

**RAN
DAE
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Entropy is good

**Real Quantum
Random Number
Generator Based
on Beta Decay**

The essence of good cryptography

Three components are required to make hackproof encryption:

1. a way to produce random numbers - the unique keys to convert a message
2. an algorithm that converts the message into a string of meaningless characters
3. a channel to securely deliver the first ingredient to the intended recipient without anyone else gaining insight

The second and third components are well-established and widely used by cryptographers, programmers etc.



Random numbers are produced

*”Any one who considers arithmetical methods of producing random digits is, of course, in a state of sin. For, as has been pointed out several times, **there is no such thing as a random number - there are only methods to produce random numbers**, and a strict arithmetic procedure of course is not such a method.”*

J. von Neumann, **Various techniques used in connection with random digits**, vol. **Monte Carlo Method**, eds. A.S. Householder, G.E. Forsythe and H.H. Germond, **1951**



Tomorrow's technology today

- **Quantum Computers Will Break the Internet, but Only If We Let Them**

<https://www.rand.org>

<https://media.nature.com>

- **The Future of Cybersecurity are the Quantum Random Number Generators (QRNGs)**

<https://spectrum.ieee.org>

- Truly random numbers (delivered in billions of binary digits) provide an unbreakable toolset for cryptography
- QRNGs are essential for providing quantum-unbreakable encryption:
 - for internet banking
 - for health-care privacy
 - for internet shopping
 - for internet devices
- QRNGs are crucial for blockchain security ([cryptographic nonce](#))



Locality for privacy and secrecy

- To ensure the privacy of any communication, cryptography must be local (e.g., use of the so-called Perfect Forward Secrecy)

<https://www.keycdn.com>

- Cryptographic keys should use a true random number generator *in-situ* (i.e., on the user device)
- Real random number generators must be built into communicating devices (like computers and cell phones)
- The cybersecurity design: QRNGs embedded into a System-on-Chip (SoC)

Technology must be compatible with standard IC manufacturing



What is a good RNG?


- **Good entropy source**
- Resistant to external influences
- Embeddable into any IoT or processor
- A suitable level of bits generated for various applications
- Ease of engineering and manufacturing using typical technologies
- Stable and robust for the lifetime of devices



Many hardware options are available, but...

Several methods or devices are offered:

- Protego ST <https://www.proteghost.com> noise-based key fobs or chips
- ComScire <https://comscire.com> tunneling leakage in MOS transistors
- qStream <https://www.quintessence labs.com> based on quantum tunneling
- IDquantique <https://www.idquantique.com> based on quantum optical randomness
- QN100 <https://quside.com> based on quantum optical randomness

**None are easily incorporated into consumer devices (IoT)
The possible devices (*qStream*, *IDquantique*, *QN100*) are not
pure quantum as claimed: their entropy sources are prone to
external influences like temperature, voltage changes, or
magnetic field  *breakable****

* cf. e.g., Abbott A.A. et al. 2014 *Non-uniformity in the Quantis Random Number Generator*, Centre for Discrete Mathematics and Theoretical Computer Science CDMTCS-472 November 2014
or Hurley-Smith D. and Hernandez-Castro J. 2020 *Quantum Leap and Crash: Searching and Finding Bias in Quantum Random Number Generators*. Security, 23 (3). pp. 1-25. ISSN 2471-2566.



RANDEAMON solution

- **RANDAEMON** builds Quantum Random Number Generators:
 - hardware-based, on an integrated circuit (IC)
 - integrated into SoC
 - fabricated using standard chip manufacturing technology
- **RANDAEMON** uses ultimate entropy source:
 - pure beta decay inside nuclei
 - PIN or SPAD detectors
 - auto-correction *in situ*
- **RANDAEMON** also offers high throughput random bitstream solutions



Why nuclear beta decay?

