Extracting the RC4 secret key of the Open Smart Grid Protocol (OSGP)

Industrial Control System Security Workshop (ICSS)

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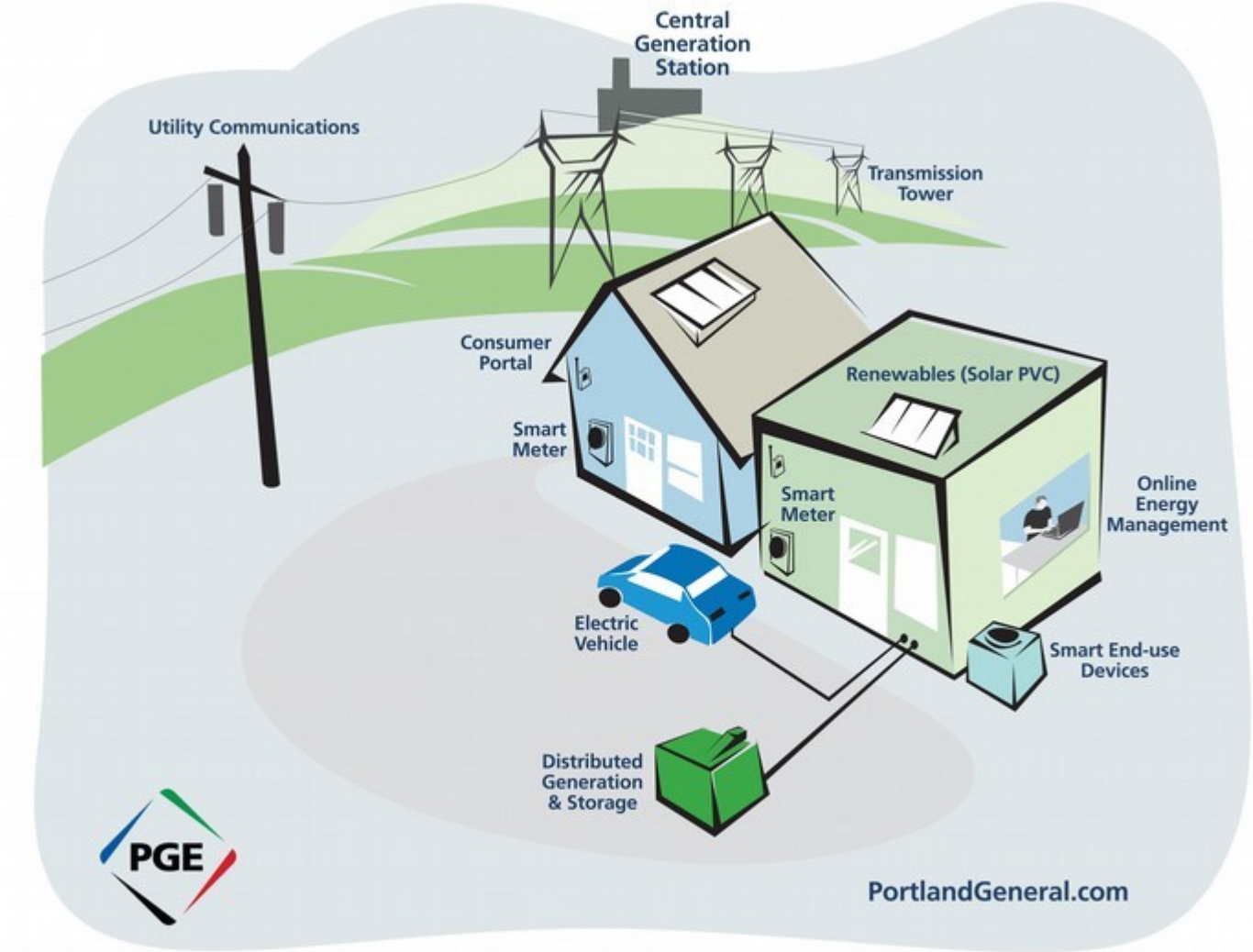
UNI FREIBURG

Outline

- Preliminaries
  - Smart Grid
  - Open Smart Grid Protocol (OSGP)
  - Security in OSGP
- Attack on OSGP data confidentialty
  - Weakness of classical RC4
  - Adapting attack to OSGP's RC4
  - Practicality of attack
- Countermeasures?

The Smart Grid



Open Smart Grid Protocol (OSGP)

Development started 2010.

Maintained by OSGP Alliance (www.osgp.org) and
Networked Energy Services Corp (www.networkedenergy.com).

Since 2012 freely available as European Telecommunications Standards Institute (ETSI) specification GS OSG 001.

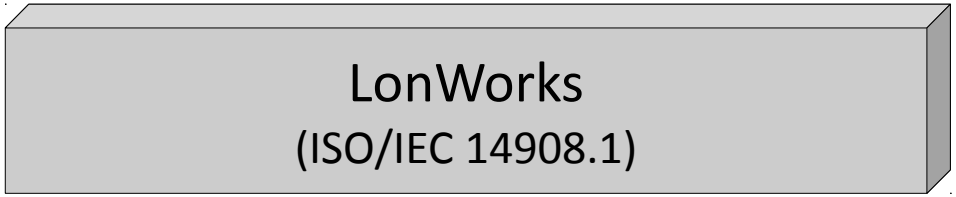
Over 3.5 million devices worldwide.

(http://www.etsi.org/deliver/etsi_gs/osg/001_099/001/01.01.01_60/gs_osg001v010101p.pdf)

OSGP communication network

Application layer
(media independent)

Networking layer
(media independent)



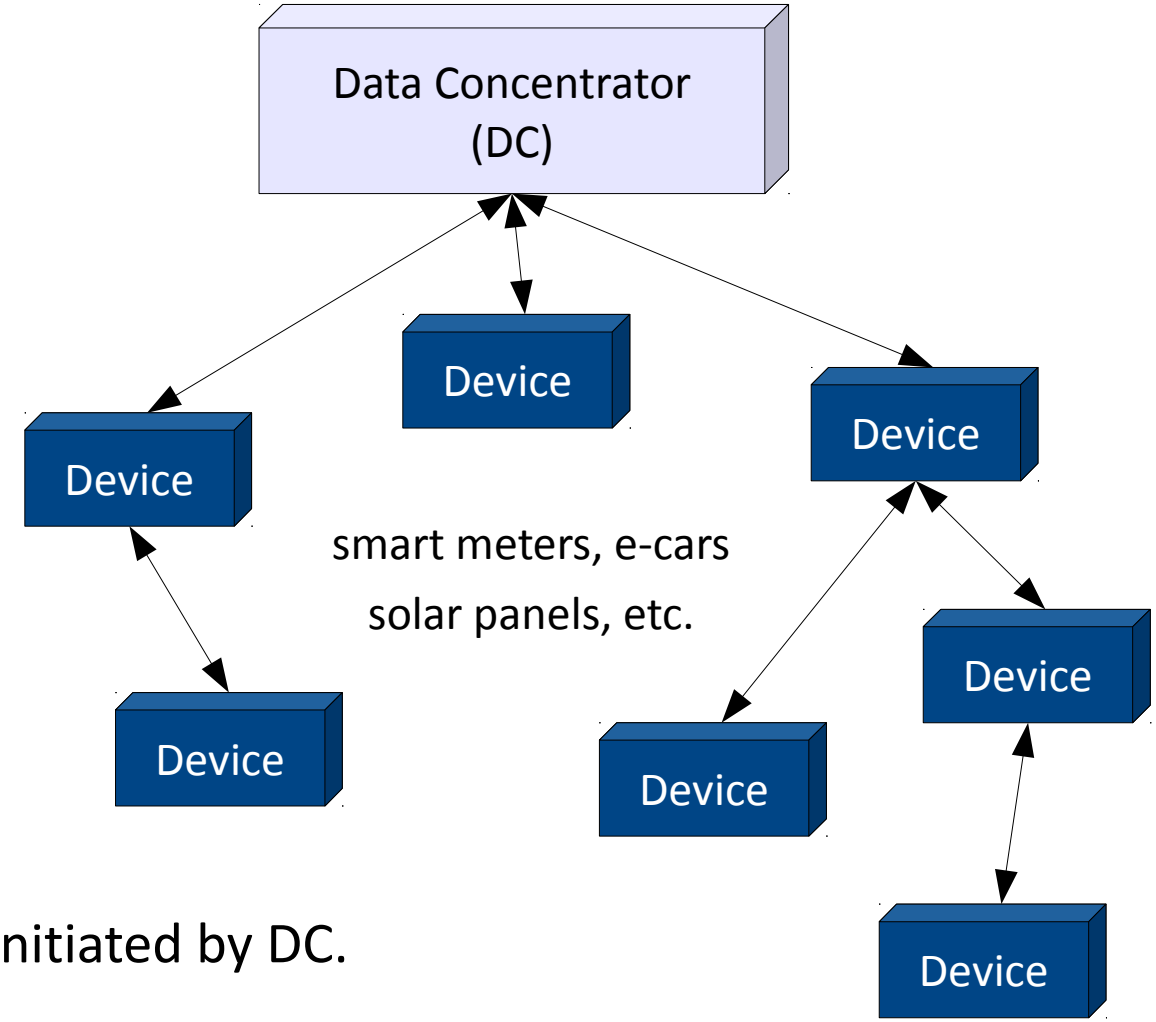
Physical media layer

OSGP communication network

Power plant or grid operator
(load balancing, billing).

