# The extremes of quantum random number generation

Carl A. Miller
University of Michigan, Ann Arbor

Stellenbosch Institute October 27, 2015

## The central problem

## How can we generate <u>provable</u> random numbers?

## NIST guidelines (for comparison)

**NIST DRAFT Special Publication 800-90B** 

Recommendation for the Entropy Sources Used for Random Bit Generation

> Elaine Barker John Kelsey

Computer Security Division Information Technology Laboratory

COMPUTER SECURITY

August 2012



"[We assume] that the developer understands the behavior of the entropy source and has made a **good-faith effort** to produce a consistent source of entropy."

Question: What can one do without good faith?

#### The framework

Alice performs a protocol on two **black box** devices. If the performance is uniquely **quantum**, she deduces that outputs are random. She processes them to achieve **uniformly** random bits.





## Today's talk

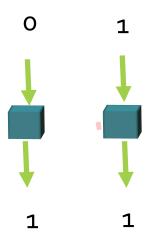
**Goal:** Draw out the basic principles underlying some proofs of quantum random number generation.

- 1. Overview of untrusted-device randomness.
- 2. Principle #1: Measurement disturbance
- 3. Principle #2: Self-testing.

# Untrusted-device randomness expansion

## A starting point

A **nonlocal game** is played by multiple black boxes that are **not allowed to communicate.** 



#### The CHSH Game:

Inputs	Score if $O_1 \oplus O_2 = 0$	Score if $O_1 \oplus O_2 = 1$
00	+1	-1
01	+1	-1
10	+1	-1
11	-1	+1

O.5

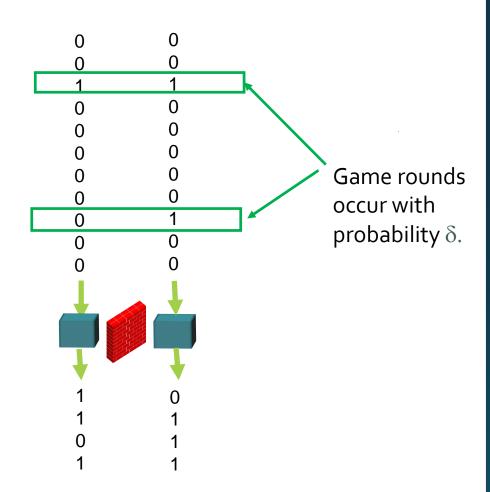
Best classical
(expected) score

O.71
Best quantum score

#### The spot-checking protocol

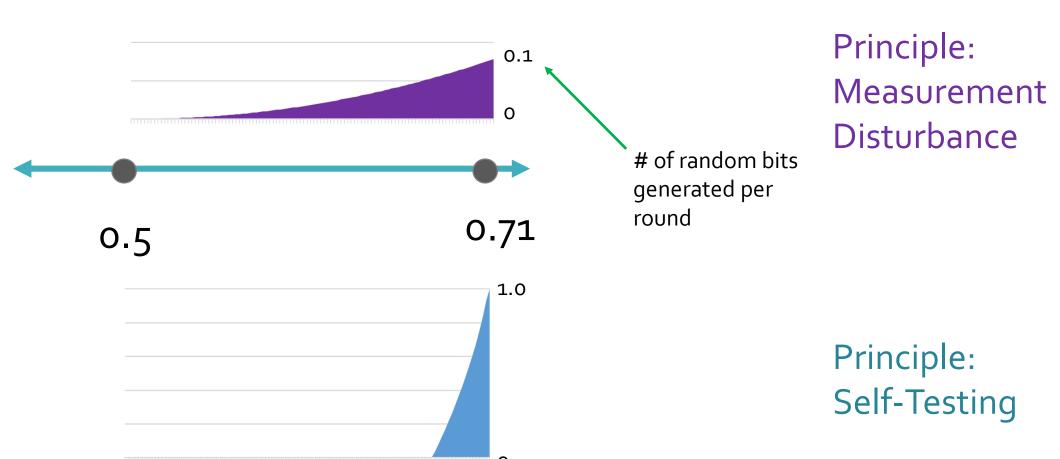
- Run the device N times. During "game rounds," play CHSH. Otherwise, just input oo.
- 2. Measure the **average score** during game rounds. If too low, abort.
- 3. Otherwise, process output bits to try to obtain **uniform** randomness.

(Coudron-Vidick-Yuen 2013, Vazirani-Vidick 2012)



## The known rate curves (full quantum adversary)

(Miller-Shi 2014, 2015)



# Randomness from Measurement Disturbance

#### Inside black boxes

A single black box contains a quantum state, and performs measurements on the state to produce its outputs.

