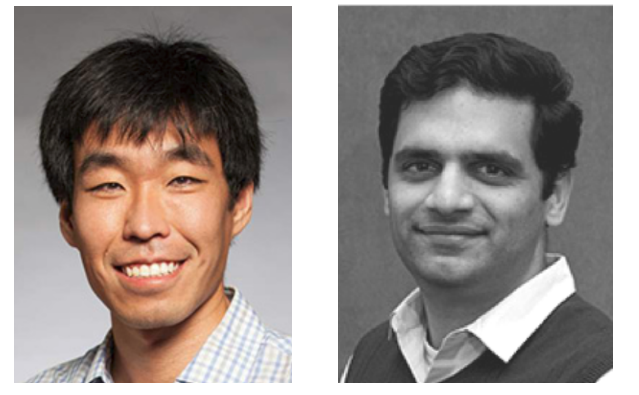


Computationally Enabled, Robust, Low-Power True Random Number Generation (TRNG)



Tyler Terhune, Akshat Boora, Xun Sun, Wenbing Zhang, Rajesh Pamula, Sung Min Kim, Baosen Zhang and Visvesh Sathé
Electrical and Computer Engineering, University of Washington

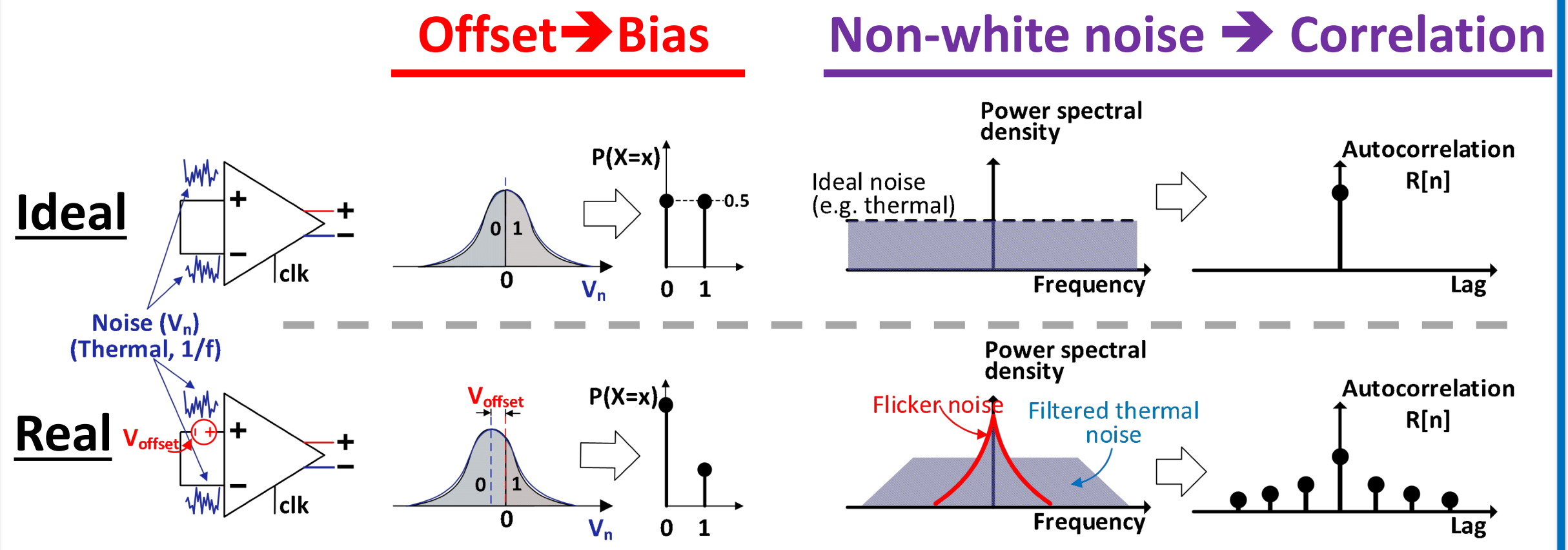
Key TRNG Metrics

- Randomness Quality (entropy rate H)
- Robustness (PVT/attack resistance)
- Efficiency (pJ/output-bit)
- Throughput/Bitrate (Gbps)

