

Quantum Key Distribution

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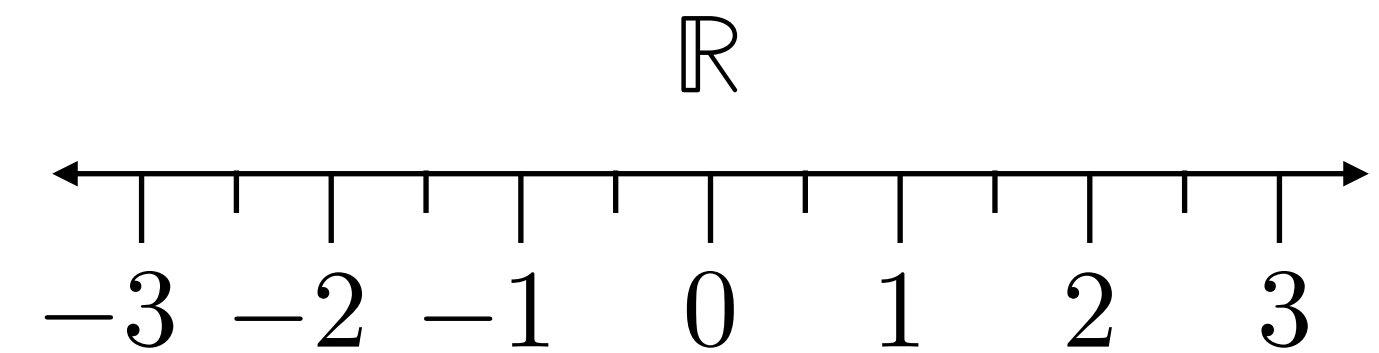


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TECHNICAL UNIVERSITY OF CRETE

Preliminaries

Classical vs Quantum Properties

- A **physical property** is assumed to be a **real-valued scalar**



- A **classical property** can be measured without disturbing another one. Mathematically, this is implied by the **commutativity** of scalar values:

$$a \cdot b = b \cdot a$$

- A **quantum property** when measured does disturb the measurement outcomes of other properties. For that reason we need to represent the quantum properties with a mathematical object that **in general does not satisfy commutativity**, so a matrix:

$$A \cdot B \neq B \cdot A$$

Classical vs Quantum Properties

- The **measured values** of quantum properties are the **eigenvalues** of their corresponding matrices, also called observables
- Since physical properties need to be real values, **quantum properties** are represented by **Hermitian matrices** that have real eigenvalues
- **Diagonal matrices commute**, so the measured values of classical properties can be represented by the eigenvalues of diagonal matrices

$$\begin{bmatrix} \star & & & \\ & \star & & \\ & & \star & \\ & & & \star \end{bmatrix}$$

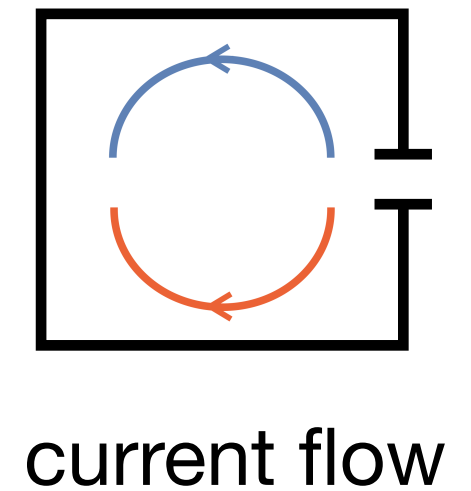
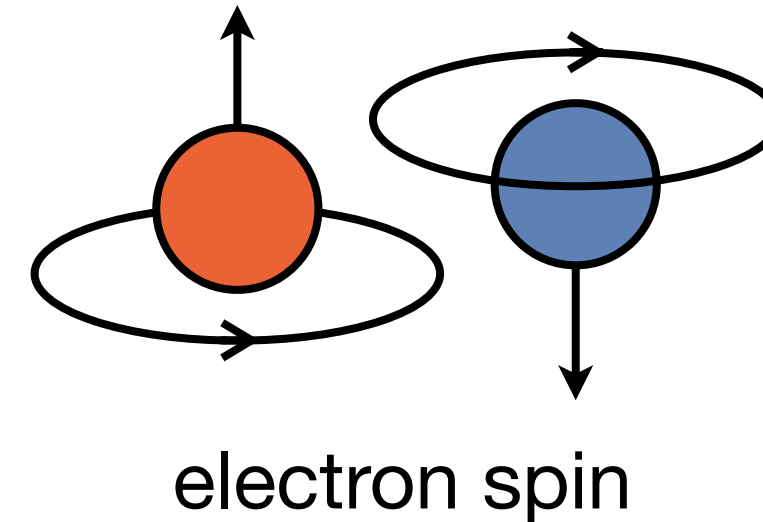
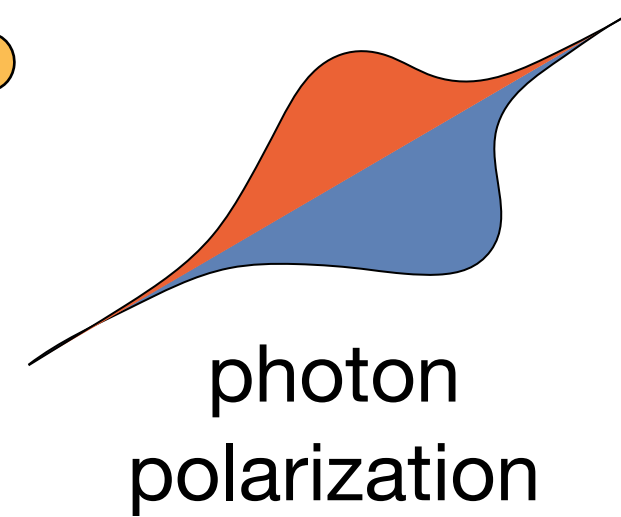
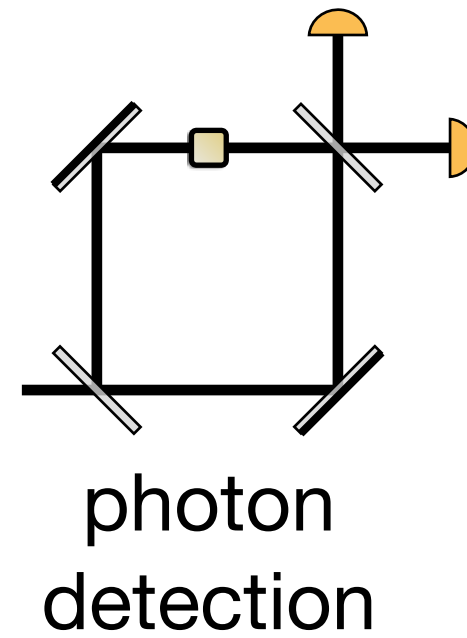
VS

$$\begin{bmatrix} \star & \star & \star & \star \\ \star & \star & \star & \star \\ \star & \star & \star & \star \\ \star & \star & \star & \star \end{bmatrix}$$

Examples of Quantum Properties

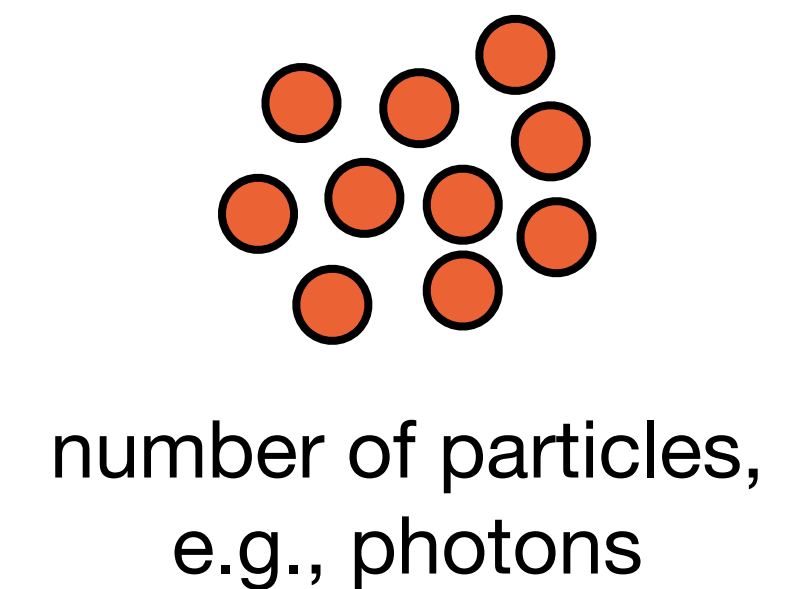
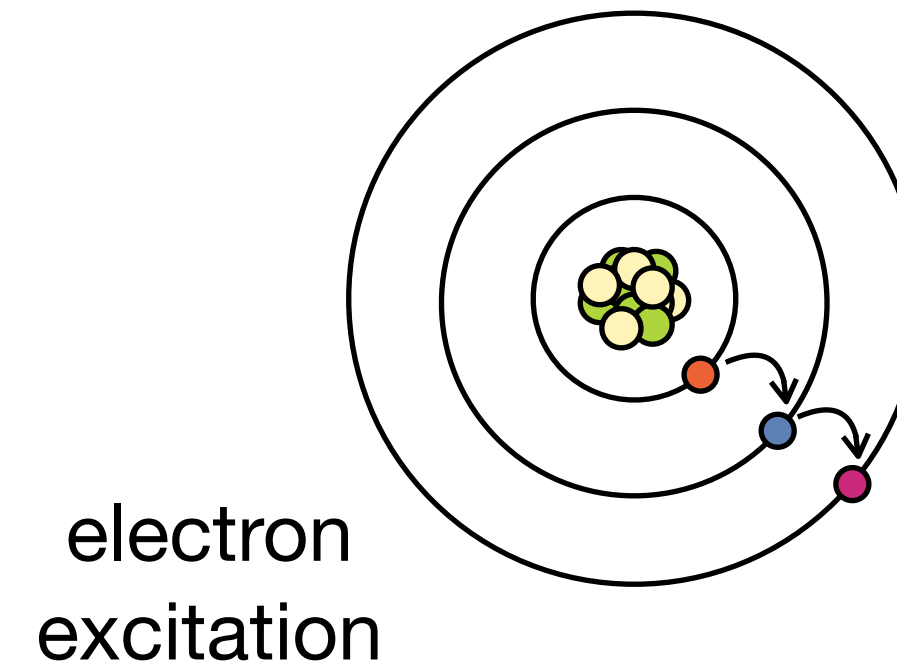
- Property with **two** possible values

