

Curve41417: Karatsuba revisited

Chitchanok Chuengsatiansup

Technische Universiteit Eindhoven

September 25, 2014

Joint work with Daniel J. Bernstein and Tanja Lange



- This talk focuses on:
 - $n, P \mapsto nP$
 - ARM Cortex-A8

- This talk focuses on:
 - $n, P \mapsto nP$
 - ARM Cortex-A8

- OpenSSL secp160-r1 (security level only 2^{80})
 - least secure option supported by OpenSSL
 - ≈ 2.1 million cycles on FreeScale i.MX515
 - ≈ 2.1 million cycles on TI Sitara

- This talk focuses on:
 - $n, P \mapsto nP$
 - ARM Cortex-A8

- OpenSSL secp160-r1 (security level only 2^{80})
 - least secure option supported by OpenSSL
 - ≈ 2.1 million cycles on FreeScale i.MX515
 - ≈ 2.1 million cycles on TI Sitara

- Curve41417 (security level above 2^{200})
 - ≈ 1.6 million cycles on FreeScale i.MX515
 - ≈ 1.8 million cycles on TI Sitara

- High-security elliptic curve (security level above 2^{200})
- Defined over prime field \mathbf{F}_p where $p = 2^{414} - 17$
- In Edwards curve form

$$x^2 + y^2 = 1 + 3617x^2y^2$$

- High-security elliptic curve (security level above 2^{200})
- Defined over prime field \mathbf{F}_p where $p = 2^{414} - 17$
- In Edwards curve form

$$x^2 + y^2 = 1 + 3617x^2y^2$$

- Large prime-order subgroup (cofactor 8)
- IEEE P1363 criteria (large embedding degree, etc.)
- Twist secure, i.e., twist of Curve41417 also secure

- Prevent software side-channel attack:
 - constant-time
 - no input-dependent branch
 - no input-dependent array index

Side-Channel Attack

- Prevent software side-channel attack:
 - constant-time
 - no input-dependent branch
 - no input-dependent array index

- Constant-time table-lookup:

- read entire table
- select via arithmetic
 - if c is 1, select $tbl[i]$
 - if c is 0, ignore $tbl[i]$

$$t = (t \cdot (1 - c)) + (tbl[i] \cdot (c))$$

$$t = (t \text{ and } (c - 1)) \text{ xor } (tbl[i] \text{ and } (-c))$$

- Mix coordinate systems:
 - doubling: projective X, Y, Z
 - addition: extended X, Y, Z, T

(See <https://hyperelliptic.org/EFD/>)
- Scalar multiplication:
 - signed fixed windows of width $w = 5$
 - precompute $0P, 1P, 2P, \dots, 16P$
also multiply $d = 3617$ to T coordinate
 - special first doubling
 - compute T only before addition

- 128-bit vector
- Arithmetic and load/store unit can perform in parallel
- Operate in parallel on vectors of four 32-bit integers or two 64-bit integers
- Each cycle produces:
 - four 32-bit integer additions: $a_0+b_0, a_1+b_1, a_2+b_2, a_3+b_3$
 - or
 - two 64-bit integer additions: c_0+d_0, c_1+d_1
 - or
 - one multiply-add instruction: $a_0b_0 + c_0$where a_i, b_i are 32- and c_i, d_i are 64-bit integers

Redundant Representation

- Use **non-integer** radix $2^{414/16} = 2^{25.875}$
- Decompose integer f modulo $2^{414} - 17$ into 16 integer pieces
- Write f as

$$\begin{array}{cccc} f_0 + & 2^{26} f_1 + & 2^{52} f_2 + & 2^{78} f_3 + \\ 2^{104} f_4 + & 2^{130} f_5 + & 2^{156} f_6 + & 2^{182} f_7 + \\ 2^{207} f_8 + & 2^{233} f_9 + & 2^{259} f_{10} + & 2^{285} f_{11} + \\ 2^{311} f_{12} + & 2^{337} f_{13} + & 2^{363} f_{14} + & 2^{389} f_{15} \end{array}$$

