

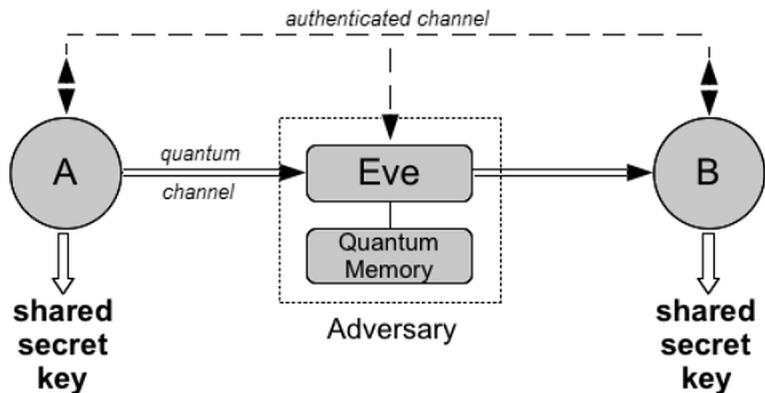
# Fully device independent quantum key distribution

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July 9, 2020

# What is Quantum Key Distribution(QKD)



# QKD in Practice



IDQuantique, Switzerland



Toshiba, Japan

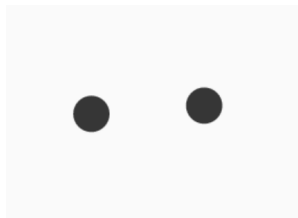


Qubittek, USA

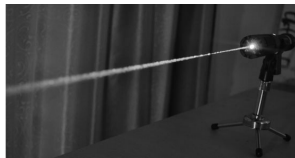
# Why Device Independence (DI)

Practical implementation creates vulnerability, which are hard to defend against. Example:

Photon number splitting attack



Laser damage attack



# DI Assumptions

- ▶ Alice and Bob can not signal to each other.
- ▶ They have access to a trusted RNG.
- ▶ Communication channel between them is authenticated.
- ▶ Quantum physics is correct.

Note that, the devices are fully uncharacterized. If asked to measure in  $Z$  basis, it may very well measure in the  $X$  basis.

(Mayers and Yao, 98) [1]

## DI Challenge

Can security be guaranteed by the input-output behavior of the devices alone?

## Hint of an answer

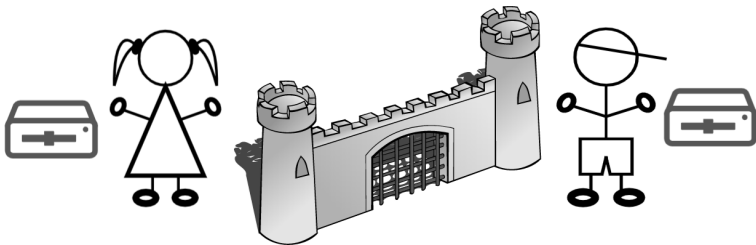
Ekert's E91 paper [2] had the following:

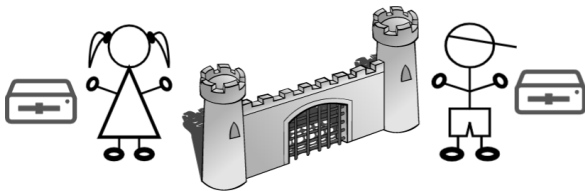
Bob.” However, as we want the two particles to be in pure, singlet state, and Alice and Bob test for it through Bell's theorem, then we cannot correlate the third particle with the other two without disturbing the purity of the singlet state. Therefore I conjecture that there is no universal (good for all orientations  $\mathbf{a}_i, \mathbf{b}_j$ ) state of the faked source which will pass the statistical test of the legitimate users on the subsystem of the two correlated particles  $a$  and  $b$ . As Alice and Bob can also delay their

## Complete answer

After a series of papers, Vazirani and Vidick in 2014 proved the general security on a variant of E91 protocol [3].







