

Disorientation faults in CSIDH

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Crypto Working Group meeting

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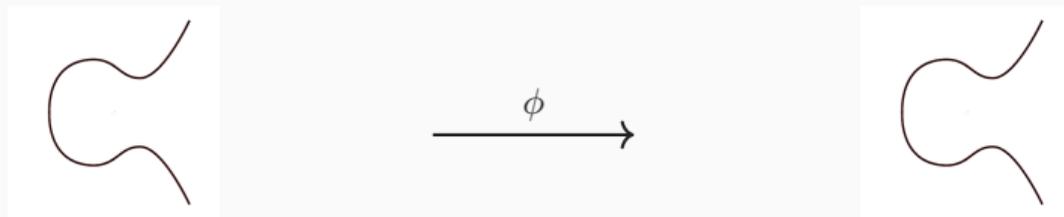
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Physical attacks: trigger an error during the execution of sensitive computations; infer secret information from faulty outputs;

Takeaway:

- ▶ We propose lightweight countermeasures.
- ▶ The security of CSIDH is not compromised.

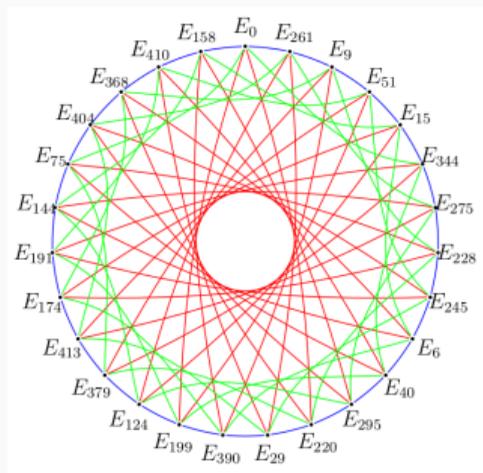
- ▶ Part of post-quantum public-key cryptography.
- ▶ **Isogeny:** rational function that maps points from curve E_1 to points on curve E_2 .



- ▶ **Degree** of an isogeny: number of points on E_1 mapping to the neutral element on E_2 . Computing an isogeny of degree $l_i \rightarrow$ an l_i -step.
- ▶ **CSIDH:** commutative group action suitable for non-interactive key exchange.

The CSIDH isogeny graph

- ▶ Nodes $\rightarrow \mathbb{F}_p$ -isomorphism classes of supersingular elliptic curves.
Edges \rightarrow isogenies between them.
- ▶ We can not compute the whole graph, but we can *walk* on it \rightarrow compute a step and see on which node we arrive.
- ▶ $p = 4 \cdot \prod \ell_i - 1$, for $\ell_i \in \{3, 5, \dots, 377, 587\} \rightarrow$ we can compute ℓ_i -steps in the positive or in the negative direction, for all ℓ_i .



Edges are 3, 5, and 7-isogenies. Image credit: Lorenz Panny.

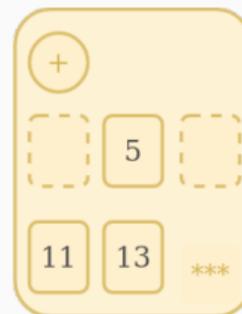
Supersingular Isogeny Path problem

Given E_1 and E_2 two supersingular elliptic curves over \mathbb{F}_p , find an isogeny from E_1 to E_2 .

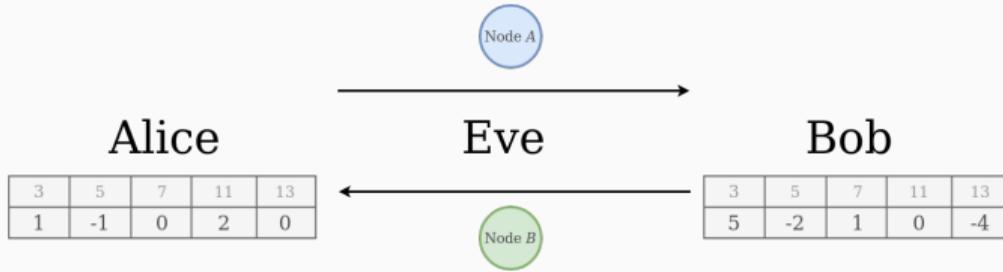
Magic box



Cards with instructions on how to compute steps.

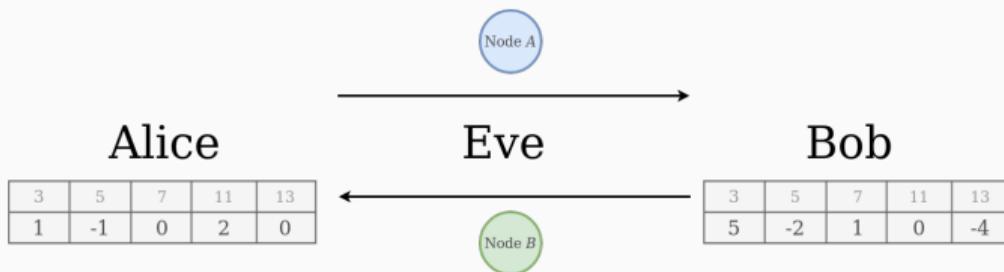


- ▶ Some cards are for walking in the positive, and some are for walking in the negative direction.
- ▶ Some cards are missing instructions for certain steps (unlucky).



$$\text{Node A} + \begin{bmatrix} 3 & 5 & 7 & 11 & 13 \\ 5 & -2 & 1 & 0 & -4 \end{bmatrix} = \text{Node B} + \begin{bmatrix} 3 & 5 & 7 & 11 & 13 \\ 1 & -1 & 0 & 2 & 0 \end{bmatrix}$$

- ▶ Eve will relay the messages between Alice and Bob.



$$\text{Node A} + \begin{bmatrix} 3 & 5 & 7 & 11 & 13 \\ 5 & -2 & 1 & 0 & -4 \end{bmatrix} = \text{Node B} + \begin{bmatrix} 3 & 5 & 7 & 11 & 13 \\ 1 & -1 & 0 & 2 & 0 \end{bmatrix}$$

- ▶ Eve will relay the messages between Alice and Bob.
- ▶ She brings the magic box.



