## MATH 467, Legendre, Jacobi symbol (LJ), Quadratic Congruences (QC)

Algorithm LJ. Given an integer m and a positive integer n, compute  $\left(\frac{m}{n}\right)_{J}$ .

- 1. Reduction loops.
  - 1.1. Compute  $m \equiv m \pmod{n}$ , so that the new m satisfies  $0 \leq m < n$ . Put t = 1.
  - 1.2. While  $m \neq 0$  {
  - 1.2.1. While m is even {put m = m/2 and, if  $n \equiv 3$  or 5 (mod 8), then put t = -t.}
  - 1.2.2. Interchange m and n.
  - 1.2.3. If  $m \equiv n \equiv 3 \pmod{4}$ , then put t = -t.
  - 1.2.4. Compute  $m \equiv m \pmod{n}$ , so that the new m satisfies  $0 \le m < n$ .
- 2. Output.
  - 2.1. If n = 1, then return t.
  - 2.2. Else return 0.

The following are often attributed to Shanks (1973) & Tonelli (1891), but in principle go back to Euler, Legendre & Gauss.

Algorithm QC357/8. Given a prime  $p \equiv 3, 5, 7 \pmod{8}$  and an *a* with  $\left(\frac{a}{p}\right)_L = 1$ , compute a solution to  $x^2 \equiv a \pmod{p}$ .

- 1. If  $p \equiv 3 \text{ or } 7 \pmod{8}$ , then compute  $x \equiv a^{(p+1)/4} \pmod{p}$ . Return x.
- 2. If  $p \equiv 5 \pmod{8}$ , then compute  $x \equiv a^{(p+3)/8} \pmod{p}$ . Compute  $x^2 \pmod{p}$ . 2.1. If  $x^2 \equiv a \pmod{p}$ , then return x. 2.2. If  $x^2 \not\equiv a \pmod{p}$ , then compute  $x \equiv x 2^{(p-1)/4} \pmod{p}$ . Return x.

Algorithm QC1/8. Given a prime  $p \equiv 1 \pmod{8}$  and an  $a \operatorname{with} \left(\frac{a}{p}\right)_L = 1$ , compute a solution to  $x^2 \equiv a \pmod{p}$ . This algorithm will work for any odd prime, but the previous algorithm is faster for  $p \not\equiv 1 \pmod{8}$ .

1. Compute a random integer b with  $\left(\frac{b}{p}\right)_L = -1$ . In practice checking successively the primes  $b = 2, 3, 5, \ldots$ , or even crudely just the integers  $b = 2, 3, 4, \ldots$ , will find such a b quickly.

2. Factor out the powers of 2 in p-1, so that  $p-1 = 2^s u$  with u odd. Compute  $d \equiv a^u \pmod{p}$ . Compute  $f \equiv b^u \pmod{p}$ .

3. Compute an m so that  $df^m \equiv 1 \pmod{p}$  as follows.

3.1. Initialise m = 0.

3.2. For each i = 0, 1, ..., s - 1 compute  $g \equiv (df^m)^{2^{s-1-i}} \pmod{p}$ . If  $g \equiv -1 \pmod{p}$ , then put  $m = m + 2^i$ .

3.3. Return *m*. This will satisfy  $df^m \equiv 1 \pmod{p}$ , and *m* will be even. (The mathematical proof of this is non-trivial.)

4. Compute  $x \equiv a^{(u+1)/2} f^{m/2} \pmod{p}$ . Return x.