Existing Approach: Circuit Design Driven

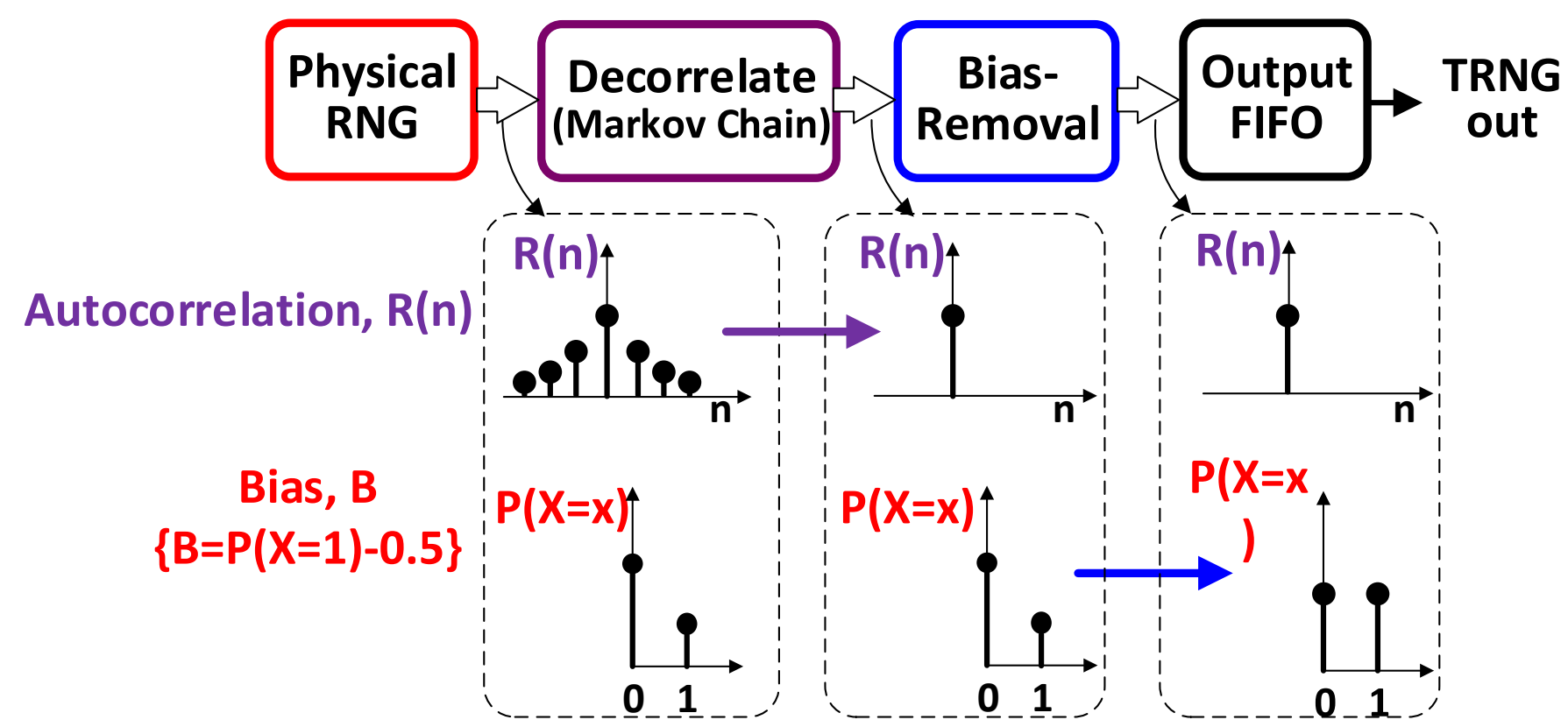
- Minimize bias $B=P(X=1) - 0.5$ (ideally 0)
- Autocorrelation ignored or an afterthought
- Fundamental limiter to Randomness
 - PVT Variation induced Bias
 - Finite Bandwidth, $1/f$ noise induced correlation between bits

