

eCTF @ 10

Lessons Learned from a Decade of Embedded Security Competitions

Ben Janis

June 2, 2025

eCTF  10

10 YEARS OF THE EMBEDDED CAPTURE THE FLAG

MITRE

eCTF10

10 YEARS OF THE EMBEDDED CAPTURE THE FLAG

Through our public-private partnerships and federally funded R&D centers, we work across government and in partnership with industry to tackle challenges to the safety, stability, and well-being of our nation.

Capture the Flags

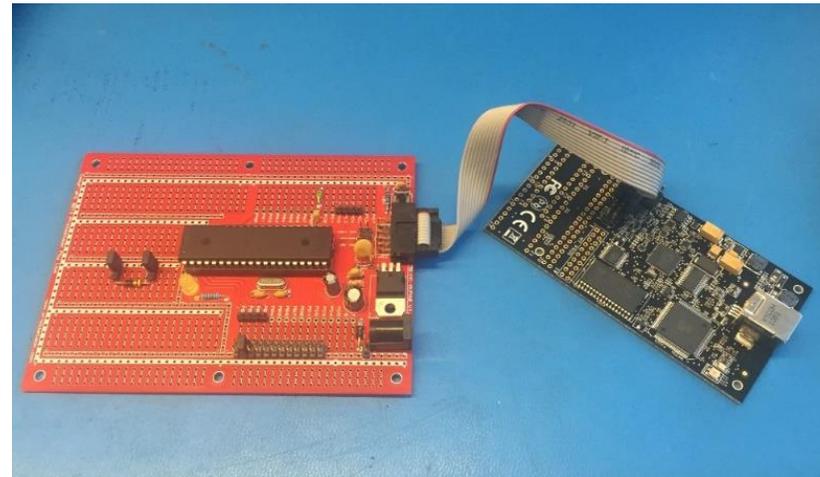
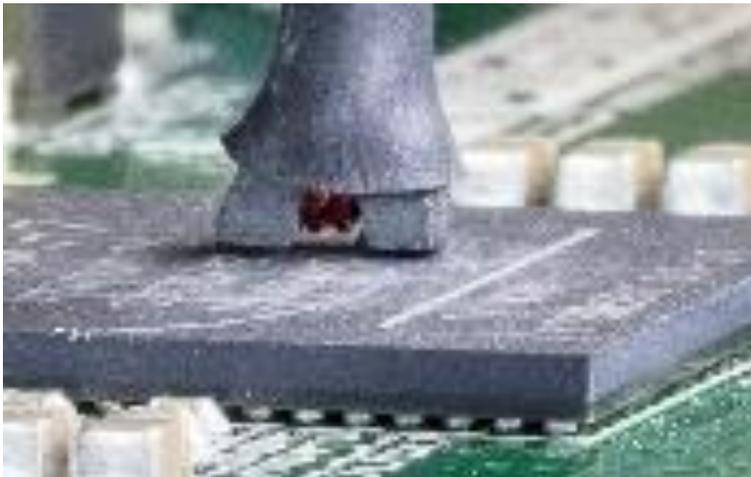
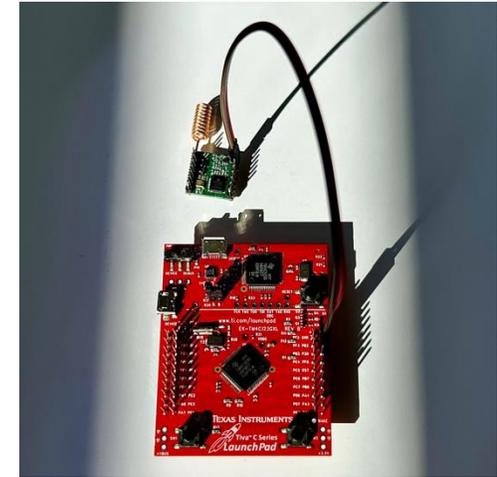


Cybersecurity Club @ Florida State University

Photo: <http://cybersecurity.cci.fsu.edu/>

What Makes the eCTF Different?

Embedded Systems



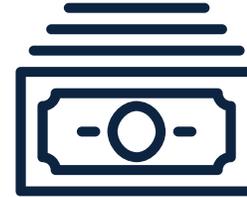
Extended Time



Real-World Scenarios



Smart Door Lock



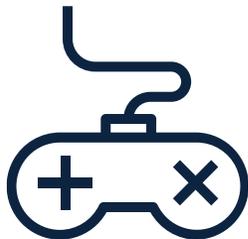
ATM Machine



Self-Driving Car



Drone Delivery



Video Game Player



Avionics

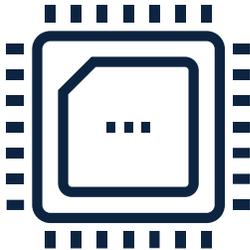
What Students are Given



Functional Requirements



Security Requirements



Hardware



Example Software

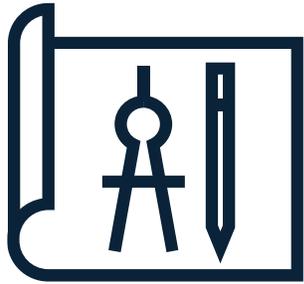


Deadlines



Organizer Support

Competition Phases



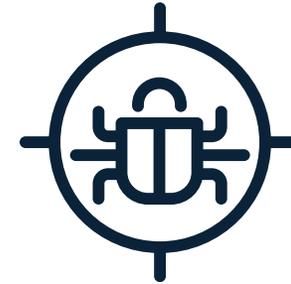
Design Phase

Teams design and implement systems that meet security and functionality requirements



Handoff

Organizers test each design for functionality



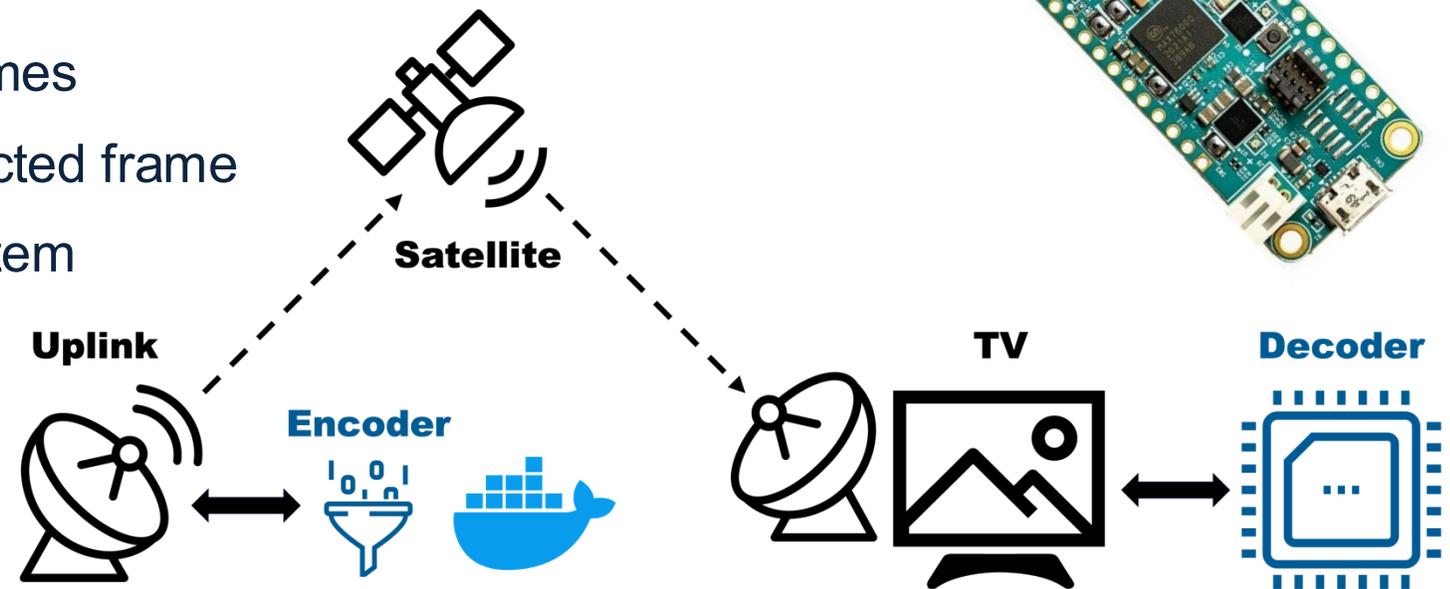
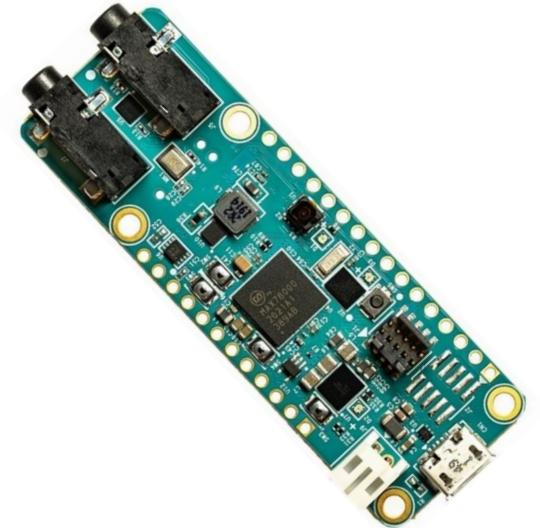
Attack Phase

Teams analyze and attack each other's designs for points

Modern eCTF

2025 Challenge Overview

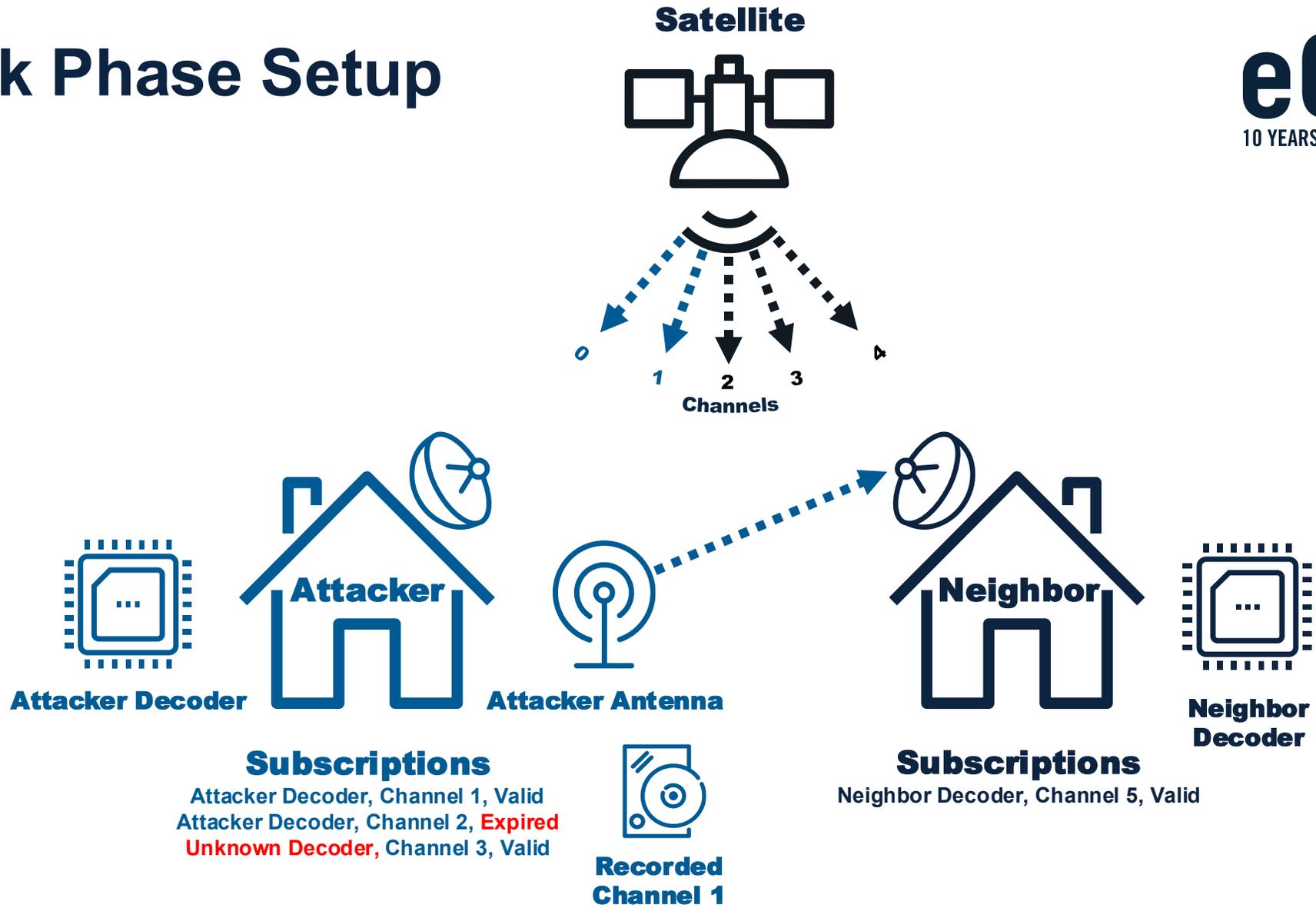
- Teams were tasked with designing a secure implementation for a satellite TV
- MAX78000FTHR boards with ARM microcontroller
- Teams delivered:
 - Encoder to generate protected frames
 - Decoder firmware to decode protected frame
 - Tools to build and manage the system



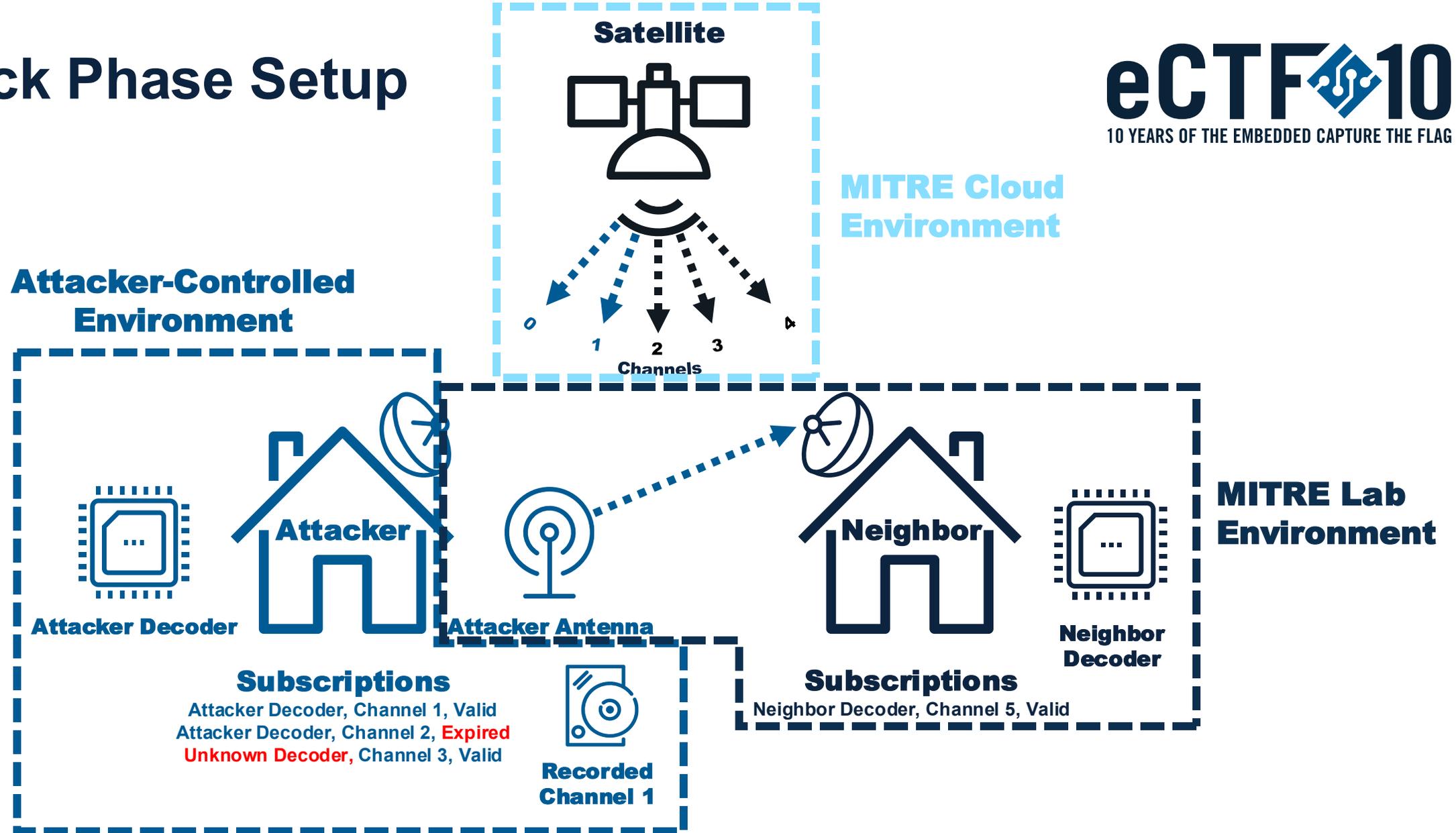
Security Requirements

1. An attacker should not be able to decode TV frames without a Decoder that has a valid, active subscription to that channel
2. The decoder should only decode valid TV frames generated by the Satellite System the Decoder was provisioned for
3. The Decoder should only decode frames with increasing timestamps

Attack Phase Setup

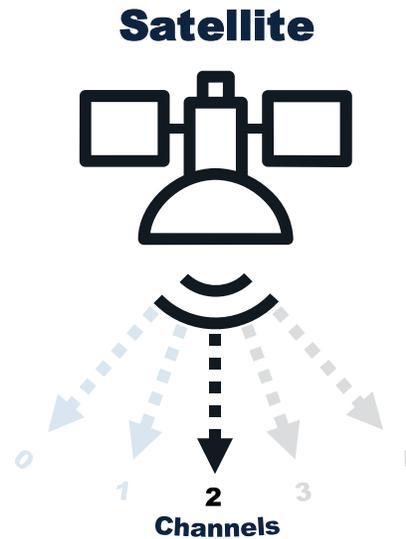


Attack Phase Setup



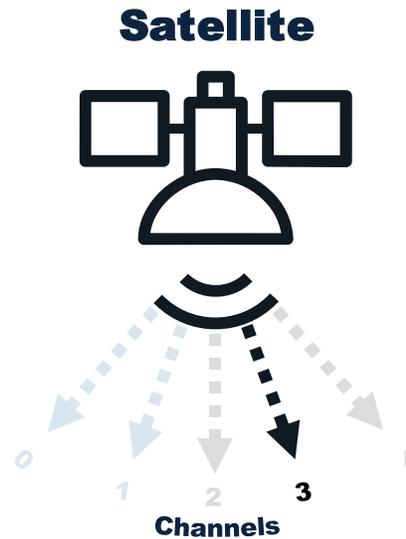
Expired Subscription

Read frames from a channel you have an expired subscription for



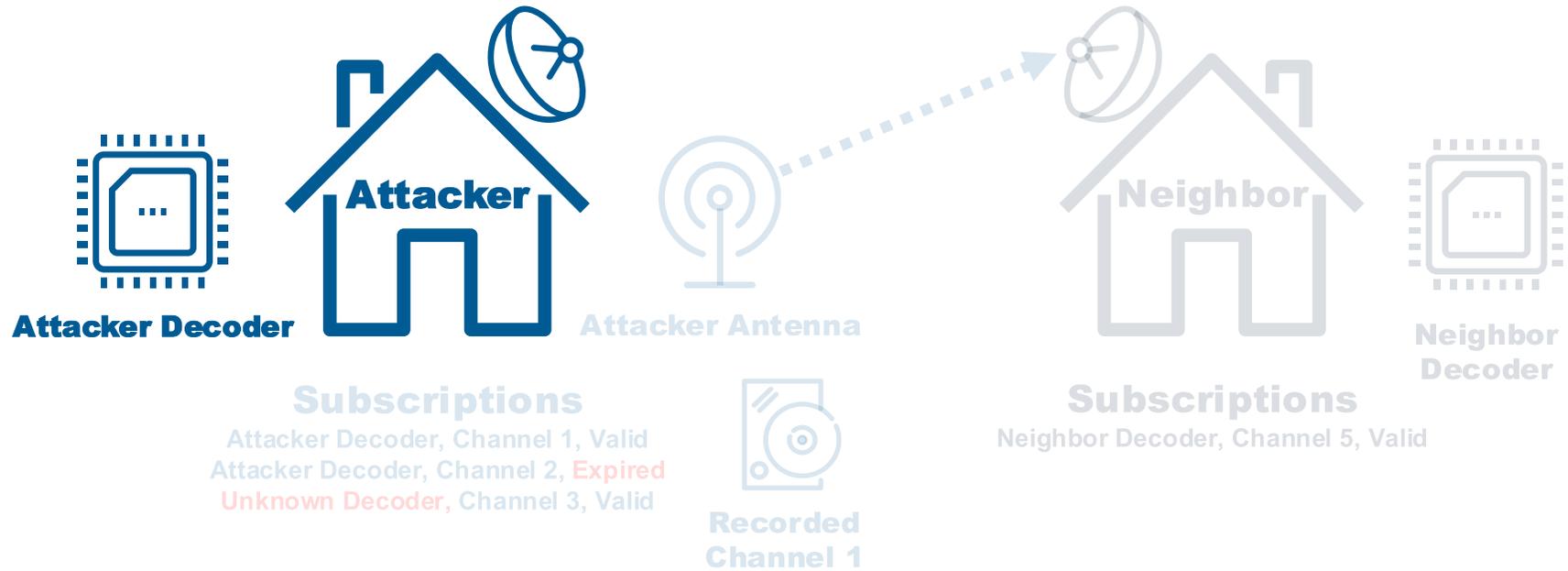
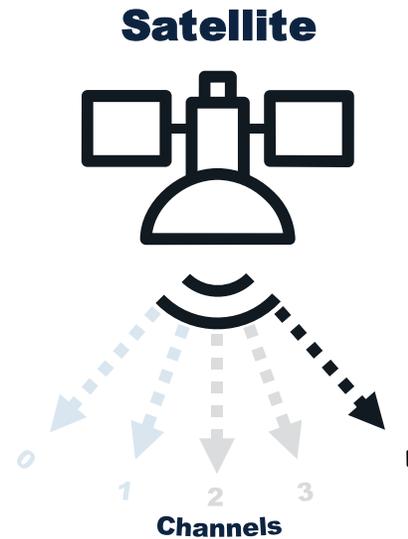
Pirated Subscription

