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# **Secure Elements for You and Me: A Model for Programmable Secure Hardware in Mobile Ecosystems**

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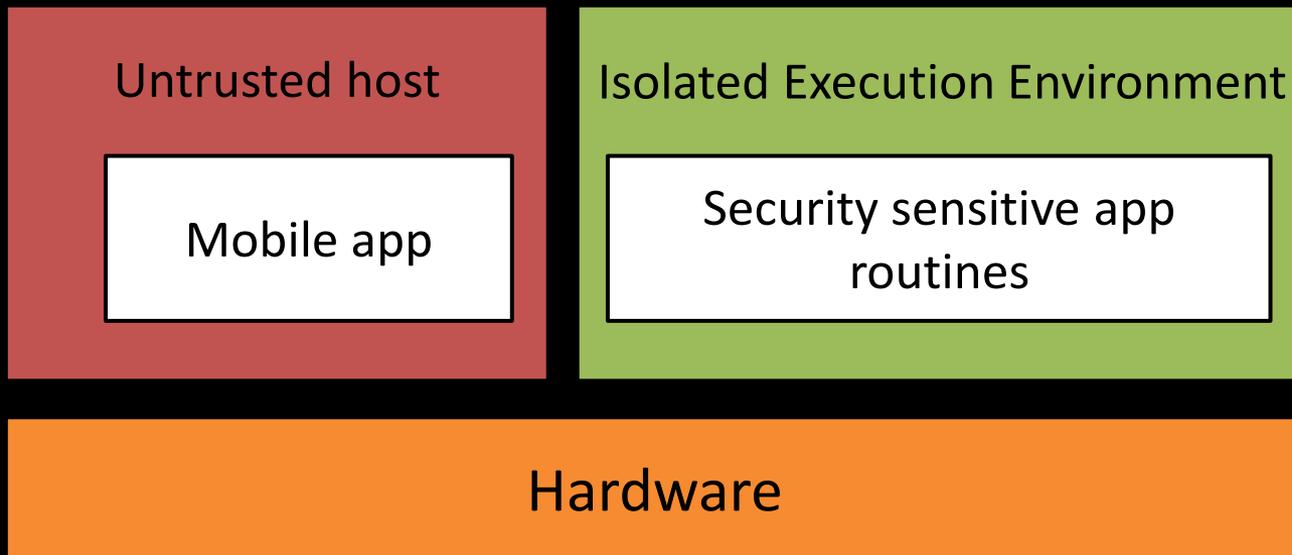
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# Motivation

- Secure hardware can drastically improve security of mobile apps
  - Provides isolated execution environment for security sensitive app routines



# Secure Hardware

Processor-based  
Trusted Execution  
Environments (TEEs)

- ARM TrustZone,  
TI M-Shield

Secure Element (SE) on  
UICC (or SIM) cards



Secure  
Hardware



Embedded SE (eSE)

- Standalone or NFC-based



Secure Element (SE)  
on an SD memory card

# Mobile Payments Apps with Secure Hardware Support

- ◆ SE-supported apps from OS vendors
  - ◆ Google Wallet and Apple Pay



- ◆ SIM-based apps from Mobile Network Operators (MNOs)
  - ◆ Vodafone payment app, MyWallet from Telekom, etc.
- ◆ But, “[...] there is a major shift towards cloud based software solutions away from hardware based technologies [...]” (Advanced Payments Report 2014, Edgar Dunn & Company)
  - ◆ E.g., solutions of PayPal and Visa rely on cloud-based services

# Other Security Sensitive Apps

- ◆ Online banking, mobile ticketing, access control applications, etc.
  - ◆ Typically rely on software-based security mechanisms
    - ◆ SmartCard emulated in software
    - ◆ OS-level isolation and access control

# Why?

Secure hardware is not freely programmable



# Problem Description and Challenges

Widely deployed Secure Elements (SE) and Trusted Execution Environments (TEEs) are controlled by their stakeholders

No effective business models exist to allow third party app developers to interact with SE/TEE stakeholders

