



Aalto University
School of Science

Elliptic curve cryptography on FPGAs: How fast can we go with a single chip?

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Introduction

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1. What we are computing
2. How we do it and what kind of optimizations are used
3. The results which show that this is the fastest published ECC implementation

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3. The results which show that this is the fastest published ECC implementation
 - ▶ Explaining ECC requires some math but I try to keep it in minimum; See the paper for exact definitions and equations if you're interested
 - ▶ Work that is based on several of my previous publications. Especially, **K. Järvinen: "Optimized FPGA-based elliptic curve cryptography processor for high-speed applications," Integration—the VLSI Journal, to appear**

Introduction

Fast cryptography with FPGAs

- ▶ FPGAs very good platforms for cryptography¹

Example

Architecture efficiency:

Reprogrammability allows optimizing for specific parameters because if parameters change, we can change the design

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- ▶ In this work, we fix the curve to a standardized curve NIST K-163 (both the curve and the underlying finite field is fixed)

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Preliminaries

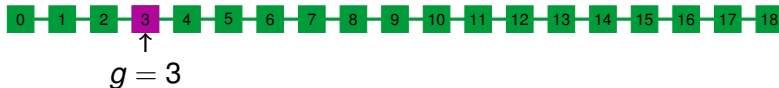
(mathematical background)

Public-key cryptography

- ▶ The encryption key y is derived from the decryption key x in a one-way manner
- ▶ Hence, y can be public if x remains private

Example

- ▶ Exponentiation: $y = g^x \bmod p$
- ▶ $y = 3^x \bmod 19$

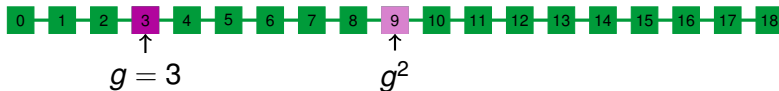


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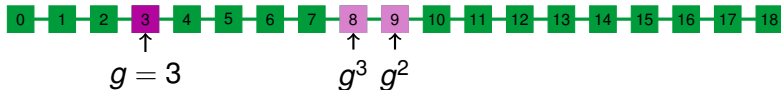


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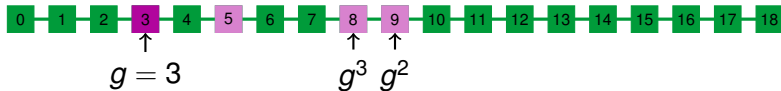


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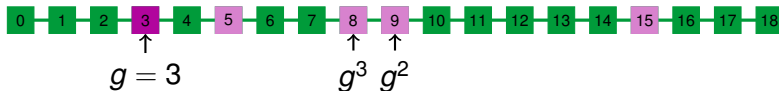


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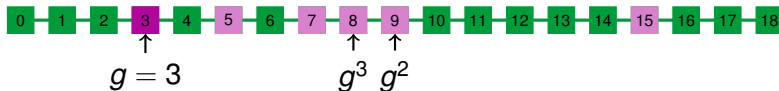


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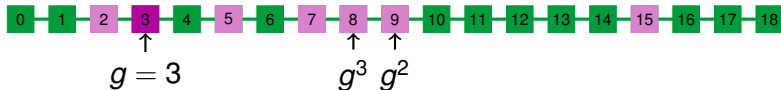


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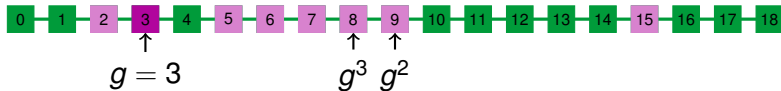


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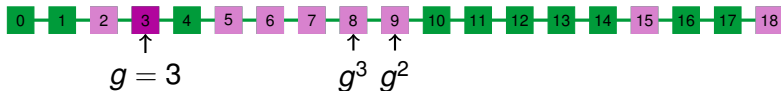


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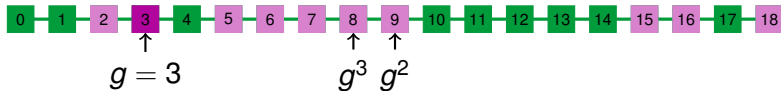


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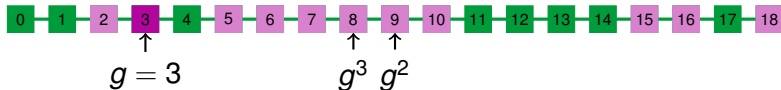


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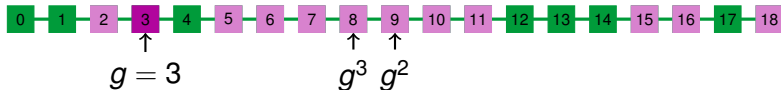


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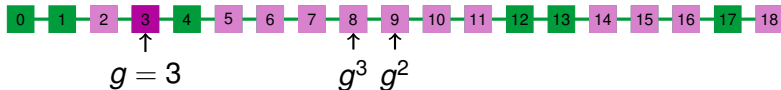


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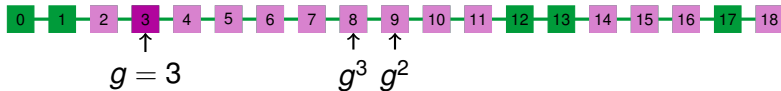


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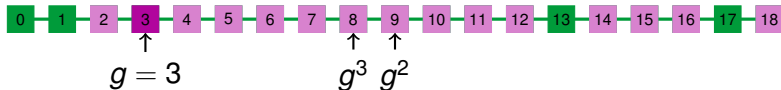


