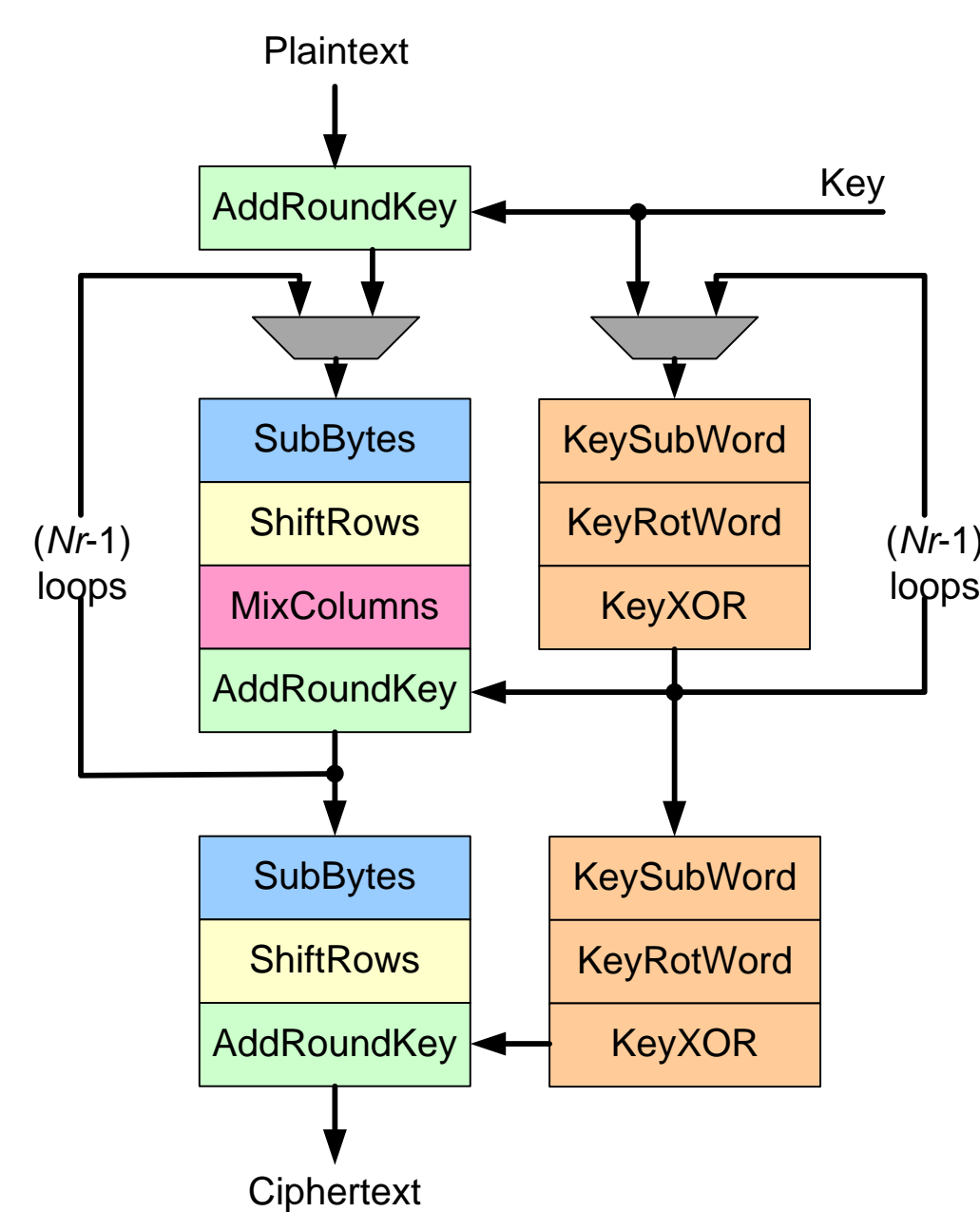
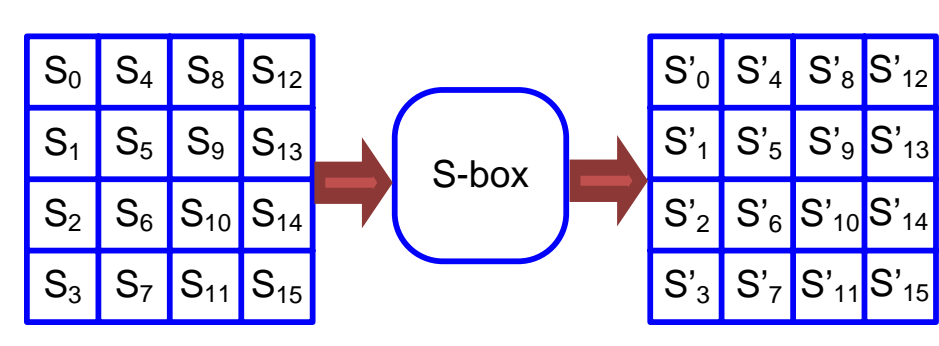


