



Securing Wireless LANs: Part 1

Gaurav S. Kasbekar

Dept. of Electrical Engineering

IIT Bombay

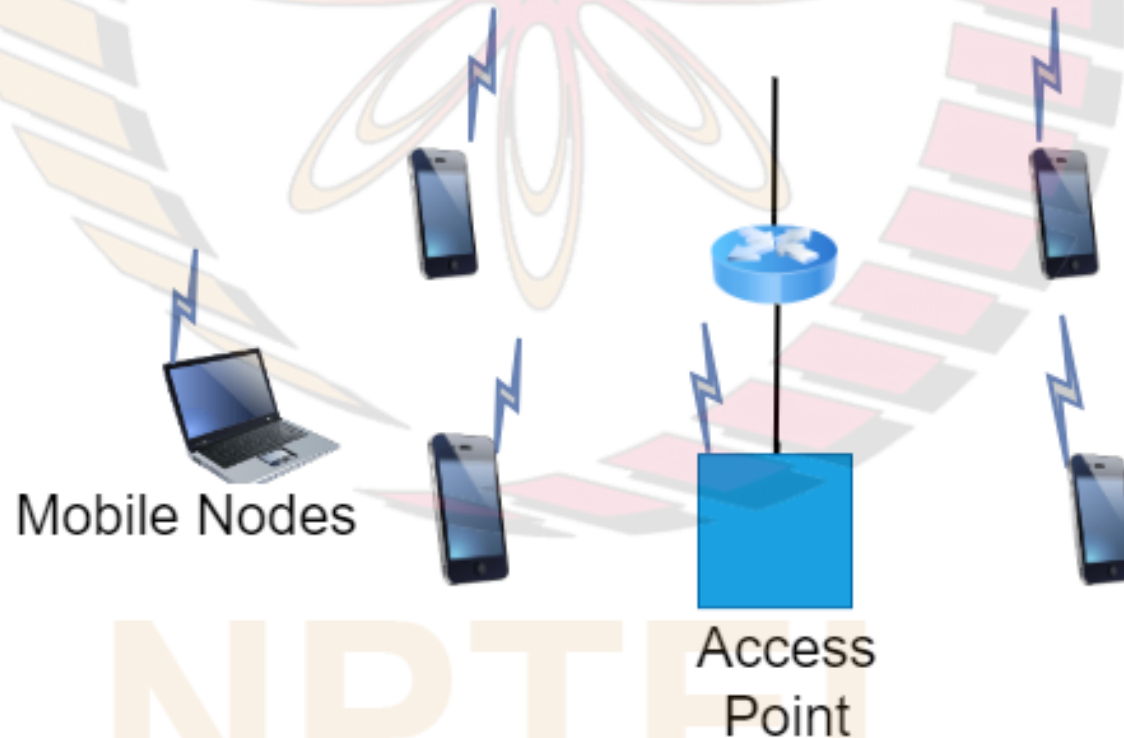
NPTTEL

References

- J. Kurose, K. Ross, “*Computer Networking: A Top Down Approach*”, Sixth Edition, Pearson Education, 2013
- J. Edney, W.A. Arbaugh, “*Real 802.11 Security: Wi-Fi Protected Access and 802.11i*”, Pearson Education, 2004.
- B.L. Menezes, R. Kumar, “*Cryptography, Network Security, and Cyber Laws*”, CengageLearning India Pvt.Ltd., 2018

Wi-Fi (802.11)

- Mobile nodes and Access Point communicate over wireless channel (shared medium)



Wi-Fi (802.11) (contd.)

- Wi-Fi operates in Industrial, Scientific and Medical (ISM) bands (around 2.4 GHz, 5 GHz)
 - ❑ Originally meant for purposes other than telecom (e.g., microwave ovens)
 - ❑ Later *unlicensed* use by wireless devices (e.g., Wi-Fi, Bluetooth) allowed
- Binary exponential backoff based medium access control protocol used
- When destination receives an error-free packet, it sends an ACK to source
 - ❑ if source does not receive ACK, it retransmits packet

