

Cryptography In the Bounded Quantum-Storage Model

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Agenda

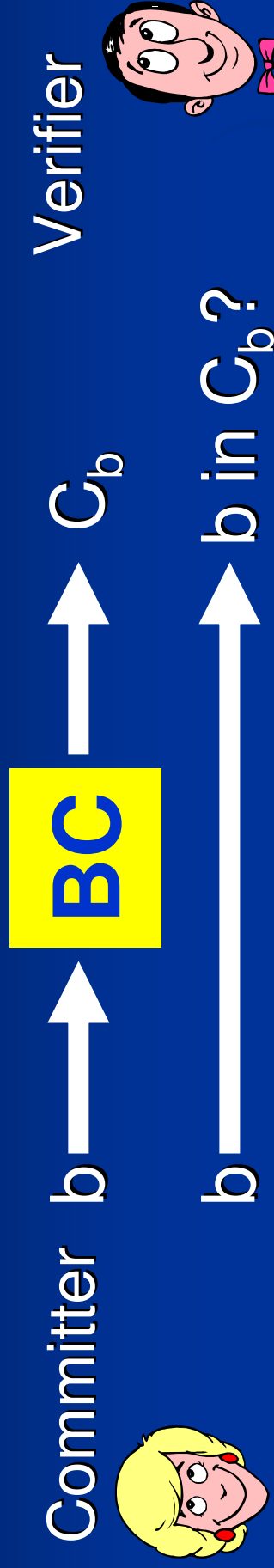
- Two-Party Crypto Primitives
- Protocol for Oblivious Transfer
- Security Proof
- Protocol for Bit Commitment
- Practicality Issues
- Open Problems

Classical 2-party primitives: Rabin Oblivious Transfer



- **correct:** For honest Alice and Bob, Bob gets the bit b with probability $1/2$.
- **sender-private:** If Alice is honest, (cheating) Bob does not get information about b with probability bigger than $1/2$.
- **receiver-private:** If Bob is honest, (cheating) Alice does not learn, whether Bob received the bit or not.

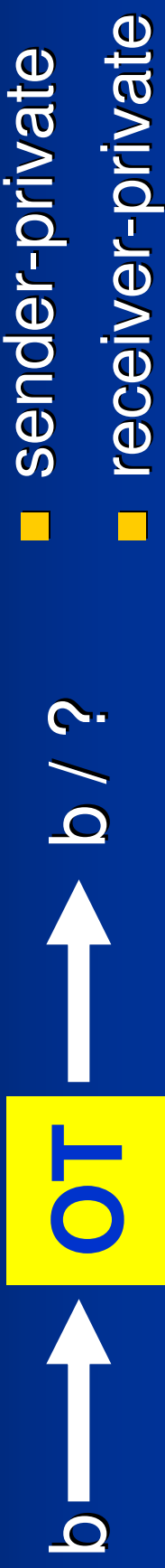
Classical 2-party primitives: Bit Commitment



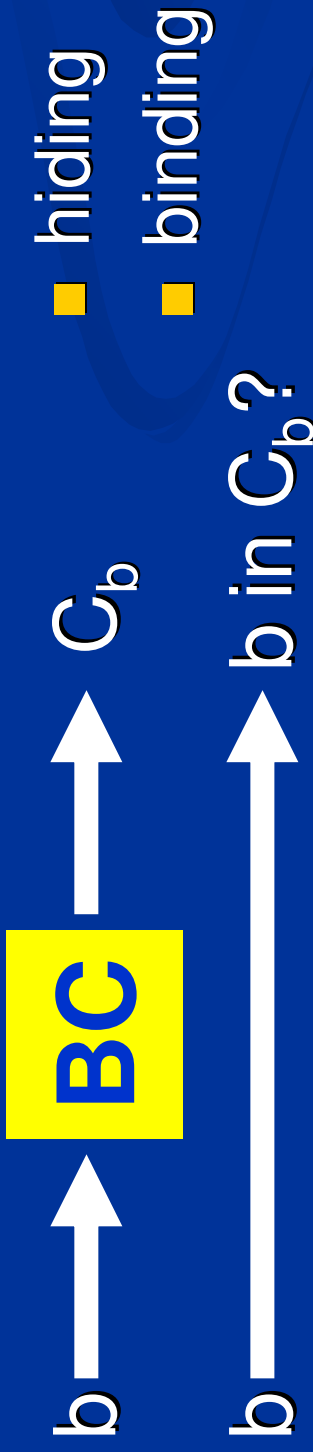
- **correct:** BC allows Alice to commit to a bit b .
Later, she can open C_b to Bob.
- **hiding:** If Alice is honest, (cheating) Bob does not get information on b from C_b .
- **binding:** If Bob is honest, (cheating) Alice cannot open C_b to a bit $b' \neq b$.

Classical 2-party primitives: Relations

Oblivious Transfer

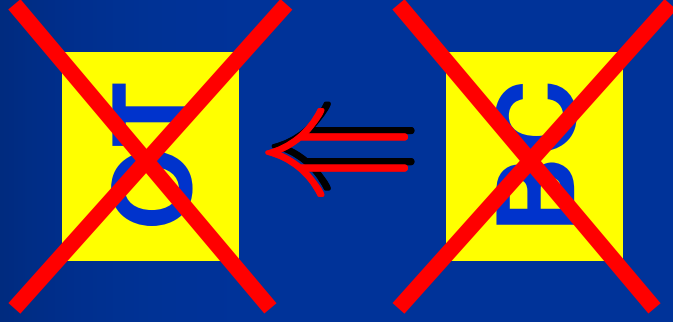


Bit Commitment



- $OT \Rightarrow BC$
- OT is complete for two-party cryptography

Known Impossibility Results



- In the classical unconditionally secure model without further assumptions
- In the unconditionally secure model **with quantum communication** [Mayers97, Lo-Chau97]

Three Ways Out

- ~~OT~~ Bound computing power (schemes based on complexity assumptions)
- ~~EC~~ Noisy communication [CrépeauKilian88, Crépeau97, ...]
- ➔ **Physical limitations**
e.g. bound memory size of the players

Classical Bounded-Storage Model

[Maurer92]

- long random string in the sky which players try to store
- a memory bound applies at a specified moment (string disappears) CS3
- protocol for OT [CCM98, DHRS04]:
memory size of honest players: k
memory of dishonest players: $< k^2$
- Tight bound [DM04]
- can be **improved** by allowing **quantum communication**

OT

BC



Slide 8

CS3

Cachin Crepeau Marcil
Christian Schaffner; 13.01.2006


Bounded Quantum-Storage Model

- quantum memory bound applies at a specified moment
- besides that, players are unbounded (in time and space)
- **unconditional security** against adversaries with quantum memory of less than **half of the transmitted qubits**
- **honest players do not need quantum memory at all**
- honest players: 0 k
- dishonest players: $<n/2$ $<k^2$

OT



BC



Agenda

- ✓ Two-Party Crypto Primitives
- **Protocol for Oblivious Transfer**
- Security Proof
- Protocol for Bit Commitment
- Practicality Issues
- Open Problems

