

# Composable Heuristics for Register-Transfer Level Logic Locking Optimization

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CSE

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**POLITECNICO**  
MILANO 1863



**HP-SR**  
in Information Technology

# Outline

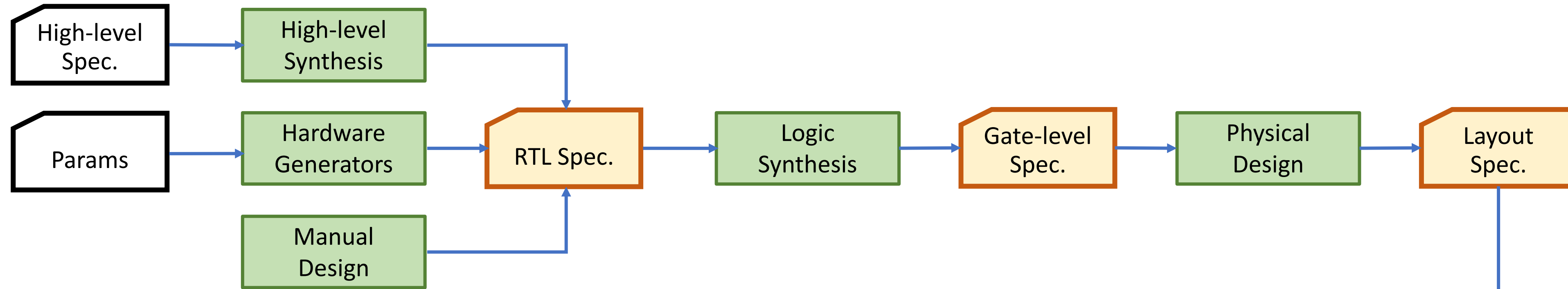
- Introduction to Hardware IP Protection
- Problem Definition
- Overview of the Approach: Heuristics for RTL Locking
- Implementation Details
- Experimental Evaluation

# Outline

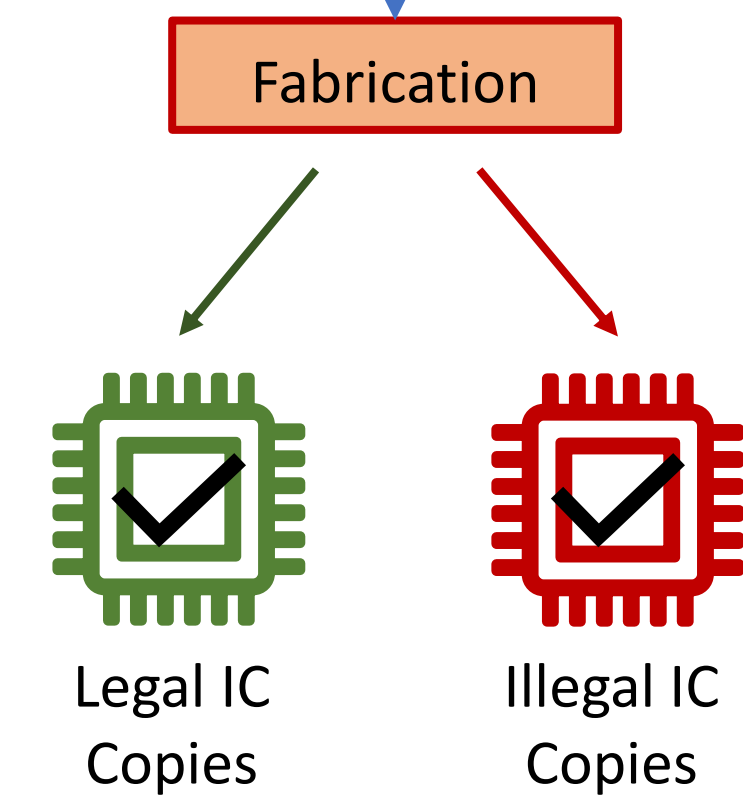
- **Introduction to Hardware IP Protection**
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# Globalization of the IC supply chain

## Design House



## Untrusted foundry



# Security threats

## Reverse Engineering

```
graph TD; A[Reverse Engineering] --> B[Intellectual Property theft]; A --> C[Malicious modifications];
```

### Intellectual Property theft

total loss from IC counterfeiting was estimated to be about \$169 billions in 2011

80% of reported counterfeited parts in 2019 were never reported before

### Malicious modifications

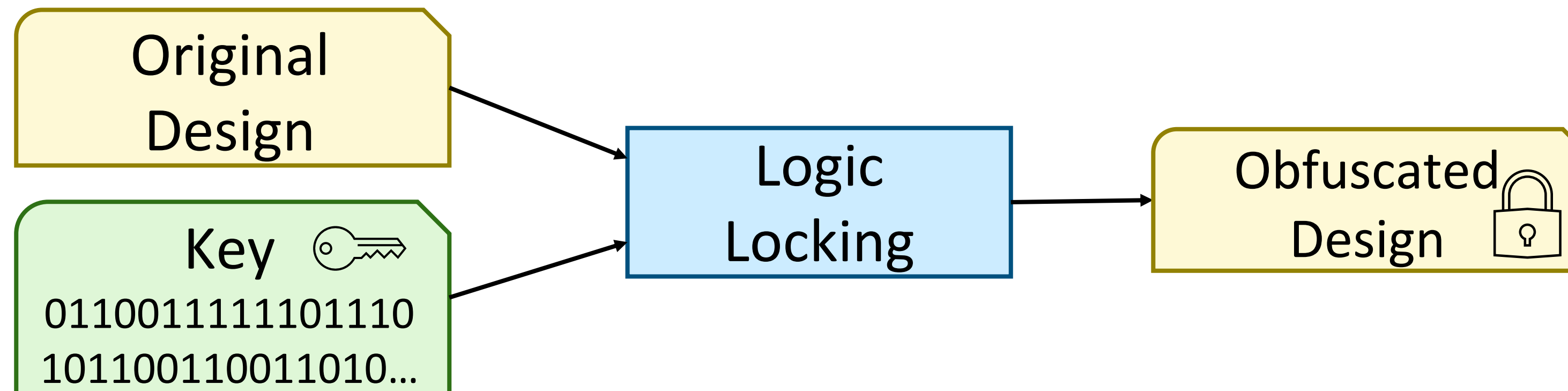
planned obsolescence trojans

backdoor insertion

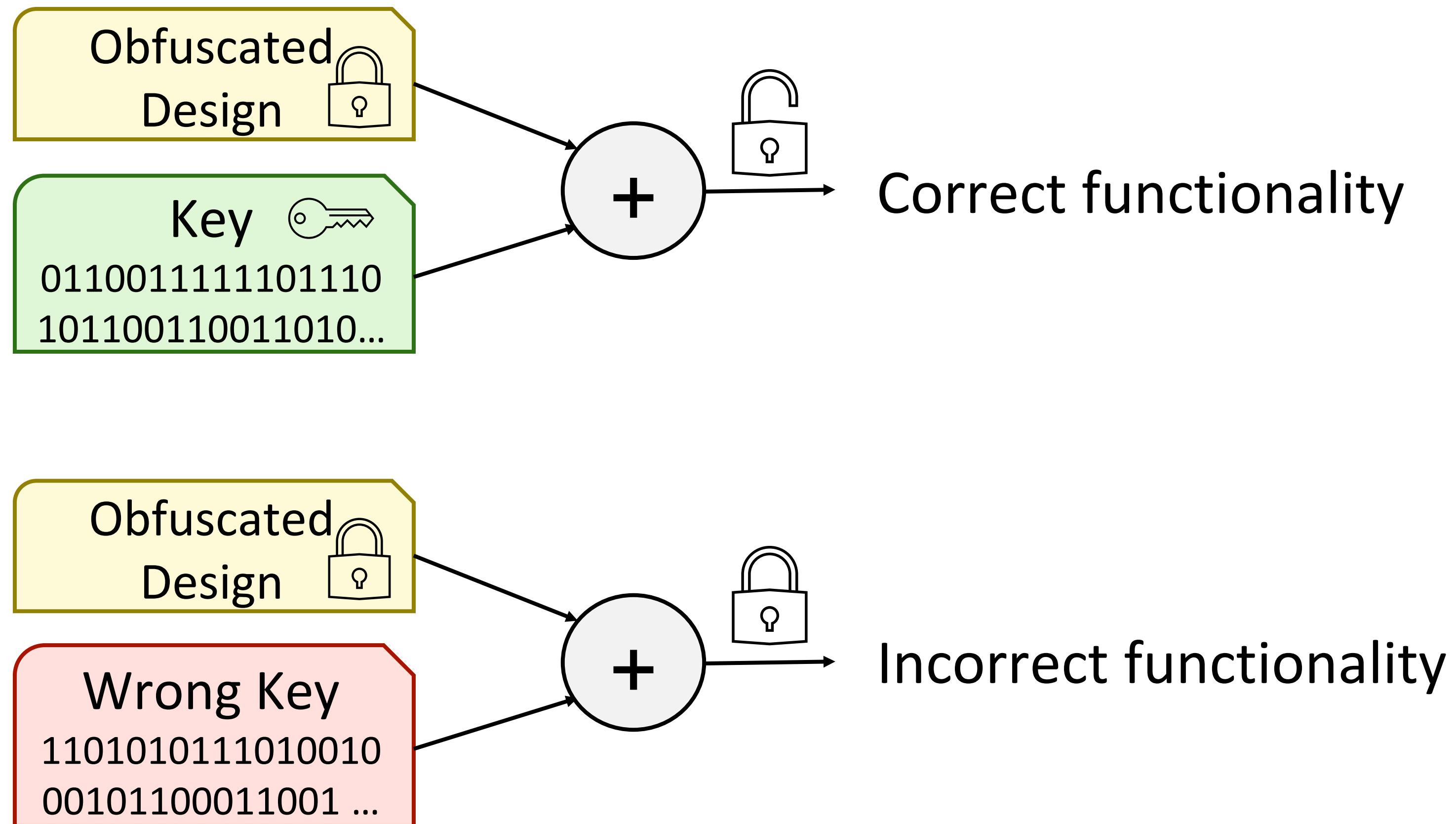
attempted trade of counterfeited Cisco equipment to the US Department of Defense

# Logic Locking

Thwarting reverse engineering



# Logic Locking



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# Threat Model

**Oracle:** a chip that performs correct computation

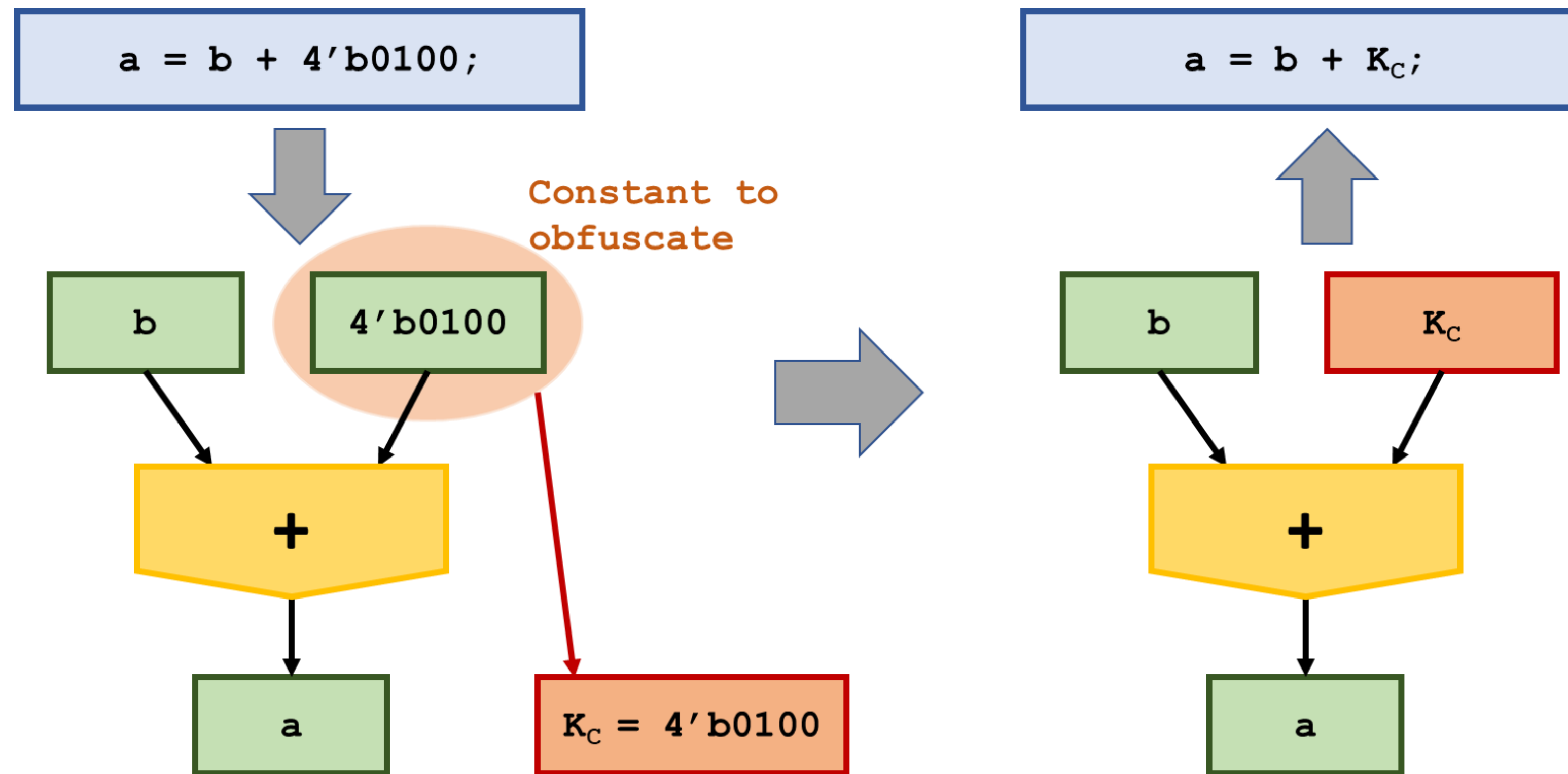
**Ambiguity:** ability of an attacker to distinguish between primary inputs and key inputs

***Oracle-less scenario with distinct ambiguity***

The attacker has no oracle but can distinguish data and control signals

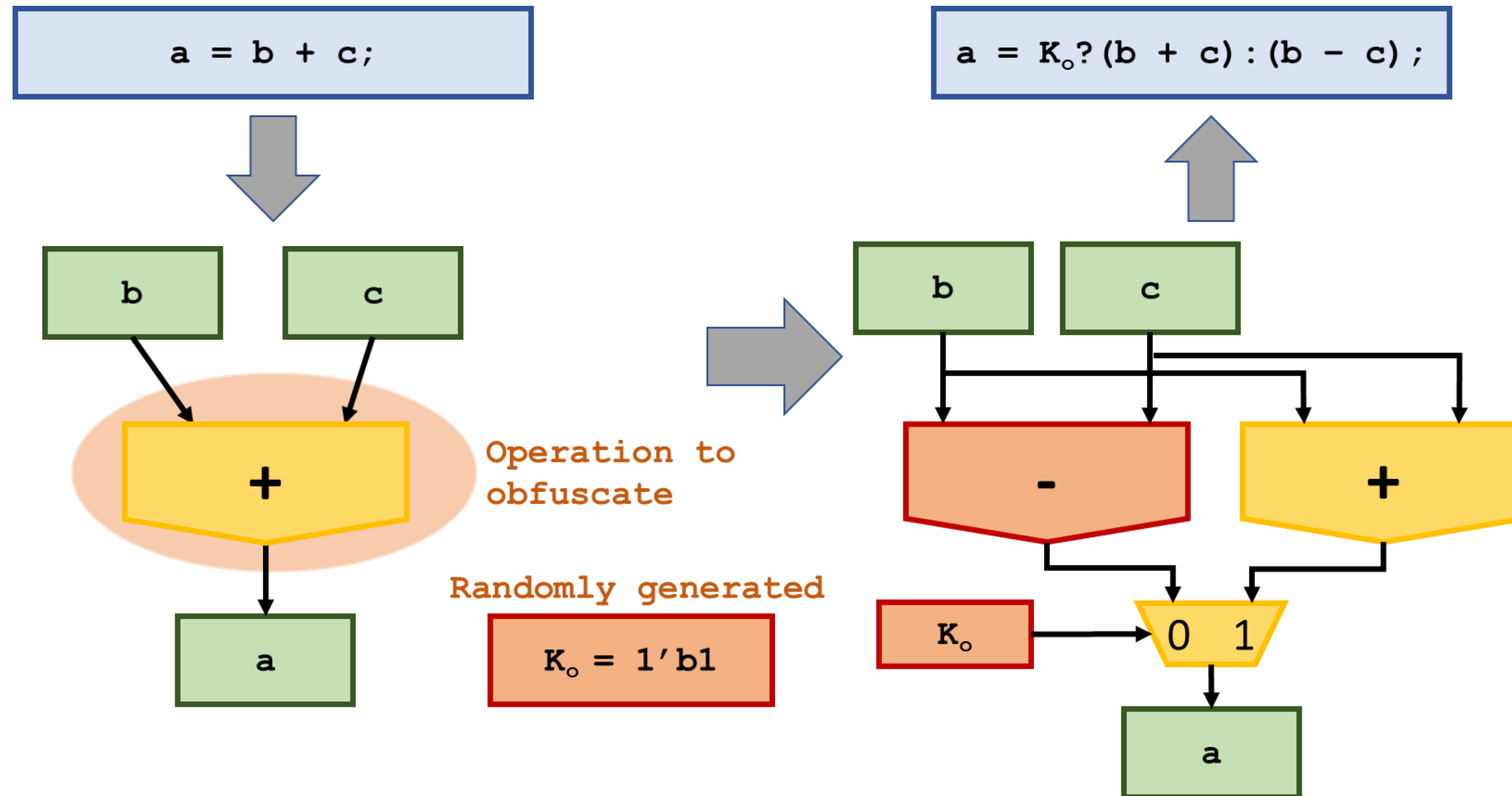
# Semantic Obfuscation

## Constant obfuscation



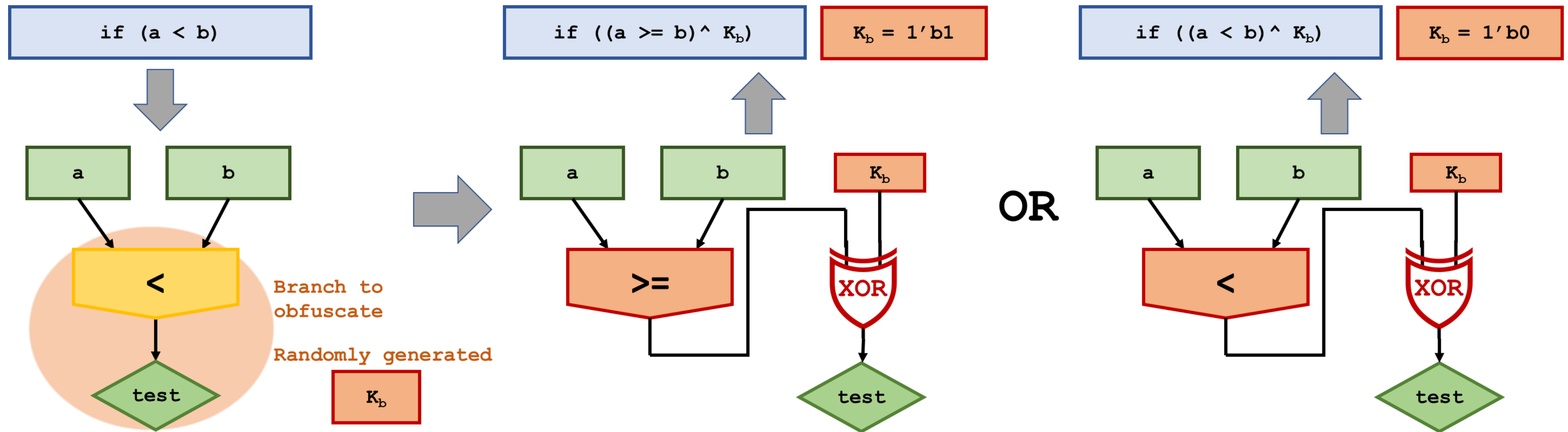
# Semantic Obfuscation

## Operation obfuscation



# Semantic Obfuscation

## Branch obfuscation



# Security Evaluation

Mean Differential Entropy:

$$H = \sum_{i=1}^N \left( P_i \cdot \log \frac{1}{P_i} + (1 - P_i) \cdot \log \frac{1}{1 - P_i} \right) \cdot \frac{1}{N}$$

