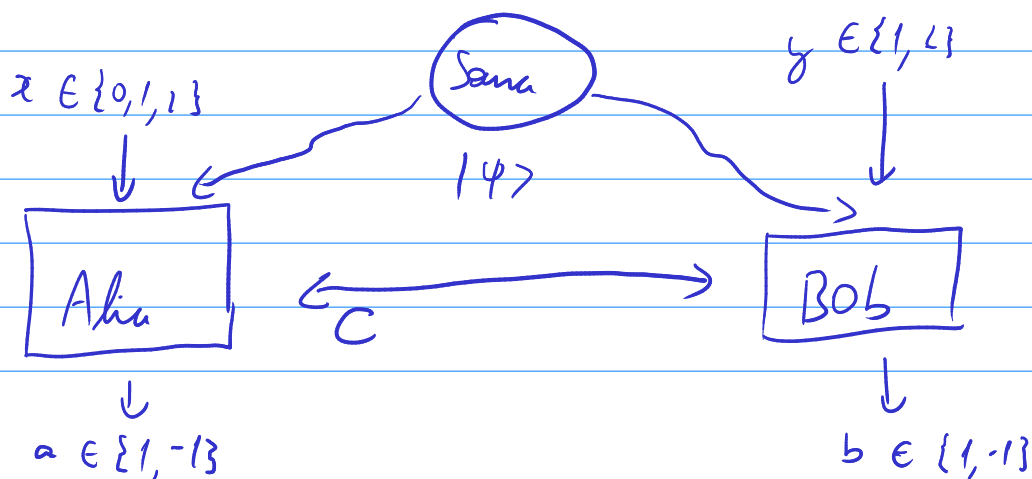


## Device Independent Model

- Previously we've assumed that Eve has no access to Alice and Bob's devices, and their device are trusted
- The idea of DI QKD is to create a general model, and use the device measures with abstraction (Black box)
- Alice and Bob don't communicate to each other
- In BB84 the dimensions are known, so is DD (also because is trusted that gives an equiv. estab.)
- In the DI model:
  - the dimensions are unknown
  - Perhaps Eve has a perfect copy
- DI phases
  - 1: Quantum transmission
  - 2: Parameter Estimation → CHSH, QBER
  - 3: Post processing → EC, PA

## DI Protocol

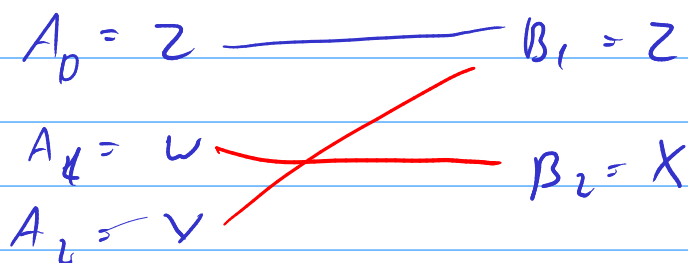


In this protocol, we have a source that sends an entangled pair to Alice and Bob. After that we assume that these qubits have been passed through a depolarizing channel, one time could be considered, and may have done something to the qubits, losing them. Because of that Alice and Bob are in a mixed state:

$$\rho_{AB} = p \underbrace{|\phi^+\rangle\langle\phi^+|}_{\substack{\text{expected} \\ \text{state}}} + (1-p) \frac{I}{4}$$

Then Alice selects between 3 basis (Z, W, V), in this case we can think like 3 buttons, once the Alice's device is a block Bob. Bob also chooses between his basis (Z, X).

When the basis match, (ZZ), we have the key. Otherwise, we do the CHSH

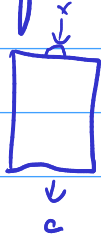


$$S = \langle A_1 B_1 \rangle + \langle A_1 B_2 \rangle + \langle A_2 B_1 \rangle - \langle A_2 B_2 \rangle$$

If  $S$  is  $\leq 2$ , we have a perfect entangled pair.

Note

Once we are thinking on black boxes, we could imagine a device that takes an input and returns an output



So  $P(a|x) \rightarrow P(0|0) = \frac{1}{2} \Rightarrow P(1|0) = \frac{1}{2}$   
 this is not the value, but the action of pushing the button 0

So for 2 devices, we could illustrate in the following manner:



$P(ab|xy) \rightarrow$  has 0 for  $\{x, y\}$  is hasn't pushed, and 1 for has pushed

$$P(ab|00)$$

$$P(ab|01)$$

$$P(ab|10)$$

$$P(ab|11)$$

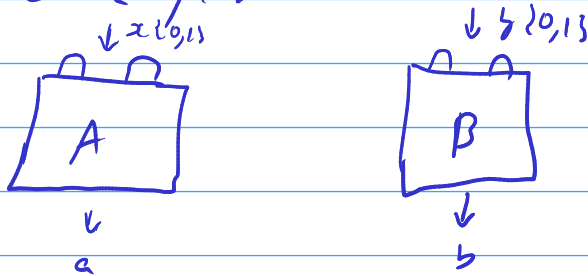
for equal inputs  $\{00, 11\}$ , we have  $\frac{1}{2}$  of  $a=b$ , but for different inputs  $\{01, 10\}$ , we have  $\frac{1}{2} \cdot \frac{1}{2} = \frac{1}{4}$  for every possible outcome

Now, translating to the protocols, if the action triggers a measurement inside we have:

$$P_{AB|xy}(AB|xy) = \text{Tr}(M_A^x \otimes M_B^y \rho_{AB})$$

(the state)

