

LTE Network Security – Private Networks

Simon Lardner

Challenge Networks / Vocus

Introduction to Challenge Networks

- One of the leaders in private LTE network design & build in Australia
- Have 20+ deployed LTE networks both in Australia and internationally
- Recently acquired by Vocus
- A number of 'first's in private LTE networks:
 - First underground LTE network in mining
 - First in Oil & Gas
 - First Gold mine
 - First in Peru
 - First in Copper mine
 - First using Nokia technology
 - First to use Band1 (2100 MHz) in Australia for LTE



Why talk about it ?

- Security is becoming more topical -> Some people are getting paid lots!
- Some (in)famous examples recently
- In the area of private networks – becoming a ‘hot topic’ as the industry becomes more mature
- More edge devices being connected -> More to go wrong
- Smarter edge devices -> More to go wrong
- Different types of edge devices -> More to go wrong

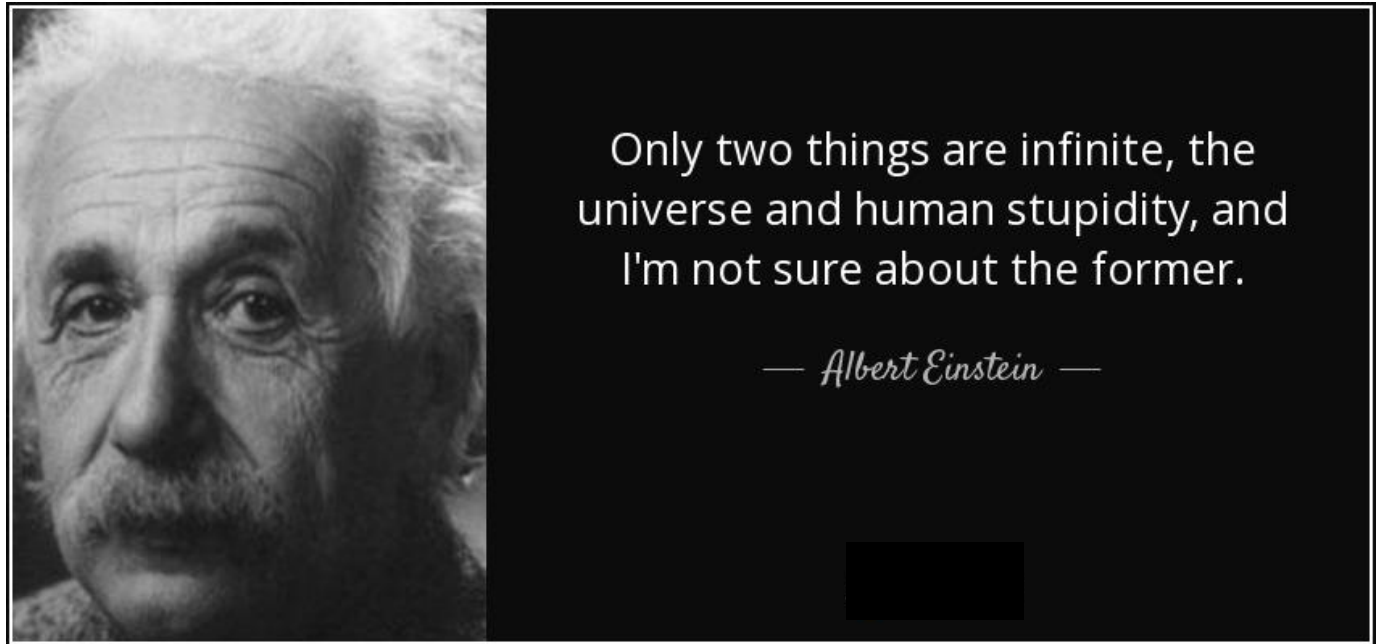
“DDos by Fridge”

What are we talking about (and not) today ?

