

Compiled Nonlocal Games from any Trapdoor Claw-Free Function

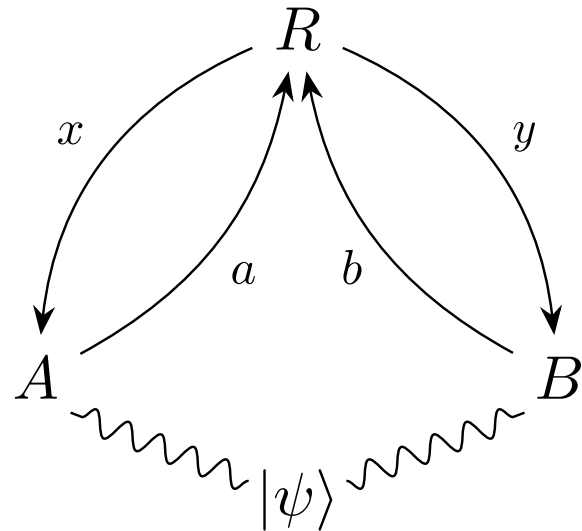
Kaniuar Bacho^{1,2}, Alexander Kulpe¹, Giulio Malavolta³, Simon Schmidt¹, Michael Walter¹

¹Ruhr University Bochum

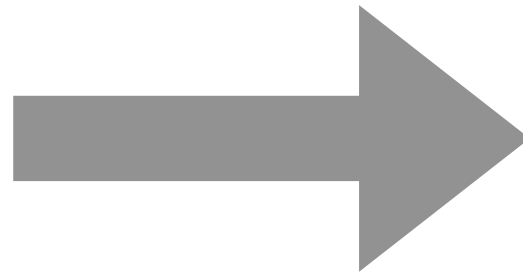
²University of Edinburgh

³Bocconi University

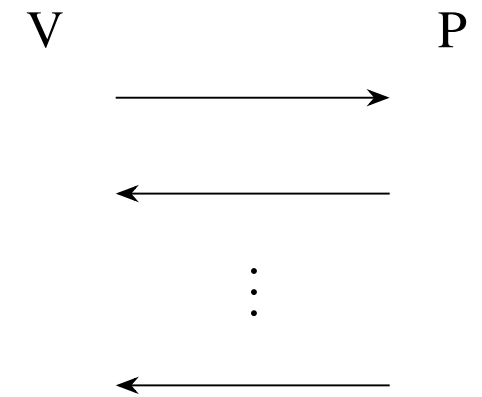
Nonlocal Game



Compiler

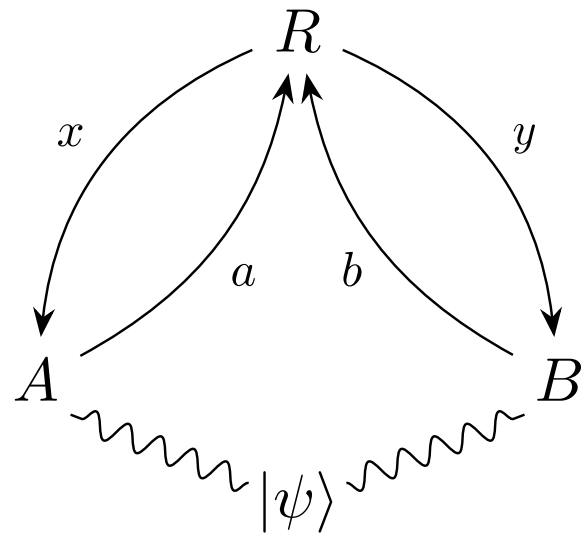


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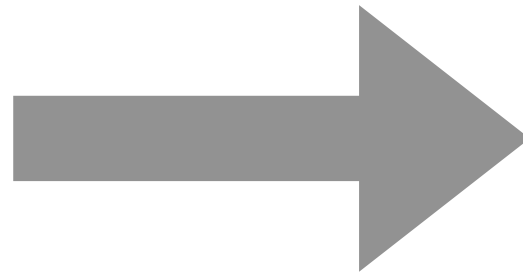


Compiler should preserve properties of the nonlocal game

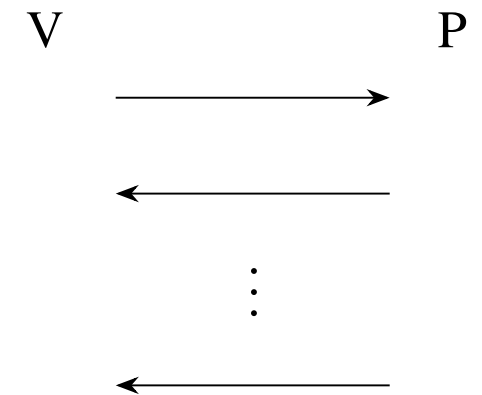
Nonlocal Game



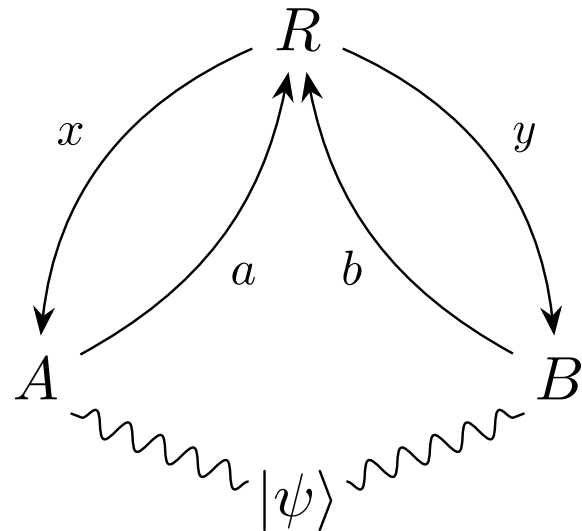
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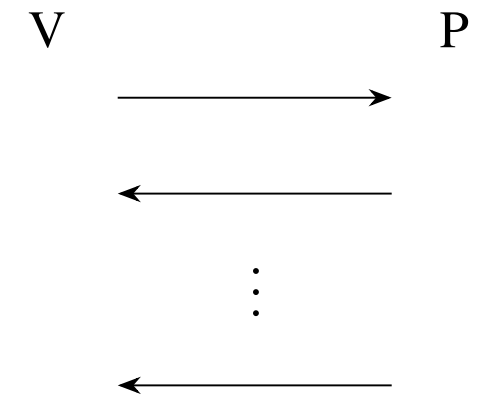


