

# Information-Theoretic Security and Quantum Key Distribution: when security comes from uncertainty

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Motivations for QKD ○○○○○○ Information-theoretic security ○○○○○○ Quantum key distillation ○○○○○○○○○○ QKD and higher layers ○○○○○○○○○○○○○○

## Outline

- 1 **Motivations for Quantum Key Distribution**
  - What do we need keys for?
  - The key distribution problem
- 2 **Information-theoretic security**
  - The wiretap channel
  - Information-theoretic secret key agreement
- 3 **Quantum key distillation**
  - Protocols for the Quantum physical layer
  - Key reconciliation
  - Privacy amplification
- 4 **QKD and higher layers**
  - Creation of QKD networks
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QuantumFuture  
The shift in the communication paradigm

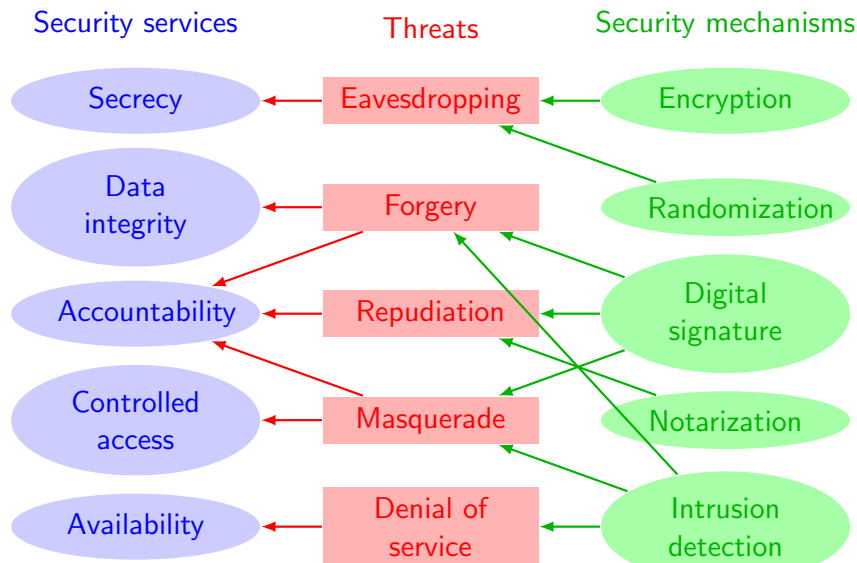


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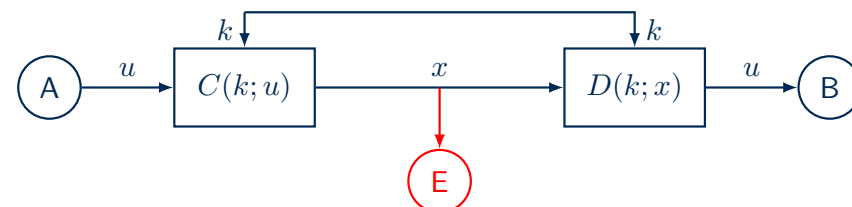
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## What is security?



## A system for secret communication [Shannon, '49]



### Kerchhoff's Assumption

E knows:

- the functions  $C(\cdot; \cdot)$ ,  $D(\cdot; \cdot)$
- the distributions  $p_u(\cdot)$ ,  $p_k(\cdot)$

Secrecy of  $u$  is only based on **hiding the key  $k$**

### Perfect secrecy

$u$  statistically independent of  $x$   
 $p_u(\alpha) = p_{u|x}(\alpha|\beta)$  ,  $I(u; x) = 0$

### Theorem

Perfect secrecy requires

$$H(k) \geq H(u)$$

## A vicious circle?

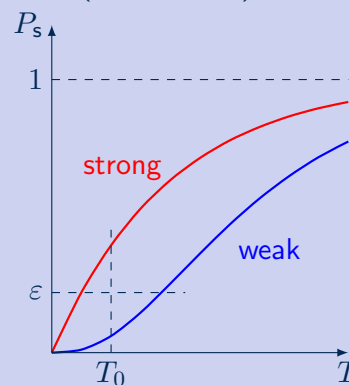
In order to transmit a perfectly secret message  $u$ , we need to transmit a **perfectly secret key  $k$**  of the same length. Is this a frustrating impasse?

