# Analytic quantum weak coin flipping protocols with arbitrarily small bias 

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## Secure two-party computation

Two parties jointly compute an arbitrary function on their inputs without sharing the values of their inputs with the other

## Classical

Oblivious Transfer $\Rightarrow$ Bit Commitment $\Rightarrow$ Coin Flipping Perfect security impossible without extra assumptions (e.g. computational hardness)

## Quantum

Oblivious Transfer $\Leftrightarrow$ Bit Commitment $\Rightarrow$ Coin Flipping Perfect security is impossible (non-relativistic)

Quantum weak coin flipping is the strongest known primitive with arbitrarily perfect security

## Coin flipping ${ }^{1}$

over the telephone

Two distrustful parties, Alice and Bob, wish to remotely generate an unbiased random bit.

- Strong Coin Flipping (SCF)

The parties do not know a priori the preferred outcome of the other

- Weak Coin Flipping (WCF)

The parties have a priori known opposite preferred outcomes

[^0]
## Protocol features

Honest is a player who follows the protocol exactly as described.

| A | $\mathbf{B}$ | Feature | $\mathbf{P r}(\mathbf{A}$ wins $)$ | $\mathbf{P r}(\mathbf{B}$ wins $)$ |
| :---: | :---: | :---: | :---: | :---: |
| Honest | Honest | Correctness | $P_{A}=1 / 2$ | $P_{B}=1 / 2$ |
| Cheats | Honest | A can bias | $P_{A}^{*}$ | $1-P_{A}^{*}$ |
| Honest | Cheats | B can bias | $1-P_{B}^{*}$ | $P_{B}^{*}$ |
| Cheats | Cheats | No protocol | - | - |

A protocol has bias $\epsilon$ if neither player can force their desired outcome with probability higher than $\frac{1}{2}+\epsilon$, i.e. the bias is the smallest $\epsilon$ such that $P_{A}^{*}, P_{B}^{*} \leq \frac{1}{2}+\epsilon$.

## Bounds and best explicit protocols

## Classical

Completely insecure $\epsilon=\frac{1}{2}$, unless extra assumptions are made

## Quantum

|  | Bound | Protocol |
| :--- | :---: | :---: |
| SCF | $\epsilon \geq{\frac{1}{\sqrt{2}}-\frac{1}{2}^{1}}^{1}$ | $\epsilon \rightarrow \frac{1}{\sqrt{2}}^{2} \frac{1}{2}^{2}$ and $\epsilon=\frac{1}{4}^{3}$ |
| WCF | $\epsilon \rightarrow 0^{4,5}$ | $\epsilon=\frac{1}{10}^{6}$, numerically $\epsilon \rightarrow 0^{6}$ |

${ }^{1}$ A. Y. Kitaev, QIP workshop (2003).
${ }^{2}$ A. Chailloux and I. Kerenidis, 50th FOCS, pp. 527-533 (2009).
${ }^{3}$ A. Ambainis, J Comp and Sys Sci 68.2, pp. 398-416 (2004).
${ }^{4}$ C. Mochon, arXiv:0711.4114 (2007).
${ }^{5}$ D. Aharonov, A. Chailloux, M. Ganz, I. Kerenidis and L. Magnin, SIAM J Comp 45.3, pp. 633-679 (2016).
${ }^{6}$ A. S. Arora, J. Roland and S. Weis, 51st ACM SIGACT STOC, pp. 205-216 (2019).

## Protocol description



Variables involved: $\rho, U$
Two SDPs

- $P_{A}^{*}$ is an SDP in $\rho_{B}: P_{A}^{*}=\max \left(\operatorname{tr}\left(\Pi_{A} \rho_{B}\right)\right)$ s.t. the honest player (Bob) follows the protocol.
- Similarly for $P_{B}^{*}$.

Dual: $\rho \leftrightarrow Z, \max \leftrightarrow \min , P^{*}=\max \leftrightarrow P^{*} \leq$ certificate

A new framework is needed permitting us to find both the protocol and its bias.

