Optimizing Quantum Subchannel Discrimination:

One-Way Communication and Device-Independent Security

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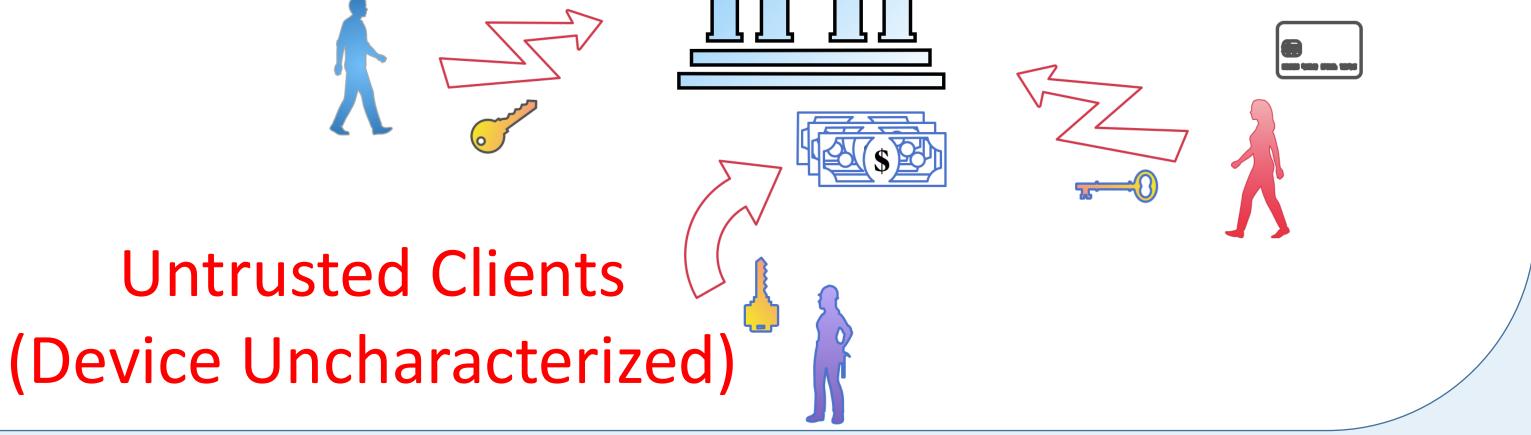
Trusted Server

Abstract

Steerable states provide a quantum advantage in subchannel discrimination tasks. In this work, we experimentally demonstrate a discrimination task with high-dimensional entanglement and show how local filtering operations can enhance its success probability. By distilling the steerable states, we boost the discrimination probability close to 100%. Our work also confirm the generality of this approach, which is valid across any dimension with appropriately chosen filters. This study establishes subchannel discrimination as a practical application of partially untrusted devices, deepening our understanding of their operational significance.

Motivation

In many real-world applications, certain schemes cannot be fully trusted. A typical example is a server-client model, such as online banking, where the client-side devices are often untrusted or **uncharacterized**. Subchannel discrimination plays a fundamental role in this one-sided device-independent (1S-DI) framework, making it one of the most practical applications of quantum information processing under untrusted conditions.



Bank

|\$

Subchannel discrimination task

Game Setup:

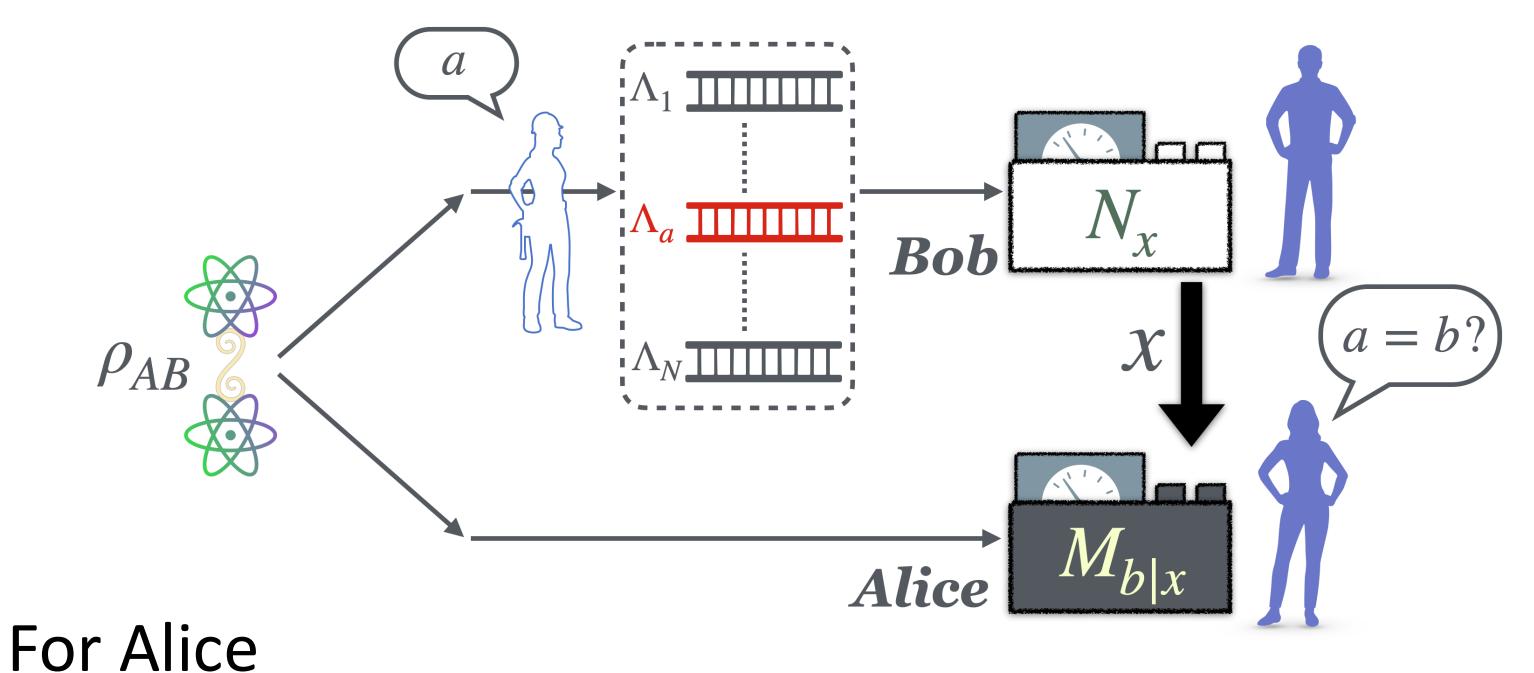
Alice and Bob share a bipartite state, A referee prepares a set of

subchannel on Bob's side and randomly selects one subchannel

Objective:

Their goal is to identify a using 1W-LOCC operations.

Game Process:



For Bob

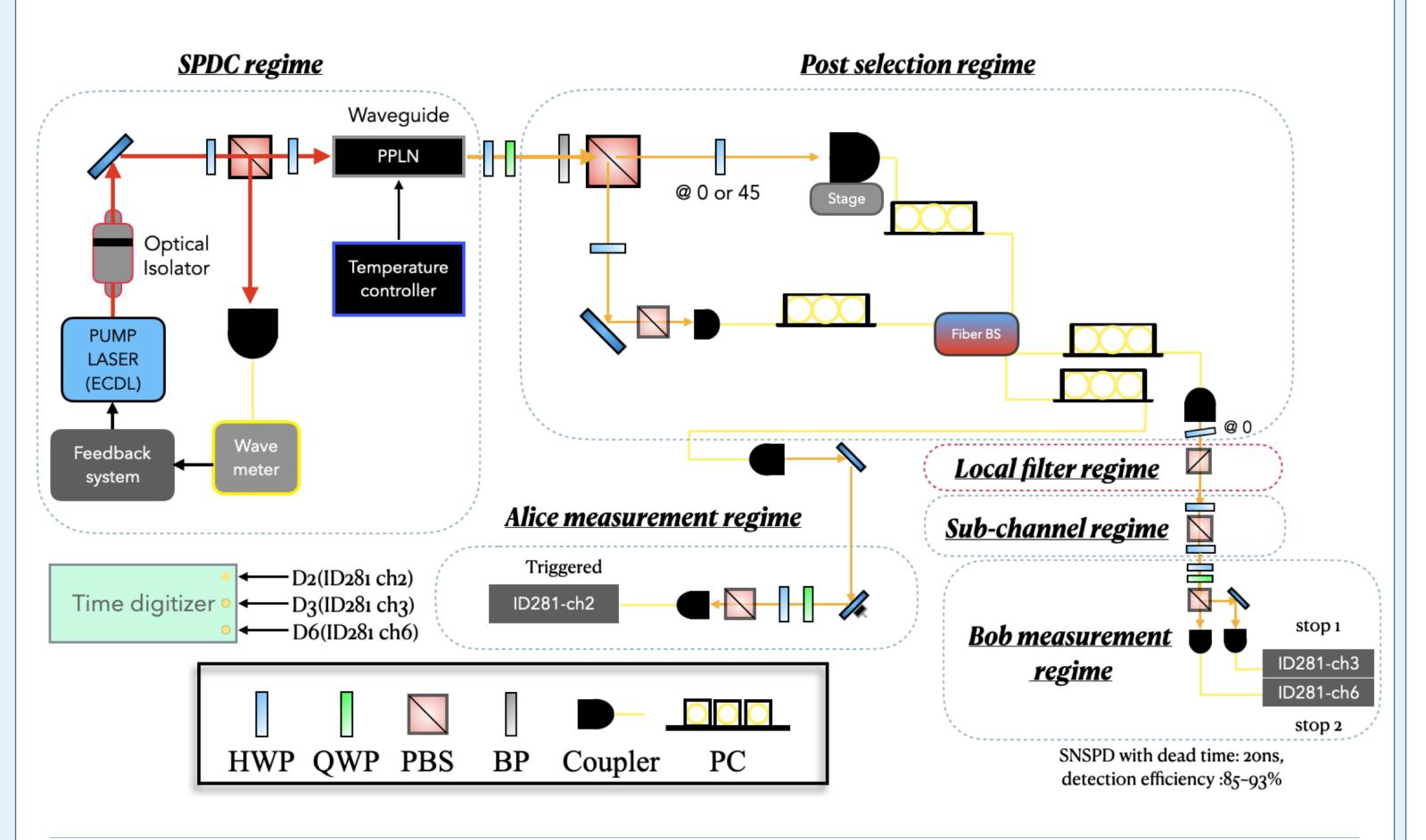
- 1. Bob performs a measurement {Nx}x
- 2. Obtains an outcome x
- 3. Then sends x to Alice via classical communication.