- A huge topic – just touching on a few items !!
- Focus on private industrial networks so NOT consumer networks or public safety networks (but there is some overlap)
- Just talk about 4G (but 5G is similar)
- What are key areas to not worry about
- What are key areas to worry about
- Four specific solutions – ‘easy wins’

What are you trying to protect from ?

- Stupidity
- Ignorance
- Maliciousness
- Mistakes



History of 'Codebreaking' – Brisbane 'Central Bureau'



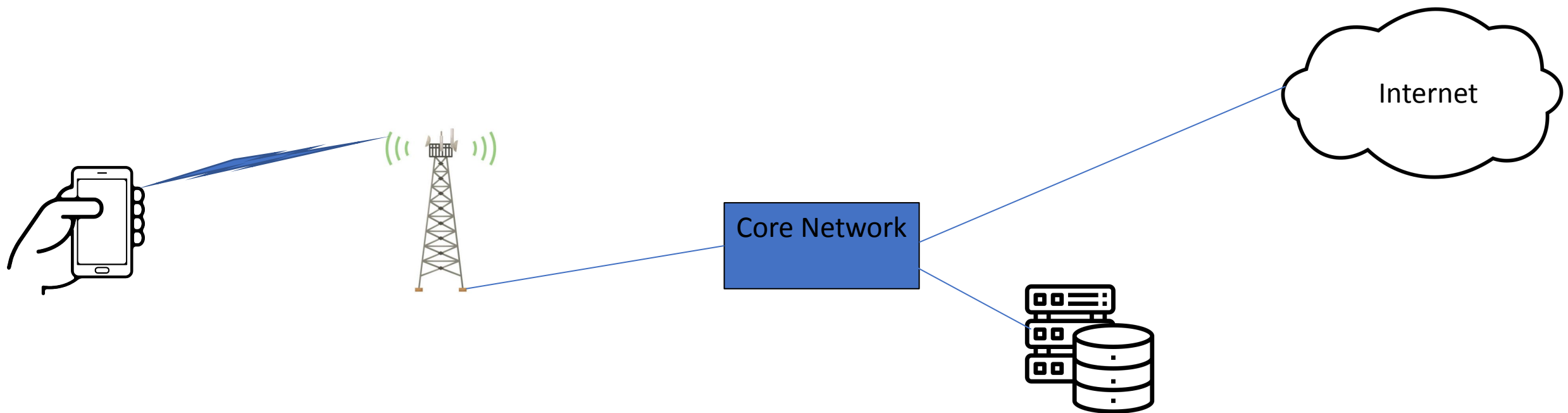
21 Henry St, Ascot



Opening statements

- By design, with regards to security, LTE is 'pretty good'
- It's better than Wi-Fi – so don't confuse them
- LTE/4G (and now 5G) is a continually evolving protocol

The basic network components



Device / UE

Air Interface

eNodeB

Backhaul – S1

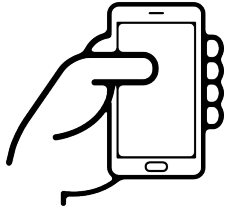
LTE Core

Local Servers

Internet/External Systems

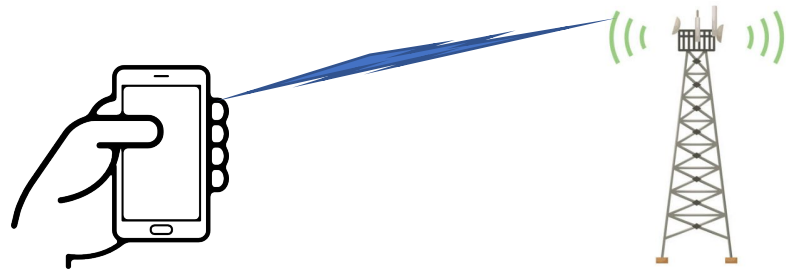
Device (UE) Authentication

- User authentication
 - Device
 - SIM card
- Data confidentiality
- Data integrity protection
- User identity confidentiality
- Mutual Authentication

