

A Real-World Attack Breaking A5/1 within Hours

Timo Gendrullis, Martin Novotný, Andy Rupp
Ruhr University Bochum

Outline

A5/1 cipher

COPACOBANA

Attack on A5/1 cipher

Architecture of the A5/1 cracker

Optimization

Implementation results

A5/1 Cipher

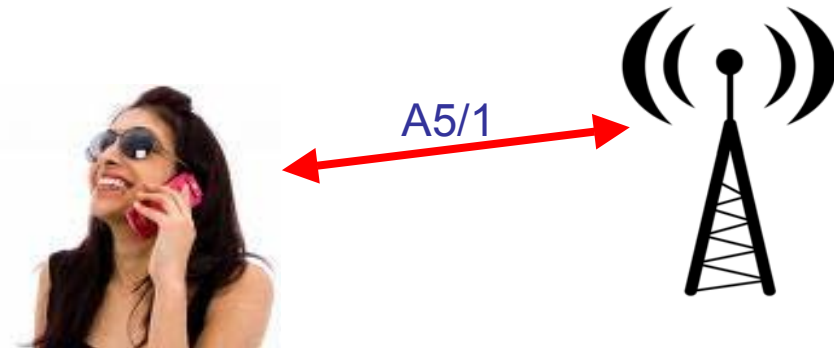
Stream cipher

- produces the keystream **KS** being XORed with the plaintext **P**

$$C = P \oplus KS$$

Encrypts GSM communication

- GSM communication organized in bursts
- 1 burst = 114 bits in each direction

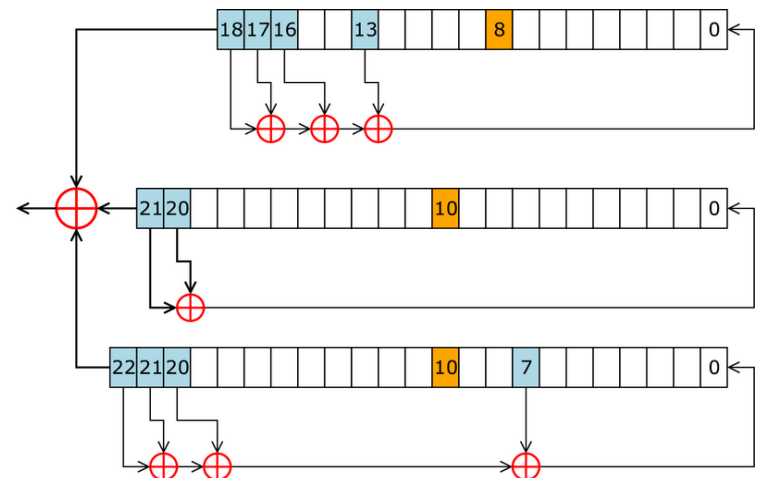


Architecture of A5/1:

3 linear feedback shift registers (LFSRs)

