

# ASCON: A Submission to CAESAR

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# The Team

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- Maria Eichlseder
- Florian Mendel
- Martin Schläffer



# Overview

- CAESAR
- Design of ASCON
- Security analysis
- Implementations

# CAESAR

- CAESAR: Competition for Authenticated Encryption – Security, Applicability, and Robustness
  - <http://competitions.cr.yp.to/caesar.html>
- Inspired by
  - AES
  - SHA-3
  - eStream

# CAESAR – Candidates

ACORN	++AE	AEGIS	AES-CMCC
AES-COBRA	AES-COPA	AES-CPFB	AES-JAMBU
AES-OTR	AEZ	Artemia	<b>Ascon</b>
AVALANCHE	Calico	CBA	CBEAM
CLOC	Deoxys	ELmD	Enchilada
FASER	HKC	HS1-SIV	ICEPOLE
iFeed[AES]	Joltik	Julius	Ketje
Keyak	KIASU	LAC	Marble
McMambo	Minalpher	MORUS	NORX
OCB	OMD	PAEQ	PAES
PANDA	$\pi$ -Cipher	POET	POLAWIS
PRIMATEs	Prøst	Raviyoyla	Sablier
SCREAM	SHELL	SILC	Silver
STRIBOB	Tiaoxin	TriviA-ck	Wheesht
YAES			

# CAESAR – Candidates

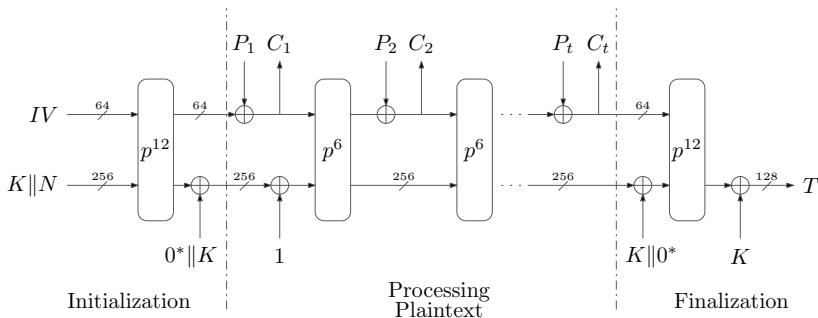
ACORN	<del>++AE</del>	AEGIS	<del>AES-GMGG</del>
<del>AES-COBRA</del>	AES-COPA	<del>AES-GPFB</del>	AES-JAMBU
AES-OTR	AEZ	Artemia	Ascon
<del>AVALANCHE</del>	<del>Galico</del>	GBA	GBEAM
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# ASCON – Design Goals

- Security
- Efficiency
- Lightweight
- Simplicity
- Online
- Single pass
- Scalability
- Side-Channel Robustness

# ASCON – General Overview

- Nonce-based AE scheme
- Sponge inspired



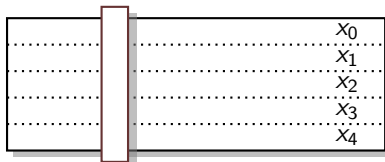


# ASCON – Permutation

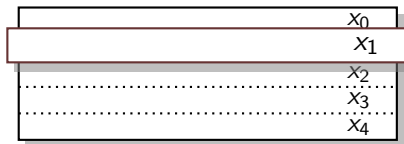
- Iterative application of round function
- One round
  - Constant addition
  - Substitution layer
  - Linear layer

