

# Protecting devices operating in jammed and noisy networks\*

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**Abstract**— Keeping secure communications in noisy and congested environments is a difficult endeavor for many commercial and defense applications. A commercial application may include autonomous package delivery where there is a poor signal, and a defense application may include an electromagnetic environment where jammers are operating to reduce the communication capabilities of an opponent. We propose Challenge-Response-Pair (CRP) mechanisms to drive terminal devices operating in contested zero-trust environments comprised of weak signals in the presence of obfuscating electromagnetic noise. A set of encrypted files containing the instructions needed to operate the overall system is stored in the memory unit of the device. The set of ephemeral keys needed to decrypt these files is not stored in a vehicle for security reasons; a server transmits through the open network the information enabling the recovery of the keys, and the decryption of the files. The latencies of the suggested protocols must be small for near real-time operations. The proposed mechanisms accommodate the injection of obfuscating noises to mitigate several vectors of attacks and to disturb opponents trying to perform side channel analysis of the terminal devices. The methods suggested to recover error-free ephemeral cryptographic keys in noisy networks are implemented with light computing elements and do not rely on Error Correcting Codes (ECC), fuzzy extractors, or data helpers.

## I. BACKGROUND INFORMATION

The objective of this work is to protect terminal devices such as unmanned aerial vehicles (UAVs), self-driving cars and other autonomous vehicles operating in zero-trust areas subjected to poor network coverage and jamming conditions. It is an active area of research. It is risky to store and distribute the cryptographic keys needed to protect sensitive information in terminal devices. Vectors of attacks are replays, man in the middle attacks, loss of information in the network, side channel analysis and physical loss to the opponent of a terminal device [1–3]. Storing the secret keys that decrypt the cipher texts of digital files in the terminal introduces the same risk level as storing non-encrypted files. In distributed networks, the clients usually store the public-private key pairs in their terminal devices, which presents an element of risk. The obfuscation of the key with a PUF enhances security, however the management of the challenges could be complex in a noisy network. The opponents can also inject noise to disturb the wireless communication between the ground operation and terminal device, introducing difficulty in the distribution of cryptographic keys without heavy ECC, fuzzy extractors, or data helpers, all of which are leaking information [4–6]. Blockchain technology with digital signatures offers protection in exposed networks [7–10]. In [11], a Challenge Response Authentication (CRA) of physical layers is described to avoid exposing passwords. [12] shows the

methods to provide verification of information in a ledger. [12] define a “cryptographic challenge nonce”. In [13], document tracking schemes on a distributed ledger are presented. [14,15] present a secure exchange of signed records. Methods to authenticate data based on proof verification are shown in [16–18]. In [19] a method to validate documents with blockchains is presented.[20–21] describe contract agreement verifications. The CRPs developed for PUFs provide relevant background information for our work [22–24]. Cryptographic protocols with PUF-based CRPs are shown in [25,26]. Biometry with a CRP mechanism is shown in [27,28]. CRP mechanisms and CRA schemes are also applied to protect centralized or distributed networks [29–31].

## II. DESCRIPTION OF THE PROTOCOLS

The devices contain sets of encrypted instructions needed to guide them. The set of ephemeral keys required to decrypt these files are not stored in the vehicle for security reasons; the information needed to retrieve these keys is transmitted through the noisy network by the server. The erratic bits injected into the transmitted information do not need to be corrected with ECC. This work includes a novel approach based on CRP schemes to protect and authenticate each digital file individually, with the objective of mitigating several vectors of attack. The idea to inject obfuscating noise during ground-to-terminal communication is developed to limit the ability of opponents to share the same wireless network for side channel analysis.

### A. CRP mechanism based on digital files

The input data of the CRP mechanism is derived from file F. Its ciphertext C is concatenated with nonce  $\omega$  to generate a file C\* of constant length  $d=2^D$ , where D is the number of digits (for example, if a desired  $d=1$  million, then  $D=20$ ). The resulting d bits are located at addresses varying from 1 to d. Changing a single bit in file F results in a totally different stream C\*.