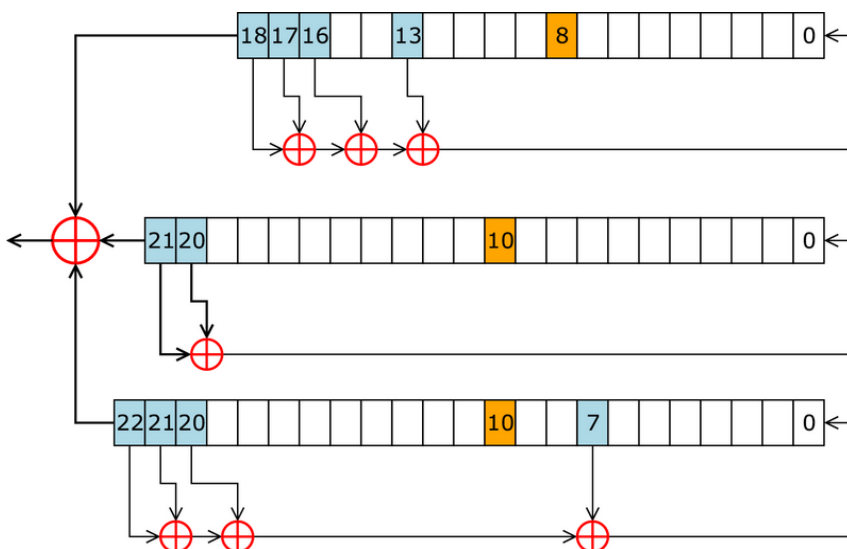
LFSRs irregularly clocked

- the register is clocked iff its clocking bit (yellow) is equal to the majority of all 3 clocking bits \Rightarrow at least 2 registers are clocked in each cycle

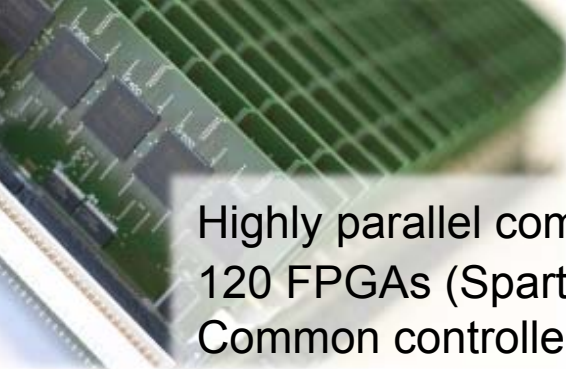


Algorithm of A5/1

1. **Reset** all 3 registers
2. (**Initialization**) Load **64** bits of key **K** + **22** bits of frame number **FN** into 3 registers
 - **K** and **FN** xored bit-by-bit to the least significant bits
 - registers clocked *regularly*
3. (**Warm-up**) Clock for **100** cycles and discard the output
 - registers clocked *irregularly*
4. (**Execution**) Clock for **228** cycles, generate **114+114** bits (for each direction)
 - registers clocked *irregularly*
5. Repeat for the next frame



COPACOBANA

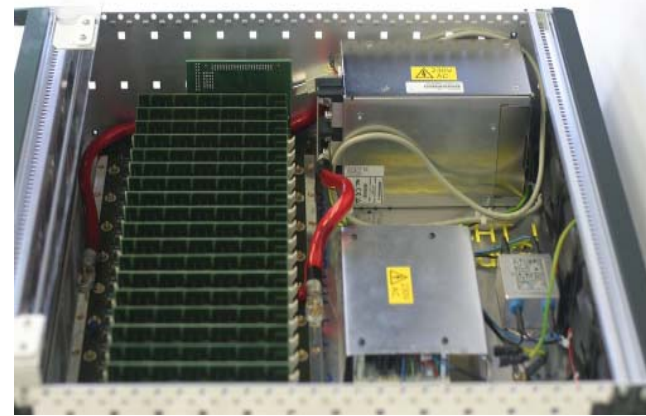


Highly parallel computing machine
120 FPGAs (Spartan 3 – 1000)
Common controller \Rightarrow shared interface

high computation power \times **low** communication bandwidth

Developed at Christian-Albrechts-University Kiel
and Ruhr-University Bochum

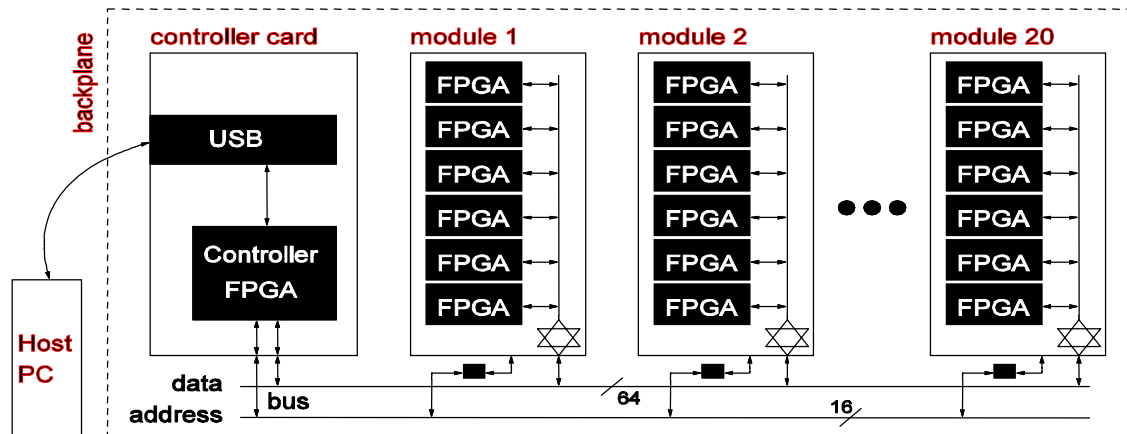
<http://www.copacobana.org> (a suffix is “.org”, not “.de”!)



