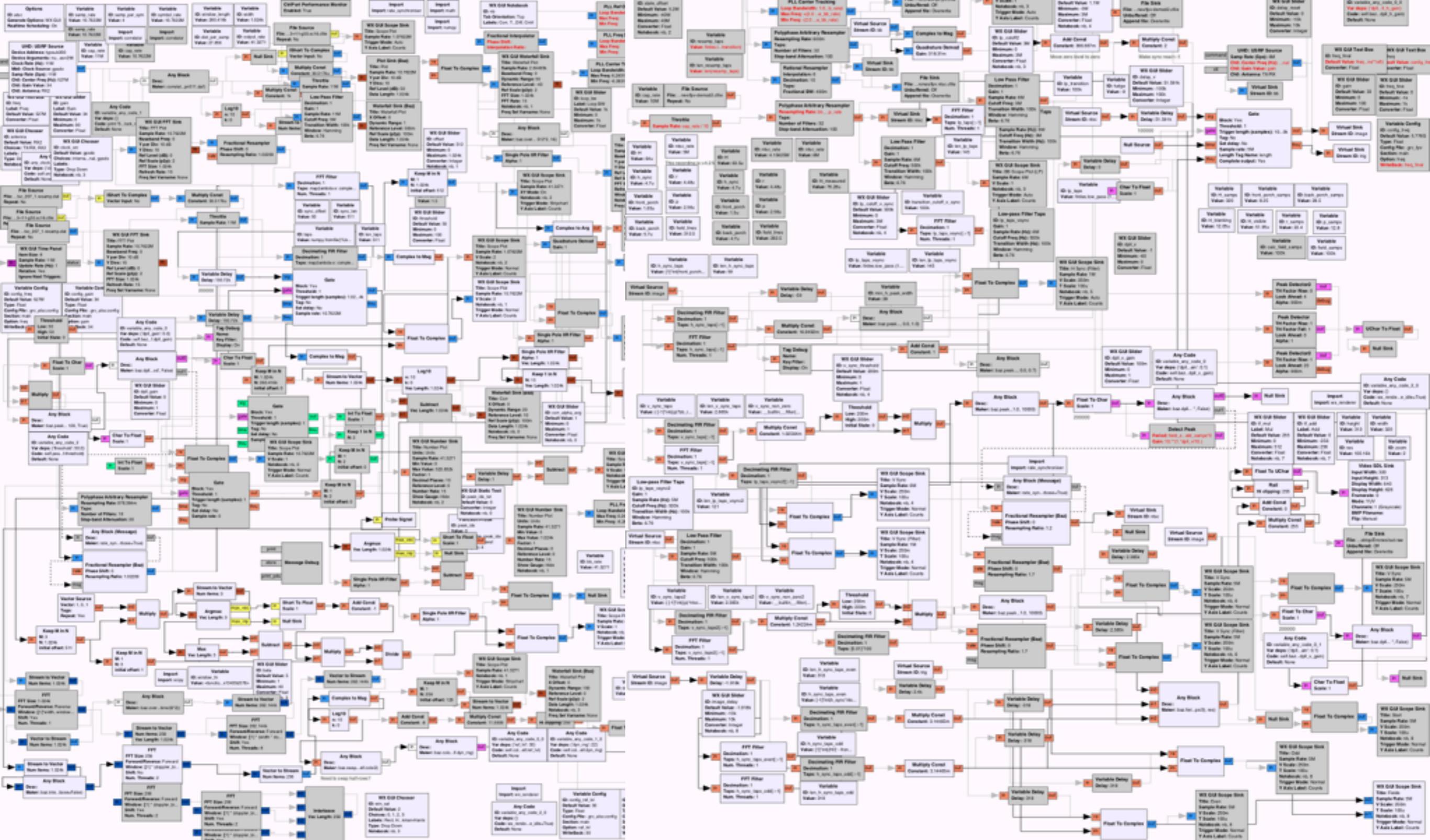


Hacking the Wireless World: Software Defined Radio Exploits

Balint Seeber
Director of Vulnerability Research

Bastille

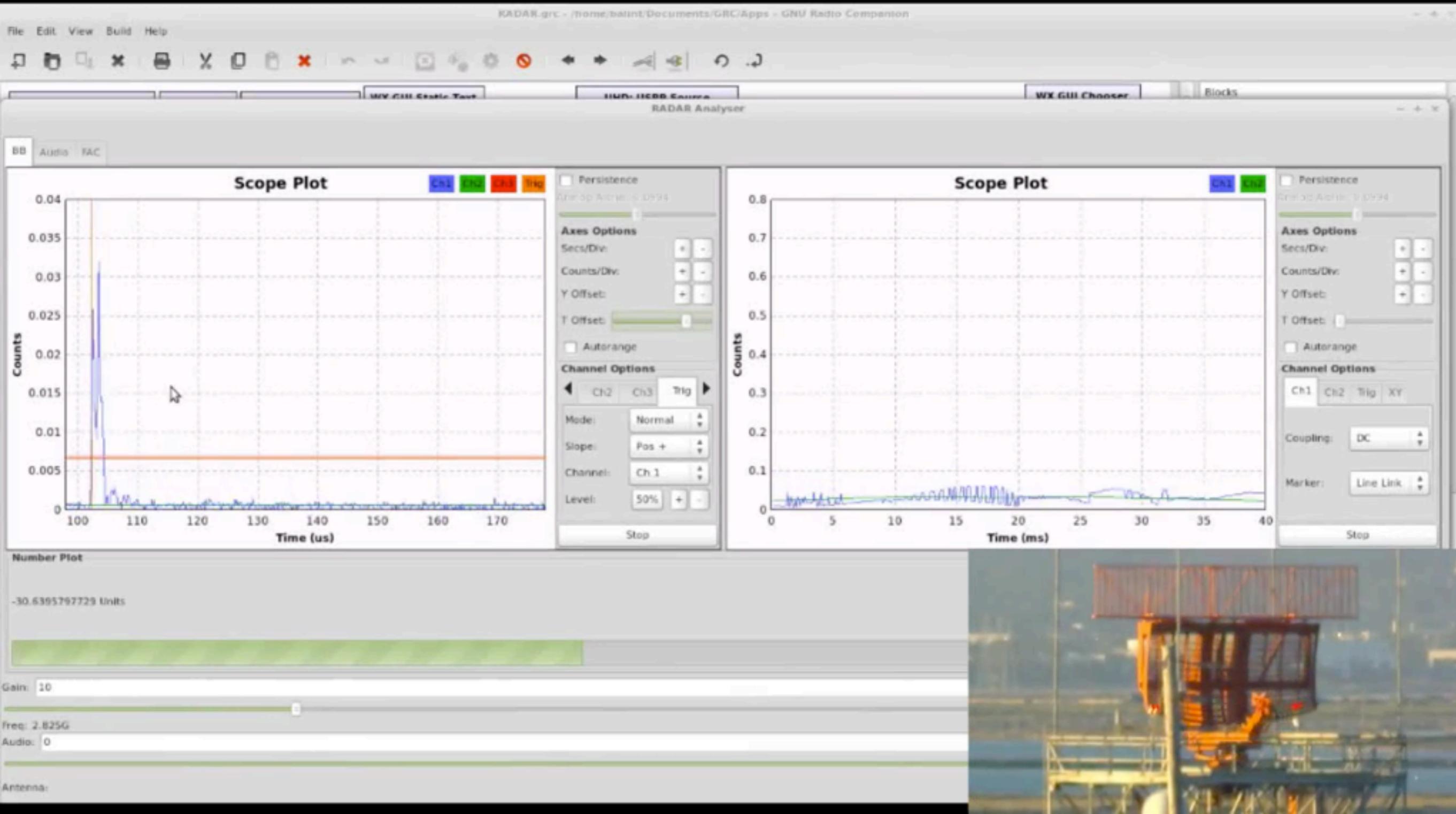


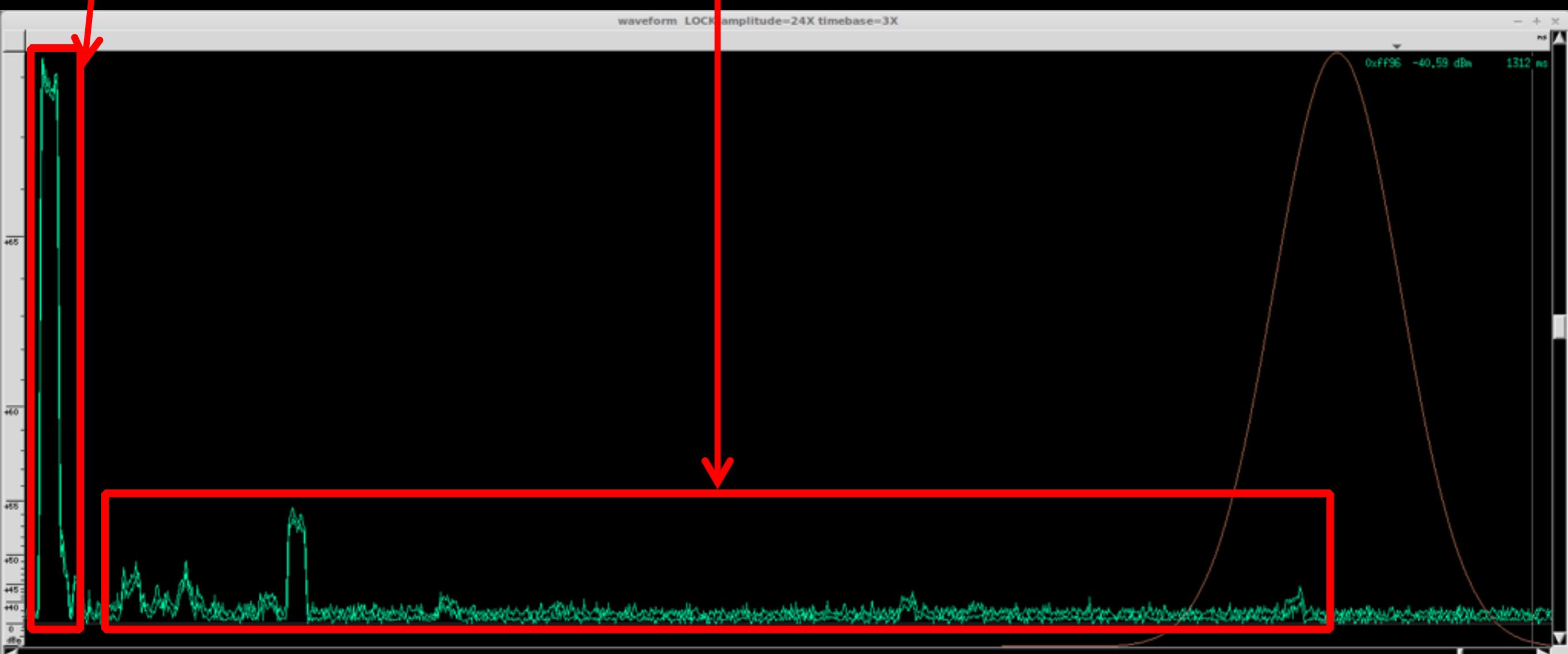
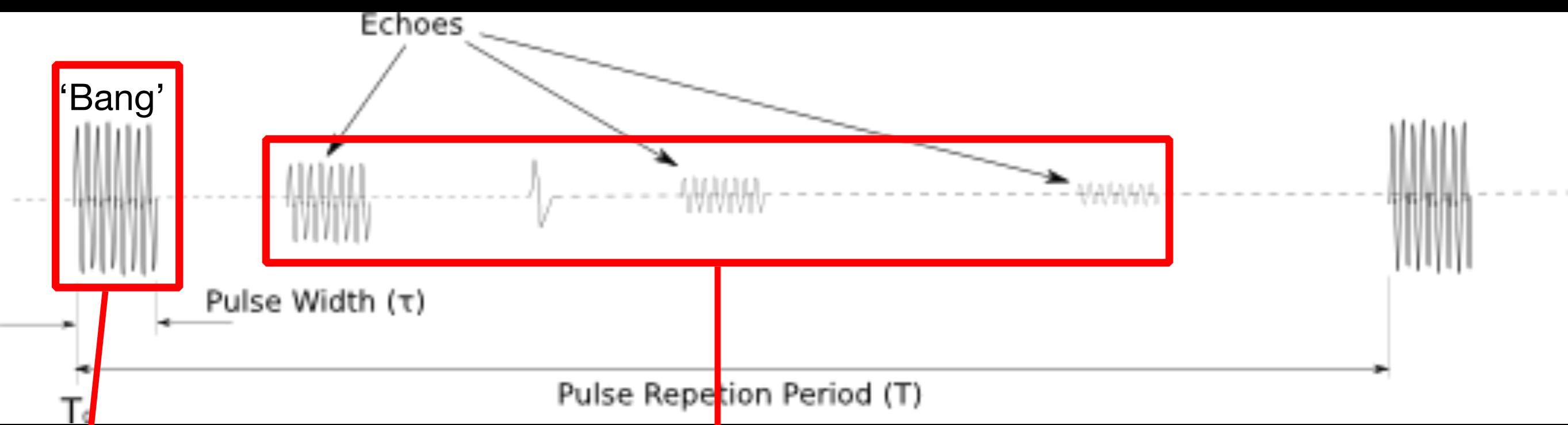
Overview

- FMCW & Passive RADAR
- FPV Decoding

FMCW RADAR

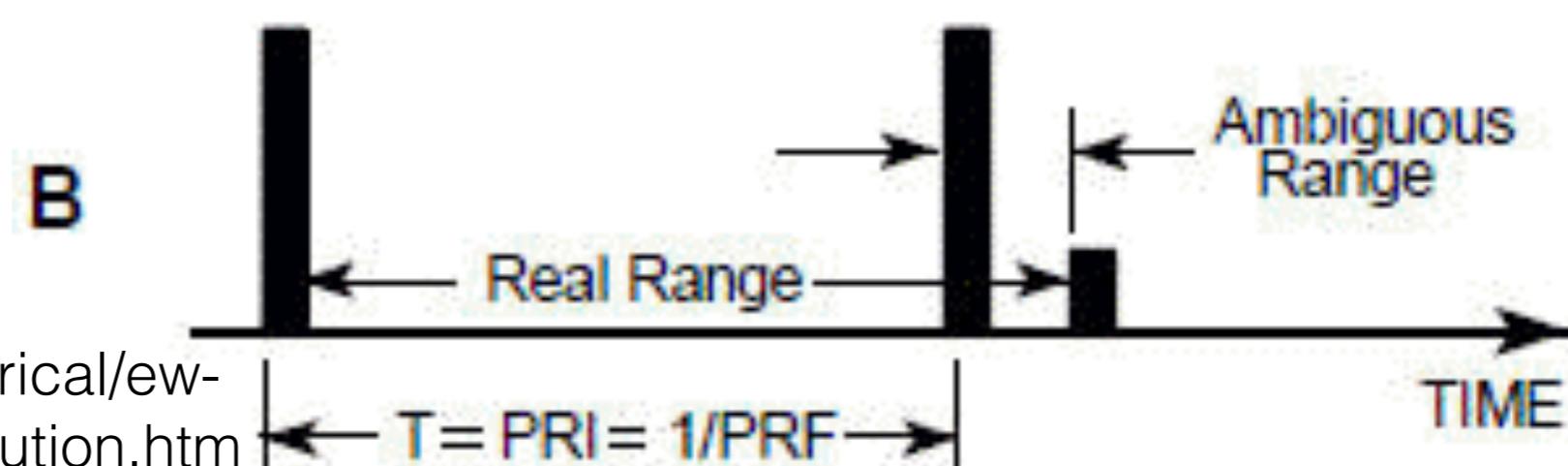
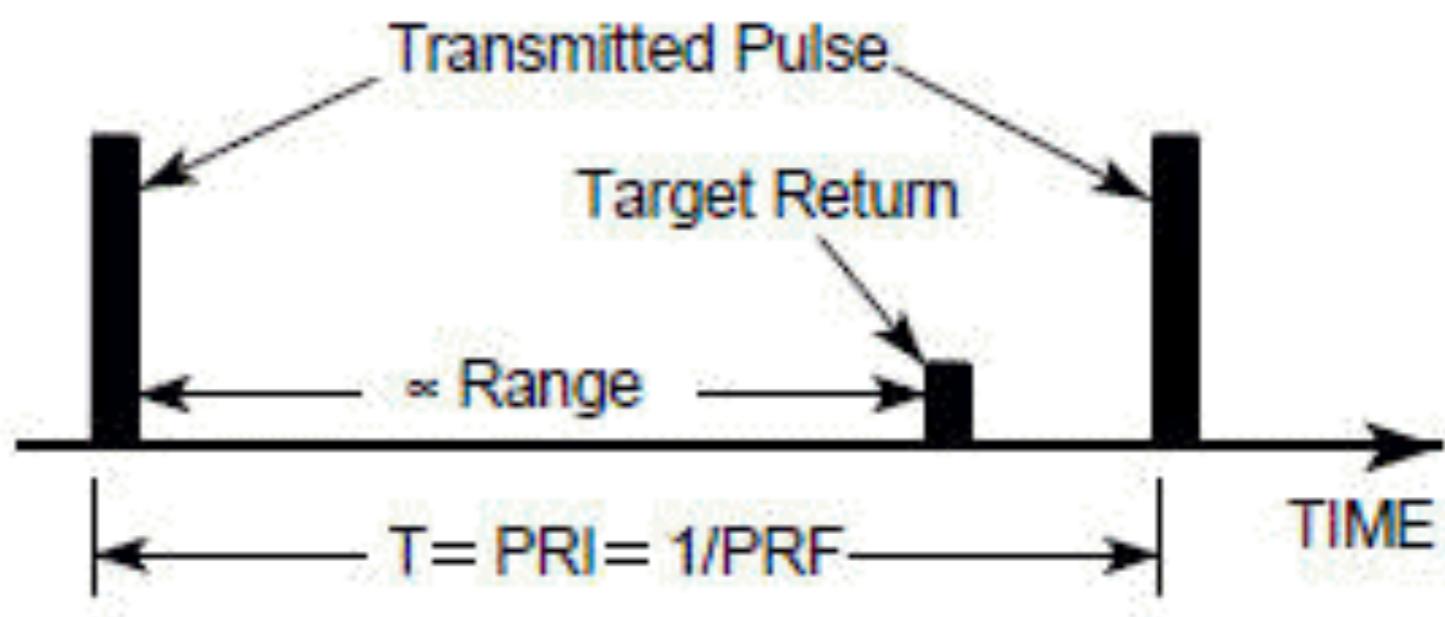
Primary Surveillance RADAR (PSR)





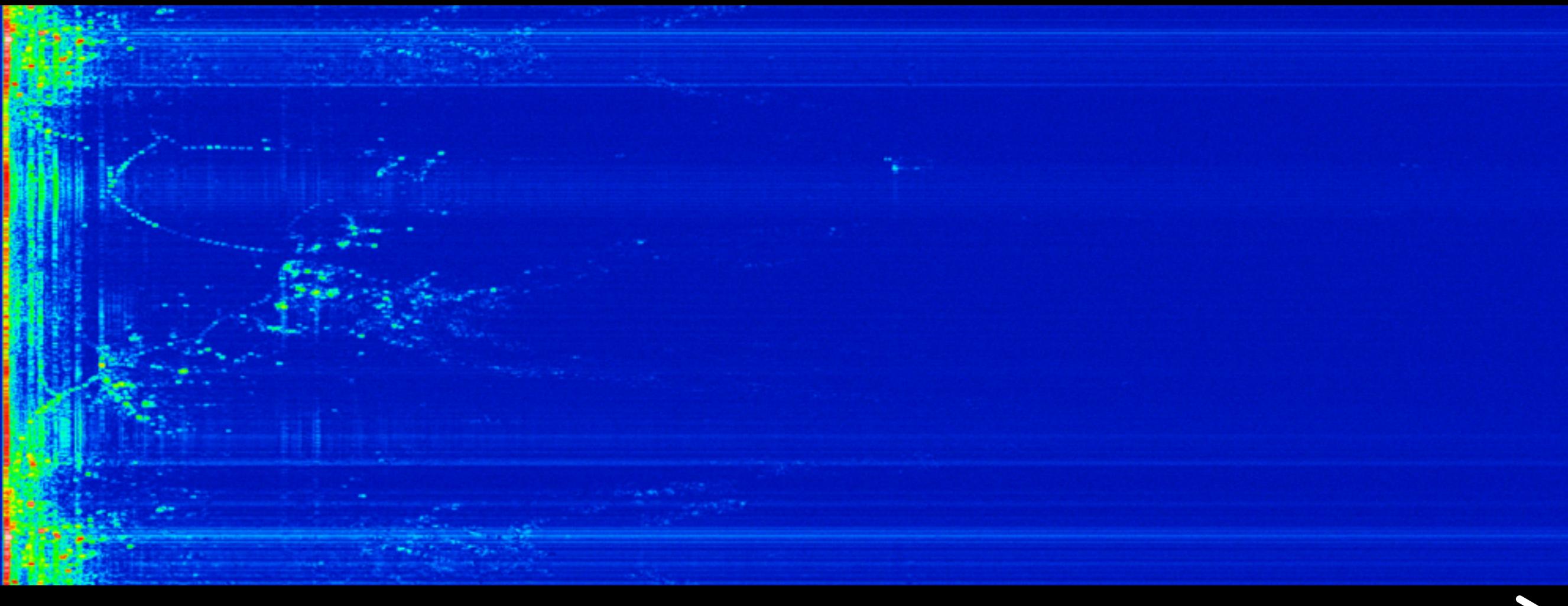
RADAR Range

- PRF / PRI: Pulse Repetition Frequency / Interval
- Pulse of width TX'd at PRF, switch to RX during idle
- Time delay = RTT
- Range = RTT \times c / 2
- **A:** Unambiguous
- **B:** Ambiguous



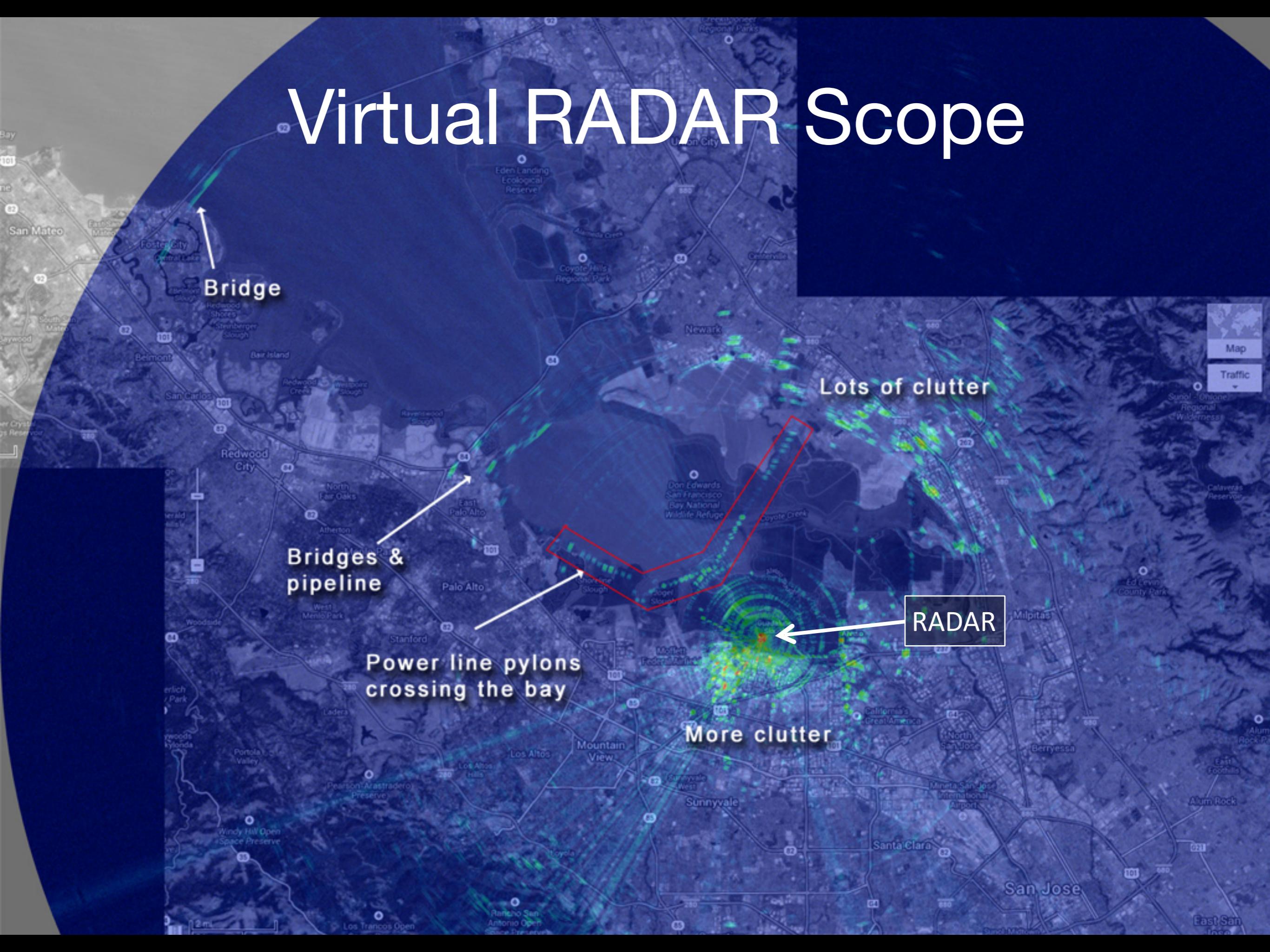
Raw RADAR Return Plot

Each scanline is synchronised to an emitted pulse



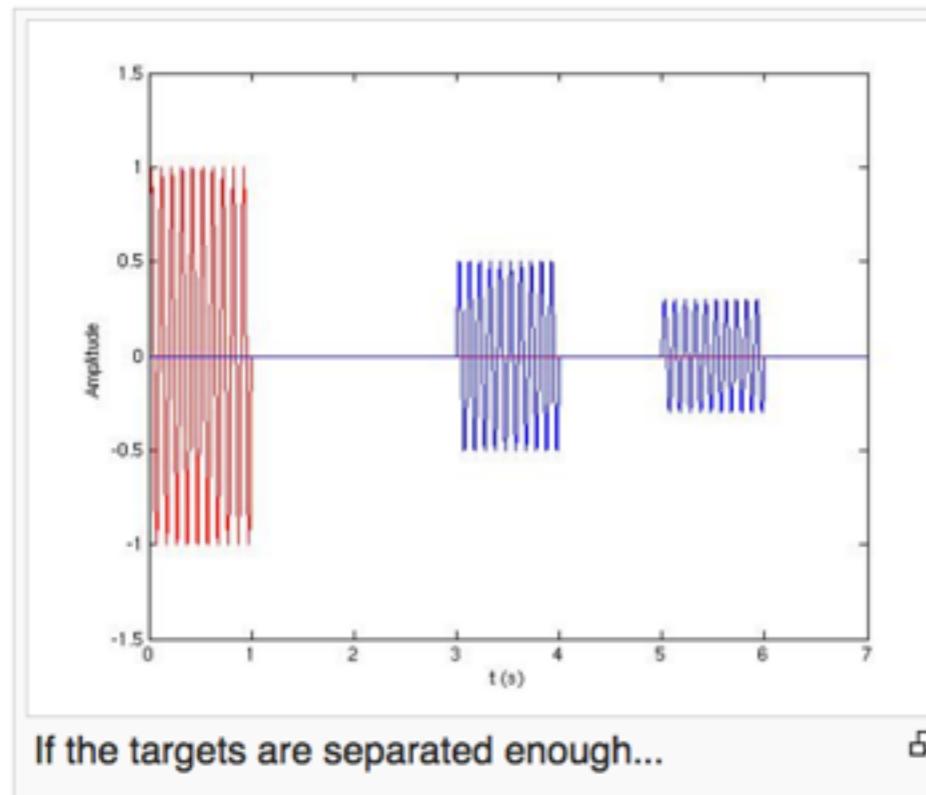
Scanline is amplitude of samples over time (also range of the return)

