

The 23<sup>rd</sup> Annual International Conference on Information Security and Cryptology

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## Generative Adversarial Networks-Based Pseudo-Random Number Generator for Embedded Processors

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## Contents

- Introduction
- Background
- Proposed Method
- Evaluation
- Conclusion

## Motivation and Contribution

### • Motivation

- Improve the randomness of the previous work.
- Let's make the Cryptographically Secure Pseudo Random Number Generator, CSPRNG) for Embedded Processor.

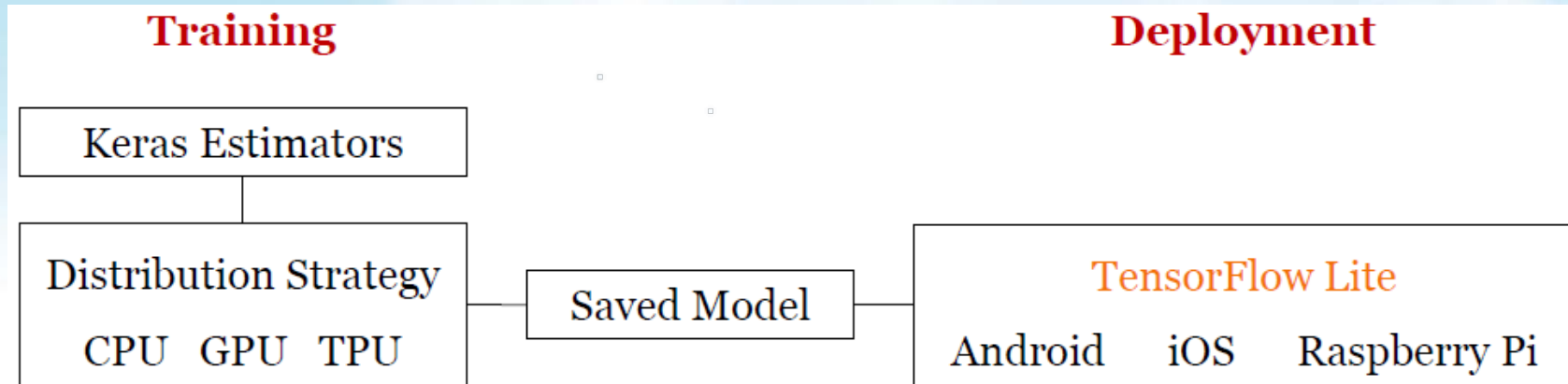
### • Contribution

- Novel GAN based PRNG (DRBG) mechanism design for embedded processors.
- High randomness validation through NIST test suite.

## Random Number Generator

- **Random Number Generator (RNG)**
  - Produce a sequence of numbers that cannot be predicted better than by a random chance.
- **True Random Number Generator (TRNG)**
  - Must produce unpredictable bits even if every detail of the generator is available.
- **Pseudo Random Number Generator (PRNG)**
  - Deterministic Random Bit Generator (DRBG)  
: Generate random numbers by producing the random sequence with perfect balance between 0's and 1's.

## TensorFlow and TensorFlow Lite



- **TensorFlow**

- Open-source software library for machine learning applications, such as neural networks.

- **TensorFlow Lite**

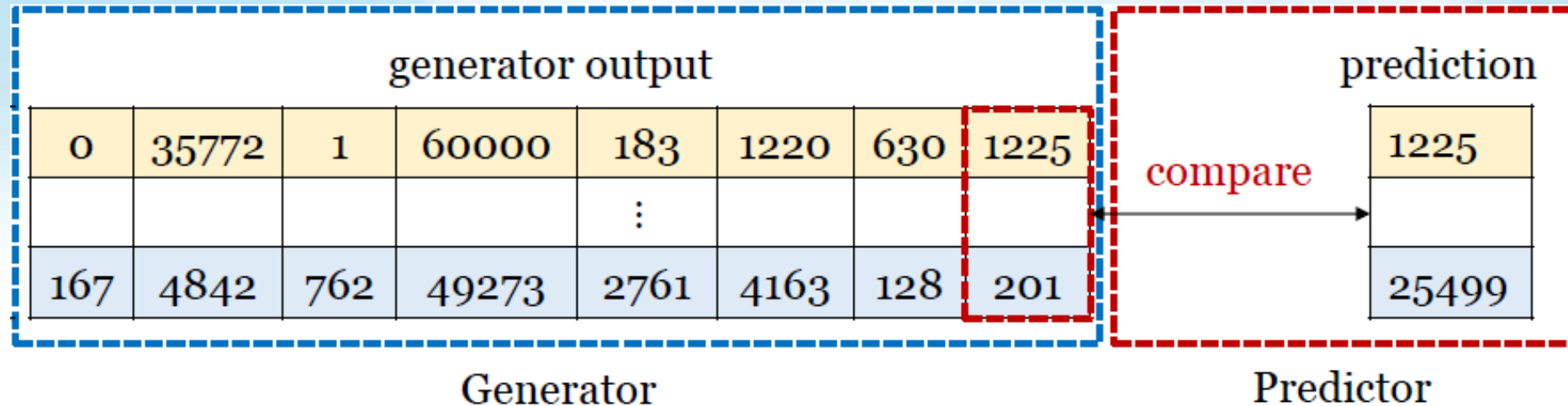
- Official framework for running TensorFlow model inference on edge devices.

