Construction of a National Scale ENF Map using Online Multimedia Data

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7 Nov. 2017

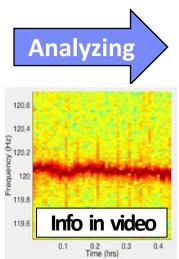


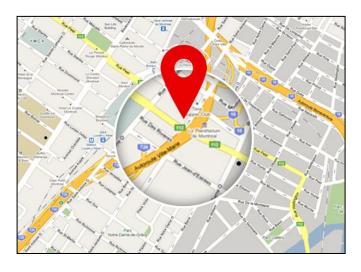
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- "Time" and "Location", the key information in forensic analysis
 - ▶ When or where was the video actually been recording?
 - Wasn't video or audio artificially forged?
 - ▶ What could be the best information for this analysis?

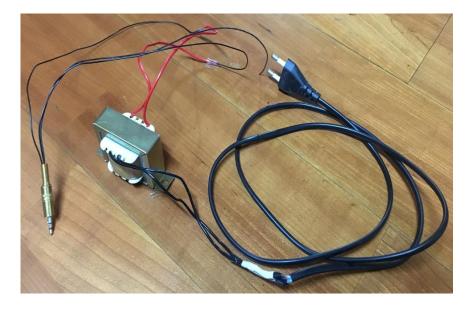






- What is Electrical Network Frequency (ENF)?
 - ▶ ENF is an unique pattern of electricity from power grid
 - ▶ Electrical energy has an unique pattern in accordance with time and location, by the influence of demand-supply
 - We can capture these patterns by measuring the electricity
 - ▶ A simple way to capture these signals is monitoring electricity of the power plug

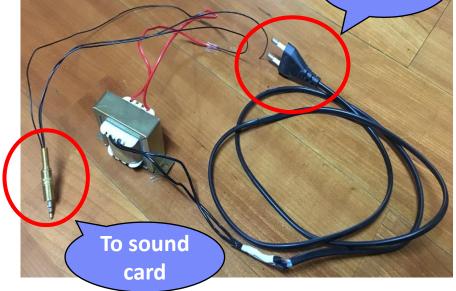




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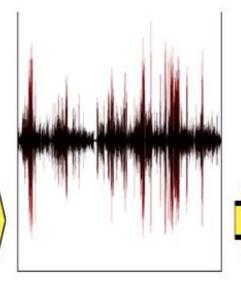


Plug in

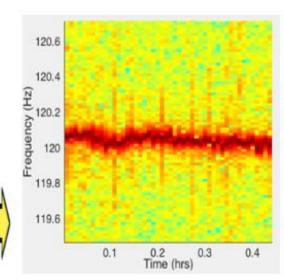
- ENF signals can be extracted from audio/video
 - ▶ When audio/video are being recorded, ENF signals are also being recorded together because of the electromagnetic influences from power line (wireless devices are not applicable)
 - ▶ ENF signals appear around 50Hz or 60Hz and its harmonics bands



