

# Quantum Cryptography

Christian Schaffner



Research Center for Quantum Software

Institute for Logic, Language and Computation (ILLC)  
University of Amsterdam



Centrum Wiskunde & Informatica

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# 1969: Man on the Moon

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<http://www.unmuseum.org/moonhoax.htm>

- How can you prove that you are at a specific location?

# What will you learn from this Talk?

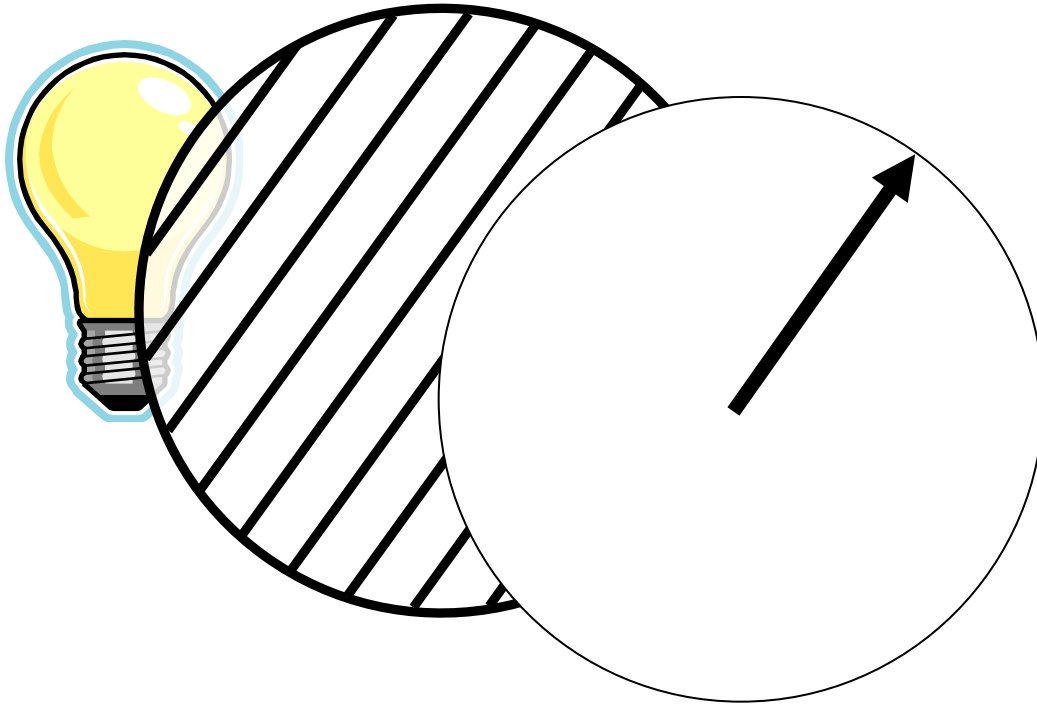
- Introduction to Quantum Mechanics
- Quantum Key Distribution
- Position-Based Cryptography



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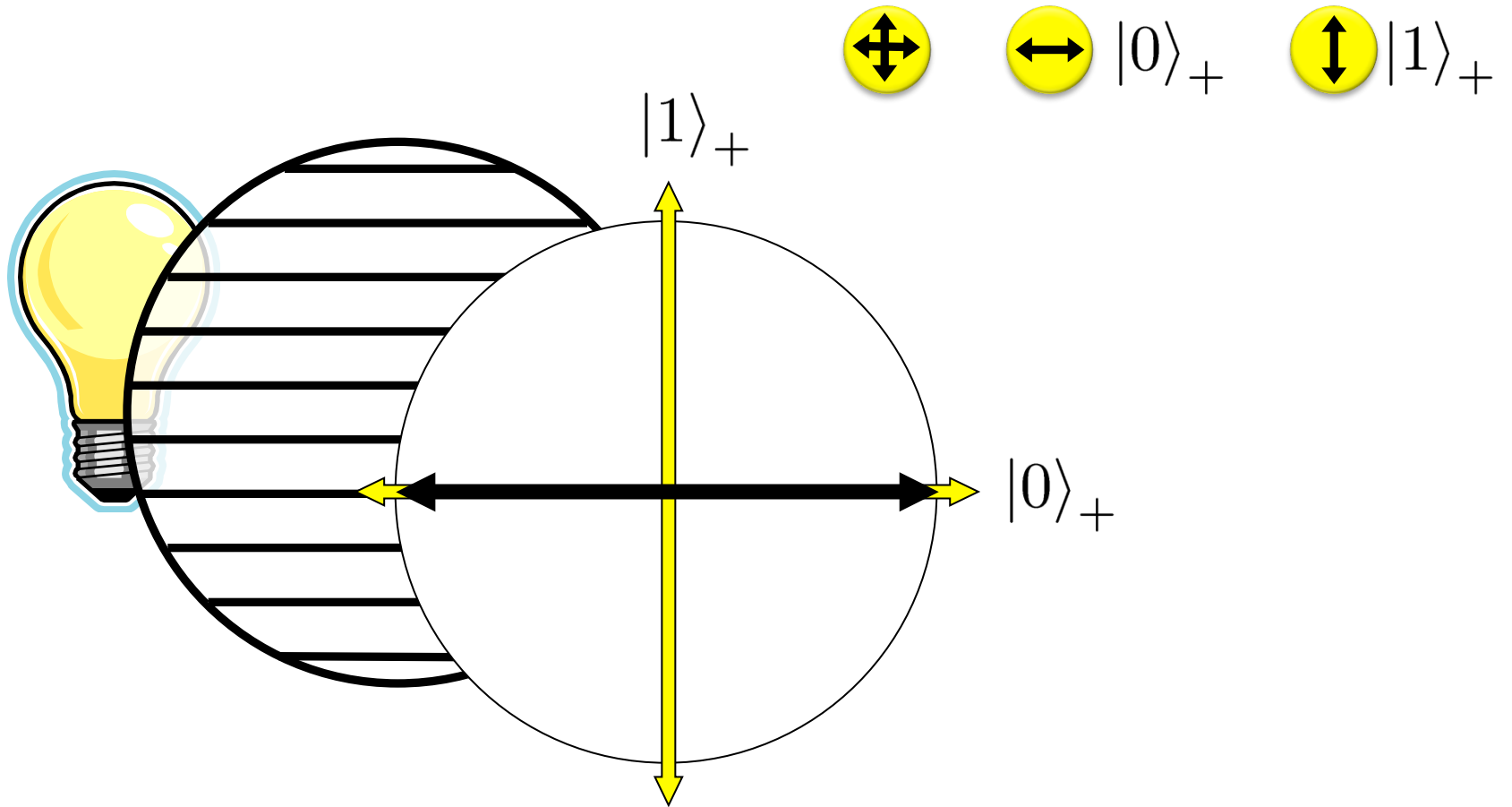
# Quantum Bit: Polarization of a Photon

qubit as unit vector in  $\mathbb{C}^2$



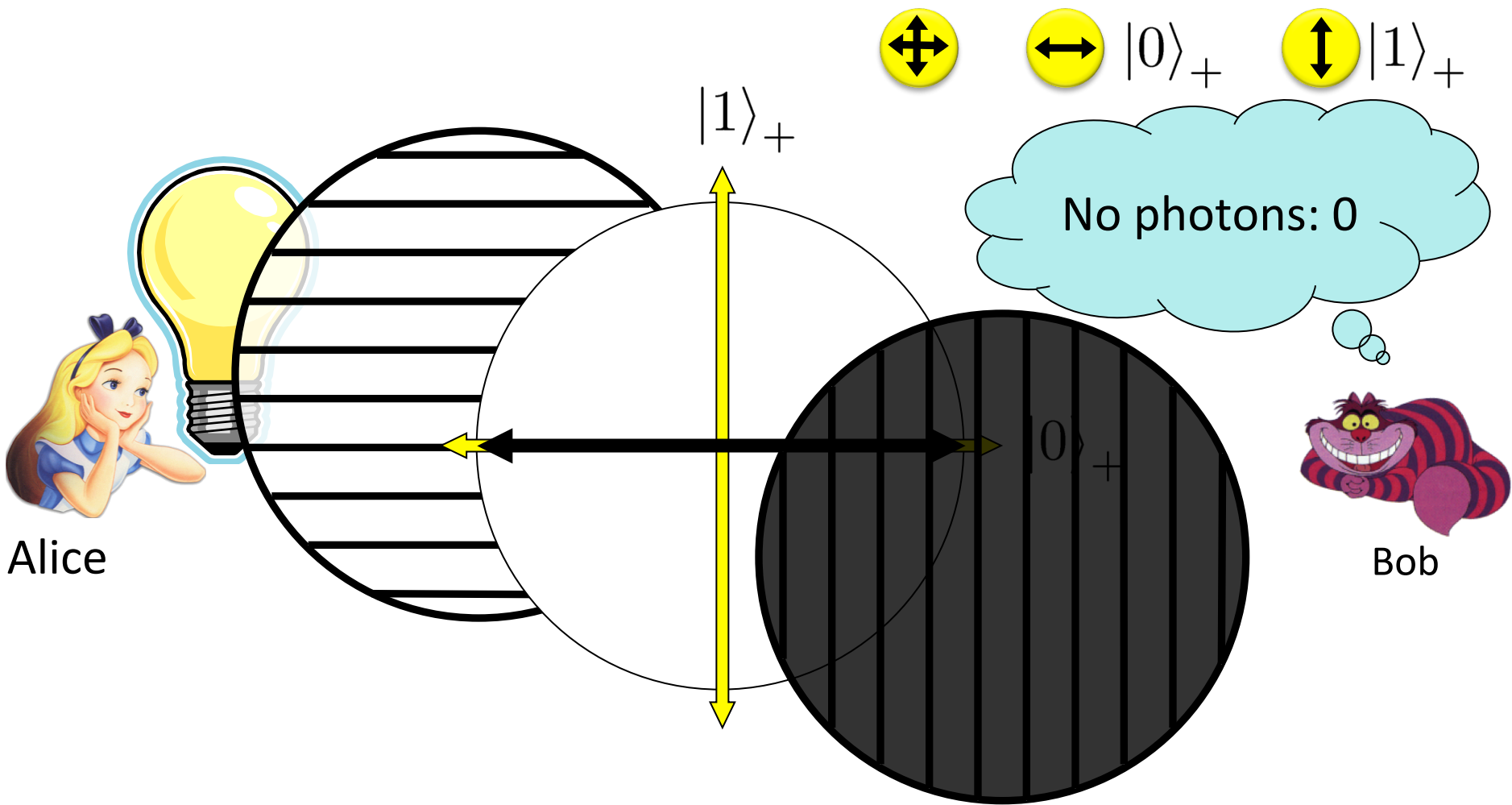
# Qubit: Rectilinear/Computational Basis

