

# Logic synthesis for software circuits

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I am looking for a function

```
int sbbox3(int x)
```

such that

<code>sbbox3(0)</code>	<code>= 8</code>	<code>sbbox3(4)</code>	<code>= 3</code>
<code>sbbox3(1)</code>	<code>= 6</code>	<code>sbbox3(5)</code>	<code>= 12</code>
<code>sbbox3(2)</code>	<code>= 7</code>	<code>sbbox3(6)</code>	<code>= 10</code>
<code>sbbox3(3)</code>	<code>= 9</code>	<code>sbbox3(7)</code>	<code>= 15</code>

<code>sbbox3(8)</code>	<code>= 13</code>	<code>sbbox3(12)</code>	<code>= 0</code>
<code>sbbox3(9)</code>	<code>= 1</code>	<code>sbbox3(13)</code>	<code>= 11</code>
<code>sbbox3(10)</code>	<code>= 14</code>	<code>sbbox3(14)</code>	<code>= 5</code>
<code>sbbox3(11)</code>	<code>= 4</code>	<code>sbbox3(15)</code>	<code>= 2</code>

with the added constraint that this function is forbidden to read from main memory. Typically, `x` would be a secret (e.g., a cryptographic key) and an access to memory depending on the value of `x` would reveal sensitive information that can be used by an attacker to retrieve the secret.

To side-step this issue, cryptographers usually resort to writing what is essentially a combinational circuit: the function `sbbox3` is implemented by a branch-free, memory-less sequence of logical operations (and, or, xor, negation) that implements the truth table given above.

This project aims at implementing a brute-force search algorithm producing the most efficient implementation of such a truth table, for a given computer architecture & instruction set (eg., supporting various SIMD instruction sets) and at a predictable compute budget. While doing this, we will fortunately be standing on the shoulders of giants:

- “Speeding up Serpent”, Dag Arne Osvik (AES Candidate Conference 2000)
- “Optimizing bitslice DES S-box expressions”<sup>1</sup>, OpenWall/John the Ripper

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<sup>1</sup><https://openwall.info/wiki/sbox-opt/des>