(a) Multimedia data

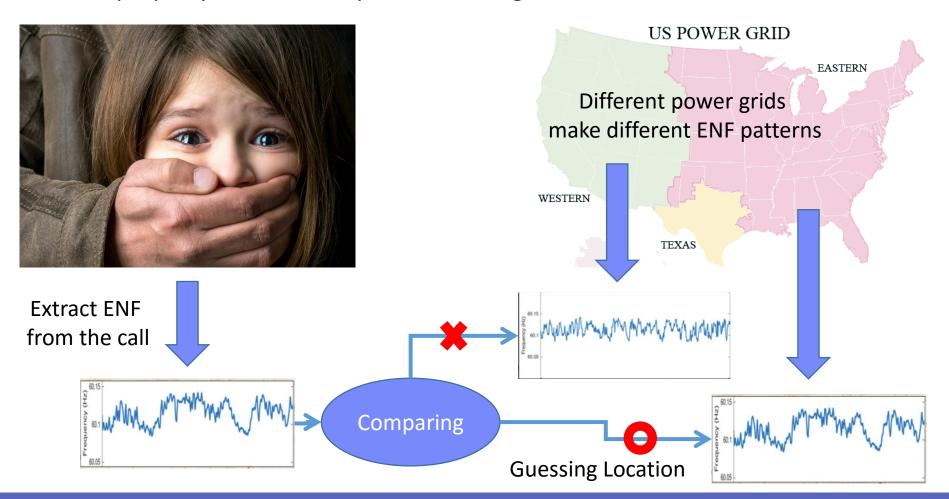


(b) Extracted audio signals



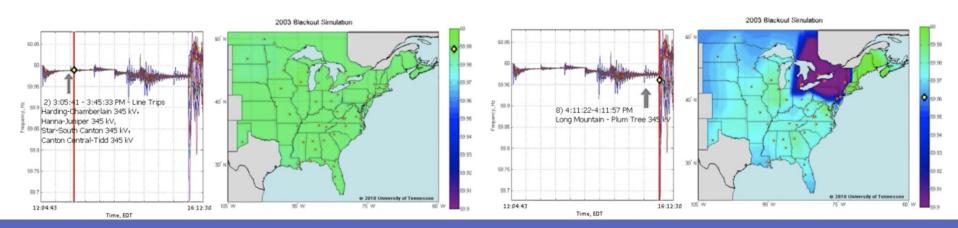
(c) ENF patterns in spectrogram

This property would be helpful for investigation

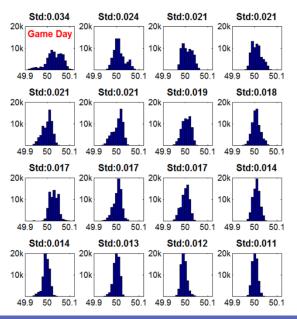


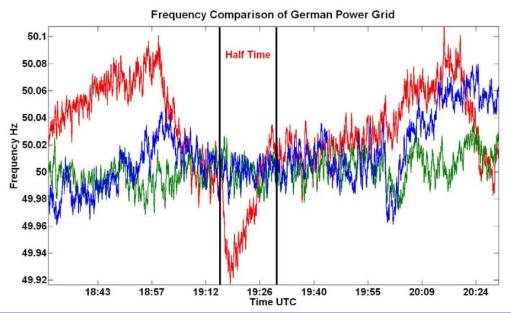
- ENF signals can be used not only for digital forensic, but also for many application domains
 - Prediction of grid instability and blackouts
 - Detection of system breakup
 - Societal events detection
 - ▶ etc..

- Detailed descriptions of ENF applications (prediction of grid instability and blackouts):
 - ▶ Zhiyong Yuan et al. had researched on "Inter-area Oscillation Analysis Using Wide-Area Voltage Angle Measurements from FNET"
 - ▶ Jiahui Guo et al. also analyzed blackout detection in his research "Events Associated Power System Oscillations Observation Based on Distribution-level Phasor Measurements"
 - ▶ In their research, they analyzed inter-area oscillation of ENF and described the circumstance when blackout occurs
 - ▶ When the blackout occurs, the ENF signals greatly fluctuate

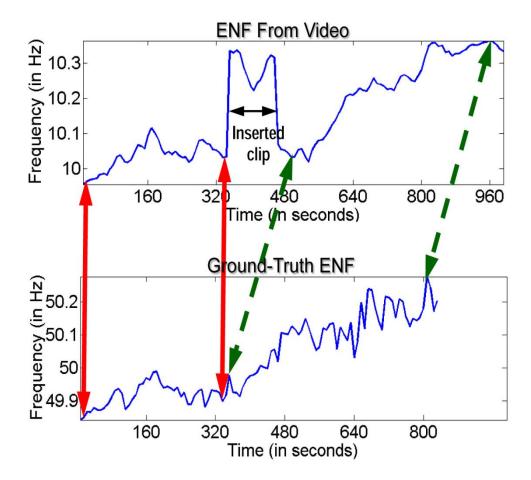


- Detailed descriptions of ENF applications (societal events detection):
 - ► Lang Chen et al. had researched the topic of societal events detection in "Analysis of Societal Event Impacts on the Power System Frequency using FNET Measurements"
 - ▶ How ENF signals fluctuate when Super Bowl games were being broadcasted was described
 - Frequency plot: game day (red), local max(blue), and min day(green)





