

Attempt

Instantiating [BL20] using Coset States.

Story: • Given the barrier as above, (with using weiner states),

it may be worth exploring other states,
possessing some form of undetectability.

- One candidate is the so-called "coset states" proposed first by Vidick & Zhang [VZ21] in the context of proofs of quantum knowledge & later studied by Coladangelo, Liu, Liu & Zhang [CLLZ'21] for copy-protection schemes.

Recall/Review: coset states:

Specified by three parameters

(a) a subspace $A \subseteq \mathbb{F}_2^{\lambda}$ of dimension $\lambda/2$, &

(b) two vectors $s, s' \in \mathbb{F}_2^{\lambda}$

The states are specified using the cosets

$A+s$ &

$A^\perp + s$ (here A^\perp denotes the dual subspace of A (or orthogonal, it seems))

These states are written as $|A_{ss'}\rangle$ &

Satisfy many properties. Here are some of them.

1. Given $|A_{\text{ss}}\rangle$ (a classical description of the subspace A ,
 ∃ an efficient quantum algorithm that can compute
 both s & s' .

2. No adversary wins the MOE game (Fig 3) - - -
 for coset states $\text{v.p.} \geq \text{Je. cost}(\pi/8)$
 (proved first in [CLLZ'21]).

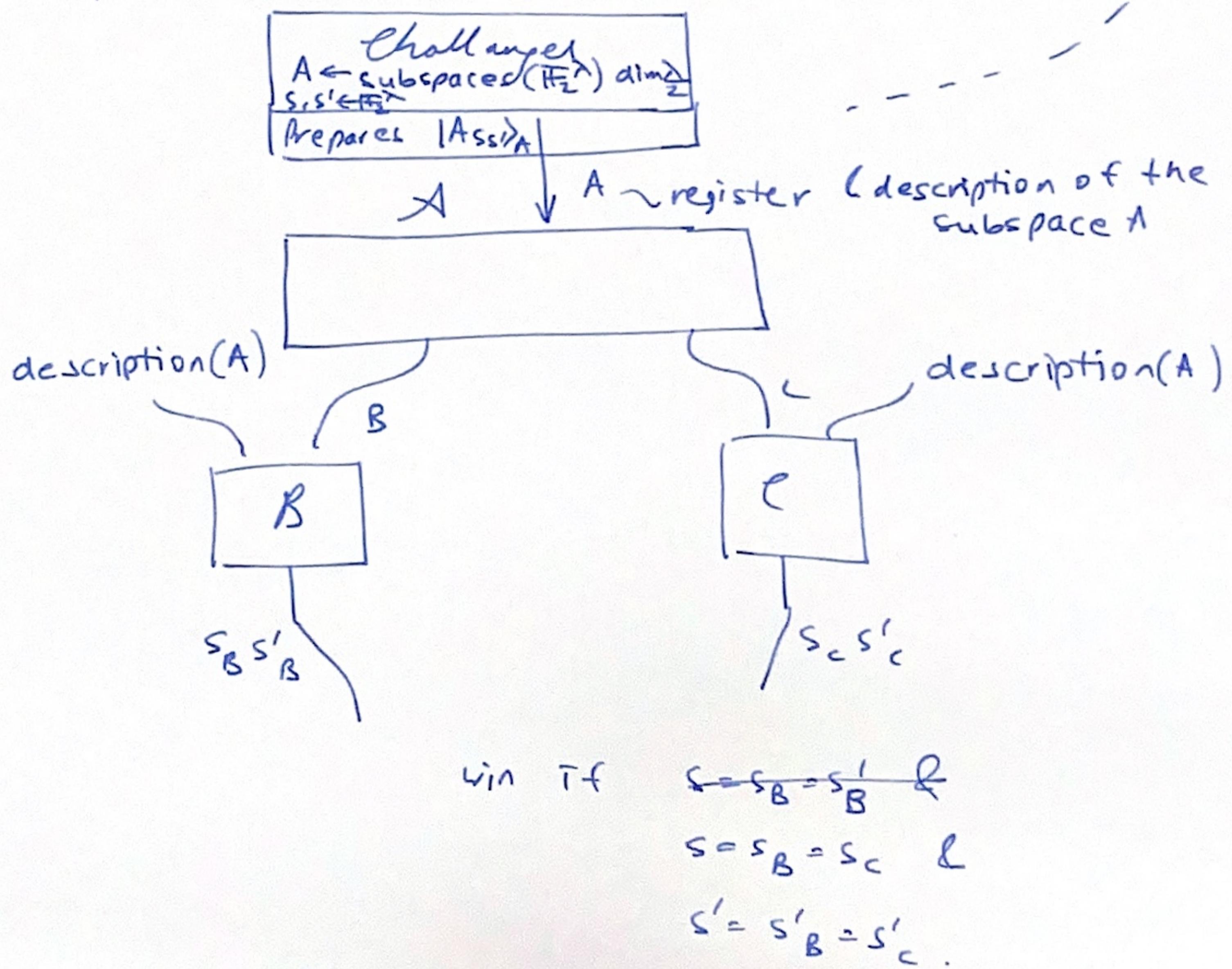


Fig 3

Story: • Note the semantic similarity b/w Wiener state & coset state.

↳ There's a correspondence: $\Theta \leftrightarrow A$ (the subspace)
 $x \leftrightarrow (s, s')$

↳ Thus one can translate the [BL20] construction into one w/ coset states.

• So then why do we bother with coset states?

↳ coset states differ from Wiener states in the following key way:

(i) Given $|x^\theta\rangle$ together with an oracle P_x (that outputs 1 only if input $y = x$)

\exists an efficient quantum adversary that learns x without knowing θ . [Lut '10]

(ii) This also applies to the MOE games for Wiener states: If A additionally gets access to P_x , the MOE game is no longer secure.

(iii) However, the MOE games for coset states remain secure even if oracles for checking $s \in S$'s are given.

