

# Randomness

Why do we need randomness?

# Need for Randomness

- stochastic simulations
- randomized algorithms
- distributed algorithms
- statistical sampling
- testing programs
- games (chance and procedural generation)
- generating encryption keys
- generating unpredictable numbers

# Fundamental Problem

- computers are very predictable
  - machine operations are deterministic
  - will do exactly same steps at boot
    - a room of identical computers will boot at same time
- without any user interaction, there will be no difference
- random numbers you generate will always be the same
  - unless you introduce something from environment

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- cryptographic key
- IVs
- authentication cookie
- PIN numbers
- second factor SMS codes

# Types of Randomness

- true randomness
  - randomness from good sources
  - unpredictable from all information both before or after
    - to an information theoretic attacker
  - independent randomness
  - e.g., coin flips
- pseudo randomness
  - numbers that “look” random but may fail some statistical tests
    - i.e., can be predicted with the right information
  - numbers not independent from other generated numbers

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Resulting stream looks very different as long as seed is  
different

# Pseudorandom Numbers

- pseudo random number generators (PRNGs) generate a stream of pseudo random using a **seed** and an **algorithm**
  - the **seed** should be unique (nonce) per use of random stream generation
    - stream can be arbitrarily long
  - the same seed and algorithm generates the same stream
  - the algorithm generates a stream of numbers from the seed that are pseudorandom
- two types: **cryptographically suitable** and **not cryptographically suitable**

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- the seed is used to randomize the state
- the state is then used to generate random numbers
- if you know the state, you can generate the sequence of random numbers
- basic requirement for cryptographically suitable PRNG
  - random numbers do not reveal the state



# PRNG Cryptographic Properties

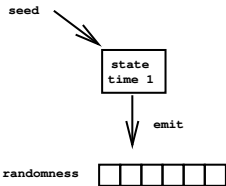
- **prediction** resistant
  - looking at enough random numbers you cannot guess the next ones
  - i.e., even without learning the state
- **rollback** resistant
  - even if you know the current state, you can't learn previous numbers generated by the stream until it reached this state
  - how can this be implemented?