Virtual RADAR Scope



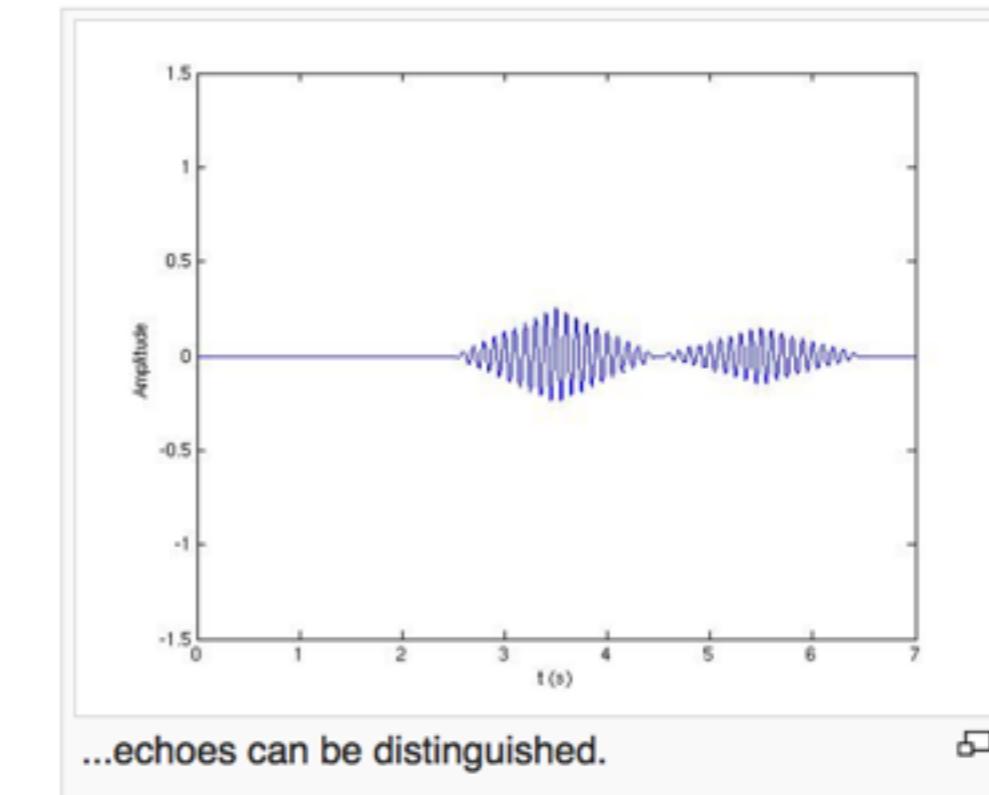
Example (simple impulsion): transmitted signal in red (carrier 10 hertz, amplitude 1, duration 1 second) and two echoes (in blue).

Before matched filtering

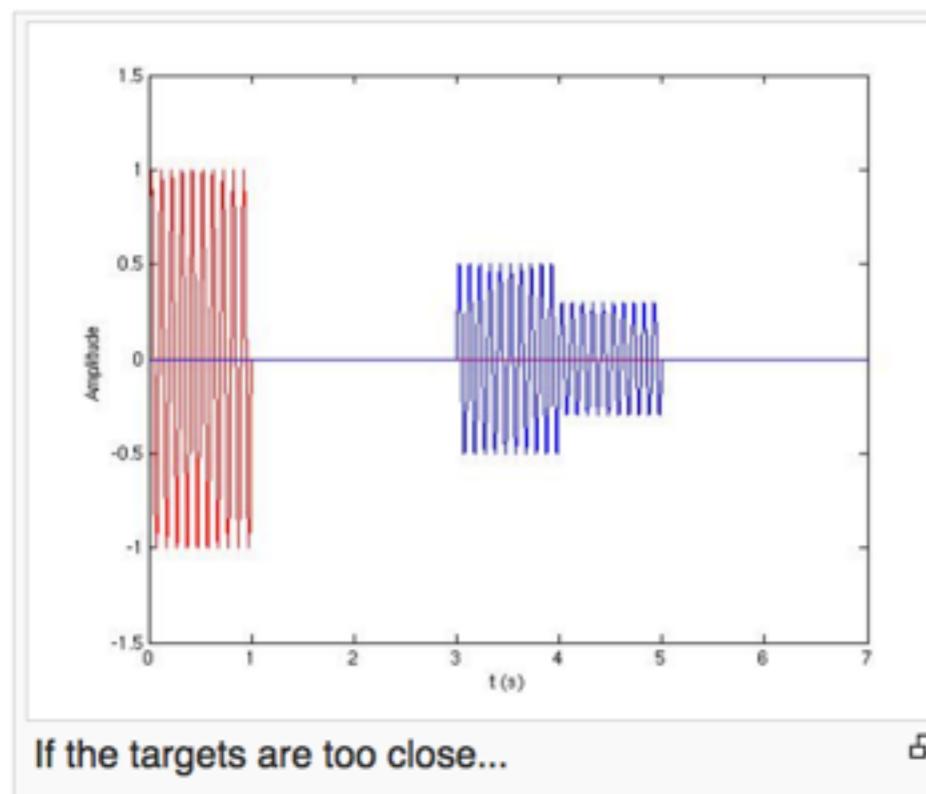


If the targets are separated enough... □

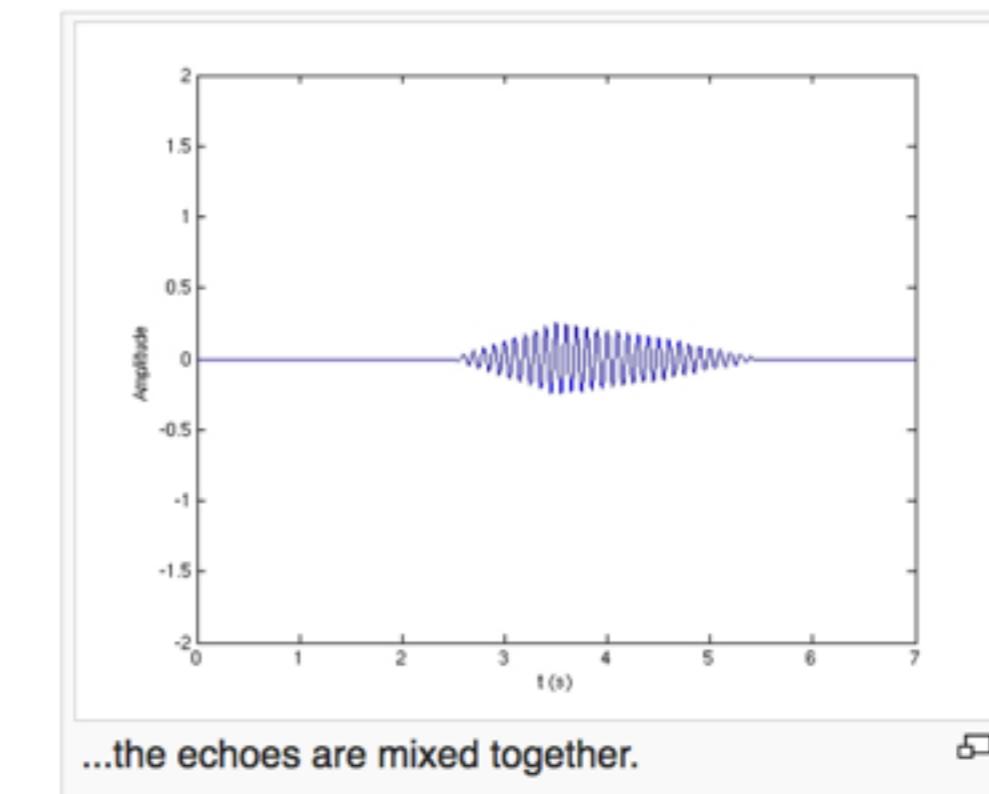
After matched filtering



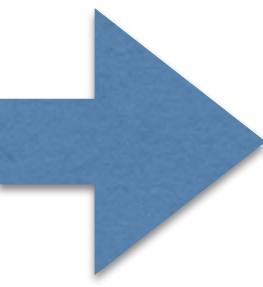
...echoes can be distinguished. □



If the targets are too close... □

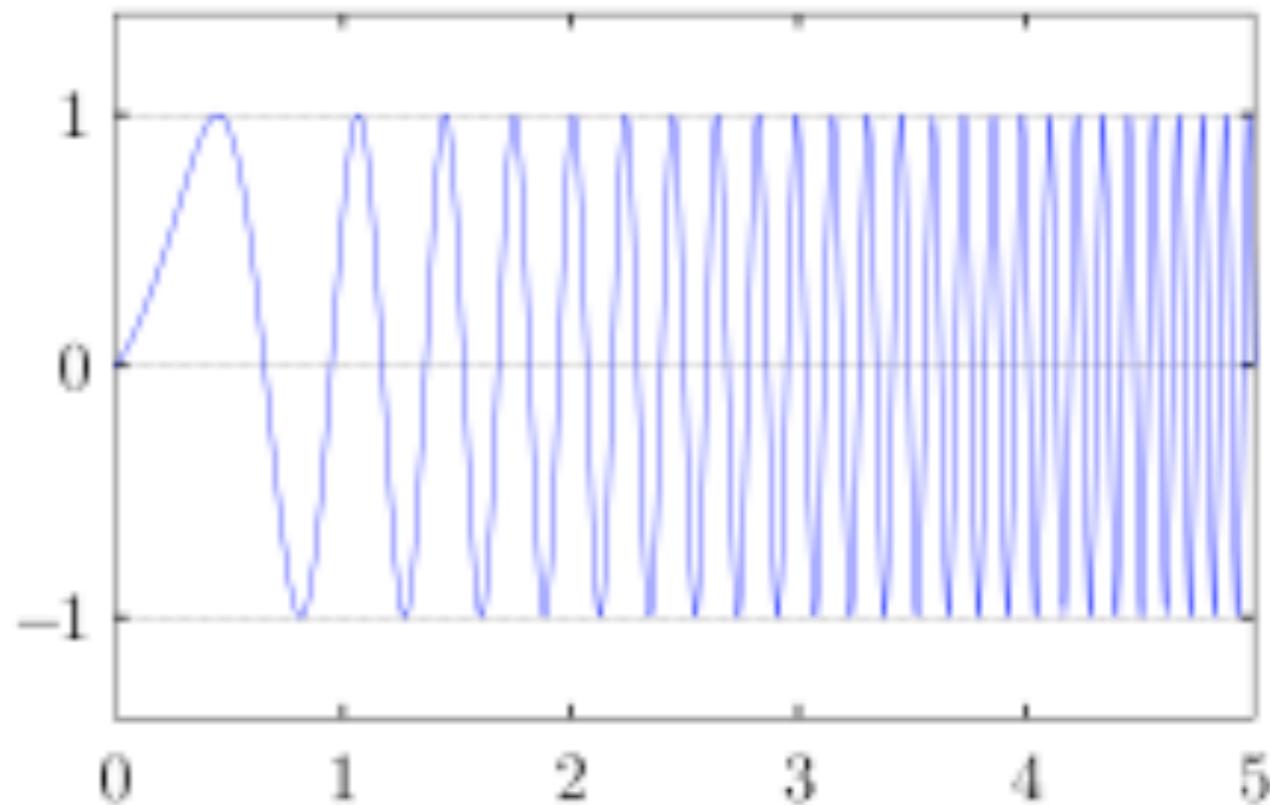


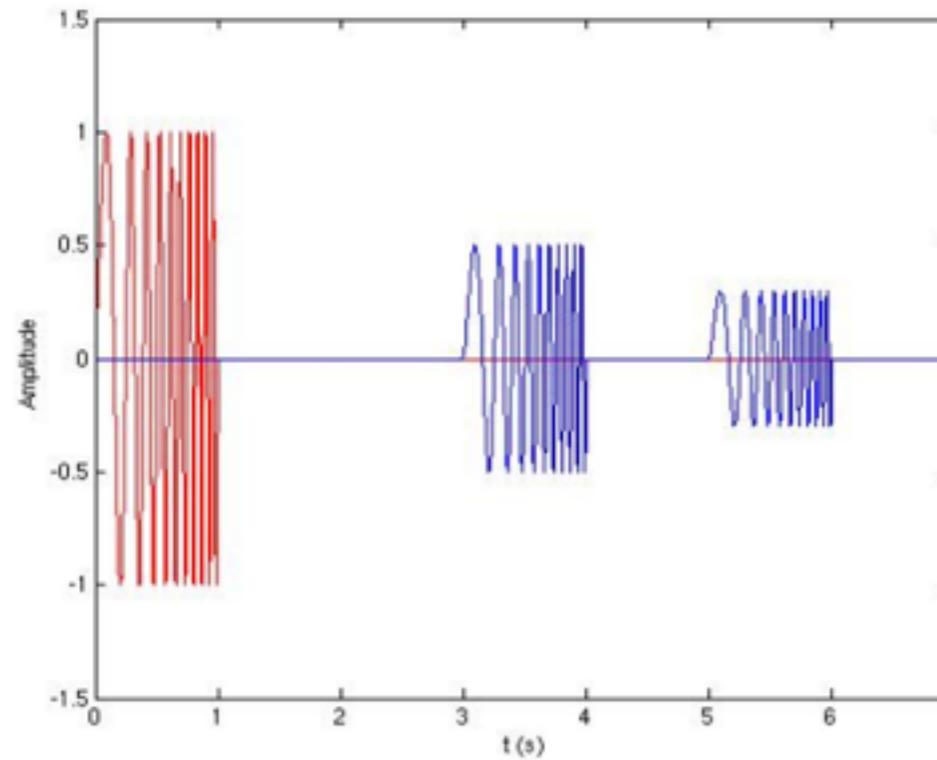
...the echoes are mixed together. □



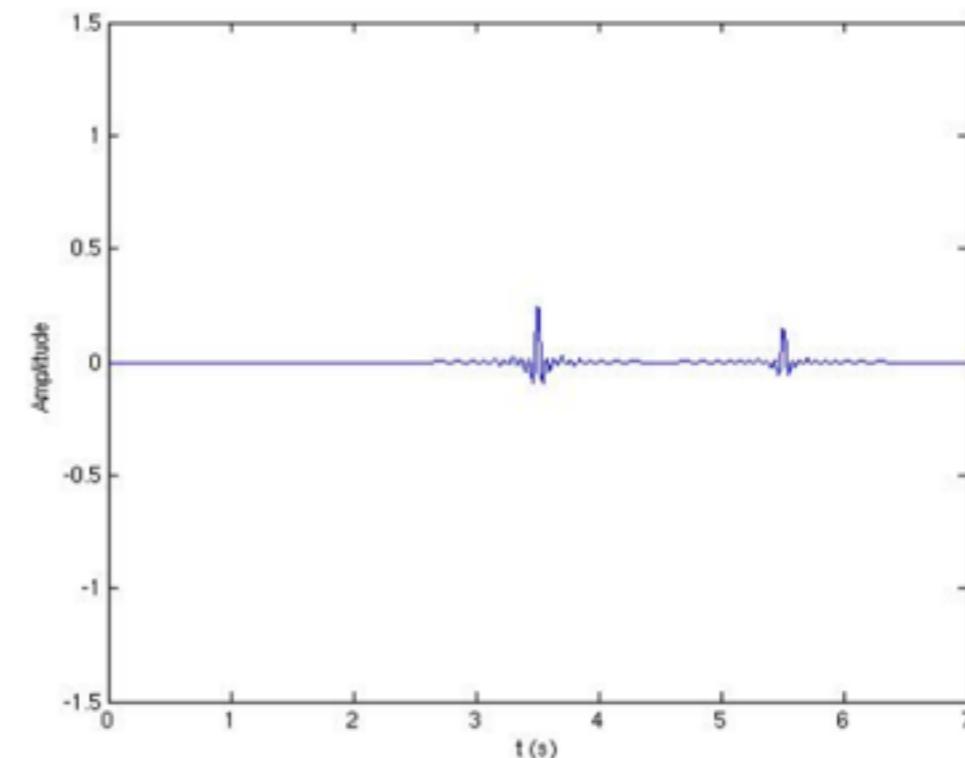
FMCW

- Transmit a ‘chirp’ (strong self-correlation)
- Can be full TX duty cycle
- Think about chirp as a matched filter (not a VCO)
Filtered result is range information
like normal CW pulsed echos

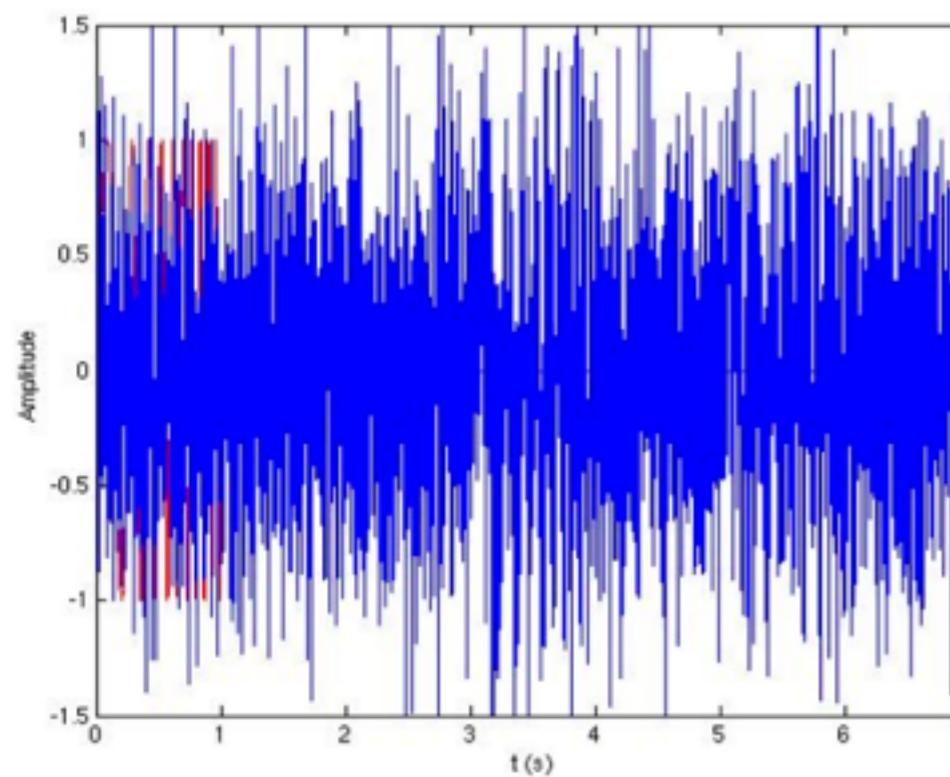




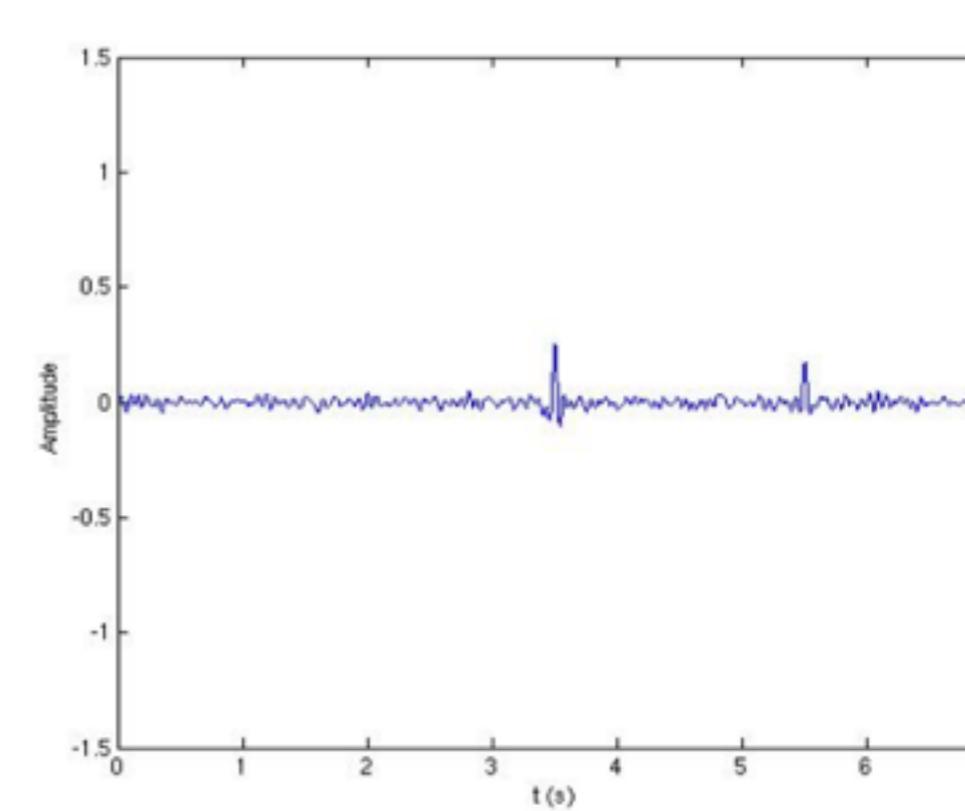
Before matched filtering



After matched filtering: the echoes are shorter in time.

