

SQIsign

(for humans)

Krijn Reijnders, COSIC, KU Leuven
Cloudflare, June 19, 2025

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~~(for humans)~~

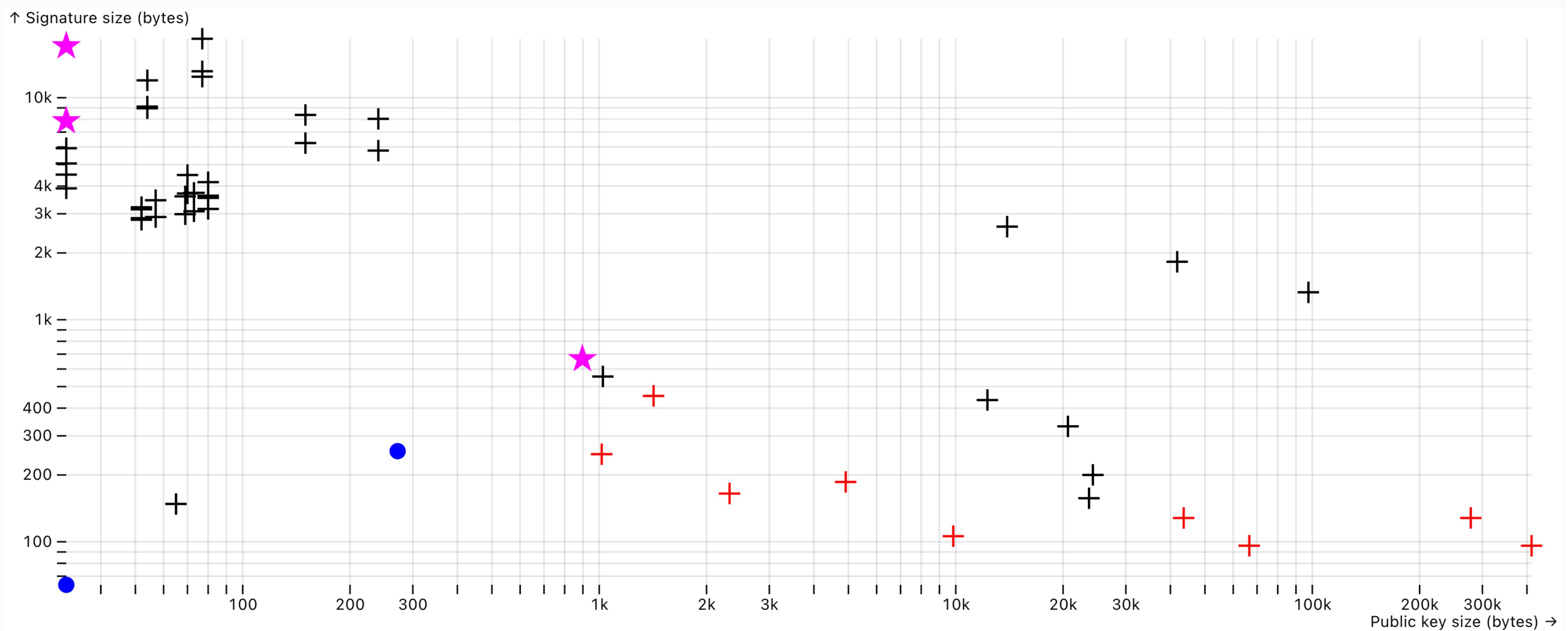
*(for people that know a bit of ECC, ECDSA,
and math, but not too much to see where I
shove away technically challenging material)*

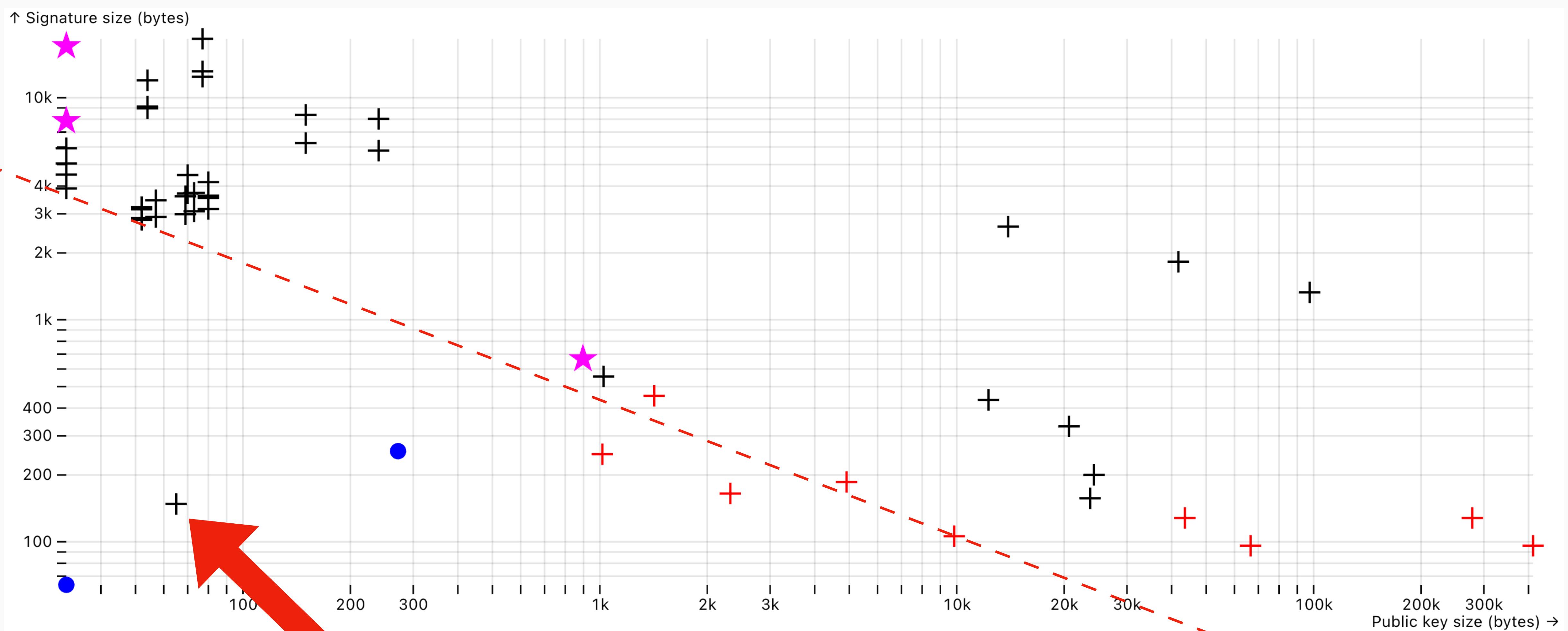
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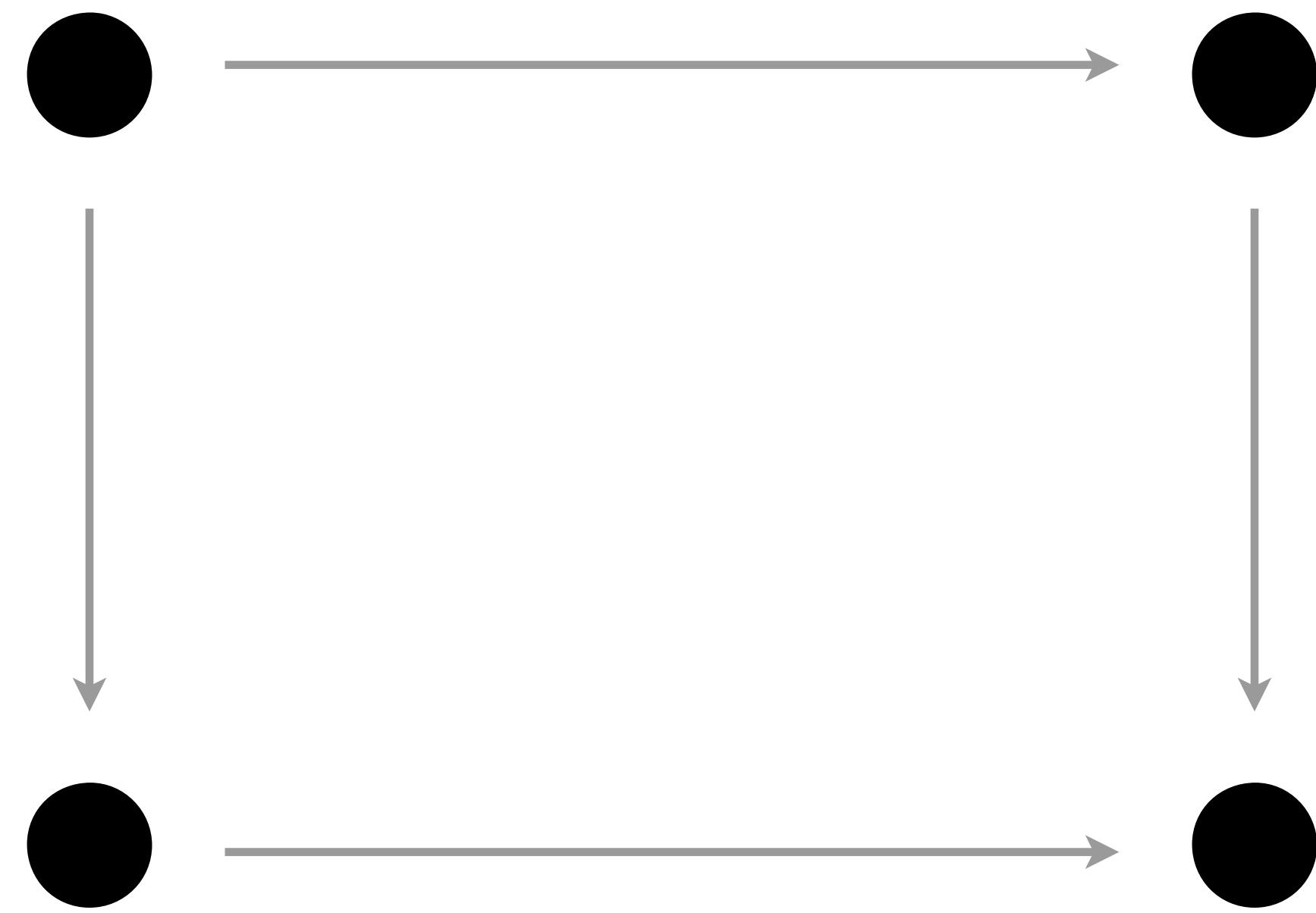
(for nerds)

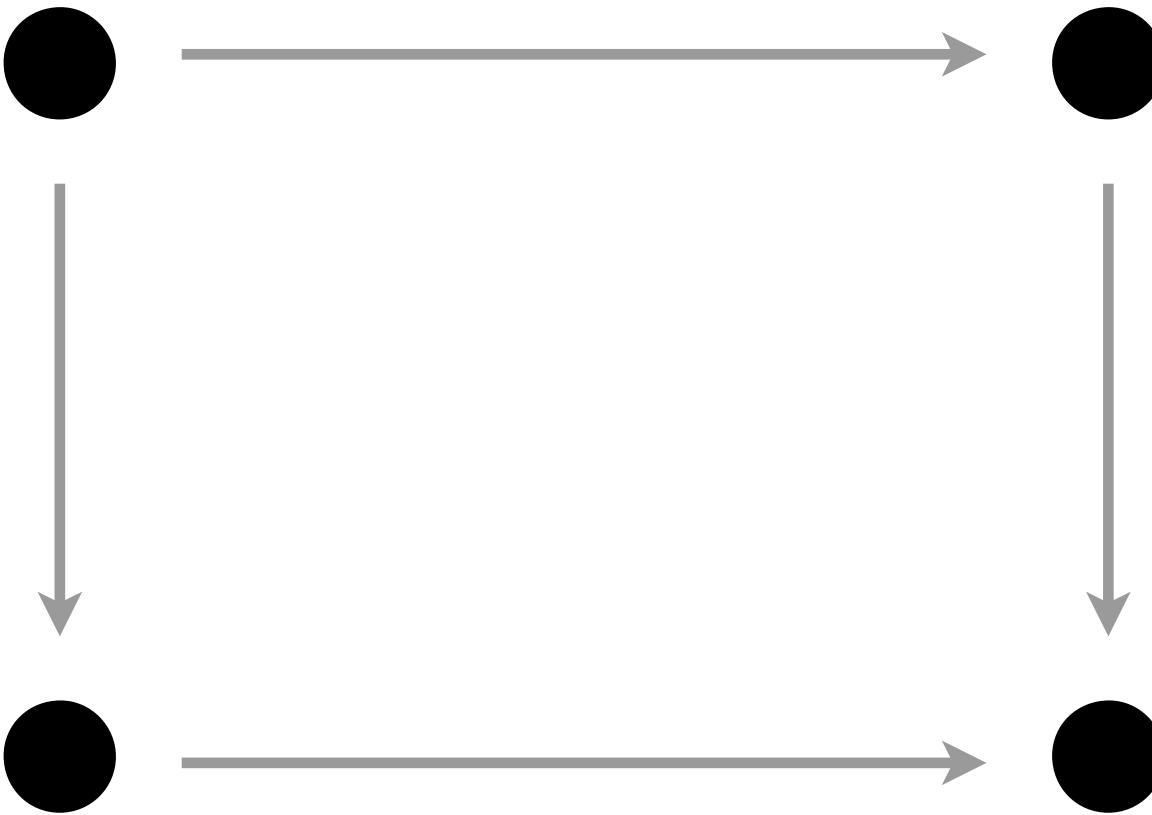
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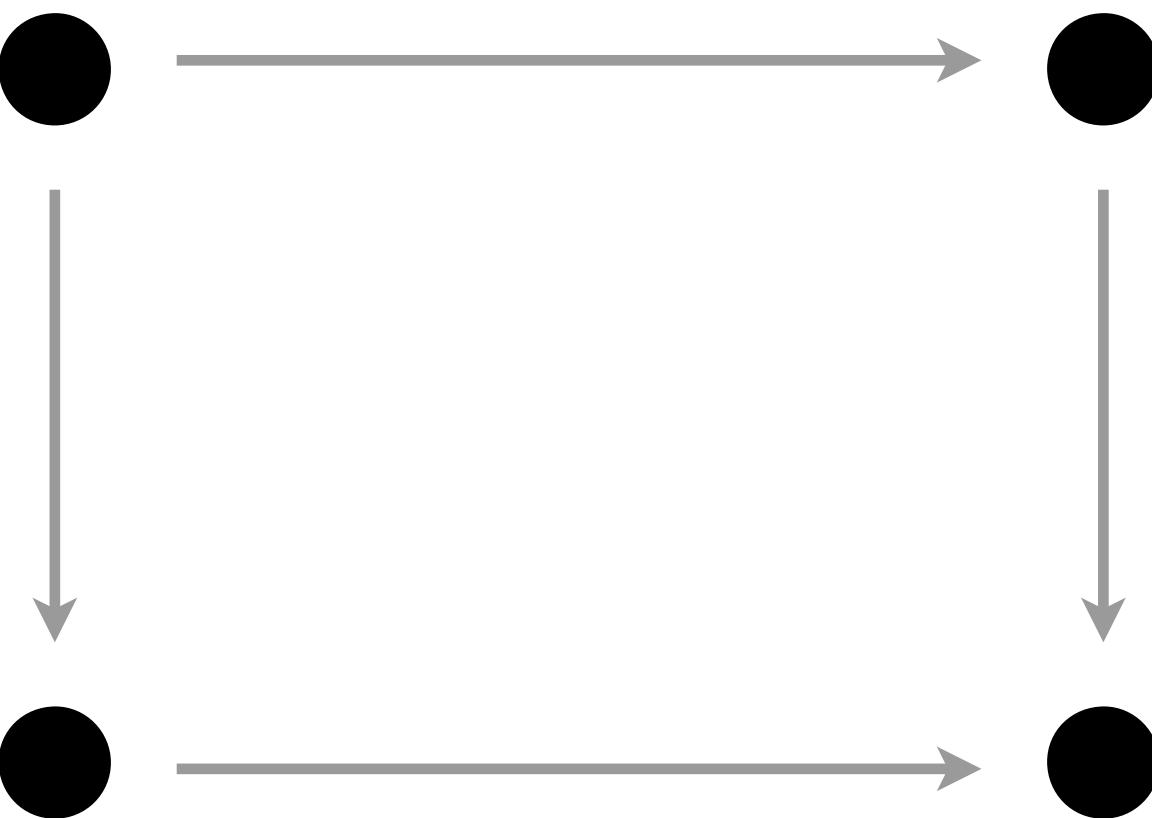
SQIsign!





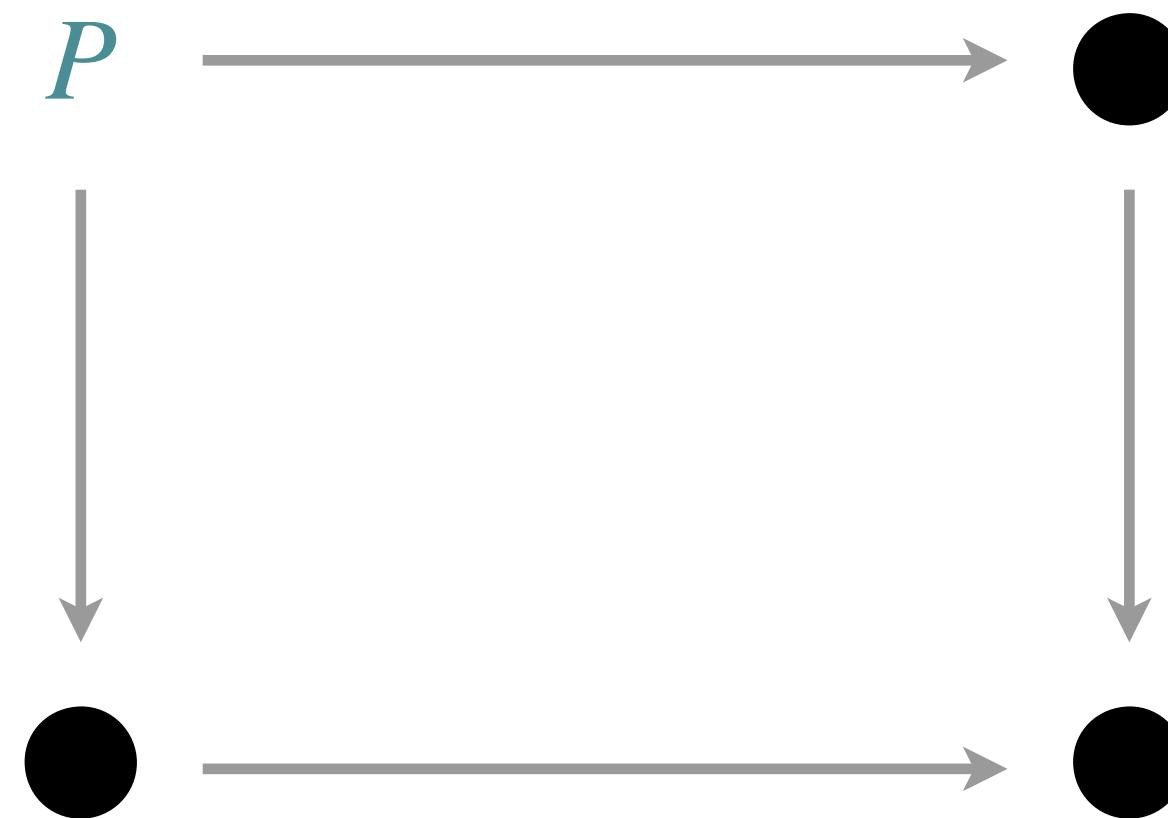
setup

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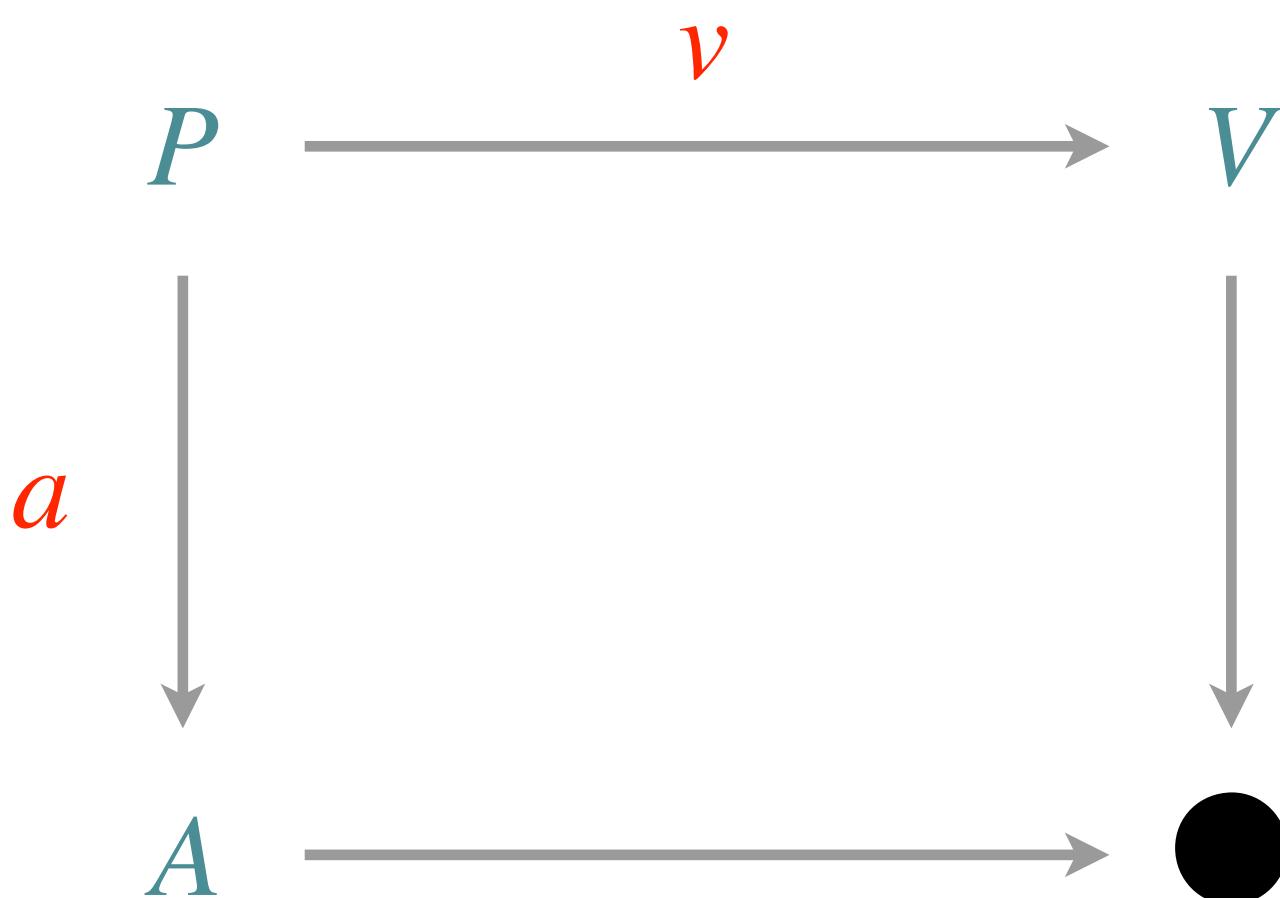


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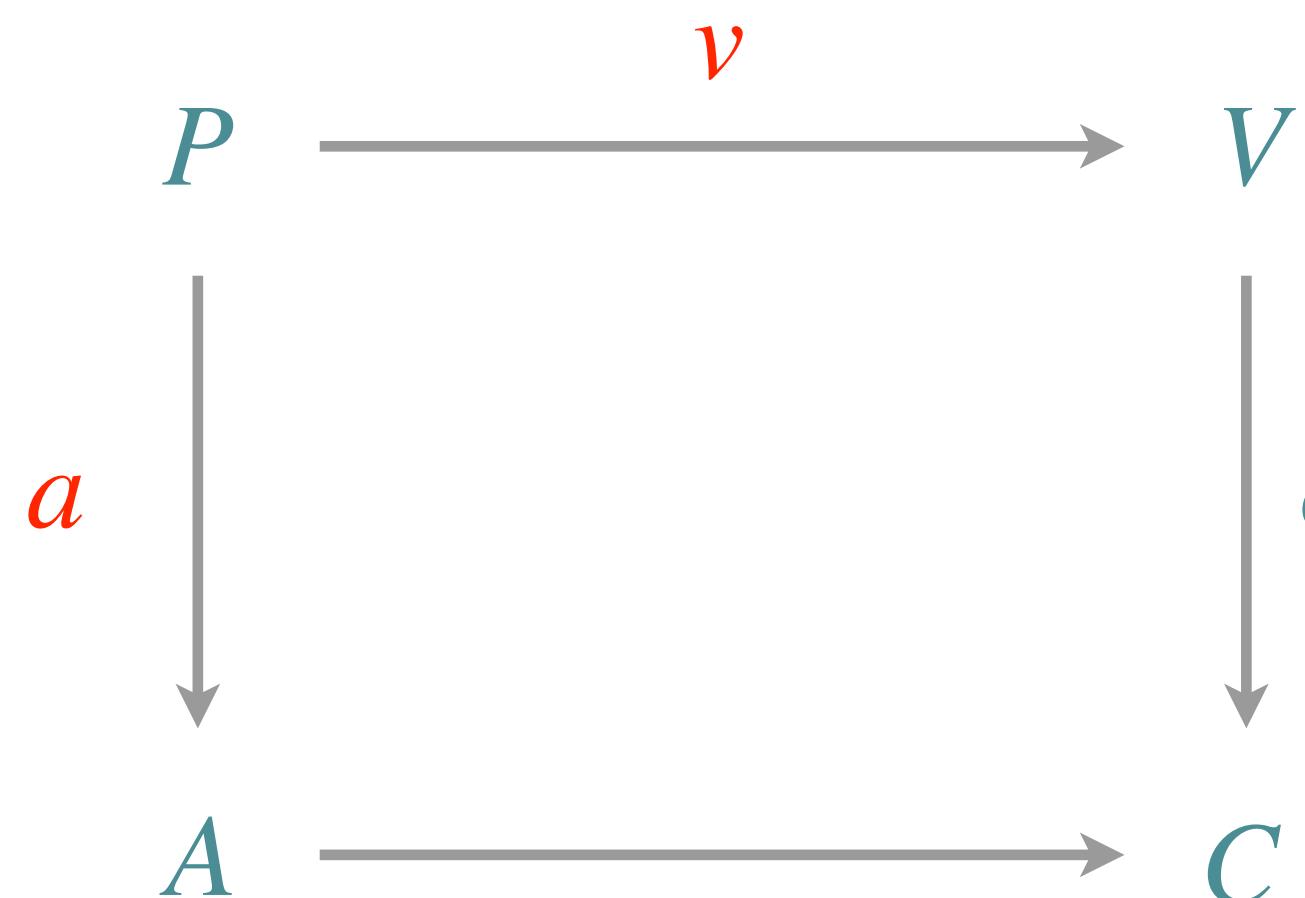


