

Using Generic Bootstrapping Architecture with Constrained Devices

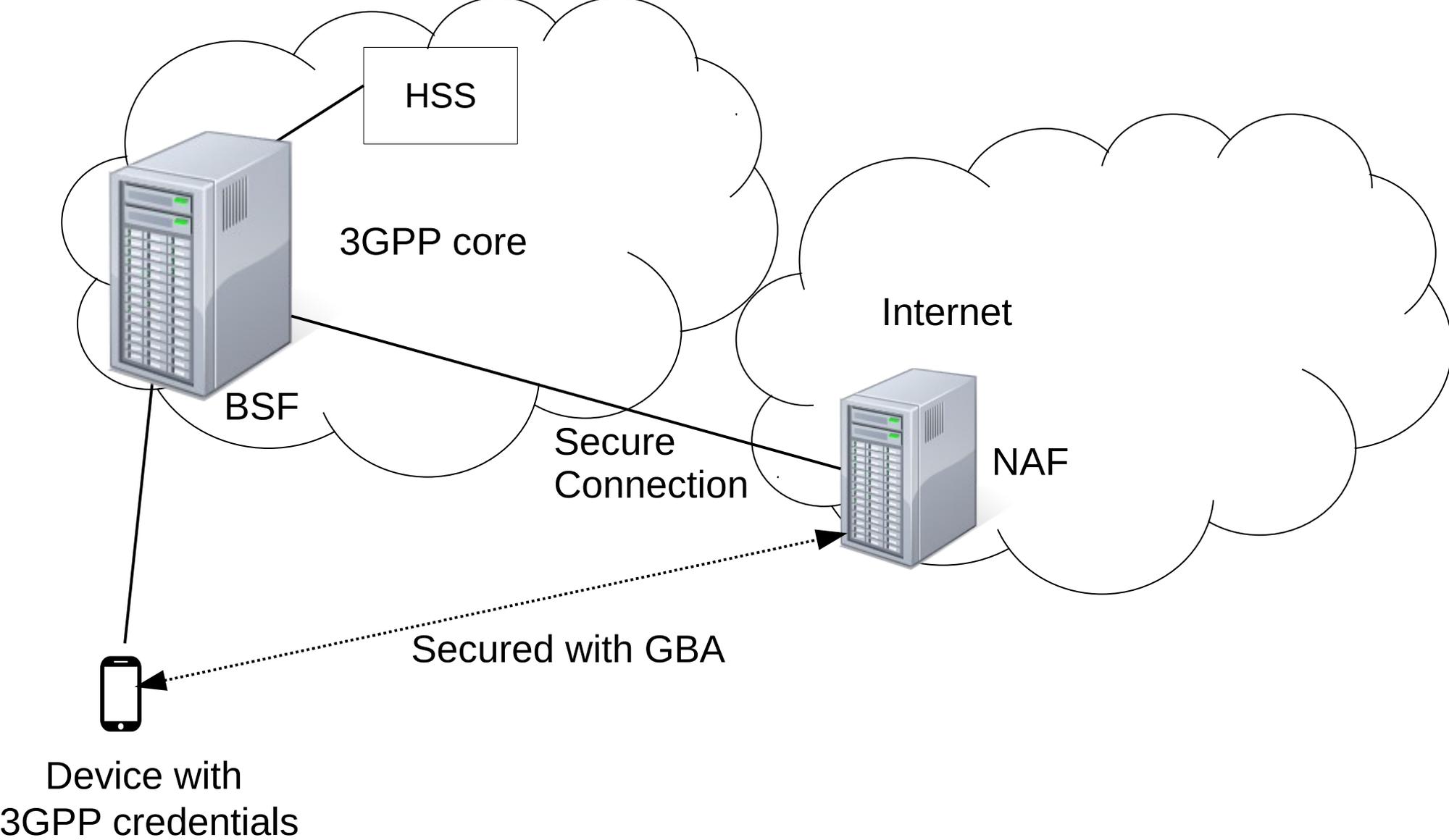
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