

# APPLICATION PROGRAMMING: MOBILE COMPUTING [ INEA00112W ]

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Mobile Security

(W13/2013)

*Choose yourself and new technologies*



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# Security for Mobile Computing

- Security is an important concern over mobile applications where devices are **used in more open environments**.
- Desktop solutions for authentication and authorization, that require **complex interaction** with remote services, usually cause a **critical overhead** to mobile users.
- Standard security techniques: **doors/guards/locks** adequate for workstations, are **unsuitable** for mobile/pocket devices
- Real possibility of Data/**Device loss or theft** !

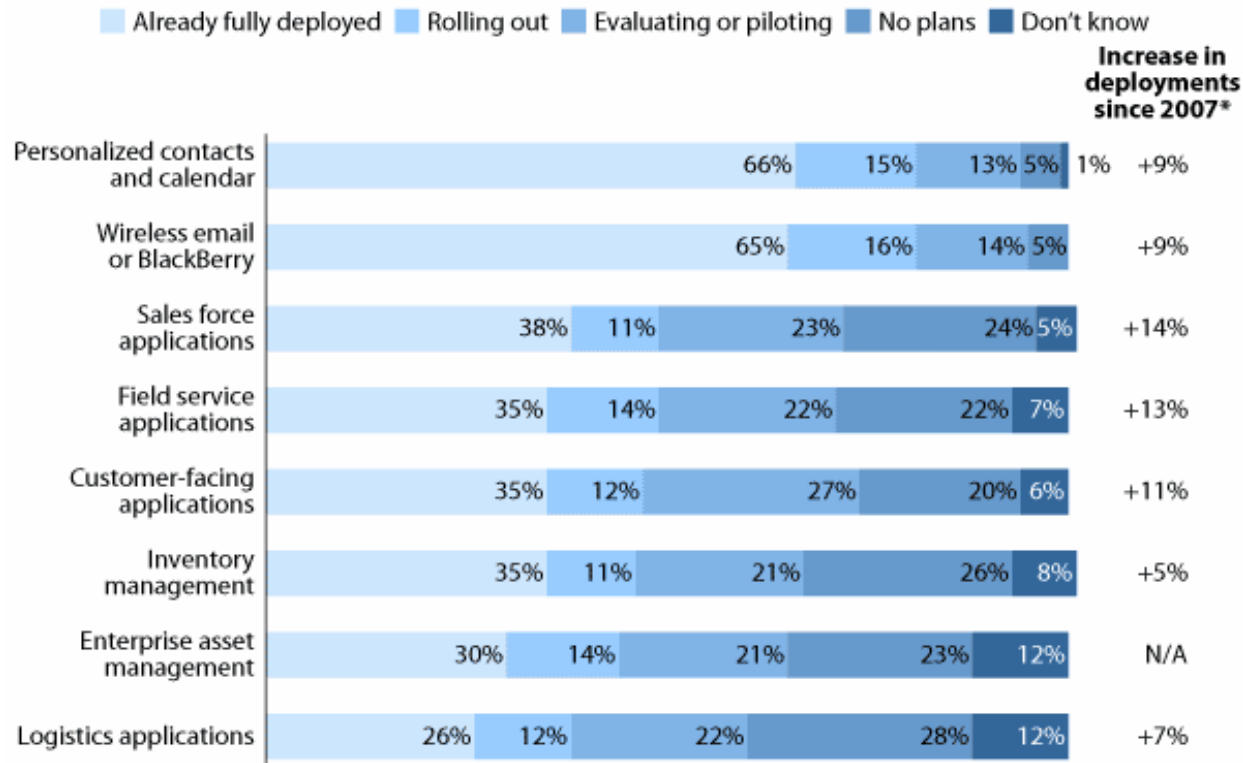


## Reality [2009/2010]

- More than **250,000** handheld devices are **left** at U.S. airports every year
- About **100,000** devices are **found** each year in the London Underground
- **30%** of mobile devices are **lost** every year
- At least **25%** of all mobile devices in an organization carry **mission-critical information**
- The number of enterprise **mobile users** will increase to over **269 million** by 2010



