## **GSM Security Overview**

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A5 Overview :
Attack History on A5/1
Rainbow Tables Attack on A5/1
Data Collection and Frequency Hopping
Third Generation Telephony Security
Attack History on Kasumi

### GSM is global and insecure

- 200+ countries
- 4 billion users!
- GSM encryption introduced in 1987
- Disclosed and shown insecure in 1994
- However, GSM is used in a growing number of sensitive applications:
  - Voice calls, obviously
  - SMS for banking
  - Seeding RFID/NFC secure elements for access control, payment and authentication
- GSM is constantly under attack

## **GSM Architecture**



## Authentication and Encryption Scheme



## A5 – Encryption Algorithm

#### A5 is a stream cipher

- Implemented very efficiently on hardware
- Consists of 3 LFSRs of 19,22,23 bits length
- Registers are clocked in a stop/go fashion using the majority rule.
- Variants
  - A5/1 the strong version
  - A5/2 the weak version
  - A5/3
    - GSM Association Security Group and 3GPP design
    - Based on Kasumi algorithm used in 3G mobile systems

## A5/1 – Operation

- All 3 registers set to zero
- 64 cycles (without the stop/go clock) :
  - Each bit of K<sub>c</sub> (lsb to msb) is XOR'ed in parallel into the lsb's of the registers
- 22 cycles (without the stop/go clock) :
  - Each bit of F<sub>n</sub> (lsb to msb) is XOR'ed in parallel into the lsb's of the registers
- 100 cycles with the stop/go clock control, discarding the output
- 228 cycles with the stop/go clock control which produce the output bit sequence.



## **Attack History**

# 1991: First GSM implementation. 1997:

- Golic presented an attack based on solving sets of linear equations.
- Time complexity of 2^40.16
- 1999:
  - Alex Biryukov, Adi Shamir and David Wagner
  - Two minutes of intercepted call
  - The attack time was only 1 second.
  - 2^48 Steps
  - 300 GB of data
- 1999:
  - Eli Biham and Orr Dunkelman
  - total work complexity of 2^39.91 A5/1 clockings
  - 2^20.8 given bits of known plaintext
  - 32 GB of data storage after a precomputation stage of 2^38

## Attack History

#### • **2003**:

- Ekdahl and Johannson published an attack on the initialisation procedure
- Using two to five minutes of conversation plaintext.
- No preprocessing stage.
- In 2004, Maximov et al. improved this attack
   Less than one minute of computations
   A few seconds of known conversation
- in 2005, improved by Elad Barkan and Eli Biham

### **Rainbow Tables**

#### Presented

- In 2009
- The 2009 Black Hat security conference
- By cryptographers Karsten Nohl and Sascha Krißler
- Using look-up tables
- 2TB hard disk
- ATI GPU

#### **Code book attacks**

For ciphers with small keys, code books allow decryption
Code book provides a mapping from known output to secret state

An A5/1 code book is
128 Petabyte and takes
100,000+ years to be
computed on a PC

Secret state	Output
A52F8C02	52E91001
62B9320A	52E91002
C309ED0A	52E91003
$\hfill \qquad $	

## Optimization 1: Chain



Longer chains := a) less storage, b) longer attack time

## Optimization 2: Distinguishing points



Hard disk access only needed at distinguished points

## **Optimization 3: Rainbow tables**



Rainbow tables have no mergers, but an exponentially higher attack time

## Optimizations

Original format: 2x64 bits for each chain Start values are 34 bits instead of 64 bit Tables are sorted by end values. Only the first values in each block are stored in full. Since neighboring values only differ in the last bits, a complete chain can be encoded in 52 to 72 bits. An average: 54 bits per chain Effectively compressing the tables by 42% • 40 tables for a total of 2TB

### **Rainbow Tables**



2^12 elements per color
2^5 color per chain
2^30 chains per table
2^8 tables

 In total, we have 2^54.6 Keys pre-calculated

### **Probability of Attack**

Our Tables cover 1/64 of key space
2 plaintext messages= 4 bursts= 4\*114 bits
We apply this attack on each 64 bits
For each burst the probability of cracking:

 $1 - (63/64)^{(114 - 64 + 1)} = 55.2\%$ 

• Total probability: 1-(1-0.552)<sup>4</sup>= 95.97%

## **Key Cracking**

- Given two encrypted known plaintext messages (ie. Cipher mode complete and a System Information message)
- The table set finds a secret key with almost 96% probability.
- The cracking takes about five seconds on two GPUs.
- Roughly 100,000 look-ups are required which fast SSD disks can provide within five seconds.

#### **Data Collection**

Cipher Mode Complete message is available:
 which is the first encrypted message in an encrypted transaction and usually contains the same data, mostly empty padding bytes

 Cipher Mode Complete message is not available:
 the System Information messages also carry highly-predictable data that can be used for known plaintext where.

## **Frequency Hopping**

• Hardware: USRP2



Capture 25 MHz of GSM spectrum

- Typically enough for one operator
- Need separate boards for up-and down-link

• Software: OpenBTS

- Decode and record one GSM channel
- Interpret control channel data

#### **Third Generation Telephony Security**

- KASUMI: Encryption Algorithm Used in Third Generation Telephony
- KASUMI is a block cipher
- It is used in UMTS, GSM, and GPRS
  - In UMTS, KASUMI is used in the confidentiality (f8) and integrity algorithms (f9) with names UEA1 and UIA1, respectively
  - In GSM, KASUMI is used in the A5/3 key stream generator
  - in GPRS, It is used in the GEA3 key stream generator.

### **Security of KASUMI**

In 2001, an impossible differential attack on six rounds of KASUMI was presented by Kühn

 In 2005, Eli Biham, Orr Dunkelman and Nathan Keller published a related-key rectangle (boomerang) attack on KASUMI that can break all 8 rounds faster than exhaustive search.

The attack requires 2^54.6 chosen plaintexts

The time complexity = 2^76.1 KASUMI encryptions

#### Attack on Kasumi

Dunkelman, Keller, Shamir. Asiacrypt Rump session.
 Dec. 2009

• Data complexity: 2^26 plaintexts/ciphertexts

Space complexity: 2^30 bytes (one gigabyte)

• Time complexity: 2^32

Completely practical complexities

Attack verified by actual software simulation

# Thank You!