Electricity “prosumers”.

OSGP devices also act
as message repeaters.



Master/slave communication only initiated by DC.

OSGP communication security

Data integrity

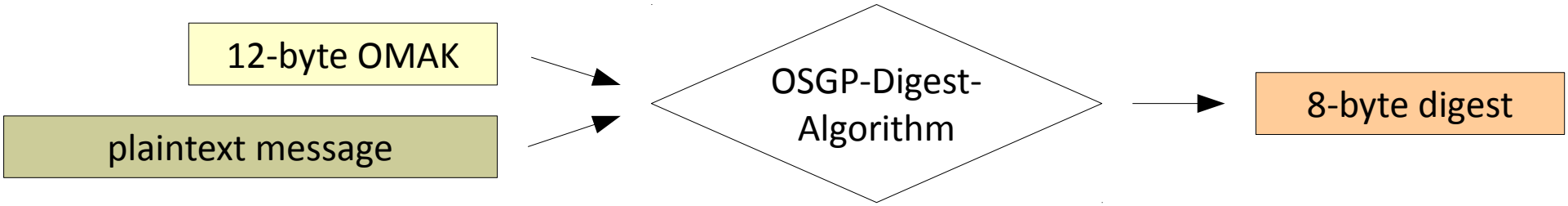
Prevent man-in-the-middle from forging data,
e.g. switch on/off devices.

Data confidentiality

Prevent eavesdropper from reading
sensitive data on electricity consumption.

OSGP data integrity

For each message, generate a ***digest*** (hash value) using the secret “Open Media Access Key” (***OMAK***):



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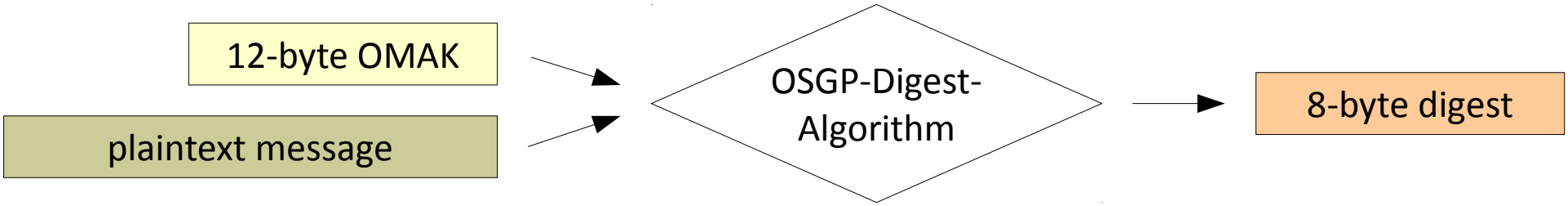
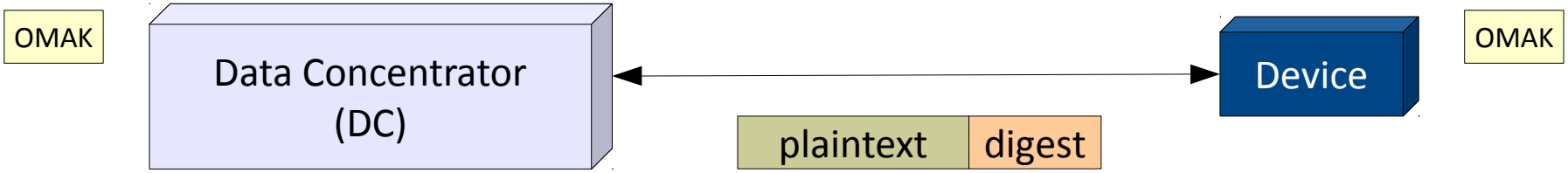
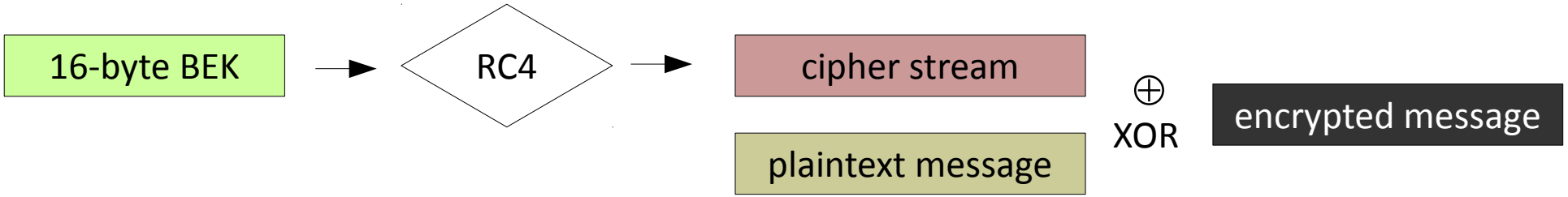


Transmit message and its digest:



OSGP data confidentiality

For each message, generate an RC4 cipher stream using the secret “Base Encryption Key” (***BEK***).
Encryption by xor of plaintext and cipher stream.



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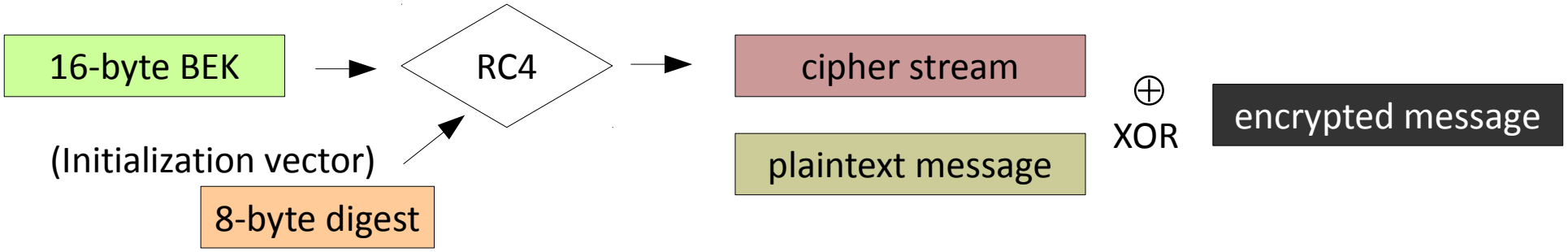

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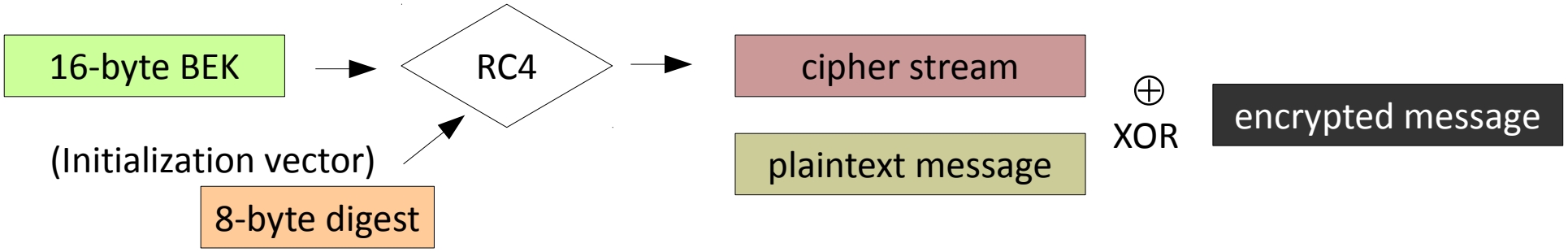
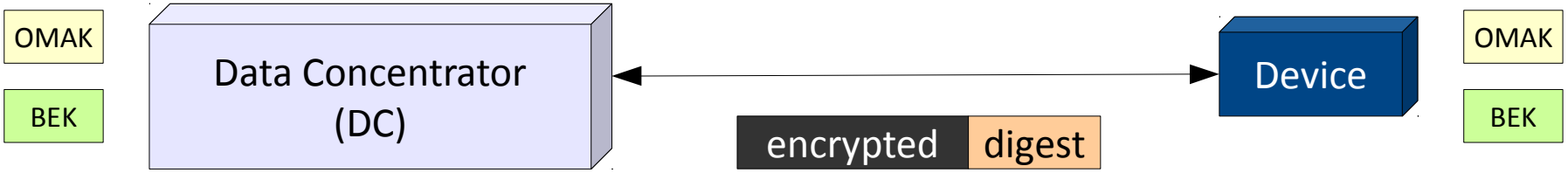


Transmit encrypted message and its digest:



OSGP communication security

OMAK: Data **integrity**
(prevent forging of data)

BEK: Data **confidentiality**
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DC and all (!) devices share the same OMAK.