$$\begin{bmatrix} \star & \star \\ \star & \star \end{bmatrix}$$



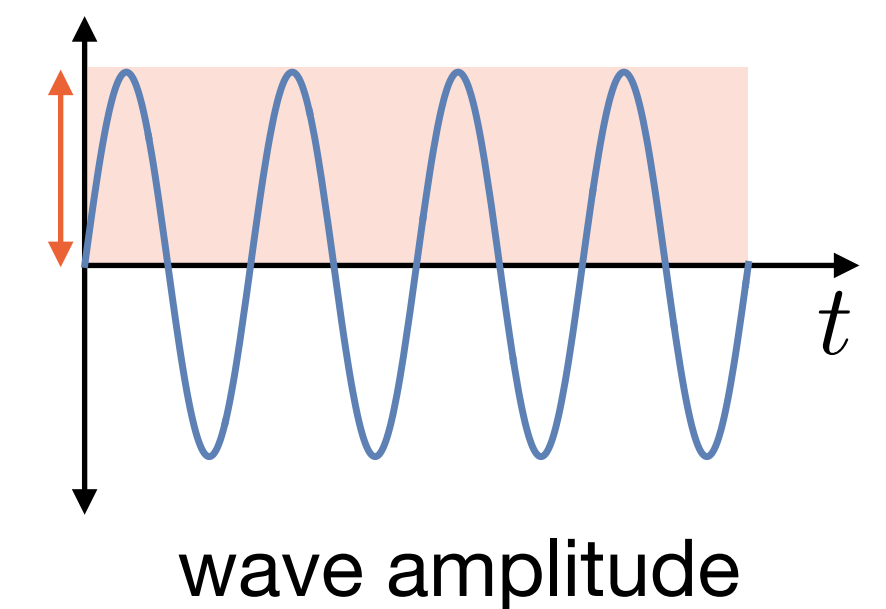
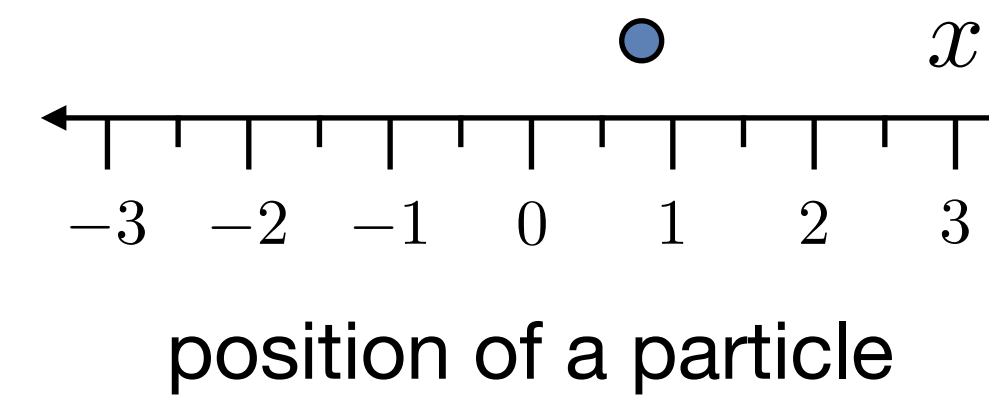
- Property with **finite** possible values

$$\begin{bmatrix} \star & \dots & \star \\ \vdots & \ddots & \vdots \\ \star & \dots & \star \end{bmatrix}$$



- Property with **infinite** possible values

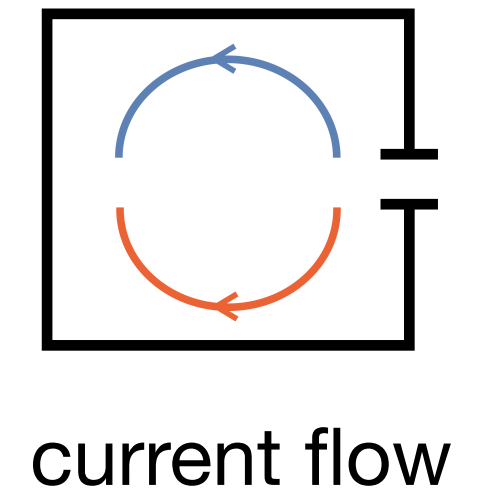
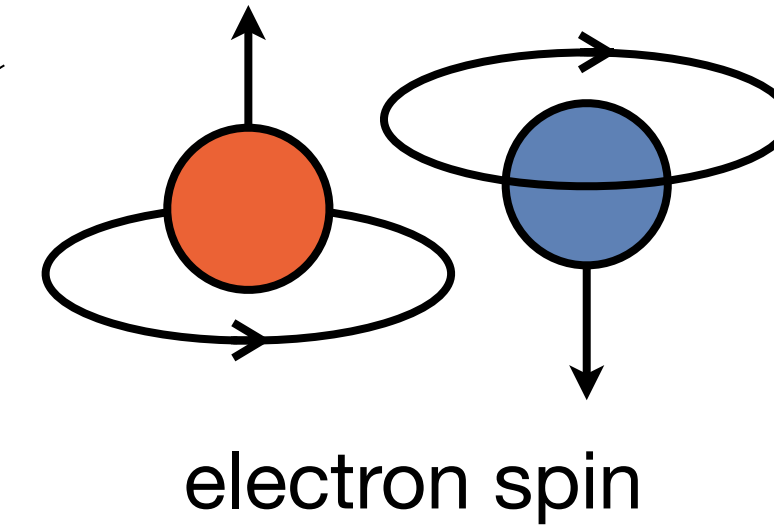
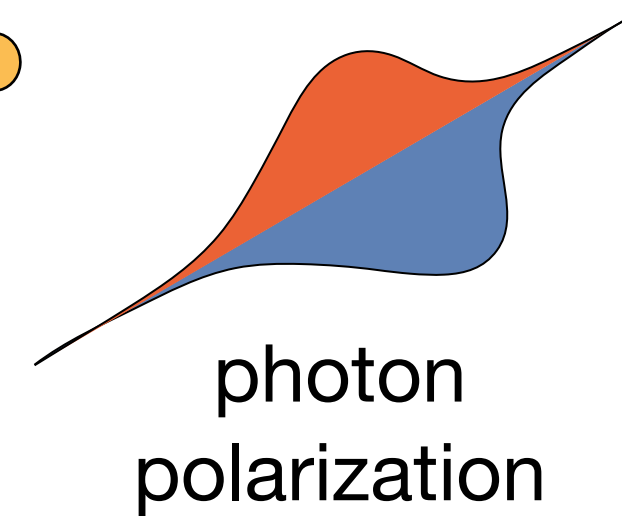
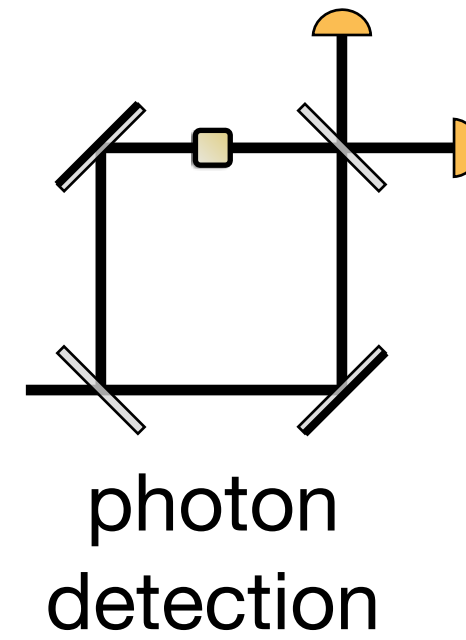
$$\begin{bmatrix} \star & \dots & \star & \dots \\ \vdots & \ddots & \vdots & \dots \\ \star & \dots & \star & \dots \\ \vdots & \vdots & \vdots & \ddots \end{bmatrix}$$



The Pauli Matrices

- Property with **two** possible values

$$\begin{bmatrix} \star & \star \\ \star & \star \end{bmatrix}$$



$$X = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$$

$$Y = \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix}$$

$$Z = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$$

$$[X, Y]_- = XY - YX = 2iZ$$

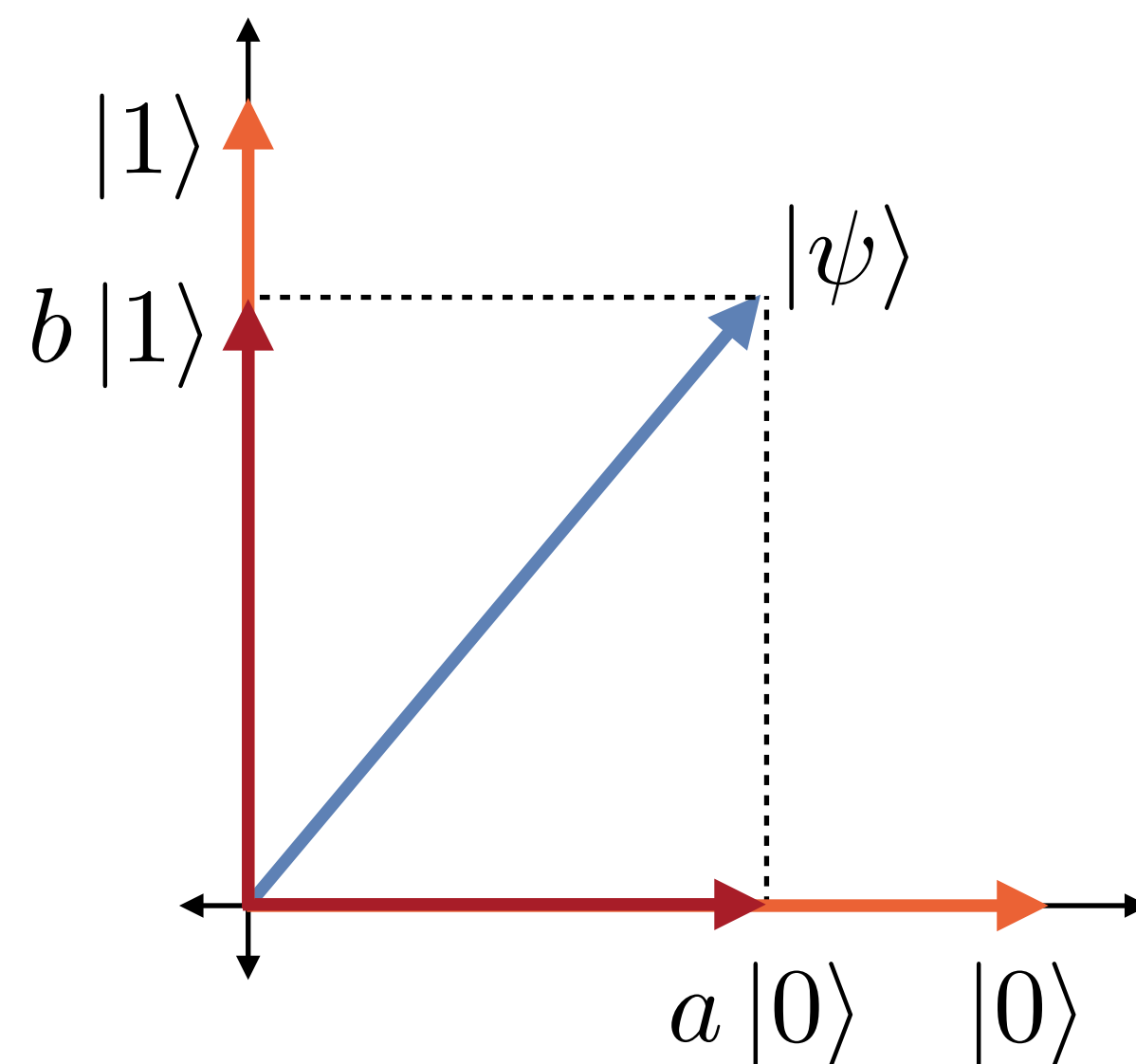
$$[Y, Z]_- = YZ - ZY = 2iX$$

$$[Z, X]_- = ZX - XZ = 2iY$$

The Quantum State — Qubit

$$Z = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix} - \begin{bmatrix} 0 & 0 \\ 0 & 1 \end{bmatrix} = |0\rangle\langle 0| - |1\rangle\langle 1| \quad |0\rangle = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \quad |1\rangle = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

When we measure the Pauli matrix Z we can get one of its two eigenvalues: 1 and -1, which correspond to two eigenvectors: $|0\rangle$ and $|1\rangle$