# Mobile Application Adoption (North American & European Enterprises 2007/08)



Base: 243 mobile technologies and services decision-makers at North American and European enterprises (percentages may not total 100 because of rounding)

Source: Enterprise And SMB Networks And Telecommunications Survey, North America And Europe, Q1 2008

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# Threats to Mobile Devices

- Device loss or theft
- Data theft
- Mobile malware
- SMS spam





# An Irresistible Temptation

- Widely used, lots of users  
(increasing number of potential victims)
- Increasingly used for payments
- Store private/confidential data
- Broad interconnectivity
- Low user-awareness of mobile threats



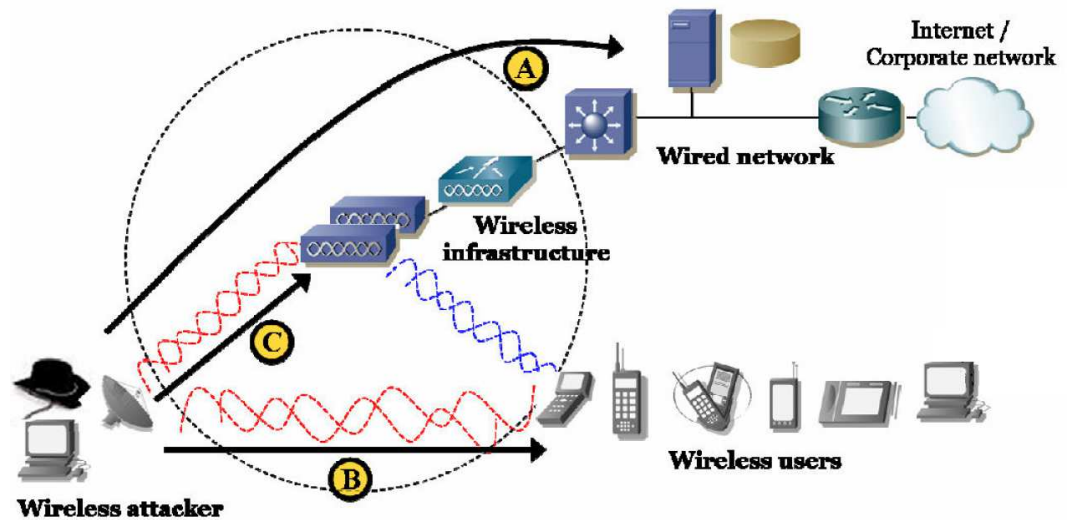


# Wireless Attack Scenario

## Attack at:

- A. wired network using the wireless network as a medium
- B. wireless users using the wireless network as a medium; the user may or may not be connected
- C. wireless network infrastructure using rogue access point or wireless controllers

The wireless network - frequently the first step, not the goal



Wireless Security Awareness



# Classical Wireless Vulnerabilities

- Password-guessing  
(e.g. user name: Admin; password: Password)
- Wireless Network Encryption: WEP (under 3 min to crack)
- Media access control (MAC) address spoofing
- Threats & attack sophistication is evolving
- Bluesnarfing - the theft of information through a Bluetooth connection.
- Attacker can leave no evidence when accessing a mobile device
- Device drivers - a primary source of security holes in modern OS





# New Security Challenges

- Wireless networks are more susceptible to hackers/crackers
- RF signals allow for more attempts at unauthorized access
- New viruses can throw off antivirus software
- Massive increase in bandwidth from data services
- Signaling protocols for wireless networks - key communications target for attacks
- Need for a rich ecosystem of technologies and vendors with 4G
- Attacks include rogue access points



# Increase of Mobile Threat

Year	Spam	Threats	Solutions
2005	<1%	Mass texting	Closed network
2006	5-10%	Contest scams Toll calls Premium rate numbers	Protocol filter Handset policies Internet gateway
2007	10-20%	SMS Spoofing SMS Faking SMS Flooding Increase in MMS Viruses	Anti-Spoofing Anti-Faking Anti-Flooding Handset Security
2008	30-50%	On Network Attacks Stock Scams	Fingerprinting Content analysis Distributed network intelligence
Future	>75%	Zombies & Bots Spyware	Fingerprinting Content analysis Distributed network intelligence