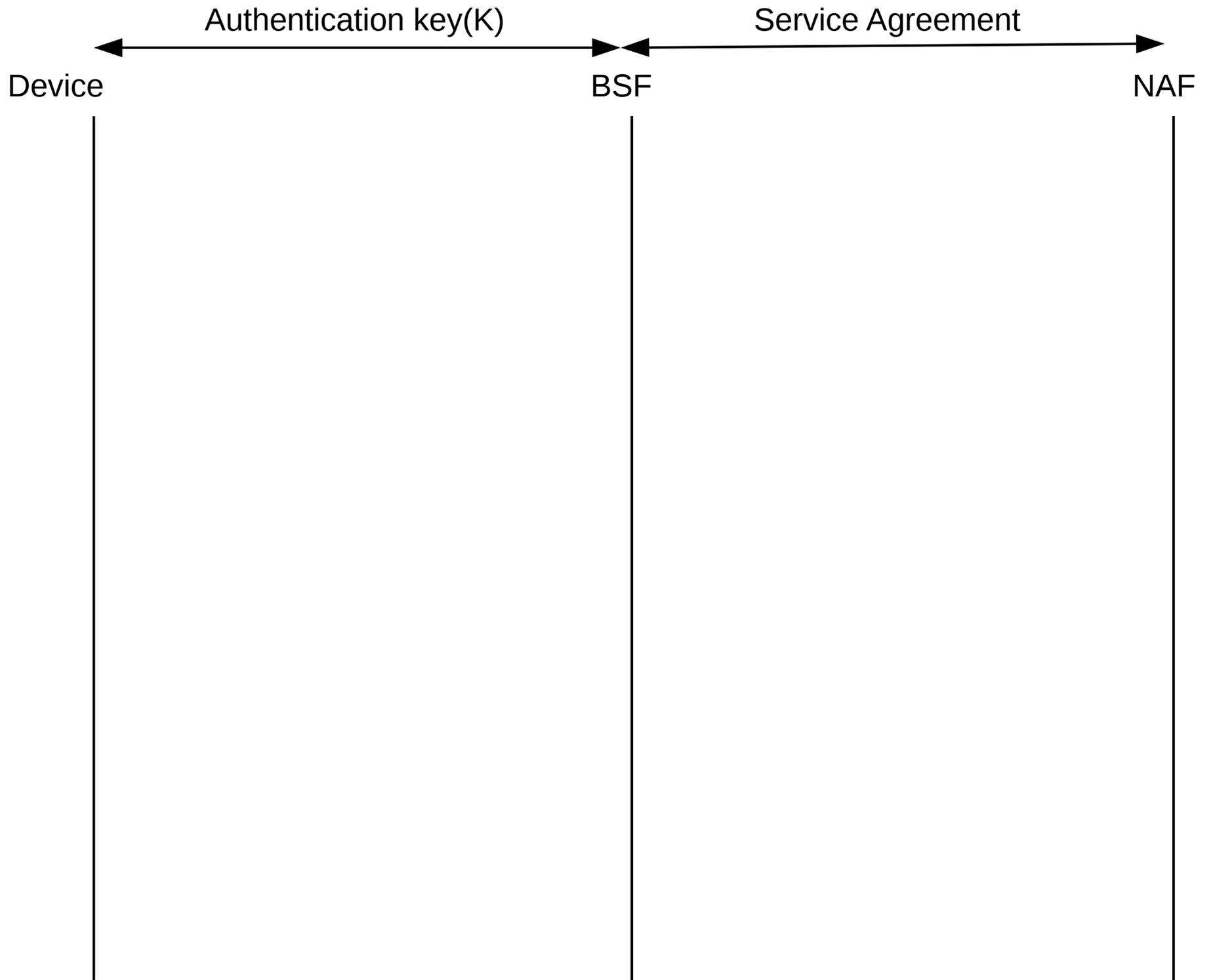
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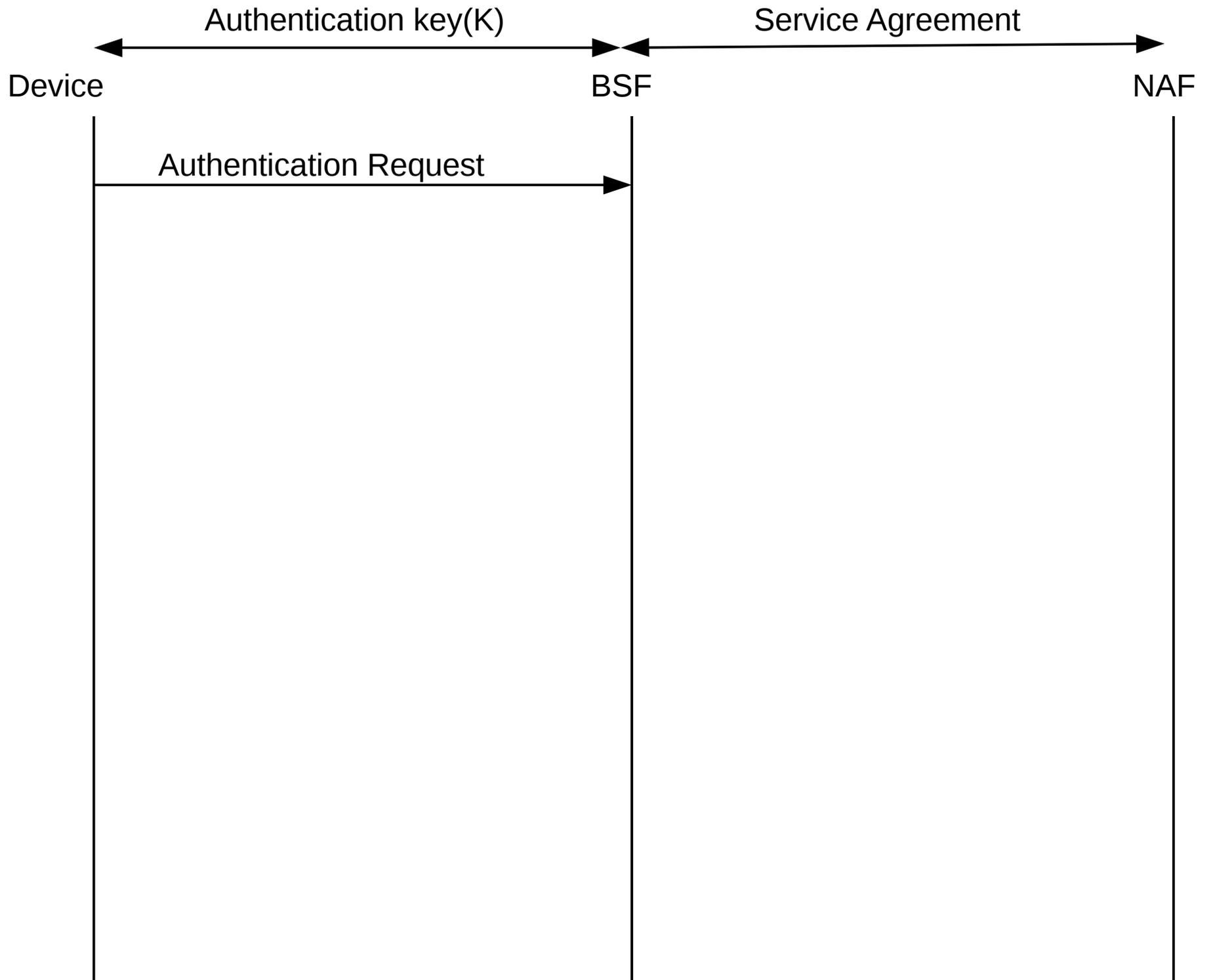
GBA basics

