

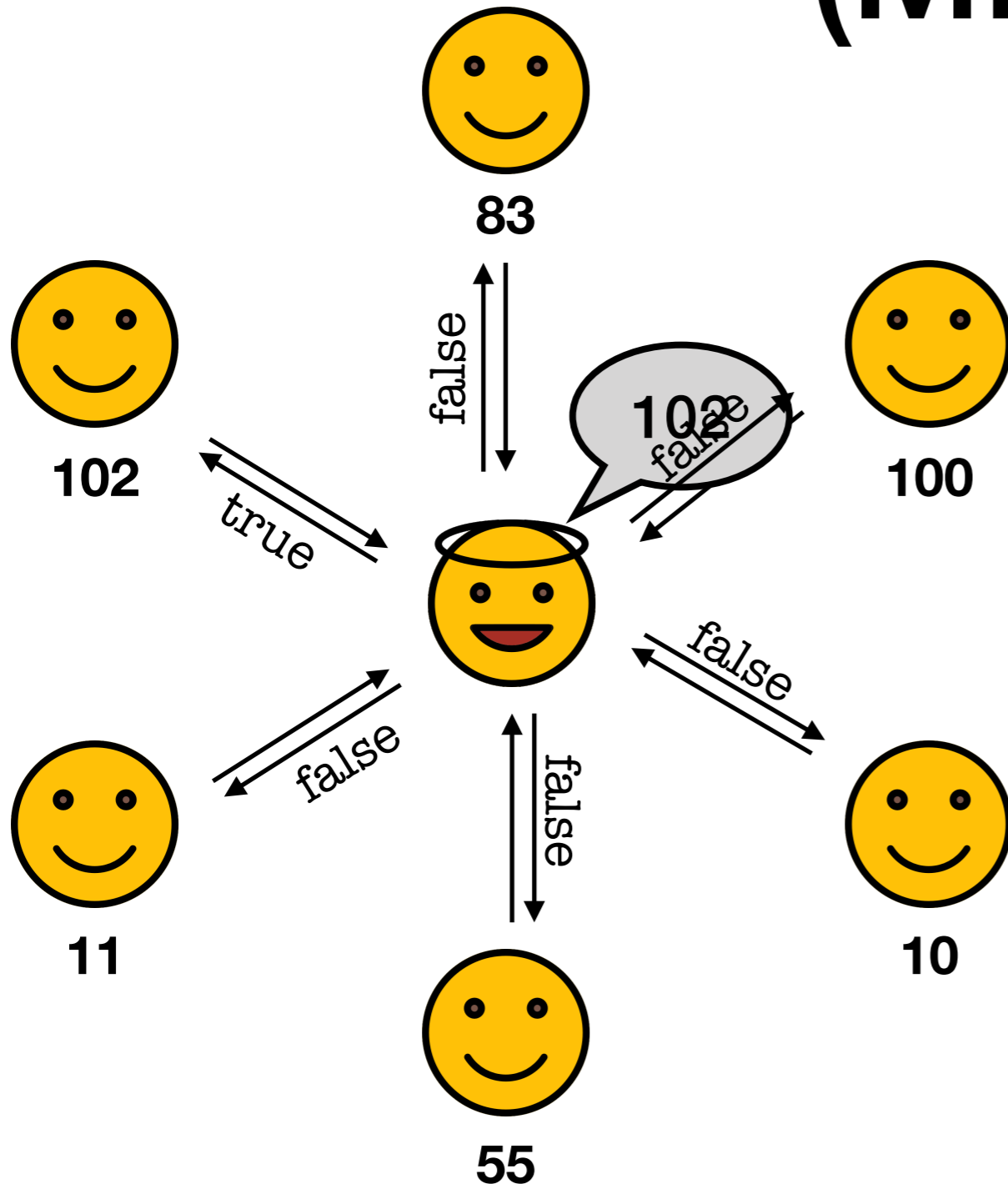
Secure Multi-party Quantum Computation with a Dishonest Majority

Yfke Dulek, Alex Grilo, Stacey Jeffery, Christian
Majenz, Christian Schaffner



Introduction

Multi-party computation (MPC)



Input (player i): x_i

Output: $f(x_1, \dots, x_k)$

e.g., what is the maximum input?

