

# Low-cost addition–subtraction sequences for the final exponentiation in pairings

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# Exponentiation

- Research to speed up RSA, and the computing of elements in other cyclic groups of very large size -such as elliptic curves, and Fibonacci, or Lucas sequences- is usually pointed towards improving the multiplication.
- We aim to reduce the number of multiplications for a given fixed power, and series of powers.

In particular, we aim to optimise the final exponentiation in the pairing:  $(p^k - 1)/r \in \mathbb{F}_{p^k}^*$

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# Intro

A fast method to compute  $f^e \in \mathbb{F}_{p^k}^*$  is the square-and-multiply in which we can reuse intermediate values in the computation

**Require:** Positive integer  $e$ ,  $f \in \mathbb{F}_{p^k}^*$

**Ensure:**  $f^e \in \mathbb{F}_{p^k}^*$

- 1:  $g \leftarrow 1$
- 2:  $\ell \leftarrow \lfloor \log_2(e) \rfloor$
- 3: **for**  $i = \ell - 1$  **downto**  $0$  **do**
- 4:    $g \leftarrow g^2$
- 5:   **if**  $\ell_i = 1$  **then**
- 6:      $g \leftarrow g \cdot f$
- 7:   **end if**
- 8: **end for**
- 9: **return**  $g$

# Addition chains

A *probably* better approach is the use of addition chains:

## Definición

An addition chain for a given integer  $e$  is a sequence

$U = (u_0, u_1, u_2, \dots, u_l)$  such that  $u_0 = 1$ ,  $u_l = e$  y  $u_k = u_i + u_j$  for  $k \leq l$ , and some  $i, j$  with  $0 \leq i \leq j$ .

# Chain examples - I

- Consider the following *Fibonacci* sequence:  $\{1, 2, 3, 5, 8, 13, 21\}$ . This is an addition chain for  $e = 21$  which contains 7 elements. Each element is obtained from the addition of the previous two elements.
- An alternative chain is:  $\{1, 2, 4, 8, 16, 20, 21\}$ . In this case, the element  $e = 21$  can be constructed using 4 doubling operations and 2 addition operations, but has the same length.

## Chain examples - 2

- Now, consider  $e = 34$ , the Fibonacci sequence grows by one element:  $\{ 1, 2, 3, 5, 8, 13, 21, 34 \}$ . We can also construct the following addition chain to reach 34:  $\{ 1, 2, 4, 8, 16, 32, 34 \}$ . This is a shorter chain and makes use of addition and doubling operations instead of only addition operations.

# Chain examples - 3

- For the previous  $e$  examples, it is trivial to find a short addition chain with exhaustive search
- As  $e$  grows, the difficulty to determine if we have the shortest addition chain grows significantly (in deed, determining if we have the shortest chain is a NP-complete problem)



# Addition Sequence

## Addition Sequence

Given a list of integers  $\Gamma = \{v_1, \dots, v_l\}$  where  $v_l \geq v_i$  for all  $i = 1, \dots, l - 1$ , an *Addition Sequence* for  $\Gamma$  is an addition chain for  $v_l$  containing all elements of  $\Gamma$ . The last element of the sequence is the exponent  $e = v_l$ .

Addition sequences, otherwise known as *multi-addition-chains*, are used to speed up the final exponentiation and for fast hashing to a point in  $G_2$ . To use these implementation improvements it is necessary to have code to generate the multi-addition chains for a given list of integers.

## Note

- We refer to the set of integers which we wish to incorporate into an addition sequence as a “proto-sequence”.
- Some of its elements cannot be constructed by the addition of any other member of the set.

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# Solution methods

Different methods exist to construct addition chains

- Bos and Coster presented a set of algorithms to construct addition chains.
- Bernstein presented a method for multi-scalar multiplication which constructs short addition sequences without the use of the Bos and Coster heuristic methods.
- Cruz-Cortés et al. presented a new approach to find short addition chains using Artificial Immune Systems
- Dominguez Perez y Scott extended Cruz-Cortez et al. method to addition sequences.

# Bos and Coster

- Bos and Coster, suggested that an addition chain computation for an RSA exponent has to be fast to be useful, as one needs a different chain every time. In Pairing-Based Cryptography, this is not always true;
- They proposed a “Makesequence” algorithm. This algorithm starts with a proto-sequence 1, 2 and  $e$ , which we complete with at least one of the following methods:
  - Approximation
  - Division
  - Halving
  - Lucas.

# Bernstein

- Another similar approach to the Bos and Coster method is to subtract elements from  $e$ . Bernstein presented a method for optimizing linear maps modulo 2, which incidentally, can be used to find a short addition chain. This is an example of the binary method.
- Instead of using subtractions it uses an in-place XOR with the two largest values in the chain (or a subtraction), and repeating the operation until all of the elements are zero.

# Artificial Intelligence (Heuristic)

- To automate the multi-addition chain code generation, we can use Artificial Intelligence to select which integers must remain in the sequence, and which can be discarded, this will continuously improve the sequence.