- Detailed descriptions of ENF applications (digital forensics):
 - Every ENF signal has natural continuity
 - ▶ If an artificial clip is inserted, it breaks the naturalness of signals
 - ▶ Prof. Min Wu in MAST Lab, UMD described how they detected fabrication of video using ENF



Introduction - Our contribution

- Problem of previous collection method
 - ► Traditional method for collecting world-wide signals is difficult and expensive (for manufacture, installation, and maintenance)
 - ▶ Below device is FDR for collection of ENF (over \$2,000 per device)
 - ▶ Fig ref: "Frequency Disturbance Recorder Design and Developments"

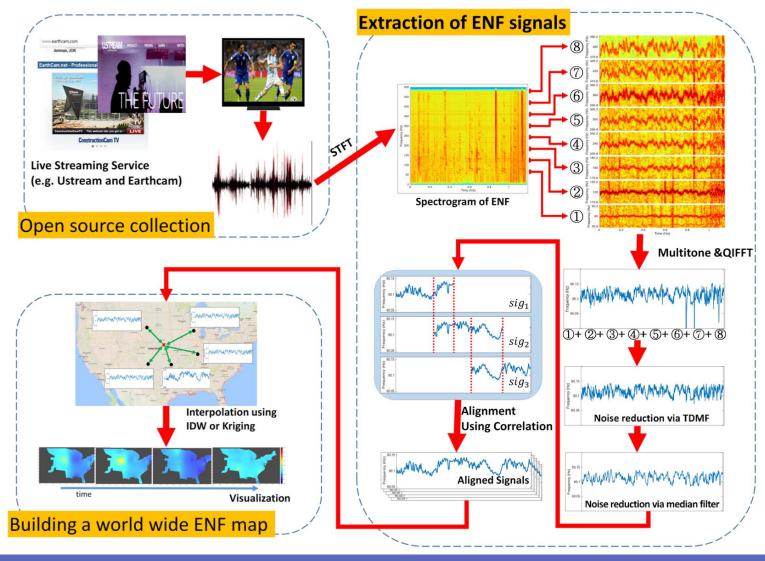


Fig. 5a. Second generation Frequency Disturbance Recorder

Introduction - Our contribution

- For that reason, we suggested a new approach for collection of ENF
 - ► Exploiting the property of ENF:
 - Multimedia data recorded by wired device include ENF signals
 - ▶ The concepts of our approach are as below:
 - Using online multimedia data
 - Recovering lockage of data using partial information
 - Interpolating the collected data for building ENF map for geometrical analysis
 - ▶ Our main contributions are as below:
 - Purely online/no need of physical devices Manufacturing of devices is no longer needed
 - Simple management system systems that monitor the status of sensors are no longer needed
 - Low budget Because the proposed system obtains ENF signals from public online multimedia, it is free of charge

Proposed Approaches - Overview



Proposed Approaches - Open source collection

- Feasibility of collection ENF signals using open source media
 - ► As previous researches had proved, audio/video file contains unique-local ENF signals depending on when and where the file is recorded
 - ► To collect multimedia, we first crawl the metadata of video using "Scrapy" and download it with "FFmpeg" and "Livestreamer"
 - ▶ Online multimedia services that we used were as below:
 - EarthCam: World-wide Webcam Networks
 - Skyline webcams: Live Cams HD from the world!
 - Explore (Youtube): African Animals Camera live video from Africa
 - Ustream: Streaming & Online Video Services

Proposed Approaches - Open source collection

 Multimedia data were obtained from the following number of services in each continent