- A digital file F is encrypted with an ephemeral key Sk to generate a cipher text C. A variety of algorithms under standardization by NIST [32] can be used such as CRYSTALS-Kyber [33,34], CRYSTALS-Dilithium [35,36], NTRU [37–39], Classic McEliece [40], SPHINCS [41], and Falcon [42]. In our implementation we used symmetrical encryption (AES),  $Sk=Pk$ .
- The ciphertext is hashed with Standard Hash Algorithm (SHA)-512.
- The resulting steam is XORed with 512-bit long nonce  $\omega$ . The function SHA algorithm and Keccak (SHAKE) is used to extend the 512-bit long stream to d-bits forming the reference stream C\* [43–45].
- The CRP mechanisms are based on the d-bit long stream C\* to generate N responses from N challenges:

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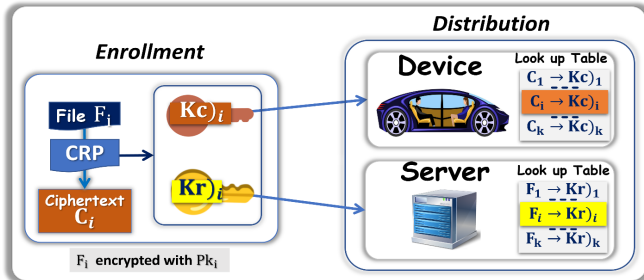
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- **Challenges:** A “challenge” is defined as the digital information needed to point at a particular position in the d-bit long stream  $C^*$ . A stream of bits  $S^*$  is generated by hashing and extending with eXtended output Function (XoF), creating a randomly selected seed  $S$ . The stream  $S^*$  is segmented into  $N$  challenges  $\{q_1, \dots, q_i, \dots, q_N\}$  that are D-bit long. The D bits of each challenges  $q_i$  are converted into number  $x_i$ , with  $x_i \in \{1, d\}$ , which is an address in  $C^*$ , resulting in  $N$  addresses  $\{x_1, \dots, x_i, \dots, x_N\}$
- **Responses:** The  $N$  addresses generate the P-bit long responses  $\{r_1, \dots, r_i, \dots, r_N\}$ . From each address  $x_i$ , P-bit long responses are generated from  $C^*$ . The iterative method to find the P positions  $\{x_{i,1}, \dots, x_{i,j}, \dots, x_{i,P}\}$ , and read the P-bits is the following: The first position is:  $x_{(i,j=1)} = x_i$ . The other positions  $x_{(i,j)}$  are given by the linear congruent random number generator,  $i \in \{1, N\}$ ,  $j \in \{1, P\}$ , see equation (1),  $\alpha$  and  $\beta$  are prime numbers:
$$x_{(i,j)} = \alpha \cdot x_{(i,j-1)} + \beta \mod d \quad (1)$$
- **Subset of responses:** The N-bit long ephemeral key  $Pk$  is used to filtrate the set of P-bit long responses. The subset of responses consists of the responses located at the addresses with a state of “1” in the N-bit long key. The responses located the addresses with a state of “0” in the key are discarded.

The computing power required to run the CRP mechanism is low. The security of the CRP mechanism can be enhanced with additional multi-factors of authentication.

### B. Initial set up: Encryption of the files

The initial setting up, also called the enrollment cycle, should be carried out in a secure environment. The CRP processing, as described in Section A, enables the encryption of each file with a separate ephemeral key  $Pk_i$  and AES. For each file  $F_i$ , we generate the two sub-keys  $Kc_i$  and  $Kr_i$  required to retrieve  $Pk_i$ , then encrypt the file  $F_i$ , see Fig.1.



**Figure 1.** Enrollment cycle. From file  $F_i$  two sub-keys are computed with the CRP mechanism:  $Kr_i$  from the responses and  $Kc_i$  from the challenges.  $F_i$  and  $Kr_i$  are kept by the server;  $C_i$  and  $Kc_i$  are kept by the terminal device.

The subkeys are defined as follows:

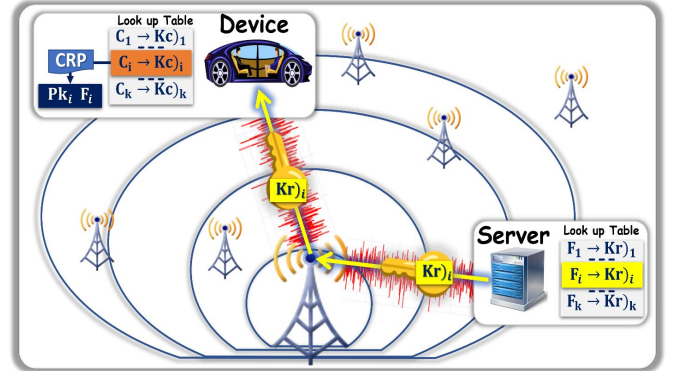
- Let  $Kc_i = S_i$  be the seed randomly picked to generate the challenges for file  $F_i$ .
- Let  $Kr_i$  be the subset of responses computed from the full set of responses and filtrated by the ephemeral key  $Pk_i$ .

