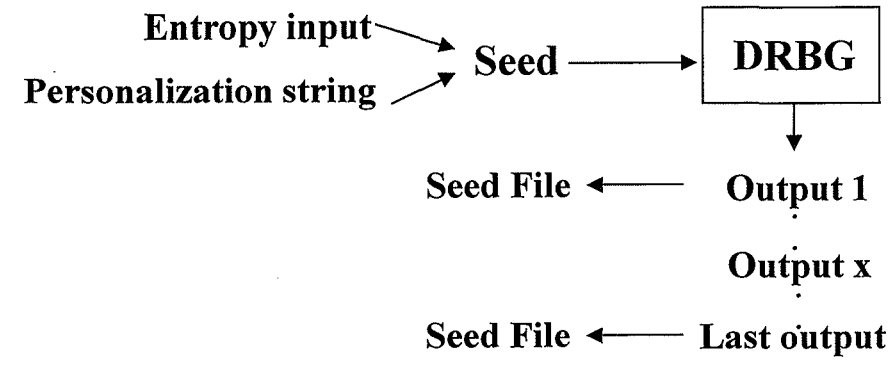
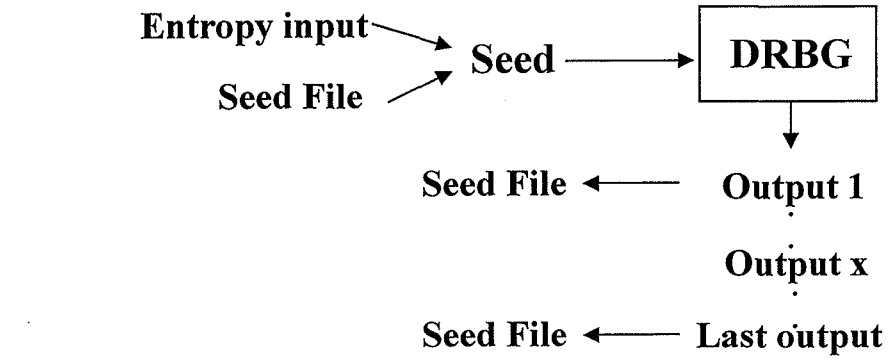
1. Seed File Use

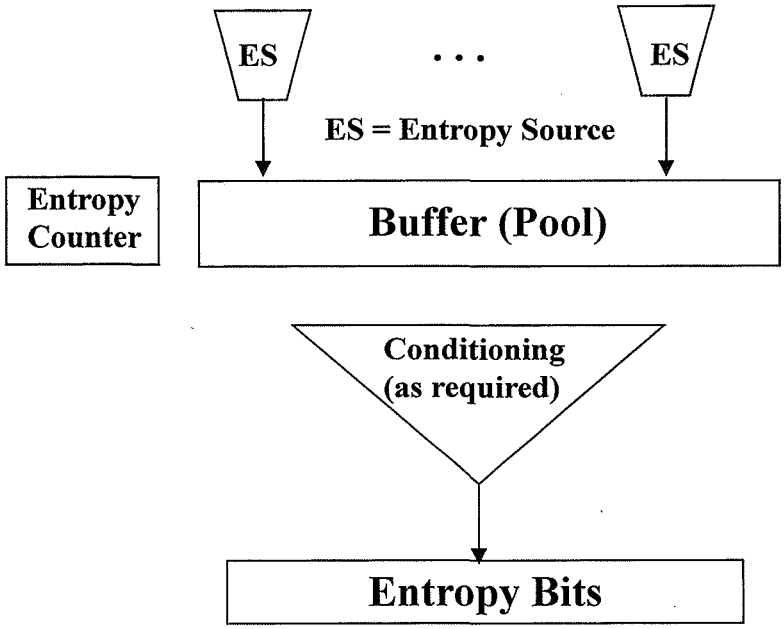


Next instantiation:



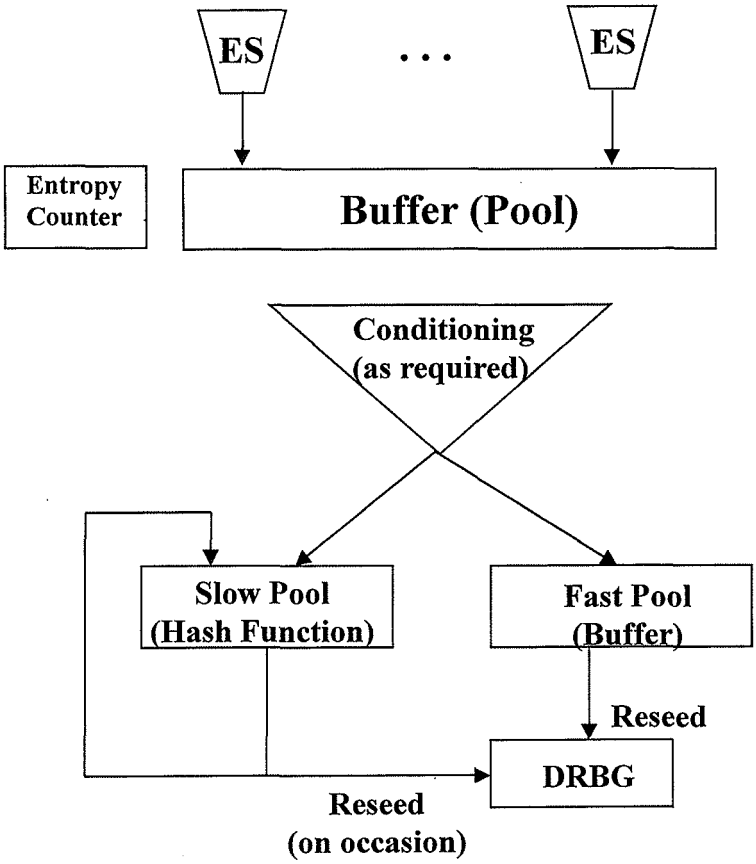
1. **Initial instantiation: Use entropy input and (opt.) personalization string to form the seed.**
2. **Save 1st output in a seed file; replace seed file with last output.**
3. **New instantiation: Use entropy input and current seed file to form a seed.**
4. **Go to step 2.**

2. Using a Pool of Bits



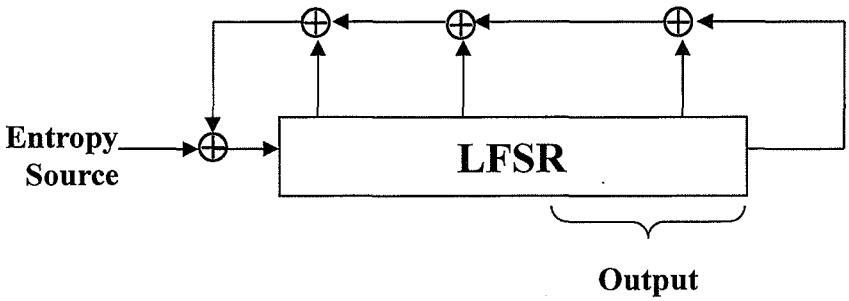
1. Collect entropy in a pool.
2. Perform conditioning when sufficient entropy has been obtained (as determined by the output buffer).
3. Output has full entropy.

3. Using a Pool of Bits

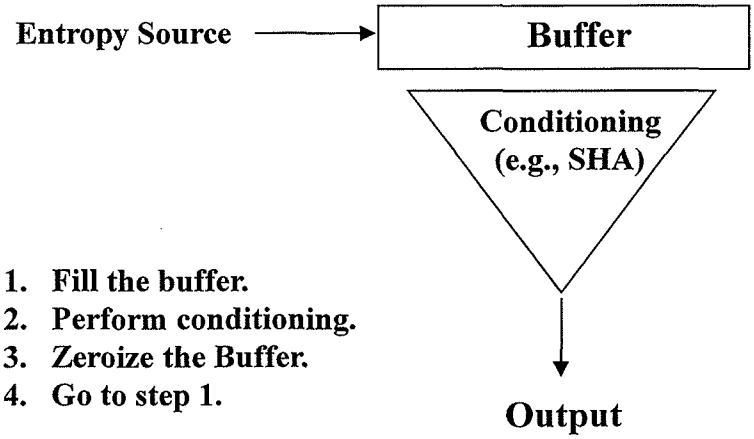


1. Collect entropy in a pool.
2. When sufficient entropy has collected, perform conditioning.
3. Place conditioned bits in the fast pool (a buffer); entropy estimate is best/expected amount.
4. Also place conditioned bits in the fast pool, but hash with previous contents of the fast pool; entropy estimate is conservative (e.g., a fraction of the expected amount).
5. Reseed the DRBG from each fast pool replacement.
6. Reseed the DRBG from the slow pool when the conservative estimate is sufficient.

4. Using a CRC



5. Non-persistent State



1. Fill the buffer.
2. Perform conditioning.
3. Zeroize the Buffer.
4. Go to step 1.