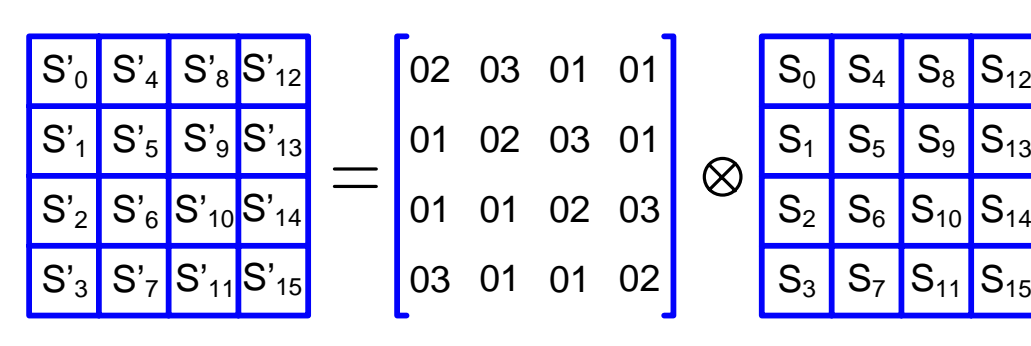
Advanced Encryption Standard



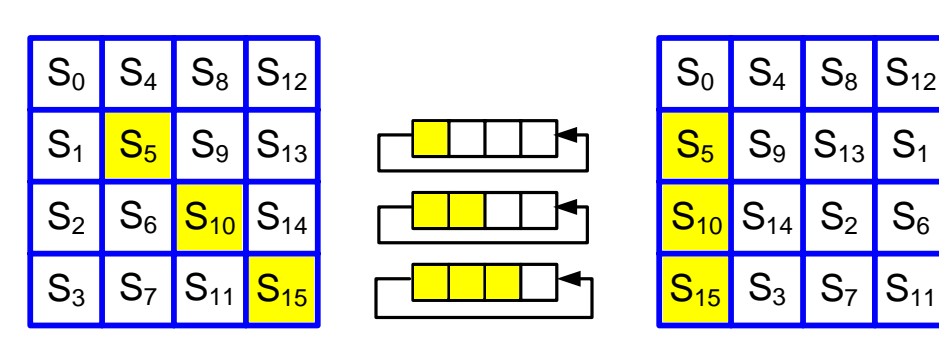
SubBytes: byte substitution from a look up table



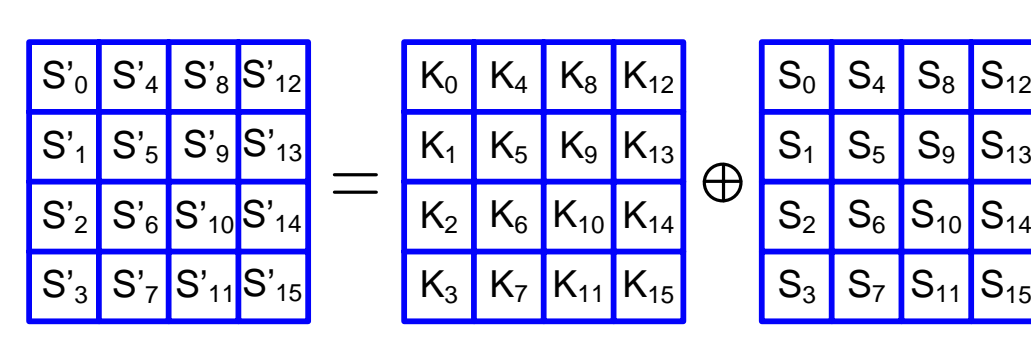
MixColumns: each column multiplies a fixed polynomial over $GF(2^8)$



ShiftRows: cyclically shift by one, two and three bytes in the 2nd, 3rd and 4th row



