

(Pseudo)random Data



Entropy, CSPRNG

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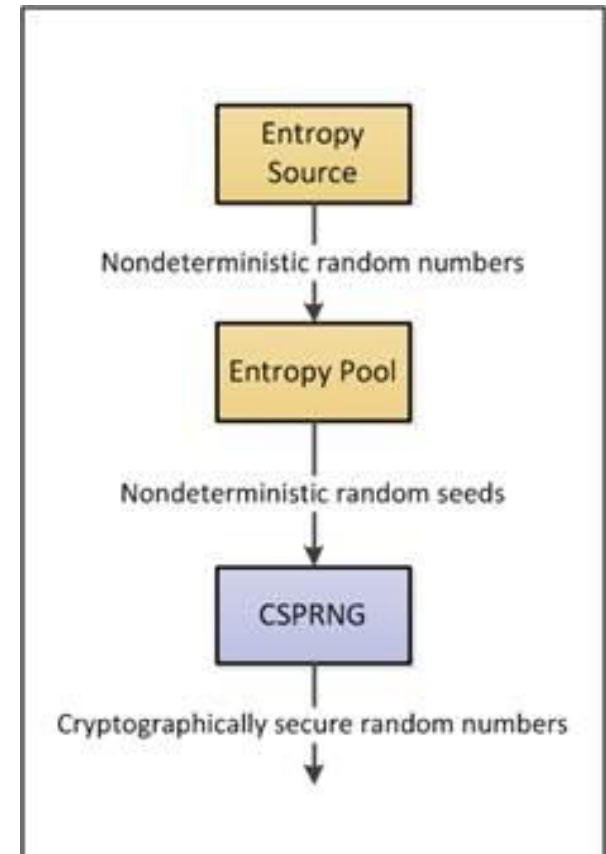


RNG types

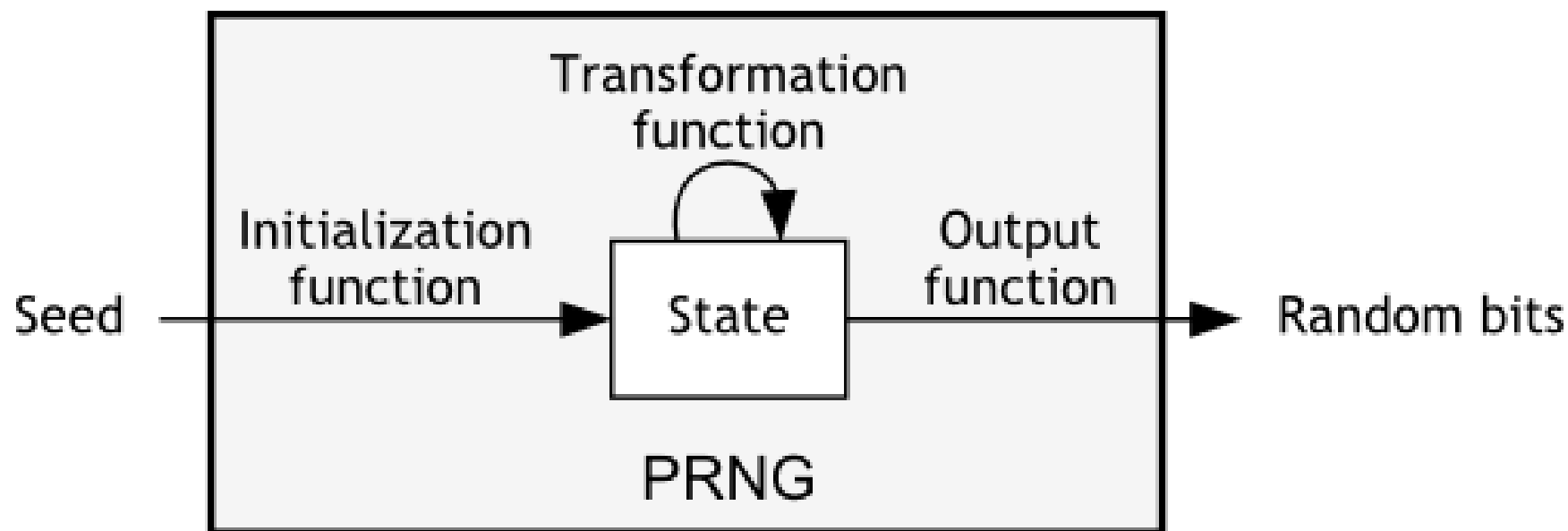
- True RNG (TRNG)
 - collects random events:
 - hardware noise, physical phenomena
 - behaviour of system/user
 - Pros: **independent** values, **aperiodic** sequence
 - Cons: often **slow**, often **small density** of entropy
- Pseudorandom RNG (PRNG)
 - software – imitates randomness
 - Pros: **fast**
 - CSPRNG - **uniform**, **practically independent**
 - Cons: **deterministic**, **periodic**, **fixed entropy**

