## Elliptic Curve Cryptography and Security of Embedded Devices Ph.D. Defense

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V. Verneuil - Elliptic Curve Cryptography and Security of Embedded Devices

1/64

Introduction

RSA and Elliptic Curve Cryptography Scalar Multiplication Implementation Side-Channel Analysis

Improved Atomic Pattern for Scalar Multiplication

Square Always Exponentiation

Horizontal Correlation Analysis

Long-Integer Multiplication Blinding and Shuffling

Collision-Correlation Analysis on AES

Conclusion



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# RSA (Rivest-Shamir-Adleman)



A Method for Obtaining Digital Signatures and Public-Key Cryptosystems, 1978.





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# RSA (Rivest-Shamir-Adleman)

## Key generation

- ▶ pick at random two primes *p* and *q*, and compute n = p × q
- choose *e* and compute *d* such that:  $e \times d \equiv 1 \mod (p-1)(q-1)$

Public key  $= \{n, e\}$ 

Private key  $= \{p, q, d\}$ 



RSA (Rivest-Shamir-Adleman)

## Encryption / Decryption

To encrypt a message m:

 $c = m^e \mod n$ 

To decrypt c:

 $m = c^d \mod n$ 



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To encrypt a message m:

 $c = m^e \mod n$ 

To decrypt c:

 $m = c^d \mod n$ 

#### Security assumption

Given  $\P = \{n, e\}$ , how to recover  $d = e^{-1} \mod (p-1)(q-1)$ ?



Factorize *n* to recover *p* and *q* !



# Elliptic Curve Cryptography





#### Independently introduced by Koblitz and Miller in 1985.



# **Elliptic Curve Equation**

Let  $\mathbb{K}$  be a field, and  $\mathscr{E}/\mathbb{K}$  an elliptic curve. Then the set of  $\mathbb{K}$ -rational points  $\mathscr{E}(\mathbb{K}) \subset \mathbb{P}^2(\mathbb{K})$  is an abelian group, with neutral element  $\mathscr{O}$ .

On a field  $\mathbb{K} = \mathbb{F}_p$ , p > 3, it has an affine equation:

$$y^2 = x^3 + ax + b$$





$$\begin{cases} x_3 = m^2 - x_1 - x_2 \\ y_3 = m(x_1 - x_3) - y_1 \end{cases}$$







$$\begin{cases} x_3 = m^2 - x_1 - x_2 \\ y_3 = m(x_1 - x_3) - y_1 \end{cases}$$

$$m = rac{y_2 - y_1}{x_2 - x_1}$$
 if  $P_1 \neq \pm P_2$ 







$$\begin{cases} x_3 = m^2 - x_1 - x_2 \\ y_3 = m(x_1 - x_3) - y_1 \end{cases}$$







$$\begin{cases} x_3 = m^2 - x_1 - x_2 \\ y_3 = m(x_1 - x_3) - y_1 \end{cases}$$

$$m = \frac{3x_1^2 + a}{2y_1}$$
 if  $P_1 = P_2$ 



## Scalar Multiplication

# Given a point *P* in $\mathscr{E}(\mathbb{K})$ and a positive integer *d*, we denote $dP = \underbrace{P + P + \dots + P}_{d \text{ times}}$ .



## Scalar Multiplication



Elliptic Curve Discrete Logarithm Problem (ECDLP)

Given P in 
$$\mathscr{E}(\mathbb{K})$$
 and dP,  $1 \leq d \leq \#\mathscr{E}(\mathbb{K})$ , find d?

Much harder than or factoring (which can be solved in subexponential time).



# Cryptosystems Comparison

Estimated equivalent key lengths for ECC and RSA:

Security level	80	112	128	192	256
ECC	160	224	256	384	512
RSA	1024	2048	3072	8192	15360

Very interesting in embedded devices having limited resources.



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# Embedded Devices Constraints

## Efficiency

- Most transactions have to take less than 500 ms
- Small amount of RAM
- Very low power (hence low frequency) for contactless devices



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## Arithmetic optimizations

- Exponentiation / scalar multiplication
- Group operations and point representation
- Modular arithmetic



#### **Expensive operations**

## Significant operations

## **Negligible operations**



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Inversion (I)

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## Significant operations

- Multiplication (M)
- Squaring ( $S, S/M \approx 0.8$ )

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- Addition (A)
- Subtraction (A)
- Negation (N)



#### **Expensive operations**

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## Significant operations

- Multiplication (M)
- Squaring ( $S, S/M \approx 0.8$ )

## **Negligible operations**

- Addition (A)
- Subtraction (A)
- Negation (N)

For ECC keylengths,  $A/M \approx 0.2$  and  $N/M \approx 0.1$  on most smart cards.



# Exponentiation Algorithms

Square and multiply

#### Left-to-right

$$m^{d} = m^{d_0} \times \left(m^{d_1} \times \left(\dots \left(m^{d_{\ell-1}}\right)^2 \dots\right)^2\right)^2$$

Input:  $m, n, d \in \mathbb{N}$ Output:  $m^d \mod n$   $a \leftarrow 1$ for  $i = \ell - 1$  to 0 do  $a \leftarrow a^2 \mod n$ if  $d_i = 1$  then  $a \leftarrow a \times m \mod n$ return a Right-to-left

$$m^d = m^{d_{\ell-1}2^{\ell-1}} \times m^{d_{\ell-2}2^{\ell-2}} \times \ldots \times m^{d_0}$$

Input:  $m, n, d \in \mathbb{N}$ Output:  $m^d \mod n$   $a \leftarrow 1$ ;  $b \leftarrow m$ for i = 0 to  $\ell - 1$  do if  $d_i = 1$  then  $a \leftarrow a \times b \mod n$   $b \leftarrow b^2 \mod n$ return a



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12/64

# Scalar Multiplication Algorithms

#### Left-to-right

 $dP = d_0P + 2(d_1P + 2(\dots + 2(d_{\ell-1}P)\dots))$ Input:  $P \in \mathscr{E}(\mathbb{K}), d \in \mathbb{N}$ Output: dP  $R \leftarrow \mathscr{O}$ for  $i = \ell - 1$  to 0 do  $R \leftarrow 2R$ if  $d_i = 1$  then  $R \leftarrow R + P$ return R

#### Right-to-left

$$dP = d_{\ell-1}2^{\ell-1}P + d_{\ell-2}2^{\ell-2}P + \ldots + d_0P$$

Input:  $P \in \mathscr{E}(\mathbb{K}), d \in \mathbb{N}$ Output: dP  $R \leftarrow \mathscr{O}$ ;  $Q \leftarrow P$ for i = 0 to  $\ell - 1$  do if  $d_i = 1$  then  $R \leftarrow R + Q$   $Q \leftarrow 2Q$ return R



# **Refined Algorithms**

## Non-Adjacent Form (NAF)

Signed representation minimizing the number of non-zero digits (1/3 vs 1/2).

Hence minimize the number of additions.



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## Sliding window algorithms

Precompute  $3P, 5P, \ldots$  to process several scalar bits at a time. Can be combined with the NAF method.



# **Refined Algorithms**

## Non-Adjacent Form (NAF)

Signed representation minimizing the number of non-zero digits (1/3 vs 1/2).

Hence minimize the number of additions.

## Sliding window algorithms

Precompute  $3P, 5P, \ldots$  to process several scalar bits at a time. Can be combined with the NAF method.

## **Co-Z Addition**

Euclidean Addition Chains [Meloni, WAIFI 2007] Co-Z binary ladder [Goundar, Joye & Miyaji, CHES 2010]



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# Simple Side-Channel Analysis (SSCA)

Left-to-right square & multiply

#### Side-channel leakage: power, EM, etc.



The whole exponent may be recovered using a single trace.



