

Physical Randomness Extractors

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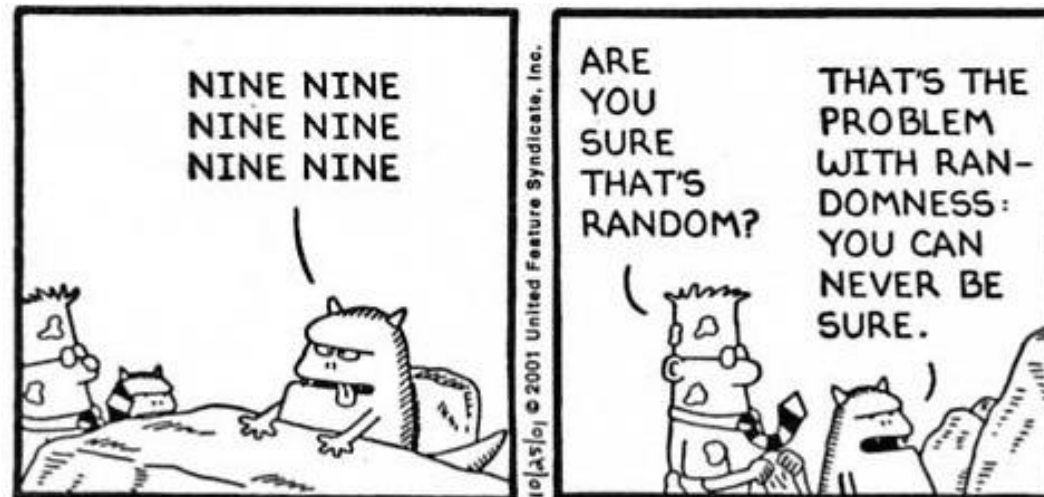


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Presented in QIP'14 as plenary talk (joint with [MS'14])

Randomness

- Randomness is a vital resource
 - necessary in cryptography
 - pervasive in computer science
- How can we be sure a source is truly random?
 - Bias? Correlation?
 - and...