5



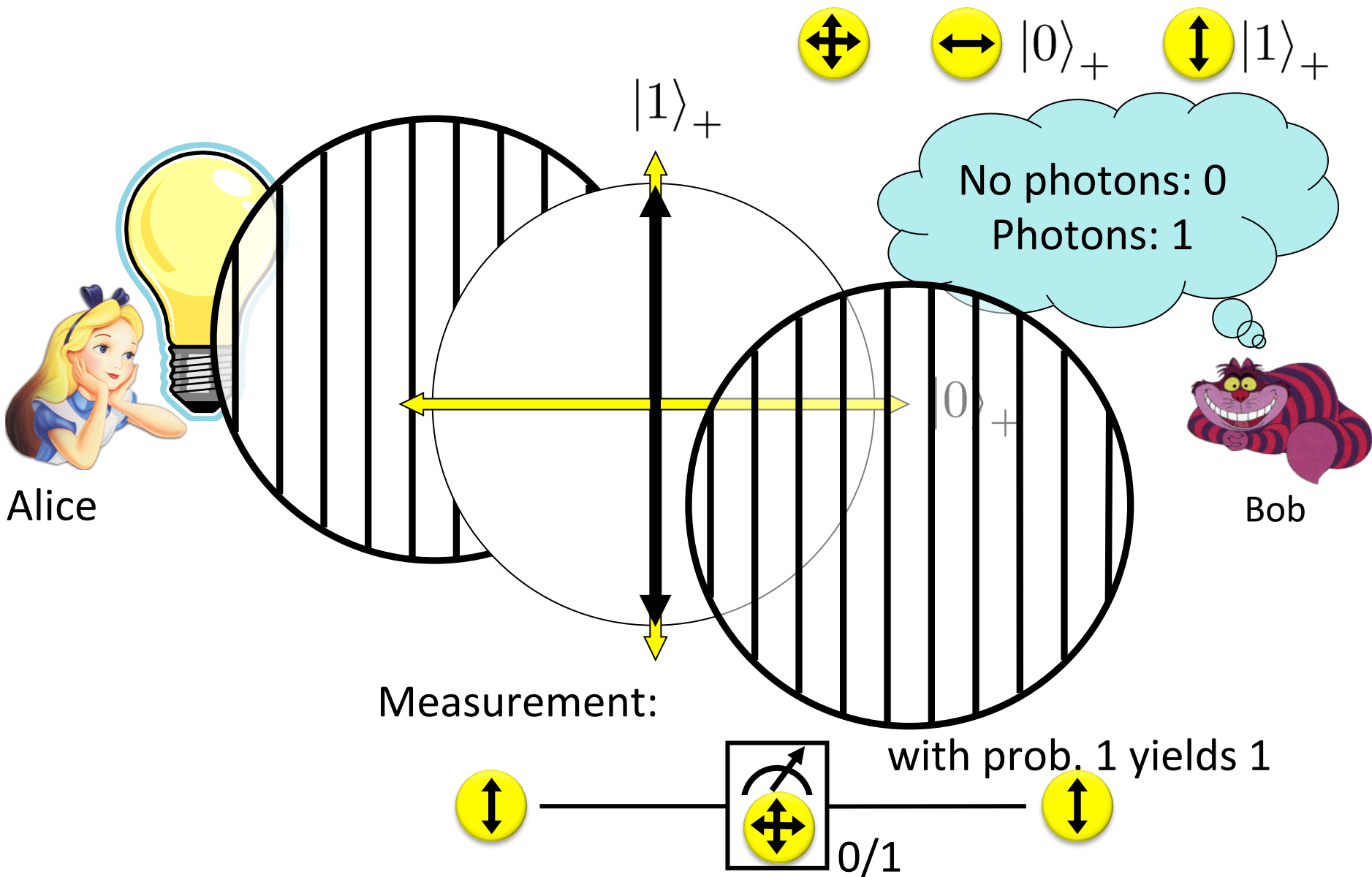
# Detecting a Qubit

6



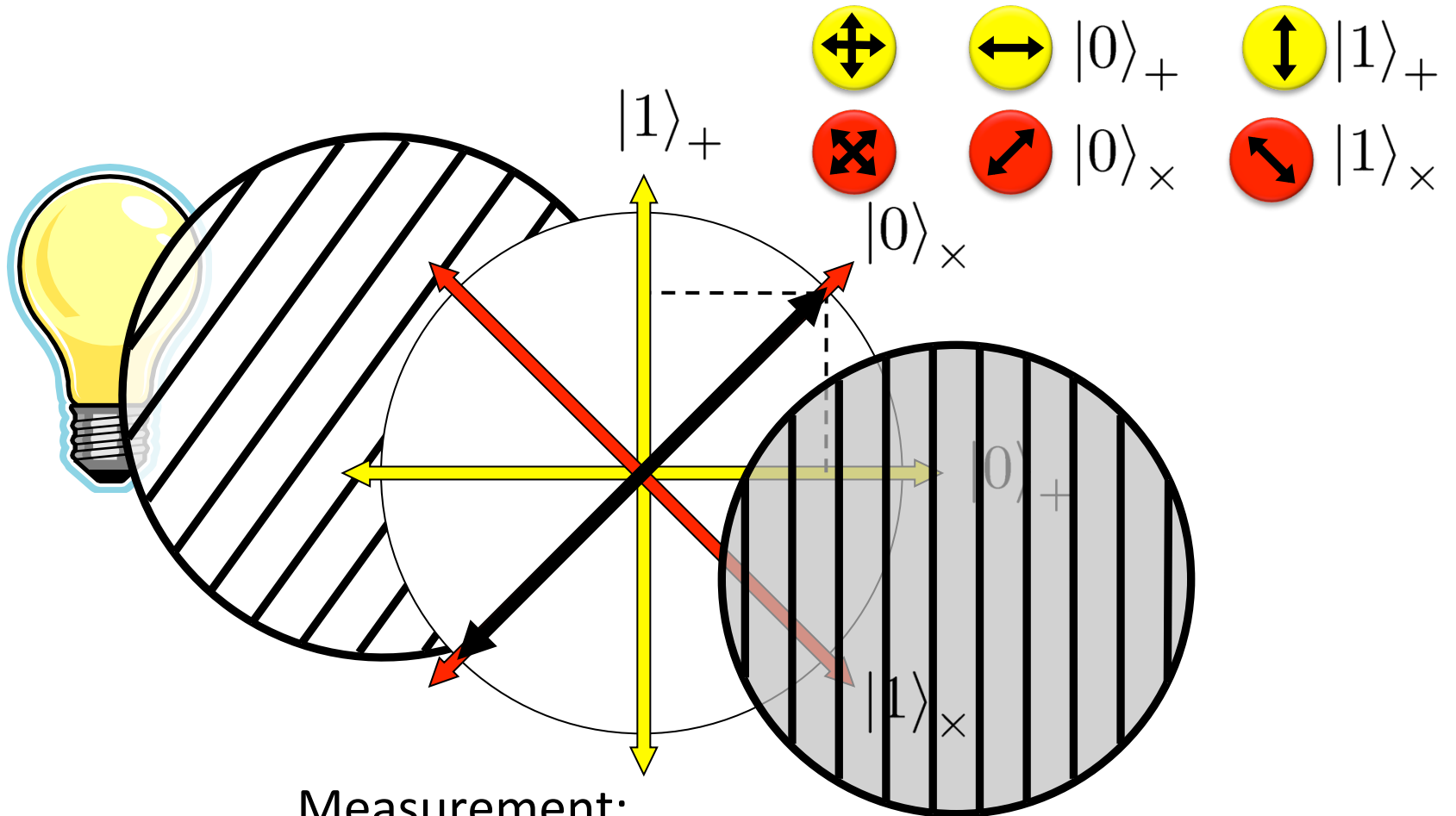
# Measuring a Qubit

7



# Diagonal/Hadamard Basis

8



Measurement:

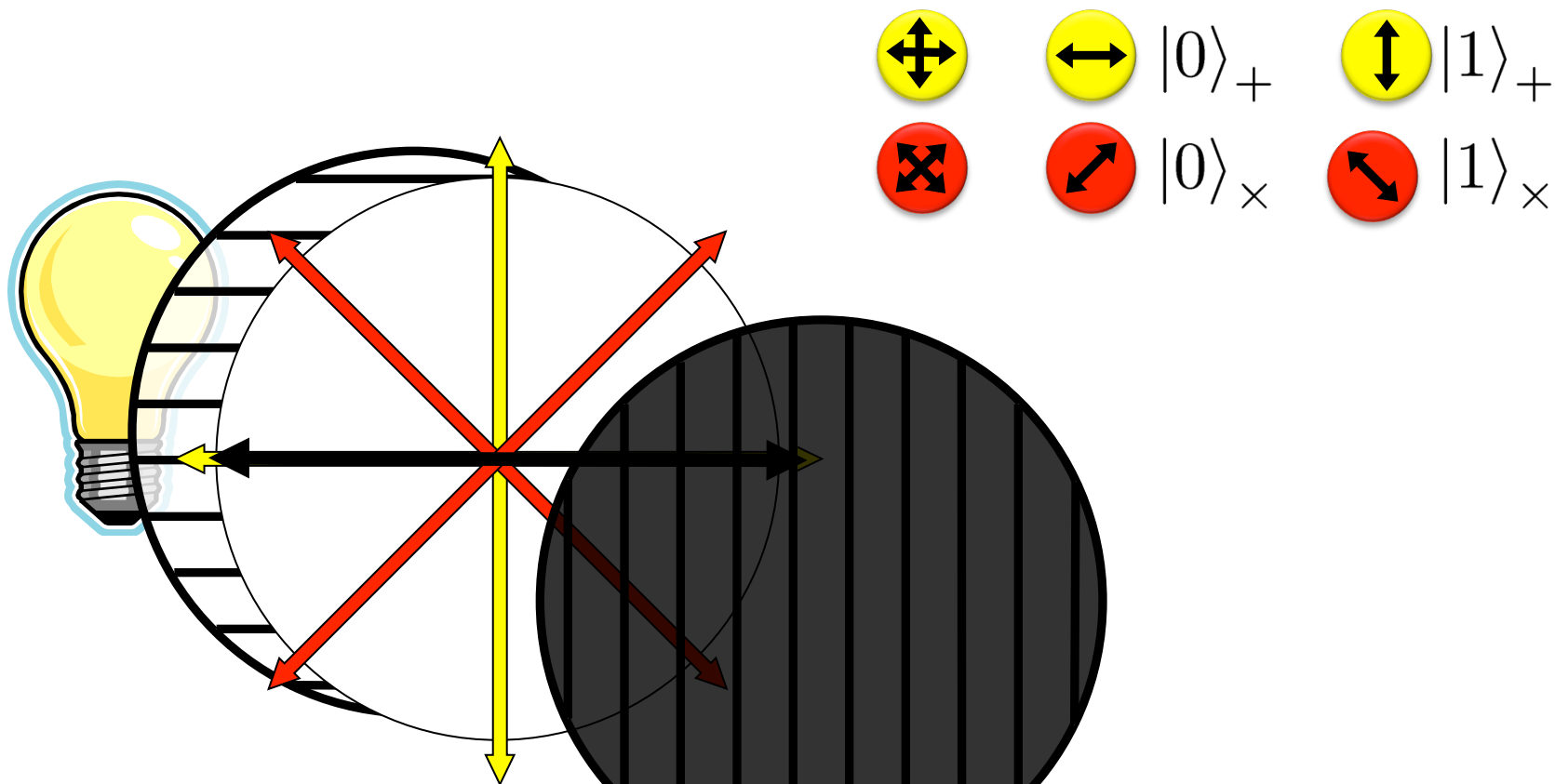
$$\frac{\begin{matrix} \leftarrow \rightarrow \\ + \\ \updownarrow \end{matrix}}{\sqrt{2}} = \begin{matrix} \nearrow \nwarrow \\ \leftarrow \rightarrow \\ \updownarrow \end{matrix} \text{ --- } \boxed{\begin{matrix} \nearrow \nwarrow \\ \leftarrow \rightarrow \\ \updownarrow \end{matrix}} \text{ --- } \begin{matrix} \leftarrow \rightarrow \\ \updownarrow \end{matrix}$$

with prob.  $\frac{1}{2}$  yields 0  $\leftarrow \rightarrow$   
 with prob.  $\frac{1}{2}$  yields 1  $\updownarrow$



# Measuring Collapses the State

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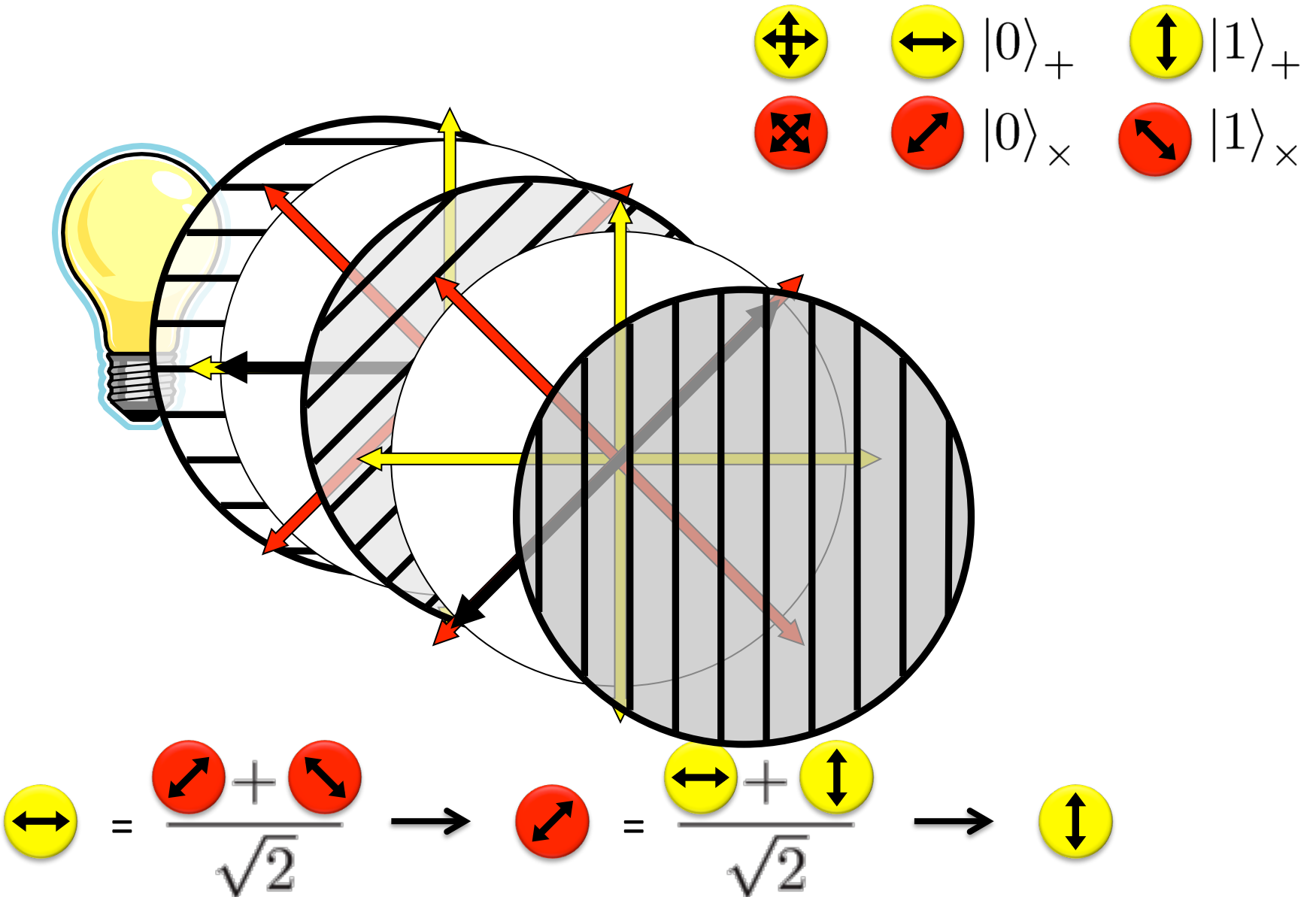