Nonlocal Game



Compiler

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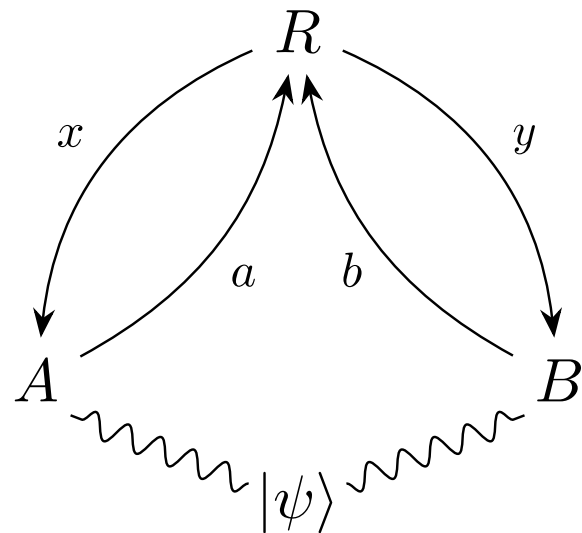


CHSH Game (Clauser–Horne–Shimony–Holt)

- Questions & answers: $x, y, a, b \in \{0,1\}$
- No communication between A and B
- Winning condition: $a \oplus b = x \cdot y$

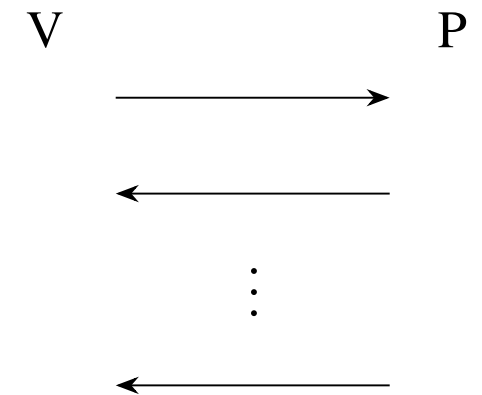
x	y	winning condition
0	0	$a = b$
0	1	$a = b$
1	0	$a = b$
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Nonlocal Game



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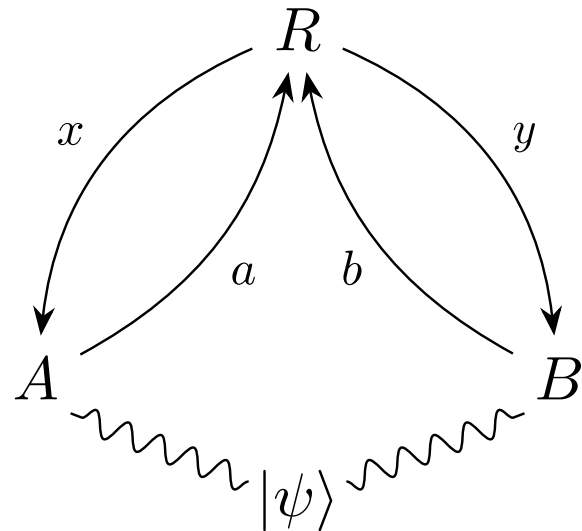
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$\omega_c(\mathcal{G}) :=$ maximal winning probability
for classical players

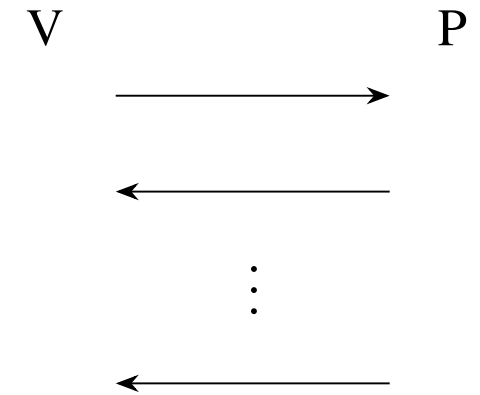
$\omega_q(\mathcal{G}) :=$ maximal winning probability
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Nonlocal Game



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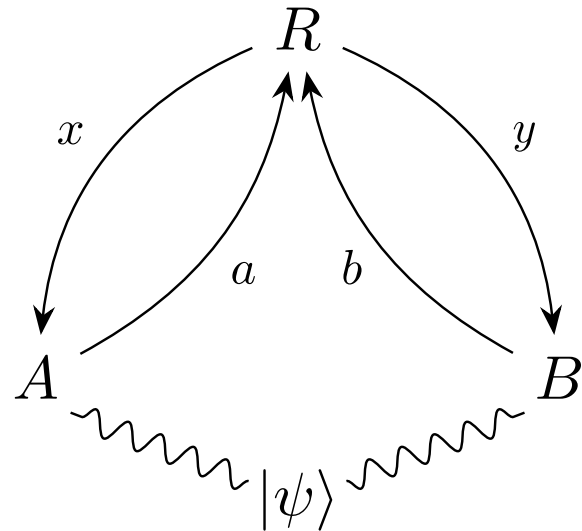
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$$\omega_c(\mathcal{G}_{\text{CHSH}}) = 75\%$$

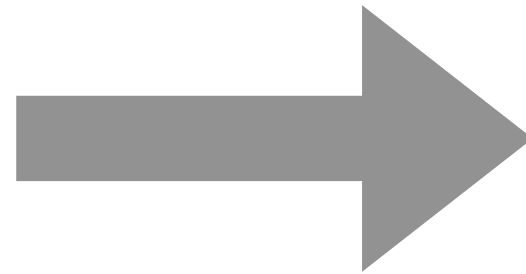
$$\omega_q(\mathcal{G}_{\text{CHSH}}) = \frac{1}{2} + \frac{1}{2\sqrt{2}} \approx 85\%$$