Superposition: $|\psi\rangle = a|0\rangle + b|1\rangle$

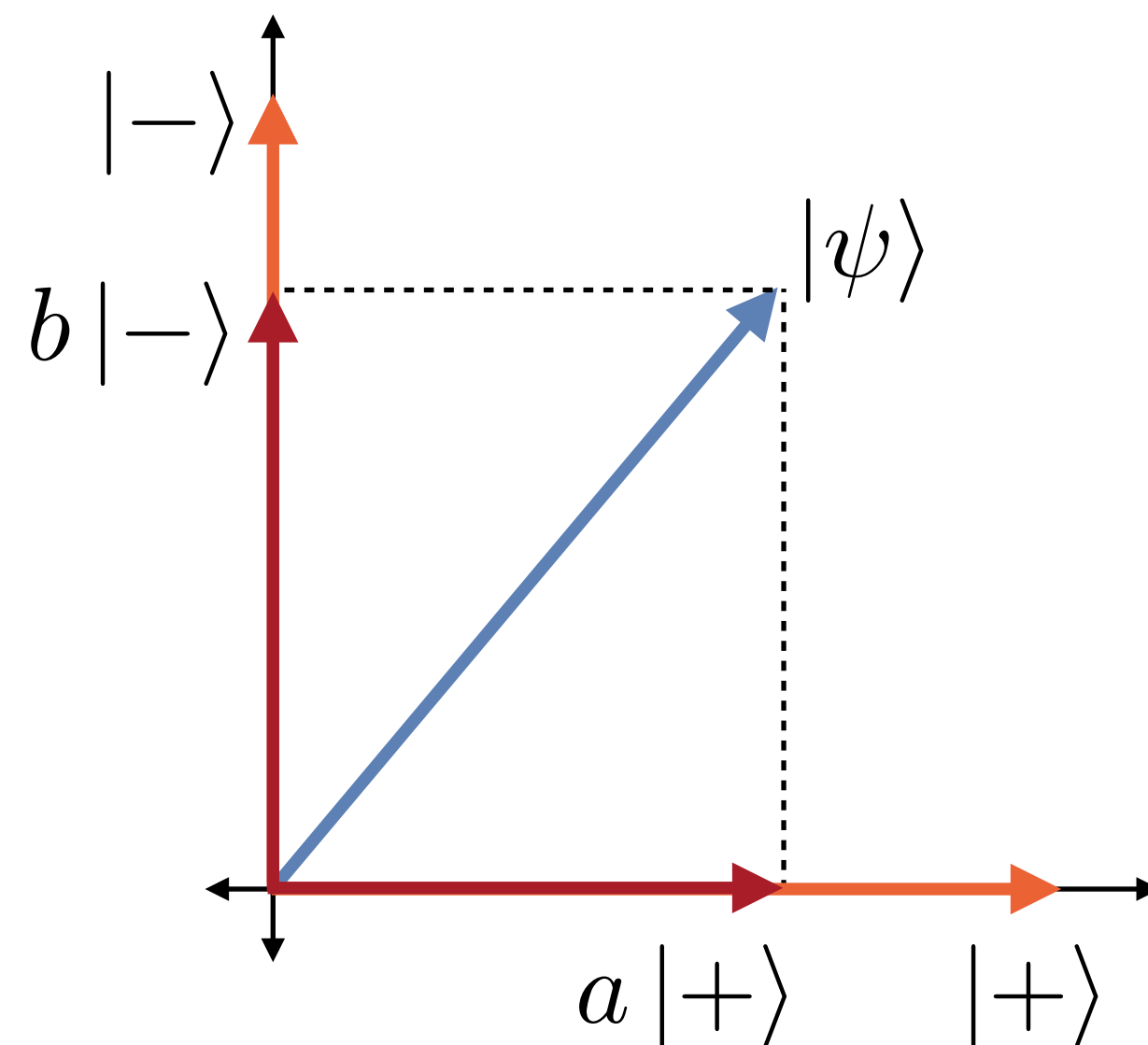
$\mathbb{P}(\lambda_0)$

$\mathbb{P}(\lambda_1)$

The Quantum State — Qubit

$$X = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} = \frac{1}{2} \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} - \frac{1}{2} \begin{bmatrix} 1 & -1 \\ -1 & 1 \end{bmatrix} = |+\rangle\langle+| - |-\rangle\langle-| \quad |\pm\rangle = \frac{|0\rangle \pm |1\rangle}{\sqrt{2}}$$

When we measure the Pauli matrix X we can get one of its two eigenvalues: 1 and -1, which correspond to two eigenvectors: $|+\rangle$ and $|-\rangle$



Superposition: $|\psi\rangle = a|+\rangle + b|-\rangle$

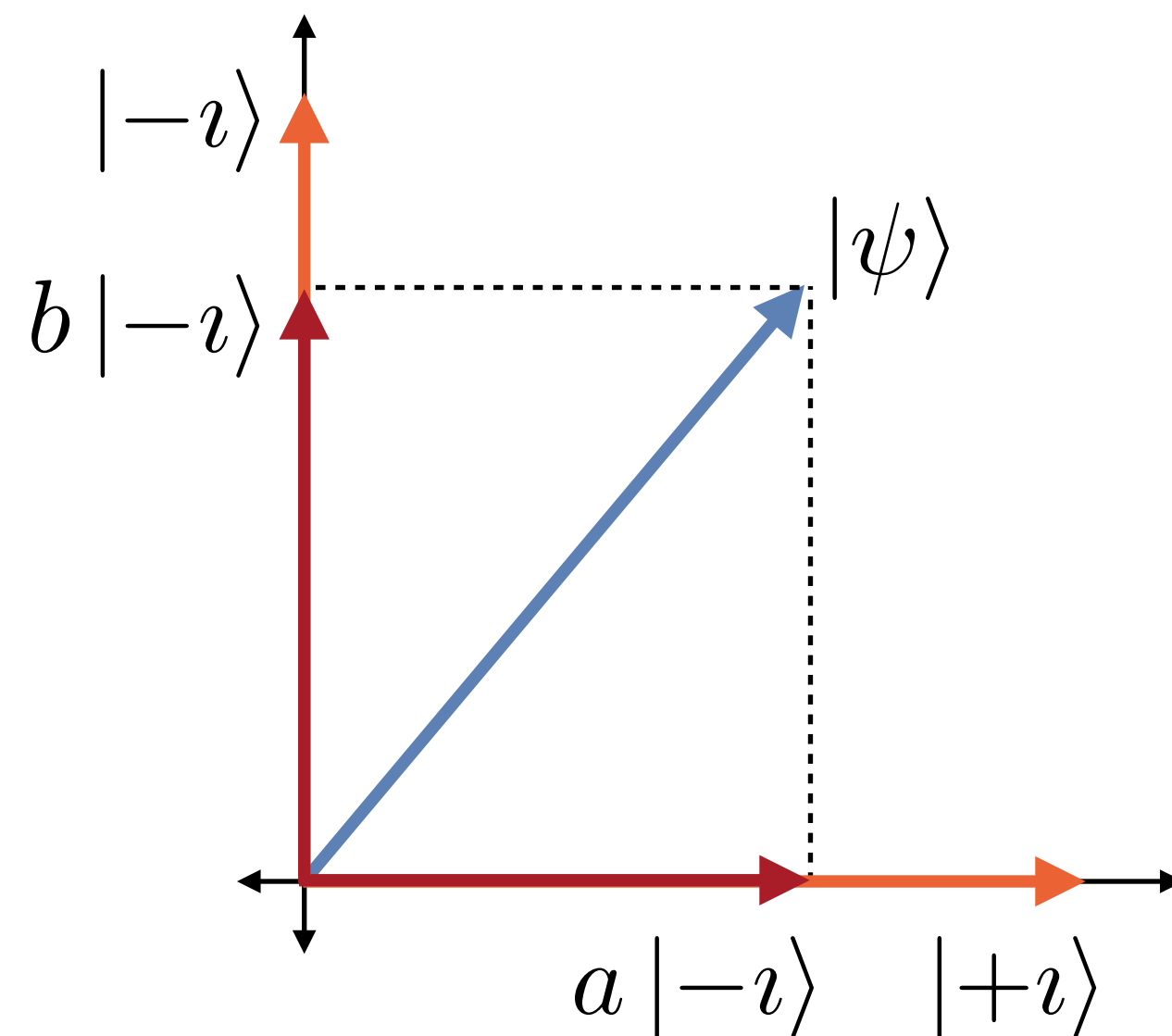
$\mathbb{P}(\lambda_+)$

$\mathbb{P}(\lambda_-)$

The Quantum State — Qubit

$$Y = \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix} = \frac{1}{2} \begin{bmatrix} 1 & i \\ -i & 1 \end{bmatrix} - \frac{1}{2} \begin{bmatrix} 1 & -i \\ i & 1 \end{bmatrix} = |+\rangle\langle +| - |-\rangle\langle -| \quad |\pm\rangle = \frac{|0\rangle \pm i|1\rangle}{\sqrt{2}}$$

When we measure the Pauli matrix Y we can get one of its two eigenvalues: 1 and -1, which correspond to two eigenvectors: $|+\rangle$ and $|-\rangle$

