

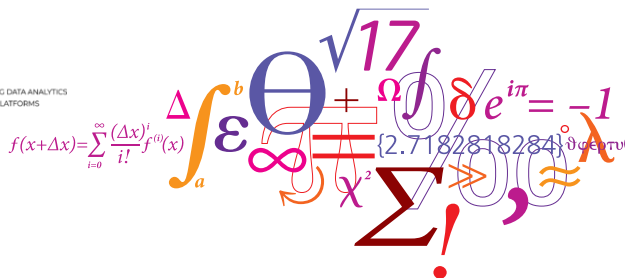
# Compact equation solvers over GF(2)

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# Introduction: Solving an Equation System



- Given  $m$  eqns  $P_1, P_2, \dots, P_m$  of  $n$  variables over  $\text{GF}(2)$  of max degree  $d$ .
  - Usually  $m = n$ , sometimes  $m > n$
  - Each equation is a multivariate polynomial over  $\text{GF}(2)$
  - The algebraic degree  $d$  is usually small.
  - Task: find a common root:  $r \in \{0, 1\}^n$  such that  $P_i(r) = 0, \forall i$ .
- Problem arises in many cryptographic contexts.
  - Block ciphers with low multiplicative complexities like LowMC
  - Given single pt/ct: solving low degree polynomials.
  - Signature schemes like UOV.
  - Cryptanalysis: solving quadratic polynomials over  $\text{GF}(2)$ .

## If Equations are Linear ( $d = 1$ )

### LSE ( $m$ equations, $n$ variables)

- Typical LSE

$$a_{11}x_1 + a_{12}x_2 + \cdots + a_{1n}x_n = b_1$$

$$a_{21}x_1 + a_{22}x_2 + \cdots + a_{2n}x_n = b_2$$

$$\vdots$$

$$a_{m1}x_1 + a_{m2}x_2 + \cdots + a_{mn}x_n = b_m$$

- Equivalently  $A\vec{x} = \vec{b}$
- Linear equations can be Solved by Gaussian Elimination (GE) efficiently.
- GE takes  $n^3$  operations in the worst case.
- Given a linear system of form  $A\vec{x} = \vec{b}$ 
  - Convert to equivalent system  $U \cdot \vec{x} = \vec{b}'$ , where  $U$  is upper-triangular.
  - Done by applying elementary row operations.

# Systems of arbitrary degree

## Truth Tables

$x_0x_1x_2$	$P_0$	$P_1$	$P_2$	$\dots$	$P_m$	$\bigvee P_i$
000	0	1	1		0	1
001	1	0	0		1	1
010	0	1	1		1	1
011	1	1	0		0	1
100	0	0	0		0	0
				• •		
110	0	1	0		1	1
111	0	1	1		0	1

Root=100

## Truth Tables

- Evaluation of a function at all points of its space. How can they help?

## Truth Tables

$x_0x_1x_2$	$P_0$	$P_1$	$P_2$	$\dots$	$P_m$	$\bigvee P_i$
000	0	1	1		0	1
001	1	0	0		1	1
010	0	1	1		1	1
011	1	1	0		0	1
100	0	0	0		0	0
				• •		
110	0	1	0		1	1
111	0	1	1		0	1

**Root=100**

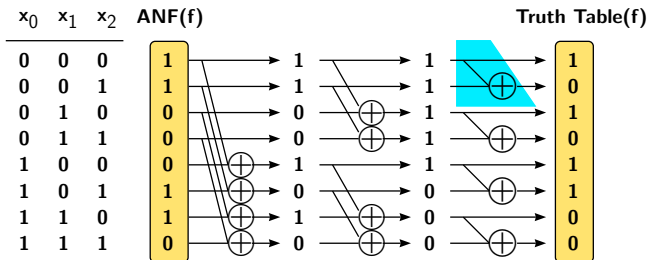
## Truth Tables

- Roots are indices at which all  $P_i$ 's evaluate to zero, i.e.  $\bigvee P_i = 0$

## Möbius Transform

- Given the algebraic equation of any  $n$ -variable Boolean function, how to evaluate it over all the  $2^n$  points of its input domain (i.e. find truth table) ?
- Given truth table of a Boolean function how to deduce its algebraic equation ?
- Answer to both the above is Möbius Transform.
- It is a linear, involutive transform that does both the above.
- Requires  $n \cdot 2^{n-1}$  bit-operations.

