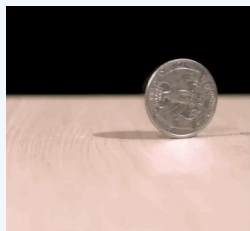


QCRYPT 2023

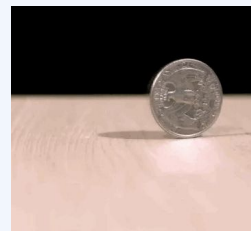
# Experimental cheat-sensitive quantum weak coin flipping



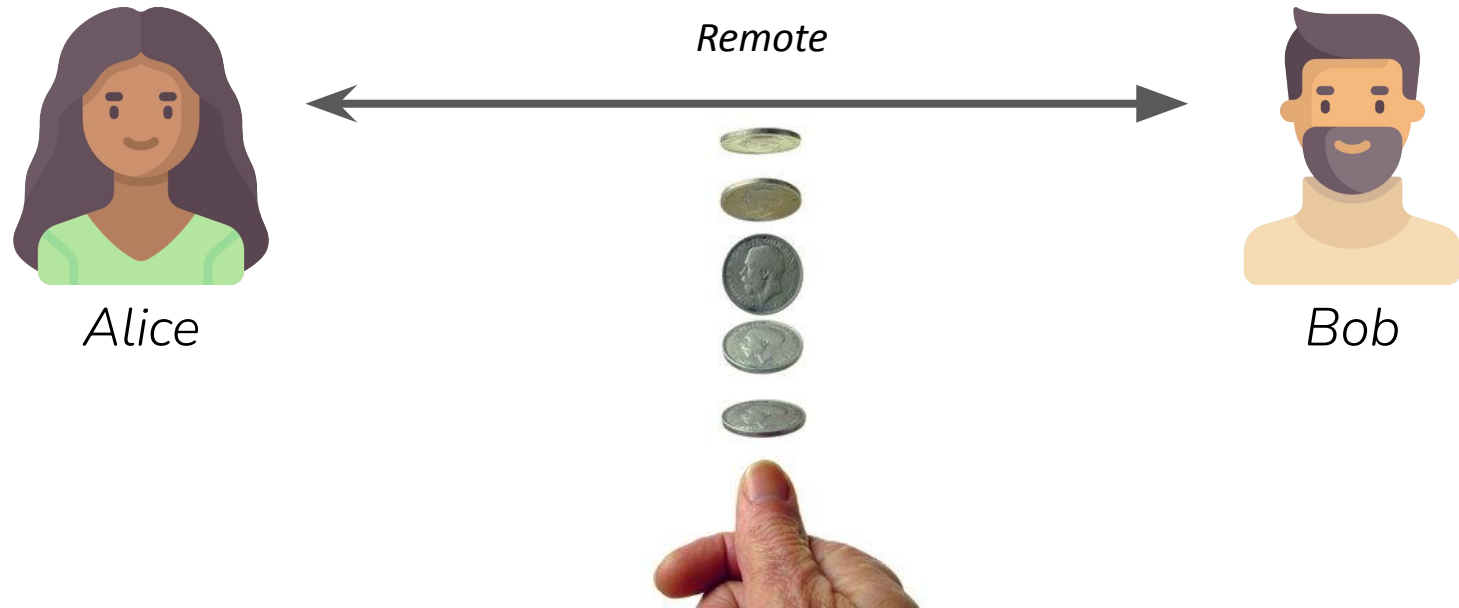
Simon NEVES

LIP6 - QI team, Sorbonne Université

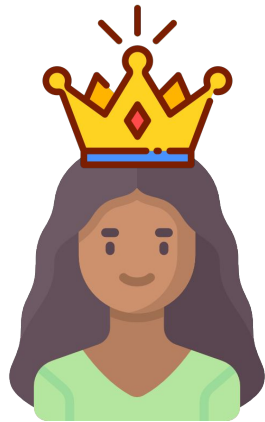
18th of August 2023



# The Game



## The Game



Alice

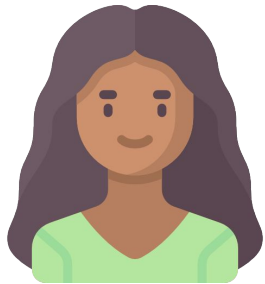


*Head!*



Bob

## The Game



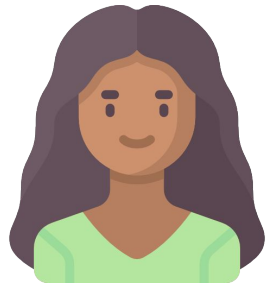
Alice



Bob



# The Game



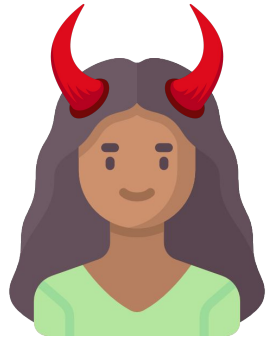
Alice

*Tail!*

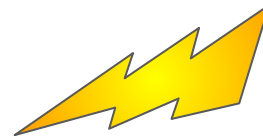
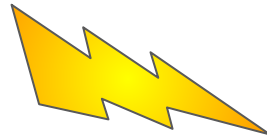


Bob

# The Game



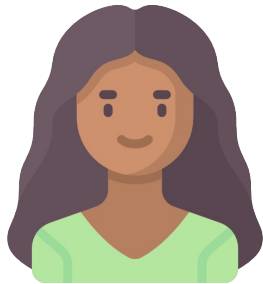
Alice



Bob



# The Game



*Alice*



*Head*

**Preferred outcome**



*Bob*



*Tail*



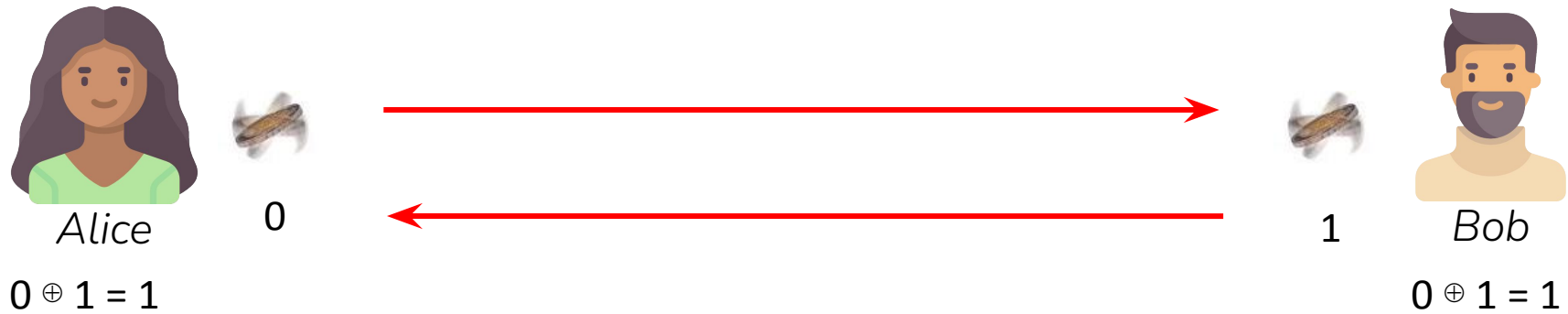
# Important Cryptographic Primitive

- Multiparty computation





## Classical Solutions





# Quantum Protocol

PHYSICAL REVIEW A **102**, 022414 (2020)

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## Quantum weak coin flipping with a single photon

Mathieu Bozzio <sup>1,2</sup> Ulysse Chabaud,<sup>1</sup> Iordanis Kerenidis,<sup>3</sup> and Eleni Diamanti <sup>1</sup>

<sup>1</sup>*Sorbonne Université, CNRS, LIP6, 4 Place Jussieu, F-75005 Paris, France*

<sup>2</sup>*Institut Polytechnique de Paris, Télécom Paris, LTCI, 19 Place Marguerite Perey, 91129 Palaiseau, France*

<sup>3</sup>*Université de Paris, CNRS, IRIF, 8 Place Aurélie Nemours, 75013 Paris, France*



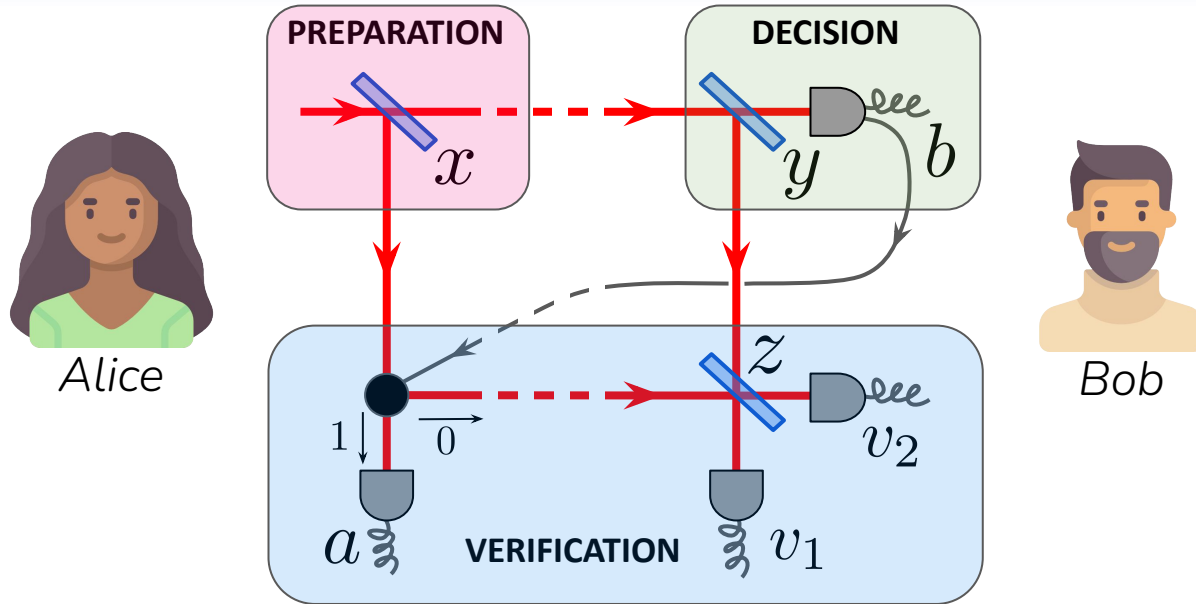
(Received 20 February 2020; accepted 30 July 2020; published 19 August 2020)

Weak coin flipping is among the fundamental cryptographic primitives which ensure the security of modern communication networks. It allows two mistrustful parties to remotely agree on a random bit when they favor opposite outcomes. Unlike other two-party computations, one can achieve information-theoretic security using quantum mechanics only: both parties are prevented from biasing the flip with probability higher than  $1/2 + \epsilon$ , where  $\epsilon$  is arbitrarily low. Classically, the dishonest party can always cheat with probability 1 unless computational assumptions are used. Despite its importance, no physical implementation has been proposed for quantum weak coin flipping. Here, we present a practical protocol that requires a single photon and linear optics only. We show that it is fair and balanced even when threshold single-photon detectors are used, and reaches a bias as low as  $\epsilon = 1/\sqrt{2} - 1/2 \approx 0.207$ . We further show that the protocol may display a quantum advantage over a few-hundred meters with state-of-the-art technology.

DOI: [10.1103/PhysRevA.102.022414](https://doi.org/10.1103/PhysRevA.102.022414)