Example: Metastability-based TRNGs



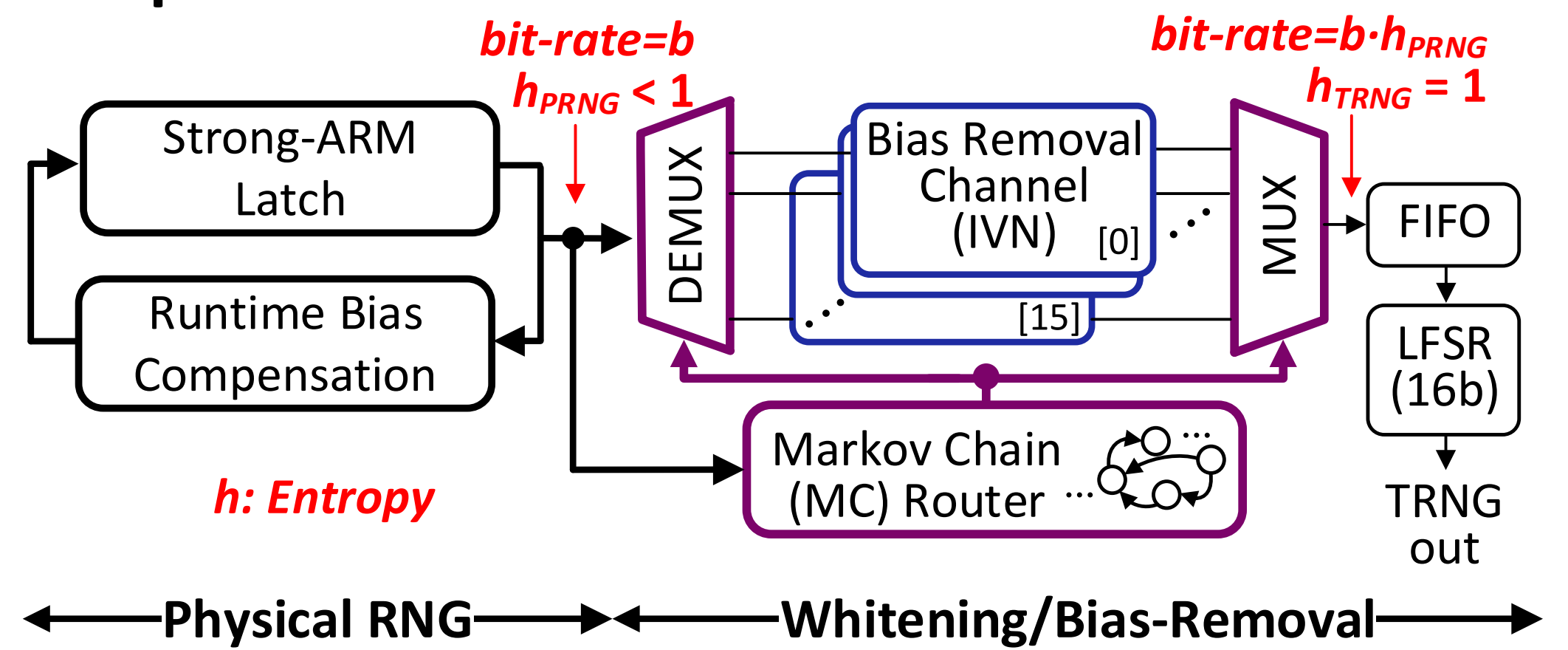
- Limit bias \rightarrow μ V resolution offset cancellation \rightarrow \downarrow robustness)
- Limit Correlation \rightarrow High bandwidth circuits \rightarrow \uparrow power, \downarrow bitrate)
- No clear approach to address $1/f$ noise