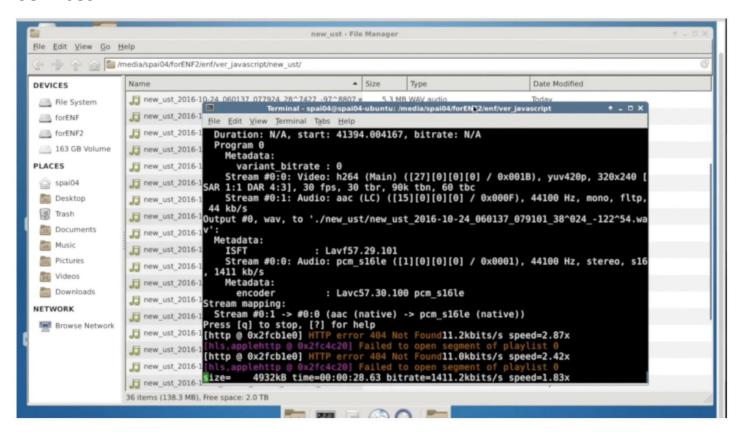
Europe	rope Asia Africa		North America	South America	Oceania
71	22	3	165	3	4

Then, table below indicates how many signals could be extracted properly

Source	Signal state (%)		
Source	Presence	Absence	
Earth Cam	85.3	14.7	
Skyline webcams	95.2	4.8	
Explore	70.6	29.4	
Ustream (gaming & wildlife)	42.1	67.9	
Overall	72.1	27.9	

Proposed Approaches - Open source collection

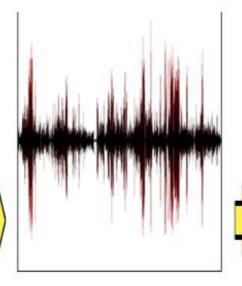
- Figure below is a depiction of crawler module
 - ► The module is crawling and downloading multimedia data from online services



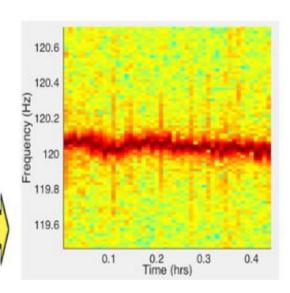
- How to check whether there is ENF signal in multimedia?
 - We can simply check it via spectrogram
 - ▶ As seen in the figures below, ENF signals appear around 50Hz or 60Hz and its harmonics bands



(a) Multimedia data

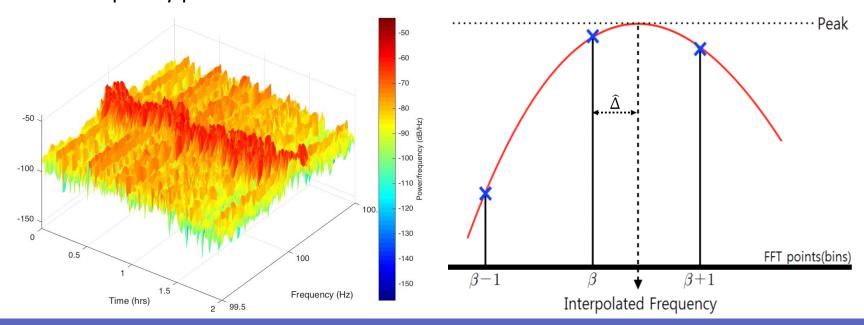


(b) Extracted audio signals



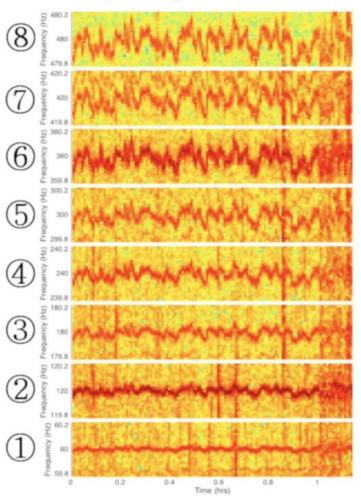
(c) ENF patterns in spectrogram

- Extraction of ENF signals from multimedia with QIFFT
 - ▶ QIFFT is one of the non-parametric methods for extracting signals from consecutive peaks of frequency domain data
 - ▶ Basic concept is similar to STFT, but it works more rapidly than STFT
 - ▶ It does not require large window size and overlap length for high resolution since it uses interpolated peak instead of calculation of accurate position of frequency peak

