

FourQ on Embedded Devices with Strong Countermeasures Against Side-Channel Attacks

CHES 2017

September 26-28, Taipei, Taiwan

Zhe Liu Patrick Longa

Geovandro C. C. F. Pereira

Oscar Reparaz Hwajeong Seo



Zhe Liu Patrick Longa

Geovandro C. C. F. Pereira

Oscar Reparaz Hwajeong Seo

Context on modern elliptic curves

- 1996, P. Kocher initiates Simple Power Analysis (SPA) attacks (timing).
 - 1999, SPA evolves to Differential Power Analysis (DPA) and Template attacks.

Context on modern elliptic curves

- 1996, P. Kocher initiates Simple Power Analysis (SPA) attacks (timing).
 - 1999, SPA evolves to Differential Power Analysis (DPA) and Template attacks.
- **1999, FIPS 186-2 is published**
 - NIST publishes the 15 popular NIST (**Weierstrass**) curves along with ECDSA.

Context on modern elliptic curves

- 1996, P. Kocher initiates Simple Power Analysis (SPA) attacks (timing).
 - 1999, SPA evolves to Differential Power Analysis (DPA) and Template attacks.
- **1999, FIPS 186-2 is published**
 - NIST publishes the 15 popular NIST (**Weierstrass**) curves along with ECDSA.
- **New requirements imposed to ECC**
 - Constant-time algorithms
 - Complete formulas (achieved by models such as (Twisted) **Edwards** curves).
 - Provenance

Context on modern elliptic curves

- 1996, P. Kocher initiates Simple Power Analysis (SPA) attacks (timing).
 - 1999, SPA evolves to Differential Power Analysis (DPA) and Template attacks.
- **1999, FIPS 186-2 is published**
 - NIST publishes the 15 popular NIST (**Weierstrass**) curves along with ECDSA.
- **New requirements imposed to ECC**
 - Constant-time algorithms
 - Complete formulas (achieved by models such as (Twisted) **Edwards** curves).
 - Provenance
- **2015**, NIST holds a workshop for new ECC standardization.

Next-generation elliptic curves

Farrel-Moriarity-Melkinov-Paterson [NIST ECC Workshop 2015]:

*“... the real motivation for work in CFRG is the **better performance** and **side-channel resistance of new curves** developed by academic cryptographers over the last decade.”*

State-of-the-art ECC: FourQ

[Costello-Longa, ASIACRYPT 2015]

Speed (in thousands of cycles) to compute variable-base scalar multiplication on different computer classes.

Platform	FourQ	Curve25519	Speedup ratio
Intel Haswell processor, desktop class	56	162	2.9x
ARM Cortex-A15, smartphone class	132	315	2.4x
ARM Cortex-M4, microcontroller class	470	907 / 1,424	1.9 / 3.0x



State-of-the-art ECC: FourQ

[Costello-Longa, ASIACRYPT 2015]

$$E/\mathbb{F}_{p^2}: -x^2 + y^2 = 1 + dx^2y^2$$

$d = 125317048443780598345676279555970305165i + 4205857648805777768770$,
 $p = 2^{127} - 1, i^2 = -1, \#E = 392 \cdot N$, where N is a 246-bit prime.

State-of-the-art ECC: FourQ

(Costello-Longa, ASIACRYPT 2015)

$$E/\mathbb{F}_{p^2}: -x^2 + y^2 = 1 + dx^2y^2$$

$$d = 125317048443780598345676279555970305165i + 4205857648805777768770,$$
$$p = 2^{127} - 1, i^2 = -1, \#E = 392 \cdot N, \text{ where } N \text{ is a 246-bit prime.}$$

- Fastest (large char) ECC addition laws **are complete** on E
- E is equipped with *two* endomorphisms:
 - E is a degree-2 \mathbb{Q} -curve: endomorphism ψ
 - E has CM by order of $D = -40$: endomorphism ϕ

State-of-the-art ECC: FourQ

(Costello-Longa, ASIACRYPT 2015)

$$E/\mathbb{F}_{p^2}: -x^2 + y^2 = 1 + dx^2y^2$$

$$d = 125317048443780598345676279555970305165i + 4205857648805777768770, \\ p = 2^{127} - 1, i^2 = -1, \#E = 392 \cdot N, \text{ where } N \text{ is a 246-bit prime.}$$

- Fastest (large char) ECC addition laws **are complete** on E
- E is equipped with *two* endomorphisms:
 - E is a degree-2 \mathbb{Q} -curve: endomorphism ψ
 - E has CM by order of $D = -40$: endomorphism ϕ
- $\psi(P) = [\lambda_\psi]P$ and $\phi(P) = [\lambda_\phi]P$ for all $P \in E[N]$ and $m \in [0, 2^{256})$

$$m \mapsto (a_1, a_2, a_3, a_4)$$

$$[m]P = [a_1]P + [a_2]\phi(P) + [a_3]\psi(P) + [a_4]\psi(\phi(P))$$

Optimal 4-Way Scalar Decompositions

$$m \mapsto (a_1, a_2, a_3, a_4)$$

Proposition: for all $m \in [0, 2^{256})$, decomposition yields four $a_i \in [0, 2^{64})$ with a_1 odd.

$m = 42453556751700041597675664513313229052985088397396902723728803518727612539248$

$a_1 = 13045455764875651153$	P
$a_2 = 9751504369311420685$	$\phi(P)$
$a_3 = 5603607414148260372$	$\psi(P)$
$a_4 = 8360175734463666813$	$\psi(\phi(P))$

Optimal 4-Way Scalar Decompositions

$$m \mapsto (a_1, a_2, a_3, a_4)$$

Proposition: for all $m \in [0, 2^{256})$, decomposition yields four $a_i \in [0, 2^{64})$ with a_1 odd.

