

# Ideal to Isogeny: from Qlapoti to qt-Pegasis

Isogeny Days

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# Outline

1. Ideal to Isogeny

2. qlapoti

3. qt-pegasis

# Ideal to isogeny

- ▶ *Deuring correspondence*
- ▶ quaternion ideals  $\leftrightarrow$  isogenies
- ▶ quaternions are *fast*, isogenies are *slow*
  - perform all computations with quaternions
  - recover isogenies at the end
- ▶ *largest component* of most isogeny schemes

# Applications

- ▶ Sample a *random ideal*, translate it into a *random isogeny*
- ▶ the codomain is a *random curve*
  - key generation (SQIsign, PRISM, ...), commitment (SQIsign)
- ▶ compute isogenies with *some properties* from ideals
  - respose (SQIsign, PRISM)
- ▶ quadratic case: *effective class group actions* (PEGASIS)
- ▶ *how?*

# Ideal to Isogeny 1

- ▶  $\ker(I) = \{P \in E \mid \alpha(P) = 0 \ \forall \ \alpha \in I\}$
- ▶ let  $\text{nrd}(I) = l$ ,  $E[l] = \langle P, Q \rangle$ ,  $\alpha \in I$
- ▶ write  $\alpha(P) = aP + bQ$  and  $\alpha(Q) = cP + dQ$
- ▶ recover  $R$  s.t.  $\alpha(R) = 0$  by linear algebra
- ▶ problem: *requires  $l$  small / smooth*

## Ideal to Isogeny 2 (KLPT)

- ▶ given  $\beta \in I$ , get *equivalent ideal*  $J = I\overline{\beta}/\text{nrd}(I)$
- ▶ same domain, same codomain, different degree (norm)
- ▶ if  $\text{nrd}(\beta) = N \cdot \text{nrd}(I)$  then  $\text{nrd}(J) = N$
- ▶ look for  $N$  smooth ( $= 2^e$ ): *KLPT*  $\rightsquigarrow$  *SQIsign v1*
- ▶ typically:  *$N$  huge* ( $\approx p^3$ )

## Ideal to Isogeny 3 (QFESTA)

- ▶ using *HD isogenies* we can compute isogenies of degree  $q(2^e - q)$
- ▶ it is easy to sample ideals of norm  $q(2^e - q)$
- ▶ allows to compute isogenies of *any degree*
- ▶ requires  $q < 2^e < p$
- ▶ *does not work with a given ideal*

## Ideal to Isogeny 4 (Clapoti)

- ▶ generalize the QFESTA equation: enough to solve

$$u \cdot \text{nrd}(I_1) + v \cdot \text{nrd}(I_2) = 2^e$$

where  $I_1, I_2$  are equivalent ideals

- ▶ need degree  $u, v$  isogenies: use QFESTA for that
- ▶ works for *every ideal* (*in theory*)



## Ideal to Isogeny 4 (Clapoti)

- ▶  $\text{nrd}(I_1), \text{nrd}(I_2) \approx \sqrt{p}$  at least, but  $2^e < p$
- ▶ equation has a significant *failure rate* ( $2^{-8}$ )
- ▶ SQIsign: reduce it to  $2^{-60}$  with some tricks
- ▶ *memory-heavy* and still not cryptographically negligible
- ▶ fixed degree isogenies are ok but *costly*

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## A more direct approach

- ▶ Clapoti solves  $u \cdot \text{nrd}(I_1) + v \cdot \text{nrd}(I_2) = 2^e$
- ▶ we can solve  $\text{nrd}(I_1) + \text{nrd}(I_2) = 2^e$  instead
- ▶  $I_1$  and  $I_2$  are chosen *random* and *small*
- ▶ unlikely to sum to  $2^e \rightsquigarrow$  need to be more explicit

## A more direct approach

- ▶ let  $n = \text{nrd}(I)$
- ▶ the equation becomes  $\text{nrd}(\beta_1) + \text{nrd}(\beta_2) = n2^e$
- ▶ write  $I = \langle \alpha, n \rangle$  (*many choices* for  $\alpha$ )
- ▶  $\beta_k = \gamma_k n + \gamma'_k \alpha$
- ▶ simplify:  $\gamma_k = a_k + ib_k$  and  $\gamma'_k = 1$

## Solving mod $n$

- ▶ The full equation becomes

$$n(a_1^2 + b_1^2 + a_2^2 + b_2^2) + 2a_\alpha(a_1 + a_2) + 2b_\alpha(b_1 + b_2) = 2^e - 2r$$