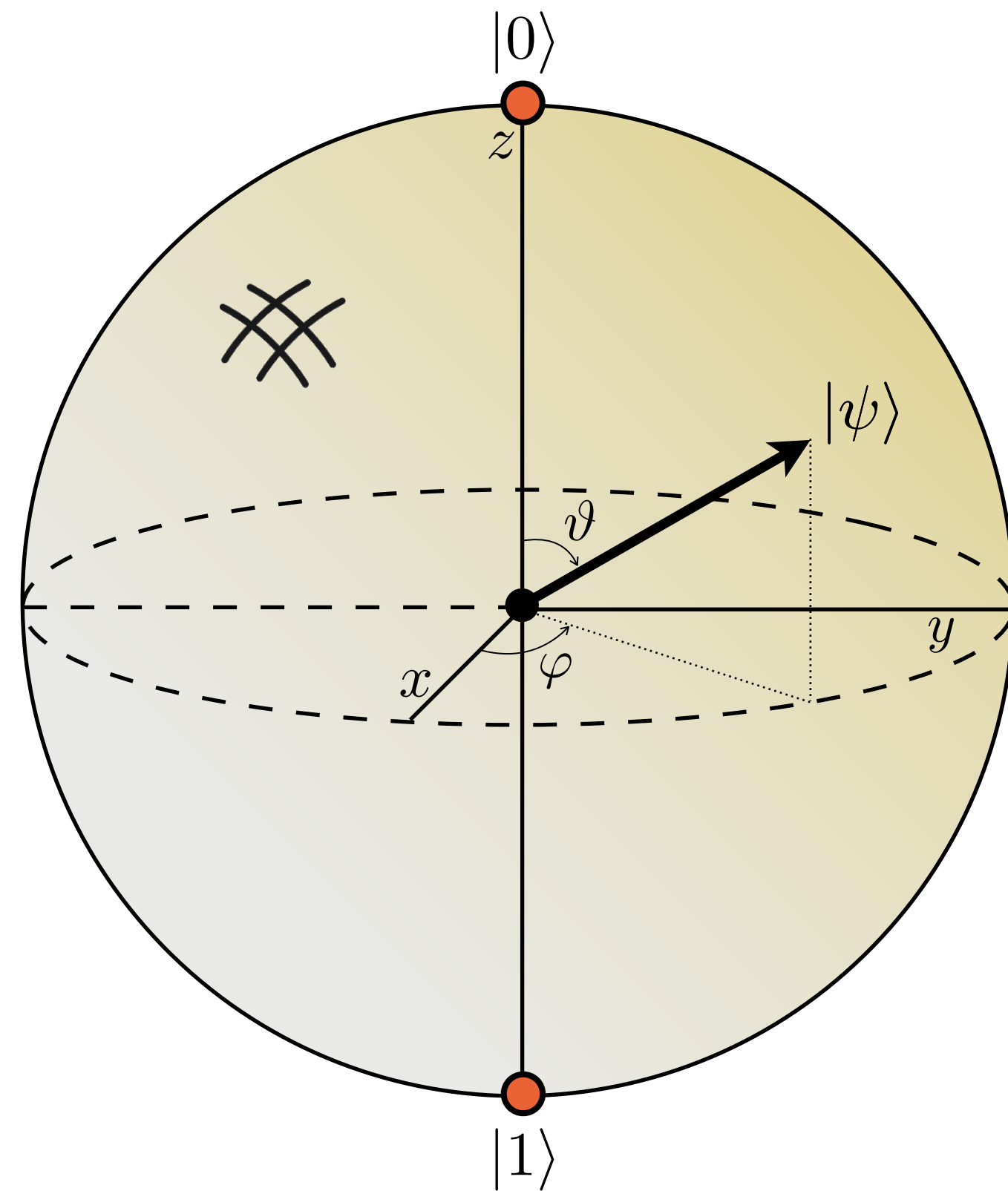


Superposition: $|\psi\rangle = a|+\rangle + b|-\rangle$

$\mathbb{P}(\lambda_{+i})$

$\mathbb{P}(\lambda_{-i})$

Bloch Sphere



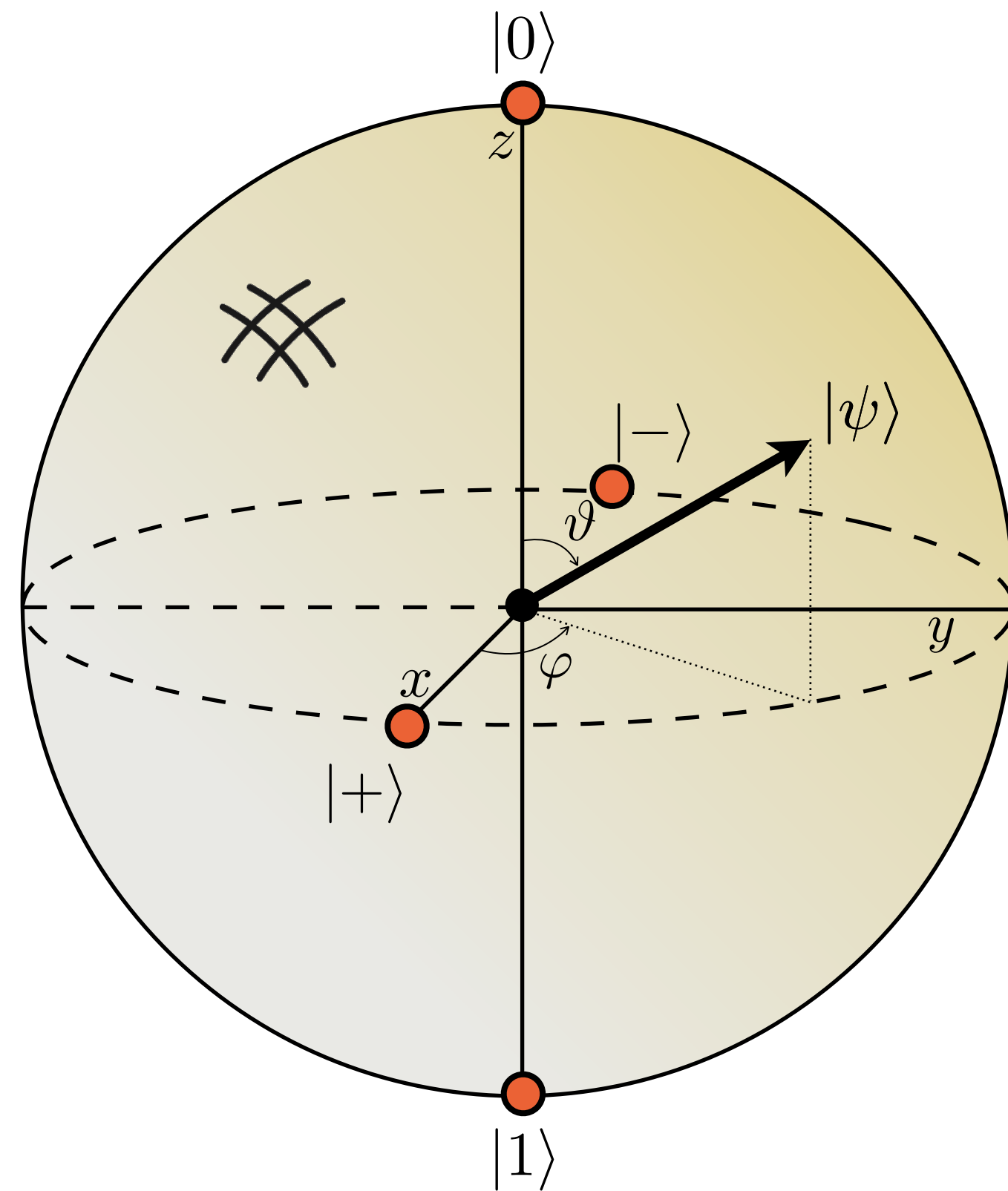
$$|\psi\rangle = \cos \frac{\theta}{2} |0\rangle + e^{i\varphi} \sin \frac{\theta}{2} |1\rangle$$

Z basis: $\{|0\rangle, |1\rangle\}$ $\langle 0|1\rangle = 0$

$$|0\rangle : \cos \frac{\theta}{2} = 1 \Leftrightarrow \frac{\theta}{2} = 0 \Leftrightarrow \theta = 0$$

$$|1\rangle : \cos \frac{\theta}{2} = 0 \Leftrightarrow \frac{\theta}{2} = \frac{\pi}{2} \Leftrightarrow \theta = \pi$$

Bloch Sphere



$$|\psi\rangle = \cos \frac{\theta}{2} |0\rangle + e^{i\varphi} \sin \frac{\theta}{2} |1\rangle$$

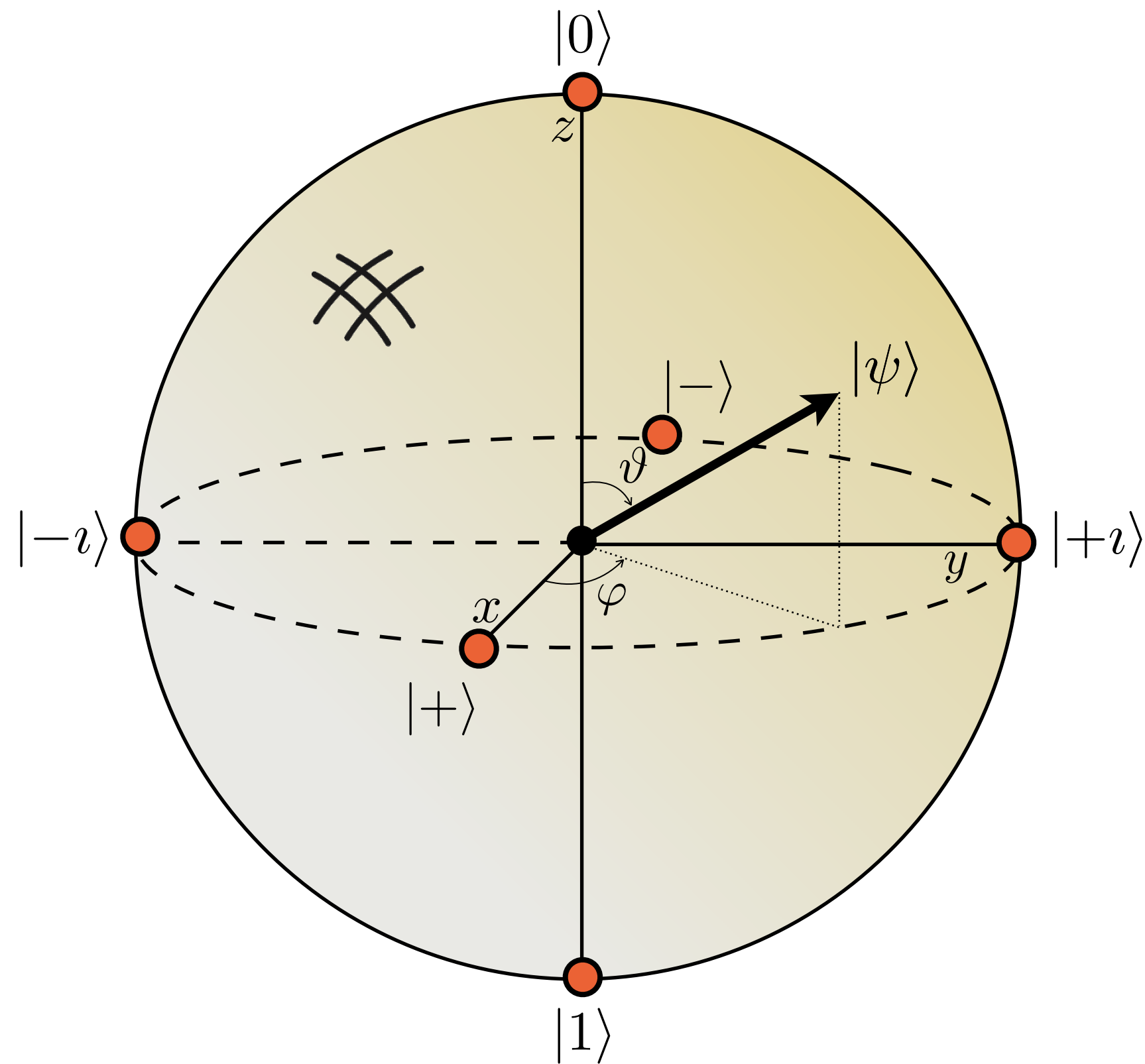
$$\text{Z basis: } \{|0\rangle, |1\rangle\} \quad \langle 0|1\rangle = 0$$

$$\text{X basis: } \{|+\rangle, |-\rangle\} \quad \langle +|-\rangle = 0 \quad |\pm\rangle = \frac{|0\rangle \pm |1\rangle}{\sqrt{2}}$$

$$|+\rangle : \cos \frac{\theta}{2} = \frac{1}{\sqrt{2}} \Leftrightarrow \frac{\theta}{2} = \frac{\pi}{4} \Leftrightarrow \theta = \frac{\pi}{2}$$

$$e^{i\varphi} = 1 \Leftrightarrow \varphi = 0$$

Bloch Sphere



$$|\psi\rangle = \cos \frac{\theta}{2} |0\rangle + e^{i\varphi} \sin \frac{\theta}{2} |1\rangle$$

