



THE DEVELOPER'S CONFERENCE

Trilha – Segurança

Wanderley Caloni

Sócio-Desenvolvedor da

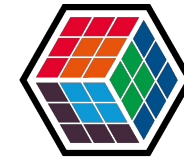
INTELITRADER



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Como Não Desenvolver Pôquer
Online ou Como Explorar a
Pseudo-Aleatoriedade

Quem sou eu? OMG!

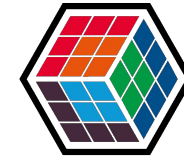


THE
DEVELOPER'S
CONFERENCE

- Segurança da Informação
 - Sistema de Controle de Usuários e Aplicações
 - Criptografia de Discos



Quem sou eu? OMG!

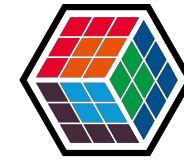


THE
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- Análise de Trojans
 - Engenharia Reversa
 - Crash Dump Analysis



Quem sou eu? OMG!

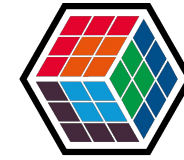


THE
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CONFERENCE

- Mercado Financeiro
 - Alto Desempenho
 - Análise de Risco



Quem sou eu? OMG!

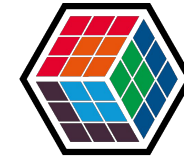


THE
DEVELOPER'S
CONFERENCE

- Mercado Financeiro
 - Alto Desempenho
 - Análise de Risco
 - Algoritmos
 - Cotações
 - Mobile

INTELI TRADER

Quem sou eu? OMG!

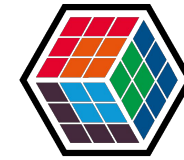


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InteliOrder

Gerenciador de Ordens

Quem sou eu? OMG!



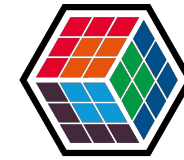
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InteliMobile

Plataforma Móvel para iPhone

Ativo	Ult. %	OfC	OfV
IBOV IBOVESPA	52532.51 +2.7%	--	--
PETR4 PETROBRAS PN	20.33 +1.3%	20.33 Qtd. 1k	20.37 Qtd. 3k
PETR3	22.25	22.20	22.20

Quem sou eu? OMG!



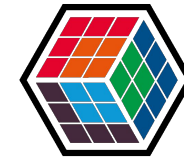
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InteliMarket

Flexibilidade em Market Data

- Balanceamento de Carga
- Certificado UMDF

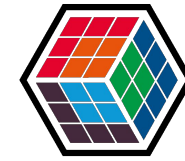
Pôquer Online



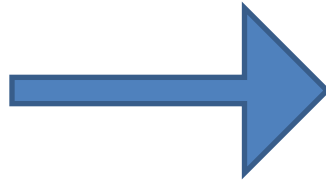
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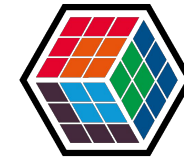
Pôquer Online



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Explicar regras básicas



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ROYAL FLUSH



STRAIGHT FLUSH



FOUR OF A KIND



FULL HOUSE



FLUSH



STRAIGHT



THREE OF A KIND



TWO PAIRS

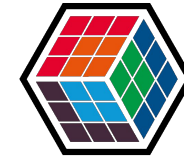


ONE PAIR



HIGH HAND

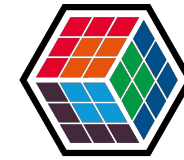
Explicar regras básicas



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- Número de cartas: 52
 - Combinações: $52! = 8 \times 10^{67}$

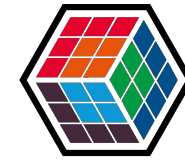
Explicar regras básicas



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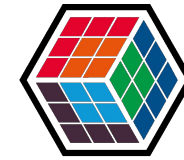
Explicar regras básicas



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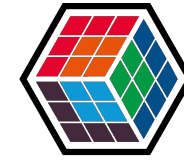
Explicar regras básicas



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Chupinhado Inspirado por:



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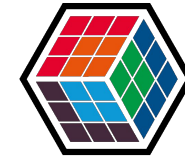
When Random Isn't Random Enough: Lessons from an Online Poker Exploit

February 09, 2014

Today I am going to retell a story from 1999, a story in which developers of a popular online poker platform implemented card-shuffling software with a handle of subtle but critical bugs.



Chupinhado Inspirado por:

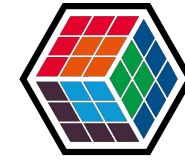


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LAURA HAMILTON

Chupinhado Inspirado por:



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- <http://www.lauradhamilton.com/random-lessons-online-poker-exploit>

Google Code Jam 2014



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- <https://code.google.com/codejam/contest/2984486/dashboard#s=p2>
- <http://www.caloni.com.br/blog/archives/poker-face>

code jam

hello, world!

Round 1A 2014

[A. Charging Chaos](#)

[B. Full Binary Tree](#)

C. Proper Shuffle

[Contest Analysis](#)

[Questions asked](#)

Submissions

Charging Chaos

8pt Not attempted
3389/5678 users
correct (60%)

17pt Not attempted
1703/2910 users
correct (59%)

Full Binary Tree

9pt Not attempted
1853/2731 users
correct (68%)

Practice Mode

Problem C. Proper Shuffle

This contest is open for practice. You can try every problem as many times as you like, though

Small input
45 points

Solve C-small

Problem

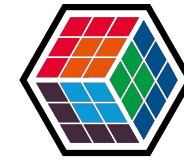
A *permutation* of size N is a sequence of N numbers, each between 0 and $N-1$, where each number appears exactly once. They may appear in any order.

There are many (N factorial, to be precise, but it doesn't matter in this problem) permutations of size N . Sometimes we just want to pick one at random, and of course we want to pick one at random *uniformly*: each permutation of size N should have the same probability of being chosen.

