

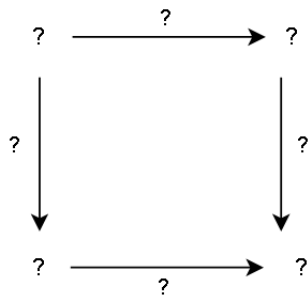
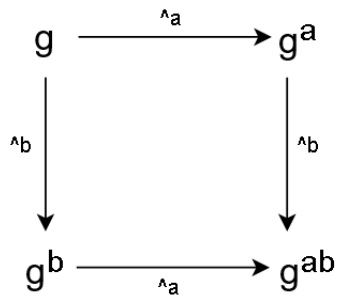
# SUPERSINGULAR ISOGENY KEY EXCHANGE

Marek Hubbell

14.01.2021

How do we digitally  
exchange keys in the age  
of quantum computers?

# Diffie Hellman



# Target Field

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We are only interested in  $\lfloor p/12 \rfloor + z$  where  $z \in \{0, 1, 2\}$

## j-invariants

using elliptic curves in *Montgomery form*:

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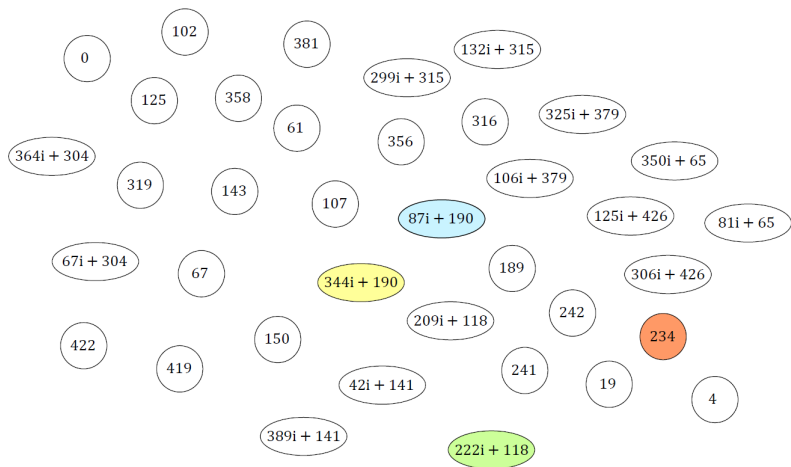
$$E_a : y^2 = x^3 + ax^2 + x$$

has the j-invariant:

$$j(E_a) = \frac{256(a^2-3)^3}{(a^2-4)}$$

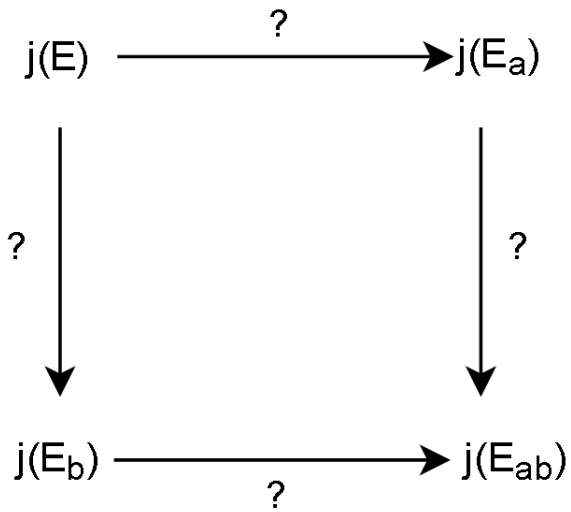
There are multiple  $a$  values that correspond to the same j-invariant

# j-invariants



j-invariants in  $\mathbb{F}_{431^2}$

j-invariant



# Supersingular curves

## Torsion Group

### Definition

Torsion Points Let  $n \in \mathbb{N}$ . The set of  $n$ -torsion points of the group  $E$  is denoted by

$$E[n] = \{P \in E : [n]P = O\}.$$

Note that this set is the kernel of the multiplication-by- $n$  map.

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## Supersingular Curves

### Definition (Supersingular)

An elliptic curve  $E$  over a finite field  $\mathbb{F}_q$  is called **supersingular**, if  $\text{char}(\mathbb{F}_q)$  divides  $t = q + 1 - \#E(\mathbb{F}_q)$ .

