

The Certicom Challenges ECC2-X

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Overview

General set-up (Tanja Lange)

ASIC implementations (Frank Gurkaynak)

FPGA implementations (Daniel V. Bailey)

General-purpose CPU implementation (Daniel J. Bernstein)

Cell implementations (Peter Schwabe)

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Certicom challenges

- ▶ The “exercises”
 - ▶ 79-bit: SOLVED December 1997
 - ▶ 89-bit: SOLVED February 1998
 - ▶ 97-bit: SOLVED September 1999
- ▶ Level I
 - ▶ ECC2K-108: SOLVED April 2000
 - ▶ ECCp-109: SOLVED Nov. 2002
 - ▶ ECC2-109: SOLVED April 2004
 - ▶ 131-bit: (ECC2K-130, ECC2-131, ECCp-131) still open
- ▶ Level II
 - ▶ 163-bit: (ECC2K-163, ECC2-163, ECCp-162) still open
 - ▶ 191-bit, 239-bit, 359-bit: still open

ECC2-XXX

- ▶ Our paper covers the binary challenges ECC2K-130, ECC2-131, ECC2K-163, and ECC2-163.
- ▶ The easiest of these is ECC2K-130, a Koblitz curve defined over $\mathbb{F}_{2^{131}}$.

- ▶ Challenge data for ECC2K-130:

Px=05 1C99BFA6 F18DE467 C80C23B9 8C7994AA

Py=04 2EA2D112 ECEC71FC F7E000D7 EFC978BD

Qx=06 C997F3E7 F2C66A4A 5D2FDA13 756A37B1

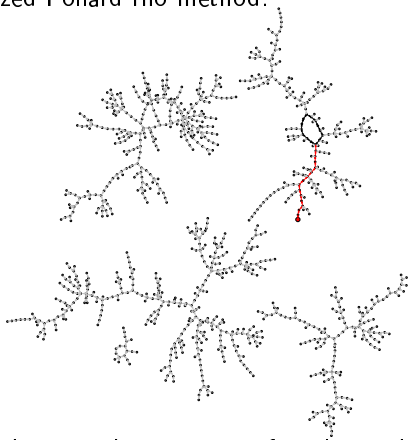
Qy=04 A38D1182 9D32D347 BD0C0F58 4D546E9A

- ▶ Certicom:

“The 109-bit Level I challenges are feasible using a very large network of computers. The 131-bit Level I challenges are expected to be infeasible against realistic software and hardware attacks, unless of course, a new algorithm for the ECDLP is discovered. The Level II challenges are infeasible given today’s computer technology and knowledge.”

DLPs on ECC

- ▶ No index-calculus-type attacks known for general elliptic curves.
- ▶ Pollard's rho method best generic attack (no memory needed).
- ▶ We have many platforms, each with many execution units.
Use parallelized Pollard rho method:



- ▶ All units need to use the same step function and distinguished points.

Hardness of ECC2K-130

- ▶ Curve has cofactor 4.
- ▶ Koblitz curves are defined over \mathbb{F}_2 and thus the (small) Frobenius endomorphism operates on the $\mathbb{F}_{2^{131}}$ -rational points. The operation is simply squaring the coordinates.
- ▶ Can define 'random' walk on classes under \pm and Frobenius.
- ▶ Complexity of attack:

$$\sqrt{\frac{\pi \cdot 2^{131}}{2 \cdot 4 \cdot 2 \cdot 131}} \approx 2^{60.9}$$

iterations ... provided that the the iteration works on the **classes**.

- ▶ Easy: P and $-P$ have same x coordinate.
- ▶ Harder: $x(P), x(P)^2, x(P)^{2^2}, \dots$ look quite different.
- ▶ Even more fun: can choose normal basis or polynomial basis representation of finite field; this changes the representation of the points.

