University Of Bristol School of Computer Science

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Computer Architecture (COMS10015)

Assessed coursework assignment Encrypt

Note that:

- 1. This coursework assignment has a 30 percent weighting, i.e., it represents 30 percent of Credit Points (CPs) associated with COMS10015, and is assessed on an individual basis. The submission deadline is 27/11/25.
- 2. Before you start work, ensure you are aware of *and* adhere to various regulations^a which govern coursework-based assessment: pertinent examples include those related to academic integrity.
- 3. There are numerous support resources available, for example:
- via the unit forum, where you can get help and feedback via *n*-to-*m*, collective discussion,
- via any lab. and/or drop-in slot(s), where you can get help and feedback via 1-to-1, personal discussion, or
- via the staff responsible for this coursework assignment: although the above are often preferable, you can make contact in-person or online (e.g., via email).

^aSee both the formal regulations at https://www.bristol.ac.uk/academic-quality/assessment/codeonline.html, and also the less formal advice at https://www.bristol.ac.uk/students/support/academic-advice.

1 Introduction

Imagine that two parties \mathcal{A} and \mathcal{B} engage in communication with each other over a public network (e.g., the Internet): a concrete example could be where they represent a web-browser and web-server respectively. Since the n_b -bit messages they communicate will potentially contain security-critical (e.g., identity-, location-, medical-, or finance-related) information, it is important to prevent a third-party \mathcal{E} having access to them. Assuming \mathcal{A} and \mathcal{B} have agreed on some n_k -bit key k before they start communicating, having them use a block cipher¹ to encrypt and decrypt messages would be one approach to satisfying their requirement for secrecy. The idea is that \mathcal{A} encrypts a plaintext message m to form the ciphertext message $c = \operatorname{Enc}(k, m)$ which is sent to \mathcal{B} . Then, \mathcal{B} decrypts the ciphertext message by computing $m' = \operatorname{Dec}(k, c)$ and thereby recovers the same plaintext message, i.e., m' = m. This approach is effective because Enc and Dec are carefully designed so that 1) they act as each others inverse under k, and 2) security depends on k alone, not on knowledge of Enc and Dec : even if an attacker \mathcal{E} intercepts c, they cannot easily recover m without also knowing k.

A given block cipher design specifies the algorithms ENC and DEC and associated parameters, e.g., n_k and n_b ; numerous such designs exist, the de facto choice being the Advanced Encryption Standard (AES) [1]. AES replaced the Data Encryption Standard (DES) [2], standardised in the 1970s. DES is less efficient in software than AES, which should be no surprise: it was designed in an era when block ciphers were more often implemented in hardware, and uses "hardware friendly" components as a result.

2 Terms and conditions

- The assignment description may refer to the ASCII text file question.txt, or more generally "the marksheet": complete and include this file in your submission. This is important, in the sense that 1) it offers you clarity with respect to the assessment process, e.g., via a marking scheme, and 2) it offers us useful (meta-)information about your submission. Keep in mind that
 - if separate assessment units exist, they may have different assessment criteria and so marking scheme,
 - the section related to citation of third-party resources includes use of AI: per the University² and Faculty³ guidance, you should "you should describe and cite your usage [of AI] and quote output [produced by AI] appropriately in your work".
- Certain aspects of the assignment have a (potentially large) design space of possible approaches. Where there is some debate about the correct or "best" approach, the assignment demands *you* make an informed decision *yourself*: it is therefore not (purely) a programming exercise such that blindly implementing *an* approach will be enough. Such decisions should ideally be based on a reasoned argument formed via your *own* background research (versus relying exclusively on taught content), and clearly documented (e.g., using the marksheet).
- The assignment design includes some heavily supported, closed initial stages which reflect a lower mark, and some mostly unsupported, open later stages which reflects a higher mark. This suggests the marking scale is non-linear: it is clearly easier to obtain *X* marks in the initial stages than in the final stage. The term open (resp. closed) should be understood as meaning flexibility with respect to options for work, *not* non-specificity with respect to workload: each stage has a clear success criteria that limit the functionality you implement, meaning you can (and should) stop work once they have been satisfied.
- In some, specific instances the required style of Verilog will be dictated by the assignment. If no such requirement exists, however, *you* can select whatever style is appropriate: gate-, RTL-, and behavioural-level Verilog styles are all viable in general. However, whatever style you select, you must consider how your solution relates to real hardware versus purely whether or not it functions correctly in simulation.
- You should submit your work into the correct component via

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https://www.ole.bris.ac.uk
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Include any 1) source code files, 2) text or PDF files, (e.g., documentation) and 3) auxiliary files (e.g., example output), either as required or that *you* feel are relevant. Keep in mind the following points:

- If separate teaching and assessment units exist, you should submit via the latter not the former.
- Make sure you have actually made a submission, rather than saved a draft ready for submission; ensure said submission matches what you expect, e.g., by (re)downloading and checking the content.
- Your *last* submission will be the one assessed, meaning, e.g., you cannot partially *or* entirely "roll-back" to some earlier submission.

https://en.wikipedia.org/wiki/Block_cipher

²https://www.bristol.ac.uk/students/support/academic-advice/academic-integrity

https://www.ole.bris.ac.uk/bbcswebdav/pid-8241705-dt-content-rid-48627612_3/xid-48627612_3

- To make the submission process easier, the recommended approach is to develop your solution within the *same* directory structure as the material provided. This will allow you to first create then submit a *single* archive (e.g., solution.zip using zip, or solution.tar.gz using tar and gzip) of your entire solution, rather than *multiple* separate files.
- Any implementations produced as part of the assignment will be assessed using a platform equivalent to the MVB Linux lab(s). (e.g., MVB-1.15 or MVB-2.11). As such, they *must* compile, execute, and be thoroughly tested using both the operating system and development tool-chain versions available by default.
- Although you can *definitely* expect to receive a partial mark for a partial solution, it will be assessed *as is*. This means 1) there will be no effort to enable either optional or commented functionality (e.g., by uncommenting it, or via specification of compile-time or run-time parameters), and 2) submitting multiple variant solutions is strongly discouraged, but would be dealt with by considering the variant which yields the highest single mark.

3 Description

3.1 Material

Download and unarchive the file

https://assets.phoo.org/COMS10015_2025_TB-4/csdsp/cw/Encrypt/question.tar.gz

somewhere secure in your file system: from here on, we assume \${ARCHIVE} denotes a path to the resulting, unarchived content illustrated by Figure 1. In particular, you should find

- question.txt[†], the marksheet mentioned in the assessment terms and conditions,
- Makefile, a GNU make based build system described in more detail by Appendix C.
- params.h, a header file that provides a symbolic definition of parameters such as n_k , n_b , and n_r ,
- vectors_k.txt, vectors_m.txt and vectors_c.txt, ASCII text files representing the test vectors described in more detail by Appendix D,
- encrypt_comb.v[†], encrypt_iter.v[†], and encrypt_pipe.v[†], incomplete implementations of modules called encrypt_comb, encrypt_iter, and encrypt_pipe,
- clr_28bit.v[†], an incomplete implementation of a module called clr_28bit,
- key_schedule.v[†], an incomplete implementation of a module called key_schedule,
- round.v[†], an incomplete implementation of a module called round,
- util.v, a set of pre-defined support modules including
 - split_0, split_1, and split_2, modules that split a single input into multiple outputs,
 - merge_0, merge_1, and merge_2, modules that merge multiple inputs into a single output,
 - perm_IP, perm_FP, perm_E, perm_P, perm_PC1, and perm_PC2, implementations of the DES permutations, and
 - sbox_0 through to sbox_7, implementations of the DES S-boxes.

plus a set of test stimuli: for a module X as defined in X.v, the corresponding test stimulus is X_test as defined in X_test.v. Viewed at face value, that is a *lot* of files! However, it is vital to understand that you can complete the assignment by altering *only* those files marked with a † symbol. Because you do not need to, you should not alter any *other* files: if you *do*, those alterations will be reverted before (and so therefore ignored during) the marking process.

3.2 Overview

Consider an example scenario, where you join the development team for a device \mathcal{T} ; to address the challenge of secure communication, \mathcal{T} integrates and makes use of a hardware implementation of DES. This assignment models aspects of the scenario outlined above, using Verilog as a vehicle to do so. More specifically, it tasks you with implementing the ENC algorithm for DES in Verilog. Remember that, in essence, Verilog simply offers a neat way to express and experiment with (i.e., simulate) a design you could also write down on paper and reason about in theory: a sensible strategy throughout is to establish understanding "on paper" before then applying it "in practice" (e.g., via source code).