Combined TRNG + (CS)PRNG

- TRNG (entropy source)
- Entropy Pool (optional)
 - collects entropy
 - entropy is increased – fresh entropy mixed into pool
- CSPRNG
 - seeded by pool or TRNG directly



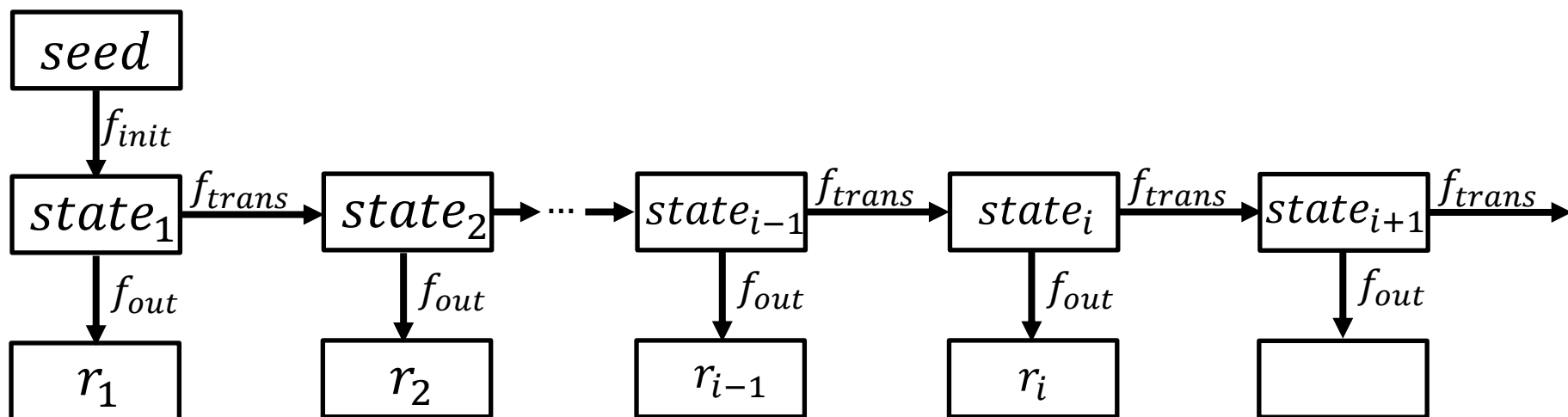
PRNG



Source: <https://pit-claudel.fr/clement/blog/how-random-is-pseudo-random-testing-pseudo-random-number-generators-and-measuring-randomness/>

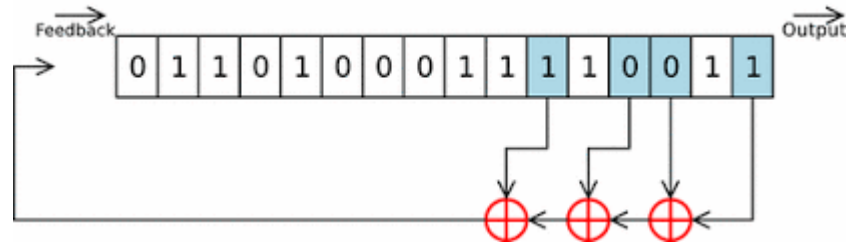
Security of PRNG

- Seed and internal state must be protected
 - must be large enough – not allowing brute force
 - seed - determines whole sequence
 - state $state_i$ determine next values $r_i, r_{i+1}, r_{i+2}, \dots$
 - inappropriate f_{trans} also previous values r_1, r_2, \dots, r_{i-1}



Insecure PRNGs

- LFSR of n-bits
 - Output bit - linear function state bits
 - Berlekamp Massey alg. can compute IS from $2n$ output bits
- Standard random function:
 - Linear congruential generator (LCG)
 - return whole or half of IS
- RC4 – $P(2^{\text{nd}} \text{ byte} = 0) = 1/128$ (not $1/256$)
- Mersenne twister – IS from 624 values
- Anything not labeled as CSPRNG...



