

Internet As a Source of Randomness

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March 14, 2019

Significant efforts in the theoretical and practical research communities are invested to improve the security of PRGs, to identify faults in entropy sources, and to detect vulnerabilities allowing attacks against the PRGs.

Despite the critical role that secure generation of unpredictable pseudorandom bits plays, there is a long history of attacks exploiting bugs and vulnerabilities in PRGs, e.g., [BM84, CG88, DGP07, Gut98, GPR06, GW96, SW17]. The causes for vulnerabilities in generation of pseudorandom strings range from faulty implementations, to generation of pseudorandomness on virtualised environments, and to reuse of randomness.

In this work we take an alternative approach at the pseudorandomness generation problem. We design and implement Network Pseudorandomness Collector (NPC) which collects pseudorandom strings from servers in the Internet. NPC does not require cooperation nor synchronisation of those servers. NPC is easy to use and to integrate into the existing systems. We analyse the security of NPC and show how it addresses the main factors behind the vulnerabilities in current PRGs. Further, we perform extensive simulations on empirically derived datasets that validate the security of NPC against attacks by realistic Man-in-the-Middle (MitM) attackers.

References

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