↳ More formally, i.e. let P_{A+S} be an oracle that outputs 1 if only if the input $y \in A+S$ called MOE games for coset states w/ membership checking oracle calls. Then, no adversary (A, B, C) can win in the MOE games for coset states, (w.p. non-negl prob) even if A B C are given poly many oracle calls to P_{A+S} & $P_{A+S'}$.

- We now look at the scheme that does satisfy uncloneable indistinguishability, essentially [BL20] w/ coset states instead of Weiner

$\text{Gen}(1^\lambda)$: Returns a random subspace $A \subseteq \mathbb{F}_2^{\lambda n}$ of dimension $\lambda/2$.
 $\text{Enc}^H(A, m)$: Samples $s, s' \in \mathbb{F}_2^{\lambda n}$
 Outputs $(|A_{ss'}\rangle, m \oplus H(s, s'))$
 $\text{Dec}^H(A, (|A_{ss'}\rangle, c))$: Recovers s, s' from the coset state,
 Outputs $c \oplus H(s, s')$.

Remark 1: They got rid of the " α " in [BL20].
 (They also think they can remove it from BL20)

Remark 2: In this construction, they only need coset states & random oracles.

They do not need to have access to membership checking oracles


 Membership checking oracles are only used for proving security

This makes the security stronger (as we assume the adversary is stronger).

This, however, means that Weiner states cannot be used

To prove security using this approach,

Open question: Can [BL20] be proved secure, using
Witness states?

Basing Security on Reprogramming Games.

Story: what property do we require cost states to satisfy?

Simplification: We focus on the $n=1$ case.

Consider the following game.

- H be a random oracle w/ binary range.

$$H: \mathbb{F}_2^\lambda \times \mathbb{F}_2^\lambda \rightarrow \{0,1\}.$$

Additionally, let \mathcal{ABC} have oracle access to
 P_{A+s} & $P_{A+s'}$.

- $H_{(s,s')} \rightarrow \perp$: same as H except $H(ss')$ is replaced w/ \perp .

- $H_0 := H$ the original random oracle

$$H_1 := \begin{cases} H & \text{except at all inputs other than } ss' \\ \oplus H(ss') \text{ at } ss' \end{cases}$$

(Challenge Modes:

- (i) Identical: $b_B = b_C = b$ & $b \leftarrow \{0,1\}\};$
- (ii) Independent: $b_B \leftarrow \{0,1\}$ & $b_C \leftarrow \{0,1\}$