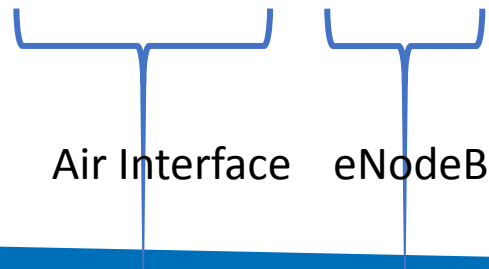


Device / UE

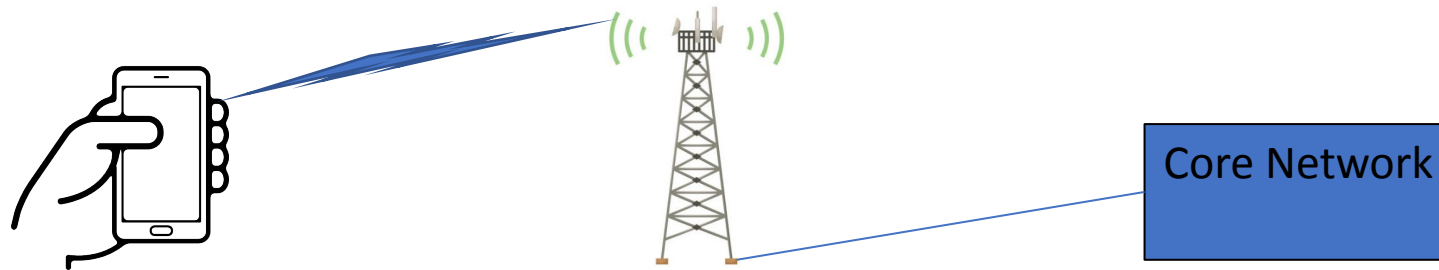
Air Interface - Uu



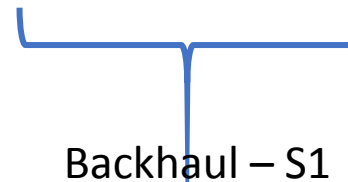
- Encryption of Control plane & User plane
- No collision domains or limitations in Broadcast Domains
- The above has lots of positive implications



eNodeB to Core interface – S1



- The 'backhaul' or transmission network
- NOT by default encrypted
- May (or may not) be a problem – depends on network



Backhaul – S1

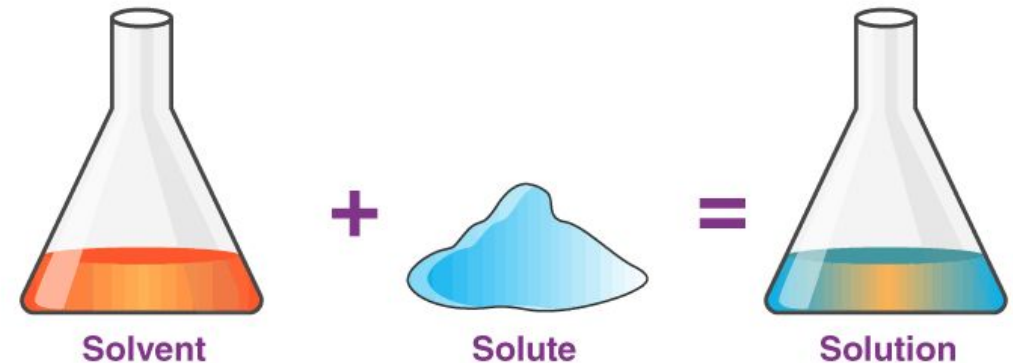
A blue bracket is positioned above the text 'Backhaul – S1', spanning the width of the diagram's main components.