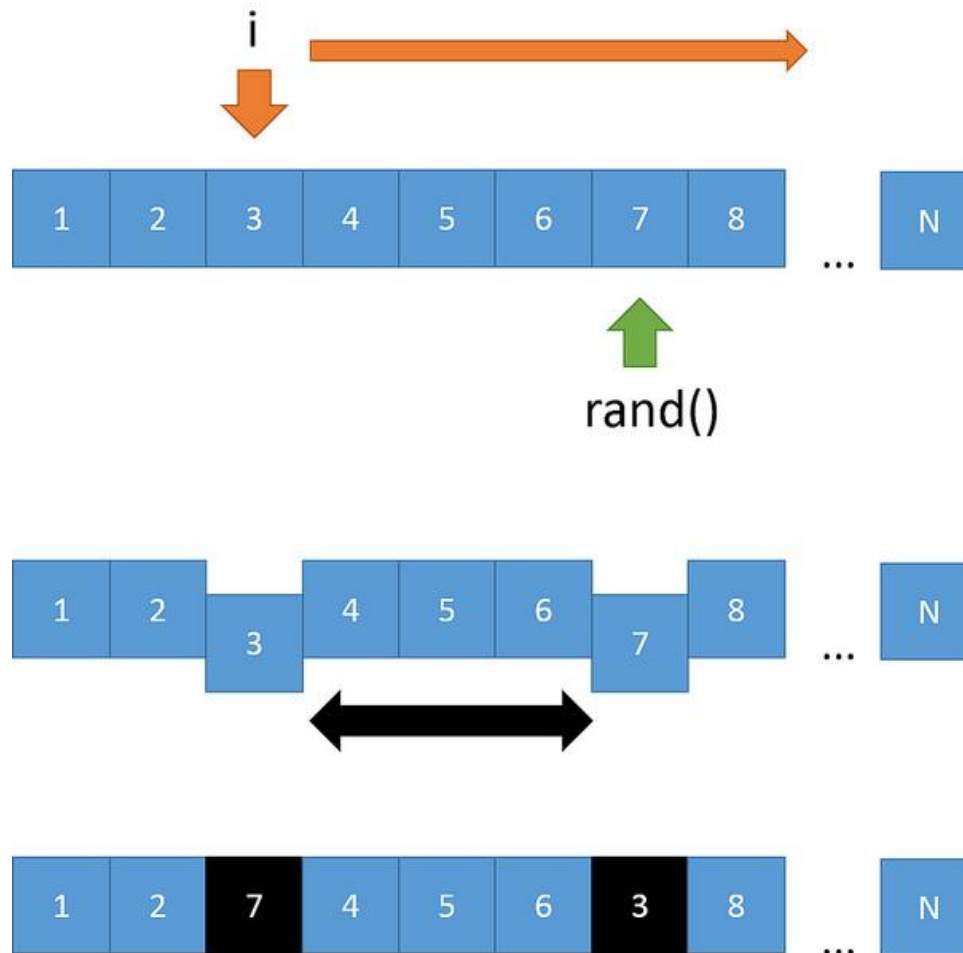
Here's the pseudocode for one of the possible algorithms to achieve that goal (we'll call it the good algorithm below):

```
for k in 0 .. N-1:
  a[k] = k
for k in 0 .. N-1:
  p = randint(k .. N-1)
  swap(a[k], a[p])
```

Embaralhamento



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Embaralhamento



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code jam

hello, world!

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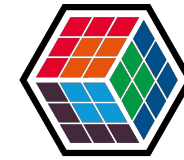
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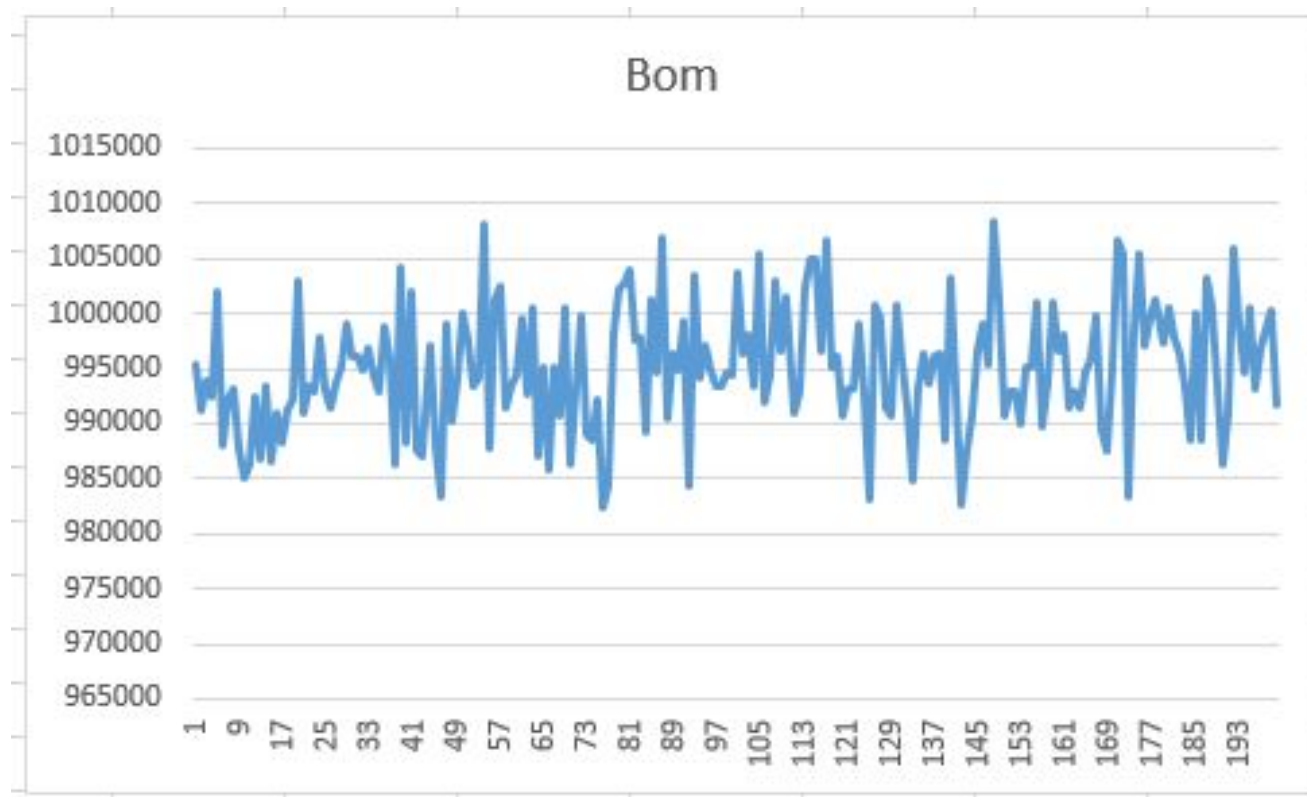
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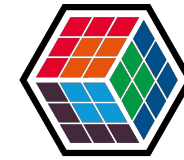

