

# QCrypt 2018: On the possibility of classical client blind quantum computing

Alexandru Cojocaru, Léo Colisson,  
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# Robin Hood



# Main Goal

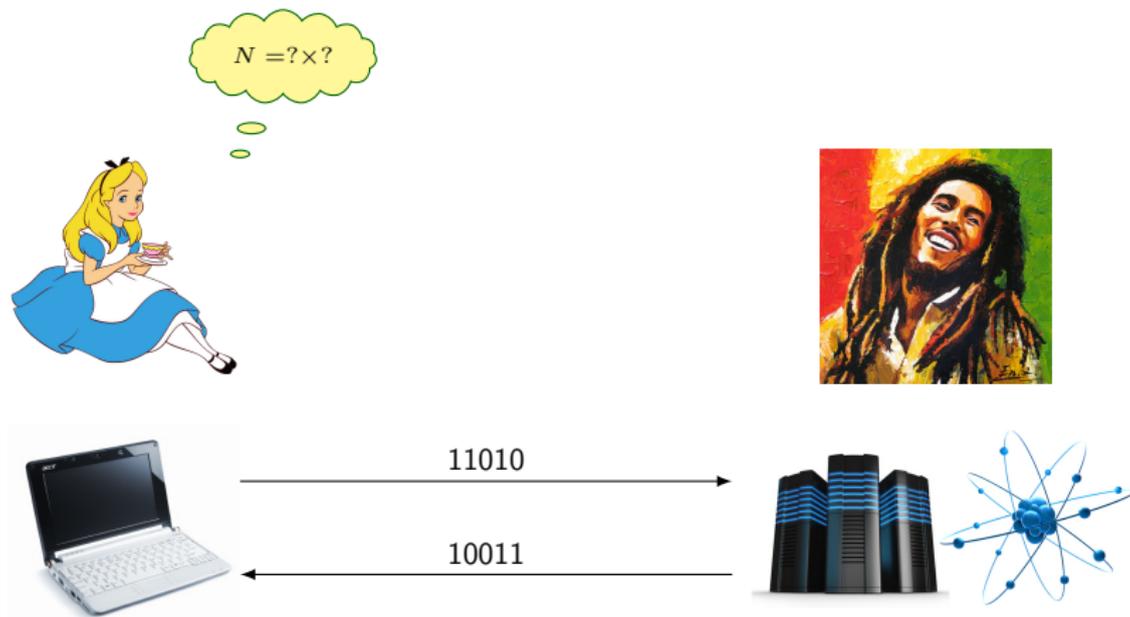


Figure: (Blind) Quantum Computing

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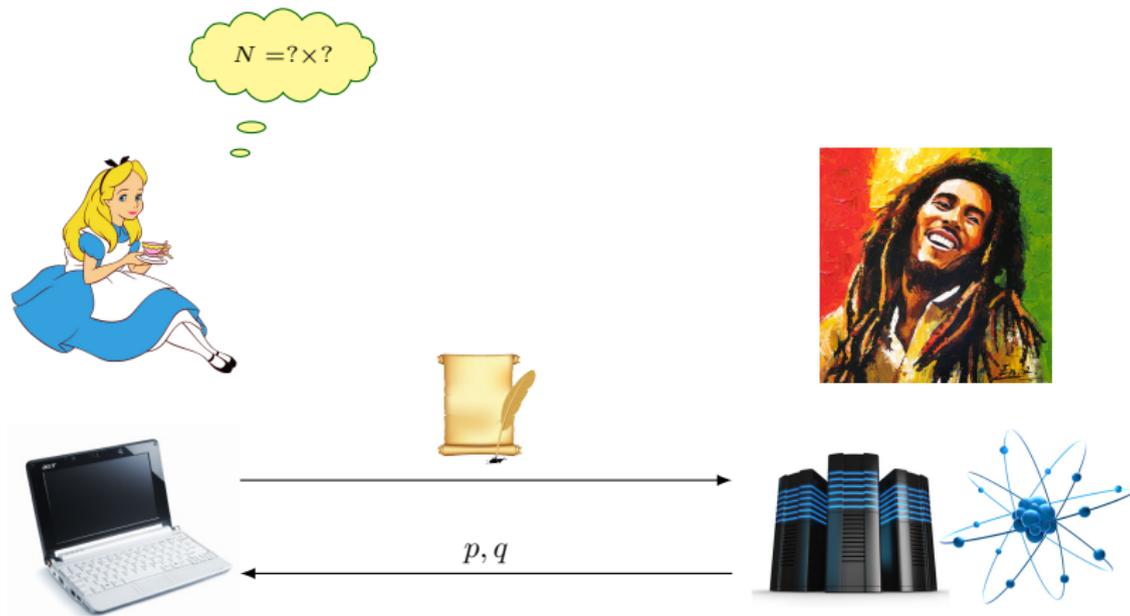


Figure: (Blind) Quantum Computing

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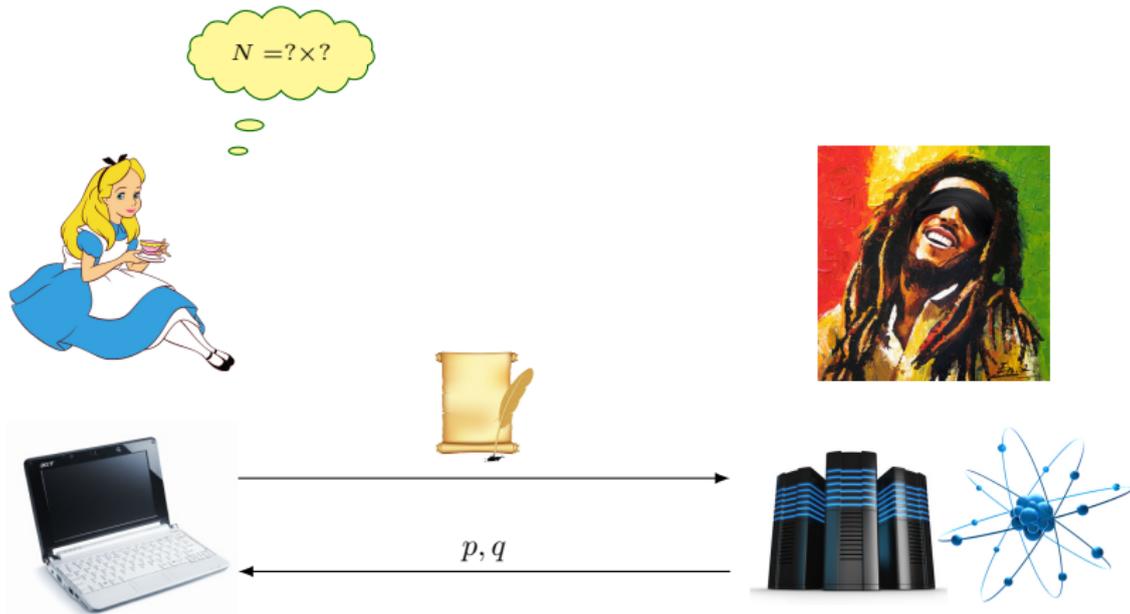


Figure: (Blind) Quantum Computing

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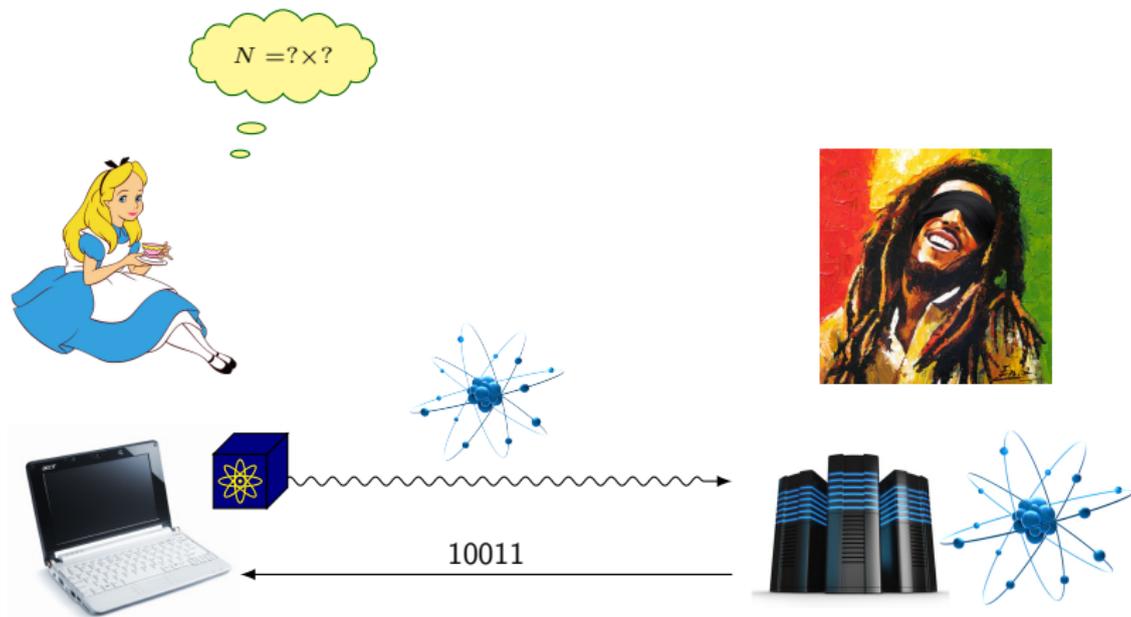


