

**Applied Cryptography and Computer  
Security  
CSE 664 Spring 2020**

**Lecture 18: Elliptic Curves and Applications**

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# Lecture Outline

- We previously looked at
  - discrete logarithm problem
  - cryptographic schemes that assume difficulty of discrete logarithm
    - ElGamal encryption
    - Digital signature algorithm
    - Diffie-Hellman key exchange
- What we are going to learn next
  - elliptic curves
  - discrete logarithm over elliptic curves
  - elliptic curves version of cryptographic constructions

# Discrete Logarithm

- The discrete logarithm problem
  - we are given a group  $(G, \cdot)$  and  $g \in G$  of order  $q$
  - given  $h \in \langle g \rangle$ , find a unique integer  $x \in [0, q)$  such that  $g^x = h$
- Recall that the discrete logarithm problem is considered hard in
  - the multiplicative group  $\mathbb{Z}_p^*$  where  $p$  is prime and  $p - 1$  has at least one large factor
- It is also hard in
  - the multiplicative group of the field  $\mathbb{F}_{p^n}$  where  $p$  is prime
  - the group of an elliptic curve over a finite field

# Elliptic Curves

- **Elliptic curves** are described by a set of solutions to certain equations in two variables  $x$  and  $y$
- The curves are solutions to equations of the form  $y^2 = x^3 + ax + b$
- They have certain properties that make them **useful in cryptography**
  - we'll be dealing with elliptic curves modulo a prime  $p$
  - elliptic curve groups can be used in cryptographic algorithms in similar ways multiplicative groups of integers modulo  $p$  are used
  - the discrete logarithm problem is harder for elliptic curve groups than for  $\mathbb{Z}_p^*$

# Elliptic Curves

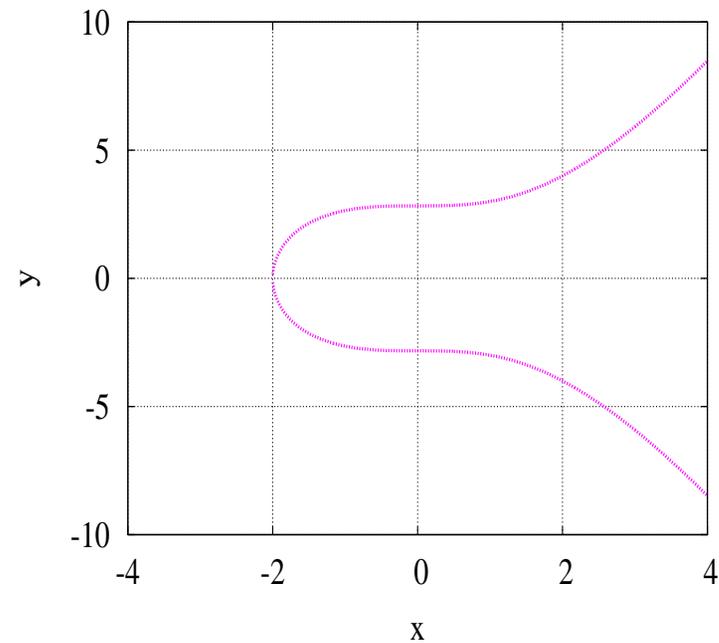
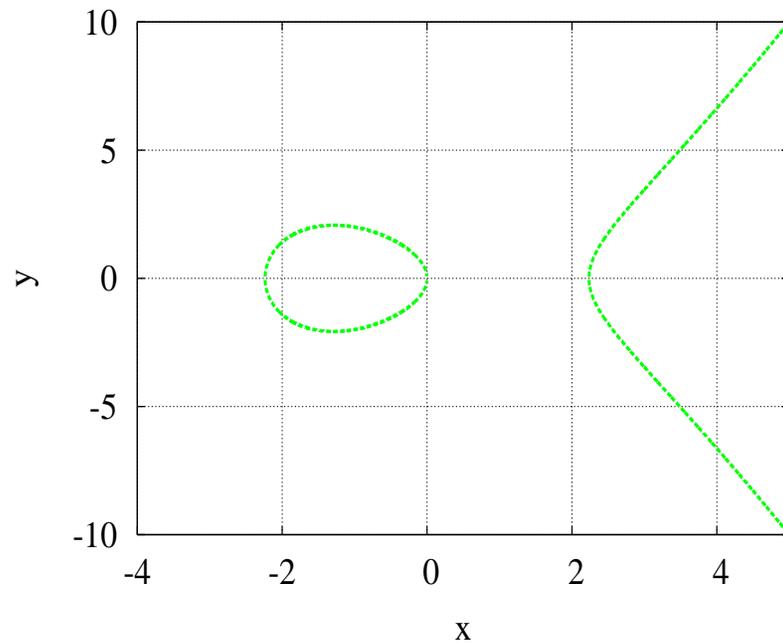
- Definition

