

# Fault Analysis of DPA-Resistant Algorithms

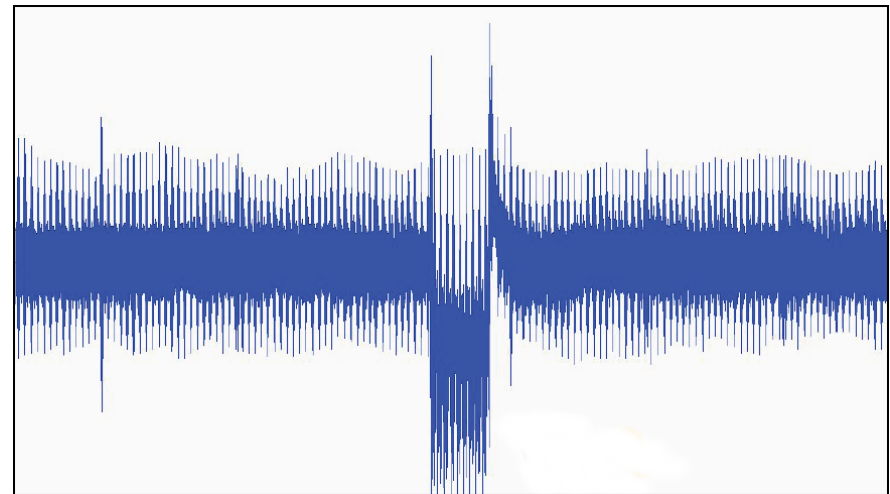
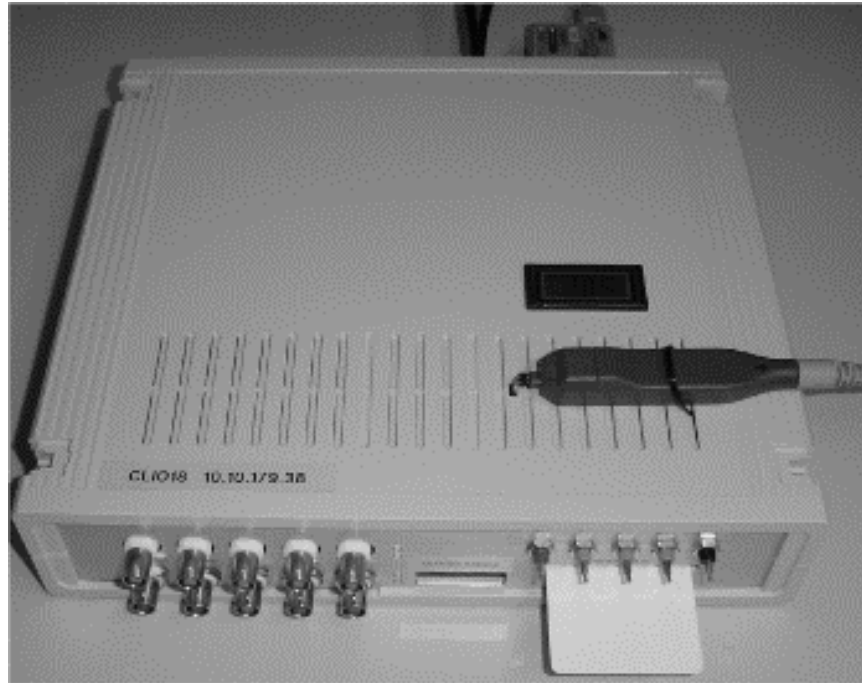
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Christophe Clavier  
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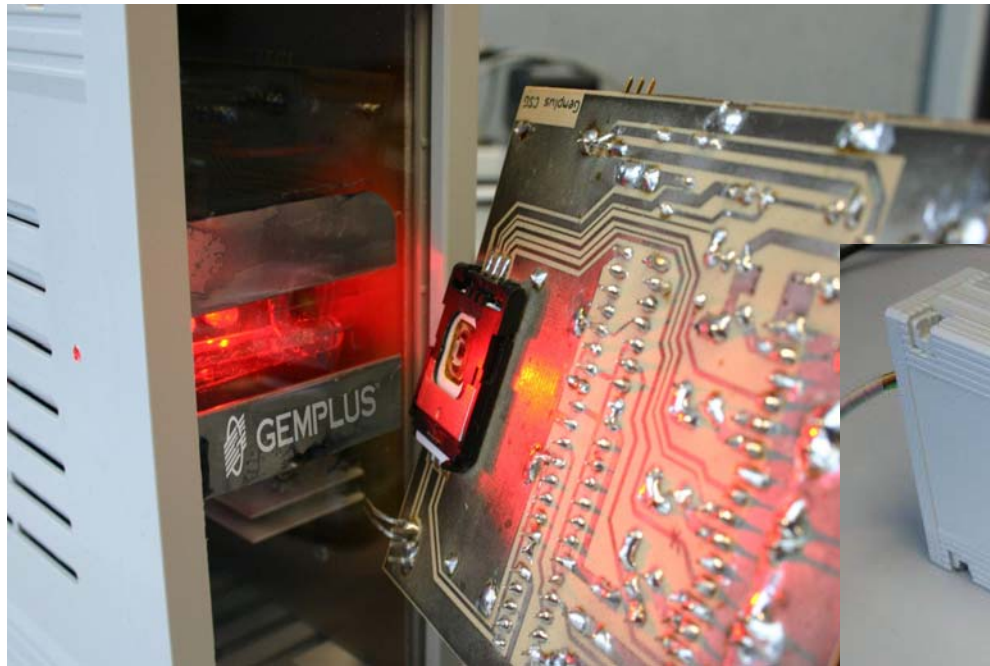
# Collision Fault Analysis