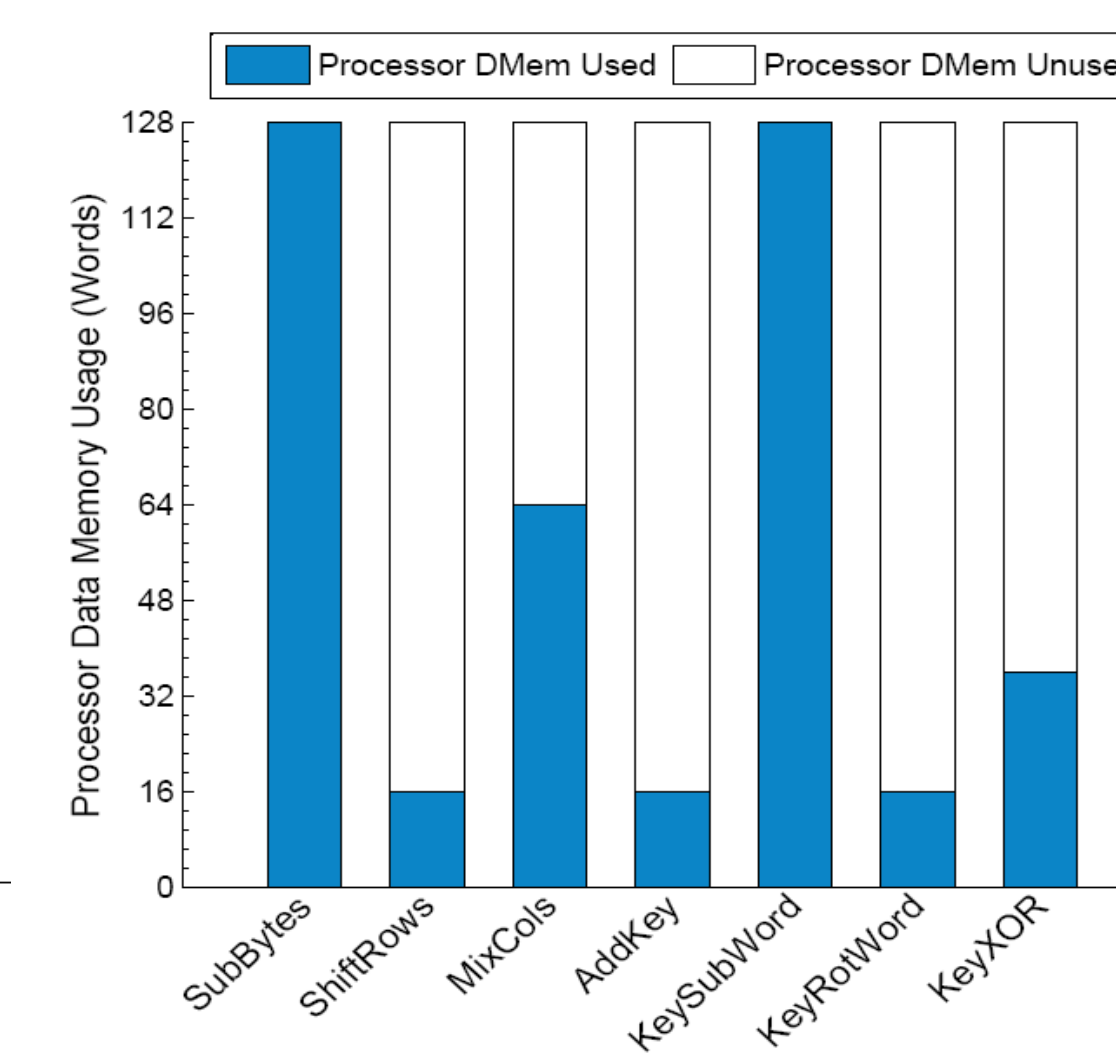
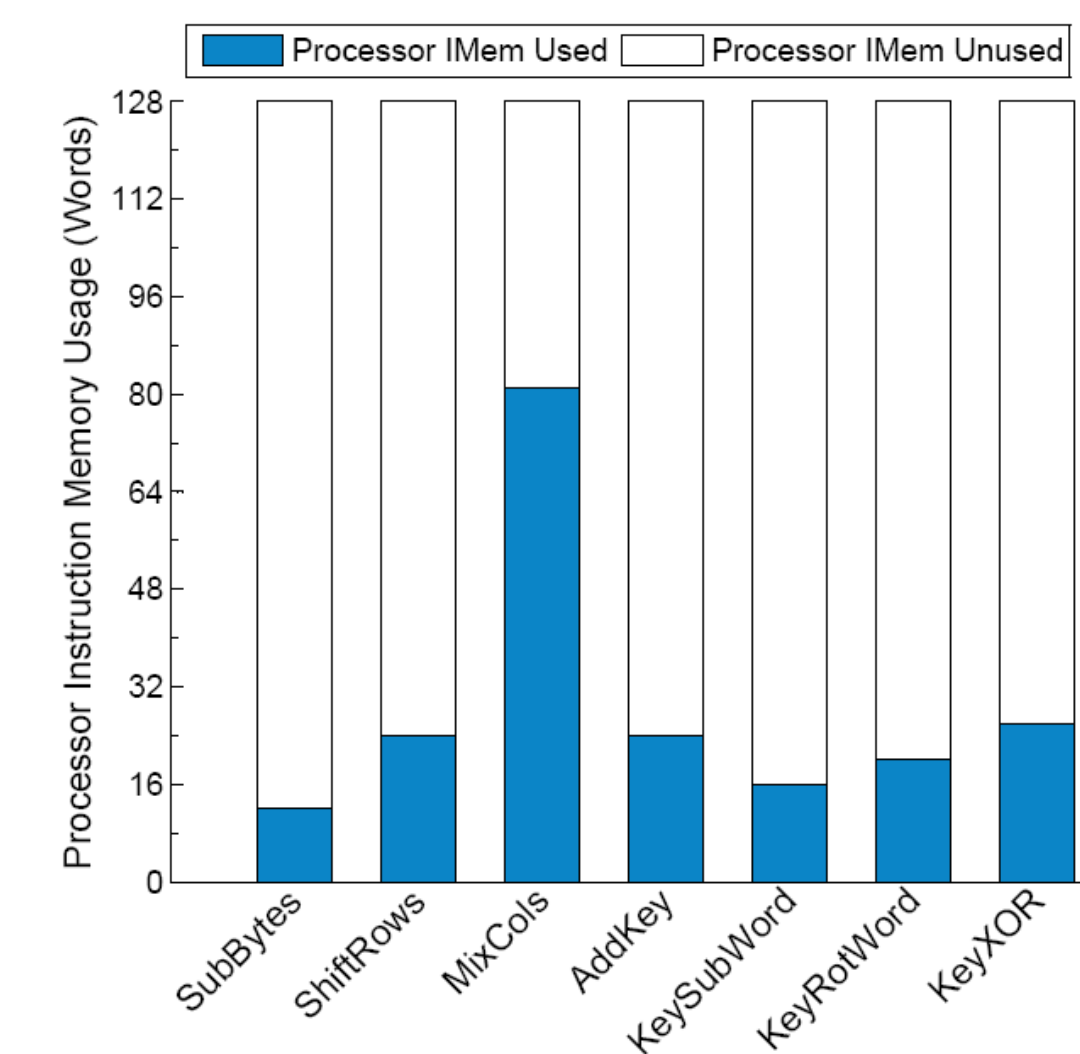
AddRoundKey: round key is added to byte blocks using a bitwise XOR operation