Alice gets a card with instructions.

Alice gets a card with instructions.







- ▶ Alice rolls 74 dice. Each dice has ℓ_i sides for $\ell_i \in \{3, 5, \dots, 377, 587\}$.
- ▶ Getting a 'one' on the dice with ℓ_i sides : Alice gets a card *without* instructions for making ℓ_i -steps.
- ▶ Getting anything else: Alice gets a card *with* instructions for making ℓ_i -steps. Instructions are either for positive or negative steps, both with equal probability.
- ▶ Alice can compute all or some of the steps that she gets instructions for. Each step is computed at most once.
- ▶ **Round**: the process from rolling the dice to computing all possible steps.
- ▶ Alice performs as many rounds as she needs to compute all steps from the secret key.

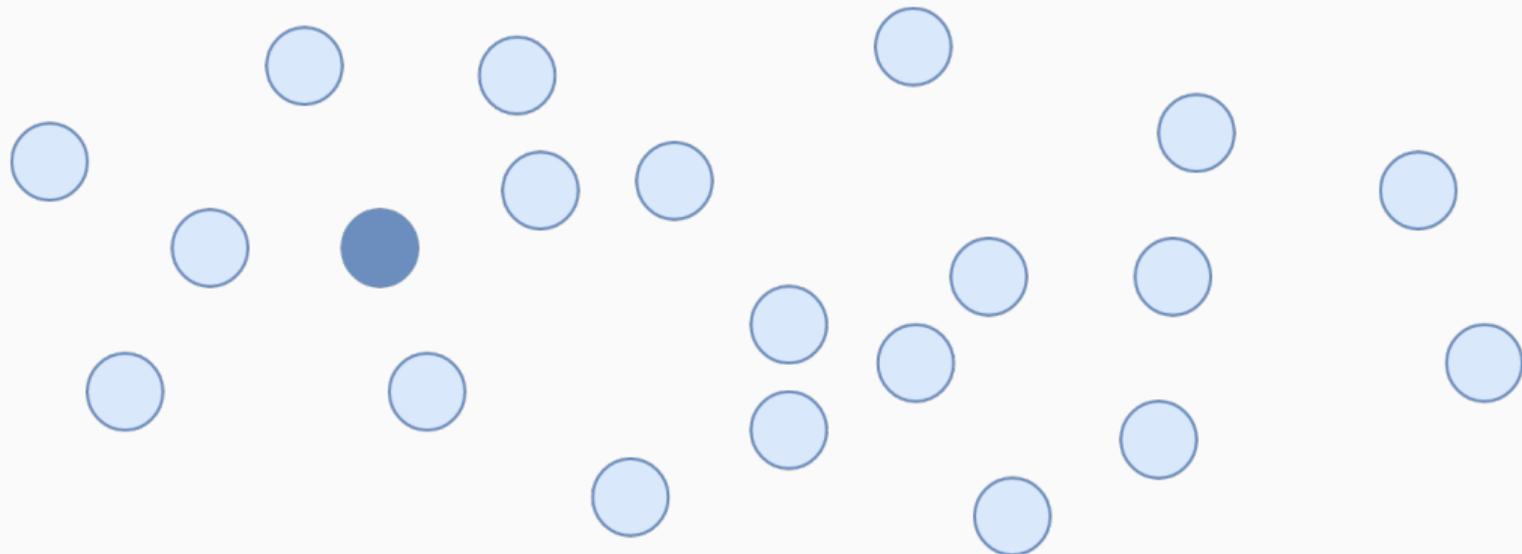
Computing the secret path (example)

Alice's secret key

3	5	7	11	13
1	-1	0	3	0

Left to compute

3	5	7	11	13
1	-1	0	3	0



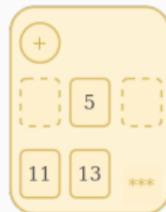
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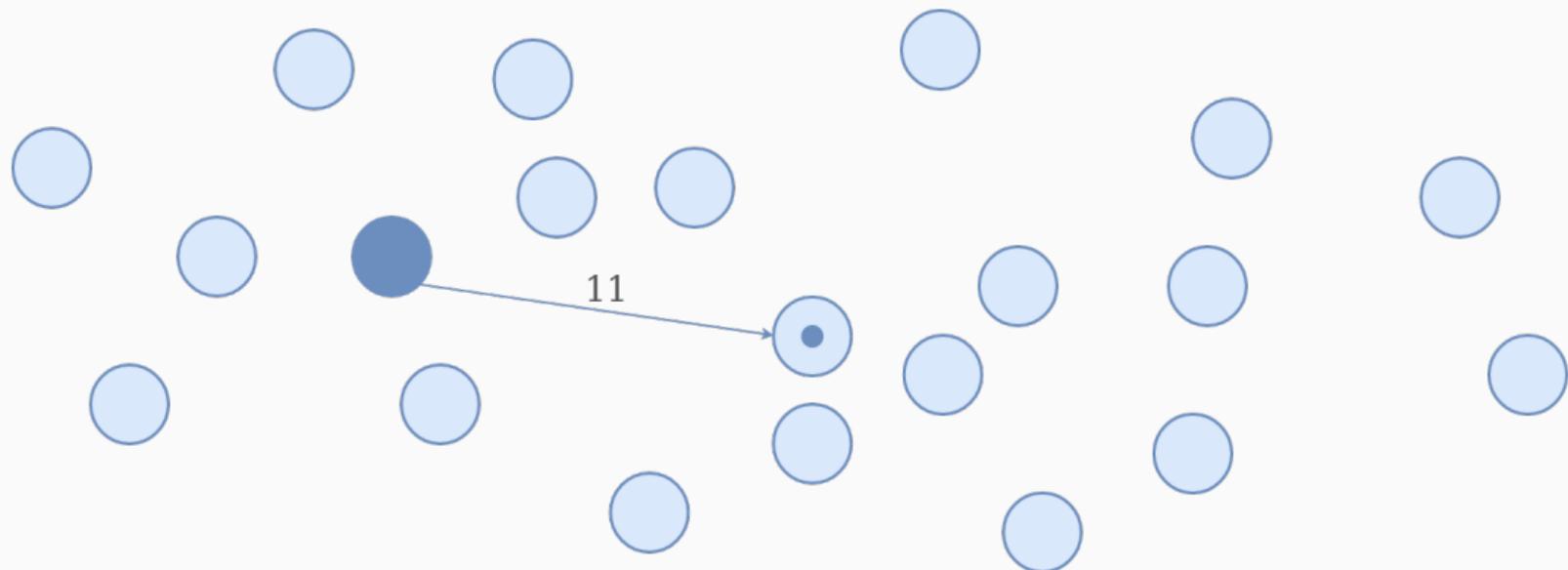
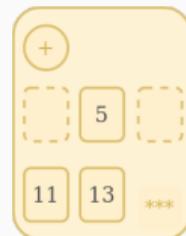
Computing the secret path (round 1)

