18.783 Elliptic Curves
Lecture 7

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October 3, 2023

Hasse's theorem

Definition (from Lecture 6)

If α is an isogeny, the dual isogeny $\hat{\alpha}$ is the unique isogeny for which $\hat{\alpha} \circ \alpha = \deg \alpha$.
The trace of $\alpha \in \mathrm{End}(E)$ is $\operatorname{tr} \alpha := \alpha + \hat{\alpha} = \deg \alpha + 1 - \deg(\alpha - 1) \in \mathbb{Z}$.

Lemma

$\alpha, \beta \colon E_1 \to E_2$ isogenies with α inseperable, $\alpha + \beta$ is inseparable if and only if β is.

Theorem (Hasse, 1933)

Let $E/\mathbb{F}_q$ be an elliptic curve over a finite field. Then $\#E(\mathbb{F}_q) = q + 1 - \operatorname{tr} \pi_E$, where the trace of the Frobenius endomorphism π_E satisfies $|\operatorname{tr} \pi_E| \leq 2\sqrt{q}$.

Definition

The Hasse interval $\mathcal{H}(q)$ is $[q + 1 - 2\sqrt{q},\ q + 1 + 2\sqrt{q}] = [(\sqrt{q} - 1)^2, (\sqrt{q} + 1)^2]$

The Legendre symbol

Definition

For odd primes p the Legendre symbol is defined by

$$\left(\frac{a}{p}\right) = \begin{Bmatrix} 1 & \text{if } y^2 = a \text{ has two solutions mod } p \\ 0 & \text{if } y^2 = a \text{ has one solution mod } p \\ -1 & \text{if } y^2 = a \text{ has no solutions mod } p \end{Bmatrix} = \#\{\alpha \in \mathbb{F}_p : \alpha^2 = a\} - 1.$$

We also define $\left(\frac{a}{\mathbb{F}_q}\right)$ for $a \in \mathbb{F}_q$ with q odd; just replace $\mathbb{F}_p$ with $\mathbb{F}_q$.

For $E\colon y^2 = x^3 + Ax + B$ over $\mathbb{F}_q$ we have

$$\#E(\mathbb{F}_q) = 1 + \sum_{x \in \mathbb{F}_q} \left(1 + \left(\frac{x^3 + Ax + B}{\mathbb{F}_q}\right)\right) = q + 1 + \sum_{x \in \mathbb{F}_q} \left(\frac{x^3 + Ax + B}{\mathbb{F}_q}\right).$$

Naive point counting

Let $E\colon y^2 = x^3 + Ax + B$ be an elliptic curve over $\mathbb{F}_q$. Computing $\#E(\mathbb{F}_q)$ via

$$\#E(\mathbb{F}_q) = 1 + \#\left\{(x,y) \in \mathbb{F}_q^2 : y^2 = x^3 + Ax + B\right\}$$

takes $O(q^2\mathsf{M}(\log q))$ time, which in terms of $n = \log q$ is $O(\exp(2n)\mathsf{M}(n))$. But

$$\#E(\mathbb{F}_q) = q + 1 + \sum_{x\in\mathbb{F}_q}\left(\frac{x^3 + Ax + B}{\mathbb{F}_q}\right)$$

can be computed in $O(\exp(n)\mathsf{M}(n))$ time by precomputing a table of squares in $\mathbb{F}_q$.

But $\#E(\mathbb{F}_p)$ lies in the Hasse interval $\mathcal{H}(q)$ of width $4\sqrt{q}$. Surely we can do better!

Computing the order of a point

The order $|P|$ of any $P \in E(\mathbb{F}_q)$ divides $\#E(\mathbb{F}_q) \in \mathcal{H}(q) = [(\sqrt{q}-1)^2,\ (\sqrt{q}+1)^2]$.
If we put $M_0 = \lceil(\sqrt{q}-1)^2\rceil$, we can find a multiple M of $|P|$ in $\mathcal{H}(q)$ by computing

$$M_0P,\ (M_0+1)P,\ (M_0+2)P,\ \ldots,\ MP = 0.$$

We have $M \le M_0 + 4\sqrt{q}$, so this takes $O(\sqrt{q}\mathsf{M}(\log q)) = O(\exp(n/2)\mathsf{M}(n))$ time.

