

# Quantum Cryptography



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*Logic, Language and Computation*

*Monday, 21 September 2015*



# 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?

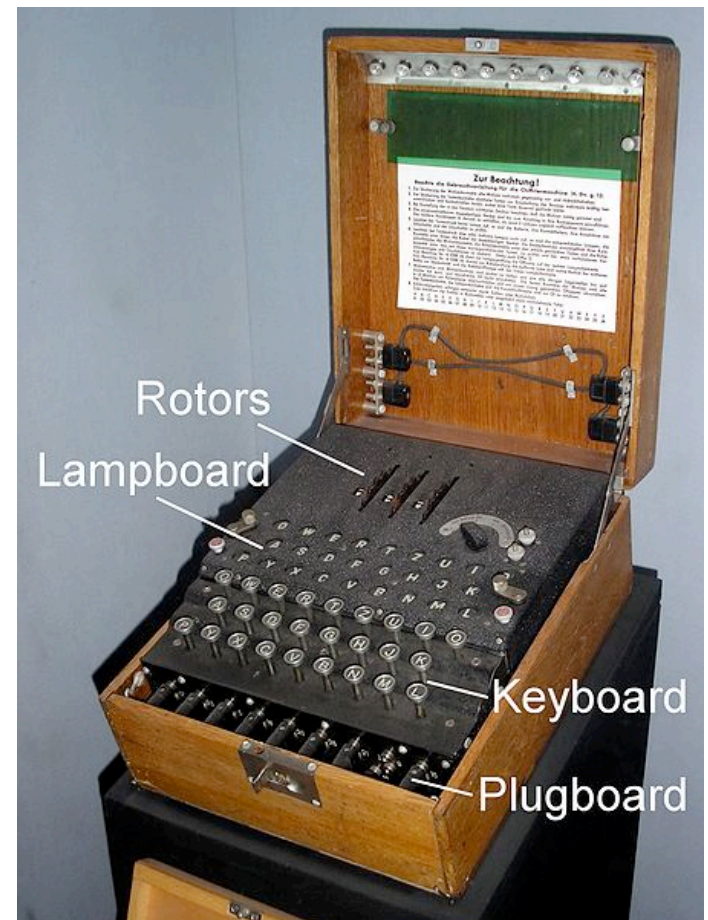
# What will you Learn from this Talk?

- Classical Cryptography
- Quantum Computation & Teleportation
- Position-Based Cryptography
- Garden-Hose Model



# Classical Cryptography

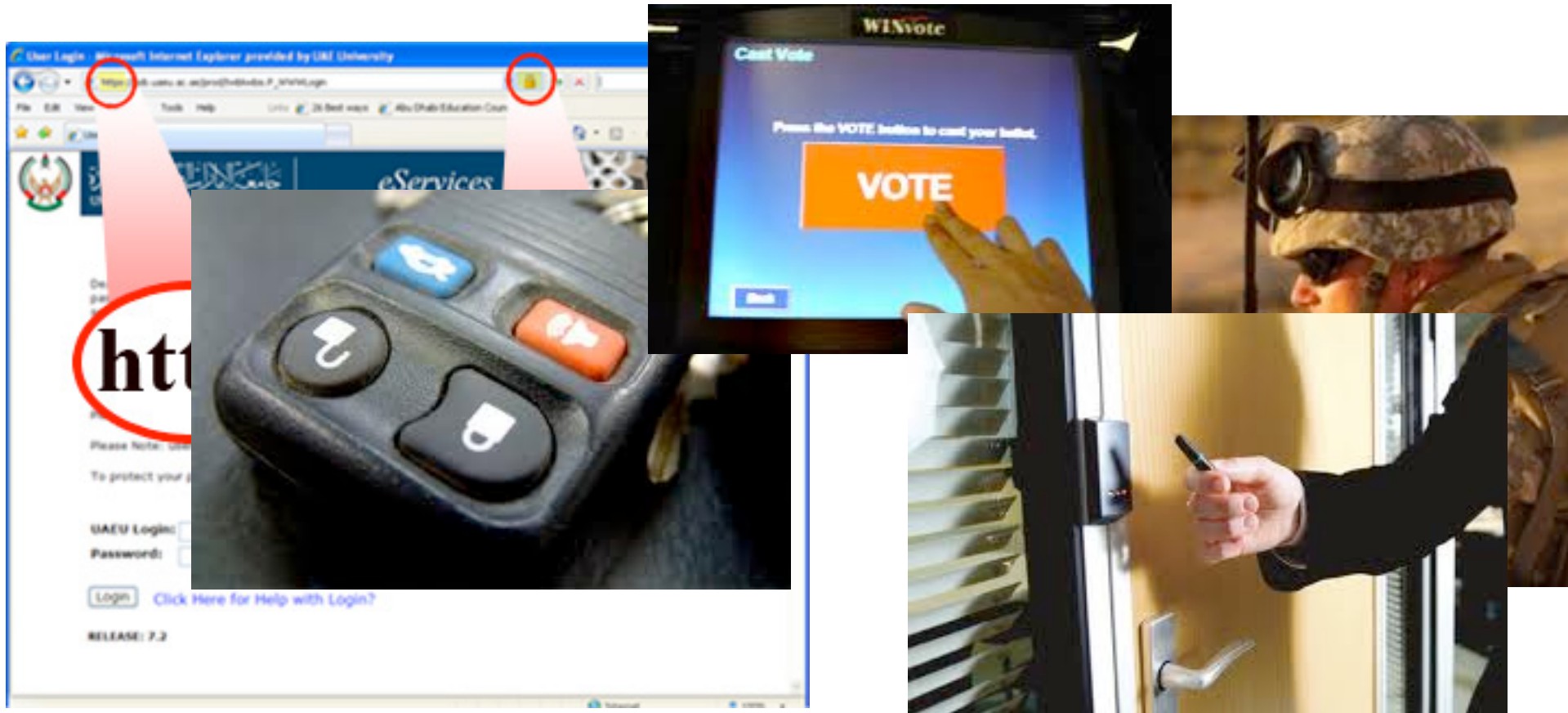
- 3000 years of fascinating history
- until 1970: **private communication** was the only goal



# Modern Cryptography

5

- is **everywhere!**
- is concerned with all settings where people **do not trust** each other

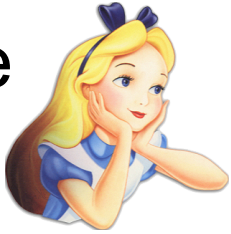


# Secure Encryption

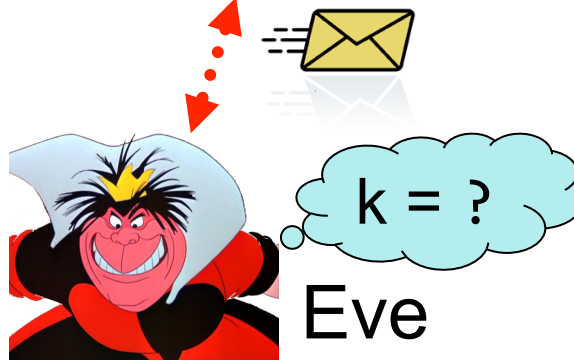
6

$m = \text{'doe you'}$

Alice



$k = 0101\ 1011$



Eve



Bob



$k = 0101\ 1011$

- Goal: Eve **does not learn** the message
- Setting: Alice and Bob share a secret key  $k$

# eXclusive OR (XOR) Function

x	y	$x \oplus y$
0	0	0
1	0	1
0	1	1
1	1	0

- Some properties:

- $\forall x : x \oplus 0 = x$

- $\forall x : x \oplus x = 0$

$$\Rightarrow \forall x, y : x \oplus y \oplus y = x$$

# One-Time Pad Encryption

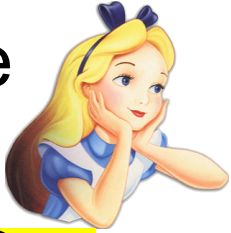
8

$m = 0000\ 1111$

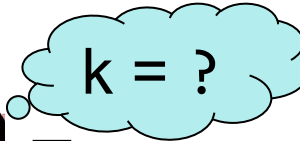
$c = m \oplus k = 0101\ 0100$

$m = c \oplus k = 0000\ 1111$

Alice



$k = 0101\ 1011$



Eve



Bob



$k = 0101\ 1011$

- Goal: Eve **does not learn** the message
- Setting: Alice and Bob share a key  $k$
- Recipe:

$m = 0000\ 1111$

$c = 0101\ 0100$

$k = 0101\ 1011$

$k = 0101\ 1011$

x	y	$x \oplus y$
0	0	0
0	1	1
1	0	1
1	1	0

$c = m \oplus k = 0101\ 0100$

$c \oplus k = 0000\ 1111$

$c \oplus k = m \oplus k \oplus k = m \oplus 0 = m$

- Is it secure?



# Perfect Security

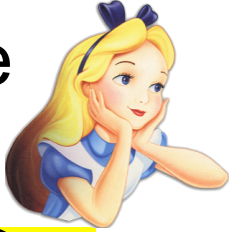
9

$$m = ?$$



$$c = m \oplus k = 0101 \ 0100$$

$$m = c \oplus k = ?$$


Alice





$k = ?$

$k = ?$   
Eve



Bob



$k = ?$

- Given that
  - is it possible that
    - Yes, if
  - is it possible that
    - Yes, if
  - it is possible that
    - Yes, if
- In fact, every  $m$  is possible.
- Hence, the one-time pad is **perfectly secure!**

$$c = 0101 \ 0100,$$

$$m = 0000 \ 0000 \ ?$$

$$k = 0101 \ 0100.$$

$$m = 1111 \ 1111 \ ?$$

$$k = 1010 \ 1011.$$

$$m = 0101 \ 0101 \ ?$$

$$k = 0000 \ 0001$$

x	y	$x \oplus y$
0	0	0
0	1	1
1	0	1
1	1	0

# Problems With One-Time Pad

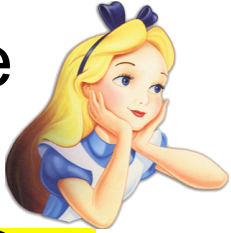
10

$m = 0000\ 1111$

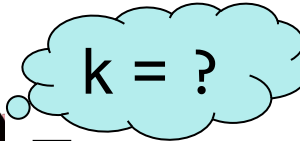
$c = m \oplus k = 0101\ 0100$

$m = c \oplus k = 0000\ 1111$

Alice



$k = 0101\ 1011$



Eve



Bob



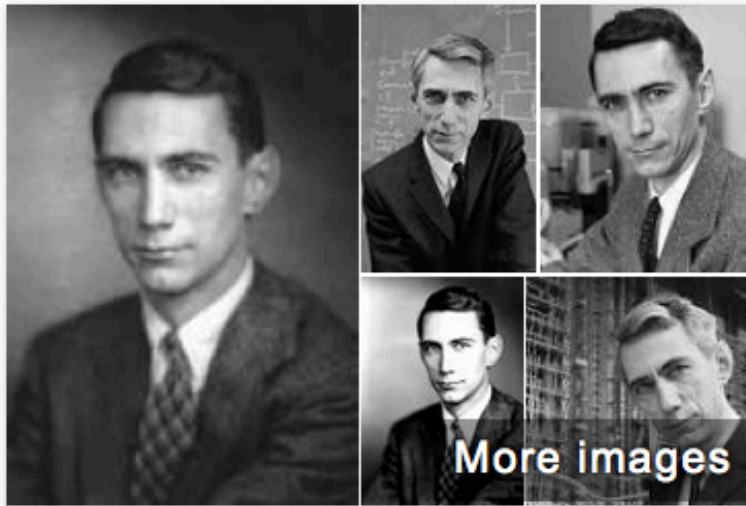
$k = 0101\ 1011$

- The key has to be **as long as** the message (Shannon's theorem)
- The key can only be **used once**.

# Information Theory

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- 6 ECTS MoL course, given in 2<sup>nd</sup> block: Nov/Dec 2015
- mandatory for Logic & Computation track
- first lecture: Tuesday, 28 October 2015, 9:00, G3.13
- <http://homepages.cwi.nl/~schaffne/courses/inftheory/2015/>



## Claude Shannon

Mathematician

Claude Elwood Shannon was an American mathematician, electronic engineer, and cryptographer known as "the father of information theory". Shannon is famous for having founded information theory with a landmark paper that he published in 1948.

[Wikipedia](#)

**Born:** April 30, 1916, Petoskey, Michigan, United States

**Died:** February 24, 2001, Medford, Massachusetts, United States

# Problems With One-Time Pad

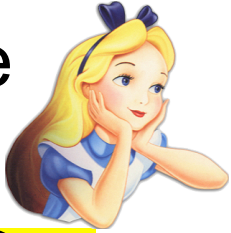
12

$m = 0000\ 1111$

$c = m \oplus k = 0101\ 0100$

$m = c \oplus k = 0000\ 1111$

Alice



$k = 0101\ 1011$



Eve



Bob



$k = 0101\ 1011$

- The key has to be **as long as** the message (Shannon's theorem)
- The key can only be **used once**.
- In practice, other encryption schemes (such as [AES](#)) are used which allow to encrypt long messages with short keys.
- One-time pad does not provide [authentication](#):  
Eve can easily flip bits in the message

# Symmetric-Key Cryptography

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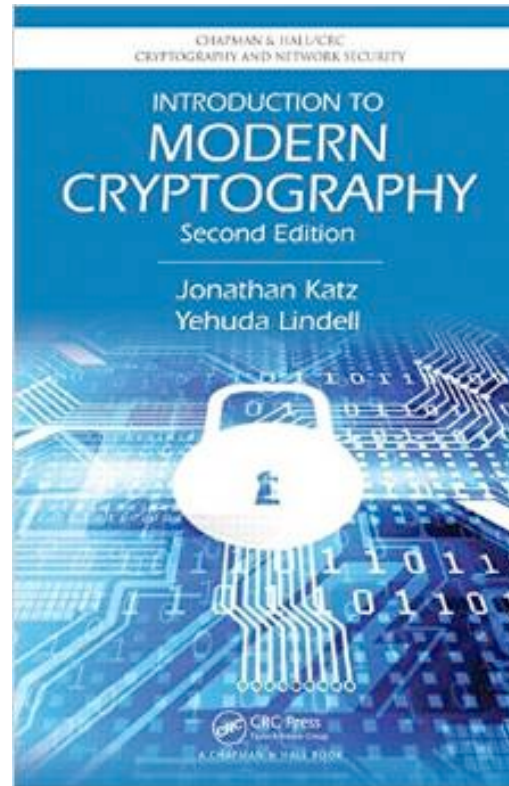
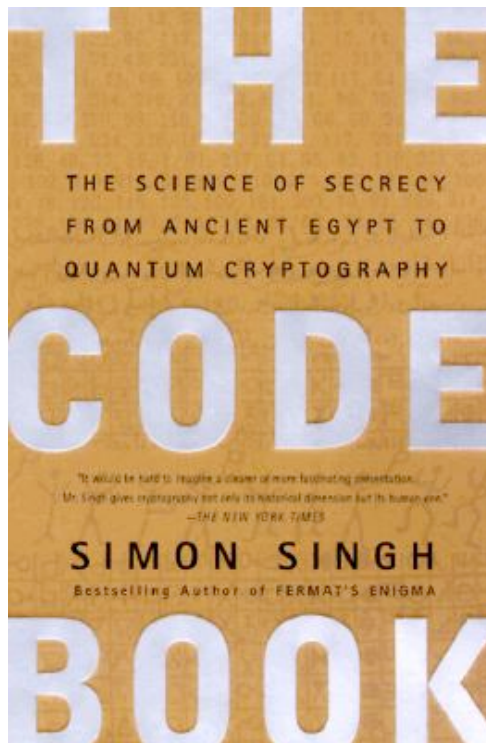


- Encryption insures **secrecy**:  
Eve **does not learn** the message, e.g. [one-time pad](#)
- Authentication insures **integrity**:  
Eve **cannot alter** the message
- General problem: players have to exchange a key to start with

# Introduction to Modern Cryptography

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- 6 ECTS MoL course, usually given in Feb/March
- 2016: probably not
- <http://homepages.cwi.nl/~schaffne/courses/crypto/2015/>



# What to Learn from this Talk?

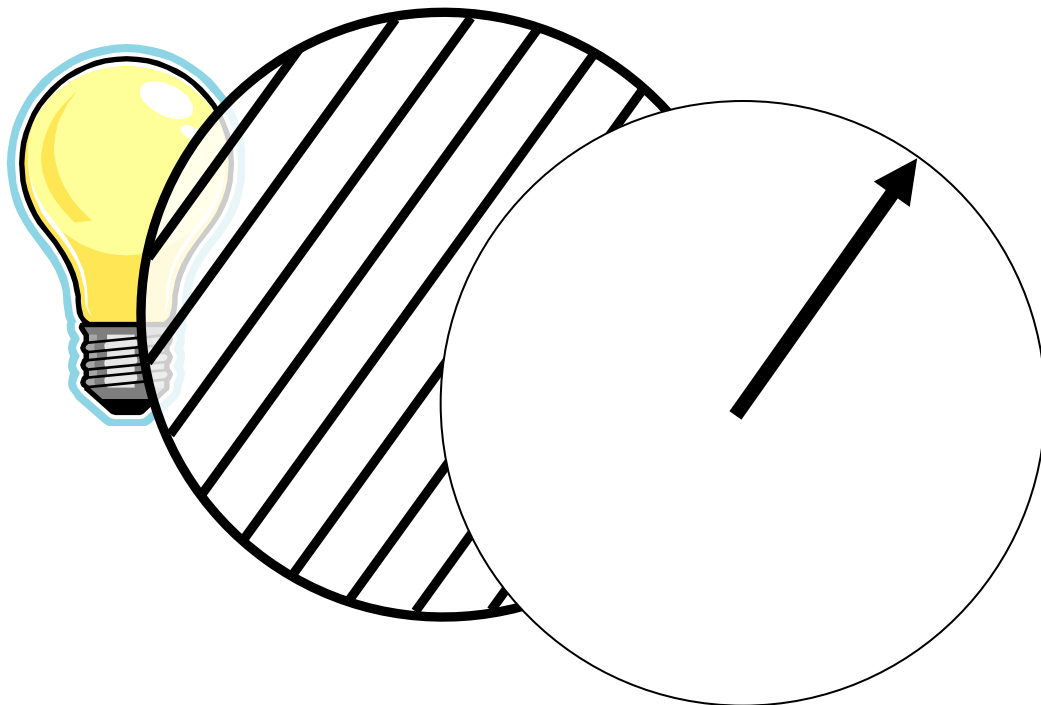
## ✓ Classical Cryptography

- Quantum Computing & Teleportation
- Position-Based Cryptography
- Garden-Hose Model



