# BB84

Quantum Protected Cryptography

A.C.

August 9, 2021

### Outline

#### Textbook BB84

Quantum Optics Refresher BB84

#### Textbook to Production

Error Correction
Privacy Amplification
Authentication
Photon Number Splitting

# **EM Waves**

▶ Light is paired waves in electric and magnetic fields

#### **EM Waves**

- ▶ Light is paired waves in electric and magnetic fields
- General wave equation

$$\nabla^2 \Psi = \frac{\partial^2 \Psi}{\partial t}$$

#### **EM Waves**

- Light is paired waves in electric and magnetic fields
- General wave equation

$$\nabla^2 \Psi = \frac{\partial^2 \Psi}{\partial t}$$

Maxwell's equations

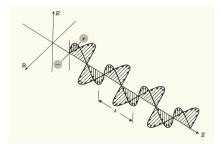
$$\oint_{A} E dA = \oint_{A} B dA = 0$$

$$\oint_{C} E dI = -\int_{A} \frac{\partial B}{\partial t} dA$$

$$\oint_{C} B dI = \mu_{0} \epsilon \int_{A} \frac{\partial E}{\partial t} dA$$

# Linearly Polarized Light

- ▶ Useful simplified model: assume harmonic, planar waves.
  - ▶ Between Fourier transforms and other superpositions this covers a surprising amount of ground.
  - ► Call the orientation of the *E*-wave the light's *polarization*



### **Polarizers**

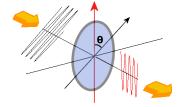
▶ It is possible to create materials which filter light according to its polarization

#### **Polarizers**

- It is possible to create materials which filter light according to its polarization
- ▶ All light passing through a polarizer is dimmed according to the alignment of its polarization with the polarizer.

#### **Polarizers**

- It is possible to create materials which filter light according to its polarization
- All light passing through a polarizer is dimmed according to the alignment of its polarization with the polarizer.
- ldeal polarizers follow Malus's law:  $I = I_0 \cos^2 \theta$



► EM radiation is transmitted in quanta called *photons* 

- ► EM radiation is transmitted in quanta called *photons*
- Still have a polarization due to their wave aspect
  - or possibly a superposition of different polarizations . . .

- ► EM radiation is transmitted in quanta called *photons*
- Still have a polarization due to their wave aspect
  - or possibly a superposition of different polarizations . . .
- Cannot be dimmed quanta are indivisible.

- ► EM radiation is transmitted in quanta called *photons*
- Still have a polarization due to their wave aspect
  - or possibly a superposition of different polarizations . . .
- Cannot be dimmed quanta are indivisible.
- ▶ Instead polarizers absorb with probability  $\sin^2 \theta$ 
  - or transmit with probability  $\cos^2 \theta$

# No Cloning Theorem

Observing a quantum entity, including photons, collapses it into a single state.

# No Cloning Theorem

- Observing a quantum entity, including photons, collapses it into a single state.
- Impossible to perfectly capture and reconstruct a photon of unknown polarization
  - Approximate cloning *is* possible, e.g. via stimulated emission
  - ► General upper bound on cloning fidelity of  $\frac{5}{6}$
  - ightharpoonup Fidelity bound for the case we'll care about of pprox 0.8535

 $lackbox{ }$  Photon measurement is deterministic at heta=0 and  $heta=rac{\pi}{2}$ 

- Photon measurement is deterministic at  $\theta=0$  and  $\theta=\frac{\pi}{2}$
- ▶ Map vertically aligned light to  $|1\rangle$ , horizontally to  $|0\rangle$ 
  - Verticality is purely convention
  - ► Call the decision of which way is up our *measurement basis*

- **Photon** measurement is deterministic at heta=0 and  $heta=rac{\pi}{2}$
- lacktriangle Map vertically aligned light to |1
  angle, horizontally to |0
  angle
  - Verticality is purely convention
  - ▶ Call the decision of which way is up our *measurement basis*
- What happens if sender and receiver use different bases?
  - lacktriangle i.e., there's a phase offset of  $\phi$  between their verticals

- lacktriangle Photon measurement is deterministic at heta=0 and  $heta=rac{\pi}{2}$
- lacktriangle Map vertically aligned light to |1
  angle, horizontally to |0
  angle
  - Verticality is purely convention
  - ▶ Call the decision of which way is up our *measurement basis*
- What happens if sender and receiver use different bases?
  - lacktriangle i.e., there's a phase offset of  $\phi$  between their verticals
- ▶ Bit flip with probability  $\sin^2 \phi$ , by Malus' law.