# Securing Wireless Network

- Encrypt your communication over the network
- Install anti-virus, and firewall software
- Stop identifier broadcasting mechanism
- Change the router's identifier from the default
- Change the router's default password
- Deny all, permit only some approach
- Don't assume that public hot-spots are safe



# Radio Frequency Fingerprinting

Radio frequency fingerprinting (RFF)  
for wireless intrusion detection systems (IDS)

- **Anomaly-based** intrusion detection approach with RFF
- Uniquely identifies a transceiver based on the **transceiverprint** (set of features) of the signal it generates.
- MAC address can be spoofed, but the transceiverprints from the illegitimate device would **not match the profile** of the legitimate device.



# Anti-theft Solutions

- SMS-Block and SMS-Clean
- SMS-Find
- SIM Watch
- Encrypted safe folder





# SPAM in SMS

- In 2008 the amount of SMS spam was expected to grow by almost 50% to 1.5 million in the U.S.
- In China, the average subscriber receives 6-10 mobile spam messages every day



# Mobile Secure Element

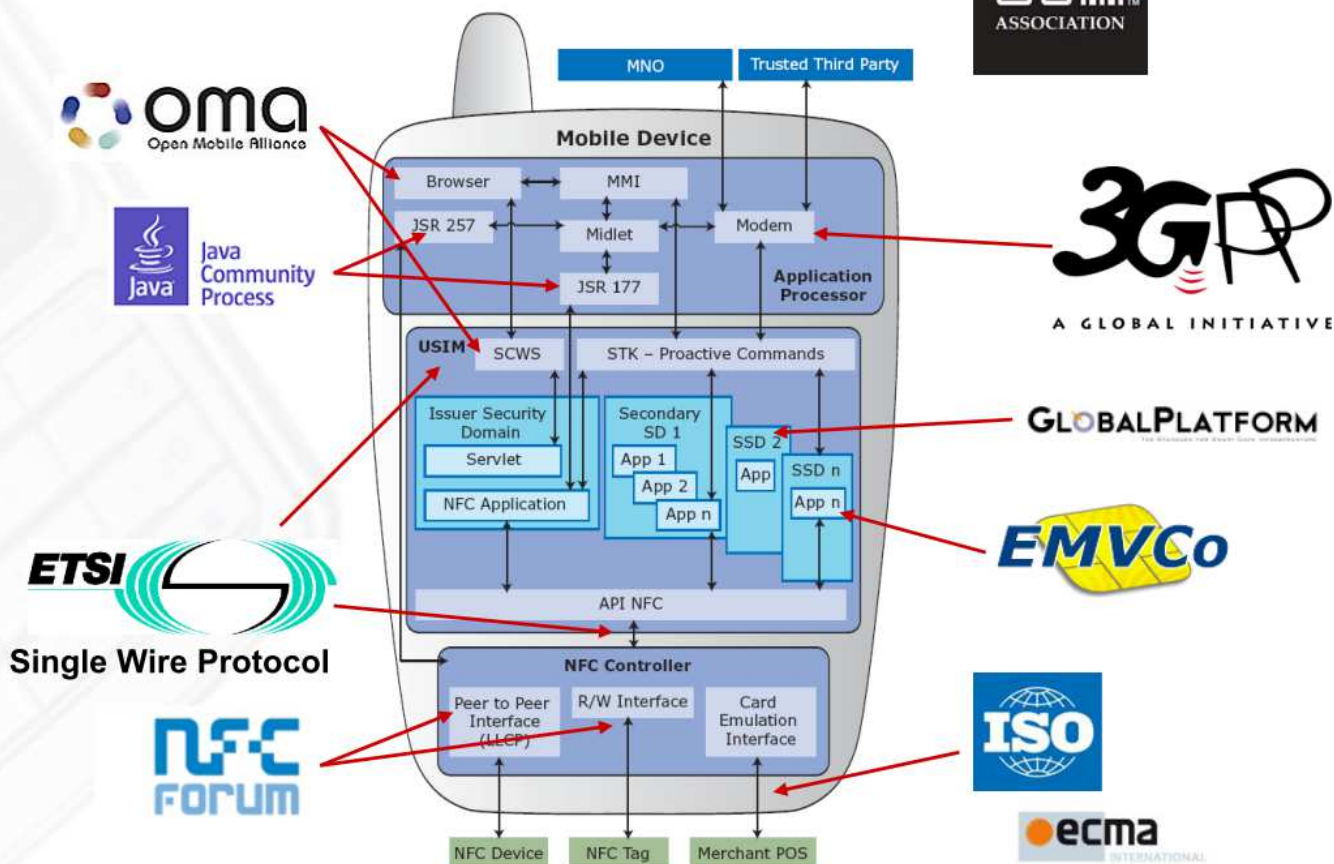
- Secure storage in your NFC device
- Current Secure Element Implementations
  - Embedded in Mobile Phone
  - SIM Based
  - Removeable SD Card



