

# Analysis of Elliptic Curve Cryptography

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**Abstract:** ECC Cryptosystem is an efficient public key cryptosystem which is more suitable for limited environments. The Performance of ECC is depending on a key Size and its operation. The paper represents the comparative study of the entire public key cryptosystem key size i.e. RSA, DSA. In this paper we have explained that the smaller key size is more efficient than the other key size, as it reduces the size of the operation. How Elliptic Curve Arithmetic works with the Curve Equation. This paper also discusses the implementation of ECC.

**Keywords:** ECC, RSA, DSA, Elliptic Curves, Elliptic Equations



## 1. Introduction

Elliptic curve cryptography was come into consideration by Victor Miller and Neal Koblitz in 1985. Elliptic curve cryptography is famous due to the determination that is based on a harder mathematical problem than other Public key Cryptosystems. It is gaining wide acceptance as an alternative to the conventional other public key cryptosystem such as RSA, DSA.

ECC is a discrete Logarithm problem, it offers same level of security as other public key Cryptosystem provides but with more efficient way as well as it reduces the size of operation and their key sizes as it leads to the better performance in limited Environments. In Elliptic Curve nothing is based upon ellipse, it's all about the plane curve. There doesn't exist any continuous element. These are used to verify the key agreement, signing, digital signatures generation and verification.

Implementation of ECC is defined on mathematical operation over elliptic curves i.e.  $y^2 = x^3 + ax + b$  where  $x$  is not a continuous element,  $a$  and  $b$  is a different elliptic curve.

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In RSA and DSA, for authentication it requires both phases as compared above because RSA provides fast verification and DSA provides fast signature.

Table1. Differences between RSA, DSA and ECC

	RSA	DSA	ECC
<b>Invented Year</b>	1977	1991	2004, Elliptic Curves in 1985.
<b>Used for</b>	Public key Encryption and Digital Signature	Digital Signatures only	Digital Signatures and Key Agreement.
<b>Security</b>	Difficulty of Factoring large numbers.	Difficulty of solving certain types of Discrete Logarithm	Size of Elliptic Curves.
<b>Encryption Method</b>	Out of the box	EIGAMEL	Algebraic structure of Elliptic Curve over Finite Fields.
<b>Protocols</b>	SSL and TLS (Secure Socket Layer & Transport Layer Security)	SSH Protocol 2	Elliptic Curve Diffie Hellman (ECDH) Version 1 & 2.
<b>Advantage</b>	Faster in Encryption	Faster in Signature	Faster than RSA in

## 2. Comparison of Public Key Cryptosystem

	& validation but slower in Signature & Decryption.	generation & Decryption but slower in verifying, validation & encryption.	Signature & Decryption but slower with DSA in Signature. Faster than DSA in Encryption but slower than RSA.
<b>Function</b>	Faster in Multiple Function	Faster in Single Function	Doesn't Depend upon Function. It saves memory, energy and bandwidth.

DSA used for authentication only while RSA for authenticate & Encryption of a message. SSH used authentication key, again used together.

### 3. Elliptic Curve Arithmetic

**Point Addition:** It is an Addition of two points through Elliptic Curves, Consider two Different points i.e.  $P_1$  &  $P_2$ , Draw a Straight Line from  $P_1$  to  $P_2$ , then it will intersect an Elliptic Curve i.e. gives 3<sup>rd</sup> point and the reflection of the 3<sup>rd</sup> point on the X-axis is the addition of the two points.

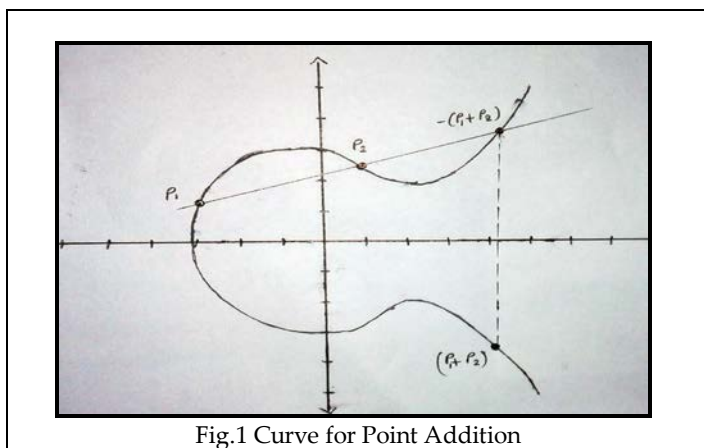


Fig.1 Curve for Point Addition

If  $(p_1 \neq p_2)$ . Slope of the line at y axis  $Y=MX+C$  where  $m=Y_2-Y_1/X_2-X_1$  then  $Y=M(X-X_1)+Y_1$ . Elliptic Curve Equation  $Y^2=a^3+AX+B$  putting the value of Y in Equation.  $X_1^2+X_2^2+X=M^2 \Rightarrow X=M^2-(X_1+X_2)$

**Point Doubling:** If points are equal or same ( $p_1 = p_2$ ) then it is called as point Doubling because then the nature of the slope of the line has been changed, for the value of M we have to do the calculation through Differentiation.