2-Prover Proof of Quantumness

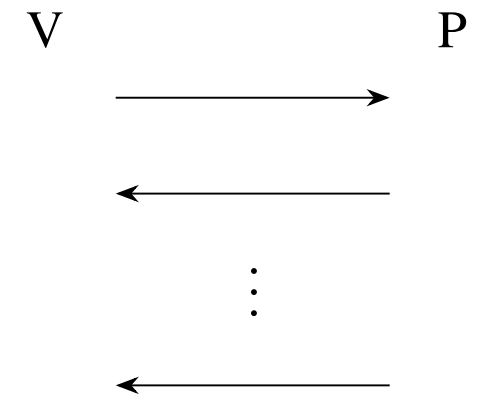
Nonlocal Game



Compiler

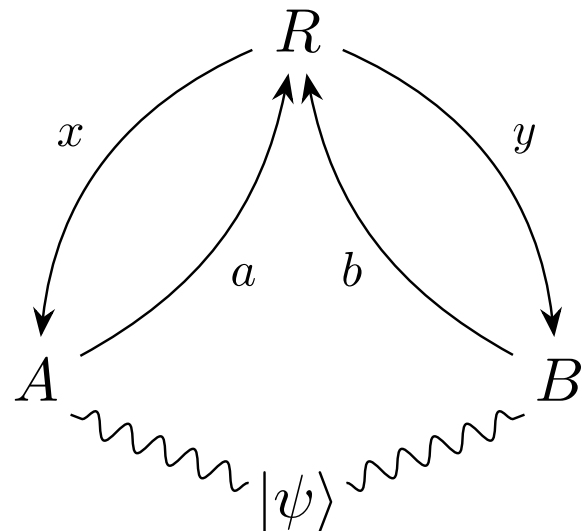


Compiled Nonlocal Game



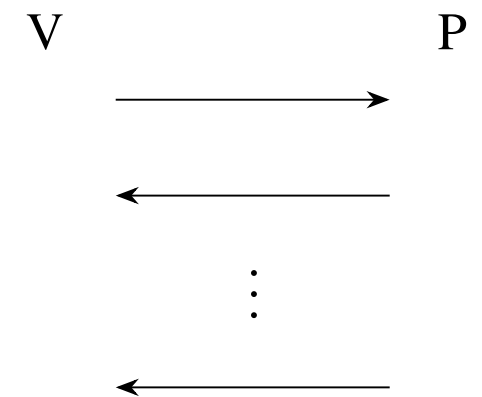
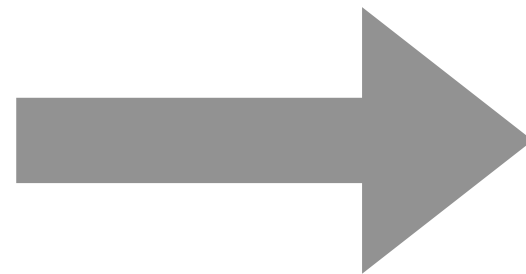
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Nonlocal Game



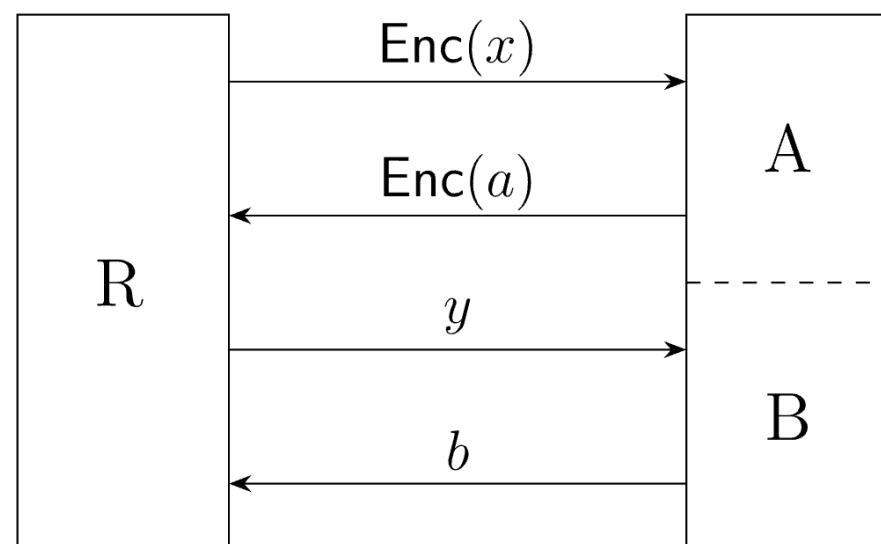
Compiled Nonlocal Game

Compiler

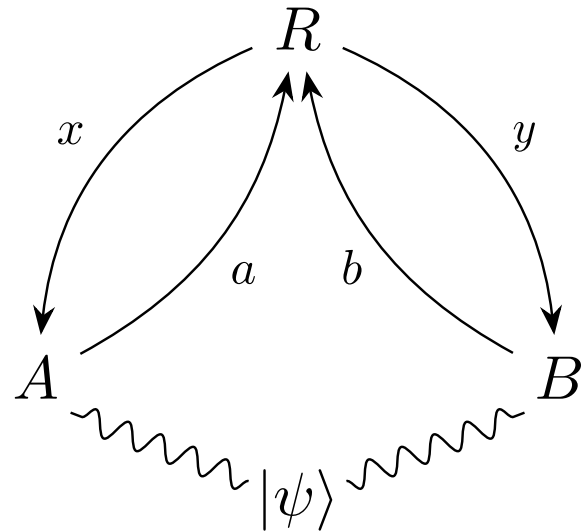


KLVY Compiler

- Kalai, Lombardi, Vaikuntanathan, and Yang [KLVY21] compiler from Quantum Fully Homomorphic Encryption

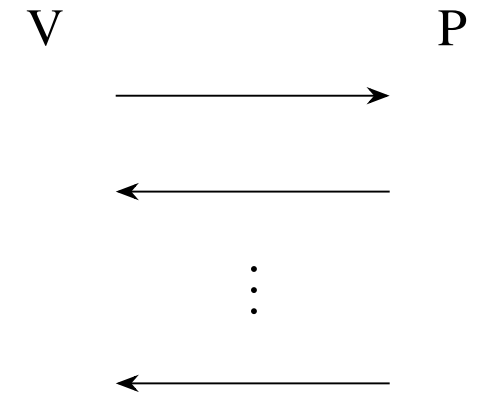


Nonlocal Game



Compiled Nonlocal Game

Compiler



KLTY Compiler

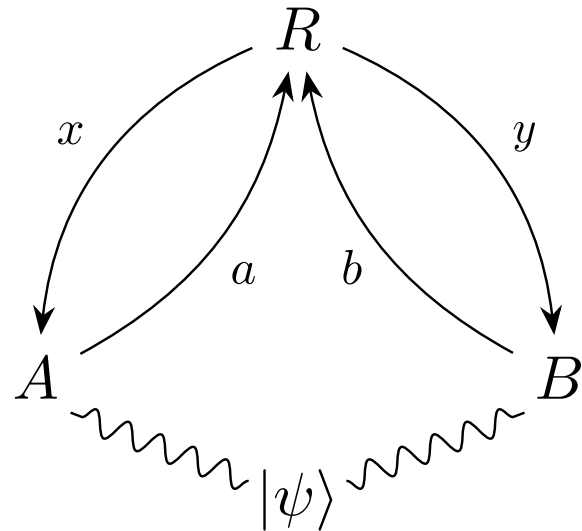
- Quantum Completeness ([KLTY23])