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Kursawe and Peters (2015), Jovanovic and Neves (2015) showed how to exploit the OSGP-Digest-Algorithm to derive the OMAK.

OSGP communication security

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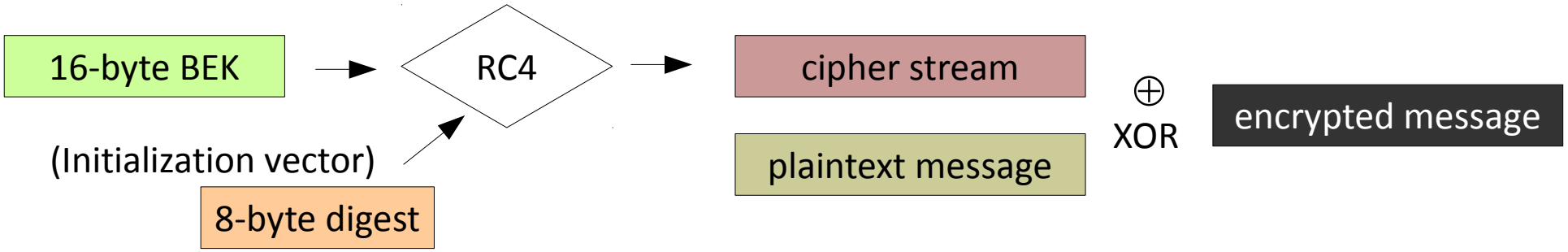
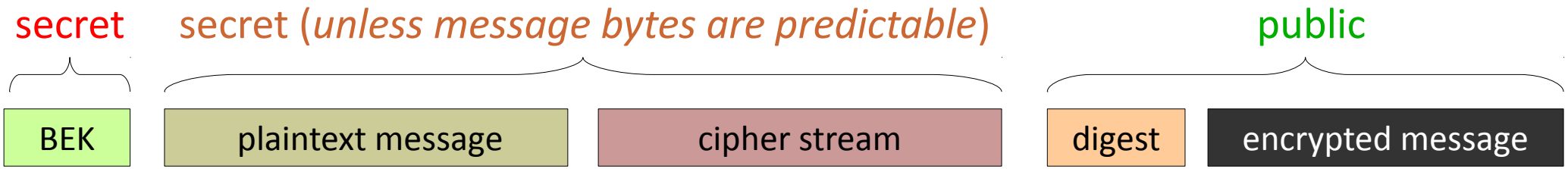
BEK is in fact derived from OMAK.
DC and all (!) devices share the same OMAK.

Kursawe and Peters (2015), Jovanovic and Neves (2015) showed how to exploit the OSGP-Digest-Algorithm to derive the OMAK.

Here, we show an independent attack exploiting RC4 to derive the BEK, thereby compromising OSGP's data confidentiality.

Attack on RC4





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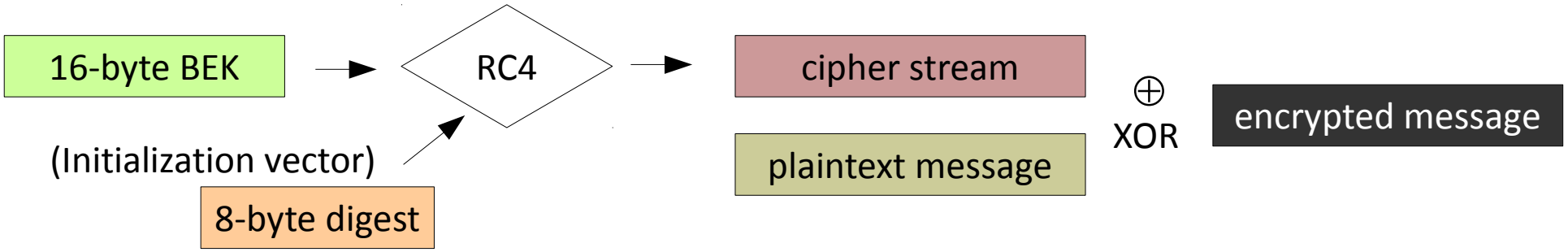
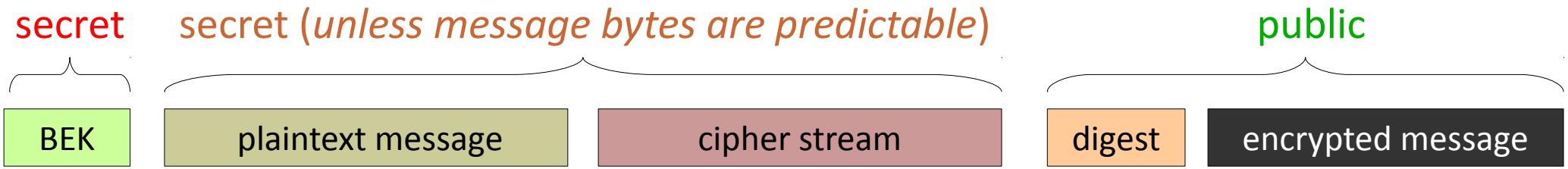
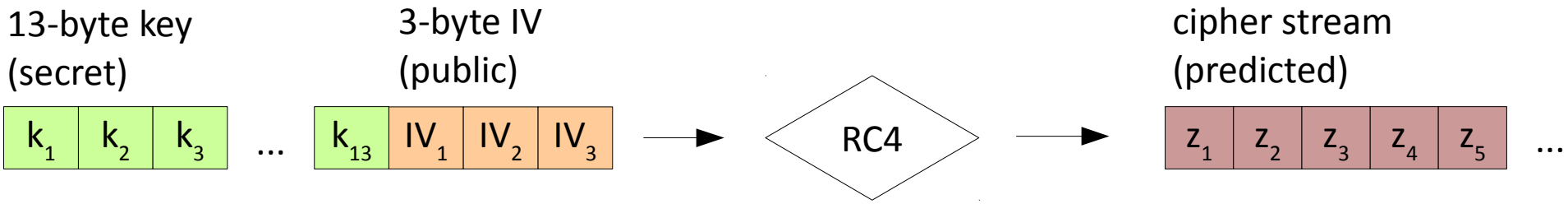




Exploit biases in RC4 output,

to derive the secret BEK!

Biased output of “classical” RC4



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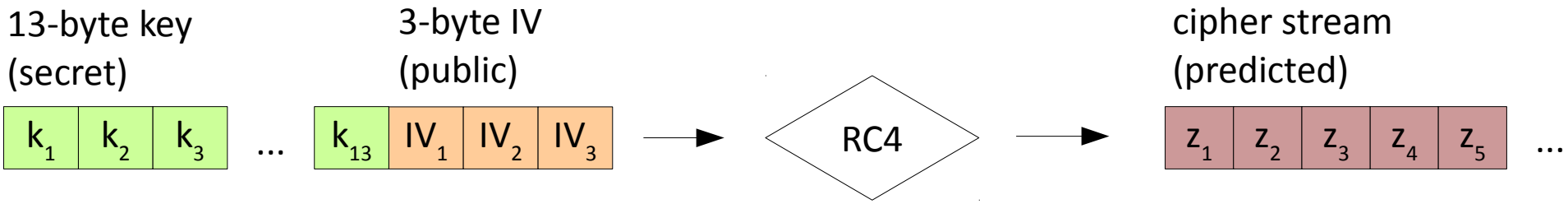

Different messages with different IVs...

