

## Problem Statement

**Quantum Key Distribution:** Two trusting parties protect against adversaries.

**Two party secure:** Two distrustful parties wish to collaborate.  
E.g. MS wants to use IBM's QC.

**Coin Flipping (CF):** Establish a random bit among two mutually distrustful, physically separated players without a trusted third party.

A, B  $\rightarrow$  friends  $\rightarrow$    $\rightarrow$  fight  $\rightarrow$  coin flip to decide

**Weak CF:** Preferences are known. E.g. A and B both want the car.

**Strong CF:** Preferences are unknown.

Both honest  $\text{pr}(A \text{ wins}) = P_A$   $\text{pr}(B \text{ wins}) = P_B$   
Only A/B cheats  $\text{pr}(A/B \text{ wins}) = P_{A/B}^*$   $\text{pr}(B/A \text{ wins}) = 1 - P_{A/B}^*$

**Bias:** Smallest  $\epsilon$  s.t.  $P_A^*, P_B^* \leq \frac{1}{2} + \epsilon$ .

NB.  $0 \leq \epsilon \leq \frac{1}{2}$ .

## Prior Art

Classically:  $\epsilon = \frac{1}{2}$  viz. at least one player can always cheat and win  
(unless computational assumptions are made)

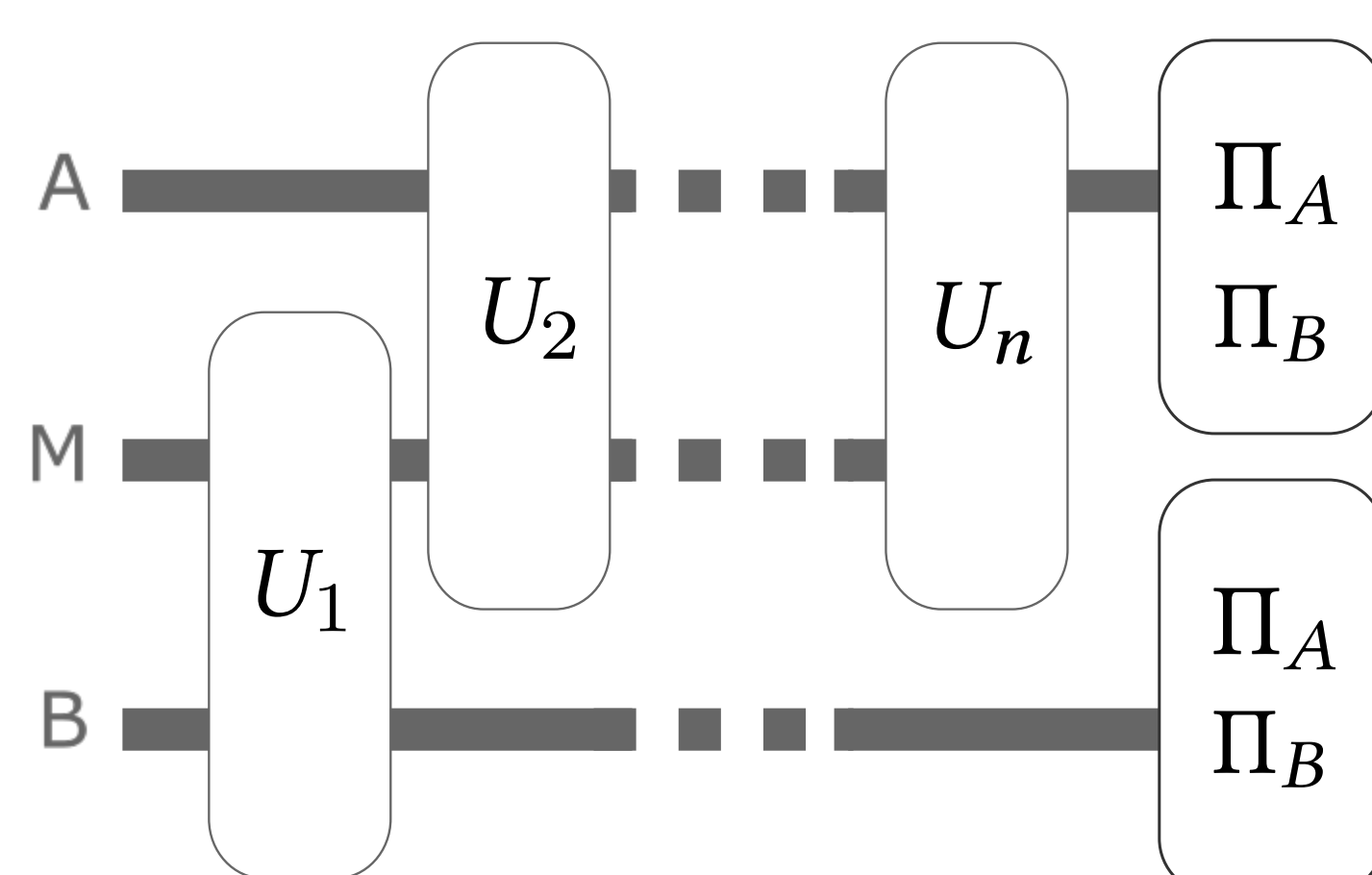
Quantumly: Strong CF:  $\epsilon \geq \frac{1}{\sqrt{2}} - \frac{1}{2}$ , best known  $\epsilon = \frac{1}{4}$ .