- **KeySubWord** $[K_0, K_1, K_2, K_3] \rightarrow [K'_0, K'_1, K'_2, K'_3]$
- **KeyRotWord** $[K_0, K_1, K_2, K_3] \rightarrow [K_1, K_2, K_3, K_0]$
- **KeyXOR:** Every word $w[i]$ is equal to the bitwise XOR of the previous word, $w[i-1]$, and the word Nk position earlier, $w[i-Nk]$. Nk equals 4, 6 or 8 for the key length of 128, 192 and 256 bits

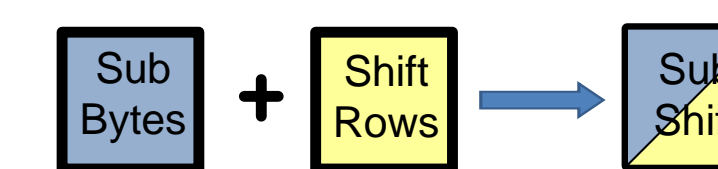
Length of round key (bits)	Number of Rounds (N_r)
128	10
192	12
256	14

Optimization II: Reduced Number of Cores



- Before optimization
22% average IMem usage
43% average DMem usage
- Core merging should not introduce new bottlenecks or exceed memory limitations

- Step I: Combine the neighboring *SubBytes* and *ShiftRows* into one *SubShift* core

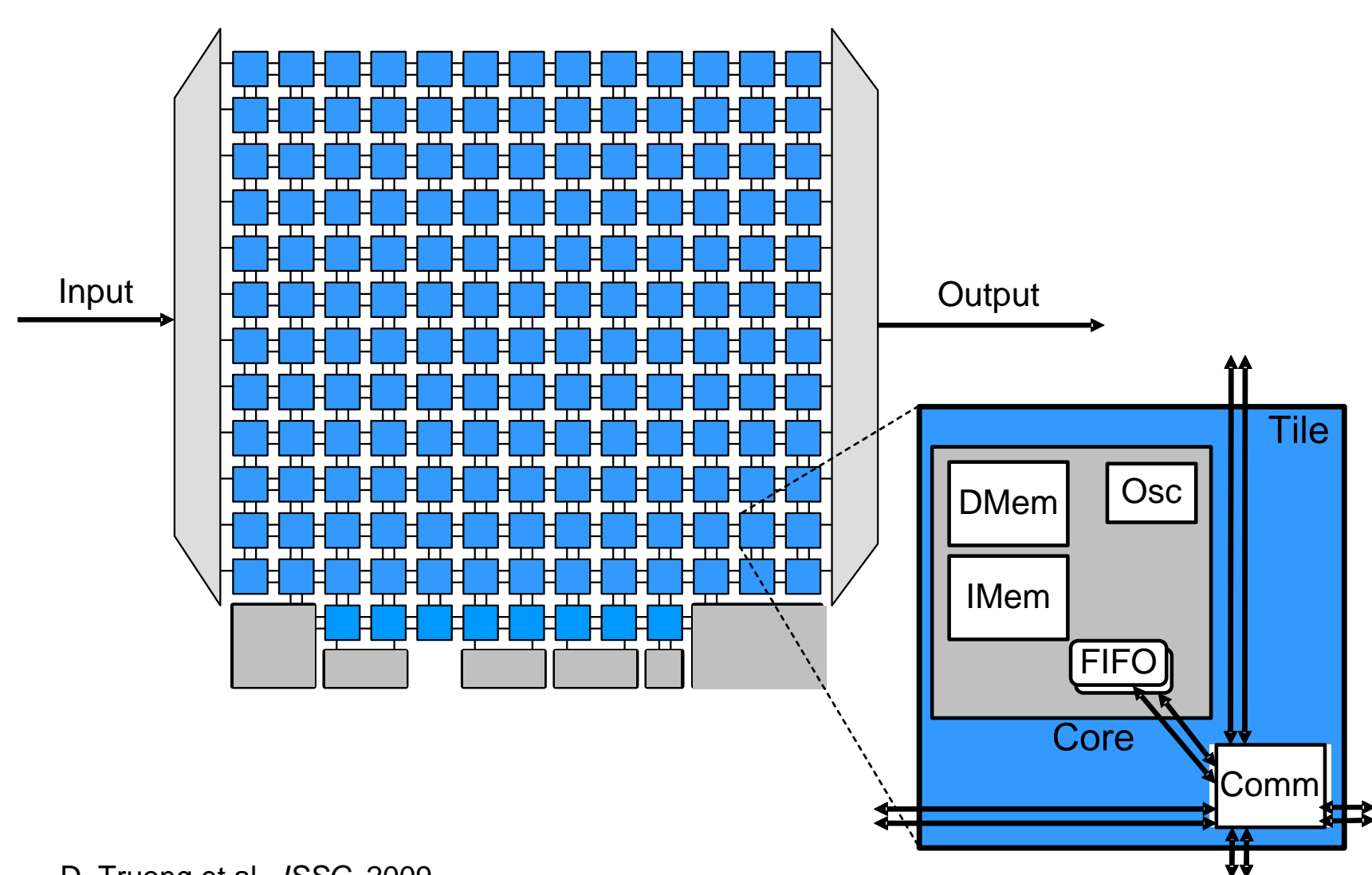


- Step II: Combine the neighboring *KeyRot* and *KeyXOR* into one *KeySche* core



- $T_{EXE_SUBSHIFT} = 148$ cycles per data block
- 80% IMem and 100% DMem usage
- $T_{EXE_KEYSCHE} = 60$ cycles per data block
- 24% IMem and 28% DMem usage

