

End-to-end Design of a PUF based Privacy Preserving Authentication Protocol

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Motivation

PUF is attractive in implementation and theory

Implementation

- Investigate new construction
- Analyze PUF's data
- Check environmental effect



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Theory

- Propose PUF-based protocol
- Provide security model

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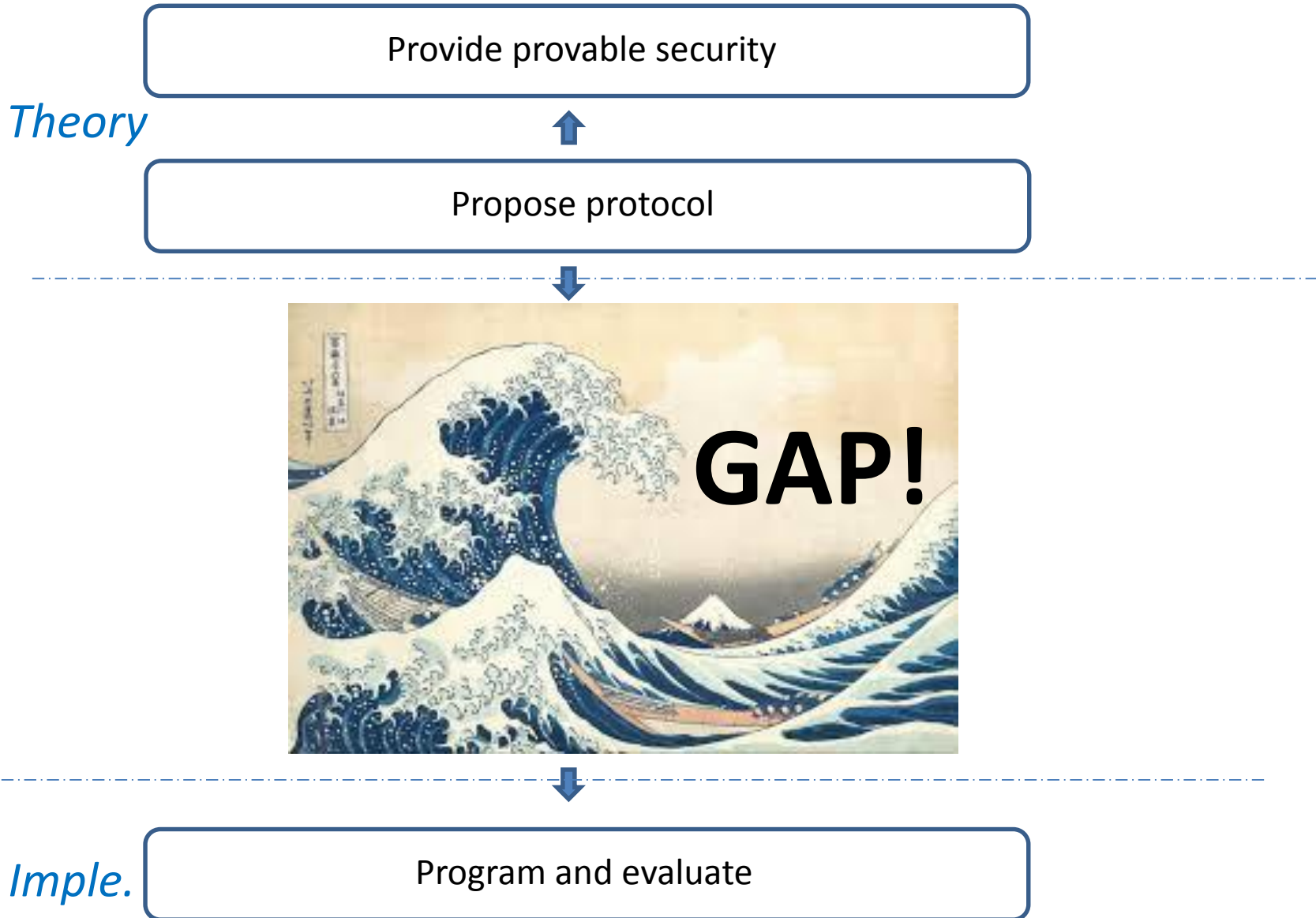
Theory

- Propose PUF-based protocol
- Provide security model

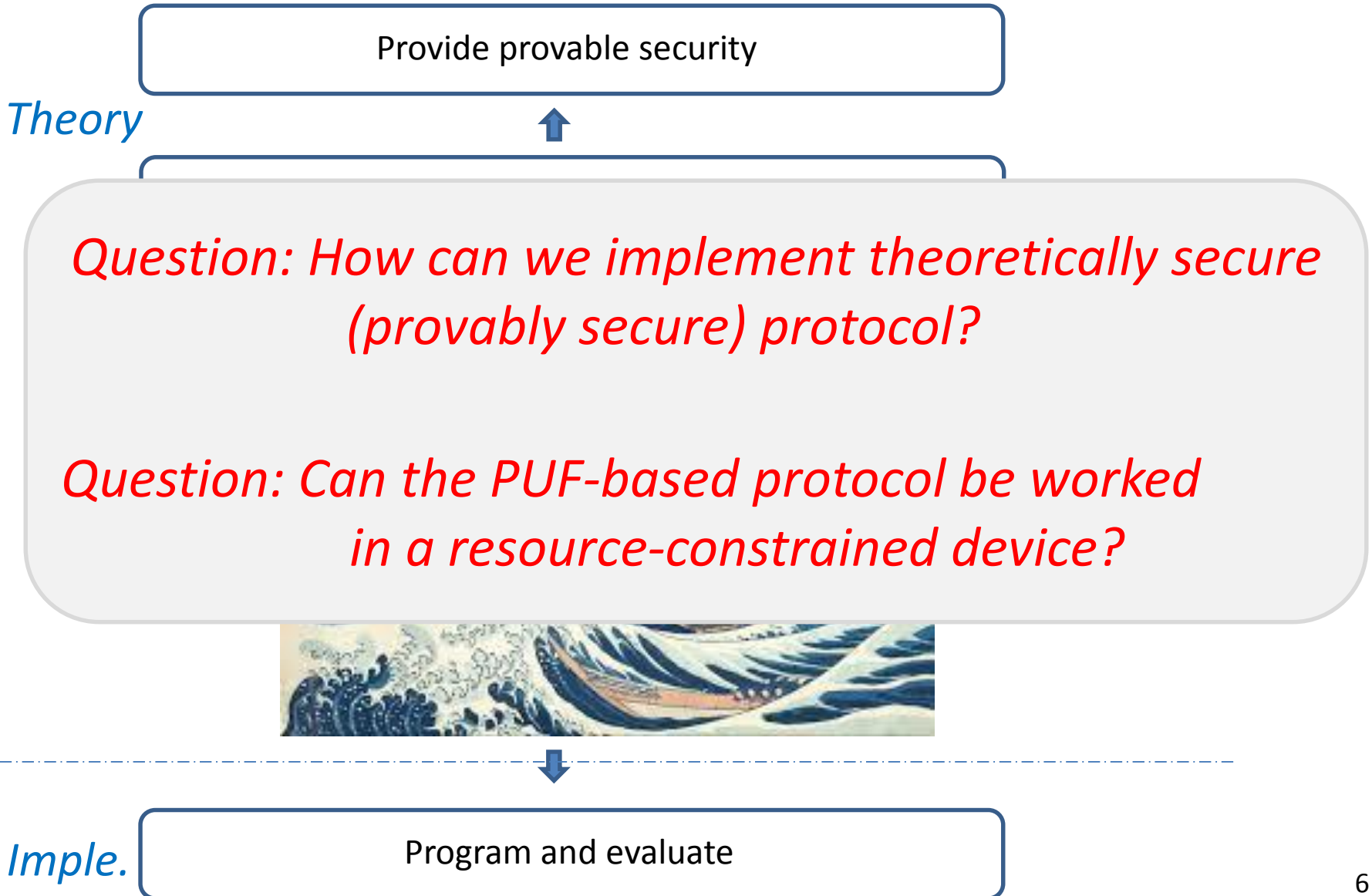
Combine!!!