Z basis: $\{|0\rangle, |1\rangle\}$ $\langle 0|1\rangle = 0$

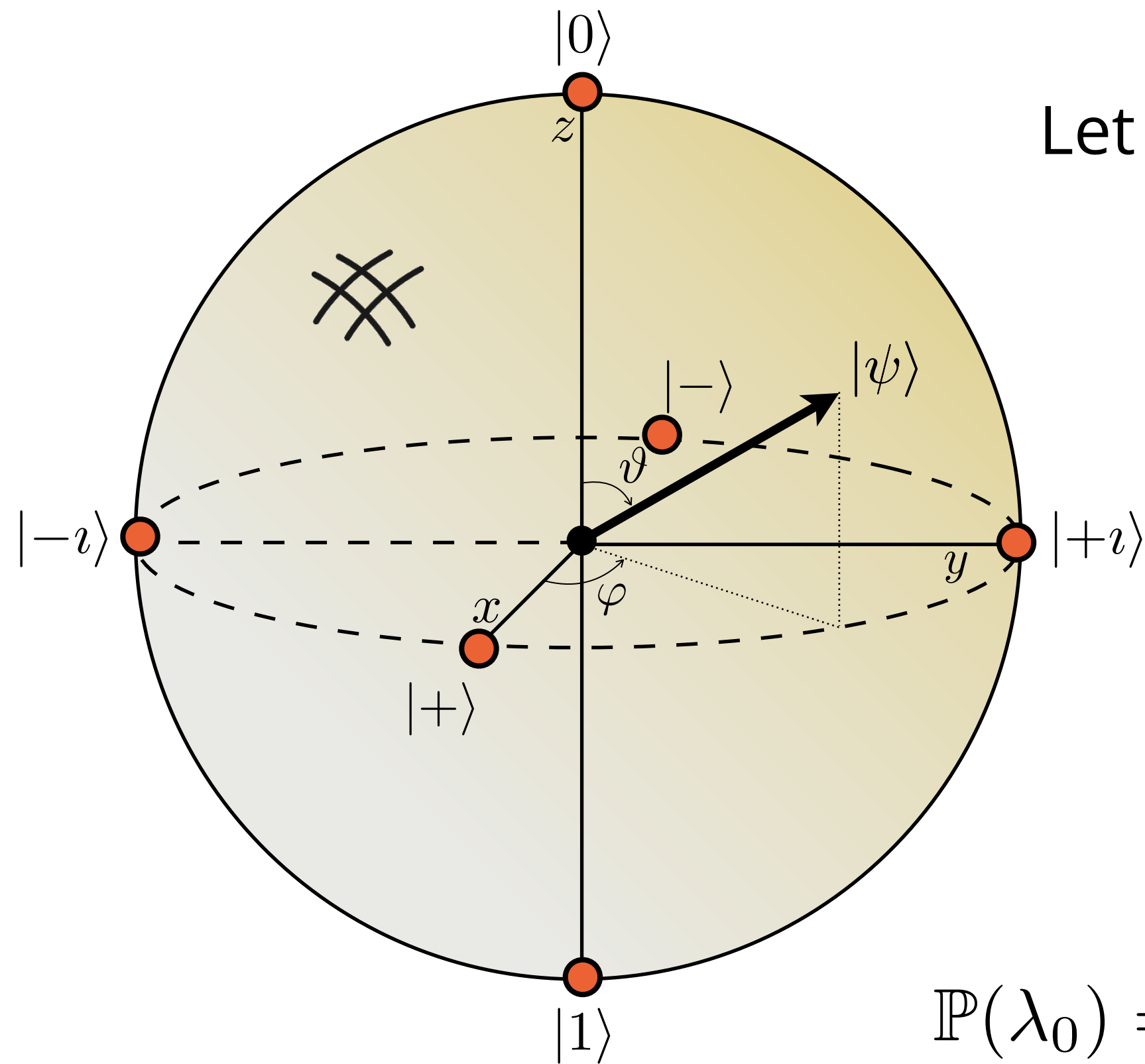
X basis: $\{|+\rangle, |-\rangle\}$ $\langle +|-\rangle = 0$ $|\pm\rangle = \frac{|0\rangle \pm |1\rangle}{\sqrt{2}}$

Y basis: $\{|+i\rangle, |-i\rangle\}$ $\langle +i|-i\rangle = 0$ $|\pm i\rangle = \frac{|0\rangle \pm i|1\rangle}{\sqrt{2}}$

$$|+i\rangle : \cos \frac{\theta}{2} = \frac{1}{\sqrt{2}} \Leftrightarrow \frac{\theta}{2} = \frac{\pi}{4} \Leftrightarrow \theta = \frac{\pi}{2}$$

$$e^{i\varphi} = i \Leftrightarrow \varphi = \frac{\pi}{2}$$

Randomness in Measurements

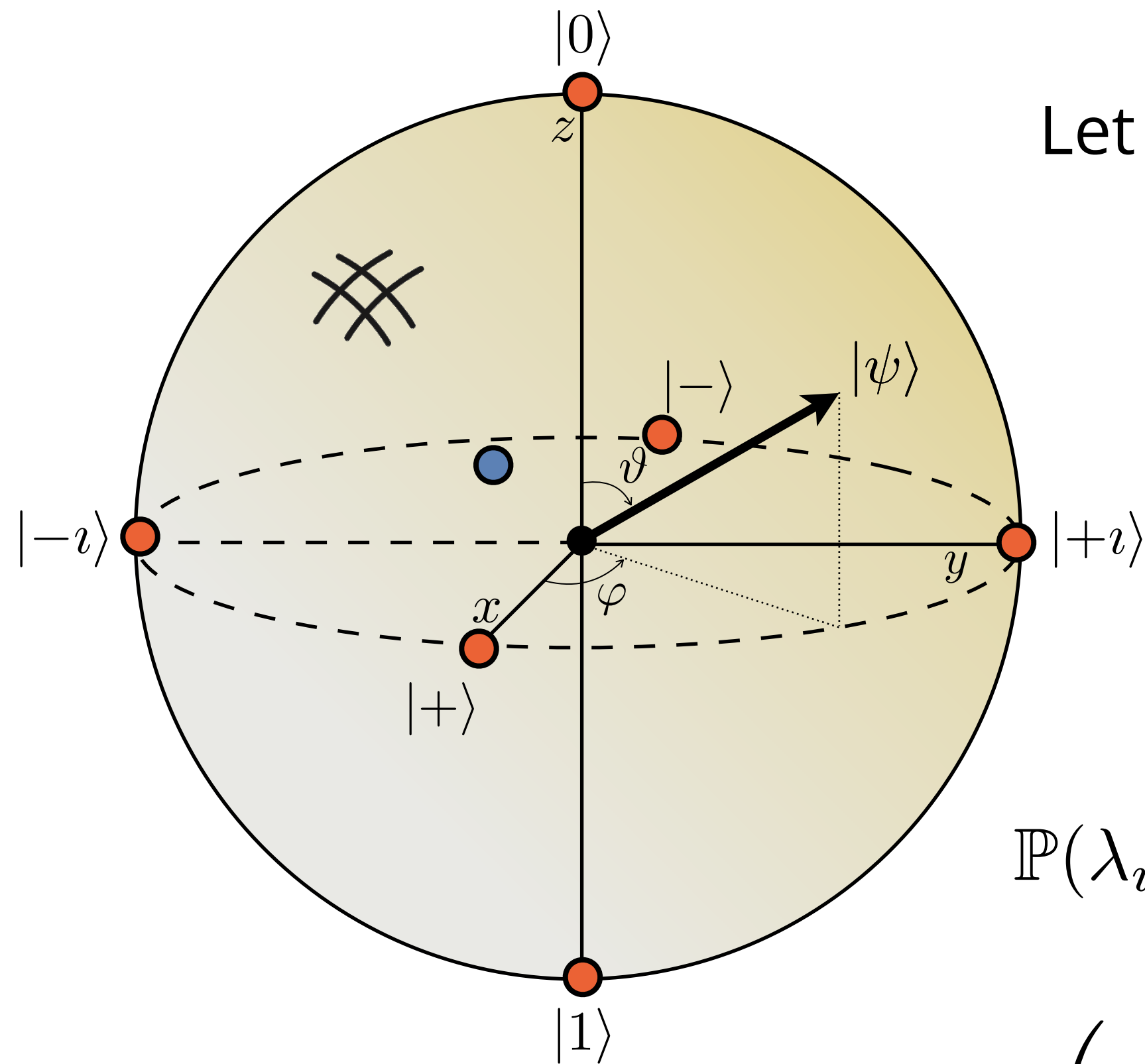


Let us have the state $|\psi\rangle = \frac{1}{\sqrt{2}}|0\rangle + \frac{1}{\sqrt{2}}|1\rangle = |+\rangle$

What is the probability of measuring the eigenvalue $+1$ of the observable Z ?

$$\begin{aligned}\mathbb{P}(\lambda_0) &= \langle \psi | \Pi_0 | \psi \rangle = \langle + | 0 \rangle \langle 0 | + \rangle = \left(\frac{\langle 0 | + \langle 1 |}{\sqrt{2}} \right) | 0 \rangle \langle 0 | \left(\frac{| 0 \rangle + | 1 \rangle}{\sqrt{2}} \right) \\ &= \left(\frac{\langle 0 | 0 \rangle + \langle 1 | 0 \rangle}{\sqrt{2}} \right) \left(\frac{\langle 0 | 0 \rangle + \langle 0 | 1 \rangle}{\sqrt{2}} \right) = \left(\frac{1}{\sqrt{2}} \right) \left(\frac{1}{\sqrt{2}} \right) = \frac{1}{2}\end{aligned}$$

Randomness in Measurements



Let us have the state $|\psi\rangle = \frac{\sqrt{3}}{2}|0\rangle + \frac{1}{2}|1\rangle$

What is the probability of measuring the eigenvalue $+1$ of the observable Y ?

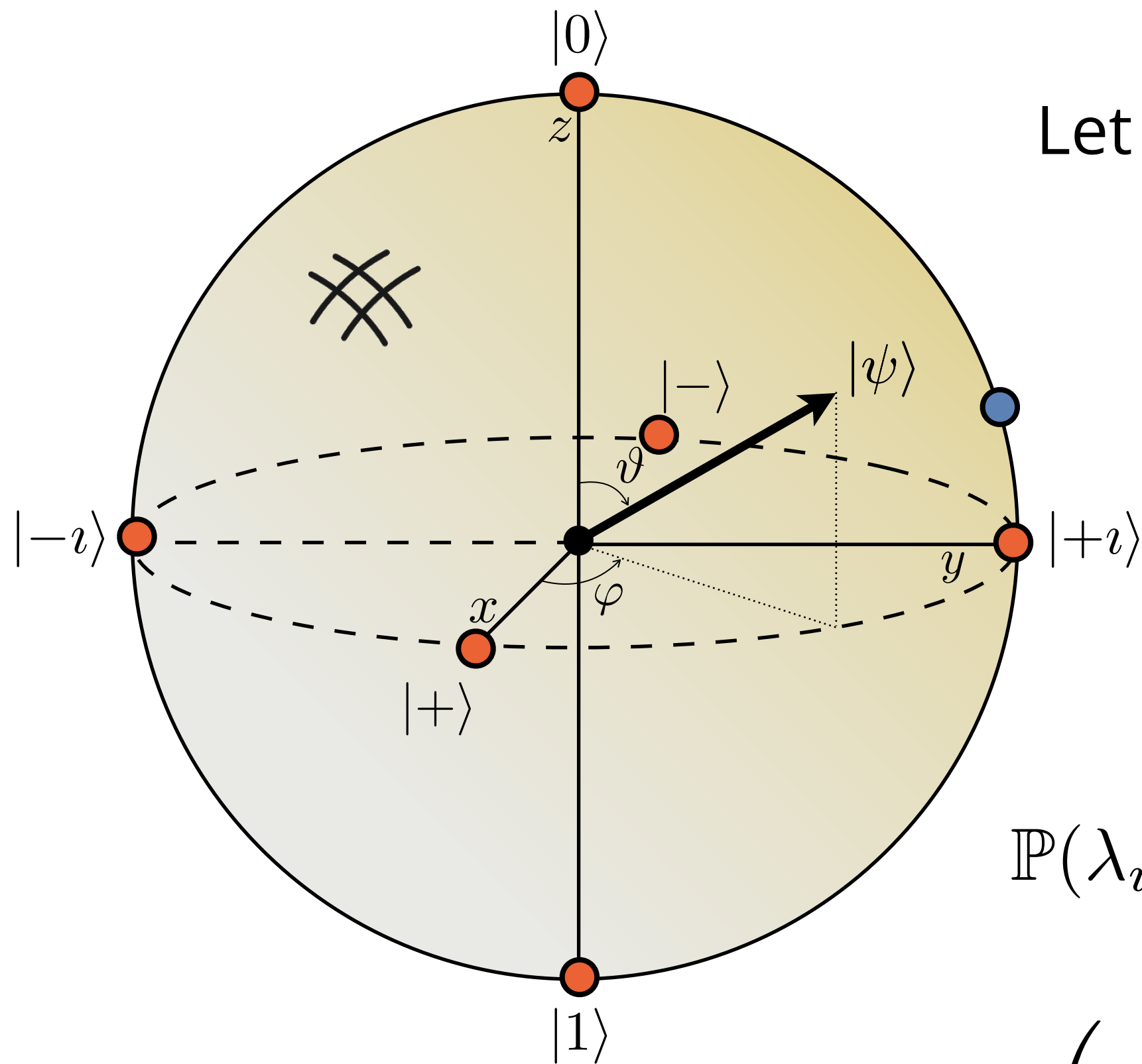
$$\begin{aligned}\mathbb{P}(\lambda_i) &= \langle \psi | \Pi_i | \psi \rangle = \left(\frac{\sqrt{3}}{2} \langle 0 | + \frac{1}{2} \langle 1 | \right) |i\rangle \langle i| \left(\frac{\sqrt{3}}{2} |0\rangle + \frac{1}{2} |1\rangle \right) \\ &= \left(\frac{\sqrt{3}}{2} \langle 0 | + \frac{1}{2} \langle 1 | \right) \left(\frac{|0\rangle + i|1\rangle}{\sqrt{2}} \right) \left(\frac{\langle 0 | - i\langle 1 |}{\sqrt{2}} \right) \left(\frac{\sqrt{3}}{2} |0\rangle + \frac{1}{2} |1\rangle \right) \\ &= \left(\frac{\sqrt{3}}{2\sqrt{2}} + \frac{i}{2\sqrt{2}} \right) \left(\frac{\sqrt{3}}{2\sqrt{2}} - \frac{i}{2\sqrt{2}} \right) = \frac{3}{8} + \frac{1}{8} = \frac{1}{2}\end{aligned}$$

