



**Advanced Card Systems Ltd.**  
Card & Reader Technologies

# Memory Card Overview



CARD & READER TECHNOLOGIES





# Contents

- ❑ SLE 4442
- ❑ SLE 4428
- ❑ SLE 4436
- ❑ MiFare Series
  - Ultralight
  - MiFare Classic
  - MiFare Plus



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# SLE4442



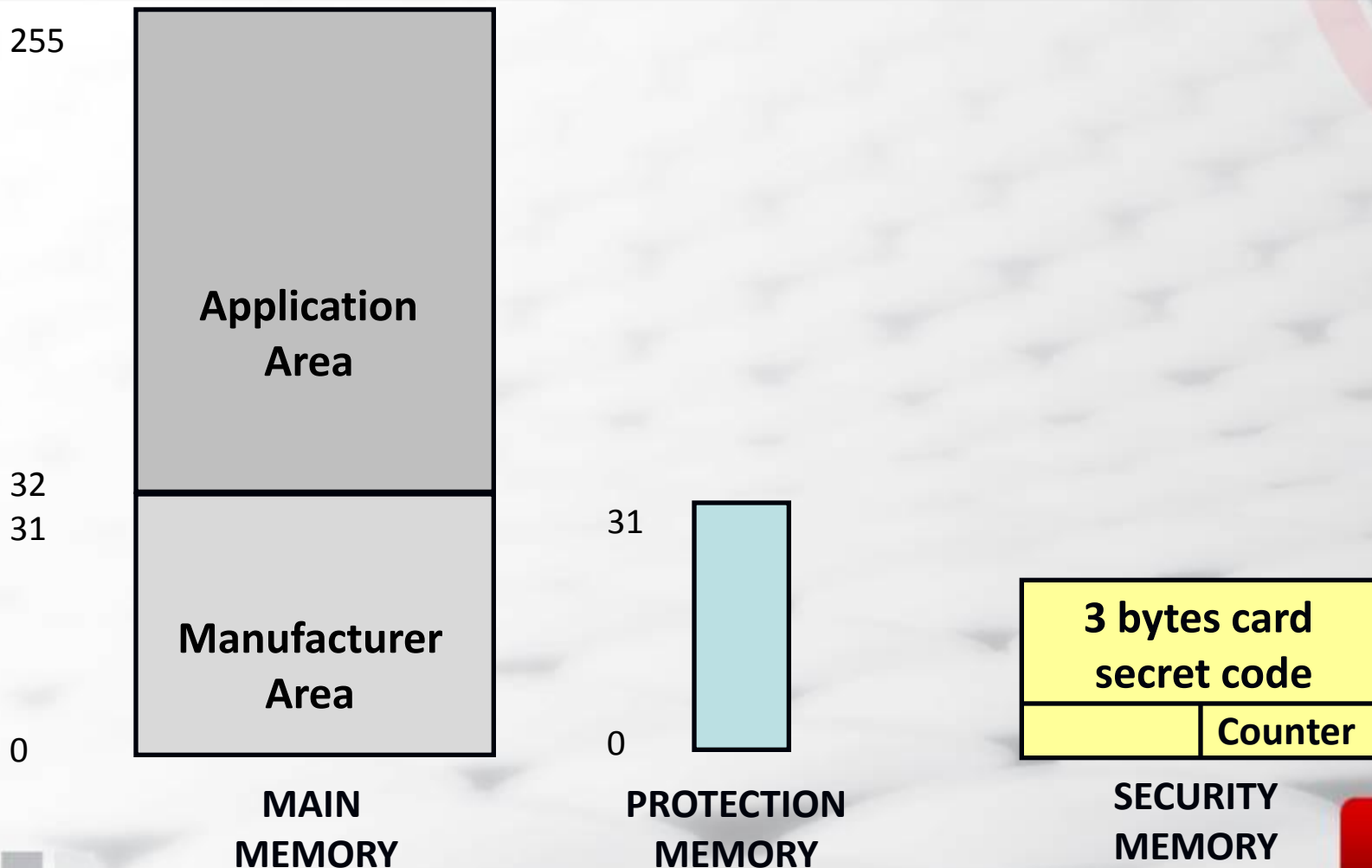
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# Main Features

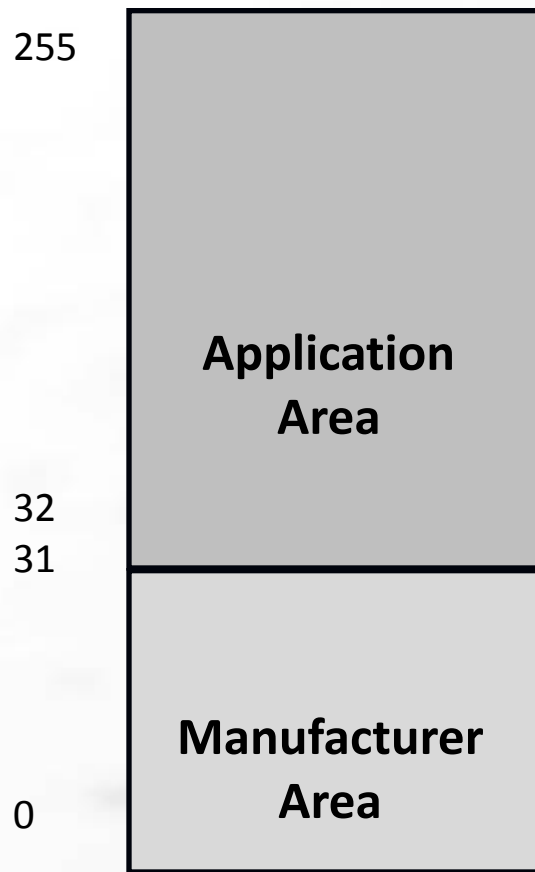
- ❑ 256 x 8 bits of application EEPROM
- ❑ 3 bytes of card secret code
- ❑ 3 bits of error counter
- ❑ 32 bits of memory protection control
- ❑ 5 volts (10 mA)
- ❑ 6 contacts
- ❑ Erase (virgin) state of 1

# Memory Structure



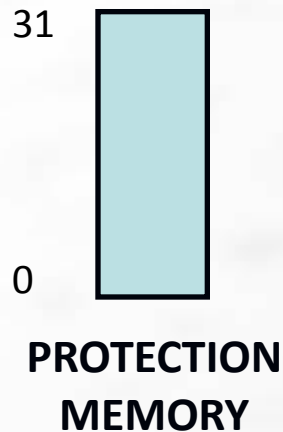


# Main Memory



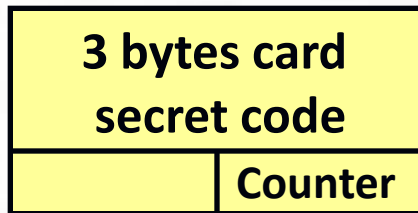
- ❑ Chip manufacturer reference
- ❑ Chip type and version
- ❑ Card manufacturer reference
- ❑ Card serial number
- ❑ Manufacturer Area is byte-wise write/erase lockable by the Protection Memory
- ❑ Application Area can be written onto/erased after presentation of the CSC
- ❑ Main Memory is entirely free read

# Protection Memory



- ❑ 32 x 1 EEPROM bits used to protect 32 bytes of Manufacturer Area
- ❑ Free read Protection Memory
- ❑ Setting a bit write/erase locks the corresponding byte in the Manufacturer Area
- ❑ Protection bit can only be set by sending the address and the data to be protected
- ❑ A matched content sets the protection bit

# Security Memory



**SECURITY  
MEMORY**

- ❑ 4 bytes of EEPROM comprising 3 bytes CSC and 3 bits of error counter
- ❑ Free read error counter
- ❑ CSC requires correct presentation to be read (000000)
- ❑ Wrong CSC presentation results in setting a bit in the counter to 0
- ❑ Correct CSC presentation is required to update the CSC



# SLE-4442: Reader Emulation Commands

- ❑ The memory card does not comply with ISO-7816 Part 3, and therefore does not have ISO commands.
- ❑ To simplify application development and upgrade, it is better for the reader to perform an emulation command that will make the card look like a CPU card.

# Card Primitive Signaling

- ❑ Reset
- ❑ Command Mode (7 commands)
  - Read; update main memory
  - Read; write protection memory
  - Read; update security memory
  - Compare verification data
- ❑ Outgoing Data Mode
- ❑ Processing Mode



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# SLE4428



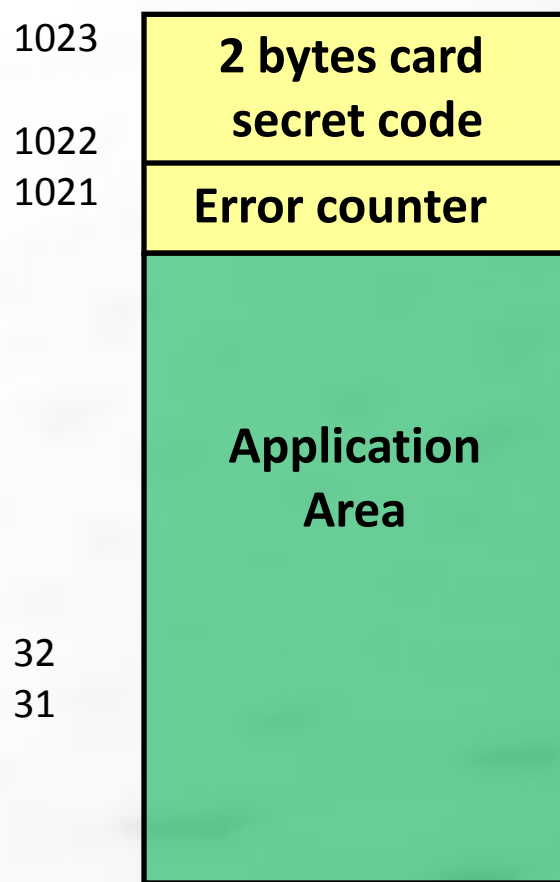
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# Main Features

- ❑ 1024 x 8 bits of EEPROM
- ❑ 2 bytes of card secret code (03FE-03FF)
- ❑ 8 bits of error counter (03FD)
- ❑ 1024 bits of memory protection control
- ❑ 5 volts
- ❑ 6 contacts
- ❑ Erase (virgin) state of 1

# Memory Structure

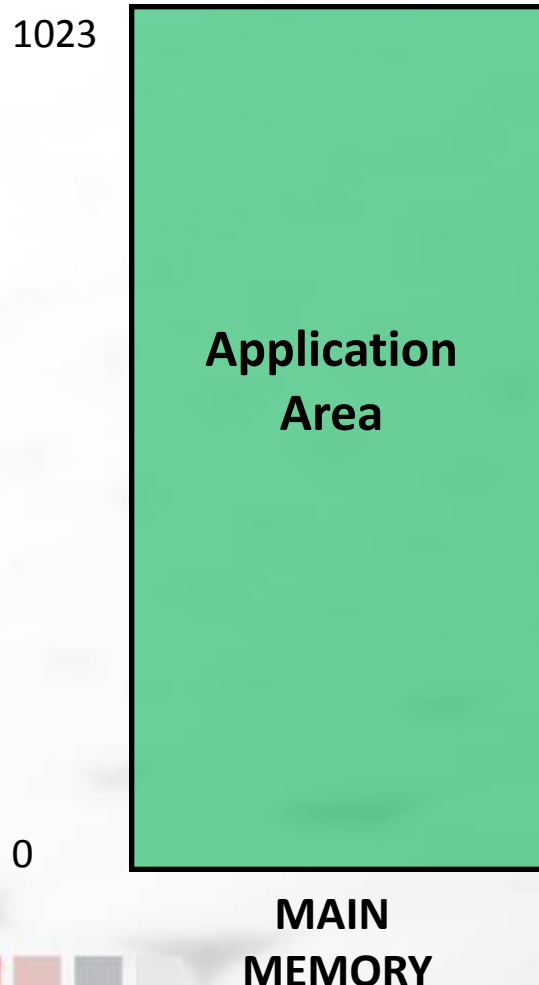


**MAIN  
MEMORY**



**PROTECTION  
MEMORY**

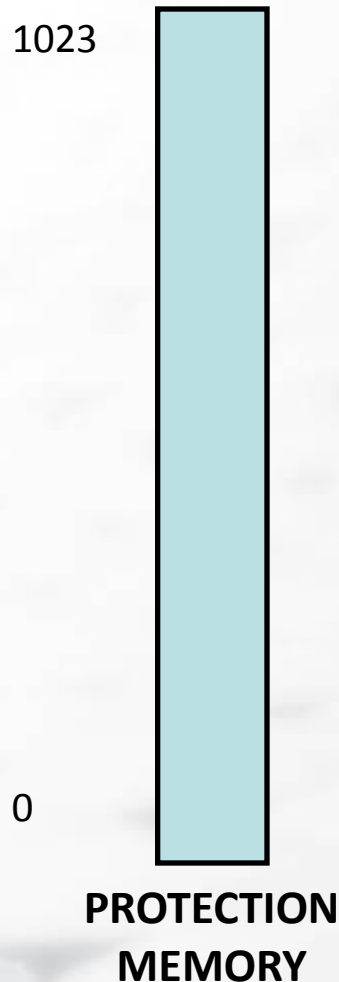
# Main Memory



- ❑ Manufacturer Area is byte-wise write/erase lockable by the Protection Memory
- ❑ Application area can be written onto/erased after presentation of the CSC
- ❑ Memory 0 to 1021 is always free read
- ❑ CSC is always 0000 before presentation/wrong presentation
- ❑ Main memory is entirely free read after correct CSC presentation



# Protection Memory



- ❑ 1024 x 1 EPROM bits used to protect the 1024 bytes manufacturer area
- ❑ Protection memory is free read
- ❑ Setting a bit write / erase lock the corresponding byte in the main memory
- ❑ Protection bit can only be set by sending the address and the data to be protected
- ❑ A matched content sets the protection bit

# Security Memory

**2 bytes card  
secret code**

**Error counter**

**SECURITY  
MEMORY**

- ❑ 3 bytes of EEPROM comprising 2 bytes of CSC and 8 bits of error counter
- ❑ Free read error counter
- ❑ CSC cannot be read (000000) before correct presentation
- ❑ Wrong CSC presentation will result to a bit in the counter being set to 0
- ❑ Correct CSC presentation is required to update the CSC

# SLE-4428: Reader Emulation Commands

- ❑ The memory card does not comply with ISO-7816 part 3, and therefore does not have ISO commands.
- ❑ To ease application development and upgrade, it is better for the reader to perform an emulation command that will make the card look like a CPU card.