## Time-dependent point games* (TDPG)

Sequence of frames including points on $x-y$ plane with probability weights assigned

- Starting points: $(0,1)$ and $(1,0)$ with $p=1 / 2$.
- Transitions between frames:

$$
\begin{gathered}
\sum_{z} p_{z}=\sum_{z^{\prime}} p_{z^{\prime}} \\
\sum_{z} \frac{\lambda z}{\lambda+z} p_{z} \leq \sum_{z^{\prime}} \frac{\lambda z^{\prime}}{\lambda+z^{\prime}} p_{z^{\prime}}, \forall \lambda \geq 0
\end{gathered}
$$



- Final point $(\beta, \alpha)$ with $p=1$.

[^1]
## Examples of allowed moves

Merge $\left(n_{g} \rightarrow 1\right)$ :

$$
\left\langle x_{g}\right\rangle \leq x_{h}
$$



Split $\left(1 \rightarrow n_{h}\right)$ :

$$
\frac{1}{x_{g}} \geq\left\langle\frac{1}{x_{h}}\right\rangle
$$

Raise $\left(n_{g}=n_{h} \rightarrow n_{h}\right)$ :

$$
x_{g_{i}} \leq x_{h_{i}}
$$



## Transitions expressible by matrices (EBM)

Consider a Hermitian matrix $Z \geq 0$ and let $\Pi^{[z]}$ be the projector on the eigenspace of the eigenvalue $z$. Then $Z=\sum_{z} z \Pi^{[z]}$. Let $|\psi\rangle$ be a vector (not necessarily normalised). We define the function $\operatorname{Prob}[Z,|\psi\rangle]:[0, \infty) \rightarrow[0, \infty)$ with finite support as

$$
\operatorname{Prob}[Z,|\psi\rangle](z)=\left\{\begin{array}{l}
\langle\psi| \Pi^{[z]}|\psi\rangle \text { if } z \in \operatorname{spectrum}(Z) \\
0 \quad \text { otherwise }
\end{array}\right.
$$

Let $g, h:[0, \infty) \rightarrow[0, \infty)$ be two functions with finite supports. The line transition $g \rightarrow h$ is called EBM if there exist two matrices $0 \leq G \leq H$ and a vector $|\psi\rangle$ such that:

$$
g=\operatorname{Prob}[G,|\psi\rangle] \text { and } h=\operatorname{Prob}[H,|\psi\rangle]
$$

For each EBM TDPG there exists a WCF protocol with

$$
P_{A}^{*} \leq \alpha, P_{B}^{*} \leq \beta
$$

## Time-independent point games (TIPG)

For an EBM transition $g \rightarrow h$, we define the EBM function

$$
g-h
$$

The set of EBM functions is the same (up to closures) as the set of valid functions.

A function $f(x)$ is valid if $\sum_{x} f(x)=0$ and $\sum_{x} \frac{f(x)}{\lambda+x} \leq 0, \forall \lambda \geq 0$.

For each TIPG there exists an EBM TDPG with the same final frame

## Existence of a WCF protocol with $\epsilon \rightarrow 0^{1}$

Family of TIPG ${ }^{2}$ approaching bias

$$
\epsilon=\frac{1}{4 k+2},
$$

where $2 k$ is the number of points involved in the main move of the point game

${ }^{1}$ C. Mochon, arXiv:0711.4114 (2007).
${ }^{2}$ Picture from P. Høyer and E. Pelchat, MA thesis, University of Calgary (2013).

## Equivalent frameworks and the proof of existence ${ }^{1,2}$

## Protocol

Constructive $\downarrow \Uparrow$ Non-constructive

## Time Dependent Point Game (TDPG)

Constructive $\Downarrow \Uparrow$ Constructive

## Time Independent Point Game (TIPG)

${ }^{1}$ C. Mochon, arXiv:0711.4114 (2007).
${ }^{2}$ D. Aharonov, A. Chailloux, M. Ganz, I. Kerenidis and L. Magnin, SIAM J Comp 45.3, pp. 633-679 (2016).

## TDPG-to-explicit-protocol framework $(\mathrm{TEF})^{1}$

Conversion of a TDPG to an explicit WCF protocol with the corresponding bias, given that for every transition of the TDPG, a unitary satisfying certain constraints can be found

${ }^{1}$ A. S. Arora, J. Roland and S. Weis, 51st ACM SIGACT STOC, pp. 205-216 (2019).