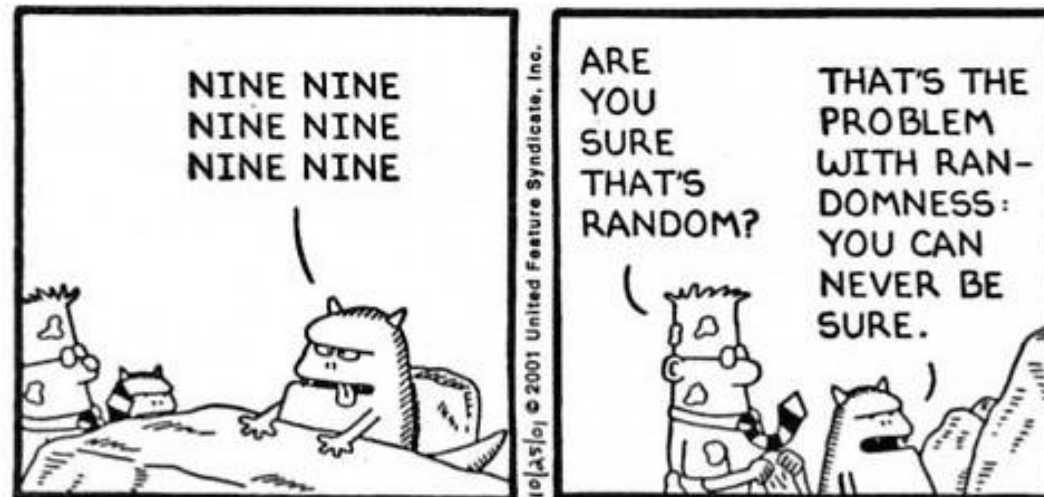


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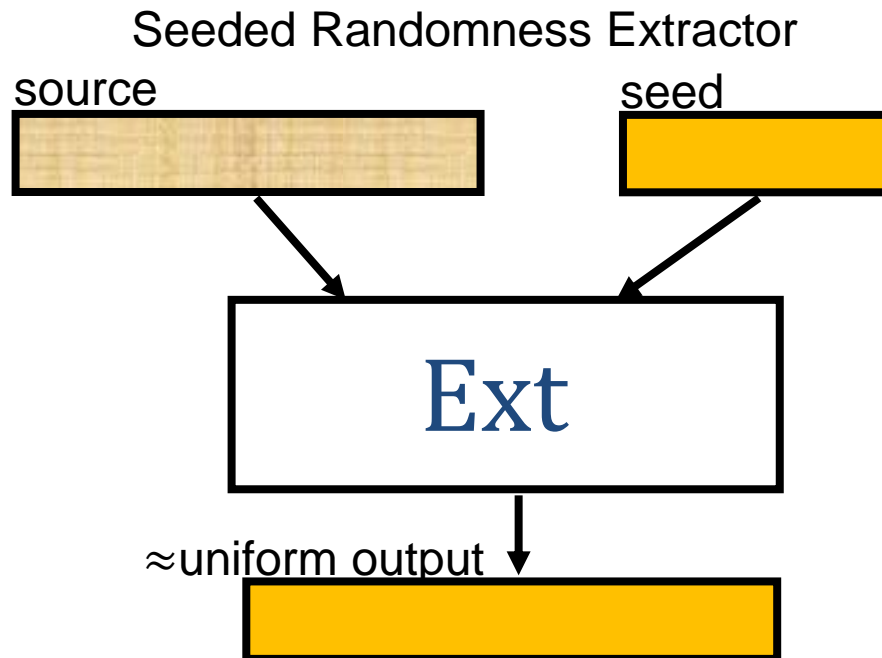
What are the **minimal** assumptions for generating (almost) uniform randomness?

– and...



Classical Answer— Randomness Extractors

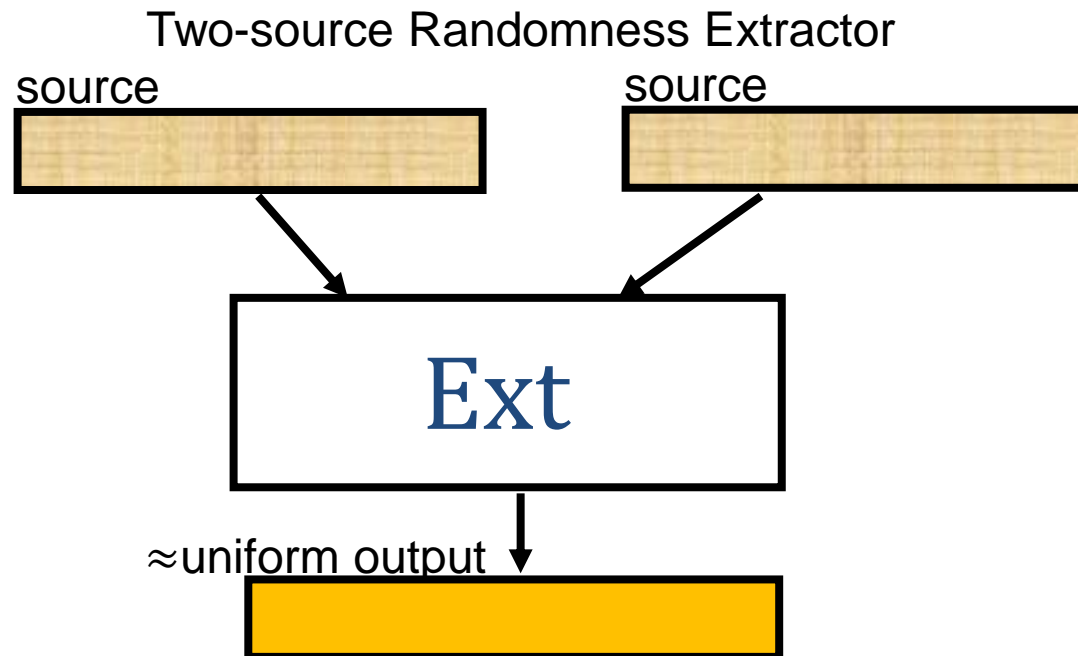
- Extract pure randomness from “weak” sources.