# Quantum Protocol

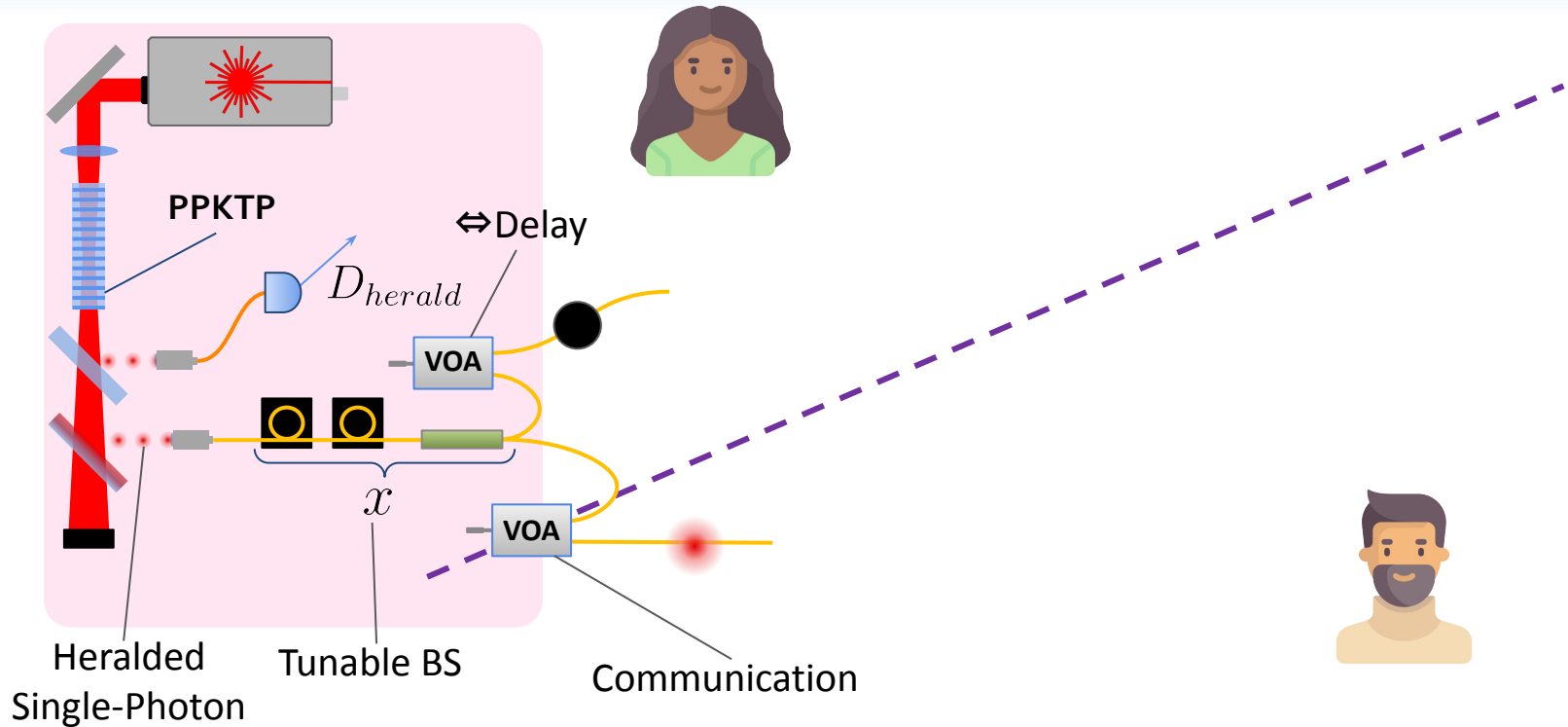


*Cheat-Sensitivity = Quantum advantage!*



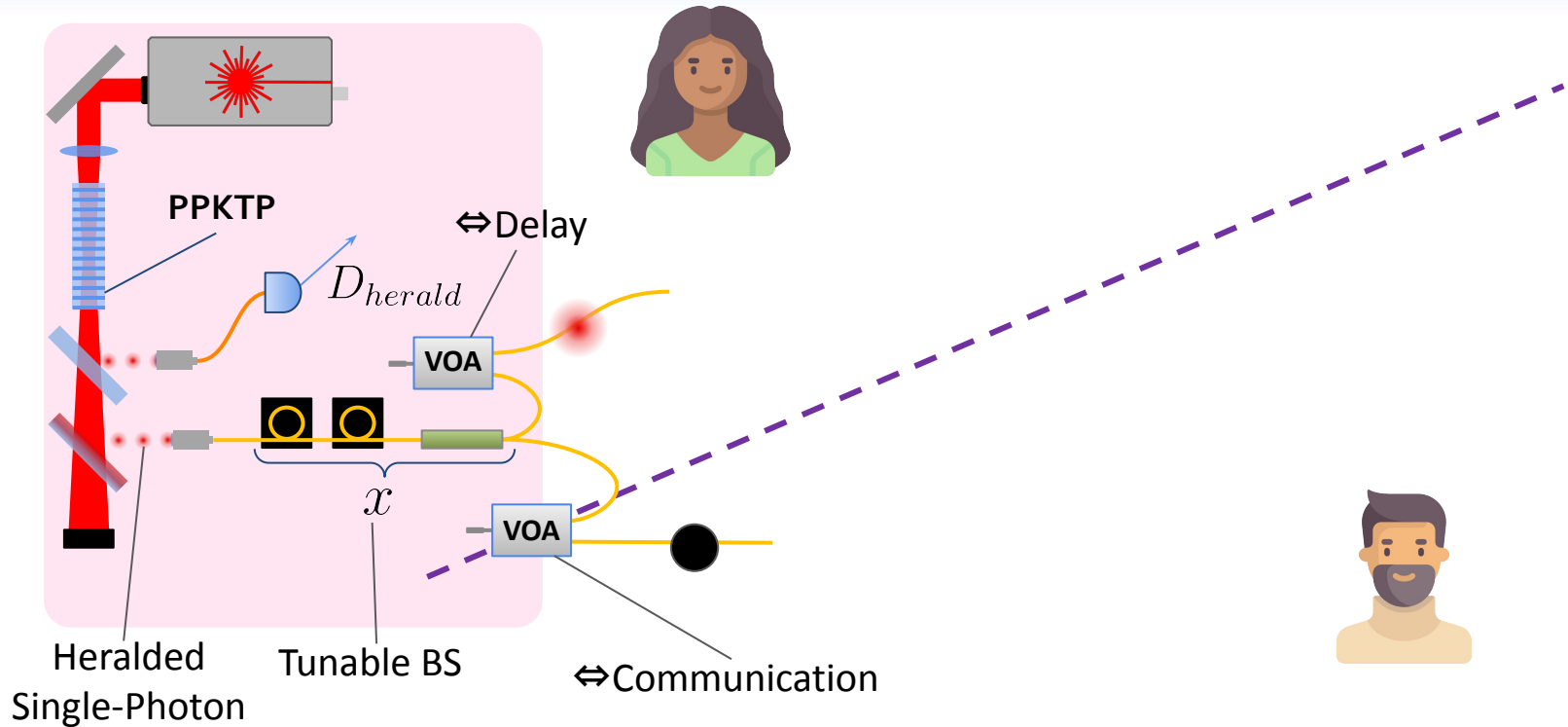
# Quantum Protocol

## Experimental Implementation



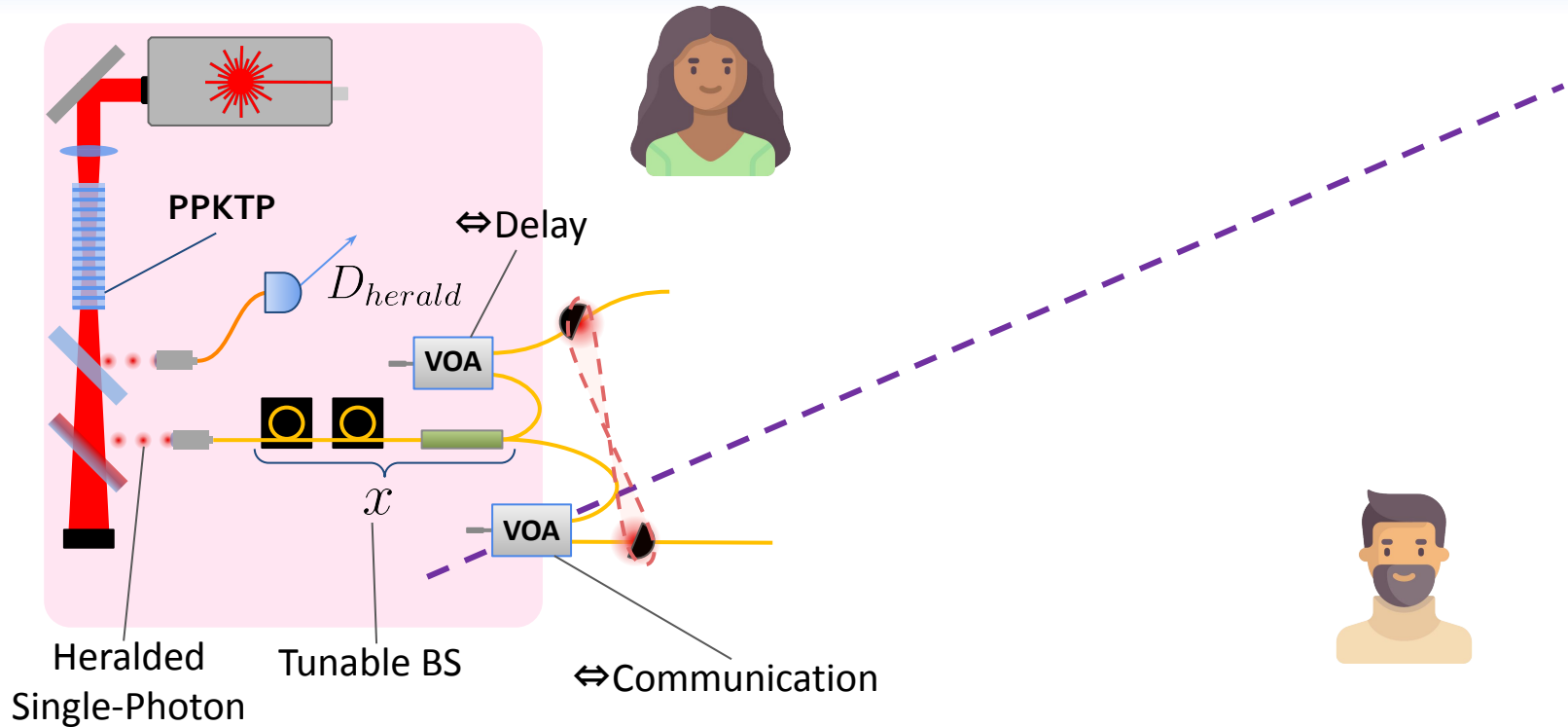
# Quantum Protocol

## *Experimental Implementation*



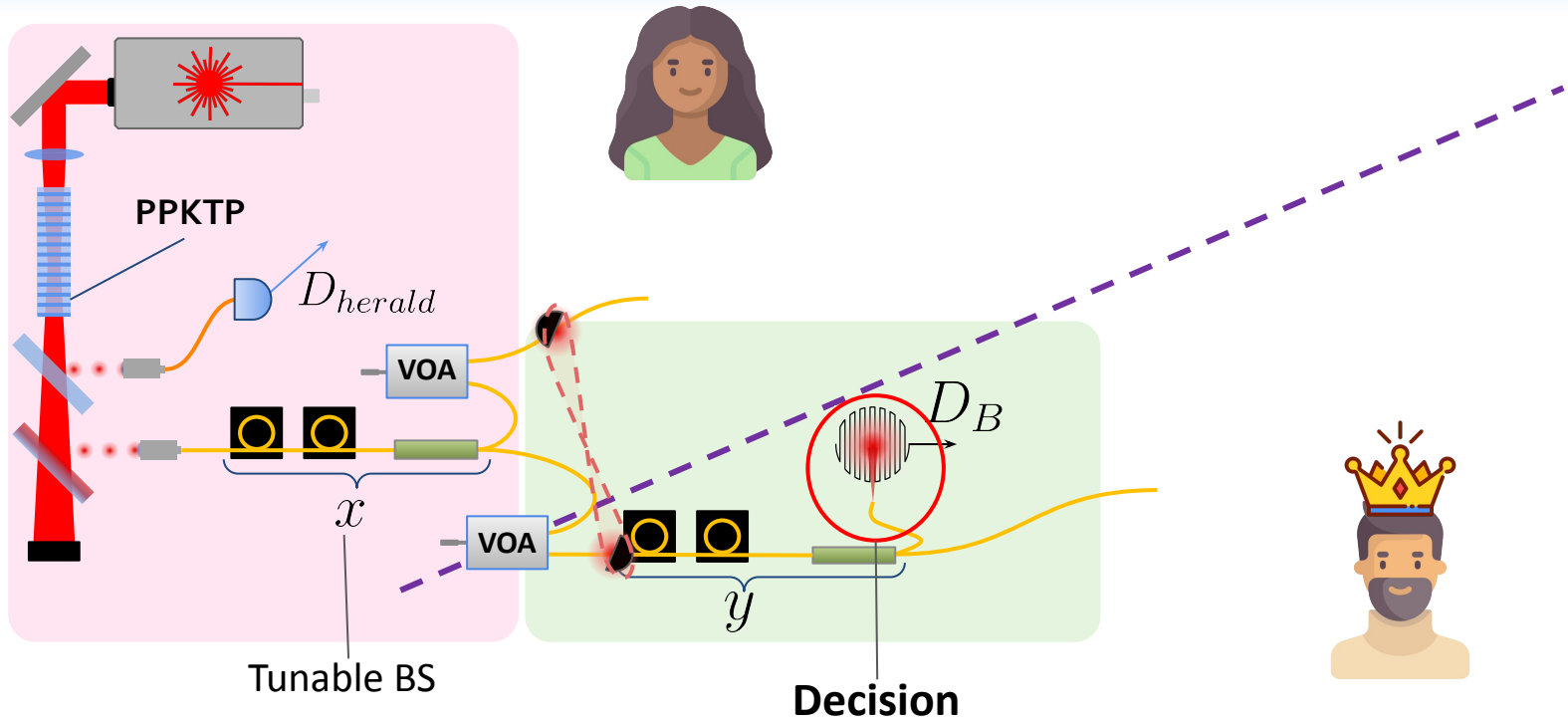
# Quantum Protocol

## Experimental Implementation



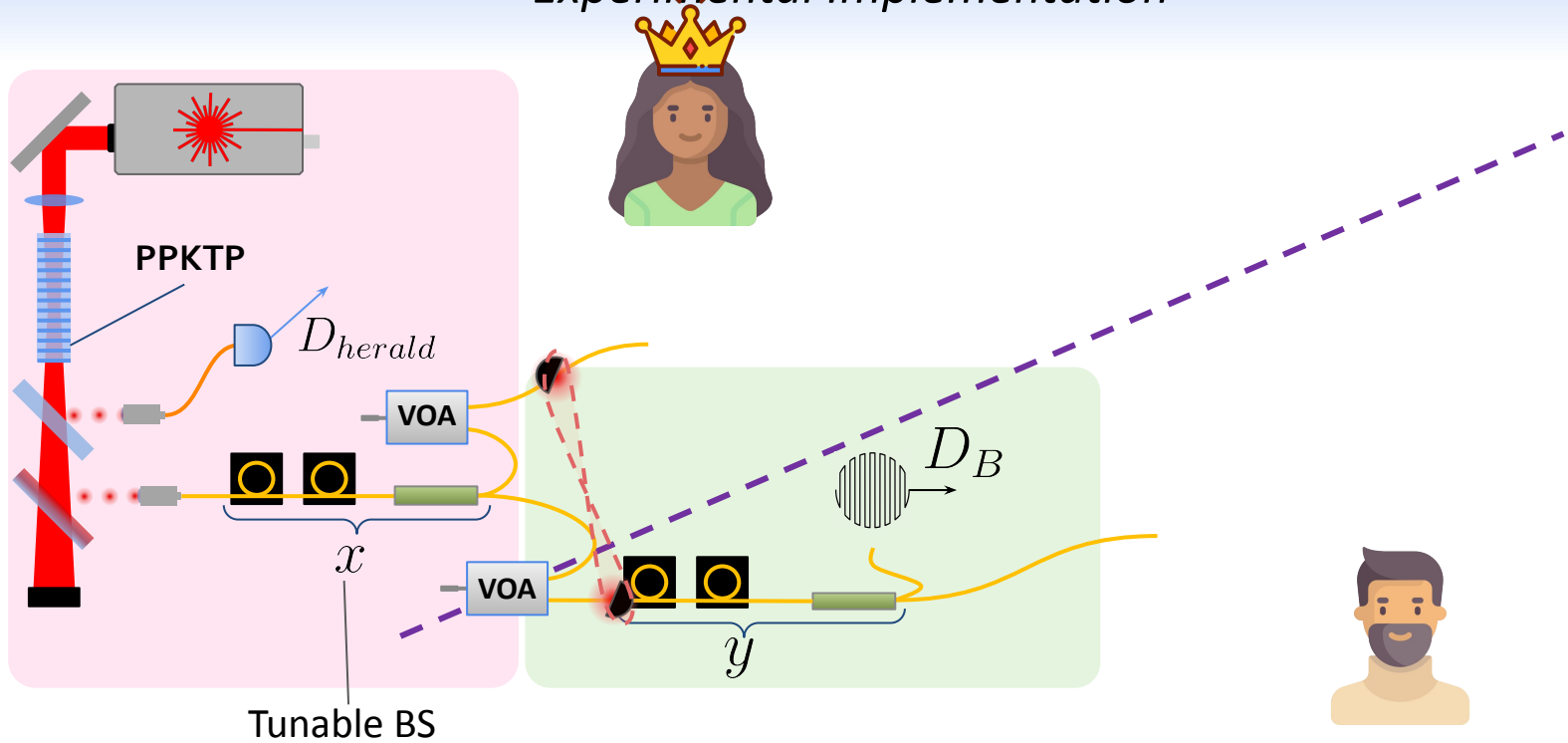