seed

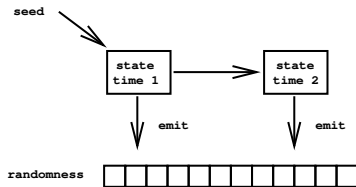
seed



state  
time 1



time →



time →

seed



state  
time 1



state  
time 2



state  
time 3



emit

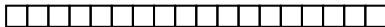


emit



emit

randomness



time →

seed



state  
time 1



state  
time 2



state  
time 3



state  
time 4



emit



emit

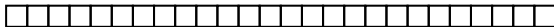


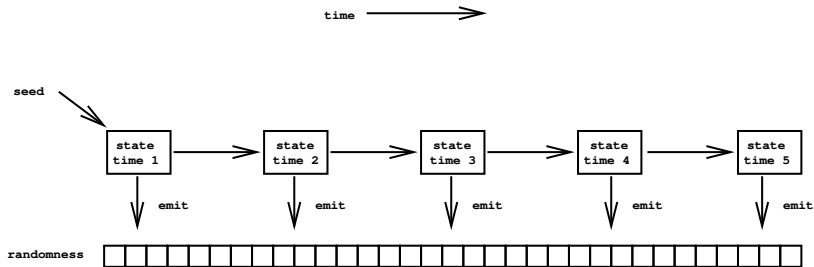
emit



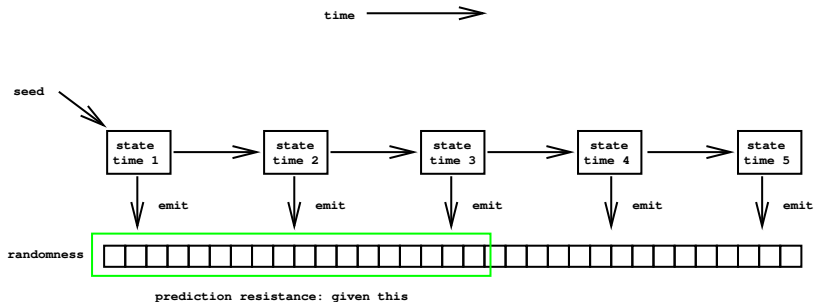
emit

randomness

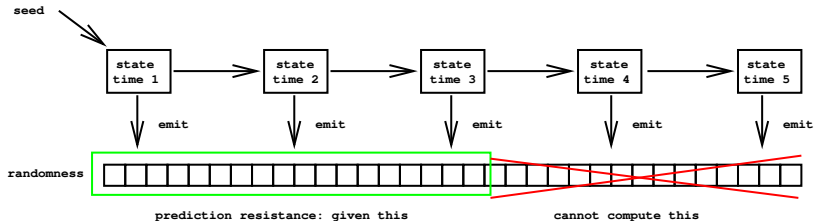


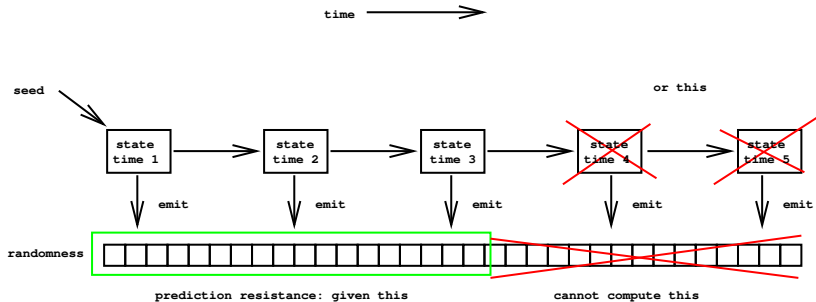




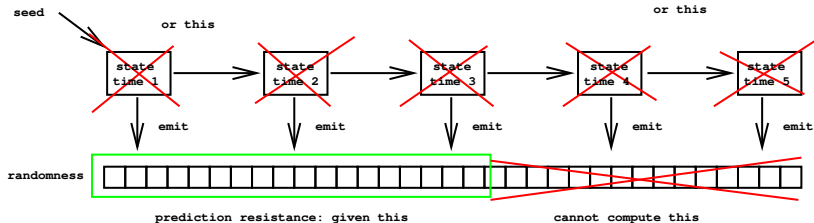


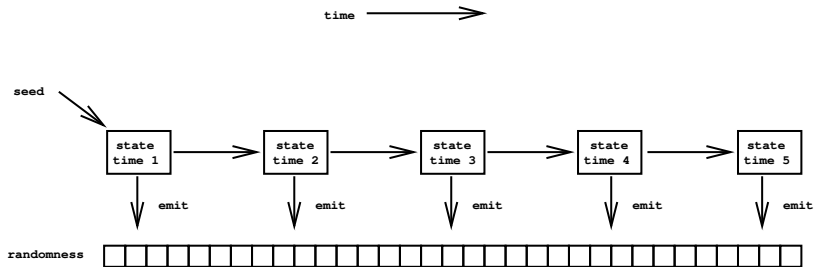
time →

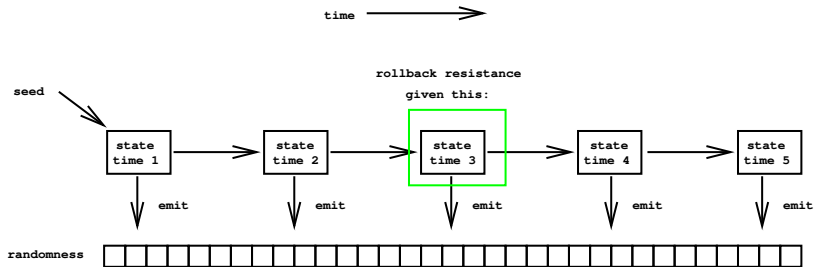


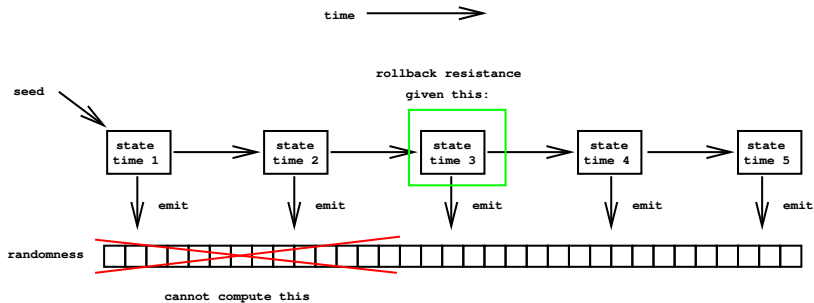


time →





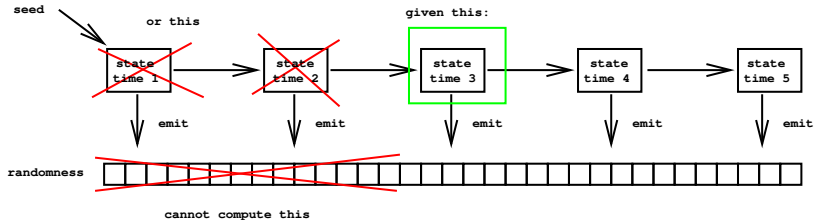




time →

rollback resistance

given this:





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a typical use for crypto is generate key, then generate IV  
IV is not encrypted when sent!

