

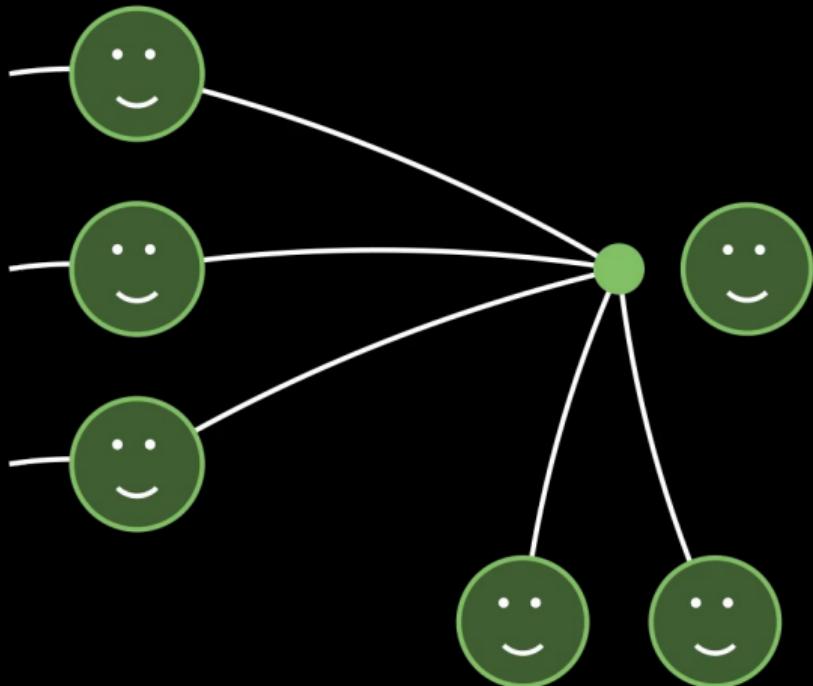
All graph state verification protocols are composablely secure

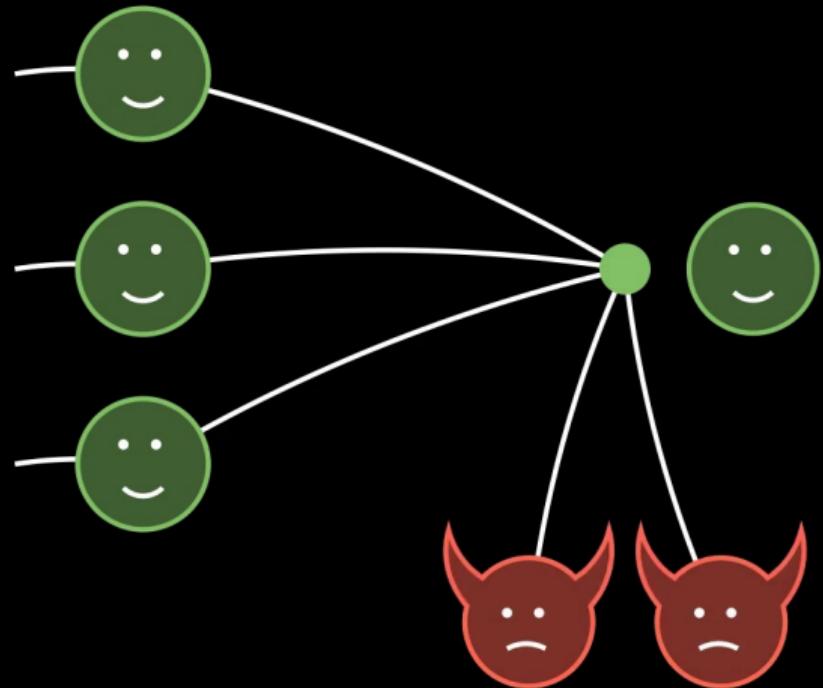


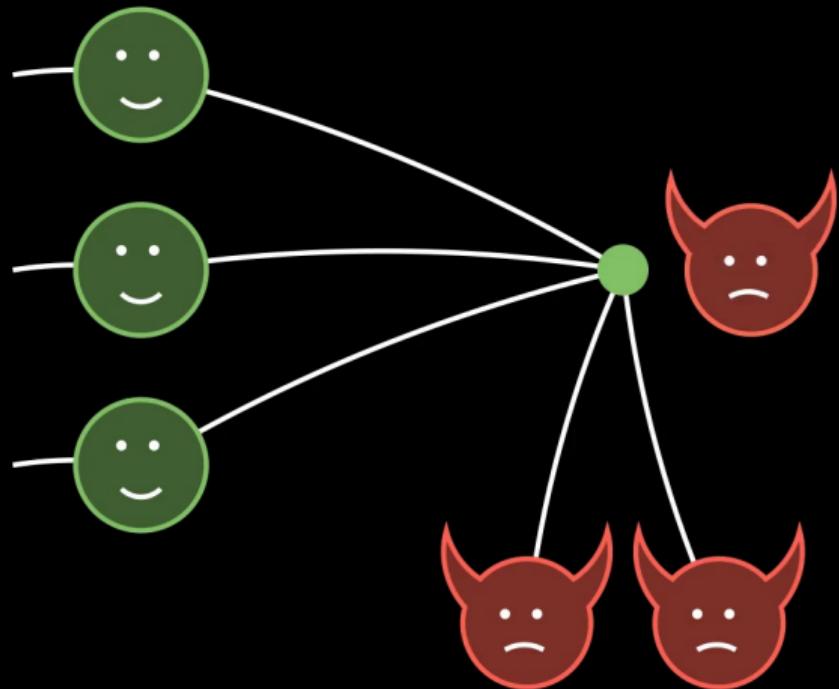
Léo COLISSON PALAIS, Damian MARKHAM, Raja YEHIA

Quantum Cybersecurity Workshop 2025 (Edinburgh)

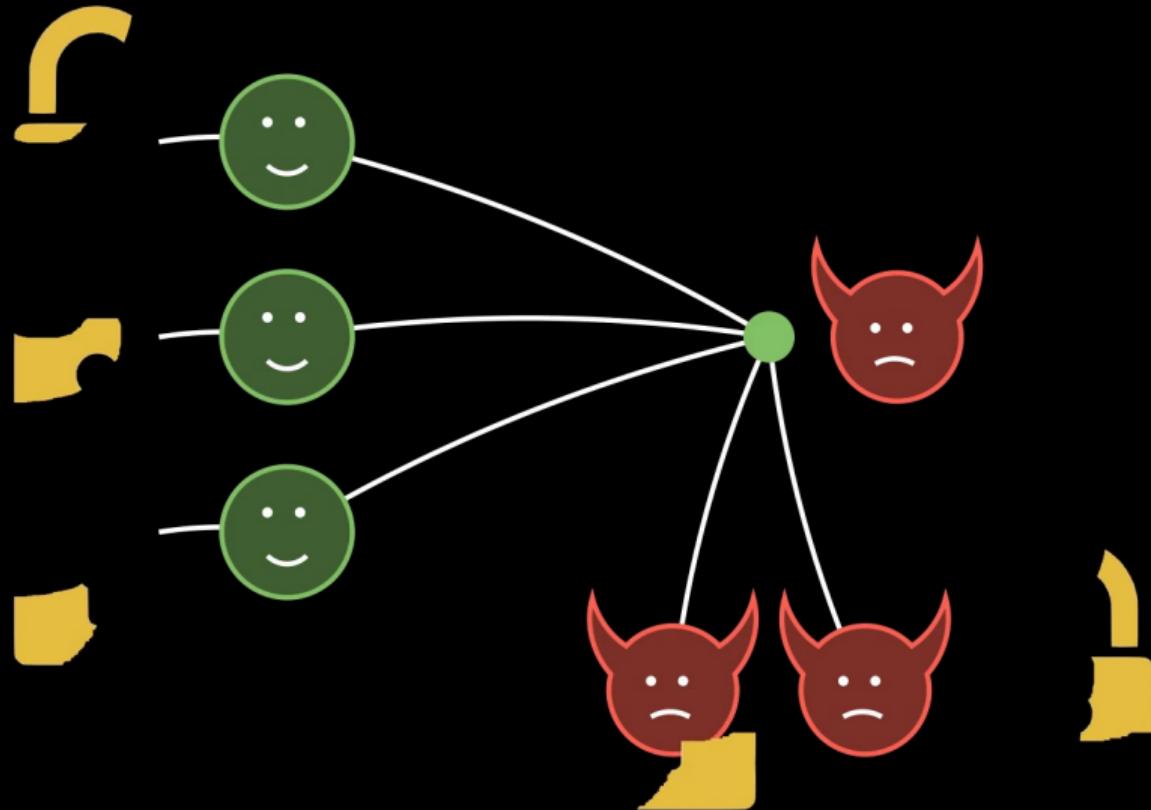


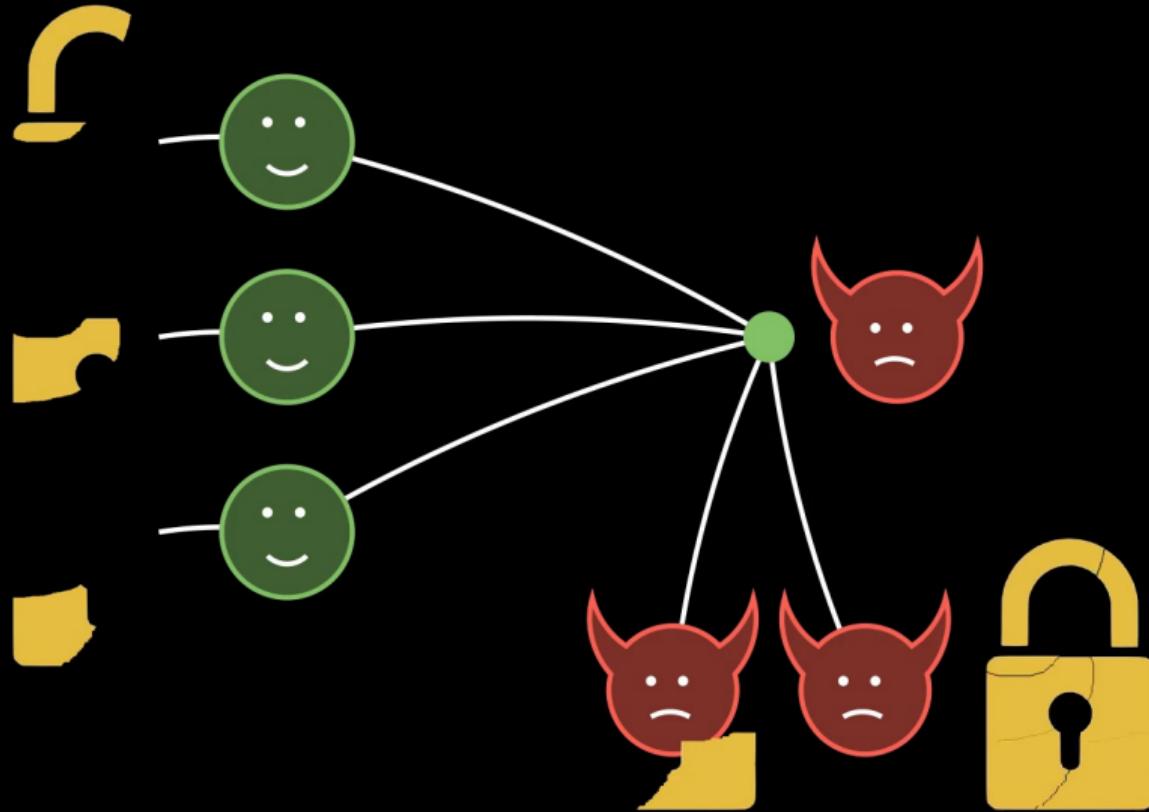










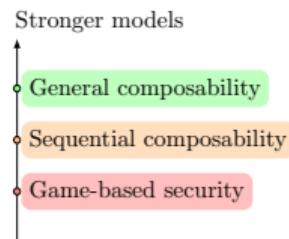


Main question

Are the protocols still secure if we use a state verification protocol instead of a trusted prepared state ?

i.e.

Are state verification protocols composable ?



Previous work

Conjecture from [YDK12]

It is impossible to prove the composable security of state verification protocols.

In this work: we **disprove** this conjecture.

Our results

Theorem 1 (informal)

All graph state verification protocols are composable secure.

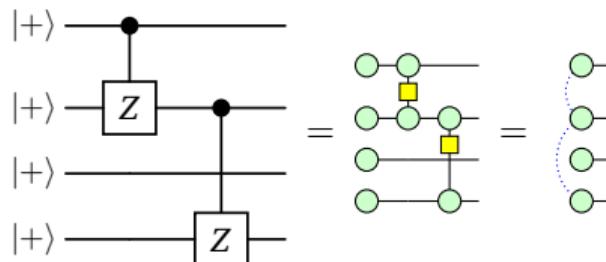
Our results

Theorem 1 (informal)

All **graph state** verification protocols are composable secure.

Graph state:

Class of quantum states made from $|+\rangle$ and CZ:



E.g.: Bell pairs, GHZ states, etc., are (locally equivalent) to graph states

Our results

Theorem 1 (informal)

All **graph state** verification protocols are composable secure.

Graph state:

Graph states = starting point of **many protocols**:

- quantum teleportation,
- anonymous transmission,
- Universal Blind Quantum Computing
- ...

Our results

Theorem 1 (informal)

All graph state verification protocols can be turned into a composable secure protocol.

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Theorem 2 (informal)

This is optimal for black-box constructions (we either need to change the protocol or the functionality).

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Theorem 2 (informal)

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Theorem 3 (informal)

Any **unchanged** verification protocol is composable secure with respect to a less natural functionality.

Our results

Theorem 1 (informal)

All graph state verification protocols can be turned into a composable secure protocol.

Theorem 2 (informal)

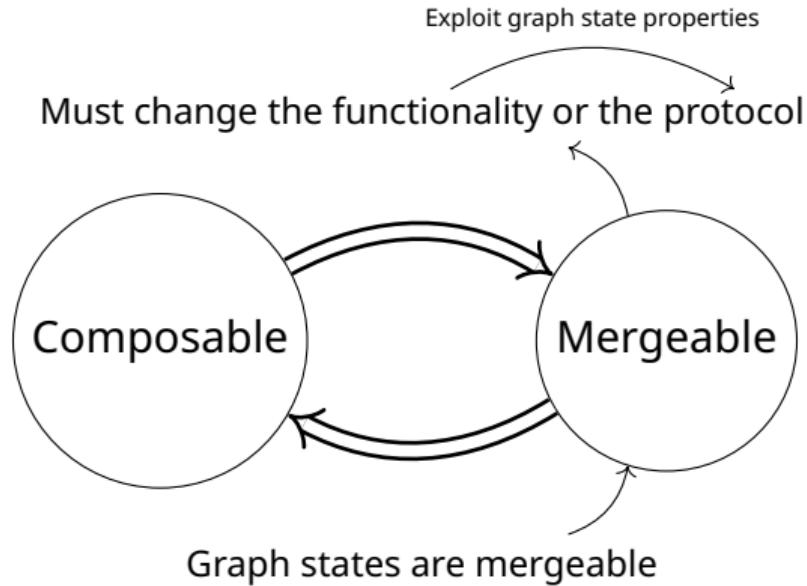
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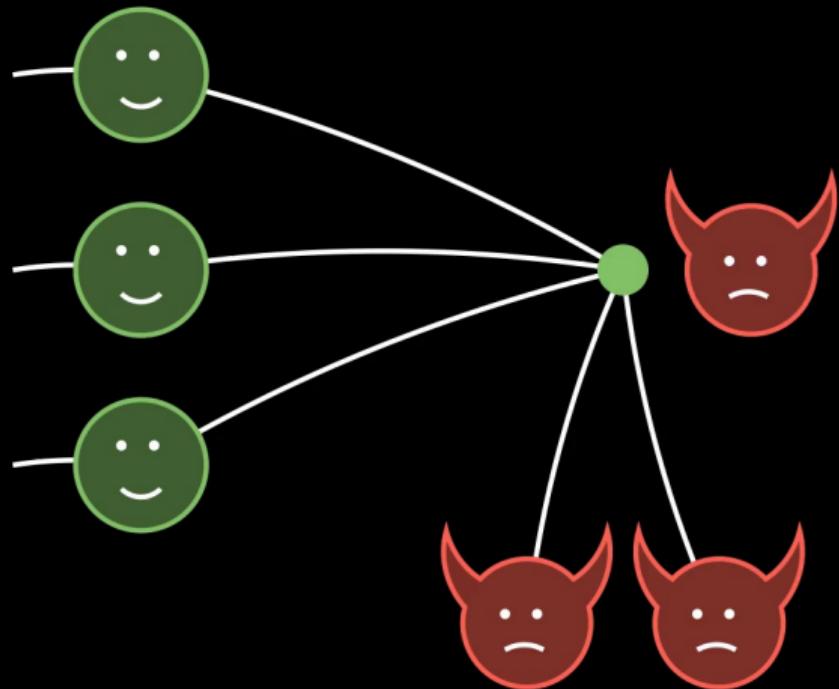
Theorem 3 (informal)

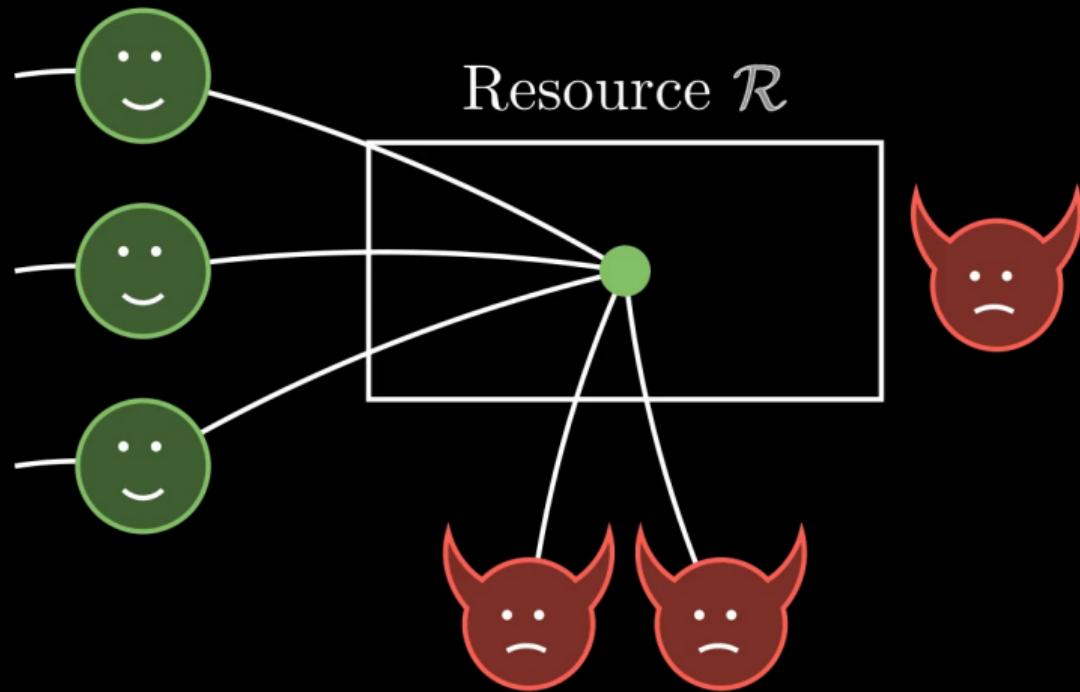
Any **unchanged** verification protocol is composable secure with respect to a less natural functionality.