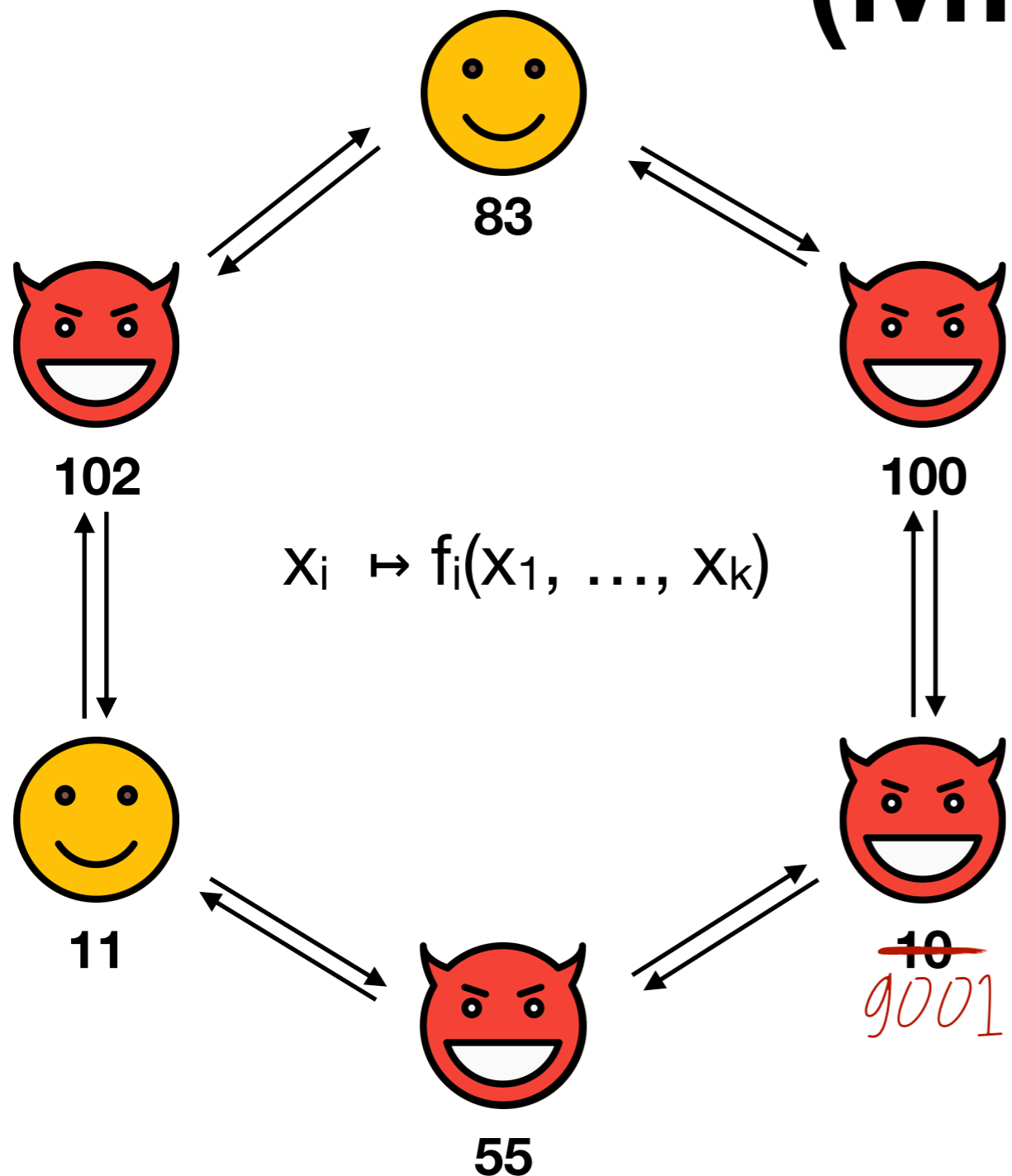
Output (player i): $f_i(x_1, \dots, x_k)$

e.g., was my input the highest?

This is the **ideal** situation.

What if there is no  ?

Multi-party computation (MPC)



