Introduction	GSM background	Passive Listening	Work In Progress	Conclusion

Abusing Calypso phones

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About th	e speaker			

- Linux and free software "geek" since 1999
- M.Sc. in C.S. + some E.E.
- General orientation towards low level
 - Embedded, Kernel, Drivers and such.
 - Hardware (Digital stuff, FPGA, RF, ...)
- Interest in GSM projects for about 3 years
 - OpenBTS, OpenBSC, Airprobe, Osmocom-BB, ...
 - 27C3 GSM Intercept demo
 - Mostly in my spare time

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Outline				

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Motivation				

Modify a phone to make it do what we want rather than what it was designed to.

Why ?

- Gain access to lower layers of the communication stack
 - Other projects paved the way for GSM (OpenBTS, OpenBSC, Osmocom-BB, ...)
 - However they don't all allow to go down to L1 and some depend on expensive hardware
- Create the tool allowing security research
- Just for fun: Usefulness is overrated anyway

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Today's	target			

Target hardware: Motorola C123

- Supported by Osmocom-BB
- Classic TI Calypso design
 - Lots of alternative platforms if needed
 - Some leaked sources and documentation available
- Cheap (20 EUR new, down to 1 EUR on ebay)
- Readily available



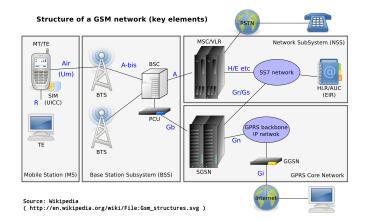
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GSM background

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GSM Network overvie	w			



We'll be focusing on the GSM Air Interface: Um.

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GSM Um: Frequencies	Layer 1			

Several bands

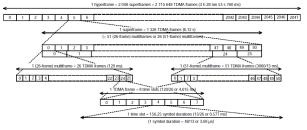
- GSM-850, EGSM-900, DCS1800, PCS1900, ...
- http://en.wikipedia.org/wiki/GSM_frequency_bands

Each band has two frequency range (FDD)

- Downlink, from Network to MS (e.g. DCS1800: 1710.2 to 1784.8 MHz)
- Uplink, from MS to Network (e.g. DCS1800: 1805.2 to 1879.8 MHz)
- ARFCN = Absolute Radio-Frequency Channel Number
 - maps to a given frequency pair (UL/DL)
 - 200 kHz spacing

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GSM Um: TDMA	Layer 1			

- Fully synchronous
- Described as a TDMA nightmare



Each frame in multi-frame has a specific purpose

BCCH + CCCH	FSB	C F S	c	CFS	D O	D 1	D 2	D3 FS	AO	A1 -	
(downlink)	FSB	C F S	с	CFS	00	D1	02	D3 FS	A2	A 3 -	



- 1 frame = 8 timeslots (bursts)
- Physical channel = 1 timeslot on 1 ARFCN

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GSM Um: Bursts	Layer 1			

- 4 types of bursts :
 - Normal burst: Used to carry "real" data traffic.
 - Frequency correction burst: (FCCH) Allow MS to sync its clock and coarse TDMA
 - Synchronization burst: (SCH) Allow MS to preicsely sync to TDMA
 - Access burst: (RACH) Used by the MS to request a dedicated channel



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Passive Listening

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A bit of hi	story			

Osmocom-BB is an Free Software GSM Baseband implementation.

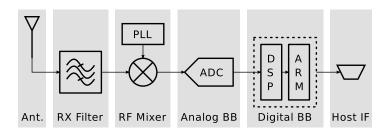
- Early timeline (2010):
 - Early February: Osmocom-BB is initiated
 - Late February: Osmocom-BB is announced publicly
 - BCCH reception mostly
 - March-July: Progressive work to get TX, SDCCH, LUR, ...
 - August: First phone call
- Already a **big** advance
 - Full L2 & L3 control on the MS side
- But I wanted more ;)

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Goal				

Turn a phone into a passive listener

- Raw bursts data
- Uplink and Downlink
- Frequency Hopping
- Timeline
 - Work started almost directly after Osmocom-BB was initiated
 - First prototype in Q3 2010
 - Shown at Deepsec 2010 & 27C3

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Typical RX	path			



- Antenna: not an issue, can be replaced if needed
- RX filter: not an issue for lab tests, can be removed if needed
- RF mixer: tests shows it works just fine tuning at UL/DL
- Analog baseband: not an issue
- DSP core: ROM based and limited. Need a solution.
- ARM core: firmware under our control thanks to osmocom-bb
- Host interface: serial can be made fast enough

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DSP The problem				

ROM based firmware

- But supports executing code from RAM
- Official firmwares load 'patches' somehow (fix bugs, ...)
- The ARM schedules "tasks" to be executed by the DSP
- No existing tasks does what we want
 - DSP converts from L2 packets to L1 bursts internally
- Need to patch it
 - Dump ROM
 - Analyze it and figure how patching works
 - Write custom "tasks" to do what we want

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DSP Dumping (1)				