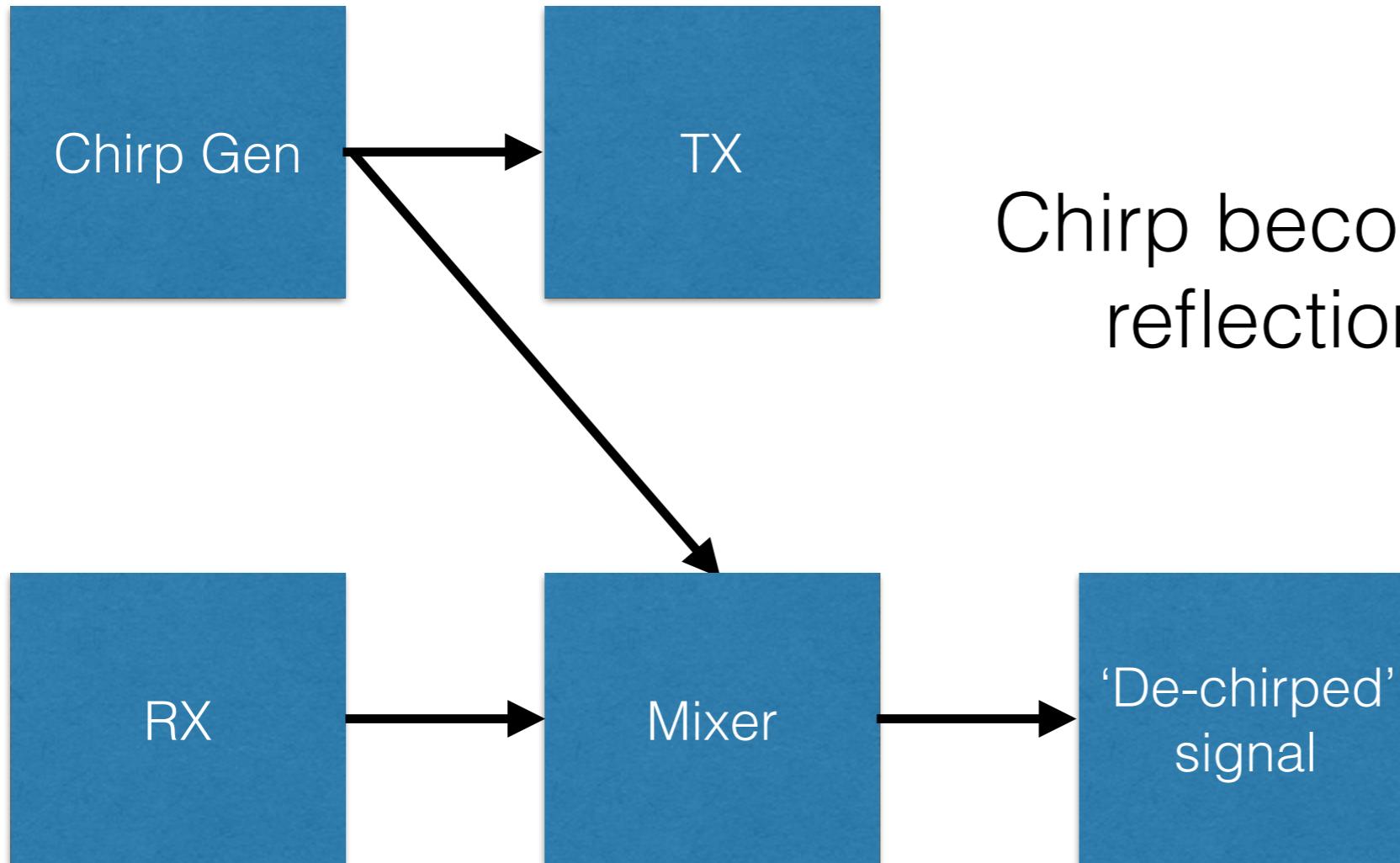


Before matched filtering: the signal is hidden in noise



After matched filtering: echoes become visible.

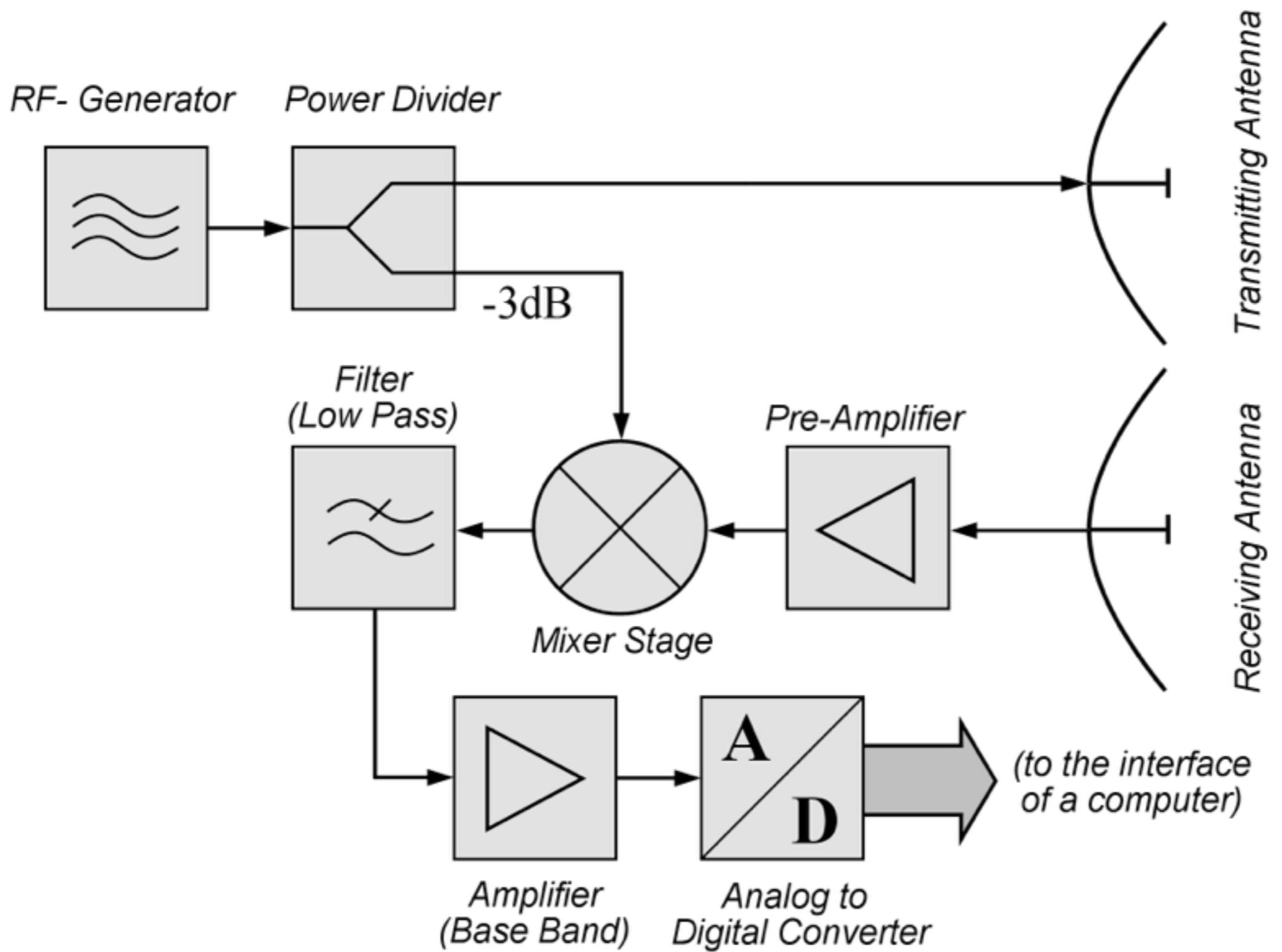
Signal Flow (Continuous / Full Duty Cycle)

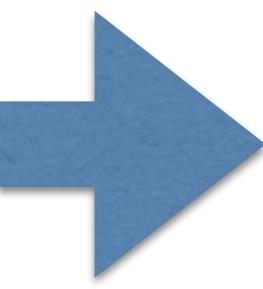


Chirp becomes constant tone,
reflections higher tones!

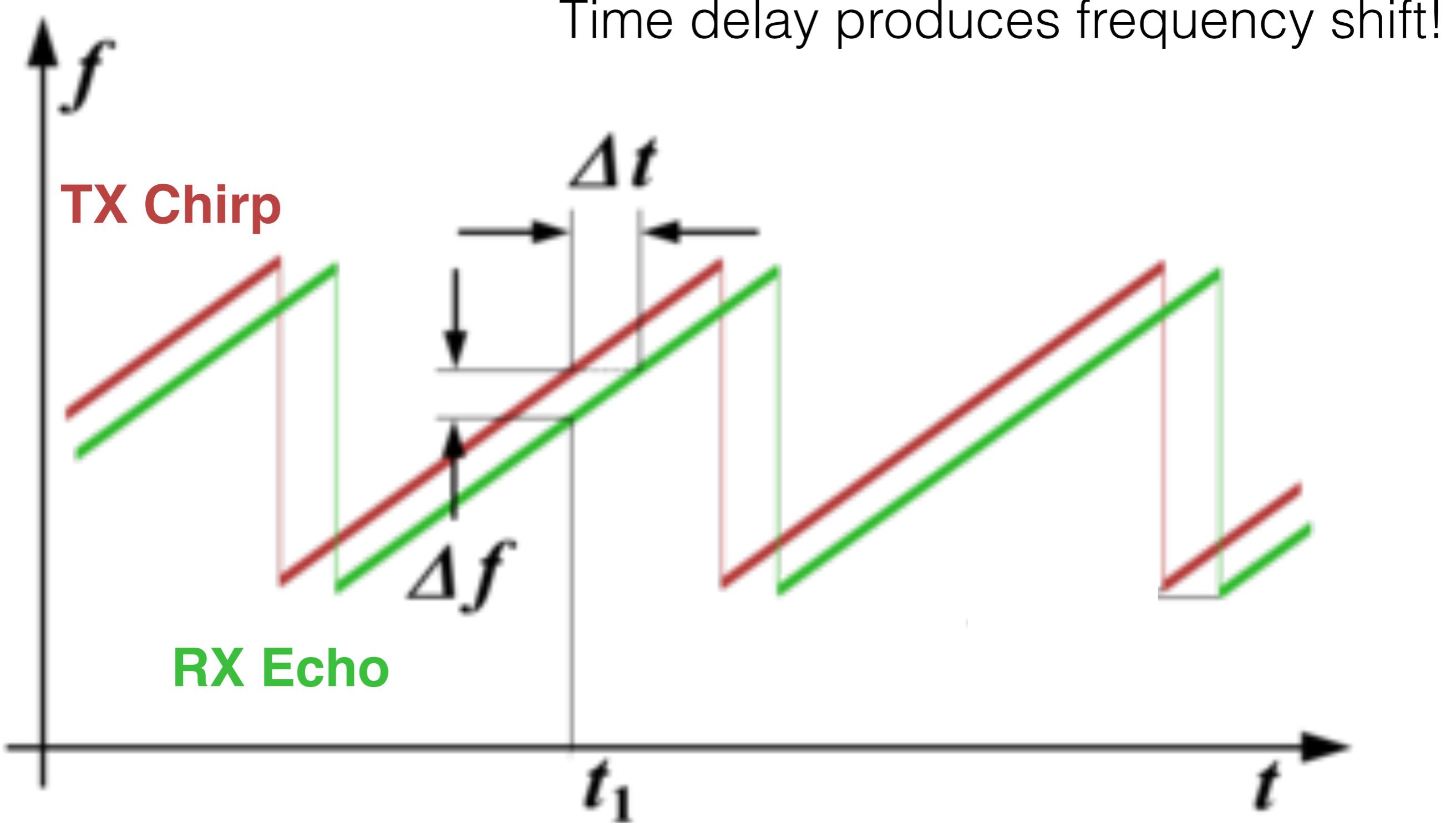
In RF plumbing: can remove locally RX'd TX signal,
only hear echoes (make better use of ADC dynamic range)

Signal Flow (Continuous / Full Duty Cycle)



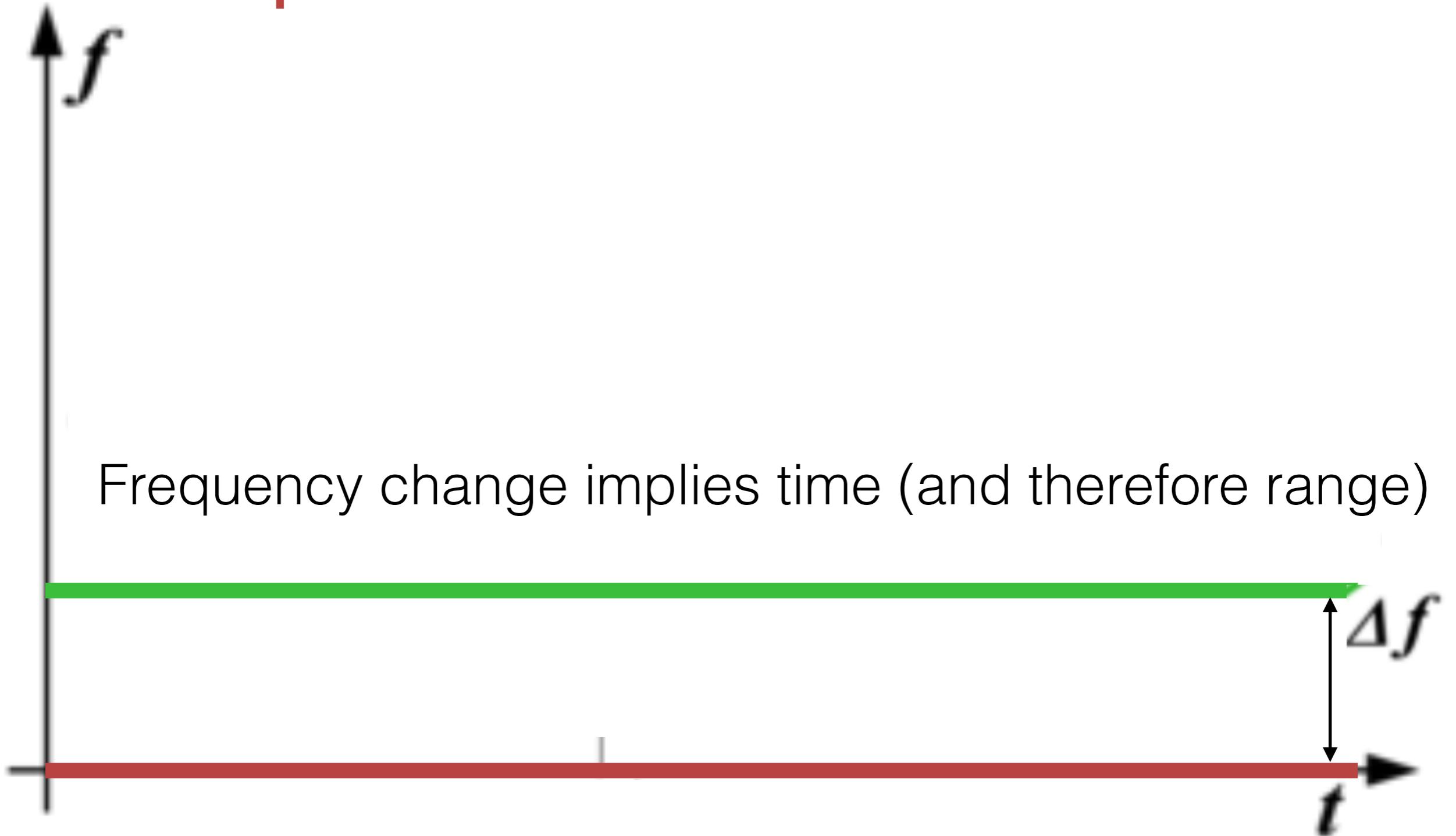


FMCW in the Frequency Domain



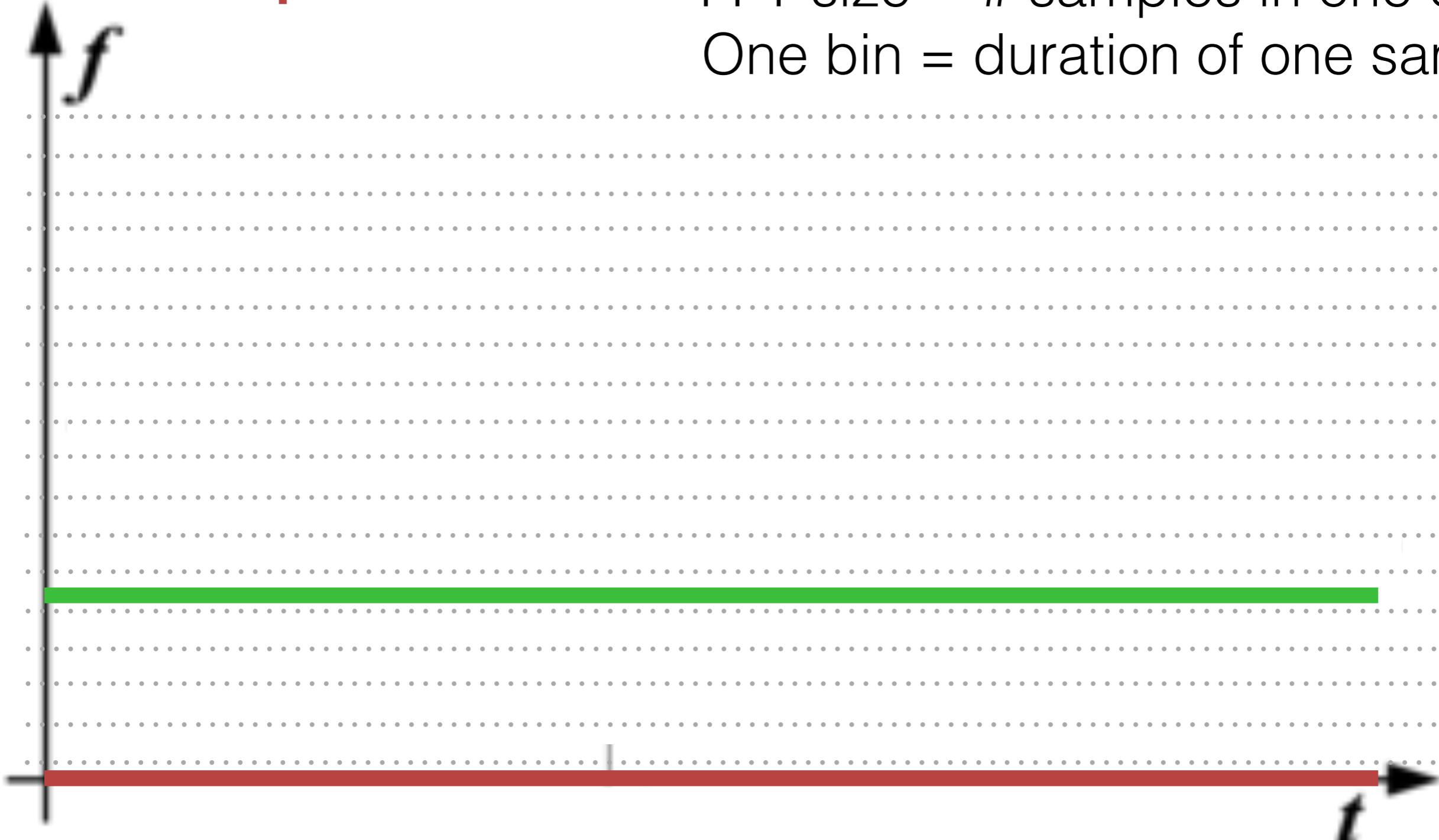
FMCW in the Frequency Domain (De-chirped)

TX Chirp **RX Echo**

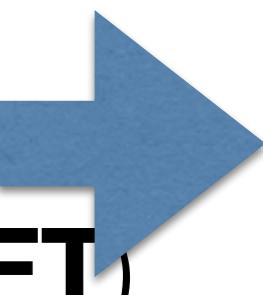


FMCW in the Frequency Domain (De-chirped, **FFT**)

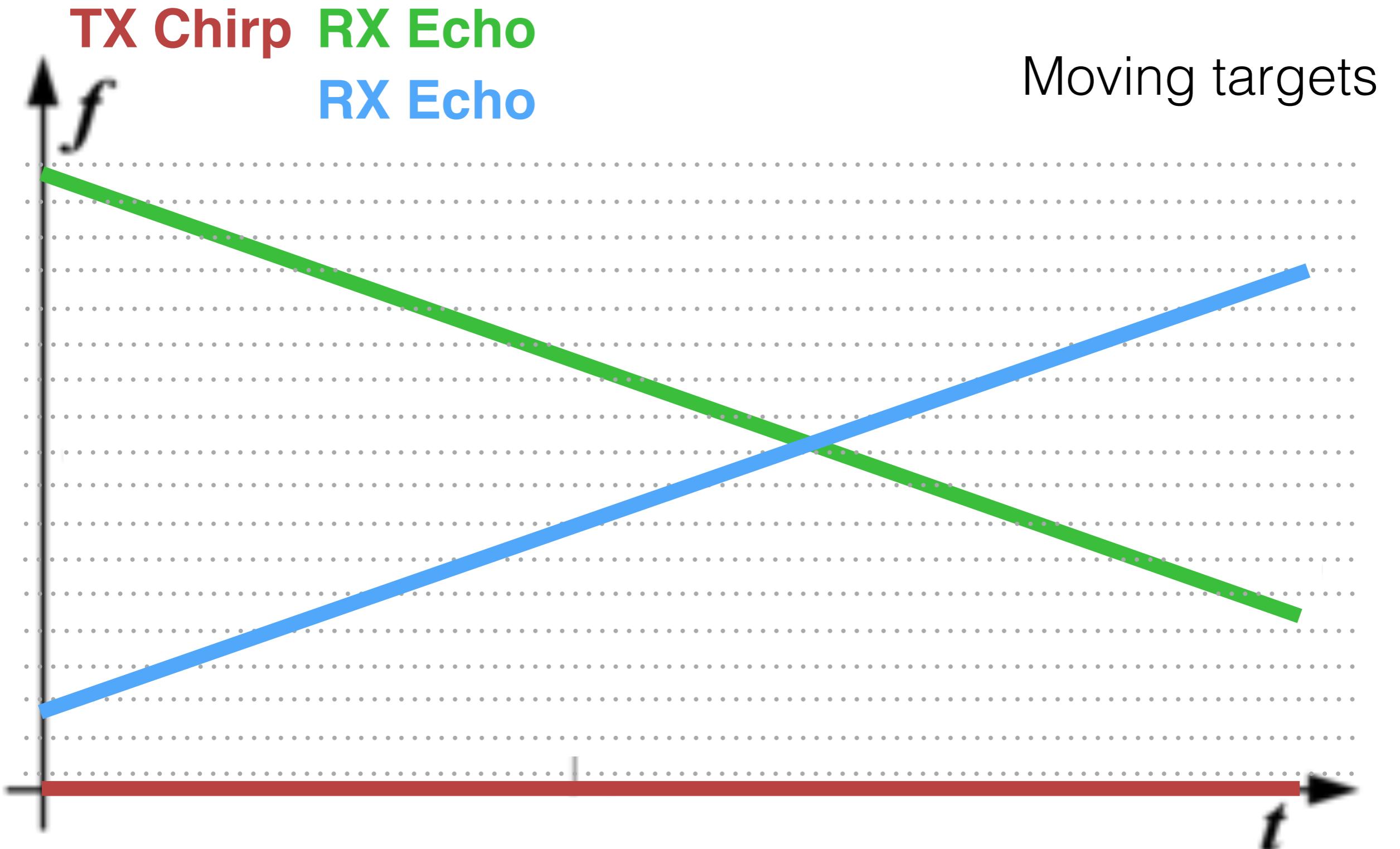
TX Chirp RX Echo



FFT size = # samples in one chirp
One bin = duration of one sample

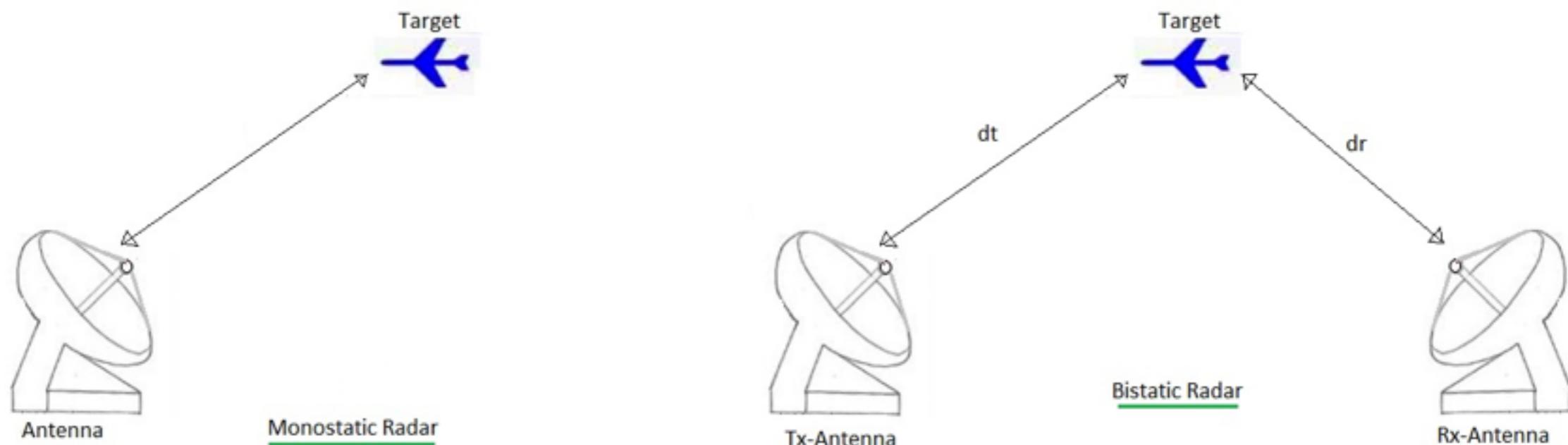


FMCW in the Frequency Domain (De-chirped, **FFT**)



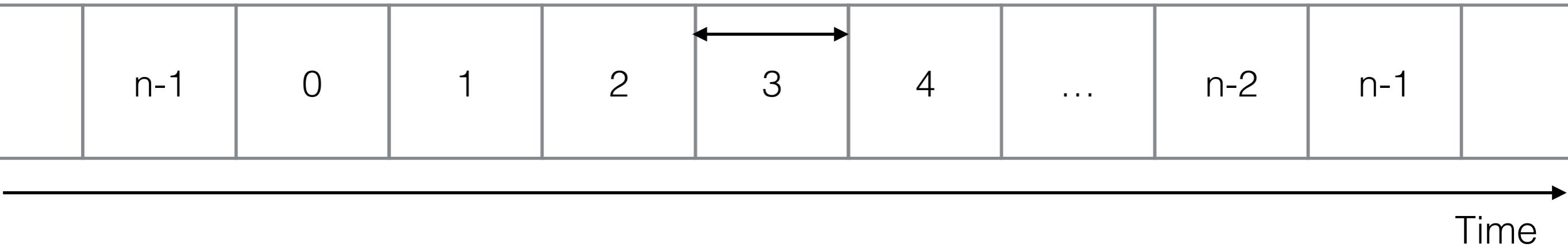
Many Variables

- Sample Rate: sets sample duration, limits range resolution
- Chirp length: sets PRF, limits unambiguous range
- TX/RX geometry: monostatic/bistatic, sets path (signal propagation/time model)



Many Variables

- RF: speed of light (fast)
- Time of one sample: large distance
- Increased sample rate: better range resolution



*N range (FFT) bins (each one sample duration)
Energy in each: reflected energy at that (RTT) time*

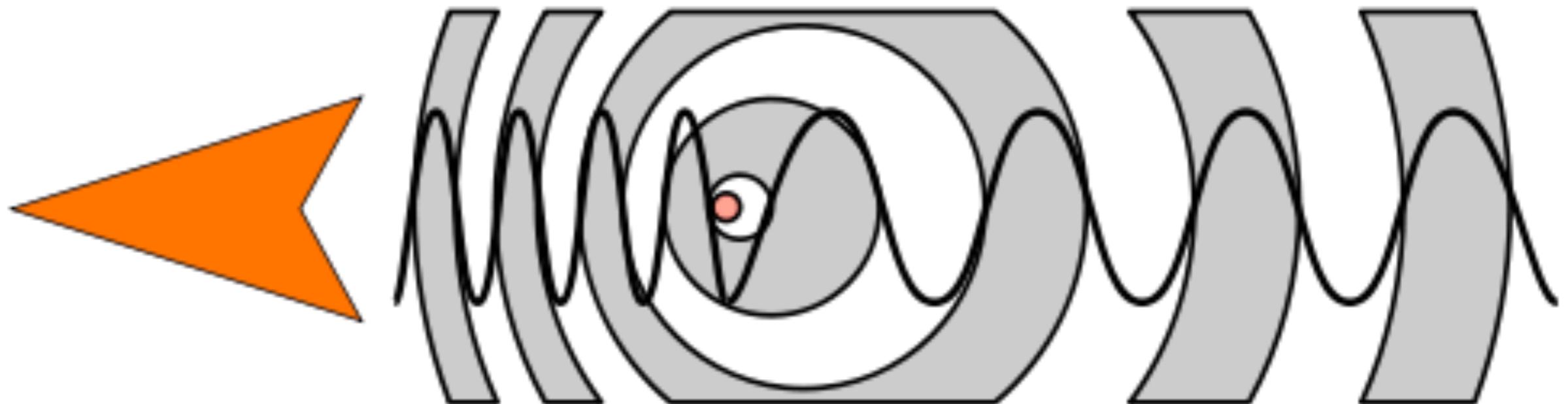
Hidden Returns

- Multiple targets end up in same range bin
- Target echo is too weak, swamped by local TX/clutter
- Any other information we can use to disambiguate?