# Quantum Bit: Polarization of a Photon

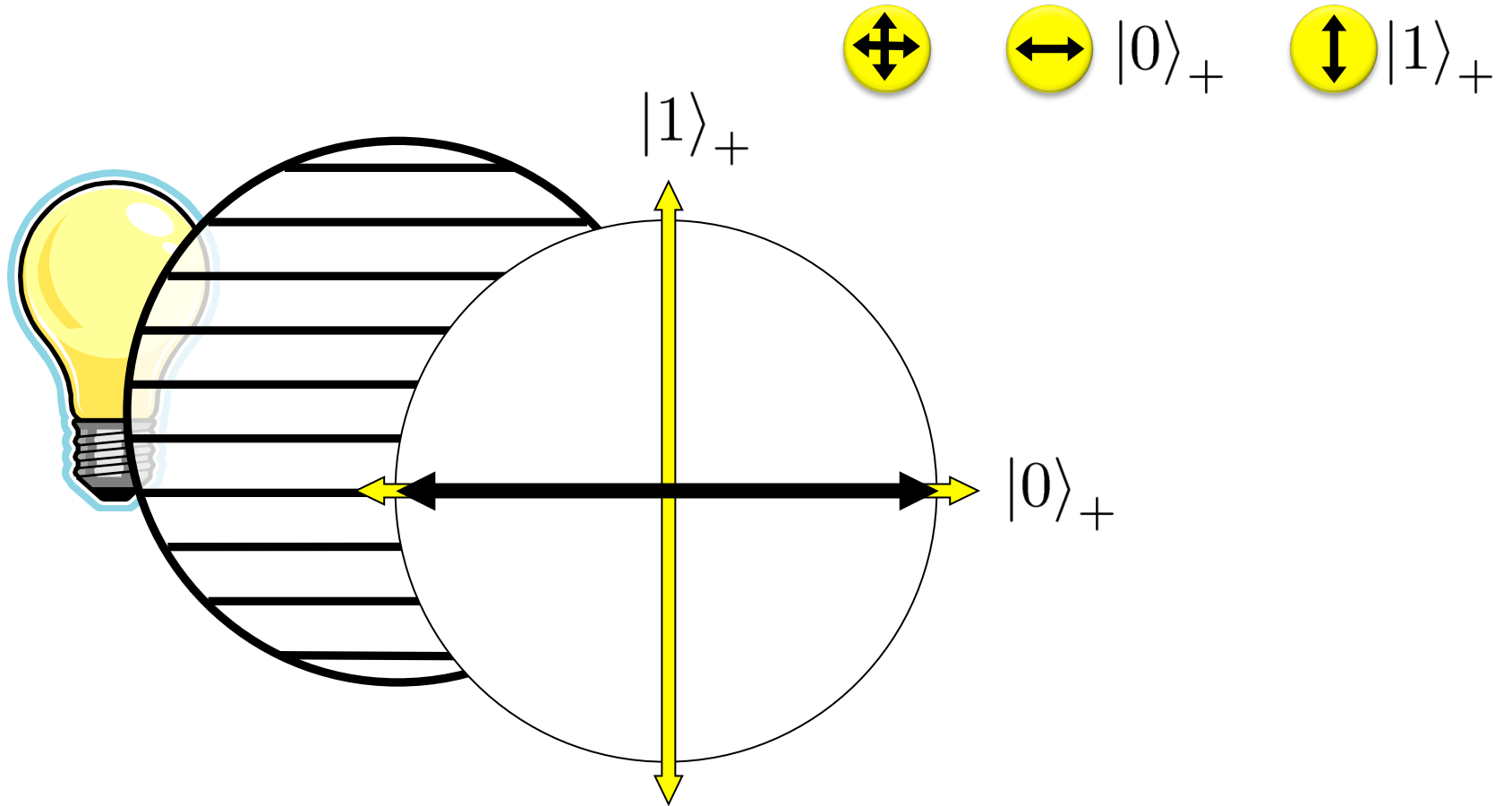
qubit as unit vector in  $\mathbb{C}^2$





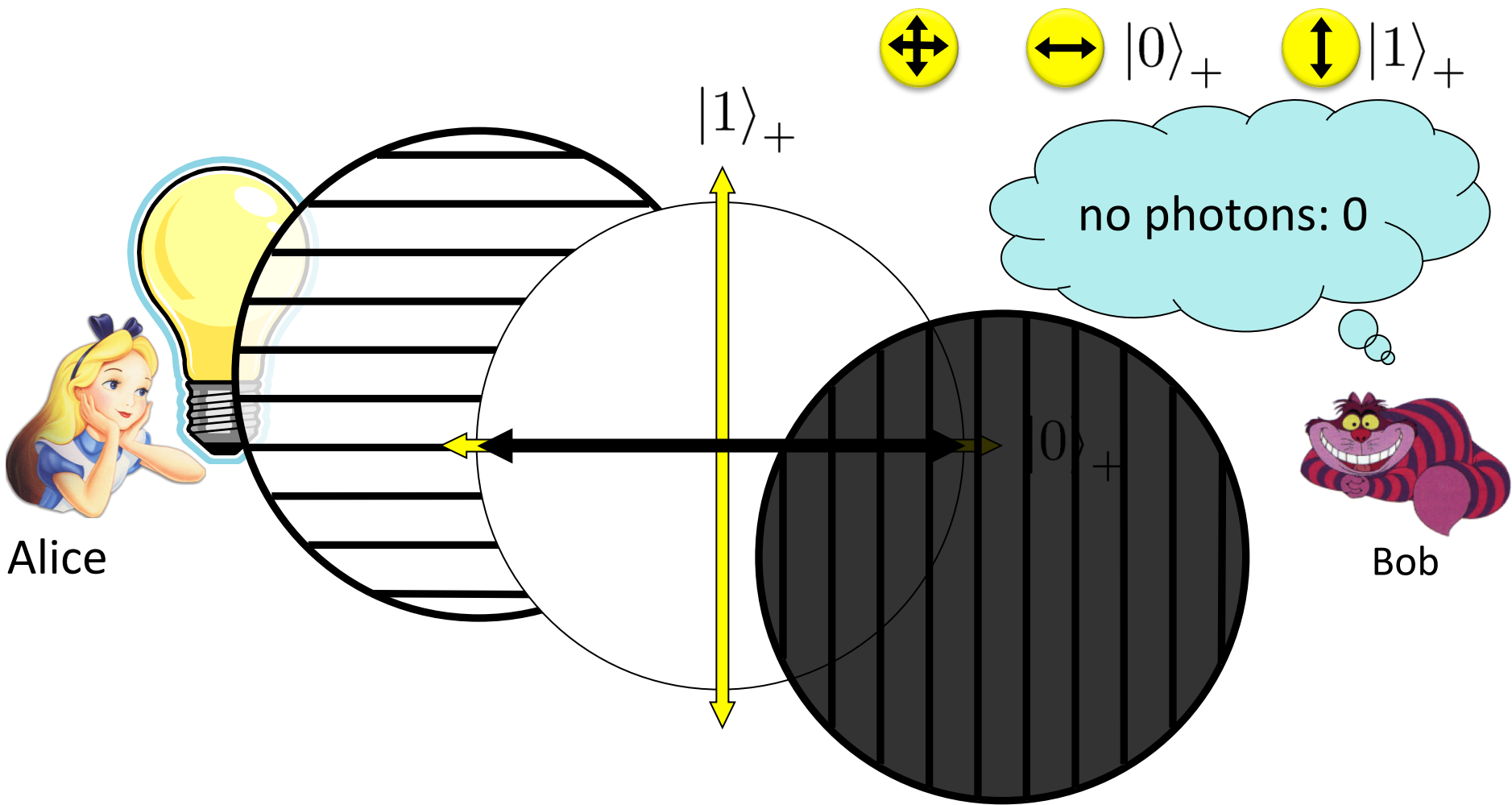
# Qubit: Rectilinear/Computational Basis

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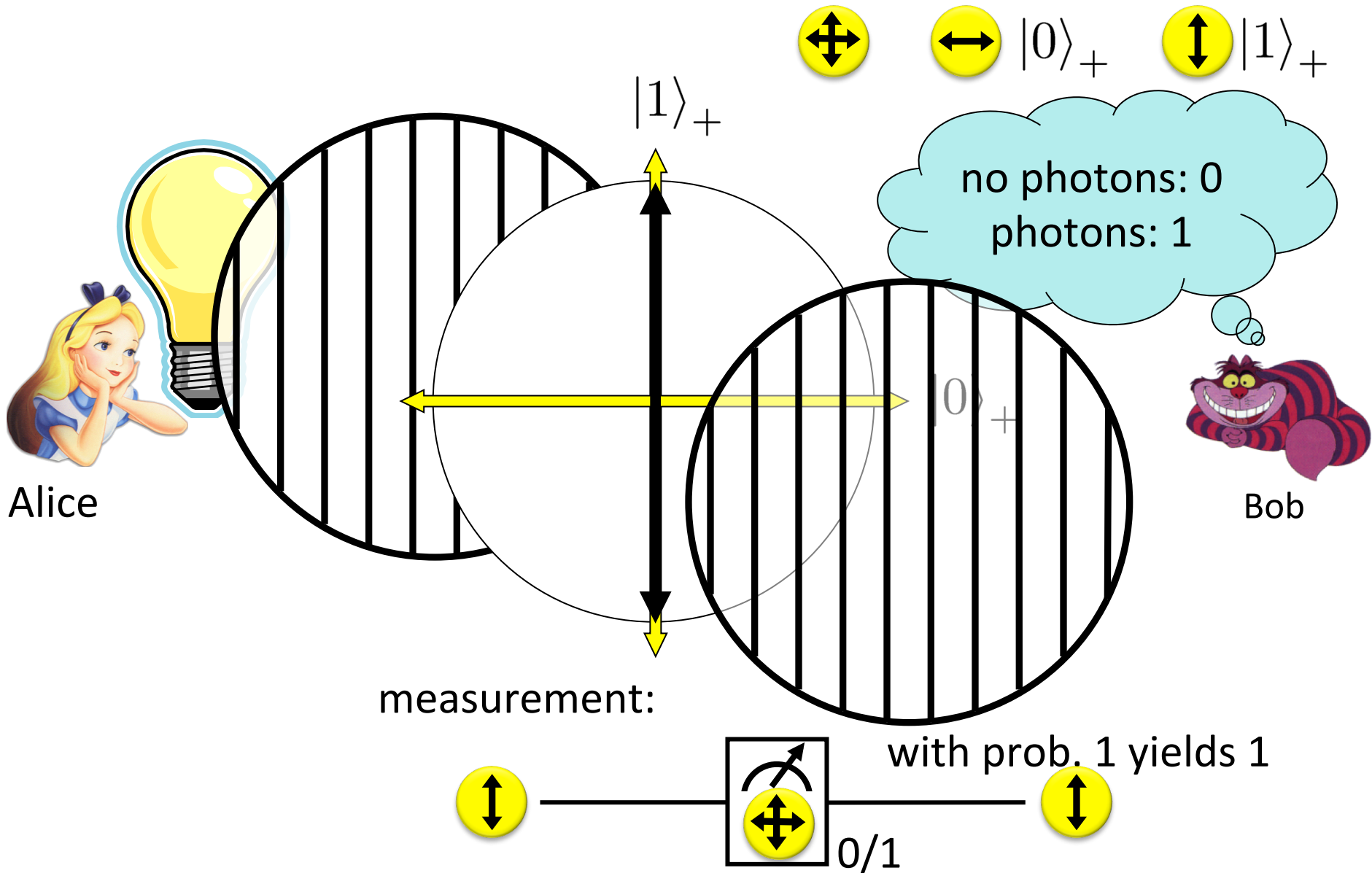
# Detecting a Qubit

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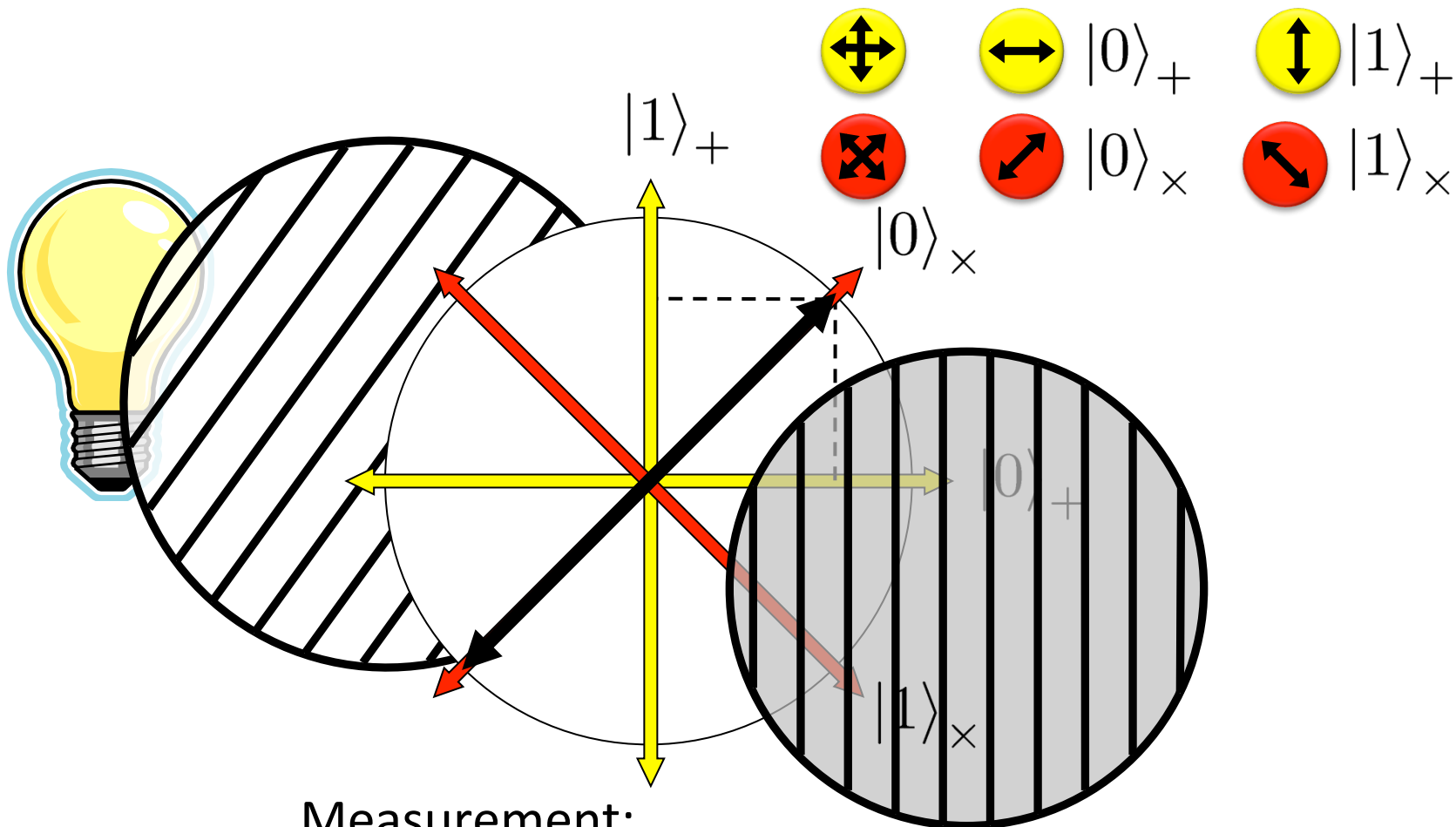
# Measuring a Qubit

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# Diagonal/Hadamard Basis

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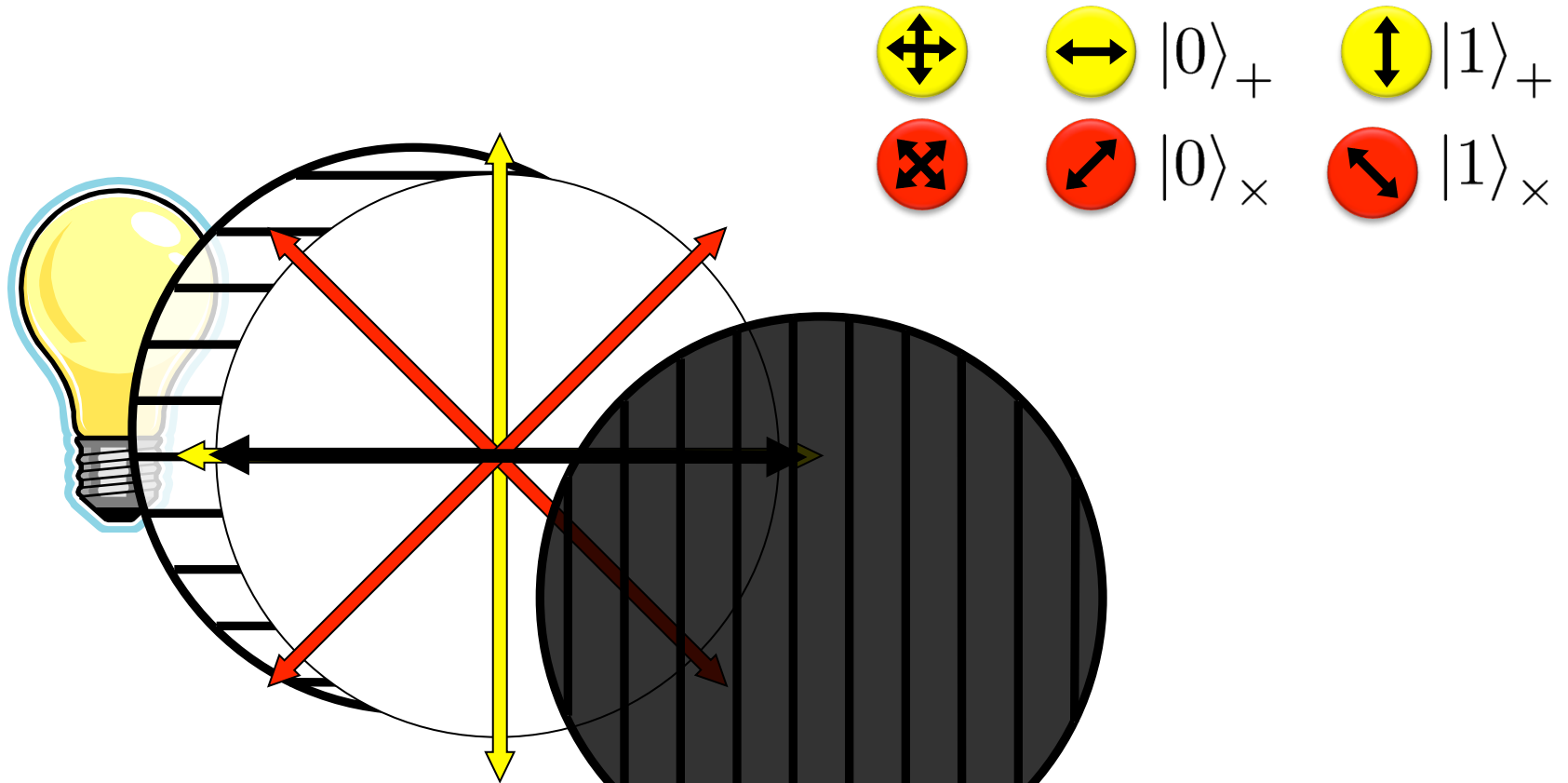
Measurement:

$$\frac{|0\rangle_+ + |1\rangle_+}{\sqrt{2}} = |0\rangle_x \text{ --- } \boxed{\text{Measurement}} \text{ --- } \begin{matrix} \text{with prob. } \frac{1}{2} \text{ yields } 0 \\ \text{with prob. } \frac{1}{2} \text{ yields } 1 \end{matrix}$$