- The pure quantum process inside nuclei
- Decays are random in time (*ticking*) and in space (*place, direction*)
- Beta radiation (*electrons*) is easily detectable
- The emission of electrons is not affected by external conditions:
 - *acceleration*
 - *pressure*
 - *temperature*
 - *magnetic and electric fields*
 - *etc. etc.*

The use of beta decay is perfectly suited for local, *in-situ* QRNGs



^{63}Ni as an entropy source

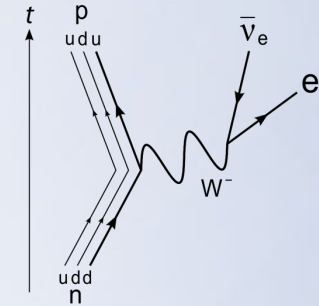
- ^{63}Ni easily produced:
 - ^{62}Ni isotope is naturally abundant at 3.64%
 - ^{62}Ni placed in a nuclear reactor converts into ^{63}Ni by captured neutrons
 - full volume conversion takes about 2 years
- ^{63}Ni has a half-life time of about 100 years
 - after one year electron flux decreases by about 0.7%
- Only a thin layer of ^{63}Ni is active
 - the self-absorption of electrons in thick layers
 - max activity of ^{63}Ni source is about 15 mCi/cm² (about $550 \cdot 10^6$ decays/sec/cm²)
- Controllable deposition of ^{63}Ni by electroplating (patent pending)
 - IC cover contains the radioactive material (on the inside surface)



Safe entropy source

^{63}Ni as a source of randomness:

- pure beta decay: $^{63}\text{Ni}_{28} \rightarrow ^{63}\text{Cu}_{29} + e^- + \bar{\nu}_e$
 - maximum electron energy 67 keV
 - average electron energy 17 keV
 - anti-neutrino is practically non-interacting with anything
- range of 70 keV electrons:
 - in the air about 7.3 cm ☞ there's no radiation at the distance of 3" from a source
 - in the water about 78 μm ☞ water layer on eyes or in guts is $>100 \mu\text{m}$ thick
 - in the tissue about 68 μm ☞ epidermis (dead part of the skin) is typically $>100 \mu\text{m}$ thick
 - in the metallic Cu about 14 μm ☞ no radiation at all outside of the IC enclosure
- activity per simple device $\leq 3 \cdot 10^{-5}$ Ci
 - if fully digested (?), the dose absorbed would be about 0.75 mSv/year
 - for comparison: [US natural background](#) is about 3 mSv/year; [Annual Limit on Intake](#) is 0.5 Sv



No radiation risk during manufacturing, for customers, and recycling

RANDAEMON line of products

RANDAEMON patented QRNGs designs:

- set of detectors
 - a small number (starting with 1 detector) for simple applications
 - a large number (over 1 million detectors) for demanding applications*
- easily scalable for any application
- standard manufacturing technology ➡ up to 0.25 Gbit/(sec·cm²)