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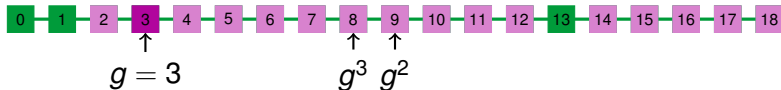


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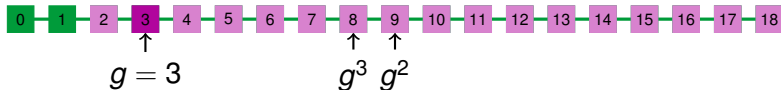


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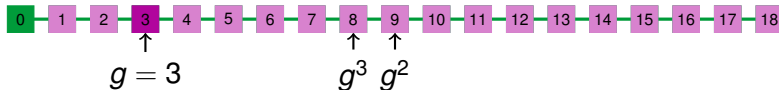


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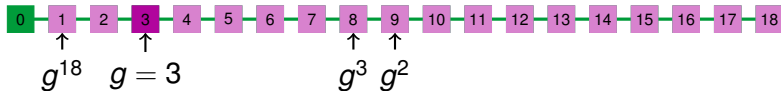


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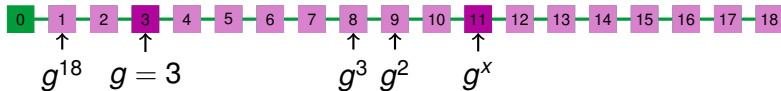


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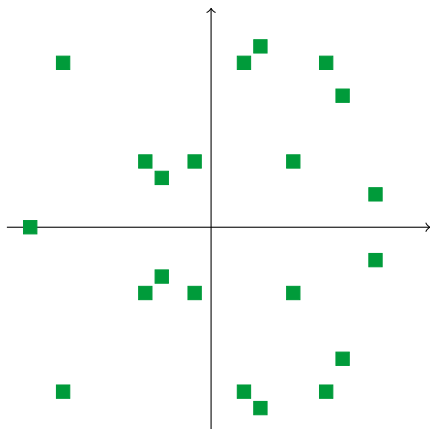
- ▶ Exponentiation: $y = g^x \bmod p$
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- ▶ Discrete logarithm problem (DLP): $x = \log_g(y) \bmod p$



What is x ?

Elliptic curve cryptography

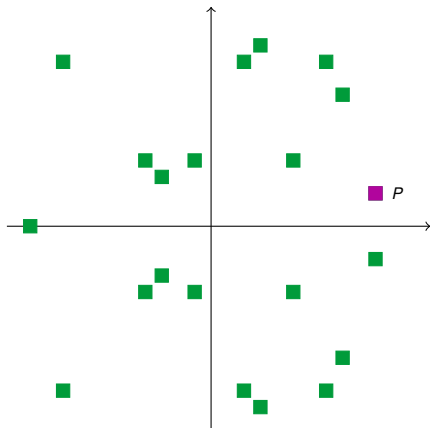
- ▶ Points on E form an additive Abelian group
- ▶ We can compute additions:
 $R = P + Q$ so that P, Q, R are points on E