Read frames from a channel you have a pirated subscription for



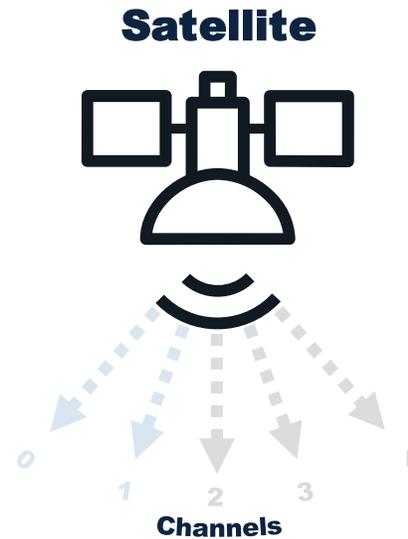
No Subscription

Read frames from a channel you have no subscription for



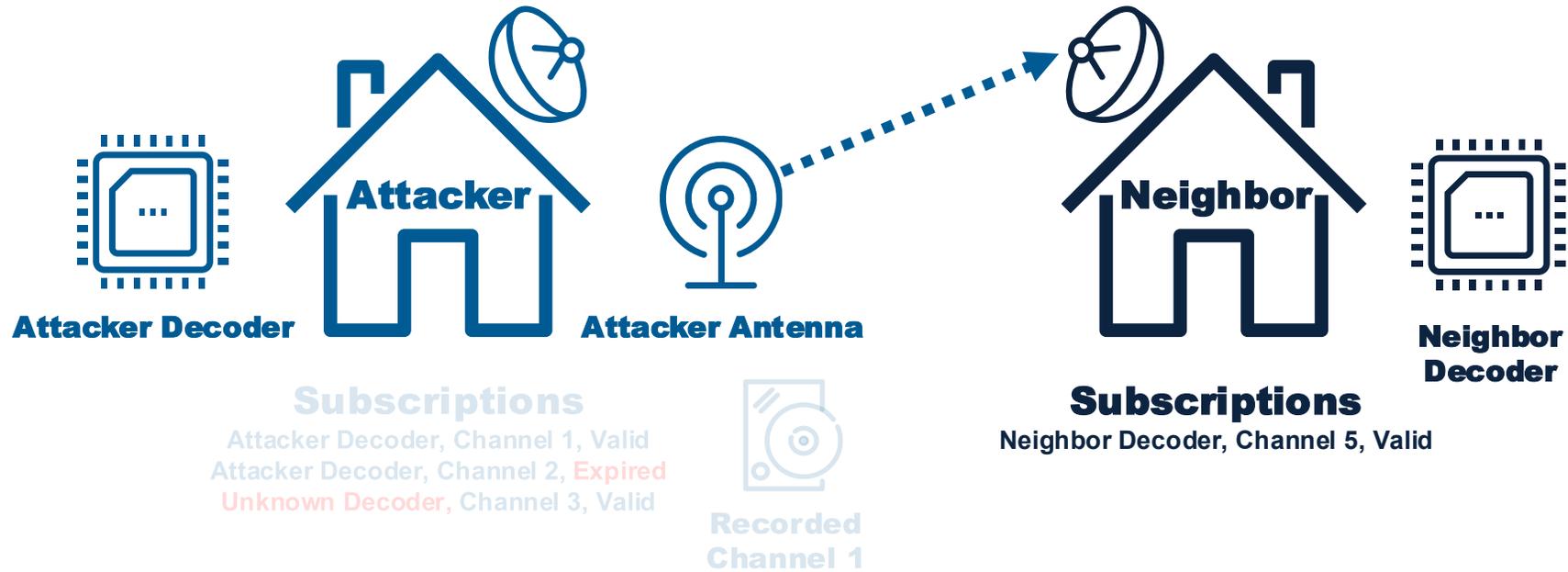
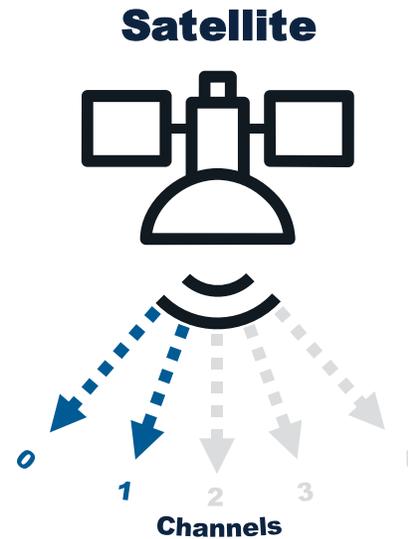
Recording Playback

Read frames from a recorded channel you currently have a subscription for, but didn't at the time of the recording



Pesky Neighbor

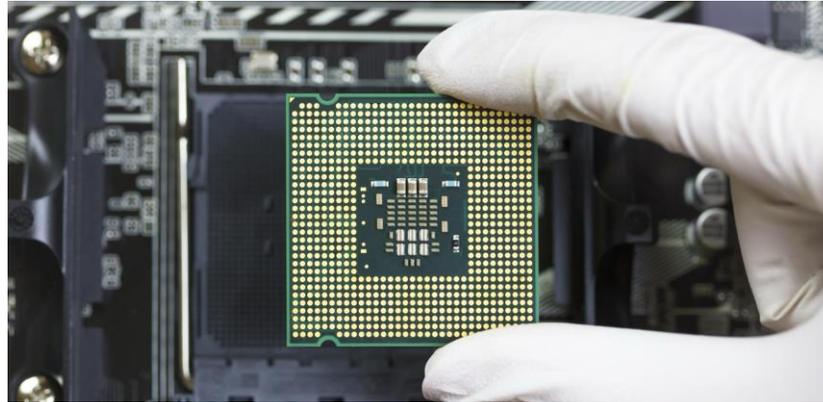
Spoof the signal of the satellite to cause your neighbor's decoder to decode your frames instead



eCTF Origins

Embedded Systems Security

Embedded Systems Security



Embedded Systems Security (ESS) is essential to the Civilian, Defense, and Intelligence communities in their efforts to secure embedded systems. Embedded systems are the backbone of all modern infrastructure, sensing, navigation, communication, and defense capabilities. MITRE has a rich set of capabilities to reverse engineer and exploit embedded systems to understand emerging threats and develop defensive technologies and tools to protect these systems and combat supply chain threats. These capabilities have been applied to secure infrastructure and end-user equipment for a broad set of areas including mobile, medical, transportation, and navigation.

Capabilities & Skills

- Embedded System Protection
 - Secure design and anti-tamper expertise
 - Secure HW/SW architecture, analysis, design, and prototyping
 - Simulation and lab-based side-channel and fault induction analysis
 - Security evaluations, red teaming, and penetration testing
 - Rapid prototyping and novel countermeasure design for legacy, resource-constrained systems
 - Component inspection and reverse-engineering
 - Wireless protocol collection, characterization, and analysis
- Embedded System Vulnerability Assessment
 - Data access (e.g., crypto keys, firmware) via invasive and non-invasive techniques
 - Firmware modification and security bypass
 - Wireless protocol, infrastructure, and end-device analysis
- Embedded System Reverse Engineering and Tamper Analysis
 - System teardown
 - Test fixture, custom probing, and interposer design & fabrication for system instrumentation
 - Printed circuit board RE and component identification
 - Circuit RE, analysis, and modeling
 - Protocol RE of electrical and RF communications
 - Firmware extraction and analysis via emulation, debug instrumentation, and side-channels
- Integrated Circuit Reverse Engineering
 - IC netlist and ROM extraction/analysis
 - Invasive IC editing/probing
 - Semiconductor failure analysis

Designing, prototyping, and testing to enhance our national security.

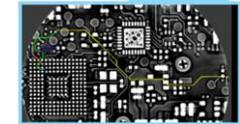


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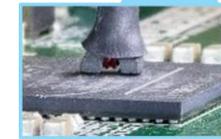
Embedded Systems Security

Tools & Facilities

- Integrated circuit reverse engineering lab
 - Scanning Electron Microscopes (SEM)
 - Focused Ion Beam (FIB)
 - Laser Scanner
 - In-situ IC package decapsulation, die thinning and polishing
- Microelectronics lab for inspection and testing
 - Quantum Diamond Microscope
 - 3D X-ray system
 - Digital microscope for wide-area capture and 2D/3D measurement
 - Optical die inspection, microprobing, wire bonder
 - Laser microscope system for laser fault injection (LFI), thermal laser stimulation (TLS), and photon emission microscopy (PEM)
 - Thermal and IR imaging
- Implementation security lab
 - State-of-the-art side-channel analysis (SCA) testbed and analysis framework
 - Custom hardware for power, near-field and far-field EM side-channel collection
 - Fault induction (FI) testbeds for power, clock, & EM
- Electronics assembly, fabrication, and test equipment
 - IR PCB assembly and rework (component removal, replacement)
 - PCB to netlist reverse engineering toolchain
 - In-circuit debuggers and emulators
 - Deep-memory high-speed logic & protocol analyzers
 - Universal NVRAM reader/writer hardware
- Wireless protocol experimentation testbeds
 - Enterprise LTE, UMTS, and GSM cellular test network
 - Cellular handset automation and monitoring tools
 - Capabilities to test commercial wireless protocols, e.g., Wi-Fi, NFC, Bluetooth
 - RF channel simulators
 - Signal modeling and analysis tools
 - Shielded screen rooms for isolated RF testing
 - Compliance test equipment



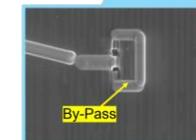
X-Ray Imaging



EM Fault Induction



Quantum Diamond Microscope



FIB Editing

Supporting our nation's needs

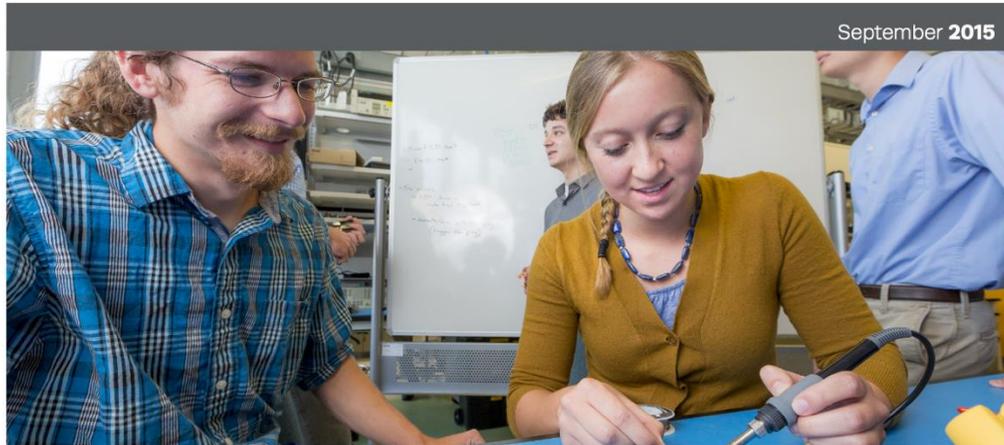
We are applying our skills to a broad set of domains for the Department of Defense, the Department of Homeland Security, the Intelligence Community, the Department of Veterans Affairs, and the Department of Health and Human Services.

For more information about MITRE and ESS, email Adam Woodbury at awoodbury@mitre.org

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eCTF Origins: Summer 2015



MITRE's Summer Cyber Competition Teaches Interns to Think Like Adversaries

Even the best schools have a hard time keeping up with the rapidly changing world of cybersecurity. When MITRE staff detected a gap in cyber training for embedded systems, they challenged a group of interns to learn new skills in a head-to-head contest.

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8/20/2015

Next Steps

- **Larger challenge/event for universities**
 - Announce competition challenge to prepare for kick-off in 2016
- **Repeat CTF event next summer with new interns**
 - Use lessons learned from this year to improve upon event
- **Future exercises/competitions could span world-wide and/or include full-time MITRE staff**

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eCTF Origins: Collegiate 2016



eCTF Origins: Collegiate 2016

2016 - Embedded Security Capture-The-Flag (eCTF) - 2016.01.13 (v1.0)

Embedded Capture-the-Flag (eCTF)

1 Challenge Description

You're a landlord and you're tired of changing the locks on your rental property every time you get new tenants. The obvious solution (to any engineer) is to go digital and build an Internet-enabled door lock! How hard could it be? Your challenge is to design and implement a system to unlock the front door that utilizes two-factor authentication: that is, authentication based on (1) something you have, and (2) something you know.

- Something you have: The unlock device (also known as the "Widget"), is a physical device that acts as the user interface to unlock the front door. You will build this using the BeagleBoneBlack (BBB) + CryptoCape (CC).
- Something you know: This is a 6-digit personal identification number (PIN) that the tenant/user enters into the Widget.

The Widget will be given to your tenants to gain entry into the apartment. Given that your tenants are engineering students, they are likely to want to work out exactly how the units work. Some may even decide to cheat the system (e.g., emulate the Widget on their cell phone so they don't have to carry it, give a copy of the device to their friends or short-term rental customers, make their own device to get into the rental property after the lease is expired, lock out a roommate). In other words - your tenants are possible attackers!

Your system must meet a set of requirements (below) and should defend against as many attacks as you (and the other teams) can think of. You must design and implement both the Widget and the server to which the Widget authenticates. Once your system is completed, it will be subjected to attacks from the opposing teams, while you get a chance to attack the designs from the other teams. To set the ground rules, it is assumed that attackers have physical access for an extended period of time with the Widget, but the server is locked away in an area of the house that is inaccessible. Therefore, physical attacks on the Widget are fair game, but only remote attacks are permissible on the server. The purpose of this scenario is to encourage a focus on security for the embedded system (the Widget) and to gain a practical understanding of ALL types of attacks.

Assume attackers may have physical access to Widget Device for an extended period of time (e.g. Tenants have 1 year leases).

Assume attackers only have network access to the Door App running on the Apartment Server. This app controls the lock on the front door.

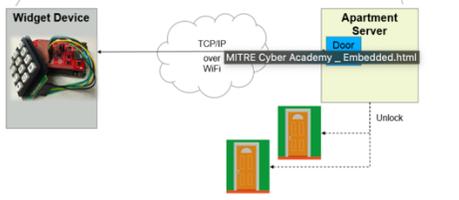


Figure 1. Challenge System Architecture

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3.2 Functional Requirements

Name	Requirement
Widget	
Image and Setup	Each team must supply a system image for their BBB which upon first boot shall configure the BBB and CC if necessary (i.e., a user should not have to take any separate steps for initial configuration - everything should be automated). Note: Configuring the CC may be a one-way process (i.e., once it is configured for one implementation, it may not be possible to install a different team's implementation due to the way that the crypto modules on the CC may be used).
Fixed Destination	All server requests (unlock, register) are sent to the fixed IP address of 192.168.7.1, TCP port 5000. These requests will be forwarded to the actual server by the Proxy software.
Registration	Entering the special code: <code>##*****#</code> will initiate a registration request. Implementation of the registration request process and data formats are up to the implementer.
Re-registration	A Widget that is already registered can register again with a new server (or the same server) without needing to be re-imaged and without making any hardware mods to the CC. Note 1: This requirement is designed to prevent a lot of "one-use" CryptoCape hardware. Note 2: Depending on the system design, this may break the Widget's previous registration.
Unlock	Entering a 6-digit tenant PIN followed by <code>#</code> initiates a door unlock attempt, which is sent to the Door App server.
Visual Status	Device visually (i.e., with LEDs) indicates successful or unsuccessful door access and logs the result of the attempt (with flag string, if successful) to any connections on TCP port 6000.
Change PIN	Allow the tenant to change their PIN by entering: <code><Current 6-digit tenant PIN>*<New 6-digit tenant PIN>#</code> Note: This could be Widget or server based - up to implementer.
Master PIN	Allow the landlord to change the tenant PIN by entering: <code><8-digit master PIN>*<New 6-digit tenant PIN>#</code> Note: This could be Widget or server based - up to implementer.
Door App / Server	
Registration	Widget-Registration-Data resulting from registration requests will be appended to the <code>requested-widgets.txt</code> file. The Widget-Registration-Data can be any data structure implementers would like (crypto keys, id strings, PIN values, etc.). To accept a registration request, a server admin will copy the appropriate line of data from <code>requested-widgets.txt</code> to <code>registered-widgets.txt</code> and modify as needed (e.g., to add a corresponding "flag" if applicable, etc.) and then restart the server. The specific contents of the Widget-Registration-Data are up to the implementer, as long as necessary modifications and the addition of flags can be completed using a basic text editor.
Multiple Doors	The server must support multiple registered Widgets (i.e., the server should be able to uniquely identify and authenticate different physical Widgets). During application startup, all registered Widgets are read from a config file (the <code>registered-widgets.txt</code> file). Note: This allows easy configuration for other teams and the eCTF administrators.
Unlock Response	Server responds to all unlock attempts with success/failure indication and (if success) the "flag" from the <code>registered-widgets.txt</code> file. This file contains all Widget-Registration-Data entries and flag values (ASCII strings). This file is intended to be updated manually by the server admin. An example flag string: <code>"This Is a Flag! Flags might be long and contain punctuation, spaces, num3rs, special characters, etc."</code>
Overall System	