Figure: (Blind) Quantum Computing

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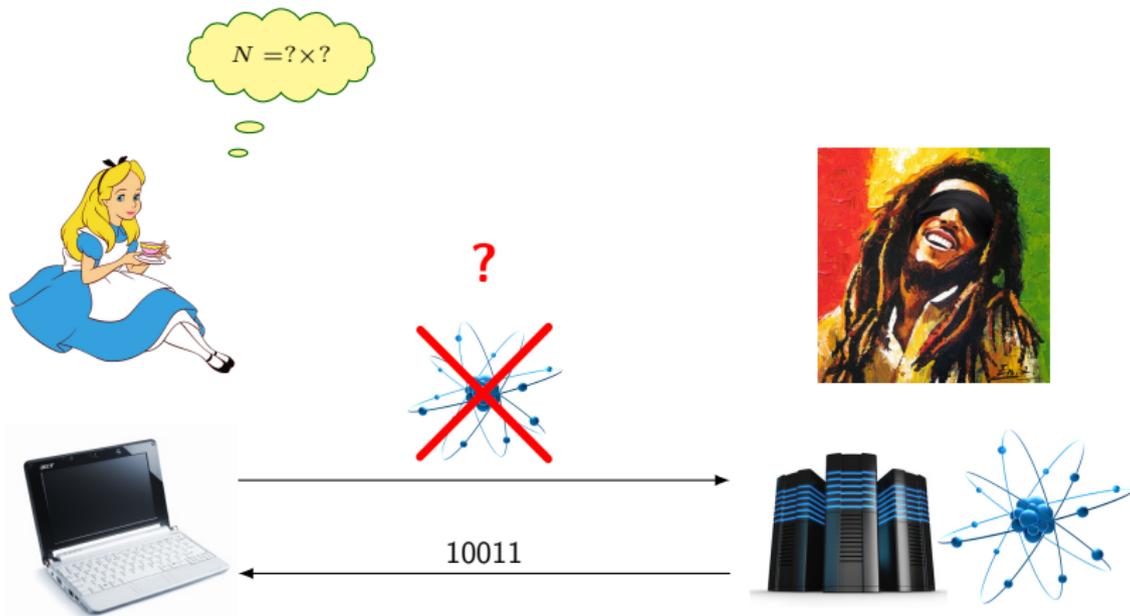


Figure: (Blind) Quantum Computing

# Our solution

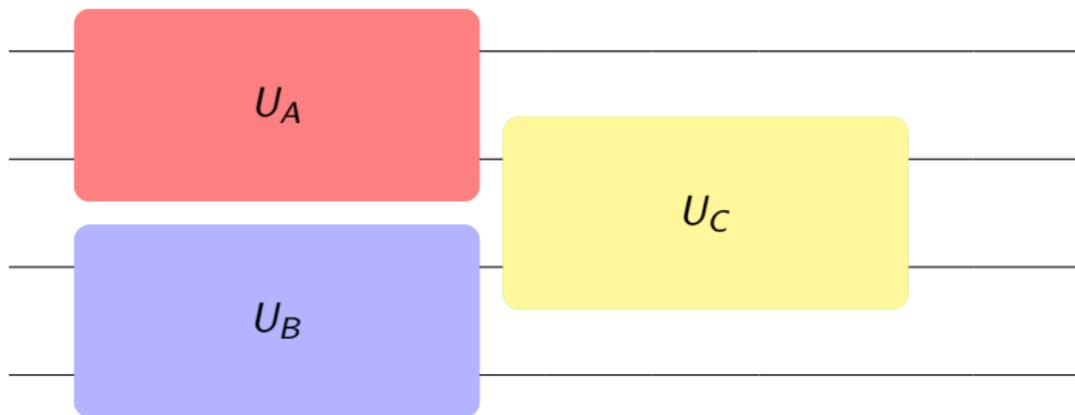
Universal Blind Quantum Computing (UBQC)  
[A. Broadbent, J. Fitzsimons, E. Kashefi]

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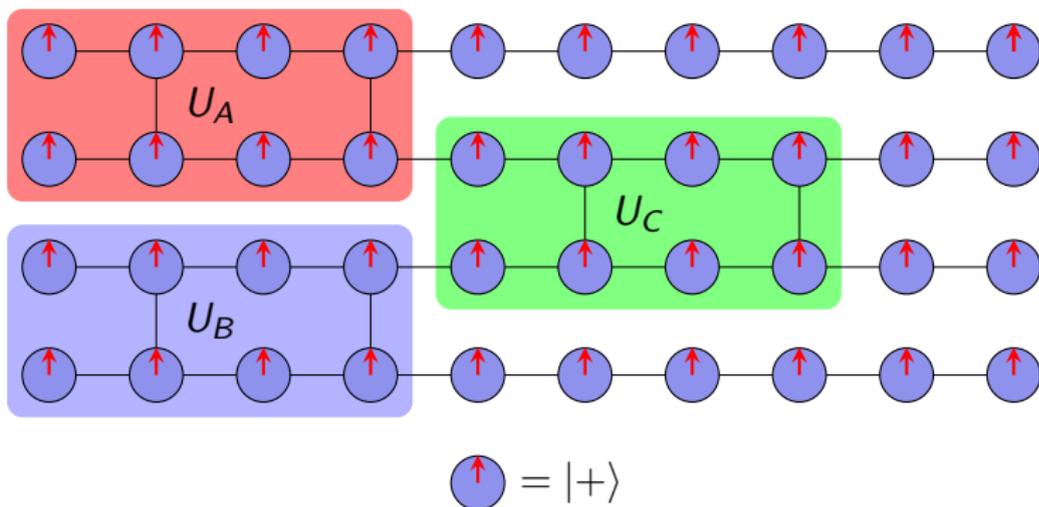