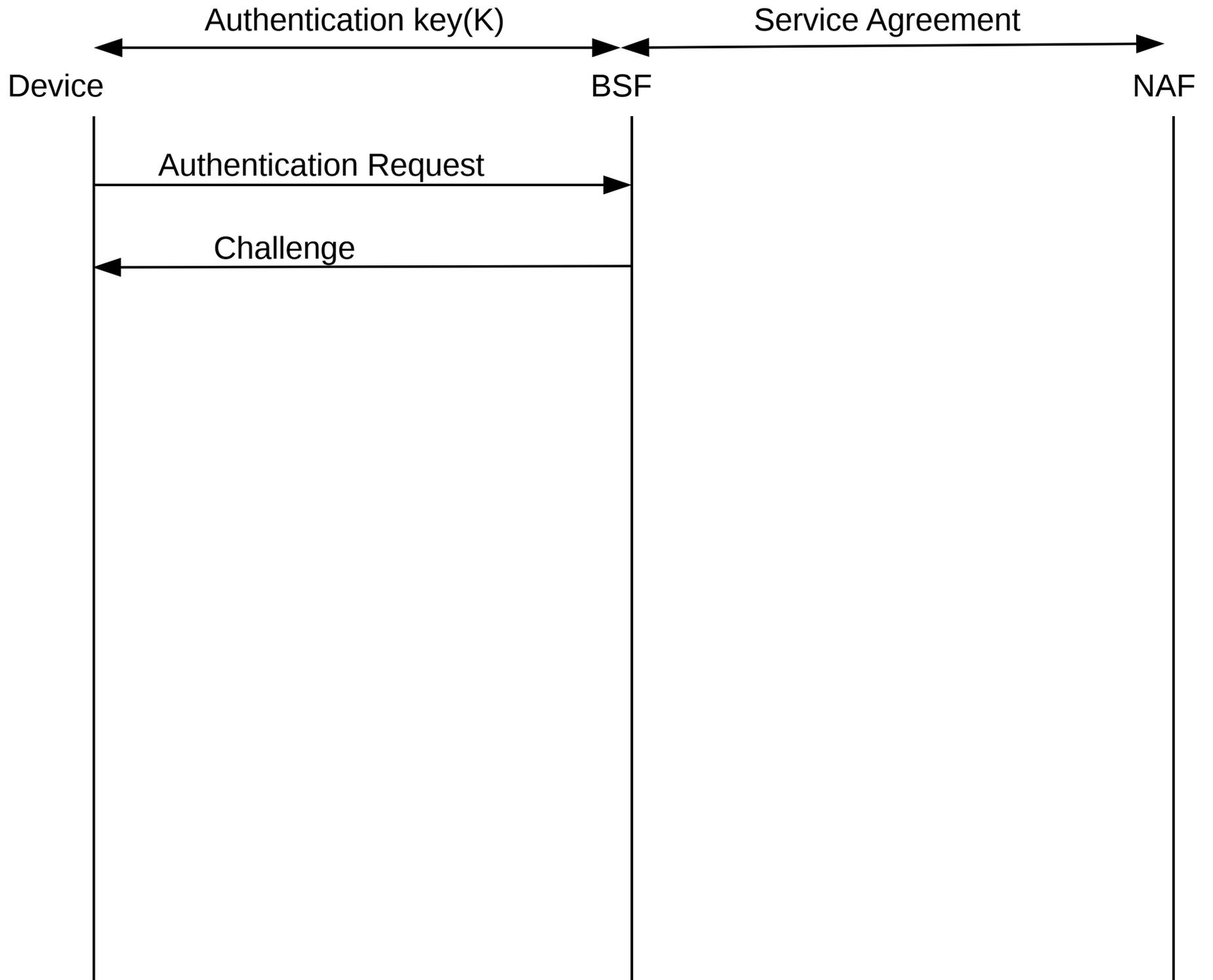
- Generic Bootstrapping Architecture
 - 3GPP TS 33.220
- Device **authenticates** to a service **using the SIM card**
 - Does not need to be done over 3GPP access, **any IP based connectivity**
- Kerberos like authentication system which is deployed

