

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.

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

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 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.

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.

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.

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.

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.

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 cryptography.

Book of Random Digits Enigma, 2020-05-28 This random number book contains 100 pages with 1000 random digits per page. Each page is divided into 25 numbered rows and 8 columns labelled A to H. In total, it contains 100.000 random digits. The digits were computed using a mix of efficient random generator algorithms to ensure minimum predictability and to be as close as possible to

uniform distribution of values. Dimensions: 6 x 9 inches

Evaluation of a Multiplicative Generator of Pseudo-random Numbers Frederick W. Kuehl, 1969

GM/T 0103-2021 Translated English of Chinese Standard (GM/T 0103-2021, GMT0103-2021)

<https://www.chinesestandard.net>, 2023-06-26 This document is an overall upper standard for random number generator design; it specifies the overall framework for random number generator design. This document is applicable to the research, development, and testing of random number generators. It can also promote the formulation of relevant standards for random number generators.

Random Number Generators for Ultracomputers O E Percus, Malvin H Kalos, 2023-07-18 This is a comprehensive guide to the theory and practice of generating random numbers for ultracomputers. The authors cover all aspects of random number generation, from basic algorithms to advanced techniques for improving randomness and reducing correlation. This book is essential reading for anyone working with ultracomputers or interested in the theory of random number generation. This work has been selected by scholars as being culturally important, and is part of the knowledge base of civilization as we know it. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.

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.

Cryptography Apocalypse Roger A. Grimes, 2019-11-12 Will your organization be protected the day a quantum computer breaks encryption on the internet? Computer encryption is vital for protecting users, data, and infrastructure in the digital age. Using traditional computing, even common desktop encryption could take decades for specialized 'crackers' to break and government

and infrastructure-grade encryption would take billions of times longer. In light of these facts, it may seem that today's computer cryptography is a rock-solid way to safeguard everything from online passwords to the backbone of the entire internet. Unfortunately, many current cryptographic methods will soon be obsolete. In 2016, the National Institute of Standards and Technology (NIST) predicted that quantum computers will soon be able to break the most popular forms of public key cryptography. The encryption technologies we rely on every day—HTTPS, TLS, WiFi protection, VPNs, cryptocurrencies, PKI, digital certificates, smartcards, and most two-factor authentication—will be virtually useless. . . unless you prepare. Cryptography Apocalypse is a crucial resource for every IT and InfoSec professional for preparing for the coming quantum-computing revolution. Post-quantum crypto algorithms are already a reality, but implementation will take significant time and computing power. This practical guide helps IT leaders and implementers make the appropriate decisions today to meet the challenges of tomorrow. This important book: Gives a simple quantum mechanics primer Explains how quantum computing will break current cryptography Offers practical advice for preparing for a post-quantum world Presents the latest information on new cryptographic methods Describes the appropriate steps leaders must take to implement existing solutions to guard against quantum-computer security threats Cryptography Apocalypse: Preparing for the Day When Quantum Computing Breaks Today's Crypto is a must-have guide for anyone in the InfoSec world who needs to know if their security is ready for the day crypto break and how to fix it.

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.

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.

New Correlation Between a Human Subject and a Quantum Mechanical Random Number Generator Helmut Schmidt, 1967 It is generally assumed that experiments involving statistical processes can always be designed in such a way that the outcome is independent of the experimenter. In order to test this basic assumption a series of experiments was performed with carefully designed apparatus whose central feature is a device utilizing a quantum process to

generate random numbers modulo 4. The random number generator is connected to four lamps and four corresponding pushbuttons. Pressing any one of the four buttons triggers a quantum process and produces a random number, which is indicated by the lighting of one of the four lamps. The system is designed such that there should be no correlation between the number (1.4) of the button pressed and the number (1.4) of the lamp lighted, and furthermore, no correlation between successively generated random numbers. A large number of human subjects were asked to press the buttons manually with the objective in mind of obtaining a high number of coincidences (hits), i.e., events where the lamp next to the pressed button lights. From the results, it is tentatively concluded that there exists a weak but significant correlation between the statistical processes operative in these experiments and the experimenter who initiates the processes.

Uniform Random Numbers Shu Tezuka, 2012-12-22 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.

Random and Quasi-Random Point Sets Peter Hellekalek, Gerhard Larcher, 1998-10-09 This book summarizes recent theoretical and practical developments. The generation and the assessment of pseudo- and quasi-random point sets is one of the basic tasks of applied mathematics and statistics, with implications for Monte Carlo methods, stochastic simulation, and applied statistics. They are also of strong theoretical interest, with applications to algebraic geometry, metric number theory, probability theory, and cryptology.

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