Measurement:

$$\frac{\left( \begin{array}{c} \leftarrow \rightarrow \\ \hline \end{array} \right) + \left( \begin{array}{c} \uparrow \downarrow \\ \hline \end{array} \right)}{\sqrt{2}} = \left( \begin{array}{c} \nearrow \nwarrow \\ \hline \end{array} \right) \text{---} \boxed{\begin{array}{c} \nearrow \nwarrow \\ \left( \begin{array}{c} \leftarrow \rightarrow \\ \hline \end{array} \right) \\ \left( \begin{array}{c} \uparrow \downarrow \\ \hline \end{array} \right) \end{array}} \text{---} \begin{array}{l} \text{with prob. } \frac{1}{2} \text{ yields } 0 \\ \text{with prob. } \frac{1}{2} \text{ yields } 1 \end{array}$$

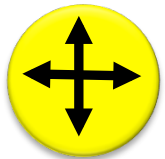
# Measuring Collapses the State

10

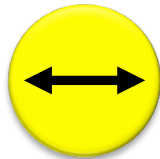


# Quantum Mechanics

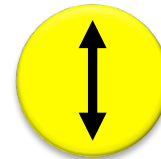
11



+ basis



$|0\rangle_+$



$|1\rangle_+$



x basis



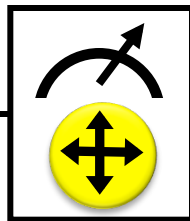
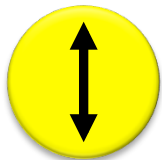
$|0\rangle_x$



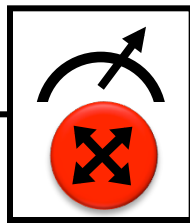
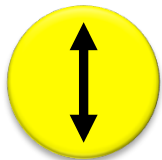
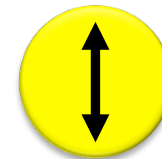
$|1\rangle_x$

Measurements:

with prob. 1 yields 1



0/1

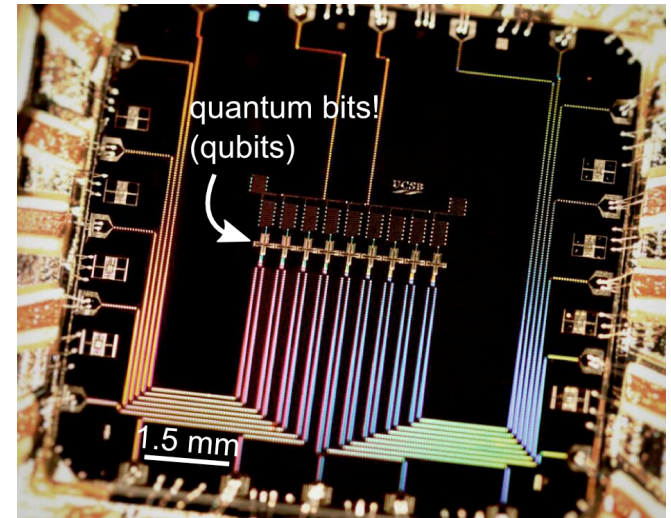
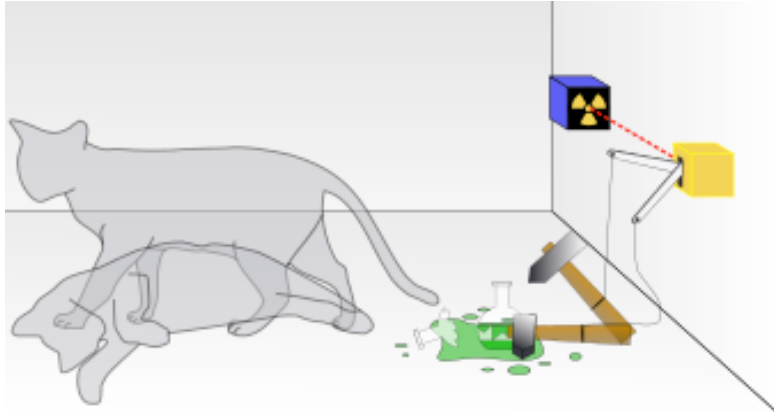


0/1

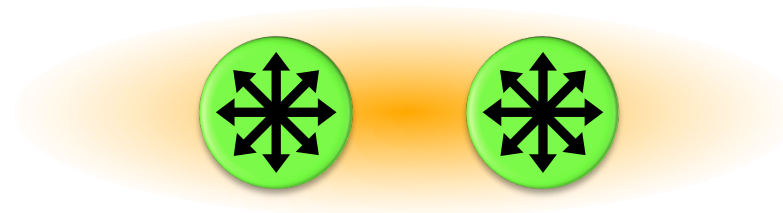
with prob.  $\frac{1}{2}$  yields 0

with prob.  $\frac{1}{2}$  yields 1





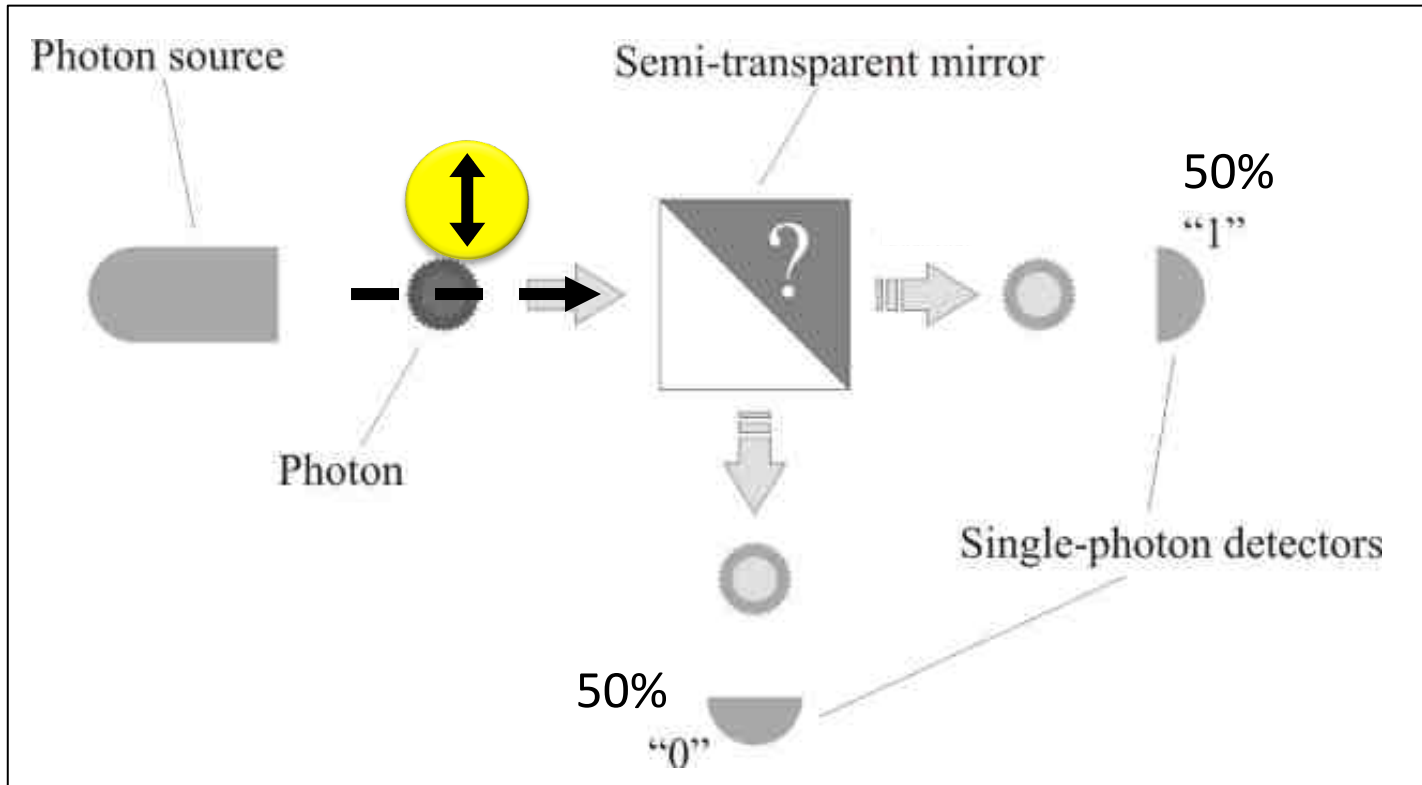
# Wonderland of Quantum Mechanics



# Demonstration of Quantum Technology

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- generation of random numbers



(diagram from [idQuantique](#) white paper)

- no **quantum computation**, only **quantum communication** required

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# What will you Learn from this Talk?

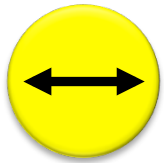
✓ Introduction to Quantum Mechanics

■ Quantum Key Distribution

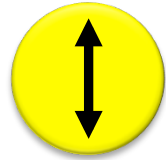
■ Position-Based Cryptography

# No-Cloning Theorem

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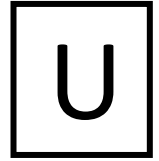


$|0\rangle_+$



$|1\rangle_+$

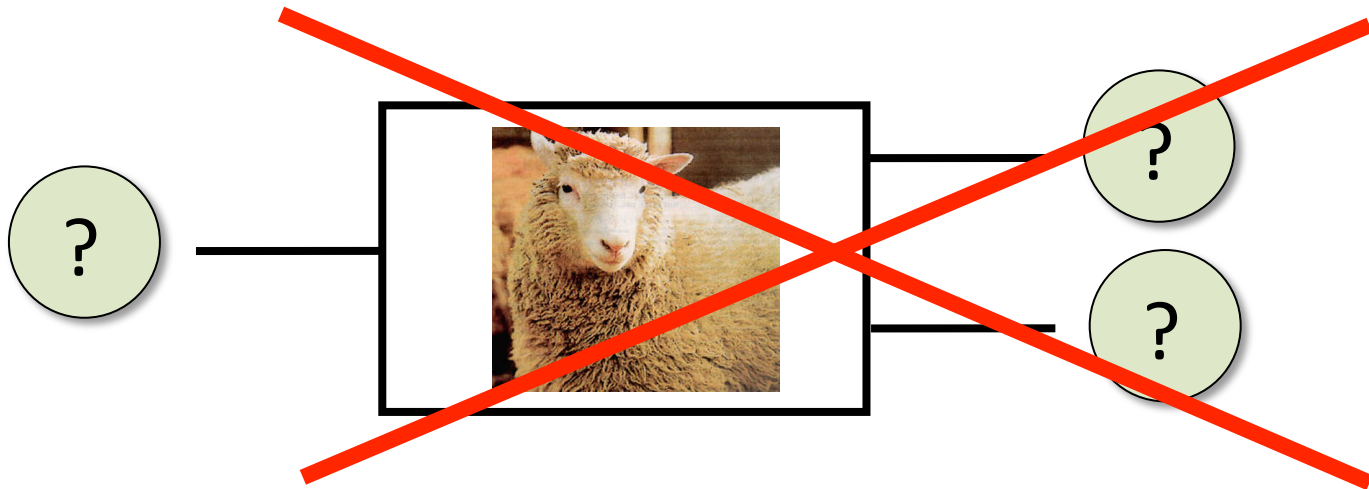
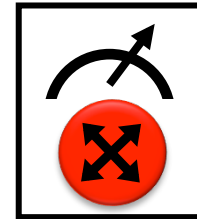
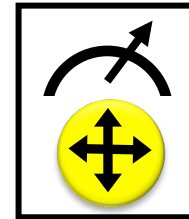
Quantum operations:



$|0\rangle_x$



$|1\rangle_x$

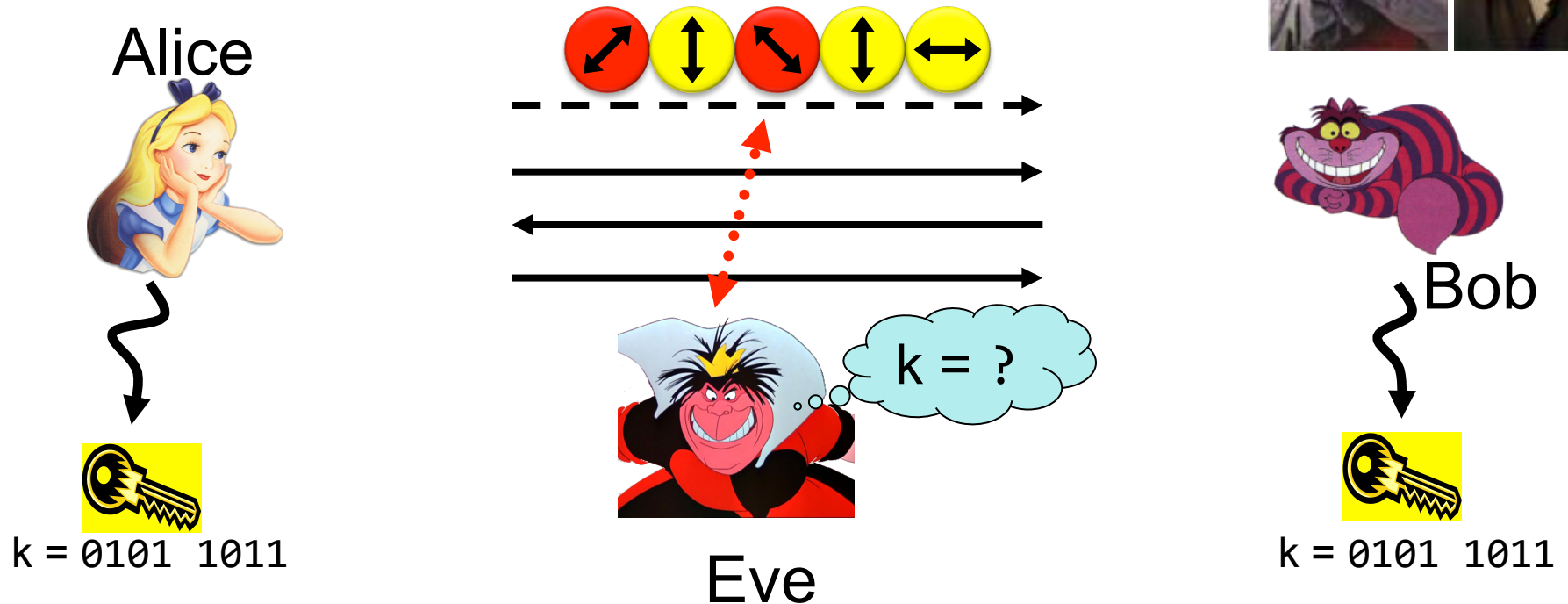


Proof: copying is a **non-linear operation**

# Quantum Key Distribution (QKD)

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[Bennett Brassard 84]



- Offers an **quantum solution** to the key-exchange problem which does **not** rely on **computational assumptions** (such as factoring, discrete logarithms, security of AES, SHA-3 etc.)
- Puts the players into the starting position to use symmetric-key cryptography (encryption, authentication etc.).



# Quantum Cryptography Landscape

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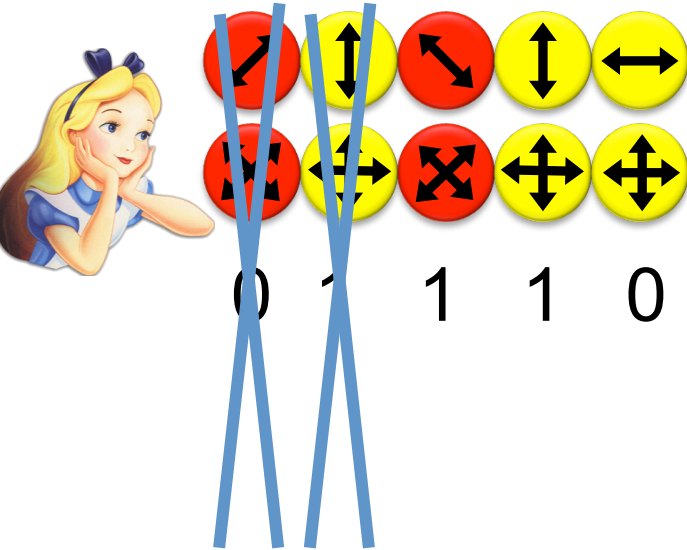
attackers systems	efficient classical attacks	efficient quantum attacks	everlasting security (store and break later)
AES	confident	longer keys	brute force
SHA	confident	longer outputs	brute force
RSA, DiscLogs	confident	Shor	brute force
Hash-Based Sign	probably	probably	brute force
McEliece	probably	probably	brute force
Lattice-based	probably	probably	brute force
QKD			
physical security			

technical difficulty (€)

Post Quantum  
Crypto

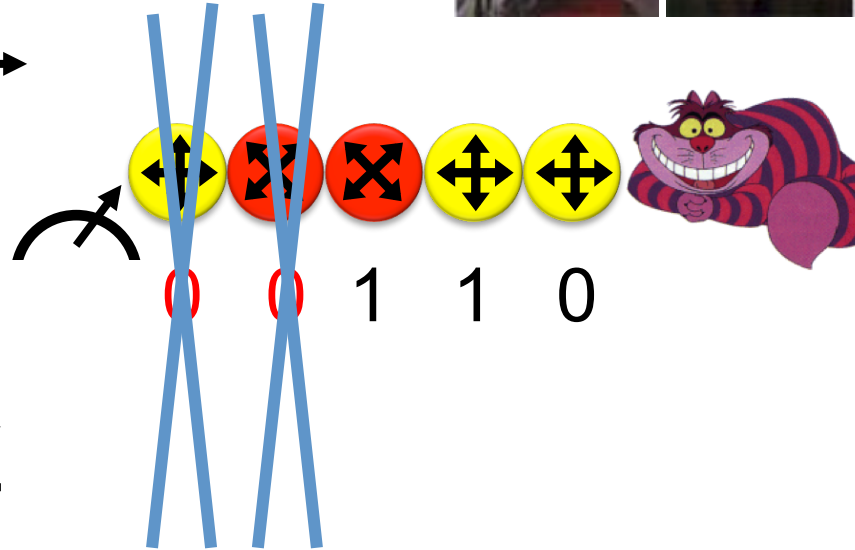
# Quantum Key Distribution (QKD)


18 [Bennett Brassard 84]




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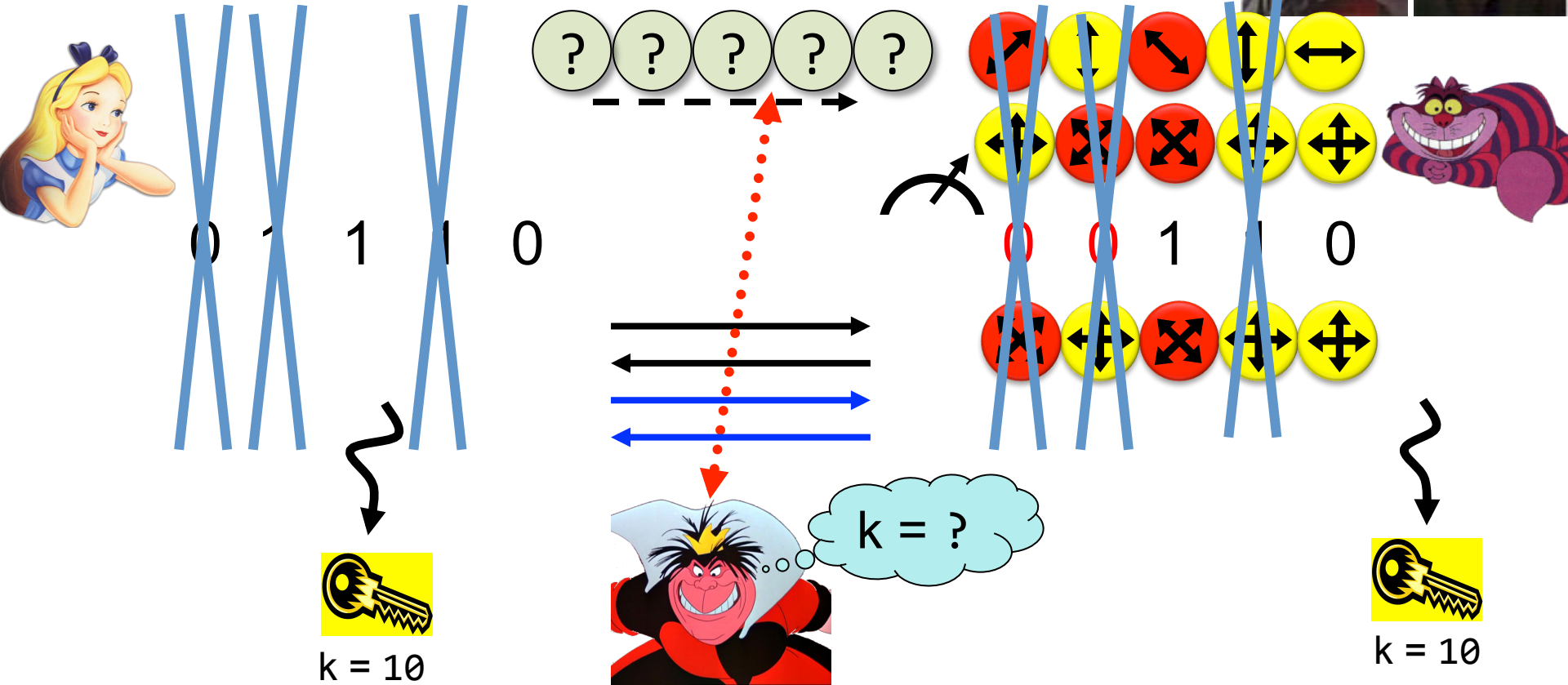


↘  
  
k = 110

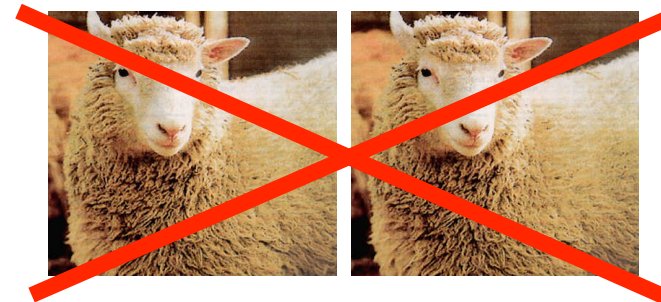
↘  
  
k = 110

# Quantum Key Distribution (QKD)

19 [Bennett Brassard 84]



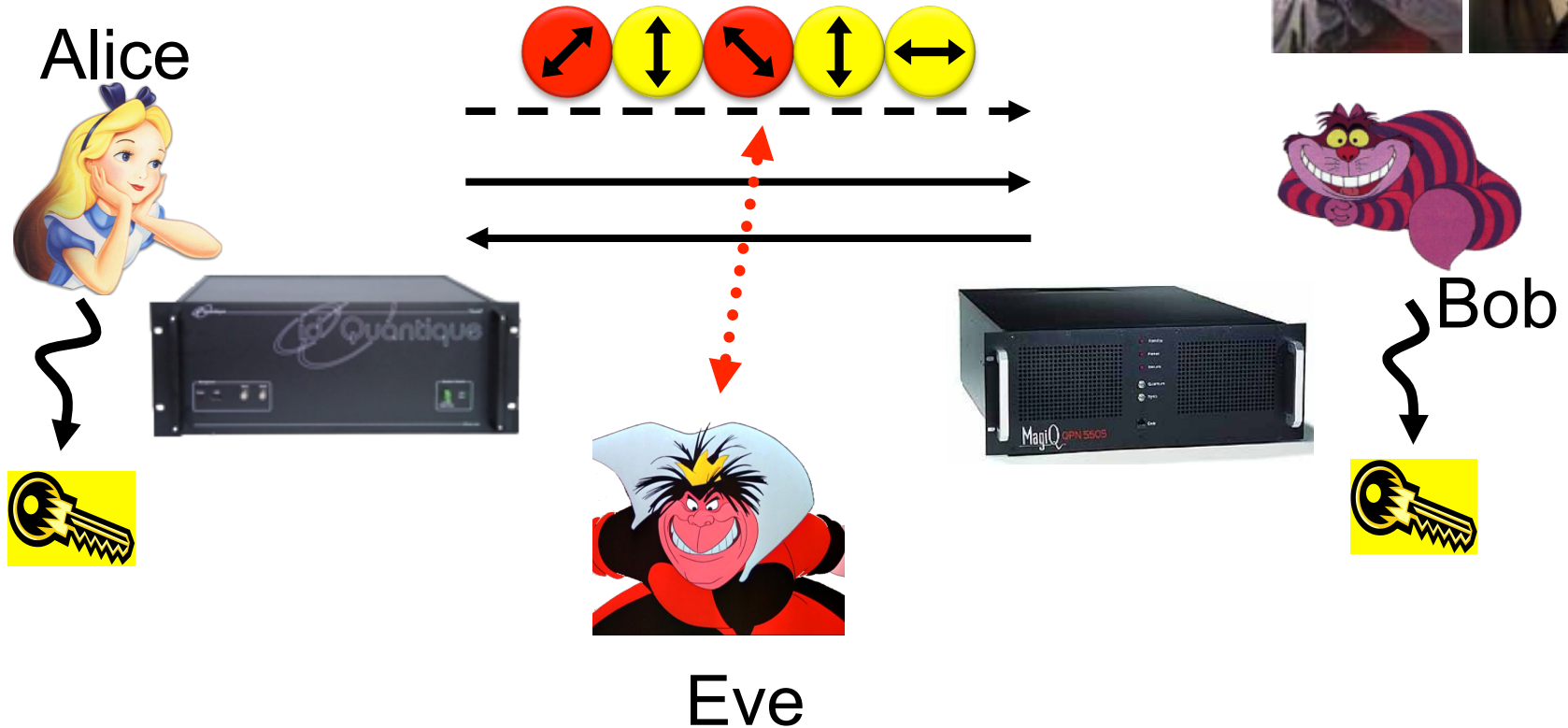
- Quantum states are unknown to Eve, she **cannot copy them**.
- Honest players can **test** whether Eve interfered.