$$\omega_q(\mathcal{G}_{\text{comp}}) \geq \omega_q(\mathcal{G})$$

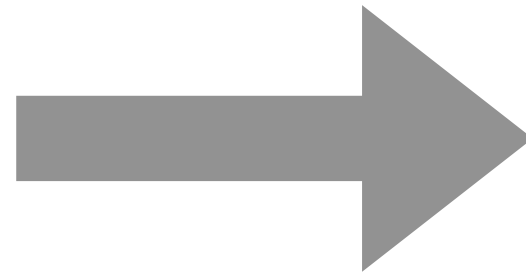
- Classical Soundness ([KLTY23])

$$\omega_c(\mathcal{G}_{\text{comp}}) \leq \omega_c(\mathcal{G})$$

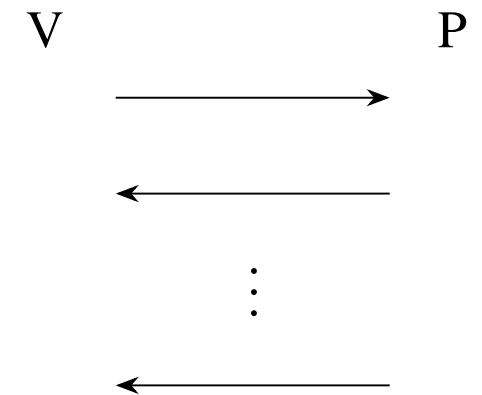
Nonlocal Game



Compiler



Compiled Nonlocal Game



KL VY Compiler

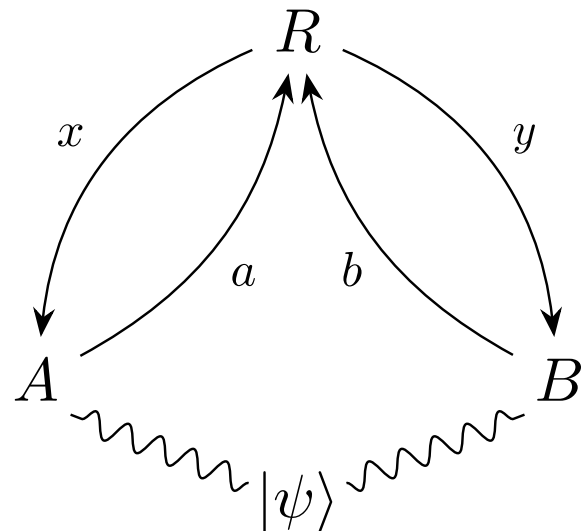
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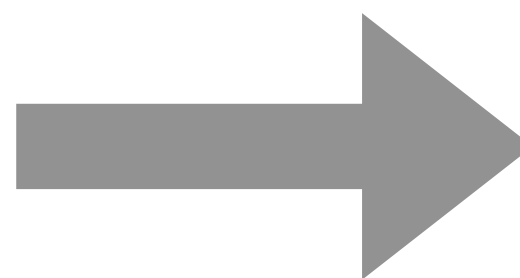
Proof of Quantumness

$$\omega_{\text{cl}}(\mathcal{G}_{\text{comp}}) \geq \omega_{\text{cl}}(\mathcal{G})$$

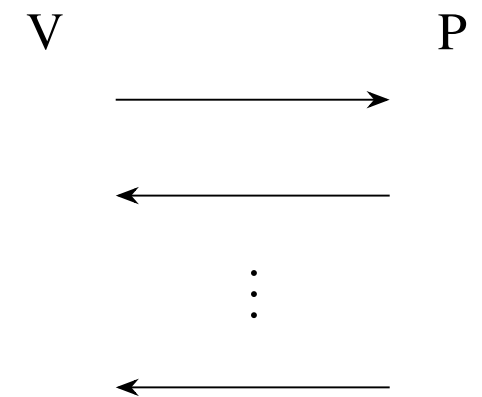
Nonlocal Game



Compiler



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KLVY Compiler

- Quantum Completeness ([KLVY23])

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$$\omega_c(\mathcal{G}_{\text{comp}}) \geq \omega_q(\mathcal{G})$$

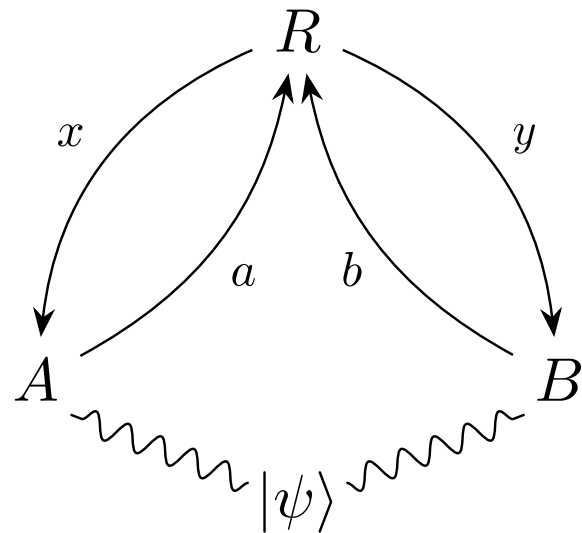
- Quantum Soundness ([NZ23, KMPSW24]):

$$\omega_q(\mathcal{G}_{\text{comp}}) \leq \omega_{qc}(\mathcal{G})$$

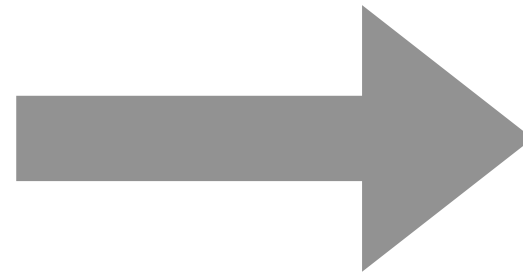
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Rigidity