- ✦ In an attack was proposed against a hardware AES [Blomer and Seifert, 2003].
- ✦ If one bit of the first XOR is set to zero (using a fault) and the ciphertext compared a normal execution.
  - If the ciphertexts are the same then the bit was zero.
  - If the ciphertexts are different then the bit was one.
- ✦ Can find the Key in 128 faults ... but requires a high degree of precision.
- ✦ We attempted a bitwise version of this on an 8-bit microcontroller.
  - Setting a byte to zero and searching for a message block that would produce this ciphertext.

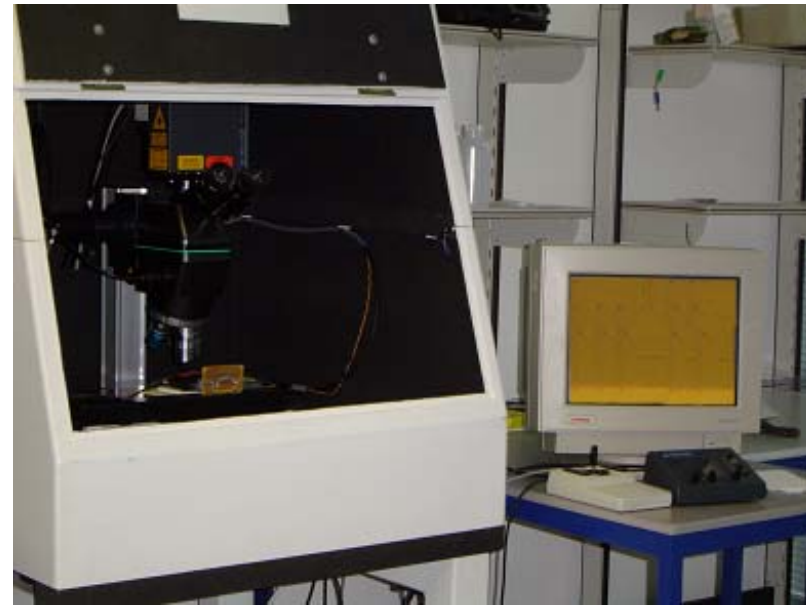
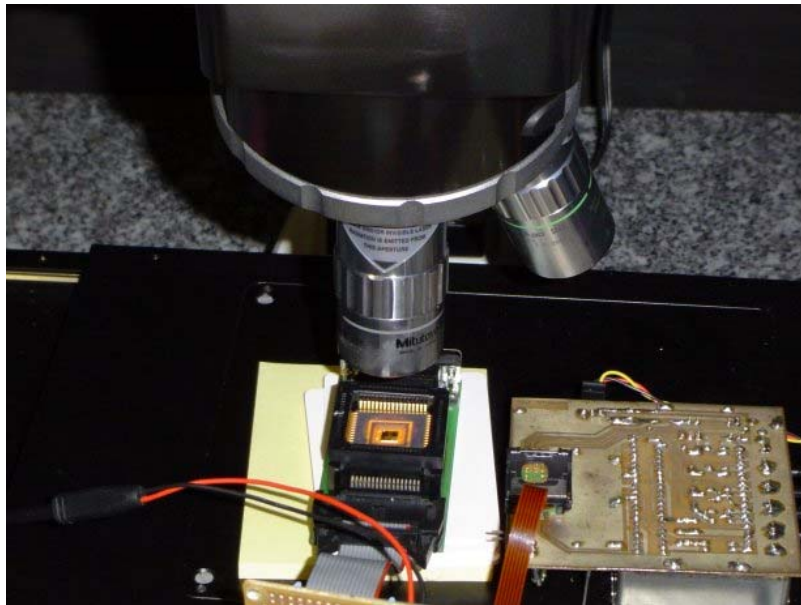
# Fault Injection Equipment: CLIO Glitch Injector