$|0\rangle_+$ 
 $|1\rangle_+$

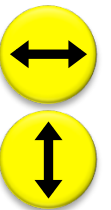
# Illustration of a Superposition

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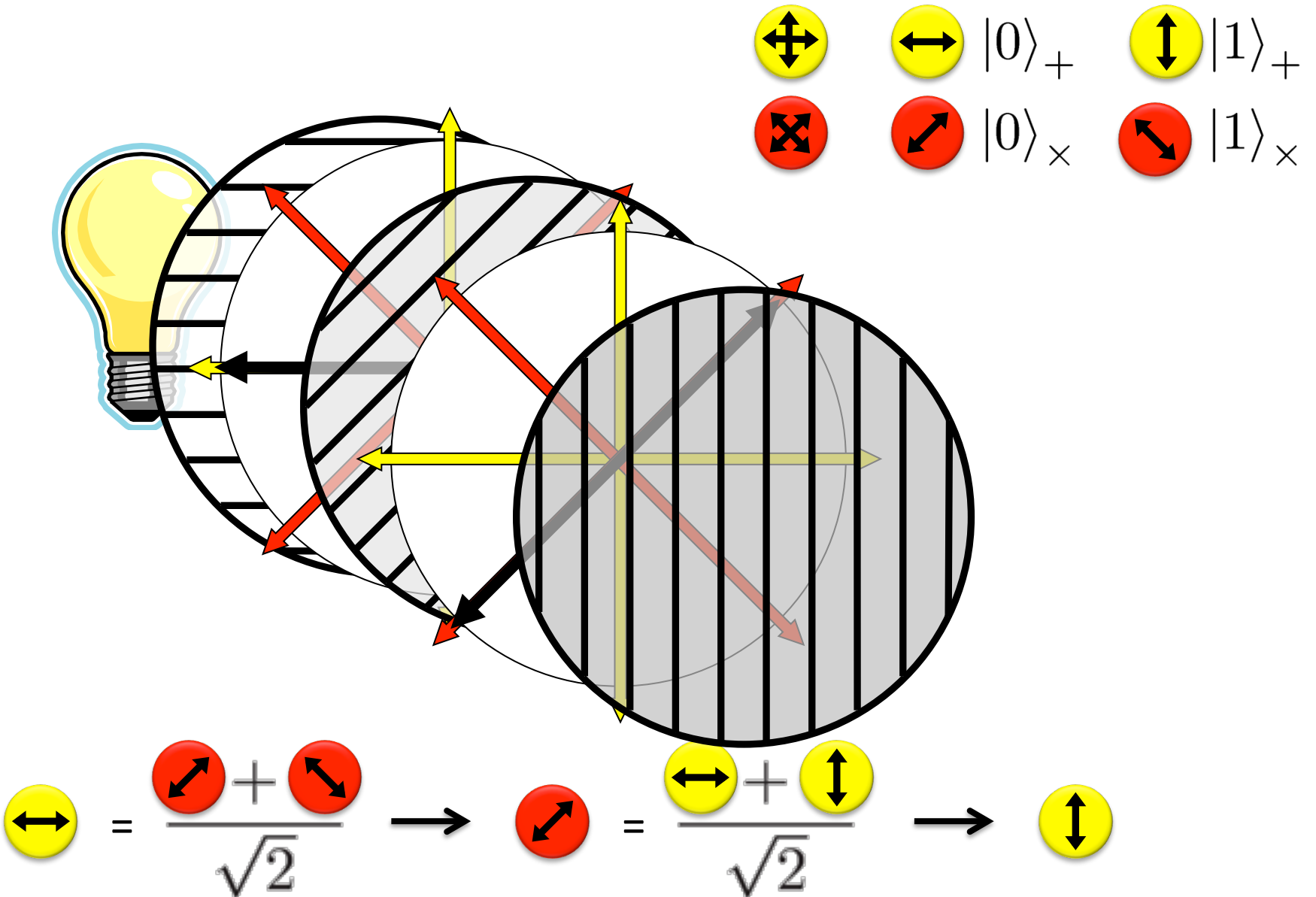
Measurement:

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



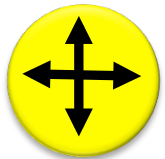
# Illustration of a Superposition

22

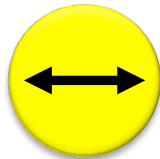


# Quantum Mechanics

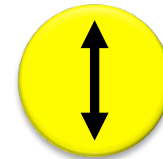
23



+ basis



$|0\rangle_+$



$|1\rangle_+$



x basis



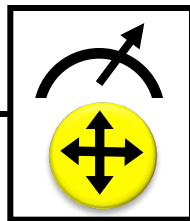
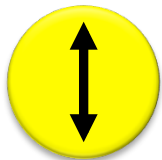
$|0\rangle_x$



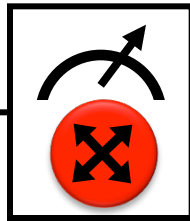
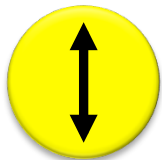
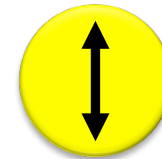
$|1\rangle_x$

Measurements:

with prob. 1 yields 1



0/1

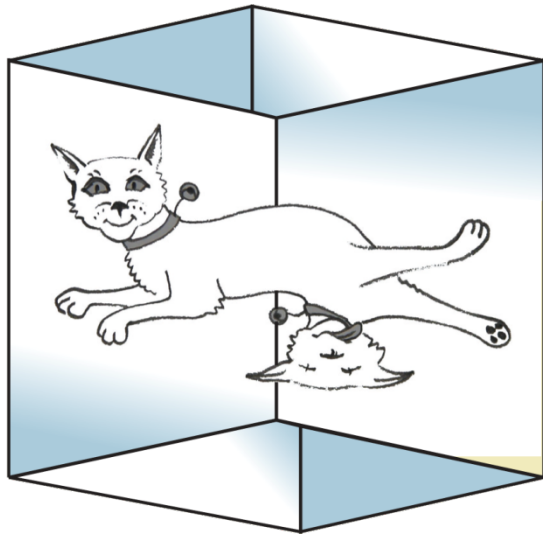


0/1

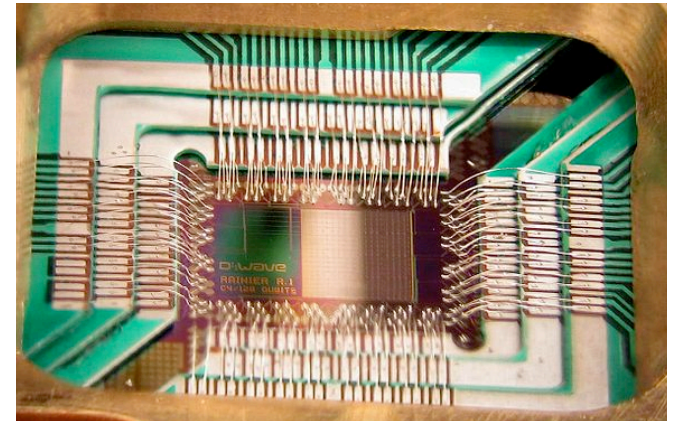
with prob.  $\frac{1}{2}$  yields 0

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





0



# Wonderland of Quantum Mechanics

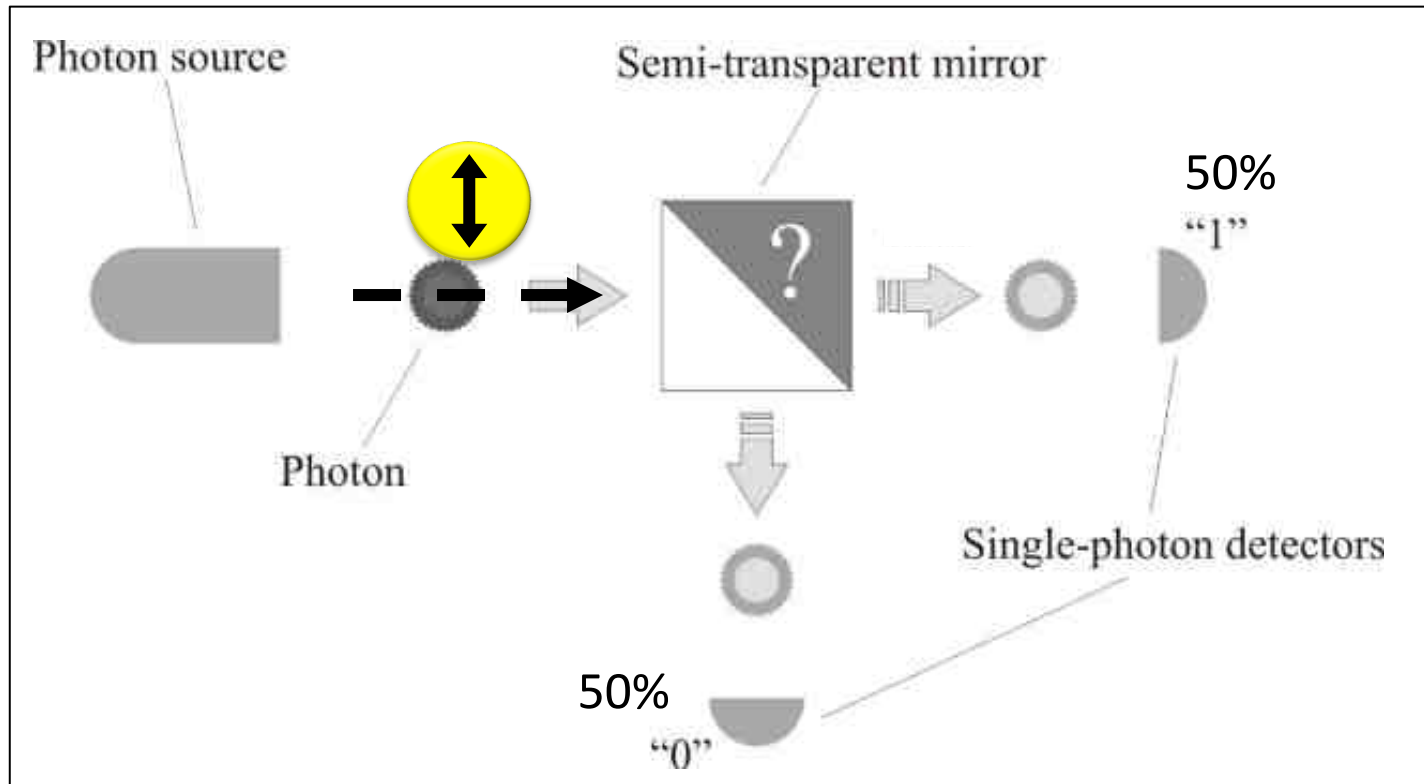




# Quantum is Real!

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- generation of random numbers



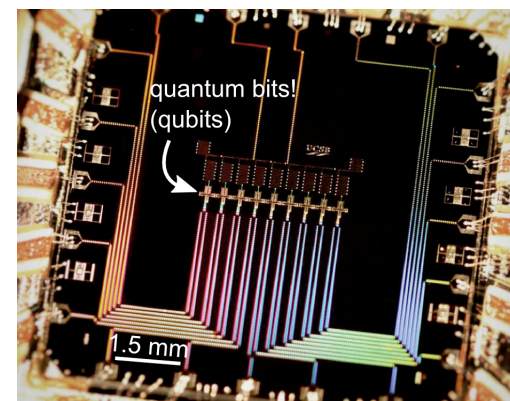
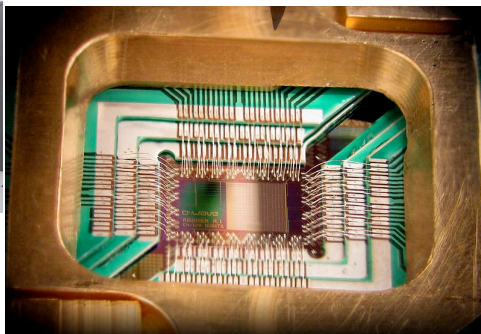
(diagram from idQuantique white paper)

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

# Can We Build Quantum Computers?

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- Possible to build in theory, no fundamental theoretical obstacles have been found yet.



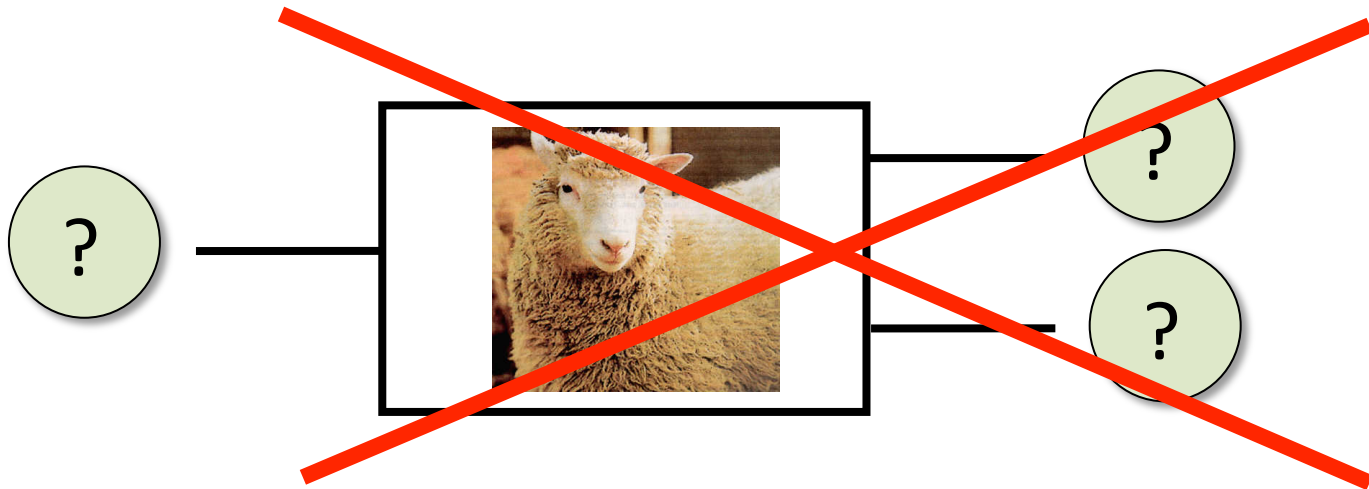
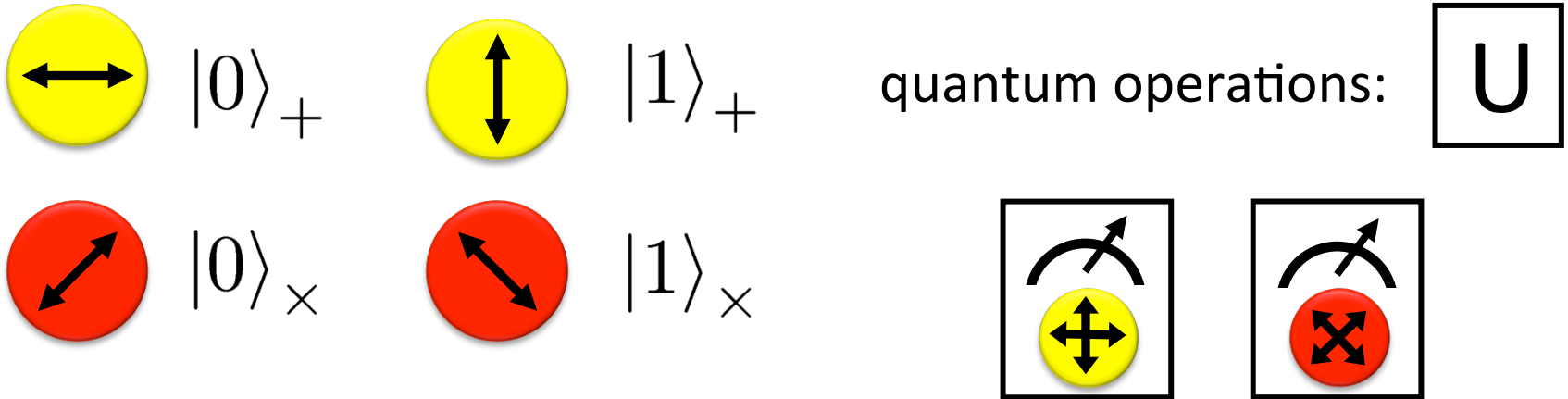
Martinis group (UCSB)  
9 qubits

- Canadian company “D-Wave” claims to have build a quantum computer with 1024 qubits. Did they?
- 2014: Martinis group “[acquired](#)” by Google
- 2014/15: 135+50 Mio € investment in QuTech centre in Delft
- 2015: QuSoft center in Amsterdam