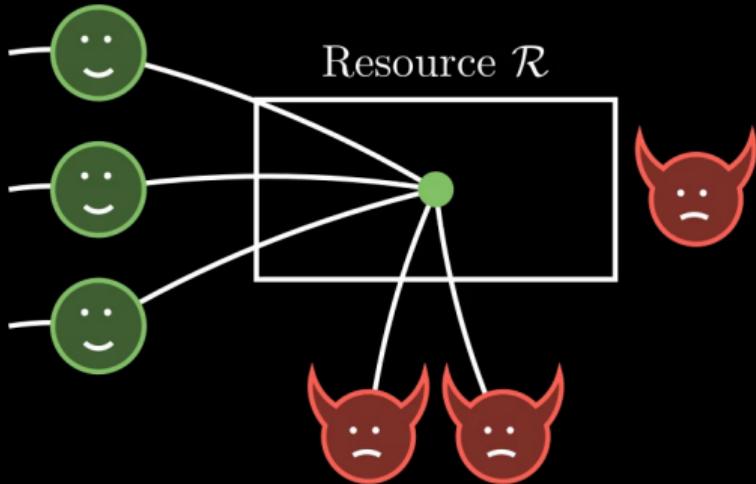
Bonus: we generalize entanglement swapping & we use the scalable ZX-calculus

Our approach in a nutshell

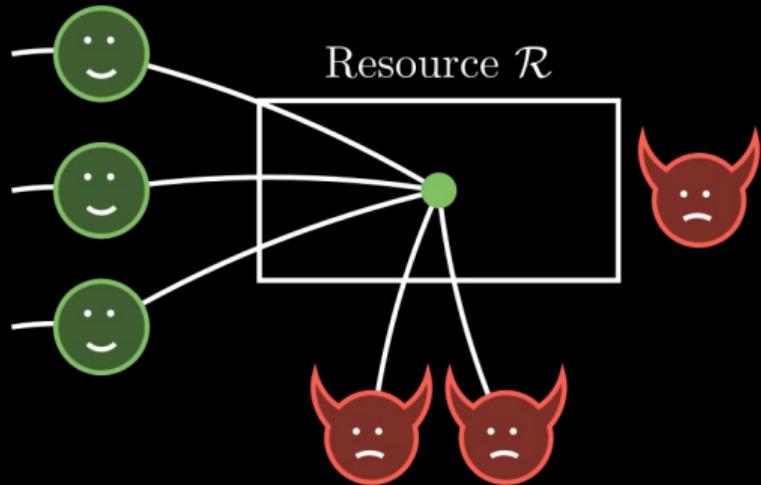
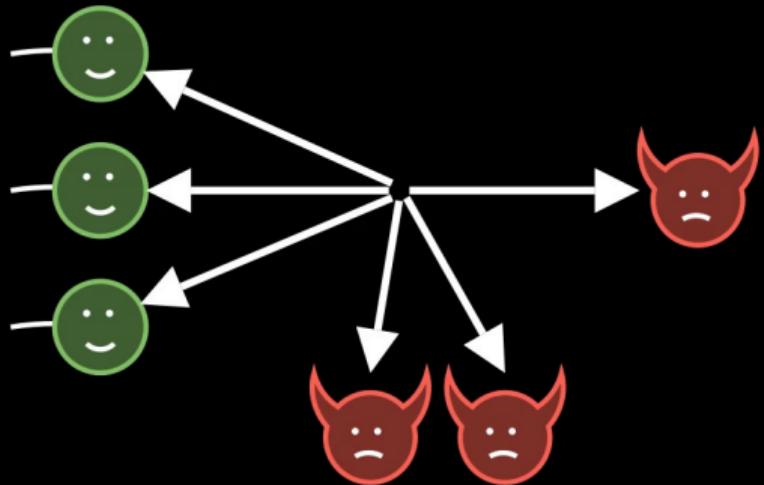




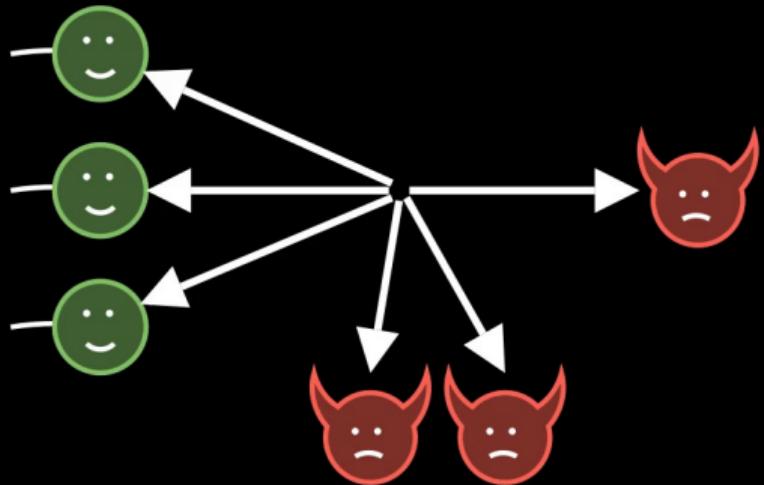




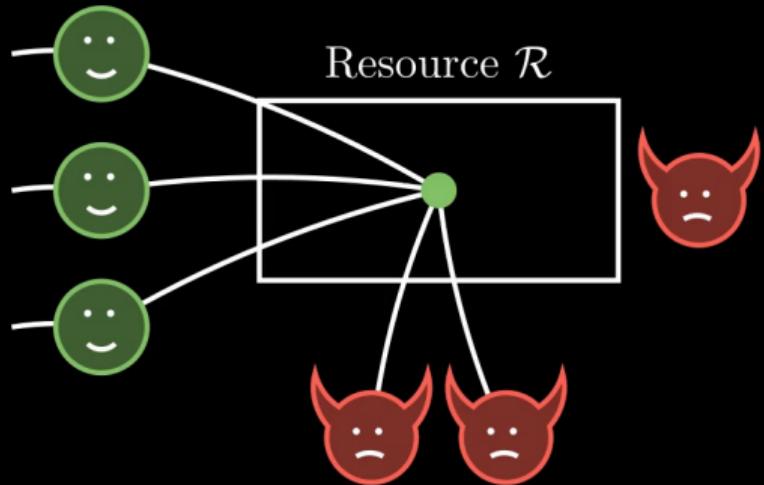
Real World



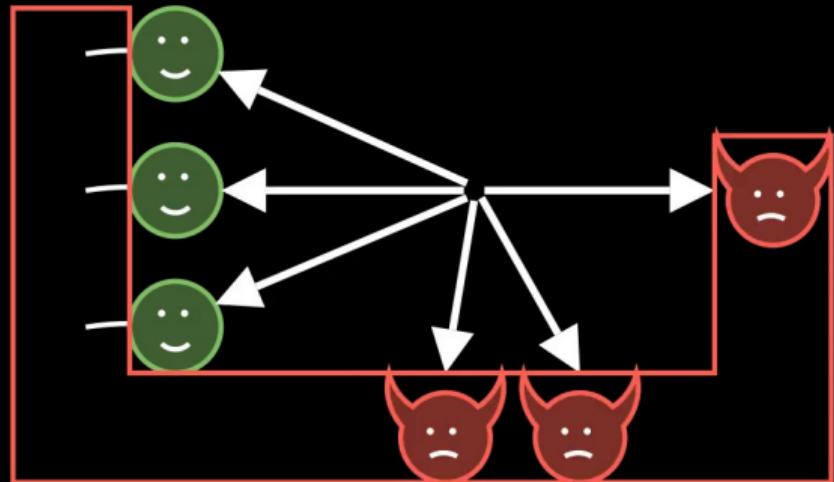
Real World



Ideal World

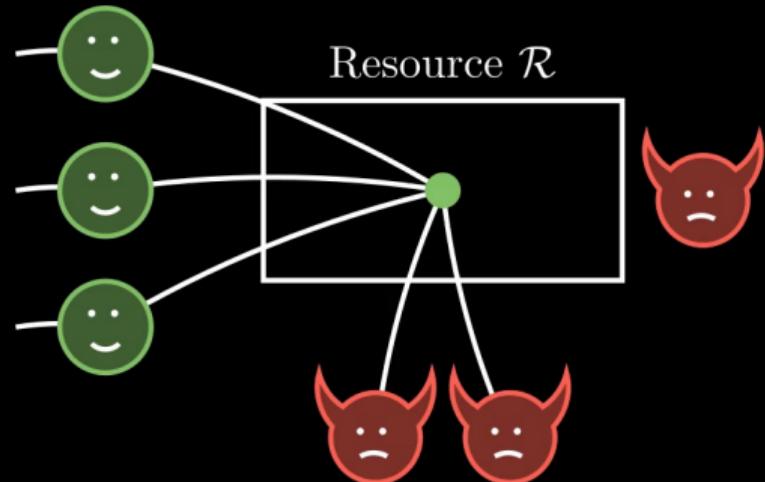


Real World

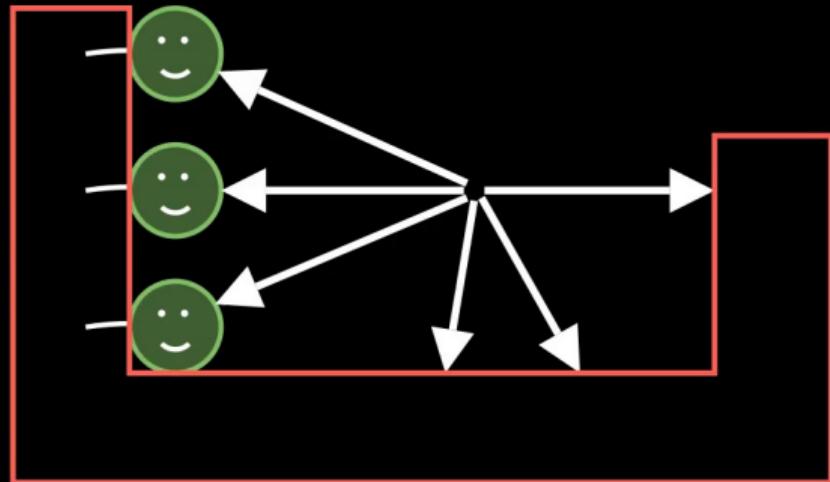


Distinguisher

Ideal World

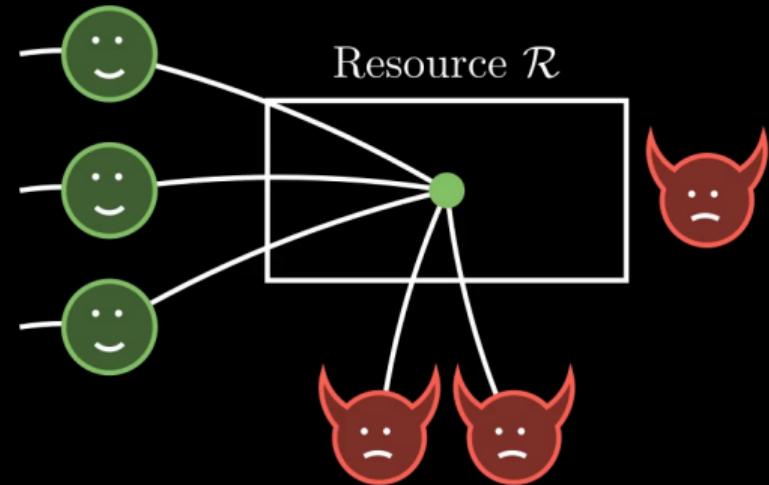


Real World

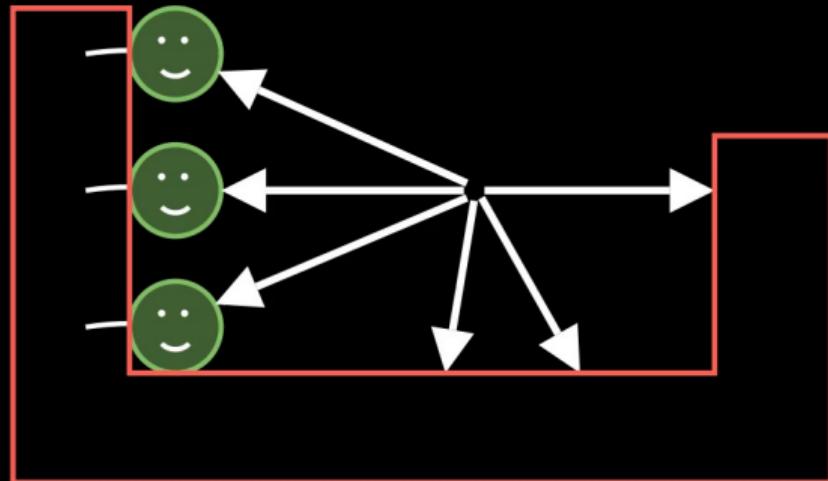


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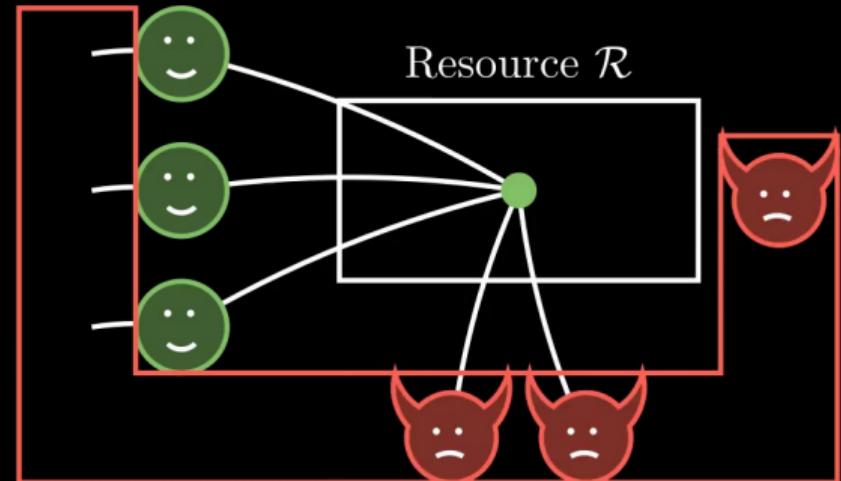


Real World



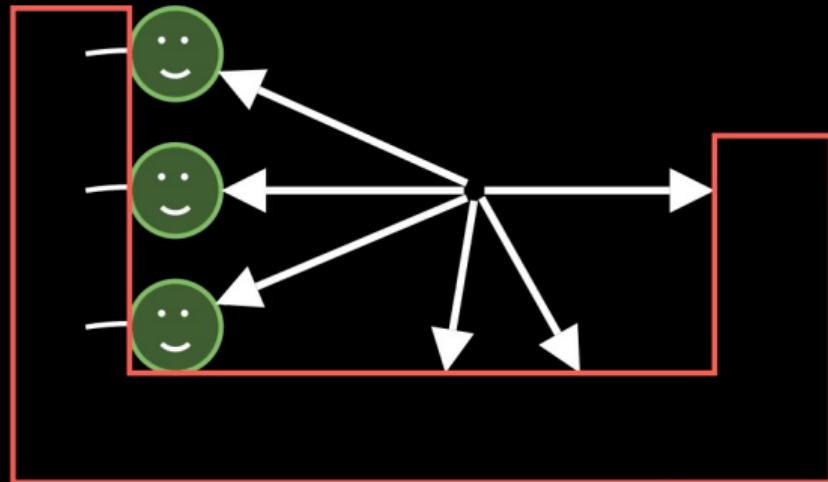
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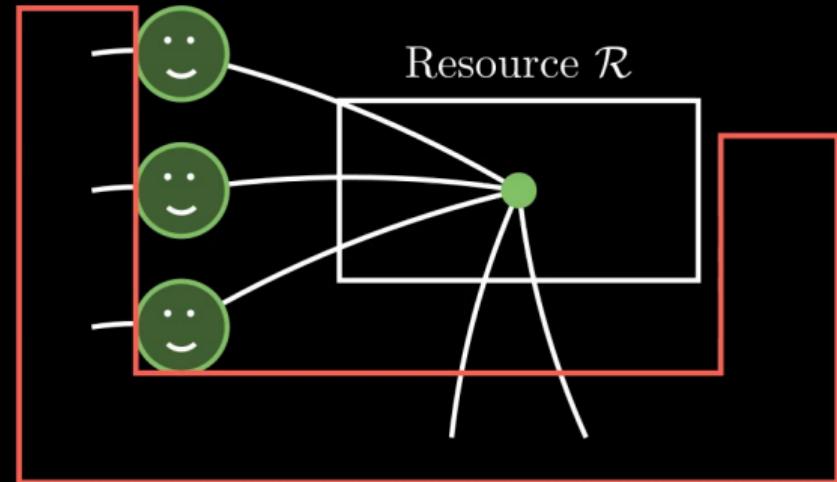
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Real World