1. Alice and Bob publicly agree on two bases (rect, diag) with a  $\frac{\pi}{4}$  offset between them

- 1. Alice and Bob publicly agree on two bases (rect, diag) with a  $\frac{\pi}{4}$  offset between them
- 2. Alice creates a random sequence of bits

- 1. Alice and Bob publicly agree on two bases (rect, diag) with a  $\frac{\pi}{4}$  offset between them
- 2. Alice creates a random sequence of bits
- 3. Alice randomly rect- or diag-encodes each bit, transmits to Bob

- 1. Alice and Bob publicly agree on two bases (rect, diag) with a  $\frac{\pi}{4}$  offset between them
- 2. Alice creates a random sequence of bits
- Alice randomly rect- or diag-encodes each bit, transmits to Bob
- 4. Bob randomly rect- or diag-decodes each photon

- 1. Alice and Bob publicly agree on two bases (rect, diag) with a  $\frac{\pi}{4}$  offset between them
- 2. Alice creates a random sequence of bits
- Alice randomly rect- or diag-encodes each bit, transmits to Bob
- 4. Bob randomly rect- or diag-decodes each photon
- 5. Alice and Bob publicly announce their basis choices, drop bits where their bases disagree.

- 1. Alice and Bob publicly agree on two bases (rect, diag) with a  $\frac{\pi}{4}$  offset between them
- 2. Alice creates a random sequence of bits
- Alice randomly rect- or diag-encodes each bit, transmits to Bob
- 4. Bob randomly rect- or diag-decodes each photon
- 5. Alice and Bob publicly announce their basis choices, drop bits where their bases disagree.
- Alice and Bob publicly compare a random subset of the undropped bits.

- 1. Alice and Bob publicly agree on two bases (rect, diag) with a  $\frac{\pi}{4}$  offset between them
- 2. Alice creates a random sequence of bits
- Alice randomly rect- or diag-encodes each bit, transmits to Bob
- 4. Bob randomly rect- or diag-decodes each photon
- Alice and Bob publicly announce their basis choices, drop bits where their bases disagree.
- Alice and Bob publicly compare a random subset of the undropped bits.
- 7. If they observe a high rate of corruption, they start over.



- 1. Alice and Bob publicly agree on two bases (rect, diag) with a  $\frac{\pi}{4}$  offset between them
- 2. Alice creates a random sequence of bits
- Alice randomly rect- or diag-encodes each bit, transmits to Bob
- 4. Bob randomly rect- or diag-decodes each photon
- 5. Alice and Bob publicly announce their basis choices, drop bits where their bases disagree.
- Alice and Bob publicly compare a random subset of the undropped bits.
- 7. If they observe a high rate of corruption, they start over.
- 8. Otherwise, the undropped and unannounced bits are now a shared secret.

Alice:

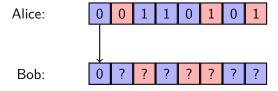


Alice selects random bits, bases

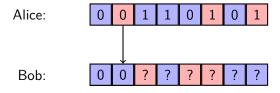
Alice: 0 0 1 1 0 1 0 1

Bob: ? ? ? ? ? ? ? ?

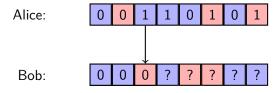
Bob selects random bases



Bases agree, measurement succeeds

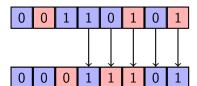


Bases disagree, measurement may fail



Bases disagree, measurement may fail

Alice:



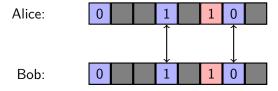
Bob:

Etc...



