## **Exercise 5**

## **Zero-Knowledge Proofs**

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## 5.2 The Permuted Kernel Problem

i) For the protocol to be perfect complete, we need the Verify calls to be always equal to 1. This implies that  $Q \parallel HQ^{-1}\mathbf{w}$  and  $R \parallel \mathbf{w} - bR\mathbf{v}$  need to be the correct messages for the commitments and openings  $(A, d_A)$  and  $(B, d_B)$  respectively, i.e.:

Commit
$$(pp, Q \mid\mid HQ^{-1}\mathbf{w}) = (A, d_A)$$
  
Commit $(pp, R \mid\mid \mathbf{w} - bR\mathbf{v}) = (B, d_B)$ 

Because  $(A, d_A)$  and  $(B, d_B)$  are computed at the start of the protocol, the two messages need to be computable from the start. We set  $m_A = Q \mid\mid HQ^{-1}\mathbf{w}$  and  $m_B = R \mid\mid \mathbf{w} - bR\mathbf{v}$ .

We can fill in the first part as follows:

- $\bullet$  Generate  $X \in \mathbb{Z}_2^{N \times N}$  and  $\mathbf{r} \in \mathbb{Z}_2^N$  uniformly at random.
- Set  $m_A = X \mid\mid HX^{-1}\mathbf{r}\mathbf{v}$  and  $m_B = XHP \mid\mid \mathbf{r}\mathbf{v}$ .
- Set Q = X and R = XHP.
- Generate Commit $(pp, m_A) = (A, d_A)$  and Commit $(pp, m_B) = (B, d_B)$ .
- Peggy has now computed A and B.

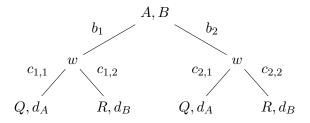
In the second part, we set  $\mathbf{w} = \mathbf{r}\mathbf{v}$ .

We now have:

$$Q \mid\mid HQ^{-1}\mathbf{w} = X \mid\mid HX^{-1}\mathbf{r}\mathbf{v} = m_A$$
 
$$R \mid\mid \mathbf{w} - bR\mathbf{v} = XHP \mid\mid \mathbf{r}\mathbf{v} - bXHPv = XHP \mid\mid \mathbf{r}\mathbf{v} = m_B$$

Which proves perfect correctness.

The protocol is also (2,2)-special-sound. The tree of accepting transcript is:



Because at each branch,  $c_{i,1} \neq c_{i,2}$ , the know that one leaf should have  $Q, d_A$  and the other one  $R, d_B$  (in the diagram,  $c_{i,1} = 0$  and  $c_{i,2} = 1$  without loss of generality). The extractor E has then access to Q and R and can compute:

$$H^{-1}Q^{-1}R = H^{-1}X^{-1}XHP = H^{-1}HP = P$$

And succesfully extract the witness.

- ii) Proof of special honest-verifier zero-knowledge:
- 1) What is the verifier's view?

The verifier's view is:  $(A, B, c, S, d_S)$ , where  $S \in \{A, B\}$  and  $d_S \in \{d_A, d_B\}$ .

- 2) What does the simulator do?
  - If c = 0:
    - Generate  $Q \in \mathbb{Z}_2^{N \times N}$  and  $\mathbf{r} \in \mathbb{F}_2^N$  uniformly at random.
    - Set  $\mathbf{w} = \mathbf{r}\mathbf{v}$ .
    - Compute  $(A, d_A) = \text{Commit}(pp, Q \mid\mid HQ^{-1}\mathbf{rv}).$
    - Generate  $B \in \mathcal{C}$  uniformly at random.
  - If c = 1:
    - Generate  $R \in \mathbb{Z}_2^{N \times N}$  and  $\mathbf{r} \in \mathbb{F}_2^N$  uniformly at random.
    - Set  $\mathbf{w} = \mathbf{r}\mathbf{v}$ .
    - Compute  $(B, d_B) = \text{Commit}(pp, R \mid\mid \mathbf{rv})$ .
    - Generate  $A \in \mathcal{C}$  uniformly at random.

iii)