$$\cos \frac{\theta}{2} = \frac{\sqrt{3}}{2} \Leftrightarrow \frac{\theta}{2} = \frac{\pi}{6} \Leftrightarrow \theta = \frac{\pi}{3}$$

Randomness in Measurements

Let us have the state $|\psi\rangle = \frac{\sqrt{3}}{2}|0\rangle + \frac{i}{2}|1\rangle$

What is the probability of measuring the eigenvalue +1 of the observable Y ?

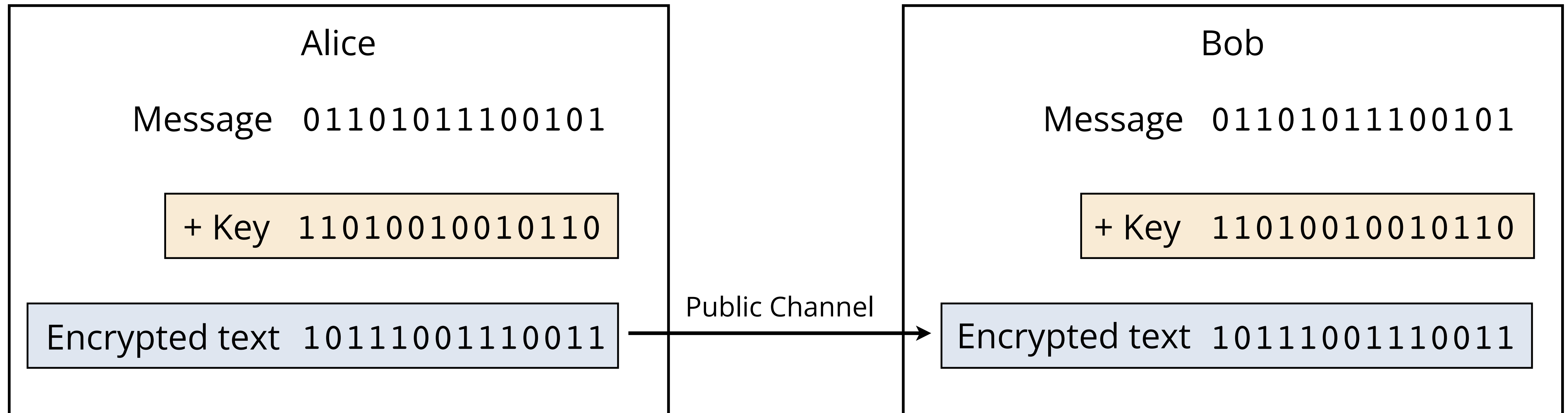


$$\begin{aligned} \mathbb{P}(\lambda_i) &= \langle \psi | \Pi_i | \psi \rangle = \left(\frac{\sqrt{3}}{2} \langle 0 | - \frac{i}{2} \langle 1 | \right) | i \rangle \langle i | \left(\frac{\sqrt{3}}{2} | 0 \rangle + \frac{i}{2} | 1 \rangle \right) \\ &= \left(\frac{\sqrt{3}}{2} \langle 0 | - \frac{i}{2} \langle 1 | \right) \left(\frac{| 0 \rangle + i | 1 \rangle}{\sqrt{2}} \right) \left(\frac{\langle 0 | - i \langle 1 |}{\sqrt{2}} \right) \left(\frac{\sqrt{3}}{2} | 0 \rangle + \frac{i}{2} | 1 \rangle \right) \\ &= \left(\frac{\sqrt{3}}{2\sqrt{2}} + \frac{1}{2\sqrt{2}} \right) \left(\frac{\sqrt{3}}{2\sqrt{2}} + \frac{1}{2\sqrt{2}} \right) = \frac{3}{8} + \frac{1}{8} + \frac{\sqrt{3}}{4} \approx 0.933 \end{aligned}$$

$$\begin{aligned} \cos \frac{\theta}{2} &= \frac{\sqrt{3}}{2} \Leftrightarrow \frac{\theta}{2} = \frac{\pi}{6} \Leftrightarrow \theta = \frac{\pi}{3} \\ e^{i\varphi} &= i \Leftrightarrow \varphi = \frac{\pi}{2} \end{aligned}$$

Protocol BB84

Classical Cryptography



Secure communication if the key is:

- the same size as the message
- used only once
- random
- securely distributed



Quantum Key Distribution

Alice Randomizes Bits

Alice flips a coin to determine a random bit, 0 or 1.

Bit index	1	2	3	4	5	6	7	8	9	10
Alice's random bit	0	1	1	0	1	1	1	0	1	0

Alice Randomizes Bases

Alice flips a coin to determine a random basis, Z or X.

Bit index	1	2	3	4	5	6	7	8	9	10
Alice's random bit	0	1	1	0	1	1	1	0	1	0
Alice's random base	Z	Z	X	Z	Z	Z	X	Z	X	X

Alice Sends States

Alice

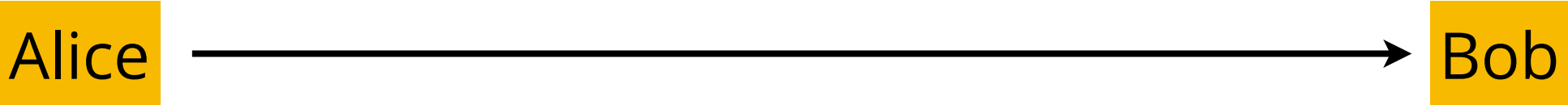


Using the mapping:

Bit-Base	Z	X
0	$ 0\rangle$	$ +\rangle$
1	$ 1\rangle$	$ -\rangle$

Bit index	1	2	3	4	5	6	7	8	9	10
Alice's random bit	0	1	1	0	1	1	1	0	1	0
Alice's random base	Z	Z	X	Z	Z	Z	X	Z	X	X
Alice sends	$ 0\rangle$	$ 1\rangle$	$ -\rangle$	$ 0\rangle$	$ 1\rangle$	$ 1\rangle$	$ -\rangle$	$ 0\rangle$	$ -\rangle$	$ +\rangle$

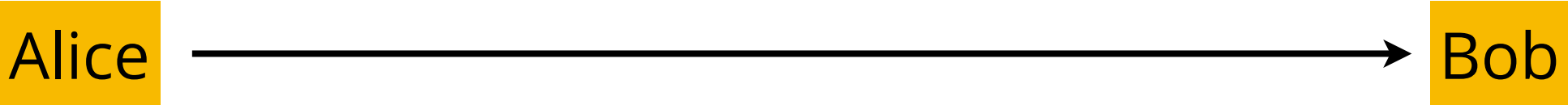
Bob Randomizes Bases



Bob flips a coin to determine a random basis, Z or X.

Bit index	1	2	3	4	5	6	7	8	9	10
Alice's random bit	0	1	1	0	1	1	1	0	1	0
Alice's random base	Z	Z	X	Z	Z	Z	X	Z	X	X
Alice sends	$ 0\rangle$	$ 1\rangle$	$ -\rangle$	$ 0\rangle$	$ 1\rangle$	$ 1\rangle$	$ -\rangle$	$ 0\rangle$	$ -\rangle$	$ +\rangle$
Bob's random base	X	Z	X	X	Z	X	Z	Z	X	X

Bob Observes States



Bob's states collapse.

Bit index	1	2	3	4	5	6	7	8	9	10
Alice's random bit	0	1	1	0	1	1	1	0	1	0
Alice's random base	Z	Z	X	Z	Z	Z	X	Z	X	X
Alice sends	$ 0\rangle$	$ 1\rangle$	$ -\rangle$	$ 0\rangle$	$ 1\rangle$	$ 1\rangle$	$ -\rangle$	$ 0\rangle$	$ -\rangle$	$ +\rangle$
Bob's random base	X	Z	X	X	Z	X	Z	Z	X	X
Bob observes	$ +\rangle$	$ 1\rangle$	$ -\rangle$	$ -\rangle$	$ 1\rangle$	$ +\rangle$	$ 1\rangle$	$ 0\rangle$	$ -\rangle$	$ +\rangle$

Bob Creates a Bit-String

Alice



Bob

Using the mapping:

Bit-Base	Z	X
0	$ 0\rangle$	$ +\rangle$
1	$ 1\rangle$	$ -\rangle$

Bit index	1	2	3	4	5	6	7	8	9	10
Alice's random bit	0	1	1	0	1	1	1	0	1	0
Alice's random base	Z	Z	X	Z	Z	Z	X	Z	X	X
Alice sends	$ 0\rangle$	$ 1\rangle$	$ -\rangle$	$ 0\rangle$	$ 1\rangle$	$ 1\rangle$	$ -\rangle$	$ 0\rangle$	$ -\rangle$	$ +\rangle$
Bob's random base	X	Z	X	X	Z	X	Z	Z	X	X
Bob observes	$ +\rangle$	$ 1\rangle$	$ -\rangle$	$ -\rangle$	$ 1\rangle$	$ +\rangle$	$ 1\rangle$	$ 0\rangle$	$ -\rangle$	$ +\rangle$
Bob's bits	0	1	1	1	1	0	1	0	1	0

Alice and Bob Communicate

Alice

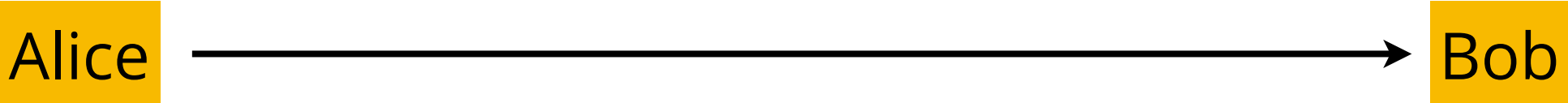


Bob

Around half of the bits will be discarded because they measured in different bases.

