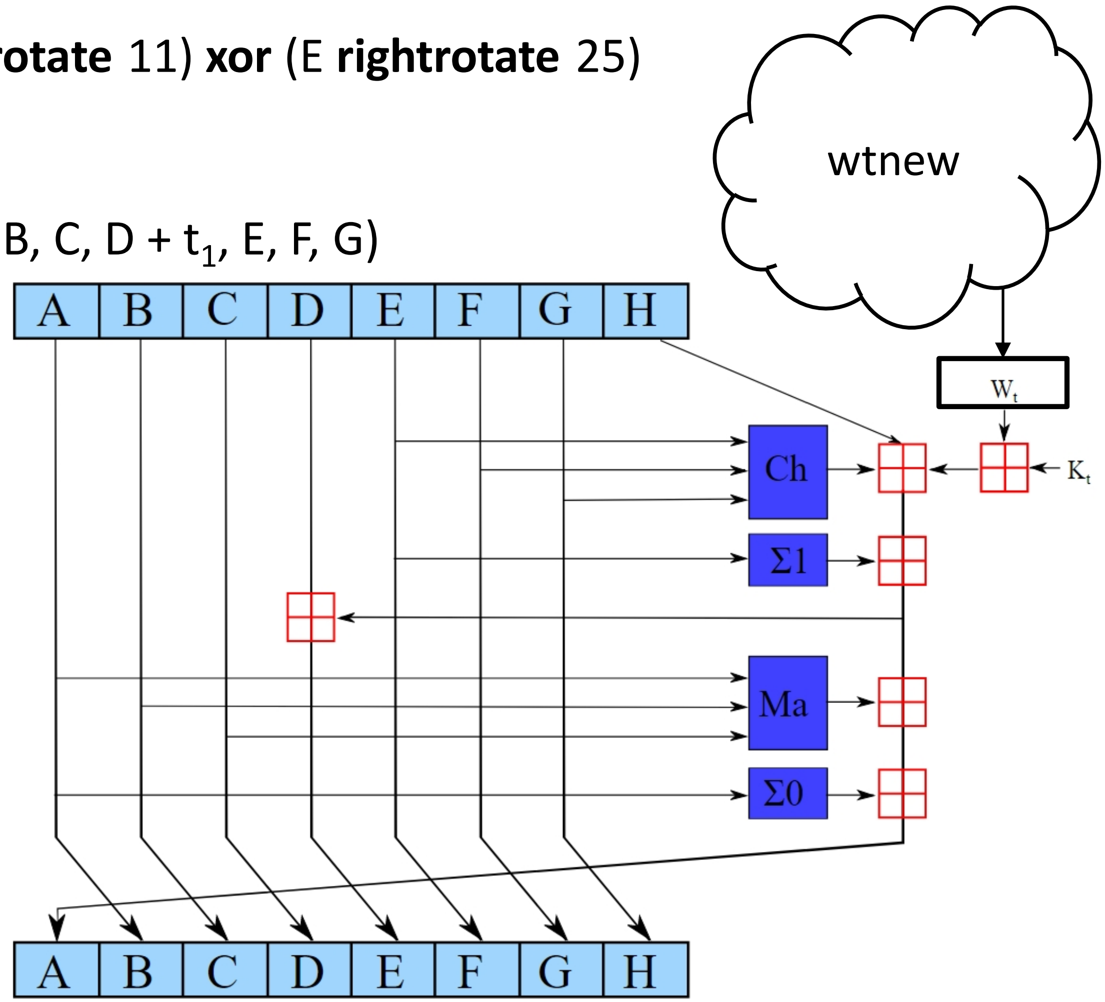
SHA256 Optimization

UC San Diego
JACOBS SCHOOL OF ENGINEERING
Electrical and Computer Engineering

Optimizing SHA256

Each SHA256 Round

- There is really only one set of {A, B, C, D, E, F, G, H} registers.
  S_0 = (A **rightrotate** 2) **xor** (A **rightrotate** 13) **xor** (A **rightrotate** 22)
  maj = (A **and** B) **xor** (A **and** C) **xor** (B **and** C)
  $t_2 = S_0 + \text{maj}$
  S_1 = (E **rightrotate** 6) **xor** (E **rightrotate** 11) **xor** (E **rightrotate** 25)
  ch = (E **and** F) **xor** ((**not** E) **and** G)
  $t_1 = H + S_1 + \text{ch} + K_t + W_t$
  $(A, B, C, D, E, F, G, H) = (t_1 + t_2, A, B, C, D + t_1, E, F, G)$