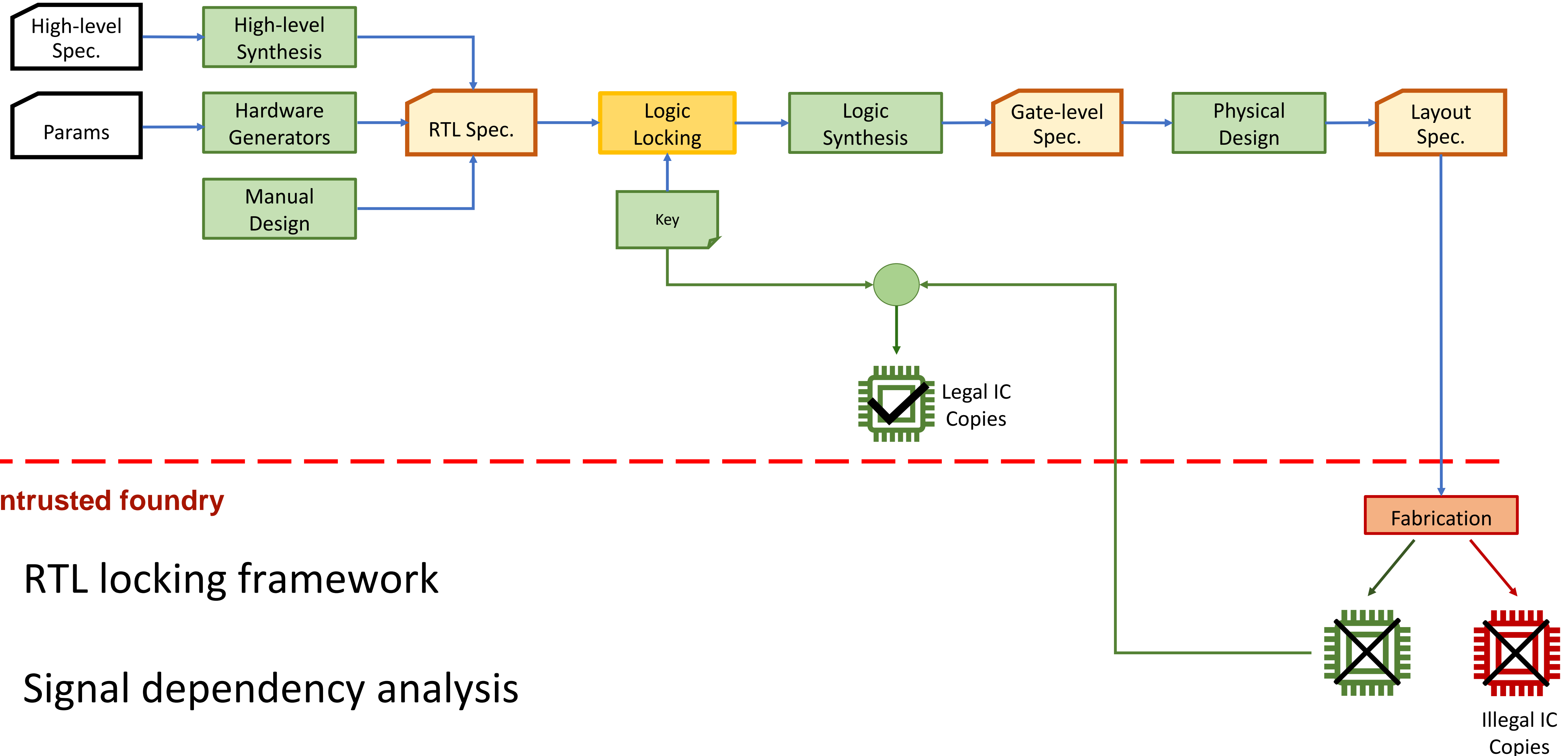
$$P_i = \frac{\sum_{w=1}^N \sum_{t=1}^M \text{OUT}[i]_t \oplus \text{OUT}[i]_{t,w}}{N \cdot M}$$

# Problems of Logic Locking

- Logic locking introduces Area, Power, and Timing overheads
- Netlist Locking
  - Post-synthesis obfuscation ➡ Information embedded in the netlist
  - Obfuscation of random points ➡ May yield invalid designs
- RTL Locking
  - Obfuscation in topological order ➡ Design dependent solutions
- HLS Locking
  - DSE for obfuscation optimization ➡ High computational cost

# Contributions

## Design House



## Untrusted foundry

- RTL locking framework
- Signal dependency analysis
- Optimization under area and key-bit constraints

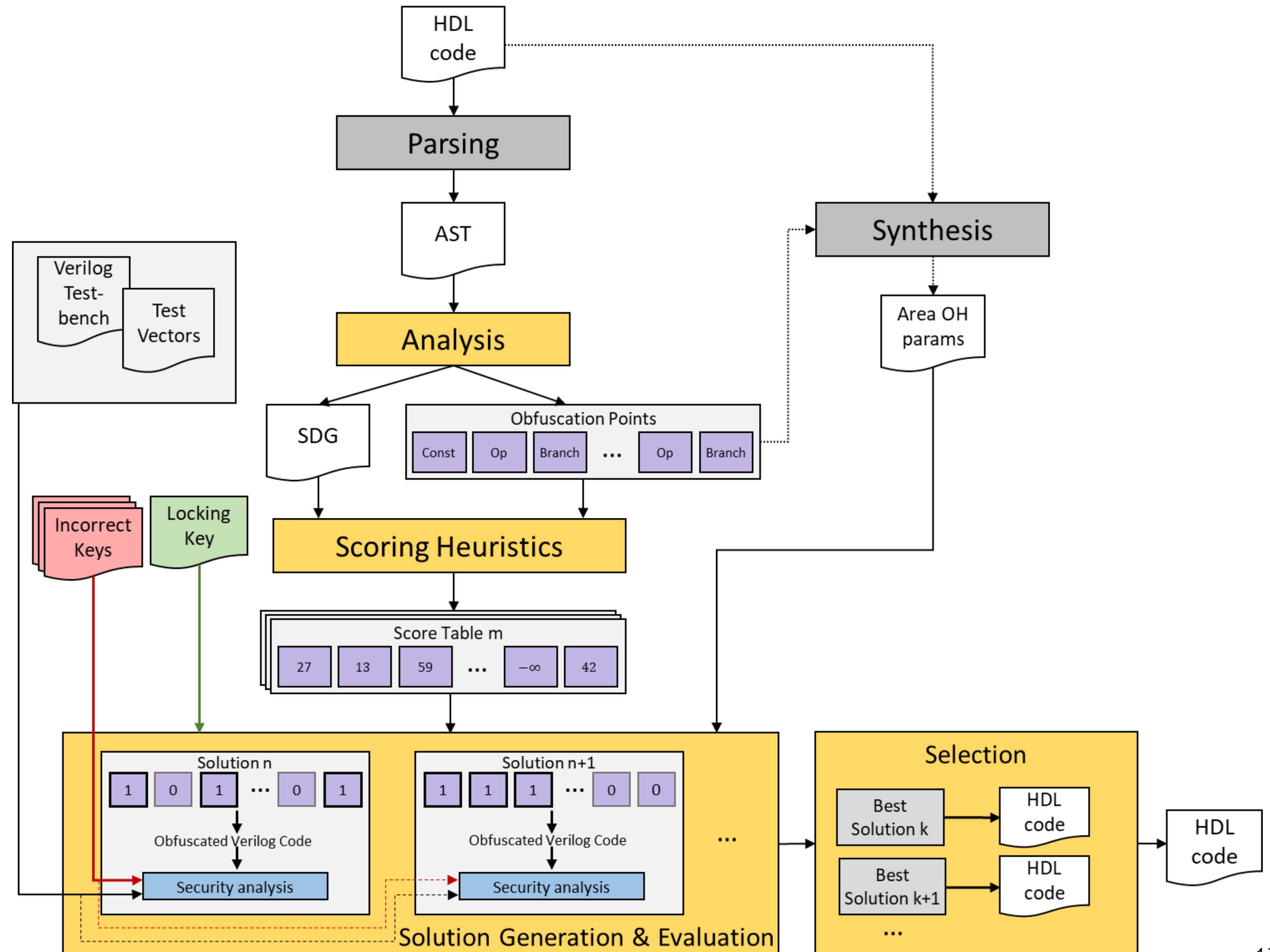
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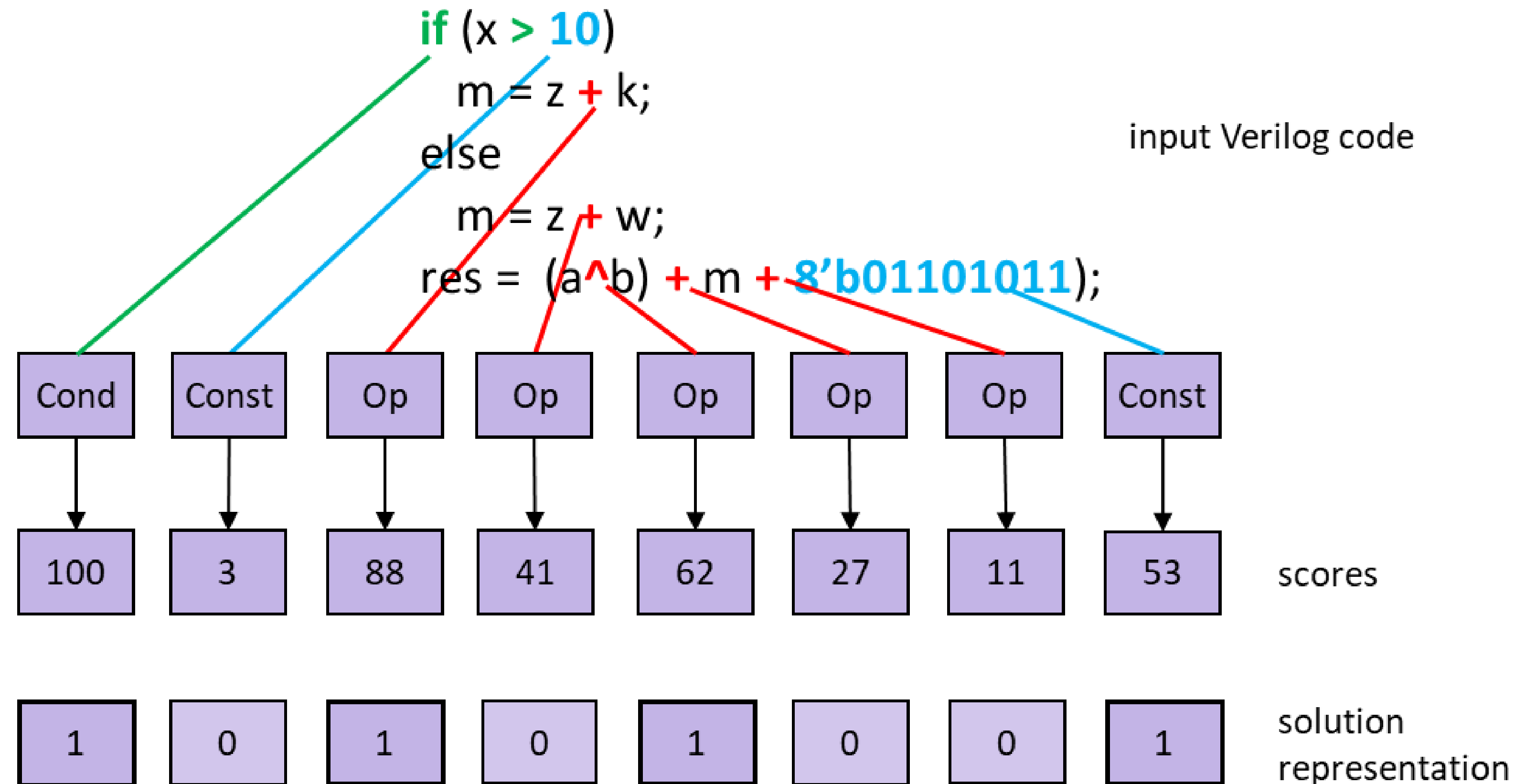


# RTL Locking Framework

- Dependence analysis
- Composable scoring heuristics
- Area overhead estimations



# Score Table & Solution Representation

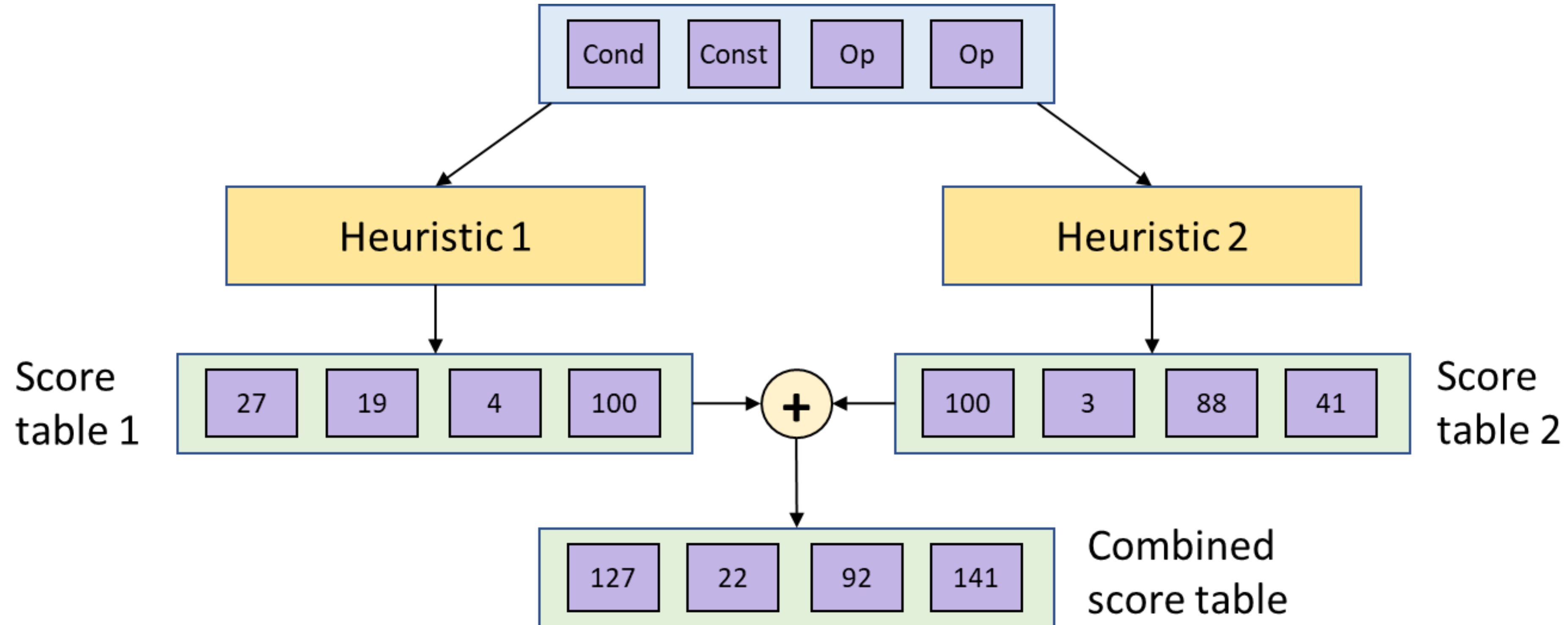


```

if ((x <= 10)^key[0]) m = key[1] ? z-k : z+k;
else m = z + w;
res = (key[2]?(a|b) : (a^b)) + m + key[3:10];
  
```

obfuscated  
Verilog code

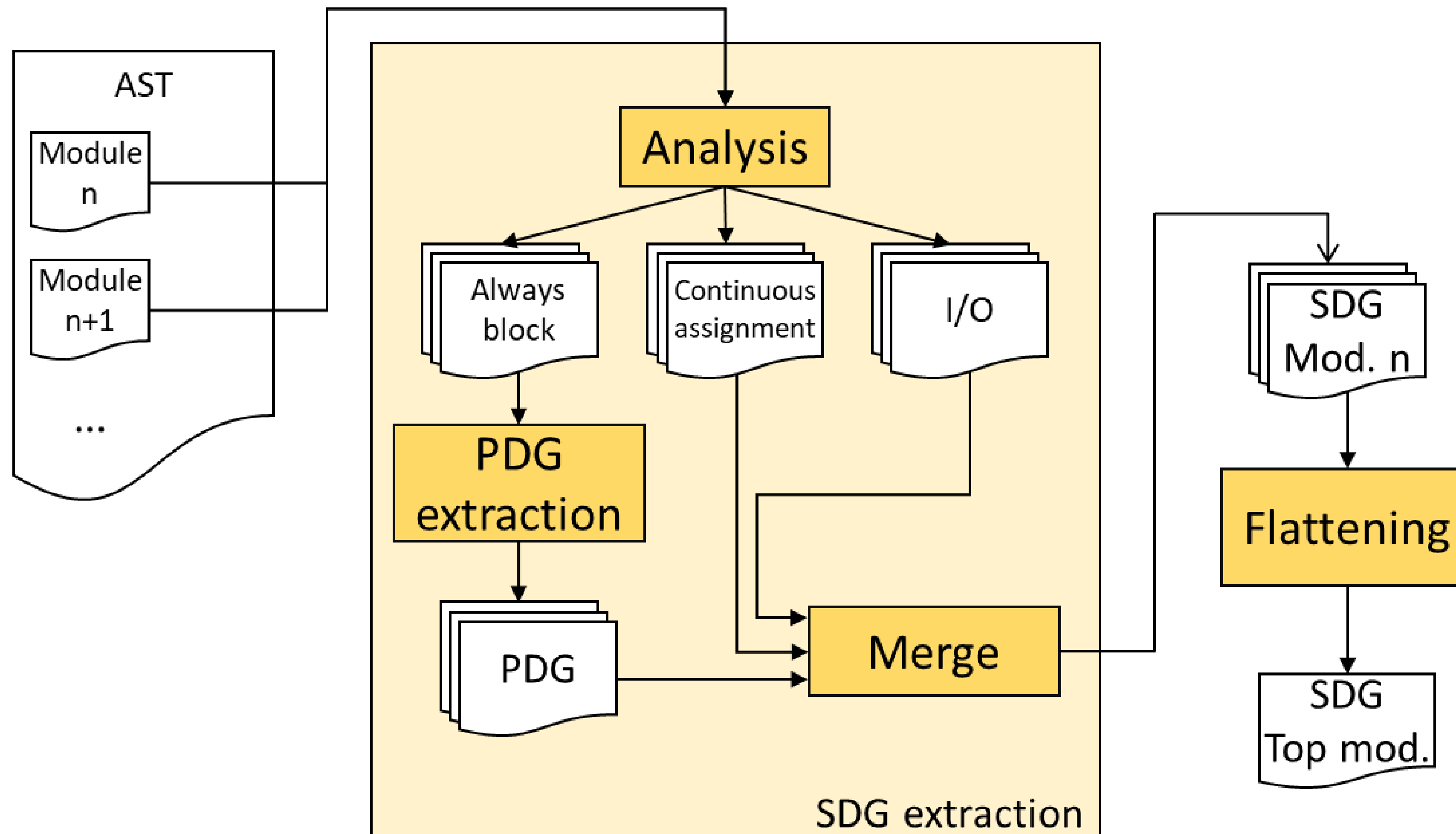
# Heuristic Combination



# Outline

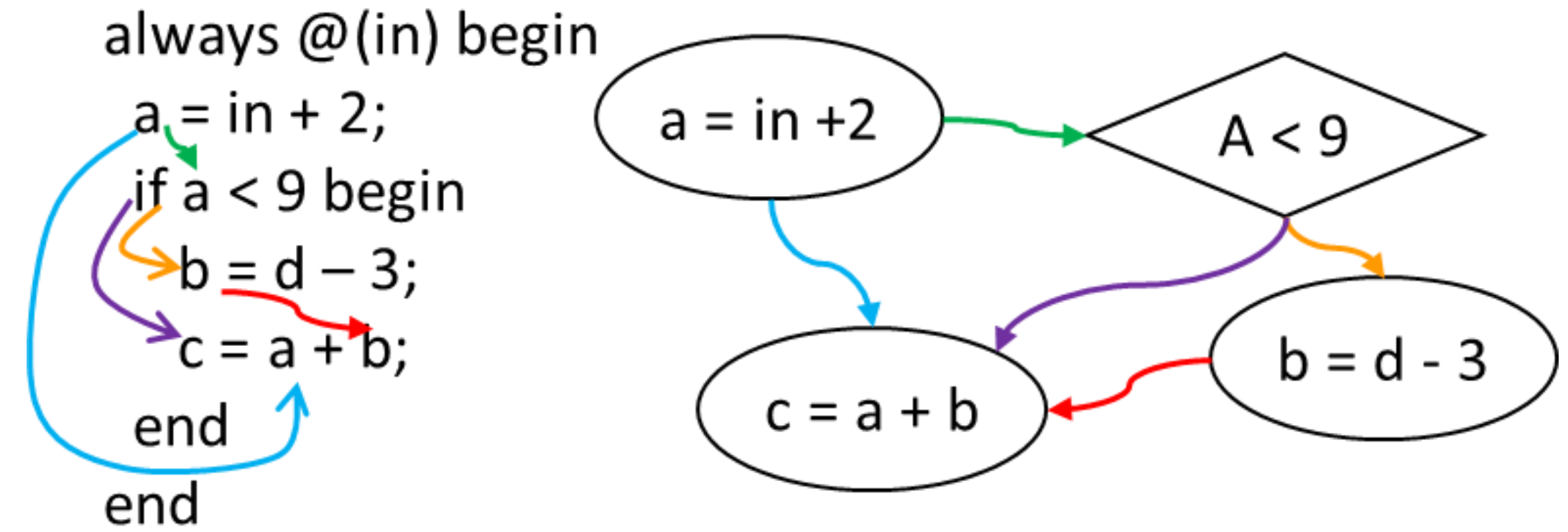
- Introduction to Hardware IP Protection
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# SDG extraction flow

