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### ***Rocky Enterprise Linux 9.2 Manual Pages on command 'EVP RAND generate.3ossl'***

***\$ man EVP RAND generate.3ossl***

EVP RAND(3ossl)            OpenSSL            EVP RAND(3ossl)

NAME

EVP RAND, EVP RAND\_fetch, EVP RAND\_free, EVP RAND\_up\_ref, EVP RAND\_CTX,  
EVP RAND\_CTX\_new, EVP RAND\_CTX\_free, EVP RAND\_instantiate,  
EVP RAND\_uninstantiate, EVP RAND\_generate, EVP RAND\_reseed,  
EVP RAND\_nonce, EVP RAND\_enable\_locking, EVP RAND\_verify\_zeroization,  
EVP RAND\_get\_strength, EVP RAND\_get\_state, EVP RAND\_get0\_provider,  
EVP RAND\_CTX\_get0\_rand, EVP RAND\_is\_a, EVP RAND\_get0\_name,  
EVP RAND\_names\_do\_all, EVP RAND\_get0\_description,  
EVP RAND\_CTX\_get\_params, EVP RAND\_CTX\_set\_params,  
EVP RAND\_do\_all\_provided, EVP RAND\_get\_params,  
EVP RAND\_gettable\_ctx\_params, EVP RAND\_settable\_ctx\_params,  
EVP RAND\_CTX\_gettable\_params, EVP RAND\_CTX\_settable\_params,  
EVP RAND\_gettable\_params, EVP RAND\_STATE\_UNINITIALISED,  
EVP RAND\_STATE\_READY, EVP RAND\_STATE\_ERROR - EVP RAND routines

SYNOPSIS

```
#include <openssl/evp.h>
```

```
typedef struct evp_rand_st EVP RAND;
```

```

typedef struct evp_rand_ctx_st EVP_RAND_CTX;

EVP_RAND *EVP_RAND_fetch(OSSL_LIB_CTX *libctx, const char *algorithm,
                        const char *properties);

int EVP_RAND_up_ref(EVP_RAND *rand);

void EVP_RAND_free(EVP_RAND *rand);

EVP_RAND_CTX *EVP_RAND_CTX_new(EVP_RAND *rand, EVP_RAND_CTX *parent);

void EVP_RAND_CTX_free(EVP_RAND_CTX *ctx);

EVP_RAND *EVP_RAND_CTX_get0_rand(EVP_RAND_CTX *ctx);

int EVP_RAND_get_params(EVP_RAND *rand, OSSL_PARAM params[]);

int EVP_RAND_CTX_get_params(EVP_RAND_CTX *ctx, OSSL_PARAM params[]);

int EVP_RAND_CTX_set_params(EVP_RAND_CTX *ctx, const OSSL_PARAM params[]);

const OSSL_PARAM *EVP_RAND_gettable_params(const EVP_RAND *rand);

const OSSL_PARAM *EVP_RAND_gettable_ctx_params(const EVP_RAND *rand);

const OSSL_PARAM *EVP_RAND_settable_ctx_params(const EVP_RAND *rand);

const OSSL_PARAM *EVP_RAND_CTX_gettable_params(EVP_RAND_CTX *ctx);

const OSSL_PARAM *EVP_RAND_CTX_settable_params(EVP_RAND_CTX *ctx);

const char *EVP_RAND_get0_name(const EVP_RAND *rand);

const char *EVP_RAND_get0_description(const EVP_RAND *rand);

int EVP_RAND_is_a(const EVP_RAND *rand, const char *name);

const OSSL_PROVIDER *EVP_RAND_get0_provider(const EVP_RAND *rand);

void EVP_RAND_do_all_provided(OSSL_LIB_CTX *libctx,
                             void (*fn)(EVP_RAND *rand, void *arg),
                             void *arg);

int EVP_RAND_names_do_all(const EVP_RAND *rand,
                         void (*fn)(const char *name, void *data),
                         void *data);

int EVP_RAND_instantiate(EVP_RAND_CTX *ctx, unsigned int strength,
                        int prediction_resistance,
                        const unsigned char *pstr, size_t pstr_len,
                        const OSSL_PARAM params[]);

int EVP_RAND_uninstantiate(EVP_RAND_CTX *ctx);

int EVP_RAND_generate(EVP_RAND_CTX *ctx, unsigned char *out, size_t outlen,
                    unsigned int strength, int prediction_resistance,

