

### 10.1.3 KHF\_DRBG

#### 10.1.3.1 Discussion

**KHF\_DRBG (...)** specifies multiple uses of hash functions. The same Approved hash function **shall** be used throughout. The hash function used **shall** meet or exceed the security requirements of the consuming application. Table 1 in Section 10.1.1 specifies the entropy and seed length requirements that **shall** be used for each hash function in order to meet a specified security level.

**KHF\_DRBG (...)** is specified using two internal functions: **KHF (...)** and **Renew (...)**. Both are called during the instantiation, pseudorandom bit generation and reseeding processes to adjust the state.

#### 10.1.3.2 Interaction with KHF\_DRBG

##### 10.1.3.2.1 Instantiating KHF\_DRBG (...)

Prior to the first request for pseudorandom bits, the **KHF\_DRBG (...)** **shall** be instantiated using the following call:

*(status, usage\_class) = Instantiate\_KHF\_DRBG (requested\_strength,  
prediction\_resistance\_flag, personalization\_string, mode)*

as described in Sections 9.6.1 and 10.1.3.3.3.

##### 10.1.3.2.2 Reseeding a KHF\_DRBG (...) Instantiation

When a **KHF\_DRBG (...)** instantiation requires reseeding, the DRBG **shall** be reseeded using the following call:

*status = Reseed\_KHF\_DRBG\_Instantiation (usage\_class, mode)*

as described in Sections 9.7.2 and 10.1.3.3.4.

##### 10.1.3.2.3 Generating Pseudorandom Bits Using KHF\_DRBG (...)

An application may request the generation of pseudorandom bits by **KHF\_DRBG (...)** using the following call:

*(status, pseudorandom\_bits) = KHF\_DRBG (usage\_class, requested\_no\_of\_bits,  
requested\_strength, additional\_input, prediction\_resistance\_requested, mode)*

as discussed in Sections 9.8.2 10.1.3.3.5.

##### 10.1.3.2.4 Removing a KHF\_DRBG (...) Instantiation

An application may request the removal of a **KHF\_DRBG (...)** instantiation using the following call:

*status = Uninstantiate\_KHF\_DRBG (usage\_class)*

as described in Sections 9.X.X and 10.1.3.3.6.

#### 10.1.3.2.5 Self Testing of the KHF\_DRBG (...) Process

A **KHF\_DRBG (...)** implementation is tested at power-up and on demand using the following call:

*status* = **Self\_Test\_KHF\_DRBG** ( )

as described in Sections 9.9 and 10.1.3.3.7.

#### 10.1.3.3 Specifications

##### 10.1.3.3.1 General

The instantiation and reseeding of **KHF\_DRBG (...)** consists of obtaining a *seed* with the appropriate amount of entropy. The entropy input is used to derive a *seed*, which is then used to derive elements of the initial *state*. The *state* consists of:

1. The value *V*, which is updated each time another *outlen* bits of output are produced (where *outlen* is the number of output bits from the underlying hash function).
2. The values *K<sub>0</sub>* and *K<sub>1</sub>*, which are updated at least once each time the DRBG generates pseudorandom bits.
3. The security *strength* of the DRBG instantiation.
4. A counter (*ctr*) that indicates the number of updates of *V* since new *entropy\_input* was obtained whose entropy meets or exceeds the entropy requirement for the security *strength*.
5. A *prediction\_resistance\_flag* that indicates whether or not a prediction resistance capability is required for the DRBG.
6. (Optional) A transformation of the *entropy\_input* using a one-way function for later comparison with new *entropy\_input* when the DRBG is reseeded or prediction resistance is requested; this value **shall** be present if the DRBG will potentially be reseeded or a prediction resistance capability is required for the instantiation.