# Quantum Protocol

## Experimental Implementation



# Quantum Protocol

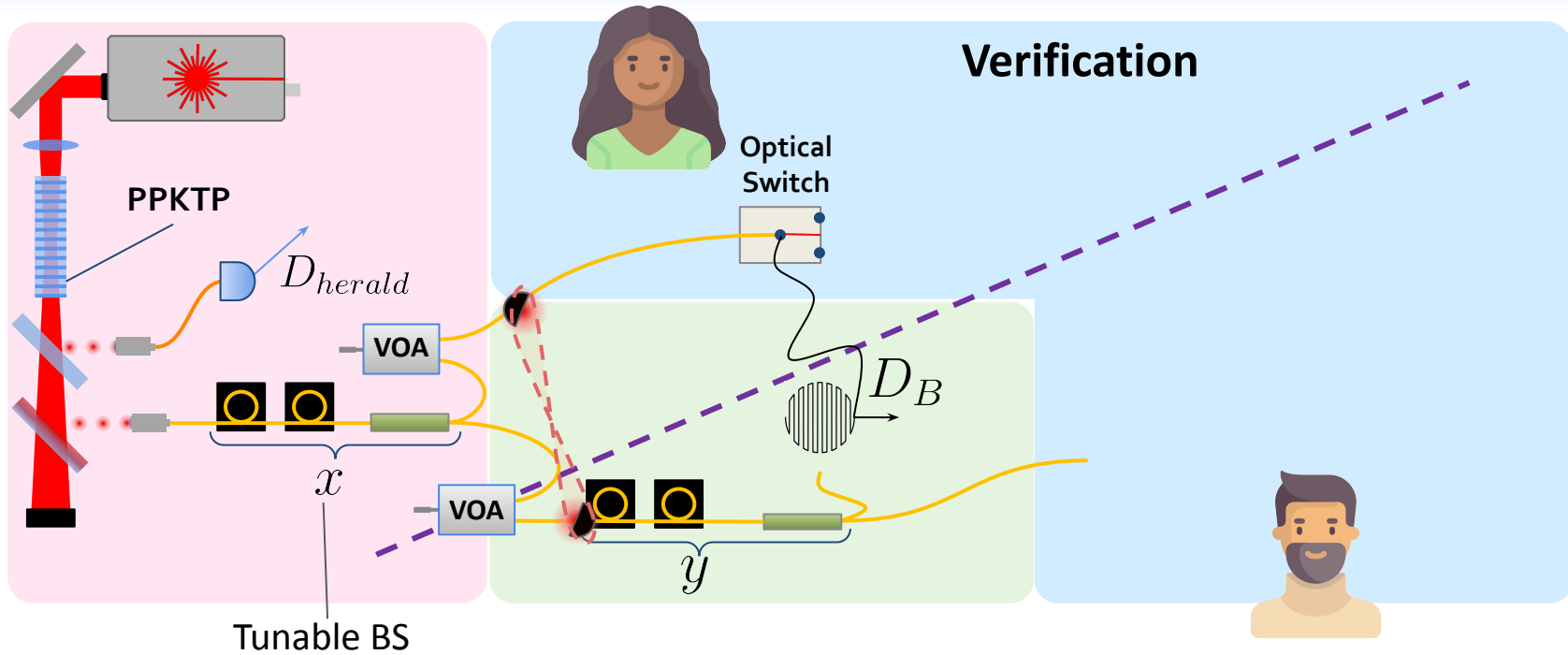
## Experimental Implementation





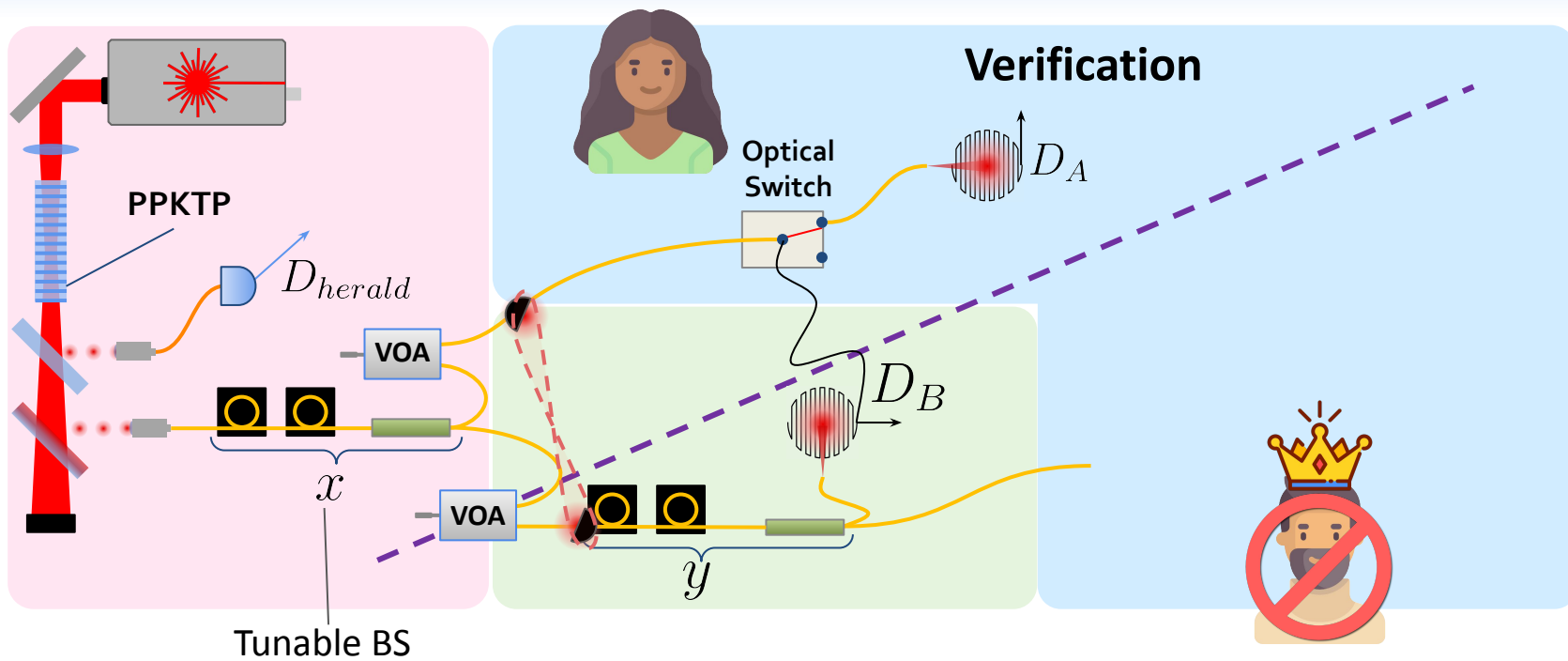
# Quantum Protocol

## Experimental Implementation



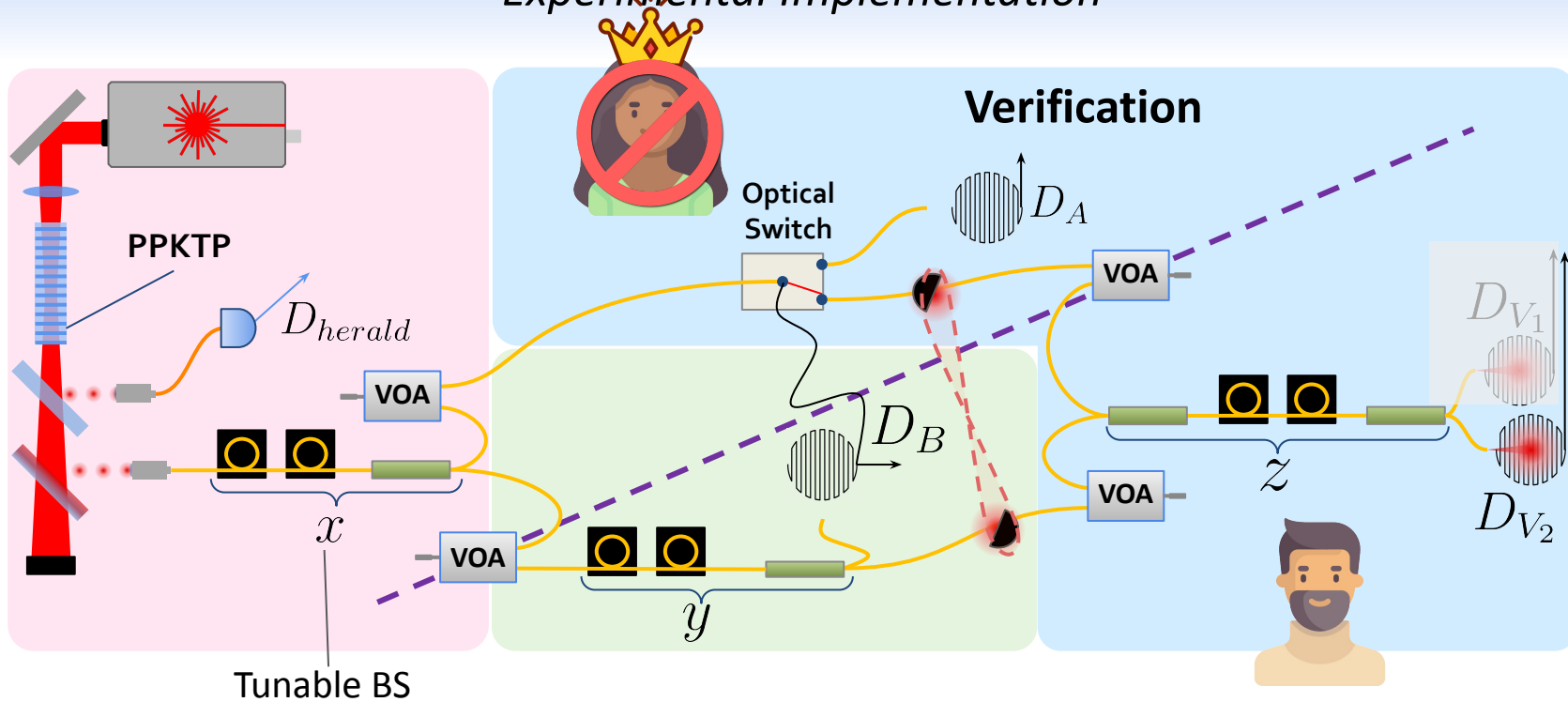
# Quantum Protocol

## Experimental Implementation



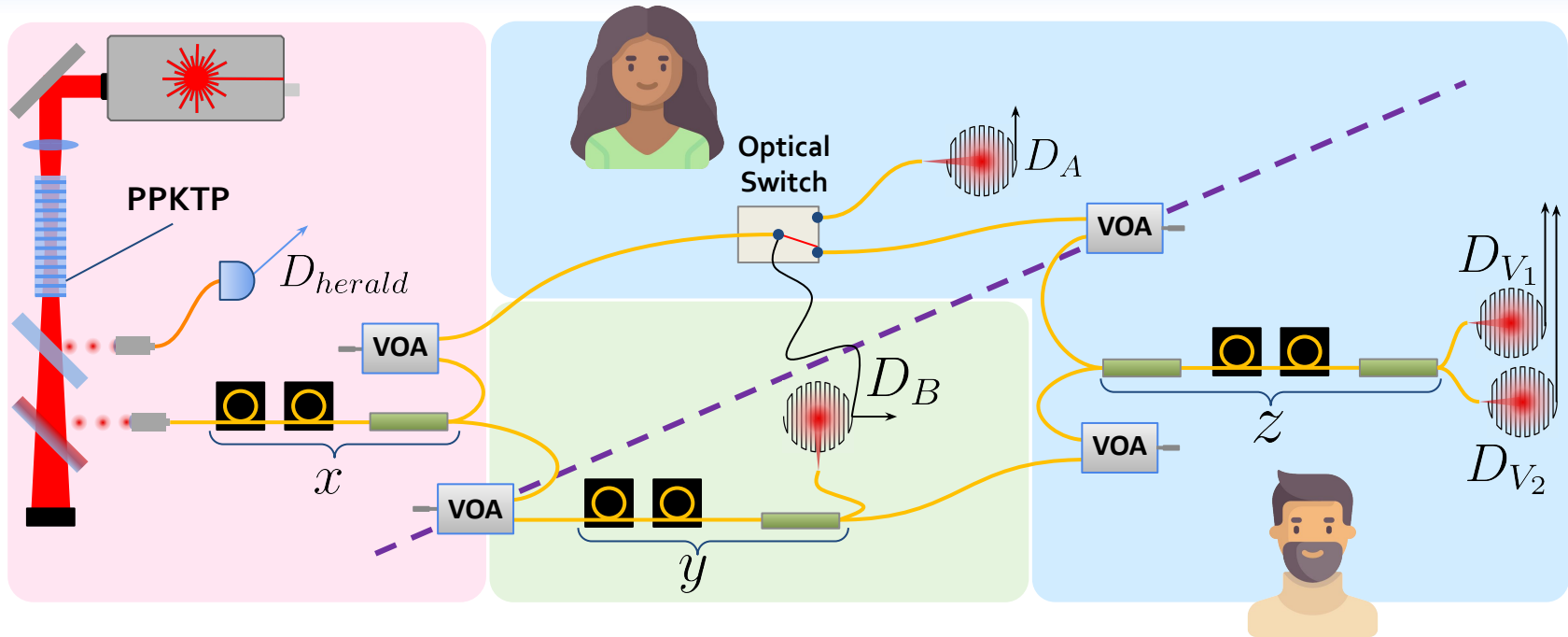
