

# DESIGN OF MODIFIED DUAL-CLCG ALGORITHM FOR PSEUDO RANDOM BIT GENERATOR

G Sri Lakshmi<sup>1</sup>, K Thanmai<sup>2</sup>, P Varsha<sup>3</sup>

<sup>1</sup>Department of ECE, Bhoj Reddy Engineering College for Women, Hyderabad, India

<sup>2,3</sup>UG scholar students Department of ECE, Bhoj Reddy Engineering College for Women, Hyderabad, India

A pseudorandom bit generator (PRBG) is a crucial element in ensuring the security of data during its transmission and storage in different cryptographic applications. Out of the commonly used techniques for generating pseudorandom numbers, including linear feedback shift register (LFSR), linear congruential generator (LCG), connected LCG (CLCG), and dual-coupled LCG (dual-CLCG), the dual-CLCG approach is shown to be more safe. This approach utilizes inequality comparisons to generate pseudorandom bits at regular intervals. Therefore, a novel design of the dual-CLCG technique is created, which produces pseudo-random bits at a consistent clock rate. This work proposes a novel approach termed "modified dual-CLCG" for pseudorandom bit generation (PRBG) together with a very large-scale integration (VLSI) architecture. The purpose of this method is to address the aforementioned concerns. The innovative feature of the proposed PRBG approach is its ability to create pseudorandom bits at a consistent clock rate, with just one initial clock delay and little hardware complexity.

## Introduction

Security and privacy over the internet is the most sensitive and primary objective to protect data in various ways. Pseudo-Random Bit Generators (PRBGs) play a fundamental role in various fields such as cryptography, simulation, and secure communication systems. They are essential for generating sequences of bits that exhibit characteristics of randomness, making them suitable for cryptographic keys, statistical simulations, and more. The quality and efficiency of a PRBG are paramount for ensuring the security and reliability of systems that rely on random bit sequences. we present the design of a Modified Dual-CLCG (Combined Linear Congruential Generator).

For IoT enabled hardware applications. The proposed PRBG method i.e. "modified dual-CLCG" and its VLSI architecture have the following advantages and novel contributions over previous PRBG method. First, a single XOR logic is utilized at the output stage for generating pseudorandom bit at uniform clock rate which leads to lower the hardware cost. Secondly, it generates a maximum length of  $2^{11}$  pseudorandom bits with one initial clock latency. Third, the proposed modified dual-CLCG method passes all the fifteen benchmark tests of NIST standard and is proved to be polynomial-time unpredictable. The randomness tests are performed using NIST test tool sts-2.1.2. Further, the properties of the proposed PRBG method are investigated theoretically by using the probabilistic approach. It shows that the proposed modified dual-CLCG system has the similar security strength of dual-CLCG method and the probabilistic algorithm to obtain the initial seed requires the solution of  $n^2$ . The architecture of the existing dual-CLCG method and the proposed

modified dual-CLCG method for different word size of n8 was implemented using Verilog HDL.

This project is organized as follows: architectural mapping of the existing dual- CLCG method is performed and The proposed PRBG method along with its randomness properties are discussed. he efficient VLSI architecture of the proposed modified dual-CLCGmethod.

Combined linear congruential generators, as the name implies, are a type of PRNG (pseudorandom number generator) that combine two or more LCGs (linear congruential generators). The combination of two or more LCGs into one random number generator can result in a marked increase in the period length of the generator which makes them better suited for simulating more complex systems. The combined linear congruential generator algorithm is defined as:

$$X_i \equiv \left( \sum_{j=1}^k (-1)^{j-1} Y_{ij} \right) \pmod{(m-1)}$$

Where  $m-1$  is the modulus of the LCG,  $Y_i, j$  is the  $i$ th input from the  $j$ th LCG and  $X_i$  is the  $i$ th random generated value. L'Ecuyer describes a combined linear generator that utilizes two LCGs in Efficient and Portable Combined Random Number Generators for 32-bit processors.