Selection of DES⁴ implies $n_k = 64$ and $n_b = 64$, meaning a 64-bit cipher key k is used to encrypt a 64-bit plaintext message m into a 64-bit ciphertext message c. DES is an iterative block cipher, meaning that a full encryption

⁴An accessible introduction to DES is provided by https://en.wikipedia.org/wiki/Data_Encryption_Standard for example. Keep in mind, however, that various technical details relating to DES are out of scope given the task at hand: where that is the case, we simply ignore

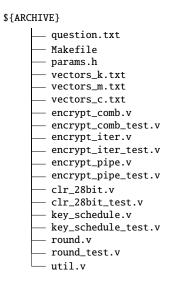


Figure 1: A diagrammatic description of the material in question.tar.gz.

operation involves successively applying partial encryption rounds (or steps): Figure 2 illustrates this using a block diagram, noting that a total of $n_r = 16$ rounds (numbered 0 to 15 inclusive) are followed (resp. preceded) by a post-processing (resp. pre-processing) step.

3.3 Detail

- **Stage 1.** The goal of this stage is to implement modules that, when combined, act to support some *i*-th round of encryption. The idea is that by using these modules, the subsequent stages can then explore different implementation strategies for a full encryption operation.
 - (a) The clr_28bit module implements what can be described as a "controlled" left-rotate operation: given a 28-bit x and 4-bit y as input, it computes

$$r = x \ll f(y)$$

as output, where

$$f(y) = \begin{cases} 1 & \text{if } y \in \{0, 1, 8, 15\} \\ 2 & \text{otherwise} \end{cases}$$

Put another way, it left-rotates x by either 1 or 2 bits depending on y.

Complete the module implementation, using Appendix D to verify (as far as possible) that it functions as expected: your implementation should express f as a (set of) Boolean expressions, e.g., using a gate-level Verilog style.

- (b) With reference to Figure 2, the key_schedule module implements some *i*-th round of the key schedule: the required implementation is described in a diagrammatic form by Figure 3.
 - Complete the module implementation, using Appendix D to verify (as far as possible) that it functions as expected.
- (c) With reference to Figure 2, the round module implements some *i*-th round of encryption: the required implementation is described in a diagrammatic form by Figure 4.
 - Complete the module implementation, using Appendix D to verify (as far as possible) that it functions as expected.
- Stage 2. The encrypt_comb module accepts
 - a 64-bit value called k, a cipher key, and
 - a 64-bit value called m, a plaintext message,

as input, and produces

a 64-bit value called c, a ciphertext message,

as output: as such, it computes a full encryption operation.

them. For example, note that DES represents a specific instance of a more general block cipher design principle, i.e., a Feistel network. Also note that only 56 of the 64 bits in k are actually used for encryption; the others are discarded after inclusion in a parity check.

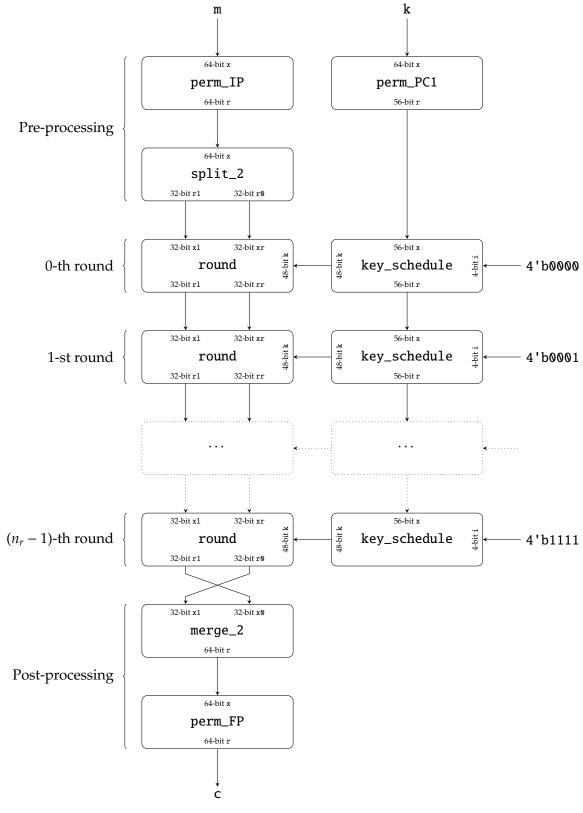


Figure 2: A block diagram illustrating a full encryption operation using DES, i.e., computation of $c = E_{NC}(\mathbf{k}, \mathbf{m})$.

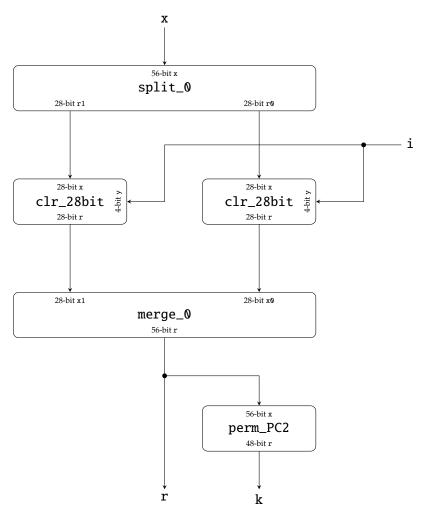


Figure 3: The key_schedule module, as used to form the i-th round of DES.

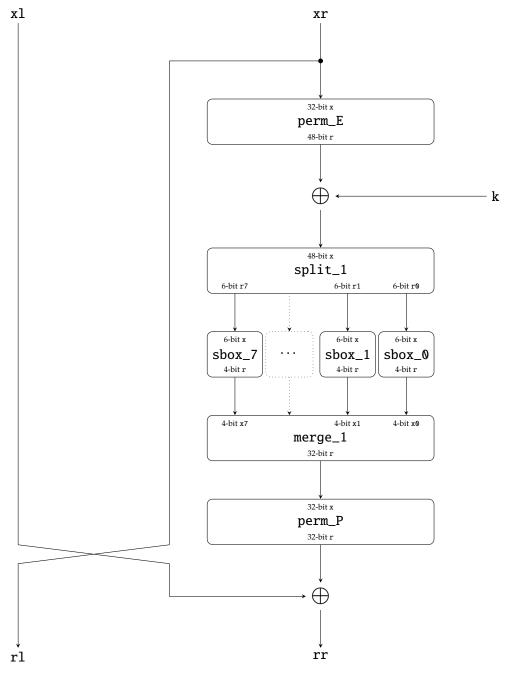


Figure 4: *The* **round** *module, as used to form the i-th round of DES.*

The goal of this stage is to implement the encrypt_comb module, using a combinatorial design strategy which replicates Figure 2 in a fairly direct manner. Adopting this strategy trades-off higher area (since n_r rounds are instantiated) in favour of lower latency (since the number of clock cycles for each encryption is 1), in relative terms, and makes the resulting implementation easier to use: the output is computed continuously from the input.

Complete the module implementation, using Appendix D to verify (as far as possible) that it functions as expected.

- **Stage** 3. The encrypt_iter module has an interface matching that of encrypt_comb except for some additional inputs and outputs, namely
 - a 1-bit value called clk, a clock signal,
 - a 1-bit value called rst, a reset signal,
 - a 1-bit value called req, a request signal, and
 - a 1-bit value called ack, an acknowledge signal,

and also computes a full encryption operation.

The goal of this stage is to implement the encrypt_iter module, using a different, iterative design strategy. Adopting this strategy trades-off higher latency (since the number of clock cycles for each encryption is $\sim n_r$), in favour of lower area (since 1 round is instantiated), in relative terms, and makes the resulting implementation harder to use: a control protocol outlined by Appendix A must be followed to provide input and accept output correctly.

Complete the module implementation, using Appendix D to verify (as far as possible) that it functions as expected.

Advice. The natural way to design and implement the control protocol is by treating it as a Finite State Machine (FSM). More so than other stages, it is important to explain the design of said FSM: use either question.txt and/or comments in your source code to do so.

Advice. Until you implement the module, simulating it will "hang" as a result of incorrect interaction with the test stimulus. In more detail, the test stimulus follows the control protocol and hence waits for the module to set ack to 1 at the end of computation: ack is not updated by the incomplete implementation, so the test stimulus ends up waiting forever.