# Supersingular curves

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Simplest definition:

$$p\text{-torsion in } \mathbb{F}_{p^2}: \quad E[p] = 0$$

These curves have some nice properties, like their  $j$ -invariants always being in  $\mathbb{F}_{p^2}$ :

# Maps

Using Montgomery form  $E_a : y^2 = x^3 + ax^2 + x$ , we can do x-only arithmetic, map on the same curve or from one curve to another:

$$x \mapsto f(x)$$

or more fully:

$$(x, y) \mapsto (f(x), c \cdot yf'(x))$$

where  $f'$  is the derivative of  $f$

# Isogeny definition

An Isogeny is simply a map:

$$\phi : E \rightarrow E'$$



# Maps

Point doubling using Montgomery form:

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# Maps

Point doubling using Montgomery form:

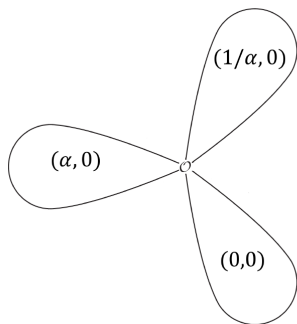
$$x \mapsto \frac{(x^2-1)^2}{4x(x^2+ax+1)}$$

The denominator here determines which points are of order 2, these points are sent to  $\mathcal{O}$  when they go through this map.

These points form the *kernel* of the multiplication-by-2 map, in other words they are the *2-torsion*

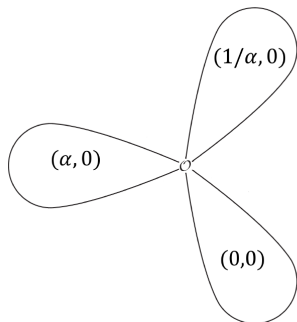
$$G = \left\{ \mathcal{O}, (\alpha, 0), \left(\frac{1}{\alpha}, 0\right), (0, 0) \right\}$$

# Tortions

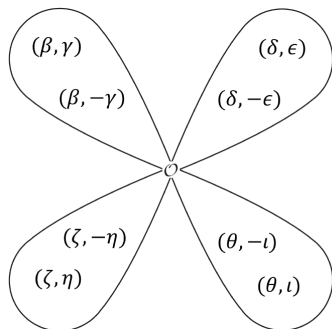


2-tortion

# Tortions



2-tortion



3-tortion

This holds true for all  $\ell$  where  $p \nmid \ell$

## Isogenies

The point doubling operation is described by its Kernel, a group  $G$  of points on the curve:

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Nothing new - we multiply the point by 2 and get a new point on the same curve...

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Nothing new - we multiply the point by 2 and get a new point on the same curve...

However, what if we take an operation that has  $G = \{ \mathcal{O}, (\alpha, 0) \}$  ?

This will land us on a new curve with a different j-invariant!

# Isogenies

We call a structure preserving mapping an *isogeny* when it is surjective and  $G$  is finite, i.e.:

$$\phi : E \rightarrow E' \text{ with kernel } G$$



# Isogenies

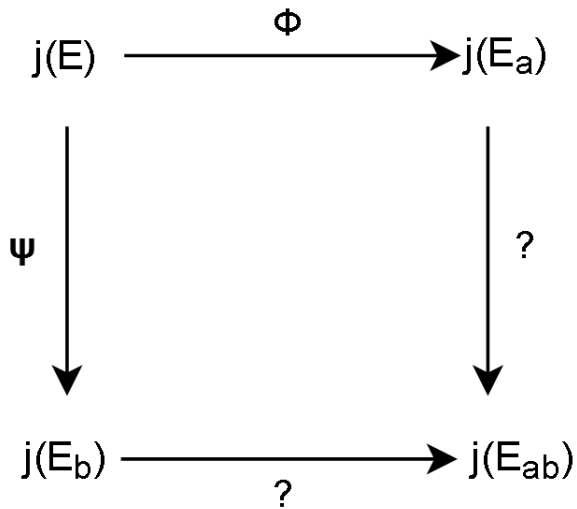
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**Any** finite subgroup  $G$  of points in  $E$  give rise to an isogeny. However most will map to the same curve ( $E = E'$ )