Access control to secure hardware APIs is controlled either by their stakeholders or by OS vendors, but not by app developers

# Our Goal

A framework to allow third party developers to develop for secure hardware and to deploy their code

Incentives for secure hardware stakeholders to allow such access

Simplified interaction of third party developers and secure hardware stakeholders

Access control to secure hardware APIs independent from OS vendors

# Core Ideas



## Market place code distribution ecosystem

- Bridges small and mid-size app developers and large hardware stakeholders



## DRM for secure hardware code

- Hardware stakeholders grant installation rights (to users) by issuing installation tokens
- Financial incentives for hardware stakeholders



## Developer-centric access control to secure hardware APIs

- Distribute access policy in installation tokens

# Involved Parties



## Developer D

- Develops mobile apps and applets, trustlets or trusted apps



## App Market M

- Usual app market where mobile apps are published



## Applet Market S

- Maintained by the stakeholder of secure hardware



## Secure Element SE

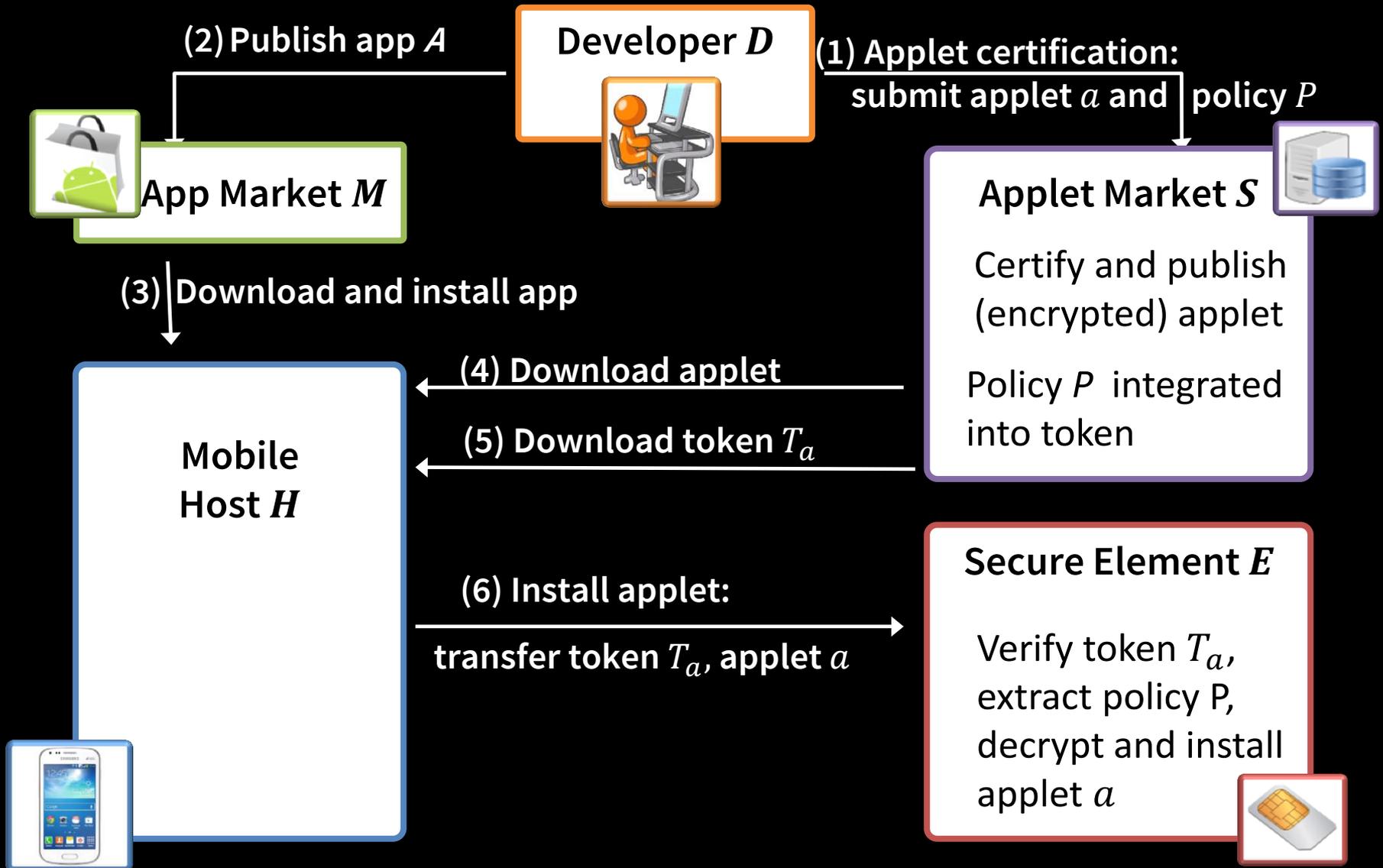
- Secure hardware which can run applets, trustlets, etc.