$m = 42453556751700041597675664513313229052985088397396902723728803518727612539248$

$a_1 = 13045455764875651153$	P
$a_2 = 9751504369311420685$	$\phi(P)$
$a_3 = 5603607414148260372$	$\psi(P)$
$a_4 = 8360175734463666813$	$\psi(\phi(P))$

Multi-Scalar Recoding

Step 1: recode a_1 to signed non-zero representation

Step 2: recode a_2, a_3 and a_4 by “sign-aligning” columns

$a_1 = 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 1, 1, 1, 0, 0, 1, 1, 1, 1, 1, 0, 0, 1, 1, 1, 1, 1, 0, 0, 0, 0, 1, 0, 1, 0, 0, 0, 0, 1, 0, 1, 0, 0, 0, 1$
 $a_2 = 0, 1, 0, 0, 0, 0, 1, 1, 1, 0, 1, 0, 1, 0, 1, 0, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 1, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 1, 0, 0, 0, 0, 1, 1, 0, 1$
 $a_3 = 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0, 1, 0, 0$
 $a_4 = 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 1, 1, 1, 1, 1, 0, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 0, 1, 1, 1, 1, 1, 0, 1$



$a_1 = 1, \bar{1}, 1, \bar{1}, 1, 1, \bar{1}, 1, \bar{1}, 1, \bar{1}, \bar{1}, \bar{1}, 1, \bar{1}, 1, \bar{1}, 1, 1, \bar{1}, \bar{1}, 1, 1, \bar{1}, \bar{1}, 1, 1, 1, 1, 1, 1, \bar{1}, \bar{1}, 1, 1, 1, 1, 1, \bar{1}, \bar{1}, 1, 1, 1, 1, 1, \bar{1}, \bar{1}, \bar{1}, 1, \bar{1}, 1, \bar{1}, \bar{1}, \bar{1}, 1, \bar{1}, 1, \bar{1}, \bar{1}, \bar{1}$
 $a_2 = 1, \bar{1}, 0, 0, 0, 1, 0, 0, \bar{1}, 1, 0, \bar{1}, \bar{1}, 0, 1, 0, 0, 0, 1, 1, \bar{1}, 0, \bar{1}, 1, 0, \bar{1}, 0, 0, 1, 0, \bar{1}, 1, 1, 0, \bar{1}, 1, 0, 0, 1, 1, 1, \bar{1}, \bar{1}, 1, 1, 1, 0, 1, 0, 0, 0, 0, 1, 0, 1, \bar{1}, \bar{1}, 0, 0, 1, \bar{1}, 0, 0, \bar{1}, \bar{1}$
 $a_3 = 0, 0, 1, 0, 1, 0, \bar{1}, 1, 0, 0, \bar{1}, 0, 0, 0, 1, 0, 0, 0, 0, 1, \bar{1}, \bar{1}, \bar{1}, 0, \bar{1}, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 1, 0, \bar{1}, 0, \bar{1}, 0, 0, 1, \bar{1}, 0, 0, 0, 1, \bar{1}, 1, \bar{1}, 0, 0$
 $a_4 = 1, \bar{1}, 0, \bar{1}, 1, 1, \bar{1}, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1, 1, \bar{1}, 0, 0, 0, 0, \bar{1}, 0, 0, 1, \bar{1}, 0, 1, 0, \bar{1}, \bar{1}, 0, 1, 0, 0, 0, 1, \bar{1}, 0, 0, 0, 1, 1, 1, \bar{1}, \bar{1}, \bar{1}, 0, \bar{1}, 1, 0, \bar{1}, \bar{1}, 0, 0, 0, 0, 0, \bar{1}, \bar{1}$

Multi-Scalar Recoding

Step 1: recode a_1 to signed non-zero representation

Step 2: recode a_2, a_3 and a_4 by “sign-aligning” columns

$a_1 = 0, 1, 0, 1, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 1, 1, 1, 0, 0, 1, 1, 1, 1, 1, 0, 0, 1, 1, 1, 1, 0, 0, 0, 0, 1, 0, 1, 0, 0, 0, 0, 1, 0, 1, 0, 0, 0, 1$
 $a_2 = 0, 1, 0, 0, 0, 0, 1, 1, 1, 0, 1, 0, 1, 0, 1, 0, 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 0, 0, 0, 1, 1, 1, 0, 1, 1, 1, 0, 0, 1, 1, 0, 0, 1, 1, 1, 1, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 1, 0, 0, 0, 0, 1, 1, 0, 1$
 $a_3 = 0, 0, 1, 0, 0, 1, 1, 0, 1, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 0, 1, 0, 1, 1, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0, 1, 0, 0$
 $a_4 = 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1, 0, 0, 1, 1, 1, 1, 1, 0, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 1, 0, 0, 1, 1, 1, 1, 1, 0, 1$



$a_1 = 1, \bar{1}, 1, \bar{1}, 1, 1, \bar{1}, 1, \bar{1}, 1, \bar{1}, \bar{1}, \bar{1}, 1, \bar{1}, 1, \bar{1}, 1, 1, \bar{1}, \bar{1}, 1, 1, \bar{1}, \bar{1}, 1, 1, 1, 1, 1, 1, \bar{1}, \bar{1}, 1, 1, 1, 1, 1, \bar{1}, \bar{1}, 1, 1, 1, 1, 1, \bar{1}, \bar{1}, 1, 1, 1, 1, \bar{1}, \bar{1}, 1, \bar{1}, 1, \bar{1}, 1, \bar{1}, 1, \bar{1}, 1, \bar{1}, \bar{1}$
 $a_2 = 1, \bar{1}, 0, 0, 0, 1, 0, 0, \bar{1}, 1, 0, \bar{1}, \bar{1}, 0, 1, 0, 0, 0, 1, 1, \bar{1}, 0, \bar{1}, 1, 0, \bar{1}, 0, 0, 1, 0, \bar{1}, 1, 1, 0, \bar{1}, 1, 0, 0, 1, 1, 1, \bar{1}, \bar{1}, 1, 1, 1, 0, 1, 0, 0, 0, 0, 1, 0, 1, \bar{1}, \bar{1}, 0, 0, 1, \bar{1}, 0, 0, \bar{1}, \bar{1}$
 $a_3 = 0, 0, 1, 0, 1, 0, \bar{1}, 1, 0, 0, \bar{1}, 0, 0, 0, 1, 0, 0, 0, 0, 1, \bar{1}, \bar{1}, \bar{1}, 0, \bar{1}, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 0, 1, 0, 0, 0, 0, 1, 1, 1, 0, \bar{1}, 0, \bar{1}, 0, 0, 1, \bar{1}, 0, 0, 0, 1, \bar{1}, 1, \bar{1}, 0, 0$
 $a_4 = 1, \bar{1}, 0, \bar{1}, 1, 1, \bar{1}, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0, 1, 1, \bar{1}, 0, 0, 0, 0, \bar{1}, 0, 0, 1, \bar{1}, 0, 1, 0, \bar{1}, \bar{1}, 0, 1, 0, 0, 0, 1, \bar{1}, 0, 0, 0, 1, 1, 1, \bar{1}, \bar{1}, \bar{1}, 0, \bar{1}, 1, 0, \bar{1}, \bar{1}, 0, 0, 0, 0, 0, \bar{1}, \bar{1}$



column signs $s_i \left[+ - + - + + - + - + - - - - + - + - + + - - - + + - - + + + + + - - + + + + + - - - - + - + - - - - + - + - - - - \right]$
 digits $d_i \left[6, 6, 3, 5, 7, 6, 7, 3, 2, 2, 3, 2, 2, 1, 8, 1, 5, 1, 6, 8, 8, 3, 4, 2, 3, 6, 3, 1, 6, 5, 2, 6, 4, 5, 6, 2, 5, 1, 4, 2, 8, 6, 2, 2, 2, 8, 7, 8, 5, 7, 5, 7, 2, 5, 8, 4, 6, 5, 1, 4, 4, 3, 3, 6, 6 \right]$

