

Elliptic Curves, Group Law, Efficient Computation

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Outline

- 1 Overview
- 2 Automated Tool Development
- 3 Inversion-free Point Addition
- 4 Experimental Results
- 5 Conclusion

Main concepts

- Finite fields.
 - Large characteristic.
 - Assembly optimizations.
- Point additions.
 - New coordinate systems.
 - New and faster formulae.
- Scalar multiplications.
 - Windowing, NAF
 - Utilization of mixed-coordinates.

This research mainly concentrates on the second item.

Overview

- **Motivation and significance.** Applications of elliptic curves are getting increasing attention in **cryptography**. Elliptic curve addition law, as the underlying mechanism, is important for **high-speed** cryptographic software.
- **Aim.** **Derivation of the addition law** on an arbitrary elliptic curve and **efficiently adding points** on this elliptic curve using the derived addition law.
- **Outcome.** **Practical speedups** in higher level operations which depend on point additions. In particular, the contributions immediately find **applications in cryptology**.

Overview of Contributions

- An investigation of the group law for:
 - 1 Short Weierstrass form, **S**: $y^2 = x^3 + ax + b$,
 - 2 Extended Jacobi quartic form, **Q**: $y^2 = dx^4 + 2ax^2 + 1$,
 - 3 Twisted Hessian form, **H**: $ax^3 + y^3 + 1 = dxy$,
 - 4 Twisted Edwards form, **E**: $ax^2 + y^2 = 1 + dx^2y^2$,
 - 5 Twisted Jacobi intersection form, **I**: $bs^2 + c^2 = 1, as^2 + d^2 = 1$.
- Finding a suitable Weierstrass curve which is birationally equivalent to a curve in each form 1-5 by collecting and extending the literature results,

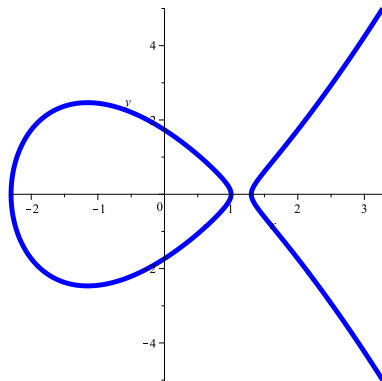
Overview of Contributions

- Bringing together classic and some very recent algebra tools in order to automate the investigation of the group law,
- Group law in affine coordinates for each of the studied forms,
- Simple ways of exception handling/prevention methods,
- Efficient inversion-free algorithms in various coordinate systems,
- Optimized high-speed software implementations to support theoretical results.

Some Notation and Assumptions

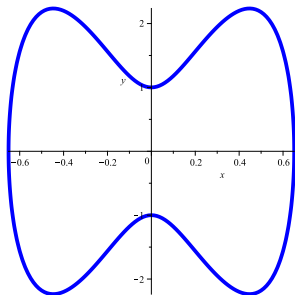
- **M**: Multiplication, **S**: Squaring.
- **I**: Inversion.
- **D**: Multiplication by a curve constant.
- **S** = 0.8**M**, **D** = 0.25**M**, **I** = 100**M**.

Short Weierstrass form



- The curve $y^2 = x^3 + Ax + B$ covers all elliptic curves $\text{char} \neq 2, 3$.
- Mixed Jacobian coordinates have been the speed leader for a long time.
- Some standards enforce its use, some not.

Extended Jacobi quartic form



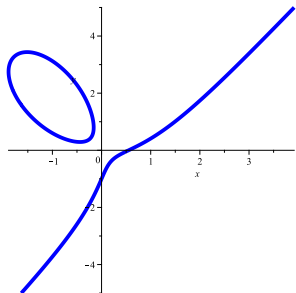
- Covers all elliptic curves with a point of order 2, $\text{char} \neq 2$.
- New mixed coordinates
 - DbI: $2\mathbf{M} + 5\mathbf{S}$.
 - Add: $6\mathbf{M} + 4\mathbf{S}$.
- Currently best for doubling intensive operations.

The Jacobi quartic curve \mathbf{Q} : $y^2 = dx^4 + 2ax^2 + 1$ is birationally equivalent to \mathbf{W} : $v^2 = u^3 - 4au^2 + (4a^2 - 4d)u$:

$$\psi: E_{\mathbf{Q}} \rightarrow E_{\mathbf{W}}, (x, y) \mapsto \left(\frac{2y+2}{x^2} + 2a, \frac{4y+4}{x^3} + \frac{4a}{x} \right),$$

$$\phi: E_{\mathbf{W}} \rightarrow E_{\mathbf{Q}}, (u, v) \mapsto \left(2\frac{u}{v}, 2(u-2a)\frac{u^2}{v^2} - 1 \right).$$

Twisted Hessian form



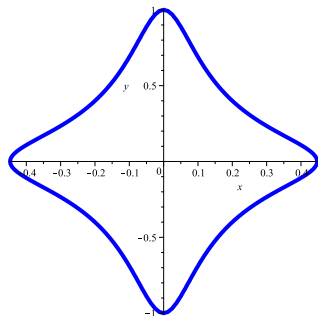
- Covers all elliptic curves with a point of order 3.
- New mixed coordinates
 - DbI: $3\mathbf{M} + 6\mathbf{S}$.
 - Add: $6\mathbf{M} + 6\mathbf{S}$.
- Interesting for parallel implementations.