Alice's secret key

3	5	7	11	13
1	-1	0	3	0

Left to compute

3	5	7	11	13
1	-1	0	2	0



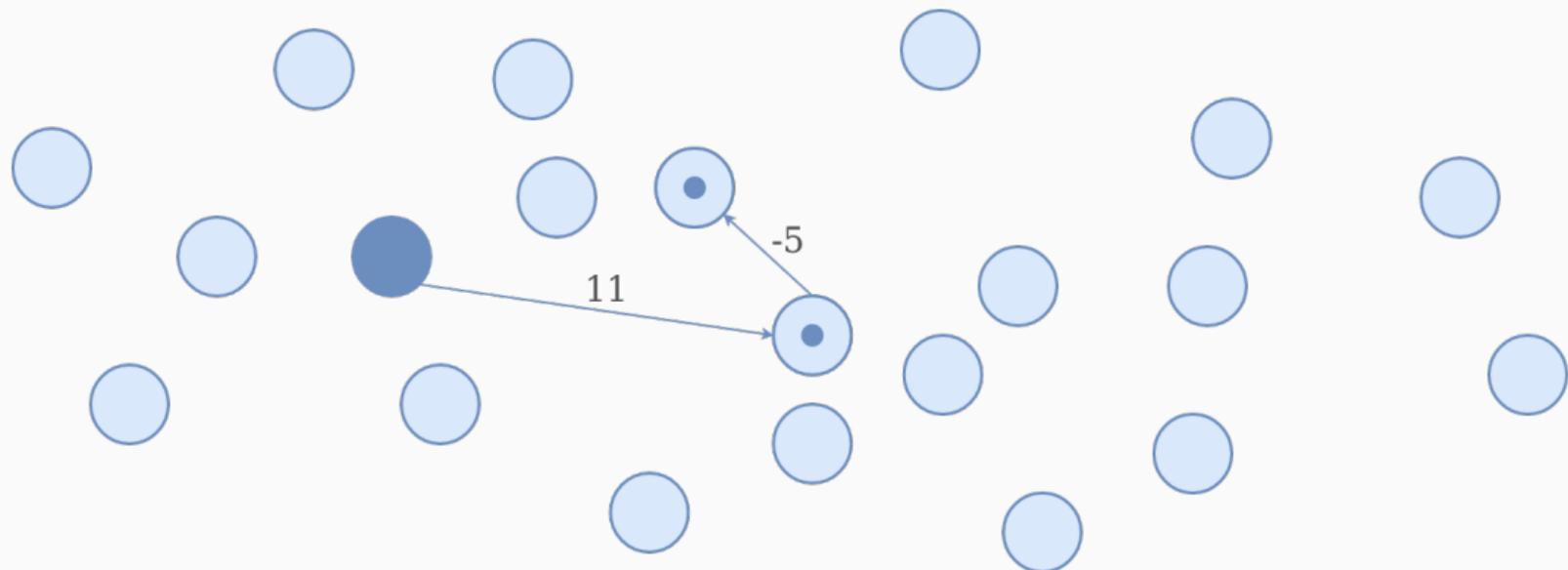
Computing the secret path (round 2)