Regular Multi-Scalar Multiplication

column signs s_i + - + - + + - + - + - - - - + - + - + + - - - + - - + + + - - + + + + + - - + + + + + - - - - + - + - - - - + - + - - -

digits d_i 6, 6, 3, 5, 7, 6, 7, 3, 2, 2, 3, 2, 2, 1, 8, 1, 5, 1, 6, 8, 8, 3, 4, 2, 3, 6, 3, 1, 6, 5, 2, 6, 4, 5, 6, 2, 5, 1, 4, 2, 8, 6, 2, 2, 2, 8, 7, 8, 5, 7, 5, 7, 2, 5, 8, 4, 6, 5, 1, 4, 4, 3, 3, 6, 6



Execution

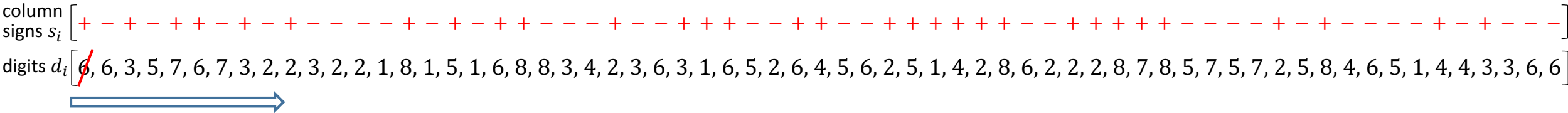
64 times {

- Load $Q = T[6] = P + \phi(P) + \psi(\phi(P))$
- $Q = 2Q - T[6] = P + \phi(P) + \psi(\phi(P))$
- $Q = 2Q + T[3] = 3P + 2\phi(P) + \psi(P) + 2\psi(\phi(P))$
- $Q = 2Q - T[5] = 5P + 4\phi(P) + 2\psi(P) + 3\psi(\phi(P))$
- ⋮

T[1]	P
T[2]	$P + \phi(P)$
T[3]	$P + \psi(P)$
T[4]	$P + \phi(P) + \psi(P)$
T[5]	$P + \psi(\phi(P))$
T[6]	$P + \phi(P) + \psi(\phi(P))$
T[7]	$P + \psi(P) + \psi(\phi(P))$
T[8]	$P + \phi(P) + \psi(P) + \psi(\phi(P))$

- **Regular execution** (exactly 64 DBLS and 64 ADDs) facilitates protection against timing/SSCA attacks.
- Reduced number of precomputations (only 8 points).

Regular Multi-Scalar Multiplication



Execution

64 times

➔ Load $Q = T[6] = P + \phi(P) + \psi(\phi(P))$

➔ $Q = 2Q - T[6] = P + \phi(P) + \psi(\phi(P))$

➔ $Q = 2Q + T[3] = 3P + 2\phi(P) + \psi(P) + 2\psi(\phi(P))$

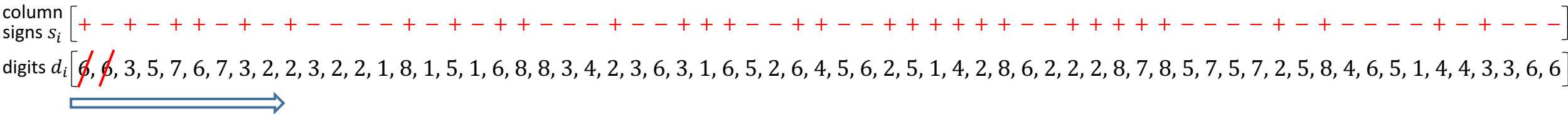
➔ $Q = 2Q - T[5] = 5P + 4\phi(P) + 2\psi(P) + 3\psi(\phi(P))$

⋮

T[1]	P
T[2]	$P + \phi(P)$
T[3]	$P + \psi(P)$
T[4]	$P + \phi(P) + \psi(P)$
T[5]	$P + \psi(\phi(P))$
T[6]	$P + \phi(P) + \psi(\phi(P))$
T[7]	$P + \psi(P) + \psi(\phi(P))$
T[8]	$P + \phi(P) + \psi(P) + \psi(\phi(P))$

- **Regular execution** (exactly 64 DBLS and 64 ADDs) facilitates protection against timing/SSCA attacks.
- Reduced number of precomputations (only 8 points).

Regular Multi-Scalar Multiplication



Execution

64 times

➔ Load $Q = T[6] = P + \phi(P) + \psi(\phi(P))$

➔ $Q = 2Q - T[6] = P + \phi(P) + \psi(\phi(P))$

➔ $Q = 2Q + T[3] = 3P + 2\phi(P) + \psi(P) + 2\psi(\phi(P))$

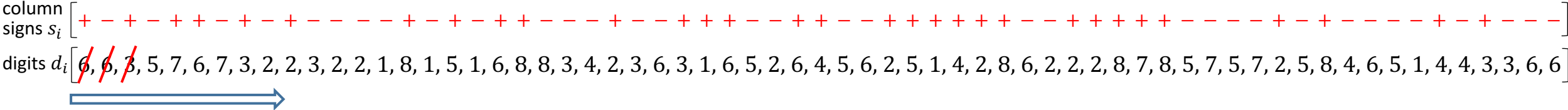
➔ $Q = 2Q - T[5] = 5P + 4\phi(P) + 2\psi(P) + 3\psi(\phi(P))$

⋮

T[1]	P
T[2]	$P + \phi(P)$
T[3]	$P + \psi(P)$
T[4]	$P + \phi(P) + \psi(P)$
T[5]	$P + \psi(\phi(P))$
T[6]	$P + \phi(P) + \psi(\phi(P))$
T[7]	$P + \psi(P) + \psi(\phi(P))$
T[8]	$P + \phi(P) + \psi(P) + \psi(\phi(P))$

- **Regular execution** (exactly 64 DBLS and 64 ADDs) facilitates protection against timing/SSCA attacks.
- Reduced number of precomputations (only 8 points).

