# trait SampleUniformIntBelow

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This proof resides in "contrib" because it has not completed the vetting process.

## PR History

• Pull Request #473

This document proves that the implementations of SampleUniformIntBelow in mod.rs at commit f5bb719 (outdated¹) satisfy the definition of the SampleUniformIntBelow trait.

**Definition 0.1.** The SampleUniformIntBelow trait defines a function sample\_uniform\_int\_below. For any setting of the input parameter upper, sample\_uniform\_int\_below either

- raises an exception if there is a lack of system entropy,
- returns out where out is uniformly distributed between [0, upper).

If trials is specified, the function will attempt to sample uniformly at random trials times, and will raise an exception if it fails to do so. If trials is not specified, the function will attempt to sample uniformly at random indefinitely. Setting trials causes the function to run in constant time.

There are two impl's (implementations): one for unsigned integers, and one for big integers. To prove correctness of each impl, we prove correctness of the implementation of sample\_uniform\_int\_below.

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# 1 impl for Unsigned Integers

This corresponds to impl SampleUniformIntBelow for \$ty in Rust. sample\_uniform\_int\_below uses rejection sampling. In each round all bits of the integer are filled randomly, drawing an unsigned integer uniformly at random. The algorithm returns the sample, modulo the upper bound, so long as the sample is not one of the final "div" largest integers.

<sup>&</sup>lt;sup>1</sup>See new changes with git diff f5bb719..fbaf6354 rust/src/traits/samplers/uniform/mod.rs

## 1.1 Hoare Triple

#### Preconditions

- User-specified types:
  - Variable upper must be of type T
  - Variable trials is optional of type int, and is non-negative
  - Type T is the type the trait is implemented for (one of u8, u16, u32, u64, u128, usize)

#### Pseudocode

```
# returns a single bit with some probability of success
  def sample_uniform_int_below(upper: int, trials: Optional[int]) -> int:
      found = None
      threshold = T.MAX - T.MAX % upper
      while True:
          if trials == 0:
              if found is None:
                   raise ValueError("failed to sample")
9
               return found
          trials = None if trials is None else trials - 1
12
           sample = T.sample_uniform_int()
13
          if sample < threshold and found is None:</pre>
14
               found = sample % upper
16
           if found is not None and trials is None:
17
               return found
```

#### Postcondition

The postcondition is supplied by 0.1.

### 1.2 Proof

*Proof.* Assuming that T.sample\_uniform\_int() is correctly implemented, then v is a sample between zero and T.MAX inclusive, the greatest representable number of type T.

You could sample one of upper values uniformly at random by rejecting v if it is larger than upper. That is, only return v if v is less than upper.

It is equivalent to extend the acceptance region, by returning v % 2 if v is less than upper \* 2, so long as upper \* 2 <= T.MAX. This reduces the rejection rate, which increases algorithm performance.

There are T.MAX % upper remaining elements if you were to extend the acceptance region to the greatest multiple of upper that is less than T.MAX. Therefore conditioning v on being less than T.MAX - T.MAX % upper results in v % upper being an unbiased, uniformly distributed sample.

When trials is specified, the algorithm will attempt to sample uniformly at random trials times, and will raise an exception if it fails to do so. Only the first successful sample is kept.

Therefore, for any value of upper, the function satisfies the postcondition.

## 2 impl for Big Integers

This corresponds to impl SampleUniformIntBelow for UBig in Rust. This algorithm uses the same algorithm and argument as used for unsigned native integers, but this time the bit depth is dynamically chosen to fill the last byte of a series of bytes long enough to hold upper.

#### 2.1 Hoare Triple

#### Preconditions

- User-specified types:
  - Variable upper must be of type UBig
  - Variable trials is optional of type int, and is non-negative

## Pseudocode

```
# returns a single bit with some probability of success
  def sample_uniform_int_below(upper: int, trials: Optional[int]) -> int:
      byte_len = div_ceil(upper.bit_len(), 8)
      max = Ubig.from_be_bytes([u8.MAX] * byte_len)
      threshold = max - max % upper
      found = None
      buffer = [0] * byte_len
9
      while True:
          if trials == 0:
               if found is None:
11
                   raise ValueError("failed to sample")
13
               return found
          trials = None if trials is None else trials - 1
14
15
          fill_bytes(buffer)
16
17
           sample = UBig.from_be_bytes(buffer)
18
          if sample < threshold and found is None:</pre>
19
               found = sample % upper
20
21
           if found is not None and trials is None:
22
               return found
```

### Postcondition

The postcondition is supplied by 0.1.

#### Proof 2.2

*Proof.* byte\_len is the fewest number of bytes necessary to represent upper, which is  $ceil(ceil(log_2(upper))/8)$ . This proof follows the same logic as in 1.2, but the constants are generalized. max is the largest repre-

sentable number in byte\_len bytes, corresponding to T.MAX. v is an integer sampled uniformly below max by randomly filling bits with bernoulli samples. The algorithm terminates when v is below the same threshold.

When trials is specified, the algorithm will attempt to sample uniformly at random trials times, and will raise an exception if it fails to do so. Only the first successful sample is kept. 

Therefore, for any value of upper, the function satisfies the postcondition.