- Goal: Bring each limb down to 26 or 25 bits

- Goal: Bring each limb down to 26 or 25 bits
- Typical carry chain:

$$m_0 \rightarrow m_1 \rightarrow m_2 \rightarrow \cdots \rightarrow m_{14} \rightarrow m_{15} \rightarrow m_0 \rightarrow m_1$$

- Goal: Bring each limb down to 26 or 25 bits
- Typical carry chain:
 $m_0 \rightarrow m_1 \rightarrow m_2 \rightarrow \cdots \rightarrow m_{14} \rightarrow m_{15} \rightarrow m_0 \rightarrow m_1$
- Increase throughput:

- Goal: Bring each limb down to 26 or 25 bits

- Typical carry chain:

$$m_0 \rightarrow m_1 \rightarrow m_2 \rightarrow \cdots \rightarrow m_{14} \rightarrow m_{15} \rightarrow m_0 \rightarrow m_1$$

- Increase throughput:

$$m_0 \rightarrow m_1$$

$$m_8 \rightarrow m_9$$

- Goal: Bring each limb down to 26 or 25 bits

- Typical carry chain:

$$m_0 \rightarrow m_1 \rightarrow m_2 \rightarrow \cdots \rightarrow m_{14} \rightarrow m_{15} \rightarrow m_0 \rightarrow m_1$$

- Increase throughput:

$$m_0 \rightarrow m_1 \rightarrow m_2$$

$$m_8 \rightarrow m_9 \rightarrow m_{10}$$

- Goal: Bring each limb down to 26 or 25 bits

- Typical carry chain:

$$m_0 \rightarrow m_1 \rightarrow m_2 \rightarrow \cdots \rightarrow m_{14} \rightarrow m_{15} \rightarrow m_0 \rightarrow m_1$$

- Increase throughput:

$$m_0 \rightarrow m_1 \rightarrow m_2 \rightarrow m_3 \rightarrow m_4 \rightarrow m_5 \rightarrow m_6 \rightarrow m_7 \rightarrow m_8 \rightarrow m_9$$

$$m_8 \rightarrow m_9 \rightarrow m_{10} \rightarrow m_{11} \rightarrow m_{12} \rightarrow m_{13} \rightarrow m_{14} \rightarrow m_{15} \rightarrow m_0 \rightarrow m_1$$

- Goal: Bring each limb down to 26 or 25 bits

- Typical carry chain:

$$m_0 \rightarrow m_1 \rightarrow m_2 \rightarrow \cdots \rightarrow m_{14} \rightarrow m_{15} \rightarrow m_0 \rightarrow m_1$$

- Increase throughput:

$$m_0 \rightarrow m_1 \rightarrow m_2 \rightarrow m_3 \rightarrow m_4 \rightarrow m_5 \rightarrow m_6 \rightarrow m_7 \rightarrow m_8 \rightarrow m_9 \\ m_8 \rightarrow m_9 \rightarrow m_{10} \rightarrow m_{11} \rightarrow m_{12} \rightarrow m_{13} \rightarrow m_{14} \rightarrow m_{15} \rightarrow m_0 \rightarrow m_1$$

- Decrease latency:

- Goal: Bring each limb down to 26 or 25 bits

- Typical carry chain:

$$m_0 \rightarrow m_1 \rightarrow m_2 \rightarrow \cdots \rightarrow m_{14} \rightarrow m_{15} \rightarrow m_0 \rightarrow m_1$$

- Increase throughput:

$$m_0 \rightarrow m_1 \rightarrow m_2 \rightarrow m_3 \rightarrow m_4 \rightarrow m_5 \rightarrow m_6 \rightarrow m_7 \rightarrow m_8 \rightarrow m_9 \\ m_8 \rightarrow m_9 \rightarrow m_{10} \rightarrow m_{11} \rightarrow m_{12} \rightarrow m_{13} \rightarrow m_{14} \rightarrow m_{15} \rightarrow m_0 \rightarrow m_1$$

