


Motivation

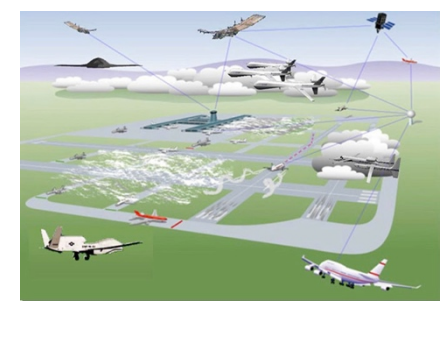
Main Challenges for IoT Security

- Heterogeneity in security requirements & resource availability




Cardiac monitor and emergency service

- Privacy
- Resource constraints




Drones and ground air traffic control

- Strong and frequent authorization
- Intermittent connectivity



Apple pay

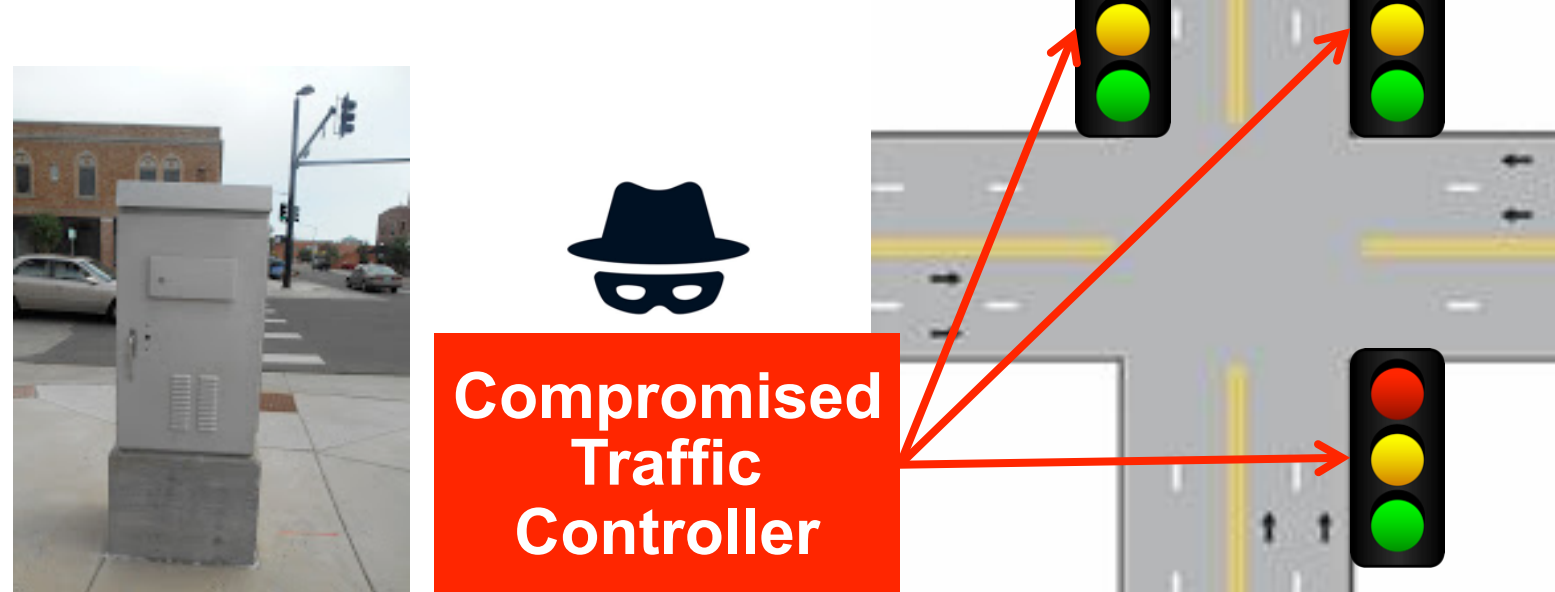
- Confidentiality
- Authentication
- Moderate resource constraints