Doppler Effect

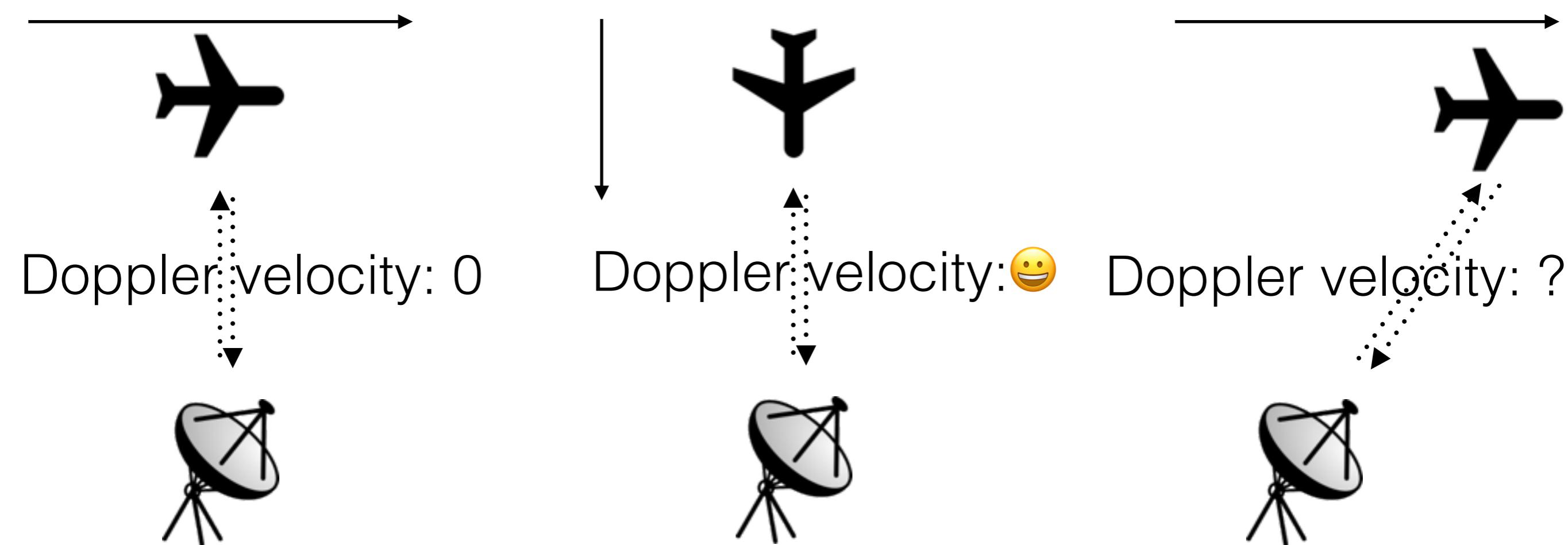
- Moving target will cause slight shift in received frequency
- Think about wavefront being received after reflection off target: **phase change due to motion**



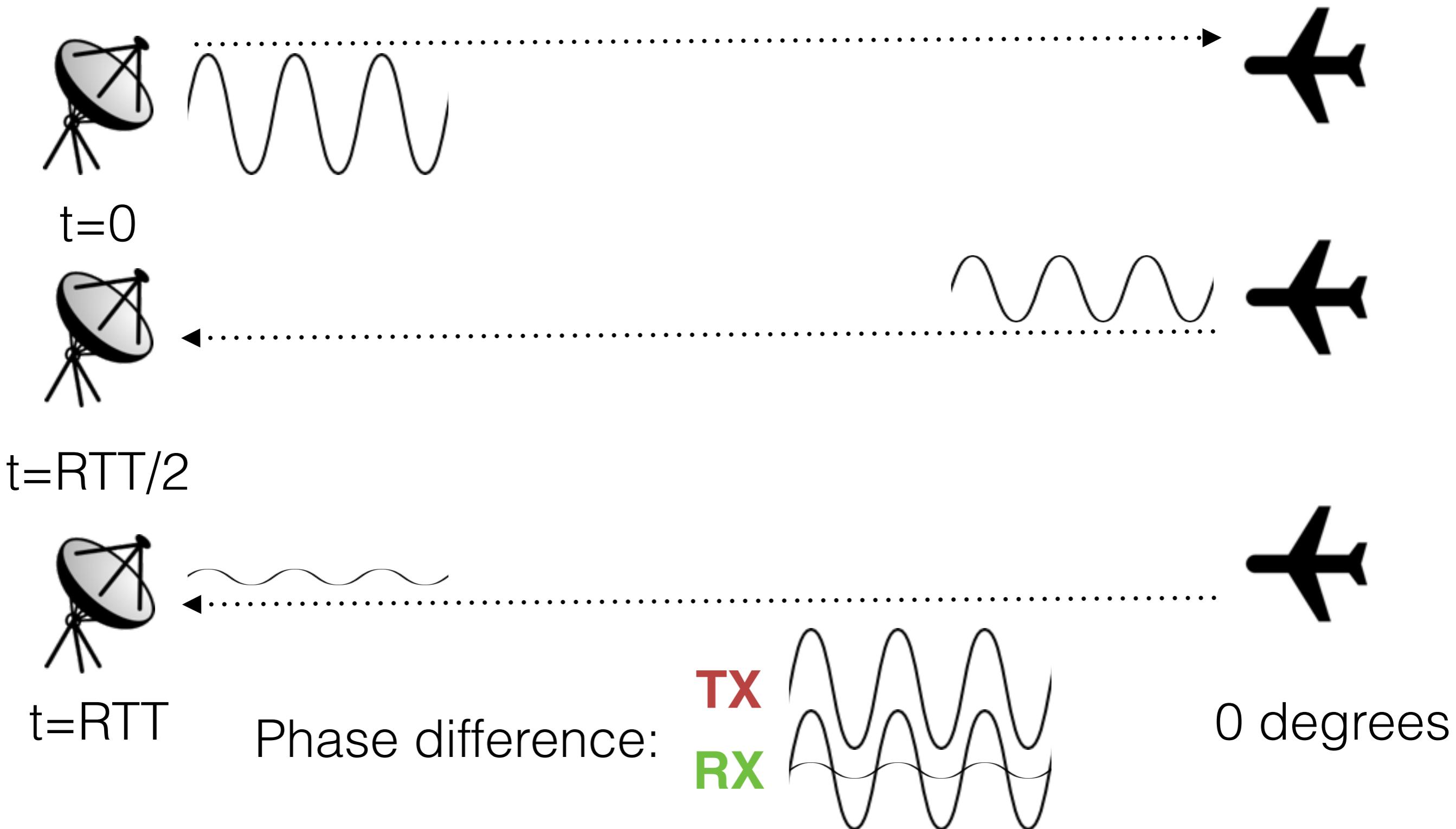
https://en.wikipedia.org/wiki/Doppler_effect

Doppler Processing

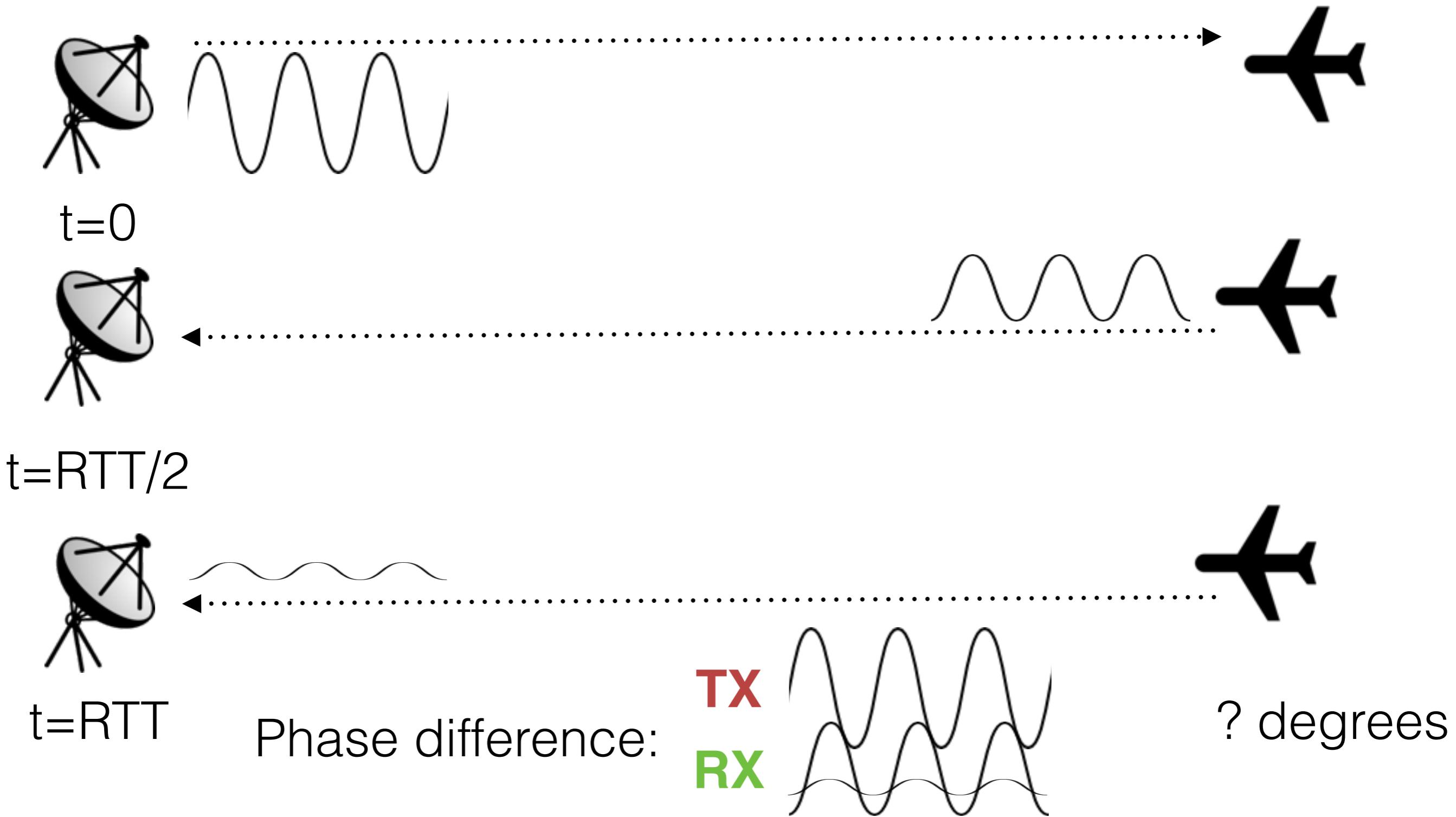
- Collect multiple return periods (requires *Integration Time*)
- FFT across each range bin
- Velocity information for targets (w.r.t. RADAR system!)



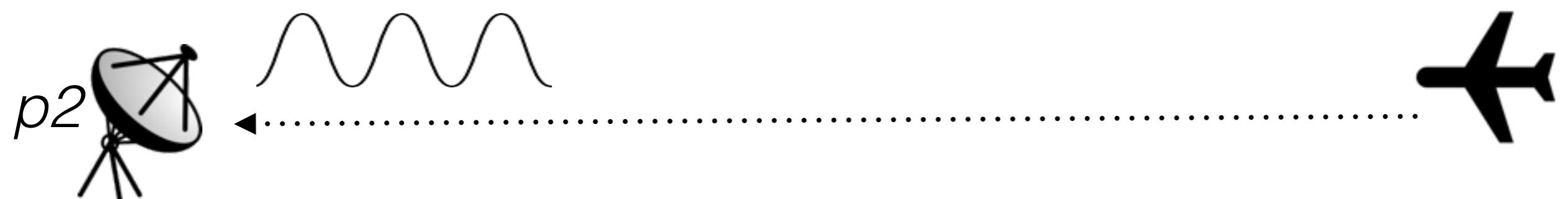
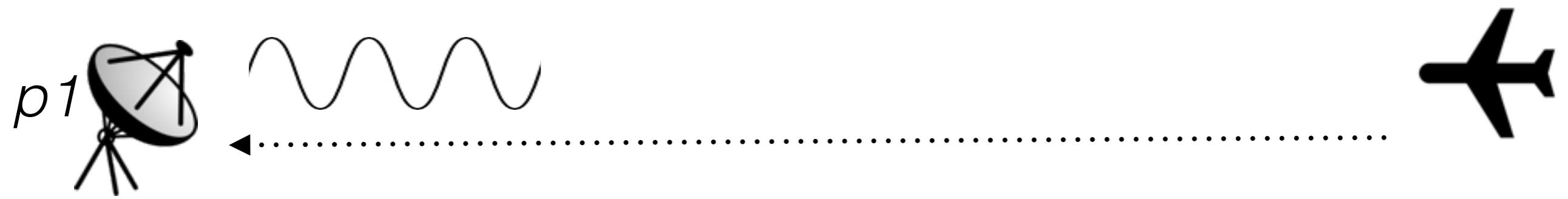
Doppler Processing



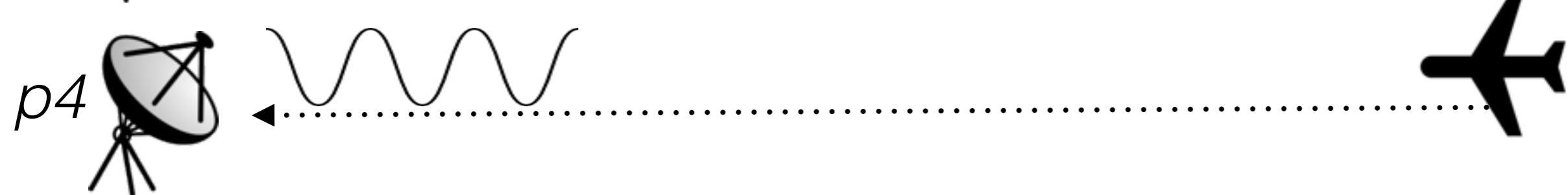
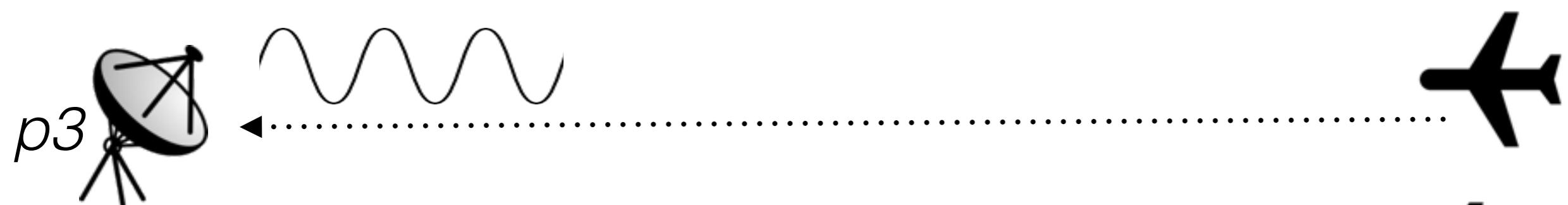
Doppler Processing

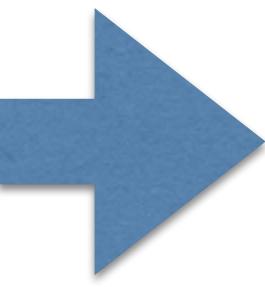


Doppler Processing (Integration Period)



Successive periods





Doppler Processing (Integration Period)

p_1



Changing phase over integration period

p_2



Get phase information from each FFT bin
for each range transform

Successive periods

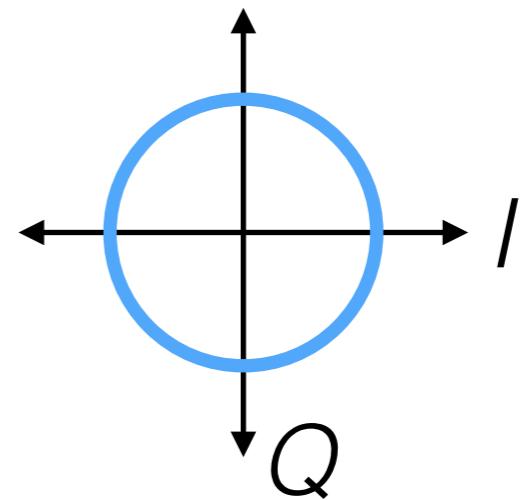
p_3



p_4

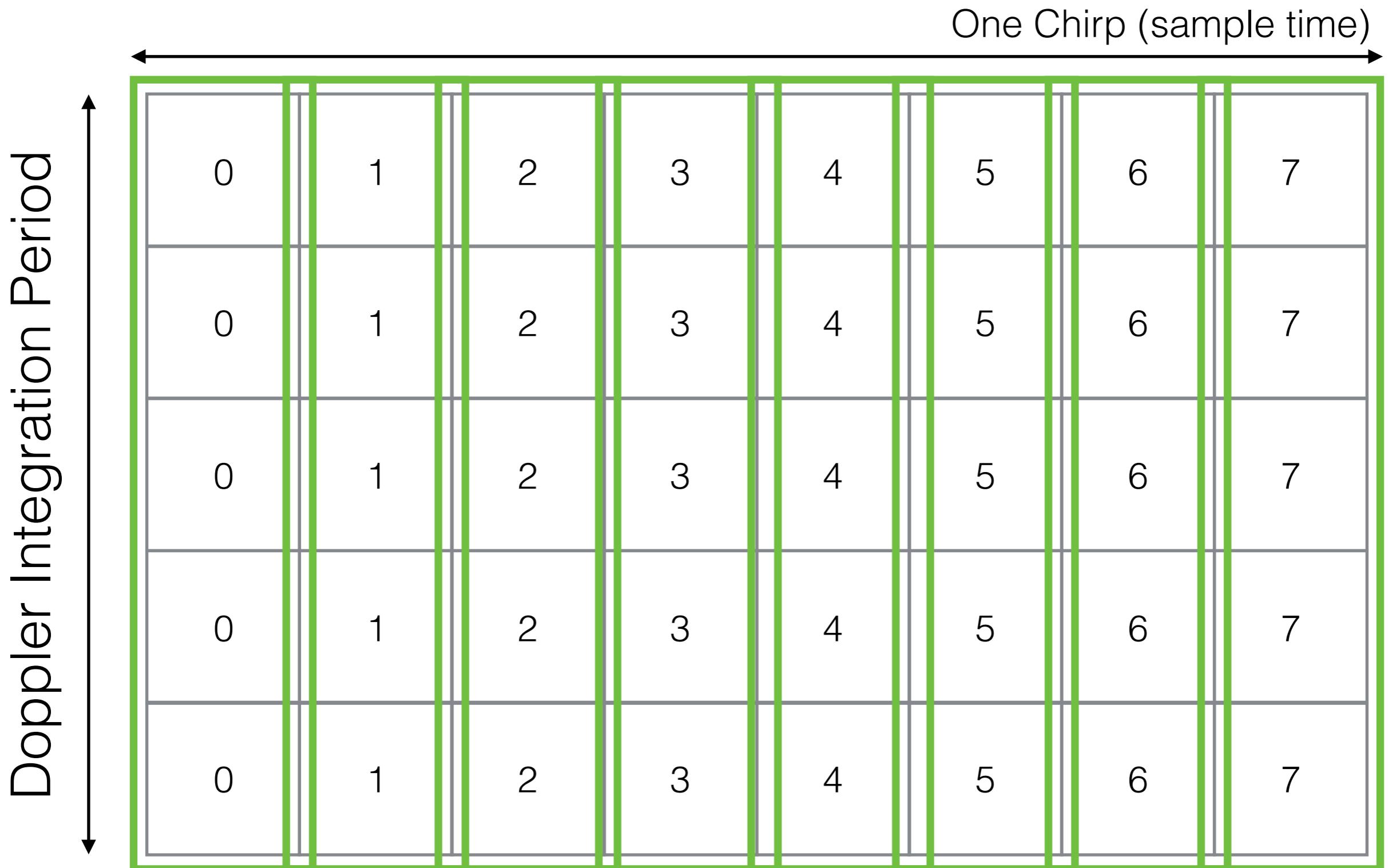


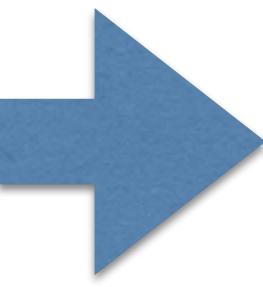
Changing phase over time = ?



Doppler Processing

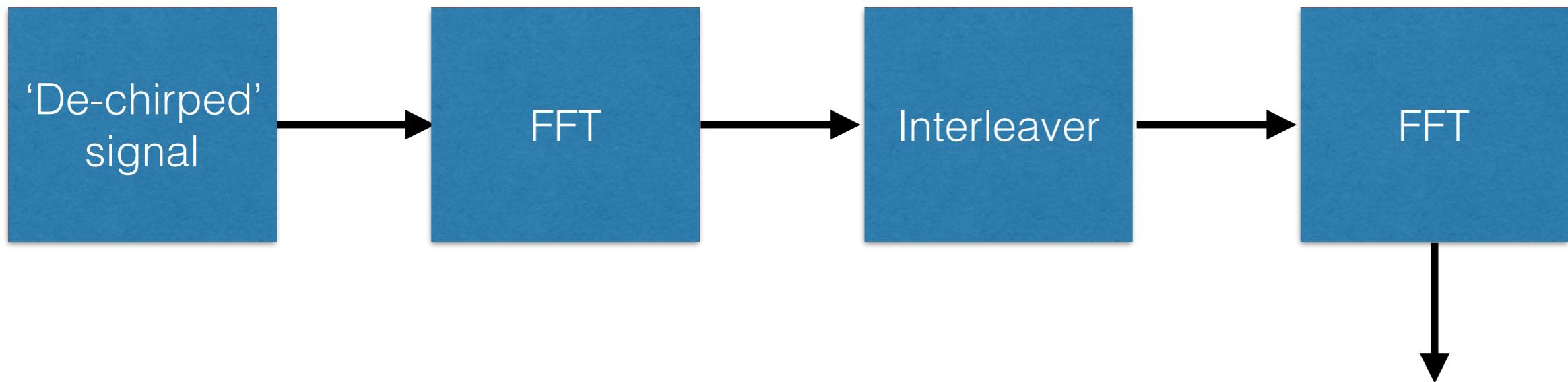
Row: range (FFT) bins
Column: same range bin over integration period





Doppler Processing

- Fill in rows, read out columns
- Interleaver! (read out more frequently for faster updates)



Magnitude: velocity for a given doppler velocity,
for a given range (display as image!)