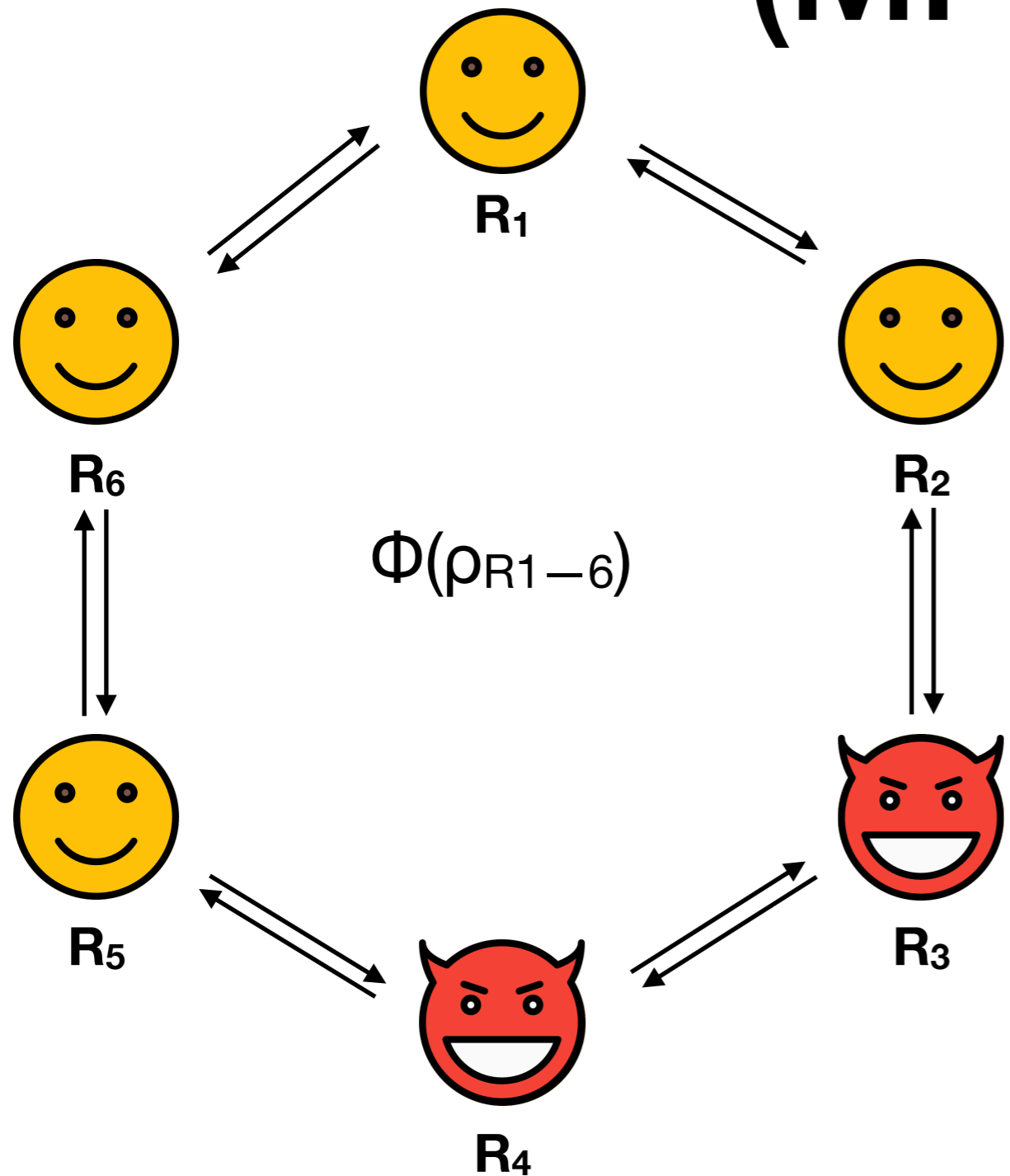
We want:

- privacy of inputs
- correctness of outputs



We cannot prevent:

- lying about inputs
- unfairness

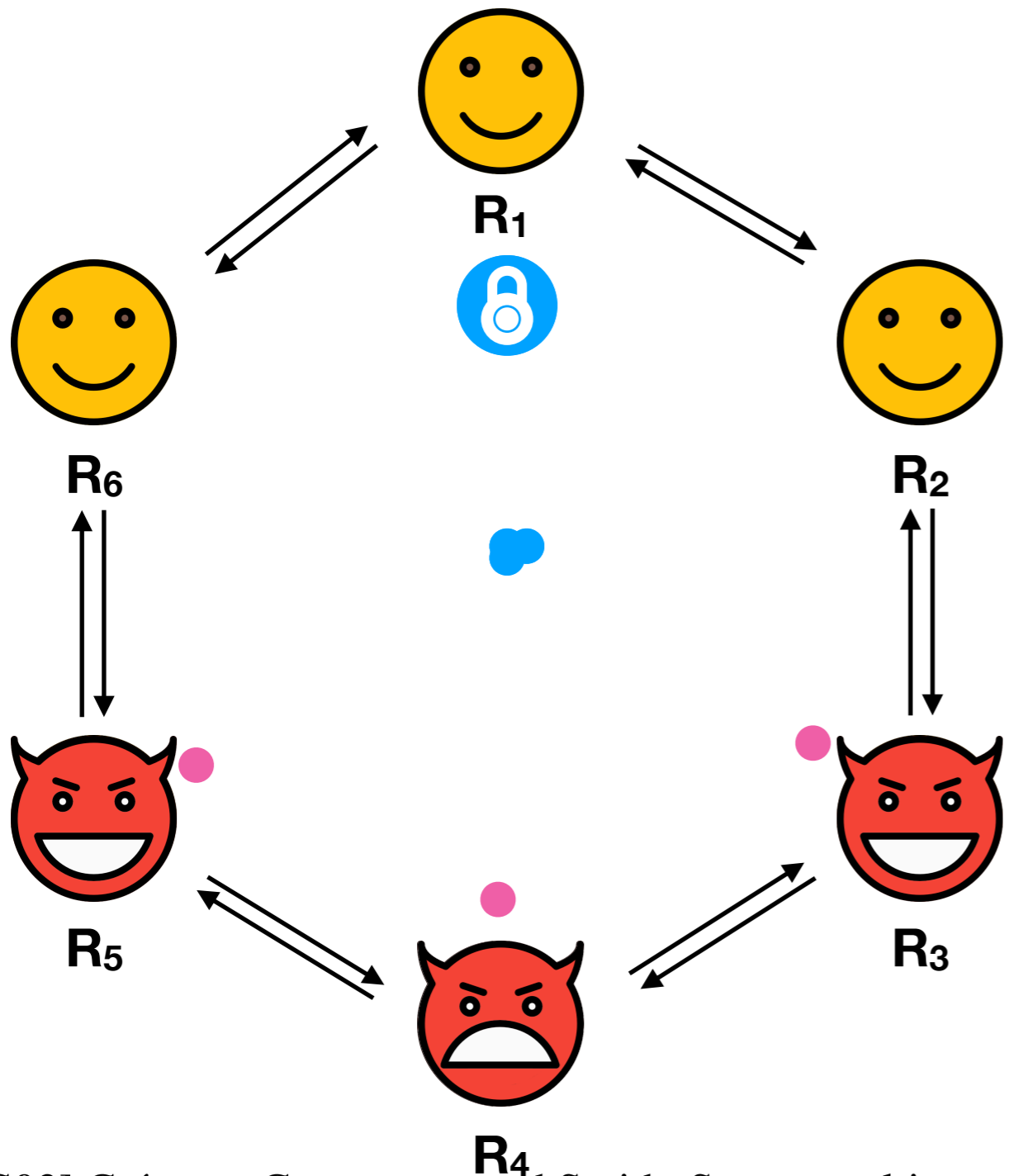
Goal: Quantum MPC (MPQC)