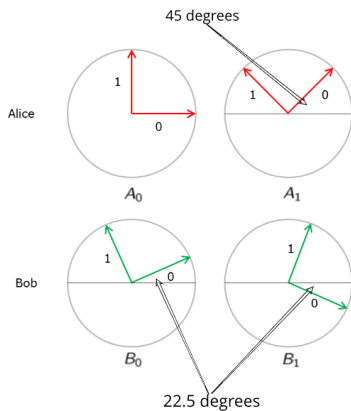
$x$	$y$	$a$	$b$	$x \wedge y$	$a \oplus b$
0	0			0	
0	1			0	
1	0			0	
1	1			1	

$$a \oplus b = x \wedge y$$

x	y	a	b	$x \wedge y$	$a \oplus b$
0	0	0	0	0	0
0	1	0	0	0	0
1	0	0	0	0	0
1	1	0	0	1	0

$$a \oplus b = x \wedge y$$

Deterministic strategy: win 75% of the times



$$|EPR\rangle = \frac{1}{\sqrt{2}}(|00\rangle + |11\rangle)$$

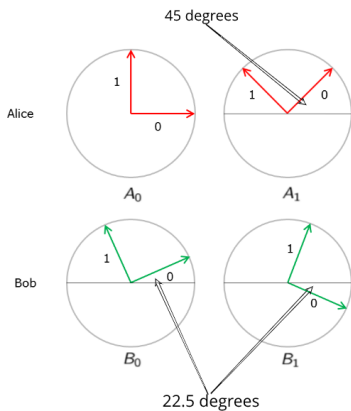
$$p(B_0 = 0|A_0 = 0) = \cos^2(22.5) = .8536$$

$$p(B_0 = 1|A_0 = 0) = \cos^2(90 + 22.5) = .1464$$

$$p(B_0 = 0|A_0 = 1) = \cos^2(90 - 22.5) = .1464$$

$$p(B_0 = 1|A_0 = 1) = \cos^2(22.5) = .8536$$

$$p(A_0 = 0) = p(A_0 = 1) = .5$$



$$|EPR\rangle = \frac{1}{\sqrt{2}}(|00\rangle + |11\rangle)$$

x	y	A	B	$x \wedge y$	$a \oplus b$
0	0	$A_0$	$B_0$	0	$a_0 \oplus b_0$
0	1	$A_0$	$B_1$	0	$a_0 \oplus b_1$
1	0	$A_1$	$B_0$	0	$a_1 \oplus b_0$
1	1	$A_1$	$B_1$	1	$a_1 \oplus b_1$

$$a \oplus b = x \wedge y$$

Measurement based strategy: win  $\approx 85\%$  of the times

Expected value of  $A_0, B_0 = \langle A_0 B_0 \rangle = \langle EPR | A_0 \otimes B_0 | EPR \rangle$

$$\begin{aligned}
 & p(B_0 = 0 | A_0 = 0) p(A_0 = 0) (+1) + \\
 & p(B_0 = 1 | A_0 = 0) p(A_0 = 0) (-1) + \\
 & p(B_0 = 0 | A_0 = 1) p(A_0 = 1) (-1) + \\
 & p(B_0 = 1 | A_0 = 1) p(A_0 = 1) (+1) \\
 & = .5(.8536 - .1464 + .8536 - .1464) \\
 & = .7071
 \end{aligned}$$

Note that, this is also the probability that they win minus the probability that they lose given  $x = 0$  and  $y = 0$ .

Similarly:

$$\langle A_0 B_1 \rangle = \langle A_1 B_0 \rangle = .7071$$

$$\langle A_1 B_1 \rangle = -.7071 (\text{mismatch wins here, so, OK})$$

So, the following operator:

$$\frac{1}{4} \left( \langle A_0 B_0 \rangle + \langle A_0 B_1 \rangle + \langle A_1 B_0 \rangle - \langle A_1 B_1 \rangle \right) = \frac{2\sqrt{2}}{4},$$

gives the probability that they win minus the probability that they lose in a single round. Let's define  $CHSH := 2\sqrt{2}$ . Notice that,

$$p(\text{win}) = \frac{1}{2} \left( 1 + \frac{2\sqrt{2}}{4} \right) = .8536,$$

as mentioned before.