The twisted Hessian curve $\mathbf{H}: ax^3 + y^3 + 1 = dxy$ is birationally equivalent to $\mathbf{W}: v^2 = u^3 - \frac{d^4 + 216da}{48}u + \frac{d^6 - 540d^3a - 5832a^2}{864}$:

$$\psi: E_{\mathbf{H}} \rightarrow E_{\mathbf{W}}, (x, y) \mapsto \left(\frac{(d^3 - 27a)x}{3(3 + 3y + dx)} - \frac{d^2}{4}, \frac{(d^3 - 27a)(1 - y)}{2(3 + 3y + dx)} \right),$$

$$\phi: E_{\mathbf{W}} \rightarrow E_{\mathbf{H}}, (u, v) \mapsto \left(\frac{18d^2 + 72u}{d^3 - 12du - 108a + 24v}, 1 - \frac{48v}{d^3 - 12du - 108a + 24v} \right).$$

Twisted Edwards form



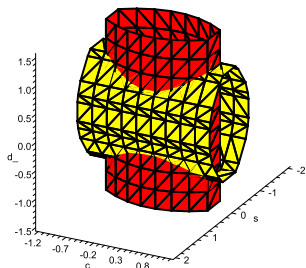
- Covers all elliptic curve covered by Montgomery curves $by^2 = x^3 + ax^2 + x$.
- New mixed coordinates.
 - Dbl: $3\mathbf{M} + 4\mathbf{S}$.
 - Add: $8\mathbf{M}$.
- Currently best for addition intensive operations, very interesting for parallel implementations.

The twisted Edwards curve $\mathbf{E}: ax^2 + y^2 = 1 + dx^2y^2$ is birationally equivalent to $\mathbf{W}: v^2 = u^3 + 2(a+d)u^2 + (a-d)^2u$:

$$\psi: E_E \rightarrow E_W, (x, y) \mapsto \left((1+y)^2 \frac{1-dx^2}{x^2}, 2(1+y)^2 \frac{1-dx^2}{x^3} \right),$$

$$\phi: E_W \rightarrow E_E, (u, v) \mapsto \left(2\frac{u}{v}, \frac{u-a+d}{u+a-d} \right).$$

Twisted Jacobi intersection form



- Covers all elliptic curves with exactly 3 points of order 2.
- New addition for homogeneous projective coordinates.
- New extended coordinates.
 - Dbl: $2\mathbf{M} + 5\mathbf{S}$.
 - Add: $11\mathbf{M}$.

The twisted Jacobi intersection curve $\mathbf{I}: bs^2 + c^2 = 1, as^2 + d^2 = 1$ is birationally equivalent to $\mathbf{W}: v^2 = u(u - a)(u - b)$:

$$\psi: E_{\mathbf{I}} \rightarrow E_{\mathbf{W}}, (s, c, d) \mapsto \left(\frac{(1+c)(1+d)}{s^2}, -\frac{(1+c)(1+d)(c+d)}{s^3} \right), \quad (1)$$

$$\phi: E_{\mathbf{W}} \rightarrow E_{\mathbf{I}}, (u, v) \mapsto \left(\frac{2v}{ab - u^2}, 2u \frac{b-u}{ab - u^2} - 1, 2u \frac{a-u}{ab - u^2} - 1 \right). \quad (2)$$

The coverage of some forms (two curve constants)

Table: Statistics on the coverage of some forms with two curve constants.

Curve equation	# of isomorphism classes (\approx)
Short Weierstrass $y^2 = x^3 + ax + b$	$2.00q$
Extended Jacobi quartic $y^2 = dx^4 + 2ax^2 + 1$	$1.33q$
Twisted Hessian $ax^3 + y^3 + 1 = dxy$	$0.88q$
Twisted Edwards $ax^2 + y^2 = 1 + dx^2y^2$	$0.79q$
Twisted Jacobi intersection $bs^2 + c^2 = 1, as^2 + d^2 = 1$	$0.33q$

The coverage of some forms (single curve constant)

Table: Statistics on the coverage of some forms with a single curve constant.

Curve equation	# of isomorphism classes (\approx)
Extended Jacobi quartic $y^2 = dx^4 \pm x^2 + 1$	$0.80q$
Short Weierstrass $y^2 = x^3 - 3x + b$	$0.75q$
Edwards $\pm x^2 + y^2 = 1 + dx^2y^2$	$0.71q$
Extended Jacobi quartic $y^2 = -x^4 + 2ax^2 + 1$	$0.66q$
Hessian $\pm x^3 + y^3 + 1 = dxy$	$0.58q$
Jacobi quartic $y^2 = x^4 + 2ax^2 + 1$	$0.31q$
Jacobi intersection $\pm s^2 + c^2 = 1, as^2 + d^2 = 1$	$0.31q$

Automated Tool Development

Develop tools to:

- 1 Automate group law derivation to find the minimal degree point doubling/addition formulae.
 - ▶ Magma, Maple.
- 2 Verify the correctness of derived formulae.
- 3 Find alternative formulae.

Automated Group Law

Theorem

Let W/\mathbb{K} and M/\mathbb{K} be affine curves. Assume that W and M , each with a fixed \mathbb{K} -rational point, are elliptic curves. Assume that W and M are birationally equivalent over \mathbb{K} . Let $\phi : W \rightarrow M$ and $\psi : M \rightarrow W$ be maps such that $\phi \circ \psi$ and $\psi \circ \phi$ are equal to the identity maps id_M and id_W , respectively. Let $+_W : W \times W \rightarrow W$ be the affine part of the unique addition law on W . The affine part of the unique addition law on M is given by the compositions

$$+_M = \phi \circ +_W \circ (\psi \times \psi). \quad (3)$$

Automated Group Law

For simplicity assume that W is in Weierstrass form

$$E_{\mathbf{w}, a_1, a_3, a_2, a_4, a_6} : y^2 + a_1xy + a_3y = x^3 + a_2x^2 + a_4x + a_6$$

which is a non-singular model for W . Assume also that the rational mapping $+_W$ defined by

$$\begin{aligned}+_W : W \times W &\rightarrow W \\(P_1, P_2) &\mapsto P_1 + P_2,\end{aligned}$$

gives the group law. Since $+_W$ is a morphism, i.e. the group law is defined for all of $W \times W$ and $+_W$ is already known explicitly for W , determining $+_M$ depends only on the definition of W , ϕ and ψ .

