# Isogeny-based key exchange

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A *key exchange* is a method for (typically) two parties to negotiate a shared secret key over an insecure channel.

(For now, "insecure" means someone is listening in on everything being sent. There is also a notion of *active* attackers who mess with data on the wire.)

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Fundamental reason this works:  $\cdot^{a}$  and  $\cdot^{b}$  are commutative!

#### Diffie-Hellman: Bob vs. Eve

#### Bob

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

•••

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

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# Is this a good idea?

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Bob	Attacker Eve
1. Set $t \leftarrow g$ .	1. Set $t \leftarrow g$ . If $t = B$ return 1.
2. Set $t \leftarrow t \cdot g$ .	2. Set $t \leftarrow t \cdot g$ . If $t = B$ return 2.
3. Set $t \leftarrow t \cdot g$ .	3. Set $t \leftarrow t \cdot g$ . If $t = B$ return 3.
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$b-1$ . Set $t \leftarrow t \cdot g$ .	$b-1$ . Set $t \leftarrow t \cdot g$ . If $t = B$ return $b-1$ .
<i>b</i> . Publish $B \leftarrow t \cdot g$ .	<i>b.</i> Set $t \leftarrow t \cdot g$ . If $t = B$ return <i>b</i> .
	$b+1$ . Set $t \leftarrow t \cdot g$ . If $t = B$ return $b+1$ .
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Effort for both: O(#G). Bob needs to be smarter.

(This attacker is also kind of dumb, but that doesn't matter for my point here.)



multiply



### Square-and-multiply



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



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...and they lived happily ever after?



Shor's algorithm quantumly computes x from  $g^x$  in any group in polynomial time.















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



# New plan: Get rid of the group, keep the graph.



### Big picture $\rho \rho$

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It is easy to construct graphs that satisfy *almost* all of these — but getting all at once seems rare. Isogenies!

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Which of these is good for crypto? Both.

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



Ε



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# CSIDH ['siːˌsaɪd]

Martin Million and

And God said, Let the waters under the heaven be gathered together unto one place, and let the dry land appear: and it was so.

And God called the dry land Earth; and the gathering together of the waters called he Seas: and God saw that it was good.

[King James Bible, Genesis 1:9-10]

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[Castryck–Lange–Martindale–Panny–Renes '18]:

Switch to supersingular curves  $\implies$  "practical" performance.

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• Walking "left" and "right" on any  $\ell_i$ -subgraph is efficient.

▶ Recall p + 1 = 4 · ℓ<sub>1</sub> · · · ℓ<sub>n</sub>.
 Special p yields supersingular curves of very smooth order.

• Note  $\pi^2 = -p$ , so the ideals  $(\ell_i)$  split as  $(\ell_i, \pi-1) \cdot (\ell_i, \pi+1)$ .

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Computing the action of  $l_i = (\ell_i, \pi - 1)$ :

- 1. Find a point  $(x, y) \in E$  of order  $\ell_i$  with  $x, y \in \mathbb{F}_p$ .
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<u>Net result</u>: With *x*-only arithmetic everything happens over  $\mathbb{F}_p$ .  $\implies$  Efficient to implement!
















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- Rational isogenies commute with π, hence the choice of these subgroups is compatible between different curves.
- In particular, this allows us to construct "commuting" isogenies from local information only.
- Fun fact: There's really nothing too special about π here; it's just the one endomorphism we can always find easily.
   ~> Generalization "OSIDH" [Colò–Kohel '19].

#### Why no Shor?

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For group <u>actions</u>, we generally cannot compose a \* s and b \* s!

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→ best known <u>classical</u> attack: meet-in-the-middle,  $\tilde{\mathcal{O}}(p^{1/4})$ . Fully exponential: Complexity  $\exp((\log p)^{1+o(1)})$ .

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Solving abelian hidden shift breaks CSIDH.

→ non-devastating <u>quantum</u> attack (Kuperberg's algorithm). Subexponential: Complexity  $\exp((\log p)^{1/2+o(1)})$ .

# Can we avoid Kuperberg's algorithm?

The supersingular isogeny graph over  $\mathbb{F}_{p^2}$  has less structure.

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The supersingular isogeny graph over  $\mathbb{F}_{p^2}$  has less structure.