- **Stage 4.** The encrypt_pipe module has an interface matching that of encrypt_comb except for some additional inputs and outputs, namely
 - a 1-bit value called clk, a clock signal, and
 - a 1-bit value called rst, a reset signal,

and also computes a full encryption operation.

The goal of this stage is to implement the encrypt_pipe module, using a different, pipelined design strategy which delivers a different trade-off: this strategy focuses on maximising throughput, rather than minimising latency (as with encrypt_comb) or area (as with encrypt_iter). Note that a control protocol outlined by Appendix B must be followed to provide input and accept output correctly.

Complete the module implementation, using Appendix D to verify (as far as possible) that it functions as expected.

Advice. Before investing significant effort in design or implementation tasks, it is crucial you first conduct some background research in order to understand the concept of pipelining.

Advice. In general, the number of pipeline stages represents a parameter for which a concrete value must be selected. Here, however, the assumption is that a fully pipelined design strategy is employed. This implies 1) there are n_r pipeline stages, so 2) computation of an output from the associate inputs has an n_r clock cycle latency.

References

- [1] Advanced Encryption Standard (AES). National Institute of Standards and Technology (NIST) Federal Information Processing Standard (FIPS) 197. 2001. URL: https://doi.org/10.6028/NIST.FIPS.197 (see p. 2).
- [2] Data Encryption Standard (DES). National Institute of Standards and Technology (NIST) Federal Information Processing Standard (FIPS) 46-3. 1999 (see p. 2).

A Control protocol for the iterative design strategy

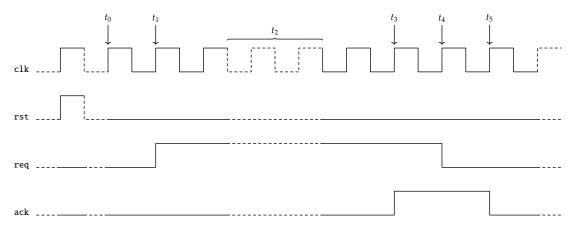
A.1 Problem

The iterative design strategy requires an understanding of how the module (i.e., encrypt_iter) and the user of said module (e.g., the test stimulus encrypt_iter_test) interact. Two underlying problems exist, namely 1) the module does not know know when to start computation (i.e., when input is available), and 2) the user does not know know when computation has finished (i.e., when output is available).

The solution of both problems is for both parties to follow a protocol: this is based on use of the request signal req and acknowledge signal ack, and driven by (positive edges of) the clock signal clk. You could frame interaction between the module and user as communication between (i.e., of input and output to and from) them, and so a "conversation" controlled (or structured) by the protocol: the rules of said protocol essentially mean, e.g., one party cannot be "confused" as a result of communication by the other.

A.2 Protocol

Based on the following diagrammatic example



the (intentionally simple) protocol can be explained as follows, noting the initial toggling of rst from 0 to 1 and back again signals a reset (e.g., of any registers to an initial state):

- At some positive edge on clk (labelled t_0), both req and ack are initially 0.
- At some positive edge on clk (labelled t_1), the user wants the module start a computation. It proceeds by 1) driving values onto any inputs (i.e., k and m), then 2) changing req from 0 to 1.
- The module notices the change to (e.g., positive edge on) req, and concludes that the inputs are available. Note that, in general, it would need to store the inputs ready for subsequent use. The reason for storing them internally within the module stems from a need to be pessimistic: the module must pessimistically assume any externally provided input *may* be changed *during* computation which uses them. However, given the assignment remit, we relax the requirement to do so by guaranteeing all inputs are stable throughout the computation (i.e., they will not change until the computation is complete, so there is no need to store them internally).
- During some period (labelled t_2), the module computes the outputs from the inputs using clk to trigger each constituent step; during this period, the user is essentially waiting for the computation to finish.
- At some positive edge on clk (labelled t_3), the module finishes the computation. It proceeds by 1) driving values onto any outputs (i.e., c), then 2) changing ack from 0 to 1.
- The user notices the change to (e.g., positive edge on) ack, and concludes that the outputs are available. It proceeds by 1) storing any outputs ready for subsequent use, then 2) changing req from 1 to 0.
- The module notices the change to (e.g., negative edge on) req, and concludes that the interaction is finished. It proceeds by changing ack from 1 to 0.
- The user notices the change to (e.g., negative edge on) ack and concludes that the interaction is finished.
- Since both req and ack are 0 again, the module and user are ready to engage in successive interactions if/when need be.

B Control protocol for the pipelined design strategy

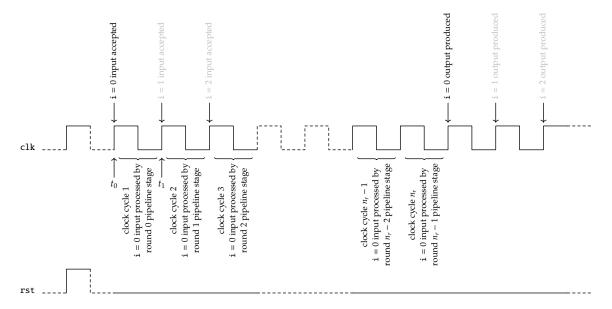
B.1 Problem

In the same way as described in Chapter A, the pipelined design strategy requires careful control (or structure) with respect to interaction between the module and user; this is realised by having them adhere to a protocol.

Similar underlying problems exist, but they now stem from the fact that, at a given instant, a pipeline with n_r stages could be described as simultaneously processing n_r independent computations, each of which is at a different stage of completeness i.e., less (resp. more) complete within initial (resp. latter) stages. This description implies a need to control what the pipeline does, and when it does it, that that, e.g., inputs and outputs are accepted and produced correctly, and computations of one from the other progresses correctly.

B.2 Protocol

Based on the following diagrammatic example



the (intentionally simple) protocol can be explained as follows, noting the initial toggling of rst from 0 to 1 and back again signals a reset (e.g., of any registers to an initial state): at every positive edge on clk,

- the module accepts input (i.e., k and m) from the user and
- the user accepts output (i.e., c) from the module.

Despite being (or perhaps because it is) so simple, several subtle but important points need to be considered: these points are reflected by the test stimulus, but warrant discussion and explanation. First, the output associated with a specific input will be spaced n_r clock cycles apart; this fact stems from the number of stages in and hence computational latency of the pipeline. Second, the output will be invalid in some clock cycles; this fact stems from it not corresponding to any value associated input. For example, the 0-th input is provided to the pipeline on the clock edge labelled t_0 . On the clock edge labelled t_1 , that input have only been processed by 1 pipeline stage: this means the associated output is not ready, and so what the pipeline produces is therefore is invalid (because n_0 input has been fully processed at that instant). Third, clk is now the only form of synchronisation between the module and user: in contrast to Chapter A, for example, req and ack no longer exist. This places a stricter constraint on both the module and user, in the sense that the input (resp. output) must be ready at the required positive edge on clk (because there is no way to wait, e.g., if the input (resp. output) is n_0 ready).

C Developing your solution

C.1 Workflow

To use the content provided, and thus support development of your solution based on it, you can and so should adopt the same approach as presented in the lab. worksheet(s). Before you start:

1. update your \${PATH}⁵ environment variable by executing

2. check said update worked correctly by executing

which iverilog which gtkwave

noting that any reported error (e.g., no iverilog in ... or similar) suggests it did not: ask for help!

Imagine you have 1) X.v, which implements a module X, plus 2) X_test.v, which implements a module X_test, where the latter acts as a test stimulus for the former. Although all of the steps related to use of X.v and X_test.v could be performed manually, the Makefile provided represents an automated build system which implies less effort and less chance of error. Based on the use of Makefile, an edit-compile-execute style design cycle can be roughly summerised as follows:

- 1. Edit the Verilog source code file X.v.
- 2. Execute

make clean

to clean (i.e., remove) residual files stemming from previous compilation or simulation steps.

3. Execute

to compile the design using iverilog: doing so combines the Verilog source code file X.v with the associated test stimulus X_test.v to produce the executable X_test.vvp.

4. Execute

to simulate the design using vvp: doing so produces 1) some machine-readable output via a Value Change Dump (VCD)⁶ file X_test.vcd, plus 2) some human-readable output via the terminal.