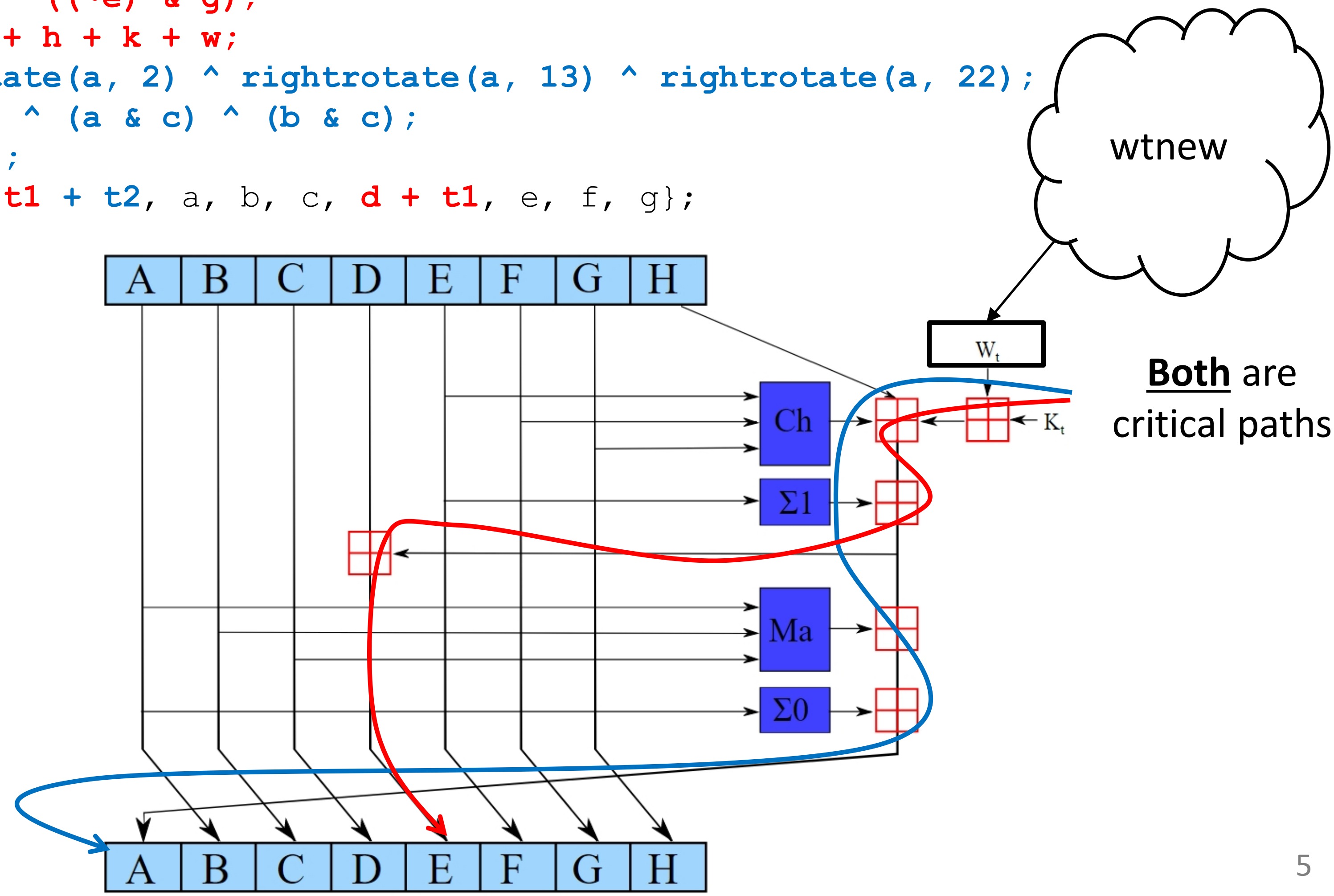
SHA256 logic

```
function logic [255:0] sha256_op(input logic [31:0] a, b, c, d, e, f, g, h, w, k);
    logic [31:0] S1, S0, ch, maj, t1, t2; // internal signals
begin
    S1 = rightrotate(e, 6) ^ rightrotate(e, 11) ^ rightrotate(e, 25);
    ch = (e & f) ^ ((~e) & g);
    t1 = ch + S1 + h + k + w;
    S0 = rightrotate(a, 2) ^ rightrotate(a, 13) ^ rightrotate(a, 22);
    maj = (a & b) ^ (a & c) ^ (b & c);
    t2 = maj + S0;
    sha256_op = {t1 + t2, a, b, c, d + t1, e, f, g};
end
endfunction

always_ff @(...) begin
    if (!reset_n) begin
      ...
    end else case(state)
      ...
      COMPUTE: begin
        ...
        {a, b, c, d, e, f, g, h} <= sha256_op(a, b, c, d, e, f, g, h, w, k[t]);
        ...
      end
      ...
    endcase
end
```