Alice's secret key

3	5	7	11	13
1	-1	0	3	0

Left to compute

3	5	7	11	13
1	0	0	2	0



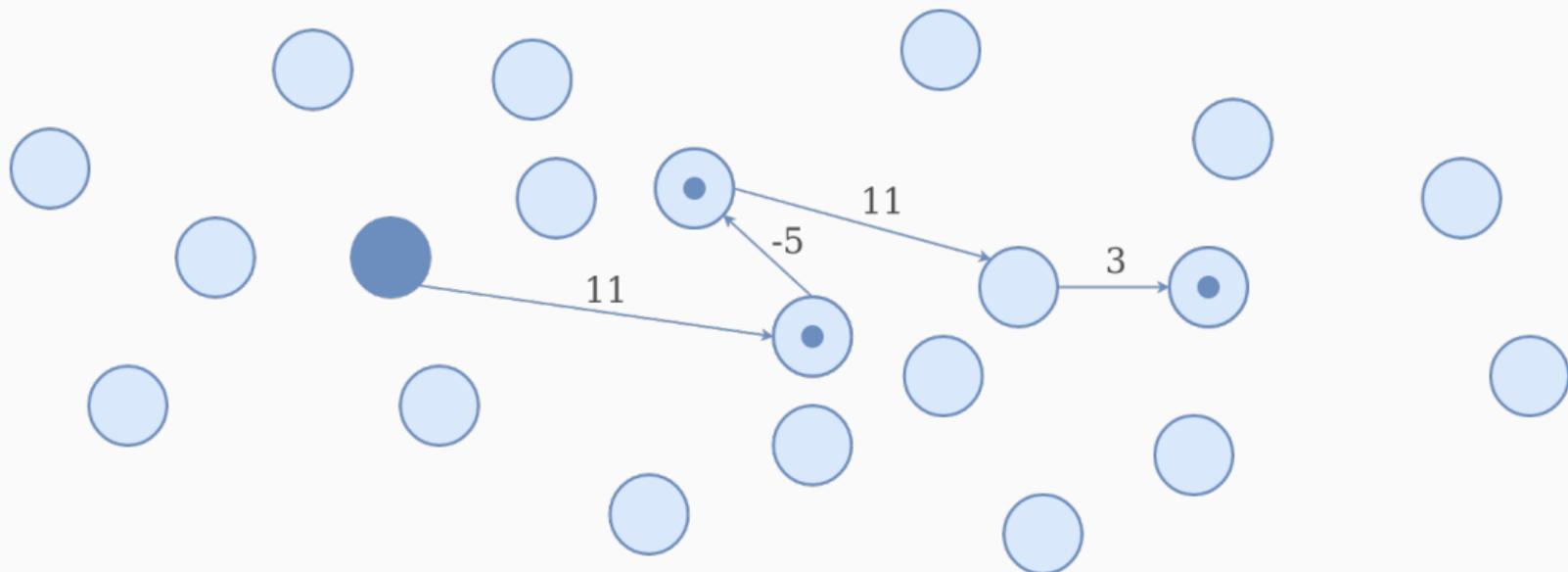
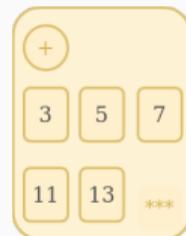
Computing the secret path (round 3)

Alice's secret key

3	5	7	11	13
1	-1	0	3	0

Left to compute

3	5	7	11	13
0	0	0	1	0



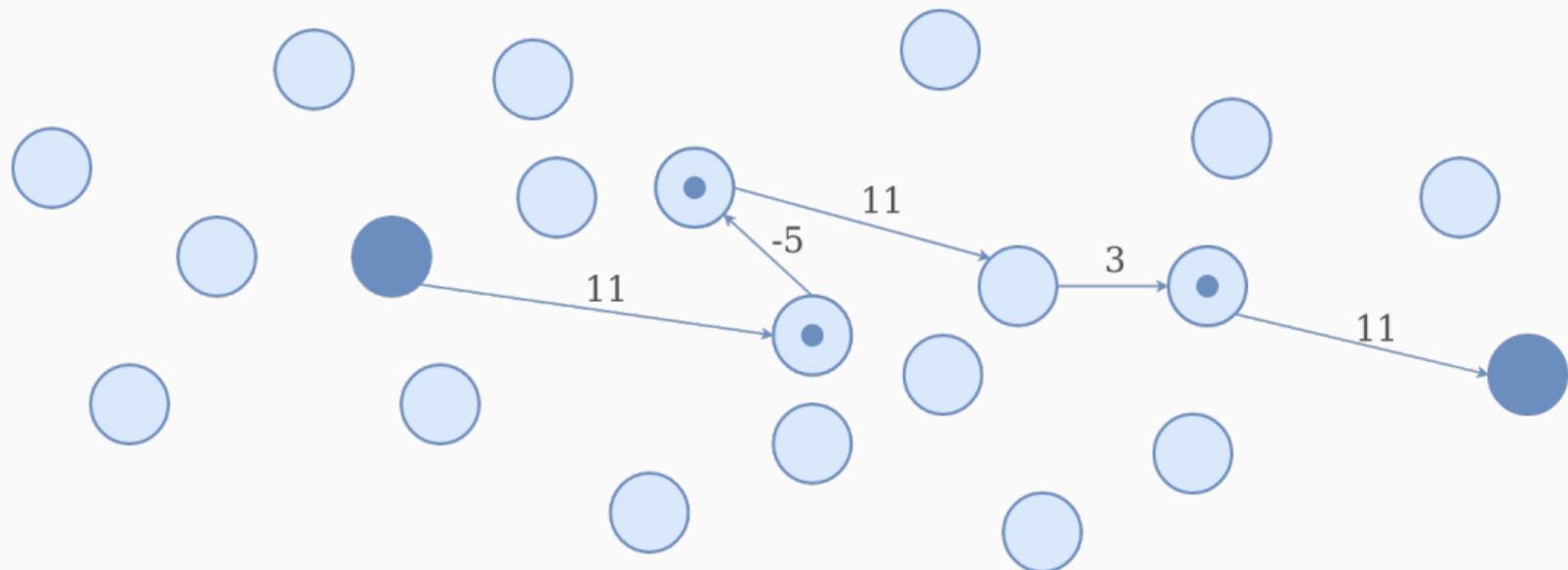
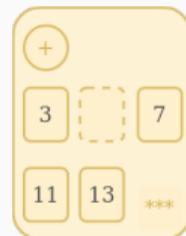
Computing the secret path (round 4)

Alice's secret key

3	5	7	11	13
1	-1	0	3	0

Left to compute

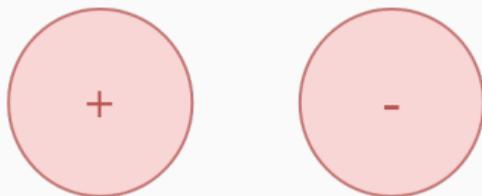
3	5	7	11	13
0	0	0	0	0



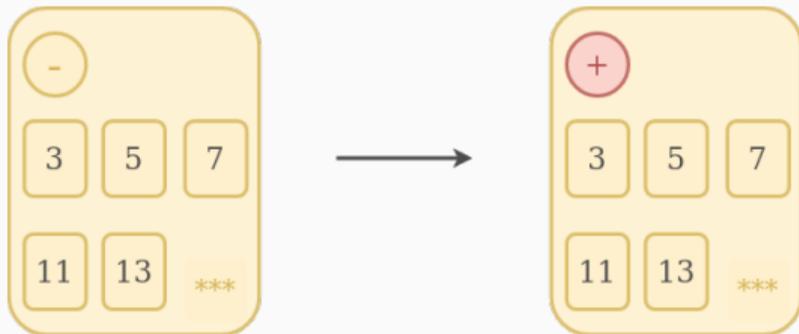


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- ▶ Getting a 'one' on the dice with ℓ_i sides : Alice gets a card *without* instructions for making ℓ_i -steps.
- ▶ Getting anything else: Alice gets a card *with* instructions for making ℓ_i -steps. Instructions are either for positive or negative steps, both with equal probability.
- ▶ Alice can compute all or some of the steps that she gets instructions for. Each step is computed at most once.
- ▶ **Round**: the process from rolling the dice to computing all possible steps.
- ▶ Alice performs as many rounds as she needs to compute all steps from the secret key.