## Mobile Host

- Mobile device, such as a smartphone or tablet

# System Architecture



# Applet Installation



Mobile Host  $H$

Mobile app

2. Detect applet dependency

App installer

Applet Installer

1. Install app

3. Invoke applet installer

4. Download  $T_{a', a}$

5.  $T_{a', a}$

Access Control Enforcer



Secure Element  $E$

ARA-M applet

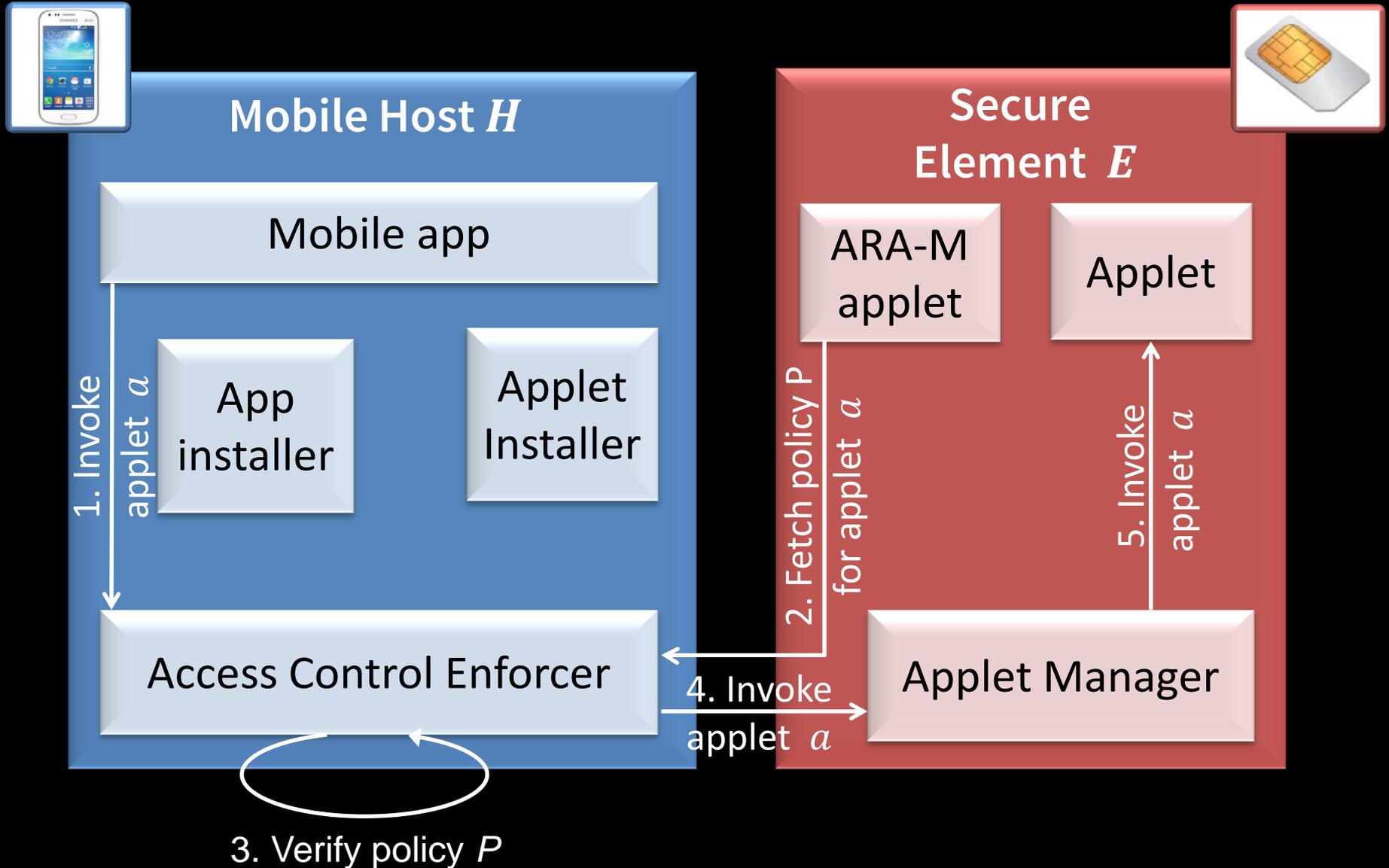
Applet

6. Add policy P

7. Install applet

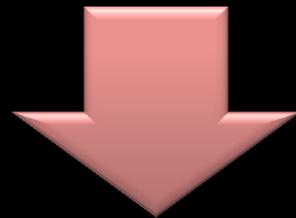
Applet Manager

# Applet Invocation



# Associated Challenge

- ◆ Market-driven code provisioning scheme may stipulate rapid development of various SE applets
- ◆ Limited resources of hardware-based SEs limit number of installed applets
- ◆ Current resource quota mechanisms for SEs are not effective in case of market-driven code provisioning



Our solution: SE resource management

# SE Resource Management

Applet Manager performs resource management by

- ♦ monitoring available SE resources
  - ♦ maintaining statistics of applet usage
  - ♦ de-installing of rarely used applets in case SE is out of resources
  - ♦ installing applets on-demand in case previously de-installed applet is invoked
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- ♦ On-demand applet installation
    - ♦ Transparent to mobile applications invoking the applet
    - ♦ May impact runtime performance

# Implementation

Module	Size (LoC)	Language	Dependencies
Applet Manager	791	Java/Android	SpongyCastle Crypto API
jCardSim4Android*	4923	Java/Android	SmartCardIO