COPACOBANA: Basic Design

Modular design

- Backplane
- FPGA modules (each with 6 low-cost FPGAs)
- Controller card with USB/Ethernet interface



Easily extendable

- Up to 20 FPGA modules with 6 FPGAs each
- Connect multiple COPACOBANAs via USB/Ethernet

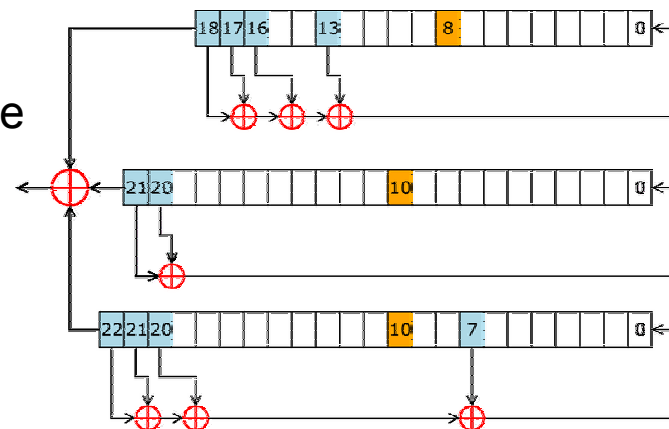
Attack on A5/1

Based on the guess-and-determine attack by Keller&Seitz (2001)

Goal: From the **known keystream KS** to determine the content of all 3 registers (**internal state**)

Repeat:

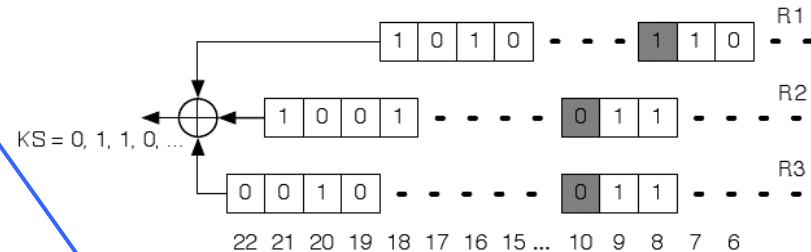
1. Guess the content of shorter registers **R1** and **R2** ($19+22=41$ bits)
2. Try to run the cipher, inspect the potential content of register **R3**
 1. from the known keystream *derive* the **MSB** of **R3**
 2. from clocking/non-clocking of **R3** *derive* the **clocking bit** of **R3**
3. When **R3** is completed, run the cipher, compare **output** with the **known keystream**
4. If not successful, goto 1



Example

Step (0):

- calculate
 $R3[22] = R1[18] + R2[21] + KS[0] = 0$
- choose $R3[10] = 0 \neq R1[8]$ $a^{(0)}$
- clocking bits $1, 0, 0 \Rightarrow$ clock $R2$ and $R3$

