fn sample_geometric_buffer

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This document proves soundness of sample_geometric_buffer in mod.rs at commit f5bb719 (out-dated¹).

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)
13
14
          return ret
15
         for i in range(buffer_len):
16
              buf = bytearray(1)
17
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

¹See new changes with git diff f5bb719..b9b5a3c 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.