# Fault Injection Equipment: Flash



# Fault Injection Equipment: Laser



## Collision Fault Analysis

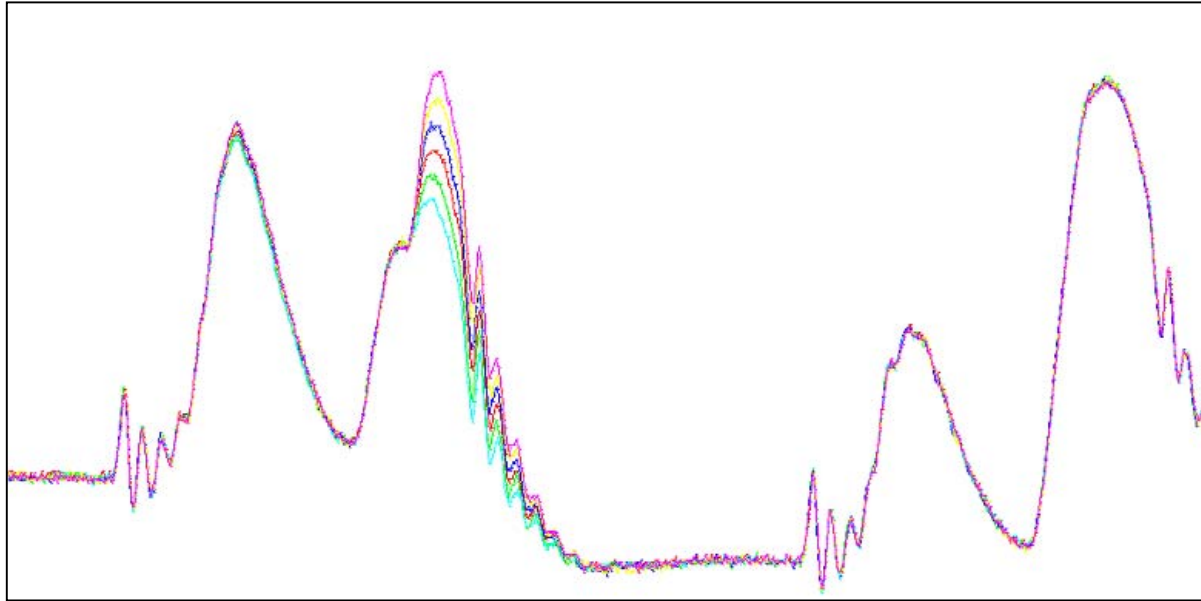
- ✦ All of the attack methods were unsuccessful in producing the desired effect.
- ✦ Previously, have been able to use faults to break open loops.
- ✦ Allows the key loading loop to be broken to gradually reduce the key [Biham and Shamir, 1997]