Classical Answer— Randomness Extractors

- Extract pure randomness from “weak” sources. Require:
 - sufficient min-entropy
 - at least two **independent** sources

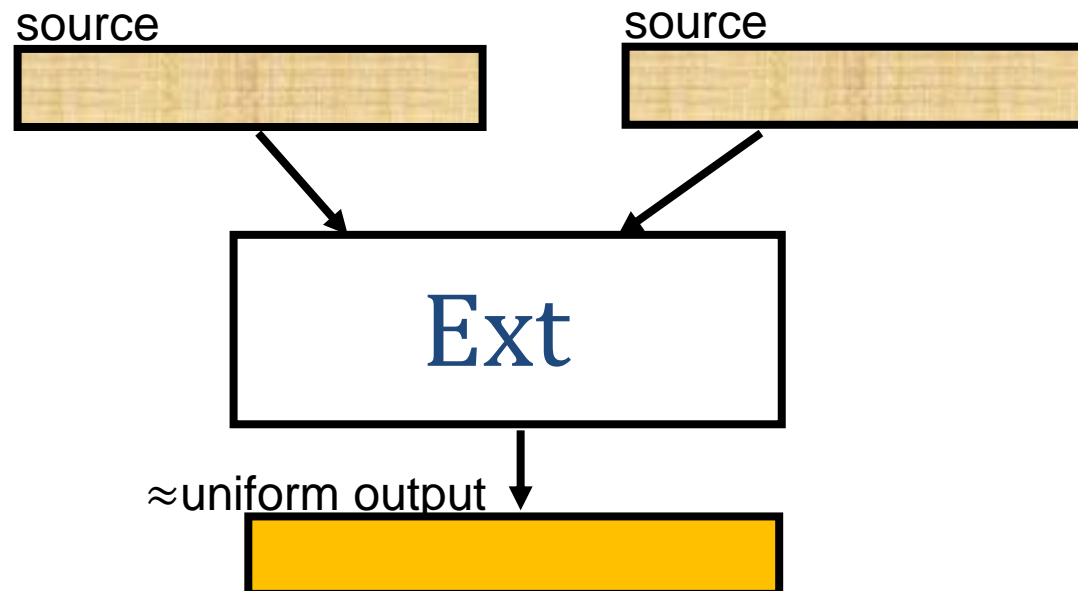
Necessary!



