Gimli: A cross-platform permutation

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CRYPTO WORKING GROUP, Utrecht, September 08, 2017

Why Gimli?

Currently we have:

Permutation	width in bits	Benefits
AES	128	very fast *if the instruction is available*.
Chaskey	128	very fast *on 32-bit embedded microcontrollers*
Keccak-*f*	200,400,800,1600	low-cost masking
Salsa20,ChaCha20	512	very fast *on CPUs with vector units*.

Can we have a Permutation that is not too big, nor too small and good in all these areas?

What is Gimli?

GIMLI is:

- a 384-bits permutation (just the right size)
- with high cross-platform performances
- designed for:
  - energy-efficient hardware
  - side-channel-protected hardware
  - microcontrollers
  - compactness
  - vectorization
  - short messages
  - high security level

Specifications: State

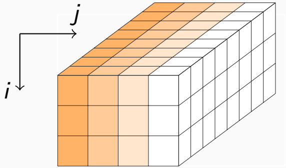
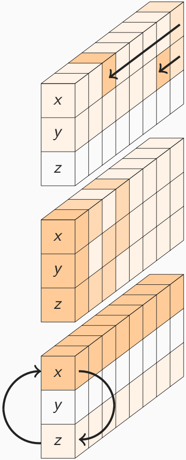


Figure: State Representation

384 bits represented as:

- a parallelepiped with dimensions $3 \times 4 \times 32$ (Keccak-like)
- or, as a 3×4 matrix of 32-bit words.



In parallel:

$x \leftarrow x \lll 24$

$y \leftarrow y \lll 9$

In parallel:

$x \leftarrow x \oplus (z \ll 1) \oplus ((y \wedge z) \ll 2)$

$y \leftarrow y \oplus \quad x \quad \oplus ((x \vee z) \ll 1)$

$z \leftarrow z \oplus \quad y \quad \oplus ((x \wedge y) \ll 3)$

In parallel:

$x \leftarrow z$

$z \leftarrow x$

Figure: The bit-sliced 9-to-3-bits SP-box applied to a column

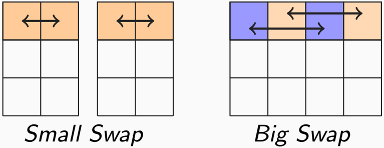


Figure: The linear layer

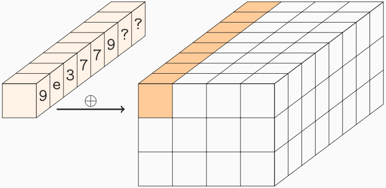


Figure: Constant addition `0x9e3779??`

Gimli in C

```
extern void Gimli(uint32_t *state) {

  uint32_t round, column, x, y, z;

  for (round = 24; round > 0; --round) {

    for (column = 0; column < 4; ++column) {
      x = rotate(state[    column], 24);                      // x <<< 24
      y = rotate(state[4 + column],  9);                      // y <<< 9
      z =        state[8 + column];

      state[8 + column] = x ^ (z << 1) ^ ((y & z) << 2);
      state[4 + column] = y ^ x        ^ ((x | z) << 1);
      state[column]     = z ^ y        ^ ((x & y) << 3);
    }

    if ((round & 3) == 0) { // small swap: pattern s...s...s... etc.
      x = state[0]; state[0] = state[1]; state[1] = x;
      x = state[2]; state[2] = state[3]; state[3] = x;
    }
    if ((round & 3) == 2) { // big swap: pattern ..S...S...S. etc.
      x = state[0]; state[0] = state[2]; state[2] = x;
      x = state[1]; state[1] = state[3]; state[3] = x;
    }

    if ((round & 3) == 0) { // add constant: pattern c...c...c... etc.
      state[0] ^= (0x9e377900 | round);
    }
  }
}
```