Weak CF:  $\epsilon \rightarrow 0$ , best known  $\epsilon = \frac{1}{10}$ ,

numerically  $\epsilon \rightarrow 0$ .  
(using EMA)

## Kitaev's Frameworks

General Protocol:  $\rho, U, Z$



$P_A^*$  is an SDP in  $\rho_B$ :  
 $\max P_A^* = \text{tr}[\Pi_A \rho_B]$   
s.t. the honest player (Bob) follows the protocol.  
Similarly for  $P_B^*$ .

Dual:  $\rho \leftrightarrow Z$ ,  $\max \leftrightarrow \min$ ,  $P^* = \max \leftrightarrow P^* \leq \text{certificate}$

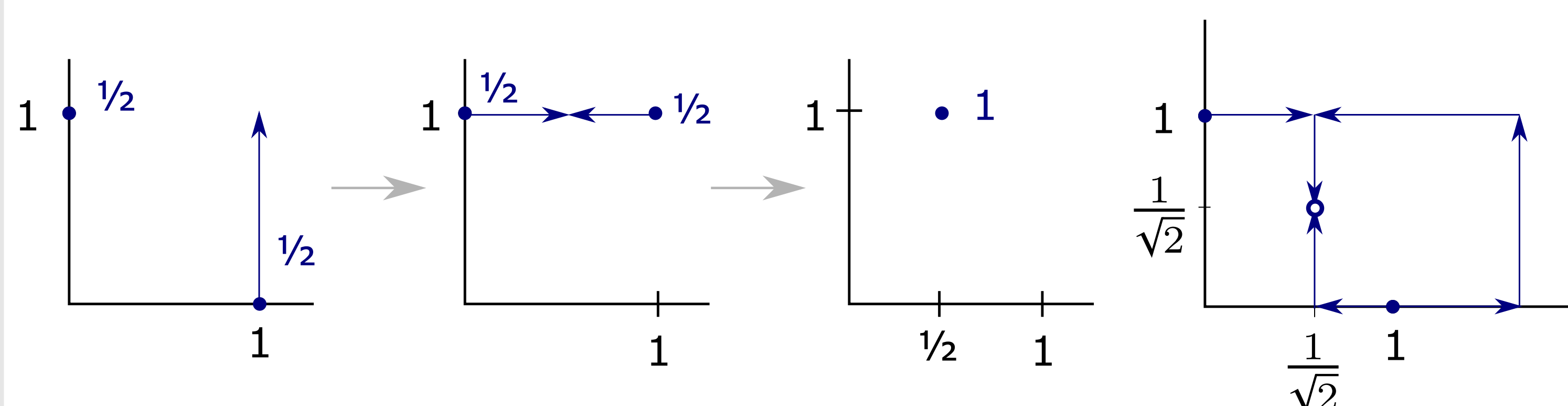
**Time Dependent Point Game (TDPG):**

Sequence of frames (frame = points on a plane) s.t.

1. Start and end frames are fixed.

2. Consecutive:  $\sum_z \frac{\lambda z}{\lambda + z} p_z \leq \sum_{z'} \frac{\lambda z'}{\lambda + z'} p_{z'}$  along a line.

