

# **McEliece verification**

**Daniel J. Bernstein**

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- 1 key +  $10^6$  ciphertexts for McEliece is **several times less network traffic** than 1 key +  $10^6$  ciphertexts for lattices.
- McEliece deployment is underway: e.g., McEliece is already used in some end-to-end secure-messaging systems and the **Mullvad** and **Rosenpass** VPNs.



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New: **CryptAttackTester** includes full attack circuits + analyses passing systematic tests.

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- Length-1347 challenge [broken](#): simply ran the faster attack software from PQCrypto 2008 Bernstein–Lange–Peters on a larger computer cluster.

Observed speeds match algorithm analyses.  
Security levels are remarkably stable.

# Classic McEliece implementations

Official software for Classic McEliece is distributed via [SUPERCOP](#) benchmarking framework. Four implementations for each parameter set, all passing [TIMECOP](#):

- ref: portable, prioritizing simplicity.
- vec: portable, 64-bit vectorization.
- sse: Intel/AMD, 128-bit vectorization.
- avx: Intel/AMD, 256-bit vectorization.

Unofficial implementations: [M4](#), [FPGAs](#), [McTiny](#), [McOutsourcing](#), [Bouncy Castle](#) (Java and C#), [Rust](#). Integrations: [PQClean](#), [liboqs](#), [Node.js](#). New: Easy-to-use [libmceliece](#).

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- Constant-time decoding of Goppa codes.

Plus: Put everything together into “keygen, enc, dec always work”. Automate the entire process to handle many implementations.

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automatically verifies constant-time min/max  
code (and more). Relies on [angr](https://lcamtuf.github.io/angr/), which uses  
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[sorting.cr.yp.to](https://sorting.cr.yp.to) includes fast constant-time  $N$ -input sorting built from min/max ("sorting networks") for `int32`; automated verif with `angr` + DAG analysis. Classic McEliece also uses `int16`, `int64`.

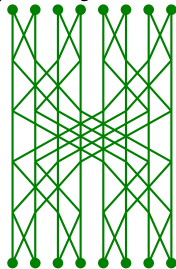


# Verified formulas for control bits

Can permute 8192 items in constant time via sorting. Simpler, faster: “Control bits” specify

- swap 0 with 1? swap 2 with 3? etc.;
- swap 0 with 2? swap 1 with 3? etc.;
- swap 0 with 4? swap 1 with 5? etc.;
- and so on: 1, 2, 4, 8, ..., 8, 4, 2, 1.

This pattern is a “Beneš network”.

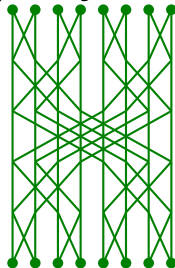


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[cr.yp.to/papers.html#controlbits](http://cr.yp.to/papers.html#controlbits)

presents a proof of fast formulas mapping any given permutation to control bits.

Proof is computer-verified using [HOL Light](#).

# Verified formulas for decoding

mceliece8192128 secrets: deg-128 irred  
poly  $g \in \mathbb{F}_{8192}[x]$ ; distinct  $s_0, \dots, s_{8191} \in \mathbb{F}_{8192}$ .

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 $\sum_i c_i s_i^d / g(s_i) = 0$  for each  $d \in \{0, 1, \dots, 127\}$ .

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(The most complicated step in McEliece dec.)

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[cr.yp.to/papers.html#goppadecoding](http://cr.yp.to/papers.html#goppadecoding): minicourse on decoding formulas used in the Classic McEliece software. New: Proofs are computer-verified in HOL Light and [Lean](#).

# The end is in sight

What I'm working on: More code-analysis tools, automatically matching up stages in the Classic McEliece keygen/enc/dec specification to segments of machine code.

HOL Light already includes a model of basic machine instructions; Angr already includes a model of instructions through AVX2.

Binary-field mult is challenging to optimize, but the optimized code is easy to verify: simply trace bilinear operations on bits.