$$E : y^2 = x^3 + 2x - 4 \pmod{23}$$

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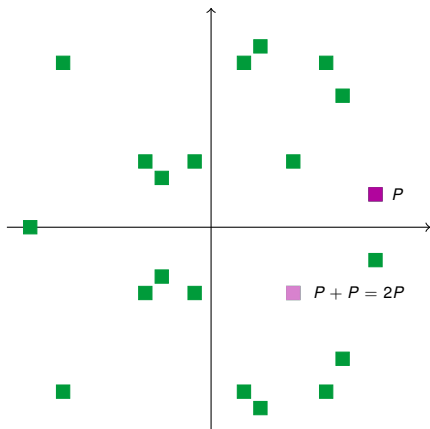
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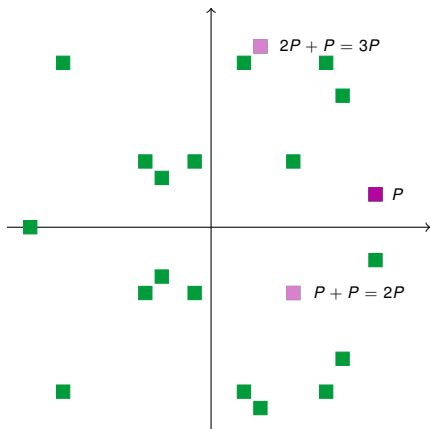
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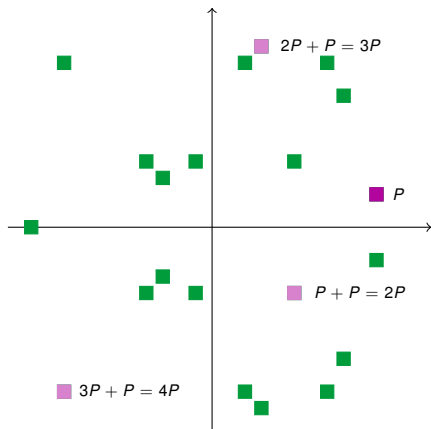
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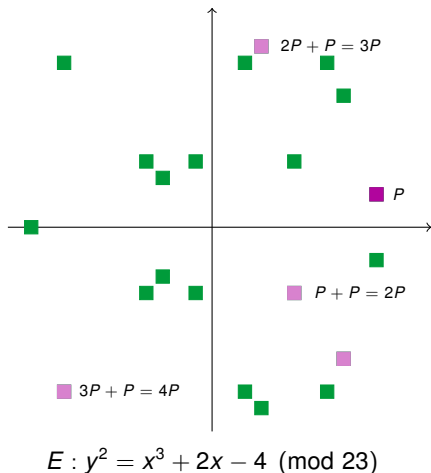
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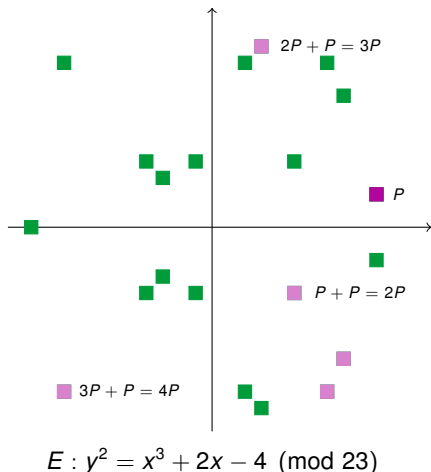
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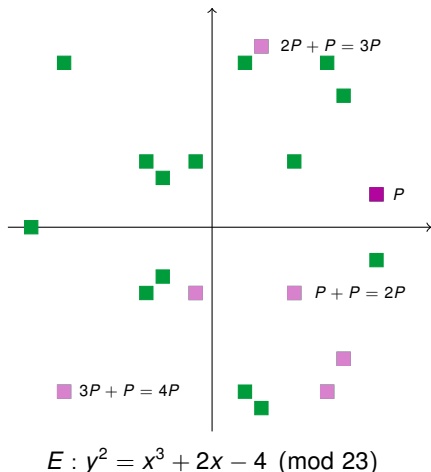
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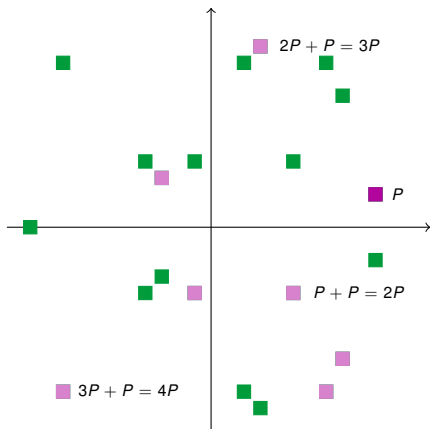
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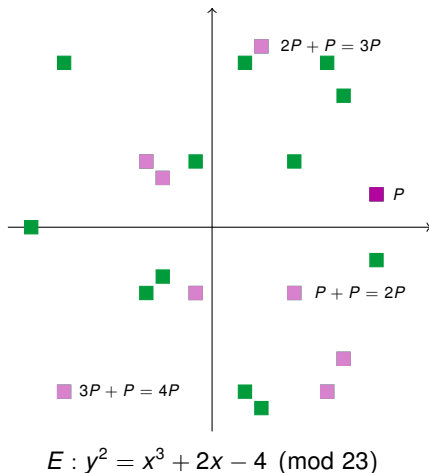
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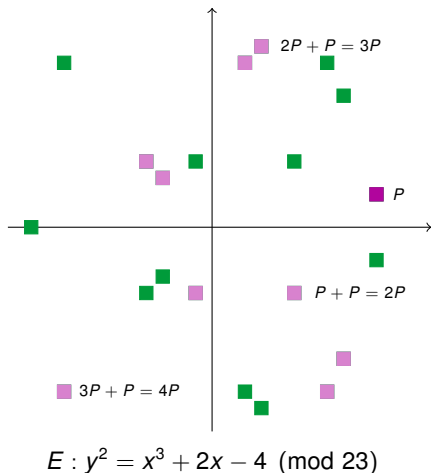
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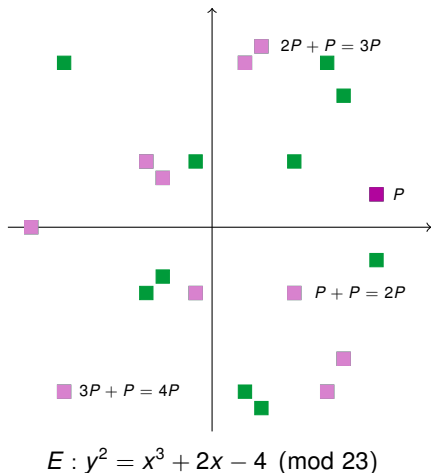
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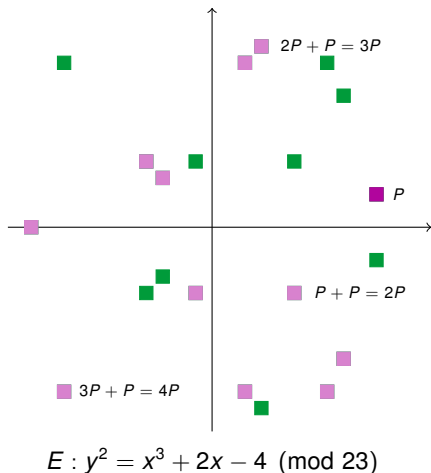
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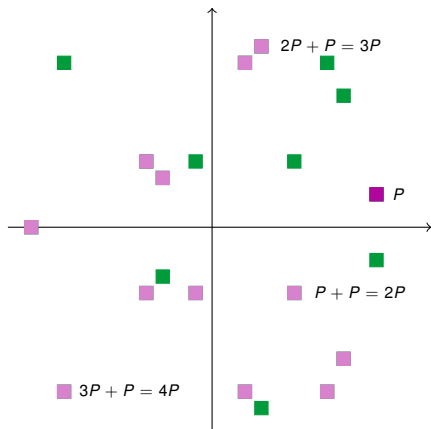