# Card Primitive Signaling

- ❑ Reset
- ❑ Command Mode (7 commands)
  - Read with Address Increment
  - Write / Erase
  - CSC Verification



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# SLE4436



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# SLE-4436: Second Generation Telephone Card

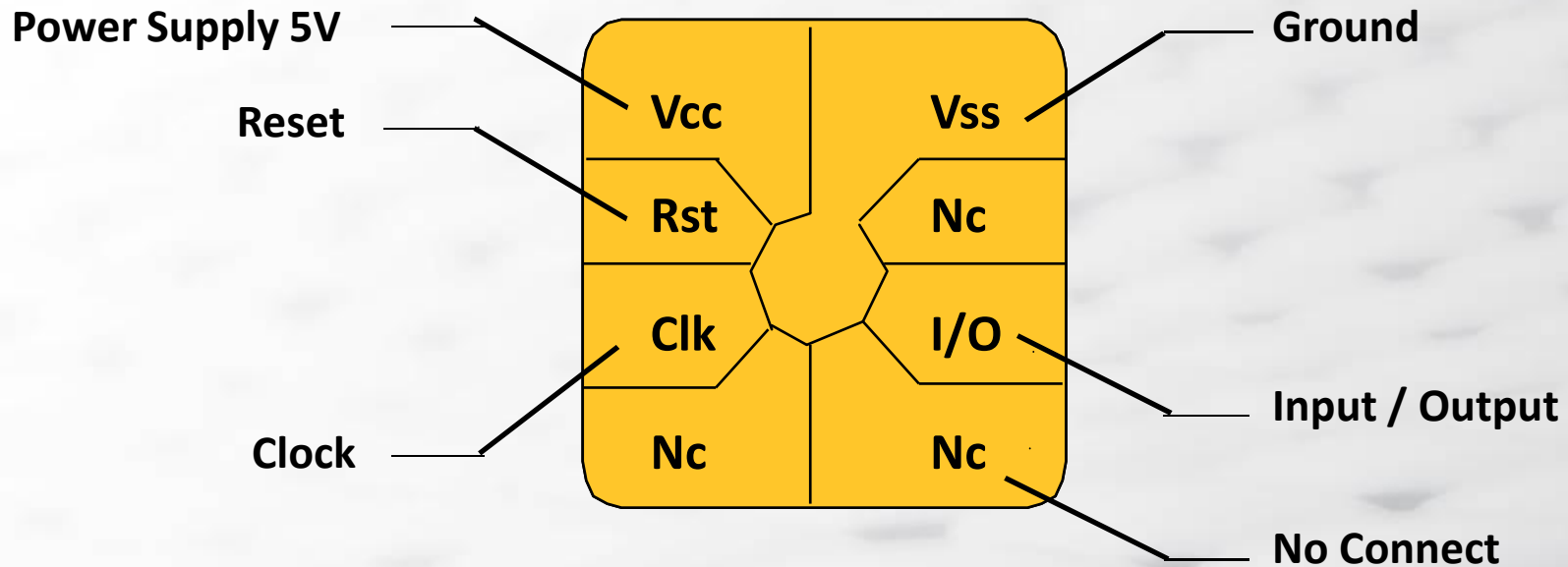
- ❑ 4436 Specifications
- ❑ Memory Organization
- ❑ Card Life Phases
- ❑ Security Features
- ❑ Card Commands



# 4436 Specifications

- ❑ Memory divided into different areas:
  - 24 bits Manufacturer Area
  - 40 bits Issuer Area
  - 40 bits Abacus Counter Area
  - 16 bits Data Area 1 (eg. certificate)
  - 48 bits Authentication Key Area
  - 64 bits Data Area 2 or 48 bits Authentication Key Area
- ❑ Count up to 21 064 tokens (not reloadable)
- ❑ Pull out protection
- ❑ Active card authentication

# Pin Assignments

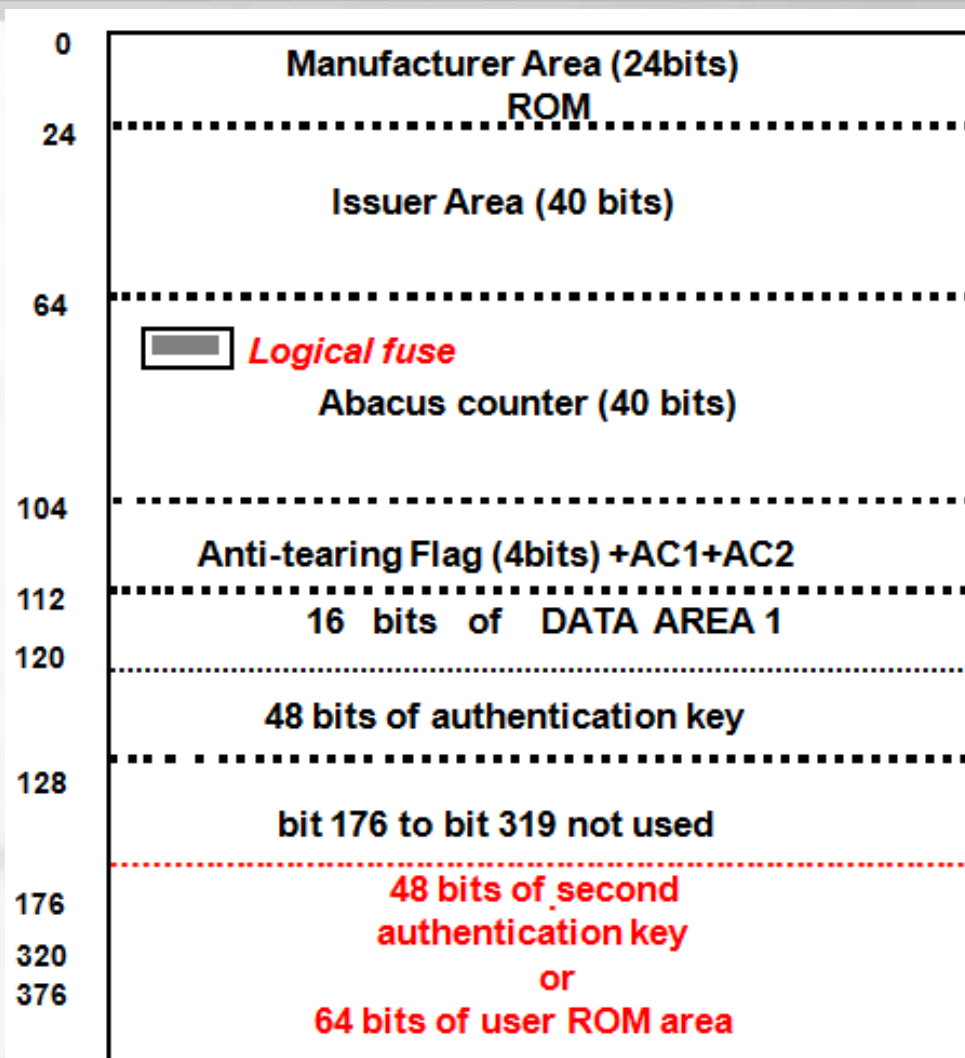


**ISO 7816 – 1,2 Compatible**

# Electrical Characteristics

- ❑ 5V voltage supply (VCC)
- ❑ Low power consumption, < 5mA
- ❑ Compatible with SLE – 4406
- ❑ Operating range: -35°C to +80°C
- ❑ Ten years minimum data retention
- ❑ 100K erase write cycle
- ❑ 5 min. EEPROM programming time

# Memory Organization



# Additional Features: Comparison to SLE-4406

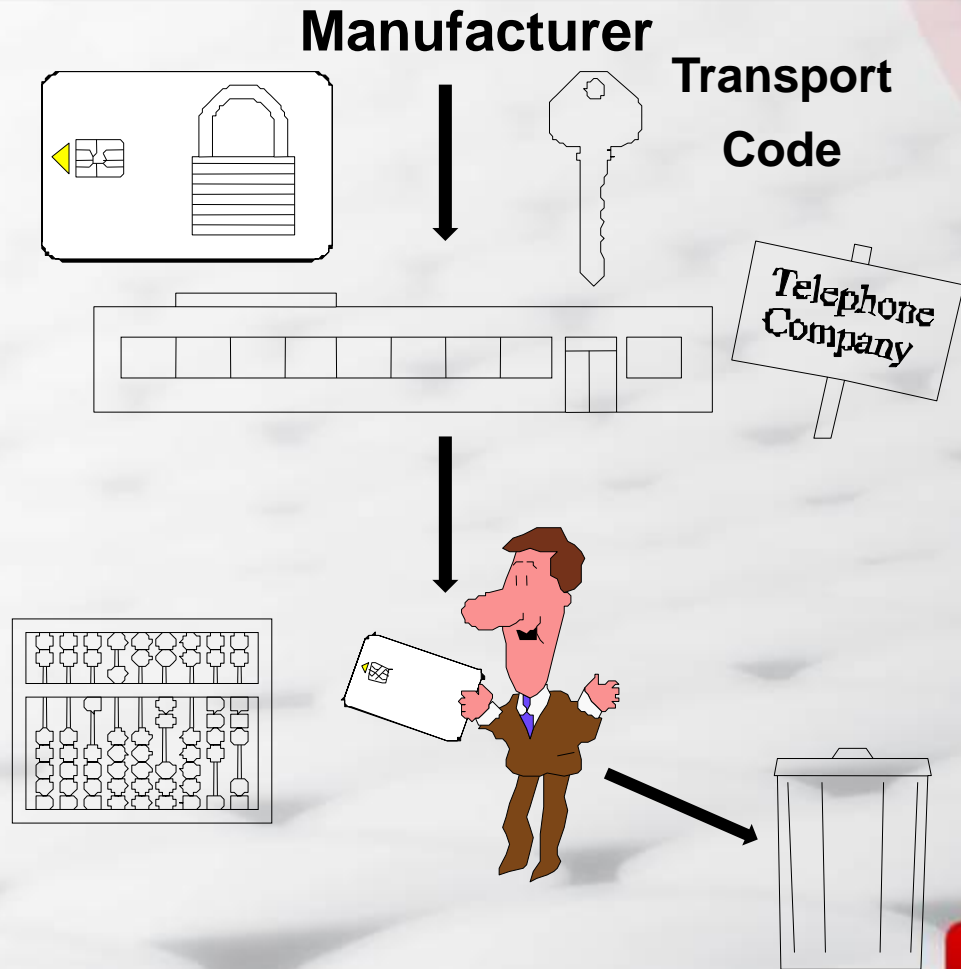
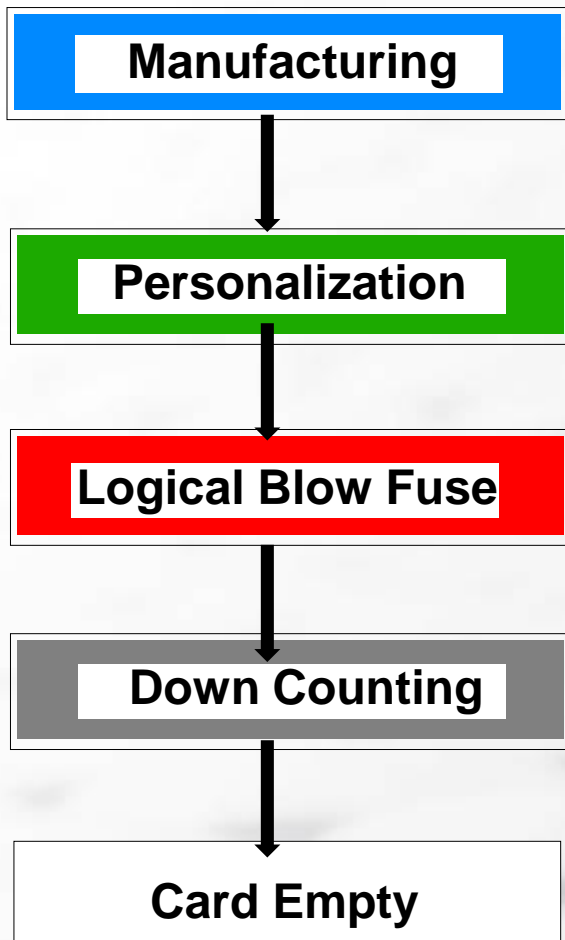
- ❑ Card cryptographic authentication algorithm
- ❑ More memory
  - 80 bit extended Issuer area with a 48 bit authentication key
  - 16 bit extended issuer area with two 48 bit authentication keys
- ❑ Protection of the counter content against power down (pulling the card out)