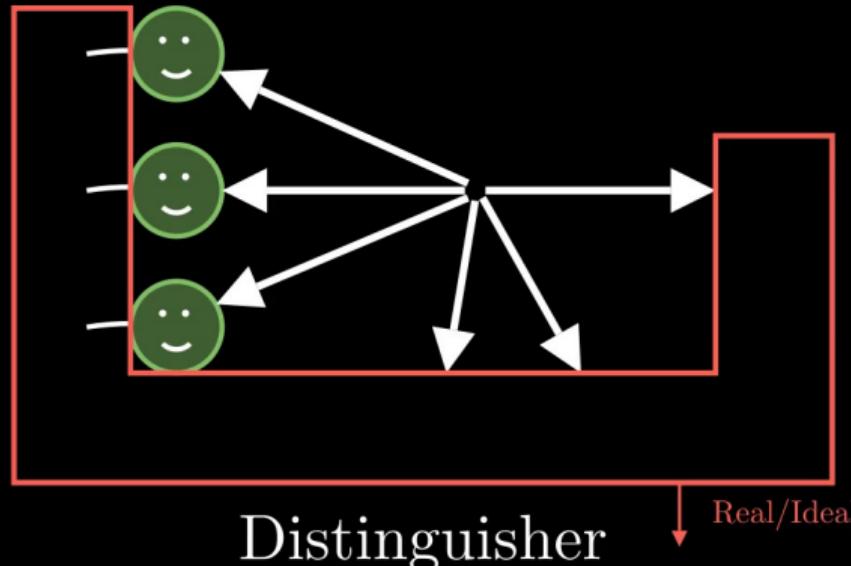
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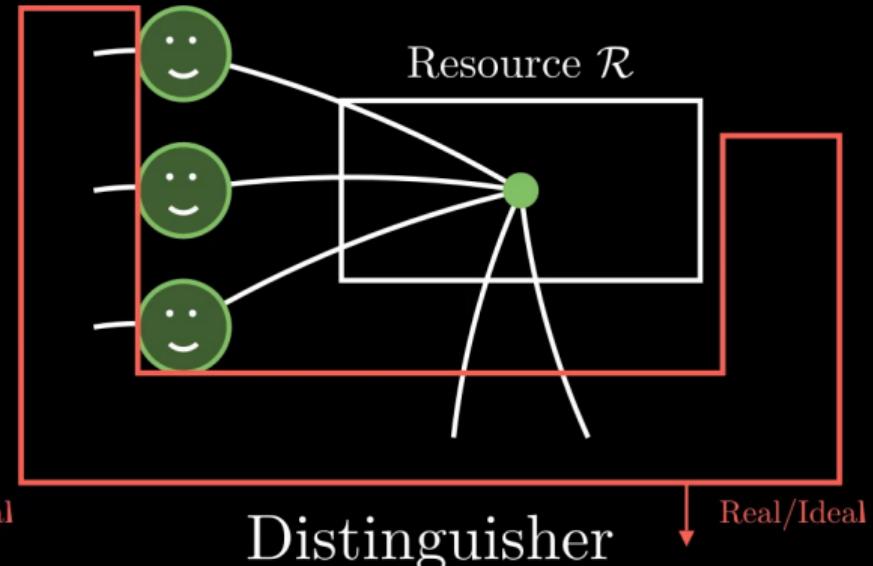


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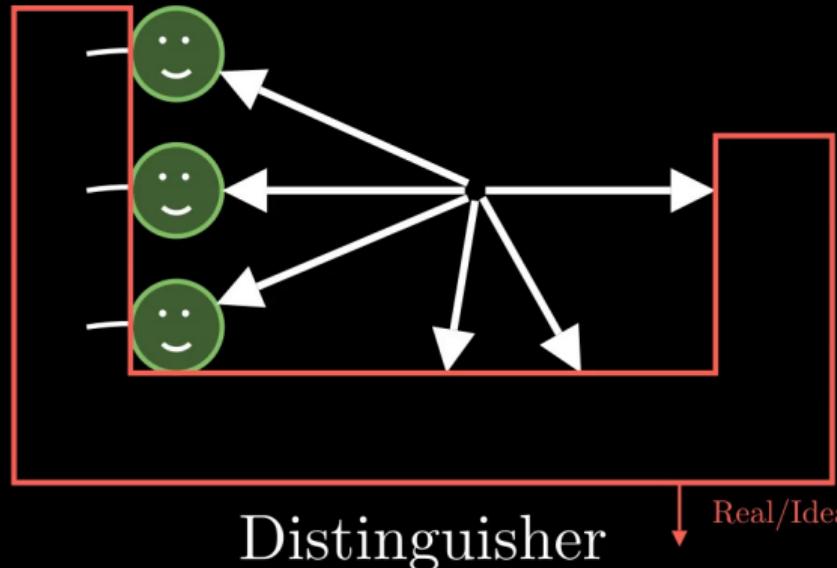
Real World



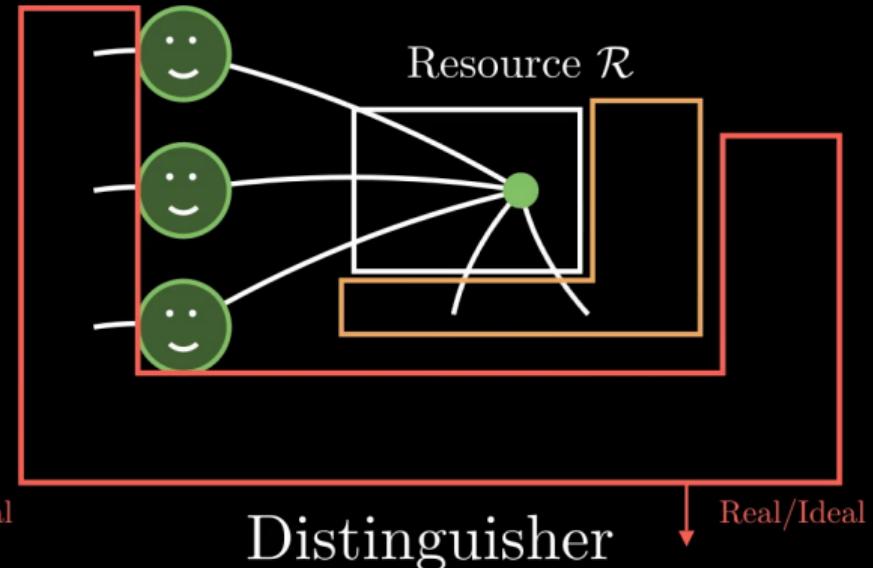
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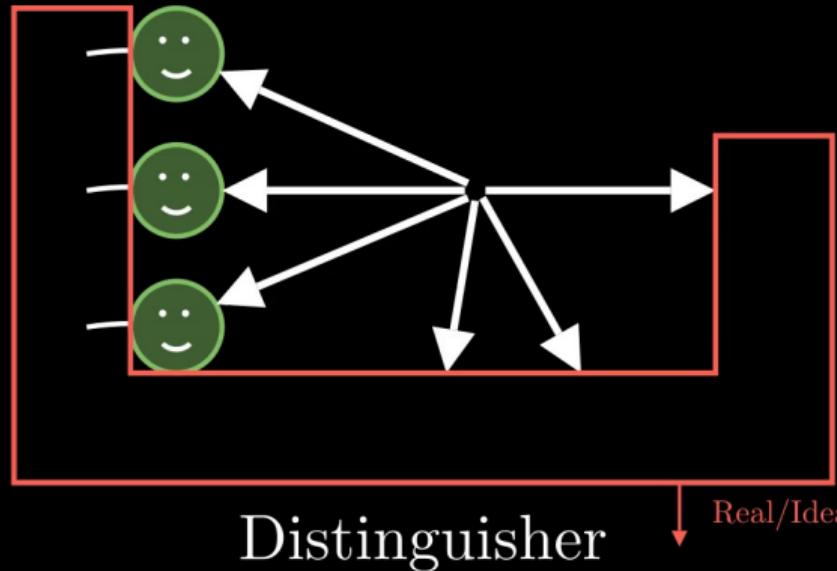
Real World



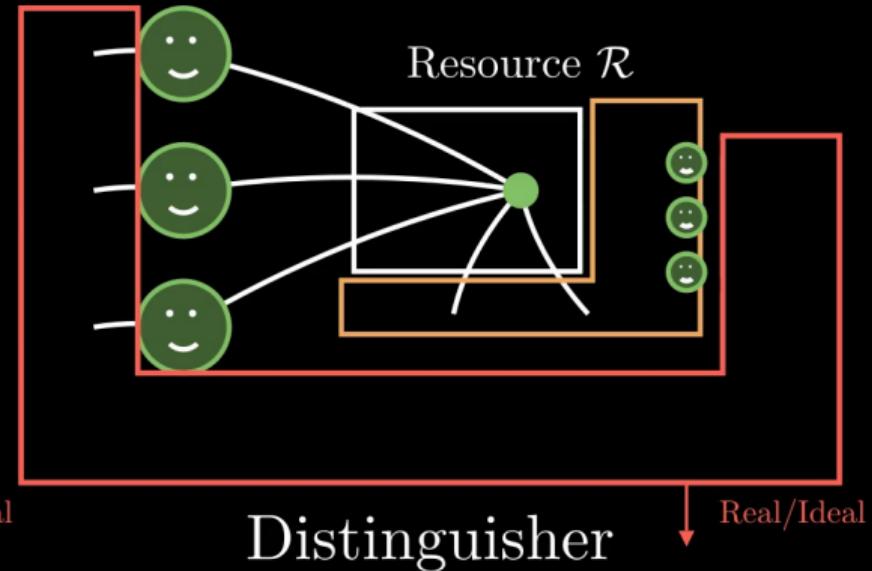
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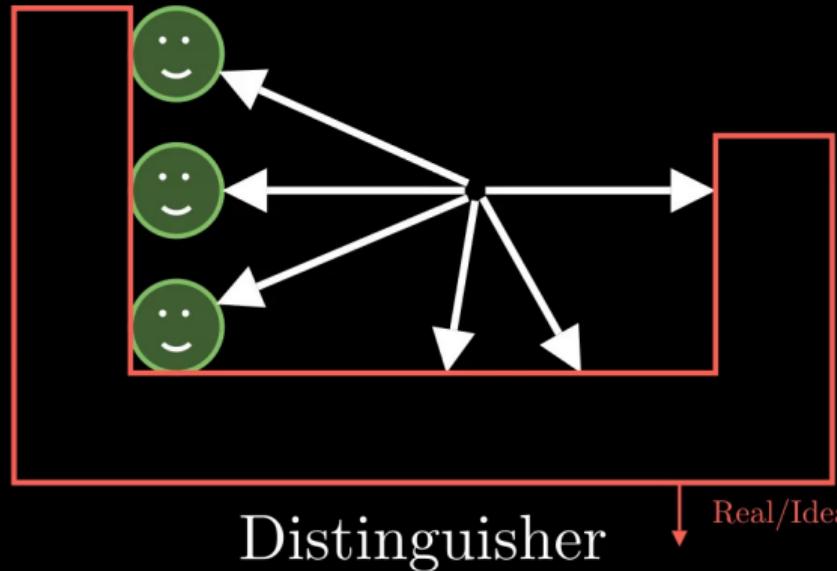
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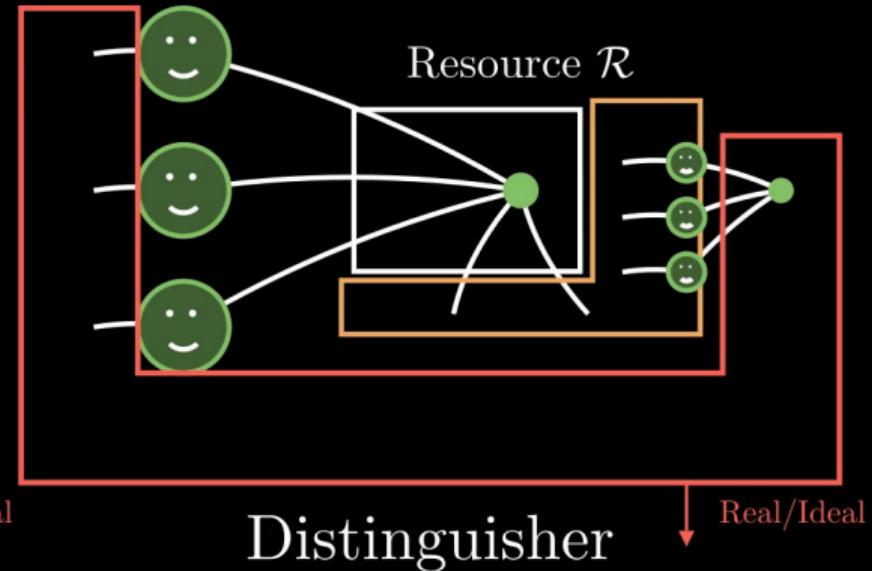
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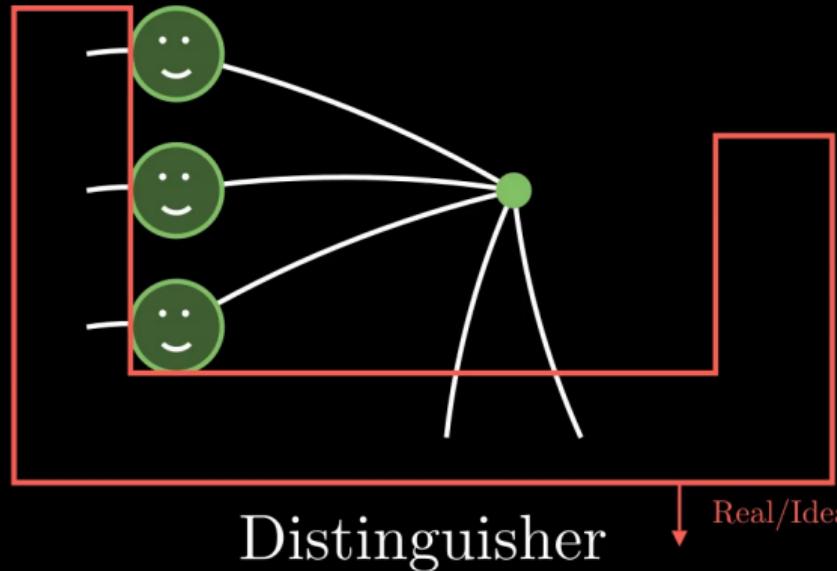
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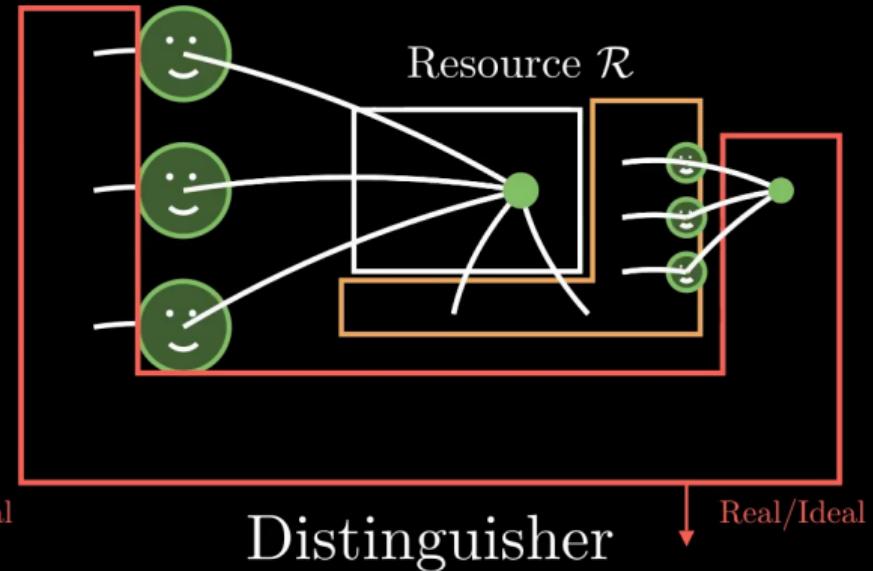
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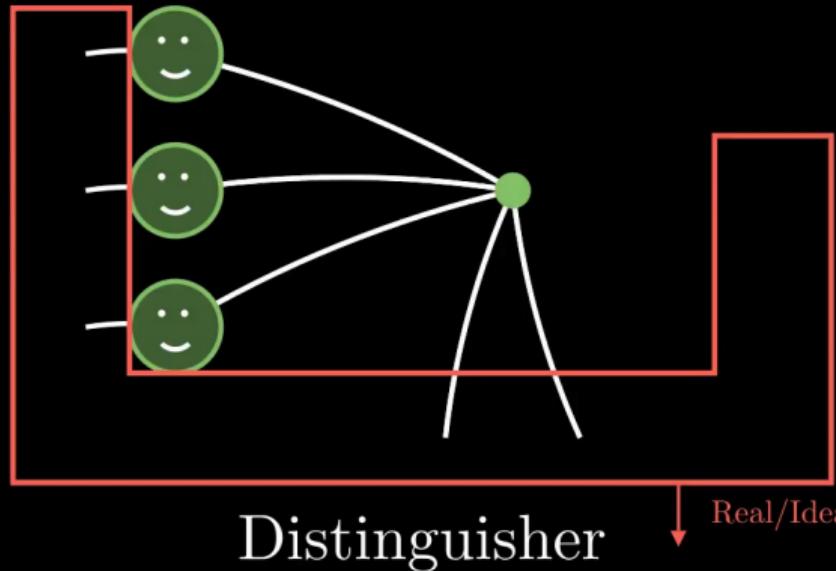
Real World



