# Efficient arithmetic in finite fields

D. J. Bernstein
University of Illinois at Chicago

Some examples of finite fields:

$\mathbf{Z}/(2^{255} - 19)$.
$(\mathbf{Z}/(2^{61} - 1))[t]/(t^5 - 3)$.
$(\mathbf{Z}/223))[t]/(t^{37} - 2)$.
$(\mathbf{Z}/2)[t]/(t^{283} - t^{12} - t^7 - t^5 - 1)$.

How quickly can we
add, subtract, multiply
in these fields?

Answer will depend on platform:
AMD Athlon, Sun UltraSPARC IV,
Intel 8051, Xilinx Spartan-3, etc.
Warning: different platforms
often favor different fields!

# The first question

How to multiply big integers?

Child's answer: Use polynomial with coefficients in $\{0, 1, \ldots, 9\}$ to represent integer in radix 10.

With this representation, multiply integers in two steps:

1. Multiply polynomials.
2. "Carry" extra digits.

Polynomial multiplication involves *small* integers.
Have split one big multiplication into many small operations.

Example of representation:

$839 = 8 \cdot 10^2 + 3 \cdot 10^1 + 9 \cdot 10^0 =$

value (at $t = 10$) of polynomial

$8t^2 + 3t^1 + 9t^0$.

Squaring: $(8t^2 + 3t^1 + 9t^0)^2 =$

$64t^4 + 48t^3 + 153t^2 + 54t^1 + 81t^0$.

Carrying:

$64t^4 + 48t^3 + 153t^2 + 54t^1 + 81t^0$;

$64t^4 + 48t^3 + 153t^2 + 62t^1 + 1t^0$;

$64t^4 + 48t^3 + 159t^2 + 2t^1 + 1t^0$;

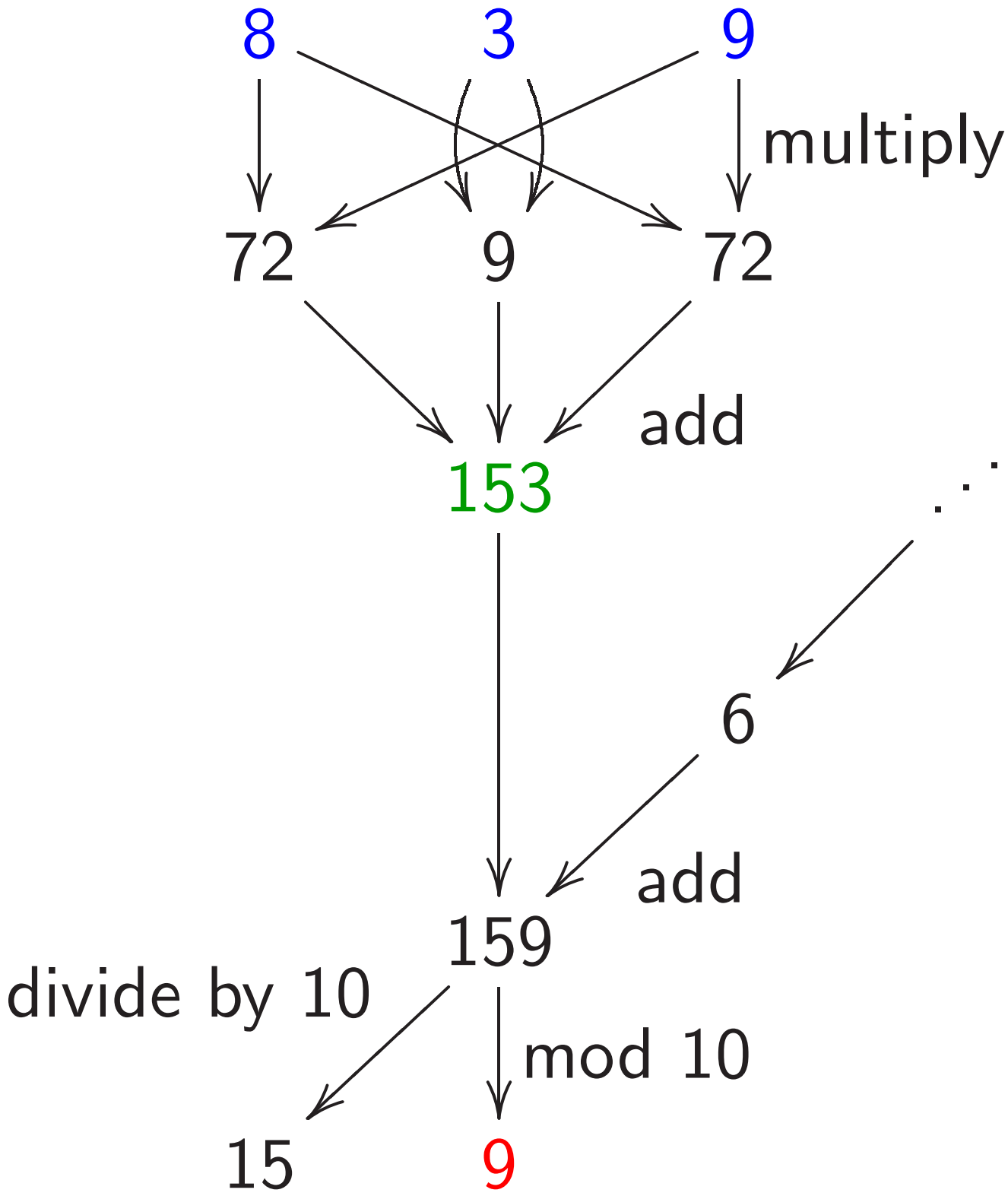
$64t^4 + 63t^3 + 9t^2 + 2t^1 + 1t^0$;

