Elliptic curves for future-proof cryptography

Tanja Lange

Eindhoven University of Technology; Academia Sinica

24 June 2022

Cryptography



Sender "Alice" F

Receiver "Bob"

Cryptography



- ▶ Motivation #1: Communication channels are spying on our data.
- ▶ Motivation #2: Communication channels are modifying our data.

Cryptography



- ▶ Motivation #1: Communication channels are spying on our data.
- ▶ Motivation #2: Communication channels are modifying our data.
- Literal meaning of cryptography: "secret writing".
- Achieves various security goals by secretly transforming messages.
 - Confidentiality: Eve cannot infer information about the content
 - Integrity: Eve cannot modify the message without this being noticed
 - Authenticity: Bob is convinced that the message originated from Alice

Public-key vs. symmetric-key cryptography

Public-key cryptography Each user has 2 keys: a public key and a private key.

Public key can be posted online; private key must be kept secret.

Often can compute public key from private key. Other direction must be hard.

Can be used on Internet with unknown parties. Requires mathematically hard problem.

Symmetric-key cryptography

Each pair of users shares a key. This key is symmetric between both users.

This key must be kept secret.

Symmetric systems often faster than public-key systems. Use latter to get symmetric key.

Requires that users have securely shared this key. Typically cheaper/faster than public-key crypto.

Current state of the art

- Currently used crypto (check the lock icon in your browser) starts with RSA (can be broken by factoring large integers), Diffie-Hellman in finite fields, or elliptic-curve Diffie-Hellman (both require the attacker to compute discrete logarithms in some group).
- Older standards are RSA or elliptic curves from NIST (or Brainpool), e.g. NIST P256 or ECDSA.
- Internet currently moving over to Curve25519 and Ed25519
- For symmetric crypto, TLS (the protocol behind https) uses AES or ChaCha20 and some MAC, e.g. AES-GCM or ChaCha20-Poly1305.
 High-end devices have support for AES-GCM, smaller ones do better with ChaCha20-Poly1305.
- Security is getting better. Some obstacles: bugs; untrustworthy hardware.
- Some countries make ill-advised recommendations to weaken crypto.



Algorithms for Quantum Computation: Discrete Logarithms and Factoring

Peter W. Shor AT&T Bell Labs Room 2D-149 600 Mountain Ave. Murray Hill, NJ 07974, USA

Abstract

A computer is generally considered to be a universal computational device; i.e., it is believed able to simulate any physical computational device with a cost in computation time of at most a polynomial factor. It is not clear whether this is still true when quantum mechanics is taken into consideration. Several researchers, starting with David Deutsch, have developed models for quantum mechanical computers and have investigated their compu[1, 2]. Although he did not ask whether quantum mechanics conferred extra power to computation, he did show that a Turing machine could be simulated by the reversible unitary evolution of a quantum process, which is a necessary prerequisite for quantum computation. Deutsch [9, 10] was the first to give an explicit model of quantum computation. He defined both quantum Turing machines and quantum circuits and investigated some of their properties.

The next part of this paper discusses how quantum com-



The Telegraph				Log in	≡
News	Politics	Sport	Business	Money	Opini
See all Tech 🗸 🗸 🗸					
 Prer 	nium				

♠ > Technology Intelligence

Quantum computing could end encryption within five years, says Google boss

f share

Save 3



Mr Pichai said a combination of artificial intelligence and quantum would "help us tackle some of the biggest problems we see", but said it was important encryption evolved to match this.

"In a five to ten year time frame, quantum computing will break encryption as we know it today."

This is because current encryption methods, by which information such as texts or passwords is turned into code to make it unreadable, rely upon the fact that classic computers would take billions of years to decipher that code.

Quantum computers, with their ability to be

National Academy of Sciences (US)

4 December 2018: Report on quantum computing

Don't panic. "Key Finding 1: Given the current state of quantum computing and recent rates of progress, it is highly unexpected that a quantum computer that can compromise RSA 2048 or comparable discrete logarithm-based public key cryptosystems will be built within the next decade."

National Academy of Sciences (US)

4 December 2018: Report on quantum computing

Don't panic. "Key Finding 1: Given the current state of quantum computing and recent rates of progress, it is highly unexpected that a quantum computer that can compromise RSA 2048 or comparable discrete logarithm-based public key cryptosystems will be built within the next decade."

Panic. "Key Finding 10: Even if a quantum computer that can decrypt current cryptographic ciphers is more than a decade off, the hazard of such a machine is high enough—and the time frame for transitioning to a new security protocol is sufficiently long and uncertain—that prioritization of the development, standardization, and deployment of post-quantum cryptography is critical for minimizing the chance of a potential security and privacy disaster."

