



# CSIDH: An Efficient Post-Quantum Commutative Group Action

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[ 'siː,saɪd ]

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(No noise, no auxiliary points, no compromises.)



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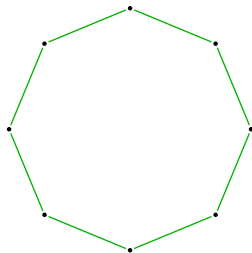
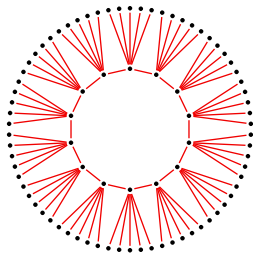
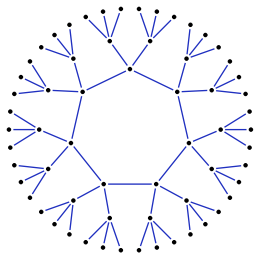
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- ▶ **Clean** mathematical structure: a true **group action**.  
(No noise, no auxiliary points, no compromises.)
- ▶ By the way: not 'better' or 'worse' than SIDH. It's simply **different** and likely to be useful for different applications.

# Ordinary isogeny graphs

Nodes: Ordinary elliptic curves defined over  $k$  up to  $\cong_k$ .

Edges: 3-, 5-, and 7-isogenies defined over  $k$  up to  $\cong_k$ .

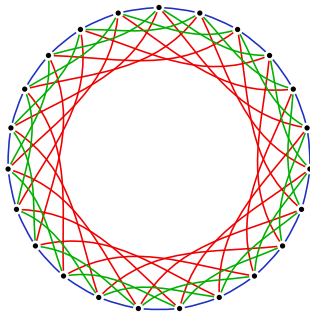
Components look something like this:



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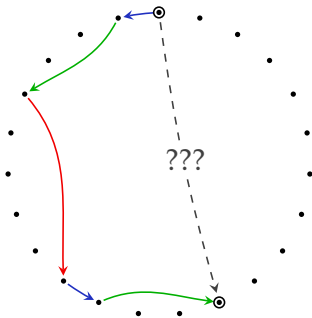
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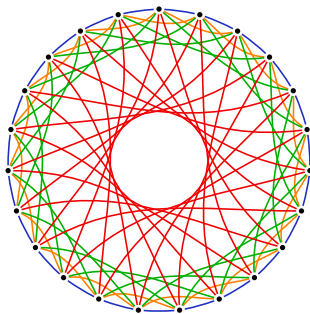
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**Easy:** Compute a random path, output the final node.

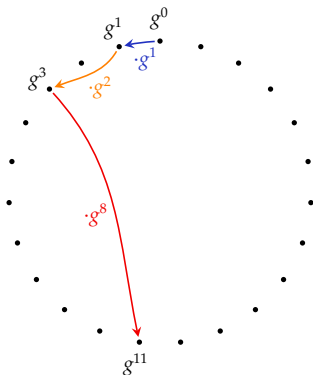
**Hard problem:** Find a path between two given nodes.

# Alice vs. Eve



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cf. **Square-&-Multiply**: Alice gets an advantage over Eve.

# Point counting

De Feo–Kieffer–Smith want  
an ordinary curve  $E/\mathbb{F}_q$  with many small primes  $\ell \mid E(\mathbb{F}_q)$ .

This seems **difficult**.

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never complete without**

\_\_\_\_\_.





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**Citing personal  
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*Are there any security issues with using supersingular curves?*

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*Wouter, you are a genius!*

— me



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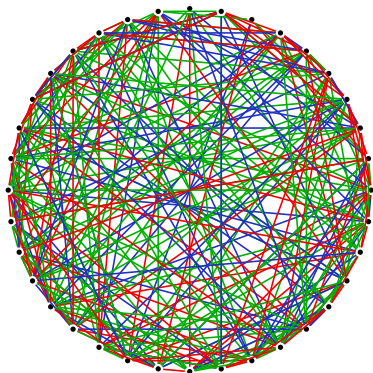
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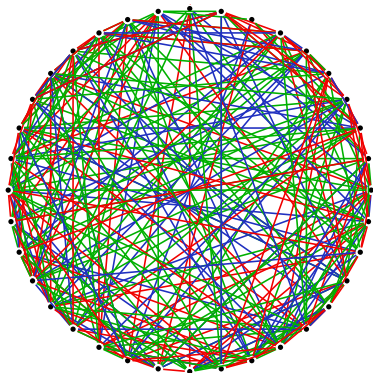
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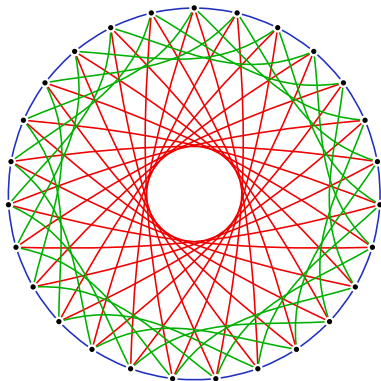
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$\implies$  We can simply **craft** a curve with a **good number of points**.