## TEF constraints

$U$ is a unitary* matrix acting on $\operatorname{span}\left\{\left|g_{1}\right\rangle,\left|g_{2}\right\rangle, \ldots,\left|h_{1}\right\rangle,\left|h_{2}\right\rangle, \ldots\right\}$, s. t.

$$
U|v\rangle=|w\rangle \quad \text { and } \quad \sum_{i=1}^{n_{h}} x_{h_{i}}\left|h_{i}\right\rangle\left\langle h_{i}\right|-\sum_{i=1}^{n_{g}} x_{g_{i}} E_{h} U\left|g_{i}\right\rangle\left\langle g_{i}\right| U^{\dagger} E_{h} \geq 0
$$

$$
\text { with }|v\rangle:=\frac{\sum_{i} \sqrt{p_{g_{i}}}\left|g_{i}\right\rangle}{\sqrt{\sum_{i} p_{g_{i}}}} \text { and }|w\rangle:=\frac{\sum_{i} \sqrt{p_{h_{i}}}\left|h_{i}\right\rangle}{\sqrt{\sum_{i} p_{h_{i}}}},\left\{\left\{\left|g_{i}\right\rangle\right\}_{i=1}^{n_{g}},\left\{\left|h_{i}\right\rangle_{i=1}^{n_{h}}\right\}\right\}
$$ orthonormal and $E_{h}:=\sum_{i=1}^{n}\left|h_{i}\right\rangle\left\langle h_{i}\right|$. Also, $x_{g_{i}}$ and $x_{h_{i}}$ are the coordinates of the $n_{g}$ and $n_{h}$ points of the initial and final frame, respectively, with corresponding probability weights $p_{g_{i}}$ and $p_{h_{i}}$

Using TEF ${ }^{1}$ a protocol with $\epsilon=\frac{1}{10}$ was constructed analytically and an algorithm was proposed to numerically construct $U$ for lower bias

* it is sufficient to consider orthogonal matrices
${ }^{1}$ A. S. Arora, J. Roland and S. Weis, 51st ACM SIGACT STOC, pp. 205-216 (2019).


## $f-$ assignment $^{1}$

Given a set of real coordinates $0 \leq x_{1}<x_{2} \cdots<x_{n}$ and a polynomial of degree at most $n-2$ satisfying $f(-\lambda) \geq 0$ for all $\lambda \geq 0$, an $f$-assignment is given by the function

$$
t=\sum_{i=1}^{n} \underbrace{\frac{-f\left(x_{i}\right)}{\prod_{j \neq i}\left(x_{j}-x_{i}\right)}}_{=: p_{i}}\left[x_{i}\right]=h-g
$$

where $h$ contains the positive part of $t$ and $g$ the negative part (without any common support), viz. $h=\sum_{i: p_{i}>0} p_{i}\left[x_{i}\right]$ and $g=\sum_{i: p_{i}<0}\left(-p_{i}\right)\left[x_{i}\right]$.

- An assignment is balanced if the number of points with negative weights, $p_{i}<0$, equals the number of points with positive weights, $p_{i}>0$. An assignment is unbalanced if it is not balanced.
- When $f$ is a monomial, viz. has the form $f(x)=c x^{q}$, where $c>0$ and $q \geq 0$, we call the assignment a monomial assignment.
- A monomial assignment is aligned if the degree of the monomial is an even number $(q=2(b-1), b \in \mathbb{N})$. A monomial assignment is misaligned if it is not aligned.
${ }^{1}$ C. Mochon, arXiv:0711.4114 (2007).


## The $f$-assignment as a sum of monomial assignments

Consider a set of real coordinates satisfying $0 \leq x_{1}<x_{2} \cdots<x_{n}$ and let $f(x)=\left(r_{1}-x\right)\left(r_{2}-x\right) \ldots\left(r_{k}-x\right)$ where $k \leq n-2$. Let $t=\sum_{i=1}^{n} p_{i}\left[x_{i}\right]$ be the corresponding $f$-assignment.

