

# **TSN: Lecture 29**

## **Satellite based Data Networks**

# Topics Covered

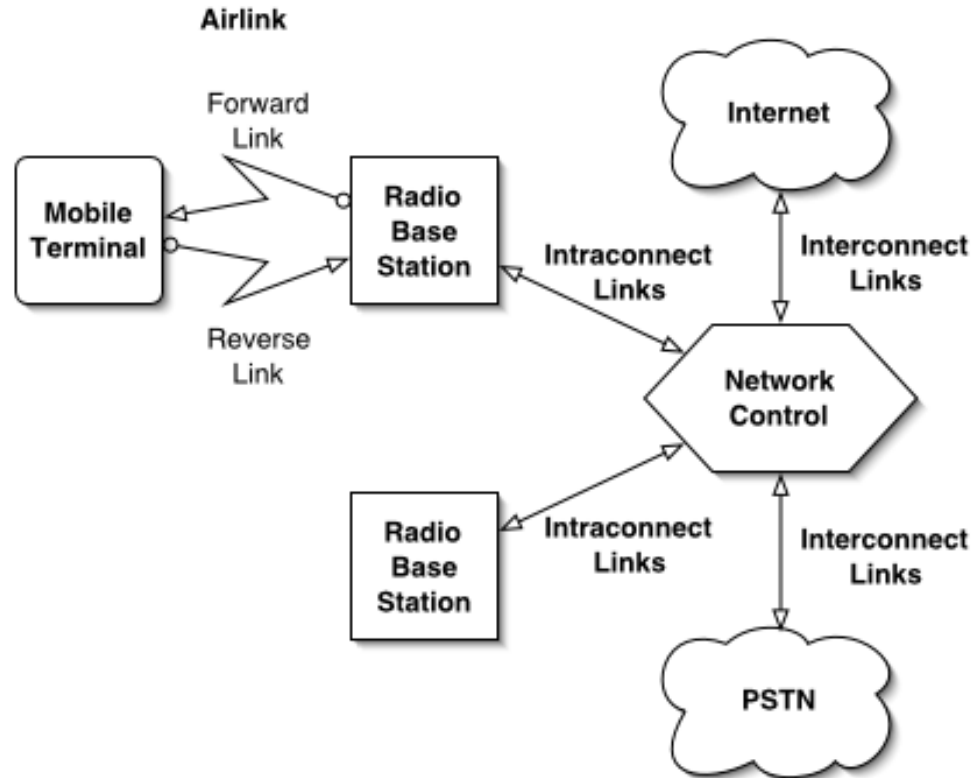
- Practical Operator Considerations
- Cellular
- Analog Cellular
- Rogue Base Station
- Tumbling
- Cloning

# Practical Operator Considerations

- Getting paid
  - Prevent (limit) subscriber fraud
  - Ensure accurate clearing with other operators
- Reduce churn
- Ensure sufficient capacity
- Provide CALEA compliance
- Maintain public perception of security
- Provide additional features (marketing)