# Quantum Protocol

## Experimental Implementation



# Quantum Protocol

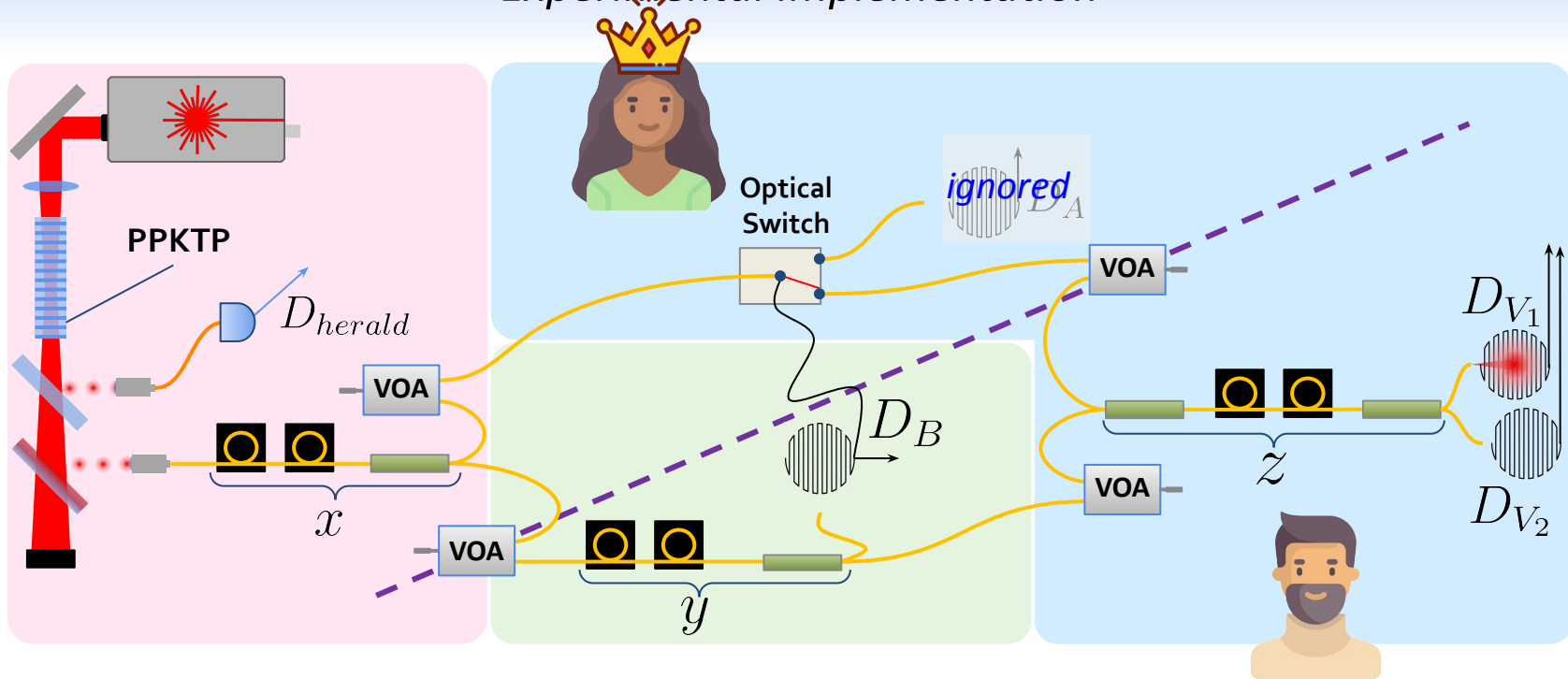
## Experimental Implementation



5 Outcomes

# Quantum Protocol

## Experimental Implementation

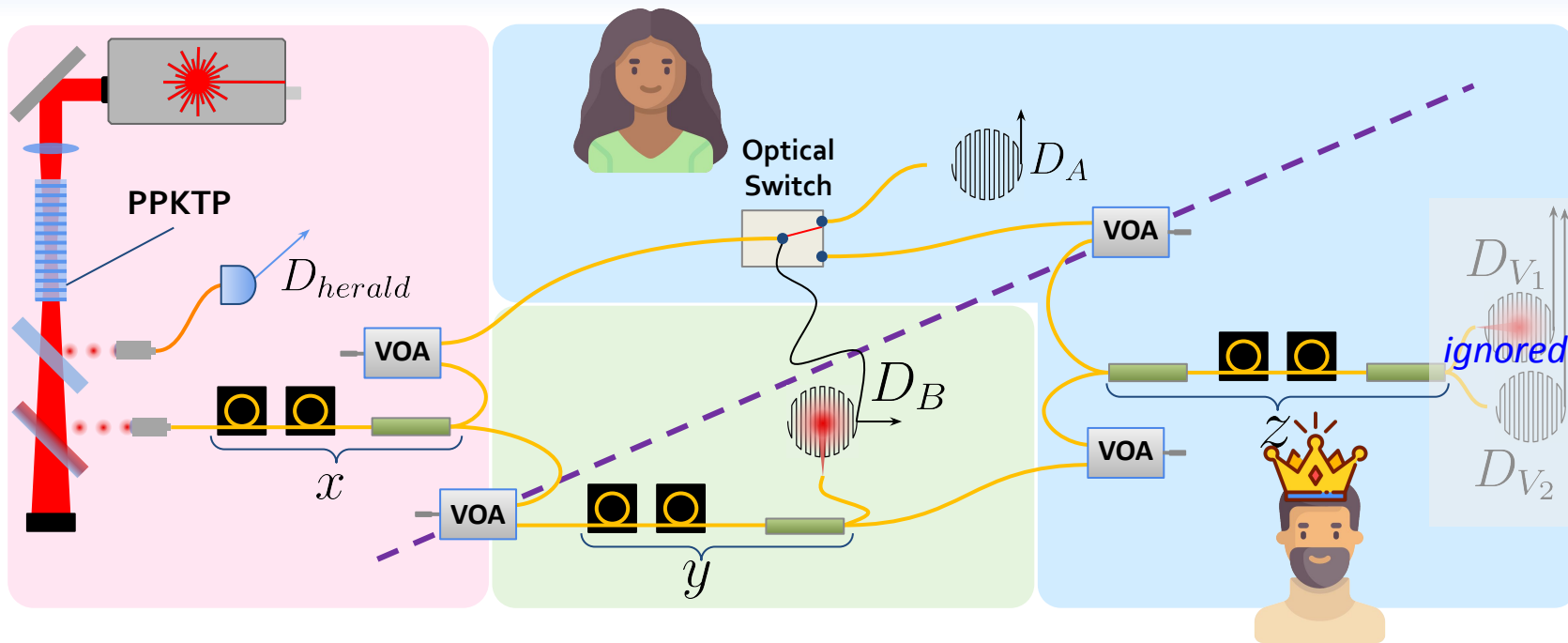


Alice Wins



# Quantum Protocol

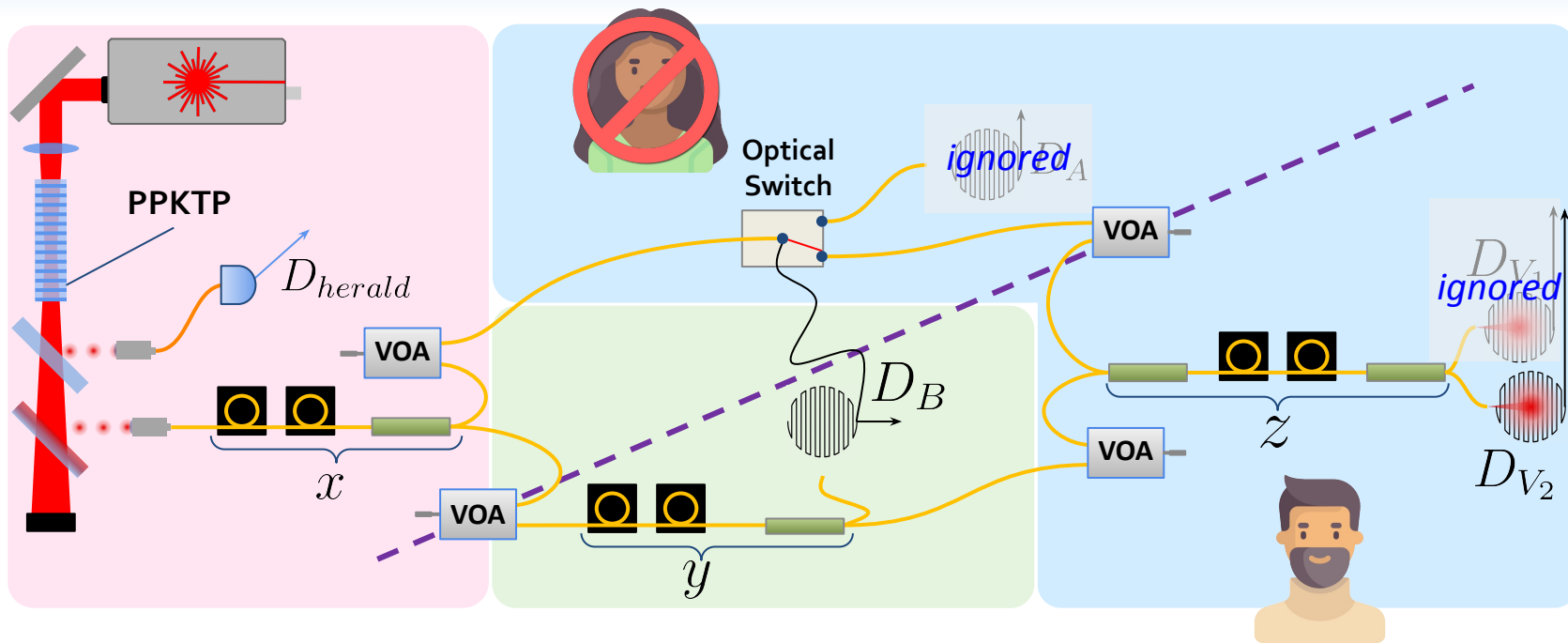
## Experimental Implementation



Bob Wins