Example: Twisted Edwards curves

- The twisted Edwards curve is the curve

$$\mathbf{E}_{a,d}: ax^2 + y^2 = 1 + dx^2 + y^2$$

with $ad(a - d) \neq 0$.

- There two points at infinity on the projective closure of $\mathbf{E}_{a,d}$, see [BKL09].
 - ▶ These point are $(0 : 1 : 0)$ and $(1 : 0 : 0)$ and both are singular.
 - ▶ A blow-up of $\mathbf{E}_{a,d}$ around $(0 : 1 : 0)$ produces two points. These points will be denoted by Ω_1 and Ω_2 .
 - ▶ A blow-up of $\mathbf{E}_{a,d}$ around $(1 : 0 : 0)$ produces two points. These points will be denoted by Ω_3 and Ω_4 .

Example: Twisted Edwards curves

Recall the construction:

$$+_M = \phi \circ +_W \circ (\psi \times \psi).$$

Example Maple script:

```
> a2:=2*(a+d): a4:=(a-d)^2:
> M:=(x,y)->(a*x^2+y^2-(1+d*x^2*y^2)):
> W:=(u,v)->(v^2-(u^3+a2*u^2+a4*u)):
> phi:=(u,v)->(2*u/v,(u-a+d)/(u+a-d)):
> psi:=(x,y)->((1+y)^2*(1-d*x^2)/x^2,
                2*(2-(a+d)*x^2+2*(1-d*x^2)*y)/x^3):
> psipsi:=(x1,y1,x2,y2)->(psi(x1,y1),psi(x2,y2)):
> addW:=(u1,v1,u2,v2)->(((v2-v1)/(u2-u1))^2-a2-u1-u2,
                        (v2-v1)/(u2-u1)*(u1-(((v2-v1)/
                        (u2-u1))^2-a2-u1-u2))-v1):
> addM:=phi(addW(psipsi(x1,y1,x2,y2))):
```

Example: Twisted Edwards curves

The derived point addition (if defined):

$$(x_1, y_1) + (x_2, y_2) = (x_3, y_3) \text{ where}$$

$$x_3 = \frac{2((2(2-(a+d)x_2^2+2(1-dx_2^2)y_2)/x_2^2-2(2-(a+d)x_1^2+2(1-dx_1^2)y_1)/x_1^3)^2/((1+y_2)^2(1-dx_2^2)/x_2^2-(1+y_1)^2(1-dx_1^2)/x_1^2)^2-2a-2d-(1+y_1)^2(1-dx_1^2)/x_1^2-(1+y_2)^2(1-dx_2^2)/x_2^2)/((2(2-(a+d)x_2^2+2(1-dx_2^2)y_2)/x_2^2-2(2-(a+d)x_1^2+2(1-dx_1^2)y_1)/x_1^3)/((1+y_2)^2(1-dx_2^2)/x_2^2-(1+y_1)^2(1-dx_1^2)/x_1^2)(2(1+y_1)^2(1-dx_1^2)/x_1^2-(2(2-(a+d)x_2^2+2(1-dx_2^2)y_2)/x_2^3-2(2-(a+d)x_1^2+2(1-dx_1^2)y_1)/x_1^3)^2/((1+y_2)^2(1-dx_2^2)/x_2^2-(1+y_1)^2(1-dx_1^2)/x_1^2)^2+2a+2d+(1+y_2)^2(1-dx_2^2)/x_2^2-2(2-(a+d)x_1^2+2(1-dx_1^2)y_1)/x_1^3)},$$

$$y_3 = \frac{((2(2-(a+d)x_2^2+2(1-dx_2^2)y_2)/x_2^3-2(2-(a+d)x_1^2+2(1-dx_1^2)y_1)/x_1^3)^2/((1+y_2)^2(1-dx_2^2)/x_2^2-(1+y_1)^2(1-dx_1^2)/x_1^2)^2-3a-d-(1+y_1)^2(1-dx_1^2)/x_1^2-(1+y_2)^2(1-dx_2^2)/x_2^2)/((2(2-(a+d)x_2^2+2(1-dx_2^2)y_2)/x_2^3-2(2-(a+d)x_1^2+2(1-dx_1^2)y_1)/x_1^3)^2/((1+y_2)^2(1-dx_2^2)/x_2^2-(1+y_1)^2(1-dx_1^2)/x_1^2)^2-a-3d-(1+y_1)^2(1-dx_1^2)/x_1^2-(1+y_2)^2(1-dx_2^2)/x_2^2)},$$

Rational simplification

Problem: Well, we expected to see something “simple”, something which can be computed very efficiently.

Solution: Monagan and Pearce’s algorithm (2006) finds a fraction with minimal total degree sum of the numerator and denominator.

The algorithm: “. . . walk up through the degrees of the numerator and denominator and at each step attempt to solve $N\eta - D\delta \equiv 0 \pmod I \dots$ ”.

Here,

$$I = \langle ax_1^2 + y_1^2 = 1 + dx_1^2y_1^2, ax_2^2 + y_2^2 = 1 + dx_2^2y_2^2 \rangle,$$

N is the original numerator,

D is the original denominator,

η is a lower-degree numerator candidate,

δ is a lower-degree denominator candidate.