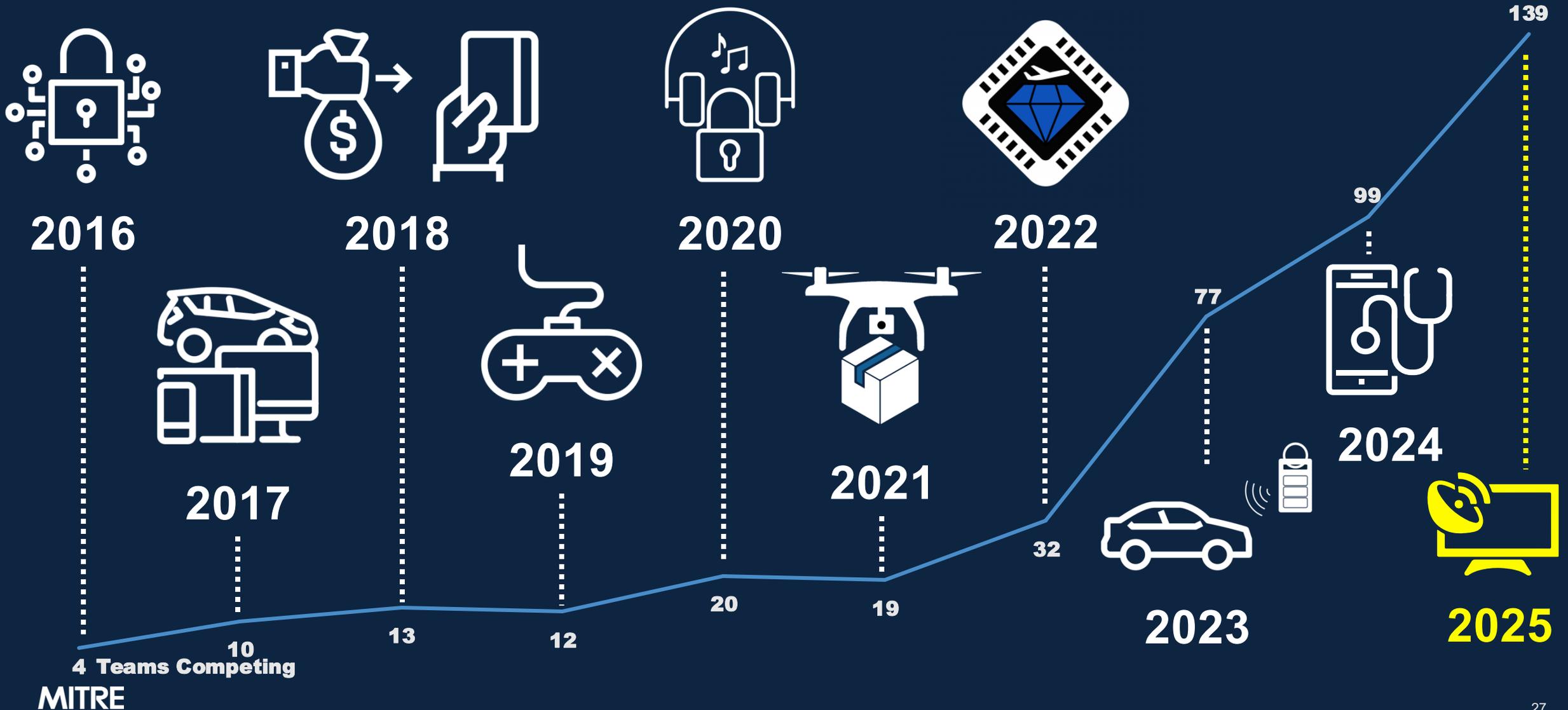
Name	Point Value
Master PIN	300 / 150
Shoulder Surfing	350
New Neighbor	450
Stolen Widget	250
Cloning	200
Permanent Access	300

8 Communication

- Email questions to ectf@mitre.org
- Check for updates on the eCTF website at: <http://mitrecyberacademy.org/competitions/embedded/>
- Team mentors/advisors can also submit questions to <https://handshake.mitre.org/>

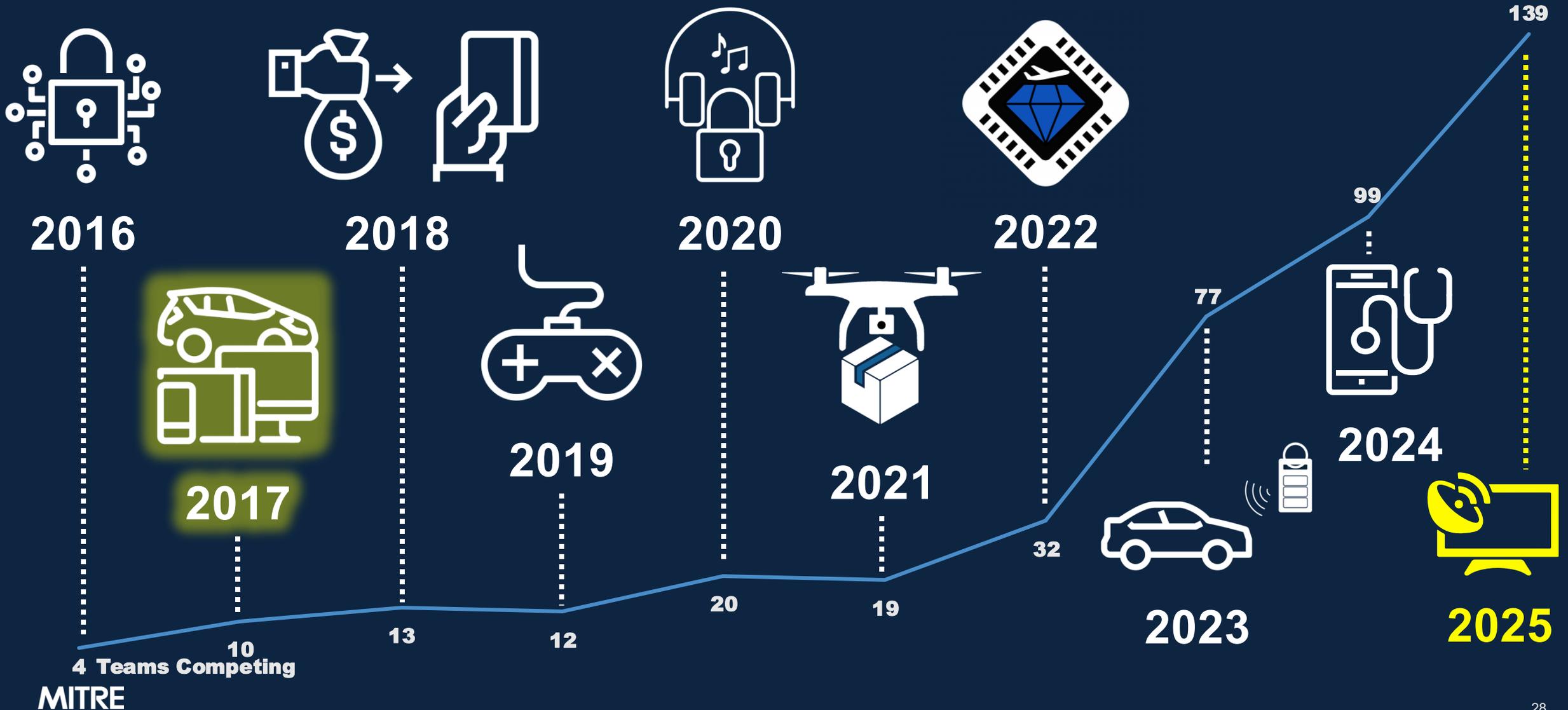
eCTF Impact

Growth of the eCTF



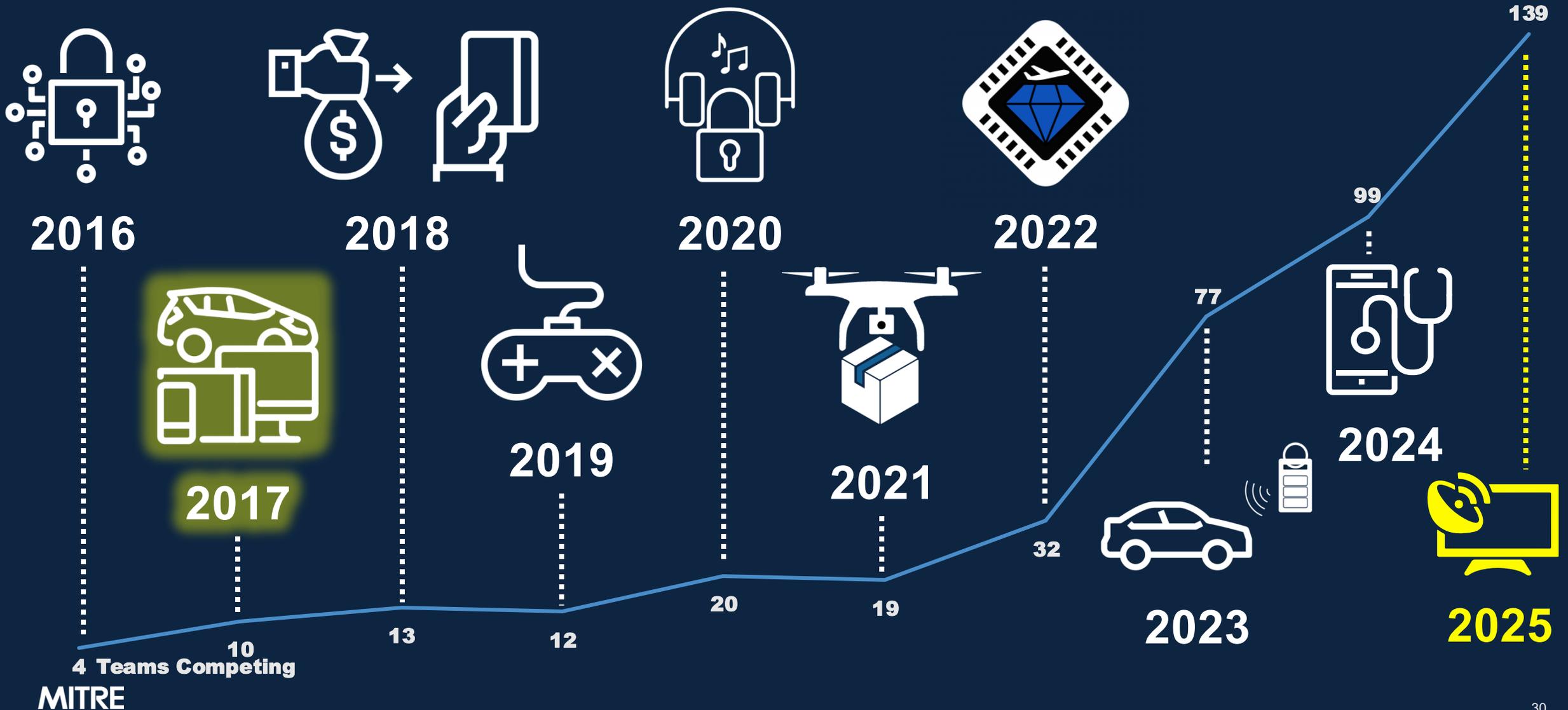
MITRE

Growth of the eCTF



MITRE

Growth of the eCTF



MITRE

Nationwide Competition

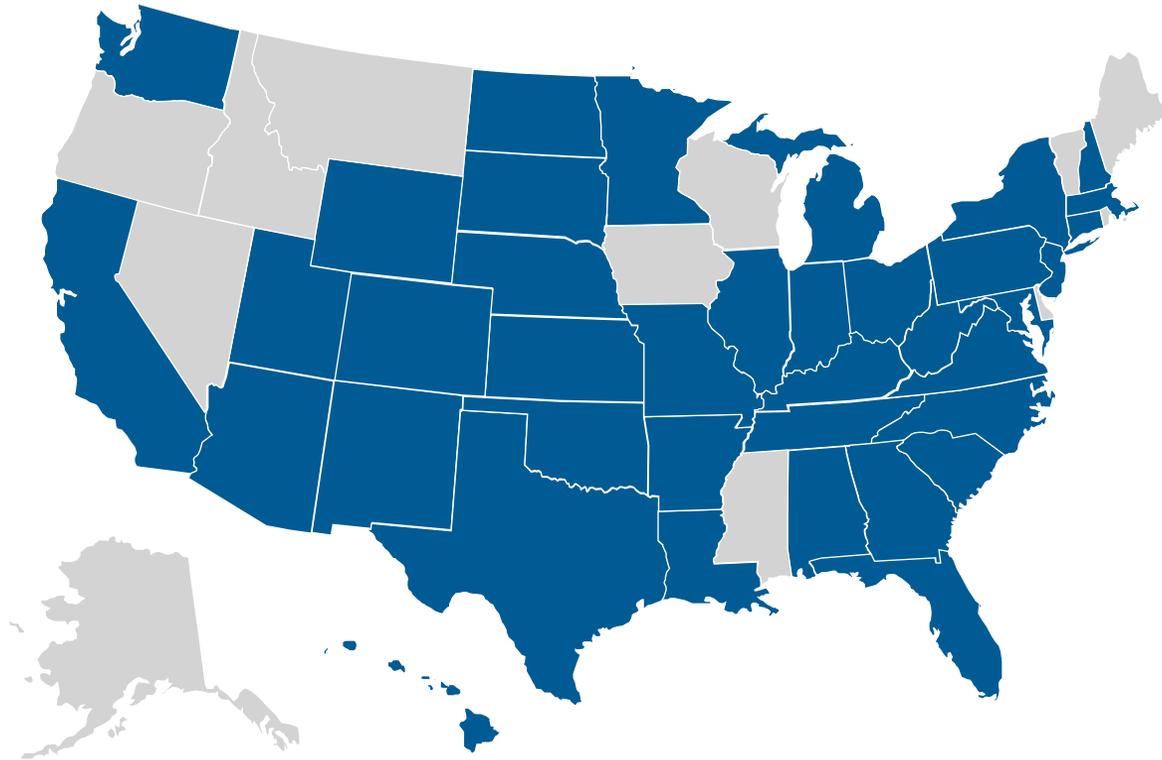
**Over 10 years
we've reached:**

38 States + DC

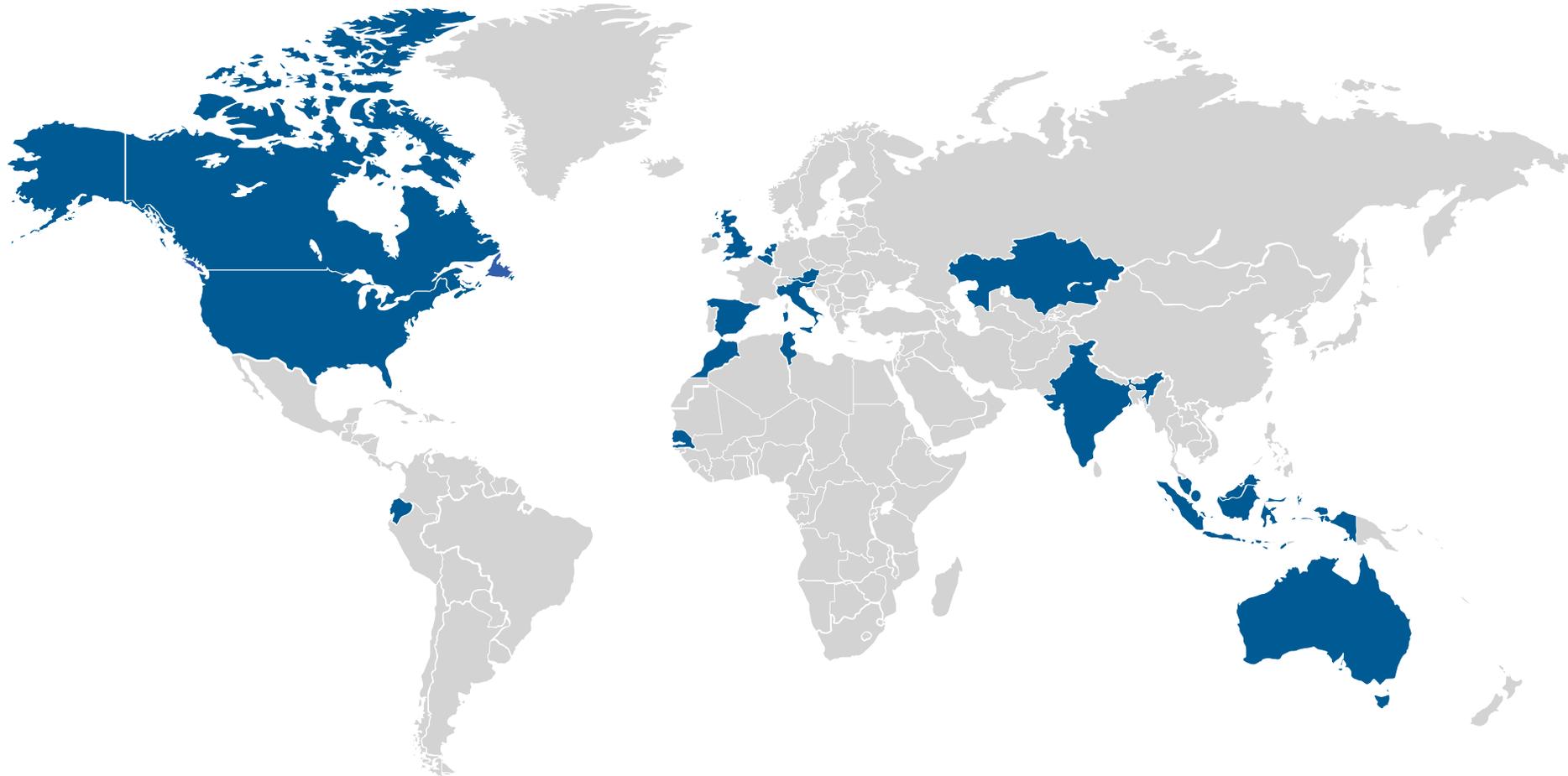
180 Schools

3000+ Students

And counting...



International Representation



“This CTF... motivated me to dive in deeper and work that much harder to get better as an engineer. The MITRE staff was AMAZING! Thank you for this opportunity.”