Targeted Fine-Grained Many-Core Platform

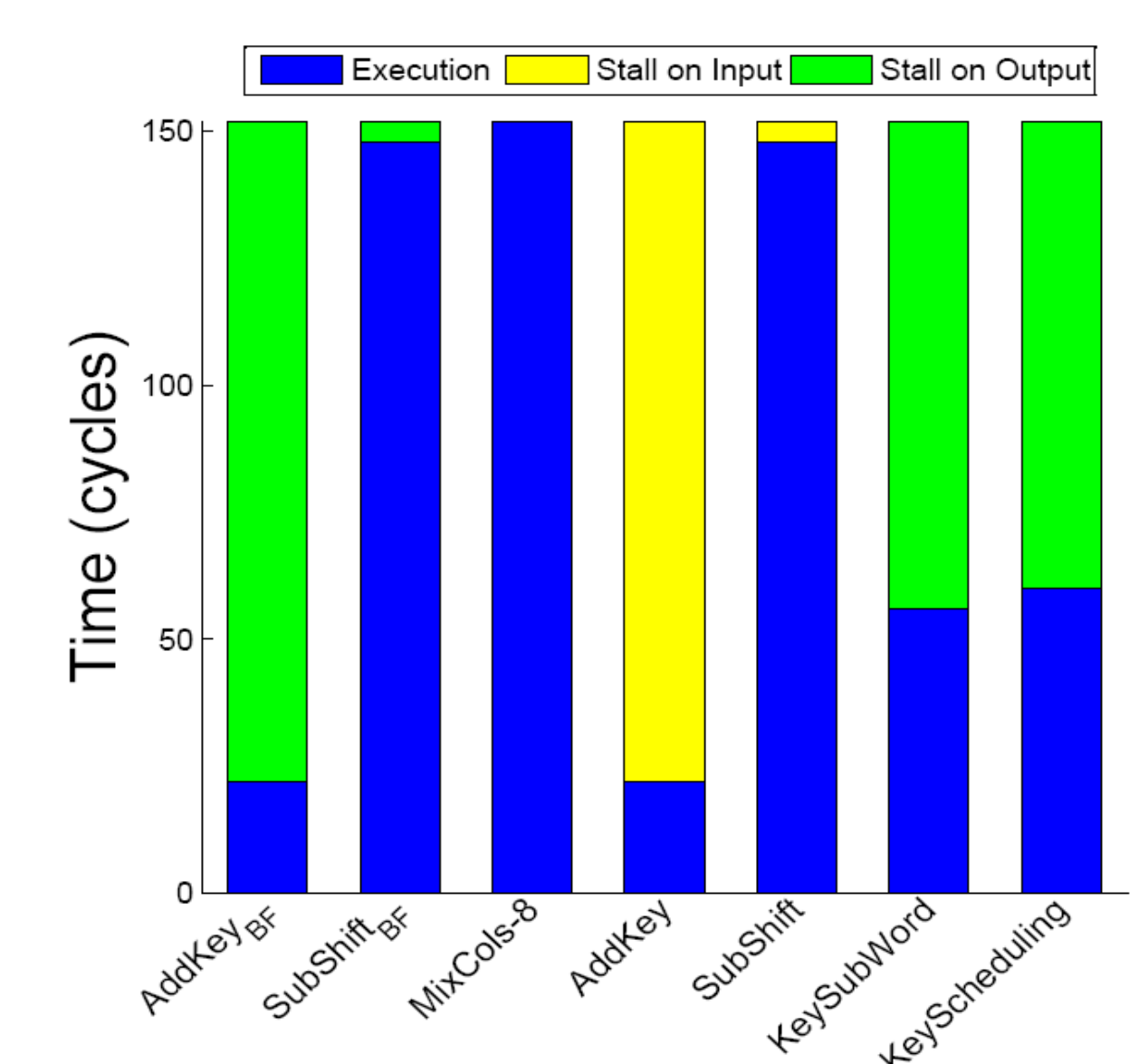
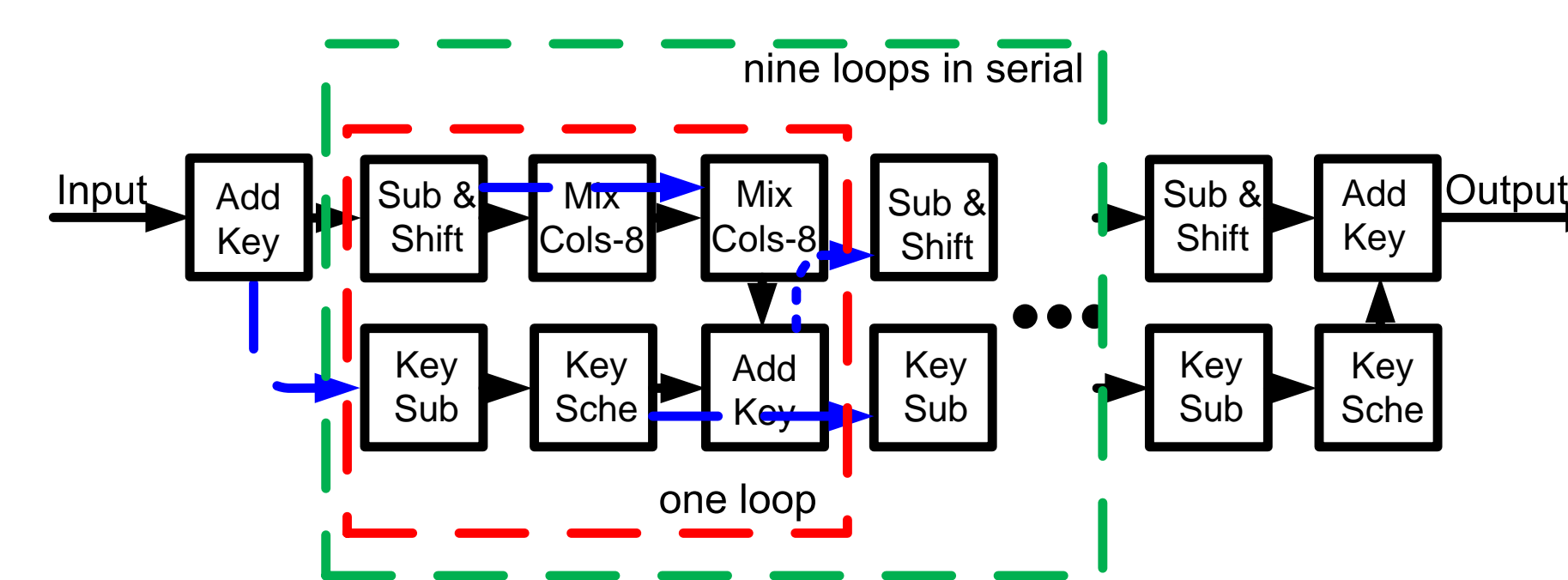