***Quantum networks need huge amounts of random bits for operation**

<https://www.zdnet.com>

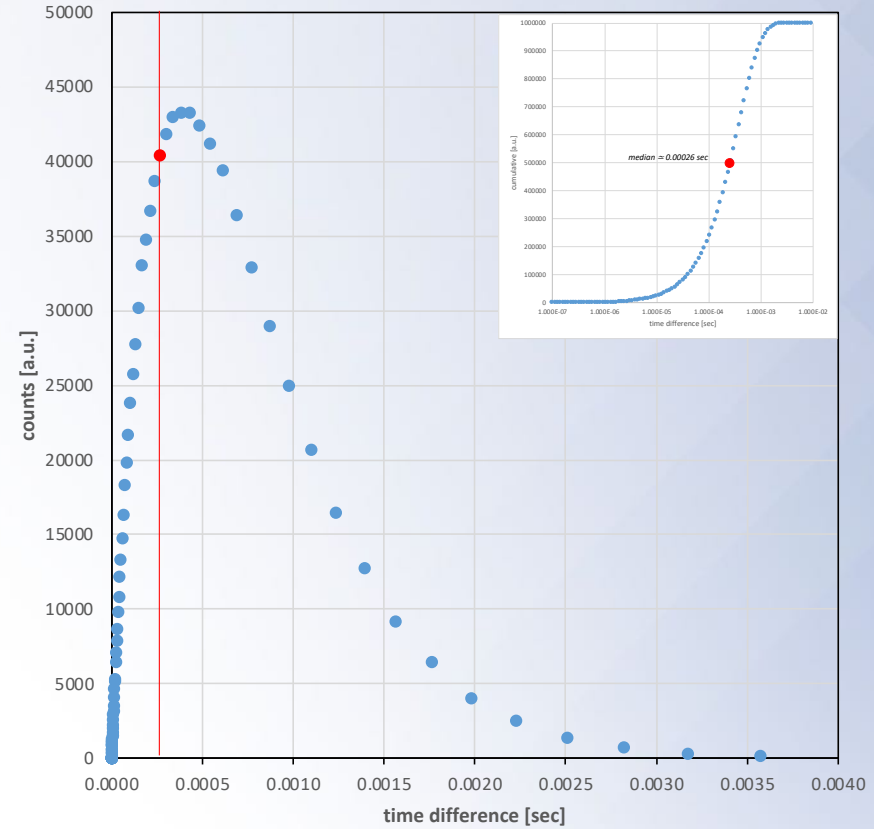
<https://www.energy.gov>



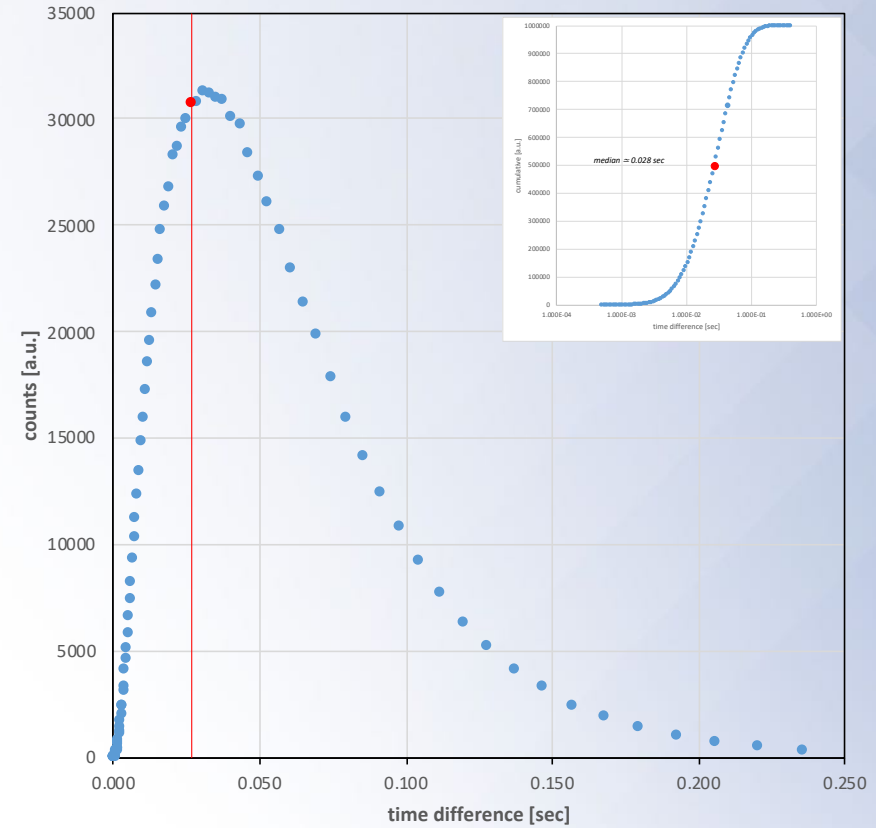
RANDAEMON PoC #1 based on PIN diode



built at IMiF

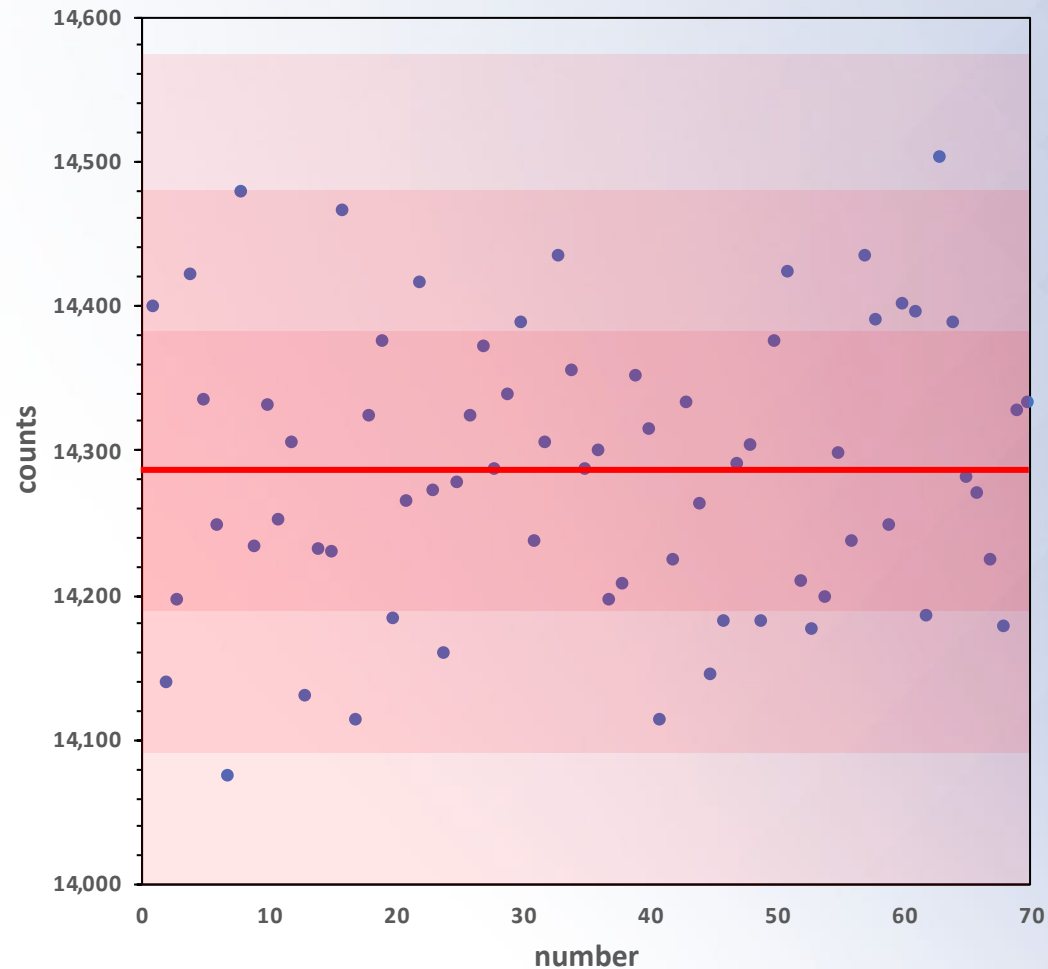


RANDAEMON PoC #2 based on SPAD diode



Testing

- Both PoCs were extensively tested using the NIST battery of tests
 - [NIST Publication 800-22](#)
- Application: simulating drawings for a lottery 📌



“20 out of 70”
1,000,000 draws
average=14,285.7
std. dev.=96.97



RANDAEMON patents' portfolio

• Issued

- Tatarkiewicz J.J. 2019 US Patent 10,430,161 *Apparatus, systems, and methods comprising tritium random number generator*
- Tatarkiewicz J.J. et al. 2021 US patent 10,901,695 *Apparatus, systems, and methods for beta decay based true random number generator*
- Tatarkiewicz J.J. et al. 2021 US patent 11,036,473 *Apparatus, systems, and methods for beta decay based true random number generator*
- Tatarkiewicz J.J. et al. 2021 US patent 11,048,478 *Method and apparatus for tritium-based true random number generator*
- Tatarkiewicz J.J. et al. 2021 Korean patent 10-2289084 **베타 붕괴 기반의 진성 난수 생성기를 위한 장치, 시스템, 및 방법**