| Input           | AES Key   | Output               |
|-----------------|---|----------------------|
| $M \rightarrow$ | $K_0 =$ XX XX XX XX XX XX XX XX XX XX XX XX XX XX XX XX XX    | $\rightarrow C_0$    |
| $M \rightarrow$ | $K_1 =$ XX XX XX XX XX XX XX XX XX XX XX XX XX XX XX XX 00    | $\rightarrow C_1$    |
| $M \rightarrow$ | $K_2 =$ XX XX XX XX XX XX XX XX XX XX XX XX XX XX XX 00 00    | $\rightarrow C_2$    |
| $M \rightarrow$ | $K_3 =$ XX XX XX XX XX XX XX XX XX XX XX XX XX XX 00 00 00    | $\rightarrow C_3$    |
| $\vdots$        | $\vdots$  | $\vdots$             |
| $M \rightarrow$ | $K_{14} =$ XX XX 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | $\rightarrow C_{14}$ |
| $M \rightarrow$ | $K_{15} =$ XX 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | $\rightarrow C_{15}$ |

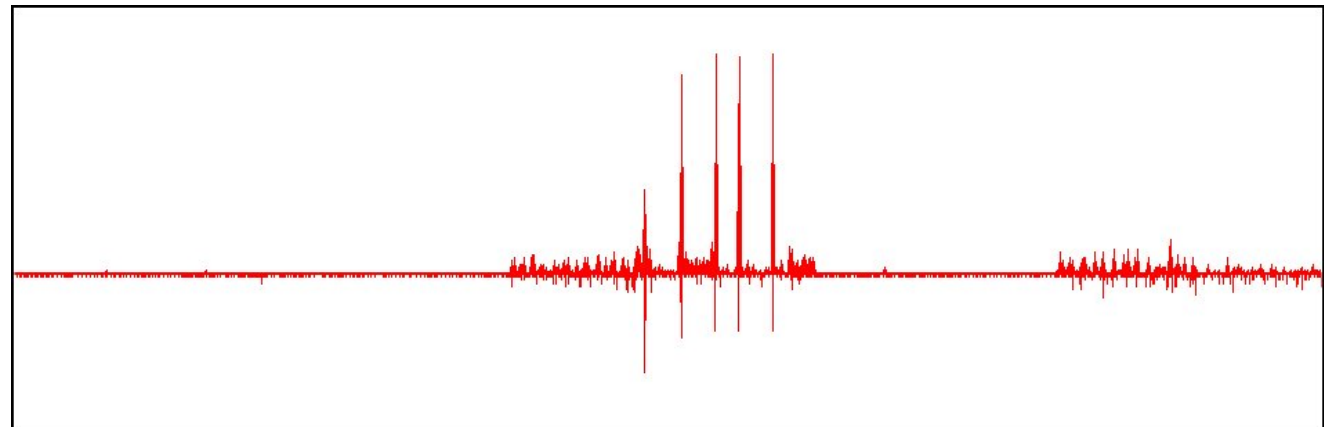




# DPA-Resistant Algorithms



- ✦ Statistical analysis of small differences in power consumption to predict intermediate states.





# DPA-Resistant Algorithms

- ✦ All data is masked by XORing each byte with a random  $R$ .
- ✦ S-boxes therefore need to be constructed in RAM.

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## Algorithm 4: Randomising S-Box Values

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**Input:**  $S = (s_0, s_1, s_2, \dots, s_n)_x$  containing the s-box,  $\mathbf{R}$  a random  $\in [0, n]$ , and  $r$  a random  $\in [0, x)$ .

