



Addressing Mobile Security through Industry Standards

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Agenda

1. Why mobile platforms need standards-based security
2. Who is Trusted Computing Group
3. Trusted Computing Group's mobile security initiative
4. Summary and questions

Why Add Trust to the Mobile Platform?

- Mobile phones can be used for computing tasks, Internet access, e-commerce, content download etc.
- Increasing variety and popularity of services require more trust and security in the device, service, content and network
- Convergence of Internet and mobile domains requires a common trust approach
- Malware, spam and physical theft of devices can be a threat

Security is of utmost importance yet has been approached in a non-standardized manner



Time is right for mobile security standardization

“IDC agrees that there is unlikely to be a major outbreak until the start of **2008**”

"Despite this intense vendor - and media-driven speculation - the necessary conditions required for viruses or worms to pose a real rapidly spreading threat to more than 30 percent of enterprise mobile devices will not converge until year-end **2007**" (Gartner)

"A lot of this (cell phone attacks) is **hyped** to create a market that doesn't exist," said Neil MacDonald, group vice president and research director at Gartner Inc. "The market will exist eventually because the devices are becoming more powerful, but the **threat today is minimal and overblown.**"

Why Standardize Security: Benefits to the **Industry**

- Allows the industry to pool scarce resource of top experts, prioritize key issues, and enable wider peer review for flaws
- Creates a broader base of customers for the supply chain, eventually lowering costs and speeding time to market
- Prevents fragmentation, enhances interoperability and reduce R&D costs



Why Standardize Security: Benefits to the **Users**

- Increases confidence that their devices will work as intended
- Prevents virtual and physical theft of content and data and unauthorized use
- Lowers cost and speeds adoption of new systems, meaning users get more features and better security at lower costs



Approaching Standards

- No standards body was addressing the overall issue of mobile device security and trust
- Industry began working together via the Trusted Computing Group
 - Successful already in driving security standards
 - Work can be leveraged, shortening standards and product development cycles
- Organization has 130+ members and a dedicated Mobile Phone Work Group
 - Mobile group members include Authentec, Ericsson, France Telecom, Infineon, Intel, Lenovo, Motorola, Nokia, Philips, Samsung, Sony, ST Microelectronics, Texas Instruments, VeriSign, Vodaphone, Wave Systems, and many others





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TCG Mission

Develop and promote open, vendor-neutral, industry standard specifications for trusted computing building blocks and software interfaces across multiple platforms



TCG Membership (December 2005)

- 131 Total Member companies
- 6 Promoter members
- 77 Contributor members
- 48 Adopter members