Computationally enabled TRNG design^{1,2}



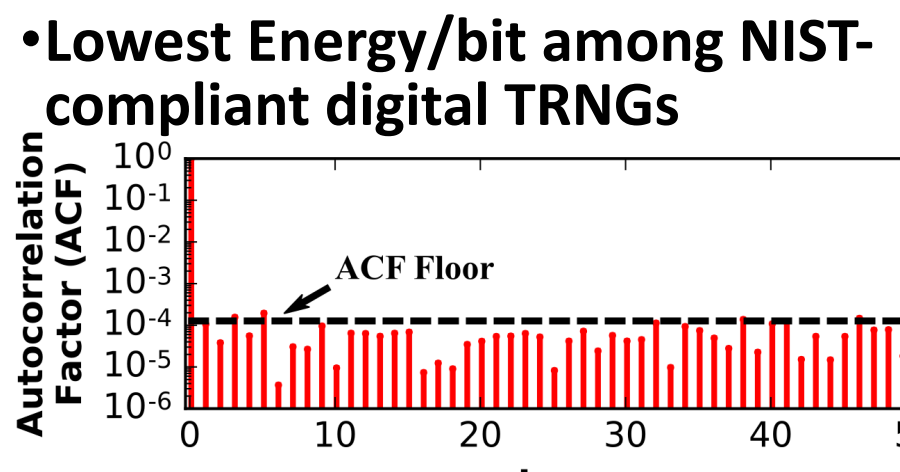
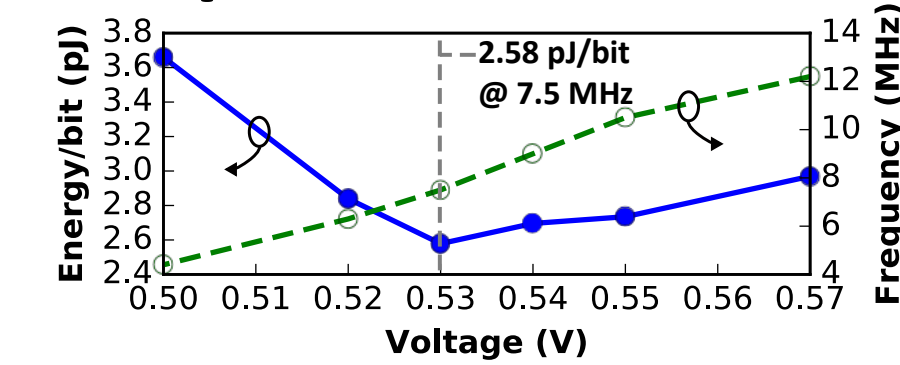
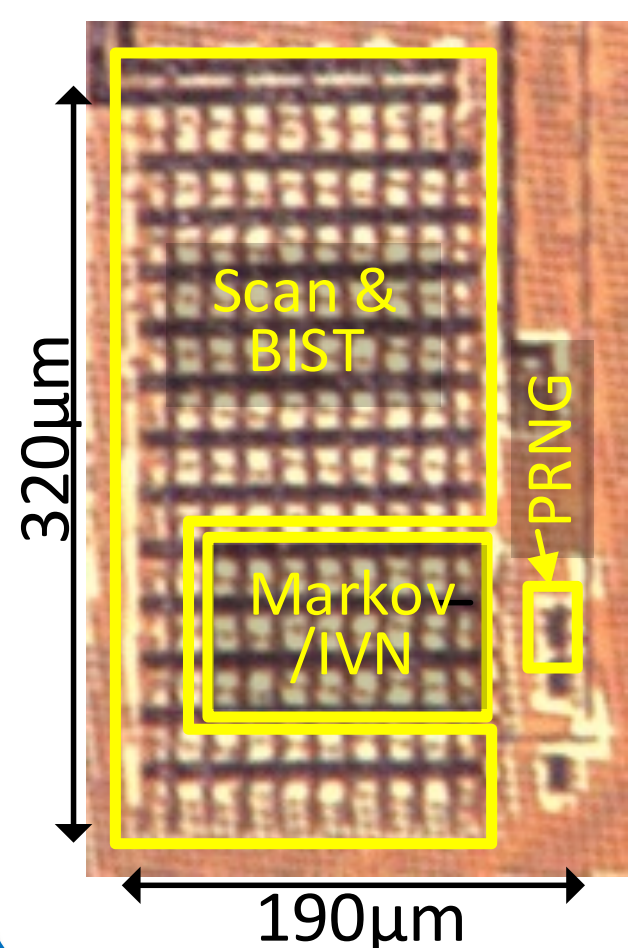
- Design “good-enough” physical RNGs (PhyRNGs)
- Integrated post-processing first whitens bitstream (correlation removal), then eliminates bias