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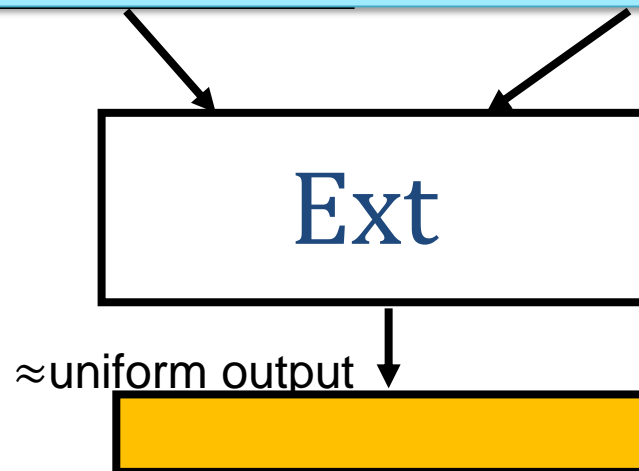
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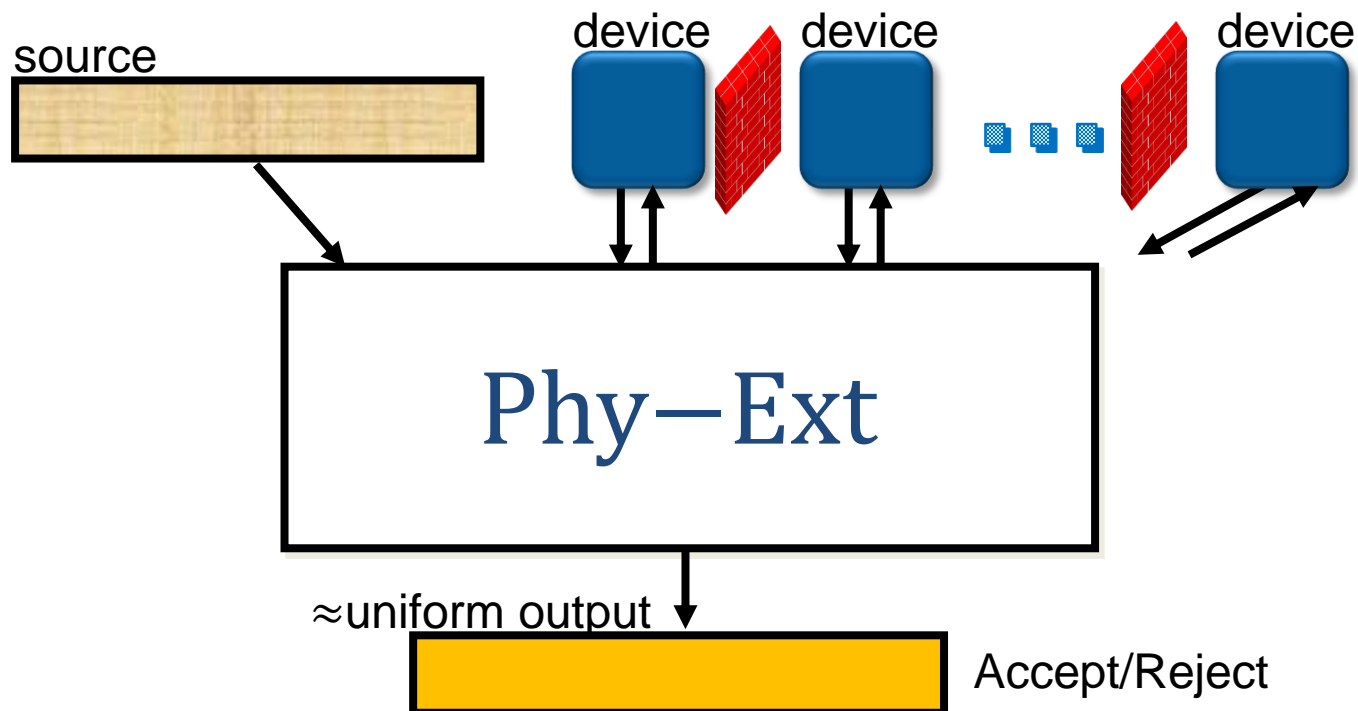
Can independence assumption be avoided?