$IV_{1,1}$	$IV_{2,1}$	$IV_{3,1}$
$IV_{1,2}$	$IV_{2,2}$	$IV_{3,2}$
$IV_{1,3}$	$IV_{2,3}$	$IV_{3,3}$
$IV_{1,4}$	$IV_{2,4}$	$IV_{3,4}$
⋮		

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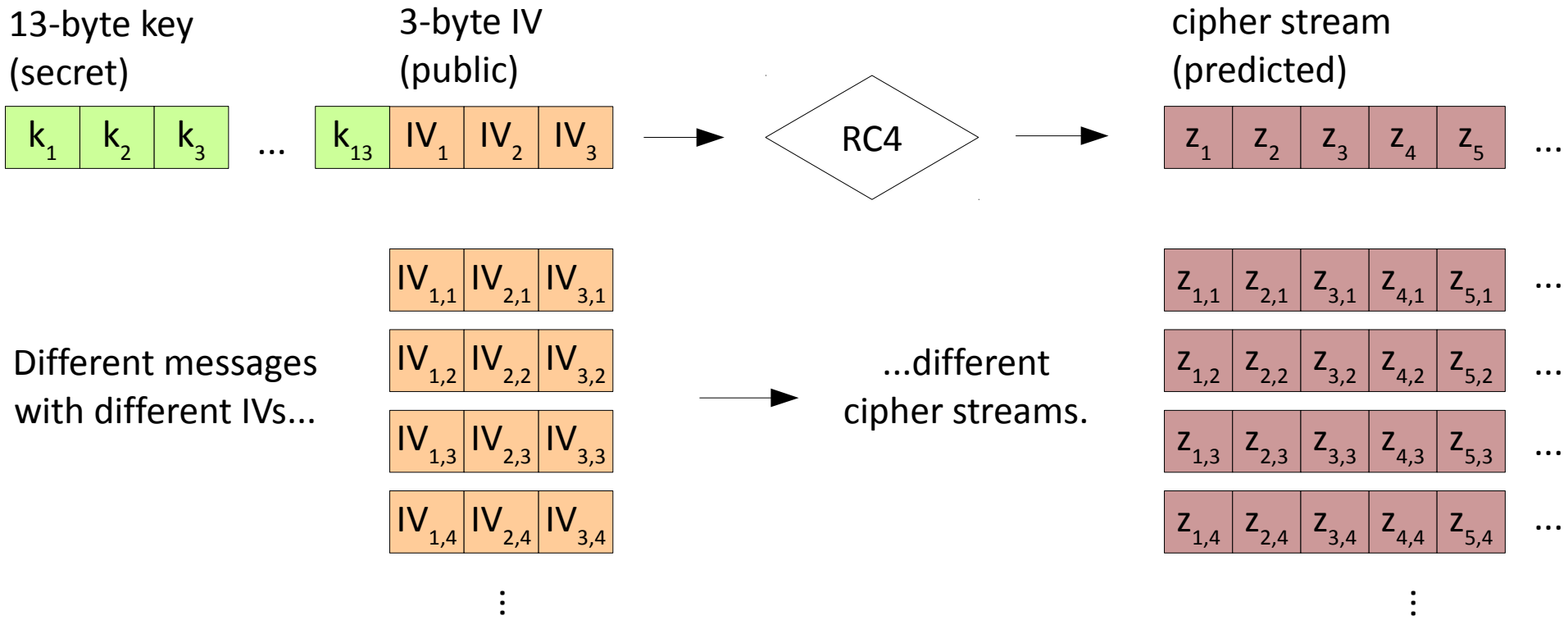

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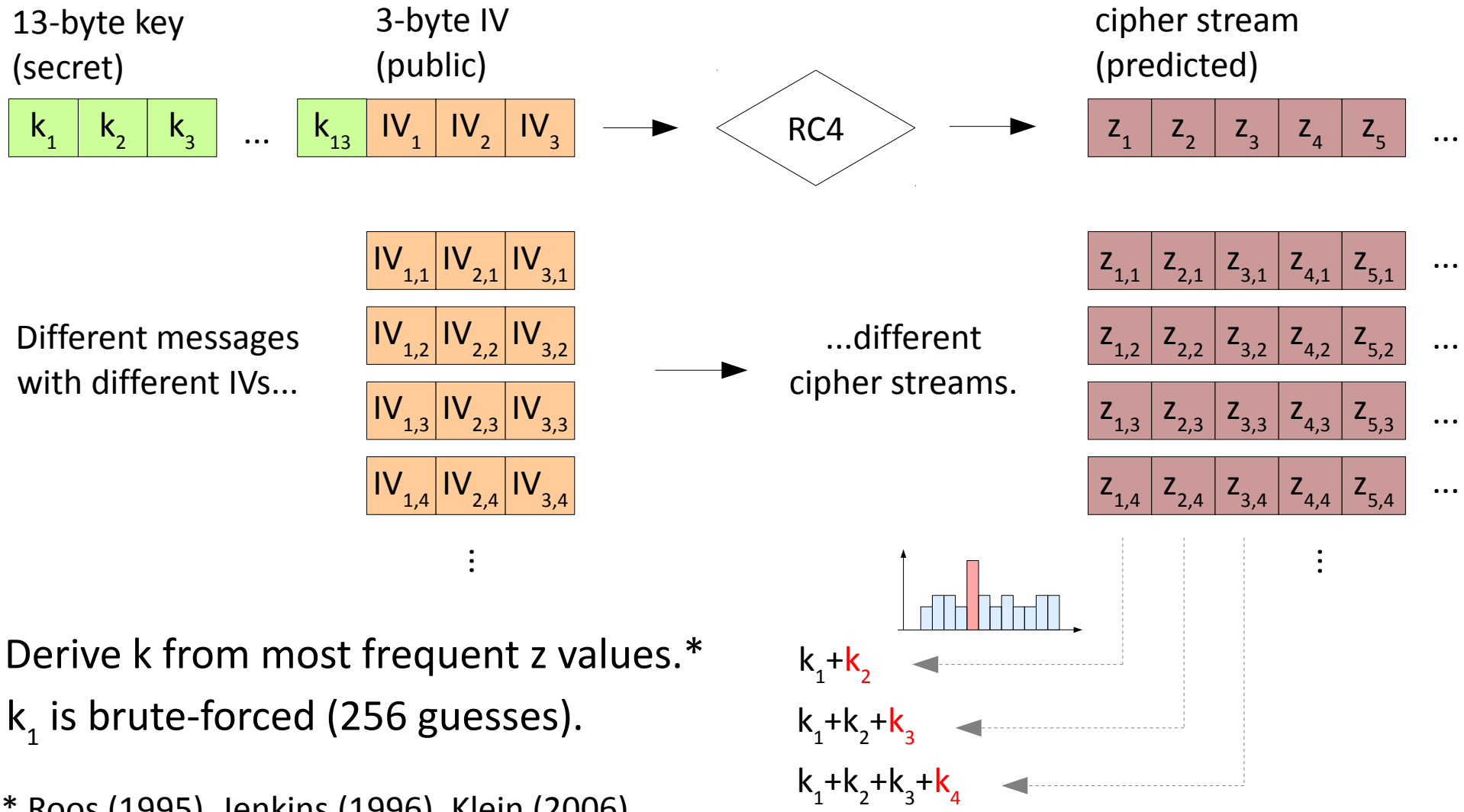

Derive k from most frequent z values.*

k_1 is brute-forced (256 guesses).

* Roos (1995), Jenkins (1996), Klein (2006)

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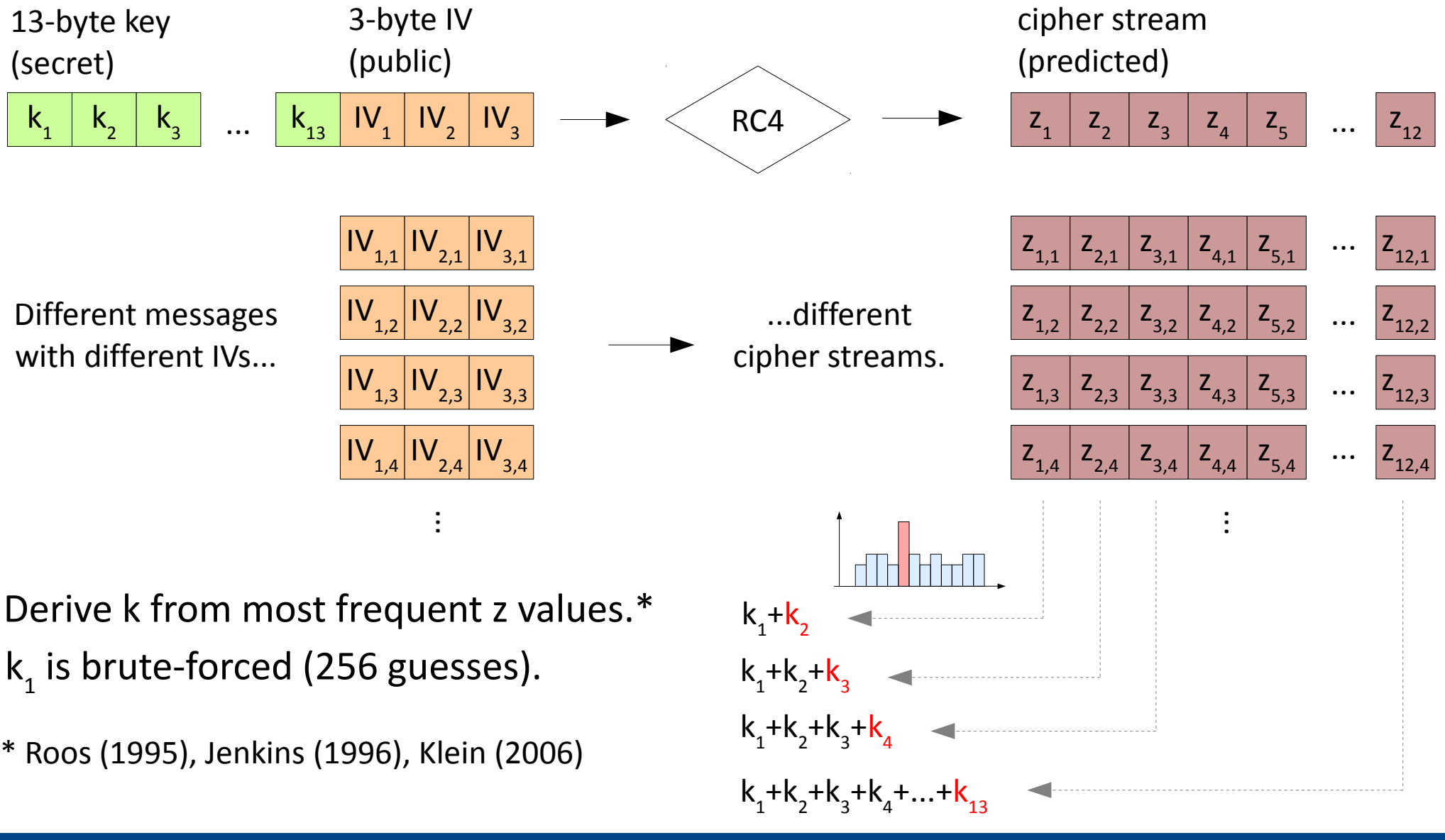

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For all 256 values of k_1, calculate and test the key.

