|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 0 | 0 | 0 | 0 | 0001 |
| 0 | 0 | 0 | 1 | 0001 |
| 0 | 0 | 1 | 0 | 0001 |
| 0 | 0 | 1 | 1 | 0001 |
| 0 | 1 | 0 | 0 | 0001 |
| 0 | 1 | 0 | 1 | 0001 |
| 0 | 1 | 1 | 0 | 0001 |
| 0 | 1 | 1 | 1 | 0001 |
| 1 | 0 | 0 | 0 | 0001 |
| 1 | 0 | 0 | 1 | 0001 |
| 1 | 0 | 1 | 0 | 0001 |
| 1 | 0 | 1 | 1 | 0001 |
| 1 | 1 | 0 | 0 | 0001 |
| 1 | 1 | 0 | 1 | 0001 |
| 1 | 1 | 1 | 0 | 0001 |
| 1 | 1 | 1 | 1 | 0001 |

**4- Bit ANDERSONS’S PUF RESULTS**

**Results for region 1 of Xilinx X0Y0 to X0Y58 slice**

**Results for region 2 of Xilinx X0Y0 to X28Y40 Slice**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 0 | 0 | 0 | 0 | 0000 |
| 0 | 0 | 0 | 1 | 0000 |
| 0 | 0 | 1 | 0 | 0000 |
| 0 | 0 | 1 | 1 | 0000 |
| 0 | 1 | 0 | 0 | 0000 |
| 0 | 1 | 0 | 1 | 0000 |
| 0 | 1 | 1 | 0 | 0000 |
| 0 | 1 | 1 | 1 | 0000 |
| 1 | 0 | 0 | 0 | 0000 |
| 1 | 0 | 0 | 1 | 0000 |
| 1 | 0 | 1 | 0 | 0000 |
| 1 | 0 | 1 | 1 | 0010 |
| 1 | 1 | 0 | 0 | 0000 |
| 1 | 1 | 0 | 1 | 0000 |
| 1 | 1 | 1 | 0 | 0000 |
| 1 | 1 | 1 | 1 | 0000 |

**Results for region 3 of Xilinx X0Y41 to X28Y78 Slice**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 0 | 0 | 0 | 0 | 1000 |
| 0 | 0 | 0 | 1 | 1000 |
| 0 | 0 | 1 | 0 | 1000 |
| 0 | 0 | 1 | 1 | 1000 |
| 0 | 1 | 0 | 0 | 1000 |
| 0 | 1 | 0 | 1 | 1000 |
| 0 | 1 | 1 | 0 | 1000 |
| 0 | 1 | 1 | 1 | 1000 |
| 1 | 0 | 0 | 0 | 1000 |
| 1 | 0 | 0 | 1 | 1000 |
| 1 | 0 | 1 | 0 | 1000 |
| 1 | 0 | 1 | 1 | 1000 |
| 1 | 1 | 0 | 0 | 1000 |
| 1 | 1 | 0 | 1 | 1000 |
| 1 | 1 | 1 | 0 | 1000 |
| 1 | 1 | 1 | 1 | 1000 |

**Results for region 4 of Xilinx X32Y0 to X52Y40 Slice**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 0 | 0 | 0 | 0 | 0000 |
| 0 | 0 | 0 | 1 | 0000 |
| 0 | 0 | 1 | 0 | 0000 |
| 0 | 0 | 1 | 1 | 0000 |
| 0 | 1 | 0 | 0 | 0000 |
| 0 | 1 | 0 | 1 | 0000 |
| 0 | 1 | 1 | 0 | 0000 |
| 0 | 1 | 1 | 1 | 0000 |
| 1 | 0 | 0 | 0 | 0000 |
| 1 | 0 | 0 | 1 | 0000 |
| 1 | 0 | 1 | 0 | 0000 |
| 1 | 0 | 1 | 1 | 0000 |
| 1 | 1 | 0 | 0 | 0000 |
| 1 | 1 | 0 | 1 | 0000 |
| 1 | 1 | 1 | 0 | 0000 |
| 1 | 1 | 1 | 1 | 0000 |