VLSI Implementation

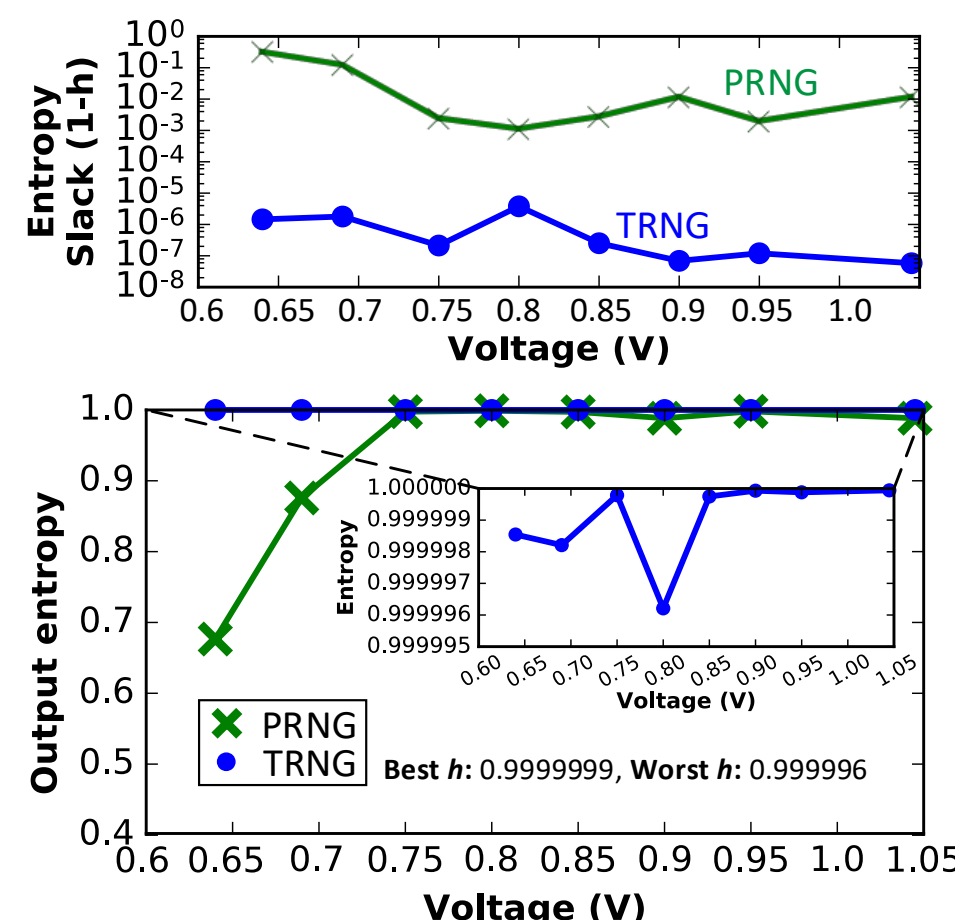


- MC whitening: Bits within channel have identical statistics
- Bias Removal using Iterative vonNeumann (IVN) correction³
- Whitening MUST precede IVN to better meet iid requirement

65nm CMOS Test-Chip Measurements



• MC Router + LFSR addresses bitstream autocorrelation



• PVT Robust. TRNG quality maintained despite Phy-RNG degradation

| Pass Rate for NIST Pub 800-22 Tests (All "PASS")* | | | | |
|---|---------|------|-------------|------|
| | Nominal | | Min. Energy | |
| Voltage (V) | 1.0 | | 0.53 | |
| Temperature (°C) | -20 | 100 | -20 | 100 |
| NIST benchmark | | | | |
| Frequency | 0.98 | 0.98 | 1.0 | 0.99 |
| Block Frequency | 1.0 | 1.0 | 0.99 | 1.0 |
| Cumulative Sums | 0.98 | 0.98 | 1.0 | 0.99 |
| Runs | 1.0 | 0.99 | 0.98 | 0.97 |
| Longest Run | 0.98 | 0.96 | 1.0 | 1.0 |
| Rank | 1.0 | 1.0 | 1.0 | 1.0 |
| FFT | 1.0 | 0.99 | 0.99 | 0.97 |
| Non-Overlap. Template | 0.98 | 0.98 | 0.98 | 0.97 |
| Overlap. Template | 0.98 | 1.0 | 0.99 | 1.0 |