Development for Realistic Usage

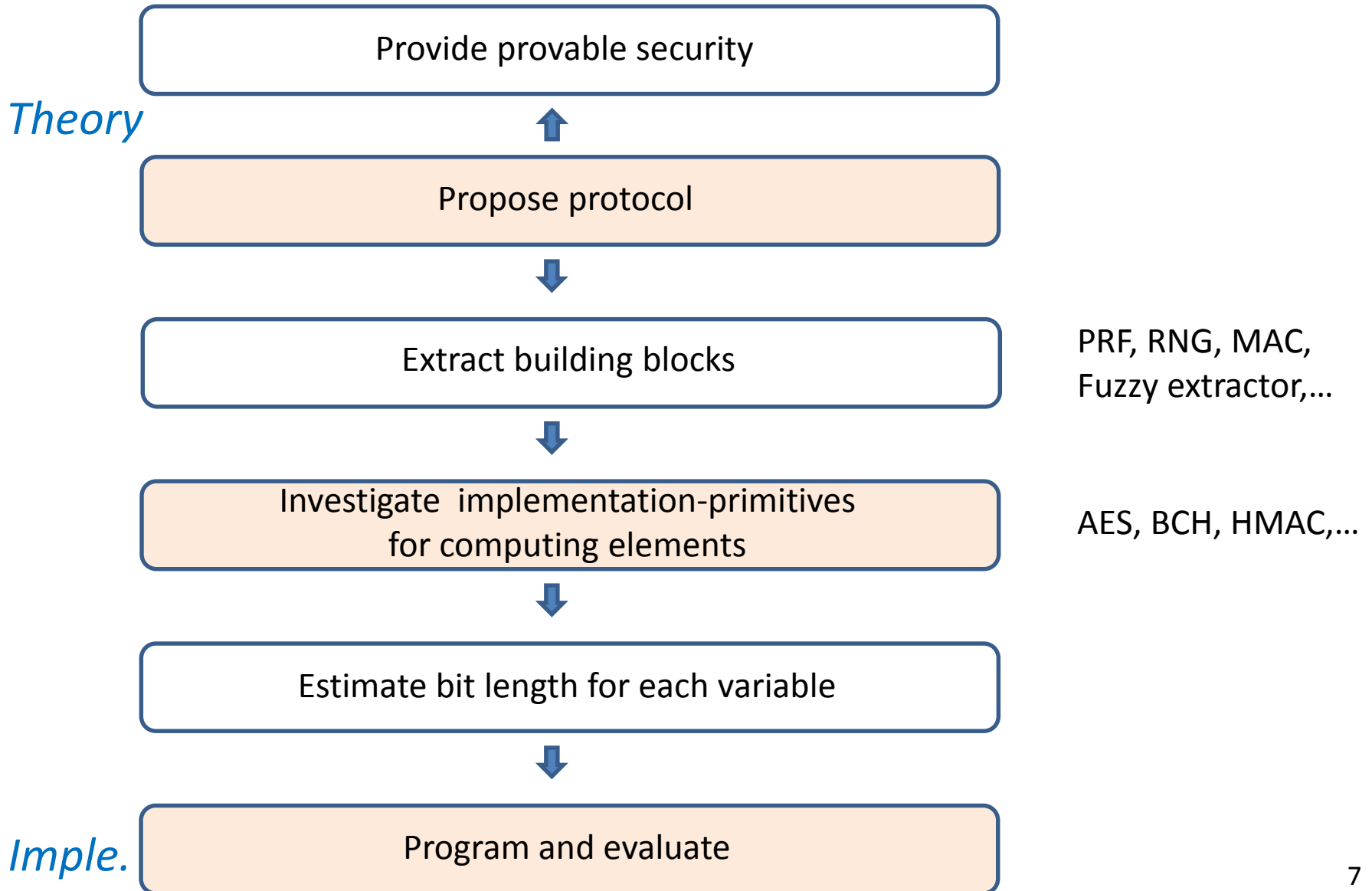
PUF Protocol Design has a GAP



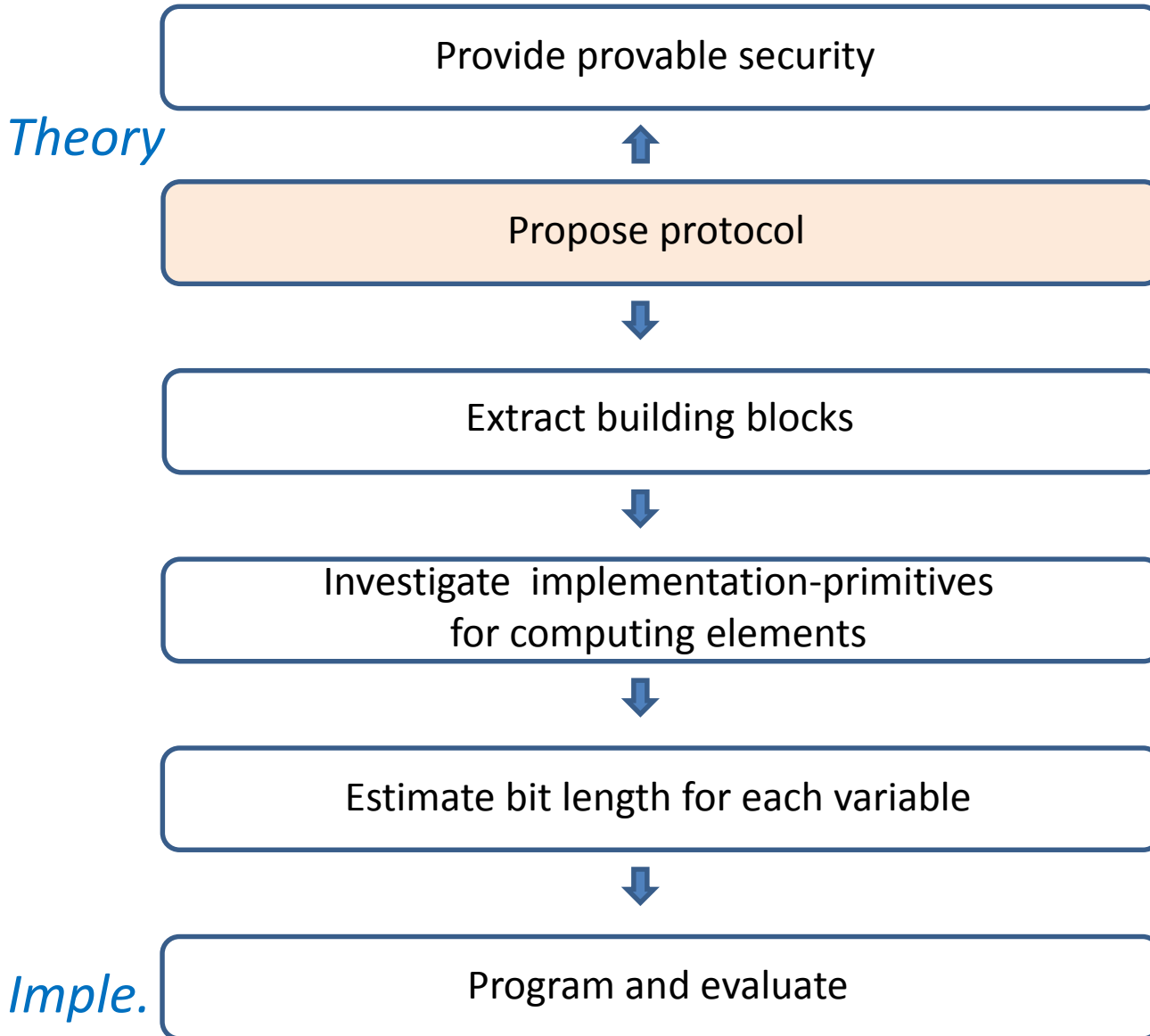
PUF Protocol Design has a GAP



This talk



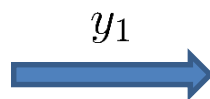
First Step



Theoretical Description (core part)...