- an **elliptic curve** is the set  $E$  of solutions  $(x, y)$  to the equation
$$y^2 = x^3 + ax + b$$
- here  $x, y, a,$  and  $b$  are real numbers, rational numbers, or integers modulo  $m > 1$
- the set  $E$  also contains a **point at infinity**  $\infty$

- The point  $\infty$  is not a point on the curve  $y^2 = x^3 + ax + b$ 
  - $\infty$  is the **identity** of the elliptic curve group
  - all other points of  $E$  are on the curve

# Elliptic Curves: Examples

- Curves  $y^2 = x^3 - 5x$  (left) and  $y^2 = x^3 + 8$  (right)



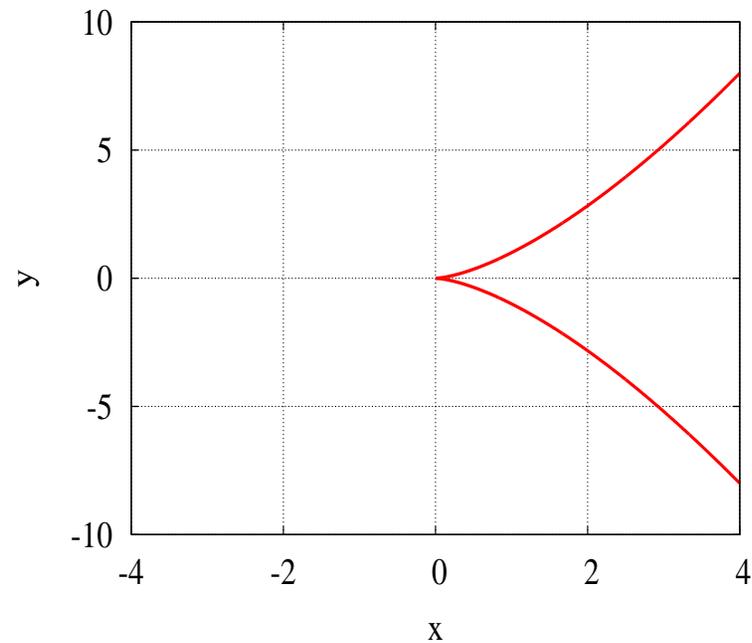
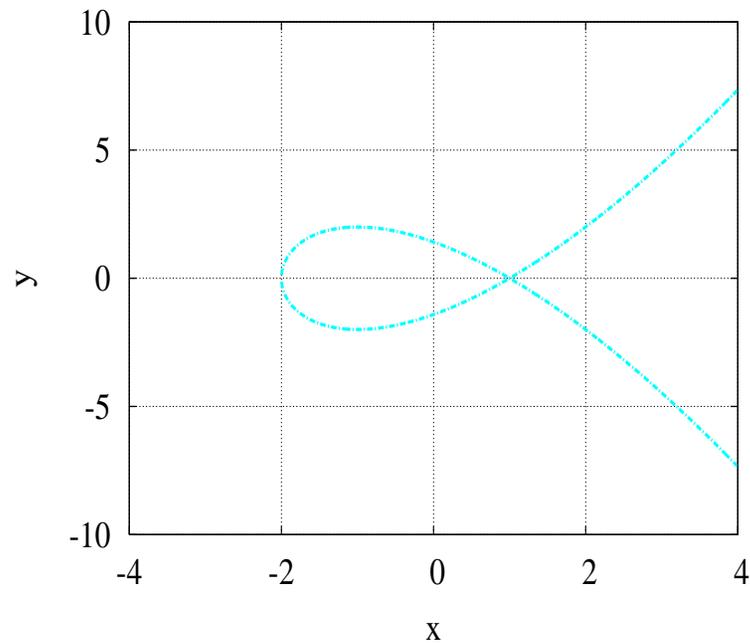
# Elliptic Curves

- Number of roots

- for the cubic equation  $y^2 = x^3 + ax + b$ , the discriminant is  $4a^3 + 27b^2$
- if  $4a^3 + 27b^2 = 0$ , then the curve has a repeated root
  - such elliptic curves are called **singular**
- if, on the other hand,  $4a^3 + 27b^2 \neq 0$ , then there are three distinct roots
  - such elliptic curves are called **non-singular**
- we are excluding singular elliptic curves

# Elliptic Curves: Examples

- Singular curves  $y^2 = x^3 - 3x + 2$  (left) and  $y^2 = x^3$  (right)