## Edge TPU

- USB type hardware accelerators.
- ASIC designed to run inference at the edge.
- Support the TensorFlow Lite.
- Small footprint, low power.



# Previous GAN based PRNG Implementation



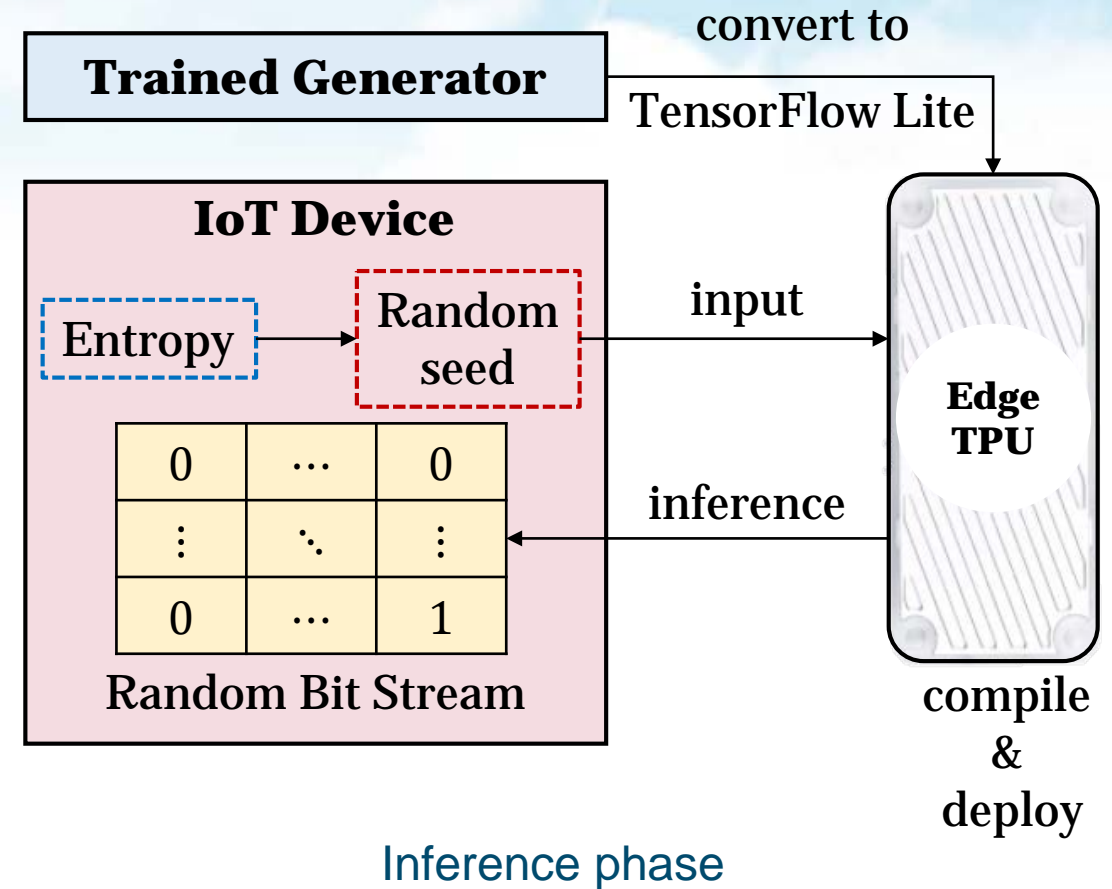
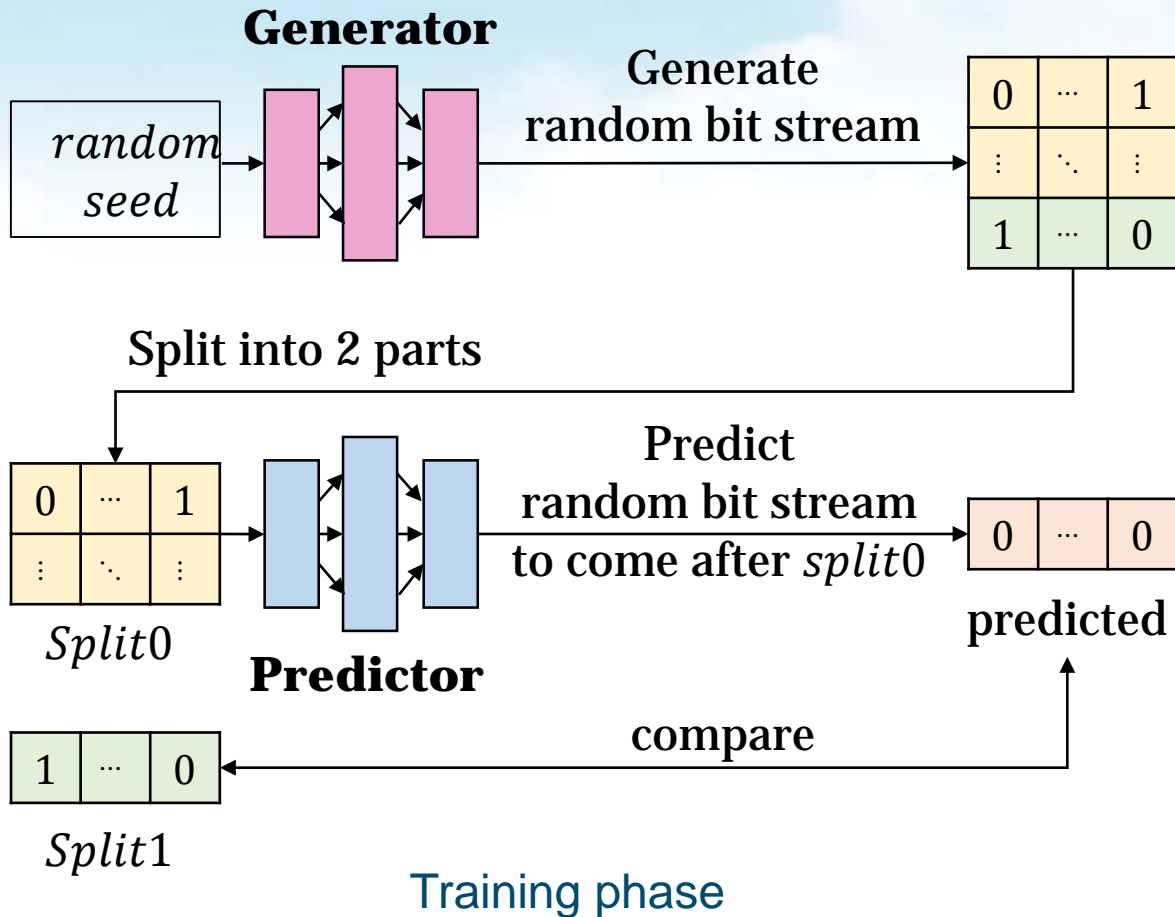
- **Generator**

