

### Four<sup>Q</sup> on FPGA:

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

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## Introduction

### FourQ:

- FourQ is a high-performance elliptic curve with very good SW performance (2–3× faster than Curve25519)
- FourQ 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)
- FourQ 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
- Four  $\mathbb{Q}$  offers 2–2.5× faster performance than Curve 25519
- 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 Costello, Longa, ASIACRYPT'15

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

- ► Twisted Edwards curve with #*E*(𝔽<sub>p<sup>2</sup></sub>) = 392 · ξ where ξ 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 Costello, Longa, ASIACRYPT'15

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

- ► 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)
- $\blacktriangleright$  Two efficiently-computable endomorphisms  $\psi$  and  $\phi$
- ► Four-dimensional decomposition for the 256-bit scalar m with (a<sub>1</sub>, a<sub>2</sub>, a<sub>3</sub>, a<sub>4</sub>) such that a<sub>i</sub> ∈ [0, 2<sup>64</sup>):

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

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**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
- $\begin{array}{c|c} \mathbf{5} & Q \leftarrow [2]Q \\ \mathbf{6} & Q \leftarrow Q + m_i T[v_i] \end{array}$









Four() on FPGA CHES 2016

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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  $a_1[j] \in \{\pm 1\}$ 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)









**Input:** Point P, integer  $m \in [0, 2^{256})$ Output: [m]P

- 1 Decompose and recode m
- 2 Precompute lookup table T
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- **4** for i = 63 to 0 do
- $\begin{array}{c|c} \mathbf{5} & Q \leftarrow [2]Q \\ \mathbf{6} & Q \leftarrow Q + m_i T[v_i] \end{array}$

### 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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**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
- $\begin{array}{c|c} \mathbf{5} & Q \leftarrow [2]Q \\ \mathbf{6} & Q \leftarrow Q + m_i T[v_i] \end{array}$

### 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:

$$\begin{array}{l} (X,Y,Z,T_a,T_b) \leftarrow \\ (X,Y,Z,T_a,T_b) \times \\ (X+Y,Y-X,2Z,2dT) \end{array}$$







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## **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<sub>0</sub>, v<sub>0</sub>) first, scalar multiplication begins with (m<sub>64</sub>, v<sub>64</sub>)

 $\Rightarrow$  Store in a LIFO buffer







 $R \cdot I \cdot T$ 

Research























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## Field Arithmetic Unit: Datapath









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# Field Arithmetic Unit: Datapath



#### Multiplier path









# Field Arithmetic Unit: Datapath



#### Adder path







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

$$a \times b = (a_0, a_1) \times (b_0, b_1)$$
  
=  $(a_0 \cdot b_0 - a_1 \cdot b_1, (a_0 + a_1) \cdot (b_0 + b_1) - a_0 \cdot b_0 - a_1 \cdot b_1)$ 











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









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

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1

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2



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

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3



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

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4



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

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5



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6



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

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7



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

$$a \times b = (a_0, a_1) \times (b_0, b_1)$$
  
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8



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

$$a \times b = (a_0, a_1) \times (b_0, b_1)$$
  
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9



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

$$a \times b = (a_0, a_1) \times (b_0, b_1)$$
  
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10



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

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11



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

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12



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

$$a \times b = (a_0, a_1) \times (b_0, b_1)$$
  
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13



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

$$a \times b = (a_0, a_1) \times (b_0, b_1)$$
  
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14



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

$$a \times b = (a_0, a_1) \times (b_0, b_1)$$
  
=  $(a_0 \cdot b_0 - a_1 \cdot b_1, (a_0 + a_1) \cdot (b_0 + b_1) - a_0 \cdot b_0 - a_1 \cdot b_1)$ 



15



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

$$\begin{aligned} a \times b &= (a_0, a_1) \times (b_0, b_1) \\ &= (a_0 \cdot b_0 - a_1 \cdot b_1 , \ (a_0 + a_1) \cdot (b_0 + b_1) - a_0 \cdot b_0 - a_1 \cdot b_1) \end{aligned}$$