```

```

        const unsigned char *addin, size_t addin_len);
int EVP RAND_reseed(EVP RAND_CTX *ctx, int prediction_resistance,
        const unsigned char *ent, size_t ent_len,
        const unsigned char *addin, size_t addin_len);
int EVP RAND_nonce(EVP RAND_CTX *ctx, unsigned char *out, size_t outlen);
int EVP RAND_enable_locking(EVP RAND_CTX *ctx);
int EVP RAND_verify_zeroization(EVP RAND_CTX *ctx);
unsigned int EVP RAND_get_strength(EVP RAND_CTX *ctx);
int EVP RAND_get_state(EVP RAND_CTX *ctx);
#define EVP RAND_STATE_UNINITIALISED 0
#define EVP RAND_STATE_READY 1
#define EVP RAND_STATE_ERROR 2

```

## DESCRIPTION

The EVP RAND routines are a high-level interface to random number generators both deterministic and not. If you just want to generate random bytes then you don't need to use these functions: just call `RAND_bytes()` or `RAND_priv_bytes()`. If you want to do more, these calls should be used instead of the older `RAND` and `RAND_DRBG` functions. After creating a `EVP RAND_CTX` for the required algorithm using `EVP RAND_CTX_new()`, inputs to the algorithm are supplied either by passing them as part of the `EVP RAND_instantiate()` call or using calls to `EVP RAND_CTX_set_params()` before calling `EVP RAND_instantiate()`. Finally, call `EVP RAND_generate()` to produce cryptographically secure random bytes.

## Types

`EVP RAND` is a type that holds the implementation of a `RAND`.

`EVP RAND_CTX` is a context type that holds the algorithm inputs.

`EVP RAND_CTX` structures are reference counted.

## Algorithm implementation fetching

`EVP RAND_fetch()` fetches an implementation of a `RAND` algorithm, given a library context `libctx` and a set of properties. See "ALGORITHM FETCHING" in `crypto(7)` for further information.

The returned value must eventually be freed with `EVP RAND_free(3)`.

EVP RAND\_up\_ref() increments the reference count of an already fetched RAND.

EVP RAND\_free() frees a fetched algorithm. NULL is a valid parameter, for which this function is a no-op.

#### Context manipulation functions

EVP RAND\_CTX\_new() creates a new context for the RAND implementation rand. If not NULL, parent specifies the seed source for this implementation. Not all random number generators need to have a seed source specified. If a parent is required, a NULL parent will utilise the operating system entropy sources. It is recommended to minimise the number of random number generators that rely on the operating system for their randomness because this is often scarce.

EVP RAND\_CTX\_free() frees up the context ctx. If ctx is NULL, nothing is done.

EVP RAND\_CTX\_get0\_rand() returns the EVP RAND associated with the context ctx.

#### Random Number Generator Functions

EVP RAND\_instantiate() processes any parameters in params and then instantiates the RAND ctx with a minimum security strength of <strength> and personalisation string pstr of length <pstr\_len>. If prediction\_resistance is specified, fresh entropy from a live source will be sought. This call operates as per NIST SP 800-90A and SP 800-90C.

EVP RAND\_uninstantiate() uninstantiates the RAND ctx as per NIST SP 800-90A and SP 800-90C. Subsequent to this call, the RAND cannot be used to generate bytes. It can only be freed or instantiated again.

EVP RAND\_generate() produces random bytes from the RAND ctx with the additional input addin of length addin\_len. The bytes produced will meet the security strength. If prediction\_resistance is specified, fresh entropy from a live source will be sought. This call operates as per NIST SP 800-90A and SP 800-90C.

EVP RAND\_reseed() reseeds the RAND with new entropy. Entropy ent of length ent\_len bytes can be supplied as can additional input addin of

length `addin_len` bytes. In the FIPS provider, both are treated as additional input as per NIST SP-800-90Ar1, Sections 9.1 and 9.2.

Additional seed material is also drawn from the RAND's parent or the operating system. If `prediction_resistance` is specified, fresh entropy from a live source will be sought. This call operates as per NIST SP 800-90A and SP 800-90C.

`EVP RAND_nonce()` creates a nonce in out of maximum length `outlen` bytes from the RAND ctx. The function returns the length of the generated nonce. If out is NULL, the length is still returned but no generation takes place. This allows a caller to dynamically allocate a buffer of the appropriate size.