93%

Enjoyed participating in the eCTF

100%

Learned more about embedded system security

“This competition exposed an entirely new side of cybersecurity to me as a Computer Science major... [It] was a great learning experience and got me interested in lower-level security”

Lessons Learned

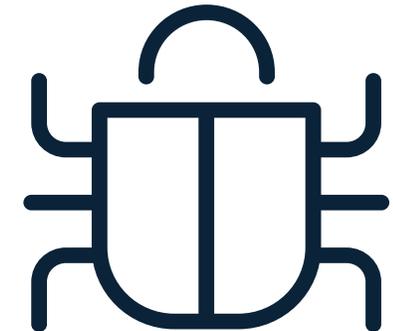
Competition Motivation



**Attract students to
embedded security**



**Increase awareness
of domain**



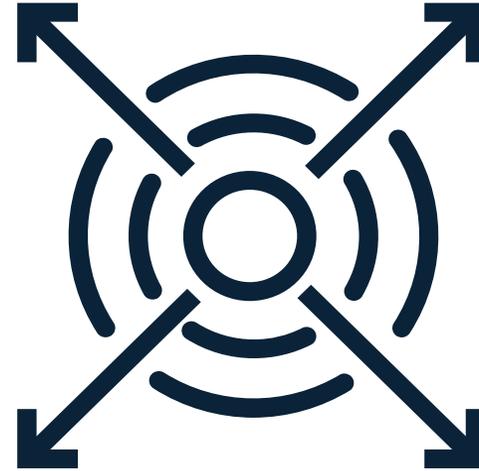
**Teach mistakes
before they become
CVEs**

Structural Goals



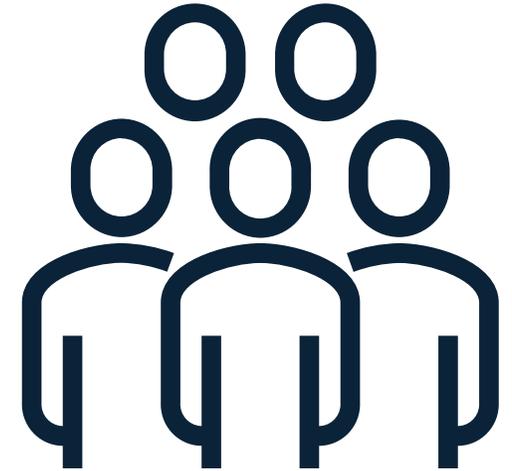
Quality

Best educational outcomes
Enjoyable experience



Scalability

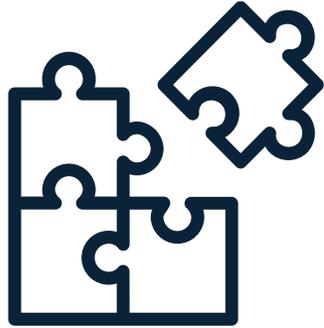
Maximize participation
Decrease resource requirement



