



Lightweight Coprocessor for Koblitz Curves:

283-bit ECC Including Scalar Conversion with only 4300 Gates

S. Sinha Roy, **K. Järvinen**, I. Verbauwhede

KU Leuven ESAT/COSIC
Leuven, Belgium

CHES 2015, Saint-Malo, France, Sept. 13–16, 2015



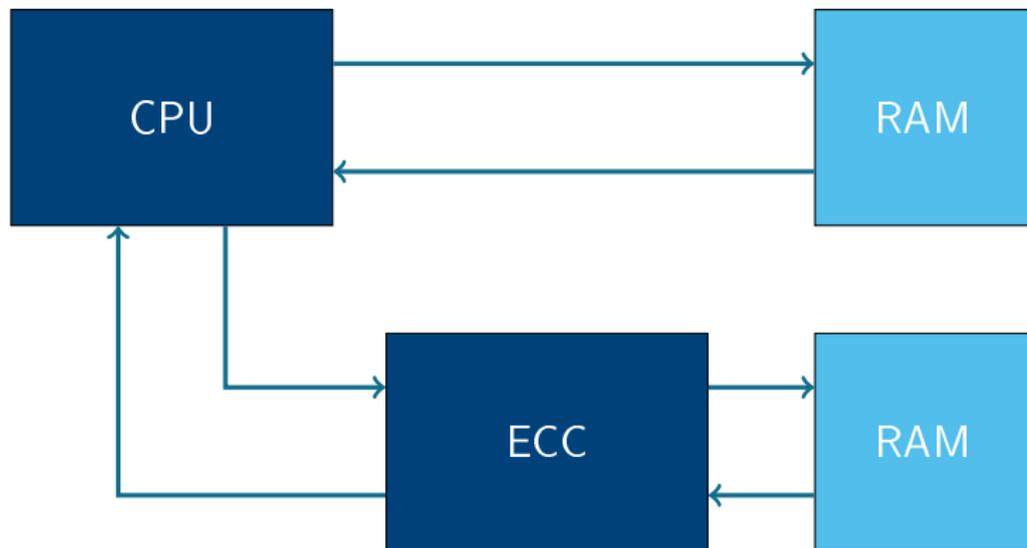
We present a lightweight coprocessor for the 283-bit Koblitz curve

- The first lightweight implementation of a high security curve
- The first to include on-the-fly lightweight conversion
- One of the smallest ECC coprocessors
- A large set of side-channel countermeasures

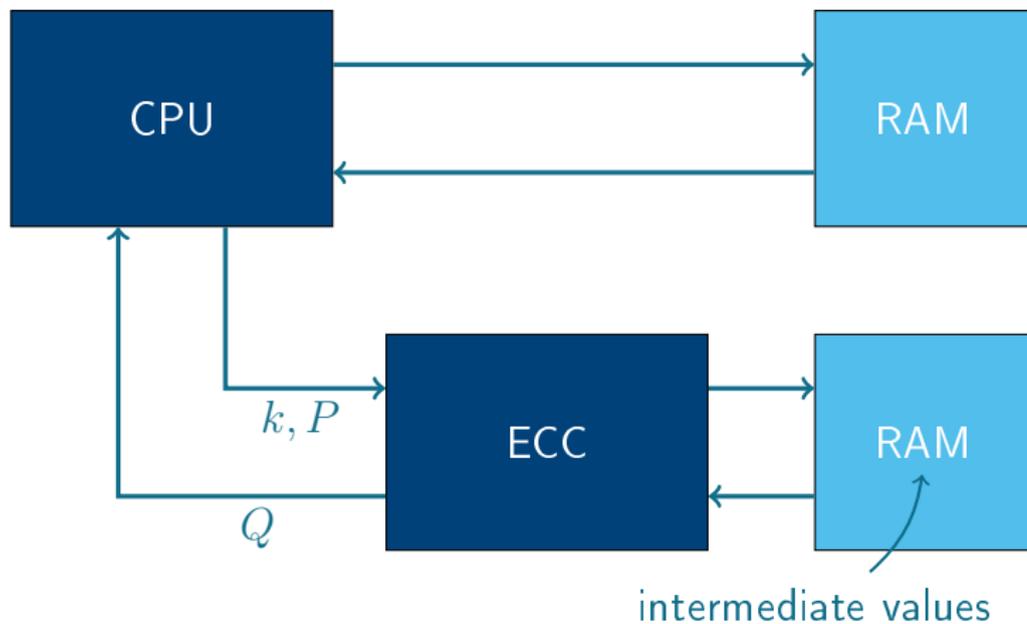
Point multiplication $Q = kP$:



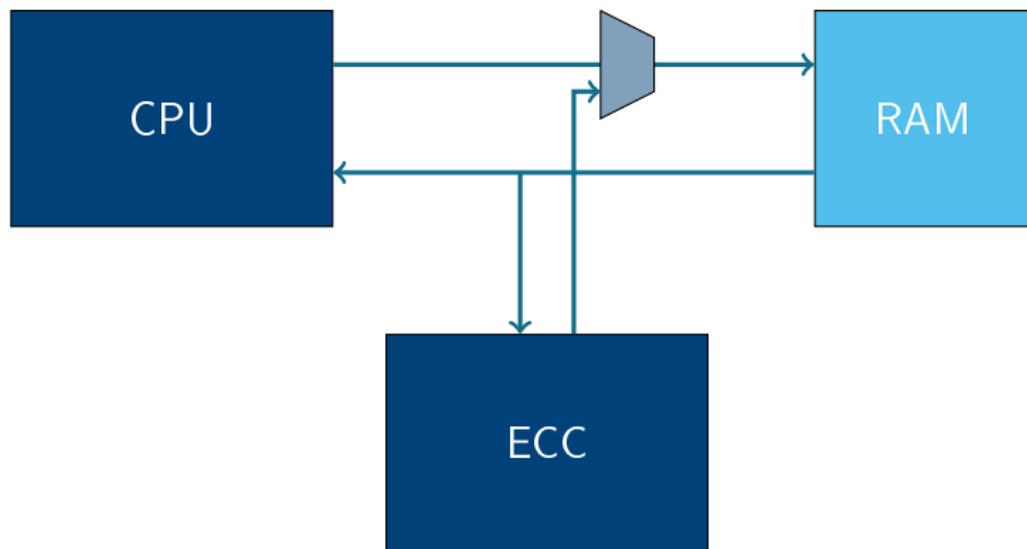
Point multiplication $Q = kP$:



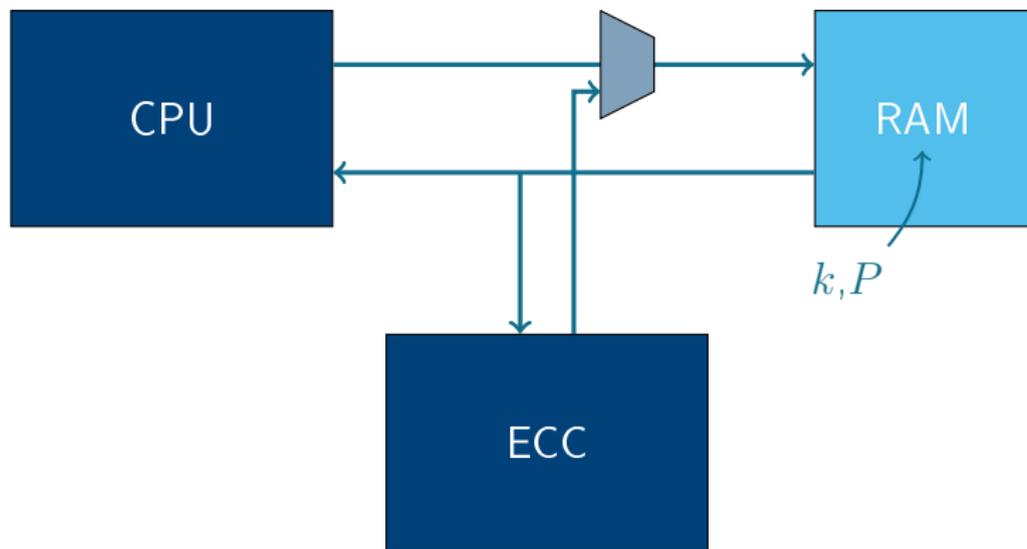
Point multiplication $Q = kP$:



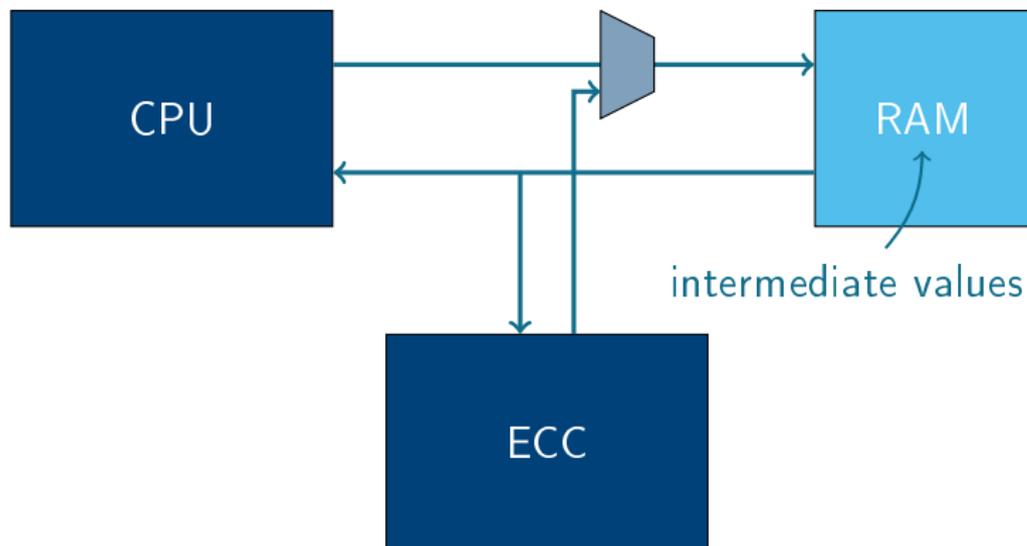
Point multiplication $Q = kP$:



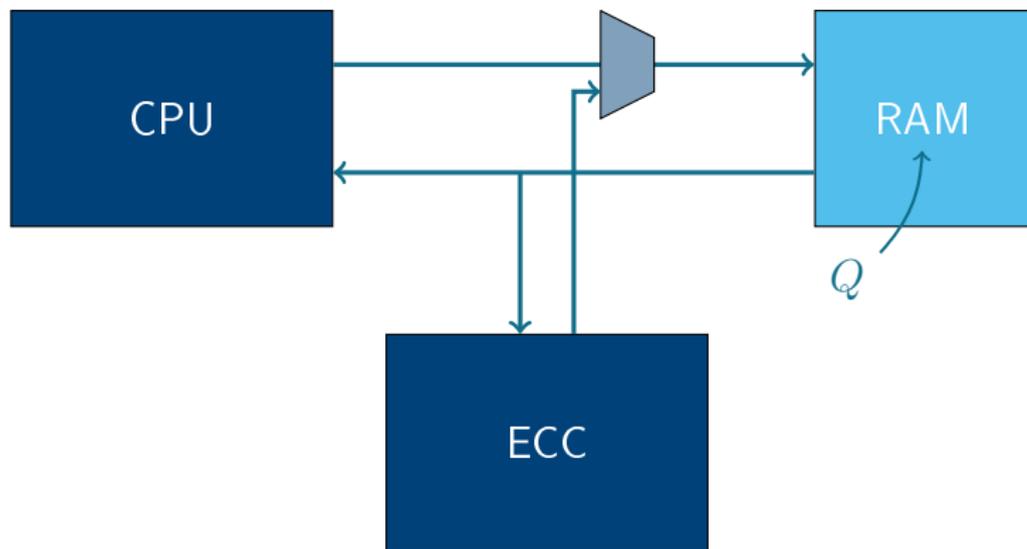
Point multiplication $Q = kP$:



Point multiplication $Q = kP$:



Point multiplication $Q = kP$:



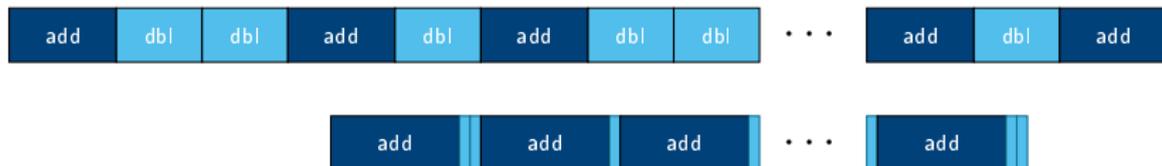
- Binary curves which are included in many standards (e.g., NIST)

Example (Point multiplication $Q = kP$)



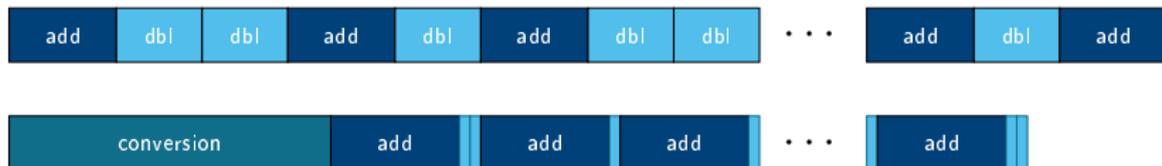
- Binary curves which are included in many standards (e.g., NIST)
- Point doublings can be replaced with cheap Frobenius maps:
 $\phi : (x, y) \mapsto (x^2, y^2)$

Example (Point multiplication $Q = kP$)



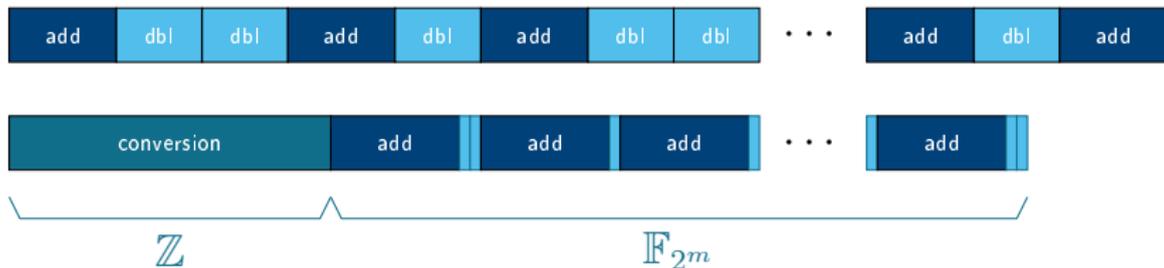
- Binary curves which are included in many standards (e.g., NIST)
- Point doublings can be replaced with cheap Frobenius maps:
 $\phi : (x, y) \mapsto (x^2, y^2)$
- ... but first the integer k needs to be converted to a τ -adic expansion $k = \sum_{i=0}^{\ell-1} k_i \tau^i$ where $\tau = (\mu + \sqrt{-7})/2 \in \mathbb{C}$

Example (Point multiplication $Q = kP$)



- Binary curves which are included in many standards (e.g., NIST)
- Point doublings can be replaced with cheap Frobenius maps:
 $\phi : (x, y) \mapsto (x^2, y^2)$
- ... but first the integer k needs to be converted to a τ -adic expansion $k = \sum_{i=0}^{\ell-1} k_i \tau^i$ where $\tau = (\mu + \sqrt{-7})/2 \in \mathbb{C}$

Example (Point multiplication $Q = kP$)