# No-Cloning Theorem

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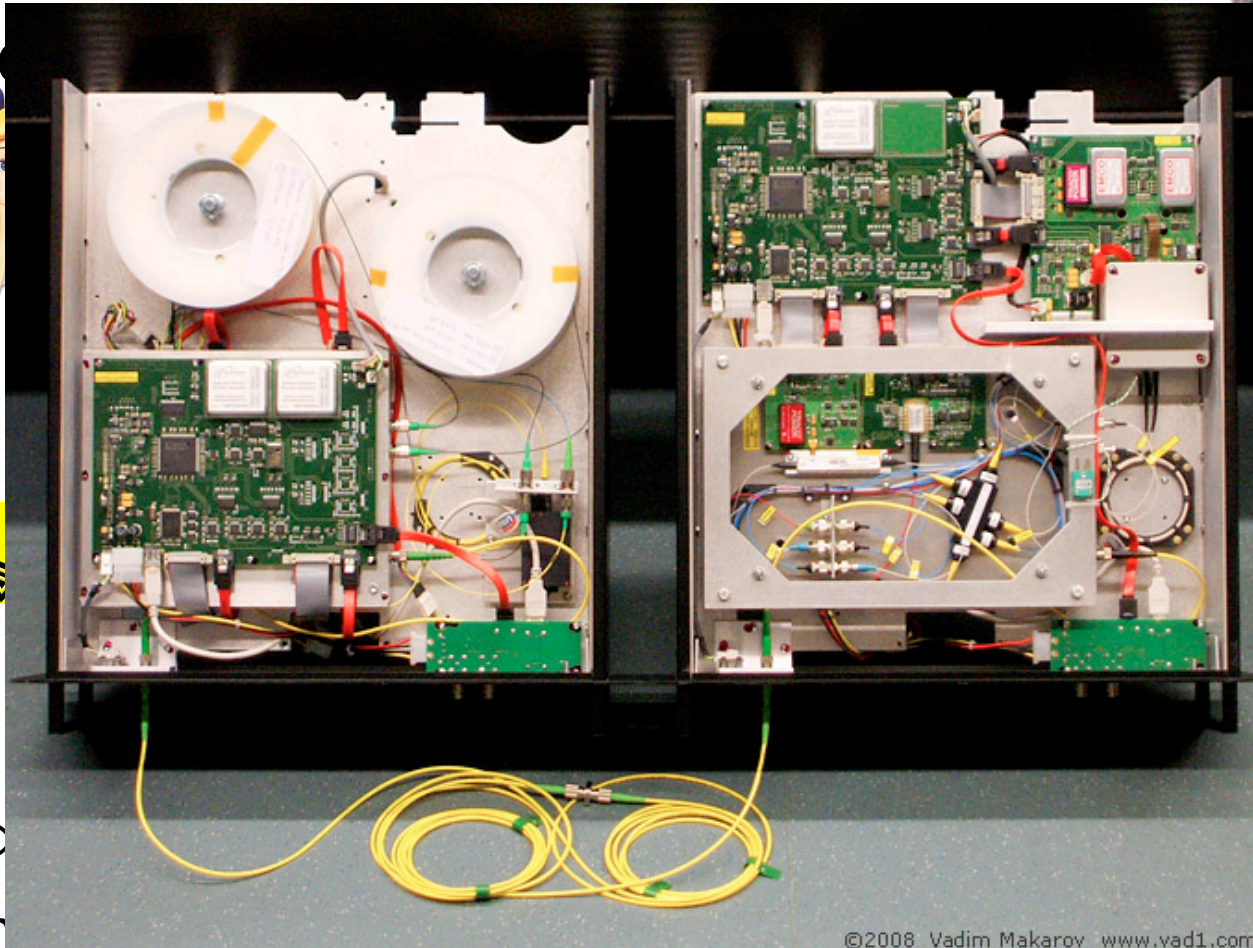
Proof: copying is a **non-linear operation**

# Quantum Key Distribution (QKD)

[Bennett Brassard 84]



Alice



Bob



■ secu

■ c

■ h

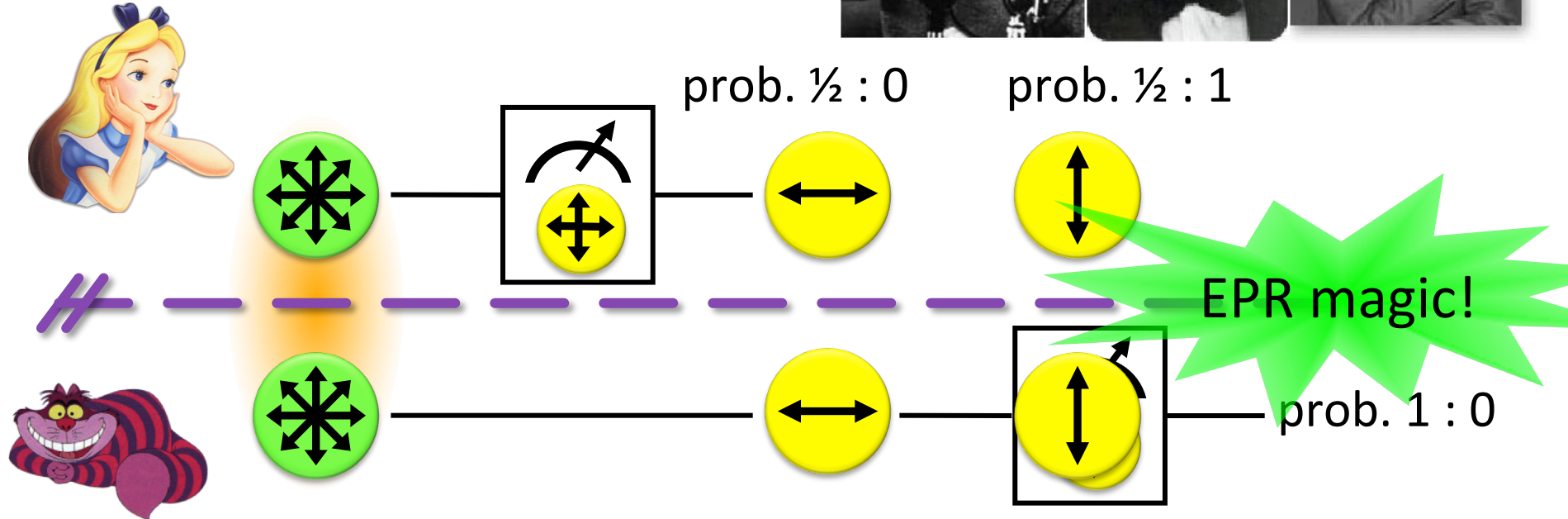
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©2008 Vadim Makarov www.vad1.com

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

# EPR Pairs

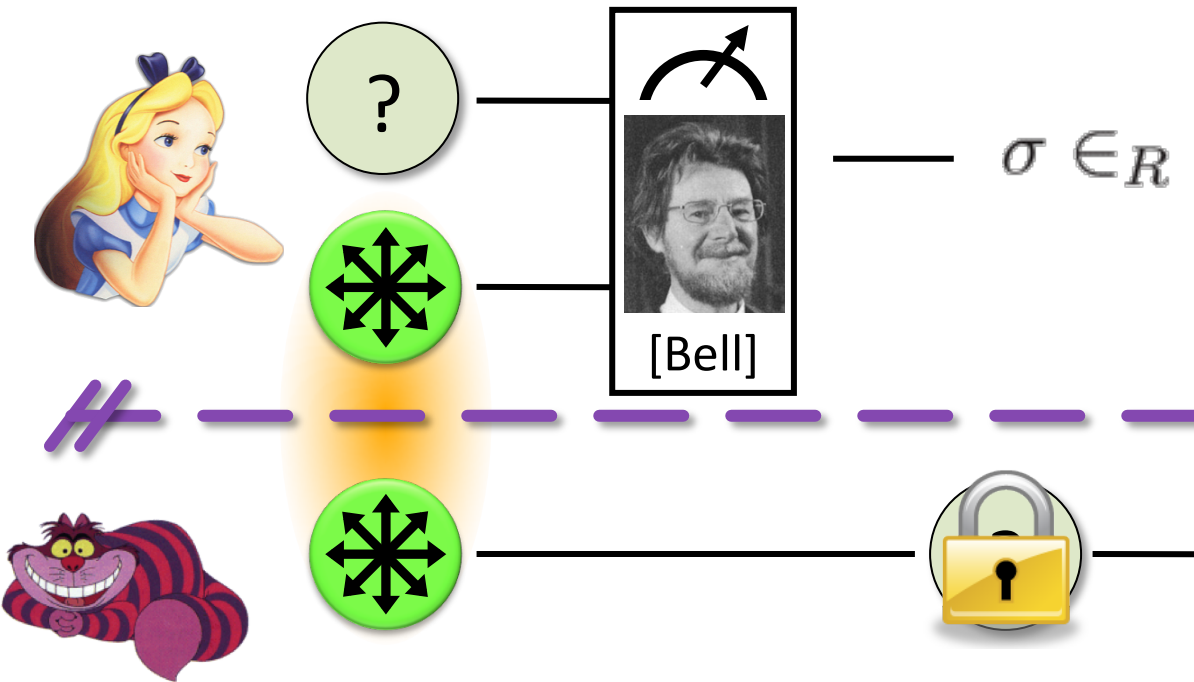
29 [Einstein Podolsky Rosen 1935]



- “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

30 [Bennett Brassard Crépeau Jozsa Peres Wootters 19



- does **not contradict relativity theory**
- teleported state can only be recovered once the classical information  $\sigma$  arrives

# What to Learn from this Talk?

- ✓ Classical Cryptography
- ✓ Quantum Computing & Teleportation

- Position-Based Cryptography

- Garden-Hose Model

# How to Convince Someone of Your Presence at a Location

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

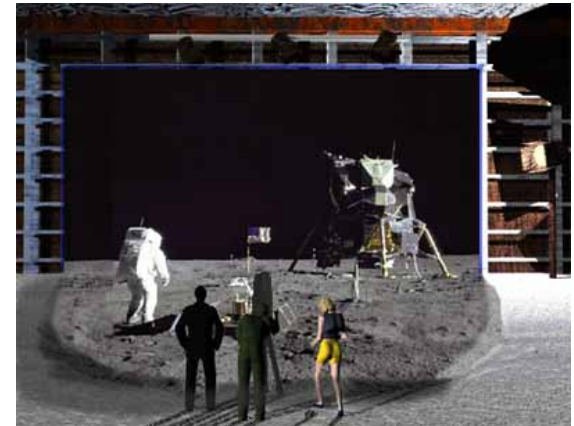


# Position-Based Cryptography

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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 the military headquarters
  - Talking to the correct country
  - Pizza-delivery problem / avoid fake calls to emergency services
  - ...



# Position-Based Cryptography

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## Gamer krijgt SWAT-team in z'n nek: swatting

🕒 29-08-2014, 05:49 AANGEPAST OP 29-08-2014, 05:49

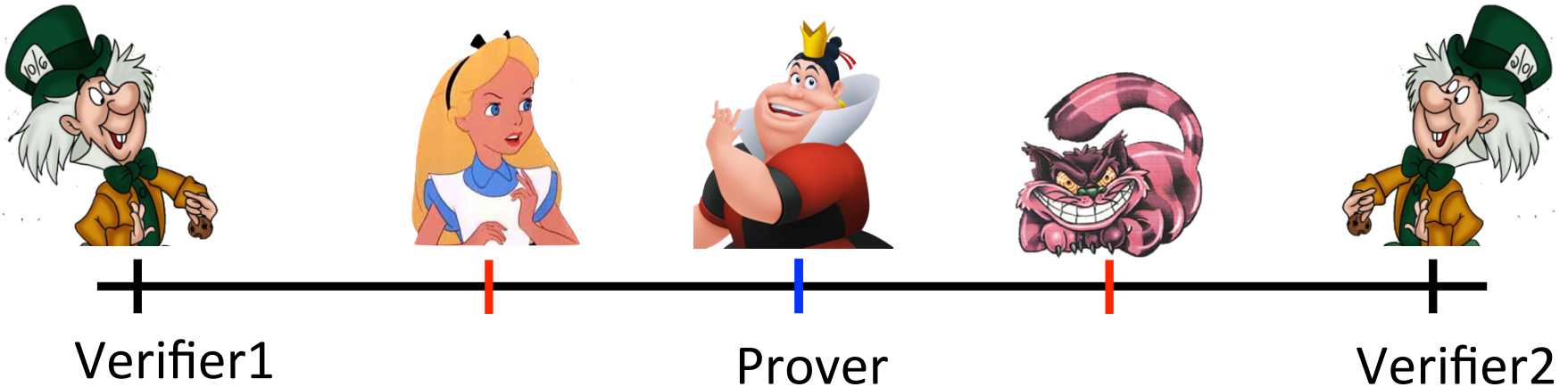
Zit je lekker een oorlogsspel te spelen, valt er ineens een SWAT-team binnen. Dat gebeurde een Amerikaanse gamer. Hij had net in de livestream van z'n spel *Counter Strike* tegen zijn medespelers 'I think we're being swatted' - toen de deur openbrak en inderdaad een zwaarbewapend arrestatieteam binnenviel.

Dat was allemaal live te zien op de webcam:

<https://youtu.be/TiW-BVPCbZk?t=117>

# Basic task: Position Verification

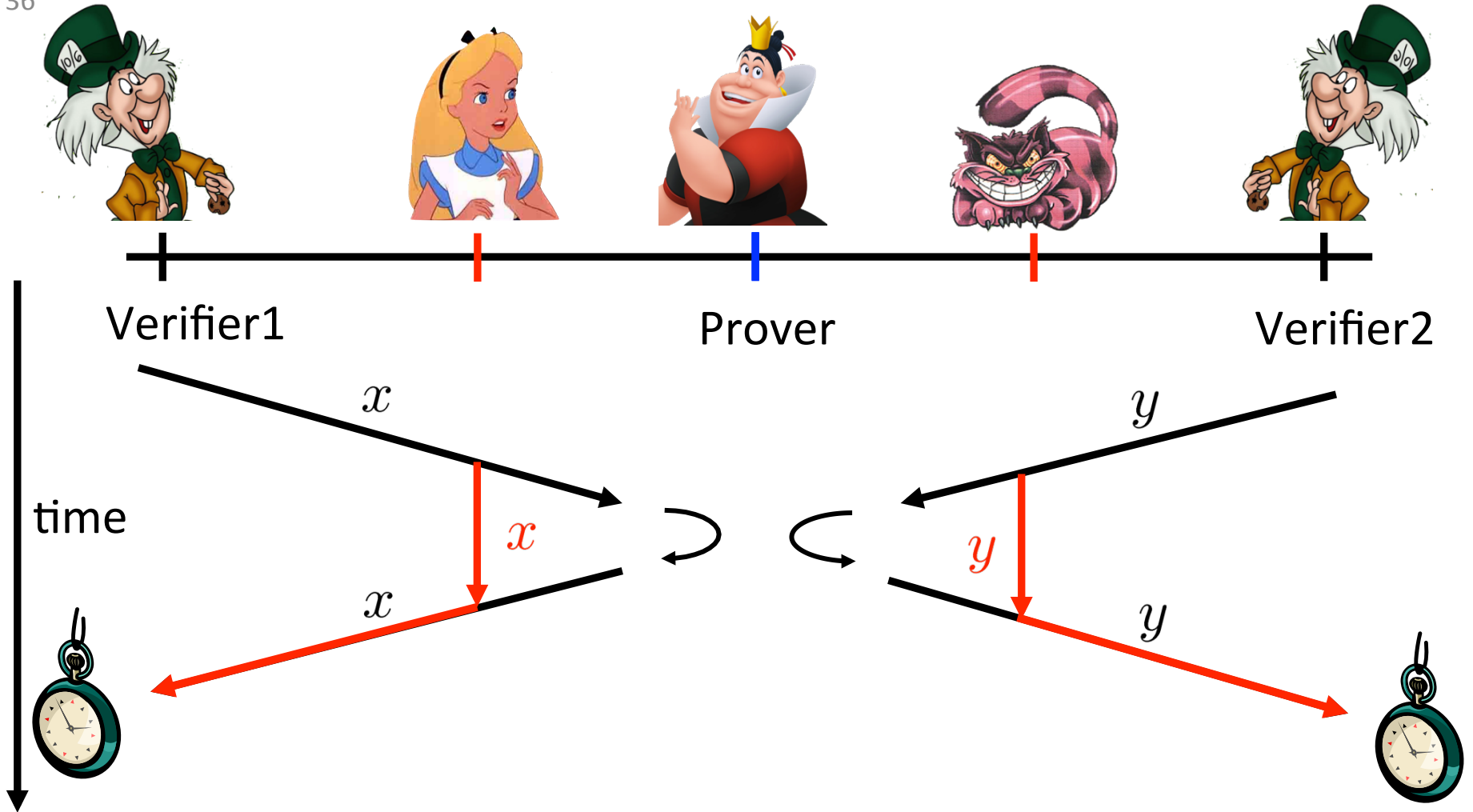
35



- 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
- assumptions:
  - communication at speed of light
  - instantaneous computation
  - verifiers can coordinate

# Position Verification: First Try

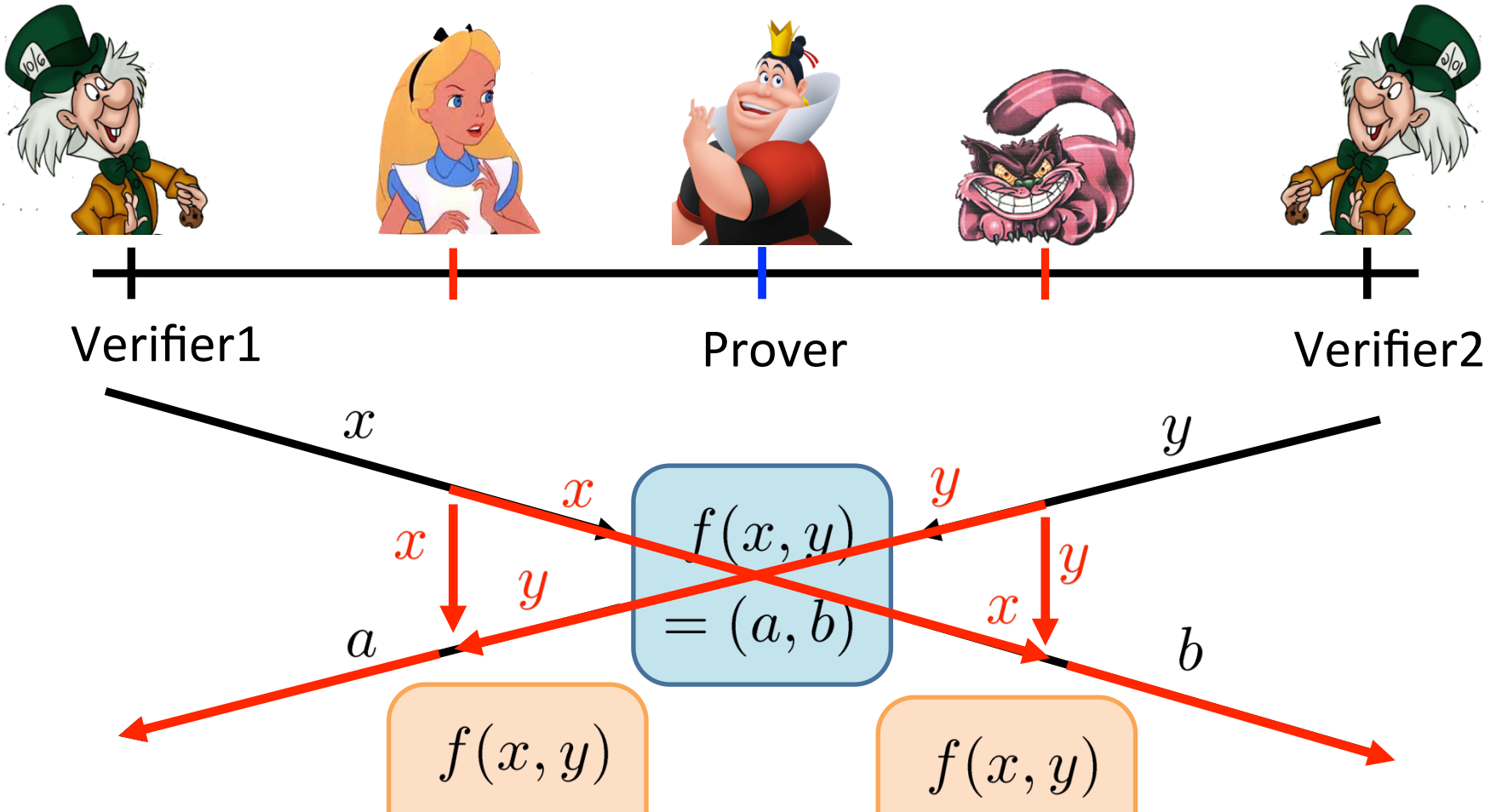
36



■ distance bounding [Brands Chaum '93]

# Position Verification: Second Try

37



position verification is classically impossible !