# Non-Cryptographically Suitable PRNG

- functions like `rand()` are not cryptographically secure
  - e.g., linear congruence generators ( $y = x \cdot p \pmod n$ )
  - given enough samples, you can start predicting the next ones, figure out seed
  - seed is usually earlier timestamp: `srand(time(NULL))`
- if the seed is predictable then the stream is also predictable
  - e.g., using the time as the seed
  - does not mean algorithm isn't cryptographically suitable, only misused

True random seed with a cryptographically suitable PRNG  
yields a cryptographically suitable pseudo randomness

Recall some **stream ciphers** are simply a cryptographically suitable PRNGs that generates a one-time pad to XOR with the plaintext.

AES in Counter mode is simply using a random key  $K$  and a random initial counter  $x$  and creating a stream  $E_k(x), E_k(x + 1), E_k(x + 2) \dots$

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Is it rollback resistant?

# What needs Randomness

- random numbers for cryptographic reasons: unpredictable
  - one-time pads, encryption keys, random challenges
  - much of day-to-day Internet security relies on random numbers
  - when it needs to be **unguessable**
- random numbers for super important things: coin flips
  - e.g., long-lived high-stakes keys for banks
- random numbers for other purposes: uniformly distributed
  - salts, challenges, nonces, initialization vectors, identifiers
  - if should be **unique** then cryptographically suitable not needed
    - randomness based on time not guaranteed to be unique!
    - i.e., time is a function every computer is trying to match
- or better yet just always use cryptographically secure randomness
  - LEAST SURPRISE and USABILITY, supports SAFE DEFAULTS

# Good Sources of Cryptographically Suitable Randomness

- observations of physical phenomenon
  - dice rolling, coin flipping, radioactive decay
- hardware events
  - time between keystrokes
  - mouse movements
  - I/O events
  - device interrupts
- hard for external observers to also measure

What about using network packet arrival times, like microseconds between packet arrivals or a round-trip-time?

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This is true even if it started  
as a good true-random source.