# Elliptic Curves

- Operations on elliptic curves

- we define a **binary operation** over  $E$  that makes it into a commutative group
- this operation is normally denoted as  $+$
- let  $P$  and  $Q$  be two points on  $E$  such that  $P = (x_1, y_1)$  and  $Q = (x_2, y_2)$
- $P + \infty = \infty + P = P$
- let  $P + Q = R$
- such  $R$  is computed depending on the relationship between  $x_1$  and  $x_2$  and  $y_1$  and  $y_2$

# Elliptic Curves

- Computing  $P + Q = R$ 
  - there are three cases
  - case 1:  $x_1 \neq x_2$ 
    - draw a line through  $P$  and  $Q$  and find another point  $R'$ , where the line intersects the curve
    - reflect  $R'$  on the  $x$ -axis to obtain  $R$
    - the coordinates  $(x_3, y_3)$  are computed as:

$$x_3 = \lambda^2 - x_1 - x_2, \quad y_3 = \lambda(x_1 - x_3) - y_1$$

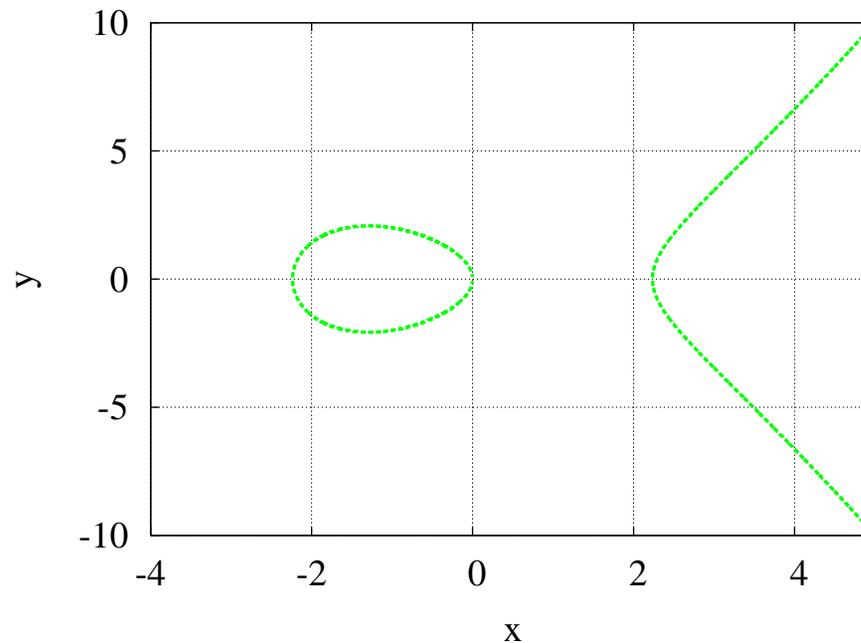
where  $\lambda$  is the slope computed as  $\lambda = (y_2 - y_1)/(x_2 - x_1)$

# Elliptic Curves

- Computing  $P + Q = R$ 
  - case 2:  $x_1 = x_2$  and  $y_1 \neq y_2$ 
    - $P$  is a reflection of  $Q$  on the  $x$  axis
    - in this case  $P + Q = \infty$
    - thus  $Q$  is the inverse of  $P$
  - case 3:  $x_1 = x_2$  and  $y_1 = y_2$ 
    - i.e., we are computing  $P + P$
    - this case is handled similar to case 1
    - instead of drawing a line through  $P$  and  $Q$ , draw a tangent line to the curve at  $P$
    - $x_3$  and  $y_3$  are computed using the formulas from case 1

# Elliptic Curves

- Computing  $P + Q = R$ 
  - case 3:  $x_1 = x_2$  and  $y_1 = y_2$  (cont.)
    - the formula for the slope now is  $\lambda = (3x_1^2 + a)/(2y_1)$
- Examples



# Elliptic Curves

- **Elliptic curves modulo a prime  $p$**  are defined as above except that all operations are replaced by analogous operations in  $\mathbb{Z}_p$ 
  - now the points are the solutions to the congruence
$$y^2 \equiv x^3 + ax + b \pmod{p}$$
  - $a, b \in \mathbb{Z}_p$  are constants such that  $4a^3 + 27b^2 \not\equiv 0 \pmod{p}$
  - given points  $P = (x_1, y_1)$  and  $Q = (x_2, y_2)$ , as before  $P + Q = \infty$  if  $x_1 = x_2$  and  $y_2 = -y_1$
  - the slope  $\lambda$  is computed as

$$\lambda = \begin{cases} (y_2 - y_1)(x_2 - x_1)^{-1}, & \text{if } P \neq Q \\ (3x_1^2 + a)(2y_1)^{-1}, & \text{if } P = Q \end{cases}$$

- and as before  $P + \infty = \infty + P = P$

# Elliptic Curves

- **Example:** points on the elliptic curve  $y^2 = x^3 + 3x + 4$  over  $\mathbb{Z}_7$