Rational simplification

Monagan and Pearce's algorithm is implemented in Maple v11+ and an open-source implementation is available in Pearce's thesis.

```
> addM:=simplify(addM,[M(x1,y1),M(x2,y2)],mindeg);
```

The simplified addition formulae are given by

$$(x_1, y_1) + (x_2, y_2) = \left(\frac{x_1 y_1 + x_2 y_2}{y_1 y_2 + a x_1 x_2}, \frac{x_1 y_1 - x_2 y_2}{x_1 y_2 - y_1 x_2} \right).$$

The point $(0, 1)$ is the identity and the point $(0, -1)$ is of order two.

With some more algebraic investigation, it is possible to derive the following **addition law**:

input : $P_1, P_2, \Omega_1, \Omega_2, \Omega_3, \Omega_4 \in E_E(\mathbb{K})$ and
fixed $\alpha, \delta \in \mathbb{K}$ such that $\alpha^2 = a$ and $\delta^2 = d$.

output : $P_1 + P_2$.

if $P_1 \in \{\Omega_1, \Omega_2, \Omega_3, \Omega_4\}$ then $P_t \leftarrow P_1, P_1 \leftarrow P_2, P_2 \leftarrow P_t$.

if $P_2 = \Omega_1$ then

if $P_1 = \Omega_1$ then return $(0, 1)$. else if $P_1 = \Omega_2$ then return $(0, -1)$. else if $P_1 = \Omega_3$ then return $(-1/\alpha, 0)$.
else if $P_1 = \Omega_4$ then return $(1/\alpha, 0)$. else if $P_1 = (0, 1)$ then return Ω_1 . else if $P_1 = (0, -1)$ then return Ω_2 .
else if $P_1 = (-1/\alpha, 0)$ then return Ω_3 . else if $P_1 = (1/\alpha, 0)$ then return Ω_4 . else return
 $(-1/(\alpha\delta x_1), -\alpha/(\delta y_1))$.

else if $P_2 = \Omega_2$ then

if $P_1 = \Omega_1$ then return $(0, -1)$. else if $P_1 = \Omega_2$ then return $(0, 1)$. else if $P_1 = \Omega_3$ then return $(1/\alpha, 0)$. else
if $P_1 = \Omega_4$ then return $(-1/\alpha, 0)$. else if $P_1 = (0, -1)$ then return Ω_1 . else if $P_1 = (0, 1)$ then return Ω_2 .
else if $P_1 = (1/\alpha, 0)$ then return Ω_3 . else if $P_1 = (-1/\alpha, 0)$ then return Ω_4 . else return
 $(1/(\alpha\delta x_1), \alpha/(\delta y_1))$.

else if $P_2 = \Omega_3$ then

if $P_1 = \Omega_1$ then return $(-1/\alpha, 0)$. else if $P_1 = \Omega_2$ then return $(1/\alpha, 0)$. else if $P_1 = \Omega_3$ then return $(0, -1)$.
else if $P_1 = \Omega_4$ then return $(0, 1)$. else if $P_1 = (1/\alpha, 0)$ then return Ω_1 . else if $P_1 = (-1/\alpha, 0)$ then return
 Ω_2 . else if $P_1 = (0, 1)$ then return Ω_3 . else if $P_1 = (0, -1)$ then return Ω_4 . else return $(1/(\delta y_1), -1/(\delta x_1))$.

else if $P_2 = \Omega_4$ then

if $P_1 = \Omega_1$ then return $(1/\alpha, 0)$. else if $P_1 = \Omega_2$ then return $(-1/\alpha, 0)$. else if $P_1 = \Omega_3$ then return $(0, 1)$.
else if $P_1 = \Omega_4$ then return $(0, -1)$. else if $P_1 = (-1/\alpha, 0)$ then return Ω_1 . else if $P_1 = (1/\alpha, 0)$ then return
 Ω_2 . else if $P_1 = (0, -1)$ then return Ω_3 . else if $P_1 = (0, 1)$ then return Ω_4 . else return $(-1/(\delta y_1), 1/(\delta x_1))$.

else if $(y_1 y_2 + ax_1 x_2)(x_1 y_2 - y_1 x_2) \neq 0$ then

$x_3 \leftarrow (x_1 y_1 + x_2 y_2)/(y_1 y_2 + ax_1 x_2)$.
 $y_3 \leftarrow (x_1 y_1 - x_2 y_2)/(x_1 y_2 - y_1 x_2)$.
return (x_3, y_3) .

else if $(1 - dx_1 x_2 y_1 y_2)(1 + dx_1 x_2 y_1 y_2) \neq 0$ then

$x_3 \leftarrow (x_1 y_2 + y_1 x_2)/(1 + dx_1 x_2 y_1 y_2)$.
 $y_3 \leftarrow (y_1 y_2 - ax_1 x_2)/(1 - dx_1 x_2 y_1 y_2)$.
return (x_3, y_3) .

else

if $P_2 = (1/(\alpha\delta x_1), -\alpha/(\delta y_1))$ then return Ω_1 . else if $P_2 = (-1/(\alpha\delta x_1), \alpha/(\delta y_1))$ then return Ω_2 . else if
 $P_2 = (1/(\delta y_1), 1/(\delta x_1))$ then return Ω_3 . else return Ω_4 .

end

Projective Group Laws

- 1 Efficient group laws.
- 2 New low-degree inversion-free formulae.
- 3 New and faster algorithms.
- 4 New coordinate systems. New mixed coordinates.

Example: Twisted Edwards curves

- Initial results from [BL07b] and [BBJ⁺08].

This work;

- Additional results for homogeneous projective coordinates, \mathcal{E} .
- Additional results for inverted coordinates, \mathcal{E}^i .
- A new system: Extended homogeneous projective coordinates, \mathcal{E}^e .
- A new system: Mixed homogeneous projective coordinates, \mathcal{E}^x .
- Dedicated (i.e. non-unified) addition formulae which is faster than the unified (i.e. valid-for-most-doublings) addition formulae.