AsAP2 Single Tile (164 total)	
Area	0.17 mm ²
Transistors	325,000
CMOS Tech.	65 nm low-leakage
Max. frequency	1.2GHz @ 1.3 V
Instru. Memory	128 x 32-bit
Data Memory	128 x 16-bit

- In-order single-issue 6-stage pipeline
- No-specialized instructions
- Reconfigurable 2D-mesh network

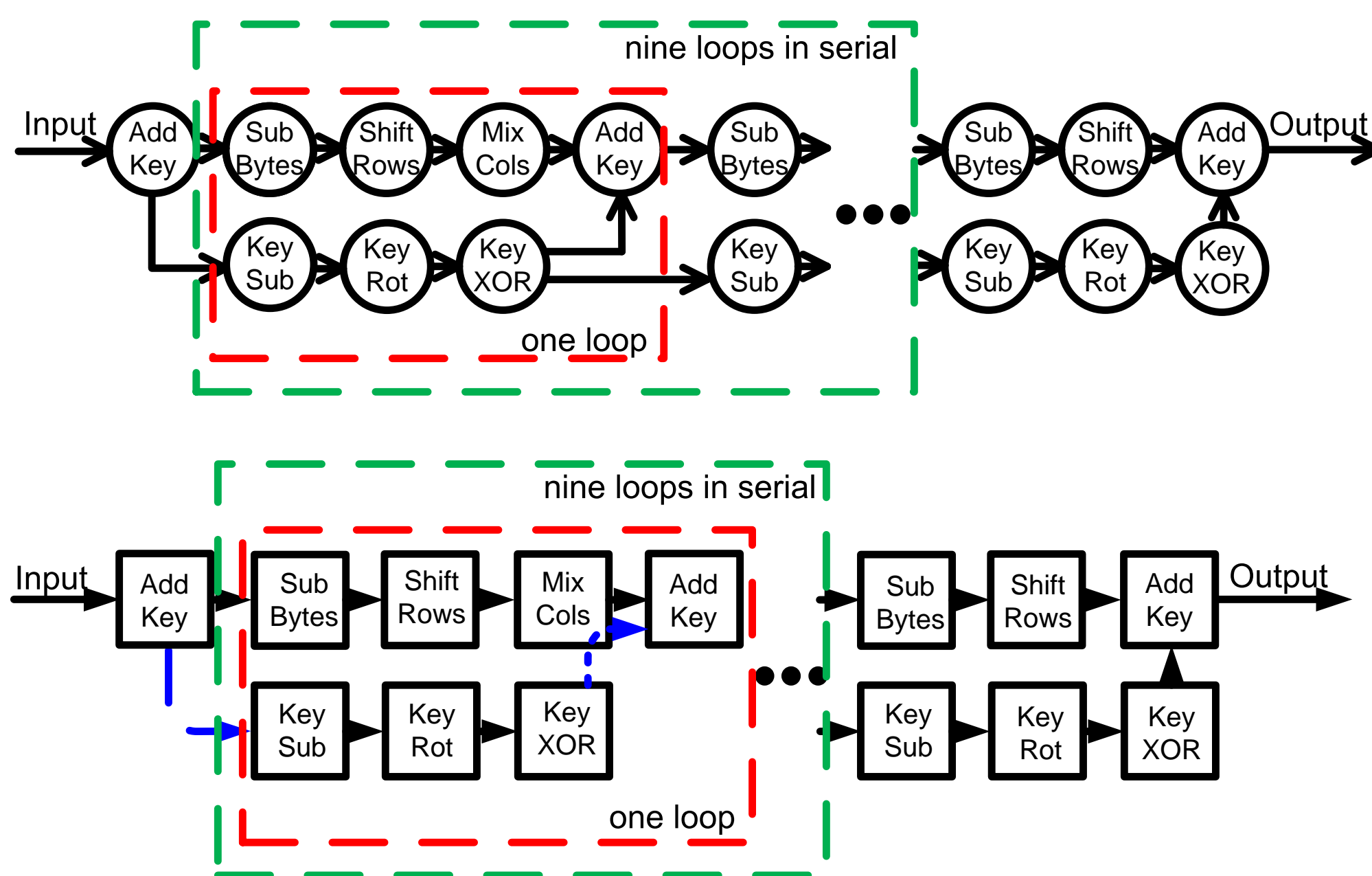
D. Truong et al., JSSC, 2009

Optimized Design of AES Cipher



- Throughput is 43% higher (9.5 cycles per block)
- 16% fewer cores required (59 cores)

