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Additional reading: chapter "Quantum cryptology" by Hoi-Kwong Lo in "Introduction to Quantum Computation and Information" by Lo, Popescu, and Spiller.

Cryptography: information processing to protect honest parties from the action of malicious adversaries.

Quantum money (Wiesner late 60's, published 83)

Question: how to make money that cannot be forged?

Cash is made to be physically hard to forge. Its security is based on (unverifiable, potentially mistaken) assumption on the limitations of the adversary.

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A better tomorrow (1985)

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To spend the money, the banknote should be verified by the bank who measures in the $\{|0>,|1>\}$ or the $\{|+>,|->\}$ basis according to b1 b2 ... bn.

A forger having the banknote alone cannot learn c1 c2 ... cn, b1 b2 ... bn from the quantum state, nor to clone it (cf A4Q1).

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Conjugate coding:

The bit c is encoded in one of the two conjugate (or mutually unbiased) bases $\{|0>,|1>\}$ or $\{|+>,|->\}$. Measuring in one basis completely destroys the info in the other, so if you have the state but not knowing the basis:

- (a) it's hard to learn c
- (b) inevitably disturbs the quantum state

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Furthermore, attempts to learn about c1 ... cn and b1 ... bn alters the original quantum state (lose the money) and the devious behavior may be caught (risk being put in jail).

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- 2. Concealing: Bob cannot learn the committed bit before it's revealed.

e.g., If Alice has a good lockbox, she can "commit" by writing b on a piece of paper, locking it in the box, and giving the box to Bob without the key. She can reveal the bit later by giving Bob the key.

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In this protocol:

- 1. binding property comes from Alice not having physical access to the paper after the commit phase
- 2. concealing property comes from assuming that the lockbox cannot be opened without the key (similar to the assumption for the security of cash.)

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Coin tossing provides trusted randomness for secure distributed computation ... (not just online gambling).

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Reveal phase:

- 1. Alice sends b and c1 c2 ... cn to Bob.
- 2. Whether b = 0 or 1, roughly half of the qubits are measured in the "correct" basis. Those outcomes should be consistent with c1 c2 ... cn. Bob accepts only if so.

e.g., n = 10, c1 ... cn = 1100100011 if b=0, state sent to Bob: $|1\rangle |1\rangle |0\rangle |0\rangle |1\rangle |0\rangle |0\rangle |0\rangle |1\rangle |1\rangle$

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$$n = 10$$
, $c1 \dots cn = 1100100011$

if b=0, state sent to Bob:

Bob measures in basis:

Question: which can be the 10-bit meas outcome?

- (a) 1 0 0 1 1 0 0 0 1 1
- (b) 1 1 0 1 1 1 0 0 1 0
- (c) 0 1 0 0 1 0 1 0 1 1

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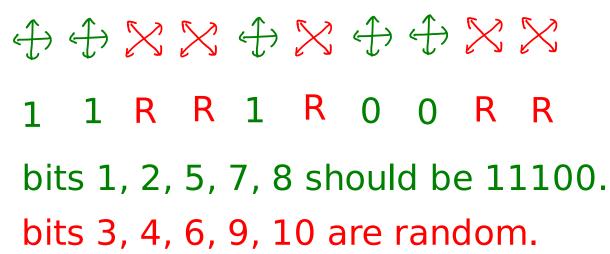
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(1), (o) ; (1) } X:{(+),(-)} correct bases wrong bases

so answer is (b)

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Bob measures in basis:

1 1 R R 1 R 0 0 R R

if b=1, state sent to Bob:

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bases wrong bases

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Both
$$(\Xi)^{\otimes n}$$
!
Because $\frac{\log \Xi : \log}{\log \Xi : \log} \Rightarrow S = \Xi$ in each qubit for b=0.

Why Bob cannot learn b? What is his state for b=0 and b=1?

Because
$$\limsup_{\omega_1 \neq : |\Omega|} \Rightarrow g = \frac{\pi}{2}$$
 in each qubit for b=0.