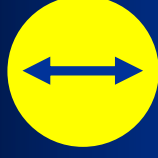
Quantum Notation



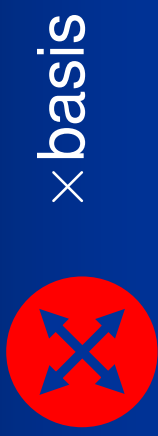
+ basis



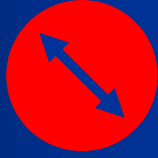
$|0\rangle_+$



$|1\rangle_+$



x basis

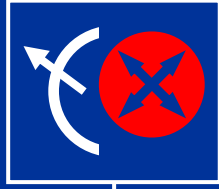
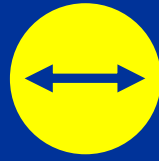


$|0\rangle_x$



$|1\rangle_x$

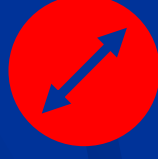
Measurements:



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



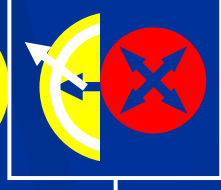
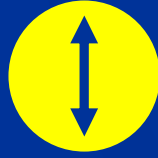
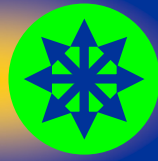
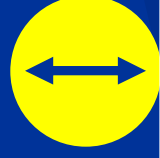
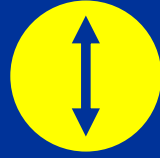
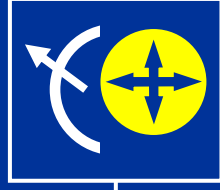
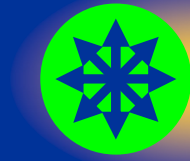
with prob. $\frac{1}{2}$ yields 1



EPR pairs:

prob. $\frac{1}{2} : 0$

prob. $\frac{1}{2} : 1$



prob. $\frac{1}{2} : 0$

prob. $\frac{1}{2} : 1_{11/42}$

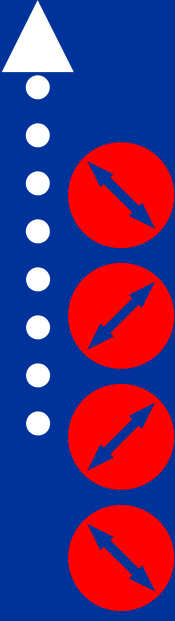
Quantum Protocol for OT

Alice $b \in \{0, 1\}$

$r \in_R \{+, \times\}$ 

$x \in_R \{0, 1\}^n$ 0110...

$|x\rangle_r$



Bob

$r' \in_R \{+, \times\}$ 

obtains x' by

measuring all qubits

in basis r'



[Wiesner70]

memory bound: store < n/2 qubits

CS1

$h \in_R H_n$

$s = b \oplus h(x)$

r, h, s

gets $b = s \oplus h(x')$

if $r = r'$

Example: honest players

Slide 12

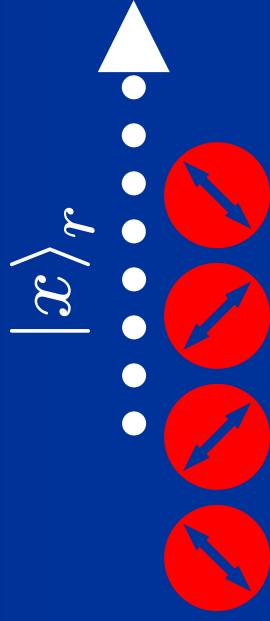
CS1 **h is two-universal and BINARY**
Christian Schaffner; 24.02.2005

Quantum Protocol for OT II

Alice

$$r \in_R \{+, \times\}$$

$$x \in_R \{0, 1\}^n \quad 0110\dots$$



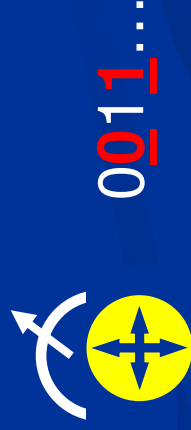
Bob

$$r' \in_R \{+, \times\}$$

obtains x' by

measuring all qubits

in basis r'



memory bound: store $< n/2$ qubits



honest players? ✓

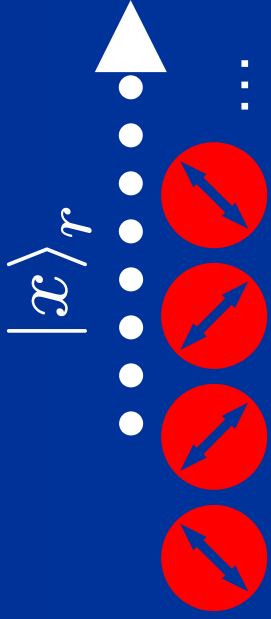
receiver-private? ✓

Sender-privacy against dishonest Bob?

Alice

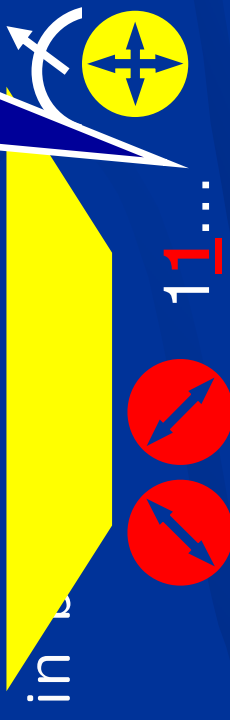
$$r \in_R \{+, \times\}$$

$$x \in_R \{0, 1\}^n \quad 0110\dots$$



Bob

$r' \in_R \{+, \times\}$
store all qubits
obtains x' by
measuring a qubit



unbounded
classical
memory!

--- memory bound: store $< n/2$ qubits

r, h, s

$$h \in_R H_n \quad s = b \oplus h(x)$$

$$\xrightarrow{r, h, s} \begin{matrix} x \neq x' \text{ gets } b(x')_s \text{ indep} \\ b = ? \text{ if } r = r' \end{matrix}$$

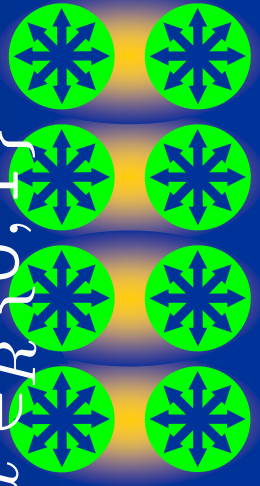
Proof of Sender-Privacy: Purification

[Ekert91]

Alice

$$r \in_R \{+, \times\}$$

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

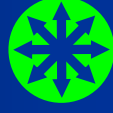


$$|x\rangle_r$$



Bob

store all qubits!



