Edwards Curves for Cryptography

(this is about really efficient PKE)

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Discrete logarithm systems

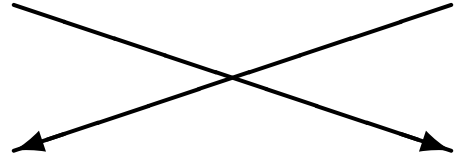
Protocols such as multiparty computation, e-voting, digital signatures often apply discrete logarithm systems as a primitive.

The discrete logarithm problem is the problem of finding a secret scalar, namely:

- given a group G generated by some P
- and a *scalar multiple* $Q = [n]P$ of P
- find n (modulo $\ell = \mathrm{ord}(P)$, the order of P).

Within this talk, groups are written additively with group operation $P \oplus Q$ and $[n]P = \underbrace{P \oplus P \oplus \cdots \oplus P}_{n \text{ copies}}$.

Diffie-Hellman Key exchange

Alice		**B**ob
1. secretly generates $a < \|\langle P \rangle\|$		1. secretly generates $b < \|\langle P \rangle\|$
2. computes $Q_1 = [a]P$		2. computes $Q_2 = [b]P$
3. transmits Q_1		3. transmits Q_2
4. computes $[a]Q_2$	$= [ab]P =$	4. computes $[b] \cdot Q_1$

Common Key: the group element $k = [(ab)]P \in G$.

Proposed groups

- $\mathbb{F}_p^*$, multiplicative group of prime field.
- $\mathbb{F}_q^*$ (same for arbitrary finite field).
- $E(\mathbb{F}_q)$, group of $\mathbb{F}_q$-rational points on elliptic curve E.
- $\mathrm{Pic}_C^0(\mathbb{F}_q)$, divisor class group of curve C over $\mathbb{F}_q$.

Difference in security:

- First two examples have algorithms subexponential in q

$$O(\exp(c(\log q)^{1/3}(\log\log q)^{2/3})),$$

- for elliptic and small genus hyperelliptic curves the best algorithms are exponential in group size l

$$\Theta(\exp((1/2)\log l)) = \Theta(l^{1/2}).$$

This talk is about elliptic curve cryptography . . .

This talk is about elliptic curve cryptography . . . forget everything you know about elliptic curves.

Do you know how to add on a circle?

Let k be a field with $2 \neq 0$ and let $c \in k^*$.

$$\{(x, y) \in k \times k | x^2 + y^2 = c^2\}$$

is a commutative group with
$(x_1, y_1) + (x_2, y_2) = (x_3, y_3)$, where

$$x_3 = (x_1 y_2 + y_1 x_2)/c \text{ and } y_3 = (y_1 y_2 - x_1 x_2)/c.$$

- Exercise: on curve.
- Exercise: associative.
- Look, an addition law!
- But it's not elliptic (security at best as in $(k^2)^*$).

Now add on an elliptic curve

An elliptic curve:

Now add on an elliptic curve

An elliptic curve:

$$x^2 + y^2 = 1 + dx^2y^2$$

Now add on an elliptic curve

Let k be a field with $2 \neq 0$ and let $d \in k$ with $d \neq 0, 1$.

$$\{(x, y) \in k \times k | x^2 + y^2 = 1 + dx^2y^2\}$$

a commutative group with

$$(x_1, y_1) + (x_2, y_2) = (x_3, y_3)$$

defined by Edwards addition law

$$x_3 = \frac{x_1y_2 + y_1x_2}{1 + dx_1x_2y_1y_2} \text{ and } y_3 = \frac{y_1y_2 - x_1x_2}{1 - dx_1x_2y_1y_2}.$$

Harold M. Edwards Jr. shows that generically every elliptic curve can be written in this form – over some extension field. (Bulletin of the AMS, **44**, 393–422, 2007)

Addition on Edwards curves

$$(x_1, y_1) \oplus (x_2, y_2) = \left(\frac{x_1 y_2 + y_1 x_2}{1 + d x_1 x_2 y_1 y_2}, \frac{y_1 y_2 - x_1 x_2}{1 - d x_1 x_2 y_1 y_2} \right)$$

- Neutral element is $(0, 1)$, this is an affine point!
- $-(x_1, y_1) = (-x_1, y_1)$.
- $(0, -1)$ has order 2, $(\pm 1, 0)$ have order 4, so not every elliptic curve can be transformed to an Edwards curve over k — but every curve with a point of order 4 can!
- Our Asiacrypt 2007 paper makes explicit the birational equivalence between a curve in Edwards form and in Weierstrass form.