# Reminder

The class group action is defined as follows:

► **Inputs:**

An elliptic curve  $E$  with endomorphism ring  $\mathcal{O}$ ,  
an ideal  $\mathfrak{a} \subseteq \mathcal{O}$  of prime norm  $\ell$ .

► **Output:**

The elliptic curve  $[\mathfrak{a}]E$ .

1. Compute the **subgroup**  $E[\mathfrak{a}] = \bigcap_{\alpha \in \mathfrak{a}} \ker \alpha$  **killed by  $\mathfrak{a}$** .
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Typically  $E[\mathfrak{a}]$  is only **defined over**  $\mathbb{F}_{q^m}$  for  $m \approx \ell$ .

⇒ **Complexity** of computing with  $E[\mathfrak{a}]$  is **exponential**... ☹

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  - ▶ Let  $K = \{[\mathfrak{l}_1^{e_1} \cdots \mathfrak{l}_n^{e_n}] \mid (e_1, \dots, e_n) \text{ is 'short'}\} \subseteq \text{cl}(\mathcal{O})$ .


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- ▶  $\text{cl}(\mathcal{O})$  acts on  $X$  and the action of  $K$  is very efficient!

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$\implies$  With *x-only arithmetic* everything can be done over  $\mathbb{F}_p$ .

## Magic (public keys)

**Theorem.** For  $p > 3$  and  $p \equiv 3 \pmod{8}$ ,  
a supersingular elliptic curve over  $\mathbb{F}_p$  can be written in the form

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We actually use a variant that *proves* that  $E_A$  has  $p + 1$  points.
- ▶ About  $\sqrt{p}$  of all  $A \in \mathbb{F}_p$  are valid keys.

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Quantum:

- ▶ **Hidden-shift** algorithms: **Subexponential** complexity.
  - ▶ Literature contains **mostly asymptotics**.
  - ▶ **Time-space trade-off**: Fastest variants need huge memory.
  - ▶ [BS] ignores much of the cost. **No need to panic!**

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- ▶ **Classical**: at least 128 bits.
- ▶ **Quantum**: complicated. AFAWK it reaches **NIST level 1**.  
[BS] says  $2^{32.5}$  queries; [BLMP] estimates  $\approx 2^{81}$  quantum gates using millions of qubits.

# Work in progress & future work

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- ▶ [Your paper here!]



# Questions?

[CSIDH] <https://ia.cr/2018/383>  
[BS] <https://ia.cr/2018/537>  
[BLMP] <https://ia.cr/2018/1059>

SIDH vs. CSIDH

CSIDH = SIDH?

## SIDH vs. CSIDH

$$\text{CSIDH} = \text{SIDH} + \text{C}$$



# SIDH vs. CSIDH

Sizes and times are for (conjectured) NIST level 1.  
SIDH parameters are more conservative.

	SIDH	CSIDH
Time per key exchange	$\approx 10$ ms	$\approx 70$ ms
Public keys	378 b	64 b
Public key compression	222 b ( $\approx 15$ ms)	n/a
Constant-time slowdown	$\approx 1$	$\approx 6$ (quick 'n' dirty)
In the NIST not-a-competition	yes	no
Maturity	7 years	7 months
Classical security	$p^{1/4}$	$p^{1/4}$
Quantum security	$p^{1/6}$	$L_p[1/2]$
$\rightsquigarrow$ Key size scaling	linear	quadratic
Chosen-ciphertext security (KEM)	generic transform	built-in
Non-interactive key exchange	slow	built-in
Signatures (now)	seconds	snail speed
Signatures (future?)	still seconds?	seconds

(slide mostly stolen from Chloe Martindale, who mostly stole it from Luca De Feo)