This talk: protocol for MPQC

- subroutine: classical MPC 
- Up to $k-1$ 
- Computationally secure
- gate-by-gate, using $O(k(d + \log(n)))$ quantum rounds for d the $\{\text{CNOT}, \text{T}\}$ -depth of the q computation

MPQC: two approaches



1. Secret sharing [CGS02]
 - distribute inputs
 - up to $<k/2$ dishonest
2. Authentication [DNS12]
 - protect inputs
 - hope: up to $k-1$ dishonest

[CGS02] Crépeau, Gottesman, and Smith. Secure multi-party quantum computation. (STOC 2002)

[DNS12] Dupuis, Nielsen, and Salvail. Actively secure two-party evaluation of any quantum operation. (CRYPTO 2012)

Introduction

Authentication

Computation

Magic-state generation

Summary

Clifford code

Key: $C \in_R \text{Clifford}_{n+1}$

SUBGROUP OF UNITARIES
GENERATED BY H, \sqrt{Z} , CNOT
LOOKS "RANDOM"

Encoding: $|\psi\rangle \mapsto C (|\psi\rangle \otimes |0\rangle^{\otimes n})$

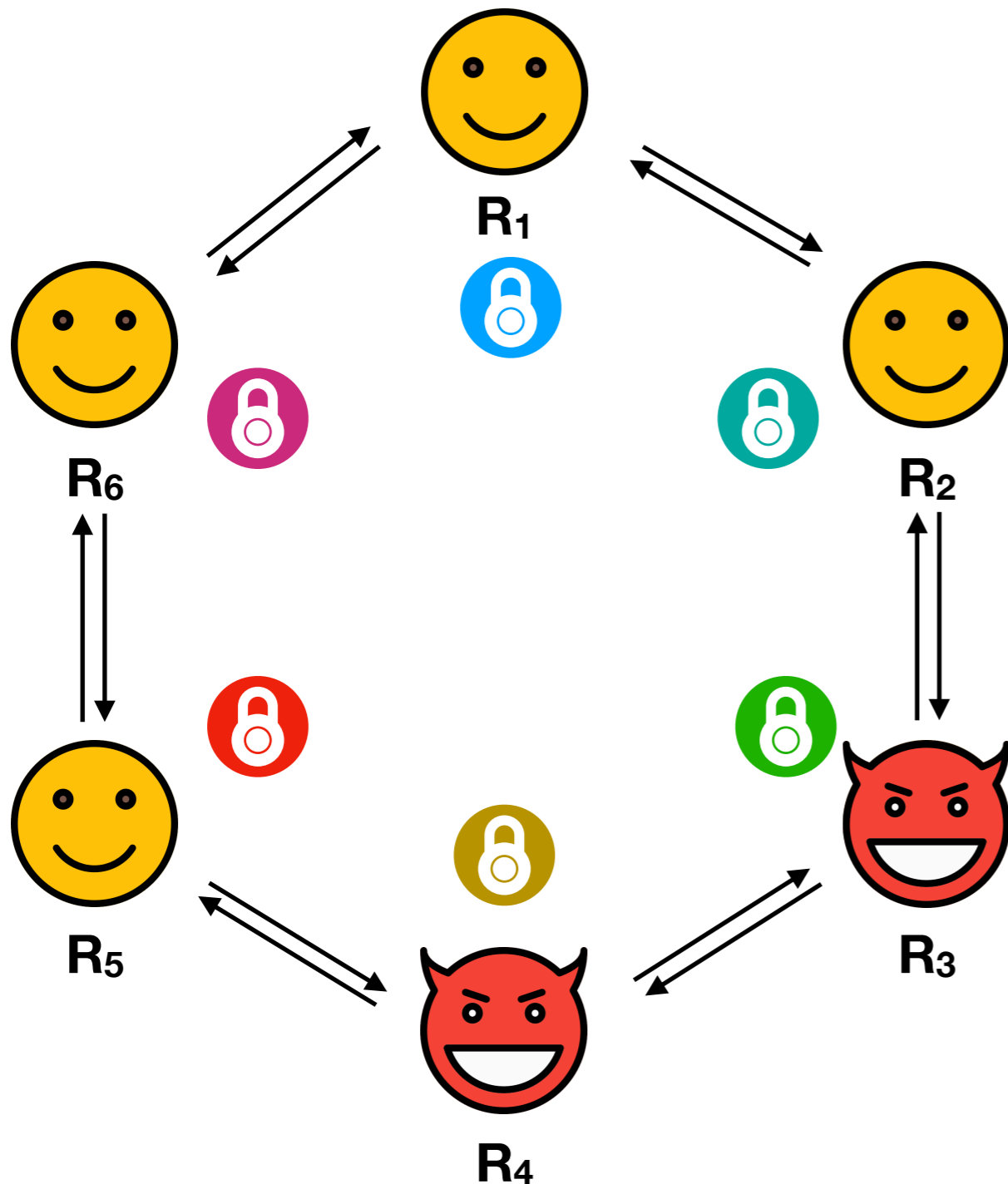
TRAPS

Decoding: apply C^\dagger , measure traps

Theorem (informal): for any A on $n + 1$ qubits, the probability that A changes $|\psi\rangle$, but is not detected at decoding is very small (2^{-n}).

Bonus: the Clifford code also provides privacy.

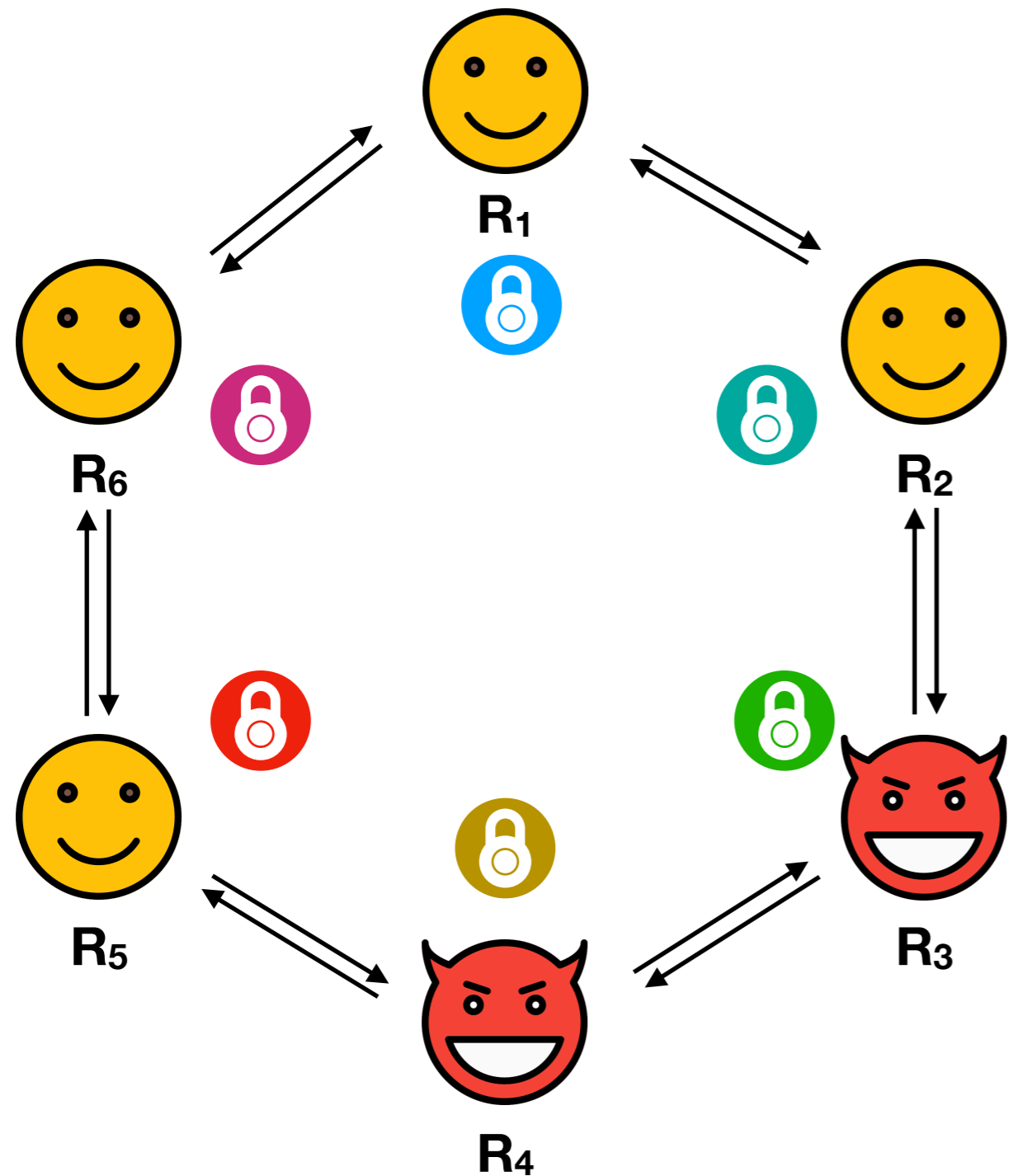
Clifford code in MPQC



- What if the encoding player is dishonest?
- How to do computation?
Data is unalterable!