| NIST Pub 800-90B Entropy Assessment (All "PASS") | |
|--|--------------------------------------|
| Test | Results on 1Mb bitstream (score,DOF) |
| IID Permutation | PASS (NA,NA) |
| Chi-square Independence | PASS (1892, 2047) |
| Chi-square Goodness of fit | PASS (5.83, 9) |
| LRS Test | PASS (NA, NA) |
| Min. Entropy | 0.996 |
| Restart Test | PASS (NA, NA) |

NIST-Compliant

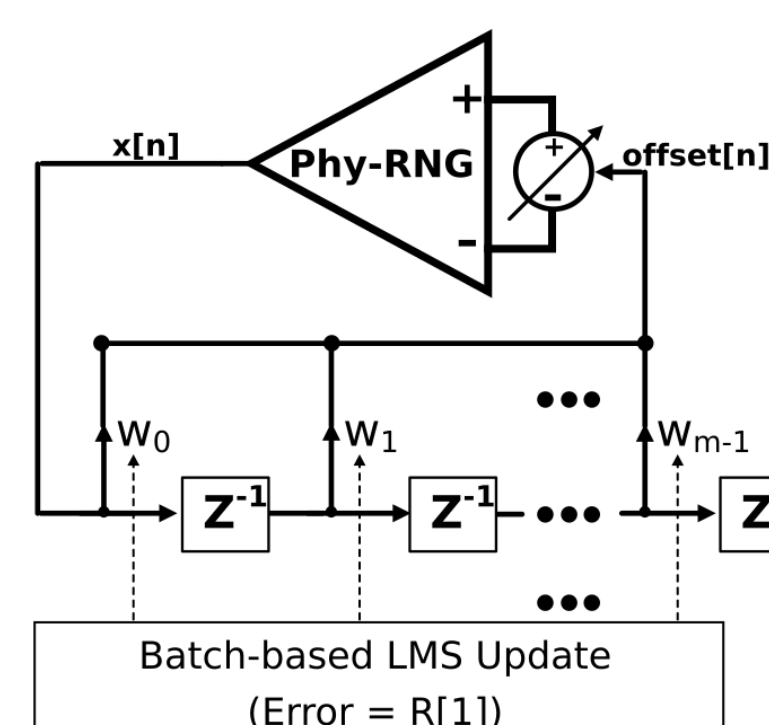
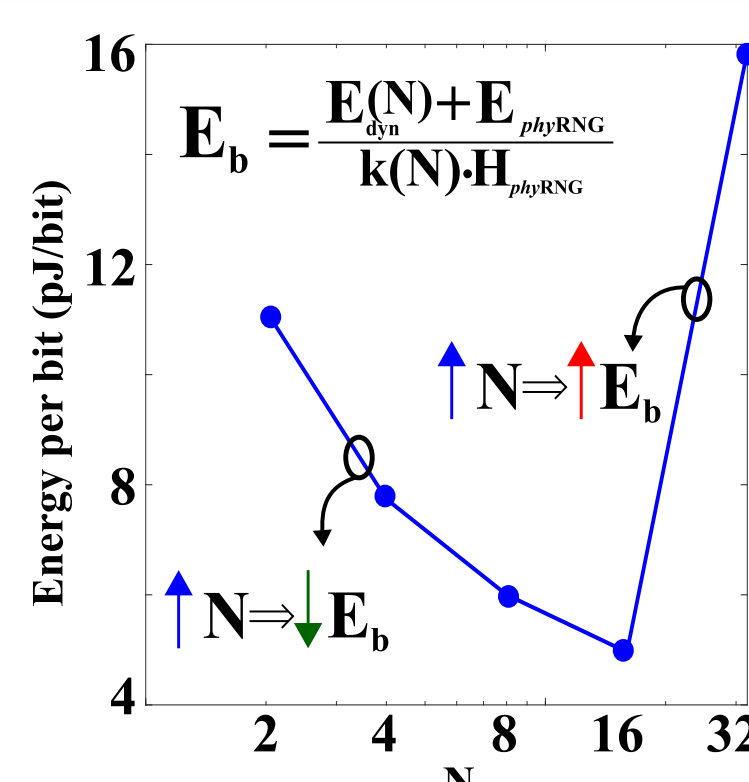
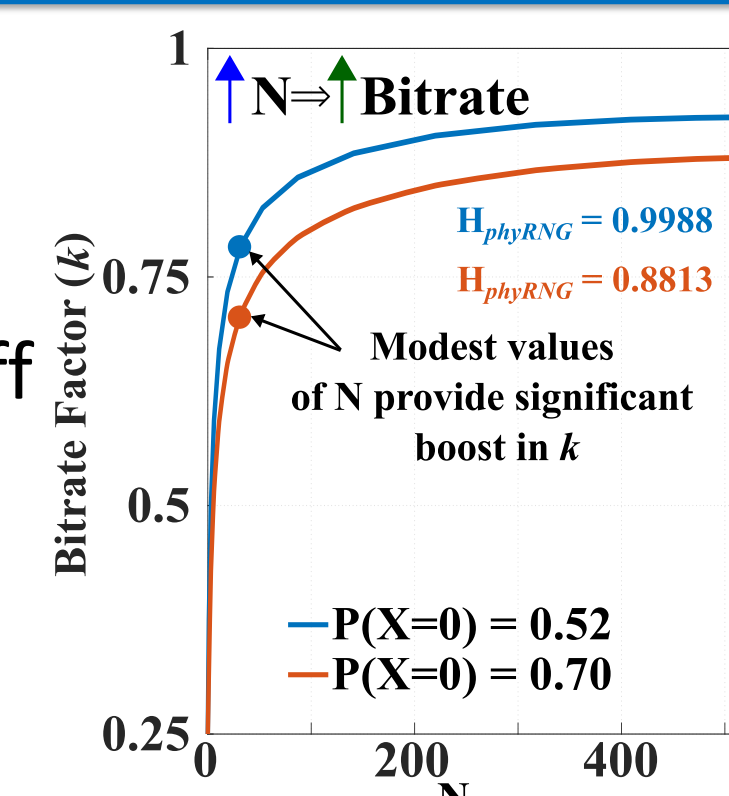
• Validated in the -20C-100C and 0.58V-1.0V range