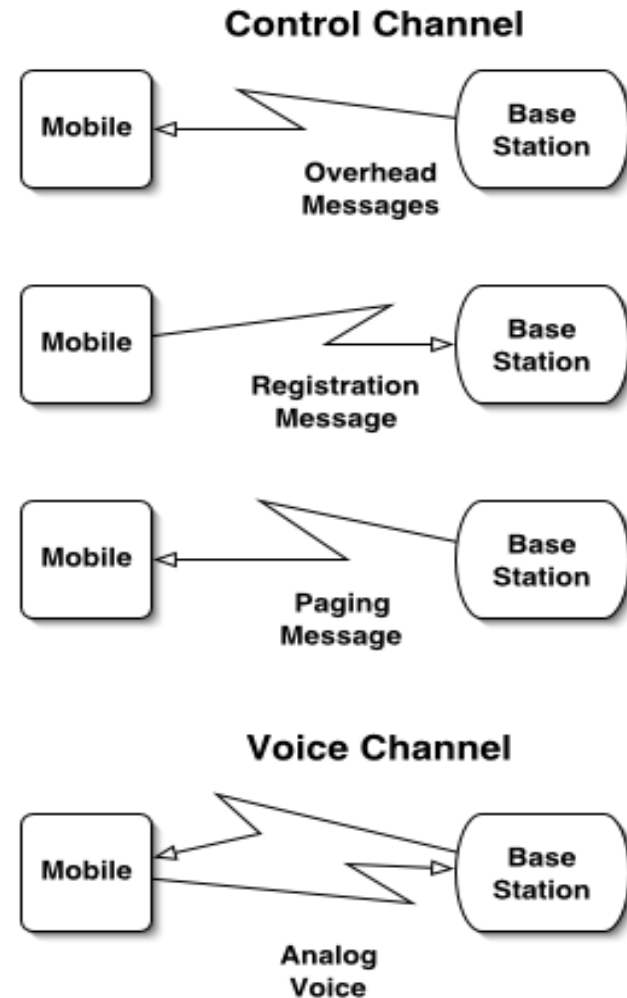
# Cellular

- Analog
- Digital - TDMA
- Digital - CDMA
- Digital - GSM



# Cellular Signaling

- Control channel
  - Forward is continuous
  - Reverse is shared
- Voice (Traffic) channel
  - Assigned for the call
  - Shared in digital systems



# Analog Cellular

- Authentication is valid Electronic Serial Number (ESN) and Mobile Identification Number (MIN) pair
- Sent from mobile to base in the clear
- Early systems had just a “deny” list
- Not all systems initially available to each other for roaming verification

# Phone Theft

- Automobile “smash and grab”
- Use until service is canceled
- Call-sell operations

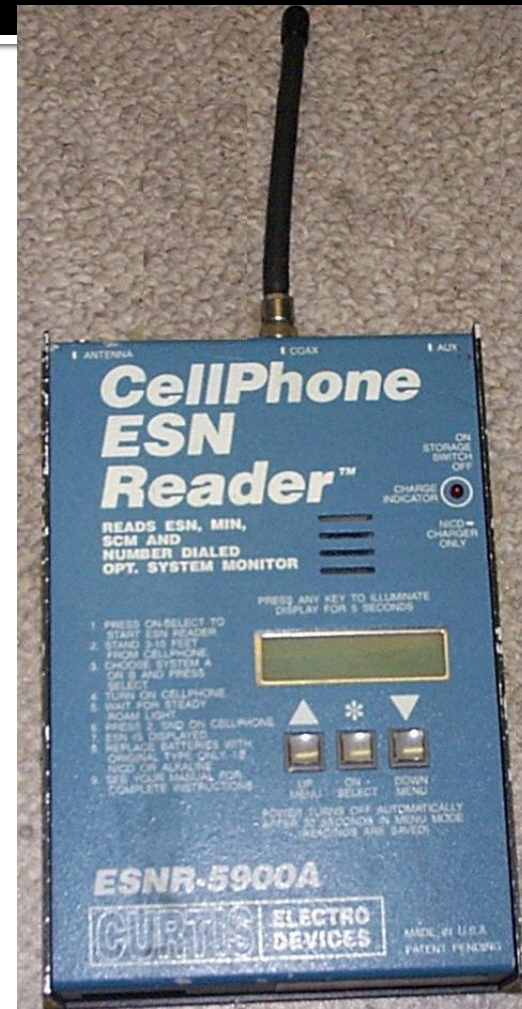
# Database Theft

- Dumpster diving
- Insider account maintenance
- Hack into authorization database
- Hack into switch maintenance port



# Rogue Base Station

- Forward link has no authentication
- Mobiles lock to false outbound
- Cell phone suppressor
- Test equipment (ESN readers)



# Network Interception

- Read pairs on link between base station and switch
- Microwave in many areas

# Tumbling

- ESN/MIN pair sent to home system
- Pre-call validation not available
- First call allowed to go through
- “Tumble” through random ESN/MIN pairs