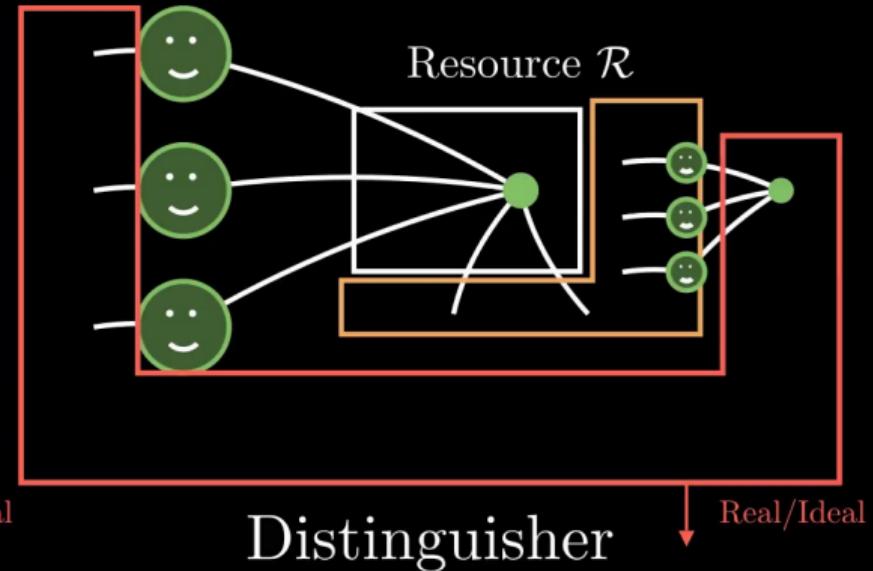
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Real World

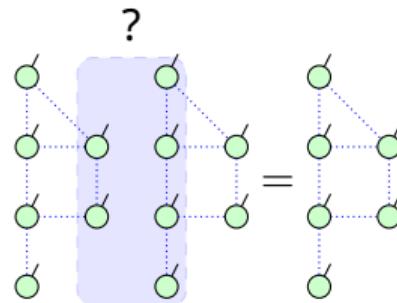


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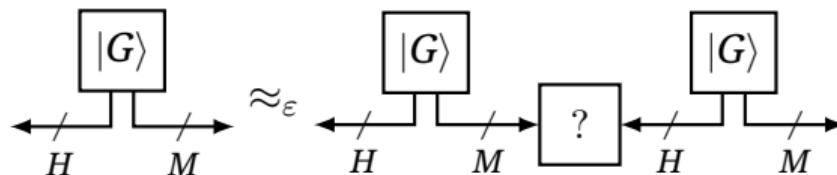
First goal: find a merging map

For correctness: can we find a map ? (run by the simulator) that can merge graph like:



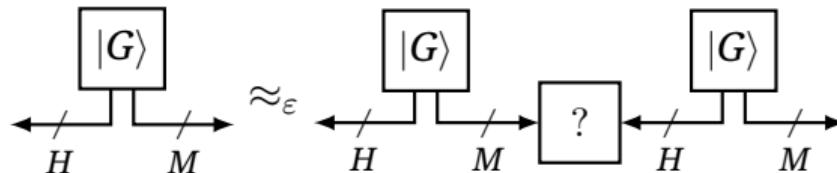
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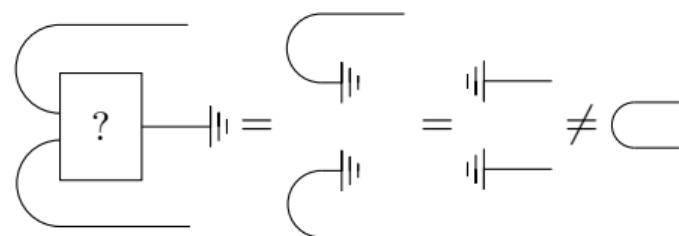


First goal: find a merging map

For correctness: can we find $\boxed{?}$ (run by the simulator) such that:



Impossible! (non-signaling)

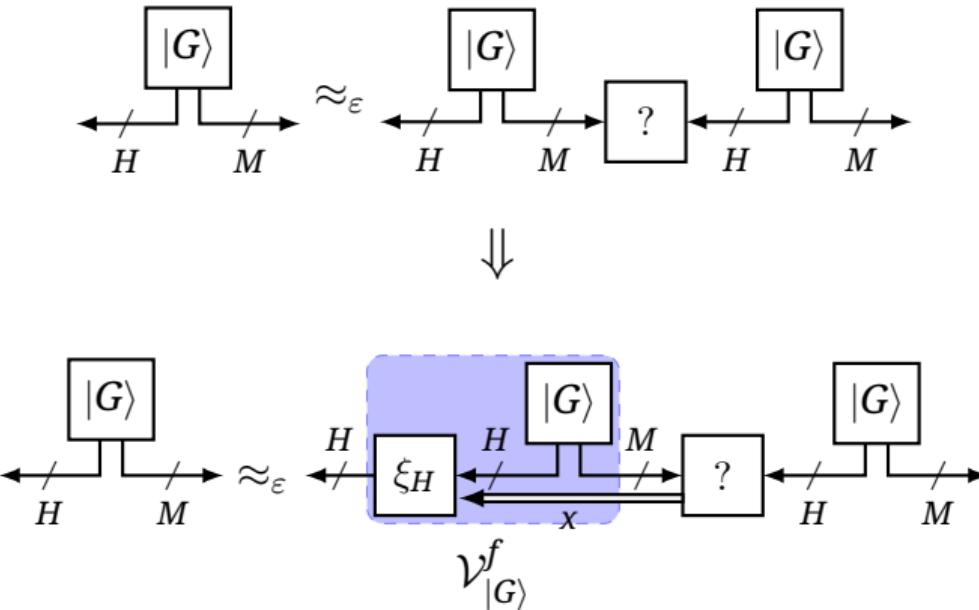


Two possibilities to avoid the no-go theorem

- Option 1: Change the functionality
- Option 2: Change the protocol

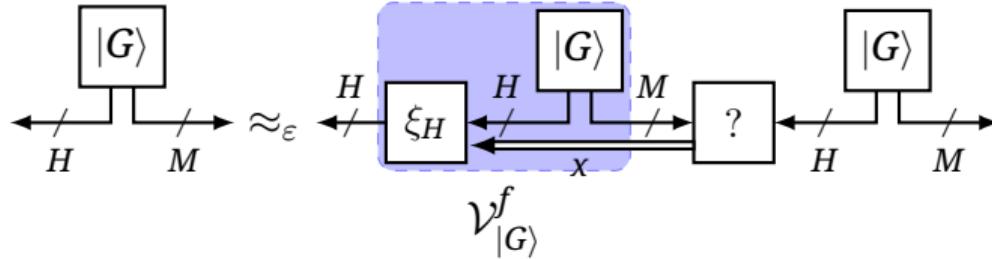
Let's go for option 1 first!

Option 1: change the functionality



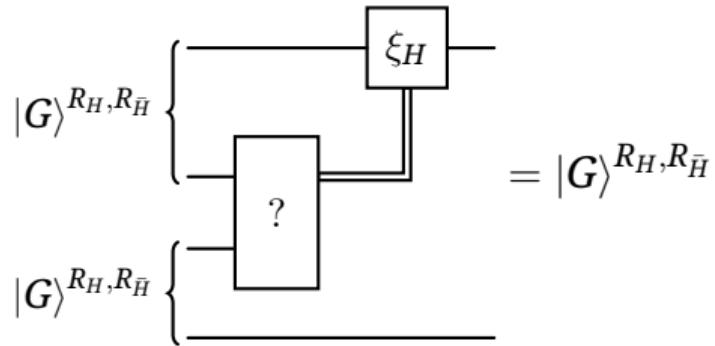
= Mergeable state (f restricts corrections: $f(x)$ must be true)

Mergeable states



$$\Rightarrow |G\rangle^{R_H, R_{\bar{H}}} \left\{ \begin{array}{c} \text{---} \xrightarrow{\quad \xi_H \quad} \\ \text{---} \xrightarrow{\quad ? \quad} \end{array} \right. = |G\rangle^{R_H, R_{\bar{H}}}$$

Mergeable states



Close to **entanglement swapping** (with additional constraints), but for arbitrary states!

Mergeable states

$$\begin{array}{c} |G\rangle^{R_H, R_{\bar{H}}} \left\{ \begin{array}{c} \text{---} \\ \text{---} \end{array} \right. \quad \begin{array}{c} \text{---} \\ \text{---} \end{array} = |G\rangle^{R_H, R_{\bar{H}}} \\ \left. \begin{array}{c} \text{---} \\ \text{---} \end{array} \right\} \quad \left. \begin{array}{c} \text{---} \\ \text{---} \end{array} \right\} \end{array}$$

The top part shows two wires labeled $|G\rangle^{R_H, R_{\bar{H}}}$. The left wire has a vertical brace under it, and the right wire has a vertical brace under it. A horizontal line connects the two braces. Above the wires is a square box labeled ξ_H , with one wire entering from the left and one wire exiting to the right. Below the wires is a question mark inside a square box, with one wire entering from the left and one wire exiting to the right. The bottom part shows the same two wires labeled $|G\rangle^{R_H, R_{\bar{H}}}$ with vertical braces under them, separated by a horizontal line.

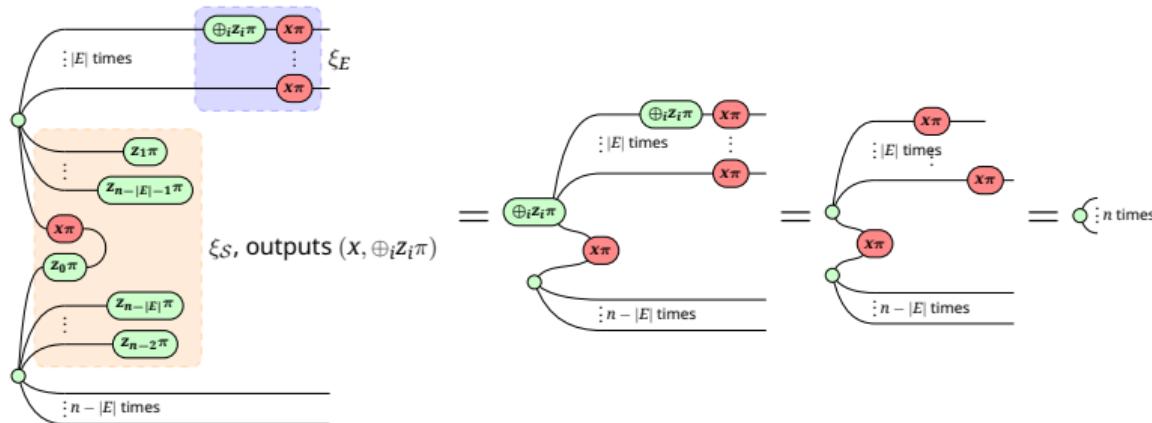
Some states are trivially mergeable, like Bell pairs:

$$\begin{array}{c} \text{---} \quad \text{---} \\ \text{---} \quad \text{---} \\ \text{---} \quad \text{---} \\ \text{---} \quad \text{---} \\ \text{---} \quad \text{---} \end{array} = \text{---}$$

The diagram shows four wires labeled $a\pi$ and $b\pi$. The top pair consists of a green wire labeled $a\pi$ and a red wire labeled $b\pi$. The bottom pair consists of a green wire labeled $a\pi$ and a red wire labeled $b\pi$. Curved lines connect the $a\pi$ wires and the $b\pi$ wires. The top pair's wires are connected at their midpoints, and the bottom pair's wires are also connected at their midpoints. The resulting state is represented by a single horizontal line.

Mergeable states

GHZ states are also easily mergeable:



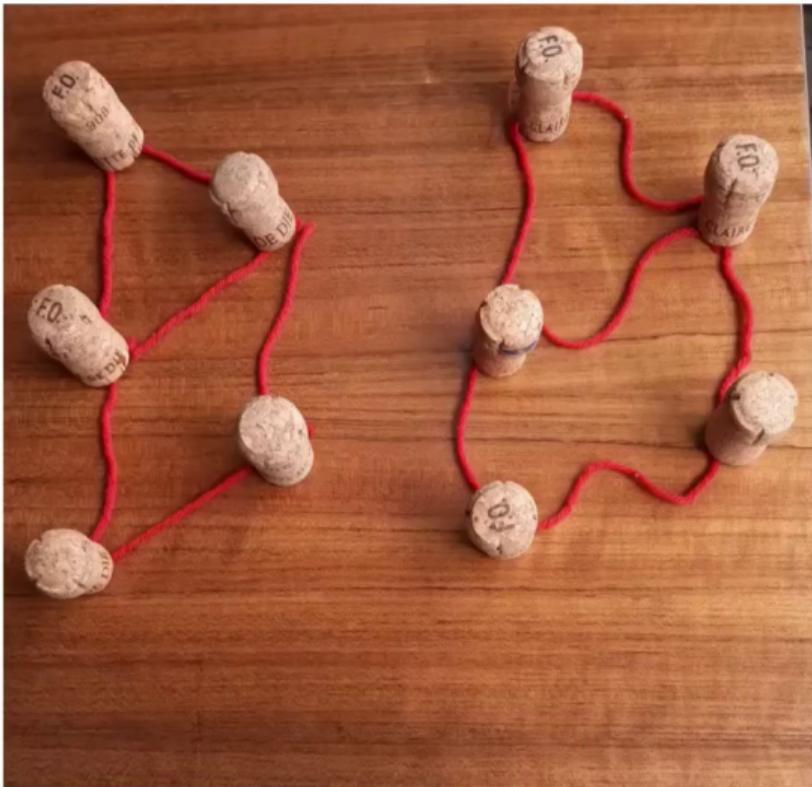
Mergeable states

Are all graph states mergeable?

Mergeable states

Are all graph states mergeable?