# **Regular Exponentiation**

Left-to-right algorithms

## Square & multiply:





# **Regular Exponentiation**

Left-to-right algorithms

### Square & multiply:



### Square & multiply always:





# **Regular Exponentiation**

Left-to-right algorithms

## Square & multiply:



## Square & multiply always:



## Montgomery ladder:





# Regular Exponentiation Algorithms

## Left-to-right

"Montgomery ladder"

Input:  $m, n, d \in \mathbb{N}$ Output:  $m^d \mod n$ 1:  $R_0 \leftarrow 1$ 2:  $R_1 \leftarrow m$ 3: for  $i = \ell - 1$  to 0 do 4:  $R_{1-d_i} \leftarrow R_0 \times R_1 \mod n$ 5:  $R_{d_i} \leftarrow R_{d_i}^2 \mod n$ 6: return  $R_0$  Right-to-left

"Joye ladder"

Input:  $m, n, d \in \mathbb{N}$ Output:  $m^d \mod n$ 1:  $R_0 \leftarrow 1$ 2:  $R_1 \leftarrow m$ 3: for i = 0 to  $\ell - 1$  do 4:  $R_{1-d_i} \leftarrow R_{1-d_i}^2 \mod n$ 5:  $R_{1-d_i} \leftarrow R_{1-d_i} \times R_{d_i} \mod n$ 6: return  $R_0$ 



# Regular Scalar Multiplication

Left-to-right algorithms

#### Double & add:





# Regular Scalar Multiplication

Left-to-right algorithms

#### Double & add:



Double & add always:





# Regular Scalar Multiplication

Left-to-right algorithms

# Double & add:

#### Double & add always:



#### Montgomery ladders:





# Regular Scalar Multiplication Algorithms

## Left-to-right

"Montgomery ladder"

- Input:  $P \in \mathscr{E}(\mathbb{K}), d \in \mathbb{N}$ Output: dP1:  $R_0 \leftarrow \mathscr{O}$ 2:  $R_1 \leftarrow P$ 3: for  $i = \ell - 1$  to 0 do
- 4:  $R_{1-d_i} \leftarrow R_0 + R_1$
- 5:  $R_{d_i} \leftarrow 2R_{d_i}$
- 6: **return** *R*<sub>0</sub>

Right-to-left

"Joye ladder"

Input:  $P \in \mathscr{E}(\mathbb{K}), d \in \mathbb{N}$ Output: dP1:  $R_0 \leftarrow \mathscr{O}$ 2:  $R_1 \leftarrow P$ 3: for i = 0 to  $\ell - 1$  do 4:  $R_{1-d_i} \leftarrow 2R_{1-d_i}$ 5:  $R_{1-d_i} \leftarrow R_{1-d_i} + R_{d_i}$ 6: return  $R_0$ 



Regular Atomic Exponentiation

## Square & multiply:





# Regular Atomic Exponentiation

## Square & multiply:



Atomic multiply always:





# Regular Atomic Scalar Multiplication





# Regular Atomic Scalar Multiplication



Atomic add always (with a unified group addition):





# Regular Atomic Scalar Multiplication





## Leakage on Manipulated Data





## Leakage on Manipulated Data



Noise is generally too high to exploit this leakage directly ©



## Leakage on Manipulated Data



Noise is generally too high to exploit this leakage directly ©

Many acquisitions are used to reduce noise influence



Measure *N* times a side-channel leakage with different data involved and consider the traces  $T^1, T^2, ..., T^n$ .



Measure *N* times a side-channel leakage with different data involved and consider the traces  $\tau_1 \tau_2^2 = \tau_2^n$ 

 $T^1, T^2, ..., T^n.$ 

 align vertically the traces on the targeted operation using signal processing tools





Measure *N* times a side-channel leakage with different data involved and consider the traces  $1 + 7^2 + 7^2$ 

 $T^1, T^2, \ldots, T^n.$ 

- align vertically the traces on the targeted operation using signal processing tools
- perform statistical treatment between traces, known inputs or outputs and a guess on a few key bits





Measure *N* times a side-channel leakage with different data involved and consider the traces  $1 + 7^2 + 7^2$ 

 $T^1, T^2, ..., T^n.$ 

- align vertically the traces on the targeted operation using signal processing tools
- perform statistical treatment between traces, known inputs or outputs and a guess on a few key bits
  - Validate the guess or not





# Differential Side-Channel Analysis

Original method introduced in [Kocher, Jaffe & Jun, CRYPTO'99]

- Hamming weight leakage model
- Difference of means as a distinguisher



# Differential Side-Channel Analysis

Original method introduced in [Kocher, Jaffe & Jun, CRYPTO'99]

- Hamming weight leakage model
- Difference of means as a distinguisher

Correlation analysis introduced in [Brier, Clavier & Olivier, CHES 2004]

- Hamming weight/distance leakage model
- Pearson correlation factor as a distinguisher



# Countermeasures for RSA Exponentiation

• Exponent blinding d' = d + r(p-1)(q-1)



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- Message/ciphertext additive blinding  $m' = m + rn \mod cn$ , r < c



# Countermeasures for RSA Exponentiation

- Exponent blinding d' = d + r(p-1)(q-1)
- ► Message/ciphertext additive blinding m' = m + rn mod cn, r < c</p>
- Message/ciphertext multiplicative blinding m' = r<sup>e</sup>m mod n, result recovered as r<sup>-1</sup>(m')<sup>d</sup> mod n



# Countermeasures for Scalar Multiplication

From [Coron, CHES'99]:

• Scalar blinding  $d' = d + r \# \mathscr{E}(\mathbb{F}_p)$ 



# Countermeasures for Scalar Multiplication

From [Coron, CHES'99]:

- Scalar blinding  $d' = d + r \# \mathscr{E}(\mathbb{F}_p)$
- ► Base point projective coordinates blinding  $(r^2X : r^3Y : rZ)$



# Countermeasures for Scalar Multiplication

From [Coron, CHES'99]:

- Scalar blinding  $d' = d + r \# \mathscr{E}(\mathbb{F}_p)$
- ► Base point projective coordinates blinding  $(r^2X : r^3Y : rZ)$
- ► Input point blinding Q = d(P+R), result recovered as Q S with S = dR



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## **Our Contribution**

- ► New atomic pattern for right-to-left scalar multiplication implementation
- ► Fastest implementation for standard curves considering addition cost  $A/M \ge 0.1$



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## Theoretical comparison (S/M = 0.8, A/M = 0.2)

Previous right-to-left NAF atomic scalar multiplication: -20 % (M/bit) Best previous scalar multiplication (Co-Z Montgomery ladder (X:Z)-only): -3.6 % (M/bit)



Mixed coordinates











Mixed coordinates







Mixed coordinates







Mixed coordinates





Extended pattern :




► Add.