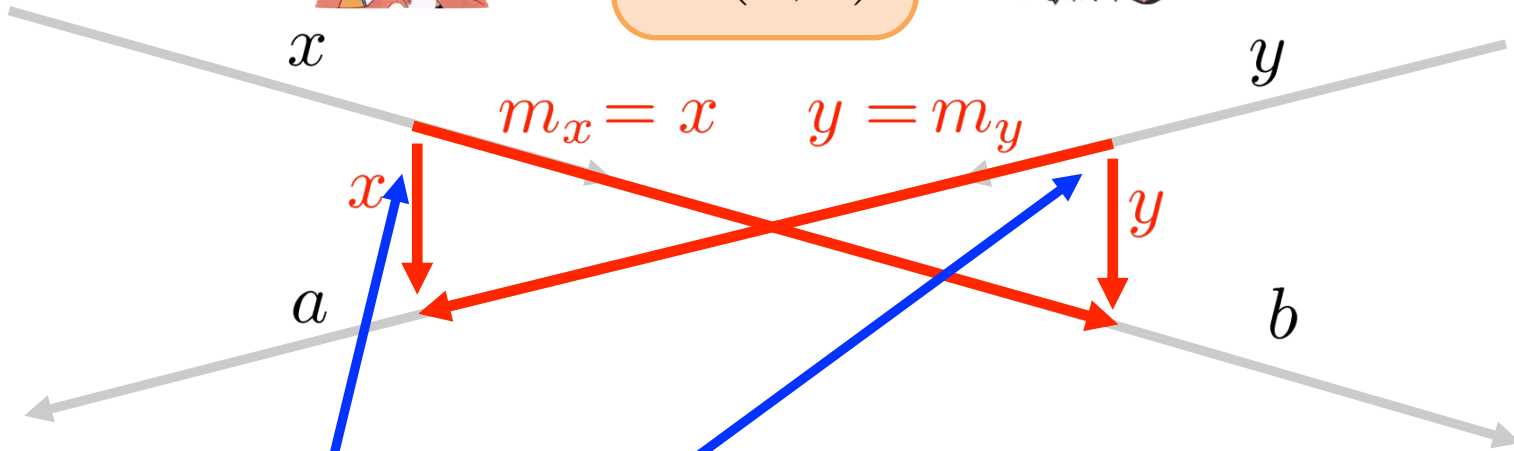
[Chandran Goyal Moriarty Ostrovsky: CRYPTO '09]

# Equivalent Attacking Game

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



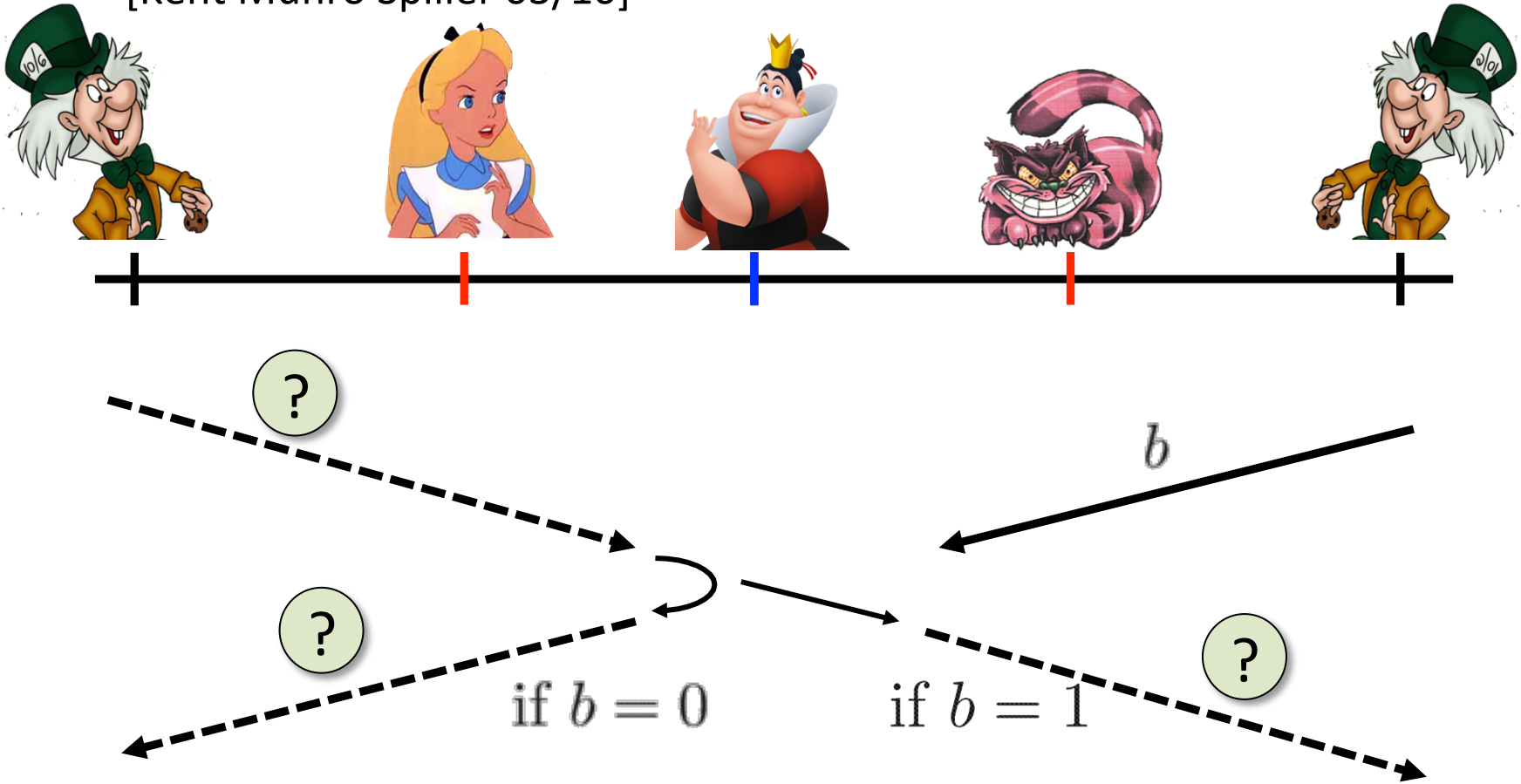
- independent messages  $m_x$  and  $m_y$
- **copying** classical information
- this is **impossible** quantumly



# Position Verification: Quantum Try

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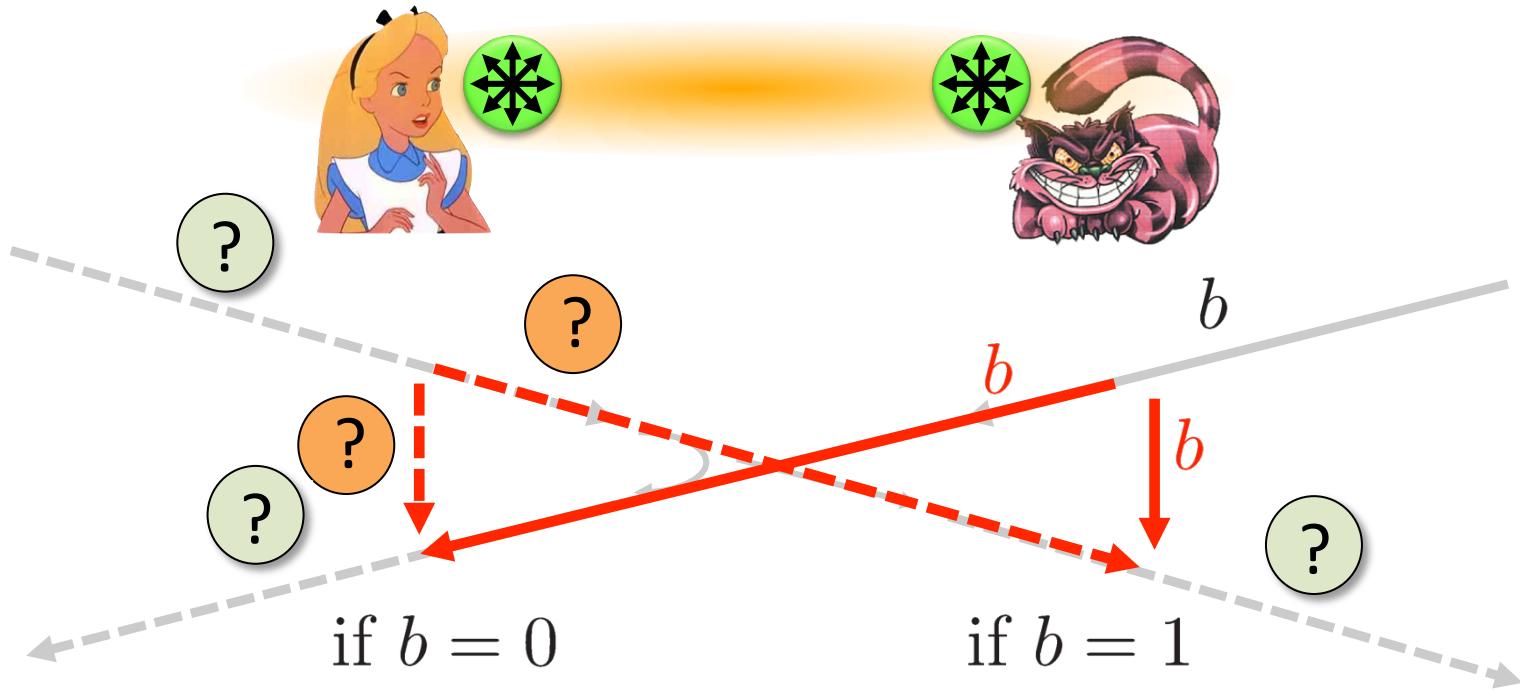
[Kent Munro Spiller 03/10]



- Let us study the attacking game

# Attacking Game

40



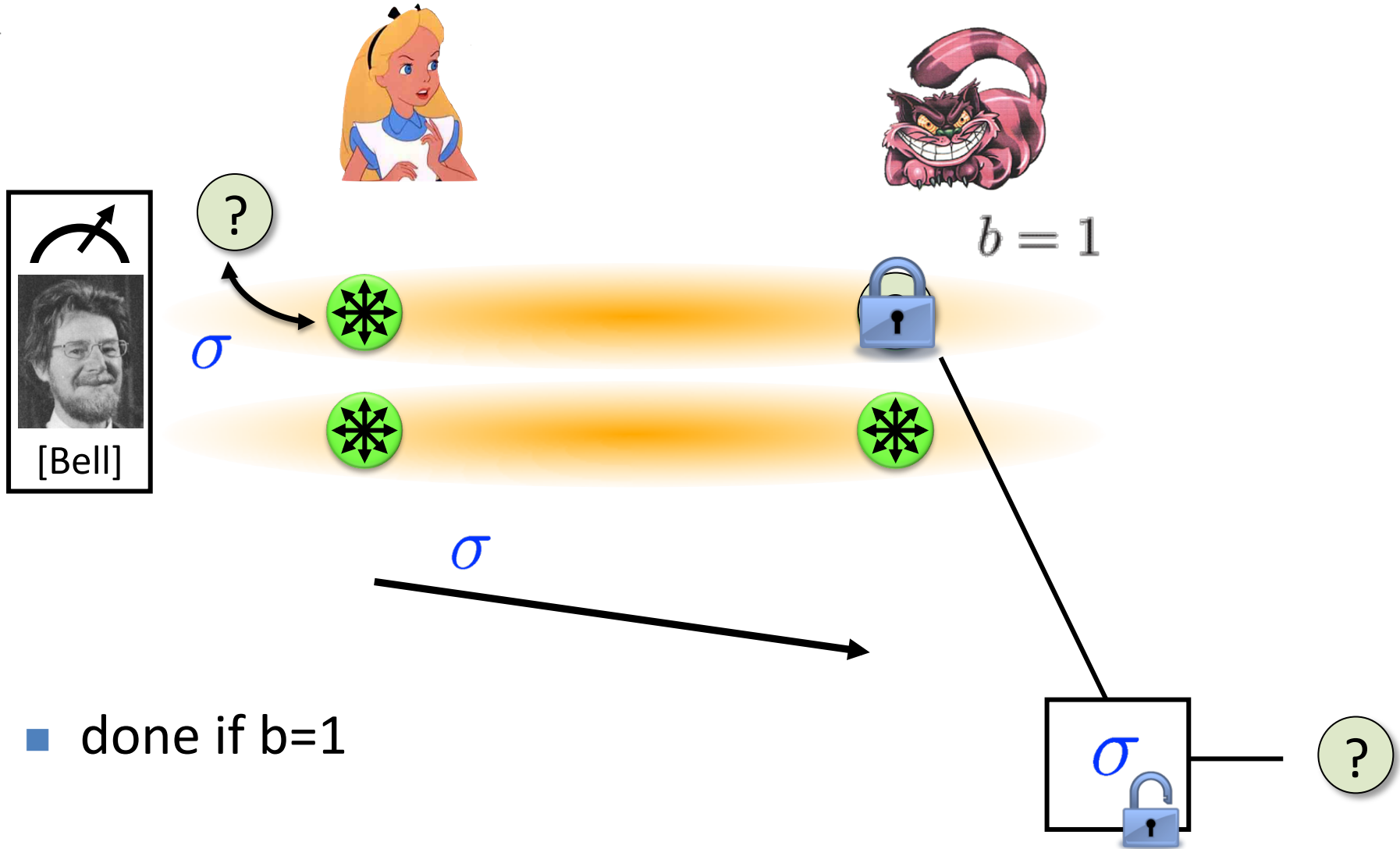
- impossible
- but possible with entanglement!!





# Entanglement attack

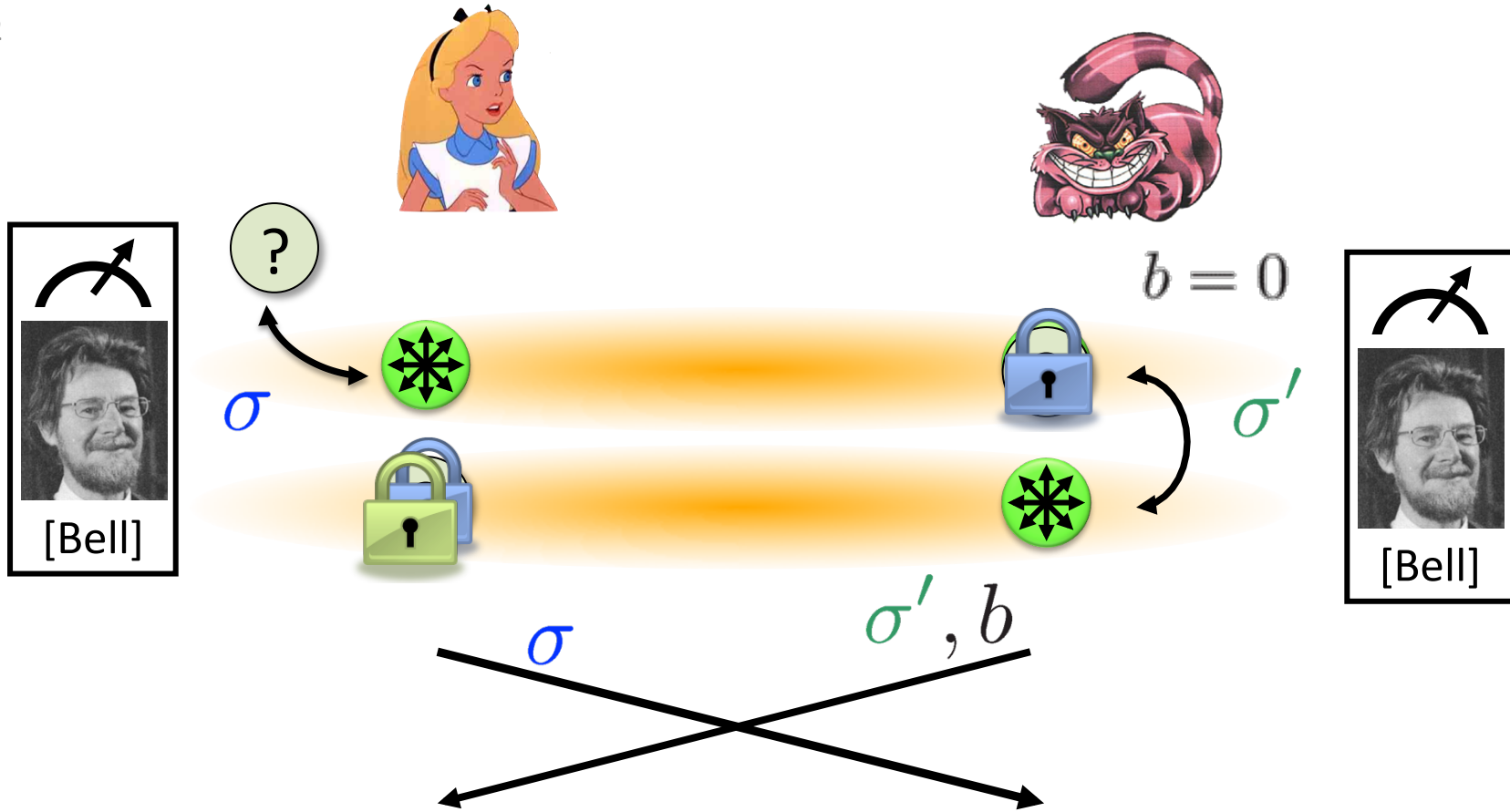
41



- done if  $b=1$

# Entanglement attack

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- the correct person can reconstruct the qubit in time!
- the scheme is completely broken