Review of twisted Edwards addition formulae

\mathcal{E} : Projective coordinates, $(aX^2 + Y^2)Z^2 = Z^4 + dX^2Y^2$, $x = X/Z$,
 $y = Y/Z$, $10\mathbf{M} + 1\mathbf{S} + 2\mathbf{D}$, [BBJ⁺08]:

$$X_3 = Z_1Z_2(X_1Y_2 + Y_1X_2)(Z_1^2Z_2^2 - dX_1Y_1X_2Y_2)$$

$$Y_3 = Z_1Z_2(Y_1Y_2 - aX_1X_2)(Z_1^2Z_2^2 + dX_1Y_1X_2Y_2)$$

$$Z_3 = (Z_1^2Z_2^2 - dX_1Y_1X_2Y_2)(Z_1^2Z_2^2 + dX_1Y_1X_2Y_2)$$

\mathcal{E}^i : Inverted coordinates, $(aX^2 + Y^2)Z^2 = dZ^4 + X^2Y^2$, $x = Z/X$,
 $y = Z/Y$, $9\mathbf{M} + 1\mathbf{S} + 2\mathbf{D}$, [BBJ⁺08]:

$$X_3 = (X_1X_2 - aY_1Y_2)(X_1Y_1X_2Y_2 + dZ_1^2Z_2^2)$$

$$Y_3 = (X_1Y_2 + Y_1X_2)(X_1Y_1X_2Y_2 - dZ_1^2Z_2^2)$$

$$Z_3 = Z_1Z_2(X_1X_2 - aY_1Y_2)(X_1Y_2 + Y_1X_2)$$

- **Observation:** High degree polynomial expressions
- **Our Strategy:** Further lower the degrees by
 - ▶ keeping the track of $\frac{XY}{Z}$ separately.

Extended twisted Edwards coordinates, \mathcal{E}^e

- Represent each point (x, y) on $ax^2 + y^2 = 1 + dx^2y^2$ as

$$(X : Y : T : Z) = (\lambda X : \lambda Y : \lambda T : \lambda Z)$$

for all nonzero $\lambda \in K$ where T has the property $T = XY/Z$.

- Each $(X : Y : T : Z)$ satisfies $(aX^2 + Y^2)Z^2 = Z^4 + dX^2Y^2$.
- $(X : Y : T : Z) + (0 : 1 : 0 : 1) = (X : Y : T : Z)$.
- $-(X : Y : T : Z) = (-X : Y : -T : Z)$.
- Unified addition in \mathcal{E}^e :

$$X_3 = (X_1 Y_2 + Y_1 X_2)(Z_1 Z_2 - dT_1 T_2)$$

$$Y_3 = (Y_1 Y_2 - aX_1 X_2)(Z_1 Z_2 + dT_1 T_2)$$

$$T_3 = (Y_1 Y_2 - aX_1 X_2)(X_1 Y_2 + Y_1 X_2)$$

$$Z_3 = (Z_1 Z_2 - dT_1 T_2)(Z_1 Z_2 + dT_1 T_2)$$

Unified addition in \mathcal{E}^e

$$\begin{aligned}X_3 &= (X_1 Y_2 + Y_1 X_2)(Z_1 Z_2 - d T_1 T_2) \\Y_3 &= (Y_1 Y_2 - a X_1 X_2)(Z_1 Z_2 + d T_1 T_2) \\T_3 &= (Y_1 Y_2 - a X_1 X_2)(X_1 Y_2 + Y_1 X_2) \\Z_3 &= (Z_1 Z_2 - d T_1 T_2)(Z_1 Z_2 + d T_1 T_2)\end{aligned}$$

- A point addition takes $9\mathbf{M} + 2\mathbf{D}$.

$$\begin{aligned}A &\leftarrow X_1 \cdot X_2, & B &\leftarrow Y_1 \cdot Y_2, & C &\leftarrow d T_1 \cdot T_2, & D &\leftarrow Z_1 \cdot Z_2, \\E &\leftarrow (X_1 + Y_1) \cdot (X_2 + Y_2) - A - B, & F &\leftarrow D - C, & G &\leftarrow D + C, \\H &\leftarrow B - a A, & X_3 &\leftarrow E \cdot F, & Y_3 &\leftarrow G \cdot H, & T_3 &\leftarrow E \cdot H, & Z_3 &\leftarrow F \cdot G.\end{aligned}$$

- Complete addition

- ▶ if a is a square in \mathbb{K} and d is not a square in \mathbb{K} .

Operation Counts

System	Double	Add
Edwards ($c = 1$), [BL07a]	$3\mathbf{M}+4\mathbf{S}$	$10\mathbf{M}+1\mathbf{S}+1\mathbf{D}$
Inverted Edwards ($c = 1$), [BL07b]	$3\mathbf{M}+4\mathbf{S}+1\mathbf{D}$	$9\mathbf{M}+1\mathbf{S}+1\mathbf{D}$
Twisted Edwards, [BBJLP08]	$3\mathbf{M}+4\mathbf{S}+1\mathbf{D}$	$10\mathbf{M}+1\mathbf{S}+2\mathbf{D}$
Inverted twisted Edwards, [BBJLP08]	$3\mathbf{M}+4\mathbf{S}+2\mathbf{D}$	$9\mathbf{M}+1\mathbf{S}+2\mathbf{D}$
Twisted Edwards, \mathcal{E}^e	$4\mathbf{M}+4\mathbf{S}+1\mathbf{D}$	$9\mathbf{M} \quad +2\mathbf{D}$