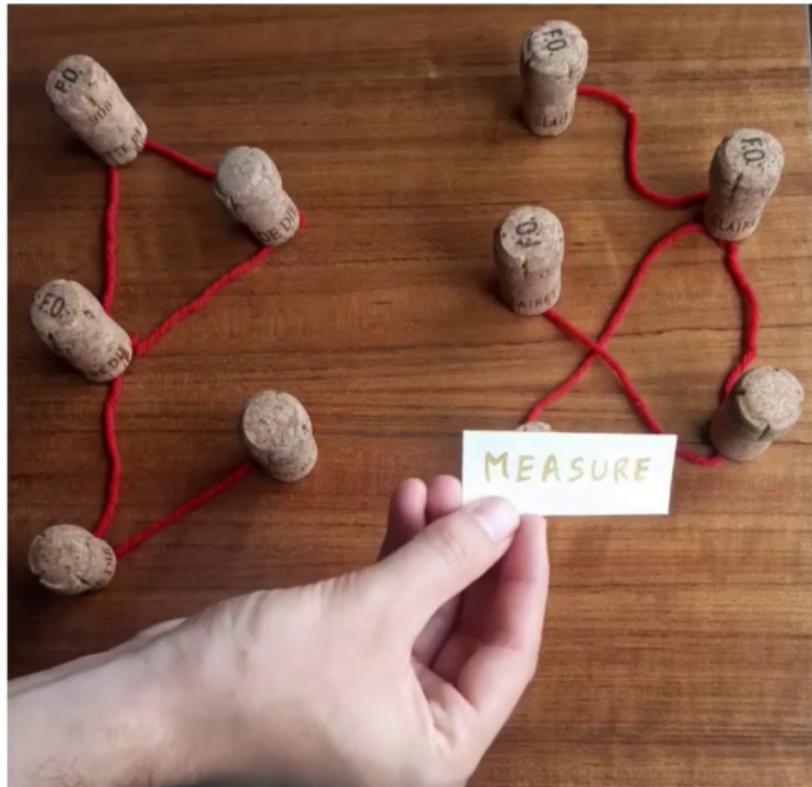
⇒ Our first contribution: **Yes!**

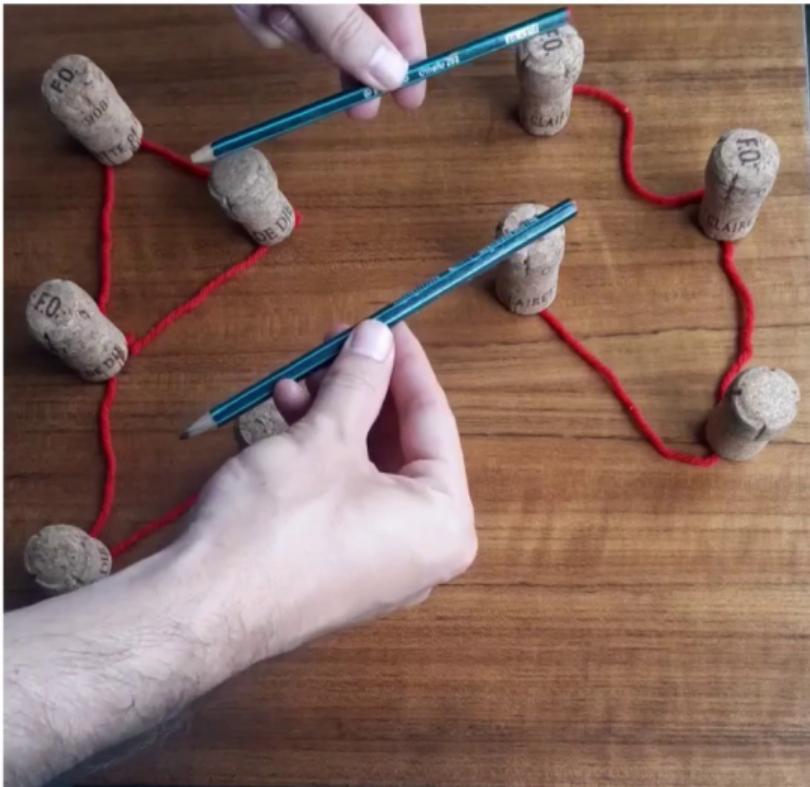






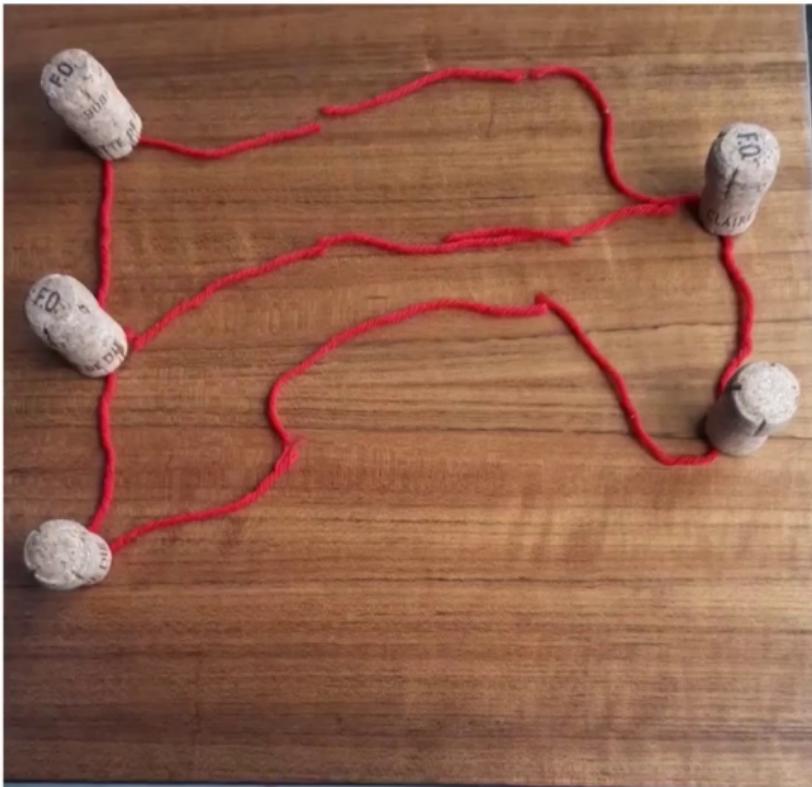








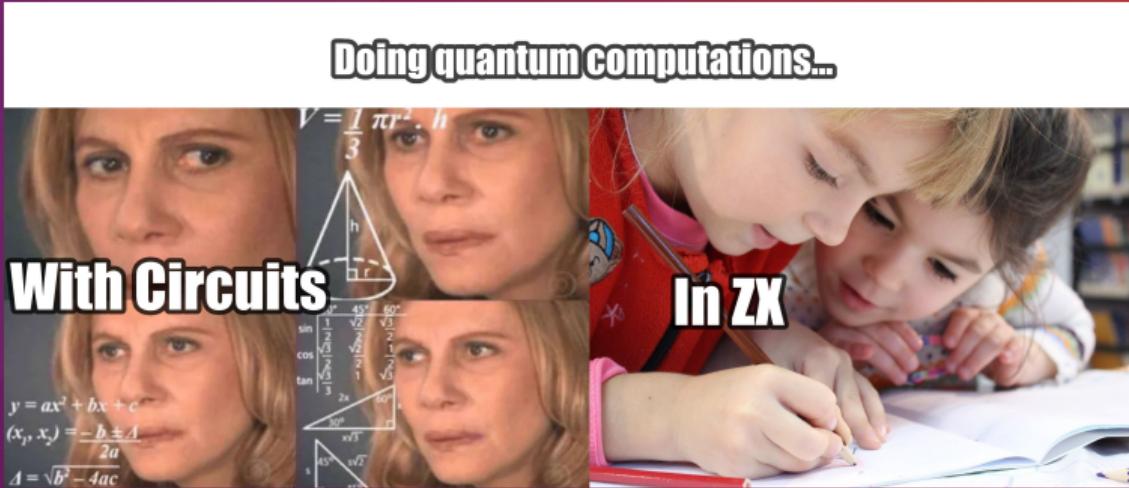




Merging operation

- How to know which SWAP/CNOT gate to apply?
- Can all the corrections be applied on a single side? (Spoiler: magically, yes)

Introduction to the scalable ZX-calculus



Want to know more?

Full proof:



<https://www.youtube.com/watch?v=s1ZWkYT0KnI>

Introduction to scalable ZX-calculus

Interpretation of ZX-calculus' generators:

$$\llbracket n \text{---} \alpha \text{---} m \rrbracket = |0\rangle^{\otimes m} \langle 0|^{\otimes n} + e^{i\alpha} |1\rangle^{\otimes m} \langle 1|^{\otimes n}$$

$$\llbracket n \text{---} \alpha \text{---} m \rrbracket = |+\rangle^{\otimes m} \langle +|^{\otimes n} + e^{i\alpha} |-\rangle^{\otimes m} \langle -|^{\otimes n}$$

$$\llbracket \times \rrbracket = |00\rangle\langle 00| + |10\rangle\langle 01| + |01\rangle\langle 10| + |11\rangle\langle 11|$$

$$\llbracket - \square \rrbracket = |+\rangle\langle 0| + |-\rangle\langle 1|$$

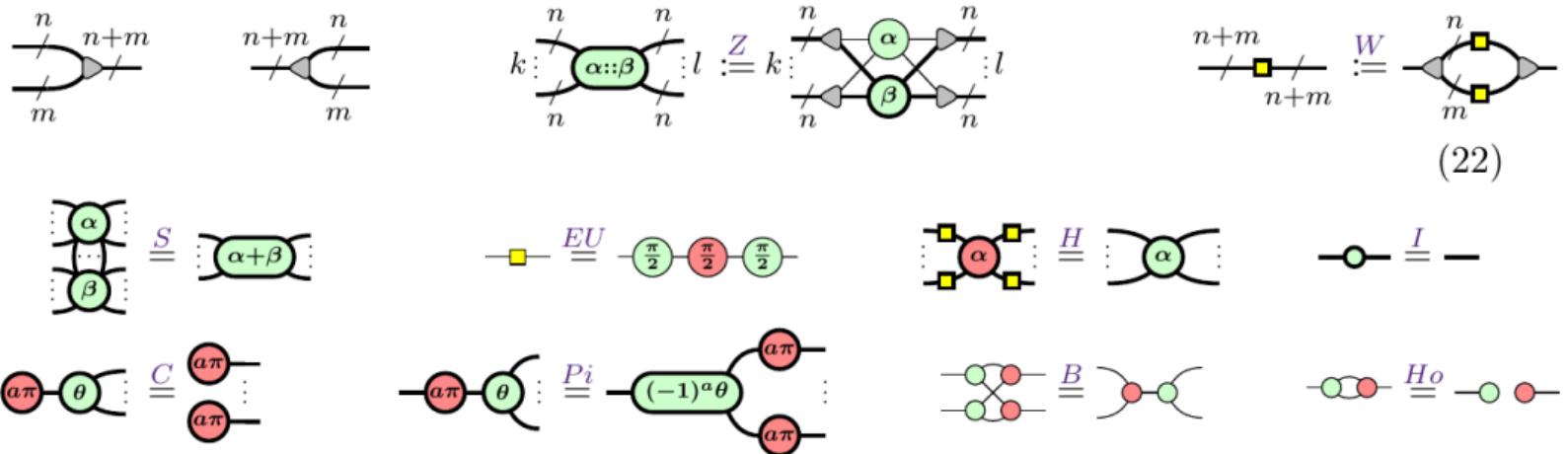
$$\llbracket - \rrbracket = |0\rangle\langle 0| + |1\rangle\langle 1|$$

$$\llbracket \circ \rrbracket = |00\rangle + |11\rangle$$

$$\llbracket \circlearrowleft \rrbracket = \langle 00| + \langle 11|$$

$$\llbracket [,] \rrbracket = (1)$$

Introduction to scalable ZX-calculus



Introduction to scalable ZX-calculus

Matrices:

$$\left[\begin{array}{c} A \\ \rightarrow \end{array} \right] \stackrel{(23.a)}{=} (|x\rangle \mapsto |Ax\rangle)$$

$$\rightarrow \begin{array}{c} A \\ \rightarrow \end{array} \stackrel{(23.b)}{=} \text{Diagram showing two green nodes connected by a vertical line labeled } A \text{ between them.}$$

$$\left[\begin{array}{c} A \\ \leftarrow \end{array} \right] \stackrel{(23.c)}{=} \text{Diagram showing a red node with a self-loop labeled } A.$$

$$\left[\begin{array}{c} A \\ B \end{array} \right] \stackrel{(24.a)}{=} \text{Diagram showing a green node with a self-loop labeled } A \text{ and a red node with a self-loop labeled } B \text{ connected by a horizontal line.}$$

$$\left[\begin{array}{cc} A & B \end{array} \right] \stackrel{(24.b)}{=} \text{Diagram showing a green node with a self-loop labeled } A \text{ and a red node with a self-loop labeled } B \text{ connected by a curved line.}$$

$$A+B \stackrel{(24.c)}{=} \text{Diagram showing a green node with a self-loop labeled } A \text{ and a red node with a self-loop labeled } B \text{ connected by a curved line.}$$

$$\left[\begin{array}{c} BA \\ \rightarrow \end{array} \right] \stackrel{(25.a)}{=} \text{Diagram showing two red nodes connected by a horizontal line labeled } A \text{ and } B.$$

$$\left[\begin{array}{c} A \\ \rightarrow \end{array} \right] u\pi \stackrel{(25.b)}{=} \text{Diagram showing a green node with a self-loop labeled } A^T u\pi \text{ followed by a red node with a self-loop labeled } A.$$

$$\left[\begin{array}{c} A \\ \rightarrow \end{array} \right] u\pi \stackrel{(25.c)}{=} \text{Diagram showing a green node with a self-loop labeled } A^T u\pi.$$

$$\left[\begin{array}{c} A \\ u\pi \end{array} \right] \stackrel{(26.a)}{=} \text{Diagram showing a red node with a self-loop labeled } A \text{ followed by a red node with a self-loop labeled } Au\pi.$$

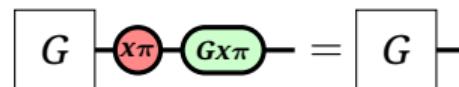
$$\left[\begin{array}{c} A \\ u\pi \end{array} \right] \stackrel{(26.b)}{=} \text{Diagram showing a red node with a self-loop labeled } Au\pi.$$

Introduction to the scalable ZX-calculus

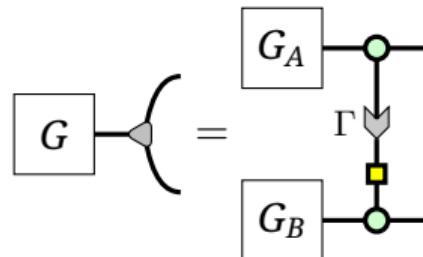
Let $G = \begin{bmatrix} G_A & \Gamma^T \\ \Gamma & G_B \end{bmatrix}$ be the adjacency matrix of a graph G , then:



Stabilizer:



Split a Graph state in 2 parts:



How to merge any graph state

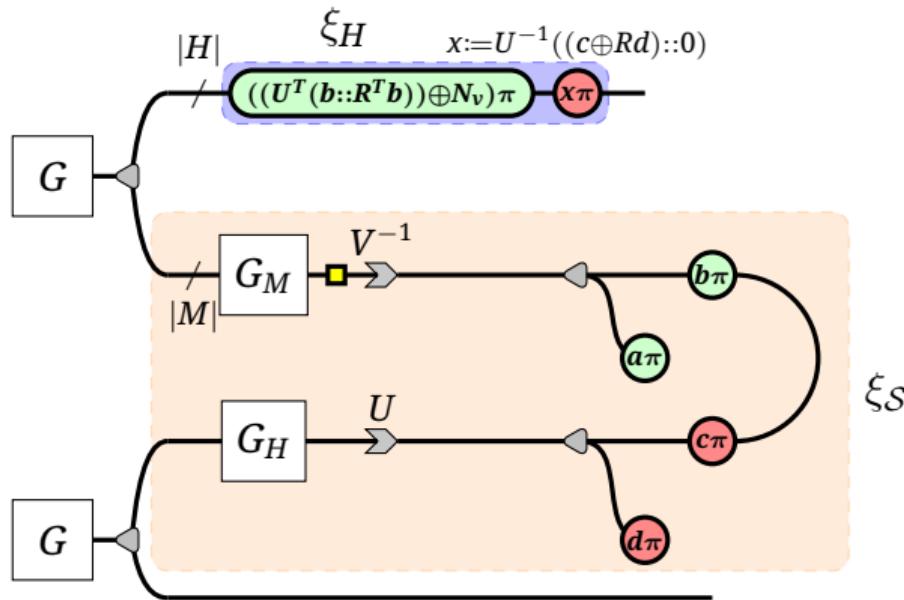
Merging graph states: step 1

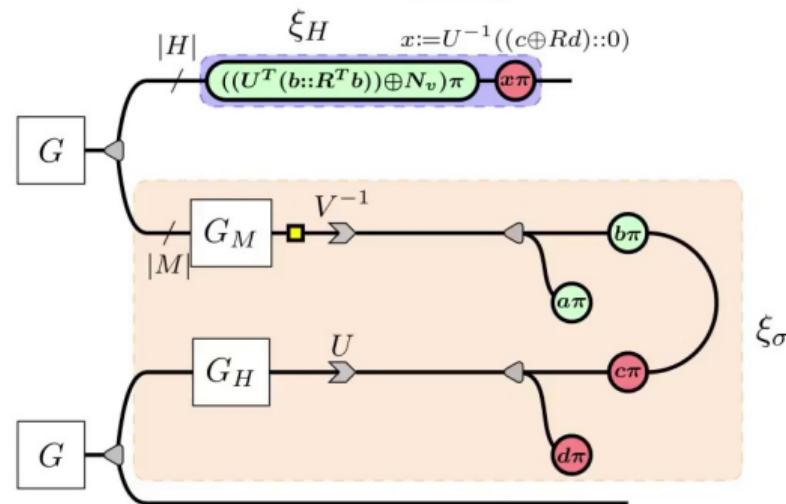
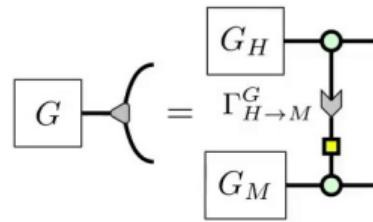
Step 1: If $G = \begin{bmatrix} G_A & \Gamma^T \\ \Gamma & G_B \end{bmatrix}$, use Gaussian elimination on Γ to find $r \in \mathbb{N}$, U , V , and R such that:

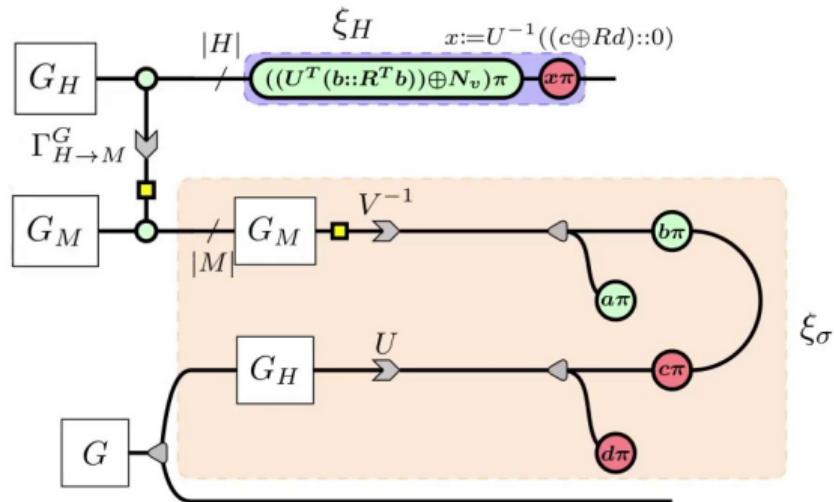
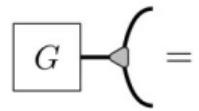
$$\Gamma = V \begin{bmatrix} I_r & R \\ \mathbf{0} & \mathbf{0} \end{bmatrix} U \quad (1)$$

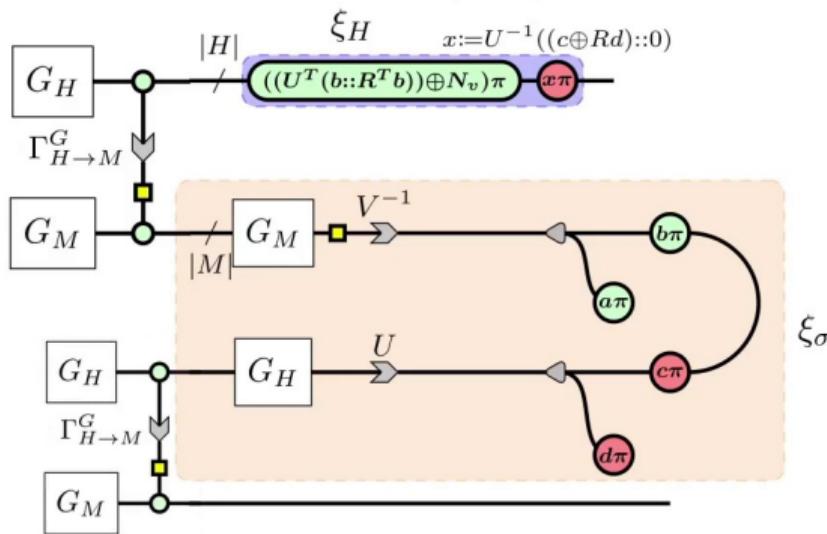
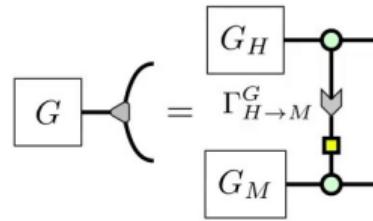
Merging graph states: step 2

