The Certicom Challenges ECC2-X

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ECRYPT VAMPIRE I

September 9, 2009

SHARCS 2009
Overview

General set-up (Tanja Lange)

ASIC implementations (Frank Gurkaynak)

FPGA implementations (Daniel V. Bailey)

General-purpose CPU implementation (Daniel J. Bernstein)

Cell implementations (Peter Schwabe)
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The Certicom Challenges

- **The “exercises”**
  - 79-bit: SOLVED December 1997
  - 89-bit: SOLVED February 1998
  - 97-bit: SOLVED September 1999

- **Level I**
  - ECC2K-108: SOLVED April 2000
  - ECCp-109: SOLVED Nov. 2002
  - ECC2-109: SOLVED April 2004
  - 131-bit: (ECC2K-130, ECC2-131, ECCp-131) still open

- **Level II**
  - 163-bit: (ECC2K-163, ECC2-163, ECCp-162) still open
  - 191-bit, 239-bit, 359-bit: still open
Our paper covers the binary challenges ECC2K-130, ECC2-131, ECC2K-163, and ECC2-163.

The easiest of these is ECC2K-130, a Koblitz curve defined over $\mathbb{F}_{2^{131}}$.

Challenge data for ECC2K-130:

- $P_x=05 \ 1C99BFA6 \ F18DE467 \ C80C23B9 \ 8C7994AA$
- $P_y=04 \ 2EA2D112 \ ECEC71FC \ F7E000D7 \ EFC978BD$
- $Q_x=06 \ C997F3E7 \ F2C66A4A \ 5D2FDA13 \ 756A37B1$
- $Q_y=04 \ A38D1182 \ 9D32D347 \ BD0C0F58 \ 4D546E9A$

Certicom:

“The 109-bit Level I challenges are feasible using a very large network of computers. The 131-bit Level I challenges are expected to be infeasible against realistic software and hardware attacks, unless of course, a new algorithm for the ECDLP is discovered. The Level II challenges are infeasible given today’s computer technology and knowledge.”
DLPs on ECC

- No index-calculus-type attacks known for general elliptic curves.
- Pollard’s rho method best generic attack (no memory needed).
- We have many platforms, each with many execution units. Use parallelized Pollard rho method:

  - All units need to use the same step function and distinguished points.
Hardness of ECC2K-130

- Curve has cofactor 4.
- Koblitz curves are defined over $\mathbb{F}_2$ and thus the (small) Frobenius endomorphism operates on the $\mathbb{F}_{2^{131}}$-rational points. The operation is simply squaring the coordinates.
- Can define 'random' walk on classes under $\pm$ and Frobenius.
- Complexity of attack:

$$\sqrt{\frac{\pi \cdot 2^{131}}{2 \cdot 4 \cdot 2 \cdot 131}} \approx 2^{60.9}$$

iterations ... provided that the the iteration works on the classes.
- Easy: $P$ and $-P$ have same $x$ coordinate.
- Harder: $x(P), x(P)^2, x(P)^2^2, \ldots$ look quite different.
- Even more fun: can choose normal basis or polynomial basis representation of finite field; this changes the representation of the points.
Handling Frobenius

- In polynomial basis could compute all Frobenius powers and choose lexicographically smallest of these – but this needs 130 squarings and does not work well with normal basis.

- In normal basis, $x(P)$ and $x(P)^{2^j}$ have same Hamming weight. Convenient to use this. Polynomial basis has to convert for testing.

- Our step function:

$$P_{i+1} = P_i \oplus \sigma^j(P_i),$$

where $j = (\text{HW}(x(P))/2 \mod 8) + 3$.

- This nicely avoids short, fruitless cycles.

- Iteration consists of
  - converting $x(P)$ to normal basis (if necessary),
  - computing the Hamming weight $\text{HW}(x(P))$ of the normal basis representation of $x(P)$,
  - checking that $\text{HW}(x(P)) > 28$, computing $j$,
  - computing $P \oplus \sigma^j(P)$ (in the usual representation of $P$).

- Speed up by running multiple instances and combining inversion using Montgomery’s trick.
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Can we break ECC2K-130 using ASICs?