- 1 We can settle for "less than perfect" secrecy of the message (**computational security**)
- 2 We can settle for "less than perfect" secrecy of the key (**public key cryptography**)
- 3 The secret key can be shared in advance (**key predistribution**)
- 4 We can obtain perfect secrecy with the help of the channel (**physical layer secrecy**)
- 5 The secret key need not be known a priori by A nor B (**key agreement**)

## Computational security

### The complexity vs. success probability tradeoff

For a (probabilistic) attack



### Concrete security $(T_0, \epsilon)$

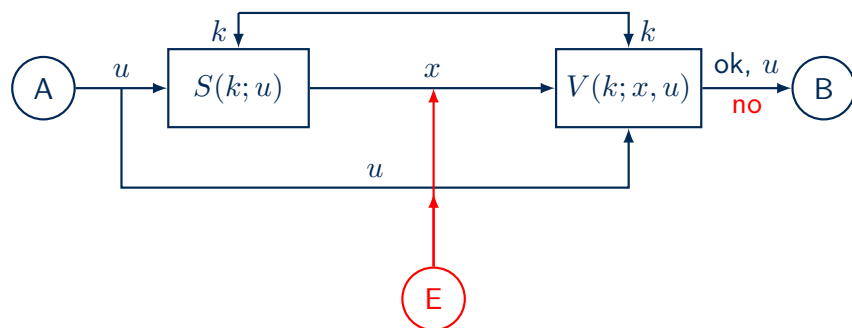
For any **probabilistic attack** with complexity  $T < T_0$ , the success probability is  $P_s < \epsilon$

### Asymptotic security in key length $n$

For any probabilistic attack with **polynomial complexity** as  $n \rightarrow \infty$   
 $T = O(P(n))$   
 the success probability **vanishes**  
 $P_s = o(1/Q(n))$   
 for any polynomials  $P(n), Q(n)$ .

Ex.: "brute force" attack with  $N$  trials:  $T \propto N$  ,  $P_s = N/2^n$

## Message authentication / integrity protection



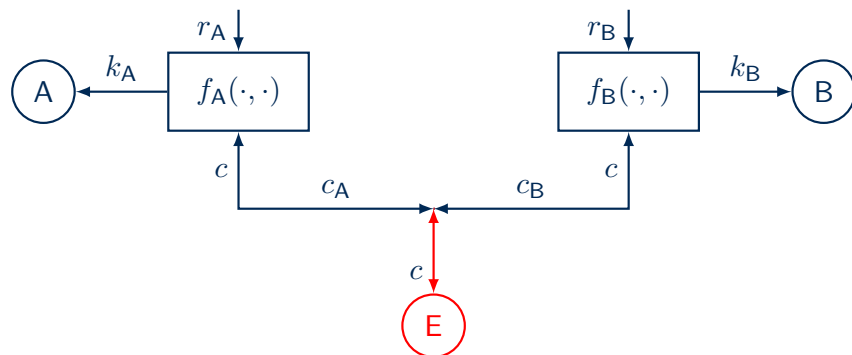
### Kerchoff's-like Assumption

E knows:

- the functions  $S(\cdot; \cdot)$ ,  $V(\cdot; \cdot)$
- the distributions  $p_u(\cdot)$ ,  $p_k(\cdot)$

Non forgeability of  $x$  is only based on **hiding the key  $k$**

## Cryptographic key agreement [Diffie-Hellman, '76]



### Objective

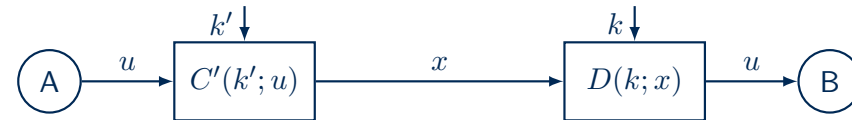
$\max L(k_A)$  subject to:

- correctness:**  $k_A = k_B$
- secrecy:** infeasible to derive  $k$  from  $c$
- uniformity:**  $p_{k_A}(a) \approx 1/2^{L(k_A)}$

## Public key cryptography [Rivest-Shamir-Adleman, '78]

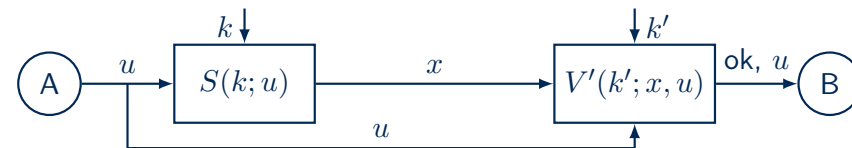
### Secrecy / confidentiality

- $C(k; u) = C'(k'; u)$  for all  $u$
- $k'$  can be easily derived from  $k$  and is public for A to use
- $k$  can not be recovered from  $k'$  and is kept secret by B



