### Codes from surfaces with small Picard number

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### **Evaluation codes**

- X an algebraic variety over 𝔽<sub>q</sub>, 𝔅 = {𝒫<sub>1</sub>,...,𝒫<sub>n</sub>} ⊆ 𝑋(𝔽<sub>q</sub>),
   𝔅 a vector space of functions on 𝑋 with all 𝑓(𝒫<sub>i</sub>) defined.
- The image of the evaluation map

$$\begin{array}{rcl} ev: \mathcal{L} & \to & \mathbb{F}_q^n \\ f & \mapsto & (f(P_1), \dots, f(P_n)) \end{array}$$

is a linear code;  $k \leq \dim \mathcal{L}$ ; *d* depends on *X*, *S*, *L*.

- Reed-Solomon codes RS(k, q) are examples with  $X = \mathbb{P}^1$ ,  $S = \mathbb{F}_q^* \subset \mathbb{P}^1$ , and  $\mathcal{L} = \text{Span}\{1, x, \dots, x^{k-1}\} = L((k-1)P_{\infty})$ (k < q) (meet the Singleton bound).
- AG Goppa codes:  $\mathbb{P}^1 \mapsto \text{other curves over } \mathbb{F}_q$ .

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- But, still really not much known!
- We'll concentrate on X a projective surface and *Reed-Muller-type* codes with S = X(F<sub>q</sub>), L = vector space of homogeneous forms of some fixed degree s.

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# Key issue with these codes; motivating example

- One recurrent pattern: Low weight codewords tend to come from *f* where X ∩ V(*f*) is *reducible* (possibly if *q* >> 0).
- Example: X a quadric surface in  $\mathbb{P}^3$ .
- If X is hyperbolic, |X(𝔽<sub>q</sub>)| = q<sup>2</sup> + 2q + 1. Tangent planes intersect X in reducible curves with 2q + 1 𝔽<sub>q</sub>-points.
- But if X is *elliptic*, rulings not defined over 𝔽<sub>q</sub> so |X(𝔽<sub>q</sub>)| = q<sup>2</sup> + 1, and planes meet X in curves with at most q + 1 𝔽<sub>q</sub>-rational points.
- s = 1 codes with  $S = X(\mathbb{F}_q)$  have parameters:  $[q^2 + 2q + 1, 4, q^2]$  (hyperbolic) and  $[q^2 + 1, 4, q^2 - q]$ (elliptic – better – equals best known for q = 8, 9).

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## Ansatz from 2007 thesis of M. Zarzar (UT Austin)

- NS(X) = group of F<sub>q</sub>-rational divisor classes modulo algebraic equivalence (a finitely-generated abelian group)
- Example: X an elliptic quadric: NS(X) = Z · [H], H = a smooth conic plane section; X a hyperbolic quadric: NS(X) = Z[L<sub>1</sub>] ⊕ Z[L<sub>2</sub>] (lines from the two rulings).

#### Theorem (Zarzar)

If deg X = d with  $(d, char(\mathbb{F}_q)) = 1$ , rank(NS(X)) = 1, and Y irreducible over  $\mathbb{F}_q$  with deg Y < d, then  $X \cap Y$  is irreducible.

So (key idea) – good codes (might) come from surfaces X with Picard number = rank NS(X) = 1 (or small).

## A test case – cubic surface codes

- "Fact 1:" Over an algebraically closed field, a smooth cubic surface contains exactly 27 lines, always in a particular highly symmetric configuration.
- Symmetry group of the 27 lines is a group of order 51840 (= W(E<sub>6</sub>))
- Frobenius acts as a permutation of the lines
- There is a complete classification of the conjugacy classes in W(E<sub>6</sub>); the class where Frobenius lies determines the F<sub>q</sub>-structure!
- The 25 possibilities summarized in a 1967 paper of Swinnerton-Dyer (and in a related table in Manin's book *Cubic Forms*).