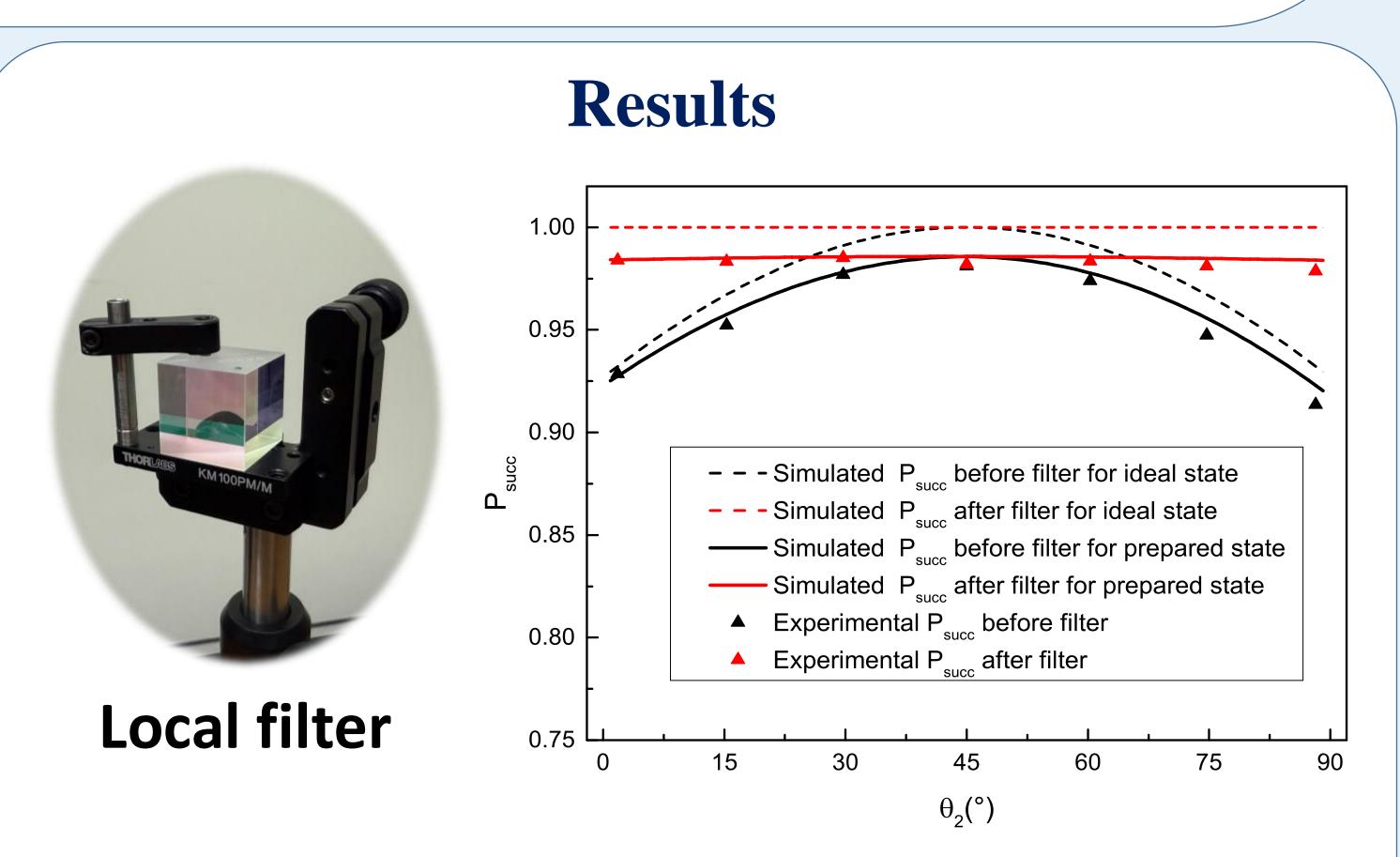
1. Upon receiving x from Bob

2. Alice performs a conditional measurement

3. Then uses the measurement outcome b as final guess for a.







High dimension state & sub-channels:

0.3

The task involves two subchannels (a=2), each composed of four Kraus operators (i=4).

0.2 $|\Phi_{AB}^{+}\rangle \otimes |\Phi_{AB}^{+}\rangle = \frac{1}{2}(|H_{A}H_{B}H_{A}H_{B}\rangle + |H_{A}V_{A}H_{B}V_{B}\rangle)$ $+ |V_A H_A V_B H_B\rangle + |V_A V_B V_A V_B\rangle)$

 $\Lambda_a(
ho) = \sum_i K_{a,i}
ho K_{a,i}^\dagger$ $K_{a,i} = A_i \otimes B_i$ Ex: $K_{a,1} = \begin{pmatrix} 0 & 1 \\ 0 & 0 \end{pmatrix} \otimes \begin{pmatrix} 0 & 0 \\ -0.6490 & -0.2808 \end{pmatrix}$ The guessing probability (P_{guess}) of SCD task is given by $P_{\text{guess}} = \sum_{a,b} \operatorname{Tr} \left[Q_a \Lambda_b(\rho) \right] \delta_{ab}$ $=\sum_{a} \operatorname{Tr} \left[Q_a \Lambda_a(\rho) \right] = \operatorname{Tr} \left[Q_0 \Lambda_0(\rho) \right] + \operatorname{Tr} \left[Q_1 \Lambda_1(\rho) \right] \qquad \text{where, } Q_a = \sum_{x} M_{a|x} \otimes N_x$ $= (\underline{M_{00} \otimes N_0} + M_{01} \otimes N_1) \left[\sum_{m} (I_{4x4} \otimes K_{0|m}) \rho (I_{4x4} \otimes K_{0|m})^{\dagger} \right]$ $+ \left(M_{10} \otimes N_0 + M_{11} \otimes N_1\right) \left[\sum_{m} \left(I_{4x4} \otimes K_{1|m}\right) \rho \left(I_{4x4} \otimes K_{1|m}\right)^{\dagger}\right]$

Reference

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[3] Huan-Yu Ku, Chung-Yun Hsieh, Shin-Liang Chen, Yueh-Nan Chen & Costantino Budroni, Nature Communications 13(1): 4973 (2022)