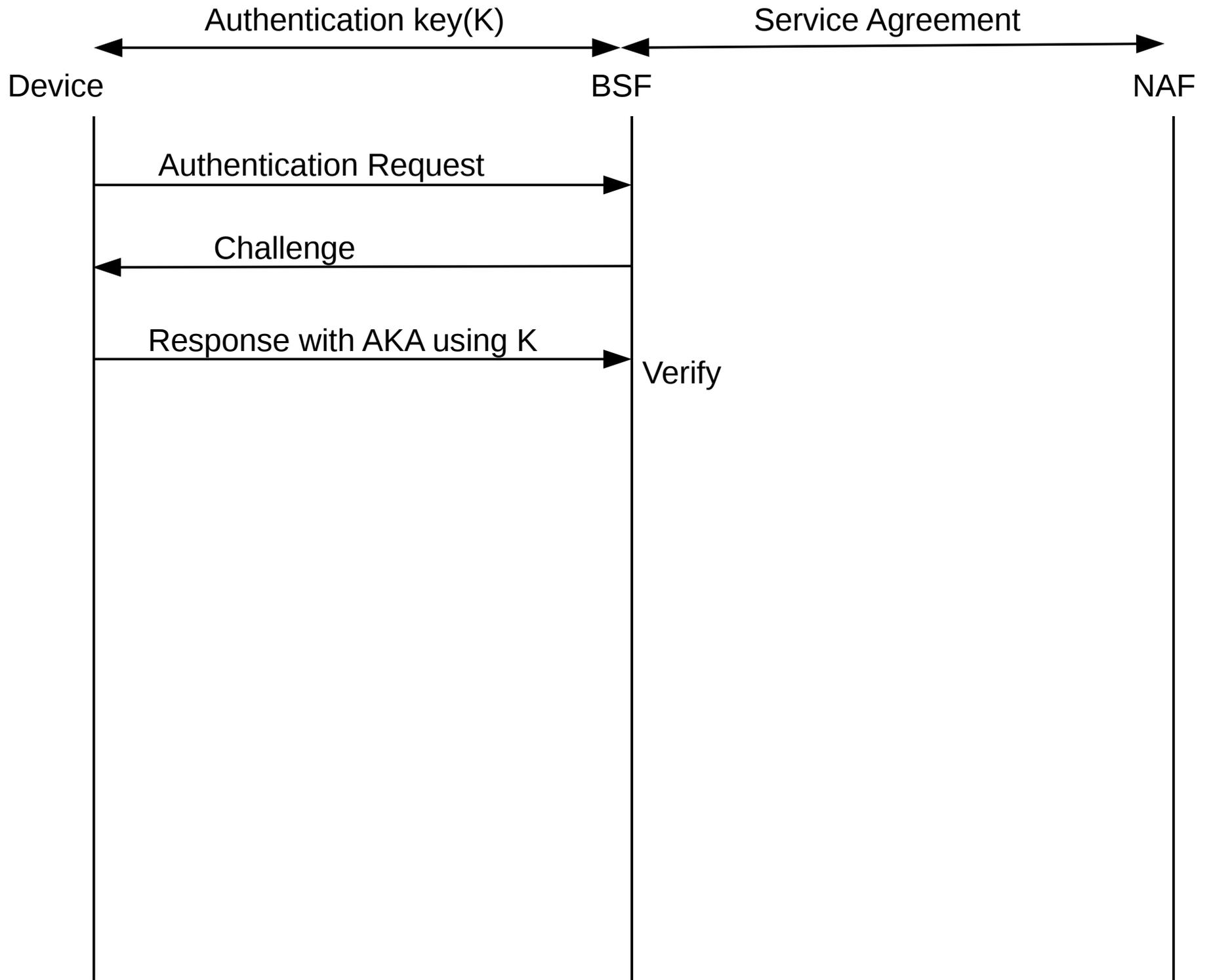
GBA basics

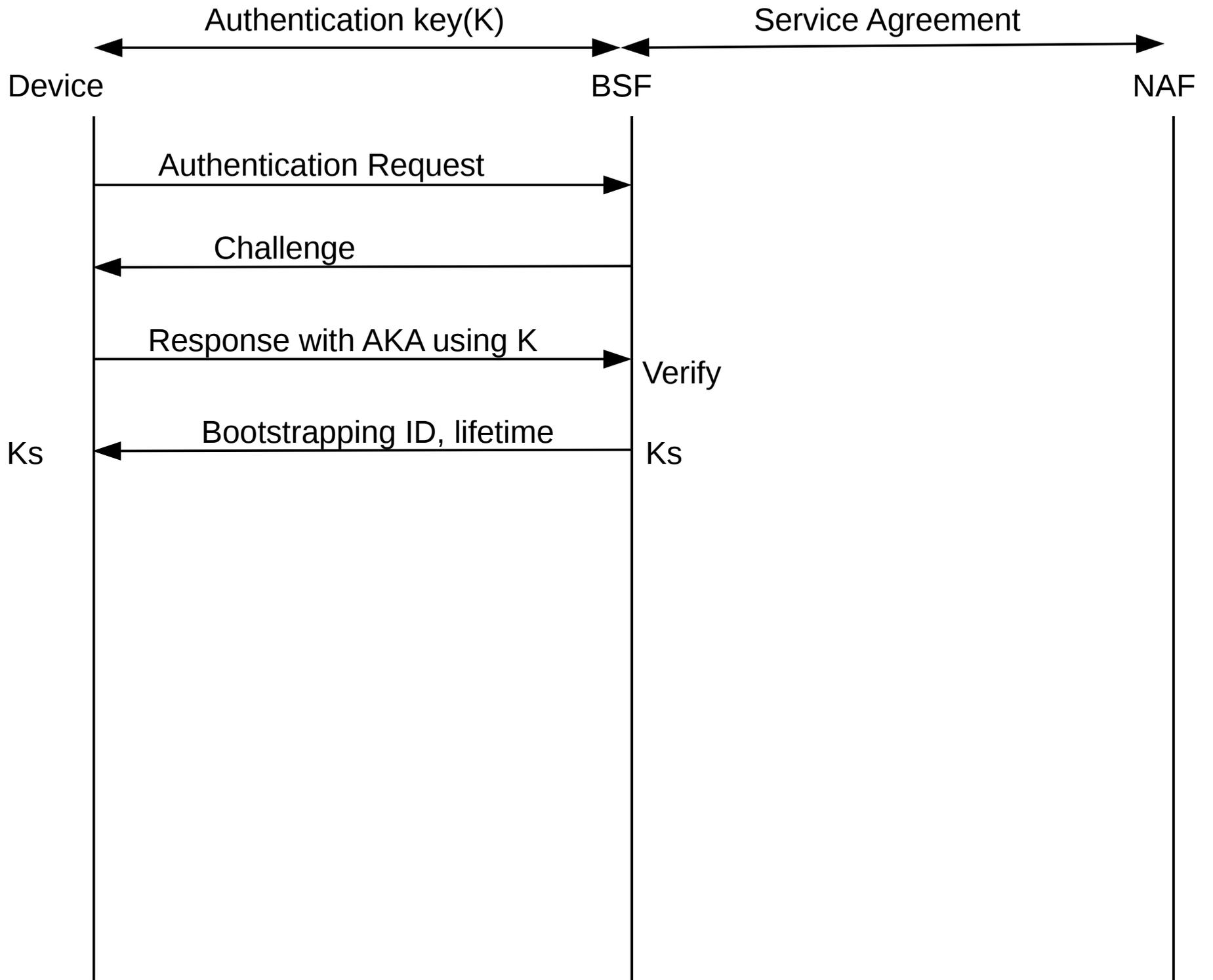


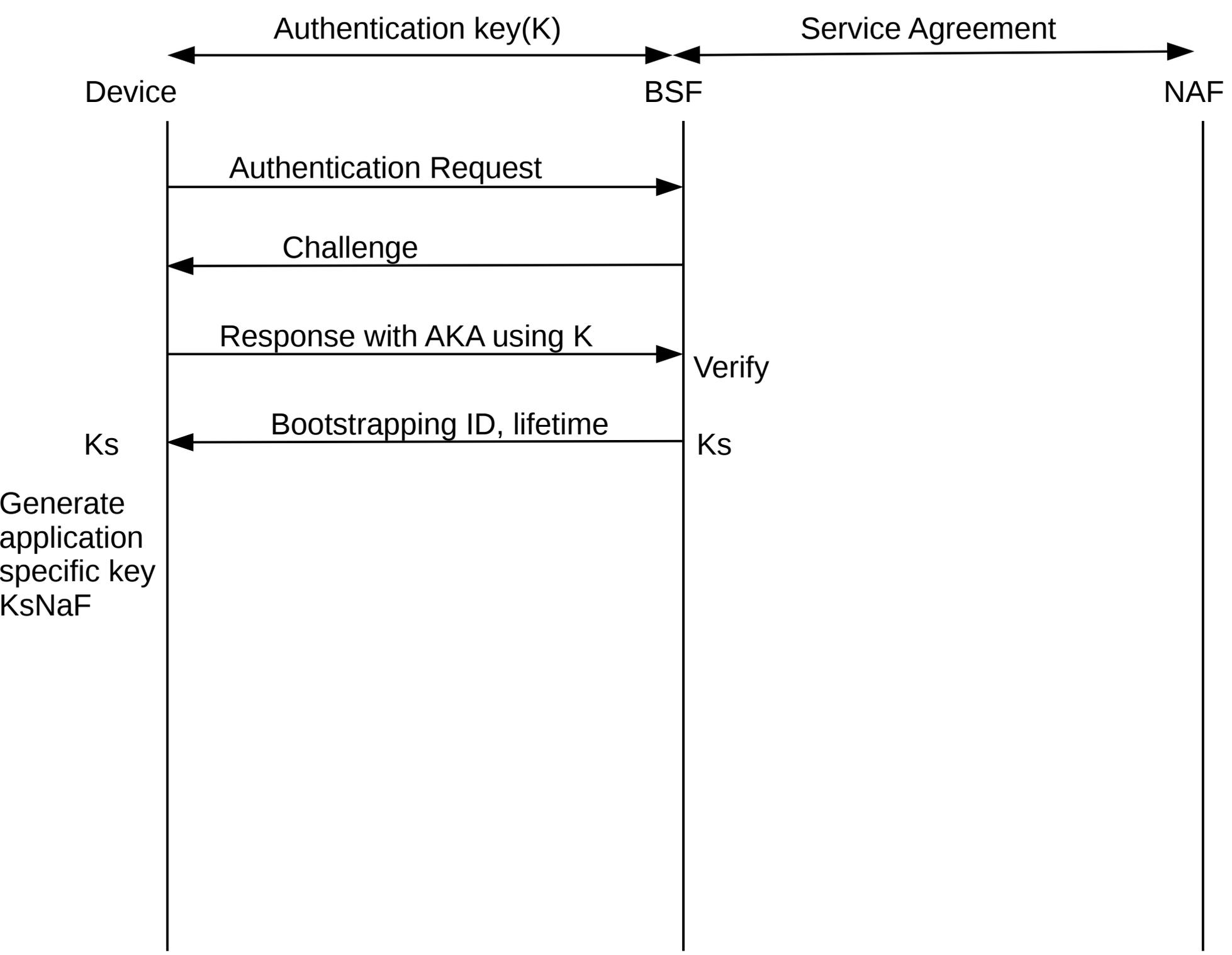


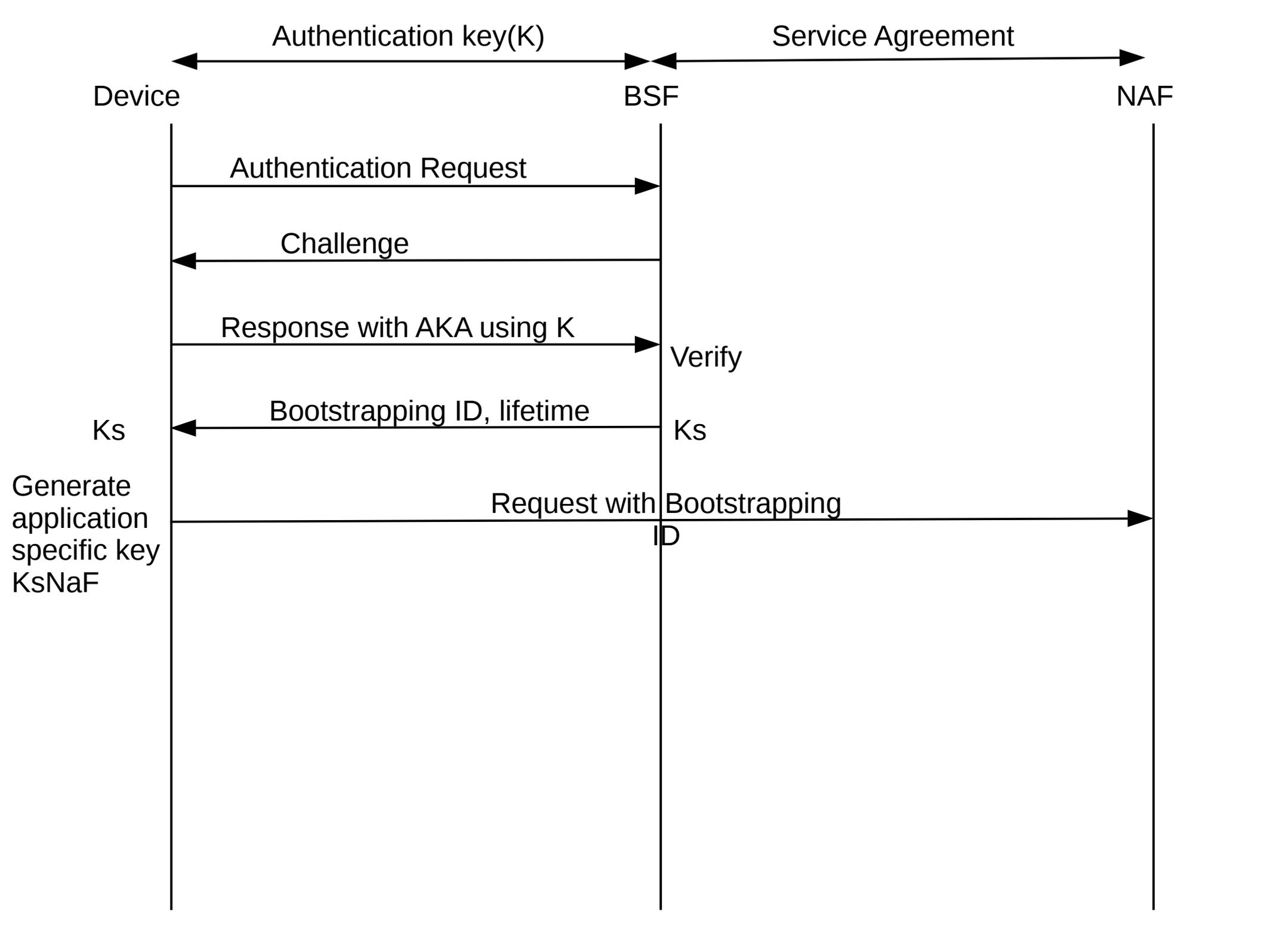


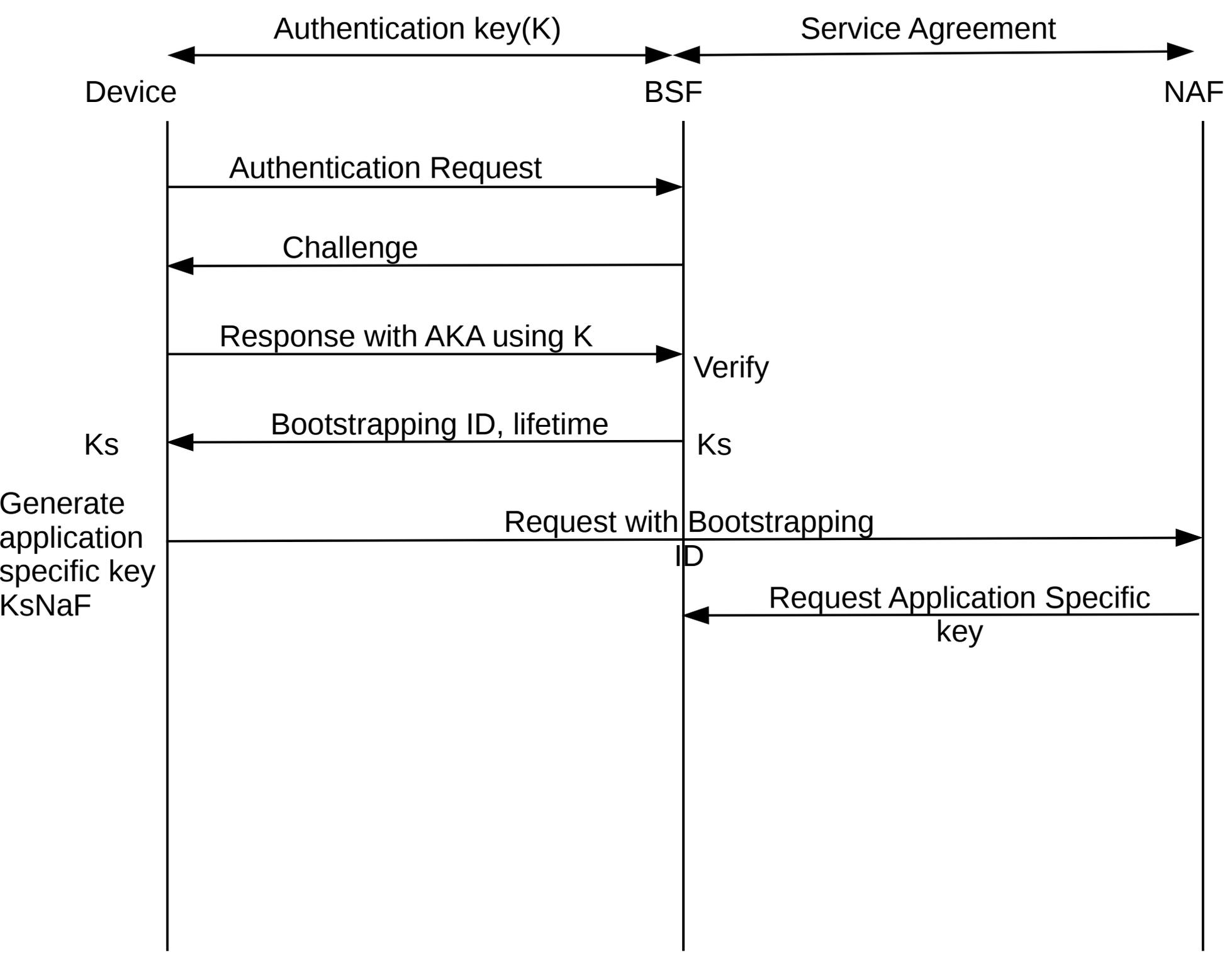


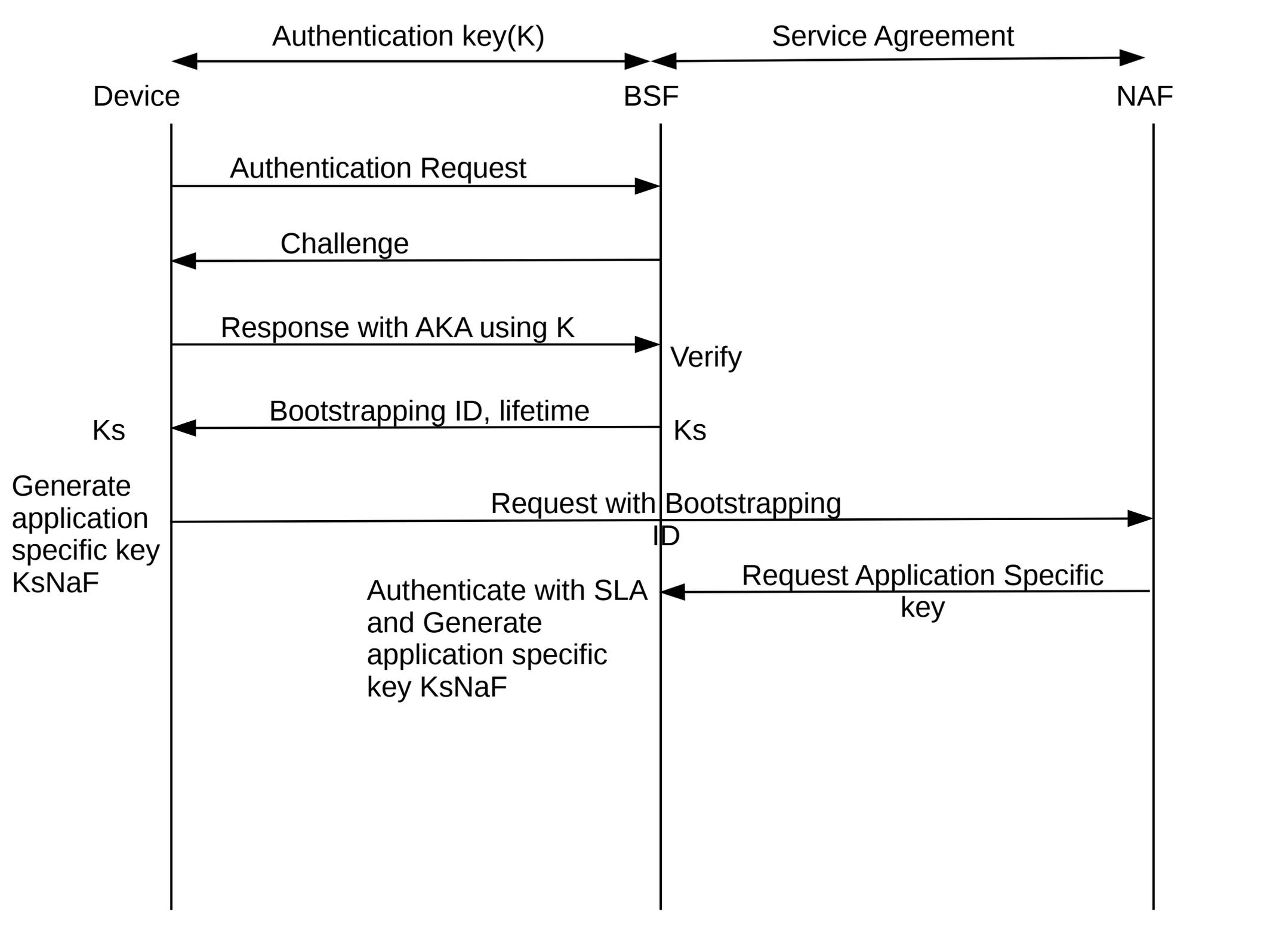