Algorithm (Fast order computation)

Given $P \in E(\mathbb{F}_q)$ and $M \in \mathcal{H}(q)$ such that $MP = 0$, compute $|P|$ as follows:

1. Compute $M = p_1^{e_1} \cdots p_r^{e_r}$ and set $m := M$.
2. For each prime p_i, while $p_i | m$ and $(m/p_i)P = 0$, replace m by m/p_i.
3. Output $|P| = m$.

This algorithm takes much less than $O(\exp(n/2)\mathsf{M}(n))$ time.
(in fact $O(\exp(n/5)n^{16/5})$ deterministically and $\exp(n^{1/2+o(1)})$ probabilistically).

The exponent of a group

Definition

The exponent of a finite group G is $\lambda(G) := \mathrm{lcm}\{|g| : g \in G\}$.

Lemma

Let G be a finite abelian group. Then $\exists g \in G$ such that $|g| = \lambda(G)$.

Proof: Put $G \simeq \mathbb{Z}/n_1\mathbb{Z} \oplus \cdots \oplus \mathbb{Z}/n_r\mathbb{Z}$ with $n_i | n_{i+1}$ and take any generator of $\mathbb{Z}/n_r\mathbb{Z}$.

Theorem

Let G be a finite abelian group. If g and h are uniformly distributed elements of G then

$$\Pr\left[\mathrm{lcm}(|g|, |h|) = \lambda(G)\right] > \frac{6}{\pi^2}.$$

Proof: $\Pr\left[\mathrm{lcm}(|g|, |h|) = \lambda(G)\right] \geq \prod_{p|\lambda(G)}(1 - p^{-2}) > \prod_p (1 - p^{-2}) = \zeta(2)^{-1} = 6/\pi^2$.

Counting points on quadratic twists

Let $E\colon y^2 = x^3 + Ax + B$ be an elliptic curve over $\mathbb{F}_q$ and pick $s \in \mathbb{F}_q$ so $\left(\frac{s}{\mathbb{F}_q}\right) = -1$.

Then $\widetilde{E}\colon sy^2 = x^3 + Ax + B$ is a (non-isomorphic) quadratic twist of E, and we have

$$\#E(\mathbb{F}_q) = q + 1 + \sum_{x\in\mathbb{F}_q} \left(\frac{x^3 + Ax + B}{\mathbb{F}_q}\right)$$

$$\#\tilde{E}(\mathbb{F}_q) = q + 1 - \sum_{x\in\mathbb{F}_q} \left(\frac{x^3 + Ax + B}{\mathbb{F}_q}\right)$$

$$\#E(\mathbb{F}_q) + \#\widetilde{E}(\mathbb{F}_q) = 2q + 2.$$

To compute $\#E(\mathbb{F}_q)$ it suffices to compute either $\#E(\mathbb{F}_q)$ or $\#\widetilde{E}(\mathbb{F}_q)$.

We can put $\widetilde{E}$ in Weierstrass form as $\widetilde{E}\colon y^2 = x^3 + s^2Ax + s^3B$.

Mestre's theorem/algorithm

Theorem (Mestre)

Let $p > 229$ be prime, $E/\mathbb{F}_p$ an elliptic curve with quadratic twist $\widetilde{E}/\mathbb{F}_p$.
At least one of $\lambda(E(\mathbb{F}_p))$ and $\lambda(\widetilde{E}(\mathbb{F}_p)$ has a unique multiple in $\mathcal{H}(p)$.

Algorithm (Mestre)

Given $E/\mathbb{F}_p$ with $p > 229$ compute $E(\mathbb{F}_p)$ as follows:

1. Compute $\widetilde{E}$, and set $E_0 := E$, $E_1 := \widetilde{E}$, $N_0 := 1$, $N_1 := 1$, $i := 0$.
2. While neither N_0, N_1 has a unique multiple U_0, U_1 in $\mathcal{H}(p)$:
   - **a.** Pick a random $P \in E_i(\mathbb{F}_p)$ and compute $M \in \mathcal{H}(p)$ such that $MP = 0$.
   - **b.** Use M to compute $|P|$, then replace N_i with $\operatorname{lcm}(N_i, |P|)$ and replace i by $1 - i$.
3. Output $\#E(\mathbb{F}_p) = U_0$ or $\#E(\mathbb{F}_p) = 2p + 2 - U_1$ (whichever is defined).