# ASCON – Round

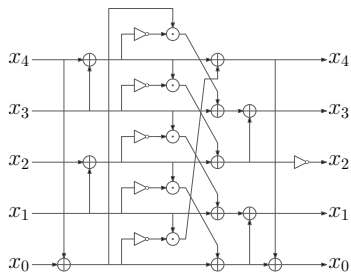
- Substitution layer



- Linear layer



# ASCON – Round



S-box

$$x_4 \oplus (x_4 \ggg 7) \oplus (x_4 \ggg 41) \rightarrow x_4$$

$$x_3 \oplus (x_3 \ggg 10) \oplus (x_3 \ggg 17) \rightarrow x_3$$

$$x_2 \oplus (x_2 \ggg 1) \oplus (x_2 \ggg 6) \rightarrow x_2$$

$$x_1 \oplus (x_1 \ggg 61) \oplus (x_1 \ggg 39) \rightarrow x_1$$

$$x_0 \oplus (x_0 \ggg 19) \oplus (x_0 \ggg 28) \rightarrow x_0$$

Linear transformation

# Analysis – ASCON [DEMS15]

- Attacks on round-reduced versions of ASCON-128
  - Key-recovery
  - Forgery
  
- Analysis of the building blocks
  - Permutation

# Key-recovery – Idea

- Target initialization
- Choose nonce
- Observe key-stream
- Deduce information about the secret key

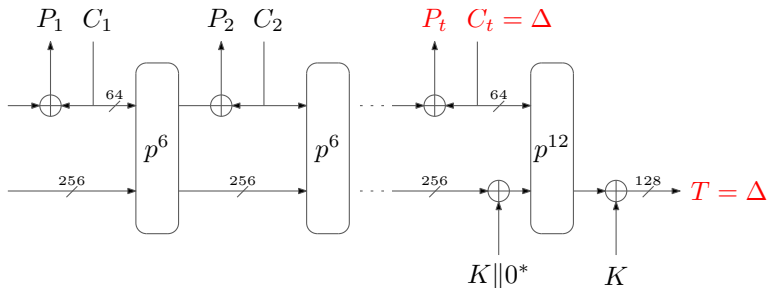
	rounds	time	method
ASCON-128	6 / 12	$2^{66}$	cube-like
	5 / 12	$2^{35}$	
	5 / 12	$2^{36}$	differential-linear
	4 / 12	$2^{18}$	

## Key-recovery – Idea

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# Forgery – Idea



# Forgery – ASCON-128

- 3/12 rounds finalization probability  $2^{-33}$

	input difference	after 1 round	after 2 rounds	after 3 rounds
$X_0$	8000000000000000	8000100800000000	8000000002000080	????????????????
$X_1$	0000000000000000	8000000001000004	9002904800000000	????????????????
$X_2$	0000000000000000	→ 0000000000000000	→ d2000000001840006	→ ????????????????
$X_3$	0000000000000000	0000000000000000	01020000001004084	4291316c5aa02140
$X_4$	0000000000000000	0000000000000000	0000000000000000	090280200302c084

- 4/12 rounds finalization probability  $2^{-101}$

	input difference	after 4 rounds
$X_0$	8000000000000000	????????????????
$X_1$	0000000000000000	????????????????
$X_2$	0000000000000000	→ ????????????????
$X_3$	0000000000000000	280380ec6a0e9024
$X_4$	0000000000000000	eb2541b2a0e438b0



# Analysis – Permutation

- Zero-sum distinguisher 12 rounds with complexity  $2^{130}$
- Search for differential and linear characteristics
- Proof on minimum number of active S-boxes

result	rounds	differential	linear
proof	1	1	1
	2	4	4
	3	15	13
heuristic	4	44	43
	$\geq 5$	$> 64$	$> 64$

# Implementation – ASCON

- Software
  - 64-bit Intel platforms
  - ARM NEON
  - 8-bit ATmega128
- Hardware [GWDE15]
  - High-speed
  - Low-area
  - Threshold implementations

# Software – 64-bit Intel

- One message per core (Core2Duo)

	64	512	1024	4096
ASCON-128 (c/B)	22.0	15.9	15.6	15.2
ASCON-96 (c/B)	17.7	11.0	10.5	10.3

## Software – 64-bit Intel

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ASCON-128 (c/B)	22.0	15.9	15.6	15.2
ASCON-96 (c/B)	17.7	11.0	10.5	10.3

- Four messages per core [Sen15] (Haswell)