Security in 802.11

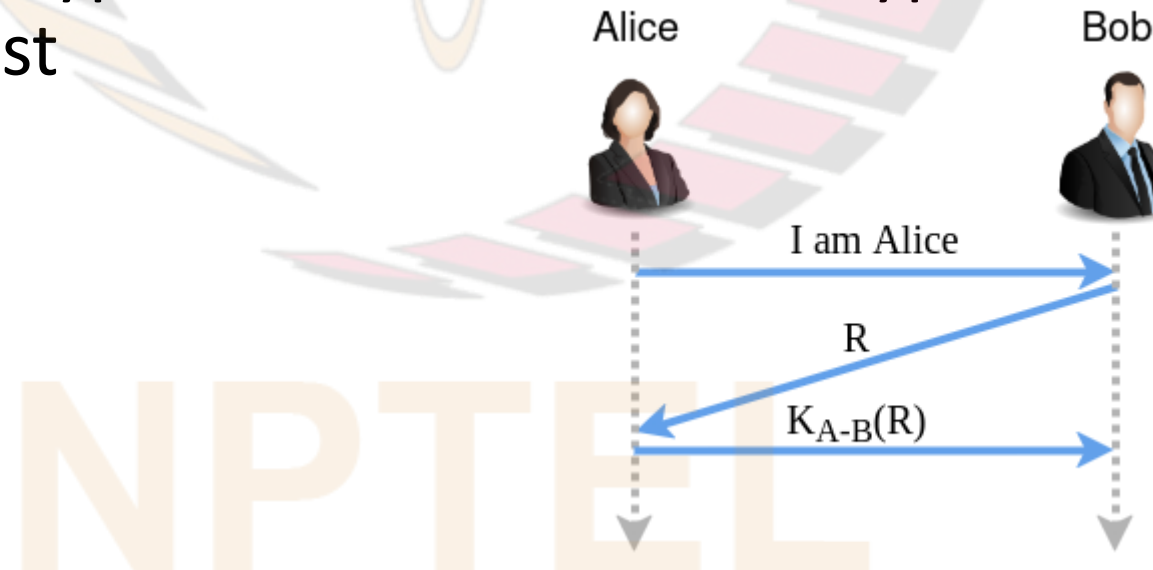
- Security important in 802.11 since:
 - ❑ wireless medium used; radio waves carrying transmissions can propagate beyond building containing Access Point and mobile devices; transmitted signal can be intercepted using packet sniffer placed near network
 - ❑ intruder can also transmit packets masquerading as Access Point or a legitimate mobile device
- In the original 802.11 standard (adopted in late 1990s), a set of security mechanisms known collectively as **Wired Equivalent Privacy (WEP)** were included
 - ❑ later several security flaws were found in WEP
- In 2004, **802.11i**, a more secure standard for 802.11 security was adopted; in 2009, another security related amendment, **802.11w**, was introduced
- Next: we discuss WEP, some of the flaws in it, 802.11i, and 802.11w

WEP

- Designed to provide authentication and data encryption between a mobile device (host) and AP
- Assumes that a symmetric shared key exists between host and AP
 - ☐ No key management algorithm provided by WEP
 - ☐ Assumed that host and AP have somehow agreed on symmetric key (*e.g.*, user may manually input key provided by system administrator)

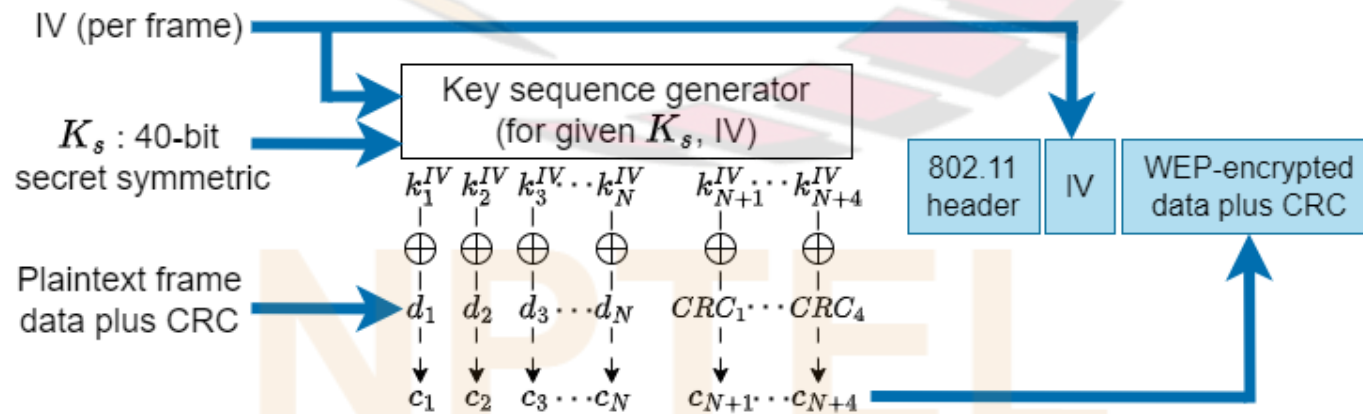
WEP's Authentication Protocol

- Same as the authentication protocol **ap4.0** that we studied earlier
 - 1) A host requests authentication by an AP
 - 2) The AP responds with a 128 byte nonce value
 - 3) The host encrypts the nonce using the symmetric key that it shares with the AP and sends it to AP
 - 4) The AP decrypts and verifies the encrypted nonce sent by host



WEP's Data Encryption Protocol

- A 40-bit symmetric shared key, K_S , assumed to be known by both host and AP
- A 24-bit *Initialization Vector* (IV) appended to K_S to get a 64-bit key that is used to encrypt a single frame
 - ❑ IV changes from frame to frame (e.g., selected randomly)
- Suppose plaintext data is N bytes in length; 4-byte CRC computed for it
- The 64-bit key used to generate a stream of key values (1 byte each), $k_1^{IV}, k_2^{IV}, k_3^{IV}, \dots$ using RC4 stream cipher (details omitted)
- Ciphertext obtained by XORing (plaintext data+CRC) with the key value stream
- IV included in plaintext form in header of WEP-encrypted frame



Reasons for Using IV

- Recall: a 24-bit *Initialization Vector* (IV) appended to K_s to get a 64-bit key that is used to encrypt a single frame
 - IV changes from frame to frame (e.g., selected randomly)
- Reasons for using IV:
 - 1) To ensure that two identical plaintext messages do not produce the same ciphertext
 - 2) For every frame, the RC4 algorithm is initialized with the key value prior to the start of the key stream generation; if the key value were same for every frame, the RC4 algorithm would be initialized to same state every time
 - So key stream produced would be same for every frame
 - This would be a serious weakness since if attacker found out the key stream (e.g., by guessing the plaintext in a frame), he/ she would be able to decipher every frame by XORing the frame with the key stream