Accessibility

Lower barrier to entry
Increase success rate

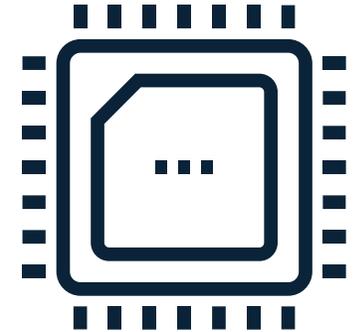
Lessons Learned Overview



Organizational



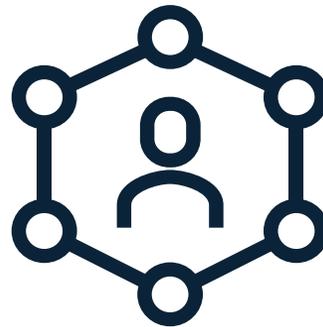
Scoring



Hardware



Testing



Team Support



Financial

Organizational Design

Institutional Support



Leadership Chain

Deliver value for their portfolio

IR&D Program

Develop novel programs and data

Recruitment

Identify and attract top talent

University Relations

Connect with university labs

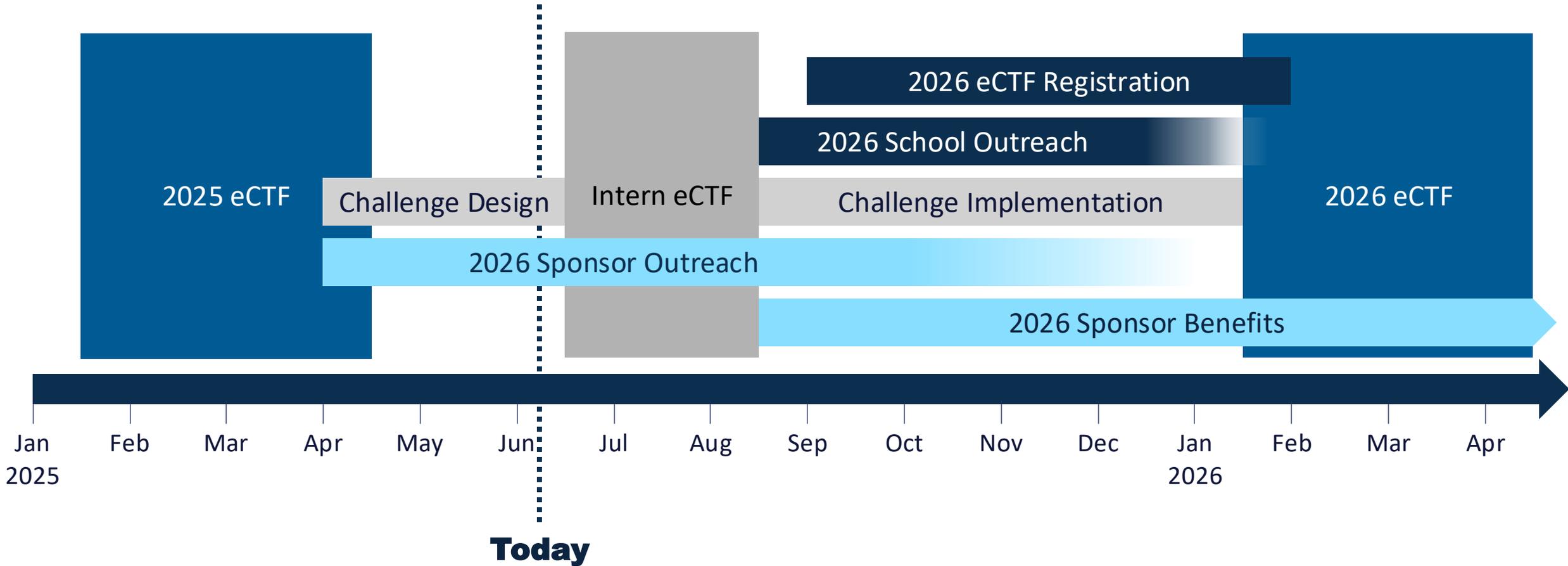
Sponsor-Facing Programs

Battle-test new concepts

STEM Outreach

Train the next generation of engineers

eCTF Timeline



eCTF Pipeline



Students

MITRE Interns

MITRE Full-Time

Other Institutions

Intern eCTF

Collegiate eCTF

Competition Lead

Organizers

eCTF Pipeline



Students

MITRE Interns

MITRE Full-Time

Other Institutions

Intern eCTF

Collegiate eCTF

Competition Lead

Organizers

Mentors

Intern Competitors

eCTF Pipeline



Students

MITRE Interns

MITRE Full-Time

Other Institutions

Intern eCTF

Collegiate eCTF

Competition Lead

Organizers

Mentors

Sponsors

Intern Competitors

Student Competitors

eCTF Pipeline



Students

MITRE Interns

MITRE Full-Time

Other Institutions

Intern eCTF

Collegiate eCTF

Competition Lead

Intern eCTF

Collegiate eCTF

Competition Lead

Organizers

Organizers

Mentors

Sponsors

Mentors

Sponsors

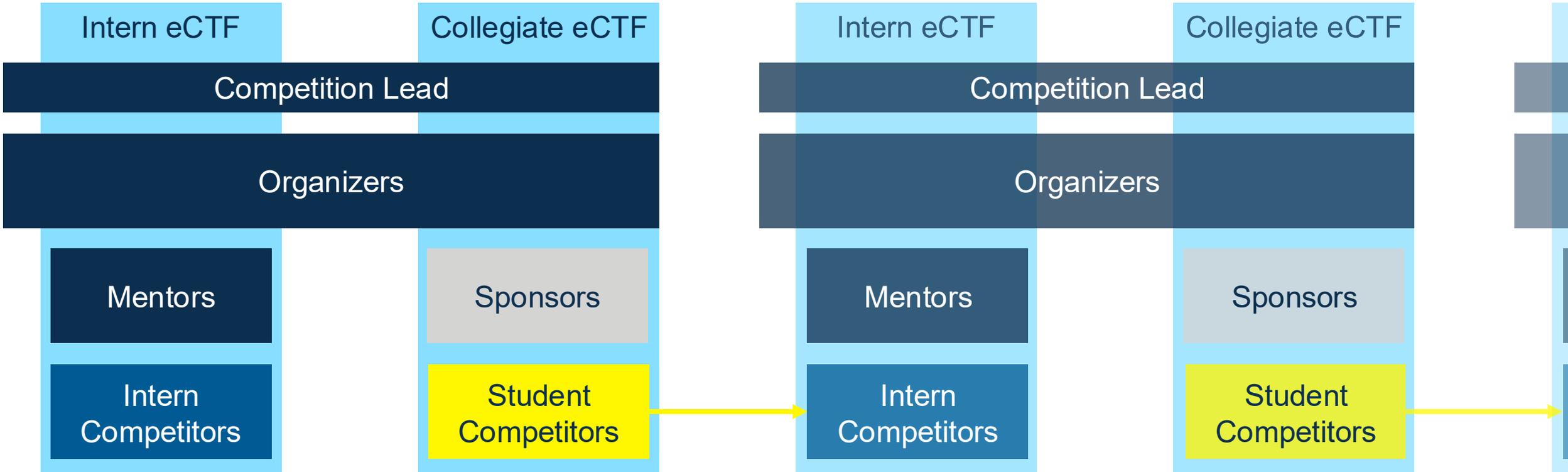
Intern Competitors

Student Competitors

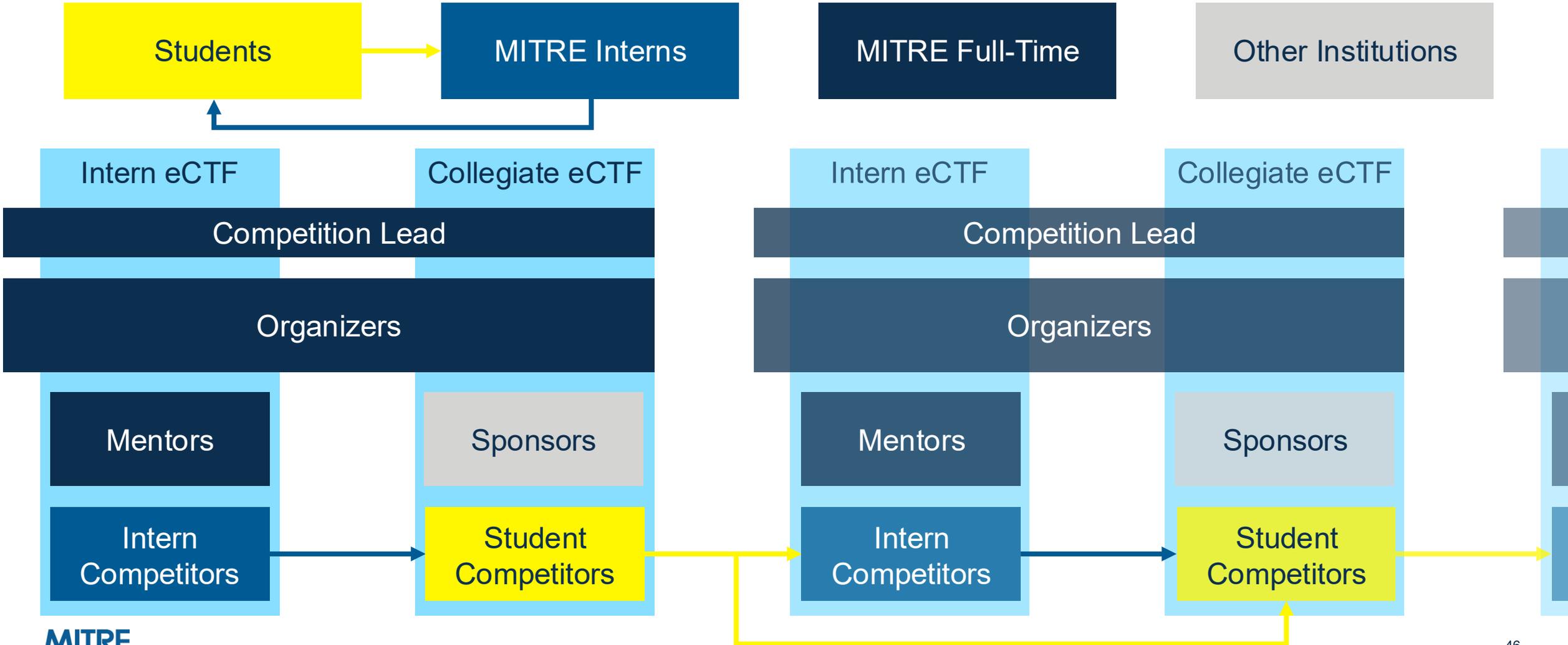
Intern Competitors

Student Competitors

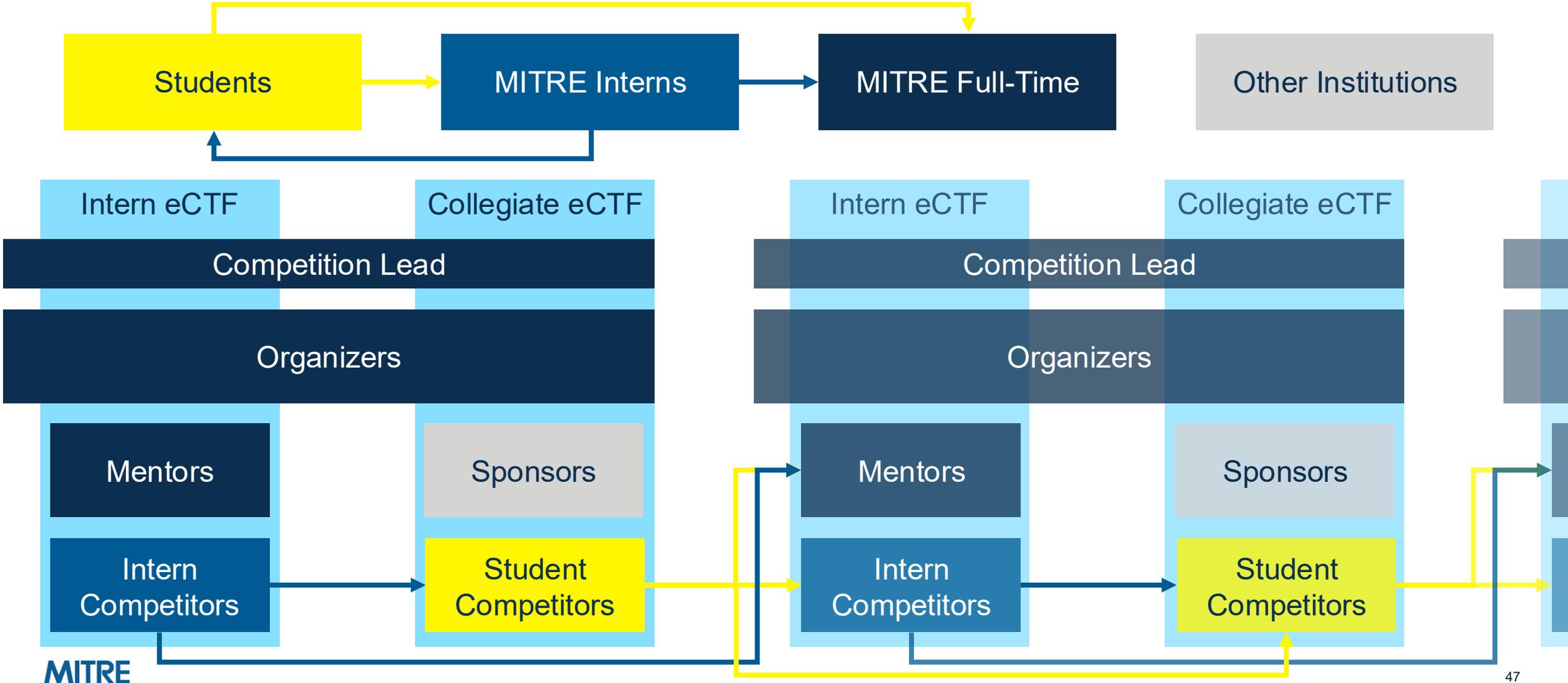
Competitors Hired as Interns



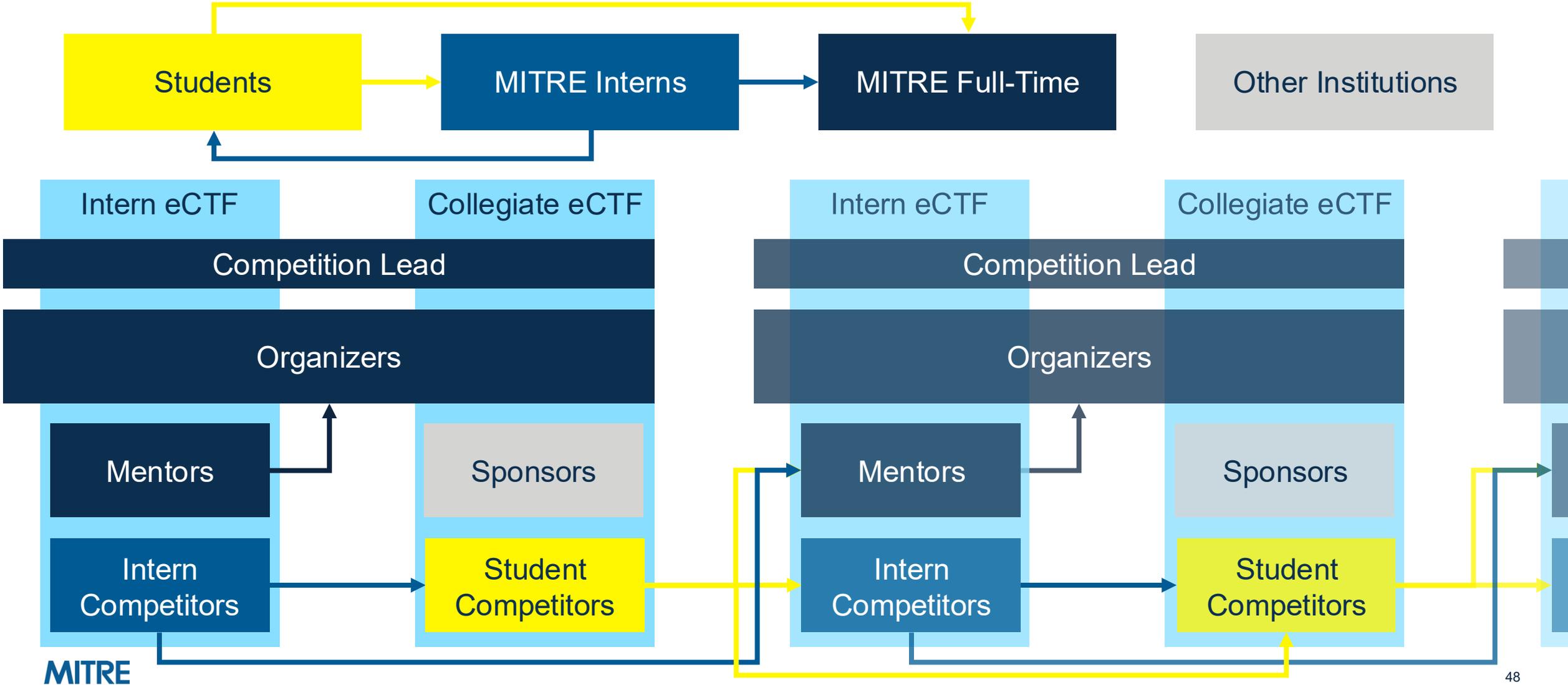
Interns Bring eCTF Back to School



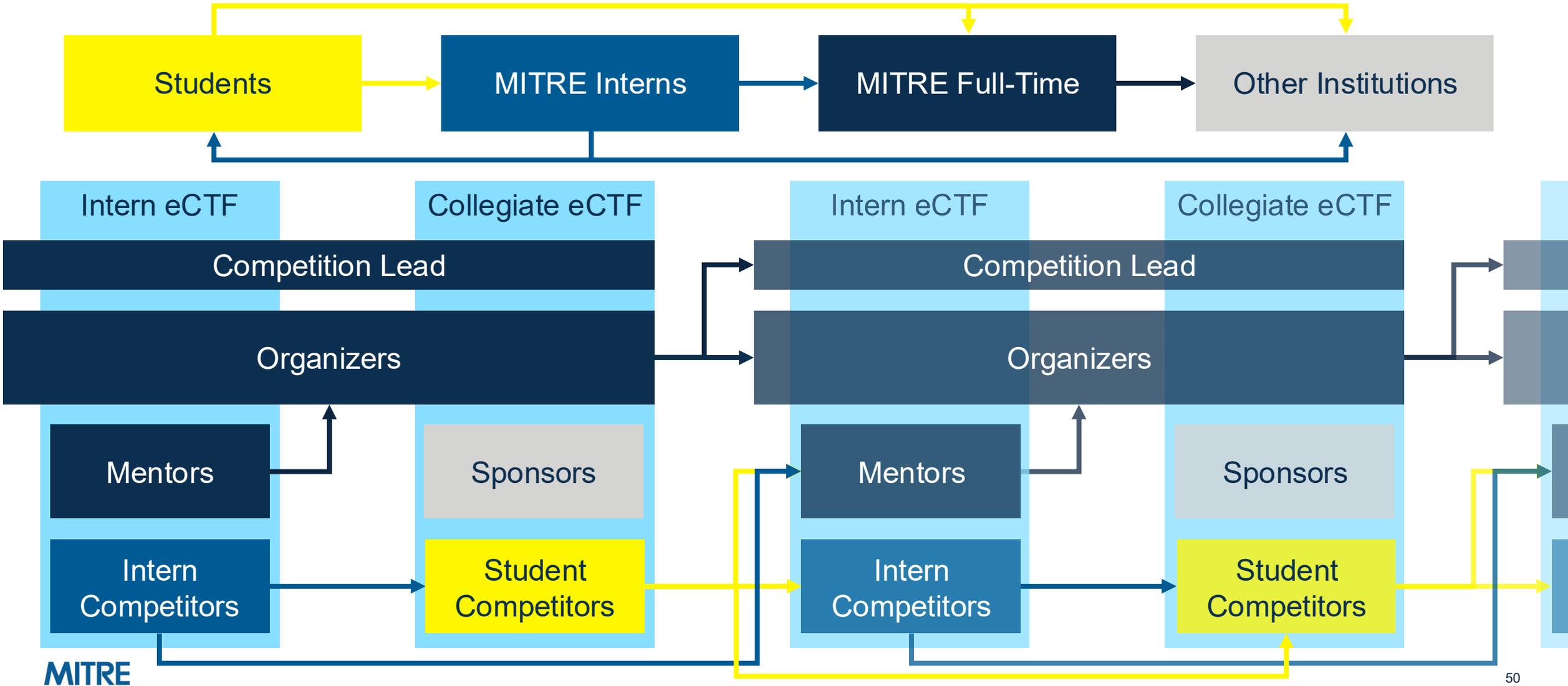
Competitors and Interns Hired Full-Time



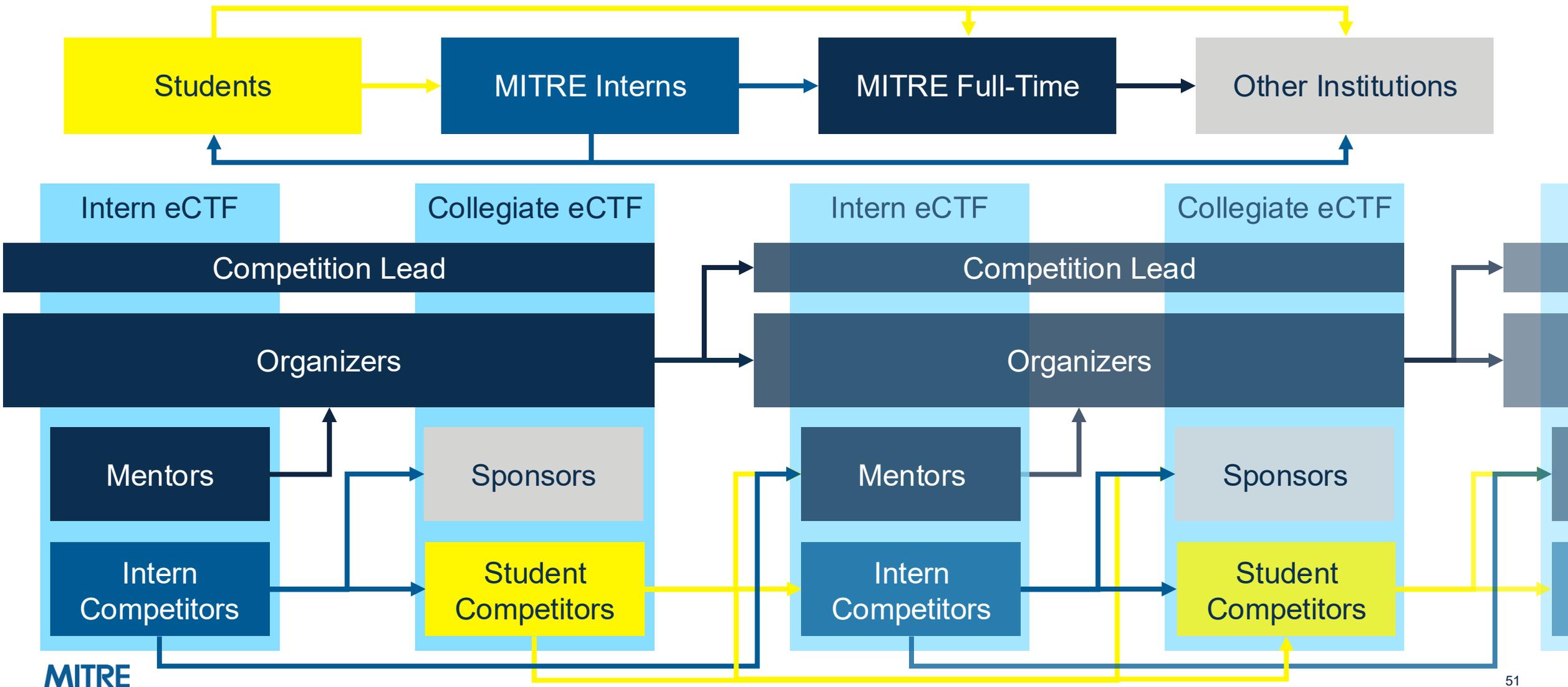
Mentors Become Organizers



eCTF Participants Join Other Institutions



Former Participants Return as Sponsors



Scoring System

Scoring System

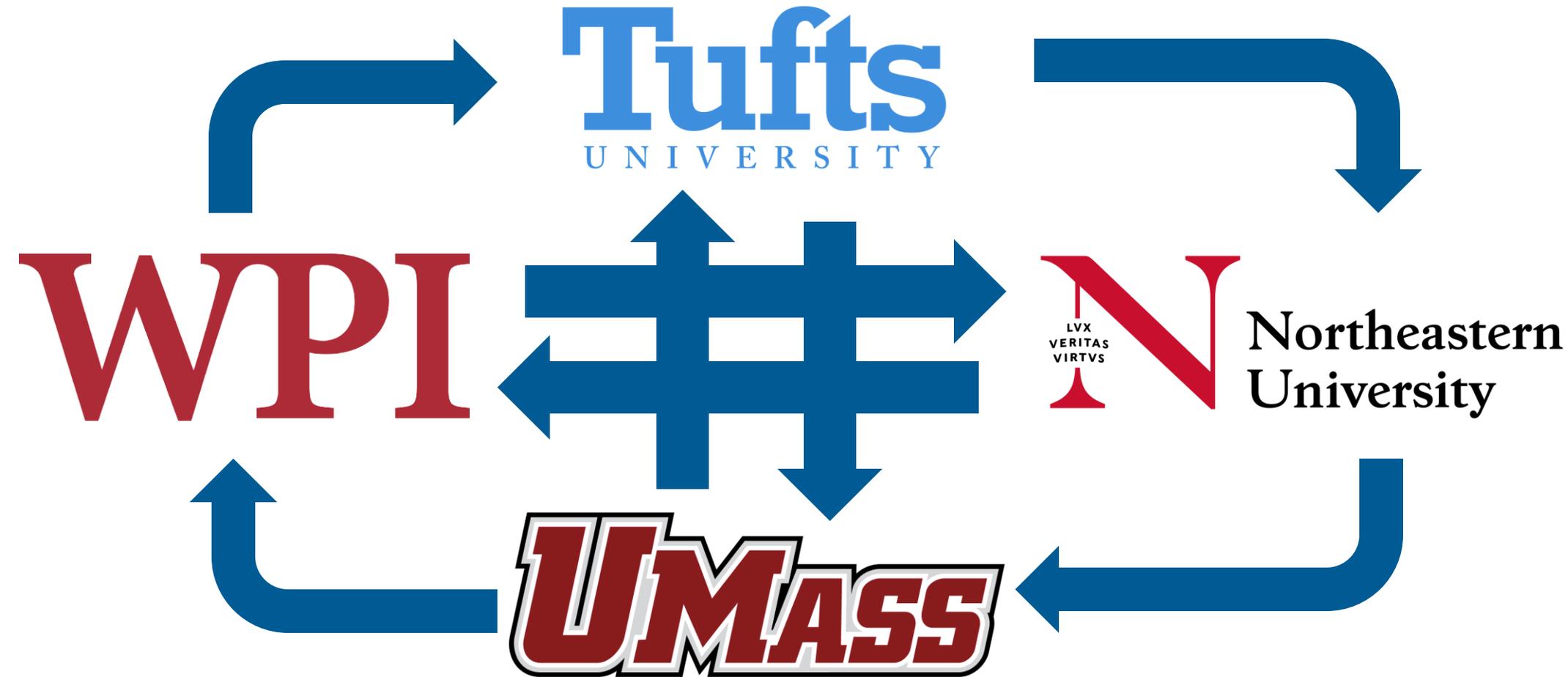


Reward strong designs

Encourage difficult attacks

No manual review by organizers

Year 1: Round Robin



Name	Point Value
Master PIN	300 / 150
Shoulder Surfing	350
New Neighbor	450
Stolen Widget	250
Cloning	200
Permanent Access	300