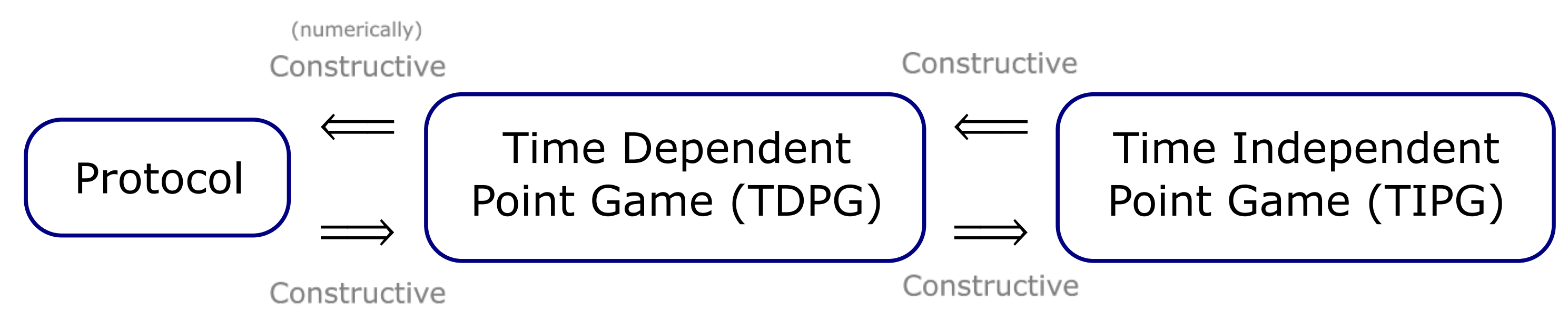
e.g. merge: weighted average; raise  $(\forall \lambda \geq 0)$   
split: harmonic average



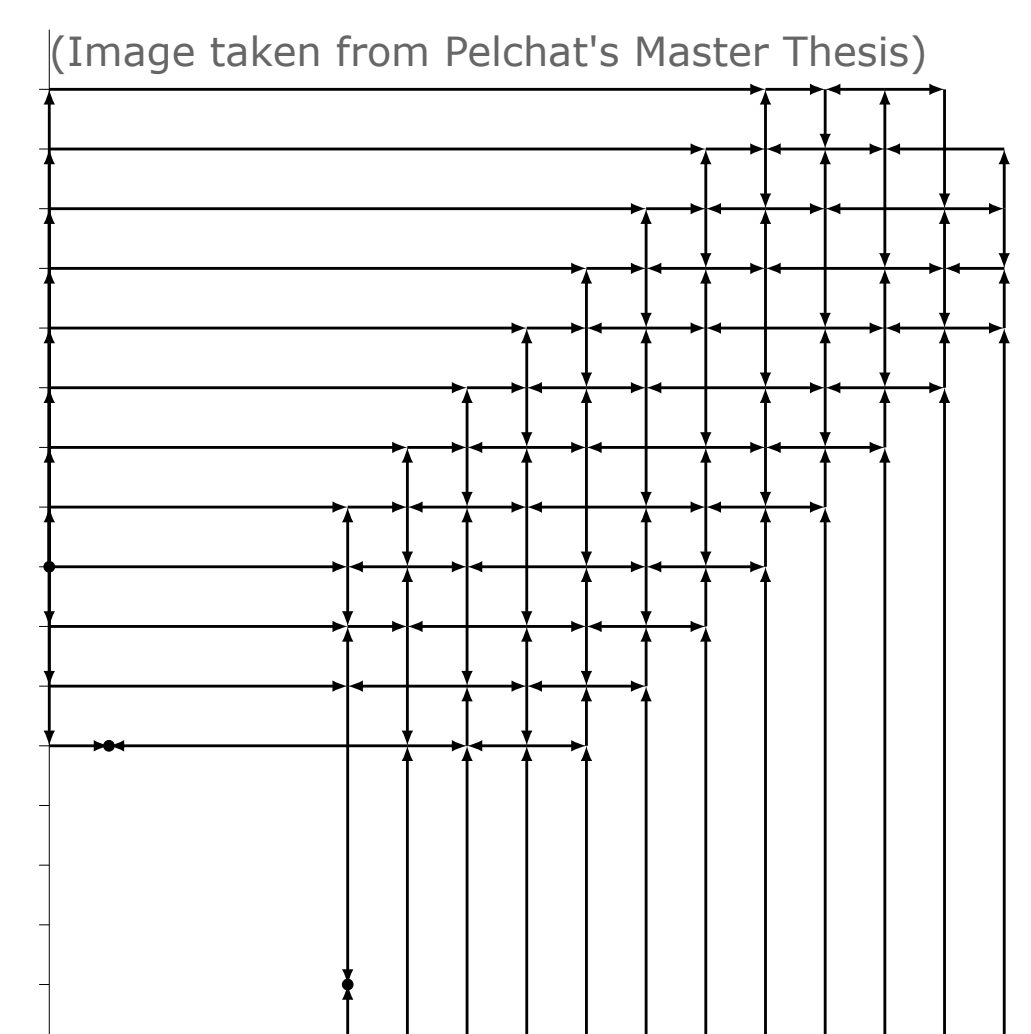
**Time Independent Point Game (TIPG):**

Weight can be negative;  $h(x, y), v(x, y)$  s.t.