### Authentication / integrity protection

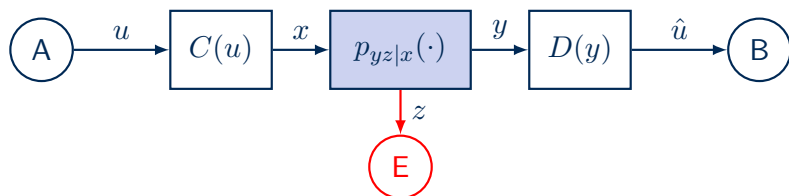
$V(k; x, u) = V'(k'; x, u)$  for all  $x, u$ , and  $k$  is kept secret by A



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## The wiretap channel [Wyner, '75]



We aim for **reliable** transmissions to B, i.e.  $\lim_{n \rightarrow \infty} P[u \neq \hat{u}] = 0$ , under the constraint of **secrecy** with respect to E

### Secrecy constraints

- Perfect secrecy, [Shannon, '49]:  $I(u, z) = 0$
- Asymptotic perfect secrecy:  $\lim_{n \rightarrow \infty} I(u, z) = 0$
- Vanishing information rate, [Wyner, '75]:  $\lim_{n \rightarrow \infty} \frac{1}{n} I(u, z) = 0$

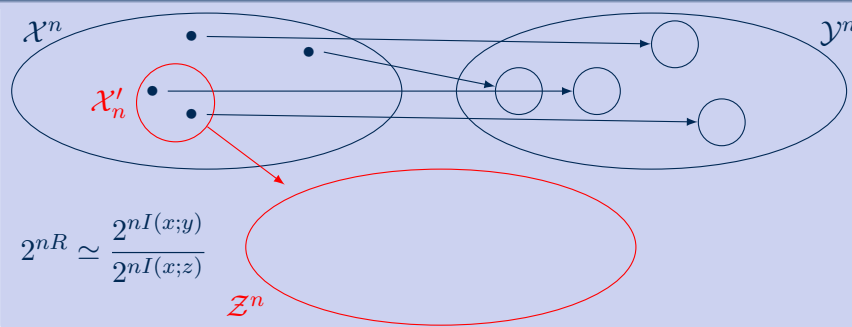
## Secrecy capacity

### Theorem

The secrecy capacity of the wiretap channel in bit/channel use is

$$C_s = \max_u [I(u; y) - I(u; z)]^+ \geq \max_x [I(x; y) - I(x; z)]^+$$

### Visualization of the proof



## Random encoding & channel resolvability

- The basic idea is to use a probabilistic encoder  $u \rightarrow x$
- Consider a subset  $\mathcal{X}'_n \subset \mathcal{X}^n$  that allows to **simulate the channel**, that is  $p_{z|x \in \mathcal{X}'_n}(\cdot) = p_{z|x \in \mathcal{X}^n}(\cdot) = p_z(\cdot)$
- Map each possible message  $u$  to a disjoint  $\mathcal{X}'_n(u)$
- Choose the codeword  $x$  **randomly** from  $\mathcal{X}'_n(u)$

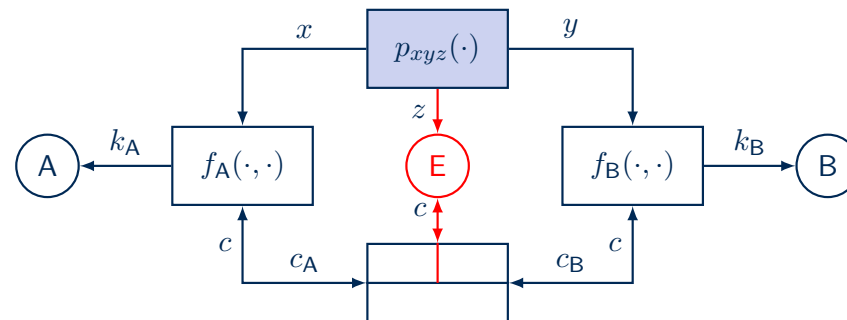
### Channel resolvability [Han-Verdù, '93]

The minimum number of typical codewords in  $\mathcal{X}'_n$  is  $|\mathcal{X}'_n| \geq 2^{nI(x;z)}$

### Secrecy rates and secrecy capacity

Transmission rates for which we can satisfy the secrecy constraint and guarantee reliability are called **achievable secrecy rates**. The **secrecy capacity** is the supremum of all achievable secrecy rates.

