

Elliptic-curve cryptography VIII

Constant-time scalar multiplication

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2MMC10 – Cryptology

Double-and-always-add

```
a = 444444 # our super secret scalar. No, not that one.
l = max     # some maximum bit length, matching order(P)
A = a.digits(2, padto = l) # fill with 0 to length l
R = 0       # so initial doublings don't matter, 0=OP
for i in range(l-1, -1, -1): # fixed-length loop
    R = 2R
    Q = R + P
    R = (1 - A[i]) * R + A[i] * Q # selection by arithmetic
print(R)
```

This costs 1 addition per bit, so as slow as worst case,
but leads to uniform trace – if the other operations are uniform.

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- ▶ Formulas for addition on Weierstrass curves have exceptions for adding ∞ , so initialization at ∞ does not work.
- ▶ Edwards curves have a complete addition law, **easy** to double or add the neutral element $(0, 1)$.

Montgomery ladder

```
def cswap(bit, R, S): # constant time conditional swap
    dummy = bit * (R - S) # 0 or R - S
    R = R - dummy # R or R - (R - S) = S
    S = S + dummy # S or S + (R - S) = R
    return (R, S)

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A = a.digits(2, padto = l) # fill with 0 to lenght l
P0 = 0 # so initial doublings don't matter, 0=OP
P1 = P # difference P1 - P0 = P
for i in range(l-1, -1, -1): # fixed-length loop
    (P0, P1) = cswap(A[i], P0, P1) # see above
    P1 = P0 + P1 # addition with fixed difference
    P0 = 2P0 # double point for which bit is set
    (P0, P1) = cswap(A[i], P0, P1) # swap back, can merge
print(P0)
```

This uses one doubling and one addition per bit. No dummy additions.

Loop in Montgomery ladder

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P0 = 0      # so initial doublings don't matter, 0=0P
P1 = P      # difference P1 - P0 = P
for i in range(l-1,-1,-1): # fixed-length loop
    (P0, P1) = cswap(A[i], P0, P1) # see above
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```

if $A[i]=0$:
cswap($A[i]$, $P0$, $P1$) leaves fixed,
so the new values are
 $P0 = 2P0$, $P1 = P0 + P1$
(no effect of swapping back).

if $A[i]=1$:
cswap($A[i]$, $P0$, $P1$) swaps,
so the new values are
 $P1 = 2P1$, $P0 = P0 + P1$
(after swapping back).

Loop in Montgomery ladder

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P1 = P      # difference P1 - P0 = P
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Either way, $P1 - P0 = P$ after each step.

Addition is of points with known difference called [differential addition](#).
Differential addition is faster than general addition on some curves incl.
Montgomery curves (see part VIII).