Algorithm for a PRBG. The objective of this modification is to improve the efficiency and statistical properties of the generated random bit sequences. The Dual- CLCG algorithm combines the outputs of two Linear Congruential Generators (LCGs) with distinct seeds to produce random bits. Linear Congruential Generators are a common choice for generating pseudo-random sequences due to their simplicity and speed. However, their periodicity and statistical properties can be limited when used individually. The Dual-CLCG algorithm overcomes these limitations by leveraging the combined power of two LCGs while carefully selecting seed values and parameters.

#### Modified Dual CLCG

Modified algorithm of dual-coupled linear congruential generator (dual-CLCG) for pseudo-random bit generation is proposed to achieve the high randomness properties of generated bit sequence with minimum VLSI complexity. The proposed method relies based on randomly chosen inequality comparisons bits by the multiplexer circuit and its select line is control by current seeds value to generates final random bits. Therefore, a new method for random bit generator i.e. modified dual-CLCG and its VLSI architecture are proposed in this work to mitigate the more secure random bit generator.

The effect of modification on the design of a dual CLCG is observed to evaluate the some of the essential timing performance parameters such as initial clock latency, maximum possible frequency of bit generation and output to-output latency. Also find the power dissipation and utilize chip area. The proposed architecture with 8, 16 and 32-bit length is design using Verilog-HDL and its synthesis is done based on 90-nm CMOS technology (GSDK) using Cadence Tool