Bob: 0 1 1 0

Sift out mismatched bases



Sample bits to detect Eve



Bob: 0 1

Redact sampled bits

#### **BB84 Intuition**

- ▶ Rectilinear and diagonal bases chosen to maximize corruption
  - ▶ Decoding in the wrong basis yields a 50% chance of corruption.

#### **BB84 Intuition**

- Rectilinear and diagonal bases chosen to maximize corruption
  - Decoding in the wrong basis yields a 50% chance of corruption.
- If Eve intercepts a photon and forwards it on to Bob, she'll likely corrupt it.
  - ▶ 50% chance she's in the wrong basis
  - 50% chance of corruption from mis-encoding.
  - 25% Bob gets a corrupted bit (assuming no intelligent cloning).

#### **BB84 Intuition**

- Rectilinear and diagonal bases chosen to maximize corruption
  - Decoding in the wrong basis yields a 50% chance of corruption.
- If Eve intercepts a photon and forwards it on to Bob, she'll likely corrupt it.
  - 50% chance she's in the wrong basis
  - 50% chance of corruption from mis-encoding.
  - 25% Bob gets a corrupted bit (assuming no intelligent cloning).
- Can't stop Eve, but can detect her.

### Outline

#### Textbook BB84

Quantum Optics Refresher BB84

#### Textbook to Production

Error Correction
Privacy Amplification
Authentication
Photon Number Splitting

Sending and receiving individual quanta is hard

- Sending and receiving individual quanta is hard
- Even if Eve isn't interfering, some of our bits will be scrambled.

- Sending and receiving individual quanta is hard
- Even if Eve isn't interfering, some of our bits will be scrambled.
- Secrets which are mostly the same are not nearly as useful as secrets which are exactly the same.

- Sending and receiving individual quanta is hard
- Even if Eve isn't interfering, some of our bits will be scrambled.
- Secrets which are mostly the same are not nearly as useful as secrets which are exactly the same.
- We need to somehow rectify the differences between what Alice sent and Bob received.

- ▶ Start with 4 data bits  $d_1$ ,  $d_2$ ,  $d_3$ ,  $d_4$ .
  - ► How can we detect a lone bit flip?

- Start with 4 data bits  $d_1, d_2, d_3, d_4$ .
  - ► How can we detect a lone bit flip?
- ▶ Idea, add parity bit at the end:  $p_1 := d_1 \oplus d_2 \oplus d_3 \oplus d_4$

- ► Start with 4 data bits  $d_1$ ,  $d_2$ ,  $d_3$ ,  $d_4$ .
  - How can we detect a lone bit flip?
- ▶ Idea, add parity bit at the end:  $p_1 := d_1 \oplus d_2 \oplus d_3 \oplus d_4$
- If we retrieve our code word  $(d_1, d_2, d_3, d_4, p_1)^T$  in the future and it has odd parity, at least one bit must have been flipped.

- ▶ Start with 4 data bits  $d_1, d_2, d_3, d_4$ .
  - How can we detect a lone bit flip?
- ▶ Idea, add parity bit at the end:  $p_1 := d_1 \oplus d_2 \oplus d_3 \oplus d_4$
- ▶ If we retrieve our code word  $(d_1, d_2, d_3, d_4, p_1)^T$  in the future and it has odd parity, at least one bit must have been flipped.
- Can write as a check matrix:

$$H = \begin{pmatrix} 1 & 1 & 1 & 1 \end{pmatrix}$$



# Single Error Correction

▶ If we want to correct an error, we need to know *which* bit was flipped.