Let  $\{A_0, B_0, A_1, B_1\} \in \{\pm 1\}$ . Local hidden variable model says:

$$\mathbb{E}(A_0(\lambda)B_0(\lambda)) = \int_{\lambda} p(\lambda)A_0(\lambda)B_0(\lambda)d\lambda.$$

Then,

$$\begin{aligned} \mathbb{E}(A_0(\lambda)B_0(\lambda) + A_0(\lambda)B_1(\lambda) + A_1(\lambda)B_0(\lambda) - A_1(\lambda)B_1(\lambda)) &= \\ &= \int_{\lambda} \left( A_0(\lambda)B_0(\lambda) + A_0(\lambda)B_1(\lambda) \right. \\ &\quad \left. + A_1(\lambda)B_0(\lambda) - A_1(\lambda)B_1(\lambda) \right) p(\lambda)d\lambda. \end{aligned} \tag{1}$$



But notice that, because  $\{A_0, B_0, A_1, B_1\} \in \{\pm 1\}$ , either,

$$B_0(\lambda) + B_1(\lambda) = 0 \text{ or } B_0(\lambda) - B_1(\lambda) = 0,$$

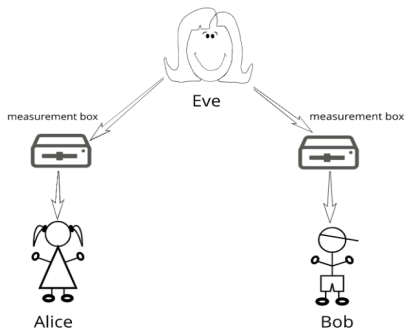
and the other is  $\pm 2$ . So, equation (1) becomes:

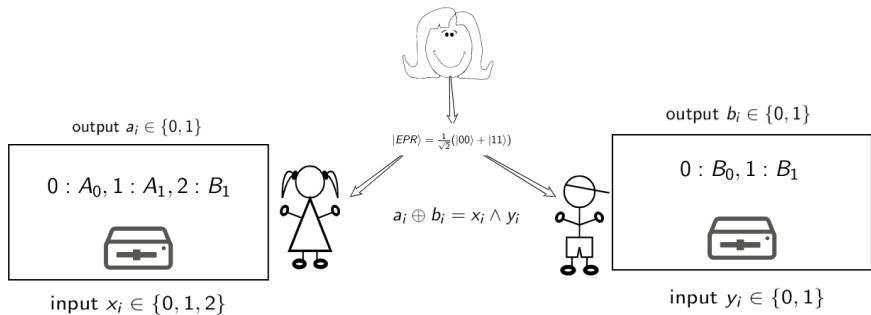
$$\begin{aligned} \mathbb{E}(A_0(\lambda)B_0(\lambda) + A_0(\lambda)B_1(\lambda) + A_1(\lambda)B_0(\lambda) - A_1(\lambda)B_1(\lambda)) &= \\ &= \int_{\lambda \in \Lambda} \left( A_0(\lambda)(B_0(\lambda) + B_1(\lambda)) \right. \\ &\quad \left. + A_1(\lambda)(B_0(\lambda) - B_1(\lambda)) \right) p(\lambda) d\lambda \\ &\leq 2. \end{aligned}$$