## Info-theoretic key agreement [Ahlsweide-Csiszar, '93]



### Objective

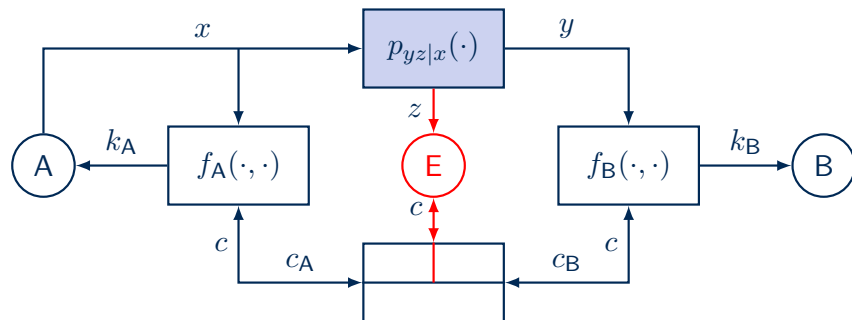
- $\max_{f_A, f_B} H(k_A)$  subject to:
- correctness:**  $P[k_A \neq k_B] < \varepsilon$
  - secrecy:**  $I(k_A, k_B; z, c) < \varepsilon'$
  - uniformity:**  $L - H(k_A) < \varepsilon''$

### Upper bound

For  $\varepsilon, \varepsilon', \varepsilon'' \rightarrow 0$

$$\max_{f_A, f_B} H(k_A) \leq I(x; y|z)$$

## Information-theoretic key agreement [Maurer, '93]



### Objective

$\max_{f_A, f_B, x} H(k_A)$  subject to:

**correctness:**  $P[k_A \neq k_B] < \varepsilon$

**secrecy:**  $I(k_A, k_B; z, c) < \varepsilon'$

**uniformity:**  $L - H(k_A) < \varepsilon''$

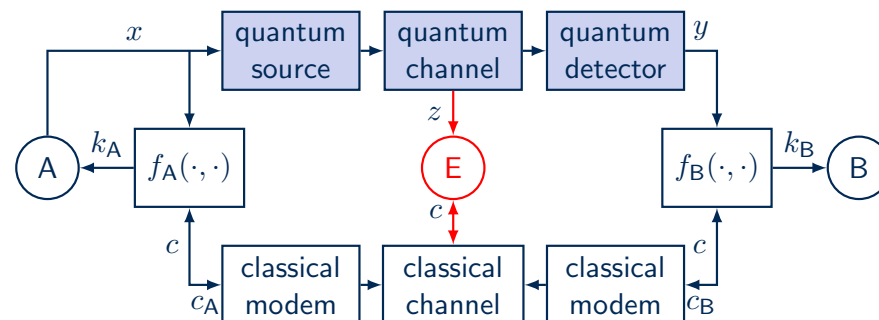
### Upper and lower bounds

For  $\varepsilon, \varepsilon', \varepsilon'' \rightarrow 0$

$\max_{f_A, f_B, x} H(k_A) \leq \max_x I(x; y|z)$

$\max_{f_A, f_B, x} H(k_A) \geq \max_x I(x; y) - I(x; z)$

## Quantum key agreement [Bennett-Brassard, '84]



### Objective

$\max_{f_A, f_B, x} H(k_A)$  subject to:

**correctness:**  $P[k_A \neq k_B] < \varepsilon$

**secrecy:**  $I(k_A, k_B; z, c) < \varepsilon'$

**uniformity:**  $L - H(k_A) < \varepsilon''$

### Upper bound

For  $\varepsilon, \varepsilon', \varepsilon'' \rightarrow 0$

$\max_{f_A, f_B, x} H(k_A) \leq \max_x I(x; y|z)$

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## A practical scheme (I)

Based on a **divide and conquer** approach

3-phase protocol:

- 1 Sifting → advantage over E

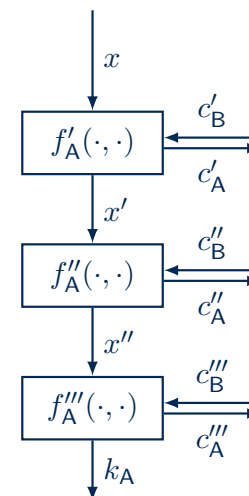
$$\text{so that } I(x'; y') > I(x'; z, c')$$