- Generate random decimal number
- The range of output :  $[0, 2^{16} - 1]$

- **Predictor**

- Used as a discriminator and training data is not required.
- Consist of 4 Conv1D layers.

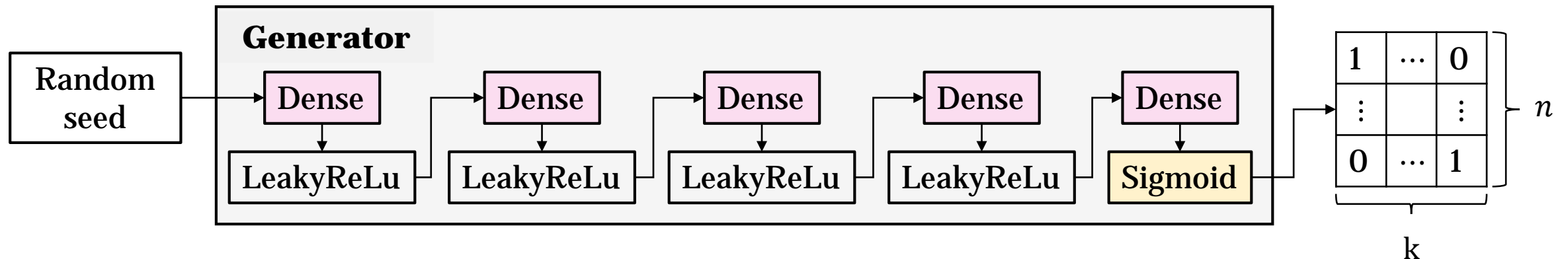
## System Configuration – Training & inference





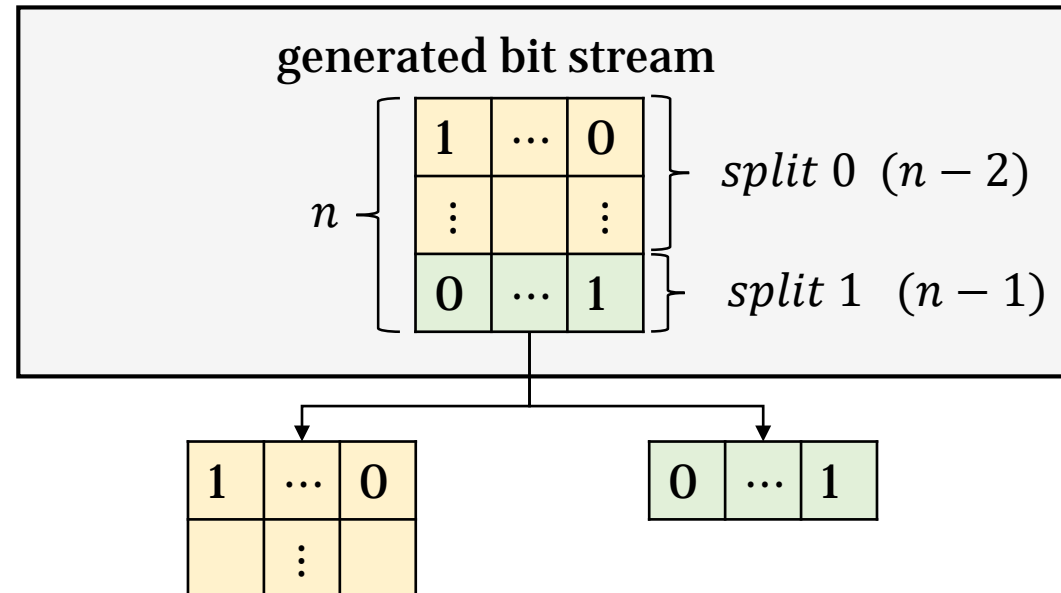
# The generator model

- $n, k$  are adjustable hyperparameter
  - Determine the number of bits to train.
- **sigmoid activation function**
  - Set the number of the desired range through bit-wise training (0 or 1) instead of training with a specific range of numbers.