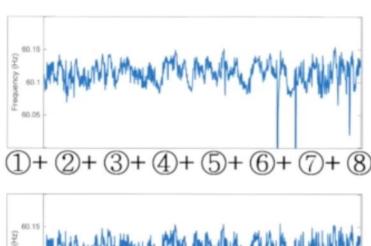


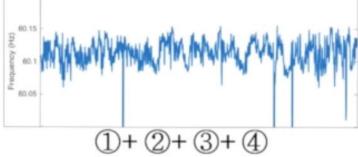
- Using harmonics information?
 - ▶ A harmonic is a signal or wave whose frequency is an integral (whole-number) multiple of the frequency of some reference signal or wave
 - ► For a signal whose fundamental frequency is f, the second harmonic has a frequency 2 f, the third harmonic has a frequency of 3 f, and so on
 - ▶ If the wave is not sinusoidal, it must include harmonics as shown in figure
 - ▶ We used these harmonics signals for noise removal and signal intensification

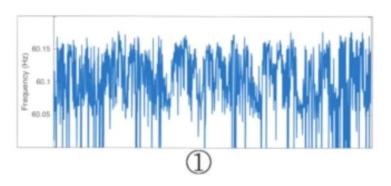
Spectrogram of ENF



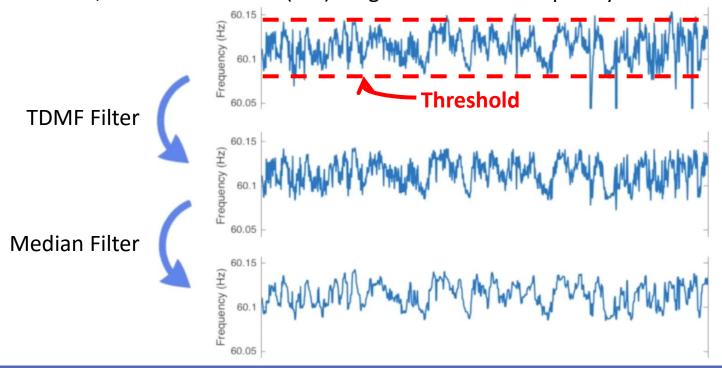
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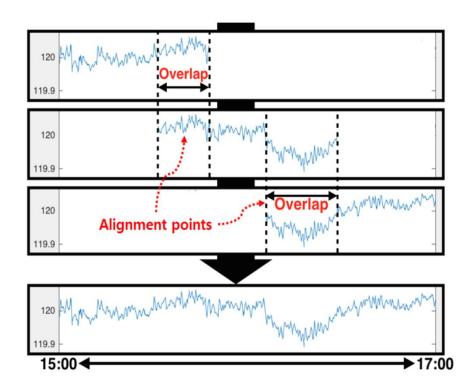




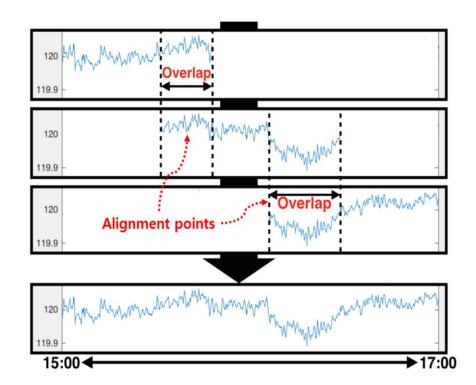
- Then, we applied TDMF (Threshold Dependent Median Filter) and Median filter
 - ▶ TDMF is a method for removing abnormal peak from ENF signals
 - ▶ As seen in the figures below, it removes abnormal peak using the specific criteria
 - \blacktriangleright ENF signals generally have a standard deviation (σ) of 0.01Hz
 - \blacktriangleright Therefore, we used ± 0.03 Hz (3 σ) range from center frequency as a threshold



- Afterwards, we applied signal alignment technique (optional)
 - ▶ For restoring semi-complete signals from partial signals
 - ► Figure below depict signal alignment technique

