

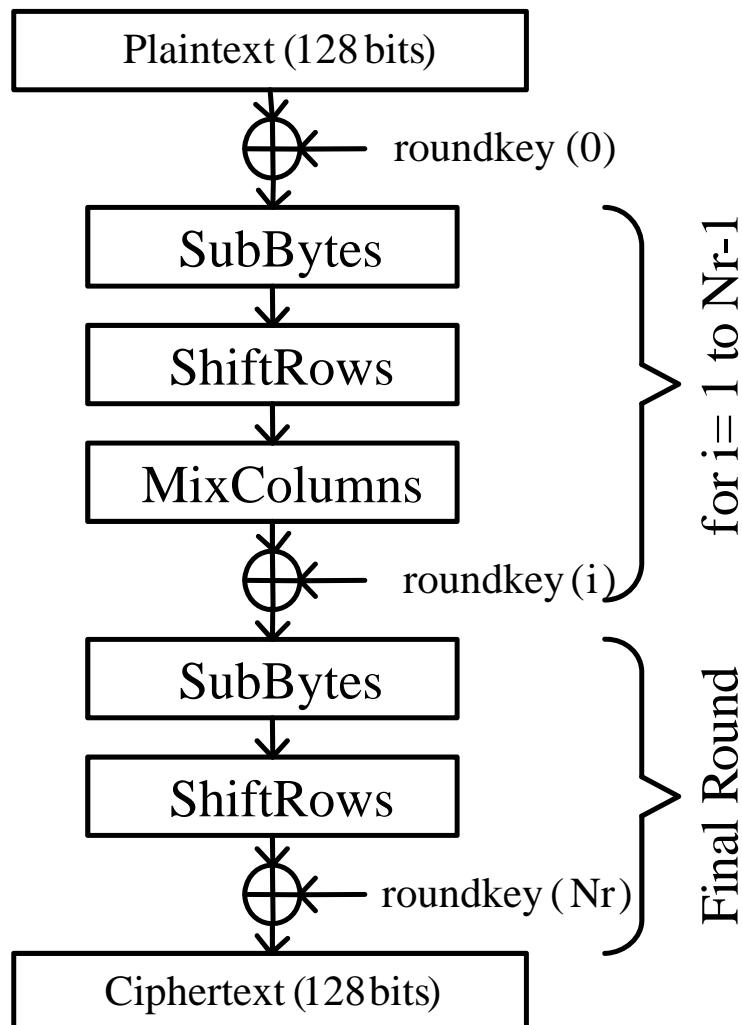


VLSI Architectures of XTS-AES for Data Storage

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The AES Algorithm (Encryption)



input bytes			
in ₀	in ₄	in ₈	in ₁₂
in ₁	in ₅	in ₉	in ₁₃
in ₂	in ₆	in ₁₀	in ₁₄
in ₃	in ₇	in ₁₁	in ₁₅

Final Round for i= 1 to Nr-1

State array			
$S_{0,0}$	$S_{0,1}$	$S_{0,2}$	$S_{0,3}$
$S_{1,0}$	$S_{1,1}$	$S_{1,2}$	$S_{1,3}$
$S_{2,0}$	$S_{2,1}$	$S_{2,2}$	$S_{2,3}$
$S_{3,0}$	$S_{3,1}$	$S_{3,2}$	$S_{3,3}$

output bytes

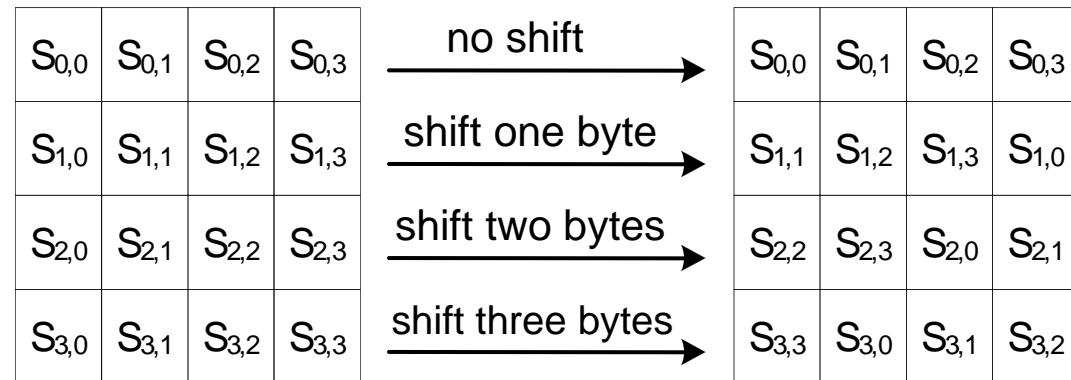
Key length	# of rounds
128	10
192	12
256	14

out ₀	out ₄	out ₈	out ₁₂
out ₁	out ₅	out ₉	out ₁₃
out ₂	out ₆	out ₁₀	out ₁₄
out ₃	out ₇	out ₁₁	out ₁₅