## The predictor model

- **Split generated bit stream into 2 parts.**
  - *split0* : for training
  - *split1* : for comparison with predicted bit stream

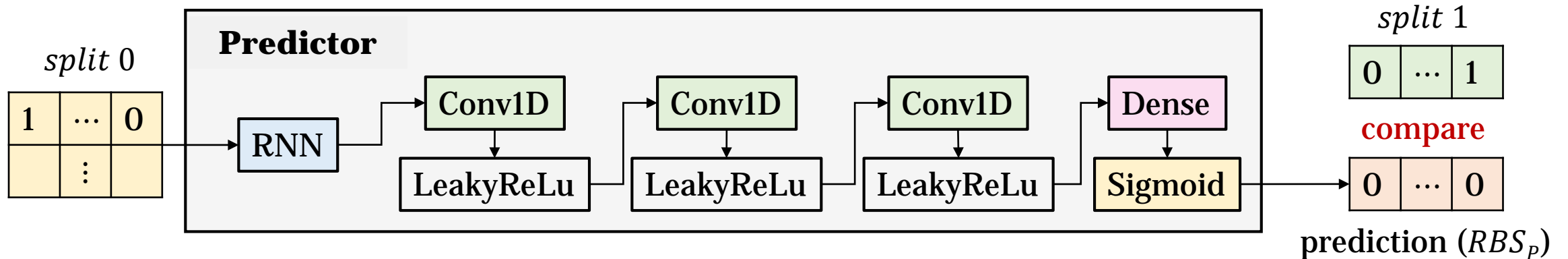


# The predictor model

- Using RNN

- Time series analysis using only CNN is difficult to have a mutual effect as the distance between data increases.
- RNN is used to predict data following a random walk and have long-term dependency.

- $Loss_p = mean(|split1 - RBS_p|)$



## GAN based PRNG

- **Training the generator**

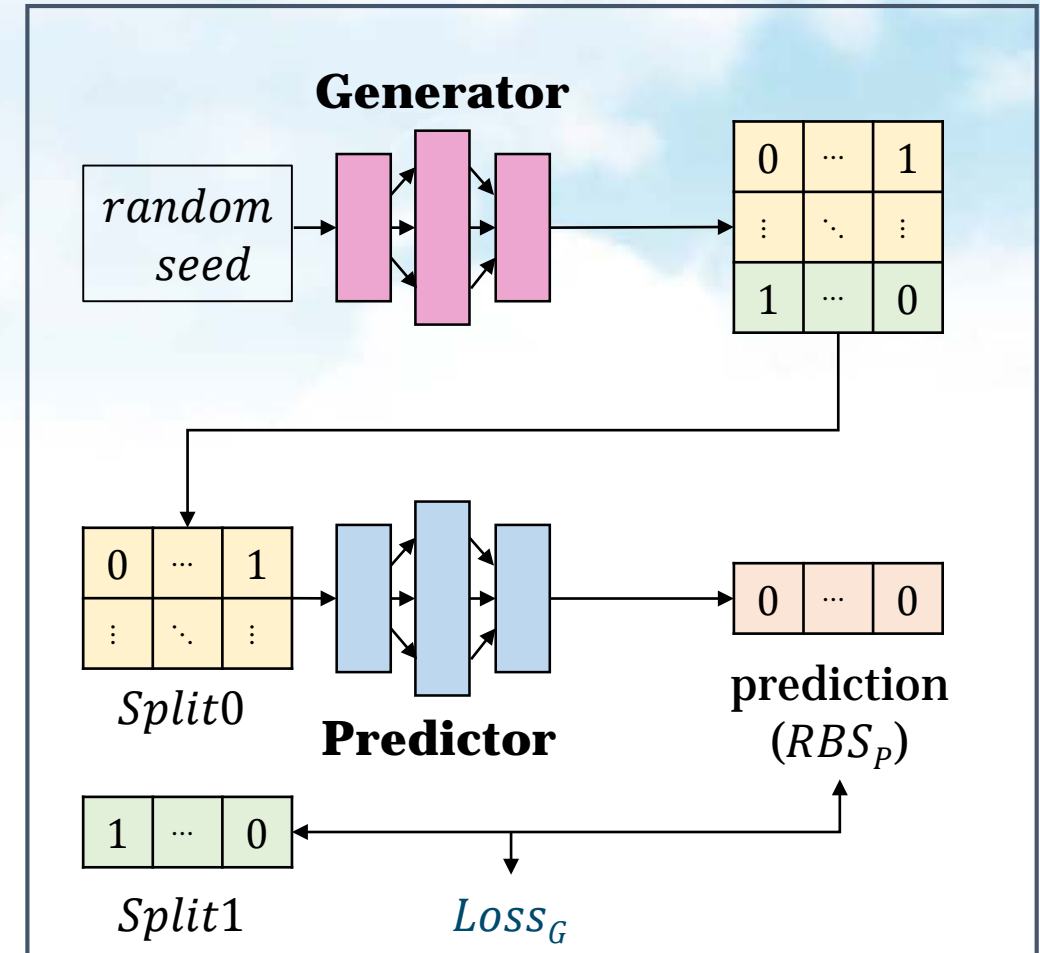
- Trough combined model.
- Loss is calculated by *split1* and  $RBS_P$ .

$$Loss_G = mean(|1 - split1 - RBS_P|) \cdot 0.5$$

- **Convert to decimal number.**

- $c \leftarrow \sum_{i=0}^{m+t-1} 2^i \cdot RBS_i$   
 $num \leftarrow c \bmod r$
- The range of number is determined by setting  $r$  and  $m$ .