Embaralhamento



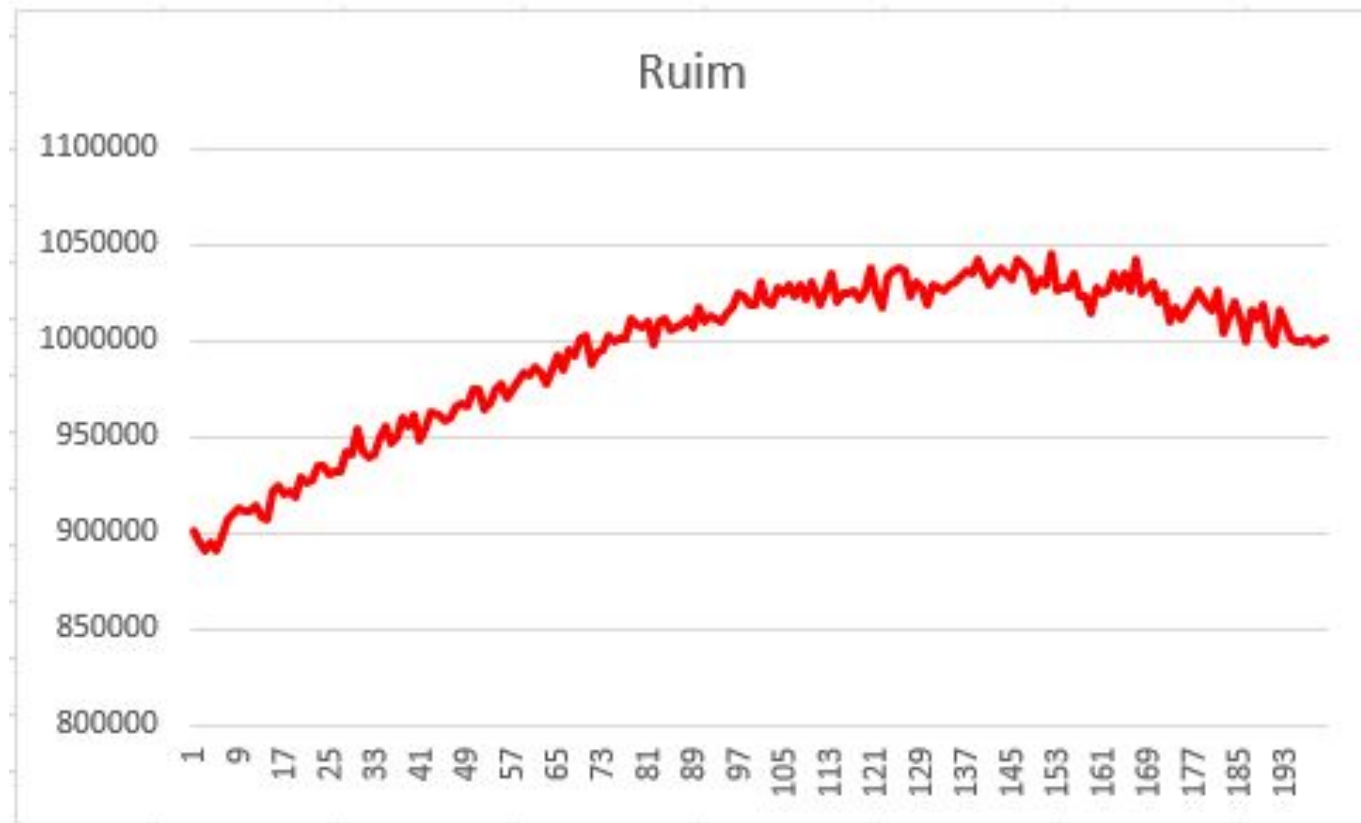
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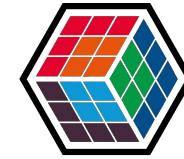
Embaralhamento



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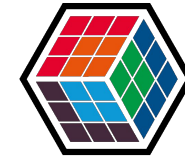
Caso Real