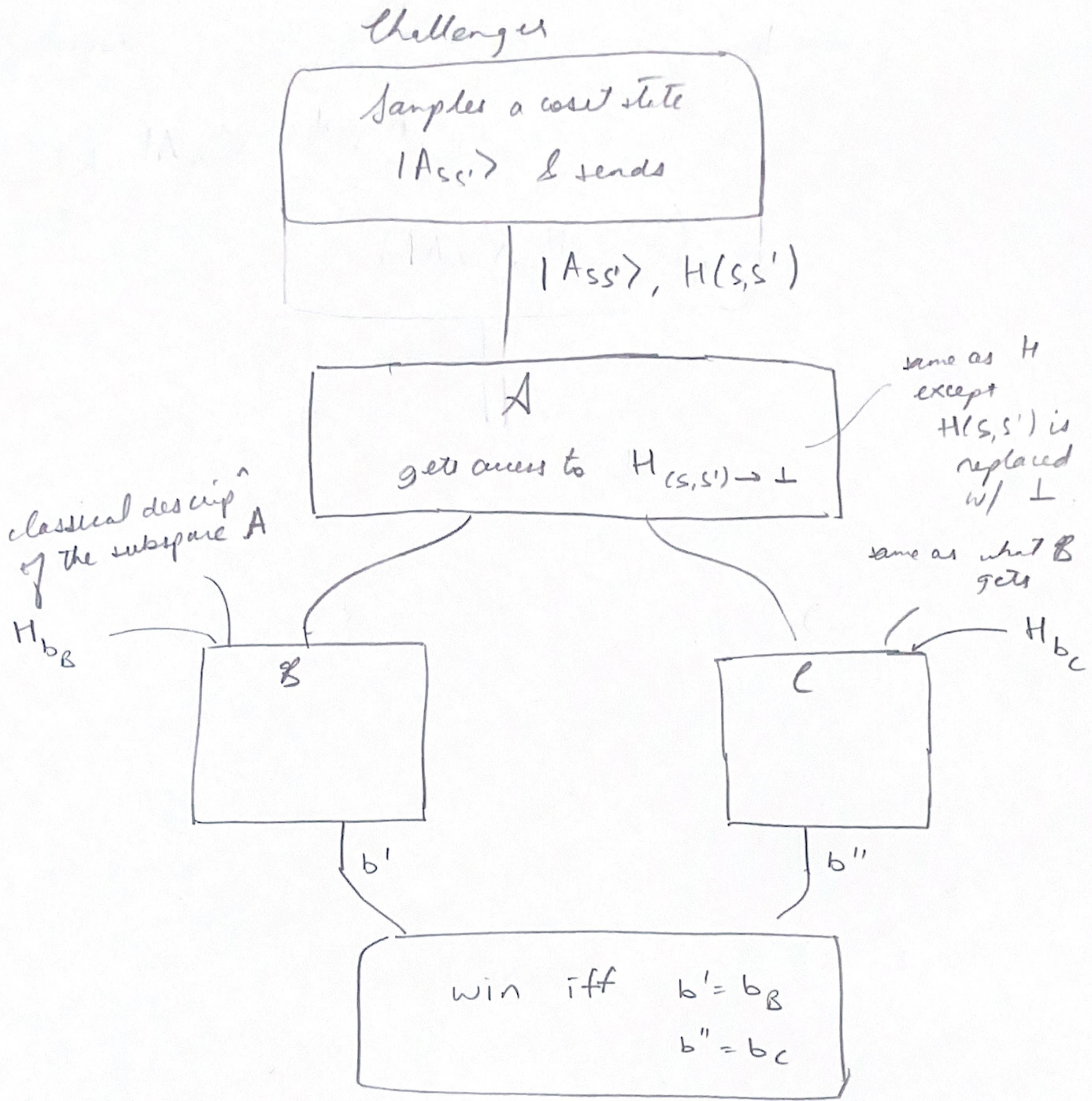


Fig 5: Reprogramming game for secret states in DRAM.

Story: • In the game above, in the identical challenge mode, the adversaries B, C try to distinguish b/w $H_0 \& H_1$, (i.e. whether the random oracle was reprogrammed or not).

- It turns out that by a sequence of "standard variable substitution" uncloneable indistinguishability of their new scheme can be based on the "identical challenge mode" of the reprogramming game.
- Note that in the reprogramming game, A has no access to H at (s, s') .
the value of
 - ↳ This is different from NOE or uncloneable indistinguishability games.
 - ↳ Nonetheless, the authors show that one can assume A never queries at (s, s') by introducing a small loss.

- The security of identical challenge mode can be reduced to the security of independent challenge mode.
 - ↳ This follows from a careful analysis of Jordan's lemma.
 - ↳ The authors believe this is non-trivial & leave it to the end of this overview.
- Here, we look at how the security of the game in the independent challenge mode is proved.
 - ↳ They take inspiration from Zhandry's [Zha'20] work that studies success probabilities of quantum programs.
 - ↳ Informally, the following is shown:

by claim. \exists an efficient procedure that operates locally on both the entangled adversaries (B, C) & outputs $(B', p_B), (C', p_C)$ s.t.