The variables used in the description of **KHF\_DRBG (...)** are:

<i>additional_input</i>	Optional additional input.
<i>ctr</i>	A counter that records the number of times that the <i>state</i> has been updated since the DRBG instantiation was seeded, reseeded or prediction resistance was obtained.
<i>entropy_input</i>	The bits containing entropy that are used to determine the <i>seed_material</i> .
<b>Find_state_space</b> ( <i>mode</i> )	A function that returns a <i>usage_class</i> indicating an available state space. The <i>mode</i> indicates whether the request is made during normal operation or during testing.
<b>Get_entropy</b> ( <i>min_entropy</i> , <i>outlen</i> , $2^{32}$ , <i>mode</i> )	

	A function that acquires a string of bits from an entropy input source. <i>min_entropy</i> indicates the minimum amount of entropy to be provided in the returned bits; <i>outlen</i> indicates the minimum number of bits to return; $2^{32}$ indicates the maximum number of bits that may be returned; <i>mode</i> is used to indicate whether the bits are to be obtained during normal operation or during testing. See Section 9.6.2.
$K_0, K_1$	Values in the state that are updated when the DRBG generates pseudorandom bits.
$M$	The number of bytes in the hash function input block.
<i>max_no_of_states</i>	The maximum number of states and instantiations that an implementation can handle.
<i>max_updates</i>	The maximum number of <i>state</i> updates allowed for the DRBG instantiation from one seeding, reseeding or prediction resistance operation.
<i>min_entropy</i>	The minimum amount of entropy to be provided in the <i>entropy_input</i> .
<i>mode</i>	An indication of whether a process is to be conducted for normal operations or for testing. <i>mode</i> = 1 = <i>Normal_operation</i> indicates that normal operation is required; <i>mode</i> = 2 = <i>Fixed_1</i> indicates that a predetermined value is to be used during instantiation, <i>mode</i> = 3 = <i>Fixed_2</i> indicates that a predetermined value is to be used during reseeding, <i>mode</i> = 4 = <i>Failure</i> indicates that a failure indication is to be returned.
$N$	The number of bytes in the hash function output block.
<i>old_transformed_entropy_input</i>	The <i>transformed_entropy_input</i> from the previous acquisition of <i>entropy_input</i> (e.g., used during reseeding).
<i>outlen</i>	The number of bits in the hash function output block.
<i>Pad_0, Pad_1</i>	Zero padding used by the KHF (...) function.
<i>Padded_K<sub>0</sub></i>	$K_0$ padded with zeros to create $M$ bytes.
<i>Padded_V</i>	$V$ padded with zeros to create $M - 9$ bytes.
<i>personalization_string</i>	A string that may be used to personalize a DRBG instantiation.
<i>prediction_resistance_flag</i>	Indicates whether or not prediction resistance is to be provided upon request during an instantiation. 1 = <i>Allow_prediction_resistance</i> : requests for prediction resistance will be handled; 0 =

	<i>No_prediction_resistance</i> : requests for prediction resistance will return an error indication.
<i>prediction_resistance_requested</i>	Indicates whether or not prediction resistance is required during the actual generation of pseudorandom bits. 1 = <i>Provide_prediction_resistance</i> : prediction resistance required; 0 = <i>No_prediction_resistance</i> : prediction resistance not required.
<i>pseudorandom_bits</i>	The string of <i>pseudorandom_bits</i> that are generated during a single “call” to the <b>KHF_DRBG (...)</b> process.
<i>requested_no_of_bits</i>	The number of pseudorandom bits to be generated.
<i>requested_strength</i>	The security strength to be provided for the pseudorandom bits to be obtained from the DRBG.
<i>seed_material</i>	The data used as the <i>seed</i> .
<i>state(usage_class)</i>	An array of <i>states</i> for different DRBG instantiations. A <i>state</i> is carried between calls to the DRBG. In the following specifications, the state for a <i>usage_class</i> is defined as $state(usage\_class) = \{V, K_0, K_1, strength, ctr, prediction\_resistance\_flag, transformed\_entropy\_input\}$ . A particular element of the <i>state</i> is specified as $state(usage\_class).element$ ; e.g., $state(usage\_class).V$ .
<i>status</i>	The status returned from a function call, where <i>status</i> = “Success” or an indication of failure. Failure messages are: <ol style="list-style-type: none"> <li>1. Invalid <i>requested_strength</i>.</li> <li>2. Cannot support prediction resistance.</li> <li>3. No available <i>state</i> space.</li> <li>4. Failure indication returned by the <i>entropy_input</i> source.</li> <li>5. State not available for the indicated <i>usage_class</i>.</li> <li>6. <i>Entropy_input</i> source failure.</li> <li>7. KHF_DRBG can no longer be used. Please re-instantiate or reseed.</li> <li>8. Too many bits requested.</li> <li>9. Prediction resistance capability not instantiated.</li> </ol>
<i>strength</i>	The security strength provided by the DRBG instantiation.
<i>temp</i>	A temporary value.