- Decrease latency:

$$m_0 \rightarrow m_1$$

$$m_8 \rightarrow m_9$$

- Goal: Bring each limb down to 26 or 25 bits

- Typical carry chain:

$$m_0 \rightarrow m_1 \rightarrow m_2 \rightarrow \cdots \rightarrow m_{14} \rightarrow m_{15} \rightarrow m_0 \rightarrow m_1$$

- Increase throughput:

$$\begin{aligned} m_0 \rightarrow m_1 \rightarrow m_2 \rightarrow m_3 \rightarrow m_4 \rightarrow m_5 \rightarrow m_6 \rightarrow m_7 \rightarrow m_8 \rightarrow m_9 \\ m_8 \rightarrow m_9 \rightarrow m_{10} \rightarrow m_{11} \rightarrow m_{12} \rightarrow m_{13} \rightarrow m_{14} \rightarrow m_{15} \rightarrow m_0 \rightarrow m_1 \end{aligned}$$

- Decrease latency:

$$m_0 \rightarrow m_1$$

$$m_8 \rightarrow m_9$$

$$m_4 \rightarrow m_5$$

$$m_{12} \rightarrow m_{13}$$

- Goal: Bring each limb down to 26 or 25 bits

- Typical carry chain:

$$m_0 \rightarrow m_1 \rightarrow m_2 \rightarrow \cdots \rightarrow m_{14} \rightarrow m_{15} \rightarrow m_0 \rightarrow m_1$$

- Increase throughput:

$$\begin{aligned} m_0 \rightarrow m_1 \rightarrow m_2 \rightarrow m_3 \rightarrow m_4 \rightarrow m_5 \rightarrow m_6 \rightarrow m_7 \rightarrow m_8 \rightarrow m_9 \\ m_8 \rightarrow m_9 \rightarrow m_{10} \rightarrow m_{11} \rightarrow m_{12} \rightarrow m_{13} \rightarrow m_{14} \rightarrow m_{15} \rightarrow m_0 \rightarrow m_1 \end{aligned}$$

- Decrease latency:

$$m_0 \rightarrow m_1 \rightarrow m_2$$

$$m_8 \rightarrow m_9 \rightarrow m_{10}$$

$$m_4 \rightarrow m_5$$

$$m_{12} \rightarrow m_{13}$$

- Goal: Bring each limb down to 26 or 25 bits

- Typical carry chain:

$$m_0 \rightarrow m_1 \rightarrow m_2 \rightarrow \cdots \rightarrow m_{14} \rightarrow m_{15} \rightarrow m_0 \rightarrow m_1$$

- Increase throughput:

$$m_0 \rightarrow m_1 \rightarrow m_2 \rightarrow m_3 \rightarrow m_4 \rightarrow m_5 \rightarrow m_6 \rightarrow m_7 \rightarrow m_8 \rightarrow m_9$$
$$m_8 \rightarrow m_9 \rightarrow m_{10} \rightarrow m_{11} \rightarrow m_{12} \rightarrow m_{13} \rightarrow m_{14} \rightarrow m_{15} \rightarrow m_0 \rightarrow m_1$$

- Decrease latency:

$$m_0 \rightarrow m_1 \rightarrow m_2$$

$$m_8 \rightarrow m_9 \rightarrow m_{10}$$

$$m_4 \rightarrow m_5 \rightarrow m_6$$

$$m_{12} \rightarrow m_{13} \rightarrow m_{14}$$

- Goal: Bring each limb down to 26 or 25 bits

- Typical carry chain:

$$m_0 \rightarrow m_1 \rightarrow m_2 \rightarrow \cdots \rightarrow m_{14} \rightarrow m_{15} \rightarrow m_0 \rightarrow m_1$$

