

The Random Number Generator

Christian Kollmitzer,Stefan Schauer,Stefan Rass,Benjamin Rainer

Random Number Generators--Principles and Practices David Johnston,2018 Random Number Generators, Principles and Practices has been written for programmers, hardware engineers, and sophisticated hobbyists interested in understanding random numbers generators and gaining the tools necessary to work with random number generators with confidence and knowledge. Using an approach that employs clear diagrams and running code examples rather than excessive mathematics, random number related topics such as entropy estimation, entropy extraction, entropy sources, PRNGs, randomness testing, distribution generation, and many others are exposed and demystified. If you have ever Wondered how to test if data is really random Needed to measure the randomness of data in real time as it is generated Wondered how to get randomness into your programs Wondered whether or not a random number generator is trustworthy Wanted to be able to choose between random number generator solutions Needed to turn uniform random data into a different distribution Needed to ensure the random numbers from your computer will work for your cryptographic application Wanted to combine more than one random number generator to increase reliability or security Wanted to get random numbers in a floating point format Needed to verify that a random number generator meets the requirements of a published standard like SP800-90 or AIS 31 Needed to choose between an LCG, PCG or XorShift algorithm Then this might be the book for you.

Random Number Generation and Monte Carlo Methods James E. Gentle,2013-03-14 Monte Carlo simulation has become one of the most important tools in all fields of science. This book surveys the basic techniques and principles of the subject, as well as general techniques useful in more complicated models and in novel settings. The emphasis throughout is on practical methods that work well in current computing environments.

A Million Random Digits with 100,000 Normal Deviates ,2001 Not long after research began at RAND in 1946, the need arose for random numbers that could be used to solve problems of various kinds of experimental probability procedures. These applications, called Monte Carlo methods, required a large supply of random digits and normal deviates of high quality, and the tables presented here were produced to meet those requirements.This book was a product of RAND's pioneering work in computing, as well a testament to the patience and persistence of researchers in the early days of RAND. The tables of random numbers in this book have become a standard reference in engineering and econometrics textbooks and have been widely used in gaming and simulations that employ Monte Carlo trials. Still the largest published source of random digits and normal deviates, the work is routinely used by statisticians, physicists, polltakers, market analysts, lottery administrators, and quality control engineers. A 2001 article in the New York Times on the value of randomness featured the original edition of the book, published in 1955 by the Free Press. The rights have since reverted to RAND, and in this digital age, we thought it appropriate to reissue a new edition of the book in its original format, with a new foreword by Michael D. Rich, RAND's Executive Vice President

Random Numbers and Computers Ronald T. Kneusel,2018-04-05 This book covers pseudorandom number generation algorithms, evaluation techniques, and offers practical advice and code examples. Random Numbers and Computers is an essential introduction or refresher on pseudorandom numbers in computer science. The first comprehensive book on the topic, readers are provided with a practical introduction to the techniques of pseudorandom number generation, including how the algorithms work and how to test the output to decide if it is suitable for a particular purpose. Practical applications are demonstrated with hands-on presentation and descriptions that readers can apply directly to their own work. Examples are in C and Python and given with an emphasis on understanding the algorithms to the point of practical application. The examples are meant to be implemented, experimented with and improved/adapted by the reader.

Quantum Random Number Generation Christian Kollmitzer,Stefan Schauer,Stefan Rass,Benjamin Rainer,2020-02-27 This book provides an overview of state-of-the-art implementations of quantum random number generators (QRNGs), and especially examines their relation to classical statistical randomness models and numerical techniques for computing random numbers. The reader – who ideally has a background in classical statistics, computer science, or cryptography – is introduced to the world of quantum bits step by step, and explicit relations between QRNGs and their classical counterparts are identified along the way. Random number generation is a major pillar of cryptography. Capitalizing on the randomness inherent in quantum phenomena is a rapidly evolving branch of quantum cryptography with countless applications for the future. The value of quantum randomness for cryptographic purposes is empirically demonstrated in statistical evaluations of QRNGs’ performance compared to classical techniques for true and pseudorandom number generation. The book then provides an overview of technical implementations of QRNGs, before a concluding discussion of major achievements and remaining obstacles in the field rounds out the coverage, while also opening the door for future research directions.