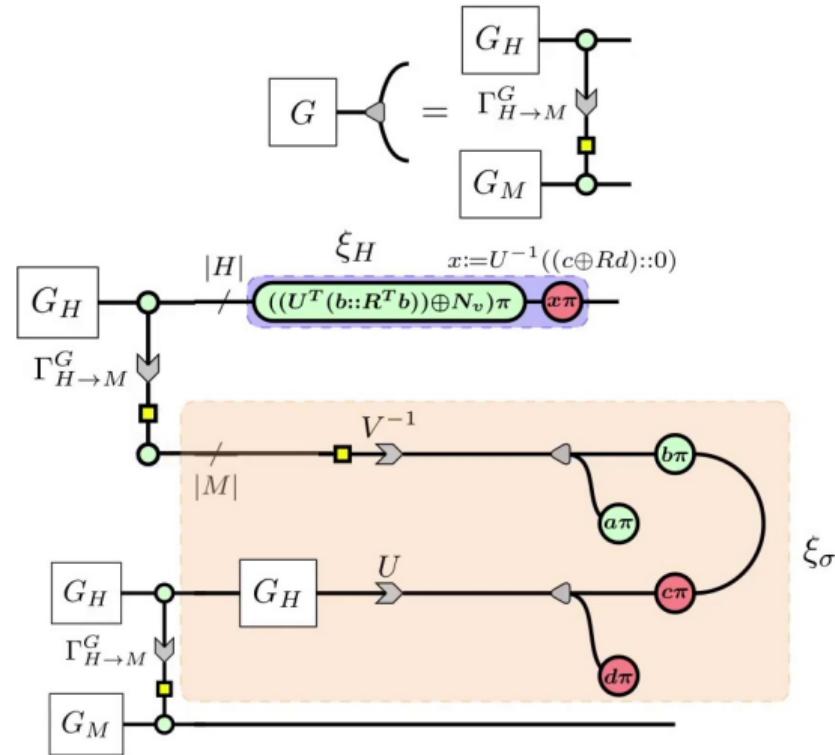
Claim: this map merges the graph states:

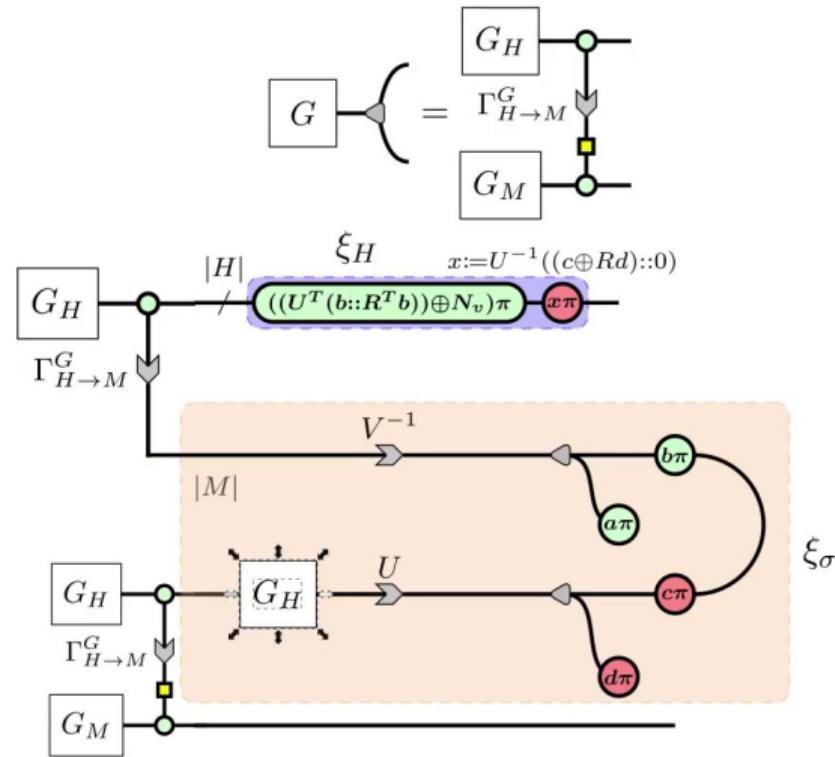


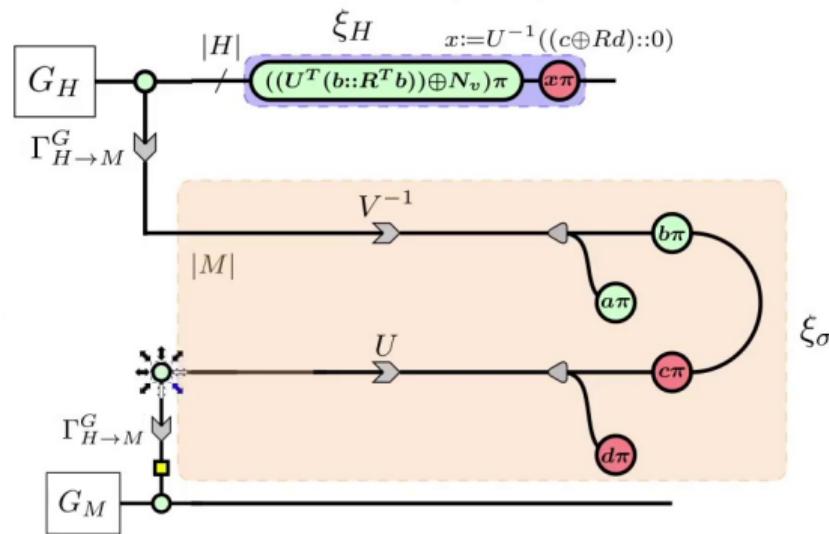
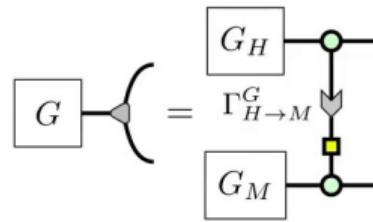


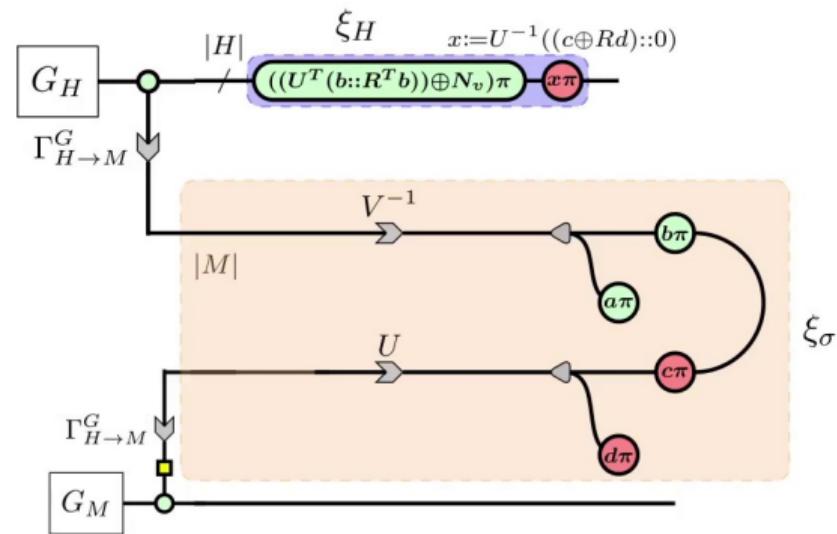
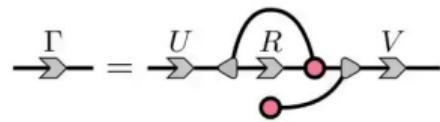




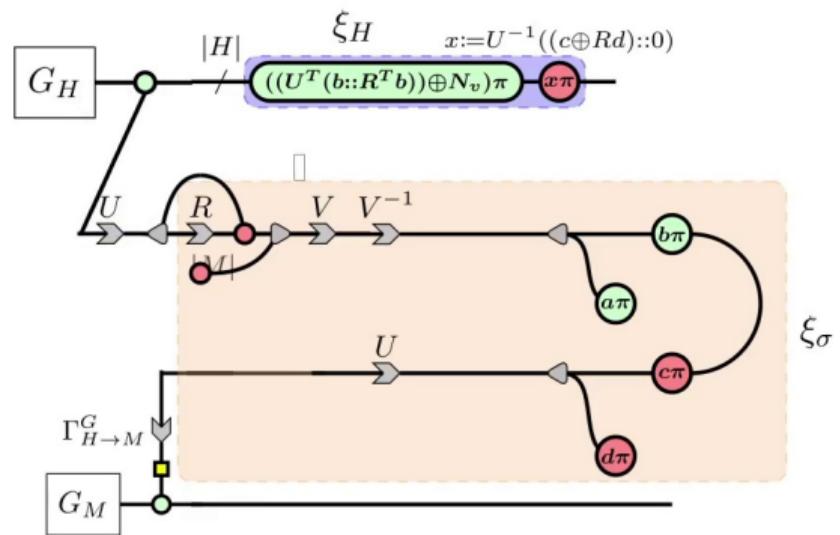




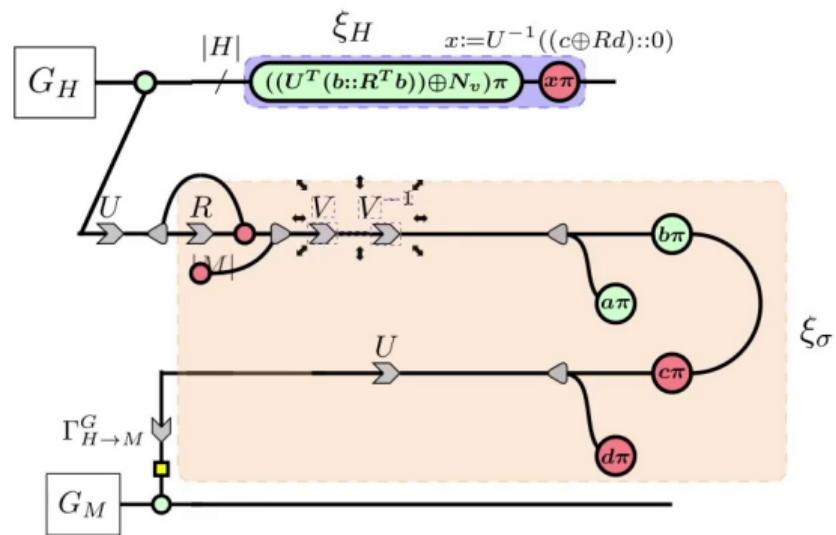




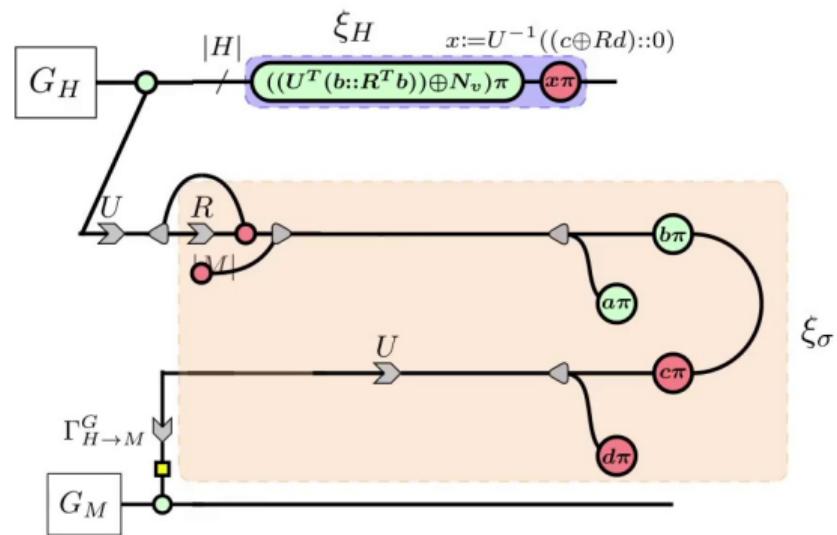
$$\xrightarrow{\Gamma} =$$



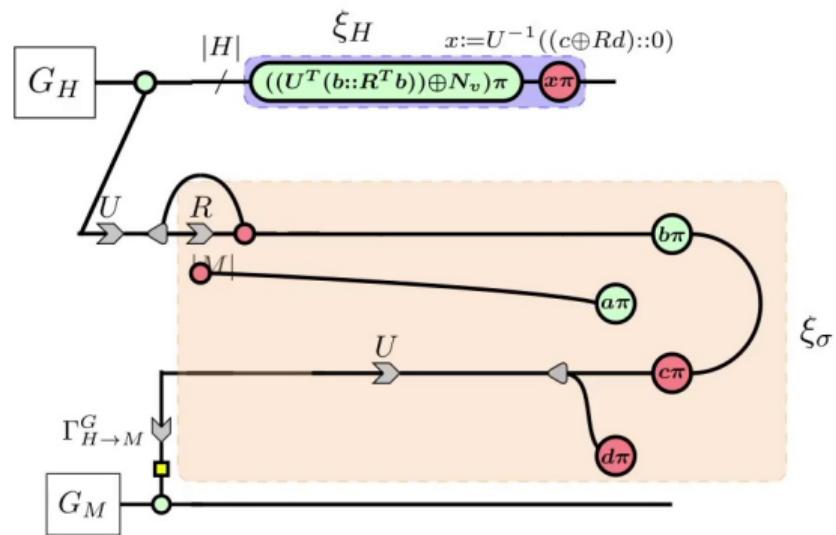
$$\xrightarrow{\Gamma} =$$

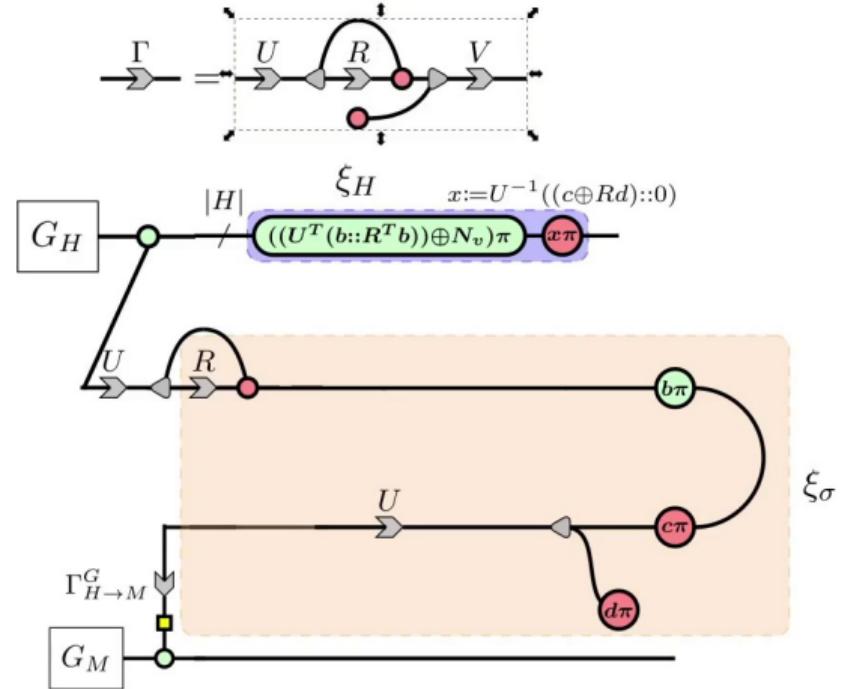


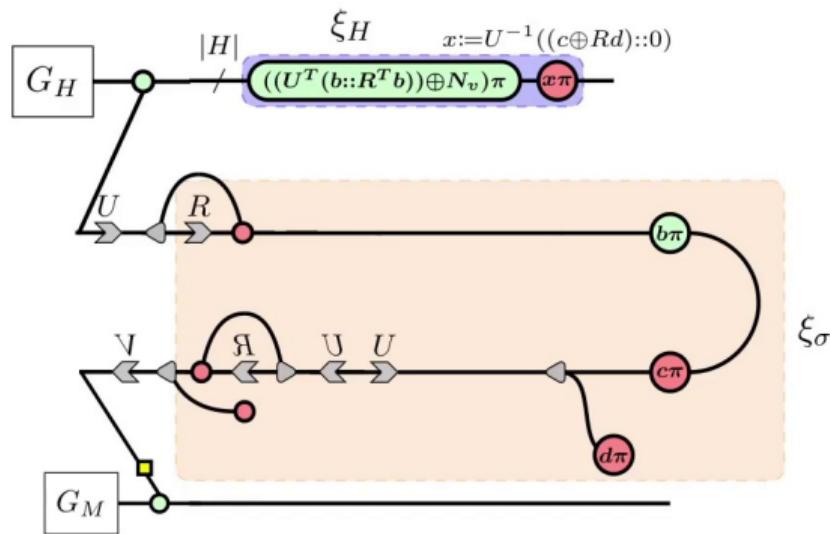
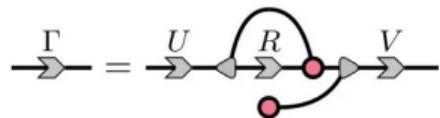
$$\rightarrow \overrightarrow{\square} =$$