# A MILLION Random Digits

WITH  
100,000 Normal Deviates

RAND



TABLE OF RANDOM DIGITS

06730	40432	33289	53885	30723	99287	52045	72912	71573	27159	26500
06731	40433	33290	53886	30724	99288	52046	72913	71574	27160	26501
06732	40434	33291	53887	30725	99289	52047	72914	71575	27161	26502
06733	40435	33292	53888	30726	99290	52048	72915	71576	27162	26503
06734	40436	33293	53889	30727	99291	52049	72916	71577	27163	26504
06735	40437	33294	53890	30728	99292	52050	72917	71578	27164	26505
06736	40438	33295	53891	30729	99293	52051	72918	71579	27165	26506
06737	40439	33296	53892	30730	99294	52052	72919	71580	27166	26507
06738	40440	33297	53893	30731	99295	52053	72920	71581	27167	26508
06739	40441	33298	53894	30732	99296	52054	72921	71582	27168	26509
06740	40442	33299	53895	30733	99297	52055	72922	71583	27169	26510
06741	40443	33300	53896	30734	99298	52056	72923	71584	27170	26511
06742	40444	33301	53897	30735	99299	52057	72924	71585	27171	26512
06743	40445	33302	53898	30736	99300	52058	72925	71586	27172	26513
06744	40446	33303	53899	30737	99301	52059	72926	71587	27173	26514
06745	40447	33304	53900	30738	99302	52060	72927	71588	27174	26515
06746	40448	33305	53901	30739	99303	52061	72928	71589	27175	26516
06747	40449	33306	53902	30740	99304	52062	72929	71590	27176	26517
06748	40450	33307	53903	30741	99305	52063	72930	71591	27177	26518
06749	40451	33308	53904	30742	99306	52064	72931	71592	27178	26519
06750	40452	33309	53905	30743	99307	52065	72932	71593	27179	26520
06751	40453	33310	53906	30744	99308	52066	72933	71594	27180	26521
06752	40454	33311	53907	30745	99309	52067	72934	71595	27181	26522
06753	40455	33312	53908	30746	99310	52068	72935	71596	27182	26523
06754	40456	33313	53909	30747	99311	52069	72936	71597	27183	26524
06755	40457	33314	53910	30748	99312	52070	72937	71598	27184	26525
06756	40458	33315	53911	30749	99313	52071	72938	71599	27185	26526
06757	40459	33316	53912	30750	99314	52072	72939	71600	27186	26527
06758	40460	33317	53913	30751	99315	52073	72940	71601	27187	26528
06759	40461	33318	53914	30752	99316	52074	72941	71602	27188	26529
06760	40462	33319	53915	30753	99317	52075	72942	71603	27189	26530
06761	40463	33320	53916	30754	99318	52076	72943	71604	27190	26531
06762	40464	33321	53917	30755	99319	52077	72944	71605	27191	26532
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06764	40466	33323	53919	30757	99321	52079	72946	71607	27193	26534
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06767	40469	33326	53922	30760	99324	52082	72949	71610	27196	26537
06768	40470	33327	53923	30761	99325	52083	72950	71611	27197	26538
06769	40471	33328	53924	30762	99326	52084	72951	71612	27198	26539
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06776	40478	33335	53931	30769	99333	52091	72958	71619	27205	26546
06777	40479	33336	53932	30770	99334	52092	72959	71620	27206	26547
06778	40480	33337	53933	30771	99335	52093	72960	71621	27207	26548
06779	40481	33338	53934	30772	99336	52094	72961	71622	27208	26549
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06781	40483	33340	53936	30774	99338	52096	72963	71624	27210	26551
06782	40484	33341	53937	30775	99339	52097	72964	71625	27211	26552
06783	40485	33342	53938	30776	99340	52098	72965	71626	27212	26553
06784	40486	33343	53939	30777	99341	52099	72966	71627	27213	26554
06785	40487	33344	53940	30778	99342	52100	72967	71628	27214	26555
06786	40488	33345	53941	30779	99343	52101	72968	71629	27215	26556
06787	40489	33346	53942	30780	99344	52102	72969	71630	27216	26557
06788	40490	33347	53943	30781	99345	52103	72970	71631	27217	26558
06789	40491	33348	53944	30782	99346	52104	72971	71632	27218	26559
06790	40492	33349	53945	30783	99347	52105	72972	71633	27219	26560
06791	40493	33350	53946	30784	99348	52106	72973	71634	27220	26561
06792	40494	33351	53947	30785	99349	52107	72974	71635	27221	26562
06793	40495	33352	53948	30786	99350	52108	72975	71636	27222	26563
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06796	40498	33355	53951	30789	99353	52111	72978	71639	27225	26566
06797	40499	33356	53952	30790	99354	52112	72979	71640	27226	26567
06798	40500	33357	53953	30791	99355	52113	72980	71641	27227	26568
06799	40501	33358	53954	30792	99356	52114	72981	71642	27228	26569