# Quantum Key Distribution (QKD)

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[Bennett Brassard 84]



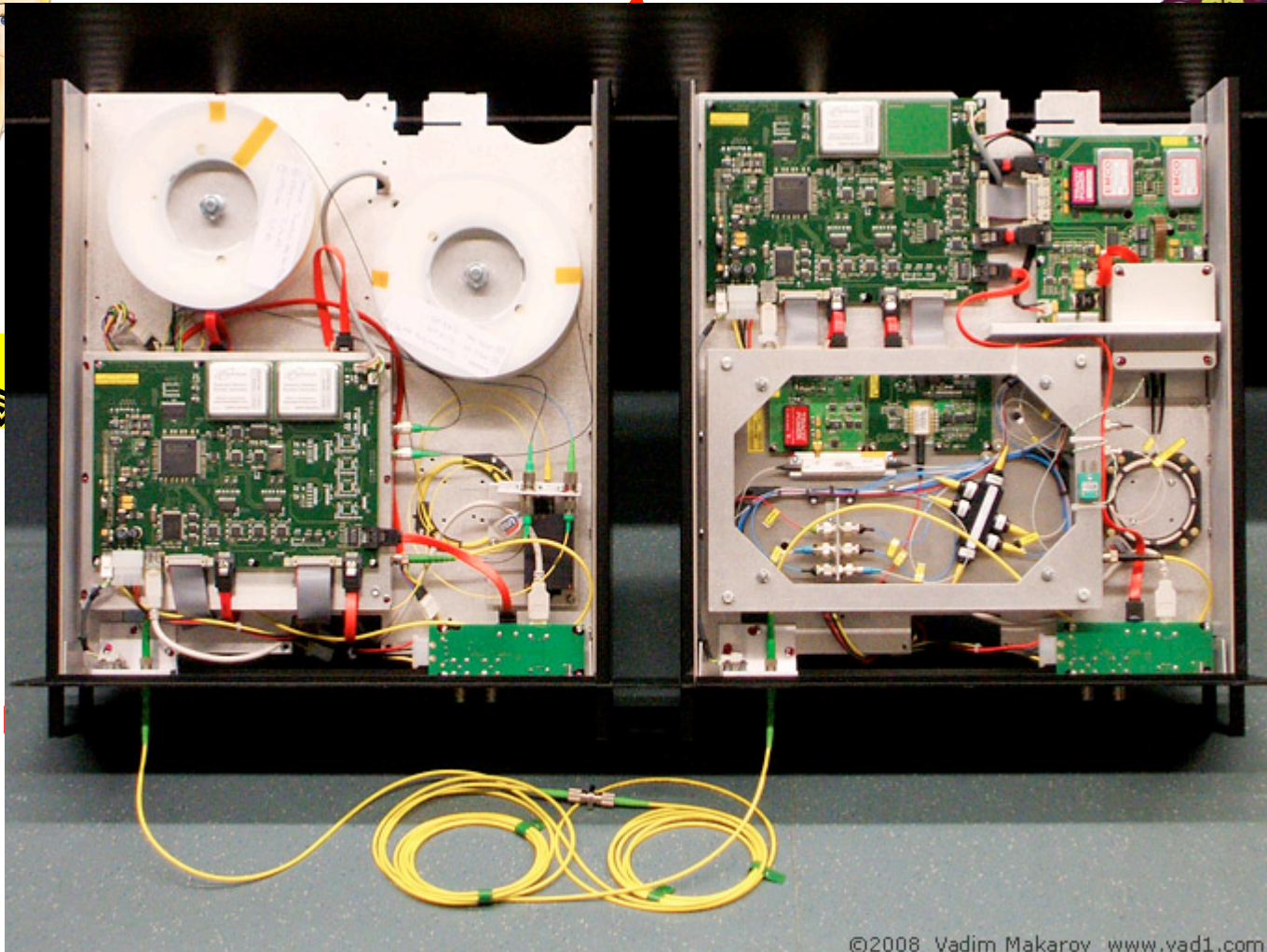
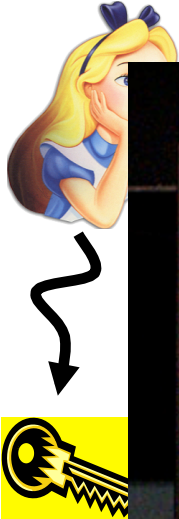
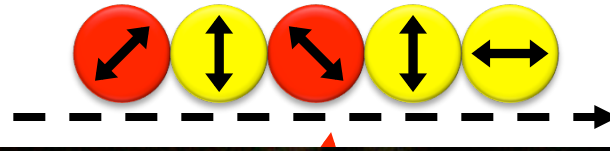
- **technically feasible**: no quantum computer required, only quantum communication

# Quantum Key Distribution (QKD)

21 [Bennett Brassard 84]



Alice



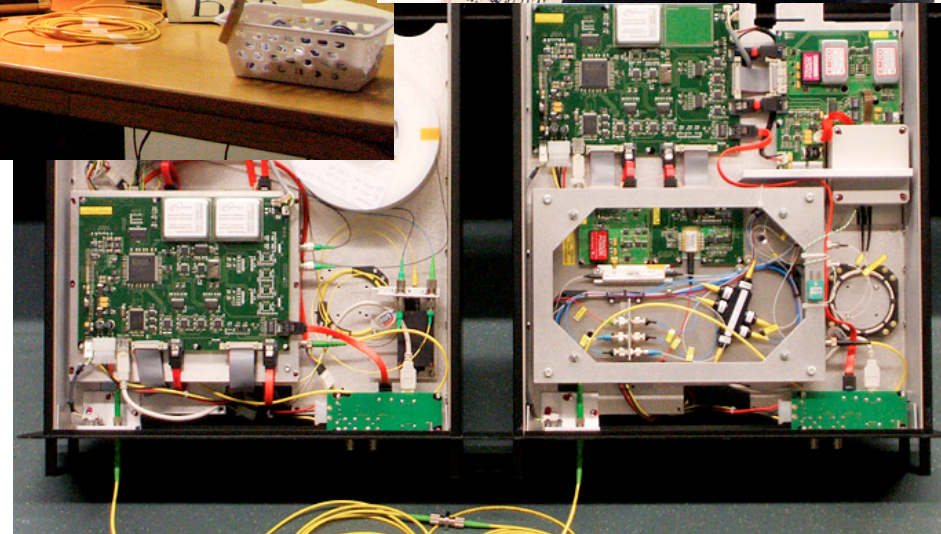
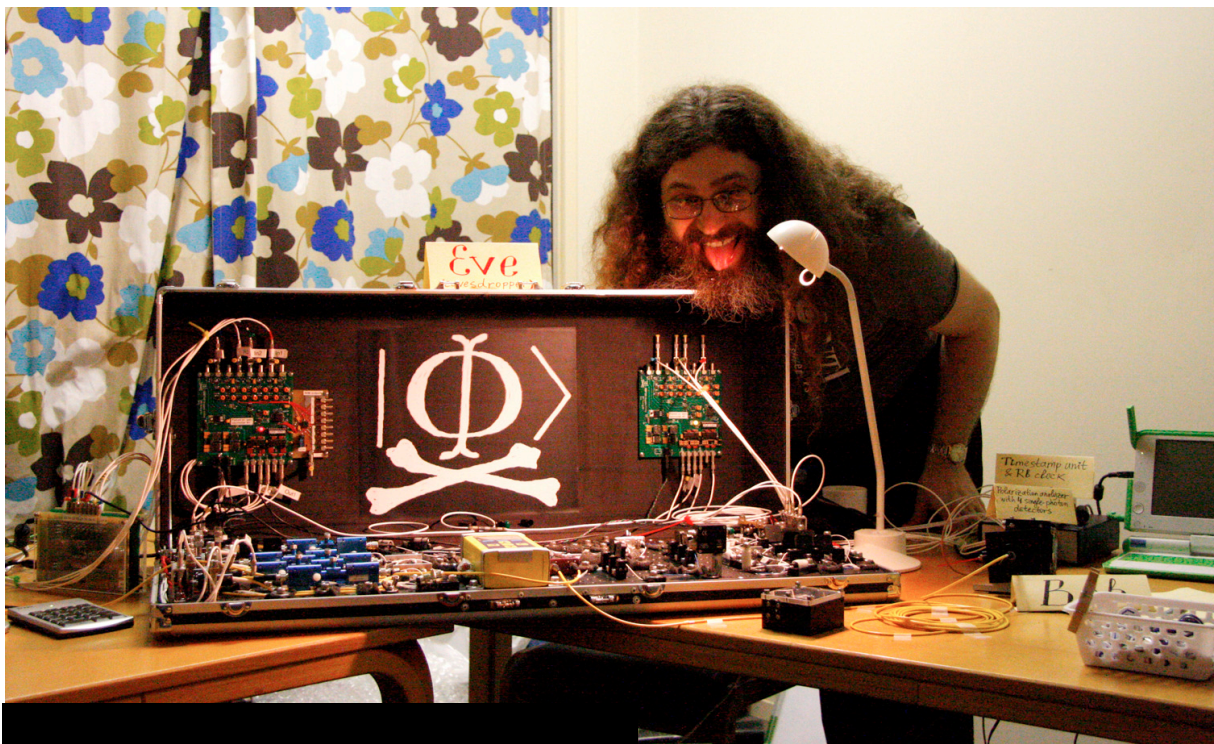
Bob



■ tech only

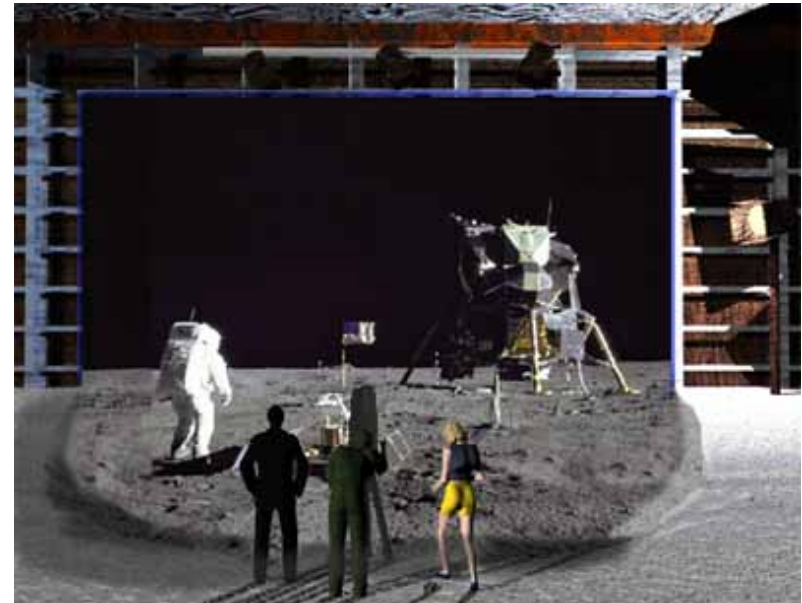
# Quantum Hacking

e.g. by the group of [Vadim Makarov](#) (University of Waterloo, Canada)




# What will you Learn from this Talk?

- ✓ Introduction to Quantum Mechanics
- ✓ Quantum Key Distribution
- Position-Based Cryptography



# Position-Based Cryptography

- Typically, cryptographic players use **credentials** such as
  - secret information (e.g. password or secret key)
  - authenticated information 
  - biometric features

Can the geographical location of a player be used as cryptographic credential ?





