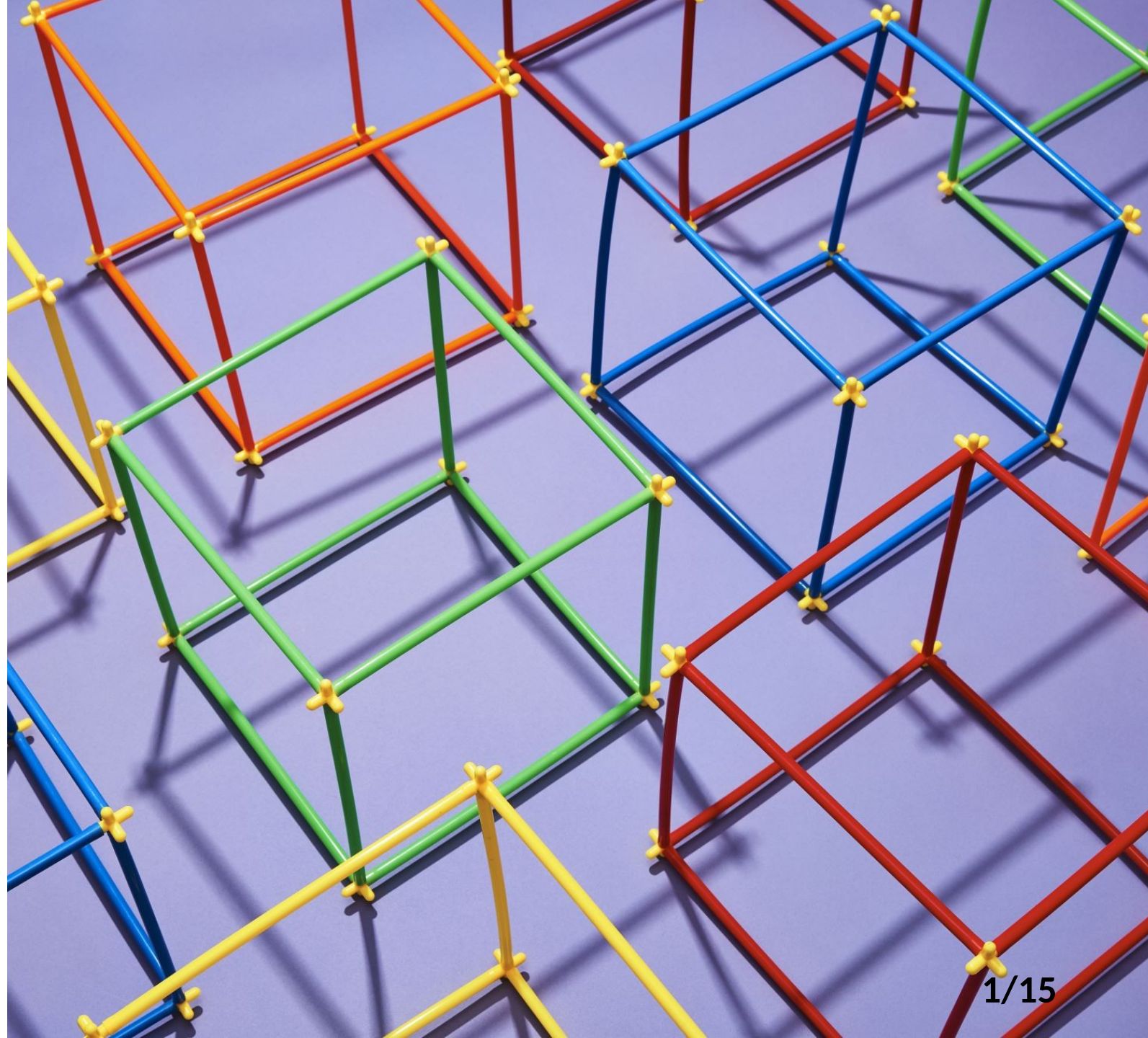


# RANDOMNE SS

Yağmur GÖKTAŞ

Discrete Computational Structures

20.11.2019 / WEDNESDAY







# DEFINING RANDOMNESS

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- Random sequence cannot conceal any rule that would enable us to recreate the sequence, while on the other hand, requiring the absence of all patterns within a sequence leads to a very restricting definition which is almost impossible to apply in practice.

