

Elliptic Curve Cryptography

Fast implentation of the Diffie-Hellman key exchange

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Elliptic Curve

- ▶ An elliptic curve $E(\mathbb{F}_p)$ consists of the set of the points $P(x, y)$, $x, y \in \mathbb{F}_p$ satisfying

$$y^2 \equiv x^3 + ax + b \pmod{p}$$

- ▶ Possible to define an addition rule to add points on E

Diffie Hellman key exchange

Public parameters

$$y^2 \equiv x^3 + ax + b \pmod{p}$$

$a, b \in \mathbb{F}_p$, a prime p and a base point G are known

Private computations

Alice

Compute $P = aG$

Bob

Compute $Q = bG$

Public exchange of values

Alice \xrightarrow{P} Bob

Alice \xleftarrow{Q} Bob

Further private computations

Alice

Compute aQ

Bob

Compute bP

The shared secret is $aQ = a(bG) = b(aG) = bP$

Adaption of Table 2.2 J. Hoffstein et al., *An Introduction to Mathematical Cryptography*

Double-and-add-Method

- ▶ Input $P \in E(F_p)$, $d \in \mathbb{Z}$
- ▶ Output: $d \cdot P \in E(F_p)$

```

1   $N \leftarrow P$ 
2   $Q \leftarrow \mathcal{O}$ 
3  for  $i$  from 0 to  $m$  do
4      if  $d_i = 1$  then
5           $Q \leftarrow \text{point\_add}(Q, N)$ 
6           $N \leftarrow \text{point\_double}(N)$ 
7  return  $Q$ 

```

where $d = d_0 + d_1 2 + \dots + d_m 2^m$ $d_i \in \{0, 1\}$

https://en.wikipedia.org/wiki/Elliptic_curve_point_multiplication#Double-and-add

Implementation

► Bigint

```
1  typedef uint64_t block;  
2  
3  typedef struct  
4  {  
5      uint64_t significant_blocks;  
6      block blocks[BIGINT_BLOCKS_COUNT];  
7  } __BigInt;
```

Corresponding operations (Addition, Multiplication, Division, ...)

► Elliptic Curve and ECDH

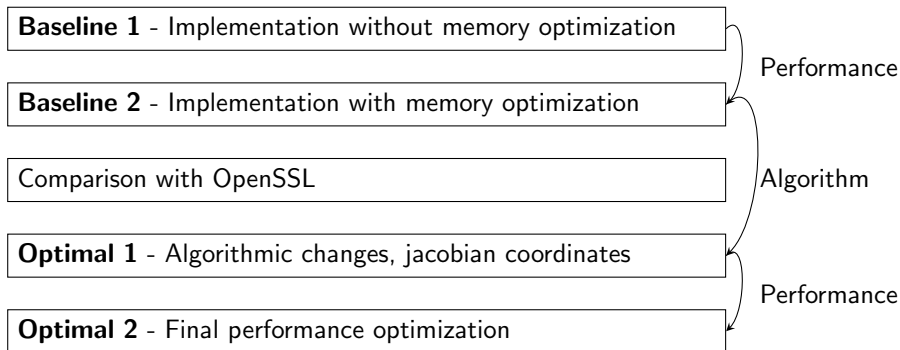
- Elliptic Curve definition and key exchange mechanism
- 5 predefined curves : 192, 224, 256, 384, 521 bits

Cost Analysis

- ▶ Index integer operation matters
- ▶ Cost measure
 - ▶ $C = C_{\text{add}} + C_{\text{mult}} + C_{\text{shift}}$
 - ▶ Code generated operations counts

Optimizations

Stages



Optimizations

Overview

- ▶ Code Optimizations
 - ▶ combine instructions
 - ▶ change the base from 8 bit to 64 bit for the big integers
 - ▶ Precomputation of $2k \cdot G$ where $k \in \mathbb{N}$ and $G \in E$
 - ▶ change the base from 2 bit to 64 bit in the montgomery multiplication
 - ▶ Inlining functions
 - ▶ better memory allocation
- ▶ Algorithmic Optimizations
 - ▶ Introduction of Jacobian coordinates

Intel ADX

C Code

```
1 low_m1 = _mulx_u64(a->blocks[i], b, &hi_m1);  
2 add_carry_m1 = _addcarryx_u64(add_carry_m1, carry_m1, low_m1, &temp_m1);  
3 add_carry_1 = _addcarryx_u64(add_carry_1, res->blocks[i], temp_m1, tmp->blocks[i]);  
4 carry_m1 = hi_m1;
```

Created Assembly code

x86 icc 13.0.1 -m64 -march=haswell -O3

```
1 mov     rdx, QWORD PTR [48+rsi]  
2 mulx    rdx, rbx, rax  
3 adox    rbp, rdx  
4 adcx    rbp, QWORD PTR [48+rdi]  
5 mov     QWORD PTR [2288+r9], rbp
```

<http://gcc.godbolt.org/>

Intel ADX

C Code

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```

Created Assembly code

x86 gcc 5.3 -m64 -march=haswell -O3

```

1 mulx    48(%rsi), %r9, %r10
2 addq    %r9, %r11
3 movq    %r10, %r9
4 setc    %bpl
5 addb    $-1, %bl
6 adcq    48(%rdi), %r11
7 movq    %r11, 2288(%rax)
8 setc    %bl
9 addb    $-1, %bpl

```

<http://gcc.godbolt.org/>

ADX vs AVX2

- ▶ Bottleneck operation: BigInt - block multiplication
- ▶ Unavoidable dependencies in carry chain -> vectorization by processing 4 multiplications in parallel

Approach	Lower bound	Bottleneck
ADX	8 cycles/iteration	ADX throughput
AVX (base 32)	10 cycles/iteration	Emulation of carry flag
AVX2 (base 64)	24 cycles/iteration	

- ▶ Further AVX2 downsides
 - ▶ higher mul latencies
 - ▶ unfriendly data layout
 - ▶ multiplications not always independent