2 Z2
$Z_2$
Z2
$Z_2$
$Z_2$
-
$R_4$
R <sub>6</sub>
1
2
3
R <sub>6</sub>
+ Ř⊿
, '
$+R_2$
$R_{4}$
+ Ŕ <sub>e</sub>
$+R_2$
$R_2$
+ Ŕ1



	Add. 1	Add. 2	Dbl.
▶Sq.	$\begin{bmatrix} R_1 \leftarrow Z_2^2 \end{bmatrix}$	$\begin{bmatrix} R_6 \leftarrow R_4^2 \end{bmatrix}$	$\begin{bmatrix} R_1 \leftarrow X_1^2 \end{bmatrix}$
►Add.	* 2	*	$R_2 \leftarrow Y_1 + Y_1$
▶Neg.	*	*	*
►Add.	*	*	*
Mult.	$R_2 \leftarrow X_1 \cdot R_1$	$R_5 \leftarrow Z_1 \cdot Z_2$	$Z_2 \leftarrow R_2 \cdot Z_1$
►Add.	*	*	$R_{\overline{4}} \leftarrow R_{\overline{1}} + \dot{R}_{1}$
▶Neg.	*	*	*
►Add.	*	*	*
►Mult.	$R_1 \leftarrow R_1 \cdot Z_2$	$Z_3 \leftarrow R_5 \cdot R_4$	$R_3 \leftarrow R_2 \cdot Y_1$
►Add.	*	*	$R_6 \leftarrow R_3 + R_3$
▶Neg.	*	*	*
►Add.	*	*	*
►Mult.	$  R_3 \leftarrow Y_1 \cdot R_1$	$R_2 \leftarrow R_2 \cdot R_6$	$R_2 \leftarrow R_6 \cdot R_3$
►Add.	*	*	$R_1 \leftarrow R_4 + R_1$
▶Neg.	*	$R_1 \leftarrow -R_1$	*
►Add.	*	*	$R_1 \leftarrow R_1 + W_1$
▶Sq.	$R_1 \leftarrow Z_1^2$	$R_5 \leftarrow R_1^2$	$R_3 \leftarrow R_1^2$
►Add.	*	*	*
▶Neg.	*	$R_3 \leftarrow -R_3$	*
►Add.	*	*	*
►Mult.	$R_4 \leftarrow R_1 \cdot X_2$	$R_4 \leftarrow R_4 \cdot R_6$	$R_4 \leftarrow R_6 \cdot X_1$
►Add.	*	$R_6 \leftarrow R_5 + R_4$	$R_5 \leftarrow W_1 + W_1$
►Neg.	$R_4 \leftarrow -R_4$	$R_2 \leftarrow -R_2$	$R_4 \leftarrow -R_4$
►Add.	$R_4 \leftarrow R_2 + R_4$	$R_6 \leftarrow R_6 + R_2$	$R_3 \leftarrow R_3 + R_4$
Mult.	$R_1 \leftarrow Z_1 \cdot R_1$	$R_3 \leftarrow R_3 \cdot R_4$	$W_2 \leftarrow R_2 \cdot R_5$
►Add.	*	$X_3 \leftarrow R_2 + R_6$	$X_2 \leftarrow R_3 + R_4$
►ineg.	*	*	$R_2 \leftarrow -R_2$
Add.	*	$R_2 \leftarrow X_3 + R_2$	$R_6 \leftarrow R_4 + X_2$
► IVIUIL	$  R_1 \leftarrow R_1 \cdot Y_2$	$  R_1 \leftarrow R_1 \cdot R_2$	$R_4 \leftarrow R_6 \cdot R_1$
►Auu.	*	$Y_3 \leftarrow R_3 + R_1$	*
►iveg.	$  R_1 \leftarrow -R_1$	*	$R_4 \leftarrow -R_4$
►Add.	$L R_1 \leftarrow R_3 + R_1$	L *	$\downarrow Y_2 \leftarrow R_4 + R_2$

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30/64



Dbl.

 $\begin{array}{c} Z_2 \leftarrow R_2 \cdot z_1 \\ R_4 \leftarrow R_1 + R_1 \end{array}$ 

 $\begin{array}{l} \textbf{R}_3 \leftarrow \textbf{R}_2 \cdot \textbf{Y}_1 \\ \textbf{R}_6 \leftarrow \textbf{R}_3 + \textbf{R}_3 \end{array}$ 

 $\begin{array}{c} \leftarrow {\it R_6} \cdot {\it R_3} \\ \leftarrow {\it R_4} + {\it R_1} \end{array}$ 

 $R_1 \leftarrow R_1 + W_1$  $R_3 \leftarrow R_1^2$ 

 $\leftarrow R_6 \cdot X_1$ 

 $R_{4}^{3} \leftarrow -R_{4}$ 

 $\leftarrow W_1 + W_1$  $R_5$ 

 $\begin{array}{c} \leftarrow R_2 \cdot R_5 \\ \leftarrow R_3 + R_4 \end{array}$ 

 $Y_2 \leftarrow R_4 + R_2$ 

 $\leftarrow Y_1 + Y_1$ 

 $\textit{R}_1 \leftarrow \textit{X_1}^2$ 

 $R_2$ 

 $R_2$ 

R<sub>1</sub>

\*

\*

\*

 $R_4$ 

R3 W3  $\leftarrow R_3 + R_4$ 

Add. 2

 $\textit{R}_{6} \gets \textit{R}_{4}{}^{2}$ 

 $R_5 \leftarrow Z_1 \cdot Z_2$ 

 $Z_3 \leftarrow R_5 \cdot R_4$ 

 $R_2 \leftarrow R_2 \cdot R_6$ 

 $R_1 \leftarrow -R_1$ 

 $R_5 \leftarrow R_1^2$ 

 $R_3 \leftarrow -R_3$ 

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►Sq. Add. ►Neg. Add. Mult.

> Add. ►Neg.

> Add.

Mult.

Add. ►Neg.

Add.

Mult.

Add. ►Nea.

► Add. ►Sa.

► Add.

►Neg. ► Add.

►Mult

► Ad ► Add. Mult.

Add.

►Nea. ► Add.

Mult.

Add.

►Nea.

► Add.

Nea.

ut.	
ld.	

 $R_4 \leftarrow R_1 \cdot X_2$  $R_A \leftarrow -R_A$  $R_4 \leftarrow R_2 + R_4$ 

 $\leftarrow R_1 \cdot Y_2$ 

 $R_1 \leftarrow -R_1$ 

 $R_1 \leftarrow R_3 + R_1$ 

Add. 1

 $R_1 \leftarrow Z_2^2$ 

 $R_2 \leftarrow X_1 \cdot R_1$ 

 $R_1 \leftarrow R_1 \cdot Z_2$ 

 $R_3 \leftarrow Y_1 \cdot R_1$ 

 $R_1 \leftarrow Z_1^2$ 

\*

\*

\*

 $\hat{R_4} \leftarrow R_4 \cdot R_6$  $R_6 \leftarrow R_5 + R_4$  $R_2 \leftarrow -R_2$  $R_6 \leftarrow R_6 + R_2$  $R_1^{\overline{1}} \leftarrow Z_1^{\overline{1}} \cdot R_1$ 

 $R_3 \leftarrow R_3 \cdot R_4$  $X_3 \leftarrow R_2 + R_4$  $\leftarrow R_2 + \tilde{R}_6$ 

 $\begin{array}{c} X_2 \leftarrow R_3 + R_4 \\ R_2 \leftarrow -R_2 \\ R_6 \leftarrow R_4 + X_2 \end{array}$  $R_2 \leftarrow X_3 + R_2$  $R_4 \leftarrow R_6 \cdot R_1$  $R_1 \leftarrow R_1 \cdot R_2$  $Y_3' \leftarrow R_3' + \tilde{R}_1$  $R_{4} \leftarrow -R_{4}$ 