QFactory

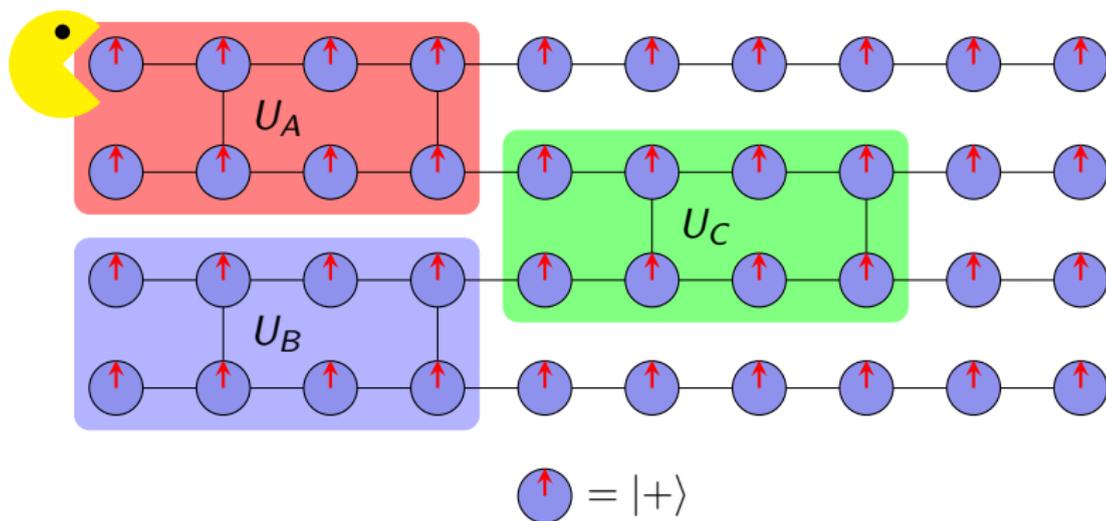
# UBQC in a nutshell



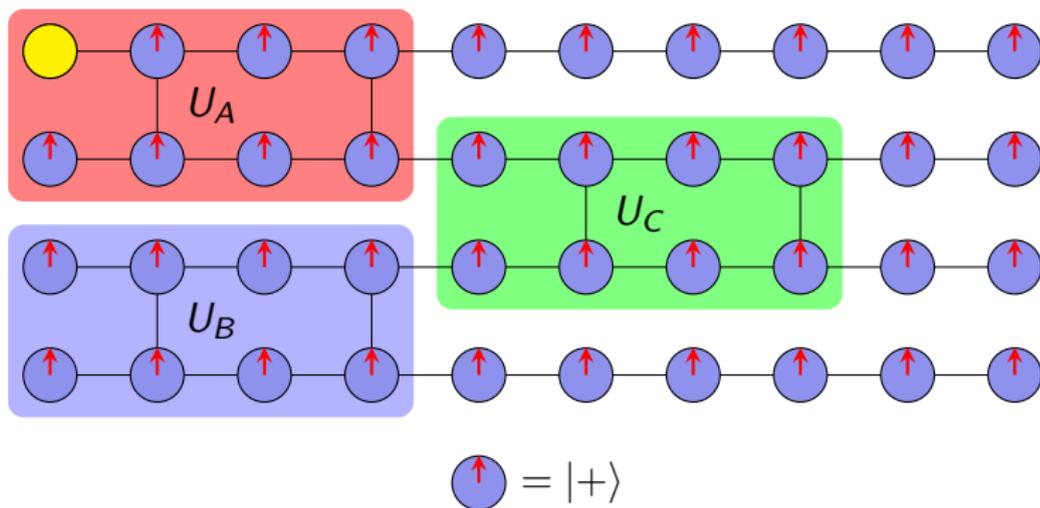
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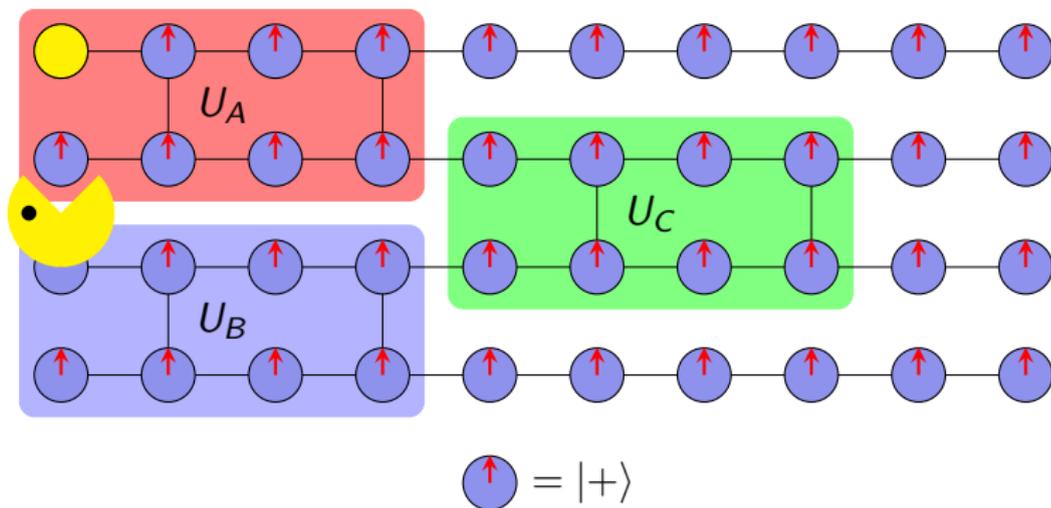
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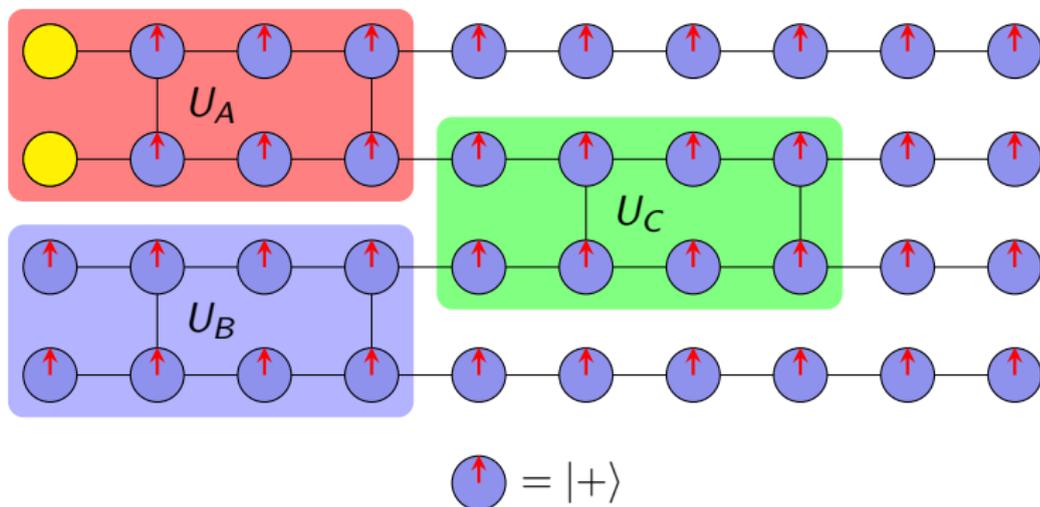
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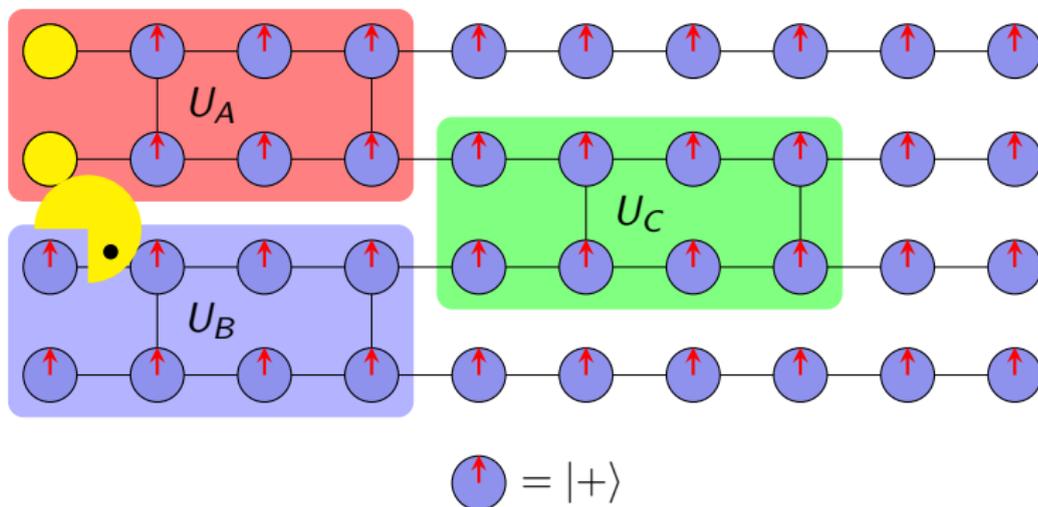
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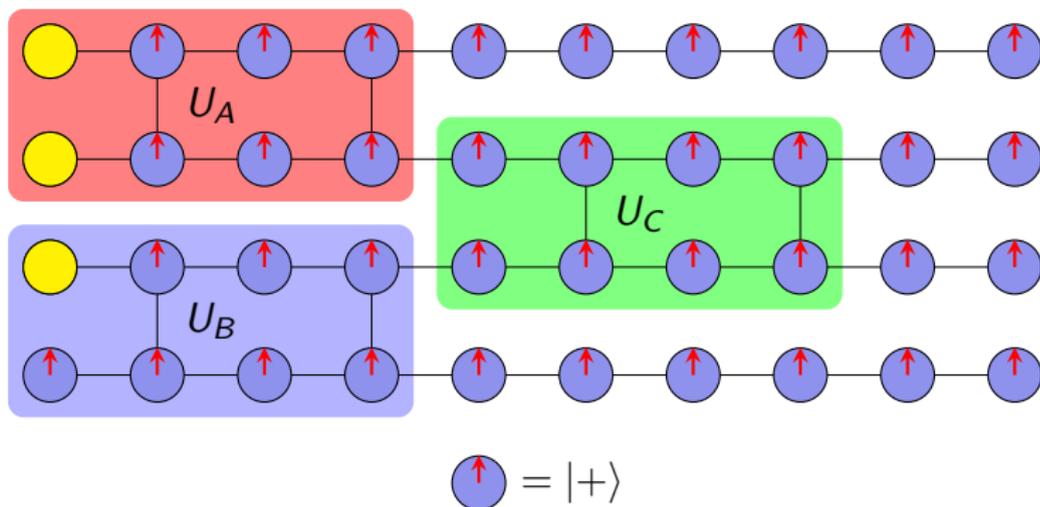
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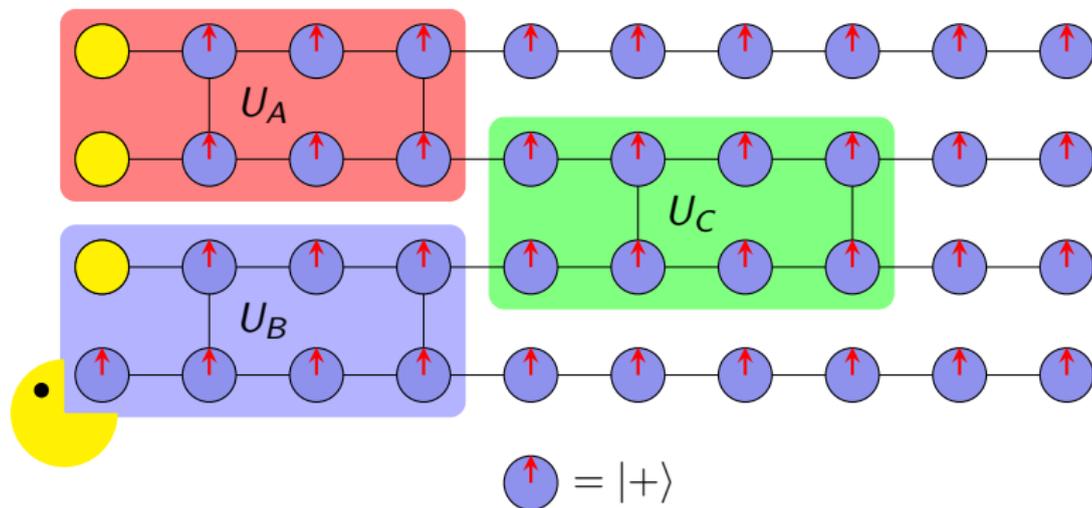
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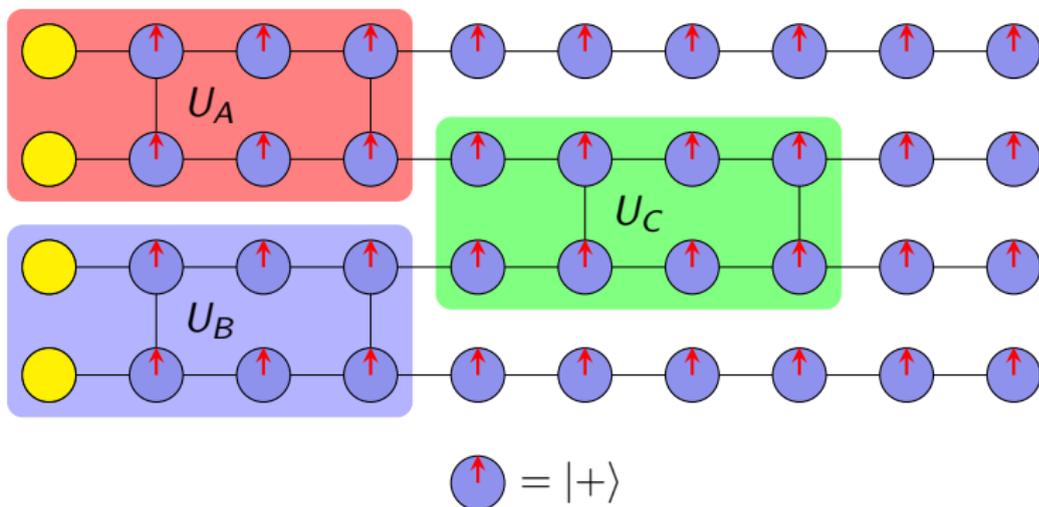
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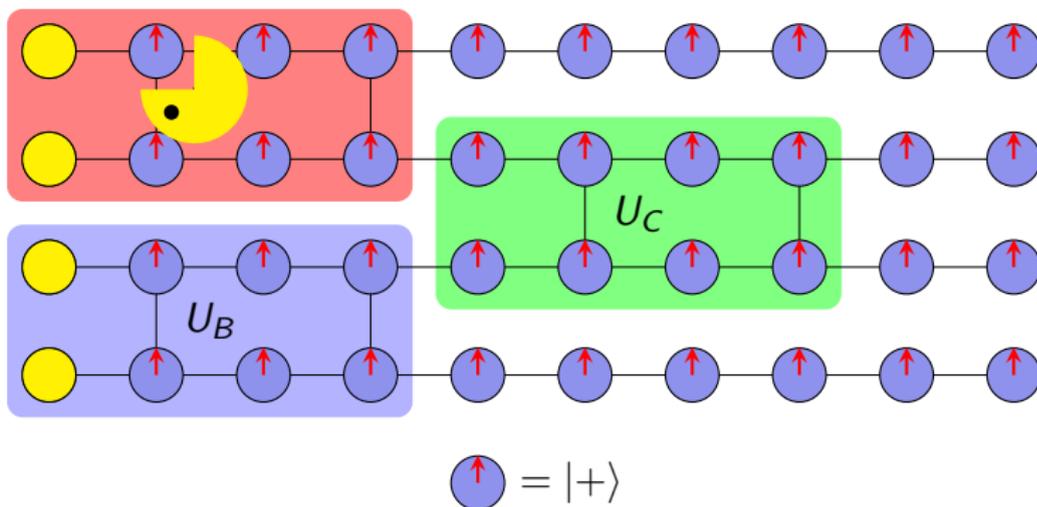
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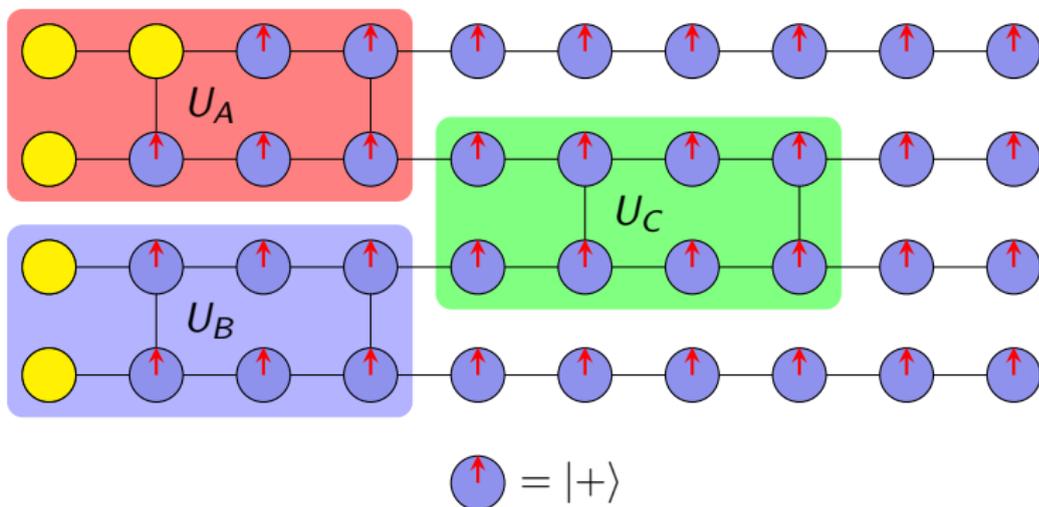
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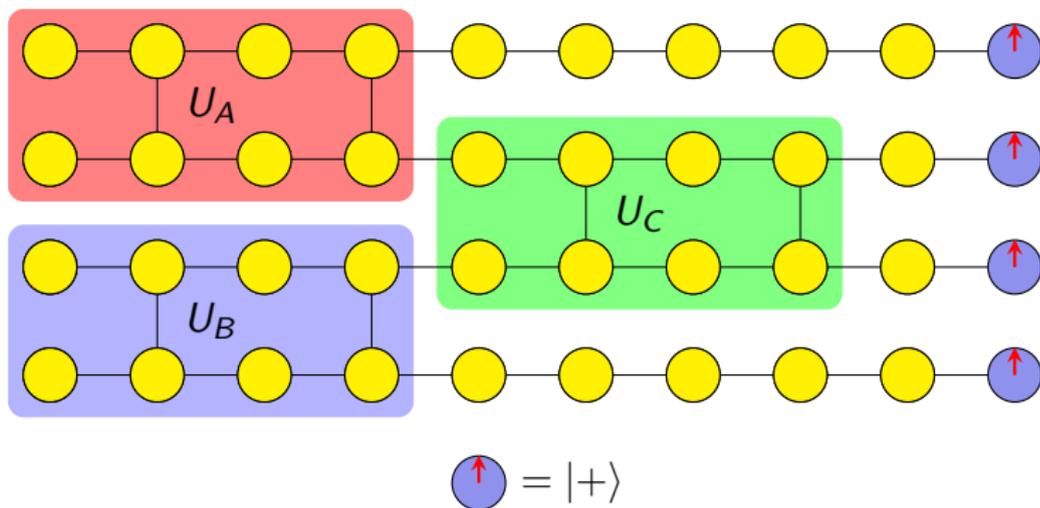
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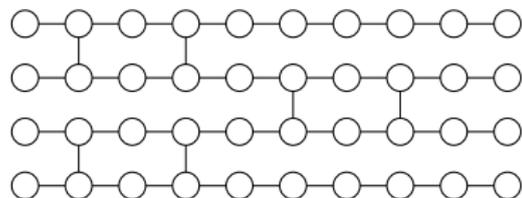
