

### Four on FPGA:

New Hardware Speed Records for Elliptic Curve Cryptography over Large Prime Characteristic Fields

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#### Introduction

#### FourQ:

- ► Four is a high-performance elliptic curve with very good SW performance (2–3× faster than Curve 25519)
- ► Four has been shown to offer the fastest scalar multiplications on a wide range of software platforms:
  - On several 32-bit ARM microarchitectures (SAC 2016)
  - On several 64-bit Intel/AMD processors, low and high-end (ASIACRYPT 2015)
- Four employs four-dimensional scalar decompositions, requires extensive precomputation, complex control, etc.
  - ⇒ Not clear how well it suits for HW implementation







#### Introduction

#### Contributions:

- The first FPGA-based implementations of FourQ
- Fourℚ offers 2–2.5× faster performance than Curve25519
- Speed-area tradeoff is the primary optimization goal
- Protected against timing and SPA attacks
- We present three implementations: single-core, multi-core, and Montgomery ladder variant





### **Four** Q

#### Costello, Longa, ASIACRYPT'15

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

- ▶ Twisted Edwards curve with  $\#\mathcal{E}(\mathbb{F}_{p^2}) = 392 \cdot \xi$  where  $\xi$  is a 246-bit prime
- ▶ Defined over  $\mathbb{F}_{p^2}$  with the Mersenne prime  $p=2^{127}-1$
- Complete addition formulas over extended twisted Edwards coordinates (Hisil et al. ASIACRYPT'08)



### **Four**

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- Complete addition formulas over extended twisted Edwards coordinates (Hisil et al. ASIACRYPT'08)
- lacktriangle Two efficiently-computable endomorphisms  $\psi$  and  $\phi$
- ▶ Four-dimensional decomposition for the 256-bit scalar m with  $(a_1, a_2, a_3, a_4)$  such that  $a_i \in [0, 2^{64})$ :