Specifications: Rounds

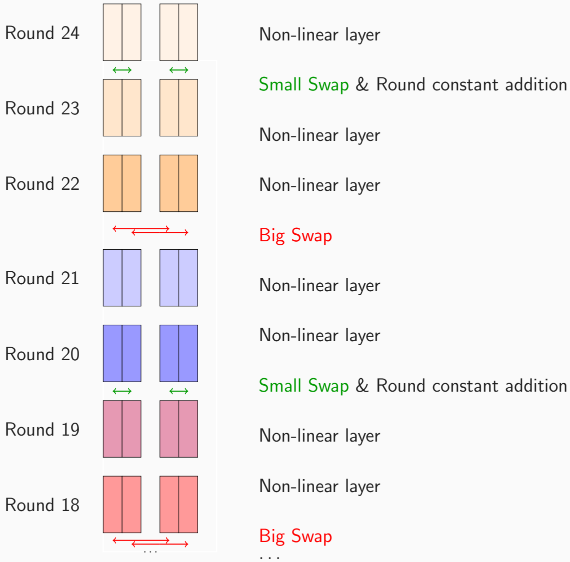
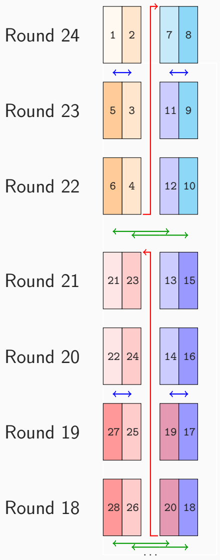


Figure: 7 first rounds of GIMLI

Unrolled AVR & Cortex-m0



1. SP-box col. 0
2. SP-box col. 1

swap word $s_{0,0}$ and $s_{0,1}$

3. SP-box col. 1
4. SP-box col. 1
5. SP-box col. 0
6. SP-box col. 0

store columns 0,1 ; load columns 2,3

7. SP-box col. 2
8. SP-box col. 3

swap word $s_{0,2}$ and $s_{0,3}$

9. SP-box col. 3
10. SP-box col. 3
11. SP-box col. 2
12. SP-box col. 2

push word $s_{0,2}$, $s_{0,3}$; load word $s_{0,0}$, $s_{0,1}$

13. SP-box col. 2
14. SP-box col. 2
15. SP-box col. 3
16. SP-box col. 3

swap word $s_{0,2}$ and $s_{0,3}$

17. SP-box col. 3
18. SP-box col. 3
19. SP-box col. 2
20. SP-box col. 2

store columns 2,3 ; load columns 0,1

...

Figure: Computation order on AVR & Cortex-m0

Implementation in Assembly

```
# Rotate
x ← x ⋘ 24
y ← y ⋘ 9
u ← x
```

```
# Compute x
v ← z ≪ 1
x ← z ∧ y
x ← x ≪ 2
x ← u ⊕ x
x ← x ⊕ v
```

```
# Compute y
v ← y
y ← u ∨ z
y ← y ≪ 1
y ← u ⊕ y
y ← y ⊕ v
```

```
# Compute z
u ← u ∧ v
u ← u ≪ 3
z ← z ⊕ v
z ← z ⊕ u
```

The SP-box requires only 2 additional registers `u` and `v`.

Barrel shifter on Cortex-M3/M4

```
# Rotate
x ← x ⋘ 24

u ← x
```

```
# Compute x
v ← z ≪ 1
x ← z ∧ (y ⋘ 9)
x ← x ≪ 2
x ← u ⊕ x
x ← x ⊕ v
```

```
# Compute y
v ← y
y ← u ∨ z
y ← y ≪ 1
y ← u ⊕ y
y ← y ⊕ (v ⋘ 9)
```

```
# Compute z
u ← u ∧ (v ⋘ 9)
u ← u ≪ 3
z ← z ⊕ (v ⋘ 9)
z ← z ⊕ u
```

Remove `y <<< 9`.

```
# Rotate
x ← x ⋘ 24

u ← x
```

```
# Compute x

x ← z ∧ (y ⋘ 9)

x ← u ⊕ (x ≪ 2)
x ← x ⊕ (z ≪ 1)
```

```
# Compute y
v ← y
y ← u ∨ z

y ← u ⊕ (y ≪ 1)
y ← y ⊕ (v ⋘ 9)
```

```
# Compute z
u ← u ∧ (v ⋘ 9)

z ← z ⊕ (v ⋘ 9)
z ← z ⊕ (u ≪ 3)
```

Get rid of the other shifts.

```
# Rotate
x ← x ⋘ 24
```

```
# Compute x
u ← z ∧ (y ⋘ 9)
u ← x ⊕ (u ≪ 2)
u ← u ⊕ (z ≪ 1)
```

```
# Compute y
v ← y
y ← x ∨ z
y ← x ⊕ (y ≪ 1)
y ← y ⊕ (v ⋘ 9)
```

```
# Compute z
x ← x ∧ (v ⋘ 9)
z ← z ⊕ (v ⋘ 9)
z ← z ⊕ (x ≪ 3)
```

