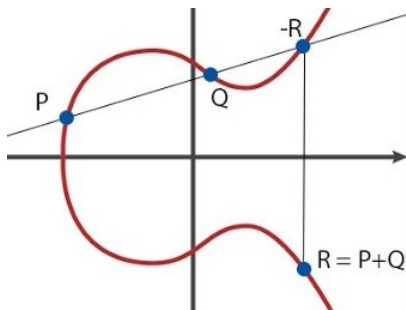


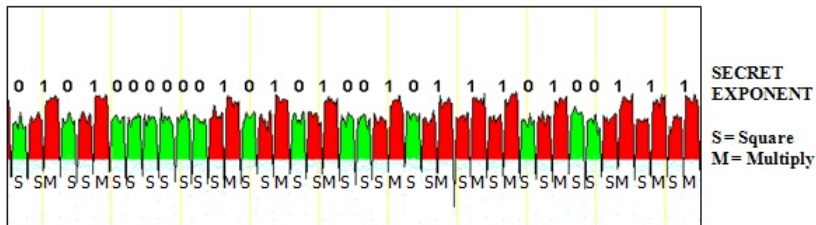
Differential Analysis Attacks and Countermeasures in Elliptic Curve Cryptography

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What is SCA?

- Any attack based on information gained from the physical implementation of a cryptosystem, rather than brute force or theoretical weaknesses
- Examples: Timing, power consumption, electromagnetic leaks, sound



Avoiding SPA

Algorithm 1 Double-and-Add Always

```
1: input  $P$ 
2:  $Q[0] \leftarrow P$ 
3: for  $i$  from  $l - 2$  to  $0$  do
4:    $Q[0] \leftarrow 2Q[0]$ 
5:    $Q[1] \leftarrow Q[0] + P$ 
6:    $Q[0] \leftarrow Q[d_i]$ 
7: end for
8: output  $Q[0]$ 
```

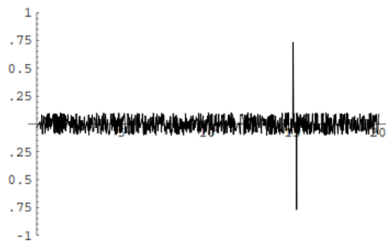
DPA on ECC

- For computing $Q = dP$
- Let $d = (d_{m-1}, \dots, d_0)_2$ be the binary expansion of multiplier d
- Say the attacker knows the highest bits, d_{m-1}, \dots, d_{j+1} , of d
- Then he **guesses** that the next bit $d_j = 1$
- He randomly chooses several points P_1, \dots, P_t and computes $Q_r = \left(\sum_{i=j}^{m-1} d_i \right) P_r$ for $1 \leq r \leq t$
- Using a boolean selection function g , he prepares two sets, S_{true} and S_{false}
- S_{true} contains the set P_r such that $g(Q_r) = true$ and S_{false} contains the set P_r such that $g(Q_r) = false$

DPA on ECC

- Let $C(r)$ denote the side-channel information associated to the computation of kP_r by the device

$$\langle C(r) \rangle_{P_r \in S_{true}} - \langle C(r) \rangle_{P_r \in S_{false}}$$



Countermeasures Against DPA

- Randomization of Private Exponent
- Blinding the Point P
- Randomized Projective Coordinates

Randomization of the Private Exponent by Exponent Splitting

- Let k be a small random number generated for every run
- $Q = dP$ is calculated by first calculating $R = kP$, then calculating $Q = (d - k)R$
- This method requires knowledge of both k and $d - k$ to recover the value of d , if k is random each time, this protects against DPA

Randomization of the Private Exponent

- Let $\#\mathcal{E}$ be the number of points in the curve. $Q = dP$ is done by the following algorithm:
 1. Select a random number r of size n bits.
 2. Compute $d' = d + r \cdot \#\mathcal{E}$.
 3. Compute the point $Q = d'P$. We have $Q = dP$ since $\#\mathcal{E}P = \mathcal{O}$
- This makes the attack infeasible because d' changes at each new execution of the algorithm.

Blinding the Point P

- Let R be a secret random point on the curve for which we know $S = dR$
- Use scalar multiplication to compute $d(R + P)$
- Subtract S to get $Q = dP$
- The points R and $S = dR$ can be initially stored and refreshed at each execution by computing $R \leftarrow (-1)^b 2R$ and $S \leftarrow (-1)^b 2S$ where b is a random bit generated at each execution.
- This makes the attack infeasible because the point $P' = P + R$ to be multiplied by d is not known to the attacker.

Blinding P Using Isomorphisms

- We say two elliptic curves E and E' are *isomorphic over* \mathbb{K}
- Because field isomorphisms induce group isomorphisms, we can randomize the scalar multiplication as follows.
- Let ψ be a random isomorphism from E/\mathbb{K} to E'/\mathbb{K} , we can compute $Q = dP$ using,

$$Q = \psi^{-1}(d(\psi(P)))$$

Randomized Projective Coordinates

- Using a system of projective coordinates where

$$(X, Y, Z) = (\lambda X, \lambda Y, \lambda Z)$$

for every $\lambda \neq 0$ in the finite field.

- We can use a random λ before each new execution of the scalar multiplication algorithm of $Q = dP$.
- The randomization can also be completed after each point addition and doubling.
- This make the attack infeasible because the attacker cannot predict any specific bit of the binary representation of P in projective coordinates.

Conclusion

- Unless protected, implementations of ECC are vulnerable to DPA
- Countermeasures can be simple to implement and do not have to impact efficiency in a significant way
- It may be possible to exploit information leakage through side channels in a different way

References

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Questions?