Handling Frobenius

- ▶ In polynomial basis could compute all Frobenius powers and choose lexicographically smallest of these – but this needs 130 squarings and does not work well with normal basis.
- ▶ In normal basis, $x(P)$ and $x(P)^{2^j}$ have same Hamming weight. Convenient to use this. Polynomial basis has to convert for testing.
- ▶ Our step function:

$$P_{i+1} = P_i \oplus \sigma^j(P_i),$$

where $j = (\text{HW}(x(P))/2 \bmod 8) + 3$.

- ▶ This nicely avoids short, fruitless cycles.
- ▶ Iteration consists of
 - ▶ converting $x(P)$ to normal basis (if necessary),
 - ▶ computing the Hamming weight $\text{HW}(x(P))$ of the normal basis representation of $x(P)$,
 - ▶ checking that $\text{HW}(x(P)) > 28$, computing j ,
 - ▶ computing $P \oplus \sigma^j(P)$ (in the usual representation of P).
- ▶ Speed up by running multiple instances and combining inversion using Montgomery's trick.

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Can we break ECC2K-130 using ASICs?

Our goals

- ▶ Determine the rough cost of the attack
- ▶ Find out if the attack is feasible using ASICs
- ▶ Provide an outline of what needs to be done.

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What we did not do

- ▶ Exact implementation
- ▶ Address issues with off-chip communication for distinguished points

Our estimation methodology

- ▶ Select an affordable technology to implement the ASIC
- ▶ Take individual sub-components that will make up one step calculation
- ▶ Determine the post-layout performance limits of these sub-components.
- ▶ Leave healthy margins for real-life implementations.
- ▶ Compose one ASIC using multiple parallel instances that compute a single step
- ▶ Find out the performance obtained by a single ASIC
- ▶ Calculate how many ASICs you would need for such an attack

Cost and performance of 1 ASIC

- ▶ **Selected UMC 90nm**
No special reason, could as well be any other technology.
- ▶ **MPW cost: 45,000 Euros**
Standard cost for prototyping, no mass production. 200-300 dies can be produced this way.
- ▶ **Cost for packaging: 10,000 Euros**
Cost for packaging roughly same for 50-250 dies.
- ▶ **Available core area: 2,000,000 gates**
Total core area is 12mm^2 . Space for I/O, PLL, Mem. etc
- ▶ **Internal clock speed: 1.2 - 1.5 GHz possible**
I/O at 200-300 MHz, PLL required for internal clock.
- ▶ **Power is not issue in this project**
Proper power distribution, heat removal required

Cost of calculating 1 step in the Pollard rho

For the ECC130-2K

- ▶ **Assuming normal basis**

For a real application the tradeoff between the normal and polynomial basis should be investigated further.

- ▶ **One step consumes 1 inversion, 2 multiplications, 131 squarings and 1 multiple squarings**

- ▶ This can be realized within 1,572 clock cycles
- ▶ At the chosen technology, this function can be clocked as fast as 1.5 GHz
- ▶ Can be implemented using 6,000 gates

- ▶ **More detailed numbers can be found in manuscript**

Estimates were made with post-layout numbers

Cost of Attack

- ▶ **One ASIC can support 300-400 cores**
Leaving room for PLLs, I/O, room for distinguished point evaluation.
- ▶ **Clock rate 1.25 GHz**
Conservative estimation.
- ▶ One ASIC will have a throughput of 300-400 Million steps per second
- ▶ **I/O bandwidth of one chip will be around 30 Gb/s**
Should be sufficient for point distribution
- ▶ To attack ECC2K-130 in one year approx. 69,000 Million steps per second are required
This throughput can be achieved by 200-300 ASICs

Conclusions

- ▶ **ASIC implementation possible with reasonable cost**
Around 200 ASICs, costing less than 60.000 Euros will be able to mount a successful attack in a year
- ▶ **Currently no one is working on a concrete implementation**
These numbers suggest that the project is feasible, however, at the moment we do not have someone working on the project.
- ▶ **Practical implementation will be even faster**
As soon as, someone starts working in earnest, more efficient implementations will almost certainly be developed.
- ▶ **Practical implementation will also suffer from technical issues**
Such as I/O and memory bandwidth, overall routing etc. The last two points will probably balance each other out

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COPACOBANA

- ▶ A battery of low-cost FPGAs aimed at high-computation, low-communication tasks
- ▶ Cost-optimized parallel code breaker introduced (Copa) at SHARCS 2006
- ▶ New and Improved for 2009: COPA5000
- ▶ Contains 128 Spartan-3 5000 FPGAs (XC3S5000-4FG676)
- ▶ Faster communication infrastructure and 32MB of external RAM per FPGA

How Best to Use Copa?