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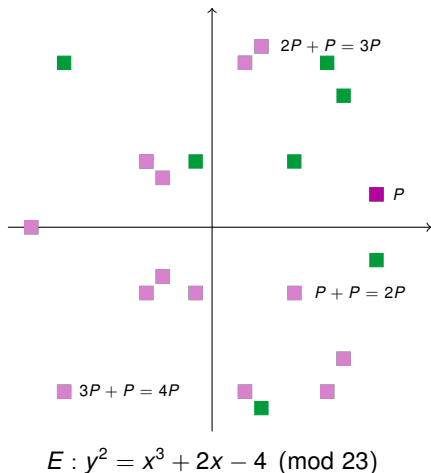
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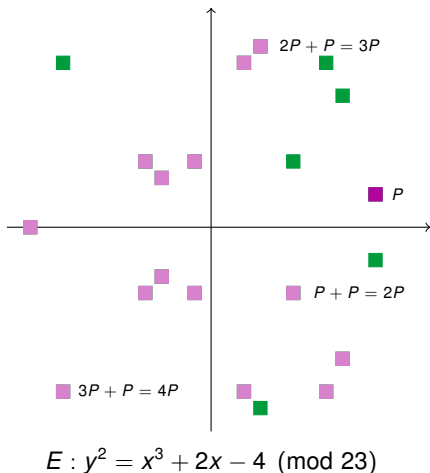
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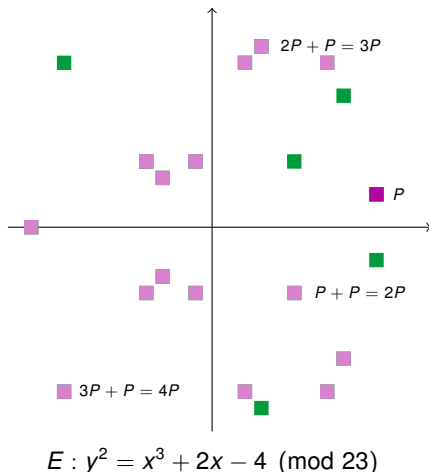
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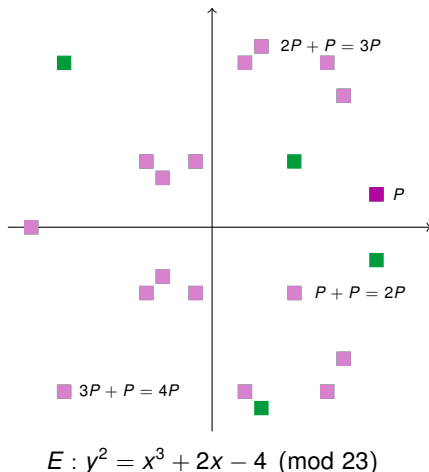
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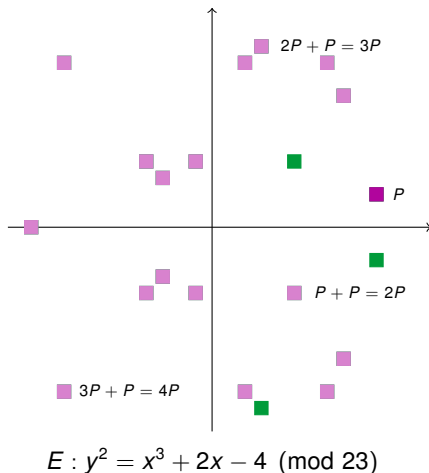
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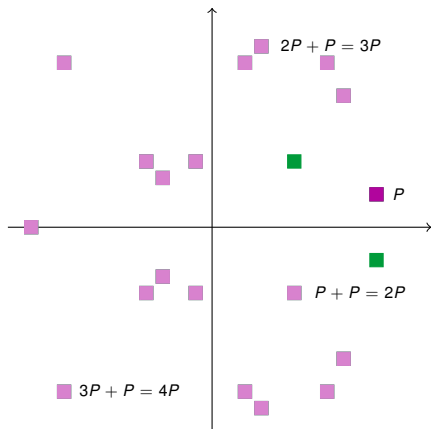
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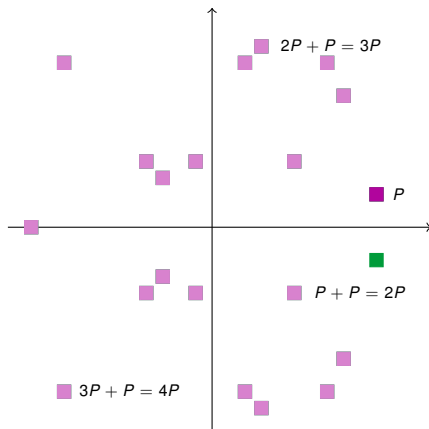
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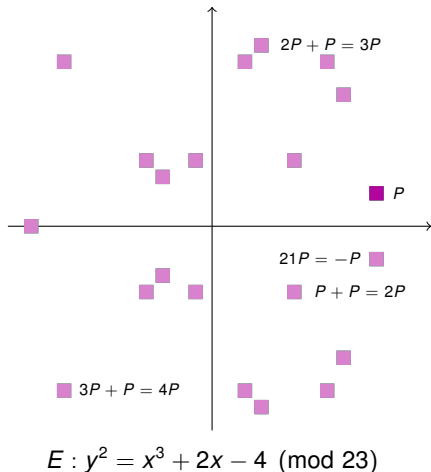
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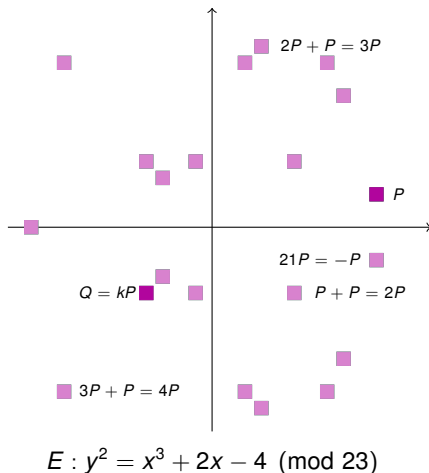
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- ▶ We can compute additions: $R = P + Q$ so that P, Q, R are points on E
- ▶ EC DLP: Given P and $Q = kP$ determine k
- ▶ Elliptic curve cryptosystems analogous to systems based on DLP
- ▶ DLP is much harder in EC groups \Rightarrow Shorter keys!