Scoring System



Reward strong designs



Encourage difficult attacks



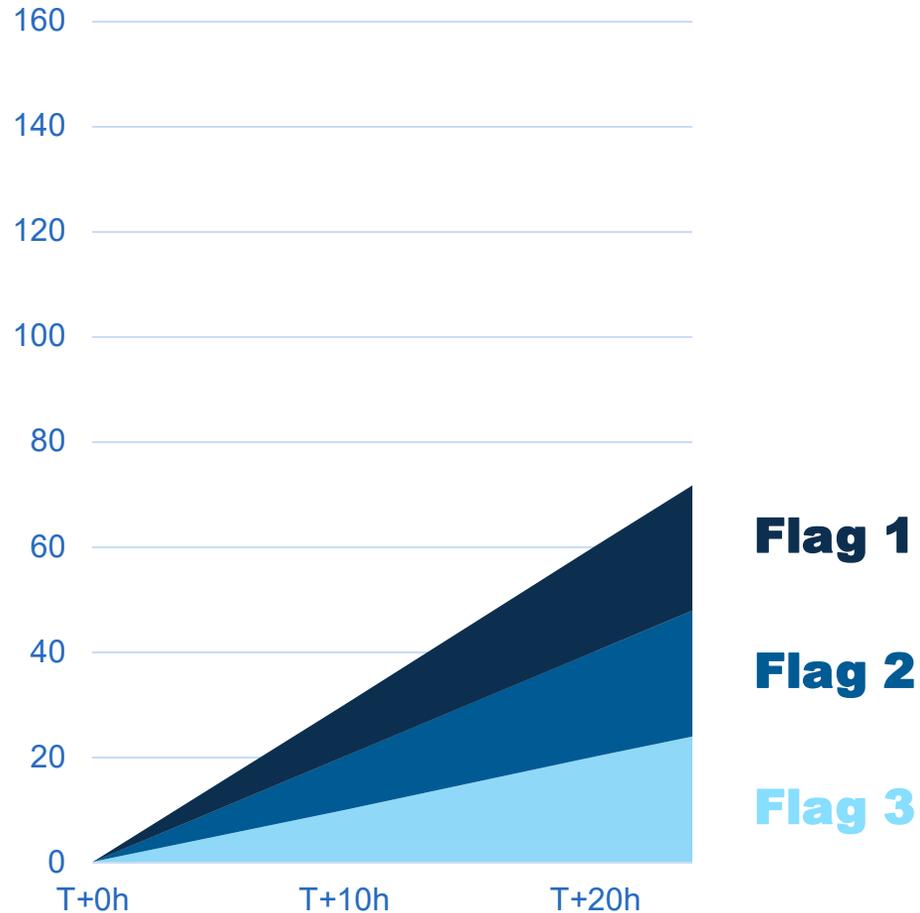
No manual review by organizers

Modern eCTF Scoring System



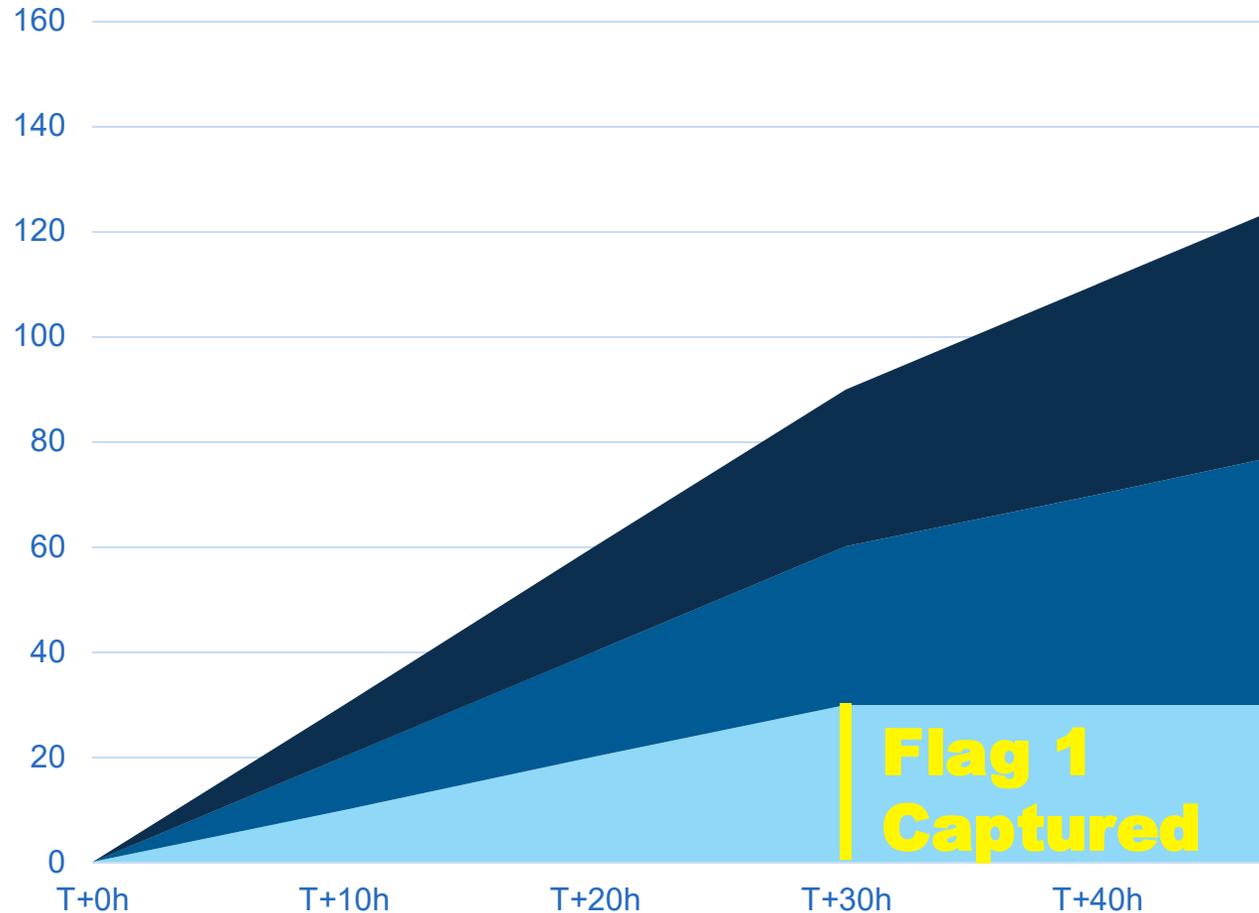
Score = Defensive + Offensive + Bonus

eCTF Scoring System: Defensive Points

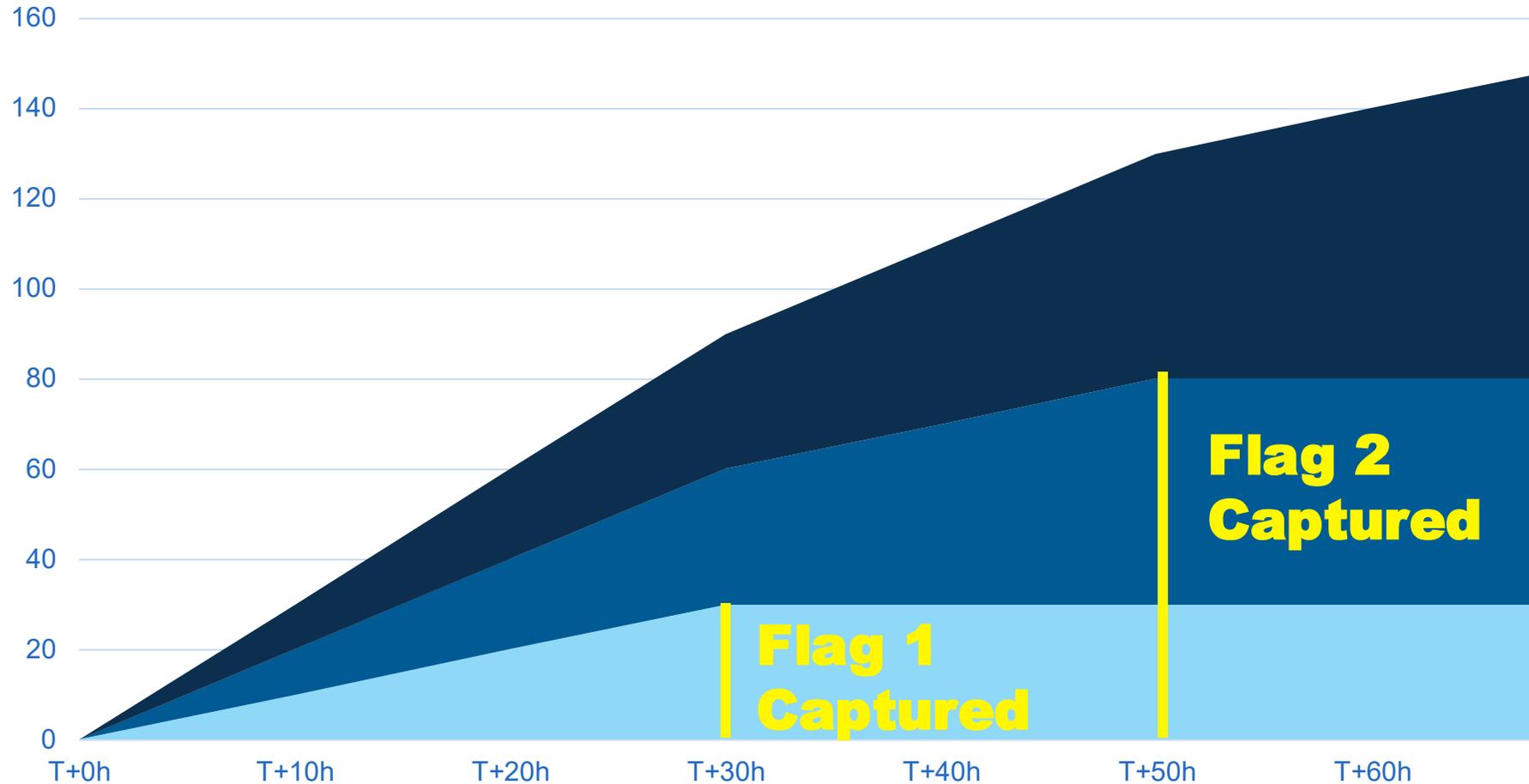


Each flag accrues points per hour until captured

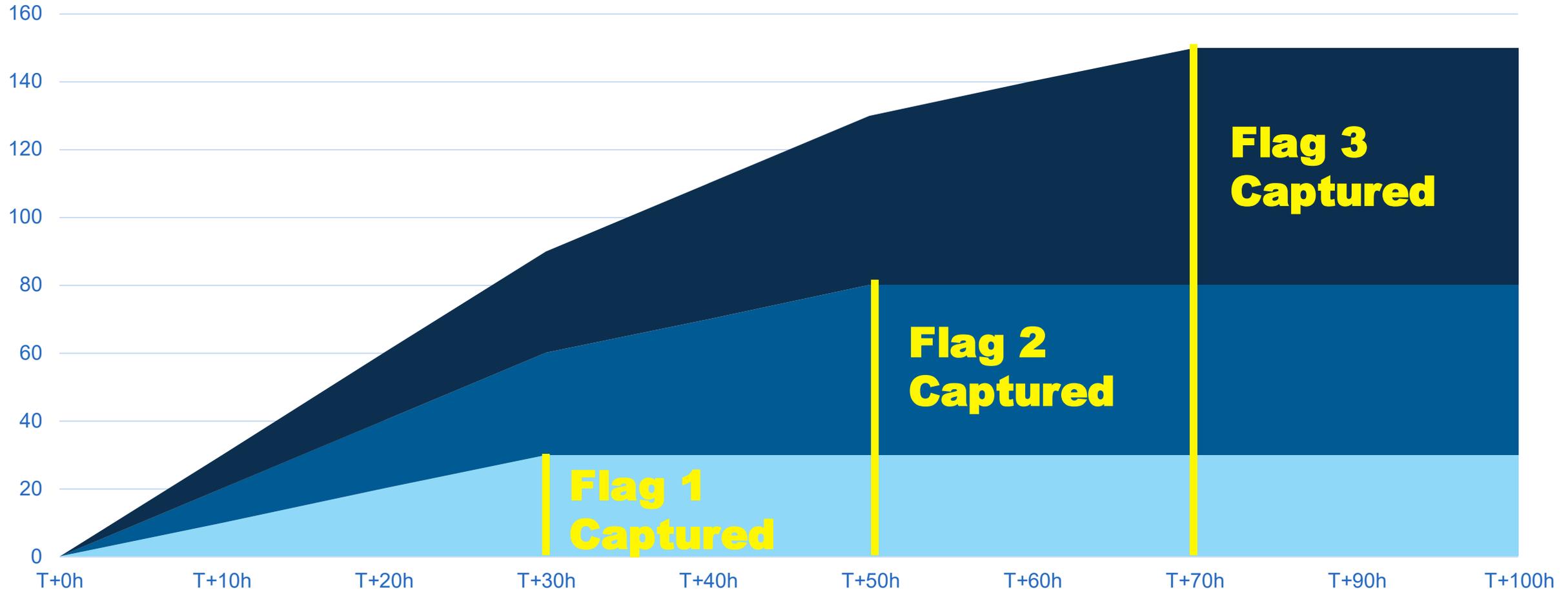
eCTF Scoring System: Defensive Points



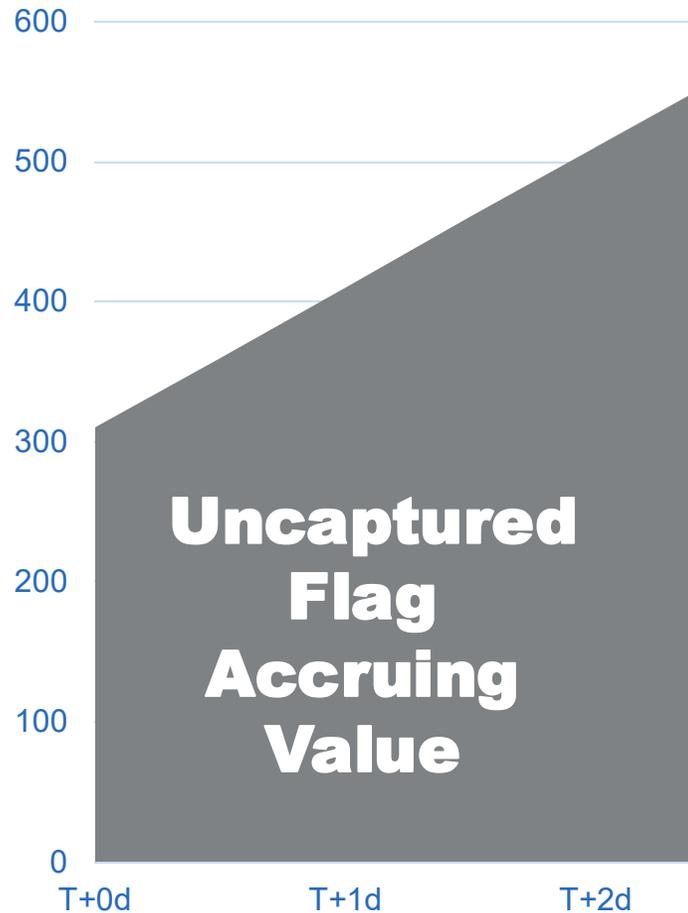
eCTF Scoring System: Defensive Points



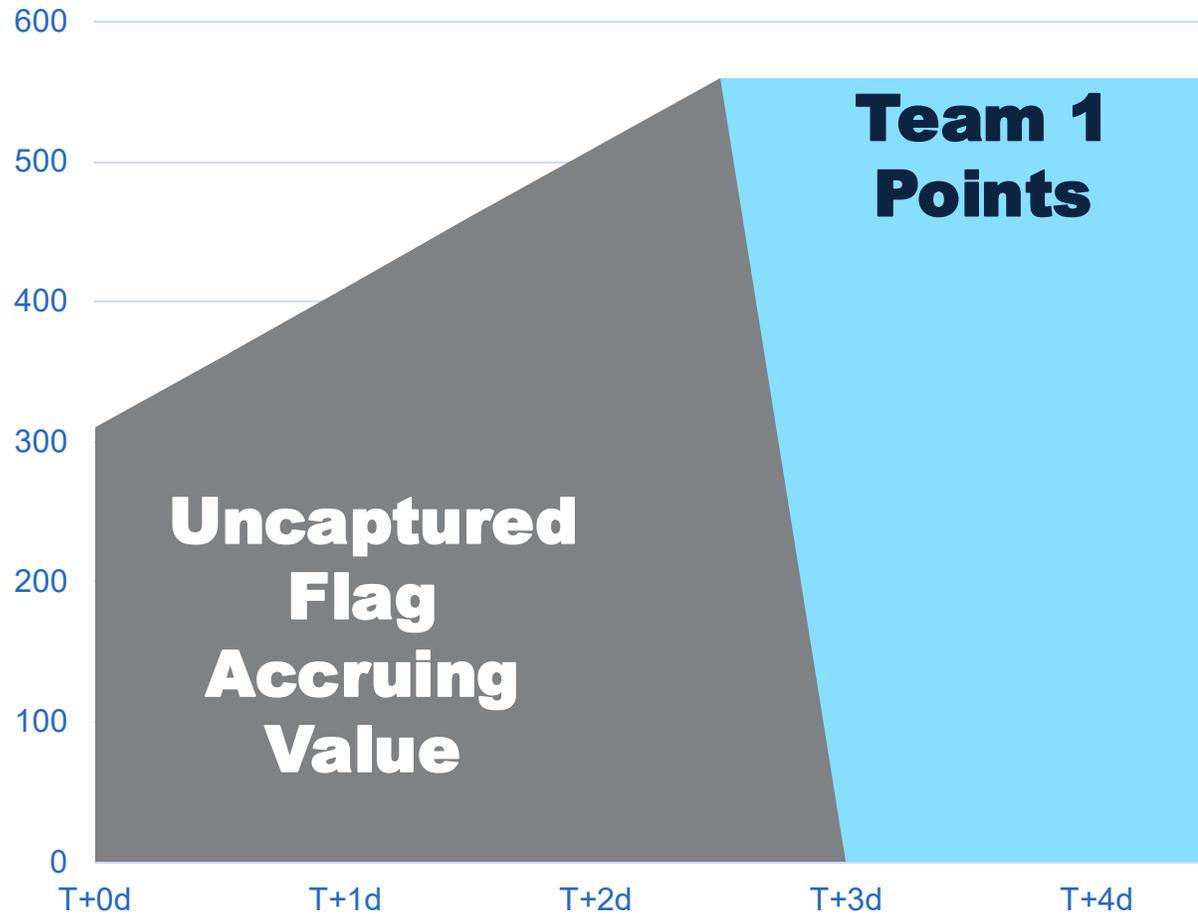
eCTF Scoring System: Defensive Points



eCTF Scoring System: Offensive Points

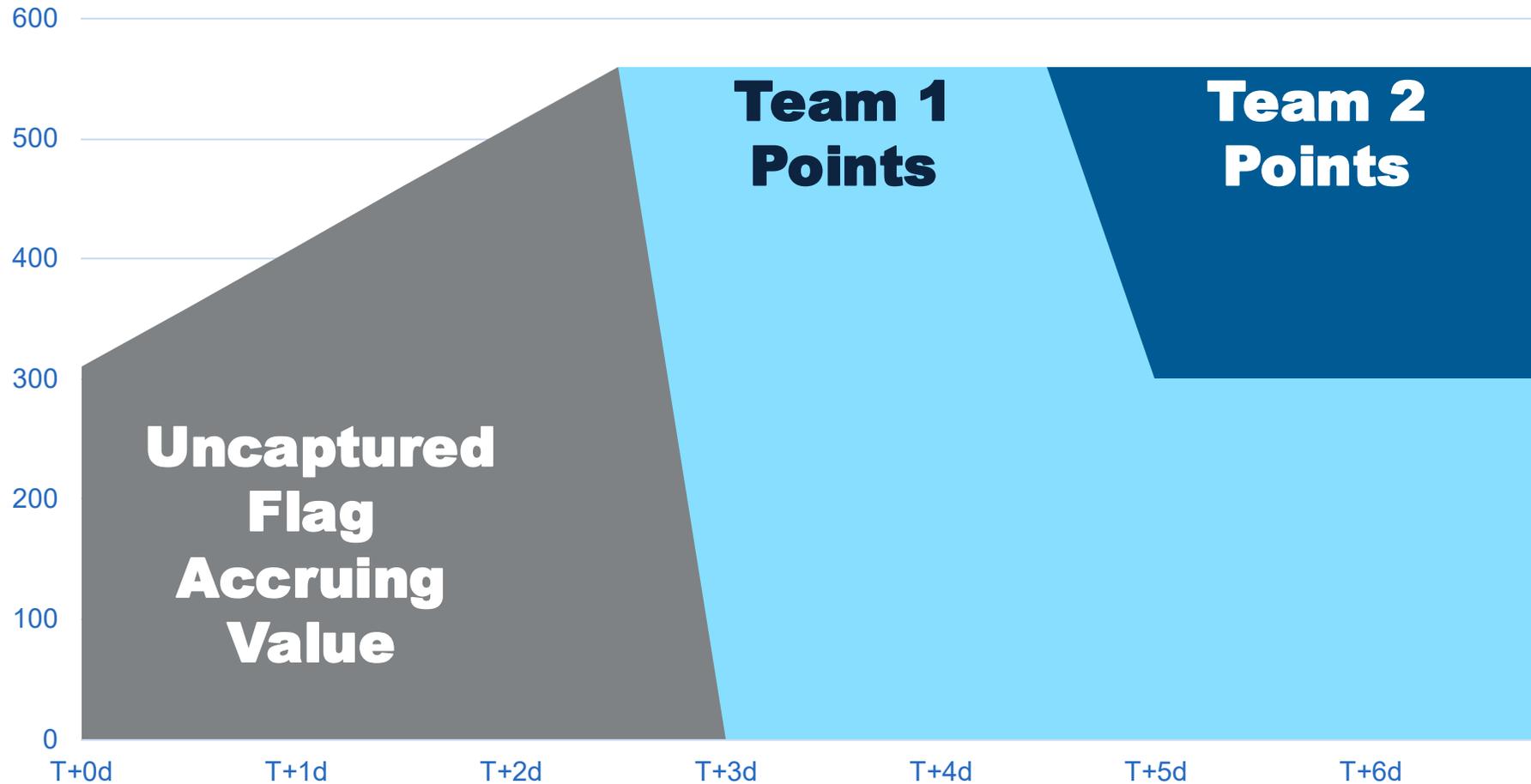


eCTF Scoring System: Offensive Points



**Team 1
Captures**

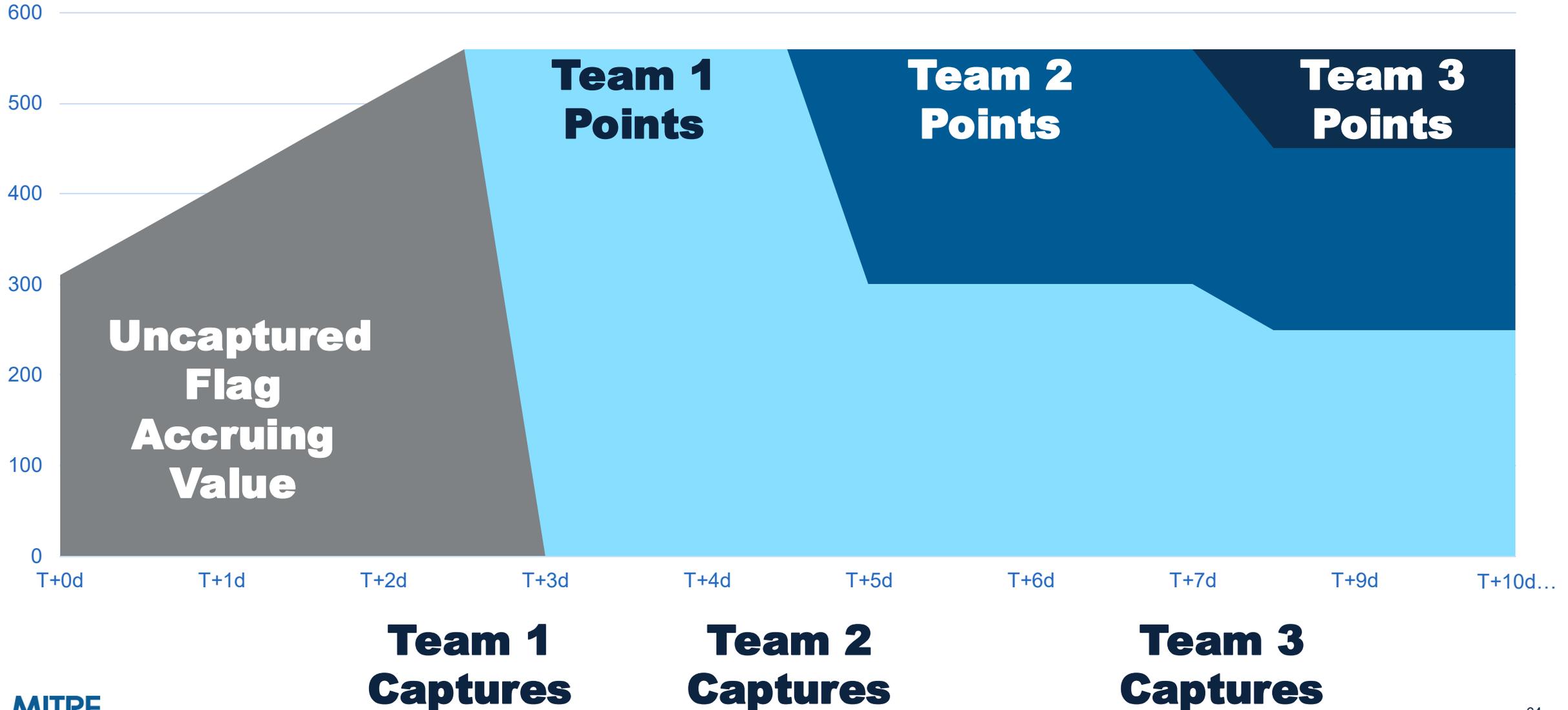
eCTF Scoring System: Offensive Points



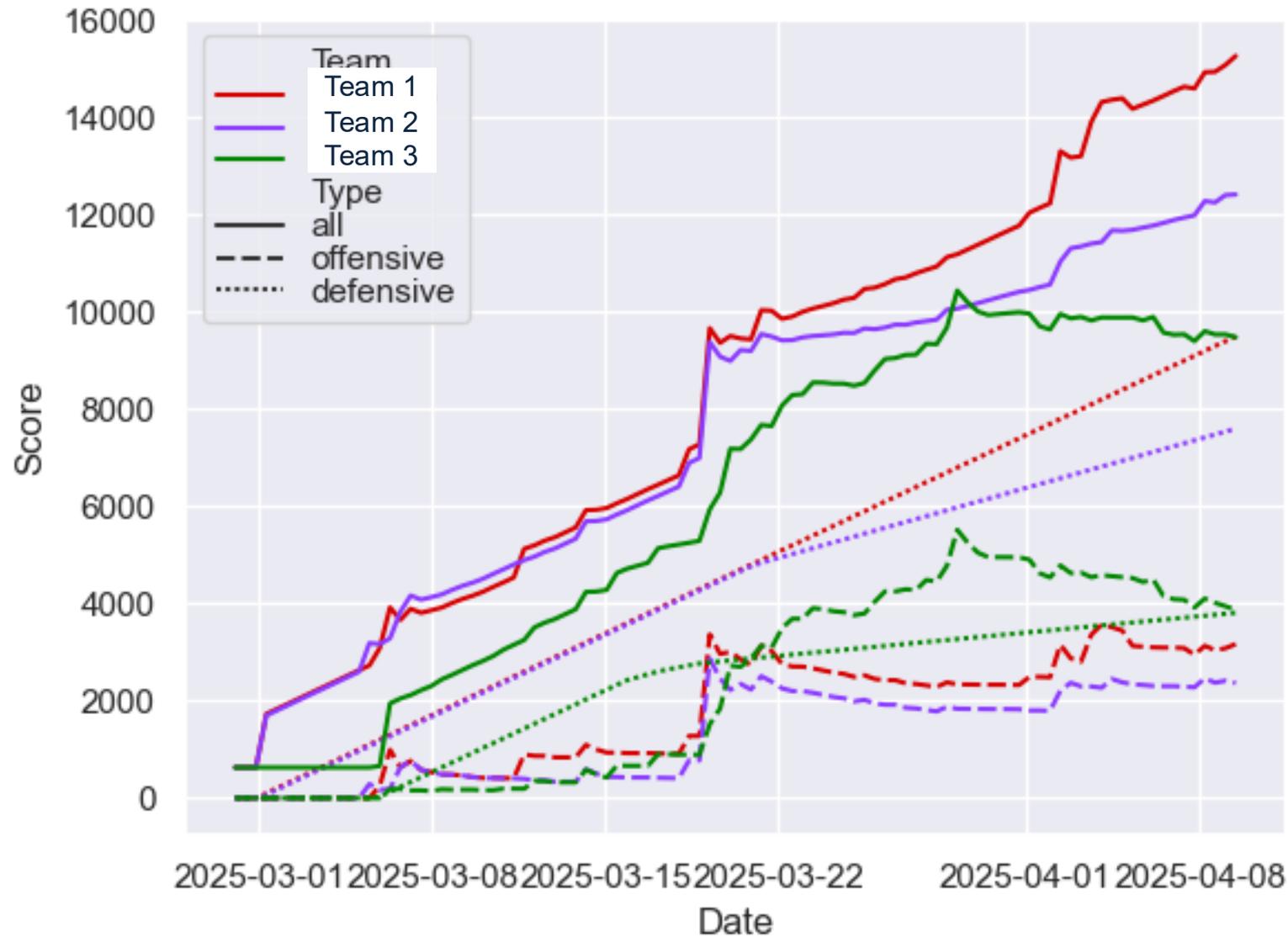
**Team 1
Captures**

**Team 2
Captures**

eCTF Scoring System: Offensive Points



Example From 2025 Attack Phase



Scoring System



Reward strong designs



Encourage difficult attacks



No manual review by organizers

Hardware Challenges

Hardware Challenges



2016

Manual Verification

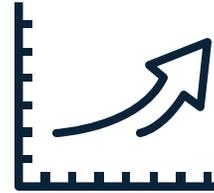


Hardware Challenges



2016

Manual Verification



2017

N^2 Complexity

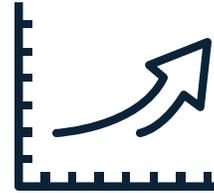
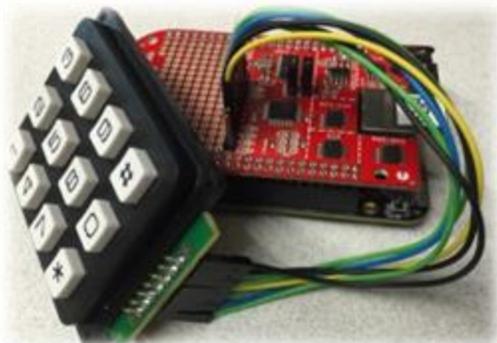