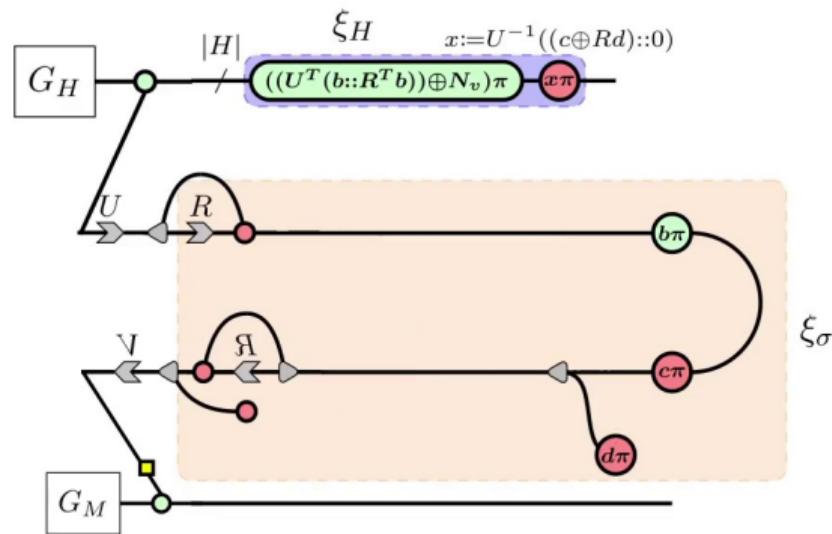
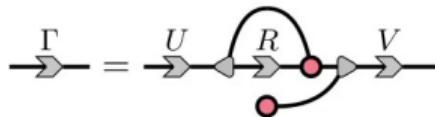


$$\rightarrow \overline{\otimes} =$$

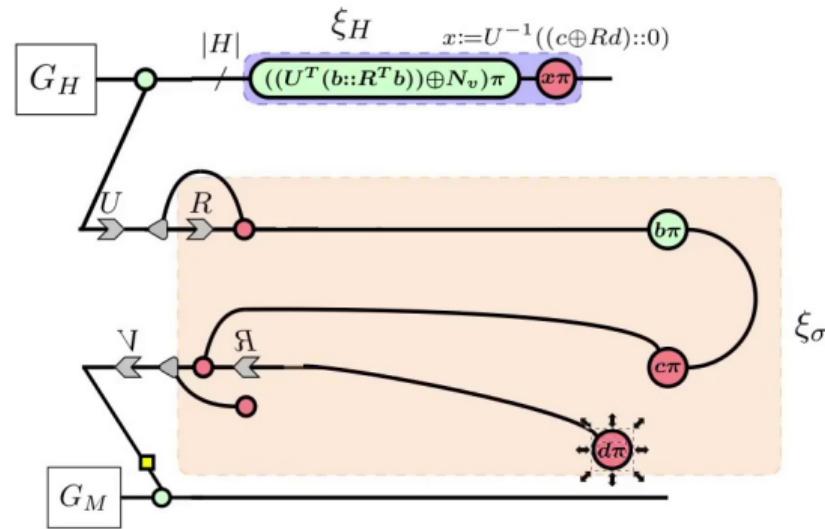




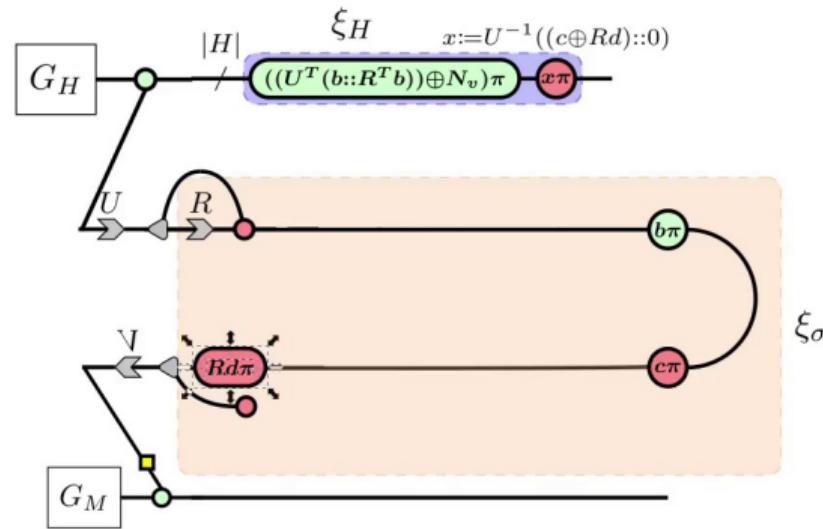




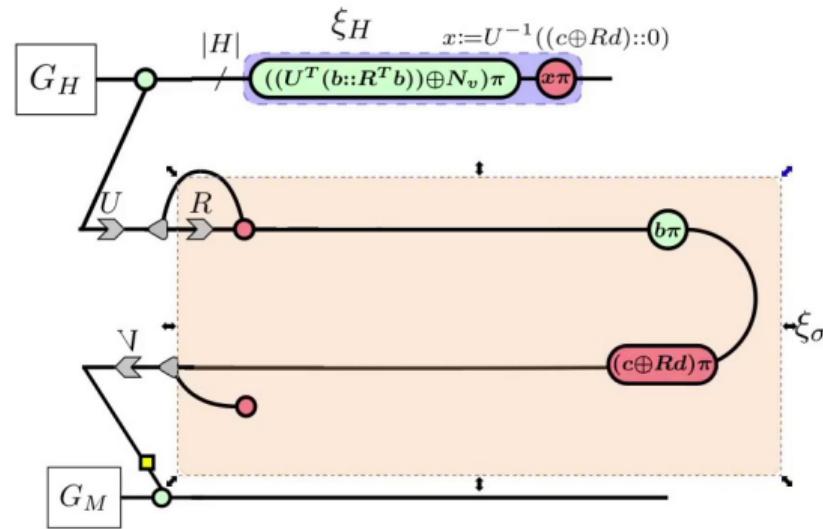
$$\xrightarrow{u\pi} \xrightarrow{A} = \xrightarrow{A} \xrightarrow{A u\pi}$$



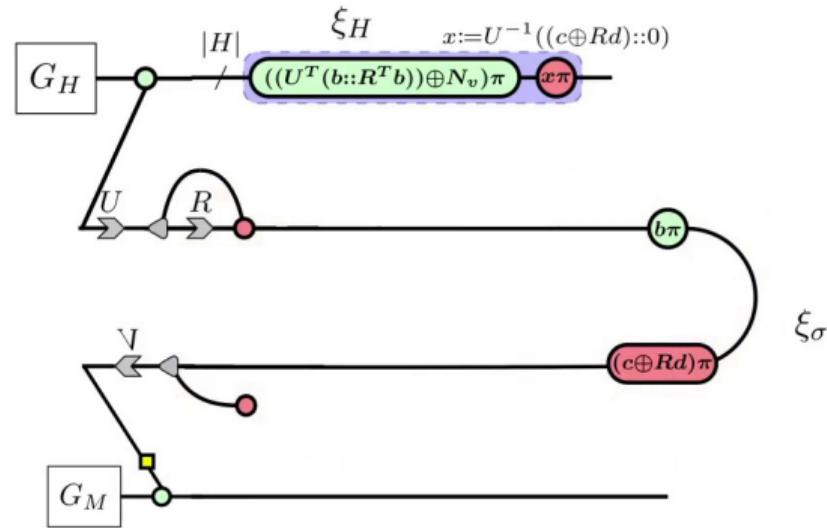
$$\xrightarrow{u\pi} \xrightarrow{A} = \xrightarrow{A} \xrightarrow{Aux\pi}$$



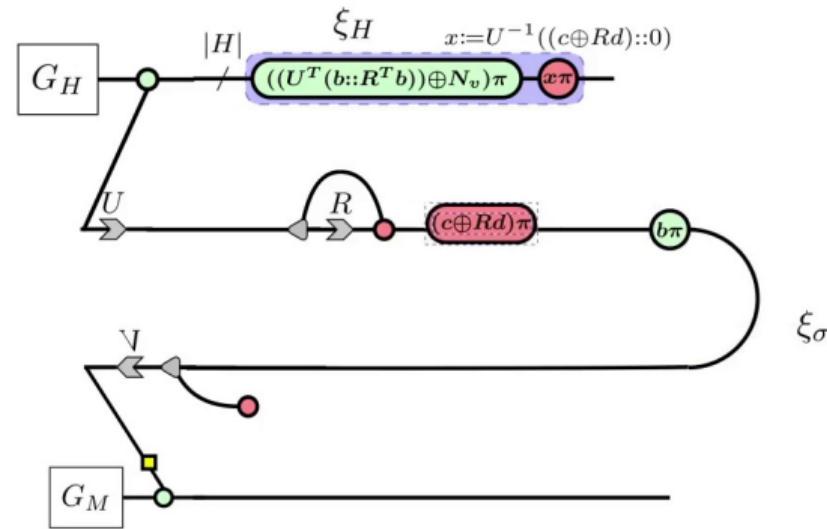
$$\xrightarrow{u\pi} \xrightarrow{A} = \xrightarrow{A} \xrightarrow{Aux\pi}$$



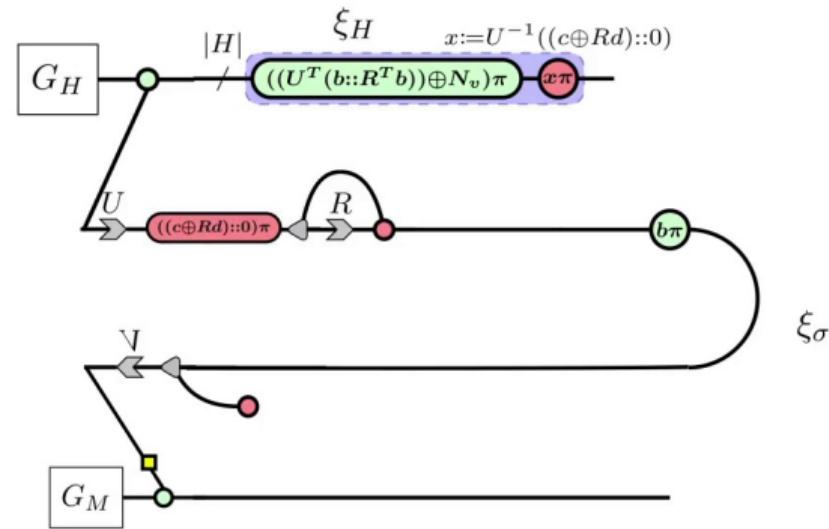
$$\xrightarrow{u\pi} \xrightarrow{A} = \xrightarrow{A} \xrightarrow{Aux\pi}$$



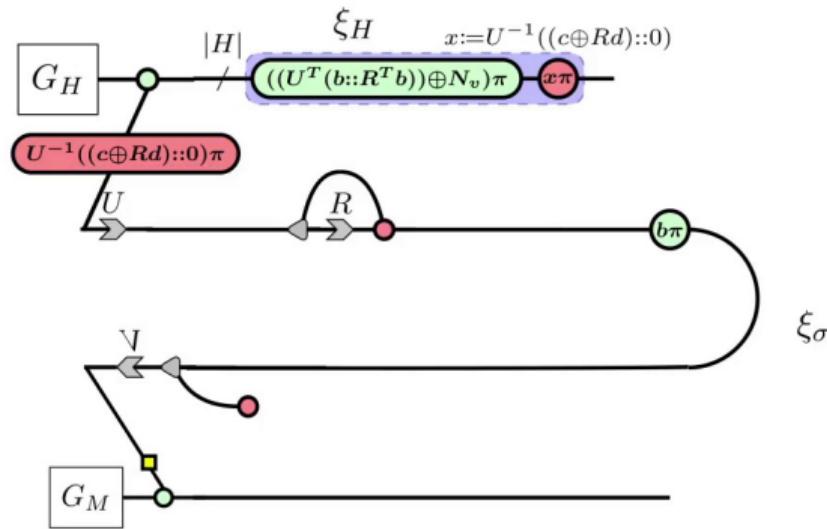
$$\xrightarrow{u\pi} \xrightarrow{A} = \xrightarrow{A} \xrightarrow{Aux\pi}$$



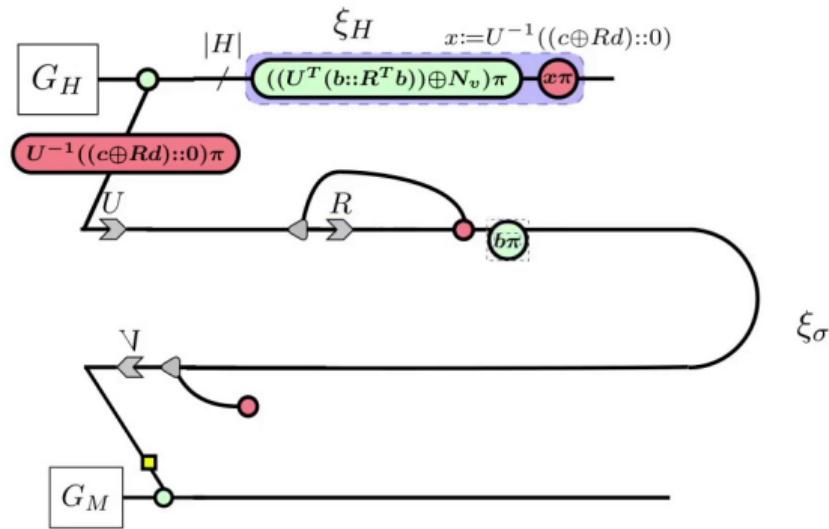
$$\xrightarrow{u\pi} \xrightarrow{A} = \xrightarrow{A} \xrightarrow{Aux\pi}$$



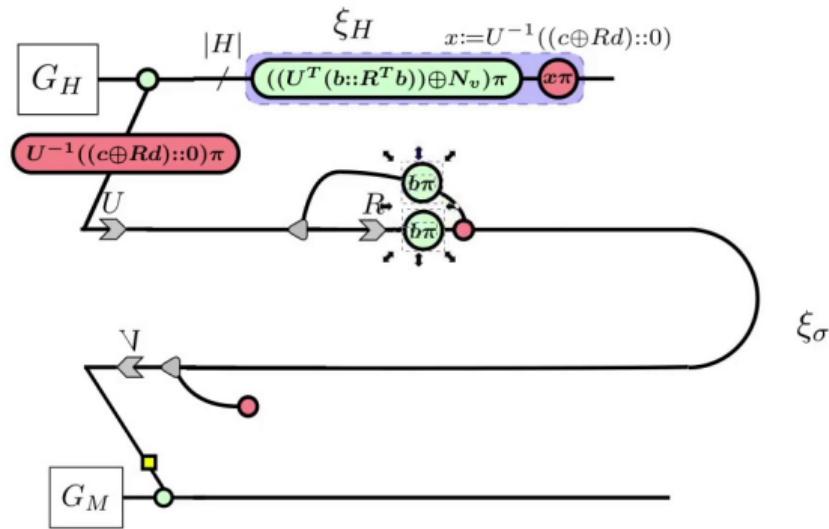
$$\text{---} \circlearrowleft_{u\pi}^A = \xrightarrow{A} \circlearrowleft_{A u\pi}^A$$



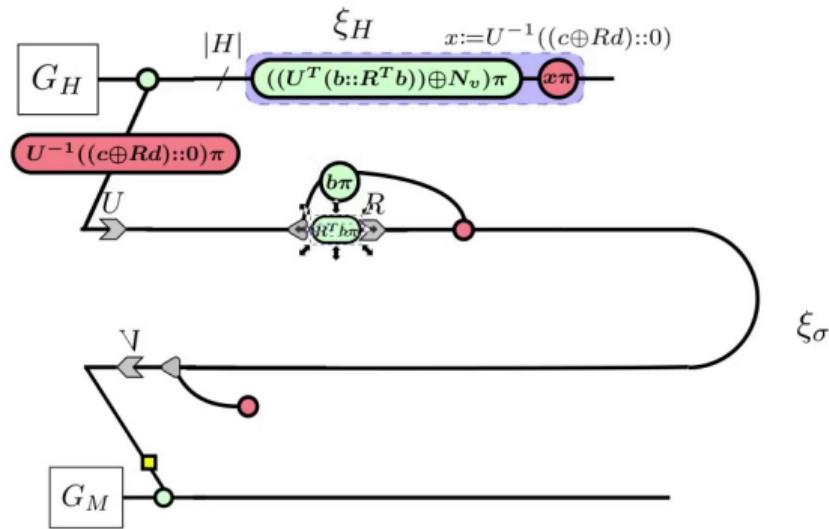
$$\text{---} \circled{u\pi} \xrightarrow{A} \text{---} = \text{---} \xrightarrow{A} \circled{A u\pi} \text{---}$$



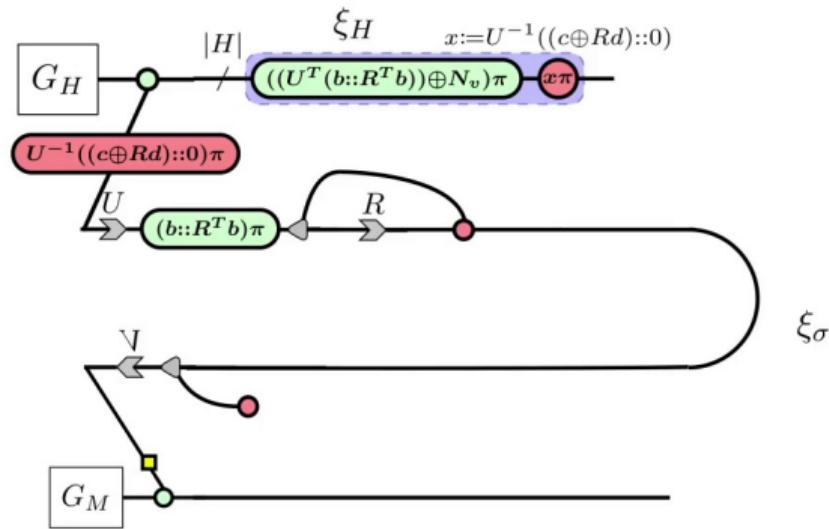
$$\xrightarrow{A} u\pi = \xrightarrow{A^T u\pi} A$$



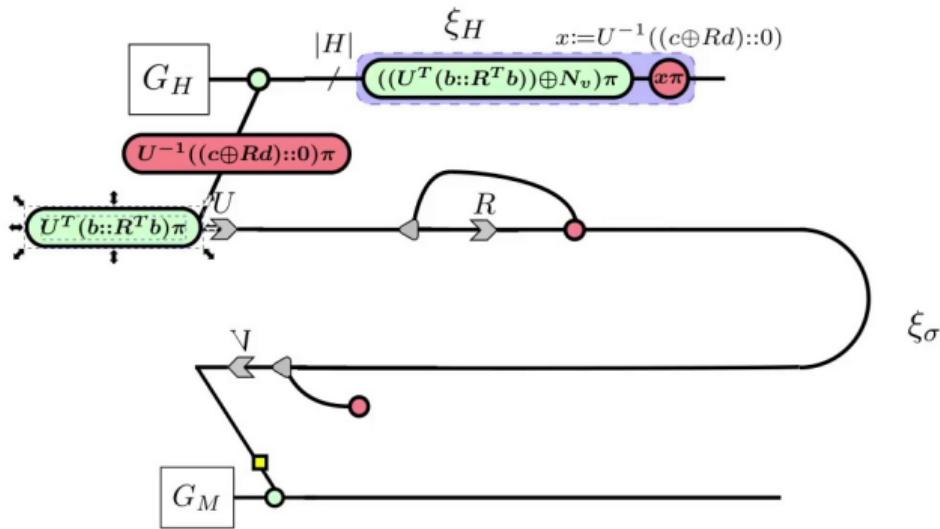
$$\xrightarrow{A} u\pi = \xrightarrow{A^T u\pi} A$$



