Superspecial Cryptography **Computing Isogenies Between Elliptic Products**

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I have brilliant friends

Isogeny Friends

- Rémy Oudompheng
- Chloe Martindale
- Luciano Maino
- Lorenz Panny
- Damien Robert
- Sabrina Kunzweiler
- Pierrick Dartois

• Many other people!

What's the Plan?

- What is an isogeny between elliptic products?
- How are we asking computers to calculate these maps?
- An open puzzle: a magical square root.

What is an isogeny between elliptic products?

Superspecial Abelian Varieties

- A generalisation of supersingular curves
- In dimension two, we have two distinct nodes on our graph
- In characteristic p we have approximately
 - Jacobians of hyperelliptic curves (~p³ nodes)
 - Products of elliptic curves (~p² nodes)







Jacobians of Hyperelliptic Curves

- A hyperelliptic curve is a generalisation of an elliptic curve
- The Jacobian of the hyperelliptic curve is where we find our group
- The **Divisor** of a Jacobian is our group element
- The Mumford representation of a divisor is a pair of polynomials

•
$$C: y^2 = f(x)$$
 de

• $D = (u(x), v(x)) \in \operatorname{Jac}(C)$



deg(f) = 2g + 2 $deg(v) < deg(u) \le g$



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- $C: y^2 = x^6 + 73x^5 + 144x^4 + 18x^3 + 151x^2 + 20x + 80 \mod 163$
- $(u, v) = (x^2 + 14x + 113, 0)$





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- The Mumford representation of a divisor is a pair of polynomials
- $C: y^2 = (x^2 + 14x + 113)(x^2 + 84x + 12)(x^2 + 138x + 152) \mod 163$
- $(u, v) = (x^2 + 14x + 113, 0)$





How can we compute these isogenies?

Gluing Elliptic Products

- Given two elliptic curves, find the isogenous hyperelliptic curve
- The gluing isogeny can also be understood as a bijection of roots

$$E_1: y^2 = (x - a_1)(x - a_2)(x - a_3)$$
$$E_2: y^2 = (x - b_1)(x - b_2)(x - b_3)$$

$$H: y^2 = s_1(x^2 - \alpha_1)(x^2)$$



$$\ker(\gamma) = \langle (P_1, P_2), (Q_1, Q_2) \rangle \subset E_1 \times E_2$$
$$\{a_1, a_2, a_3\} \to \{b_1, b_2, b_3\}$$

$$-\alpha_2(x^2 - \alpha_3) \qquad \alpha_i = \frac{b_j - b_k}{a_j - a_k}$$



Gluing Montgomery Curves

- Gluing Montgomery curves is particularly beautiful
- Codomain can be computed in only 7 multiplications and 1 inversion

$$E_1: y^2 = x(x - a)(x - a^{-1})$$
$$E_2: y^2 = x(x - b)(x - b^{-1})$$

$$\alpha_1 = \frac{b - b^{-1}}{a - a^{-1}} \quad \alpha_2 = \frac{a}{b}$$



$$H: y^2 = s_1(x^2 - \alpha_1)(x^2 - \alpha_2)(x^2 - \alpha_3)$$

$$\alpha_3 = \frac{b}{a} \qquad s_1 = \frac{a - 1/a}{a/b - b/a}$$



Pushing through points

Given a pair of points, compute the isogenous divisor

 $(P, Q) \in E_1 \times E_2$ $\gamma(P,Q) = \gamma(P,\mathcal{O}_{E_2}) + \gamma(\mathcal{O}_{E_1},Q)$

$$u_P = x^2 + (s_2 - P_x)/s_1,$$

$$v_P = P_y/s_1,$$







 $u_Q = x^2 - s_2/(Q_x - s_1),$ $v_O = x Q_v / (Q_x - s_1)$.

Mapping between Jacobians

- A (2,2)-isogeny is a very **special** map!
- In 1842, Richelot showed there are compact formula to compute the codomain
- The Richelot correspondence allows us to compute the image of points
- Some recent progress by Sabrina Kunzweiler (2022/990)
- I believe there's interesting work in further optimising these isogenies



Richelot's Codomain

• Our kernel is determined by two quadratic polynomials

$$C_1: y^2 = f(x) = G_1 G_2 G_3, \quad \text{ker}(\varphi) =$$

Codomain computation cost: 20M 11

$$D = \begin{bmatrix} g_{1,0} & g_{1,1} & g_{1,2} \\ g_{2,0} & g_{2,1} & g_{2,2} \\ g_{3,2} & g_{3,1} & g_{3,2} \end{bmatrix}$$

 $H_i = D^{-1} \left(G'_j G_k - G'_k G_j \right) \qquad \varphi : C_1 \to C_2 : y^2 = H_1 H_2 H_3$

 $= \langle (G_1, 0), (G_2, 0) \rangle, \quad G_i = g_{i,2}x^2 + g_{i,1}x + g_{i,0}$



Splitting to Elliptic Products

- Given a hyperelliptic curve, recover the isogenous product of elliptic curves
- Method: find a coordinate transformation to make this "easy"

$$\theta: x \mapsto \frac{\alpha_1 x + \alpha_0}{\beta_1 x + \beta_0}$$

$$(x^2, y) \mapsto (X, Y)$$
 E_1
 $x^{-2}, yx^{-3}) \mapsto (U, V)$ E_2



$$\tilde{C}: y^2 = c_3 x^6 + c_2 x^4 + c_1 x^2 + c_0$$

 $E_1: Y^2 = c_3 X^3 + c_2 X^2 + c_1 X + c_0$ $E_2: V^2 = c_0 U^3 + c_1 U^2 + c_2 U + c_3$

Computing the Isomorphism

- Once we have our isomorphism, splitting is very natural
- Uncovering the isomorphism is where the work is
- A splitting to an elliptic product is revealed when the determinant vanishes

$$D = \begin{vmatrix} g_{1,0} & g_{1,1} & g_{1,2} \\ g_{2,0} & g_{2,1} & g_{2,2} \\ g_{3,2} & g_{3,1} & g_{3,2} \end{vmatrix} = 0 \qquad G_3 =$$

- The isomorphism can be set by removing linear terms from G_1 and G_2

 $\theta: x \mapsto \frac{\alpha_1 x + \alpha_0}{\beta_1 x + \beta_0}$

 $\kappa_1 G_1 + \kappa_2 G_2$ ker(σ) = $\langle (G_1, 0), (G_2, 0) \rangle$

A Magical Formula





$\sqrt{\mathsf{Res}(G_1, G_2)} = \left(\frac{N_1 + N_2}{N_1 - N_2}\right) (b_1 - b_2)$

A Magical Formula

$$\begin{split} \Phi & : \ E_1 \times E_2 \to E_0 \times F \\ \phi_i & : \ E_0 \to E_i \\ N_i &= \deg(\phi_i) \quad \text{Isogeny Diamond} \end{split}$$

$$\sqrt{\text{Res}(G_1, G_2)} =$$

$$\ker(\sigma) = \langle (G_1, 0), (G_2, 0) \rangle$$
$$G_i = x^2 + a_i x + b_i$$

Splitting Isogeny

 $= \left(\frac{N_1 + N_2}{N_1 - N_2}\right) (b_1 - b_2)$





Thank You