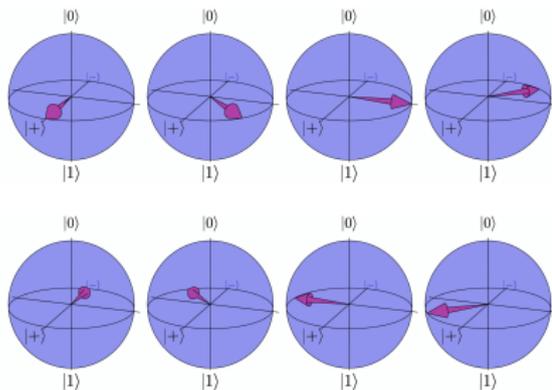
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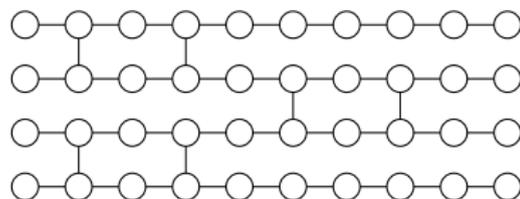
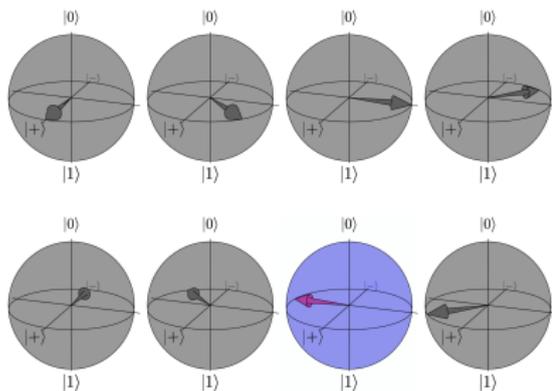
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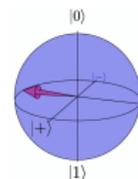
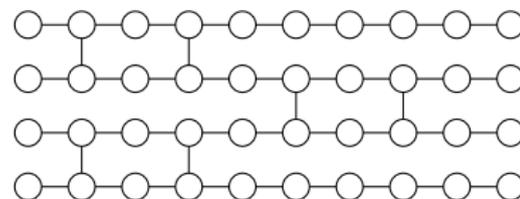
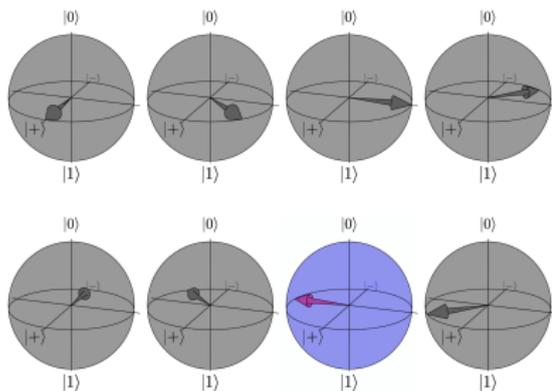
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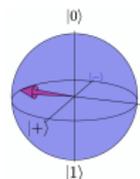
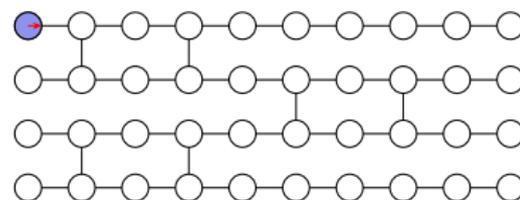
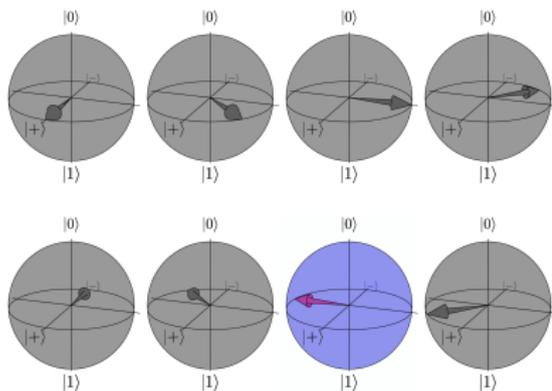
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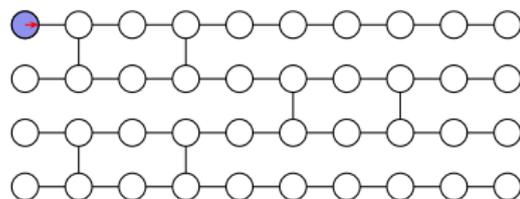
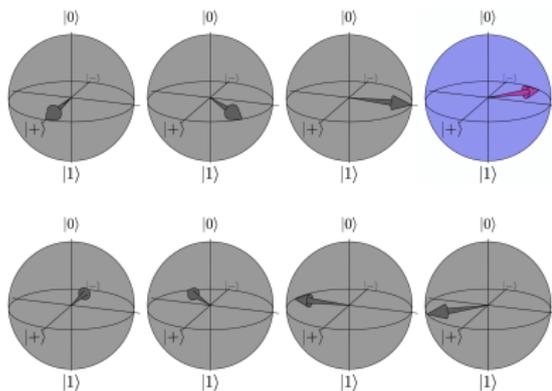
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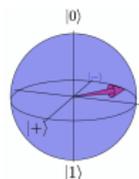
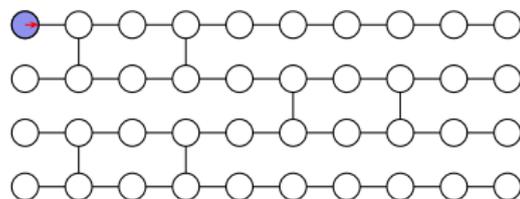
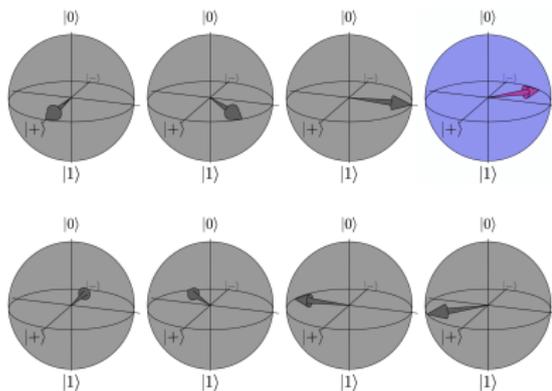
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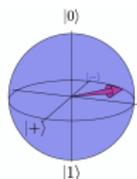
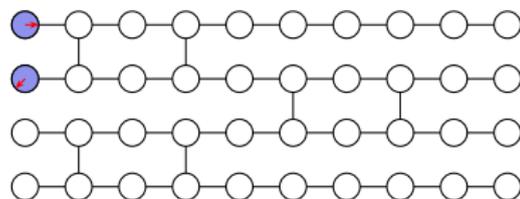