Server $\mathcal{R}(\{z'_{1,i}, sk_i, \mathcal{T}_i\}_{1 \leq i \leq n})$

$$y_1 \xleftarrow{\mathcal{U}} \{0, 1\}^k$$



Device $\mathcal{T}_i(f, sk, y'_1)$

$$z_1 \xleftarrow{\mathcal{R}} f(x, y'_1)$$

$$\delta \xleftarrow{\mathcal{U}} \{0, 1\}^k$$

$$(r_1, hd_1) \xleftarrow{\mathcal{R}} \text{FE.Gen}(z_1)$$

$$c := \text{SKE.Enc}(sk, hd_1 \parallel \delta)$$

$$y_2, y'_2 \xleftarrow{\mathcal{U}} \{0, 1\}^k$$

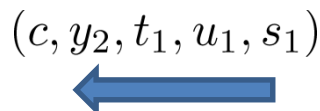
$$(t_1, \dots, t_5) := \mathcal{G}(r_1, y_1 \parallel y_2)$$

$$z_2 \xleftarrow{\mathcal{R}} f(x, y'_2)$$

$$u_1 := z_2 \oplus t_2$$

$$s_1 := \mathcal{G}'(t_3, c \parallel u_1)$$

f : PUF
 $\mathcal{G}, \mathcal{G}'$: PRFs



For $1 \leq i \leq n$,

$$hd_1 \parallel \delta := \text{SKE.Dec}(sk_i, c)$$

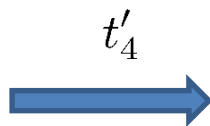
$$r_1 := \text{FE.Rep}(z'_{1,i} \oplus \delta, hd_1)$$

$$(t'_1, \dots, t'_5) := \mathcal{G}(r_1, y_1 \parallel y_2)$$

$$\text{If } t'_1 = t_1 \wedge s_1 = \mathcal{G}'(t_3, c \parallel u_1)$$

$$z'_2 := u_1 \oplus t_2$$

$$sk := t_5$$

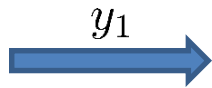


If $t_4 = t'_4$,

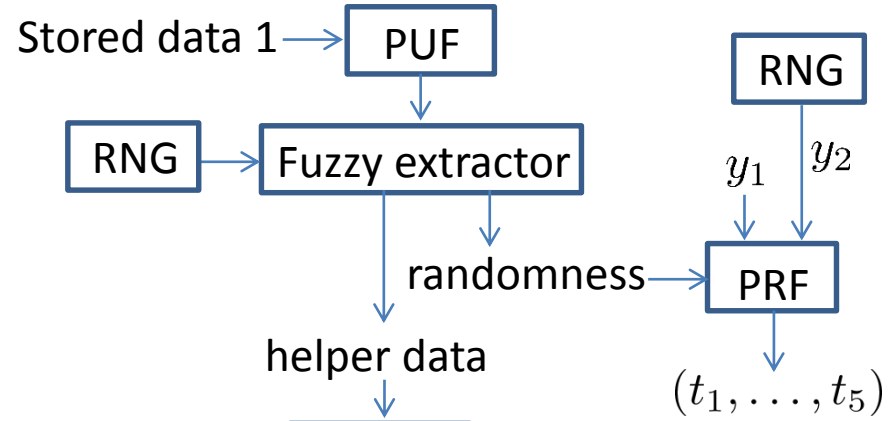
Update (y'_1, sk) to (y'_2, t_5)

Secure Authentication

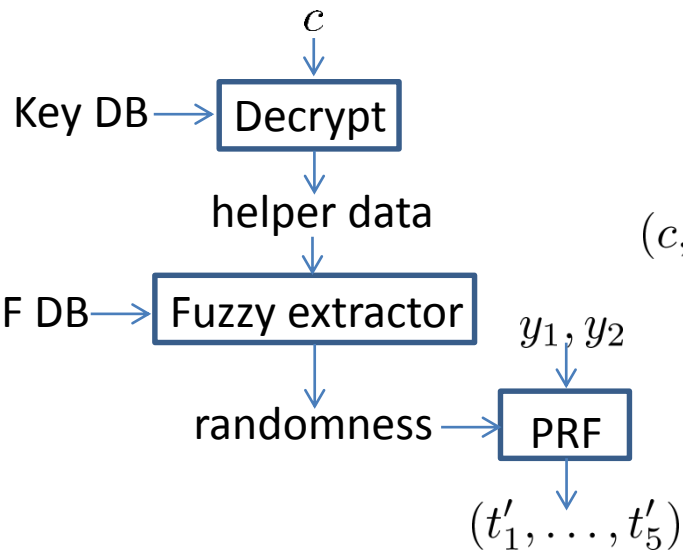
Server \mathcal{R} (PUF DB, key DB)



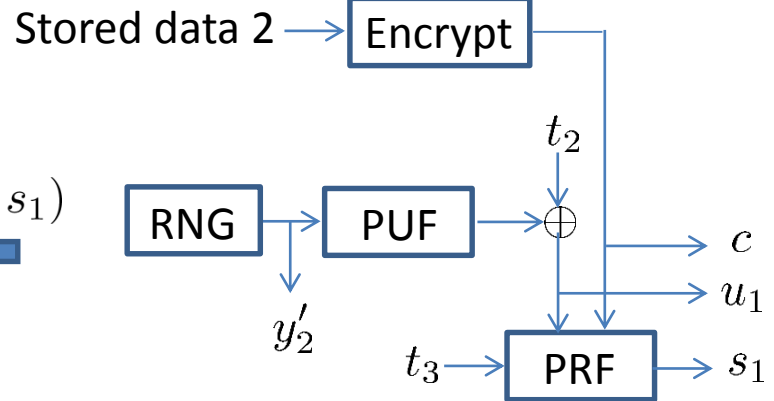
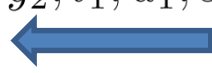
Device \mathcal{T}_i (Stored data 1 and 2)



For each DB entries (contain all PUFs),

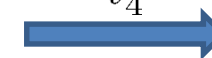


(c, y_2, t_1, u_1, s_1)



If $t'_1 = t_1 \wedge s_1 = \text{PRF}(t'_3, u_1 \| c)$, **Accept!**

Update DBs to $(t_2 \oplus u_1, t'_5)$



If $t_4 = t'_4$, **Accept!**

Update stored data to (y'_2, t_5)

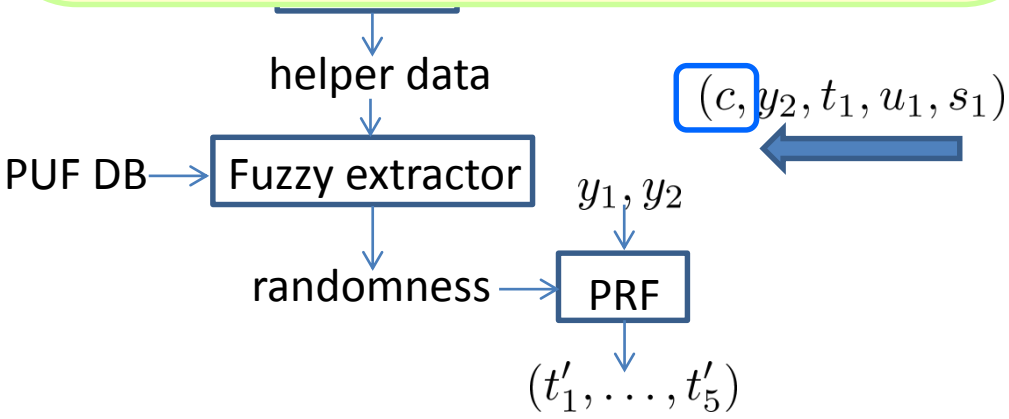
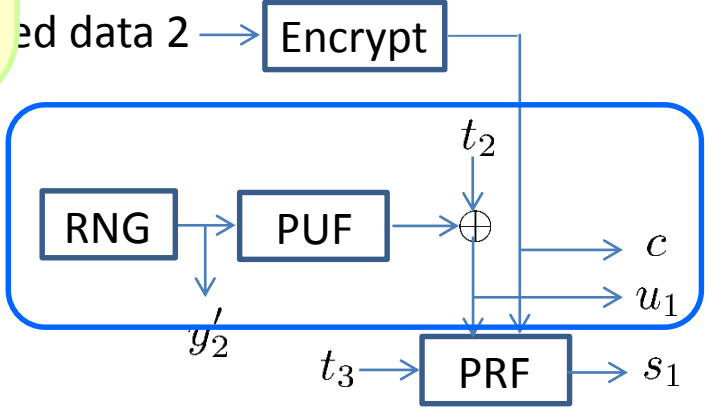
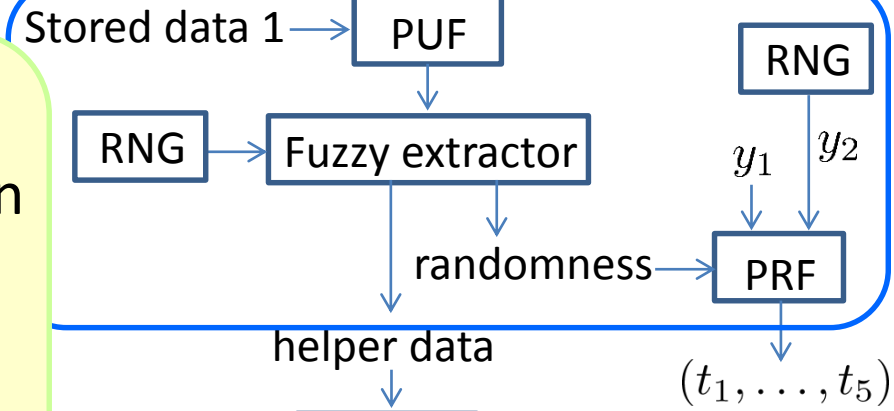
Secure Authentication