A key problems / 'Opportunities' with private networks

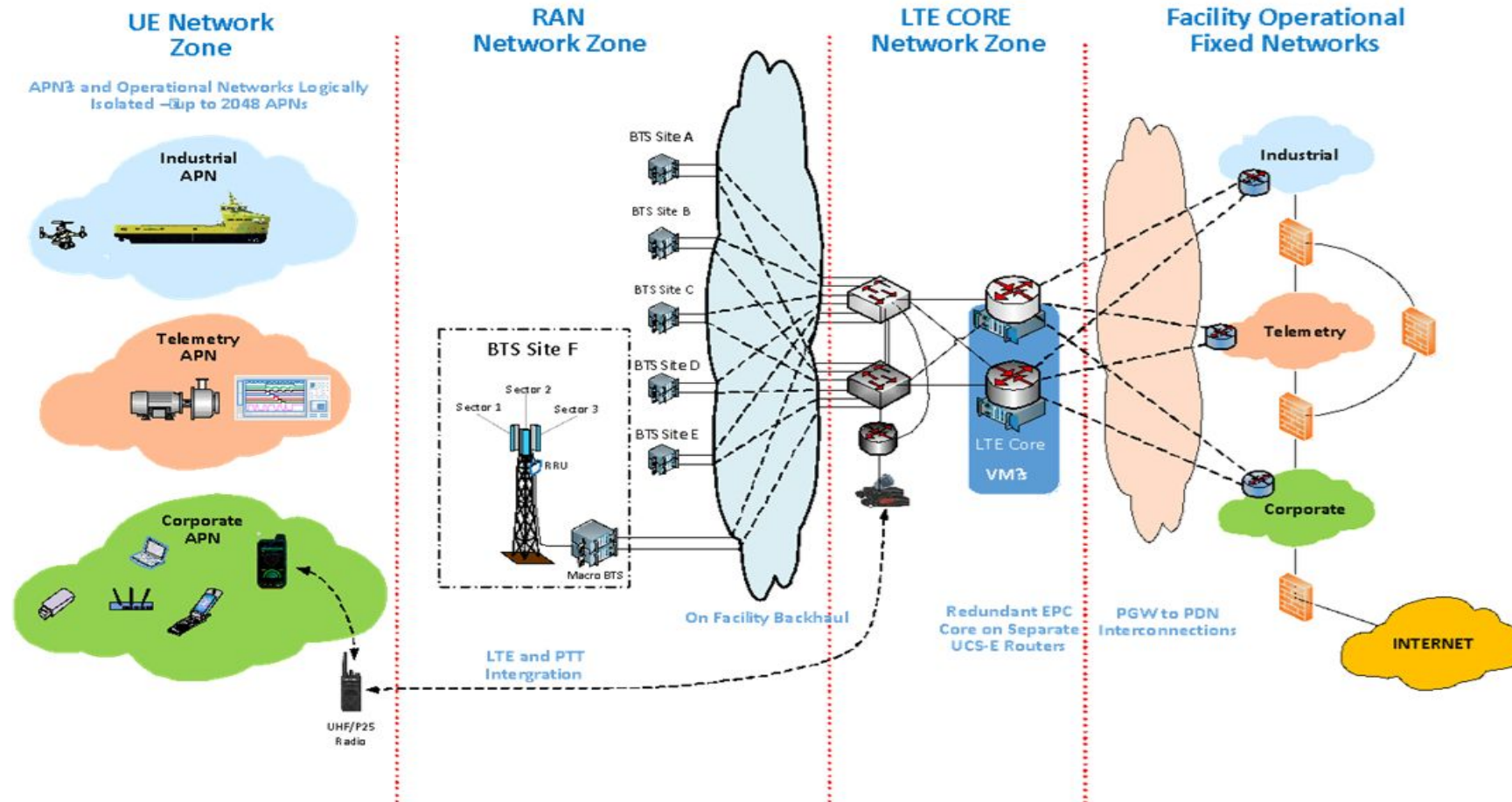
- Different users with different security profiles:
 - 'IT users'
 - 'OT users'
- Different user requirements:
 - QoS
 - Access control
- User devices have different 'abilities'
- Users sometimes 'play' with stuff
- Very specialised traffic flows