Preliminary Design of AES Cipher



Processor Name	Execution Time for Processing One 128-bit Data Block (Clock Cycles)
<i>SubBytes</i>	132
<i>ShiftRows</i>	38
<i>MixColumns</i>	266
<i>AddRoundKey</i>	22
<i>KeySubWord</i>	56
<i>KeyRotWord</i>	26
<i>KeyXOR</i>	56

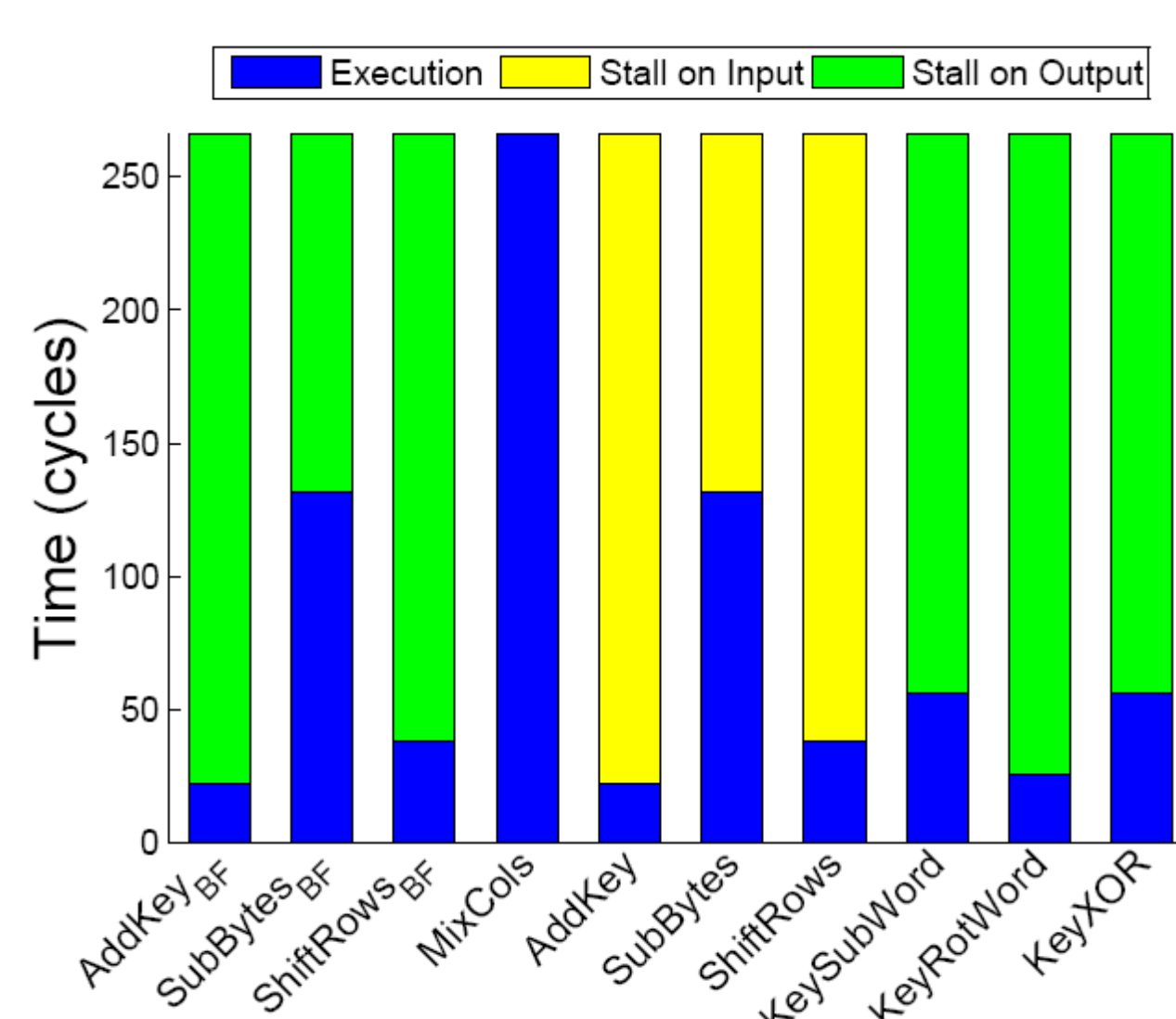
- $(N_r - 1)$ times loop unrolling
- Throughput is 266 cycles per datablock
- 70 cores are used