"[Section 4.4:] In particular, all encrypted data that is recorded today and stored for future use, will be cracked once a large-scale quantum computer is developed."

Commonly used systems



Cryptography with symmetric keys AES-128. AES-192. AES-256. AES-GCM. ChaCha20. HMAC-SHA-256. Poly1305. SHA-2. SHA-3. Salsa20.

Cryptography with public keys BN-254. Curve25519. DH. DSA. ECDH. ECDSA. EdDSA. NIST P-256. NIST P-384. NIST P-521. RSA encrypt. RSA sign. secp256k1.

Commonly used systems



Cryptography with symmetric keys AES-128. AES-192. AES-256. AES-GCM. ChaCha20. HMAC-SHA-256. Poly1305. SHA-2. SHA-3. Salsa20.

Cryptography with public keys BN-254. Curve25519. DH. DSA. ECDH. ECDSA. EdDSA. NIST P-256. NIST P-384. NIST P-521. RSA encrypt. RSA sign. secp256k1.

Post-quantum cryptography

Cryptography under the assumption that the attacker has a quantum computer.

Post-quantum cryptography

Cryptography under the assumption that the attacker has a quantum computer.

5 Major categories of public-key post-quantum systems

- ► **Code-based** encryption: McEliece cryptosystem has survived since 1978. Short ciphertexts and large public keys. Security relies on hardness of decoding error-correcting codes.
- ▶ **Hash-based** signatures: very solid security and small public keys. Require only a secure hash function (hard to find second preimages).
- Isogeny-based encryption: new kid on the block, promising short keys and ciphertexts and non-interactive key exchange. Security relies on hardness of finding isogenies between elliptic curves over finite fields.
- ► Lattice-based encryption and signatures: possibility for balanced sizes. Security relies on hardness of finding short vectors in some (typically special) lattice.
- Multivariate-quadratic signatures: short signatures and large public keys. Security relies on hardness of solving systems of multivariate equations over finite fields.

Warning: These are categories of mathematical problems; individual systems may be totally insecure if the problem is not used correctly.

We have a good understanding of what a quantum computer can do, but new systems need more analysis.

Tanja Lange

Focus today: isogeny-based cryptography

(with lots of slides by Chloe Martindale and Lorenz Panny)

Diffie-Hellman key exchange '76

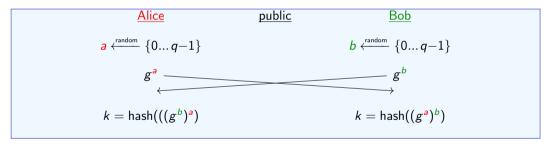
Public parameters:

- ▶ a finite group G (traditionally \mathbb{F}_p^* , today elliptic curves)
- an element $g \in G$ of prime order q

Diffie-Hellman key exchange '76

Public parameters:

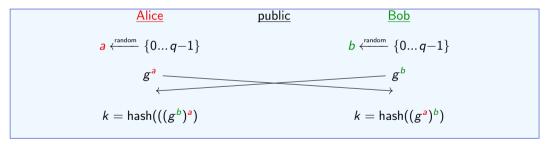
- ▶ a finite group G (traditionally \mathbb{F}_p^* , today elliptic curves)
- an element $g \in G$ of prime order q



Diffie-Hellman key exchange '76

Public parameters:

- ▶ a finite group G (traditionally \mathbb{F}_p^* , today elliptic curves)
- an element $g \in G$ of prime order q



Fundamental reason this works: \cdot^a and \cdot^b commute!

<u>Bob</u>

- 1. Set $t \leftarrow g$.
- 2. Set $t \leftarrow t \cdot g$.
- 3. Set $t \leftarrow t \cdot g$.
- 4. Set $t \leftarrow t \cdot g$.
- ...
- b-2. Set $t \leftarrow t \cdot g$.
- b-1. Set $t \leftarrow t \cdot g$.
 - b. Publish $B \leftarrow t \cdot g$.

 $\underline{\mathsf{Bob}}$ 1. Set $t \leftarrow g$. 2. Set $t \leftarrow t \cdot g$. 3. Set $t \leftarrow t \cdot g$. 4. Set $t \leftarrow t \cdot g$. 5. b-2. Set $t \leftarrow t \cdot g$. 5. b-1. Set $t \leftarrow t \cdot g$. 5. Publish $B \leftarrow t \cdot g$.

Is this a good idea?

	<u>Bob</u>
1.	Set $t \leftarrow g$.
2.	Set $t \leftarrow t \cdot g$.
3.	Set $t \leftarrow t \cdot g$.
4.	Set $t \leftarrow t \cdot g$.
<i>b</i> -2.	Set $t \leftarrow t \cdot g$.
b -1.	Set $t \leftarrow t \cdot g$.
Ь.	Publish $B \leftarrow t \cdot g$.