Critical Path

```
function logic [255:0] sha256_op(input logic [31:0] a, b, c, d, e, f, g, h, w, k);
    logic [31:0] S1, S0, ch, maj, t1, t2; // internal signals
begin
    S1 = rightrotate(e, 6) ^ rightrotate(e, 11) ^ rightrotate(e, 25);
    ch = (e & f) ^ ((~e) & g);
    t1 = ch + S1 + h + k + w;
    S0 = rightrotate(a, 2) ^ rightrotate(a, 13) ^ rightrotate(a, 22);
    maj = (a & b) ^ (a & c) ^ (b & c);
    t2 = maj + S0;
    sha256_op = {t1 + t2, a, b, c, d + t1, e, f, g};
end
endfunction
```



Both are critical paths

Hints for W[n] array

- For $16 \le t \le 63$
  $s_0 = (W_{t-15}$ **rightrotate** $7)$ **xor** $(W_{t-15}$ **rightrotate** $18)$ **xor** $(W_{t-15}$ **rightshift** $3)$
  $s_1 = (W_{t-2}$ **rightrotate** $17)$ **xor** $(W_{t-2}$ **rightrotate** $19)$ **xor** $(W_{t-2}$ **rightshift** $10)$
  $W_t = W_{t-16} + s_0 + W_{t-7} + s_1$

- A straightforward way to implement SHA256 is to use an array of **64** 32-bit words to implement W_t

```
logic [31:0] w[64];
```

then compute a new W_t as follows:

```
function logic [31:0] wtnew; // function with no inputs
    logic [31:0] s0, s1;

    s0 = rrot(w[t-15],7)^rrot(w[t-15],18)^(w[t-15]>>3);
    s1 = rrot(w[t-2],17)^rrot(w[t-2],19)^(w[t-2]>>10);
    wtnew = w[t-16] + s0 + w[t-7] + s1;
endfunction
```