Then

$$
t=\sum_{l=0}^{k} \alpha_{l}\left(\sum_{i=1}^{n} \frac{-\left(-x_{i}\right)^{l}}{\prod_{j \neq i}\left(x_{j}-x_{i}\right)}\left[x_{i}\right]\right)
$$

where $\alpha_{l} \geq 0$.
More precisely, $\alpha_{l}$ is the coefficient of $(-x)^{l}$ in $f(x)$.

## Solving an assignment

Given an $f$ - assignment $t=\sum_{i=1}^{n_{h}} p_{h_{i}}\left[x_{h_{i}}\right]-\sum_{i=1}^{n_{g}} p_{g_{i}}\left[x_{g_{i}}\right]$ and an orthonormal basis $\left\{\left|g_{1}\right\rangle,\left|g_{2}\right\rangle \ldots\left|g_{n_{g}}\right\rangle,\left|h_{1}\right\rangle,\left|h_{2}\right\rangle \ldots\left|h_{n_{h}}\right\rangle\right\}$, we say that the orthogonal matrix $O$ solves $t$ if

$$
\begin{gathered}
O|v\rangle=|w\rangle \text { and } X_{h} \geq E_{h} O X_{g} O^{T} E_{h}, \\
\text { where }|v\rangle=\sum_{i=1}^{n_{g}} \sqrt{p_{g_{i}}}\left|g_{i}\right\rangle,|w\rangle=\sum_{i=1}^{n_{h}} \sqrt{p_{h_{i}}}\left|h_{i}\right\rangle, \\
X_{h}=\sum_{i=1}^{n_{h}} x_{h_{i}}\left|h_{i}\right\rangle\left\langle h_{i}\right|, X_{g}=\sum_{i=1}^{n_{g}} x_{g_{i}}\left|g_{i}\right\rangle\left\langle g_{i}\right| \text { and } \\
E_{h}=\sum_{i=1}^{n_{h}}\left|h_{i}\right\rangle\left\langle h_{i}\right| .
\end{gathered}
$$

Moreover, we say that $t$ has an effective solution if $t=\sum_{i \in I} t_{i}^{\prime}$ and $t_{i}^{\prime}$ has a solution for all $i \in I$, where $I$ is a finite set.

4 types of monomial assignments: balanced/unbalanced - aligned/misaligned

## Analytic solution

Balanced and aligned monomial assignments

Let $m=2 b \in \mathbb{Z}, t=\sum_{i=1}^{n} x_{h_{i}}^{m} p_{h_{i}}\left[x_{h_{i}}\right]-\sum_{i=1}^{n} x_{g_{i}}^{m} p_{g_{i}}\left[x_{g_{i}}\right]$ a monomial assignment over $0<x_{1}<x_{2} \cdots<x_{2 n},\left\{\left|h_{1}\right\rangle,\left|h_{2}\right\rangle \ldots\left|h_{n}\right\rangle,\left|g_{1}\right\rangle,\left|g_{2}\right\rangle \ldots\left|g_{n}\right\rangle\right\}$ an orthonormal basis, and

$$
\begin{gathered}
X_{g}:=\sum_{i=1}^{n} x_{g_{i}}\left|g_{i}\right\rangle\left\langle g_{i}\right| \doteq \operatorname{diag}(\underbrace{0,0, \ldots 0}_{n \text { zeros }}, x_{g_{1}}, x_{g_{2}} \ldots x_{g_{n}}), \\
X_{h}:=\sum_{i=1}^{n} x_{h_{i}}\left|h_{i}\right\rangle\left\langle h_{i}\right| \doteq \operatorname{diag}(x_{h_{1}}, x_{h_{2}} \ldots x_{h_{n}}, \underbrace{0,0 \ldots 0}_{n \text { zeros }}), \\
|v\rangle:=\sum_{i=1}^{n} \sqrt{p_{g_{i}}}\left|g_{i}\right\rangle \doteq(\underbrace{0,0, \ldots 0}_{n \text { zeros }}, \sqrt{p_{g_{1}}}, \sqrt{p_{g_{2}}} \ldots \sqrt{p_{g_{n}}})^{T} \quad \text { and } \quad\left|v^{\prime}\right\rangle:=\left(X_{g}\right)^{b}|v\rangle . \\
|w\rangle:=\sum_{i=1}^{n} \sqrt{p_{h_{i}}}\left|h_{i}\right\rangle \doteq(\sqrt{p_{h_{1}}}, \sqrt{p_{h_{2}}} \ldots \sqrt{p_{h_{n}}}, \underbrace{0,0, \ldots 0}_{n \text { zeros }})^{T} \text { and }\left|w^{\prime}\right\rangle:=\left(X_{h}\right)^{b}|w\rangle,
\end{gathered}
$$