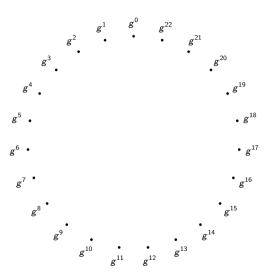
Attacker Ev	<u>'e</u>
1. Set $t \leftarrow g$. If $t = B$ retur	'n 1.
2. Set $t \leftarrow t \cdot g$. If $t = B$ return	rn 2.
3. Set $t \leftarrow t \cdot g$. If $t = B$ return	rn 3.
4. Set $t \leftarrow t \cdot g$. If $t = B$ return	rn 3.
$b-2$. Set $t \leftarrow t \cdot g$. If $t = B$ return	rn <i>b</i> —2.
$b-1$. Set $t \leftarrow t \cdot g$. If $t = B$ return	rn <i>b</i> —1.
b. Set $t \leftarrow t \cdot g$. If $t = B$ retu	ırn <i>b</i> .
$b+1$. Set $t \leftarrow t \cdot g$. If $t = B$ return	rn $b+1$
$b+2$. Set $t \leftarrow t \cdot g$. If $t = B$ return	rn <i>b</i> + 2

Bob	
1. Set $t \leftarrow g$.	1. Set $t \leftarrow$
2. Set $t \leftarrow t \cdot g$.	2. Set $t \leftarrow$
3. Set $t \leftarrow t \cdot g$.	3. Set $t \leftarrow$
4. Set $t \leftarrow t \cdot g$.	4. Set $t \leftarrow$
$b-2$. Set $t \leftarrow t \cdot g$.	$b-2$. Set $t \leftarrow$
$b-1$. Set $t \leftarrow t \cdot g$.	$b-1$. Set $t \leftarrow$
b. Publish $B \leftarrow t \cdot g$.	b. Set $t \leftarrow$
	$b+1$. Set $t \leftarrow$
	$b+2$. Set $t \leftarrow$

Attacker Eve -g. If t = B return 1. $-t \cdot g$. If t = B return 2. $-t \cdot g$. If t = B return 3. $-t \cdot g$. If t = B return 3. $-t \cdot g$. If t = B return b-2. $-t \cdot g$. If t = B return b-1. $\leftarrow t \cdot g. \text{ If } t = B \text{ return } b.$ $-t \cdot g$. If t = B return b + 1. $-t \cdot g$. If t = B return b + 2.

Effort for both: O(#G). Bob needs to be smarter. (There also exist better attacks)

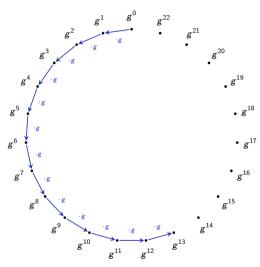
Tanja Lange



Reminder: DH in group with #G = 23. Bob computes g^{13} .

Tanja Lange

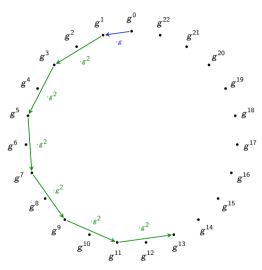
multiply



Reminder: DH in group with #G = 23. Bob computes g^{13} .

Tanja Lange

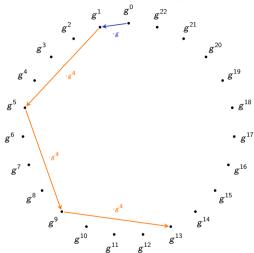
Square-and-multiply



Reminder: DH in group with #G = 23. Bob computes g^{13} .

Tanja Lange

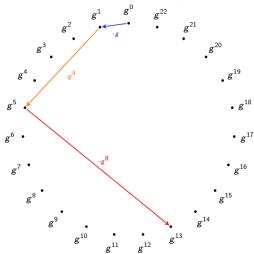
Square-and-multiply-and-square-and-multiply



Reminder: DH in group with #G = 23. Bob computes g^{13} .

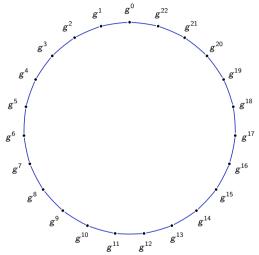
Tanja Lange

Square-and-multiply-and-square-and-multiply-and-square-and-multiply



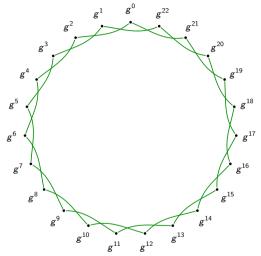
Reminder: DH in group with #G = 23. Bob computes g^{13} .