After completion of the enrollment cycles, the server keeps all files  $F_i$  and associated subkeys  $Kr_i$ , while the autonomous vehicle keeps the ciphertexts  $C_i$  and subkeys  $Kc_i$ .

### C. Normal operation in contested areas

When the vehicle needs guidance, the operators decide that the vehicle should use file  $F_i$ ; thus, they transmit  $Kr_i$  through the network (see Fig.2). The vehicle can quickly determine which file to retrieve with the following process:

- Sub-key  $Kc_i$  enables the generation of the full set of responses from ciphertext  $C_i$ , and the CRP mechanism.
- Sub-key  $Kr_i$  provides the subset of responses.
- The ephemeral key  $Pk_i$  is retrieved by comparing both sets of responses.
- File  $F_i$  is decrypted from  $C_i$  with key  $Pk_i$ .



**Figure 2.** Recovery cycle. The server transmits  $Kr_i$ . The device retrieves the key  $Pk_i$  with the CRP mechanism, and sub-keys  $Kr_i$  and  $Kc_i$ , then decrypt  $F_i$ .

If needed, the noise can be directly injected into  $Kr$  by the server with a random number generator. The autonomous vehicle can also be equipped with a scheme emitting obfuscating noise during communication with the server, which has the potential to mitigate some side channel attacks. Having noisy responses can increase the one-wayness of the CRP mechanism by obfuscating the cryptanalysis. The ability to manage poor signals and heavy-injected electromagnetic noises in the subkey  $Kr_i$  is discussed in the following section.

## III. STATISTICAL ANALYSIS

When the subsets of responses are too noisy, the ephemeral keys  $Pk$  retrieved from the CRP mechanisms could contain the following errors:

- Additional “1”s due to collisions between some response from the subset and responses from the full set that are too close from each other [62].
- Additional “0”s because some responses from the subset contain more errors than acceptable.

Let us assume that the responses are P-bit long, with integer  $t$  being the number of erratic bits injected in the subset of response. If integer  $t$  is lower than the acceptable threshold  $T$ , the second type of error should zero. Let us assume that the distribution of states of “1” or “0” in the responses follows a binomial distribution, with a probability to have a state of “1” of  $q$ , and a probability of a state of “0” of  $(1-q)$ , the rate of collisions  $\Psi(P, T, q)$  is given by equation (2):

$$\Psi(P, T, q) = \sum_{t=0}^T \binom{P}{t} q^t (1-q)^{P-t} \quad (2)$$

With this equation, the collision rates  $\Psi(P, T, q)$  for  $q=0.5$  at various levels of response size  $P$  are computed as a function of the ratio  $T/P$ , which represents the acceptable bit error rates in the responses, see Fig. 3 and Fig. 4.

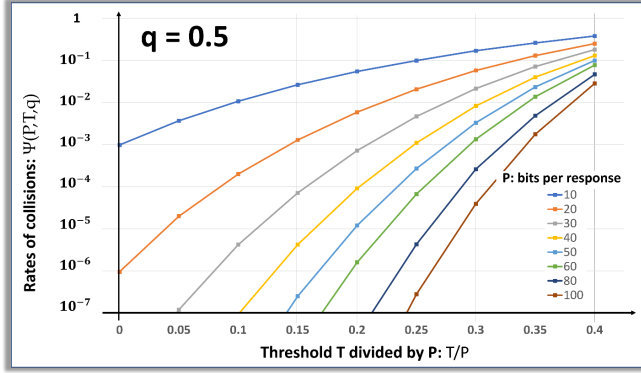


Figure 3. Rates of collisions as a function  $T/P$  with  $T$  the number of acceptable erratic bits, and  $P$  the number of bits of each response.