Bit index	1	2	3	4	5	6	7	8	9	10
Alice's random bit	0	1	1	0	1	1	1	0	1	0
Alice's random base	Z	Z	X	Z	Z	Z	X	Z	X	X
Alice sends	$ 0\rangle$	$ 1\rangle$	$ -\rangle$	$ 0\rangle$	$ 1\rangle$	$ 1\rangle$	$ -\rangle$	$ 0\rangle$	$ -\rangle$	$ +\rangle$
Bob's random base	X	Z	X	X	Z	X	Z	Z	X	X
Bob observes	$ +\rangle$	$ 1\rangle$	$ -\rangle$	$ -\rangle$	$ 1\rangle$	$ +\rangle$	$ 1\rangle$	$ 0\rangle$	$ -\rangle$	$ +\rangle$
Bob's bits	0	1	1	1	1	0	1	0	1	0

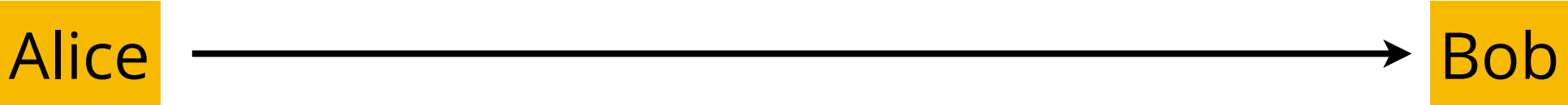
Alice and Bob Communicate



Around half of the bits will be discarded because they measured in different bases.

Bit index	1	2	3	4	5	6	7	8	9	10
Alice's random bit		1	1		1			0	1	0
Alice's random base		Z	X		Z			Z	X	X
Alice sends		$ 1\rangle$	$ -\rangle$		$ 1\rangle$			$ 0\rangle$	$ -\rangle$	$ +\rangle$
Bob's random base		Z	X		Z			Z	X	X
Bob observes		$ 1\rangle$	$ -\rangle$		$ 1\rangle$			$ 0\rangle$	$ -\rangle$	$ +\rangle$
Bob's bits		1	1		1			0	1	0

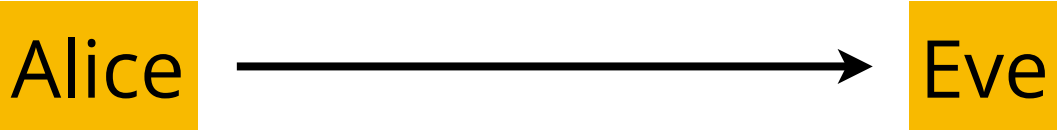
Alice and Bob Create a Secret Key



Alice and Bob create an encrypted bit-string.

Bit index	1	2	3	4	5	6	7	8	9	10
Alice's random bit		1	1		1			0	1	0
Alice's random base		Z	X		Z			Z	X	X
Alice sends		$ 1\rangle$	$ -\rangle$		$ 1\rangle$			$ 0\rangle$	$ -\rangle$	$ +\rangle$
Bob's random base		Z	X		Z			Z	X	X
Bob observes		$ 1\rangle$	$ -\rangle$		$ 1\rangle$			$ 0\rangle$	$ -\rangle$	$ +\rangle$
Bob's bits		1	1		1			0	1	0

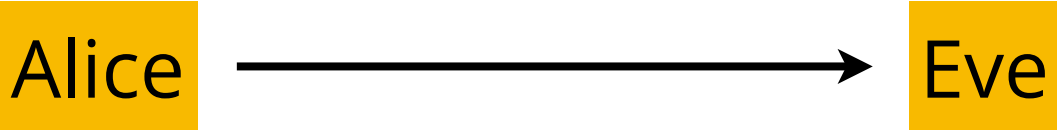
There is an Eavesdropper at the System



Eve will act as if she was Bob for Alice

Bit index	1	2	3	4	5	6	7	8	9	10
Alice's random bit	0	1	1	0	1	1	1	0	1	0
Alice's random base	Z	Z	X	Z	Z	Z	X	Z	X	X
Alice sends	$ 0\rangle$	$ 1\rangle$	$ -\rangle$	$ 0\rangle$	$ 1\rangle$	$ 1\rangle$	$ -\rangle$	$ 0\rangle$	$ -\rangle$	$ +\rangle$
Eve's random base	Z	X	X	X	Z	X	Z	X	X	Z

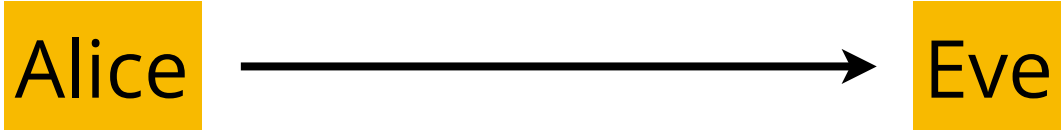
Eve observes states



Eve's states collapse.

Bit index	1	2	3	4	5	6	7	8	9	10
Alice's random bit	0	1	1	0	1	1	1	0	1	0
Alice's random base	Z	Z	X	Z	Z	Z	X	Z	X	X
Alice sends	$ 0\rangle$	$ 1\rangle$	$ -\rangle$	$ 0\rangle$	$ 1\rangle$	$ 1\rangle$	$ -\rangle$	$ 0\rangle$	$ -\rangle$	$ +\rangle$
Eve's random base	Z	X	X	X	Z	X	Z	X	X	Z
Eve observes/sends	$ 0\rangle$	$ +\rangle$	$ -\rangle$	$ -\rangle$	$ 1\rangle$	$ +\rangle$	$ 0\rangle$	$ +\rangle$	$ -\rangle$	$ 1\rangle$

Eve Creates a Bit-String



Using the mapping:

Bit-Base	Z	X
0	$ 0\rangle$	$ +\rangle$
1	$ 1\rangle$	$ -\rangle$

Bit index	1	2	3	4	5	6	7	8	9	10
Alice's random bit	0	1	1	0	1	1	1	0	1	0
Alice's random base	Z	Z	X	Z	Z	Z	X	Z	X	X
Alice sends	$ 0\rangle$	$ 1\rangle$	$ -\rangle$	$ 0\rangle$	$ 1\rangle$	$ 1\rangle$	$ -\rangle$	$ 0\rangle$	$ -\rangle$	$ +\rangle$
Eve's random base	Z	X	X	X	Z	X	Z	X	X	Z
Eve observes/sends	$ 0\rangle$	$ +\rangle$	$ -\rangle$	$ -\rangle$	$ 1\rangle$	$ +\rangle$	$ 0\rangle$	$ +\rangle$	$ -\rangle$	$ 1\rangle$
Eve's bits	0	0	1	1	1	0	0	0	1	1

Bob Randomized Bases



Bob flips a coin to determine a random basis, Z or X.

Bit index	1	2	3	4	5	6	7	8	9	10
Alice's random bit	0	1	1	0	1	1	1	0	1	0
Alice's random base	Z	Z	X	Z	Z	Z	X	Z	X	X
Alice sends	$ 0\rangle$	$ 1\rangle$	$ -\rangle$	$ 0\rangle$	$ 1\rangle$	$ 1\rangle$	$ -\rangle$	$ 0\rangle$	$ -\rangle$	$ +\rangle$
Eve's random base	Z	X	X	X	Z	X	Z	X	X	Z
Eve observes/sends	$ 0\rangle$	$ +\rangle$	$ -\rangle$	$ -\rangle$	$ 1\rangle$	$ +\rangle$	$ 0\rangle$	$ +\rangle$	$ -\rangle$	$ 1\rangle$
Eve's bits	0	0	1	1	1	0	0	0	1	1
Bob's random base	X	Z	X	X	Z	X	Z	Z	X	X

Bob Observes States



Bit index	1	2	3	4	5	6	7	8	9	10
Alice's random bit	0	1	1	0	1	1	1	0	1	0
Alice's random base	Z	Z	X	Z	Z	Z	X	Z	X	X
Alice sends	$ 0\rangle$	$ 1\rangle$	$ -\rangle$	$ 0\rangle$	$ 1\rangle$	$ 1\rangle$	$ -\rangle$	$ 0\rangle$	$ -\rangle$	$ +\rangle$
Eve's random base	Z	X	X	X	Z	X	Z	X	X	Z
Eve observes/sends	$ 0\rangle$	$ +\rangle$	$ -\rangle$	$ -\rangle$	$ 1\rangle$	$ +\rangle$	$ 0\rangle$	$ +\rangle$	$ -\rangle$	$ 1\rangle$
Eve's bits	0	0	1	1	1	0	0	0	1	1
Bob's random base	X	Z	X	X	Z	X	Z	Z	X	X
Bob observes	$ +\rangle$	$ 0\rangle$	$ -\rangle$	$ -\rangle$	$ 1\rangle$	$ +\rangle$	$ 1\rangle$	$ 1\rangle$	$ -\rangle$	$ -\rangle$

Bob Creates a Bit-String



Using the mapping:

Bit-Base	Z	X
0	$ 0\rangle$	$ +\rangle$
1	$ 1\rangle$	$ -\rangle$

Bit index	1	2	3	4	5	6	7	8	9	10
Alice's random bit	0	1	1	0	1	1	1	0	1	0
Alice's random base	Z	Z	X	Z	Z	Z	X	Z	X	X
Alice sends	$ 0\rangle$	$ 1\rangle$	$ -\rangle$	$ 0\rangle$	$ 1\rangle$	$ 1\rangle$	$ -\rangle$	$ 0\rangle$	$ -\rangle$	$ +\rangle$
Eve's random base	Z	X	X	X	Z	X	Z	X	X	Z
Eve observes/sends	$ 0\rangle$	$ +\rangle$	$ -\rangle$	$ -\rangle$	$ 1\rangle$	$ +\rangle$	$ 0\rangle$	$ +\rangle$	$ -\rangle$	$ 1\rangle$
Eve's bits	0	0	1	1	1	0	0	0	1	1
Bob's random base	X	Z	X	X	Z	X	Z	Z	X	X
Bob observes	$ +\rangle$	$ 0\rangle$	$ -\rangle$	$ -\rangle$	$ 1\rangle$	$ +\rangle$	$ 1\rangle$	$ 1\rangle$	$ -\rangle$	$ -\rangle$
Bob's bits	0	0	1	1	1	0	1	1	1	1

Detecting Eavesdropping



Alice and Bob compare bases halving the bit-string.

Bit index	1	2	3	4	5	6	7	8	9	10
Alice's random bit	0	1	1	0	1	1	1	0	1	0
Alice's random base	Z	Z	X	Z	Z	Z	X	Z	X	X
Alice sends	$ 0\rangle$	$ 1\rangle$	$ -\rangle$	$ 0\rangle$	$ 1\rangle$	$ 1\rangle$	$ -\rangle$	$ 0\rangle$	$ -\rangle$	$ +\rangle$
Eve's random base	Z	X	X	X	Z	X	Z	X	X	Z
Eve observes/sends	$ 0\rangle$	$ +\rangle$	$ -\rangle$	$ -\rangle$	$ 1\rangle$	$ +\rangle$	$ 0\rangle$	$ +\rangle$	$ -\rangle$	$ 1\rangle$
Eve's bits	0	0	1	1	1	0	0	0	1	1
Bob's random base	X	Z	X	X	Z	X	Z	Z	X	X
Bob observes	$ +\rangle$	$ 0\rangle$	$ -\rangle$	$ -\rangle$	$ 1\rangle$	$ +\rangle$	$ 1\rangle$	$ 1\rangle$	$ -\rangle$	$ -\rangle$
Bob's bits	0	0	1	1	1	0	1	1	1	1

Detecting Eavesdropping



Alice and Bob compare bases halving the bit-string.