Some solution options to consider

- Core network configuration – Network slicing
- EIR – Equipment Identity Register
- Monitoring – end to end network
- MDN – Mobile Device Manager



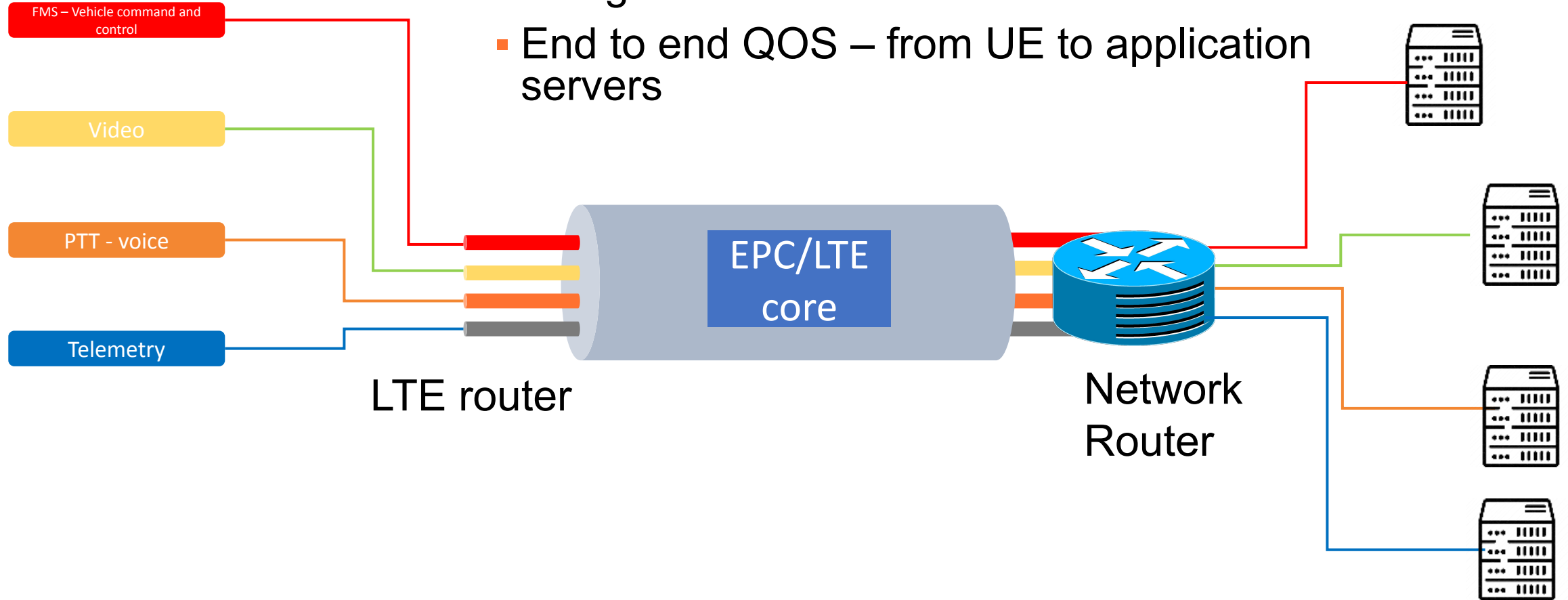
Security 'zones' of a private LTE network – networks within a network