Each byte is considered as a GF(2⁸) symbol

Transformations in the AES Algorithm

- ❖ SubBytes Transformation $S'^{'}_{i,j} = M \times S^{-1}_{i,j} + b$ M, b : constant
- ❖ ShiftRows Transformation



- ❖ MixColumns Transformation: multiply $A(x) \bmod x^4 + 1$

$$A(x) = \{03\}x^3 + \{01\}x^2 + \{01\}x + \{02\}$$

$$\begin{bmatrix} S'_{0,c} \\ S'_{1,c} \\ S'_{2,c} \\ S'_{3,c} \end{bmatrix} = \begin{bmatrix} 02 & 03 & 01 & 01 \\ 01 & 02 & 03 & 01 \\ 01 & 01 & 02 & 03 \\ 03 & 01 & 01 & 02 \end{bmatrix} \begin{bmatrix} S_{0,c} \\ S_{1,c} \\ S_{2,c} \\ S_{3,c} \end{bmatrix} \quad 0 \leq c < 4$$

- ❖ InvShiftRows Transformation



Implementation of Finite Field Arithmetic

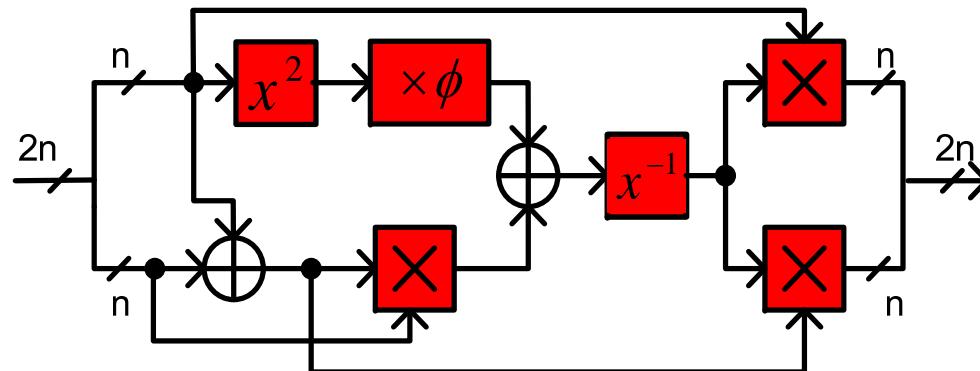
- ❖ Basis representation
 - Addition: XOR
 - Multiplication: modular polynomial multiplication
 - Inversion: difficult
- ❖ Power representation
 - Addition: difficult
 - Multiplication: exponent addition
 - Inversion: inverse exponent modulo reduction
- ❖ Composite field representation
 - Addition: XOR
 - Multiplication: shorter modular polynomial multiplication
 - Inversion: easy