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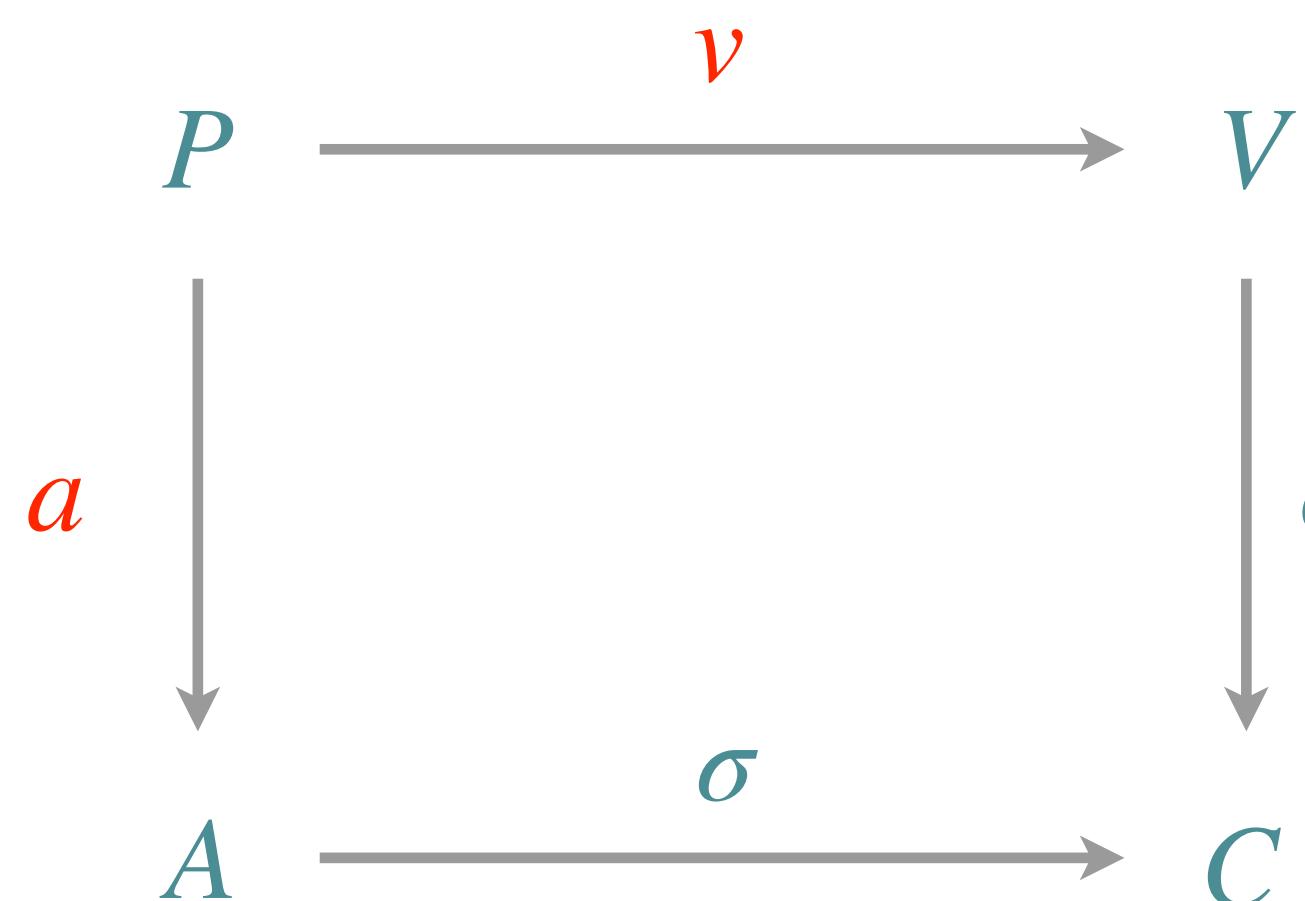


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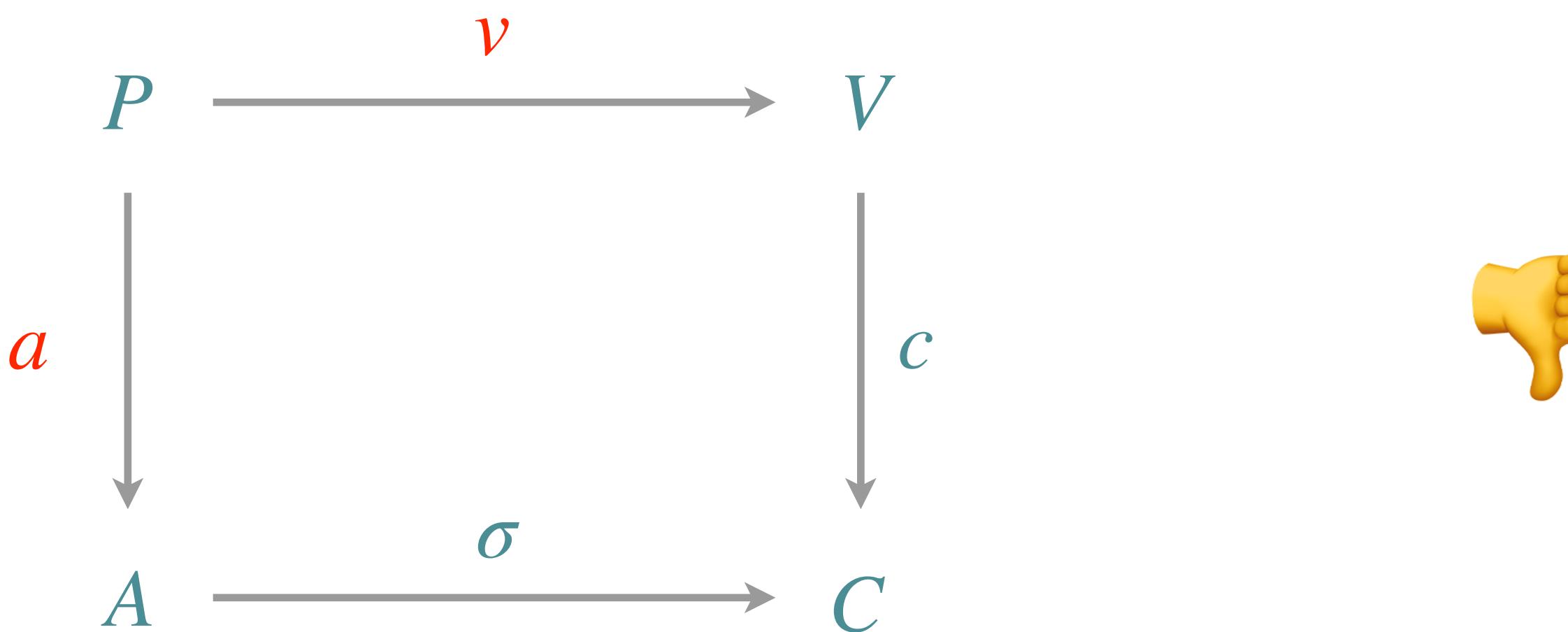


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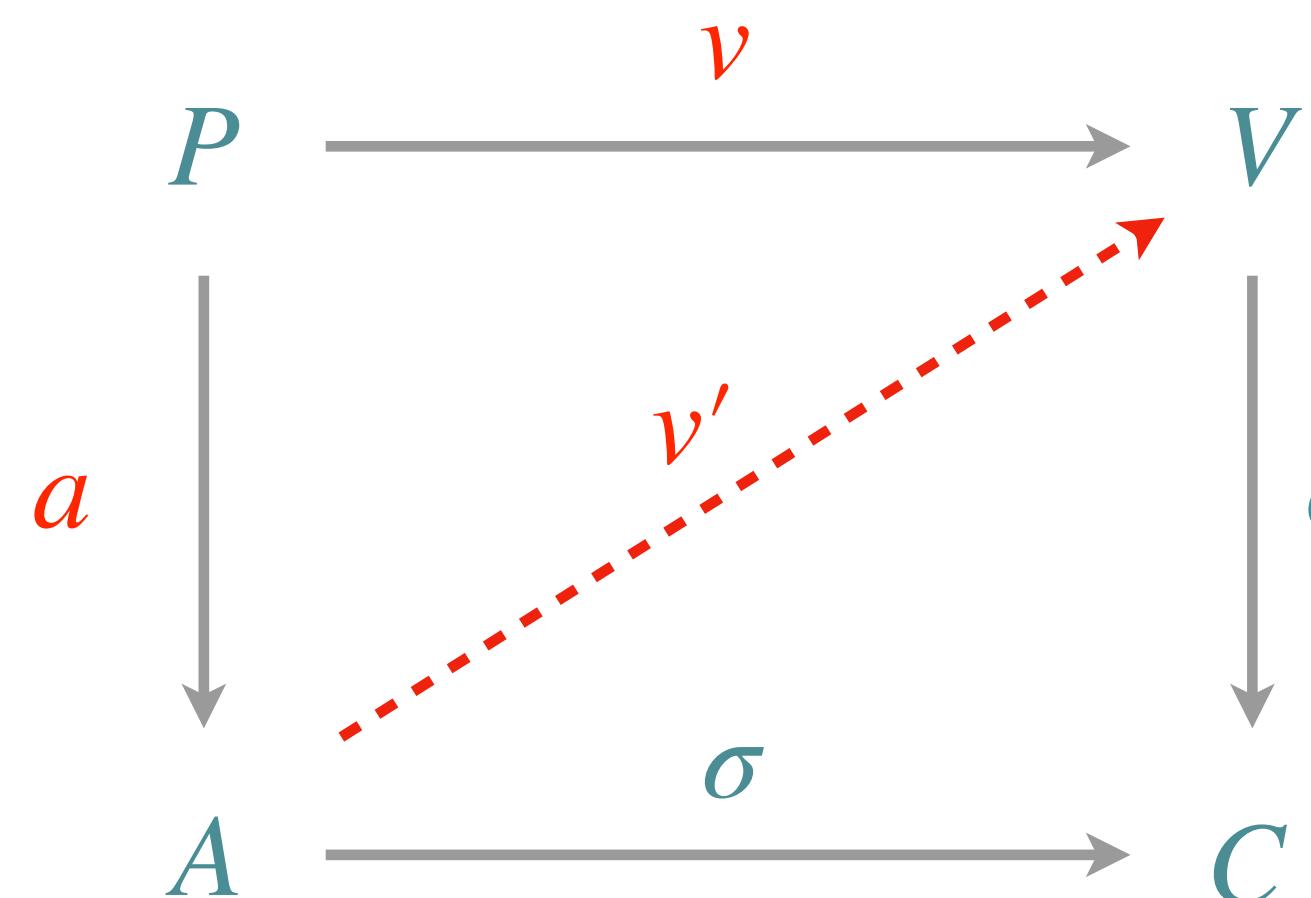
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1. Take random v' , commit to $V' = [v']A$
2. On challenge c , return $\sigma = v' \cdot c$



Our plan for today

1

Making the square work...

$$\mathcal{E} \xrightarrow{\varphi} \mathcal{E}'$$

with isogenies!

2

Decomposing the square

$$\text{End}(\mathcal{E}) \xrightarrow{\sim} \mathcal{O}$$

with quaternions!

3

SQIsign, SQIsignHD



SQIsign2D, SQIsignXD...?

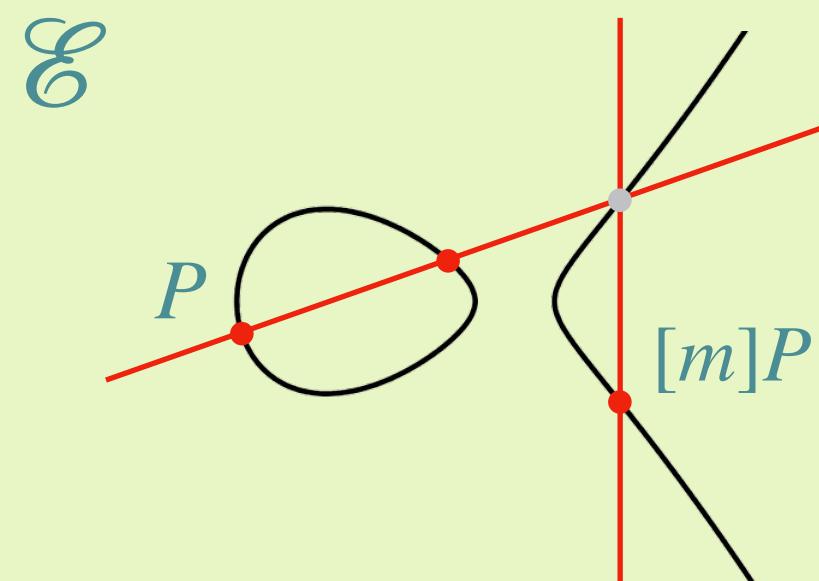
From ECC World to Isogeny World

ECC

- work on single ‘nice’ curve \mathcal{E}

$$\mathcal{E} : y^2 = x^3 + Ax^2 + x, \quad A \in \mathbb{F}_p$$

- take a starting point P and perform scalar multiplications $[m] \in \mathbb{Z}_q^\times$



PART 1
The Square

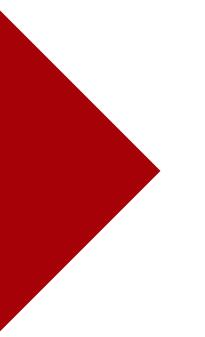
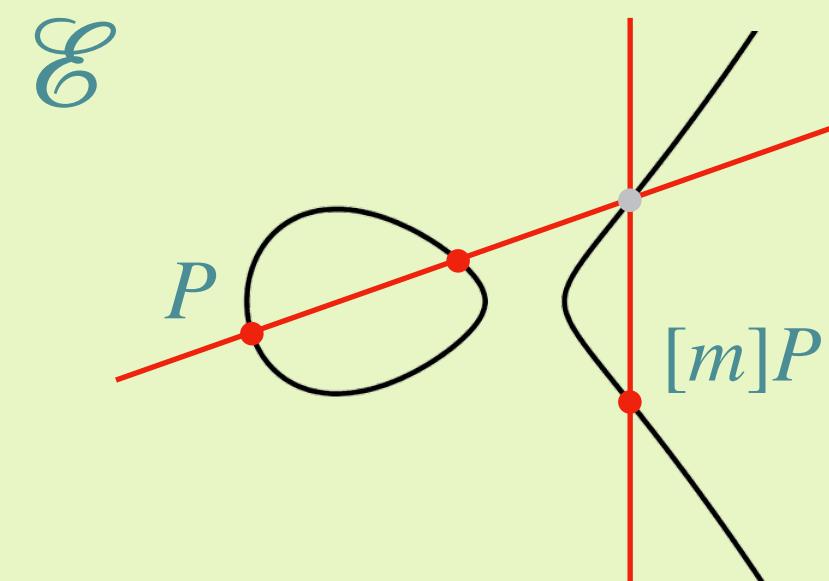
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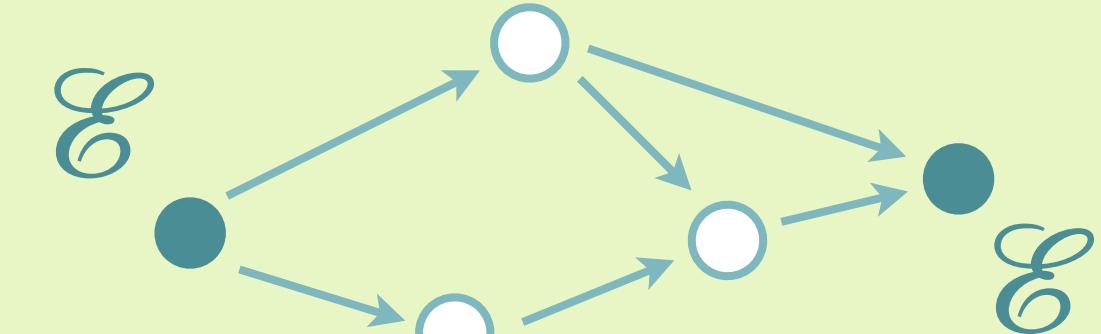


ISOGENY

- work in the whole world of curves!
- use ‘nice’ maps between curves, we call an **isogeny**

$$\varphi : \mathcal{E} \rightarrow \mathcal{E}'$$

- take a starting curve \mathcal{E}_0 and perform isogenies φ, ψ, θ



You “know” isogenies already!

in general

- map from \mathcal{E} to itself is **endomorphism**
- simplest examples $[m] : P \mapsto [m]P$
- also easy $\pi : (x, y) \mapsto (x^p, y^p)$

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a concrete example

$$\mathcal{E} : y^2 = x^3 + x \xrightarrow{\varphi} \mathcal{E}' : y^2 = x^3 + 5$$

$$(x, y) \mapsto \left(\frac{x^3 + x^2 + x + 2}{(x - 5)^2}, \frac{y \cdot (x^3 - 4x^2 + 2)}{(x - 5)^3} \right)$$

over \mathbb{F}_{11}

*this is not the formal definition

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hard problems

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Given \mathcal{E} and \mathcal{E}' ,
find an isogeny
 $\varphi : \mathcal{E} \rightarrow \mathcal{E}'$

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Given a random \mathcal{E} ,
find a ‘funky’ endom.
 $\vartheta : \mathcal{E} \rightarrow \mathcal{E}$

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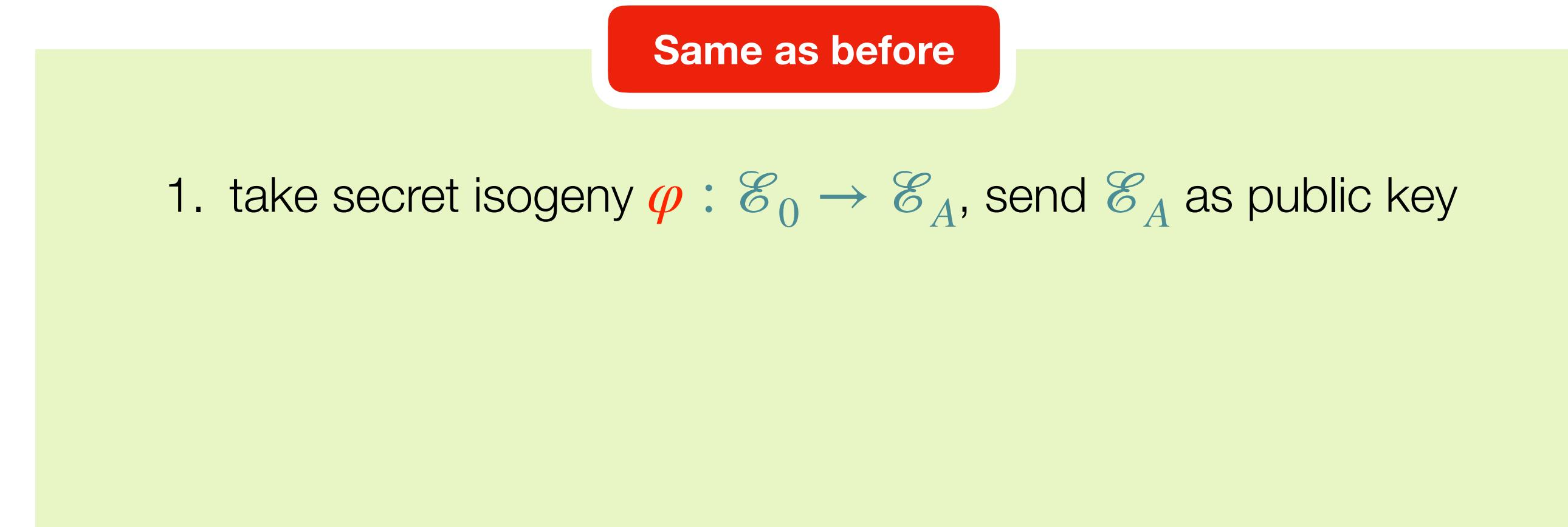
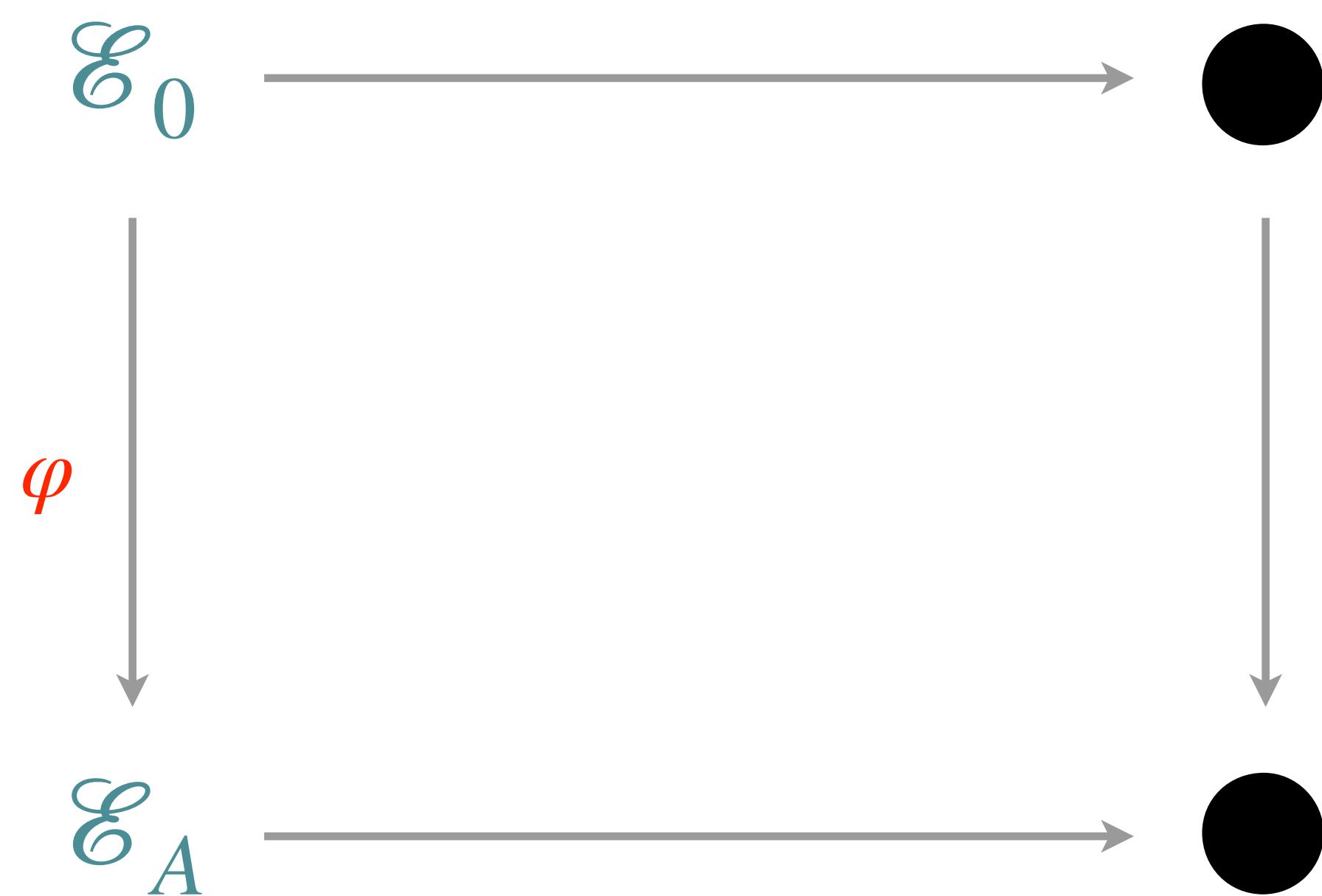
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↔
equivalent!