Not all test stimuli are fully-automatic; some require arguments (or parameters) to control them. In such a case, Makefile uses the ARGS environment variable to capture arguments it then passes to vvp. For example, imagine X_test requires three 1-bit arguments called x, y, and z: instead of the above, one could instead execute

make ARGS="
$$+x=0$$
 $+y=1$ $+z=0$ " X_test.vcd

to set x = 0, y = 1, and z = 0.

5. Execute

to visualise the resulting VCD file using gtkwave.

Once you have completed your solution, execute

to automatically create a single archive, i.e., the file, solution.tar.gz, consisting of *all* files in the current working directory.

C.2 Example

In more concrete terms, one might consider the case where $X = \text{encrypt_comb}$ which means that the Verilog source code files encrypt_comb.v and $\text{encrypt_comb_test.v}$ describe the modules encrypt_comb , and encrypt_comb_test respectively. The development workflow would then be

1. edit encrypt_comb.v to complete the module implementation,

```
5http://en.wikipedia.org/wiki/PATH_(variable)
6https://en.wikipedia.org/wiki/Value_change_dump
```

- 2. execute make clean,
- execute make encrypt_comb_test.vvp,
- execute make encrypt_comb_test.vcd,
- 5. execute gtkwave encrypt_comb_test.vcd.

D Testing your solution

D.1 Test vectors

The process of testing and debugging an implementation of some arithmetic operation (e.g., a ripple-carry adder) is arguably made easier by the fact we can (and sometimes do) compute the same results manually; this fact affords some intuition about whether the correct result is produced, and, crucially, the reason why if not. The same is not true of a block cipher implementation, where, by design, there is no analogous intuition for what the correct result should be (in the sense it should "look" random).

This problem demands a considered approach to testing and debugging, for which a number of number of different options exist. For example:

- 1. Given an implementation of only Enc, we can test whether $c \stackrel{?}{=} \text{Enc}(k, m)$ if provided with k and m and the corresponding, known to be correct c.
- 2. Given an implementation of both Enc and Dec, we can apply a consistency check by testing whether $m \stackrel{?}{=} Dec(k, Enc(k, m))$ for some random k and m.

Each has advantages and disadvantages, and one might sensibly argue that a combination of these (and others) would be ideal. In the context of this assignment we focus on the former, which is based on availability of a test vector⁷, i.e., a set of inputs and expected outputs: we test an implementation involved by providing it the inputs then comparing the output *it* computes against the one expected. The test stimuli encrypt_comb_test.v, encrypt_iter_test.v, and encrypt_pipe_test.v provided use exactly this approach: each *i*-th line of the ASCII text file

- vectors_k.txt contains k[i], the i-th 64-bit hexadecimal cipher key,
- vectors_m.txt contains m[i], the i-th 64-bit hexadecimal plaintext message, and
- vectors_c.txt contains c[i], the *i*-th 64-bit hexadecimal ciphertext message,

such that c[i] = Enc(k[i], m[i]). For example, the first lines contain

```
k[0] = FEDCBA9876543210_{(16)} \mapsto 64'hFEDCBA9876543210

m[0] = 30323231534D4F43_{(16)} \mapsto 64'h30323231534D4F43

c[0] = ABD3787AC6026CB1_{(16)} \mapsto 64'hABD3787AC6026CB1
```

A given test stimuli loads this content into a corresponding memory using the readmenh system task, then tests whether $c[i] \stackrel{?}{=} \operatorname{Enc}(k[i], m[i])$ for each i-th test vector. This allows the test process to be automatic, and avoids the test stimuli itself becoming too verbose (e.g., due to expression of the test vectors as Verilog source code). Note that displayed output from a test stimuli of this type, as produced by the \$display system task, has a standard format:

- A line of the form ![<index>] <string> (e.g., ![0] aborting (ack = 1'bZ)), describes an error, e.g., the simulation and hence test process aborted for some cited reason.
- A line of the form >[<index>] <signal>=<value> (e.g., >[0] k=dc8770e93ea141e1fc67), describes an input, i.e., that for vector number index the (input) signal signal has the value value.
- A line of the form <[<index>] <signal>=<value> (e.g., <[0] c=02debc8cb87bc942), describes an output, i.e., that for vector number index the (output) signal signal has the value value.
- A line of the form ?[<index>] pass (e.g., ?[0] pass), describes a pass test outcome, i.e., that for vector number index all of the computed outputs matched the associated expected output.
- A line of the form ?[<index>] fail (e.g., ?[0] fail), describes a fail test outcome, i.e., that for vector number index one of the computed outputs did not match the associated expected output.

D.2 Fully worked example

Although the test vectors described above are useful for testing whether an *overall* result is correct, when said result is *inc*orrect they offer little or no insight into what or where the problem might be. To help address this limitation, the following represents a fully worked example for test vector i = 0. Note that it includes all intermediate inputs and outputs for every operation within every round: although this makes it extremely verbose, it should, e.g., allow you identify exactly where your implementation and the example differ.

⁷https://en.wikipedia.org/wiki/Test_vector

Input

```
64'hfedcba9876543210
k
          64'h30323231534d4f43
\mathbf{m}
```

Pre-processing

```
• perm_IP
```

```
64'h30323231534d4f43
Х
         64'hf01f60f8000f60d6
r
     =
```

split_2

```
64'hf01f60f8000f60d6
Х
r0
         32'h000f60d6
     =
         32'hf01f60f8
r1
```

perm_PC1

```
64'hfedcba9876543210
Х
         56'h0f3355f55330ff
r
```

0-th round

```
round
```

```
32'hf01f60f8
x1
         32'h000f60d6
xr
k
         48'hf4fd9864b65a
rl
         32'h000f60d6
         32'h3c77eacc
rr
     =
```

perm_E

```
32'h000f60d6
Х
         48'h00005eb016ac
     =
r
```

split_1

```
48'hf4fdc6d4a0f6
Х
r0
         6'h36
     =
         6'h03
r1
r2
         6'h0a
r3
         6'h35
     =
r4
         6'h06
     =
r_5
         6'h37
         6'h0f
r6
r7
         6'h3d
```

sbox_0

```
6'h36
Х
         4'hd
r
```

sbox_1

```
6'h03
Х
r
          4'h0
```

sbox_2

```
6'h0a
Х
         4'h2
r
```

sbox_3

```
6'h35
Х
          4'h0
r
     =
```

sbox_4

```
6'h06
Х
         4'h3
r
```

sbox_5

```
6'h37
Х
         4'h3
r
     =
```

sbox_6

```
6'h0f
х
r
         4'he
```

```
    sbox_7

            6'h3d
   Х
        =
   r
            4'h6
        _
  merge_1
            6'hd
   x0
   x1
            6'h0
   x2
            6'h2
   x3
            6'h0
            6'h3
   x4
   x5
            6'h3
   х6
            6'he
   x7
            6'h6
            48'h6e33020d
   r
  perm_P
            32'h6e33020d
   Х
            32'hcc688a34
   r
  key_schedule
            56'h0f3355f55330ff
   Х
   i
            4'h0
   r
            56'h1e66abeaa661fe
   k
            48'hf4fd9864b65a
    split_0
              56'h0f3355f55330ff
     Х
              28'h55330ff
     r0
          =
              28'h0f3355f
     r1
          =
    clr_28bit (left-hand instance)
     Х
              28'h0f3355f
              4'h0
     у
              28'h1e66abe
     r
   clr_28bit (right-hand instance)
              28'h55330ff
     х
              4'h0
     у
              28'haa661fe
     r
          =
  * merge_0
              28'haa661fe
     x0
              28'h1e66abe
     x1
          =
              56'h1e66abeaa661fe
     r
    perm_PC2
              56'h1e66abeaa661fe
     х
     r
              48'hf4fd9864b65a
```