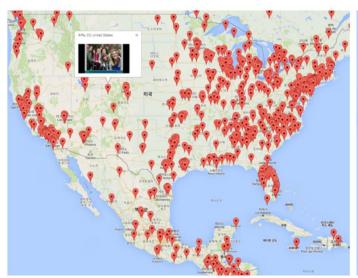


- Afterwards, we applied signal alignment technique (optional)
 - ▶ No every signal requires this procedure
 - ▶ This is only needed for the incomplete signals from "dynamic services" (will be explained in more details in the next slide)



- Characteristic of each online service
 - ▶ Two types of online services; first is static service, second is dynamic service
 - Static services: Broadcasting location and time are static
 - Broadcasting their contents with cameras installed in static place
 - No worry about change of target location
 - EarthCam, Skyline webcams, and Explore are static services
 - Dynamic services: Broadcasting location and time are changeable
 - Personal broadcasting services are defined as "dynamic service"
 - The main agent of dynamic services is not an static installed camera but broadcaster
 - The broadcasting location and time are changeable depending on the situation of personal broadcaster
 - Ustream is a dynamic service

- Problem of the dynamic service
 - ▶ Ustream is one of the popular dynamic services (which provides various multimedia to more than 80 million users)
 - ▶ Pros: It is a potentially good service for ENF collection due to a huge number of users (the more number of users, the more diverse the contents are)
 - ▶ Cons: This service is not able to provide its contents on static location and time (only partial data could be obtained)





Partial data?

- ▶ Data that possesses incomplete information
- ▶ For example, let us assume that we need a long ENF signal recorded in California, U.S. during 15:00 \sim 17:00 on March 12, 2017
- ▶ Unfortunately, it was impossible to obtain a sufficient length of ENF signals because there was a broadcaster who broadcasts only during 15:00~15:30
- ► However in this situation, by using the property of ENF, collected data in nearby places have a similar trend, so we restore ENF signals with sufficient length
- We obtained other partial data from nearby places and collected the following data {p1 = (15 : 00, 15 : 30), p2 = (15 : 20, 15 : 50), p3 = (15 : 40, 16 : 10), p4 = (16 : 00, 16 : 30), p5 = (16 : 20, 16 : 50), p6 = (16 : 40, 17 : 10)}



Partial data?

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For example, let us assume that we need a long ENF signal recorded in California, U.S. during 15:00 \sim 17:00 on March 12, 2017

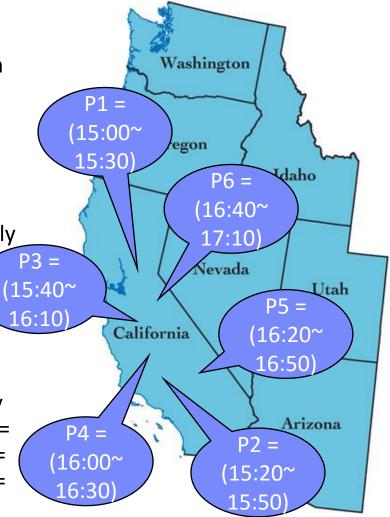
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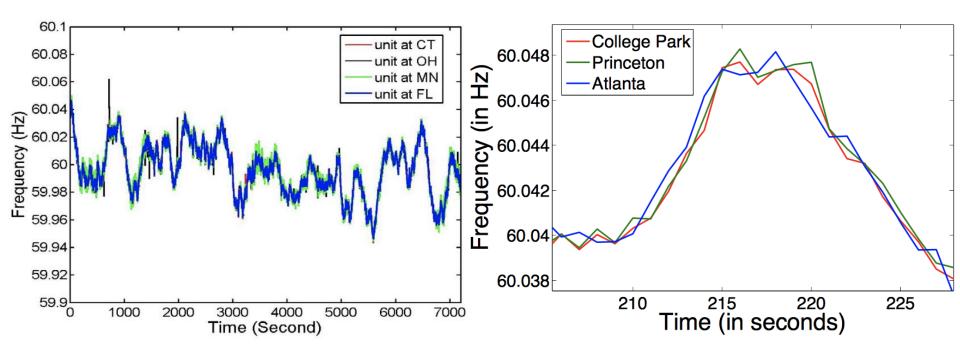
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(16:20,16:50), p6 = (16:40,17:10)



