

Zeta functions of quartic K3 surfaces over \mathbb{F}_3

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Explicit p -adic methods, 20th March 2016

Joint work with: David Harvey and Kiran Kedlaya

$X \subset \mathbb{P}_{\mathbb{F}_q}^3$:= a quartic K3 surface, a smooth surface defined by

$$f(x_0, \dots, x_3) = 0, \quad \deg f = 4,$$

Then

$$\begin{aligned} \zeta_X(t) &:= \exp \left(\sum_{a>0} \frac{\#X(\mathbb{F}_{p^a}) t^a}{a} \right) \in \mathbb{Q}(t) \\ &= \frac{1}{(1-t)(1-qt)(1-q^2t)q^{-1}L(qt)}, \end{aligned}$$

$$L(t) \in \mathbb{Z}[t], \quad \deg L = 21, \quad L(0) = q$$

all roots on the unit circle.

Goal: Compute $L(t)$ efficiently!

Existing algorithms for "generic" hypersurfaces

With p -adic cohomology:

- Lauder–Wan: $p^{2 \dim X + 2 + o(1)}$
- Abbott–Kedlaya–Roe: $p^{\dim X + 1 + o(1)}$
- Voight – Sperber: $p^{1 + \dim X \cdot (\text{failure to be sparse}) + o(1)}$
- Lauder's deformation: $p^{2 + o(1)}$.
- Pantratz – Tuitman: $p^{1 + o(1)}$
- C. – Harvey – Kedlaya: $p^{1 + o(1)}$, $p^{1/2 + o(1)}$, or $\log^{4 + o(1)} p$ on average.

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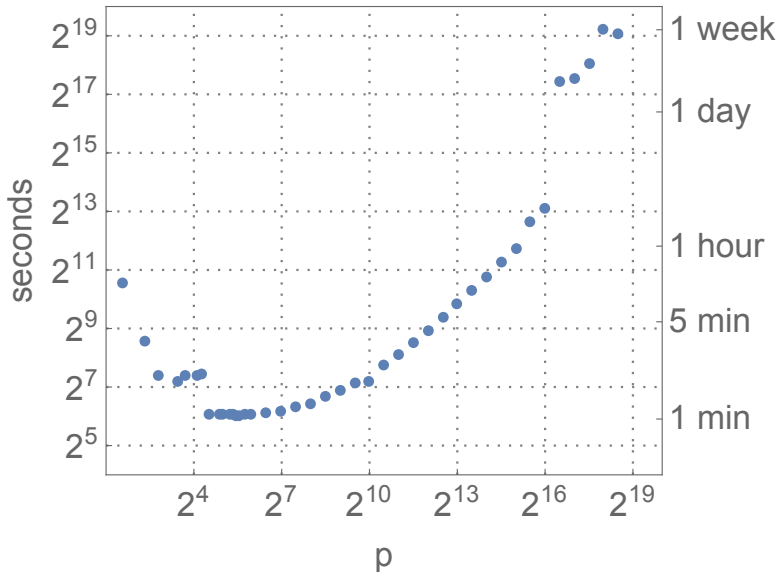
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Without "using" p -adic cohomology or smoothness:

- Harvey: $p^{1+o(1)}$, $p^{1/2+o(1)}$, or $\log^{4+o(1)} p$ on average.

C.–Harvey–Kedlaya quasi-linear implementation



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- $p = 2$

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~ 7.3 months CPU time (optimized) naive point counting.

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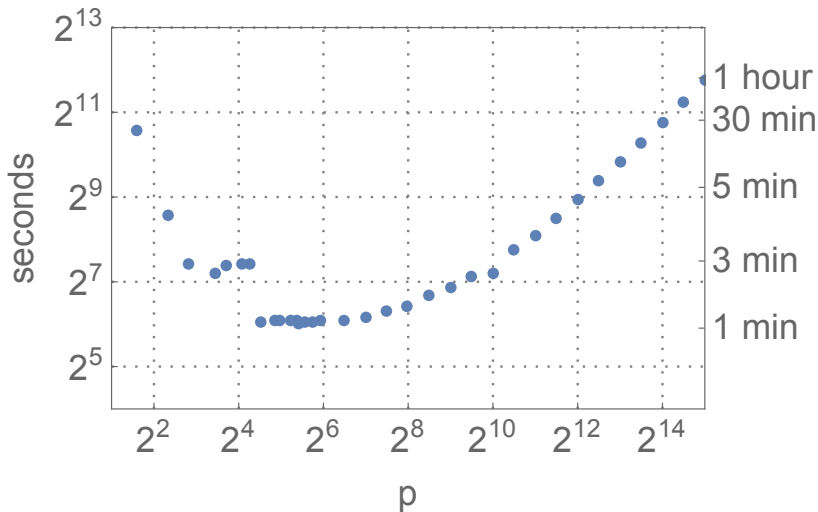
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- C.–Harvey–Kedlaya : almost 25 min

C.–Harvey–Kedlaya Implementation



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Terms to reduce = $O(p)$ matrix vector multiplications

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- $p = 3 \rightarrow \sim 130,00$

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- No C version yet
We estimate that should take about 0.5 seconds per surface.