

Bespoke Very Fast^v Random

by Duck

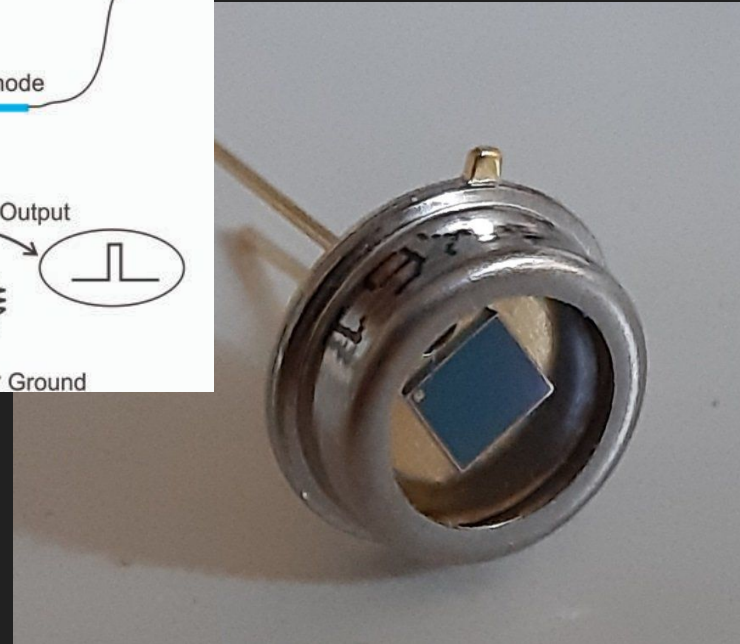
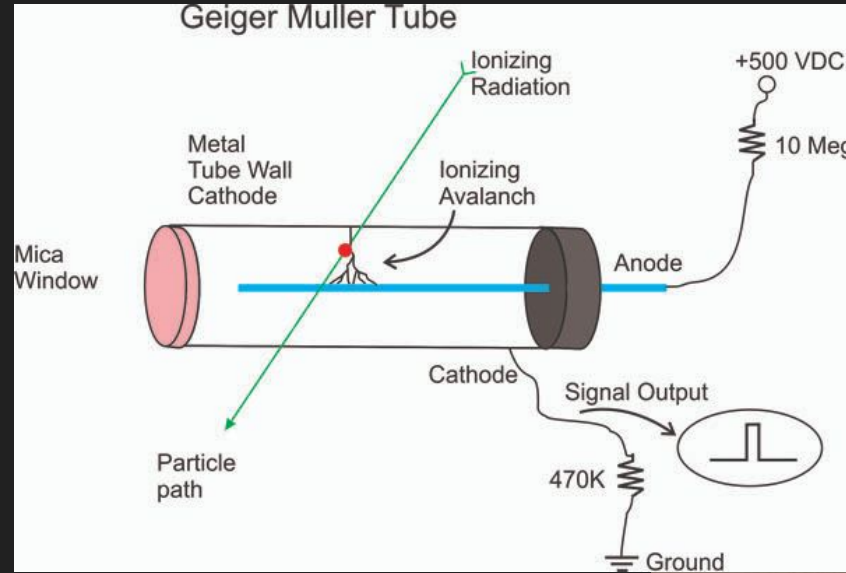


Actual End Goal

- Source of white noise for audio and filter analysis
- Spectrum from 0Hz to at least 200kHz
- Physically small
- Inexpensive
- Reliable
- (Long period if repeating)