Different secure element solutions



# NFC Device Standards







# Popular Solution - SmartCard

- It is an Embedded System
- No Monitor, no keyboard
- Only a simple communication interface
  - Single Wire Protocol
  - USB
  - T0/T1 protocol
- Contact-based: Plastic Card ID1, UICC, USB token,
- Contactless: Mastercard, embedded in jewelry or watches





# Application Domains of Smartcards

- Secure Storage
- Payment
- Authentication
- Signing
- E-Pass
- E-Health
- Ticketing,...





# Security of SmartCards

- **Crypto Co-Processors:**
  - special math. co-processors that are optimized for the calculation of Crypto algorithms
- **True Random Generator:**
  - Special hardware block, which is responsible for the generation of random numbers
  - Random numbers are often required for the generation of keys in smart cards
- **Memory Management Unit (MMU)**
  - A hardware memory management unit is used to control memory accesses
  - Configuration of the MMU via the smart card operating system
  - The MMU secures access to ROM, RAM and EEPROM



# Future - NFC Phone Handset

## ➤ Contactless Smartcard

- Payment
- Ticketing
- Loyalty

## ➤ Benefits of NFC Handset

- Display to view Card Content
- OTA Transactions

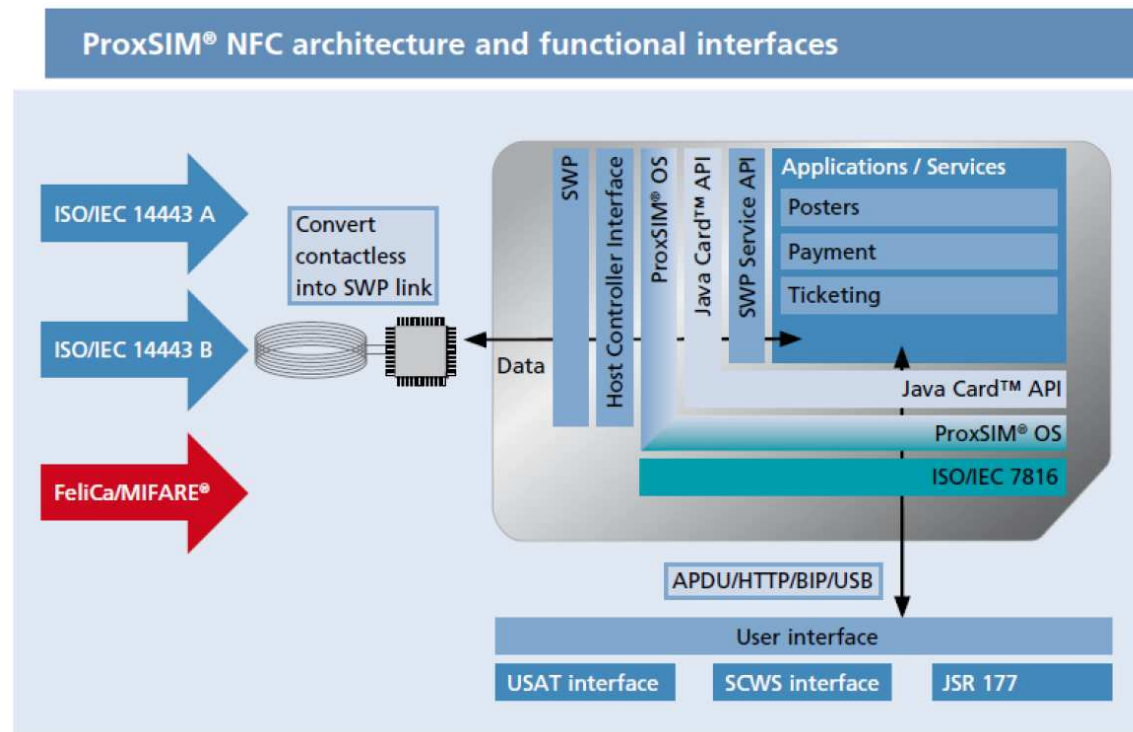
## ➤ J2ME - JSR 177: Secure Applications and Trust Services API