Secure Lightweight Conversion

- Our conversion algorithms are based on:
 - (1) the lazy reduction by Brumley and Järvinen
 - (2) the zero-free expansion by Okeya, Takagi, and Vuillaume

- Our conversion algorithms are based on:
 - (1) the lazy reduction by Brumley and Järvinen
 - (2) the zero-free expansion by Okeya, Takagi, and Vuillaume
 ⇒ Only (multiprecision) additions and subtractions

(1): Integer k to $\rho = b_0 + b_1\tau$

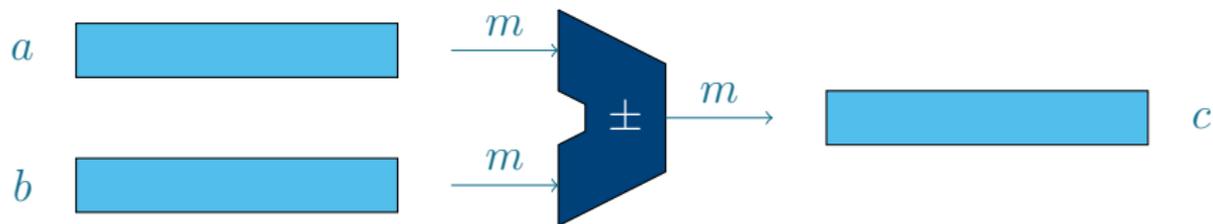
```

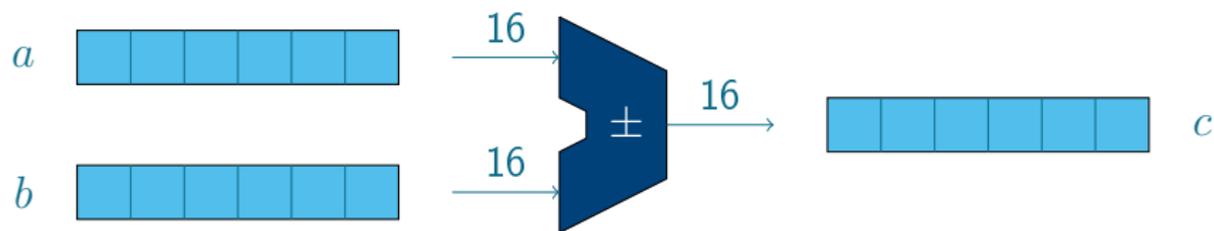
( $a_0, a_1$ )  $\leftarrow$  (1, 0), ( $b_0, b_1$ )  $\leftarrow$  (0, 0),
( $d_0, d_1$ )  $\leftarrow$  ( $k, 0$ )
for  $i = 0$  to  $m - 1$  do
     $u \leftarrow d_0 \bmod 2$ 
     $d_0 \leftarrow d_0 - u$ 
    ( $b_0, b_1$ )  $\leftarrow$  ( $b_0 + u \cdot a_0, b_1 + u \cdot a_1$ )
    ( $d_0, d_1$ )  $\leftarrow$  ( $d_1 - d_0/2, -d_0/2$ )
    ( $a_0, a_1$ )  $\leftarrow$  ( $-2a_1, a_0 - a_1$ )
 $\rho = (b_0, b_1) \leftarrow (b_0 + d_0, b_1 + d_1)$ 
    
```

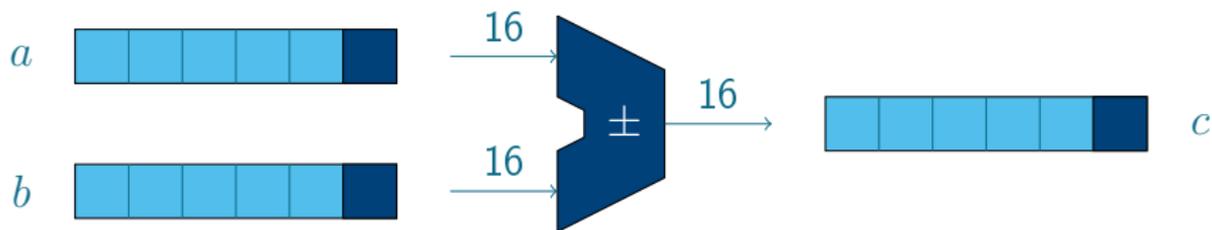
(2): ρ to τ -adic exp.