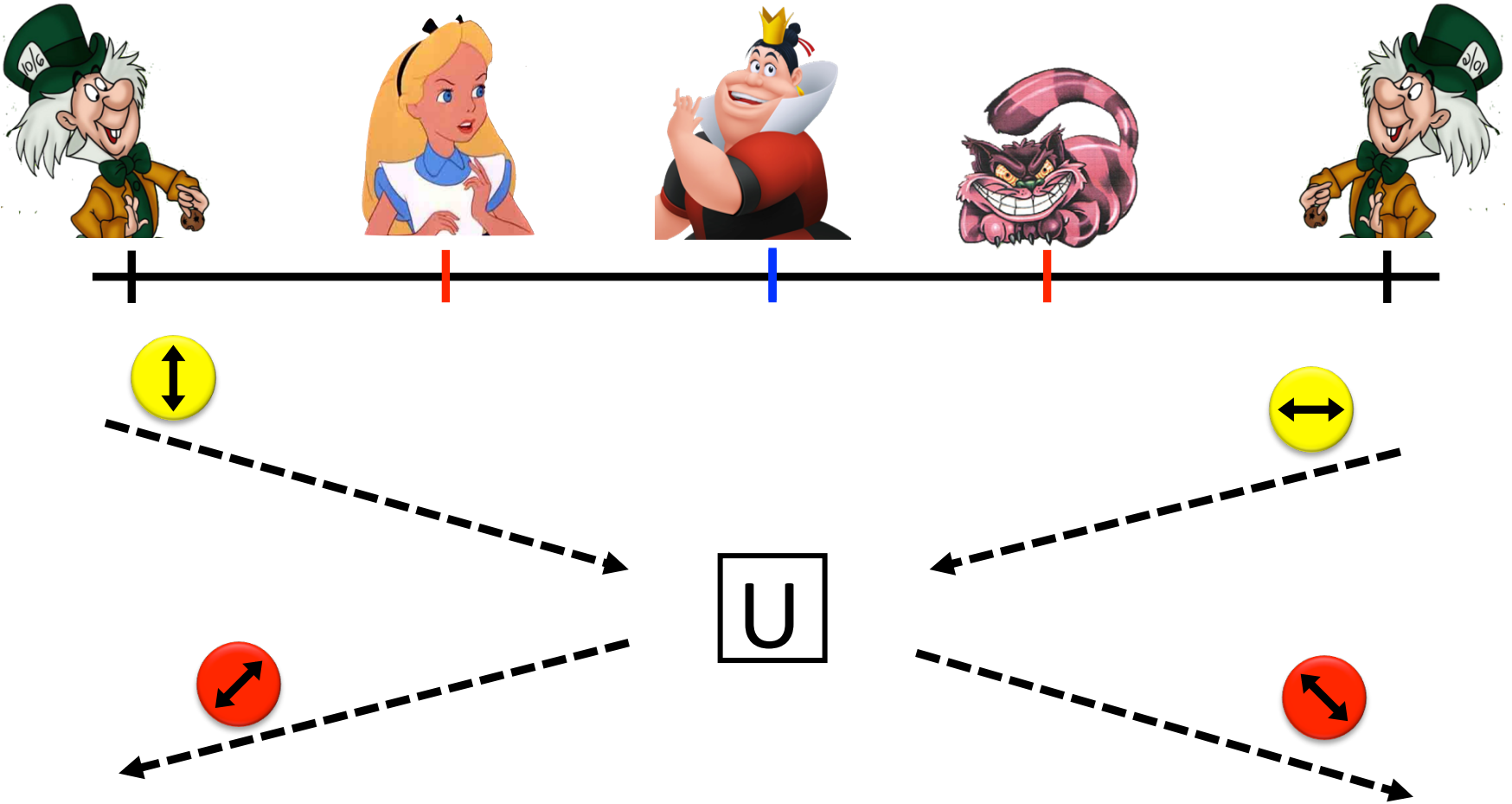
# more complicated schemes?

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- Different schemes proposed by
  - Chandran, Fehr, Gelles, Goyal, Ostrovsky [2010]
  - Malaney [2010]
  - Kent, Munro, Spiller [2010]
  - Lau, Lo [2010]
- Unfortunately they can all be broken!
  - general **no-go theorem** [Buhrman, Chandran, Fehr, Gelles, Goyal, Ostrovsky, S 2014]

# Most General Single-Round Scheme

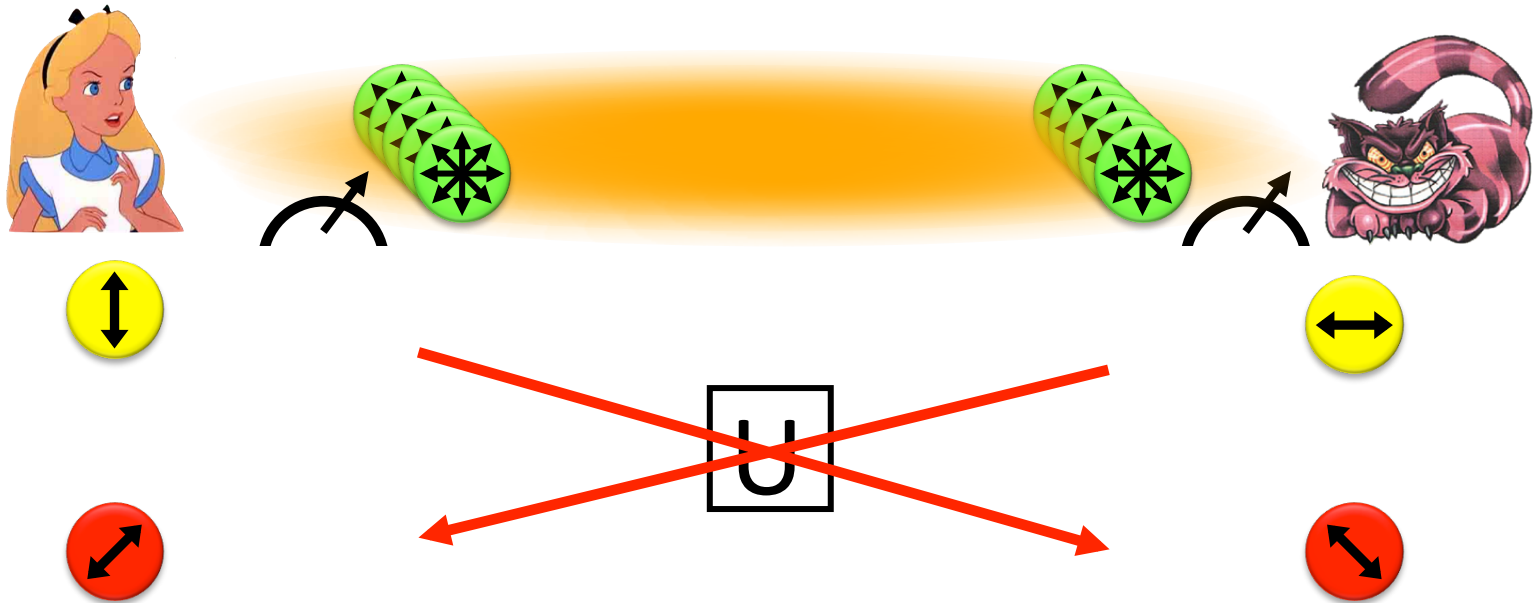
44



- Let us study the attacking game

# Distributed Q Computation in 1 Round

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- using some form of **back-and-forth teleportation**, players succeed with probability arbitrarily close to 1
- requires an **exponential amount** of EPR pairs

# No-Go Theorem

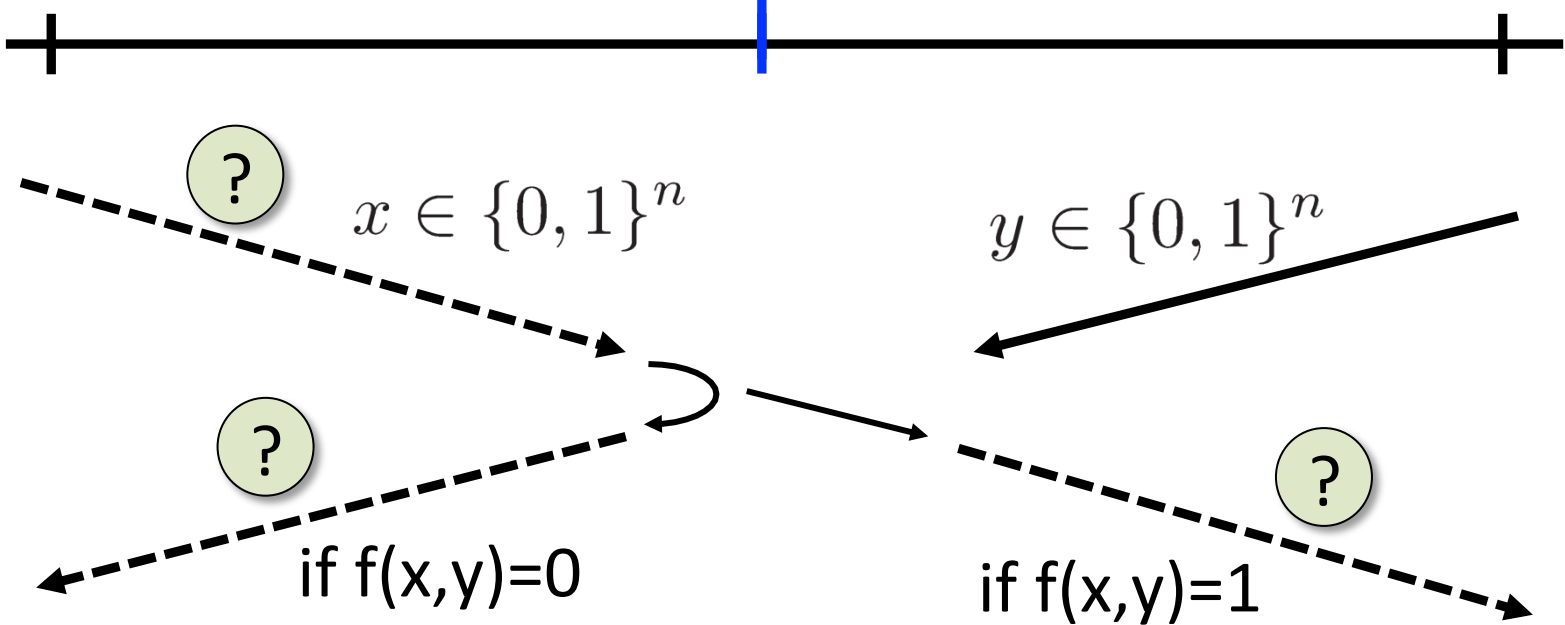
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- Any position-verification protocol **can be broken** using an exponential number of EPR-pairs
- **Question:** is this optimal?
- Does there exist a protocol such that:
  - any **attack** requires many EPR-pairs
  - **honest** prover and verifiers efficient

# Single-Qubit Protocol: SQP<sub>f</sub>

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[Kent Munro Spiller 03/10]

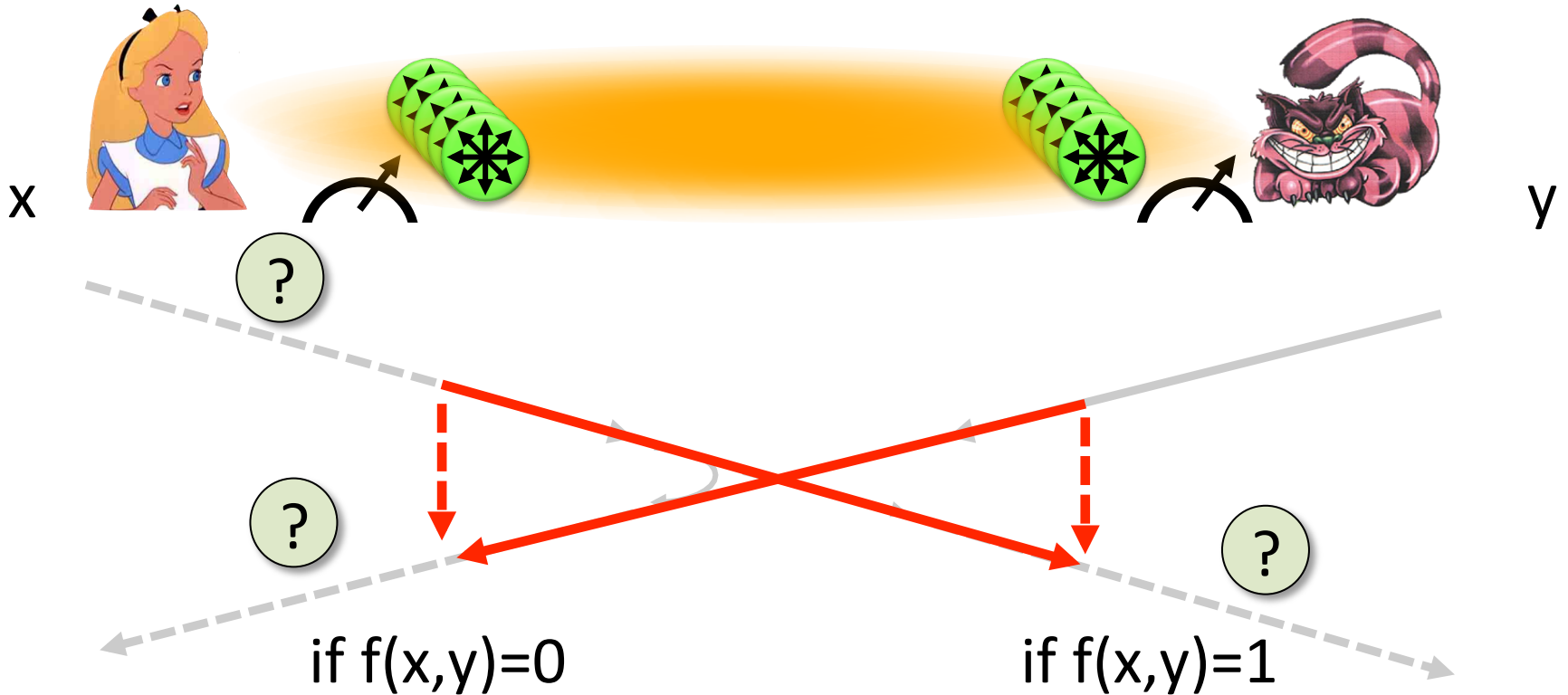


$$f : \{0, 1\}^n \times \{0, 1\}^n \rightarrow \{0, 1\}$$

efficiently computable

# Attacking Game for $SQP_f$

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- Define  $E(SQP_f)$  := minimum number of EPR pairs required for attacking  $SQP_f$



# What to Learn from this Talk?

- ✓ Classical Cryptography
- ✓ Quantum Computing & Teleportation
- ✓ Position-Based Cryptography

## ■ Garden-Hose Model

<http://arxiv.org/abs/1109.2563>

Buhrman, Fehr, S, Speelman

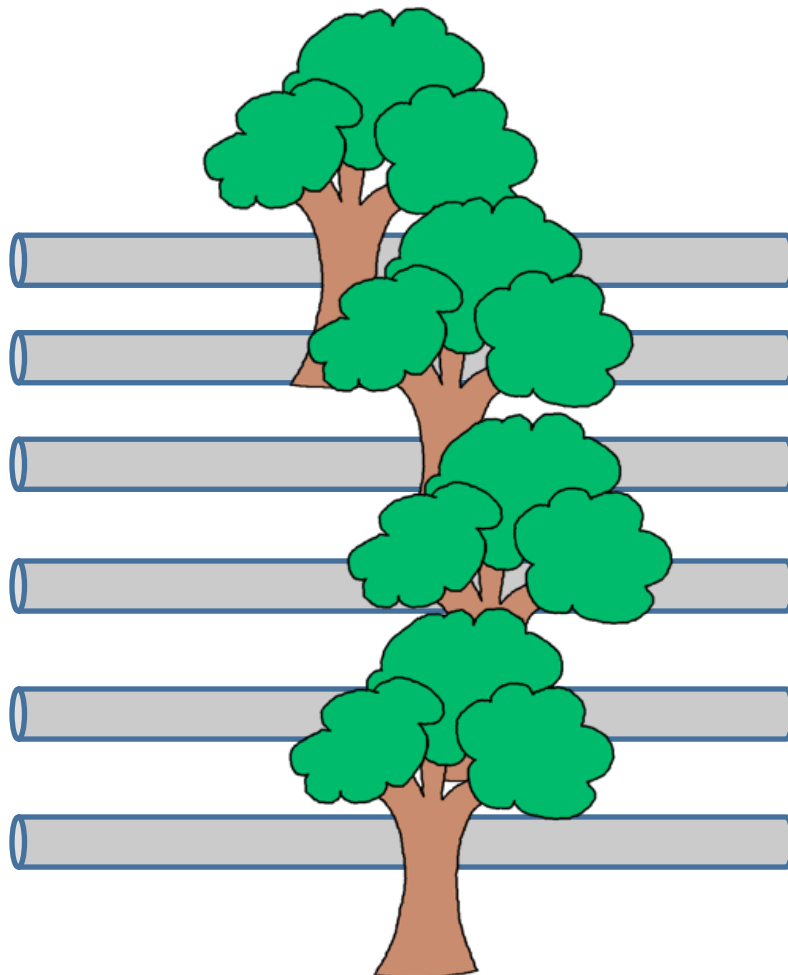


# The Garden-Hose Model

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$$f : \{0, 1\}^n \times \{0, 1\}^n \rightarrow \{0, 1\}$$

$$x \in \{0, 1\}^n$$



$$y \in \{0, 1\}^n$$



share **s** waterpipes

# The Garden-Hose Model

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$x \in \{0, 1\}^n$

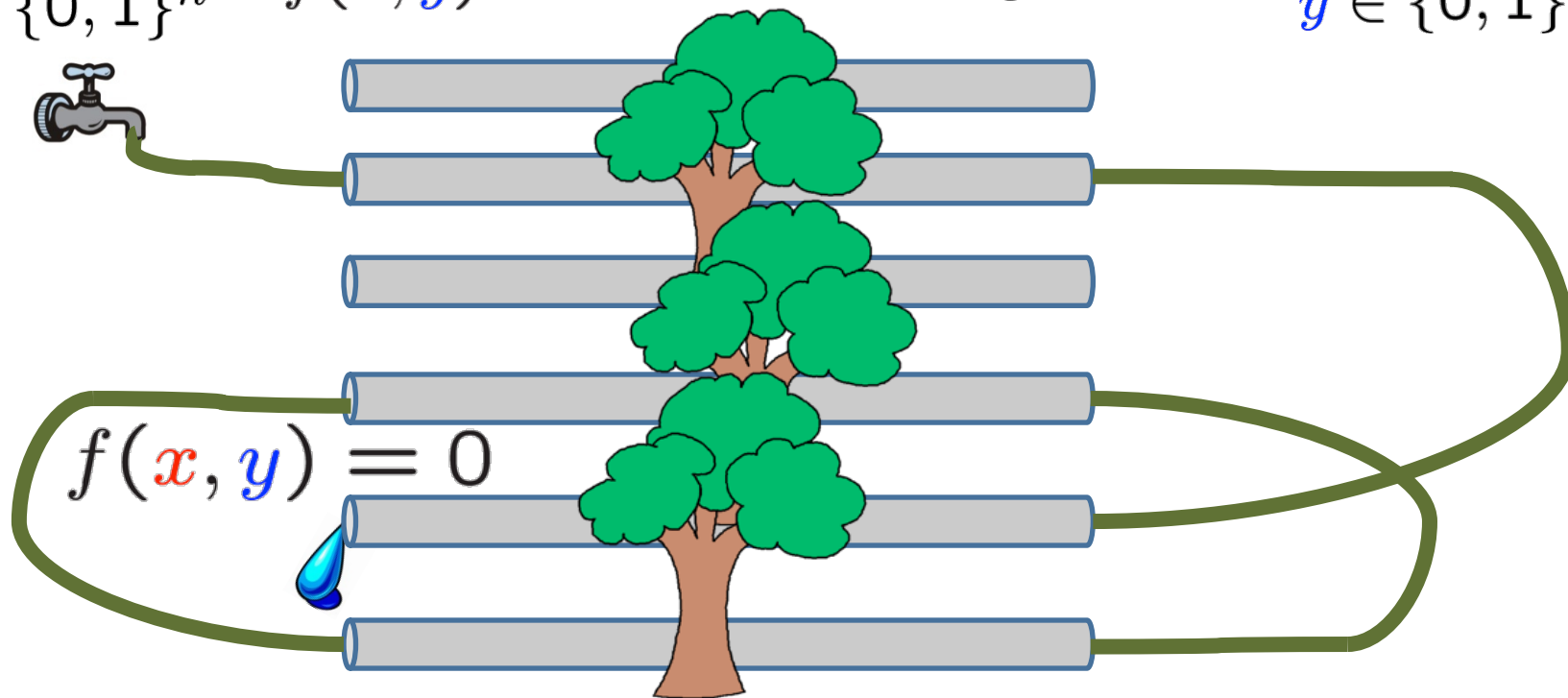
$$f : \{0, 1\}^n \times \{0, 1\}^n \rightarrow \{0, 1\}$$