`EVP RAND_enable_locking()` enables locking for the RAND ctx and all of its parents. After this ctx will operate in a thread safe manner, albeit more slowly. This function is not itself thread safe if called with the same ctx from multiple threads. Typically locking should be enabled before a ctx is shared across multiple threads.

`EVP RAND_get_params()` retrieves details about the implementation `rand`. The set of parameters given with `params` determine exactly what parameters should be retrieved. Note that a parameter that is unknown in the underlying context is simply ignored.

`EVP RAND_CTX_get_params()` retrieves chosen parameters, given the context `ctx` and its underlying context. The set of parameters given with `params` determine exactly what parameters should be retrieved. Note that a parameter that is unknown in the underlying context is simply ignored.

`EVP RAND_CTX_set_params()` passes chosen parameters to the underlying context, given a context `ctx`. The set of parameters given with `params` determine exactly what parameters are passed down. Note that a parameter that is unknown in the underlying context is simply ignored. Also, what happens when a needed parameter isn't passed down is defined by the implementation.

`EVP RAND_gettable_params()` returns an `OSSL_PARAM` array that describes the retrievable and settable parameters. `EVP RAND_gettable_params()`

returns parameters that can be used with `EVP RAND_get_params()`. See `OSSL_PARAM(3)` for the use of `OSSL_PARAM` as a parameter descriptor. `EVP RAND_gettable_ctx_params()` and `EVP RAND_CTX_gettable_params()` return constant `OSSL_PARAM` arrays that describe the retrievable parameters that can be used with `EVP RAND_CTX_get_params()`. `EVP RAND_gettable_ctx_params()` returns the parameters that can be retrieved from the algorithm, whereas `EVP RAND_CTX_gettable_params()` returns the parameters that can be retrieved in the context's current state. See `OSSL_PARAM(3)` for the use of `OSSL_PARAM` as a parameter descriptor.

`EVP RAND_settable_ctx_params()` and `EVP RAND_CTX_settable_params()` return constant `OSSL_PARAM` arrays that describe the settable parameters that can be used with `EVP RAND_CTX_set_params()`.

`EVP RAND_settable_ctx_params()` returns the parameters that can be retrieved from the algorithm, whereas `EVP RAND_CTX_settable_params()` returns the parameters that can be retrieved in the context's current state. See `OSSL_PARAM(3)` for the use of `OSSL_PARAM` as a parameter descriptor.

#### Information functions

`EVP RAND_get_strength()` returns the security strength of the RAND ctx.

`EVP RAND_get_state()` returns the current state of the RAND ctx. States defined by the OpenSSL RNGs are:

? `EVP RAND_STATE_UNINITIALISED`: this RNG is currently uninitialised.

The `instantiate` call will change this to the ready state.

? `EVP RAND_STATE_READY`: this RNG is currently ready to generate output.

? `EVP RAND_STATE_ERROR`: this RNG is in an error state.

`EVP RAND_is_a()` returns 1 if `rand` is an implementation of an algorithm that's identifiable with `name`, otherwise 0.

`EVP RAND_get0_provider()` returns the provider that holds the implementation of the given `rand`.

`EVP RAND_do_all_provided()` traverses all RAND implemented by all activated providers in the given library context `libctx`, and for each

of the implementations, calls the given function `fn` with the implementation method and the given `arg` as argument.

`EVP RAND_get0_name()` returns the canonical name of `rand`.

`EVP RAND_names_do_all()` traverses all names for `rand`, and calls `fn` with each name and data.

`EVP RAND_get0_description()` returns a description of the `rand`, meant for display and human consumption. The description is at the discretion of the `rand` implementation.

`EVP RAND_verify_zeroization()` confirms if the internal DRBG state is currently zeroed. This is used by the FIPS provider to support the mandatory self tests.

## PARAMETERS

The standard parameter names are:

"state" (OSSL\_RAND\_PARAM\_STATE) <integer>

Returns the state of the random number generator.

"strength" (OSSL\_RAND\_PARAM\_STRENGTH) <unsigned integer>

Returns the bit strength of the random number generator.

For `rands` that are also deterministic random bit generators (DRBGs), these additional parameters are recognised. Not all parameters are relevant to, or are understood by all DRBG `rands`:

"reseed\_requests" (OSSL\_DRBG\_PARAM\_RESEED\_REQUESTS) <unsigned integer>

Reads or set the number of generate requests before reseeding the associated RAND ctx.