- Increase throughput:

$$\begin{aligned} m_0 \rightarrow m_1 \rightarrow m_2 \rightarrow m_3 \rightarrow m_4 \rightarrow m_5 \rightarrow m_6 \rightarrow m_7 \rightarrow m_8 \rightarrow m_9 \\ m_8 \rightarrow m_9 \rightarrow m_{10} \rightarrow m_{11} \rightarrow m_{12} \rightarrow m_{13} \rightarrow m_{14} \rightarrow m_{15} \rightarrow m_0 \rightarrow m_1 \end{aligned}$$

- Decrease latency:

$$\begin{aligned} m_0 \rightarrow m_1 \rightarrow m_2 \rightarrow m_3 \rightarrow m_4 \rightarrow m_5 \\ m_8 \rightarrow m_9 \rightarrow m_{10} \rightarrow m_{11} \rightarrow m_{12} \rightarrow m_{13} \\ m_4 \rightarrow m_5 \rightarrow m_6 \rightarrow m_7 \rightarrow m_8 \rightarrow m_9 \\ m_{12} \rightarrow m_{13} \rightarrow m_{14} \rightarrow m_{15} \rightarrow m_0 \rightarrow m_1 \end{aligned}$$

- Karatsuba splits 1 $(2n \times 2n)$ into 3 $(n \times n)$

Level of Karatsuba

- Karatsuba splits 1 ($2n \times 2n$) into 3 ($n \times n$)
- Zero-level Karatsuba (Schoolbook)
e.g. for 16 limbs: $16 \times 16 = 256$

Level of Karatsuba

- Karatsuba splits 1 $(2n \times 2n)$ into 3 $(n \times n)$
- Zero-level Karatsuba (Schoolbook)
e.g. for 16 limbs: $16 \times 16 = 256$
- One-level Karatsuba
e.g.: $16 \times 16 \rightarrow 3 \cdot (8 \times 8) + \text{some additions}$
 $= 192 + \text{some additions}$

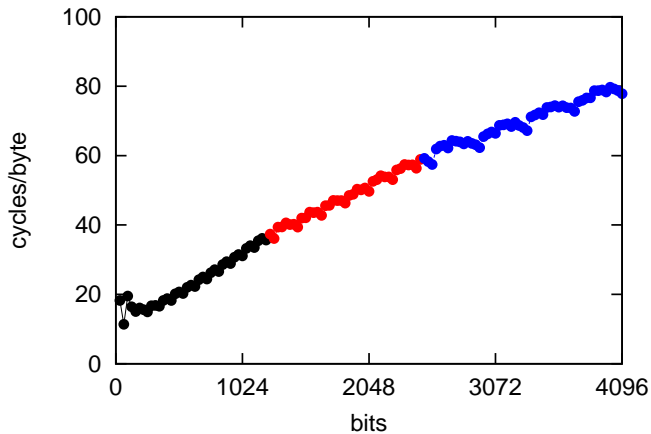
Level of Karatsuba

- Karatsuba splits 1 $(2n \times 2n)$ into 3 $(n \times n)$
- Zero-level Karatsuba (Schoolbook)
e.g. for 16 limbs: $16 \times 16 = 256$
- One-level Karatsuba
e.g.: $16 \times 16 \rightarrow 3 \cdot (8 \times 8) + \text{some additions}$
 $= 192 + \text{some additions}$
- Two-level Karatsuba
e.g.: $3 \cdot (8 \times 8) \rightarrow 3 \cdot (3 \cdot (4 \times 4)) + \text{even more additions}$
 $= 144 + \text{even more additions}$