$f(x, y) = 0$  if water exits @ Alice

$f(x, y) = 1$  if water exits @ Bob



$y \in \{0, 1\}^n$



- based on their inputs, players connect pipes with pieces of hose
- Alice also connects a water tap

# The Garden-Hose Model

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$x \in \{0, 1\}^n$

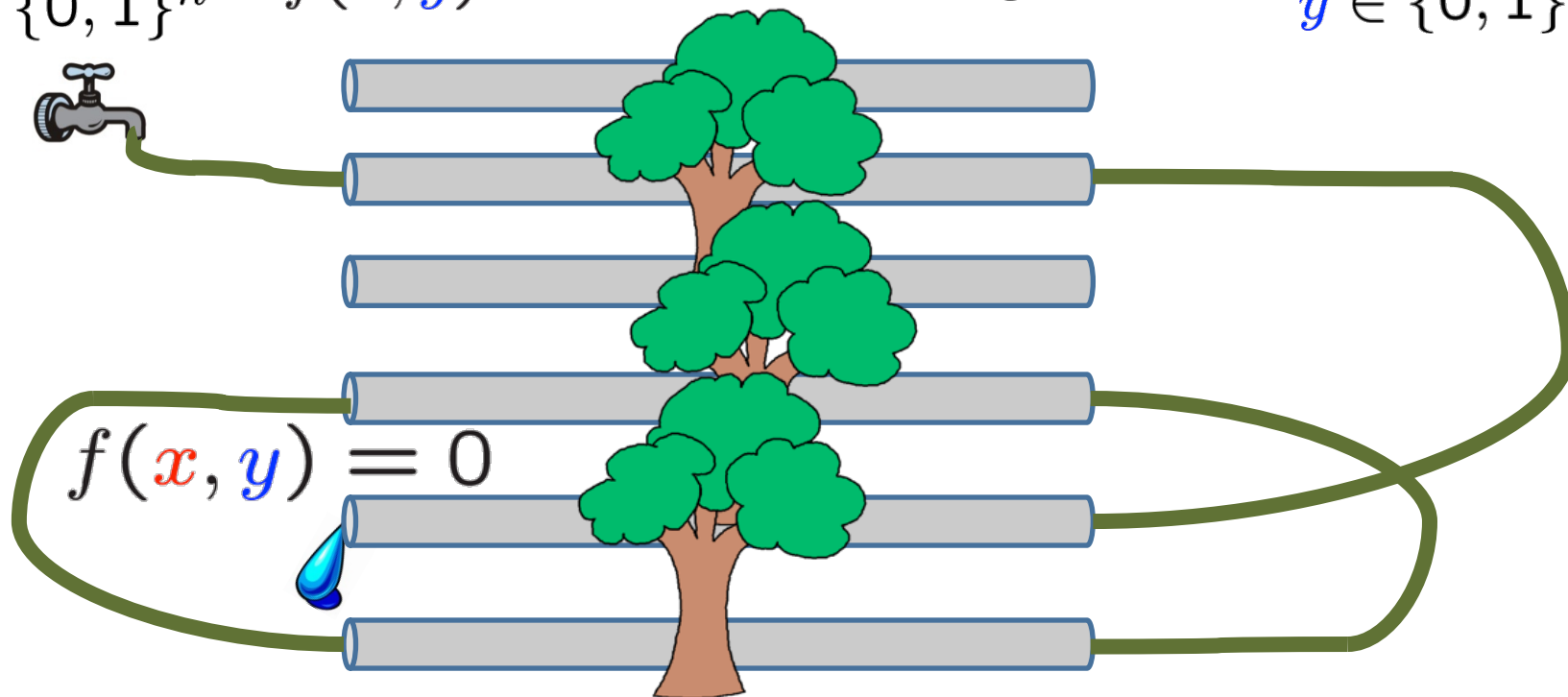
$$f : \{0, 1\}^n \times \{0, 1\}^n \rightarrow \{0, 1\}$$

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$y \in \{0, 1\}^n$



Garden-Hose complexity of  $f$ :

$\text{GH}(f) :=$  minimum number of pipes needed to compute  $f$

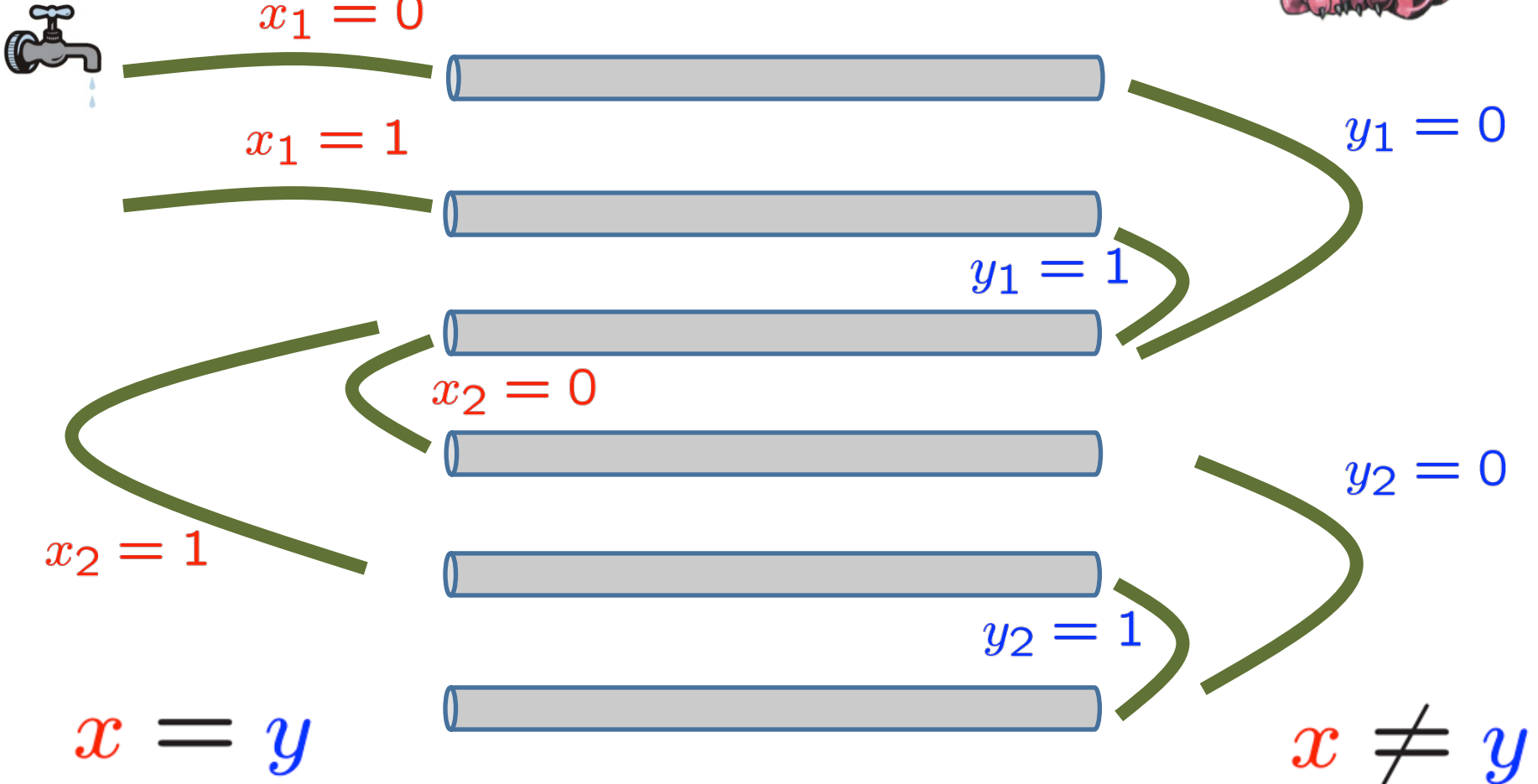
# Demonstration: Inequality on Two Bits

53



$$\begin{aligned}x &= x_1x_2 \\ &= 00\end{aligned}$$

$$\begin{aligned}y &= y_1y_2 \\ &= 10\end{aligned}$$



# n-Bit Inequality Puzzle

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- GH( Inequality )  $\leq$ 
  - demonstration:  $3n$
  - challenge:  $2n + 1$  (first student to email me solution wins)



- world record:  $\sim 1.359n$  [Chiu Szegedy et al 13]
- GH( Inequality )  $\geq n$  [Pietrzak '11]

Relationship between  
 $E(\text{SQP}_f)$  and  $\text{GH}(f)$

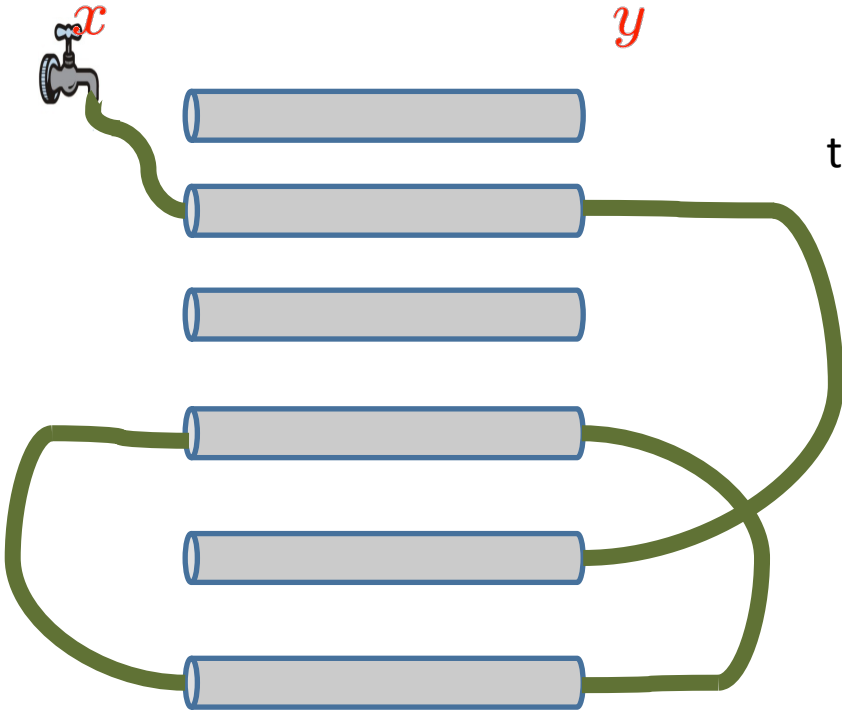
$$\text{GH}(f) \geq E(\text{SQP}_f)$$



Garden-Hose



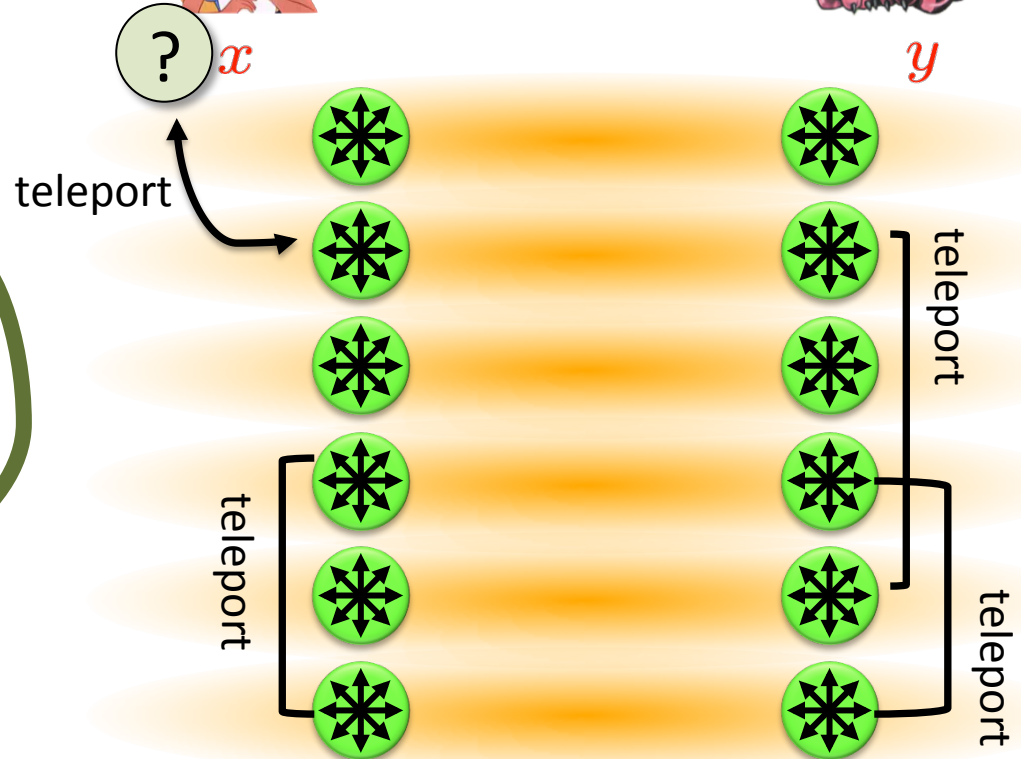
$y$



Attacking Game



$y$





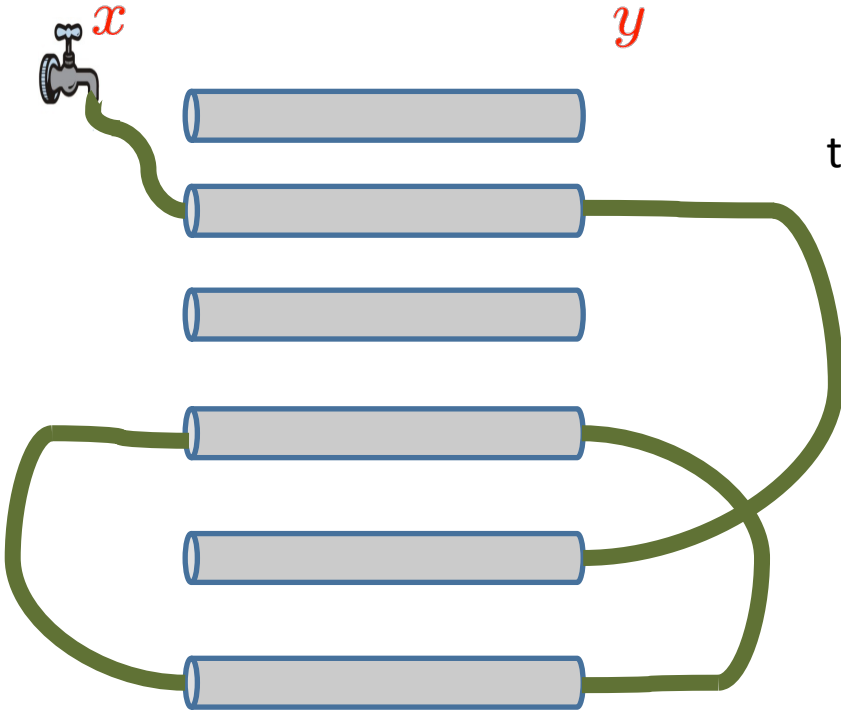
$$\text{GH}(f) \geq E(\text{SQP}_f)$$



Garden-Hose



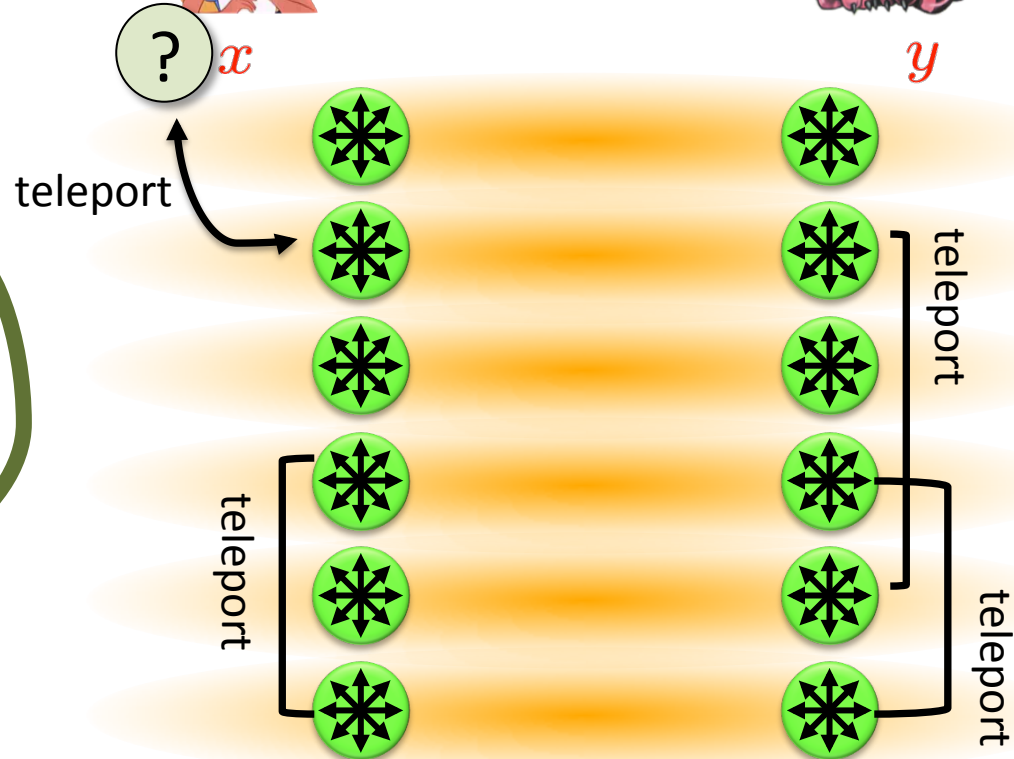
$y$



Attacking Game

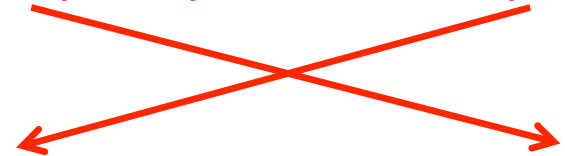


$y$



$x$ , Alice's  
telep. keys

$y$ , Bob's  
telep. keys



- using  $x$  &  $y$ , can follow the water/qubit
- correct water/qubit using all measurement outcomes

$$\text{GH}(f) = E(\text{SQP}_f) ?$$

- last slide:  $\text{GH}(f) \geq E(\text{SQP}_f)$
- The two models are **not equivalent**:
  - exists  $f$  such that  $\text{GH}(f) = n$  , but  $E(\text{SQP}_f) \leq \log(n)$
- **Quantum** garden-hose model:
  - give Alice & Bob also entanglement
  - research question: are the models now equivalent?