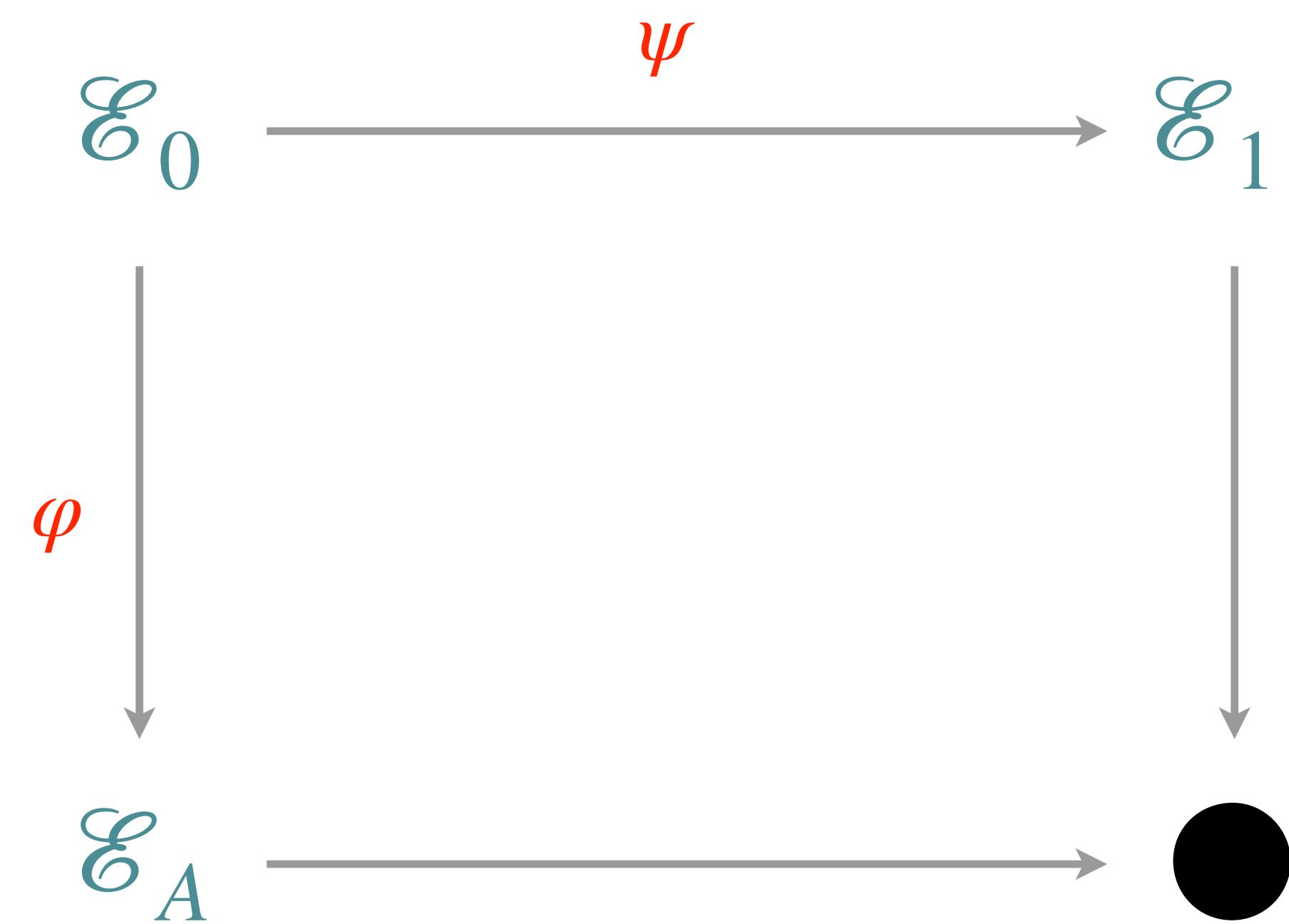
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Let's fix the square with isogenies!



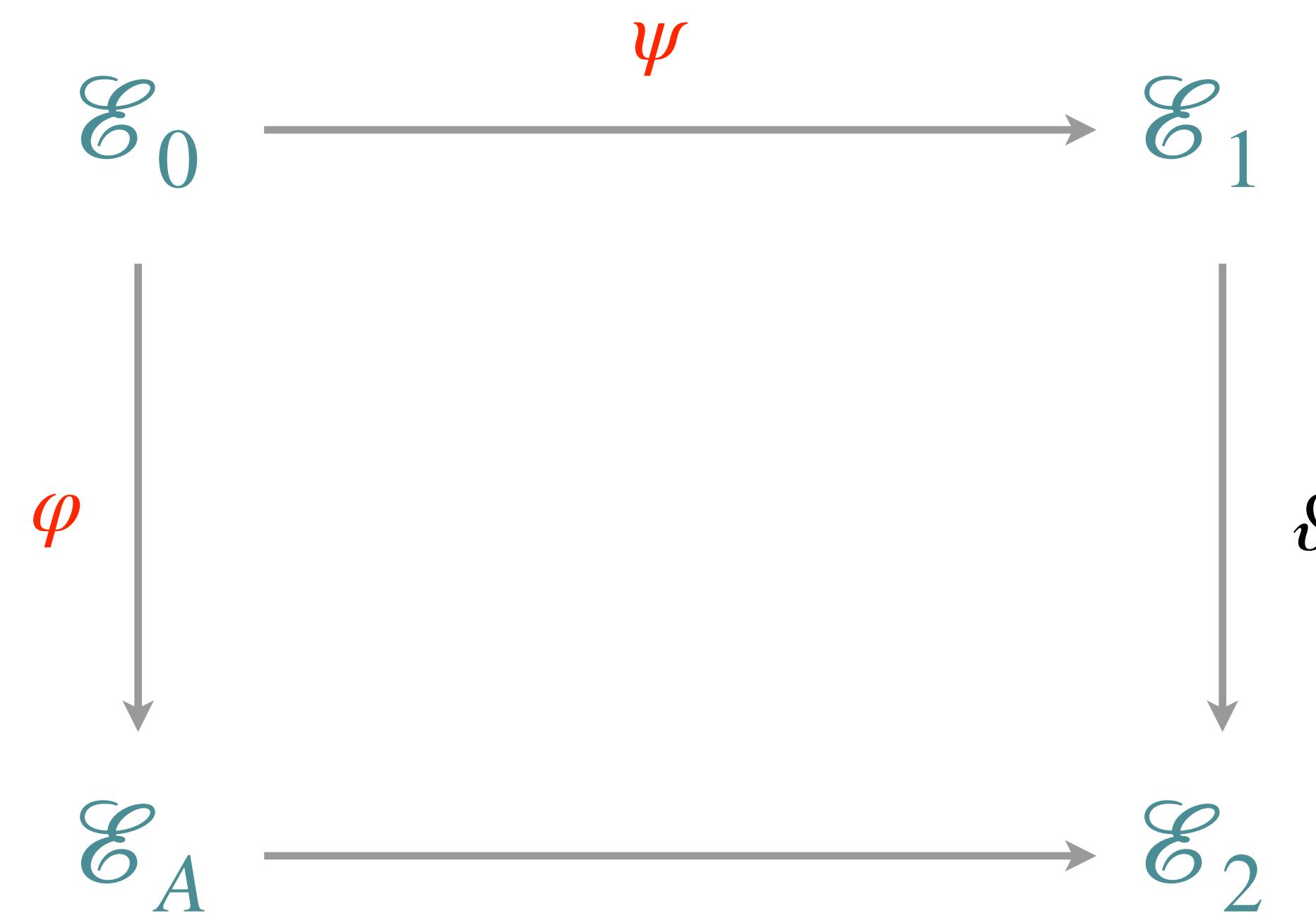
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Same as before

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2. take random commitment $\psi : \mathcal{E}_0 \rightarrow \mathcal{E}_1$

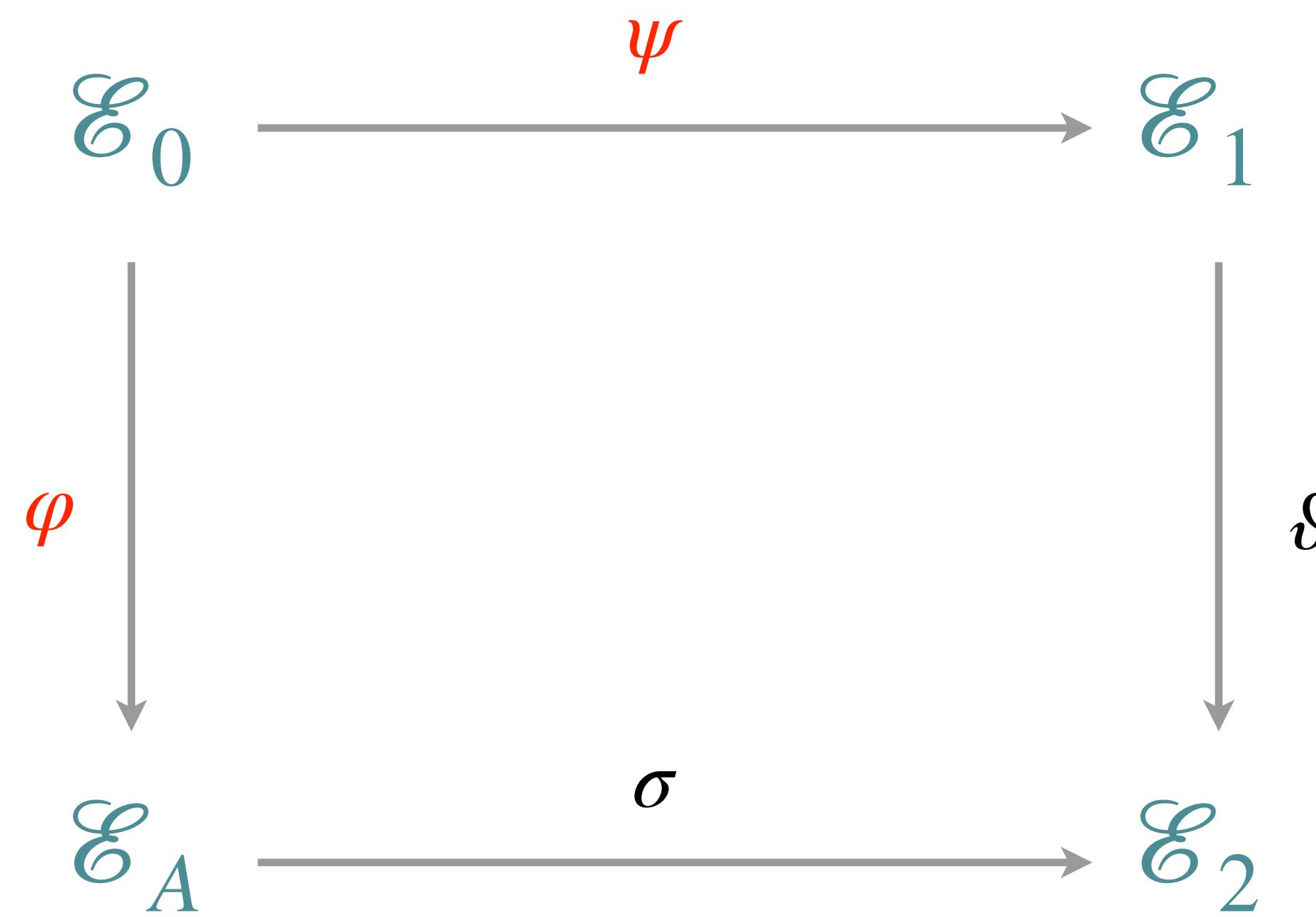
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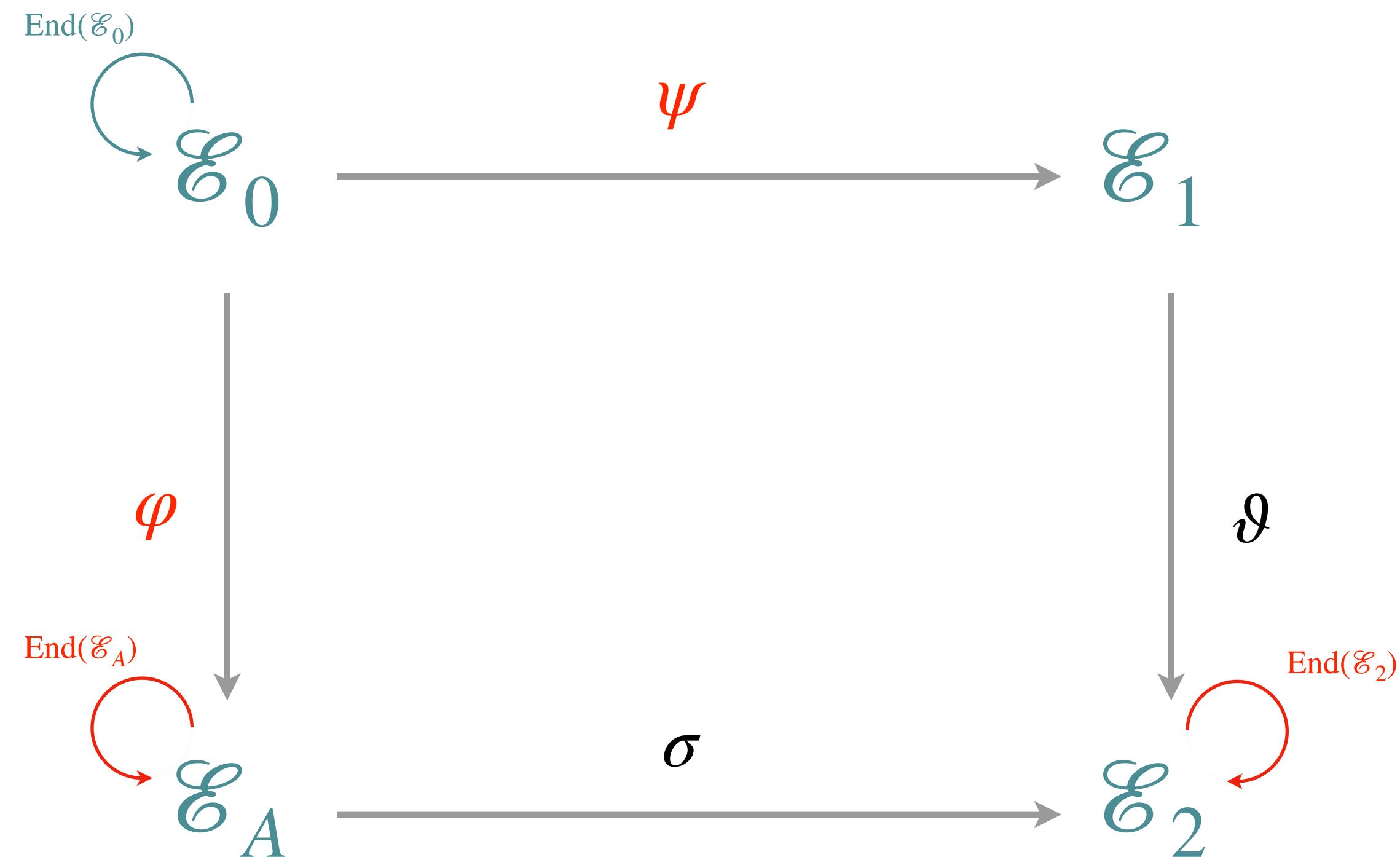
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KEY DIFFERENCE!

1. **DON'T** send $\sigma = \vartheta \circ \psi \circ \hat{\varphi}$, same issue as before
2. there are now *many* isogenies $\mathcal{E}_A \rightarrow \mathcal{E}_2$
3. set some requirement on σ , namely specific degree

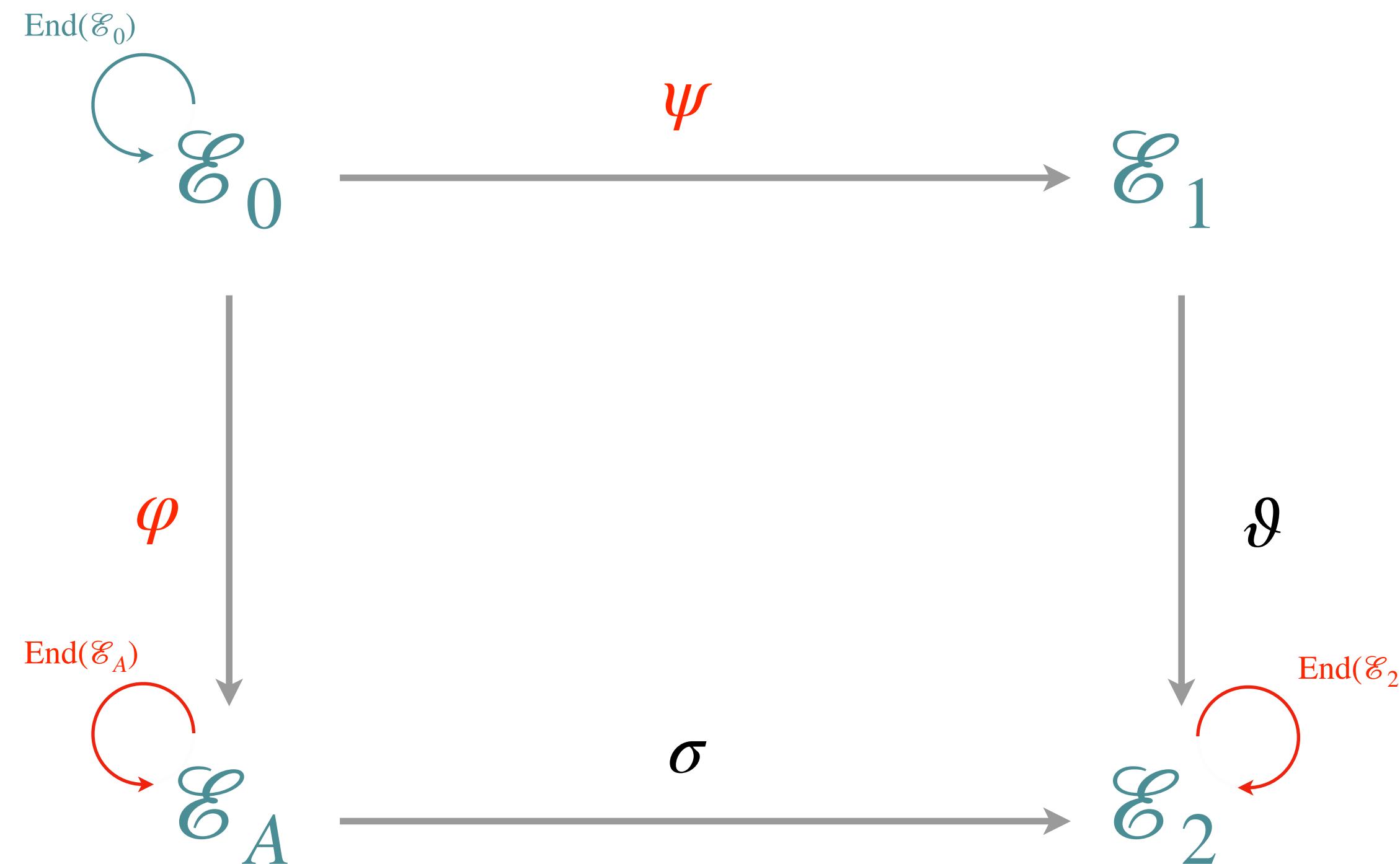
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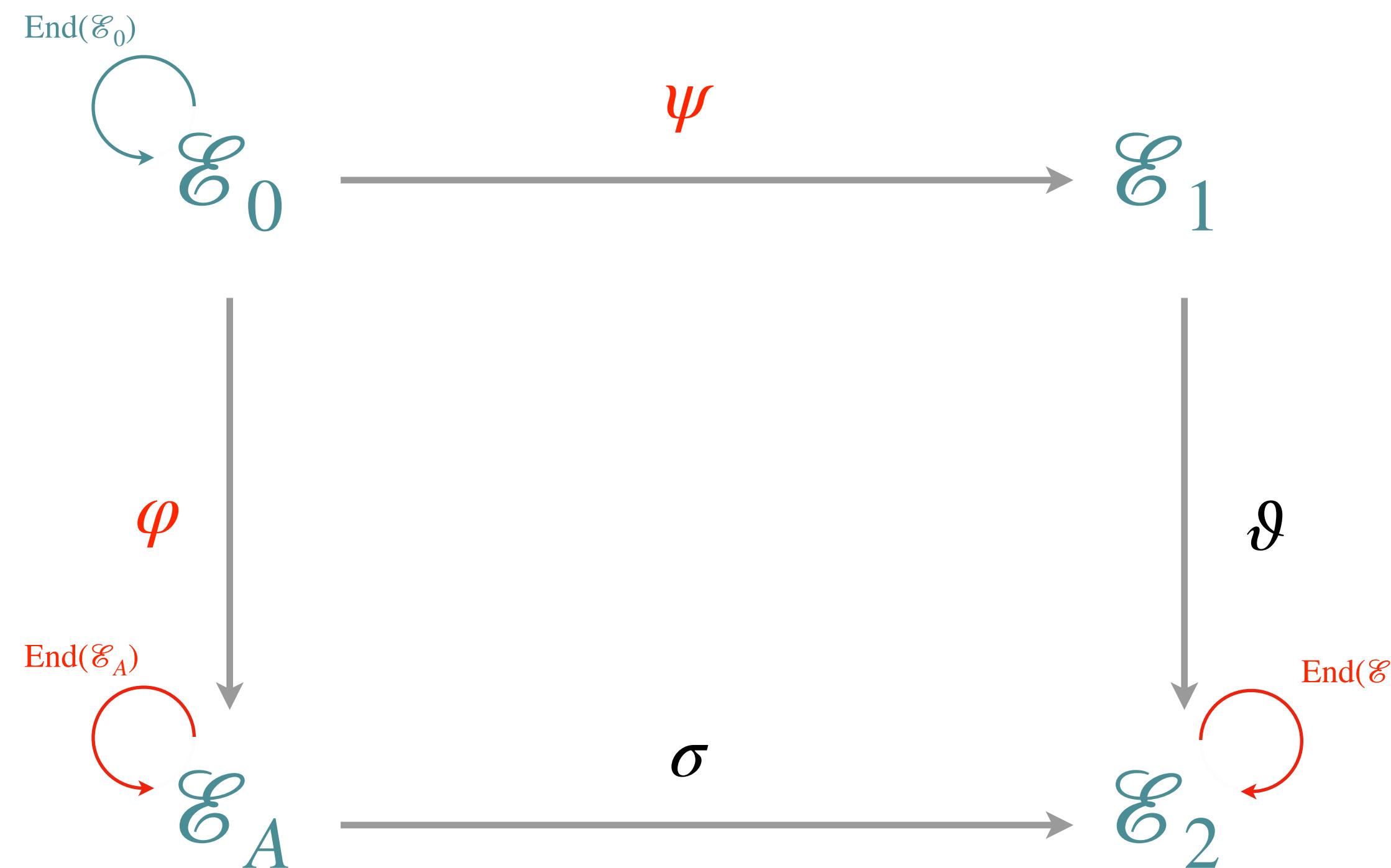


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 ✨: if we know $\text{End}(\mathcal{E}_A)$ and $\text{End}(\mathcal{E}_2)$, we get σ ✨