Answers: use classical multi-party computation! 😊

Public authentication test



$$C_6 C_5 C_4 C_3 C_2 C_1 (|\psi\rangle \otimes |0^{2n}\rangle)$$

Public authentication test

$$\underbrace{C_6 C_5 C_4 C_3 C_2 C_1}_{\substack{C \\ \text{UNKNOWN TO ALL}}} (|\psi\rangle \otimes \underbrace{|0^{2n}\rangle}_{\text{PLAYER 1 CREATED THESE}})$$

Using classical MPC:

- Select $g \in_R GL(2n, \mathbb{F}_2)$. Note: $g(y) = 0^{2n}$ iff $y = 0^{2n}$
Lemma: apply random g and measure n traps
 \approx measure $2n$ traps
- Let player 1 apply $(C' \otimes X^r)(I \otimes g)C^\dagger$ for random C', r
- Let player 1 measure last n qubits (check if outcome is r)

Result: authenticated state $C'(|\psi\rangle \otimes |0^n\rangle)$

Public authentication test

One player **performs** the test: applies Clifford, measures, ...

All players **verify** the test through classical MPC

The test can be used:

- to test encodings (as in previous slide);
- to test whether a computation step was executed honestly

Introduction

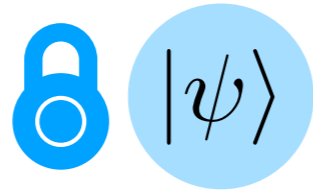
Authentication

Computation

