

Packet Sniffer for the Physical Layer of the Single Wire Protocol

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FH Science Day 2008



Embedded Systems Design
<http://www.fh-hagenberg.at/esd>

- 1 Motivation
 - Secure Element
 - Single Wire Protocol
 - Packet Sniffing
- 2 SWP Packet Sniffing System
 - System Design
 - Tapping the Physical Layer
 - Recovering the Interface State
 - Transmitting LLC Layer Packets to the PC
- 3 Summary and Outlook

Outline

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Secure Element

- Container for NFC applications
- Applications and data related to a certain user
- UICC already contains subscriber identity module (SIM)
- UICC can be used as the secure element
 - ⇒ independent of the mobile phone
 - ⇒ bound to a user identity

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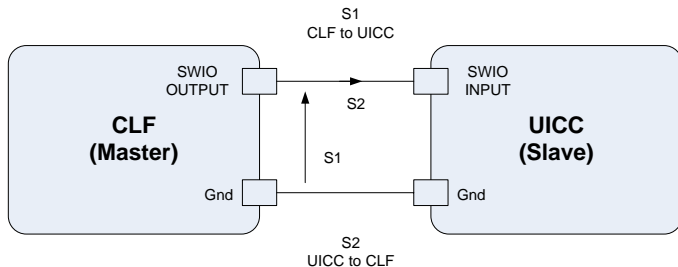
Summary and Outlook

Why use the Single Wire Protocol?

- UICC used as the secure element
- Direct interface between the UICC and the CLF necessary
- UICC has only one unused IO pin left
- Major vendors agreed on the Single Wire Protocol
- First devices announced and in production

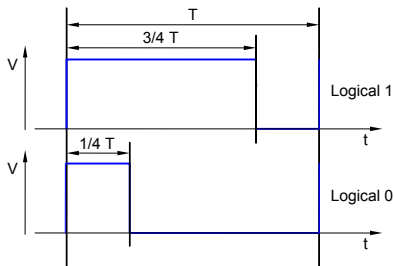
What is the Single Wire Protocol?

- Full-duplex serial communication protocol
- Uses only one IO wire
- Master-to-slave data (S1): voltage domain
- Slave-to-master data (S2): current domain



Master-to-slave (S1) Signaling

- Voltage domain
- *Disabled*: S1 is constantly low
- *Enabled*: S1 is constantly high
- *Data*: S1 is modulated
 - Pulse width modulation bit coding
 - Logical 1: 75% high, 25% low
 - Logical 0: 25% high, 75% low
 - Variable bit-duration on each transmitted bit



Slave-to-master (S2) Signaling

- Current domain
- *No data*: S2 is constantly low
- *Data*: S2 is modulated
 - Non-return-to-zero-level bit coding
 - Current signal is only valid during high-pulses of S1
 - Logical 1: current between 600 and 1000 μA
 - Logical 0: current between 0 and 20 μA

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Summary and Outlook

Wiretapping and Packet Sniffing

- Tap into wired data link
- Intercept electrical signal
- Analyze the state of the communication
- Receive the data frames

Why is Packet Sniffing useful?

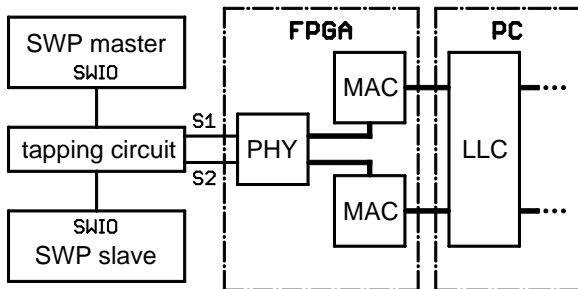
- Analyze communication
- Debug communication problems
 - Framing errors
 - Bit-stuffing errors
 - Checksum errors
 - Problems with the interface state
- Log data traffic

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System Design

- Discrete tapping circuit
- FPGA-based processing of PHY and MAC layers
- PC-based processing of higher layers

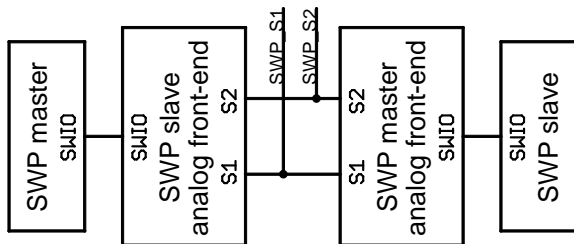


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Using an Analog SWP Front-end

- Master connected to a slave's analog front-end
- Slave connected to a master's analog front-end
- Intermediate digital signals can be easily tapped



- ⇒ Induces additional signal delays
- ⇒ Leads to invalid relation between S1 and S2

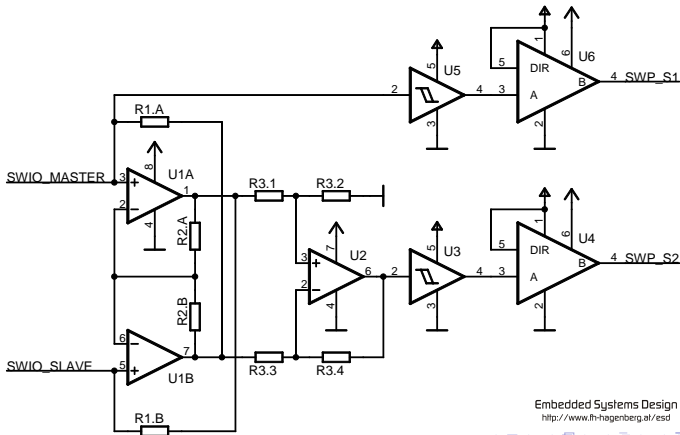
Measuring Current and Voltage on SWIO

- Voltage signal S1
 - Directly usable

- Current signal S2
 - Current signal has only between 0.6 and 1 mA
 - Current signal must be transformed into voltage signal
 - Current measurement must not influence the signaling
 - Very low voltage drop required

Measuring Current and Voltage on SWIO

- Ampere meter with low voltage drop transforms current signal into voltage signal
- Analog voltage signals converted to binary digital signals



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Recovering the State of the SWP Interface

- FPGA-based processing of the digital versions of S1 and S2
 - Decoded into bit-streams based on the interface state (i.e. when S1 is active)
 - S1: high and low phases compared to calculate logical ones and zeros
 - S2: sampled during the high phases of S1
 - Bit-streams are then scanned for SWP frames
 - Packet sniffer should be used to debug communication problems
- ⇒ Fault-tolerance required

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Transmitting LLC Layer Packets to the PC

- SWP's minimum bit-duration is 590 ns
- ⇒ Each signal has a maximum data throughput of about 1.7 Mbps
- Full-duplex communication is possible
- ⇒ Data and status information requires up to 4 Mbps

Summary and Outlook

- Packet sniffing supports the debugging of SWP applications.
- A promising measurement circuit has been found.

- Outlook
 - The evaluated circuit has to be tested with bit-durations up to 590 ns.
 - The system has to be tested with real SWP devices outside the test environment.