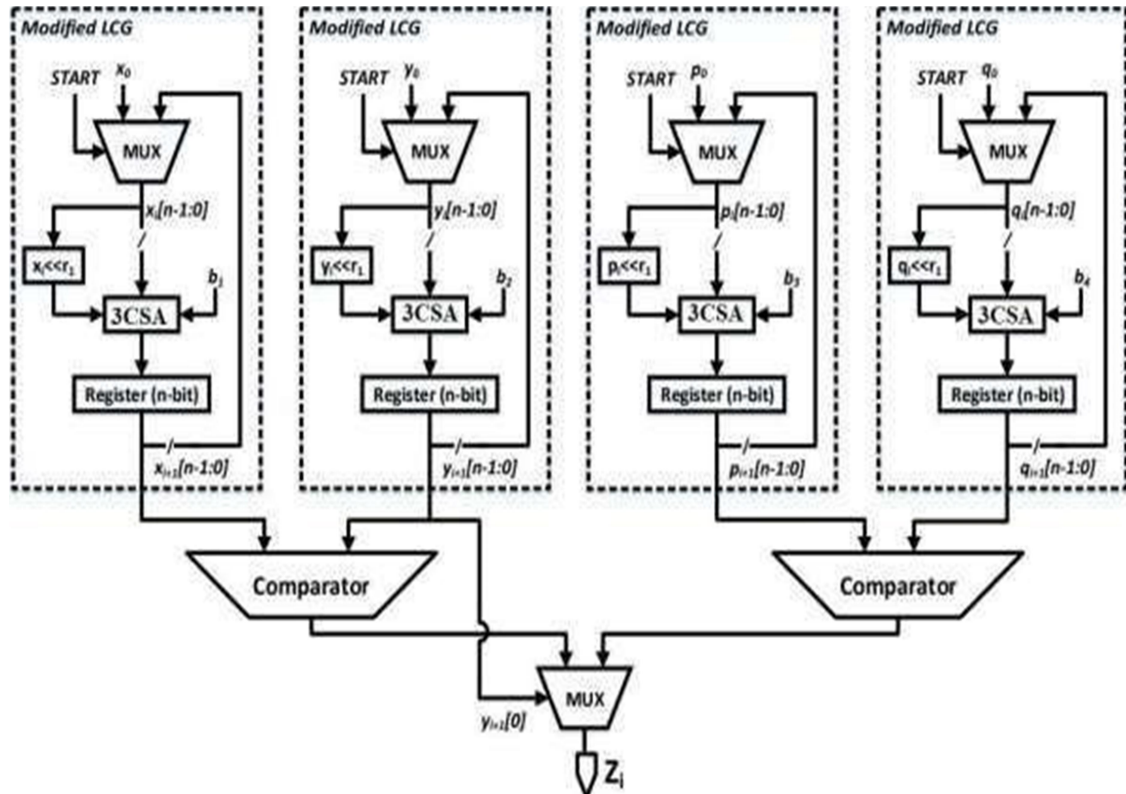


Fig 5.1 Modified Dual CLCG

A block diagram of a Modified Dual CLCG (Complementary Linear Congruential Generator) structure typically consists of four linear congruential generators (LCGs) operating in parallel, with additional components for combining their outputs. Here's a breakdown of the components and their functions:

LCG 1: This is the first linear congruential generator in the structure. It generates a sequence of pseudo-random numbers using a linear recurrence relation of the form.

Combiner: This component combines the outputs of LCG 1 and LCG 2 to generate the final sequence of pseudo-random numbers. There are different methods for combining the outputs, such as adding, subtracting, XORing, or using other mathematical operations. The purpose of combining the outputs is to enhance the statistical properties of the generated random numbers.

Output: This is the final output of the Modified Dual CLCG structure, consisting of a sequence of pseudo-random numbers with improved randomness properties compared to using a single linear congruential generator.

The dual-CLCG algorithm for pseudorandom bit generator was proposed in. It is a dual coupling of four LCG block and it is given by following recurrence equations:

$$x_{i+1} = [(2^{r1} \times x_i) + x_i + b_1] \text{mod} 2^n \tag{1}$$

$$y_{i+1} = [(2^{r2} \times y_i) + y_i + b_2] \text{mod} 2^n \tag{2}$$

$$p_{i+1} = [(2^{r3} \times p_i) + p_i + b_3] \text{mod} 2^n \tag{3}$$

$$q_{i+1} = [(2^{r4} \times q_i) + q_i + b_4] \text{mod} 2^n \tag{4}$$

$$B_i = \begin{cases} 1 & \text{if } x_{i+1} > y_{i+1} \\ 0 & \text{if } x_{i+1} < y_{i+1} \end{cases} \tag{5}$$

$$C_i = \begin{cases} 1 & \text{if } p_{i+1} > q_{i+1} \\ 0 & \text{if } p_{i+1} < q_{i+1} \end{cases} \tag{6}$$

$$z_i = B_i \wedge C_i \tag{7}$$

Here  $b_1, b_2, b_3, b_4$  are the constant parameter and  $x_0, y_0, p_0$  and  $q_0$  are the initial seeds value for above recurrence equations. Here shifting value  $r$  is the positive integer i.e.  $1 < 2^r < 2^n$ . The final output of random bit sequence is given by variable  $z_i$ . It is evaluated based on Equations (5) to (6) in each iteration. To enhance the randomness properties of the random sequence, we can modify the equation (7) and it relies based on randomly chosen inequality comparisons bits by the multiplexer circuit and its select line is control by current seeds value  $[y_{i+1}]$  to generates final random bit sequence i.e. given by equation(8).

$$z_i = \begin{cases} B_i & \text{if } y_{i+1} = 0 \\ C_i & \text{if } y_{i+1} = 1 \end{cases} \tag{8}$$

- 1) LCG 1 and LCG 2 operate independently in parallel, each generating its own sequence of pseudo-random numbers.
- 2) The parameters (multipliers, increments, and moduli) of LCG 1 and LCG 2 are carefully chosen to ensure they are statistically independent and have long periods.
- 3) The outputs of LCG 1 and LCG 2 are combined using the combiner component. This combination can involve various mathematical operations that help reduce correlations between successive random numbers and improve the overall randomness of the sequence.
- 4) The combined output from the combiner forms the final sequence of pseudo-random numbers, which can be used in various applications requiring random number generation.