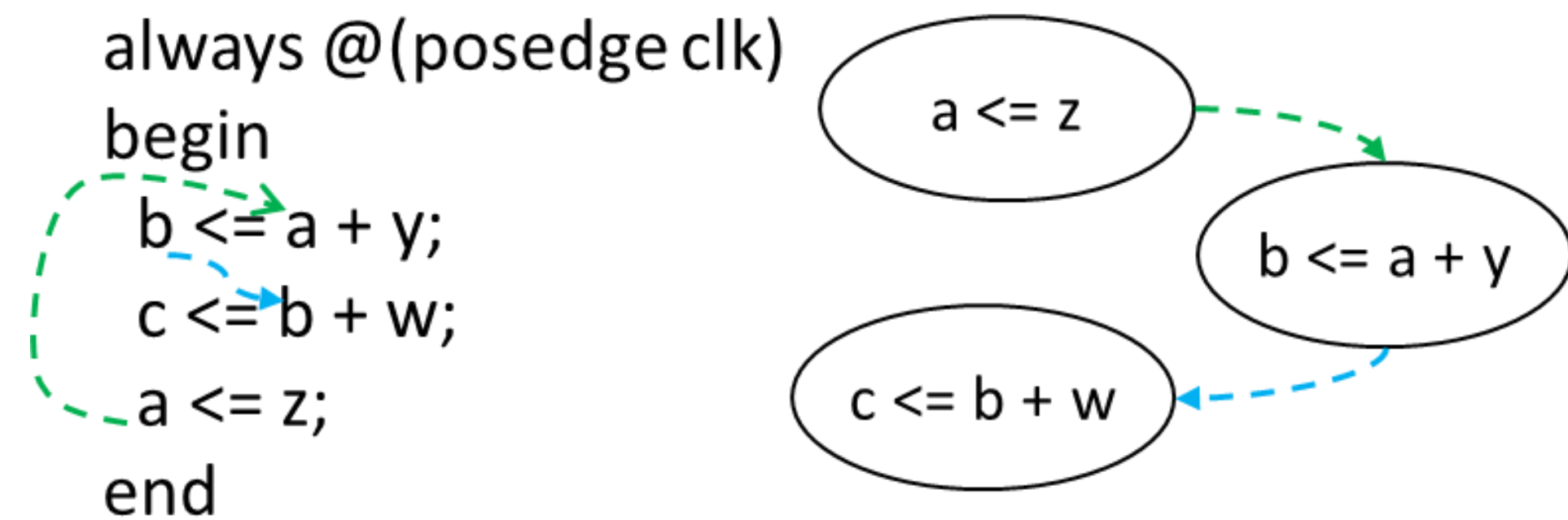


# Dependencies

- Direct Dependence



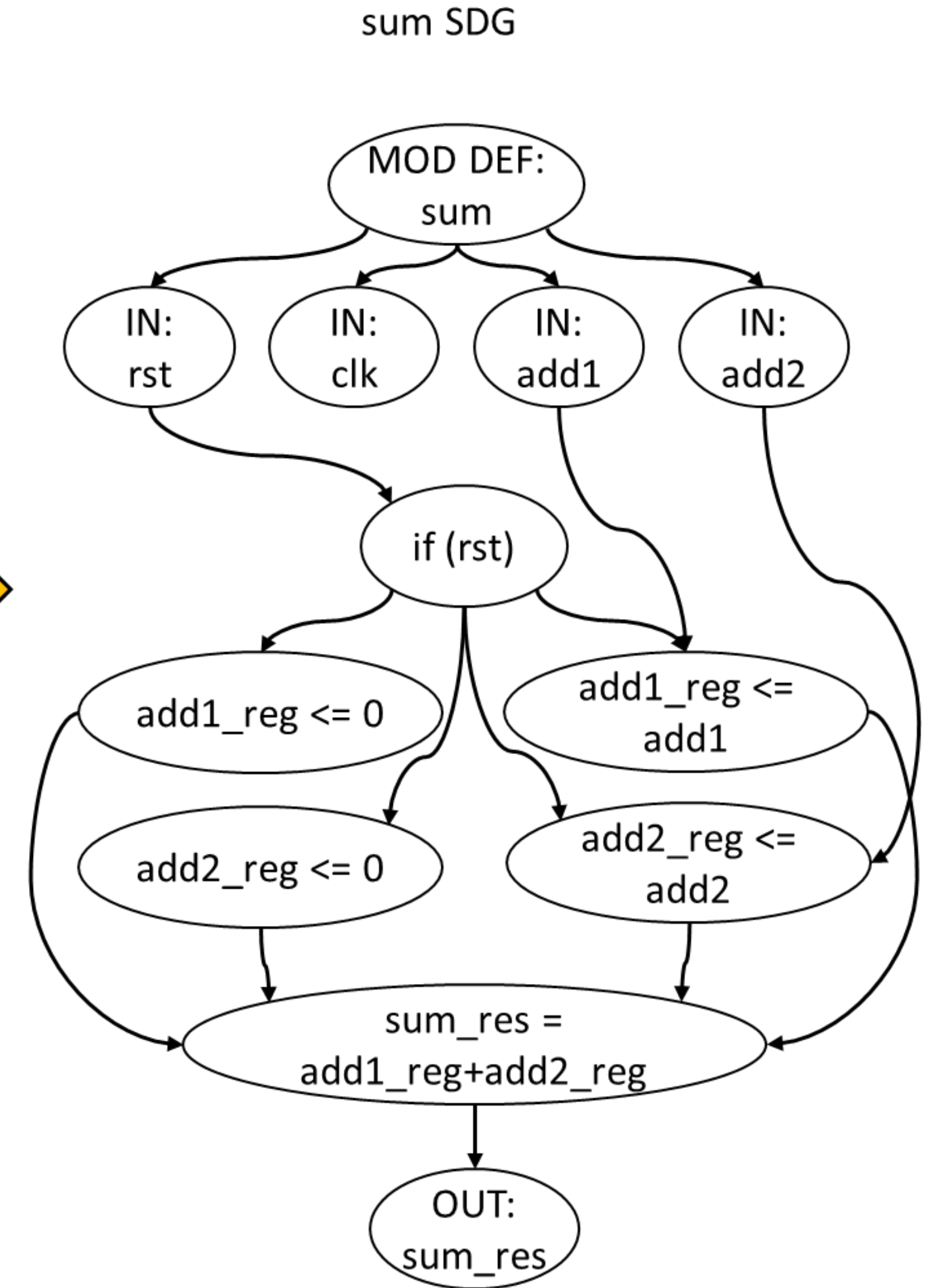
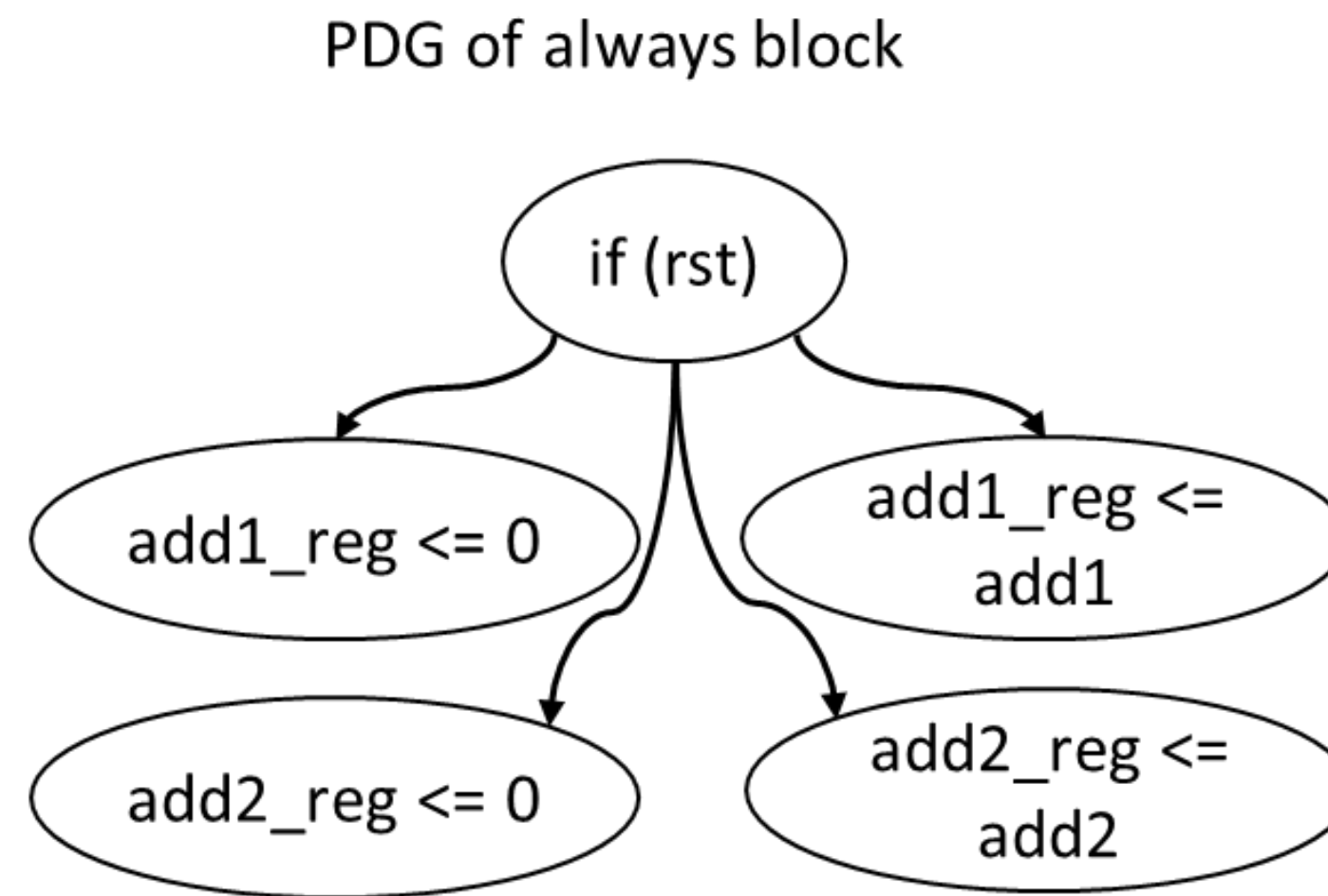
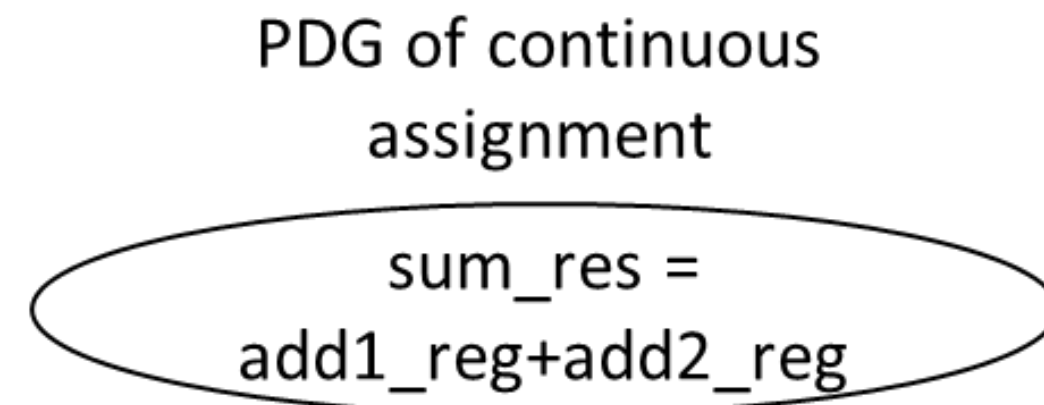
- Inter-cycle Dependence



# From PDG to SDG

```
module sum(clk, rst, add1, add2, sum_res);  
input clk, rst;  
input [31:0] add1, add2;  
output [31:0] sum_res;  
reg [31:0] add1_reg, add2_reg;  
assign sum_res = add1_reg + add2_reg;
```

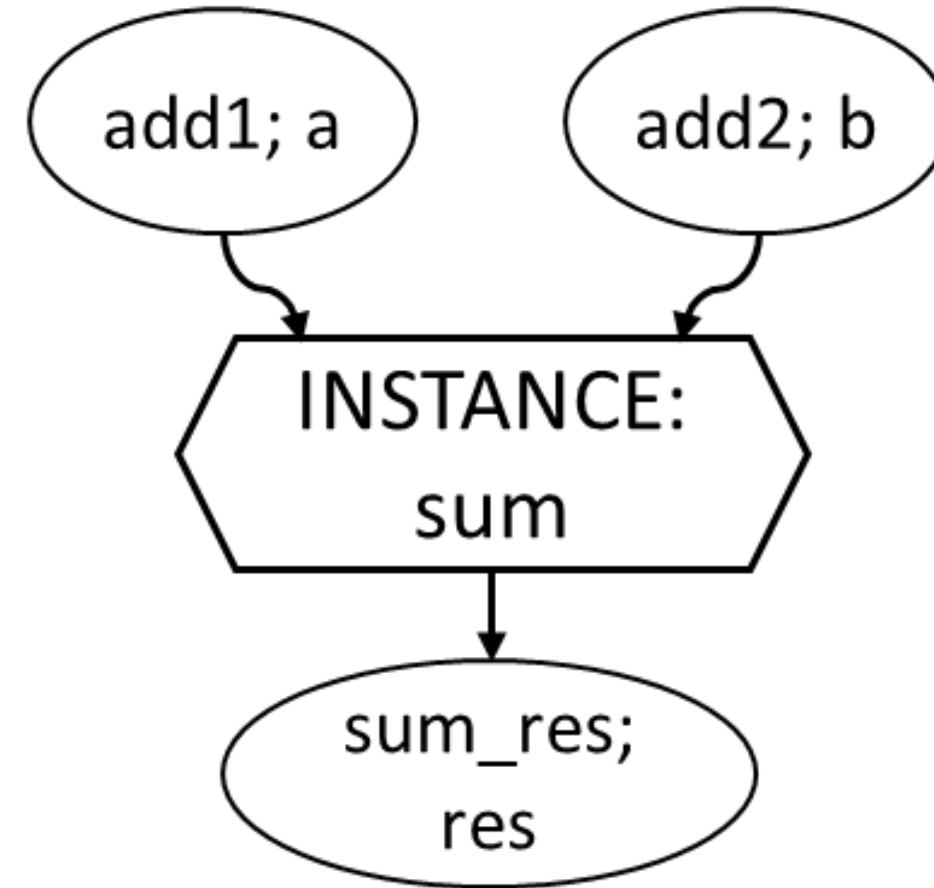
```
always @(posedge clk, rst) begin  
  if (rst) begin  
    add1_reg <= 0;  
    add2_reg <= 0;  
  end  
  else begin  
    add1_reg <= add1;  
    add2_reg <= add2;  
  end  
end  
endmodule
```



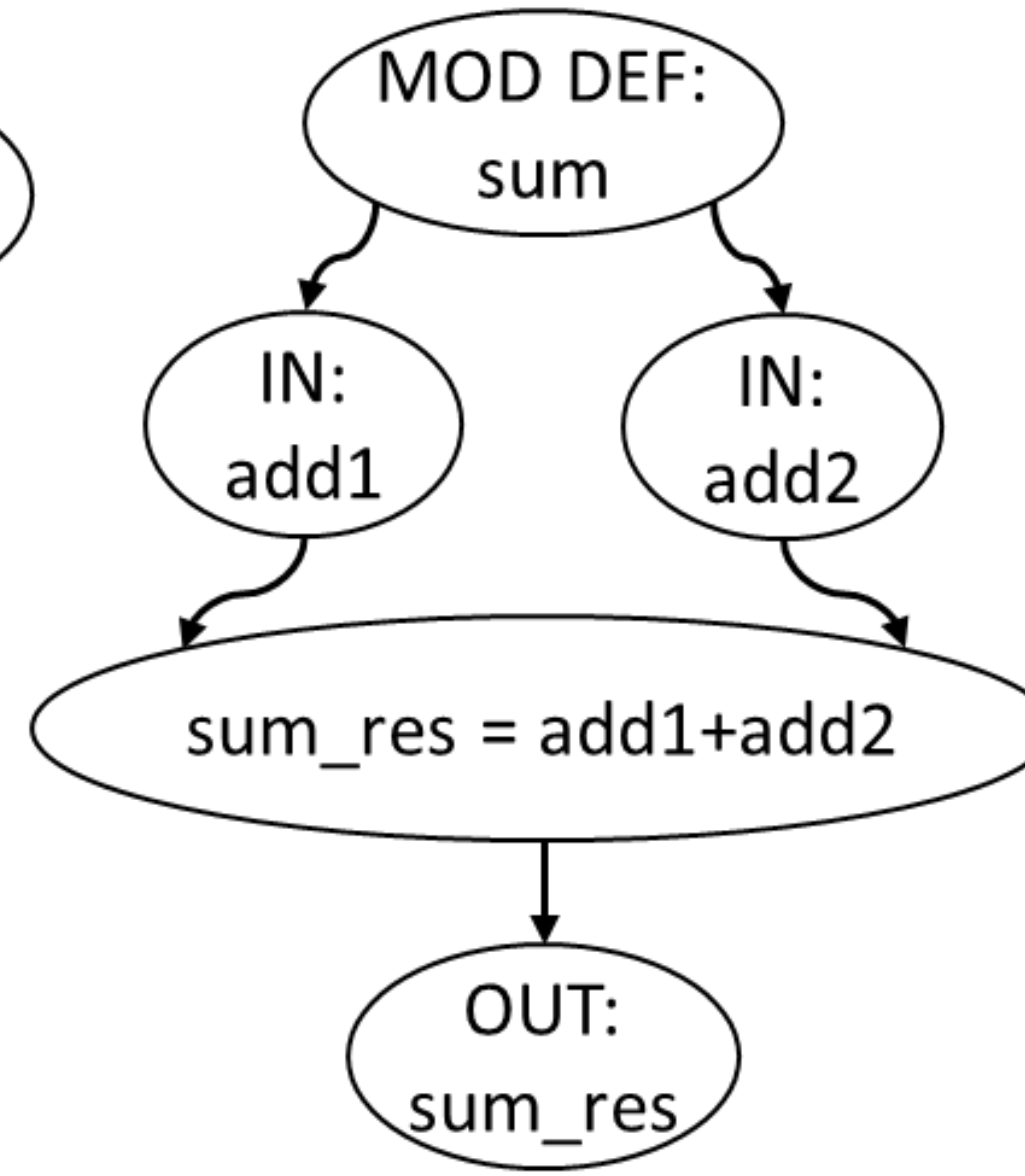
# Module Flattening

```
module sum( add1, add2, sum_res);  
input [31:0] add1, add2;  
output [31:0] sum_res;  
assign sum_res = add1 + add2;  
endmodule  
  
...  
sum s1 (.add1(a),  
       .add2(b),  
       .sum_res(res));  
...
```

top module subgraph  
before flattening



sum SDG



Flattening



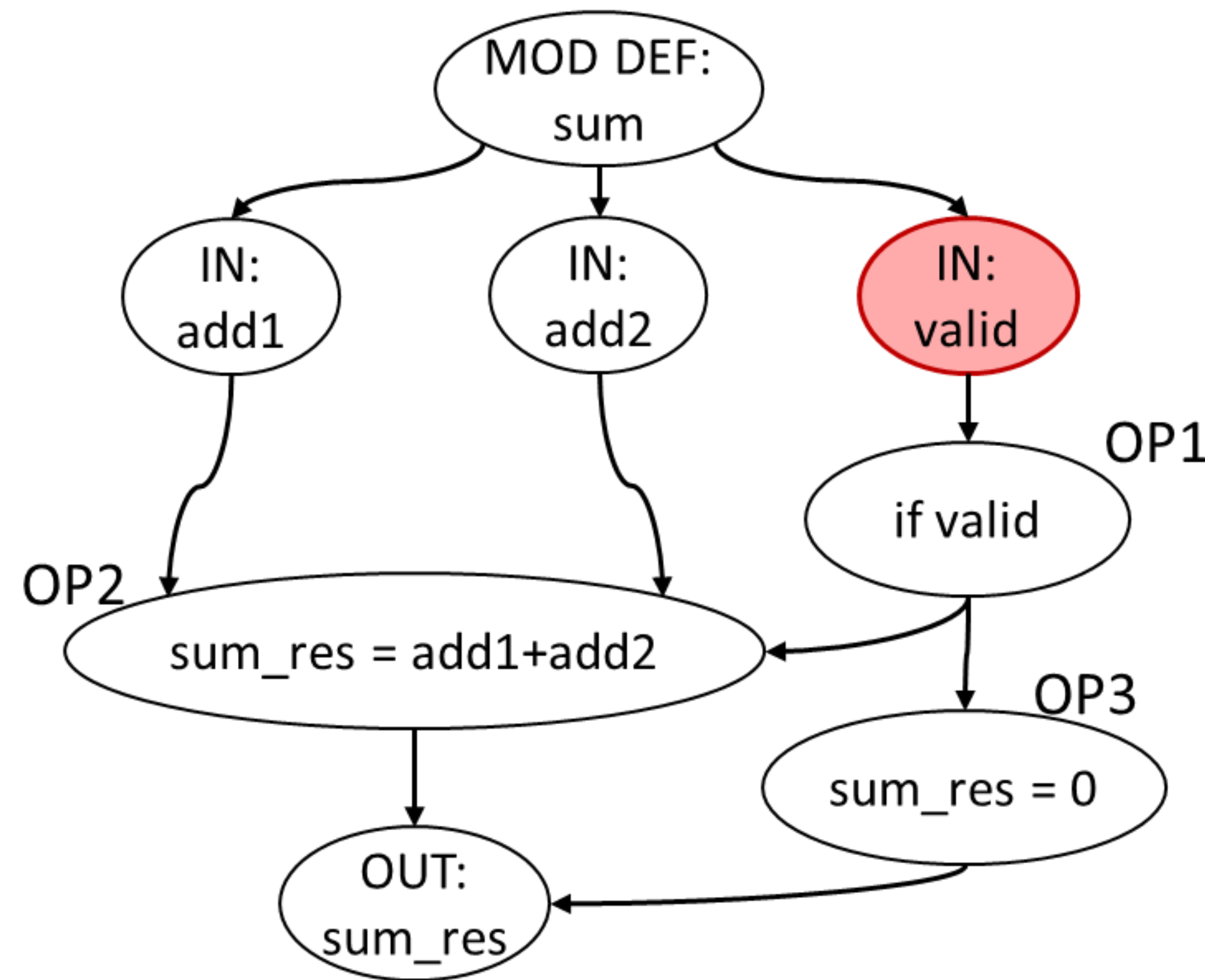
Representation of the entire design from inputs to outputs