Regular Multi-Scalar Multiplication



Execution

64
times

- ➔ Load $Q = T[6] = P + \phi(P) + \psi(\phi(P))$
- ➔ $Q = 2Q - T[6] = P + \phi(P) + \psi(\phi(P))$
- ➔ $Q = 2Q + T[3] = 3P + 2\phi(P) + \psi(P) + 2\psi(\phi(P))$
- ➔ $Q = 2Q - T[5] = 5P + 4\phi(P) + 2\psi(P) + 3\psi(\phi(P))$
- ⋮

T[1]	P
T[2]	$P + \phi(P)$
T[3]	$P + \psi(P)$
T[4]	$P + \phi(P) + \psi(P)$
T[5]	$P + \psi(\phi(P))$
T[6]	$P + \phi(P) + \psi(\phi(P))$
T[7]	$P + \psi(P) + \psi(\phi(P))$
T[8]	$P + \phi(P) + \psi(P) + \psi(\phi(P))$

- **Regular execution** (exactly 64 DBLS and 64 ADDs) facilitates protection against timing/SSCA attacks.
- Reduced number of precomputations (only 8 points).

Regular Multi-Scalar Multiplication

column signs s_i $[+ - + - + + - + - + - - - - + - + - + + - - - + - - + + + - - + + + + + - - + + + + + - - - - + - + - - - - + - + - - -]$
 digits d_i $[6, 6, 3, 5, 7, 6, 7, 3, 2, 2, 3, 2, 2, 1, 8, 1, 5, 1, 6, 8, 8, 3, 4, 2, 3, 6, 3, 1, 6, 5, 2, 6, 4, 5, 6, 2, 5, 1, 4, 2, 8, 6, 2, 2, 2, 8, 7, 8, 5, 7, 5, 7, 2, 5, 8, 4, 6, 5, 1, 4, 4, 3, 3, 6, 6]$



Execution

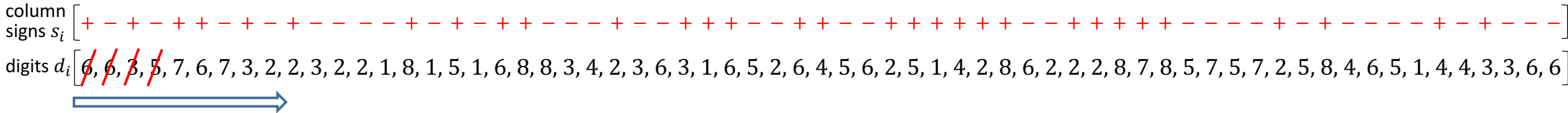
64 times {

- ➔ Load $Q = T[6] = P + \phi(P) + \psi(\phi(P))$
- ➔ $Q = 2Q - T[6] = P + \phi(P) + \psi(\phi(P))$
- ➔ $Q = 2Q + T[3] = 3P + 2\phi(P) + \psi(P) + 2\psi(\phi(P))$
- ➔ $Q = 2Q - T[5] = 5P + 4\phi(P) + 2\psi(P) + 3\psi(\phi(P))$
- ⋮

T[1]	P
T[2]	$P + \phi(P)$
T[3]	$P + \psi(P)$
T[4]	$P + \phi(P) + \psi(P)$
T[5]	$P + \psi(\phi(P))$
T[6]	$P + \phi(P) + \psi(\phi(P))$
T[7]	$P + \psi(P) + \psi(\phi(P))$
T[8]	$P + \phi(P) + \psi(P) + \psi(\phi(P))$

- Regular execution (exactly 64 DBLS and 64 ADDs) facilitates protection against timing/SSCA attacks.
- Reduced number of precomputations (only 8 points).

Regular Multi-Scalar Multiplication



Execution

64
times

{

→ Load $Q = T[6] = P + \phi(P) + \psi(\phi(P))$

→ $Q = 2Q - T[6] = P + \phi(P) + \psi(\phi(P))$

→ $Q = 2Q + T[3] = 3P + 2\phi(P) + \psi(P) + 2\psi(\phi(P))$

→ $Q = 2Q - T[5] = 5P + 4\phi(P) + 2\psi(P) + 3\psi(\phi(P))$

⋮

T[1]	P
T[2]	$P + \phi(P)$
T[3]	$P + \psi(P)$
T[4]	$P + \phi(P) + \psi(P)$
T[5]	$P + \psi(\phi(P))$
T[6]	$P + \phi(P) + \psi(\phi(P))$
T[7]	$P + \psi(P) + \psi(\phi(P))$
T[8]	$P + \phi(P) + \psi(P) + \psi(\phi(P))$

- **Regular execution** (exactly 64 DBLS and 64 ADDs) facilitates protection against timing/SSCA attacks.
- Reduced number of precomputations (only 8 points).

SPA/DPA-protected scalar multiplication

SPA countermeasures

- Constant-time, constant-flow implementations
 - ✓ Complete formulas
 - ✓ Ladder-based or regular double-and-add based algorithms

SPA/DPA-protected scalar multiplication

SPA countermeasures

- Constant-time, constant-flow implementations
 - ✓ Complete formulas
 - ✓ Ladder-based or regular double-and-add based algorithms

Previous protections do not prevent

- **Differential Power Analysis (DPA)**: many traces with same key and varying plaintext
- Other variants: template attacks: very powerful attacker

DPA countermeasures for scalar multiplication

- 1999: J.S. Coron suggested **randomizing the computation** by using:

1. **Scalar randomization**

$$m \cdot P \equiv (m + r \cdot \#E) \cdot P$$

DPA countermeasures for scalar multiplication

- 1999: J.S. Coron suggested **randomizing the computation** by using:

1. **Scalar randomization**

$$m \cdot P \equiv (m + r \cdot \#E) \cdot P$$

2. **Base point blinding (inspired by Chaum's blind signatures)**

Blind: for random R

$$\tilde{P} \leftarrow P + R$$

Scalar multiplication:

$$Q \leftarrow m \cdot \tilde{P}$$

Unblind:

$$P = Q - m \cdot R$$

Moreover, update R for the next scalar multiplication.

$$R \leftarrow (-1)^b 2R$$

DPA countermeasures for scalar multiplication

- 1999: J.S. Coron suggested **randomizing the computation** by using:

1. **Scalar randomization**

$$m \cdot P \equiv (m + r \cdot \#E) \cdot P$$

2. **Base point blinding (inspired by Chaum's blind signatures)**

Blind: for random R

$$\tilde{P} \leftarrow P + R$$

Scalar multiplication:

$$Q \leftarrow m \cdot \tilde{P}$$

Unblind:

$$P = Q - m \cdot R$$

Moreover, update R for the next scalar multiplication.

$$R \leftarrow (-1)^b 2R$$

3. **Projective coordinates randomization**

$$P = (X:Y:Z) \equiv (\lambda X:\lambda Y:\lambda Z), \text{ for random } \lambda \neq 0$$

Scalar randomization

- 1999: J.S. Coron suggested scalar randomization

$$m \cdot P \equiv (m + r \cdot \#E) \cdot P$$

where r is small (e.g., 20 bits).