# Purpose of Additional Features

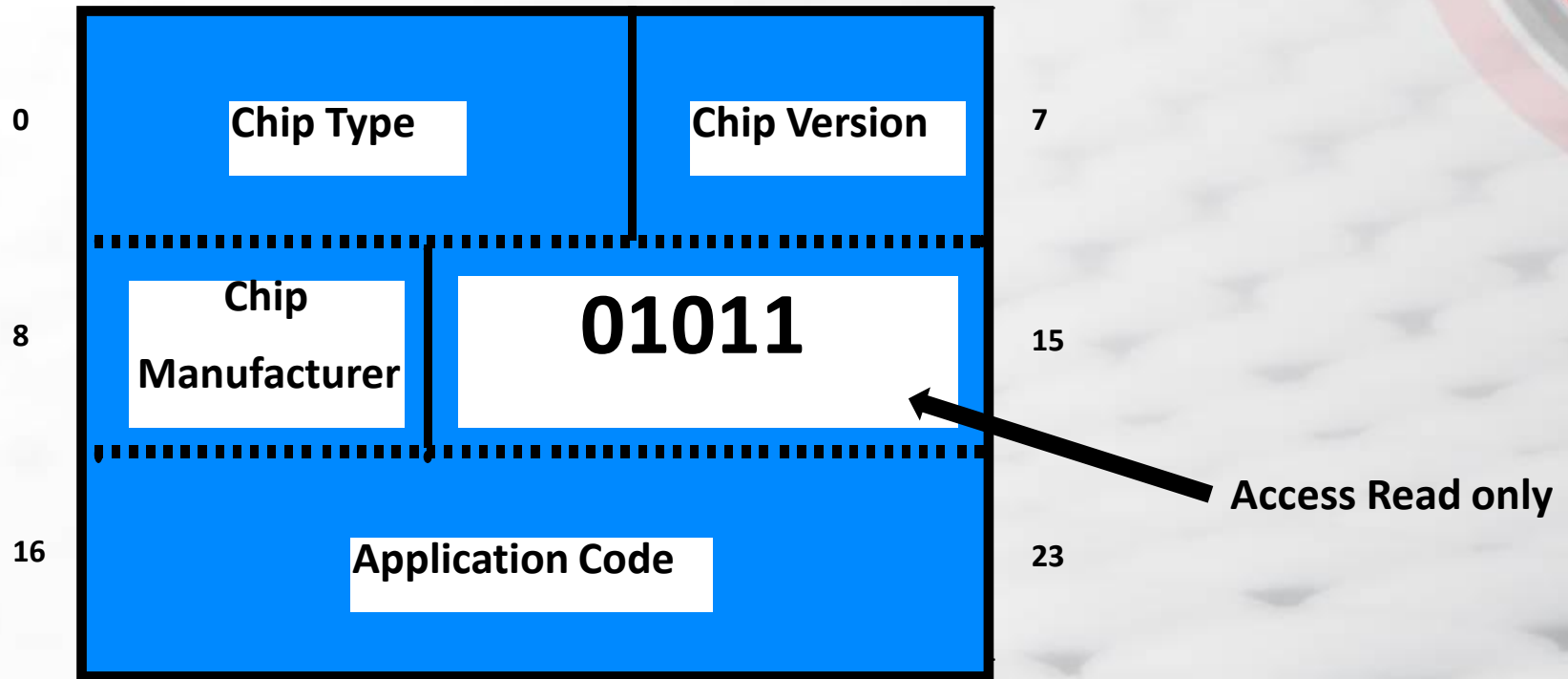
- ❑ Authentication Algorithm
  - To authenticate the card by the terminal
  - To avoid fabrication or counterfeiting of the card
- ❑ Anti Pull-out Protection
  - To avoid any loss of units if power goes down during an operation
- ❑ User Memory
  - To be able to store Issuer or User data after card personalization



# Card Life Phases



# Manufacturer Area

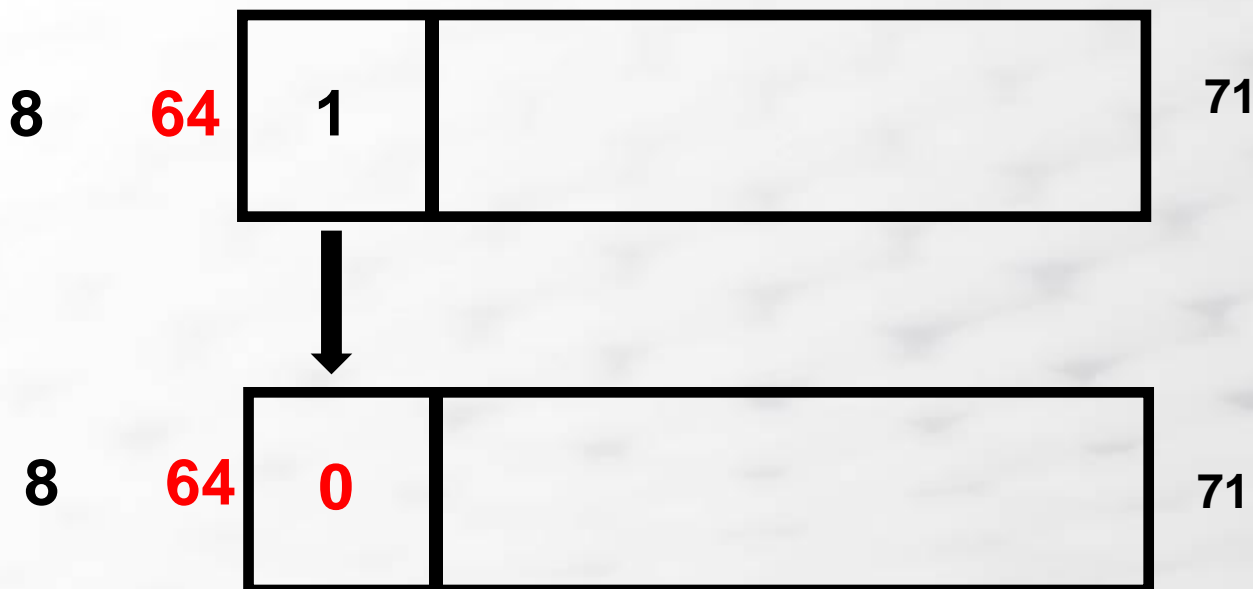


The exact contents of the manufacturer area will be communicated when ordering is placed.

# Personalization

- ❑ Present Transport Code
- ❑ Write Issuer Area
- ❑ Clear Counters
- ❑ Blow Logical Fuse
- ❑ Set Initial Value

# Fuse Blow



**Writing to the Logical Fuse (Bit 64) changes the 4406 from Personalization Mode to Count Down Mode.**

**This is irreversible.**

# Before and After Fuse Blow

## Before

### (Personalization Mode)

- 24-bit Manufacturing information (read only)
- Protected by transport code
- 7 attempts of presenting the transport code before the card becomes useless
- Loadable counter with value of 0-33,352

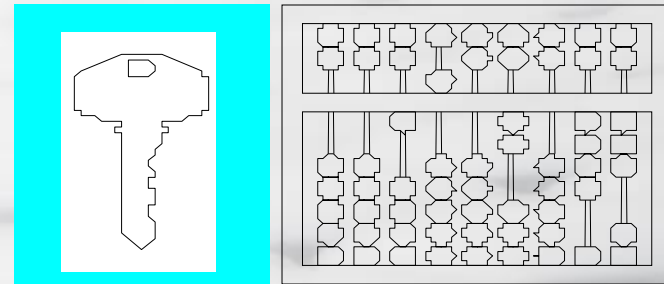
## After

### (Countdown Mode)

- Down Counter from loaded value to zero
- Issuer and manufacturer information is read only
- No access to key area after the fuse is blown
- Extended data area READ / WRITE (not erase)

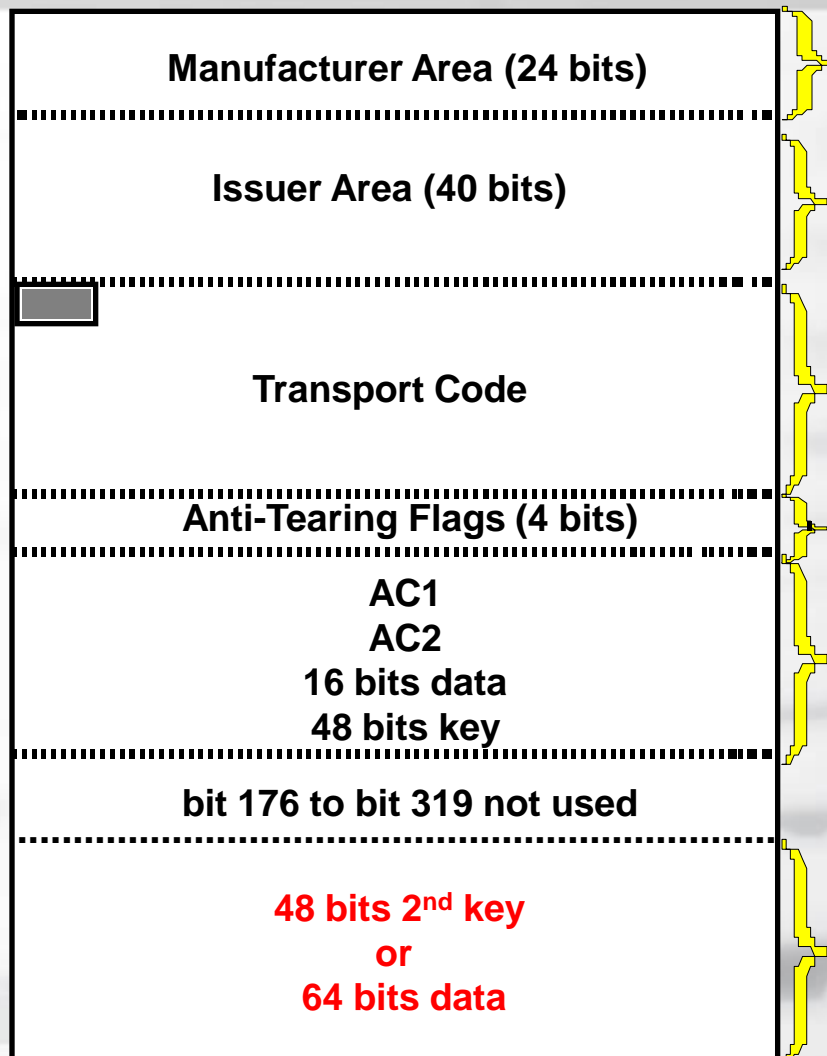
# Count Down Phase

- ❑ Verify Issuer Data and Manufacturer Data for valid card
- ❑ Count down units with Authentication, Issue Service
- ❑ If empty, throw away