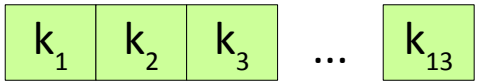
Complexity:

O(n*(|k|-1) + 256)

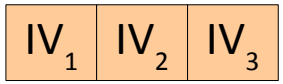
Classical RC4 vs. OSGP RC4

Classical RC4

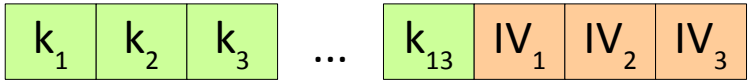
13-byte key



3-byte initialisation vector



Used key (concatenation):



Broken! (e.g. WEP)

Roos (1995),
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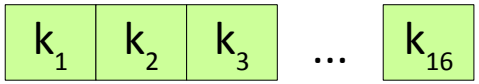
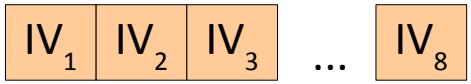
Classical RC4 vs. OSGP RC4

OSGP RC4

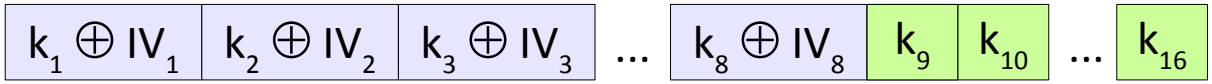
16-byte key (BEK)



8-byte initialisation vector (message digest)



Used key (xor of first 8 bytes):



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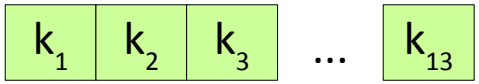

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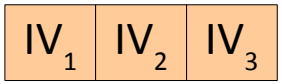

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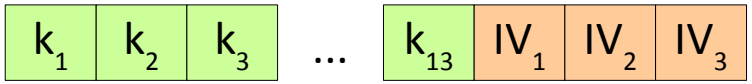

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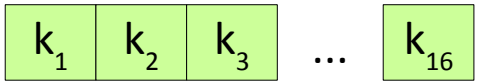

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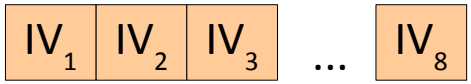

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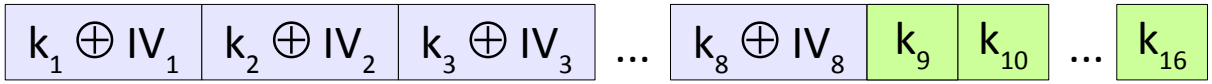

Broken?

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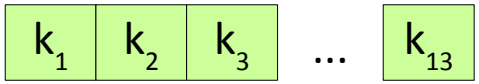

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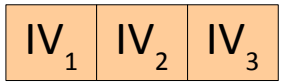

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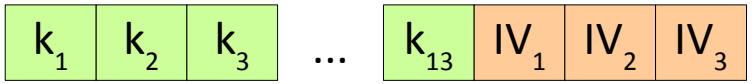

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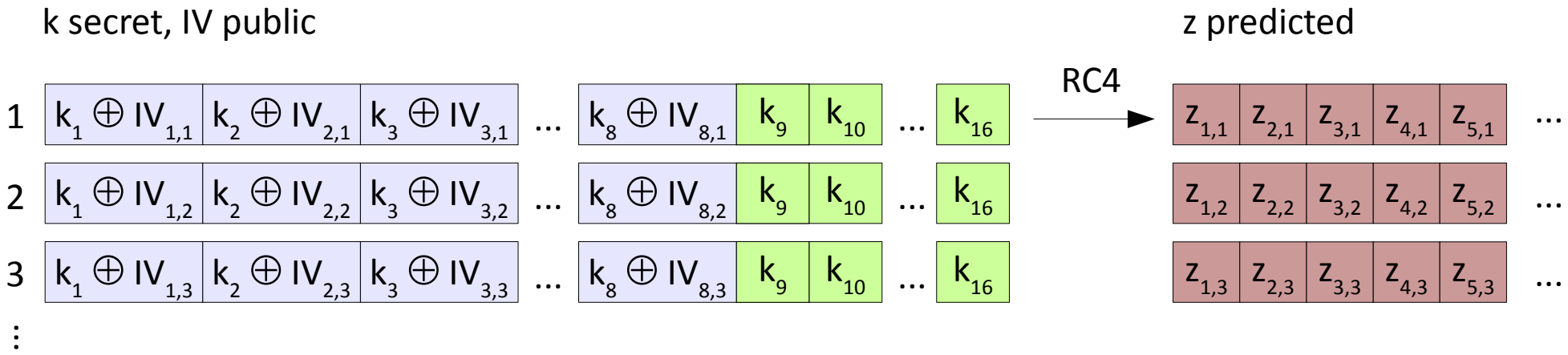