Server \mathcal{R} (PUF DB, key DB)

PUF is evaluated twice

- First data is used for authentication
- Second data is encrypted and used for next authentication

Device \mathcal{T}_i (Stored data 1 and 2)



If $t'_1 = t_1 \wedge s_1 = \text{PRF}(t'_3, u_1 \| c)$, **Accept!**
 Update DBs to $(t_2 \oplus u_1, t'_5)$

If $t_4 = t'_4$, **Accept!**
 Update stored data to (y'_2, t_5)

Secure Authentication

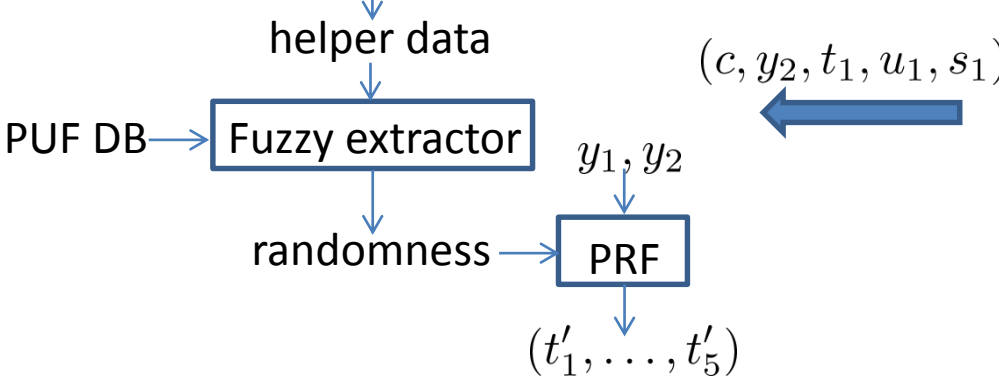
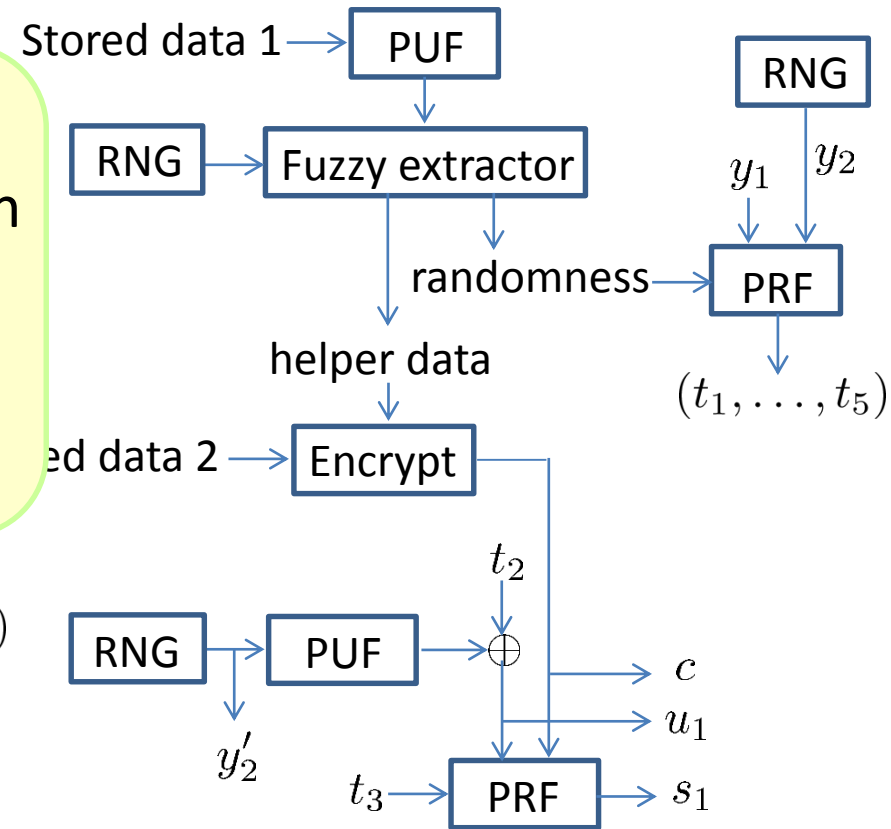
Server \mathcal{R} (PUF DB, key DB)

PUF is evaluated twice

- First data is used for authentication
- Second data is encrypted and used for next authentication

Support mutual authentication

Device \mathcal{T}_i (Stored data 1 and 2)



(c, y_2, t_1, u_1, s_1)

If $t'_1 = t_1 \wedge s_1 = \text{PRF}(t'_3, u_1 || c)$, **Accept!**

Update DBs to $(t_2 \oplus u_1, t'_5)$

t'_4

If $t_4 = t'_4$, **Accept!**

Update stored data to (y'_2, t_5)

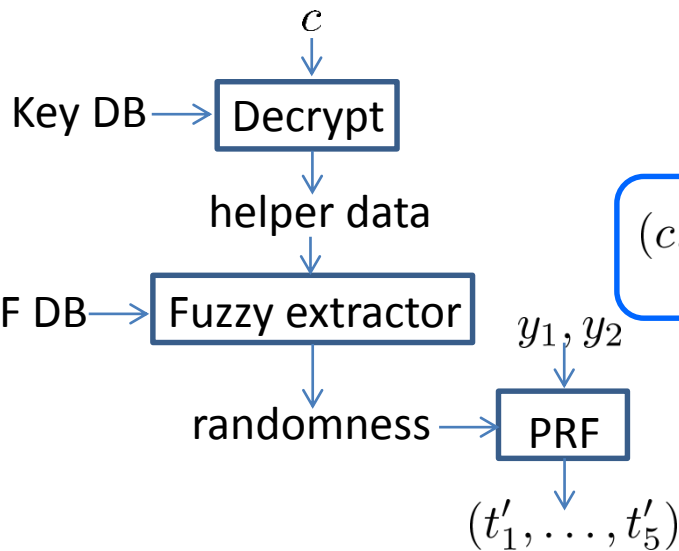
Secure Authentication

Server \mathcal{R} (PUF DB, key DB)

Device \mathcal{T}_i (Stored data 1 and 2)



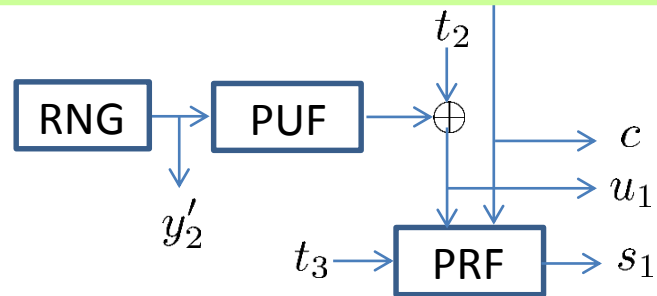
For each DB entries (contain all PUFs),



(c, y_2, t_1, u_1, s_1)

Privacy preserving authentication

- No identity in communication
- Server mounts exhaustive search



If $t'_1 = t_1 \wedge s_1 = \text{PRF}(t'_3, u_1 || c)$, **Accept!**

Update DBs to $(t_2 \oplus u_1, t'_5)$



If $t_4 = t'_4$, **Accept!**

Update stored data to (y'_2, t_5)