What are we actually computing?

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Example (point addition): $(x_3, y_3) = (x_1, y_1) + (x_2, y_2)$

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$$c = a \times b \bmod p, \text{ where } a, b, c \in [0, p - 1] \text{ and } p \text{ is prime}$$

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- ▶ Binary fields \Rightarrow No carry!

Scalar multiplication

- ▶ Scalar multiplication is the main operation in all EC cryptosystem: $Q = kP$
- ▶ Double-and-add algorithm:
Point doubling $P \leftarrow 2P$ for all k_i ; and
Point addition $Q \leftarrow Q + P$ if $k_i = 1$

Example

$$Q = 19593P = (100110010001001)_2 P$$

\Rightarrow

Scalar multiplication

- ▶ Scalar multiplication is the main operation in all EC cryptosystem: $Q = kP$
- ▶ Double-and-add algorithm:
Point doubling $P \leftarrow 2P$ for all k_i ; and
Point addition $Q \leftarrow Q + P$ if $k_i = 1$

Example

$$Q = 19593P = (100110010001001)_2 P$$

\Rightarrow $P = P$

Scalar multiplication

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Example

$$Q = 19593P = (100110010001001)_2 P$$
$$\Rightarrow 2^3 P + P = 9P$$

Scalar multiplication

- ▶ Scalar multiplication is the main operation in all EC cryptosystem: $Q = kP$
- ▶ Double-and-add algorithm:
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Example

$$Q = 19593P = (100110010001001)_2 P$$
$$\Rightarrow 2^7 P + 2^3 P + P = 137P$$

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Example

$$Q = 19593P = (100110010001001)_2 P$$
$$\Rightarrow 2^{10}P + 2^7P + 2^3P + P = 1161P$$

Scalar multiplication

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- ▶ Double-and-add algorithm:
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Example

$$Q = 19593P = (100110010001001)_2 P$$
$$\Rightarrow 2^{11}P + 2^{10}P + 2^7P + 2^3P + P = 3209P$$

Scalar multiplication

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- ▶ Double-and-add algorithm:
Point doubling $P \leftarrow 2P$ for all k_i ; and
Point addition $Q \leftarrow Q + P$ if $k_i = 1$

Example

$$Q = 19593P = (100110010001001)_2 P$$
$$\Rightarrow 2^{14}P + 2^{11}P + 2^{10}P + 2^7P + 2^3P + P = 19593P$$

Scalar multiplication

- ▶ Scalar multiplication is the main operation in all EC cryptosystem: $Q = kP$
- ▶ Double-and-add algorithm:
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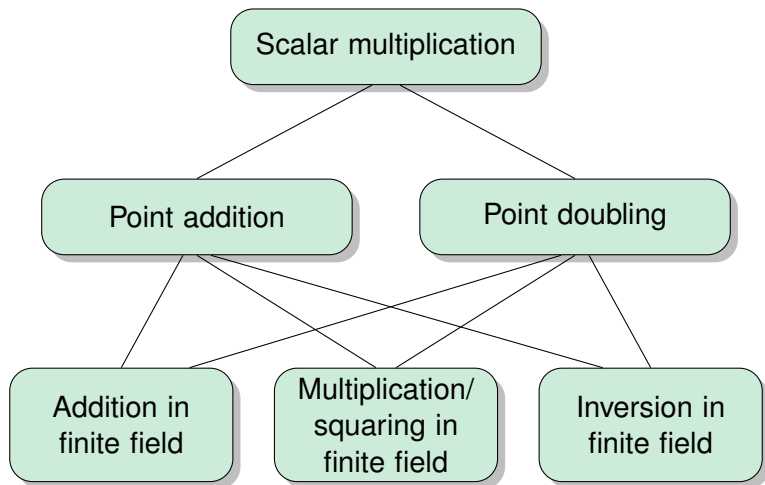
Example

$$Q = 19593P = (100110010001001)_2 P$$
$$\Rightarrow 2^{14}P + 2^{11}P + 2^{10}P + 2^7P + 2^3P + P = 19593P$$

Only 14 point doublings and 5 point additions

- ▶ In practice, k is 100–600 bits long; in our case, $\log_2(k) \approx 160$ and we need ~ 160 point doublings and ~ 80 point additions

Hierarchy



Koblitz curves

- ▶ Special elliptic curves over binary fields (binary polynomials modulo an irreducible polynomial)