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	Add. 1	Add. 2	Dbl.
►Sq. ►Add.	$ \begin{array}{c} R_1 \leftarrow Z_2^2 \\ \star \end{array} $	$R_6 \leftarrow R_4^2$	$\begin{bmatrix} R_1 \leftarrow X_1^2 \\ R_2 \leftarrow Y_1 + Y_1 \end{bmatrix}$
►Mult. ►Add.	$R_2 \leftarrow X_1 \cdot R_1 $	$R_5 \leftarrow Z_1 \cdot Z_2$	$\begin{matrix} Z_2 \leftarrow R_2 \cdot Z_1 \\ R_4 \leftarrow R_1 + R_1 \end{matrix}$
►Mult. ►Add.	$R_1 \leftarrow R_1 \cdot Z_2$	$\underset{\star}{\overset{Z_3}{\leftarrow}} R_5 \cdot R_4$	$\begin{matrix} \textbf{R}_3 \leftarrow \textbf{R}_2 \cdot \textbf{Y}_1 \\ \textbf{R}_6 \leftarrow \textbf{R}_3 + \textbf{R}_3 \end{matrix}$
► Mult. ► Add. ► Neg. ► Add. ► Sq.	$R_{3} \leftarrow Y_{1} \cdot R_{1}$ $*$ $R_{1} \leftarrow Z_{1}^{2}$	$R_2 \leftarrow R_2 \cdot R_6$ * $R_1 \leftarrow -R_1$ * $R_5 \leftarrow R_1^2$	$R_2 \leftarrow R_6 \cdot R_3$ $R_1 \leftarrow R_4 + R_1$ * $R_1 \leftarrow R_1 + W_1$ $R_3 \leftarrow R_1^2$
►Neg.	*	$\textit{R}_3 \leftarrow -\textit{R}_3$	*
<ul> <li>► Mult.</li> <li>► Neg.</li> <li>► Add.</li> <li>► Mult.</li> <li>► Add.</li> <li>► Neg.</li> <li>► Add.</li> <li>► Mult.</li> <li>► Add.</li> <li>► Mult.</li> <li>► Add.</li> <li>► Neg.</li> <li>► Add.</li> </ul>	$\begin{array}{c} R_{4} \leftarrow R_{1} \cdot X_{2} \\ * \\ R_{4} \leftarrow -R_{4} \\ R_{4} \leftarrow R_{2} + R_{4} \\ R_{1} \leftarrow Z_{1} \cdot R_{1} \\ * \\ * \\ R_{1} \leftarrow R_{1} \cdot Y_{2} \\ R_{1} \leftarrow -R_{1} \\ R_{1} \leftarrow R_{3} + R_{1} \end{array}$	$\begin{array}{c} R_{4} \leftarrow R_{4} \cdot R_{6} \\ R_{6} \leftarrow R_{5} + R_{4} \\ R_{2} \leftarrow -R_{2} \\ R_{6} \leftarrow R_{6} + R_{2} \\ R_{3} \leftarrow R_{3} + R_{3} \\ R_{3} \leftarrow R_{3} + R_{4} \\ X_{3} \leftarrow R_{2} + R_{6} \\ * \\ R_{1} \leftarrow R_{1} \cdot R_{2} \\ R_{1} \leftarrow R_{1} \cdot R_{2} \\ Y_{3} \leftarrow R_{3} + R_{1} \\ * \\ * \\ * \\ \end{array}$	$\begin{array}{c} R_4 \leftarrow R_6 \cdot X_1 \\ R_5 \leftarrow W_1 + W_1 \\ R_4 \leftarrow -R_4 \\ R_3 \leftarrow R_2 \cdot R_5 \\ X_2 \leftarrow R_2 \cdot R_5 \\ X_2 \leftarrow R_3 + R_4 \\ R_2 \leftarrow -R_2 \\ R_6 \leftarrow R_6 + R_1 \\ R_4 \leftarrow -R_6 \cdot R_1 \\ \star \\ R_4 \leftarrow -R_4 \\ Y_2 \leftarrow R_4 + R_2 \end{array}$



	Add. 1	Add. 2	Dbl.
Sq.	$\begin{bmatrix} R_1 \leftarrow Z_2^2 \end{bmatrix}$	$\begin{bmatrix} R_1 \leftarrow R_6^2 \end{bmatrix}$	$\begin{bmatrix} R_1 \leftarrow X_1^2 \end{bmatrix}$
Add.	*	*	$R_2 \leftarrow Y_1 + Y_1$
Mult.	$R_2 \leftarrow Y_1 \cdot Z_2$	$R_4 \leftarrow R_5 \cdot R_1$	$Z_2 \leftarrow R_2 \cdot Z_1$
Add.	*	*	$R_4 \leftarrow R_1 + R_1$
Mult.	$R_5 \leftarrow Y_2 \cdot Z_1$	$R_5 \leftarrow R_1 \cdot R_6$	$R_3 \leftarrow R_2 \cdot Y_1$
Add.	*	*	$R_6 \leftarrow R_3 + R_3$
Mult.	$R_3 \leftarrow R_1 \cdot R_2$	$R_1 \leftarrow Z_1 \cdot R_6$	$R_2 \leftarrow R_6 \cdot R_3$
Add.	*	*	$R_1 \leftarrow R_4 + R_1$
Add.	*	*	$R_1 \leftarrow R_1 + W_1$
Sq.	$R_A \leftarrow Z_1^2$	$R_6 \leftarrow R_2^2$	$R_3 \leftarrow R_1^2$
Mult.	$R_2 \leftarrow R_5 \cdot R_4$	$Z_3 \leftarrow R_1 \cdot Z_2$	$R_4 \leftarrow R_6 \cdot X_1$
Add.	*	$\vec{R_1} \leftarrow \vec{R_4} + \vec{R_4}$	$R_5 \leftarrow W_1 + W_1$
Sub.	$R_2 \leftarrow R_2 - R_3$	$R_6 \leftarrow R_6 - R_1$	$R_3 \leftarrow R_3 - R_4$
Mult.	$R_5 \leftarrow R_1 \cdot X_1$	$R_1 \leftarrow R_5 \cdot R_3$	$W_2 \leftarrow R_2 \cdot R_5$
Sub.	*	$X_3 \leftarrow R_6 - R_5$	$X_2 \leftarrow R_3 - R_4$
Sub.	*	$B_{A} \leftarrow B_{A} - X_{3}$	$R_6 \leftarrow R_4 - X_2$
Mult.	$R_6 \leftarrow X_2 \cdot R_4$	$R_3 \leftarrow R_4 \cdot R_2$	$R_{4} \leftarrow R_{6} \cdot R_{1}$
Sub.	$R_6 \leftarrow R_6 - \dot{R}_5$	$\downarrow Y_3 \leftarrow R_3 - \overline{R}_1$	$\downarrow Y_2 \leftarrow R_4 - \dot{R}_2$



	Add. 1	Add. 2	Dbl.
Sq.	$\begin{bmatrix} R_1 \leftarrow Z_2^2 \end{bmatrix}$	$\begin{bmatrix} R_1 \leftarrow R_6^2 \end{bmatrix}$	$\begin{bmatrix} R_1 \leftarrow X_1^2 \end{bmatrix}$
Add.	*	*	$R_2 \leftarrow Y_1 + Y_1$
Mult.	$R_2 \leftarrow Y_1 \cdot Z_2$	$R_4 \leftarrow R_5 \cdot R_1$	$Z_2 \leftarrow R_2 \cdot Z_1$
Add.	*	*	$R_4 \leftarrow R_1 + R_1$
Mult.	$R_5 \leftarrow Y_2 \cdot Z_1$	$R_5 \leftarrow R_1 \cdot R_6$	$R_3 \leftarrow R_2 \cdot Y_1$
Add.	*	*	$R_6 \leftarrow R_3 + R_3$
Mult.	$R_3 \leftarrow R_1 \cdot R_2$	$R_1 \leftarrow Z_1 \cdot R_6$	$R_2 \leftarrow R_6 \cdot R_3$
Add.	*	*	$R_1 \leftarrow R_4 + R_1$
Add.	*	*	$R_1 \leftarrow R_1 + W_1$
Sq.	$R_4 \leftarrow Z_1^2$	$R_6 \leftarrow R_2^2$	$R_3 \leftarrow R_1^2$
Mult.	$R_2 \leftarrow R_5 \cdot R_4$	$Z_3 \leftarrow R_1 \cdot Z_2$	$R_4 \leftarrow R_6 \cdot X_1$
Add.	*	$\vec{R_1} \leftarrow \vec{R_4} + \vec{R_4}$	$R_5 \leftarrow W_1 + W_1$
Sub.	$R_2 \leftarrow R_2 - R_3$	$R_6 \leftarrow R_6 - R_1$	$R_3 \leftarrow R_3 - R_4$
Mult.	$R_5 \leftarrow R_1 \cdot X_1$	$R_1 \leftarrow R_5 \cdot R_3$	$W_2 \leftarrow R_2 \cdot R_5$
Sub.	*	$X_3 \leftarrow R_6 - R_5$	$X_2 \leftarrow R_3 - R_4$
Sub.	*	$R_{A} \leftarrow R_{A} - X_{3}$	$R_6 \leftarrow R_4 - X_2$
Mult.	$R_6 \leftarrow X_2 \cdot R_4$	$R_3 \leftarrow R_4 \cdot R_2$	$R_{4} \leftarrow R_{6} \cdot R_{1}$
Sub.	$R_6 \leftarrow R_6 - \dot{R}_5$	$Y_3 \leftarrow R_3 - \overline{R_1}$	$V_2 \leftarrow R_4 - \dot{R}_2$