memory bound: store $< n/2$ qubits



r, h, s

$$h \in_R H_n$$

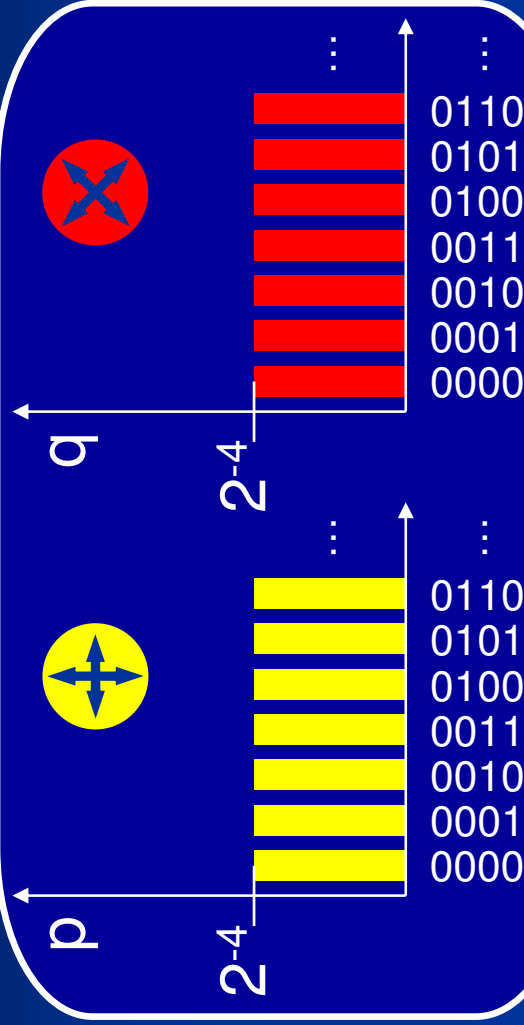
$$s = b \oplus h(x)$$

gets $b = s \oplus h(x')$

if $r = r'$

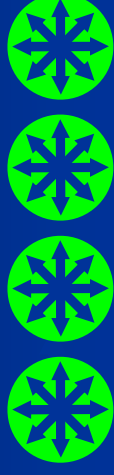
Proof of Sender-Privacy: Distributions

Alice



Bob

store all qubits!



memory bound: store < n/2 qubits



r, h, s

$$h \in_R H_n$$

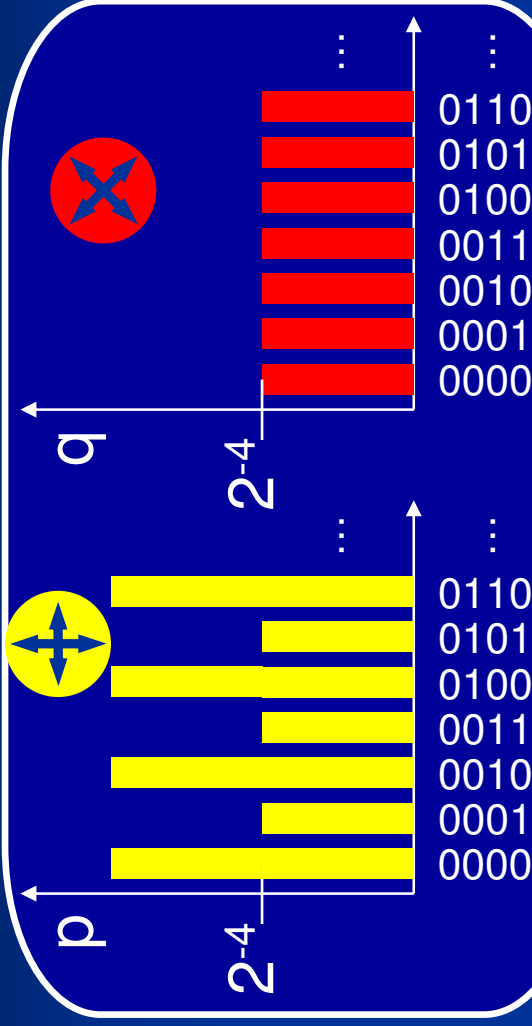
$$s = b \oplus h(x)$$

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if $r = r'$

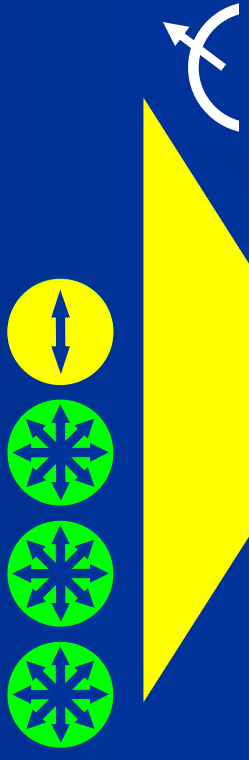
Proof of Sender-Privacy: Example

Alice



Bob

store all qubits!



memory bound: store $< n/2$ qubits



r, h, s

$$h \in_R H_n$$

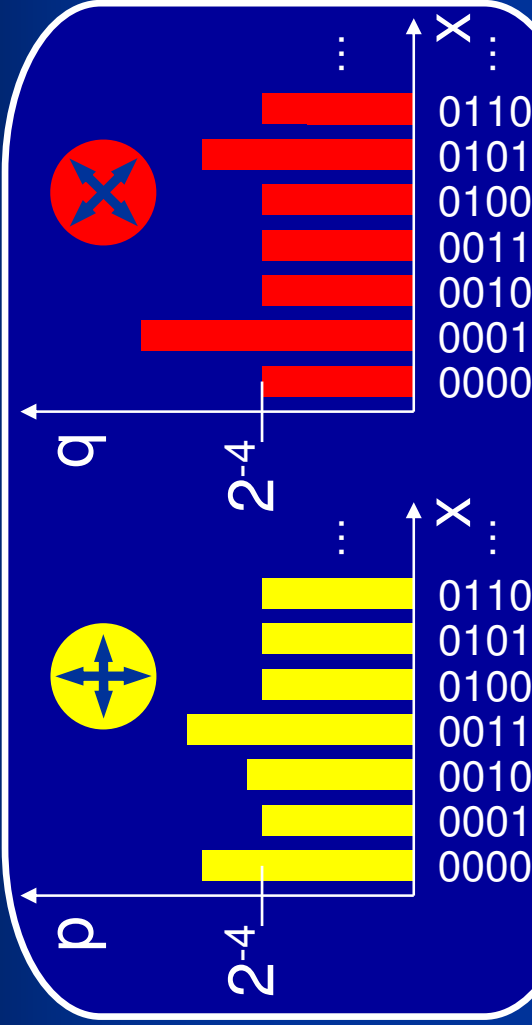
$$s = b \oplus h(x)$$

$$\text{gets } b = s \oplus h(x')$$

$$\text{if } r = r'$$

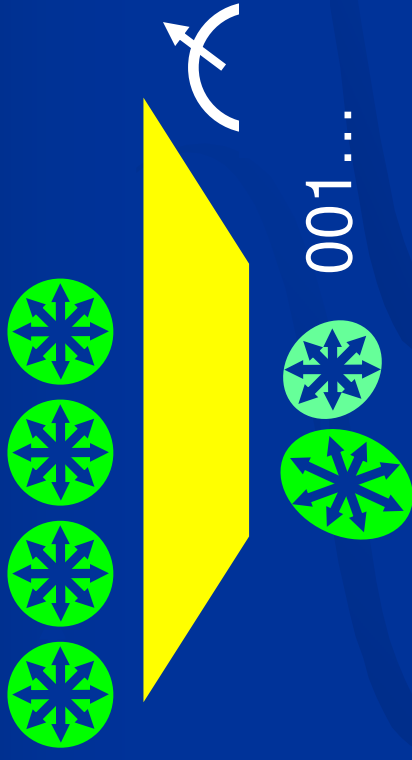
Proof of Obliviousness: Distributions II