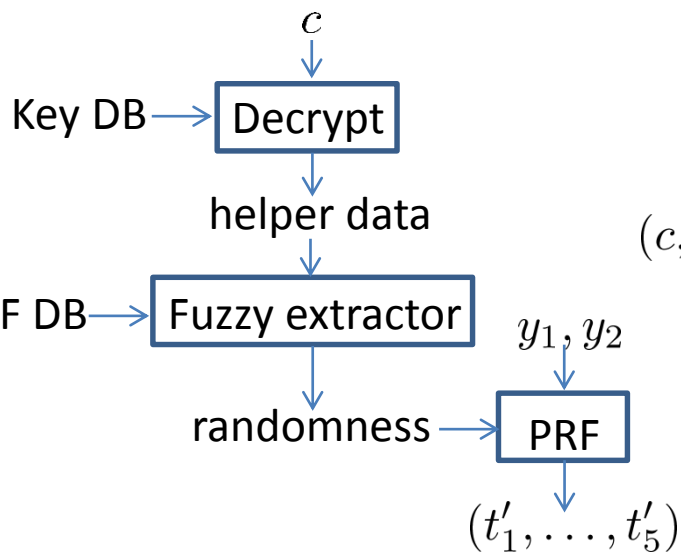
Secure Authentication

Server \mathcal{R} (PUF DB, key DB)

Device \mathcal{T}_i (Stored data 1 and 2)

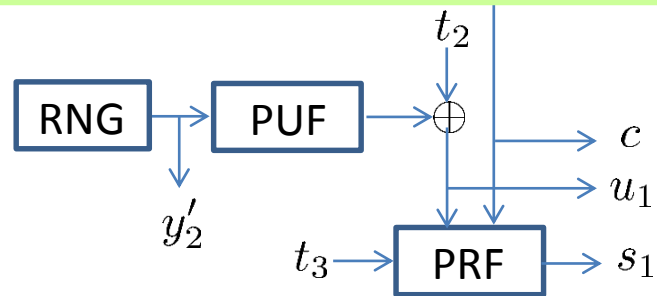


For each DB entries (contain all PUFs),

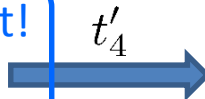


- Privacy preserving authentication
 - No identity in communication
 - Server mounts exhaustive search
- Forward secure authentication
 - Stored data is updated

(c, y_2, t_1, u_1, s_1)

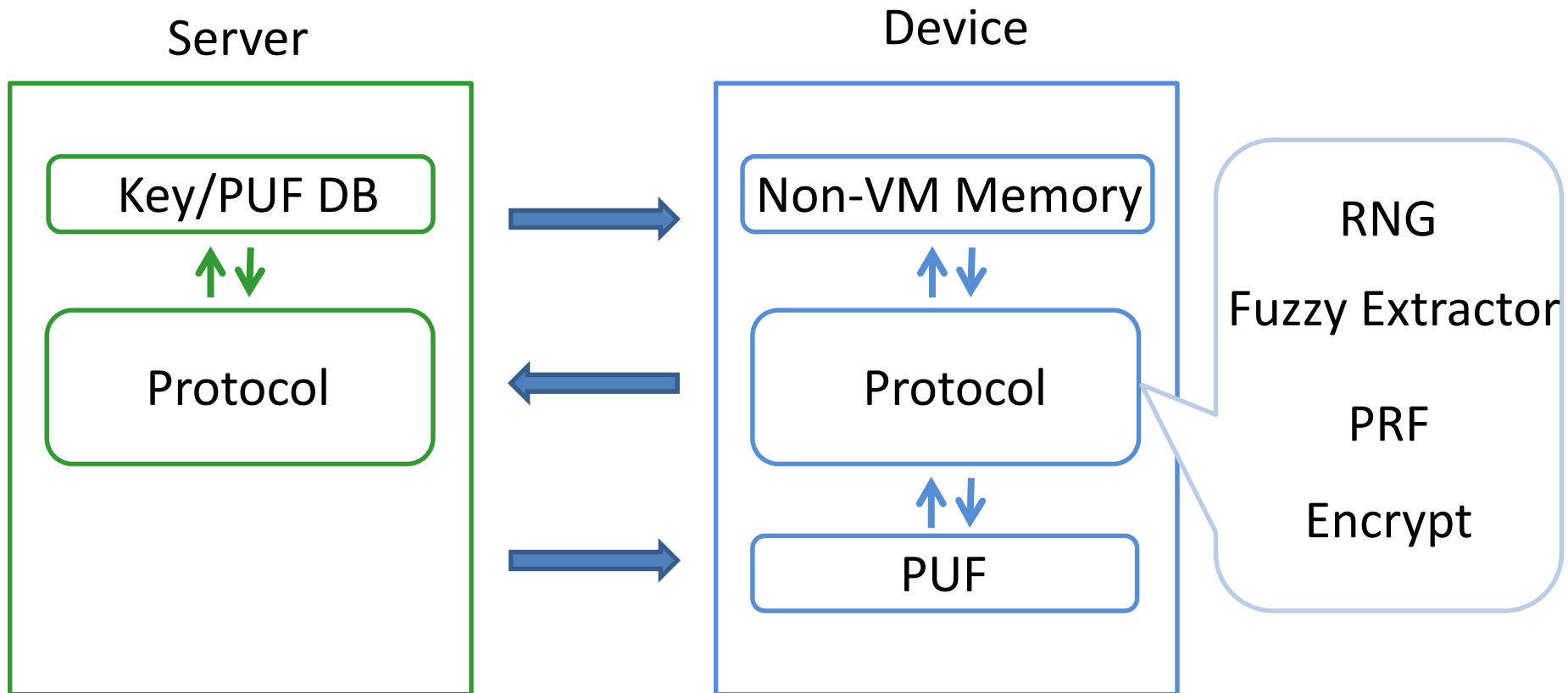


If $t'_1 = t_1 \wedge s_1 = \text{PRF}(t'_3, u_1 || c)$, **Accept!**
Update DBs to $(t_2 \oplus u_1, t'_5)$