8 multiplications  $\rightarrow$  6 multiplications + 2 squarings



	Add. 1	Add. 2	Dbl.
Sq.	$\begin{bmatrix} R_1 \leftarrow Z_2^2 \end{bmatrix}$	$\begin{bmatrix} R_1 \leftarrow R_6^2 \end{bmatrix}$	$\begin{bmatrix} R_1 \leftarrow X_1^2 \end{bmatrix}$
Add.	*	*	$R_2 \leftarrow Y_1 + Y_1$
Mult.	$R_2 \leftarrow Y_1 \cdot Z_2$	$R_4 \leftarrow R_5 \cdot R_1$	$Z_2 \leftarrow R_2 \cdot Z_1$
Add.	*	*	$R_4 \leftarrow R_1 + R_1$
Mult.	$R_5 \leftarrow Y_2 \cdot Z_1$	$R_5 \leftarrow R_1 \cdot R_6$	$R_3 \leftarrow R_2 \cdot Y_1$
Add.	*	*	$R_6 \leftarrow R_3 + R_3$
Mult.	$R_3 \leftarrow R_1 \cdot R_2$	$R_1 \leftarrow Z_1 \cdot R_6$	$R_2 \leftarrow R_6 \cdot R_3$
Add.	*	*	$R_1 \leftarrow R_4 + R_1$
Add.	*	*	$R_1 \leftarrow R_1 + W_1$
Sq.	$R_4 \leftarrow Z_1^2$	$R_6 \leftarrow R_2^2$	$R_3 \leftarrow R_1^2$
Mult.	$R_2 \leftarrow R_5 \cdot R_4$	$Z_3 \leftarrow R_1 \cdot Z_2$	$R_4 \leftarrow R_6 \cdot X_1$
Add.	*	$\vec{R_1} \leftarrow \vec{R_4} + \vec{R_4}$	$R_5 \leftarrow W_1 + W_1$
Sub.	$R_2 \leftarrow R_2 - R_3$	$R_6 \leftarrow R_6 - R_1$	$R_3 \leftarrow R_3 - R_4$
Mult.	$R_5 \leftarrow R_1 \cdot X_1$	$R_1 \leftarrow R_5 \cdot R_3$	$W_2 \leftarrow R_2 \cdot R_5$
Sub.	*	$X_3 \leftarrow R_6 - R_5$	$X_2 \leftarrow R_3 - R_4$
Sub.	*	$R_4 \leftarrow R_4 - X_3$	$R_6 \leftarrow R_4 - X_2$
Mult.	$R_6 \leftarrow X_2 \cdot R_4$	$R_3 \leftarrow R_4 \cdot R_2$	$R_4 \leftarrow R_6 \cdot R_1$
Sub.		$\downarrow Y_3 \leftarrow R_3 - R_1$	$\downarrow Y_2 \leftarrow R_4 - \dot{R}_2$

 $\begin{array}{l} 8 \mbox{ multiplications} \rightarrow 6 \mbox{ multiplications} + 2 \mbox{ squarings} \\ 16 \mbox{ additions} \rightarrow 6 \mbox{ additions} + 4 \mbox{ subtractions} \end{array}$ 



	Add. 1	Add. 2	Dbl.
Sq.	$\begin{bmatrix} R_1 \leftarrow Z_2^2 \end{bmatrix}$	$\begin{bmatrix} R_1 \leftarrow R_6^2 \end{bmatrix}$	$\begin{bmatrix} R_1 \leftarrow X_1^2 \end{bmatrix}$
Add.	*	*	$R_2 \leftarrow Y_1 + Y_1$
Mult.	$R_2 \leftarrow Y_1 \cdot Z_2$	$R_4 \leftarrow R_5 \cdot R_1$	$Z_2 \leftarrow R_2 \cdot Z_1$
Add.	*	*	$R_4 \leftarrow R_1 + R_1$
Mult.	$R_5 \leftarrow Y_2 \cdot Z_1$	$R_5 \leftarrow R_1 \cdot R_6$	$R_3 \leftarrow R_2 \cdot Y_1$
Add.	* - ·	*	$R_6 \leftarrow R_3 + R_3$
Mult.	$R_3 \leftarrow R_1 \cdot R_2$	$R_1 \leftarrow Z_1 \cdot R_6$	$R_2 \leftarrow R_6 \cdot R_3$
Add.	*	*	$R_1 \leftarrow R_4 + R_1$
Add.	*	*	$R_1 \leftarrow R_1 + W_1$
Sq.	$R_4 \leftarrow Z_1^2$	$R_6 \leftarrow R_2^2$	$R_3 \leftarrow R_1^2$
Mult.	$R_2 \leftarrow R_5 \cdot R_4$	$Z_3 \leftarrow R_1 \cdot Z_2$	$R_4 \leftarrow R_6 \cdot X_1$
Add.	*	$\vec{R_1} \leftarrow \vec{R_4} + \vec{R_4}$	$R_5 \leftarrow W_1 + W_1$
Sub.	$R_2 \leftarrow R_2 - R_3$	$R_6 \leftarrow R_6 - R_1$	$R_3 \leftarrow R_3 - R_4$
Mult.	$R_5 \leftarrow R_1 \cdot X_1$	$R_1 \leftarrow R_5 \cdot R_3$	$W_2 \leftarrow R_2 \cdot R_5$
Sub.	*	$X_3 \leftarrow R_6 - R_5$	$X_2 \leftarrow R_3 - \tilde{R}_4$
Sub.	*	$R_4 \leftarrow R_4 - X_3$	$R_6 \leftarrow R_4 - X_2$
Mult.	$R_6 \leftarrow X_2 \cdot R_4$	$R_3 \leftarrow R_4 \cdot R_2$	$R_4 \leftarrow R_6 \cdot R_1$
Sub.	$L R_6 \leftarrow R_6 - R_5$	$\downarrow Y_3 \leftarrow R_3 - \overline{R}_1$	$\downarrow Y_2 \leftarrow R_4 - \dot{R}_2$

 $\begin{array}{l} 8 \mbox{ multiplications} \rightarrow 6 \mbox{ multiplications} + 2 \mbox{ squarings} \\ 16 \mbox{ additions} \rightarrow 6 \mbox{ additions} + 4 \mbox{ subtractions} \\ 8 \mbox{ negations} \rightarrow 0 \end{array}$ 



#### Implementation

192 bits ECDSA @ 30 MHz (CPU) & 50 MHz (CC) Original : 35 ms, Improved : 30 ms (-14.5%) Comparable RAM ( $\approx$  500 Bytes) and Code size ( $\approx$  3 KB)





# Outline

Miroduction RSA and Elliptic Curve Cryptography Scalar Multiplication Implementation Side-Channel Analysis

Improved Atomic Pattern for Scalar Multiplication

#### Square Always Exponentiation

Horizontal Correlation Analysis

Long-Integer Multiplication Blinding and Shuffling

Collision-Correlation Analysis on AES

Conclusion

inside

# **Our Contribution**

- New atomic algorithms using squarings only
- Immune to attacks distinguishing squarings from multiplications
- Better efficiency than regular ladders
- Exponentiation algorithms for parallelized squarings with best performances to our knowledge