Remove the last `mov`:

`u` contains the new value of `x`

`y` contains the new value of `y`

`z` contains the new value of `z`

Barrel shifter on Cortex-M3/M4

```
# Rotate
x ← x ⋘ 24
```

```
# Compute x

u ← z ∧ (y ⋘ 9)

u ← x ⊕ (u ≪ 2)
u ← u ⊕ (z ≪ 1)
```

```
# Compute y

v ← x ∨ z

v ← x ⊕ (v ≪ 1)
v ← v ⊕ (y ⋘ 9)
```

```
# Compute z
x ← x ∧ (y ⋘ 9)

z ← z ⊕ (y ⋘ 9)
z ← z ⊕ (x ≪ 3)
```

Remove the last `mov`:

`u` contains the new value of `x`

`v` contains the new value of `y`

`z` contains the new value of `z`

Barrel shifter on Cortex-M3/M4

```
# Rotate
x ← x ⋘ 24
```

```
# Compute x
u ← z ∧ (y ⋘ 9)
u ← x ⊕ (u ≪ 2)
u ← u ⊕ (z ≪ 1)
```

```
# Compute y
v ← x ∨ z
v ← x ⊕ (v ≪ 1)
v ← v ⊕ (y ⋘ 9)
```

```
# Compute z
x ← x ∧ (y ⋘ 9)
z ← z ⊕ (y ⋘ 9)
z ← z ⊕ (x ≪ 3)
```

Swap x and z:

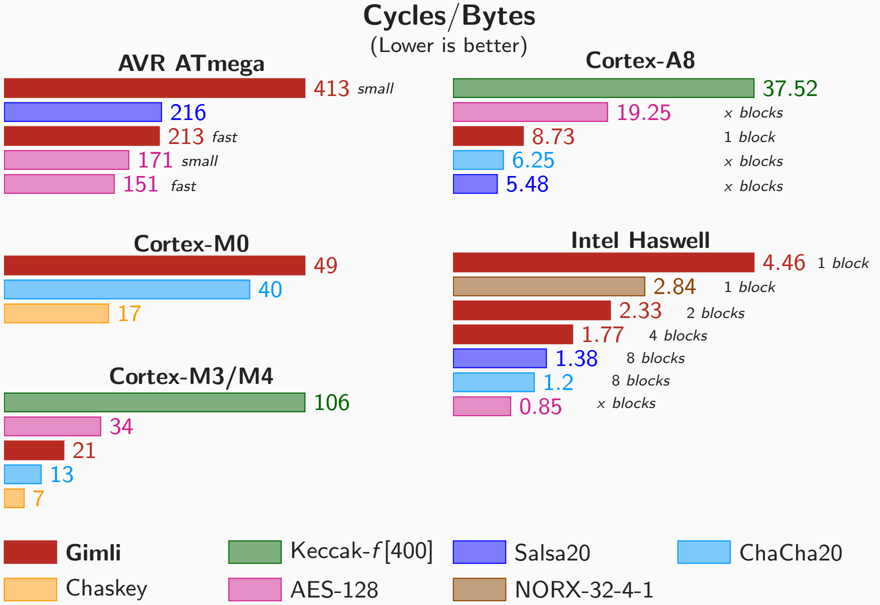
u contains the new value of z

v contains the new value of y

z contains the new value of x

SP-box requires a total of 10 instructions.

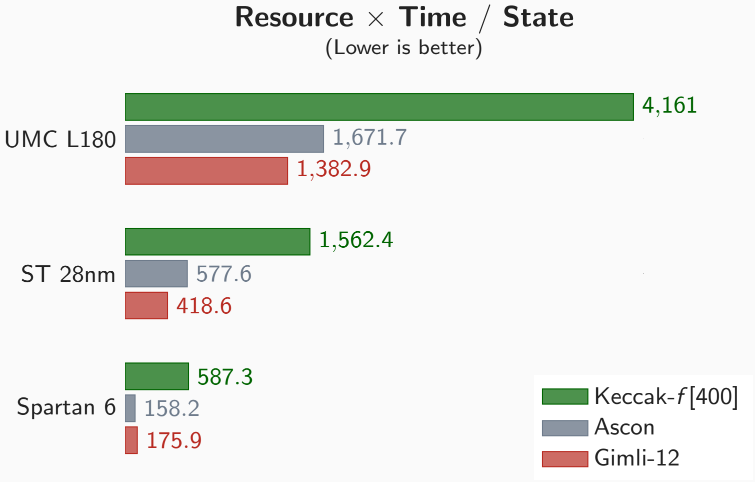
How fast is Gimli? (Software)