Speed of Light

- Range resolution too low

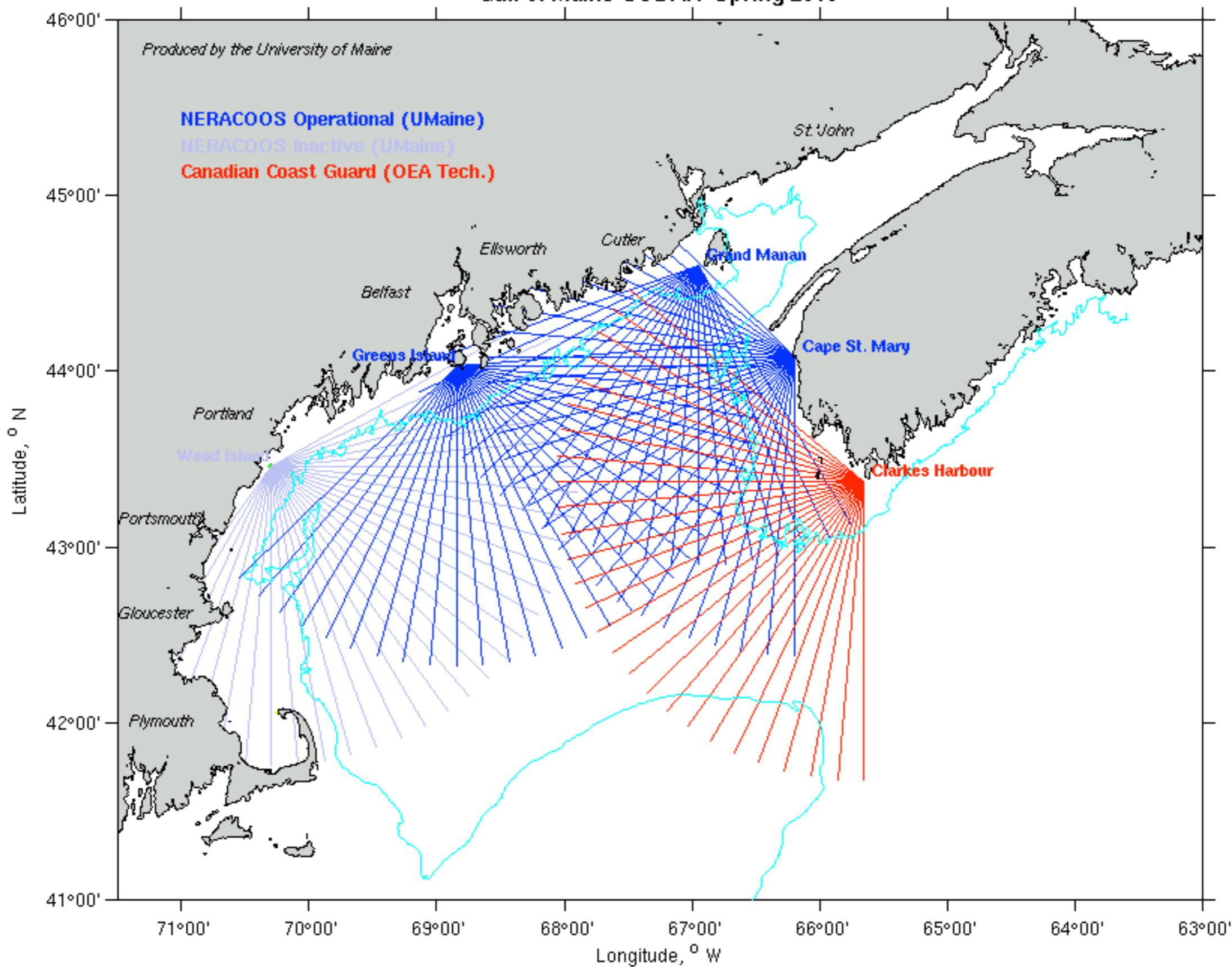
Frequency (Hz):	1500000000.0
Frequency (MHz):	1500.0
Wavelength (m):	0.2
Range resolution (m):	150.0
PRF (Hz):	100.0
Pulse duration (s):	0.01
Pulse duration (ms):	10.0
BW (Hz):	2000000.0
BW (kHz):	2000.0
Unambiguous range (m):	1500000.0
Unambiguous range (km):	1500.0
Samples in plot:	512
Max range in plot (m):	38400.0
Vmax (m/s):	5.0
Unambiguous doppler (Hz): +/-	50.0
Exact	
Unambiguous velocity (m/s): +/-	5.00000016667
Unambiguous velocity (km/hr): +/-	18.0000006
Approx	
Unambiguous velocity (m/s): +/-	5.0
Unambiguous velocity (km/hr): +/-	18.0
Fdoppler (Hz): +/-	50.0
Doppler bins (total):	256
Doppler resolution (Hz):	0.390625
Doppler integration time (s):	2.56
Doppler resolution (m/s):	0.0390625013021
Doppler resolution (km/hr):	0.140625004688

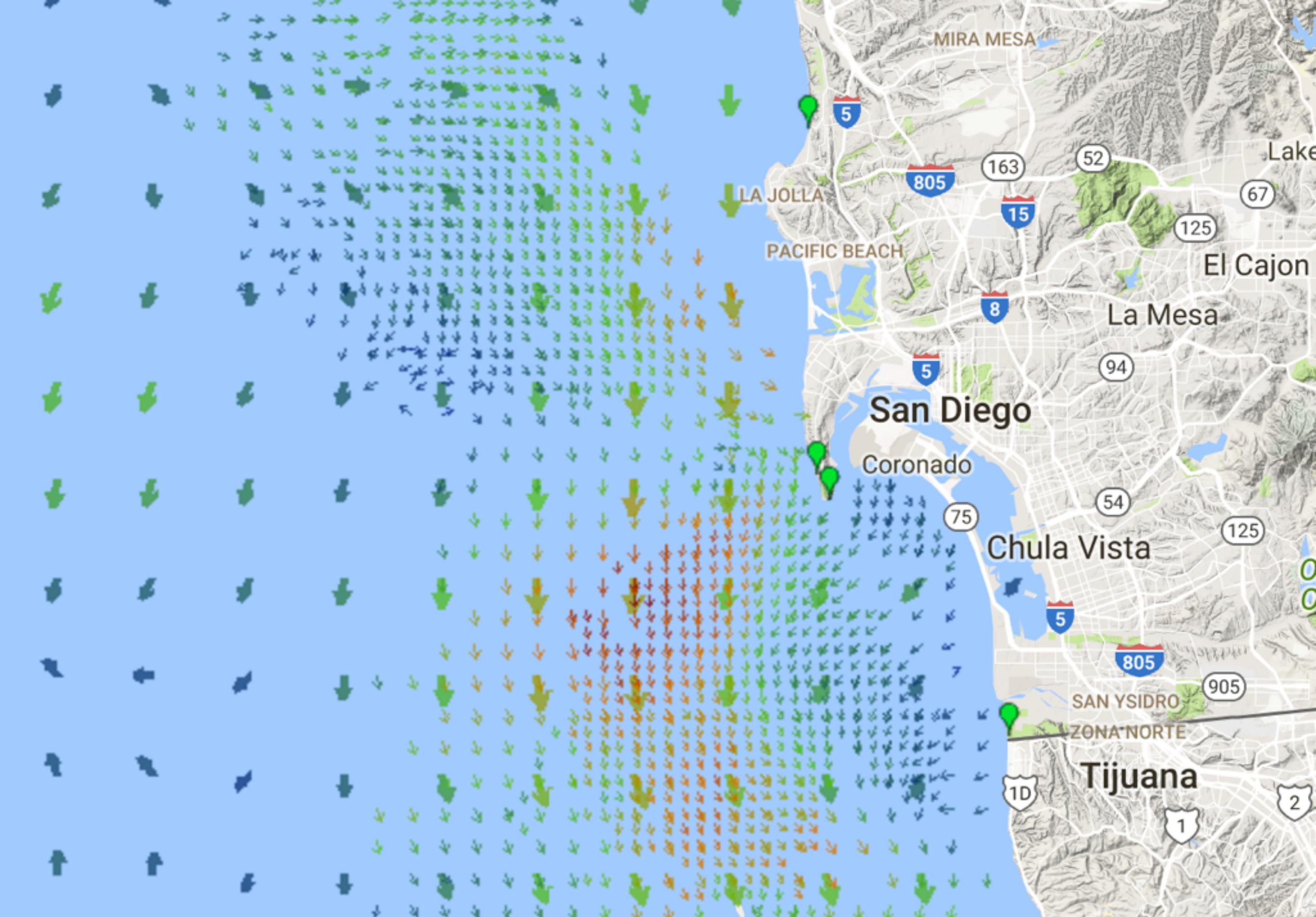
CODAR

- Mapping ocean currents with HF RADAR



Gulf of Maine CODAR Spring 2010



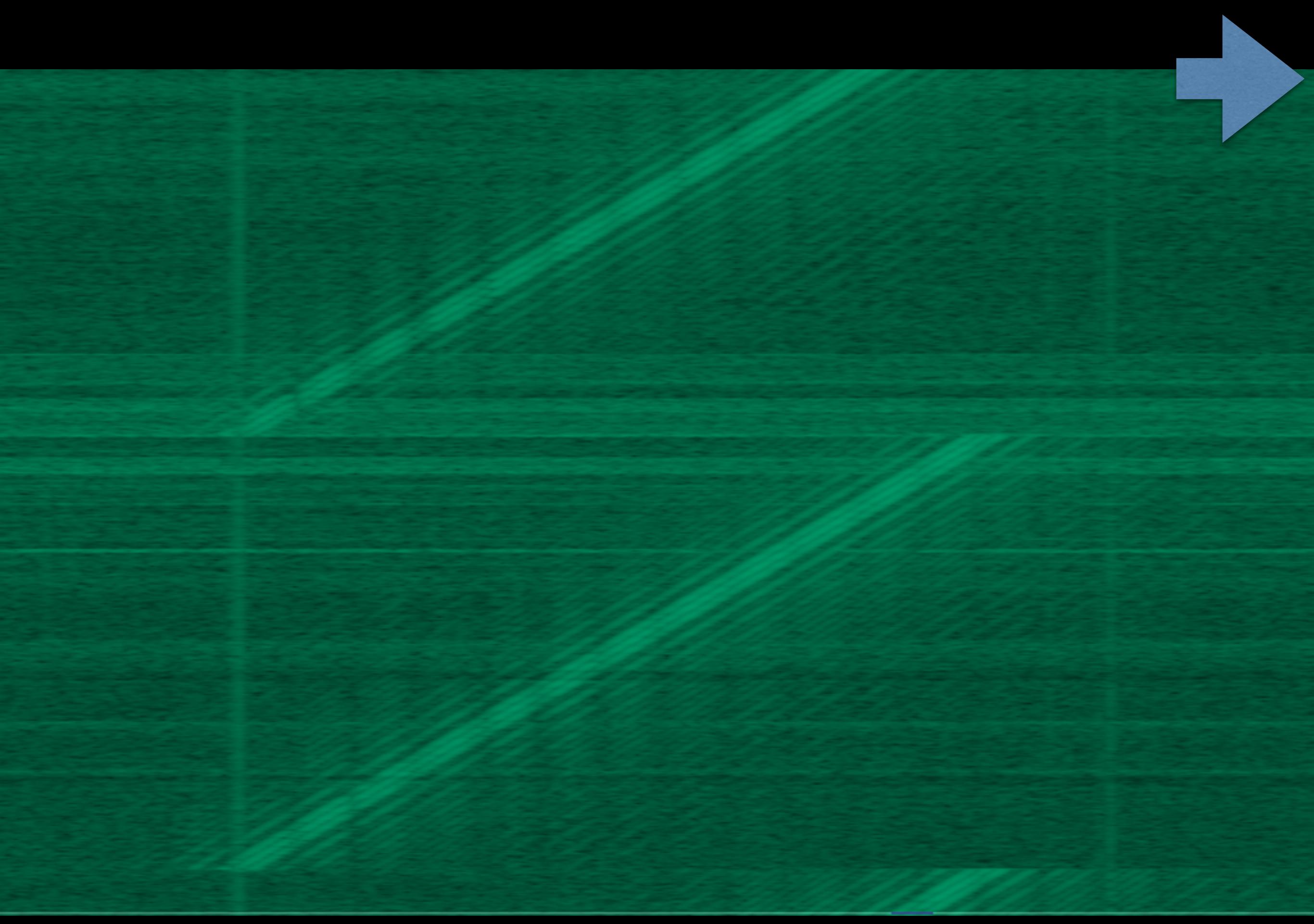
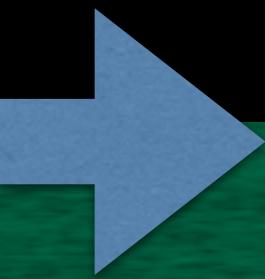


<http://cordc.ucsd.edu/projects/mapping/maps/>

Mixing (Nulling) or Gating (Switching)

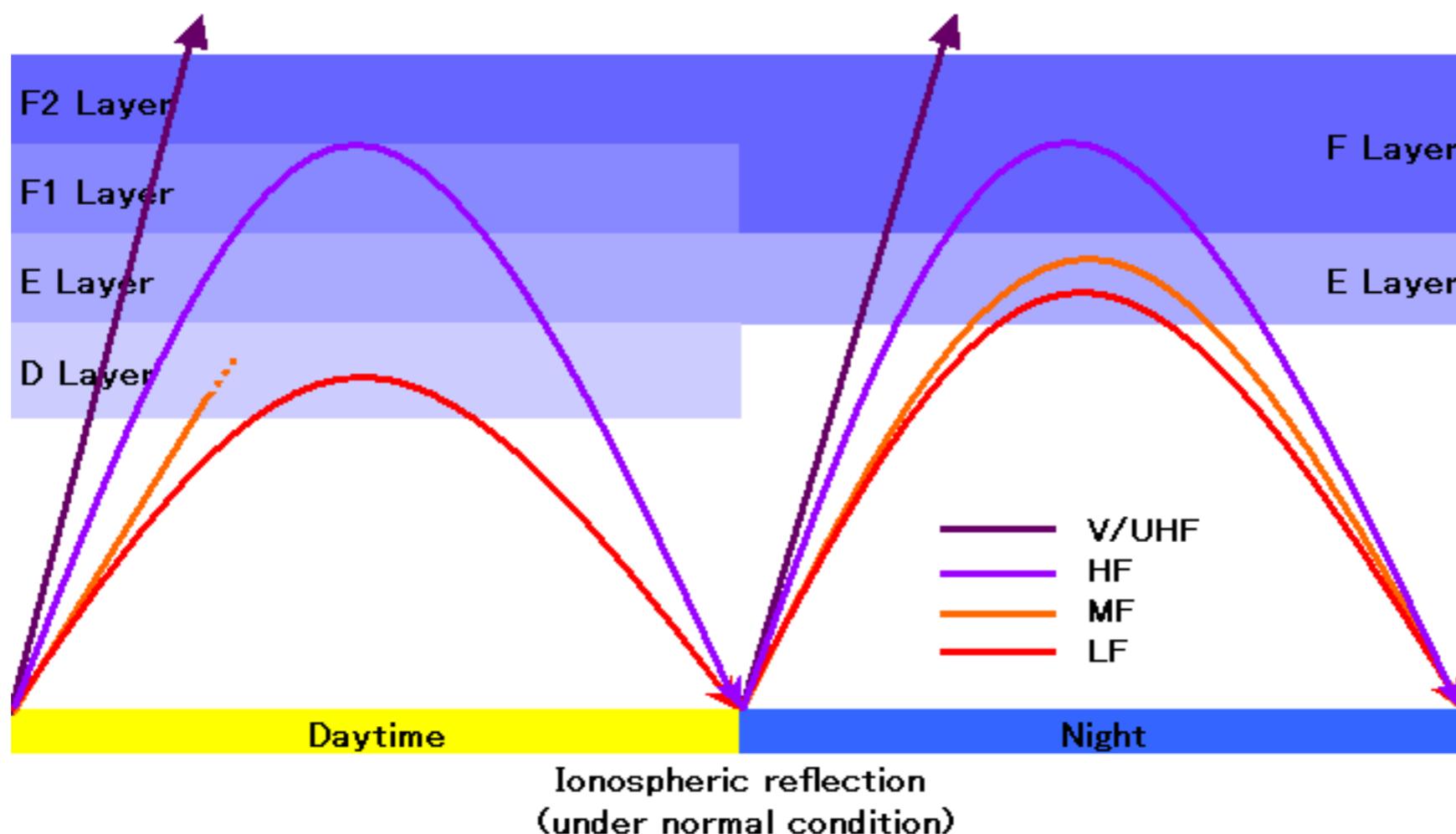
- TX & RX same site (monostatic)
- Remove TX signal at receiver before digitising (avoid saturation)
- Discontinuous TX (gating TX signal)
- Gating produces AM sidebands in frequency domain





Ionosphere

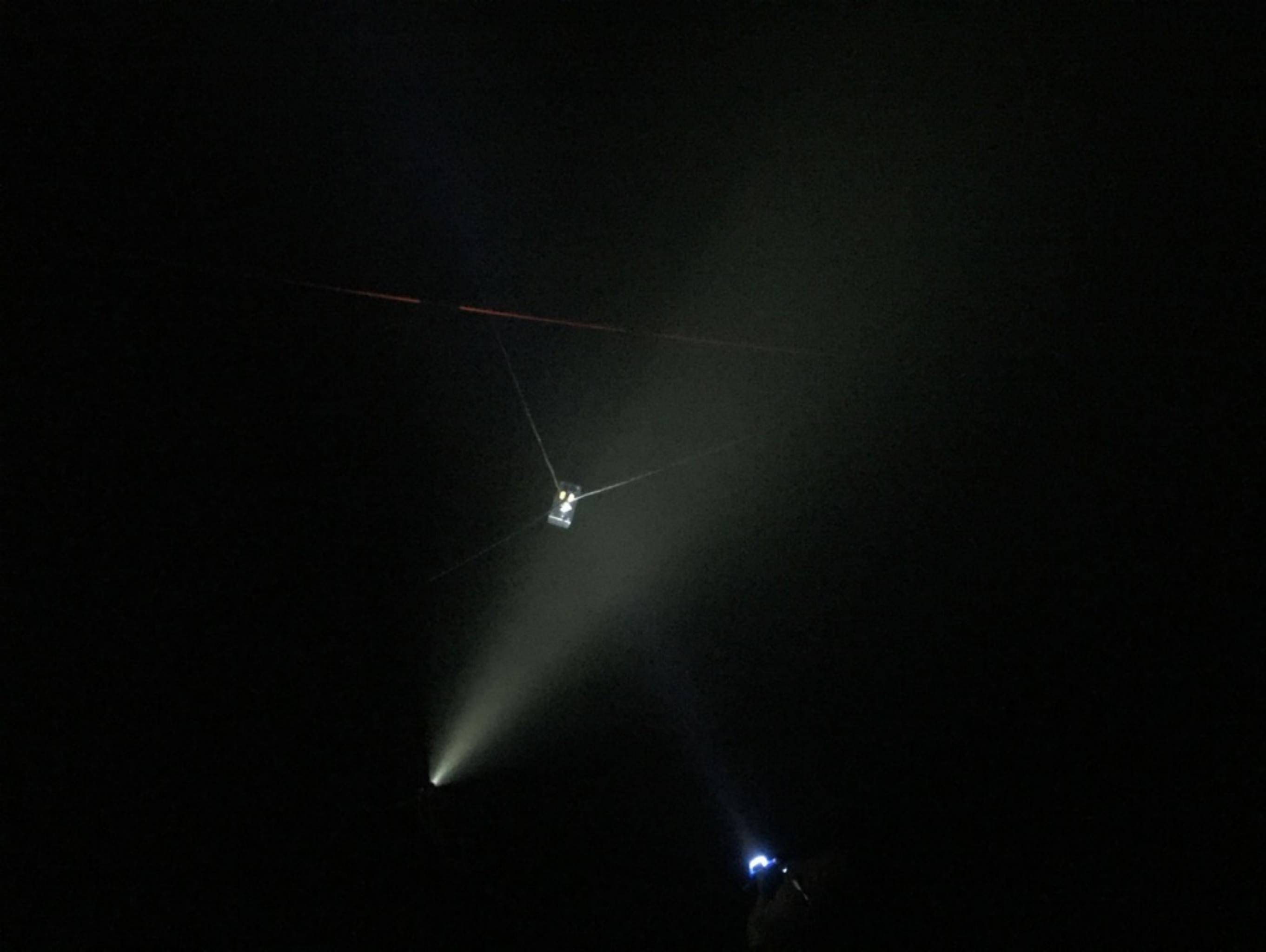
- Will reflect CODAR waveform!
- Can image ionosphere