# Exponentiation Cost Summary

Algorithm	Cost / bit	<i>S</i> / <i>M</i> = 1	S/M = .8	# reg
Square & multiply <sup>1,2,3</sup>	0.5 <i>M</i> + 1 <i>S</i>	1.5 <i>M</i>	1.3 <i>M</i>	2
Multiply always 2,3	1.5 <i>M</i>	1.5 <i>M</i>	1.5 <i>M</i>	2
Regular ladders	1 <i>M</i> +1 <i>S</i>	2 <i>M</i>	1.8 <i>M</i>	2

<sup>1</sup> algorithm unprotected towards the SPA

- <sup>2</sup> algorithm sensitive to S-M discrimination
- <sup>3</sup> possible sliding window optimization



# Replacing Multiplications by Squarings

$$x \times y = \frac{(x+y)^2 - x^2 - y^2}{2}$$
(1)  
$$x \times y = \left(\frac{x+y}{2}\right)^2 - \left(\frac{x-y}{2}\right)^2$$
(2)



# Regular Atomic Exponentiation

#### Square & multiply:



#### Atomic Multiply always:





# **Regular Atomic Exponentiation**

#### Square & multiply:



#### Atomic Multiply always:



#### Atomic Square always:





V. Verneuil - Elliptic Curve Cryptography and Security of Embedded Devices

36/64

# Atomic Left-to-Right Algorithm

Input:  $m, n, d \in \mathbb{N}$ Output: m<sup>d</sup> mod n 1:  $R_0 \leftarrow 1$ ;  $R_1 \leftarrow m$ ;  $R_2 \leftarrow 1$ 2:  $R_3 \leftarrow m^2/2 \mod n$ 3:  $j \leftarrow 0$ ;  $i \leftarrow k-1$ 4: while *i* > 0 do 5:  $R_{M_{i,0}} \leftarrow R_{M_{i,1}} + R_{M_{i,2}} \mod n$  $R_{M_{i,3}} \leftarrow R_{M_{i,3}}^2 \mod n$ 6:  $R_{M_{i,4}} \leftarrow R_{M_{i,5}}/2 \mod n$ 7:  $R_{M_{j,6}}^{j,4} \leftarrow R_{M_{j,7}}^{j,5} - R_{M_{j,8}} \mod n$  $j \leftarrow d_i(1 + (j \mod 3))$ 8: 9: 10:  $i \leftarrow i - M_{i,9}$ 



11: return R<sub>0</sub>

$$M = \begin{pmatrix} 1 & 1 & 1 & 0 & 2 & 1 & 1 & 1 & 2 & 1 \\ 2 & 0 & 1 & 2 & 2 & 2 & 2 & 2 & 3 & 0 \\ 1 & 1 & 3 & 0 & 0 & 0 & 0 & 2 & 0 & 0 \\ 3 & 3 & 3 & 0 & 3 & 3 & 1 & 1 & 3 & 1 \end{pmatrix}$$



# Atomic Right-to-Left Algorithm

Input:  $m, n, d \in \mathbb{N}$ Output:  $m^d \mod n$ 1:  $R_0 \leftarrow m$ ;  $R_1 \leftarrow 1$ ;  $R_2 \leftarrow 1$ 2:  $i \leftarrow 0$ ;  $j \leftarrow 0$ 3: while  $i \le k - 1$  do 4:  $j \leftarrow d_i(1 + (j \mod 3))$ 5:  $R_{M_{j,0}} \leftarrow R_{M_{j,1}} + R_0 \mod n$ 6:  $R_{M_{j,2}} \leftarrow R_{M_{j,3}}/2 \mod n$ 7:  $R_{M_{j,4}} \leftarrow R_{M_{j,5}} - R_{M_{j,6}} \mod n$ 8:  $R_{M_{j,3}} \leftarrow R_{M_{j,3}}^2 \mod n$ 9:  $i \leftarrow i + M_{j,7}$ 



10: return R<sub>1</sub>

$$M = \begin{pmatrix} 0 & 0 & 2 & 0 & 0 & 0 & 2 & 1 \\ 2 & 1 & 2 & 2 & 1 & 0 & 1 & 0 \\ 0 & 2 & 1 & 1 & 0 & 0 & 2 & 0 \\ 0 & 0 & 0 & 0 & 1 & 2 & 1 & 1 \end{pmatrix}$$



# Cost Comparison

Algorithm	Cost / bit	<i>S</i> / <i>M</i> = 1	<i>S</i> / <i>M</i> = .8	# reg
Square & multiply <sup>1,2,3</sup>	0.5 <i>M</i> + 1 <i>S</i>	1.5 <i>M</i>	1.3 <i>M</i>	2
Multiply always <sup>2,3</sup>	1.5 <i>M</i>	1.5 <i>M</i>	1.5 <i>M</i>	2
Regular ladder	1 <i>M</i> +1 <i>S</i>	2 <i>M</i>	1.8 <i>M</i>	2
Lto-r. square always <sup>3</sup>	2 <i>S</i>	2 <i>M</i>	1.6M	4
Rto-I. square always <sup>3</sup>	2 <i>S</i>	2 <i>M</i>	1.6M	3

 $\rightarrow$  11 % speed-up over Montgomery ladder

- <sup>1</sup> algorithm unprotected towards the SPA
- <sup>2</sup> algorithm sensitive to S-M discrimination
- <sup>3</sup> possible sliding window optimization



#### Implementation

#### AT90SC chip @ 30MHz with AdvX arithmetic coprocessor:

Algorithm	Key len. (b)	Code (B)	RAM (B)	Timing (ms)
	512	360	128	30
Mont. ladder	1024	360	256	200
	2048	360	512	1840
	512	510	192	28
Square Always	1024	510	384	190
	2048	510	768	1740

 $\rightarrow$  5 % practical speed-up obtained in practice



## Parallelization

#### Motivation:

- Many devices are equipped with multi-core processors
- ► Parallelized Montgomery ladder : 1*M* / bit
- Squarings are independent in equations (1) and (2)



### Parallelization

#### Motivation:

- Many devices are equipped with multi-core processors
- ► Parallelized Montgomery ladder : 1 *M* / bit
- Squarings are independent in equations (1) and (2)

We study how to optimize square always algorithms if **two parallel squarings** are available using space/time trade-offs.



#### Cost Summary

We demonstrate that the cost of our parallelized algorithm using  $\boldsymbol{\lambda}$  extra registers tends to:

$$\left(1+\frac{1}{4\lambda+2}\right)S$$

Algorithm	General cost	<i>S</i> / <i>M</i> = 1	S/M = 0.8
Parallel Montgomery ladder	1 <i>M</i>	1 <i>M</i>	1 <i>M</i>
Parallel square always $\lambda = 1$	7 <i>S</i> /6	1.17 <i>M</i>	0.93M
Parallel square always $\lambda = 2$	11 <i>S</i> /10	1.10 <i>M</i>	0.88M
Parallel square always $\lambda = 3$	15 <i>S</i> /14	1.07 <i>M</i>	0.86M
÷	:	•	:
Parallel square always $\lambda  ightarrow \infty$	1 <i>S</i>	1 <i>M</i>	0.8M



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# **Our Contribution**

- ▶ New differential analysis on exponentiation using a single trace
- Any exponentiation algorithm can be subject to this attack
- Circumvent the exponent blinding countermeasure
- Require the knowledge of underlying modular multiplication implementation



# Modular Multiplication Implementation

Schoolbook long-integer multiplication  $x \times y$  in base *b* with  $x, y < b^k$ 