**Output:**  $RS = (rs_0, rs_1, rs_2, \dots, rs_n)_x$  containing the randomised s-box.

**for**  $i \leftarrow 0$  **to**  $n$  **do**

$rs_i \leftarrow s_{(i \oplus \mathbf{R})} \oplus r$

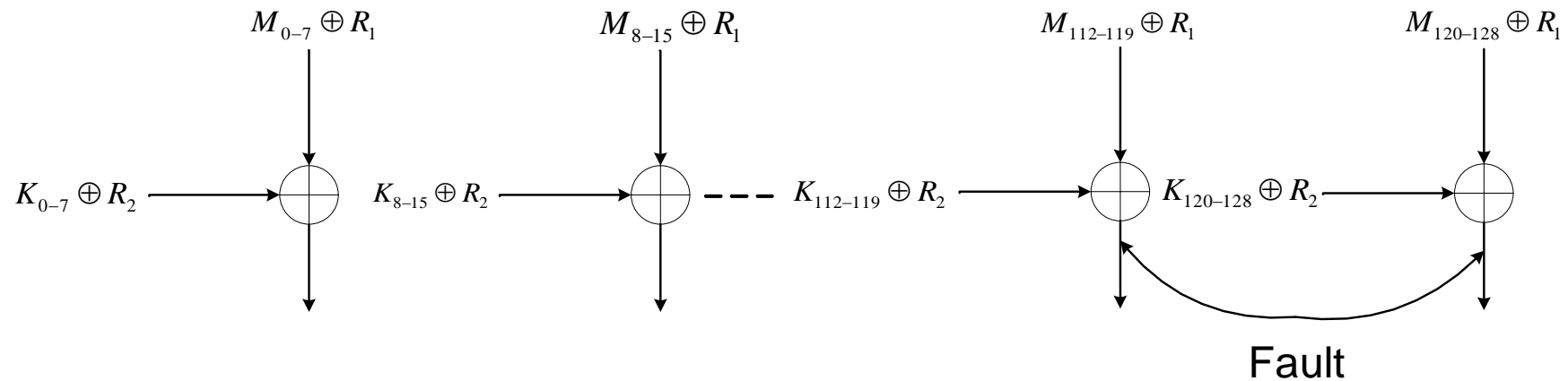
**end**

**return**  $RS$

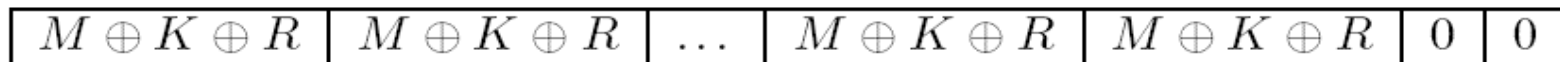
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## CFA on a DPA-Resistant Algorithm

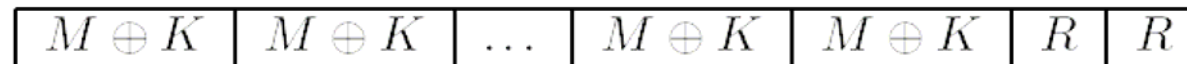
- ✦ Reconsider the first XOR with the key.
- ✦ Two bytes are changed, although each byte of the message and key is masked with a Random:



- ✦ Fault on two bytes to a fixed values (to zero for example).
- ✦ Gives (in memory):



- ✦ In algorithm:



## CFA on a DPA-Resistant Algorithm

- ✦ In our case with one fault we can break the for loop, two bytes too early.

```
For (i=0; i<16; i++)  
{  
    acAESwork[i] = acAESdata[i] ^ acAESkey[i];  
}
```

- ✦ Assuming key and data are already masked. acAESwork will be its non-initialised state (zero if we are lucky).
- ✦ By collision we can find  $K_{112-119} \oplus R_1 \oplus R_2$  and  $K_{120-128} \oplus R_1 \oplus R_2$
- ✦ We therefore know  $K_{112-119} \oplus K_{120-128}$

## CFA on a DPA-Resistant Algorithm

- ✦ DPA countermeasures include a random order.
- ✦ Assuming key and data are already masked, acAESwork will be its non-initialised state (zero if we are lucky).
- ✦ Gives  $\binom{16}{2} = 120$  | different combinations.
- ✦ A key-dependent dictionary of  $2^{23}$  entries can be constructed for this (350 Mb) i.e. dictionary needs to be constructed with device under attack – one week using a smart card).
- ✦ Can use a fragment of the dictionary, and acquire more data.

## CFA on a DPA-Resistant Algorithm

- ✦ This gives pairs of masked values (with different randoms) at different indexes.
- ✦ For example:

$$\begin{array}{r}
 - \\
 -
 \end{array}
 \begin{array}{c}
 - \\
 K_{96-103} \oplus R'
 \end{array}
 \begin{array}{c}
 - \\
 -
 \end{array}
 \begin{array}{c}
 K_{112-119} \oplus R \\
 K_{112-119} \oplus R'
 \end{array}
 \begin{array}{c}
 K_{120-128} \oplus R \\
 -
 \end{array}
 \Big|$$

- ✦ To convert the mask:

$$\begin{aligned}
 M &= (K_{112-119} \oplus R) \oplus (K_{112-119} \oplus R') \\
 &= R \oplus R'
 \end{aligned}
 \Big|$$

$$K_{96-103} \oplus R' \oplus M = K_{96-103} \oplus R$$

- ✦ With enough samples the whole key (masked with  $R$ ) can be found, leaving an exhaustive search of  $2^8$  different keys.