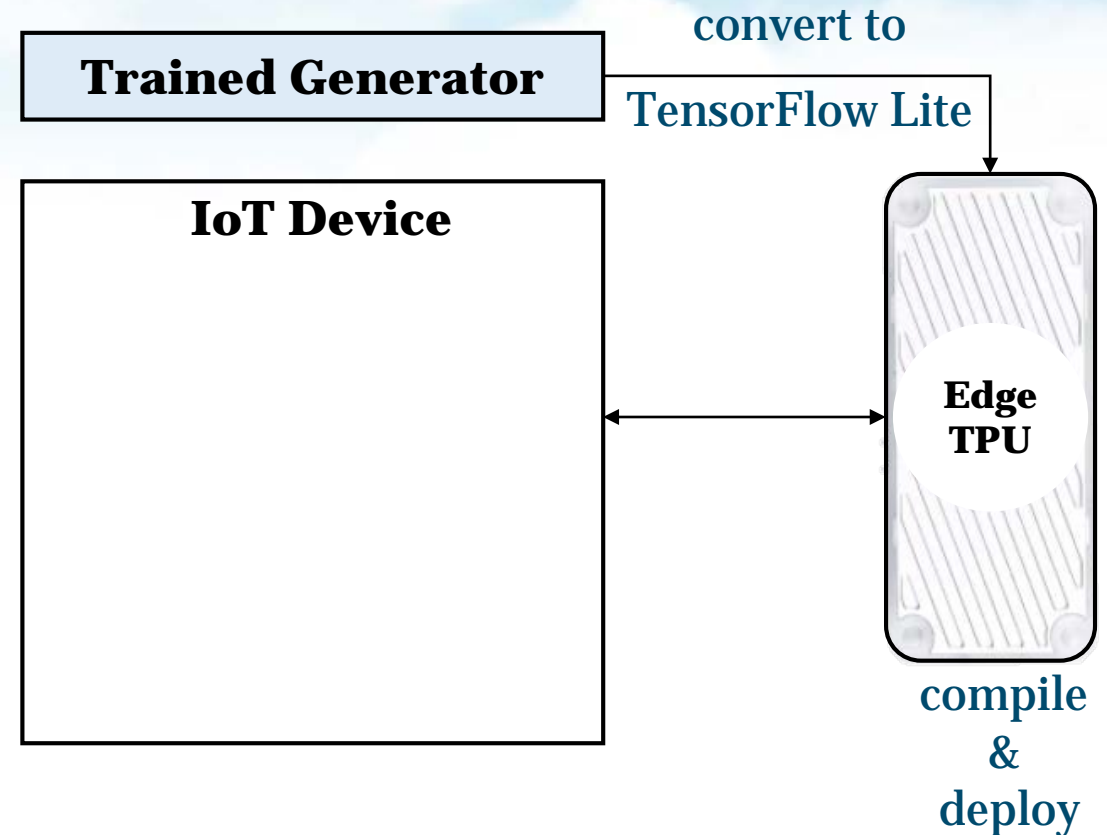
### Combined model (Generator + Predictor)



\* Secure parameter ( $t$ ), Range of random number ( $r$ ), The number of bits needed to represent random number ( $m$ )