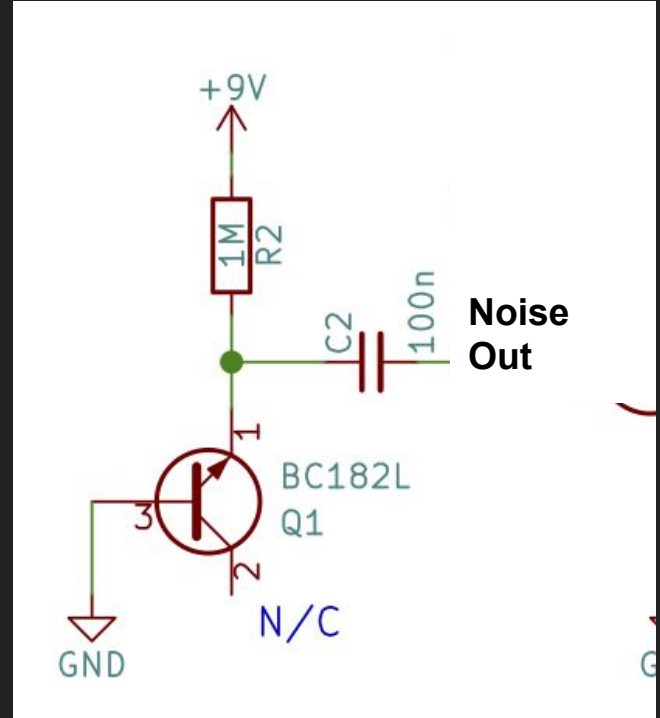
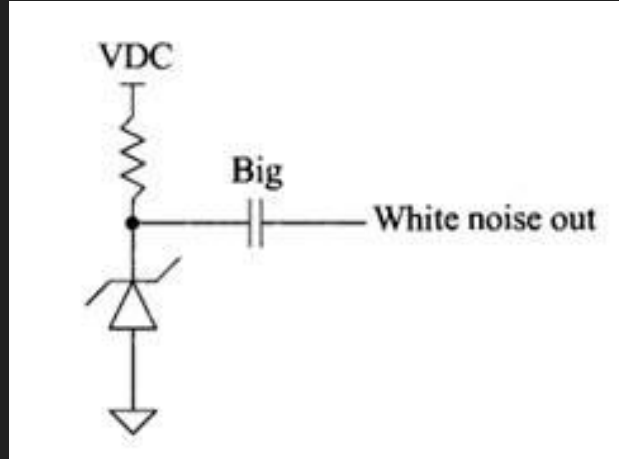
Geiger–Müller or PIN Radiation Sensor

- True random
- Expensive
- Complicated
- **Very** low BW



Zener/Avalanche/Flicker Noise

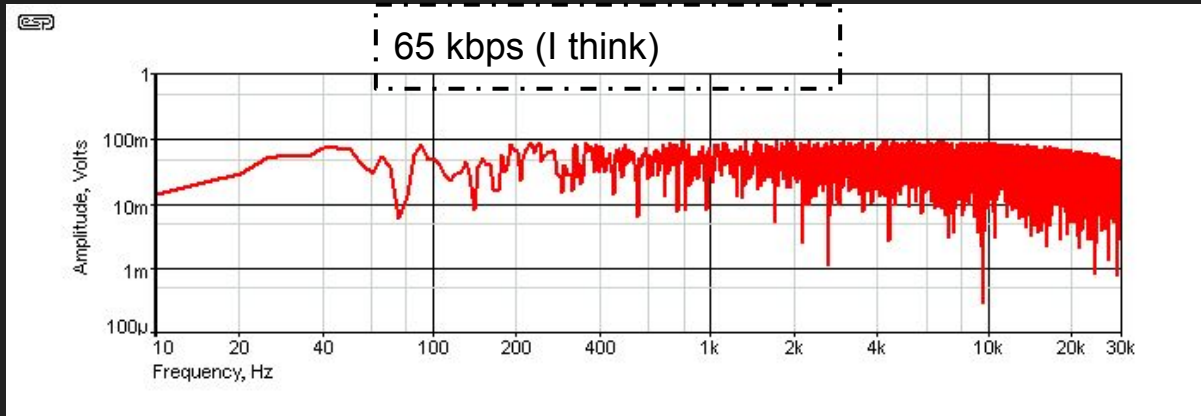
- Cheap
- True random
- Low amplitude
- Not guaranteed
 - Using parts outside of mfr. specifications
- Changes during aging