### Single Error Correction

- ▶ If we want to correct an error, we need to know which bit was flipped.
- Let's add more parity bits, but
  - Each parity bit will only cover some bits in the code word.
  - We'll be careful to make sure that every bit is covered by a unique combination of parity bits

### Single Error Correction

- ▶ If we want to correct an error, we need to know which bit was flipped.
- Let's add more parity bits, but
  - Each parity bit will only cover some bits in the code word.
  - We'll be careful to make sure that every bit is covered by a unique combination of parity bits
- Hamming solved this for us in 1950 using powers of two
  - ► Code word:  $(p_1, p_2, d_1, p_3, d_2, d_3, d_4)^T$
  - Check matrix:

$$H = \begin{pmatrix} 1 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 1 & 1 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 \end{pmatrix}$$

### Full SECDED

- Glue a total parity bit onto a Hamming SEC scheme
  - No errors ⇒ all parity checks report even
  - Single error 

     total parity reports odd, SEC parities indicate location
  - ▶ Double error ⇒ total parity reports even, SEC parities indicate "location"

#### Full SECDED

- Glue a total parity bit onto a Hamming SEC scheme
  - ightharpoonup No errors  $\implies$  all parity checks report even
  - Single error 

     total parity reports odd, SEC parities indicate location
  - ▶ Double error ⇒ total parity reports even, SEC parities indicate "location"
- Commonly known as Hamming(8,4).
  - ► Code word:  $(p_1, p_2, d_1, p_3, d_2, d_3, d_4, p_{total})^T$
  - Check matrix:

$$H = \begin{pmatrix} 1 & 0 & 1 & 0 & 1 & 0 & 1 & 0 \\ 0 & 1 & 1 & 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 & 0 \\ 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \end{pmatrix}$$

▶ What if we just pretended our sifted qubits were SECDED code words?

- What if we just pretended our sifted qubits were SECDED code words?
- ► They're not, so if Alice has a block a, then Ha will almost always want to "correct" something.
  - And for Bob, *Hb* will behave similarly

- What if we just pretended our sifted qubits were SECDED code words?
- ► They're not, so if Alice has a block *a*, then *Ha* will almost always want to "correct" something.
  - ► And for Bob, *Hb* will behave similarly

- What if we just pretended our sifted qubits were SECDED code words?
- ► They're not, so if Alice has a block a, then Ha will almost always want to "correct" something.
  - And for Bob, Hb will behave similarly
- ►  $a \oplus b \approx 0 \implies H(a \oplus b) = Ha \oplus Hb \approx 0$
- ▶ What if we compare Ha and Hb, have Bob apply SECDED using  $Ha \oplus Hb$ ?
  - If even errors, do nothing
  - ▶ If odd errors, probably d(a, b') = d(a, b) 1

- What if we just pretended our sifted qubits were SECDED code words?
- ► They're not, so if Alice has a block a, then Ha will almost always want to "correct" something.
  - And for Bob, *Hb* will behave similarly
- ▶ What if we compare Ha and Hb, have Bob apply SECDED using  $Ha \oplus Hb$ ?
  - If even errors, do nothing
  - ▶ If odd errors, probably d(a, b') = d(a, b) 1
- We can reconcile errors by exchanging Hamming syndromes!

1. Alice and Bob break their bits into SECDED code words

- 1. Alice and Bob break their bits into SECDED code words
- 2. Alice and Bob exchange total parity for each codeword
  - 2.1 blocks whose total parities agree are ignored going forward

- 1. Alice and Bob break their bits into SECDED code words
- 2. Alice and Bob exchange total parity for each codeword
  - 2.1 blocks whose total parities agree are ignored going forward
- 3. Alice sends Bob *Ha* for each remaining block

- 1. Alice and Bob break their bits into SECDED code words
- 2. Alice and Bob exchange total parity for each codeword
  - 2.1 blocks whose total parities agree are ignored going forward
- 3. Alice sends Bob Ha for each remaining block
- 4. Bob applies SEC using  $Ha \oplus Hb$

- 1. Alice and Bob break their bits into SECDED code words
- 2. Alice and Bob exchange total parity for each codeword
  - 2.1 blocks whose total parities agree are ignored going forward
- 3. Alice sends Bob *Ha* for each remaining block
- 4. Bob applies SEC using  $Ha \oplus Hb$
- 5. Alice and Bob discard all announced parity bits
  - 5.1 Keeps Eve from gleaning info from our error correction process.