Operation Counts

System	Double	Add
Edwards ($c = 1$), [BL07a]	$3\mathbf{M}+4\mathbf{S}$	$10\mathbf{M}+1\mathbf{S}+1\mathbf{D}$
Inverted Edwards ($c = 1$), [BL07b]	$3\mathbf{M}+4\mathbf{S}+1\mathbf{D}$	$9\mathbf{M}+1\mathbf{S}+1\mathbf{D}$
Twisted Edwards, [BBJLP08]	$3\mathbf{M}+4\mathbf{S}+1\mathbf{D}$	$10\mathbf{M}+1\mathbf{S}+2\mathbf{D}$
Inverted twisted Edwards, [BBJLP08]	$3\mathbf{M}+4\mathbf{S}+2\mathbf{D}$	$9\mathbf{M}+1\mathbf{S}+2\mathbf{D}$
Twisted Edwards, \mathcal{E}^e	$4\mathbf{M}+4\mathbf{S}+1\mathbf{D}$	$9\mathbf{M} + 2\mathbf{D}$
Twisted Edwards ($a = -1$), \mathcal{E}^e	$4\mathbf{M}+4\mathbf{S}$	$8\mathbf{M} + 1\mathbf{D}$

Operation Counts

System	Double	Add
Edwards ($c = 1$), [BL07a]	$3\mathbf{M}+4\mathbf{S}$	$10\mathbf{M}+1\mathbf{S}+1\mathbf{D}$
Inverted Edwards ($c = 1$), [BL07b]	$3\mathbf{M}+4\mathbf{S}+1\mathbf{D}$	$9\mathbf{M}+1\mathbf{S}+1\mathbf{D}$
Twisted Edwards, [BBJLP08]	$3\mathbf{M}+4\mathbf{S}+1\mathbf{D}$	$10\mathbf{M}+1\mathbf{S}+2\mathbf{D}$
Inverted twisted Edwards, [BBJLP08]	$3\mathbf{M}+4\mathbf{S}+2\mathbf{D}$	$9\mathbf{M}+1\mathbf{S}+2\mathbf{D}$
Twisted Edwards, \mathcal{E}^e	$4\mathbf{M}+4\mathbf{S}+1\mathbf{D}$	$9\mathbf{M} \quad +2\mathbf{D}$
Twisted Edwards ($a = -1$), \mathcal{E}^e	$4\mathbf{M}+4\mathbf{S}$	$8\mathbf{M} \quad +1\mathbf{D}$

$$\begin{aligned} A &\leftarrow (Y_1 - X_1) \cdot (Y_2 - X_2), & B &\leftarrow (Y_1 + X_1) \cdot (Y_2 + X_2), \\ C &\leftarrow 2d T_1 \cdot T_2, & D &\leftarrow 2Z_1 \cdot Z_2, & E &\leftarrow B - A, & F &\leftarrow D - C, \\ G &\leftarrow D + C, & H &\leftarrow B + A, & X_3 &\leftarrow E \cdot F, & Y_3 &\leftarrow G \cdot H, \\ & & T_3 &\leftarrow E \cdot H, & Z_3 &\leftarrow F \cdot G \end{aligned}$$

Operation Counts

System	Double	Add
Edwards ($c = 1$), [BL07a]	$3\mathbf{M}+4\mathbf{S}$	$10\mathbf{M}+1\mathbf{S}+1\mathbf{D}$
Inverted Edwards ($c = 1$), [BL07b]	$3\mathbf{M}+4\mathbf{S}+1\mathbf{D}$	$9\mathbf{M}+1\mathbf{S}+1\mathbf{D}$
Twisted Edwards, [BBJLP08]	$3\mathbf{M}+4\mathbf{S}+1\mathbf{D}$	$10\mathbf{M}+1\mathbf{S}+2\mathbf{D}$
Inverted twisted Edwards, [BBJLP08]	$3\mathbf{M}+4\mathbf{S}+2\mathbf{D}$	$9\mathbf{M}+1\mathbf{S}+2\mathbf{D}$
Twisted Edwards, \mathcal{E}^e	$4\mathbf{M}+4\mathbf{S}+1\mathbf{D}$	$9\mathbf{M} + 2\mathbf{D}$
Twisted Edwards ($a = -1$), \mathcal{E}^e	$4\mathbf{M}+4\mathbf{S}$	$8\mathbf{M} + 1\mathbf{D}$
Twisted Edwards ($a = -1$), \mathcal{E}^x	$3\mathbf{M}+4\mathbf{S}$	$8\mathbf{M} + 1\mathbf{D}$

\mathcal{E}^x : Mixing \mathcal{E}^e with \mathcal{E} .

- For repeated doublings, use $\mathcal{E} \leftarrow 2\mathcal{E}$.
- If a doubling is followed by an addition, use
 - 1 $\mathcal{E}^e \leftarrow 2\mathcal{E}$ for the doubling step; followed by,
 - 2 $\mathcal{E} \leftarrow \mathcal{E}^e + \mathcal{E}^e$ for the addition step.

Further Optimizations: Alternative formulae

- The affine point addition formulae **dependent upon a and d** in [BBJLP08] given by

$$(x_1, y_1), (x_2, y_2) \mapsto \left(\frac{x_1 y_2 + y_1 x_2}{1 + d x_1 x_2 y_1 y_2}, \frac{y_1 y_2 - a x_1 x_2}{1 - d x_1 x_2 y_1 y_2} \right).$$

- However we can use alternative formulae **independent of d** given by

$$(x_1, y_1), (x_2, y_2) \mapsto \left(\frac{x_1 y_1 + x_2 y_2}{y_1 y_2 + a x_1 x_2}, \frac{x_1 y_1 - x_2 y_2}{x_1 y_2 - y_1 x_2} \right).$$

Example: Twisted Edwards curves

- The explicit dedicated addition formulae are then given by

$$\begin{aligned}X_3 &= (X_1 Y_2 - Y_1 X_2)(T_1 Z_2 + Z_1 T_2), \\Y_3 &= (Y_1 Y_2 + aX_1 X_2)(T_1 Z_2 - Z_1 T_2), \\T_3 &= (T_1 Z_2 + Z_1 T_2)(T_1 Z_2 - Z_1 T_2), \\Z_3 &= (Y_1 Y_2 + aX_1 X_2)(X_1 Y_2 - Y_1 X_2).\end{aligned}$$

- A point addition costs $9\mathbf{M} + 1\mathbf{D}$. Saves an **extra** $1\mathbf{D}$ over the original formulae.
- A point addition with $a = -1$ costs $8\mathbf{M}$. Saves an **extra** $1\mathbf{D}$ over the original formulae.
- Use base points of **odd order** to prevent exception handling.

