

## CHANGE REQUEST

⌘ **33.200 CR CR-Num** ⌘ rev **-** ⌘ Current version: **0.3.2** ⌘

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Proposed change affects: ⌘ (U)SIM  ME/UE  Radio Access Network  Core Network

<b>Title:</b>	⌘ Cleanup of MAPsec structure of protected operations		
<b>Source:</b>	⌘ Ericsson		
<b>Work item code:</b>	⌘ Network Domain Security	<b>Date:</b>	⌘ 23-April-01
<b>Category:</b>	⌘ <b>D</b>	<b>Release:</b>	⌘
<i>Use <u>one</u> of the following categories:</i>		<i>Use <u>one</u> of the following releases:</i>	
<b>F</b> (essential correction)		<b>2</b> (GSM Phase 2)	
<b>A</b> (corresponds to a correction in an earlier release)		<b>R96</b> (Release 1996)	
<b>B</b> (Addition of feature),		<b>R97</b> (Release 1997)	
<b>C</b> (Functional modification of feature)		<b>R98</b> (Release 1998)	
<b>D</b> (Editorial modification)		<b>R99</b> (Release 1999)	
Detailed explanations of the above categories can be found in 3GPP TR 21.900.		<b>REL-4</b> (Release 4)	
		<b>REL-5</b> (Release 5)	

<b>Reason for change:</b>	⌘ The chapters about MAPsec structure of protected operations have been inherited from R99 and need some cleaning up.
<b>Summary of change:</b>	⌘ R99 concepts have been removed and the text has been cleaned up: <ul style="list-style-type: none"><li>- Editorial changes,</li><li>- "KSXY" notation removed from PM1 and PM2</li><li>- "MAPHeader" removed from PM2</li></ul>
<b>Consequences if not approved:</b>	⌘

<b>Clauses affected:</b>	⌘ 7.2.5
<b>Other specs affected:</b>	⌘ <input type="checkbox"/> Other core specifications ⌘ <input type="checkbox"/> Test specifications <input type="checkbox"/> O&M Specifications
<b>Other comments:</b>	⌘

## 7.2.5 MAPsec structure of protected operations

### 7.2.5.1 MAPsec protection modes

MAPsec provides for three different protection modes and these are defined as follows:

Protection Mode 0: No Protection

Protection Mode 1: Integrity, Authenticity

Protection Mode 2: Confidentiality, Integrity, and Authenticity

MAP operation protected by means of MAPsec consists of a Security Header and the Protected Payload. Secured MAP operations have the following structure:

Security Header	Protected Payload
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In all three protection modes, the security header is transmitted in cleartext.

In protection mode 2 providing confidentiality, the protected payload is essentially the encrypted payload of the original MAP operation (see chapter 7.2.5.4). For integrity and authenticity in protection modes 1 and 2, the message authentication code is calculated on the security header and the payload of the original MAP operation in cleartext and it is included in the protected payload. In protection mode 0 no protection is offered, therefore the protected payload is identical to the payload of the original MAP operation.

~~[EDITOR: I got the impression that a container operation "SecureTransport" is being specified and that it would take a protected operations as its payload. This is not yet reflected in the most current version of TR-33.800 and the the material here may not be completely up-to-date. This affects 7.2.5.2-5.]~~

~~**Input from companies with CN4 delegates is wanted.]**~~

### 7.2.5.2 Protection Mode 0

Protection Mode 0 offers no protection at all. Therefore, the protected payload of Secured MAP operations in protection mode 0 is functionally and security-wise identical to the original MAP operation payload in cleartext.

For cases where Protection Mode 0 is to be used the protection level will be identical to the original unprotected MAP operation. It is therefore allowed as an implementation option to let Protection Mode 0 operations be sent without the security header.

### 7.2.5.3 Protection Mode 1

The protected payload of Secured MAP operations in protection mode 1 takes the following form:

TVP  Cleartext   H <sub>K<del>SSX</del>(int)</sub> ( TVP   Security Header  Cleartext)
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where "Cleartext" is the payload of the original MAP operation in clear text. Therefore, in Protection Mode 1 the protected payload is a concatenation of the following information elements:

- Time Variant Parameter TVP
- Cleartext
- Integrity Check Value

Authentication of origin and message integrity are achieved by applying the message authentication code (MAC) function H with the integrity session-key ~~K<sub>SSX</sub>(int)~~ defined by the security association to the concatenation of Time Variant Parameter TVP, Security Header and Cleartext.

The TVP used for replay protection of Secured MAP operations is a 32 bit time-stamp. The receiving network entity shall will accept an operation only if the time-stamp is within a certain time-window. The resolution of the clock from

which the time-stamp is derived must be agreed as a system parameter, the size of the time-window at the receiving network entity need not be standardised.

#### 7.2.5.4 Protection Mode 2

The ~~Secured MAP Message Body-protected payload of Secured MAP operations~~ in protection mode 2 takes the following form:

$$\text{TVP} \parallel E_{K_{SXY}(con)}(\text{Cleartext}) \parallel H_{K_{SXY}(int)}(\text{TVP} \parallel \text{MAP Header} \parallel \text{Security Header} \parallel E_{K_{SXY}(con)}(\text{Cleartext}))$$

where "Cleartext" is the original MAP ~~message-operation payload~~ in clear text. ~~Message-c~~Confidentiality is achieved by encrypting Cleartext with the confidentiality ~~session~~ key ~~defined by the security association~~  $K_{SXY}(con)$ . Authentication of origin and ~~message~~-integrity are achieved by applying the message authentication code (MAC) function H with the integrity ~~session~~-key ~~defined by the security association~~  $K_{SXY}(int)$  to the concatenation of Time Variant Parameter TVP, ~~MAP Header~~, Security Header and ~~encrypted~~  $E_{K_{SXY}(con)}(\text{Cleartext})$ .

The TVP used for replay protection of Secured MAP messages is a 32 bit time-stamp. The receiving network entity ~~will~~ shall accept a message only if the time-stamp is within a certain time-window. The resolution of the clock from which the time-stamp is derived must be agreed as a system parameter, the size of the time-window at the receiving network entity need not be standardised.

It is further recommended ~~the~~to-use ~~of~~ protection mode 2 whenever possible as this makes replay attacks even more difficult.