TABLE OF RANDOM DIGITS

06800	31827	80191	43585	20270	74558	48561	90052	62760	92718	27983
06801	32204	60347	47545	20271	74559	48562	90053	62761	92719	27984
06802	31828	80192	43586	20272	74560	48563	90054	62762	92720	27985
06803	31829	80193	43587	20273	74561	48564	90055	62763	92721	27986
06804	31830	80194	43588	20274	74562	48565	90056	62764	92722	27987
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06808	31834	80198	43592	20278	74566	48569	90060	62768	92726	27991
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06846	31872	80236	43630	20316	74604	48607	90098	62806	92764	28029
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06872	31898	80262	43656	20342	74630	48633	90124	62832	92790	28055
06873	31899	80263	43657	20343	74631	48634	90125	62833	92791	28056
06874	31900	80264	43658	20344	74632	48635	90126	62834	92792	28057
06875	31901	80265	43659	20345	74633	48636	90127	62835	92793	28058
06876	31902	80266	43660	20346	74634	48637	90128	62836	92794	28059
06877	31903	80267	43661	20347	74635	48638	90129	62837	92795	28060
06878	31904	80268	43662	20348	74636	48639	90130	62838	92796	28061
06879	31905	80269	43663	20349	74637	48640	90131	62839	92797	28062
06880	31906	80270	43664	20350	74638	48641	90132	62840	92798	28063
06881	31907	80271	43665	20351	74639	48642	90133	62841	92799	28064
06882	31908	80272	43666	20352	74640	48643	90134	62842	92800	28065
06883	31909	80273	43667	20353	74641	48644	90135	62843	92801	28066
06884	31910	80274	43668	20354	74642	48645	90136	62844	92802	28067
06885	31911	80275	43669	20355	74643	48646	90137	62845	92803	28068
06886	31912	80276	43670	20356	74644	48647	90138	62846	92804	28069
06887	31913	80277	43671	20357	74645	48648	90139	62847	92805	28070
06888	31914	80278	43672	20358	74646	48649	90140	62848	92806	28071
06889	31915	80279	43673	20359	74647	48650	90141	62849	92807	28072
06890	31916	80280	43674	20360	74648	48651	90142	62850	92808	28073
06891	31917	80281	43675	20361	74649	48652	90143	62851	92809	28074
06892	31918	80282	43676	20362	74650	48653	90144	62852	92810	28075
06893	31919	80283	43677	20363	74651	48654	90145	62853	92811	28076
06894	31920	80284	43678	20364	74652	48655	90146	62854	92812	28077
06895	31921	80285	43679	20365	74653	48656	90147	62855	92813	28078
06896	31922	80286	43680	20366	74654	48657	90148	62856	92814	28079
06897	31923	80287	43681	20367	74655	48658	90149	62857	92815	28080
06898	31924	80288	43682	20368	74656	48659	90150	62858	92816	28081
06899	31925	80289	43683	20369	74657	48660	90151	62859	92817	28082
06900	31926	80290	43684	20370	74658	48661	90152	62860	92818	28083
06901	31927	80291	43685	20371	74659	48662	90153	62861	92819	28084
06902	31928	80292	43686	20372	74660	48663	90154	62862	92820	28085
06903	31929	80293	43687	20373	74661	48664	90155	62863	92821	28086
06904	31930	80294	43688	20374	74662	48665	90156	62864	92822	28087
06905	31931	80295	43689	20375	74663	48666	90157	62865	92823	28088
06906	31932	80296	43690	20376	74664	48667	90158	62866	92824	28089
06907	31933	80297	43691	20377	74665	48668	90159	62867	92825	28090
06908	31934	80298	43692	20378	74666	48669</				

If Eve can predict the next random bit that Alice chooses even **slightly** better than random guess, it is a bad source of randomness.

# Randomness for Linux

- Linux effectively has one random device: `/dev/urandom`
  - `/dev/random` deprecated in 2020, retained for compatibility
  - `/dev/random` was true randomness
  - `/dev/urandom` was pseudorandomness
  - both now work the same
  - uses ChaCha20 stream cipher as a PRNG
- randomness from kernel's entropy pool
  - timings between interrupts
  - user input such as keyboard and mouse
  - hardware random number generators if available
  - disk access timing
  - kernel jitter

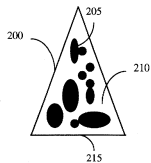
# Accessing Randomness

- formerly one would open `/dev/random` pseudofile and read it
  - this runs a program whose output appeared as it were contents of file
  - standard conceit in UNIX systems where “everything is a file”
- security issue: files can change
  - user has no proof `/dev/random` is doing what it should
    - in containers or chroot environments, may not exist or be configured
    - file was removed and replaced with something else
    - file is not “ready” early in the boot process
    - program may “run out” of file descriptors to open
- preferred method: `getrandom` system call
  - `ssize_t getrandom(void buf, size_t buflen, unsigned int flags)`
  - blocks until random device is ready

# Sourcing Randomness

- mixing multiple sources reduces attacker knowledge or control
  - randomness from keyboard and mouse
    - i.e., human activity measured at very fine time scales
  - also events in the operating system
    - e.g., network and disk activity that is human driven
- servers may not get useful HID events for randomness
  - racks of identical servers running identical workloads won't differ





LAVA LAMP  
AFTER t  
SECONDS



FIG. 2

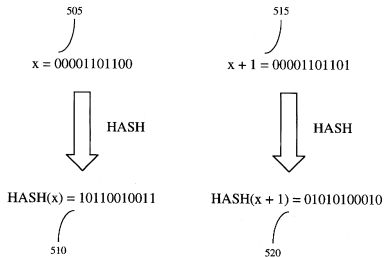


FIG. 5



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This is done over TLS (we'll cover later) but importantly...  
TLS needs randomness to work in initial key exchange.  
Each machine configured with its own set of secrets  
one is used as an HMAC key to generate tags  
on the current timestamp in nanoseconds  
for TLS randomness in order to fill the entropy pool

## Denoising Bias

Suppose you had a coin that flips heads two thirds odds  
and tails one third.