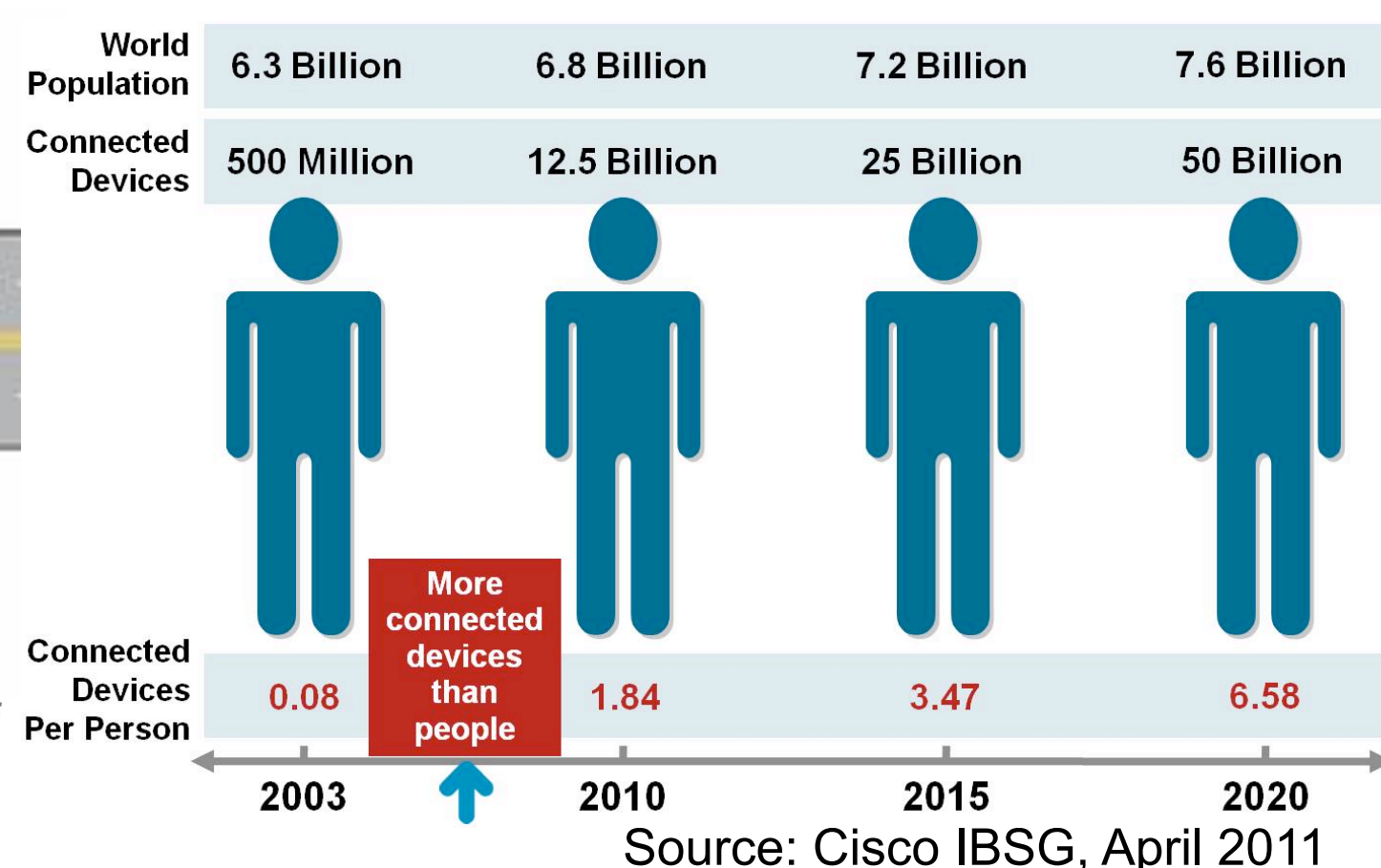
Ambient temperature sensors and receivers