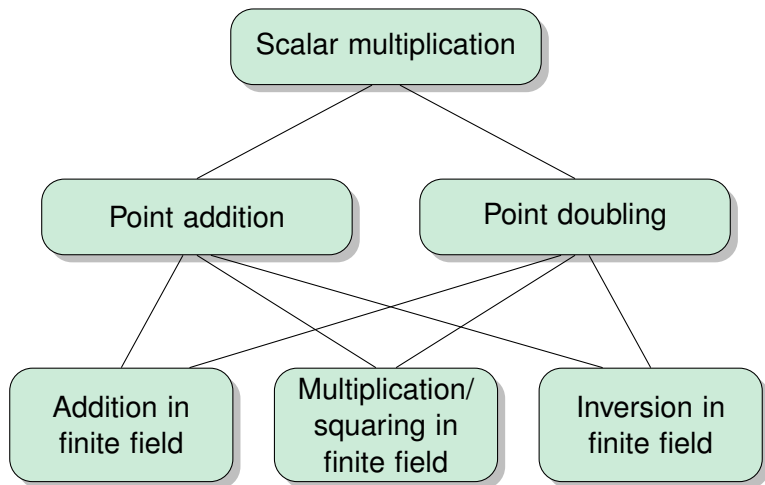
Koblitz curves

- ▶ Special elliptic curves over binary fields (binary polynomials modulo an irreducible polynomial)
- ▶ If the point (x, y) is on the curve, then also (x^2, y^2) is on the curve
⇒ Point doublings can be replaced with $\phi(P) = (x^2, y^2)$ operations! Squaring is cheap in binary fields!
- ▶ But, k must be represented in τ -adic form: $k = \sum k_i \tau^i$ where $\tau \in \mathbb{C}$ (instead of binary form $\sum k_i 2^i$)

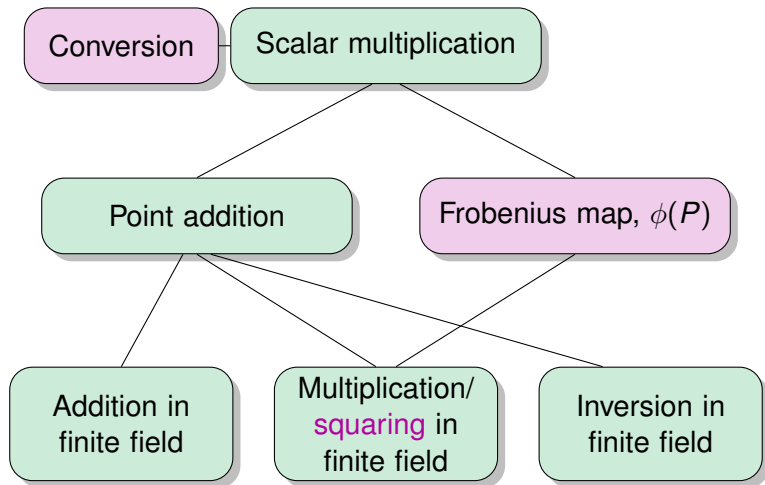
Koblitz curves

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- ▶ But, k must be represented in τ -adic form: $k = \sum k_i \tau^i$ where $\tau \in \mathbb{C}$ (instead of binary form $\sum k_i 2^i$)
- ▶ Scalar multiplication: $k_{\ell-1} \phi^{\ell-1} P + \dots + k_1 \phi P + k_0 P$
 - ▶ Compute $\phi(P)$ (very cheap!) instead of point doublings
 - ▶ Otherwise, the algorithm is similar
- ▶ We need a converter!

Hierarchy (Normal curves)



Hierarchy (Koblitz curves)

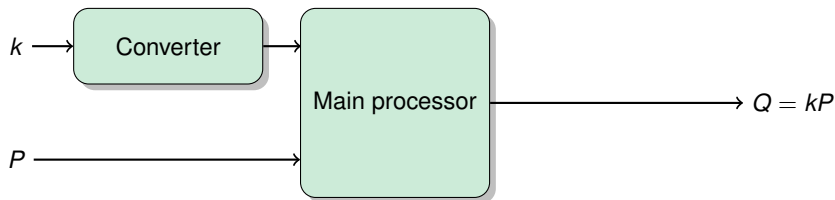


Processor architecture

Elliptic curve processor for Koblitz curves

Computations on Koblitz curves are performed with:

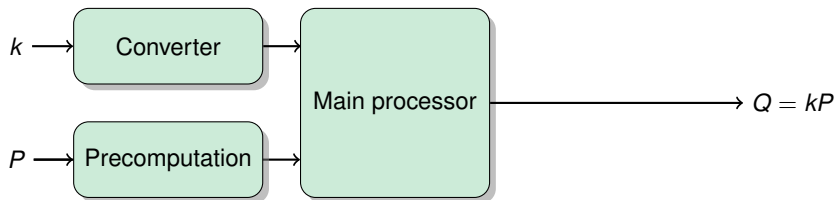
- ▶ Conversion for k
- ▶ Scalar multiplication



Elliptic curve processor for Koblitz curves

Computations on Koblitz curves are performed with:

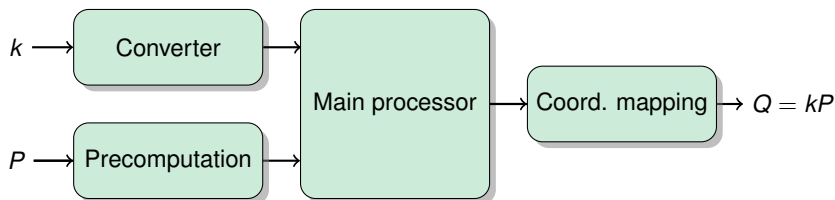
- ▶ Conversion for k
- ▶ Precomputations with the base point P
- ▶ Scalar multiplication with the precomputed points



Elliptic curve processor for Koblitz curves

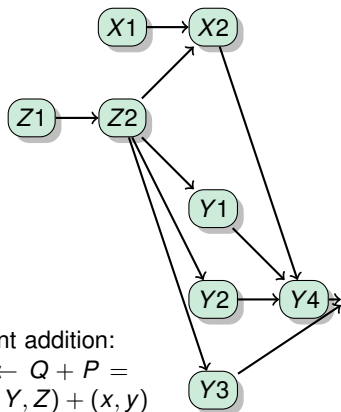
Computations on Koblitz curves are performed with:

- ▶ Conversion for k
- ▶ Precomputations with the base point P
- ▶ Scalar multiplication with the precomputed points in projective coordinates ($P = (X, Y, Z)$)
- ▶ Mapping from (X, Y, Z) back to (x, y)