# Möbius Transform



$$f = 1 \oplus x_0x_1 \oplus x_2 \oplus x_0x_2$$

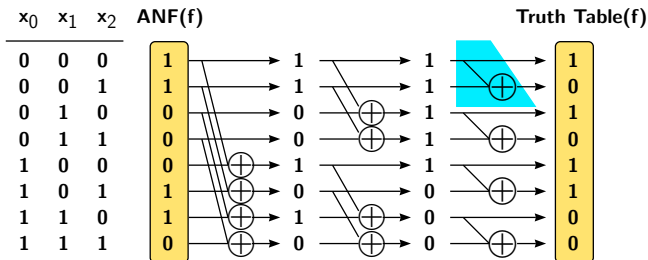
Figure: Möbius transform on  $f = 1 \oplus x_0x_1 \oplus x_2 \oplus x_0x_2$ . The blue shaded component represents one butterfly unit.

## Salient Points

- Note we have lexicographical indexing.
- $t_6 = 1 \Rightarrow 6 = (110)_2 \Rightarrow$  the ANF contains the  $x_0x_1 = x_0^1 \cdot x_1^1 \cdot x_2^0$  term.



# Möbius Transform



$$f = 1 + x_0x_1 + x_2 + x_0x_2$$

Figure: Möbius transform on  $f = 1 \oplus x_0x_1 \oplus x_2 \oplus x_0x_2$ . The blue shaded component represents one butterfly unit.

## Salient Points

- $n$  stages and  $2^{n-1}$  xors per stage.
- Involutive: the same operations on ANF will give back TT.

- If  $\vec{v} = [v_0, v_1, \dots, v_{2^n-1}]$  be the truth-table of  $f$  (note  $v_i = f(i)$ ).
- If  $\vec{u} = [u_0, u_1, \dots, u_{2^n-1}]$  be the ANF of  $f$ .
- Then it is well known that

$$\vec{v} = M_n \cdot \vec{u}$$

- Note  $M = m_{ij}$  is such that

$$m_{ij} = 1 \text{ if } j \preceq i \text{ and } 0 \text{ otherwise.}$$

- Eg  $100 \preceq 101$ , but  $011 \not\preceq 100$  since  $011$  exceeds  $100$  in the last 2 bit-locations.

# The Mathematics

- $M_n$  is well studied in literature: Lower triangular + Involution.
- Since  $M_n = M_n^{-1}$ , both  $\vec{v} = M_n \cdot \vec{u}$  and  $\vec{u} = M_n \cdot \vec{v}$  hold.
- Define  $M_1 = \begin{bmatrix} 1 & 0 \\ 1 & 1 \end{bmatrix}$ , then for all  $n > 1$ , we have  $M_n = M_1 \otimes M_{n-1}$ , where  $\otimes$  is the matrix tensor product.

$$M_3 = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 1 & 1 & 1 & 1 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 & 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 & 1 & 0 & 1 & 0 \\ 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \end{bmatrix}$$

# Exponential circuits: The circuit Expmob1

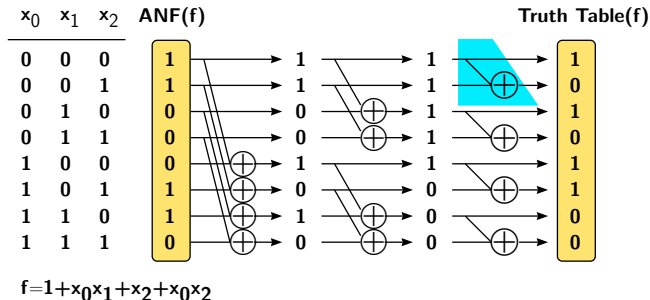


Figure: Möbius transform on  $f = 1 \oplus x_0x_1 \oplus x_2 \oplus x_0x_2$ . The blue shaded component represents one butterfly unit.

