TPMS

SS

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Odyssey

From http://opengarages.org/handbook/ebook/, TPMS data can be exploted in the following ways:

- Send an impossible condition to the engine control unit (ECU), causing a fault that could then be exploited
- Trick the ECU into overcorrecting for spoofed road conditions
- Put the TPMS receiver or the ECU into an unrecoverable state that might cause a driver to pull over to check for a reported flat or that might even shut down the vehicle
- Track a vehicle based on the TPMS unique IDs
- Spoof the TPMS signal to set off internal alarms

This project uses the code at https://github.com/jboone/gr-tpms to capture TPMS data. The author's talk, using an earlier version of the code, can be found here: http://www.youtube.com/watch?v=bKqiq2Y43Wg.

Previous research on the topic can be found at:

- $\bullet \ https://web.wpi.edu/Pubs/E-project/Available/E-project-091115-154458/unrestricted/MQP_piscitelli_arnold_2015.pdf$
- $\bullet \quad \text{https://web.wpi.edu/Pubs/E-project/Available/E-project-030416-121729/unrestricted/MQP_Final_Paper.pdf}$
- http://www.winlab.rutgers.edu/~gruteser/papers/xu_tpms10.pdf

Distribution of tire IDs

##

##		
##	10111001101001000101100110010100	11000010111001000011100110111011
##	1	9
##	11000011100100001000011110101100	11001011110111101100110100011100
##	2	1
##	11010011010000111111011000011100	11010011010001001001001111011100
##	1	6
##	11010011101110000011101010011100	11010011101110000011101011011100
##	5	4
##	11010110110110111100110100101100	11011000101101010010100000111010
##	1	9
##	11011100110100100010110011001010	11011100110100100100010100001010
##	113	140
##	11011101010011001111100101101010	11011101010011010001010111101010
##	116	37
##	11011101011100010010000111001100	11100110100100011001001101001011
##	2	10
##	111001111101011010101111110001010	1110100000100110001110100001011
##	8	2
##	11101000010000110000011000011011	1110101110101101011110000001100
##	2	3
##	11110001011101100001100101001010	11110001011101100011010000001010
##	4	4

```
## 111110111011111100001011100011010
First 3 bytes, statistical distribution
## Byte 1:
## byte
100
        232
             105
                  8
                       4
                           1
                                    13
## 11111011 11111100
    14
        10
## Byte 2:
## byte
8
         21
             16
                  9
                       2
                           16
                               15
5
              6
                  9
                           31
## 01100100 01100101 01110010 01110011 01110100 10000010 10000011 10000100
    17
         1
             4
                  16
                       2
                           5
16
              2
                  26
                       1
28
              1
                  19
                       1
                           43
## 11110011 11110100
    10
         2
## Byte 3:
## byte
## 00001000 00001010 00001100 00011000 00011010 00011100 00011101 00101000
         2
              2
                       2
                  34
                           1
## 00101101 00111000 01001000 01011000 01011101 01101000 01111000 01111101
    2
         23
             17
                  42
                       6
                           26
                               12
4
              9
                  4
                      42
                           3
    14
                                    1
49
         38
             19
                  25
                       7
                           6
```