- ▶ first solve  $2a_\alpha x + 2b_\alpha y \equiv 2^e - 2r \pmod{n}$
- ▶ find a *short solution*  $(s, t)$  using *cvp*
- ▶ replace  $a_2 = s - a_1$  and  $b_2 = t - b_1$
- ▶ we are left with a *sum of squares*

## Improvement pt. 1

- ▶ no additional fixed degree isogenies
- ▶ 2x improvement with direct impact on current schemes

NIST level	Previous work	This work	Improvement
I	0.434s	0.171s	x2.5
III	0.849s	0.446s	x1.9
V	1.143s	0.515s	x2.2

## Improvement pt. 2

- ▶ representation  $I = \langle \alpha, n \rangle$  is not unique
- ▶ many  $\alpha$  to try  $\rightsquigarrow$  virtually impossible to fail

NIST Level	$p$	upper bound on failure rate
I	$2^{248} \cdot 5 - 1$	$2^{-197}$
III	$2^{376} \cdot 65 - 1$	$2^{-312}$
V	$2^{500} \cdot 27 - 1$	$2^{-438}$

## Improvement pt. 2

- ▶ no need for additional curves
- ▶ much simpler code
- ▶ less memory usage (x11 to x34)
- ▶ cleaner security proofs



## Credits

### **Qlapoti:** Simple and Efficient Translation of Quaternion Ideals to Isogenies

Join work with: Giacomo Borin, Maria Corte-Real Santos, Jonathan Komada Eriksen, Marzio Mula, Sina Schaeffler and Frederik Vercauteren

Eprint: [2025/1604](#)

Code: <https://github.com/KULeuven-COSIC/Qlapoti>

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# Revisiting PEGASIS

- ▶ PEGASIS: *effective class group actions* from CSIDH
- ▶ given an ideal  $\mathfrak{a} \in \mathbb{Z} \left[ \frac{1+\sqrt{-p}}{2} \right]$  compute the corresponding isogeny
- ▶ based on Clapoti: solve  $u \cdot n(\mathfrak{b}) + v \cdot n(\mathfrak{c}) = 2^e$  for  $\mathfrak{b}, \mathfrak{c} \sim \mathfrak{a}$
- ▶ same issues + fixed degree isogenies are *harder*
- ▶ partially solved with *Elkies algorithm* and *dimension 4*

## Revisiting PEGASIS

- ▶ goal: replace *Clapoti* with *qlapoti*
- ▶ problem: we are working with  $R = \mathbb{Z} \left[ \frac{1+\sqrt{-p}}{2} \right]$
- ▶ key insight from *KLaPoTi*: "build"  $i$  on  $E \times E$
- ▶ take  $\mathcal{O} = R + iR$  and  $\mathcal{I} = \mathfrak{a} + i\mathfrak{a}$
- ▶ apply *qlapoti* to  $\mathcal{I}$

## Further optimizations

- ▶  $\mathcal{I} = \mathfrak{a} + i\mathfrak{a}$  is far from a random ideal
- ▶ different steps can be *simplified*
- ▶ we can predict / control the shape of the equation
- ▶ *two modular additions* instead of cvp

# Comparison with PEGASIS

- ▶ no Elkies isogenies
- ▶ 1.3x to 2.1x speedup
- ▶ much simpler algorithm
- ▶ suitable for constant time implementation
- ▶ no restriction on primes

## Timings

Prime size	Step 1	Step 2	Step 3	Total	Improvement	Step 3 rt.
508	0.027	0.083	1.048	1.16	1.31x	90%
1008	0.06	0.30	2.77	3.13	1.34x	88%
1554	0.09	0.77	6.08	6.94	1.51x	87%
2031	0.55	1.36	10.3	12.17	1.75x	84%
4089	3.15	6.80	47.6	57.5	2.12x	82%

# Open Questions

- ▶ shorter chains: they should exist, how do we find them?
- ▶ move to dimension 2:  $\mathfrak{a} + i\mathfrak{a}$  is not a random ideal
- ▶ new names: running out of  $\mathfrak{c}$  sounds, maybe Clapowtee?



## Credits

### **qt-Pegasus:** Simpler and Faster Effective Class Group Actions

Join work with: Pierrick Dartois, Jonathan Komada Eriksen and Frederik Vercauteren

eprint and code (hopefully) coming soon



Thans you for your attention!  
Questions?

*Credits:* Jonathan Omada KERiksen, *street artist*