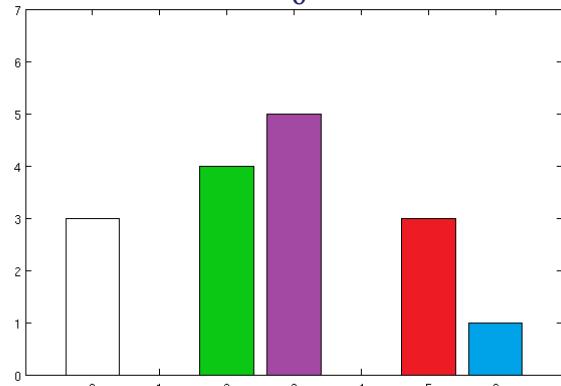
Step 4. Backtracking: two subkeys case

$$H_{0,1} = \text{conv}(H_0, H_1)$$

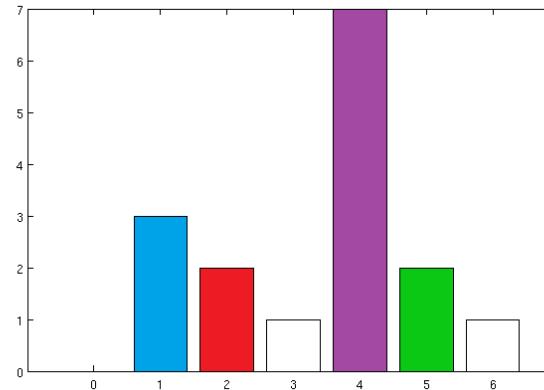


same colors: $H_0(i) + H_1(j) = 7$.
→ Possible key combination
with a score of 7 in $H_{0,1}$ (black).