Alice

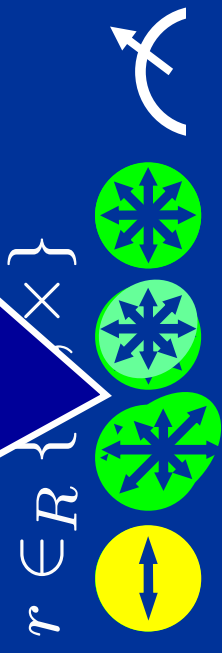


Bob

store all qubits!



memory bound: store < n/2 qubits



$r \in R \{ \dots, X \}$

r, h, s

$h \in R H_n$

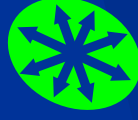
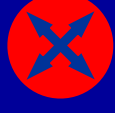
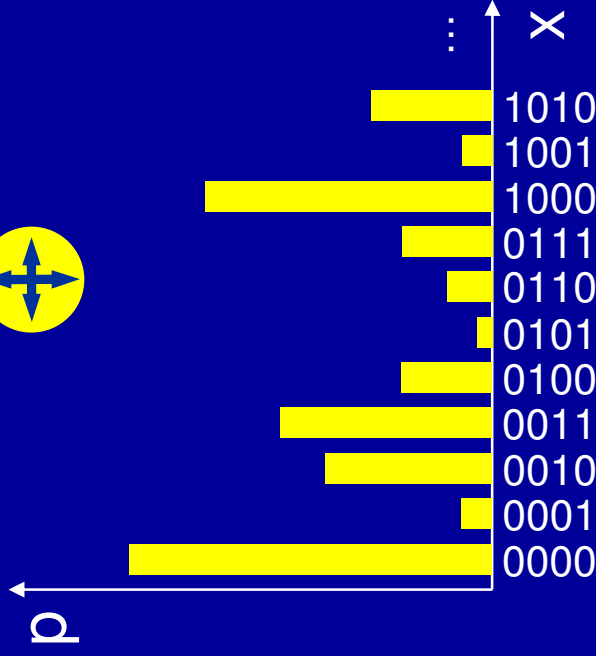
$s = b \oplus h(x)$

gets $b = s \oplus h(x')$

if $r = r'$

Proof of Sender-Privacy: Goal

$$\mathcal{X} \in_{\mathcal{R}} \{+, \times\}$$



However Bob prepares his memory

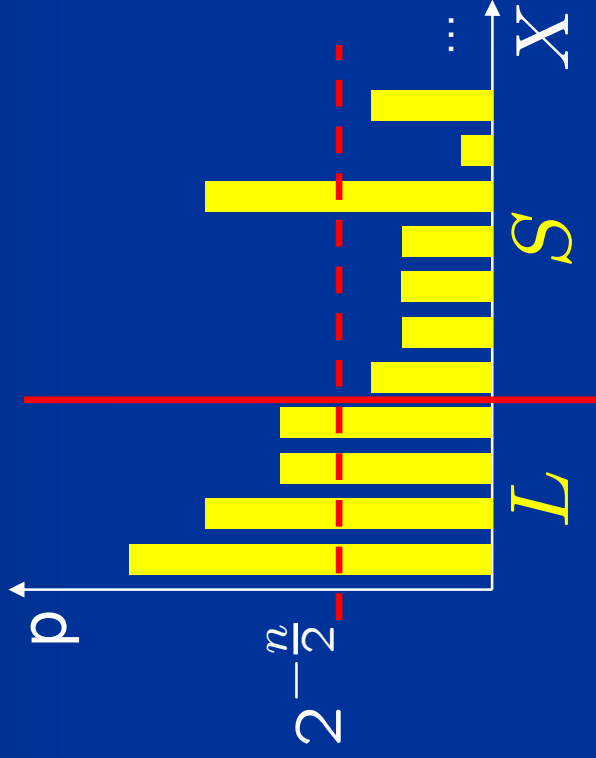


001...

and the distributions p and q , he cannot guess $h(x)$ in both bases **simultaneously** \Rightarrow **sender-private**

Privacy Amplification

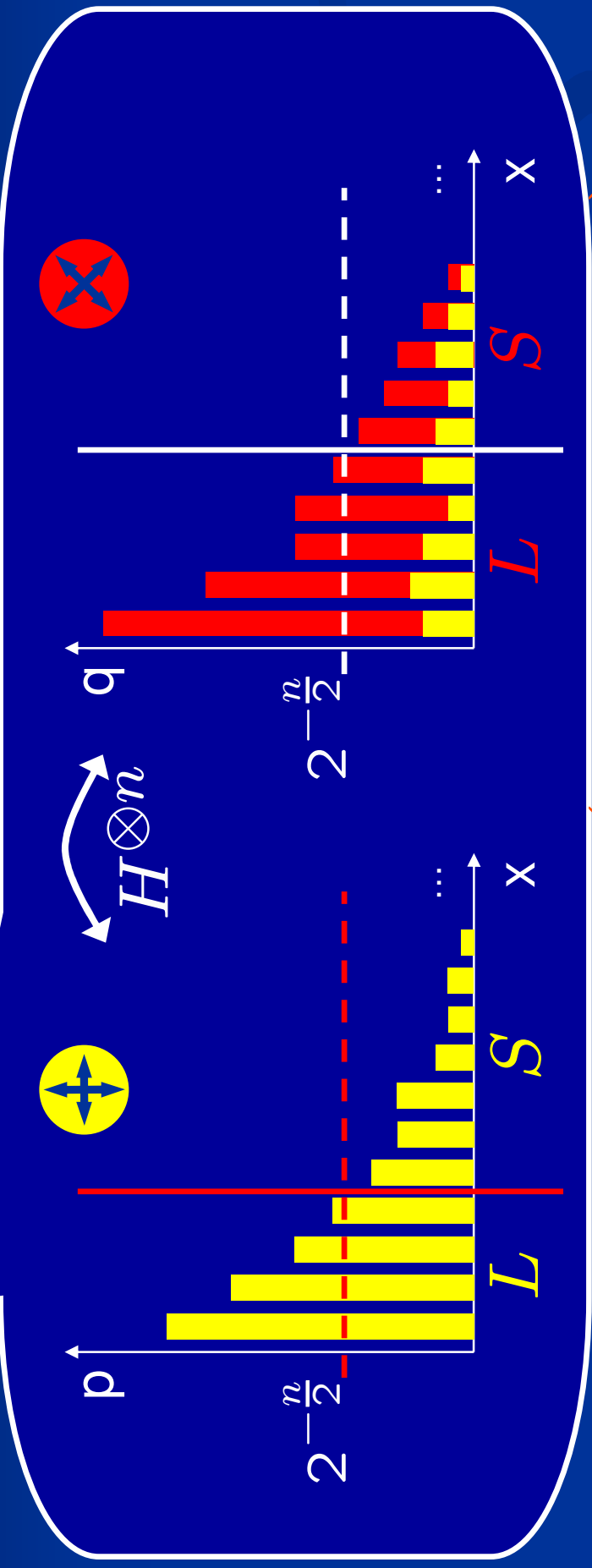
Privacy Amplification against Quantum Adversaries
[Renner König, TCC 2005]



$$x \in S \\ \Rightarrow h(x) = ???$$

Theorem: $d(h(X)|h \otimes \rho) \leq 2^{-\frac{1}{2}(H_\infty(\{X\} \otimes \rho) - H_0(\rho) - 1)}$
 $\leq 2^{-\frac{1}{2}(H_\infty(X) - n/2 - 1)}$