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```
procedure TDeck.Shuffle;
var
  ctr: Byte;
  tmp: Byte;
  random_number: Byte;
begin
  { Fill the deck with unique cards }
  for ctr := 1 to 52 do
    Card[ctr] := ctr;
    { Generate a new seed based on the system clock }
    randomize;
    { Randomly rearrange each card }
    for ctr := 1 to 52 do begin
      random_number := random(51)+1;
      tmp := card[random_number];
      card[random_number] := card[ctr];
      card[ctr] := tmp;
    end;
    CurrentCard := 1;
    JustShuffled := True;
  end;
```

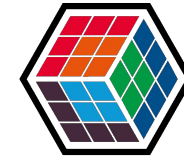
Caso Real



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- Falha #1: errando por um
- Falha #2: não-uniforme
- Falha #3: semente de 32 bits
- Falha #4: relógio-semente

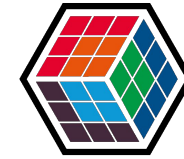
#1: errando por um



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```

#2: não-uniforme



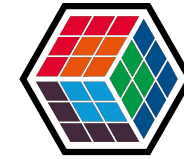
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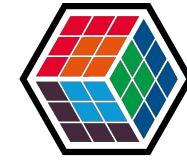
#3: semente de 32 bits



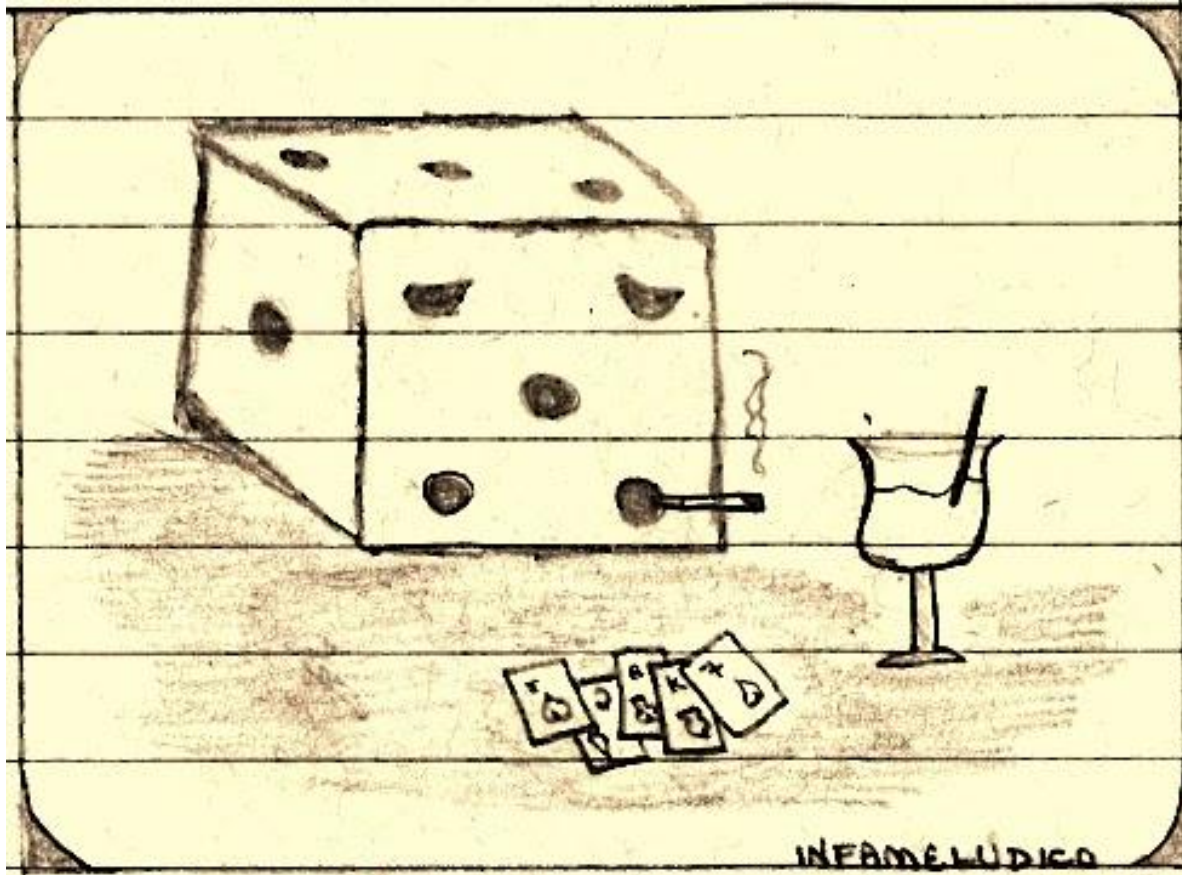
THE
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```

#3: semente de 32 bits

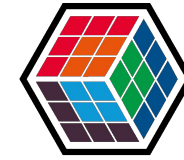