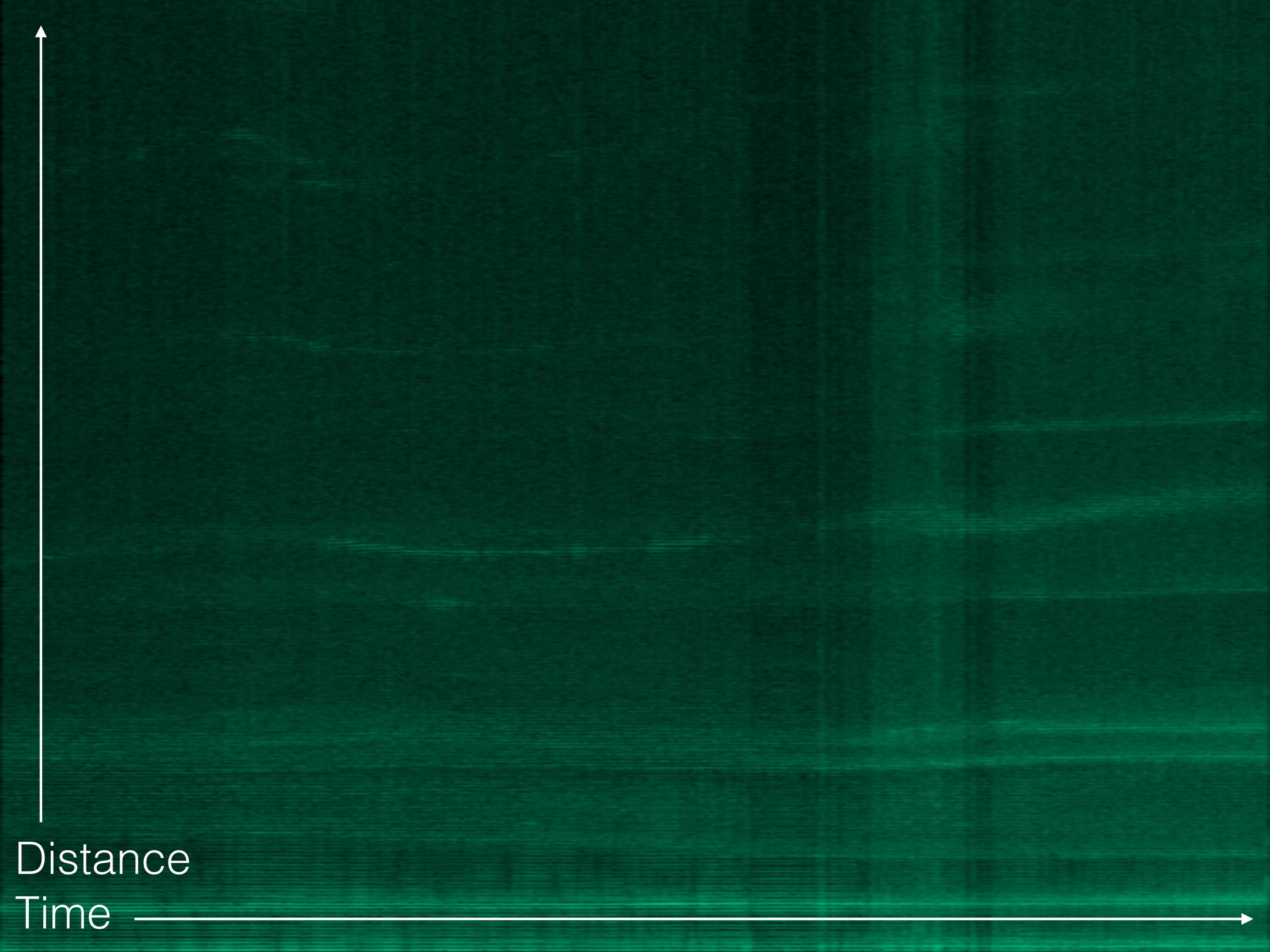




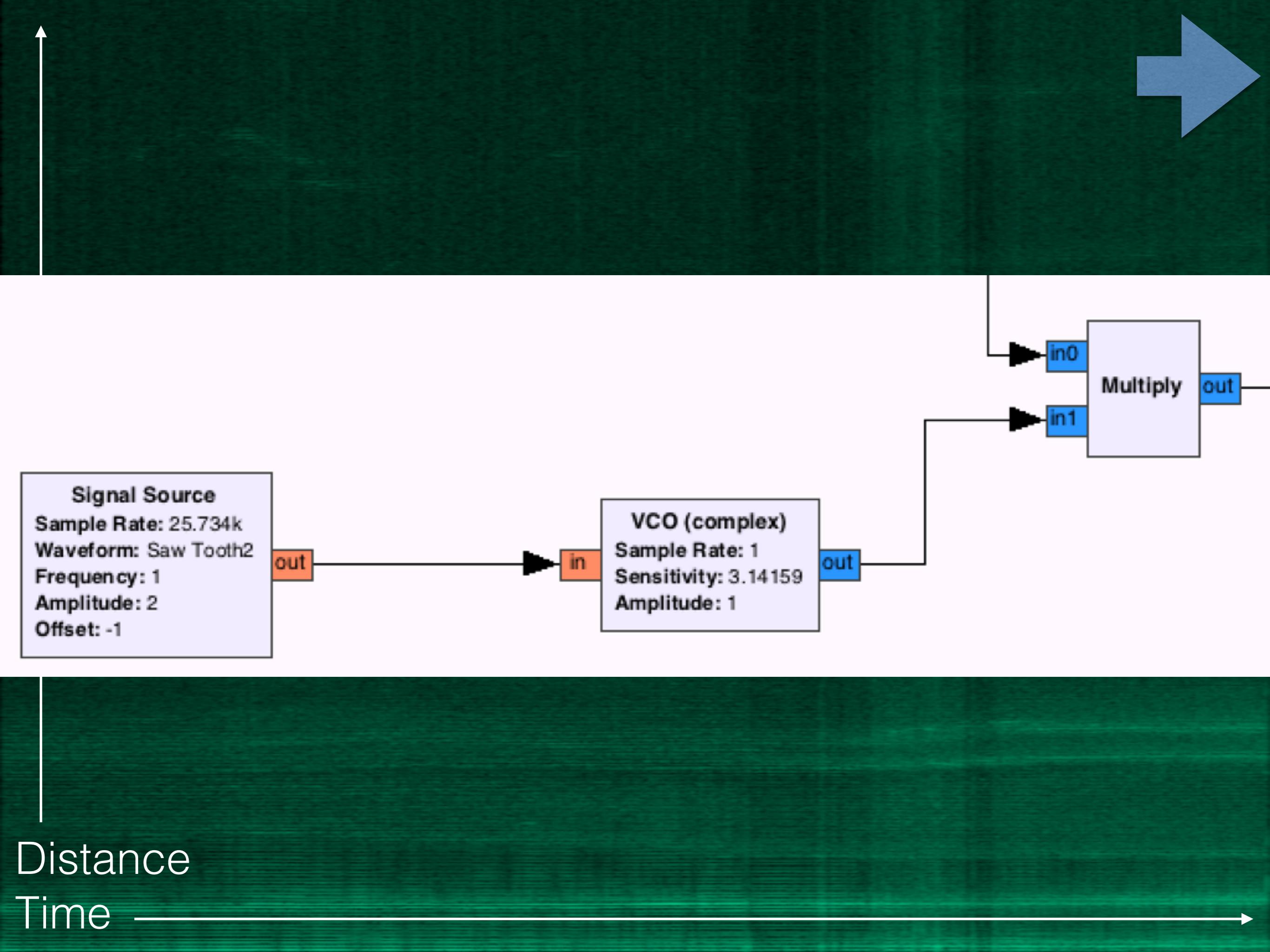


TRAVEL MAT





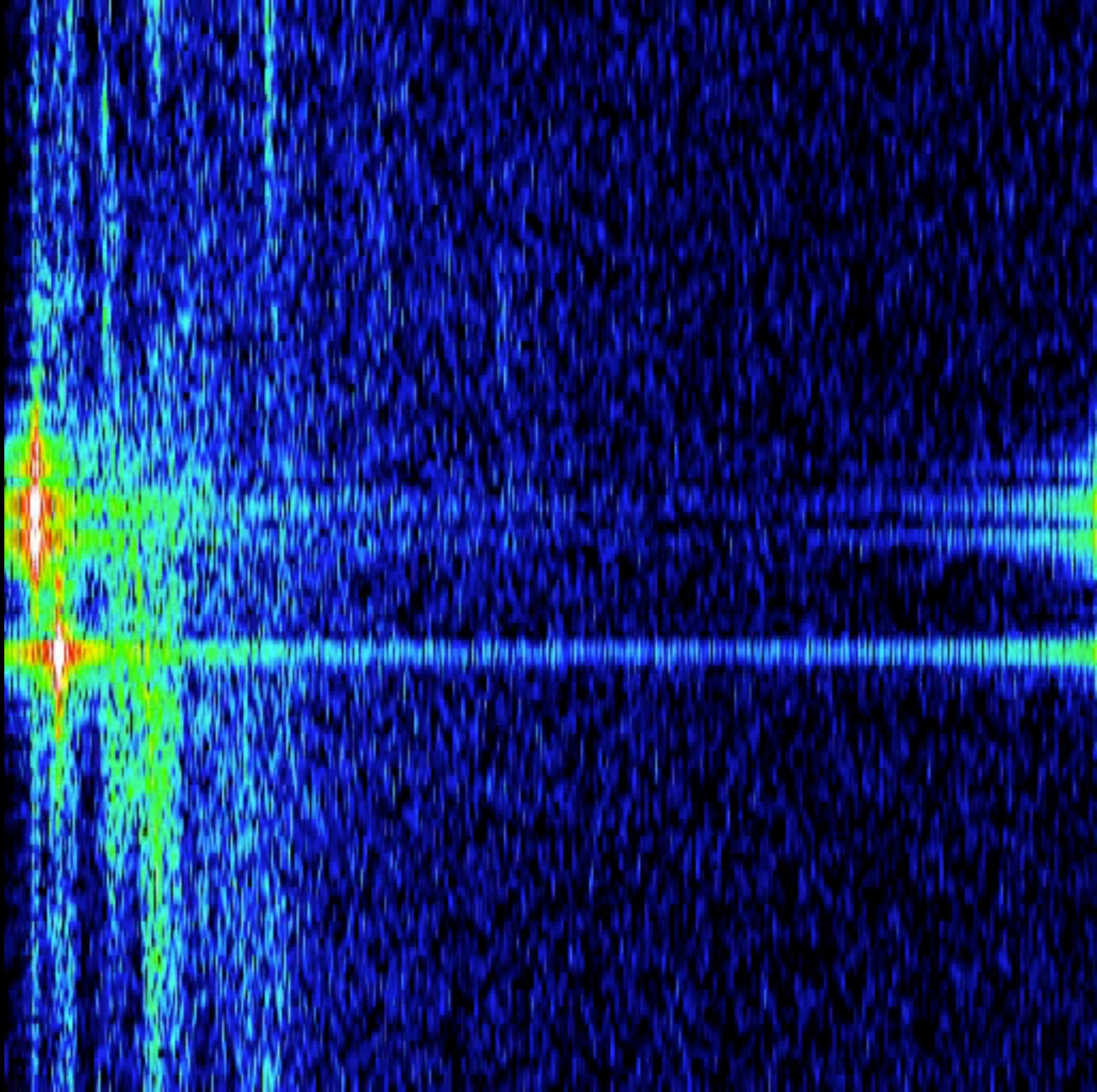
Distance
Time —



Range

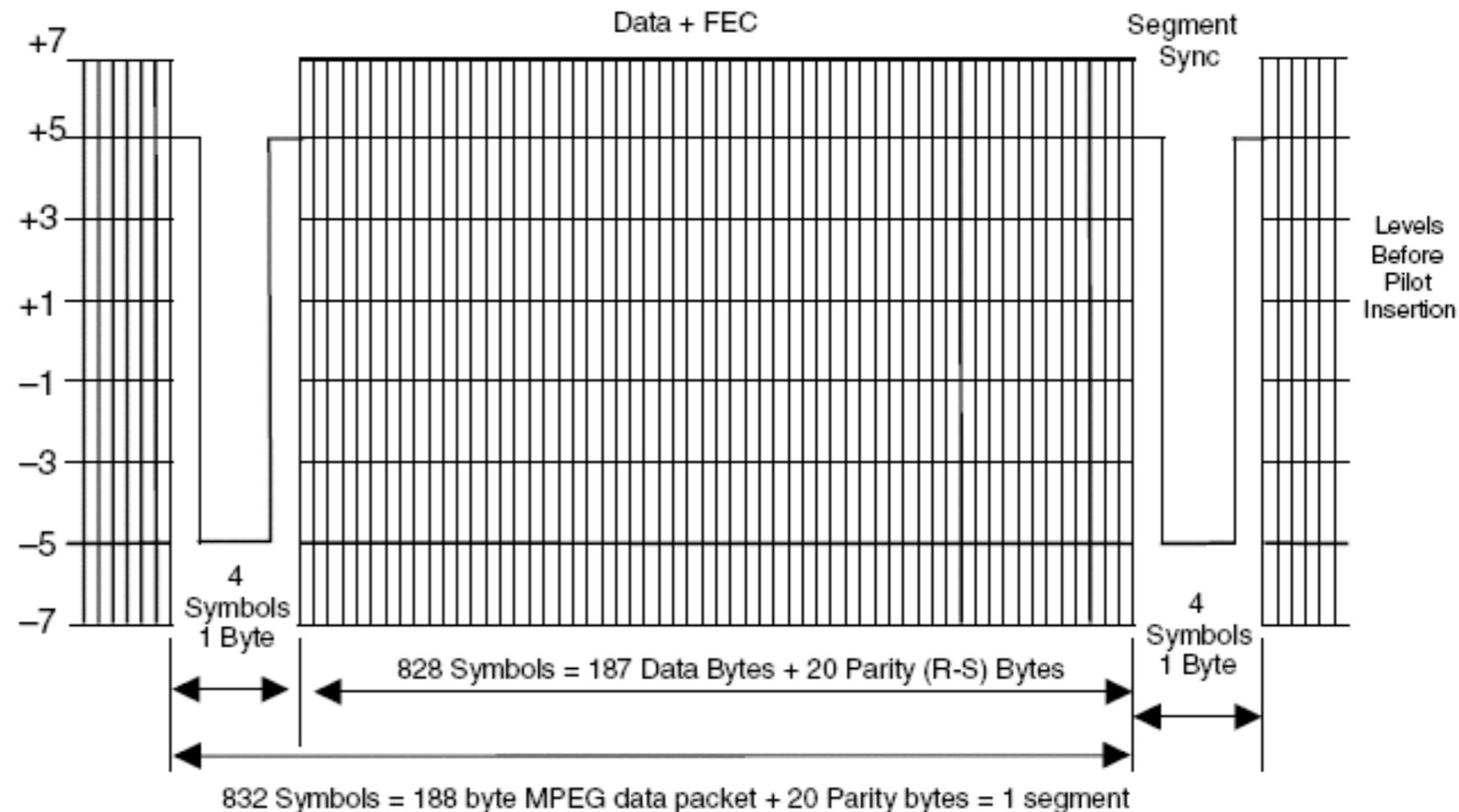


Doppler



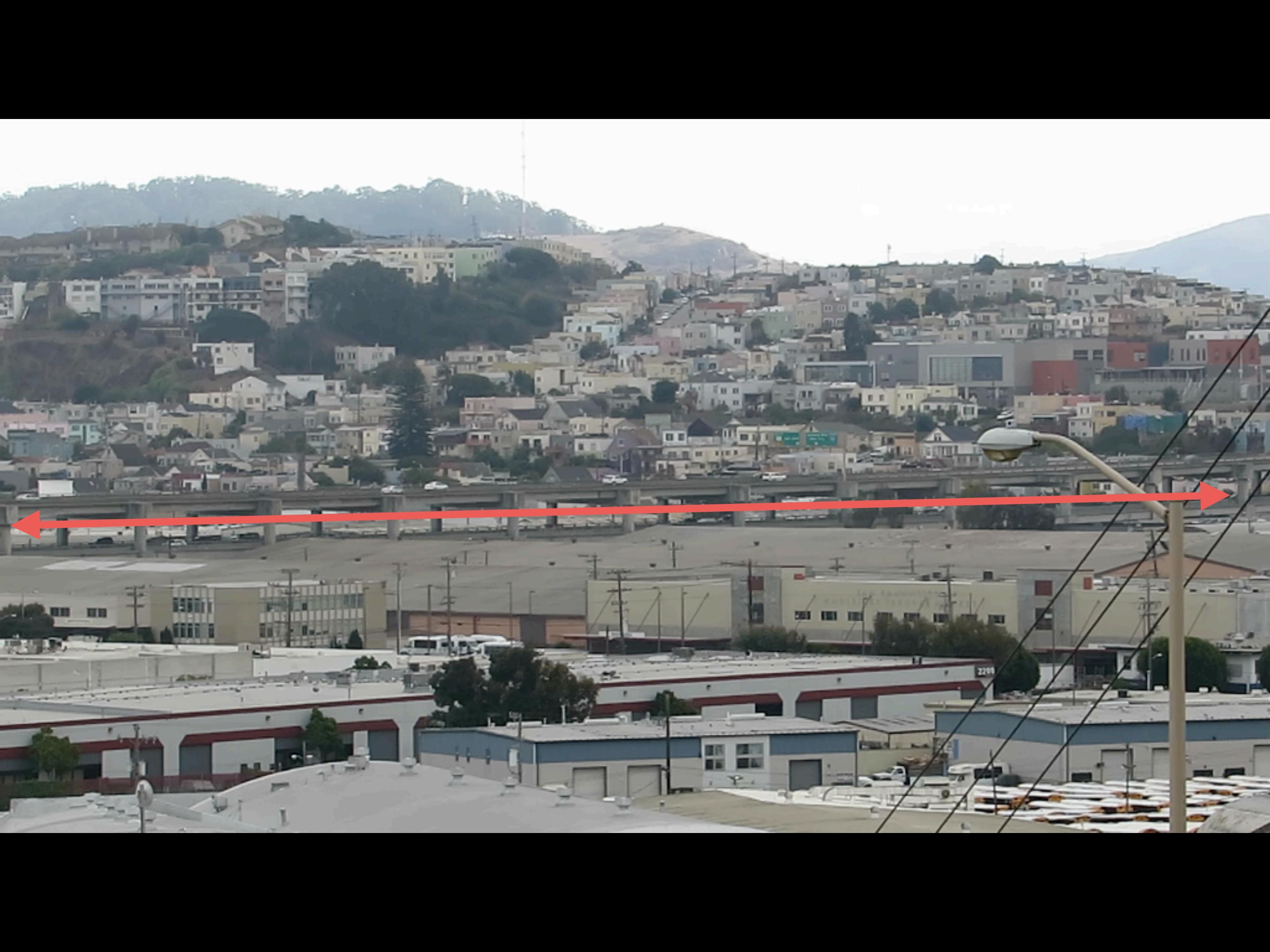
ATSC Live Passive RADAR

- Use known 511 PN synchronisation sequence
- ~41 Hz
- ~28 m
- +/- ~5 m/s





14'