## Analytic solution

Balanced and aligned monomial assignments
Then,

$$
O:=\sum_{i=-b}^{n-b-1}\left(\frac{\Pi_{h_{i}}^{\perp}\left(X_{h}\right)^{i}\left|w^{\prime}\right\rangle\left\langle v^{\prime}\right|\left(X_{g}\right)^{i} \Pi_{g_{i}}^{\perp}}{\sqrt{c_{h_{i}} c_{g_{i}}}}+\text { h.c. }\right)
$$

satisfies

$$
X_{h} \geq E_{h} O X_{g} O^{T} E_{h} \quad \text { and } \quad E_{h} O\left|v^{\prime}\right\rangle=\left|w^{\prime}\right\rangle
$$

where $E_{h}:=\sum_{i=1}^{n}\left|h_{i}\right\rangle\left\langle h_{i}\right|, c_{h_{i}}:=\left\langle w^{\prime}\right|\left(X_{h}\right)^{i} \Pi_{h_{i}}^{\perp}\left(X_{h}\right)^{i}\left|w^{\prime}\right\rangle$, and
$\Pi_{h_{i}}^{\perp}:= \begin{cases}\text { projector orthogonal to } \operatorname{span}\left\{\left(X_{h}\right)^{-|i|+1}\left|w^{\prime}\right\rangle,\left(X_{h}\right)^{-|i|+2}\left|w^{\prime}\right\rangle \ldots,\left|w^{\prime}\right\rangle\right\} & i<0 \\ \text { projector orthogonal to } \operatorname{span}\left\{\left(X_{h}\right)^{-b}\left|w^{\prime}\right\rangle,\left(X_{h}\right)^{-b+1}\left|w^{\prime}\right\rangle, \ldots\left(X_{h}\right)^{i-1}\left|w^{\prime}\right\rangle\right\} & i>0 \\ \mathbb{I} & i=0 .\end{cases}$
Analogous are the forms of $\Pi_{g_{i}}^{\perp}$ and $c_{g_{i}}$.

The expressions for the solution $O$ for the other possible types of monomial assignments are similar

## Analytic solution

Balanced and aligned monomial assignments


$$
+\text { h.c. }
$$

## Summary and conclusions

- Analytical construction of WCF protocols with arbitrarily close to zero bias
- Our approach is simpler as it avoids the - quite technical reduction of the problem from EBM to valid functions
- Analytical solutions in fewer dimensions?


## Open questions

- Protocols for the Pelchat-Høyer family ${ }^{1}$ of point games?
- Given the recent bound on the rounds of communication ${ }^{2}$, can we find protocols matching the bounds on resources?
- Noise robustness of the protocols.
- Device independent protocols ${ }^{3}$

[^2]
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$$
3 / 5 / 5-\text { FRIA } / \text { FC - } 6700 \text { FC } 20759 .
$$


[^0]:    ${ }^{1}$ M. Blum, SIGACT News 15.1 , pp.23-27 (1983).

[^1]:    * Mochon in arXiv:0711.4114 attributes the point-game formalism to A. Y. Kitaev.

[^2]:    ${ }^{1}$ P. Høyer and E. Pelchat, MA thesis, University of Calgary (2013).
    ${ }^{2}$ C. A. Miller, 52 nd ACM SIGACT STOC, pp. 916-929 (2020).
    ${ }^{3}$ N. Aharon, A. Chailloux, I. Kerenidis, S. Massar, S. Pironio and J. Silman, 6th TQC (2011).