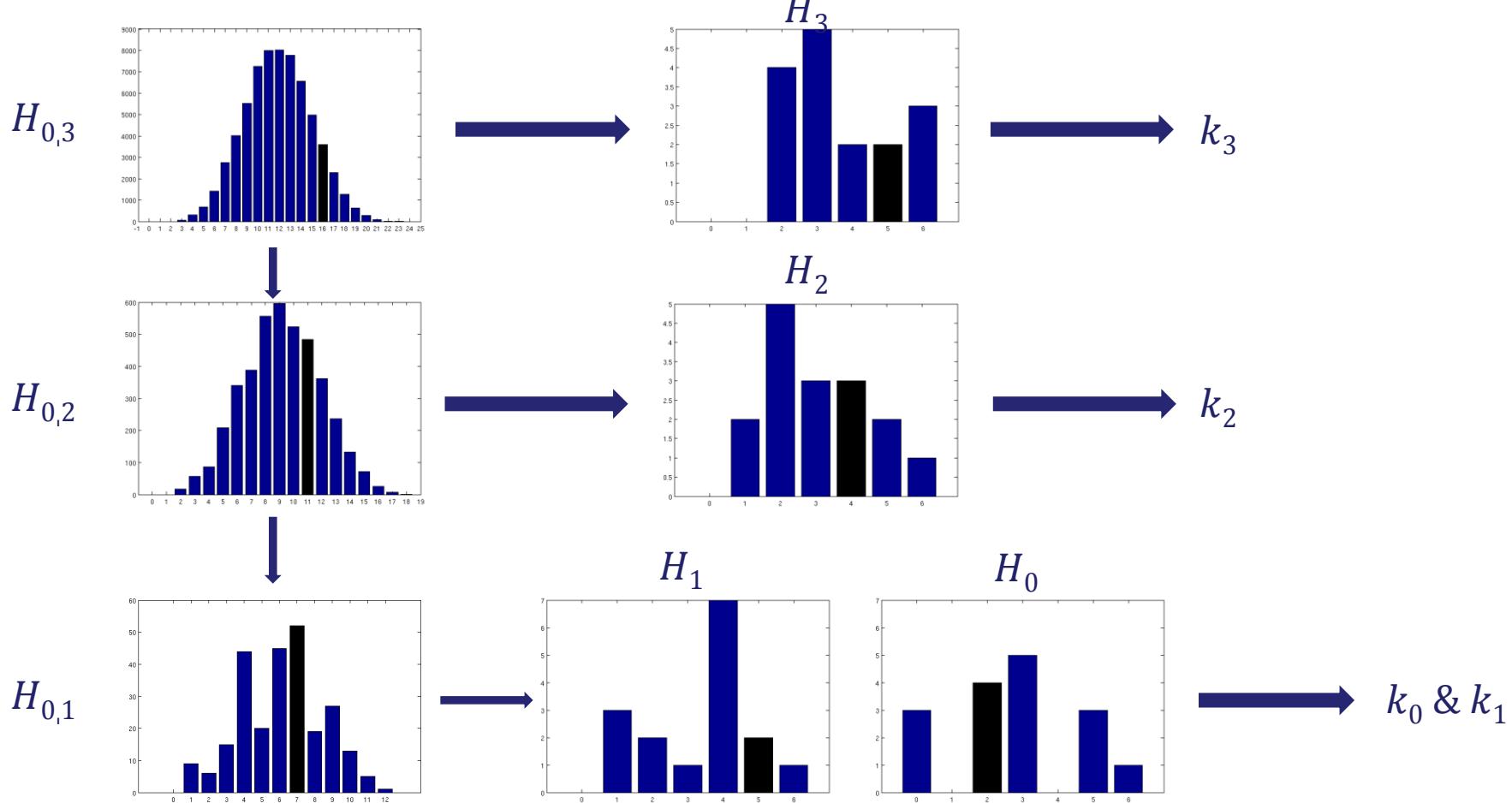
$$H_0$$



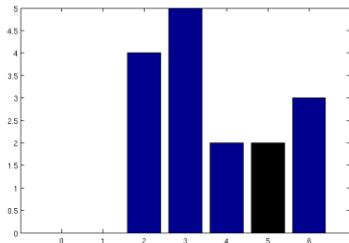
$$H_1$$



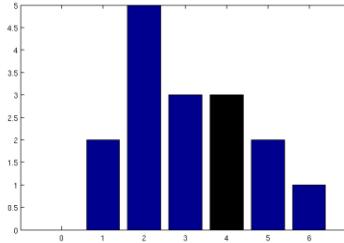
Step 4. Backtracking: recurrence



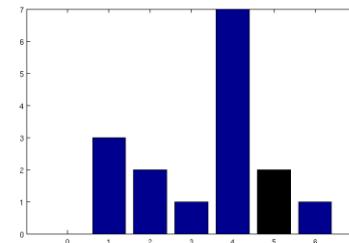
Factorization of the output



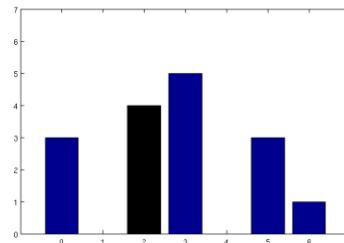
$k_3 \in \{0x22, 0x53\}$



$k_2 \in \{0x32, 0x42, 0xA4\}$



$k_1 \in \{0x8E, 0xC6\}$



$k_0 \in \{0x03, 0xFA, 0xE2, 0x52\}$

Factorized lists: 4 lists of 2,3,2 and 4 elements

$(0x22, 0x32, 0x8E, 0x03)$

$(0x53, 0x32, 0x8E, 0x03) \rightarrow$ Defactorized list: 1 list of $2 \times 3 \times 2 \times 4 = 48$ key candidates

$(0x22, 0x42, 0x8E, 0x03)$

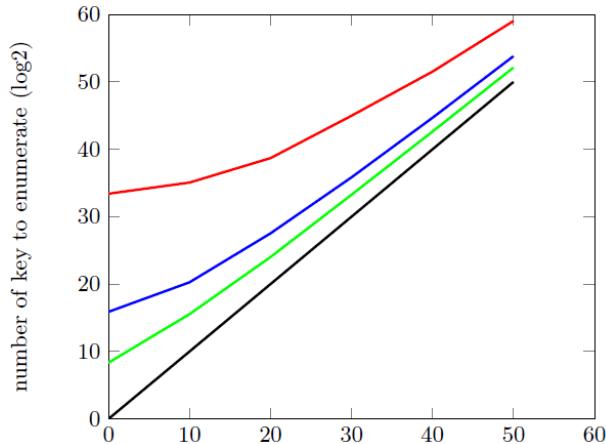
....

Outline

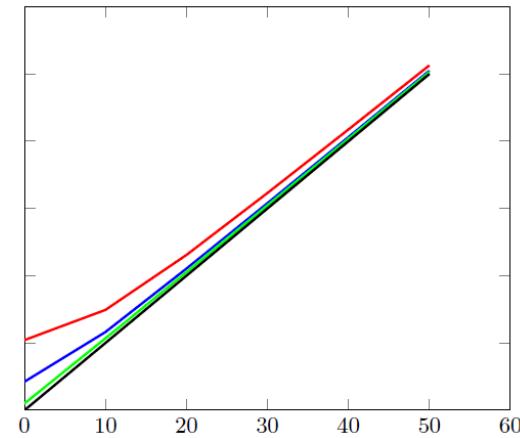
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Accuracy