Magic-state generation

Summary

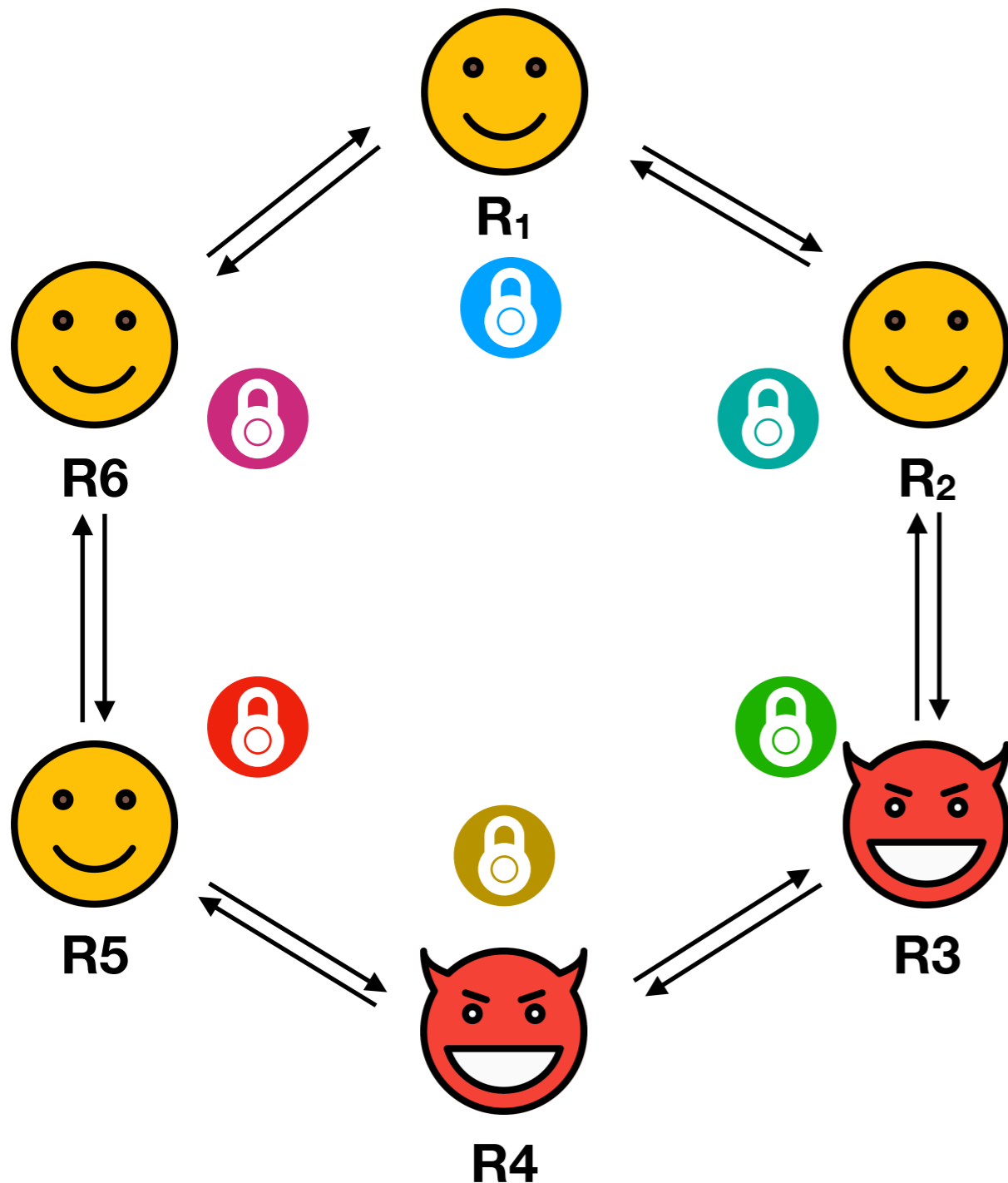
Computation



Protocols ($C(|\psi\rangle \otimes |0^n\rangle) \mapsto C'(G|\psi\rangle \otimes |0^n\rangle)$) for these G :

- 1-qubit Cliffords
- CNOT (2-qubit Clifford)
- T (non-Clifford)
- (Computational-basis measurement)

Single-qubit Cliffords



$$= C(|\psi\rangle \otimes |0\rangle^{\otimes n})$$

Using classical MPC: update classical key

$$C \mapsto C' := C(G^\dagger \otimes I^{\otimes n})$$

Then  will decode to

$$\begin{aligned} & (C')^\dagger C(|\psi\rangle \otimes |0\rangle^{\otimes n}) \\ &= G|\psi\rangle \otimes |0\rangle^{\otimes n} \end{aligned}$$

CNOT

$$\text{Ⓜ} \otimes \text{Ⓜ} = (C_1 \otimes C_2)(|\psi_1\rangle \otimes |0^n\rangle \otimes |\psi_2\rangle \otimes |0^n\rangle)$$

Same strategy does not work:

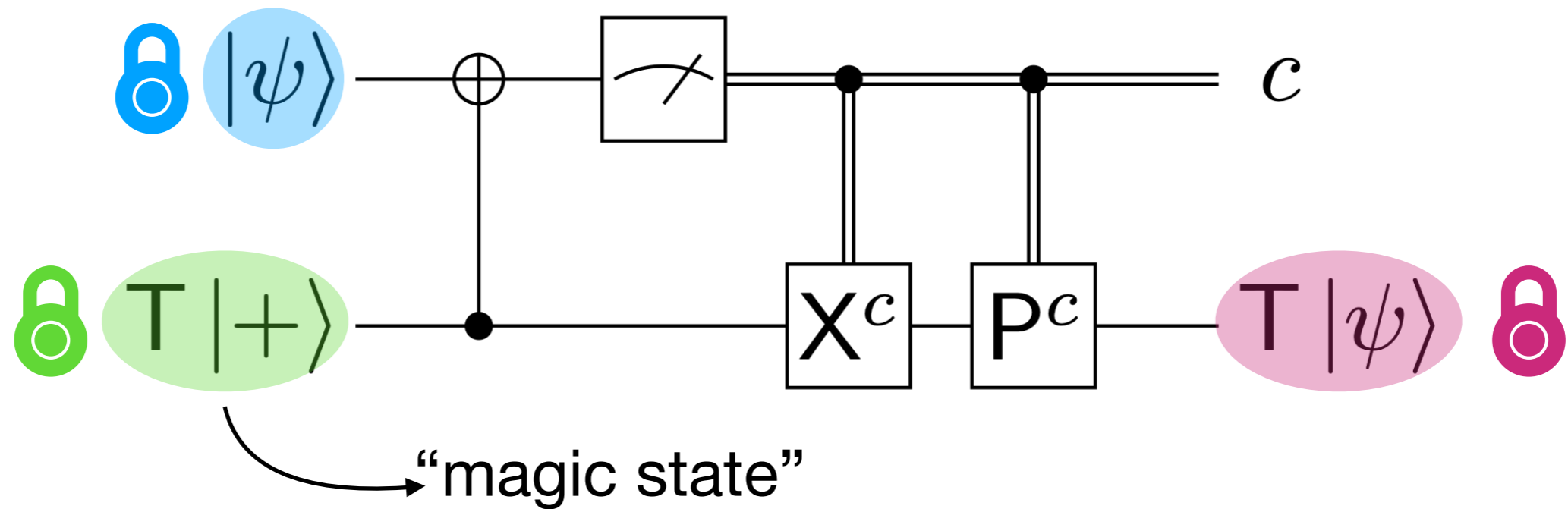
$(C_1 \otimes C_2)(CNOT^\dagger \otimes I^{\otimes 2n})$ is not in product form.

Instead:

- Player 1 applies $(C'_1 \otimes C'_2)CNOT(C_1^\dagger \otimes C_2^\dagger)$ for freshly random C'_1, C'_2 .
- Player 1 executes public authentication test.