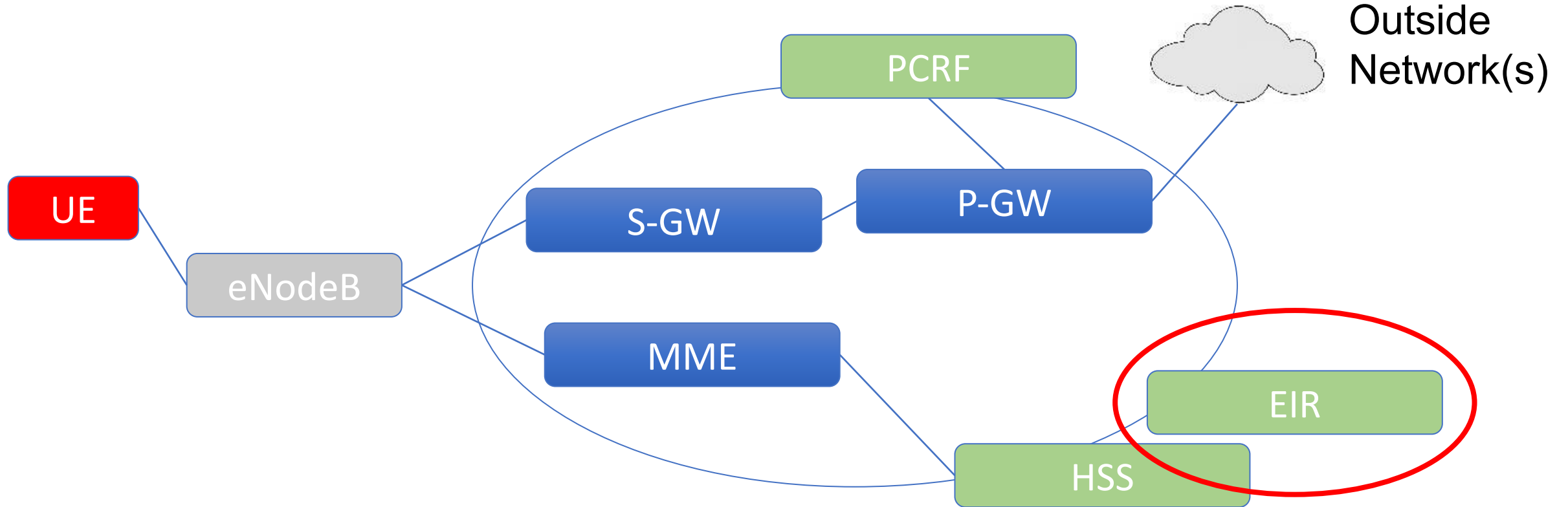
End to End – Quality of Service (QoS)



- ‘Tunnels’ of data, each with own priority and guaranteed bit-rate
- End to end QOS – from UE to application servers



Components of the network (a bit technical)



EIR – Equipment identity Register

- Standard LTE function/system
- Used completely differently to consumer networks
- ‘Locks’ a SIM card (IMSI) to a specific Device (IMEI) or device type
- Requires some maturity from the end user and/or network owner
- Critical to implement if you multiple security domains in network



UE – MDM (mobile device Manager)