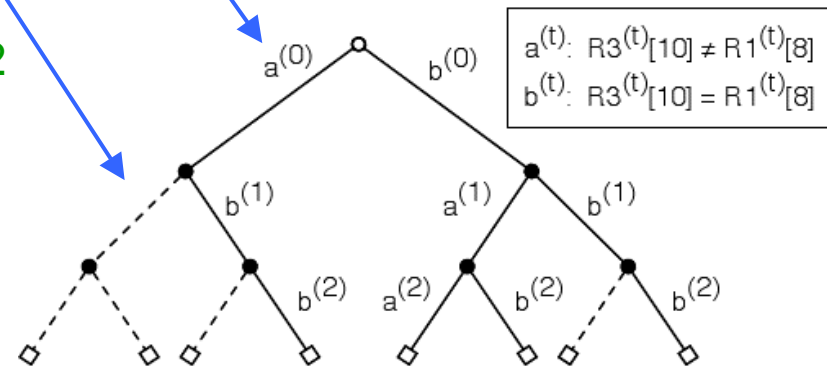


Step (1):

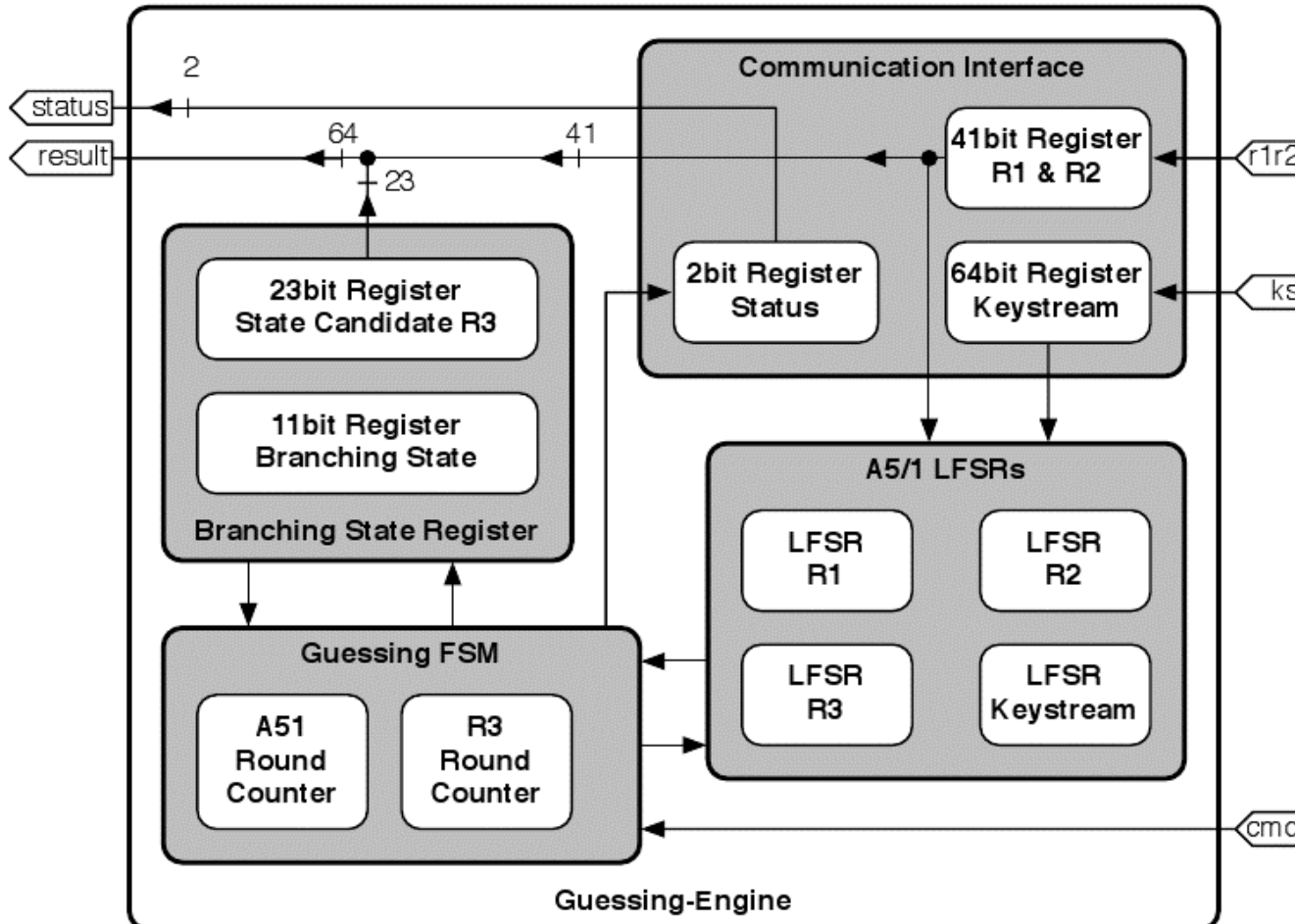
- calculate
 $R3[21] = R1[18] + R2[20] + KS[1] = 0$
- choose $R3[9] = 0 \neq R1[8]$ $a^{(1)}$
- clocking bits $1, 1, 0 \Rightarrow$ clock $R1$ and $R2$