Hardware Challenges



2016

Manual Verification



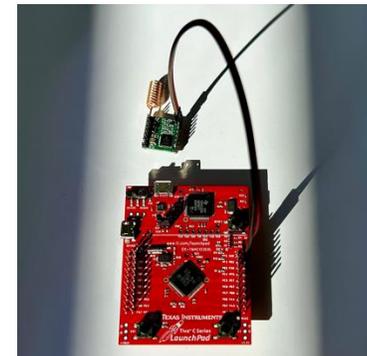
2017

N² Complexity



2018

Secure Bootloader

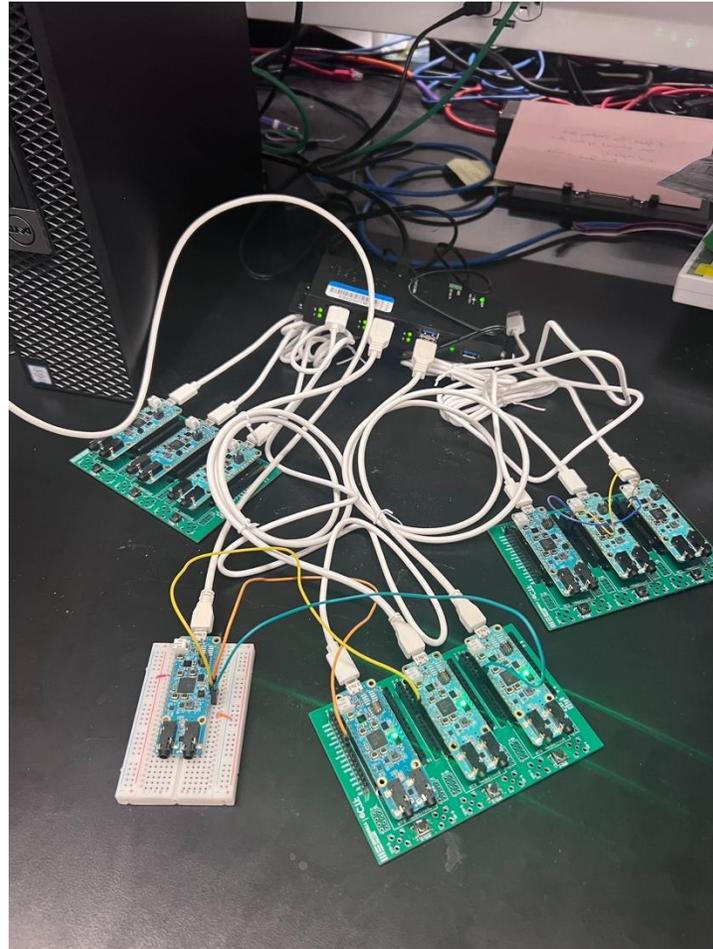


Other Hardware Lessons

**Invest in good
USB hubs**

**Bus protocols
can be tricky**

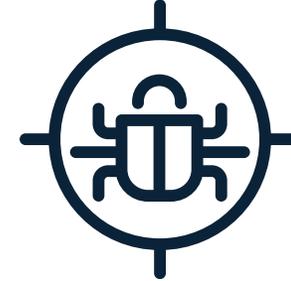
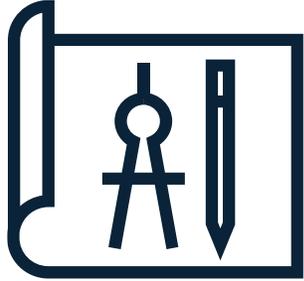
**Redundancy
Redundancy
Redundancy**



**Verify your
root of trust**

Testing Framework

Testing Infrastructure



Design Phase

Teams design and implement systems that meets security and functionality requirements

Handoff

Organizers test each design for functionality

Attack Phase

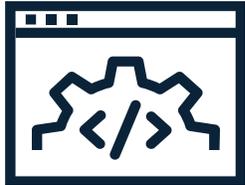
Teams analyze and attack each other's designs for points

Testing Process



Clone team repository

ERROR: Repository not found. Please make sure you have the correct access rights



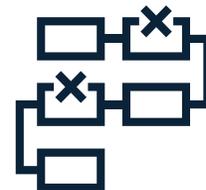
Compile firmware

“Well, it works on my computer”



Flash firmware onto hardware

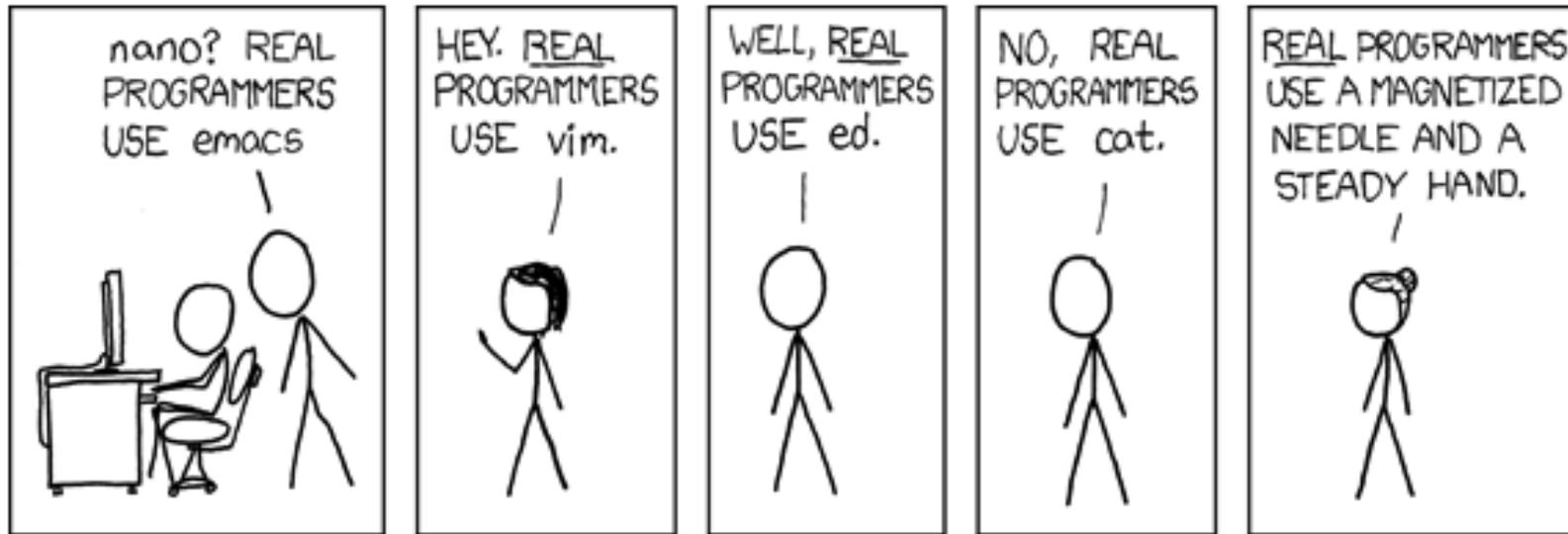
“Where did the serial device go?”



Run tests on hardware

No test survives first contact

Testing Service v0.0



<https://xkcd.com/378/>



Jeff

Testing Service v1.0: JeffSteps

 11:20 PM
@organizers So just out of curiosity why are all your variables named Jeff or something related to jeff

EG :

```
Traceback (most recent call last):
  File "/home/ubuntu/.local/lib/python3.8/site-packages/jeff_steps/jeff_steps.py",
    step_dict['step'].call()
  File "/home/ubuntu/.local/lib/python3.8/site-packages/jeff_steps/jeff_steps.py",
    raise e
  File "/home/ubuntu/.local/lib/python3.8/site-packages/jeff_steps/jeff_steps.py",
    ret_vals = self.__call__(*final_args, **final_kwargs)
  File "/home/ubuntu/ectf-summer-2021-testing-api/ectf_competition_tools/handoff/st
__call__
    return super().__call__(sysname, testdir, install_info, emulated, serial_port,
  File "/home/ubuntu/ectf-summer-2021-testing-api/ectf_competition_tools/handoff/st
__call__
```

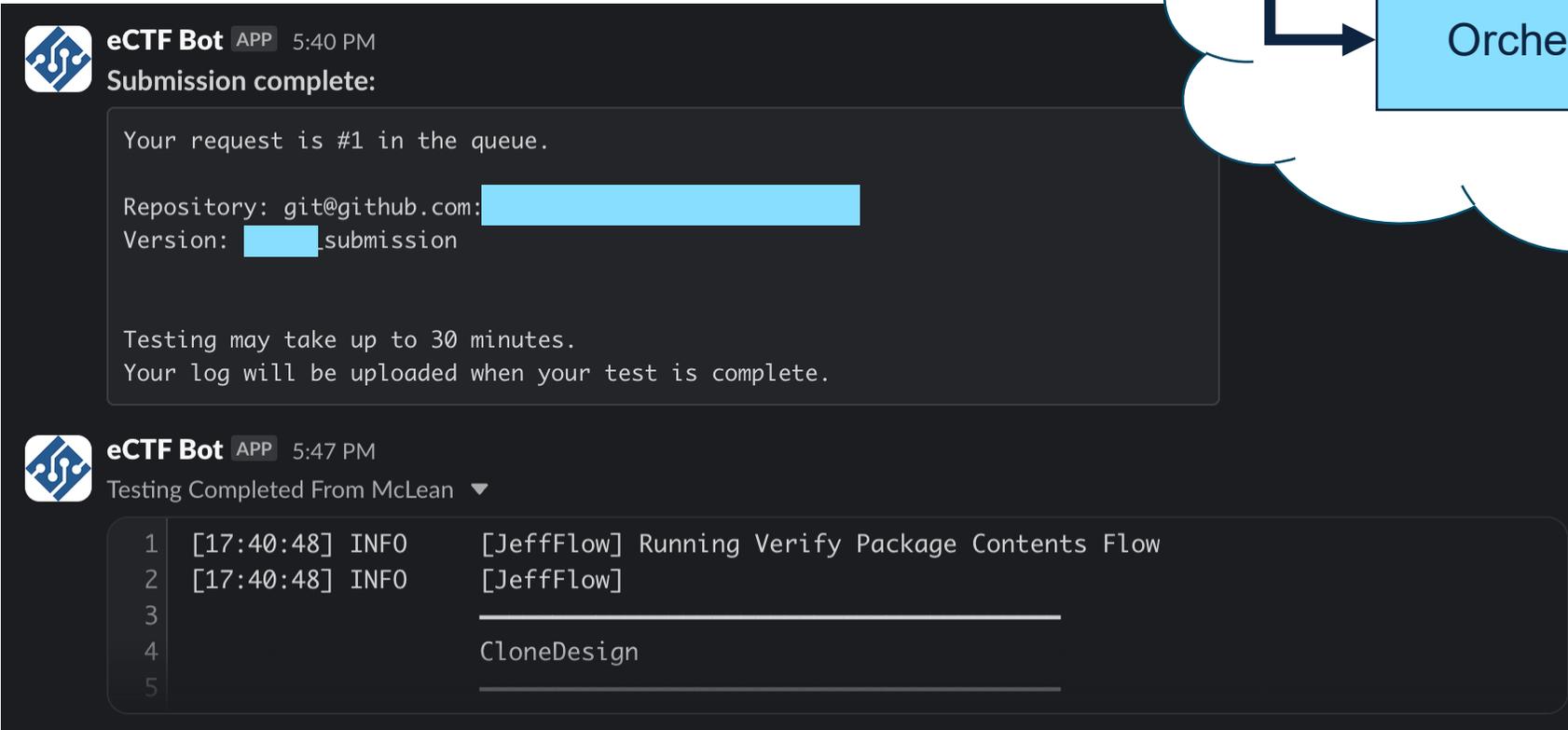
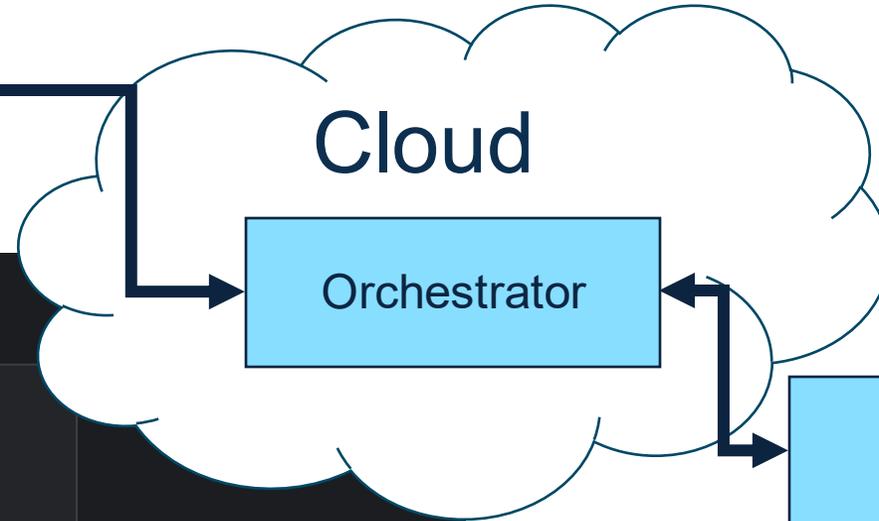
 **Jake Grycel (Organizer)** 11:20 PM
@Jeff Hamalainen would you like to explain?
🤔 1 😊
Let's ask the man himself
My understanding is that pytest/unit test didn't really do what we needed. So he wrote his own framework

 11:25 PM
Jeff got that sigma male grindset
🤔 2 😊
"I will write my own unit tests"
image.png ▼



 8:53 AM
@organizers We are ready for testing of v2.0!

Testing Service v2.0: Slackbot



eCTF Bot APP 5:40 PM
Submission complete:

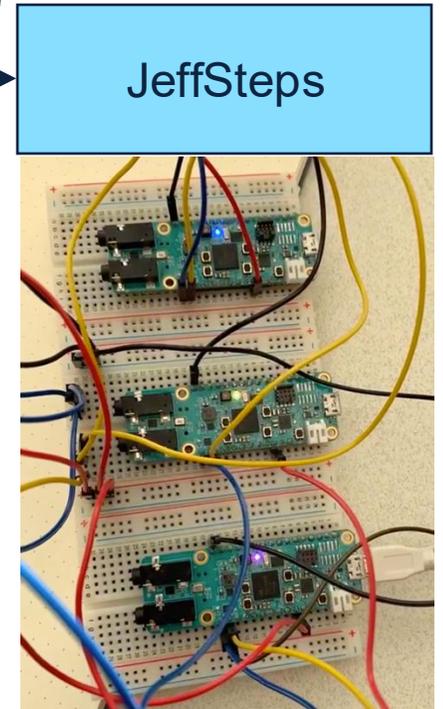
Your request is #1 in the queue.

Repository: git@github.com: [REDACTED]
Version: [REDACTED].submission

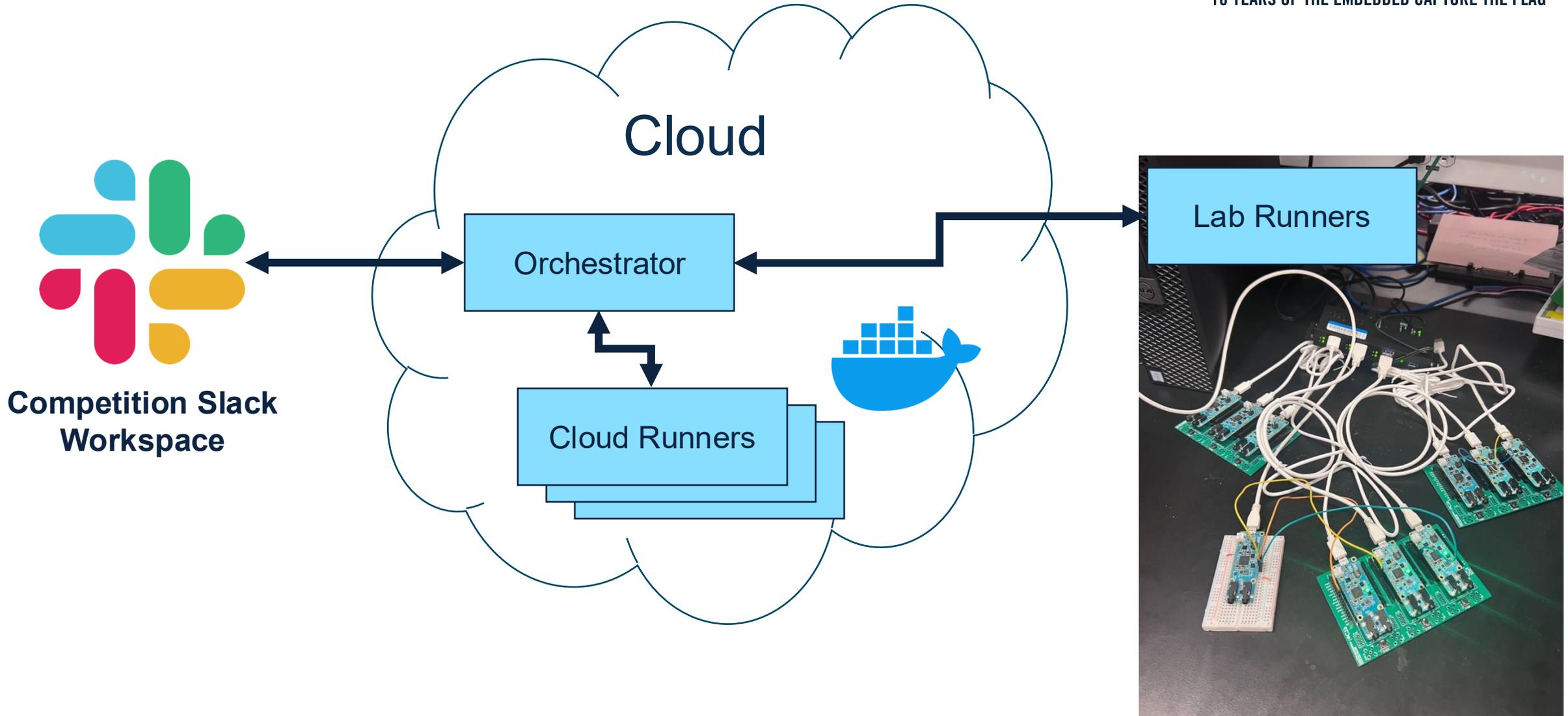
Testing may take up to 30 minutes.
Your log will be uploaded when your test is complete.

eCTF Bot APP 5:47 PM
Testing Completed From McLean ▾

```
1 [17:40:48] INFO [JeffFlow] Running Verify Package Contents Flow
2 [17:40:48] INFO [JeffFlow]
3 _____
4 CloneDesign
5 _____
```

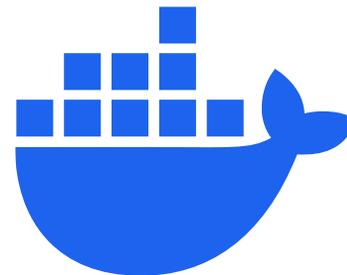
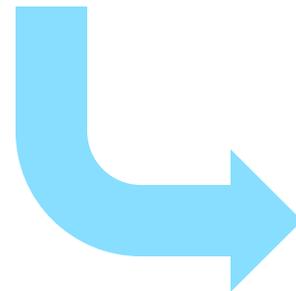
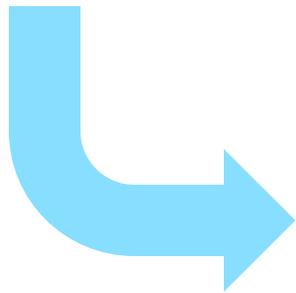


