

Network Security (NetSec)

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Entropy

Entropy: Example

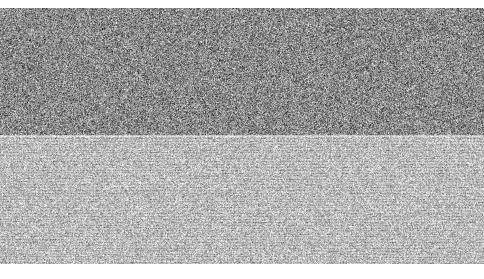
Collecting Entropy

Cryptographically Secure Pseudo Random Number Generator - CSPRNG



Entropy

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Random noise in your browser: Safari (top); V8 (bottom).

CC-BY 2.0, Mike Malone, Betable CTO, https://medium.com/@betable/tifu-by-using-math-random-f1c308c4fd9d

ТШ

What does 'Random' mean?

Entropy

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Entropy

- "randomness" can be described by unpredictability
- A measure for "unpredictability" is "entropy"
- Let X be a random variable which outputs a sequence of n bits
- The Shannon information entropy is defined by:

$$H(X) = -\sum_{x} P(X = x) \ln_2(P(X = x))$$

- Entropy is maximized for a uniform distribution
 - I.e. every Bit is equally likely
 - Def.: truly random
- In this case: H(X) = n



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- Assume the attackers knows the password is printable
- Entropy is about 6.66

Collecting Entropy

- Hardware-based; physical phenomena
 - time between emission of particles during radioactive decay
 - · thermal noise from a semiconductor diode or resistor
 - frequency instability of a free running oscillator
 - the amount a metal insulator semiconductor capacitor is charged during a fixed period of time
 - noise of microphone or camera
- Software-based
 - the system clock
 - elapsed time between keystrokes or mouse movement
 - buffers
 - user input
 - OS stats, e.g. network load
- Attacker must not be able to guess/influence the collected values



- Getting entropy is expensive
- Pseudo-Random Number Generator (PRNG):
 - Deterministic algorithm
 - Input: truly random binary sequence of length, seed
 - · Output: sequence of random-looking numbers
- seed: small amount of initial entropy
- 'cheap' randomness



• linear congruential generator

 $y_i = a \cdot y_{i-1} + b \mod q$

• predictable → not cryptographic!



Entropy

Cryptographically Secure Pseudo Random Number Generator - CSPRNG



- The length of the seed should be large enough to make brute-force search over all seeds infeasible
- The output should be indistinguishable from truly random sequences
 - no polynomial-time algorithm can correctly distinguish between an output sequence of the generator and a truly random sequence
- The output should be unpredictable for an attacker with limited resources, without knowledge of the seed



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- min(Length of the seed, 2048)
- usually: Length of the seed