Step (2):

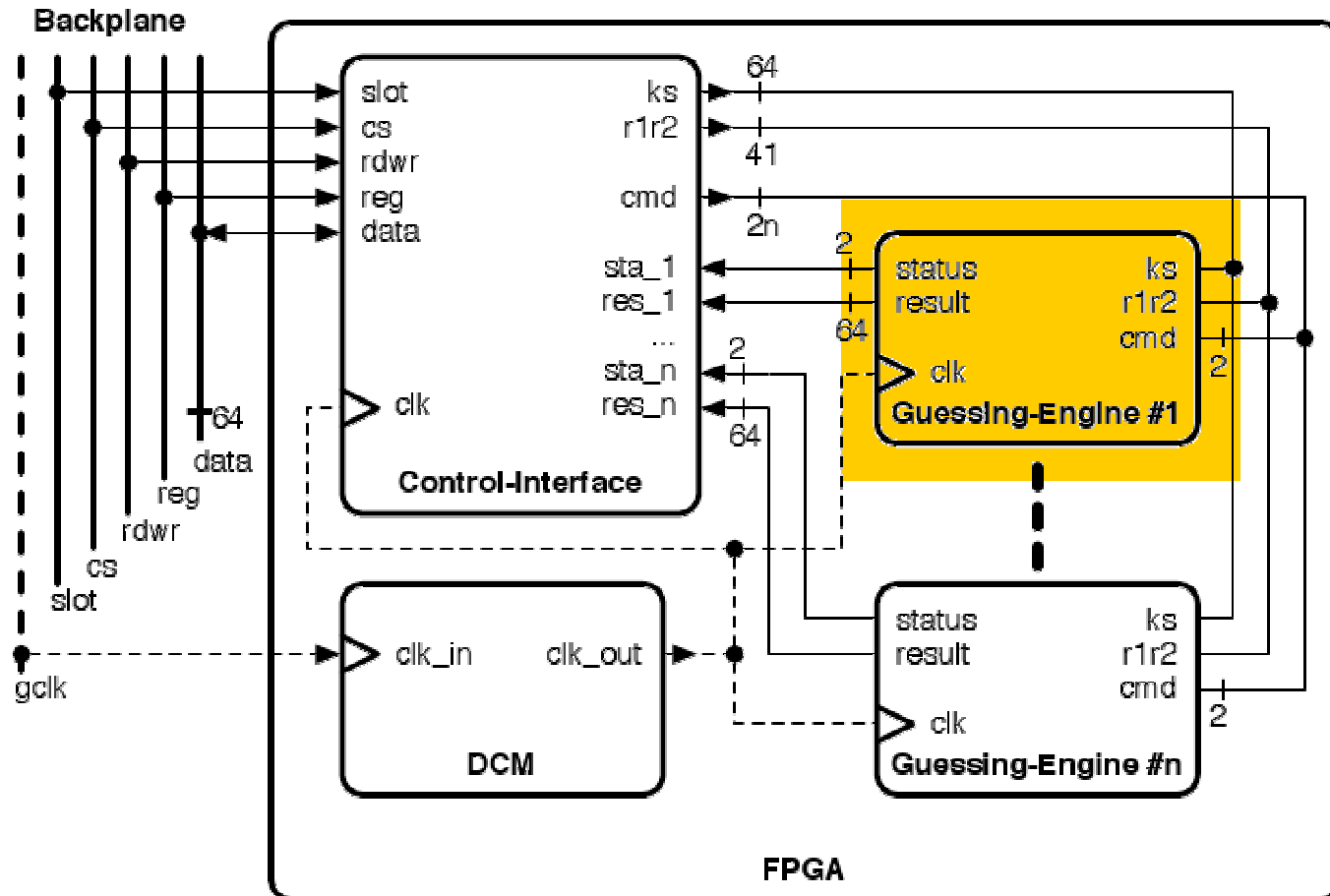
- $R3$ was not clocked, therefore also
 $R3[21] = R1[17] + R2[19] + KS[2]$
but: $R1[17] + R2[19] + KS[2] = 1 !!!$
 \Rightarrow contradiction, $a^{(1)}$ impossible