Operation Counts

System	Double	Add
Edwards, [BL07a]	$3\mathbf{M}+4\mathbf{S}$	$10\mathbf{M}+1\mathbf{S}+1\mathbf{D}$
Inverted Edwards, [BL07b]	$3\mathbf{M}+4\mathbf{S}+1\mathbf{D}$	$9\mathbf{M}+1\mathbf{S}+1\mathbf{D}$
Twisted Edwards, [BBJLP08]	$3\mathbf{M}+4\mathbf{S}+1\mathbf{D}$	$10\mathbf{M}+1\mathbf{S}+2\mathbf{D}$
Inverted twisted Edwards, [BBJLP08]	$3\mathbf{M}+4\mathbf{S}+2\mathbf{D}$	$9\mathbf{M}+1\mathbf{S}+2\mathbf{D}$
Twisted Edwards, \mathcal{E}^e	$4\mathbf{M}+4\mathbf{S}+1\mathbf{D}$	$9\mathbf{M} + 2\mathbf{D}$
Twisted Edwards ($a = -1$), \mathcal{E}^e	$4\mathbf{M}+4\mathbf{S}$	$8\mathbf{M} + 1\mathbf{D}$
Twisted Edwards ($a = -1$), \mathcal{E}^x	$3\mathbf{M}+4\mathbf{S}$	$8\mathbf{M} + 1\mathbf{D}$
Twisted Edwards ($a = -1$), \mathcal{E}^x	$3\mathbf{M}+4\mathbf{S}$	$8\mathbf{M}$

- $(X_1: Y_1: T_1: Z_1) + (X_2: Y_2: T_2: 1)$ costs only $7\mathbf{M}$.

Operation Counts

Table: Operation counts for **extended Jacobi quartic** form with $a = -1/2$ in different coordinate systems.

System	DBL	ADD
Q^w	-	$10M+2S+2D+14a$, unified, [BJ03]
Q	$3M+4S+ 4a$	$10M+7S+2D+17a$, unified
	$2M+5S+ 7a$	$10M+5S+1D+10a$, dedicated
Q^e	$3M+5S+ 4a$	$8M+3S+2D+17a$, unified
	$8S+13a$	$7M+3S+1D+19a$, dedicated
Q^x	$3M+4S+ 4a$	$7M+4S+3D+19a$, unified
	$2M+5S+ 7a$	$6M+4S+2D+21a$, dedicated

Q^w : Weighted, Q : Projective, Q^e : Extended, Q^x : Mixed coordinates.

Operation Counts

Table: Operation counts for (twisted) Jacobi intersection form with $b = 1$ in different coordinate systems.

System	DBL	ADD
\mathcal{I}	$3\mathbf{M}+4\mathbf{S} +6\mathbf{a}$, [BL07a] $2\mathbf{M}+5\mathbf{S}+1\mathbf{D}+7\mathbf{a}$	$13\mathbf{M}+2\mathbf{S}+1\mathbf{D}+ 7\mathbf{a}$, unified, [LS01] $13\mathbf{M}+1\mathbf{S}+2\mathbf{D}+15\mathbf{a}$, unified $12\mathbf{M} +11\mathbf{a}$, dedicated
\mathcal{I}^{m2}	-	$11\mathbf{M}+1\mathbf{S}+2\mathbf{D}+15\mathbf{a}$, unified
\mathcal{I}^{m1}	$3\mathbf{M}+4\mathbf{S} +6\mathbf{a}$, * $2\mathbf{M}+5\mathbf{S}+1\mathbf{D}+7\mathbf{a}$	$11\mathbf{M} + 9\mathbf{a}$, dedicated -

*: Adapted from [BL07a, dbl-2007-bl].

\mathcal{I} : Projective, \mathcal{I}^{m1} : Modified version 1, \mathcal{I}^{m2} : Modified version 2 coordinates.

Operation Counts

Table: Operation counts for (twisted) Hessian form with $a = 1$ in different coordinate systems.

System	DBL	ADD
\mathcal{H}	$6\mathbf{M}+3\mathbf{S}+ 3\mathbf{a}$, [BKL09]	$12\mathbf{M} + 3\mathbf{a}$, unified, [BKL09]
	$7\mathbf{M}+1\mathbf{S}+ 8\mathbf{a}$	$11\mathbf{M} + 17\mathbf{a}$, unified
	$3\mathbf{M}+6\mathbf{S}+18\mathbf{a}$	$12\mathbf{M} + 3\mathbf{a}$, dedicated
		$11\mathbf{M} + 17\mathbf{a}$, dedicated
\mathcal{H}^e	$9\mathbf{M}+3\mathbf{S}+ 3\mathbf{a}$	$9\mathbf{M}+3\mathbf{S}+ 3\mathbf{a}$, unified
		$9\mathbf{M}+3\mathbf{S}+ 3\mathbf{a}$, dedicated
	$5\mathbf{M}+6\mathbf{S}+29\mathbf{a}$	$6\mathbf{M}+6\mathbf{S}+15\mathbf{a}$, unified
		$6\mathbf{M}+6\mathbf{S}+15\mathbf{a}$, dedicated

\mathcal{H} : Projective, \mathcal{H}^m : Modified, \mathcal{H}^e : Extended, \mathcal{H}^x Mixed coordinates.