Scalar randomization

- 1999: J.S. Coron suggested scalar randomization

$$m \cdot P \equiv (m + r \cdot \#E) \cdot P$$

where r is small (e.g., 20 bits).

- **Problem:** prime-order curves over pseudo-Mersenne primes

$$p = 2^{k_1} \pm 2^{k_2} \dots + c ,$$

present undesired repeated 1/0 patterns in $\#E$.

- **Unsafe** example: curve P-256:

$$\#E = 0x\textcolor{red}{FFFFFFFF}00000000\textcolor{red}{FFFFFFFFFFFFFFFF}BCE6FAADA7179E84F3B9CAC2FC632551$$

$$r \cdot \#E = 0xC457\textcolor{red}{FFFF}3BA80000C457\textcolor{red}{FFFFFFFFFFFFFFFF}CC89C7531F9F857C484E071AFC42AAA6D7D80$$

$$m = 0xD312804\textcolor{blue}{752}9A2D4\textcolor{blue}{BD63D96EB1D9}C4AC781588CFEFCFC153398F5ED03506AA58B$$

$$m + r \cdot \#E = 0xC4580D3063AC\textcolor{blue}{752}A672C\textcolor{blue}{BD63D96EB1D9}91363F68A86F754C09A140AA5B12DFAD8230B$$

DPA countermeasures for scalar multiplication

- **Safe** example: curve FourQ: non-prime order, $\#E = 392 * N$

$\#E = 0x3$ **FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF**E9968776D07B232910910B6A16D87C1B8

DPA countermeasures for scalar multiplication

- **Safe** example: curve FourQ: non-prime order, $\#E = 392 * N$

$$\#E = 0x3\textcolor{red}{FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF}E9968776D07B232910910B6A16D87C1B8$$

But we usually work with the prime-order **subgroup** where $\#P = N$, therefore

$$m \cdot P \equiv (m + r \cdot \#N) \cdot P$$

and notice that

$$N = 0x29CBC14E5E0A72F05397829CBC14E5DFBD004DFE0F79992FB2540EC7768CE7$$

does not present the undesired patterns and Coron's technique **could be used**.

DPA countermeasures for scalar multiplication

- **Safe** example: curve FourQ: non-prime order, $\#E = 392 * N$

$$\#E = 0x3\textcolor{red}{FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF}E9968776D07B232910910B6A16D87C1B8$$

But we usually work with the prime-order **subgroup** where $\#P = N$, therefore

$$m \cdot P \equiv (m + r \cdot \#N) \cdot P$$

and notice that

$$N = 0x29CBC14E5E0A72F05397829CBC14E5DFBD004DFE0F79992FB2540EC7768CE7$$

does not present the undesired patterns and Coron's technique **could be used**.

- Can we do better in FourQ? A.: yes.

Scalar randomization

- **Remark:** Coron's method is inefficient for curves with endomorphisms.
- In **FourQ**, we extended to Ciet et al.'s GLV scalar randomization
 - Extend every mini-scalar by 16 bits (64 bits in total)
 - No problem with pattern repetitions
 - Overhead is only 25% (compared against at least 50% overhead in curve25519)

Side-channel protected FourQ

Algorithm 2. SCA-protected FourQ's scalar multiplication on $\mathcal{E}(\mathbb{F}_{p^2})[N]$.

Input: Point $P = (x_P, y_P)$, blinding point $R = (x_R, y_R) \in \mathcal{E}(\mathbb{F}_{p^2})[N]$, integer scalar m and random value $s \in [0, 2^{256})$, a random bit b , and random values $[r_{81}, r_{80}, \dots, r_0] \in \mathbb{F}_p^{82}$.

Output: $[m]P$ and updated point R .

Randomize input points and update blinding point R :

1: Set $R = (r_{81} \cdot x_R, r_{81} \cdot y_R, r_{81})$.

2: Compute $R = [(-1)^b 3]R$.

3: Set $P = (r_{80} \cdot x_P, r_{80} \cdot y_P, r_{80})$.

Compute endomorphisms and precompute lookup table:

4: Compute $\phi(P)$, $\psi(P)$ and $\psi(\phi(P))$.

5: Compute $T[u] = -R + [u_0]P + [u_1]\phi(P) + [u_2]\psi(P) + [u_3]\psi(\phi(P))$ for $u = (u_3, u_2, u_1, u_0)_2$ in $0 \leq u \leq 15$. Write $T[u]$ in coordinates (X, Y, Z) .

Scalar decomposition, randomization and recoding:

6: Decompose m into the multiscalar (a_1, a_2, a_3, a_4) as in [16, Prop. 5].

7: Randomize (a_1, a_2, a_3, a_4) as in Proposition 1 and recode to digit-columns (d_{79}, \dots, d_0) s.t. $d_i = a_1[i] + 2a_2[i] + 4a_3[i] + 8a_4[i]$ for $i = 0, \dots, 79$.

Main loop:

8: $Q = R$

9: **for** $i = 79$ **to** 0 **do**

10: $S = (r_i \cdot X_{T[d_i]}, r_i \cdot Y_{T[d_i]}, r_i \cdot Z_{T[d_i]})$.

11: $Q = [2]Q + S$

12: **return** $(Q - R)$ and R in affine coordinates.

Side-channel protected FourQ

Algorithm 2. SCA-protected FourQ's scalar multiplication on $\mathcal{E}(\mathbb{F}_{p^2})[N]$.

Input: Point $P = (x_P, y_P)$, blinding point $R = (x_R, y_R) \in \mathcal{E}(\mathbb{F}_{p^2})[N]$, integer scalar m and random value $s \in [0, 2^{256})$, a random bit b , and random values $[r_{81}, r_{80}, \dots, r_0] \in \mathbb{F}_p^{82}$.

Output: $[m]P$ and updated point R .

Randomize input points and update blinding point R :

1: Set $R = (r_{81} \cdot x_R, r_{81} \cdot y_R, r_{81})$.

2: Compute $R = [(-1)^b 3]R$.

3: Set $P = (r_{80} \cdot x_P, r_{80} \cdot y_P, r_{80})$.

