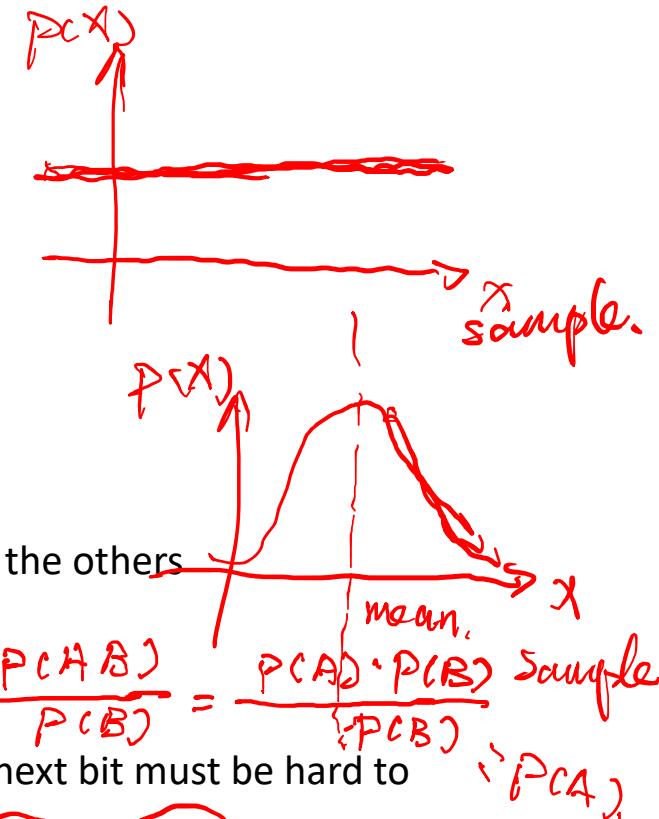
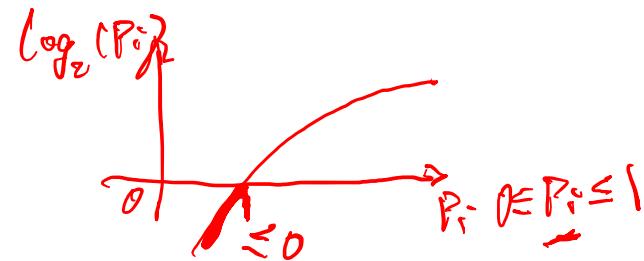


# Properties of Random Numbers

- Randomness
  - Uniformity
    - distribution of bits in the sequence should be uniform
  - Independence
    - no one subsequence in the sequence can be inferred from the others
- Unpredictable
  - satisfies the "next-bit test"
    - given consecutive sequence of bits output (but not seed), next bit must be hard to predict



# Entropy *metric*

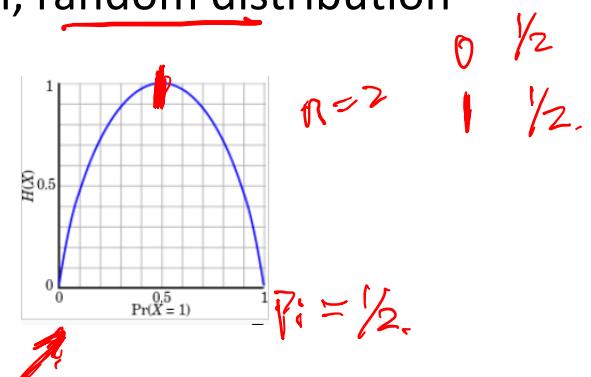


- A measure of uncertainty

- In other words, a measure of how unpredictable the outcomes are
- **High entropy** = unpredictable outcomes = desirable in cryptography
- The uniform distribution has the highest entropy (every outcome equally likely, e.g. fair coin toss)
- Usually measured in bits (so 3 bits of entropy = uniform, random distribution over 8 values)

$$\rightarrow H = - \sum_i p_i \log_2(p_i)$$

Entropy of an information source



Random data

source

Value

1 →  $\frac{1}{8}$

2 → 0

3 →  $\frac{1}{16}$

4 →  $\frac{1}{4}$

5 →  $\frac{1}{8}$

6 →  $\frac{3}{16}$

7 →  $\frac{1}{16}$

8 →  $\frac{3}{16}$

given

51

$\sum_{i=1}^8 P_i$

$\sum_{i=1}^8 P_i = 1$

1 2 3  
4 5 6  
7 8

& value

& value

$$H = - \sum_i P_i \cdot \log_2 P_i$$

$$= - \left[ \frac{1}{8} \cdot \log_2 \frac{1}{8} + 0 \cdot \frac{1}{16} \cdot \log_2 \frac{1}{16} + \dots + \frac{3}{16} \cdot \log_2 \frac{3}{16} \right]$$

$$= - \left[ \frac{1}{8} \cdot 3 + 0 - \frac{1}{16} \cdot 4 - \frac{3}{4} - \frac{3}{8} - 0.45 - \frac{4}{16} - 0.45 \right]$$

$$= \underline{2.234}$$

$$H = - \left[ \frac{1}{8} \cdot \log_2 \frac{1}{8} \right] \cdot 8$$

$$= - \left[ \frac{1}{8} (-3) \right] \cdot 8 = \underline{3}$$

uniform

Lagrange multiplier

$$\begin{cases} \max \sum_i P_i \cdot \log_2 P_i \\ \sum_{i=1}^n P_i = 1 \end{cases} \quad g = - \sum_i P_i \cdot \log_2 P_i + \lambda \cdot \left[ \sum_{i=1}^n P_i - 1 \right]$$

$$\frac{\partial g}{\partial P_i} = \dots = 0$$

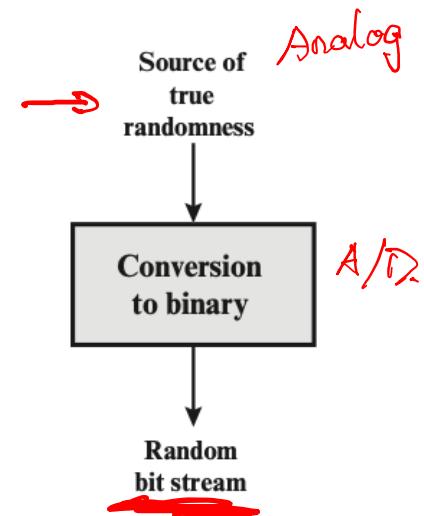
$$\lambda =$$

$$P_i = \frac{1}{n}$$

# True random numbers generators

DRNG

- Several sources of randomness – natural sources of randomness
  - decay times of radioactive materials *atoms* *thermal noise*
  - electrical noise from a resistor or semiconductor
  - radio channel or audible noise
  - keyboard timings
  - disk electrical activity
  - mouse movements
  - Physical unclonable function (PUF)
- Some are better than others



(a) TRNG