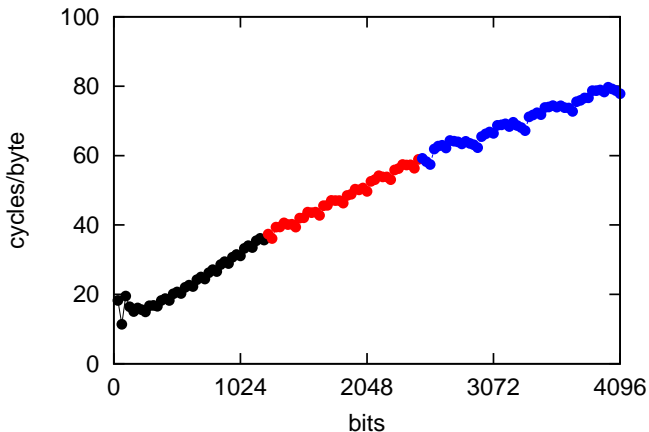
Level of Karatsuba

- Karatsuba splits 1 ($2n \times 2n$) into 3 ($n \times n$)
- Zero-level Karatsuba (Schoolbook)
e.g. for 16 limbs: $16 \times 16 = 256$
- One-level Karatsuba
e.g.: $16 \times 16 \rightarrow 3 \cdot (8 \times 8) + \text{some additions}$
 $= 192 + \text{some additions}$
- Two-level Karatsuba
e.g.: $3 \cdot (8 \times 8) \rightarrow 3 \cdot (3 \cdot (4 \times 4)) + \text{even more additions}$
 $= 144 + \text{even more additions}$
- What is the zero-level/one-level cutoff for number of limbs?

GMP's cutoffs for Karatsuba

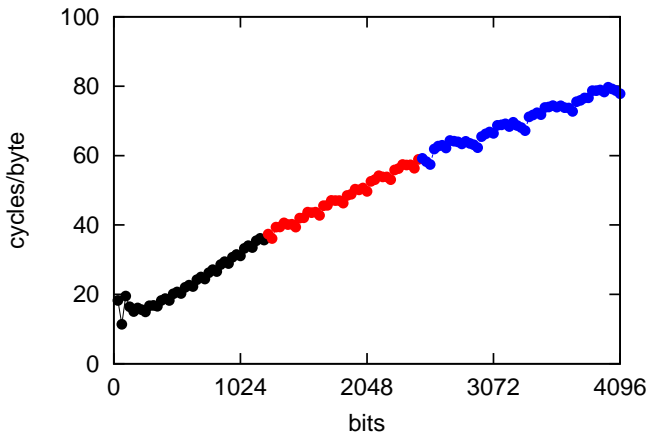


GMP's cutoffs for Karatsuba



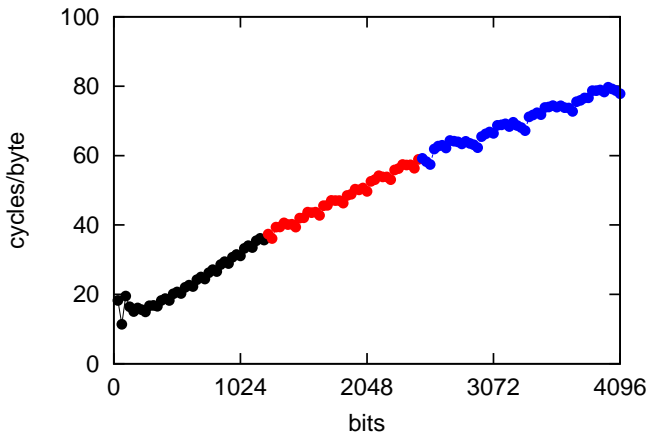
- GMP 6.0.0a library chooses 1248 bits on ARM Cortex-A8

GMP's cutoffs for Karatsuba



- GMP 6.0.0a library chooses 1248 bits on ARM Cortex-A8
- We reduce cutoff via improvements to Karatsuba

GMP's cutoffs for Karatsuba



- GMP 6.0.0a library chooses 1248 bits on ARM Cortex-A8
- We reduce cutoff via improvements to Karatsuba
- We reduce cutoff via redundant representation