- Kuźmicz W.B. et al. 2022 US patent 11,249,725 *Method and apparatus for highly effective beta decay based on-chip true random number generator*
- Tatarkiewicz J.J. 2022 US patent 11,281,432 *Method and apparatus for true random number generator based on nuclear radiation*
- Tatarkiewicz J.J. 2022 EU patent 3,776,179 *Apparatus, systems, and methods comprising tritium random number generator*
- Kuźmicz W.B. et al. Korean patent 10-2429142 **베타 붕괴를 이용한 고도로 효과적인 온칩 진성 난수 생성기를 위한 방법 및 장치**
- Tatarkiewicz J.J. et al. 2022 AU patent 2022200920B1 *Method and apparatus for highly effective on-chip true random number generator utilizing beta decay*

• Pending

- Borodziński J.J. et al. 2021 USPTO application 17,687,630 *Method for cost-effective Nickel-63 radiation source for true random number generators*
- Tatarkiewicz J.J. et al. 2022 USPTO application 17,861,014 *Method and apparatus for highly effective on-chip quantum random number generator using beta decay*
- Tatarkiewicz J.J. 2022 USPTO application 17,897,138 *Method and apparatus for highly effective on-chip quantum random number generator*
- several of the above issued US patents were applied for in EU, Canada, Australia, and Korea



Thank you for your attention

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