<i>transformed_entropy_input</i>	A one-way transformation of the <i>entropy_input</i> for the DRBG.
<i>usage_class</i>	The usage class of a DRBG instantiation. Used as a pointer to an instantiation's <i>state</i> values.
<i>V</i>	A value in the <i>state</i> that is updated whenever pseudorandom bits are generated.

#### 10.1.3.3.2 Internal Functions

##### 10.1.3.3.2.1 The KHF Function

The KHF (...) function is used as a compression function and to distribute the effect of the bits in the input values across the entire output string. Let  $N$  be the number of bytes of output from the hash function, and  $M$  be the number of bytes of input into the hash function.

**Comment [ebb1]:** Is this correct?

**KHF(...):**

**Input:** string ( $K_0$ ,  $K_1$ ,  $V$ ).

**Output:** string  $V$ .

**Process:**

1.  $Pad\_0 = 0x00\ 00\dots00$ . Comment:  $M - N$  bytes of zeros.
2.  $Pad\_1 = 0x00\ 00\dots00$ . Comment:  $M - N - 9$  bytes of zeros.
3.  $Padded\_K_0 = K_0 \parallel Pad\_0$ . Comment: Since  $K_0$  is  $N$  bytes in length,  $Padded\_K_0$  is  $M$  bytes long.
4.  $Padded\_V = V \parallel Pad\_1$ . Comment: Since  $V$  is  $N$  bytes in length,  $Padded\_V$  is  $M-9$  bytes long.
5.  $temp = Padded\_V \oplus K_1$ .
6.  $V = \text{Hash}(Padded\_K_0 \parallel temp)$ .
7. **Return** ( $V$ ).

##### 10.1.3.2.2 The Renew Function

The **Renew (...)** function updates the internal *state* of the **KHF DRBG (...)** using the *seed material*. The *seed material* can be any input string of  $2^{32}$  bytes or less, including the Null string. **Renew (...)** makes extensive use of both the **KHF (...)** and the **hash\_df (...)** functions described in Sections 10.2.3.2.1 and 9.6.4.2, respectively. Let  $N$  be the output length of the hash function in bytes, and let  $M$  be the input length in bytes.

**Comment [ebb2]:** How about calling this the Update function, rather than the Renew function?

**Renew (...):**

**Input:** string (*seed\_material*,  $K_0$ ,  $K_1$ ,  $V$ ), integer *ctr*.

**Output:** string ( $K_0$ ,  $K_1$ ,  $V$ ), integer *ctr*.

**Process:**

1.  $temp$  = the Null string.

2. While (**len** (*temp*) <  $N + M - 9$ ) do:
  - 2.1  $V = \text{KHF}(K_0, K_1, V)$ .
  - 2.2  $temp = temp \parallel V$ .
3.  $temp$  = The rightmost (least significant)  $N+M-9$  bytes of  $temp$ .
4.  $temp = temp \oplus \text{hash\_df}(\text{seed\_material}, 8 \times (N + M - 9))$ .
5.  $K_0$  = The rightmost  $N$  bytes of  $temp$ .
6.  $K_1$  = The leftmost  $M-9$  bytes of  $temp$ .
7.  $V = \text{KHF}(K_0, K_1, V)$ .
8.  $ctr = ctr + 1$ .
9. **Return** ( $K_0, K_1, V, ctr$ ).

#### 10.1.3.3.3 Instantiation of KHF\_DRBG(...)

The following process or its equivalent **shall** be used to initially instantiate the **KHF\_DRBG (...)** process. Let **Hash (...)** be the Approved hash function to be used. Let *outlen* be the output length of that hash function in bits, and let  $N$  be the output length of the hash function in bytes. Let  $M$  be the input length of the hash function in bytes.