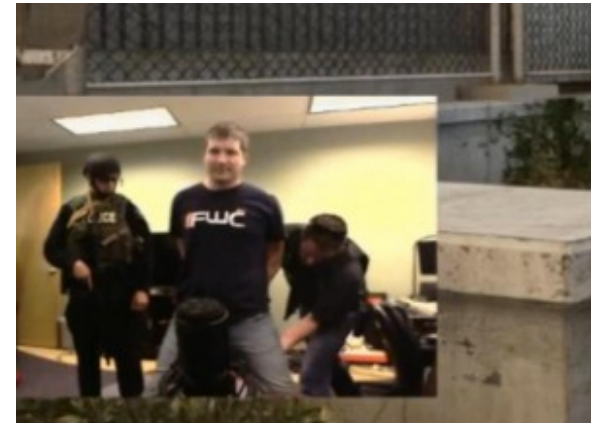
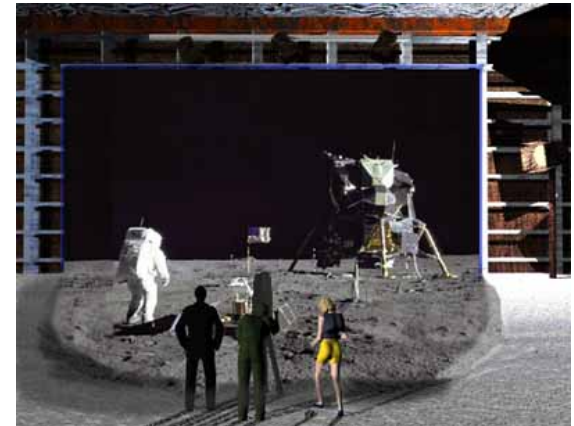
# Position-Based Cryptography

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Can the geographical location of a player be used as sole cryptographic credential ?

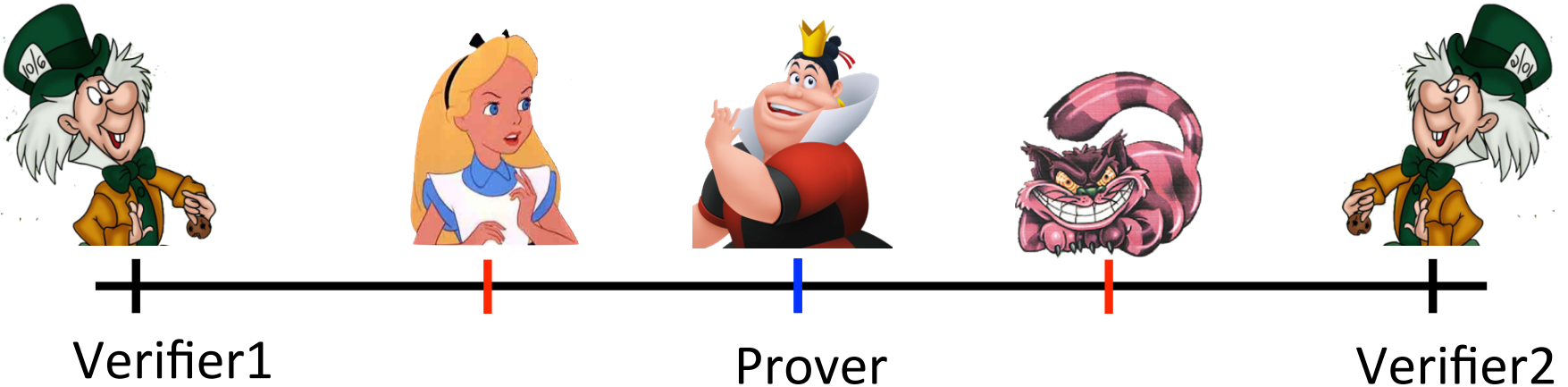
## ■ Possible Applications:

- Launching-missile command comes from within your military headquarters
- Talking to the correct assembly
- Pizza-delivery problem / avoid fake calls to emergency services
- ...



# Basic task: Position Verification

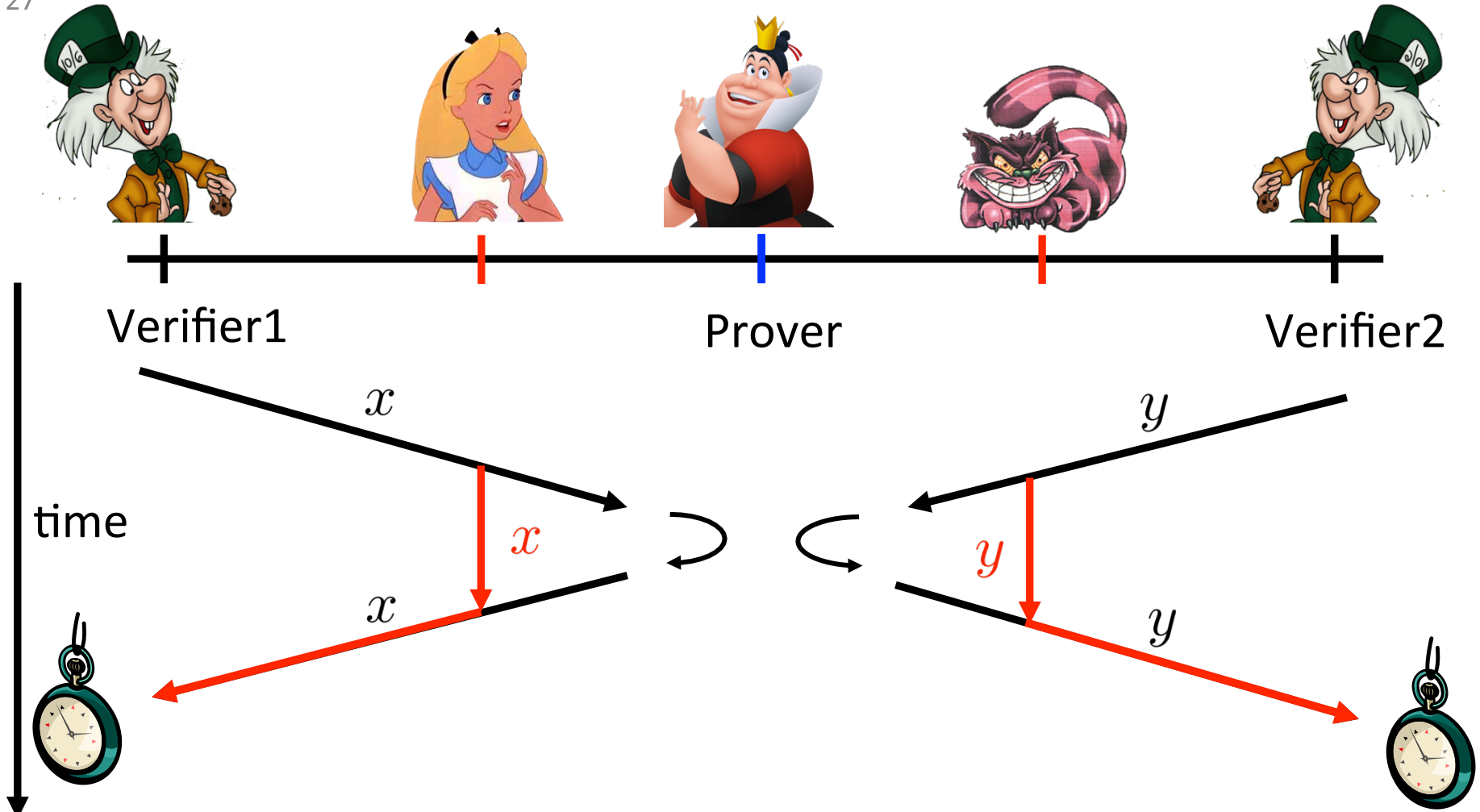
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- Prover wants to convince verifiers that she is at a **particular position**
- no **coalition of (fake) provers**, i.e. not at the claimed position, can convince verifiers
- (over)simplifying assumptions:
  - communication at speed of light
  - instantaneous computation
  - verifiers can coordinate

# Position Verification: First Try

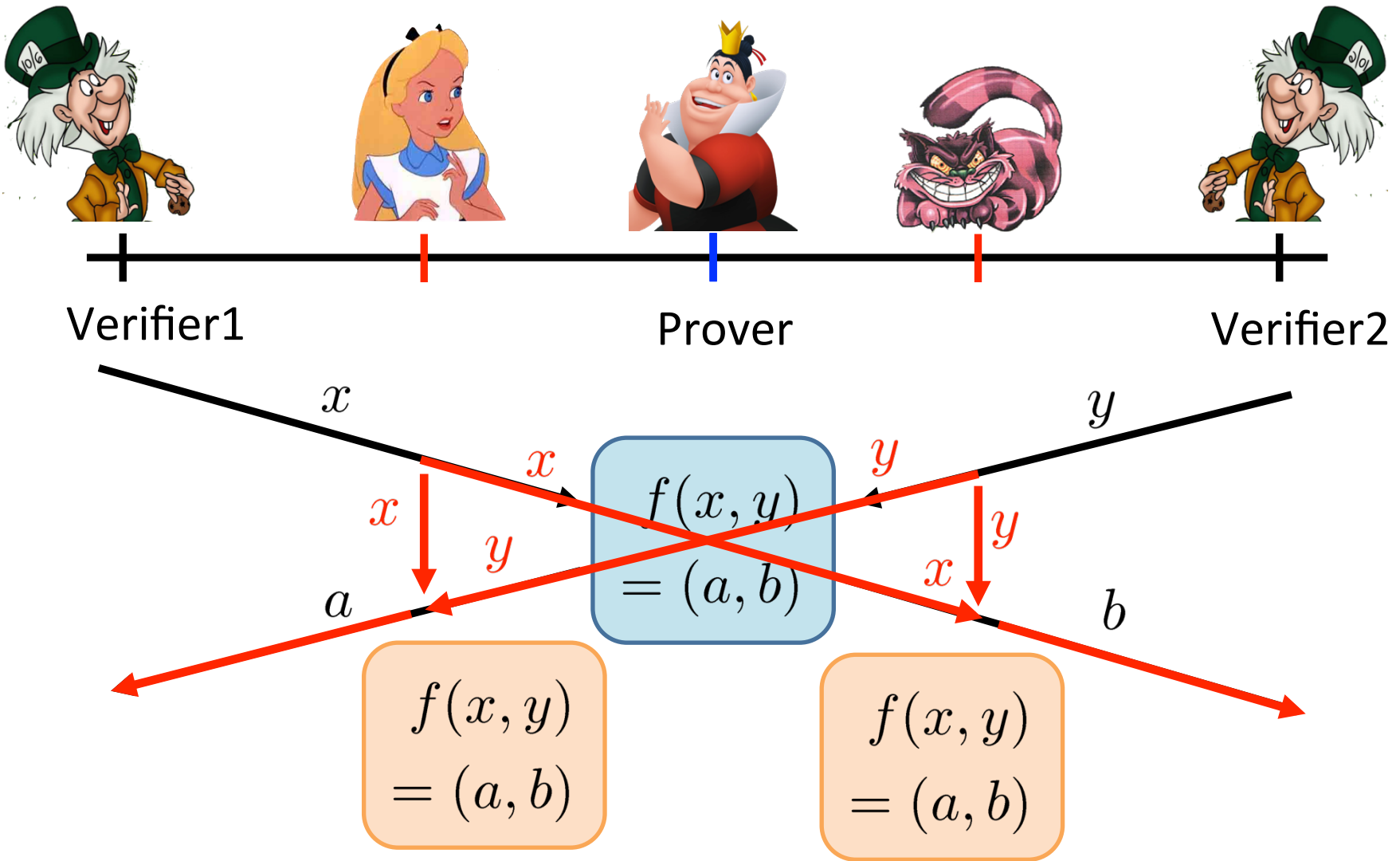
27



■ distance bounding [\[Brands Chaum '93\]](#)

# Position Verification: Second Try

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position verification is classically impossible !