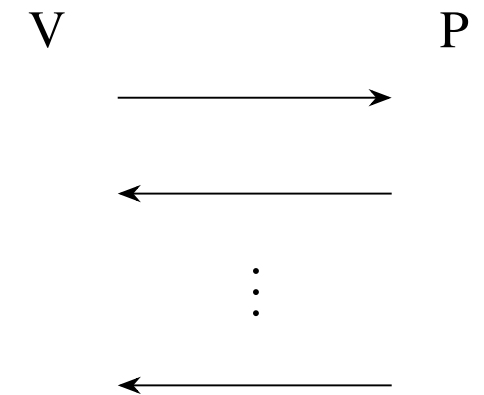
Nonlocal Game



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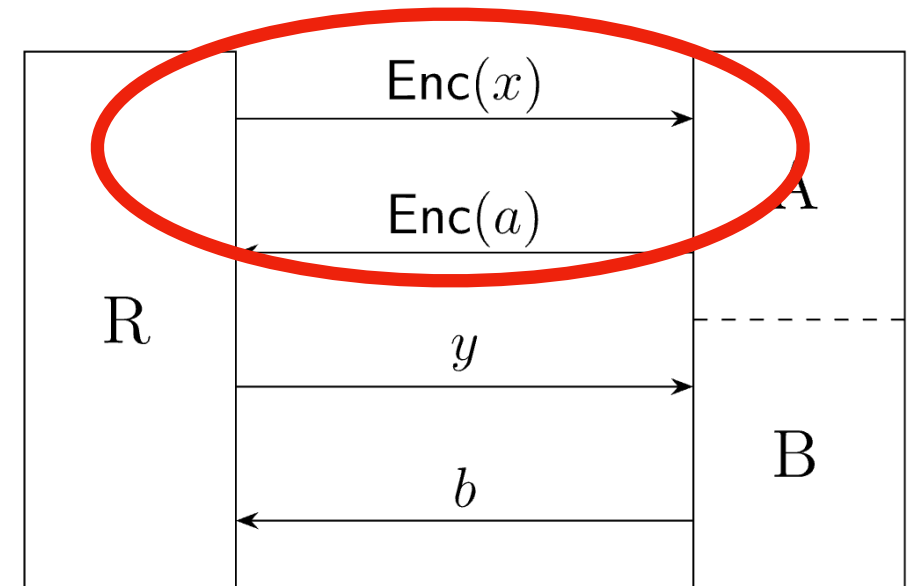
- Quantum Soundness ([IPSW24]):

Classical Verification
of
Quantum Computation

Fidelity

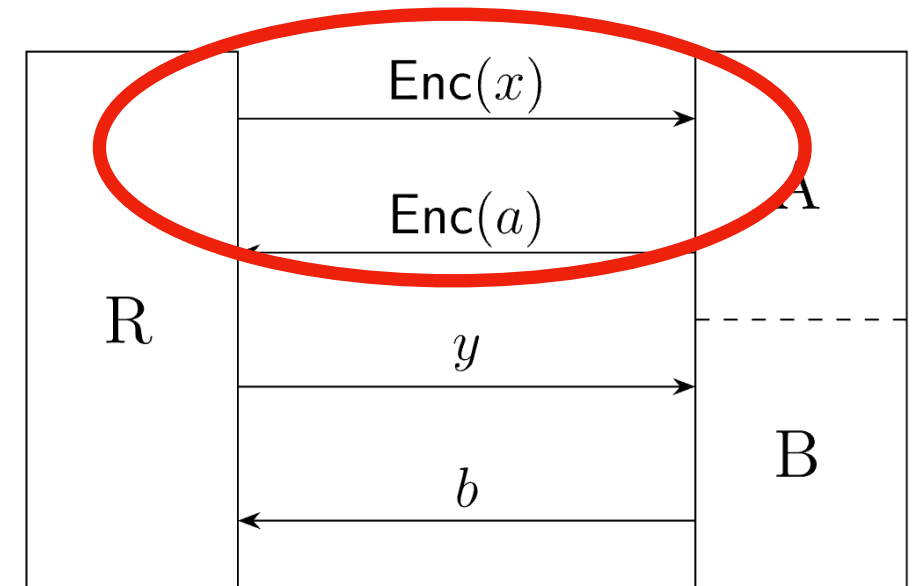
Our Compiler

- **Idea 1:** Replace QFHE with interactive blind classical delegation of any quantum computation



Our Compiler

- **Idea 1:** Replace QFHE with interactive blind classical delegation of any quantum computation



- **Idea 2:**

Blind classical delegation

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Modification of universal blind quantum computation (UBQC) [BFK09]
in the measurement-based quantum computation (MBQC) model

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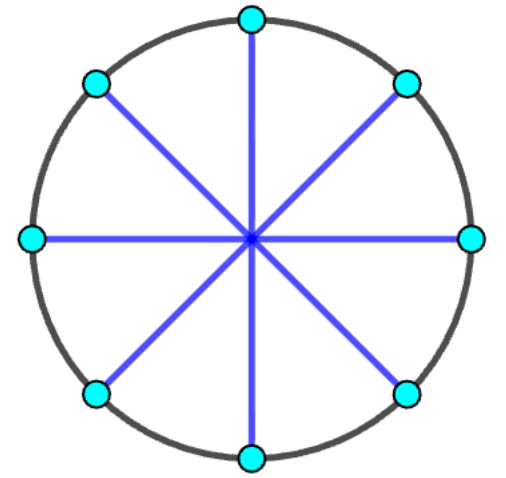
Blind remote state preparation (blind RSP)

Half-Blind Quantum Computation (HBQC)

- **Assumption:** V can prepare single qubits in the state

$$|+\theta\rangle := \frac{1}{\sqrt{2}}(|0\rangle + e^{i\theta}|1\rangle),$$

where $\theta \in \Theta := \{k \cdot \pi/4 \mid k = 0, \dots, 7\}$ is uniformly random.



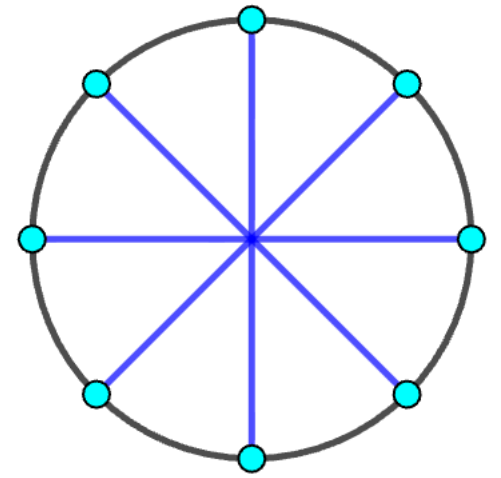
(X, Y)-plane Bloch sphere

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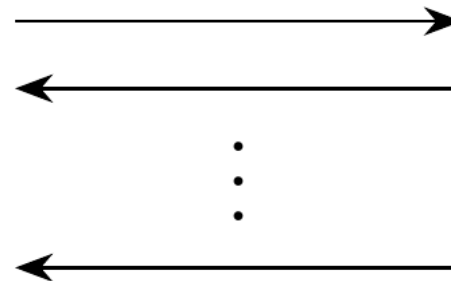
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(X, Y)-plane Bloch sphere

- HBQC protocol:**

V(classical description of U)



