

(a) **Solution:**

$$Pr_{h \in \mathcal{M}}[h(x) = h(y)] = Pr[\bigoplus_{i: x_i=1} M_i = \bigoplus_{i: y_i=1} M_i] \quad (1)$$

$$= Pr[(\bigoplus_{i: x_i=y_i=1} M_i) \oplus (\bigoplus_{i: y_i=0, x_i=1} M_i) = (\bigoplus_{i: x_i=y_i=1} M_i) \oplus (\bigoplus_{i: x_i=0, y_i=1} M_i)] \quad (2)$$

$$= Pr[(\bigoplus_{i: y_i=0, x_i=1} M_i) = (\bigoplus_{i: x_i=0, y_i=1} M_i)] \quad (3)$$

$$= Pr[(\bigoplus_{i: y_i=0, x_i=1} M_i) \oplus (\bigoplus_{i: x_i=0, y_i=1} M_i) = 0] \quad (4)$$

$$= Pr[h(z) = 0] \quad (5)$$

$$\leq \frac{1}{2^l} \quad (6)$$

$$\leq \frac{1}{m} \quad (7)$$

Annotating the equations down here to avoid clutter. Essentially, the rewriting in (1) is simply using the definition of h_M . (2) uses the fact that each pair of distinct input vectors x, y have at least one differing bit, meaning they produce some zero or more shared columns of M and some one or more different columns of M . The shared columns on each side are dropped in (3), and the right side is moved over in (4). The resulting equation in (4) is the xor of a set of at least one unique column(s) of M , which in turn can be rewritten as some $h(z)$ since this is exactly what the hash function produces anyways. This probability can be evaluated in the following manner - fix one non-zero column M_j representing by a corresponding 1-bit in z . This means that $M_j = \bigoplus_{i: x_i=1, i \neq j} M_i$. This probability is bounded by the l random bits in M_j , meaning that $Pr[h(z) = 0] \leq \frac{1}{2^l} = \frac{1}{m}$. ■

(b) **Solution:** In order to be uniform, $Pr_{h \in \mathcal{M}}[h(x) = i] = \frac{1}{m}$ for all x and i . However, in the case where x is $\vec{0}$, and i is $\vec{1}$, $Pr_{h \in \mathcal{M}}[h(x) = i] = 0$. ■

(c) **Solution:** In order to be 2-uniform (as above), $Pr_{h \in \mathcal{M}^+}[h(x) = i] = \frac{1}{m}$ for all x and i . Considering that there will be (without loss of generality, since independent $h(x), h(y)$ can be flipped) at least one bit in y with a value of 0, we come to the conclusion that there will always be some column in M - refer to it as M_i , in which M_i does not contribute in any way to the calculation of v_2 but does contribute to the calculation of v_1 as in $Pr[h(x) = v_1 | h(y) = v_2]$. As a result, we can fix this column M_i s.t. $v_2 \oplus M_i = v_1$, e.g. $M_i = v_1 \oplus v_2$, more precisely the xor of the unique columns of v_1 and v_2 . Since there are l -bits in this vector, the likelihood is then $\frac{1}{2^l} = \frac{1}{m}$. Thus $Pr[h(x) = a \text{ and } h(y) = b] = Pr[h(x) = a] * Pr[h(x) = b] = \frac{1}{m^2}$. ■

(d) **Solution:** ■

In order to be 4-uniform, $Pr_{h \in \mathcal{M}^+}[\bigwedge_{j=1}^4 h(x_j) = i_j] = \frac{1}{m^4}$ for all distinct x_1, \dots, x_4 and i_1, \dots, i_4 . However, consider the case where x_2 is the input vector with each even bit set, x_3 is the input vector with each odd bit set, and x_4 is the input vector $\vec{0}$. In this case then, $Mx_4 = \vec{0}$,

meaning $i_4 = b$. If x_1 is the input vector $\vec{1}$, this would mean that $i_1 = i_2 \oplus i_3 \oplus i_4$, and as such, these values are not independent and $Pr_{h \in \mathcal{M}^+}[\bigwedge_{j=1}^4 h(x_j) = i_j] \neq \frac{1}{m^4}$.