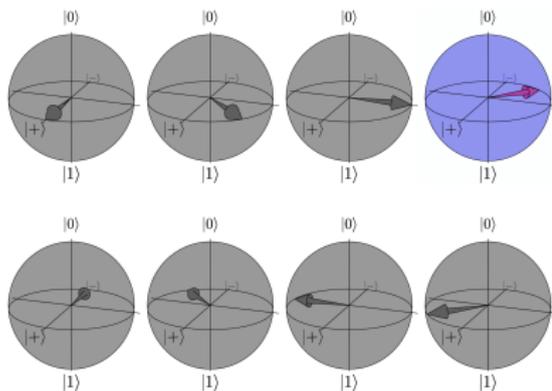
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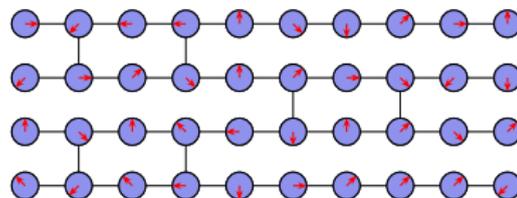
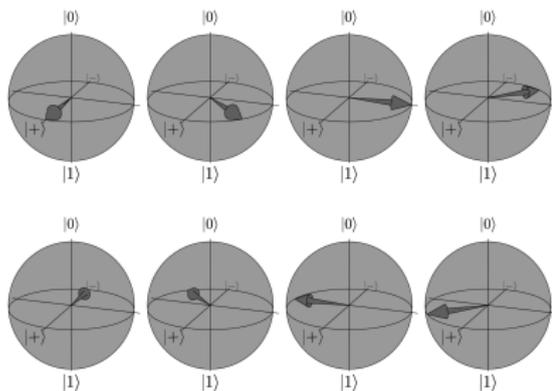
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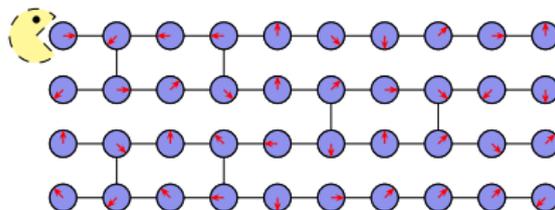
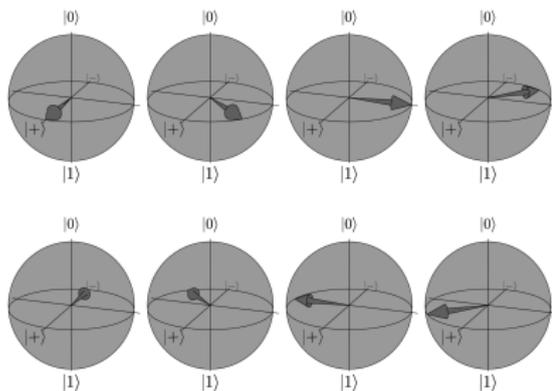
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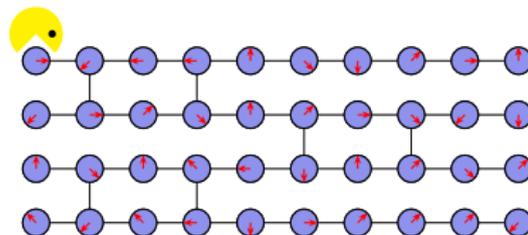
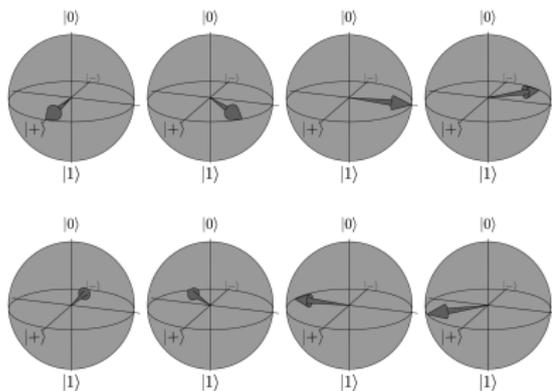
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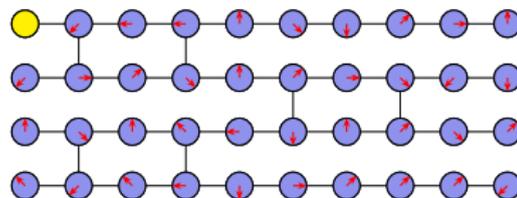
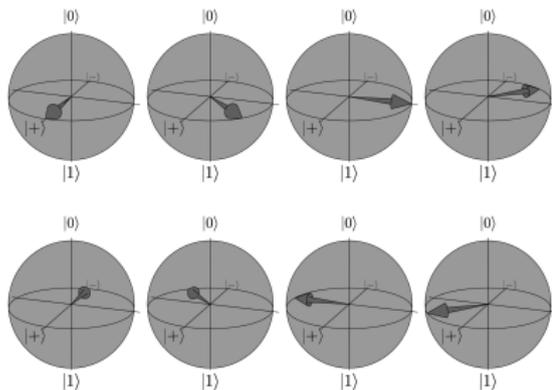
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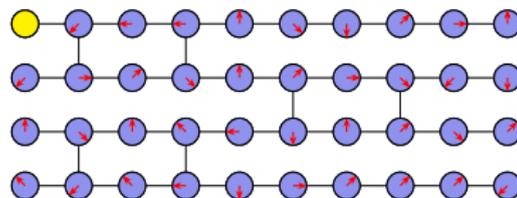
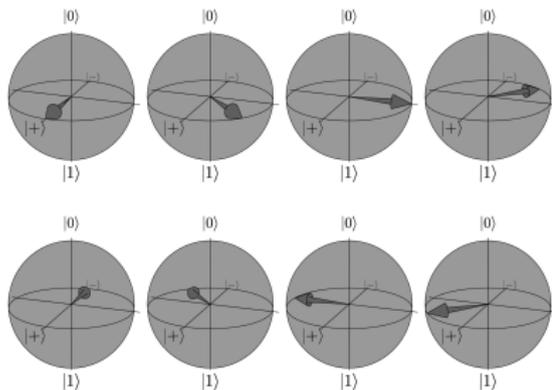
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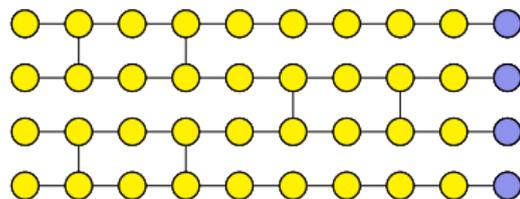
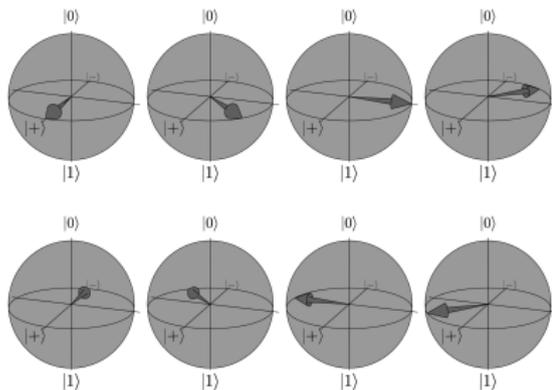
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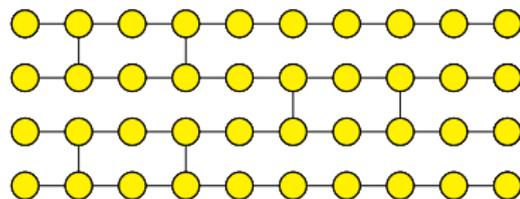
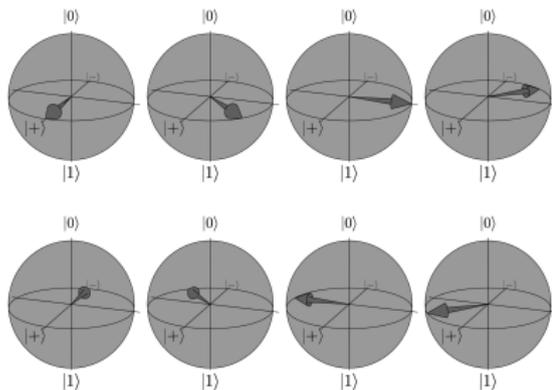
# UBQC in a nutshell