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# A new method

- The rationale behind Algorithm is to maximise the number of doubling steps associated to the output addition-subtraction sequence  $O$  to be produced, by processing separately the even and odd elements of the input set  $U$  in a backward fashion, *i.e.*, from the largest to the smallest element.

Essentially:

- Classify even and odd elements
- Initialise with largest elements
- Main loop: *Valid*, and *invalid* elements
  - If invalid: include the half (or the difference with the closest element), and check for this element

**Require:** An ordered set of positive integers

$$U := \{e_1, e_2, \dots, e_{s-1}, e_s\}$$

**Ensure:** A valid addition-subtraction chain  $O$

for the input set  $U$

1:  $U_e := \{\forall e_i \in U | e_i \bmod 2 = 0\}$

2:  $U_o := \{\forall e_i \in U | e_i \bmod 2 = 1\}$

3:  $O := \emptyset; T_e := \text{Max}(U_e); T_o := \text{Max}(U_o);$

4: **while**  $T_e \cup T_o \neq \emptyset$  **do**

5:  $\Delta = \emptyset; a_t := \text{Max}(T_e, T_o);$

6: **if**  $\text{IsNotValid}(a_t, U_e \cup U_o \cup O)$  **then**

7: **if**  $\text{IsEven}(a_t)$  **then**

8:  $L := U_e \cup \{\forall e_i \in O | e_i \bmod 2 = 0\};$

9: **else**

10:  $L := U_o;$

11: **end if**

12: **for each**  $s \in L$  **do**

13:  $\Delta := \Delta \cup \{|a_t - s|\};$

14: **end for**

15:  $\text{Lowest} := \text{GetLowest}(\Delta);$

16:

**while**  $\text{IsEven}(\text{Lowest})$  *and*

$\text{IsNotValid}(\text{Lowest}, U_e \cup U_o \cup O)$  **do**

17:  $O := O \cup \{\text{Lowest}\};$

18:

18:  $\text{Lowest} := \text{Lowest}/2;$

19:

**end while**

20:

**if**  $\text{IsOdd}(\text{Lowest})$  **then**

21:

21:  $U_o := U_o \cup \{\text{Lowest}\};$

22:

**else**

23:

23:  $O := O \cup \{\text{Lowest}\};$

24:

**end if**

25:

**end if**

26:

**if**  $\text{IsOdd}(a_t)$  **then**

27:

27:  $U_o := U_o - \{a_t\};$

28:

**else**

29:

29:  $U_e := U_e - \{a_t\};$

30:

**end if**

31:

31:  $O := O \cup \{a_t\};$

32:

32:  $T_e := \text{Max}(U_e); T_o := \text{Max}(U_o);$

33:

**end while**

34:

34:  $O := \text{Sort}(O);$

# Example

$$U = \{62, 87, 112, 248, 298\}$$

$a_t$	$U_e$	$U_o$	$Lowest$	$T_e$	$T_o$	$O$
-	{62, 112, 248, 298}	{87}	-	298	87	$\emptyset$
298	{62, 112, 248}	{25, 87}	50	248	87	{ <u>50</u> , 298}
248	{62, 112}	{17, 25, 87}	136	112	87	{ <u>34</u> , <u>50</u> , <u>68</u> , <u>136</u> , 248, 298}
112	{62}	{17, 25, 87}	-	62	87	{ <u>34</u> , <u>50</u> , <u>68</u> , <u>112</u> , <u>136</u> , 248, 298}
87	{62}	{17, 25}	-	62	25	{ <u>34</u> , <u>50</u> , <u>68</u> , 87, <u>112</u> , <u>136</u> , 248, 298}
62	$\{\emptyset\}$	{3, 17, 25}	6	6	25	{ <u>6</u> , <u>34</u> , <u>50</u> , 62, 68, 87, <u>112</u> , <u>136</u> , 248, 298}
25	$\{\emptyset\}$	{1, 3, 17}	8	$\emptyset$	25	{ <u>2</u> , <u>4</u> , <u>6</u> , <u>8</u> , <u>25</u> , <u>34</u> , <u>50</u> , 62, 68, 87, <u>112</u> , <u>136</u> , 248, 298}
17	$\{\emptyset\}$	{1, 3}	16	$\emptyset$	17	{ <u>2</u> , <u>4</u> , <u>6</u> , <u>8</u> , <u>16</u> , <u>17</u> , <u>25</u> , <u>34</u> , <u>50</u> , 62, 68, 87, <u>112</u> , <u>136</u> , 248, 298}
3	$\{\emptyset\}$	{1}	2	$\emptyset$	3	{ <u>2</u> , <u>3</u> , <u>4</u> , <u>6</u> , <u>8</u> , <u>16</u> , <u>17</u> , <u>25</u> , <u>34</u> , <u>50</u> , 62, 68, 87, <u>112</u> , <u>136</u> , 248, 298}
1	$\{\emptyset\}$	$\{\emptyset\}$	-	$\emptyset$	1	{ <u>1</u> , <u>2</u> , <u>3</u> , <u>4</u> , <u>6</u> , <u>8</u> , <u>16</u> , <u>17</u> , <u>25</u> , <u>34</u> , <u>50</u> , 62, 68, 87, <u>112</u> , <u>136</u> , 248, 298}