$70t^4 + 3t^3 + 9t^2 + 2t^1 + 1t^0$;

$7t^5 + 0t^4 + 3t^3 + 9t^2 + 2t^1 + 1t^0$.

In other words, $839^2 = 703921$.

What operations were used here?



Scaled variation:

$839 = 800 + 30 + 9 =$

value (at $t = 1$) of polynomial

$800t^2 + 30t^1 + 9t^0$.

Squaring: $(800t^2 + 30t^1 + 9t^0)^2 =$

$640000t^4 + 48000t^3 + 15300t^2 +$

$540t^1 + 81t^0$.

Carrying:

$640000t^4 + 48000t^3 + 15300t^2 +$

$540t^1 + 81t^0$;

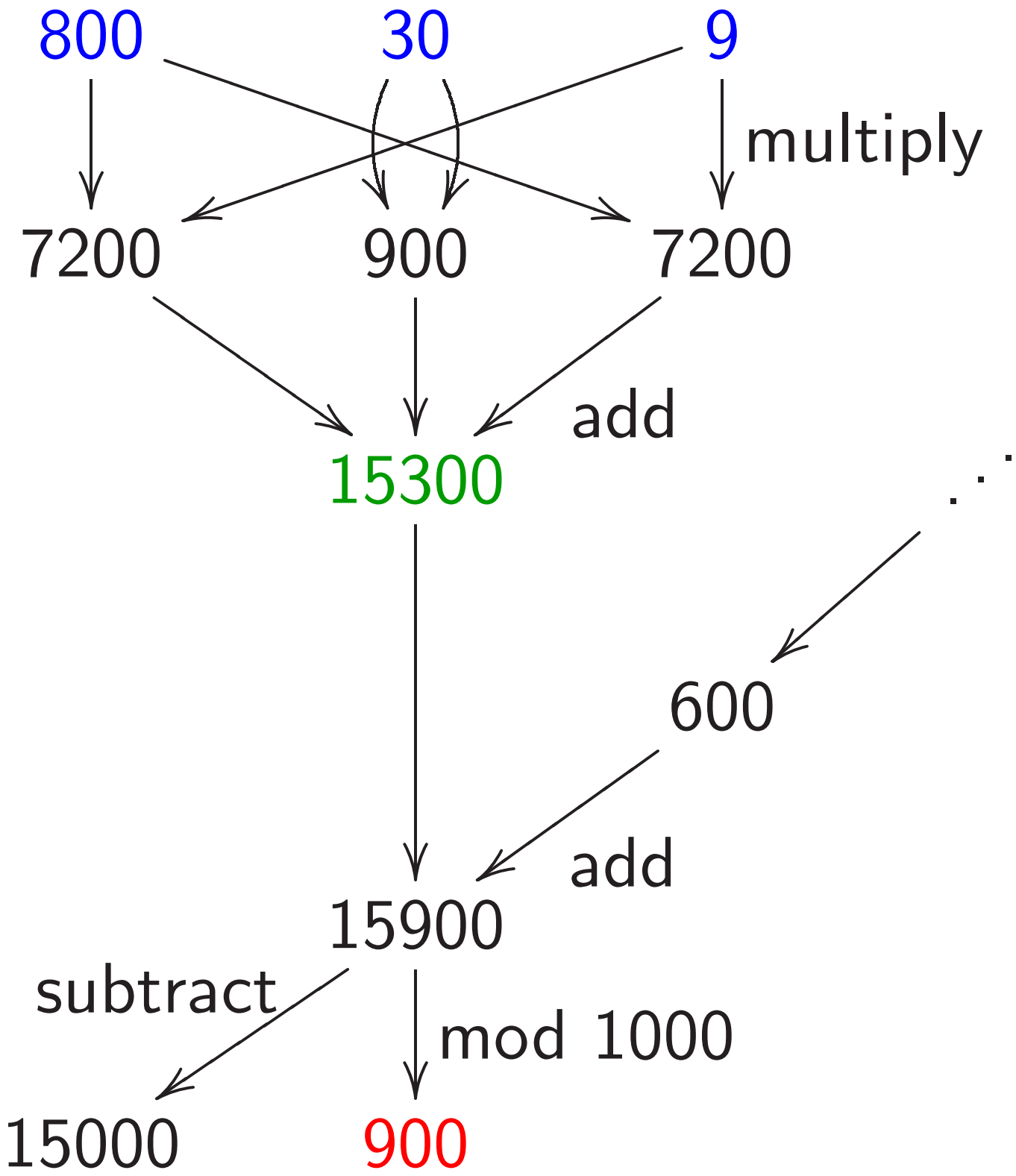
$640000t^4 + 48000t^3 + 15300t^2 +$

$620t^1 + 1t^0$; ...

$700000t^5 + 0t^4 + 3000t^3 + 900t^2 +$

$20t^1 + 1t^0$.

What operations were used here?



# Speedup: double inside squaring

Squaring $\cdots + f_2 t^2 + f_1 t^1 + f_0 t^0$
produces coefficients such as
$f_4 f_0 + f_3 f_1 + f_2 f_2 + f_1 f_3 + f_0 f_4$.

Compute more efficiently as
$2 f_4 f_0 + 2 f_3 f_1 + f_2 f_2$.
Or, slightly faster,