1-st round

```
round

xl = 32'h000f60d6

xr = 32'h3c77eacc

k = 48'h9659a6da95d9

rl = 32'h3c77eacc

rr = 32'h72731955

- perm_E

x = 32'h3c77eacc
```

r = split_1

48'h1f83aff55658

```
48'h89da092fc381
 Х
          6'h01
 r0
      =
          6'h0e
 r1
 r2
          6'h3c
          6'h0b
 r3
          6'h09
 r4
 r5
          6'h28
 r6
          6'h1d
 r7
          6'h22
sbox_0
          6'h01
 х
          4'h1
 r
sbox_1
          6'h0e
 Х
          4'hd
 r
sbox_2
          6'h3c
 Х
 r
          4'hb
sbox_3
          6'h0b
 Х
          4'h7
 r
sbox_4
          6'h09
 Х
          4'h6
 r
      =
sbox_5
          6'h28
 Х
          4'h8
 r
sbox_6
          6'h1d
 Х
          4'hb
      =
 r
sbox_7
 Х
          6'h22
          4'h1
 r
merge_1
 x0
          6'h1
 x1
          6'hd
          6'hb
 x2
      =
          6'h7
 х3
 x4
          6'h6
          6'h8
 x5
          6'hb
 х6
 x7
          6'h1
          48'h1b867bd1
 r
perm_P
          32'h1b867bd1
 Х
          32'h727c7983
key_schedule
          56'h1e66abeaa661fe
 Х
 i
          4'h1
      =
          56'h3ccd57c54cc3fd
 r
 k
          48'h9659a6da95d9
  split_0
            56'h1e66abeaa661fe
   Х
   r0
            28'haa661fe
            28'h1e66abe
  clr_28bit (left-hand instance)
            28'h1e66abe
   х
            4'h1
        =
            28'h3ccd57c
* clr_28bit (right-hand instance)
```

```
28'haa661fe
 Х
          4'h1
      =
 у
          28'h54cc3fd
 r
merge_0
          28'h54cc3fd
 x0
 x1
          28'h3ccd57c
          56'h3ccd57c54cc3fd
 r
perm_PC2
          56'h3ccd57c54cc3fd
 Х
          48'h9659a6da95d9
 r
```

2-nd round

```
round
          32'h3c77eacc
 x1
 xr
          32'h72731955
 k
          48'hba2b754bd72d
          32'h72731955
 rl
          32'hf4bb5951
 rr
      =
  perm_E
            32'h72731955
   х
   r
            48'hba43a68f2aaa
  split_1
            48'h0068d3c4fd87
   Х
            6'h07
   r0
   r1
            6'h36
            6'h0f
   r2
   r3
            6'h31
   r4
            6'h13
   r5
            6'h23
   r6
            6'h06
   r7
            6'h00
  sbox_0
            6'h07
   Х
   r
        =
            4'h8
  sbox_1
            6'h36
   X
   r
            4'h8
  sbox_2
            6'h0f
   Х
        =
            4'h5
   r
  sbox_3
            6'h31
   Х
            4'h6
   r
        =
  sbox_4
            6'h13
   Х
            4'h7
   r
        =
  sbox_5
            6'h23
   х
            4'ha
   r
        =
  sbox_6
            6'h06
   Х
            4'he
   r
  sbox_7
            6'h00
   Х
   r
            4'he
- merge_1
```

```
6'h8
 0x
           6'h8
 x1
       =
           6'h5
 x2
 x3
           6'h6
           6'h7
 x4
           6'ha
 x5
 х6
           6'he
 x7
           6'he
           48'heea76588
 r
perm_P
           32'heea76588
 х
           32'hc8ccb39d
 r
\underline{\text{key}}\underline{\text{schedule}}
           56'h3ccd57c54cc3fd
 Х
 i
           4'h2
           56'hf3355f05330ff5
 r
 k
           48'hba2b754bd72d
* split_0
             56'h3ccd57c54cc3fd
   Х
   r0
        =
             28'h54cc3fd
             28'h3ccd57c
   r1
        =
 clr_28bit (left-hand instance)
             28'h3ccd57c
   Х
   у
         =
             4'h2
             28'hf3355f0
   r
  clr_28bit (right-hand instance)
             28'h54cc3fd
   Х
             4'h2
   у
             28'h5330ff5
   r
* merge_0
             28'h5330ff5
   x0
             28'hf3355f0
   x1
        =
             56'hf3355f05330ff5
   r
        =
  perm_PC2
             56'hf3355f05330ff5
   Х
```

3-rd round

r

```
• round
    x1 = 32'h72731955
    xr = 32'hf4bb5951
    k = 48'h8d762d5a7da8
    rl = 32'hf4bb5951
    rr = 32'h022d760b
```

48'hba2b754bd72d

- perm_E

```
x = 32'hf4bb5951
r = 48'hfa95f6af2aa3
```

- split_1

```
48'h77e3dbf5570b
Х
r0
         6'h0b
         6'h1c
r1
         6'h15
r2
r3
         6'h3d
         6'h1b
r4
         6'h0f
r5
r6
         6'h3e
         6'h1d
r7
```

- sbox_0

```
6'h0b
   Х
        =
            4'h3
   r
  sbox_1
            6'h1c
   Х
            4'h6
   r
  sbox_2
            6'h15
   X
   r
        =
            4'hd
  sbox_3
            6'h3d
   r
            4'h5
  sbox_4
            6'h1b
   Х
   r
            4'ha
  sbox_5
            6'h0f
   Х
            4'ha
   r
  sbox_6
            6'h3e
   Х
            4'hf
        =
   r
  sbox_7
            6'h1d
   X
            4'h3
   r
        =
- merge_1
            6'h3
   0x
            6'h6
   x1
   x2
            6'hd
   x3
            6'h5
   x4
            6'ha
   x5
            6'ha
   x6
            6'hf
            6'h3
   x7
            48'h3faa5d63
   r
  perm_P
            32'h3faa5d63
   Х
            32'h705e6f5e
   r
        =
  key_schedule
            56'hf3355f05330ff5
   Х
            4'h3
   i
   r
            56'hccd57c34cc3fd5
            48'h8d762d5a7da8
   k
    split_0
               56'hf3355f05330ff5
     Х
     r0
               28'h5330ff5
               28'hf3355f0
     r1
  * clr_28bit (left-hand instance)
               28'hf3355f0
     Х
               4'h3
     у
               28'hccd57c3
    clr_28bit (right-hand instance)
               28'h5330ff5
     X
               4'h3
     у
               28'h4cc3fd5
     r
  * merge_0
               28'h4cc3fd5
     x0
               28'hccd57c3
     x1
               56'hccd57c34cc3fd5
     r
          =
    perm_PC2
               56'hccd57c34cc3fd5
     Х
               48'h8d762d5a7da8
```

```
round
 x1
          32'hf4bb5951
          32'h022d760b
 xr
 k
          48'hc317fce8593d
          32'h022d760b
 rl
          32'h8ea83bc2
 rr
  perm_E
            32'h022d760b
   Х
   r
            48'h80415abac056
  split_1
            48'h4356a652996b
   Х
   r0
            6'h2b
            6'h25
   r1
            6'h29
   r2
   r3
            6'h14
   r4
            6'h26
   r_5
            6'h1a
   r6
            6'h35
   r7
            6'h10
  sbox_0
            6'h2b
   Х
   r
            4'ha
  sbox_1
            6'h25
   Х
   r
            4'hd
  sbox_2
            6'h29
   X
            4'h9
   r
  sbox_3
            6'h14
   Х
            4'h3
   r
        =
  sbox_4
            6'h26
   Х
            4'h0
   r
  sbox_5
   Х
            6'h1a
   r
        =
            4'h4
  sbox_6
            6'h35
   Х
   r
            4'h7
  sbox_7
            6'h10
   Х
            4'h3
   r
  merge_1
   x0
            6'ha
   x1
            6'hd
        =
            6'h9
   x2
            6'h3
   x3
            6'h0
   x4
   x5
            6'h4
   x6
            6'h7
   x7
            6'h3
   r
            48'h374039da
  perm_P
            32'h374039da
   Х
            32'h7a136293
- key_schedule
```

```
56'hccd57c34cc3fd5
     х
    i
              4'h4
              56'h3355f0f330ff55
    r
    k
              48'hc317fce8593d
   * split_0
                56'hccd57c34cc3fd5
      Х
      r0
                28'h4cc3fd5
                28'hccd57c3
      r1
     clr_28bit (left-hand instance)
                28'hccd57c3
      Х
                4'h4
      у
                28'h3355f0f
      r
     clr_28bit (right-hand instance)
                28'h4cc3fd5
      Х
                4'h4
      у
            =
                28'h330ff55
      r
     merge_0
                28'h330ff55
      x0
      x1
                28'h3355f0f
            =
                56'h3355f0f330ff55
      r
            =
     perm_PC2
                56'h3355f0f330ff55
      Х
                48'hc317fce8593d
      r
5-th round
  round
            32'h022d760b
   x1
   xr
            32'h8ea83bc2
        =
            48'hdcdae1c37aba
   k
   rl
            32'h8ea83bc2
            32'hbfb63e46
        =
   rr
   perm_E
              32'h8ea83bc2
     X
    r
              48'h45d5501f7e05
   split_1
              48'h990fb1dc04bf
     Х
    r0
              6'h3f
              6'h12
    r1
              6'h00
    r2
              6'h37
     r3
     r4
              6'h31
    r5
              6'h3e
    r6
              6'h10
     r7
              6'h26
    sbox_0
              6'h3f
    Х
              4'hb
     r
    sbox_1
              6'h12
    Х
              4'hc
    r
          =
    sbox_2
              6'h00
    Х
              4'hc
    r
   sbox_3
              6'h37
    Х
              4'h9
     r
          =
   sbox_4
              6'h31
    х
     r
              4'h9
```

```
- sbox_5
            6'h3e
   Х
        =
   r
        =
            4'h7
  sbox_6
            6'h10
   Х
            4'h9
   r
  sbox_7
            6'h26
   х
            4'h8
   r
        =
- merge_1
            6'hb
   0x
            6'hc
   x1
            6'hc
   x2
   x3
            6'h9
   x4
            6'h9
   x5
            6'h7
   х6
            6'h9
   x7
            6'h8
            48'h89799ccb
   r
  perm_P
   х
            32 'h89799ccb
            32'hbd9b484d
        =
   r
  key_schedule
            56'h3355f0f330ff55
   Х
            4'h5
   i
        =
   r
            56'hcd57c3ccc3fd54
            48'hdcdae1c37aba
   k
    split_0
              56'h3355f0f330ff55
     Х
              28'h330ff55
     r0
              28'h3355f0f
     r1
   clr_28bit (left-hand instance)
              28'h3355f0f
          =
     Х
              4'h5
     у
              28'hcd57c3c
     r
   clr_28bit (right-hand instance)
              28'h330ff55
     Х
              4'h5
     у
     r
              28'hcc3fd54
  * merge_0
     0x
              28'hcc3fd54
              28'hcd57c3c
          =
     x1
              56'hcd57c3ccc3fd54
          =
     r
    perm_PC2
              56'hcd57c3ccc3fd54
     Х
          =
              48'hdcdae1c37aba
     r
```

```
round
          32'h8ea83bc2
x1
          32'hbfb63e46
xr
k
          48'h93fb6af51b39
rl
          32'hbfb63e46
     =
          32'h70425c5d
rr
```

```
perm_E
```

```
32'hbfb63e46
Х
r
        48'h5ffdac1fc20d
```