# Comparison - 1

The Crypto'89 by Bos and Coster solution to  $\{47, 117, 343, 499, 933, 5689\}$ , is

$$\{\underline{1}, \underline{\mathbf{2}}, \underline{\mathbf{4}}, \underline{\mathbf{8}}, \underline{10}, \underline{11}, \underline{18}, \underline{\mathbf{36}}, 47, \underline{55}, \underline{91}, \underline{109}, 117, \underline{226}, \quad (1)$$
$$343, \underline{434}, \underline{489}, 499, 933, \underline{1422}, \underline{\mathbf{2844}}, \underline{\mathbf{5688}}, 5689\},$$

whereas our Algorithm has the following solution:

$$\{\underline{1}, \underline{\mathbf{2}}, \underline{\mathbf{4}}, \underline{\mathbf{8}}, \underline{7}, \underline{\mathbf{16}}, \underline{\mathbf{32}}, \underline{39}, 47, \underline{63}, \underline{\mathbf{64}}, \underline{\mathbf{78}}, 117, \underline{\mathbf{126}}, \underline{\mathbf{128}}, \quad (2)$$
$$\underline{\mathbf{156}}, \underline{\mathbf{256}}, \underline{217}, 343, \underline{\mathbf{434}}, 499, 933, \underline{1189}, \underline{\mathbf{2378}}, \underline{\mathbf{4756}},$$
$$5689\}.$$

If  $M = 3S$ , the cost of Eq. (1) would be  $16M + 6S = 54S$ ,  
whereas the cost of Eq. (2) would be  $11M + 14S = 45S$ .

## Comparison - 2

- We used our algorithm to improve the final exponentiation in the KSS families of elliptic curves.
- Our results show a lower number of operations for the *hard part* of the final exponentiation in the Fuentes-Castaneda et al. method.

Curve	Benger	Fuentes-Castaneda <i>et al.</i>	This work
KSS-16	83M 20S	-	70M 14S
KSS-18	62M 14S	52M 8S	52M 6S
KSS-36	-	-	178M 68S

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# Vector Addition Chains

## Definición

A Vector Addition Chain is the shortest possible list of vectors where each vector is the addition of two previous vectors. The last vector contains the final exponent  $e$ .

Let  $V$  be a vector chain, and  $m$  be the dimension of every vector. The vector addition chain starts with  $V_{i,i} = 1$  for  $i = 0 \dots m - 1$ :  $[1, 0, 0, \dots, 0], [0, 1, 0, \dots, 0], \dots, [0, \dots, 0, 1]$ ; we then proceed adding any two previous vectors to form a new vector in the chain, and continue until  $V_{j,1} = e$  with  $j$  typically  $> m$ .

# Olivos method

Given an addition chain  $\Gamma = \{1, 2, 6, 12, 18, 30\}$  and its corresponding addition sequence  $s = \{1, 2, \underline{3}, 6, 12, 18, 30, 36\}$ , we construct a vector chain:  $v = \{[1, 0], [0, 1], [1, 1], [2, 2], [3, 2], [6, 4], [12, 8], [18, 12], [30, 20], [36, 24]\}$ .



$t_0$	$c_0$	$c_1$	$c_2$	$c_3$	$c_4$	$c_5$	$c_6$	$c_7$	$c_8$	$c_9$	$c_{10}$	$c_{11}$	$c_{12}$	$c_{13}$	←
$t_1$	1	0	1	0	0	0	0	0	0	0	0	0	0	0	←
$t_2$	2	2	0	1	0	0	0	0	0	0	0	0	0	0	←
$t_3$	3	2	1	1	1	0	0	0	0	0	0	0	0	0	
$t_4$	6	4	2	2	2	2	1	0	1	0	0	0	0	0	←
$t_5$	12	8	4	4	4	4	2	2	0	1	1	0	0	0	←
$t_6$	18	12	6	6	6	6	3	2	1	1	0	1	1	0	←
$t_7$	30	20	10	10	10	10	5	4	1	2	1	1	0	0	←
$t_7$	36	24	12	12	12	12	6	4	2	2	0	2	2	2	←

- To construct the vector chain matrix shown, we start with  $[1, 0]$  and  $[2, 2]$ .
- To compute row  $t_2 = [3, 2]$ , we set  $(t_0, c_0) = 1$  and  $(t_1, c_1) = 1$  by induction (prioritizing a doubling over an addition).
- This means that  $t_2 = t_0 + t_1$ , which, translated into vector operations is equivalent to  $[3, 2] = [1, 0] + [2, 2]$ .
- The type of operation is expressed in  $(t_2, c_2), (t_2, c_3)$  | denotes an addition, 2 denotes a doubling.

- The remaining cells of the column, if any, are the summation of the corresponding cells in the column.
- For example, in  $(t_5, c_6 - \text{to} - c_7) = [3, 2]$  since  $t_5 = t_4 + t_3$ , hence  $[3, 2] = [1, 0] + [2, 2]$ .
- The arrows at the right of the table denote the rows containing the elements in  $\Gamma$ .

# Conclusion

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