##### **Instantiate\_KHF\_DRBG (...):**

**Input:** integer (*requested\_strength*, *prediction\_resistance\_flag*, *personalization\_string*, *mode*).

**Output:** string *status*, integer *usage\_class*.

##### **Process:**

1. If (*requested\_strength* > the maximum security *strength* that can be provided by the hash function (see Table 1)), then **Return** ("Invalid *requested\_strength*", 0).
2. If (*prediction\_resistance\_flag* = *Allow\_prediction\_resistance*) and prediction resistance cannot be supported, then **Return** ("Cannot support prediction resistance", 0).

Comment: Find state space.

3. (*status*, *usage\_class*) = **Find\_state\_space** (*mode*).
4. If (*status* = "Failure"), then **Return** ("No available state space", 0).

Comment: Set the *strength* to one of the five security strengths.

5. If (*requested\_strength* ≤ 80), then *strength* = 80  
 Else if (*requested\_strength* ≤ 112), then *strength* = 112  
 Else (*requested\_strength* ≤ 128), then *strength* = 128  
 Else (*requested\_strength* ≤ 192), then *strength* = 192

Else *strength* = 256.

Comment: Get the *entropy\_input*.

6. *min\_entropy* = **max** (128, *strength*).
7. (*status*, *entropy\_input*) = **Get\_entropy** (*min\_entropy*, *outlen*,  $2^{32}$ , *mode*).
8. If (*status* = "Failure"), then **Return** ("Failure indication returned by the entropy source", 0).

Comment: Perform a one-way function on the *entropy\_input* for later comparison during reseeding.

9. *transformed\_entropy\_input* = **Hash** (*entropy\_input*).

Comment: Set up the working values.

10.  $K_0 = 0x00\ 00\dots00$ .
11.  $K_1 = 0x01\ 01\dots01$ .
12.  $V = 0x02\ 02\dots02$ .
13. *seed\_material* = *entropy\_input* || *personalization\_string*.
14. *ctr* = 0.
15. ( $K_0$ ,  $K_1$ , *V*, *ctr*) = **Renew** (*seed\_material*,  $K_0$ ,  $K_1$ , *V*, *ctr*).

Comment: Set up the state.

16. *state*(*usage\_class*) = {*V*,  $K_0$ ,  $K_1$ , *strength*, *ctr*, *prediction\_resistance\_flag*, *transformed\_entropy\_input*}.
17. **Return** ("Success", *usage\_class*).

If an implementation does not handle all five security strengths, then step 5 must be modified accordingly.

If no *personalization\_string* will ever be provided, then the *personalization\_string* parameter in the input may be omitted, and step 13 becomes *seed\_material* = *entropy\_input*.

If an implementation will never be reseeded using the process specified in Section 10.1.3.3.4, then step 9 may be omitted, as well as the *transformed\_entropy\_input* in the *state* (see step 16).

If an implementation does not need the *prediction\_resistance\_flag* as a calling parameter (i.e., the **KHF\_DRBG (...)** routine in Section 10.1.2.3.5 either always or never acquires new entropy in step 7), then the *prediction\_resistance\_flag* in the calling parameters and in the *state* (see step 16) may be omitted, as well as omitting step 2.

#### 10.1.3.3.4 Reseeding a KHF\_DRBG(...) Instantiation

The following or an equivalent process **shall** be used to explicitly reseed the **KHF\_DRBG (...)** process. Let **Hash (...)** be the Approved hash function to be used; let *outlen* be the output length of that hash function in bits, and let *N* be the output length of the

hash function in bytes. Let  $M$  be the input length of the hash function in bytes.

[[Some questions:

*Should Reseed() verify that the entropy source can support an independent reseed? Is that the same as being able to support prediction resistance? This ought to be part of the interface with a seed source—the DRBG needs to be able to ask it if it can really provide prediction resistance, whether it's a seed string or an entropy source or an RBG with or without an entropy source, etc. We need to think about this and discuss it at the next meeting.*

*Should Reseed() allow some application-level input, comparable to the optional input and personalization string?*

*Should optional inputs like the personalization string include some way of distinguishing whether or not they exist? Should that be an explicit flag, or just a NULL sort of indicator?*

A Null string works just fine.