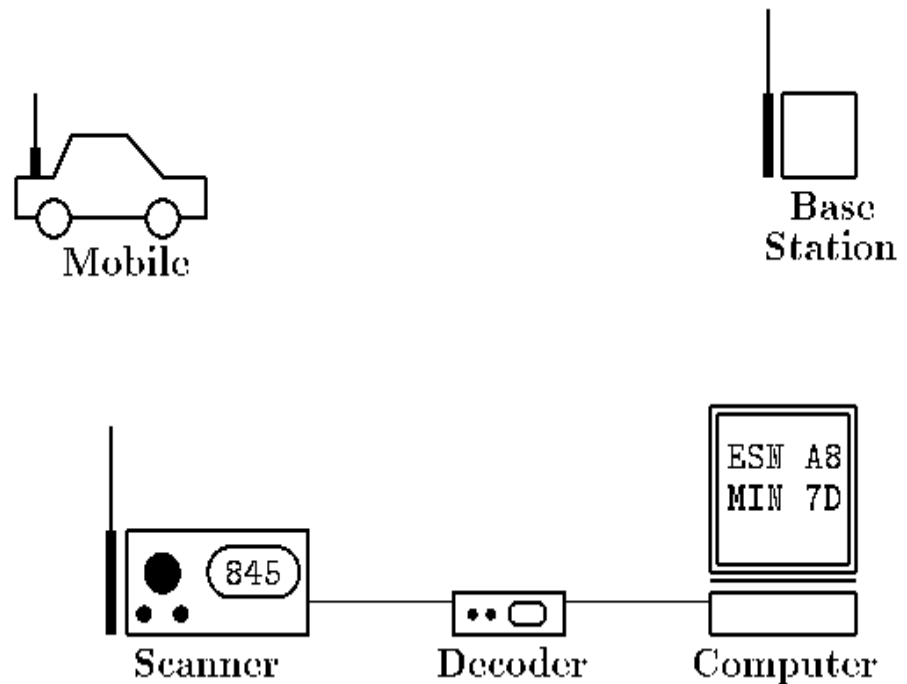
# Cloning

- Replace legit ESN with snarfed ESN
- Reprogram MIN
- “Extension” phones
- Rewrite phone firmware
- (Chip in lower left corner is conveniently socketed)



# Snarfing

- Tune scanner to control channel
- Decoder monitors inbound data
- Computer stores ESN/MIN pairs when the mobile registers
- AMPS data is simple FSK, in the clear

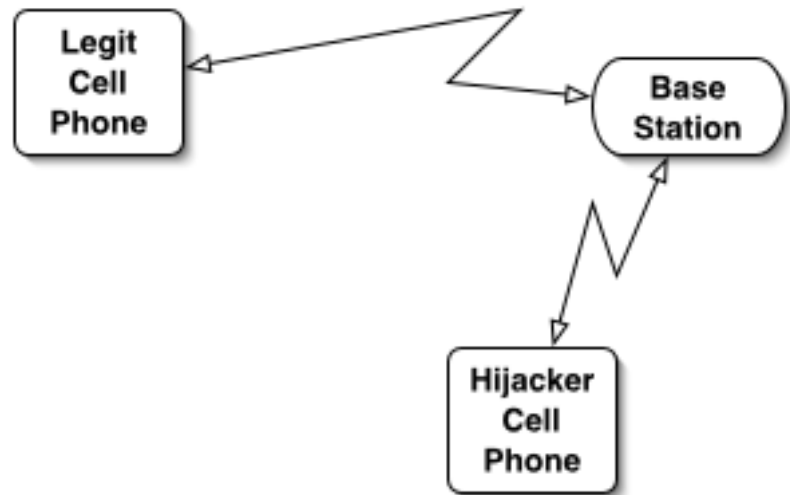


# Subscription Fraud

- Sign up for service under false identity
- “Identity Theft”

# Session Hijacking

- Overpower base station during legitimate call
- Use cell phone test mode to match Supervisory Audio Tone (SAT)
- Flashhook and place another call



# Fighting Analog Fraud

- Legal
  - Illegal to eavesdrop
  - Illegal to clone
  - Illegal to possess equipment that might be used to clone
- Technical
  - PINs
    - Customers hated this
  - Velocity checks
    - Good for roaming, not great for local clones
  - Don't allow more than one active at a time
  - RF Fingerprinting



# 2G Authentication

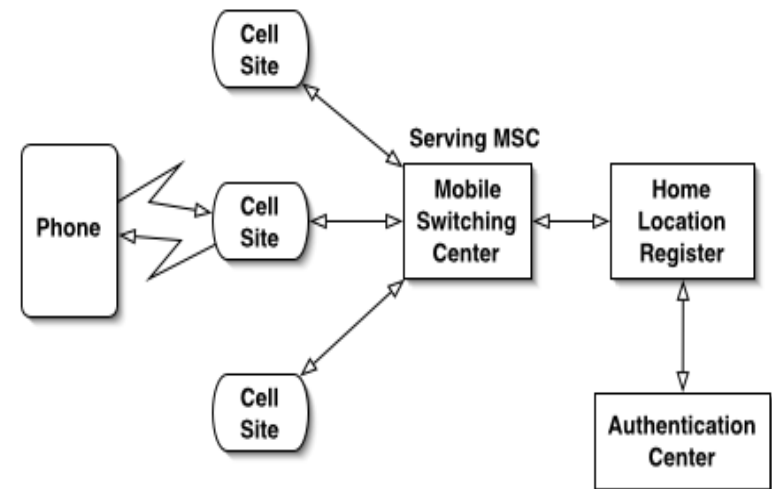
- Generally, mobile is given a challenge and network checks the response
- US Digital Cellular
  - Cellular Authentication and Voice Encryption (CAVE)
  - Control Message Encryption Algorithm (CMEA)
  - Voice Privacy Mask (VPM)
- GSM
  - A3 Authentication
  - A8 cipher key generation
  - A5 privacy