- split_1

```
48'hcc06c6ead934
 Х
          6'h34
 r0
      =
          6'h24
 r1
 r2
          6'h2d
 r3
          6'h3a
          6'h06
 r4
 r_5
          6'h1b
 r6
          6'h00
          6'h33
 r7
sbox_0
          6'h34
 х
          4'ha
 r
sbox_1
          6'h24
 Х
          4'hb
 r
sbox_2
          6'h2d
 Х
 r
          4'hf
sbox_3
          6'h3a
 Х
          4'h3
 r
sbox_4
          6'h06
 Х
          4'h3
 r
      =
sbox_5
          6'h1b
 Х
          4'hb
 r
sbox_6
          6'h00
 Х
          4'hf
      =
 r
sbox_7
 Х
          6'h33
          4'hb
 r
merge_1
 x0
          6'ha
 x1
          6'hb
          6'hf
 x2
      =
          6'h3
 х3
 x4
          6'h3
          6'hb
 x5
          6'hf
 х6
          6'hb
 x7
          48'hbfb33fba
 r
perm_P
 Х
          32'hbfb33fba
          32'hfeea679f
key_schedule
          56'hcd57c3ccc3fd54
 Х
          4'h6
 i
      =
          56'h355f0f330ff553
 r
 k
          48'h93fb6af51b39
  split_0
            56'hcd57c3ccc3fd54
   Х
   r0
            28'hcc3fd54
            28'hcd57c3c
  clr_28bit (left-hand instance)
            28'hcd57c3c
   х
            4'h6
        =
            28'h355f0f3
* clr_28bit (right-hand instance)
```

```
28'hcc3fd54
 Х
          4'h6
      =
 у
          28'h30ff553
 r
merge_0
          28'h30ff553
 x0
 x1
          28'h355f0f3
          56'h355f0f330ff553
 r
perm_PC2
          56'h355f0f330ff553
 Х
          48'h93fb6af51b39
 r
```

```
round
          32'hbfb63e46
 x1
 xr
          32'h70425c5d
 k
          48'ha877c7931a7e
 rl
          32'h70425c5d
          32'h9603df08
 rr
      =
  perm_E
            32'h70425c5d
   х
   r
            48'hba02042f82fa
 split_1
            48'h1275c3bc9884
   Х
            6'h04
   r0
   r1
            6'h22
            6'h09
   r2
   r3
            6'h2f
            6'h03
   r4
   r5
            6'h17
   r6
            6'h27
   r7
            6'h04
  sbox_0
            6'h04
   Х
   r
        =
            4'h8
  sbox_1
            6'h22
   X
   r
        =
            4'h4
  sbox_2
            6'h09
   Х
        =
            4'h7
   r
  sbox_3
            6'h2f
   Х
            4'hd
   r
        =
  sbox_4
            6'h03
   Х
            4'h8
   r
        =
  sbox_5
            6'h17
   х
            4'he
   r
        =
  sbox_6
            6'h27
   Х
            4'h1
   r
        =
  sbox_7
            6'h04
   Х
   r
            4'hd
- merge_1
```

```
6'h8
 v0
           6'h4
 x1
       =
           6'h7
 x2
 x3
           6'hd
 x4
           6'h8
           6'he
 x5
 х6
           6'h1
 x7
           6'hd
           48'hd1e8d748
 r
perm_P
           32'hd1e8d748
 х
           32'h29b5e14e
 r
\underline{\text{key}}\underline{\text{schedule}}
           56'h355f0f330ff553
 Х
 i
           4'h7
           56'hd57c3ccc3fd54c
 r
 k
           48'ha877c7931a7e
* split_0
             56'h355f0f330ff553
   Х
   r0
        =
             28'h30ff553
             28'h355f0f3
   r1
        =
 clr_28bit (left-hand instance)
             28'h355f0f3
   Х
   у
         =
             4'h7
             28'hd57c3cc
   r
  clr_28bit (right-hand instance)
             28'h30ff553
   Х
             4'h7
   у
             28'hc3fd54c
   r
* merge_0
             28'hc3fd54c
   x0
   x1
             28'hd57c3cc
        =
             56'hd57c3ccc3fd54c
   r
         =
  perm_PC2
             56'hd57c3ccc3fd54c
   Х
             48'ha877c7931a7e
```

