# Intel Case Processor Serial Number (PSN)





#### Issue

Intel recently issued a new CPU (Pentium III) with a unique ID number that could be used for intellectual property protection, marketing, etc. The ID number can be configured to be visible or invisible to applications, including Web browsers.

Question 1: Should the chip be shipped with the ID number visible as the default?

Question 2: Should the ID number exist at all?

## **Outline**

- Introduction
  - What is PSN?
  - Who will identify what & whom?
- Controversies
  - Privacy
  - Security
  - Inconvenience
- Overall Implications to Users
  - Network effect ahead
  - Who benefits from the PSN feature?

## Introduction

- Embedded 96-bit code during chip fabrication
  - 32-bit:information about processor type
  - 64-bit: unique to each processor
- Not modifiable or erasable
- Configurable to be "on" or "off"
  - Intel's PSN Control Utility (application level)
  - System BIOS
- Readable by networks & applications

## **Related Issues**

- Security
  - Lack of user control: soft-switchable feature
  - No way of verifying true ID
- Inconvenience
  - A new computer means a new number computer upgrade, exchanges, etc...
- Privacy
  - No legal protection for Internet privacy
  - "permanent cookie"



## **Lack of User Control**

- C'T Magazine reports
  - Able to bypass Pentium III security mechanism & turn on the PSN without the user rebooting his/her system (Intel confirmed)
- Zero-Knowledge Systems
  - Able to turn on the PSN without owner's knowledge

# **Expert Opinion**

"The software that queries the processor is not trusted. If a remote Web site queries a processor ID, it has no way of knowing whether the number it gets back is a real ID or a forged ID. Likewise, if a piece of software queries its processor's ID, it has no way of knowing whether the number it gets back is the real ID or whether a patch in the operating system trapped the call and responded with a fake ID".

Bruce Schneier Crytographer

## **Security**

#### Intel's claim

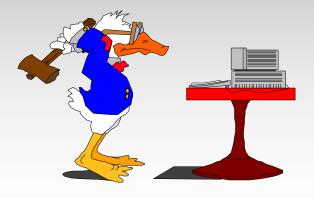
 PSN can be used to identify an individual engaging in ecommerce.

#### Reality

- PSN can only identify a specific machine, not a specific person.
- Anyone with an
   account at an online
   merchant could access
   that account from
   home, from the office,
   or from a friend's home.

## **User Inconvenience**

- A new computer means a new identity
- What about processor update?
- Multiple computer users
- Computer sharing



# **Threats to Privacy**

- No clear laws for privacy protection
  - consumers are vulnerable
- Asymmetric distribution of information
  - Advantages to direct marketers, data-mining companies, other e-commerce companies by tracking the path of Web surfers more easily
  - Information could be stored in databases, uniquely identified by PSN
  - Databases could be shared between companies or sold to other companies

### **Network Effect**

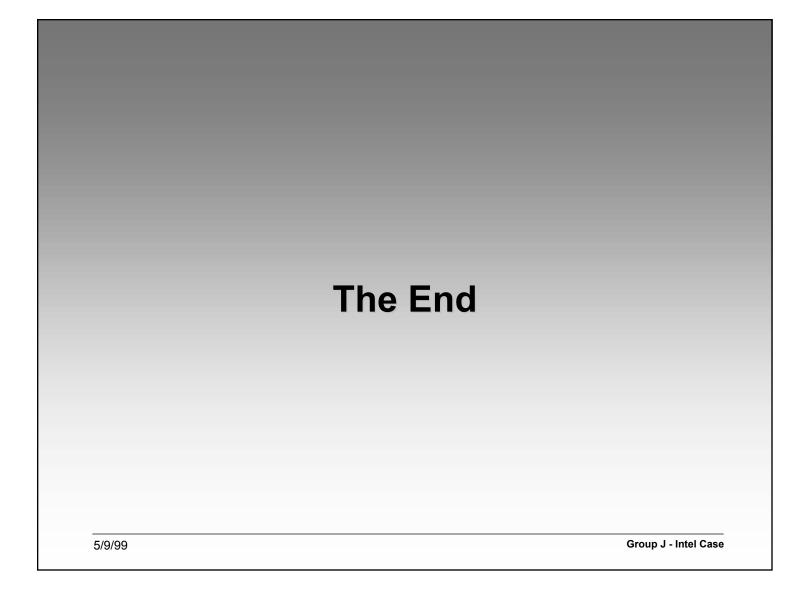
- Intel can leverage their dominance to set the PSN as a de Facto Standard Global User Identification
- Wide adoption by companies in unfair information practices & software developers
- Limited choices for consumers
  - No access to web-sites/chat rooms without PSN
  - Participate in e-commerce with privacy at risk

# **Opposition**

- Boycott of Pentium III
  - Electronic Privacy Information Center
  - Junkbusters Corporation
  - Privacy International
- A complaint filed to FTC
- Numerous on-line protests against the use of PSN

# **Overall Implications to Users**

- Benefits electronic marketing forces at the expense of user's privacy
- Users are the victims of differential pricing
- Adds inconvenience for users in cases of computer sharing, hardware upgrades, etc...
- Does not prevent chip theft or over-clocking
- De Facto standard forces software companies and ecommerce sites to adopt the PSN feature



# Wrap-up Slide

**Question 1**: Should the chip be shipped with the ID number visible as the default?

Argument Used in Favor: It will increase net security.

**Fact:** It has been demonstrated that the ID number is "hackable" and thus, insecure by definition.

**Conclusion:** Chip should be shipped with the ID number in the "off" position.

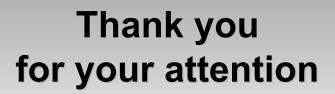
# Wrap-up Slide

Question 2: Should the ID number exist at all?

**Argument Used in Favor:** It will increase net security.

**Fact:** Privacy is a core American value. Security should NOT be implemented at the expense of user's privacy.

Conclusion: PSN should NOT exist at all.



# On the Internet...