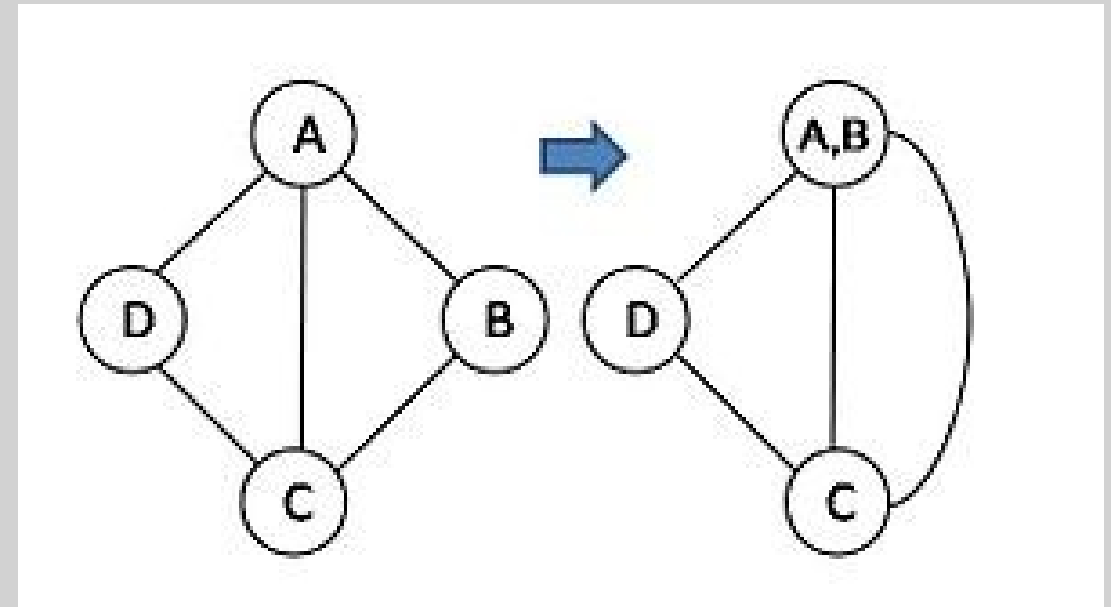


## RANDOMNESS IN COMPUTER SCIENCE

There are two main approaches to generating random numbers using a computer: Pseudo-Random Number Generators (PRNGs) and True Random Number Generators (TRNGs).

# PSEUDO-RANDOM NUMBER GENERATORS

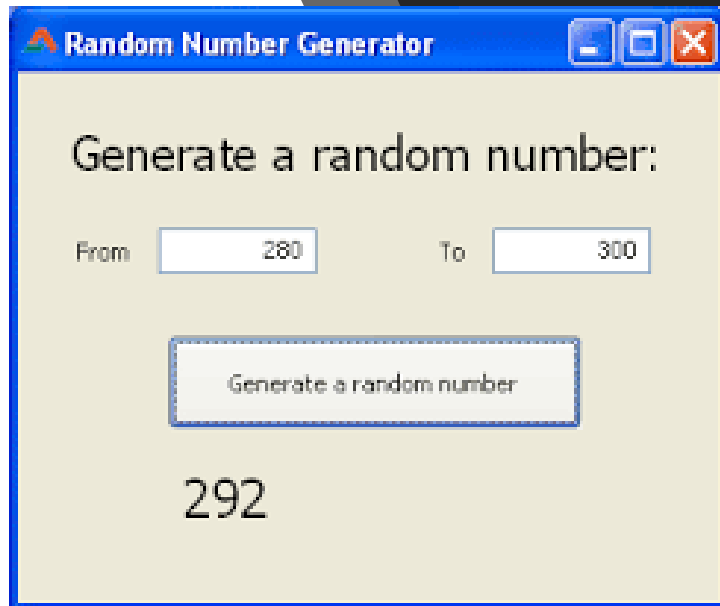
- PRNGs are algorithms that use mathematical formulae or simply precalculated tables to produce sequences of numbers that appear random. A good example of a PRNG is the [linear congruential method](#).
- 



# LINEAR CONGRUENTIAL METHOD(OLDEST AND COMMON)

```
int getRandomNumber()  
{  
    return 4; // chosen by fair dice roll.  
             // guaranteed to be random.  
}
```