$h + v = \text{final} - \text{initial frame}$ ;  $h, v$  satisfy a similar eqn.



## Mochon's Breakthrough

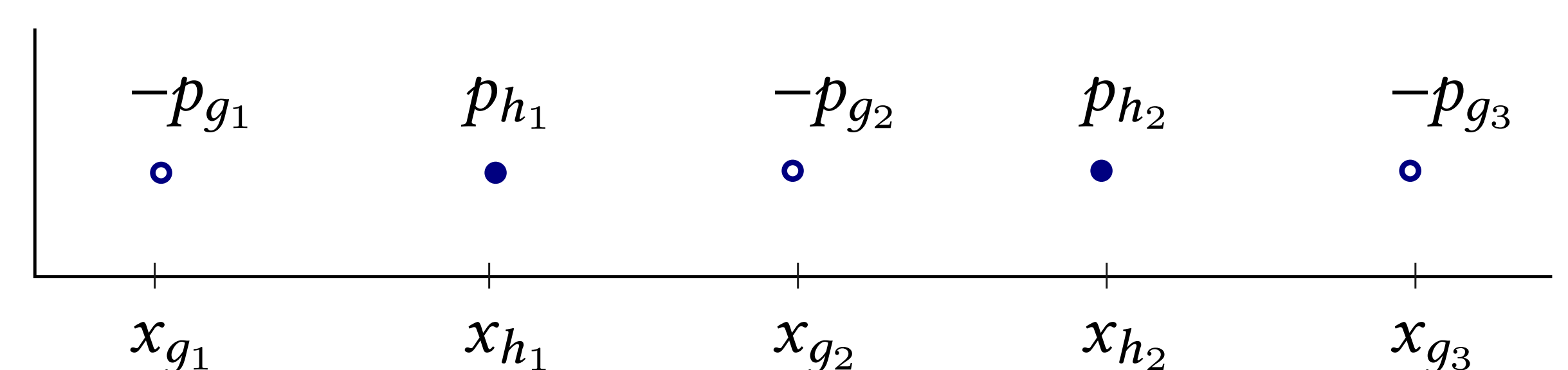


Family of TIPGs yield  $\epsilon = \frac{1}{4k+2}$   
 $2k = \# \text{ points (non-trivial step)}$ .

**Framework:** A TDPG  $\rightarrow$  Protocol if  
for each "TDPG move" one can construct a  $U$  s.t.

$$\sum x_{h_i} |h_i\rangle \langle h_i| - \sum x_{g_i} E_h U |g_i\rangle \langle g_i| U^\dagger E_h \geq 0$$

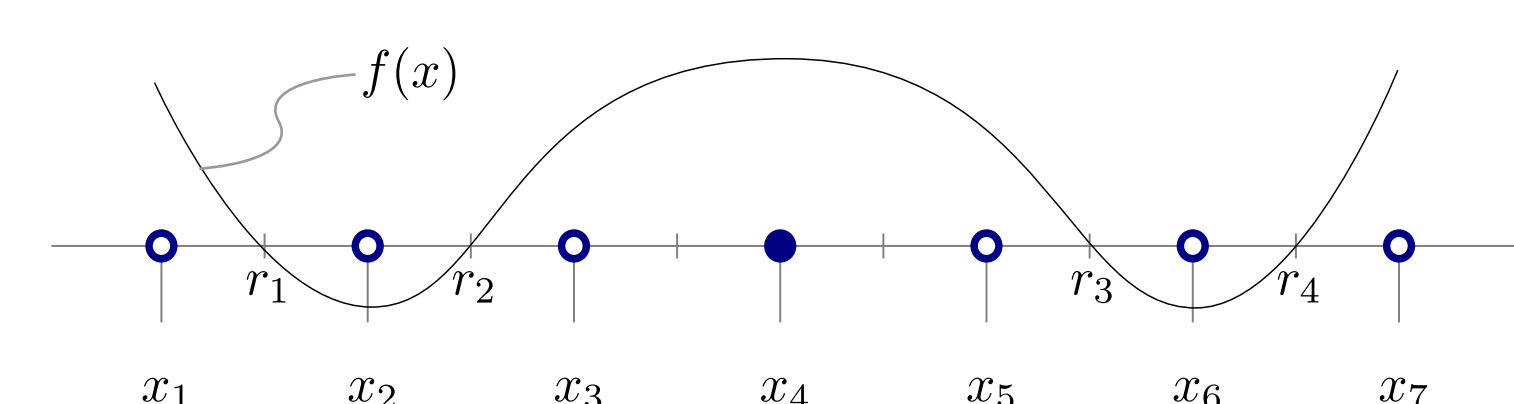
$$U \underbrace{\sum \sqrt{p_{g_i}} |g_i\rangle}_{|v\rangle} = \underbrace{\sum \sqrt{p_{h_i}} |h_i\rangle}_{|w\rangle}.$$