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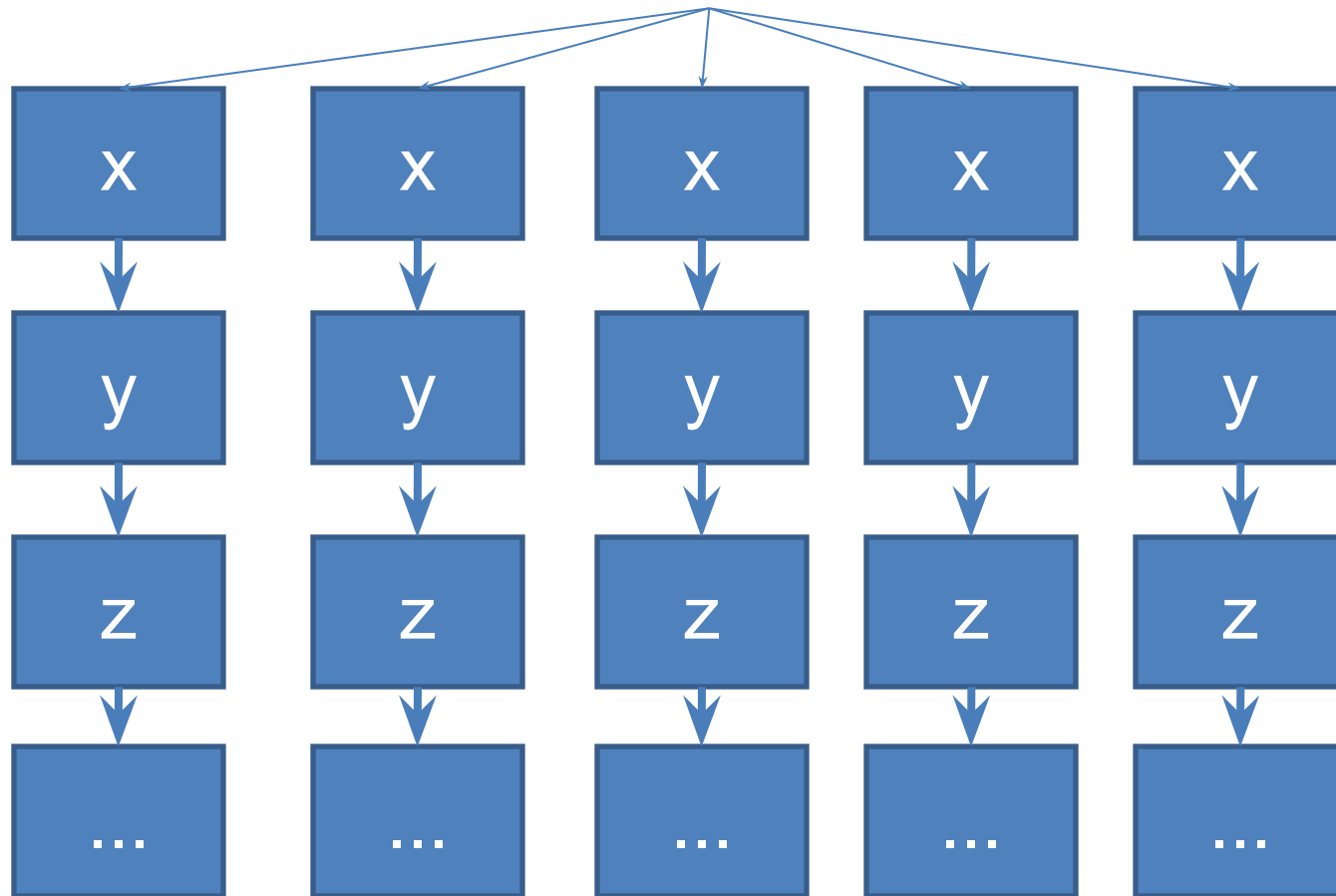
rand

#3: semente de 32 bits

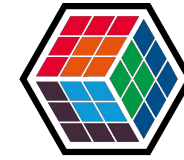


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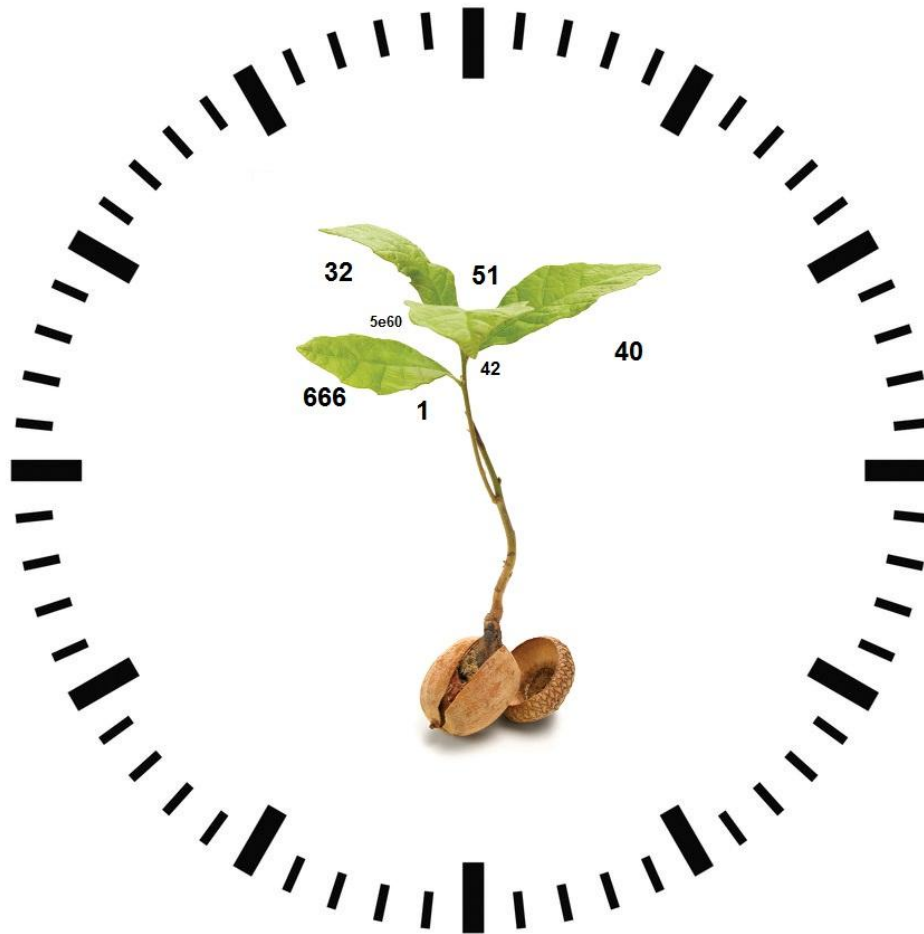
srand



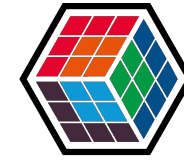
#4: relógio-semente



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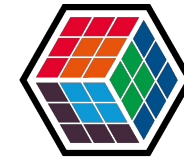
#4: relógio-semente



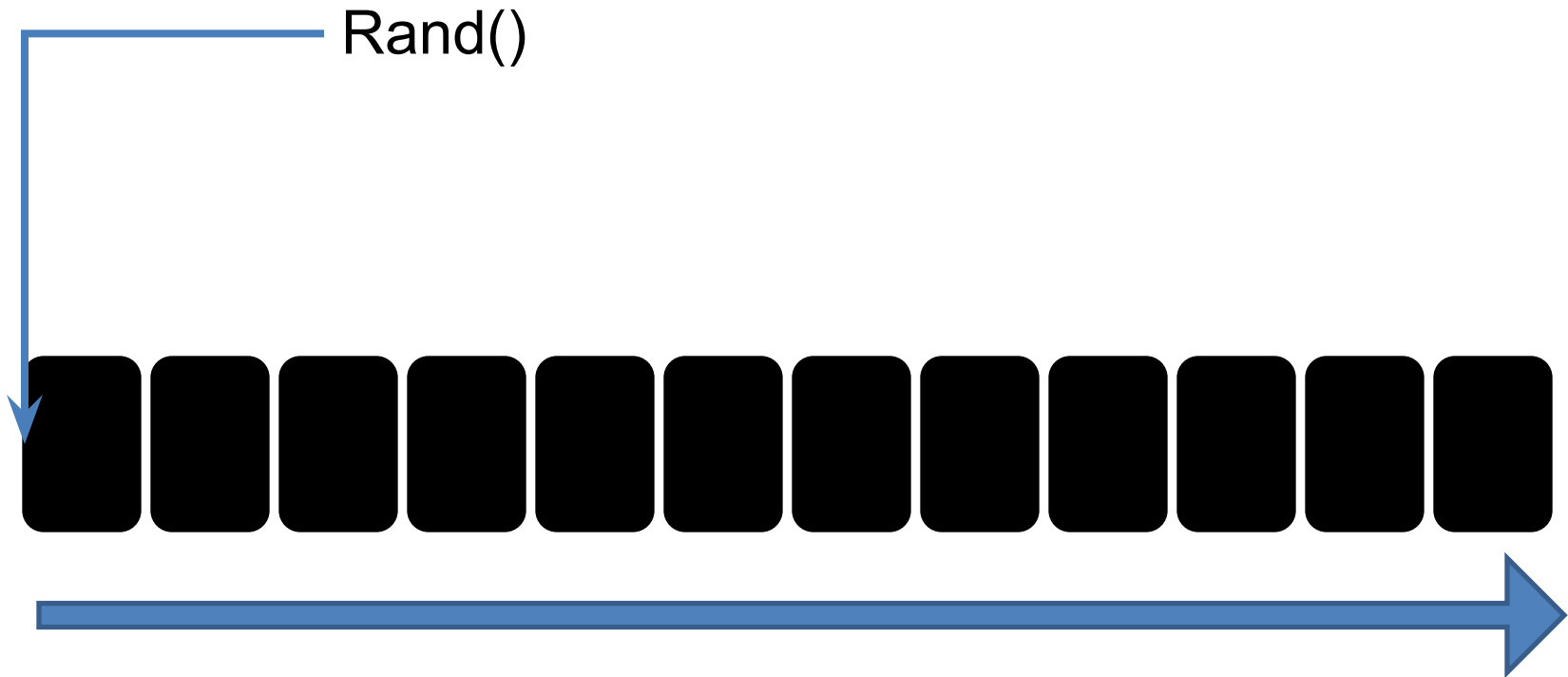
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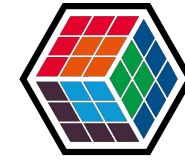
Exploit



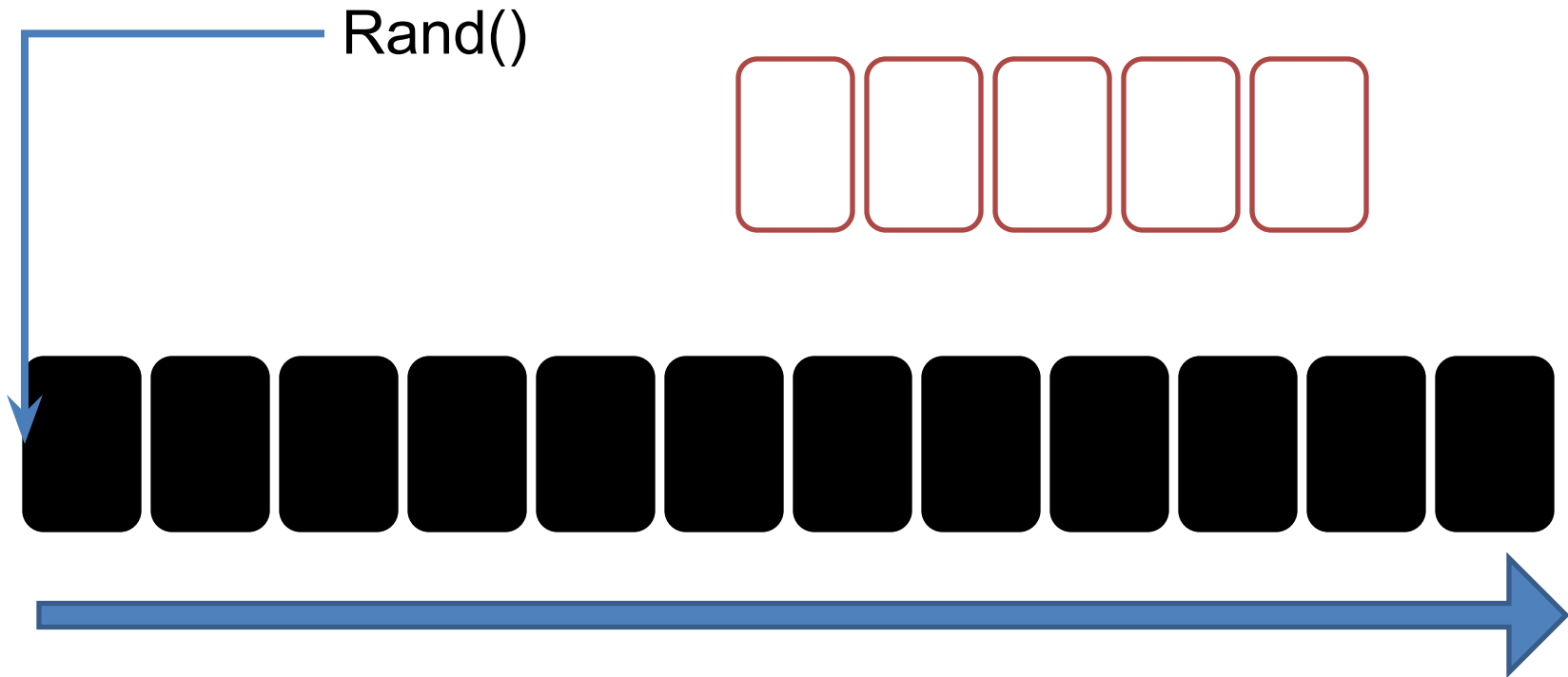
