



# A Novel Approach to True Random Number Generation

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# Introduction

- Random numbers have tremendous use in computing and science
  - **Cryptography – encryption algorithms, hashing**
  - Statistics – sampling, auditing, experimental design, data analysis
  - Computing – simulations, amortized sorting & searching
  - Physics – noise resonance studies
  - Mathematics – operations research
- Need high-quality random numbers to ensure security & accuracy

# Problem

- Software alone can only generate *pseudo-random* numbers
- *Pseudo-random number*: contains patterns, lower entropy
- *Random number*: no patterns, high entropy
- Pseudo-random numbers are easier to predict
  - Can be exploited, compromising security
  - Can lead to inaccurate scientific results

# Goals

- **Develop Python modules that provides truly random numbers**
- To compare the effectiveness of these modules against pseudo-random number generators
  - Effectiveness measures the randomness of the numbers generated
- Report which random number generators programmers should use under various circumstances

# Software used

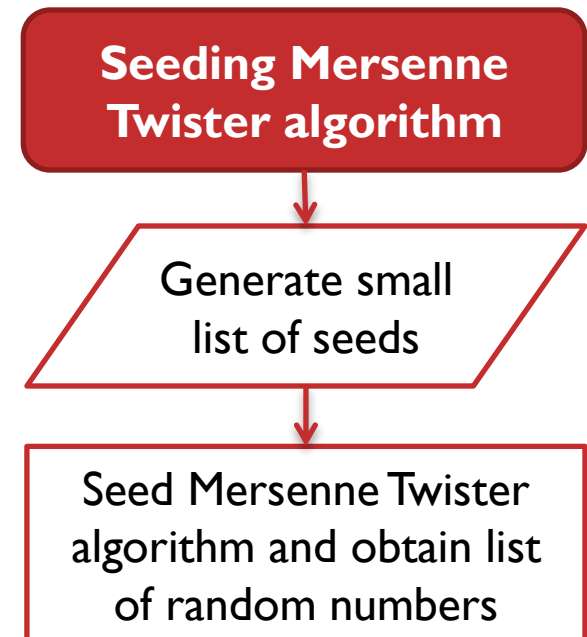
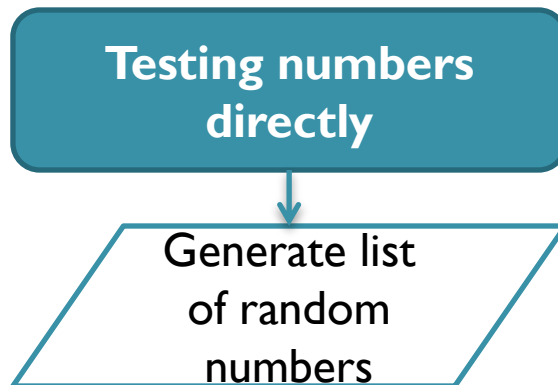
- Ubuntu 12.10
- Python 2.7.3
- Python Pip
  - Manages module installation & dependencies
- Python modules (must be downloaded):
  - **numpy**
    - Linear algebra, multi-dimensional arrays
  - **scipy**
    - Numerical integration, Fast Fourier transforms
  - BLAS
  - LAPACK
  - ATLAS

# Engineering goals

- A number of modules must be created or implemented in Python:
- ***QuantumRandom* and *RandomDotOrg*** modules
  - Should be drop-in replacements for the *random* module
  - Should deliver truly random numbers
- **Mersenne Twister algorithm**
  - Uses a seed (source of entropy) to generate pseudo-random numbers
- **NIST statistical test suite**
  - Statistical tests to determine randomness of numbers
- (Pseudo-)random number generators
  - Each should use a different technique to generate numbers
- Functions to interface with generators and test suite

# Creating random numbers

- Goal: generate 10,000 random numbers to run tests on
- Two methods of creating random numbers:



# Python's built-in PRNGs

- Built-in Python modules
- Used by most programmers
- Directly test the numbers generated

*random*

- Uses C implementation of rand() (pseudo-random number generator)

*System  
Random*

- Uses truly random numbers from hardware to generate pseudo-random numbers



# Custom RNGs

- Interface with websites providing truly random numbers
- Directly test the numbers generated