Nice features of the addition law

- $$P+Q=\left(\frac{x_1y_2+y_1x_2}{1+dx_1x_2y_1y_2},\frac{y_1y_2-x_1x_2}{1-dx_1x_2y_1y_2}\right).$$

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- $[2]P=\left(\dfrac{x_1y_1+y_1x_1}{1+dx_1x_1y_1y_1},\dfrac{y_1y_1-x_1x_1}{1-dx_1x_1y_1y_1}\right).$

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- No reason that the denominators should be 0.
- Unified group operations!

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$$\begin{aligned} A &= Z_1\cdot Z_2;\ B=A^2;\ C=X_1\cdot X_2;\ D=Y_1\cdot Y_2;\\ E &= (X_1+Y_1)\cdot(X_2+Y_2)-C-D;\ F=d\cdot C\cdot D;\\ X_{P\oplus Q} &= A\cdot E\cdot(B-F);\ Y_{P\oplus Q}=A\cdot(D-C)\cdot(B+F);\\ Z_{P\oplus Q} &= (B-F)\cdot(B+F). \end{aligned}$$

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Needs 10M + 1S + 1D + 7A.

Strongly unified group operations

- Addition formulas work also for doubling.
- E.g. addition law in Weierstrass form is not unified,

$$\lambda = \begin{cases} (y_2 - y_1)/(x_2 - x_1) & \text{if } x_1 \neq x_2, \\ (3x_1^2 + a_4)/(2y_1) & \text{else.} \end{cases}$$

  division by zero if first form is accidentally used for doubling.
- Strongly unified addition laws remove some checks from the code.
- Help against simple side-channel attacks. Attacker sees uniform sequence of identical group operations, no information on secret scalar given (assuming the field operations are handled appropriately).

Unified Projective coordinates

- Brier, Joye 2002
  Idea: unify how the slope is computed.
- improved in Brier, Déchène, and Joye 2004
- $$\lambda = \frac{(x_1+x_2)^2 - x_1x_2 + a_4 + y_1 - y_2}{y_1 + y_2 + x_1 - x_2}$$
  $$= \begin{cases} \frac{y_1-y_2}{x_1-x_2} & (x_1,y_1) \neq \pm(x_2,y_2) \\ \frac{3x_1^2+a_4}{2y_1} & (x_1,y_1) = (x_2,y_2) \end{cases}$$

  Multiply numerator & denominator by $x_1 - x_2$ to see this.
- Proposed formulae can be generalized to projective coordinates.
- Some special cases may occur, but with very low probability, e. g. $x_2 = y_1 + y_2 + x_1$. Alternative equation for this case.

Jacobi intersection and quartic

- Liardet and Smart CHES 2001: Jacobi intersection
- Billet and Joye AAECC 2003: Jacobi-Model

$$E_J : Y^2 = \epsilon X^4 - 2\delta X^2 Z^2 + Z^4.$$

$$\begin{aligned} X_3 &= X_1 Z_1 Y_2 + Y_1 X_2 Z_2 \\ Z_3 &= (Z_1 Z_2)^2 - \epsilon (X_1 X_2)^2 \\ Y_3 &= (Z_3 + 2\epsilon (X_1 X_2)^2)(Y_1 Y_2 - 2\delta X_1 X_2 Z_1 Z_2) + \\ &\quad 2\epsilon X_1 X_2 Z_1 Z_2 (X_1^2 Z_2^2 + Z_1^2 X_2^2). \end{aligned}$$

- Unified formulas need 10M+3S+D+2E
- Can have ϵ or δ small
- Needs point of order 2; for $\epsilon = 1$ the group order is divisible by 4.

Hessian curves

$$E_H : X^3 + Y^3 + Z^3 = cXYZ.$$

Addition: $P \neq \pm Q$	Doubling $P = Q \neq -P$
$X_3 = X_2Y_1^2Z_2 - X_1Y_2^2Z_1$	$X_3 = Y_1(X_1^3 - Z_1^3)$
$Y_3 = X_1^2Y_2Z_2 - X_2^2Y_1Z_1$	$Y_3 = X_1(Z_1^3 - Y_1^3)$
$Z_3 = X_2Y_2Z_1^2 - X_1Y_1Z_2^2$	$Z_3 = Z_1(Y_1^3 - X_1^3)$

- Curves were first suggested for speed
- Joye and Quisquater show

$$[2](X_1 : Y_1 : Z_1) = (Z_1 : X_1 : Y_1) \oplus (Y_1 : Z_1 : X_1)$$

- Unified formulas need 12M.
- Doubling is done by an addition, but not automatically – only unified, not strongly unified.