Bit index	1	2	3	4	5	6	7	8	9	10
Alice's random bit		1	1		1			0	1	0
Alice's random base		Z	X		Z			Z	X	X
Alice sends		$ 1\rangle$	$ -\rangle$		$ 1\rangle$			$ 0\rangle$	$ -\rangle$	$ +\rangle$
Eve's random base		X	X		Z			X	X	Z
Eve observes/sends		$ +\rangle$	$ -\rangle$		$ 1\rangle$			$ +\rangle$	$ -\rangle$	$ 1\rangle$
Eve's bits		0	1		1			0	1	1
Bob's random base		Z	X		Z			Z	X	X
Bob observes		$ 0\rangle$	$ -\rangle$		$ 1\rangle$			$ 1\rangle$	$ -\rangle$	$ -\rangle$
Bob's bits		0	1		1			1	1	1

Detecting Eavesdropping



Alice and Bob compare half of the remaining bits to detect Eve's presence.

Bit index	1	2	3	4	5	6	7	8	9	10
Alice's random bit		1	1		1			0	1	0
Alice's random base		Z	X		Z			Z	X	X
Alice sends		$ 1\rangle$	$ -\rangle$		$ 1\rangle$			$ 0\rangle$	$ -\rangle$	$ +\rangle$
Eve's random base		X	X		Z			X	X	Z
Eve observes/sends		$ +\rangle$	$ -\rangle$		$ 1\rangle$			$ +\rangle$	$ -\rangle$	$ 1\rangle$
Eve's bits		0	1		1			0	1	1
Bob's random base		Z	X		Z			Z	X	X
Bob observes		$ 0\rangle$	$ -\rangle$		$ 1\rangle$			$ 1\rangle$	$ -\rangle$	$ -\rangle$
Bob's bits		0	1		1			1	1	1

Detecting Eavesdropping



Alice and Bob compare half of the remaining bits to detect Eve's presence.

Bit index	1	2	3	4	5	6	7	8	9	10
Alice's random bit		1	1		1			0	1	0
Alice's random base		Z	X		Z			Z	X	X
Alice sends		$ 1\rangle$	$ -\rangle$		$ 1\rangle$			$ 0\rangle$	$ -\rangle$	$ +\rangle$
Eve's random base		X	X		Z			X	X	Z
Eve observes/sends		$ +\rangle$	$ -\rangle$		$ 1\rangle$			$ +\rangle$	$ -\rangle$	$ 1\rangle$
Eve's bits		0	1		1			0	1	1
Bob's random base		Z	X		Z			Z	X	X
Bob observes		$ 0\rangle$	$ -\rangle$		$ 1\rangle$			$ 1\rangle$	$ -\rangle$	$ -\rangle$
Bob's bits		0	1		1			1	1	1

Detecting Eavesdropping



Alice and Bob compare half of the remaining bits to detect Eve's presence.

Bit index	1	2	3	4	5	6	7	8	9	10
Alice's random bit		1	1		1			0	1	0
Alice's random base		Z	X		Z			Z	X	X
Alice sends		$ 1\rangle$	$ -\rangle$		$ 1\rangle$			$ 0\rangle$	$ -\rangle$	$ +\rangle$
Eve's random base		X	X		Z			X	X	Z
Eve observes/sends		$ +\rangle$	$ -\rangle$		$ 1\rangle$			$ +\rangle$	$ -\rangle$	$ 1\rangle$
Eve's bits		0	1		1			0	1	1
Bob's random base		Z	X		Z			Z	X	X
Bob observes		$ 0\rangle$	$ -\rangle$		$ 1\rangle$			$ 1\rangle$	$ -\rangle$	$ -\rangle$
Bob's bits		0	1		1			1	1	1

Alice and Bob Create a Secret Key



Alice and Bob create an encrypted bit-string.

Bit index	1	2	3	4	5	6	7	8	9	10
Alice's random bit		1	1		1			0	1	0
Alice's random base		Z	X		Z			Z	X	X
Alice sends		$ 1\rangle$	$ -\rangle$		$ 1\rangle$			$ 0\rangle$	$ -\rangle$	$ +\rangle$
Eve's random base		X	X		Z			X	X	Z
Eve observes/sends		$ +\rangle$	$ -\rangle$		$ 1\rangle$			$ +\rangle$	$ -\rangle$	$ 1\rangle$
Eve's bits		0	1		1			0	1	1
Bob's random base		Z	X		Z			Z	X	X
Bob observes		$ 0\rangle$	$ -\rangle$		$ 1\rangle$			$ 1\rangle$	$ -\rangle$	$ -\rangle$
Bob's bits		0	1		1			1	1	1

QKD — Summary

- Quantum cryptography offers advantage in key distribution
- An eavesdropper cannot copy Alice's state due to no-cloning theorem
- Alice and Bob sacrifice half of their bits to align their bases
- Alice and Bob sacrifice half of their remaining bits to detect Eve
- Eve's detection happens probabilistically

Entanglement

Composite Systems — Entanglement

Composite states: $|\psi\rangle^{(1)} = \begin{bmatrix} c_0 \\ c_1 \end{bmatrix} = c_0 |0\rangle + c_1 |1\rangle$ $|\psi\rangle^{(2)} = \begin{bmatrix} d_0 \\ d_1 \end{bmatrix} = d_0 |0\rangle + d_1 |1\rangle$

$$|\Psi\rangle = |\psi\rangle^{(1)} \otimes |\psi\rangle^{(2)} = \begin{bmatrix} c_0 \\ c_1 \end{bmatrix} \otimes \begin{bmatrix} d_0 \\ d_1 \end{bmatrix} = \begin{bmatrix} c_0 \begin{bmatrix} d_0 \\ d_1 \end{bmatrix} \\ c_1 \begin{bmatrix} d_0 \\ d_1 \end{bmatrix} \end{bmatrix} = \begin{bmatrix} c_0 d_0 \\ c_0 d_1 \\ c_1 d_0 \\ c_1 d_1 \end{bmatrix}$$

Can we always decompose
a given vector into a
tensor product of vectors?

Answer: No!

$$\begin{bmatrix} \star \\ \star \end{bmatrix} \otimes \begin{bmatrix} \star \\ \star \end{bmatrix} \xleftarrow{?} \begin{bmatrix} \star \\ \star \\ \star \\ \star \end{bmatrix}$$

(Bell state) $|\Phi\rangle = \frac{1}{\sqrt{2}}(|0\rangle \otimes |0\rangle + |1\rangle \otimes |1\rangle) = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ 0 \\ 0 \\ 1 \end{bmatrix}$ convention $|ij\rangle = |i\rangle \otimes |j\rangle$

How Do We Detect Entanglement?

Schmidt Decomposition. Any bi-partite state $|\psi\rangle = \sum_i^2 \sum_j^2 c_{ij} |i\rangle \otimes |j\rangle$ with $c_{ij} \in \mathbb{C}$ and $\{|i\rangle\}, \{|j\rangle\}$ being orthonormal bases, can be re-written as

$$|\psi\rangle = \sum_k^2 s_k |e_k\rangle \otimes |h_k\rangle$$

with real coefficients $s_i \in \mathbb{R}$ and orthonormal bases $\{|e_i\rangle\}, \{|h_i\rangle\}$

A quantum state is entangled if and only if there are two non-zero Schmidt coefficients.

Schmidt Decomposition — Proof

$$|\psi\rangle = \sum_i^2 \sum_j^2 c_{ij} |i\rangle \otimes |j\rangle = \sum_i^2 \sum_j^2 \sum_k^2 \overbrace{u_{ik} \cdot s_k \cdot v_{jk}^*}^{\text{singular value decomposition}} |i\rangle \otimes |j\rangle$$

$$C = \begin{bmatrix} c_{00} & c_{01} \\ c_{10} & c_{11} \end{bmatrix}$$

$$= \overbrace{\begin{bmatrix} u_{00} & u_{01} \\ u_{10} & u_{11} \end{bmatrix}}^U \cdot \overbrace{\begin{bmatrix} s_0 & 0 \\ 0 & s_1 \end{bmatrix}}^S \cdot \overbrace{\begin{bmatrix} v_{00} & v_{01} \\ v_{10} & v_{11} \end{bmatrix}}^{V^\dagger}^\dagger$$

eigenvectors of $CC^\dagger$
eigenvectors of $C^\dagger C$

square root of the eigenvalues of $CC^\dagger$ or $C^\dagger C$

$$= \sum_k^2 s_k \overbrace{\left[\sum_i^2 u_{ik} |i\rangle \right]}^{|e_k\rangle} \otimes \overbrace{\left[\sum_j^2 v_{jk}^* |j\rangle \right]}^{|h_k\rangle}$$

$$= \sum_k^2 s_k |e_k\rangle \otimes |h_k\rangle$$

Schmidt Decomposition — Examples

$$|\psi\rangle = |1\rangle \otimes |1\rangle$$

$$= \boxed{0} \cdot |0\rangle \otimes |0\rangle + \boxed{1} \cdot |1\rangle \otimes |1\rangle$$

$$|\psi\rangle = \frac{1}{2} |0\rangle \otimes |0\rangle - \frac{1}{2} |0\rangle \otimes |1\rangle - \frac{1}{2} |1\rangle \otimes |0\rangle + \frac{1}{2} |1\rangle \otimes |1\rangle$$

$$= \boxed{0} \cdot |+\rangle \otimes |+\rangle + \boxed{1} \cdot |-\rangle \otimes |-\rangle$$

$$|+\rangle = \frac{|0\rangle + |1\rangle}{\sqrt{2}}$$

$$|-\rangle = \frac{|0\rangle - |1\rangle}{\sqrt{2}}$$

$$|\psi\rangle = \frac{1 + \sqrt{6}}{2\sqrt{6}} |0\rangle \otimes |0\rangle + \frac{1 - \sqrt{6}}{2\sqrt{6}} |0\rangle \otimes |1\rangle + \frac{\sqrt{2} - \sqrt{3}}{2\sqrt{6}} |1\rangle \otimes |0\rangle + \frac{\sqrt{2} + \sqrt{3}}{2\sqrt{6}} |1\rangle \otimes |1\rangle$$

$$= \boxed{\frac{1}{2}} \cdot |e_0\rangle \otimes |h_0\rangle + \boxed{\frac{\sqrt{3}}{2}} \cdot |e_1\rangle \otimes |h_1\rangle$$

$$|e_0\rangle = \frac{1}{\sqrt{3}} |0\rangle + \frac{\sqrt{2}}{\sqrt{3}} |1\rangle \quad |h_0\rangle = \frac{1}{\sqrt{2}} |0\rangle + \frac{1}{\sqrt{2}} |1\rangle$$

$$|e_1\rangle = \frac{\sqrt{2}}{\sqrt{3}} |0\rangle - \frac{1}{\sqrt{3}} |1\rangle \quad |h_1\rangle = \frac{1}{\sqrt{2}} |0\rangle - \frac{1}{\sqrt{2}} |1\rangle$$

Entanglement in Different Bases

$$|\Phi\rangle = \frac{1}{\sqrt{2}}(|0\rangle \otimes |0\rangle + |1\rangle \otimes |1\rangle)$$

$$= \frac{1}{\sqrt{2}}(|+\rangle \otimes |+\rangle + |-\rangle \otimes |-\rangle)$$

$$= \frac{1}{\sqrt{2}}(|i\rangle \otimes |i\rangle + |-i\rangle \otimes |-i\rangle)$$

$$|+\rangle = \frac{|0\rangle + |1\rangle}{\sqrt{2}} \quad |-\rangle = \frac{|0\rangle - |1\rangle}{\sqrt{2}}$$

$$|i\rangle = \frac{|0\rangle + i|1\rangle}{\sqrt{2}} \quad |-i\rangle = \frac{|0\rangle - i|1\rangle}{\sqrt{2}}$$