	64	512	1024	4096
ASCON-128 (c/B)	10.49	7.33	7.11	6.94
ASCON-96 (c/B)	8.55	5.26	5.02	4.85

# Hardware – Results [GWDE15]

	Chip Area [kGE]	Throughput [Mbps]	Power [ $\mu$ W]	Energy [ $\mu$ J/byte]
<b>Unprotected Implementations</b>				
Fast 1 round	7.08	5 524	43	33
Fast 6 rounds	24.93	<b>13 218</b>	184	<b>23</b>
Low-area	<b>2.57</b>	14	<b>15</b>	5 706

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Low-area	<b>2.57</b>	14	<b>15</b>	5 706
<b>Threshold Implementations</b>				
Fast 1 round	28.61	3 774	183	137
Fast 6 rounds	123.52	<b>9 018</b>	830	<b>104</b>
Low-area	<b>7.97</b>	15	<b>45</b>	17 234

# ASCON-128 – Choice of Parameters

- Now:  $(c,r) = (256, 64)$ 
  - Conservative choice
- Proposed:  $(c,r) = (192, 128)$  [BDPA11]
  - Significant speedup (factor 2)
  - Limit on data complexity  $2^{64}$
- Proposed:  $(c,r) = (128, 192)$  [JLM14]
  - Significant speedup (factor 3)
  - More analysis needed



# More Information

<http://ascon.iaik.tugraz.at>

# Acknowledgments

The work has been supported in part by the Austrian Science Fund (project P26494-N15) and by the Austrian Research Promotion Agency (FFG) and the Styrian Business Promotion Agency (SFG) under grant number 836628 (SeCoS).

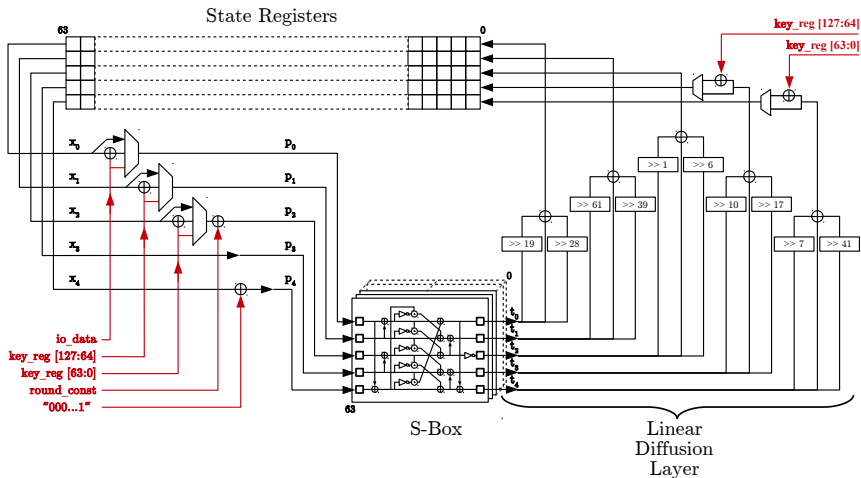
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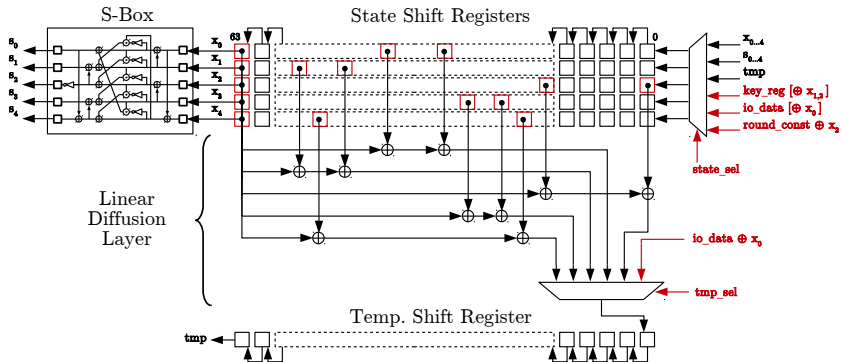
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# Hardware – High-speed [GWDE15]



# Hardware – Low-area [GWDE15]



# Hardware – Comparison [GWDE15]