Input: 
$$x = (x_{k-1}x_{k-2}...x_0)_b, y = (y_{k-1}y_{k-2}...y_0)_b$$
  
Output:  $x \times y$   
Uses:  $w = (w_{2k-1}w_{2k-2}...w_0)$   
1:  $w \leftarrow (00...0)$   
2: for  $i = 0$  to  $k - 1$  do  
3:  $c \leftarrow 0$   
4: for  $j = 0$  to  $k - 1$  do  
5:  $(uv)_b \leftarrow w_{i+j} + x_i \times y_j + c$   
6:  $w_{i+j} \leftarrow v$   
7:  $c \leftarrow u$   
8:  $w_{i+k} \leftarrow c$   
9: return w



# Modular Multiplication Implementation

Rows and columns

					<i>x</i> <sub>k-1</sub>	•••	<i>x</i> <sub>2</sub>	<i>x</i> <sub>1</sub>	<i>x</i> <sub>0</sub>	
×					<b>y</b> <sub>k-1</sub>		<i>y</i> <sub>2</sub>	<i>Y</i> 1	<i>Y</i> 0	
+					$x_0 y_{k-1}$		$x_0 y_2$	$x_0 y_1$	$x_0 y_0$	
+				$x_1 y_{k-1}$	$x_1 y_{k-2}$		$x_1 y_1$	$x_1 y_0$		
+			$x_2 y_{k-1}$	$x_2y_{k-2}$	$x_2y_{k-3}$		$x_2 y_0$			
÷				.÷						
+		$x_{k-2}y_{k-1}$	 $x_{k-2}y_2$	$x_{k-2}y_{1}$	$x_{k-2}y_0$					
+	$x_{k-1}y_{k-1}$	$x_{k-1}y_{k-2}$	 $x_{k-1}y_1$	$x_{k-1}y_0$						
$W_{2k-1}$	$W_{2k-2}$	$W_{2k-3}$					W <sub>2</sub>	W <sub>1</sub>	W <sub>0</sub>	



V. Verneuil - Elliptic Curve Cryptography and Security of Embedded Devices

45/64

Vertical:

Horizontal:



• Uses *N* segments from different traces.



• Uses  $k^2$  segments from a single trace.



# Horizontal Side-Channel Analysis



We target single-multiplication segments  $T_{i,j}^s$  of the *s*-th modular multiplication inside a single leakage trace *T*.



Considering an atomic multiply-always implementation:

Input:  $m, n, d \in \mathbb{N}$ Output:  $m^d \mod n$ 1:  $R_0 \leftarrow 1$ 2:  $R_1 \leftarrow m$ 3:  $i \leftarrow \ell - 1$ 4:  $t \leftarrow 0$ 5: while  $i \ge 0$  do 6:  $R_0 \leftarrow R_0 \times R_t \mod n$ 7:  $t \leftarrow t \oplus d_i$ 8:  $i \leftarrow i - 1 + t$ 9: return  $R_0$ 



Considering an atomic multiply-always implementation:

Execute a single RSA signature m<sup>d</sup> mod n and collect the execution power trace T.



Considering an atomic multiply-always implementation:

Input:  $m, n, d \in \mathbb{N}$ Output:  $m^d \mod n$ 1:  $R_0 \leftarrow 1$ 2:  $R_1 \leftarrow m$ 3:  $i \leftarrow \ell - 1$ 4:  $t \leftarrow 0$ 5: while  $i \ge 0$  do 6:  $R_0 \leftarrow R_0 \times R_t \mod n$ 7:  $t \leftarrow t \oplus d_i$ 8:  $i \leftarrow i - 1 + t$ 9: return  $R_0$ 

- Execute a single RSA signature m<sup>d</sup> mod n and collect the execution power trace T.
- Assuming u most significant bits of d are known by the attacker:

$$d = (d_{\ell-1} \dots d_{\ell-u} \ d_{\ell-(u+1)} \dots d_1 d_0)$$



Considering an atomic multiply-always implementation:

Input:  $m, n, d \in \mathbb{N}$ Output:  $m^d \mod n$ 1:  $R_0 \leftarrow 1$ 2:  $R_1 \leftarrow m$ 3:  $i \leftarrow \ell - 1$ 4:  $t \leftarrow 0$ 5: while  $i \ge 0$  do 6:  $R_0 \leftarrow R_0 \times R_t \mod n$ 7:  $t \leftarrow t \oplus d_i$ 8:  $i \leftarrow i - 1 + t$ 9: return  $R_0$ 

- Execute a single RSA signature m<sup>d</sup> mod n and collect the execution power trace T.
- Assuming u most significant bits of d are known by the attacker:

 $d = (d_{\ell-1} \dots d_{\ell-u} d_{\ell-(u+1)} \dots d_1 d_0)$ 

• Let  $R_0^{(u)}$  denote the value of  $R_0$  after processing the *u*-th bit of *d*:

$$R_0^{(u)} = m^{d_{\ell-1}\dots d_{\ell-u}} \bmod n$$



Let  $v = u + HW(d_{\ell-1} \dots d_{\ell-u})$  i.e. *u*-th bit  $\longleftrightarrow$  multiplication  $T^v$ 





Let  $v = u + HW(d_{\ell-1} \dots d_{\ell-u})$  i.e. *u*-th bit  $\leftrightarrow$  multiplication  $T^v$ 



- Compute correlation between:
  - ▶ trace segments  $T_{i,j}^{\nu+2}$  and values  $D_j = m_j$  or
  - ► trace segments  $T_{i,j}^{\nu+2}$  and values  $D_{i,j} = R_{0,i}^{(u)} \times m_j$



Let  $v = u + HW(d_{\ell-1} \dots d_{\ell-u})$  i.e. *u*-th bit  $\leftrightarrow$  multiplication  $T^v$ 



- Compute correlation between:
  - ▶ trace segments  $T_{i,i}^{\nu+2}$  and values  $D_j = m_j$  or
  - ► trace segments  $T_{i,j}^{v+2}$  and values  $D_{i,j} = R_{0,j}^{(u)} \times m_j$
- If correlation peak: d<sub>ℓ-(u+1)</sub> = 1, or d<sub>ℓ-(u+1)</sub> = 0 otherwise.


### **Experimental Results**

Correlation trace result on series of traces  $T_{i,j}^{\nu+2}$  with  $D_j = m_j$ 



Correlation trace result on series of segments  $T_{i,j}^{\nu+2}$  with  $D_{i,j} = R_{0,i}^{(u)} \times m_j$ 





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Horizontal Correlation Analysis

### Long-Integer Multiplication Blinding and Shuffling

**Collision-Correlation Analysis on AES** 

Conclusion

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### **Our Contribution**

- New countermeasure against differential analysis for RSA and ECC
- Designed to protect from horizontal analysis
- Implemented at the multi-precision multiplication level



Shuffling rows and blinding columns

Let us shuffle the rows of the multiplication:

					$x_{k-1}$	 <i>x</i> <sub>2</sub>	<i>x</i> <sub>1</sub>	<i>x</i> <sub>0</sub>	
×					<b>y</b> <sub>k-1</sub>	 <i>y</i> <sub>2</sub>	<i>Y</i> 1	<i>y</i> <sub>0</sub>	
+					$x_0 y_{k-1}$	 $x_0 y_2$	$x_0 y_1$	$x_0 y_0$	
+				$x_1 y_{k-1}$	$x_1 y_{k-2}$	 $x_1 y_1$	$x_1 y_0$		
+			$x_2 y_{k-1}$	$x_2 y_{k-2}$	$x_2y_{k-3}$	 $x_2 y_0$			
÷				.·`					
+		$x_{k-2}y_{k-1}$	 $x_{k-2}y_{2}$	$x_{k-2}y_1$	$x_{k-2}y_0$				
+	$x_{k-1}y_{k-1}$	$x_{k-1}y_{k-2}$	 $x_{k-1}y_1$	$x_{k-1}y_0$					
<i>W</i> <sub>2<i>k</i>-1</sub>	<i>W</i> <sub>2<i>k</i>-2</sub>	<i>W</i> <sub>2<i>k</i>-3</sub>				<i>W</i> <sub>2</sub>	<i>w</i> <sub>1</sub>	w <sub>0</sub>	