LCG 2: This is the second linear congruential generator in the structure. It also generates a sequence of pseudo-random numbers but uses different parameters compared to LCG 1.

Overall, the Modified Dual CLCG structure enhances the quality of random number generation by leveraging two complementary linear congruential generators and combining their outputs to produce a sequence with improved statistical properties.

#### Results and Analysis

The RTL schematic is abbreviated as the register transfer level it denotes the blue print of the architecture and is used to verify the designed architecture to the ideal architecture that we are in need of development. The hdl language is used to convert the description or summary of the architecture to the working summary by use of the coding language i.e verilog ,VHDL. The RTL schematic even specifies the internal connection blocks for better analyzing. The figure 6.1 represented below shows the RTL schematic diagram of the designed architecture.

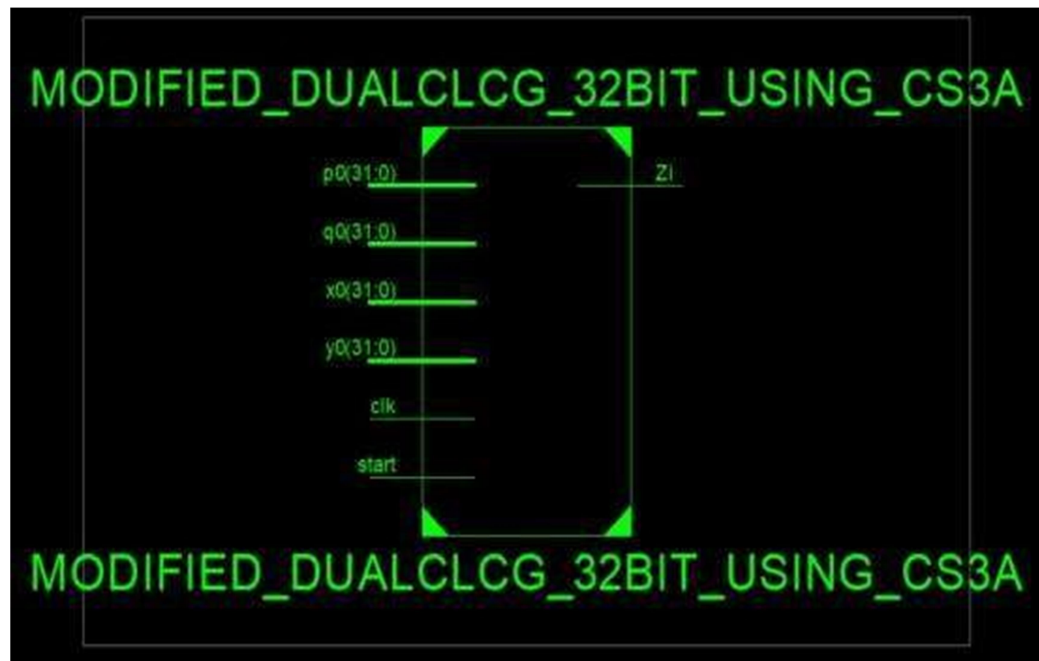


Fig 8.1 RTL Schematic view of Modified Dual CLCG using CS3A



Fig 8.2 RTL Schematic view of proposed Modified Dual CLCG using three operand Adder

### 8.1 Technology schematic

The technology schematic makes the representation of the architecture in the LUT format, where the LUT is considered as the parameter of area that is used in VLSI to estimate the architecture design. The LUT is considered as a square unit; the memory allocation of the code is represented in these LUTs in FPGA.