LCG

- gcc random(), java.util.Random, ...

$$state_{i+1} = a \cdot state_i + c \bmod m$$

Source	modulus m	multiplier a	increment c	output bits of seed in $rand()$ or $Random(L)$
ZX81, ZX Spectrum ^[18]	$2^{16} + 1$	75	0	$(x_n - 1) / 2^{16}$
Numerical Recipes <code>ranqd1</code> , Chapter 7.1, §An Even Quicker Generator, Eq. 7.1.6 parameters from Knuth and H. W. Lewis	2^{32}	1664525	1013904223	
Borland C/C++	2^{31}	22695477	1	bits 30..16 in $rand()$, 30..0 in $lrand()$
glibc (used by GCC) ^[19]	2^{31}	1103515245	12345	bits 30..0

- significant part of $state_i$ returned as random value r_i
- linear state update func. - states can be **backtracked!**

Randomness and entropy

- What is random, data or RNG? Is 4 random?
 - randomness of data determined by RNG
- Entropy is **measure** of randomness
 - expressed in bits
 - better randomness \Rightarrow larger entropy
- Entropy represents:
 - uncertainty of produced values and
 - average amount of information values carry and
 - attack complexity on key / security of system.
 - see other [definitions](#) by NIST

Entropy computation

- **Assumption:** RNG produces **independent** values.
- Defined for RNG output represented by random variable X .
- (Shannon) entropy:
$$\mathcal{H}(X) = - \sum_{i=1}^n p_i(X = x_i) \log p_i(X = x_i)$$
- Property: same entropy when modeled RNG differently
 - single bits $p_0 = 0.3, p_1 = 0.7 \implies \mathcal{H}(X) = 0.88$
 - 2-bit blocks:
 $p_{00} = 0.09, p_{01} = p_{10} = 0.21, p_{11} = 0.49 \implies \mathcal{H}(X) = 2 * 0.88$
- For impossible events:
$$p_i(x_i) = 0 \implies p_i(x_i) \log p_i(x_i) = 0$$

Entropy estimate - example

- Source (<https://qrng.anu.edu.au/RainBin.php>):

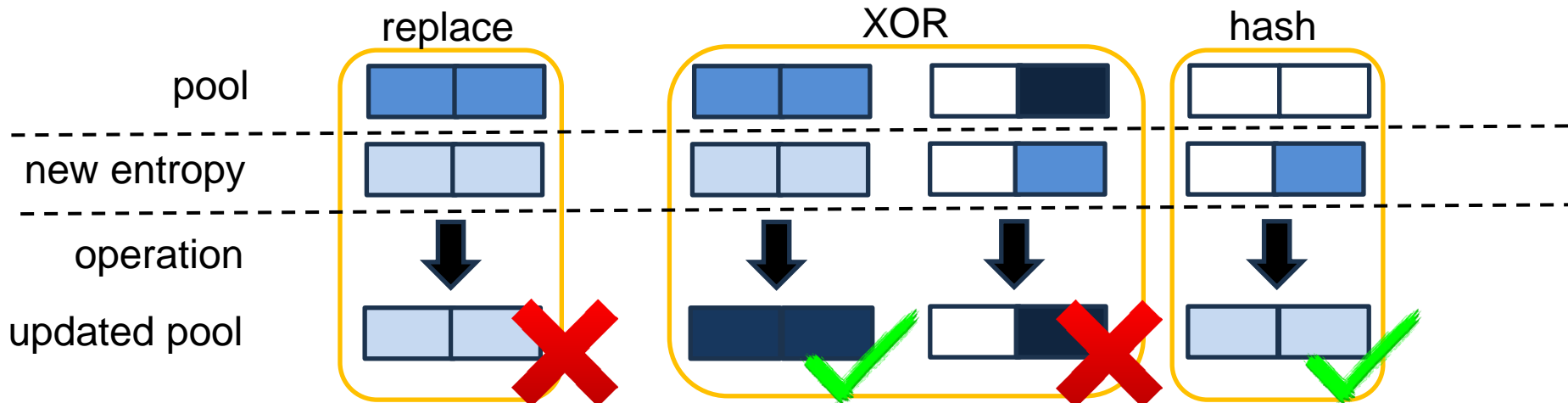
- Estimates for sequence of 80 bits:

0110110101010011000001011000001011010000
1001111111011100000101011000100011111111

- Model (1bit): 40x 0, 40x 1 – entropy $\mathcal{H}(X) = 1$
- Model (2bit): 12x'01', 6x'10', 11x'00', 11x'11' – $\mathcal{H}(X) = 1.95$
- Estimates for two 960-bit seqs for 1-6 bit model:
 - 0.9999, 0.9992, 0.9993, 0.9910, 0.9704, 0.9470
 - 0.9998, 0.9974, 0.9913, 0.9849, 0.9734, 0.9485

Entropy pool - mixing entropy

- Operations: replacement : XOR : Hash:
 - replacement – can decrease the entropy!
 - XOR – cannot decrease entropy
 - but may not increase if part already full!
 - hashing – increases (up to hash size) and spreads entropy



PA193 Seminar – hands on

- Go: https://github.com/sysox/PA193_RNG
 - Follow the instruction to install or,
 - Use https://mybinder.org/v2/gh/sysox/PA193_RNG/HEAD and work online
- Notebook with tasks:
 - [PA193 RNG 2025 Tasks.ipynb](#)
- Notebook with solution:
 - [PA193 RNG 2025 Solution.ipynb](#)