$2(f_4 f_0 + f_3 f_1) + f_2 f_2$.
Or, slightly faster,
$(2 f_4) f_0 + (2 f_3) f_1 + f_2 f_2$
after precomputing $2 f_1, 2 f_2, \ldots$.

Have eliminated $\approx 1/2$ of the work
if there are many coefficients.

# Speedup: allow negative coeffs

Recall $159 \mapsto 15, 9$.

Scaled: $15900 \mapsto 15000, 900$.

Alternative: $159 \mapsto 16, -1$.

Scaled: $15900 \mapsto 16000, -100$.

Use digits $\{-5, -4, \ldots, 4, 5\}$
instead of $\{0, 1, \ldots, 9\}$.

Several small advantages:

easily handle negative integers;

easily handle subtraction;

reduce products a bit.

# Speedup: delay carries

Computing (e.g.) big $ab + c^2$: multiply $a, b$ polynomials, carry, square $c$ poly, carry, add, carry.

e.g. $a = 314$, $b = 271$, $c = 839$:
$(3t^2 + 1t^1 + 4t^0)(2t^2 + 7t^1 + 1t^0) =$
$6t^4 + 23t^3 + 18t^2 + 29t^1 + 4t^0$;
carry: $8t^4 + 5t^3 + 0t^2 + 9t^1 + 4t^0$.