- ▶ **SIDH** uses the full  $\mathbb{F}_{p^2}$ -isogeny graph. No group action!
- Problem: also no more intrinsic sense of direction.
  *"It all bloody looks the same!"* a famous isogeny cryptographer
  meed extra information to let Alice & Bob's walks commute.



# Now: SIDH (Jao, De Feo; 2011)

#### Reminder: High-level view



- ► Alice & Bob pick secret subgroups *A* and *B* of *E*.
- ► Alice computes  $\varphi_A : E \to E/A$ ; Bob computes  $\varphi_B : E \to E/B$ . (These isogenies correspond to walking on the isogeny graph.)
- Alice and Bob transmit the values E/A and E/B.
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# SIDH's auxiliary points

"Alice <u>somehow</u> obtains  $A' := \text{shift}_{\varphi_B}(A)$ ."

...but Alice knows only A, Bob knows only  $\varphi_B$ . Hm.

<u>CSIDH's solution: use distinguished subgroups</u> (eigenspaces of  $\pi$ ).

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<u>SIDH's solution</u>:  $\varphi_B$  is a group homomorphism! (and  $A \cap B = \{\infty\}$ )



- Alice picks *A* as  $\langle P + [a]Q \rangle$  for fixed public  $P, Q \in E$ .
- ▶ Bob includes  $\varphi_B(P)$  and  $\varphi_B(Q)$  in his public key.
- $\implies$  Now Alice can compute A' as  $\langle \varphi_B(P) + [a] \varphi_B(Q) \rangle$ .

► In SIDH, #*A* and #*B* are "crypto-sized". Vélu's formulas take  $\Theta(\#G)$  to compute  $\varphi_G : E \to E/G$ .

- ► In SIDH,  $\#A = 2^n$  and  $\#B = 3^m$  are "crypto-sized". Vélu's formulas take  $\Theta(\#G)$  to compute  $\varphi_G : E \to E/G$ .
- **!!** Evaluate  $\varphi_G$  as a chain of small-degree isogenies: For  $G \cong \mathbb{Z}/\ell^k$ , set ker  $\psi_i := [\ell^{k-i}](\psi_{i-1} \circ \cdots \circ \psi_1)(G)$ .



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- → Complexity:  $O(k^2 \cdot \ell)$ . Exponentially smaller than  $\ell^k$ ! "Optimal strategy" improves this to  $O(k \log k \cdot \ell)$ .
  - Also choose special *p* such that everything stays over  $\mathbb{F}_{p^2}$ .

### SIDH in one slide

Public parameters:

- ► a large prime  $p = 2^n 3^m 1$  and a supersingular  $E/\mathbb{F}_p$
- ► bases (P, Q) and (R, S) of  $E[2^n]$  and  $E[3^m]$  (recall  $E[k] \cong \mathbb{Z}/k \times \mathbb{Z}/k$ )

Alice	public Bob
$\overset{\text{random}}{\longleftarrow} \{02^n - 1\}$	$b \xleftarrow{\text{random}} \{03^m - 1\}$
$\boldsymbol{A} := \langle \boldsymbol{P} + [\boldsymbol{a}] \boldsymbol{Q} \rangle$	$B := \langle R + [b]S \rangle$
compute $\varphi_{\mathbf{A}} \colon E \to E/\mathbf{A}$	compute $\varphi_B \colon E \to E/B$
$E/A, \varphi_A(R), \varphi_A(S)$	$E/B, \varphi_B(P), \varphi_B(Q)$
$A' := \langle \varphi_B(P) + [a] \varphi_B(Q) \rangle$ $s := j((E/B)/A')$	$B' := \langle \varphi_{\mathbf{A}}(R) + [b]\varphi_{\mathbf{A}}(S) \rangle$ $s := j((E/\mathbf{A})/B')$

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- Meet-in-the-middle:  $\tilde{\mathcal{O}}(p^{1/4})$  time & space.
- Collision finding:  $\tilde{\mathcal{O}}(p^{3/8}/\sqrt{memory}/cores)$ .

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Claw finding: claimed 
 *O*(p<sup>1/6</sup>).
 [JS19] says this is more expensive than classical attacks.

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 [JS19] says this is more expensive than classical attacks.

<u>Bottom line</u>: Fully exponential. Complexity  $\exp((\log p)^{1+o(1)})$ .

# Questions?