How Software Works V. Anton Spraul,2015-08-01 We use software every day to perform all kinds of magical, powerful tasks. It's the force behind stunning CGI graphics, safe online shopping, and speedy Google searches. Software drives the modern world, but its inner workings remain a mystery to many. How Software Works explains how computers perform common-yet-amazing tasks that we take for granted every day. Inside you'll learn: -How data is encrypted -How passwords are used and protected -How computer graphics are created -How video is compressed for streaming and storage -How data is searched (and found) in huge databases -How programs can work together on the same problem without conflict -How data travels over the Internet How Software Works breaks down these processes with patient explanations and intuitive diagrams so that anyone can understand—no technical background is required, and you won't be reading through any code. In plain English, you'll examine the intricate logic behind the technologies you constantly use but never understood. If you've ever wondered what really goes on behind your computer screen, How Software Works will give you fascinating look into the software all around you.

Random Number Generation on the BRL High Speed Computing Machines Mario Leon Juncosa,1953

Open Problems in Mathematics and Computational Science Çetin Kaya Koç,2015-03-25 This book presents interesting, important unsolved problems in the mathematical and computational sciences. The contributing authors are leading researchers in their fields and they explain outstanding challenges in their domains, first by offering basic definitions, explaining the context, and summarizing related algorithms, theorems, and proofs, and then by suggesting creative solutions. The authors feel a strong motivation to excite deep research and discussion in the mathematical and computational sciences community, and the book will be of value to postgraduate students and researchers in the areas of theoretical computer science, discrete mathematics, engineering, and cryptology.

Perl Cookbook Tom Christiansen,Nathan Torkington,2003-08-21 Find a Perl programmer, and you'll find a copy of Perl Cookbook nearby. Perl Cookbook is a comprehensive collection of problems, solutions, and practical examples for anyone programming in Perl. The book contains hundreds of rigorously reviewed Perl recipes and thousands of examples ranging from brief one-liners to complete applications.The second edition of Perl Cookbook has been fully updated for Perl 5.8, with extensive changes for Unicode support, I/O layers, mod_perl, and new technologies that have emerged since the previous edition of the book. Recipes have been updated to include the latest modules. New recipes have been added to every chapter of the book, and some chapters have almost doubled in size.Covered topic areas include: Manipulating strings, numbers, dates, arrays, and hashes Pattern matching and text substitutions References, data structures, objects, and

classes Signals and exceptions Screen addressing, menus, and graphical applications Managing other processes Writing secure scripts Client-server programming Internet applications programming with mail, news, ftp, and telnet CGI and mod_perl programming Web programming Since its first release in 1998, Perl Cookbook has earned its place in the libraries of serious Perl users of all levels of expertise by providing practical answers, code examples, and mini-tutorials addressing the challenges that programmers face. Now the second edition of this bestselling book is ready to earn its place among the ranks of favorite Perl books as well. Whether you're a novice or veteran Perl programmer, you'll find Perl Cookbook, 2nd Edition to be one of the most useful books on Perl available. Its comfortable discussion style and accurate attention to detail cover just about any topic you'd want to know about. You can get by without having this book in your library, but once you've tried a few of the recipes, you won't want to.

Random Number Generation and Quasi-Monte Carlo Methods Harald Niederreiter, 1992-01-01 This volume contains recent work in uniform pseudorandom number generation and quasi-Monte Carlo methods, and stresses the interplay between them.

Handbook of Computational Statistics James E. Gentle, Wolfgang Karl Härdle, Yuichi Mori, 2012-07-06 The Handbook of Computational Statistics - Concepts and Methods (second edition) is a revision of the first edition published in 2004, and contains additional comments and updated information on the existing chapters, as well as three new chapters addressing recent work in the field of computational statistics. This new edition is divided into 4 parts in the same way as the first edition. It begins with How Computational Statistics became the backbone of modern data science (Ch.1): an overview of the field of Computational Statistics, how it emerged as a separate discipline, and how its own development mirrored that of hardware and software, including a discussion of current active research. The second part (Chs. 2 - 15) presents several topics in the supporting field of statistical computing. Emphasis is placed on the need for fast and accurate numerical algorithms, and some of the basic methodologies for transformation, database handling, high-dimensional data and graphics treatment are discussed. The third part (Chs. 16 - 33) focuses on statistical methodology. Special attention is given to smoothing, iterative procedures, simulation and visualization of multivariate data. Lastly, a set of selected applications (Chs. 34 - 38) like Bioinformatics, Medical Imaging, Finance, Econometrics and Network Intrusion Detection highlight the usefulness of computational statistics in real-world applications.