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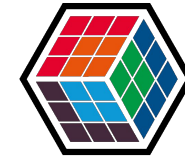
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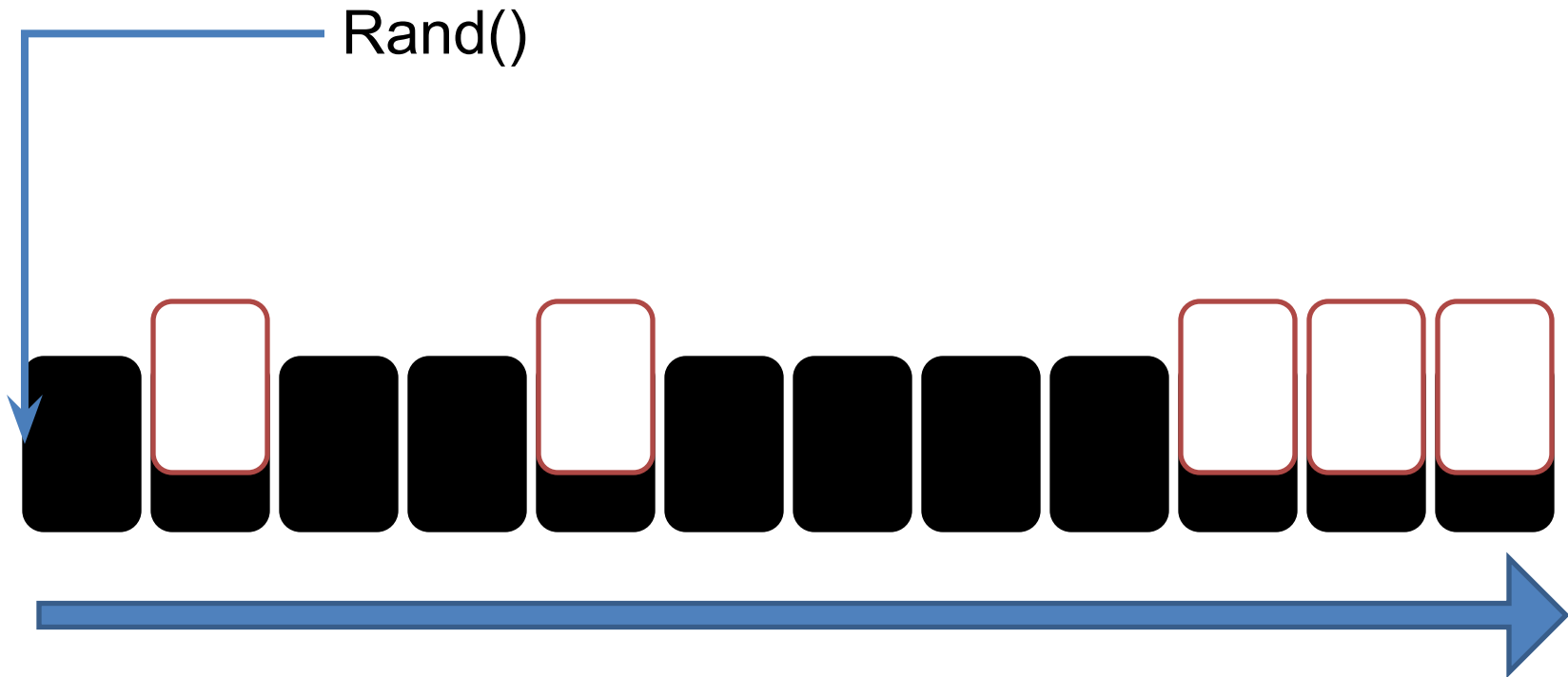
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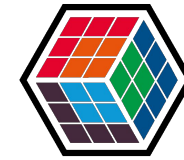
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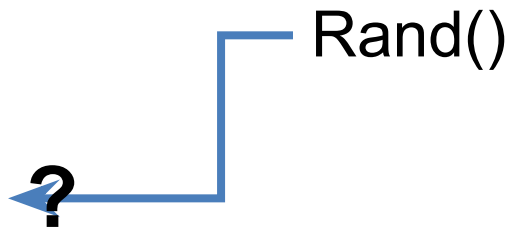
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Exploit



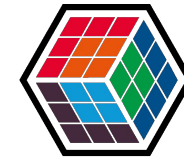
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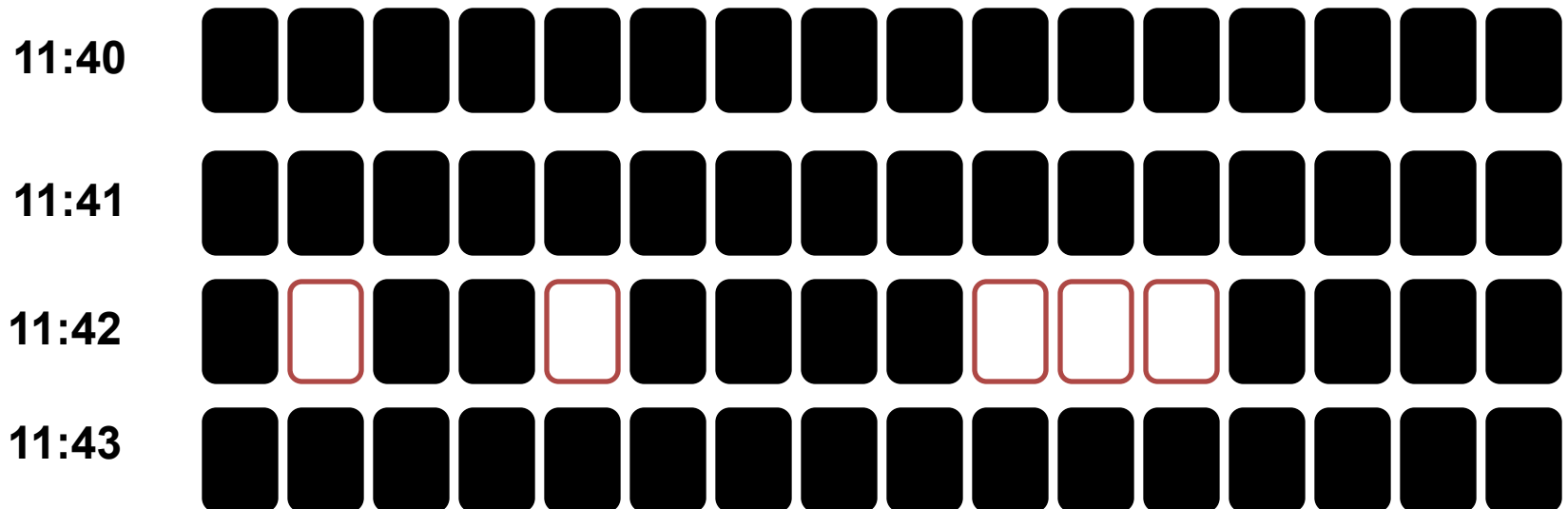
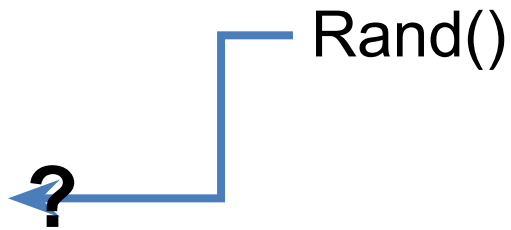
11:40															
11:41															