Inversion over Composite Field $GF((2^n)^2)$

- ❖ An element $a \in GF((2^n)^2)$ can be represented as

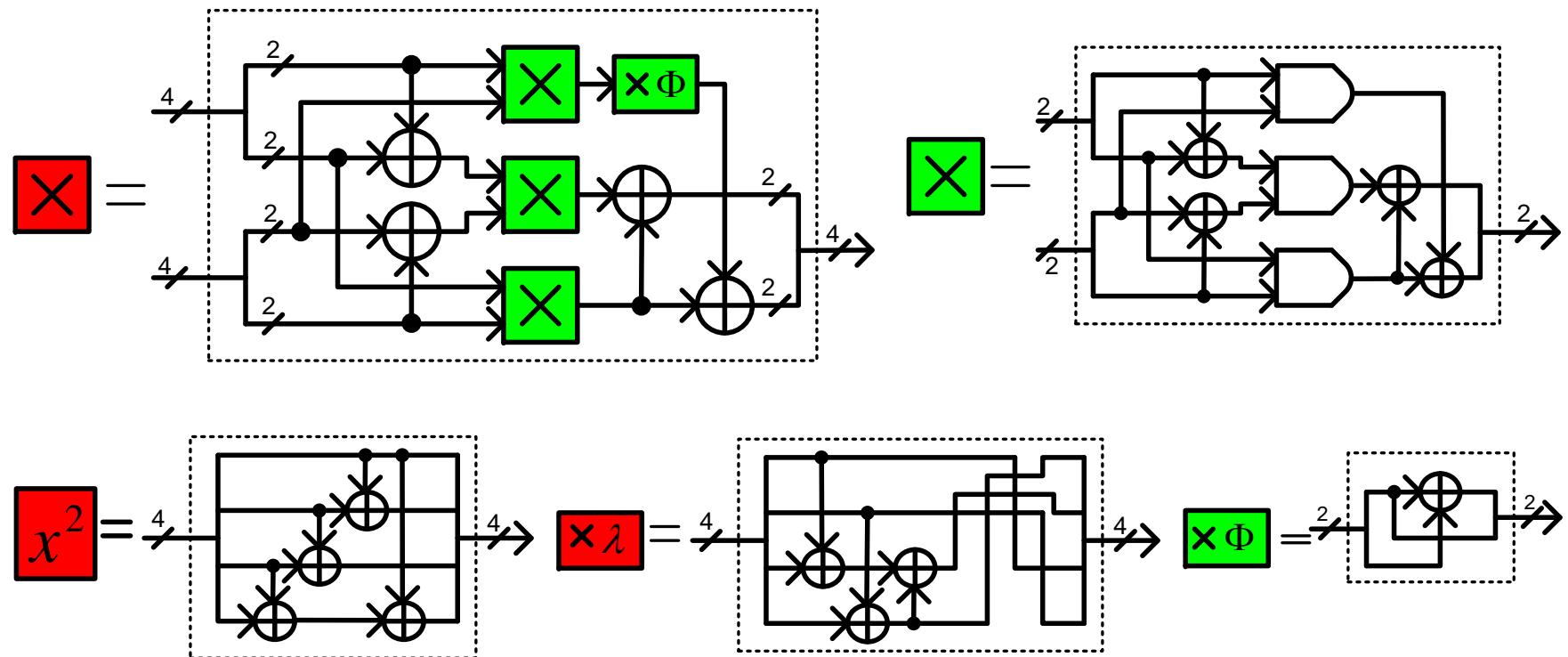
$$a(x) = a_1x + a_0, \quad a_1, a_0 \in GF(2^n)$$
- ❖ Assume that $GF((2^n)^2)$ is constructed from $GF(2^n)$ using irreducible polynomial $x^2 + x + \phi$ over $GF(2^n)$
- ❖ Apply the Extended Euclidean algorithm

$$a^{-1}(x) = a_1\Delta x + (a_1 + a_0)\Delta \quad \Delta = (a_0(a_1 + a_0) + \phi a_1^2)^{-1}$$

