

# Contents

	page
Abstract	i
Acknowledgements	iii
Contents	v
List of Figures	vii
List of Tables	ix
List of Symbols	xi
List of Abbreviations	xiii
<b>Chapter 1: Preliminaries and literature survey</b>	<b>1</b>
1.1 Introduction	1
1.2 Basic terminologies and concepts in quantum information processing	2
1.2.1 Qubits and quantum states	2
1.2.2 Quantum gates and circuits	5
1.3 Entanglement and Nonlocality	7
1.3.1 Entanglement and its witnesses	7
1.3.2 Nonlocality	12
1.3.3 Applications of entanglement	15
1.3.4 Quantum cryptography	18
1.3.5 Quantum Noise	20
1.4 Basic terminologies and concepts in game theory	22
1.4.1 Different types of games	22
1.4.2 The Nash equilibrium	24
1.4.3 Applications of game theory	25
1.5 Introduction to quantum game theory	25
1.5.1 The quantum advantage of superposition in penny flip game	27
1.5.2 Resolution of dilemma using entanglement	27
1.5.3 The Clauser-Horne-Shimony-Holt game	28
1.5.4 A three player quantum game using the GHZ state	29
1.5.5 Visualisation of the BB84 protocol as a classical game	29
1.5.6 Correspondence of the Bell inequality with Bayesian games	29
1.6 Scope of the Thesis	30
<b>Chapter 2: A game-theoretic perspective of Ping-Pong Protocol</b>	<b>33</b>
2.1 Introduction	33
2.2 Visualization of Quantum Key Distribution protocols as a game	34
2.3 Ping-Pong Protocol as a game	34
2.3.1 QKD the using Ping-Pong Protocol	34
2.3.2 Eavesdropping attacks on the Ping-Pong Protocol	35
2.3.3 The design of payoffs in the Ping-Pong game	35
2.3.4 Similarity of Ping-Pong Protocol to the messenger game	37
2.4 Analysis of different Strategies for the Ping-Pong Game	38
2.4.1 Analysis of the PP game in case of eavesdropping excluding DoS attacks	41
2.4.2 Analysis of the PP game in case of eavesdropper having unlimited resources	42
2.4.3 Prospective enhancements in the analysis of the PP game	42
2.5 Comparison of Ping-Pong protocol with LMO5 protocol with the help of a general two-way QKD game	42
2.6 Conclusions	44
<b>Chapter 3: An improved Ping-Pong Protocol using three-qubit non-maximally non-orthogonal entangled states</b>	<b>45</b>
3.1 Introduction	45
3.2 Extension of the Ping-Pong protocol to transfer three bit information	46
3.2.1 Failure of the protocol on using maximally entangled states	46
3.2.2 Use of non-maximally entangled states with orthogonal basis	48
3.2.3 Use of non-maximally entangled states with non-orthogonal basis	50
3.3 Analysing security of the PP protocol for sending two bit information using non-maximally entangled non-orthogonal states	52
3.3.1 A game-theoretic model for PPP to send two bits of information	58

3.3.2	Quantum dialogue analogue for PPP	58
3.3.3	A hybrid model for secure QKD	61
3.4	Conclusions	62
<b>Chapter 4: Analysing the nuances of noise and weak measurements in the settings of a two-player game</b>		63
4.1	Introduction	63
4.2	Application of weak measurement to protect nonlocal correlations degraded due to noise	65
4.3	Design of a game using a two-qubit pure state	66
4.4	The game setting quantifying quantum correlations using the Bell-CHSH operator	69
4.5	The game setting quantifying quantum correlations using Geometric Discord	71
4.6	Conclusions	73
<b>Chapter 5: Partially entangled states in Vaidman'-type games and its application in Quantum Secret Sharing</b>		77
5.1	Introduction	77
5.2	Correspondence of Vaidman's game with Quantum Secret Sharing	78
5.2.1	Use of GHZ class states	78
5.2.2	Use of W class states	79
5.2.3	A comparison of the use of GHZ and W states	81
5.3	A two-player game where the facilitator is entangled with both the players	81
5.3.1	Analysis of the proposed game in presence of noise	83
5.3.2	Applications in quantum cryptography	85
5.4	An extension of Vaidman's game for multiqubit systems	87
5.5	A three-player game where the facilitator is entangled with the three players	88
5.6	Conclusions	90
<b>Chapter 6: Nonlocality, Entanglement, and Randomness in different conflicting interest Bayesian games</b>		93
6.1	Introduction	93
6.2	Structure of Bayesian games that holds direct relation with the CHSH inequality	95
6.3	Combinations of Coordination and Anti-coordination games	95
6.3.1	The combination of a conflicting interest (Battle of the Sexes game) and a common interest game	96
6.3.2	The combination of two conflicting interest games (Battle of the Sexes game and Chicken game)	100
6.4	Representation of the tilted Bell-type inequality in a Bayesian game setting	104
6.5	A common interest game for tilted CHSH operator	105
6.6	A conflicting interest game for tilted Bell-CHSH operator	106
6.7	Analysis of the tilted CHSH game for different quantum states	107
6.7.1	Quantum scenario using a pure state	107
6.7.2	Quantum scenario using a mixed state	108
6.8	A conflicting interest game for tilted Bell-CHSH operator involving Chicken game	110
6.9	Conclusions	111
<b>Chapter 7: Conclusions and Future scope</b>		115
<b>References</b>		119