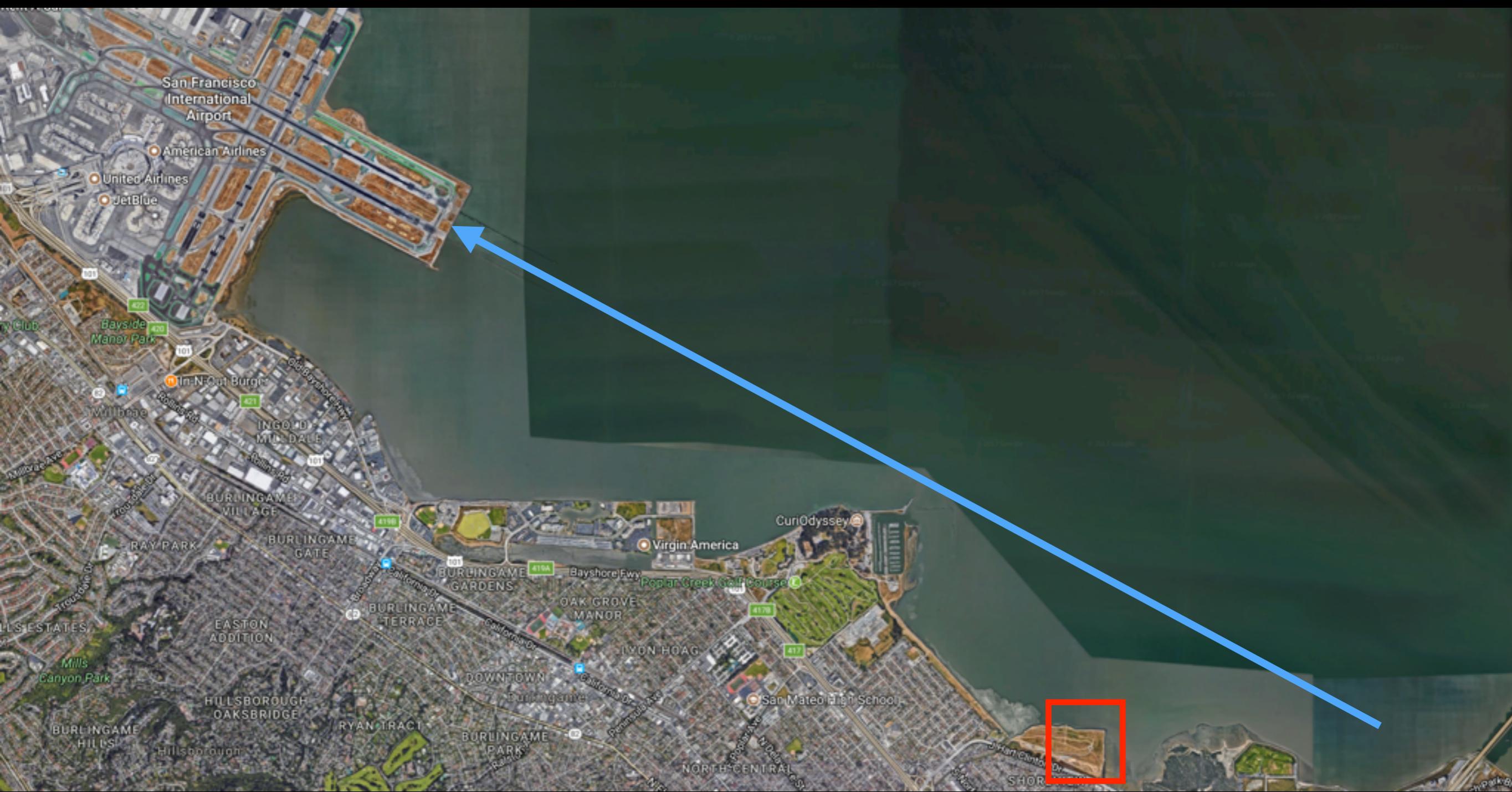


Range



Doppler

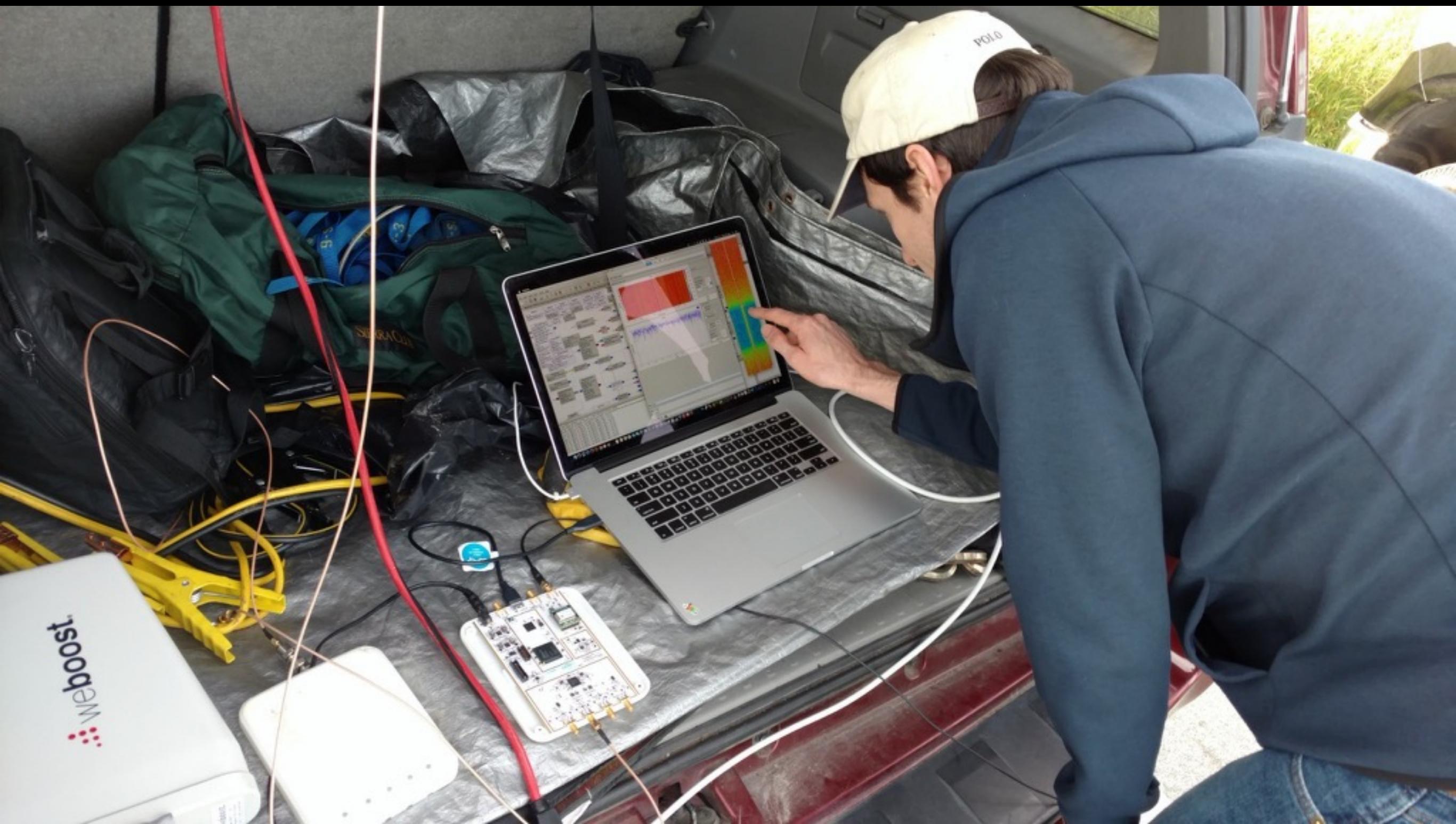






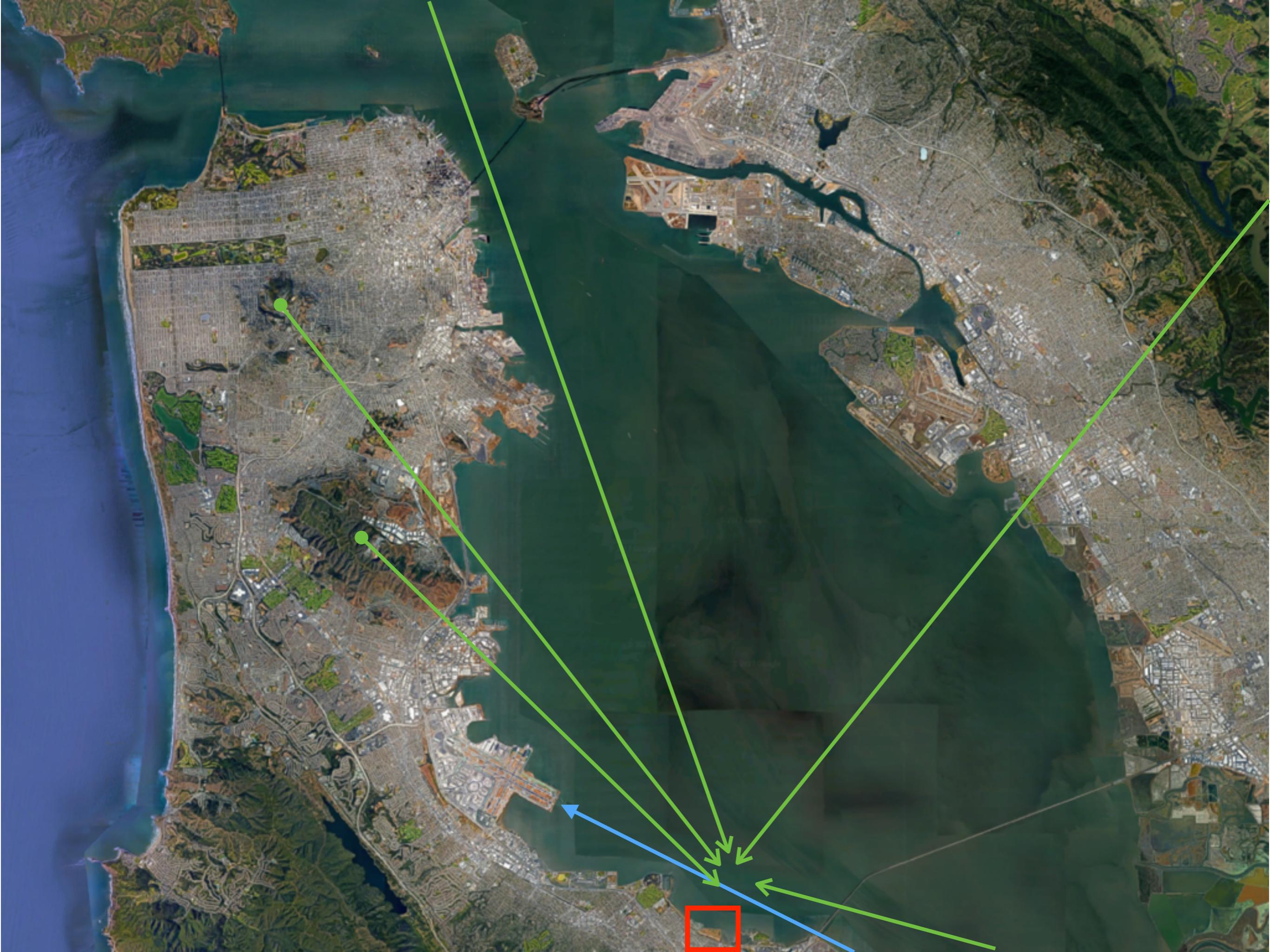






Bistatic Geometry

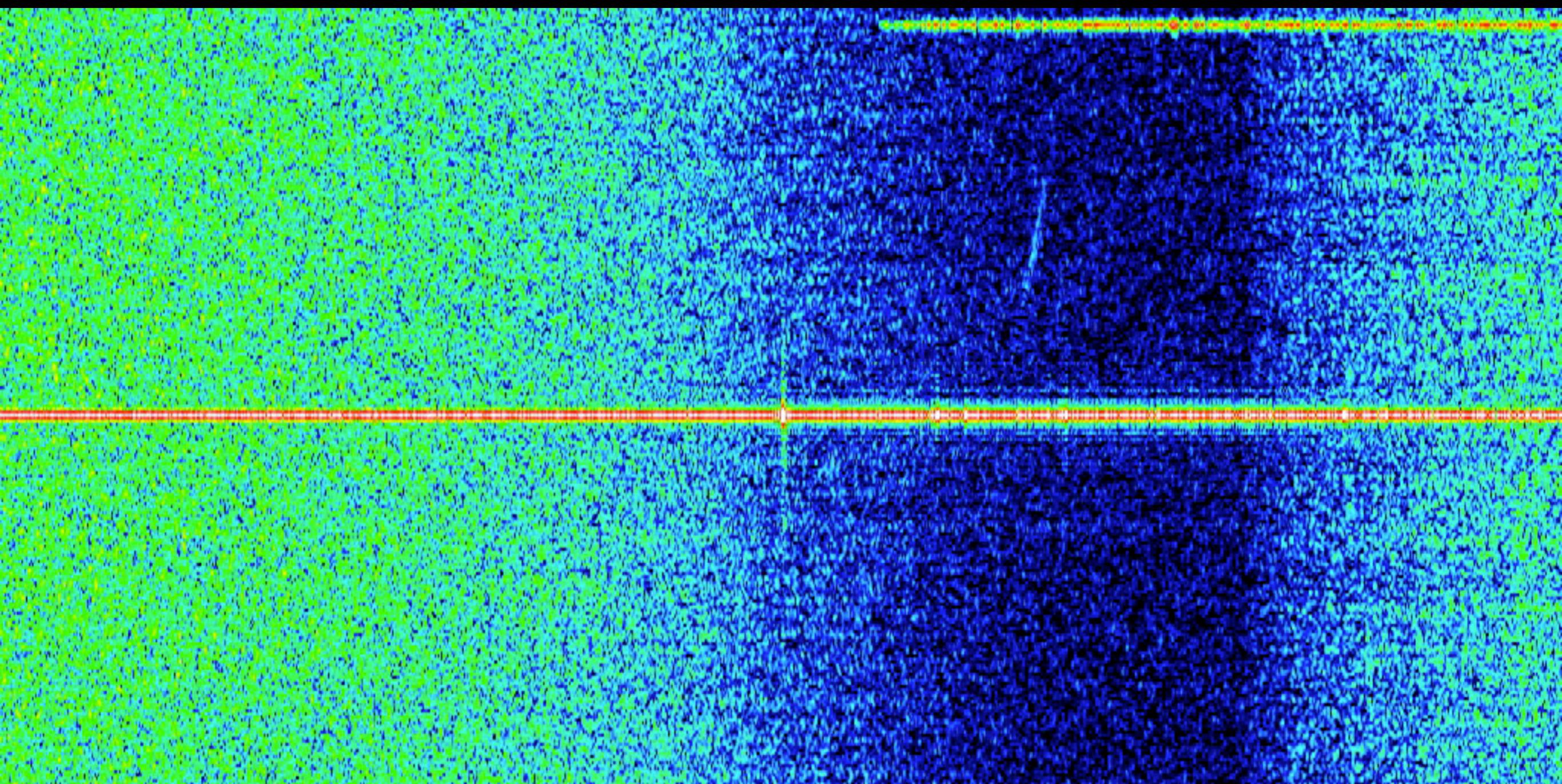
- Range is path from transmitter to object + reflection to receiver
- Important to remind yourself: *not monostatic*
- Factors:
 - Position of transmitter
 - Position of receiver
 - RCS of target (consider surfaces)