Unified addition law

- Strongly unified addition laws indeed remove the check for $P \neq Q$ before addition.
- Some systems allow to omit the check $P \neq -Q$ before addition.
- Most systems still have exceptional cases.
- No surprise:
  "The smallest cardinality of a complete system of addition laws on E equals two."
  (Theorem 1 in Wieb Bosma, Hendrik W. Lenstra, Jr., J. Number Theory **53**, 229–240, 1995)
- Bosma/Lenstra give such system; similar to unified projective coordinates.

Back to Edwards curves

$$(x_1, y_1) \oplus (x_2, y_2) = \left(\frac{x_1y_2 + y_1x_2}{1 + dx_1x_2y_1y_2}, \frac{y_1y_2 - x_1x_2}{1 - dx_1x_2y_1y_2} \right)$$

What if denominators are 0?

Back to Edwards curves

$$(x_1, y_1) \oplus (x_2, y_2) = \left(\frac{x_1y_2 + y_1x_2}{1 + dx_1x_2y_1y_2}, \frac{y_1y_2 - x_1x_2}{1 - dx_1x_2y_1y_2} \right)$$

What if denominators are 0?

Answer: They are never 0 if d is not a square in k.

If $(x_1, y_1), (x_2, y_2)$ are on curve, i.e., if $x_1^2 + y_1^2 = 1 + dx_1^2y_1^2$ and $x_2^2 + y_2^2 = 1 + dx_2^2y_2^2$, then $dx_1x_2y_1y_2$ can only be ± 1 if d is a square in k.

Outline of proof:
If $(dx_1x_2y_1y_2)^2 = 1$ then curve equation implies
$(x_1 + dx_1x_2y_1y_2y_1)^2 = dx_1^2y_1^2(x_2 + y_2)^2$.
Conclude that d is a square.

Bosma/Lenstra strikes over quadratic extension.

Complete addition law

- For d not a square in k, the Edwards addition law is complete, there are no exceptional cases.
- Edwards addition law allows omitting all checks
  - Neutral element is affine point on curve.
  - Addition works to add P and P.
  - Addition works to add P and $-P$.
  - Addition just works to add P and any Q.
- Only complete addition law in the literature.

Fastest unified addition-or-doubling formula

System	Cost of unified addition-or-doubling
Projective	11M+6S+1D; see Brier/Joye '03
Projective if $a_4 = -1$	13M+3S; see Brier/Joye '02
Jacobi intersection	13M+2S+1D; see Liardet/Smart '01
Jacobi quartic ($\epsilon = 1$)	10M+3S+1D; see Billet/Joye '01
Hessian	12M; see Joye/Quisquater '01
Edwards	10M+1S+1D

- Exactly the same formulae for doubling (no re-arrangement like in Hessian; no if-else)
- No exceptional cases if d is not a square.
- Operation counts as in Asiacrypt'07 paper.
- See EFD `hyperelliptic.org/EFD`.

But wait – there's more!

How about non-unified doubling?

$$[2]P = \left(\frac{x_1y_1 + y_1x_1}{1 + dx_1x_1y_1y_1}, \frac{y_1y_1 - x_1x_1}{1 - dx_1x_1y_1y_1}\right)$$

$$= \left(\frac{2x_1y_1}{1 + d(x_1y_1)^2}, \frac{y_1^2 - x_1^2}{1 - d(x_1y_1)^2}\right)$$

How about non-unified doubling?

$$[2]P = \left(\frac{x_1y_1 + y_1x_1}{1 + dx_1x_1y_1y_1}, \frac{y_1y_1 - x_1x_1}{1 - dx_1x_1y_1y_1}\right)$$

$$= \left(\frac{2x_1y_1}{1 + d(x_1y_1)^2}, \frac{y_1^2 - x_1^2}{1 - d(x_1y_1)^2}\right)$$

Use curve equation $x^2 + y^2 = 1 + dx^2y^2$.

How about non-unified doubling?

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$$= \left(\frac{2x_1y_1}{1 + d(x_1y_1)^2}, \frac{y_1^2 - x_1^2}{1 - d(x_1y_1)^2}\right)$$

$$= \left(\frac{2x_1y_1}{x_1^2 + y_1^2}, \frac{y_1^2 - x_1^2}{2 - (x_1^2 + y_1^2)}\right)$$

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$$= \left(\frac{2x_1y_1}{1 + d(x_1y_1)^2}, \frac{y_1^2 - x_1^2}{1 - d(x_1y_1)^2}\right)$$

$$= \left(\frac{2x_1y_1}{x_1^2 + y_1^2}, \frac{y_1^2 - x_1^2}{2 - (x_1^2 + y_1^2)}\right)$$

$$\begin{aligned} B &= (X_1 + Y_1)^2;\ C = X_1^2;\ D = Y_1^2;\ E = C + D;\ H = (c \cdot Z_1)^2; \\ J &= E - 2H;\ X_3 = c \cdot (B - E) \cdot J;\ Y_3 = c \cdot E \cdot (C - D);\ Z_3 = E \cdot \end{aligned}$$

Inversion-free version needs 3M + 4S + 6A.