- Huge combinatorial circuit that stacks the stages one by one.
- Calculates in one single clock cycle:  $n \cdot 2^{n-1}$  xor gates.

## Polynomial number of Coefficients

- ANF of Linear function:  $n + 1$  coefficients.
- ANF of Quadratic function:  $\binom{n}{2} + n + 1$  coefficients.
- ANF of Degree  $d$  function:  $\binom{n}{\downarrow d} = \sum_{i=0}^d \binom{n}{i}$  coefficients  $\in O(n^d)$ .
- Challenge: With a register of size  $\binom{n}{\downarrow d}$ , can we compute the transform?

## Take a look back

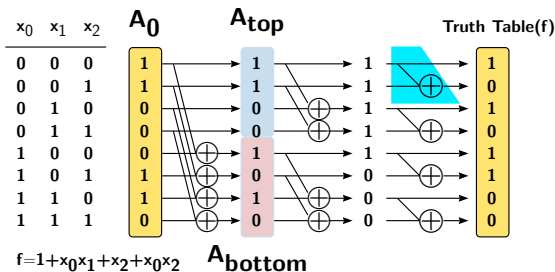


Figure: Round based Circuit.

- First stage  $A_0 \rightarrow$  vectors  $A_{\text{top}}$  and  $A_{\text{bottom}}$ .
- $A_{\text{top}}$  is actually ANF vector for  $f(0, x_1, x_2)$  (in  $n - 1$  variables!!)
- $A_{\text{bottom}}$  is actually ANF vector for  $f(1, x_1, x_2)$  (in  $n - 1$  variables!!)
- Recursively apply Möbius Transform to these smaller vectors

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## Algorithm 1: Recursive Möbius Transform