## Contributions

**Problem:** Find the unitaries for Mochon's f-assignments:

$$p(x_i) = \frac{-f(x_i)}{\prod_{j \neq i} x_j - x_i} \text{ where } f(x) \text{ is a polynomial satisfying } f(-\lambda) \geq 0 \forall \lambda \geq 0$$



**Special case: Mochon's m-assignments**

$$p(x_i) = \frac{-c(-x_i)^k}{\prod_{j \neq i} x_j - x_i} \quad c > 0$$

For  $k = 0$

$$O = \sum_i |u_{h_i}\rangle \langle u_{g_i}|$$

$$\langle x^l \rangle = 0$$

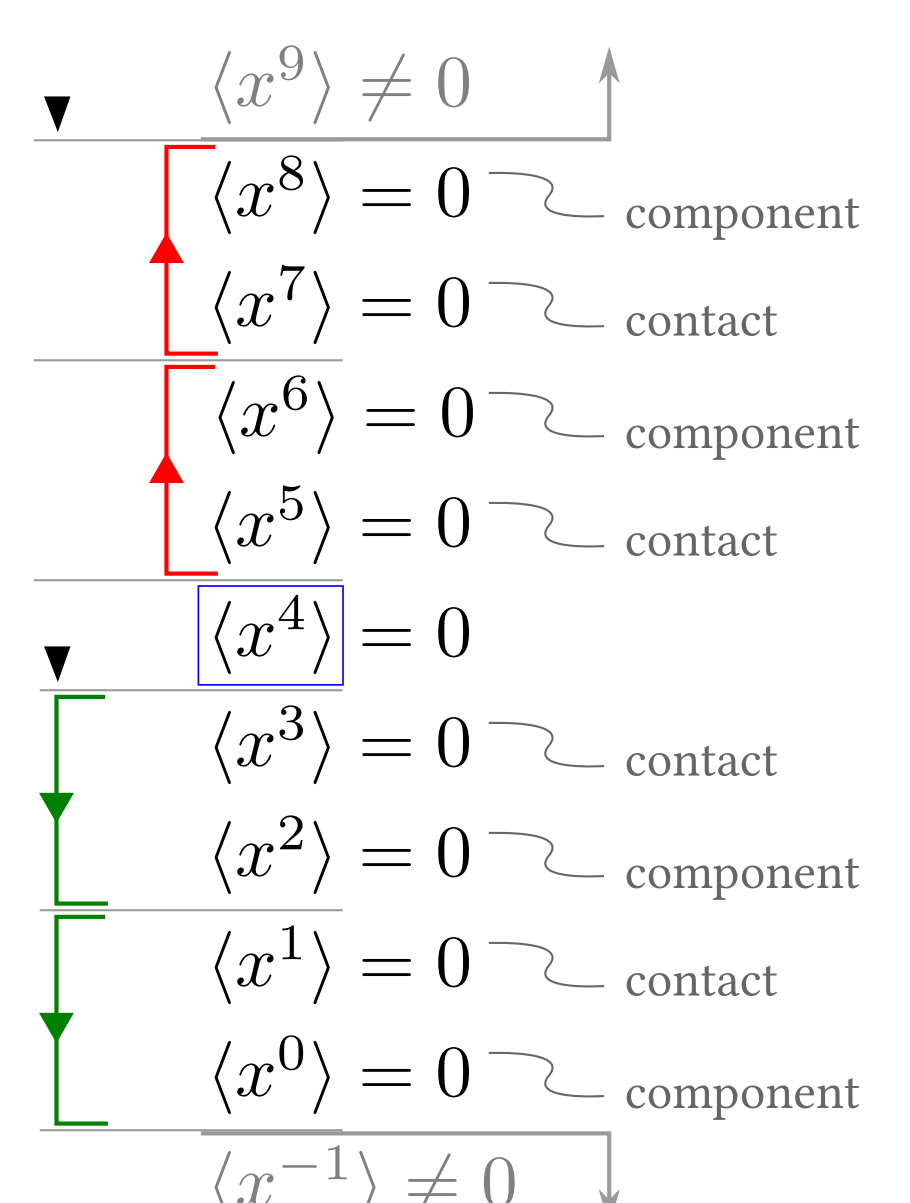
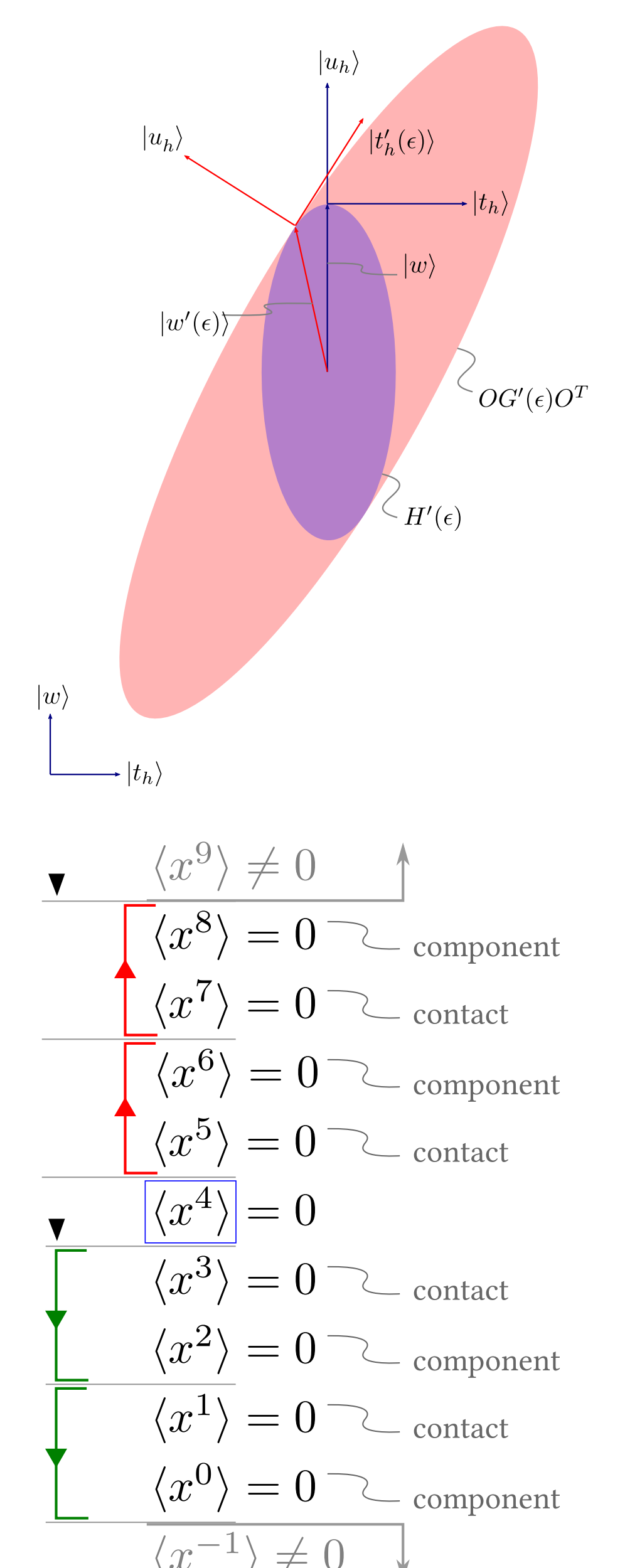
For a general  $k$  (essence)

$$O = \sum_{i \in S} |u_{h_i}\rangle \langle u_{g_i}| + \sum_{j \in S'} |u'_{h_j}\rangle \langle u'_{g_j}|$$

$$A > B > 0 \iff A^{-1} < B^{-1}$$

**Solution:**

f-assignments = Sum of m-assignments



[References, Affiliation, PDF and related | QR](#)