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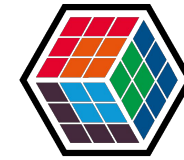
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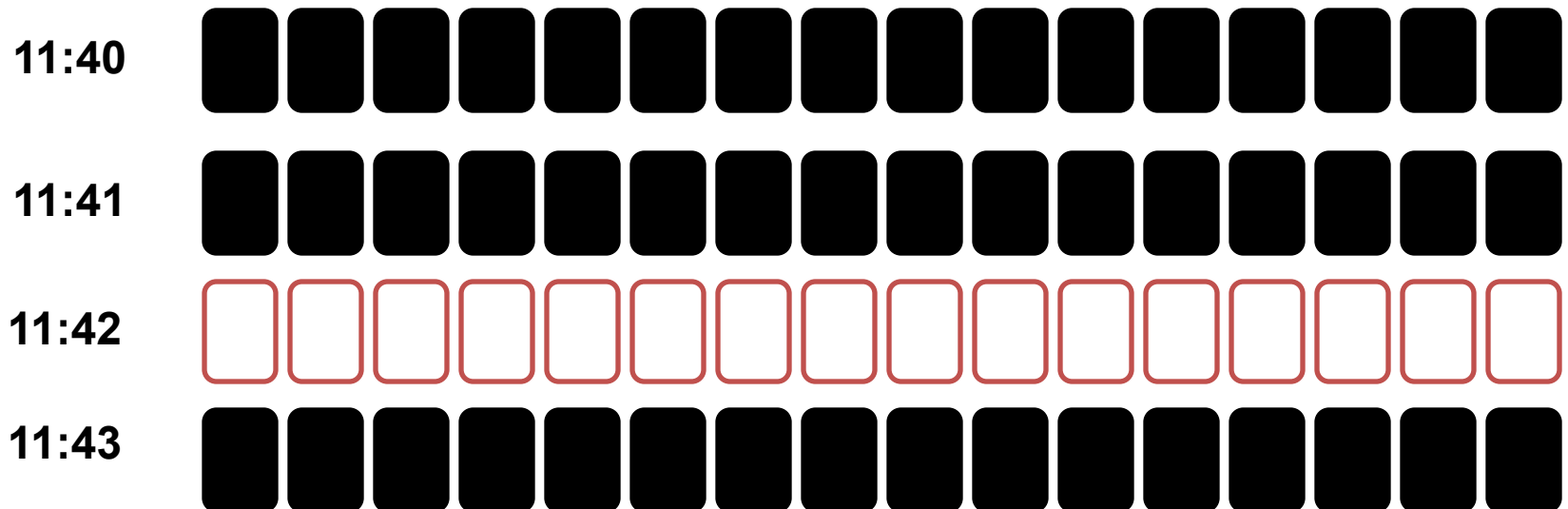
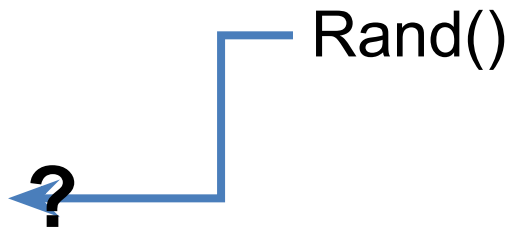
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Exploit



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...

And in the end....

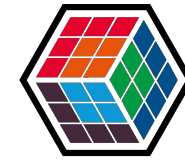


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Perguntas? Eu tenho várias.

e-mai
|
└───┬───┘
|
▣ wanderley@caloni.com.br
└───┬───┘
|
twitte
└───┬───┘
|
sait
e

And in the end....



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.com.br