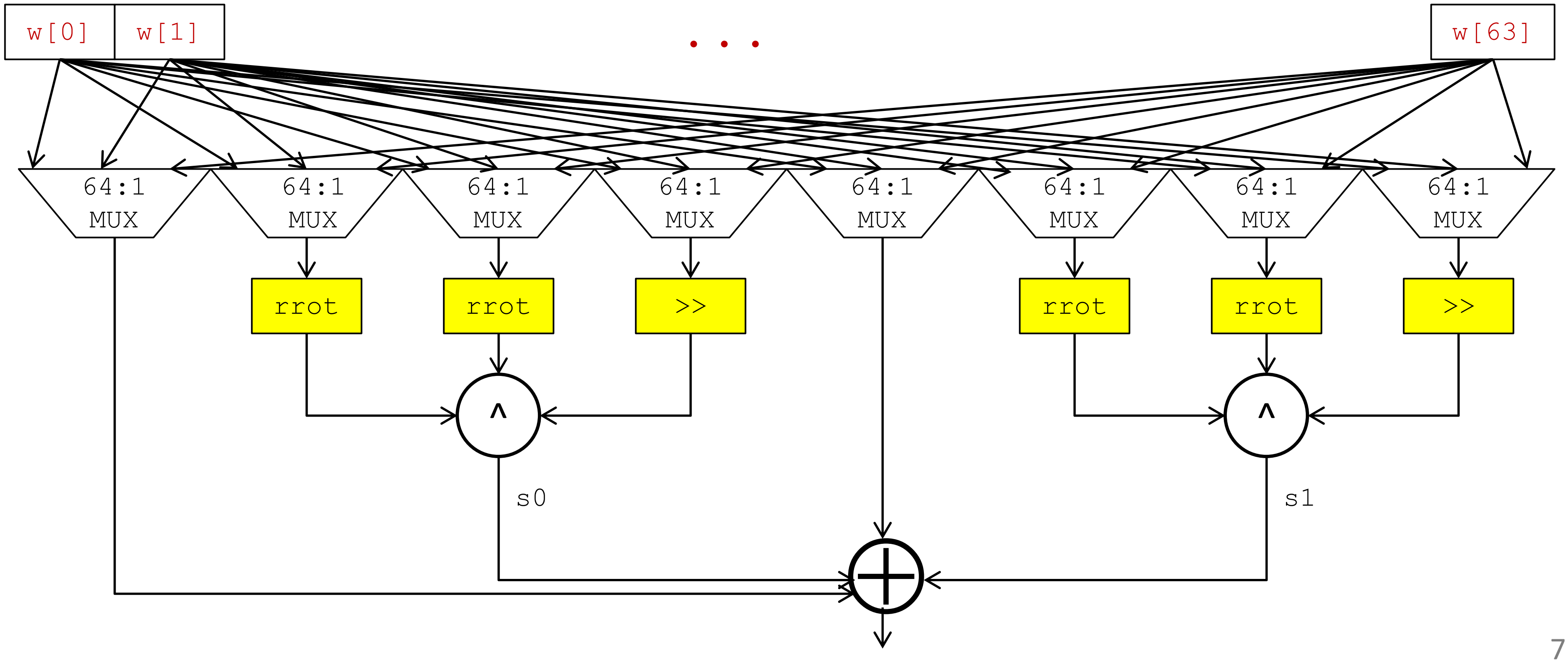
where `rrot` is a function that you can define to implement a circular rotation, but this is very expensive for 2 reasons:

  - Need **64** 32-bit registers
  - **Need expensive 64:1 multiplexors** !!!

Hints for W[n] array

```
• function logic [31:0] wtnew; // function with no inputs
      logic [31:0] s0, s1;

      s0 = rrot(w[t-15],7)^rrot(w[t-15],18)^(w[t-15]>>3);
      s1 = rrot(w[t-2],17)^rrot(w[t-2],19)^(w[t-2]>>10);
      wtnew = w[t-16] + s0 + w[t-7] + s1;
  endfunction
```