Non-Clifford gate $T = \begin{bmatrix} 1 & 0 \\ 0 & e^{\pi i/4} \end{bmatrix}$

Magic-state computation:



$$C_1(|\psi\rangle \otimes |0^n\rangle) \otimes C_2(T|+\rangle \otimes |0^n\rangle) \mapsto C_3(T|\psi\rangle \otimes |0^n\rangle)$$

Nobody can be trusted to create encoded magic states!

Introduction

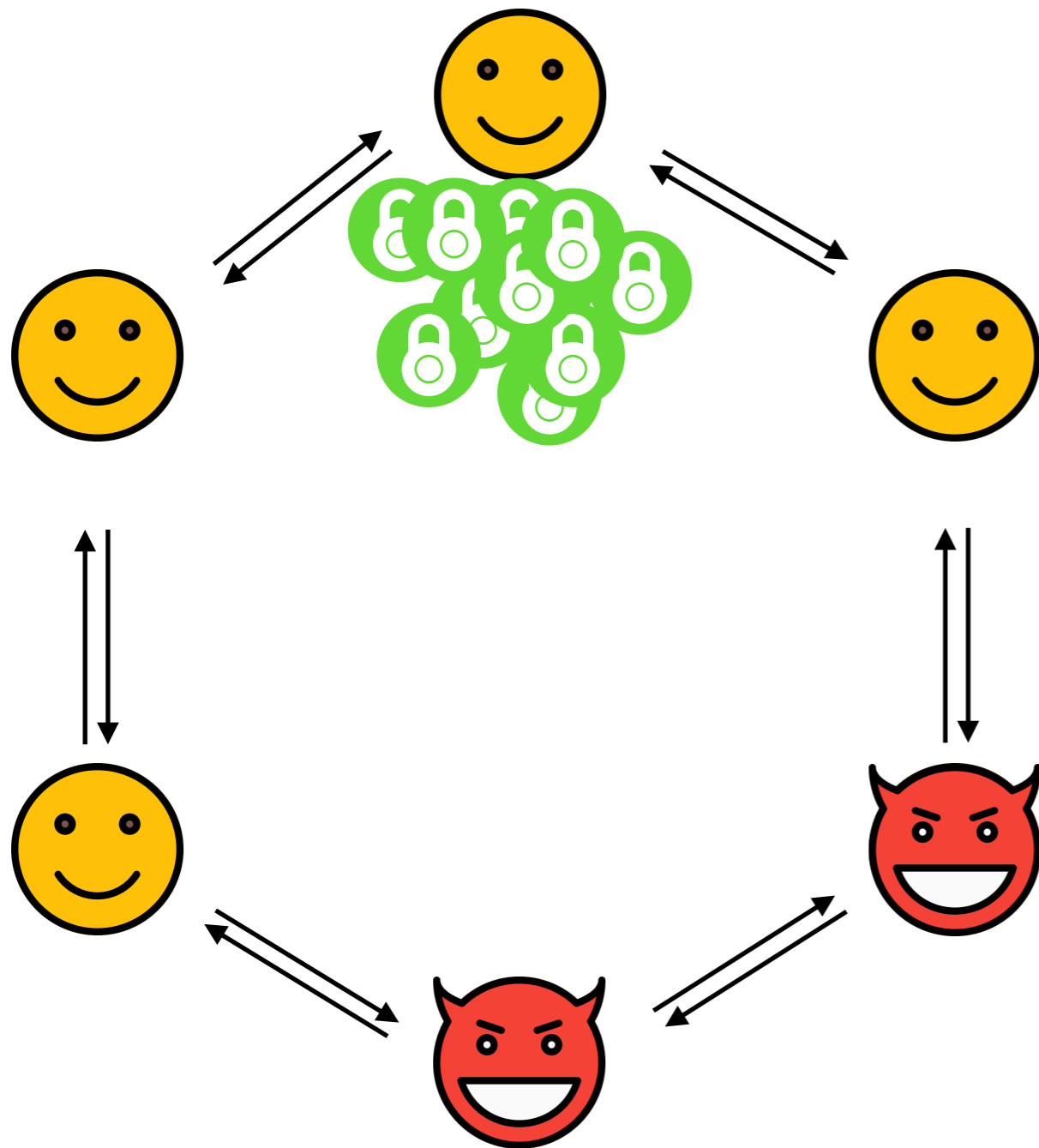
Authentication

Computation

Magic-state generation

Summary

Magic-state generation



$$\text{🔒} = C(T|+\rangle \otimes |0^n\rangle)$$

1. “cut-and-choose”:

- ◆ every player tests n random states
- ◆ remaining n copies are “pretty good”

2. magic-state distillation:

- ◆ a Clifford circuit
- ◆ remaining copy is “very good”

Summary

A protocol for multiparty computation of any quantum circuit:

- Computationally secure against $\leq k - 1$ cheaters (out of k)
- Encoded states of size $2n + 1$ (vs. $kn + 1$ in [DNS12])
- Computation:
 - Cliffords are simple (CNOT requires quantum communication & public authentication test)
 - T gate: requires kn magic states (vs. n^k in [DNS12])

Thank you! 