*Quantum  
Random*

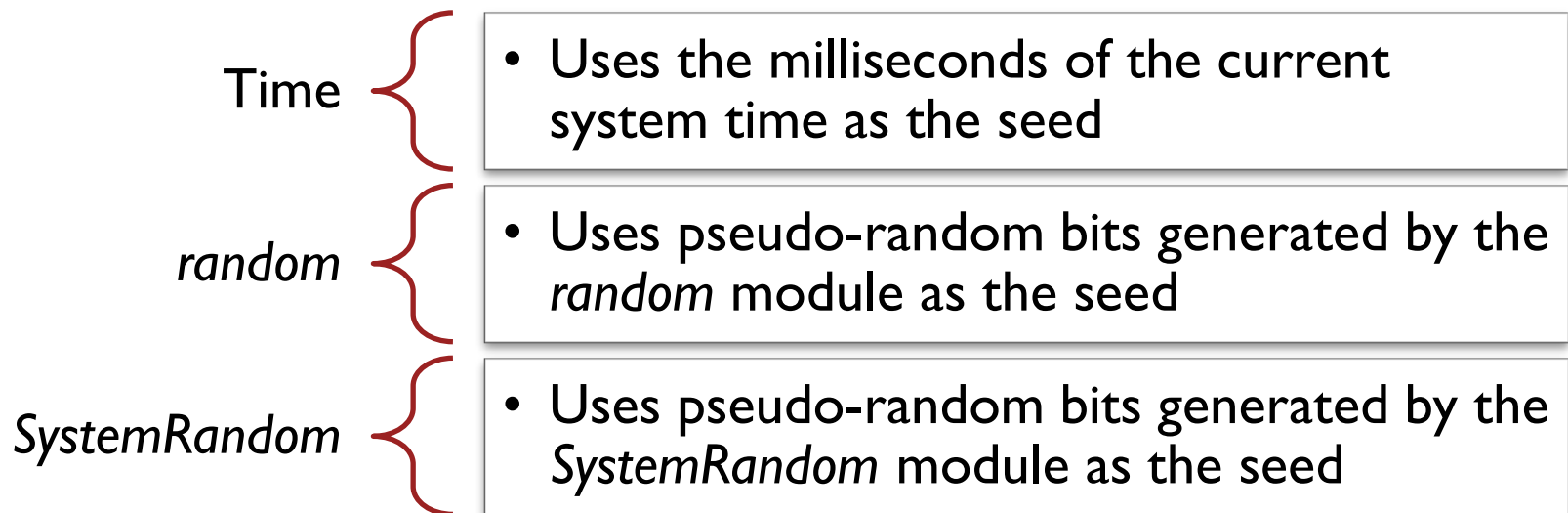
- Australian National University labs
- Measures quantum fluctuations in a vacuum

*Random.org*

- [www.random.org](http://www.random.org)
- Measures atmospheric noise

# Seeding the Mersenne Twister algorithm (PRNG)

- The Mersenne Twister algorithm uses a *seed* value to generate pseudo-random numbers
  - Recognized as most efficient PRNG
- Find various sources of entropy to serve as seeds
- Test the numbers generated by the Mersenne Twister



# Binary conversion

- List of random numbers → binary string  
→ bit sequence

To binary string

```
>>> dec2bin = lambda x: (dec2bin(x/2) +  
str(x%2)) if x else ''
```