Guessing engine



FPGA hosts several guessing engines



Optimization

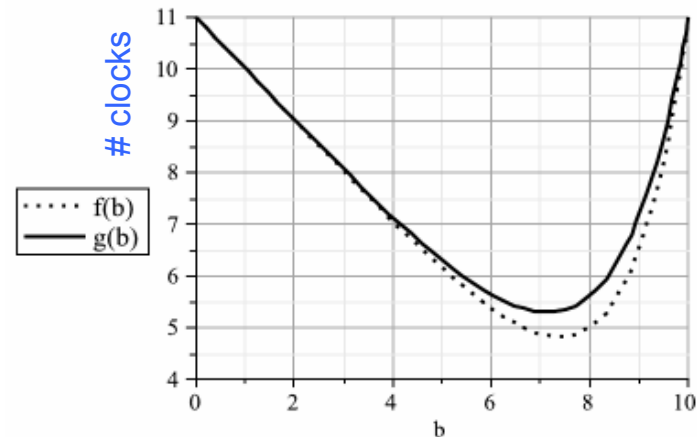
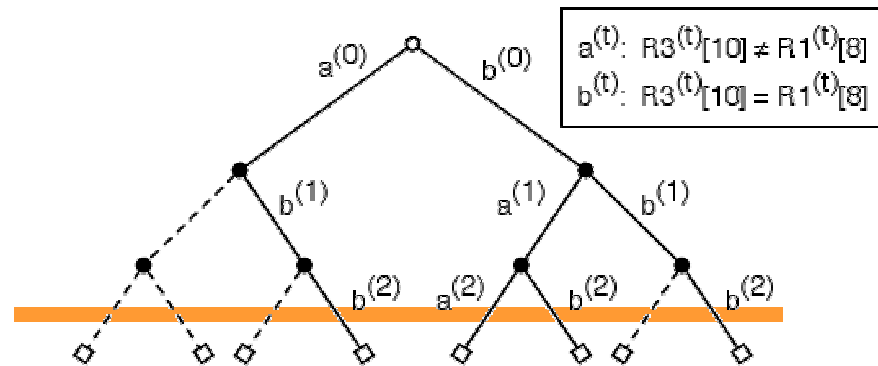
Original approach:

The tree is traced always from the **root**

Optimization:

When tracing from the root, the **state** of the guessing engine is **stored** at certain depth (at **recovery point**) and later **reloaded**

Reduces #clock cycles to reach the leaf of the decision tree:



depth of recovery point

Implementation results

#guessing engines	#slices	#FFs	#LUTs	f_{\max} [MHz]	f_{test} [MHz]	maximum time	
						estim.	measured
36 standard	6953	10730	10576	81.85	72.00	16.31 h	
32 standard	6614	9636	9417	102.42	92.00	14.36 h	13.58 h
23 optimized	7494	10141	10562	104.65	92.00	11.40 h	11.78 h
Spartan3-1000	7680	15360	15360	300.00			

Average time to reveal the internal state:

5.89 hours