SmartCardIO**	728	Java/Android	
Applet Installer	1124	Java/Android	SpongyCastle Crypto API, Communication API
SE Stakeholder	1390	Java 6	BouncyCastle Crypto API, Communication API
Developer	656	Java 6	BouncyCastle Crypto API, Communication API
Communication API	545	Java 6, Java/Android	

\*Port of open-source project jCardSim (<http://jcardsim.org/>) to Android

\*\* Port of javax.smartcardio classes from Open-JDK v7 to Android

# External SE Deployment

- ◆ Host on mobile device
- ◆ Emulated SE on a smartwatch (or any other wearable)



# Performance Evaluation

	Applet installation*, ms	Applet de- installation*, ms	Applet execution**, ms
H and E on the same smartphone	46.27 ± 19.19	15.76 ± 7.83	38.43 ± 18.47
H on the smartphone, E on the smartwatch	415.27 ± 78.00	205.36 ± 72.54	150.34 ± 50.07
Hardware-based SE			24.47 ± 1.86

\* Applet size 10953 Bytes

\*\* Send 4 bytes to the applet and reply with 10 bytes

- Smartphone: Samsung Galaxy S3 (Android 4.4)
- Smartwatch: Samsung Galaxy Gear SM-V700 (Android 4.2)
- Hardware-based SE: Mobile Security Card SE 1.0 (G&D)

# Summary and Further Work

Our model for programmable secure hardware

- ◆ Provides incentives for SE/TEE stakeholders
- ◆ Bridges small-size app developers and large stakeholders
- ◆ Developer-centric access control to secure hardware APIs compatible to Global Platform specifications

Further work:

- ◆ Support for Trusted Execution Environments
- ◆ Support for multiple types of secure hardware on a single platform

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