Going Digital

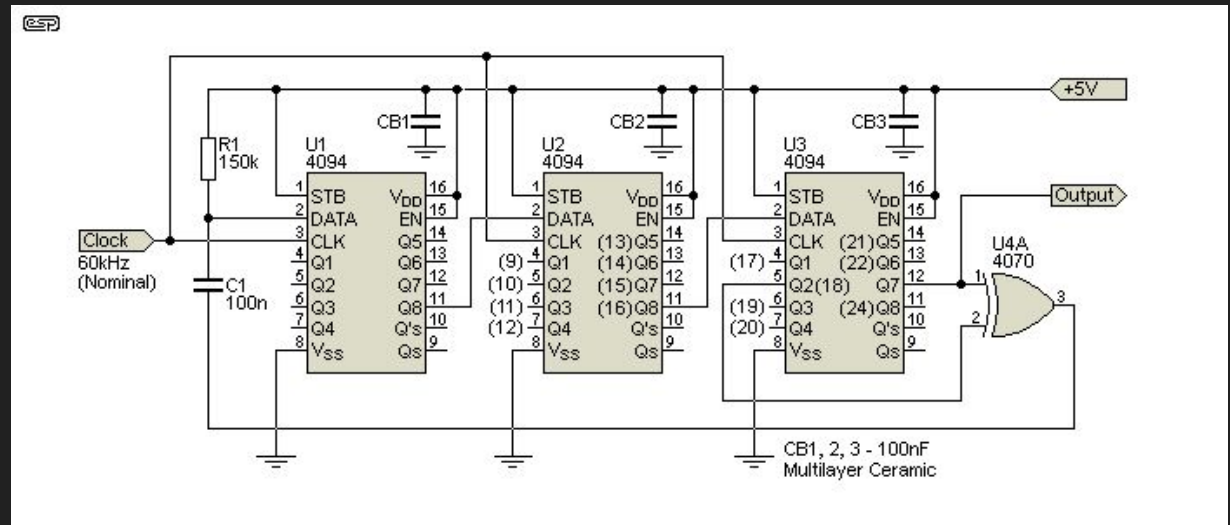
A random bit sequence at rate f bits per second approximates a white noise signal below about $f/3$ Hz. [1] [2]

Pseudorandom bit sequences are fine too (if they have a long period)



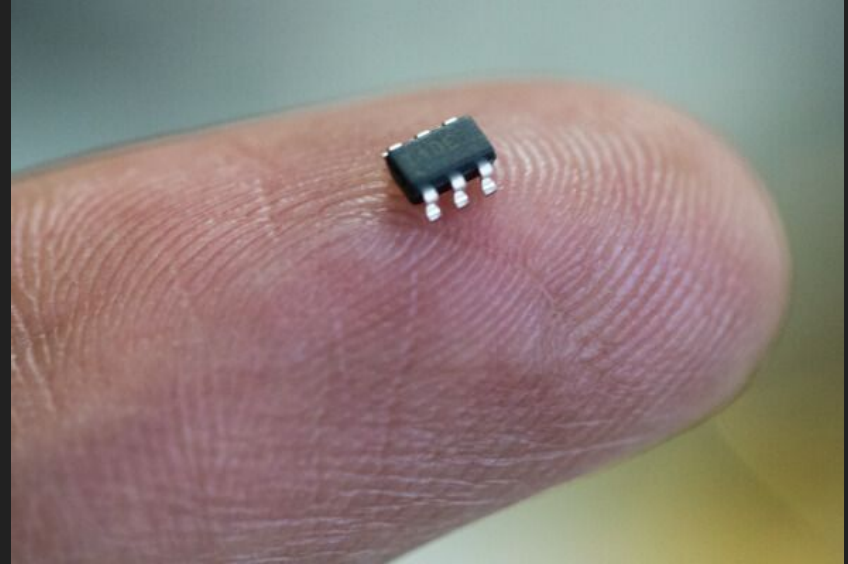
(Hardware) Linear Feedback Shift Registers (LFSR)

- Cheap
- Dependable
- Semi-complicated layout
- Large PCB footprint
- Need 4+ logic ICs
 - Even more for longer periods



Behold! The ATtiny10 from AVR/Microchip

- 8-bit architecture
- 1KB program flash
- 32B SRAM (B, not KB or MB)
- 12MHz max clock
- Direct hardware access
- 1 instruction per clock for most ALU instructions
- GCC supported
- \$0.38 each (in quantity 1)
- (Most people would be better off with an Arduino)