Always update blinding point R

Compute endomorphisms and precompute lookup table:

4: Compute $\phi(P)$, $\psi(P)$ and $\psi(\phi(P))$.

5: Compute $T[u] = -R + [u_0]P + [u_1]\phi(P) + [u_2]\psi(P) + [u_3]\psi(\phi(P))$ for $u = (u_3, u_2, u_1, u_0)_2$ in $0 \leq u \leq 15$. Write $T[u]$ in coordinates (X, Y, Z) .

Scalar decomposition, randomization and recoding:

6: Decompose m into the multiscalar (a_1, a_2, a_3, a_4) as in [16, Prop. 5].

7: Randomize (a_1, a_2, a_3, a_4) as in Proposition 1 and recode to digit-columns (d_{79}, \dots, d_0) s.t. $d_i = a_1[i] + 2a_2[i] + 4a_3[i] + 8a_4[i]$ for $i = 0, \dots, 79$.

Main loop:

8: $Q = R$

9: **for** $i = 79$ **to** 0 **do**

10: $S = (r_i \cdot X_{T[d_i]}, r_i \cdot Y_{T[d_i]}, r_i \cdot Z_{T[d_i]})$.

11: $Q = [2]Q + S$

12: **return** $(Q - R)$ and R in affine coordinates.

Side-channel protected FourQ

Algorithm 2. SCA-protected FourQ's scalar multiplication on $\mathcal{E}(\mathbb{F}_{p^2})[N]$.

Input: Point $P = (x_P, y_P)$, blinding point $R = (x_R, y_R) \in \mathcal{E}(\mathbb{F}_{p^2})[N]$, integer scalar m and random value $s \in [0, 2^{256})$, a random bit b , and random values $[r_{81}, r_{80}, \dots, r_0] \in \mathbb{F}_p^{82}$.

Output: $[m]P$ and updated point R .

Randomize input points and update blinding point R :

1: Set $R = (r_{81} \cdot x_R, r_{81} \cdot y_R, r_{81})$.

2: Compute $R = [(-1)^b 3]R$.

3: Set $P = (r_{80} \cdot x_P, r_{80} \cdot y_P, r_{80})$.

Compute endomorphisms and precompute lookup table:

4: Compute $\phi(P)$, $\psi(P)$ and $\psi(\phi(P))$.

5: Compute $T[u] = -R + [u_0]P + [u_1]\phi(P) + [u_2]\psi(P) + [u_3]\psi(\phi(P))$ for $u = (u_3, u_2, u_1, u_0)_2$ in $0 \leq u \leq 15$. Write $T[u]$ in coordinates (X, Y, Z) .

Scalar decomposition, randomization and recoding:

6: Decompose m into the multiscalar (a_1, a_2, a_3, a_4) as in [16, Prop. 5].

7: Randomize (a_1, a_2, a_3, a_4) as in Proposition 1 and recode to digit-columns (d_{79}, \dots, d_0) s.t. $d_i = a_1[i] + 2a_2[i] + 4a_3[i] + 8a_4[i]$ for $i = 0, \dots, 79$.

Main loop:

8: $Q = R$

9: **for** $i = 79$ **to** 0 **do**

10: $S = (r_i \cdot X_{T[d_i]}, r_i \cdot Y_{T[d_i]}, r_i \cdot Z_{T[d_i]})$.

11: $Q = [2]Q + S$

12: **return** $(Q - R)$ and R in affine coordinates.

Blinding point R plays a role in T
'Sign-alignment' cannot be used here, thus
New table has now 16 points

Side-channel protected FourQ

Algorithm 2. SCA-protected FourQ's scalar multiplication on $\mathcal{E}(\mathbb{F}_{p^2})[N]$.

Input: Point $P = (x_P, y_P)$, blinding point $R = (x_R, y_R) \in \mathcal{E}(\mathbb{F}_{p^2})[N]$, integer scalar m and random value $s \in [0, 2^{256})$, a random bit b , and random values $[r_{81}, r_{80}, \dots, r_0] \in \mathbb{F}_p^{82}$.

Output: $[m]P$ and updated point R .

Randomize input points and update blinding point R :

- 1: Set $R = (r_{81} \cdot x_R, r_{81} \cdot y_R, r_{81})$.
- 2: Compute $R = [(-1)^b 3]R$.
- 3: Set $P = (r_{80} \cdot x_P, r_{80} \cdot y_P, r_{80})$.

Compute endomorphisms and precompute lookup table:

- 4: Compute $\phi(P)$, $\psi(P)$ and $\psi(\phi(P))$.
- 5: Compute $T[u] = -R + [u_0]P + [u_1]\phi(P) + [u_2]\psi(P) + [u_3]\psi(\phi(P))$ for $u = (u_3, u_2, u_1, u_0)_2$ in $0 \leq u \leq 15$. Write $T[u]$ in coordinates (X, Y, Z) .

Scalar decomposition, randomization and recoding:

- 6: Decompose m into the multiscalar (a_1, a_2, a_3, a_4) as in [16, Prop. 5].
- 7: Randomize (a_1, a_2, a_3, a_4) as in Proposition 1 and recode to digit-columns (d_{79}, \dots, d_0) s.t. $d_i = a_1[i] + 2a_2[i] + 4a_3[i] + 8a_4[i]$ for $i = 0, \dots, 79$.

Main loop:

- 8: $Q = R$
 - 9: **for** $i = 79$ **to** 0 **do**
 - 10: $S = (r_i \cdot X_{T[d_i]}, r_i \cdot Y_{T[d_i]}, r_i \cdot Z_{T[d_i]})$.
 - 11: $Q = [2]Q + S$
 - 12: **return** $(Q - R)$ and R in affine coordinates.
-

projective coordinate randomization

Side-channel protected FourQ

Algorithm 2. SCA-protected FourQ's scalar multiplication on $\mathcal{E}(\mathbb{F}_{p^2})[N]$.

Input: Point $P = (x_P, y_P)$, blinding point $R = (x_R, y_R) \in \mathcal{E}(\mathbb{F}_{p^2})[N]$, integer scalar m and random value $s \in [0, 2^{256})$, a random bit b , and random values $[r_{81}, r_{80}, \dots, r_0] \in \mathbb{F}_p^{82}$.

Output: $[m]P$ and updated point R .

Randomize input points and update blinding point R :

1: Set $R = (r_{81} \cdot x_R, r_{81} \cdot y_R, r_{81})$

2: Compute $R = [(-1)^b 3]R$.

3: Set $P = (r_{80} \cdot x_P, r_{80} \cdot y_P, r_{80})$

Compute endomorphisms and precompute lookup table:

4: Compute $\phi(P)$, $\psi(P)$ and $\psi(\phi(P))$.