As before $(8t^2 + 3t^1 + 9t^0)^2 =$
$64t^4 + 48t^3 + 153t^2 + 54t^1 + 81t^0$;
$7t^5 + 0t^4 + 3t^3 + 9t^2 + 2t^1 + 1t^0$.

+: $7t^5 + 8t^4 + 8t^3 + 9t^2 + 11t^1 + 5t^0$;
$7t^5 + 8t^4 + 9t^3 + 0t^2 + 1t^1 + 5t^0$.

Faster: multiply $a, b$ polynomials, square $c$ polynomial, add, carry.

$(6t^4 + 23t^3 + 18t^2 + 29t^1 + 4t^0) +$
$(64t^4+48t^3+153t^2+54t^1+81t^0) =$
$70t^4 + 71t^3 + 171t^2 + 83t^1 + 85t^0;$
$7t^5 + 8t^4 + 9t^3 + 0t^2 + 1t^1 + 5t^0.$

Eliminate intermediate carries. Outweighs cost of handling slightly larger coefficients.

Important to carry between multiplications (and squarings) to reduce coefficient size; but carries are usually a bad idea for additions, subtractions, etc.

## Speedup: polynomial Karatsuba

Computing product of polys $f, g$
with (e.g.) $\deg f < 20$, $\deg g < 20$:
400 coefficient mults,
361 coefficient adds.

Faster: Write $f$ as $F_0 + F_1 t^{10}$
with $\deg F_0 < 10$, $\deg F_1 < 10$.
Similarly write $g$ as $G_0 + G_1 t^{10}$.

Then $fg = (F_0 + F_1)(G_0 + G_1)t^{10}$
$+ (F_0 G_0 - F_1 G_1 t^{10})(1 - t^{10})$.

20 adds for $F_0 + F_1$, $G_0 + G_1$.
300 mults for three products
$F_0G_0$, $F_1G_1$, $(F_0 + F_1)(G_0 + G_1)$.
243 adds for those products.
9 adds for $F_0G_0 - F_1G_1t^{10}$
with subs counted as adds
and with delayed negations.
19 adds for $\cdots(1 - t^{10})$.
19 adds to finish.

Total 300 mults, 310 adds.
Larger coefficients, slight expense;
still saves time.

Can apply idea recursively
as poly degree grows.

Many other algebraic speedups
in polynomial multiplication:
Toom, FFT, etc.

Increasingly important as
polynomial degree grows.
$O(n \lg n \lg \lg n)$ coeff operations
to compute $n$-coeff product.

Useful for sizes of $n$
that occur in cryptography?
Maybe; active research area.

## Using CPU's integer instructions

Replace radix 10 with, e.g., $2^{24}$.
Power of 2 simplifies carries.

Adapt radix to platform.

e.g. Every 2 cycles, Athlon 64
can compute a 128-bit product
of two 64-bit integers.
(5-cycle latency; parallelize!)
Also low cost for 128-bit add.

Reasonable to use radix $2^{60}$.
Sum of many products of digits
fits comfortably below $2^{128}$.
Be careful: analyze largest sum.

e.g. In 4 cycles, Intel 8051
can compute a 16-bit product
of two 8-bit integers.
Could use radix $2^6$.
Could use radix $2^8$,
with 24-bit sums.

e.g. Every 2 cycles, Pentium 4 F3
can compute a 64-bit product
of two 32-bit integers.
(11-cycle latency; yikes!)
Reasonable to use radix $2^{28}$.

Warning: Multiply instructions
are very slow on some CPUs.
e.g. Pentium 4 F2: 10 cycles!

## Using floating-point instructions

Big CPUs have separate
floating-point instructions,
aimed at numerical simulation
but useful for cryptography.