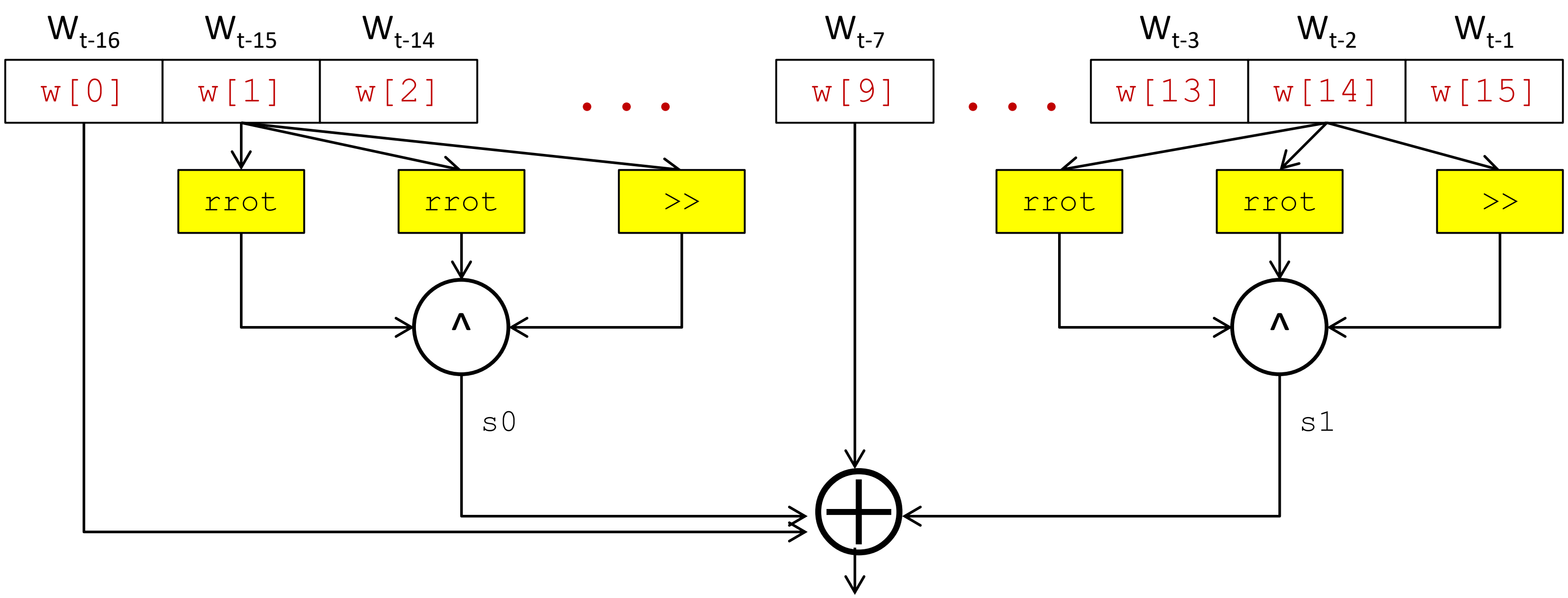


Hints for W[n] array

- We can do the following (i.e, "t-15" is "i = MAX – 15 = 1" for MAX = 16, so therefore W_{t-15} would be `w[1]`). Then

```
function logic [31:0] wtnew; // function with no inputs
    logic [31:0] s0, s1;

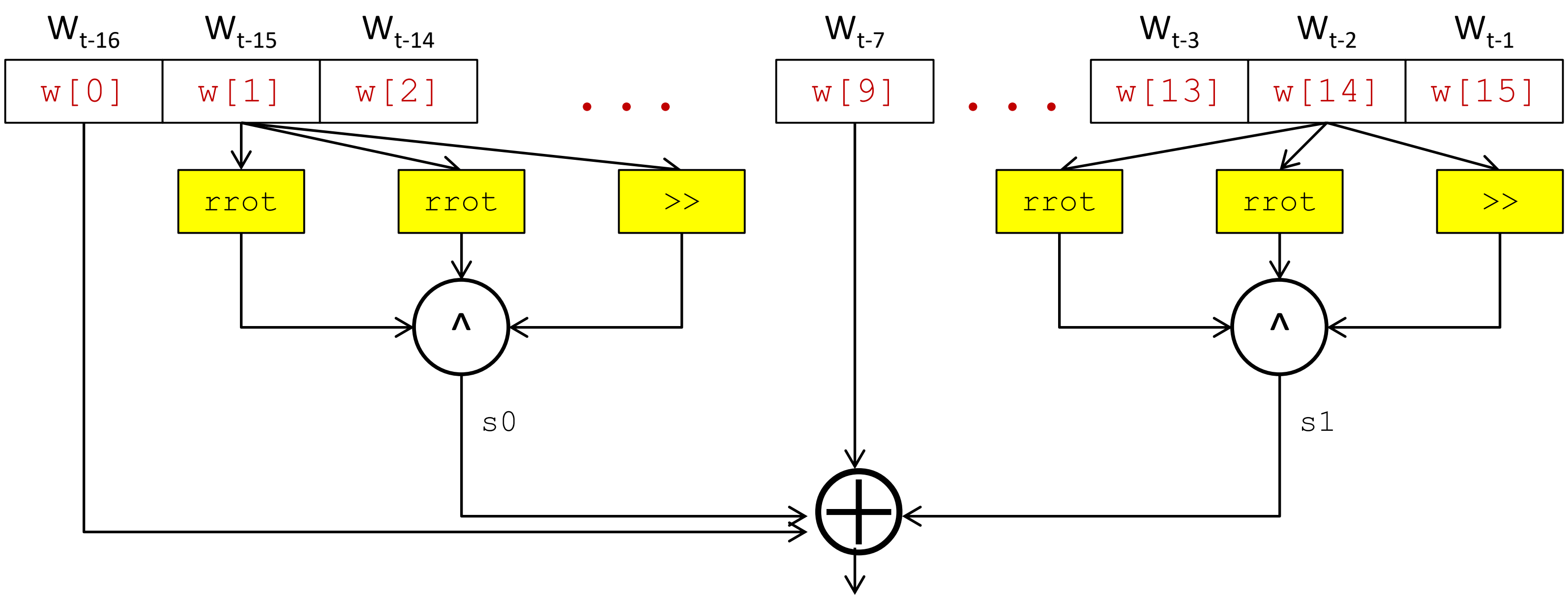
    s0 = rrot(w[1],7)^rrot(w[1],18)^(w[1]>>3);
    s1 = rrot(w[14],17)^rrot(w[14],19)^(w[14]>>10);
    wtnew = w[0] + s0 + w[9] + s1;
endfunction
```



