

# Device-independent lower bounds on the conditional von Neumann entropy

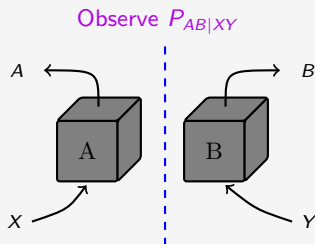
Peter Brown, Hamza Fawzi and Omar Fawzi

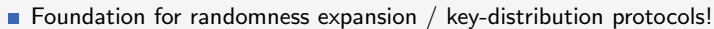
arXiv:2106.13692

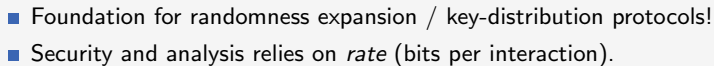
Aug 25, 2021



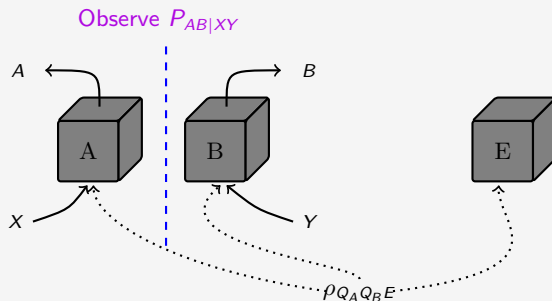
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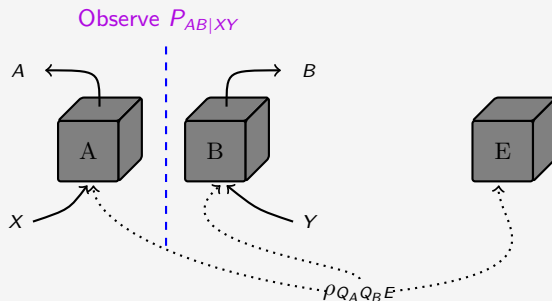


- Foundation for randomness expansion / key-distribution protocols!
- Security and analysis relies on *rate* (bits per interaction).

$$\text{minimize } H(A|E)$$

over **all** devices compatible with statistics.

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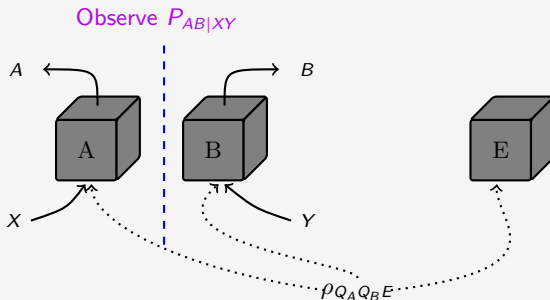


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minimize  $H(A|E)$

or  $H(AB|E)$   
or  $H(A|E) - H(A|B)$   
or...

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over **all** devices compatible with statistics.

- Difficult to solve – nonconvex / unbounded dimension

## Our approach

- Define a sequence

$$H_m(\rho) = \inf_{Z_1, \dots, Z_m \in B(H)} \text{Tr} [\rho \, q(Z_1, \dots, Z_m)] \quad (1)$$

such that  $H_m \leq H$  and  $H_m \rightarrow H$  as  $m \rightarrow \infty$ .