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





```
Input: Point P, integer m \in [0, 2^{256})
Output: [m]P
1 Decompose and recode m
2 Precompute lookup table T
3 Q \leftarrow T[v_{64}]
4 for i = 63 to 0 do
5 Q \leftarrow [2]Q
6 Q \leftarrow Q + m_i T[v_i]
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### Scalar decompose and recode

- Decompose to a multi-scalar  $(a_1, a_2, a_3, a_4)$
- ▶ Sign-aligned so that  $a_1[i] \in \{\pm 1\}$ and  $a_i[j] \in \{0, a_1[j]\}$  for  $2 \le j \le 4$
- ▶ Recode to signs  $m_i \in \{-1, 1\}$ and values  $v_i \in [0, 7]$  (point index)



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### Precomputation

- ▶ Precompute 8 points: T[u] = P + $[u_0]\phi(P) + [u_1]\psi(P) + [u_2]\psi(\phi(P))$ for  $u = (u_2, u_1, u_0) \in [0, 7]$
- Store them with 5 coordinates  $(X+Y,Y-X,2Z,2dT,-2dT) \Rightarrow$ +T[u]:(X+Y,Y-X,2Z,2dT)-T[u]: (Y-X, X+Y, 2Z, -2dT)
- $\triangleright$  68M + 27S and several additions



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### Main for-loop

- Fully regular and constant-time
- Only 64 double-and-adds
- Doubling:  $(X, Y, Z, T_a, T_b) \leftarrow (X, Y, Z)$
- Addition:

$$(X, Y, Z, T_a, T_b) \leftarrow (X, Y, Z, T_a, T_b) \times (X + Y, Y - X, 2Z, 2dT)$$



#### **General Architecture**

### Scalar Decomposition and Recoding Unit

- Decomposes and recodes the scalar
- Mainly multiplications with constants

### Field Arithmetic Unit ("the core")

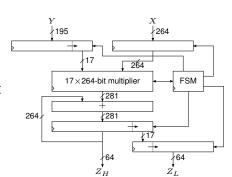
- Precomputation and the main for-loop
- ▶ Highly optimized for  $\mathbb{F}_p$  with the Mersenne prime



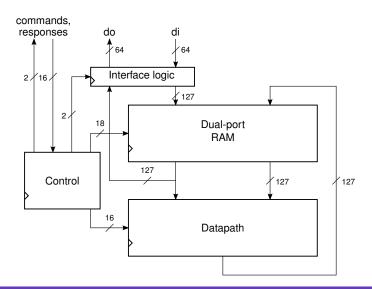


#### Scalar Unit

- Decomposition is computed with a truncated multiplier (mainly multiplications with constants)
- The main component is a 17×264-bit row multiplier built by using 11 DSPs
- Recoding is bit manipulations and 64-bit additions
- ▶ Outputs  $(m_0, v_0)$  first, scalar multiplication begins with  $(m_{64}, v_{64})$ 
  - ⇒ Store in a LIFO buffer

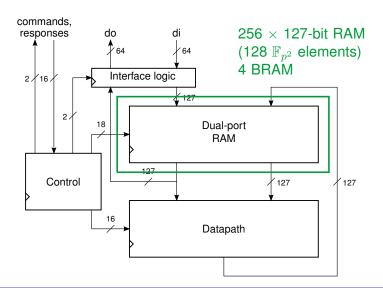






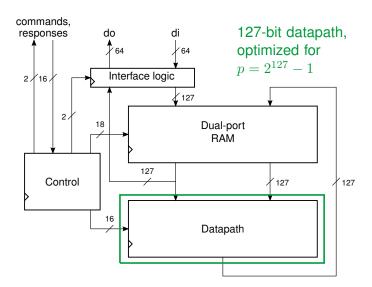






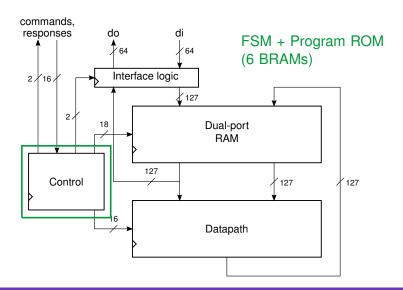








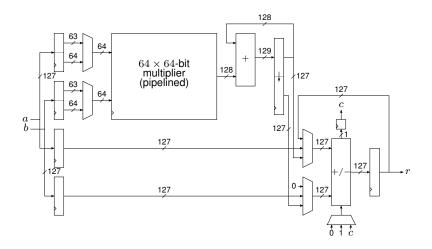








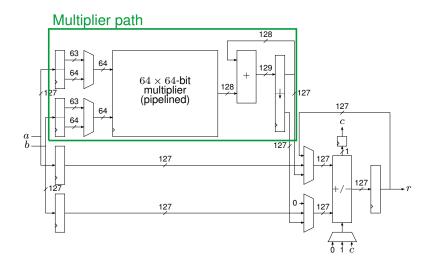
## Field Arithmetic Unit: Datapath





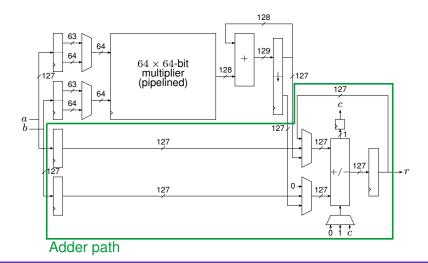


## Field Arithmetic Unit: Datapath





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3 multiplications, 2 additions and 3 subtractions in  $\mathbb{F}_p$ :

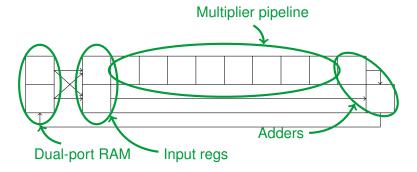
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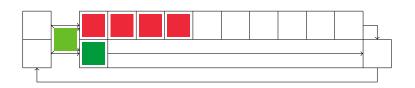