- Data integrity
- Resource constraints

- Operation under open/untrusted environment



Compromised Traffic Controller



IoT-related Security Requirements Breakdown

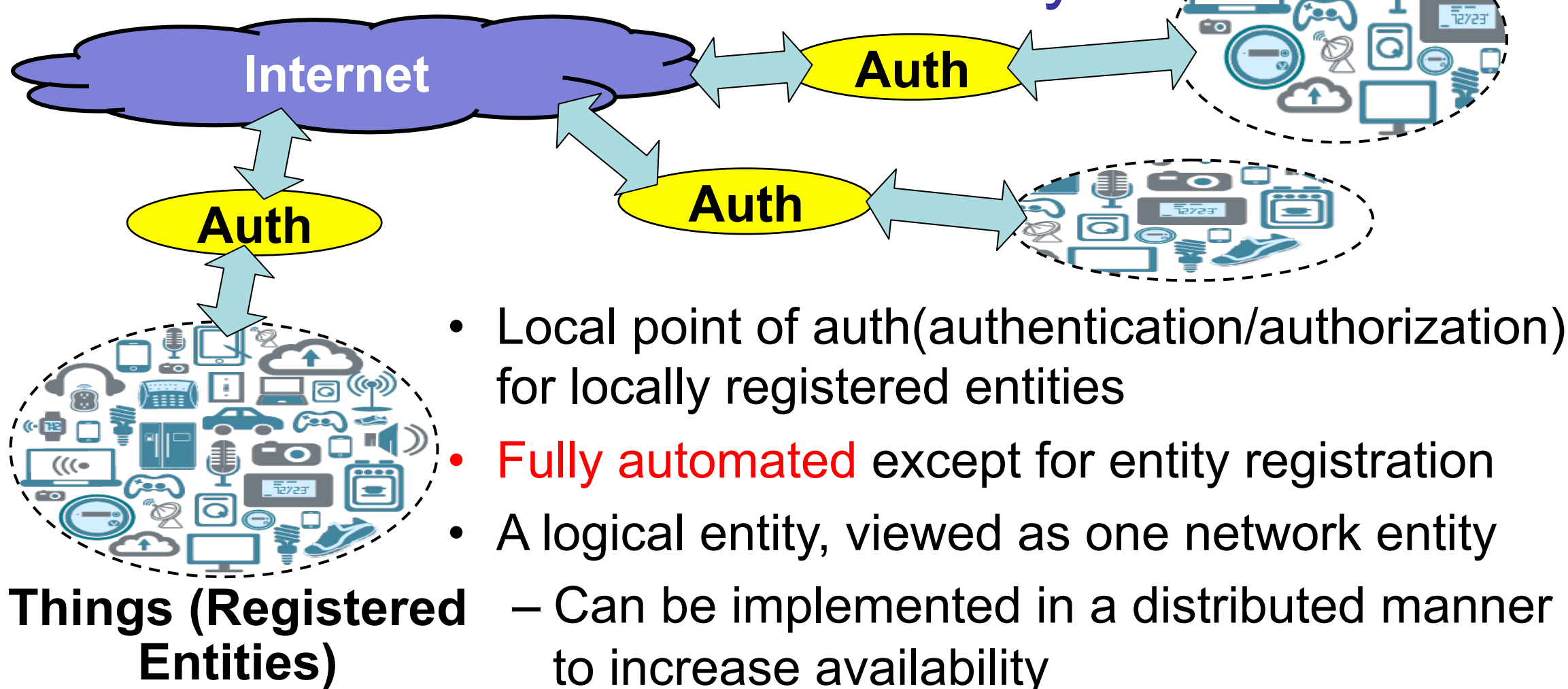
- Strong and frequent authorization & authentication for safety-critical components
- Automated mutual authentication for machine to machine communication
- Dealing with intermittent connectivity
- Support for one-to-many communication (e.g., broadcasting, publish-subscribe) for scalability
- Consideration for resource-constrained devices
- Privacy
- Dynamic entity registration

Goal

- Organization of existing security measures with emphasis on flexibility and usability
- To address IoT-related security requirements above