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Möbius  $(A_0, n, d)$

**Input:**  $A_0$ : The compressed ANF vector of a Boolean function  $f$

**Input:**  $n$ : Number of variables,  $d$ : Algebraic degree

**Output:** The Truth table of  $f$

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```
/* Final step, i.e. leaf nodes of recursion tree */
if  $n=d$  then
    Use the formula  $B = M_n \cdot A_0$  to output partial truth table  $B$ .
    /* Use either Expmob1/Expmob2 to do this */
end
else
    Declare an array  $T$  of size  $\binom{n-1}{\downarrow d}$  bits.
    /* Compute the 2 operations of the butterfly layer */
1 Store 1st butterfly output i.e.  $A_{\text{top}}$  in  $T$  (requires no xors).
   Call Möbius  $(T, n-1, d)$ 
2 Store 2nd butterfly output i.e.  $A_{\text{bottom}}$  in  $T$  (requires some xors).
   Call Möbius  $(T, n-1, d)$ 
end
```

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# Recursion tree

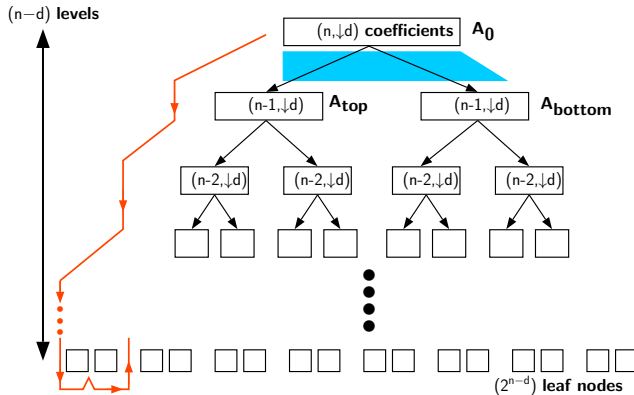


Figure: Recursion tree for the Möbius Transform algorithm. The blue shaded component roughly represents one arm of the butterfly unit.

- The Tree requires Depth first Traversal
- In Software this requires context switches, every time we traverse one level down.
- Mapping to hardware non trivial.



# Circuit Sketch Polymob1

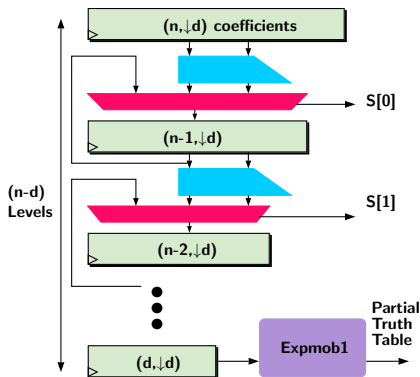


Figure: Hardware architecture **Polymob1** for the Möbius Transform algorithm. The blue shaded part roughly represents one arm of the butterfly unit.

- Primitive attempt to map algorithm to hw: can this work ?
- Each level needs own storage of size  $\binom{n-i}{\downarrow d}$
- Let us see.

# Circuit Sketch Polymob1

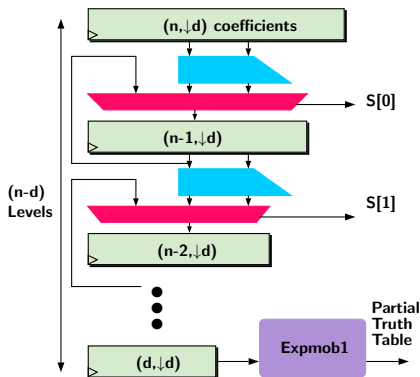