Promoters

AMD

Hewlett-Packard

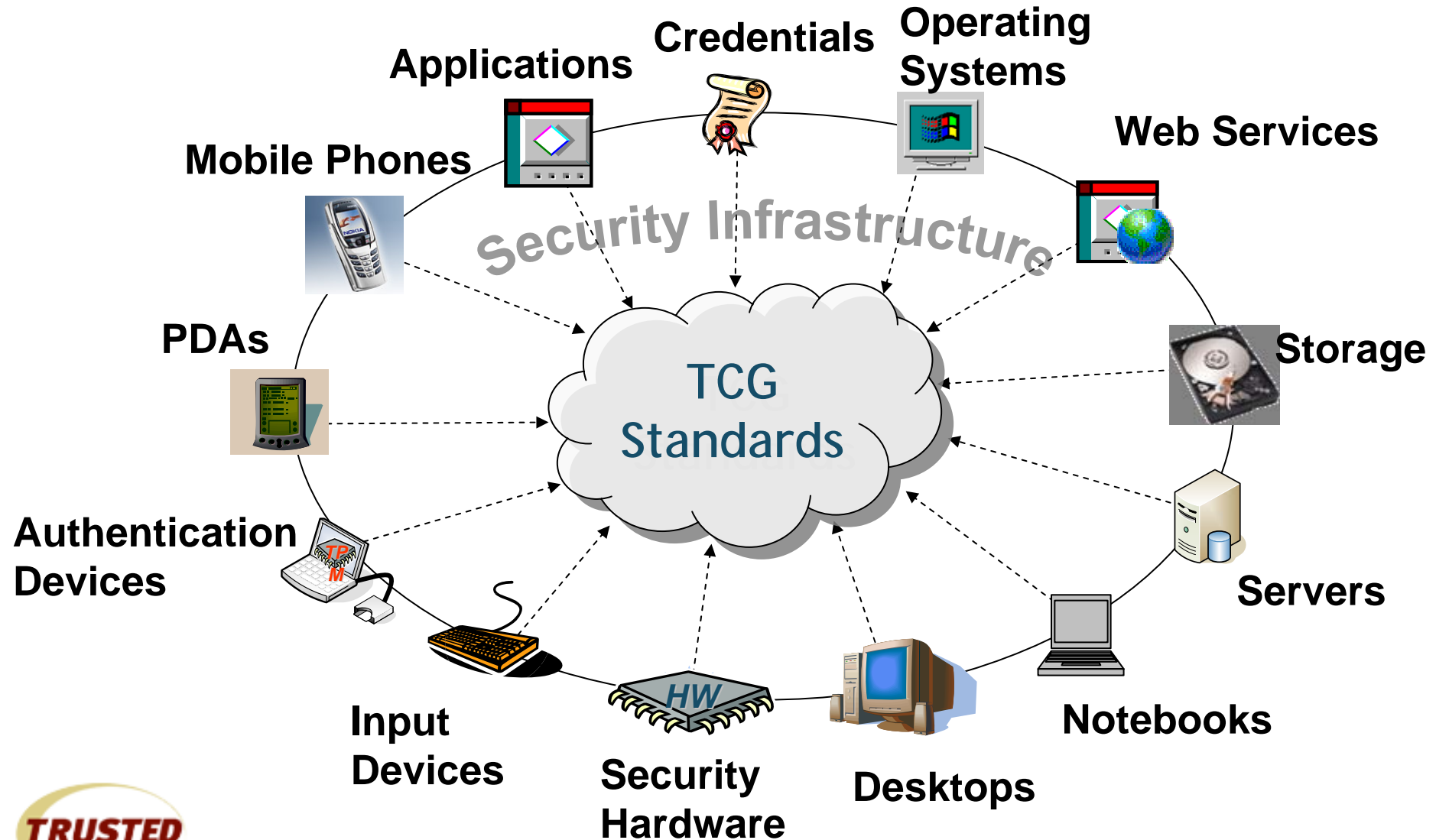
IBM

Intel Corporation

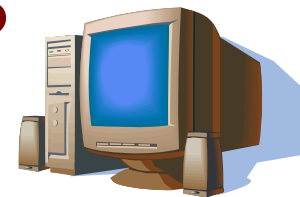
Microsoft

Sun Microsystems, Inc.

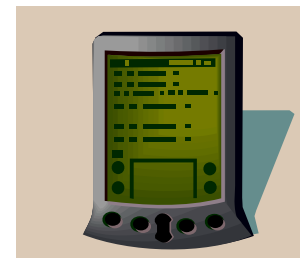
Trusted Computing: The "BIG" Picture



Technical Workgroups



- Technical Committee
- Technical Work groups
 - Trusted Platform Module (TPM)
 - TPM Software Stack (TSS)
 - PC Specific Implementation
 - Peripheral Implementation
 - Server Specific Implementation
 - Storage Systems Implementation
 - **Mobile Phone Work Group**
 - Conformance (Common Criteria)
 - Infrastructure
 - Trusted Network Connect
- Marketing Work Group



The Trusted Computing Solution

- Enable a trusted environment
 - Dynamic platform communication with the network
 - Protection of data
 - Remote communication
- Enable a platform to prove that a given software environment is a protected environment
- Secrets are protected until the correct software environment exists
 - Only then are secrets released





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TCG's Mobile Phone Work Group (MPWG)

- The group works on the extension of Trusted Computing concepts and benefits to mobile devices
- The group builds on existing specifications and concepts to **address specific characteristics of mobile devices**
 - Ex. connectivity and limited capability
- The technical work will continue to enable different business models of the mobile industry



Threats for mobile environment

- Viruses and worms
- Denial of service
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- Violation of privacy: ID applications, personal information
- Loosing money: e-cash, unauthorized phone calls, etc.
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- copying electronic tickets, etc.
- Device is portable – easy to steal