NFC Wallet



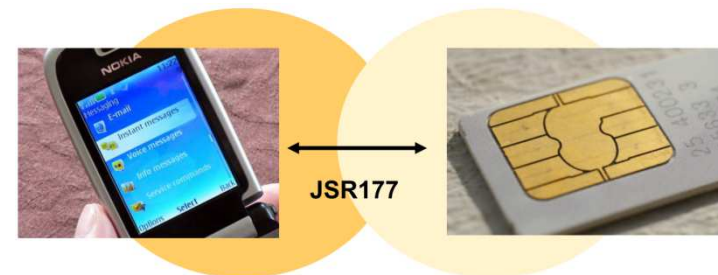
# Example: ProxSIM from G&D





# NFC Handset Secure Applications

- Handset Acts as a reader of Secure Element
- Two Applications needed:
  - J2ME as „GUI“ and „Reader“
  - JavaCard as application in Secure Element
- JSR177 acts as interface between J2ME and internal JavaCard





# J2ME - JSR177

## (Security and Trust Services API)

- Defines an API to support communication with smart card applications using the APDU protocol
- Defines a Java Card RMI client API (allows a J2ME application to invoke a method of a remote Java Card object)
- Supports application level digital signature signing
- Allows basic user credential management
- Defines a subset of the J2SE cryptography API (support message digest, signature verification, encryption, and decryption)



# Mobile Security Best Practices (1)

1. Enable device diversity (less susceptible to cyber-attack, different devices better suit different workers/users)
2. Enforce a strong password policy
3. Remotely lock or wipe all lost or stolen devices
4. Automate remote device wipe after 10 unsuccessful authentication attempts
5. Encrypt the data: consider file-level, application-level, or full-disk/memory card encryption





# Mobile Security Best Practices (2)

6. Enable support for dual-usage models  
(professional and personal profiles on a single device)
7. Try to manage remotely all devices  
and limit the data stored on unmanaged devices  
(e.g. use a document management portal; and encourage people  
to only send links to the files and not the files themselves)
8. Avoid a company logo on the device (they encourage thieves)  
and display a contact phone number on the locked state
9. Utilize a single Web-based console for all management  
and security operations (e.g. 24/7 remote lock or wipe center)
10. Timely notification of lost or stolen mobile devices is the key  
(educate, how important it is to report these incidents immediately)



# Privacy Concerns

## e.g. Yahoo! oneConnect:

- **Draws information from social-networking sites** such as MySpace, AOL Instant Messenger, and e-mail to build a picture of the mood, location, and activities of friends and colleagues.
- **Status** - view the contacts by their most recent status updates on popular social networks and **automatically broadcast it** to their friends.
- **Pulse** - see a **dynamic overview** of what friends are up to, including recent photos, their status, profile updates, and recommendations based on their most recent actions on popular social networks.
- ... ?