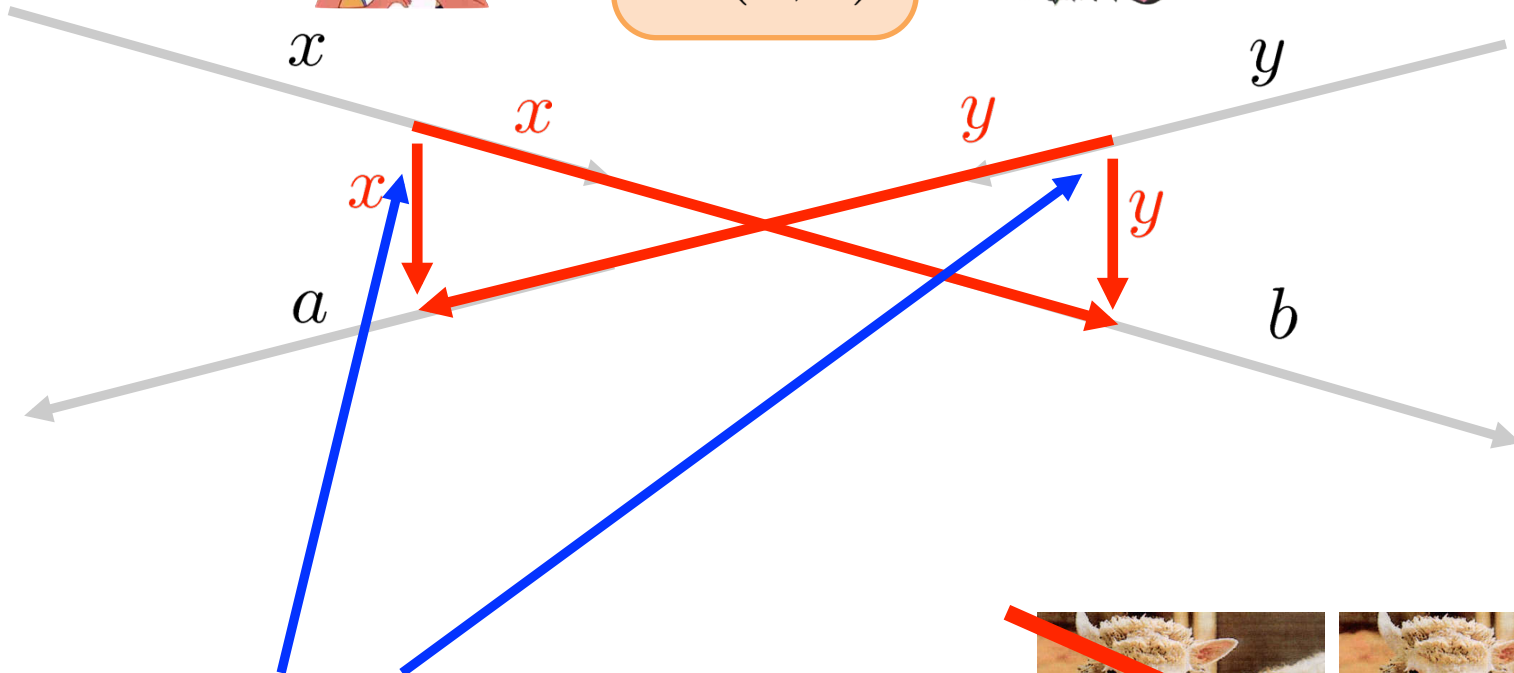
[Chandran Goyal Moriarty Ostrovsky 09]

# The Attack

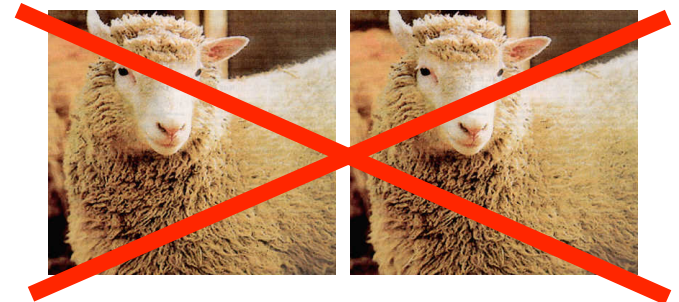
29



$$f(x, y) = (a, b)$$



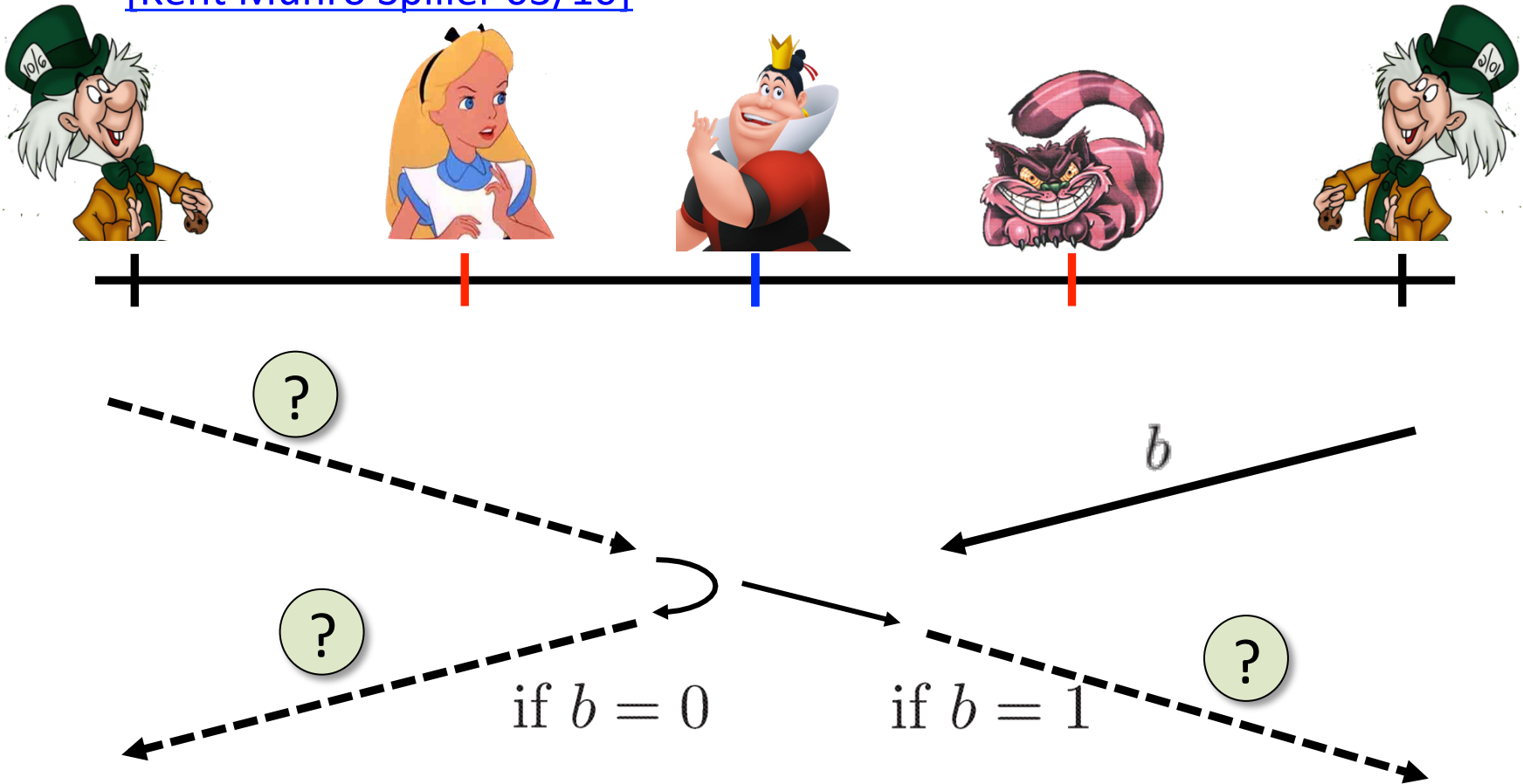
- copying classical information
- this is impossible quantumly



# Position Verification: Quantum Try

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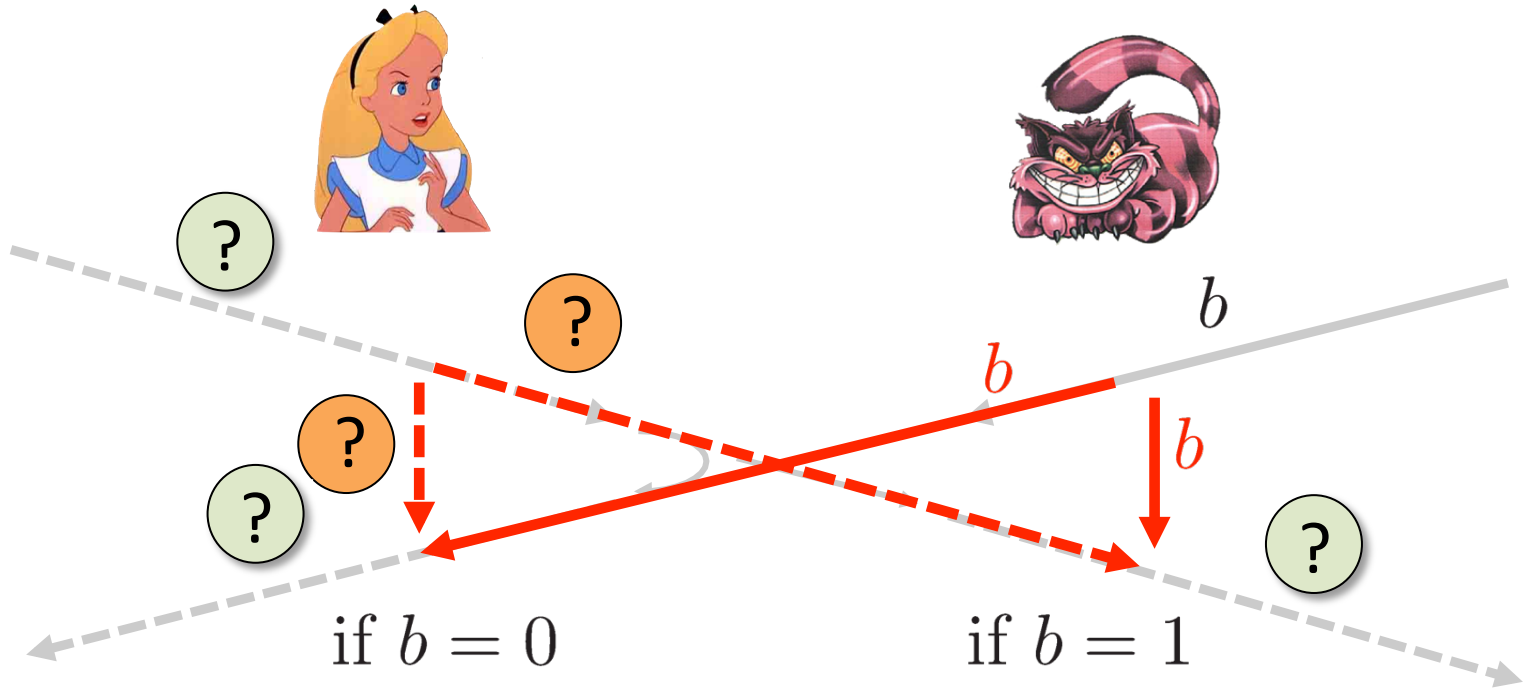
[\[Kent Munro Spiller 03/10\]](#)



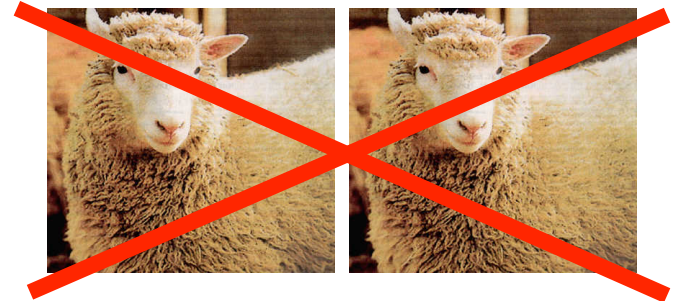
- Can we brake the scheme now?

# Attacking Game

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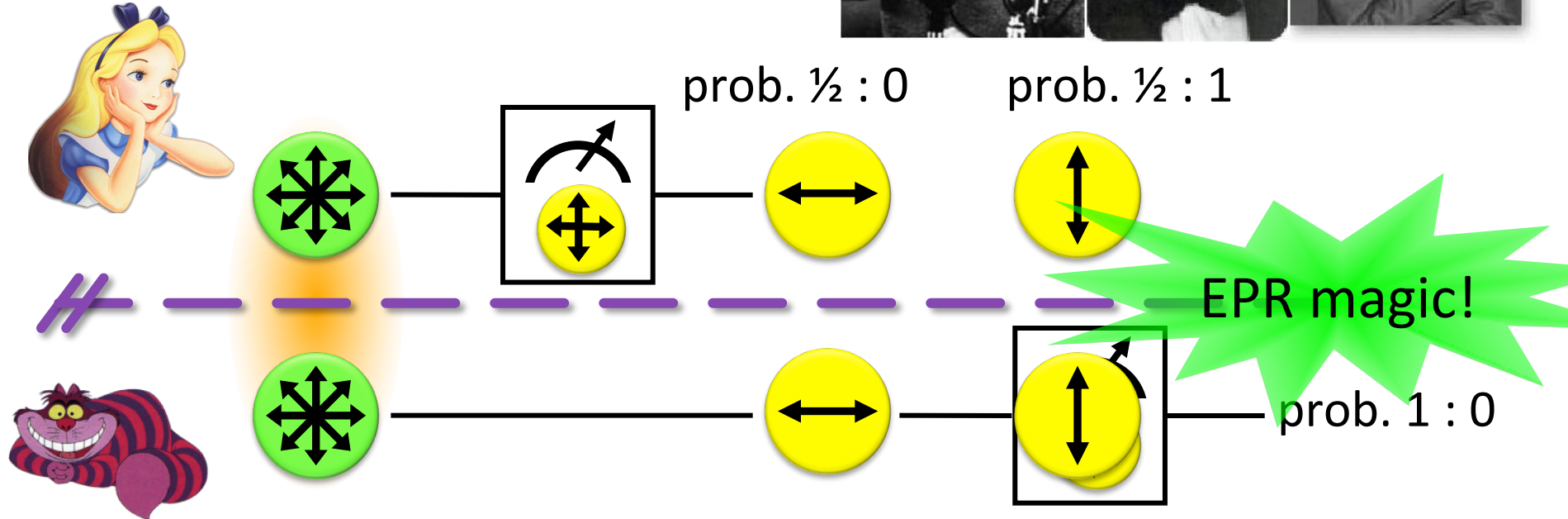


- Impossible to cheat due to no-cloning theorem
- Or not?



