

Layer 1 Spec-Sheet: Hybrid Classical–Quantum Chaos Entropy Generator

Purpose

Generate a cryptographically strong 256-bit master key by combining entropy from four independent sources:

- **Classical chaos:** Multi-particle nonlinear dynamics of 300 particles in a pulsing elliptical container.
- **Quantum-inspired chaos:** Kicked-rotor unitary evolution and von Neumann entropy extraction.
- **Hardware RNG:** `os.urandom()`, system timestamp, process ID.
- **Post-quantum lattice mixing + KDF:** Polynomial mixing in $\mathbb{Z}_q[X]/(X^n + 1)$ and Argon2id or PBKDF2-SHA3-512.

This layered design ensures:

- Independence of all entropy sources
- Resistance to classical and quantum adversaries
- Forward secrecy via fresh salt and hardware randomness per run

Inputs

Name	Value	Description
NUM_BALLS	300	Number of particles in classical sim
SIM_FRAMES	1500	Number of simulation frames
BALL_DIM	256	Dimension of quantum state matrix
PBKDF2_ITERS	300 000	PBKDF2 iterations (if Argon2 unavailable)
QUANTUM_ITERATIONS	600	Quantum chaos evolution steps
LATTICE_DIM	512	Polynomial degree for lattice mixer
LATTICE_MODULUS	3329	Prime modulus (Kyber-compatible)
ARGON2_TIME	3	Argon2id time cost
ARGON2_MEMORY	32 MiB	Argon2id memory cost
ARGON2_PARALLELISM	CPU cores	Argon2id parallelism parameter

Additional entropy: hardware RNG, high-resolution timestamp, PID.

Outputs

- **Master key:** 32-byte (256-bit) SHA3-256 digest output (hex-encoded)
- **Metadata:** classical/quantum entropy bits, security level, entropy sources list, performance metrics

Component Breakdown

1. Classical Chaos Simulation

- **Elliptical container** with semi-axes
$$a(t) = a_0 + A \sin(\omega t), \quad b(t) = b_0 + A \cos(\omega t)$$
- **Chaotic map** per particle
$$x_{n+1} = r x_n (1 - x_n) + \epsilon, \quad \epsilon \sim U(-\delta, \delta)$$
- **Force calculation** (Newtonian + noise + spin coupling)
$$F_{ij} = G \frac{m_i m_j}{d_{ij}^2}, \quad v \leftarrow v + \frac{F}{m} \Delta t$$
- **Collision handling:** elastic reflection
$$v'_i = v_i - 2 \frac{(v_i - v_j) \cdot n}{1 + m_j/m_i} n$$
- **Entropy capture:** Stream SHA3-512 over state variables (x, y, v_x, v_y, \dots)

2. Quantum Chaos Engine

- **Kicked rotor Hamiltonian**
$$H(t) = \frac{p^2}{2} + K \cos(\theta) \sum_n \delta(t - nT)$$
- **Unitary evolution**
$$U = e^{-iH\Delta t/\hbar}, \quad \psi_{t+1} = U\psi_t$$
- **Entropy extraction:** compute von Neumann entropy
$$S = -\text{Tr}(\rho \ln \rho), \quad \rho = |\psi\rangle\langle\psi|$$
and stream SHA3-256 of entropy and phase data.

3. Lattice Mixing

- **Polynomial ring:** $R_q = \mathbb{Z}_q[X]/(X^n + 1)$, with $n = 512$, $q = 3329$.
- **Encoding:** map SHA3-512 output bytes to normalized floats then to polynomial coefficients via $\lfloor b q / 256 \rfloor$.
- **Mixing:**
 - **NTT (fast):** requires Kyber zetas[] and inv_zetas[] for Cooley-Tukey NTT.
 - **Convolution (fallback):** fold convolution result by $X^n = -1$.

4. Key Derivation Function

1. **Combine** domain-separated hashes:

```
SHA3-512(0x01||classical_entropy) ||
SHA3-512(0x02||quantum_entropy) ||
SHA3-512(0x03||lattice_entropy) ||
SHA3-512(0x04||hardware_entropy)
```

2. **Argon2id** ($t=3$, $\text{mem}=32$ MiB, $\text{paral}=\text{cores}$) or **PBKDF2-SHA3-512** (300 000 iterations)
3. **Strengthen**: $\text{SHA3-512}(\text{stage1_key} \parallel \text{salt})$
4. **Lattice mix**: feed stage2 output through lattice mixer
5. **Finalize**: $\text{SHA3-256}(\text{stage2} \parallel \text{lattice_mix} \parallel \text{salt})$

Security & Performance

- **Post-quantum security**: relies on MLWE hardness and SHA3-512
- **Entropy sources**: ≥ 4 independent
- **Forward secrecy**: fresh salt & hardware RNG per invocation
- **Performance**:
 - Classical sim: ~50 s (@30 FPS)
 - Quantum evolution: ~10 s
 - Lattice mixing: <1 s (NTT) or ~2 s (convolution)
 - KDF: ~0.5 s (Argon2id) or ~0.2 s (PBKDF2)

Integration Notes

- All parameters are configurable in `layer1.py`
- Toggle `USE_KYBER_NTT` and supply Kyber zetas to enable fast mixing
- Components (classical, quantum, lattice, KDF) are modular and testable

End of Spec-Sheet