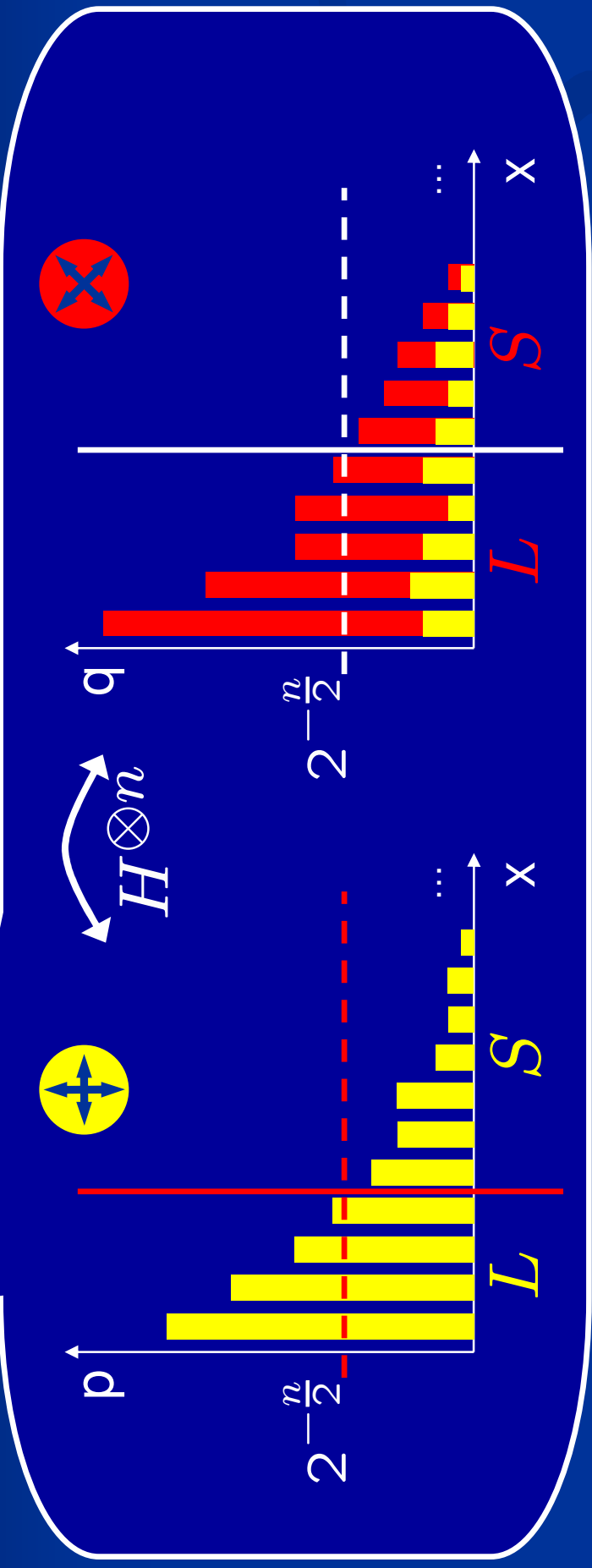
Sender-Privacy: Transformation



$$H^{\otimes n} \sum_{x \in L} \sqrt{p_x} |x\rangle = \sum_z \left(2^{-n/2} \sum_{x \in L} \sqrt{p_x} (-1)^{x \cdot z} \right) |z\rangle$$

$$|L| \leq 2^{n/2}$$

Sender-Privacy: Uncertainty Relation


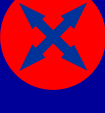


$$p(S) + \text{negl}(n) \geq q(T) = 1 - q(S)$$

Theorem: $p(S) + q(S) \geq 1$

General Uncertainty Relation

     n -qubit register ρ

p  q  L^+ , $L^\times \subset \{0, 1\}^n$

Theorem:

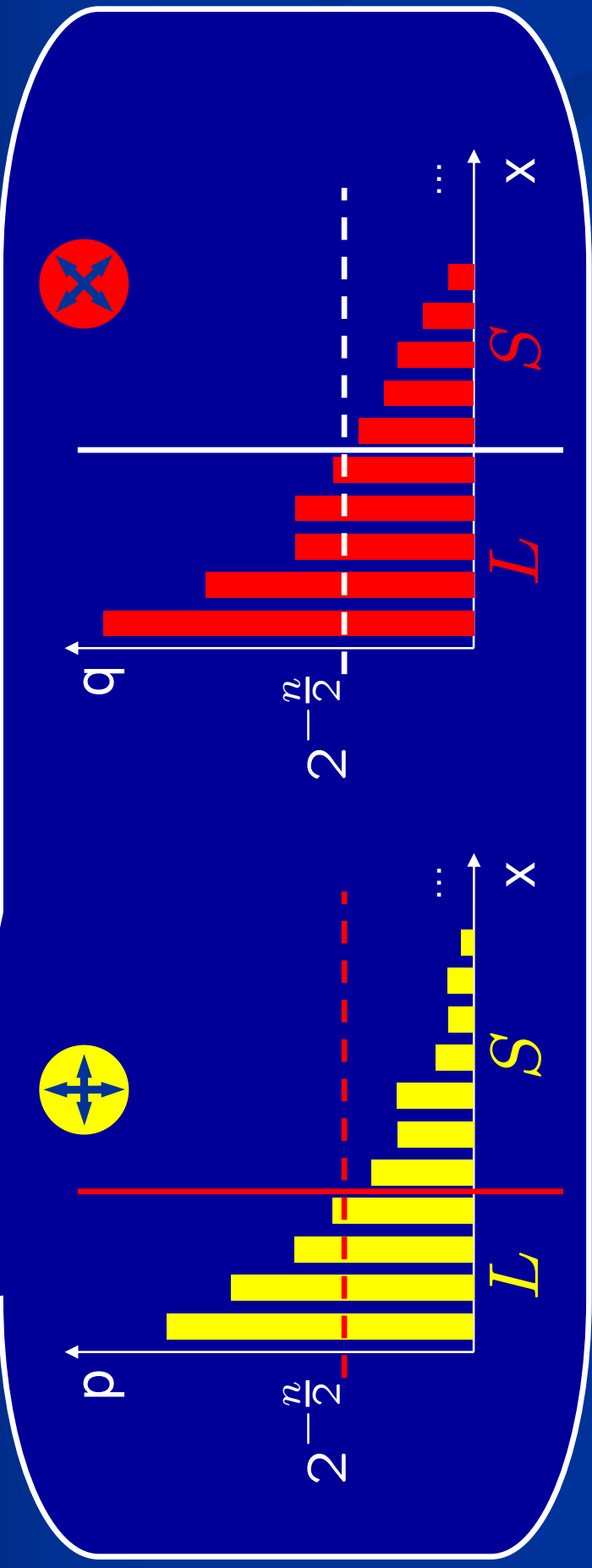
$$p(L^+) + q(L^\times) \leq \left(1 + \sqrt{2^{-n} |L^+| |L^\times|}\right)^2$$

can be generalised to more than two mutually unbiased bases

Corollary: $p(S) + q(S) \geq 1 - \text{negl}(n)$

Proof of Sender-Privacy: Finale

$$\mathcal{X} \in_R \{+, \times\}$$



$$p(\mathcal{S}) + q(\mathcal{S}) \geq 1 \quad \mathcal{E} := \{x \in \mathcal{S}\}$$


$$\Rightarrow \Pr[\mathcal{E}] = \frac{1}{2} \{p(\mathcal{S}) + q(\mathcal{S})\} \geq \frac{1}{2} \quad \square$$