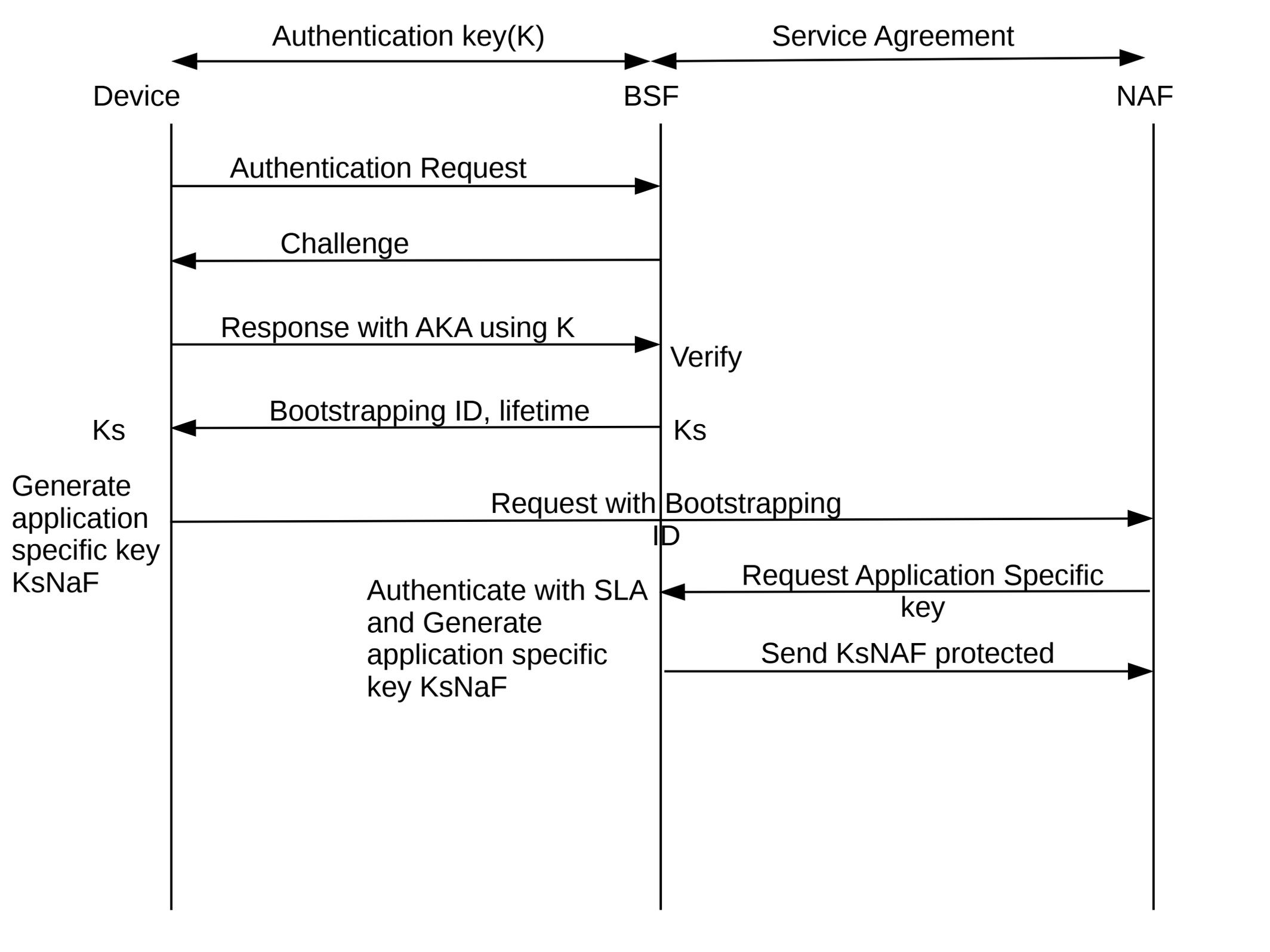


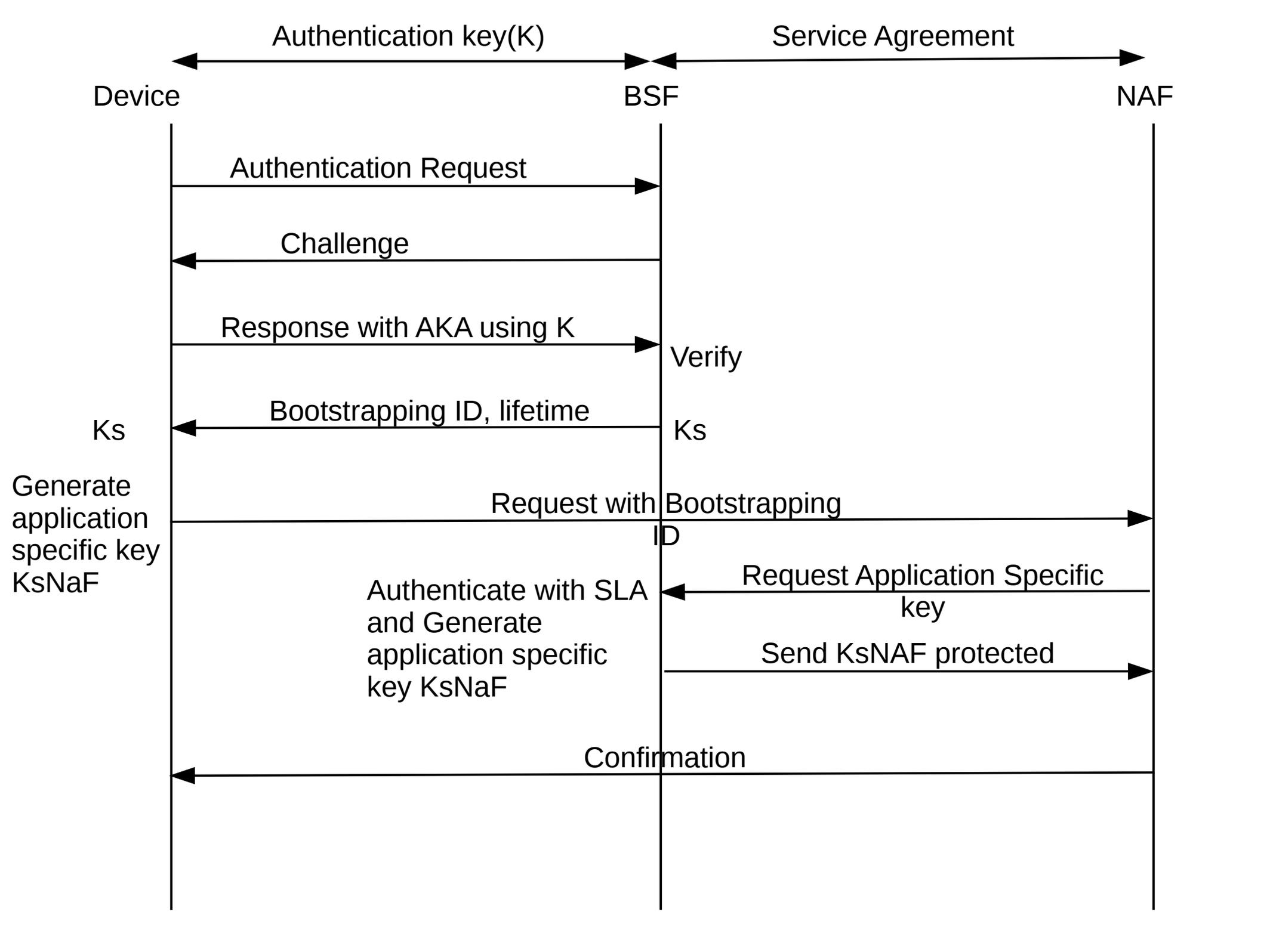


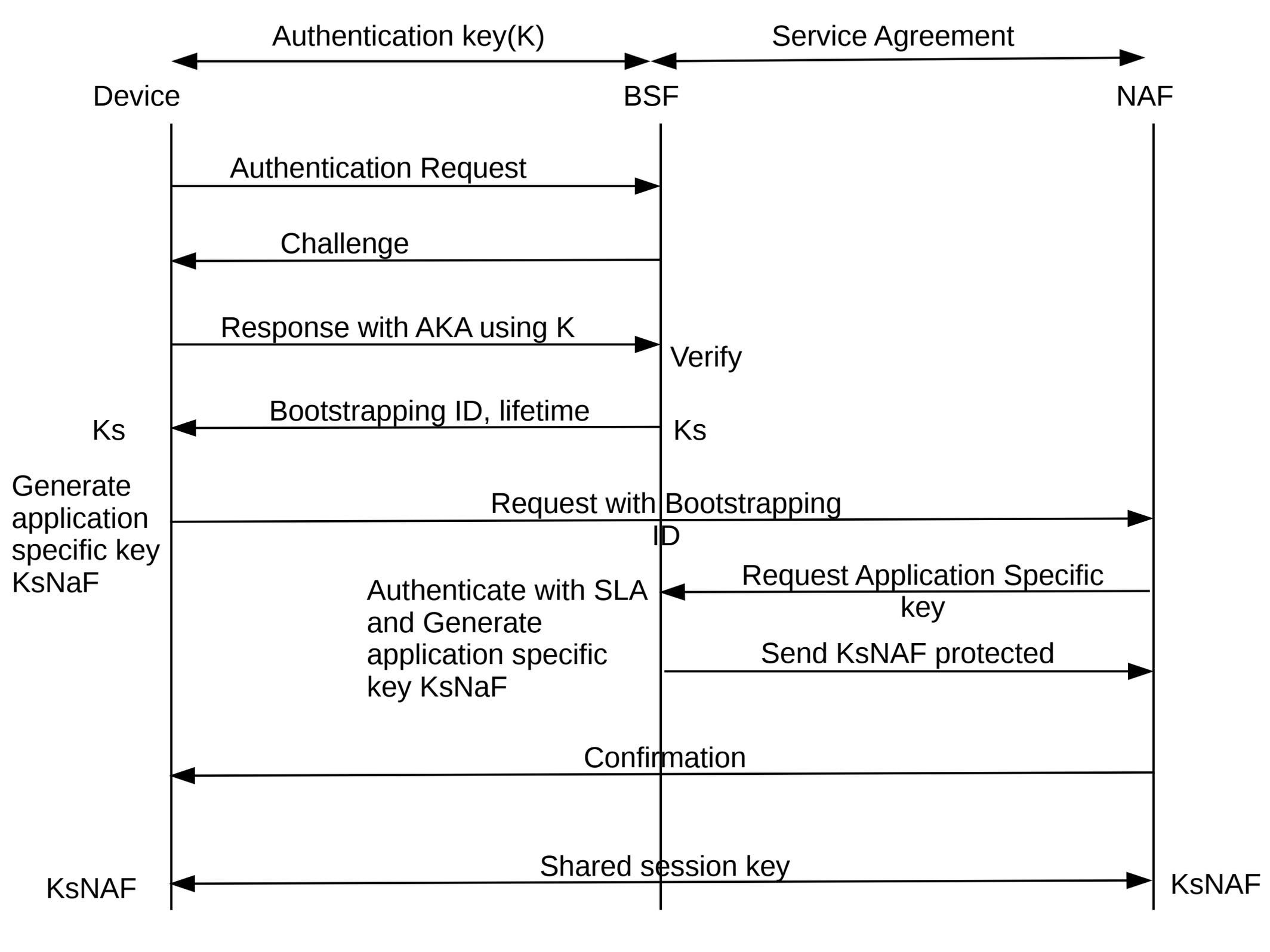












Implementation Experiences

- Full HTTP stack is not needed
 - number of HTTP messages required for a GBA-run is small
 - templates

```
char httpFirstRequestFormat[82] = "GET /naf/resource HTTP/1.1\r\n"  
    "Host: p123.example.net:8080\r\n"  
    "Connection: Keep-Alive\r\n"  
    "\r\n";
```

Implementation Experiences

- Resource-Constrained AES implementations are widely available
 - Gladman byte oriented AES
 - Hardware AES

Implementation Experiences

- Purging unnecessary functionality from memory after bootstrapping
 - only the session key (K_{sNAF}) and B-TID need to be retained in the memory
 - Optionally, master key (K_s), can be retained in if connecting to multiple NAFs

Implementation Experiences

- Complete State Machine or Complex Error Handling Are Not Needed
 - Hard fail-over in most cases
 - Limit number of re-tries and increase interval between them

Implementation Details

RAM consumption	<5kB
ROM consumption	44 kB
Time for 1 GBA run	1.5 s
Energy ($W = U * I * t$)	150mJ
HTTP messages sent/received	8