Tanja Lange



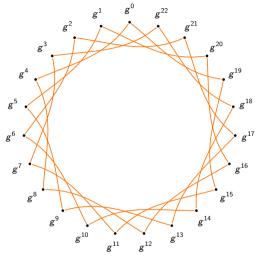
Reminder: DH in group with #G = 23. Bob computes g^{13} .

Tanja Lange



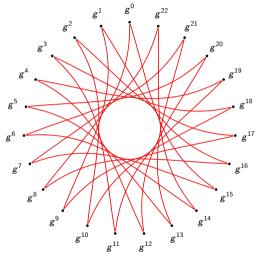
Reminder: DH in group with #G = 23. Bob computes g^{13} .

Tanja Lange



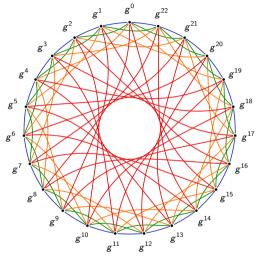
Reminder: DH in group with #G = 23. Bob computes g^{13} .

Tanja Lange



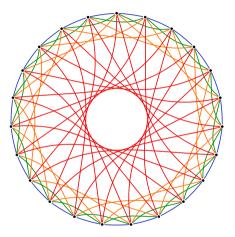
Reminder: DH in group with #G = 23. Bob computes g^{13} .

Tanja Lange



Reminder: DH in group with #G = 23. Bob computes g^{13} .

Tanja Lange



Fast mixing: paths of length log(# nodes) to everywhere.

Exponential separation

Constructive computation:

With square-and-multiply, applying b takes $\Theta(\log_2 \# G)$.

Attack costs:

For well-chosen groups, recovering b takes $\Theta(\sqrt{\#G})$.

(For less-well chosen groups the attacks are faster.)

As

$$\sqrt{\#G} = 2^{0.5 \log_2 \#G}$$

attacks are exponentially harder.

Exponential separation until quantum computers come

Constructive computation:

With square-and-multiply, applying b takes $\Theta(\log_2 \# G)$.

Attack costs:

For well-chosen groups, recovering b takes $\Theta(\sqrt{\#G})$.

(For less-well chosen groups the attacks are faster.)

As

$$\sqrt{\#G} = 2^{0.5 \log_2 \#G}$$

attacks are exponentially harder.

On a sufficiently large quantum computer, Shor's algorithm quantumly computes b from g^b in any group in polynomial time.

Tanja Lange

Exponential separation until quantum computers come

Constructive computation:

With square-and-multiply, applying b takes $\Theta(\log_2 \# G)$.

Attack costs:

For well-chosen groups, recovering b takes $\Theta(\sqrt{\#G})$.

(For less-well chosen groups the attacks are faster.)

As

$$\sqrt{\#G} = 2^{0.5 \log_2 \#G}$$

attacks are exponentially harder.

On a sufficiently large quantum computer, Shor's algorithm quantumly computes b from g^b in any group in polynomial time. Isogeny graphs to the rescue!

Tanja Lange

An isogeny of elliptic curves is a non-zero map $E \to E'$

- given by rational functions
- ▶ that is a group homomorphism.

The degree of a separable isogeny is the size of its kernel.

An isogeny of elliptic curves is a non-zero map $E \to E'$

- given by rational functions
- ▶ that is a group homomorphism.

The *degree* of a separable isogeny is the size of its *kernel*.

Example #1: For each $m \neq 0$, the *multiplication-by-m map*

$$[m] \colon E \to E$$

is an isogeny from E to itself.

If $m \neq 0$ in the base field, its kernel is

$$E[m] \cong \mathbb{Z}/m \times \mathbb{Z}/m.$$

Thus [m] is a degree- m^2 isogeny.

Tanja Lange

An isogeny of elliptic curves is a non-zero map $E \to E'$

- given by rational functions
- ▶ that is a group homomorphism.

The degree of a separable isogeny is the size of its kernel.

Example #2: For any *a* and *b*, the map $\iota: (x, y) \mapsto (-x, \sqrt{-1} \cdot y)$ defines a degree-1 isogenv of the elliptic curves

$$\{y^2 = x^3 + ax + b\} \longrightarrow \{y^2 = x^3 + ax - b\}.$$

It is an *isomorphism*; its kernel is $\{\infty\}$.

An isogeny of elliptic curves is a non-zero map $E \to E'$

- given by rational functions
- ▶ that is a group homomorphism.

The degree of a separable isogeny is the size of its kernel.