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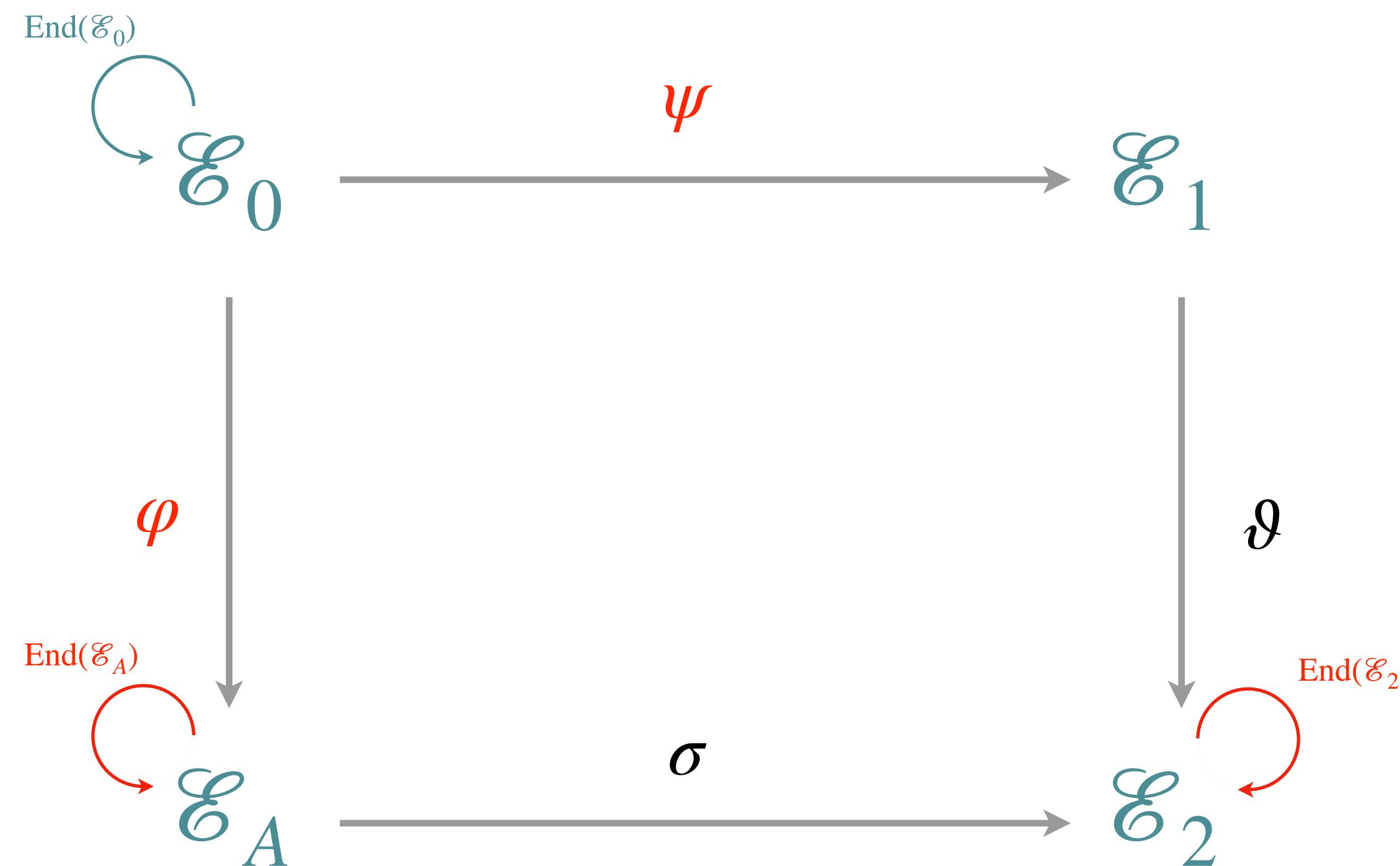
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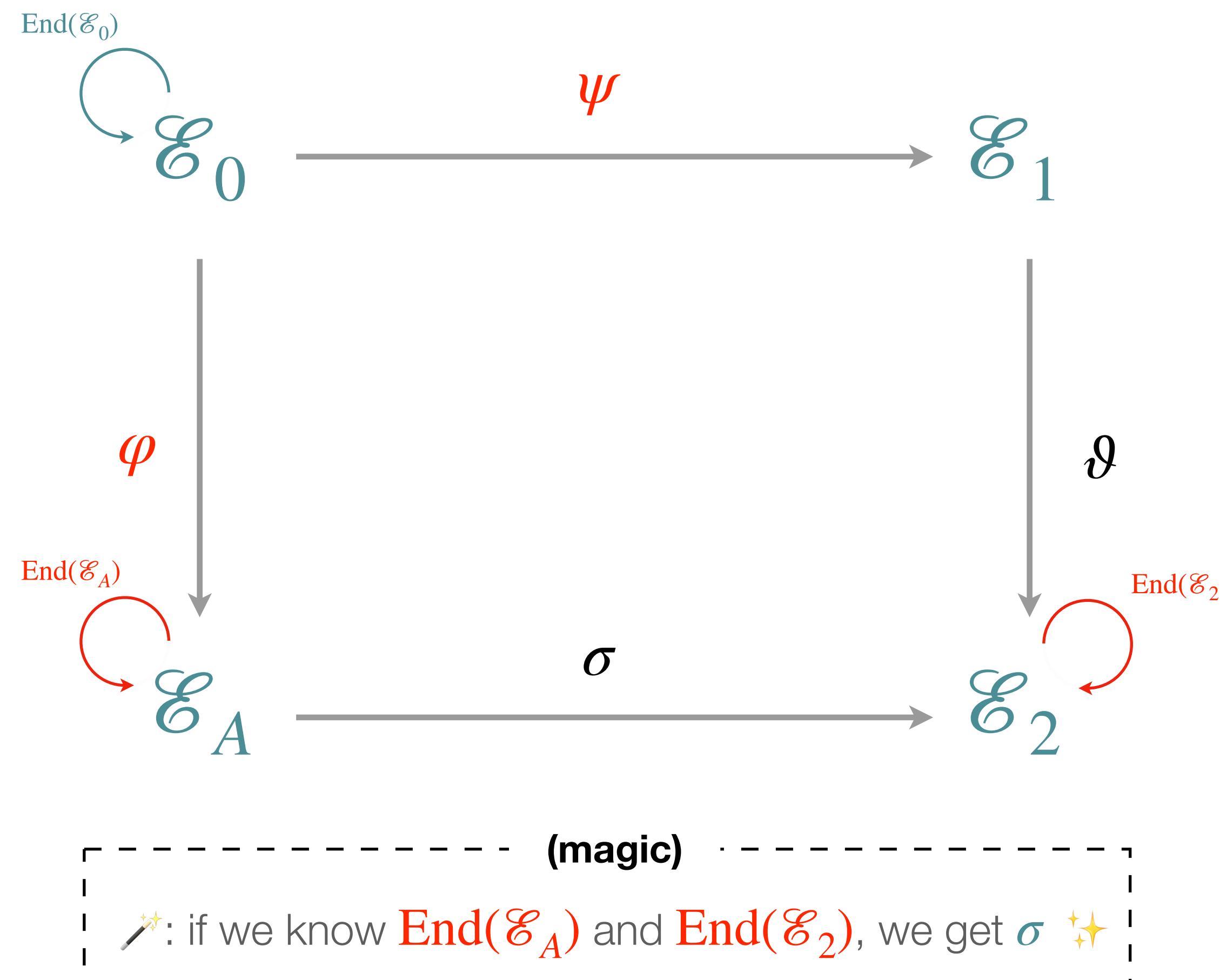
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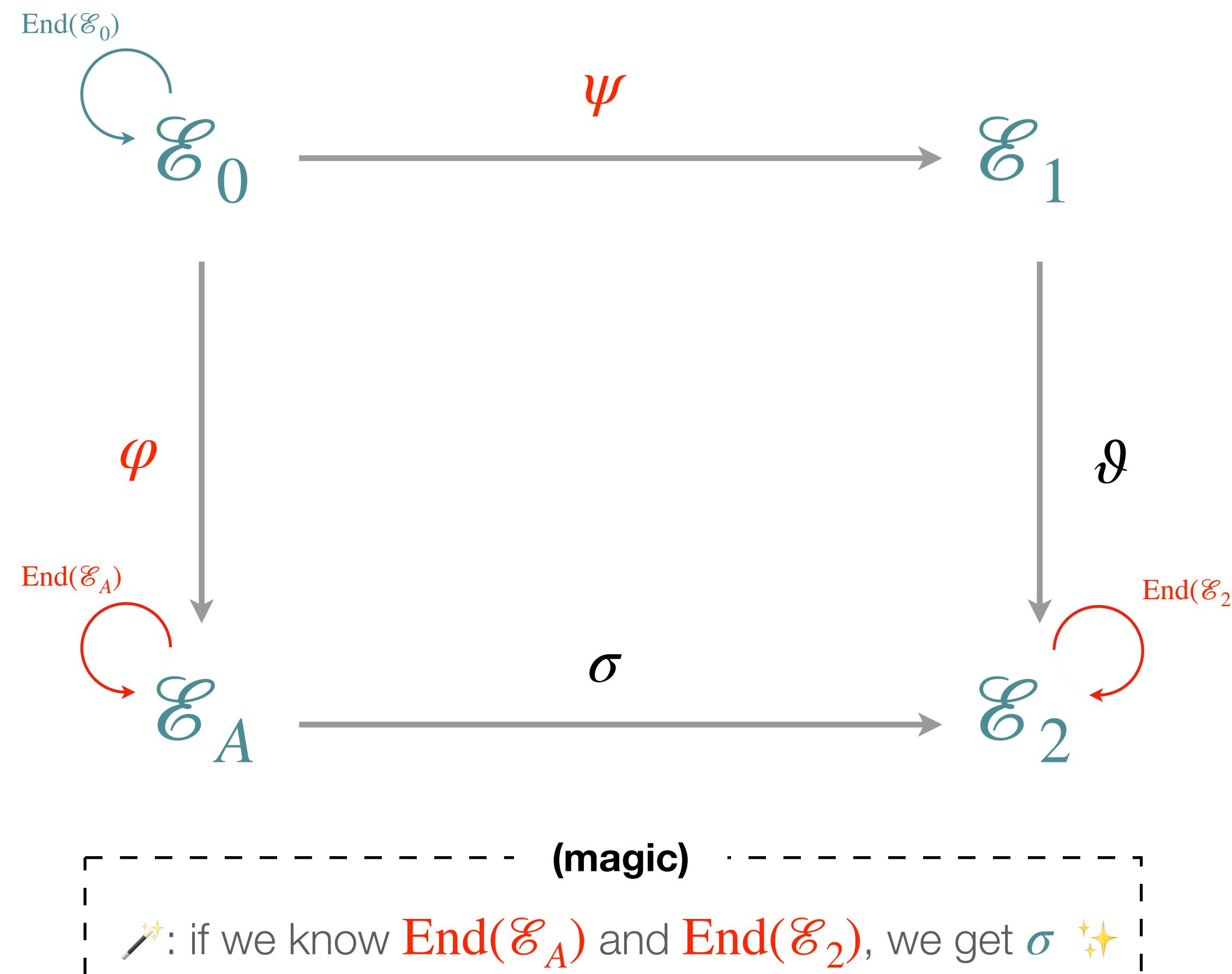
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3

But, we know $\text{End}(\mathcal{E}_0)$, so if we know φ, ψ, ϑ , we learn $\text{End}(\mathcal{E}_A), \text{End}(\mathcal{E}_2)$

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! Returning σ of specific degree, proves knowledge of φ

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Decomposing the square

$$\text{End}(\mathcal{E}) \xrightarrow{\sim} \mathcal{O}$$

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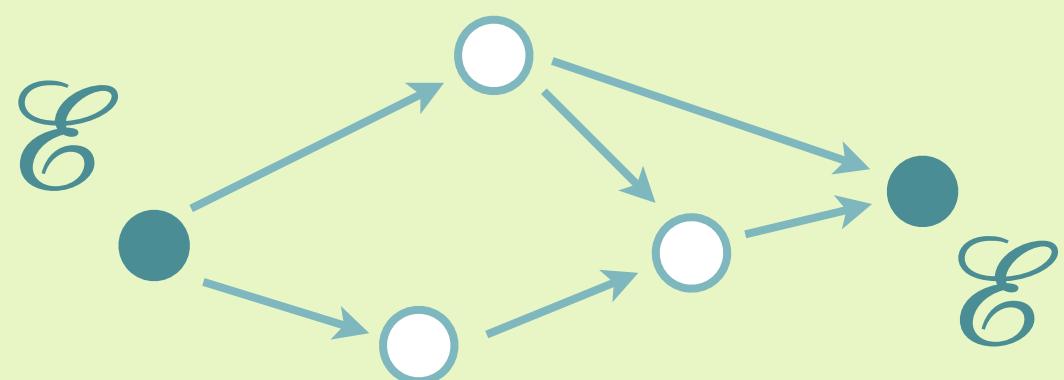


SQIsign2D, SQIsignXD...?

The Deuring correspondence transforms isogeny problems into quaternion problems

ISOGENY

- objects are **curves** \mathcal{E} , arrows are **isogenies** φ



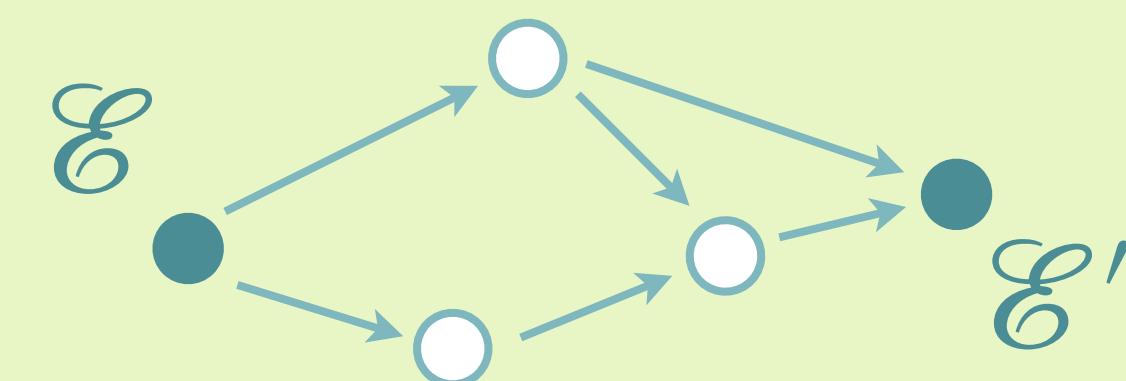
- arrows from \mathcal{E} to itself are **endomorphisms**,
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PART 2
Quaternions!

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QUATERNIONS

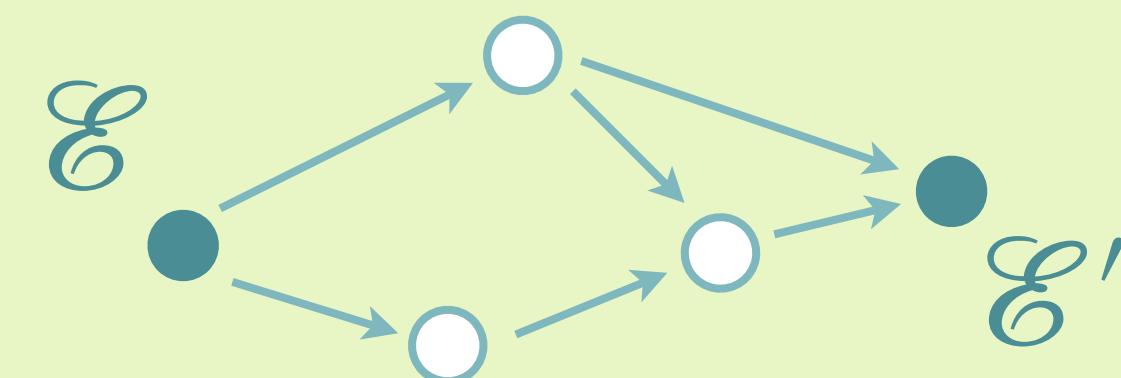
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- form a **non-commutative** algebra, like \mathbb{C} on steroids

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QUATERNIONS

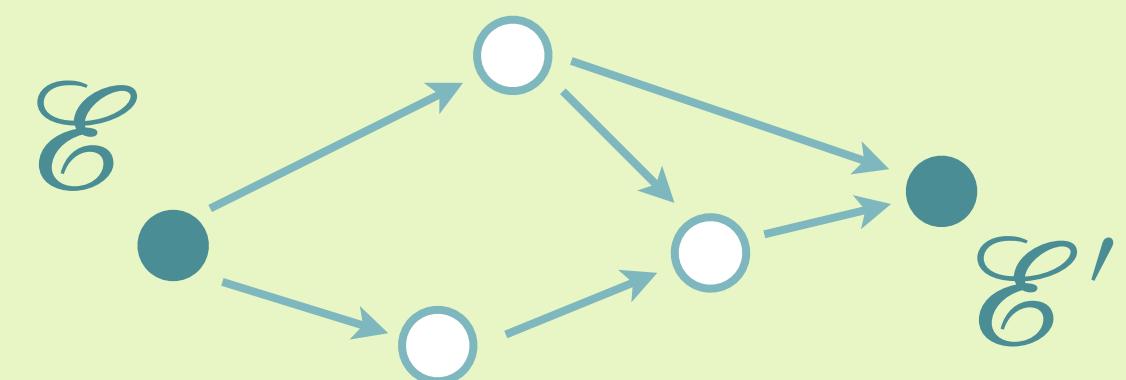
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- precise mathematical details for this talk not necessary, just think “different mathematical world”
- objects are **maximal orders** \mathcal{O} , arrows are **ideals** I

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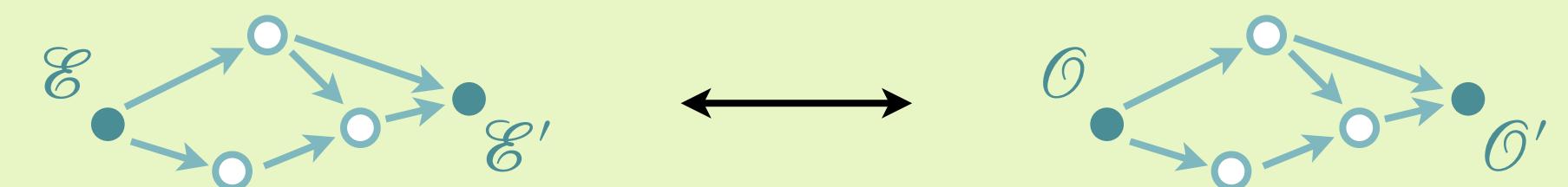
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- objects are **maximal orders** \mathcal{O} , arrows are **ideals** I
- **Thm. (Deuring, informal)**
Up to technical details, the world of isogenies and the world of maximal quat. orders are the same!

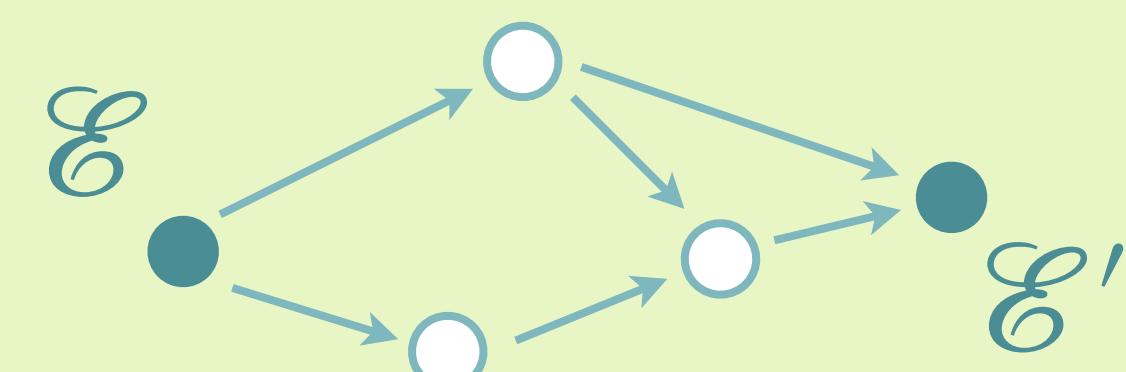


PART 2
Quaternions!

The Deuring correspondence transforms isogeny problems into quaternion problems

ISOGENY

- objects are **curves** \mathcal{E} , arrows are **isogenies** φ
- arrows from \mathcal{E} to itself are **endomorphisms**, the ring of these, $\text{End}(\mathcal{E})$ is very important for SQIsign, equal to the secret key
- if we know $\text{End}(\mathcal{E})$ and $\text{End}(\mathcal{E}')$, we can compute an arrow $\mathcal{E} \rightarrow \mathcal{E}'$

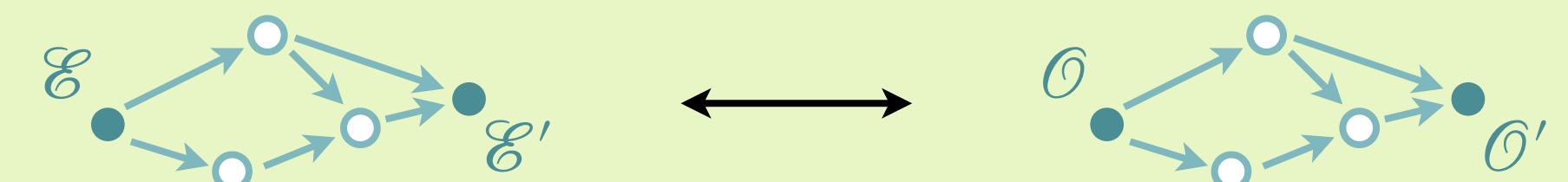


Deuring

$$\begin{array}{l} \mathcal{E} \mapsto \text{End}(\mathcal{E}) \\ \text{---} \\ \mathcal{O} \cong \text{End}(\mathcal{E}) \end{array}$$

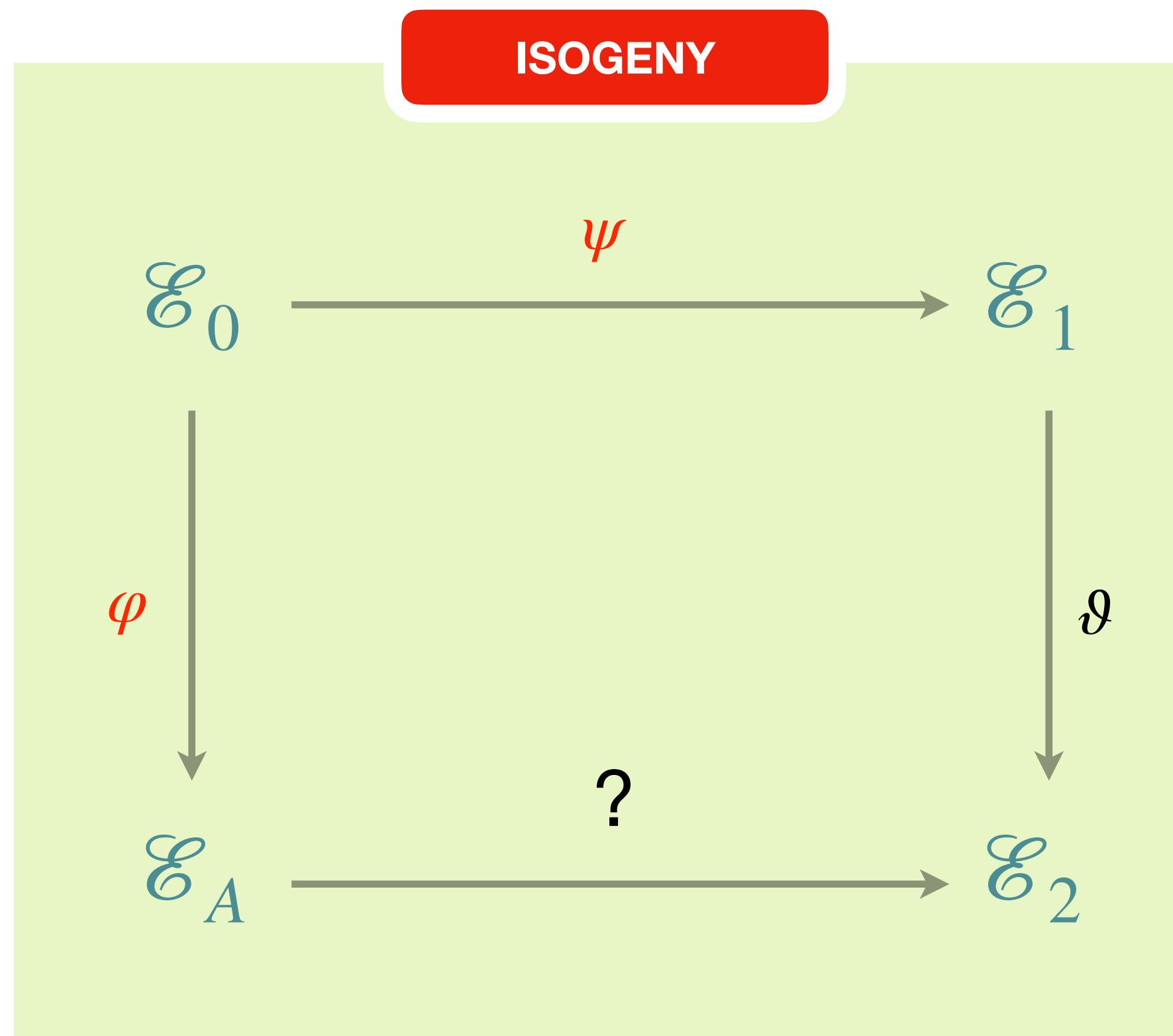
QUATERNIONS

- a **quaternion** looks like $\beta = a + b \cdot \mathbf{i} + c \cdot \mathbf{j} + d \cdot \mathbf{k}$ where $a, b, c, d \in \mathbb{Q}$ and $\mathbf{i}^2 = -1, \mathbf{j}^2 = p, \mathbf{k} = \mathbf{i} \cdot \mathbf{j}$
- form a **non-commutative** algebra, like \mathbb{C} on steroids
- precise mathematical details for this talk not necessary, just think “different mathematical world”
- objects are **maximal orders** \mathcal{O} , arrows are **ideals** I
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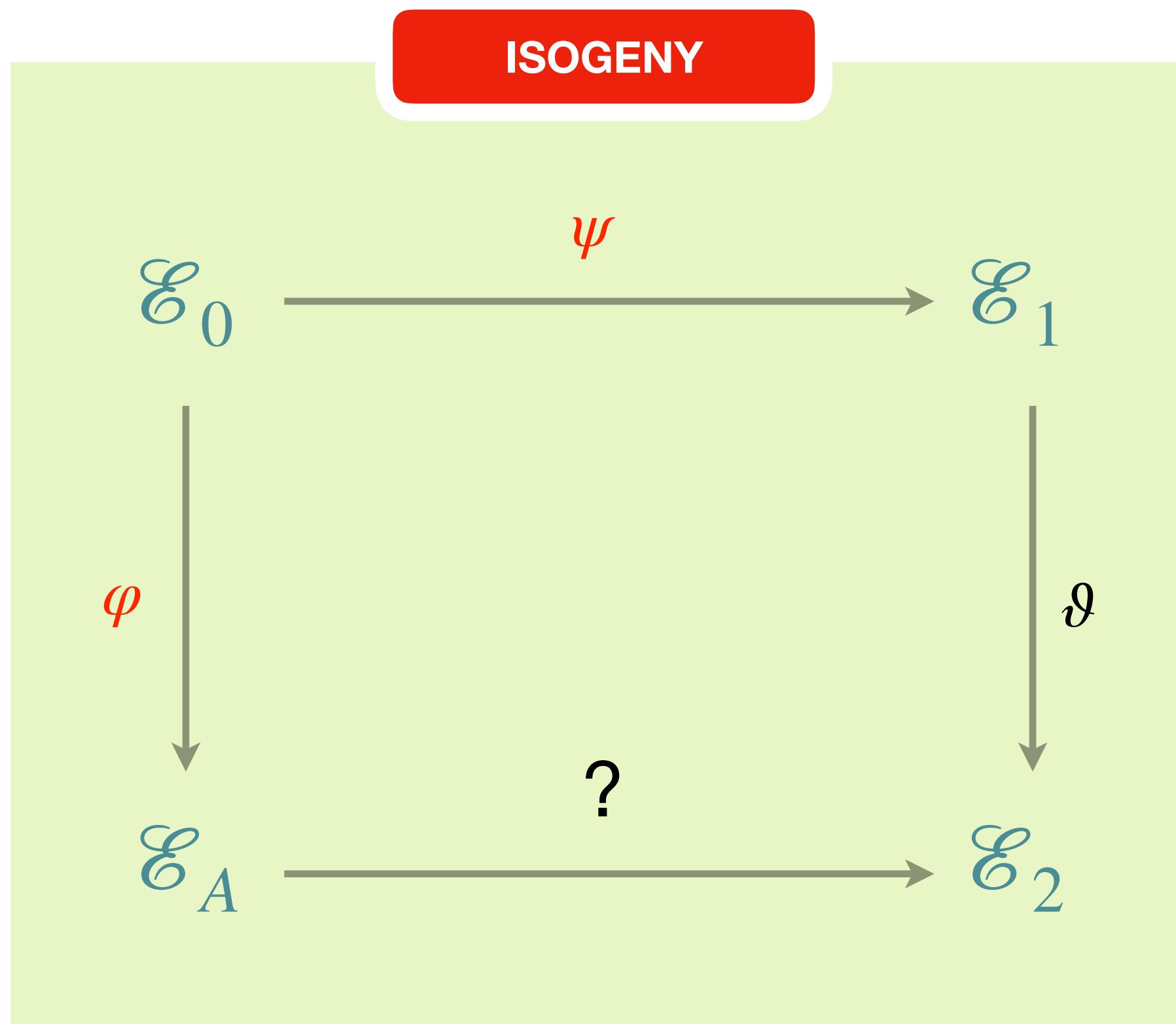
PART 2
Quaternions!