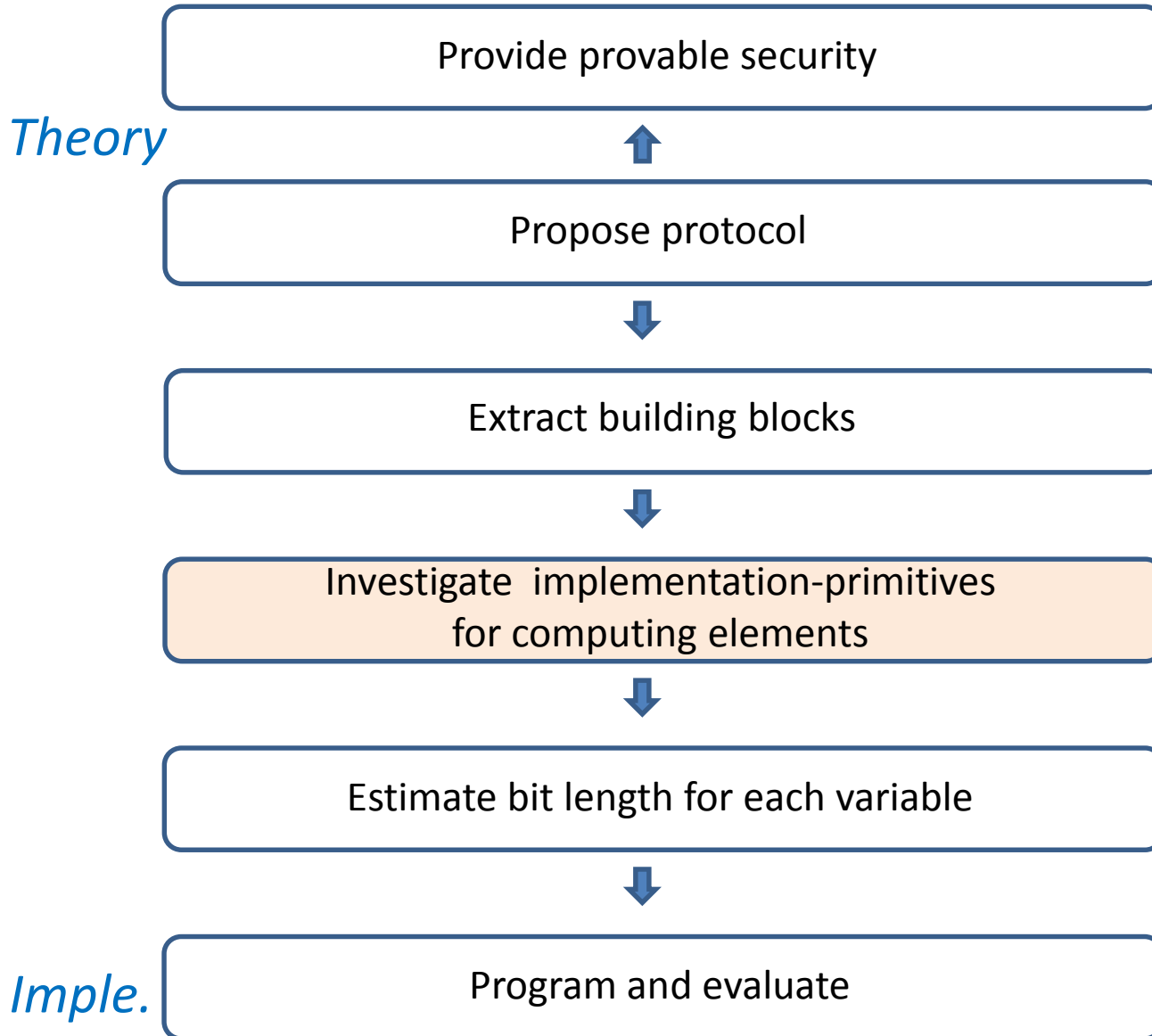


If $t_4 = t'_4$, **Accept!**
Update stored data to (y'_2, t_5)

Abstract Description

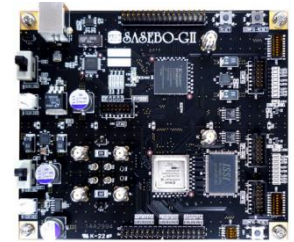


Third Step



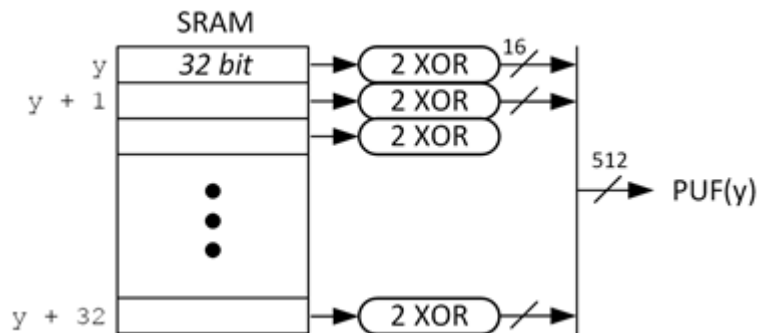
PUF & RNG Construction

We select SRAM PUF and evaluated with SASEBO-GII
(SRAM PUF is area efficient)



x100

SRAM PUF part

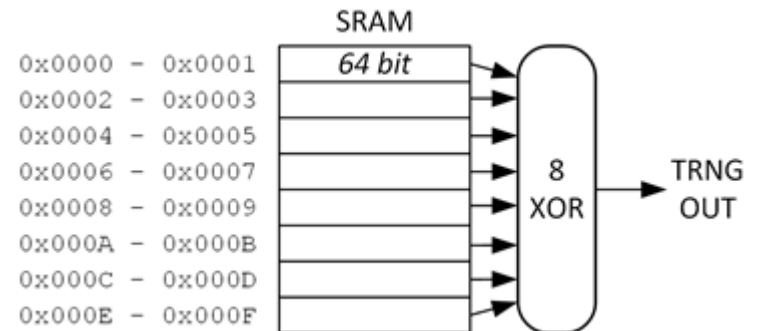


To avoid bias, 2-XORed is performed



Min-entropy rate: 26%
Noise rate : 10%

RNG part



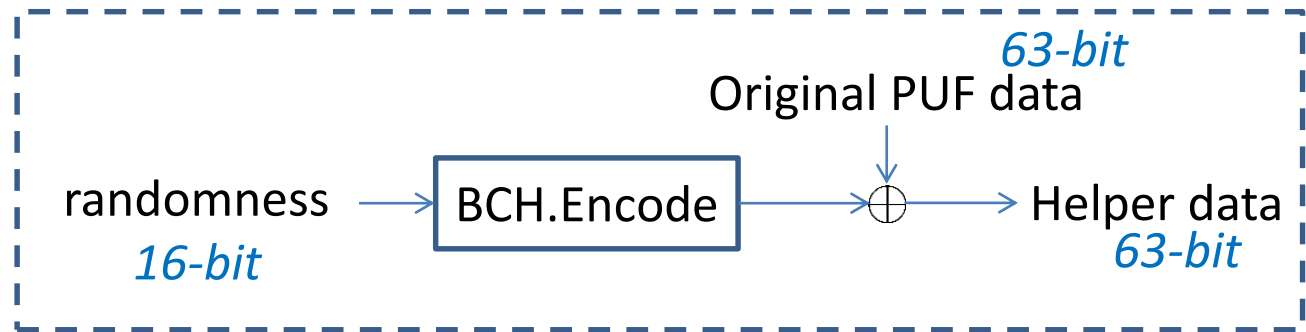
8-XORed SRAM data passed
NIST random test

Implement Fuzzy Extractor

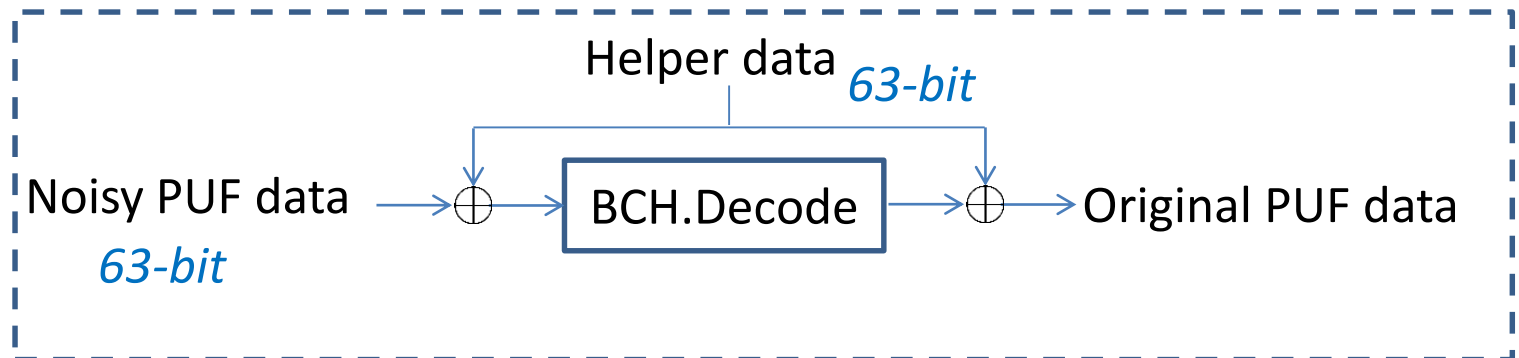
ECC part: Code-offset with (63,16,23)-BCH code

Correct noise up to 11-bit in 63-bit

Encode
(device side)

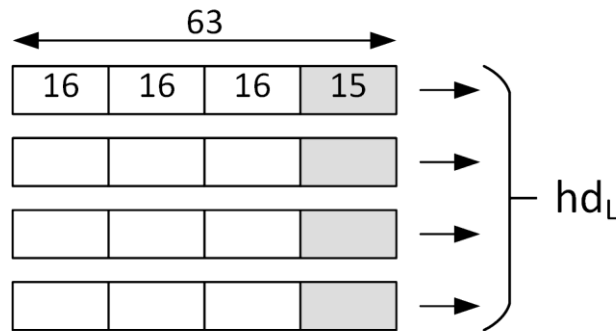


Decode
(server side)