Proof of Sender-Privacy: Recap

Alice

$$r \in_R \{+, \times\}$$

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

$$|x\rangle_r$$


Bob

store all qubits!



memory bound: store $< n/2$ qubits

$$h \in_R H_n$$
$$s = b \oplus h(x)$$

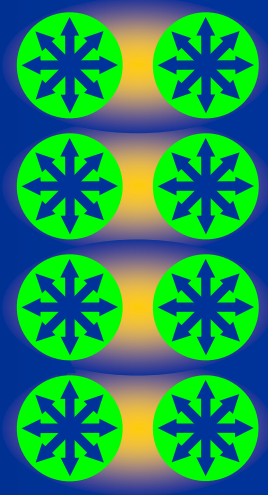
r, h, s



gets $b = s \oplus h(x)$
if $r = r'$

Proof of Sender-Privacy: Recap II

Alice



Bob

store all qubits!



memory bound: store $< n/2$ qubits

$$\mathcal{X} \in_R \{+, \times\}$$

r, h, s



$$h \in_R H_n$$

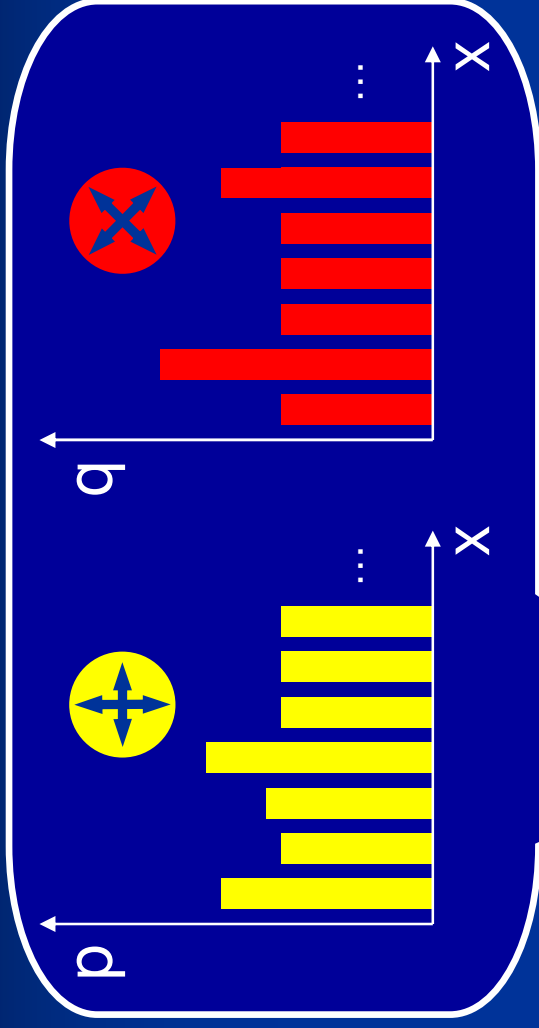
$$s = b \oplus h(x)$$

gets $b = s \oplus h(x')$

if $r = r'$

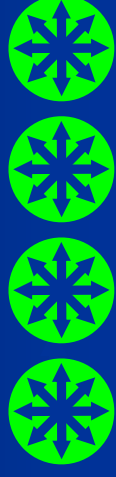
Proof of Sender-Privacy: Recap III

Alice



Bob

store all qubits!



memory bound: store $< n/2$ qubits



$$h \in_R H_n$$

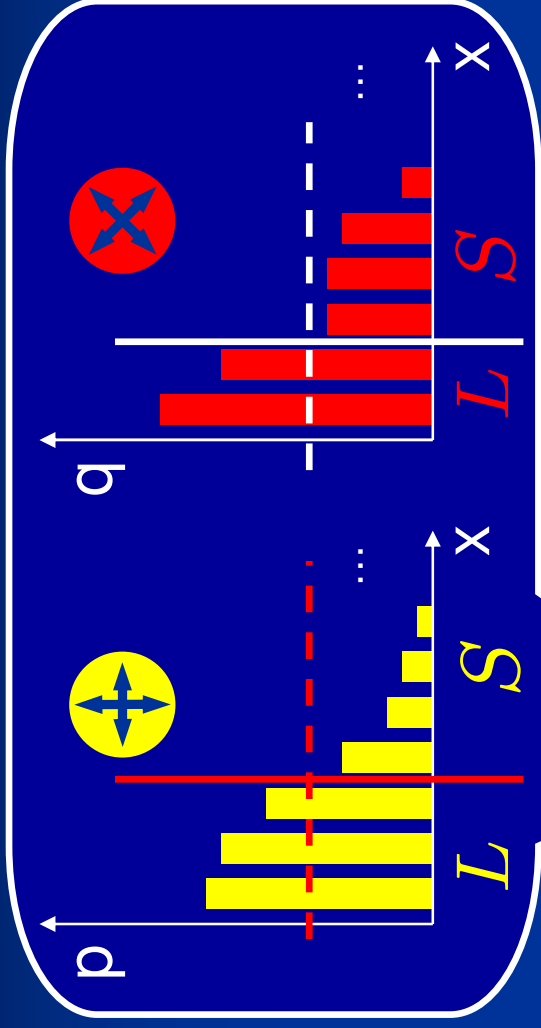
$$s = b \oplus h(x)$$

$$\text{gets } b = s \oplus h(x')$$

$$\text{if } r = r'$$

Proof of Sender-Privacy: Recap IV

Alice



Bob

$\mathcal{E} := \{x \in S\}$
 with $\Pr[\mathcal{E}] \geq \frac{1}{2}$ \square

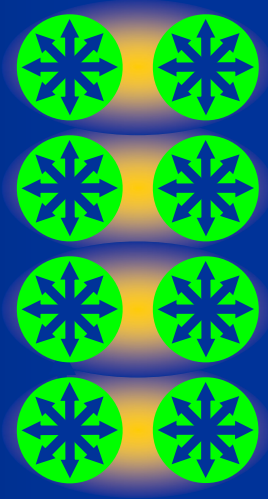


$h \in_R H_n$
 $s = b \oplus h(x)$

gets $b = s \oplus h(x')$
 if $r = r'$

Privacy Amplification is Necessary

Alice



Bob

store all qubits!