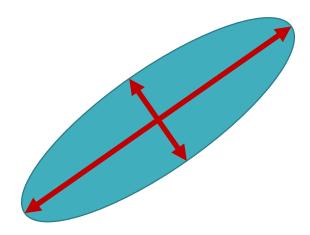


## Quantum states are linear operators

A quantum state is a Hermitian matrix on **C**<sup>n</sup>:

$$\left[ egin{array}{cc} a & z \ \overline{z} & b \end{array} 
ight]$$

A measurement can be thought of as a chosen basis for C<sup>n</sup>.

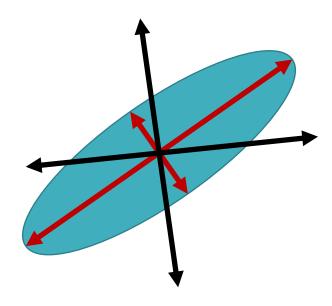


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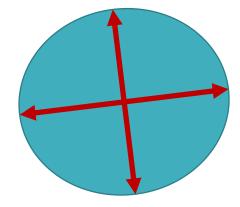
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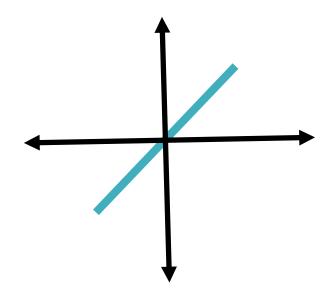
A **measurement** can be thought of as a chosen basis for **C**<sup>n</sup>.

The measurement forces the state into the chosen basis.

### The quantum coin flip

Pre-measurement state:

$$\begin{bmatrix} 1/2 & 1/2 \\ 1/2 & 1/2 \end{bmatrix}$$



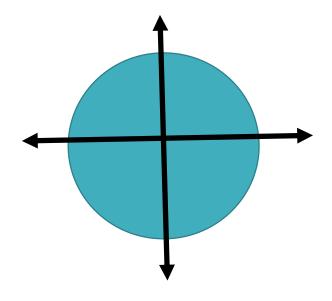
### The quantum coin flip

Pre-measurement state:

$$\left[\begin{array}{cc} 1/2 & 1/2 \\ 1/2 & 1/2 \end{array}\right]$$

Post-measurement state:

$$\left[\begin{array}{cc} 1/2 & 0 \\ 0 & 1/2 \end{array}\right]$$



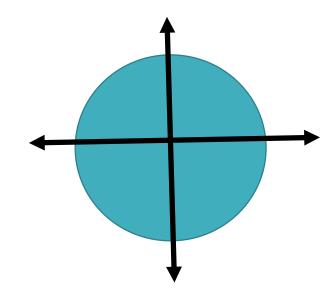
### Measuring randomness

The (Shannon) entropy of a probability distribution is

$$\sum_{i} p_i \log(1/p_i)$$

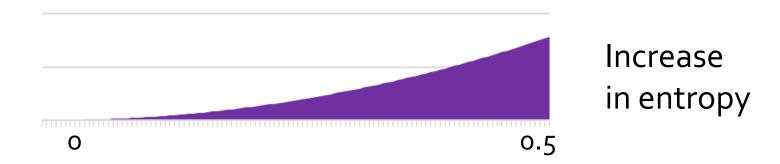
(This measures the # of uniform bits that can be extracted from a large number of samples.)

Same for quantum states (with  $p_i$  = eigenvalues).



#### Thm: Measurement disturbance => randomness

A general lower bound holds when comparing the pre-measurement state to the post-measurement state:

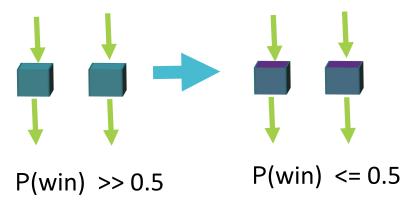


Distinguishability

#### **Evaluating the Spot-Checking Protocol**

Suppose that the device has expected score >> 0.5.

If we were to pre-measure via input oo, it would significantly change the state:

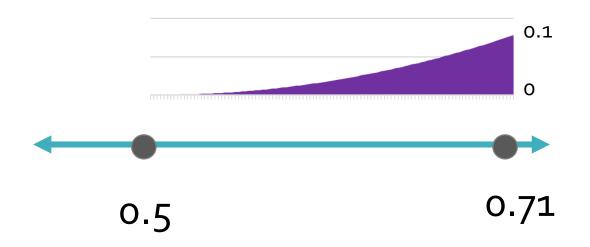


Game rounds occur with probability  $\delta$ .