Our Proposal— Physical Randomness Extractors

- Requirements:
 - source has sufficient min-entropy
 - spatial separate devices

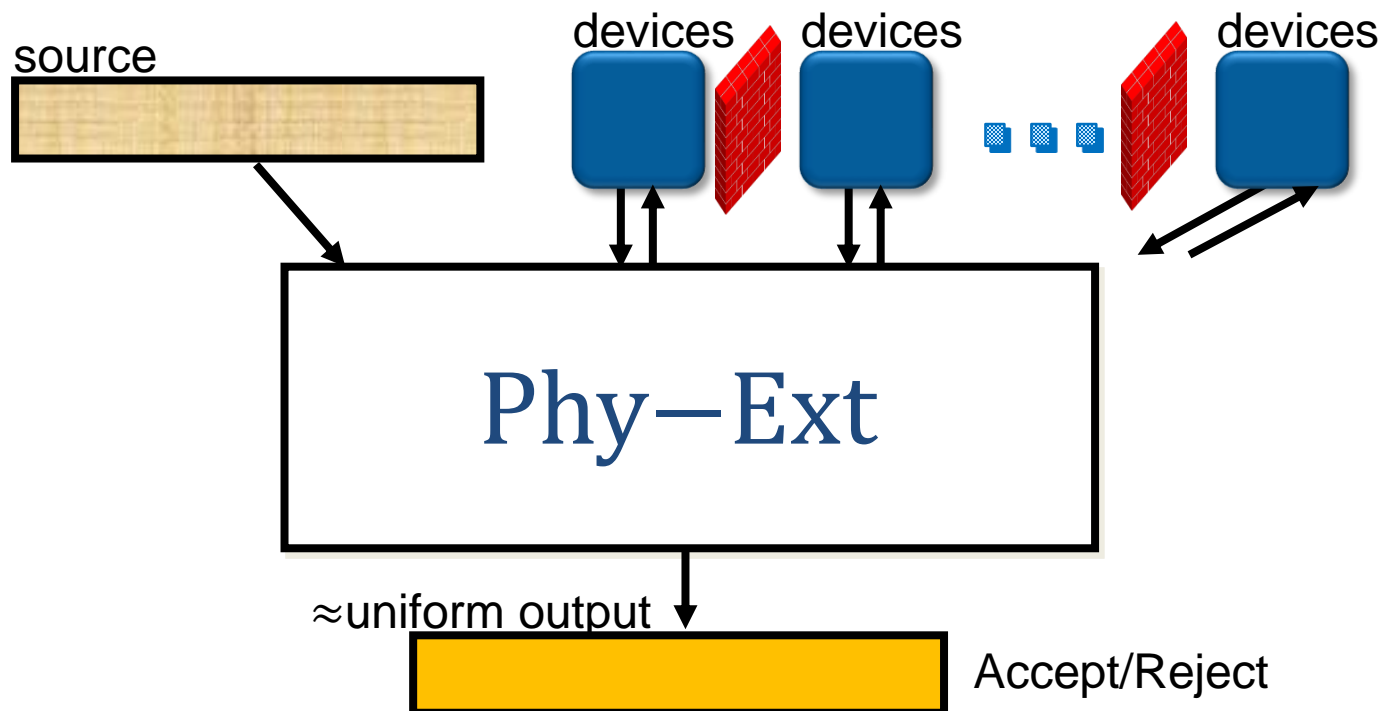
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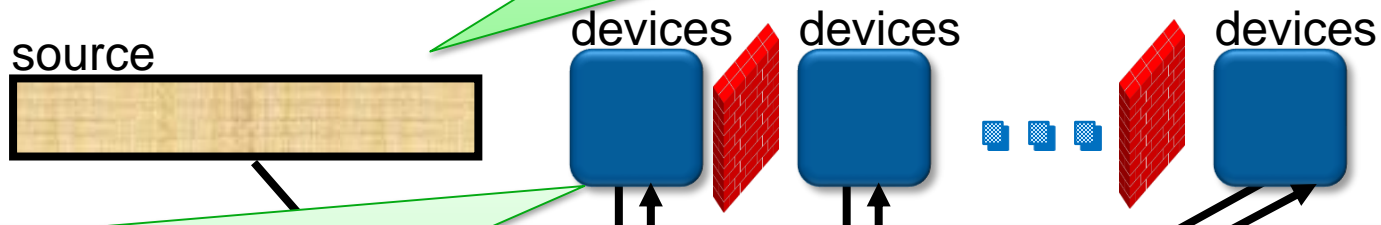


Our Proposal— Physical Randomness Extractors

- Requirements:
 - source has sufficient entropy
 - spatially separated devices

No independence assumption:

- allow source-device correlation
- only need *random-to-device* source, i.e., $H_{\min}(\text{source} | \text{devices}) > k_0$



No trust on devices

Completeness: if devices honest \Rightarrow
accept w.h.p. & output \approx uniform

Soundness: if devices malicious \Rightarrow
either reject w.h.p. **or** (output | accept) \approx uniform