Implement Fuzzy Extractor

ECC part: Code-offset with (63,16,23)-BCH code



4x63-bit (=252-bit) PUF's data

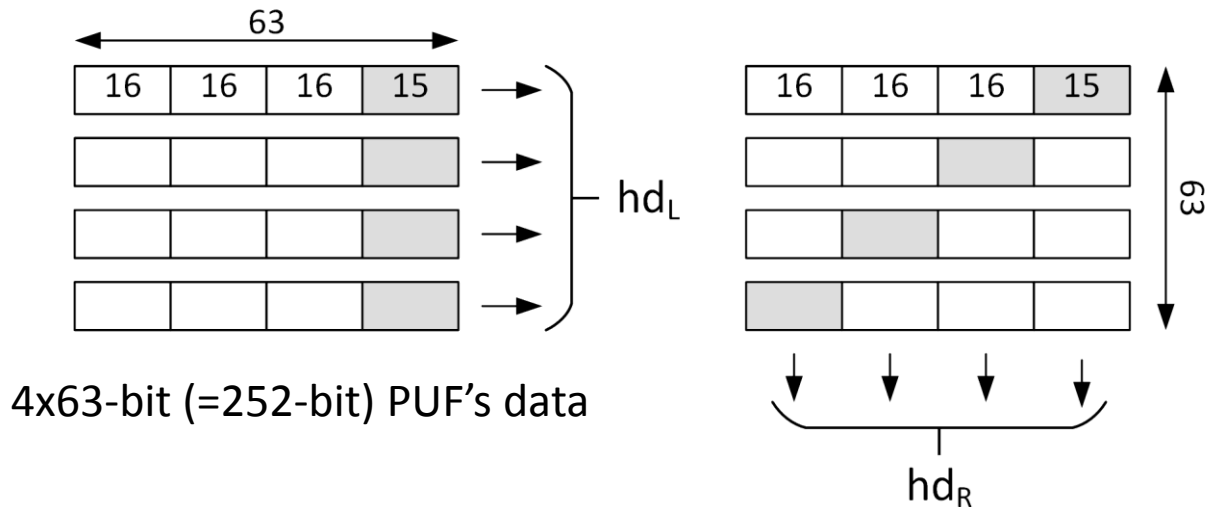
Min-entropy rate: 26% \rightarrow 128-bit entropy in 8x63-bit PUF data

Remark: 10% noise rate

[Correct one block (63-bit): 97.62%
Correct eight blocks (8x63-bit): 82.61% \rightarrow Need modification

Implement Fuzzy Extractor

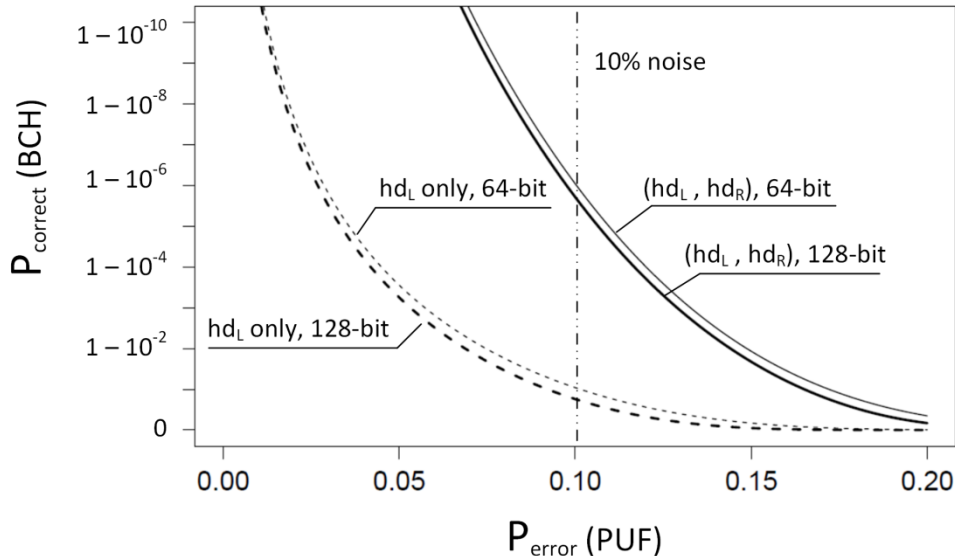
ECC part: Code-offset with (63,16,23)-BCH code



Novelty: Apply code-offset for left-rotated PUF's data

Implement Fuzzy Extractor

ECC part: Code-offset with (63,16,23)-BCH code



Novelty: Apply code-offset for left-rotated PUF's data



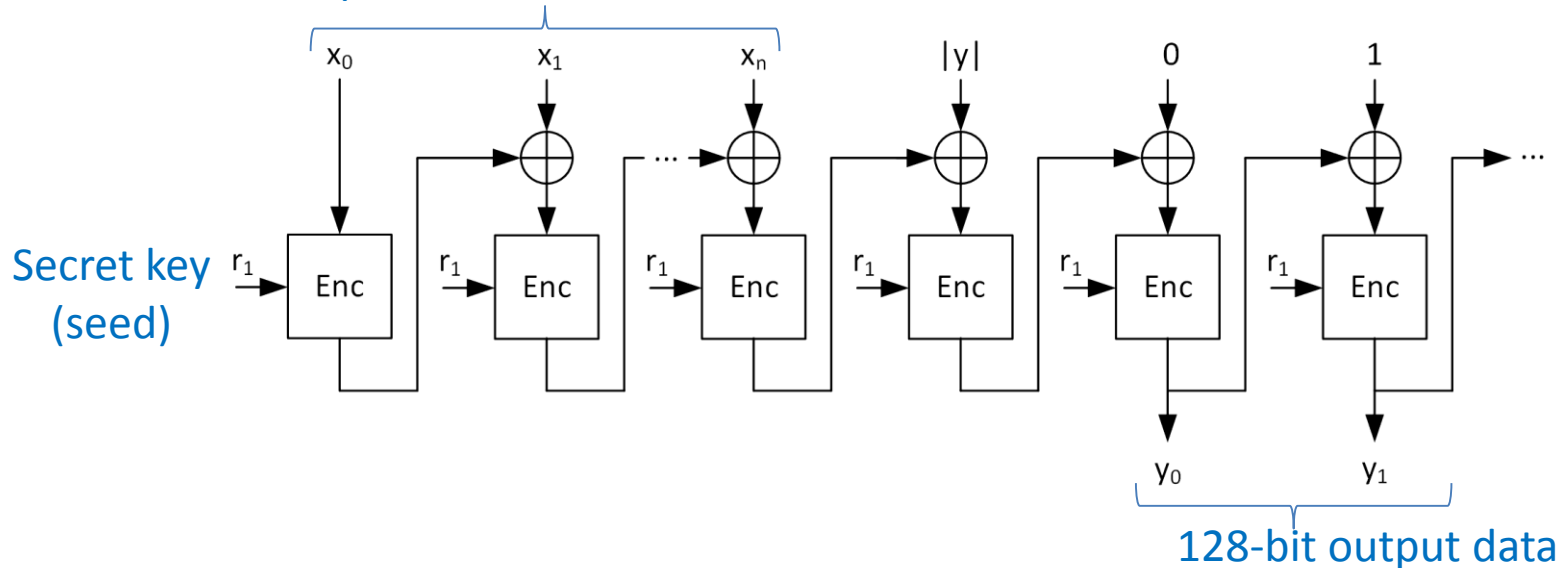
Correctness is improved ($> 1 - 10^{-6}$)