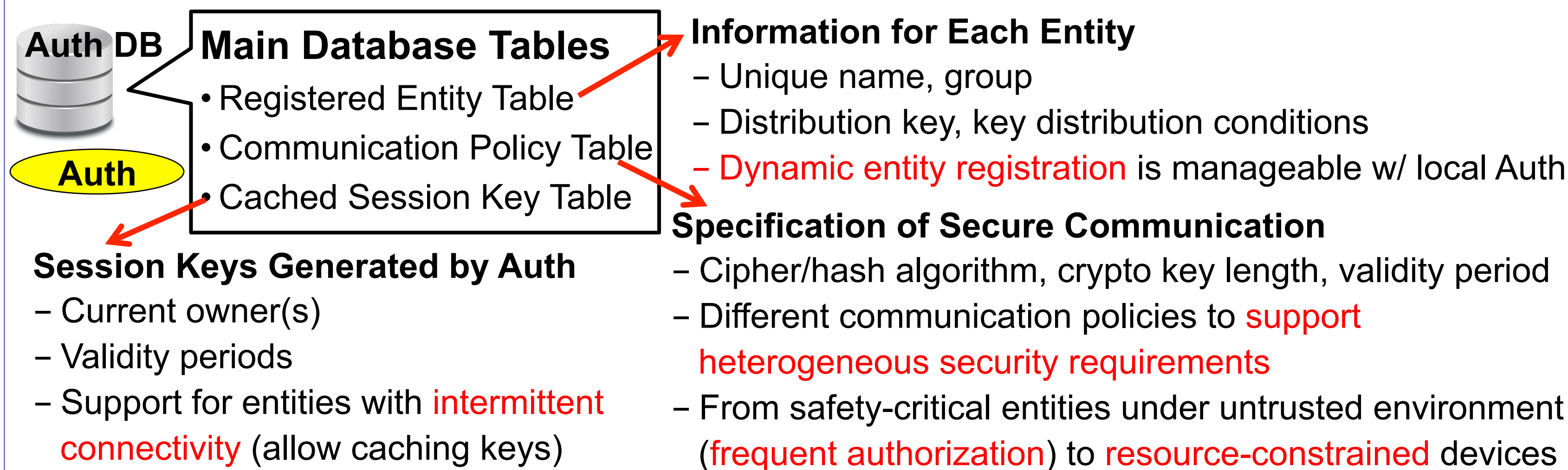
Proposed Approach Overview

Auth – Local Authorization Entity



- Local point of auth (authentication/authorization) for locally registered entities
- Fully automated except for entity registration
- A logical entity, viewed as one network entity
- Can be implemented in a distributed manner to increase availability

Auth DB – Information for Local Authorization



Main Database Tables

- Registered Entity Table
- Communication Policy Table
- Cached Session Key Table

Information for Each Entity

- Unique name, group
- Distribution key, key distribution conditions
- Dynamic entity registration is manageable w/ local Auth

Session Keys Generated by Auth

- Current owner(s)
- Validity periods
- Support for entities with intermittent connectivity (allow caching keys)

