

# Deterministic Encoding and Hashing to Odd Hyperelliptic Curves

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# Outline

## Introduction

- Hashing and encoding to (hyper)elliptic curves
- Deterministic hashing

## Our Contribution

- Odd hyperelliptic curves
- Our new function
- Encoding and hashing to the Jacobian

## Outlook and Conclusion

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## Hashing and encoding to (hyper)elliptic curves

- Many cryptographic protocols (schemes for encryption, signature, PAKE, IBE, etc.) involve representing a certain numeric value as an element of the group  $\mathbb{G}$  where the computations occur.
- Two distinct settings.

**Injective encoding:** One must be able to retrieve the original numeric value from the group element (e.g. for encryption);

**Hashing:** The original value doesn't have to be recovered, but the function should “look like” a random oracle (e.g. for signature).

- For  $\mathbb{G} = \mathbb{Z}_p^*$ , taking the numeric value itself is a good injective encoding, and reducing a bit-string valued hash function of appropriate size mod  $p$  provides a good way to hash.
- However, if  $\mathbb{G}$  is an elliptic curve group, these techniques have no obvious counterpart; e.g. one cannot put a value in the  $x$ -coordinate of a curve point, because only about  $1/2$  of possible  $x$ -values correspond to actual points. Same problem in higher genus.

# The traditional solution for elliptic curves

- For  $k$  bits of security:
  1. concatenate the numeric value or hash value with a counter from 0 to  $k - 1$ ;
  2. initialize the counter as 0;
  3. if the concatenated value is a valid  $x$ -coordinate on the curve, i.e.  $x^3 + ax + b$  is a square in the base field, return one of the two corresponding points; otherwise increment the counter and try again.
- Heuristically, the probability of a concatenated value being valid is  $1/2$ , so  $k$  iterations ensure  $k$  bits of security.

## Problems with this solution

- A natural implementation does not run in constant time: possible timing attacks (especially for PAKE).
- A constant time implementation (always do  $k$  steps, compute the Legendre symbol in constant time) is very inefficient,  $O(n^4)$ .
- Security is difficult to analyze.

Remark: hashing as  $H(m) = h(m)G$  where  $G$  is a generator of the group is *not* a good idea.

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## Supersingular elliptic curves

An optimal solution to both problems was given in Boneh and Franklin's IBE paper for the following supersingular curves:

$$y^2 = x^3 + b$$

over a field with  $q$  elements, with  $q \equiv 2 \pmod{3}$ .

Such a curve admits an (almost) bijective deterministic encoding:

$$f : u \mapsto ((u^2 - b)^{1/3}, u)$$

which solves both problems at once.

Convenient for pairing-based protocols at a moderate security level, but higher security (or non-pairing-based settings) call for ordinary curves. Or hyperelliptic curves?

## Beyond the supersingular case?

- [SW06] First deterministic “point construction algorithm” on most ordinary elliptic curves. One can deduce a deterministic function  $F : \mathbb{F}_q \rightarrow E(\mathbb{F}_q)$  with large image.
- [UI07] Extension to hyperelliptic curves of the form  $y^2 = x^{2g+1} + ax + b$ .
- [Ic09] Alternate construction for elliptic curves when  $q \equiv 2 \pmod{3}$ .
- [FSV10], [FT10] The image size of all such functions is about  $c \cdot q$  for some constant  $0 < c < 1$  that doesn't depend on the curve. In particular, neither surjective nor injective: neither encoding nor hashing?

## Beyond the supersingular case?

- [BCIMRT10] For hashing, we really need *indifferentiability from a random oracle*. States some sufficient conditions to achieve it, and gives an efficient construction based on Icart's function.
- [KLR10] Generalizes Icart's method to many elliptic and hyperelliptic curves.
- [FFSTV] Method to obtain indifferentiable hashing from all known point construction algorithms.

Getting a good grasp on hashing, although even some important elliptic curves (e.g. BN curves) are still missing, and the constructions still have an ad-hoc feel.

Little progress on injective encoding.

## Shallue-Woestijne-Ulas

Consider a hyperelliptic curve of the form:

$$y^2 = x^{2g+1} + ax + b$$

with  $ab \neq 0$ . We sketch the technique by Ulas to construct a function to this curve.