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How do you get random numbers without bias?

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flip twice, two heads is  $\frac{4}{9}$ , two tails is  $\frac{1}{9}$   
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and one of each is  $\frac{2}{9}$  both ways.

say two heads is heads,

one of each is tails,

and two tails is a fail (repeat).

What about a coin with unknown static bias?  
that is, a  $X:1-X$  bias.

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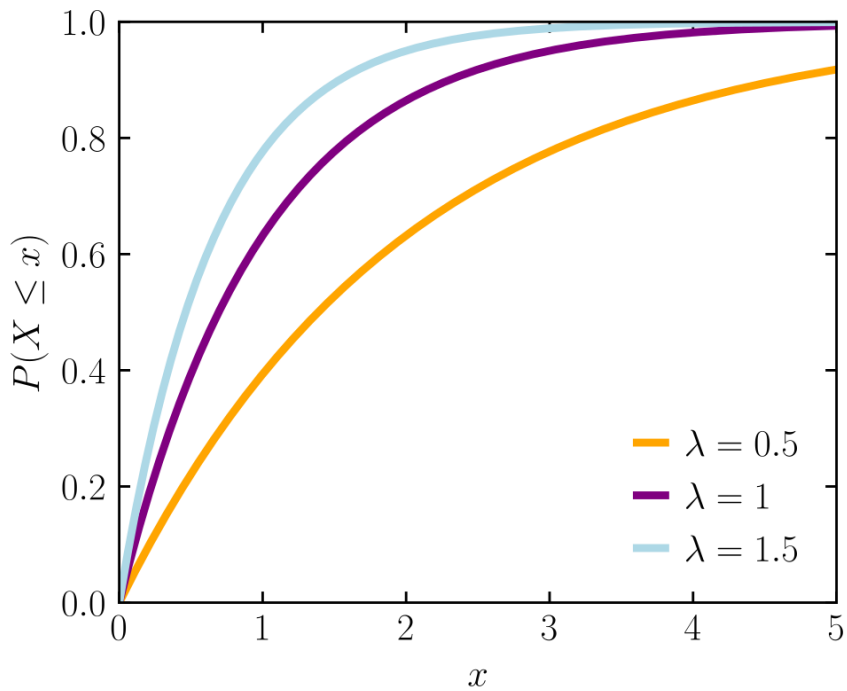
What about a coin with unknown static bias?  
that is, a  $X:1-X$  bias.

Can you get 50:50 random numbers without learning  $X$ ?  
probability of one of each is the same for both  
configurations regardless of  $X$

Suppose you get random numbers from  
a known continuous distribution,  
e.g., exponential distribution.

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a known continuous distribution,  
e.g., exponential distribution.

How can you extract uniform randomness from it?



# UUID: Universally Unique Identifier (rfc 4122)

- when you need a “name” for something
- and this name must be unique
- formatted as hyphen separated chunks of hexadecimal
  - 00112233-4455-6677-8899-aabbccddeeff
- three ways to generate them



Random UUID

## Random UUID

use a random value (called version 4)

is 122 bits of randomness and some version information

```

/**
 * Static factory to retrieve a type 4 (pseudo randomly generated) UUID.
 *
 * The {@code UUID} is generated using a cryptographically strong pseudo
 * random number generator.
 *
 * @return A randomly generated {@code UUID}
 */
public static UUID randomUUID() {
    SecureRandom ng = Holder.numberGenerator;

    byte[] randomBytes = new byte[16];
    ng.nextBytes(randomBytes);
    randomBytes[6]  &= 0x0f; /* clear version      */
    randomBytes[6]  |= 0x40; /* set to version 4 */
    randomBytes[8]  &= 0x3f; /* clear variant     */
    randomBytes[8]  |= 0x80; /* set to IETF variant */
    return new UUID(randomBytes);
}

```

# Name-derived UUID

- hash a string to generate it
- use MD5 (version 3) or SHA-1 (version 5)
- deterministic but unique for a particular value
  - e.g., file name is name UUID based on its contents

```

/**
 * Static factory to retrieve a type 3 (name based) {@code UUID} based on
 * the specified byte array.
 *
 * @param name
 *     A byte array to be used to construct a {@code UUID}
 *
 * @return A {@code UUID} generated from the specified array
 */
public static UUID nameUUIDFromBytes(byte[] name) {
    MessageDigest md;
    try {
        md = MessageDigest.getInstance("MD5");
    } catch (NoSuchAlgorithmException nsae) {
        throw new InternalError("MD5 not supported", nsae);
    }
    byte[] md5Bytes = md.digest(name);
    md5Bytes[6]  &= 0x0f; /* clear version */
    md5Bytes[6] |= 0x30; /* set to version 3 */
    md5Bytes[8]  &= 0x3f; /* clear variant */
    md5Bytes[8] |= 0x80; /* set to IETF variant */
    return new UUID(md5Bytes);
}