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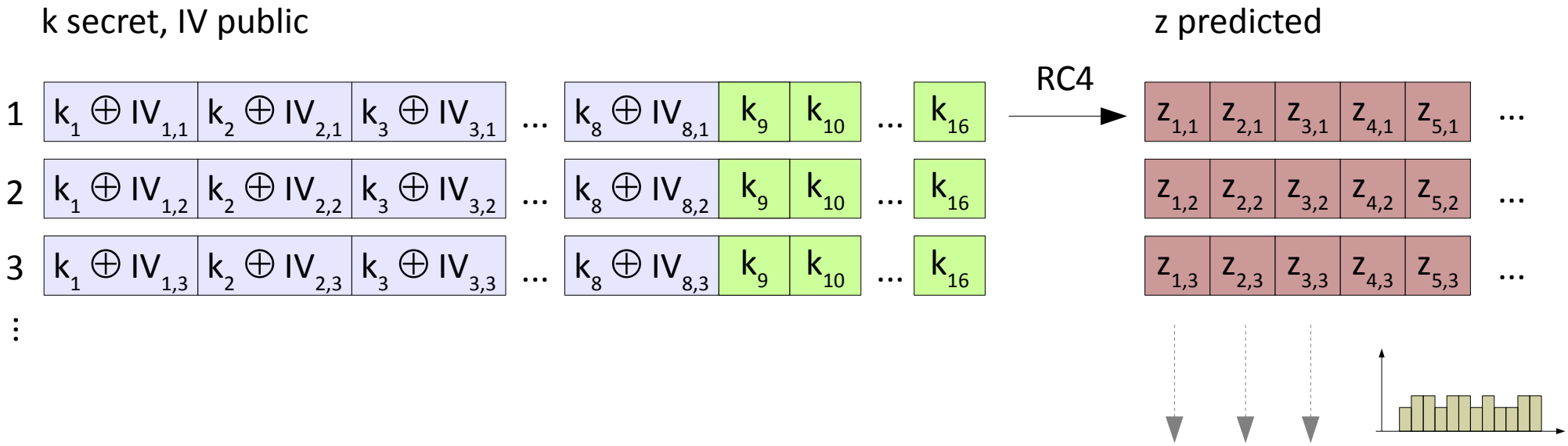
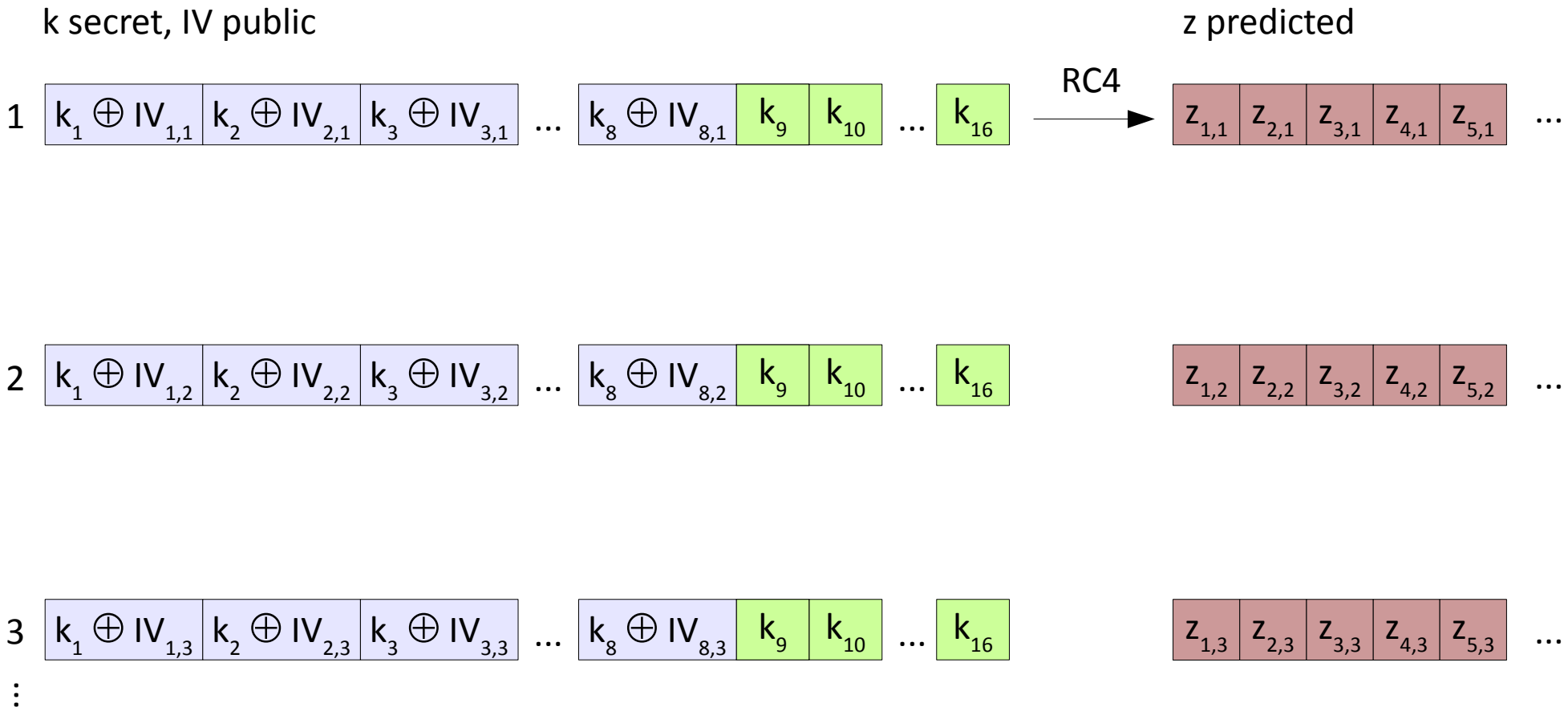


Counting most frequent values is distorted by different IVs for each message.

Biased output of “classical” RC4



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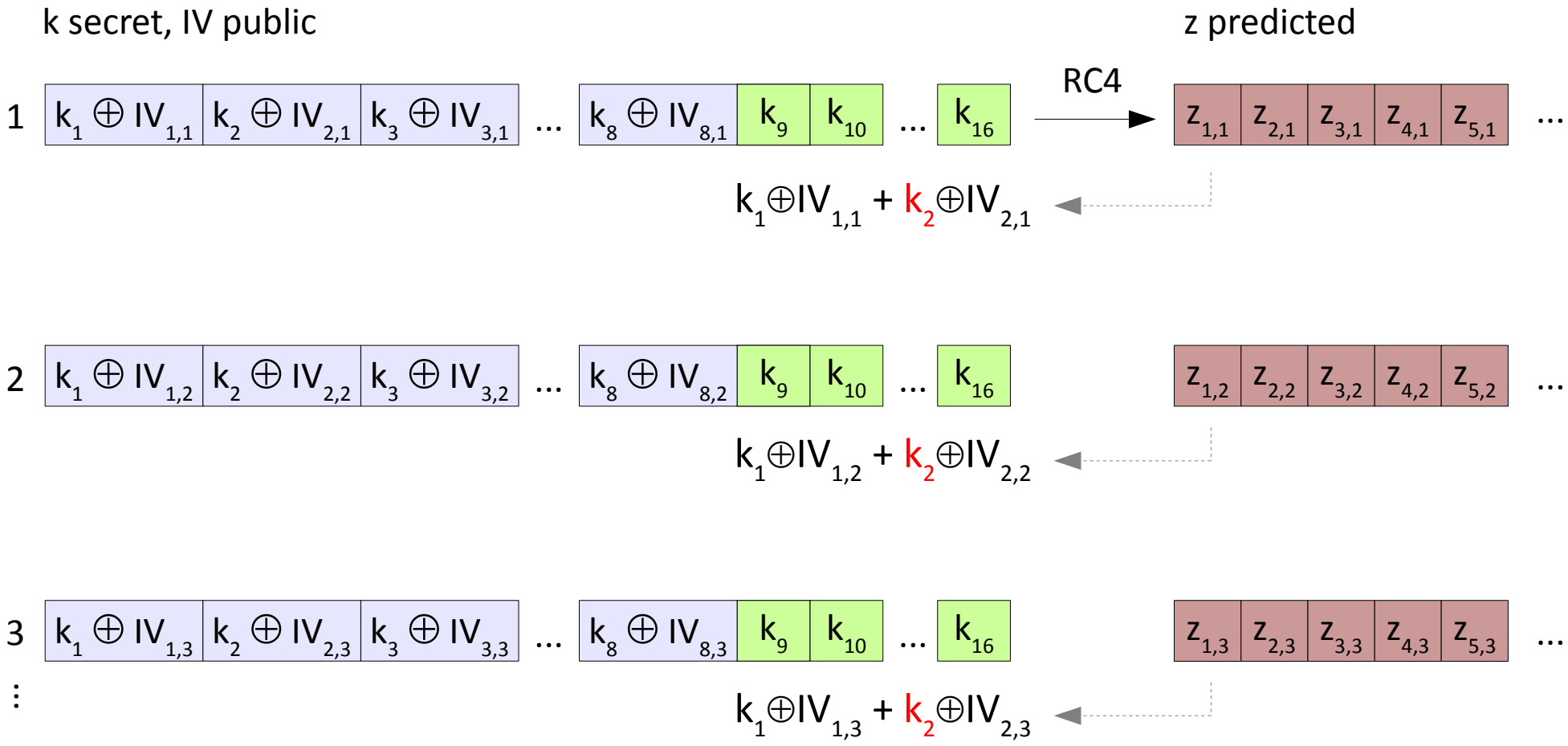
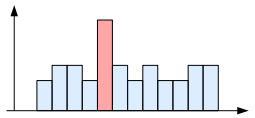


First, guess value of k_1.

Then derive most frequent k values one after the other.