memory bound: store $< n/2$ qubits

$$\mathcal{X} \in_R \{+, \times\}$$

r, h, s

$$y \in_R H \oplus x_2 \oplus \dots$$

$$s = b \oplus h(x)$$

$$y' \text{ gets } x' \oplus s \oplus h(x')$$

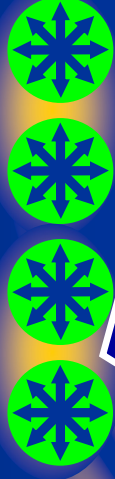
$$y' \text{ gets } b = r \oplus s \oplus y'$$

Privacy Amplification is Necessary II

Alice

$$\begin{aligned}
 |\Phi^+\rangle &= |00\rangle_+ + |11\rangle_+ = |00\rangle_x + |11\rangle_x \\
 |\Psi^+\rangle &= |01\rangle_+ + |10\rangle_+ = |00\rangle_x - |11\rangle_x \\
 |\Phi^-\rangle &= |00\rangle_+ - |11\rangle_+ = |01\rangle_x + |10\rangle_x \\
 |\Psi^-\rangle &= |01\rangle_+ - |10\rangle_+ = |10\rangle_x - |01\rangle_x
 \end{aligned}$$

Bob



Bell-

$$|\Phi^+\rangle, |\Psi^+\rangle, |\Phi^-\rangle, |\Psi^-\rangle$$

memory bound: store < n/2 qubits



$\mathcal{X} \in_R \{+, \times\}$

$$y = x_1 \oplus x_2 \oplus \dots$$

r, s

$$s = b \oplus y$$

$$y' = x'_1 \oplus x'_2 \oplus \dots$$

gets $b = s \oplus y'$

Privacy Amplification is Necessary !

Alice

$$|\Phi^+\rangle = |00\rangle_+ + |11\rangle_+ = |00\rangle_x + |11\rangle_x$$

$$|\Psi^+\rangle = |01\rangle_+ + |10\rangle_+ = |00\rangle_x - |11\rangle_x$$

$$|\Phi^-\rangle = |00\rangle_+ - |11\rangle_+ = |01\rangle_x + |10\rangle_x$$

$$|\Psi^-\rangle = |01\rangle_+ - |10\rangle_+ = |10\rangle_x - |01\rangle_x$$

$= 1$ if $r = +$
 $= 0$ if $r = \times$



$r \in_R \{+, \times\}$

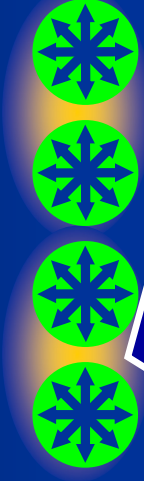
$$y = x_1 \oplus x_2 \oplus \dots$$

$$s = b \oplus y$$

r, s



Bob



Bell-
 $|\Psi^+\rangle$

memory bound: store $< n/2$ qubits

storing ≤ 1 qubit,

Bob learns y and

gets $b \oplus y \oplus y \dots$

at the time!

Agenda

- ✓ Two-Party Crypto Primitives
- ✓ Protocol for Oblivious Transfer
- ✓ Security Proof
- **Protocol for Bit Commitment**
- Practicality Issues
- Open Problems

Quantum Protocol for Bit Commitment

Verifier

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

$$r \in_R \{+, \times\}^n$$

$$|x_1\rangle_{r_1}, \dots, |x_n\rangle_{r_n}$$

•••••▶

obtains x' by
measuring all qubits
in basis b

BC

memory bound: store $< n/2$ qubits

b, x'



accepts, if $x_i = x'_i$
where $r_i = b$

Quantum Protocol for Bit Commitment II

Verifier

n BB84 states
●●●●●●●▲

Committer

$b \in \{+, \times\}$

— — — — — **memory bound: store $< n/2$ qubits**

b, x'

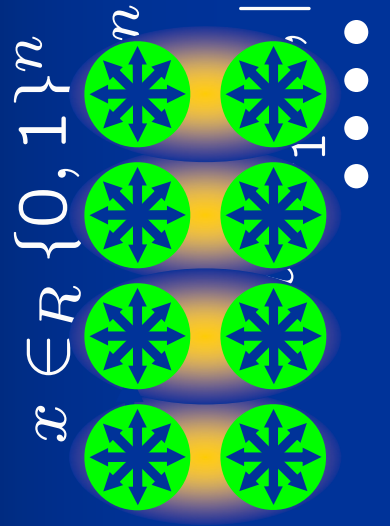


- one round, non-interactive
- commit by receiving!
application: e.g. passive time-stamping
- unconditionally hiding
- unconditionally binding:
 - classically: $\text{Mem}_{\text{dis}} < 2 \cdot \text{Mem}_{\text{hon}}$
 - quantum: $\text{Mem}_{\text{dis}} < n / 2$

BC

Binding Property: Proof Idea

Verifier



Committer

store all qubits!
 $b \in \{+, \times\}$



BC ✓

memory bound: store $< n/2$ qubits

b, x'



accepts, if $x_i = x'_i$
where $r_i = b$

Agenda

- ✓ Two-Party Crypto Primitives
- ✓ Protocol for Oblivious Transfer
- ✓ Security Proof
- ✓ Protocol for Bit Commitment
- **Practicality Issues**
- Open Problems

Practicality Issues

- Use polarization of photons as quantum states
- state-of-the-art technology
 - can transmit (encode, send over fibers, receive and measure) quantum bits
 - cannot store them for longer than a few milliseconds

OT

BC

Problems:

- imperfect sources (multi-pulse emissions)
- transmission errors

Practicality Issues II

Our protocols can be modified to

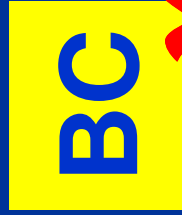
- **resist attacks based on multi-photon emissions**
- **tolerate (quantum) noise in transmission**

→ **Well within reach of current technology**

→ **unconditionally secure as long as nobody can store large amounts of quantum bits**