Example #3:

$$(x,y)\mapsto \left(rac{x^3-4x^2+30x-12}{(x-2)^2},rac{x^3-6x^2-14x+35}{(x-2)^3}\cdot y
ight)$$

defines a degree-3 isogeny of the elliptic curves

$$\{y^2 = x^3 + x\} \longrightarrow \{y^2 = x^3 - 3x + 3\}$$

over ${\rm I\!F}_{71}$. Its kernel is $\{(2,9), (2,-9), \infty\}$.

Isogenies are a source of exponentially-sized graphs.

- Isogenies are a source of exponentially-sized graphs.
- <u>Isogeny graph</u>: Nodes are isomorphism classes of curves, edges are isogenies. (We usually care about *sub*graphs with certain properties.)

- Isogenies are a source of exponentially-sized graphs.
- <u>Isogeny graph</u>: Nodes are isomorphism classes of curves, edges are isogenies. (We usually care about *sub*graphs with certain properties.)
- We can *walk efficiently* on these graphs.

- Isogenies are a source of exponentially-sized graphs.
- <u>Isogeny graph</u>: Nodes are isomorphism classes of curves, edges are isogenies. (We usually care about *sub*graphs with certain properties.)
- We can *walk efficiently* on these graphs.
- ▶ Fast mixing: short paths to (almost) all nodes.

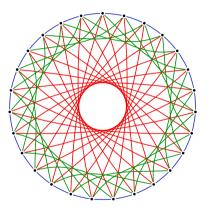
- Isogenies are a source of exponentially-sized graphs.
- <u>Isogeny graph</u>: Nodes are isomorphism classes of curves, edges are isogenies. (We usually care about *sub*graphs with certain properties.)
- We can *walk efficiently* on these graphs.
- Fast mixing: short paths to (almost) all nodes.
- No efficient algorithms to recover paths from endpoints. (Both classical and quantum!)

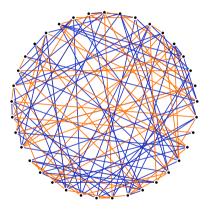
- Isogenies are a source of exponentially-sized graphs.
- <u>Isogeny graph</u>: Nodes are isomorphism classes of curves, edges are isogenies. (We usually care about *sub*graphs with certain properties.)
- We can *walk efficiently* on these graphs.
- ▶ *Fast mixing*: short paths to (almost) all nodes.
- No efficient algorithms to recover paths from endpoints. (Both classical and quantum!)
- Enough structure to navigate the graph meaningfully. That is: some well-behaved "directions" to describe paths. More later.

- Isogenies are a source of exponentially-sized graphs.
- <u>Isogeny graph</u>: Nodes are isomorphism classes of curves, edges are isogenies. (We usually care about *sub*graphs with certain properties.)
- We can *walk efficiently* on these graphs.
- ▶ *Fast mixing*: short paths to (almost) all nodes.
- No efficient algorithms to recover paths from endpoints. (Both classical and quantum!)
- Enough structure to navigate the graph meaningfully. That is: some well-behaved "directions" to describe paths. More later.

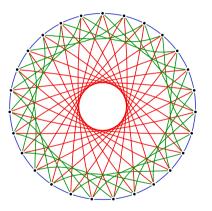
It is easy to construct graphs that satisfy *almost* all of these not enough for crypto!

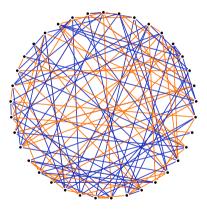
Components of well-chosen isogeny graphs look like this:





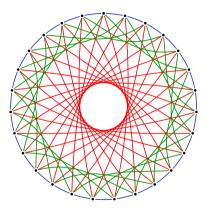
Components of well-chosen isogeny graphs look like this:

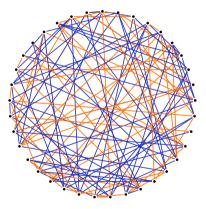




Which of these is good for crypto?

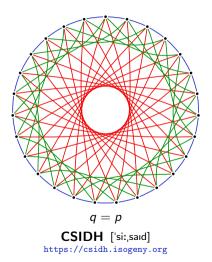
Components of well-chosen isogeny graphs look like this:

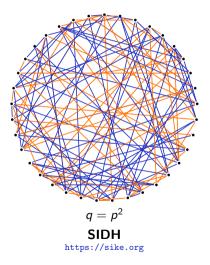




Which of these is good for crypto? Both.

At this time, there are two distinct families of systems:





Tanja Lange



And the Miles and

¹Castryck, Lange, Martindale, Panny, Renes, 2018)^{es} for future-proof cryptography

Why CSIDH?