Main processor: Interleaving point additions

- ▶ 8 multiplications, critical path 4 multiplications

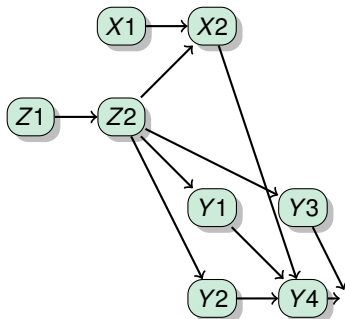


Point addition:

$$Q \leftarrow Q + P = (X, Y, Z) + (x, y)$$

Main processor: Interleaving point additions

- ▶ 8 multiplications, critical path 4 multiplications

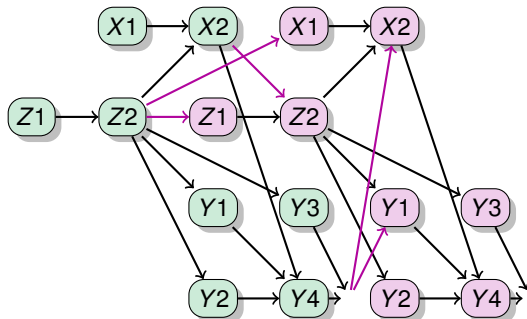


Point addition:

$$Q \leftarrow Q + P = \\ (X, Y, Z) + (x, y)$$

Main processor: Interleaving point additions

- ▶ 8 multiplications, critical path 4 multiplications
- ▶ With 4 multipliers, critical path 2 multiplications / p. addition

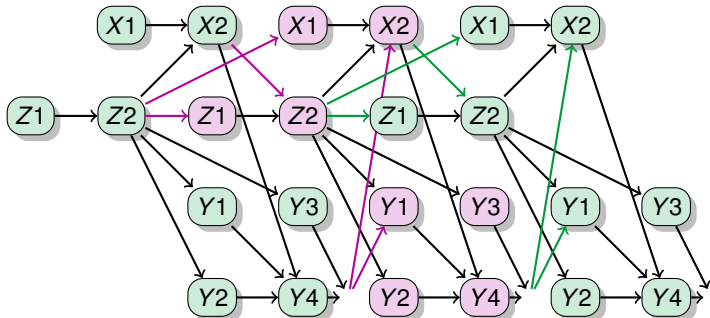


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Main processor: Interleaving point additions

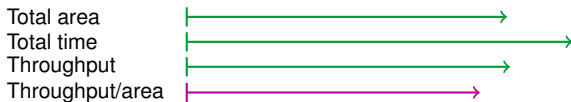
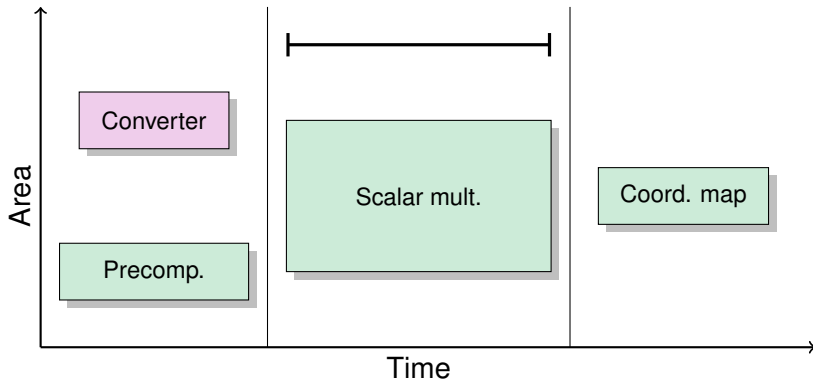
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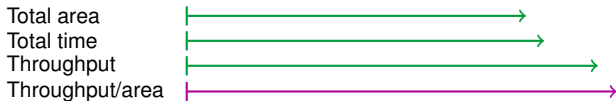
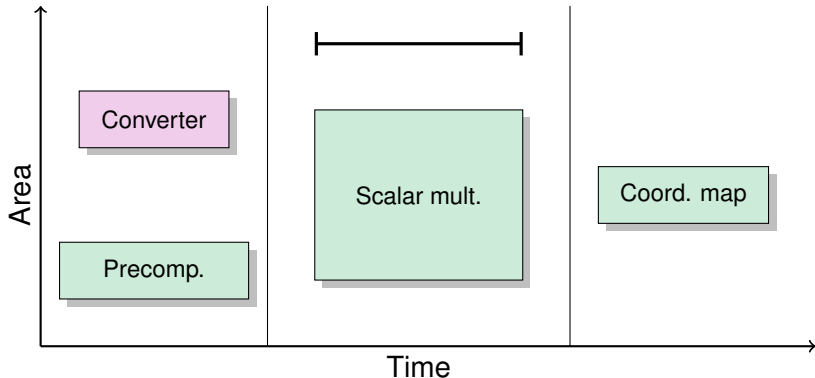
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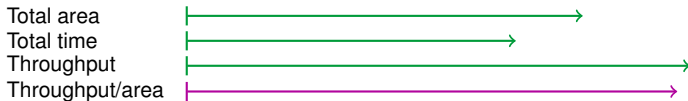
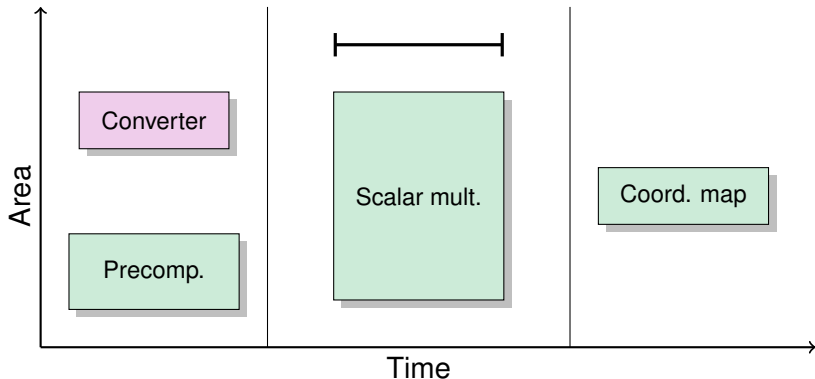
Balancing the pipeline