Polynomial Multiplication

- Goal: Compute $P = AB$
given $A = a_0 + a_1t^n$ and $B = b_0 + b_1t^n$
- Method 1: schoolbook
$$P = a_0b_0 + (a_0b_1 + a_1b_0)t^n + a_1b_1t^{2n}$$
- Method 2: Karatsuba ($8n-4$ additions)
$$P = a_0b_0 + ((a_0+a_1)(b_0+b_1) - a_0b_0 - a_1b_1)t^n + a_1b_1t^{2n}$$
- Method 3: refined Karatsuba ($7n-3$ additions)
$$P = (a_0b_0 - a_1b_1t^n)(1 - t^n) + (a_0 + a_1)(b_0 + b_1)t^n$$

- Goal: Compute $P = AB \pmod{Q}$
given $A = a_0 + a_1t^n$ and $B = b_0 + b_1t^n$
- Method 1: schoolbook
$$P = a_0b_0 + (a_0b_1 + a_1b_0)t^n + a_1b_1t^{2n} \pmod{Q}$$
- Method 2: Karatsuba ($8n-4$ additions)
$$P = a_0b_0 + ((a_0+a_1)(b_0+b_1) - a_0b_0 - a_1b_1)t^n + a_1b_1t^{2n} \pmod{Q}$$
- Method 3: refined Karatsuba ($7n-3$ additions)
$$P = (a_0b_0 - a_1b_1t^n)(1 - t^n) + (a_0 + a_1)(b_0 + b_1)t^n \pmod{Q}$$

Polynomial Multiplication mod Q

- Goal: Compute $P = AB \pmod{Q}$
given $A = a_0 + a_1 t^n$ and $B = b_0 + b_1 t^n$
- Method 1: schoolbook
$$P = a_0 b_0 + (a_0 b_1 + a_1 b_0) t^n + a_1 b_1 t^{2n} \pmod{Q}$$
- Method 2: Karatsuba ($8n-4$ additions)
$$P = a_0 b_0 + ((a_0 + a_1)(b_0 + b_1) - a_0 b_0 - a_1 b_1) t^n + a_1 b_1 t^{2n} \pmod{Q}$$
- Method 3: refined Karatsuba ($7n-3$ additions)
$$P = (a_0 b_0 - a_1 b_1 t^n)(1 - t^n) + (a_0 + a_1)(b_0 + b_1) t^n \pmod{Q}$$
- Method 4: reduced refined Karatsuba ($6n-2$ additions) (new)
$$P = (a_0 b_0 - a_1 b_1 t^n \pmod{Q})(1 - t^n) + (a_0 + a_1)(b_0 + b_1) t^n \pmod{Q}$$

Reduced Refined Karatsuba

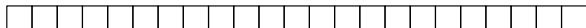
$a_0 b_0$



$a_1 b_1$



subtract



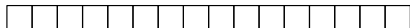
reduce



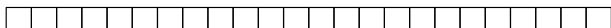
$a_0 b_0 - t^n a_1 b_1$



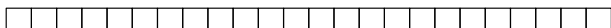
$a_0 b_0 - t^n a_1 b_1$



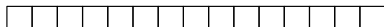
subtract



$(1 - t^n)(a_0 b_0 - t^n a_1 b_1)$



$(a_0 + a_1)(b_0 + b_1)$



subtract



reduce



Cost Comparison (Karatsuba)

Level	Mult.	Add		Cost
		64-bit	32-bit	
0-level	256	15	0	$256 + 8 + 0 = 264$
1-level	192	59	16	$192 + 30 + 4 = 226$
2-level	144	119	40	$144 + 60 + 10 = 214$
3-level	108	191	76	$108 + 96 + 19 = 223$

Note: use multiply-add instructions

Recall:

1 cycle per multiplication

0.5 cycle per 64-bit addition

0.25 cycle per 32-bit addition

Cost Comparison (Karatsuba)