- Possible?
 - ▶ ENF signals are unique
 - ► However, ENF signals have similarity in accordance with location and time (the closer locations, the similar signals)



- We used Normalized Cross Correlation for signal alignment
 - In this method, similarity (ρ) can be found using the following equation,

$$\rho = \frac{\sum_{L}^{n=1} (x[n] - \bar{x})(y[n] - \bar{y})}{(L-1)\sigma_{x}\sigma_{y}}$$

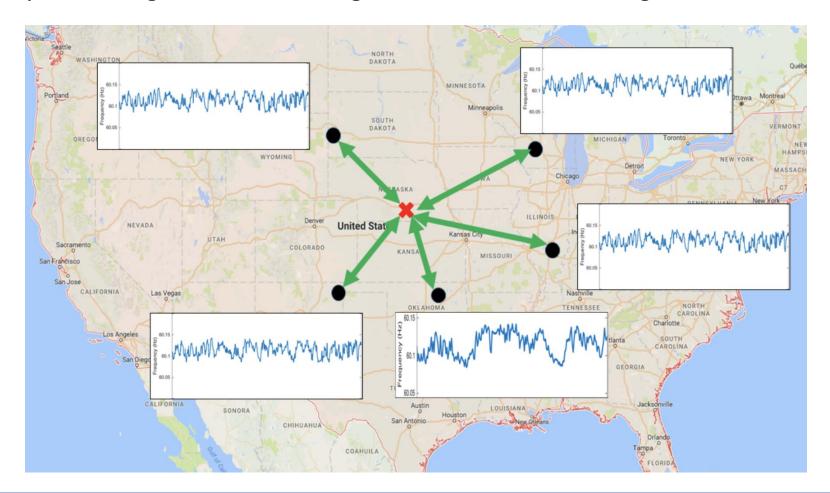
 The result below shows that the signals from far-away locations have low similarity

Miles	0~300	300~600	600~900	900~1200	1200~
$\overline{\rho}$	0.81	0.55	0.53	0.45	0.32

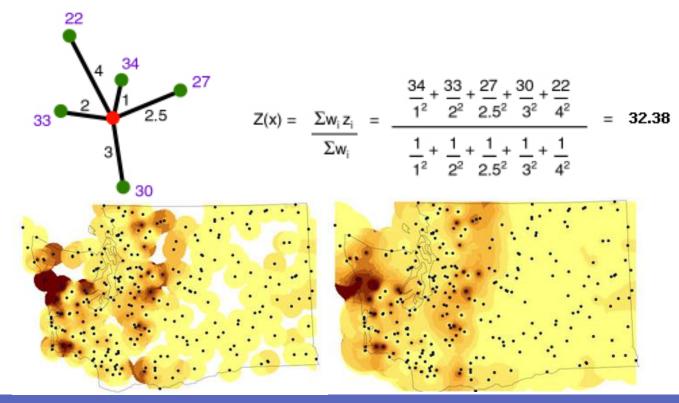
- Moreover, the error rates of signal alignment technique are as below
 - ightharpoonup p in the first row indicates the signal similarities, and time $(t+\tau)$ in the first column indicates overlap length
 - ▶ Through the result, we could check the actual criteria for signal alignment
 - \blacktriangleright To align the signals successfully, it is recommended that signal pairs, which have ρ similarity and overlap length more than 30 min, are used

$t + \tau$	$\rho = 0.33$	$\rho = 0.44$	$\rho = 0.56$	$\rho = 0.70$	$\rho = 0.82$
20 min	23.69%	17.30%	17.17%	8.14%	1.42%
25 min	10.24%	5.99%	4.29%	4.48%	1.18%
30 min	3.08%	1.8%	1.91%	1.15%	0.00%