# Scoring Heuristics

## Control Disabling

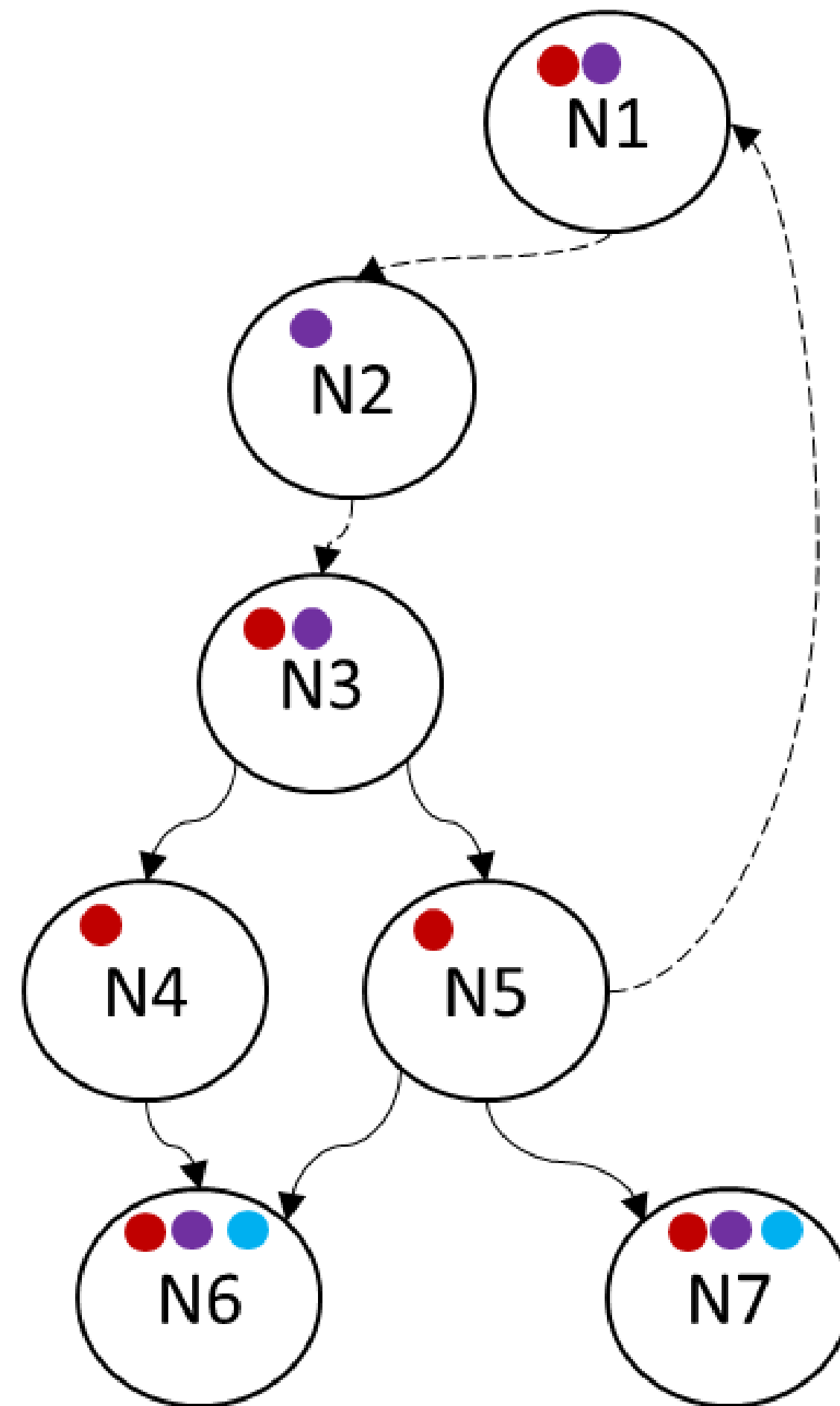
Avoid obfuscation of points that cause simulation failures



Score Table Control Disabling:  
OP1 = -inf  
OP2 = 0  
OP3 = 0

# Scoring Heuristics

## Bounded (Direct) Children



Reward points that influence a big design portion

- Direct dependency
- - - → Inter-cycle dependency

Assuming OPX associated with SDG node NX:

$$\text{bounded\_children}(\text{OP2}, 3) = 6$$

$$\text{bounded\_children}(\text{OP5}, 3) = 5$$

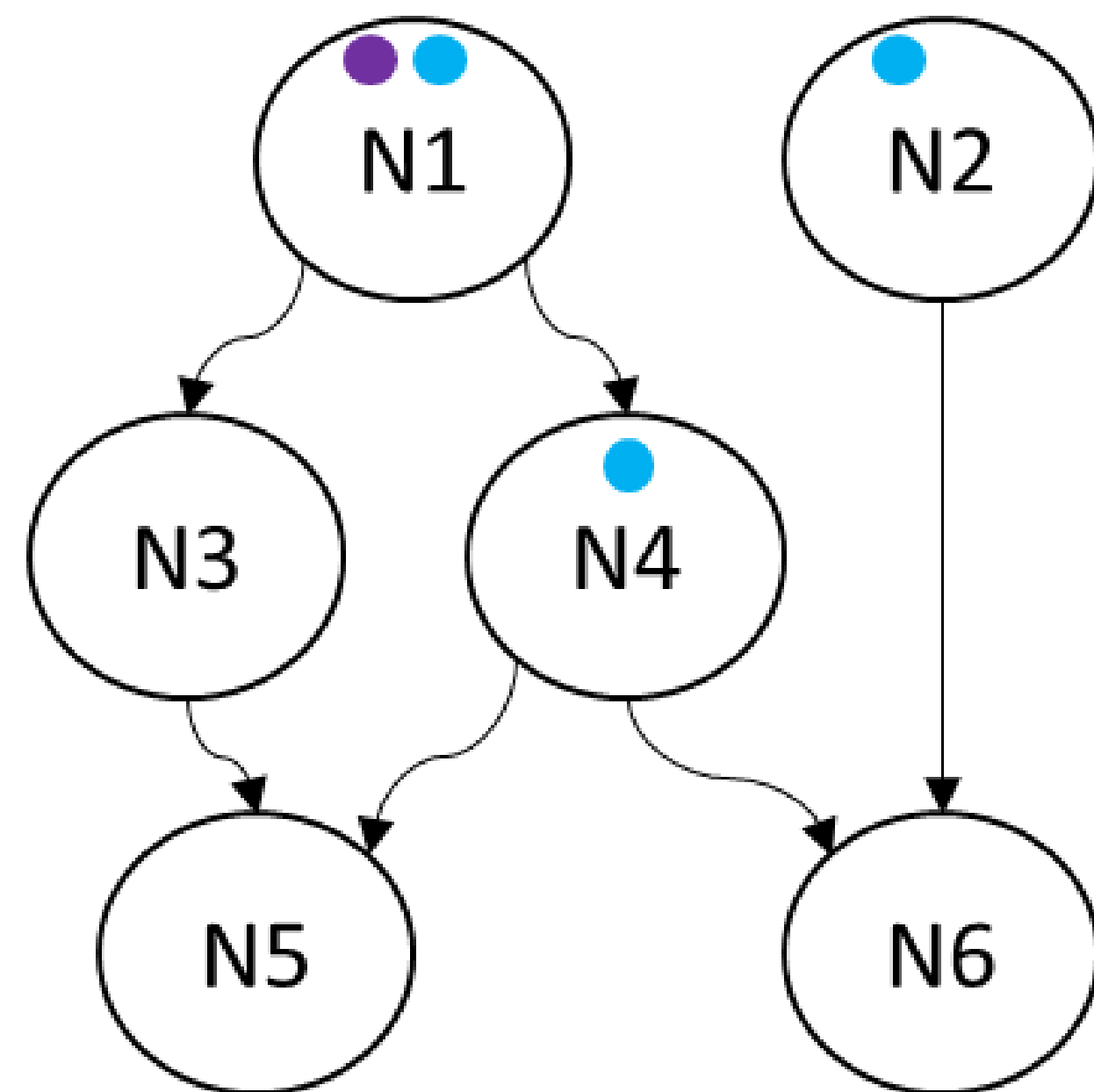
$$\text{bounded\_direct\_children}(\text{OP2}, 3) = 0$$

$$\text{bounded\_direct\_parents}(\text{OP5}, 3) = 2$$

# Scoring Heuristics

## Bounded Parents

Reward points with high convergence



Assuming OPX associated with SDG node NX:

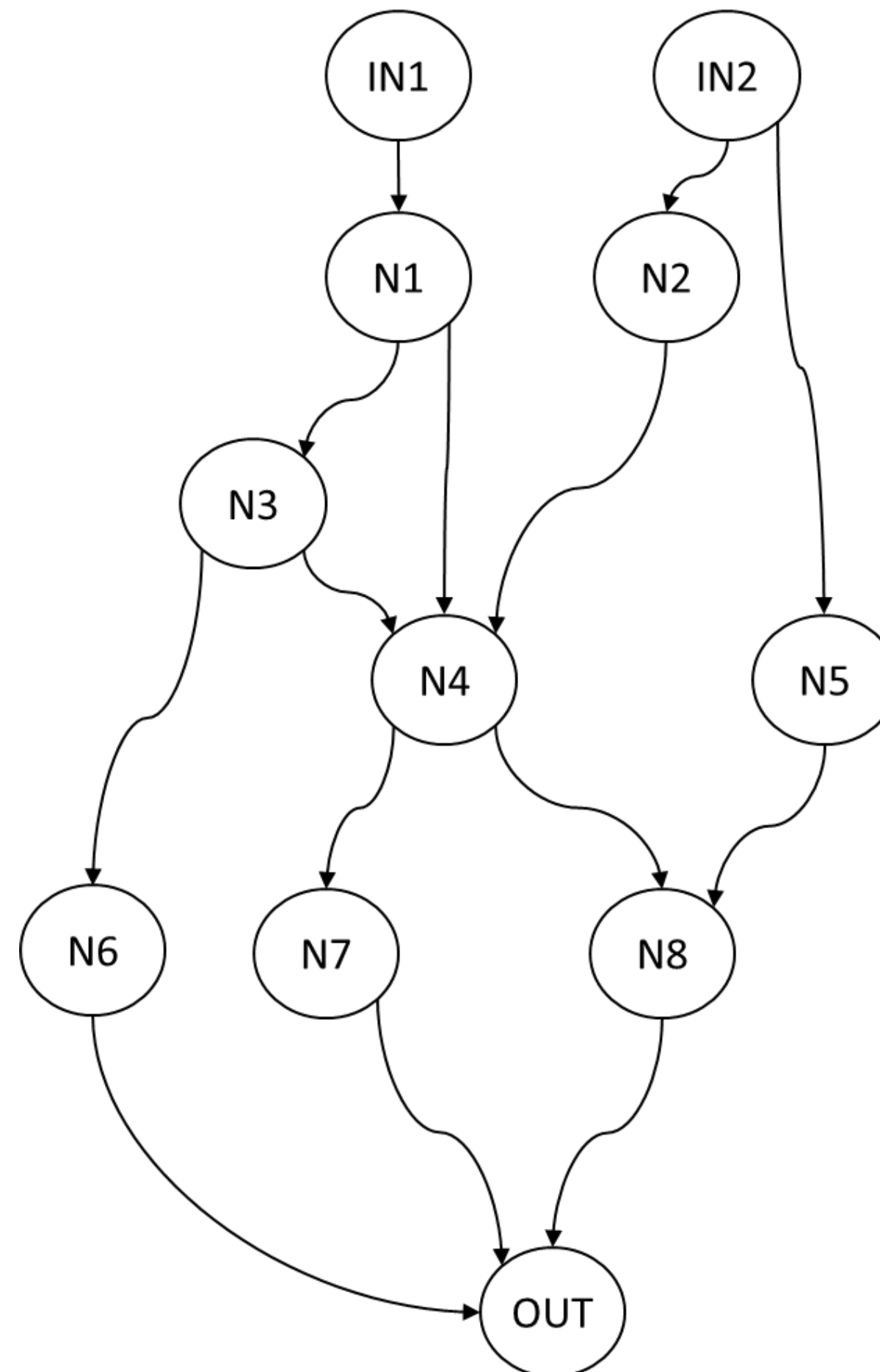
$\text{bounded\_parents}(\text{OP4}, 2) = 1$

$\text{bounded\_parents}(\text{OP6}, 2) = 3$

# Scoring Heuristics

## Max I/O Path Length

Reward long chains of obfuscation points



Assuming OPX associated with SDG node NX:

Paths:

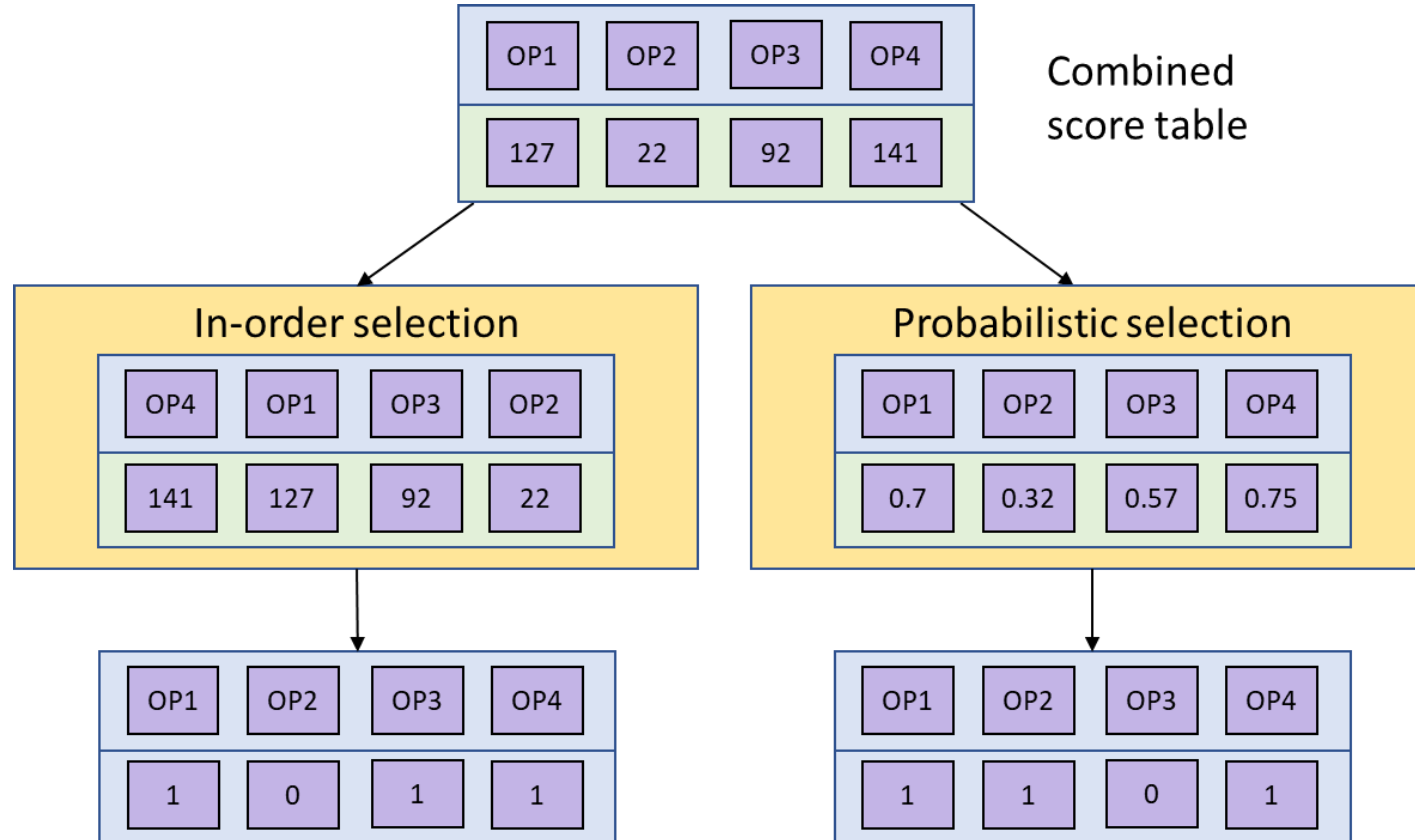
- P1: IN1-N1-N3-N4-N7-OUT; #OP = 4
- P2: IN1-N1-N3-N4-N8-OUT; #OP = 4
- P3: IN1-N1-N3-N6-OUT; #OP = 3
- P4: IN1-N1-N4-N7-OUT; #OP = 3
- P5: IN1-N1-N4-N8-OUT; #OP = 3
- P6: IN2-N2-N4-N8-OUT; #OP = 3
- P7: IN2-N5-N8-OUT; #OP = 2

For each Opx we search Nx in the paths and assign the length of the first path in which Nx is found.