- 1. Alice and Bob break their bits into SECDED code words
- 2. Alice and Bob exchange total parity for each codeword
  - 2.1 blocks whose total parities agree are ignored going forward
- 3. Alice sends Bob Ha for each remaining block
- 4. Bob applies SEC using  $Ha \oplus Hb$
- 5. Alice and Bob discard all announced parity bits
  - 5.1 Keeps Eve from gleaning info from our error correction process.
- Alice and Bob shuffle their remaining bits using the same seed.
  - 6.1 Stops an even number of errors from "sticking" in a code word.

- 1. Alice and Bob break their bits into SECDED code words
- 2. Alice and Bob exchange total parity for each codeword
  - 2.1 blocks whose total parities agree are ignored going forward
- 3. Alice sends Bob Ha for each remaining block
- 4. Bob applies SEC using  $Ha \oplus Hb$
- 5. Alice and Bob discard all announced parity bits
  - 5.1 Keeps Eve from gleaning info from our error correction process.
- Alice and Bob shuffle their remaining bits using the same seed.
  - 6.1 Stops an even number of errors from "sticking" in a code word.
- 7. Go back to (1) until convinced that the probability of surviving errors is negligible.



▶ Real systems have some amount of legitimate error

- Real systems have some amount of legitimate error
- Paranoia requires that we treat all errors as due to eavesdropping

- Real systems have some amount of legitimate error
- Paranoia requires that we treat all errors as due to eavesdropping
- Eve is allowed to have partial information on our secret!
  - Or we can just never succeed in negotiating a secret

- Real systems have some amount of legitimate error
- Paranoia requires that we treat all errors as due to eavesdropping
- Eve is allowed to have partial information on our secret!
  - Or we can just never succeed in negotiating a secret
- Need to do two things
  - Estimate how many bits of information Eve has
  - Somehow scrub those bits out of our secret

#### Parameter Estimation I

- ► Whenever Eve performs an intercept/resend, she risks creating an error
  - ▶ QBER  $\sim \frac{1}{n} \cdot \text{Bin}(n, p)$

#### Parameter Estimation I

- Whenever Eve performs an intercept/resend, she risks creating an error
  - ▶ QBER  $\sim \frac{1}{n} \cdot \text{Bin}(n, p)$
  - ► Theoretical bound of  $2\sqrt{2}$  bits of information per bit flipped (in the long run)

#### Parameter Estimation I

- Whenever Eve performs an intercept/resend, she risks creating an error
  - ▶ QBER  $\sim \frac{1}{n} \cdot \text{Bin}(n, p)$
  - ► Theoretical bound of  $2\sqrt{2}$  bits of information per bit flipped (in the long run)
  - ightharpoonup If we can estimate p we can determine how many bits Eve has

### Parameter Estimation I

- Whenever Eve performs an intercept/resend, she risks creating an error
  - ▶ QBER  $\sim \frac{1}{n} \cdot \text{Bin}(n, p)$
  - ► Theoretical bound of  $2\sqrt{2}$  bits of information per bit flipped (in the long run)
  - ightharpoonup If we can determine how many bits Eve has
- **Estimate**  $\hat{p} = QBER$ ?
  - Too easy to have  $\hat{p} < p$

#### Parameter Estimation I

- Whenever Eve performs an intercept/resend, she risks creating an error
  - ▶ QBER  $\sim \frac{1}{n} \cdot \text{Bin}(n, p)$
  - Theoretical bound of  $2\sqrt{2}$  bits of information per bit flipped (in the long run)
  - ightharpoonup If we can determine how many bits Eve has
- **Estimate**  $\hat{p} = QBER$ ?
  - ► Too easy to have  $\hat{p} < p$
- ▶ Bayes rule to pick  $\hat{p}$  s.t.  $P(p > \hat{p}|QBER) < \epsilon$ ?
  - No sensible prior to put on p



### Parameter Estimation II

▶ Treat M, our bits to scrub, as an random variable f(X)

#### Parameter Estimation II

- ▶ Treat M, our bits to scrub, as an random variable f(X)
- ▶ If  $P(M < 2\sqrt{2} \cdot p) < \epsilon$ , we win
  - Sounds an awful lot like a confidence interval

#### Parameter Estimation II

- ▶ Treat M, our bits to scrub, as an random variable f(X)
- ▶ If  $P(M < 2\sqrt{2} \cdot p) < \epsilon$ , we win
  - Sounds an awful lot like a confidence interval
- Calculating Cls for a binomial distribution on the fly can be cumbersome
  - Common to pick m, p<sub>crit</sub> in advance
  - Always trim off m bits, bail if QBER > p<sub>crit</sub>

ightharpoonup Soooo, can we just hash our secret from n bits down to m?