Let  $g(x) = x^{2g+1} + ax + b$ . For any  $u \in \mathbb{F}_q$ , there is a unique  $x_u$  such that  $g(ux_u) = u^{2g+1}g(x_u)$ . This  $x_u$  is a rational function of  $u$ .

Now take  $u = u_0 t^2$  for some fixed quadratic nonresidue  $u_0$ . Then exactly one of  $g(x_u)$  and  $g(ux_u)$  is a square. The image of  $t$  is one of the two points on the curve of abscissa  $x_u$ .

Considered for European e-passports.

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## Odd hyperelliptic curves

In this work, we consider hyperelliptic curves of the following form:

$$y^2 = x^{2g+1} + a_1x^{2g-1} + \cdots + a_gx$$

(the right-hand side is an odd polynomial), over finite fields  $\mathbb{F}_q$  with  $q \equiv 3 \pmod{4}$ .

Many examples in the literature:

- Joux's supersingular curves  $y^2 = x^3 + ax$ ;
- Kawazoe-Takahashi Type II pairing-friendly curves of genus 2;
- the genus 2 curves  $y^2 = x^5 + ax^3 + bx$  for which Satoh gave an efficient class group counting algorithm;
- certain Freeman-Satoh pairing-friendly curves of genus 2;
- and more.

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## Our new function

Write the curve equation as:

$$H : y^2 = f(x)$$

We define a function  $F : \mathbb{F}_q \rightarrow H(\mathbb{F}_q)$  as follows. For any  $t \in \mathbb{F}_q$ , one of  $f(t)$  or  $f(-t)$  is a square; the  $x$ -coordinate of  $F(t)$  is  $\pm t$  accordingly, and the  $y$ -coordinate is chosen such that  $F(-t) = -F(t)$ .

In short:

$$F(t) = \left( \varepsilon(t) \cdot t ; \varepsilon(t) \sqrt{\varepsilon(t) \cdot f(t)} \right)$$

where  $\varepsilon(t) = \left( \frac{f(t)}{q} \right)$ , and  $\sqrt{\cdot}$  is the usual square root function in  $\mathbb{F}_q$  (raising to the power  $(q-1)/4$ ).

This is well-defined, and **almost a bijection**  $\mathbb{F}_q \rightarrow H(\mathbb{F}_q)$ . In particular, the curve  $H$  has exactly  $q+1$  rational points.

## Efficient computation

We give an efficient, constant-time algorithm for computing the function  $F$ :

1.  $\alpha \leftarrow f(t)$
2.  $\beta \leftarrow \alpha^r$
3. **return**  $(\alpha\beta^2t, \alpha\beta)$

where  $r = (q - 3)/4$  or  $(q - 3)/4 + (q - 1)/2$  depending on  $q \bmod 8$ .

Single exponentiation and a few multiplications in the base field.  
Probably the simplest, most efficient encoding function since Boneh-Franklin.

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## Encoding and hashing to the Jacobian

- When  $g = 1$ ,  $H$  is a supersingular elliptic curve, and just as in the Boneh-Franklin case, the function  $F$  provides both injective encoding and hashing to the curve directly.
- When  $g > 1$ , the set of points on the curve is not a group. The group attached to  $H$  is the set of points of its Jacobian  $J$ . It is this group that we should seek to encode or hash to.
- Injective encoding with large image:

$$F_{\text{inj}}: \{g\text{-element subsets of } \mathbb{F}_q\} \longrightarrow J(\mathbb{F}_q)$$

$$\{t_1, \dots, t_g\} \longmapsto F(t_1) + \dots + F(t_g)$$

Reaches a fraction of about  $1/g!$  of all divisors in  $J(\mathbb{F}_q)$ .

- Using [BCIMRT10] and [FFSTV], we know that the following is a well-behaved hash function to the Jacobian:

$$m \mapsto F(h_1(m)) + \dots + F(h_{g+1}(m))$$

when  $h_1, \dots, h_{g+1}$  are seen as independent random oracles into  $\mathbb{F}_q$ .

# Summary

- New, particularly simple bijective function to a nice family of hyperelliptic curves (many pairing-friendly hyperelliptic curves constructed in this form!).
- Efficient to compute in constant-time.
- Gives hashing and injective encoding to the Jacobians of these curves.
- Outlook
  - Injective encodings to more elliptic curves?
  - More systematic, less ad-hoc approach to construction such functions?
  - Applications in actual protocols?

Thank you!