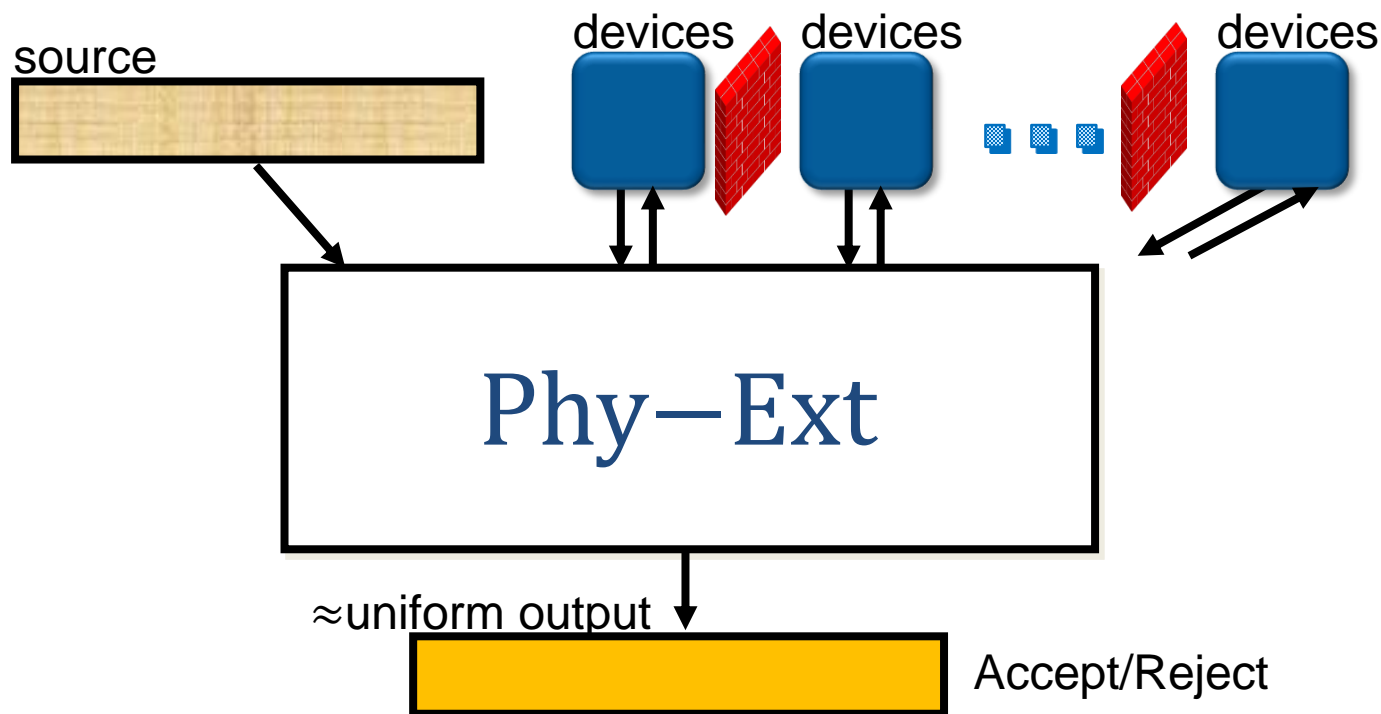
Accept/Reject



Our Result—

Efficient Physical Randomness Extractor

- Extract **arbitrary** N bits of randomness using source with $O(1)$ -bit entropy and $O(1)$ devices with **0.001** error in $\tilde{O}(N)$ time with additional features



Physics Answer— Quantum Random Number Generator

- Generate pure randomness by measuring q-bits in superposition.

device

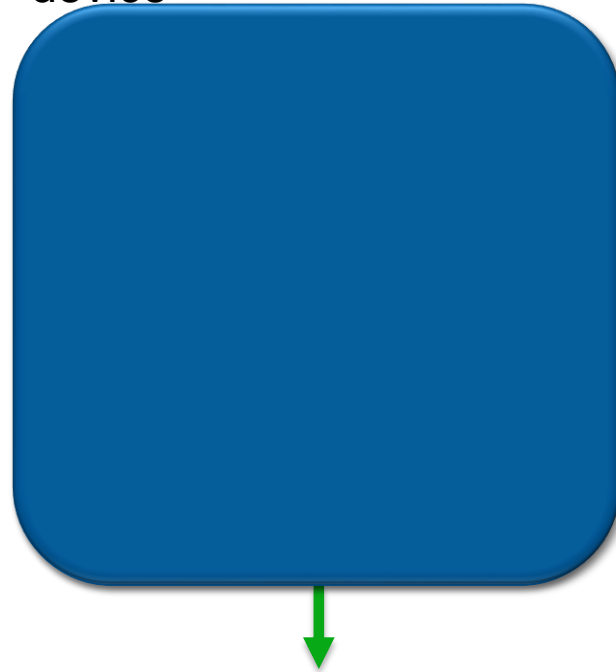


Physics Answer— Quantum Random Number Generator

- Generate pure randomness by measuring q-bits in superposition. However...