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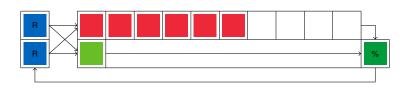






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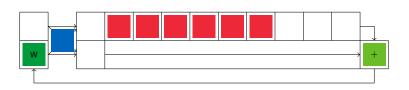






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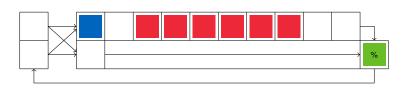






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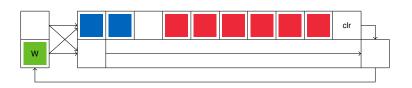






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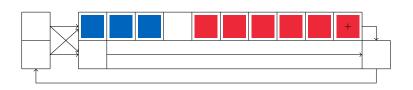






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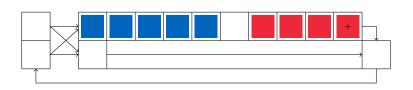






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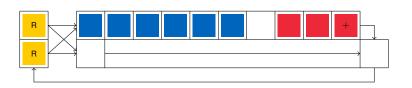






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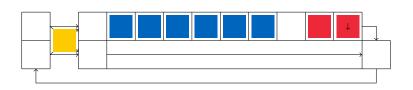






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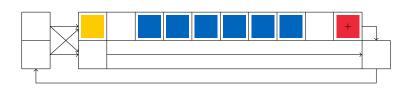






3 multiplications, 2 additions and 3 subtractions in  $\mathbb{F}_n$ :

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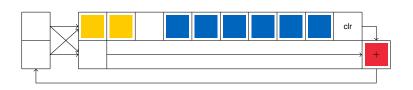






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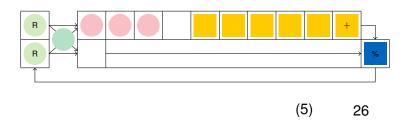
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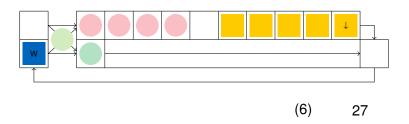
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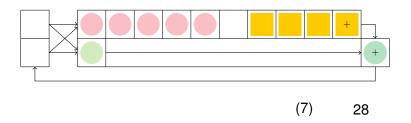
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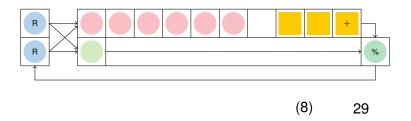
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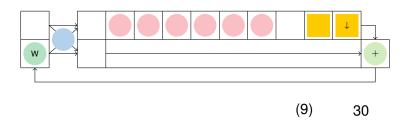
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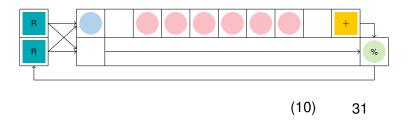
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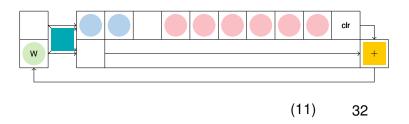
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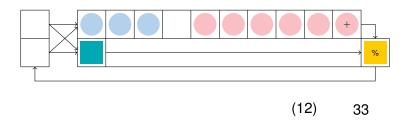
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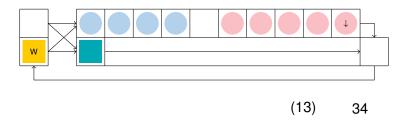
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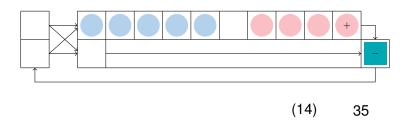
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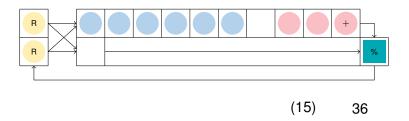
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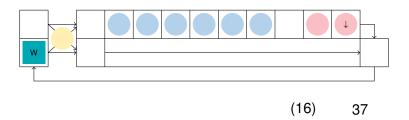
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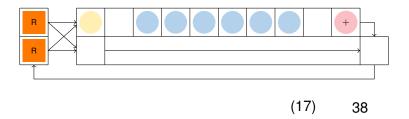
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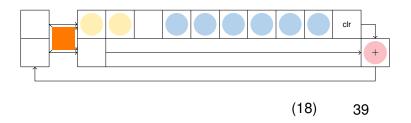
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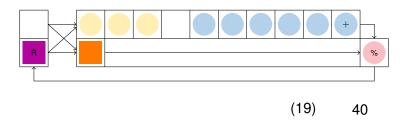
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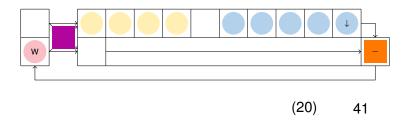
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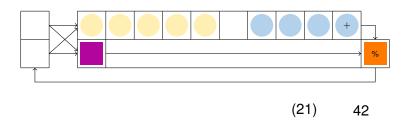