Translate the SQIsign square to the quaternion world:
finding $\mathcal{E} \rightarrow \mathcal{E}'$ becomes advanced linear algebra



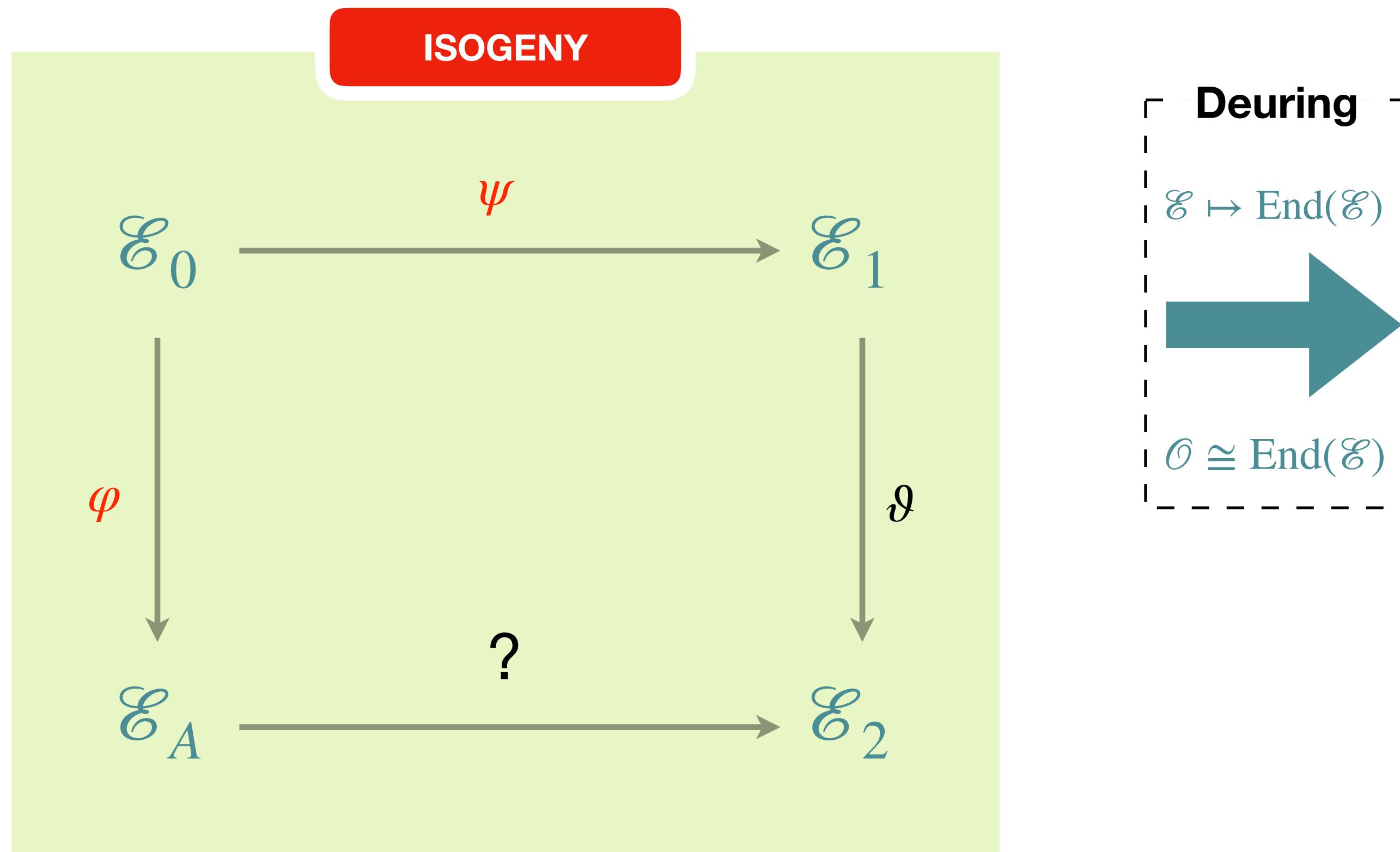
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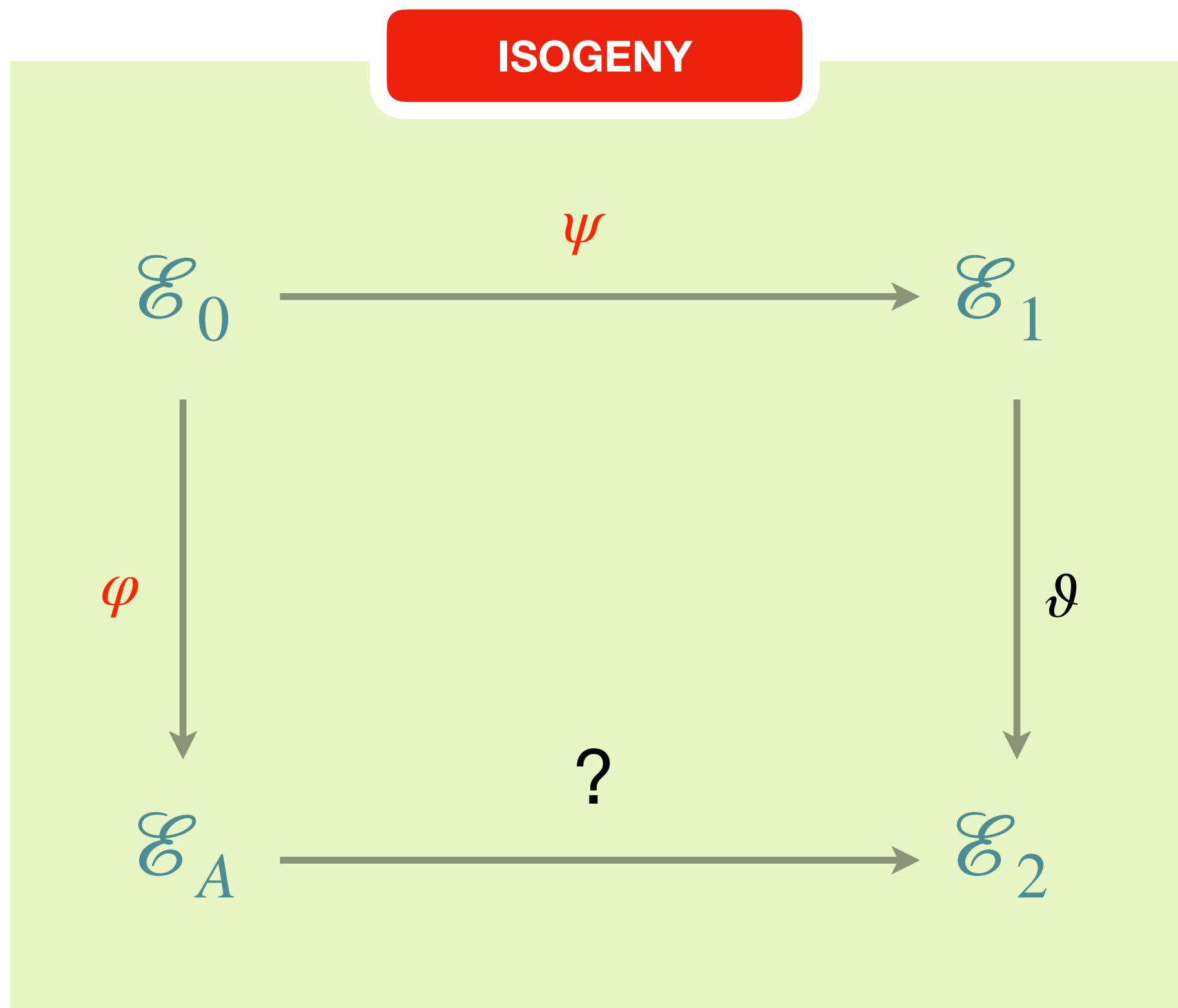
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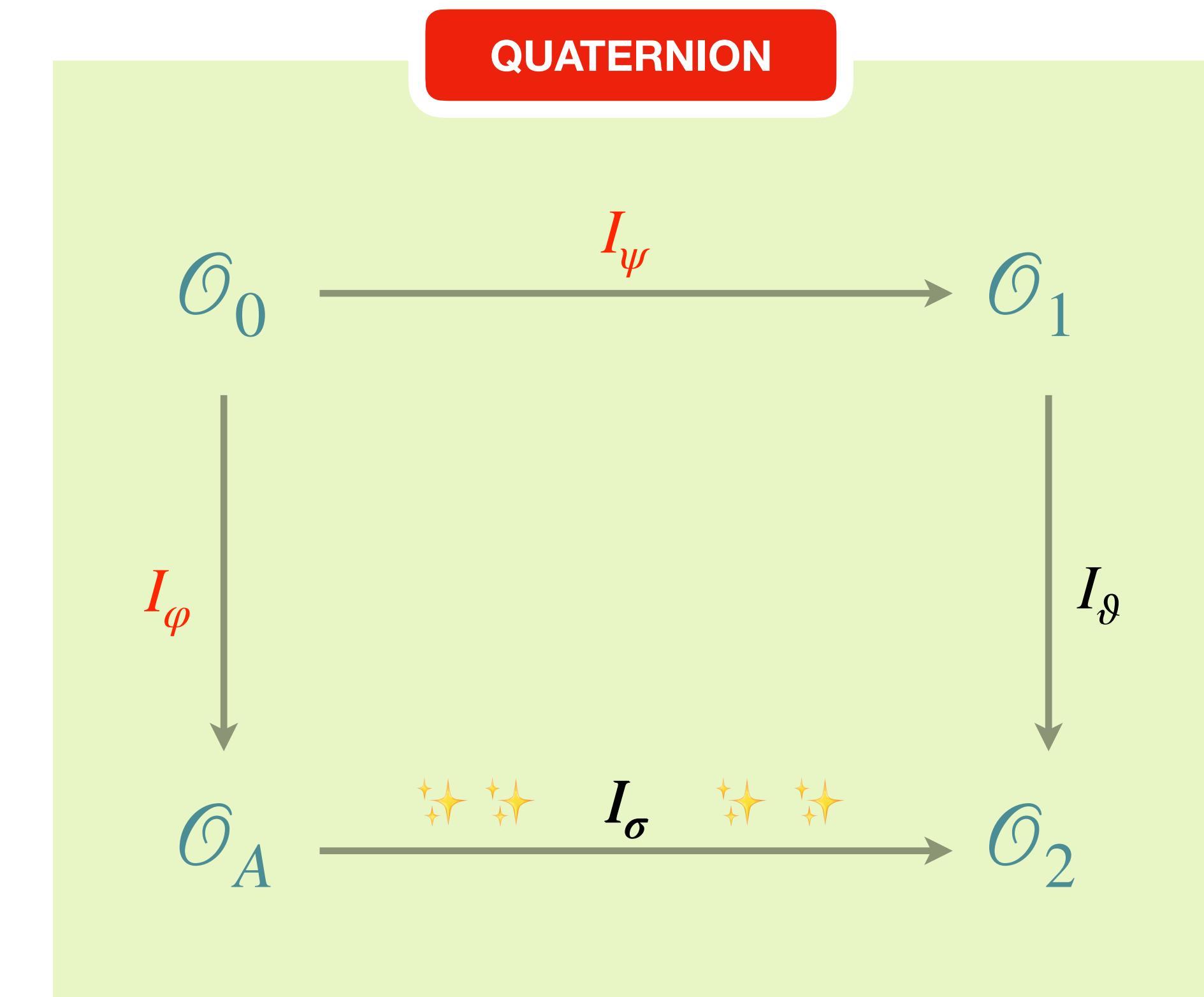
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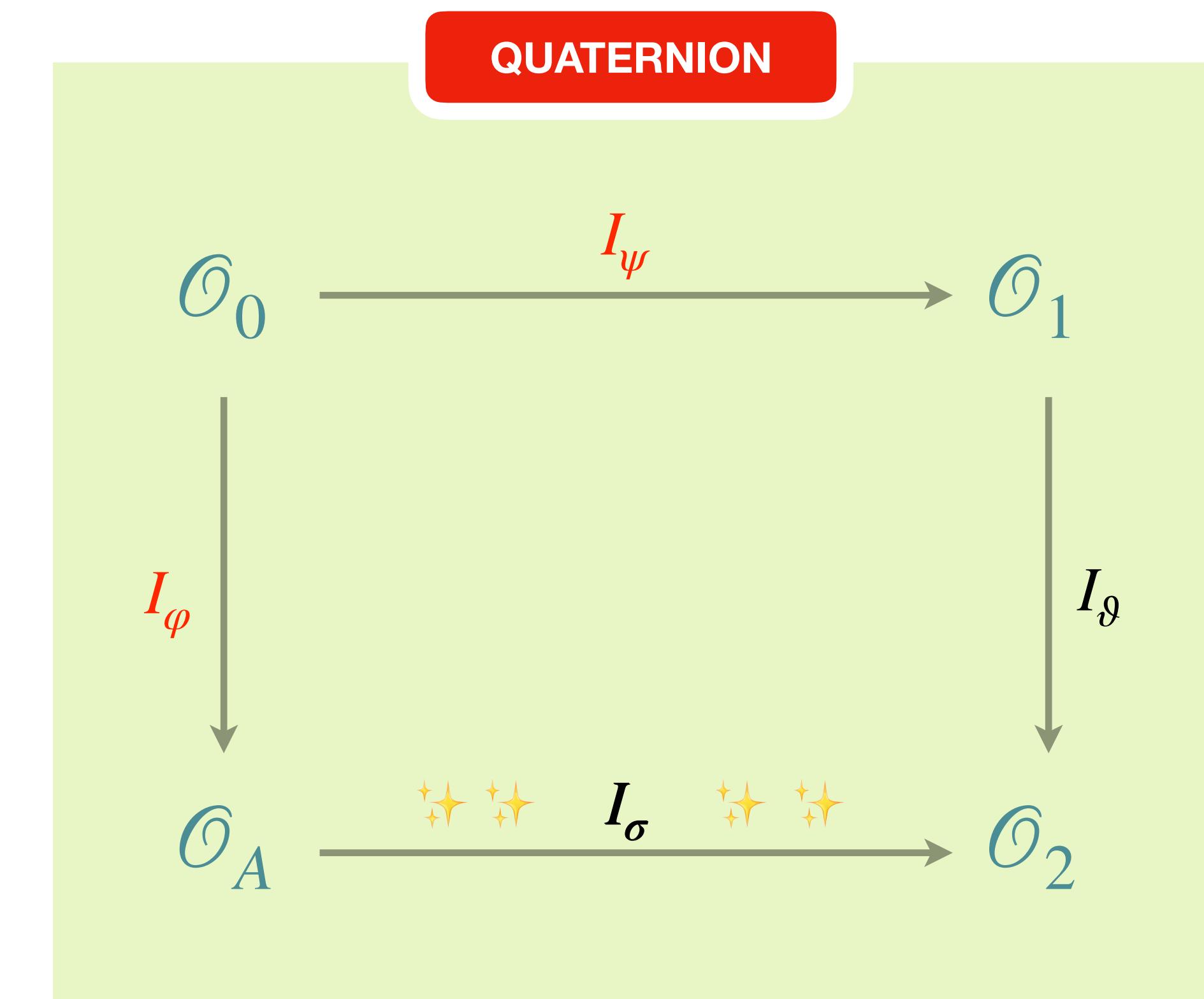
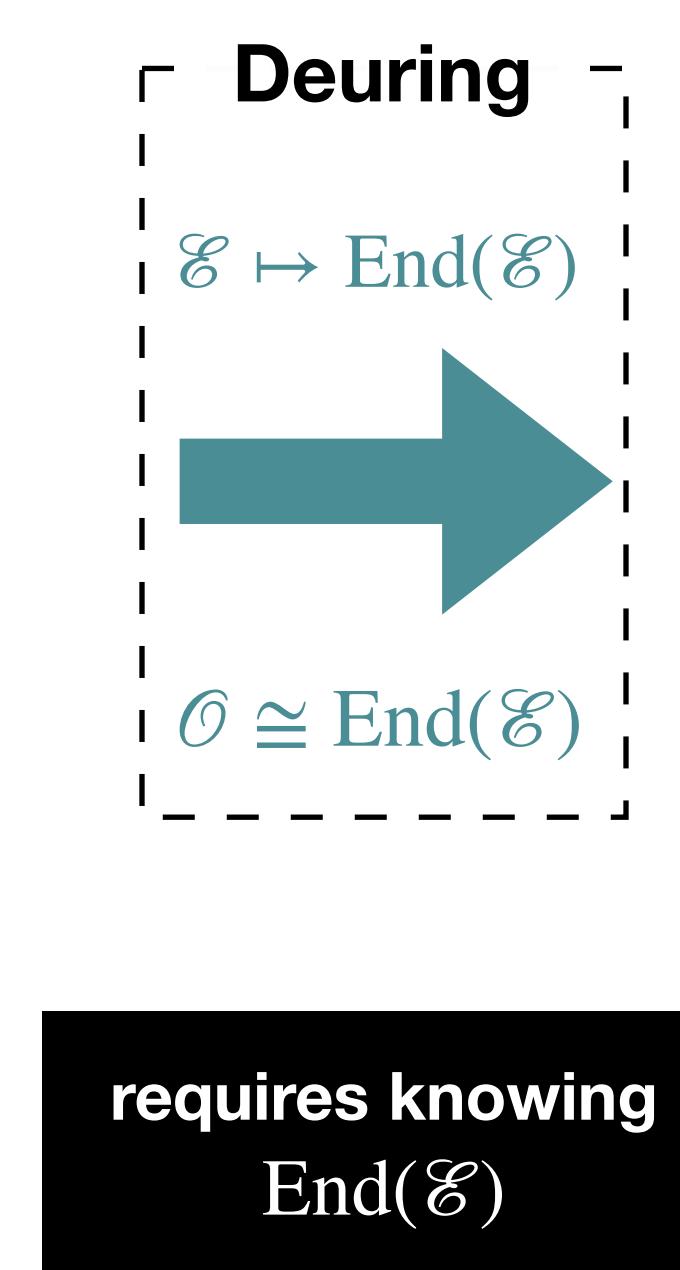
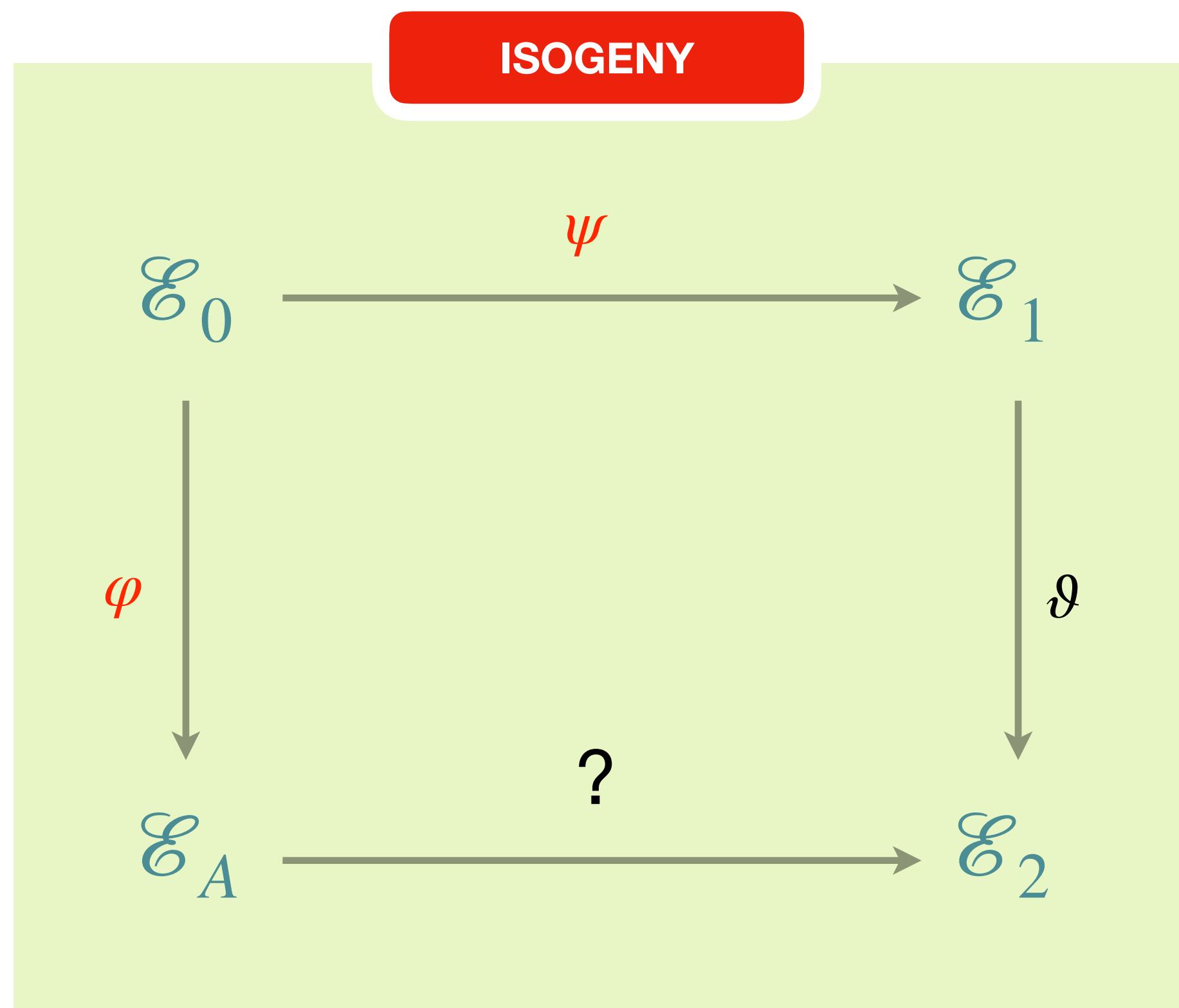
$$\mathcal{E} \hookrightarrow \text{End}(\mathcal{E})$$

↗

$$\mathcal{O} \cong \text{End}(\mathcal{E})$$


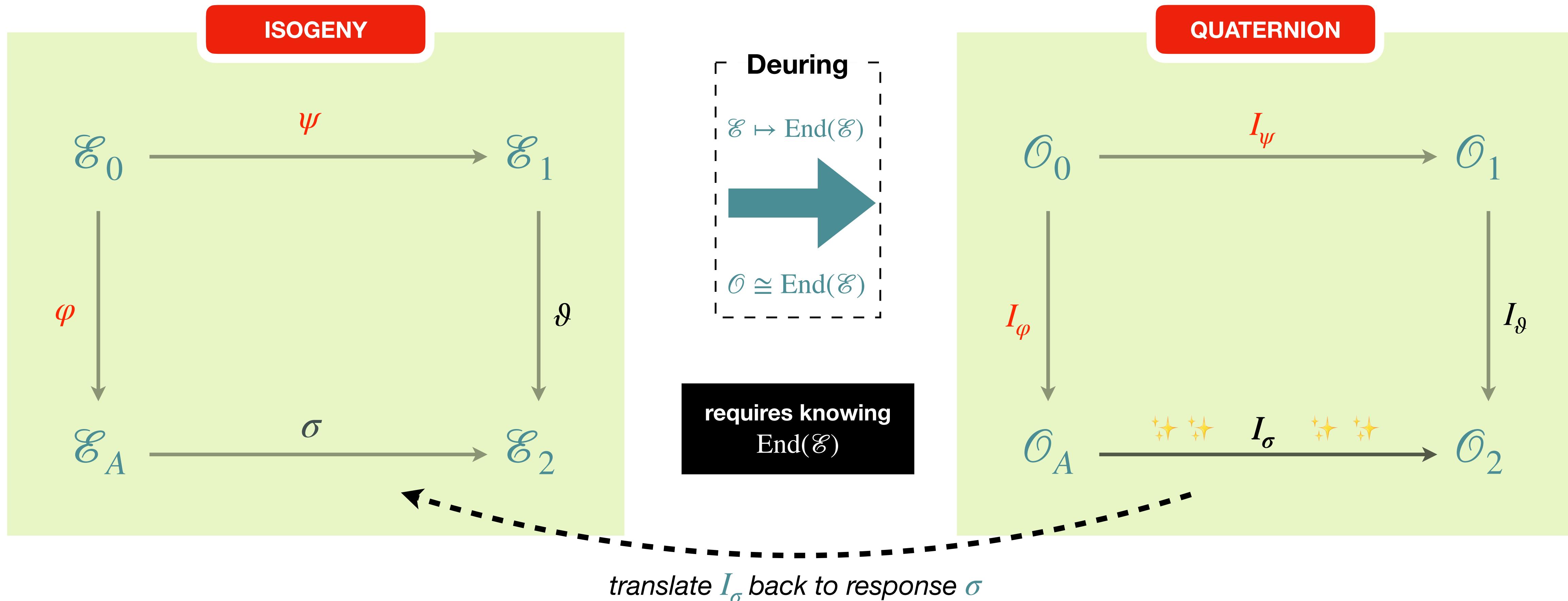
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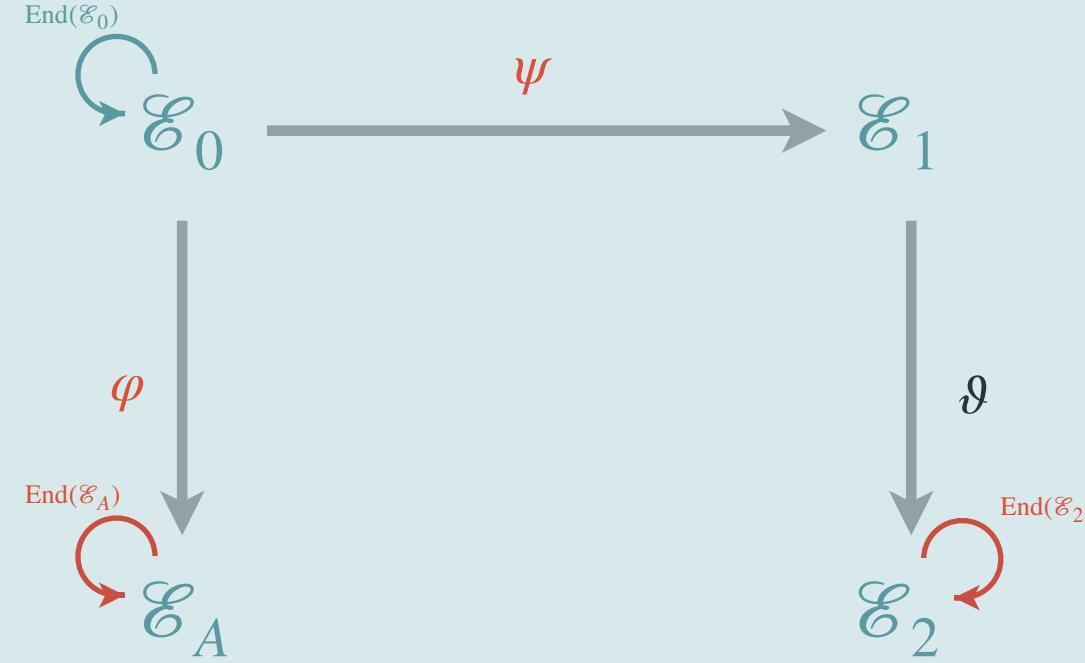
PART 2
Quaternions!