- 2 Information reconciliation → correctness

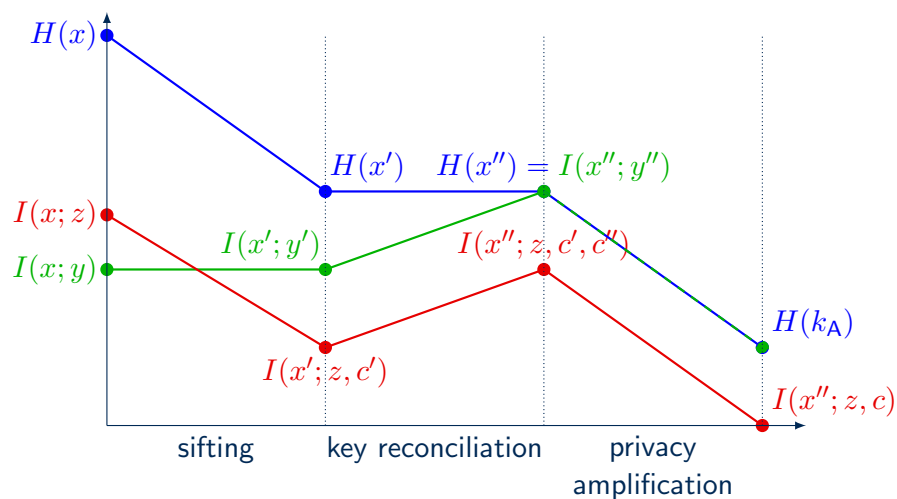
$$\text{so that } P[x'' \neq y''] < \varepsilon$$

- 3 Privacy amplification → secrecy

$$\text{so that } I(k_A, k_B; z, c) < \delta$$

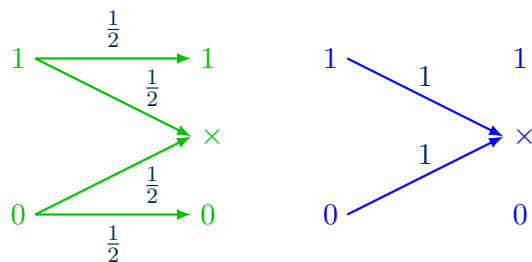


## A practical scheme (II)



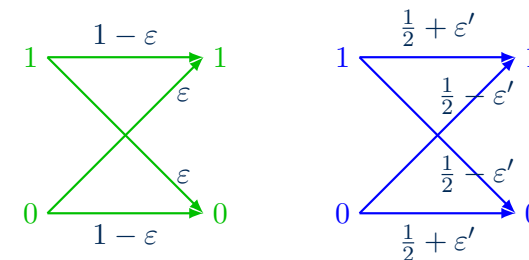
## The B92 protocol

$x_n$	0	1	1	0	0	1	1	1
$a_n$	↔	↗	↖	↔	↔	↖	↗	↗
$B_n$	↕	↕	↖	↖	↕	↖	↕	↕
th	no	no	no	yes	no	no	yes	no
$y_n$	×	×	×	0	×	×	1	×

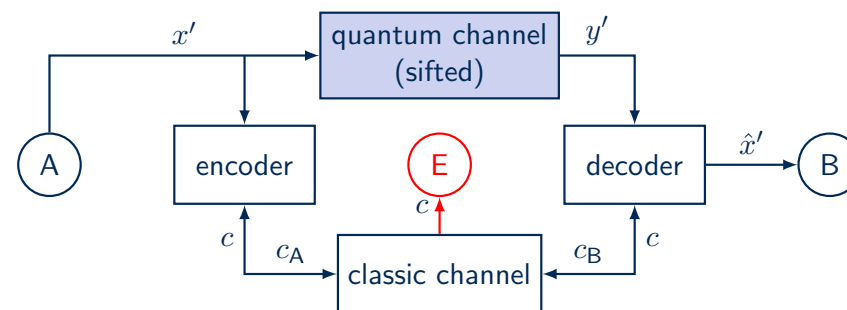


## The BB84 protocol

$x_n$	0	1	1	0	0	1	1	1
$A_n$	↕	↗	↖	↕	↕	↕	↕	↗
$a_n$	↔	↗	↖	↔	↔	↖	↗	↗
$B_n$	↕	↗	↖	↕	↕	↕	↕	↗
$b_n$	↖	↗	↖	↔	↔	↖	↗	↗
$y_n$	1	1	0	0	1	1	1	1



## Reconciliation of sifted keys



quantum channel	classic channel
private	public
low rate	high rate
unreliable	reliable

### Aim

To allow B to reliably reconstruct  $\hat{x}' = x'$ , by transmitting  $c = (c_A, c_B)$  publicly, with the minimum leakage of information  $I(x'; c)$  to E.