Pad with zeroes

```
>>> padded_bin =  
raw_bin.zfill(length)
```

To bit sequence

```
>>> ss = [int(el) for el in binin]
```

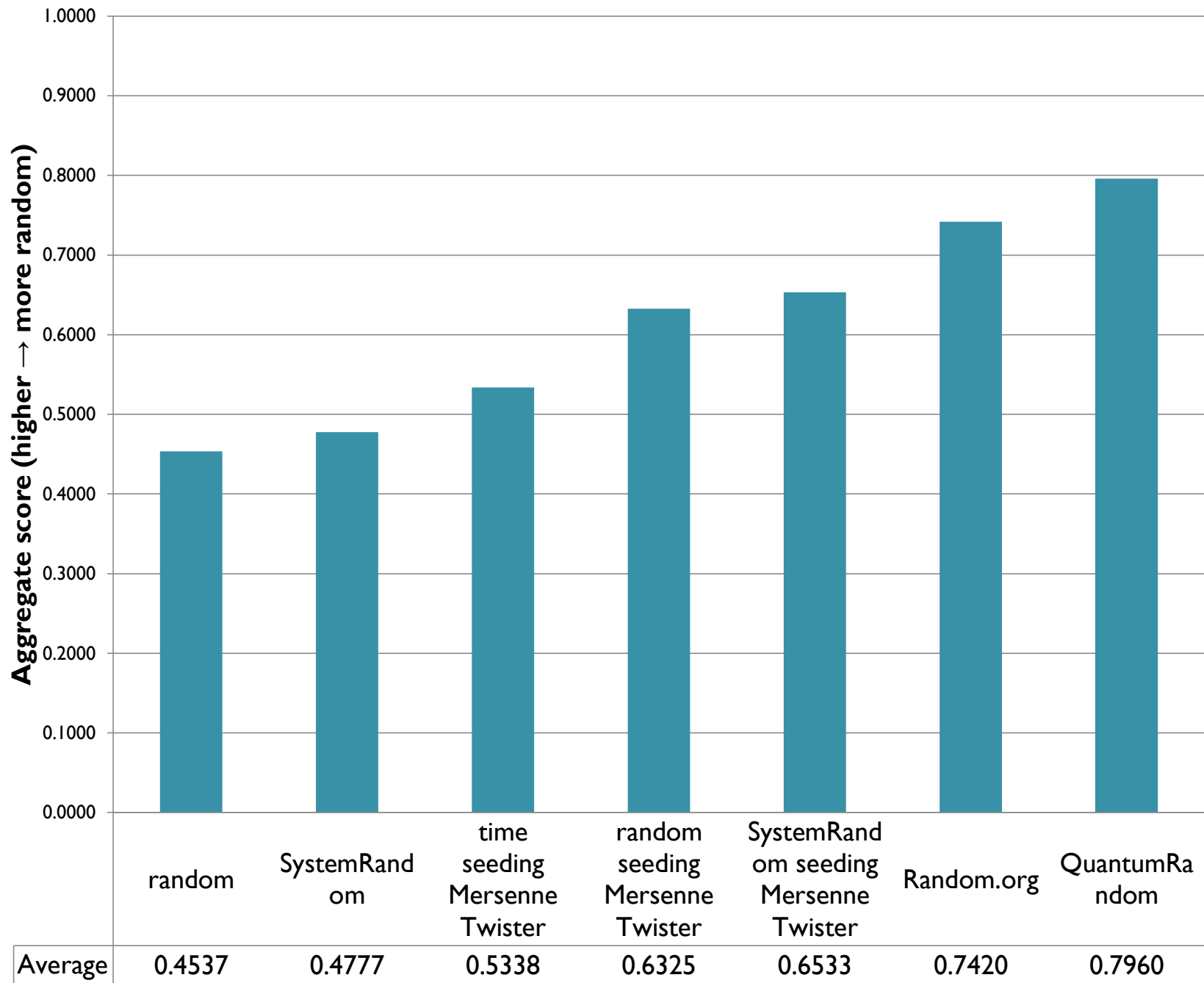
# Randomness testing

- Run a battery of 13 statistical tests on bit sequences
  - Adapted from NIST's statistical test suite
- Tests analyze occurrences of 1's and 0's in a binary sequence
  - Compare these to expected values for a random sequence
- Tests return a score between 0 and 1
  - Higher score → more random (more entropy)

# Randomness test battery

- Monobit frequency test
- Block frequency test
- Runs test
- Longest runs 10,000 test
- Binary matrix rank test
- Spectral test
- Non-overlapping template matching test
- Overlapping template matching test
- Maurer's universal statistic test
- Cumulative sums test
- Cumulative sums test reverse
- Random excursions test
- Random excursions variant test

## Aggregate randomness test battery scores



# Conclusions

- *random* and *SystemRandom*
  - Ineffective
- Mersenne Twister
  - More effective than built-in PRNGs
  - Using time as a seed is ineffective since time is a weak source of entropy
- The Mersenne Twister improves randomness of already-entropic data sets
  - Seeding with *random* yielded scores **39.4% higher** than *random* alone
  - Seeding with *SystemRandom* yielded scores **36.7% higher** than *SystemRandom* alone

# Conclusions cont'd.

- Python's built-in modules and the Mersenne Twister only yield *pseudo-random* numbers
- *QuantumRandom* and *Random.org* yield high-quality truly random numbers
  - *QuantumRandom* scores **75.4% higher** than *random*
  - *Random.org* scores **63.5% higher** than *random*



# Drop-in replacement

- Very easy for programmers to include these modules in their projects
- Trivial code changes
- Same API as built-in *random* module
  - Same *random* functions such as `random()`, `randrange()`, `getrandbits()`, etc.

*random*  
(built-in)

```
>>> import random
>>> num = random.random()
>>>
```

*Quantum  
Random*

```
>>> from quantumrandom import QuantumRandom
>>> random = QuantumRandom()
>>> num = random.random()
```

*Random.org*

```
>>> from randomdotorg import RandomDotOrg
>>> random = RandomDotOrg()
>>> num = random.random()
```

# Benefits & Usage

- *QuantumRandom* and *Random.org* provide 60%+ stronger random numbers & are very easy to implement
- If internet is available, use *QuantumRandom*
  - *QuantumRandom* and *Random.org* require internet
- If internet is not available, use *SystemRandom* to seed the Mersenne Twister algorithm

# Applications

- Truly random numbers are crucial in cryptography
- Need strong random number as key for encryption algorithms (e.g. md5, SHA-1)
  - Seed harder to guess → **more security**
- Using these modules internet programmers can easily boost security
  - Authentication, electronic commerce, *https* protocol secure communications

# Extensions

- Develop similar modules for C#, Java, PHP, etc.
- Compare speeds of the PRNGs and RNGs
- Compare modules to hardware RNGs