# CFA on a DPA-Resistant Algorithm

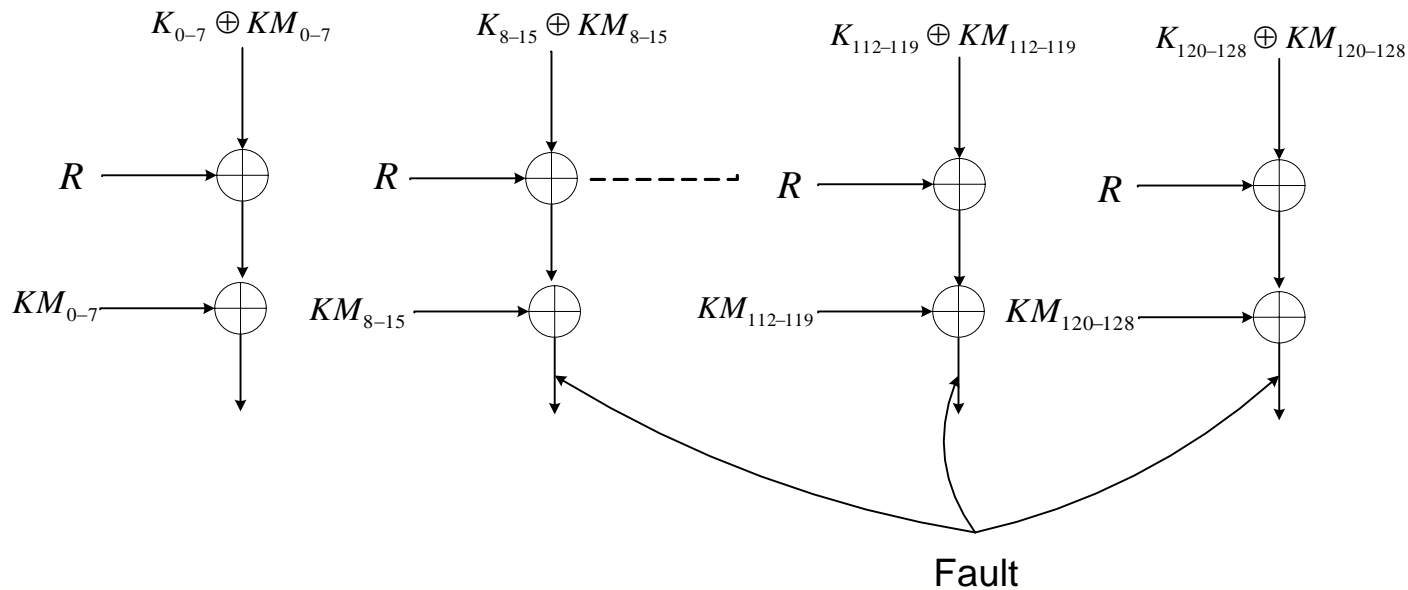
- ★ Scanning the loop found 71 pairs of key bytes, e.g.

```
F11A-----  
00-----00-----  
8E-----21-----  
00-----88-----  
5B-----C7-----  
24-----A9-----  
00-----88-----  
--B4-----D2-----  
--06-----9F-----  
--B6-----6B-----  
----7F6E-----  
----B2--D4-----
```

- ★ Giving 31 different keys I.e. no XOR difference.
- ★ Leading to a search of approx.  $2^{12}$  different keys,

# CFA on key masking

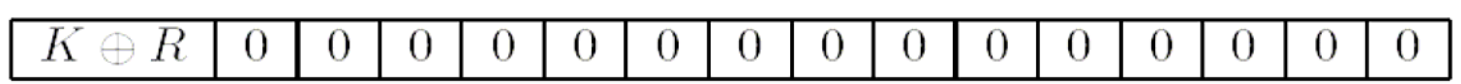
- ✦ Keys are often stored in non-volatile memory XORed with a (unchanging) random of the same bit length as the key.
- ✦ This random needs to be replaced with  $R$  before the DPA-resistant algorithm can be called.
- ✦ A different attack can be applied to this mechanism.