"reseed\_time\_interval" (OSSL\_DRBG\_PARAM\_RESEED\_TIME\_INTERVAL) <integer>

Reads or set the number of elapsed seconds before reseeding the associated RAND ctx.

"max\_request" (OSSL\_DRBG\_PARAM\_RESEED\_REQUESTS) <unsigned integer>

Specifies the maximum number of bytes that can be generated in a single call to `OSSL_FUNC_rand_generate`.

"min\_entropylen" (OSSL\_DRBG\_PARAM\_MIN\_ENTROPYLEN) <unsigned integer>

"max\_entropylen" (OSSL\_DRBG\_PARAM\_MAX\_ENTROPYLEN) <unsigned integer>

Specify the minimum and maximum number of bytes of random material that can be used to seed the DRBG.

"min\_noncelen" (OSSL\_DRBG\_PARAM\_MIN\_NONCELEN) <unsigned integer>

"max\_noncelen" (OSSL\_DRBG\_PARAM\_MAX\_NONCELEN) <unsigned integer>

Specify the minimum and maximum number of bytes of nonce that can be used to seed the DRBG.

"max\_perslen" (OSSL\_DRBG\_PARAM\_MAX\_PERSLEN) <unsigned integer>

"max\_adinlen" (OSSL\_DRBG\_PARAM\_MAX\_ADINLEN) <unsigned integer>

Specify the minimum and maximum number of bytes of personalisation string that can be used with the DRBG.

"reseed\_counter" (OSSL\_DRBG\_PARAM\_RESEED\_COUNTER) <unsigned integer>

Specifies the number of times the DRBG has been seeded or reseeded.

"properties" (OSSL\_RAND\_PARAM\_PROPERTIES) <UTF8 string>

"mac" (OSSL\_RAND\_PARAM\_MAC) <UTF8 string>

"digest" (OSSL\_RAND\_PARAM\_DIGEST) <UTF8 string>

"cipher" (OSSL\_RAND\_PARAM\_CIPHER) <UTF8 string>

For RAND implementations that use an underlying computation MAC, digest or cipher, these parameters set what the algorithm should be.

The value is always the name of the intended algorithm, or the properties in the case of OSSL\_RAND\_PARAM\_PROPERTIES.

## NOTES

An EVP\_RAND\_CTX needs to have locking enabled if it acts as the parent of more than one child and the children can be accessed concurrently.

This must be done by explicitly calling EVP\_RAND\_enable\_locking().

The RAND life-cycle is described in life\_cycle-rand(7). In the future, the transitions described there will be enforced. When this is done, it will not be considered a breaking change to the API.

## RETURN VALUES

EVP\_RAND\_fetch() returns a pointer to a newly fetched EVP\_RAND, or NULL if allocation failed.

EVP\_RAND\_get0\_provider() returns a pointer to the provider for the RAND, or NULL on error.

EVP\_RAND\_CTX\_get0\_rand() returns a pointer to the EVP\_RAND associated with the context.

EVP RAND\_get0\_name() returns the name of the random number generation algorithm.

EVP RAND\_up\_ref() returns 1 on success, 0 on error.

EVP RAND\_names\_do\_all() returns 1 if the callback was called for all names. A return value of 0 means that the callback was not called for any names.

EVP RAND\_CTX\_new() returns either the newly allocated EVP RAND\_CTX structure or NULL if an error occurred.

EVP RAND\_CTX\_free() does not return a value.

EVP RAND\_nonce() returns the length of the nonce.

EVP RAND\_get\_strength() returns the strength of the random number generator in bits.

EVP RAND\_gettable\_params(), EVP RAND\_gettable\_ctx\_params() and EVP RAND\_settable\_ctx\_params() return an array of OSSL\_PARAMS.

EVP RAND\_verify\_zeroization() returns 1 if the internal DRBG state is currently zeroed, and 0 if not.

The remaining functions return 1 for success and 0 or a negative value for failure.

## SEE ALSO

RAND\_bytes(3), EVP RAND-CTR-DRBG(7), EVP RAND-HASH-DRBG(7),  
EVP RAND-HMAC-DRBG(7), EVP RAND-TEST-RAND(7), provider-rand(7),  
life\_cycle-rand(7)

## HISTORY

This functionality was added to OpenSSL 3.0.

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