- ▶ You bring stickers to put over the direction sign on the cards.



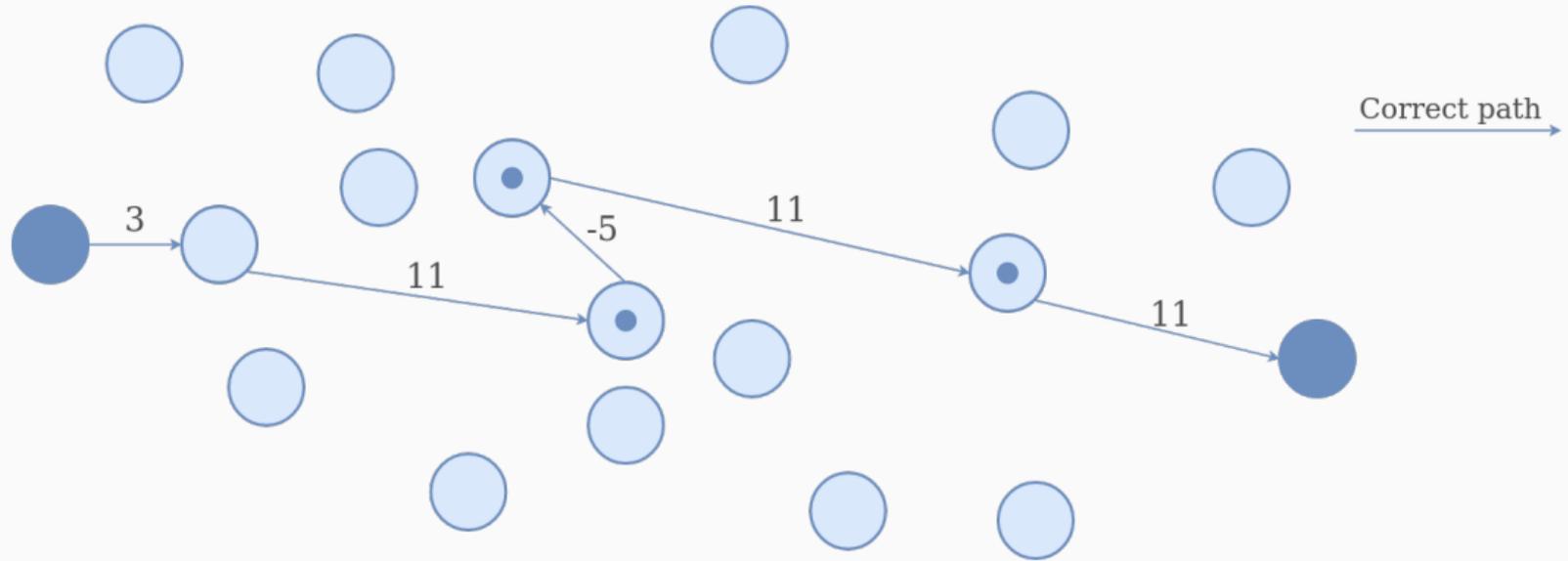
- ▶ Alice thinks she has a card with instructions for positive steps, but she has a card with instructions for negative steps.