Uniform Random Numbers Shu Tezuka, 2012-12-06 In earlier forewords to the books in this series on Discrete Event Dynamic Systems (DEDS), we have dwelt on the pervasive nature of DEDS in our human-made world. From manufacturing plants to computer/communication networks, from traffic systems to command-and-control, modern civilization cannot function without the smooth operation of such systems. Yet mathematical tools for the analysis and synthesis of DEDS are nascent when compared to the well developed machinery of the continuous variable dynamic systems characterized by differential equations. The performance evaluation tool of choice for DEDS is discrete event simulation both on account of its generality and its explicit incorporation of randomness. As it is well known to students of simulation, the heart of the random event simulation is the uniform random number generator. Not so well known to the practitioners are the philosophical and mathematical bases of generating random number sequence from deterministic algorithms. This editor can still recall his own painful introduction to the issues during the early 80's when he attempted to do the first perturbation analysis (PA) experiments on a personal computer which, unbeknownst to him, had a random number generator with a period of only 32,768 numbers. It is no exaggeration to say that the development of PA was derailed for some time due to this ignorance of the fundamentals of random number generation.

Security with Go John Daniel Leon, 2018-01-31 The first stop for your security needs when using Go, covering host, network, and cloud security for ethical hackers and defense against intrusion Key Features First introduction to Security with Golang Adopting a Blue Team/Red Team approach Take advantage of speed and inherent safety of Golang Works as an introduction to security for Golang developers Works as a guide to Golang security packages for recent Golang beginners Book Description Go is becoming more and more popular as a language for security experts. Its wide use in server and cloud environments, its speed and ease of use, and its evident capabilities for data analysis, have made it a prime choice for developers who need to think about security. Security with Go is the first Golang security book, and it is useful for both blue team and red team applications. With this book, you will learn how to write secure software, monitor your systems, secure your data, attack systems, and extract information. Defensive topics include cryptography, forensics, packet capturing, and building secure web applications. Offensive topics include brute force, port scanning, packet injection, web scraping, social engineering, and post exploitation techniques. What you will learn Learn the basic concepts and principles of secure programming Write secure Golang programs and applications Understand classic patterns of attack Write Golang scripts to defend against network-level attacks Learn how to use Golang security packages Apply and explore cryptographic methods and packages Learn the art of defending against brute force attacks Secure web and cloud applications Who this book is for Security with Go is aimed at developers with basics in Go to the level that they can write their own scripts and small programs without difficulty. Readers should be familiar with security concepts, and familiarity with Python security applications and libraries is an advantage, but not a necessity.

Cryptographic Hardware and Embedded Systems Cetin K. Koc, Christof Paar, 2003-07-31 This book constitutes the refereed proceedings of the First International Workshop on Cryptographic Hardware and Embedded Systems, CHES'99, held in Worcester, MA, USA in August 1999. The 27 revised papers presented together with three invited contributions were carefully reviewed and selected from 42 submissions. The papers are organized in sections on cryptographic hardware, hardware architectures, smartcards and embedded systems, arithmetic algorithms, power attacks, true random numbers, cryptographic algorithms on FPGAs, elliptic curve implementations, new cryptographic schemes and modes of operation.

Non-Uniform Random Variate Generation Luc Devroye, 2013-11-22 This text is about one small field on the crossroads of statistics, operations research and computer science. Statisticians need random number generators to test and compare estimators before using them in real life. In operations research, random numbers are a key component in large scale simulations. Computer scientists need randomness in program testing, game playing and comparisons of algorithms. The applications are wide and varied. Yet all depend upon the same computer generated random numbers. Usually, the randomness demanded by an application has some built-in structure: typically, one needs more than just a sequence of independent random bits or independent uniform $[0,1]$ random variables. Some users need random variables with unusual densities, or random combinatorial objects with specific properties, or random geometric objects, or random processes with well defined dependence structures. This is precisely the subject area of the book, the study of non-uniform random variates. The plot evolves around the expected complexity of random variate generation algorithms. We set up an idealized computational model (without overdoing it), we introduce the notion of uniformly bounded expected complexity, and we study upper and lower bounds for computational complexity. In short, a touch of computer science is added to the field. To keep everything abstract, no timings or computer programs are included. This was a labor of love. George Marsaglia created CS690, a course on random number generation at the School of Computer Science of McGill University.