## An extract from the Swinnerton-Dyer table

*Exactly five types* of cubics with Picard number = 1 ( $\Rightarrow$  *no*  $\mathbb{F}_q$ -rational lines or conics)

Class	Perm Type of Frob	$ X(\mathbb{F}_q) $
$C_{10}$	$\{3, 6^3, 6\}$	$q^2 - q + 1$
$C_{11}$	{ <b>3</b> <sup>9</sup> }	$q^2 - 2q + 1$
$C_{12}$	$\{3, 6^4\}$	$q^2 + 2q + 1$
$C_{13}$	$\{3, 12^3\}$	<i>q</i> <sup>2</sup> + 1
$C_{14}$	{ <b>9</b> <sup>3</sup> }	$q^{2} + q + 1$

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## Some experimental results

With q = 7, the s = 1 (and s = 2) codes look like this:

- C<sub>10</sub> [43, 4, 30] and [43, 4, 31] examples (but best known is d = 35)
- C<sub>11</sub> − [36, 4, 23] and [36, 4, 24] examples (but best possible is 28 ≤ d ≤ 29)
- C<sub>12</sub> [64, 4, 51] examples (but best possible is 52 ≤ d ≤ 53) (also s = 2 with [64, 10, 38], but best possible is 41 ≤ d ≤ 48)
- C<sub>13</sub> (very rare) [50, 4, 37] (but best known is *d* = 42)
- $C_{14}$  (rare) [57, 4, 44] (but best known is d = 47)

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# What to make of all this?

- Among these, *C*<sub>12</sub> cubics are the best for this construction, but still not that great
- Plane sections of cubics with Picard number > 1 can have up to 3q + 1 F<sub>q</sub>-points (Eckardt points as in Amanda Knecht's talk!) Largest number of F<sub>7</sub>-points here is e.g., 64 - 51 = 13 (⇒ confirmation of Zarzar's Ansatz)
- *Why 13?* Hasse-Weil-Serre bound: The maximum number of  $\mathbb{F}_7$ -points on a smooth plane cubic is  $1 + 7 + \lfloor 2\sqrt{7} \rfloor = 13$  and attained. Singular (but irreducible) plane sections all have either q = 7 ("split" node), q + 1 = 8 (cusp), or q + 2 = 9 ("non-split" node)  $\mathbb{F}_7$ -points.
- Note: Some C<sub>10</sub> and C<sub>11</sub> surfaces have no plane sections with 13 𝔽<sub>7</sub>-points.

# A byproduct of this experimentation

Based on lots of additional experimental evidence for prime powers  $q \leq 37$ ,

#### Conjecture

For all  $q \ge 5$ ,  $C_{12}$  cubics always have **optimal** cubic plane sections, i.e. plane sections with the maximum number of  $\mathbb{F}_q$ -points for a smooth plane cubic curve.

Have verified this completely for q up to 13 by "brute force," but is there a deeper reason why it should hold?

Also would show s = 1 codes from  $C_{12}$  cubics *do not* give any "new bests" for larger *q*.

## Some bounds – sectional genus of X also matters!

Notation:  $C(X, s, \mathbb{F}_q) = \text{degree } s \text{ code on a projective surface } X.$ 

#### Theorem

Assume  $(\deg X, \operatorname{char}(\mathbb{F}_q)) = 1$  and Picard number of X = 1. Writing  $d_1 = d(C(X, 1, \mathbb{F}_q))$ , g = sectional genus,

$$n-d_1 \leq 1+q+g\lfloor 2\sqrt{q} 
floor.$$

#### Corollary

In situation of theorem, if q is sufficiently large, then writing  $d_s = d(C(X, s, \mathbb{F}_q))$ ,

$$n-d_s \leq s(n-d_1).$$

## Sectional genus g = 0

#### Theorem

If S is a smooth abstract surface and L is an ample line bundle with g(L) = 0, then (S, L) is one of the following:

• 
$$(\mathbb{P}^2, \mathcal{O}_{\mathbb{P}^2}(r)), r = 1, 2.$$

- (*Q*, *O*<sub>*Q*</sub>(1))
- a Hirzebruch surface  $(F_r, \mathcal{O}_{F_r}(E + sf)), s \ge r + 1$ .