Our goals

- Determine the rough cost of the attack
- Find out if the attack is feasible using ASICs
- Provide an outline of what needs to be done.
Can we break ECC2K-130 using ASICs?

Our goals

▶ Determine the rough cost of the attack
▶ Find out if the attack is feasible using ASICs
▶ Provide an outline of what needs to be done.

What we did not do

▶ Exact implementation
▶ Address issues with off-chip communication for distinguished points
Our estimation methodology

- Select an affordable technology to implement the ASIC
- Take individual sub-components that will make up one step calculation
- Determine the post-layout performance limits of these sub-components.
- Leave healthy margins for real-life implementations.
- Compose one ASIC using multiple parallel instances that compute a single step
- Find out the performance obtained by a single ASIC
- Calculate how many ASICs you would need for such an attack
Cost and performance of 1 ASIC

- **Selected UMC 90nm**
  No special reason, could as well be any other technology.

- **MPW cost: 45,000 Euros**
  Standard cost for prototyping, no mass production. 200-300 dies can be produced this way.

- **Cost for packaging: 10,000 Euros**
  Cost for packaging roughly same for 50-250 dies.

- **Available core area: 2,000,000 gates**
  Total core area is 12mm$^2$. Space for I/O, PLL, Mem. etc

- **Internal clock speed: 1.2 - 1.5 GHz possible**
  I/O at 200-300 MHz, PLL required for internal clock.

- **Power is not issue in this project**
  Proper power distribution, heat removal required
Cost of calculating 1 step in the Pollard rho

For the ECC130-2K

- **Assuming normal basis**
  For a real application the tradeoff between the normal and polynomial basis should be investigated further.

- **One step consumes 1 inversion, 2 multiplications, 131 squarings and 1 multiple squarings**
  - This can be realized within 1,572 clock cycles
  - At the chosen technology, this function can be clocked as fast as 1.5 GHz
  - Can be implemented using 6,000 gates

- **More detailed numbers can be found in manuscript**
  Estimates were made with post-layout numbers
Cost of Attack

- **One ASIC can support 300-400 cores**
  Leaving room for PLLs, I/O, room for distinguished point evaluation.
- **Clock rate 1.25 GHz**
  Conservative estimation.
- One ASIC will have a throughput of 300-400 Million steps per second
- **I/O bandwidth of one chip will be around 30 Gb/s**
  Should be sufficient for point distribution
- To attack ECC2K-130 in one year approx. 69,000 Million steps per second are required
  **This throughput can be achieved by 200-300 ASICs**
Conclusions

- **ASIC implementation possible with reasonable cost**
  Around 200 ASICs, costing less than 60,000 Euros will be able to mount a successful attack in a year.

- **Currently no one is working on a concrete implementation**
  These numbers suggest that the project is feasible, however, at the moment we do not have someone working on the project.

- **Practical implementation will be even faster**
  As soon as, someone starts working in earnest, more efficient implementations will almost certainly be developed.

- **Practical implementation will also suffer from technical issues**
  Such as I/O and memory bandwidth, overall routing etc. The last two points will probably balance each other out.
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**FPGA implementations (Daniel V. Bailey)**

General-purpose CPU implementation (Daniel J. Bernstein)

Cell implementations (Peter Schwabe)
COPACOBANA

- A battery of low-cost FPGAs aimed at high-computation, low-communication tasks
- Cost-optimized parallel code breaker introduced (Copa) at SHARCS 2006
- New and Improved for 2009: COPA5000
- Contains 128 Spartan-3 5000 FPGAs (XC3S5000-4FG676)
- Faster communication infrastructure and 32MB of external RAM per FPGA
How Best to Use Copa?