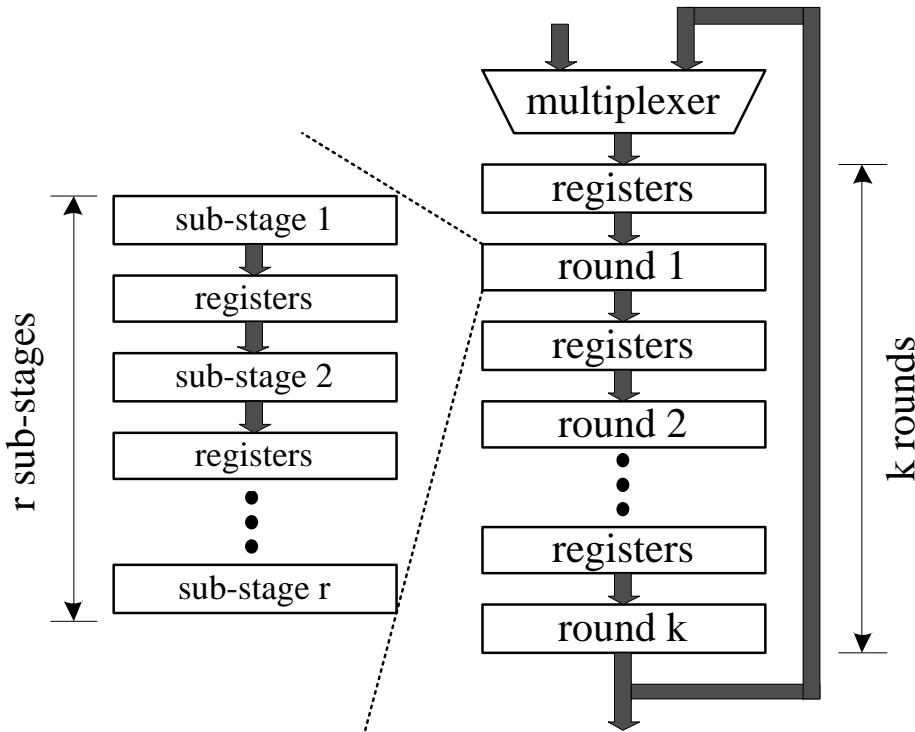


- ❖ The computations are over subfield $GF(2^n)$, are much simpler

Computation Units over Composite Field



Sub-pipelined Architecture



$$\frac{\text{throughput}_{\text{sub-pipelining}}}{\text{throughput}_{\text{pipelining}}}$$

$$= \frac{r(1 + \tau)}{1 + r\tau}$$

$$\tau = \frac{t_{\text{setup}} + t_{\text{prop}} + t_{\text{mux}}}{t_{\text{round}}}$$



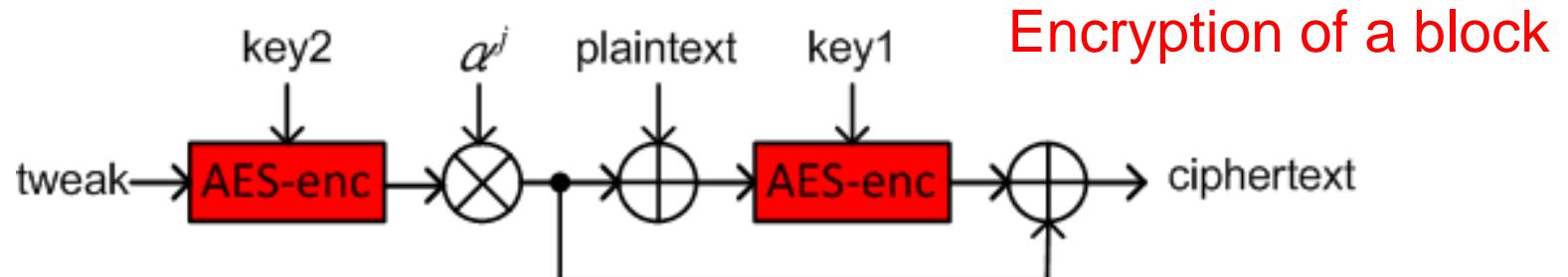
FPGA Implementation Results

	Device	Freq.(Mhz)	Throughput (Mbps)	Slices	BRAMs	Mbps/ Slice
Elbirt <i>et al</i>	XCV1000-4	31.8	1938	10992	0	0.176
McLoone <i>et al</i>	XCV812e-8	93.9	12020	2000	244	0.362
Jarvinen <i>et al</i>	XCV1000e-8	129.2	16500	11719	0	1.408
Saggesse <i>et al</i>	XCV2000e-8	158	20300	5810	100	1.091
Standaert <i>et al</i>	XCV3200e-8	145	18560	15112	0	1.228
This design*(r=3)	XCV812e-8	93.5	11965	9406	0	1.272
This design*(r=7)	XCV1000e-8	168.4	21556	11022	0	1.956

* X. Zhang and K. K. Parhi, "High-speed VLSI architectures for the AES algorithm," IEEE Trans. on VLSI Systems, vol. 12(9), pp. 957-967, Sep. 2004.

XTS-AES Mode for Data Storage

- ❖ XTS: XEX (xor-encrypt-xor) encryption mode with tweak and ciphertext stealing
- ❖ Data block: 128 bits
- ❖ Key (key1, key2): 256 or 512 bits
- ❖ tweak: 128 bits, usually the address of the first block
- ❖ j : index of the 128-bit block within data unit
- ❖ α : a primitive element of $GF(2^{128})$ constructed by $x^{128} + x^7 + x^2 + x + 1$





Conclusions

- ❖ The AES algorithm contributes to the majority of the XTS-AES standard complexity
- ❖ Composite field arithmetic substantially simplifies the involved computations over finite fields
- ❖ Substructure sharing further reduces gate count
- ❖ Sub-pipelined architecture leads to higher throughput and hardware efficiency
- ❖ Roundkeys can be generated on the fly using a high-speed retimed architecture



Questions?

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