- $\triangleright$  Soooo, can we just hash our secret from n bits down to m?
- Yes, if we:
  - use a universal hash family
  - trim an additional  $2\log\left(\frac{1}{\epsilon}\right)$  bits
  - choose our hash function randomly, although it *can* be public

- Soooo, can we just hash our secret from n bits down to m?
- Yes, if we:
  - use a universal hash family
  - rim an additional  $2 \log \left(\frac{1}{\epsilon}\right)$  bits
  - choose our hash function randomly, although it can be public
- ▶ This is a direct result of the leftover hash lemma

- Soooo, can we just hash our secret from n bits down to m?
- Yes, if we:
  - use a universal hash family
  - rim an additional  $2 \log \left(\frac{1}{\epsilon}\right)$  bits
  - choose our hash function randomly, although it can be public
- ▶ This is a direct result of the leftover hash lemma
- Approach is obvious:
  - 1. Alice publicly announces a random seed
  - 2. Alice and Bob both use the seed to hash their secrets down



► Trivial attack: Eve plops herself between Alice and Bob

- ► Trivial attack: Eve plops herself between Alice and Bob
- Alice and Bob wind up with different secrets, but Eve knows both and they only ever talk to her.

- Trivial attack: Eve plops herself between Alice and Bob
- Alice and Bob wind up with different secrets, but Eve knows both and they only ever talk to her.
- Need some sort of authentication scheme
  - Impossible without some sort of bootstrap secret!
  - But we can still use the scheme to stretch the bootstrap secret, e.g. to allow for one-time pads in the data plane.

- Trivial attack: Eve plops herself between Alice and Bob
- Alice and Bob wind up with different secrets, but Eve knows both and they only ever talk to her.
- Need some sort of authentication scheme
  - Impossible without some sort of bootstrap secret!
  - But we can still use the scheme to stretch the bootstrap secret, e.g. to allow for one-time pads in the data plane.
- Our goal is unconditional security, so a standard HMAC won't cut it.

1. Use *I* bits of bootstrap secret to choose a member of a universal hash family.

- 1. Use I bits of bootstrap secret to choose a member of a universal hash family.
- 2. Hash the message to authenticated into an *m*-bit message tag.

- 1. Use *I* bits of bootstrap secret to choose a member of a universal hash family.
- 2. Hash the message to authenticated into an m-bit message tag.
- 3. Encrypt the tag with a one-time pad.

- 1. Use *I* bits of bootstrap secret to choose a member of a universal hash family.
- 2. Hash the message to authenticated into an *m*-bit message tag.
- 3. Encrypt the tag with a one-time pad.
- 4. Discard the *m* bits used for the OTP.

#### One Time MAC Intuitions

- Eve can't manufacture a hashes for messages, doesn't know the hash function.
  - Otherwise, she could backward engineer the pad used to encrypt legitimate MACs

#### One Time MAC Intuitions

- Eve can't manufacture a hashes for messages, doesn't know the hash function.
  - Otherwise, she could backward engineer the pad used to encrypt legitimate MACs
- The hash value is encrypted, so she can't manufacture a hash collision.
  - Universal hash function means she can't even make intelligent guesses about the hash value.

#### One Time MAC Intuitions

- Eve can't manufacture a hashes for messages, doesn't know the hash function.
  - Otherwise, she could backward engineer the pad used to encrypt legitimate MACs
- ► The hash value is encrypted, so she can't manufacture a hash collision.
  - Universal hash function means she can't even make intelligent guesses about the hash value.
- Best she can do is guess the tag
  - ► Succeeds with probability  $\frac{1}{2^m}$
  - Places a tradeoff between key expenditure and probability that Eve gets lucky.