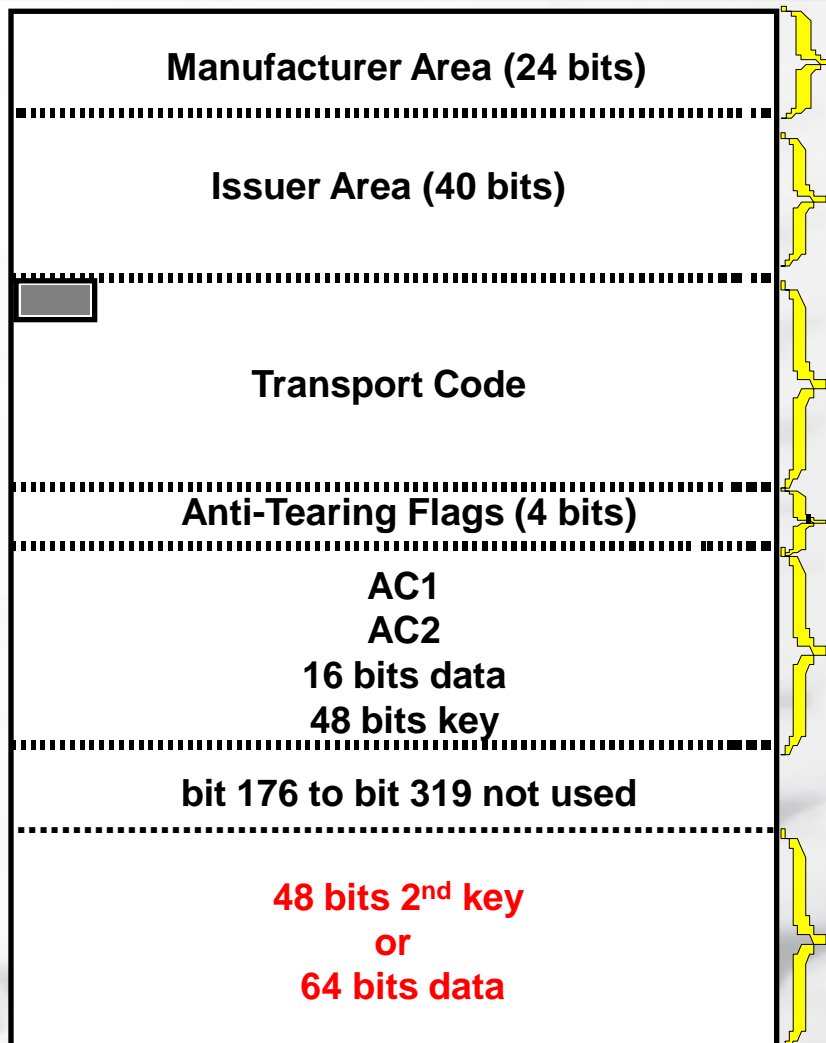
# Transport Code Presented



W	E	R
N	N	Y
Y	N	Y
Y	Y*	Y
Y*	Y*	Y
N	N	1
Y	N	Y
Y	N	Y
Y	N	Y

Y\* = indirect

# Countdown Mode



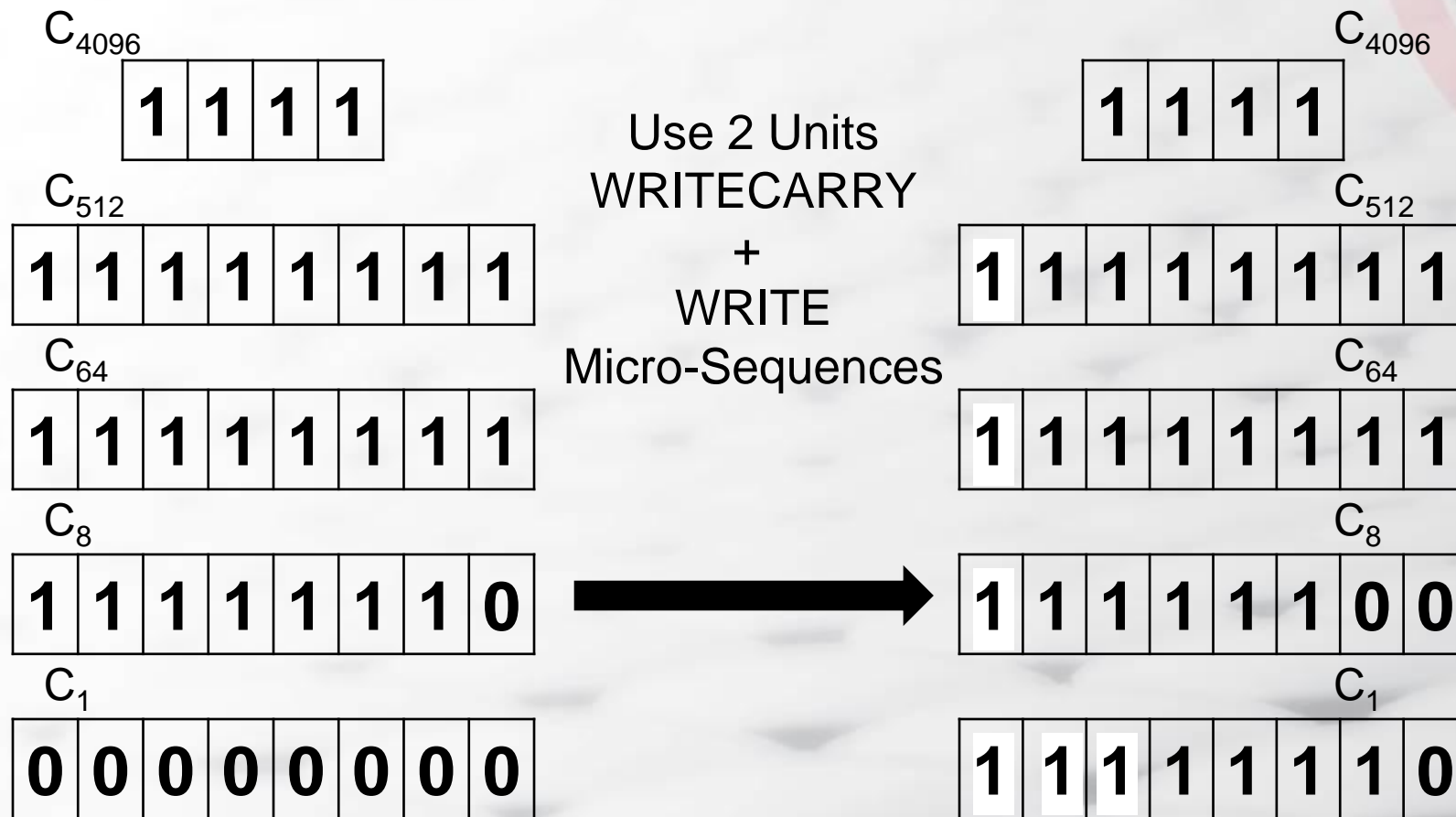
W	E	R
N	N	Y
N	N	Y
Y*	Y*	Y
Y*	Y*	Y
N	N	1
N	N	Y
Y	N	Y
N	N	1
N	N	1
Y	OR N	Y

Y\* = indirect

# Count Mode

- ❑ Any unwritten counter bit can be written onto anytime.
- ❑ WRITE Micro-Sequence
  - The counter can be loaded with any value during personalization.
  - A new value can be assigned to the counter without affecting and resetting all intermediate values.
  - Counters C1, C8, C64 and C512 can be erased (refilled) by writing an unwritten bit onto the next level counter.
- ❑ WRITECARRY Micro-Sequence
  - Counter C4096 cannot be erased.
  - The card does not perform carry propagation between counters.
  - Carry propagation must be performed by the reader with additional WRITECARRY instructions.

# Count Mode Scheme



Counter status

# Erasing Counter with WRITECARRY

To erase counter	WRITECARRY in
$C_8$	$C_8$
$C_8$	$C_{64}$
$C_{64}$	$C_{512}$
$C_{512}$	$C_{4096}$ or Logical Fuse
$C_{4096}$	Impossible

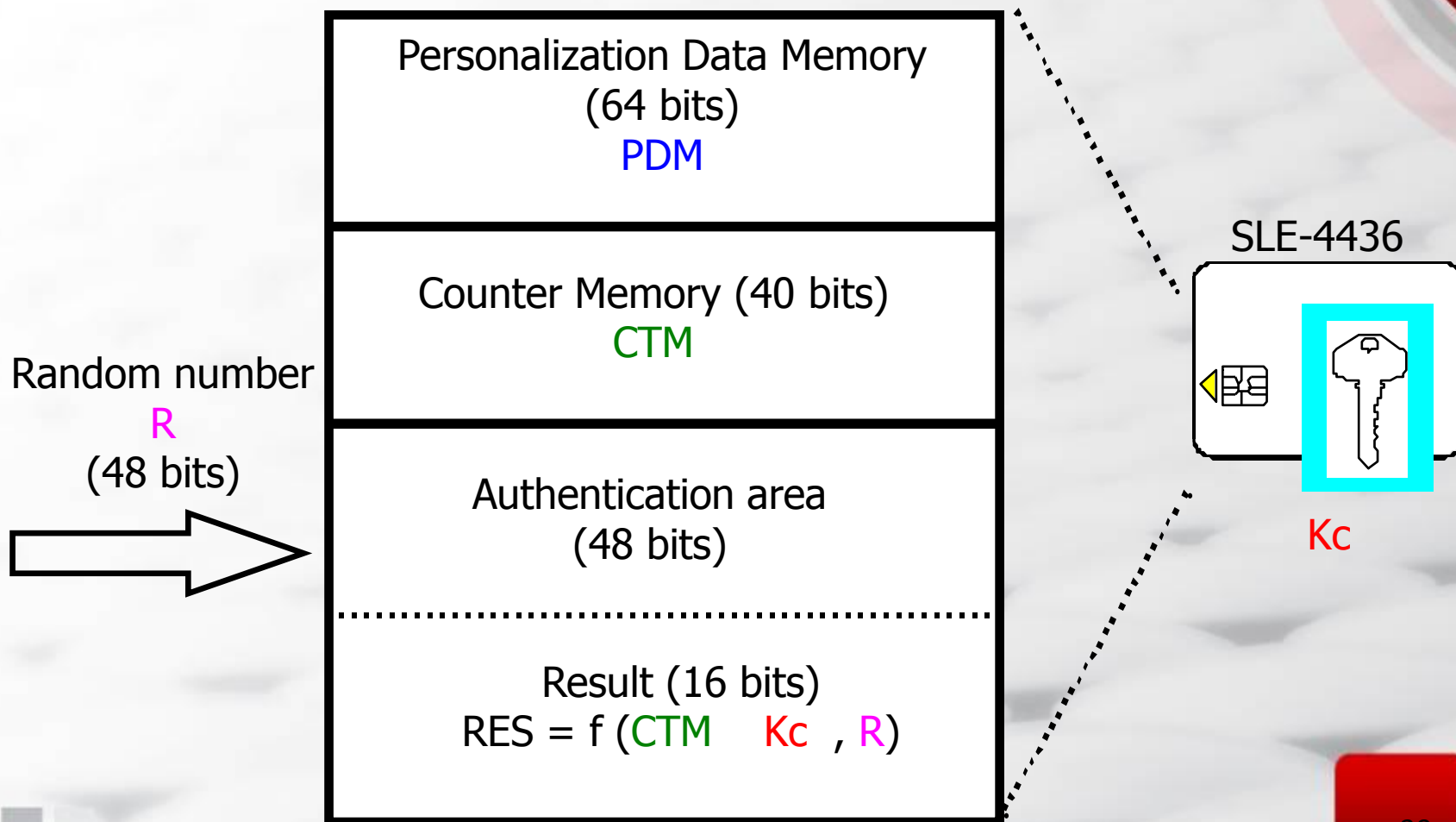
***The WRITECARRY micro-sequence must be performed on an unwritten bit to erase a counter.***

# Security Features

- ❑ The manufacturer area contains information unique to one application.
- ❑ The manufacturer area cannot be modified.
- ❑ Protection is provided by the Transport Code during delivery.
- ❑ Logical security features & chip layout avoid physical/electrical attack.
- ❑ It is equipped with a Cryptographic Card Authentication Algorithm.
- ❑ The SAM is integrated into each application.



# Authentication Algorithm Concept



# Card Authentication Signaling

- ❑ Apply address reset
- ❑ Clock to the address of AC1 (110) using key 1 or AC2 (111) using key 2
- ❑ Apply dummy write signaling on AC1 or AC2
- ❑ Apply 177 clocks for loading the data stored in the chip
- ❑ Follow through with 48 clocks for the 48 bit challenge
- ❑ Start from clock 226. Every next  $m$  clock computes a response bit,  $m=160$  for 4436
- ❑ The maximum response is 16 bits