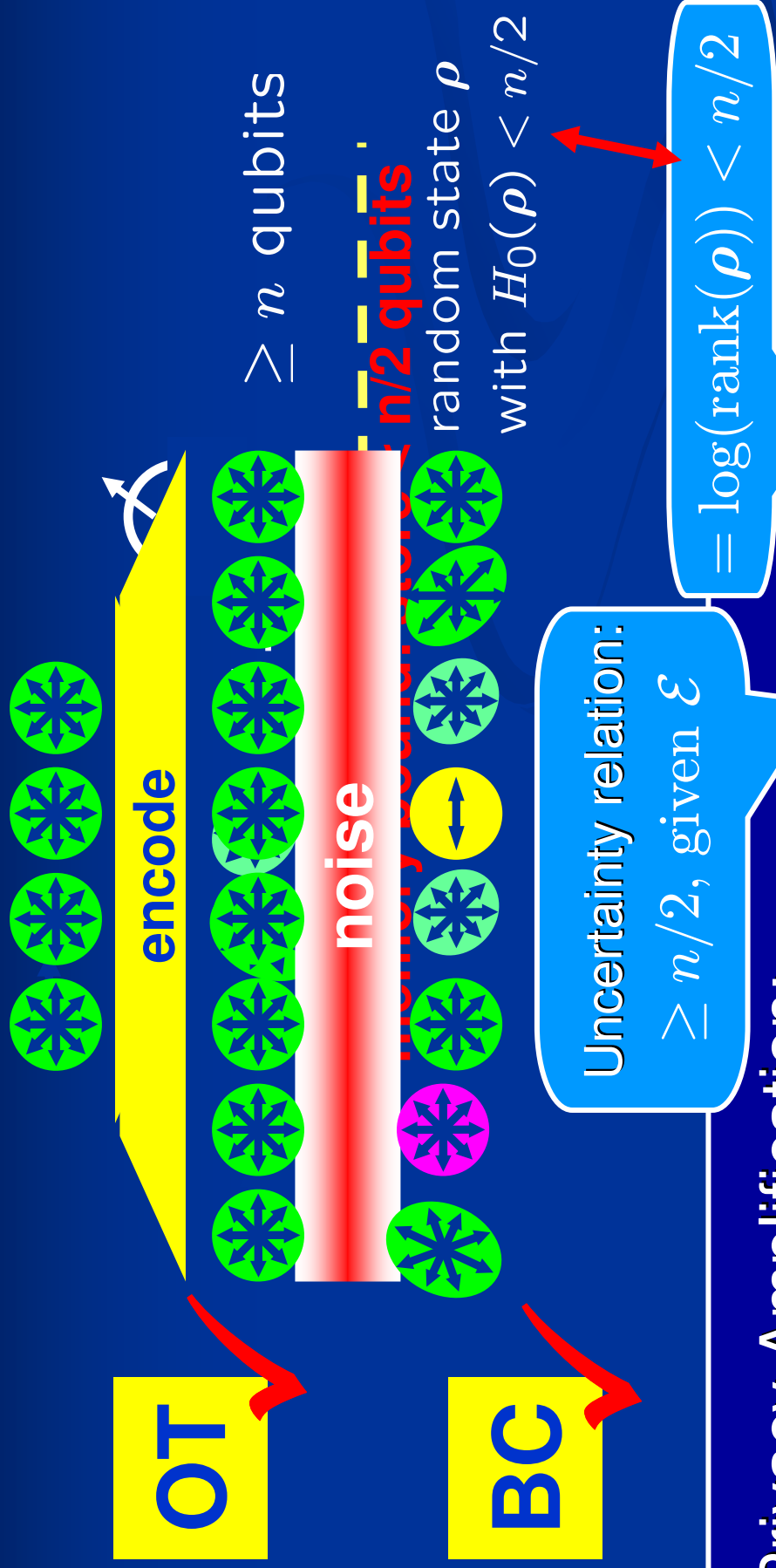


OT



BC

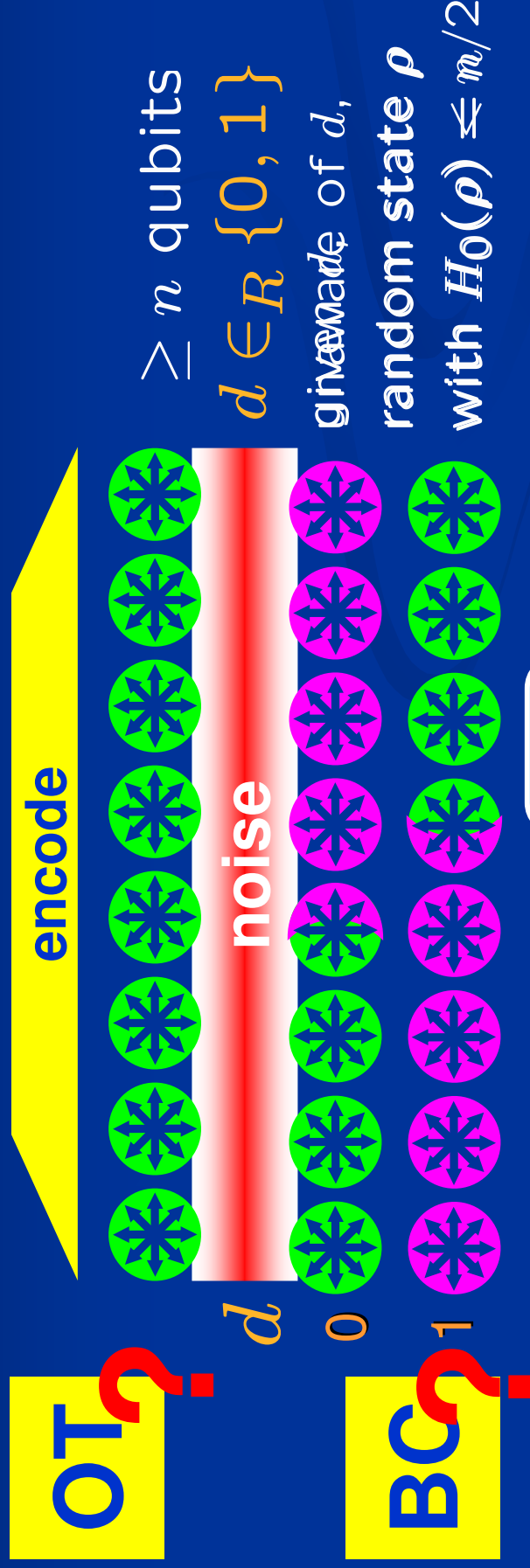
More Realistic: Noisy Memory Models



Privacy Amplification:

$$d(h(X)|h \otimes \rho) \leq 2^{-\frac{1}{2}(H_\infty(\{X\} \otimes \rho) - H_0(\rho) - 1)}$$

Open Problem: Noisy Memory Models



$\geq n$ qubits

$d \in_R \{0, 1\}$

given d ,

random state ρ

with $H_0(\rho) \leq n/2$

?


$= \log(\text{rank}(\rho)) < n/2$

Privacy Amplification:

$$d(h(X)|h \otimes \rho) \leq 2^{-\frac{1}{2}(H_\infty(\{X\} \otimes \rho) - H_0(\rho) - 1)}$$

Open Problems and Next Steps

OT 

BC 

- Noisy Memory Model
- Other flavors of OT:
e.g. 1-out-of-2 Oblivious Transfer
- Better memory bounds
- Composability? What happens to the memory bound?
- Cryptographic primitives for which we can show lower bounds

Summary


Simple protocols for OT and BC that are

- efficient, non-interactive
- **unconditionally secure** against adversaries with bounded quantum memory
- practical:
 - honest players do not need quantum memory
 - fault-tolerant
 - work in more practical noisy memory models

OT



BC



Quantum Protocol for 1-2-OT

Alice $b_0, b_1 \in \{0, 1\}$

$r \in_R \{+, \times\}^n$

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

$|x_1\rangle_{r_1}, \dots, |x_n\rangle_{r_n}$
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Bob $c \in \{0, 1\}$

$r' := [+, \times]_c$

obtains x' by
measuring all qubits
in basis r'

memory bound: store $< 0.4n$ qubits

r, h_0, h_1

$h_0, h_1 \in_R H_{n/2}$

s_0, s_1

$s_0 = b_0 \oplus h_0(x_+)$

$s_1 = b_1 \oplus h_1(x_\times)$

gets $b_c = s_c \oplus h_c(x'_{r'})$

Questions and Comments?

OT



BC