16


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

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17



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

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18



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19



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20



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

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21



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

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(1) 22









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

$$a \times b = (a_0, a_1) \times (b_0, b_1)$$
  
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(2) 23









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

$$a \times b = (a_0, a_1) \times (b_0, b_1)$$
  
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(3) 24









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

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(4) 25









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

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(5) 26









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

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(6) 27









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

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(7) 28









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

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(8) 29









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

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(9) 30





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

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(10) 31





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

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(11) 32







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

$$a \times b = (a_0, a_1) \times (b_0, b_1)$$
  
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(12) 33





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

$$a \times b = (a_0, a_1) \times (b_0, b_1)$$
  
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(13) 34









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

$$a \times b = (a_0, a_1) \times (b_0, b_1)$$
  
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(14) 35







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

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(15) 36



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

$$a \times b = (a_0, a_1) \times (b_0, b_1)$$
  
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(16) 37









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

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(17) 38









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

$$a \times b = (a_0, a_1) \times (b_0, b_1)$$
  
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(18) 39



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

$$\begin{aligned} a \times b &= (a_0, a_1) \times (b_0, b_1) \\ &= (a_0 \cdot b_0 - a_1 \cdot b_1 , \ (a_0 + a_1) \cdot (b_0 + b_1) - a_0 \cdot b_0 - a_1 \cdot b_1) \end{aligned}$$



(19) 40



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

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(20) 41



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

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(21) 42





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

$$\begin{aligned} a \times b &= (a_0, a_1) \times (b_0, b_1) \\ &= (a_0 \cdot b_0 - a_1 \cdot b_1 , \ (a_0 + a_1) \cdot (b_0 + b_1) - a_0 \cdot b_0 - a_1 \cdot b_1) \end{aligned}$$



(1,22) 43









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

$$\begin{aligned} a \times b &= (a_0, a_1) \times (b_0, b_1) \\ &= (a_0 \cdot b_0 - a_1 \cdot b_1 , \ (a_0 + a_1) \cdot (b_0 + b_1) - a_0 \cdot b_0 - a_1 \cdot b_1) \end{aligned}$$



(2,23) 44







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

$$\begin{aligned} a \times b &= (a_0, a_1) \times (b_0, b_1) \\ &= (a_0 \cdot b_0 - a_1 \cdot b_1 , \ (a_0 + a_1) \cdot (b_0 + b_1) - a_0 \cdot b_0 - a_1 \cdot b_1) \end{aligned}$$



(3,24) 45





## 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









Four() on FPGA

# Latencies

#### Field operations

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#### Operations for scalar multiplication

Precomputation4185 clocksScalar decomposition and recoding1984 (0) clocksDouble-and-add (64 times)354 clocksAffine conversion2869 clocksScalar multiplication29739 clocks









## **Multi-Core Architecture**











#### **Single-Core Architecture**









Research

#### **Single-Core Architecture**



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



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


# 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 ( $\times$ 11)  $\Rightarrow$  170  $\mu$ s or 64,730 ops
- Point validation (124 clocks), cofactor killing (1760 clocks)









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# Performance Results on Zynq-7020

VHDL for Xilinx Zynq-7020 with Vivado 2015.4

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- Single-core: 190 MHz  $\Rightarrow$  157  $\mu$ s or 6,389 ops
- Multi-core: 175 MHz ( $\times$ 11)  $\Rightarrow$  170  $\mu$ s or 64,730 ops
- Point validation (124 clocks), cofactor killing (1760 clocks)

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









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### 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









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# Four vs. Curve 25519

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







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# Four vs. Curve 25519

#### **Montgomery Ladder**



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Research





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# Four vs. Curve 25519

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



Microsoft<sup>-</sup>

Research





 $R \cdot I \cdot T$ 

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### Conclusions

- We showed that FourQ is very efficient also on FPGAs
- FourQ is significantly more efficient in terms of speed-area ratio than the closest counterpart









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### Future Work

- Low-latency implementation
- Better side-channel protection:
  e.g., against DPA and advanced horizontal attacks









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# Thank you! Questions?









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