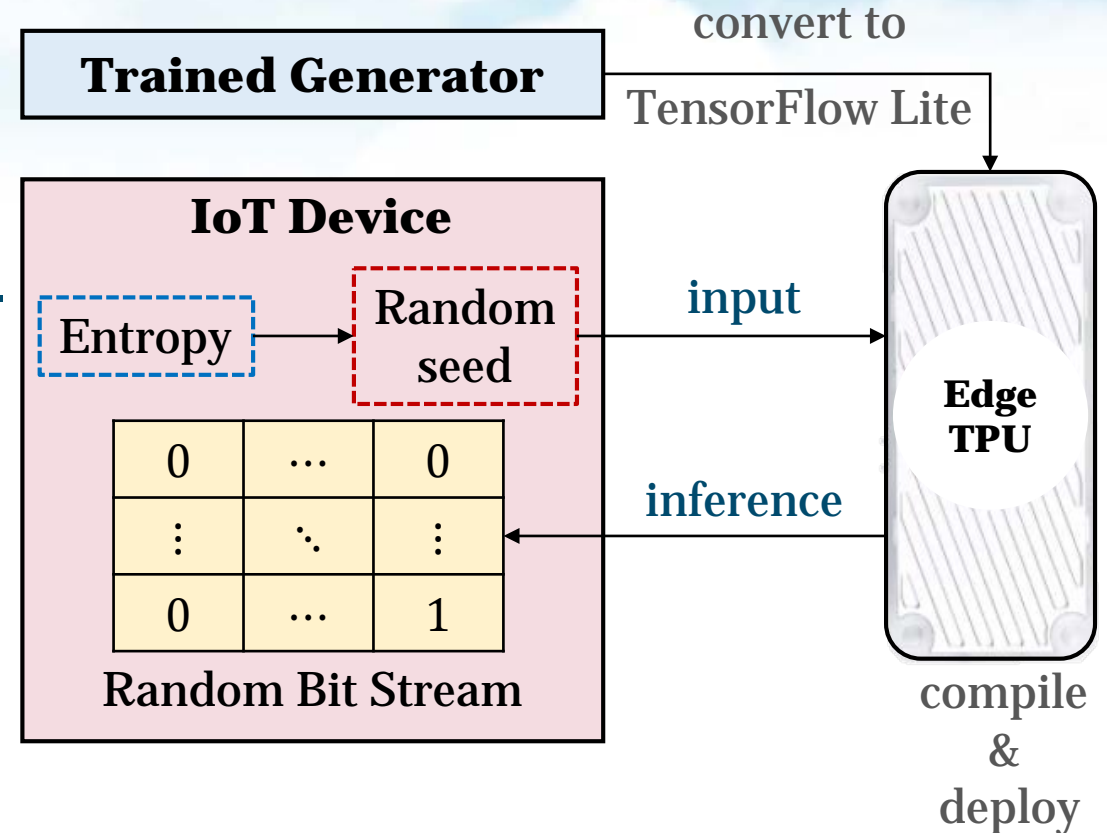
## GAN based PRNG for Embedded Processors

- **Deploy only generator model**
  - The predictor is not required to generate the random bit stream.
  - Simple architecture for resource-constrained environment.



# GAN based PRNG for Embedded Processors

- **Entropy for random seed**
  - The trained generator is a PRNG with a fixed internal state.  
→ random seed with sufficiently high entropy is required.
  - Collected from IoT device.  
(e.g. sensor data)



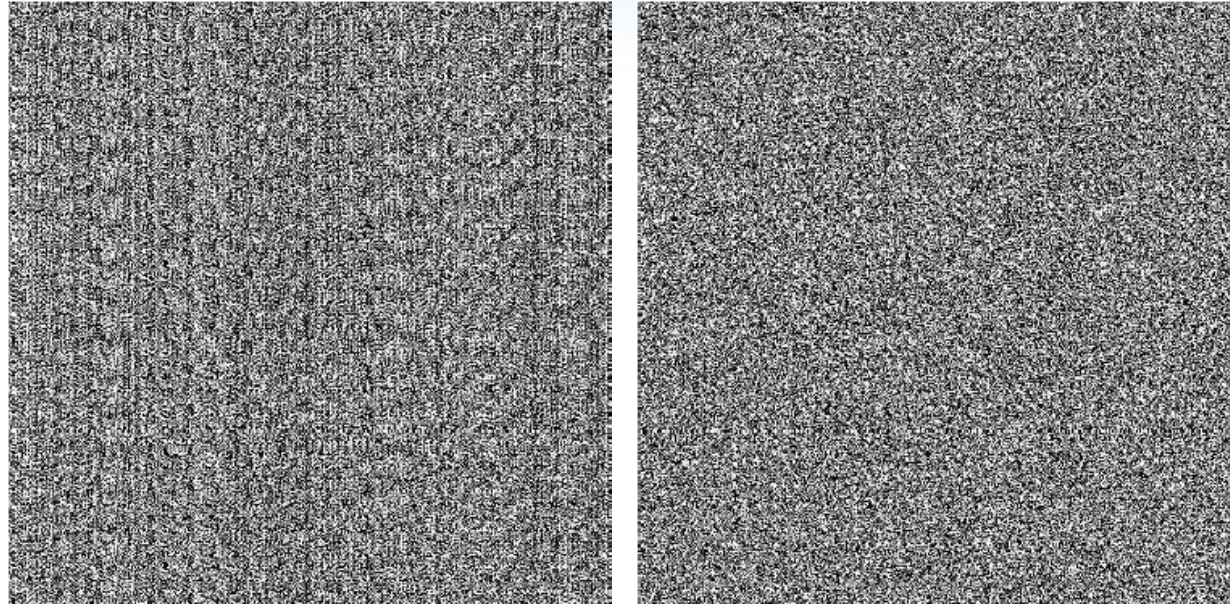
# Comparison with the previous work

Table 1: Comparison of parameters with the previous works.

	Bernardi et al. [5]	This work
Data type	Decimal	Bit
Activation	Custom (range[0,2 <sup>16</sup> -1])	Sigmoid (0 or 1)
Loss	Mean Square Error	Mean Absolute Error
Seed : Output (bits)	64 : 262,144	64 : 1,099,200
Output Length	104,857,600-bits	109,920,000-bits
Optimizer	Adam (lr=0.02)	Adam (lr=0.0002)
Epoch	200,000	30

## Visualization

- After training, the internal state changes.
- The generated bit stream is distributed without a pattern.



Visualization of random bit stream generated by the generator.  
Before training (left) and after training (right).



