

Secure Access and Management of Smart Objects with SNMPv3

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Outline

Smart Objects

Contiki

SNMP Implementation

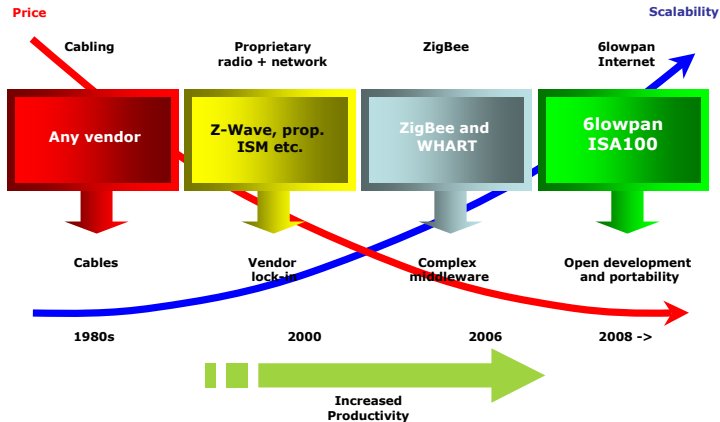
Conclusion and Outlook

Smart Objects

*"... a **smart object** is an item equipped with a form of sensor or actuator, a tiny microprocessor, a communication device, and a power source."*

[Vasseur & Dunkels, 2010]

Developments in sensor networks



source: <http://6lowpan.net>

Challenge: Management of Smart Objects

- Supporting a large number of objects and ad-hoc routing
- Small footprint (energy consumption, size, ...)
- Support for secure application layer
- Proprietary gateways
Proprietary, untested protocols

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⇒ Using established tools and free/open protocols
Home Automation Routing Requirements in Low-Power and Lossy Networks (RFC 5826)

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 - inexpensive (10-20 Euro)

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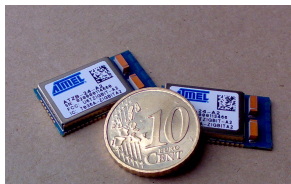
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- IPv6
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 - small dimensions (installation in existing devices)
 - low energy consumption ($< 1W$)
 - inexpensive (10-20 Euro)
- Use of standardized tools for network management

Hardware Description

- **Zigbit-Modul**

- 8-Bit RISC (Atmega 1281)
- 4 MHz
- 128-KB Flash
- 8-KB SRAM
- AT86RF230 Radio Transceiver with Ceramic Chip-Antenna

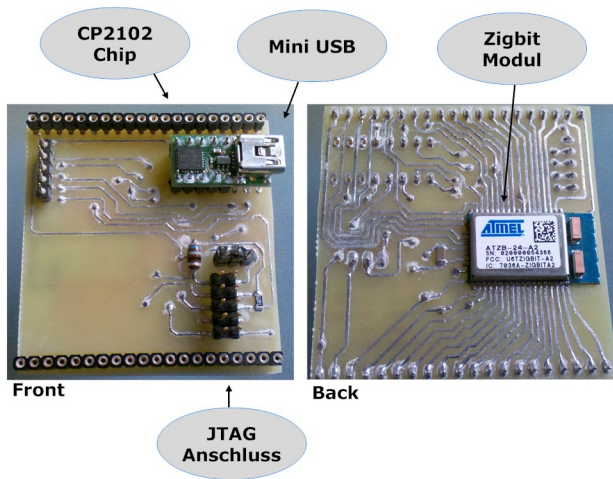


- **Atmel Raven USB-Stick**

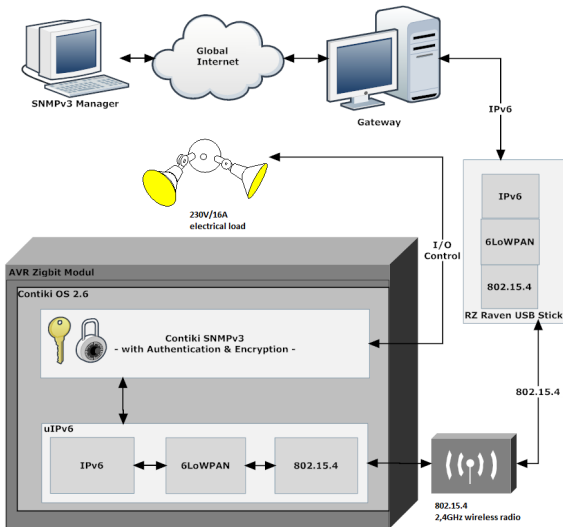
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- 8 MHz
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Breakout Board



Overview of the Implementation



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- Open operating system for embedded devices
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- active international developer community
- Ports available for different hardware platforms (AVR, ARM, MSP430,...)
- Support for multithreading and protocols
- Deployed IPv6 network stack
 - ~ 40 kByte Flash/ROM
 - ~ 2 kByte RAM
 - Development environment available as a VM: **Instant Contiki**
 - <http://www.contiki-os.org/>

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Idea:

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Simple Network Management Protocol (SNMP):

- established protocol in the network management domain
- standardized in RFC 3411 (and other RFCs)
- security features include confidentiality, authenticity and user management (SNMPv3)
- many tools and software libraries available (Net-SNMP, etc.)