```

# Time-based UUID:

- the reason for the strange shape of the UUID
- uses a timestamp defined as follows:
  - 60-bit count of 100-nanosecond intervals since 15 Oct 1582"
- XXXXXXXX-YYYY-ZZZZ-VVVV-XXXXXXXXXXXXXXXXXXXX
  - X is low value of timestamp
  - Y is middle value of timestamp
  - Z is high value of timestamp and version
  - V is clock sequence number
    - incremented each time the system clock changes
  - W is node id (MAC address of the system that generated)
    - 48 bit value
    - reveals the host that generates it, but "guaranteed" to be unique

## Example of Bad Randomness

- Dual\_EC\_DRBG is a PRNG based on elliptic curves
- relied on two parameters,  $P$  and  $Q$
- if chosen in a particular way one can predict random numbers
  - basic attack: 30 output bytes revealed PRNG's internal state



- it was criticized by experts for its poor design shortly after publication
- it was thousands of times slower than existing simpler secure alternatives
- there was bias in the output bytes
  - i.e., it failed the most basic test of a useful PRNG
- it was known that for any  $P$ , there would be a specific  $Q$  backdoor
  - impossible for anyone to prove they didn't know backdoor

It was clear this is a terrible PRNG.

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No one did. Case Closed.

It was clear this is a terrible PRNG.  
And no one wanted to use it.  
No one did. Case Closed.  
Except...

# Exclusive: Secret contract tied NSA and security industry pioneer

By Joseph Menn

9 MIN READ



---

SAN FRANCISCO (Reuters) - As a key part of a campaign to embed encryption software that it could crack into widely used computer products, the U.S. National Security Agency arranged a secret \$10 million contract with RSA, one of the most influential firms in the computer security industry, Reuters has learned.

- RSA accepted 10 million dollars from NSA in a secret deal
  - used a  $P$  and  $Q$  that the NSA recommended
  - implemented it and made it the default PRNG
- RSA then pushed it as a NIST standard and it was put into other products
- NSA could then break security since a backdoor PRNG is now widespread

# Broken Dual\_EC\_DRBG

- if you had backdoor, looking at 40 bytes of randomness would reveal state
- it was also not rollback resistant!
  - once you know state, you can go backwards and forwards



Versions: [00](#) [01](#) [02](#)

Network Working Group

Internet-Draft

Intended status: Informational

Expires: September 3, 2009

E. Rescorla

RTFM, Inc.

M. Salter

National Security Agency

March 02, 2009

**Extended Random Values for TLS**  
**draft-rescorla-tls-extended-random-02.txt**

If you generate encryption keys and then generate “benign” random values later that you send in plaintext, NSA can determine your state and rollback to the key.

# Sabotage Magic Numbers

- many implementations of crypto rely on specific “magic” numbers to work
- if these are chosen without clear justification it leaves room for such attacks
- “nothing-up-my-sleeve” numbers are one chosen to be by construction above suspicious of hidden properties
  - should have a low Kolmogorov complexity
  - should be hard to “tweak” into any other number using the same approach