Main recipe for SQIsign: three challenges

0

SETUP

Build the square in the isogeny world, translate to the quaternion world



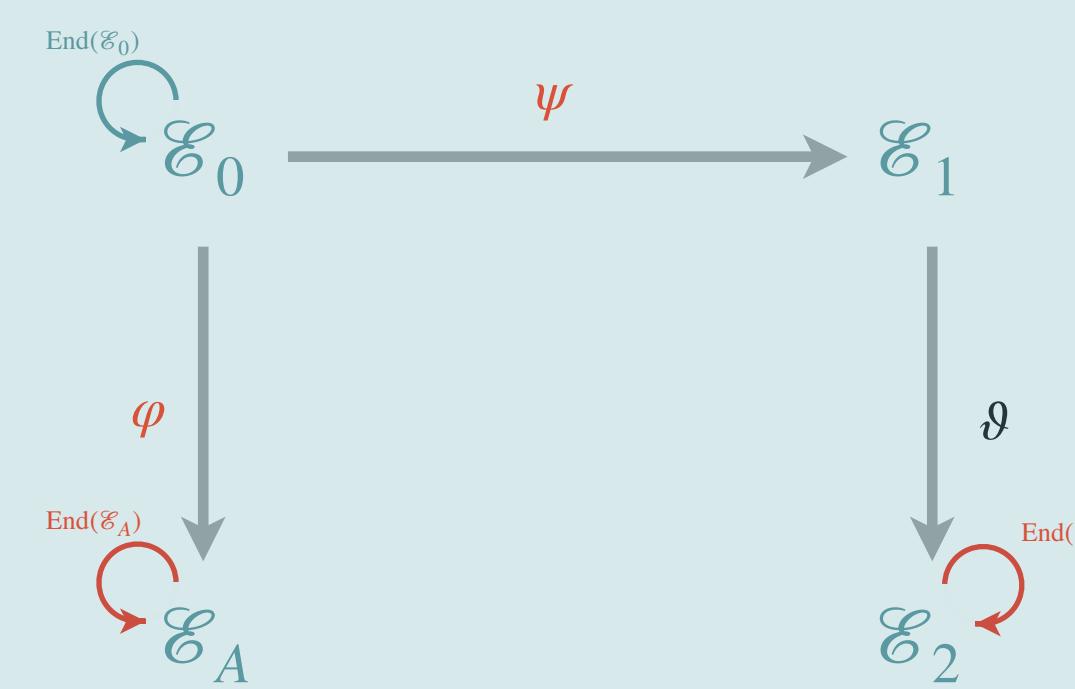
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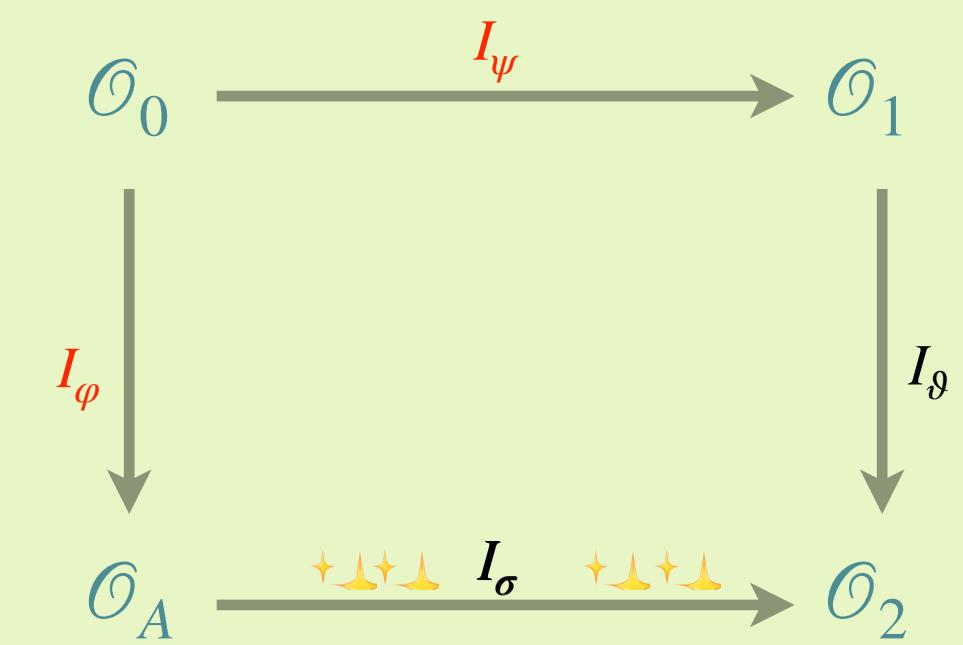
Build the square in the isogeny world, translate to the quaternion world



1

FIND IDEAL

Given the quaternion setup,
find the “right” ideal I_σ
up to some conditions



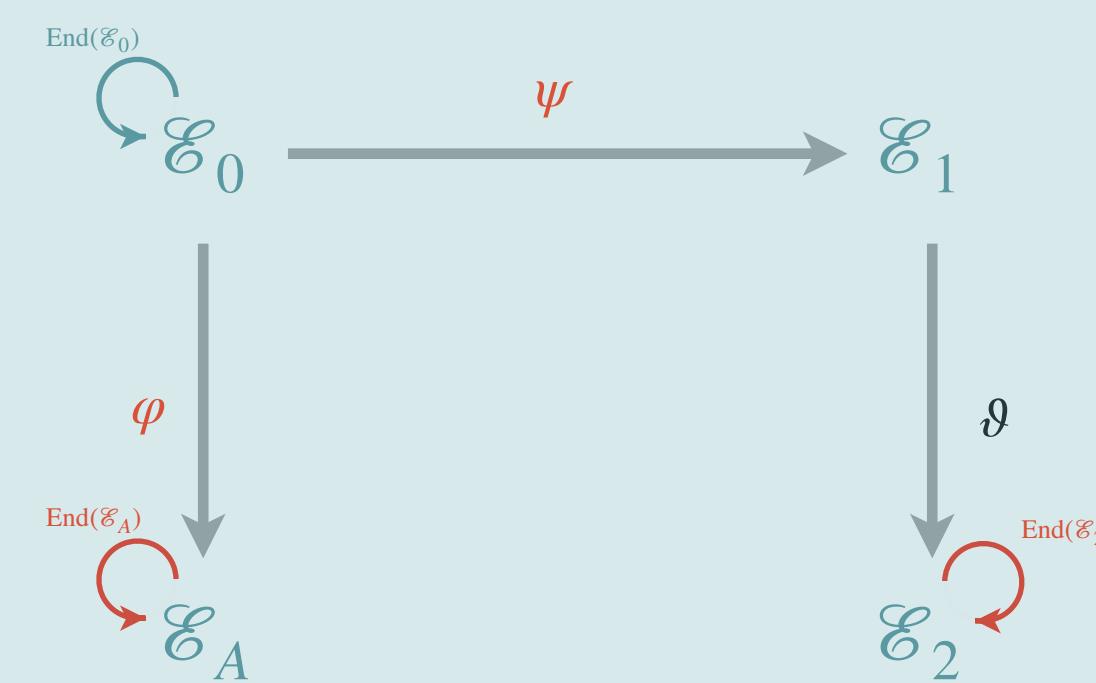
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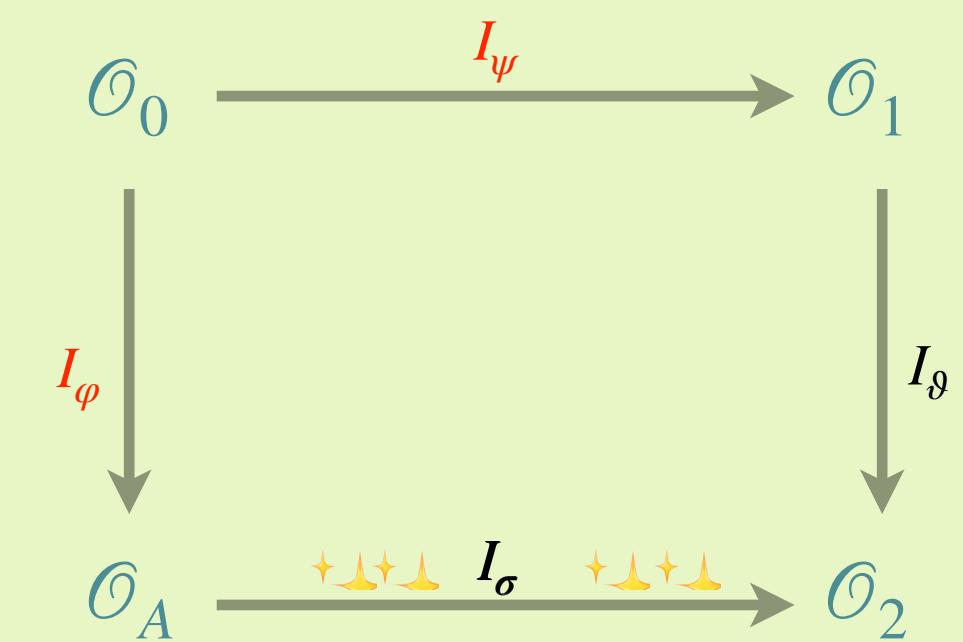
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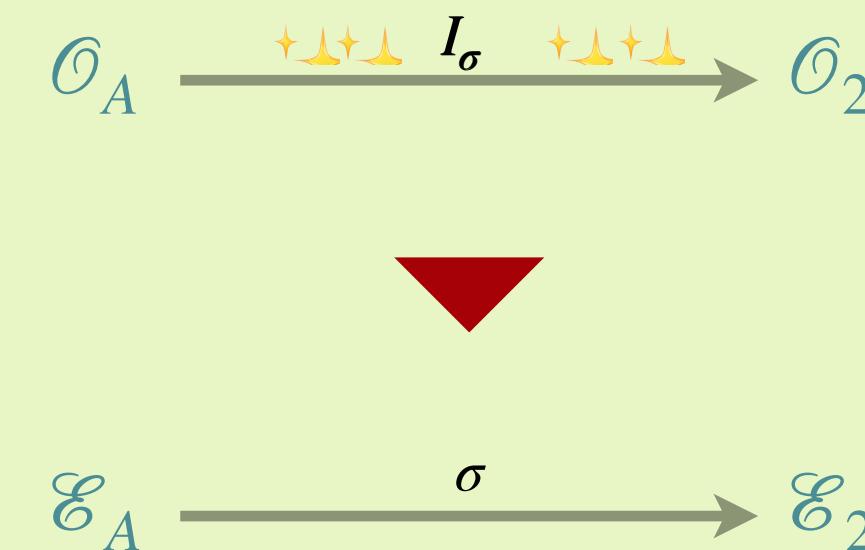


2

IDEAL TO ISOGENY

Given this ideal I_σ ,
translate back to an isogeny

$$\sigma : E_A \rightarrow E_2$$



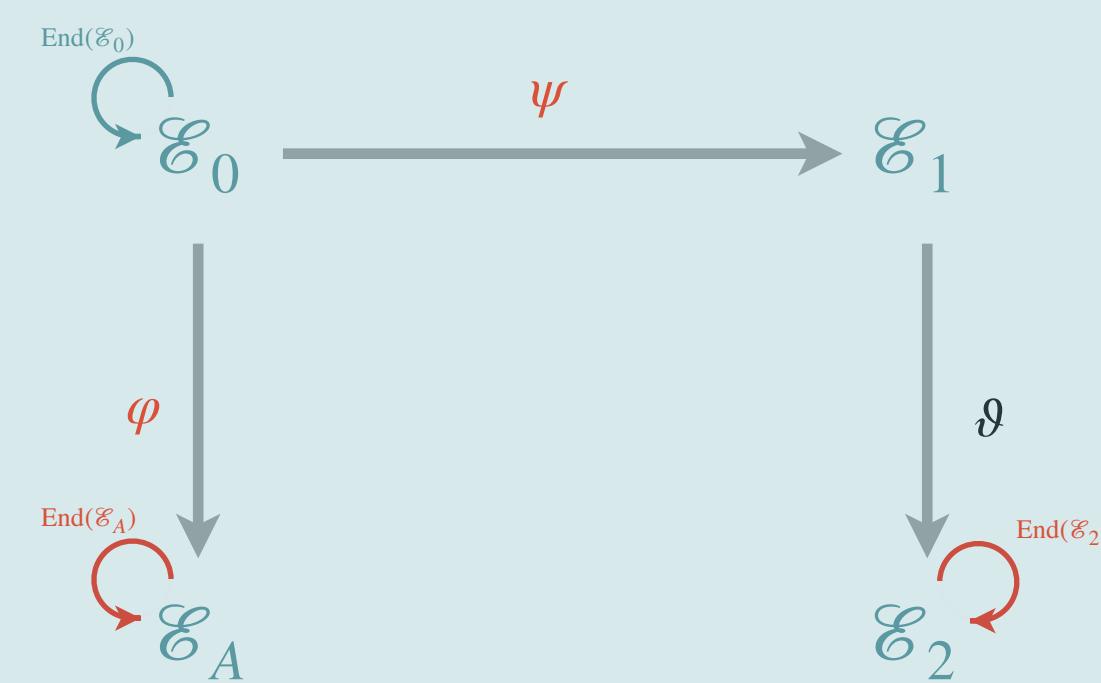
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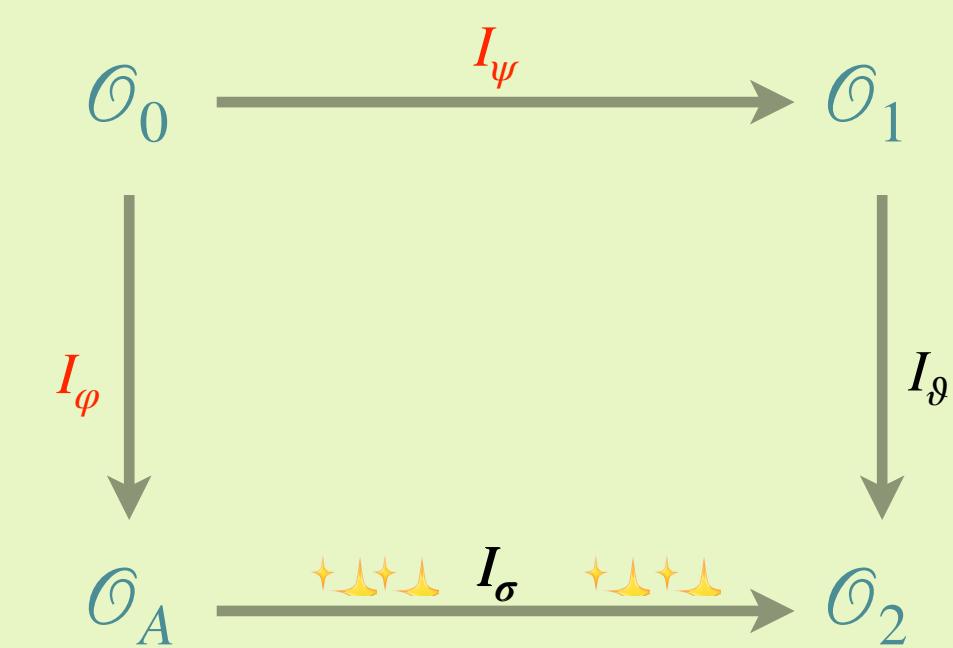
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FIND IDEAL

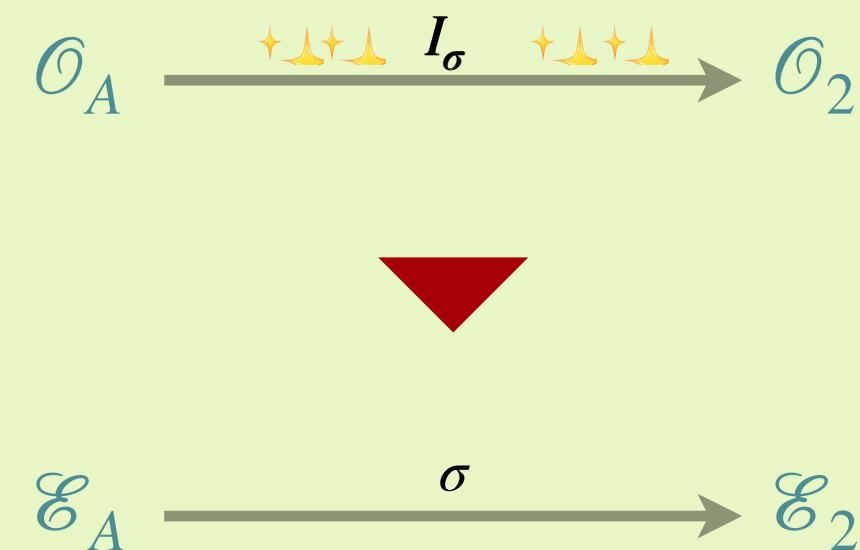
Given the quaternion setup, find the “right” ideal I_σ up to some conditions



2

IDEAL TO ISOGENY

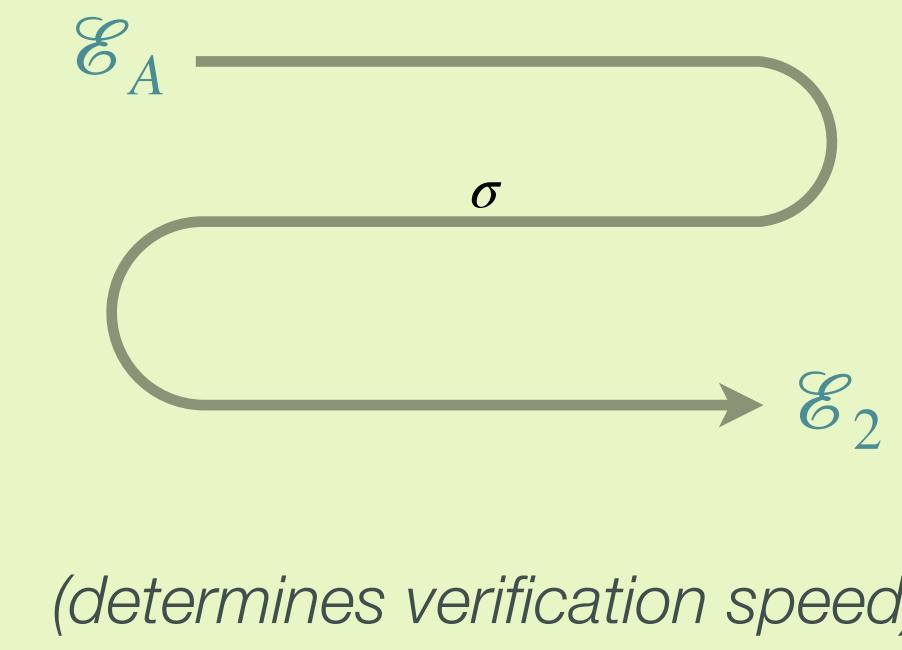
Given this ideal I_σ , translate back to an isogeny $\sigma : E_A \rightarrow E_2$



3

VERIFY

Compute the isogeny σ , which proves knowledge of the secret key φ



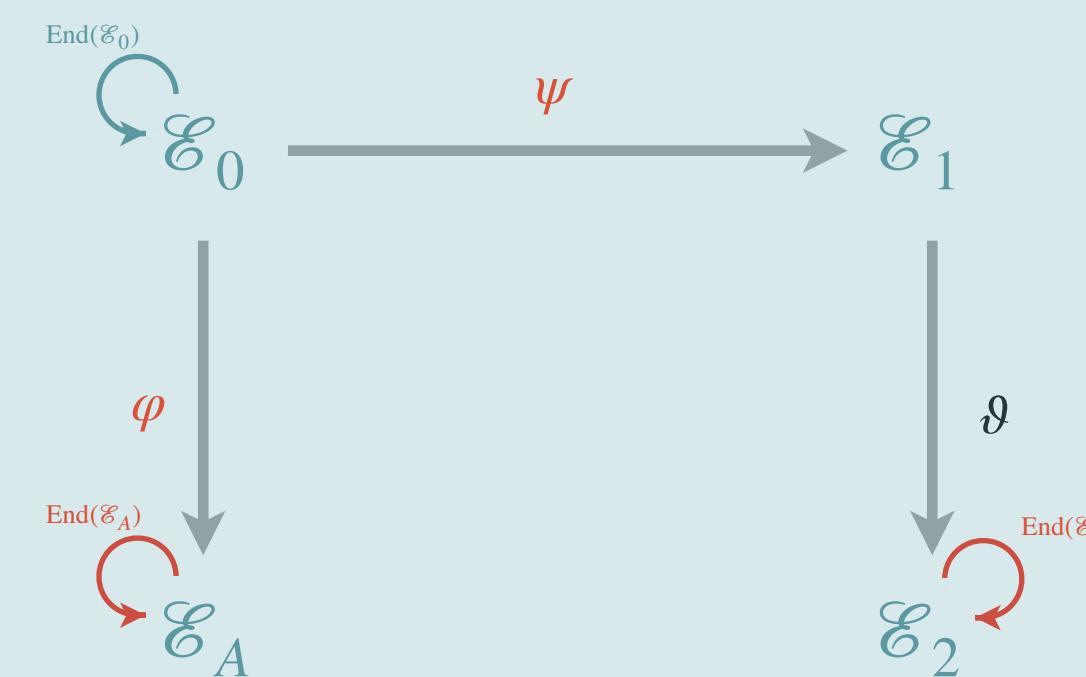
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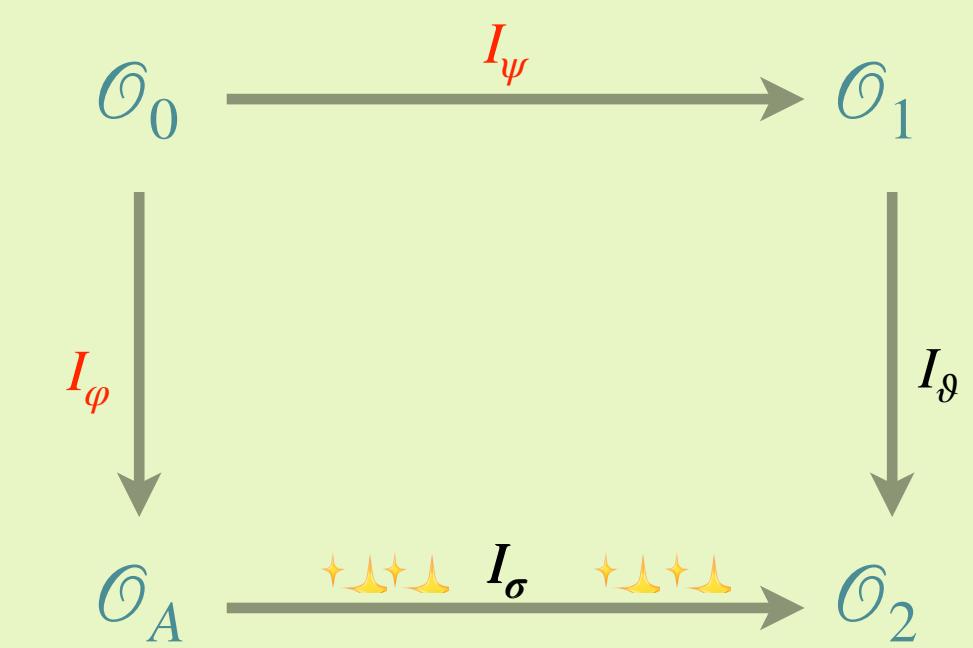
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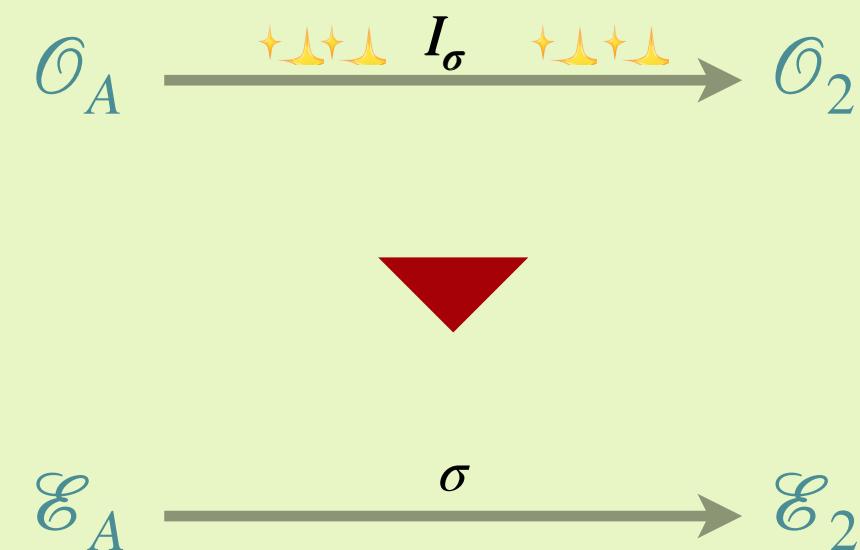
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IDEAL TO ISOGENY