- $B' \& C'$ are "un-tangled"
- The success prob. of B'
on querying whether it has H_0 or H_1 is p_B
- The "a" of C'
on .. $H_0 \& H_1$ is p_C
- The expectation of $p_B \cdot p_C$ equals
 (B, ℓ) 's success prob. in the
reprogramming game in the ind. challenge
mode.

Remarks: To estimate $p_B \cdot p_C$, we want to run
 $B' \& C'$.

To run $B' \& C'$, we will need to
give access to $H_0 \& H_1$,
(in the ind. challenge mode, (B', ℓ') get
 H_0 or H_1 independently each)

A only gets access to $H_{(C, \ell')} \rightarrow \perp$.

(For the procedure) To be useful in breaking the MDE game,

The procedure cannot know s or s' but it knows A & has access to oracles $P_{A+s}, P_{A+s'}$

Claim: Reprogramming of $H_{(s,s') \rightarrow \perp}$ is possible, given access to membership oracles & A

Γ c.g. H_1 can be obtained by reprogramming as follows:

$$H_1(z, z') = \begin{cases} \neg H(s, s') & Q_s(z) = 1 \wedge \\ & Q_{s'}(z') = 1 \\ H_{(ss') \rightarrow \perp}(z, z') & \text{else} \end{cases}$$

where $Q_s(z)$ is a delta-function output
(aka point-function)

1 on $z=s$, 0 else.

(similarly $Q_{s'}(z')$).

It remains to show that $Q_s(z)$

can be instantiated using A & the oracle P_{A+s} .

Here's how: (1) check if z is in $A+s$

(2) If z lexicographically, the smallest in $A+s$.

NB: Step (1) can be checked via P_{A+S} .
(simply query it at \bar{z}).

Step (2) can be done by knowing

- (i) A (which we assumed is given) &
- (ii) $\bar{z} \in A+S$ (which is known from step 1).

as follows:

enumerate each coordinate & do

Gaussian elimination to see if
there is any \bar{z}^* lexicographically
smaller than \bar{z} s.t.

$$(\bar{z} - \bar{z}^*) \in \text{span}(A)$$

They say this can be done efficiently.

[Not really clear to me.]

Similarly, one can implement $D_{S'}(\bar{z}')$.

Remark (cont): Without membership checking oracles,
it is unclear how D_S & $Q_{S'}$ can
be instantiated — & hence, it's unclear
how to apply these ideas for
Wiener states.

Story: - they now "pose" the security of the reprogramming game
in the "independent challenge mode".

└ Proof sketch

↳ Suppose an adversary (A, B, C) has non-trivial
success probability $\gamma_2 + \gamma$ for some large γ .

Then, the procedure above (i.e. in the inf. claim
on page 28)

outputs large $P_B \cdot P_C > \frac{1}{2} + \frac{\gamma}{2}$ w/
non-negligible prob.

(Me: I suppose : $\langle P_B \cdot P_C \rangle = \frac{1}{2} + \gamma$, one can
argue that the individual term must
be at least some fraction, w/ non-negl
prob.)

↳ If B' never queries H_0 or H_1 on (s, s') ,
the best prob. (of guessing which among H_0 or H_1
was given)

is at most γ_2 .

Thus, it must be querying at (s, s') & this
can be extracted by measuring the query register
of B' at a random time, w/ non-negl prob.

↳ similarly for C' .

↳ But this violates the MOT games for const states
— a contradiction.



Relating Identical Challenge Mode to Independent Challenge Mode.

Story: We now see how the identical & independent challenge modes are related.

: They first consider the independent challenge mode & give a nice characterisation of the state produced by Alice.

Suppose: A, s, s' & the oracle $H_{(s,s')} \rightarrow \perp$ are chosen randomly.

Let: $|0\rangle_{BC}$ denote the joint quantum state shared by Bob & Charlie, after Alice's stage.

Defn: Π_b^B & Π_b^C for $b \in \{0,1\}$ as follows:

Π_0^B : Run Bob on its own part $\sigma[B]$ of σ w/ oracle access to H_0 (call it U)
project onto Bob output $j = 0$ & ($|0\rangle_{C01}$)
rewind (call it U^+)
($\Leftarrow U^+|0\rangle_{C01}U$)

Π_1^B : same as Π_0^B except oracle access to H_1 ,
& project onto Bob output $j = 1$.