# Quantum Protocol

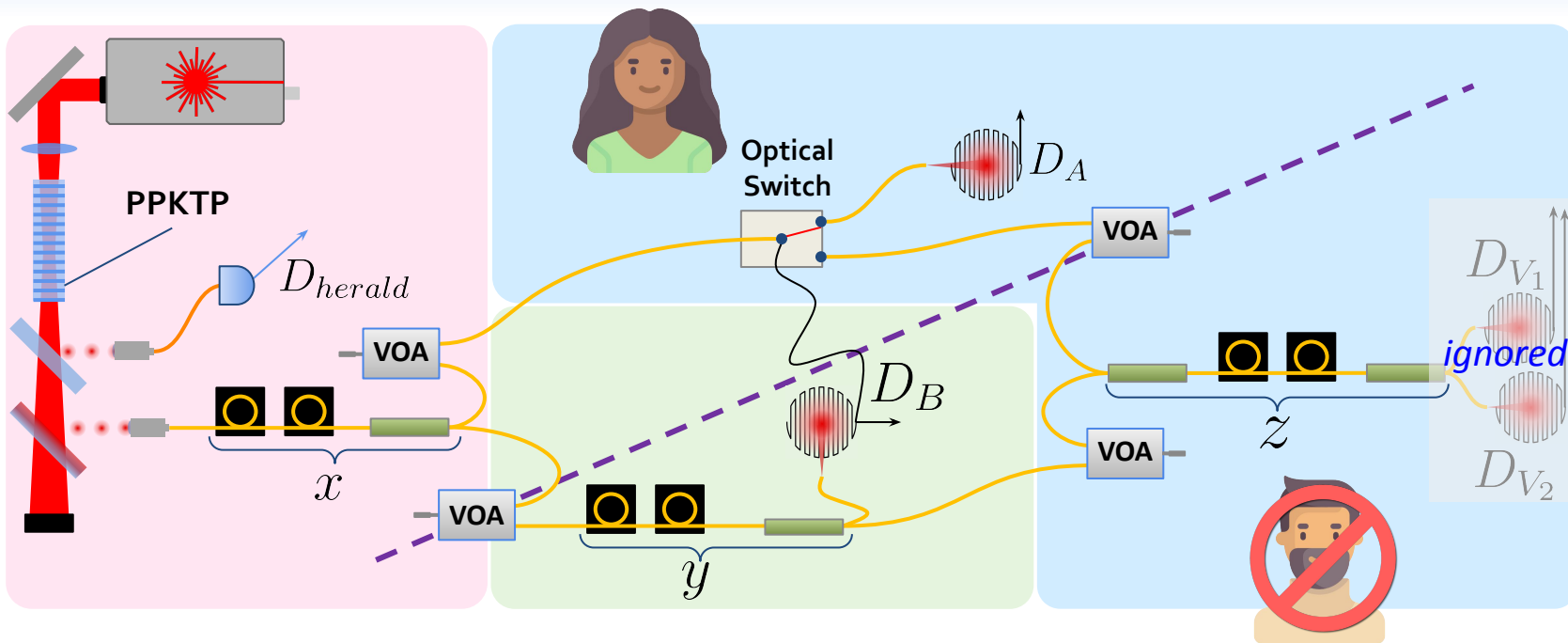
## Experimental Implementation



**Alice is Sanctioned**

# Quantum Protocol

## Experimental Implementation

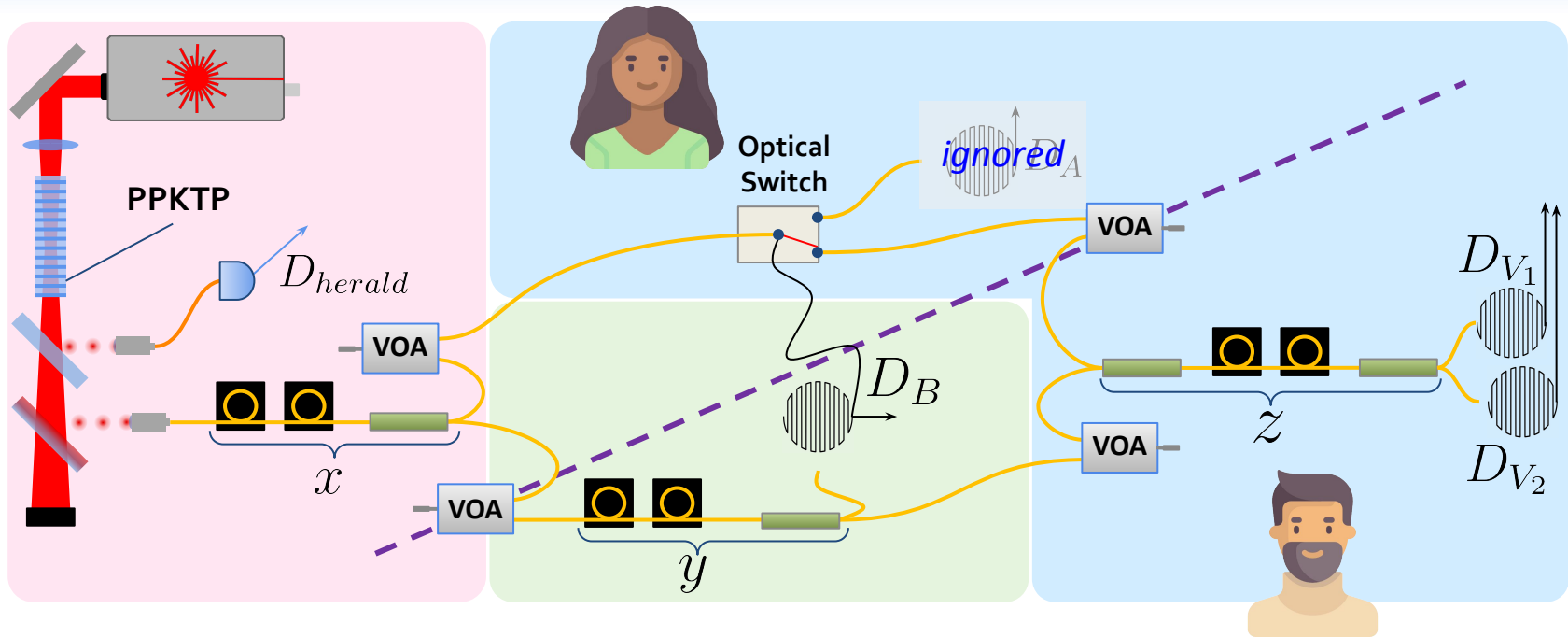


**Bob is Sanctioned**



# Quantum Protocol

## Experimental Implementation



Abort



# Quantum Protocol

## *Requirements*

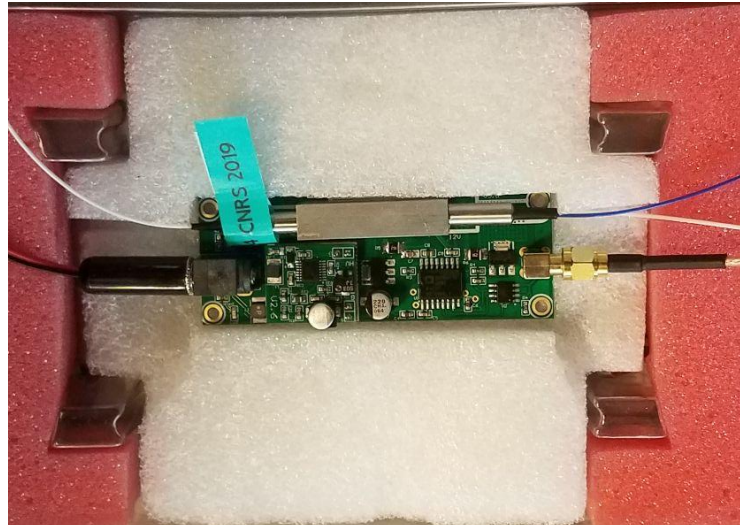
When players are **honest**:

- Minimize  $P(\text{Abort})$



# Experimental Implementation

## *Switch & Delay*

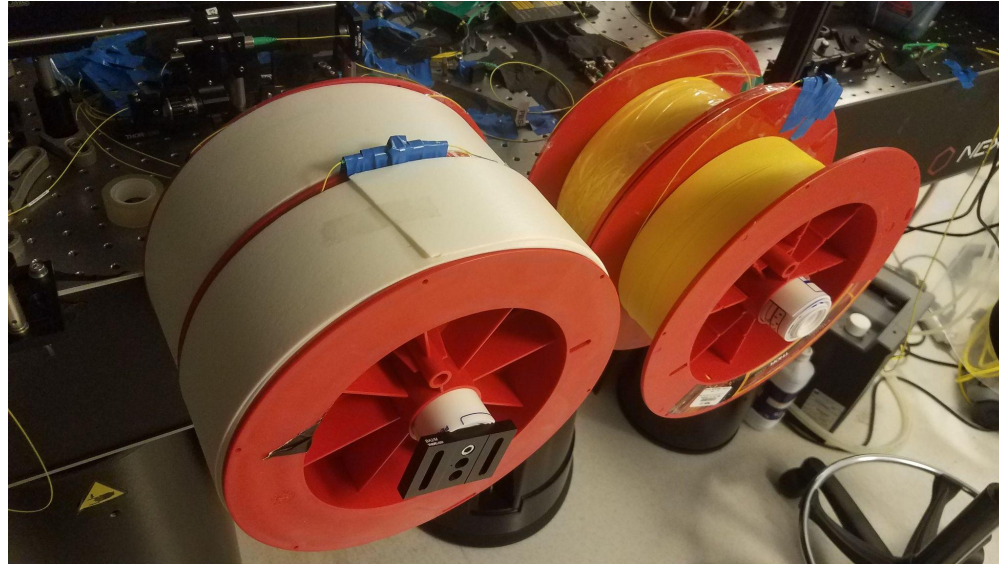


400ns reaction time



# Experimental Implementation

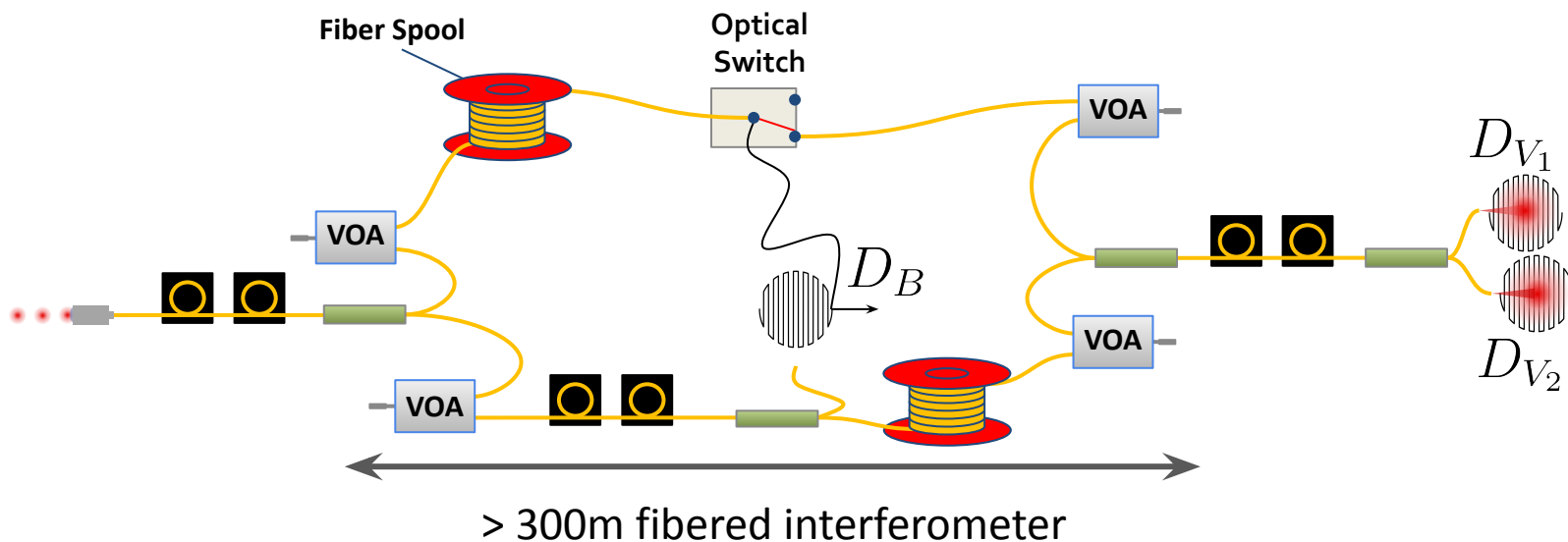
## *Switch & Delay*



2x 300m fiber spools

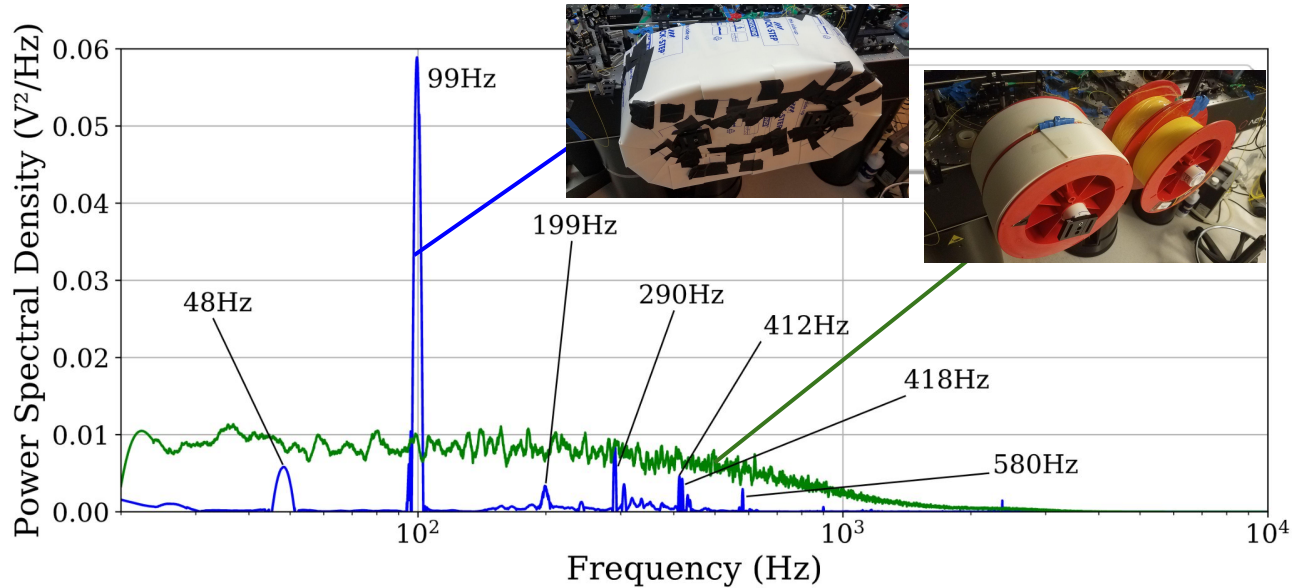
# Experimental Implementation

## *Switch & Delay*



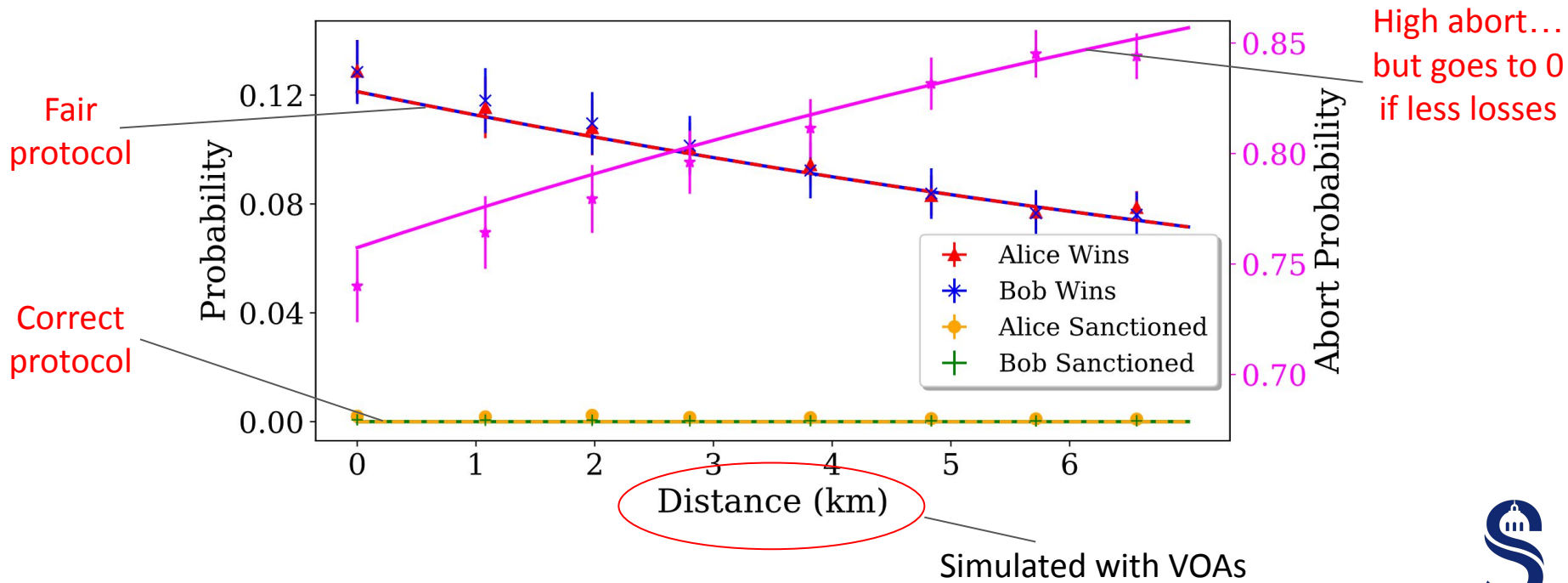
# Experimental Implementation

## Noise Recording - Spools Insulation



# Results with Honest Players

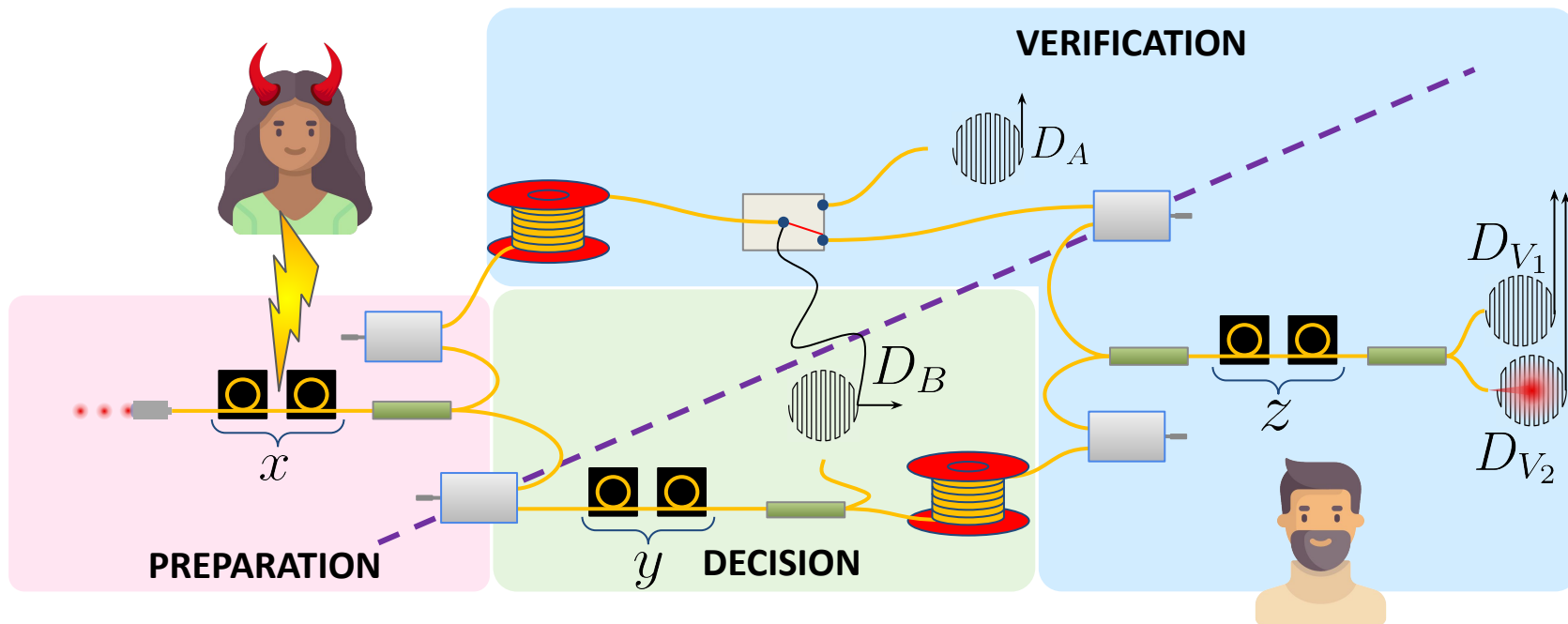
*Outcomes Probabilities VS Communication Distance*