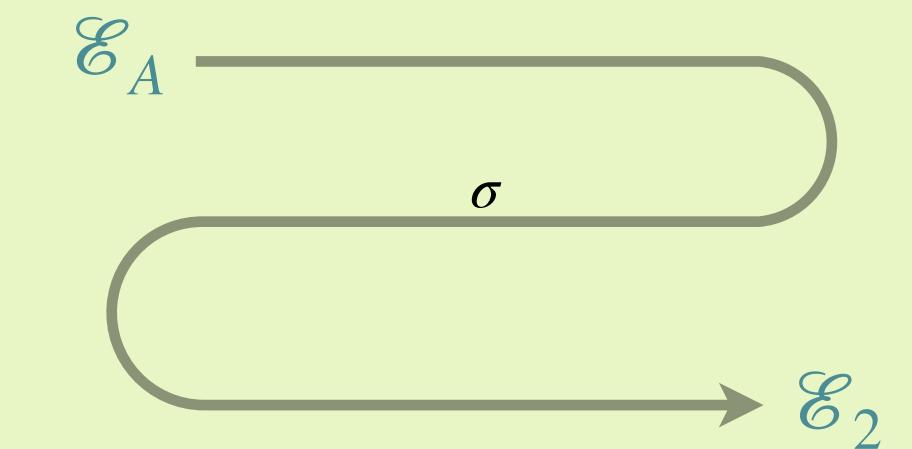
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Compute the isogeny σ ,
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(determines verification speed)

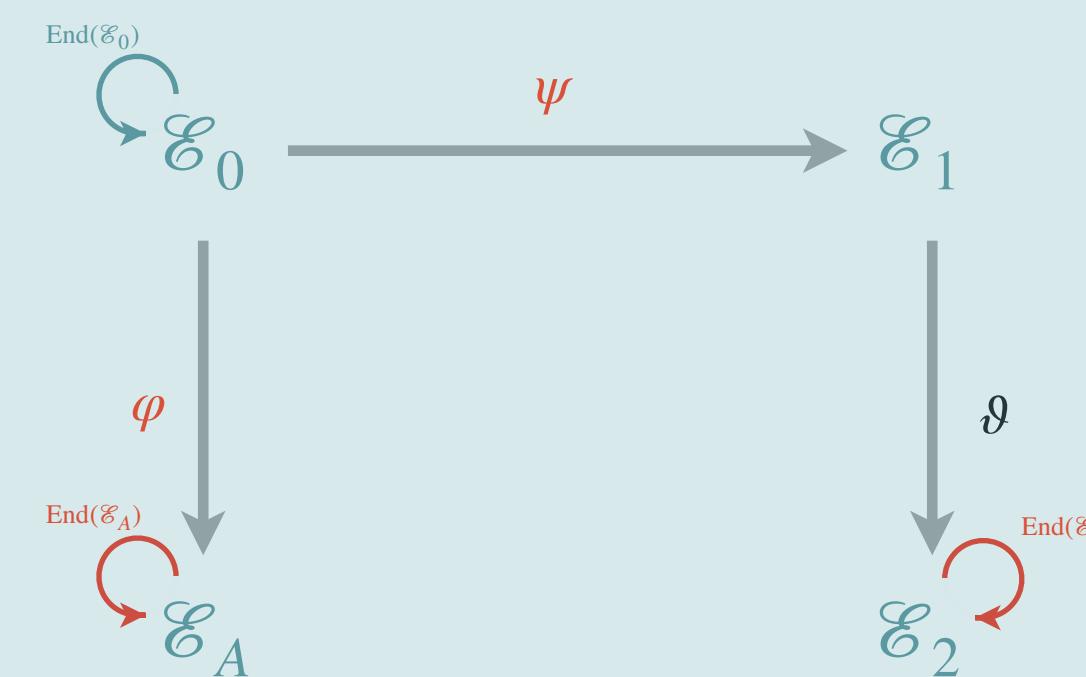
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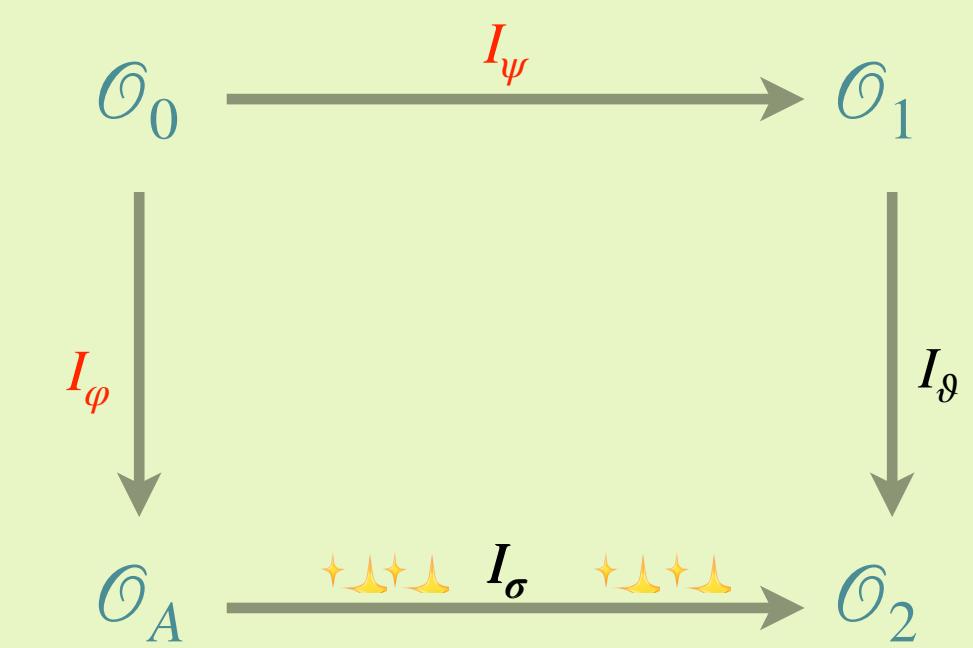
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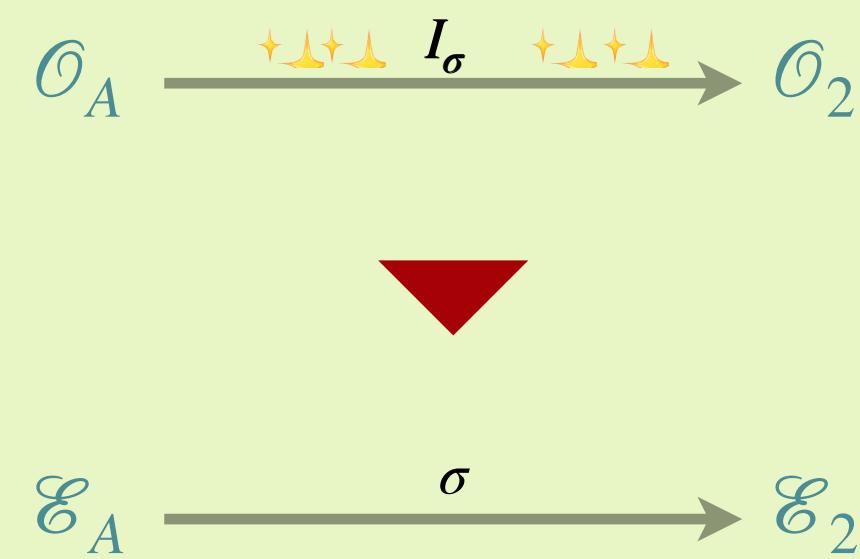
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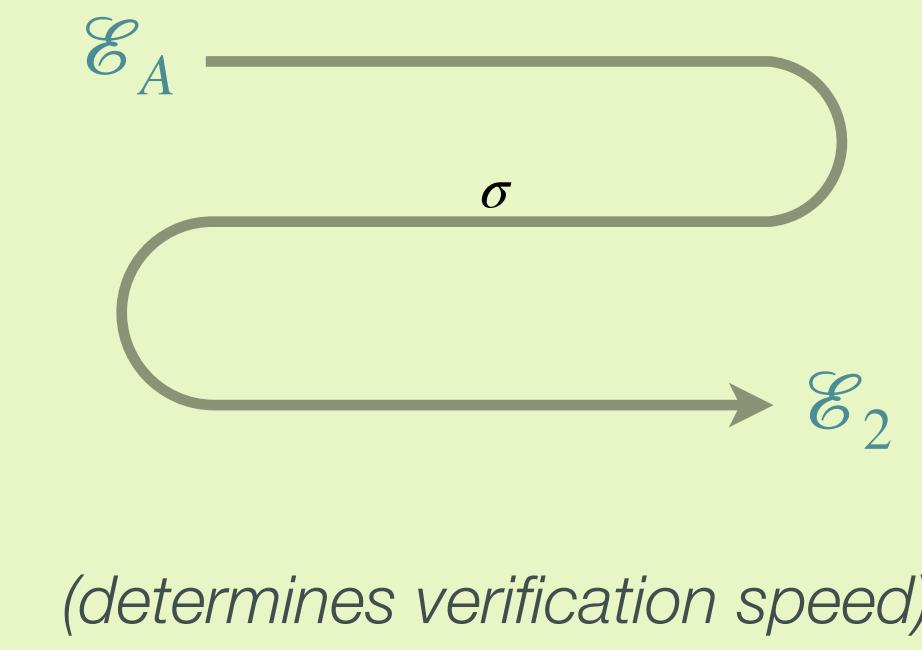
Given this ideal,
translate back to an isogeny
 $\sigma : E_A \rightarrow E_2$



3

VERIFY

Compute the isogeny σ ,
which proves knowledge
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Our plan for today

1

Making the square work...

$$\mathcal{E} \xrightarrow{\varphi} \mathcal{E}'$$

with isogenies!

2

Decomposing the square

$$\text{End}(\mathcal{E}) \xrightarrow{\sim} \mathcal{O}$$

with quaternions!

3

SQIsign, SQIsignHD



SQIsign2D, SQIsignXD...?

PART 3

The Variants

SQIsign

A new isogeny-based
signature scheme,
with **high soundness**.

2020

2022

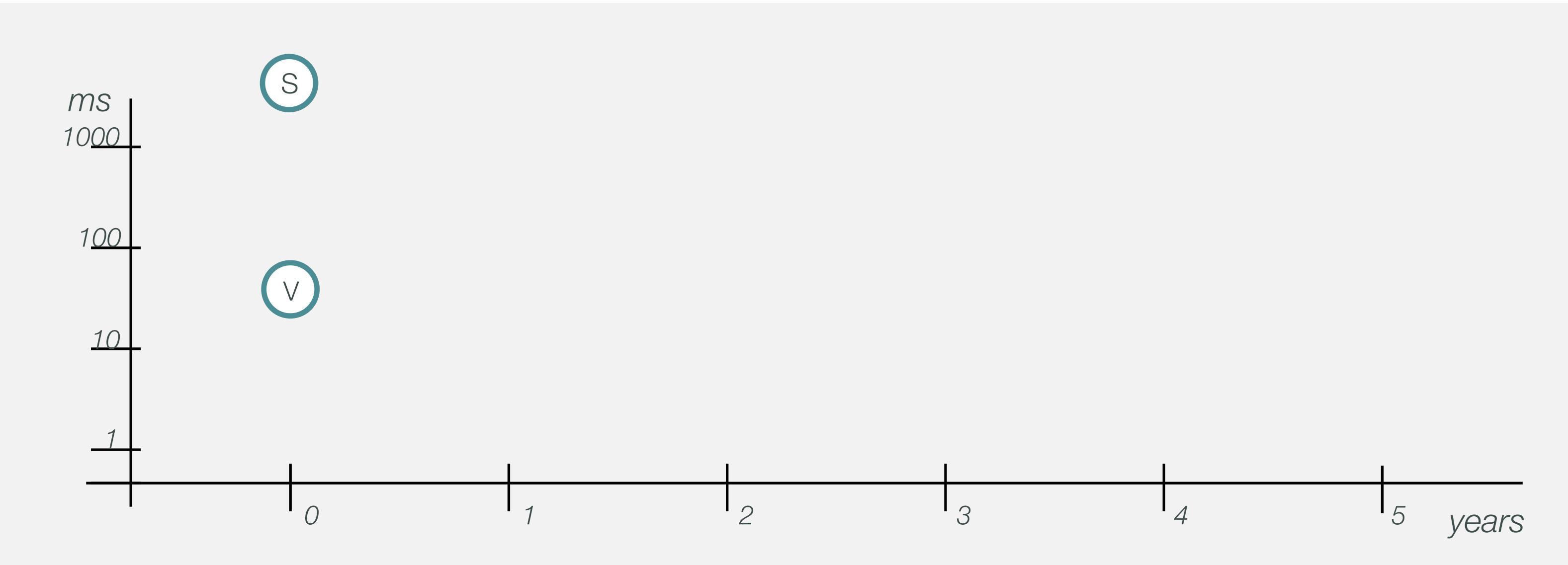
2023

2024

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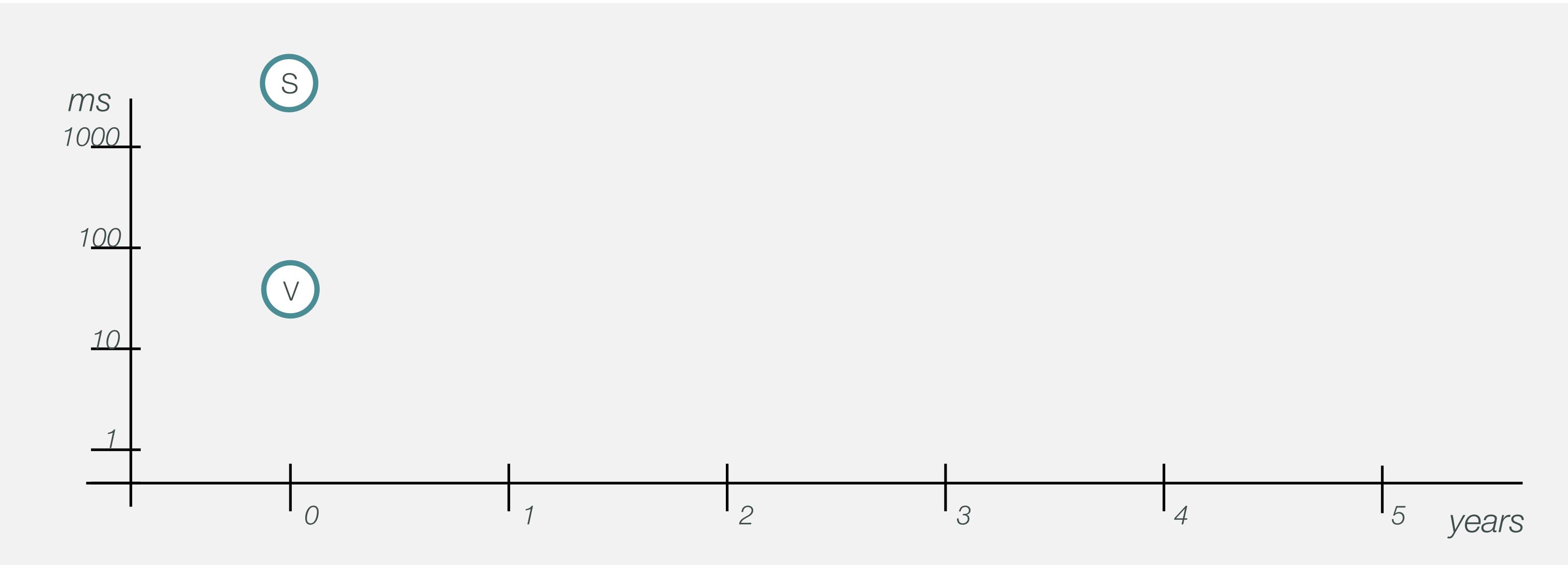
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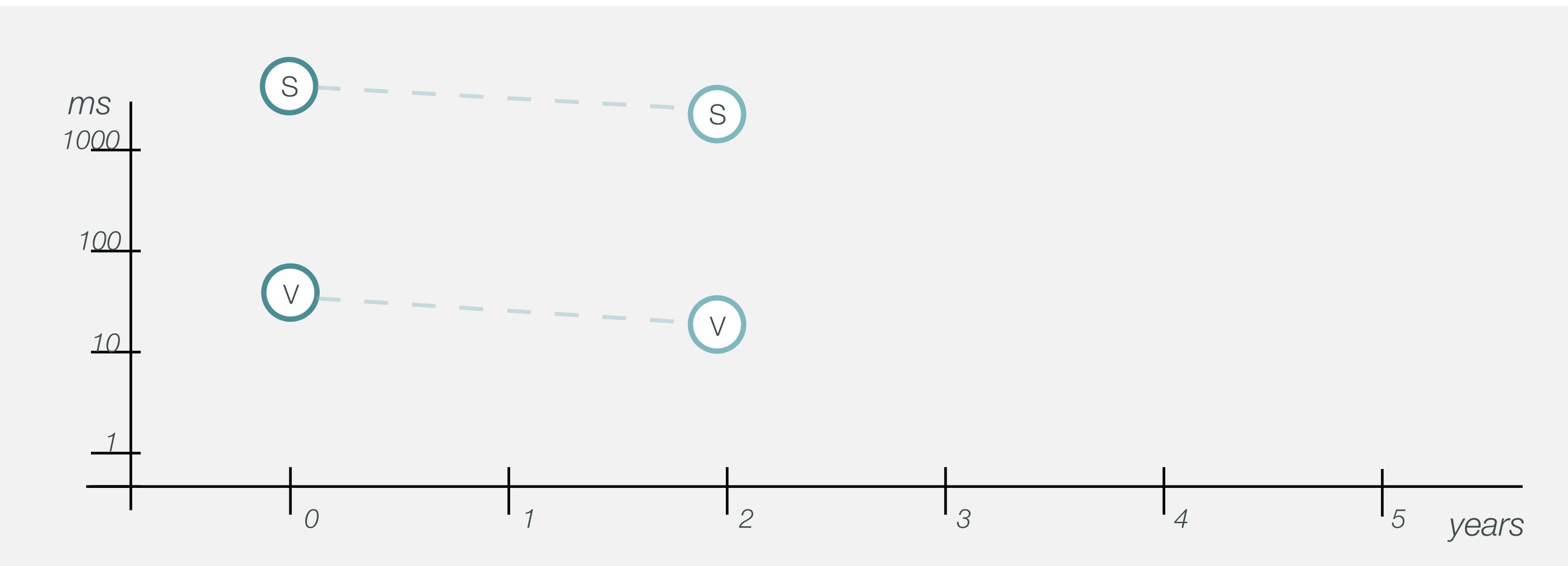
2023

2024

2025

- - - - summary - - - -
- | 1. **Find Ideal:** KLPT (magic)
- | 2. **Id-2-Isog:** Slow, tedious
- | 3. **Verify:** deg. 2^{1000} isogeny
- - - - -

PART 3 The Variants



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SQIsign2

A new algorithm to translate ideals to isogenies.

2020

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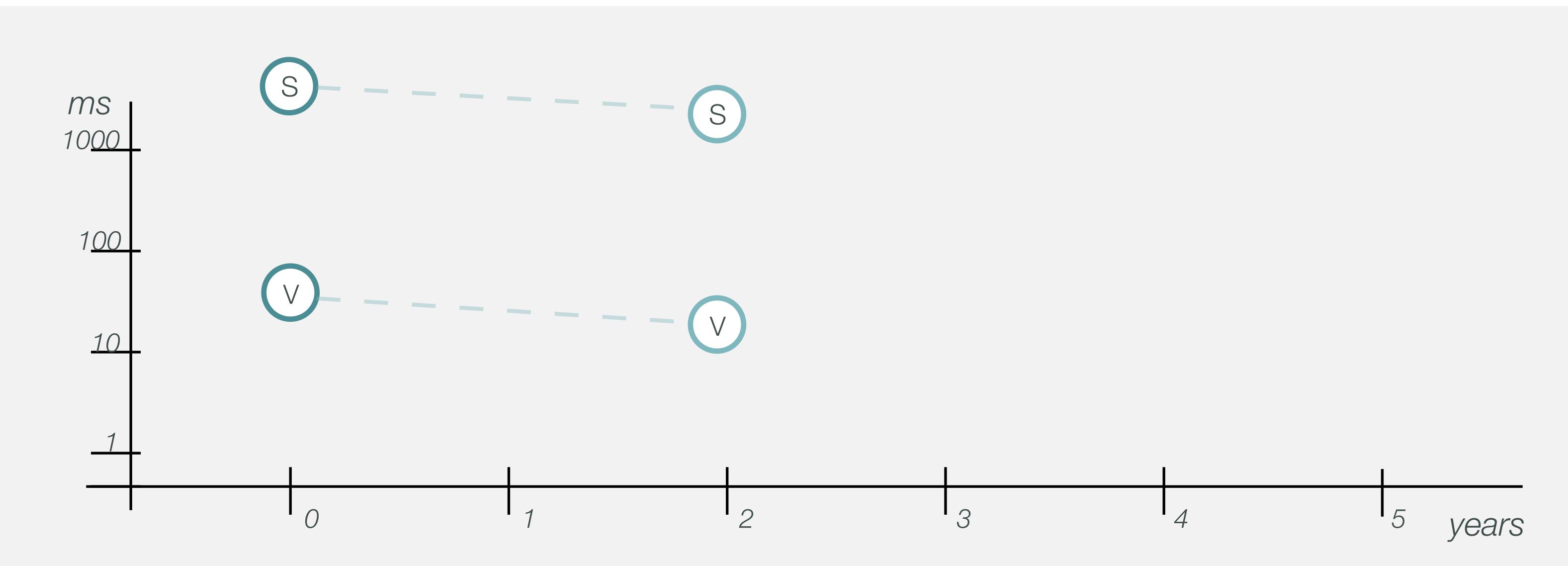
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summary

- 1. **Find Ideal:** KLPT (magic)
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- 3. **Verify:** deg. 2^{1000} isogeny

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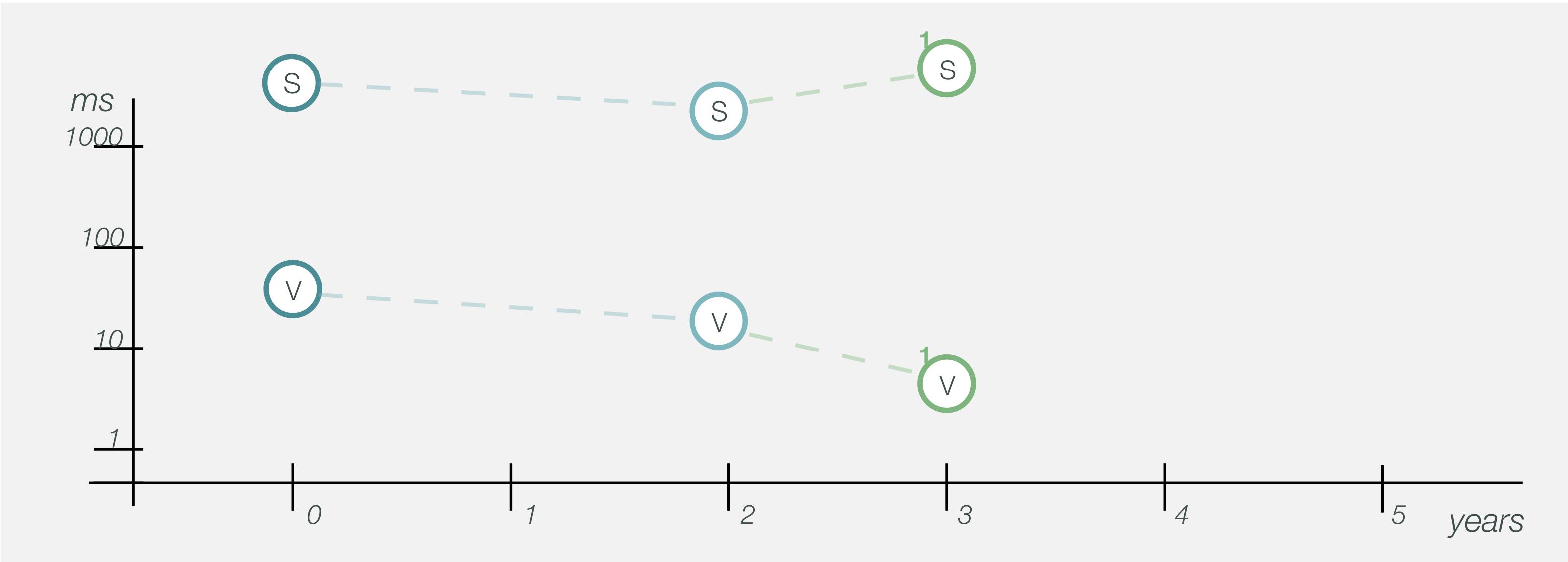
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SIKE breaks

SIKE was destroyed using **HD isogenies** in the summer of 2022.