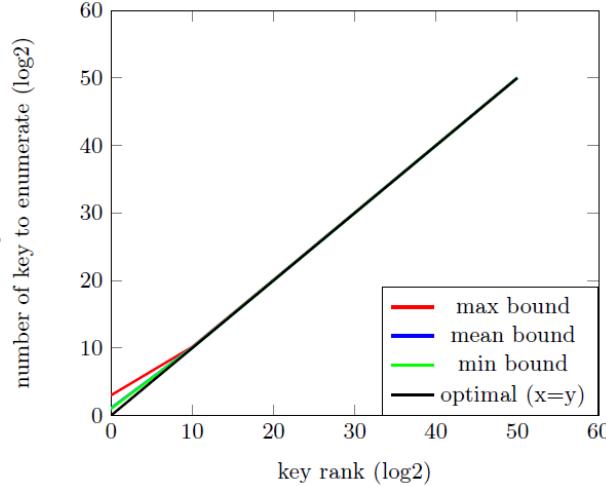
256 bins



2048 bins



65536 bins

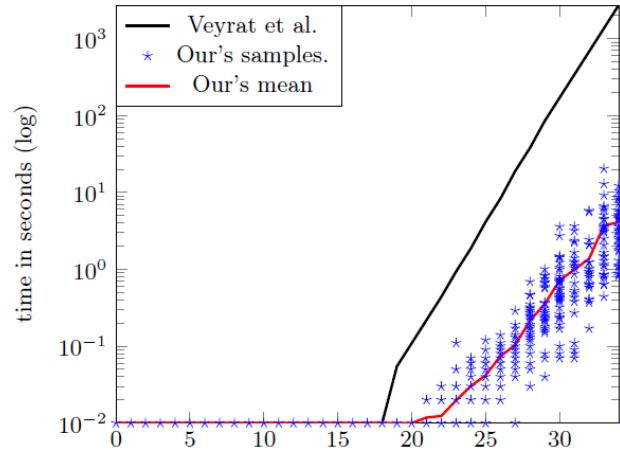


Y-coordinate: number of keys to enumerate to guarantee an enumeration up to an exact key rank given by the X-coordinate.

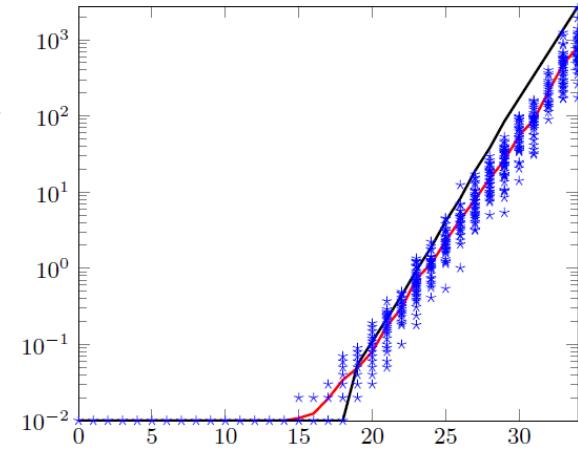
Common to all rounded enumeration algorithms.

Speed

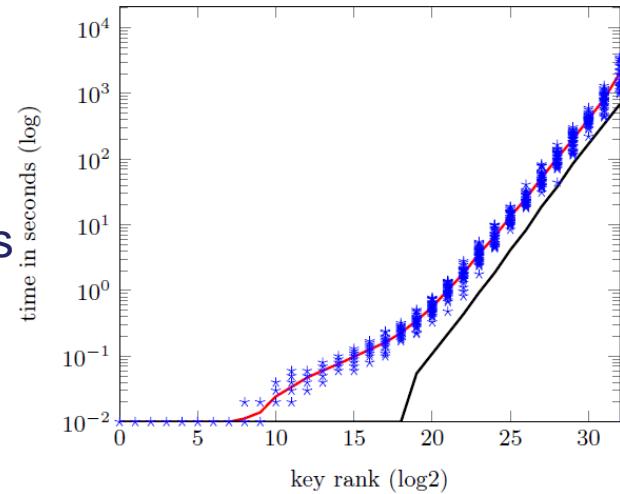
256 bins



2048 bins



65536 bins



Y-coordinate: time to enumerate up to the depth given by the X-coordinate.

Consequences on key testing

Tradeoff between precision and testing capabilities

Local attacker
Computing bound $< 2^{40}$

Organization: big computing infrastructure
Computing bound $> 2^{40}$



Consequences on key testing

Tradeoff between precision and testing capabilities

Local attacker
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- Software enumeration and key testing.

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Consequences on key testing

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Key testing on the fly: maximize accuracy → 2048 or 65536 bins and defactorized lists

Organization: big computing infrastructure
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Consequences on key testing

Tradeoff between precision and testing capabilities

Local attacker
Computing bound < 2^{40}

- Software enumeration and key testing.

Key testing on the fly: maximize accuracy → 2048 or 65536 bins and defactorized lists

Organization: big computing infrastructure
Computing bound > 2^{40}

- Software enumeration and hardware key testing



Consequences on key testing

Tradeoff between precision and testing capabilities

Local attacker
Computing bound $< 2^{40}$

- Software enumeration and key testing.

Key testing on the fly: maximize accuracy → 2048 or 65536 bins and defactorized lists

Organization: big computing infrastructure

Computing bound $> 2^{40}$

- Software enumeration and hardware key testing

Separate enumeration and key testing:
Minimize bandwidth → 256 bins for a high factorization



Conclusion

- Yet another key enumeration algorithm:
 - Simple bounds
 - Key factorization (as Martin et al.)
 - Easy parallelization balancing (cf. paper)
 - Simple construction
- Open source with code examples can be downloaded at :
<http://perso.uclouvain.be/fstandae/PUBLIS/172.zip>
 - Read the paper to get more insight on the parameters

Thank you for your attention !