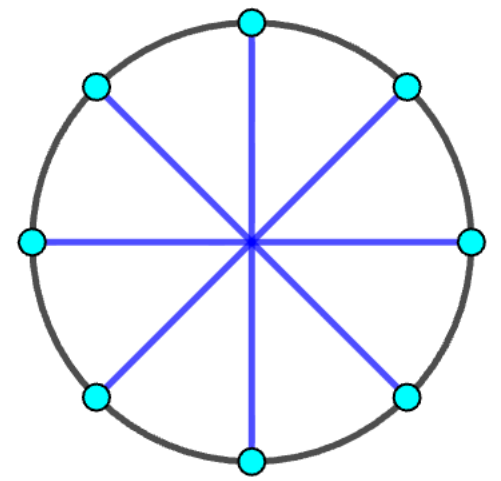
$P(|\psi\rangle)$

Outputs: a_i, b_i

Outputs: $(U' \otimes I) |\psi\rangle$

$$U' := \left(X^{a_1} Z^{b_1} \otimes \dots \otimes X^{a_n} Z^{b_n} \right) U$$

Half-Blind Quantum Computation (HBQC)



(X, Y)-plane Bloch sphere

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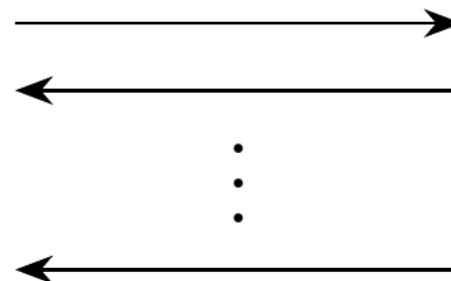
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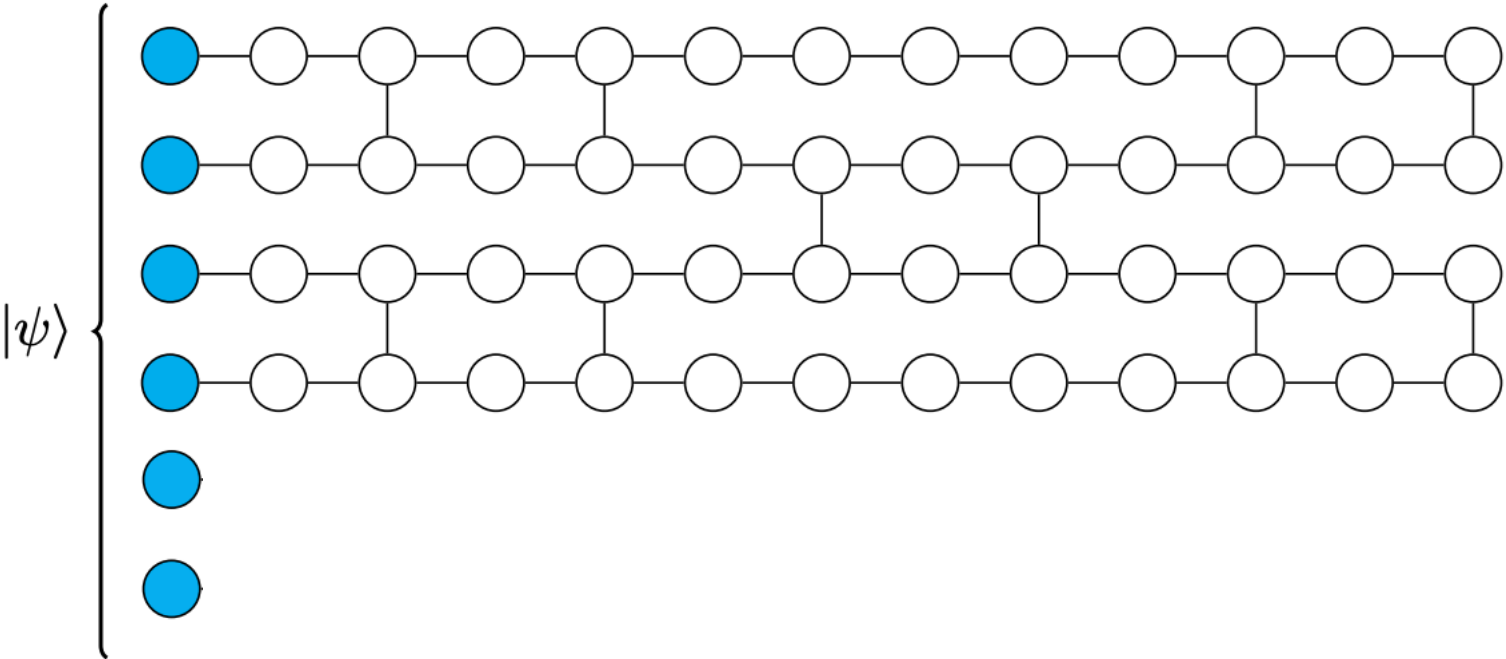
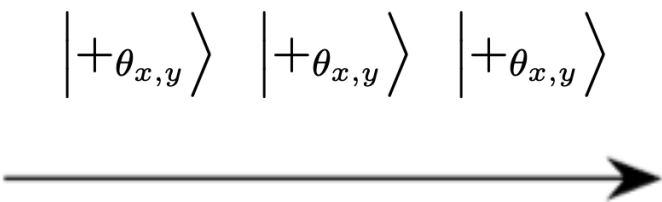
- **Security:** Prover gains no information about U and a_i, b_i
- Security holds unconditionally (no computational assumptions!)

Half-Blind Quantum Computation (HBQC)

- HBQC protocol:

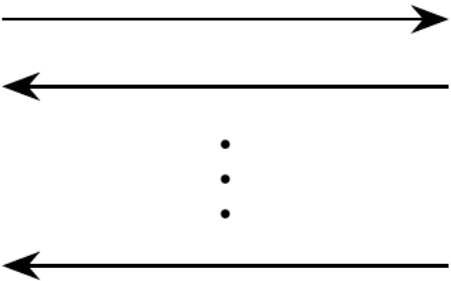
V (description of U)