Hints for W[n] array

- Can just write

```
for (int n = 0; n < 15; n++) w[n] <= w[n+1]; // just wires
w[15] <= wtnew();
```



Possible Results

- A reasonable “median” target:
  - #ALUTs = 1768, #Registers = 1209, Area = 2977
  - Fmax = 107.97 MHz, #Cycles = 147
  - Delay (microsecs) = 1.361, Area*Delay (millesec*area) = 4.053
- With pre-computation of wt:
  - #ALUTs = 1140, #Registers = 1109, Area = 2249
  - Fmax = 155.23 MHz, #Cycles = 149
  - Delay (microsecs) = 0.960, Area*Delay (millesec*area) = 2.159
- Possible to achieve faster Fmax if we pre-compute other parts of the SHA256 logic (more aggressive pipelining)
- Possible to achieve smaller Area*Delay as well

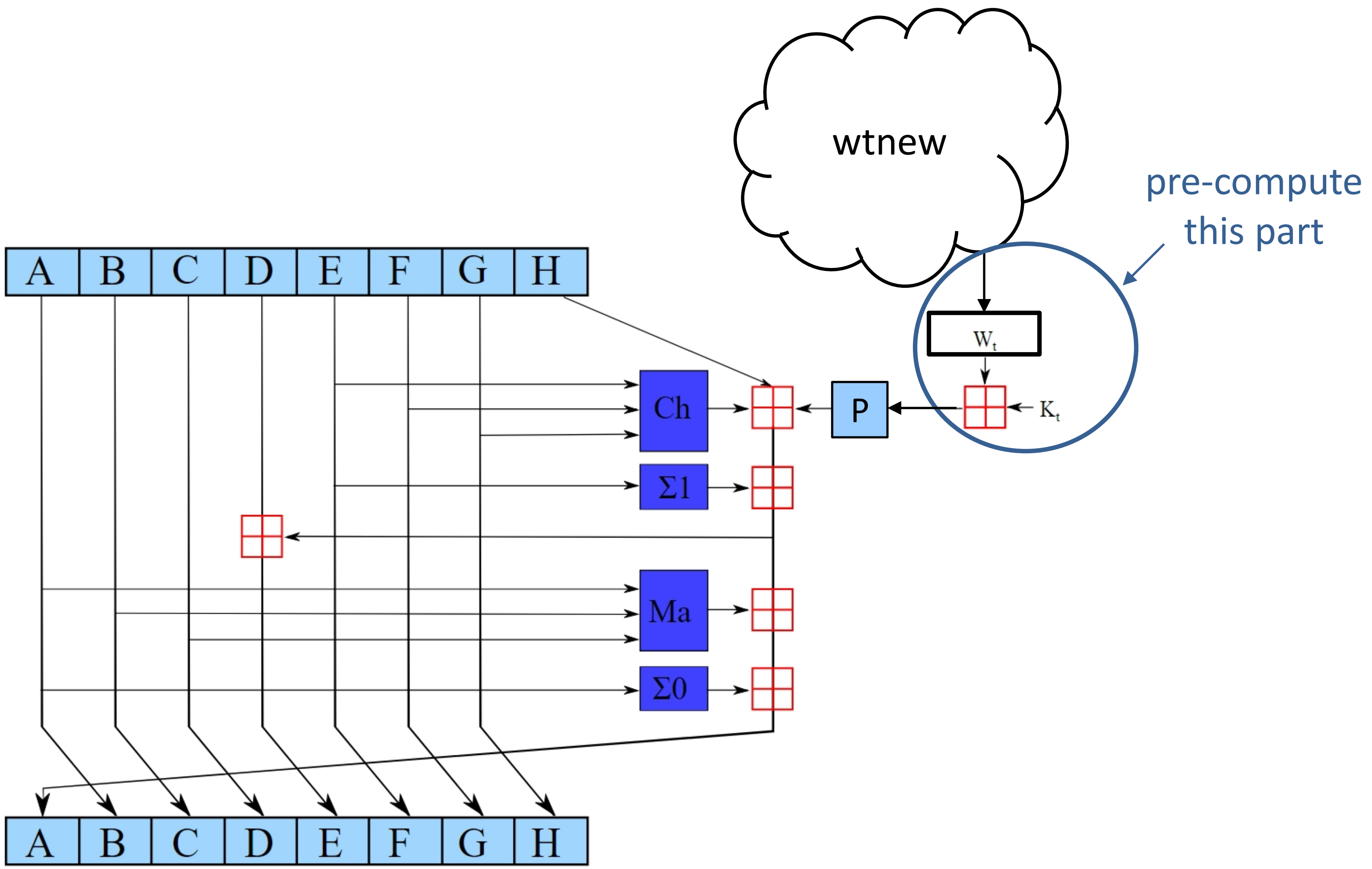
More Aggressive Pipelining

```
function logic [255:0] sha256_op(input logic [31:0] a, b, c, d, e, f, g, h, w, k);
    logic [31:0] S1, S0, ch, maj, t1, t2; // internal signals
begin
    S1 = rightrotate(e, 6) ^ rightrotate(e, 11) ^ rightrotate(e, 25);
    ch = (e & f) ^ ((~e) & g);
    t1 = ch + S1 + h + k + w;
    S0 = rightrotate(a, 2) ^ rightrotate(a, 13) ^ rightrotate(a, 22);
    maj = (a & b) ^ (a & c) ^ (b & c);
    t2 = maj + S0;
    sha256_op = {t1 + t2, a, b, c, d + t1, e, f, g};
end
endfunction
```

next "a"   next "e"