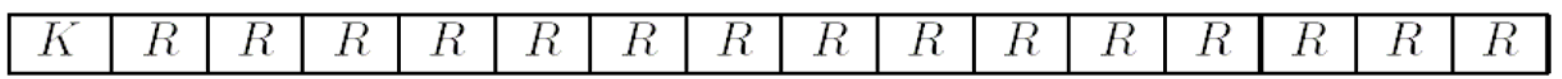


## CFA on key masking

- ✦ Fault on two byte too a fixed value (zero for example).
- ✦ Gives (in memory):



- ✦ In algorithm:



- ✦ A dictionary of the  $2^{16}$  combinations of  $K$  and  $R$  can be created.
- ✦ As before, the random order means that a random byte will be transferred correctly.
- ✦ Key-independent dictionary size of  $2^{20}$  (40 MB).

## CFA on key masking

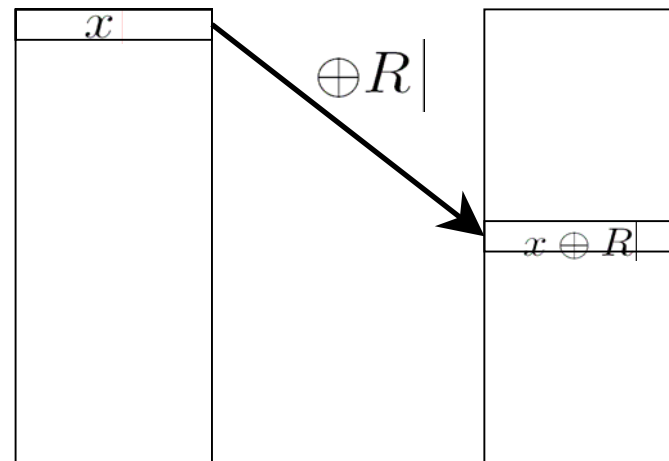
- ✦ Attacking this loop produced 60 collisions e.g.

| Ciphertext                       | Index | Key Byte |
|----------------------------------|-------|----------|
| F81E9C53601A9D27BF14A439CFB89329 | 13    | CC       |
| 9589F701F254450A95B9ACE3F56CC525 | 8     | 77       |
| D5B7691596141F967B8933B3EC19D80E | 5     | 44       |
| FA88725F36EED9A99DA1BC318861F1CA | 5     | 44       |
| 0CA8BF1D394DA73B5DB36C03C6F19540 | 16    | FF       |
| 7ED1484607BBCF135F90B460DADA1FCD | 4     | 33       |
| A1EDC486CAD6C32EA16DE3CFDD309201 | 4     | 33       |
| 0CA8BF1D394DA73B5DB36C03C6F19540 | 16    | FF       |
| B2C5E49D5B5AE03478A06D7212151870 | 16    | FF       |
| 96FA183C668222C6094A5D5D2791F489 | 1     | FA       |

- ✦ Found the key instantly as there was no contradictory information.

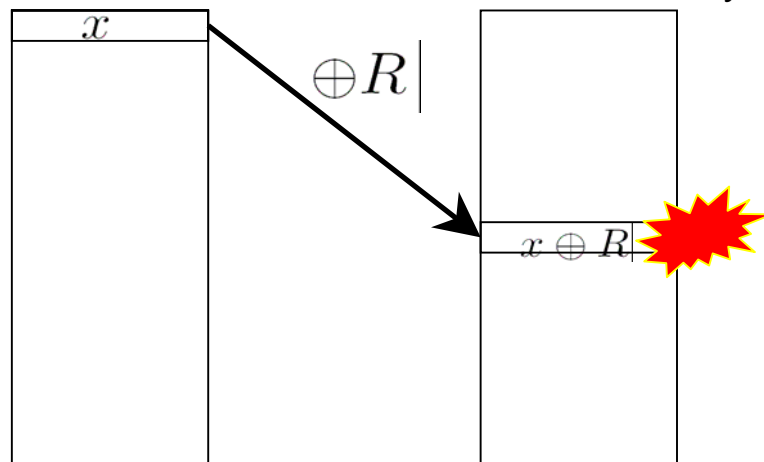
# Fault Injection during S-Box Construction

- ✦ DPA resistant DES constructs S-Boxes in RAM.