*// Initialize variables:*

**var** *int* a0 := 0x67452301      *// A*

**var** *int* b0 := 0xefcdab89      *// B*

**var** *int* c0 := 0x98badcfe      *// C*

**var** *int* d0 := 0x10325476      *// D*

**AES S-box**

	00	01	02	03	04	05	06	07	08	09	0a	0b	0c	0d	0e	0f
00	63	7c	77	7b	f2	6b	6f	c5	30	01	67	2b	fe	d7	ab	76
10	ca	82	c9	7d	fa	59	47	f0	ad	d4	a2	af	9c	a4	72	c0
20	b7	fd	93	26	36	3f	f7	cc	34	a5	e5	f1	71	d8	31	15
30	04	c7	23	c3	18	96	05	9a	07	12	80	e2	eb	27	b2	75
40	09	83	2c	1a	1b	6e	5a	a0	52	3b	d6	b3	29	e3	2f	84
50	53	d1	00	ed	20	fc	b1	5b	6a	cb	be	39	4a	4c	58	cf
60	d0	ef	aa	fb	43	4d	33	85	45	f9	02	7f	50	3c	9f	a8
70	51	a3	40	8f	92	9d	38	f5	bc	b6	da	21	10	ff	f3	d2
80	cd	0c	13	ec	5f	97	44	17	c4	a7	7e	3d	64	5d	19	73
90	60	81	4f	dc	22	2a	90	88	46	ee	b8	14	de	5e	0b	db
a0	e0	32	3a	0a	49	06	24	5c	c2	d3	ac	62	91	95	e4	79
b0	e7	c8	37	6d	8d	d5	4e	a9	6c	56	f4	ea	65	7a	ae	08
c0	ba	78	25	2e	1c	a6	b4	c6	e8	dd	74	1f	4b	bd	8b	8a
d0	70	3e	b5	66	48	03	f6	0e	61	35	57	b9	86	c1	1d	9e
e0	e1	f8	98	11	69	d9	8e	94	9b	1e	87	e9	ce	55	28	df
f0	8c	a1	89	0d	bf	e6	42	68	41	99	2d	0f	b0	54	bb	16

The column is determined by the least significant **nibble**, and the row by the most significant nibble. For example, the value  $9a_{16}$  is converted into  $b8_{16}$ .

$$\begin{bmatrix} s_0 \\ s_1 \\ s_2 \\ s_3 \\ s_4 \\ s_5 \\ s_6 \\ s_7 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 1 & 1 & 1 \\ 1 & 1 & 0 & 0 & 0 & 1 & 1 & 1 \\ 1 & 1 & 1 & 0 & 0 & 0 & 1 & 1 \\ 1 & 1 & 1 & 1 & 0 & 0 & 0 & 1 \\ 1 & 1 & 1 & 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 & 1 & 1 & 0 & 0 \\ 0 & 0 & 1 & 1 & 1 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} b_0 \\ b_1 \\ b_2 \\ b_3 \\ b_4 \\ b_5 \\ b_6 \\ b_7 \end{bmatrix} + \begin{bmatrix} 1 \\ 1 \\ 0 \\ 0 \\ 0 \\ 1 \\ 1 \\ 0 \end{bmatrix}$$

where  $[s_7, \dots, s_0]$  is the S-box output and  $[b_7, \dots, b_0]$  is the multiplicative inverse as a vector.

This affine transformation is the sum of multiple rotations of the byte as a vector, where addition is the XOR operation:

$$s = b \oplus (b \lll 1) \oplus (b \lll 2) \oplus (b \lll 3) \oplus (b \lll 4) \oplus 63_{16}$$

where  $b$  represents the multiplicative inverse,  $\oplus$  is the [bitwise XOR](#) operator,  $\lll$  is a left bitwise [circular shift](#), and the constant  $63_{16} = 01100011_2$  is given in [hexadecimal](#).

An equivalent formulation of the affine transformation is

$$s_i = b_i \oplus b_{(i+4) \bmod 8} \oplus b_{(i+5) \bmod 8} \oplus b_{(i+6) \bmod 8} \oplus b_{(i+7) \bmod 8} \oplus c_i$$

where  $s$ ,  $b$ , and  $c$  are 8 bit arrays,  $c$  is  $01100011_2$ , and subscripts indicate a reference to the indexed bit.<sup>[3]</sup>

Another equivalent is:

$$s = (b \times 31_{10} \bmod 257_{10}) \oplus 99_{10} \text{ [4][5]}$$

where  $\times$  is polynomial multiplication of  $b$  and  $31_{10}$  taken as bit arrays.

Best PRNG to use: HMAC\_DRBG

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state is a key  $k$  from seed and  $v$  of data



Best PRNG to use: HMAC\_DRBG  
state is a key  $k$  from seed and  $v$  of data  
uses HMAC three times per round  
one for randomness, two to update state

```
function hmac_drbg_generate (state, n) {  
    tmp = ""  
    while(len(tmp) < N){  
        state.v = hmac(state.k, state.v)  
        tmp = tmp || state.v  
    }  
    // Update state with no input  
    state.k = hmac(state.k, state.v || 0x00)  
    state.v = hmac(state.k, state.v)  
    // Return the first N bits of tmp  
    return tmp[0:N]  
}
```

- prediction resistance
  - HMAC prevents generating tags without key
- rollback resistance
  - current key is an HMAC tag on previous state
  - HMAC prevents key revelation