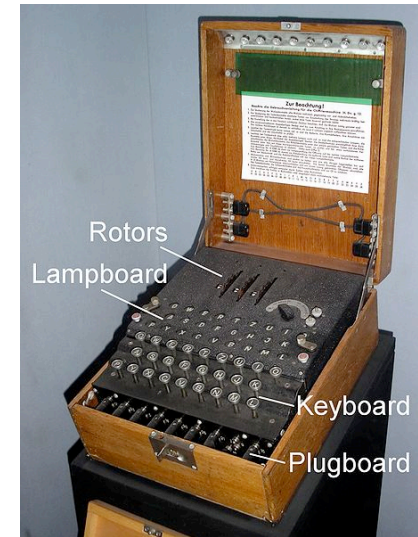
# Garden-Hose Complexity Theory

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- every  $f$  has  $\text{GH}(f) \leq 2^{n+1}$
- if  $f$  in logspace, then  $\text{GH}(f) \leq \text{polynomial}$ 
  - efficient  $f$  & no efficient attack  $\Rightarrow P \neq L$
- exist  $f$  with  $\text{GH}(f)$  **exponential** (counting argument)
- for  $g \in \{\text{equality, IP, majority}\}$ :  $\text{GH}(g) \geq n / \log(n)$ 
  - techniques from communication complexity
  
- Many open problems!

# What Have You Learned from this Talk?

## ✓ Classical Cryptography



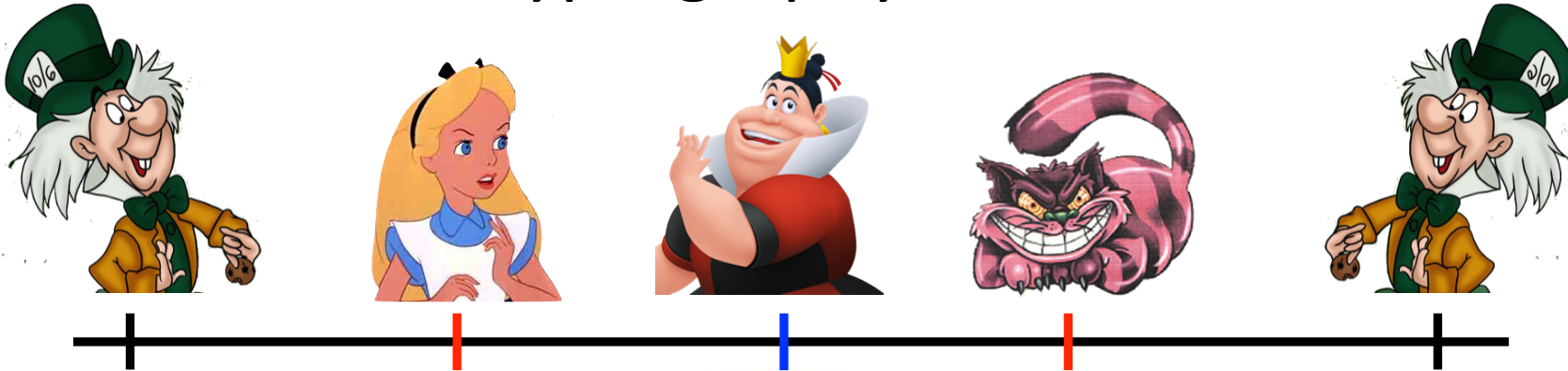
## ✓ Quantum Computing & Teleportation



# What Have You Learned from this Talk?

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## ✓ Position-Based Cryptography



## ✓ No-Go Theorem

- Impossible unconditionally, but attack requires unrealistic amounts of resources

## ✓ Garden-Hose Model

- model of communication complexity



# Take on the crypto challenge!

- GH( Inequality ) =  $2n + 1$  pipes
  - the first person to tell me ([cschaffner@uva.nl](mailto:cschaffner@uva.nl)) the protocol wins:



- **course** "Information Theory"
- see you in the next block on 28 October 2015!



Any  $f$  has  $\text{GH}(f) \leq 2^{n+1}$

$$f : \{0, 1\}^n \times \{0, 1\}^n \longrightarrow \{0, 1\}$$



$x_1 x_2 \dots x_n$

$y_1 y_2 \dots y_n$

$00 \dots 0$



$x_1 x_2 \dots x_n$

$f(x, y) = 1$

$11 \dots 1$

$f(x, y) = 0$



⋮



⋮



$2^{n+1}$  pipes



connects iff  
 $f(00 \dots 0, y) = 0$



connects iff  
 $f(x, y) = 0$



connects iff  
 $f(11 \dots 1, y) = 0$

$f(x, y) = 1$



Any  $f$  has  $\text{GH}(f) \leq 2^{n+1}$   
 $f : \{0, 1\}^n \times \{0, 1\}^n \rightarrow \{0, 1\}$



$x_1 x_2 \dots x_n$

$\overbrace{\phantom{00\dots 0}}^n$   
 $00\dots 0$



$x_1 x_2 \dots x_n$

$f(x, y) = 0$

$\overbrace{\phantom{11\dots 1}}^n$   
 $11\dots 1$

$f(x, y) = 0$



⋮



⋮



$2^{n+1}$  pipes

$y_1 y_2 \dots y_n$



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 $f(00\dots 0, y) = 0$



connects iff  
 $f(x, y) = 0$



connects iff  
 $f(11\dots 1, y) = 0$

$f(x, y) = 1$



# Open Problems

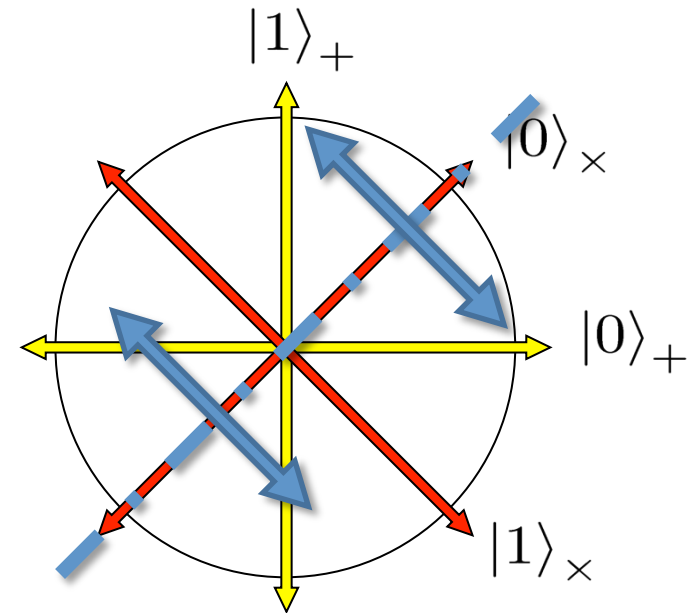
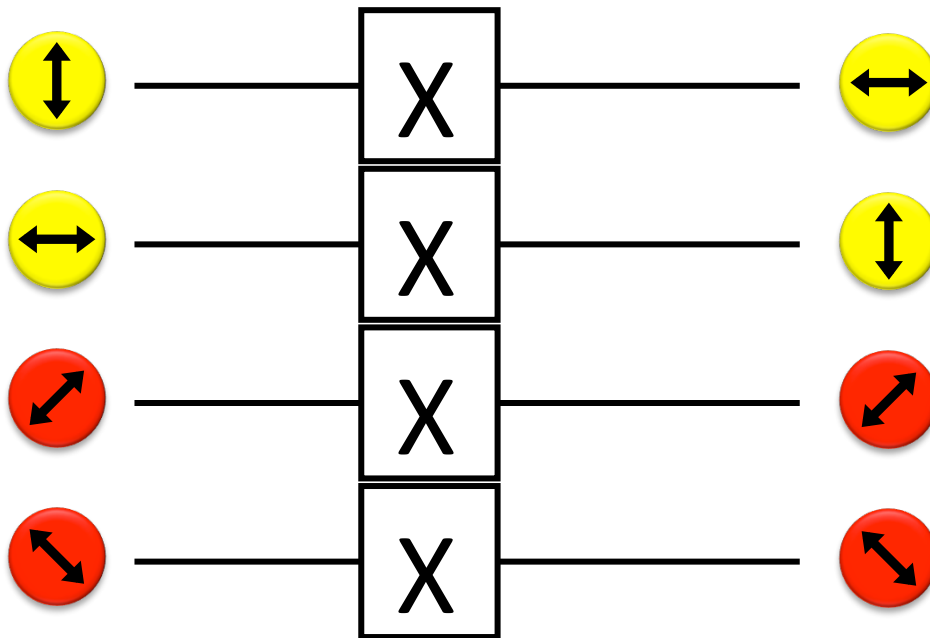
65

- Is **Quantum-GH(f)** equivalent to  **$E(SQP_f)$** ?
- Find good lower bounds on  **$E(SQP_f)$**
- Does  $P \neq L/poly$  imply  $f$  in  $P$  with  **$GH(f) > poly$**  ?
- Are there other position-verification schemes?
- **Parallel repetition**, link with Semi-Definite Programming (SDP) and non-locality.
- **Implementation**: handle noise & limited precision
- Can we achieve other position-based primitives?

# Quantum Operations

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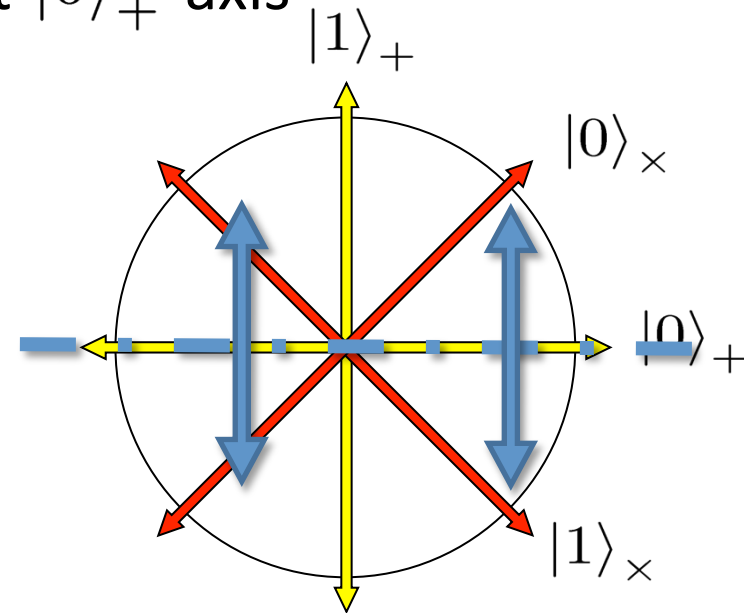
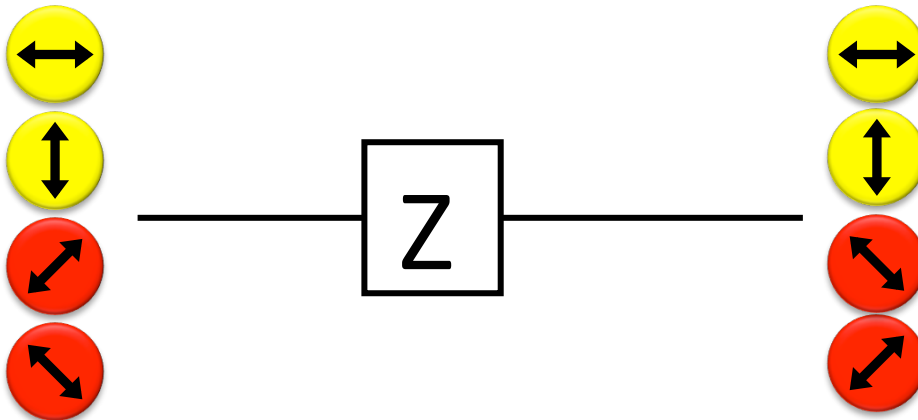
- are **linear isometries**
- can be described by a **unitary matrix**:  $UU^\dagger = U^\dagger U = \text{id}$
- examples:
  - identity
  - bitflip (Pauli X): mirroring at  $|0\rangle_x$  axis



# Quantum Operations

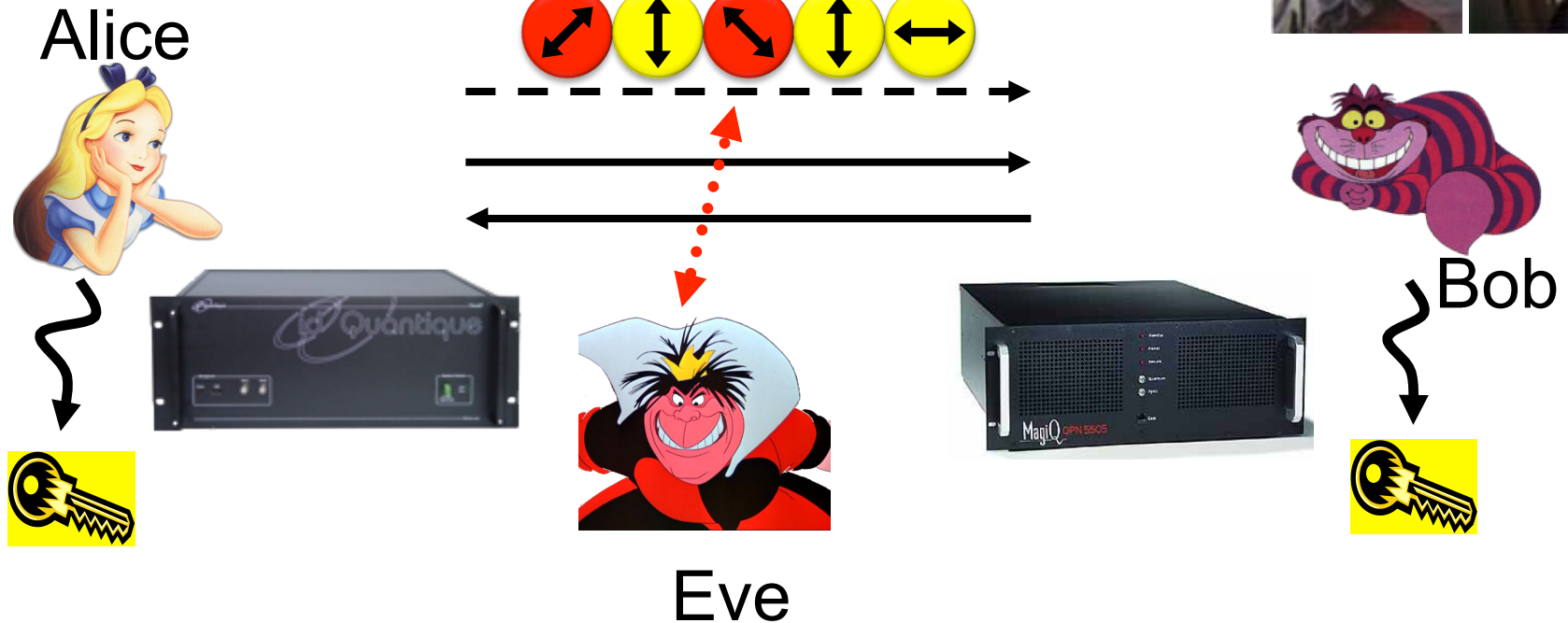
67

- are **linear isometries**
- can be described by a **unitary matrix**:  $UU^\dagger = \text{id}$
- examples:
  - identity
  - bitflip (Pauli X): mirroring at  $|0\rangle_x$  axis
  - phase-flip (Pauli Z): mirroring at  $|0\rangle_+$  axis
  - both (Pauli XZ)



# Quantum Key Distribution (QKD)

[Bennett Brassard 84]



- inf-theoretic security against unrestricted eavesdroppers:
  - quantum states are unknown to Eve, she **cannot copy them**
  - honest players can check whether Eve interfered
- **technically feasible**: no quantum computation required, only quantum communication

# Early results of QIP

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- Efficient quantum algorithm for **factoring** [Shor'94]
  - breaks public-key cryptography (RSA)
- Fast quantum **search** algorithm [Grover'96]
  - **quadratic speedup**, widely applicable
- Quantum communication complexity
  - **exponential savings** in communication
- Quantum Cryptography [Bennett-Brassard'84, Ekert'91]
  - Quantum key distribution