Specification of Secure Communication

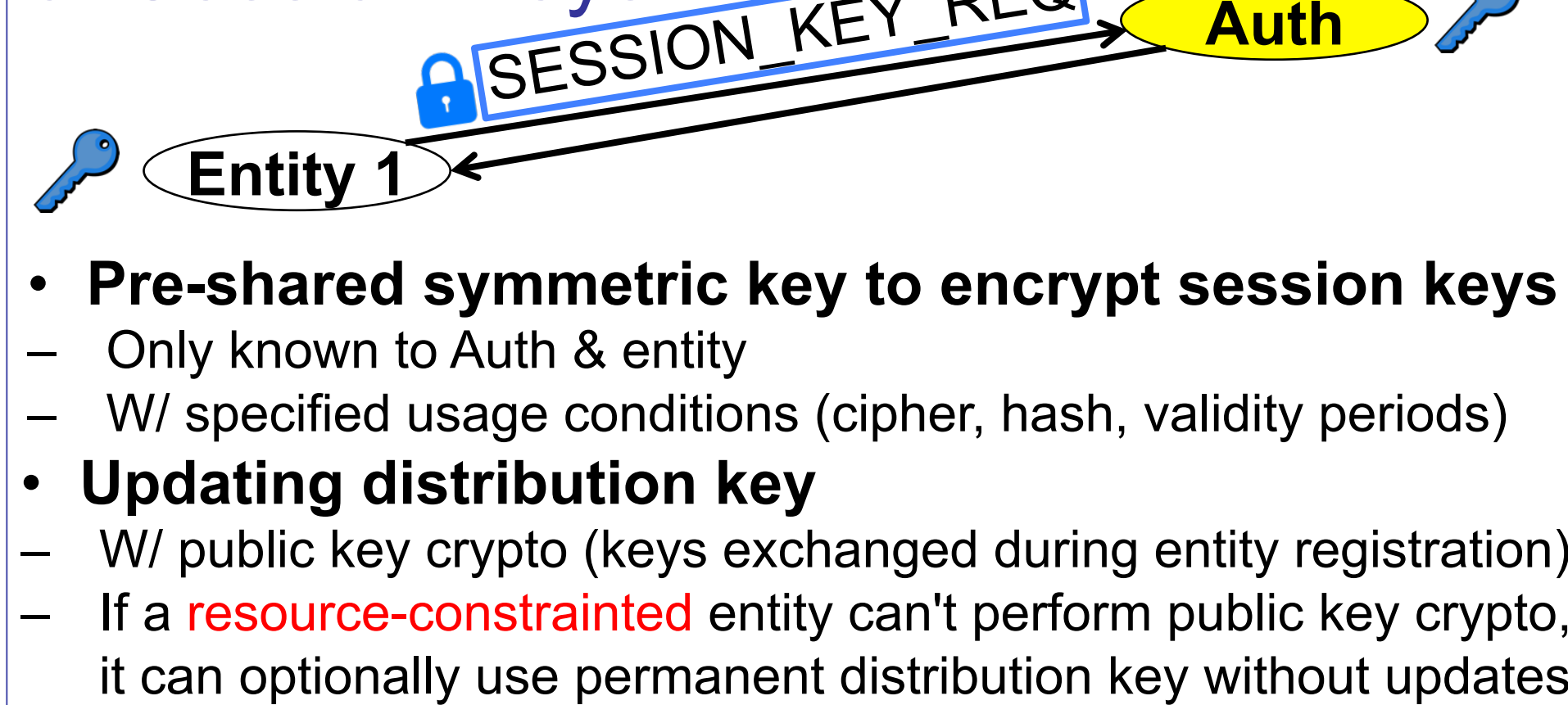
- Cipher/hash algorithm, crypto key length, validity period
- Different communication policies to support heterogeneous security requirements
- From safety-critical entities under untrusted environment (frequent authorization) to resource-constrained devices

