

High-speed high-security signatures

Peter Schwabe

National Taiwan University



Joint work with Daniel J. Bernstein, Niels Duif,
Tanja Lange, and Bo-Yin Yang

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- ▶ Elliptic-curve signature scheme and corresponding software
- ▶ Based on arithmetic on twisted Edwards curves

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- ▶ Timing-attack resistant implementation
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Speed features

- ▶ Fast signing: 87548 cycles on Intel Nehalem/Westmere
- ▶ Fast verification: 273364 cycles
- ▶ Even faster batch verification: < 134000 cycles/signature
- ▶ Fast key generation: 93288 cycles
- ▶ Short signatures (64 bytes), short public keys (32 bytes)

Recall Schnorr signatures

- ▶ Variant of ElGamal Signatures
- ▶ Many more variants (DSA, ECDSA, KCDSA, ...)
- ▶ Uses finite group $G = \langle B \rangle$, with $|G| = \ell$
- ▶ Uses hash-function $H : G \times \mathbb{Z} \rightarrow \{0, \dots, 2^t - 1\}$
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- ▶ Verifier computes $\bar{R} = SB + H(R, M)A$ and checks that

$$H(\bar{R}, M) = H(R, M)$$

EdDSA and Ed25519 parameters

EdDSA

- ▶ Integer $b \geq 10$

Ed25519-SHA-512

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- ▶ little-endian encoding of $\{0, \dots, 2^{255} - 20\}$

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- ▶ Non-square $d \in \mathbb{F}_q$
- ▶ $B \in \{(x, y) \in \mathbb{F}_q \times \mathbb{F}_q, -x^2 + y^2 = 1 + dx^2y^2\}$
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Ed25519 curve is birationally equivalent to the Curve25519 curve.

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- ▶ Compute A from \underline{A} : $x_A = \pm \sqrt{(y_A^2 - 1)/(dy_A^2 + 1)}$

EdDSA signatures

Signing

- ▶ Message M determines $r = H(h_b, \dots, h_{2b-1}, M) \in \{0, \dots, 2^{2b} - 1\}$
- ▶ Define $R = rB$
- ▶ Define $S = (r + H(\underline{R}, \underline{A}, M)a) \bmod \ell$
- ▶ Signature: $(\underline{R}, \underline{S})$, with \underline{S} the b -bit little-endian encoding of S
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Verification

- ▶ Verifier parses A from \underline{A} and R from \underline{R}
- ▶ Computes $H(\underline{R}, \underline{A}, M)$
- ▶ Checks group equation

$$8SB = 8R + 8H(\underline{R}, \underline{A}, M)A$$

- ▶ Rejects if parsing fails or equation does not hold

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- ▶ Signatures are hash-function-collision resilient
- ▶ Including \underline{A} alleviates concerns about attacks against multiple keys

Foolproof session keys

- ▶ Each message needs a different, hard-to-predict r (“session key”)
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- ▶ Usual approach (e.g., Schnorr signatures): Choose random r for each message

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 $H(h_b, \dots, h_{2b-1}, M)$
- ▶ Same security as random r under standard PRF assumptions
- ▶ Does not consume per-message randomness
- ▶ Better for testing (deterministic output)

Fast arithmetic in $\mathbb{F}_{2^{255}-19}$ Radix 2^{64}

- ▶ Standard: break elements of $\mathbb{F}_{2^{255}-19}$ into 4 64-bit integers
- ▶ (Schoolbook) multiplication breaks down into 16 64-bit integer multiplications
- ▶ Adding up partial results requires many add-with-carry (adc)
- ▶ Westmere bottleneck: 1 adc every two cycles vs. 3 add per cycle

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Radix 2^{51}

- ▶ Instead break into 5 64-bit integers, use radix 2^{51}
- ▶ Schoolbook multiplication now 25 64-bit integer multiplications
- ▶ Partial results have < 128 bits, adding upper part is add, not adc
- ▶ Easy to merge multiplication with reduction (multiplies by 19)
- ▶ Better performance on Westmere/Nehalem, worse on 65 nm Core 2 and AMD processors

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- ▶ In each lookup load all 8 relevant entries from the table, use arithmetic to obtain the desired one
- ▶ Signing takes 87548 cycles on an Intel Westmere CPU
- ▶ Key generation takes about 6000 cycles more (read from `/dev/urandom`)

Fast verification

- ▶ First part: point decompression, compute x coordinate x_R of R as

$$x_R = \pm \sqrt{(y_R^2 - 1)/(dy_R^2 + 1)}$$

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- ▶ Double-scalar multiplication using signed sliding windows
- ▶ Different window sizes for B (compile time) and A (run time)

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- ▶ Double-scalar multiplication using signed sliding windows
- ▶ Different window sizes for B (compile time) and A (run time)
- ▶ Verification takes 273364 cycles

Faster batch verification

- ▶ Verify a batch of (M_i, A_i, R_i, S_i) , where (R_i, S_i) is the alleged signature of M_i under key A_i

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- ▶ Compute $H_i = H(\underline{R}_i, \underline{A}_i, M_i)$
- ▶ Verify the equation

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- ▶ Use Bos-Coster algorithm for multi-scalar multiplication
- ▶ Verifying a batch of 64 signatures takes 8.55 million cycles (i.e., < 134000 cycles/signature)

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- ▶ Requires fast access to the two largest scalars: put scalars into a heap
- ▶ Crucial for good performance: fast heap implementation

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- ▶ Requires fast access to the two largest scalars: put scalars into a heap
- ▶ Crucial for good performance: fast heap implementation
- ▶ Typical heap root replacement (pop operation): start at the root, swap down for a variable amount of times

The Bos-Coster algorithm

- ▶ Computation of $Q = \sum_1^n s_i P_i$
- ▶ Idea: Assume $s_1 > s_2 > \dots > s_n$. Recursively compute $Q = (s_1 - s_2)P_1 + s_2(P_1 + P_2) + s_3P_3 \dots + s_nP_n$
- ▶ Each step requires the two largest scalars, one scalar subtraction and one point addition
- ▶ Each step “eliminates” expected $\log n$ scalar bits
- ▶ Requires fast access to the two largest scalars: put scalars into a heap
- ▶ Crucial for good performance: fast heap implementation
- ▶ Typical heap root replacement (pop operation): start at the root, swap down for a variable amount of times
- ▶ Floyd’s heap: swap down to the bottom, swap up for a variable amount of times, advantages:
 - ▶ Each swap-down step needs only one comparison (instead of two)
 - ▶ Swap-down loop is more friendly to branch predictors

Results

- ▶ New fast and secure signature scheme
- ▶ (Slow) C and Python reference implementations
- ▶ Fast AMD64 assembly implementations
- ▶ Also new speed records for Curve25519 ECDH
- ▶ All software in the public domain and included in eBATS
- ▶ All reported benchmarks (except batch verification) are eBATS benchmarks
- ▶ All reported benchmarks had TurboBoost switched off
- ▶ Software to be included in the NaCl library

<http://ed25519.cr.yp.to/>