- ▶ 1 inversion, 2 mults, 1 squaring, 1 repeated-squaring needed for one step of the Rho method
- ▶ As with the Cell implementation, two teams
- ▶ One implementation operates on elements in polynomial basis and converts to check if a DP has been generated
- ▶ Another operates directly in normal basis – no need to convert
- ▶ Which is a better fit for Copa (time-area product)?

Polynomial Basis

- ▶ More literature on PB: generally beats NB for efficient implementation
- ▶ But attacking ECC2K-130 is different: the Frobenius map is free in NB
- ▶ PB implementation aims for the best of both worlds: faster PB multiplication followed by conversion and Frobenius
- ▶ Engine uses Montgomery's trick to process 64 inversions simultaneously
- ▶ Engine Total: 3,656 slices, 1,468 slices for multiplier, 75 slices for square, 1,206 slices for conversion
- ▶ 9 engines can fit in one FPGA, yielding 23.4 DPs/day

Normal Basis

- ▶ Normal Basis has fast squaring and Frobenius
- ▶ But multiplication is much more expensive
- ▶ Inversion uses Itoh-Tsujii, (8 multiplications!) so the design task becomes keeping the inversion unit busy
- ▶ 32 inversions simultaneously: then 32 dedicated multipliers recover individual inverses
- ▶ Only 4 engines fit on-chip, but one chip still yields an estimated 24 DPs/day
- ▶ Next step: better multiplication!

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What about software?

Have an implementation for the amd64 architecture.

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Have an implementation for the amd64 architecture.
Architecture provides 16 128-bit vector registers.
Two-operand vector instructions: $a \hat{=} b$, $a \&= b$, etc.

Some targeted CPUs:

- ▶ 2200MHz 4-core AMD Phenom 9550 100f23.
- ▶ 2210MHz 2-core AMD Opteron 875 20f10.
- ▶ 2404MHz 4-core Intel Core 2 Q6600 6fb.
- ▶ 2668MHz 4-core Intel Core i7 920 106a4.
- ▶ 3000MHz 4-core Intel Core 2 Q6850 6fb.

Initial focus: Core 2. Each core has 3 ALUs.
Each ALU does ≤ 1 vector operation per cycle.

Bitslicing

```
f0 = 1;
```

```
f1 = 0;
```

```
g0 = 1;
```

```
g1 = 1;
```

```
c = f0 & g1;
```

```
d = f1 & g0;
```

```
h0 = f0 & g0;
```

```
h1 = c ^ d;
```

```
h2 = f1 & g1;
```

5 bit operations.

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h2 = f1 & g1;
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5 bit operations.

```
f0 = 0;  
f1 = 1;  
g0 = 0;  
g1 = 1;
```

```
c = f0 & g1;  
d = f1 & g0;  
h0 = f0 & g0;  
h1 = c ^ d;  
h2 = f1 & g1;
```

5 bit operations.

Bitslicing

```
f0 = bitvector(1,1,0);  
f1 = bitvector(0,1,1);  
g0 = bitvector(1,0,0);  
g1 = bitvector(1,1,1);
```

```
c = f0 & g1;  
d = f1 & g0;  
h0 = f0 & g0;  
h1 = c ^ d;  
h2 = f1 & g1;
```

5 vector operations.

Counting bit operations for ECC2K-130

Software represents field element as 131 bits in poly basis:

f_0, f_1, \dots, f_{130} represents $\sum_i f_i x^i \bmod x^{131} + x^{13} + x^2 + x + 1$.