## Existing models and solutions

Coding techniques for reconciliation fall into 1 of 3 categories:

**cascade** iteratively (and interactively) split the keys to locate single errors and correct them [Brassard-Salvail, '93]

**hashing** given a  $(n, n - r)$  parity check matrix  $H$   
 Alice transmits  $c = Hx'$ .  
 Bob chooses  $\hat{x}' = \arg \min_{a: Ha=c} d(a, y)$   
 Examples: Winnow [Buttler et al., '03]  
 LDPC [Elkouss et al., '09]

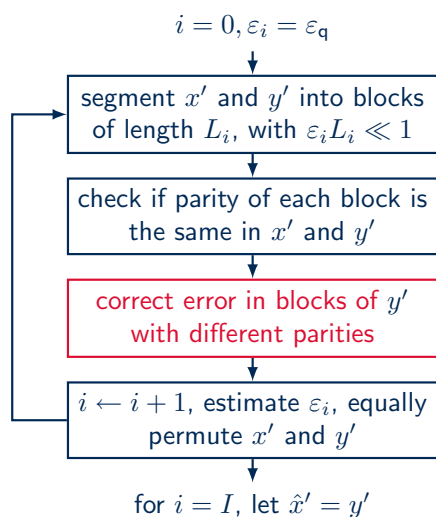
**systematic** pick a  $(n + r, n)$  generating matrix  $G = \begin{bmatrix} I_n \\ A \end{bmatrix}$   
 Alice transmits  $c = Ax'$ .  
 Bob chooses  $\hat{x}' = \arg \min_{a \in C} d(a, y)$   
 Examples: LDPC [Mondin et al., '10]  
 BCH [Traisilanun et al., '07]

## Existing models and solutions

The choice of the coding technique for reconciliation depends on the model for the classical channel

layer	ch. type	condition	delays	codes used
Physical	AWGN	high SNR	none	systematic (soft)
Data link	binary	low BER	low	systematic (hard)
Net & up	packet	error free	long	cascade, hashing

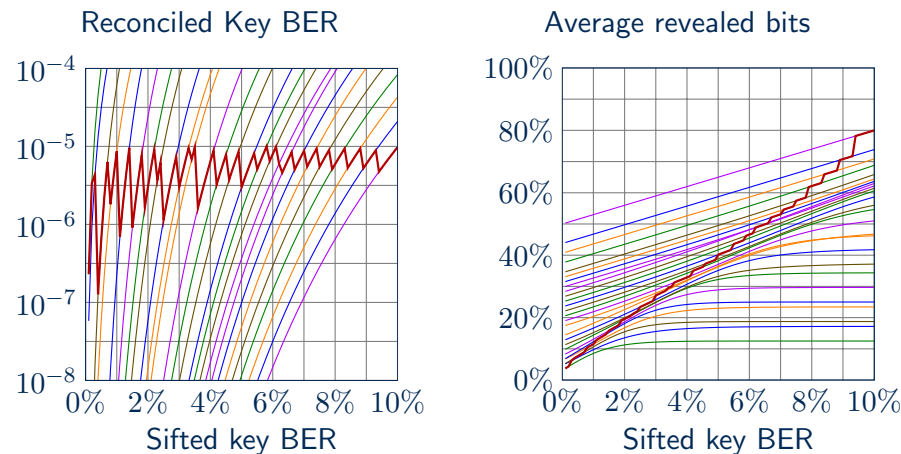
## Cascade and Winnow: common structure



- the condition  $\varepsilon_i L_i \ll 1$  ensures that multiple errors in a block are unlikely
- the block parities need to be exchanged ( $c_A, c_B$ )
- both algorithms can correct a single error per block

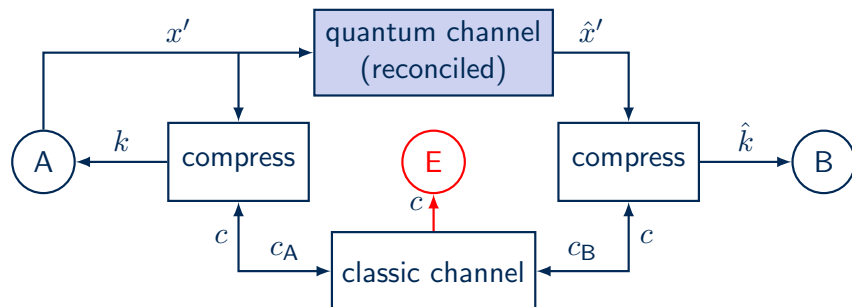
## Analysis and parameter optimization (Winnow)

Key BER target  $\leq 10^{-5}$





## Privacy amplification



quantum channel	classic channel
private low rate	public high rate

### Aim

To allow A and B to remove any information E might have from  $\hat{k} = k$ , by publicly agreeing on the compressing function, and with the minimum amount of compression.