*In step 1, below, we talk about checking to see if a given usage\_class is available. But where did the application get the usage\_class? Either there's an additional call like DRBG\_Setup() that returns it, or Instantiate should return the usage\_class to be used from now on, right?*

--JMK]]

#### **Reseed\_KHF\_DRBG\_Instantiation (...):**

**Input:** integer (usage\_class, mode).

**Output:** string status.

**Process:**

1. If  $((\text{usage\_class} > \text{max\_no\_of\_states}) \text{ or } (\text{state}(\text{usage\_class})) = \{\text{Null}, \text{Null}, \text{Null}, 0, 0, 0, \text{Null}\})$ , then **Return** ("State not available for the indicated usage\_class").

Comment: Get the appropriate state values for the indicated usage\_class.

2.  $V = \text{state}(\text{usage\_class}).V$ ,  $K_0 = \text{state}(\text{usage\_class}).K_0$ ,  $K_1 = \text{state}(\text{usage\_class}).K_1$ ,  $\text{strength} = \text{state}(\text{usage\_class}).\text{strength}$ ,  $\text{prediction\_resistance\_flag} = \text{state}(\text{usage\_class}).\text{prediction\_resistance\_flag}$ ,  $\text{old\_transformed\_entropy\_input} = \text{state}(\text{usage\_class}).\text{transformed\_entropy\_input}$ .

Comment: Get the new entropy\_input.

3.  $\text{min\_entropy} = \max(128, \text{strength})$ .
4.  $(\text{status}, \text{entropy\_input}) = \text{Get\_entropy}(\text{min\_entropy}, \text{outlen}, 2^{32}, \text{mode})$ .
5. If  $(\text{status} = \text{"Failure"})$ , then **Return** ("Failure indication returned by the entropy\_input source").

Comment: Compare the old entropy\_input with the new



*entropy\_input*.

6. *transformed\_entropy\_input* = **Hash** (*entropy\_input*).
7. If (*transformed\_entropy\_input* = *old\_transformed\_entropy\_input*), then  
**Return** ("Entropy\_input source failure").

Comment: Set up the new working values.

8. *ctr* = 0.
9. (*K<sub>0</sub>*, *K<sub>1</sub>*, *V*, *ctr*) = **Renew** (*entropy\_input*, *K<sub>0</sub>*, *K<sub>1</sub>*, *V*, *ctr*).

Comment: Set the state values.

10. *state(usage\_class)* = {*V*, *K<sub>0</sub>*, *K<sub>1</sub>*, *strength*, *ctr*, *prediction\_resistance\_flag*, *transformed\_entropy\_input*}.
10. **Return** ("Success").

#### 10.1.3.3.5 Generating Pseudorandom Bits Using KHF\_DRBG (...)

The following process or an equivalent **shall** be used to generate pseudorandom bits:

##### **KHF\_DRBG(...):**

**Input:** integer (*usage\_class*, *requested\_no\_of\_bits*, *requested\_strength*, *additional\_input*, *prediction\_resistance\_requested*, *mode*).

**Output:** string (*status*, *pseudorandom\_bits*).

##### **Process:**

1. If ((*usage\_class* > *max\_no\_of\_states*) or (*state(usage\_class)*) = {Null, Null, Null, 0, 0, 0, Null}), then **Return** ("State not available for the indicated *usage\_class*", Null).  
  
Comment: Get the appropriate *state* values for the indicated *usage\_class*.
2. *V* = *state(usage\_class).V*, *K<sub>0</sub>* = *state(usage\_class).K<sub>0</sub>*, *K<sub>1</sub>* = *state(usage\_class).K<sub>1</sub>*, *strength* = *state(usage\_class).strength*, *ctr* = *state(usage\_class).ctr*, *prediction\_resistance\_flag* = *state(usage\_class).prediction\_resistance\_flag*, *old\_transformed\_entropy\_bits* = *state(usage\_class).transformed\_entropy\_bits*.  
  
Comment: If *ctr* ≥ *max\_updates*, then reseeding could not be done in step 14 (below) during the previous call because of no available entropy source.
3. If (*ctr* ≥ *max\_updates*), then **Return** ("KHF\_DRBG can no longer be used. Please re-instantiate or reseed.", Null).
4. If (*requested\_strength* > *strength*), then **Return** ("Invalid *requested\_strength*", Null).