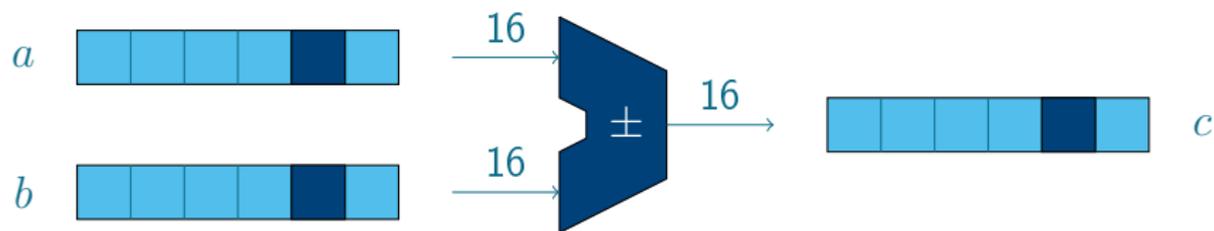
```

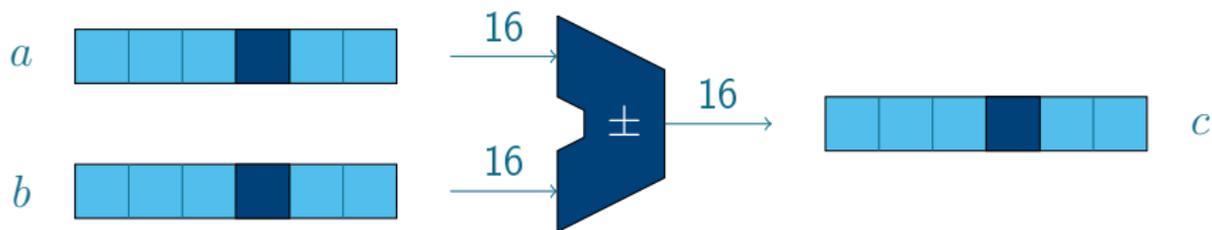
 $i \leftarrow 0$ 
while  $|b_0| \neq 1$  or  $b_1 \neq 0$  do
     $u \leftarrow \Psi(b_0 + b_1\tau)$ 
     $b_0 \leftarrow b_0 - u$ 
    ( $b_0, b_1$ )  $\leftarrow$  ( $b_1 - b_0/2, -b_0/2$ )
     $t_i \leftarrow u$ 
     $i \leftarrow i + 1$ 
 $t_i \leftarrow b_0$ 
    
```

