ec3: Elliptic Curve Cryptography Compiler

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Diffie-Hellman

Diffie-Hellman Key Exchange

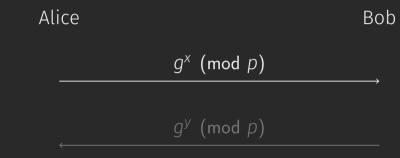
Alice and Bob want to establish a shared secret.

Use integers modulo a *prime p*, and choose a multiplicative *generator g*.

Protocol



Protocol



Alice chooses secret x.

Sends $g^x \pmod{p}$ to Bob.

Protocol



Bob chooses secret y.

Sends $g^y \pmod{p}$ to Alice.

Both Alice and Bob can compute

computes

Alice knows x and received g^y so

 $(g^y)^x \pmod{p}$

computes

Bob knows y and received q^X so

find x given g^x .

You could break this if you could

This is the discrete log problem.

$$\mathcal{O}\left(e^{C\sqrt[3]{(\log p)(\log\log p)^2}}\right)$$

Discrete log for integers modulo p is sub-exponential.

Requirements

- **Set:** set of elements *G* to manipulate
- Operation: definition of g^x
- Security: discrete log problem is hard

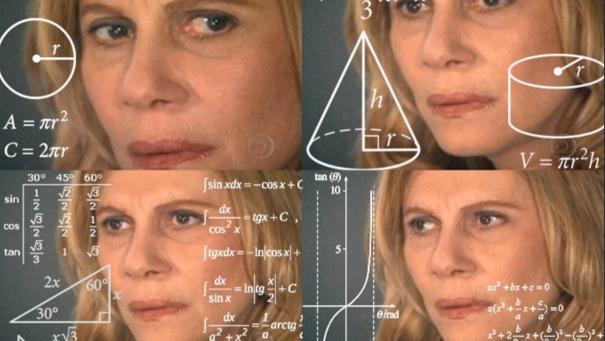
We can perform Diffie-Hellman on any mathematical group.

Elliptic Curves

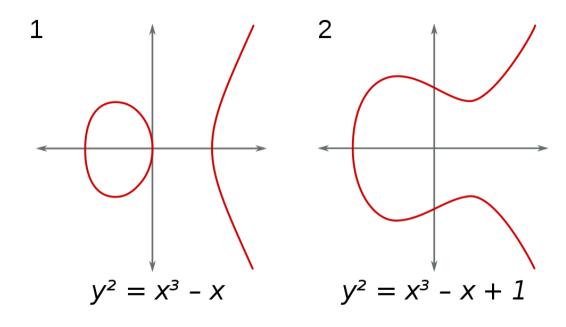
Not to be confused with Ellipse.

Smooth, projective, algebraic curve

of genus one.

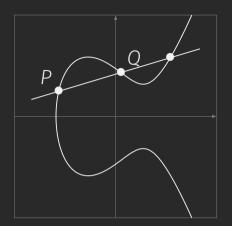


 $y^2 = x^3 + ax + b$

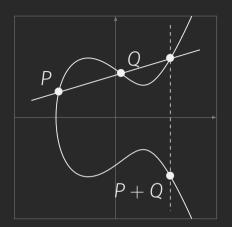


Elliptic Curve Diffie-Hellman

- Set: points (x, y) on the elliptic curve
- Operation: repeated point addition kP
- Security: discrete log on elliptic curves has exponential complexity



Addition P + Q "Chord rule"



Addition P + Q "Chord rule"

In Elliptic Curve Diffie-Hellman we

replace exponentiation g^X with

repeated addition of points kP.

Elliptic Curve Diffie-Hellman

- Set: points (x, y) on the elliptic curve
- Operation: repeated point addition kP
- Security: discrete log on elliptic curves has exponential complexity

$\mathcal{O}(\sqrt{p})$

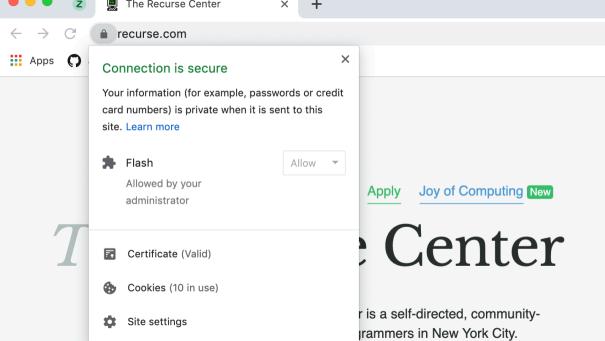
Discrete log for Elliptic Curves is exponential.

Elliptic Curve Diffie-Hellman

- **Set:** points (x, y) on the elliptic curve
- Operation: repeated point addition kP
- Security: discrete log on elliptic curves has exponential complexity

Elliptic Curves are smaller and

faster for the same security level.



Elliptic Curve Cryptography (ECC) is

very widely used in TLS.

Implementation

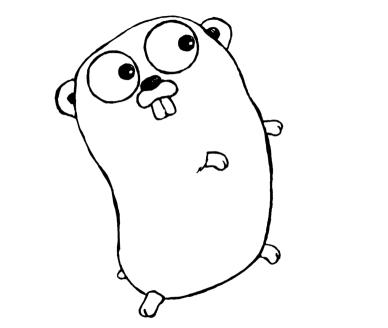
Implementations must be secure.

Error-free and constant-time.

Implementations must be fast.