Lastly, think two devices with 2 buttons each  $\{0,1\}$



if  $x, y = 0$  measures in the  $Z$  and  $x, y = 1$  in the  $X$ , we have:

$$P = (Z_A \otimes Z_B \mathcal{I}_{AB}) = (X_A \otimes X_B \mathcal{I}_{AB}) = 1$$

$$(\cancel{Z_A} \otimes \cancel{X_B} \mathcal{I}_{AB}) = (\cancel{X_A} \otimes \cancel{Z_B} \mathcal{I}_{AB})$$

? these are discarded, once the protocol wants  $M_A = M_B$

$\mathcal{I}_{AB}$  could be think, for instance, as  $|\phi^+\rangle\langle\phi^+|$

---

We can use CHSH in terms of QBER

$$S = 2\sqrt{1-P} \quad \rightarrow \quad S = 2\sqrt{1-2Q}$$

$$Q = \frac{1}{2}(1-P)$$

the security depends on  $S$  and  $Q$  (which check if Eve has attacked)

## Security Analysis

- Key rate needs to be  $> 0$
- EC and PC still needed

$$R = \underbrace{I(A_0 : B_1)}_{\text{mutual info. between A-B (Key)}} - \underbrace{X(B_1 : E)}_{\text{How much Bob is correlated to Eve}}$$

mutual info. between A-B (Key)

How much Bob is correlated to Eve

$$I(A_0 : B_1) = 1 - H_2(Q) \quad \leftarrow \text{Shannon Entropy}$$

$$H_2(p) = -p \log_2 p - (1-p) \log_2 (1-p)$$

$$X(B_1 : E) \leq H_2\left(\frac{1 + \sqrt{(\frac{5}{2})^2 - 1}}{2}\right)$$

$$R \geq 1 - H_2(Q) - H_2\left(\frac{1 + \sqrt{(\frac{5}{2})^2 - 1}}{2}\right)$$

## Attack

- Eve can control the meas.

## Loopholes

- Alice's meas. must be unknown by Bob
- They have to be far from each other
- Detection loophole → Bobs may not click, so Eve can manipulate the result

① all results = 1

$$S = 1 + 1 + 1 - 1 = 2$$

②  $B_1 = -1$  otherwise = 1

$$S = 1 - 1 + 1 + 1 = 2$$

③ combine ① and ②, where ① Alice's device does only  $A_1$ , and for ② only  $A_2$

$$S = \underset{1}{\langle A_1 B_1 \rangle} + \underset{+1}{\langle A_1 B_2 \rangle} + \underset{+0}{\langle A_2 B_1 \rangle} - \underset{+0}{\langle A_2 B_2 \rangle} = 1 - (-1) = 4$$

$$\rightarrow 4 > 2\sqrt{2}$$

Alice and Bob get suspicious

otherwise Alice and Bob can be fooled

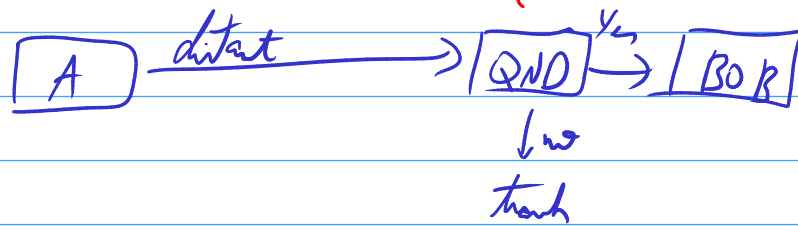
$$-2 \leq S \leq 2\sqrt{2}$$

→ Ways to bypass this attack

① add a "no click" result, also should announce when it happens. But, because of the long distance, errors might be introduced in the way.

② Use qubits instead of photons. But decoherence is a problem

③ QND

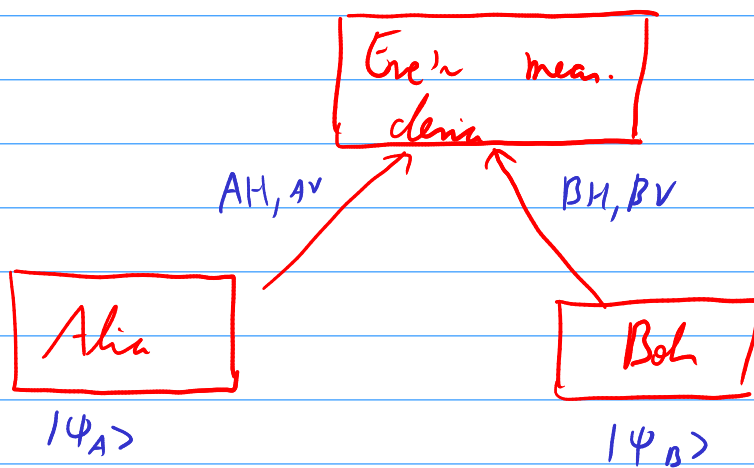


check if there's photon or not

with QND we can use the ④

Man. Device Indep. QKD

→ Eve has the man. device now



$$|\psi_A\rangle = \frac{1}{\sqrt{2}} (|H\rangle_A |1\rangle_{AH} + |V\rangle_A |1\rangle_{AV})$$

$$|\psi_B\rangle = \frac{1}{\sqrt{2}} (|H\rangle_B |1\rangle_{BH} + |V\rangle_B |1\rangle_{BV})$$

$$|\psi_A\rangle |\psi_B\rangle = \frac{1}{2} (|\phi^+\rangle_{AB} |\phi^+\rangle_E + |\phi^-\rangle_{AB} |\phi^-\rangle_E + |\phi^+\rangle_{AB} |\phi^-\rangle_E + |\phi^-\rangle_{AB} |\phi^+\rangle_E)$$

En has also the state, but after A and B  
reach the state, and now En doesn't see the  
key