r

```
round
 x1
          32'h70425c5d
          32'h9603df08
 xr
      =
          48'h3f3616d947c6
 rl
          32'h9603df08
          32'h4d44034b
 rr
 perm_E
   Х
            32'h9603df08
            48'h4ac007efe851
   r
  split_1
            48'h75f61136af97
   Х
   r0
            6'h17
            6'h3e
   r1
   r2
            6'h2a
   r3
            6'h0d
            6'h11
   r4
   r5
            6'h18
   r6
            6'h1f
   r7
            6'h1d
 sbox_0
```

```
6'h17
   Х
        =
             4'hb
   r
  sbox_
       _1
             6'h3e
   Х
             4'h2
   r
  sbox_2
             6'h2a
   Х
   r
        =
             4'h8
  sbox_3
             6'h0d
   r
             4'hd
  sbox_4
             6'h11
   Х
   r
             4'h4
  sbox_5
             6'h18
   Х
            4'hb
   r
  sbox_6
             6'h1f
   Х
        =
             4'h5
        =
   r
  sbox_7
             6'h1d
   X
             4'h3
   r
        =
- merge_1
             6'hb
   0x
             6'h2
   x1
             6'h8
   x2
   x3
             6'hd
   x4
             6'h4
   x5
             6'hb
   x6
             6'h5
             6'h3
   x7
             48'h35b4d82b
   r
  perm_P
             32'h35b4d82b
   Х
             32'h3d065f16
   r
        =
  key_schedule
             56'hd57c3ccc3fd54c
   Х
             4'h8
   i
             56'haaf879987faa99
   r
             48'h3f3616d947c6
   k
    split_0
               56'hd57c3ccc3fd54c
     Х
     r0
               28'hc3fd54c
               28'hd57c3cc
     r1
  * clr_28bit (left-hand instance)
               28'hd57c3cc
     Х
               4'h8
     у
               28'haaf8799
    clr_28bit (right-hand instance)
               28'hc3fd54c
     X
               4'h8
     у
               28'h87faa99
     r
  * merge_0
               28'h87faa99
     x0
               28'haaf8799
     x1
          =
               56'haaf879987faa99
     r
          =
    perm_PC2
               56'haaf879987faa99
     Х
               48'h3f3616d947c6
     r
```

```
round
 x1
          32'h9603df08
          32'h4d44034b
 xr
 k
          48'h6e1cf89ce28d
          32'h4d44034b
 rl
          32'h28c52afd
 rr
  perm_E
            32'h4d44034b
   Х
   r
            48'ha5aa08006a56
  split_1
            48'hcbb6f09c88db
   Х
   r0
            6'h1b
            6'h23
   r1
            6'h08
   r2
   r3
            6'h27
   r4
            6'h30
   r_5
            6'h1b
   r6
            6'h3b
   r7
            6'h32
  sbox_0
            6'h1b
   Х
   r
            4'he
  sbox_1
            6'h23
   Х
            4'hb
   r
  sbox_2
            6'h08
   X
            4'h9
   r
  sbox_3
            6'h27
   Х
            4'h7
   r
        =
  sbox_4
            6'h30
   Х
            4'hf
   r
  sbox_5
            6'h1b
   Х
   r
        =
            4'hb
  sbox_6
            6'h3b
   Х
   r
            4'h5
  sbox_7
            6'h32
   Х
            4'hc
   r
  merge_1
   x0
            6'he
   x1
            6'hb
        =
            6'h9
   x2
            6'h7
   x3
            6'hf
   x4
   x5
            6'hb
   x6
            6'h5
   x7
            6'hc
   r
            48'hc5bf79be
  perm_P
            32'hc5bf79be
   Х
            32'hbec6f5f5
- key_schedule
```

```
56'haaf879987faa99
     х
              4'h9
     i
              56'habe1e661feaa66
     r
     k
              48'h6e1cf89ce28d
     split_0
                56'haaf879987faa99
       X
       r0
                28'h87faa99
                28'haaf8799
       r1
     clr_28bit (left-hand instance)
                28'haaf8799
       Х
                4'h9
       у
                28'habe1e66
       r
     clr_28bit (right-hand instance)
                28'h87faa99
       Х
                4'h9
       у
            =
                28'h1feaa66
       r
     merge_0
                28'h1feaa66
       x0
                28'habe1e66
       x1
            =
                56'habe1e661feaa66
       r
            =
     perm_PC2
                56'habe1e661feaa66
       Х
                48'h6e1cf89ce28d
       r
10-th round
  round
            32'h4d44034b
   x1
   xr
            32'h28c52afd
        =
            48'hdee07cf276c5
   k
   rl
            32'h28c52afd
            32'h658f5c8b
   rr
    perm_E
              32'h28c52afd
     X
     r
              48'h95160a9557fa
    split_1
              48'h4bf67667213f
     Х
     r0
              6'h3f
              6'h04
     r1
     r2
              6'h32
     r3
              6'h19
     r4
              6'h36
     r5
              6'h19
     r6
              6'h3f
     r7
              6'h12
    sbox_0
              6'h3f
     X
              4'hb
     r
    sbox_1
              6'h04
     Х
              4'h2
     r
          =
    sbox_2
              6'h32
     Х
              4'h0
     r
    sbox_3
              6'h19
     Х
              4'h3
     r
          =
    sbox_4
              6'h36
     Х
     r
              4'he
```

```
- sbox_5
            6'h19
   Х
        =
   r
        _
            4'hc
  sbox_6
            6'h3f
   Х
            4'h9
   r
  sbox_7
            6'h12
   х
            4'ha
   r
        =
 merge_1
            6'hb
   0x
            6'h2
   x1
            6'h0
   x2
   x3
            6'h3
   x4
            6'he
   x5
            6'hc
   х6
            6'h9
   x7
            6'ha
            48'ha9ce302b
   r
  perm_P
   х
            32'ha9ce302b
            32'h28cb5fc0
        =
   r
  key_schedule
            56'habe1e661feaa66
   Х
            4'ha
   i
            56'haf8799a7faa998
   r
            48'hdee07cf276c5
   k
    split_0
              56'habe1e661feaa66
     Х
              28'h1feaa66
     r0
              28'habe1e66
     r1
    clr_28bit (left-hand instance)
              28'habe1e66
          =
     Х
              4'ha
     у
              28'haf8799a
     r
    clr_28bit (right-hand instance)
              28'h1feaa66
     Х
              4'ha
     у
     r
              28'h7faa998
  * merge_0
     x0
              28'h7faa998
              28'haf8799a
          =
     x1
              56'haf8799a7faa998
          =
     r
    perm_PC2
              56'haf8799a7faa998
     Х
          =
              48'hdee07cf276c5
     r
```

11-st round

```
round
          32'h28c52afd
x1
          32'h658f5c8b
xr
k
          48'h8ecf1abaa3ab
rl
          32'h658f5c8b
     =
          32'h28965e1b
rr
```

```
perm_E
```

```
32'h658f5c8b
Х
r
        48'hb0bc5eaf9456
```

- split_1

```
48'h3e73441537fd
 Х
          6'h3d
 r0
          6'h1f
 r1
 r2
          6'h13
          6'h05
 r3
          6'h04
 r4
 r5
          6'h0d
 r6
          6'h27
          6'h0f
 r7
sbox_0
          6'h3d
 х
          4'h6
 r
sbox_1
          6'h1f
 Х
          4'h6
 r
sbox_2
          6'h13
 Х
 r
          4'h1
sbox_3
          6'h05
 Х
          4'h2
 r
sbox_4
          6'h04
 Х
          4'he
 r
      =
sbox_5
          6'h0d
 Х
          4'h6
 r
sbox_6
          6'h27
 Х
          4'h1
      =
 r
sbox_7
 Х
          6'h0f
          4'h1
 r
merge_1
 x0
          6'h6
 x1
          6'h6
          6'h1
 x2
          6'h2
 х3
 x4
          6'he
          6'h6
 x5
          6'h1
 х6
 x7
          6'h1
          48'h116e2166
 r
perm_P
 Х
          32'h116e2166
          32'h005374e6
key_schedule
          56'haf8799a7faa998
 Х
 i
          4'hb
      =
          56'hbe1e66afeaa661
 r
 k
          48'h8ecf1abaa3ab
  split_0
            56'haf8799a7faa998
   Х
   r0
            28'h7faa998
            28'haf8799a
  clr_28bit (left-hand instance)
            28'haf8799a
   х
            4'hb
        =
            28'hbe1e66a
* clr_28bit (right-hand instance)
```

```
28'h7faa998
 Х
          4'hb
      =
 у
          28'hfeaa661
 r
merge_0
          28'hfeaa661
 x0
 x1
          28'hbe1e66a
          56'hbe1e66afeaa661
 r
perm_PC2
          56'hbe1e66afeaa661
 Х
          48'h8ecf1abaa3ab
 r
```