Score Table:

- |         |         |
|---------|---------|
| OP1 = 4 | OP5 = 2 |
| OP2 = 3 | OP6 = 3 |
| OP3 = 4 | OP7 = 4 |
| OP4 = 4 | OP8 = 4 |

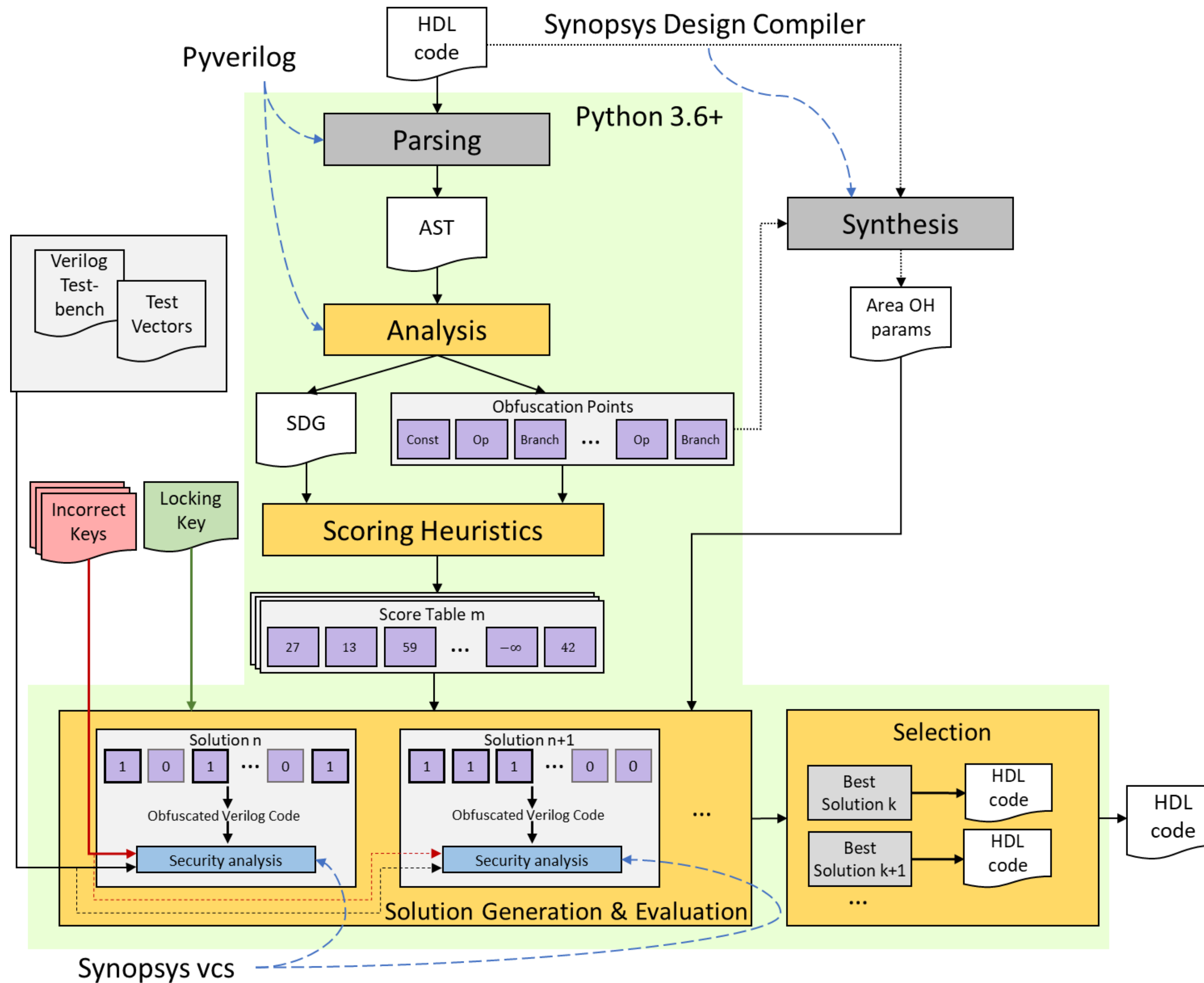
# Selection Methods



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- Introduction to Hardware IP Protection
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- **Experimental Evaluation**

# Experimental Setup



# Benchmarks

Benchmarks from CEP-MIT for evaluating security solutions

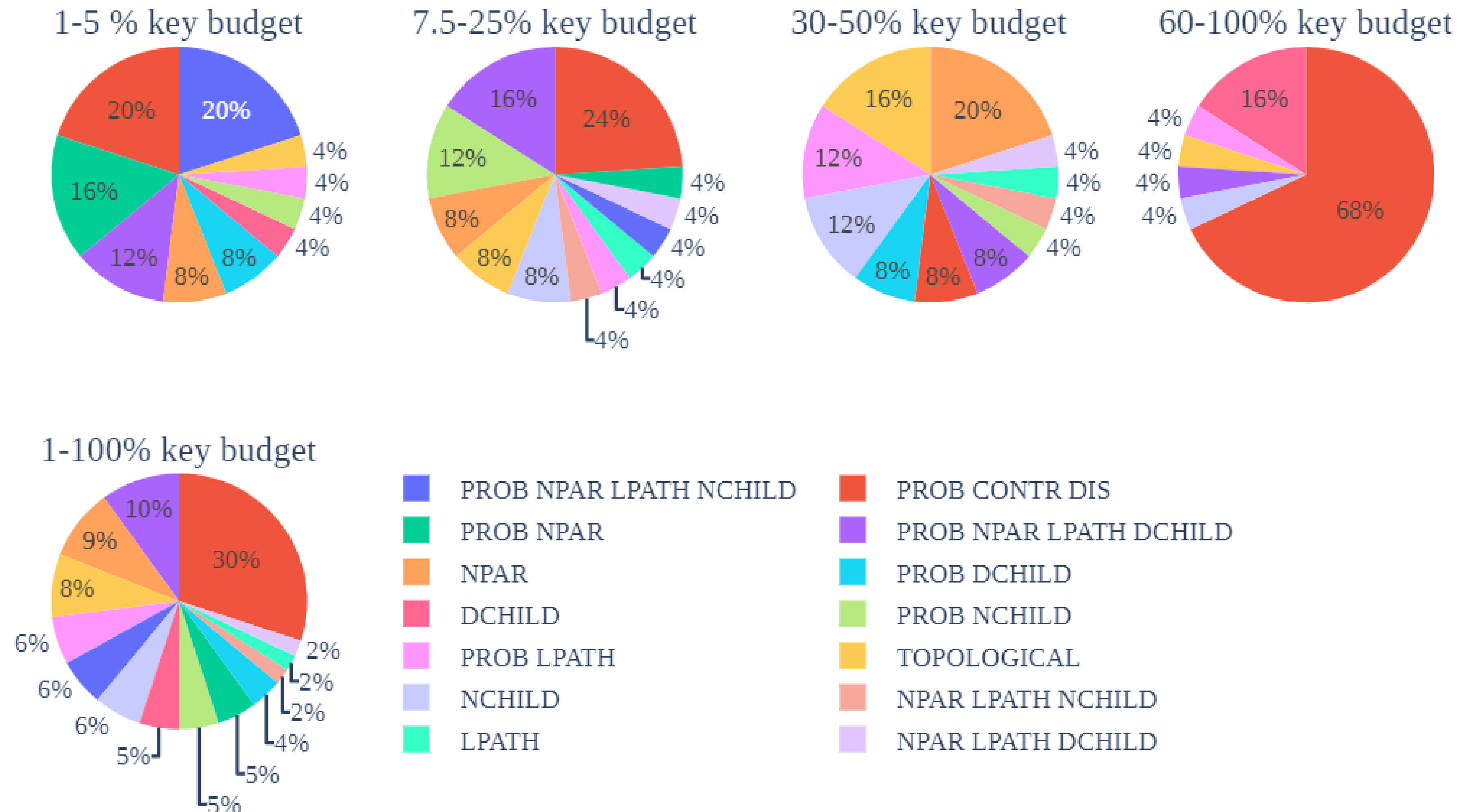
Design	Modules		Const	Ops	Branches		# Bits		SDG nodes
FIR	5		10	24	0		344		157
IIR	5		19	43	0		651		231
SHA256	3		159	36	2		4,992		619
MD5	2		150	50	1		4,533		829
DES3	11		523	3	775		2,990		3,745

1, 2, 3, 4, 5, 7.5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 60, 70, 80, 90, 100% of key budget



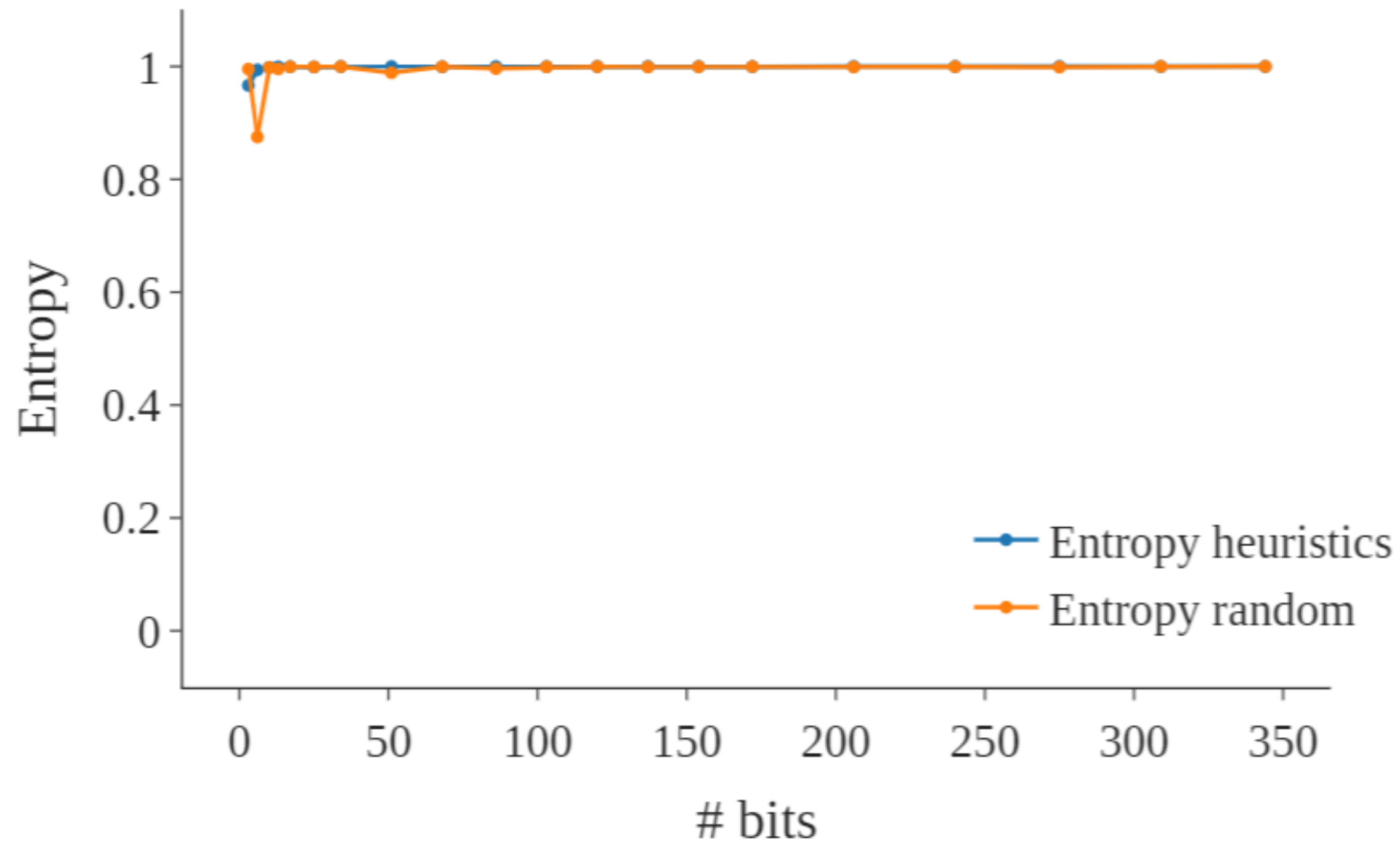
# Experimental Results

- No dominant heuristic
- Better than ASSURE in 92% of the cases

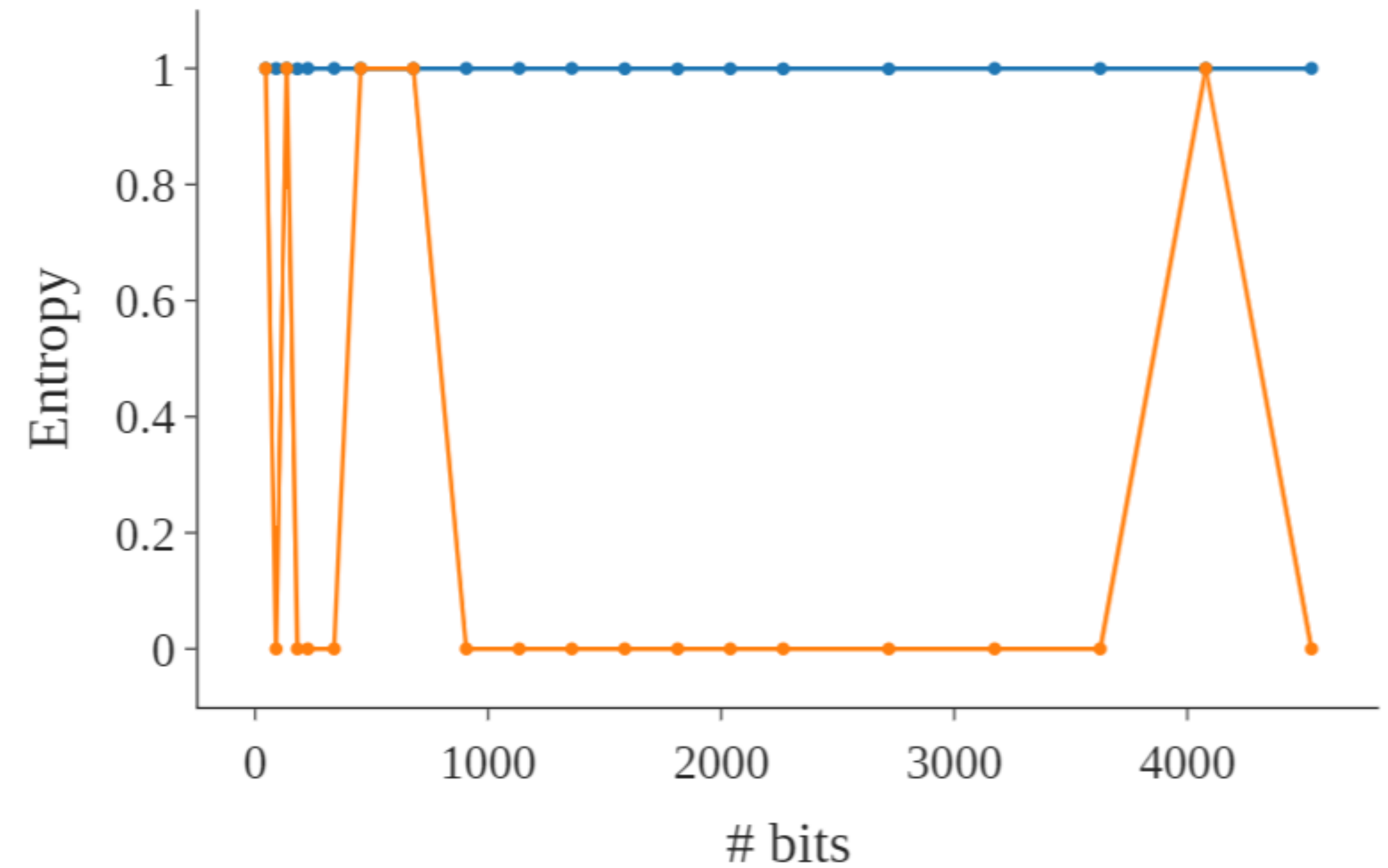


# Experimental Results

- Random obfuscation selects obfuscation points that lead to invalid designs



**FIR**



**MD5**

# Experimental Results

- Results comparable to DSE approach
- Heuristics are much faster (100-400 times)

Design	Composable Heuristics					DSE				
	Mean differential entropy				Time [min]	Mean differential entropy				Time [min]
	25%	50%	70%	100%		25%	50%	75%	100%	
FIR	0.999853	0.999967	0.999746	0.999935	2	0.999963	1.000000	1.000000	0.999997	240
IIR	0.999236	0.999582	0.999633	0.999842	3	0.999964	0.999999	0.999999	0.999993	360
MD5	0.999939	0.999364	0.999832	0.999832	3	0.999954	0.999952	0.999952	0.999952	450
DES3	0.999947	0.999513	0.998356	0.996788	4	0.999963	0.999957	0.999960	0.999960	600
SHA256	0.993654	0.993307	0.951003	0.951003	3	0.999540	0.999665	0.999665	0.999665	1300

Average degradation: 0.005888

# Conclusion

- Best results in highly constrained scenarios
- Better than ASSURE in 92% of the cases
- Enables optimized obfuscation on more complex designs

## **Future work:**

- New SDG analyses
- New overhead estimators
- Multi-objective optimization

# Thank you for your attention!

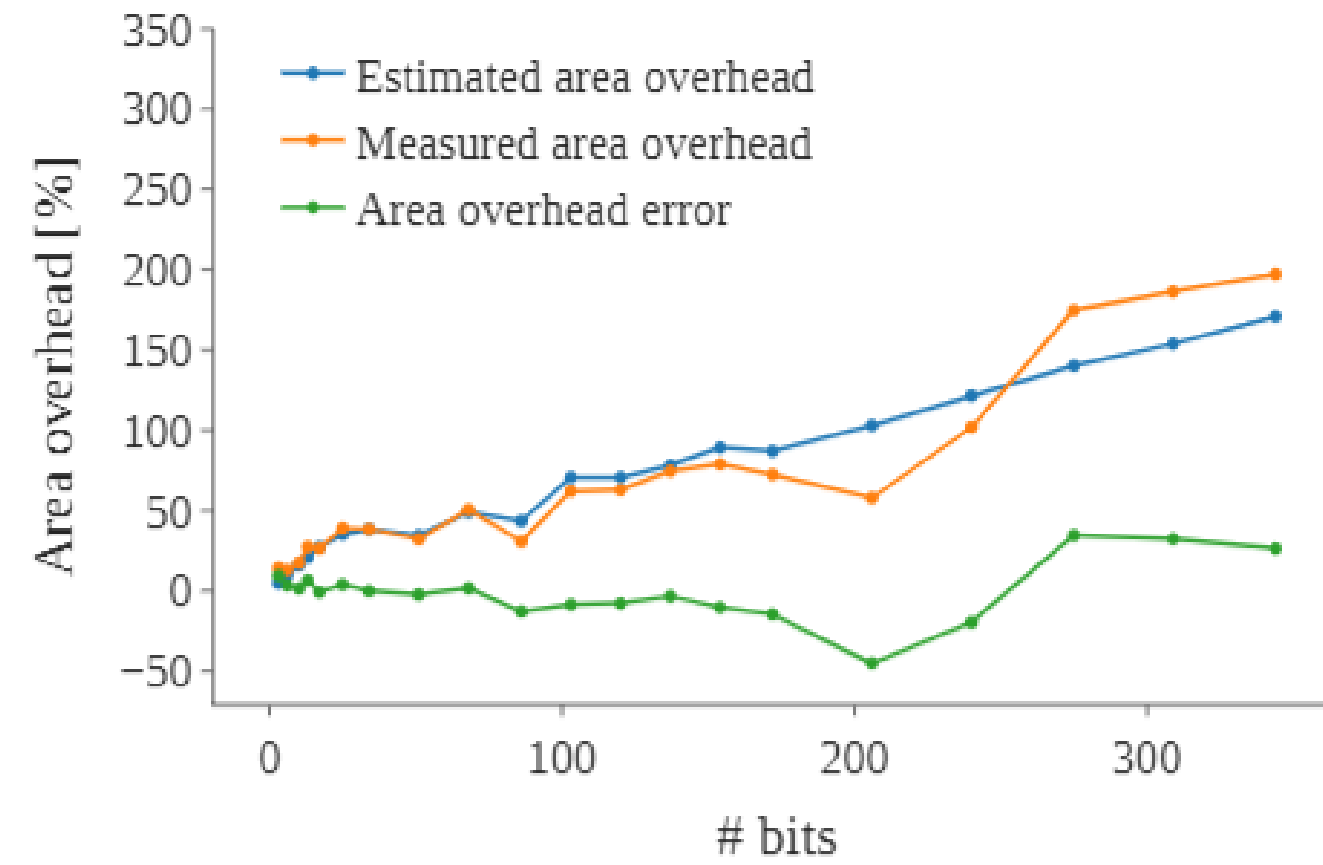
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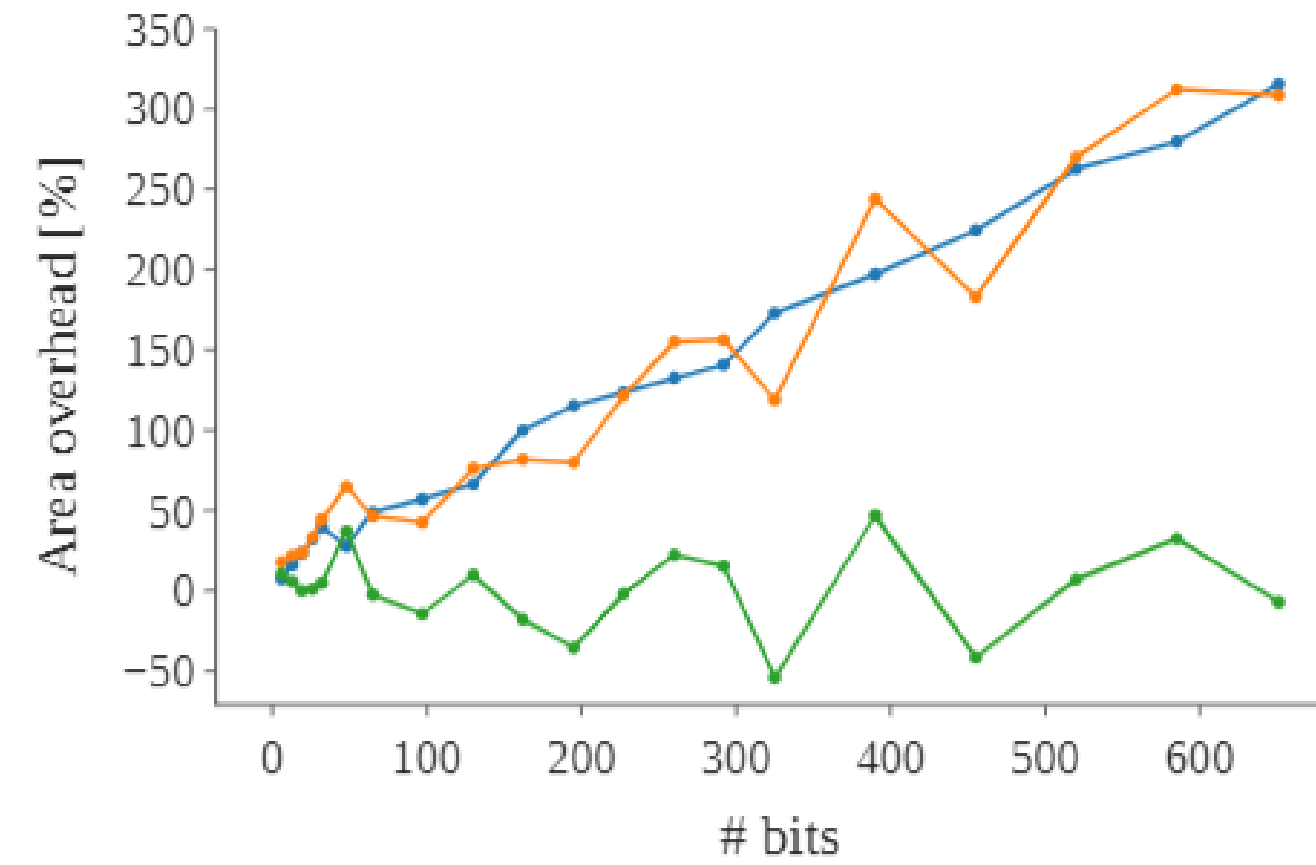
Supervisor: Prof. Christian Pilato