Security is also analyzed

Implement Fuzzy Extractor

Randomness extraction part: CBC-MAC based PRF + randomness

504-bit Input data + 256-bit randomness



PRF and this part are performed by same code

We selected SIMON for the encryption algorithm

Final Step

Theory

Provide provable security



Propose protocol



Extract building blocks



Investigate implementation-primitives
for computing elements



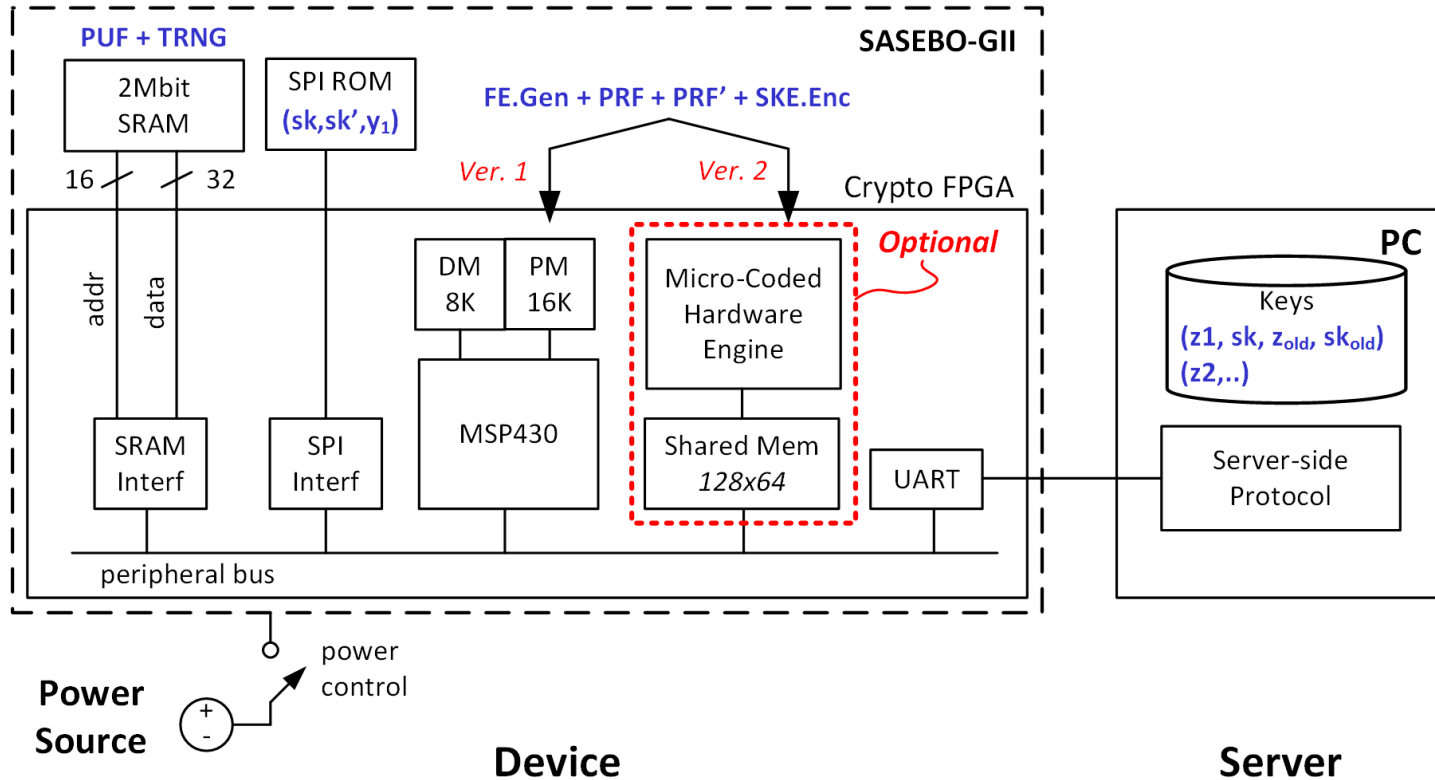
Estimate bit length for each variable



Imple.

Program and evaluate

Architecture Design



We provide two versions:

- Soft-core mapping MSP430 in FPGA
- MSP430 w/ Micro-coded hardware implementation

Implementation Results

Category	64-bit SW (MSP430)	128-bit SW (MSP430)	128-bit HW	Unit
Text size	6,862	8,104	4,920	Bytes
Time	562,632	1,859,754	240,814	Cycles

- Fit in real MSP430 (8KB)
- Cycle count includes all procedures
 - In SW, BCH encoding is heavy
 - In HW, write/read from memory is heavy

Comparison with related works

	PUFKY (CHES 2012)	Slender (S&P 2012)	Reverse-FE (FC 2012)	This work
Application	Key Gen	Protocol	Protocol	Protocol
Privacy	No	No	No	Yes
Security flaws	No	Yes (ePrint 2014/977)	Yes (ePrint 2014/977)	No
Cycle count	55,310	-	-	1,859,754 (SW) 240,814 (HW)
Logic cost	120 Slices	144 LUT, 274 Register	658 LUT, 496 Register	1221 LUT, 442 Register
PUF	RO-PUF	XOR-Arbiter PUF	-	SRAM PUF

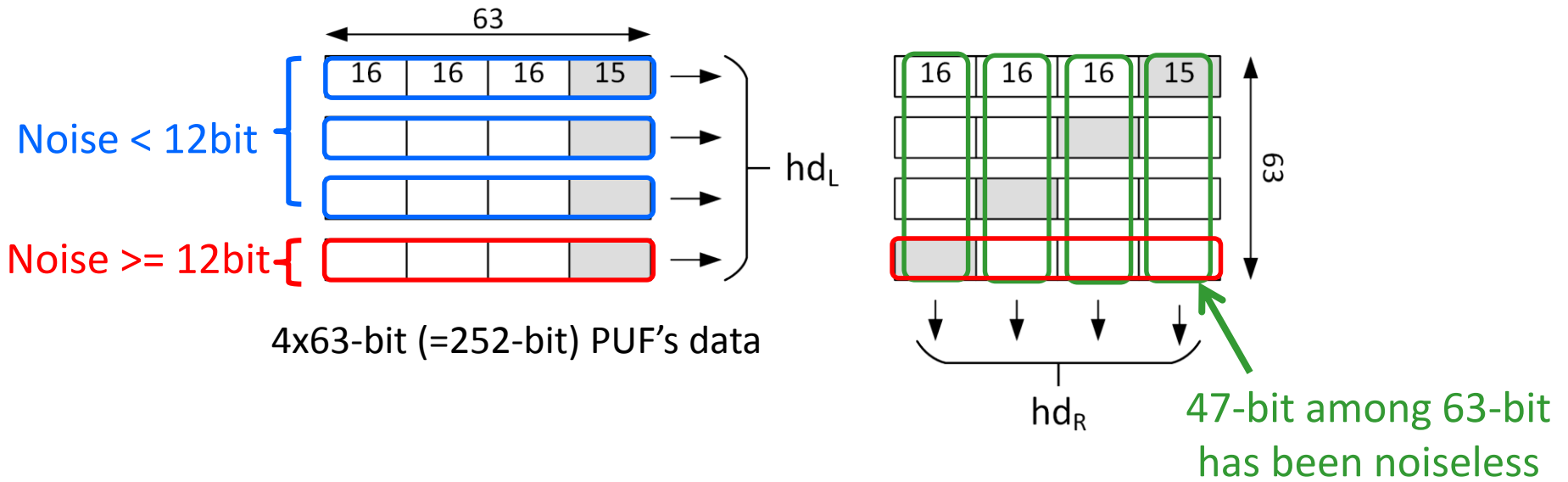
Conclusions

- We demonstrated how to bridge theory and implementation
- Implementing secure protocol requires many steps
- The proposed protocol can fit in microcontroller MSP 430: text size < 8KB (further optimization is still possible)

Thank you for your attention!

Appendix: Process of our code-offset

ECC part: Code-offset with (63,16,23)-BCH code



Novelty: Apply code-offset for left-rotated PUF's data

Appendix: Implementation Cost

Category		64-bit SW (MSP430)	128-bit SW (MSP430)	128-bit HW	Unit
Text	HW abstraction	1,022	1,022	1,398	Bytes
	Communication	496	644	628	Bytes
	SIMON	1604	2,440	0	Bytes
	BCH encoding	1,214	1,214	0	Bytes
	PUF + Fuzzy	562	646	590	Bytes
	RNG	396	456	396	Bytes
	Protocol	1,568	1,682	1,908	Bytes
Total text		6,862	8,104	4,920	Bytes
Data	Variables	424	656	656	Bytes
	Constants	197	197	73	Bytes
Total data		621	853	729	Bytes

Fit into real MSP430 (8KB memory space)

Appendix: Performance details

Category	64-bit SW (MSP430)	128-bit SW (MSP430)	128-bit HW	Unit
Read stored data	31,356	61,646	61,646	Cycles
RNG (SRAM)	11,552	23,341	22,981	Cycles
SRAM PUF	4,384	9,082	8,741	Cycles
BCH encoding	268,820	485,094	18,597	Cycles
Fuzzy extractor	28,691	205,080		Cycles
First PRF	39,583	299,724		Cycles
Encrypt	44,355	252,829		Cycles
Second PRF	57,601	394,129		Cycles
Write updated data	76,290	128,829	128,849	Cycles
Total cycles	562,632	1,859,754	240,814	Cycles

Expensive part in SW: BCH encoding

Expensive part in HW: read/write data