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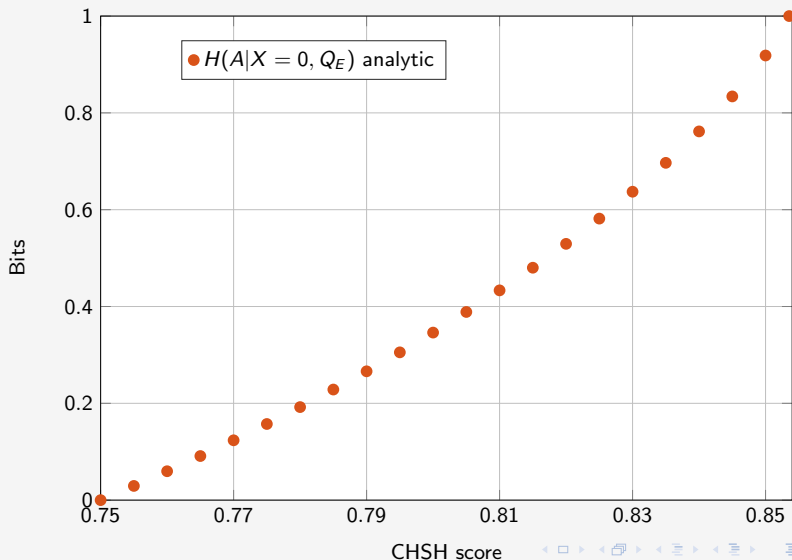
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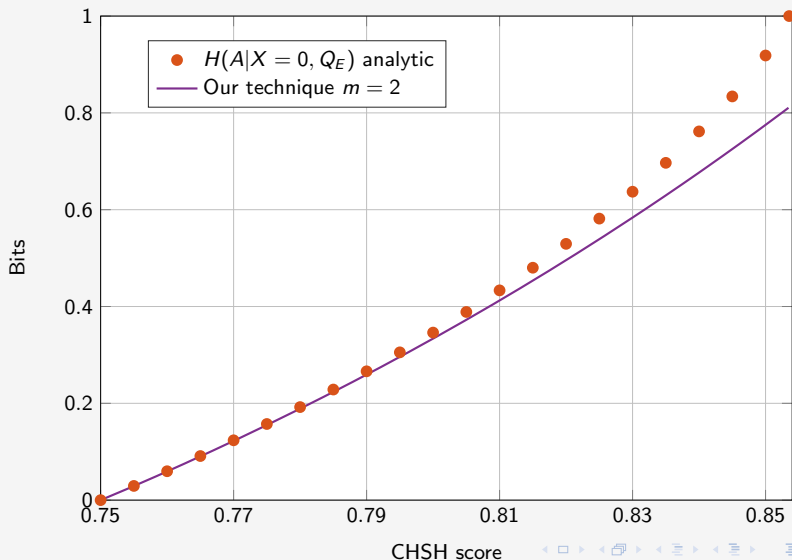
such that  $H_m \leq H$  and  $H_m \rightarrow H$  as  $m \rightarrow \infty$ .

- $\inf H_m$  efficiently approximated by semidefinite programming [NPA].
- close to optimal / more efficient / wider scope

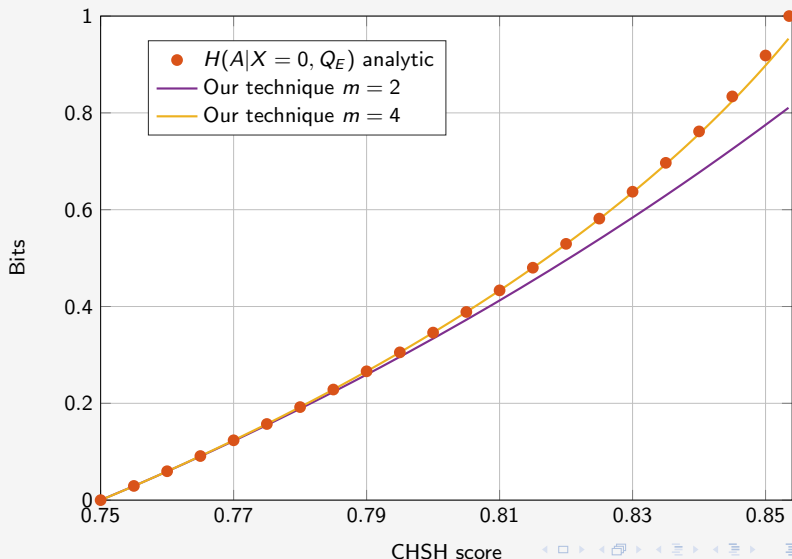
## Results I – Recovering tight bounds for the CHSH game