5. If ( $requested\_no\_of\_bits > 2^{35}$ ), then **Return** ("Too many bits requested", Null).
6. If (( $prediction\_resistance\_requested = Provide\_prediction\_resistance$ ) and ( $prediction\_resistance\_flag = No\_prediction\_resistance$ )), then **Return** ("Prediction resistance capability not instantiated", Null).
7. If ( $prediction\_resistance\_requested = Provide\_prediction\_resistance$ ), then
  - 7.1  $min\_entropy = \max(128, strength)$ .
  - 7.2 ( $status, entropy\_bits$ ) = **Get\_entropy** ( $min\_entropy, outlen, 2^{32}, mode$ ).
  - 7.3 If ( $status = "Failure"$ ), then **Return** ("Failure indication returned by the  $entropy\_input$  source", Null).
  - 7.4  $transformed\_entropy\_input = \text{Hash}(entropy\_input)$ .
  - 7.5 If ( $transformed\_entropy\_input = old\_transformed\_entropy\_input$ ), then **Return** ("Entropy\_input source failure", Null).
  - 7.6  $ctr = 0$ .
- Else
  - 7.7  $entropy\_input = \text{Null}$ .
8.  $seed\_material = entropy\_input \parallel additional\_input$ .
9. If ( $seed\_material \neq \text{Null}$ ), then ( $K_0, K_1, V, ctr$ ) = **Renew** ( $seed\_material, K_0, K_1, V, ctr$ ).
10.  $temp = \text{Null}$ .
11. While ( $len(temp) < requested\_no\_of\_bits$ ) do:
  - 11.1  $V = \text{KHF}(K_0, K_1, V)$ .
  - 11.2  $temp = temp \parallel V$ .
12.  $pseudorandom\_bits = \text{Leftmost}(requested\_no\_of\_bits) \text{ of } temp$ .
13. ( $K_0, K_1, V, ctr$ ) = **Renew** ( $seed\_material, K_0, K_1, V, ctr$ ).
14. If ( $ctr \geq max\_updates$ ), then
  - 14.1  $status = \text{Reseed\_KHF\_DRBG}(usage\_class, mode)$ .
  - 14.2 If ( $status \neq "Success"$ ), then **Return** ( $status, \text{Null}$ ).
  - 14.3 Go to step 16.
15.  $state(usage\_class) = \{V, K_0, K_1, strength, ctr, prediction\_resistance\_flag, transformed\_entropy\_bits\}$ .
16. **Return** ("Success",  $pseudorandom\_bits$ ).

If an implementation will never provide *additional\_input*, then the *additional\_input* input parameter may be omitted, and step 8 becomes  $seed\_material = entropy\_input$ .

If an implementation does not need the *prediction\_resistance\_flag*, then the

*prediction\_resistance\_flag* may be omitted as an input parameter, and step 6 may be omitted. If prediction resistance is never used, then step 7 becomes *entropy\_input* = Null.

If an implementation does not have a reseeding capability, then step 14 is omitted, and step 3 takes effect during the next call to the DRBG.

#### 10.1.3.3.6 Removing a KHF\_DRBG (...) Instantiation

The following or an equivalent process **shall** be used to remove a **KHF\_DRBG (...)** instantiation:

##### Uninstantiate\_KHF\_DRBG (...):

**Input:** integer *usage\_class*.

**Output:** string *status*.

##### Process:

1. If (*usage\_class* > *max\_no\_of\_states*), then **Return** ("Invalid *usage\_class*").
2. *state(usage\_class)* = {Null, Null, Null, 0, 0, 0, Null}.
3. **Return** ("Success").

#### 10.1.3.3.7 Self Testing of the KHF\_DRBG (...)

[To be added later]

#### 10.1.3.4 Generator Strength and Attributes

#### 10.1.3.5 Reseeding and Optional Input

If an application has a slow source of entropy, such as keystroke timings, it **should** accumulate the entropy until it estimates that it has N bits, and then feed all the entropy into the DRBG as a single optional input. This will permit the DRBG to recover from any compromise.

**Comment [ebb3]:** This is a general statement that should be placed, say, in Section 9.6.2.