# EPR Pairs

32 [\[Einstein Podolsky Rosen 1935\]](#)

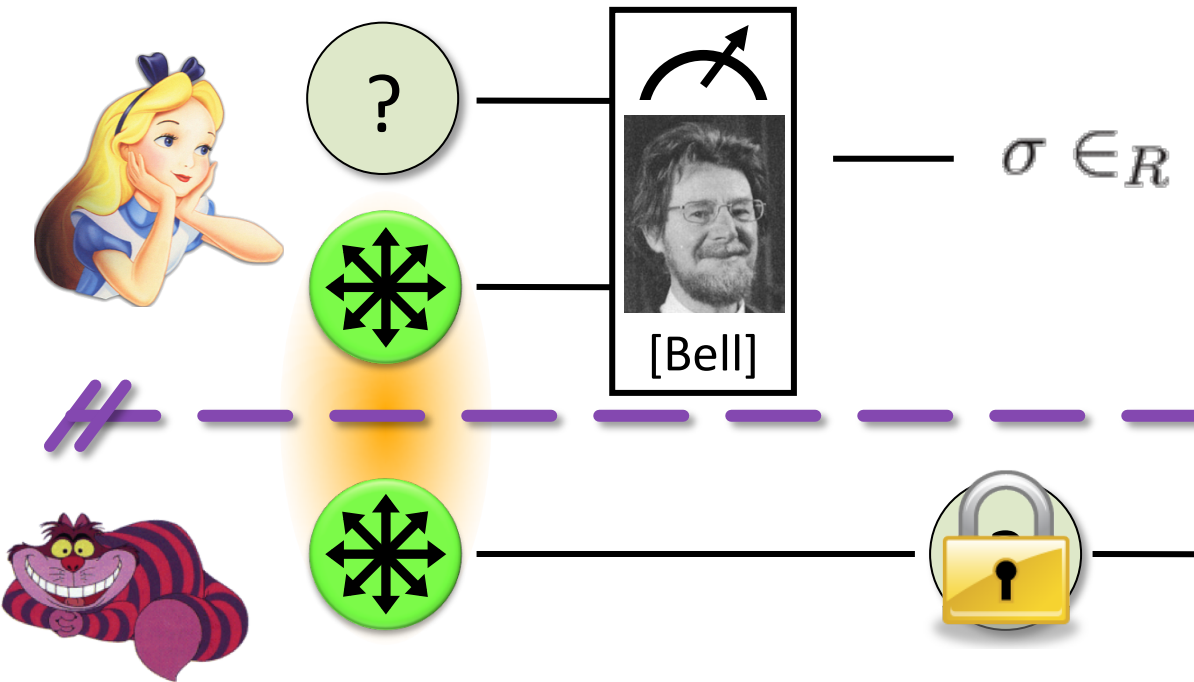


- “spukhafte Fernwirkung” (spooky action at a distance)
- EPR pairs **do not allow to communicate** (no contradiction to relativity theory)
- can provide a shared random bit



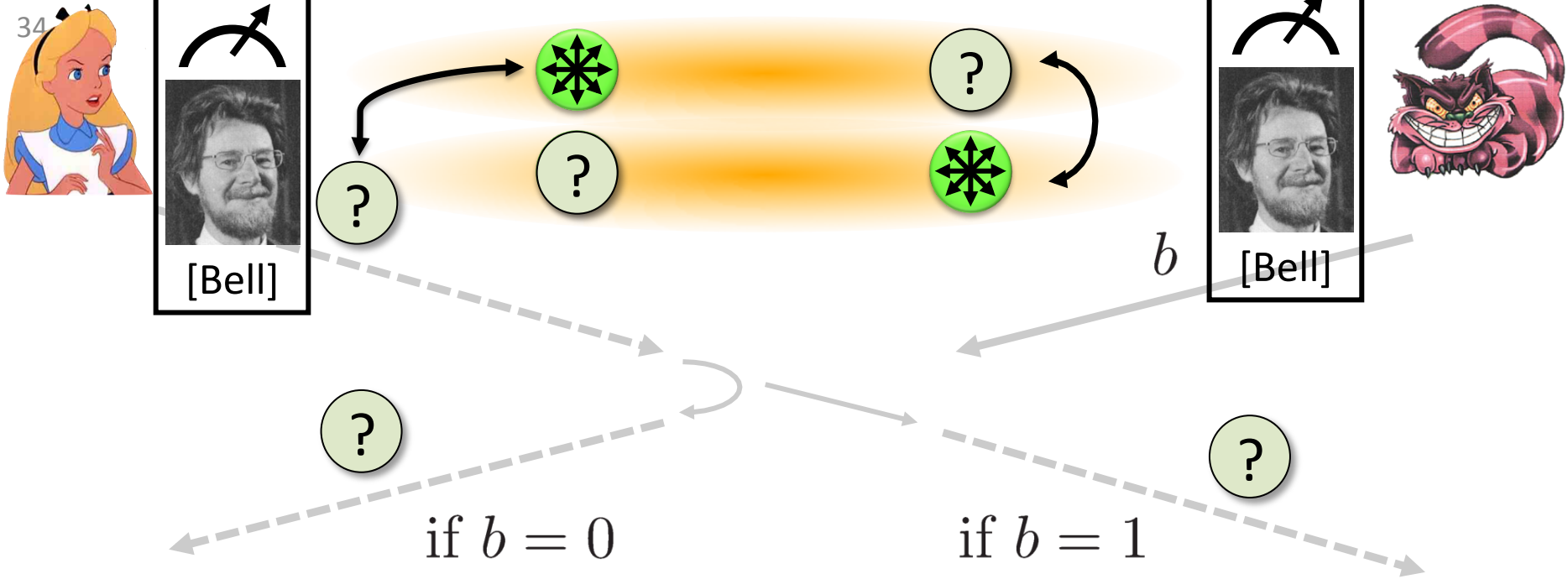
# Quantum Teleportation

33 [\[Bennett Brassard Crépeau Jozsa Peres Wootters 19\]](#)



- does **not contradict relativity theory**
- Bob can only recover the teleported qubit after receiving the classical information  $\sigma$

# Teleportation Attack



- It is **possible to cheat** with entanglement !!
- Quantum teleportation allows to **break the protocol perfectly**.



# No-Go Theorem

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[\[Buhrman, Chandran, Fehr, Gelles, Goyal, Ostrovsky, Schaffner 2010\]](#) [\[Beigi Koenig 2011\]](#)

- Any position-verification protocol **can be broken** using an exponential number of entangled qubits.



- **Question:** Are so many quantum resources really necessary?

- Does there exist a protocol such that:
  - **honest** prover and verifiers are efficient, but
  - any **attack** requires lots of entanglement



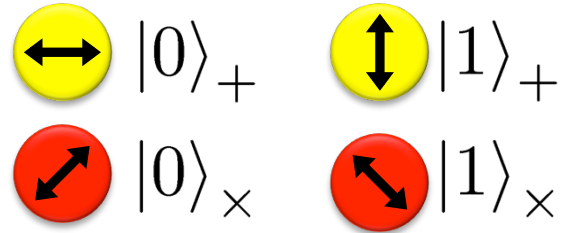
see <http://homepages.cwi.nl/~schaffne/positionbasedqcrypto.php> for recent developments

# What Have You Learned from this Talk?

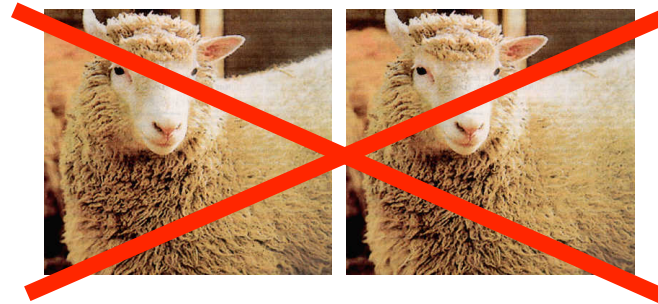
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## ✓ Quantum Mechanics

- Qubits



- No-cloning



- Entanglement



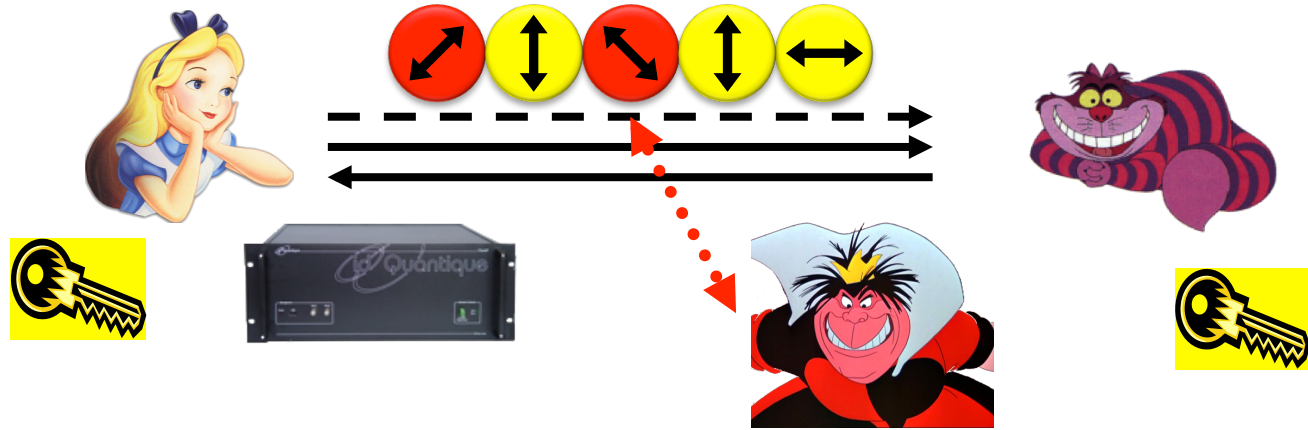
- Quantum Teleportation



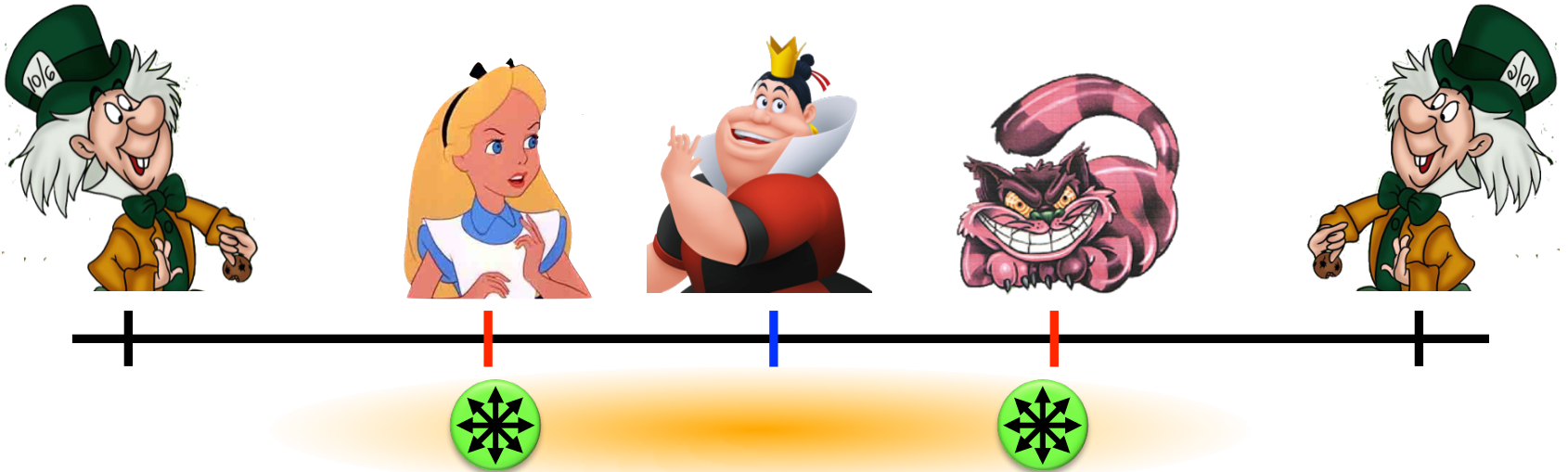
# What Have You Learned from this Talk?

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## ✓ Quantum Key Distribution (QKD)



## ✓ Position-Based Cryptography



# Thank you for your attention!

Questions



QuSoft