$P(|\psi\rangle)$



V computes the updated measurement angle

P transmits the result



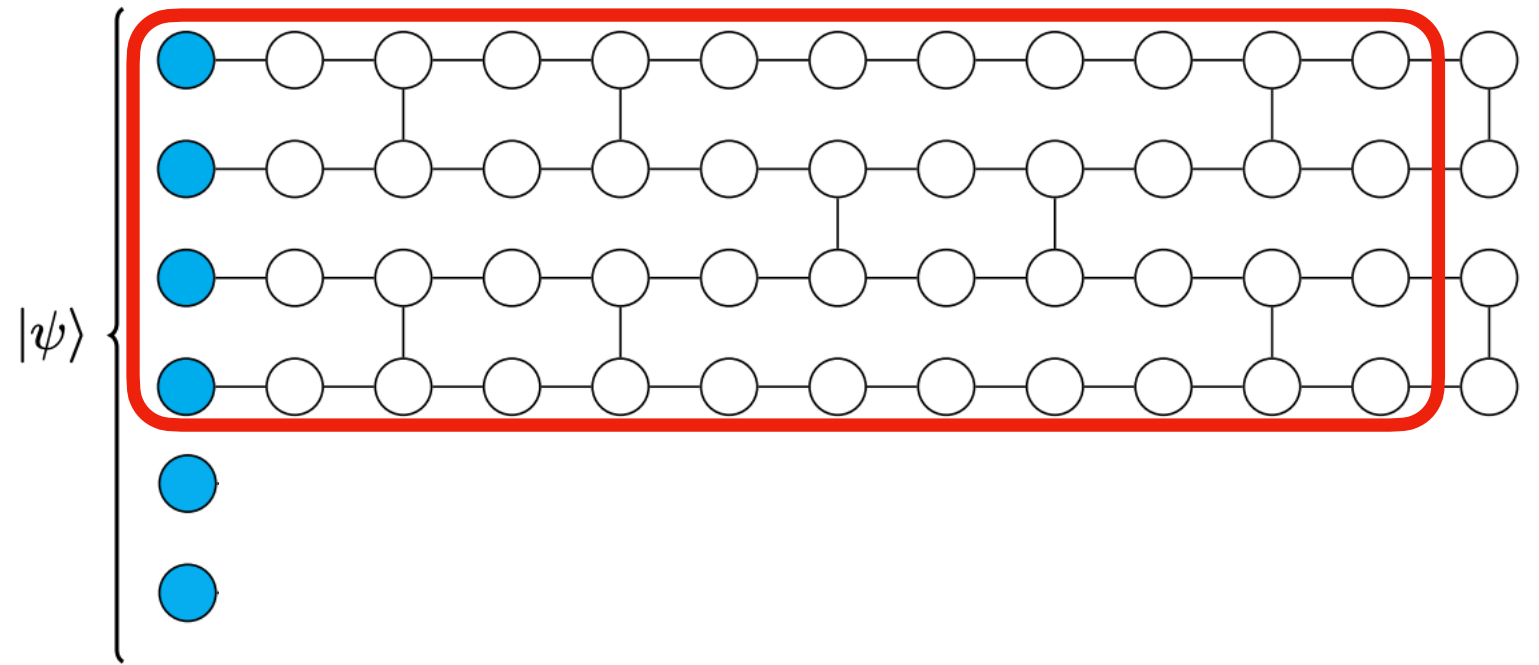
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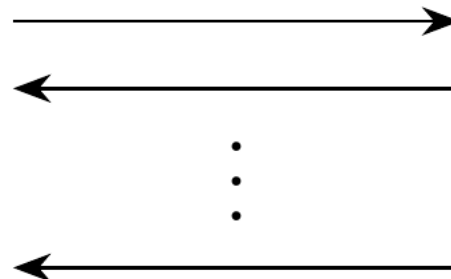
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$|+\theta_{x,y}\rangle \quad |+\theta_{x,y}\rangle \quad |+\theta_{x,y}\rangle$



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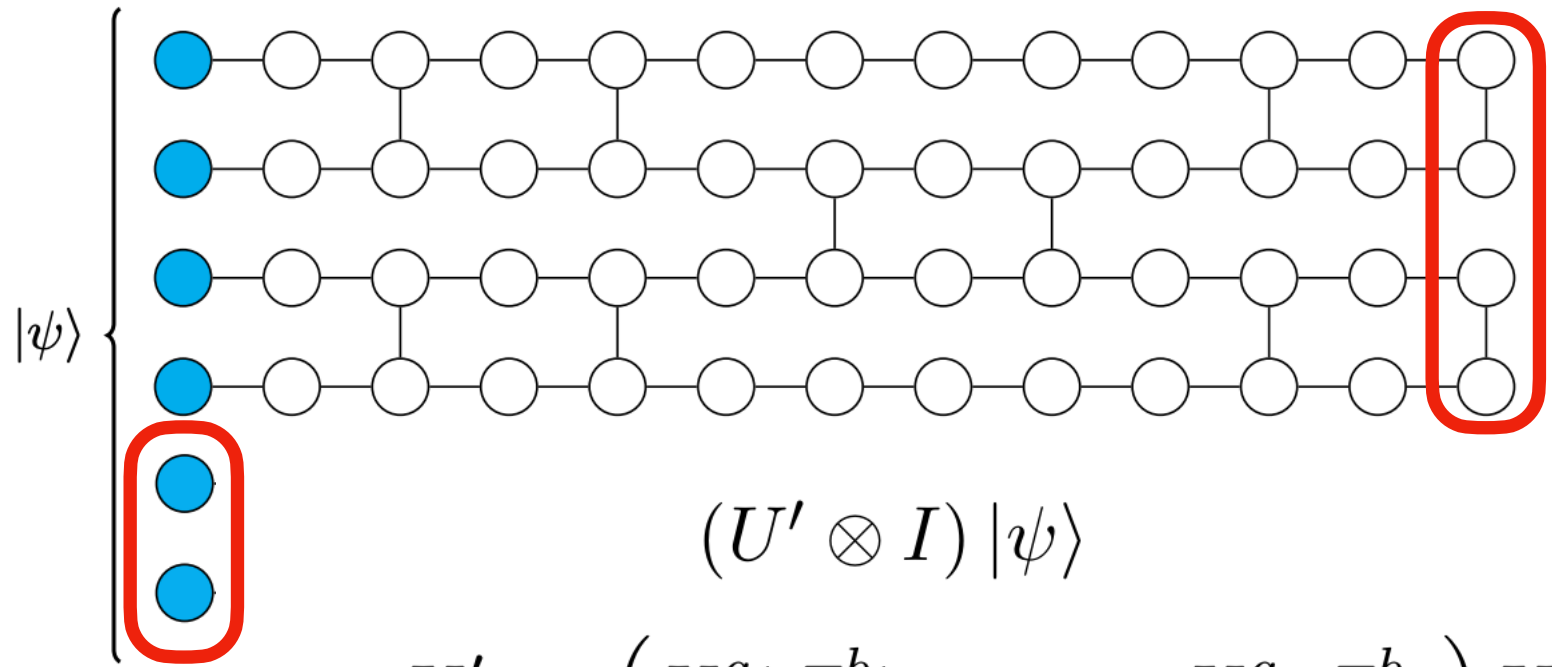


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Blind Remote State Preparation