Comparison with Related Work

Platform	Method	Tech. (nm)	Area (mm ²)	Max Freq. (MHz)	Throughput (cycles/byte)	Scaled Throughput (Mbps)	Scaled Area (mm ²)	Scaled Throughput/Area (Mbps/mm ²)
Pentium 4 561	Bitslice	90	112	3600	16	2492	58.42	42.66
Athlon 64 3500	Bitslice	90	193	2200	10.6	2299	101	22.76
Core 2 Duo E6400	Bitslice	65	111	2130	9.19	1854	111	16.70
Core 2 Quad Q6600 (one core)	Bitslice + SSSE3	65	286/2 = 143	2400	9.32	2060	143	14.41
Core 2 Quad Q9550 (one core)	Bitslice + SSSE3	45	214/4 = 53.5	2830	7.59	2065	112	18.44
Core i7 920 (one core)	Bitslice + SSSE3	45	263/4 = 65.75	2668	6.92	2135	133	16.05
TI C6201		180	NA	200	14.25	311	NA	NA
GeForce 8800 GTX	T-Box	90	484	575	NA	11500	252	45.63
This Work AsAP		65	6.63	1210	9.5	1019	6.63	153.70

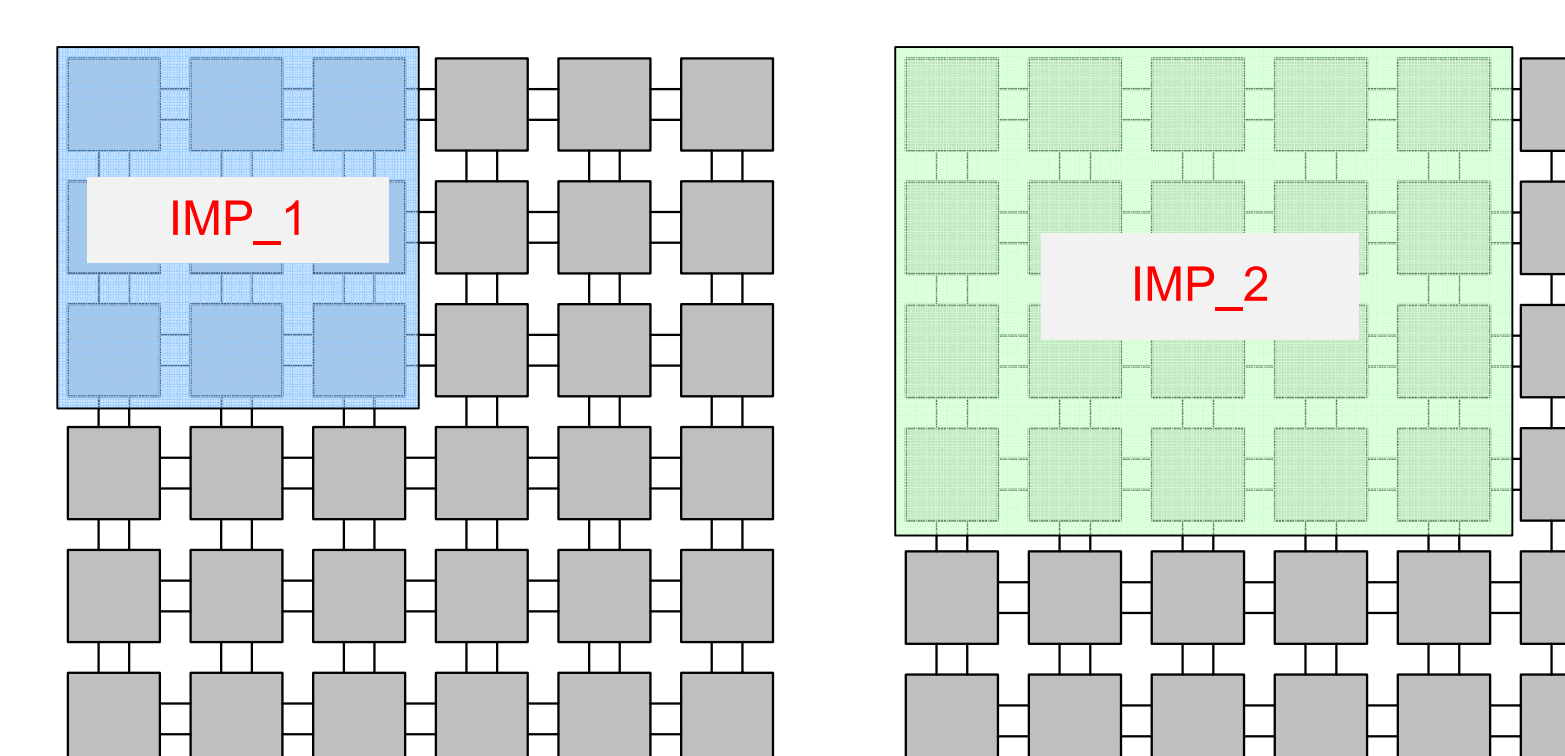
- Compared to CPUs, our design achieves 3.6-10.7x higher throughput per chip area
- Compared to DSP, our design achieves 1.5x higher throughput
- Compared to GPU, our design achieves 3.4x higher throughput per chip area

Optimization I: Increased Throughput



- Cores running *MixColumns* workloads are 2x slower than others, so we parallelize each into two *MixCol-8* programs
- Throughput is increased by 43% (152 cycles per block)
- Increased parallelization requires 10 more cores
- *MixCol-8* cores are new bottlenecks

Core-Scaling on Many-Core Platforms



- Fine-grain many-core processor arrays with large numbers of cores enable application libraries with varying numbers of cores
- Optimum run-time programs chosen with joint "core scaling" and supply voltage and clock frequency scaling
- New possibilities to tradeoff number of processors, performance and energy efficiency