Costs of arithmetic as implemented —

- ▶ 14149 bit ops for $f, g \mapsto fg$.

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- ▶ 393 bit ops for $f, g, ? \mapsto f + ?(g - f)$.

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- ▶ 139582 bit ops for $f \mapsto 1/f$.

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- ▶ 131 bit ops for $f, g \mapsto f + g$.

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- ▶ 131 bit ops for $f, g \mapsto f + g$.
- ▶ 654 bit ops for weight computation, comparison.

Counting bit operations for ECC2K-130

Software represents field element as 131 bits in poly basis:

f_0, f_1, \dots, f_{130} represents $\sum_i f_i x^i \bmod x^{131} + x^{13} + x^2 + x + 1$.

Costs of arithmetic as implemented — batching 48 inversions:

- ▶ 14149 bit ops for $f, g \mapsto fg$. $\times 5 = 70745$
- ▶ 203 bit ops for $f \mapsto f^2$. $\times 21 = 4263$
- ▶ 3380 bit ops for conversion to normal basis. $\times 1 = 3380$
<http://binary.cr.jp.to/linearmod2.html>
- ▶ 393 bit ops for $f, g, ? \mapsto f + ?(g - f)$. $\times 6 = 2358$
- ▶ 139582 bit ops for $f \mapsto 1/f$. $(\dots - 3\mathbf{M})/48 = 2024$
- ▶ 131 bit ops for $f, g \mapsto f + g$. $\times 7 = 917$
- ▶ 654 bit ops for weight computation, comparison. $\times 1 = 654$

Counting cycles for ECC2K-130

84341 bit ops for iteration. Confirmed by computer.

84341 vector ops handle 128 parallel iterations.

On one core: $\geq 84341/3$ cycles for 128 iterations; i.e.,
 ≥ 219 cycles per iteration.

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On one core: $\geq 84341/3$ cycles for 128 iterations; i.e.,
 ≥ 219 cycles per iteration.

3GHz Core 2 Q6850 actually uses 694 cycles per iteration.

4 cores: 17.29 Miterations/sec. 3943 CPUs: done in 1 year.

Main bottleneck: loads, stores. **Need better scheduling!**

Other directions for improvements:

- ▶ Faster poly mult. Should save $\approx 10\%$.
- ▶ Faster reduction. Try $x^{131} + x^{36} + x^{27} + x^{18} + 1$.
- ▶ Normal-basis mult. Use 2007 vzG–Shokrollahi².
- ▶ Larger batch size. Make sure to prefetch from DRAM.

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The Cell Broadband Engine

Well known architecture (from the previous talk)

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The Cell's SPUs

- ▶ Running at 3.2 GHz
- ▶ Register file with 128 128-bit registers
- ▶ All arithmetic instructions are SIMD instructions
- ▶ At most one arithmetic instruction per cycle
- ▶ At most one load/store instruction per cycle
- ▶ The Playstation makes 6 of these SPUs available

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“Fast 128-bit vector operations \implies bitsliced implementation?”

Shall we go bitsliced?

- ▶ Bitsliced implementation requires more memory (because we always have to store 128 values)
- ▶ Only *one* arithmetic instruction per cycle
- ▶ Cell's SPUs do in-order execution
- ▶ Unrolling and inlining yield huge speed-ups (but increase code size)
- ▶ “Everything” (code, data segment, stack, heap) has to fit into 256 KB of local storage.

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⇒ It's not obvious that bitsliced implementations are faster

⇒ Two teams independently implemented bitsliced and non-bitsliced

Cycles per “step” on one SPU

not bitsliced

- ▶ 31 Jul: 2565

bitsliced

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- ▶ 03 Aug: 1735

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- ▶ Next week?

bitsliced

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- ▶ Next week?

⇒ Currently: < 3800 PS3 years for ECC2K-130

bitsliced

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- ▶ Next week?

Thank you for your attention.