$$Y^2=X^2+AX+B \text{ then } 2Y \frac{dy}{dx} = 3X^2+A$$

$$M \neq \frac{dy}{dx} |_{(x_1, y_1)} = \frac{3X_1+A}{2Y_1} \text{ then } M=\frac{3X_1+A}{2Y_1}$$

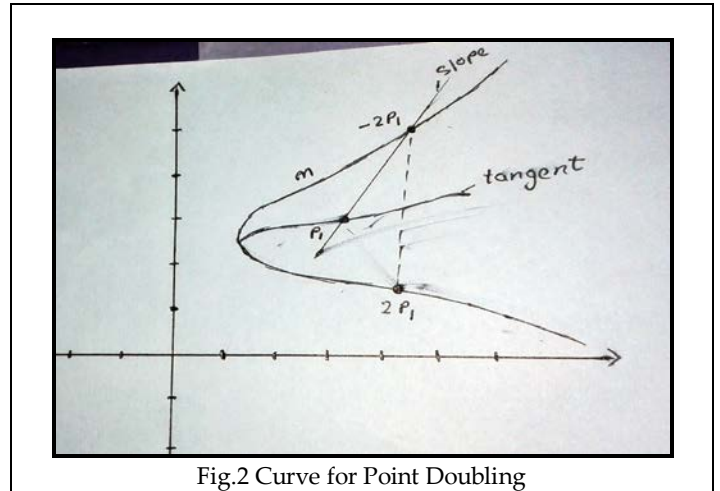


Fig.2 Curve for Point Doubling

**Inverse:** when point is equivalent to Infinity i.e.  $p_1 = \infty$  then  $p_1 = p_1 + O = p_1$ , here O is identity.

In any elliptic curve inverse of the point  $p_1$  is  $p_1'$  and addition of the point  $p_1 + O$  is the reflection of the  $p_1'$  i.e.  $p_1$ .

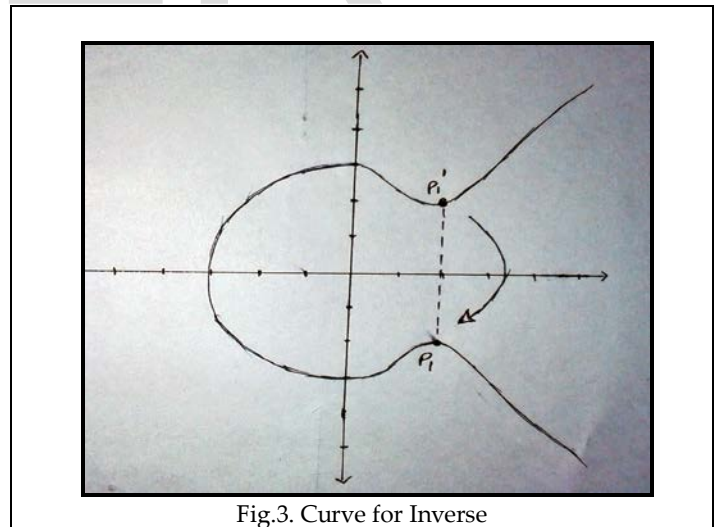


Fig.3. Curve for Inverse

### 4. Implementation of ECC

Implementation of ECC requires 3 levels to implement in which it has

1. Point Multiplication

2. Group Operation i.e. Point Addition and Doubling
3. Finite Field Arithmetic i.e. Addition , Multiplication, Inverse, Square

For Point Multiplication we have **Scalar Multiplication on the Basis of MSD and LSD**

In **MSD** it has only 1 register that is Q, so, it takes more time, cost and lot of steps required.

$k = (k_{m-1}, k_{m-2}, \dots, k_0)_2$ ,  $k_m = 1$  where  $Q = kP$ ,  $Q = P$  for  $i = m - 2$  to 0,  $Q = 2Q$

If  $K_i = 1$  then  $Q = Q + P$ . Its sequential Algorithm requires m point doubling &  $(m-1) / 2$  point addition on the average.

**Illustration1:**

If it is  $11P = 11 = (1011)$  in Binary

$Q = P$ , when its 1 then double + add Q if its 0 then only double the value of Q

It starts from the left side of values.

$Q = P$ , its 1 = P

$$0 = 2P$$

$$1 = 4P + P$$

$$1 = 2(4P + P) + P$$

In **LSD** it has 2 Register i.e. Q and R because of two register additions and doubling done simultaneously that require less time, cost and fewer steps incurred.

$k = (k_{m-1}, k_{m-2}, \dots, k_0)_2$ ,  $Q = kP$  where  $Q = 0$  and  $R = P$

For  $i = 0$  to  $m - 1$ , If  $K_i = 1$  then  $Q = Q + R$  and  $R = 2R$ .

**Illustration 2:**

$11P = 11 = (1011)$  in Binary

It has 2 Register i.e.  $Q = 0$  and  $R = P$

If it is 1 then Double the Value of R and for  $Q = Q+R$

It start from right most.