# Additional Results

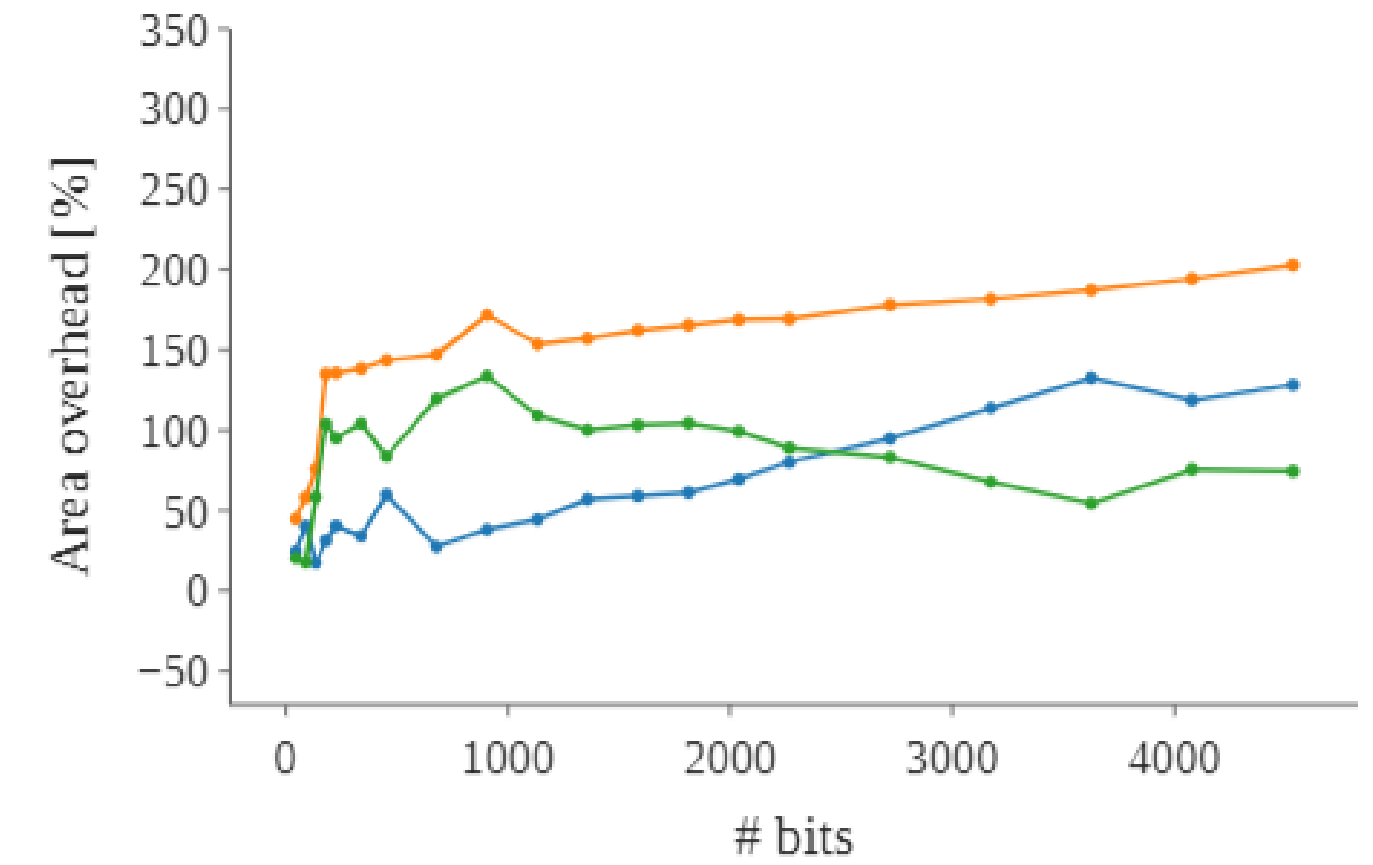
- Best accuracy in highly constrained scenarios