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# QFactory: description

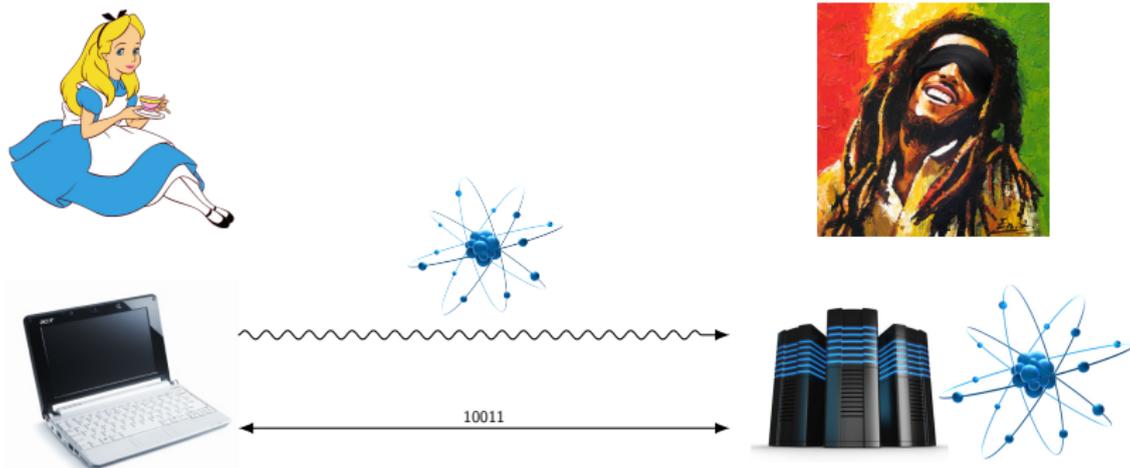


Figure: QFactory gadget: simulate quantum channel

# QFactory: description

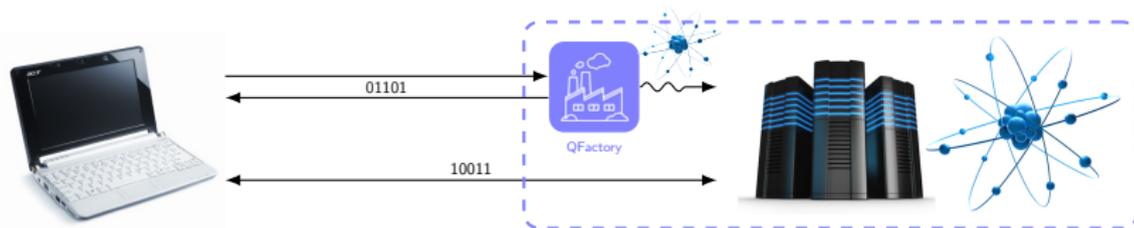


Figure: QFactory gadget: simulate quantum channel

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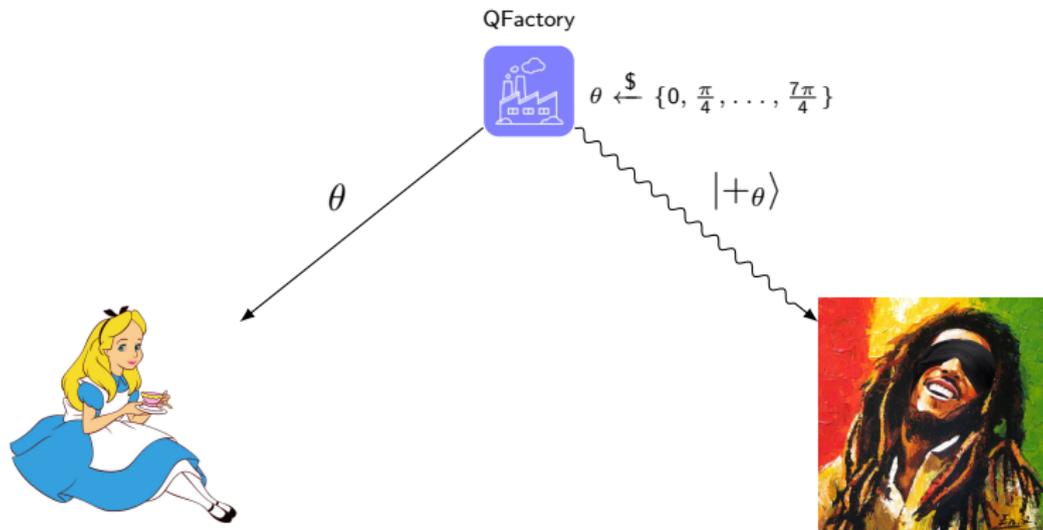
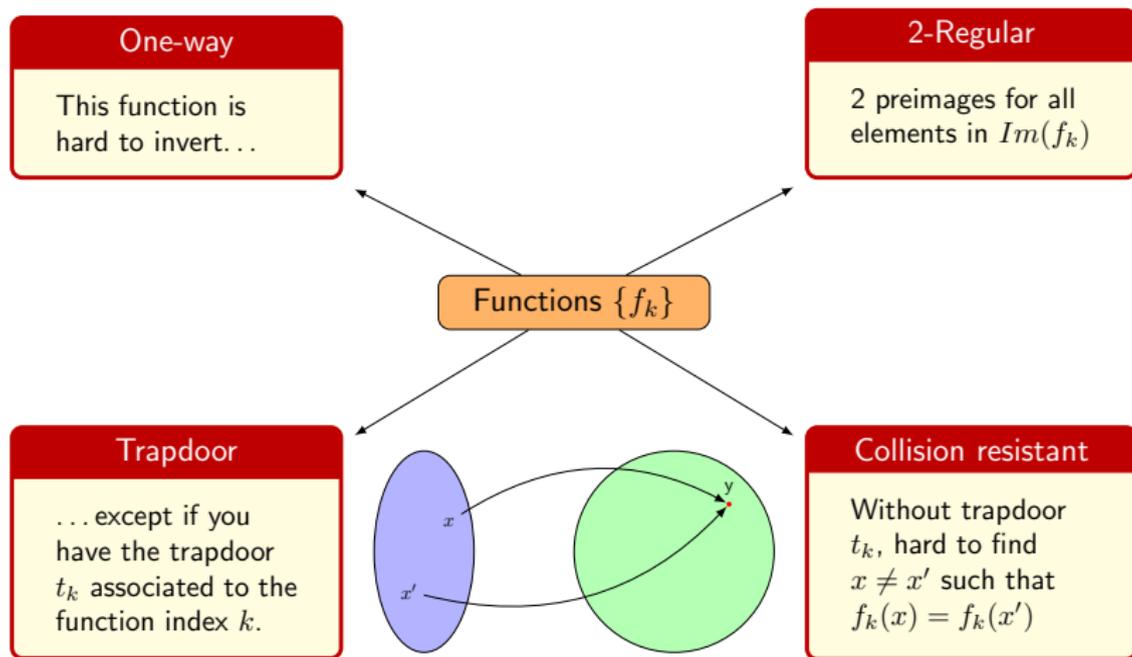
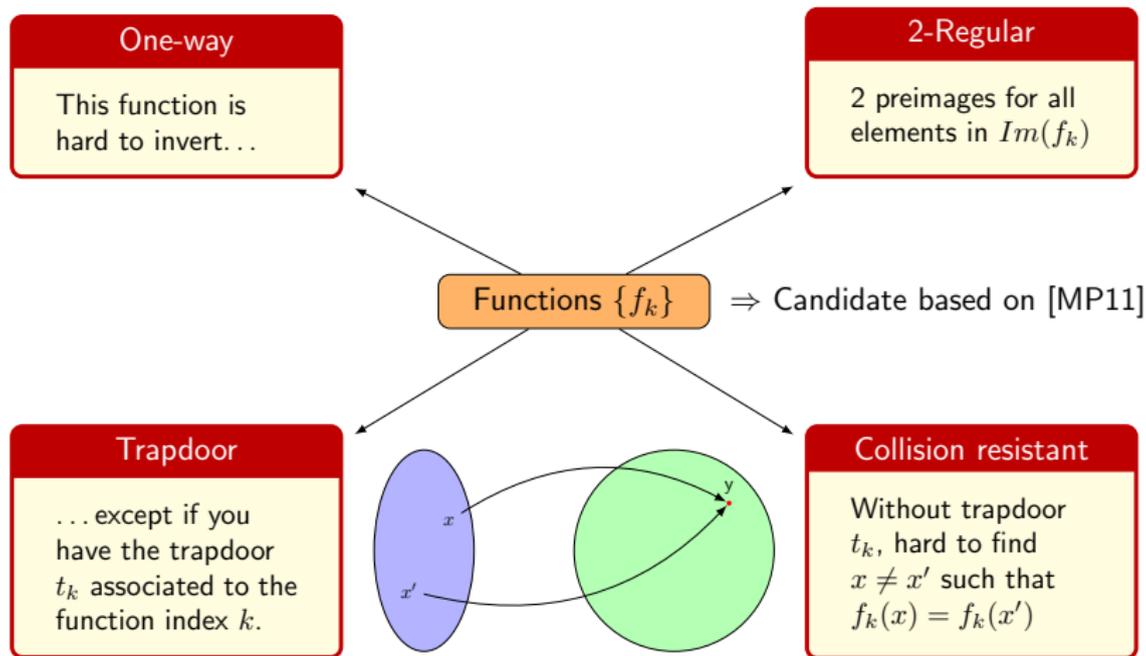


Figure: QFactory: ideal functionality

# Cryptographic assumptions



# Cryptographic assumptions



# Construction



# Construction



$t_k, k$



# Construction



$t_k, k$

$$(\alpha_i \leftarrow_{\$} \{0, \frac{\pi}{4} \dots \frac{7\pi}{4}\})_{i=1}^{n-1}$$



# Construction



$t_k, k$



$$(\alpha_i \leftarrow \{0, \frac{\pi}{4}, \dots, \frac{7\pi}{4}\})_{i=1}^{n-1}$$

$k, (\alpha_i)$



# Construction

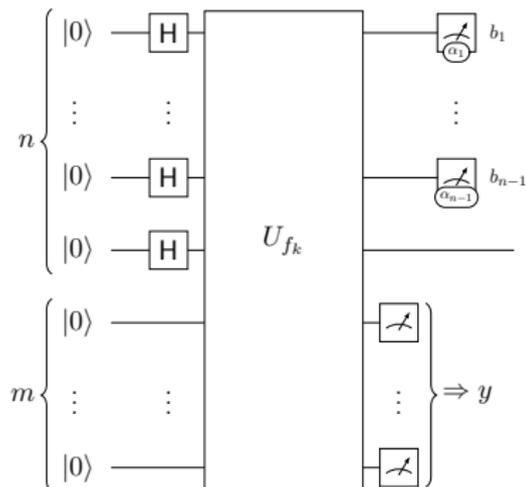


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$k, (\alpha_i)$

Compute circuit



# Construction

$$|0\rangle^{\otimes n} |0\rangle^{\otimes m}$$



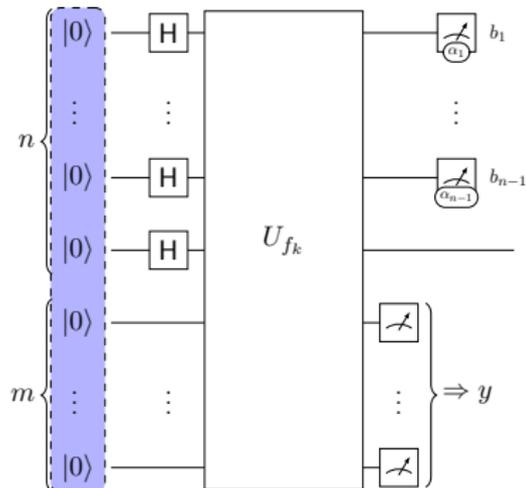
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# Construction

$$|0\rangle^{\otimes n} |0\rangle^{\otimes m} \Rightarrow \sum_x |x\rangle |0\rangle^{\otimes m}$$