## NIST SP 800-22 : Randomness test for PRNG

- Improving the randomness of PRNG.
  - In the previous work, tests such as frequency and cumulative sums failed because they only used convolution layer.

generator is (data/c-1.pi)													
C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	P-VALUE	PROPORTION	STATISTICAL TEST	
10	0	0	0	0	0	0	0	0	0	0.000000	* 0/10	* Frequency	
2	2	3	0	0	1	1	1	0	0	0.350485	9/10	BlockFrequency	
10	0	0	0	0	0	0	0	0	0	0.000000	* 0/10	* CumulativeSums	
10	0	0	0	0	0	0	0	0	0	0.000000	* 0/10	* CumulativeSums	
9	0	0	0	0	1	0	0	0	0	0.000000	* 1/10	* Runs	
2	1	0	2	1	0	1	0	3	0	0.350485	10/10	LongestRun	
0	0	1	5	2	2	0	0	0	0	0.004301	10/10	Rank	
4	4	1	0	0	0	0	0	1	0	0.004301	8/10	FFT	
3	0	1	1	2	0	0	2	0	1	0.350485	8/10	NonOverlappingTemplate	
3	0	1	1	2	1	1	0	1	0	0.534146	10/10	OverlappingTemplate	
0	0	1	1	2	2	1	3	0	0	0.350485	10/10	Universal	
3	4	0	0	2	1	0	0	0	0	0.017912	9/10	ApproximateEntropy	
0	0	0	0	0	0	0	0	0	0	----	7/7	RandomExcursions	
0	0	0	0	0	0	0	0	0	0	----	7/7	RandomExcursionsVariant	
0	1	3	1	1	1	0	0	1	2	0.534146	10/10	Serial	
1	3	0	0	1	1	1	0	2	1	0.534146	10/10	Serial	
1	1	1	1	2	0	0	1	1	2	0.911413	10/10	LinearComplexity	

generator is (data/1.pi)													
C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	P-VALUE	PROPORTION	STATISTICAL TEST	
0	2	0	0	3	0	2	0	1	2	0.213309	10/10	Frequency	
0	1	0	3	0	1	1	1	2	1	0.534146	10/10	BlockFrequency	
0	1	1	2	1	0	1	2	2	0	0.739918	10/10	CumulativeSums	
1	1	1	1	0	1	2	2	1	0	0.911413	10/10	CumulativeSums	
1	0	0	5	0	0	1	1	0	2	0.008879	10/10	Runs	
1	1	0	1	2	1	0	1	2	1	0.911413	10/10	LongestRun	
0	1	1	1	1	2	1	0	0	3	0.534146	10/10	Rank	
2	3	1	2	1	1	0	0	0	0	0.350485	10/10	FFT	
1	1	1	0	1	3	0	1	1	1	0.739918	10/10	NonOverlappingTemplate	
0	0	1	1	1	1	4	1	1	0	0.213309	10/10	OverlappingTemplate	
1	0	0	0	1	2	1	0	3	2	0.350485	9/10	Universal	
0	1	1	1	0	3	0	0	4	0	0.035174	10/10	ApproximateEntropy	
0	0	0	2	0	1	2	0	0	2	----	7/7	RandomExcursions	
0	0	0	1	1	0	0	2	2	1	----	7/7	RandomExcursionsVariant	
2	0	1	3	0	0	1	0	1	2	0.350485	10/10	Serial	
1	1	1	0	1	2	0	0	1	3	0.534146	10/10	Serial	
0	1	0	3	2	0	2	2	0	0	0.213309	10/10	LinearComplexity	

final analysis report of NIST test suite ; (left) previous work, (right) this work.

# NIST SP 800-22 : Randomness test for PRNG

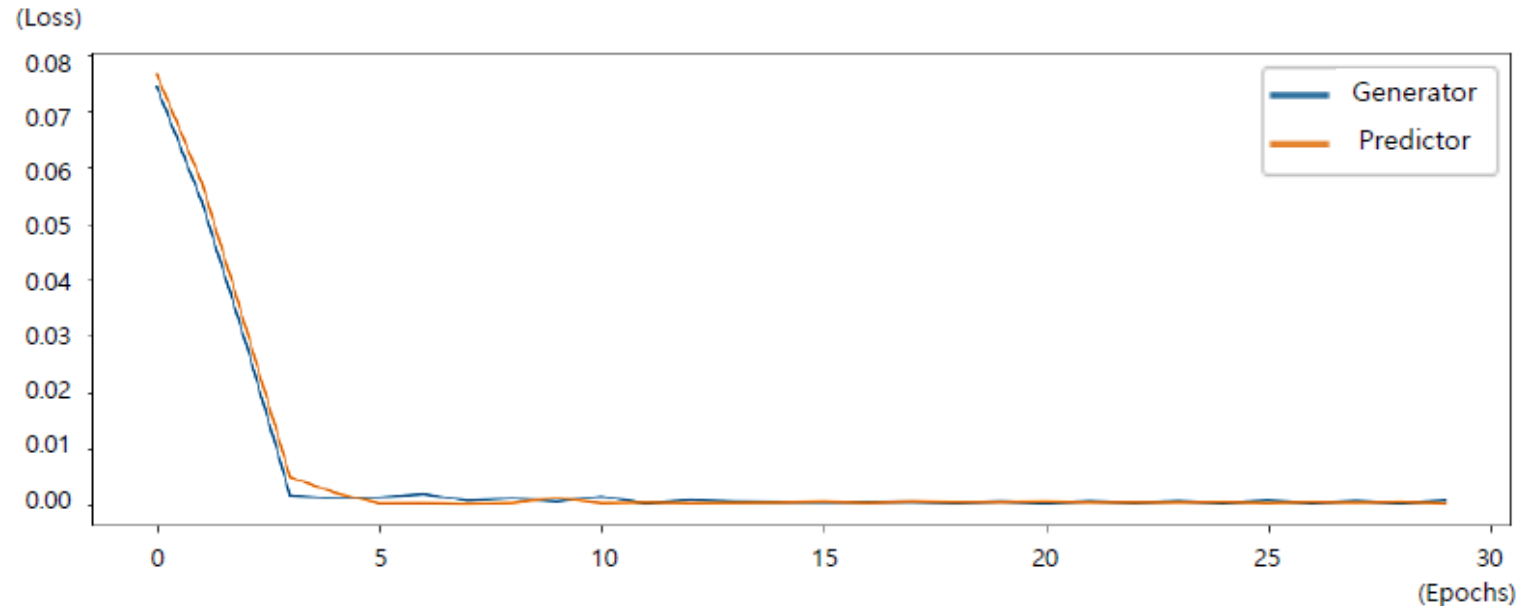
- The failed test instance ( $F_I/\%$ ) is reduced by about 1.91%.
- No failed p-value ( $F_P$ ) in this work.
- The failed individual test ( $F\%$ ) is reduced by about 2.5%.

