Lab: Random-Number Generation using /dev/urandom
CSC 207, “Algorithms and Object-Oriented Design”
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The goal for today’s lab is to provide an application programming interface to /dev/urandom, which is a source of bytes derived from the unpredictable behavior of hardware devices built into the computing device or attached to it. The underlying generator of random values has no “seed” and cannot be reset to a known state.

Sequences of random values produced in this way are not reproducible and so are not suitable for applications in which reproducibility on demand is required (e.g., simulations in academic research).

Building a Random Byte Buffer

In principle, we could open the /dev/urandom pseudo-file every time we needed one or more random bytes, extract just the number of bytes we needed, and close it again afterwards. But opening and closing /dev/urandom so frequently is kind of inefficient. It’s better to maintain a large buffer full of random bytes that is held in an array in memory and to parcel out bytes from this buffer as the application needs them, refilling the buffer from /dev/urandom only when we run out.

1. In Eclipse, open up a new project for today’s lab. In that project, create a new class called RandomByteBuffer. It should have two fields: an array of, say, 1048576 bytes and a counter showing how many bytes of that array have been returned as values in method calls since the last time the array was refilled from urandom. It needs at least two methods (and a constructor): One method, refill, should open /dev/urandom and copy bytes from that source into all the positions in the array (remember to close /dev/urandom in a finally block). The other, getRandomByte, should return the next available byte from the array, and increment the counter. If the byte returned is the last one in the array, getRandomByte should also call refill to replenish the array and reset the counter to 0.

   Use FileInputStream class to read data from /dev/urandom. This class has a method called read that reads from an input stream as many bytes as the length of an array that is passed to read.

Random Values

2. Create a second class, MyRandom, that has a RandomByteBuffer as its field. Write a zero-argument constructor for MyRandom that initializes this field by constructing a RandomByteBuffer and invoking the refill method on this field.

3. In the MyRandom class, define a nextByte method that returns a value of the primitive type byte. To return the value, use a method that you defined in the RandomByteBuffer class.

4. In the MyRandom class, define a nextInt method that returns a value of the primitive type int.
   (Hint: produce an integer from four random bytes. To do this, use the bitwise ≪ operator and | operator.)

5. In the MyRandom class, define a nextDouble method that returns a value of the primitive type double in the range from 0.0 (inclusive) to 1.0 (exclusive).
   (Hint: Java requires implementations to use the IEEE double-precision representation for double values, with a sign bit, and eleven-bit exponent, and a fifty-three-bit mantissa, including
one hidden bit. To ensure uniform distribution over the chosen interval, we can concentrate exclusively on the mantissa, building a long value that contains fifty-three random bits using the same techniques as in the previous exercise and then dividing it by $2^{53}$, expressed as a double, in order to map the mantissa into the range from 0.0 to 1.0.)

6. In the `MyRandom` class, define a `nextIntInRange` method that takes two int values, `lower` and `upper`, and returns an int value that is greater than or equal to `lower` and less than `upper`. Note that it is a precondition of this method that `lower` is strictly less than `upper`.

   Use a method of the `Math` class that rounds down a computation to the nearest integer. How can you generate a random integer between two given integers?

7. In the `MyRandom` class, define a `coinToss` method that returns the string "heads" or the string "tails" with equal probability.

8. In the `MyRandom` class, define a `dieRoll` method that returns an int value in the range from 1 to 6, with (as nearly as possible) equal probability for each result.

9. In the `MyRandom` class, define a `randomElement` method that returns a randomly selected element (e.g., an Integer) from a given object (e.g., ArrayList) that implements the Collection interface (e.g., an ArrayList). Note that the method accepts a Collection of Objects as its parameter. It is a precondition of this method that the collection is not empty.

   To select an element, you need to randomly choose its position from a range.

10. In the `MyRandom` class, define a `permute` method that randomly permutes the elements of any given object that implements the List interface.