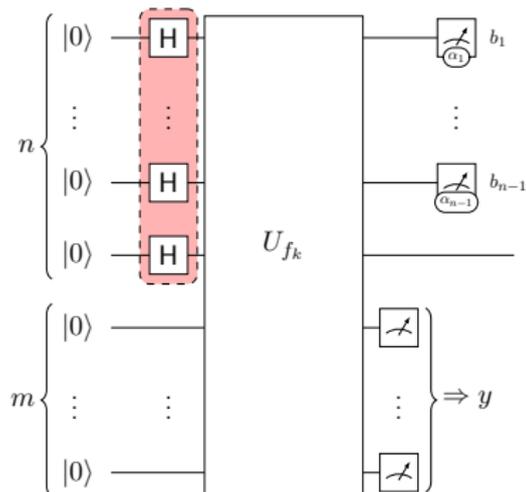
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# Construction

$$|0\rangle^{\otimes n}|0\rangle^{\otimes m} \Rightarrow \sum_x |x\rangle|0\rangle^{\otimes m} \Rightarrow \sum_x |x\rangle|f_k(x)\rangle$$



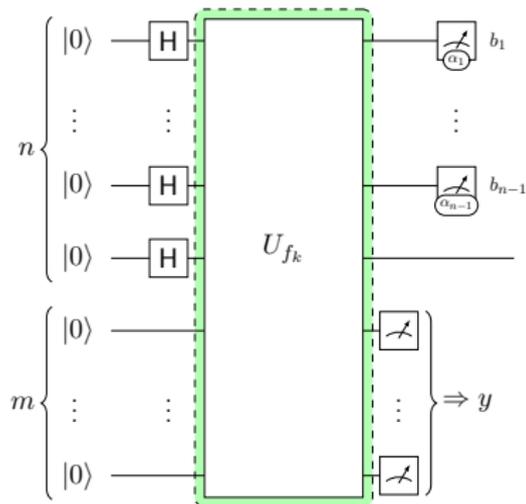
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# Construction

$$|0\rangle^{\otimes n}|0\rangle^{\otimes m} \Rightarrow \sum_x |x\rangle|0\rangle^{\otimes m} \Rightarrow \sum_x |x\rangle|f_k(x)\rangle = \sum_y (|x\rangle + |x'\rangle) \otimes |y\rangle$$



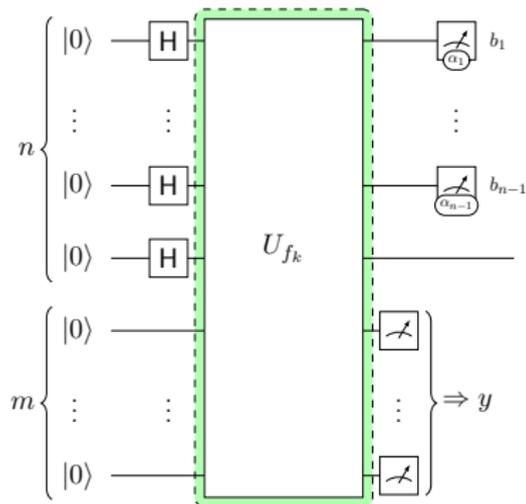
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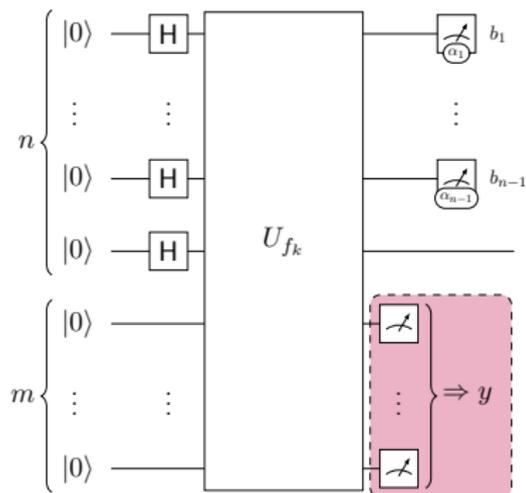
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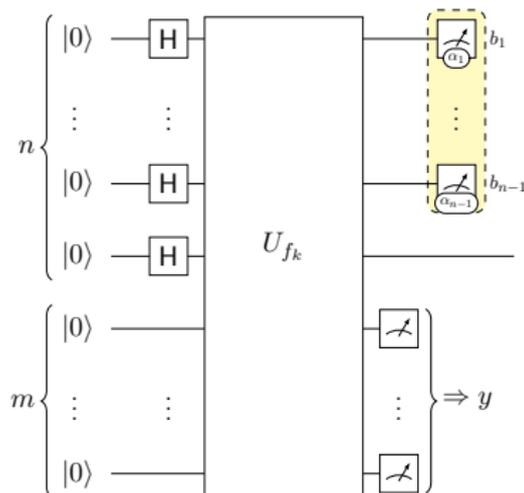
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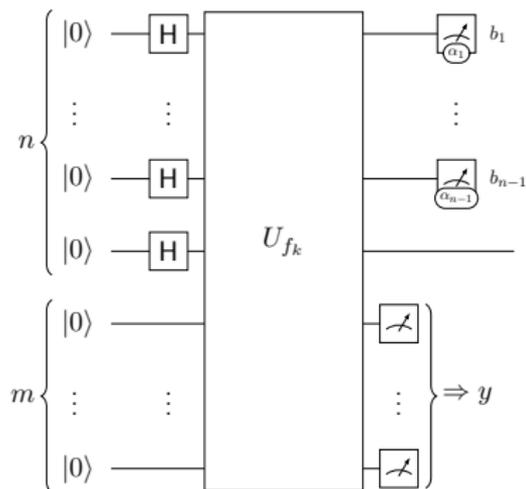
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Compute circuit



$\Rightarrow$  Produces  $|+\theta\rangle$

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$t_k, k$

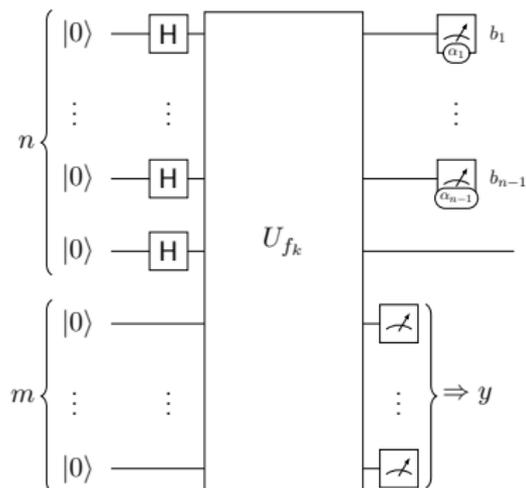


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Compute circuit

$y, (b_i)$



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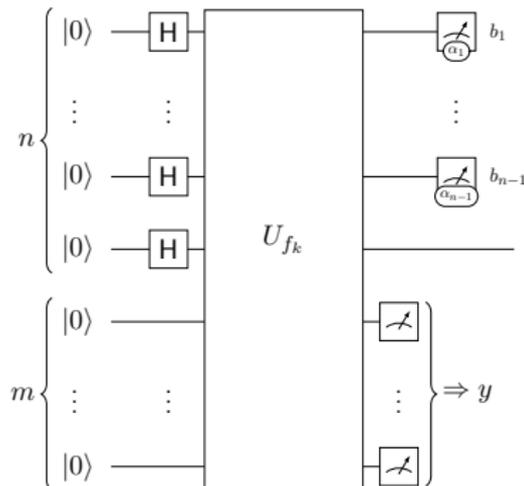
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$k, (\alpha_i)$

Compute circuit

$y, (b_i)$

$$(x, x') := \text{Inv}(t_k, y)$$



$\Rightarrow$  Produces  $|+\theta\rangle$

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$$|0\rangle^{\otimes n} |0\rangle^{\otimes m} \Rightarrow \sum_x |x\rangle |0\rangle^{\otimes m} \Rightarrow \sum_x |x\rangle |f_k(x)\rangle = \sum_y (|x\rangle + |x'\rangle) \otimes |y\rangle \Rightarrow (|x\rangle + |x'\rangle) \otimes |y\rangle \Rightarrow (\bigotimes_i |b_i\rangle) \otimes |+\theta\rangle \otimes |y\rangle$$



$t_k, k$



$$(\alpha_i \xleftarrow{\$} \{0, \frac{\pi}{4} \dots \frac{7\pi}{4}\})_{i=1}^{n-1}$$

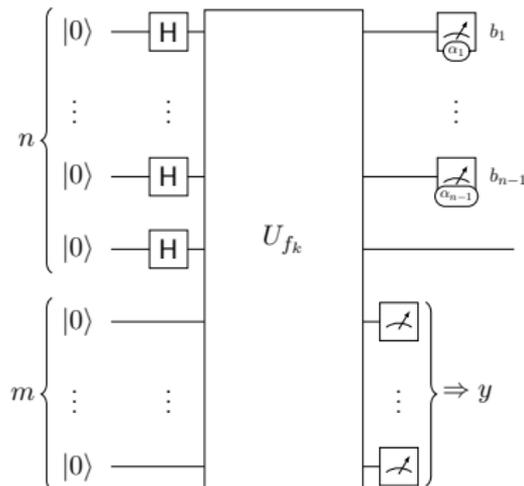
$k, (\alpha_i)$

Compute circuit

$y, (b_i)$

$$(x, x') := \text{Inv}(t_k, y)$$

$$\theta := (-1)^{x_n} \sum_{i=1}^{n-1} (x_i - x'_i) (b_i \pi + \alpha_i)$$



$\Rightarrow$  Produces  $|+\theta\rangle$

# Construction

$$|0\rangle^{\otimes n} |0\rangle^{\otimes m} \Rightarrow \sum_x |x\rangle |0\rangle^{\otimes m} \Rightarrow \sum_x |x\rangle |f_k(x)\rangle = \sum_y (|x\rangle + |x'\rangle) \otimes |y\rangle \Rightarrow (|x\rangle + |x'\rangle) \otimes |y\rangle \Rightarrow (\otimes_i |b_i\rangle) \otimes |+\theta\rangle \otimes |y\rangle$$



