# fn sample\_geometric\_buffer

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This document proves soundness of sample\_geometric\_buffer in mod.rs at commit f5bb719 (out-dated<sup>1</sup>).

# 1 Hoare Triple

## Preconditions

None

### Pseudocode

```
def sample_geometric_buffer(
      buffer_len: usize, constant_time: bool
  ) -> Optional[uint]:
      if constant_time:
          buf = bytearray(buffer_len)
          fill_bytes(buf) # mutates in-place
          ret = None
          for i in range(buffer_len):
              # find first nonzero event
9
              if buf[i] > 0:
                  # compute index of first nonzero bit buffer
                   cand = 8 * i + buf[i].leading_zeroes() #
                  ret = cand if ret is None else min(ret, cand)
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14
          return ret
15
         for i in range(buffer_len):
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17
              buf = bytearray(1)
18
              fill_bytes(buf) # mutates in-place
              if buf[0] > 0:
19
                   return 8 * i + buf[0].leading_zeroes()
20
          return None
```

### Postcondition

For any setting of the input arguments, sample\_geometric\_buffer either raises an exception if there is insufficient system entropy, or returns sample where sample is drawn from a discrete distribution.

sample is either geo where geo is a sample from the Geometric(p=0.5) distribution, and is less than  $buffer\_len*8$ , or None with probability  $2^{-buffer\_len*8}$ .

*Proof.* sample\_geometric\_buffer uses fill\_bytes as a subroutine to generate a buffer of buffer\_len bytes. For each bit b in the buffer it follows that  $\Pr[b=1] = \frac{1}{2}$  and  $\Pr[b=0] = \frac{1}{2}$ . If there is some bit in the buffer equal to 1, the position of the *first* such bit is a zero-indexed draw from the Geometric distribution

<sup>&</sup>lt;sup>1</sup>See new changes with git diff f5bb719..5af36a4 rust/src/traits/samplers/geometric/mod.rs

Geom(p) with p=0.5, by definition of a Geometric random variable. If the buffer is zero, the function returns None.