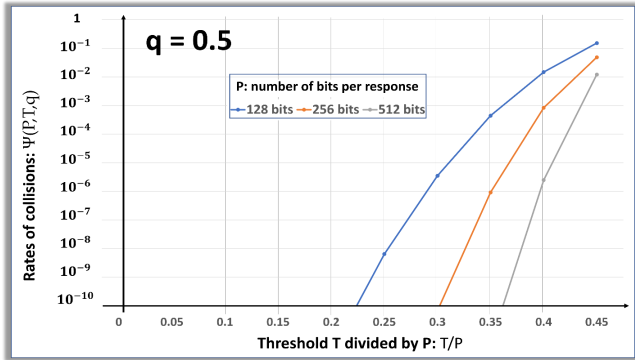


Figure 4. Rates of collisions as a function  $T/P$  with longer responses.

Rather than using error correcting schemes to correct the residual errors left in the ephemeral keys, we implemented a variation of the Response-Base Cryptography (RBC), a search engine that can find the correct key [46-47]. The RBC implemented here is able to find erratic keys with up to 15 bad bits, therefore these models anticipate that with  $P=32$  the protocol should be able to operate with injected error rates between 25 and 30%, while with  $P=512$ , the protocol should work above 40%.

#### IV. EXPERIMENTAL SECTION

To validate the model, we conducted the following initial experiment [48]:

- Generate several full sets of 256 responses from a pseudo random number generator (PRNG) with the size of the responses  $P$  varying from 2 to 256.
- Generate a 256-bit long key from the PRNG and filter the responses with the key to get several subsets of 256 responses.
- Measure the rates of collisions when the bit error rate varies from 0% to 45% in the various subsets of responses.
- Repeat the experiment one thousand times, compare the results with the theoretical model.

The results are plotted in Fig.5, showing an excellent match between the experimental and theoretical curves.

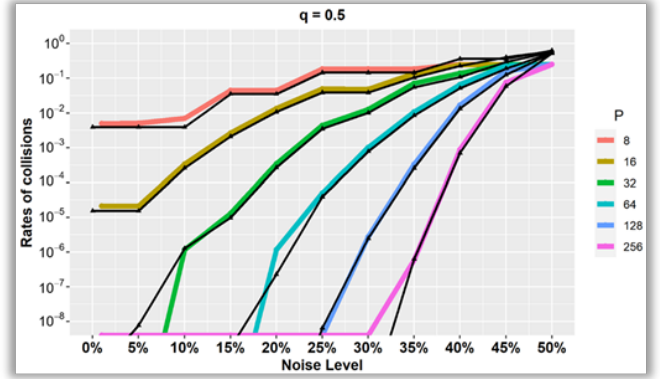


Figure 5. Rates of collisions as a function of the noise level: experiment (color) versus model (black).

A prototype was designed to be able to test and optimize the end-to-end protocol. The experimental set up is as follows:

- 1) *The server*: We used a regular PC to download the code needed to drive a rover through Bluetooth communication. A graphic user interface (GUI) was designed to allow near real-time operation.
- 2) *The device*: The rover, shown in Fig.6, is powered by a Raspberry Pi. We downloaded the code, and encrypted files to allow near real-time operation.



Figure 6. Experimental set up: a PC operating a rover

- 3) *The set of instructions*: We prepared a set of nine instructions to guide the rover in near real-time such as go left, right, up, down... The operator selects an instruction in order to transmit the corresponding sub-key  $K_r$  to the rover. The Raspberry Pi decrypt the instruction to drive the rover. The overall response times are well below one second.

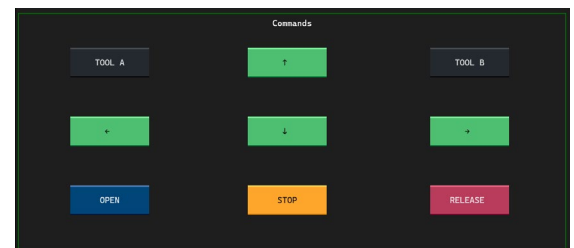


Figure 7. GUI showing 9 possible instructions to the operator.