PHP Cookbook David Sklar, Adam Trachtenberg, 2003 A collection of problems, solutions, and practical examples for PHP programmers. The book contains a unique and extensive collection of best practices for everyday PHP programming dilemmas. For every problem addressed in the book, there's a worked-out solution or recipe -- a short, focused piece of code you can insert directly into your application. However, this book offers more than cut-and-paste code. You also get explanations of how and why the code works, so you can learn to adapt the problem-solving techniques

to similar situations. The recipes in the PHP Cookbook range from simple tasks, such as sending a database query and fetching URLs, to entire programs that demonstrate complex tasks, such as printing HTML tables and generating bar charts. This book contains an impressive collection of useful code for PHP programmers, from novices to advanced practitioners. Instead of poking around mailing lists, online documentation, and other sources, you can rely on the PHP Cookbook to provide quick solutions to common problems, so you can spend your time on those out-of-the-ordinary problems specific to your application.

Cryptography and Security: From Theory to Applications David Naccache,2012-02-21 This Festschrift volume, published in honor of Jean-Jaques Quisquater on the occasion of his 65th Birthday, contains 33 papers from colleagues all over the world and deals with all the fields to which Jean-Jaques dedicated his work during his academic career. Focusing on personal tributes and re-visits of Jean-Jaques Quisquater's legacy, the volume addresses the following central topics: symmetric and asymmetric cryptography, side-channels attacks, hardware and implementations, smart cards, and information security. In addition there are four more contributions just as diverse as Jean-Jacques' scientific interests.

International Symposium on Mathematics, Quantum Theory, and Cryptography Tsuyoshi Takagi,Masato Wakayama,Keisuke Tanaka,Noboru Kunihiro,Kazufumi Kimoto,Yasuhiko Ikematsu,2020-10-22 This open access book presents selected papers from International Symposium on Mathematics, Quantum Theory, and Cryptography (MQC), which was held on September 25-27, 2019 in Fukuoka, Japan. The international symposium MQC addresses the mathematics and quantum theory underlying secure modeling of the post quantum cryptography including e.g. mathematical study of the light-matter interaction models as well as quantum computing. The security of the most widely used RSA cryptosystem is based on the difficulty of factoring large integers. However, in 1994 Shor proposed a quantum polynomial time algorithm for factoring integers, and the RSA cryptosystem is no longer secure in the quantum computing model. This vulnerability has prompted research into post-quantum cryptography using alternative mathematical problems that are secure in the era of quantum computers. In this regard, the National Institute of Standards and Technology (NIST) began to standardize post-quantum cryptography in 2016. This book is suitable for postgraduate students in mathematics and computer science, as well as for experts in industry working on post-quantum cryptography.

2020 IEEE International Conference on Problems of Infocommunications Science and Technology (PIC S&T) IEEE Staff,2020-10-06 Information and Communication is playing an increasing role in society and within our lives Recognizing this, PIC S&T aims to provide a forum for researchers from both academia and industry to share their latest research contributions, future vision in the field and potential impact across industries and exchange knowledge with the common goal of shaping the future of Infocommunication The conference will provide its attendees an uncommon opportunity to expand their network beyond their immediate professional environment It is a unique chance to work with other accomplished individuals from diverse areas towards the common goal of shaping the future of the communication

Cryptographic Hardware and Embedded Systems - CHES 2007 Pascal Paillier,Ingrid Verbauwhede,2007-08-23 This book constitutes the refereed proceedings of the 9th International Workshop on Cryptographic Hardware and Embedded Systems, CHES 2007. The 31 revised full papers cover side channels, low resources, hardware attacks and countermeasures, special purpose hardware, efficient algorithms for embedded processors, efficient hardware, trusted computing.

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The Random Number Generator Introduction

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