We expect $O(1)$ iterations in Step 2, expected running time is $O(\exp(n/2)\mathsf{M}(n))$.

Baby-steps giant-steps

Algorithm (Shanks)

Given $P \in E(\mathbb{F}_q)$ compute $M \in \mathcal{H}(q)$ such that $MP = 0$ as follows:

1. Pick $r, s \in \mathbb{Z}_{>0}$ such that $rs \geq 4\sqrt{q}$ and put $a := \lceil(\sqrt{q} - 1)^2\rceil = \min(\mathcal{H}(q) \cap \mathbb{Z})$.
2. Compute baby steps $S_{\text{baby}} := \{0,\ P,\ 2P,\ \ldots,\ (r-1)P\}$.
3. Compute giant steps $S_{\text{giant}} := \{aP,\ (a+r)P,\ (a+2r)P,\ \ldots,\ (a+(s-1)r)P\}$.
4. For each $P_{\text{giant}} = (a + ir)P$ check if $P_{\text{giant}} + P_{\text{baby}} = 0$ for some $P_{\text{baby}} = jP$.
   If so, output $M = a + ri + j$.

Every $M \in \mathcal{H}(q)$ can be written as $M = a + ir + j$ with $0 \leq i < s$ and $0 \leq j < r$, and

$$MP = (a + ri)P + jP = P_{\text{giant}} + P_{\text{baby}} = 0,$$

for some $P_{\text{giant}} \in S_{\text{giant}}$ and $P_{\text{baby}} \in S_{\text{baby}}$. Complexity is $O(\exp(n/4)\mathsf{M}(n))$.

Batching inversions

In order to efficiently match giant steps with baby steps we use affine coordinates.
Addition in $E(\mathbb{F}_q)$ uses $3\mathbf{M} + \mathbf{I}$ or $4\mathbf{M} + \mathbf{I}$ operations in $\mathbb{F}_q$, or $O(\mathsf{M}(n)\log n)$ time.

Algorithm

Given $\alpha_1, \ldots, \alpha_m \in \mathbb{F}_q$ compute $\alpha_1^{-1}, \cdots \alpha_m^{-1}$ as follows:

1. Set $\beta_0 := 1$ and compute $\beta_i := \beta_{i-1}\alpha_i$ for i from 1 to m.
2. Compute $\gamma_m := \beta_m^{-1}$.
3. For i from m down to 1 compute $\alpha_i^{-1} := \beta_{i-1}\gamma_i$ and $\gamma_{i-1} := \gamma_i\alpha_i$.

This takes less than $3m\mathbf{M} + \mathbf{I}$ operations in $\mathbb{F}_q$, or $O(m\mathsf{M}(n) + \mathsf{M}(n)\log n)$ time.
For $m \geq \log n$ this is $O(\mathsf{M}(n))$ per inversion, on average, rather than $O(\mathsf{M}(n)\log n)$.

For large m the cost of each baby/giant step is effectively $6\mathbf{M}$ operations in $\mathbb{F}_q$.

Point counting summary

The table below summarizes the complexity of various algorithms to compute $\#E(\mathbb{F}_q)$. Complexity bounds are bit-complexities in terms of $n = \log q$.

algorithm	time complexity	space complexity
Totally naive	$O(\exp(2n)\mathsf{M}(n))$	$O(n)$
Legendre symbols on the fly	$O(\exp(n)\mathsf{M}(n)\log n)$	$O(n)$
Legendre symbols precomputed	$O(\exp(n)\mathsf{M}(n))$	$O(\exp(n)n)$
Mestre with linear search	$O(\exp(n/2)\mathsf{M}(n))$	$O(n)$
Mestre with baby-steps giant-steps	$O(\exp(n/4)\mathsf{M}(n))$	$O(\exp(n/4)n)$
Schoof's algorithm	$O(\mathrm{poly}(n))$	$O(\mathrm{poly}(n))$

For Mestre's algorithm these are expected running times, the rest are deterministic. Probabilistic optimizations to Schoof's algorithm (SEA) are used in practice for large q.