5: Compute $T[u] = -R + [u_0]P + [u_1]\phi(P) + [u_2]\psi(P) + [u_3]\psi(\phi(P))$ for $u = (u_3, u_2, u_1, u_0)_2$ in $0 \leq u \leq 15$. Write $T[u]$ in coordinates (X, Y, Z) .

Scalar decomposition, randomization and recoding:

6: Decompose m into the multiscalar (a_1, a_2, a_3, a_4) as in [16, Prop. 5].

7: Randomize (a_1, a_2, a_3, a_4) as in Proposition 1 and recode to digit-columns (d_{79}, \dots, d_0) s.t. $d_i = a_1[i] + 2a_2[i] + 4a_3[i] + 8a_4[i]$ for $i = 0, \dots, 79$.

Main loop:

8: $Q = R$

9: for $i = 79$ to 0 do

10: $S = (r_i \cdot X_{T[d_i]}, r_i \cdot Y_{T[d_i]}, r_i \cdot Z_{T[d_i]})$.

11: $Q = [2]Q + S$

12: return $(Q - R)$ and R in affine coordinates.

projective coordinate randomization

Side-channel protected FourQ

Algorithm 2. SCA-protected FourQ's scalar multiplication on $\mathcal{E}(\mathbb{F}_{p^2})[N]$.

Input: Point $P = (x_P, y_P)$, blinding point $R = (x_R, y_R) \in \mathcal{E}(\mathbb{F}_{p^2})[N]$, integer scalar m and random value $s \in [0, 2^{256})$, a random bit b , and random values $[r_{81}, r_{80}, \dots, r_0] \in \mathbb{F}_p^{82}$.

Output: $[m]P$ and updated point R .

Randomize input points and update blinding point R :

- 1: Set $R = (r_{81} \cdot x_R, r_{81} \cdot y_R, r_{81})$.
- 2: Compute $R = [(-1)^b 3]R$.
- 3: Set $P = (r_{80} \cdot x_P, r_{80} \cdot y_P, r_{80})$.

Compute endomorphisms and precompute lookup table:

- 4: Compute $\phi(P)$, $\psi(P)$ and $\psi(\phi(P))$.
- 5: Compute $T[u] = -R + [u_0]P + [u_1]\phi(P) + [u_2]\psi(P) + [u_3]\psi(\phi(P))$ for $u = (u_3, u_2, u_1, u_0)_2$ in $0 \leq u \leq 15$. Write $T[u]$ in coordinates (X, Y, Z) .

Scalar decomposition, randomization and recoding:

- 6: Decompose m into the multiscalar (a_1, a_2, a_3, a_4) as in [16, Prop. 5].
- 7: **Randomize** (a_1, a_2, a_3, a_4) as in Proposition 1 and recode to digit-columns (d_{79}, \dots, d_0) s.t. $d_i = a_1[i] + 2a_2[i] + 4a_3[i] + 8a_4[i]$ for $i = 0, \dots, 79$.

Main loop:

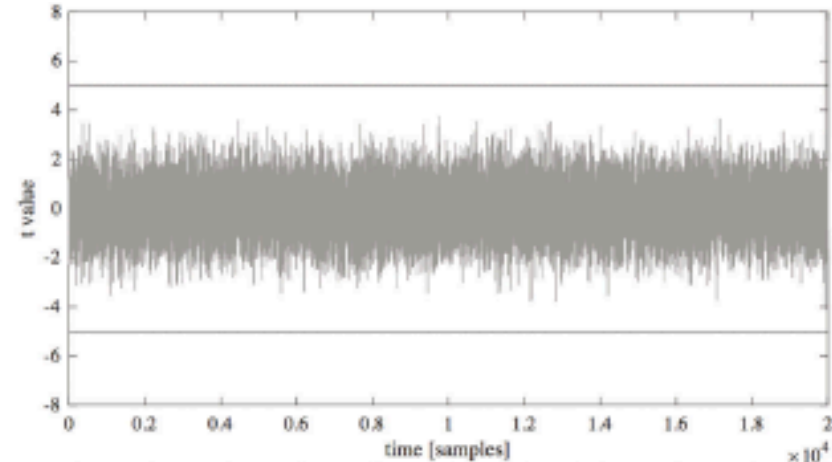
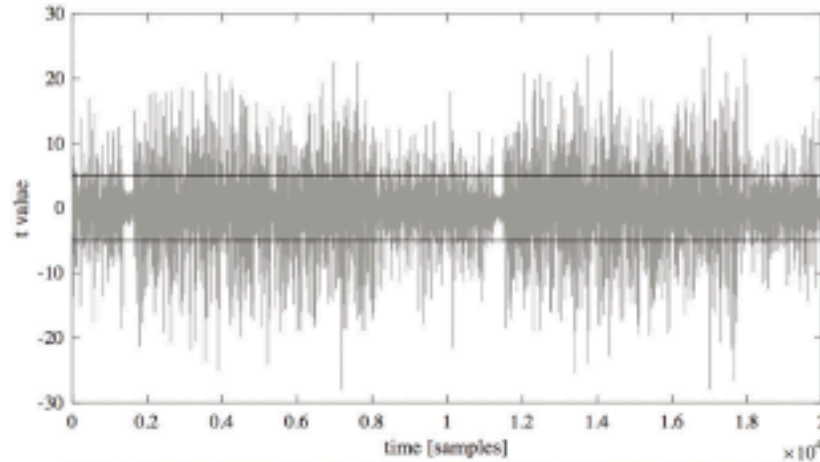
- 8: $Q = R$
- 9: **for** $i = 79$ **to** 0 **do**
- 10: $S = (r_i \cdot X_{T[d_i]}, r_i \cdot Y_{T[d_i]}, r_i \cdot Z_{T[d_i]})$.
- 11: $Q = [2]Q + S$
- 12: **return** $(Q - R)$ and R in affine coordinates.