Fig 8.3 View technology Schematic of modified Dual CLCG using CS3A

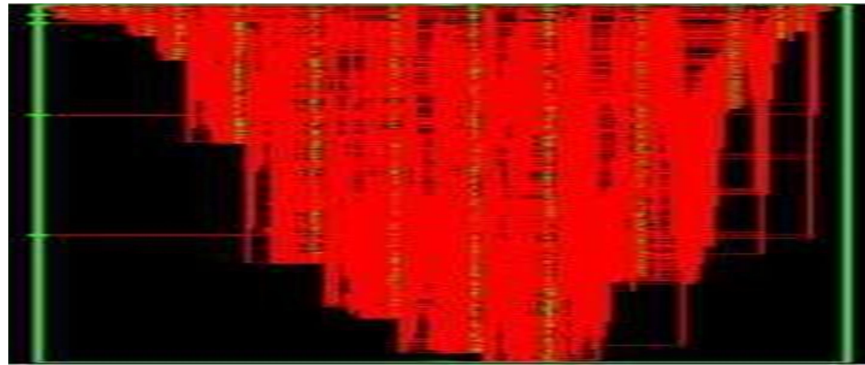


Fig 8.4 View technology Schematic of proposed modified Dual CLCG using three operand adder

### 8.2 Simulation

The simulation is the process which is termed as the final verification in respect to its working whereas the schematic is the verification of the connections and blocks. The simulation window is launched as shifting from implementation to the simulation on the home screen of the tool, and the simulation window confines the output in the form of wave forms output. Here it has the flexibility of providing the different radix number systems.

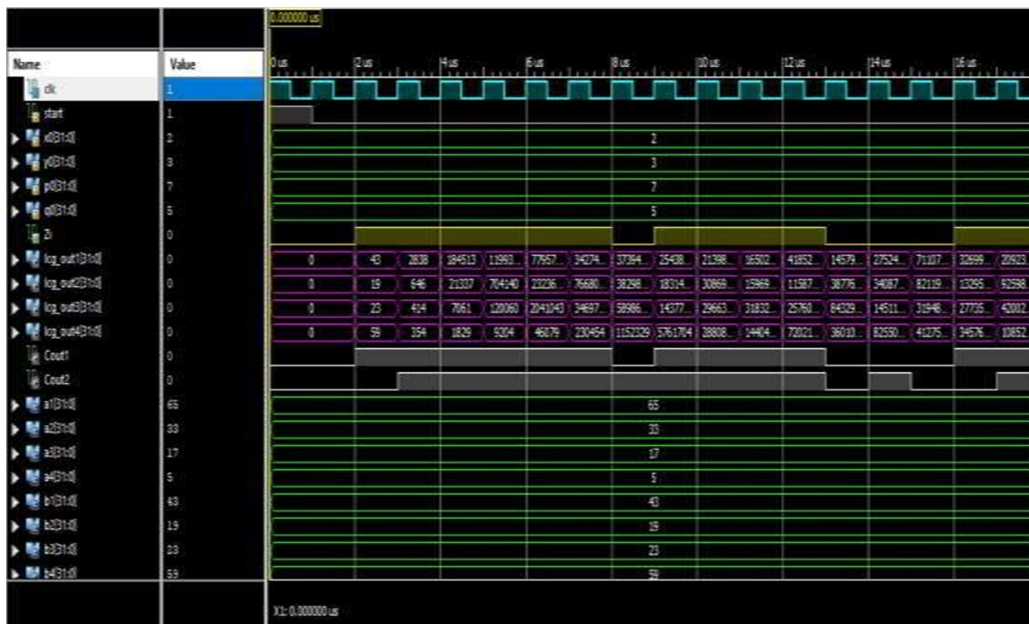
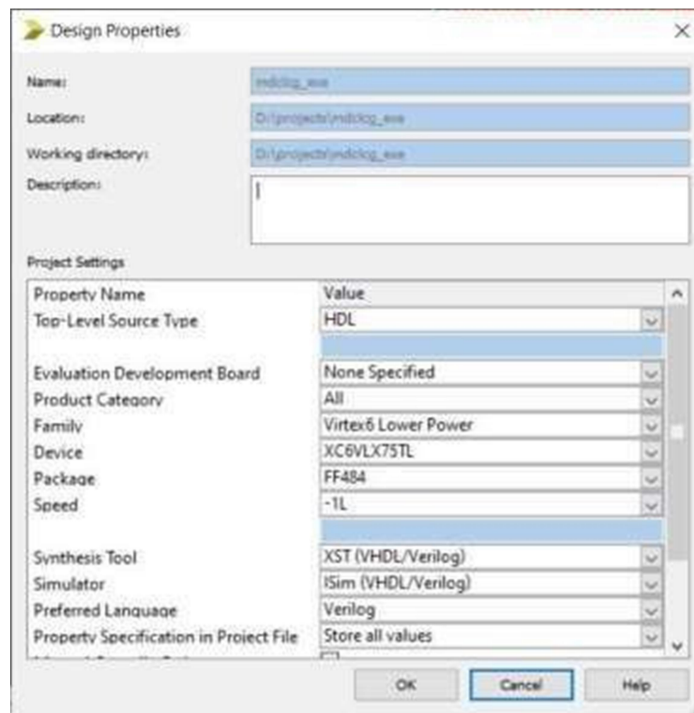