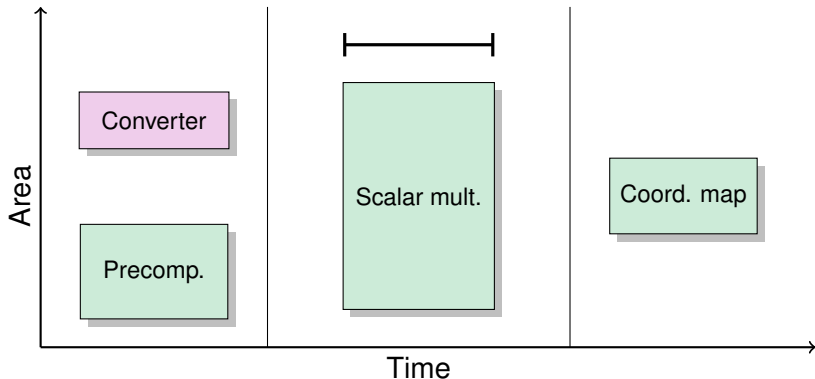
Balancing the pipeline



Balancing the pipeline



Balancing the pipeline



Total area

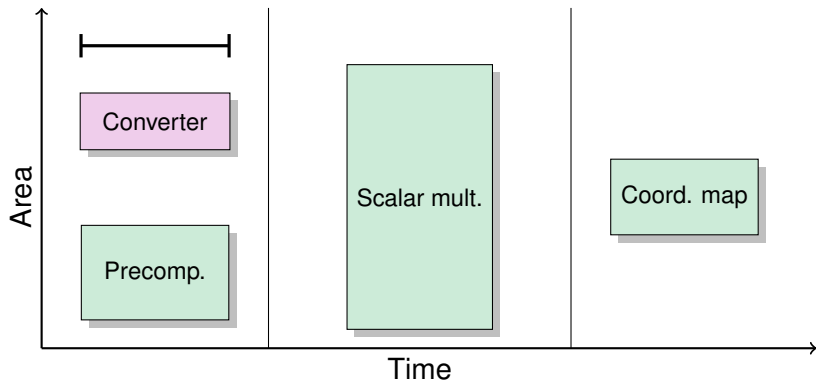
Total time

Throughput

Throughput/area



Balancing the pipeline



Total area

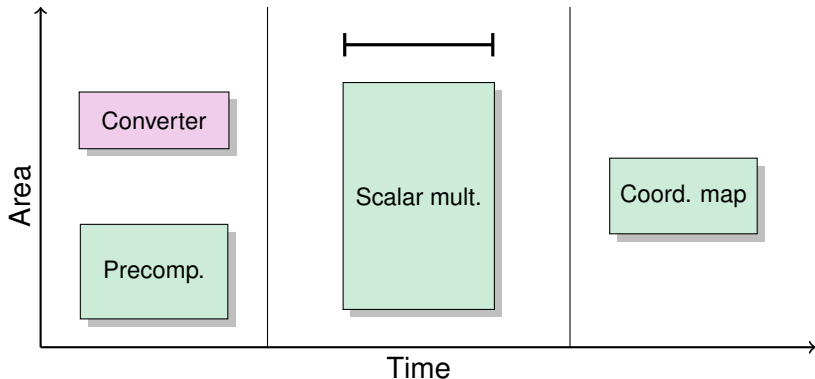
Total time

Throughput

Throughput/area



Balancing the pipeline



Total area

Total time

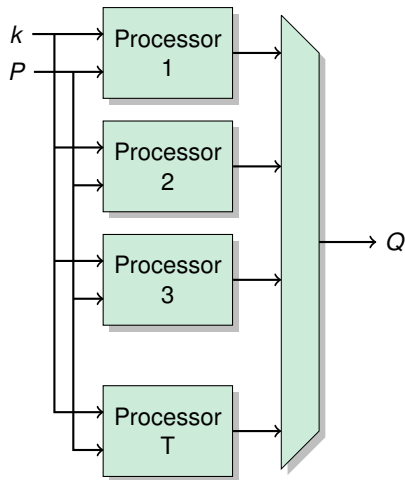
Throughput

Throughput/area



Parallelization

- ▶ The strategy is to replicate T processors with maximum throughput / area ratio
- ▶ For example, we can fit $T = 5$ processors in a Stratix IV GX230 FPGA



Results & conclusions

Results

Table: Results on Stratix IV GX EP4SGX230KF40C2.

ALUTs	78,695 (43 %)
Regs	61,871 (34 %)
ALMs	74,750 (82 %)
M9K	105 (9 %)
Clock, converter	120 MHz
Clock, others	266 MHz
Time	8.3 μ s
Throughput	1,693,000

Summary

FPGA-based implementation of ECC that...

1. ...is the fastest published implementation
(almost 1,700,000 scalar multiplication / sec.)
2. ...is optimized for a specific curve on every level
3. ...uses a lot of parallelism
4. ...relies on reprogrammability of FPGAs
(fixed and highly optimized implementations would be impractical without reprogrammability)

Thank you!²
Questions?

²... and thanks to Emil Aaltonen Foundation for a grant covering the expenses of this trip!