Figure: Hardware architecture **Polymob1** for the Möbius Transform algorithm. The blue shaded part roughly represents one arm of the butterfly unit.

- One reg of size  $\binom{n}{\downarrow d}$  for  $A_0$ , but only one reg of size  $\binom{n-1}{\downarrow d}$ .
- If level 2 stores  $A_{\text{top}}$ , it must preserve this till its entire left sub-tree is executed.
- Only then overwrite to  $A_{\text{bottom}}$ .

# Circuit Sketch Polymob1

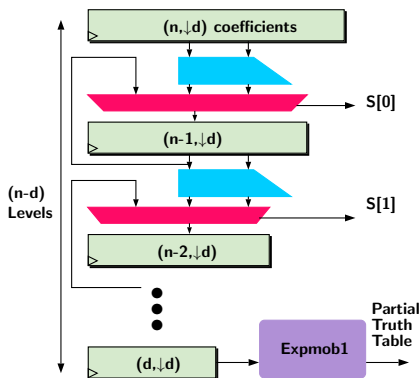
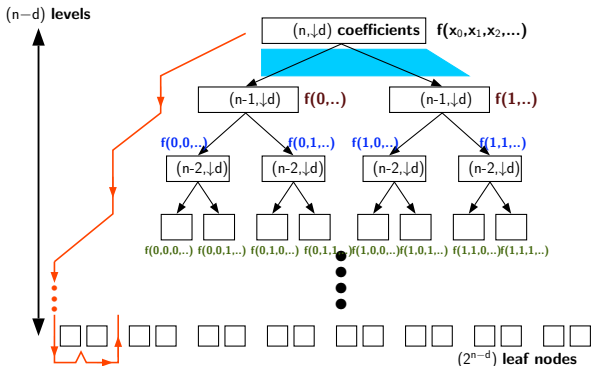


Figure: Hardware architecture **Polymob1** for the Möbius Transform algorithm. The blue shaded part roughly represents one arm of the butterfly unit.

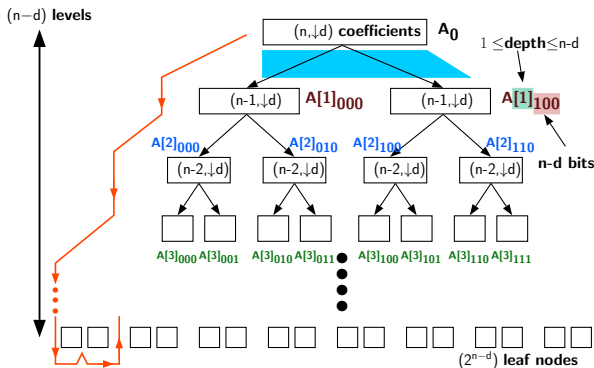
- Multiplexer select signals control the flow.
- 3:1 multiplexer  $\rightarrow$  Either preserve state or overwrite with  $A_{\text{top/bottom}}$
- However only 2:1 mux is sufficient.

# A bit of notation



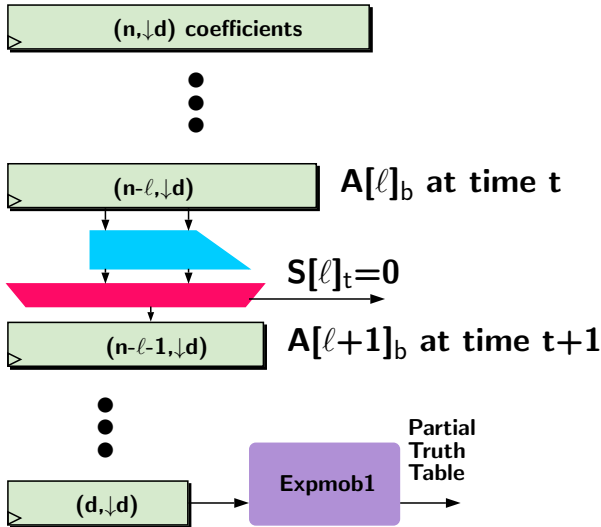
- Every level sets one bit in the function argument.

# A bit of notation

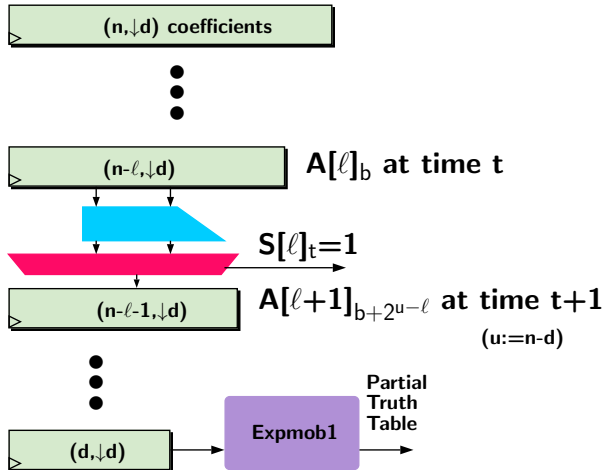


- Let us label each ANF as  $A[\text{depth}]_{\text{bits}}$

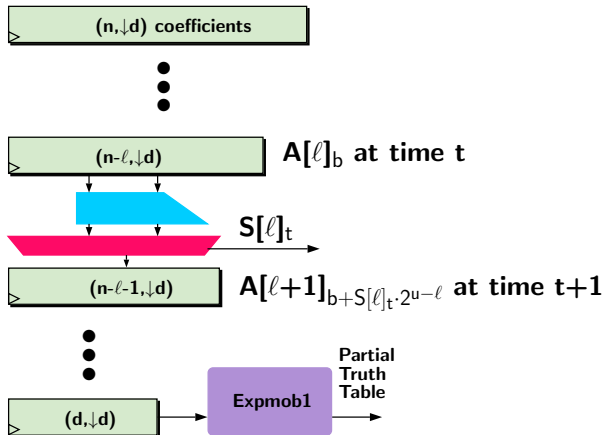
# A bit of notation



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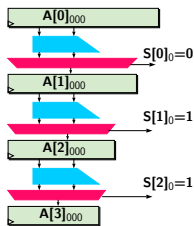


# A bit of notation

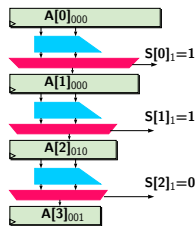




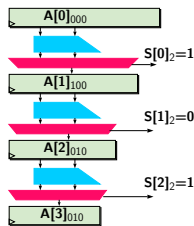
# Simulation $n = 5, d = 2$



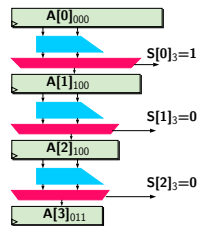
(a)  $t=0$



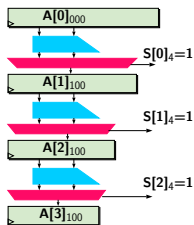
(b)  $t=1$



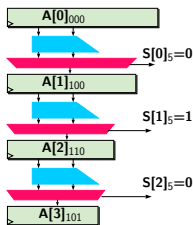
(c)  $t=2$



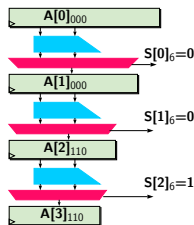
(d)  $t=3$



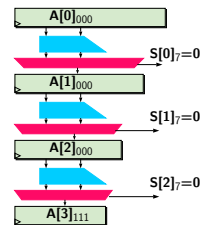
(e)  $t=4$



(f)  $t=5$



(g)  $t=6$



(h)  $t=7$

## Convert to Set of Equations

$t$	$\ell = 0$	$\ell = 1$	$\ell = 2$	$\ell = 3$
0	0	0	0	0