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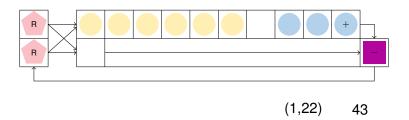
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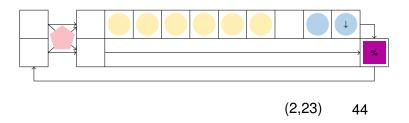
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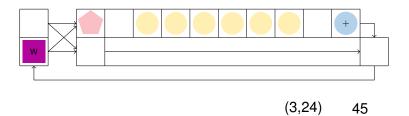
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#### **Latencies**

### Field operations

	$In\ \mathbb{F}_p$	in $\mathbb{F}_{p^2}$
Addition	6 (2) clocks	8 (4) clocks
Multiplication	20 (7) clocks	38/45 (31/21) clocks
Squaring	20 (7) clocks	28 (16) clocks
Inversion	2760 clocks	2817 clocks

In practice, almost all additions in parallel with multiplications



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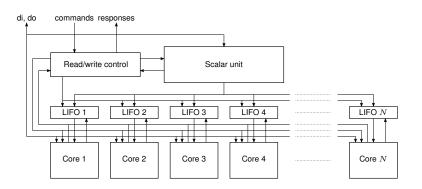
### Operations for scalar multiplication

Precomputation	4185 clocks
Scalar decomposition and recoding	1984 (0) clocks
Double-and-add (64 times)	354 clocks
Affine conversion	2869 clocks
Scalar multiplication	29739 clocks





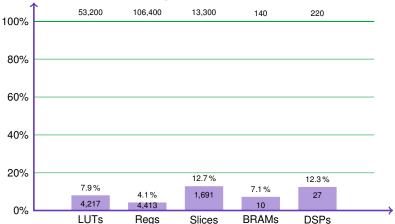
### **Multi-Core Architecture**





### Area Results on Zyng-7020



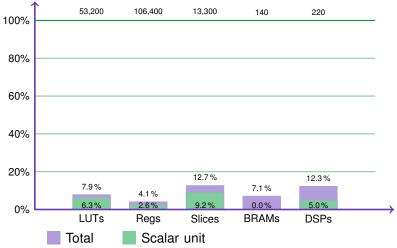






### Area Results on Zynq-7020



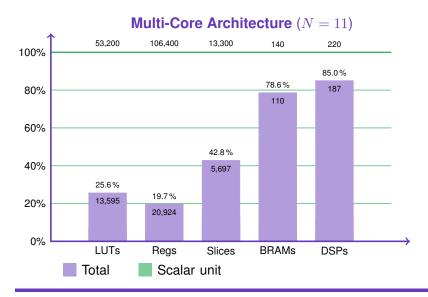






 $R \cdot I \cdot T^{-1}$ 

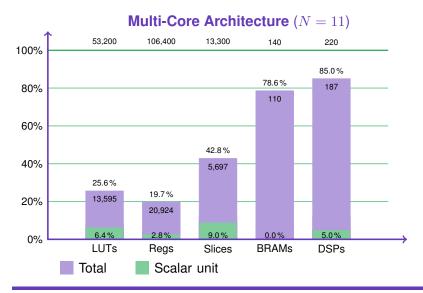
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### Performance Results on Zynq-7020

VHDL for Xilinx Zynq-7020 with Vivado 2015.4

- One scalar multiplication takes 29,739 clock cycles
- ▶ Single-core: 190 MHz  $\Rightarrow$  157  $\mu$ s or 6,389 ops
- ▶ Multi-core: 175 MHz (×11)  $\Rightarrow$  170  $\mu$ s or 64,730 ops
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#### Variant using Montgomery ladder

- No scalar unit (saves 11 DSPs), no precomputations, simpler control, etc.
- 522 slices, 7 BRAMs, 16 DSP
- ▶ 58967 clocks at 190 MHz  $\Rightarrow$  310  $\mu$ s or 3,222 ops





### Comparison

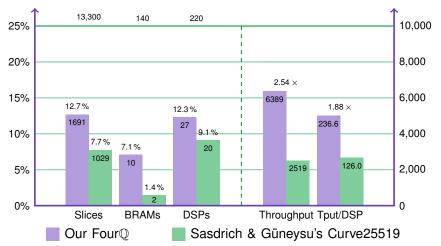
- Many implementations for ECC over prime fields
- Comparison is extremely difficult because of different FPGAs, different optimization goals, etc.
- Best match with Sasdrich & Güneysu's Curve25519 design, both on Xilinx Zynq-7020
- See the paper for further comparisons





### Four vs. Curve 25519

#### **Single-Core Architectures**

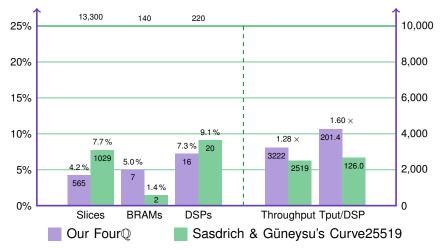






### Four vs. Curve 25519

#### **Montgomery Ladder**

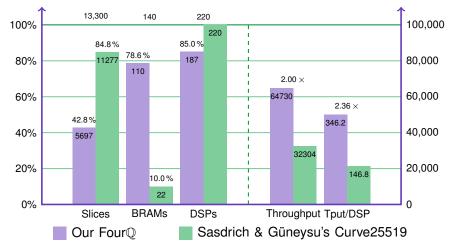






### Four vs. Curve 25519

### Multi-Core Architectures (N = 11)







#### **Conclusions**

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   e.g., against DPA and advanced horizontal attacks



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# Thank you! Questions?