12-nd round

```
round
          32'h658f5c8b
 x1
 xr
          32'h28965e1b
 k
          48'h6e3b2fb67f03
 rl
          32'h28965e1b
          32'h58b6744e
 rr
      =
  perm_E
            32'h28965e1b
   х
   r
            48'h9514ac2fc0f6
  split_1
            48'hfb2f8399bff5
   Х
            6'h35
   r0
   r1
            6'h3f
   r2
            6'h1b
   r3
            6'h26
   r4
            6'h03
   r5
            6'h3e
   r6
            6'h32
   r7
            6'h3e
  sbox_0
            6'h35
   Х
   r
        =
            4'h9
  sbox_1
            6'h3f
   X
   r
        =
            4'hc
  sbox_2
            6'h1b
   Х
        =
            4'hb
   r
  sbox_3
            6'h26
   Х
            4'hb
   r
        =
  sbox_4
            6'h03
   Х
            4'h8
   r
        =
  sbox_5
            6'h3e
   х
            4'h7
   r
        =
  sbox_6
            6'h32
   Х
            4'h8
   r
        =
  sbox_7
            6'h3e
   Х
   r
            4'h0
- merge_1
```

```
6'h9
 0x
          6'hc
 x1
      =
          6'hb
 x2
 x3
          6'hb
          6'h8
 x4
          6'h7
 x5
 х6
          6'h8
 x7
          6'h0
          48'h0878bbc9
 r
perm_P
          32'h0878bbc9
 х
          32'h3d3928c5
 r
key_schedule
          56'hbe1e66afeaa661
 Х
 i
          4'hc
          56'hf8799aafaa9987
 r
 k
          48'h6e3b2fb67f03
 split_0
            56'hbe1e66afeaa661
   Х
   r0
        =
            28'hfeaa661
            28'hbe1e66a
   r1
        =
 clr_28bit (left-hand instance)
            28'hbe1e66a
   Х
   у
        =
            4'hc
            28'hf8799aa
  clr_28bit (right-hand instance)
            28'hfeaa661
   Х
            4'hc
   у
            28'hfaa9987
   r
* merge_0
            28'hfaa9987
   x0
            28'hf8799aa
   x1
        =
            56'hf8799aafaa9987
   r
        =
  perm_PC2
            56'hf8799aafaa9987
   Х
            48'h6e3b2fb67f03
   r
```

13-rd round

```
round
 x1
          32'h28965e1b
          32'h58b6744e
 xr
      =
          48'habbc497e2372
 rl
          32'h58b6744e
          32'h48389819
 rr
  perm_E
   Х
            32'h58b6744e
            48'h2f15ac3a825c
   r
  split_1
            48'h84a9e544a12e
   Х
   r0
            6'h2e
   r1
            6'h04
            6'h0a
   r2
   r3
            6'h11
            6'h25
   r4
            6'h27
   r5
   r6
            6'h0a
            6'h21
   r7
 sbox_0
```

```
6'h2e
 Х
      =
          4'h2
 r
sbox_
     _1
          6'h04
 Х
          4'h2
 r
sbox_2
          6'h0a
 Х
 r
      =
          4'h2
sbox_3
          6'h11
 r
          4'h5
sbox_4
          6'h25
 Х
 r
          4'h0
sbox_5
          6'h27
 Х
          4'h0
 r
sbox_6
          6'h0a
 Х
      =
          4'hb
      =
 r
sbox_7
          6'h21
 X
          4'hf
 r
      =
merge_1
          6'h2
 0x
          6'h2
 x1
          6'h2
 x2
 x3
          6'h5
 x4
          6'h0
 x5
          6'h0
 x6
          6'hb
          6'hf
 x7
          48'hfb005222
 r
perm_P
          32'hfb005222
 Х
          32'h60aec602
 r
      =
key_schedule
          56'hf8799aafaa9987
 Х
          4'hd
 i
          56'he1e66abeaa661f
 r
          48'habbc497e2372
 k
  split_0
            56'hf8799aafaa9987
   Х
   r0
            28'hfaa9987
            28'hf8799aa
   r1
 clr_28bit (left-hand instance)
            28'hf8799aa
   Х
            4'hd
   у
            28'he1e66ab
  clr_28bit (right-hand instance)
            28'hfaa9987
   X
            4'hd
   у
            28'heaa661f
   r
 merge_0
            28'heaa661f
   x0
            28'he1e66ab
   x1
        =
            56'he1e66abeaa661f
   r
        =
  perm_PC2
            56'he1e66abeaa661f
   Х
            48'habbc497e2372
   r
```

```
round
 x1
          32'h58b6744e
          32'h48389819
 xr
 k
          48'h496efaf5e94a
          32'h48389819
 rl
          32'h93cd4d3b
 rr
  perm_E
            32'h48389819
   Х
   r
            48'ha501f14f00f2
  split_1
            48'hec6f0bbae9b8
   Х
   r0
            6'h38
            6'h26
   r1
            6'h2e
   r2
   r3
            6'h2e
   r4
            6'h0b
   r_5
            6'h3c
   r6
            6'h06
   r7
            6'h3b
  sbox_0
            6'h38
   Х
   r
            4'hf
  sbox_1
            6'h26
   Х
            4'hd
   r
  sbox_2
            6'h2e
   X
            4'h3
   r
  sbox_3
            6'h2e
   Х
            4'h8
   r
        =
  sbox_4
            6'h0b
   Х
            4'hf
   r
  sbox_5
   Х
            6'h3c
   r
        =
            4'he
  sbox_6
            6'h06
   Х
   r
            4'he
  sbox_7
            6'h3b
   Х
            4'h0
   r
  merge_1
   x0
            6'hf
   x1
            6'hd
        =
            6'h3
   x2
            6'h8
   x3
            6'hf
   x4
   x5
            6'he
   x6
            6'he
   x7
            6'h0
   r
            48'h0eef83df
  perm_P
            32'h0eef83df
   Х
            32'hcb7b3975
- key_schedule
```

```
56'he1e66abeaa661f
     х
     i
              4'he
              56'h8799aafaa9987f
     r
     k
              48'h496efaf5e94a
     split_0
                56'he1e66abeaa661f
       X
       r0
                28'heaa661f
                28'he1e66ab
       r1
            =
     clr_28bit (left-hand instance)
                28'he1e66ab
       Х
                4'he
       у
                28'h8799aaf
       r
     clr_28bit (right-hand instance)
                28'heaa661f
       Х
                4'he
       у
            =
                28'haa9987f
       r
     merge_0
                28'haa9987f
       x0
       x1
                28'h8799aaf
            =
                56'h8799aafaa9987f
       r
            =
     perm_PC2
                56'h8799aafaa9987f
       Х
                48'h496efaf5e94a
       r
15-th round
  round
            32'h48389819
   x1
   xr
            32'h93cd4d3b
        =
            48'h35c2fc478fcd
   k
   rl
            32'h93cd4d3b
            32'h5e8e5083
   rr
    perm_E
              32'h93cd4d3b
     Х
     r
              48'hca7e5aa5a9f7
    split_1
              48'hffbca6e2263a
     Х
     r0
              6'h3a
              6'h18
     r1
     r2
              6'h22
     r3
              6'h38
     r4
              6'h26
     r5
              6'h32
     r6
              6'h3b
     r7
              6'h3f
    sbox_0
              6'h3a
     Х
              4'h3
     r
    sbox_1
              6'h18
     Х
              4'h5
     r
          =
    sbox_2
              6'h22
     Х
              4'he
     r
    sbox_3
              6'h38
     Х
              4'h6
     r
          =
    sbox_4
     Х
              6'h26
     r
              4'h0
```

```
- sbox_5
            6'h32
   Х
        =
   r
        =
            4'h1
  sbox_6
            6'h3b
   Х
            4'h5
   r
  sbox_7
            6'h3f
   х
            4'hd
   r
        =
- merge_1
            6'h3
   x0
            6'h5
   x1
        =
            6'he
   x2
   x3
            6'h6
            6'h0
   x4
   x5
            6'h1
   х6
            6'h5
   x7
            6'hd
            48'hd5106e53
   r
  perm_P
   Х
            32'hd5106e53
            32'h16b6c89a
        =
   r
  key_schedule
            56'h8799aafaa9987f
   Х
            4'hf
   i
        =
            56'h0f3355f55330ff
   r
   k
            48'h35c2fc478fcd
    split_0
              56'h8799aafaa9987f
     Х
              28'haa9987f
     r0
     r1
              28'h8799aaf
   clr_28bit (left-hand instance)
              28'h8799aaf
     Х
          =
              4'hf
     у
              28'h0f3355f
     r
   clr_28bit (right-hand instance)
              28'haa9987f
     Х
              4'hf
     у
     r
              28'h55330ff
  * merge_0
     0x
              28'h55330ff
     x1
              28'h0f3355f
          =
              56'h0f3355f55330ff
          =
     r
    perm_PC2
              56'h0f3355f55330ff
     Х
          =
              48'h35c2fc478fcd
     r
```

Post-processing

• merge_2

mci gc_z				
	x0	=	32'h93cd4d3b	
	x1	=	32'h5e8e5083	
	r	=	64'h5e8e508393cd4d3b	

perm_FP

```
x = 64'h5e8e508393cd4d3b
r = 64'habd3787ac6026cb1
```

Output

С	=	64'habd3787ac6026cb1