Shuffling rows and blinding columns

Choose at random a permutation  $\alpha$  of (0, 1, ..., k-1) and compute:

(

$$(c, w_{\alpha(i)+j})_b = w_{\alpha(i)+j} + x_{\alpha(i)} \times y_j + c$$

					<b>∧</b> <i>k</i> −1	• • •	×2	<b>x</b> 1	×0
×					<b>y</b> <sub>k-1</sub>		<i>y</i> <sub>2</sub>	<i>Y</i> 1	<b>y</b> 0
+		$x_{k-2}y_{k-1}$	 $x_{k-2}y_2$	$x_{k-2}y_1$	$x_{k-2}y_0$				
+					$x_0 y_{k-1}$		$x_0 y_2$	$x_0 y_1$	$x_0 y_0$
+			$x_2 y_{k-1}$	$x_2y_{k-2}$	$x_2y_{k-3}$		$x_{2}y_{0}$		
÷				÷					
+	$x_{k-1}y_{k-1}$	$x_{k-1}y_{k-2}$	 $x_{k-1}y_1$	$x_{k-1}y_0$					
+				$x_1 y_{k-1}$	$x_1 y_{k-2}$		$x_1 y_1$	$x_1 y_0$	
W <sub>2k-1</sub>	<i>W</i> <sub>2<i>k</i>-2</sub>	<i>W</i> <sub>2<i>k</i>-3</sub>					<i>W</i> <sub>2</sub>	<i>w</i> <sub>1</sub>	w <sub>0</sub>



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$$(c, w_{\alpha(i)+j})_b = w_{\alpha(i)+j} + x_{\alpha(i)} \times y_j + c$$

Still necessary to blind columns:

For each row  $\alpha(i)$ , choose at random a word r, compute and store  $r \times x_{\alpha(i)}$ , blind each single-precision multiplication:

$$(c, w_{\alpha(i)+j})_b = w_{\alpha(i)+j} + x_{\alpha(i)} \times (y_j - r) + r \times x_{\alpha(i)} + c$$



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Requires k extra multiplications and 3 extra words of storage.



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Provides k! different sequences of single-precision multiplications.

Requires k extra multiplications and 3 extra words of storage.

Saves k + 1 multiplications and 4k - 1 words of storage compared to the full blinding countermeasure.





Shuffling rows and columns

Let us now shuffle the rows and the columns of the multiplication:



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Choose at random two permutations  $\alpha, \beta$  of (0, 1, ..., k-1) and compute:

$$(c_{\beta(j)}, w_{\alpha(i)+\beta(j)})_b = w_{\alpha(i)+\beta(j)} + x_{\alpha(i)} \times y_{\beta(j)}$$

Carry propagation is more complicated and requires a *k*-word array *c*.



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Provides  $(k!)^2$  different sequences of single-precision multiplications.



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Requires no extra multiplication but k extra words of storage.



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Provides (k!)<sup>2</sup> different sequences of single-precision multiplications.
Requires no extra multiplication but k extra words of storage.

Saves *k* multiplications but uses additional storage compared to the previous countermeasure.



For instance, using a 32-bit multiplier:

bit length	<i>k</i> !	$(k!)^2$
256	$pprox 2^{15}$	$pprox 2^{30}$
512	$pprox 2^{44}$	$pprox 2^{88}$
1024	$pprox 2^{117}$	$pprox 2^{235}$



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Also compatible with interleaved multiplications and reductions.

Studying the cost of these countermeasures for hardware implementations requires further investigation.



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### **Our Contribution**

- Improved collision-correlation techniques on AES defeating some first-order protected implementations
- Need less than 1500 acquisitions in our experiments
- No need to establish a consumption model for correlation



### **AES** Overview

#### We focus on AES-128:

- message  $M = (m_0 m_1 \dots m_{15})$
- key  $K = (k_0 k_1 \dots k_{15})$
- ciphertext  $C = (c_0 c_1 ... c_{15})$
- for  $i \in [0, 15]$  we denote  $x_i = m_i \oplus k_i$







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Our attack targets the first round SubBytes function



AES



56/64

### Principle

Detect internal collisions between data processed in blinded S-Boxes in the first AES round:





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Detect internal collisions between data processed in blinded S-Boxes in the first AES round:



Two protections against first-order attacks are considered:

- 1. substitution table masking:  $S'(x_i \oplus u) = S(x_i) \oplus v$ , with  $u \neq v$  same masks *u* and *v* for all bytes
- 2. masked pseudo-inversion in  $\mathbb{F}_{2^8}$ :  $l'(x_i \oplus u_i) = l(x_i) \oplus u_i$ , for  $0 \le i \le 15$ 16 different masks but same input and output masks



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- Collect the power traces  $T^n$ ,  $0 \le n \le N-1$





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- Construct the two series Θ<sub>0</sub> = (T<sup>n</sup><sub>t0</sub>)<sub>n</sub> and Θ<sub>1</sub> = (T<sup>n</sup><sub>t1</sub>)<sub>n</sub> of power consumptions segments



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- Apply a statistical treatment to  $(\Theta_0, \Theta_1)$  to identify if same data was involved in  $T_{t_0}^n$  and  $T_{t_1}^n$
- We choose the Pearson correlation factor

$$\hat{\rho}_{\Theta_0,\Theta_1}(t) = \frac{\operatorname{cov}(\Theta_0(t),\Theta_1(t))}{\sigma_{\Theta_0(t)}\sigma_{\Theta_1(t)}}$$



## First Attack Description (1)

**Principle:** detect when two SubBytes inputs (and outputs) are equal in first AES round



Result: provide a relation between two key bytes



59/64



# First Attack Description (2)

- Encrypt N times the same message M and collect the N traces of first AES round
- For the 120 possible pairs  $(i_1, i_2)$  compute  $\hat{\rho}_{\Theta_{i_1}, \Theta_{i_2}}(t)$
- When a correlation peak appears a relation between  $k_{i_1}$  and  $k_{i_2}$  is found
- ▶ Repeat for several random messages *M* until enough relations are found



# First Attack Description (2)

- Encrypt N times the same message M and collect the N traces of first AES round
- For the 120 possible pairs  $(i_1, i_2)$  compute  $\hat{\rho}_{\Theta_{i_1}, \Theta_{i_2}}(t)$
- When a correlation peak appears a relation between  $k_{i_1}$  and  $k_{i_2}$  is found
- ▶ Repeat for several random messages *M* until enough relations are found

On average 59 messages are needed Total number of traces  $= 59 \times N$ 



### **Experimental Results**

Correlation traces obtained on real traces for N = 25



Total number of acquisitions :  $25 \times 59 \approx 1500$ 



## Second Attack Description (1)

Previous attack cannot be applied to masked inversion if masks are different for each byte



Collision between input and output reveals one key byte except one bit:

$$k_i = m_i$$
 or  $k_i = m_i \oplus 1$ 



### **Practical Results**

Correlation traces obtained on simulated traces for the pseudo-inversion of the first byte in  $GF(2^8)$  with N = 16





V. Verneuil - Elliptic Curve Cryptography and Security of Embedded Devices

63/64

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### Conclusion

Concrete results of this thesis:

- 4 publications in international conferences (CHES, INDOCRYPT, CARDIS, ICICS)
- 4 patent registrations

Personal benefits:

- Research with industrial constraints is motivating
- Both implementation and side-channel analysis covered in this research
- Both high and low-level implementation studied
- Both public and private-key cryptography investigated