Low-level arithmetic almost always

implemented in assembly.



crypto/elliptic/p256_asm_amd64.s

```
739
              MOVOU X3, (16*3)(DX)
740
741
              RFT
742
     // func p2560rdMul(res, in1, in2 []uint64)
743
744
     TEXT ·p2560rdMul(SB),NOSPLIT,$0
745
              MOVQ res+0(FP), res ptr
746
              MOVO in1+24(FP), x ptr
747
              MOVQ in2+48(FP), y ptr
748
              // x * v[0]
749
              MOVO (8*0)(v ptr), t0
750
              MOVQ (8*0)(x_ptr), AX
751
752
              MULO t0
              MOVQ AX, acc0
753
754
              MOVO DX acc1
```

```
1008
               MOVO acc5, acc3
1009
               MOVO acc0. t0
1010
               MOVO acc1. t1
1011
               // Subtract p256
1012
               SUBO p256ord<>+0\times00(SB), acc4
1013
               SBBQ p256ord<>+0\times08(SB) ,acc5
1014
               SBBQ p256ord<>+0x10(SB), acc0
1015
               SBBQ p256ord<>+0x18(SB), acc1
1016
               SBB0 $0. acc2
1017
1018
               CMOVQCS x_ptr, acc4
1019
               CMOVQCS acc3, acc5
1020
               CMOVQCS t0, acc0
1021
               CMOVQCS t1, acc1
1022
               MOVO acc4. (8*0) (res ptr)
1023
```

```
1521
1522
      TEXT p256SqrInternal(SB),NOSPLIT,$0
1523
1524
               MOVQ acc4, mul0
1525
               MULO acc5
               MOVQ mul0, acc1
1526
1527
               MOVO mul1, acc2
1528
1529
               MOVQ acc4, mul0
1530
               MULO acc6
1531
               ADDQ mul0, acc2
               ADCQ $0, mul1
1532
1533
               MOVQ mul1, acc3
1534
1535
               MOVQ acc4, mul0
```

....

4040

| 1/63 | MUVL t1, set_save |
|------|------------------------------|
| 1764 | MOVL t2, zero_save |
| 1765 | // Negate y2in based on sign |
| 1766 | MOVQ (16*2 + 8*0)(CX), acc4 |
| 1767 | MOVQ (16*2 + 8*1)(CX), acc5 |
| 1768 | MOVQ (16*2 + 8*2)(CX), acc6 |
| 1769 | MOVQ (16*2 + 8*3)(CX), acc7 |
| 1770 | MOVQ \$-1, acc0 |
| 1771 | MOVQ p256const0<>(SB), acc1 |
| 1772 | MOVQ \$0, acc2 |
| 1773 | MOVQ p256const1<>(SB), acc3 |
| 1774 | XORQ mul0, mul0 |
| 1775 | // Speculatively subtract |
| 1776 | SUBQ acc4, acc0 |
| 1777 | SBBQ acc5, acc1 |
| 1778 | SBBQ acc6, acc2 |
| | |

```
2335
              LDt (v)
2336
              CALL p256SubInternal(SB)
2337
              MOVQ rptr, AX
2338
              // Store v
2339
              MOVO acc4, (16*2 + 8*0)(AX)
2340
              MOVQ acc5, (16*2 + 8*1)(AX)
              MOVQ acc6, (16*2 + 8*2)(AX)
2341
              MOVO acc7, (16*2 + 8*3)(AX)
2342
2343
              2344
              MOVO $0, rptr
2345
2346
              RET
2347
2348
```

2334

| 2345 | | |
|------|----|-----|
| 2346 | | RET |
| 2347 | /* | |
| 2348 | | |
| | | |

Is this fine?

crypto/elliptic: carry bug in x86-64 P-256 #20040

(★) Closed agl opened this issue on Apr 19, 2017 · 12 comments





Elliptic Curve Cryptography

Compiler

Most elliptic curve implementations are hand rolled.

It's just f**king arithmetic!

Can we automate code-generation for elliptic curves?

ec3: Elliptic Curve Cryptography

Compiler

ec3

Inputs:

- Curve type and equation
- Coordinate system
- Finite field implementation

Outputs assembly and Go code to implement the curve.

Status

Generates correct elliptic curve code for P-256.

```
3871
3872
      DATA p<>+8(SB)/8, $0x00000000fffffffff
3873
      DATA p<>+16(SB)/8, $0\times0000000000000000
3874
      DATA p<>+24(SB)/8, $0xffffffff00000001
3875
      GLOBL p<>(SB), RODATAINOPTR, $32
3876
3877
     // func double(X1 *Elt, X3 *Elt, Y1 *Elt, Y3 *Elt, Z1 *E
3878
     TEXT \cdot double(SB). $800-48
3879
             MOVO X1 + O(FP), BX
3880
             MOVO (BX), AX
3881
             MOVO 8(BX), CX
3882
             MOVO 16(BX). DX
3883
             MOVQ 24(BX), BX
             MOVO AX, 160(SP)
3884
             MOVO CX. 168(SP)
3885
```

```
10106 lines (9230 sloc) 170 KB
      // Code generated by ec3. DO NOT EDIT.
   3
       #include "textflag.h"
   4
      // func lookup(p *Jacobian, tbl []Jacobian, idx int)
   6
       TEXT \cdot lookup(SB), $0-40
               MOVQ p+0(FP), AX
   8
               MOVO tbl base+8(FP), CX
   9
               MOVO tbl len+16(FP). DX
               MOVO idx+32(FP). BX
  10
  11
  12
               // Initialize a 1 register.
  13
                       X0, X0
               PX0R
```

Performance

```
pkg: github.com/mmcloughlin/ec3/examples/p256
BenchmarkScalarMult-4 136772 89073 ns/op
BenchmarkStdScalarMult-4 213002 56462 ns/op
```

ambmcloughlin

Thank you!