$x$	$x^3 + 3x + 4 \pmod{7}$	$y$
0	4	2, 5
1	1	1, 6
2	4	2, 5
3	5	none
4	3	none
5	4	2, 5
6	0	0

- there are 10 points on this elliptic curve (including  $\infty$ )



# Elliptic Curves

- Discrete logarithms over elliptic curves
  - for  $(G, \cdot)$  the discrete logarithm  $\log_g h$  was defined as  $x$  where  $g^x = h$
  - now  $+$  is the group binary operation, so the discrete logarithm  $\log_P Q$  now is  $a$  such that  $aP = Q$
- Computing “exponentiation”  $aP$ 
  - instead of using SQUARE-AND-MULTIPLY algorithm on  $g$  and  $x$ , we use DOUBLE-AND-ADD algorithm on  $P$  and  $a$

# Elliptic Curves

- *Computing  $aP$* 
  - note that additive inverses are very easy to compute
  - this is exploited in a generalization DOUBLE-AND-(ADD OR SUBTRACT) algorithm
    - it uses **signed binary representation** of integer  $a = \sum_{i=0}^{\ell-1} a_i 2^i$ , where each  $a_i \in \{-1, 0, 1\}$
    - given signed binary representation of  $a$ , we compute  $aP$  by a series of doublings, additions, and subtractions
    - signed representation reduces the number of add/subtract operations

# Elliptic Curves

- DOUBLE-AND-(ADD OR SUBTRACT)
  - input:  $P, (a_{\ell-1}, \dots, a_0)$
  - output:  $aP$
  - algorithm steps:
    - $Q \leftarrow \infty$
    - for  $i = \ell - 1$  downto  $0$  {
      - $Q \leftarrow 2Q$
      - if  $a_i = 1$  then  $Q \leftarrow Q + P$
      - else if  $a_i = -1$  then  $Q \leftarrow Q - P$
  - }
  - return  $Q$

# Elliptic Curve Constructions

- Let's look at elliptic curve version of cryptographic schemes
- Elliptic curve Diffie-Hellman key agreement
  - fix an elliptic curve  $E$  modulo  $p$  and a point  $P_0$  of large order on  $E$
  - Alice chooses  $a$  ( $0 < a < p$ ) and sends  $aP_0$  to Bob
  - Bob chooses  $b$  ( $0 < b < p$ ) and sends  $bP_0$  to Alice
  - Alice computes  $k = a(bP_0)$  and Bob computes  $k = b(aP_0)$

## Elliptic Curve Constructions

- An elliptic curve analogue of ElGamal encryption is then:
  - fix an elliptic curve  $E$  modulo  $p$  and a point  $P_0$  of large order on  $E$
  - for Alice to generate a key, she chooses secret  $a_A$  ( $0 < a_A < p$ ) and publishes  $P_A = aP_0$
  - when Bob wants to encrypt message  $m$ :
    - he first embeds it into a point  $P$  of  $E$
    - he then chooses a random  $b$  ( $0 < b < p$ ) and sends to Alice  $c = (c_1, c_2) = (bP_0, bP_A + P)$
  - Alice, who knows the secret key  $a_A$ , decrypts as follows:

$$P = c_2 - a_A c_1 = bP_A + P - a_A bP_0 = ba_A P_0 + P - ba_A P_0 = P$$

## Elliptic Curve Constructions

- An elliptic curve Digital signature algorithm (ECDSA) is then
  - choose one of the recommended elliptic curves and curve parameters
    - government-recommended curves have been questioned in light of past NSA-related events
  - choose a point  $P_0$  of large prime order on the curve and secret key  $x$
  - set the public key to  $xP_0$
  - proceed with signing similar to as before, but using elliptic curve arithmetic
  - see FIPS PUB 186-4 for the details and suggested implementation

# Discrete Logarithm Problem

- How hard is the discrete logarithm problem to solve in a group over an elliptic curve  $E$ ?
  - the powerful index calculus algorithm doesn't work for elliptic curves
  - the best possible algorithm is Pollard rho algorithm with  $O(\sqrt{p})$  work
- To be secure until the year of 2030
  - it is suggested to choose  $p \approx 2^{224}$  in case of elliptic curves
  - compare this with  $p \approx 2^{2048}$  for groups  $(\mathbb{Z}_p^*, \cdot)$
  - for that reason, elliptic curves have been gaining popularity, especially on constrained platforms

# Summary

- Elliptic curves are solutions to equations of the form  $y^2 = x^3 + ax + b$
- Groups over elliptic curves modulo a prime
  - often can be used in similar ways to  $(\mathbb{Z}_p^*, \cdot)$
  - require smaller security parameters because the discrete logarithm is harder in such groups