



Press Release

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xRNG Now Available for Licensing

PRESS RELEASE for December 11, 2000

NEW LONDON, CT - RNG Research announced today the intent to license its xRNG high-performance truly random number generator technology to interested parties. The research group is presently seeking exclusive sector licensees, but has indicated that it will consider all reasonable offers, including those on a nonexclusive basis.

Ideally suited for applications which already include an analog-to-digital (a/d) converter, xRNG provides extremely high-quality truly random numbers at high speed and low cost. The method is very flexible and also provides for generation of very high-quality numbers at extremely high speeds or at very low cost.

Recent advances in a/d converters mean that many applications can now benefit from the high-performance of xRNG for a lesser cost than with older RNG technologies. This is particularly true of low-cost cryptographic applications. The resources that used to be expended in extreme-precision corrections of intrinsically unstable systems, can now be spent on a low-cost a/d converter and the difference saved.

"This technology is still ahead of its time," states project leader Andrew Vincze, "but we're going to make it available now due to the recent increased interest in cryptography for information security." Vincze explains that although the quality (output biases less than three (3) parts per trillion) and speed capabilities (up to six (6) gigabit/sec) of xRNG vastly exceed present commercial and personal cryptographic needs, the technology can be scaled down and applied at particularly low cost making it an attractive option for many applications.

(More)

Senior design engineer Marc Gallo describes crypto-ready microcontrollers produced by the simple addition of a noise source to microcontrollers with built-in a/d converters currently on the market. Gallo emphasizes the practicality of the xRNG in this respect and readily lists a number of suitable a/d-ready applications, including cellular telephones.

RNG Research is a privately funded research project whose present activities include plans for a Random Number Server (RNS): a centralized, publicly accessible xRNG on the Internet for real-time, synchronized, distributed computing applications. RNS will allow a number of geographically isolated computers to connect to the server and simultaneously receive one, common, truly random sequence of numbers in real time, as it is generated. By allowing coordinated, worldwide study of a single random source, it is hoped that RNS will lead to a better understanding of random processes.

Additional information and test results may be found at <http://www.rngresearch.com>. RNG Research also provides truly random numbers generated by xRNG for free download.

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