$X_{n+1} = (aX_n + c) \bmod m$  where  $X$  is the sequence of pseudo-random values  
 $m, 0 < m$  - modulus  
 $a, 0 < a < m$  - multiplier  
 $c, 0 \leq c < m$  - increment  
 $x_0, 0 \leq x_0 < m$  - the seed or start value



- PRNGs are *efficient*, meaning they can produce many numbers in a short time, and *deterministic*, meaning that a given sequence of numbers can be reproduced at a later date if the starting point in the sequence is known. Efficiency is a nice characteristic if your application needs many numbers, and determinism is handy if you need to replay the same sequence of numbers again at a later stage. PRNGs are typically also *periodic*, which means that the sequence will eventually repeat itself.

# TRUE-RANDOM NUMBER GENERATORS

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- In comparison with PRNGs, TRNGs extract randomness from physical phenomena and introduce it into a computer. The characteristics of TRNGs are quite different from PRNGs.





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•First, TRNGs are generally rather *inefficient* compared to PRNGs, taking considerably longer time to produce numbers. They are also *nondeterministic*, meaning that a given sequence of numbers cannot be reproduced, although the same sequence may of course occur several times by chance. TRNGs have no period.



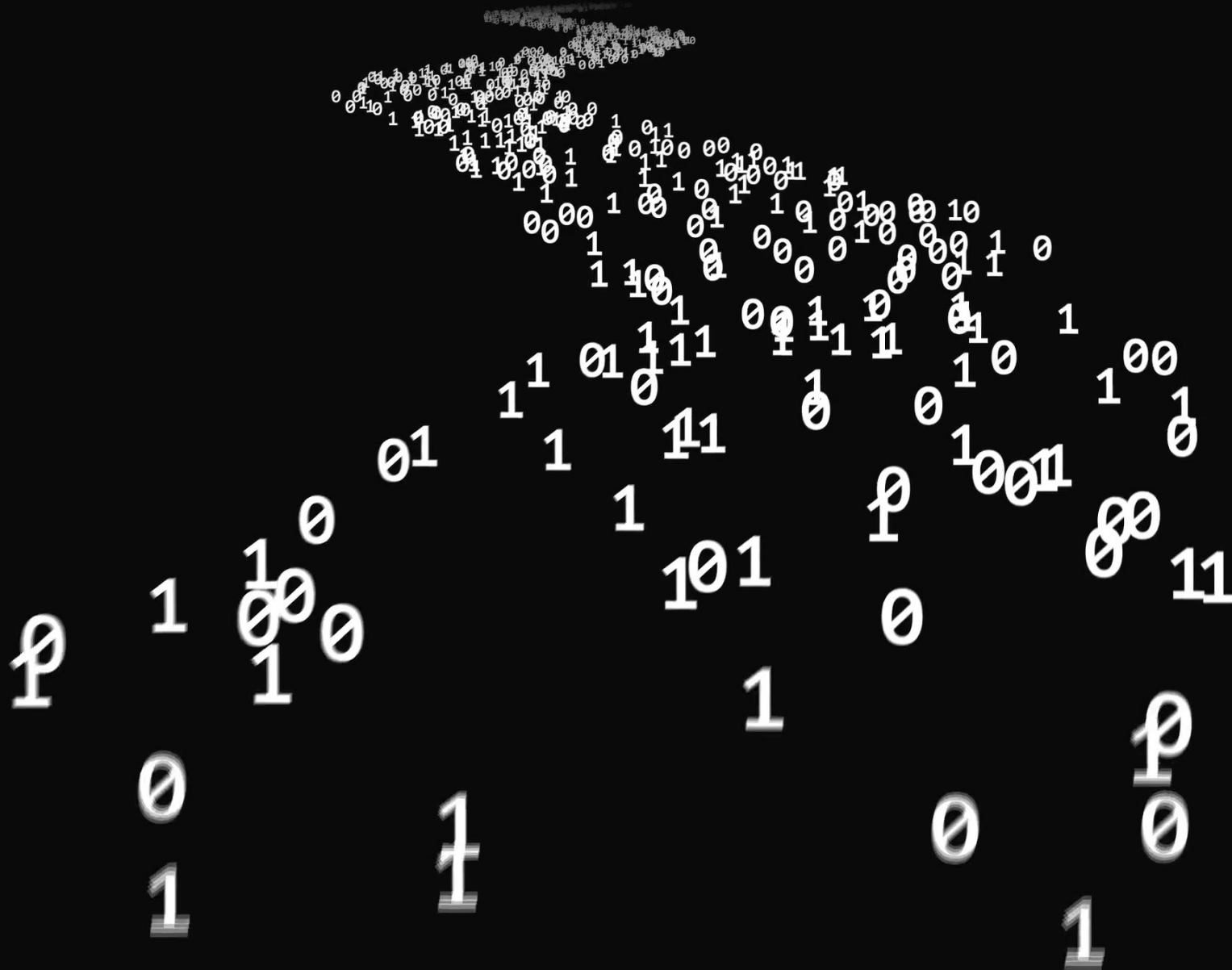


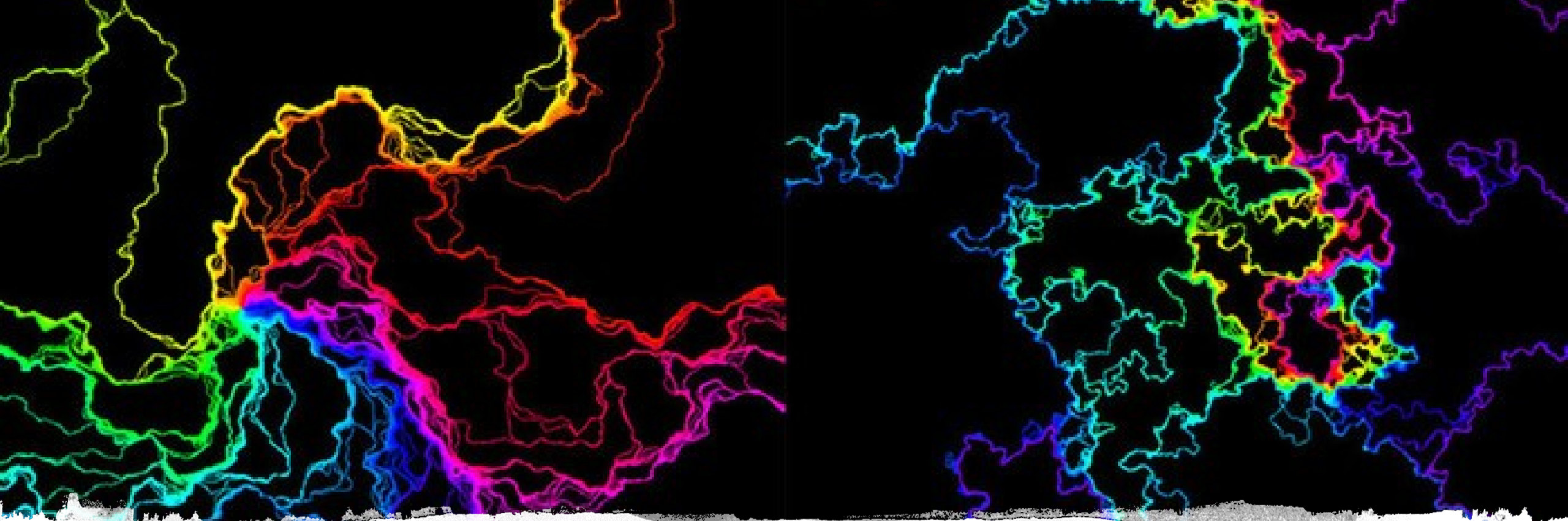
## SAMPLE OF THE REAL-WORLD SOURCES OF TRUE RANDOMNESS

- Atmospheric Noise
- Dice
- Radioactivity
- Lasers
- Lava Lite

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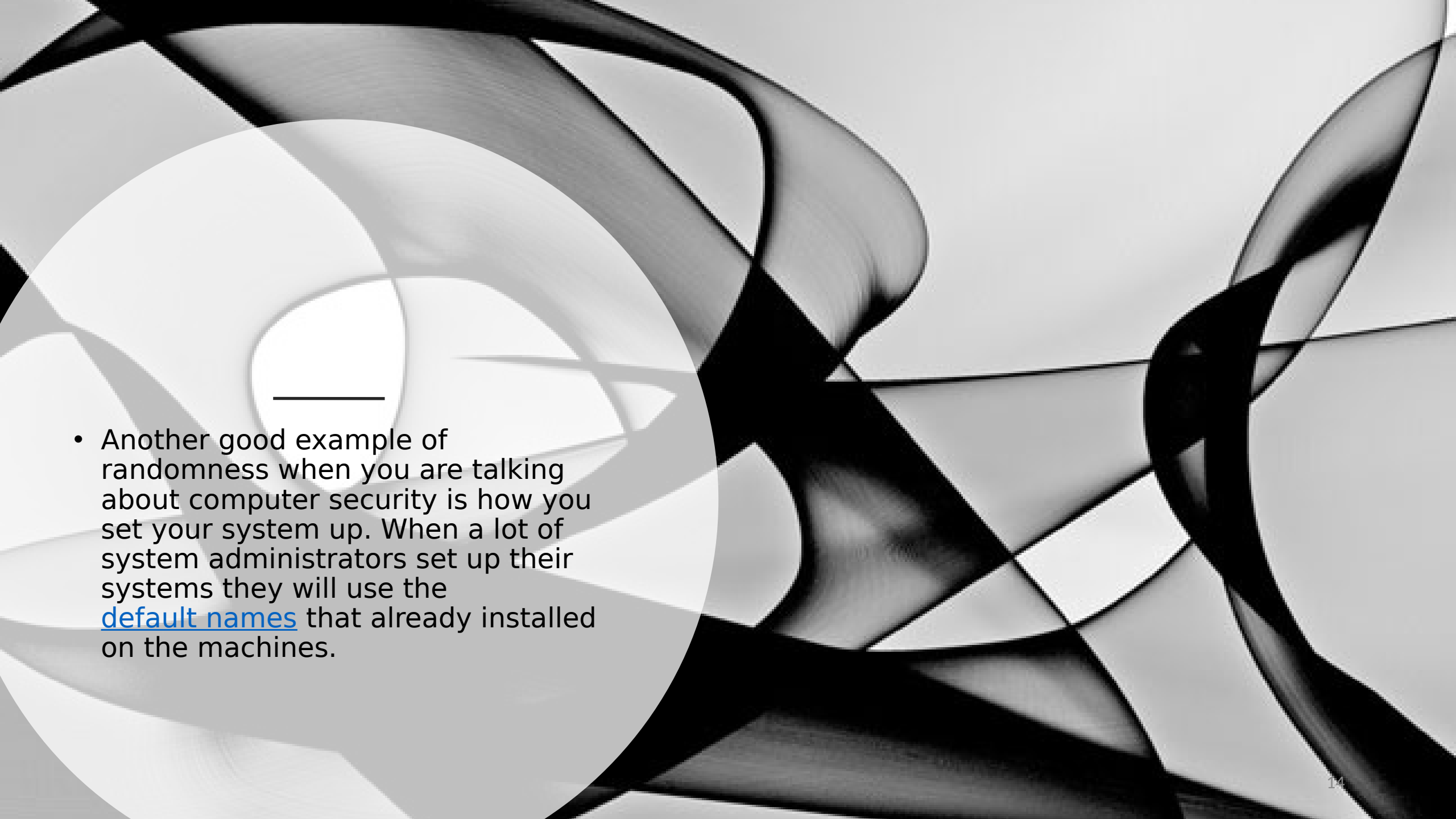
<b>Characteristic</b>	<b>Pseudo-Random Number Generators</b>	<b>True Random Number Generators</b>
Efficiency	Excellent	Poor
Determinism	Deterministic	Nondeterministic
Periodicity	Periodic	Aperiodic





## **RANDOMNESS IS THE KEY TO COMPUTER SECURITY**

One of the best examples of randomness being used for good when it comes to computer security is your [password](#). Passwords that tend to use the same format are easy to guess. That is why you are always told to mix it up when you create a password.

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- Another good example of randomness when you are talking about computer security is how you set your system up. When a lot of system administrators set up their systems they will use the [default names](#) that already installed on the machines.

# References

- <https://sci-highs.com/what-is-randomness/>
- <https://www.sciencedirect.com/science/article/pii/B9780444518620500204>
- <https://www.quantamagazine.org/how-randomness-can-arise-from-determinism-20191014/>
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