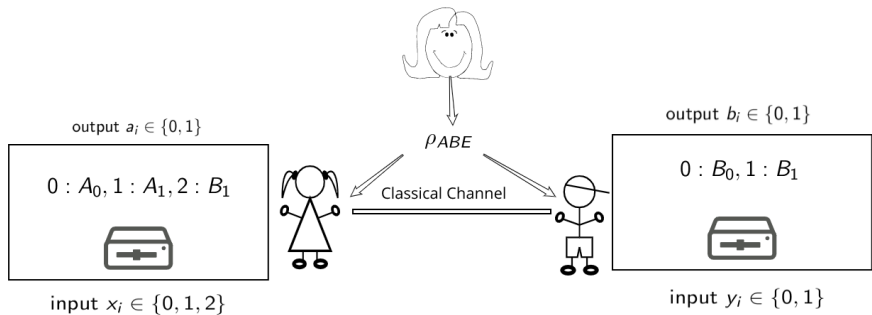
With equality, we see that,

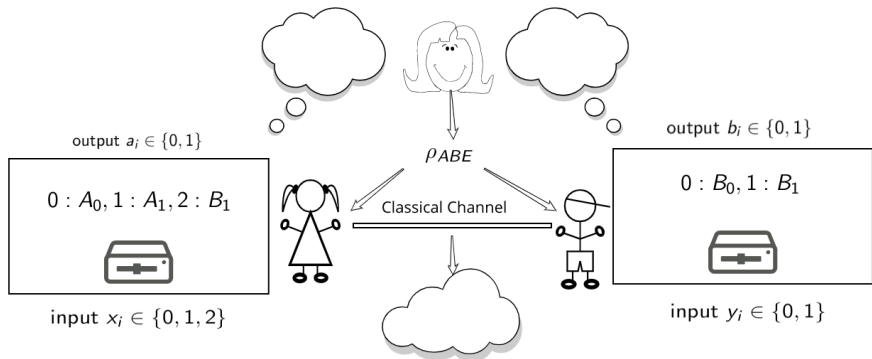
$$p(\text{win}) = \frac{1}{2} \left( 1 + \frac{2}{4} \right) = .75,$$

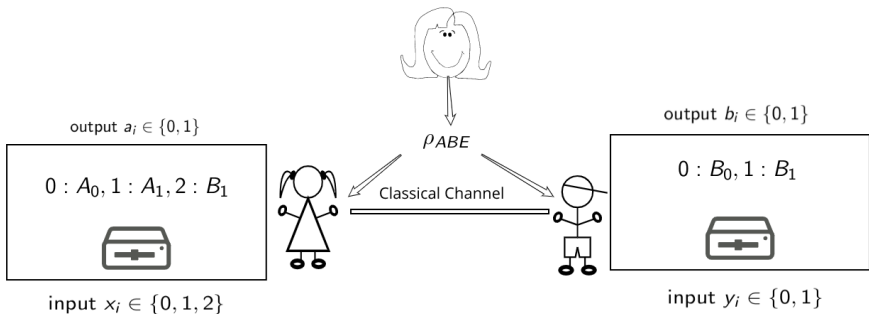
as seen in the classical case.