Challenges

- Proposed TRNG architecture achieves quality, robustness, efficiency and bitrate
- Significant advance in correlation, **BUT** significant room for improvement
 - MC-Router does not scale well (2^n lanes required for lag- n decorrelation)
 - MC-based whitening addresses stationary autocorrelation sources, not non-stationary ones (e.g. $1/f$ noise). LFSR still required to achieve robust NIST compliance

Future Work

- **Adaptive** TRNGs
- Runtime trade-off management for optimal quality and efficiency



Broader Impact

- Robust and balanced architecture applicable broadly across TRNG implementations: (FPGA/ASIC/SoCs)
- Findings covered as part of a week-long module in the Advanced VLSI design course at the University of Washington

References

- 1.V. Pamula et al., "An all-digital true-random-number generator with integrated de-correlation and bias correction at 3.2-to-86 Mb/s, 2.58 pJ/bit in 65-nm CMOS", In 2018 IEEE Symposium on VLSI Circuits 2018, Jun. 18
- 2.V. Pamula et al., "A 65-nm CMOS 3.2-to-86 Mb/s 2.58 pJ/bit Highly Digital True-Random-Number Generator With Integrated De-Correlation and Bias Correction." IEEE Solid-State Circuits Letters, 2018 Dec;1(12):237-240
- 3.Y. Peres "Iterating Von Neumann's Procedure for Extracting Random Bits", The Annals of Statistics. 20. 10.1214/aos/1176348543.