Software LFSRs

- uC are cheap
- Small
- Dependable
- Too much math for high bit rates with a cheap/slow microcontroller

```
# include <stdint.h>
unsigned lfsr1(void)
{
    uint16_t start_state = 0xACE1u; /* Any nonzero start state will work. */
    uint16_t lfsr = start_state;
    uint16_t bit; /* Must be 16-bit to allow bit<<15 later in the code */
    unsigned period = 0;

    do
    { /* taps: 16 14 13 11; feedback polynomial: x^16 + x^14 + x^13 + x^11 + 1 */
        bit = ((lfsr >> 0) ^ (lfsr >> 2) ^ (lfsr >> 3) ^ (lfsr >> 5)) /* & 1u */;
        lfsr = (lfsr >> 1) | (bit << 15);
        ++period;
    }
    while (lfsr != start_state);

    return period;
}
```

Code from [3]

Fibonacci 32-bit LFSR

- (Quick guesstimates)
- Operations per bit of output:
 - 4x shift operations
 - 6x boolean operations
 - 1x output instruction
 - 1x unconditional jump
- 32-bit word size means most operations are now 4 clocks
 - So at least 42 instructions per bit of output
- **12MHz clock means only 100kHz noise**

```
void lfsr_loop() {
    uint32_t bits = 0x1;
    uint32_t bit;
    while(1) {
        bit = ((bits >> 31) ^ (bits >> 21) ^ (bits >> 1) ^ bits) & 1;
        bits = (bits << 1) + bit;
        blah(bit);
    }
}
```

- [illegible]

Galois LFSR

- Single shift
- Single conditional XOR
- Still dealing with 32-bit words

(Code is modified from [3]
and is only 16-bit))

```
void galois_lfsr_16(void)
{
    const uint16_t polynomial = 0x002D;
    uint16_t state = 1;
    while (1) {
        uint16_t msb = state & 0x8000;
        state <<= 1;
        if (msb) {
            state ^= polynomial;
        }
        blah(msb);
    }
}
```

Look at that Polynomial

0x002D

- Only has set bits in the low byte
 - In `state ^= polynomial;`, only the low byte of `state` is affected
-
- Can we find a 32-bit polynomial with ones *only* in the low byte?
 - It would make this faster on an 8-bit architecture

Brute Force Search

- An n -bit polynomial is “maximal” if it takes $2^n - 1$ cycles for the state to repeat
- For each candidate polynomial
 - Initialize the LFSR with `uint32_t state = 1;`
 - Step the LFSR until the current state equals the first state
 - Or until we hit $2^n - 1$ cycles
- Naively, only 255 possibly polynomials
 - Something something about always a 1 in the lower bit??? So only 127?
- $2^{32} - 1 == 4294967295$ is a big number but not *that* big

24-bit Brute Force

```
duck@alura:~/Projects/fast_lfsr$ time ./test
poly: (27) 0x1b
poly: (135) 0x87
poly: (177) 0xb1
poly: (219) 0xdb
poly: (245) 0xf5

real    0m2.896s
user    0m2.895s
sys     0m0.001s
```

32-bit Brute Force

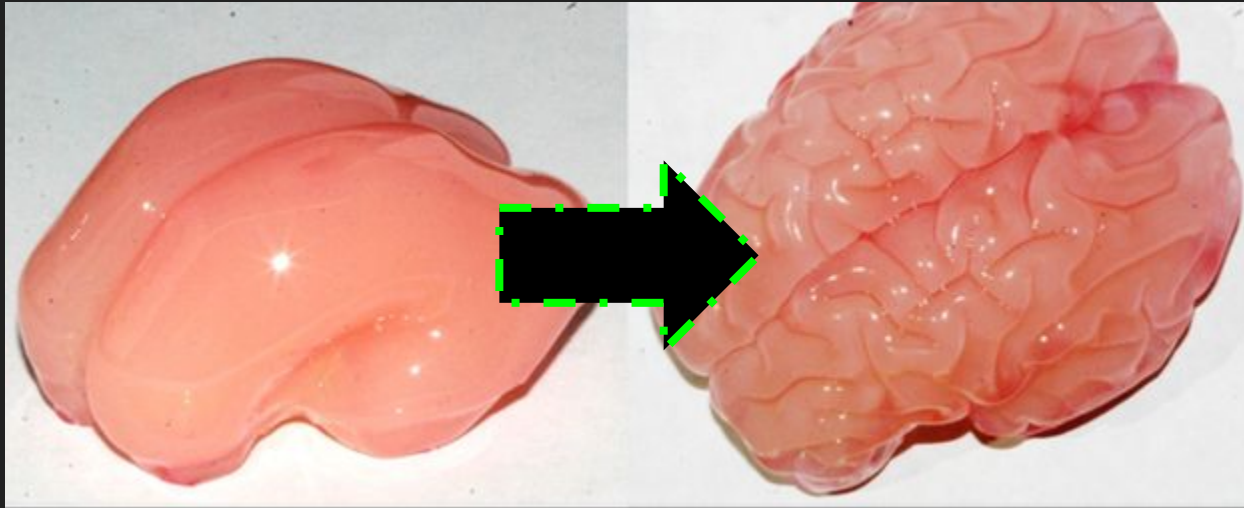
- Found 0xaf, 0xc5, 0xf5
- Took 12 minutes