Bounding  $\inf H(A|X=0, Q_E)$ 

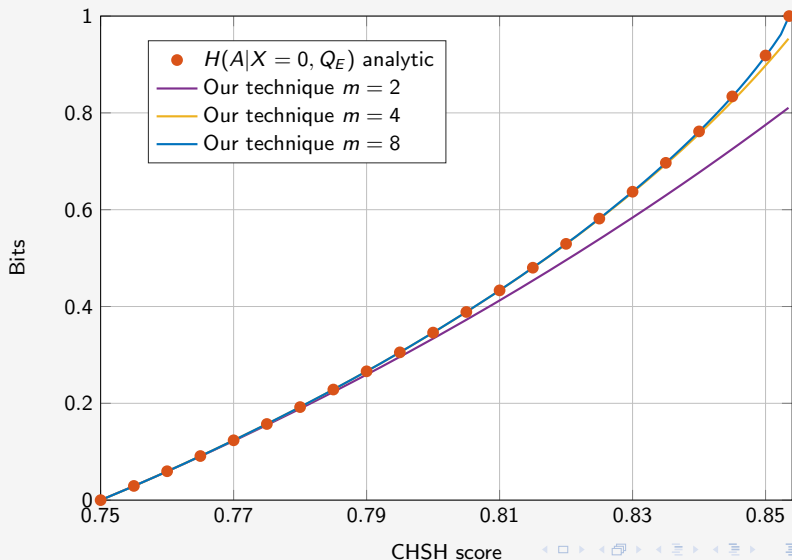
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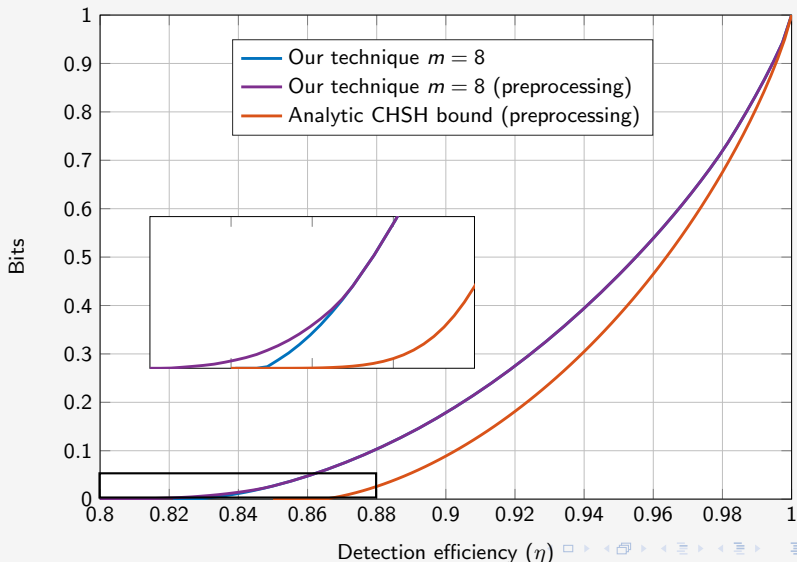
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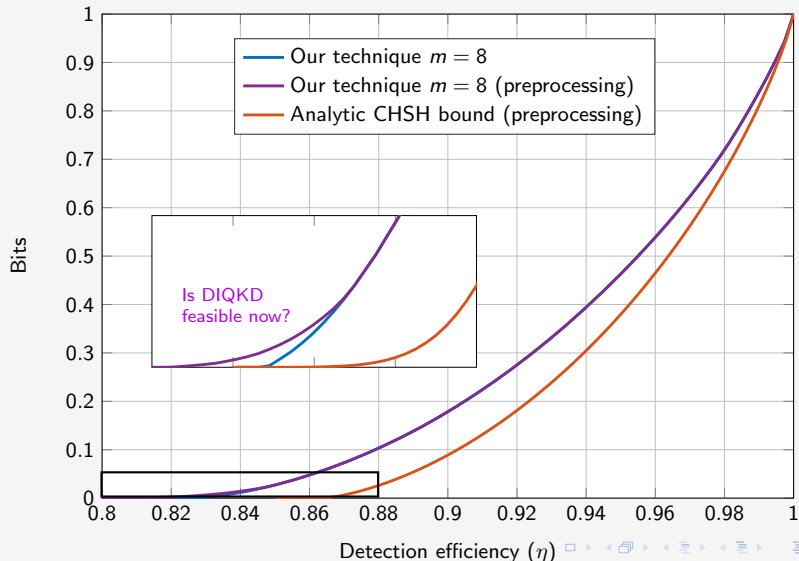
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## Results III – Improved DIQKD rates

Bounding  $\inf H(A|X = 0, Q_E) - H(A|X = 0, Y = 2, B)$ 

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# Thanks for listening!