Π_0^C & Π_1^C are defined analogously.

NB: Π_b^B is the projection for Bob's success on H_b & Π_b^C is the projection for Charlie's success on H_b .

NB2: By definition, the success prob. in the independent challenge mode is:

$$[1] \quad u \left[\left(\frac{\Pi_0^B + \Pi_1^B}{2} \right) \otimes \left(\frac{\Pi_0^C + \Pi_1^C}{2} \right) \xrightarrow{10>_{CGI}} \right]$$

Notation: Let $\{| \phi_p \rangle\}_{p \in \mathbb{R}}$ denote the eigenvectors of $\frac{\Pi_0^B + \Pi_1^B}{2}$ w/ eigenvalues $p \in [0,1]$.

(assume for simplicity the eigenvalues are all distinct)

: Let $\{| \psi_q \rangle\}_{q \in \mathbb{R}}$ " $\frac{\Pi_0^C + \Pi_1^C}{2}$ " .

NB3: One can write $|0\rangle$ in this basis as

$$|0\rangle = \sum_{pq} \alpha_{pq} |\phi_p\rangle |\psi_q\rangle.$$

sub-claim: from the analysis of "independent challenge mode" in the previous paragraph, one can show that $p \neq q$ cannot both be simultaneously far from the trivial guess prob. $\frac{1}{2}$, i.e.

for any inverse poly ϵ

$$\sum_{\substack{p: |p - \gamma_2| > \epsilon \\ q: |q - \gamma_2| > \epsilon}} |\alpha_{pq}|^2 \approx 0.$$

$\Rightarrow |o\rangle$ is very close to the summation of the following subnormalized states:

$$\underbrace{\sum_{\substack{p: |p - \gamma_2| \leq \epsilon \\ q: |q - \gamma_2| > \epsilon}} \alpha_{pq} |\phi_p\rangle |\psi_q\rangle}_{ii} + \underbrace{\sum_{\substack{p: |p - \gamma_2| > \epsilon \\ q: |q - \gamma_2| \leq \epsilon}} \alpha_{pq} |\phi_p\rangle |\psi_q\rangle}_{\approx |o\rangle}$$

$|o_{bad}^{B, \epsilon}\rangle$

Notation:

NB 4: Recall Eq [1] & note that using $|o\rangle$, it is bounded by at most $\gamma_2 + \epsilon$ for any inverse poly ϵ .

Story: We again get the security of the independent mode.
To extend to the identical mode
note that the characterisation of $|o\rangle$ also holds in the identical challenge mode.

($\because |o\rangle$ is the state received by B, ϵ ;
how they use it does not change the fact
that they hold $|o\rangle$;
so, even though we characterised it assuming
 B, ϵ proceed in the independent challenge
mode, the characterisation stays
valid, regardless)

NB: The success prob. in the identical challenge mode is

$$[2] \quad \text{tr} \left[\left(\frac{\Pi_0^B \otimes \Pi_0^C + \Pi_1^B \otimes \Pi_1^C}{2} \right) |0\rangle\langle 0| \right].$$

NB2: Using $|0\rangle = |\sigma_B^{\text{bad}}\rangle + |\sigma_C^{\text{bad}}\rangle$, this is at most (i.e. [2])

$$\frac{1}{2} + \epsilon + \frac{1}{2} \left(\left| \langle \sigma_B^{\text{bad}} | \Pi_0^B \otimes \Pi_0^C | \sigma_C^{\text{bad}} \rangle \right| + \left| \langle \sigma_B^{\text{bad}} | \Pi_1^B \otimes \Pi_1^C | \sigma_C^{\text{bad}} \rangle \right| \right)$$

$$\frac{\Pi_0 \otimes \Pi_0 + \Pi_1 \otimes \Pi_1}{2} = \underbrace{(\Pi_0 + \Pi_1) \otimes (\Pi_0 + \Pi_1)}_{=} - \underbrace{\Pi_1 \otimes \Pi_0}_{+ \Pi_1 \otimes \Pi_0} - \underbrace{\Pi_0 \otimes \Pi_1}_{+ \Pi_0 \otimes \Pi_1}$$

Mu: They then argue that using a corollary of Jordan's lemma, one can prove that the cross terms are zero.

This last part is unclear to me —

I don't see how [2] & [1]

differ only by

$$\langle \sigma_B^{\text{bad}} | \Pi_0^B \otimes \Pi_0^C | \sigma_C^{\text{bad}} \rangle$$