# Engineering Cryptographic Software Elliptic-curve arithmetic

Radboud University, Nijmegen, The Netherlands



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## Typical view on elliptic curves

#### Definition

Let K be a field and let  $a_1, a_2, a_3, a_4, a_6 \in K$ . Then the following equation defines an elliptic curve E:

$$E: y^2 + a_1xy + a_3y = x^3 + a_2x^2 + a_4x + a_6$$

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#### Characteristic 2

If char(K) = 2 we can (usually) use a simplified equation:

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### Setup for cryptography

- ightharpoonup Choose  $K = \mathbb{F}_q$
- ▶ Consider the set of  $\mathbb{F}_q$ -rational points:

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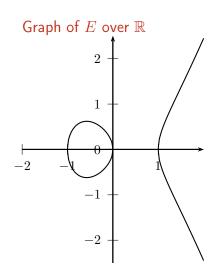
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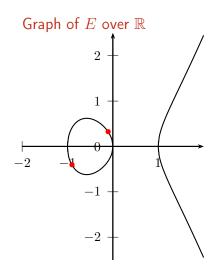
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- $\blacktriangleright$  Order of this group:  $|E(\mathbb{F}_q)|\approx |\mathbb{F}_q|$



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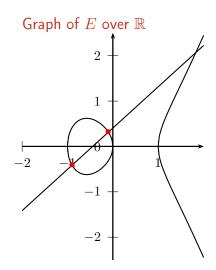
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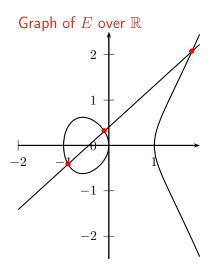
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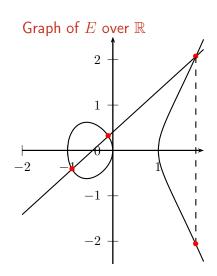
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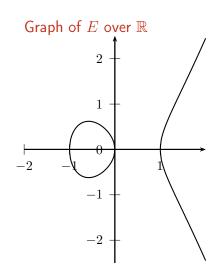
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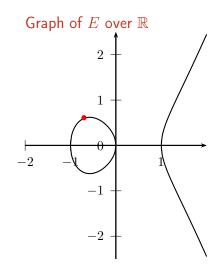




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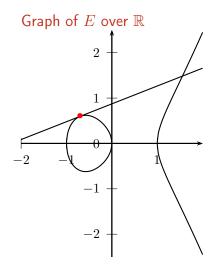
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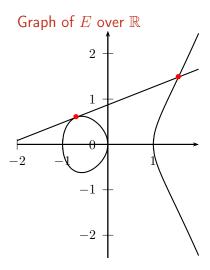
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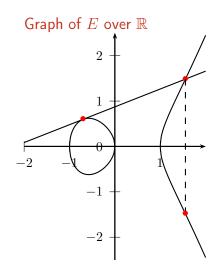
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- Result of the addition:  $P+Q=(x_T,-y_T)$



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$$y_R = \left(\frac{3x_P^2 + a}{2y_P}\right)(x_P - x_R) - y_P$$

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- ▶ Formulas for curves over  $\mathbb{F}_{2^k}$  look slightly different, but same special cases

## Finding a suitable curve

### Security requirements for ECC

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#### Finding a curve

- ightharpoonup Fix finite field  $\mathbb{F}_q$  of suitable size
- Fix curve parameter a (quite common: a = -3)
- ightharpoonup Pick curve parameter b until E fulfills desired properties
- This requires efficient "point counting"
- ► This requires efficient factorization or primality proving

- ► Various standardized curves, most well-known: NIST curves:
  - ▶ Big-prime field curves with 192, 224, 256, 384, and 521 bits
  - ▶ Binary curves with 163, 233, 283, 409, and 571 bits
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- ► FRP256v1 (ANSSI), one prime-field curve (256 bits)

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### Curves over binary fields

- ▶ Important for security: exponent k in  $\mathbb{F}_{p^k}$  has to be prime
- Not many fields (not that many curves)
- More efficient in hardware
- Efficient in software only on some microarchitectures
- A hell to implement securely in software on some other microarchitectures

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- Important: Never send projective representation, always convert to affine!

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  - ▶ If  $P = \mathcal{O}$  return Q
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- ▶ Baseline: *simple* implementations are likely to be wrong or insecure

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  - lacktriangle We only get the x coordinate of the result, tricky for signatures
  - Can reconstruct y, but that involves some additional cost

# Solution II: (twisted) Edwards curves

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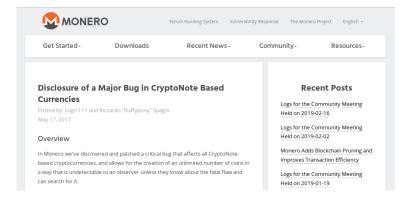
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### So, what's the deal with the cofactor?



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- ▶ Protocols need to be careful to avoid subgroup attacks
- ▶ Monero screwed this up, which allowed double-spending
- ► Elegant solution: "Ristretto" encoding by Hamburg, see: https://github.com/otrv4/libgoldilocks

## Solution III: Complete group law on Weierstrass curves

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- ► Problem: Extremely inefficient
- Renes, Costello, Batina, 2016: Much faster complete group law for Weierstrass curves
- Less efficient than (twisted) Edwards
- Overhead quite architecture-dependent (Schwabe, Sprenkels, 2019)
- Covers all curves

#### ECDH attack scenario

- ▶ Alice sends point on different (insecure) curve with small subgroup
- ▶ Bob computes "shared key" in that small subgroup
- ► Alice learns "shared key" through brute force
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- ▶ Send compressed points  $(x, \mathsf{parity}(y))$ ; decompression returns (x, y) on the curve or fails
- ightharpoonup Send only x (Montgomery ladder); but: x could still be on the "twist" of E
- Make sure that the twist is also secure ("twist security")

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- ► For more details, see BADA55 elliptic curves

# Choosing a safe curve

Overview of various elliptic curves and thorough security analysis by Bernstein and Lange:

(doesn't list cofactor-1 curves, so best to combine with Ristretto)

## Point representation and arithmetic

Collection of elliptic-curve shapes, point representations and group-operation formulas by Bernstein and Lange:

https://www.hyperelliptic.org/EFD/