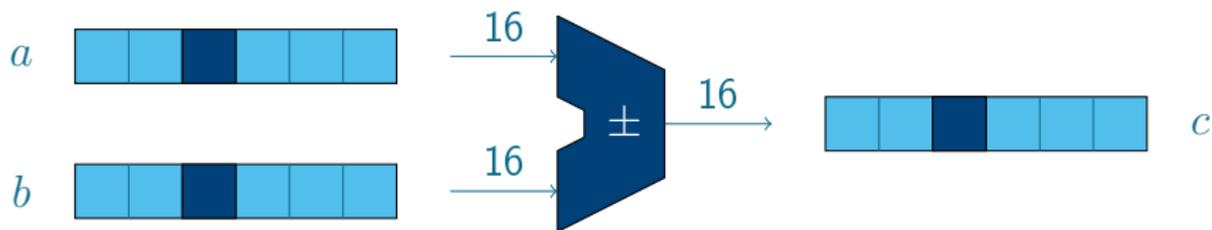


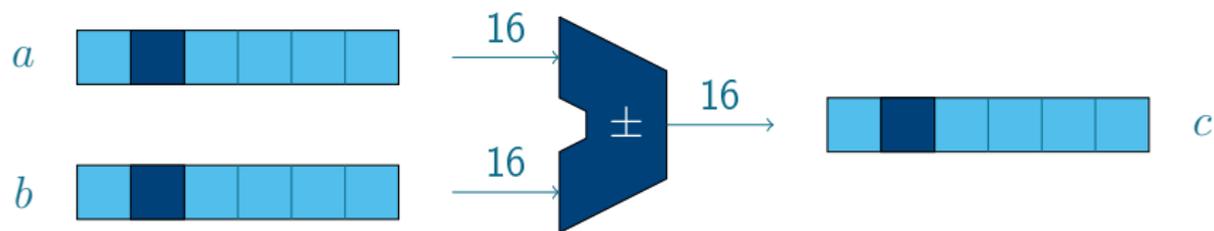


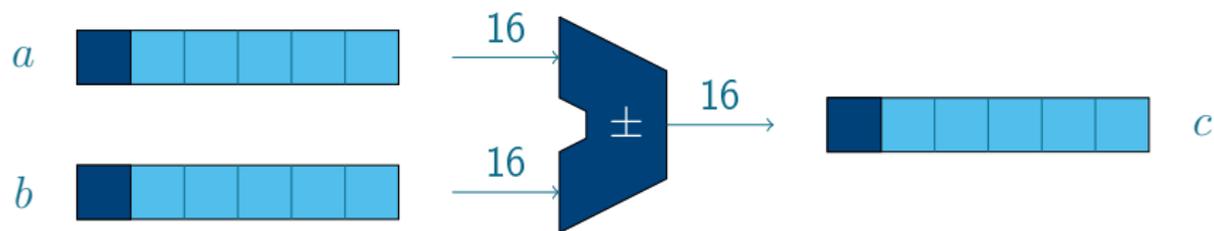


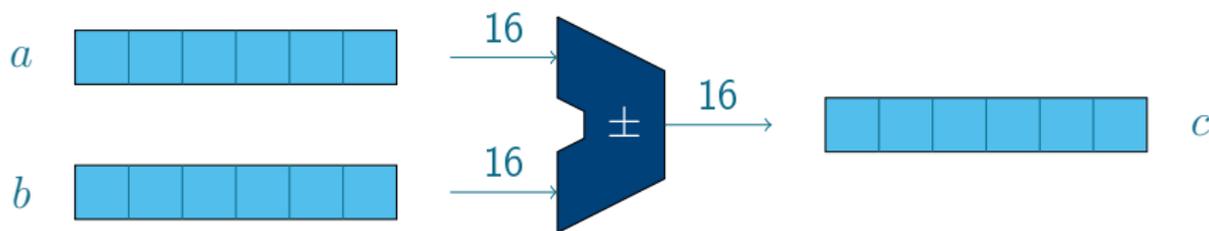




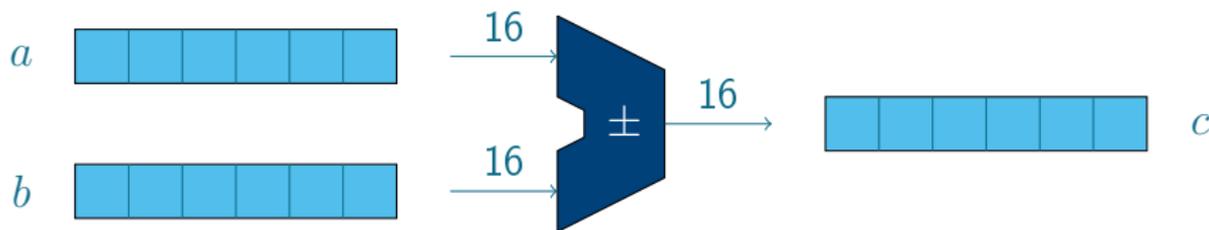






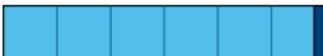


- ④ Negations (e.g., $-d_0/2$) take about 1/3 of cycles

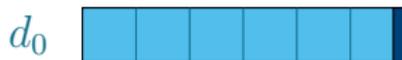


- ① Negations (e.g., $-d_0/2$) take about $1/3$ of cycles
 - \Rightarrow We use the modification $(d_0/2 - d_1, d_0/2)$ instead of $(d_1 - d_0/2, -d_0/2)$
 - \Rightarrow The signs will be incorrect but can be corrected

$$b_i + u \cdot a_i, \text{ where } u = d_0 \bmod 2 \in \{0, 1\}$$

d_0 

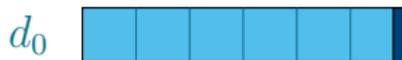
$b_i + u \cdot a_i$, where $u = d_0 \bmod 2 \in \{0, 1\}$



$u = 1 \Rightarrow b_0 + a_0$ and $b_1 + a_1$

$u = 0 \Rightarrow$ do nothing

$b_i + u \cdot a_i$, where $u = d_0 \bmod 2 \in \{0, 1\}$

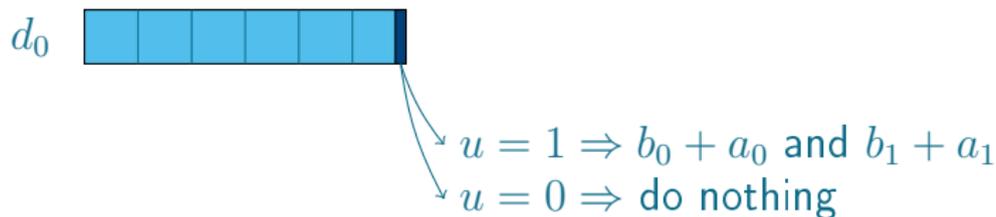


$u = 1 \Rightarrow b_0 + a_0$ and $b_1 + a_1$

$u = 0 \Rightarrow$ do nothing

Bad SPA leakage!

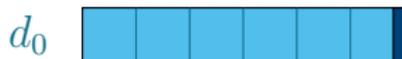
$b_i + u \cdot a_i$, where $u = d_0 \bmod 2 \in \{0, 1\}$



Bad SPA leakage!

- ② We select $u \in \{-1, 1\}$ by using $\Psi(d_0 + d_1\tau)$

$b_i + u \cdot a_i$, where $u = d_0 \bmod 2 \in \{0, 1\}$



$u = 1 \Rightarrow b_0 + a_0$ and $b_1 + a_1$

$u = 0 \Rightarrow$ do nothing

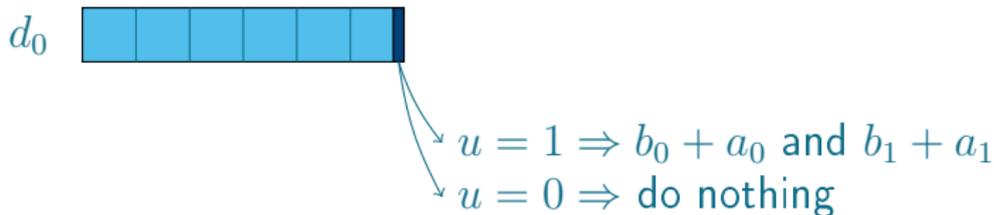
Bad SPA leakage!

② We select $u \in \{-1, 1\}$ by using $\Psi(d_0 + d_1\tau)$

- $u = +1 \Rightarrow b_0 + a_0$ and $b_1 + a_1$

- $u = -1 \Rightarrow b_0 - a_0$ and $b_1 - a_1$

$$b_i + u \cdot a_i, \text{ where } u = d_0 \bmod 2 \in \{0, 1\}$$



Bad SPA leakage!