Fig 8.5 simulated wave form of modified Dual CLCG using CS3A



Fig 8.6 Simulated wave form of proposed modified Dual CLCG using three operand PPA





### 8.3 Parameters

Fig 8.7 family selected for synthesis

Consider in VLSI the parameters treated are area, delay, frequency and power, based on these parameters one can judge the one architecture to other. here the consideration of area and power consumptions are considered the parameters are obtained by using the tool XILINX 14.7 and the HDL is verilog language. When frequency is more for any design it will increase the speed of design.

Parameter	Existed design	Proposed design
Frequency(MHz)	132.714	225.683

Table 8.1 Parameter Comparison

#### Existed Design Results

Device Utilization Summary (estimated values)			
Logic Utilization	Used	Available	Utilization
Number of Slice Registers	121	93120	0%
Number of Slice LUTs	501	46560	1%
Number of fully used LUT-FF pairs	121	501	24%
Number of bonded IOBs	131	240	54%
Number of BUFG/BUFGCTRLs	1	32	3%

Table 8.2 Existed design results

Minimum period: 7.535ns (Maximum Frequency: 132.714MHz) Minimum input arrival time before clock: 7.610ns

Maximum output required time after clock: 2.666ns

#### Proposed Design Results

Device Utilization Summary (estimated values)			
Logic Utilization	Used	Available	Utilization
Number of Slice Registers	121	93120	0%
Number of Slice LUTs	685	46560	1%
Number of fully used LUT-FF pairs	121	685	17%
Number of bonded IOBs	131	240	54%
Number of BUFG/BUFGCTRLs	1	32	3%

Table 8.3 Proposed Design Results Minimum period: 4.431ns (Maximum Frequency: 225.683MHz) Minimum

input arrival time before clock: 4.818ns

Maximum output required time after clock: 2.660ns

#### Other parameters

#### Existed Parameters

```
Minimum period: 4.431ns (Maximum Frequency: 225.683MHz)
Minimum input arrival time before clock: 4.818ns
Maximum output required time after clock: 2.660ns
Maximum combinational path delay: No path found
```

#### Proposed Results

```
Minimum period: 7.535ns (Maximum Frequency: 132.714MHz)
Minimum input arrival time before clock: 7.610ns
Maximum output required time after clock: 2.666ns
Maximum combinational path delay: No path found
```

## Chapter 9

### Conclusion

- Modified Dual-CLCG using CS3A method involves dual coupling of four LCGs that makes it more secure than LCG based PRBGs. However, it is reported that this method has the drawback of generating pseudorandom bit at more delay.
- Proposed architecture of the new modified dual-CLCG method is significantly reduced the parameter. The proposed architecture of the modified dual-CLCG using three operand PPA method is working with high frequency resultant it would be reduced the delay of the design.
- Based on the performance analysis in terms of hardware complexity, randomness and security, it is observed that 32-bit hardware architecture of the proposed modified dual-CLCG method is optimum and can be useful in the speed of hardware security and IoT applications.

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