Testing Service v3.0: eCTF Runners



Cross-Platform Repeatability

vmware®



docker®

Competitor Support

Support Resources



Documentation



**Design Phase
Flags**

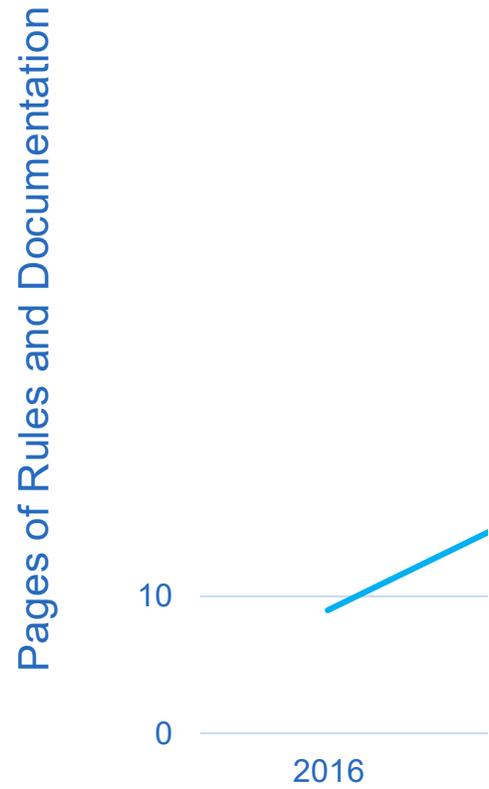


**Organizer
Support**

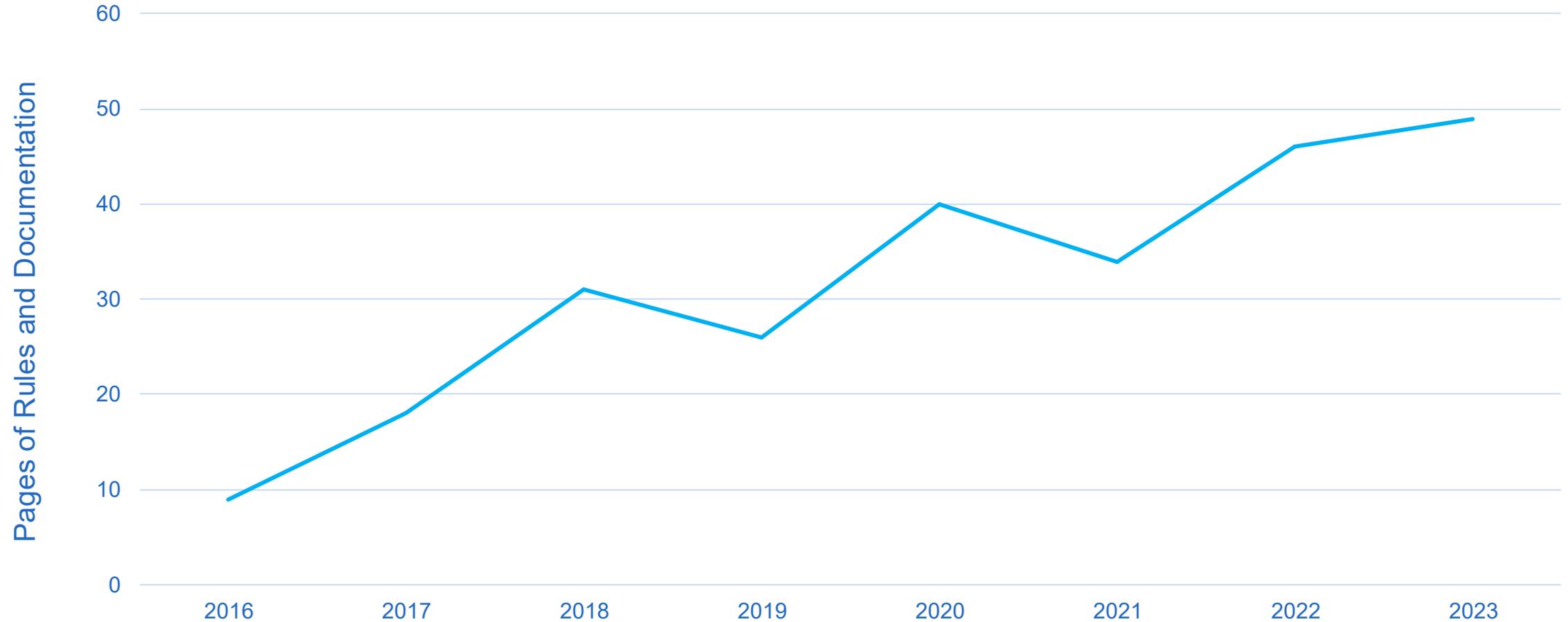


Team Structure

Documentation Explosion



Documentation Explosion



2024- Rules Site

<https://rules.ectf.mitre.org>

Generated by Sphinx

Hosted on GitLab Pages



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- [Flags](#)
- [Handoff](#)

[Rules](#)

[Frequently Asked Questions](#)

[Glossary](#)

[Learning Resources](#)

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Archive

[2024 eCTF](#)

Info for new teams

Year-specific setup

High-level overview

Technical details

How to pass testing

Log of rule changes

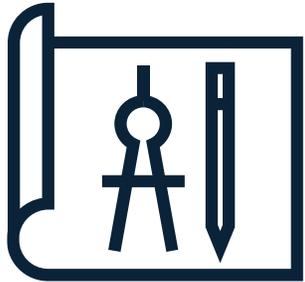
How to score points

Competition rules

Helpful information

Past years

Design Phase Confusion



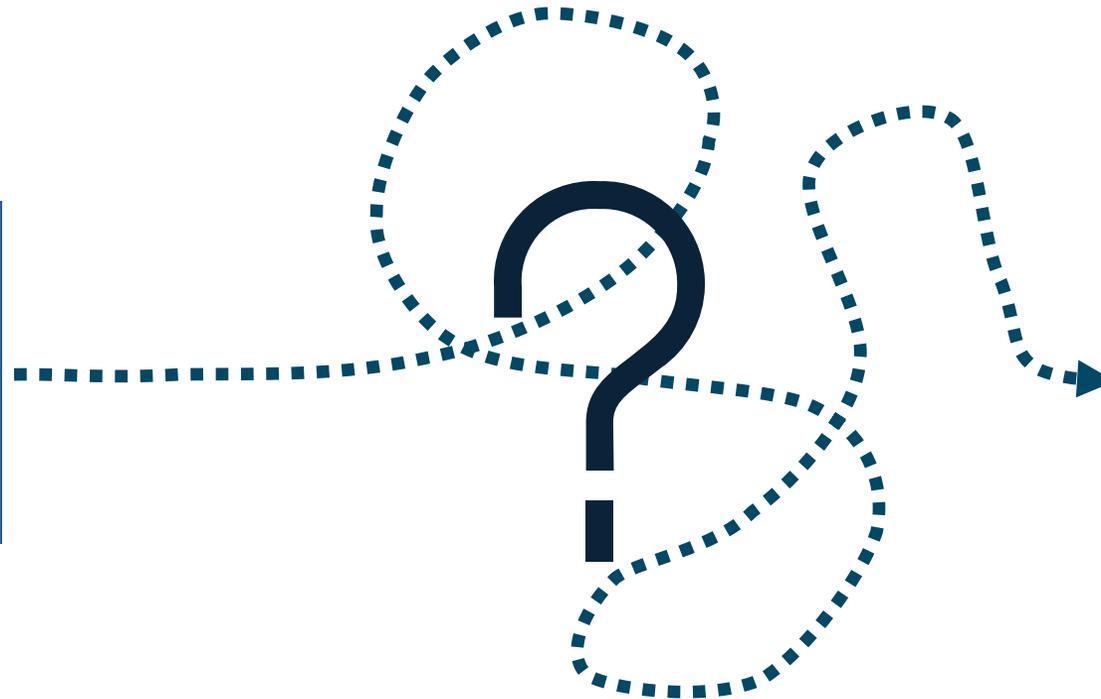
Design Phase

Teams design and implement systems that meets security and functionality requirements

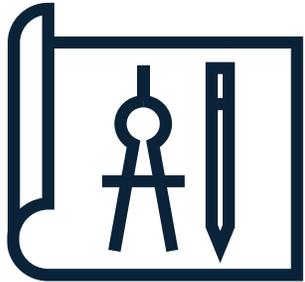


Handoff

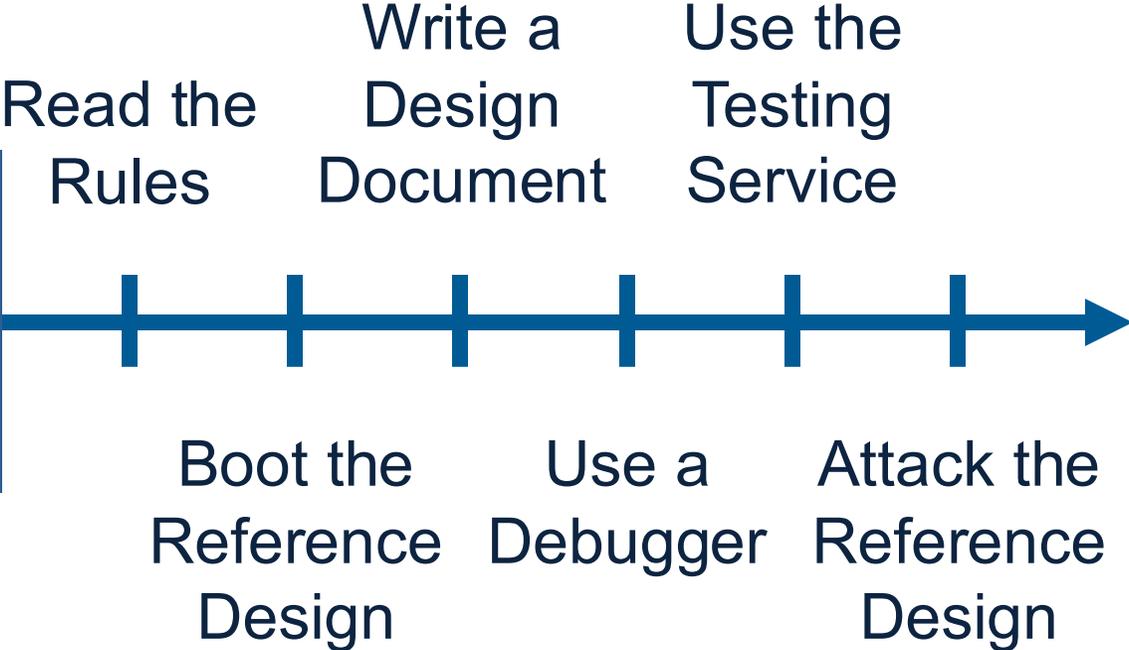
Organizers test each design for functionality



Design Phase Flags

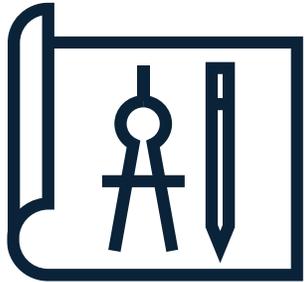


Design Phase
Teams design and implement systems that meets security and functionality requirements



Handoff
Organizers test each design for functionality

Office Hours



Design Phase

Teams design and implement systems that meets security and functionality requirements

Read the Rules

Write a Design Document

Use the Testing Service

Boot the Reference Design

Use a Debugger

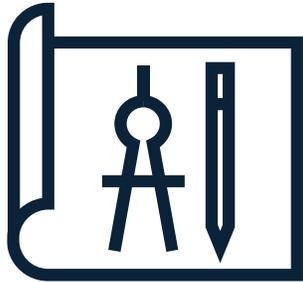
Attack the Reference Design



Handoff

Organizers test each design for functionality

Workshops



Design Phase

Teams design and implement systems that meets security and functionality requirements

Read the Rules

Write a Design Document

Use the Testing Service

Boot the Reference Design

Use a Debugger

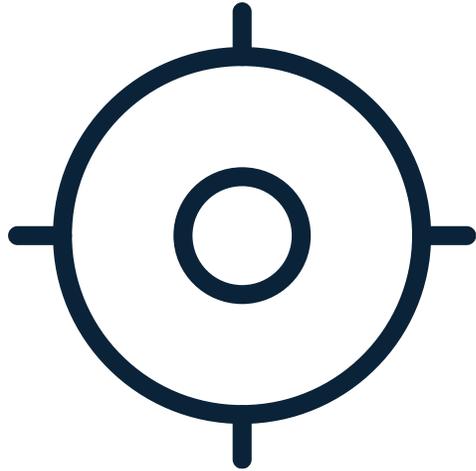
Attack the Reference Design

Handoff

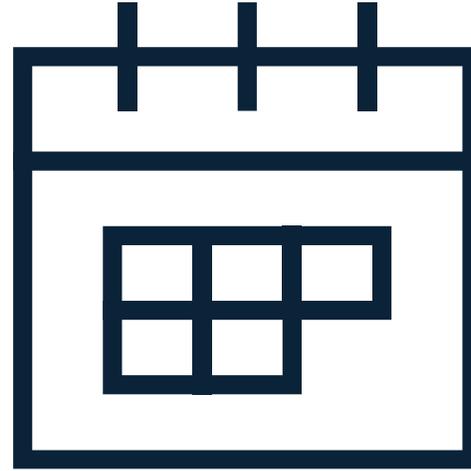
Organizers test each design for functionality



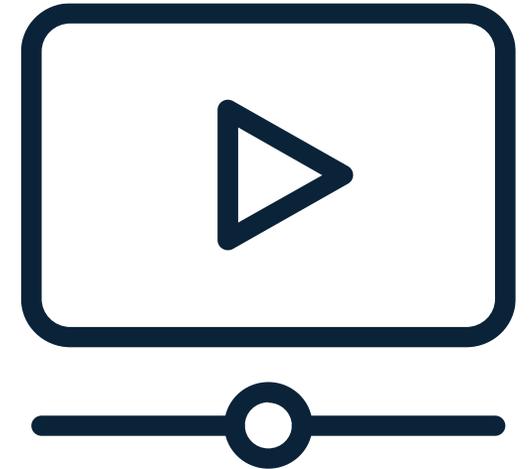
Workshop Tips



Focused



Regular



Recorded

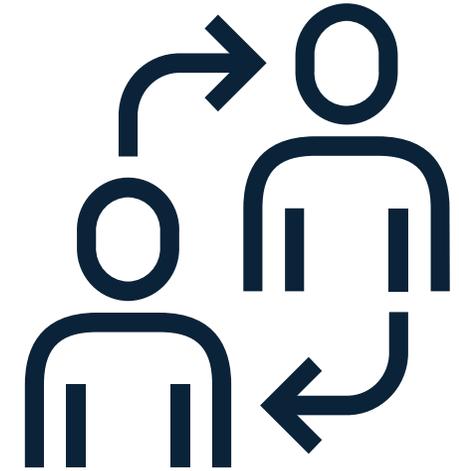
Team Structure



Project Management



eCTF for Credit



Mentorship

Financial Sustainability

Workforce Development

eCTF IMPACT

STRENGTHENING OUR
EMBEDDED SYSTEMS AND
CYBERSECURITY WORKFORCE

Global Representation

- 1270 Participating Students

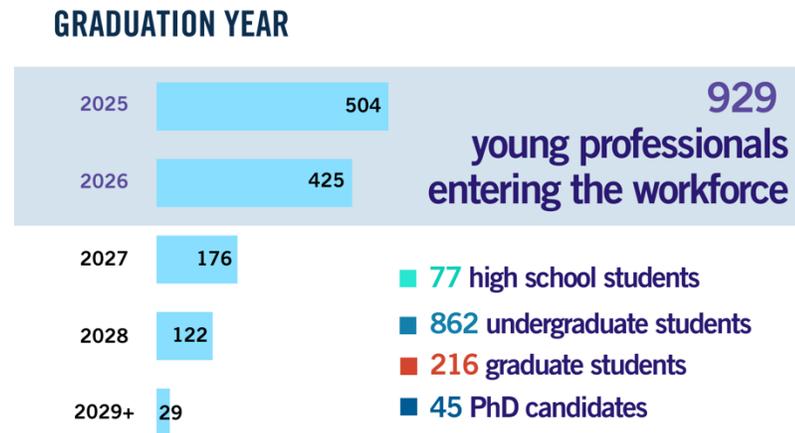
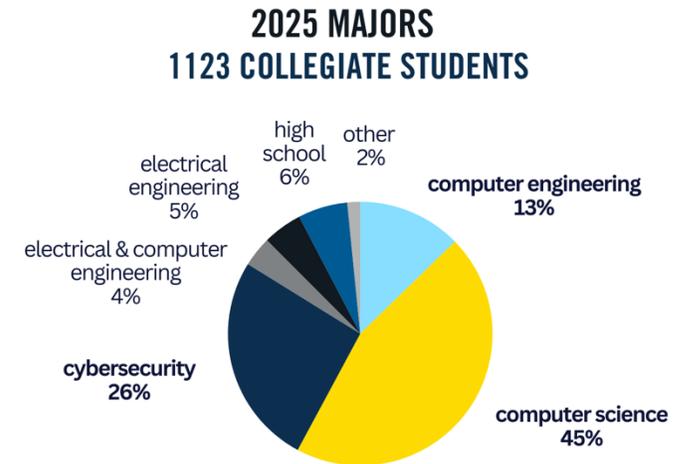


18 COUNTRIES

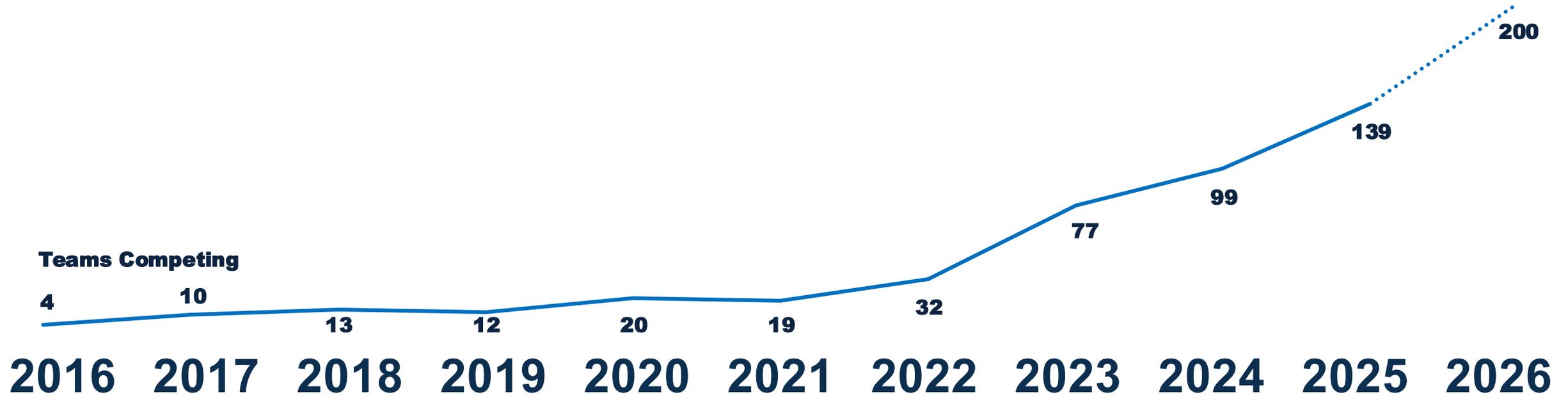


33 US STATES

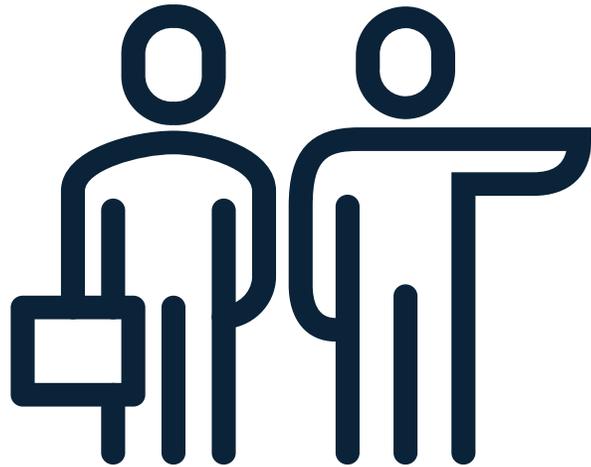
95 Schools 2024
VS
124 Schools 2025



eCTF History



Win-Win of Sponsorship Program



Students get direct connection to employers



Employers can see evidence of student experience



Students gain experience on real tools and hardware

Thank you to our sponsors!



SECURE
EVERY
SECOND.



BCI

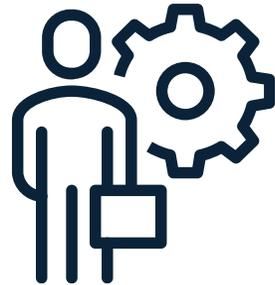


MITRE

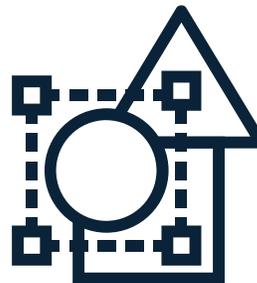
Future of the eCTF



Continued growth



Professional development



Leveraging eCTF materials

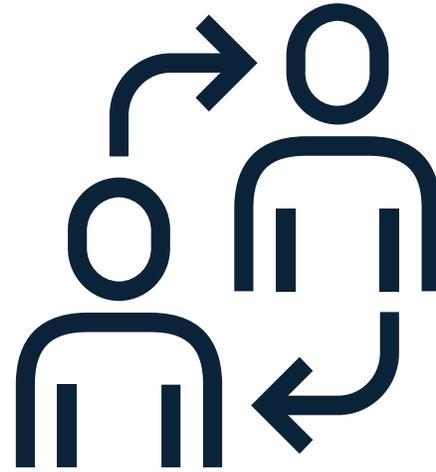
Call to Action



Compete

High school through grad school

Professional Division



Connect

Programs and resources that could benefit from the eCTF

New applications of concept



Support

Competition sponsorship

In-kind support and partnership

eCTF10

10 YEARS OF THE EMBEDDED CAPTURE THE FLAG

Ben Janis

btjanis@mitre.org

ectf.mitre.org



www.linkedin.com/in/benjanis/

Thank you!

Questions?

MITRE