Table 2: Comparison of GAN based PRNG, where  $T$ ,  $T_I$ ,  $F_I$ ,  $F_I/\%$ ,  $F_P$ ,  $F_T$ ,  $F\%$  are the number of individual tests, test instances, failed instances, their percentage, individual tests with p-value below the threshold, individual tests that failed, their percentage, respectively. The inference time is the time to generate a random number through trained generator.

	$T$	$T_I$	$F_I$	$F_I/\%$	$F_P$	$F_T$	$F\%$	inference time
Before training	188	1789	1769	98.8	160.8	186	98.9	177.32 ms
Bernardi et al. [5]	188	1830	56	3.0	2.7	4.5	2.5	187.09 ms
Proposed method	188	1794	19.6	1.09	0.00	0.1	0.00	13.27 ms

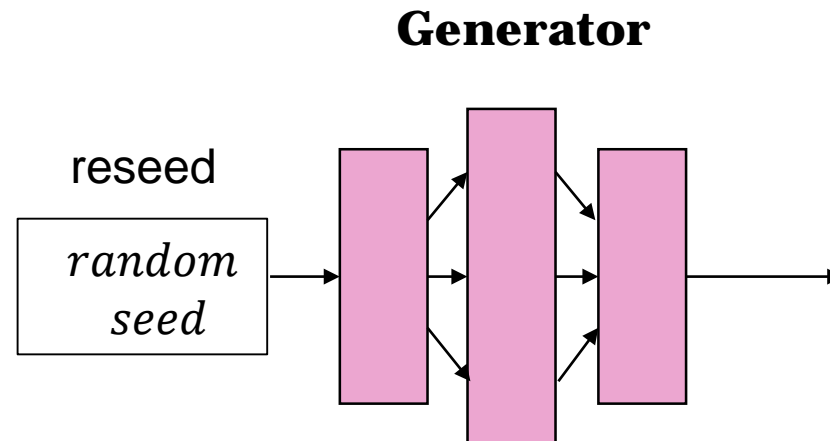
## Unpredictability for CSPRNG

- Next bit test
  - The  $m + 1$ th bit cannot be predicted with the  $m$ -bit.
  - The training process means this test, so if the loss is minimized, the next bit will be unpredictable.



## Unpredictability for CSPRNG

- State compromise attack resistance
  - When the internal state of PRNG is known at some time, the output can be predicted after or before.
  - Reseed for each batch to ensure resistance.



# Comparison With Existing PRNGs

- Execution environment
  - The PRNGs on desktop : Intel Core i5-8259 CPU@2.30GHz x 8, 16GB.
  - MPCG64 : STM32F4.
  - This work : Edge TPU.

Table 3: Comparison with existing PRNGs.

	Throughput	Method	Machine
Xorshift128+	8.3 <i>GB/s</i>	XOR, Shift	Desktop
Xoroshiro128+	8.5 <i>GB/s</i>	XOR, Shift	Desktop
PCG64	4.3 <i>GB/s</i>	LCG	Desktop
MT19937-64	2.9 <i>GB/s</i>	Twisted GFSR	Desktop
MPCG [21]	0.16 <i>GB/s</i>	PCG	Embedded processors
This work	1.0 <i>GB/s</i>	GAN (Deep Learning)	Embedded processors

## Conclusion and Future work

- **Conclusion**

- GAN based PRNG (DRBG) for embedded processors.
- High randomness validation through the NIST test suite.

- **Future work**

- Optimizing to maintain high randomness while being more efficient for resource-constrained environments.
  - Applying other GAN models for high randomness and efficiency.
  - Designing a lightweight model through pruning.
  - Efficient entropy collection.

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**Thank you for your attention!**