Contiki SNMP

- Implementation by Jacobs-Universität Bremen
 - adaptation of NetSNMP Code for Contiki OS (8-bit microcontroller)
 - support for SNMPv1 and SNMPv3
 - <http://cnds.eecs.jacobs-university.de/software/contiki-snmp/>

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 - <http://cnds.eecs.jacobs-university.de/software/contiki-snmp/>
- Supports the GET, GETNEXT and SET operations
- **User-based Security Model** with the **HMAC-MD5-96 authentication** and **AES-128-CFB symmetric encryption**

SNMP Implementation

SNMPv3 Managed Objects

- Controlling the state of the output-pins of the microcontroller
- Questioning the wireless signal strength (RSSI) and the inbuilt temperature sensor

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Application example

Controlling the state of the electrical socket:

```
snmpset -v3 -c public -u sk -l authPriv -a md5 -A password1 \  
-x aes -X password2 udp6:[fd00:142::11:22ff:fe33:4455] \  
iso.3.6.1.4.1.22109.100.600.1.0 i 1
```

```
SNMPv2-SMI::enterprises.22109.100.600.1.0 = INTEGER: 1
```


Making the implementation RFC compliant

1. Random generation of 64-bit integer values for IV generation
2. Capturing the number of SNMP engine boots
3. Evaluation of the securityLevel of the user
4. Revised calculations within the Timeliness Module
5. Generation of authenticated reports

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Random generation of 64-bit integer values for the Initialization Vector

RFC 3826:

The 128-bit IV is obtained as the concatenation of the authoritative SNMP engine's 32-bit *snmpEngineBoots*, the SNMP engine's 32-bit *snmpEngineTime*, and a local 64-bit integer. The 64-bit integer is initialized to a pseudo-random value at boot time.

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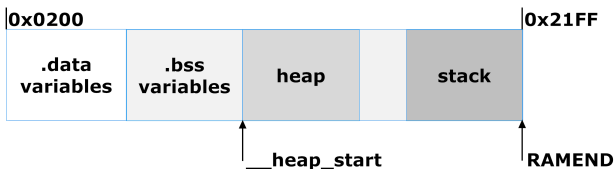
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Idea:

Use the inherently random content of the SRAM to derive a *random seed value* for the random number generator after the device has been powered up.

Generation of Random Seed Value



```
1  u32t get_seed(){
2      u32t seed = 0;
3      u32t *p = (u32t*) (RAMEND + 1);
4      extern u32t __heap_start;
5      while (p >= &__heap_start + 1)
6          seed ^= * (--p);
7      return seed;
8  }
```

Capturing the number of SNMP engine boots

Challenge:

Ordinary SNMP implementations use the file system to store this parameter persistently.

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```
1  u8t incMsgAuthoritativeEngineBoots(){
2      if((eeprom_read_dword(&MsgAuthoritativeEngineBoots))
3          <2147483647){
4          eeprom_update_dword(&MsgAuthoritativeEngineBoots, (
5              eeprom_read_dword(&MsgAuthoritativeEngineBoots)
6              +1));
7      }
8      else{
9          printf("Maximum Number of
                MsgAuthoritativeEngineBoots reached\n");
10     }
11     return 0;
12 }
```

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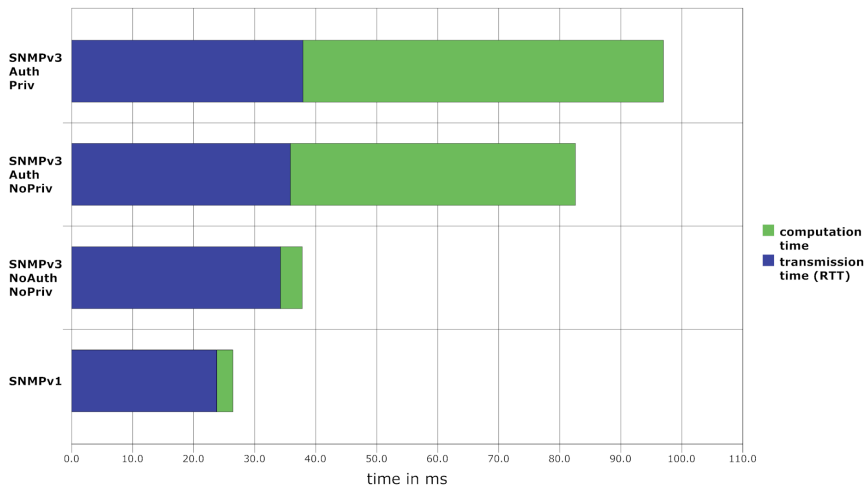
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Computation and transmission time



Outlook

- Support for *SNMP Traps*
- Suitable Hardware Platform (SNMP + RPL) > 8 KByte SRAM

Contact

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Projekt: <https://wiki.ipv6lab.beuth-hochschule.de/contiki/>

