## Cisco Systems 

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# PRNG in IOS 

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## Overview

- How it started
- What it looked like
- How it was improved
- How was tested
- Possible further improvements




## What were looking at

- "Big Bang", who knows how it looked like?
- Starry night, Copyright NASA, STScl, HubbleSite
- "Strange Attractors and TCP/IP Sequence Number Analysis" by Michal Zalewski


## Beginning

- It started by ISNs in TCP session
- They should be unpredictable but they were not


## Improving ISNs

- One way is to make ISN as random as possible
- What exactly "random" means?
- Unpredictable and next-bit test
- The existing PRNG was not adequate for the purpose
- The solution is to introduce a new one


## How PRNG works

- The universal recipe is the same:
$>$ Take some fresh entropy and put it into a pot
$>$ Add more entropy whenever you have a chance and stir it in
>Serve when needed but not forget to stir


## Some mixing tools



## More mixing tools



## The challenge

- Where to find entropy
- IOS is closed system and it does not have:
- Hard disk
- Mouse
- Keyboard


## Some unsuccessful ideas

- MAC or IP addresses
- Packet length, timing between packets
- Environmental temperature
- CPU fan rotation
- Wireless noise, microphone, camera
- "Something" from the memory


## More promising ideas

- truerandom() function but IOS is not preemptive
- Timing between consecutive passes in a simple loop
- Time when the function is invoked
- "something" from the memory


## How it looks today

- PRNG uses GF-based mixing function and it is extracted using MD5
- Entropy is slow to accumulate
- PRNG passes all statistical tests


## How to test a sequence

- How random is your "random" sequence?
- Is "111111111111111111111" more random than "010101010101010101" or "10011010100101101"?
- We can only test for statistical properties of a sequence.


## Tools used for testing

- Diehard
- NIST Statistical Test Suite
- Some others were tried but were not adequate


## Diehard

- Not really user friendly
- Need some knowledge to interpret the results
- Very powerful
- Needs large input (~8*10^9 bits)


## NIST STS

- Nicer interface
- Sometimes can be hard to select right parameters and input sequence length
- An par with Diehard


## A sample of Diehard output

```
:: This is the BIRTHDAY SPACINGS TEST
:: Choose m birthdays in a year of n days. List the spacings ::
:: between the birthdays. If j is the number of values that ::
:: occur more than once in that list, then j is asymptotically ::
:: Poisson distributed with mean m^3/(4n). Experience shows n ::
:: must be quite large, say n>=2^18, for comparing the results ::
:: to the Poisson distribution with that mean. This test uses ::
:: n=2^24 and m=2^9, so that the underlying distribution for j ::
:: is taken to be Poisson with lambda=2^27/(2^26)=2. A sample ::
:: of 500 j's is taken, and a chi-square goodness of fit test ::
:: provides a p value. The first test uses bits 1-24 (counting ::
:: from the left) from integers in the specified file. ::
:: Then the file is closed and reopened. Next, bits 2-25 are ::
:: used to provide birthdays, then 3-26 and so on to bits 9-32. ::
:: Each set of bits provides a p-value, and the nine p-values ::
:: provide a sample for a KSTEST. ::
```

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## A sample of Diehard output (cont.)



## A sample of STS output

| Statistical Test | P-value |
| :---: | :---: |
| Frequency | 0.604458 |
| Block Frequency ( $m=100$ ) | 0.833026 |
| Cusum-Forward | 0.451231 |
| Cusum-Reverse | 0.550134 |
| Runs | 0.309757 |
| Long Runs of Ones ( $M=10000$ ) | 0.657812 |
| Rank | 0.577829 |
| Spectral DFT | 0.086702 |
| NonOverlapping Templates $(m=9, B=000000001)$ | 0.496601 |
| Overlapping Templates ( $m=9$ ) | 0.339426 |
| Universal ( $L=7, Q=1280$ ) | 0.411079 |
| Approximate Entropy ( $m=5$ ) | 0.731449 |
| Random Excursions ( $x=+1$ ) | 0.000000 |
| Random Excursions Variant ( $x=-1$ ) | 0.000000 |
| Lempel Ziv Complexity | 0.398475 |
| Linear Complexity ( $M=500$ ) | 0.309412 |
| Serial ( $\left.m=5, \nabla \Psi^{2}{ }_{m}\right)$ | 0.742275 |

## Possible improvements

- The current PRNG is not the fastest in the block
- Possible replacements with AES-based
- Retaining entropy over reloads


## Links

- http://razor.bindview.com/publish/papers/t cpseq.html
- http:///lcamtuf.coredump.cx/newtcp/
- http://www.cs.berkeley.edu/~daw/rnd/mabrand
- http://www.schneier.com/yarrow.html


## More links

- http://csrc.ncsl.nist.gov/rng/
- http://stat.fsu.edu/pub/diehard/


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