PART 3 The Variants



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AprèsSQI

Signing is slow anyway... Push verification to **maximal efficiency!**

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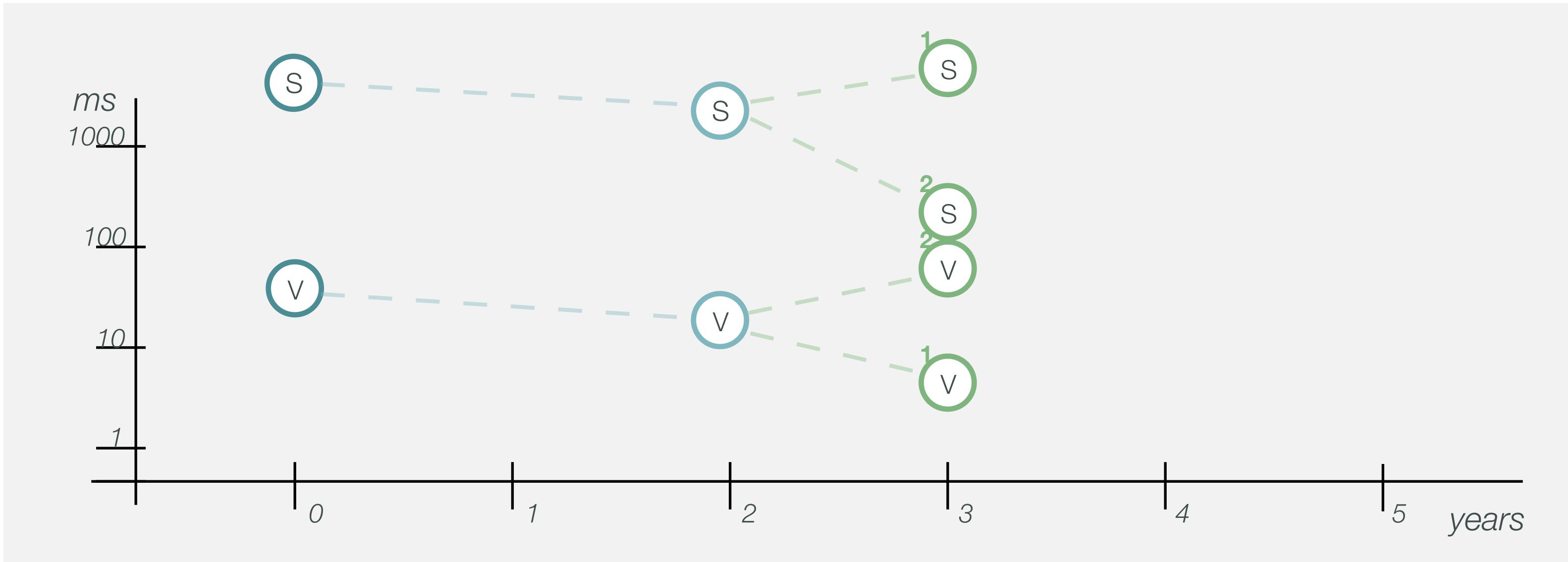
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summary

- 1. **Find Ideal:** HD (easy!)
- 2. **Id-2-Isog:** Almost trivial
- 3. **Verify:** SLOW 4D isogeny

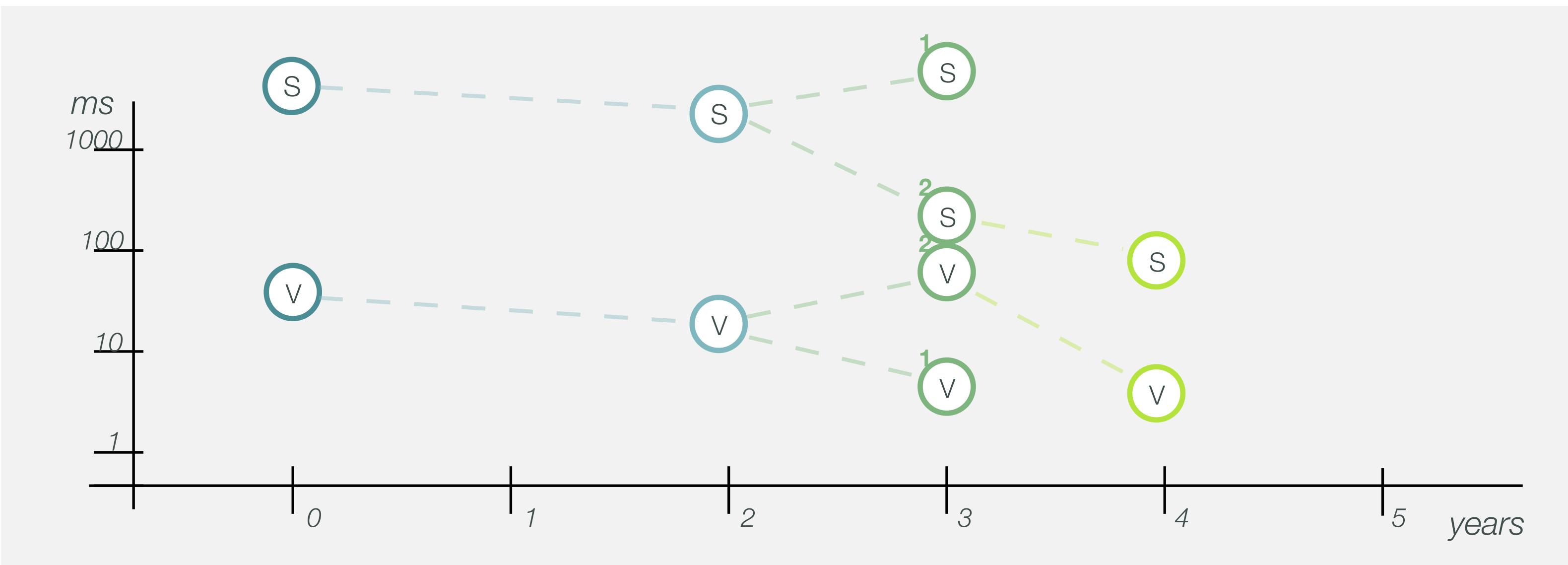
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Represent the response as **HD isogeny**. Requires 4/8-dimensions.

PART 3 The Variants



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2020

- - - summary - - -
- 1. **Find Ideal:** HD (easy!)
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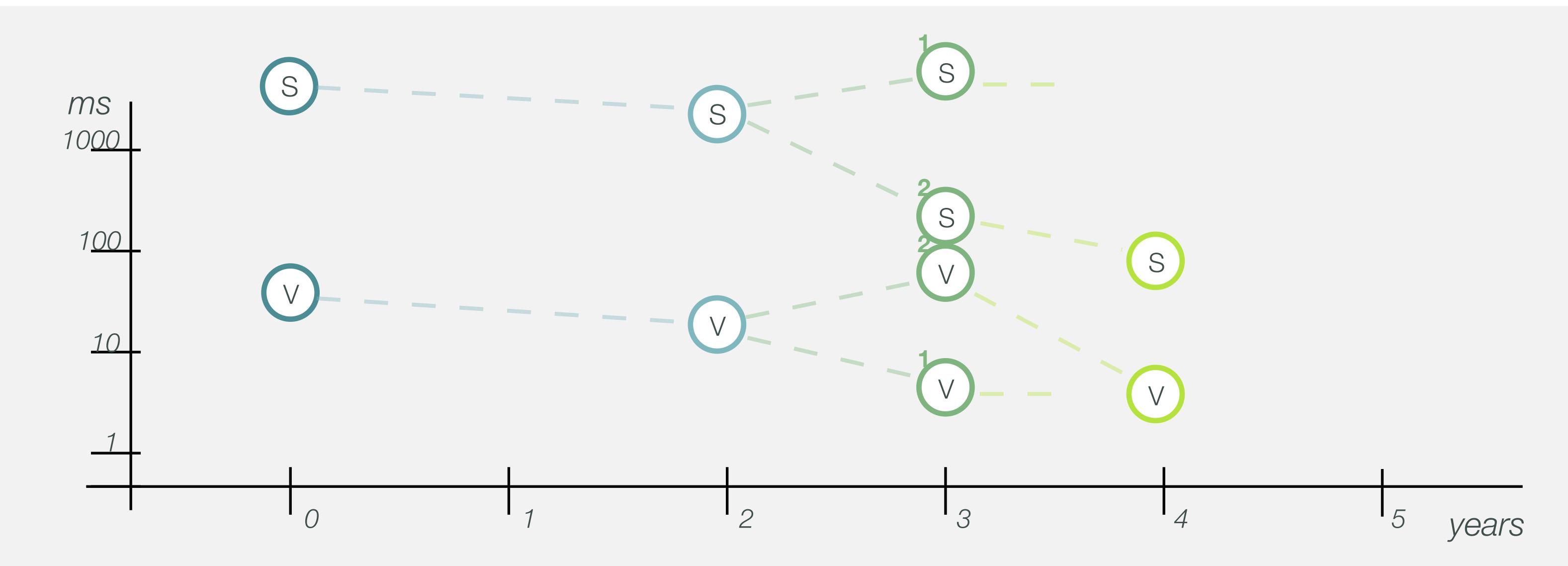
2024

Going 2D

Adapt SQIsignHD to enable verification with **2D isogenies**

2025

PART 3 The Variants



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What about 1D?

Is there still any use for one-dimensional SQIsign? Should we always do 2D?

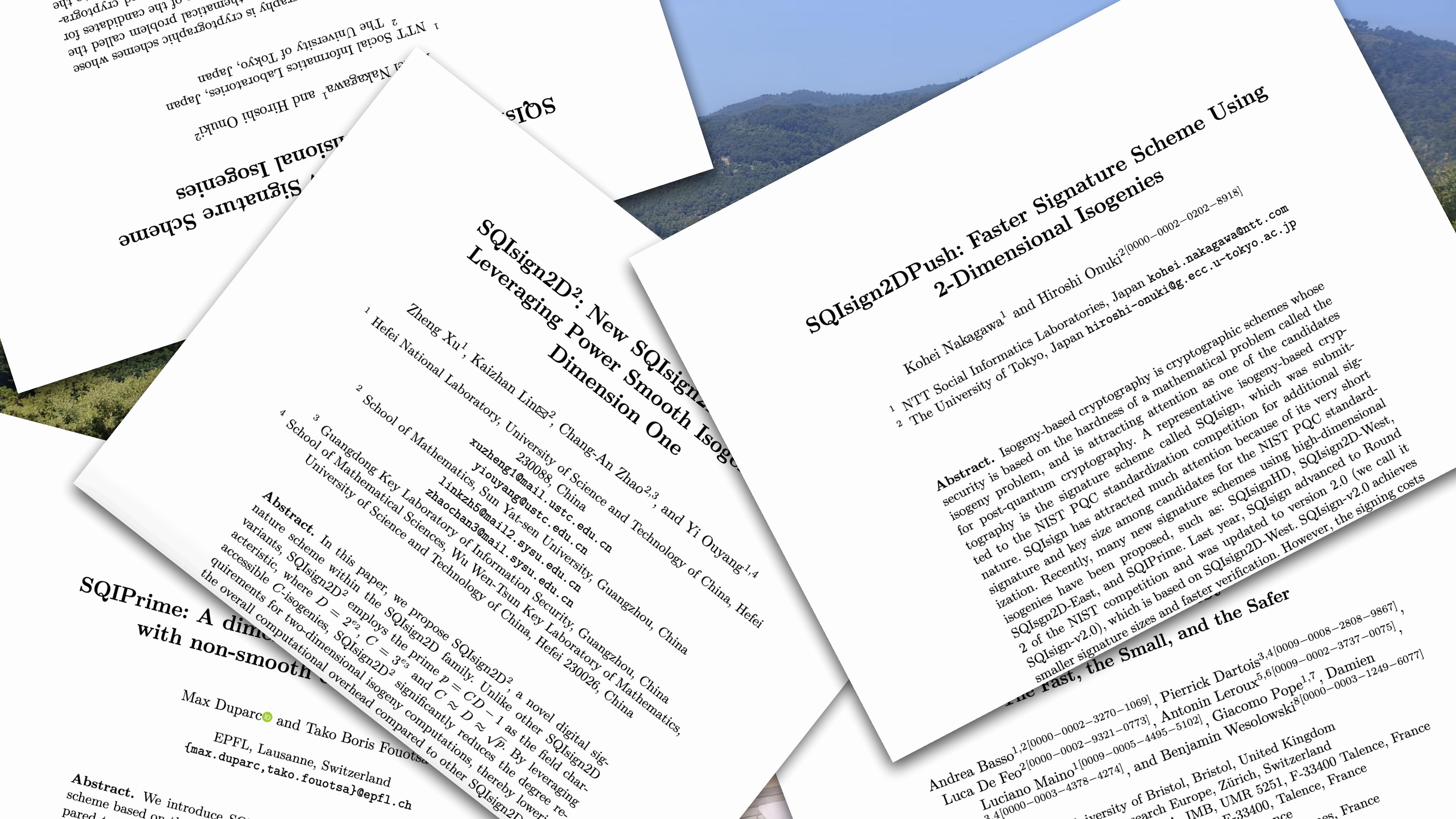
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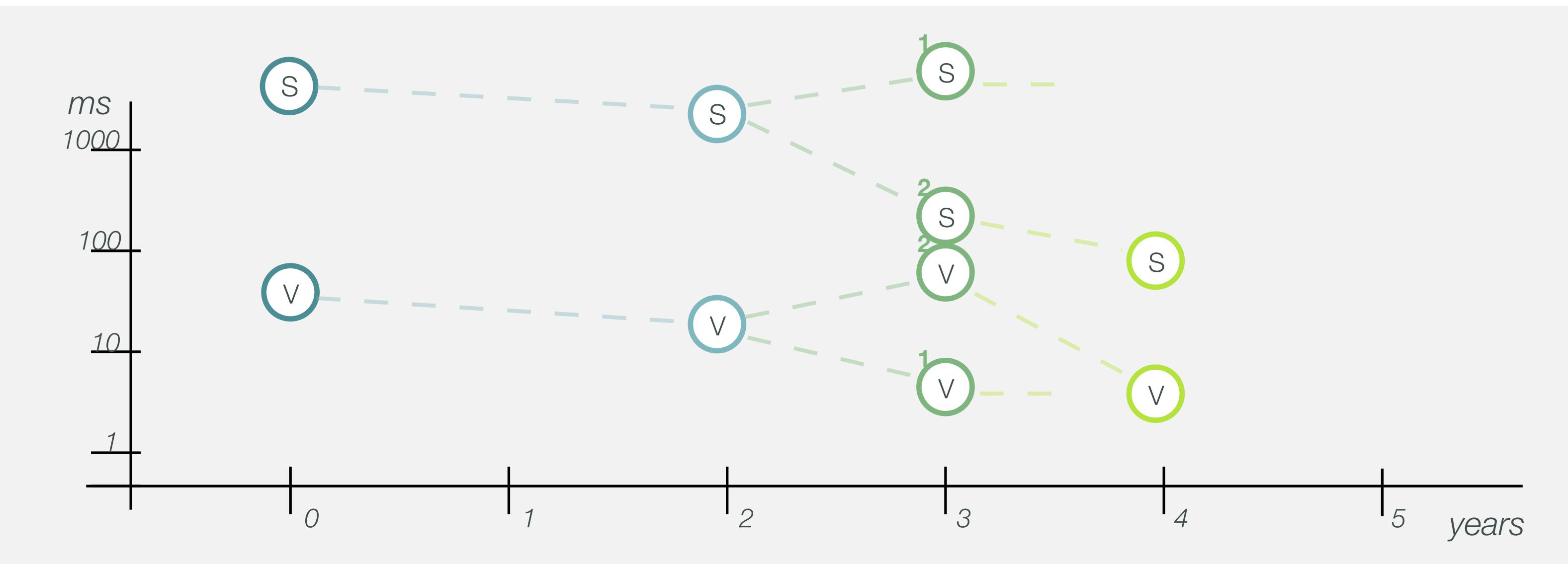
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PART 3 The Variants



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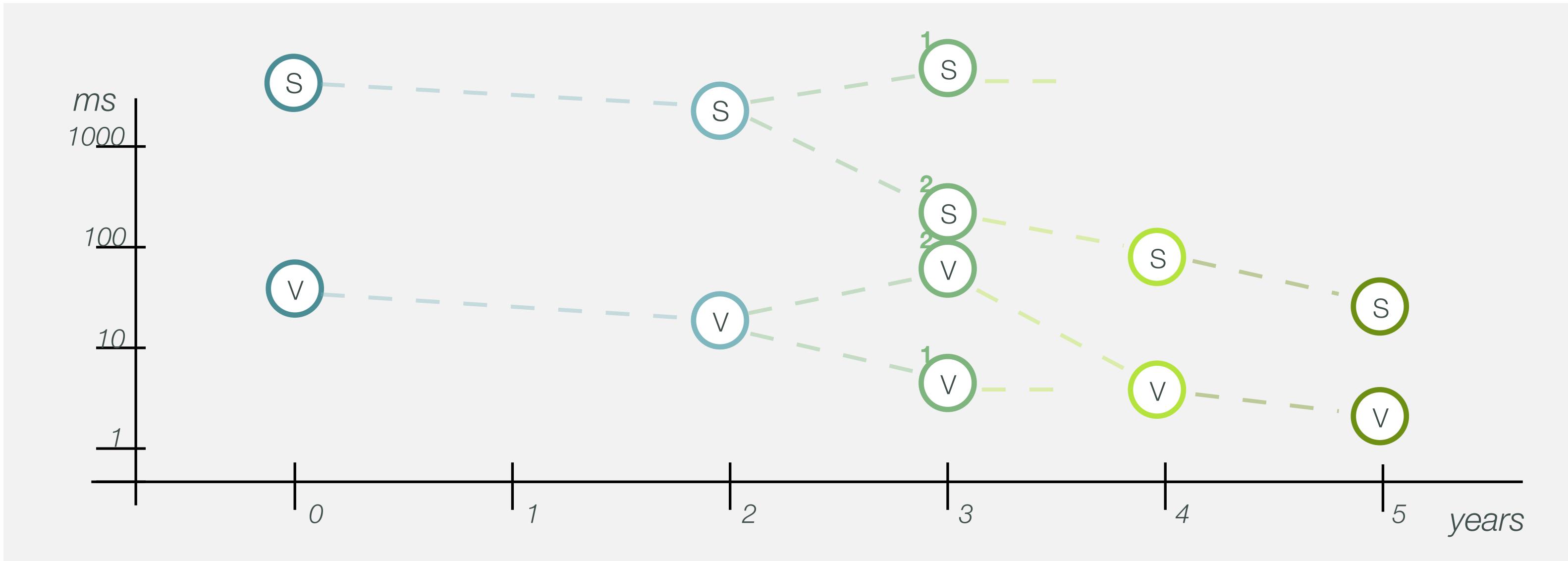
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The BOOM

Everybody makes their own version of SQIsign? What is SQIsign?

2025

PART 3 The Variants



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summary

- 1. **Find Ideal:** Easy maths!
- 2. **Id-2-Isog:** Fewer tricks!!
- 3. **Verify:** Fast 2D isogeny

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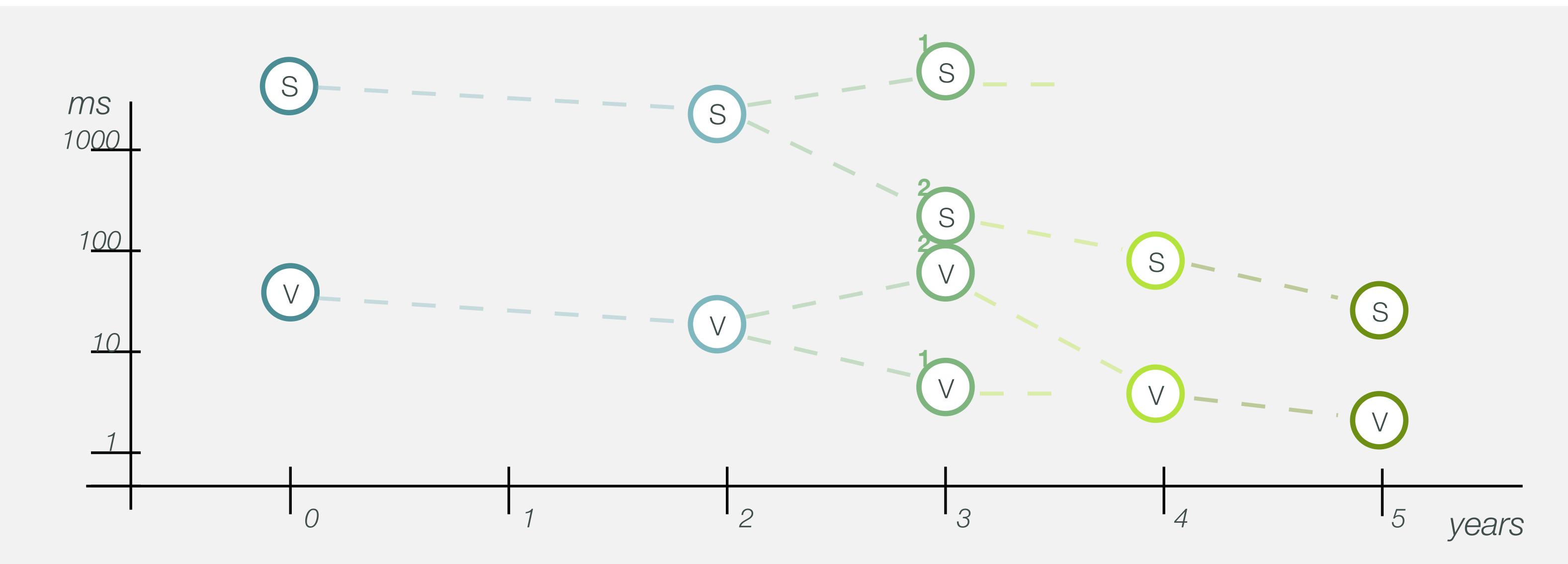
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Clean Solving

A cleaner solution to a key technical issue makes signing much easier!

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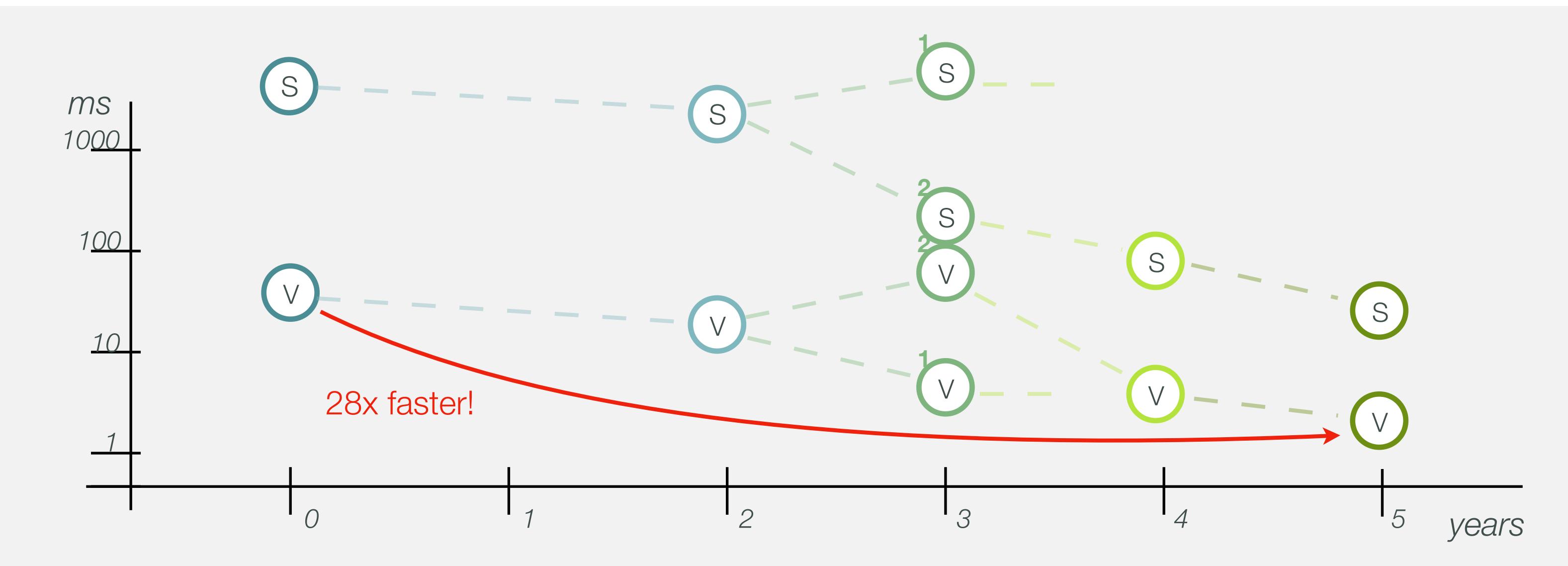
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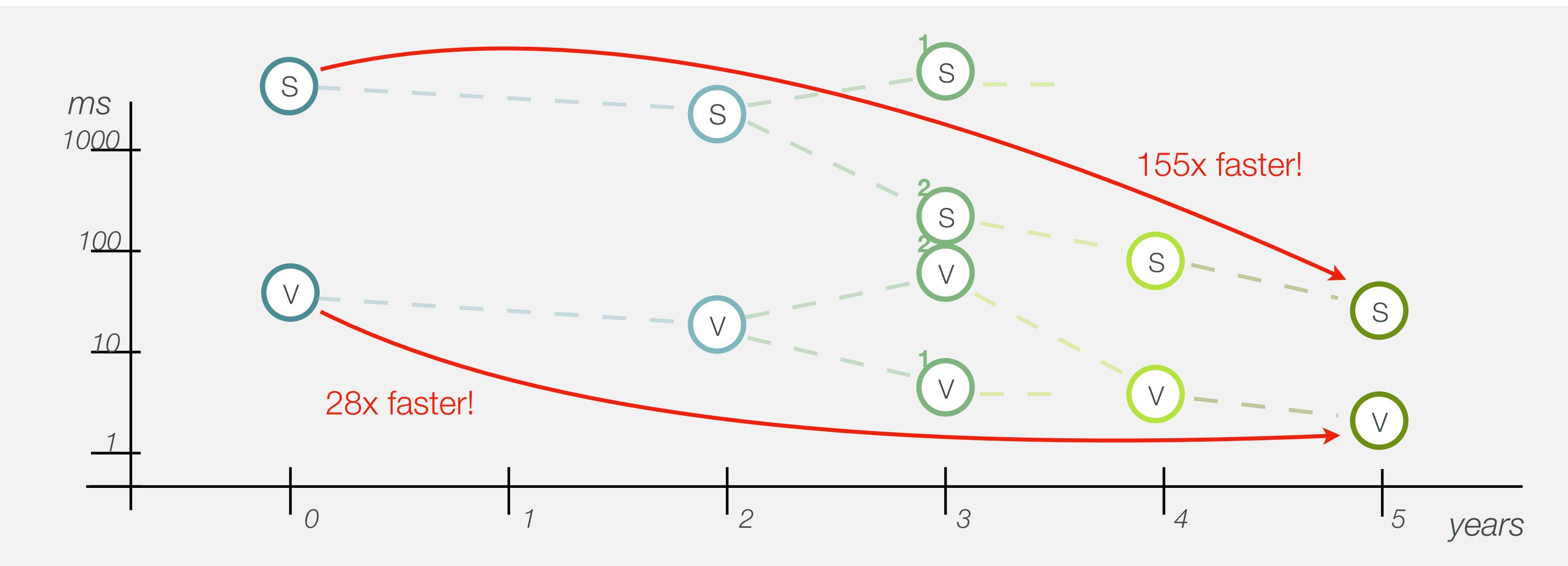
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