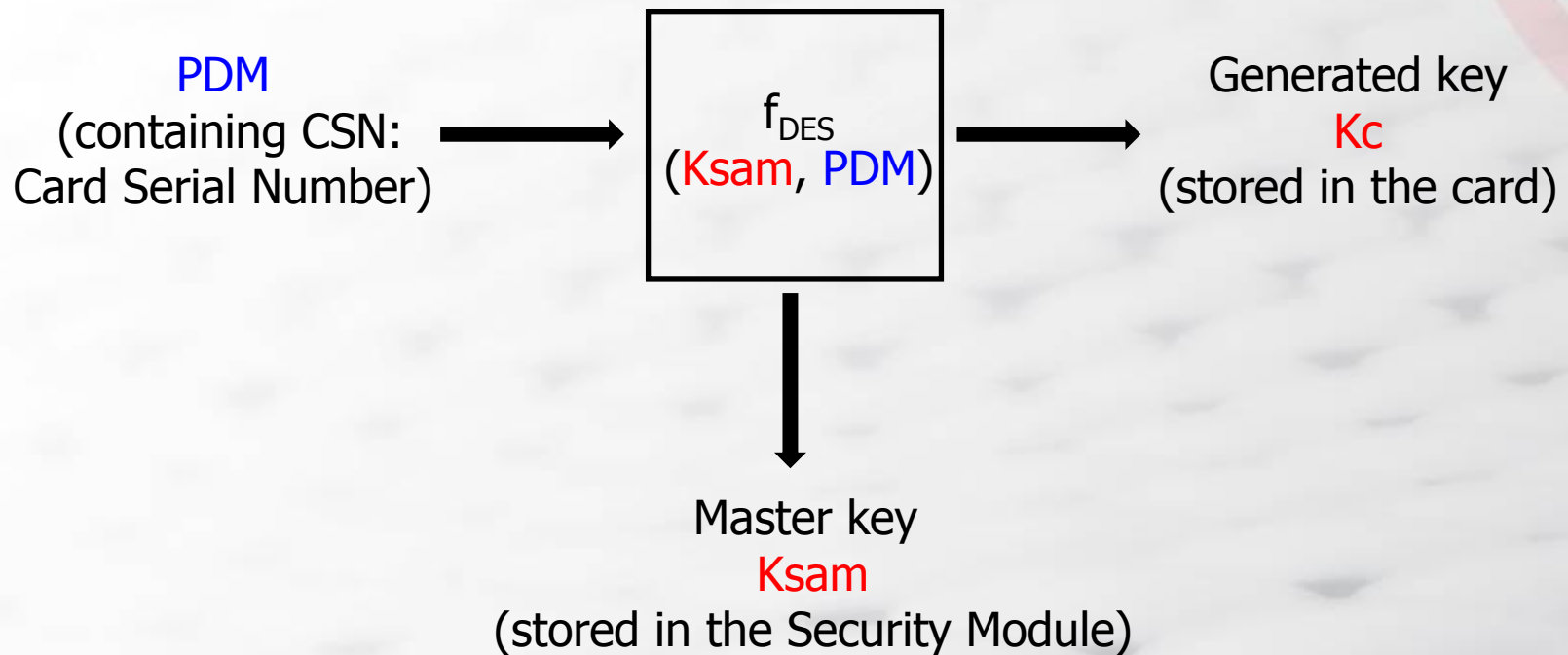
# Security Access Module (SAM)

- ❑ Protection of the application key,  $K_{sam}$
- ❑ Calculation of the card key,  $K_c = f3DES(PDM, K_{sam})$
- ❑ Generation of the random number,  $R$
- ❑ Execution of the authentication algorithm
- ❑ Comparison of the calculated result with the result sent by the card
- ❑ One SAM integrated into the host with one  $K_{sam}$  key by the application

# SAM: Characteristics

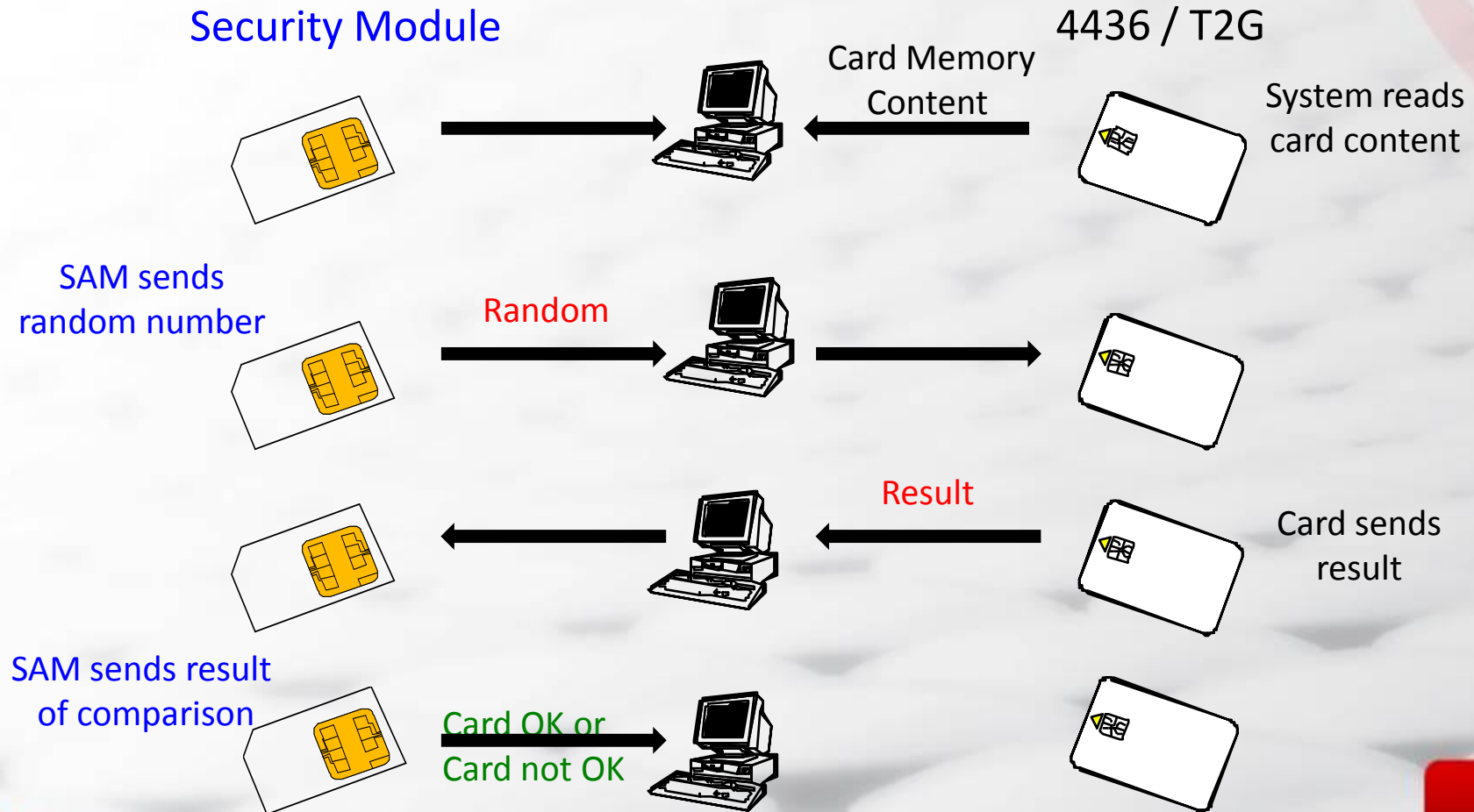
- ❑ ISO 7816-3 compliance
- ❑ Built on top of a CPU smart card
- ❑ Command set basic requirements:
  - DIVERSIFICATION of a master key in the SAM
  - GET\_RANDOM to send a random number to the card
  - AUTHENTICATE to compare the result of the card

# Key Diversification



*$K_c$  always depends on a variable: the CSN.*

# Authentication Mechanism





# Anti Pull Out Protection Concept

## ❑ Problem:

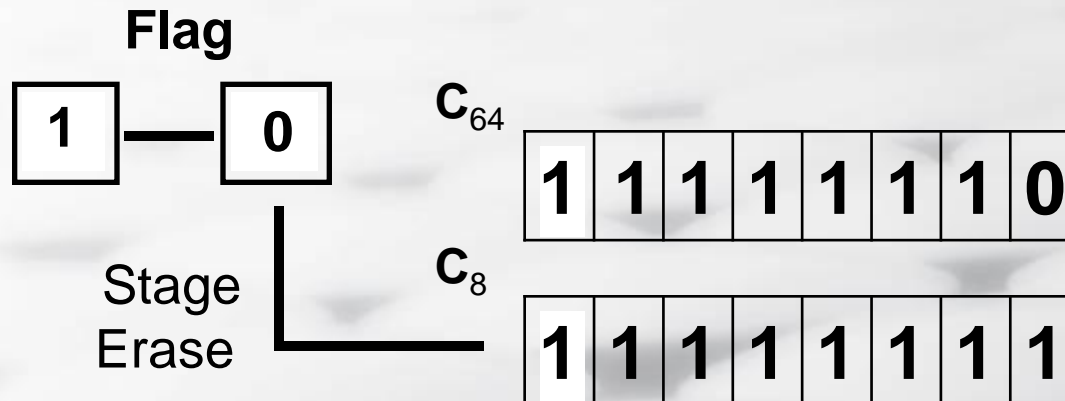
- Units could be lost if power goes down between writing a bit in one stage and erasing in the next stage.

## ❑ Solution:

- Authorization of erasing the next stage has to be memorized in a non-volatile way.
- If power goes down, it will be possible to reset the counter at the previous value after the card is powered up again.

# Anti Pull Out Mechanism

- ❑ Security done by an internal EEPROM flag for each stage
- ❑ Protection installed to prevent loss of units during an erase sequence of a stage
- ❑ Flag status change from "1" to "0" before erasing the last written stage (except C1)



# Card Commands

- ❑ Reset Address Counter (RESET)
- ❑ Increment Address Counter and Read Bit (INCREMENT)
- ❑ Write Bit (WRITE)
- ❑ Present Transport Code (PRESENT)
- ❑ Write Carry and Erase Counter Stage (WRITECARRY)
- ❑ Authentication (AUTHENTICATE)

# EuroChip-2 (SLE-5536)

- ❑ Downward compatible with SLE-4436
- ❑ Ciphered block chaining of the current 16 bit response to the next authentication response computation (until the next RESET)

# Possible Usage of EuroChip

- ❑ Disposable Multi-services Phone Card
  - Vending machines
  - Cyber café
- ❑ Electronic Gift Voucher
- ❑ Electronic Purse



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# MIFARE



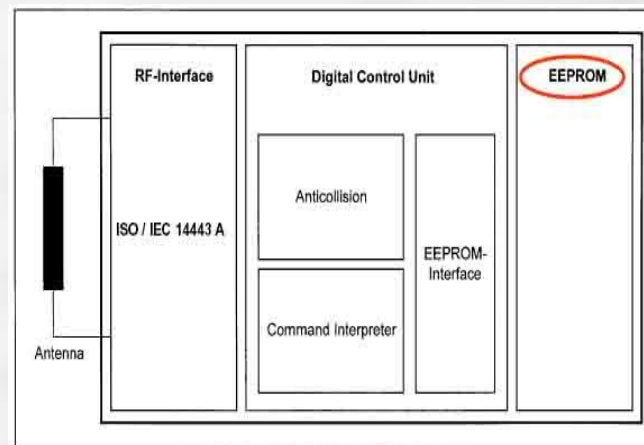
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# Ultralight Block Diagram

- ❑ Total of 512 bits of memory organized into 16 pages of 4 bytes
  - 7 bytes of UID
  - 16 bits of LOCK bytes
  - 384 bits of user memory
  - 32 bits of OTP
  - 16.9 pF or 50pF



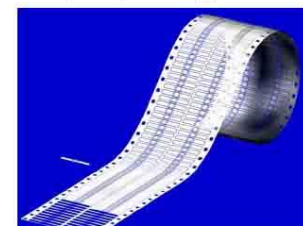
**Sawn Wafer FFC**



**150µm thickness**

MF0ICU1001W/V4D – 16.9 pF  
MF0ICU1101W/V4D – 50.0 pF

**Flip Chip Package - FCP**



**300µm thickness**

MF0FCP2U10/DH – 16.9 pF  
MF0FCP2U11/DH – 50.0 pF

# Ultralight Memory Map

Page No.	Byte Number	0x00	0x01	0x02	0x03	Page
0	Serial Number	SN0	SN1	SN2	BCC0	0x00
1	Serial Number	SN3	SN4	SN5	SN6	0x01
2	Internal / Lock	BCC1	Internal	Lock0	Lock1	0x02
3	OTP	OTP0	OTP1	OTP2	OTP3	0x03
4	Data Read/Write	Data0	Data1	Data2	Data3	0x04
5	Data Read/Write	Data4	Data5	Data6	Data7	0x05
6	Data Read/Write	Data8	Data9	Data10	Data11	0x06
7	Data Read/Write	Data12	Data13	Data14	Data15	0x07
8	Data Read/Write	Data16	Data17	Data18	Data19	0x08
9	Data Read/Write	Data20	Data21	Data22	Data23	0x09
10	Data Read/Write	Data24	Data25	Data26	Data27	0x0A
11	Data Read/Write	Data28	Data29	Data30	Data31	0x0B
12	Data Read/Write	Data32	Data33	Data34	Data35	0x0C
13	Data Read/Write	Data36	Data37	Data38	Data39	0x0D
14	Data Read/Write	Data40	Data41	Data42	Data43	0x0E
15	Data Read/Write	Data44	Data45	Data46	Data47	0x0F

MF0 U1  
memory  
map

Remark: Bold frame indicates user area

# Ultralight Card Mapping

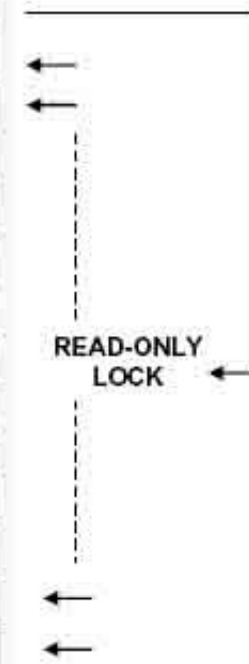
Byte Number	0	1	2	3	Page
Serial Number	SN0	SN1	SN2	BCC0	0
Serial Number	SN3	SN4	SN5	SN6	1
Internal / Lock	BCC1	Internal	Li	Read-Only Lock	2
OTP	OTP0	Write-Once Area <sup>2</sup>		OTP3	3
Data read/write	Data0	Data1	Data2	Data3	4
Data read/write	Data4	Data5	Data6	Data7	5
Data read/write	Data8	Data9	Data10	Data11	6
Data read/write	Data12	Data13	Data14	Data15	7
Data read/write	Data16	Data17	Data18	Data19	8
Data read/write	Data20	Data21	Data22	Data23	9
Data read/write	Data24	Data25	Data26	Data27	10
Data read/write	Data28	Data29	Data30	Data31	11
Data read/write	Data32	Data33	Data34	Data35	12
Data read/write	Data36	Data37	Data38	Data39	13
Data read/write	Data40	Data41	Data42	Data43	14
Data read/write	Data44	Data45	Data46	Data47	15