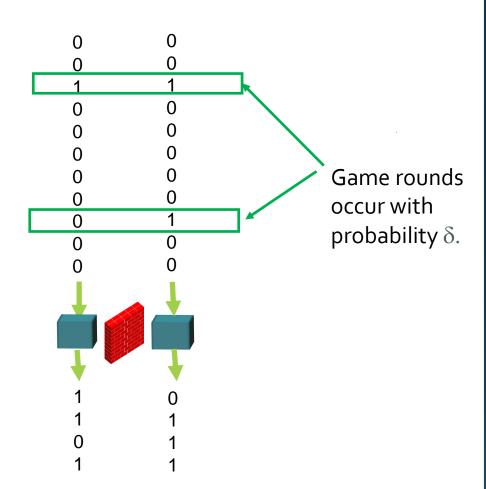
Therefore, input oo generates randomness!

#### **Evaluating the Spot-Checking Protocol**

This is sufficient to deduce the rate curve in the **IID** case:

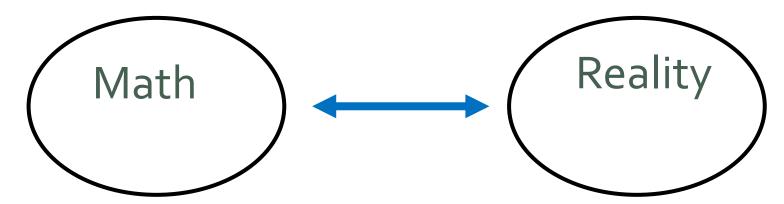


Then, by a lot of mathematical heavy lifting, a similar principle w/ **Renyi entropy** shows the same rate curve in the **non-IID** case.



# Randomness from Self-Testing

## Unique mathematical models?



Can we ever say that a given mathematical model is the "correct" one?

Not exactly. For one thing, different mathematical objects can be isomorphic.

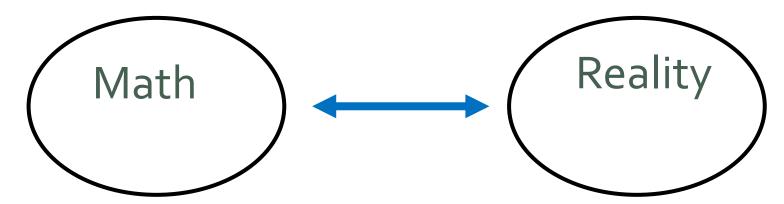
## The unitary group

Quantum systems are governed by linear operators on vector spaces over **C**.

$$\phi' = \frac{\phi + U\phi U^*}{2}$$

Applying a uniform rotation to all linear operators leaves the outcome unchanged.

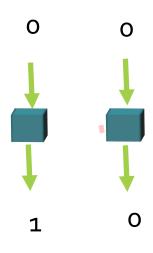
## Unique mathematical models?



Can we ever say that a given mathematical model is the "correct" one, up to isomorphisms (and embeddings)?

Sometimes, yes.

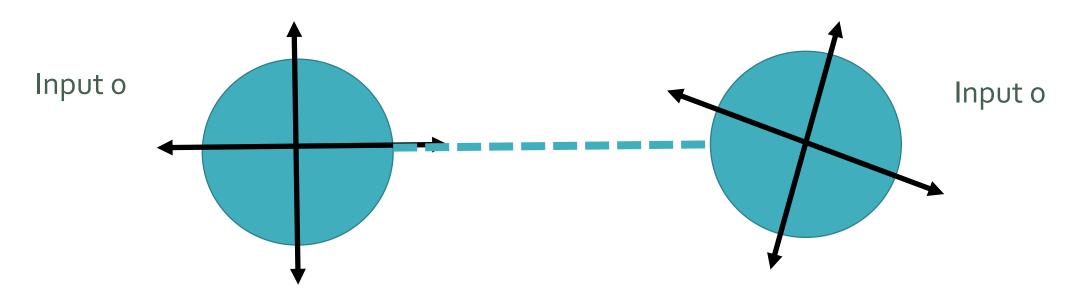
The quantum device that achieves the optimal CHSH score is unique (state + measurements).