- 1 inversion, 2 mults, 1 squaring, 1 repeated-squaring needed for one step of the Rho method
- As with the Cell implementation, two teams
- One implementation operates on elements in polynomial basis and converts to check if a DP has been generated
- Another operates directly in normal basis – no need to convert
- Which is a better fit for Copa (time-area product)?
Polynomial Basis

- More literature on PB: generally beats NB for efficient implementation
- But attacking ECC2K-130 is different: the Frobenius map is free in NB
- PB implementation aims for the best of both worlds: faster PB multiplication followed by conversion and Frobenius
- Engine uses Montgomery’s trick to process 64 inversions simultaneously
- Engine Total: 3,656 slices, 1,468 slices for multiplier, 75 slices for square, 1,206 slices for conversion
- 9 engines can fit in one FPGA, yielding 23.4 DPs/day
Normal Basis

- Normal Basis has fast squaring and Frobenius
- But multiplication is much more expensive
- Inversion uses Itoh-Tsuji, (8 multiplications!) so the design task becomes keeping the inversion unit busy
- 32 inversions simultaneously: then 32 dedicated multipliers recover individual inverses
- Only 4 engines fit on-chip, but one chip still yields an estimated 24 DPs/day
- Next step: better multiplication!
General set-up (Tanja Lange)

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**General-purpose CPU implementation** (Daniel J. Bernstein)

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What about software?

Have an implementation for the amd64 architecture.
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Have an implementation for the amd64 architecture. Architecture provides 16 128-bit vector registers. Two-operand vector instructions: \( a \wedge b \), \( a \&= b \), etc.

Some targeted CPUs:

- 2200MHz 4-core AMD Phenom 9550 100f23.
- 2210MHz 2-core AMD Opteron 875 20f10.
- 2404MHz 4-core Intel Core 2 Q6600 6fb.
- 2668MHz 4-core Intel Core i7 920 106a4.
- 3000MHz 4-core Intel Core 2 Q6850 6fb.

Initial focus: Core 2. Each core has 3 ALUs. Each ALU does \( \leq 1 \) vector operation per cycle.
Bitslicing

\[
\begin{align*}
    f_0 &= 1; \\
    f_1 &= 0; \\
    g_0 &= 1; \\
    g_1 &= 1; \\
    c &= f_0 \& g_1; \\
    d &= f_1 \& g_0; \\
    h_0 &= f_0 \& g_0; \\
    h_1 &= c \oplus d; \\
    h_2 &= f_1 \& g_1; \\
\end{align*}
\]

5 bit operations.
Bitslicing

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f_0 &= 1; & f_0 &= 1; \\
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c &= f_0 \& g_1; & c &= f_0 \& g_1; \\
d &= f_1 \& g_0; & d &= f_1 \& g_0; \\
h_0 &= f_0 \& g_0; & h_0 &= f_0 \& g_0; \\
h_1 &= c \^ d; & h_1 &= c \^ d; \\
h_2 &= f_1 \& g_1; & h_2 &= f_1 \& g_1; \\
\end{align*}
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5 bit operations. 5 bit operations. 5 bit operations.
Bitslicing

\[ f_0 = \text{bitvector}(1,1,0); \]
\[ f_1 = \text{bitvector}(0,1,1); \]
\[ g_0 = \text{bitvector}(1,0,0); \]
\[ g_1 = \text{bitvector}(1,1,1); \]
\[ c = f_0 \& g_1; \]
\[ d = f_1 \& g_0; \]
\[ h_0 = f_0 \& g_0; \]
\[ h_1 = c \oplus d; \]
\[ h_2 = f_1 \& g_1; \]

5 vector operations.
Counting bit operations for ECC2K-130

Software represents field element as 131 bits in poly basis:
\[ f_0, f_1, \ldots, f_{130} \text{ represents } \sum_i f_i x^i \mod x^{131} + x^{13} + x^2 + x + 1. \]

Costs of arithmetic as implemented —

- 14149 bit ops for \( f, g \to fg \).
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- 14149 bit ops for \( f, g \mapsto fg \).
- 203 bit ops for \( f \mapsto f^2 \).
- 3380 bit ops for conversion to normal basis.
- \( 393 \) bit ops for \( f, g, ? \mapsto f + ?(g - f) \).
- 139582 bit ops for \( f \mapsto 1/f \).
- 131 bit ops for \( f, g \mapsto f + g \).
- 654 bit ops for weight computation, comparison.

http://binary.cr.yp.to/linearmod2.html
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Costs of arithmetic as implemented — batching 48 inversions:

- 14149 bit ops for \( f, g \mapsto fg. \) \( \times 5 = 70745 \)
- 203 bit ops for \( f \mapsto f^2. \) \( \times 21 = 4263 \)
- 3380 bit ops for conversion to normal basis. \( \times 1 = 3380 \)
- http://binary.cr.yp.to/linearmod2.html
- 393 bit ops for \( f, g, ? \mapsto f + ?(g - f). \) \( \times 6 = 2358 \)
- 139582 bit ops for \( f \mapsto 1/f. \) \( (\cdots - 3M)/48 = 2024 \)
- 131 bit ops for \( f, g \mapsto f + g. \) \( \times 7 = 917 \)
- 654 bit ops for weight computation, comparison. \( \times 1 = 654 \)
Counting cycles for ECC2K-130

84341 bit ops for iteration. Confirmed by computer.
84341 vector ops handle 128 parallel iterations.
On one core: \( \geq \frac{84341}{3} \) cycles for 128 iterations; i.e.,
\( \geq 219 \) cycles per iteration.
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\( \geq 219 \) cycles per iteration.

3GHz Core 2 Q6850 actually uses 694 cycles per iteration.
4 cores: 17.29 M iterations/sec. 3943 CPUs: done in 1 year.

Main bottleneck: loads, stores. **Need better scheduling!**
Other directions for improvements:

- Faster poly mult. Should save \( \approx 10\% \).
- Faster reduction. Try \( x^{131} + x^{36} + x^{27} + x^{18} + 1 \).
- Normal-basis mult. Use 2007 vzG–Shokrollahi\(^2\).
- Larger batch size. Make sure to prefetch from DRAM.
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The Cell Broadband Engine

Well known architecture (from the previous talk)
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The Cell’s SPUs

- Running at 3.2 GHz
- Register file with 128 128-bit registers
- All arithmetic instructions are SIMD instructions
- At most one arithmetic instruction per cycle
- At most one load/store instruction per cycle
- The Playstation makes 6 of these SPUs available
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“Fast 128-bit vector operations $\implies$ bitsliced implementation?”
Shall we go bitsliced?

- Bitsliced implementation requires more memory (because we always have to store 128 values)
- Only one arithmetic instruction per cycle
- Cell’s SPUs do in-order execution
- Unrolling and inlining yield huge speed-ups (but increase code size)
- “Everything” (code, data segment, stack, heap) has to fit into 256 KB of local storage.
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- “Everything” (code, data segment, stack, heap) has to fit into 256 KB of local storage.

⇒ It’s not obvious that bitsliced implementations are faster
⇒ Two teams independently implemented bitsliced and non-bitsliced
Cycles per “step” on one SPU

- not bitsliced
  - 31 Jul: 2565
- bitsliced
  - 03 Aug: 1735
  - 19 Aug: 1426
  - 04 Sep: 1157
  - 30 Aug: 1180
  - 5 Sep: 1051

Next week?

=⇒ Currently:

< 3800 PS3 years for ECC2K-130

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Next week?
## Cycles per “step” on one SPU

<table>
<thead>
<tr>
<th>not bitsliced</th>
<th>bitsliced</th>
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</thead>
<tbody>
<tr>
<td><strong>31 Jul:</strong> 2565</td>
<td><strong>06 Aug:</strong> 6488</td>
</tr>
<tr>
<td><strong>03 Aug:</strong> 1735</td>
<td><strong>10 Aug:</strong> 1587</td>
</tr>
<tr>
<td><strong>19 Aug:</strong> 1426</td>
<td><strong>13 Aug:</strong> 1389</td>
</tr>
<tr>
<td><strong>19 Aug:</strong> 1293</td>
<td><strong>30 Aug:</strong> 1180</td>
</tr>
<tr>
<td><strong>04 Sep:</strong> 1157</td>
<td><strong>5 Sep:</strong> 1051</td>
</tr>
<tr>
<td><strong>7 Sep:</strong> 1047</td>
<td><strong>Next week?</strong></td>
</tr>
<tr>
<td><strong>Next week?</strong></td>
<td><strong>Next week?</strong></td>
</tr>
</tbody>
</table>

⇒ Currently: < 3800 PS3 years for ECC2K-130
Thank you for your attention.