7 Byte Serial Number (UID)

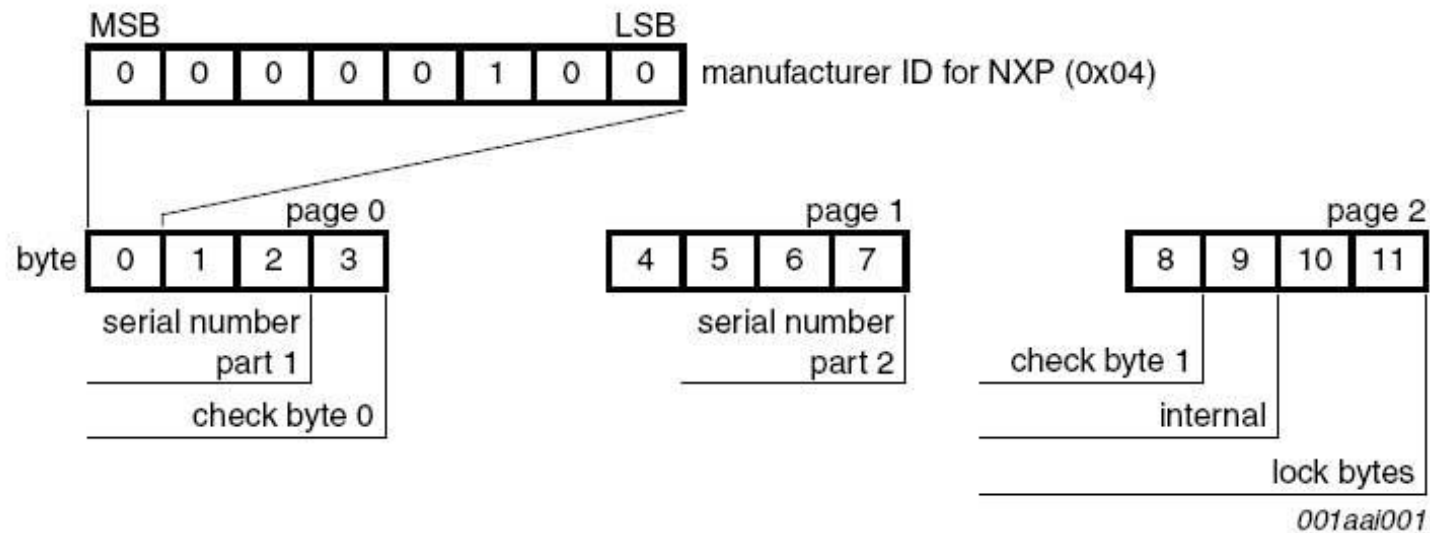
User Data Area

Read-Only Lock

READ-ONLY LOCK



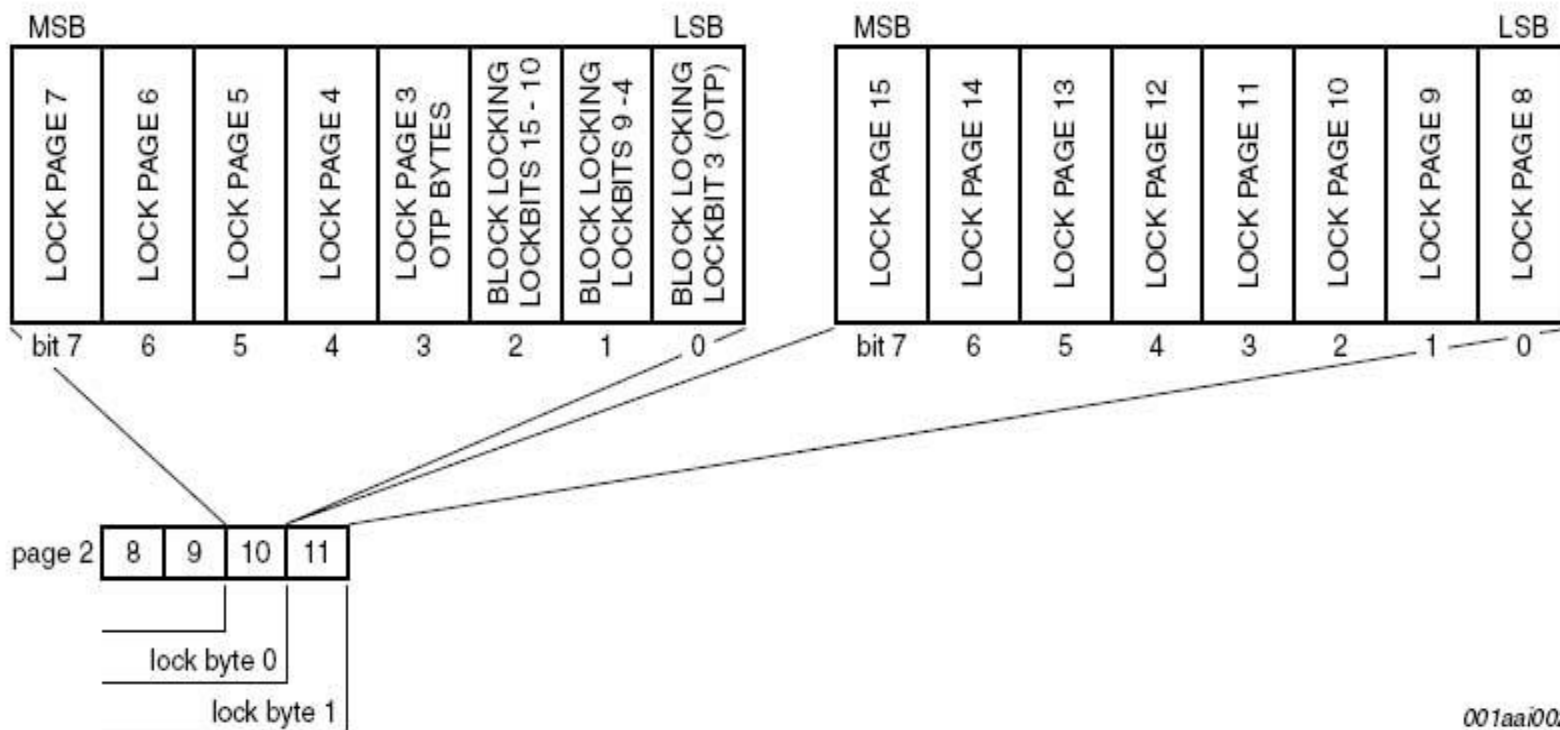
# UID (Serial Number)



**Fig 4. UID/serial number**



# Lock Bytes (page 2 byte 2-3)



001aa002

# MiFare Ultralight Correct Usage

## ❑ Security Assumption

- The UID cannot be cloned
- The chip cannot be emulated
- The application program cannot be tampered with

## ❑ Design Tips

- UID to be MAC-ed by a UID MAC key
- Static data to be MAC-ed by a static data MAC key
- Dynamic data to be MAC-ed by a dynamic data MAC key
- Dynamic data must be backed up in the card before data is updated

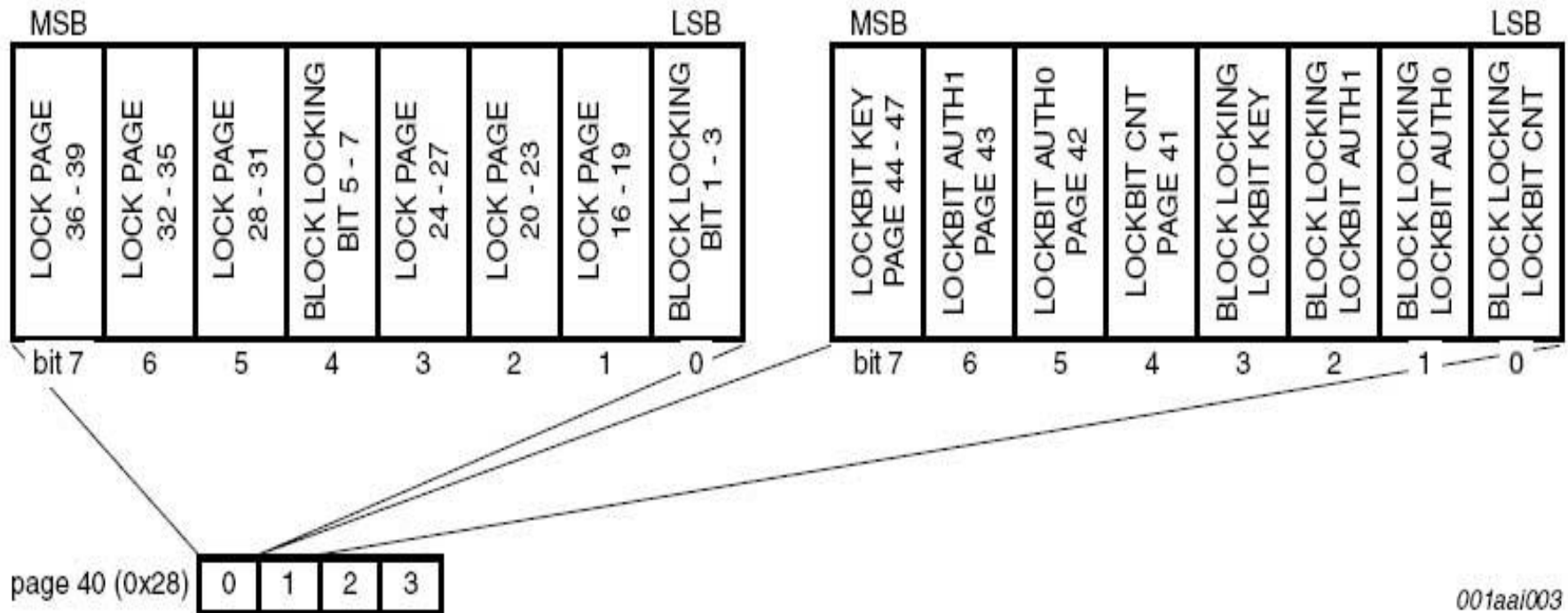


# MiFare Ultralight C

- ❑ 1536 bits (192 bytes)
- ❑ First 512 bits (64 bytes) are compatible with Ultralight
- ❑ 196 bytes of memory comprising:
  - 144 bytes of user memory
  - Locking to read only (per block)
  - Card Transaction Counter, 0x0000 – 0xFFFF

Page (dec)	Page (hex)	Byte 0	Byte 1	Byte 2	Byte 3
0 – 15	00 – 0F	Compatible With MiFare Ultra-Light			
16 – 39	10 – 27	User UL2	User UL2	User UL2	User UL2
40	28	Lock UL2	Lock UL2	RFU	RFU
41	29	Counter	Counter	RFU	RFU
42	2A	AUT0	RFU	RFU	RFU
43	2B	AUT1			
44 – 47	2C – 2F	Triple DES Double Length Key			

# Lock UL2



001aa1003

# AUTH

Pageaddress		Byte #			
dec.	hex.	0	1	2	3
40	0x28	UL2 Lockbits		rfu	rfu
41	0x29	16 bit Counter		rfu	rfu
42	0x2A	AUTH0	rfu	rfu	rfu
43	0x2B	AUTH1	rfu	rfu	rfu
44	0x2C	16 byte Triple DES Key			
45	0x2D				
46	0x2E				
47	0x2F				

→ „Lockbits“  
→ Counter  
→ AUTH0  
→ AUTH1

**AUTH0:** Defines first Page, which requires an Authentication.

**AUTH1:** bit0=1: Only Write requires Authentication  
bit0=0: Read and Write requires an Authentication  
bit1~7: Negligible