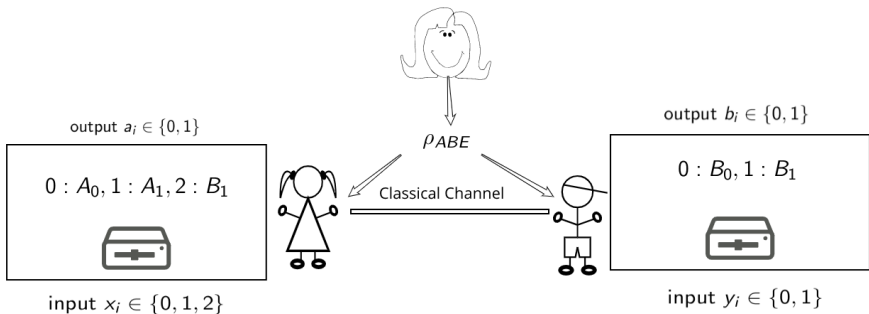




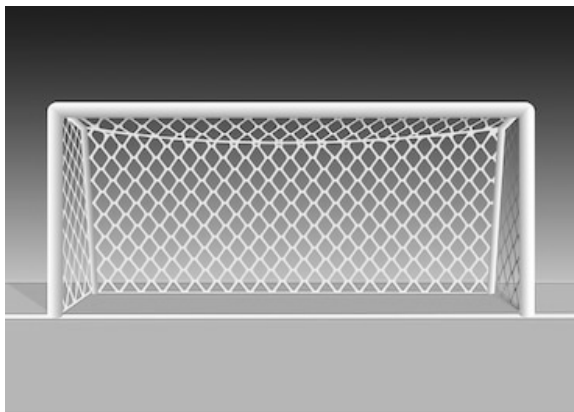




$n$  : # of total rounds,  $\mathbf{B} \subseteq \{1 \dots n\}$  : Bell-test rounds. Check the percentage of winning in  $\mathbf{B}$  is  $\geq .8536 - \eta$ , otherwise, abort.



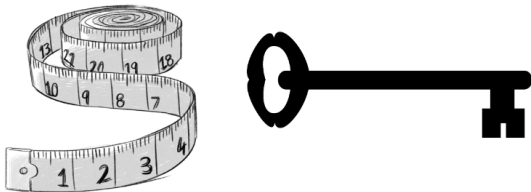
$\mathbf{C} = \{i : (x_i, y_i) = (2, 1)\}$ . Select a subset, check frequency of  $a_i = b_i$ . If  $\geq 1 - \eta$ , continue with information reconciliation and privacy amplification, otherwise, abort.



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## The Goal





Key-rate Computation

Why higher CHSH value is better for key-rate? Pironio et.al. [4] showed that for collective attacks, Eve's information could be upper bounded by:

$$\chi(B : E) \leq h\left(\frac{1 + \sqrt{(CHSH/2)^2 - 1}}{2}\right)$$

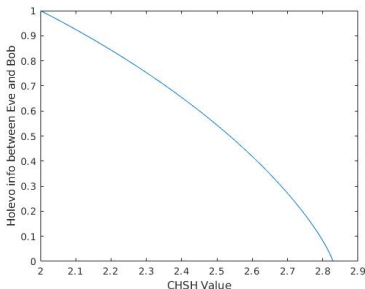
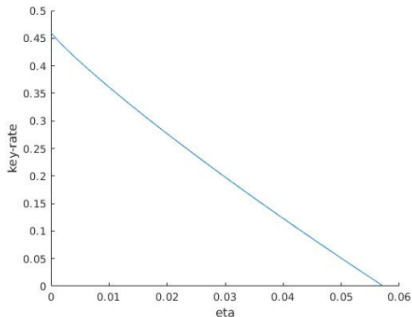


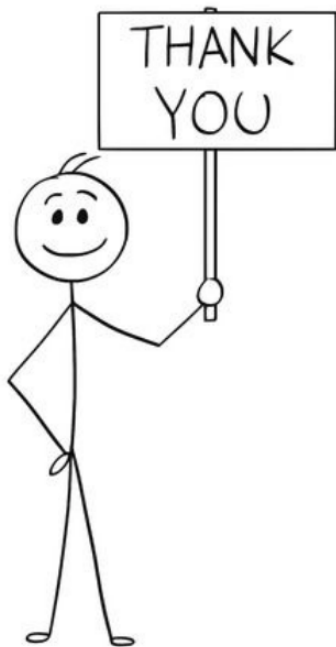
Figure 1: Eve's knows less as CHSH value goes higher

$$\begin{aligned} \text{key-rate } r &= \frac{\text{number secret bits}}{\text{size of raw key}} \\ &\geq -\frac{11}{3} \log\left(\frac{11}{12} + \frac{2}{3}\eta\right) - h\left(\frac{\eta}{\sqrt{2}}\right) \end{aligned}$$

where  $h(x)$  is the binary entropy function.



- ▶ CHSH Game ensures secrecy.
- ▶ Higher violation of Bell's inequality is better for Alice and Bob.
- ▶ Fully DIQKD is possible against coherent attacks.





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