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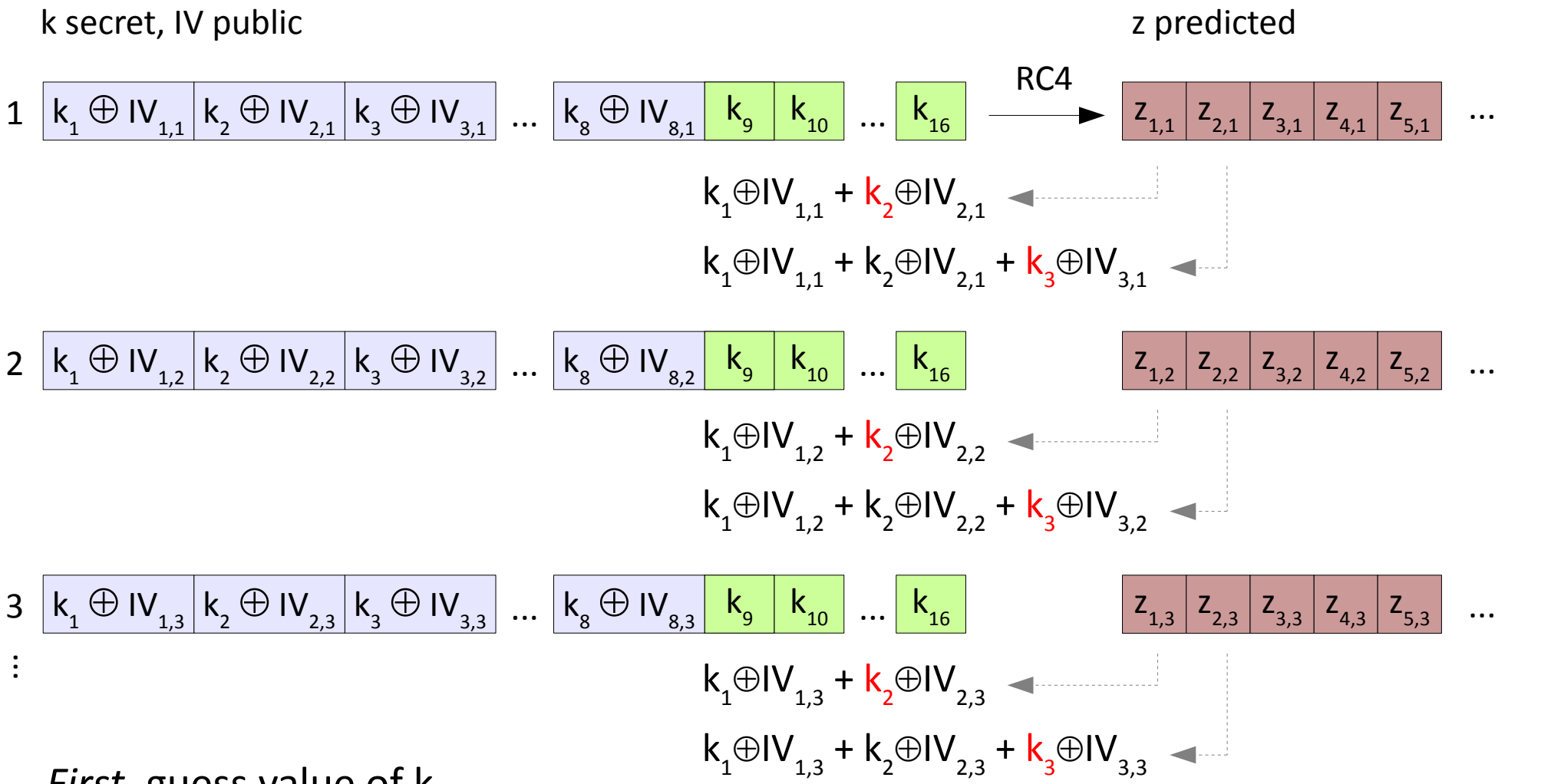

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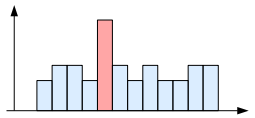

Classical RC4 vs. OSGP RC4

Classical RC4

Go through n recorded cipher streams *once* and count most frequent value for |k|-1 cypher bytes.

For all 256 values of k_1, calculate and test the key.

Complexity:

O(n*(|k|-1) + 256)

Classical RC4 vs. OSGP RC4

OSGP RC4

For all 256 values of k_1:

Go through n recorded cipher streams once for |k|-1 cypher bytes.

Count most frequent value for each k_i.

Test the key.

Complexity:

O(n*(|k|-1)*256)

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- Count most frequent value for each k_i.
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Only linear increase of complexity.

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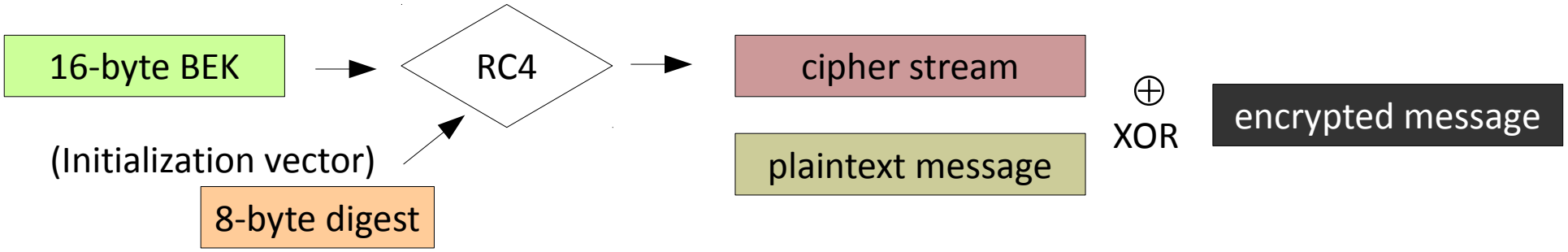
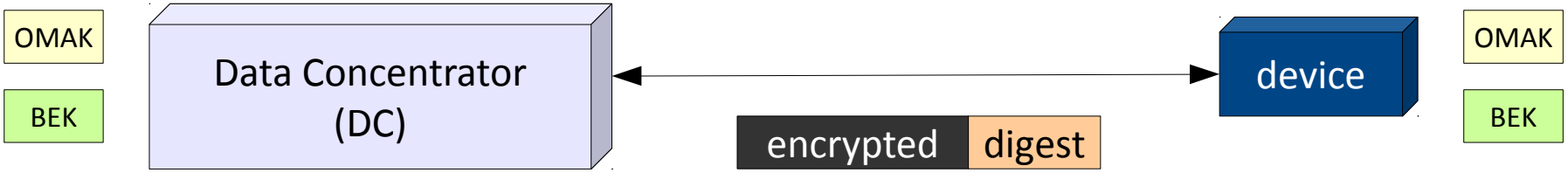
Practicality of the attack

Predicting enough cipher stream bytes.



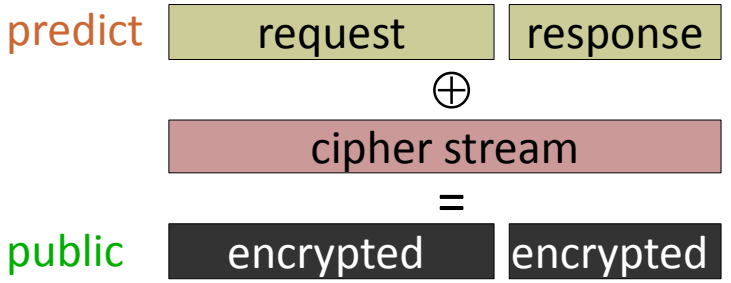
Transmit encrypted message and its digest:



Practicality of the attack

Predicting enough cipher stream bytes.

E.g. OSGP message to read out device clock.
(Response continues with same cipher stream after request.)



DC request:

1: 0x3F Message ID *(partial table read)*
2: 0x00 Table ID *(device clock)*
3: 0x34
4: 0x00 Table offset
5: 0x00 *(Where to start reading?)*
6: 0x00
7: 0x00 Count
8: 0x06 (How many bytes to read?)
9: 0x?? Message sequence number
10: 0x?? (Individual for each device.
11: 0x?? Hard to predict.)
12: 0x??

Device response:

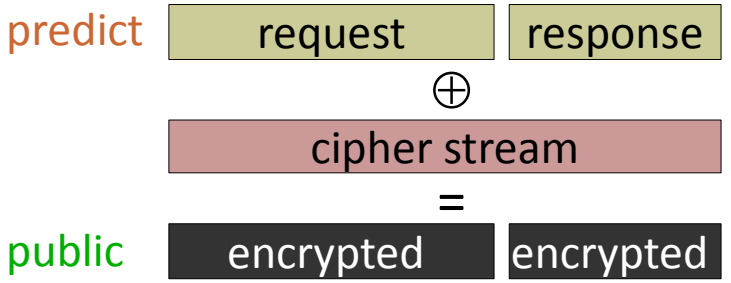
13: 0x00 Device answer (“OK”)
14: 0x00 Count
15: 0x06 (Same as in request.)

Remaining answer bytes irrelevant, as only 15 bytes are needed.

Practicality of the attack

Predicting enough cipher stream bytes.

E.g. OSGP message to read out device clock.
(Response continues with same cipher stream after request.)



DC request:

1: 0x3F Message ID *(partial table read)*
2: 0x00 Table ID *(device clock)*
3: 0x34
4: 0x00 Table offset
5: 0x00 *(Where to start reading?)*
6: 0x00
7: 0x00 Count
8: 0x06 (How many bytes to read?)
9: 0x?? Message sequence number
10: 0x?? (Individual for each device.
11: 0x?? Hard to predict.)
12: 0x??

Device response:

13: 0x00 Device answer (“OK”)
14: 0x00 Count
15: 0x06 (Same as in request.)

Remaining answer bytes irrelevant, as only 15 bytes are needed.

Five bytes must be brute-forced, taking about 2 weeks on a single 3.40 GHz Intel i7-4770.