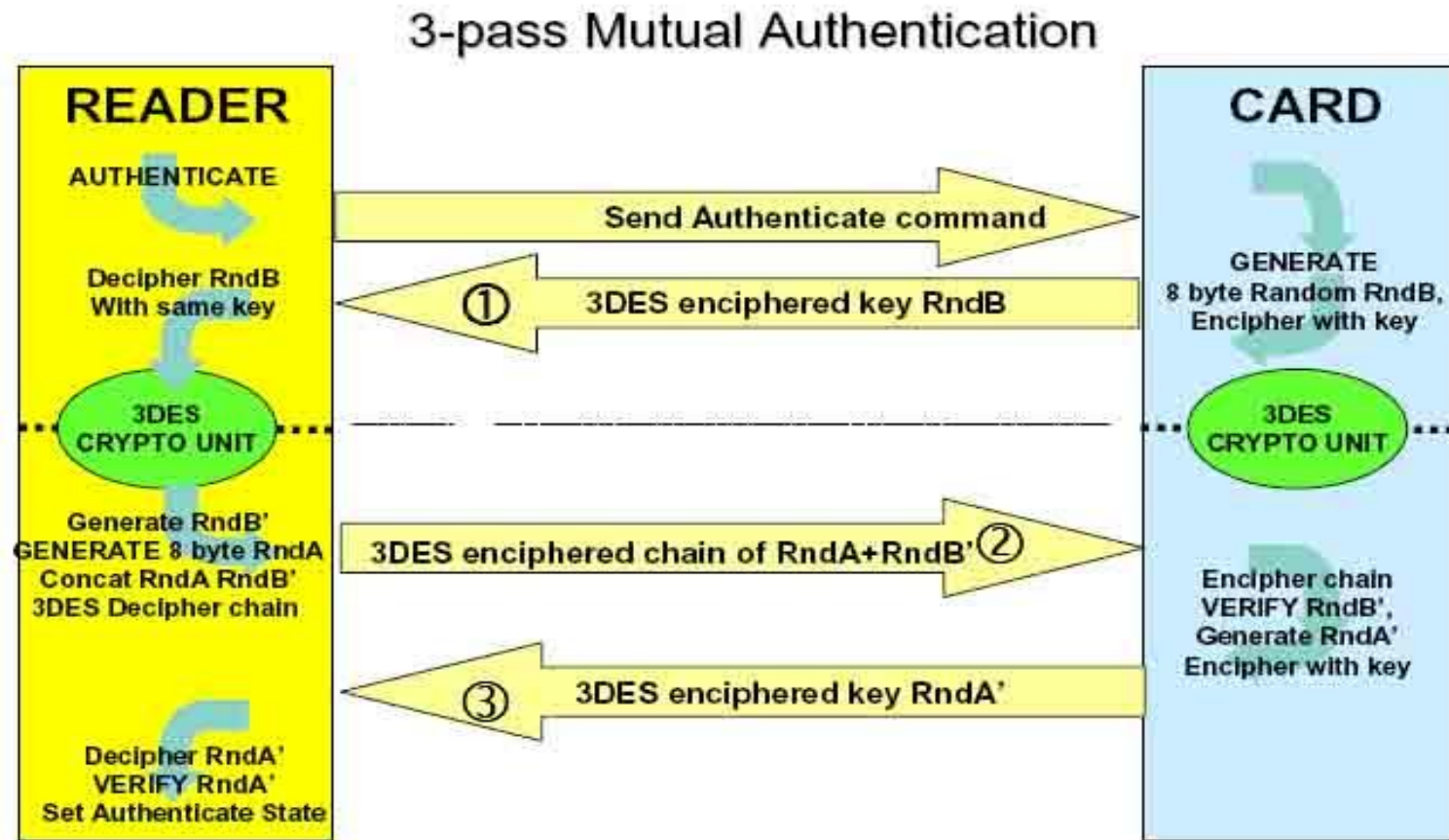
AUTH0 = 05hex  
AUTH1 = 00hex

} Reading and writing Pages from 05hex to 27hex require an Authentication.

# Counter

- ❑ Counter, Page 40 (29 hex)
  - Initially set to 00 00 hex
  - Can be set once to any start value using the write command (Write or C.Write)
  - Can only be incremented (using Write or C. Write)
  - Minimum Increment is 1 (00 00 00 01 hex)
  - Maximum Increment is 15 (00 00 00 0F hex)
  - Can be locked
  - Counts up to max FF FF hex

# Mutual Authentication





# MiFare Ultralight C Correct Usage

## ❑ Security Assumption

- Application program cannot be tampered with

## ❑ Design Tips

- UID to be MAC-ed by a UID MAC key
- Static data to be MAC-ed by a static data MAC key
- Dynamic data to be MAC-ed by a dynamic data MAC key
- Dynamic data must be backed up in the card before data is updated
- MAC must be verified before usage of data; counter incremented and new MAC computed
- If stored value is used, a balance MAC is required to protect the balance
- Debit terminal PSAM can only compute a balance MAC with a lower balance
- After reloading, new balance MAC is computed by remote the host HSM; or if offline credit, it can only be computed after verification that the same balance has been debited from the cashier card

# MiFare 1 Kbytes

Sector	Block	Byte Number within a Block																Description
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
15	3	Key A				Access Bits				Key B				Sector Trailer 15				
	2																Data	
	1																Data	
	0																Data	
14	3	Key A				Access Bits				Key B				Sector Trailer 14				
	2																Data	
	1																Data	
	0																Data	
:	:																	
:	:																	
:	:																	
1	3	Key A				Access Bits				Key B				Sector Trailer 1				
	2																Data	
	1																Data	
	0																Data	
0	3	Key A				Access Bits				Key B				Sector Trailer 0				
	2																Data	
	1																Data	
	0																Manufacturer Block	



# Page 0, Block 0 - Manufacturer Block

- ❑ Read-only data block
- ❑ Chip serial number (4 bytes)
- ❑ LRC of serial number (1 byte)
- ❑ Chip data (4 bytes)
  - Memory size (1 byte)
  - Chip type (2 bytes)
  - Chip version ('C') (1 byte)
- ❑ Batch number (3 bytes)
- ❑ Date (yy,week) (4 bytes)

# Value Block

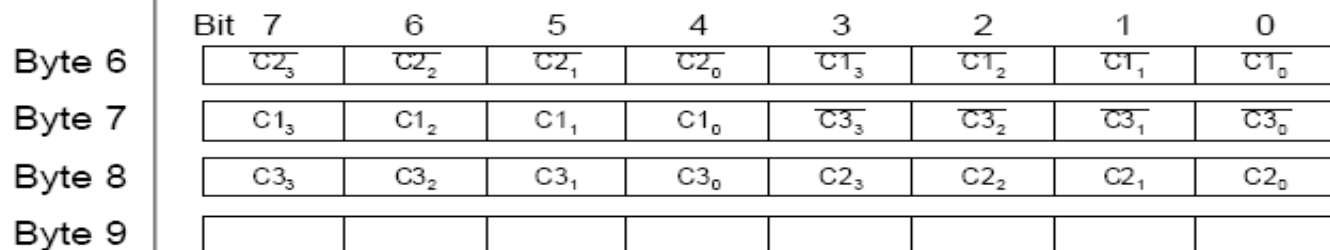
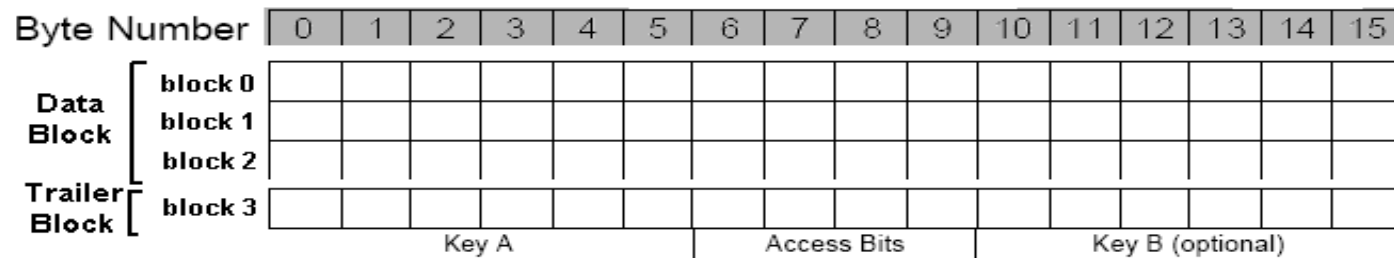
Byte Number	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Description	Value				$\overline{\text{Value}}$				Value				Adr	$\overline{\text{Adr}}$	Adr	$\overline{\text{Adr}}$

- ❑ The value block is identified by a complementary data, otherwise it is a data block.
- ❑ Addr data is not evaluated by the chip and is for application use (eg. pointer to backup)
- ❑ Personalization responsibility is needed to ensure initialization in a complementary format.
- ❑ Subsequent value complements are handled by the chip.
- ❑ Subtract value (debit) and add value (credit) operations can only be performed on the Value Block.

# Value Block's Content

- ❑ 0 = 0000 0000 FFFF FFFF 0000 0000
- ❑ 1 = 0100 0000 FEFF FFFF 0100 0000
- ❑ -1 = FFFF FFFF 0000 0000 FFFF FFFF
- ❑ -2 = FEFF FFFF 0100 0000 FEFF FFFF
- ❑ Value is a signed word (4 bytes)
- ❑ Minimum value is -2147483648 (eg.0000 0000 0000 0080)
- ❑ Wrap-around is NOT possible

# Trailer Block



Access Bits	Valid Commands		Block	Description
$C1_3 C2_3 C3_3$	read, write	→	3	sector trailer
$C1_2 C2_2 C3_2$	read, write, increment, decrement, transfer, restore	→	2	data block
$C1_1 C2_1 C3_1$	read, write, increment, decrement, transfer, restore	→	1	data block
$C1_0 C2_0 C3_0$	read, write, increment, decrement, transfer, restore	→	0	data block

# Access Modes for Data/Value Block

Access bits			Access condition for				Application
C1	C2	C3	read	write	increment	decrement, transfer, restore	
0	0	0	key A B <sup>1</sup>	key A B <sup>1</sup>	key A B <sup>1</sup>	key A B <sup>1</sup>	transport configuration
0	1	0	key A B <sup>1</sup>	never	never	never	read/write block
1	0	0	key A B <sup>1</sup>	key B <sup>1</sup>	never	never	read/write block
1	1	0	key A B <sup>1</sup>	key B <sup>1</sup>	key B <sup>1</sup>	key A B <sup>1</sup>	value block
0	0	1	key A B <sup>1</sup>	never	never	key A B <sup>1</sup>	value block
0	1	1	key B <sup>1</sup>	key B <sup>1</sup>	never	never	read/write block
1	0	1	key B <sup>1</sup>	never	never	never	read/write block
1	1	1	never	never	never	never	read/write block

# Access Modes for Trailer Block

Access bits			Access condition for						Remark
			KEYA		Access bits		KEYB		
C1	C2	C3	read	write	read	write	read	write	
0	0	0	never	key A	key A	never	key A	key A	Key B may be read
0	1	0	never	never	key A	never	key A	never	Key B may be read
1	0	0	never	key B	key A B	never	never	key B	
1	1	0	never	never	key A B	never	never	never	
0	0	1	never	key A	key A	key A	key A	key A	Key B may be read, transport configuration
0	1	1	never	key B	key A B	key B	never	key B	
1	0	1	never	never	key A B	key B	never	never	
1	1	1	never	never	key A B	never	never	never	





# MiFare Correct Usage

- ❑ Security Assumption
  - Application program cannot be tampered with
- ❑ Design Tips
  - UID to be MAC-ed by a UID MAC key
  - Key diversification possible only if the MAC is correct
  - Static data to be MAC-ed by a static data MAC key
  - Dynamic data to be MAC-ed by a dynamic data MAC key
  - Dynamic data must be backed up in the card before data is updated
  - MAC must be verified before usage of data; counter decremented and new MAC computed
  - Stored value is protected by a balance MAC
  - Debit terminal PSAM can only compute a balance MAC with a lower balance
  - After reloading, new balance MAC is computed by the remote host HSM; or if offline credit, it can only be computed after verification that the same balance has been debited from the cashier card.