Faulted paths

Alice's secret key

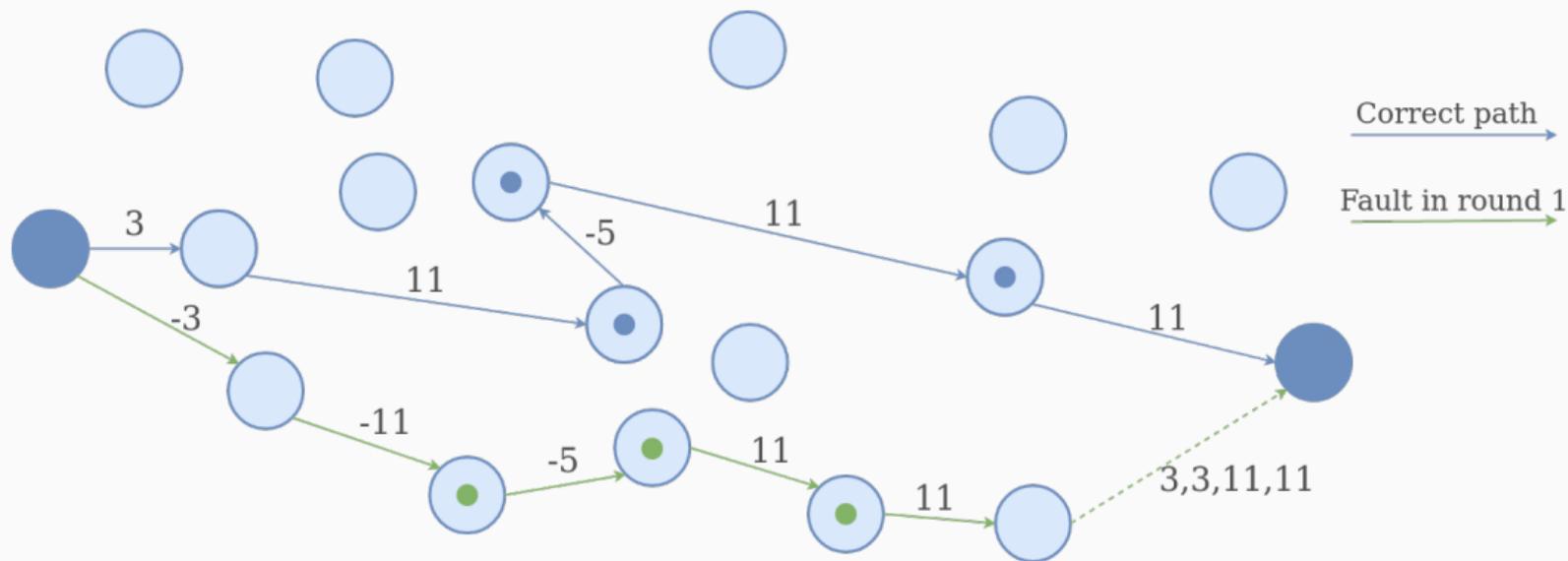
3	5	7	11	13
1	-1	0	3	0



Faulted paths

Alice's secret key

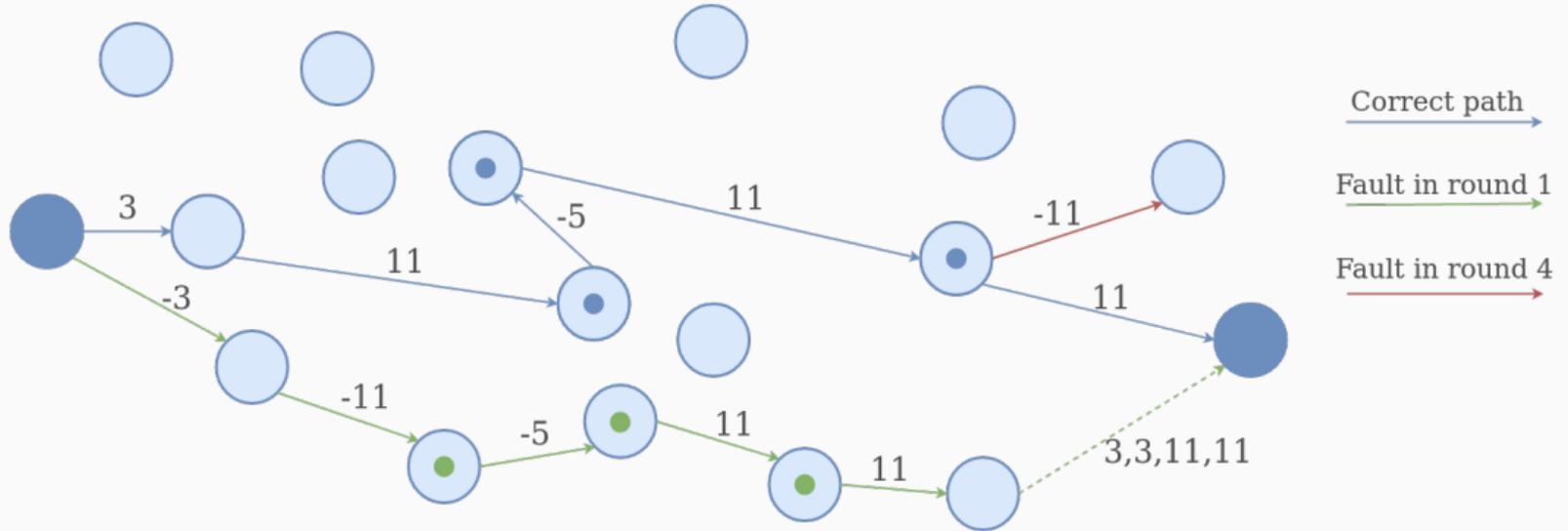
3	5	7	11	13
1	-1	0	3	0



Faulted paths

Alice's secret key

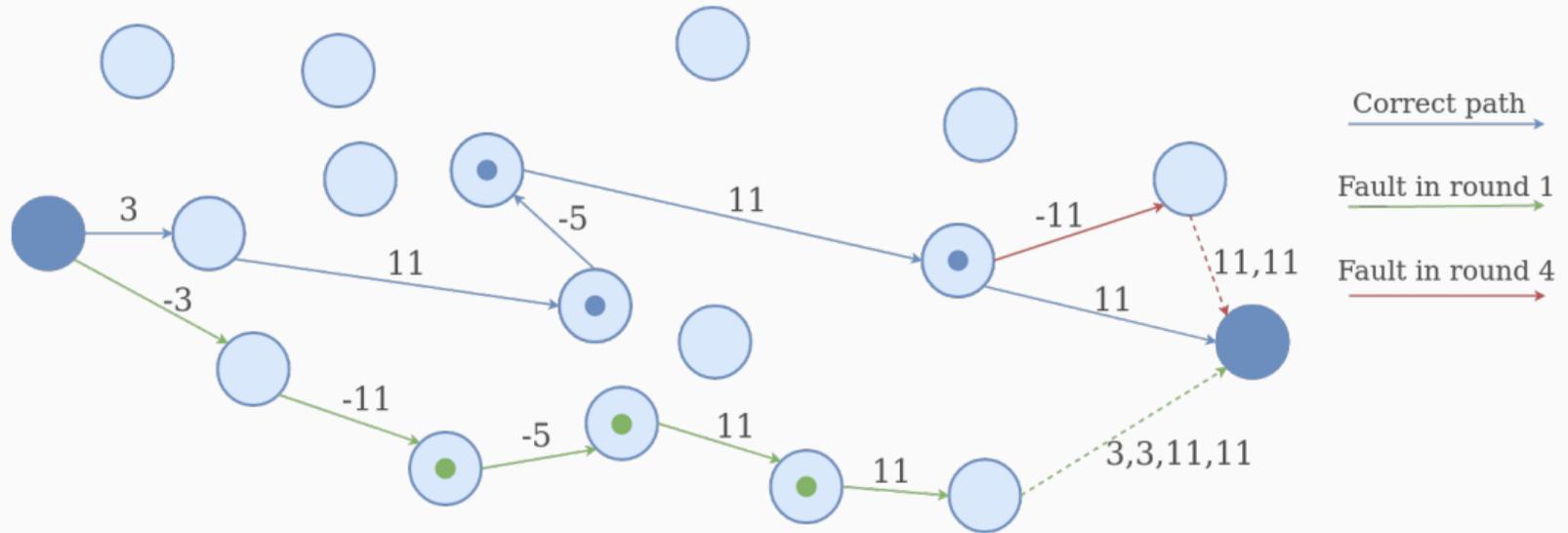
3	5	7	11	13
1	-1	0	3	0



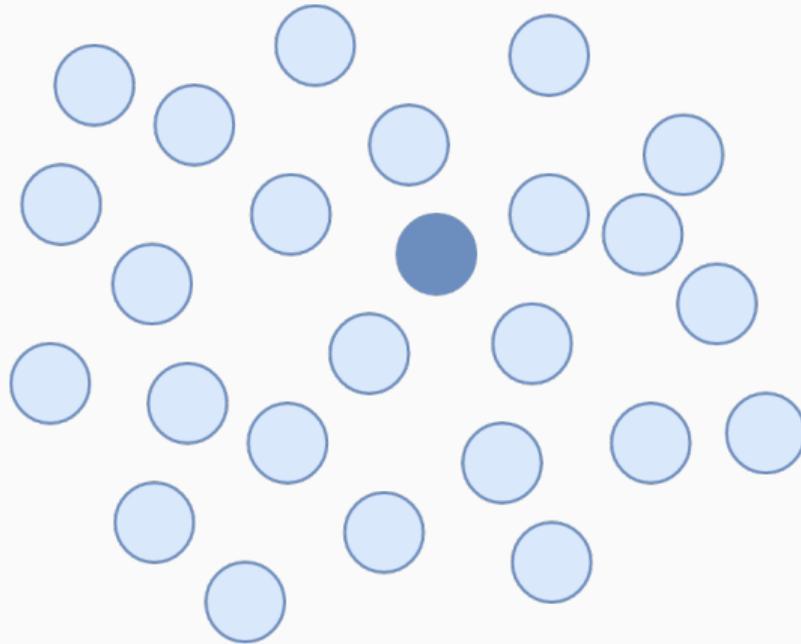