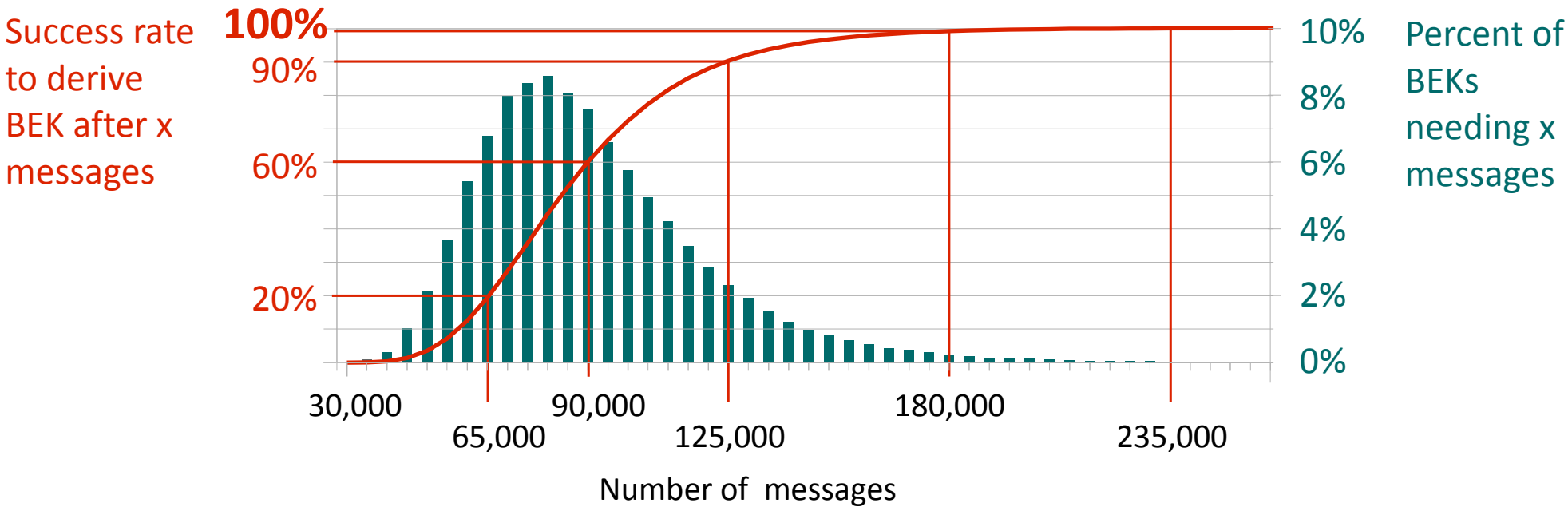
256 cores only take 1.5 hours.

Practicality of the attack

How many eavesdropped messages?

Simulated 145,000 random BEKs, and for each
up to 300,000 messages with random sequence numbers.

Processing 50,000 messages per second on single CPU.



Practicality of the attack

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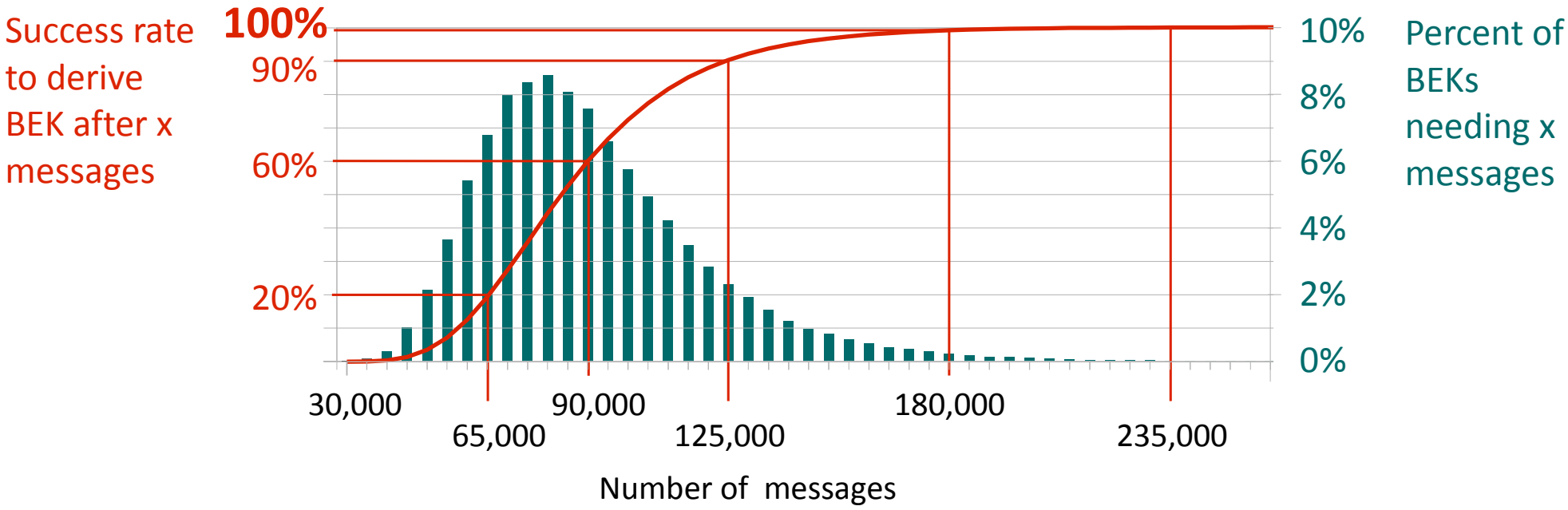
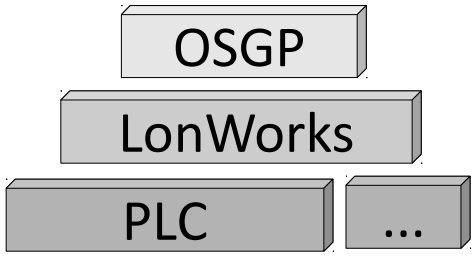


(Attack was refined to derive *all* possible BEKs; simple version only gets 85%.)

Countermeasures?

Do ***not rely*** on OSGP encryption for security!

If possible use encryption on lower layers.

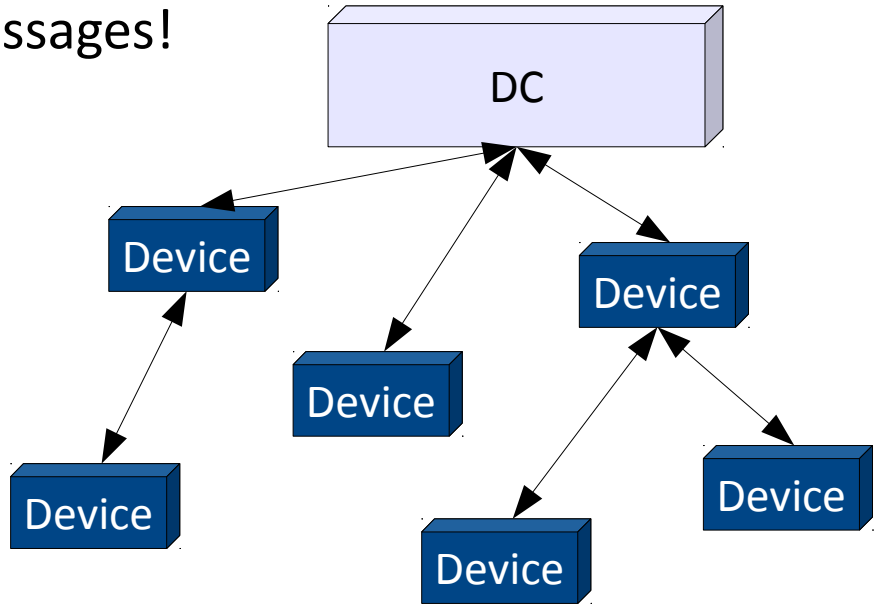


Do ***not*** let an attacker eavesdrop 90,000+ messages!

(1 day = 86,400 seconds)

If possible reduce traffic or

often update the secret OMAK.



The OSGP Alliance has been informed.

They are working on a complete

overhaul of OSGP...

RC4 in detail

1: $S_{-1} = (0, 1, 2, \ldots, 255);$
2: $i_{-1} = j_{-1} = 0;$
// Shuffle S:
3: **for** $(r = 0;\ r \leq 255;\ r{+}{+})$ **{**
4: $\quad i_r = r;$
5: $\quad j_r = j_{r-1} + S_{r-1}[i_r] + k[i_r \% 16] \ \% \ 256;$
6: $\quad S_r[j_r] = S_{r-1}[i_r];$
7: $\quad S_r[i_r] = S_{r-1}[j_r];$
8: **}**

Key scheduling algorithm (KSA)

// S_{-1} is the output of KSA.
1: $i_{-1} = j_{-1} = 0;$
// Generate cipher stream z:
2: **for** $(r = 0;\ ;\ r{+}{+})$ **{**
3: $\quad i_r = r \ \% \ 256;$
4: $\quad j_r = j_{r-1} + S_{r-1}[i_r] \ \% \ 256;$
$\quad$ // Swap $S[j]$ and $S[i]$.
5: $\quad S_r[j_r] = S_{r-1}[i_r];$
6: $\quad S_r[i_r] = S_{r-1}[j_r];$
$\quad$ // Output of cipher stream byte.
7: $\quad z[r] = S_r[S_r[i_r] + S_r[j_r] \ \% \ 256];$
8: **}**

Pseudo-Random Generation Algorithm (PRGA)