# Cheat-Sensitivity

*Quantum advantage!*

*Possible Cheating Strategies*

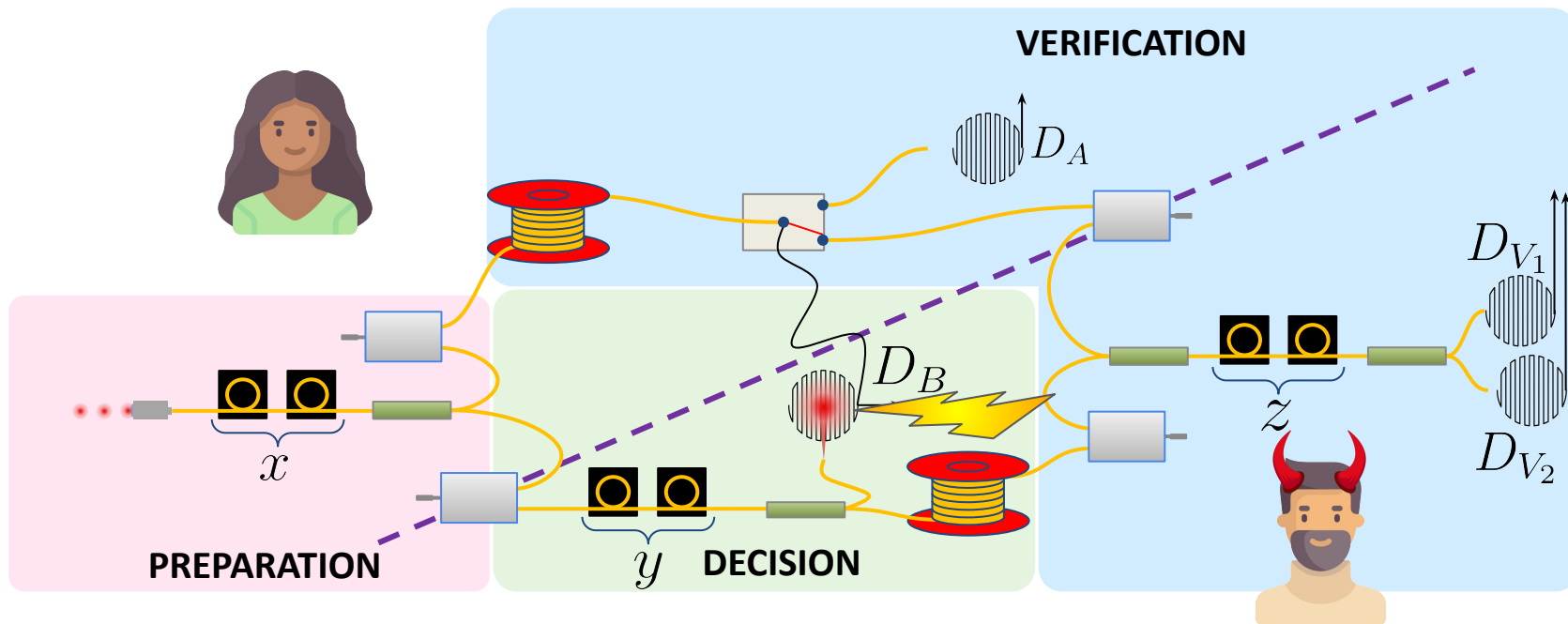




# Cheat-Sensitivity

*Quantum advantage!*

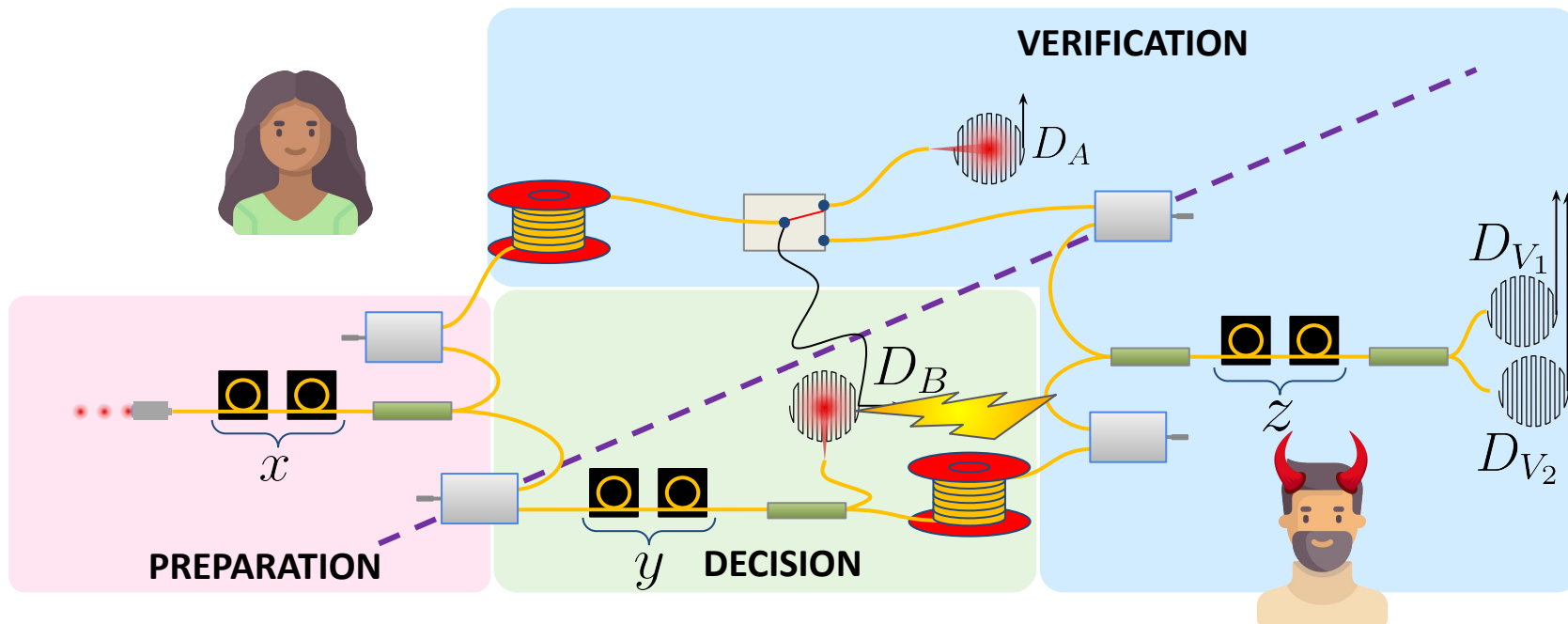
*Possible Cheating Strategies*



# Cheat-Sensitivity

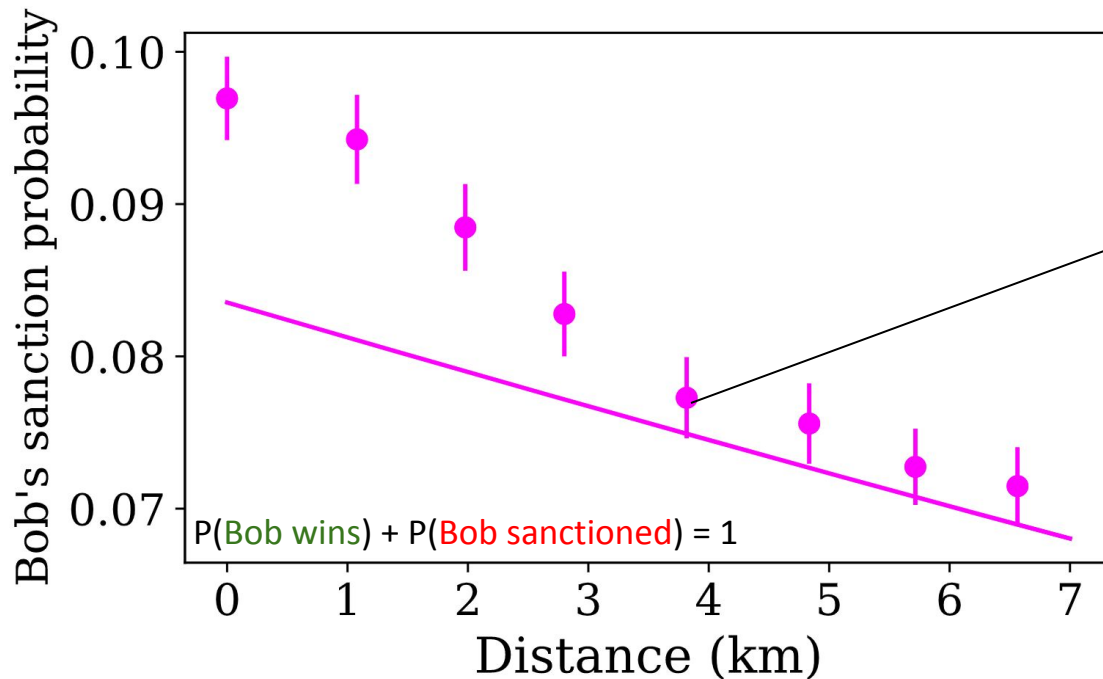
*Quantum advantage!*

*Possible Cheating Strategies*



# Cheat-Sensitivity

*Dishonest Bob*

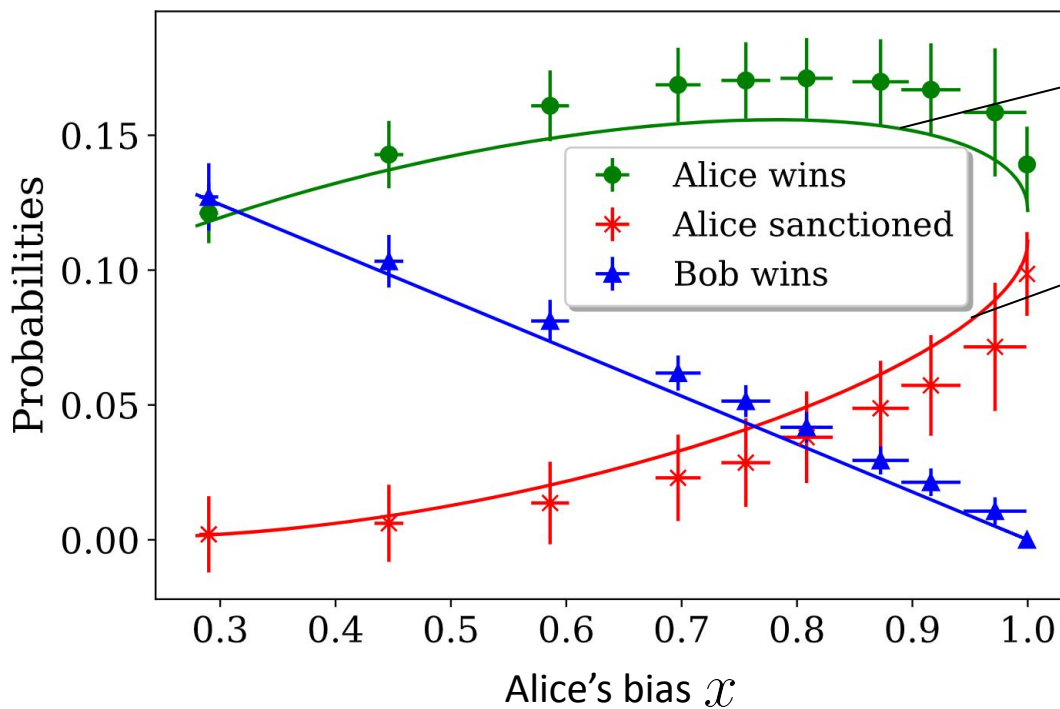


Cheat-sensitivity decreases with losses and communication distance



# Cheat-Sensitivity

*Dishonest Alice*



Winning probability peaks for a bias  $x < 1$

Sanction probability increases with bias

Cheat-sensitivity limits Alice's cheating strategies

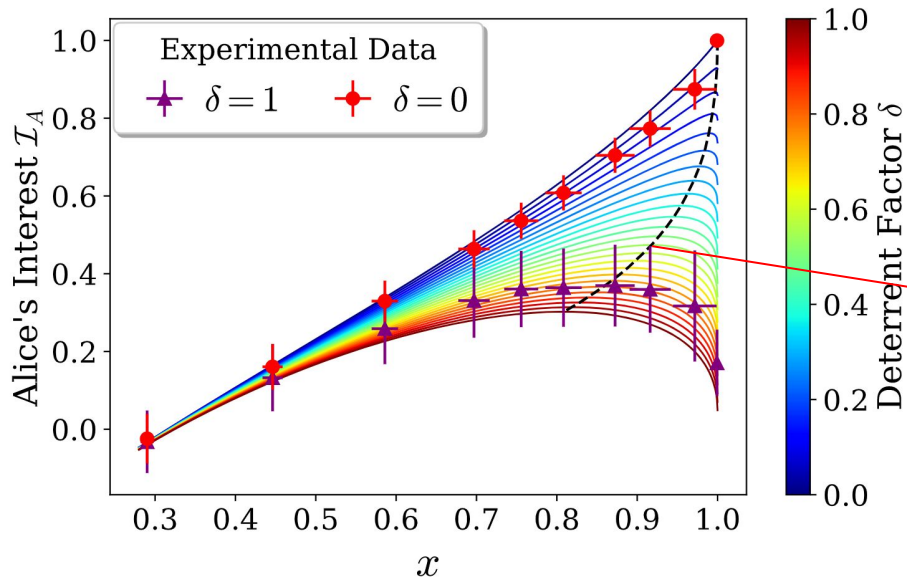


# Cheat-Sensitivity

## Dishonest Alice

Alice's interest in cheating:  $\mathcal{I}_A(\delta) = \frac{\mathbb{P}(\text{A. wins}) - \mathbb{P}(\text{B. wins}) - \delta \mathbb{P}(\text{A. sanctioned})}{\mathbb{P}(\text{A. wins}) + \mathbb{P}(\text{B. wins}) + \delta \mathbb{P}(\text{A. sanctioned})}$

deterrent factor  
= strength of the sanction



The interest peaks thanks to cheat-sensitivity!





# Experimental cheat-sensitive quantum weak coin flipping

Received: 9 November 2022

Accepted: 22 March 2023

Published online: 03 April 2023

Check for updates

Simon Neves <sup>1</sup>✉, Verena Yacoub<sup>1</sup>, Ulysse Chabaud <sup>2,3</sup>, Mathieu Bozzio <sup>4</sup>✉,  
Iordanis Kerenidis<sup>5</sup> & Eleni Diamanti <sup>1</sup>

As in modern communication networks, the security of quantum networks will rely on complex cryptographic tasks that are based on a handful of fundamental primitives. Weak coin flipping (WCF) is a significant such primitive which allows two mistrustful parties to agree on a random bit while they favor opposite outcomes. Remarkably, perfect information-theoretic security can be achieved in principle for quantum WCF. Here, we overcome conceptual and practical issues that have prevented the experimental demonstration of this primitive to date, and demonstrate how quantum resources can provide cheat sensitivity, whereby each party can detect a cheating opponent, and an honest party is never sanctioned. Such a property is not known to be classically achievable with information-theoretic security. Our experiment implements a refined, loss-tolerant version of a recently proposed theoretical protocol and exploits heralded single photons generated by spontaneous parametric down conversion, a carefully optimized linear optical interferometer including beam splitters with variable reflectivities and a fast optical switch for the verification step. High values of our protocol benchmarks are maintained for attenuation corresponding to several kilometers of telecom optical fiber.