## Choosing a compression function

Once we choose a hashing matrix  $A$ , we would like to obtain

- 1  $H(k) = s$  (perfect uniformity)
- 2  $I(k; z) = 0$  (perfect secrecy)

### Lemma 1

If  $\text{rank}(A) = s$  and  $x'$  is uniform over  $\{0, 1\}^n$ , then  $k$  is uniform over  $\{0, 1\}^s$

### Example: binary Toeplitz matrices

- $A$  is uniquely specified by  $n + s - 1$  bits  $a = [a_{-r+1}, \dots, a_{n-1}]$
- If  $a$  is uniform in  $\{0, 1\}^{n+s-1}$ ,  $P[\text{rank}(A) < s] = 1/2^{n-s+1}$

### Lemma 2

If  $\dim \mathcal{N}(M) - \dim (\mathcal{N}(M) \cap \mathcal{N}(A)) = \text{rank}(A)$  and  $x'$  is uniform over  $\{0, 1\}^n$ , then  $I(k; z) = 0$

## Choosing a compression function

- Must be chosen randomly, **after transmission**
- Must be **compactly representable**

Assume we know that Eve has observed some  $t$ -bit linear function of the reconciled key

$$z = Mx' \quad , \quad \text{with } M \in \{0, 1\}^{t \times n}$$

(include  $c$  observed during reconciliation)

### Theorem (Universal hashing functions [Bennett et al., '95])

If the compressing function  $A$  is **chosen uniformly** from a class of universal hashing  $s \times n$  matrices, then on average (over  $M$  and  $A$ )

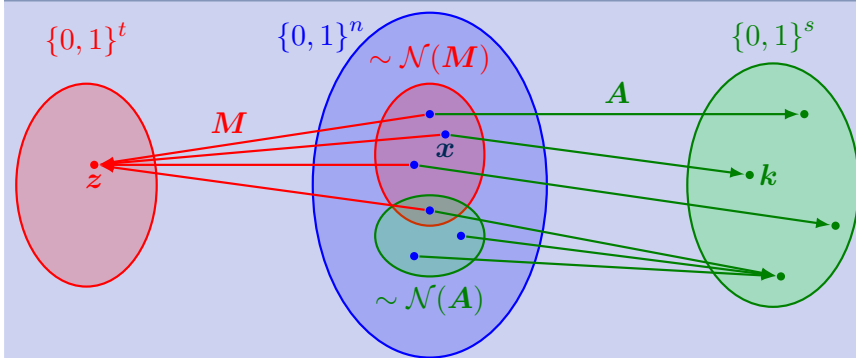
$$I(k; z, A) \leq \frac{1}{\ln 2} 2^{s+t-n}$$

## Choosing a compression function

### Theorem

If  $\dim \mathcal{N}(M) - \dim (\mathcal{N}(M) \cap \mathcal{N}(A)) = s$  and  $x'$  is uniform over  $\{0, 1\}^n$ , then  $k$  is uniform and perfectly secret.

### Illustration

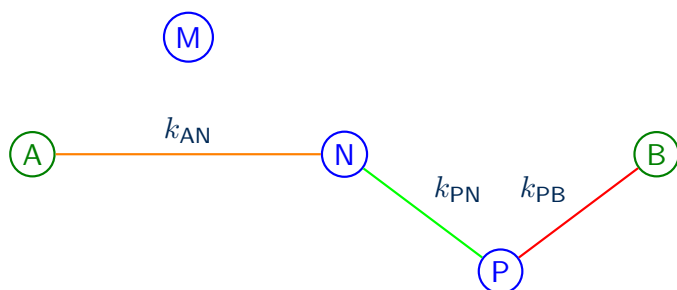




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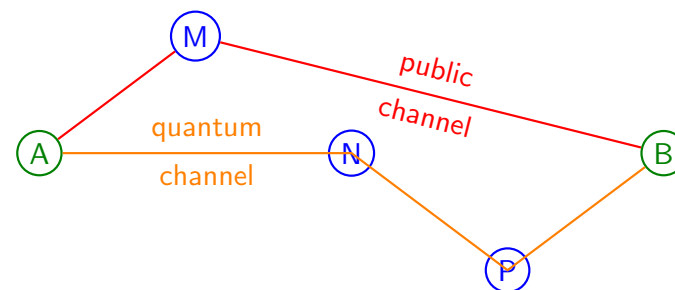
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## QKD networks with trusted repeaters [Elliott, '02]



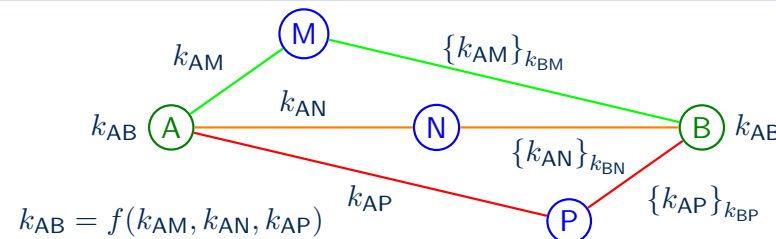
- On **each link** there is a different Quantum Key shared between the terminals
- A secret message (or a key  $k_{AB}$ ) is **decrypted** and re-encrypted at nodes N, P
- Allows to **geographically extend** the network