We can find an isogeny from the corresponding group using *Vélu's formula*

# Isogenies



## Isogenies - properties

- Isogenies are algebraic group homomorphisms:

$$\phi(P + Q) = \phi(P) + \phi(Q)$$

- We can compose Isogenies:

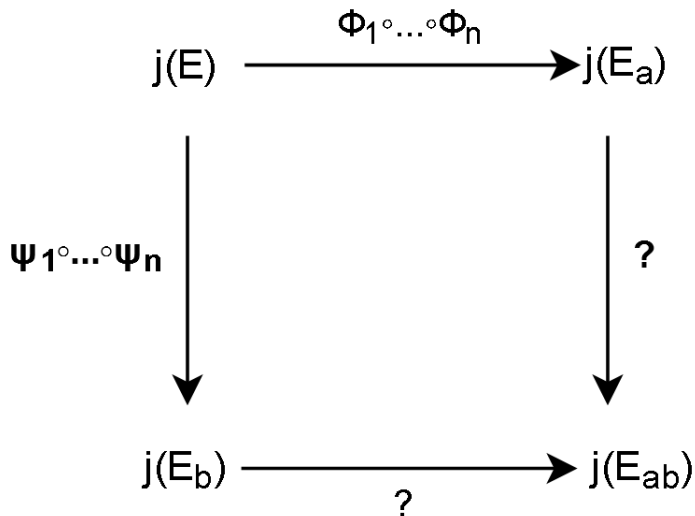
$$\phi : E \rightarrow E' \text{ and } \psi : E' \rightarrow E''$$

$$(\psi \circ \phi) : E \rightarrow E''$$

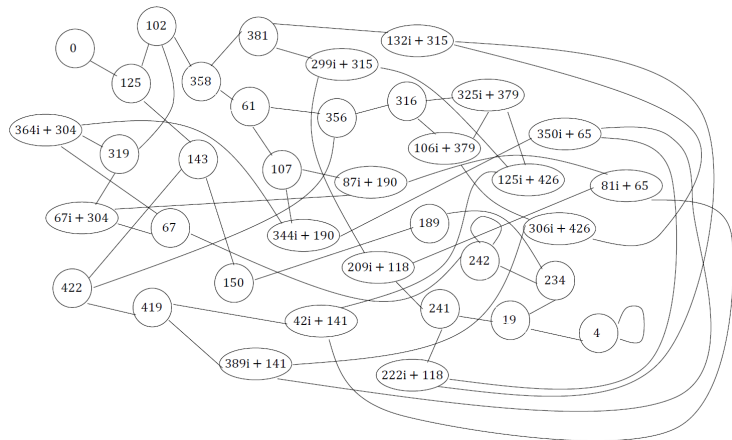
→ This is useful because complicated Isogenies can be broken down into simpler ones

- Operations on Isogenies stay in  $\mathbb{F}_{p^2}$
- The degree of the Isogeny =  $\#G$