Faulted paths

Alice's secret key

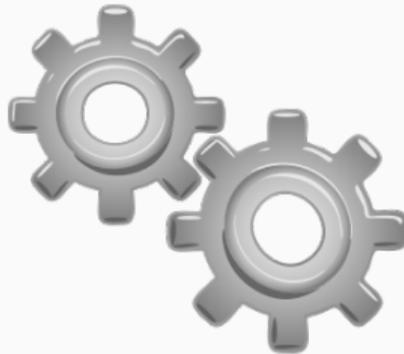
3	5	7	11	13
1	-1	0	3	0



- ▶ Collecting faulty output nodes from the first 5 rounds, both from negative and positive steps.

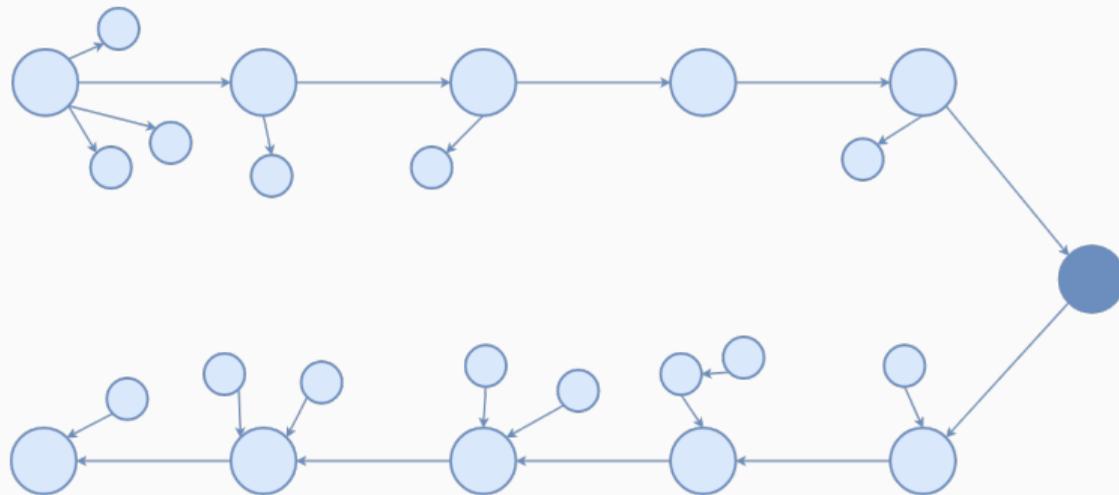


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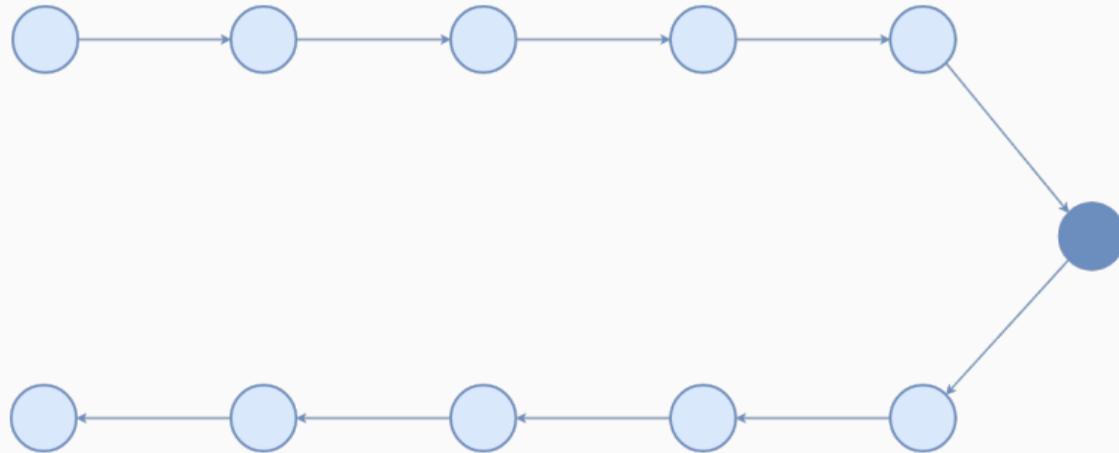