► Emitting a single photon is bloody hard

- Emitting a single photon is bloody hard
- Most experimental setups work by dimming a laser pulse down to  $\approx 1$  photon
  - Possible for a pulse to include multiple photons.

- Emitting a single photon is bloody hard
- Most experimental setups work by dimming a laser pulse down to  $\approx 1$  photon
  - Possible for a pulse to include multiple photons.
- Eve could sniff multi-photon pulses without corrupting them

- Emitting a single photon is bloody hard
- Most experimental setups work by dimming a laser pulse down to pprox 1 photon
  - Possible for a pulse to include multiple photons.
- Eve could sniff multi-photon pulses without corrupting them
- Can also block single-photon pulses to stop Alice/Bob from using them in the secret.
  - Bob expects a lot of transmissions to get lost, this won't necessarily set off alarm bells



- Emitting a single photon is bloody hard
- Most experimental setups work by dimming a laser pulse down to pprox 1 photon
  - Possible for a pulse to include multiple photons.
- Eve could sniff multi-photon pulses without corrupting them
- Can also block single-photon pulses to stop Alice/Bob from using them in the secret.
  - Bob expects a lot of transmissions to get lost, this won't necessarily set off alarm bells
- Attack is commonly known as photon number splitting



- ightharpoonup Alice uses two (or more) signal sources S and S'
  - ightharpoonup S is the real photon source, averages  $\mu$  photons per pulse
  - ► S' is a decoy, with  $\mu' > \mu$
  - ▶ Upshot: S sends more single photon pulses than S'

- ightharpoonup Alice uses two (or more) signal sources S and S'
  - ightharpoonup S is the real photon source, averages  $\mu$  photons per pulse
  - ► S' is a decoy, with  $\mu' > \mu$
  - ▶ Upshot: S sends more single photon pulses than S'
- ► Impossible for Eve to tell whether a given pulse came from S or S'

- ightharpoonup Alice uses two (or more) signal sources S and S'
  - lacksquare S is the real photon source, averages  $\mu$  photons per pulse
  - ightharpoonup S' is a decoy, with  $\mu' > \mu$
  - ▶ Upshot: S sends more single photon pulses than S'
- Impossible for Eve to tell whether a given pulse came from S or S'
- ▶ By blocking single photon pulses, Eve will affect the transmission rate for *S* more than for *S'*.

- ightharpoonup Alice uses two (or more) signal sources S and S'
  - ightharpoonup S is the real photon source, averages  $\mu$  photons per pulse
  - ► S' is a decoy, with  $\mu' > \mu$
  - ▶ Upshot: S sends more single photon pulses than S'
- Impossible for Eve to tell whether a given pulse came from S or S'
- **b** By blocking single photon pulses, Eve will affect the transmission rate for S more than for S'.
- Alice and Bob can compare empirical transmission loss for S and S' at the end.
  - If they differ, they conclude Eve did something naughty.



### TL;DR

- 1. Send/receive a stream of quanta in random bases.
- 2. Throw away the bits where bases disagreed.
- Reconcile keys using (adaptations of) standard error correction schemes.
- Hash your keys down according to pessimistic estimates of how much information Eve could have.
- 5. Make sure to authenticate all your messages throughout.
- 6. Profit!

#### References and Additional Materials

- Presentation source: https://github.com/ alan-christopher/bb84/tree/master/edu
- Quantum Cryptography Intro: https://arxiv.org/abs/1002.1237
- Quantum Cloning: https://arxiv.org/abs/quant-ph/0511088
- Privacy Amplification: https: //link.springer.com/article/10.1007/BF00191318
- Winnow: https://arxiv.org/abs/quant-ph/0203096
- Decoy states: https://arxiv.org/abs/quant-ph/0211153
- A QKD implementation: https://arxiv.org/abs/1603.08387



### Included Works

- ► Transverse Wave Image
- ► Polarizer Image

# Questions?