40-bit Brute Force

- Multi-threaded across a 48-core Xeon E5-2678 v3 @ 2.50GHz

48-bit Brute Force

- Killed it after 2 weeks
- Needed a couple more months to finish



Academic Code and Stack Exchange to the Rescue

- Method for checking if a polynomial is maximal [4]
 - Requires factoring $2^n - 1$ and fast-forwarding the LFSR
- Some more explanations in [5]
- I don't really know what I'm doing
- Code to fast-forward LFSRs in [6]
 - Academic-style code 😡
 - Took a couple hours to figure out how to use
- Can find all lower-byte-only full-byte maximal polynomials up to 256-bit in
- 51 minutes (single threaded)

Results

```
16: maximals = [45, 57, 63, 83, 189, 215]
24: maximals = [27, 135, 177, 219, 245]
32: maximals = [175, 197, 245]
40: maximals = [57, 215]
48: maximals = [183]
56: maximals = [149]
64: maximals = [27, 29, 245]
72: maximals = [95]
80: maximals = [175]
88: maximals = []
96: maximals = [221]
104: maximals = []
112: maximals = []
120: maximals = [231]
128: maximals = [135]
136: maximals = []
```

```
144: maximals = [149]
152: maximals = [77]
160: maximals = [45, 57]
168: maximals = []
176: maximals = [189]
184: maximals = []
192: maximals = []
200: maximals = [45]
208: maximals = []
216: maximals = [139, 189]
224: maximals = []
232: maximals = []
240: maximals = []
248: maximals = []
256: maximals = []
```

Implementation

- C is too high level
- Luckily AVR8 assembly is moderately easy
- One more constraint: I need a constant time per bit of output

Paraphrased Assembly

```
load_immediate r19, 0xaf
load_immediate r20, 1
load_immediate r21, 1
load_immediate r22, 1
load_immediate r23, 1
```

```
myloop:
```

```
    logical_shift_left      r20
    rotate_left_through_carry r21
    rotate_left_through_carry r22
    rotate_left_through_carry r23
    branch_if_carry_cleared next_instruction
```

```
    xor r20, r19
```

```
next_instruction:
```

```
out OUTPUT_PORT, r23
```

```
rjump myloop
```

Clock cycles:

1

1

1

1

1

1 or 2

1 (or 0 when skipped)

1

2

Results

- 1.3 Mbps of PRNG
- 6 minute period (time between repeats)
- Good for 440kHz of white noise
- 3mm x 3mm (plus passives) of PCB footprint
- \$0.38

References

- [1] <https://sound-au.com/project182.htm> White noise and Pink noise generation
 - [2] <https://www3.advantest.com/documents/11348/3e95df23-22f5-441e-8598-f1d99c2382cb> PRNG and spectrum stuff
 - [3] https://en.wikipedia.org/wiki/Linear-feedback_shift_register
 - [4] <https://crypto.stackexchange.com/a/12835> Finding a maximal length polynomial
 - [5] <https://mathoverflow.net/a/46983> More maximal polynomial math
 - [6] <https://github.com/markagold1/LFSR-LAB> Academic code for working with LFSRs
- <https://ww1.microchip.com/downloads/en/DeviceDoc/ATtiny4-5-9-10-Data-Sheet-DS40002060A.pdf> ATtiny10 datasheet
- <https://ww1.microchip.com/downloads/en/DeviceDoc/AVR-Instruction-Set-Manual-DS40002198A.pdf> AVR8 Instruction Set