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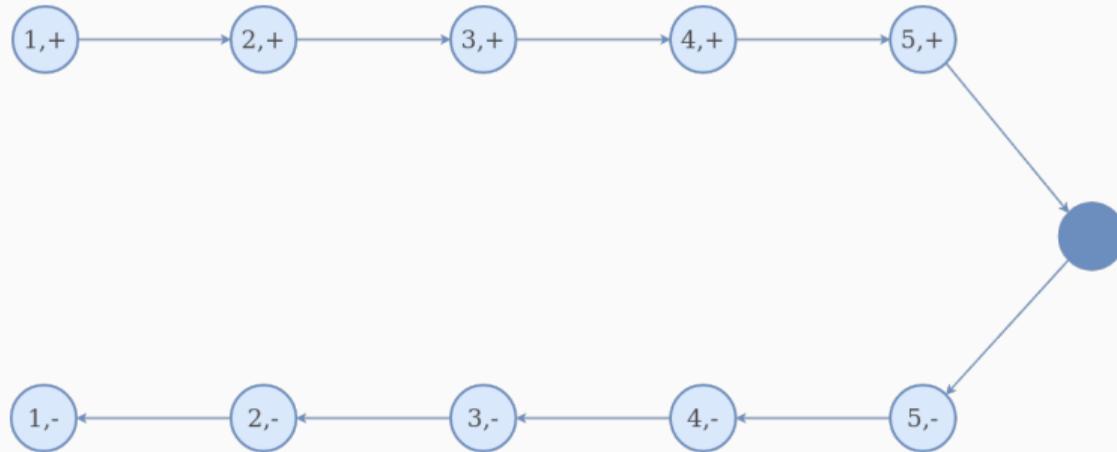
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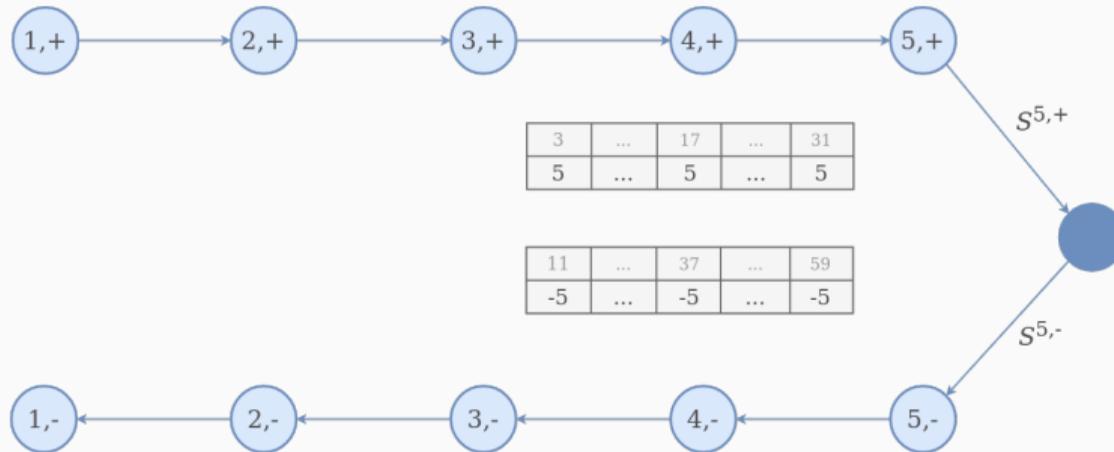
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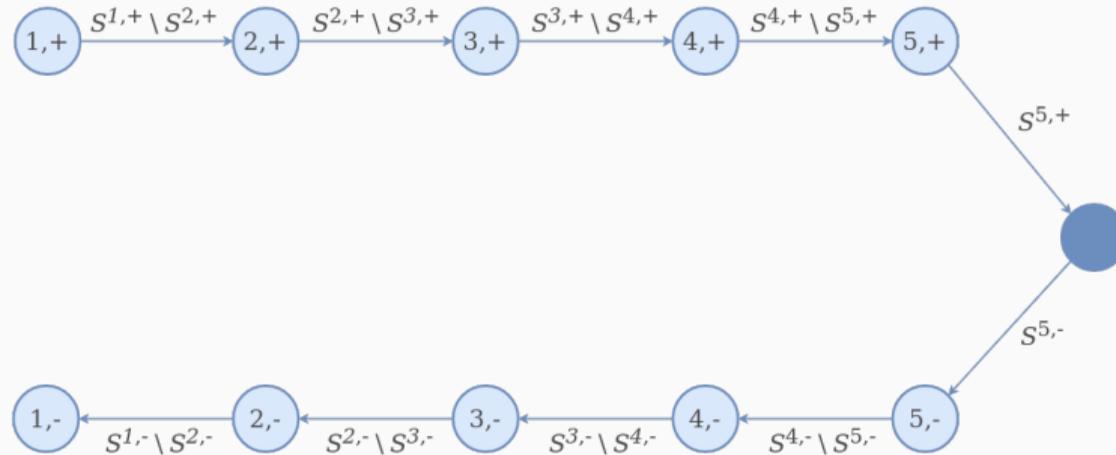
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- ▶ The isogeny details
- ▶ Attack on CSIDH
- ▶ Attack on CTIDH
- ▶ Exploiting the twist
- ▶ Lightweight countermeasures



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