# Cellular Authentication and Voice Encryption

- A-key, 64 bits (20 digits plus 6 check digits)
- RANDSSD: 56 bits
- Electronic Serial Number (ESN): 32 bits
- Shared Secret Data (SSD)
  - SSD\_A: 64 bits, for authentication
  - SSD\_B: 64 bits, for encryption
- Authentication Result, AUTHx: 18 bits
- Unique Challenge
  - Uses voice channel during call attempts
- Global Challenge
  - Uses control channel, checks during registration, call attempt and call delivery
  - All phones challenged with the same number

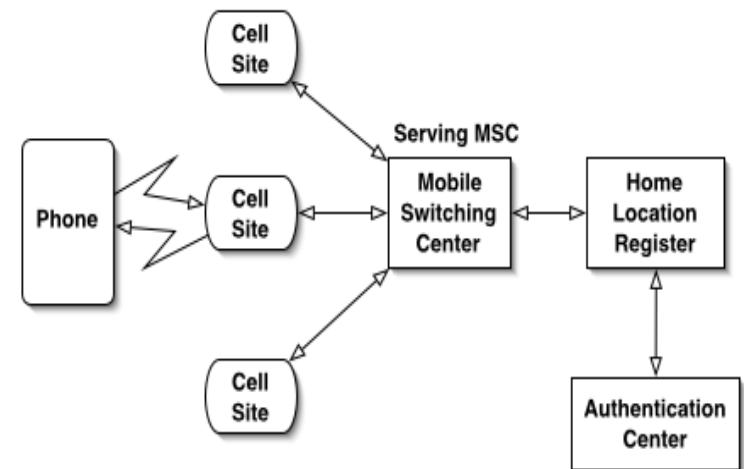
# Authentication

- Phone attempts to access the network
  - indicates authentication capability
- Serving MSC contacts HLR and AC
  - indicates whether it can do CAVE
    - (if not, SSD cannot be shared, AC must do all the work)
  - Gets profile
    - Includes whether authentication should be done
  - Generates random number RANDU and sends it to phone



# Authentication

- Phone runs CAVE ( RANDU, SSD, MIN, ESN )
  - Produces AUTHU
  - Sends AUTHU to MSC
- MSC runs CAVE ( RANDU, SSD, MIN, ESN )
  - Produces local AUTHU
- At MSC, if received AUTHU matches local AUTHU, authentication is successful



# Shared Secret Data Update

- Phone and AC update their SSD
  - AC generates RANDSSD
    - Sends it to Serving MSC
    - Computes SSD from RANDSSD, ESN, A-key
  - MSC sends RANDSSD to phone
  - Phone generates SSD from RANDSSD, ESN, A-key
- Phone authenticates Base Station (or AC)
  - Generates RANDBS
  - Calculates AUTHBS from RANDBS and new SSD
  - Sends RANDBS to Serving MSC
  - Either MSC or AC uses RANDBS and new SSD to calculate AUTHBS
  - MSC sends AUTHBS to phone
  - If phone AUTHBS and MSC AUTHBS match, phone stores new SSD
  - Another authentication process is performed
    - If successful, AC stores new SSD

# Count

- Mobile maintains a 6-bit COUNT variable
- Incremented on instruction from AC
- AC maintains COUNT for each mobile
- COUNT values must match in order for mobile to gain access

# Weaknesses

- Information sent in the clear on interconnection networks (SS7, etc)
- Secret information held in vulnerable locations (HLR, VLR, etc)
- CMEA “broken”
- Small keysize
- Poor A-keys
- VPM fixed for the length of the call
  - XOR against known voice (e.g. silence)



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# Global System for Mobiles

- Handsets and SIMs
- International Mobile Equipment Identifier (IMEI)
- International Mobile Subscriber Identity (IMSI)

The logo for GSM (Global System for Mobiles) is displayed in a large, bold, black, stylized font. The letters 'G', 'S', and 'M' are connected and have a blocky, geometric appearance. A small square is positioned to the right of the 'M'.

**GLOBAL SYSTEM FOR  
MOBILE COMMUNICATIONS**



# GSM Network Elements

- AuC: Authentication Center
- BTS: Base Transceiver Station
- BSC: Base Station Controller
- EIR: Equipment Identity Register (white, black, grey)
- HLR: Home Location Register
- ME: Mobile Equipment
- MSC: Mobile Switching Center
- OMC: Operations & Maintenance Center
- SIM: Subscriber Identity Module
- Visitor Location Register