- ② We select $u \in \{-1, 1\}$ by using $\Psi(d_0 + d_1\tau)$
 - $u = +1 \Rightarrow b_0 + a_0$ and $b_1 + a_1$
 - $u = -1 \Rightarrow b_0 - a_0$ and $b_1 - a_1$
 - **Similar operations \Rightarrow Increased SPA resistance!**

Point Multiplication

Zero-free τ -adic expansion [Okeya et al, 2005]

A τ -adic representation that represents k with $k_i \in \{-1, 1\}$

Example

$1\bar{1}\bar{1}1111\bar{1}\bar{1}111\bar{1}\bar{1}\bar{1}\dots 1\bar{1}11$

Zero-free τ -adic expansion [Okeya et al, 2005]

A τ -adic representation that represents k with $k_i \in \{-1, 1\}$

- Combined with w -bit windows and precomputations
 - \Rightarrow Fast point multiplication of only ℓ/w point additions
 - \Rightarrow Constant pattern of point operations

Example

$1\bar{1}\bar{1}1111\bar{1}\bar{1}1111\bar{1}\bar{1}\bar{1}\dots 1\bar{1}11$

$w = 2:$

$$P_{+1} = \phi(P) + P$$

$$P_{-1} = \phi(P) - P$$

Zero-free τ -adic expansion [Okeya et al, 2005]

A τ -adic representation that represents k with $k_i \in \{-1, 1\}$

- Combined with w -bit windows and precomputations
 - \Rightarrow Fast point multiplication of only ℓ/w point additions
 - \Rightarrow Constant pattern of point operations

Example

$\begin{matrix} 1\bar{1}\bar{1}1111\bar{1}\bar{1}111\bar{1}\bar{1}\bar{1}\dots 1\bar{1}11 \\ \text{>} \\ P_{-1} \end{matrix}$

$w = 2:$

$$P_{+1} = \phi(P) + P$$

$$P_{-1} = \phi(P) - P$$

Zero-free τ -adic expansion [Okeya et al, 2005]

A τ -adic representation that represents k with $k_i \in \{-1, 1\}$

- Combined with w -bit windows and precomputations
 - \Rightarrow Fast point multiplication of only ℓ/w point additions
 - \Rightarrow Constant pattern of point operations

Example

$$\begin{array}{c}
 \phi^2 \\
 \curvearrowright \\
 1\bar{1}\bar{1}11111\bar{1}1111\bar{1}\bar{1}\bar{1}\dots 1\bar{1}11 \\
 \underbrace{\hspace{1.5cm}}_{>+P_{-1}}
 \end{array}$$

$$w = 2:$$

$$P_{+1} = \phi(P) + P$$

$$P_{-1} = \phi(P) - P$$

Zero-free τ -adic expansion [Okeya et al, 2005]

A τ -adic representation that represents k with $k_i \in \{-1, 1\}$

- Combined with w -bit windows and precomputations
 - \Rightarrow Fast point multiplication of only ℓ/w point additions
 - \Rightarrow Constant pattern of point operations

Example

$$\begin{array}{c}
 \phi^2 \\
 \curvearrowright \\
 1\bar{1}\bar{1}11111\bar{1}\bar{1}1111\bar{1}\bar{1}\bar{1}\dots 1\bar{1}11 \\
 \begin{array}{c}
 \vee \quad \vee \\
 + \quad - \\
 P_{-1} \quad P_{-1}
 \end{array}
 \end{array}$$

$$w = 2:$$

$$P_{+1} = \phi(P) + P$$

$$P_{-1} = \phi(P) - P$$

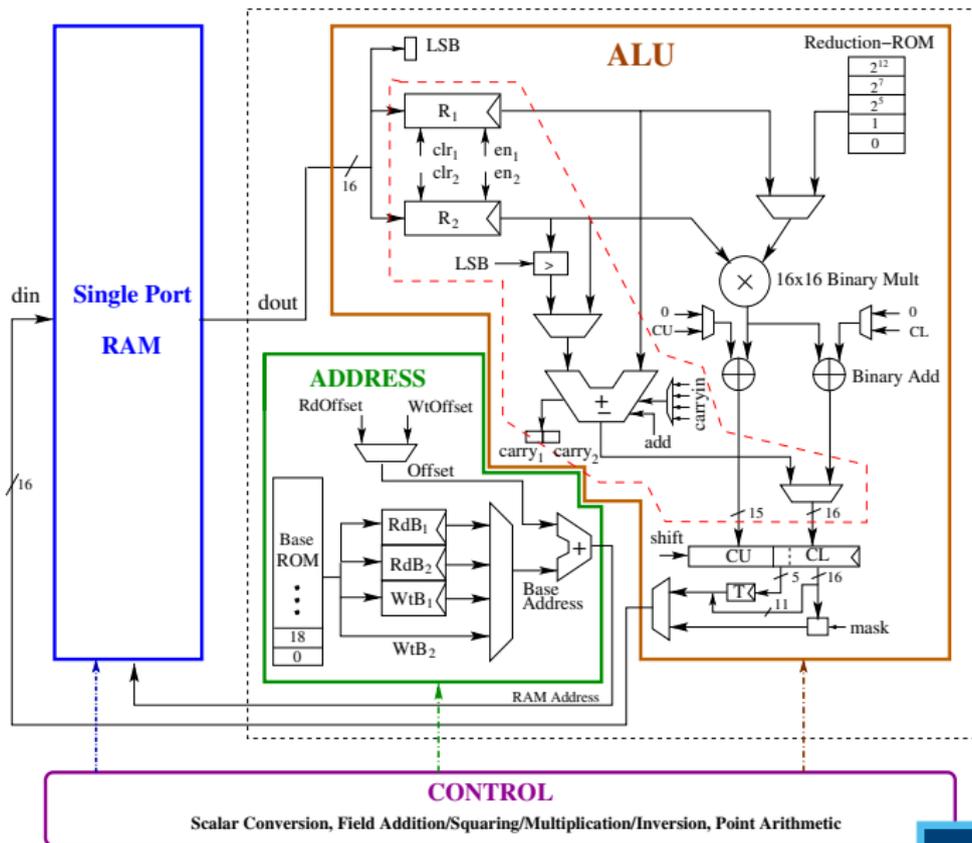
- Point additions and subtractions are computed in two phases:
 - (1) To add (x, y) set $(x_p, y_p, y_m) \leftarrow (x, y, x + y)$,
to subtract (x, y) set $(x_p, y_m, y_p) \leftarrow (x, y, x + y)$
 - (2) Add (x_p, y_p, y_m)