How fast is Gimli? (Software)

Permutation	Cycle/Byte	ROM
AVR ATmega		
Gimli small	413	778
Salsa20	216	1 750
Gimli fast	213	19 218
AES-128 small	171	1 570
AES-128 fast	155	3 098
ARM Cortex-M0		
Gimli	49	4 730
ChaCha20	40	–
Chaskey	17	414
ARM Cortex-M3/M4		
Keccak-f[400]	106	540
AES-128	34	3 216
Gimli	21	3 972
ChaCha20	13	2 868
Chaskey	7	908

Permutation		Cycle/Byte	ROM
ARM Cortex-A8			
Keccak-f[400] (KetjeSR)		37.52	–
AES-128	(x blocks)	19.25	–
Gimli	(1 block)	8.73	480
ChaCha20	(x blocks)	6.25	–
Salsa20	(x blocks)	5.48	–
Intel Haswell			
Gimli	(1 block)	4.46	252
NORX-32-4-1	(1 block)	2.84	–
Gimli	(2 blocks)	2.33	724
Gimli	(4 blocks)	1.77	1227
Salsa20	(8 blocks)	1.38	–
ChaCha20	(8 blocks)	1.20	–
AES-128	(x blocks)	0.85	–



latency : 2 cycles

How efficient is Gimli? (Hardware)

Permutation	Cycles	Resources	Period (ns)	Time (ns)	Res.×Time/state
FPGA – Xilinx Spartan 6 LX75					
Ascon	2	732 S(2700 L+325 F)	34.570	70	**158.2**
Gimli 12*r*	2	1224 S(4398 L+389 F)	27.597	**56**	175.9
Keccak	2	1520 S(5555 L+405 F)	77.281	155	587.3
Gimli 24*r*	1	2395 S(8769 L+385 F)	56.496	57	352.4
Gimli 8*r*	3	831 S(2924 L+390 F)	24.531	74	159.3
Gimli 6*r*	4	646 S(2398 L+390 F)	18.669	75	**125.6**
Gimli 4*r*	6	415 S(1486 L+391 F)	8.565	**52**	**55.5**
Gimli (Serial)	108	139 S(492 L+397 F)	3.996	432	156.2
28nm ASIC – ST 28nm FDSOI technology					
Gimli 12*r*	2	35452 GE	2.2672	**5**	**418.6**
Ascon	2	32476 GE	2.8457	6	577.6
Keccak	2	55683 GE	5.6117	12	1562.4
Gimli 24*r*	1	66205 GE	4.2870	5	739.1
Gimli 8*r*	3	25224 GE	1.5921	**5**	313.7
Gimli 4*r*	6	14999 GE	1.0549	7	**247.2**
Gimli (Serial)	108	5843 GE	1.5352	166	2522.7
180nm ASIC – UMC L180					
Gimli 12*r*	2	26685 GE	9.9500	**20**	**1382.9**
Ascon	2	23381 GE	11.4400	23	1671.7
Keccak	2	37102 GE	22.4300	45	4161.0
Gimli 24*r*	1	53686 GE	17.4500	18	2439.6
Gimli 8*r*	3	19393 GE	7.9100	24	**1198.4**
Gimli 4*r*	6	11008 GE	10.1700	62	1749.1
Gimli (Serial)	108	3846 GE	11.2300	1213	12146.0

Gates Equivalent(GE). Slice(S). LUT(L). Flip-Flop(F).

How secure is Gimli?

- Simple diffusion
  - each bit influences the full state after 8 rounds.
  - avalanche effect shown after 10 rounds.
- Differential trails
  - Optimal 8-round trail with probability of 2^{-52}
  - 12-round differential with probability of $\approx 2^{-158.63}$
- Algebraic Degree and Integral distinguishers
  - z_0 has an algebraic degree of 367 after 11 rounds (upper bound)
  - 11-round integral distinguisher with 96 active bits.
  - 13-round integral distinguisher with 192 active bits.

**"I'm wasted on cross-platform!
We Permutations are natural sprinters,
very dangerous over short rounds."**

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https://gimli.cr.yp.to