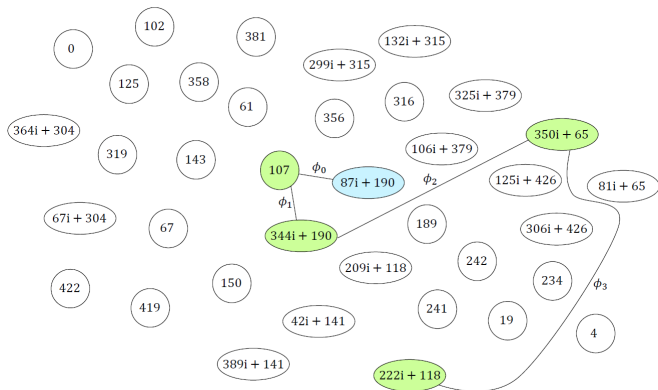
# Isogenies



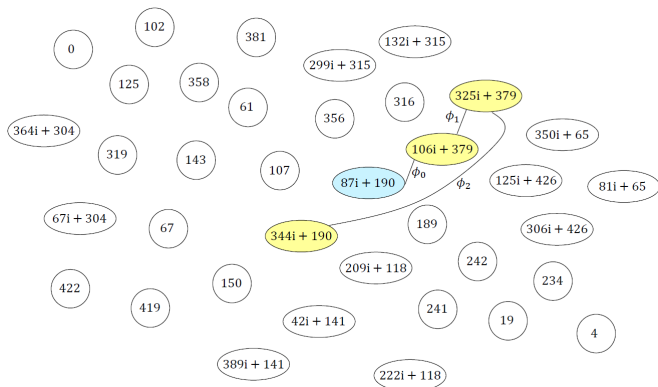
# Graphs



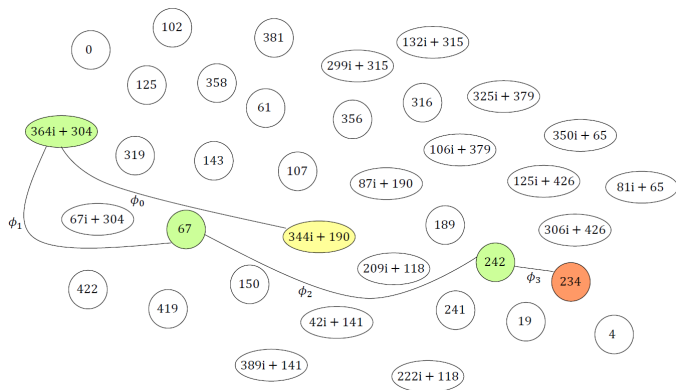
2-Isogeny Graph



Alice computes 4 isogenies on 2-isogeny graph

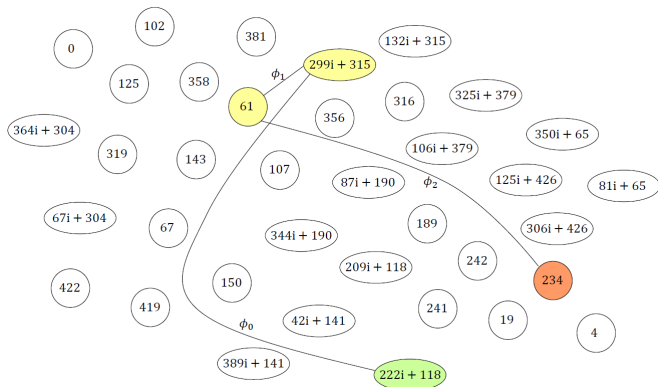


Bob computes 3 isogenies on 3-isogeny graph



Alice computes 4 isogenies from Bob's point on 2-isogeny graph





Bob computes 3 isogenies from Alice's point on 3-isogeny graph

# SIDH - Security

- Hard problem - hard to find isogenies that connect 2  $j$ -invariants
  - ▶ Classical algorithm complexity  $O(p^{1/4})$
  - ▶ Quantum algorithm complexity  $O(p^{1/6})$
- Size of graph grows exponentially with  $p$ 
  - ▶ Alice and Bob won't visit same point
  - ▶ Number of intermediate  $j$ -invariants grows
- Graph properties
  - ▶ expander graphs - No way to rearrange to simplify graph
  - ▶ connected - there is a path to every node
  - ▶  $(\ell + 1)$  regular - each node has  $\ell + 1$  edges\*
  - ▶ rapid mixing - logarithmic no. of steps away from any other node

# Isogenies

$$\begin{array}{ccc} j(E) & \xrightarrow{\Phi_1 \circ \dots \circ \Phi_n} & j(E_a) \\ \downarrow \Psi_1 \circ \dots \circ \Psi_n & & \downarrow \Psi'_1 \circ \dots \circ \Psi'_n \\ j(E_b) & \xrightarrow{\Phi'_1 \circ \dots \circ \Phi'_n} & j(E_{ab}) \end{array}$$

# NIST Post Quantum Competition


## PKE/KEM Finalists

- CRYSTALS-KYBER
- NTRU
- SABER
- Classic McEliece

## Alternate candidates

- FrodoKEM
- NTRU Prime
- BIKE
- HQC
- **SIKE**

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