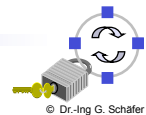


Network Security

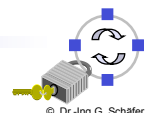
Chapter 14

Security Aspects of Mobile Communications



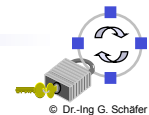
Security Aspects of Mobile Communication

- ❑ Mobile communication faces all threats that does its' fixed counterpart:
 - ❑ Masquerade, eavesdropping, authorization violation, loss or modification of transmitted information, repudiation of communication acts, forgery of information, sabotage
 - ❑ Thus, similar measures like in fixed networks have to be taken
- ❑ However, there are some specific issues arising out of mobility of users and / or devices:
 - ❑ Some already existing threats get more dangerous:
 - Wireless communications is more accessible for eavesdropping
 - The lack of a physical connection makes it easier to access services
 - ❑ Some new difficulties for realizing security services:
 - Authentication has to be re-established when the mobile device moves
 - Key management gets harder as peer identities can not be pre-determined
 - ❑ One completely new threat:
 - The location of a device / user becomes a more important information that is worthwhile to eavesdrop on and thus to protect



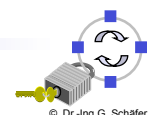
Location Privacy in Mobile Networks (1)

- ❑ There is no appropriate location privacy in today's mobile networks:
 - ❑ GSM / UMTS / LTE:
 - Active attackers can collect IMSIs on the air interface
 - Visited network's operators can partially track the location of users
 - Home network operators can fully track the location of users
 - However, at least communicating end systems can not learn about the location of a mobile device
 - ❑ Wireless LAN:
 - No location privacy, as the (world-wide unique) MAC address is always included in the clear in every MAC frame



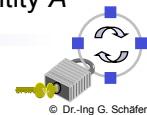
Location Privacy in Mobile Networks (2)

- ❑ The basic location privacy design problem:
 - ❑ A mobile device should be reachable
 - ❑ No (single) entity in the network should be able to track the location of a mobile device
- ❑ Some fundamental approaches to this problem [Müller99a]:
 - ❑ *Broadcast of messages:*
 - Every message is sent to every possible receiver
 - If confidentiality is needed, the message is encrypted asymmetrically
 - This approach does not scale well for large networks / high load
 - ❑ *Temporary pseudonyms:*
 - Mobile devices use pseudonyms which are changed regularly
 - However, to be able to reach the mobile device this needs a mapping entity which can track the mobile's history of pseudonyms
 - ❑ *Mix networks:*
 - Messages are routed via various entities (mixes) and every entity can only learn a part of the message route (see below)



Location Privacy in Mobile Networks (3)

- ❑ Addressing schemes for location privacy with broadcast:
 - ❑ *Explicit addresses:*
 - Every entity that “sees” an explicit address is able to determine the addressed entity
 - ❑ *Implicit addresses:*
 - An implicit address does not identify a specific device or location, it just names an entity without any further meaning attached to the name
 - *Visible implicit addresses:*
 - Entities that see multiple occurrences of an address can check for equality
 - *Invisible implicit addresses:*
 - Only the addressed entity can check for equality of the address
 - This requires public key operations: $ImplAddr_A = \{r_B, r_A\}_{+K_A}$ where r_A is chosen by the addressed entity and r_B is a random value created by an entity B which wants to invisibly make reference to entity A

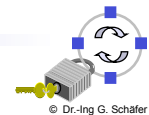


Location Privacy in Mobile Networks (4)

- ❑ *Temporary Pseudonyms:*
 - ❑ The location of a device A is no longer stored with its' identification ID_A but with a changing pseudonym $P_A(t)$
 - Example: VLRs in GSM might just know and store the TMSI (which is kind of a temporary pseudonym)
 - ❑ The mapping of an ID_A to the current pseudonym $P_A(t)$ is stored in a trustworthy device
 - Example: GSM HLRs might be realized as trustworthy devices
 - ❑ When an incoming call has to be routed to the current location of device A :
 - The network provider of device A asks the trustworthy device for the current pseudonym $P_A(t)$
 - The network then routes the call to the current location of A by looking up the temporary pseudonym in a location database
 - It is important, that the entities that route a call can not learn about the original address of the call setup message (→ implicit addresses)
 - The use of mixes (see below) can provide additional protection against attacks from colluding network entities



- **Communication mixes:**
 - The concept was invented in 1981 by D. Chaum for untraceable email communication
 - A *mix* hides the communication relations between senders and receivers:
 - It buffers incoming messages which are asymmetrically encrypted so that only the mix can decrypt them
 - It changes the “appearance” of messages by decrypting them
 - It changes the order of messages and relays them in batches
 - However, if the mix is compromised an attacker can learn “everything”
 - Security can be increased by cascading mixes
 - Example: A sends a message m to B via two mixes M1 and M2
 - $A \rightarrow M1: \{r_1, \{r_2, \{r_3, m\}_{+K_B}\}_{+K_{M2}}\}_{+K_{M1}}$
 - $M1 \rightarrow M2: \{r_2, \{r_3, m\}_{+K_B}\}_{+K_{M2}}$
 - $M2 \rightarrow B: \{r_3, m\}_{+K_B}$
 - It is important, that the mixes process “enough” messages
 - This concept can be applied to mobile communications [Müller99a]



- [Müller99a] G. Müller, K. Rannenberg (Ed.). *Multilateral Security in Communications*. Addison-Wesley-Longman, 1999.