Session Key – For Protecting Communication



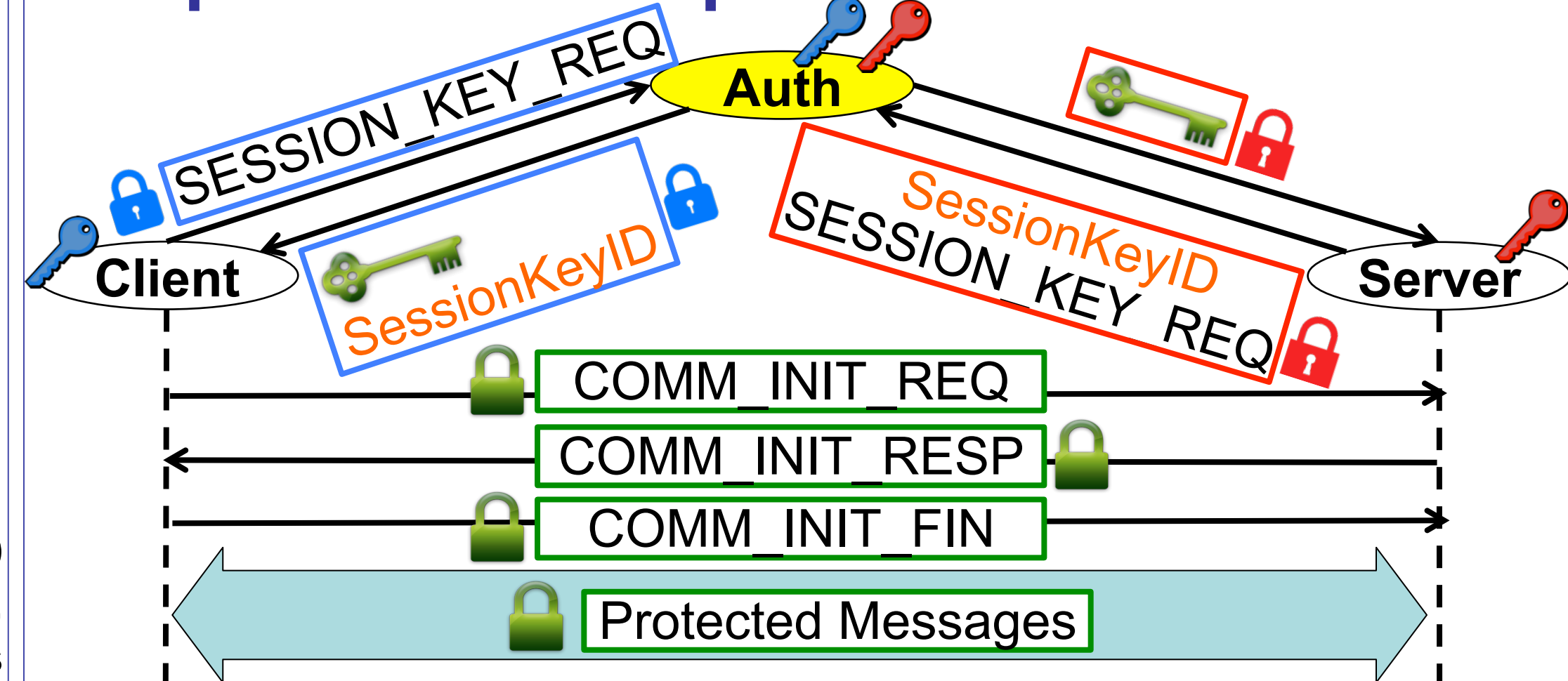
- Symmetric crypto key for protecting a single session of communication
- Generated by Auth, delivered to authorized entities
- Has a unique session key ID, specified usage conditions (cipher, hash, validity periods)

Distribution Key – For Secure Delivery of Session Keys



- Pre-shared symmetric key to encrypt session keys
- Only known to Auth & entity
- W/ specified usage conditions (cipher, hash, validity periods)
- Updating distribution key
- W/ public key crypto (keys exchanged during entity registration)
- If a resource-constrained entity can't perform public key crypto, it can optionally use permanent distribution key without updates

Operation Example



Client → Auth (SESSION_KEY_REQ) → Server (SessionKeyID, SESSION_KEY_REQ)

Client → Server (COMM INIT REQ)

Server → Client (COMM INIT RESP)

Client → Server (COMM INIT FIN)

Client ↔ Server (Protected Messages)