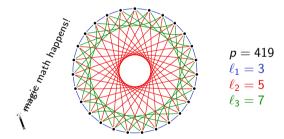
- Closest thing we have in PQC to normal DH key exchange: Keys can be reused, blinded; no difference between initiator &responder.
- ▶ Public keys are represented by some $A \in \mathbb{F}_p$; *p* fixed prime.
- Alice computes and distributes her public key A.
 Bob computes and distributes his public key B.
- Alice and Bob do computations on each other's public keys to obtain shared secret.
- Fancy math: computations start on some elliptic curve $E_A : y^2 = x^3 + Ax^2 + x$, use *isogenies* to move to a different curve.
- Computations need arithmetic (add, mult, div) modulo p and elliptic-curve computations.

- Choose some small odd primes $\ell_1, ..., \ell_n$.
- Make sure $p = 4 \cdot \ell_1 \cdots \ell_n 1$ is prime.

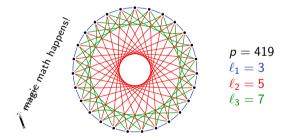
- Choose some small odd primes $\ell_1, ..., \ell_n$.
- Make sure $p = 4 \cdot \ell_1 \cdots \ell_n 1$ is prime.
- Let $X = \{y^2 = x^3 + Ax^2 + x \text{ over } \mathbb{F}_p \text{ with } p+1 \text{ points}\}.$

- Choose some small odd primes $\ell_1, ..., \ell_n$.
- Make sure $p = 4 \cdot \ell_1 \cdots \ell_n 1$ is prime.
- Let $X = \{y^2 = x^3 + Ax^2 + x \text{ over } \mathbb{F}_p \text{ with } p+1 \text{ points}\}.$
- Look at the ℓ_i -isogenies defined over \mathbb{F}_p within X.

- Choose some small odd primes $\ell_1, ..., \ell_n$.
- Make sure $p = 4 \cdot \ell_1 \cdots \ell_n 1$ is prime.
- Let $X = \{y^2 = x^3 + Ax^2 + x \text{ over } \mathbb{F}_p \text{ with } p+1 \text{ points}\}.$
- Look at the ℓ_i -isogenies defined over \mathbb{F}_p within X.

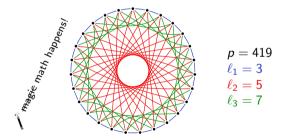


- Choose some small odd primes $\ell_1, ..., \ell_n$.
- Make sure $p = 4 \cdot \ell_1 \cdots \ell_n 1$ is prime.
- Let $X = \{y^2 = x^3 + Ax^2 + x \text{ over } \mathbb{F}_p \text{ with } p+1 \text{ points}\}.$
- Look at the ℓ_i -isogenies defined over \mathbb{F}_p within X.

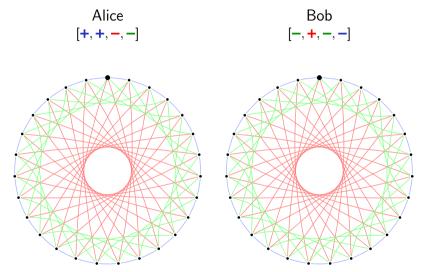


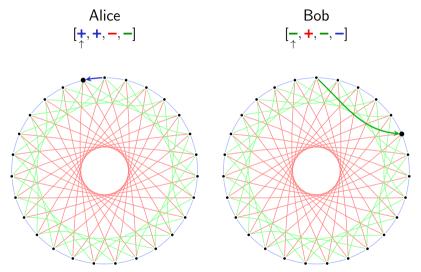
▶ Walking "left" and "right" on any ℓ_i -subgraph is efficient.

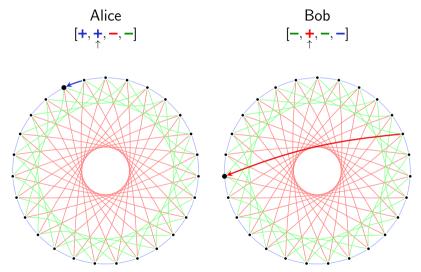
- Choose some small odd primes $\ell_1, ..., \ell_n$.
- Make sure $p = 4 \cdot \ell_1 \cdots \ell_n 1$ is prime.
- Let $X = \{y^2 = x^3 + Ax^2 + x \text{ over } \mathbb{F}_p \text{ with } p+1 \text{ points}\}.$
- Look at the ℓ_i -isogenies defined over \mathbb{F}_p within X.