- **Blind RSP** = Classical client delegates preparation of single-qubit states to quantum server without revealing information about the state

$$\left\{ |+\theta\rangle := \frac{1}{\sqrt{2}} \left(|0\rangle + e^{i\theta\frac{\pi}{4}} |1\rangle \right), \theta \in \{0, \dots, 7\} \right\}$$

Blind Remote State Preparation

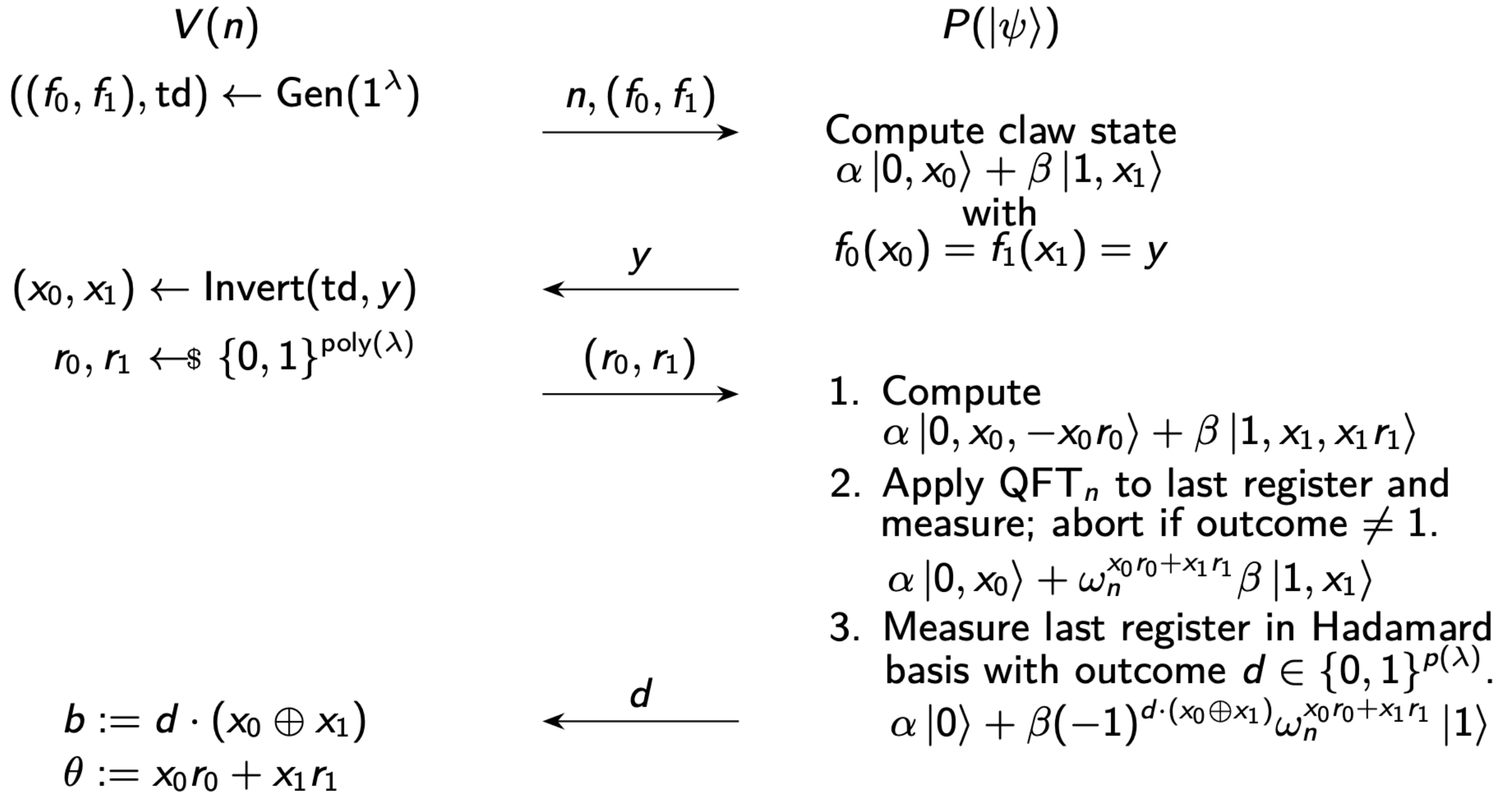
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- **Assumption:** Existence of a post-quantum secure trapdoor claw-free function (TCF)
- **TCF:**
 1. Family of injective function pairs $(f_0, f_1) : X \rightarrow Y$ with same image
 2. Claw-freeness: Infeasible to find a claw (x_0, x_1) s.t. $f_0(x_0) = f_1(x_1)$
 3. Given trapdoor and $y \in Y$ in the image, possible to efficiently invert to obtain a claw (x_0, x_1) s.t. $f_0(x_0) = f_1(x_1) = y$.

Blind Remote State Preparation

Subroutine parameterized by n and state $|\psi\rangle = \alpha|0\rangle + \beta|1\rangle$ held by the prover:



Blind Remote State Preparation

Blind RSP Protocol: Use the subroutine three times:

- Subroutine with $n = 2$ and $|+\rangle$.
Let (b_1, θ_1) be the output of V , and $|\psi_1\rangle$ the output state of P .
- Subroutine with $n = 4$ and $|\psi_1\rangle$.
Let (b_2, θ_2) be the output of V , and $|\psi_2\rangle$ the output state of P .
- Subroutine with $n = 8$ and $|\psi_2\rangle$.
Let (b_3, θ_3) be the output of V , and $|\psi_3\rangle$ the output state of P .

The prover P holds the final state

$$|\psi_3\rangle = \frac{1}{\sqrt{2}}(|0\rangle + (-1)^b \omega_8^\theta |1\rangle)$$

The verifier V holds

$$b := b_1 \oplus b_2 \oplus b_3 \text{ and } \theta := 4\theta_1 + 2\theta_2 + \theta_3 \pmod{8}.$$

- **Security:** From the prover's point of view, θ is uniformly random

Summary

- HBQC = generalized UBQC protocol [BFK09]
- TCF \Rightarrow blind RSP for $\left\{ |+\theta\rangle := \frac{1}{\sqrt{2}} \left(|0\rangle + e^{i\theta\frac{\pi}{4}} |1\rangle \right), \theta \in \{0, \dots, 7\} \right\}$
- HBQC + blind RSP \Rightarrow classical blind delegation of QC
- New compiler from classical blind delegation of QC, satisfying
 1. Quantum Completeness
 2. Quantum Soundness
- Extending Mahadev's result from
'specific TCF from LWE \Rightarrow CVQC' to 'any TCF \Rightarrow CVQC'

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Thank you for your attention!