# Fault Injection during S-Box Construction

- ✦ The elements written can be changed.
- ✦ Then we can say:
  - Element used if ciphertext is corrupt.
  - Otherwise element is not used.
- ✦ We can then construct hypothesis' on the first subkey.
  - e.g. If the first element of the first S-Box is corrupt and produces a corrupt ciphertext, then the first six bits of the key could be.



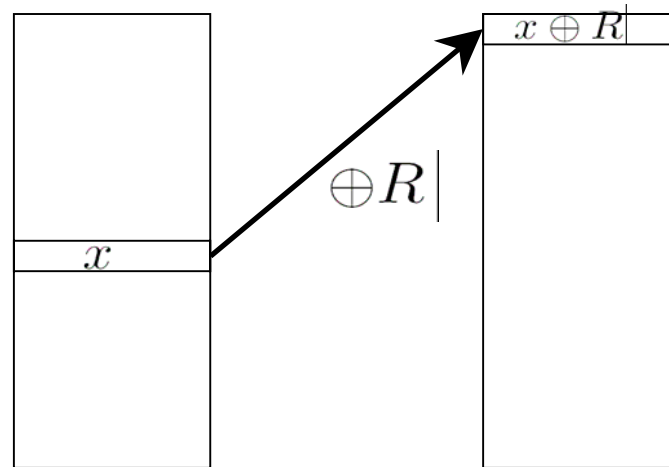
$$K_{0-5} = 0 \oplus M_{0-5}$$

# Fault Injection during S-Box Construction

- ✦ Changing S-Box values one by one a list of hypotheses can be constructed on the first subkey (for example).
- ✦ Repeating with a different message leads to a different list of hypotheses.
- ✦ The actual subkey is in the intersection of the two lists
  
- ✦ Attack tools for target chip.
  - Using duty cycle bug to change RAM writing. Found while trying to implement Differential Fault Analysis on the target chip.
  - Tools designed to exploit this bug found a DES key in approx. 45 minutes.

# Countermeasures

- ★ Construct S-boxes in a random order:



## Fault Injection during S-Box Construction

- ✦ In the case where S-Box creation is randomised, can use Differential Fault Analysis [Biham and Shamir, 1997] to attack DES.
- ✦ If a random S-Box values is changed the probability that this value is used in the fifteenth round is  $\left(\frac{63}{64}\right)^{15} \frac{1}{64} = 0.0123$ .
- ✦ In the DES anti-DPA two values are changed (compressed S-box), leading to probability  $2 \left(\frac{63}{64}\right)^{15} \frac{1}{64} \left(\frac{63}{64}\right)^{16} = 0.0192$ .
- ✦ False positives do occur but merely add noise.



# Simulated Example

P-Perm<sup>-1</sup>(R15)

Ciphertext

e837cd41 -> 6fb23ead0534752b

Correct Ciphertext

e837fd41 -> 6eb63ead55b0753d

e837cd31 -> 7b3276ac2024302b

e837ca1 -> 79a776ec2124743b

e837ad41 -> 6eb21ead51307429

eb37cd41 -> 6fb32ead0534fd2e

e937cd41 -> 6fb22ead05347d2a

e837cd31 -> 7b3276ac2024302b

9837cd41 -> 6fa82eec45616422

e8a7cd41 -> 67f2bababc0530312b

d837cd41 -> 6fa83eec4521752b

Faulty Ciphertexts

# Results

- ✦ Implementation with randomised S-Boxes takes 8 minutes.
- ✦ Implementation with all anti-DPA countermeasures takes 20 minutes.
  - Random Delays.
  - Random Order.

# Countermeasures

- ✦ S-box construction requires a checksum (at least 16 bits), as if more than one S-box element is changed, an x-bit checksum will be correct with probability  $1/x$ .
- ✦ Repeating the initial functions, (only the rounds of an algorithm need to be repeated to prevent DFA).
- ✦ Initialise “work” areas of memory with random values, each byte needs to be different. Using an LFSR may be risky if the algorithm is known – just adds complexity.