## Acknowledgement



Verena Yacoub



Ulysse Chabaud



Mathieu Bozzio



Iordanis Kerenidis



Eleni Diamanti



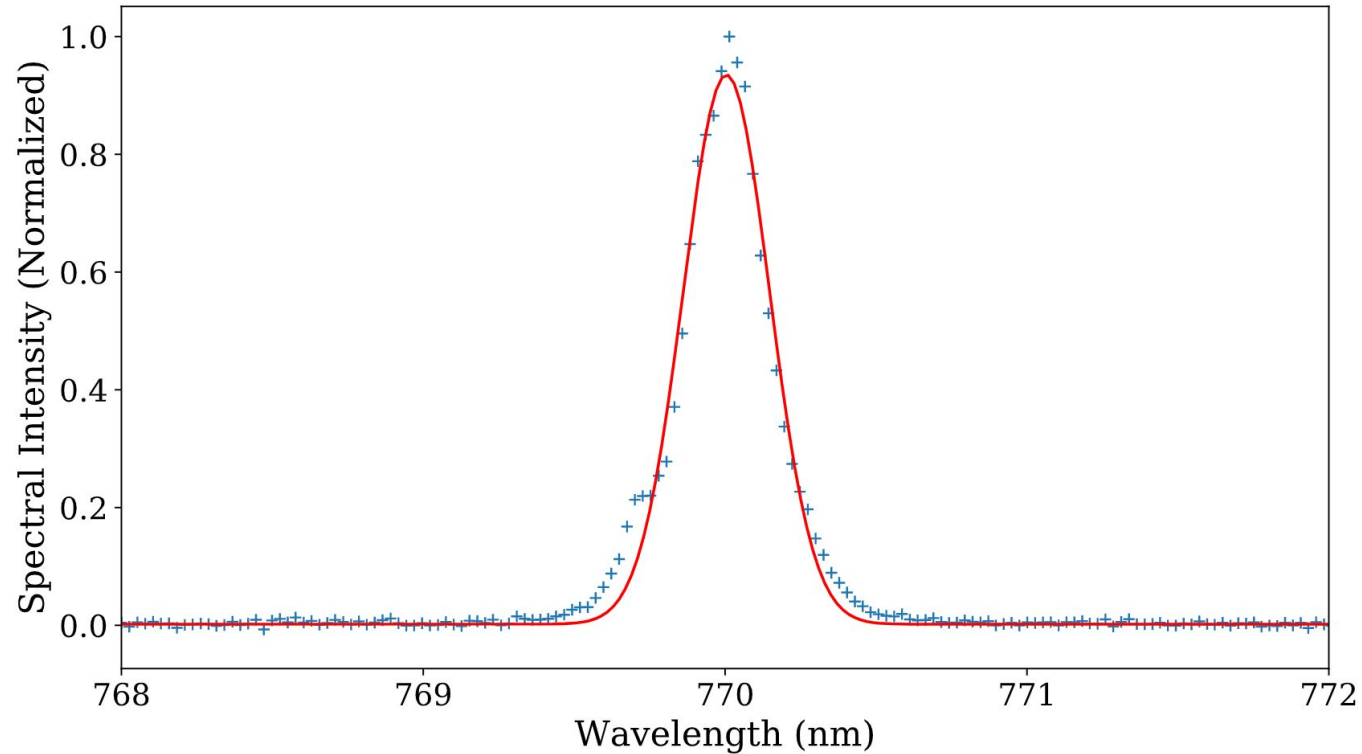




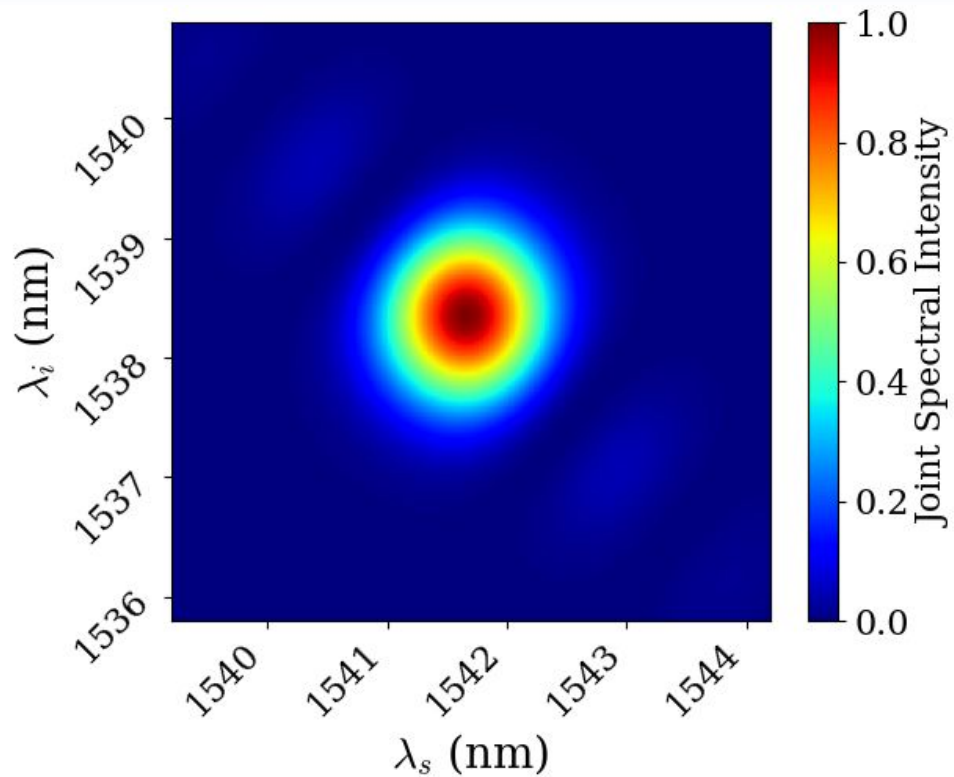




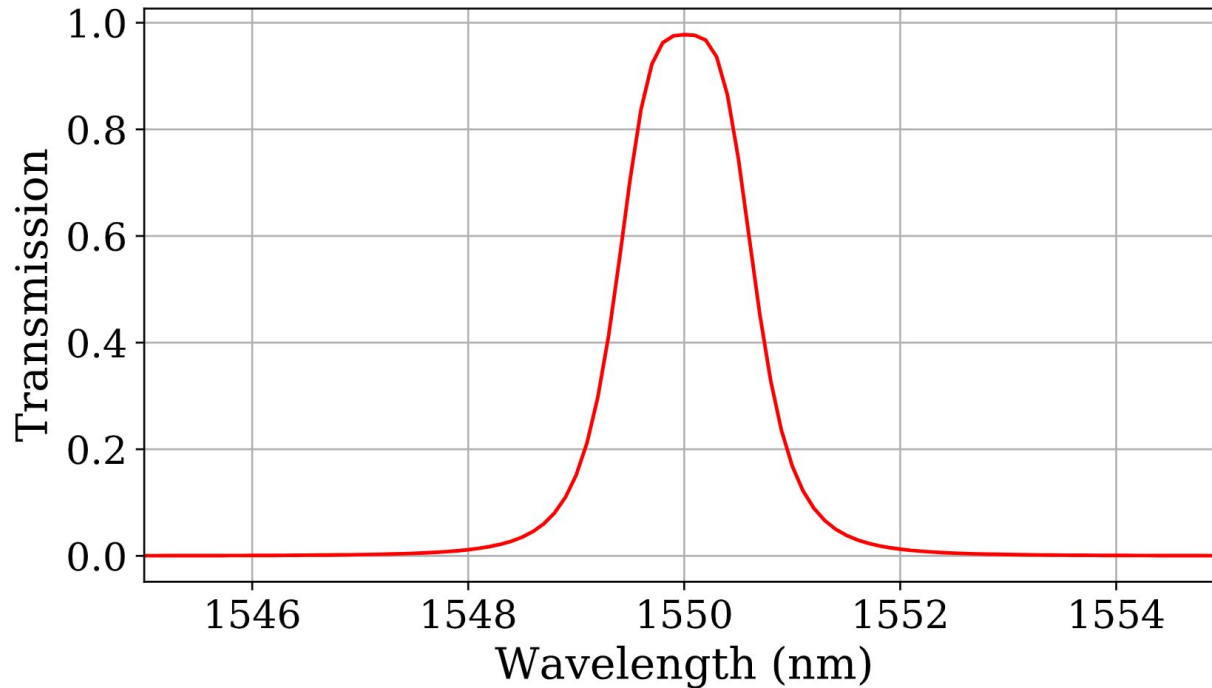
# Pump Spectrum



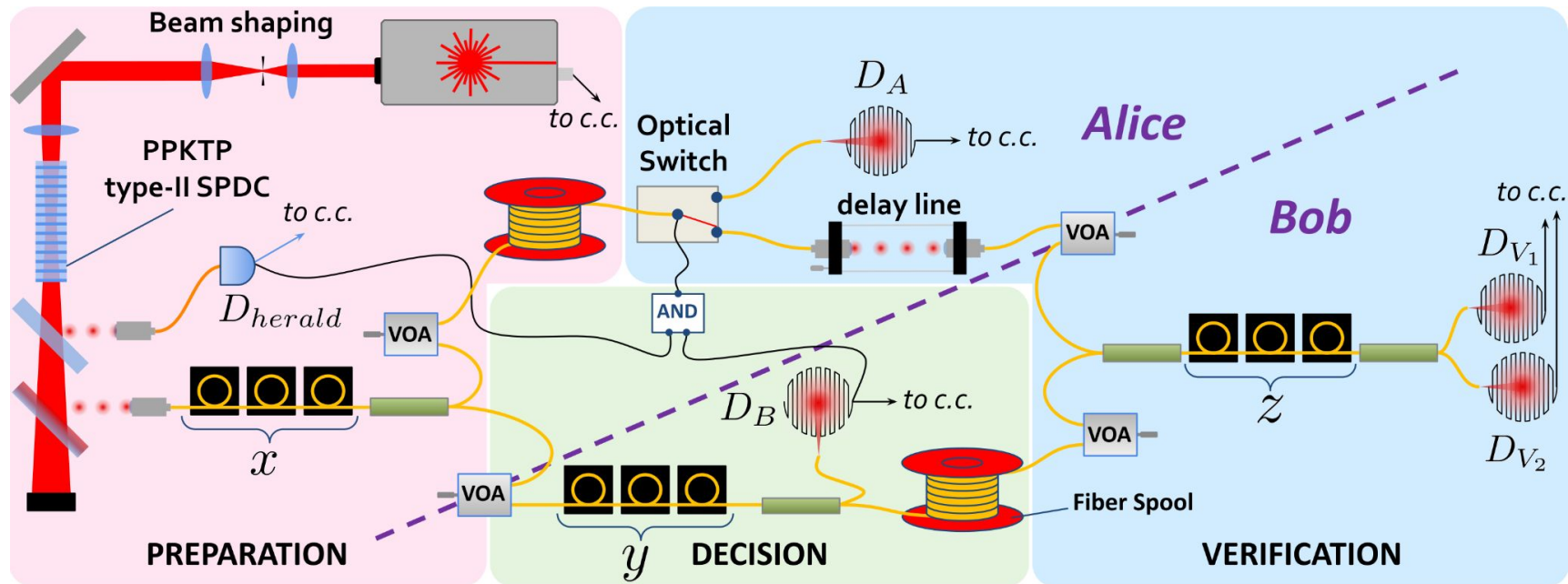
## Photon Pair Spectral State



## Photon Spectral Filtering



# Full Setup



## Detection Efficiencies

Notation	Path	$x$	$y$	$z$	$s$	Efficiency
$\eta_A^s$	$x \rightarrow \text{switch} \rightarrow D_A$	1			1	$0.315 \pm 0.008$
$\eta_B^y$	$x \rightarrow y \rightarrow D_B$	0	0			$0.303 \pm 0.008$
$\eta_A^{V_1}$	$x \rightarrow \text{switch} \rightarrow z \rightarrow D_{V_1}$	1		1	0	$0.231 \pm 0.008$
$\eta_A^{V_2}$	$x \rightarrow \text{switch} \rightarrow z \rightarrow D_{V_2}$	1		0	0	$0.219 \pm 0.008$
$\eta_B^{V_1}$	$x \rightarrow y \rightarrow z \rightarrow D_{V_1}$	0	1	0		$0.184 \pm 0.008$
$\eta_B^{V_2}$	$x \rightarrow y \rightarrow z \rightarrow D_{V_2}$	0	1	1		$0.175 \pm 0.008$

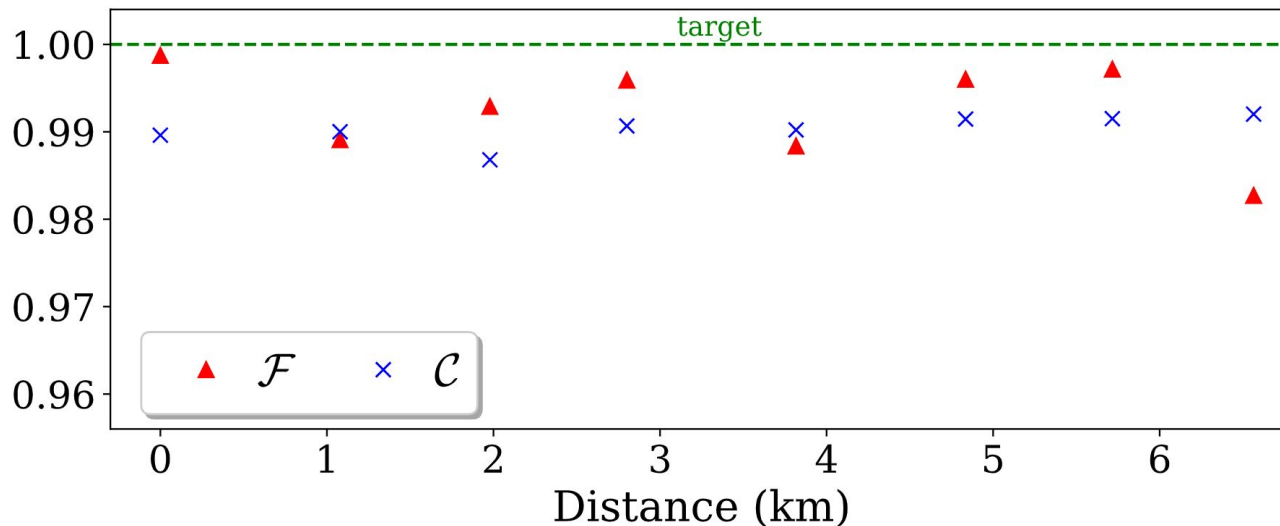




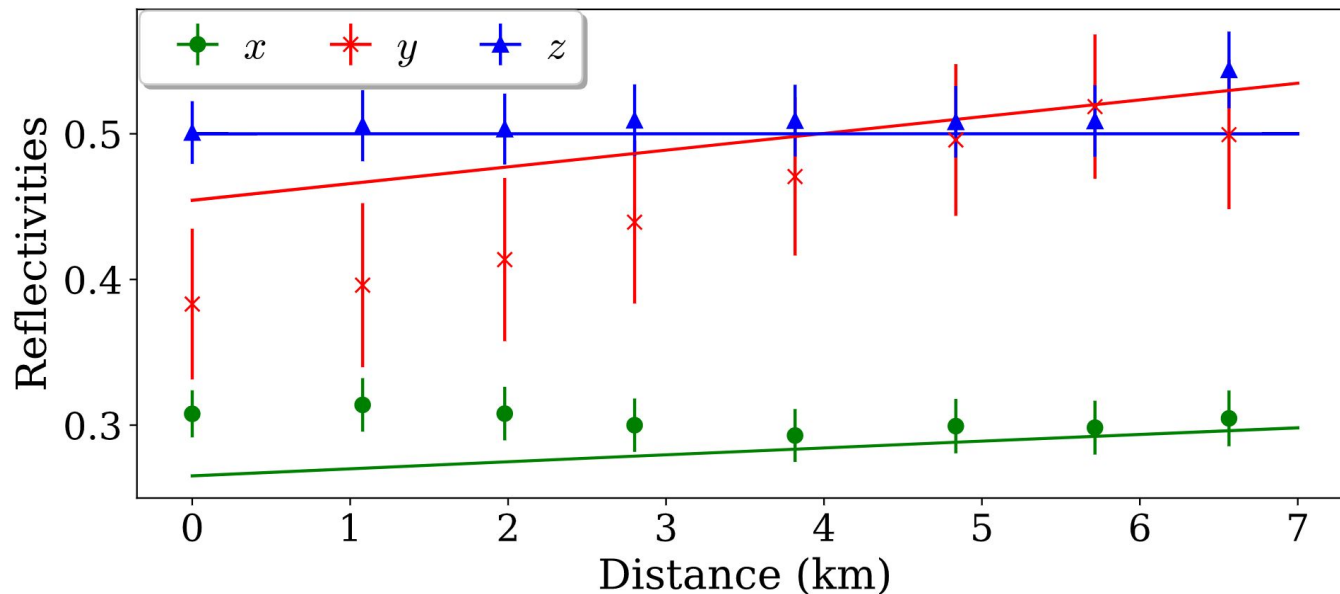
## Fairness & Correctness

$$\mathcal{F} = 1 - \left| \frac{\mathbb{P}_h(\text{A. wins}) - \mathbb{P}_h(\text{B. wins})}{\mathbb{P}_h(\text{A. wins}) + \mathbb{P}_h(\text{B. wins})} \right|$$

$$\mathcal{C} = 1 - \frac{\mathbb{P}_h(\text{A. sanctioned}) + \mathbb{P}_h(\text{B. sanctioned})}{\mathbb{P}_h(\text{A. wins}) + \mathbb{P}_h(\text{B. wins})}$$



## Reflectivities, Honest Players



## Reflectivities, Honest Players

*Theoretical Formulas*

$$x_h = \left[ 1 + \frac{\eta_A^{V_1}}{\eta_B^{V_1}} + \frac{\eta_A^{V_1}}{\eta_B^y} (1 + v) \right]^{-1}$$

$$y_h = \left[ 1 + \frac{\eta_B^{V_1}}{\eta_B^y} (1 + v) \right]^{-1}$$

$$z_h = \frac{1}{2}$$