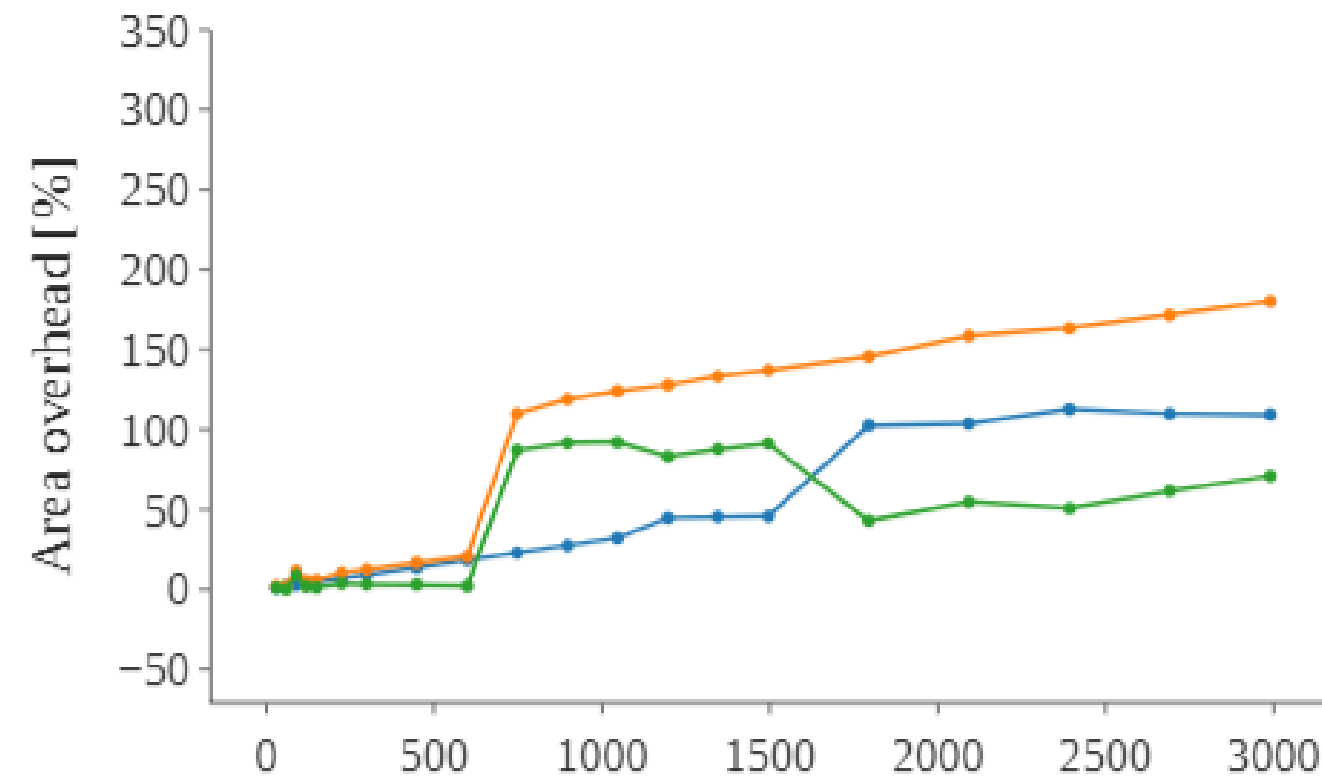
# bits  
**FIR**



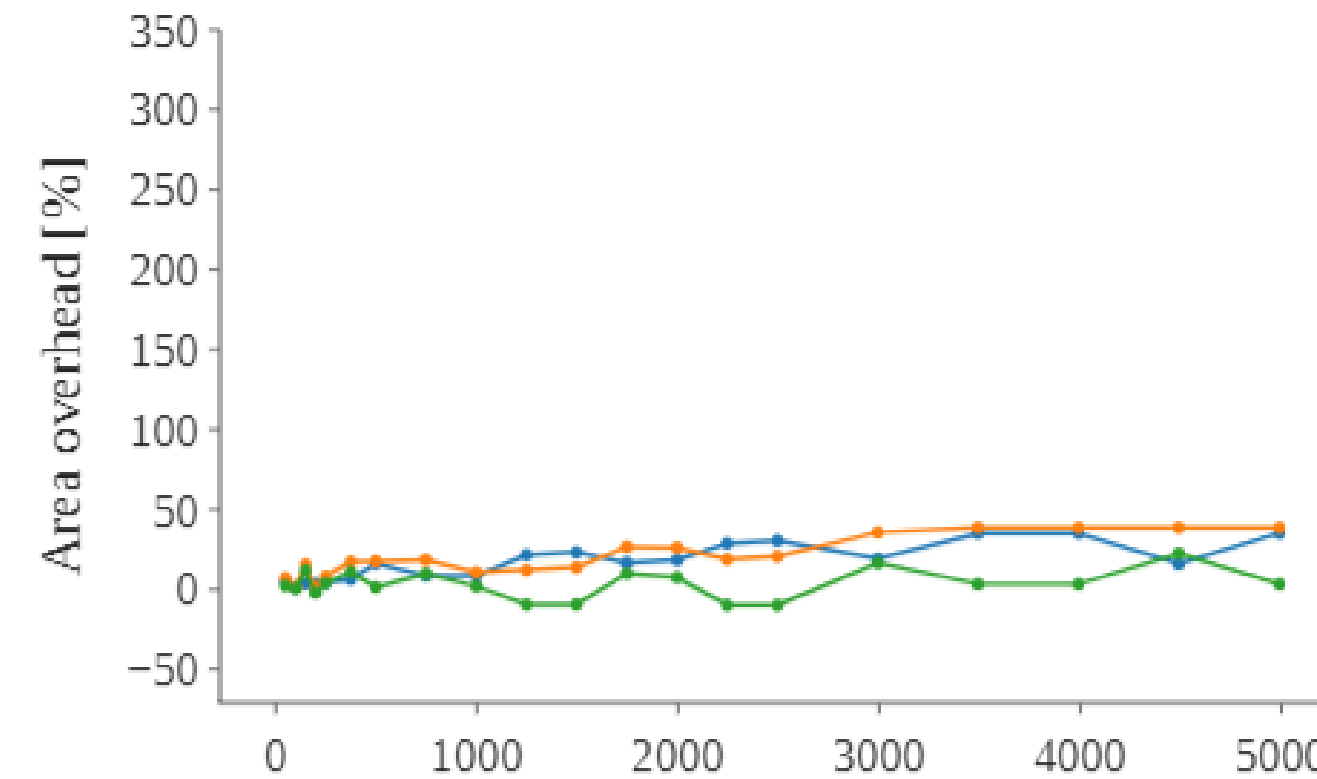
# bits  
**IIR**



# bits  
**MD5**

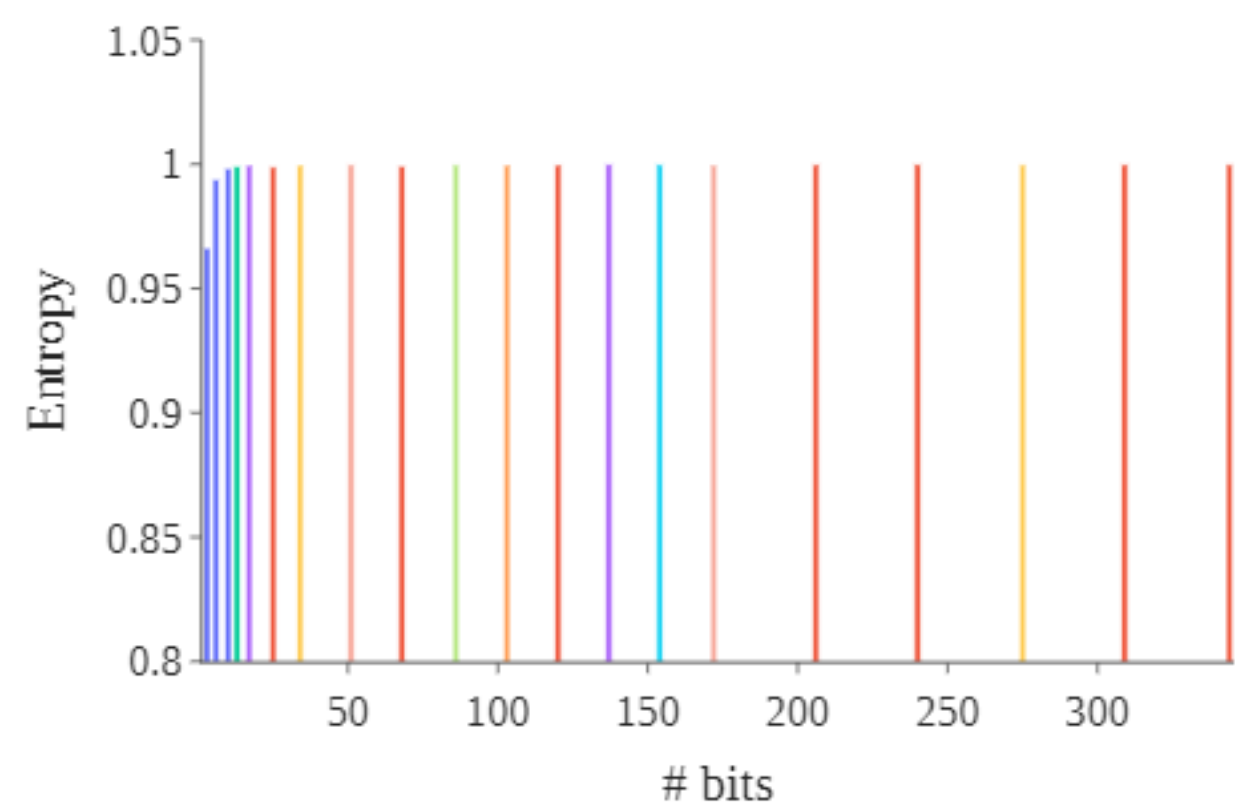


# bits  
**DES3**

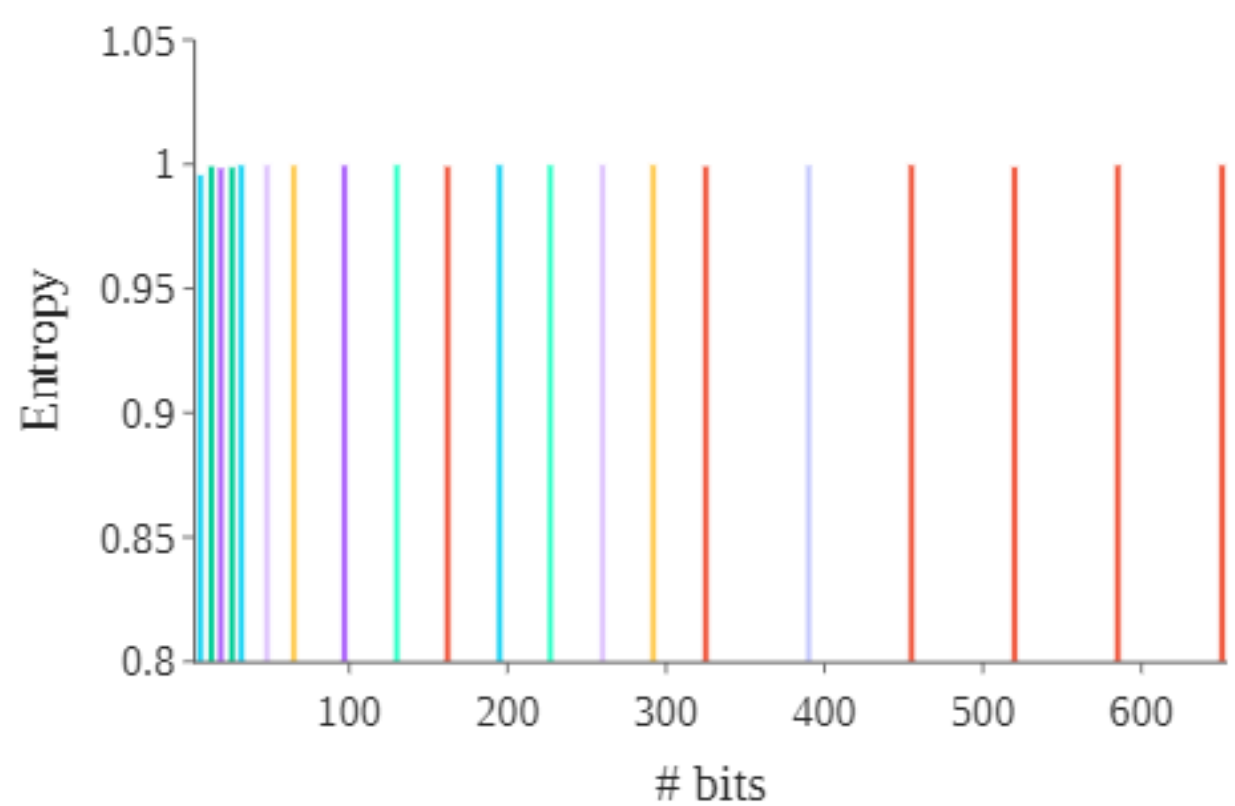


# bits  
**SHA256**

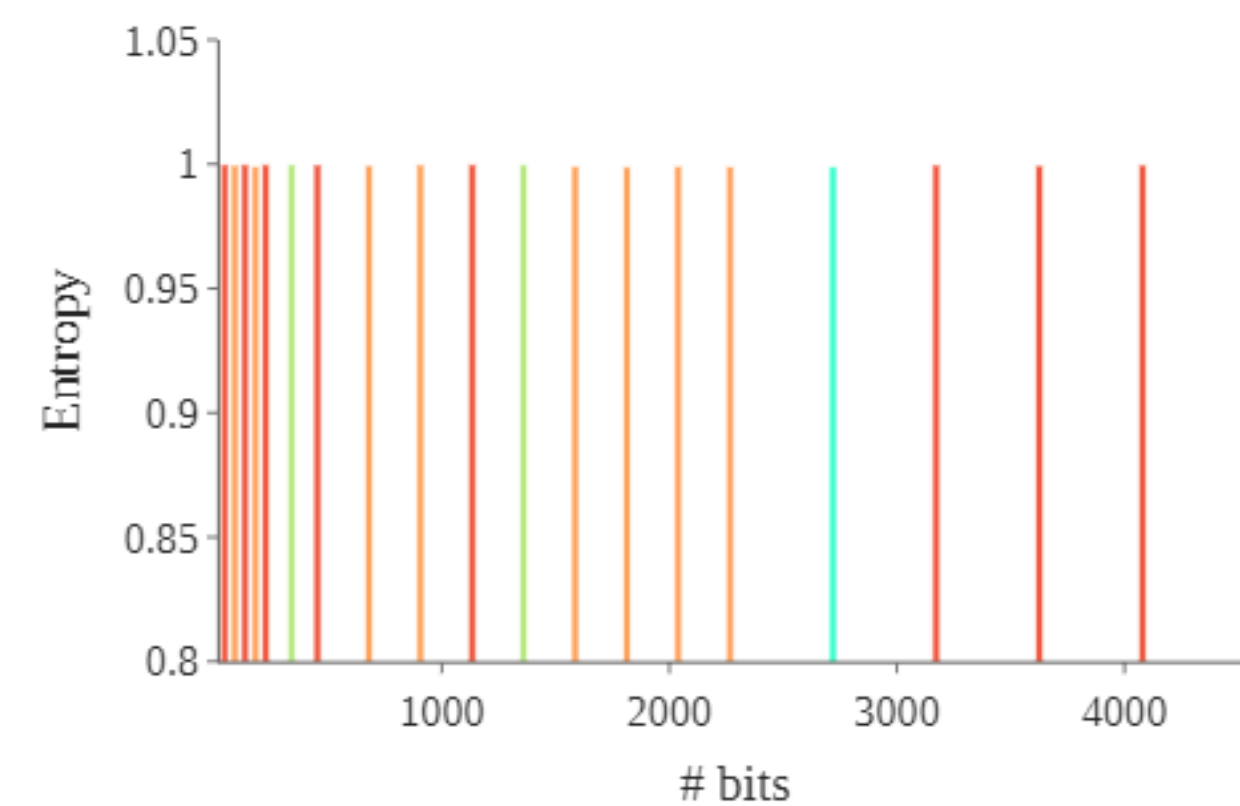
# Additional Results



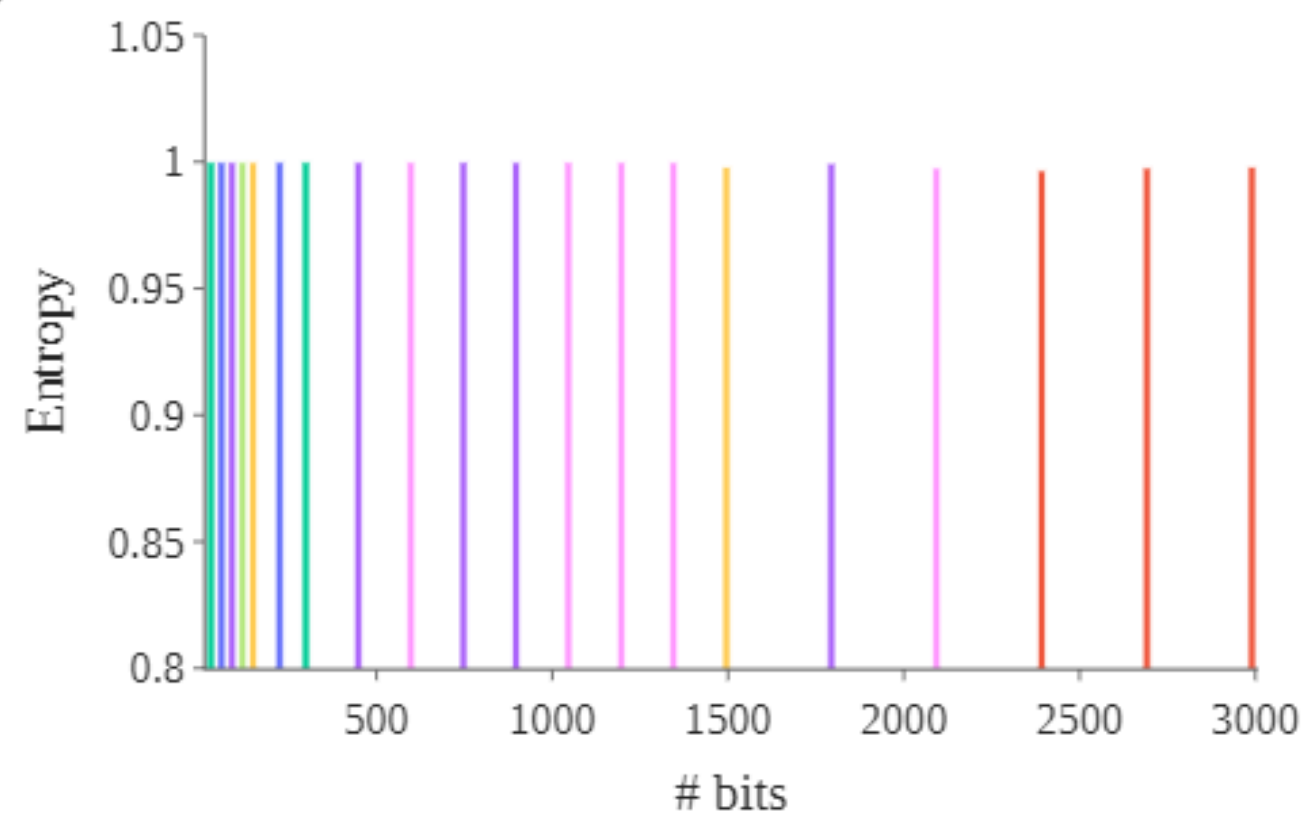
(a) FIR



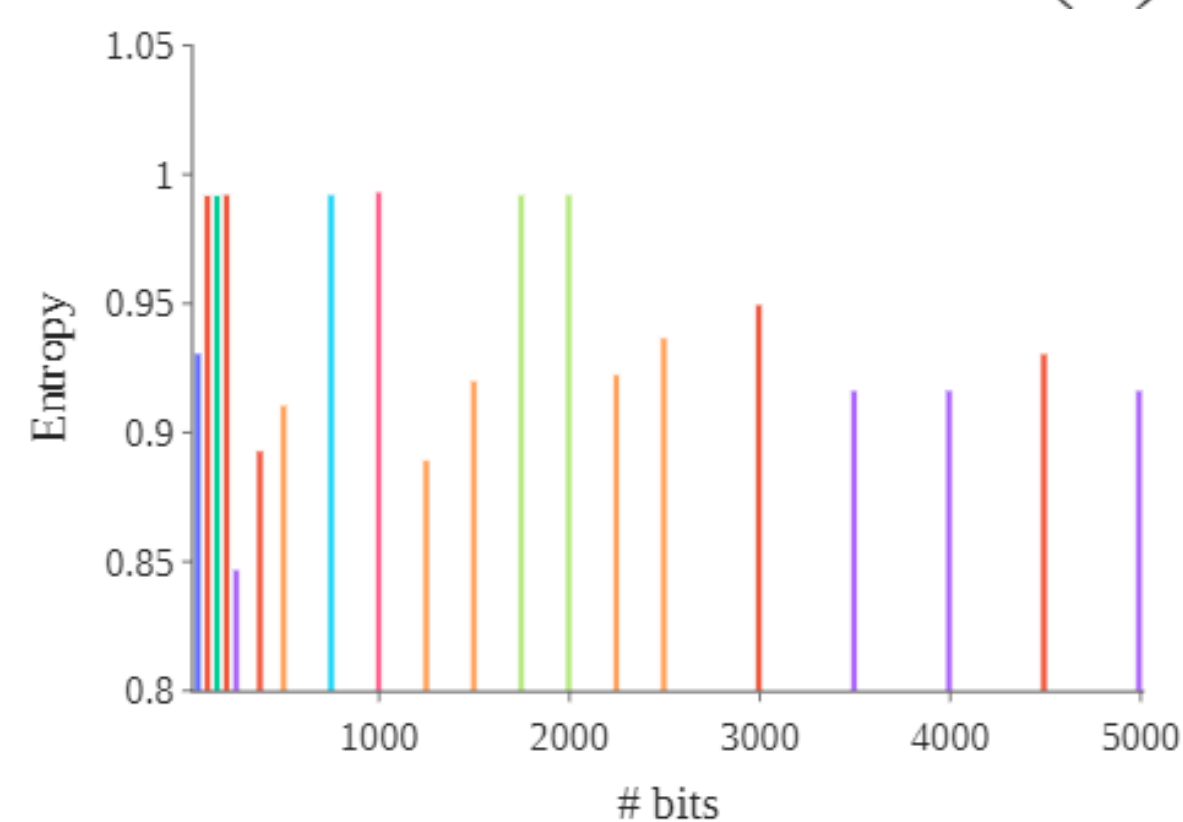
(b) IIR



(c) MD5

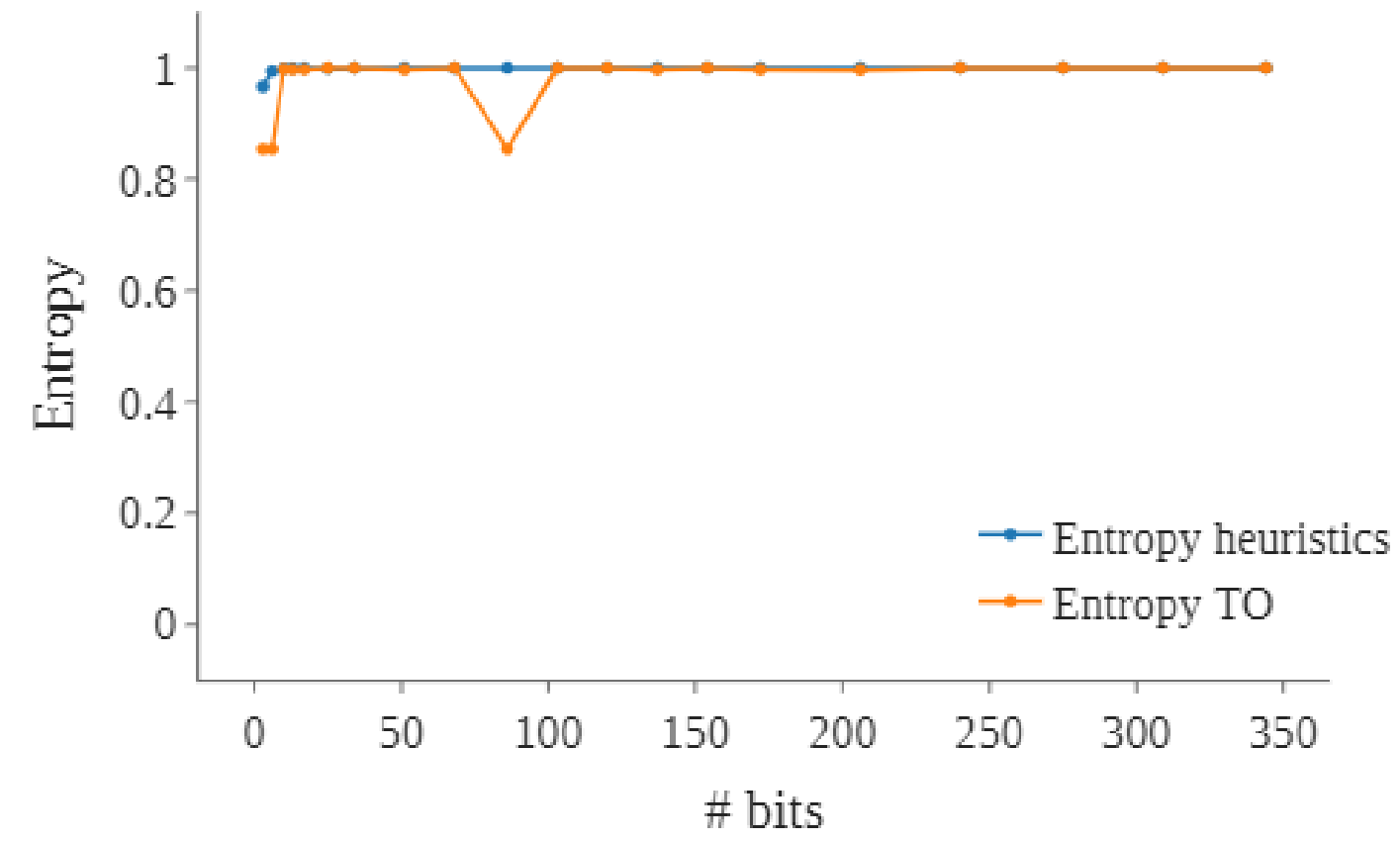


(d) DES3

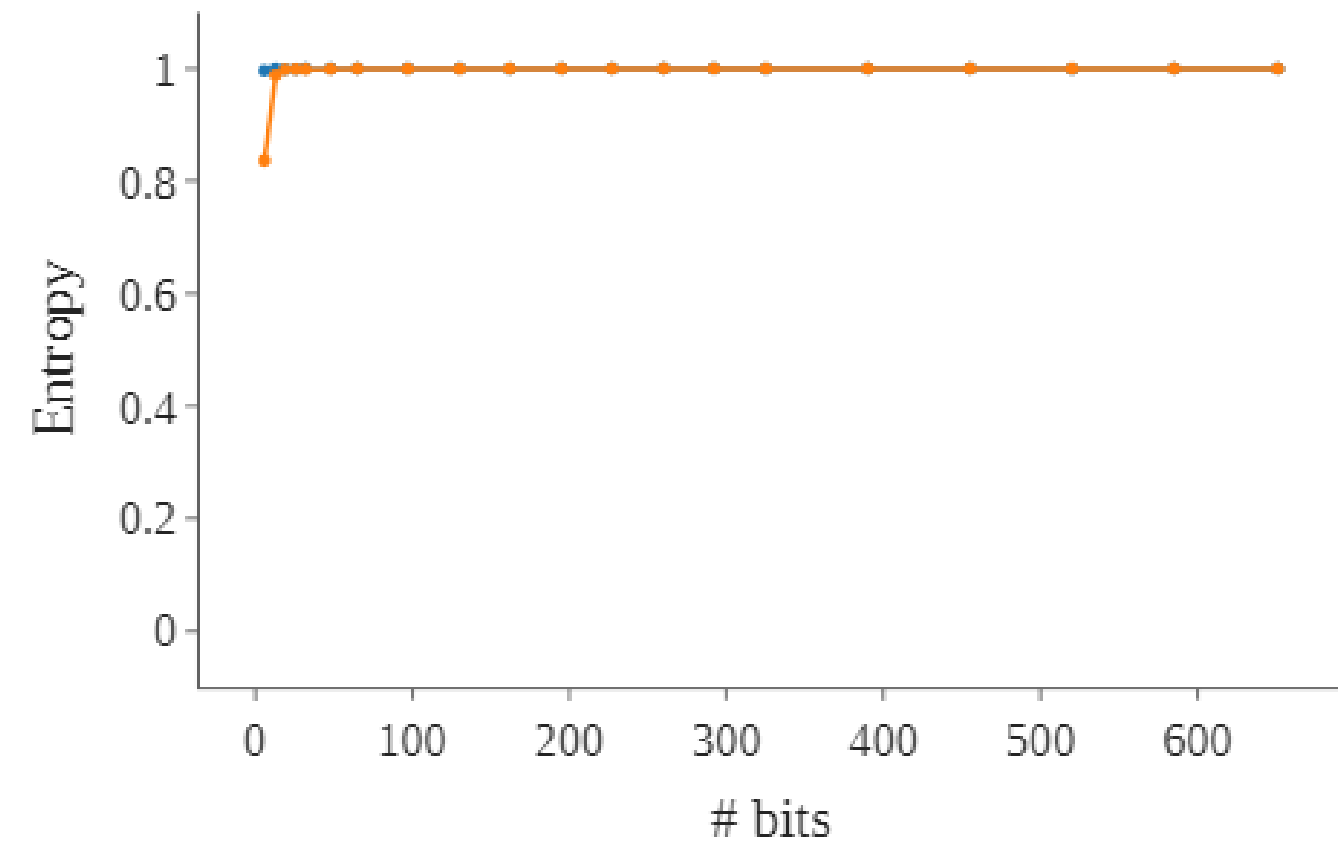


(e) SHA256

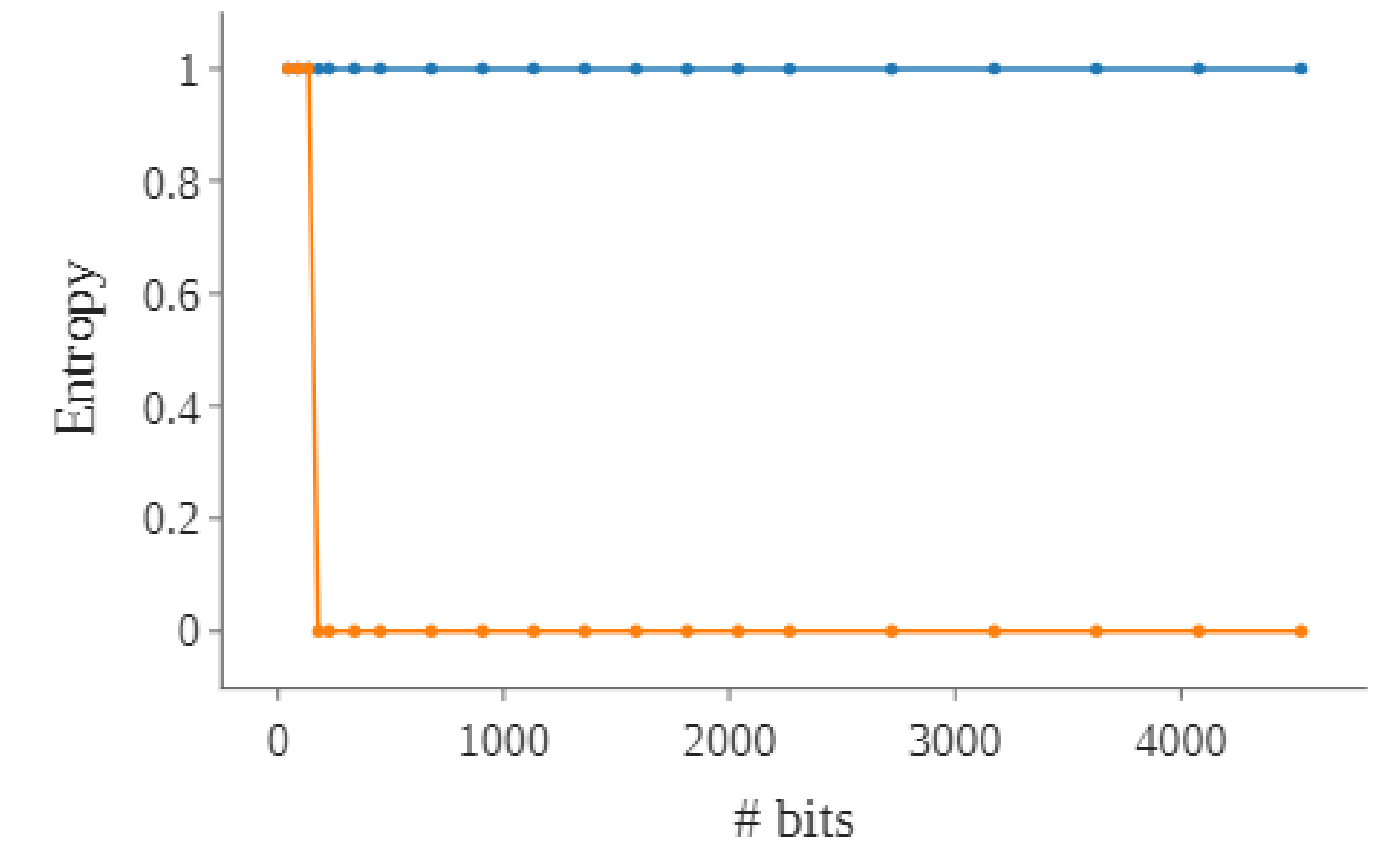
# Additional Results



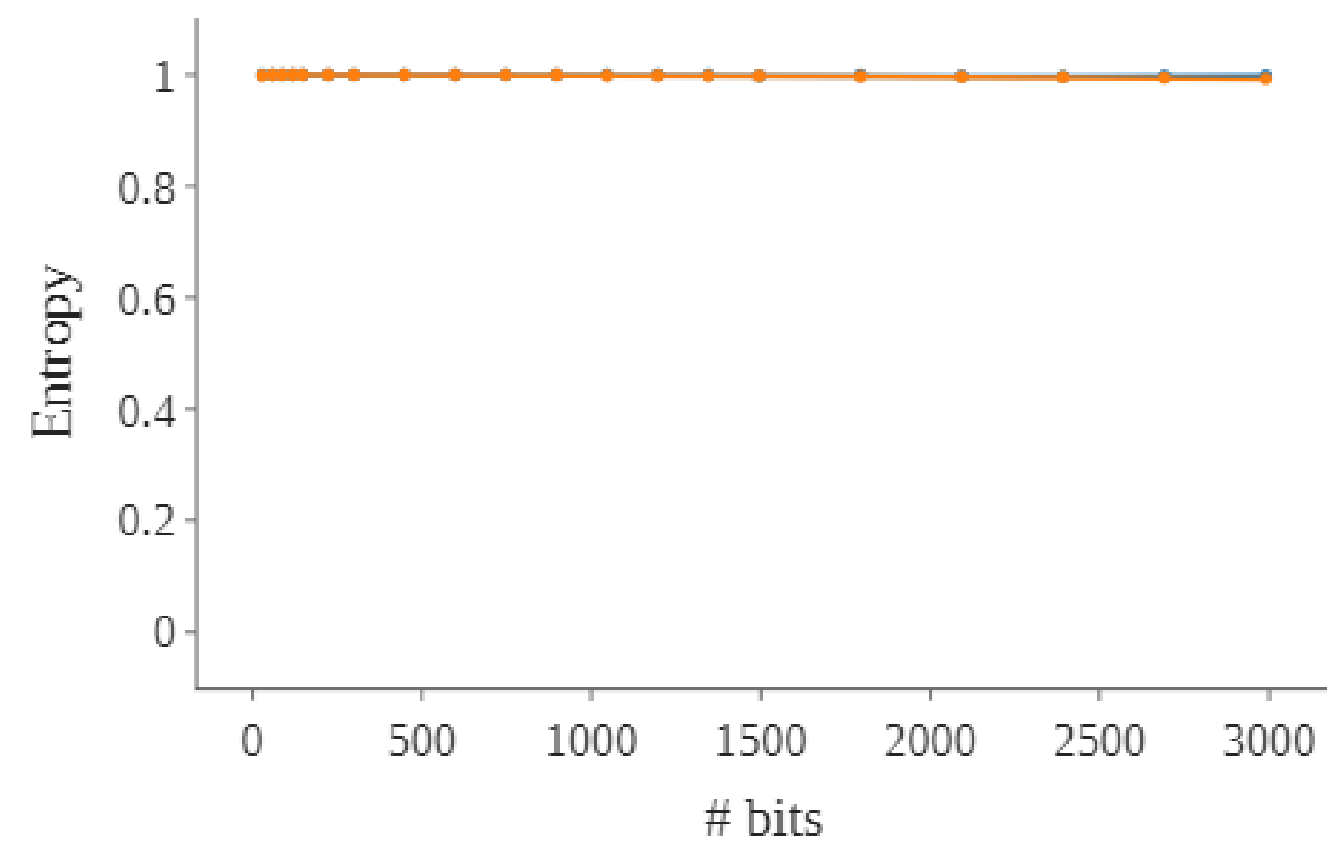