Experiments and Results

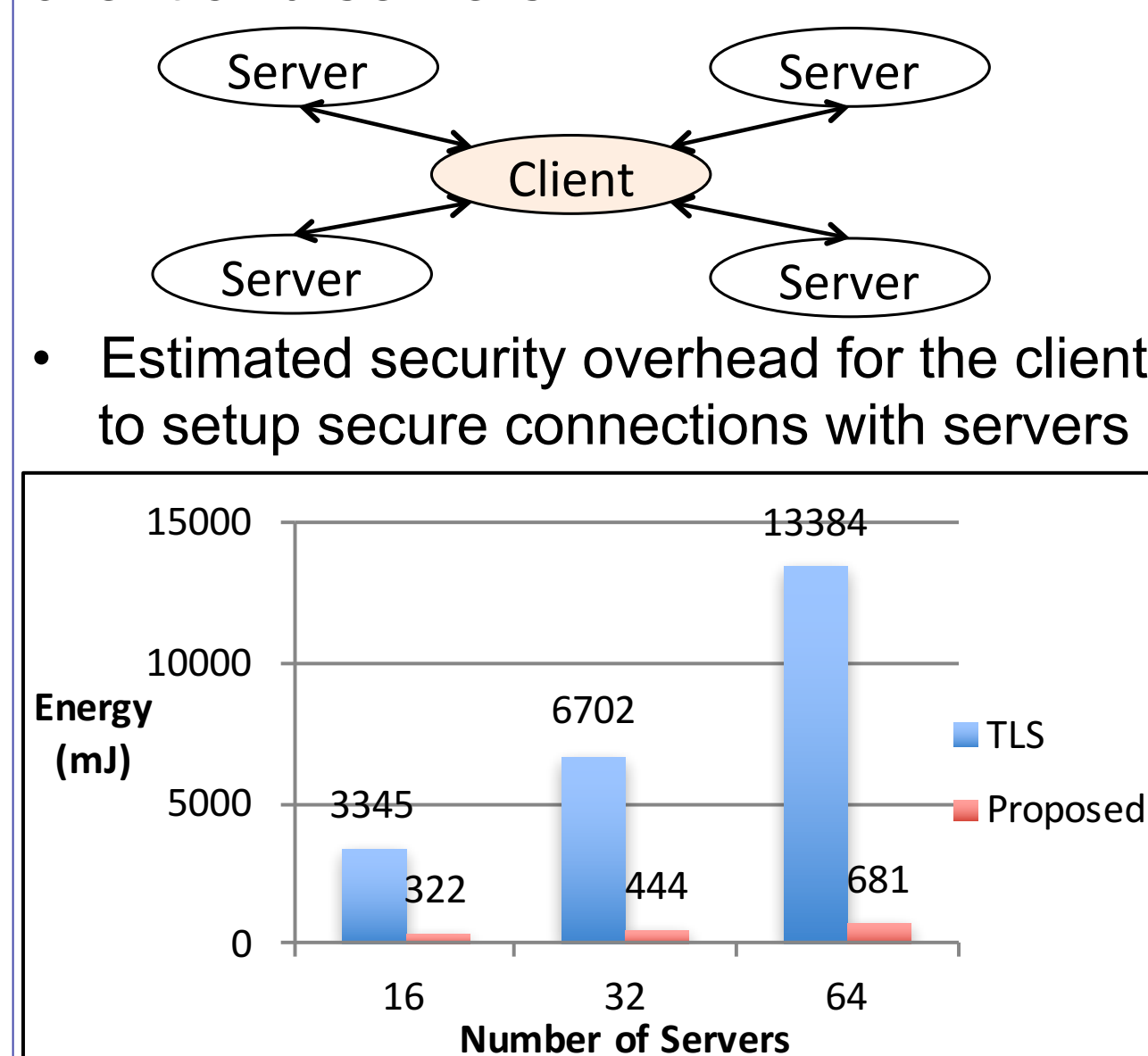
Evaluation of Scalability of Proposed Approach and SSL/TLS for following scenarios

Experimental Setup

- Assume that there is a resource-constrained client/publisher which communicates with multiple servers/subscribers
- Measure security overhead of the resource-constrained client/publisher
- Convert the security overhead (network packets, crypto operations) into energy consumption using numbers in [1],[2]

[1] Feeney and Nilsson. "Investigating the energy consumption of a wireless network interface in an ad hoc networking environment", IEEE INFOCOM 2001
 [2] Rifa-Pous and Herrera-Joancomarti. "Computational and Energy Costs of Cryptographic Algorithms on Handheld Devices", Future Internet, Feb. 2011.

Scenario 1: A resource-constrained client and servers



Scenario 2: A resource-constrained publisher and subscribers