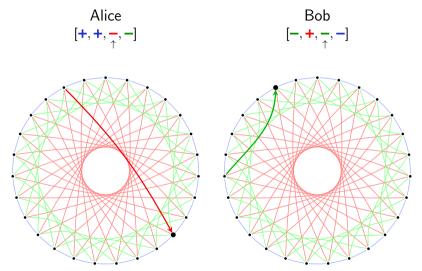


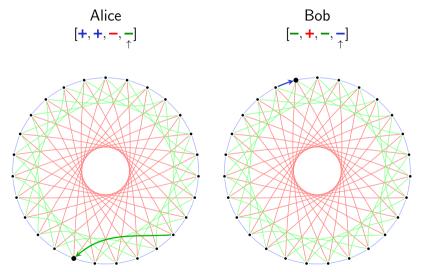
- ▶ Walking "left" and "right" on any ℓ_i -subgraph is efficient.
- We can represent $E \in X$ as a single coefficient $A \in \mathbb{F}_p$.

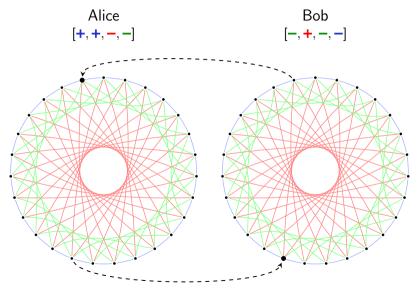


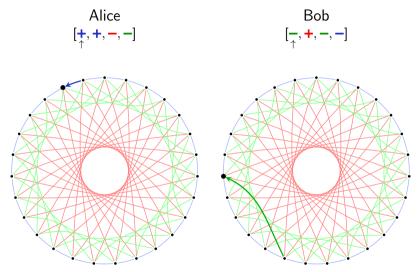


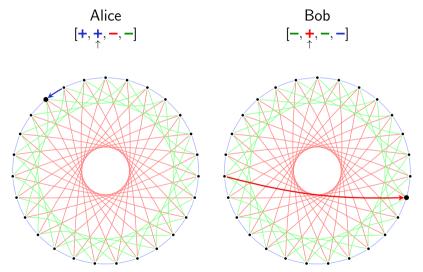


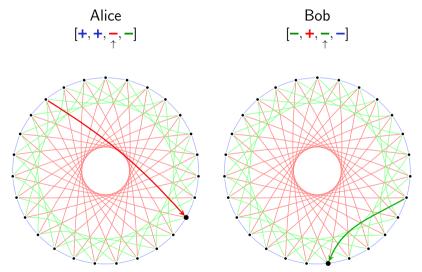


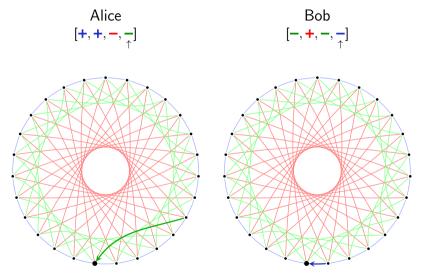


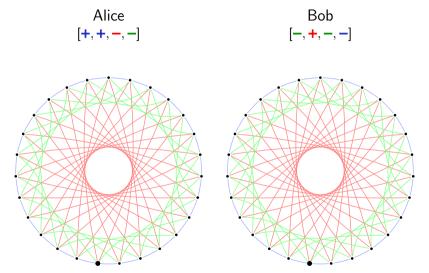












Walking in the CSIDH graph

Taking a "positive" step on the ℓ_i -subgraph.

- Find a point (x, y) ∈ E of order l_i with x, y ∈ 𝔽_p. The order of any (x, y) ∈ E divides p + 1, so [(p + 1)/l_i](x, y) = ∞ or a point of order l_i. Sample a new point if you get ∞.
- 2. Compute the *isogeny* with *kernel* $\langle (x, y) \rangle$ using Vélu's formulas.

Walking in the CSIDH graph

Taking a "positive" step on the ℓ_i -subgraph.

- Find a point (x, y) ∈ E of order l_i with x, y ∈ IF_p. The order of any (x, y) ∈ E divides p + 1, so [(p + 1)/l_i](x, y) = ∞ or a point of order l_i. Sample a new point if you get ∞.
- 2. Compute the *isogeny* with *kernel* $\langle (x, y) \rangle$ using Vélu's formulas.

Taking a *"negative"* step on the ℓ_i -subgraph.

- 1. Find a point $(x, y) \in E$ of order ℓ_i with $x \in \mathbb{F}_p$ but $y \notin \mathbb{F}_p$. Same test as above to find such a point.
- 2. Compute the *isogeny* with *kernel* $\langle (x, y) \rangle$ using Vélu's formulas.

Walking in the CSIDH graph

Taking a "positive" step on the ℓ_i -subgraph.