Very fast doubling formulae

System	Cost of doubling
Projective	5M+6S+1D; EFD
Projective if $a_4 = -3$	7M+3S; EFD
Hessian	7M+1S; see Hisil/Carter/Dawson '07
Doche/Icart/Kohel-3	2M+7S+2D; see Doche/Icart/Kohel '06
Jacobian	1M+8S+1D; EFD
Jacobian if $a_4 = -3$	3M+5S; see DJB '01
Jacobi quartic	2M+6S+2D; see Hisil/Carter/Dawson '07
Jacobi intersection	3M+4S; see Liardet/Smart '01
Edwards	3M+4S;
Doche/Icart/Kohel-2	2M+5S+2D; see Doche/Icart/Kohel '06

- Edwards fastest for general curves, no D.
- Operation counts as in our Asiacrypt paper.

Fastest addition formulae

System	Cost of addition
Doche/Icart/Kohel-2	12M+5S+1D; see Doche/Icart/Kohel ’06
Doche/Icart/Kohel-3	11M+6S+1D; see Doche/Icart/Kohel ’06
Jacobian	11M+5S; EFD
Jacobi intersection	13M+2S+1D; see Liardet/Smart ’01
Projective	12M+2S; HECC
Jacobi quartic	10M+3S+1D; see Billet/Joye ’03
Hessian	12M; see Joye/Quisquater ’01
Edwards	10M+1S+1D

- EFD and full paper also contain costs for mixed addition (mADD) and re-additions (reADD).
- reADD: non-mixed ADD where one point has been added before and computations have been cached.

Single-scalar multiplication using NAF

System	1 DBL, 1/3 mADD
Projective	8M+6.67S+1D
Projective if $a_4 = -3$	10M+3.67S
Hessian	10.3M+1S
Doche/Icart/Kohel-3	4.33M+8.33S+2.33D
Jacobian	3.33M+9.33S+1D
Jacobian if $a_4 = -3$	5.33M+6.33S
Jacobi intersection	6.67M+4.67S+0.333D
Jacobi quartic	4.67M+7S+2.33D
Doche/Icart/Kohel-2	4.67M+6.33S+2.33D
Edwards	6M+4.33S+0.333D

For comparison: Montgomery arithmetic takes 5M+4S+1D per bit.

Signed width-4 sliding windows

These counts include the precomputations.

System	0.98 DBL, 0.17 reADD, 0.025 mADD, 0.0035 A
Projective	7.17M+6.28S+0.982D
Projective if $a_4 = -3$	9.13M+3.34S
Doche/Icart/Kohel-3	3.84M+7.99S+2.16D
Hessian	9.16M+0.982S
Jacobian	2.85M+8.64S+0.982D
Jacobian if $a_4 = -3$	4.82M+5.69S
Doche/Icart/Kohel-2	4.2M+5.86S+2.16D
Jacobi quartic	3.69M+6.48S+2.16D
Jacobi intersection	5.09M+4.32S+0.194D
Edwards	4.86M+4.12S+0.194D

Montgomery takes 5M+4S+1D per bit. Edwards solidly faster!

Double-base number systems meet Edward

- Almost latest news (Bernstein/Birkner/Lange/Peters, to appear at Indocrypt 2007).
- Edwards curves have very fast triplings.
- DBNS does not offer any advantage for Edwards curves.
- Edwards curves beat all other (by then published) systems in scalar multiplication, even if they use DBNS.
- Various improvements to DBNS.

Inverted Edwards coordinates

- Latest news (Bernstein/Lange, to appear at AAECC 2007):
  inverted Edwards coordinates are even faster strongly unified system – but not complete.
- Using the representation $(X_1 : Y_1 : Z_1)$ for the affine point $(Z_1/X_1, Z_1/Y_1)$ ($X_1Y_1Z_1 \neq 0$) gives operation counts:
  - Doubling takes $3M + 4S + 1D$.
  - Addition takes $9M + 1S + 1D$.
- This saves $1M$ for each addition compared to standard Edwards coordinates.
- New speed leader: inverted Edwards coordinates.

Different coordinate systems

For many more coordinate systems, the group law, operation counts (and improvements) for the explicit formulas, MAGMA-based proofs of their correctness, lots of entertainment visit the

Explicit Formulas Database

`http://www.hyperelliptic.org/EFD`