

Ardrand: The feasibility of the Arduino as a random number generator

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Randomness

- Hard on CPU

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- External sources needed

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- But why?

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PRNG

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Possible ways

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 - Statistically sound

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- External hardware
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 - Fast

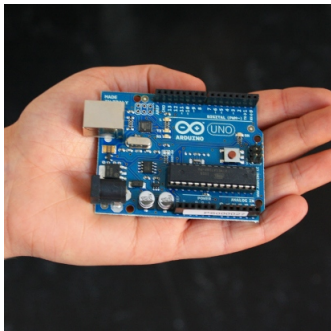
Possible ways

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 - Available hardware
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Randomness
How do we get entropy?
Today: Arduino
Analysis
Obtaining numbers
Algorithms
The statistical tests
Results

Arduino
Hypothesis

Today: Arduino



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If it is important for a sequence of [random] values generated to differ [...] initialize the random number generator with a fairly random input, such as `analogRead()` on an unconnected pin.

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Analysis

- Obtain sequences

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Picture?

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Does the environment matter?
Obtained numbers
Temperature is important

Does the environment matter?

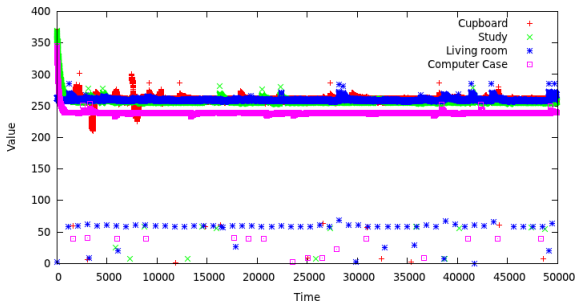
Q: Does the environment matter?

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Does the environment matter?

Q: Does the environment matter?



Yes!

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Obtained numbers

- Odd locations

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 - Freezer

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 - Fridge

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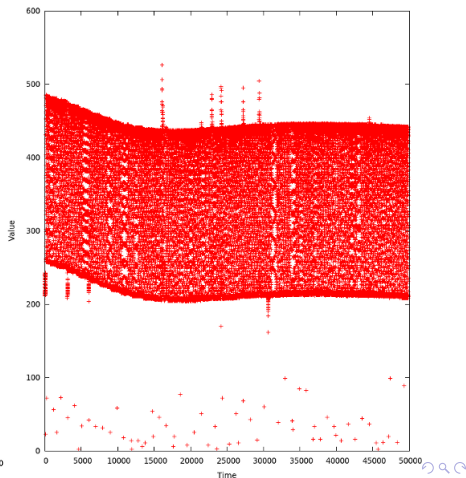
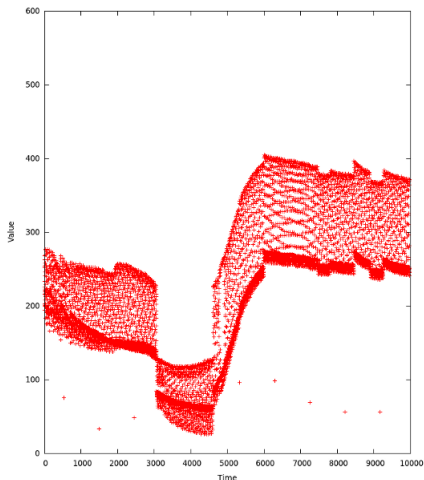
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Meanrand

Idea

Keep track of the mean of the values read, generate a 0 if below and a 1 otherwise.

- Observed bitrate: 25-85 bps

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Updownrand

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Generate one bit from either and XOR them together.

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Return the least significant (rightmost) bit for each value from `analogRead`

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Let $b = b_9, \dots, b_1, b_0$ be a 10-bit integer generated by `analogRead`. Return b_0 .

- Observed bitrate: 290 bps

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Return the XOR of the two least significant (rightmost) bits for each value from `analogRead`

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The von Neumann box

Used to remove bias from a generator

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Let p be the probability that the generator yields a 1-bit and q that it yields a 0-bit. This relies on the fact that 01 and 10 are equiprobable since $p \cdot q = q \cdot p$.

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Applied in all our algorithms.

Statistical testing

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Math

Let n_0 denote the number of 0's and n_1 the number of 1's. We then find

$$\chi_1 = \frac{(n_0 - n_1)^2}{2}$$

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Based on the idea of five-card hands in poker. In a random sequence we would expect each hand to show up about the same amount of time.

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Math

Let m be the size of the poker hand and $k = \lfloor \frac{n}{m} \rfloor$, where n is the length of the sequence. Find

$$X_3 = \frac{2^m}{k} \left(\sum_{i=1}^{2^m} n_i^2 \right) - k$$

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Find the number of runs of each length. The longer the run, the unlikelier it is. The FIPS publication has a nice table listing how many sequences of each length should appear.

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Math

Let G_i and B_i be the number of gaps and blocks of length i and e_i denote the expected number of blocks of length i . Find

$$X_4 = \sum_{i=1}^k \frac{(B_i - e_i)^2}{e_i} + \sum_{i=1}^k \frac{(G_i - e_i)^2}{e_i}$$

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Future work

Results

Algorithm	Monobit	Poker	Runs	Long runs	Bandwidth
Leastsign	ACC	ACC	(REJ)	ACC	290.55 bps
Twoleastsign	ACC	ACC	ACC	ACC	172.0 bps
Mean	ACC	REJ	REJ	REJ	25.32 bps

Results

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- Twoleastsign passes NIST tests as well when it passes our tests

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 - Tested X sequences, Y found seed

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