- **Noise**
 - inherent
 - bias outcome

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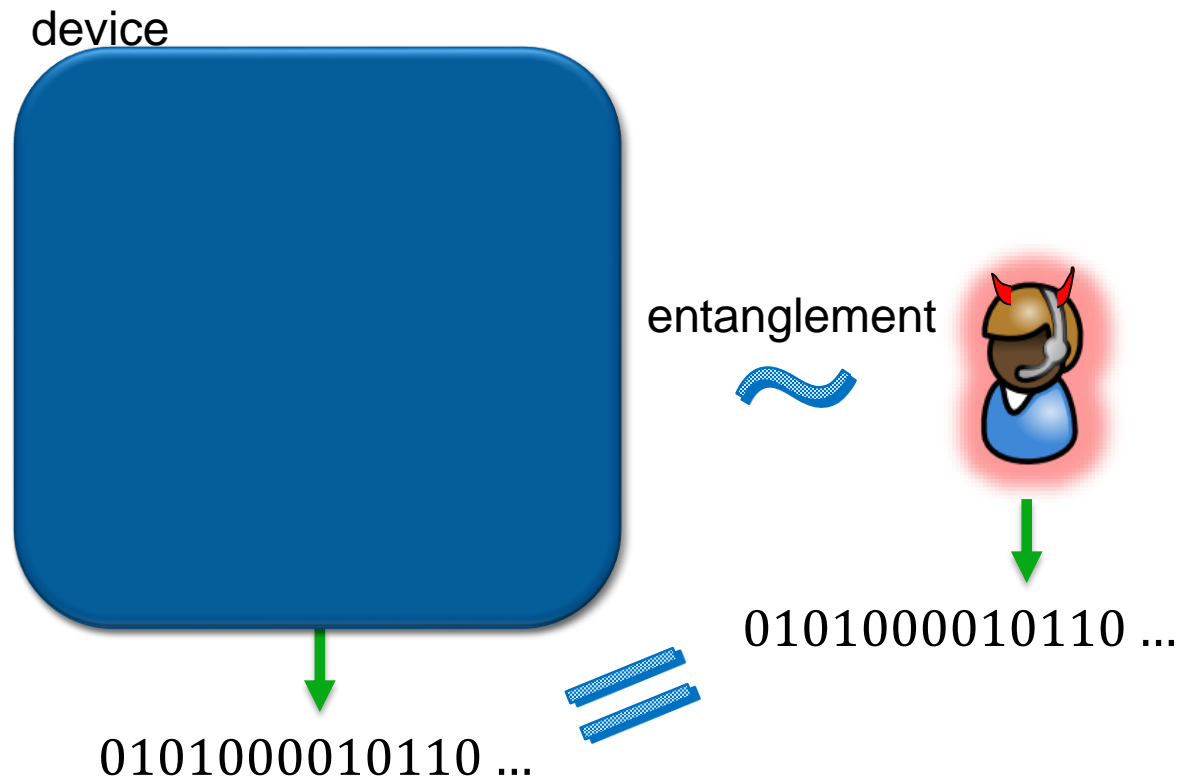


0101000010110 ...

Physics Answer— Quantum Random Number Generator

- Generate pure randomness by measuring q-bits in superposition. However...

- **Noise**
 - inherent
 - bias outcome
- **Adversary**
 - no entropy against **Adv!**



Physics Answer— Quantum Random Number Generator

Can we avoid trusting quantum devices?

Well, this is not new.....

Device-independent Quantum Cryptography

The Central Rule: Trust *classical operations* only, without assumption on inner-working of super-classical devices.

Origins in the 90's [Mayers-Yao'98]

Develop rapidly very recently!

0101000010110 ...

0101000010110 ...

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Efficient Physical Randomness Extractor

- Extract **arbitrary** N bits of randomness using source with $O(1)$ -bit entropy and $O(1)$ devices with **0.001** error in $\tilde{O}(N)$ time with additional features
- Prior to our work, only known how to extract a **single** bit from **Santha-Vazirani (SV)** source with **non-constructive** (thus **inefficient**) extractors [GMdIT+12]

Our Result—

Efficient Physical Randomness Extractor

- Extract **arbitrary** N bits of randomness using source with $O(1)$ -bit entropy and $O(1)$ devices with **0.001** error in $\tilde{O}(N)$ time with additional features
 - **Robustness**: accept w.h.p. w.r.t. honest devices with $\Omega(1)$ noise rate.
 - **Simplicity**: very simple construction and analysis via *composition*
 - Our key composition lemma already found application for (unbounded) randomness expansion to simplify and improve [CY14]