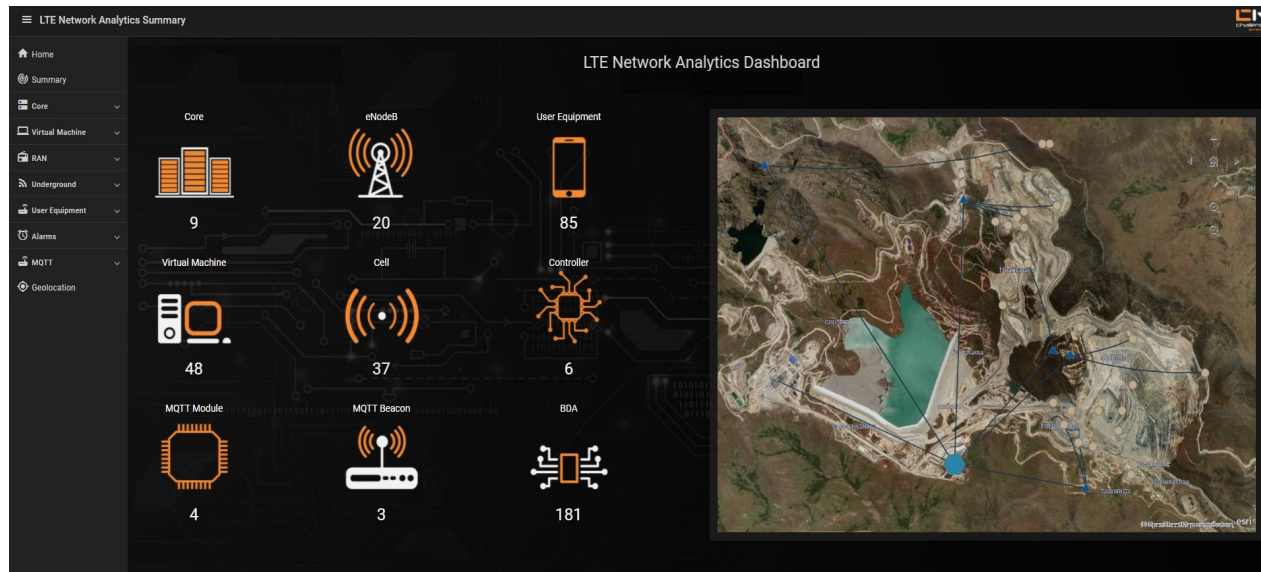
- Essentially 'controls' the phone.
- Really important if you have critical applications on device.



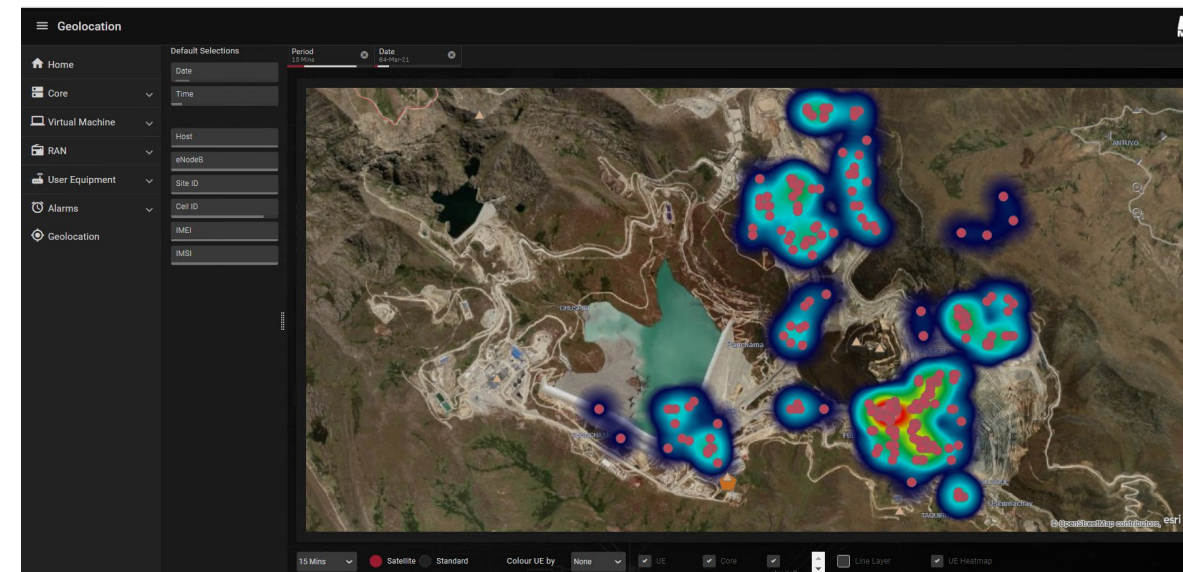
Network monitoring

- Only one thing worse than having a problem...
- Not knowing you have a problem.
- Needs to be at 'whole of network' & 'UE level'

Whole of Network



UE 'Heat map'



Questions ?