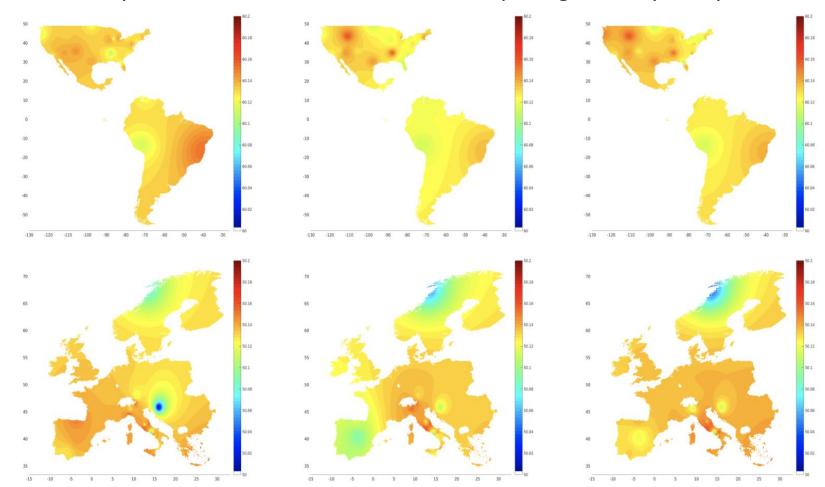
By calculating IDW for all ENF signals collected from same grid,



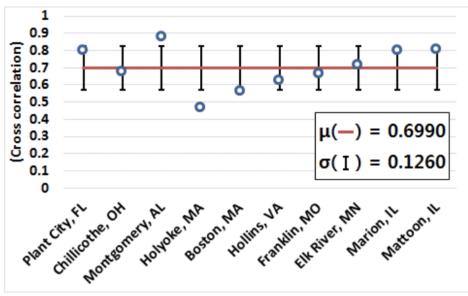
- Then, we constructed large-scale ENF map using IDW interpolation
 - ▶ IDW (Inverse Distance Weighted) interpolation is a geometrical method
 - ▶ It is used for interpolation two-dimensional data to obtain signals from where we could not download multimedia



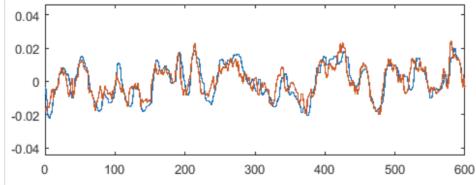
We, finally, could obtain these world ENF map for geometry analysis



 To check the result values from IDW interpolation, we compared interpolated signals with ground truth data from FNET/Grideye



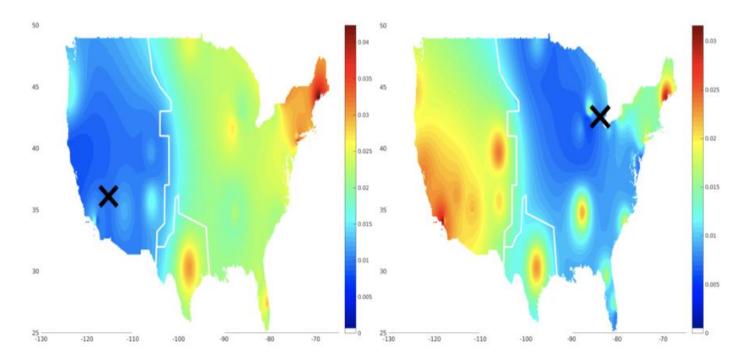
(a) Similarity between ground truth signal and constructed signal via IDW for 10 positions



(b) The ground-truth signal with a red line and, constructed signal with a blue line

Applications

- With the collected data, we checked whether several applications are properly working
 - ▶ First application is estimating the time and the location using ENF signals
 - ▶ Through this examination, we could confirm that discovering the source location of multimedia is possible



Discussion and Conclusion

Future works

- ► Through this research, we could cover U.S and Europe, and some other countries, however, it is yet incomplete and the number of data is also insufficient
- ► To improve the performance of our work, we will try to discover other online services

Conclusion

- ▶ We proposed a new alternative approach to collecting ENF signals from online multimedia data and reconstructing a worldwide ENF map
- ▶ We claim that our approach is much more efficient and stable than previous methods using hardware
- ▶ Although the quality of the signals from such hardware would be better, our approach is more economical and practical than the previous method
 - because we have eliminated tasks associated with devices, such as design, installation, and maintenance