# MiFare Reader ASIC



Reader ICs	R/W Distance	Host Interface	Card Interface	Data Rates
MF RC500	100 mm	Parallel	ISO 14443A	---
MF RC530	100 mm	Parallel, SPI	ISO 14443A	Up to 424 kbaud
MF RC531	100 mm	Parallel, SPI	ISO 14443A&B	Up to 424 kbaud
CL RC632	100 mm	Parallel, SPI	ISO 14443A&B	Up to 424 kbaud

# MiFare 4 Kbytes

Sector 0 - 31

16 bytes / block  
4 blocks / page






Sector 32 – 39

16 bytes / block  
16 blocks / page

$16 * 4 * 32$  pages  
 $+16*16*8$ pages  
= 4096 bytes

Sector	Block	Byte Number within a Block																Description
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
39	15	Key A				Access Bits				Key B								Sector Trailer 39
	14																	Data
	13																	Data
	..																	..
	..																	..
	2																	Data
	1																	Data
	0																	Data
	..																	..
	..																	..
	..																	..
32	15	Key A				Access Bits				Key B								Sector Trailer 32
	14																	Data
	13																	Data
	..																	..
	..																	..
	2																	Data
	1																	Data
	0																	Data
31	3	Key A				Access Bits				Key B								Sector Trailer 31
	2																	Data
	1																	Data
	0																	Data
	..																	..
	..																	..
	..																	..
0	3	Key A				Access Bits				Key B								Sector Trailer 0
	2																	Data
	1																	Data
	0																	ManufacturerData

# MiFare Plus

	 <b>MIFARE Ultralight</b> MF0 U10 MF0 U11	 <b>Ultralight C</b> MF0 U20 MF0 U21	 <b>MIFARE Classic</b> MF1 S20 MF1 S50 MF1 S70	 <b>Plus</b> MF1 S61 MF1 S71	 <b>DESFire EV1</b> MF3 D21 MF3 D41 MF3 D81
<b>Application</b>	Smart Paper Tickets	Smart Paper Tickets	Smart Cards	Smart Cards	Smart Cards
<b>Release</b>	In production	End 2008	In production	Mid 2009	In production
<b>Key Market Need</b>	<ul style="list-style-type: none"> <li>–Cost efficient solution for occasional users</li> <li>–System optimization (via statistical data)</li> </ul>	<ul style="list-style-type: none"> <li>–Cost efficient solution for occasional users</li> <li>–Increased security</li> </ul>	<ul style="list-style-type: none"> <li>–Services Continuity</li> <li>–Services Extensions</li> <li>–Price/Performance</li> </ul>	<ul style="list-style-type: none"> <li>–Increased security</li> <li>–MIFARE Classic systems</li> </ul>	<ul style="list-style-type: none"> <li>–Aggregation</li> <li>–Multi Application Support</li> </ul>
<b>Value Proposition</b>	<ul style="list-style-type: none"> <li>–Cost effective</li> <li>–Easy integration in contactless infrastructure</li> </ul>	<ul style="list-style-type: none"> <li>–Open standard crypto authentication</li> </ul>	<ul style="list-style-type: none"> <li>–Multiple suppliers</li> <li>–Reliable &amp; robust</li> <li>–Market proven</li> </ul>	<ul style="list-style-type: none"> <li>–Seamless upgrade</li> <li>–Low cost procedures</li> </ul>	<ul style="list-style-type: none"> <li>–Mission Critical reliability</li> <li>–Increased speed, security and flexibility</li> </ul>
<b>Market Position</b>	–#1 with >800 m units shipped	–First Open crypto (3 DES) IC solution	–#1 with >1000 m units shipped	<ul style="list-style-type: none"> <li>–First AES</li> <li>–First relay attack detection</li> <li>–First CC EAL 4+</li> </ul>	<ul style="list-style-type: none"> <li>–First AES</li> <li>–First CC EAL 4+</li> </ul>

# MiFare Plus Family

## ► Memory

2KB in Classic mode compatibel with Classic 1K	4KB compatible to Classic 4K
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## ► UID

4B available only during migration	7B preferred future proof version
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## ► Version

S simple and straight forward upgrade of Classic installations	X expert version rich feature set export controlled
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# MiFare Plus General Features

- ❑ 2 Kbyte or 4 Kbyte versions
- ❑ Downward compatible with MiFare 4K, 1K and MiFare Mini
- ❑ ISO-14443 A 4 bytes or 7 bytes of UID; or 3 bytes of random ID
  - Multi-sector authentication; multi-block read / write
  - As long as sectors have the same AES key not necessarily consecutive sectors but just consecutive operation
- ❑ Applicable to security levels 2 and 3
- ❑ MiFare crypto1 keys (2x48 bits sectors) or AES 2x128 bits / sector
- ❑ 500K write cycles, EAL4+, configurable access conditions
- ❑ Speed = up to 848 Kbps

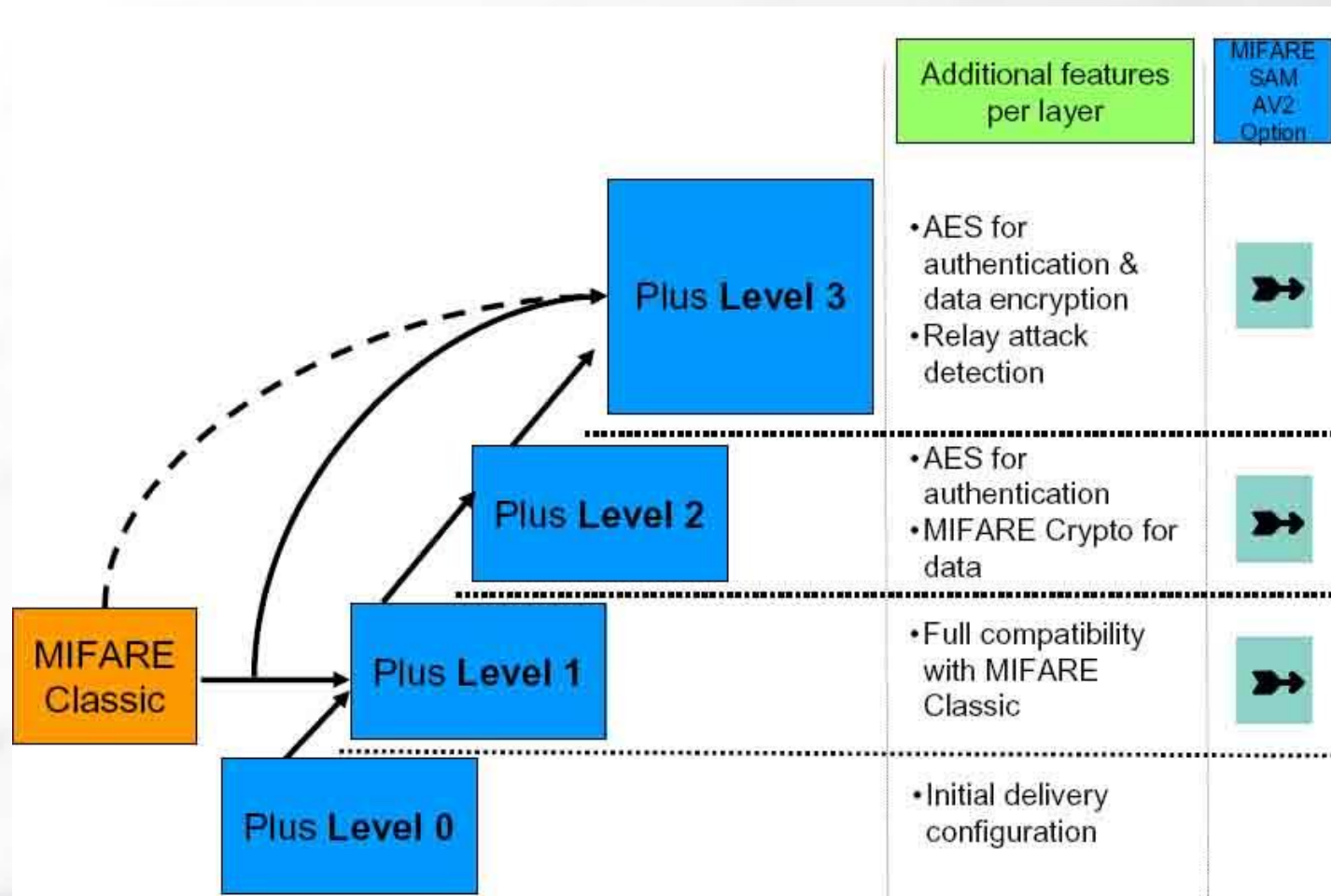


# MiFare Plus Security Features

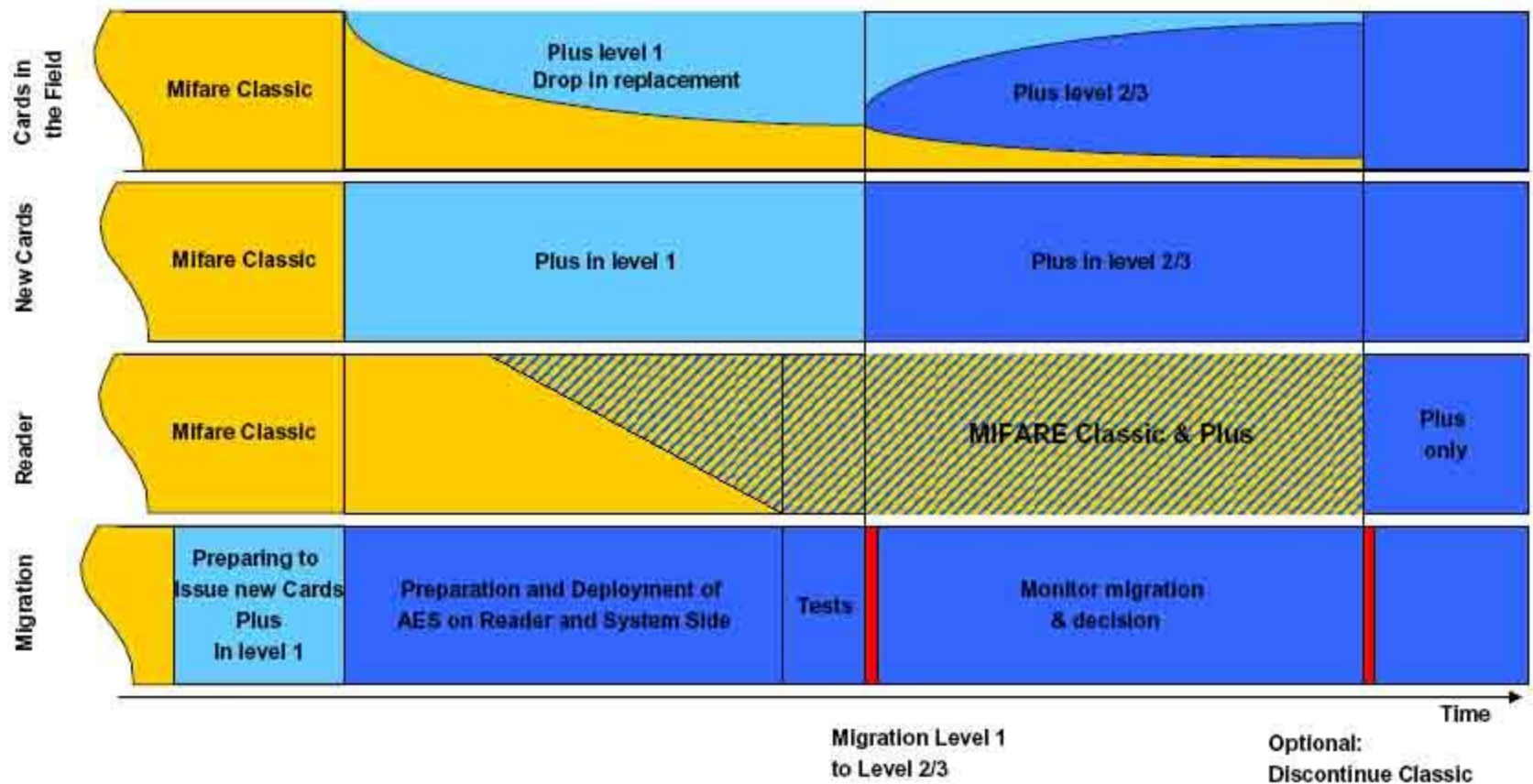
- ❑ 4 security levels
- ❑ Level 0 – Initial delivery configuration
- ❑ Level 1 – MiFare 4K, 1K and mini backward compatible
- ❑ Level 2 – AES authentication, MiFare crypto1 data confidentiality
  - Anti-tearing only for AES key update
- ❑ Level 3 – AES authentication, confidentiality and integrity
  - Anti-tearing for AES key update and trailer
- ❑ Can dynamically switch to higher level security through authentication with higher security authentication key



# MiFare Plus Security Features



# Typical Migration Scenarios



# Security Level 1

- ❑ Use Write Perso to change data and default AES keys (for better security management)
- ❑ Use Commit Perso to enable effect of written keys
  - Configuration, Card Master, Level 2 & 3 Switch Keys

# Security Level 2

- ❑ Each sector contains 2 crypto1 keys; 2 AES keys
- ❑ AES authentication generates a session key, which is then XORed with the crypto1 key to perform crypto1 authentication
- ❑ To switch from L2 to L3, use the Security Level 3 Switch Key
- ❑ Changing back to a lower security level is not possible
- ❑ Changing AES keys and Configuration Blocks is possible
- ❑ Multi-block (1 to 3 blocks) read and write is possible

# Security Level 3

- ❑ Random ID is available.
- ❑ An integrity and a confidentiality session key is generated after an AES authentication.
- ❑ Read command is MACed but can also be configured as not MACed for performance reasons. Proximity check can still prevent tampering.
- ❑ Write command is always MACed.
- ❑ Each block can be configured to allow/disallow plain communication.
- ❑ The reader can decide to retrieve MAC to be included in the response.



# MiFare Plus Correct Usage

- ❑ Security Assumption
  - Application program cannot be tampered with
- ❑ Design Tips
  - Card is only secured if it operates in security level 3 with secured messaging (SM)
  - A secured card does not imply a secured application, therefore security design must be correct
  - SAM must be used to authenticate the card, and to generate and verify SM
  - SAM must verify generated SM for debit, and verify the response followed by generating a debit certificate for back-end verification
  - SM credit command must be generated by the backend, and the response, verified
  - If offline credit, SM for credit must only be generated after verifying that the cashier card is debited. The credit response is verified before generating a credit signature





Questions?