1	0	$4 \cdot S[0]_0$	$2 \cdot S[1]_0$	$S[2]_0$
2	0	$4 \cdot S[0]_1$	$4 \cdot S[0]_0 + 2 \cdot S[1]_1$	$2 \cdot S[1]_0 + S[2]_1$
3	0	$4 \cdot S[0]_2$	$4 \cdot S[0]_1 + 2 \cdot S[1]_2$	$4 \cdot S[0]_0 + 2 \cdot S[1]_1 + S[2]_2$
4	0	$4 \cdot S[0]_3$	$4 \cdot S[0]_2 + 2 \cdot S[1]_3$	$4 \cdot S[0]_1 + 2 \cdot S[1]_2 + S[2]_3$
5	0	$4 \cdot S[0]_4$	$4 \cdot S[0]_3 + 2 \cdot S[1]_4$	$4 \cdot S[0]_2 + 2 \cdot S[1]_3 + S[2]_4$
6	0	$4 \cdot S[0]_5$	$4 \cdot S[0]_4 + 2 \cdot S[1]_5$	$4 \cdot S[0]_3 + 2 \cdot S[1]_4 + S[2]_5$
7	0	$4 \cdot S[0]_6$	$4 \cdot S[0]_5 + 2 \cdot S[1]_6$	$4 \cdot S[0]_4 + 2 \cdot S[1]_5 + S[2]_6$

- Left Column needs to be  $0, 1, 2, 3, \dots, 7$
- Solve the integer equation system: look for solutions in  $\{0, 1\}$

# General Case ( $u := n-d$ )

$$\begin{array}{cccccccc}
 & & & & & & 2 \cdot S[u-2]_0 & + S[u-1]_0 & = 1 \\
 & & & & & & & + S[u-1]_1 & = 2 \\
 & & & & & & & & \vdots \\
 & & & & & 2^i \cdot S[j]_0 & + \dots & + S[u-1]_i & = i + 1 \\
 & & & & & & & & \vdots \\
 2^{u-1} \cdot S[0]_0 & + 2^{u-2} \cdot S[1]_1 & + \dots + & 2^i \cdot S[j]_i & + \dots & & + S[u-1]_{u-1} & = u \\
 2^{u-1} \cdot S[0]_1 & + 2^{u-2} \cdot S[1]_2 & + \dots + & 2^i \cdot S[j]_{j+1} & + \dots & & + S[u-1]_u & = u + 1 \\
 & & & & & & & & \vdots \\
 2^{u-1} \cdot S[0]_{2^u - u - 1} & + 2^{u-2} \cdot S[1]_{2^u - u} & + \dots + & 2^i \cdot S[j]_{-i + 2^u - 2} & + \dots & & + S[u-1]_{2^u - 2} & = 2^u - 1
 \end{array}$$

- Solve the integer equation system: look for solutions in  $\{0, 1\}$
- Does Solution exist ? Is solution implementable ?

## General Case ( $u := n - d$ )

$$\begin{array}{rcccccccc}
 & & & & & & & 2 \cdot S[u-2]_0 & + S[u-1]_0 & = 1 \\
 & & & & & & & & + S[u-1]_1 & = 2 \\
 & & & & & & & & & \vdots \\
 & & & & & & & & + S[u-1]_i & = i + 1 \\