Level	Mult.	Add		Cost
		64-bit	32-bit	
0-level	256	15	0	$256 + 8 + 0 = 264$
1-level	192	59	16	$192 + 30 + 4 = 226$
2-level	144	119	40	$144 + 60 + 10 = 214$
3-level	108	191	76	$108 + 96 + 19 = 223$

Note: use multiply-add instructions

Recall:

1 cycle per multiplication

0.5 cycle per 64-bit addition

0.25 cycle per 32-bit addition

Cost Comparison (refined Karatsuba)

Level	Mult.	Add		Cost
		64-bit	32-bit	
0-level	256	15	0	$256 + 8 + 0 = 264$
1-level	192	52	16	$192 + 26 + 4 = 222$
2-level	144	103	40	$144 + 52 + 10 = 206$
3-level	108	166	76	$108 + 83 + 19 = 210$

Note: use multiply-add instructions

Recall:

1 cycle per multiplication

0.5 cycle per 64-bit addition

0.25 cycle per 32-bit addition

Cost Comparison (refined Karatsuba)

Level	Mult.	Add		Cost
		64-bit	32-bit	
0-level	256	15	0	$256 + 8 + 0 = 264$
1-level	192	52	16	$192 + 26 + 4 = 222$
2-level	144	103	40	$144 + 52 + 10 = 206$
3-level	108	166	76	$108 + 83 + 19 = 210$

Note: use multiply-add instructions

Recall:

1 cycle per multiplication

0.5 cycle per 64-bit addition

0.25 cycle per 32-bit addition

Cost Comparison (reduced refined Karatsuba)

Level	Mult.	Add		Cost
		64-bit	32-bit	
0-level	256	15	0	$256 + 8 + 0 = 264$
1-level	192	45	16	$192 + 23 + 4 = 219$
2-level	144	96	40	$144 + 48 + 10 = 202$
3-level	108	159	76	$108 + 80 + 19 = 207$

Note: use multiply-add instructions

Recall:

1 cycle per multiplication

0.5 cycle per 64-bit addition

0.25 cycle per 32-bit addition

Cost Comparison (reduced refined Karatsuba)

Level	Mult.	Add		Cost
		64-bit	32-bit	
0-level	256	15	0	$256 + 8 + 0 = 264$
1-level	192	45	16	$192 + 23 + 4 = 219$
2-level	144	96	40	$144 + 48 + 10 = 202$
3-level	108	159	76	$108 + 80 + 19 = 207$

Note: use multiply-add instructions

Recall:

1 cycle per multiplication

0.5 cycle per 64-bit addition

0.25 cycle per 32-bit addition

- OpenSSL

curve	# cycle on i.MX515	# cycle on Sitara
secp160r1	≈ 2.1 million	≈ 2.1 million
nistp192	≈ 2.9 million	≈ 2.8 million
nistp224	≈ 4.0 million	≈ 3.9 million
nistp256	≈ 4.0 million	≈ 3.9 million
nistp384	≈ 13.3 million	≈ 13.2 million
nistp521	≈ 29.7 million	≈ 29.7 million

- Curve41417 (security level above 2^{200})
 - ≈ 1.6 million cycles on FreeScale i.MX515
 - ≈ 1.8 million cycles on TI Sitara

- OpenSSL

curve	# cycle on i.MX515	# cycle on Sitara
secp160r1	≈ 2.1 million	≈ 2.1 million
nistp192	≈ 2.9 million	≈ 2.8 million
nistp224	≈ 4.0 million	≈ 3.9 million
nistp256	≈ 4.0 million	≈ 3.9 million
nistp384	≈ 13.3 million	≈ 13.2 million
nistp521	≈ 29.7 million	≈ 29.7 million

- Curve41417 (security level above 2^{200})

- ≈ 1.6 million cycles on FreeScale i.MX515
- ≈ 1.8 million cycles on TI Sitara

- Coming soon: Intel Haswell implementation with Sebastian Verschoor