In my experience,
floating-point instructions
support faster multiplication
(often much, much faster)
than integer instructions,
except on the Athlon 64.
Other advantages: portability;
easily scaled coefficients.

e.g. Every 2 cycles, Pentium III
can compute a 64-bit product
of two floating-point numbers,
and an independent 64-bit sum.

e.g. Every cycle, Athlon
can compute a 64-bit product
and an independent 64-bit sum.

e.g. Every cycle, UltraSPARC III
can compute a 53-bit product
and an independent 53-bit sum.
Reasonable to use radix $2^{24}$.

e.g. Pentium 4 can do the same
using SSE2 instructions.

How to do carries in
floating-point registers?
(No CPU carry instruction:
not useful for simulations.)

Exploit floating-point rounding:
add big constant,
subtract same constant.

e.g. Given $\alpha$ with $|\alpha| \leq 2^{75}$:
compute 53-bit floating-point sum
of $\alpha$ and constant $3 \cdot 2^{75}$,
obtaining a multiple of $2^{24}$;
subtract $3 \cdot 2^{75}$ from result,
obtaining multiple of $2^{24}$
nearest $\alpha$; subtract from $\alpha$.

# Reducing modulo a prime

Fix a prime $p$.

The prime field $\mathbf{Z}/p$

is the set $\{0, 1, 2, \ldots, p-1\}$

with $-$ defined as $-$ mod $p$,

$+$ defined as $+$ mod $p$,

$\cdot$ defined as $\cdot$ mod $p$.

e.g. $p = 1000003$:

$1000000 + 50 = 47$ in $\mathbf{Z}/p$;

$-1 = 1000002$ in $\mathbf{Z}/p$;

$117505 \cdot 23131 = 1$ in $\mathbf{Z}/p$.

How to multiply in $\mathbf{Z}/p$?

Can use definition:
$fg \bmod p = fg - p \lfloor fg/p \rfloor$.
Can multiply $fg$ by a
precomputed $1/p$ approximation;
easily adjust to obtain $\lfloor fg/p \rfloor$.
Slight speedup: "2-adic inverse";
"Montgomery reduction."

We can do better: normally
$p$ is chosen with a special form
(or dividing a special form; see
"redundant representations")
to make $fg \bmod p$ much faster.

e.g. In $\mathbf{Z}/1000003$:

$314159265358 =$

$314159 \cdot 1000000 + 265358 =$

$314159(-3) + 265358 =$

$-942477 + 265358 =$

$-677119.$

Easily adjust to range

$\{0, 1, \ldots, p - 1\}$

by adding/subtracting a few $p$'s.

(Beware timing attacks!)

Speedup: Delay the adjustment;

extra $p$'s won't damage

subsequent field operations.

Can delay carries until after multiplication by 3.

e.g. To square 314159 in $\mathbf{Z}/1000003$: Square poly $3t^5 + 1t^4 + 4t^3 + 1t^2 + 5t^1 + 9t^0$, obtaining $9t^{10} + 6t^9 + 25t^8 + 14t^7 + 48t^6 + 72t^5 + 59t^4 + 82t^3 + 43t^2 + 90t^1 + 81t^0$.

Reduce: replace $(c_i)t^{6+i}$ by $(-3c_i)t^i$, obtaining $72t^5 + 32t^4 + 64t^3 - 32t^2 + 48t^1 - 63t^0$.

Carry: $8t^6 - 4t^5 - 2t^4 + 1t^3 + 2t^2 + 2t^1 - 3t^0$.

To minimize poly degree, mix reduction and carrying, carrying the top sooner.

e.g. Start from square $9t^{10} + 6t^9 + 25t^8 + 14t^7 + 48t^6 + 72t^5 + 59t^4 + 82t^3 + 43t^2 + 90t^1 + 81t^0$.

Reduce $t^{10} \to t^4$ and carry $t^4 \to t^5 \to t^6$: $6t^9 + 25t^8 + 14t^7 + 56t^6 - 5t^5 + 2t^4 + 82t^3 + 43t^2 + 90t^1 + 81t^0$.

Finish reduction: $-5t^5 + 2t^4 + 64t^3 - 32t^2 + 48t^1 - 87t^0$. Carry $t^0 \to t^1 \to t^2 \to t^3 \to t^4 \to t^5$: $-4t^5 - 2t^4 + 1t^3 + 2t^2 - 1t^1 + 3t^0$.