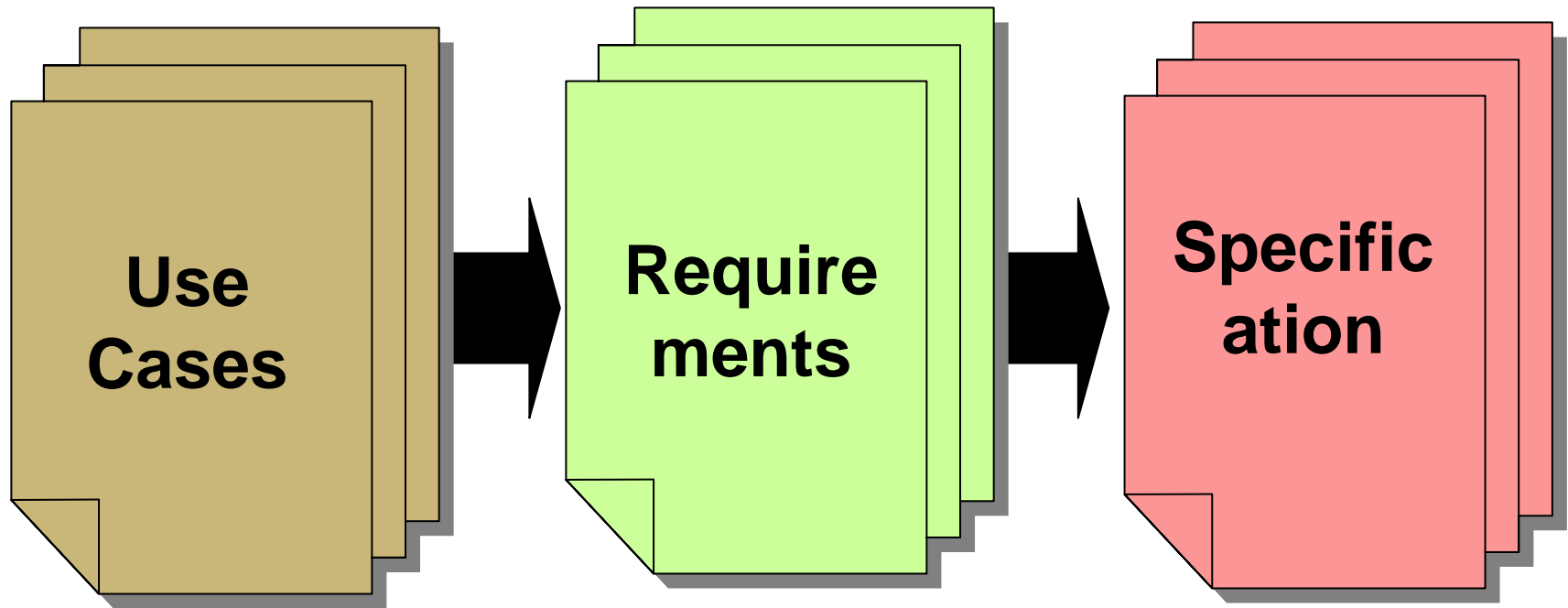
TCG addresses threats from device architecture level

TCG Deliverables

- **Step 1: Use Cases**
 - Consolidated collection of usage scenarios that are describing the usage of mobile devices in trusted environment, concentrated on exploring added value for mobile devices.
 - Get industry input, additional participation, create support for industry working together to address security issues
- **Step 2: Requirements**
 - List of high-level requirements (functional and non-functional) related to the adoption of trusted computing platform for mobile devices.
- **Step 3: Mobile Security Specification**
 - Extensions and modifications required for TCG main specification to be adopted for mobile devices.

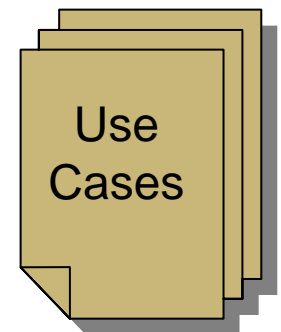


Working Group Process Steps



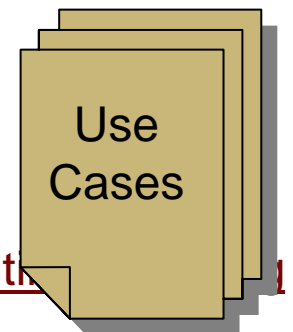
Use Cases

- TCG Use Cases for mobile security intend to outline the application of TCG techniques and specifications to mobile devices
- They have been written to:
 - Guide subsequent technical specification work within the Mobile Phone Working Group
 - Ensure that the work of Mobile Phone Working Group meets real industry needs



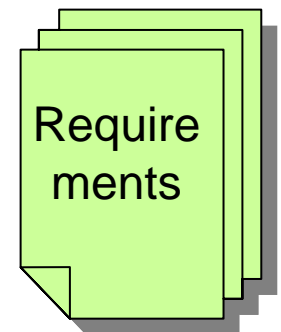
Use Cases

- Platform Integrity
- Device Authentication
- Robust DRM implementation
- SIM lock/Device personalization
- Secure Software download
- Secure channel between device and UICC
- Mobile Ticketing
- Mobile Payment
- Software Use
- Prove Platform and Application integrity to end users
- User Data protection and privacy



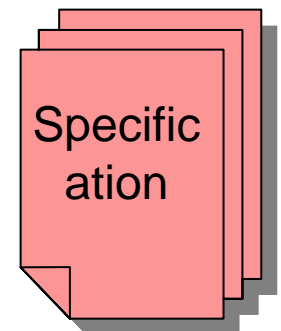
Requirements

- Technical prerequisites deriving from the real-life use cases
- Baseline for specification, illustrates the conceptual framework
- Examples of planned requirements:
 - Locally verified boot
 - Platform verification authority
 - Secure storage
 - Portability, migration
 - Owner-installed applications
 - Etc.



Specification

- Builds on use cases and requirements
- Ready for product implementation during 1H2006
- Will be posted on www.trustedcomputinggroup.org/Mobile





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Summary



- Timing is right for addressing mobile security issues
- Standardized approach brings numerous benefits
- TCG is an industry-wide specification body specializing in security
- TCG MPWG consists of security experts in wireless companies
- TCG MPWG is creating a mobile phone security specification
- Specification ready for product implementation during 1H2006



Thank you.

Questions ?