- Point additions and subtractions are computed in two phases:
 - (1) To add (x, y) set $(x_p, y_p, y_m) \leftarrow (x, y, x + y)$,
to subtract (x, y) set $(x_p, y_m, y_p) \leftarrow (x, y, x + y)$
 - (2) Add (x_p, y_p, y_m)
- The accumulator point is randomized as shown by Coron:
 $(X, Y, Z) = (xr, yr^2, r)$, where r is random

- Point additions and subtractions are computed in two phases:
 - (1) To add (x, y) set $(x_p, y_p, y_m) \leftarrow (x, y, x + y)$,
to subtract (x, y) set $(x_p, y_m, y_p) \leftarrow (x, y, x + y)$
 - (2) Add (x_p, y_p, y_m)
- The accumulator point is randomized as shown by Coron:
 $(X, Y, Z) = (xr, yr^2, r)$, where r is random
- The expansion is expanded up to (almost) constant length

- Point additions and subtractions are computed in two phases:
 - (1) To add (x, y) set $(x_p, y_p, y_m) \leftarrow (x, y, x + y)$,
to subtract (x, y) set $(x_p, y_m, y_p) \leftarrow (x, y, x + y)$
 - (2) Add (x_p, y_p, y_m)
- The accumulator point is randomized as shown by Coron:
 $(X, Y, Z) = (xr, yr^2, r)$, where r is random
- The expansion is expanded up to (almost) constant length
- The attacker can obtain only a single trace from the conversion

Architecture and Results



We synthesized the design (coprocessor, not RAM) for UMC 130 nm CMOS with Synopsys Design Compiler

- 4,323 GE
- 1,566,000 clock cycles (incl. conversion)
- 97.89 ms (@16 MHz)
- 97.70 μ W (@16 MHz)
- 9.56 μ J (@16 MHz)

Work	Curve	RAM	Area (GE)	Latency (cycles)	Latency (ms)	Power (μ W)
Batina'06	B-163	no	9,926	95,159	190.32	<60
Bock'08	B-163	yes	12,876	–	95	93
Hein'08	B-163	yes	13,250	296,299	2,792	80.85
Kumar'06	B-163	yes	16,207	376,864	27.90	n/a
Lee'08	B-163	yes	12,506	275,816	244.08	32.42
Wegner'11	B-163	yes	8,958	286,000	2,860	32.34
Wegner'13	B-163	no	4,114	467,370	467.37	66.1
Pessl'14	P-160	yes	12,448	139,930	139.93	42.42
Azarderakhsh'14	K-163	yes	11,571	106,700	7.87	5.7
Our, est.	B-163	no	\approx 3,773	\approx 485,000	\approx 30.31	\approx 6.11
Our, est.	K-163	no	\approx 4,323	\approx 420,900	\approx 26.30	\approx 6.11
Our, est.	B-283	no	\approx 3,773	\approx 1,934,000	\approx 120.89	\approx 6.11
Our, est.	K-283	yes*	10,204*	1,566,000	97.89	>6.11
Our	K-283	no	4,323	1,566,000	97.89	6.11

* Estimate for a 256×16 -bit RAM, space needed for 252 16-bit words (4032 bits)

We showed that

- 283-bit curves are feasible for lightweight implementations
 - ⇒ The price to pay comes mainly in latency and memory requirements

We showed that

- 283-bit curves are feasible for lightweight implementations
 - ⇒ The price to pay comes mainly in latency and memory requirements
- Koblitz curves are feasible for lightweight implementations
 - ⇒ Lead to savings in latency and energy consumption

We showed that

- 283-bit curves are feasible for lightweight implementations
 - ⇒ The price to pay comes mainly in latency and memory requirements
- Koblitz curves are feasible for lightweight implementations
 - ⇒ Lead to savings in latency and energy consumption
- The drop-in concept is very efficient for high security curves
 - ⇒ Area of the memory becomes less of an issue

We showed that

- 283-bit curves are feasible for lightweight implementations
 - ⇒ The price to pay comes mainly in latency and memory requirements
- Koblitz curves are feasible for lightweight implementations
 - ⇒ Lead to savings in latency and energy consumption
- The drop-in concept is very efficient for high security curves
 - ⇒ Area of the memory becomes less of an issue

Future work

- Careful validation of resistance against side-channel attacks

Thank you! Questions?