## Speedup: non-integer radix

Consider $\mathbf{Z}/(2^{61}-1)$.

Five coeffs in radix $2^{13}$?
$f_4t^4 + f_3t^3 + f_2t^2 + f_1t^1 + f_0t^0$.
Most coeffs could be $2^{12}$.

Square $\cdots + 2(f_4f_1 + f_3f_2)t^5 + \cdots$.
Coeff of $t^5$ could be $> 2^{25}$.

Reduce: $2^{65} = 2^4$ in $\mathbf{Z}/(2^{61}-1)$;
$\cdots + (2^5(f_4f_1 + f_3f_2) + f_0^2)t^0$.
Coeff could be $> 2^{29}$.
Very little room for
additions, delayed carries, etc.
on 32-bit platforms.

Scaled: Evaluate at $t = 1$.

$f_4$ is multiple of $2^{52}$;

$f_3$ is multiple of $2^{39}$;

$f_2$ is multiple of $2^{26}$;

$f_1$ is multiple of $2^{13}$;

$f_0$ is multiple of $2^0$. Reduce:

$\cdots + (2^{-60}(f_4 f_1 + f_3 f_2) + f_0^2)t^0$.

Better: Non-integer radix $2^{12.2}$.

$f_4$ is multiple of $2^{49}$;

$f_3$ is multiple of $2^{37}$;

$f_2$ is multiple of $2^{25}$;

$f_1$ is multiple of $2^{13}$;

$f_0$ is multiple of $2^0$.

Saves a few bits in coeffs.

# More finite fields

Fix a prime $p$. Fix a
poly $\varphi$ in one variable $t$
with $\varphi$ irreducible mod $p$.

The finite field $(\mathbf{Z}/p)[t]/\varphi$
is the set of polynomials
$f_{\deg \varphi - 1} t^{\deg \varphi - 1} + \cdots + f_1 t^1 + f_0 t^0$
with each $f_i \in \mathbf{Z}/p$
and with $-, +, \cdot$ defined
modulo $p$ and modulo $\varphi$.

$(\mathbf{Z}/p)[t]/\varphi$ is an "extension"
of the prime field $\mathbf{Z}/p$;
it has "characteristic" $p$.

e.g. 223 is prime, and poly
$t^6 - 3$ is irreducible mod 223,
so $(\mathbf{Z}/223)[t]/(t^6 - 3)$ is a field.

$223^6$ elements of field,
namely polynomials $f_5 t^5 + f_4 t^4 +$
$f_3 t^3 + f_2 t^2 + f_1 t^1 + f_0 t^0$
with each $f_i \in \{0, 1, \ldots, 222\}$.

After adding, subtracting,
multiplying: replace $t^6$ by 3,
replace $t^7$ by $3t$, etc.; and
reduce coefficients modulo 223.
e.g. $(9t^4 + 1)^2 = 81t^8 + 18t^4 + 1 =$
$243t^2 + 18t^4 + 1 = 18t^4 + 20t^2 + 1$.

Have two levels of polynomials when $p$ is large: element of $(\mathbf{Z}/p)[t]/\varphi$ is poly mod $\varphi$; each poly coefficient is integer represented as poly in some radix.

e.g. $f_4t^4+f_3t^3+f_2t^2+f_1t^1+f_0t^0$ in $(\mathbf{Z}/(2^{61}-1))[t]/(t^5-3)$ could have each coefficient $f_i$ represented as poly of degree $<3$ in radix $2^{61/3}$.

When $p$ is small, especially $p=2$, benefit from batching coefficients. Many platform-specific speedups.

## Speedup: fast Frobenius

In $(\mathbf{Z}/2)[t]/\varphi$ have
$(\cdots + f_2 t^2 + f_1 t^1 + f_0 t^0)^2 =$
$\cdots + f_2 t^4 + f_1 t^2 + f_0 t^0$.

Cross-terms disappear: $2 = 0$.

Thus squaring is very fast:
replace $t^i$ by $t^{2i}$ and
reduce modulo $\varphi$.

More generally, $p$th powering
is very fast in characteristic $p$.