- Architecture
 - Distinct program, data & IO address space
 - Different instructions to access them
 - Some zones mapped in both program and data space
 - Communicates with the ARM by shared memory zone
 - Called API RAM
 - Mapped in both program and data address space
- ROM Bootloader
 - Leaked TSM30 sources hinted at ROM bootloader
 - TI documention for similar DSP provided the details
 - Allows to download custom code/data and jump to it
- Reading ROM
 - Upload custom stub to copy chunk of ROM to API RAM
 - But it didn't work ... only read 0xffff
 - Security feature: code executing from RAM can't read ROM

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DSP Dumping (2)				

If we can't read the ROM from code executing from RAM, we'll have to read it from code executing from ROM \dots

- There has to be a memcpy equivalent somewhere
 - Look at known DSP code for this architecture
 - Often inlined, so only part will be usable
- Looking for:
 - mvdd *AR?, *AR? for data space
 - reada *AR? for program space
- Bruteforce it
 - 1 Use bootloader to launch stub
 - 2 Setup registers with a 'guess'
 - 3 Jump to a location
 - 4 Halt the DSP from the ARM a bit later
 - 5 Check for result in API RAM
 - 6 Retry ...

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DSP Dumping (3)				

Program space			
.prom0:00007213 7E92 .prom0:00007214		reada	*AR2+
.prom0:00007214 .prom0:00007214 F000 0001 .prom0:00007216 FC00	loc_7214:	add ret	#1, A

Data space

.pdrom:0000E488 E598 mvdd *AF .pdrom:0000E489 FC00 ret	3+, *AR2+	
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The ret instructions are added bonuses

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DSP Analyzing (1)				

- CPU supported by IDA Pro Advanced
 - Added support for IO port definitions and memory mappings
 - Now in mainline
- Entry point is known
- Mix of C and hand-crafted assembly
 - No clear conventions
- Lots of indirect calls
 - Using function pointers in RAM copied from ROM at startup
 - We can replace those by our own !
 - This is how to add custom tasks, extend the DSP, ...
 - Screws a bit with IDA autoanalysis
 - Several different tables and call mechanisms

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DSP Analyzing (2)				

Use interrupts and IO access to trace important functions

- Frame interrupt: Tasks
- DMA interrupt: IQ samples buffer and demodulation
- A5 unit IO: Cipher setup
- DMA unit IO: Burst RX setup
- RIF unit IO: Burst TX buffer

And finally write custom task to do what we want ...

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Work In Progress

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Phone as a Goal	BTS			

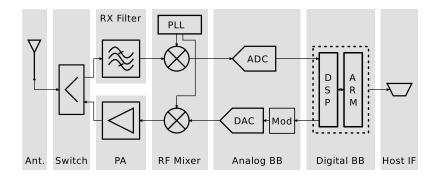
- Attempt to convert a phone into a working BTS
 - Not full featured, not compliant with specs, ...
 - Provide minimal service
- Motivation
 - Another cheap tool for GSM research
 - Fuzz cell phones
 - Portable fake BTS
 - Just prove it's doable
- First post on the mailing list about this about 2 years ago
 - Only the base idea, not real work done
 - First very rough work at CCCamp 11
 - Idea popped up again at OsmoDevCon 2012

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Phone as a Differences betw				

What does a BTS do that a phone doesn't ?

- Layer 1:
 - Uplink / Downlink frequencies
 - Simultaneous RX & TX
 - Continuous C0 beacon to allow phone to 'find' the cell
 - MS usually TX 3 timeslots after RX
 - Transmit FCCH / SCH
 - Receive RACH
 - Clock master
- Layer 2 & 3: Role swapped

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Phone as a				



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Phone as a Proof of concept				

DSP patch

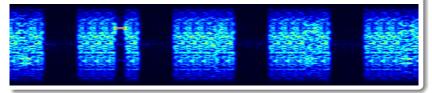
- FCCH, SCH, NB & Dummy TX
- Multi slot TX
- RACH detection (detect with power and send IQ samples to host)
- Use OpenBTS
 - Already split between main OpenBTS and actual radio interface
 - Replace the transceiver
- Attempt half duplex operation
 - Timeslot layout: Tt_R_ttt
- Use commercial cell as timing reference

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Phone as a Spectrum view	BTS			

Multiframe



Zoom



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Phone as a Demonstration	BTS			

Hopefully, it'll work ...

Keep in mind :

- Just a proof of concept
- Long time to go to clean up and make it usable and reliable

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Thanks				

Thanks to anyone contributing to the various Open Source GSM / GSM security projects. Most notably here :

- Harald "LaF0rge" Welte
- Dieter Spaar
- David Burgess and his team at KestrelSP
- Andreas "jolly" Eversberg
- Steve "steve-m" Markgraf

And of course, thanks to the PHDays team for having me here.

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Further reading						
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Airprobe http://airprobe.org/ OsmocomBB http://bb.osmocom.org/ OpenBSC http://openbsc.osmocom.org/ OpenBTS http://openbts.sourceforge.net/ GSM Specs http://webapp.etsi.org/key/queryform.asp