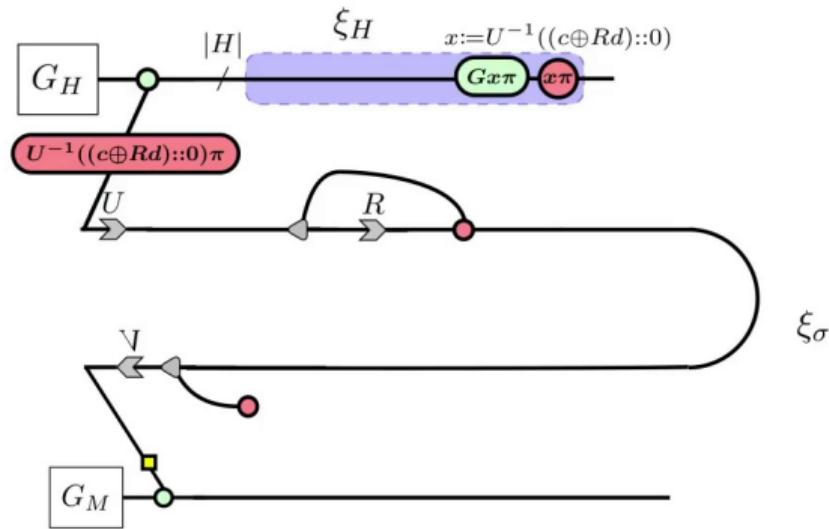
$$\xrightarrow{A} u\pi = \xrightarrow{A^T u\pi} A$$



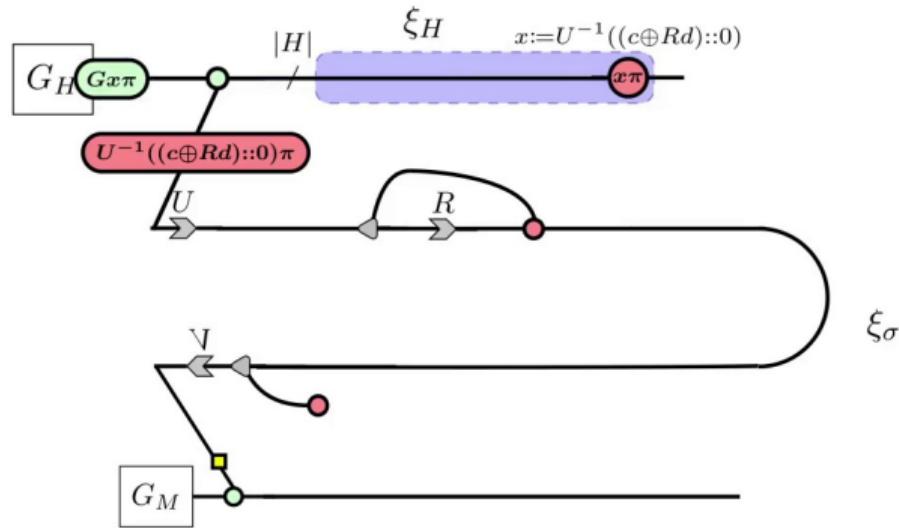
$$\xrightarrow{A} u\pi = \xrightarrow{A^T u\pi} A$$



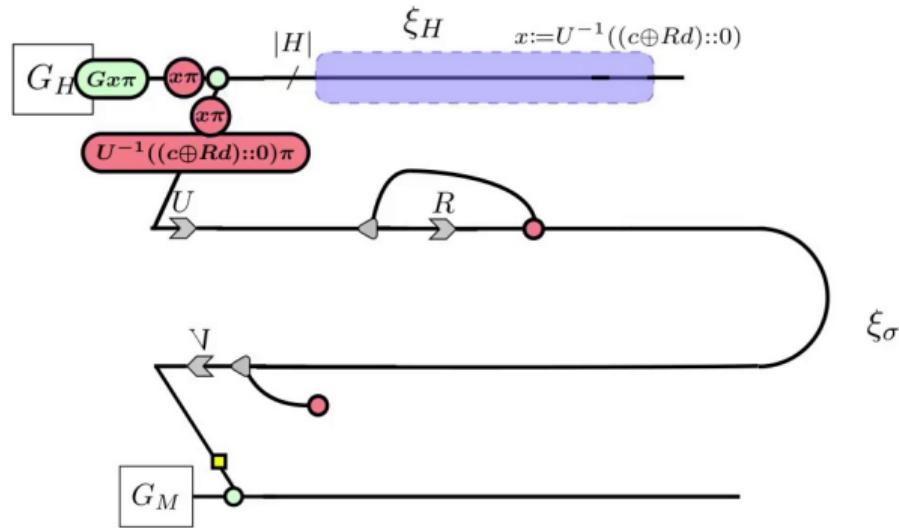
$$\xrightarrow{A} u\pi = \xrightarrow{A^T u\pi} A$$



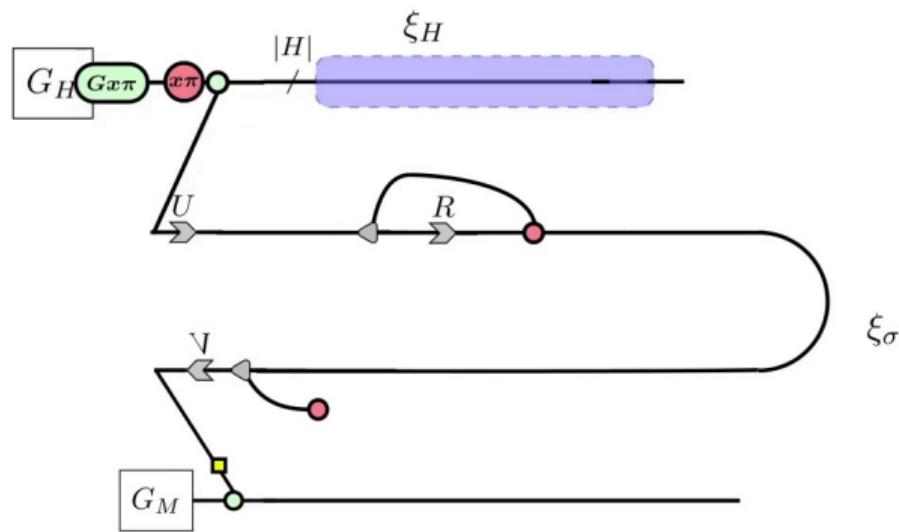
$$\xrightarrow{A} \textcolor{green}{u\pi} = \xrightarrow{\textcolor{green}{A^T u\pi}} \xrightarrow{A}$$



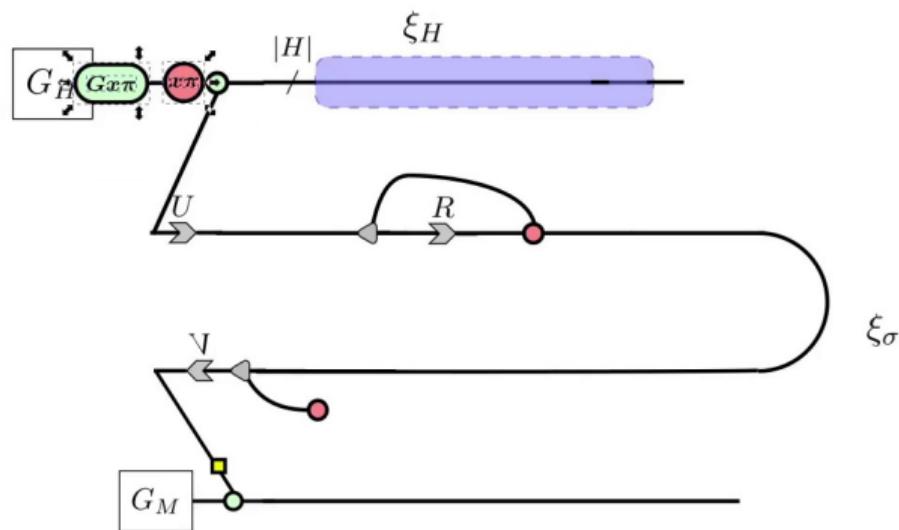
$$\xrightarrow{A} \textcolor{green}{u\pi} = \xrightarrow{\textcolor{green}{A^T u\pi}} \xrightarrow{A}$$

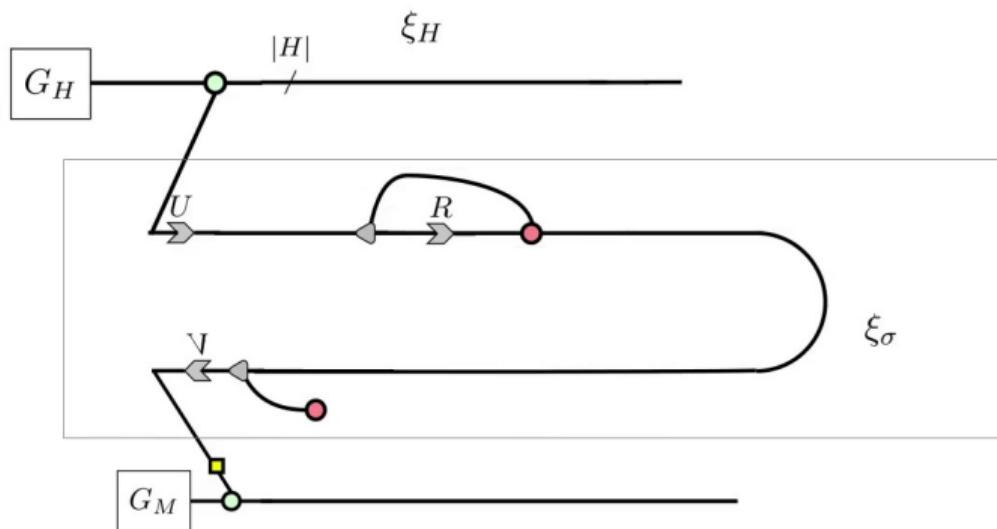
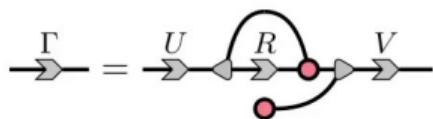


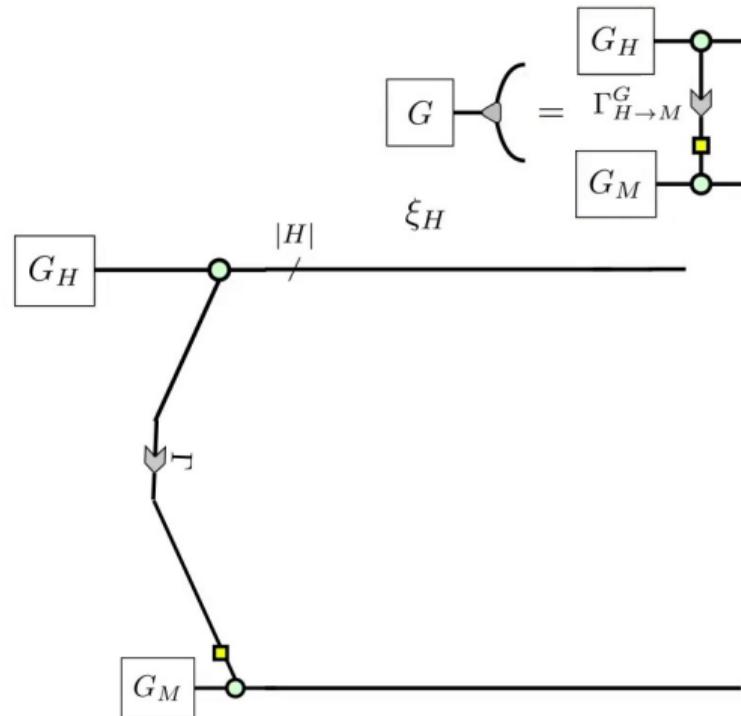
$$\xrightarrow{A} \textcolor{green}{u\pi} = \xrightarrow{\textcolor{green}{A^T u\pi}} A$$

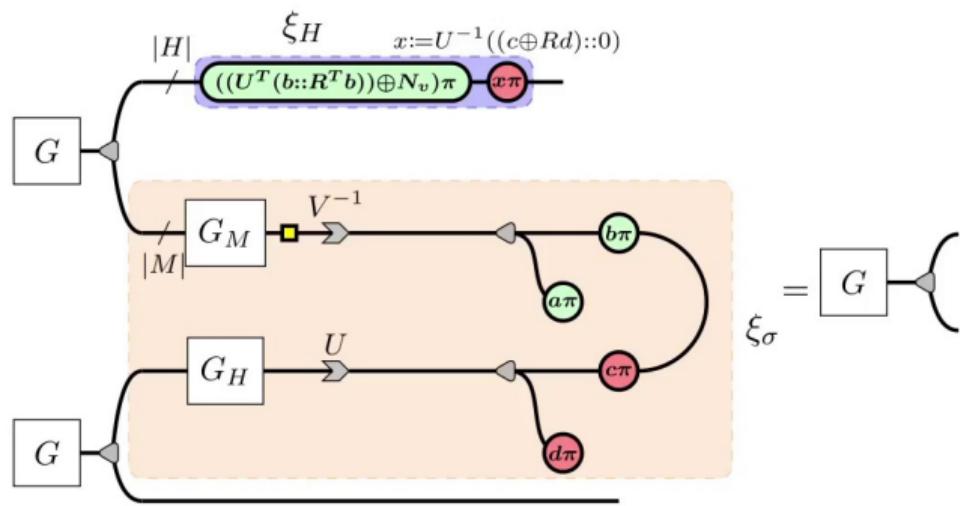


$$\boxed{G} - \textcolor{green}{Gx\pi} - \textcolor{red}{x\pi} = \boxed{G} -$$









All graph states are mergeable

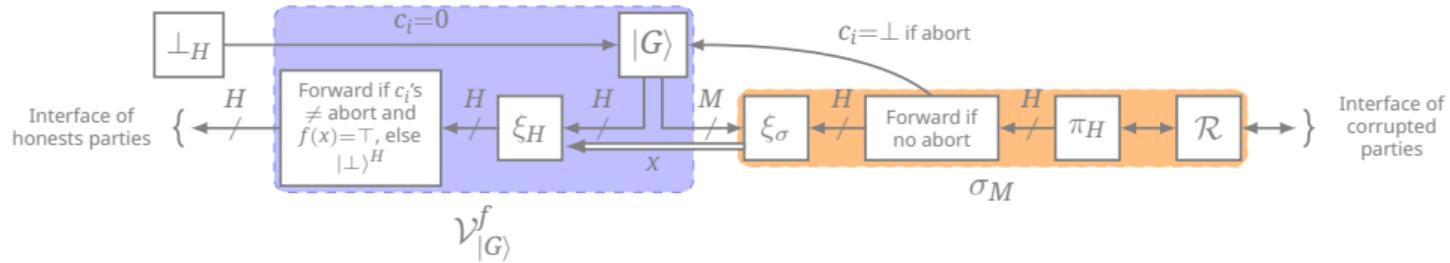
So all graph states are mergeable!

Mergeable: sufficient for security

We saw: composable \Rightarrow mergeable

Surprisingly, **mergeable \Rightarrow composable!**

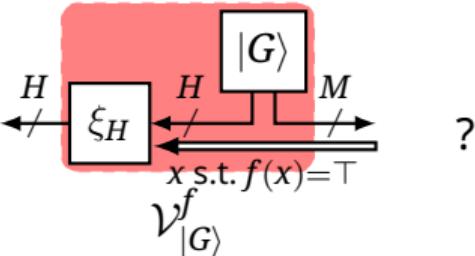
Proof sketch: we consider this simulator



If distinguishable from $\pi_H \mathcal{R}$ (real world), then we use the distinguisher (second half) to distinguish the state obtained by H from $|G\rangle$. Impossible if π is secure in the game based model. \square

The importance of checking the corrections

Why add f in the functionality

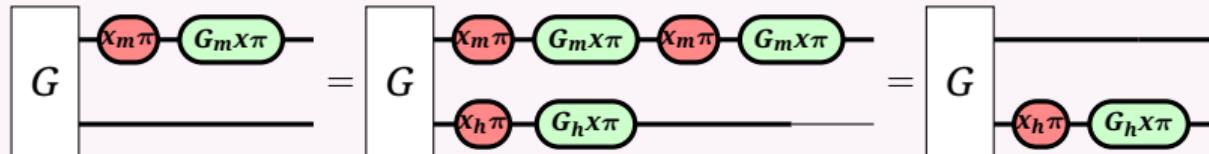


?

⇒ If the corrections are arbitrary: **resource useless** (e.g. coin-flipping).

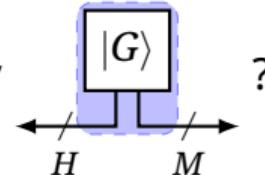
Claim 1

The set of allowed corrections is harmless (subset of stabilizers), as the adversary can always apply them on its side:

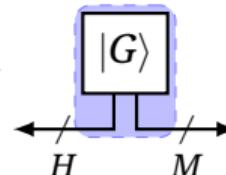


Keeping the natural functionality

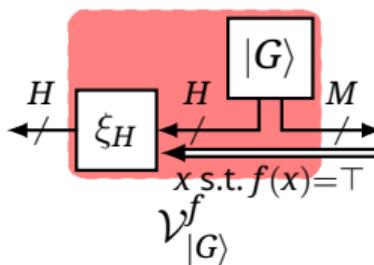
- Me: Mom, can we have the natural functionality



- Mom: We have the natural functionality at home.



The natural functionality at home:



Keeping the natural functionality

*If the adversary can apply the corrections, **why do we need to send them to the functionality?***

⇒ Move corrections from functionality to protocol:

Theorem (informal)

All graph state verification protocols can be turned into a composable secure protocol.

Proof sketch. Idea: add a round where all parties **apply a random stabilizer** on the final state: impossible to know if the stabilizer is applied by the honest parties, or due to non-corrected corrections occurring during the teleportation phase between the simulator and the functionality. □



**ALL GRAPH STATE
VERIFICATION PROTOCOLS
ARE COMPOSABLY SECURE**



**ALL GRAPH STATE
VERIFICATION PROTOCOLS
ARE COMPOSABLY SECURE**

Open questions:

- Can we generalize to other states (CV, non-graph states, qutrits...)?
- Other applications of our generalized entanglement swapping?
- Study more verification protocols



Thankyou!