 & & & & & & & & & \vdots \\
 2^{u-1} \cdot S[0]_0 & + 2^{u-2} \cdot S[1]_1 & + \cdots + 2^i \cdot S[j]_j & + \cdots & + S[u-1]_{u-1} & = u \\
 2^{u-1} \cdot S[0]_1 & + 2^{u-2} \cdot S[1]_2 & + \cdots + 2^i \cdot S[j]_{j+1} & + \cdots & + S[u-1]_u & = u + 1 \\
 & & & & & & & & & \vdots \\
 2^{u-1} \cdot S[0]_{2^u - u - 1} & + 2^{u-2} \cdot S[1]_{2^u - u} & + \cdots + 2^i \cdot S[j]_{-i + 2^u - 2} & + \cdots & + S[u-1]_{2^u - 2} & = 2^u - 1
 \end{array}$$

- Look at the  $i$ -th column shaded in green (note  $j = u - 1 - i$ )
- $S[j]_t$  is the  $i + 1$ -th lsb of  $(i + 1), (i + 2), \dots$ , i.e. the  $(i + 1)$ -th lsb of  $t + i + 1$ .

## General Case ( $u := n - d$ )

$$\begin{array}{rcccccccc}
 & & & & & & & & 2 \cdot S[u-2]_0 & + & S[u-1]_0 & = & 1 \\
 & & & & & & & & & & S[u-1]_1 & = & 2 \\
 & & & & & & & & & & \vdots & & \vdots \\
 & & & & & & & & & & S[u-1]_i & = & i + 1 \\
 & & & & & & & & & & \vdots & & \vdots \\
 2^{u-1} \cdot S[0]_0 & + & 2^{u-2} \cdot S[1]_1 & + & \cdots + & 2^i \cdot S[j]_j & + & \cdots & + & \cdots & + & S[u-1]_{u-1} & = & u \\
 2^{u-1} \cdot S[0]_1 & + & 2^{u-2} \cdot S[1]_2 & + & \cdots + & 2^i \cdot S[j]_{j+1} & + & \cdots & + & \cdots & + & S[u-1]_u & = & u + 1 \\
 & & & & & & & & & & \vdots & & \vdots \\
 2^{u-1} \cdot S[0]_{2^u - u - 1} & + & 2^{u-2} \cdot S[1]_{2^u - u} & + & \cdots + & 2^i \cdot S[j]_{-i + 2^u - 2} & + & \cdots & + & \cdots & + & S[u-1]_{2^u - 2} & = & 2^u - 1
 \end{array}$$

- A  $u$ -bit decimal up-counter for the variable  $t$ .
- A series of  $u$  incrementers to generate  $t + 1, t + 2, \dots, t + u$ .

# Circuit is implementable in logarithmic depth

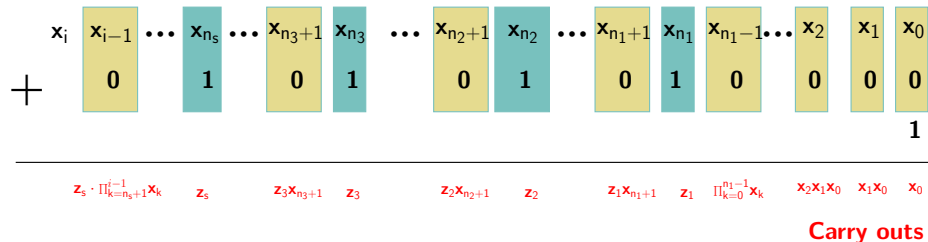


Figure: Visual representation of the addition  $t + i + 1$

- Having the whole incrementer circuit is unnecessary.