Inputs	Score if $O_1 \oplus O_2 = 0$	Score if $O_1 \oplus O_2 = 1$
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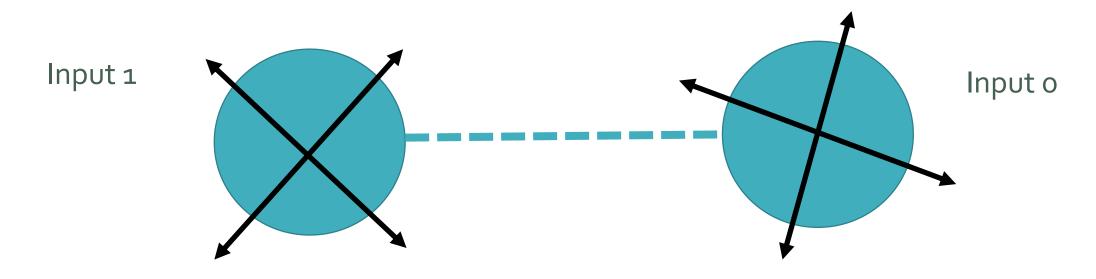
Why?

The only way to maximize the score on **each** input pair is to have a maximally entangled state with measurements at an angle of  $\pi/8$  from one another:



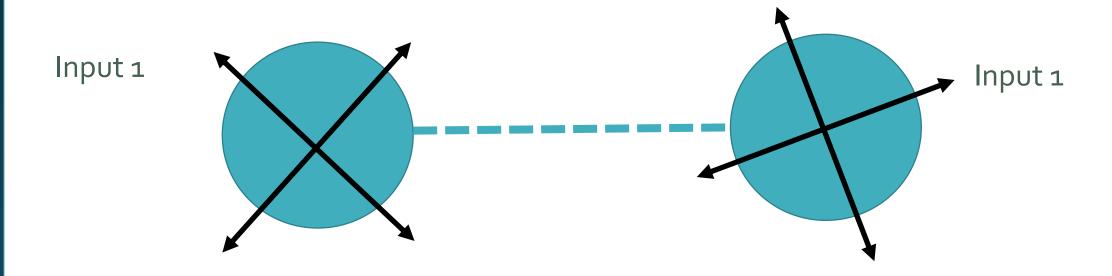
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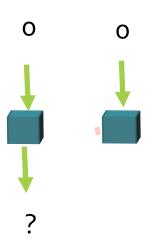


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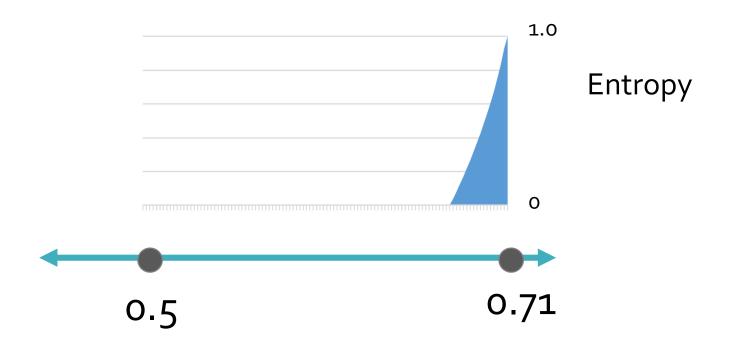


Every device w/ a near optimal score is approximately the same as the optimal one.



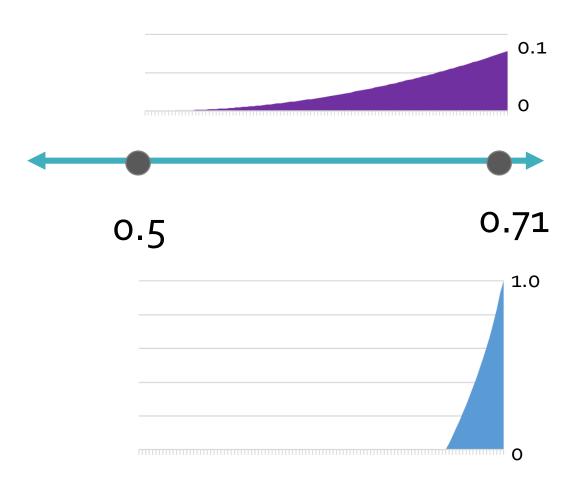
The optimal device gives a perfect coin flip on input oo!

Approximate self-testing implies a rate curve in the IID case:



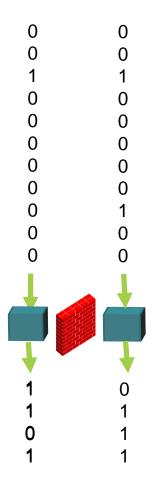
More heavy lifting => same curve for the non-IID case!

#### The two rate curves together



## Conclusion

Randomness is a useful by-product of quantum weirdness.



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