So.. values are :  $1 = Q = 0 + P = P$  and  $R = 2P$

$$1 = Q = 2P + P = 3P \text{ and } R = 4P$$

$$0 = Q = 3P \text{ and } R = 8P$$

$$1 = Q = 3P + 8P = 11P \text{ and } 16P$$

For Group Operations i.e. Point Addition and Doubling we have **Weierstrass Point Addition**

$Y^2 + XY = X^3 + AX^2 + B$ ,  $(X, Y)$  i.e. belongs  $GF(2^m) * GF(2^m)$

$P = (X_1, Y_1)$  be point on curve,  $-P = (X_1, X_1 + Y_1)$ ,

$R = R + Q = (X_3, Y_3)$

$$X_3 = ((Y_1 + Y_2) / (X_1 + X_2))^2 + (Y_1 + Y_2) / (X_1 + X_2) + X_1 + X_2 + A : P \neq Q$$

$$X_1^2 + B / X_1^2 : P = Q$$

$$Y_3 = ((Y_1 + Y_2) / (X_1 + X_2))^2 (X_1 + X_3) + X_3 + Y_1 : P \neq Q$$

$$X_1^2 + (X_1 + Y_1 / X_1) X_3 + X_3 : P = Q$$

For Finite Field Arithmetic it has Point Addition and Doubling each **require 1 Inversion and 2 Multiplication**, Neglect the cost of **Squaring and Addition**.

Montgomery's method to perform Scalar Multiplication

$K > 0$ , P and  $Q = kP$

Set  $k < (k_{i-1}, \dots, k_1, k_0)_2$ ,  $P_1 = P$ ,  $P_2 = 2P$

For  $i$  from  $1 - 2$  to 0 if  $k_i = 1$  then  $P_1 = P_1 + P_2$ ,  $P_2 = 2P_2$  else  $P_2 = P_2 + P_1$ ,  $P_1 = 2P_1$  THEN  $Q = P_1$  i.e. Invariant Property  $P = P_2 - P_1$

**Illustration 3:**

$11P = 11 = (1011)$  in Binary

In this, if it is 1 then  $P_1 = P_1 + P_2$  and  $P_2 = 2P_2$

If it is 0 then  $p_1 = 2P_1$  and  $P_2 = P_1 + P_2$

In Stating it is 1 then  $P_1 = P$  and  $P_2 = 2P$

$$0 = P_1 = 2P \text{ and } P_2 = 3P$$

$$1 = P_1 = 5P \text{ and } P_2 = 6P$$

$$1 = P_1 = 11P \text{ and } P_2 = 12P$$

**Algorithm**

Input :  $k > 0$  m ,  $P = (x, y)$  Output :  $Q = kP$

If  $k = 0$  or  $x = 0$  then Output  $(0, 0)$

Set  $k = (k_{i-1}, k_{i-2}, \dots, k_0)_2$ ,  $x_1 = x$ ,  $x_2 = x^2 + b / x^2$

For  $i$  from  $1 - 2$  to 0

Set  $t = x_1 / (x_1 + x_2)$

If  $k_i = 1$  then  $x_1 = x + t^2 + t$ ,  $x_2 = x_2^2 + b / x_2^2$

Else  $x_2 = x + t^2 + t$ ,  $x_2 = x_1^2 + b / x_1^2$

$R_1 = x_1 + x$ ,  $R_2 = x_2 + x$

$Y = R_1(R_1 R_2 + X_2 + Y) (X + Y)$

RETURN  $Q = (X_1, Y_1)$

Motivation is replace inversion by the multiplication operations and then perform one inversion at the end to obtain back the affine coordinates.

In Projective Coordinates

$P_1 = P_2$ ,  $X_3 = X_1^4 + B_2 1^4$ ,  $Z_3 = Z_1^2 X_1^2$

$P_1 \neq P_2$ ,  $Z_3 = (X_1 Z_2 + X_2 Z_1)^2$

$X_3 = X Z_3 + (X_1 Z_2)(X_2 Z_1)$

**5. Advantage and Disadvantage of ECC**

ECC algorithm has various advantages over other existing cryptographic algorithm. These advantages are described below.

1. It has Short Encryption key that value has to be fed from encryption Algorithm and later to be decrypted an encrypted message.
2. It is faster & requires less computation power and less time consuming.
3. It is more important in wireless devices, where computing power, memory and battery life are limited.
4. It increases the size of the encrypted message.

ECC algorithm has some disadvantages also, which can be illustrated as:

1. ECC Algorithm is more complex and more difficult to implement.
2. Due to complexity of the Algorithm, it increases the implementation errors and by that it reduces the security of the Algorithm.

## 5. Conclusion

Elliptic Curve Cryptography is most secure and powerful Cryptosystem in all Public key Cryptography. ECC is stronger Cryptosystem then other cryptosystem as compared to RSA and DSA.

As ECC require Short key sizes as compared, ECC require only 224 bits where RSA and DSA require 2048 bits, in this paper we have overview about ECC as well as describe the Implementation of ECC, we discussed about its point arithmetic as well as Elliptic Equations, As we mention

ECC with Projective Coordinates rather than Affine Coordinates because it is more secure and fast.

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