In other words, few examples, and those are pretty well understood from coding theory perspective – e.g. codes from scrolls (C. Carvalho's talk), toric surface codes.

## Higher sectional genus surfaces not promising

• Consider the surface  $X_m$  in  $\mathbb{P}^3$  given by

$$0 = w^m + xy^{m-1} + yz^{m-1} + zx^{m-1}$$

Shioda: rank NS(X) = 1 over  $\mathbb{C}$  if  $m \ge 5$  (and K3 with rank NS(X) = 20 for m = 4).

- For *m* = 4, reduction of *X*<sub>4</sub> may have no 𝔽<sub>*q*</sub>-lines or conics
   ⇒ no reducible plane sections.
- With q = 11 and s = 1,  $C(S_4, 1, \mathbb{F}_{11})$  is [144, 4, 120].
- Min. weight codewords ↔ smooth plane quartics (g = 3) with 24 F<sub>11</sub>-rational points (optimal for g = 3 by manypoints.org).
- C<sub>12</sub> cubics over 𝔽<sub>11</sub>: all give [144, 4, 126] codes: g = 1 curves over 𝔽<sub>11</sub> have at most 18 rational points.
- Similarly for  $m \ge 5$ .

# A better sectional genus 1 example

- Consider the linear system of cubics in P<sup>2</sup> through a general Frobenius orbit O<sub>3</sub> = {P, F(P), F<sup>2</sup>(P)} (P ∈ P<sup>2</sup>(F<sub>q<sup>3</sup></sub>))
- dim = 7, so defines a rational map  $\mathbb{P}^2$  into  $\mathbb{P}^6$
- Image is a degree 6 del Pezzo surface X over  $\mathbb{F}_q$ ,
- Blows up the points in  $\mathcal{O}_3$  to lines, but defined over  $\mathbb{F}_{q^3}$ , not  $\mathbb{F}_q$ .
- $\Rightarrow$  Picard number equal to 2
- NS(X) is generated by classes of proper transforms of conics in P<sup>2</sup> through O<sub>3</sub>, and lines in P<sup>2</sup>.

## How to determine the Picard number

#### • The zeta function of X has the form

$$Z(X,t) = \frac{[\deg 0][\deg 0]}{[\deg 1][\deg 4][\deg 1]} = \frac{1}{(1-t)P_2(t)(1-q^2t)},$$

where 
$$P_2(t) = (1 - qt) \prod_{j=1}^3 (1 - \alpha_j t)$$
, with  $|\alpha_j| = q$  all j.

• Usual zeta function "yoga":

$$|X(\mathbb{F}_{q^r})| = 1 + q^{2r} + q^r + \sum_{j=1}^{3} \alpha_j^r = \begin{cases} 1 + q^{2r} + q^r & r \equiv 1, 2 \mod 3\\ 1 + q^{2r} + 4q^r & r \equiv 0 \mod 3 \end{cases}$$

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•  $\Rightarrow \alpha_j = q, e^{2\pi i/3}q, e^{4\pi i/3}q$ . Tate: the Picard number of X equals 1+ the number of  $\alpha_j$  equal to q.

# (More) interesting codes!

#### Theorem (also see Couvreur (1))

 $C(X,1,\mathbb{F}_q)$  is a  $[q^2+q+1,7,q^2-q-1]$  code over  $\mathbb{F}_q$ .

(Min weight words from reducible cubics: conic through  $\mathcal{O}_3$ union a line meeting the conic in a pair of conjugate  $\mathbb{F}_{q^2}$ -points) For q = 7, 8, 9 this equals the best known d for these n, kaccording to Grassl's tables.

#### Conjecture

$$C(X, 2, \mathbb{F}_q)$$
 is a  $[q^2 + q + 1, 19, q^2 - 3q - 1]$  code over  $\mathbb{F}_q$ .

Would be new best for q = 7,9 and equal best known for q = 8.

#### Thanks for your attention!

John B. Little/joint work with Hal Schenck Codes from surfaces with small Picard number

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### References

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