## QKD networks with photonic switches



- the public channel can follow a **different route**
- N, P **do not observe** qubits directed from A to B
- switches in N, P introduce **further losses** in the lightpath A-B  
→ **reducing** the achievable key rates

## Reti QKD con ripetitori non sicuri [Salvail, '10]

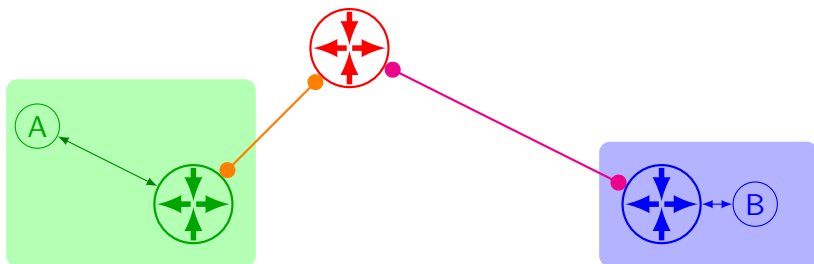


Use a **secret sharing** scheme  $(n, t, d)$ :

- $n$  intermediate nodes take part in transmitting the key from A to B
- any  $t$  nodes, nodes **behaving honestly** allow reconstruction of the key  $k_{AB}$  in A and B
- up to  $d$  malicious and colluding nodes **can not obtain** any information on  $k_{AB}$

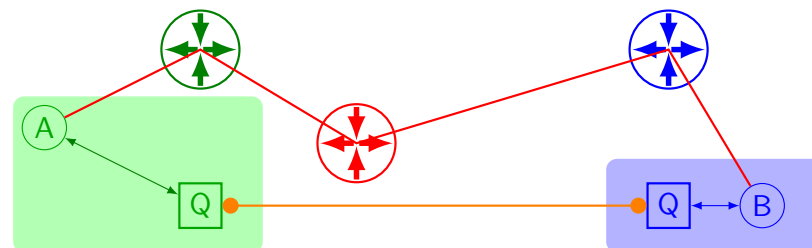
Can be generalized to arbitrary **access structures**  $(N, \mathcal{T}, \mathcal{D})$

## Integration with IPsec Tunnel mode



- QKD can provide master secrets, replacing Diffie-Hellman in IKE and ISAKMP
- Only cryptographic gateways need to be linked by quantum channels and equipped with QKD terminals
- Terminal to gateway path must be secured otherwise
- Authenticated channel between gateways?

## Integration with TLS?

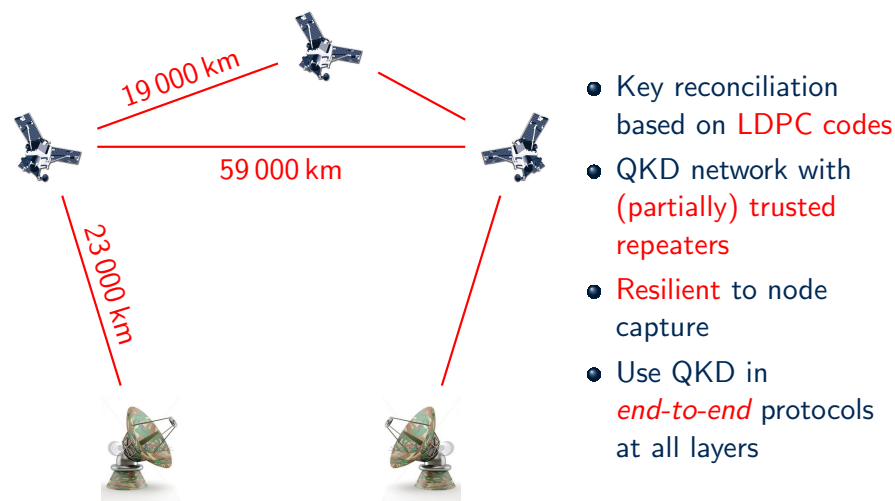


- QKD can provide shared master secrets, replacing D-H/RSA in TLS handshake protocol
- Every subnetwork pair must share a quantum channel
- In-subnetwork paths must be otherwise secured
- Authenticated channel between subnetworks

## QKD implementation in Quantum Future






## Ideas for a QKD intersatellite network






- Key reconciliation based on **LDPC codes**
- QKD network with (partially) trusted repeaters
- **Resilient** to node capture
- Use QKD in **end-to-end** protocols at all layers



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