- We are only interested in  $(i + 1)$ -th lsb of  $t + i + 1$ .
- The expression is  $x_i \oplus z_s \prod_{k=n_s+1}^{i-1} x_k$ .
- Can be implemented using  $2 \log_2 u$  depth.

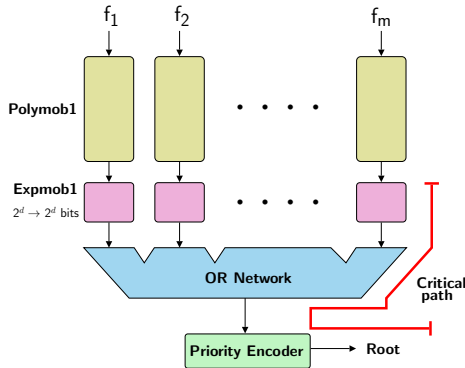


Figure: Hardware Solver **Polysolve1**

- After OR-ing, Priority Encoder gives the location of 1st 0 in the table.
- The solver will extract one root per partial truth table.
- Note large critical path !!

# Polysolve2

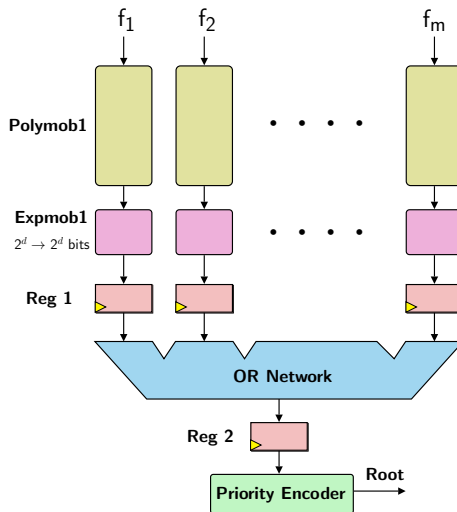
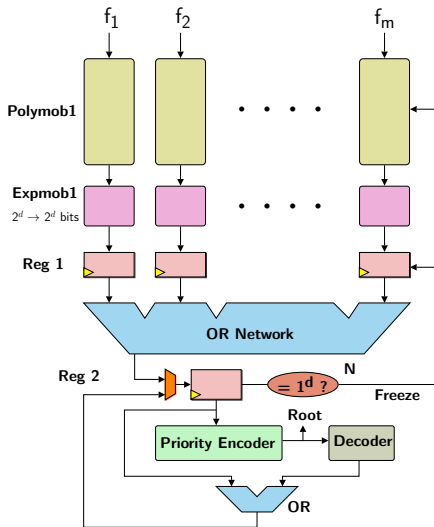


Figure: Hardware Solver **Polysolve2**

- Pipelining reduces the length of critical path.





## Example

If  $d = 4$ , and the **OR** of the truth tables is  $T_0 = 1011\ 1111\ 1111\ 0111$

- At  $\tau = 0$  Penc outputs 0001
- Decoder op  $D_0 = 0100\ 0000\ 0000\ 0000$
- $T_1 = T_0 \vee D_0 = 1111\ 1111\ 1111\ 0111$
- $HW(T_1) = HW(T_0) + 1$ , and is written back to **Reg2**.

- At  $\tau = 1$  Penc outputs next root 1100
- We have  $D_1 = 0000\ 0000\ 0000\ 1000$ .
- $T_2 = T_1 \vee D_1 = 1111\ 1111\ 1111\ 1111$  which is now the all one string.

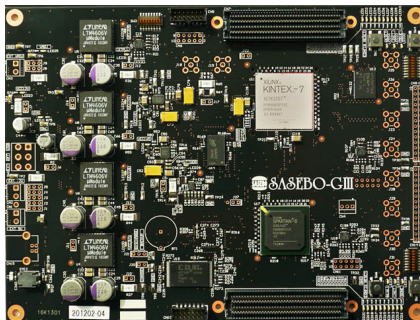


Figure: SAKURA-X

## Proof of Concept

- SAKURA-X mainly built for side-channel experiments, limited computational power.
- We could solve quadratic equations of upto 50 variables in 8 hours.
- TODO → Implement on an FPGA cluster and solve upto 100 variables.

# Conclusion



- Given  $m$  equations in  $n$  variables over  $GF(2)$ .
- Asymptotically, all the solutions can be found using a circuit of area  $\propto m \cdot n^{1+d}$ .
- This is not energy-efficient however: Möbius Transform does a lot of redundant computations.
- Energy efficient solutions must additionally look at linear algebra.
- Please see <https://ia.cr/2023/948> for details

# THANK YOU