But also
$$\limsup_{\omega_1 \to 1} \frac{1}{2} : |+\rangle \Rightarrow g = \frac{\pi}{2}$$
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Because
$$\limsup_{\omega_p \neq \pm \pm 10} \Rightarrow g = \pm \text{ in each qubit for b=0.}$$

But also
$$\limsup_{k \to 2} \frac{1}{2} : |+\rangle \Rightarrow g = \frac{\pi}{2}$$
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Can we turn the intuition to a rigorous proof ??

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What about dishonest parties? Described by adversarial models.

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The interesting cases are:

- 1. Alice is honest, Bob cheats.
- 2. Bob is honest, Alice cheats.

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Concealing property of proposed scheme:

Bob cannot learn b before the reveal phase because his state for both b=0 and b=1 cases is $(1/2)^{\otimes n}$

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Recall entanglement can create unexpected quantum correlations, e.g., in the GHZ game!

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E.g., What goes wrong with the proposed scheme -The "analysis" has a hidden assumption, that Alice is
sending Bob a pure state based on c and b1 ... bn.
She can instead send n qubits that are entangled with
some system in her lab, and create correlations that
let her cheat!

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Mayers, Lo, Chau 96

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But 2 purifications of the same density matrix are related by an isometry between the purifying systems:

1, 140) = N@I 141)

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Either case, Bob accepts. Concealing => not binding.

* Bob's reduced state and outcomes are unchanged by Alice's cheating (no-signalling) but Alice's message in the reveal phase is correlated with Bob's outcome such that Bob always accepts.

E.g. How to cheat in the proposed scheme:

Original:

3. She sends to Bob:
$$|c_1\rangle |c_2\rangle \cdots |c_n\rangle$$
 if b=0 $H^{\otimes n}(|c_1\rangle |c_2\rangle \cdots |c_n\rangle)$ if b=1

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A cheating Alice does not commit to any b nor send any of the above states. Instead, she prepares n copies of Bell pairs, and sends one qubit of each pair to Bob, resulting in the joint state:

$$\frac{1}{\sqrt{2}}\left(|00\rangle+|11\rangle\right)_{A_1B_1}\otimes\frac{1}{\sqrt{2}}\left(|00\rangle+|11\rangle\right)_{A_2B_2}\otimes\ldots\otimes\frac{1}{\sqrt{2}}\left(|00\rangle+|11\rangle\right)_{A_nB_n}$$

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$$\frac{1}{\sqrt{2}}(100)+111) \times \frac{1}{\sqrt{2}}(100)+111) \times \frac{1}{\sqrt{2}}(100)+111$$

Bob follows the protocol, measures B1 B2 ... Bn. But since operations on A1 ... An commute with those on B1 ... Bn, we can analyse the situation as if Alice's operations in the reveal phase happen first!

If b=0, she measures each of A1 A2 ... An along the $\{|0>,|1>\}$ basis, the random outcomes c1 c2 ... cn & b=0 are sent to Bob. The postmeasurement state on B1 B2 ... Bn is $|c_1>|c_2>\cdots|c_n>$.

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Bob sees outcomes as if Alice had committed to b=1.

Bob always accepts

Alternative derivation of the postmeasurement state:

Measurement along $\{|+>,|->\} =$ Hadamard followed by measurement along $\{|0>,|1>\}$

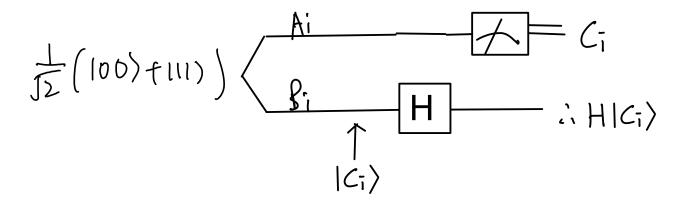
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Measurement along $\{|+>,|->\} =$ Hadamard followed by measurement along $\{|0>,|1>\}$

$$\frac{1}{\sqrt{2}}(100)+111)$$

Using the transpose trick (A1), if the transpose of H is applied to Bi, we get the same state as above:



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Researchers subsequently add constraints BEYOND QM, e.g., special relativity (that one cannot signal faster than the speed of light) or change the game ...