(a) FIR



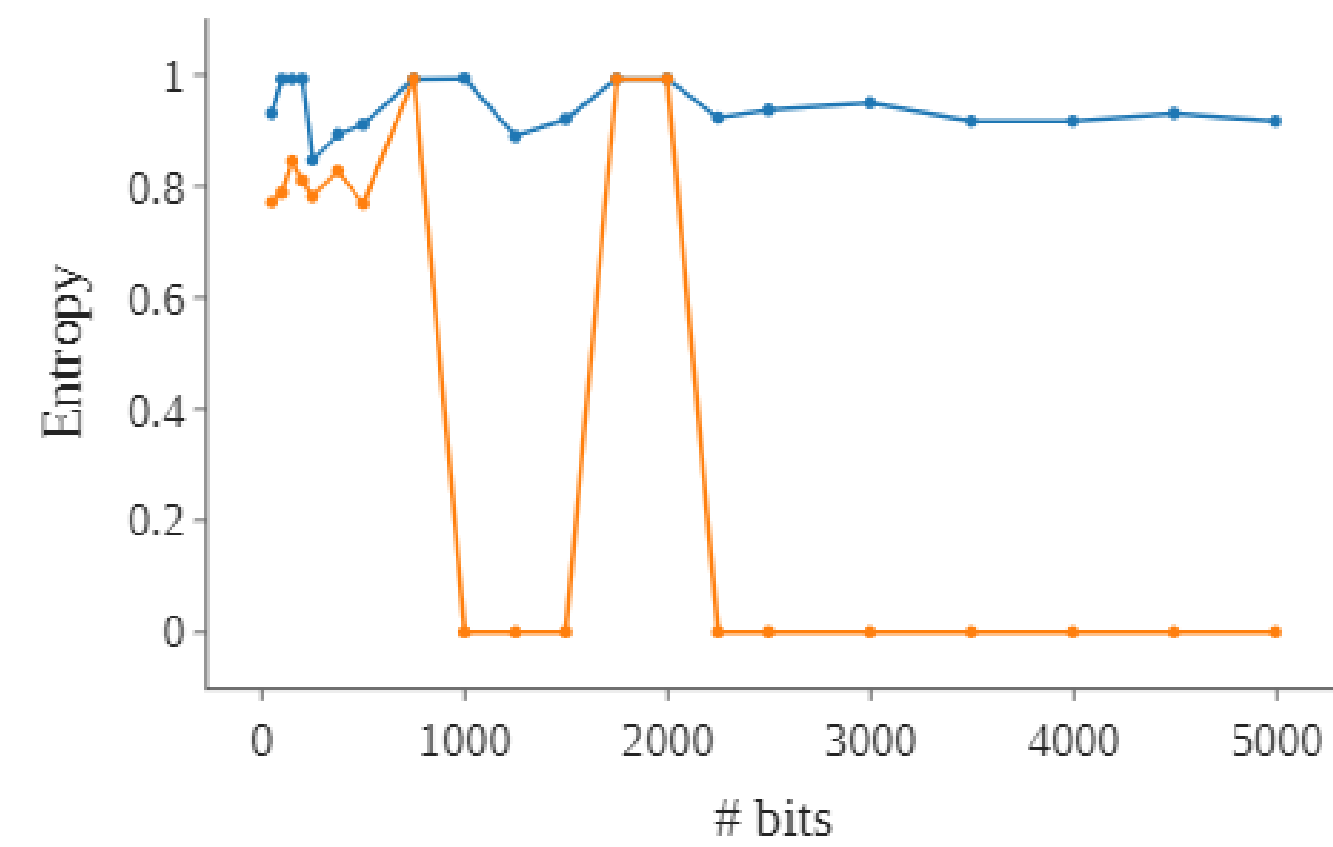
(b) IIR



(c) MD5



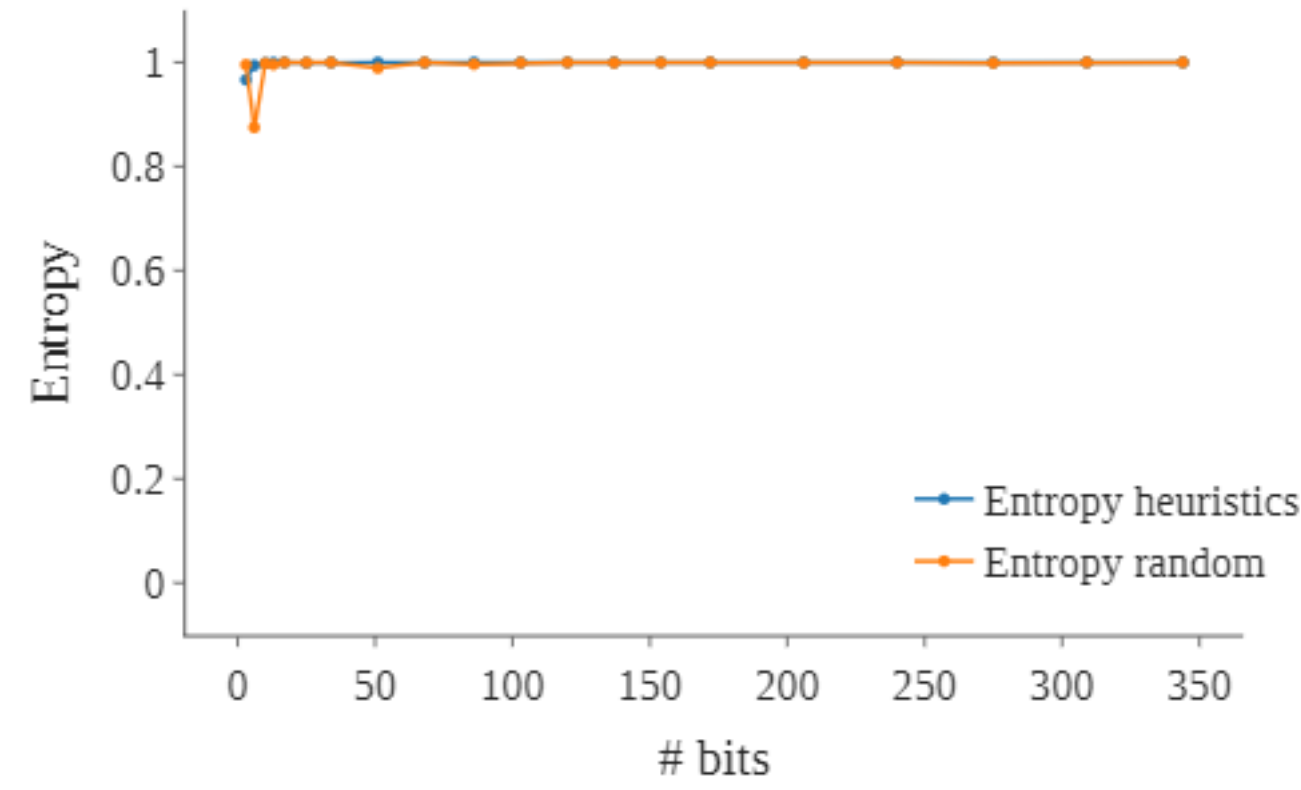
(d) DES3



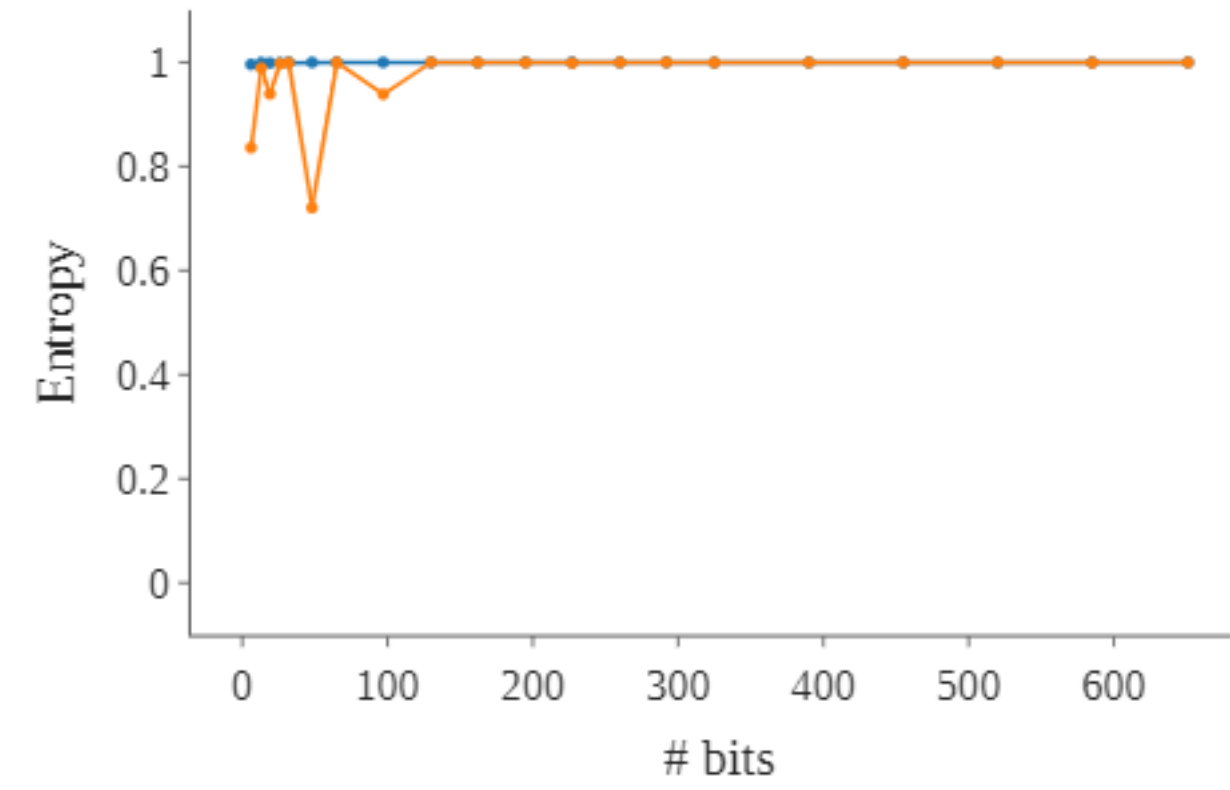
(e) SHA256



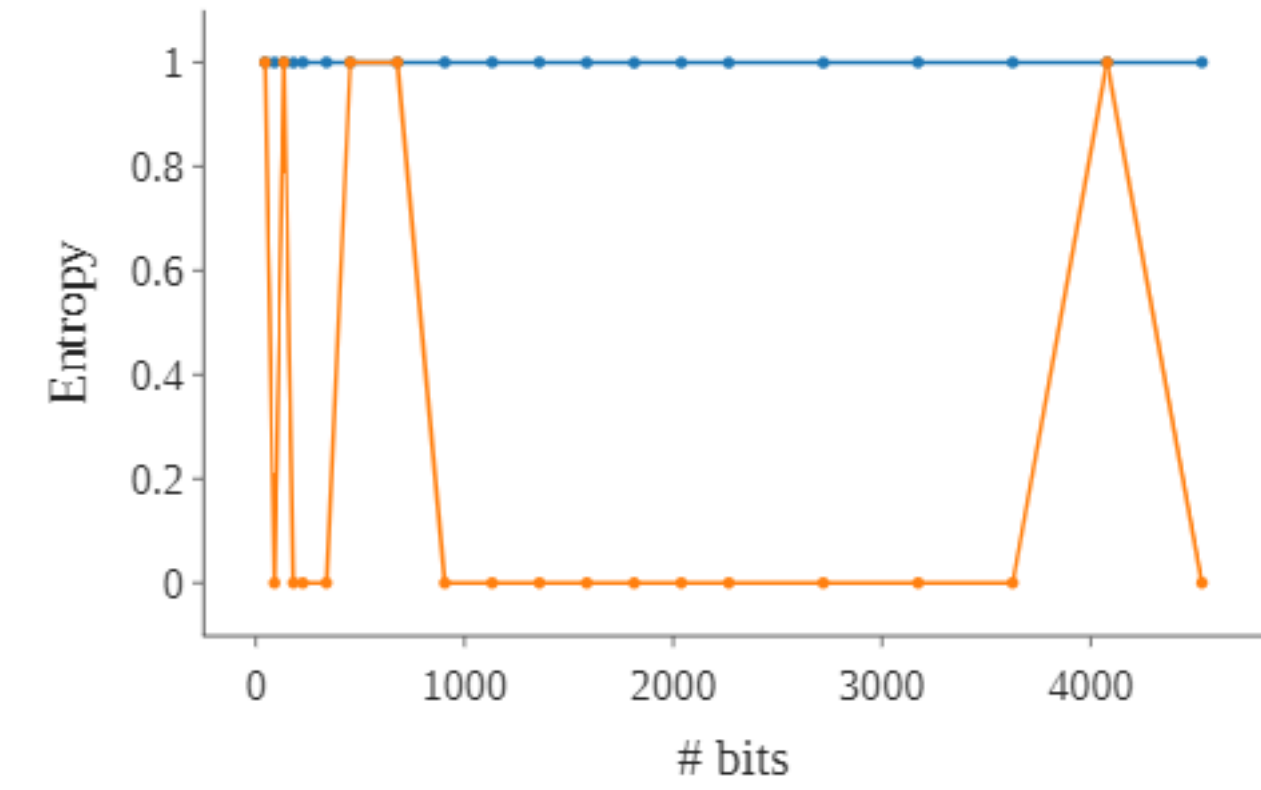
# Additional Results



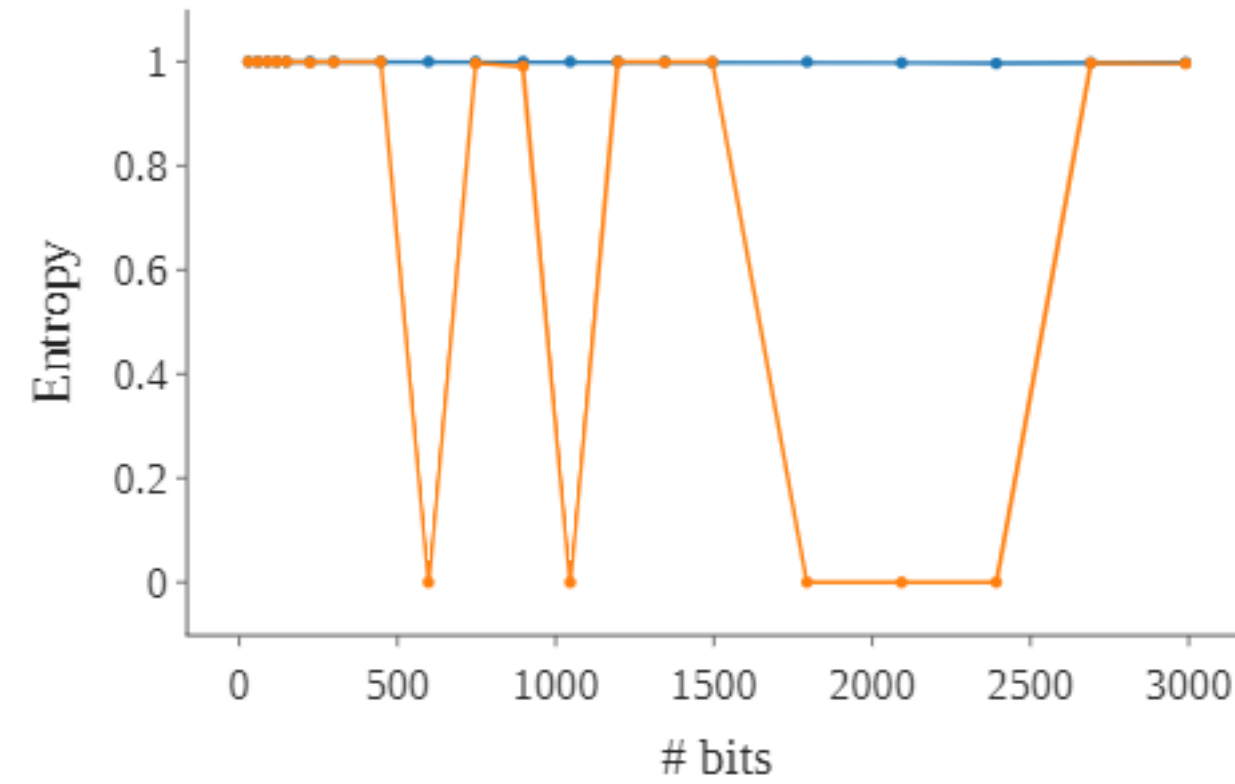
(a) FIR



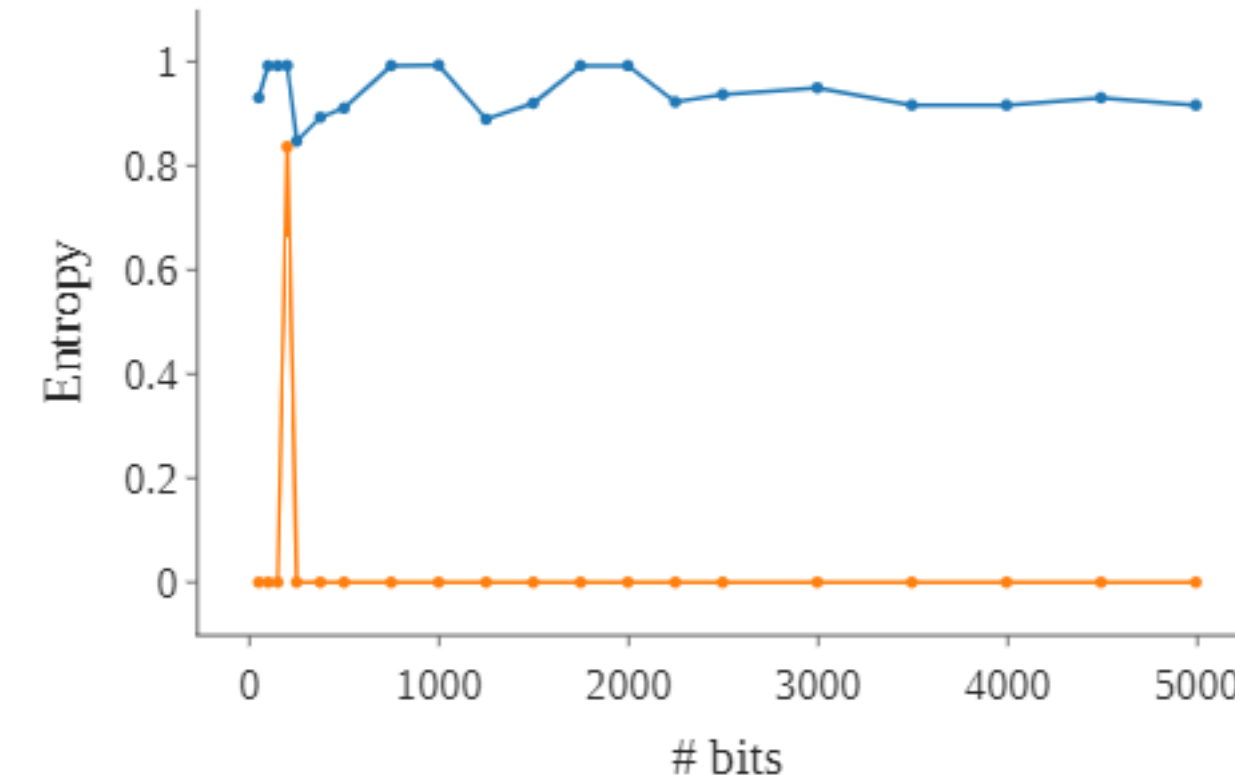
(b) IIR



(c) MD5



(d) DES3



(e) SHA256

# Errata Corrige

Design	Area Overhead m.r.e. [%]
FIR	25.07
IIR	26.93
MD5	179.47
DES3	123.87
SHA256	70.36
ALL	75.20

Design	Area Overhead m.a.e. [%]
FIR	12.24
IIR	18.39
MD5	84.87
DES3	41.95
SHA256	70.36
ALL	75.20