Operation Counts

Table: Operation counts for **short Weierstrass form** with $a = -3$ in different coordinate systems.

System	DBL	ADD
\mathcal{P} , [CC86]	$7\mathbf{M}+3\mathbf{S}+10\mathbf{a}$, [BL07a]	$12\mathbf{M}+ 5\mathbf{S}+1\mathbf{D}+10\mathbf{a}$, unified, [BJ02]
		$11\mathbf{M}+ 6\mathbf{S}+1\mathbf{D}+15\mathbf{a}$, unified, [BL07a]
		$11\mathbf{M}+ 5\mathbf{S}+1\mathbf{D}+16\mathbf{a}$, unified
		$12\mathbf{M}+ 2\mathbf{S} + 7\mathbf{a}$, dedicated, [CMO98]
\mathcal{J} , [CC86]	$4\mathbf{M}+4\mathbf{S}+ 9\mathbf{a}$, [HMOV03] $3\mathbf{M}+5\mathbf{S}+12\mathbf{a}$, [BL07a]	$8\mathbf{M}+10\mathbf{S}+1\mathbf{D}+24\mathbf{a}$, unified
		$12\mathbf{M}+ 4\mathbf{S} + 7\mathbf{a}$, dedicated, [CMO98]
		$11\mathbf{M}+ 5\mathbf{S} +11\mathbf{a}$, dedicated, [BL07a]
\mathcal{J}^c , [CC86]	$4\mathbf{M}+6\mathbf{S}+ 4\mathbf{a}$, [CMO98]	$7\mathbf{M}+ 9\mathbf{S}+1\mathbf{D}+24\mathbf{a}$, unified
		$11\mathbf{M}+ 3\mathbf{S} + 7\mathbf{a}$, dedicated, [CMO98]
		$10\mathbf{M}+ 4\mathbf{S} +13\mathbf{a}$, dedicated, [BL07a]

\mathcal{P} : Projective, \mathcal{J} : Jacobian, \mathcal{J}^c : Chudnovsky Jacobian.

Table: Sample elliptic curves over $\mathbb{F}_{2^{256}-587}$.

Curve	Equation	h
Short Weierstrass, E_S	$y^2 = x^3 - 3x + 2582$	1
Extended Jacobi quartic, E_Q	$y^2 = 25629x^4 - x^2 + 1$	2
(Twisted) Hessian, E_H	$x^3 + y^3 + 1 = 53010xy$	3
Twisted Edwards, E_E	$-x^2 + y^2 = 1 + 3763x^2y^2$	4
(Twisted) Jacobi intersection, E_I	$s^2 + c^2 = 1, 3764s^2 + d^2 = 1$	4

- Scalar MULtiplication: Algorithm 3.38 in [HMOV03].
- The integer recoding part of the scalar multiplication: w -LtoR algorithm in [Ava05].
 - ▶ Runs on-the-fly as the main loop of the scalar multiplication is performed.
- Look-up table: $3P, 5P, \dots, 31P$.
 - ▶ All points are kept in extended projective coordinates.

Table: Cycle-counts (rounded to the nearest one thousand) for 256-bit scalar multiplication with variable base-point (for Core 2).

Curve & coordinate system	Approximate operation counts	Cycles
Short Weierstrass ($a = -3$), \mathcal{J}	I +1598 M +1156 S + 0 D +2896 a	468,000
(Twisted) Hessian ($a = 1$), \mathcal{H}	I +2093 M + 757 S + 0 D +1177 a	447,000
(Twisted) Jacobi intersection ($b = 1$), \mathcal{I}^{m1}	I +1295 M +1011 S + 0 D +2009 a	383,000
Extended Jacobi quartic ($a = -1/2$), \mathcal{Q}^x	I +1162 M +1110 S +102 D +1796 a	376,000
Twisted Edwards ($a = -1$), \mathcal{E}^x	I +1202 M + 969 S + 0 D +2025 a	362,000

Note: Short Weierstrass ($a = -3$) was the fastest before 2006!

Table: Cycle-counts (rounded to the nearest one thousand) for 256-bit scalar multiplication with fixed base-point (for Core 2).

Curve & coordinate system	Look-up	Cycles
Short Weierstrass ($a = -3$), \mathcal{J}	2 KB \times 2	138,000
	8 KB \times 2	121,000
	16 KB \times 2	102,000
	32 KB \times 2	92,000
	64 KB \times 2	86,000
Twisted Edwards ($a = -1$), \mathcal{E}^e	2 KB \times 2	124,000
	8 KB \times 2	109,000
	16 KB \times 2	92,000
	32 KB \times 2	82,000
	64 KB \times 2	79,000

Summary

The main aim is revisiting the elliptic curve group law with an emphasis on *more* efficient point additions.

To achieve this aim the research is split into the following successive tasks:

- Collected algebraic tools in order to find maps between curves,
- Developed computer algebra tools to automate the group law derivation using the derived maps and the well-known group law of Weierstrass form elliptic curves,
- Found a systematic way of simplifying rational expressions to make a “simple” statement of the group law,

...

Summary

- Developed an algorithm for each form in order to make a complete description of the group law by appropriately handling all possible cases.
- Developed inversion-free algorithms in various coordinate systems for each form and comparing each coordinate system in terms of efficiency in suitable contexts.
- Developed optimized high-speed software implementations in order to support theoretical results.

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