- Find a point (x, y) ∈ E of order l_i with x, y ∈ IF_p. The order of any (x, y) ∈ E divides p + 1, so [(p + 1)/l_i](x, y) = ∞ or a point of order l_i. Sample a new point if you get ∞.
- 2. Compute the *isogeny* with *kernel* $\langle (x, y) \rangle$ using Vélu's formulas.

Taking a "negative" step on the ℓ_i -subgraph.

- 1. Find a point $(x, y) \in E$ of order ℓ_i with $x \in \mathbb{F}_p$ but $y \notin \mathbb{F}_p$. Same test as above to find such a point.
- 2. Compute the *isogeny* with *kernel* $\langle (x, y) \rangle$ using Vélu's formulas.

<u>Upshot:</u> With "x-only' arithmetic" everything happens over \mathbb{F}_p .

 \implies *Efficient* to implement! There are several more speedups, such as pushing points through isogenies.

Tanja Lange

CSIDH security

Core problem:

Given $E, E' \in X$, find and compute isogeny $E \to E'$.

Size of key space:

 About √p of all A ∈ IF_p are valid keys. (More precisely #cl(ℤ[√−p]) keys.)

Without quantum computer:

Meet-in-the-middle variants: Time O(⁴√p).
 (2016 Delfs–Galbraith)

CSIDH security

Core problem:

Given $E, E' \in X$, find and compute isogeny $E \to E'$.

Size of key space:

 About √p of all A ∈ IF_p are valid keys. (More precisely #cl(ℤ[√−p]) keys.)

Without quantum computer:

Meet-in-the-middle variants: Time O(⁴√p). (2016 Delfs–Galbraith)

With quantum computer:

- Abelian hidden-shift algorithms apply (2014 Childs–Jao–Soukharev)
 - These have subexponential complexity.
 - Not vulnerable to Shor's attack.

CSIDH security:

Public-key validation:

Quickly check that $E_A: y^2 = x^3 + Ax^2 + x$ has p + 1 points.

Tanja Lange

CSIDH-512 https://csidh.isogeny.org/

Definition:

- $p = 4 \prod_{i=1}^{74} \ell_i 1$ with $\ell_1, \ldots, \ell_{73}$ first 73 odd primes. $\ell_{74} = 587$.
- Exponents $-5 \le e_i \le 5$ for all $1 \le i \le 74$.

Sizes:

- Private keys: 32 bytes. (37 in current software for simplicity.)
- Public keys: 64 bytes (just one \mathbb{F}_p element).

Performance on typical Intel Skylake laptop core:

- Clock cycles: about $12 \cdot 10^7$ per operation.
- Somewhat more for constant-time implementations.

Security:

▶ Pre-quantum: at least 128 bits.

CSIDH-512 https://csidh.isogeny.org/

Definition:

- $p = 4 \prod_{i=1}^{74} \ell_i 1$ with $\ell_1, \ldots, \ell_{73}$ first 73 odd primes. $\ell_{74} = 587$.
- Exponents $-5 \le e_i \le 5$ for all $1 \le i \le 74$.

Sizes:

- Private keys: 32 bytes. (37 in current software for simplicity.)
- Public keys: 64 bytes (just one \mathbb{F}_p element).

Performance on typical Intel Skylake laptop core:

- Clock cycles: about $12 \cdot 10^7$ per operation.
- Somewhat more for constant-time implementations.

Security:

- Pre-quantum: at least 128 bits.
- Post-quantum: complicated.

Recent work analyzing cost: see https://quantum.isogeny.org.

Several papers analyzing quantum approaches. (2018 Biasse–lezzi-Jacobson, 2018-2020 Bonnetain–Schrottenloher, 2020 Peikert)

https://csidh.isogeny.org/analysis.html

Further information (for whole talk)

- ► YouTube channel Tanja Lange: Post-quantum cryptography.
- Isogeny-based cryptography school.
- https://2017.pqcrypto.org/school: PQCRYPTO summer school with 21 lectures on video, slides, and exercises.
- https://2017.pqcrypto.org/exec and https://pqcschool.org/index.html: Executive school (less math, more perspective).
- https://pqcrypto.org our overview page.
- ► ENISA report on PQC, co-authored.
- https://pqcrypto.eu.org: PQCRYPTO EU Project.
 - PQCRYPTO recommendations.
 - Free software libraries (libpqcrypto, pqm4, pqhw).
 - Many reports, scientific articles, (overview) talks.
- ▶ Quantum Threat Timeline from Global Risk Institute, 2019; 2021 update.
- Status of quantum computer development (by German BSI).
- ► NIST PQC competition.
- PQCrypto 2016, PQCrypto 2017, PQCrypto 2018, PQCrypto 2019, PQCrypto 2020, PQCrypto 2021 with many slides and videos online.