Multi-scalar randomization adds 16 bits
Slightly larger loop length (64 -> 80)

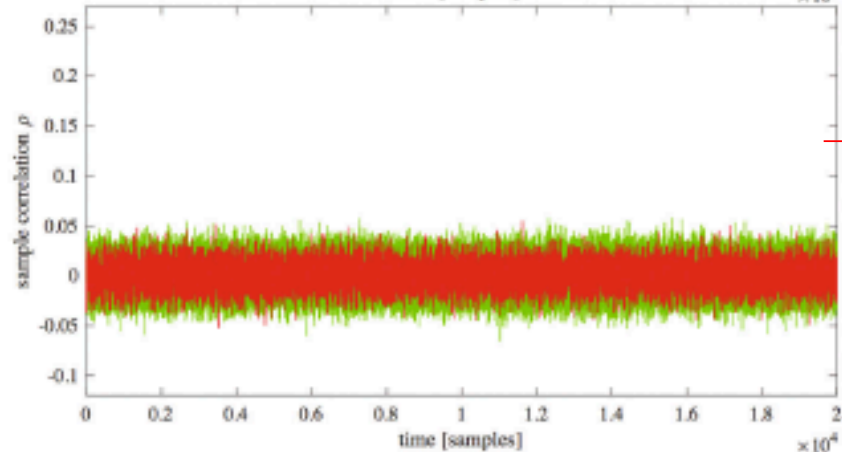
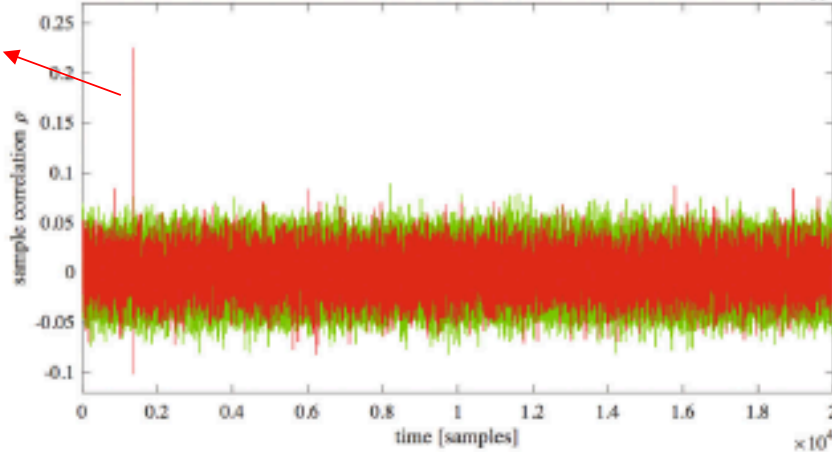
Side-channel evaluation

- Carried out a practical side-channel evaluation on an ARM Cortex-M4 with no dedicated security features.
- EM traces. Low noise: DPA with a dozen measurements works.
- Performed leakage detection and key-recovery attacks for vertical DPA attacks
- Tested the effectiveness of each countermeasure first in isolation and then combined
- **No leakage detected with up to 10 million measurements with all countermeasures activated**

Side-channel evaluation: point blinding correlation



Target correlation
detected



No first-order
leakage detected

All countermeasures disabled

15/18

Only point blinding enabled

FourQ software for embedded systems

- Open-source (MIT license).
- C language + Assembly (optional)
- ARM Cortex M4 (32-bit), MSP430(X) (16-bit), AVR ATxmega (8-bit)
- Highly customizable:
 - w/ or w/o endomorphisms, tables sizes, w/ or w/o assembly
- Crypto primitives
 - KeyAgreement (w/ and w/o compression)
 - [Update] SchnorrQ signature recently included (extended version)
- Speed-records set for ECDH and signatures.

Speed-record results (speed prioritized)

Source	Scalar multiplication		ECDH	
	Fixed-base	Random	Static	Ephemeral
<i>8-bit AVR ATmega</i>				
Curve25519	13,900,400	13,900,400	13,900,400	27,800,800
μ Kummer	9,513,500	9,513,500	9,739,100	19,027,100
FourQ (this work)	2,980,700	6,505,300	6,886,400 7,221,300	9,870,500 10,206,500
<i>16-bit MSP430X (16-bit multiplier) @8 MHz</i>				
Curve25519	7,933,300	7,933,300	7,933,300	15,866,600
FourQ (this work)	1,851,300	4,280,400	4,527,900 4,826,100	6,379,200 6,677,400
<i>32-bit ARM Cortex-M4</i>				
Curve25519	1,423,700	1,423,700	1,423,700	2,847,400
FourQ (this work)	232,900	469,500	496,400 542,900	729,900 776,600

Speed-record results (speed prioritized)

Source	Scalar multiplication		ECDH	
	Fixed-base	Random	Static	Ephemeral
<i>8-bit AVR ATmega</i>				
Curve25519	13,900,400	13,900,400	13,900,400	27,800,800
μKummer	9,513,500	9,513,500	9,739,100	19,027,100
FourQ (this work)	2,980,700	6,505,300	6,886,400 7,221,300	9,870,500 10,206,500
<i>16-bit MSP430X (16-bit multiplier) @8 MHz</i>				
Curve25519	7,933,300	7,933,300	7,933,300	15,866,600
FourQ (this work)	1,851,300	4,280,400	4,527,900 4,826,100	6,379,200 6,677,400
<i>32-bit ARM Cortex-M4</i>				
Curve25519	1,423,700	1,423,700	1,423,700	2,847,400
FourQ (this work)	232,900	469,500	496,400 542,900	729,900 776,600

Speed-record results (speed prioritized)

Source	Scalar multiplication		ECDH	
	Fixed-base	Random	Static	Ephemeral
<i>8-bit AVR ATmega</i>				
Düll'15 ← Curve25519	13,900,400	13,900,400	13,900,400	27,800,800
μKummer	9,513,500	9,513,500	9,739,100	19,027,100
FourQ (this work)	2,980,700	6,505,300	6,886,400 7,221,300	9,870,500 10,206,500
<i>16-bit MSP430X (16-bit multiplier) @8 MHz</i>				
Curve25519	7,933,300	7,933,300	7,933,300	15,866,600
FourQ (this work)	1,851,300	4,280,400	4,527,900 4,826,100	6,379,200 6,677,400
<i>32-bit ARM Cortex-M4</i>				
Curve25519	1,423,700	1,423,700	1,423,700	2,847,400
FourQ (this work)	232,900	469,500	496,400 542,900	729,900 776,600

2.8x

2.5x

3.9x



Remarks and future work

- *Fast and secure state-of-the-art implementation of FourQ on embedded devices*
- *Proof of concept: **open-source library + side-channel evaluation***
 - <https://github.com/Microsoft/FourQlib>
 - <https://github.com/geovandro/microFourQ-AVR>
 - <https://github.com/geovandro/microFourQ-MSP>
- *Focused on speed*
 - *Would be interesting to analyze **memory tradeoffs***
- *Would also be interesting to extend to **other languages** (Javascript, Rust) and **different platforms**.*

FourQ on Embedded Devices with Strong Countermeasures Against Side-Channel Attacks



Geovandro C. C. F. Pereira
geovandro.pereira@uwaterloo.ca