4) *The adjustable parameters*: It is important to be able to adjust easily the parameters important to the protocol. The GUI shown in Fig. 8 allows the following:

- Adjust the noise level (between 0% and 50%) that is injected to the sub-key Kr, the subset of responses.
- Adjust the length of the responses, i.e. parameter P
- Activate or not the error management engine, the RBC.
- Pick the type of noise injected between a constant level in all responses, a random noise injected in all responses that is dynamic, and a burst mode emulating jamming.

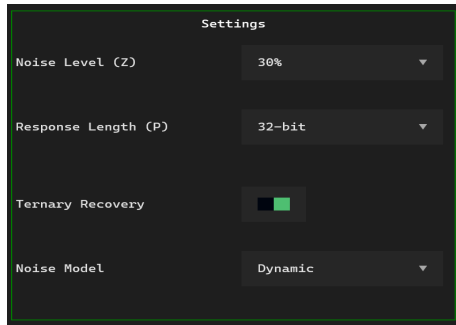


Figure 8. GUI showing the adjustable parameters

5) *Enrollment cycle*: About 1000 files were encrypted, each file containing one of the 9 instructions with a different nonce. We never use the same file twice to enhance tamper resistance. During enrollment, the encrypted files are downloaded into the rover with their corresponding sub-key Kc. The files and their corresponding sub-keys Kr are kept in the PC.

6) *Operating mode*: Selection of a set of instructions to guide the rover while adjusting the parameters.

When the response length (P) is set at 32-bits, we were able to guide correctly the rover with noises up to 30%. An example of such a configuration is shown in Fig. 9. With P=512 we are able to guide the rover with noises up to 44%, see Fig. 10

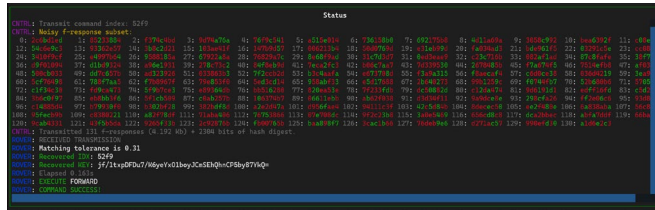


Figure 9. Successful communication with P=32 and 30% injected noise

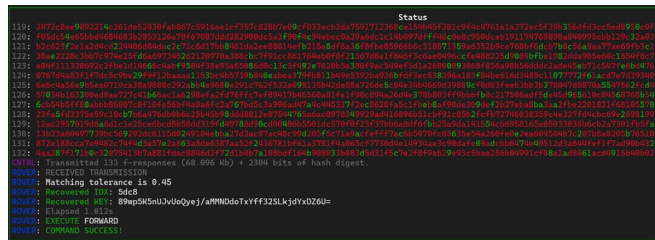


Figure 10. Successful communication with P=512 and 44% injected noise

The hexadecimal values shown in Fig. 8 and 9 are in green when zero erratic bit is injected and are in red when at least one bad bit was injected. About 75% of the values are in red with 30% injected noise while 95% are in red with 44% noise. The total response time was always within a second, giving a near real-time feeling to the operator. In both cases the acceptable noise level went down by about 5% by disconnecting the error management engine.

## V. DISCUSSION AND CONCLUSION

The Shannon information theory states that the highest possible randomness to be added through noise into a data stream is to flip 50% of the bits. For example, flipping 75% of the bits is equivalent to flipping 25% after a NAND operation. Therefore, when 40% noise is injected in a subset of response only 10% of the information is useful to retrieve the ephemeral keys Pk. Most error correcting schemes that we considered or tested (such as BCH, Reed-Salomon...) are limited to bit error rates of 30% with data helpers 100 longer than the transmitted information, and lengthy latencies. With P=32, we only need to transmit a stream 16 times longer than the keys we wish to retrieve, at latencies in the 100 ms range.

We are currently seeking third party expertise to identify the weak points of the protocol, and insert additional mitigations, with a focus on tamper resistance. Unlike helper data that can leak information, the subsets of responses transmitted through the unsecure network consist of totally random streams. As the generation of C\* from the encrypted files is protected by passwords and additional factors of authentication, access to the encrypted files, and the sub-key Kc is unlikely to disclose useful information to an opponent having access to the device. As part of the future work, we are studying other protocols based on the subset of responses under noisy conditions, such as the transmission of handshakes generating cryptographic keys on-demand. We are also studying the implementation of CRYSTALS Kyber to encapsulate the keys that are encrypting the files.

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