$t_k, k$



$$(\alpha_i \leftarrow \{0, \frac{\pi}{4} \dots \frac{7\pi}{4}\})_{i=1}^{n-1}$$

$k, (\alpha_i)$

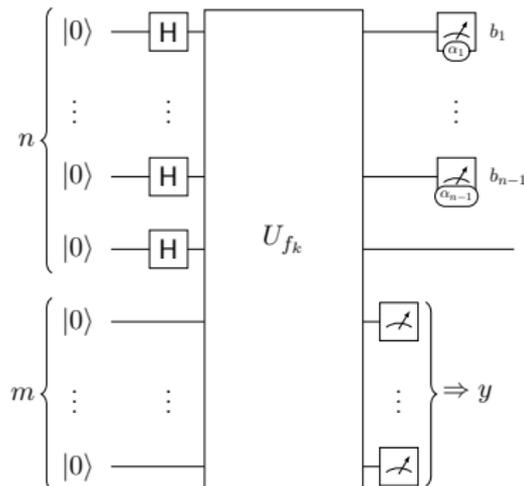
Compute circuit

$y, (b_i)$

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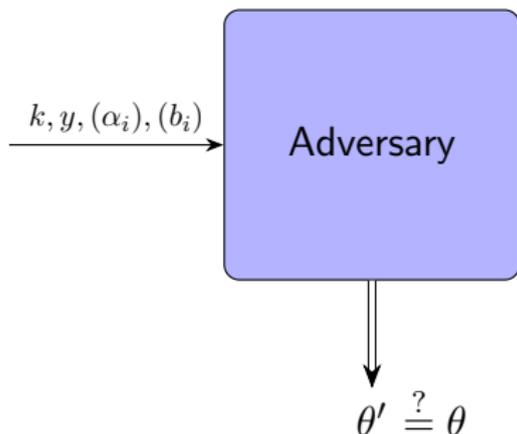
$$\theta := (-1)^{x_n} \sum_{i=1}^{n-1} (x_i - x'_i) (b_i \pi + \alpha_i)$$

⇒ Gets  $\theta$



⇒ Produces  $|+\theta\rangle$

# Hardcore function and Honest-but-curious model



Cannot be better than random guess:  $\theta$  **hard-core** function.

## Security

Blindness of the output  $\theta$ .

Corollary: QFactory is secure in the honest-but-curious model.

If adversary:

- follows the protocol
- can only access classical registers

$\Rightarrow$  he cannot determine  $\theta$

# Intuition of proof

$\theta$  is a hardcore function: proof based on Goldreich-Levin Theorem:

## Theorem

*If  $f$  is a one-way function, then the predicate*

*$hc(\mathbf{x}, \mathbf{r}) = \sum x_i r_i \pmod 2$  cannot be distinguished from a random bit, given  $\mathbf{r}$  and  $f(\mathbf{x})$ .*

Recall, in our case:  $f(x) \approx y$  and

$$\theta \approx \sum \underbrace{(x_i - x'_i)}_{\text{Unknown to server}} \underbrace{(4b_i + \alpha_i)}_{\text{Known to server}} \pmod 8$$

# Summary and future work

## Summary

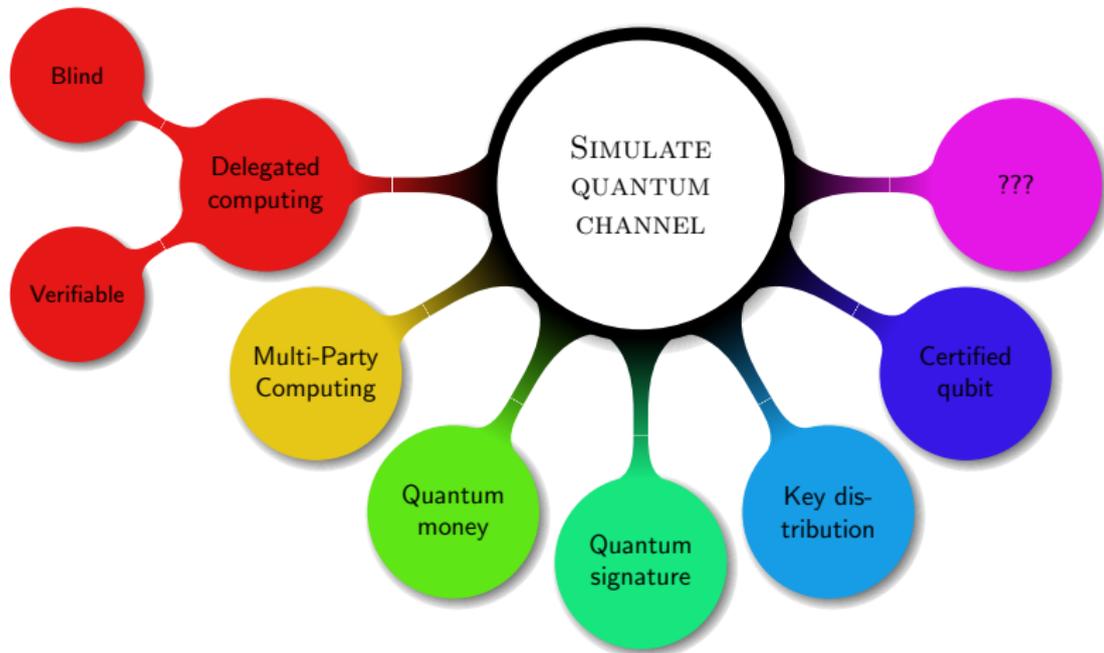
- QFactory: simulate quantum channel from classical channel
- ~~quantum client~~ → classical clients
- For now, proof in honest-but-curious model



## Future work

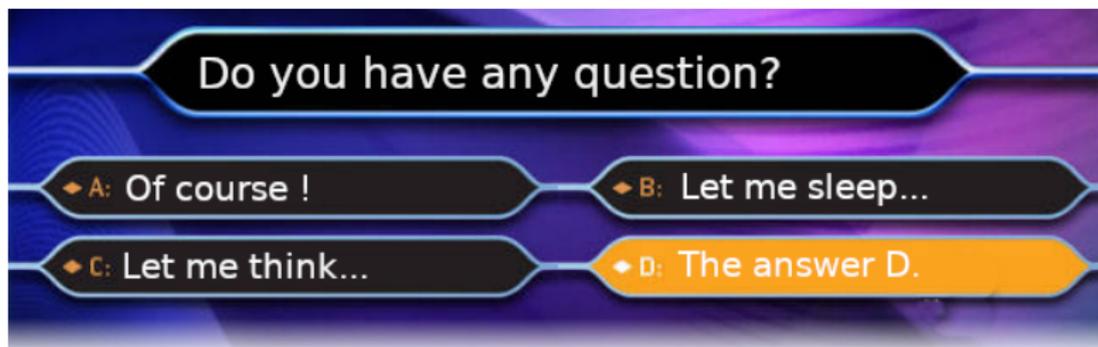
- Improve proof of security in Universal Composability model
- Improve efficiency in blind computing
- Explore new possible applications, certified qubits (QFactory + Zero Knowledge proof) that could improve MPC, GHZ state. . . . .

# Applications of QFactory



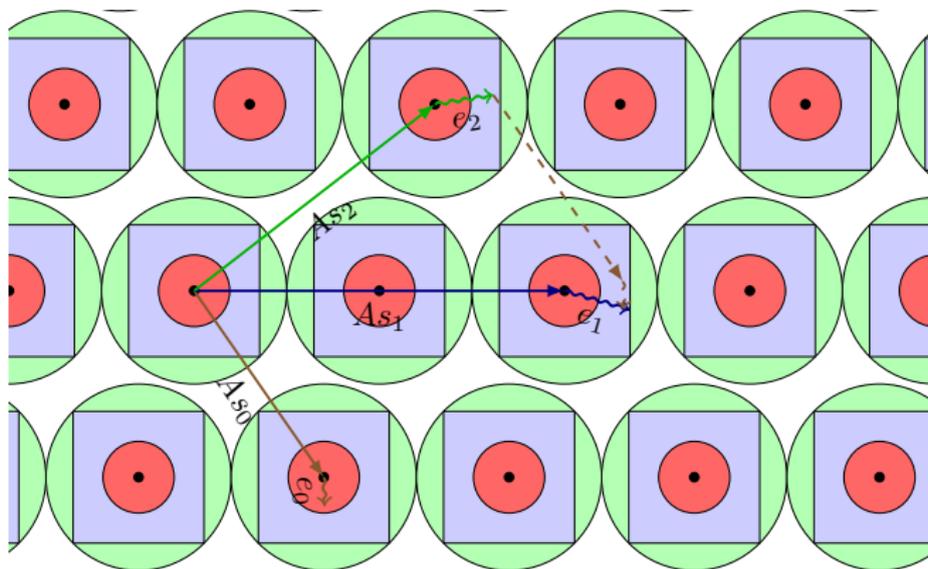
# Questions

Thank you for your attention!



[arxiv.org/abs/1802.08759](https://arxiv.org/abs/1802.08759)

# Function construction



$$f_{A,y}((s, e), c) = Ax + e + c \times y$$

# Comparison with other works

Paper	Classical Homomorphic Encryption for Circuits	Homo-morphic Encryption Quantum	On the possibility of blind quantum computing	Classical Verification of Quantum Computations
Blind input	Green	Green	Red	Blue
Blind algorithm	Blue	Green	Red	Blue
Verifiability	Red	Green	Blue	Green
Non-Interactive	Green	Green	Red	Red
Efficiency/Requirements	FHE		UBQC/VBQC, Linear	Post-hoc, poly degree 9?