- In general, hard to pipeline this logic because next "a = t1 + t2" is dependent on itself: i.e., t2 = maj + S0, maj = (a & b) ..., S0 = rightrotate(a, 2) ...
- Also hard because next "e = d + t1" is dependent on itself: i.e., t1 = ch + S1, ch = (e & f) ..., S1 = rightrotate(e, 6) ...

Critical Path



More Aggressive Pipelining

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    maj = (a & b) ^ (a & c) ^ (b & c);
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    sha256_op = {t1 + t2, a, b, c, d + t1, e, f, g};
end
endfunction
```

"k" and "w" are not dependent on a, b, c, d, e, f, g, h

Therefore, they can be computed one cycle ahead, but you then have to compute "w" **2 cycles ahead** and use k[t+1] in the pre-computation.

You will need to figure out for yourself how to implement this in SystemVerilog.

More Aggressive Pipelining

```
function logic [255:0] sha256_op(input logic [31:0] a, b, c, d, e, f, g, h, w, k);
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    maj = (a & b) ^ (a & c) ^ (b & c);
    t2 = maj + S0;
    sha256_op = {t1 + t2, a, b, c, d + t1, e, f, g};
end
endfunction
```

next “h”

We can be more aggressive. Next “h” is equal to “g”, but “h” is not dependent on itself.

Hint: need “h” one cycle ahead.

You will need to figure out for yourself how to implement this in SystemVerilog.