Range



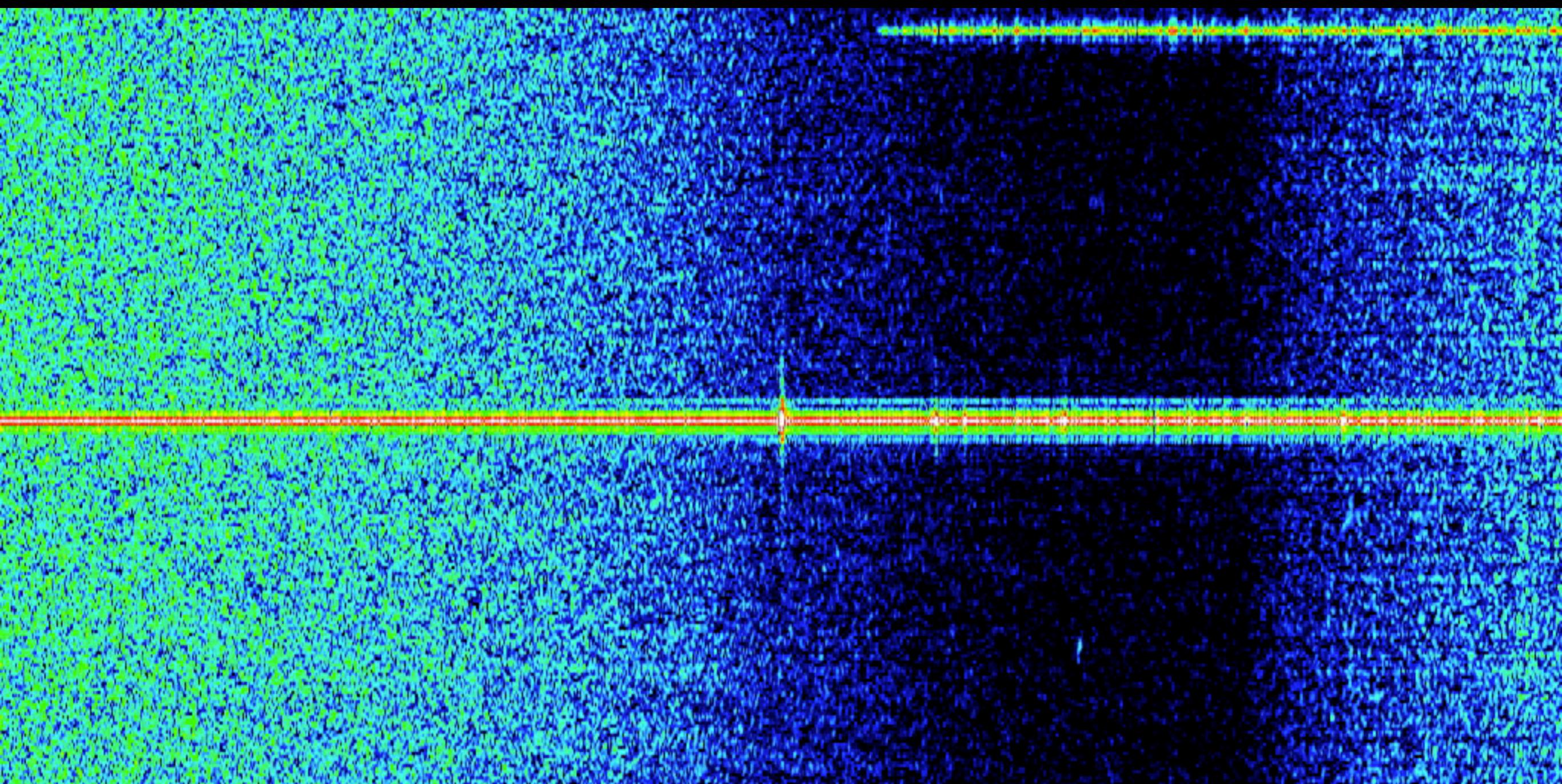
Doppler

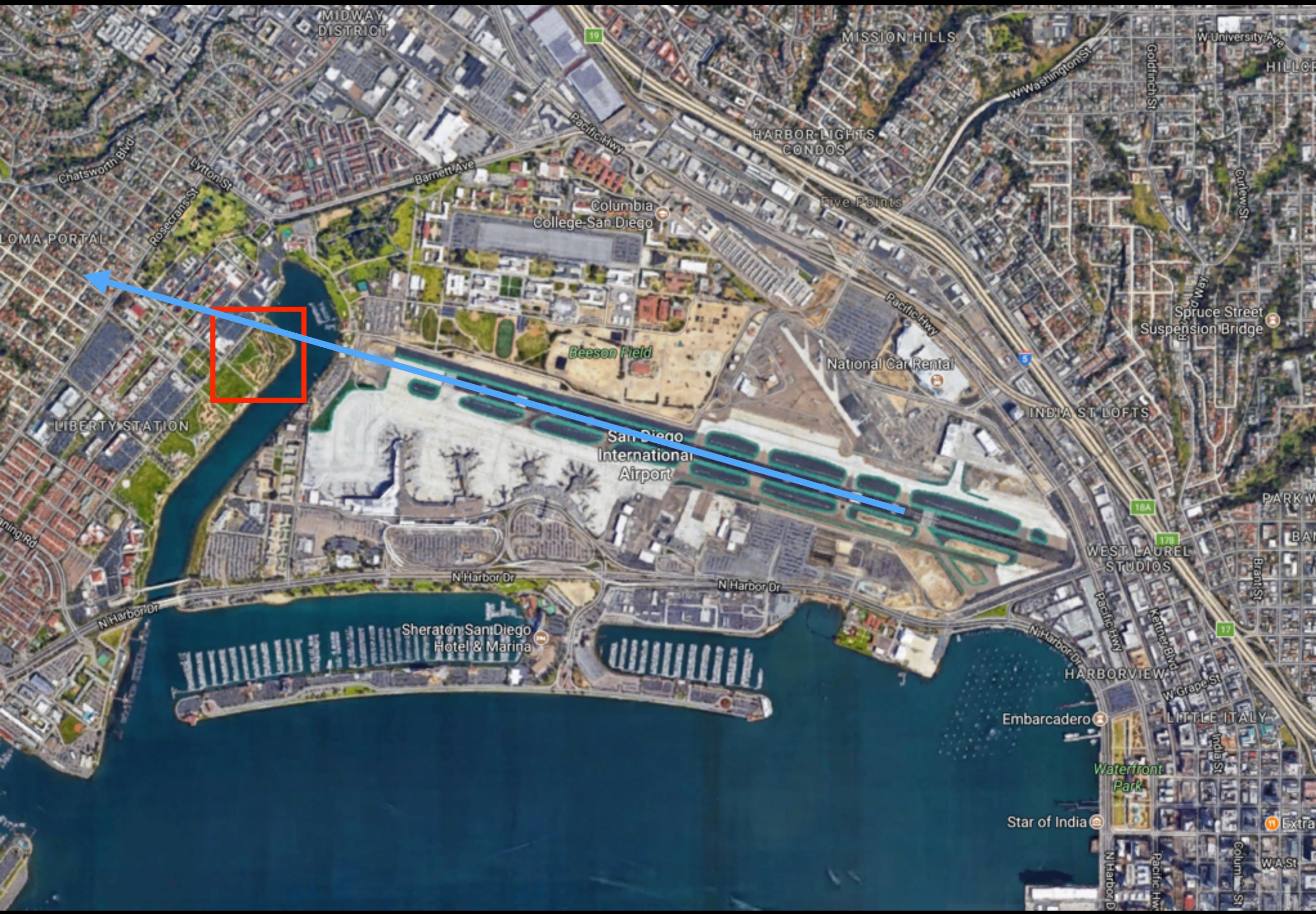


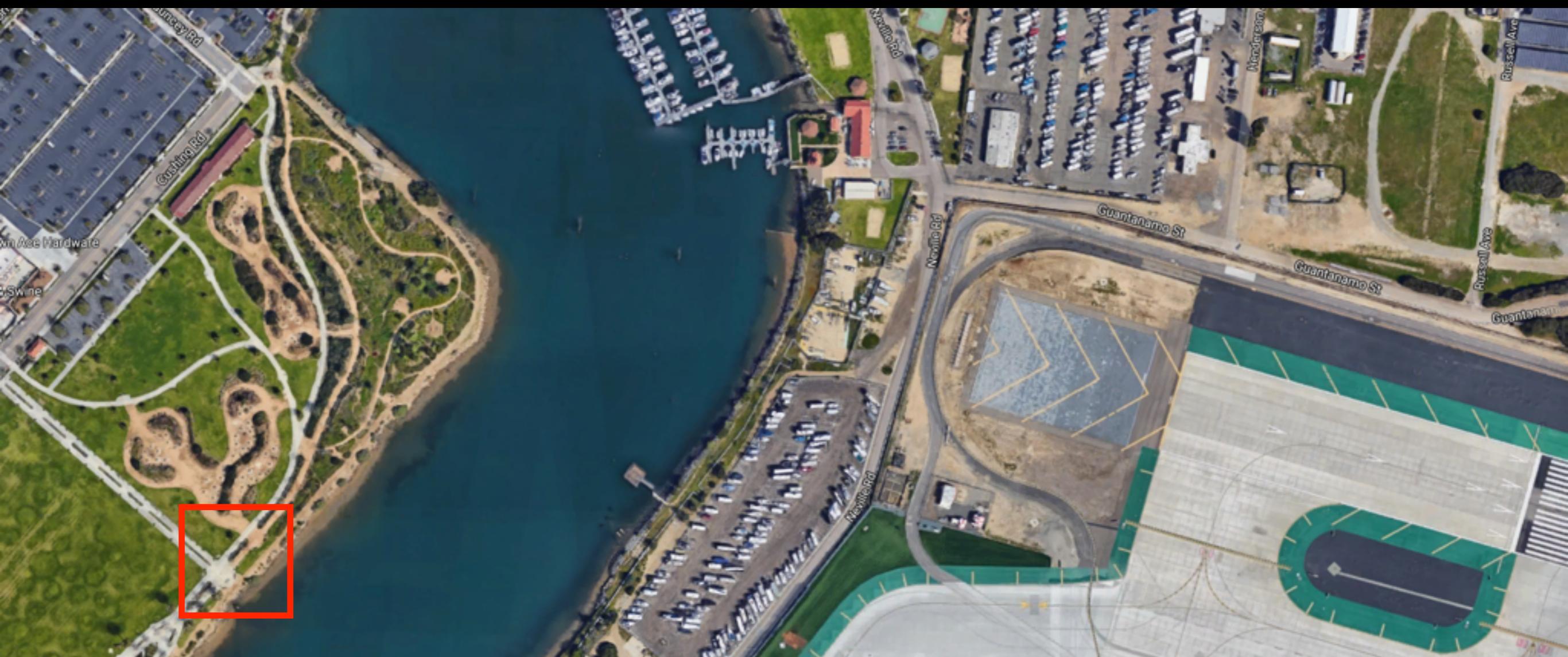
Range

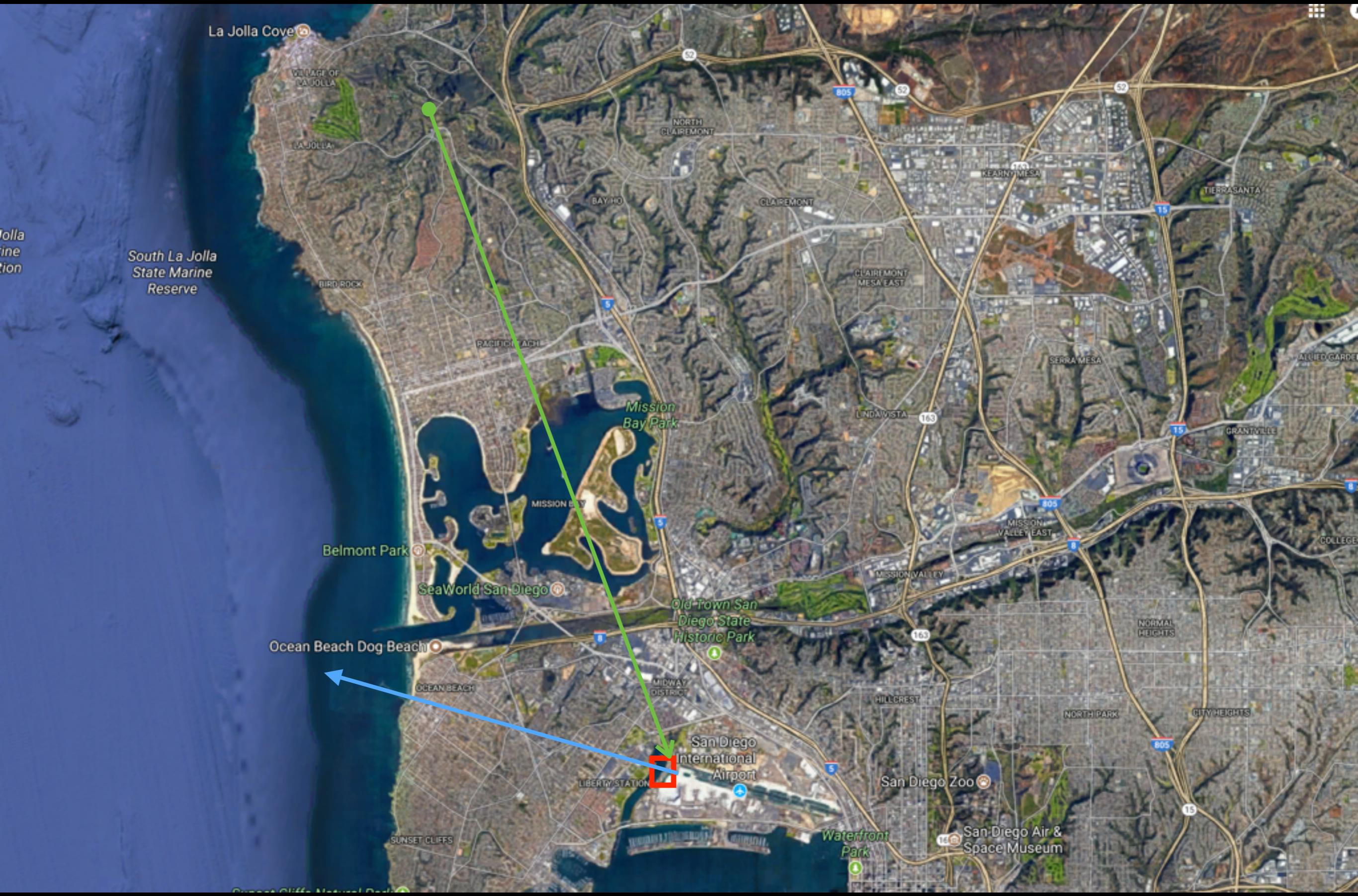


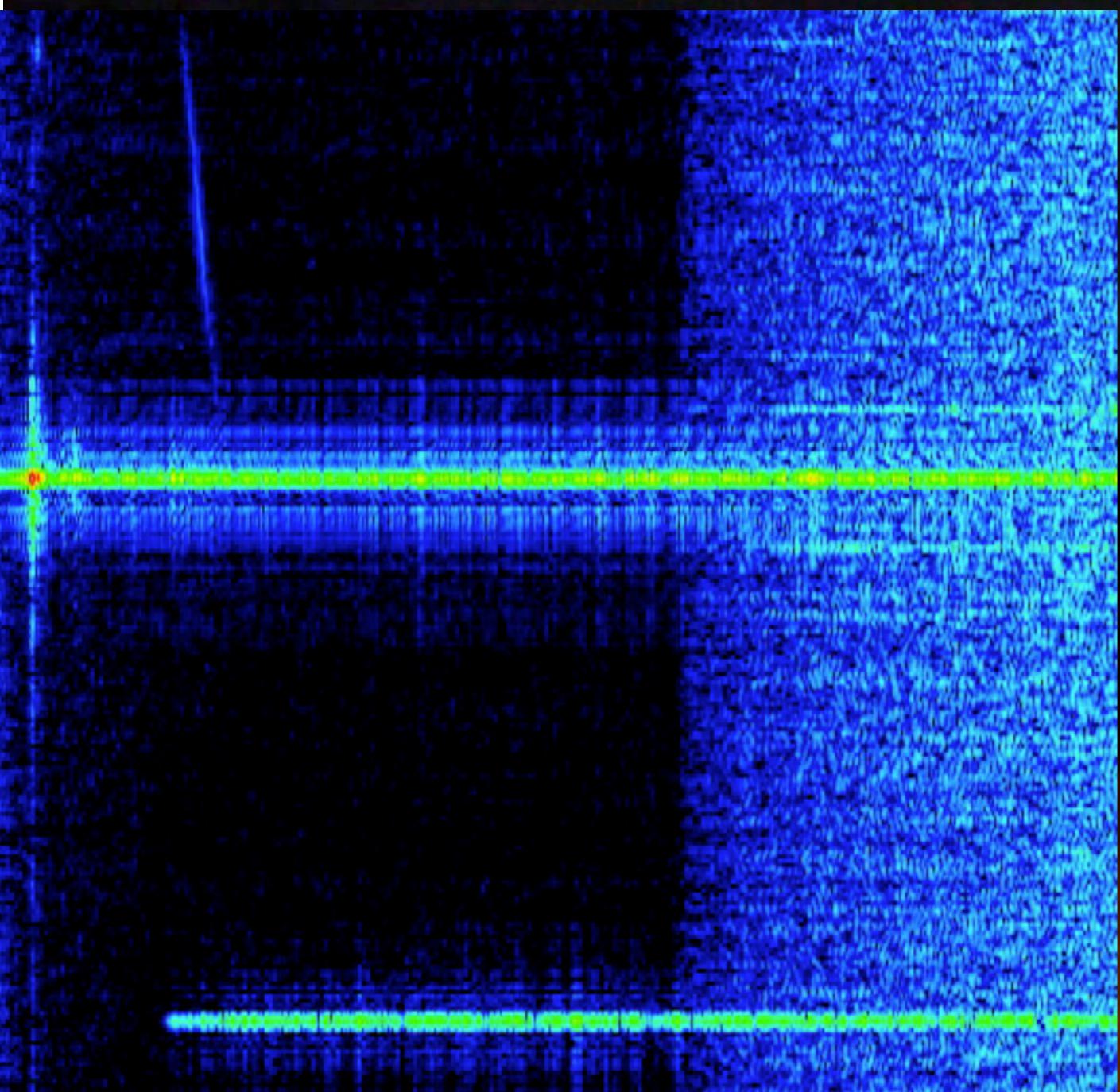
Doppler

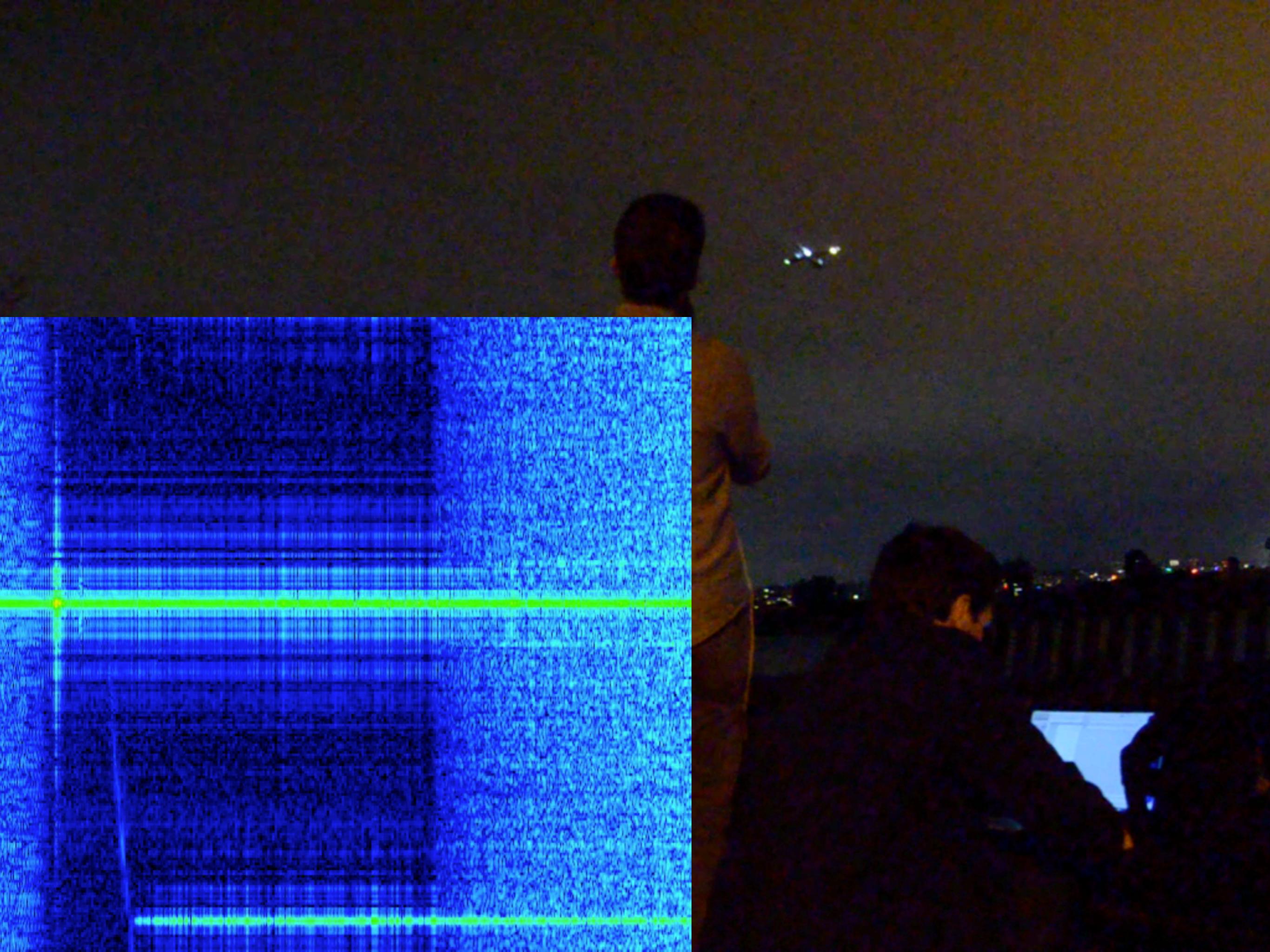


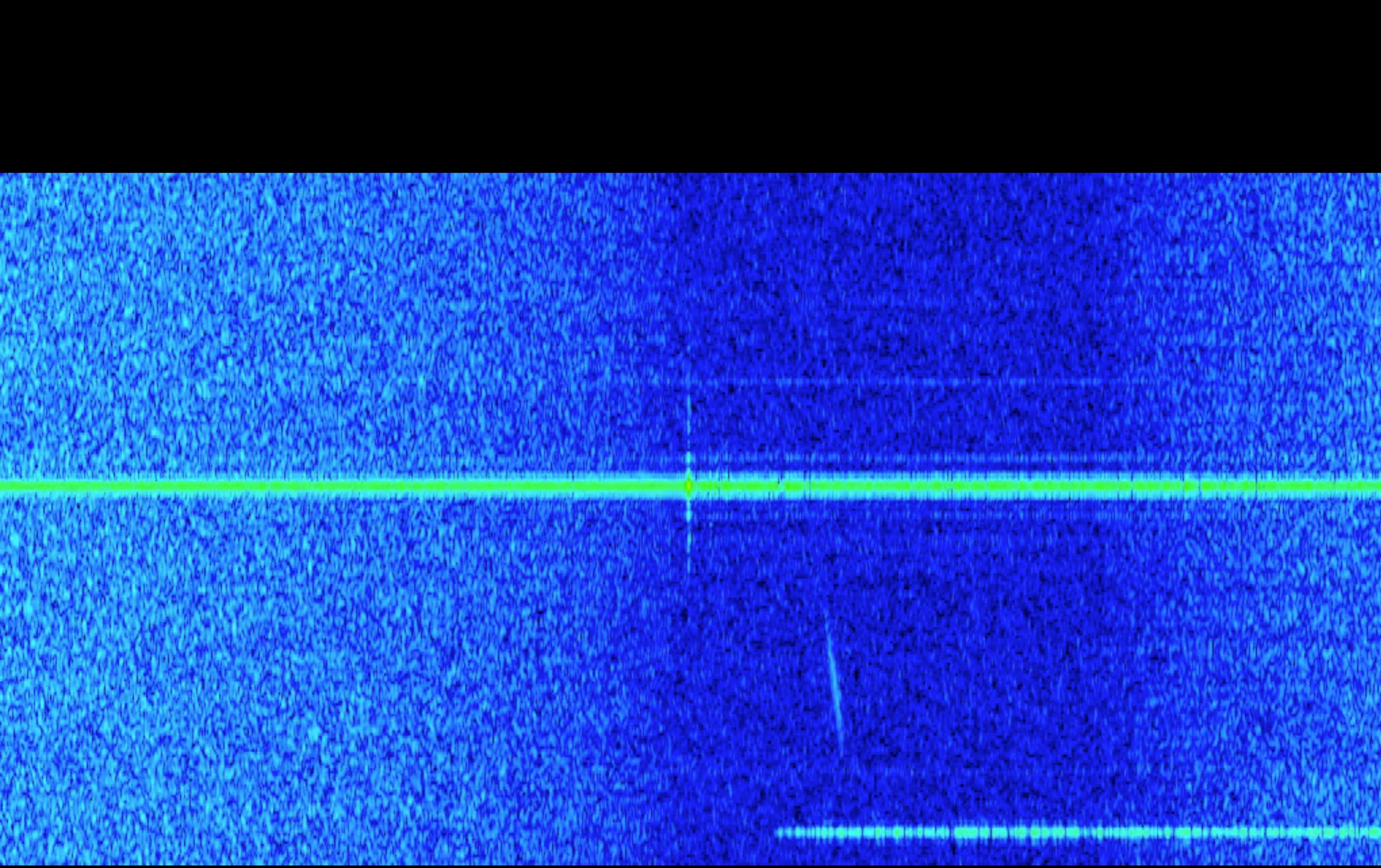










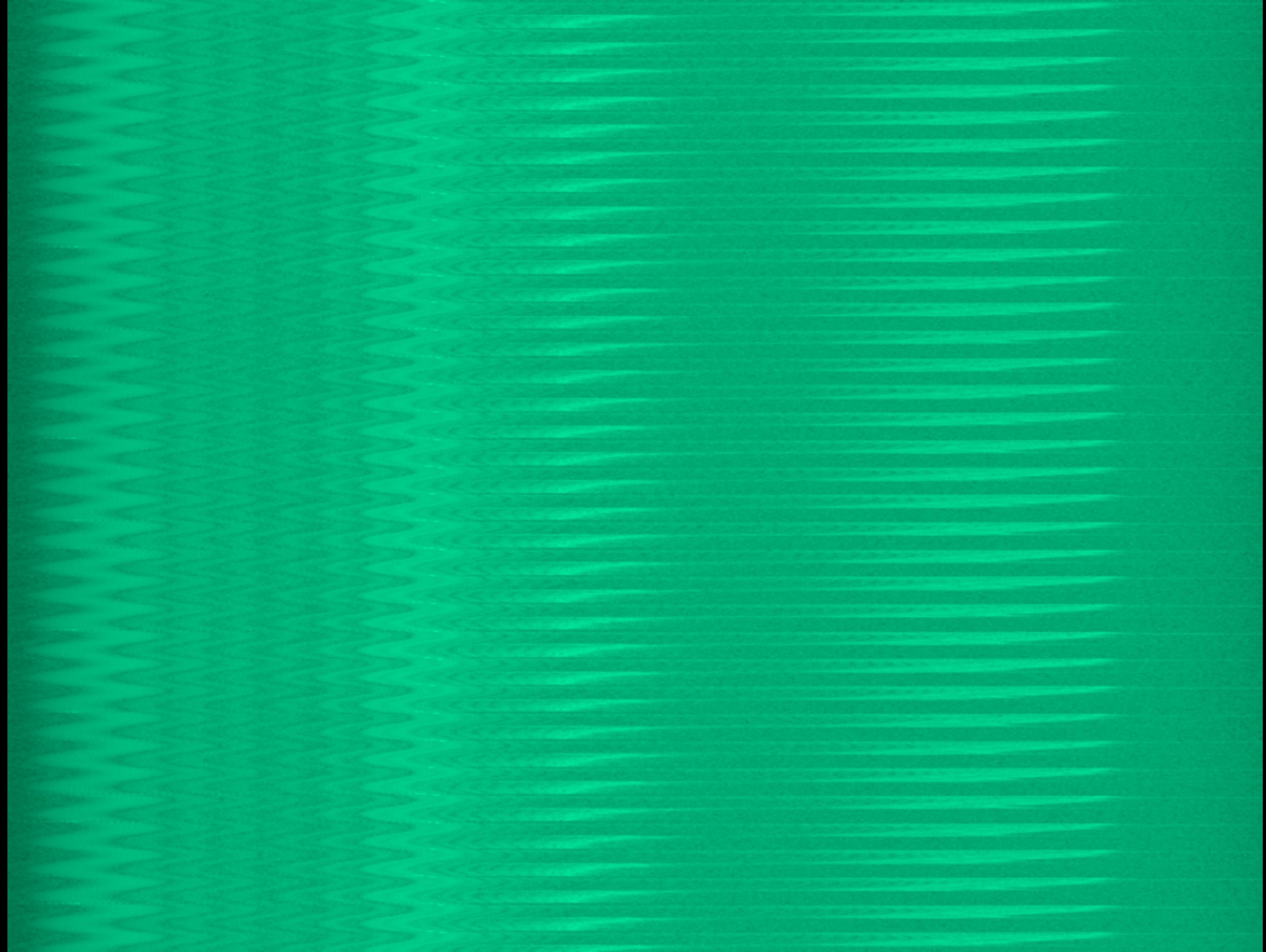


FPV

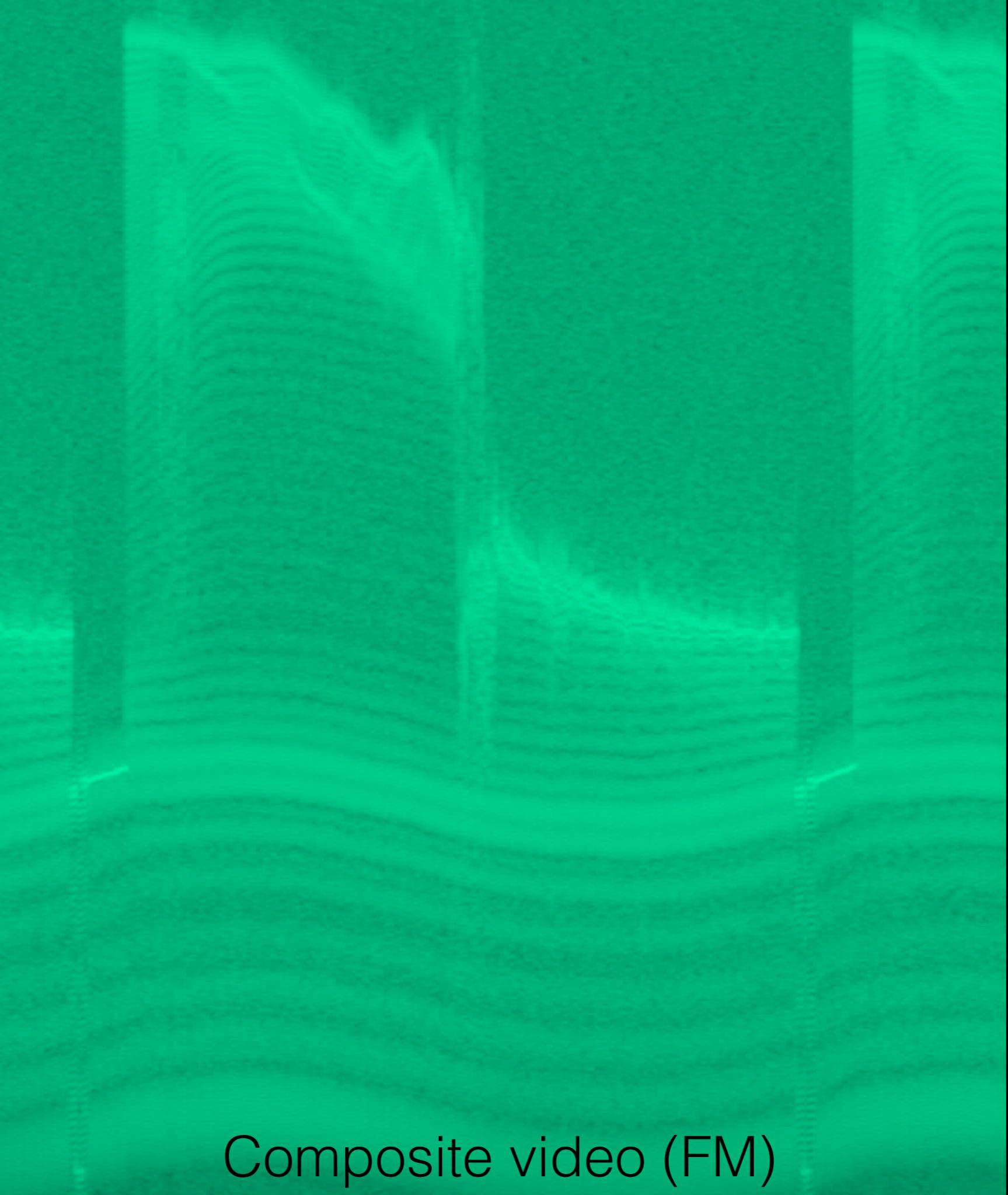
First Person View

- Analog video = low latency (no encoder/decoder delay)
- 5.8 GHz band

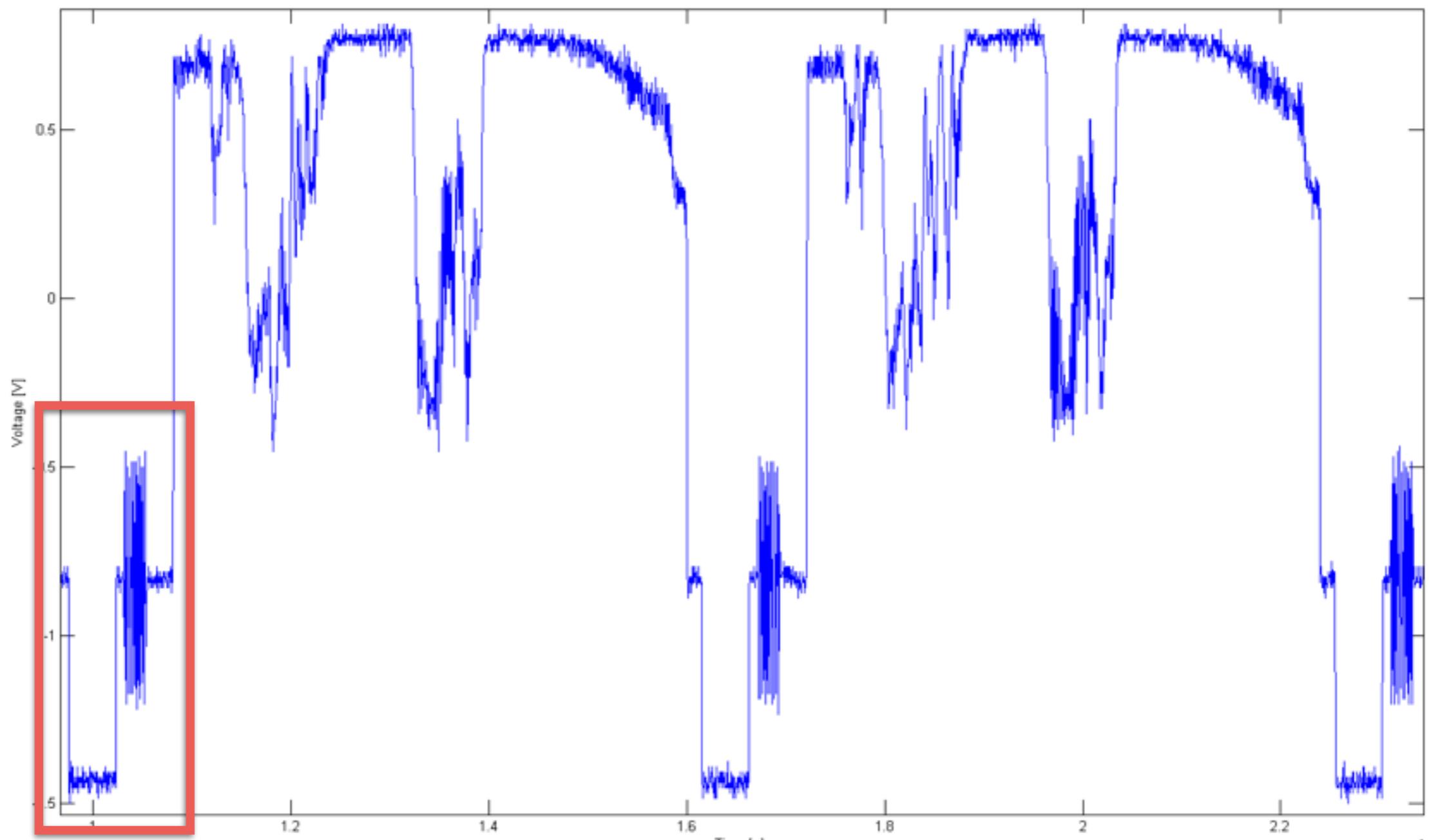




(Rotated)

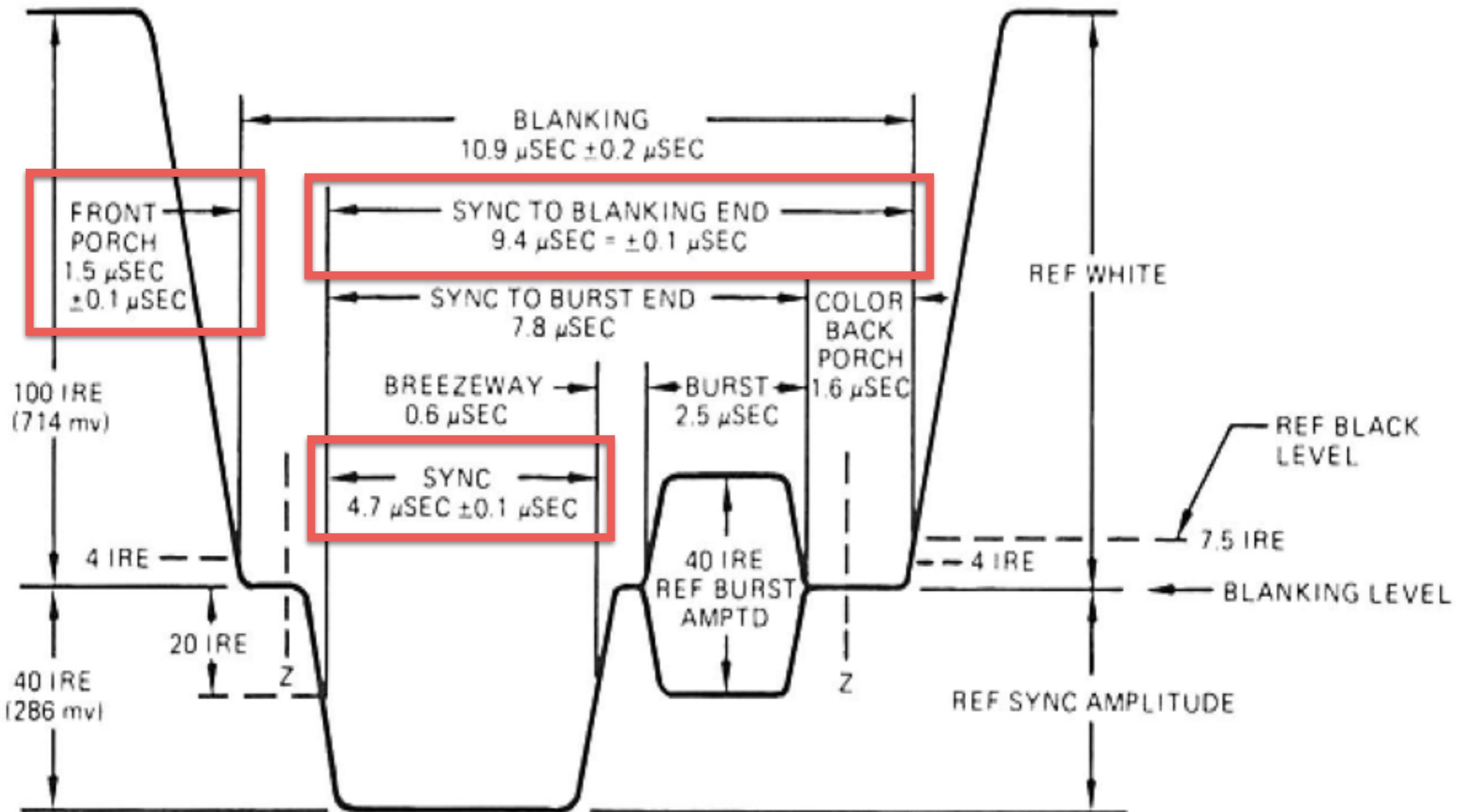


Composite video (FM)

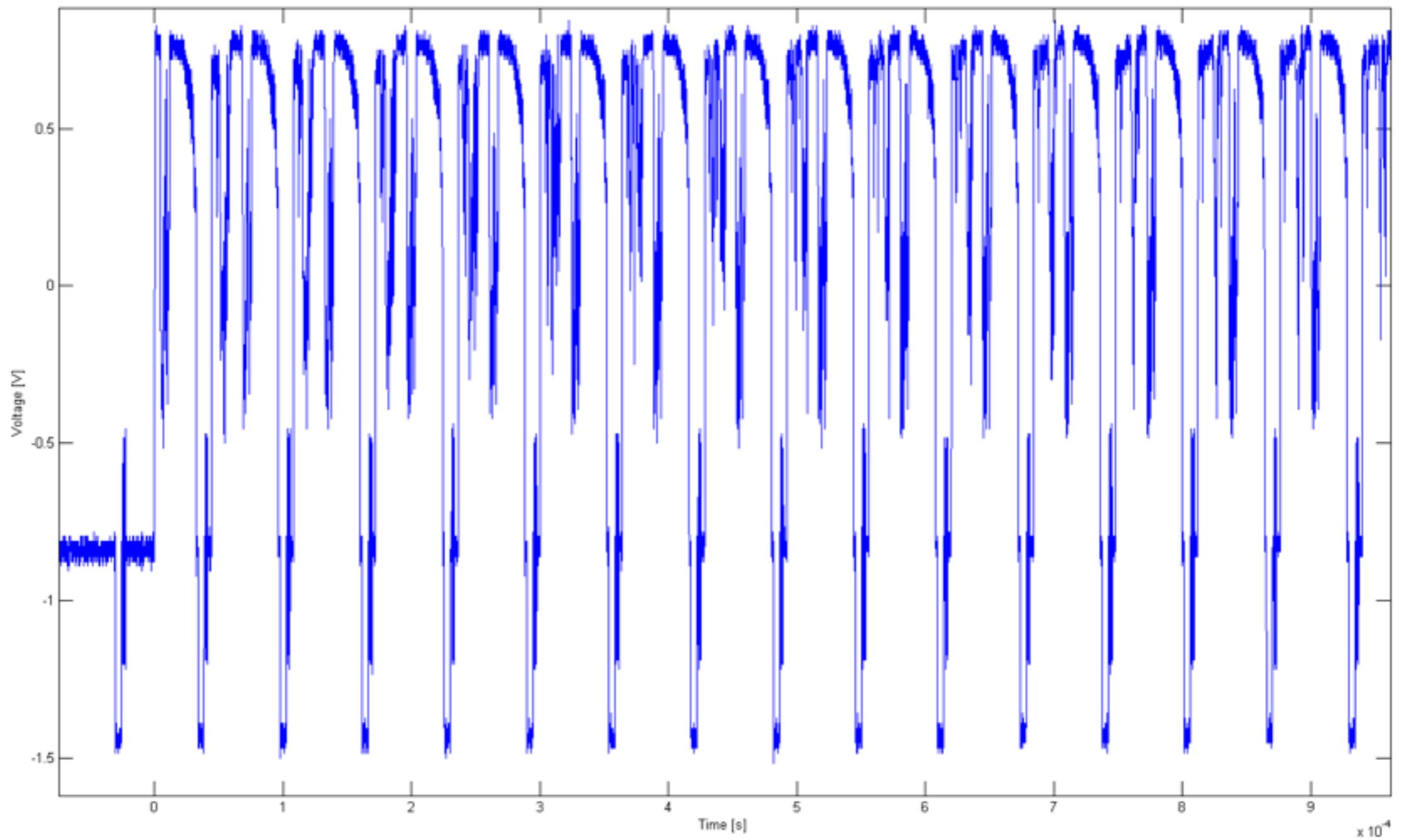


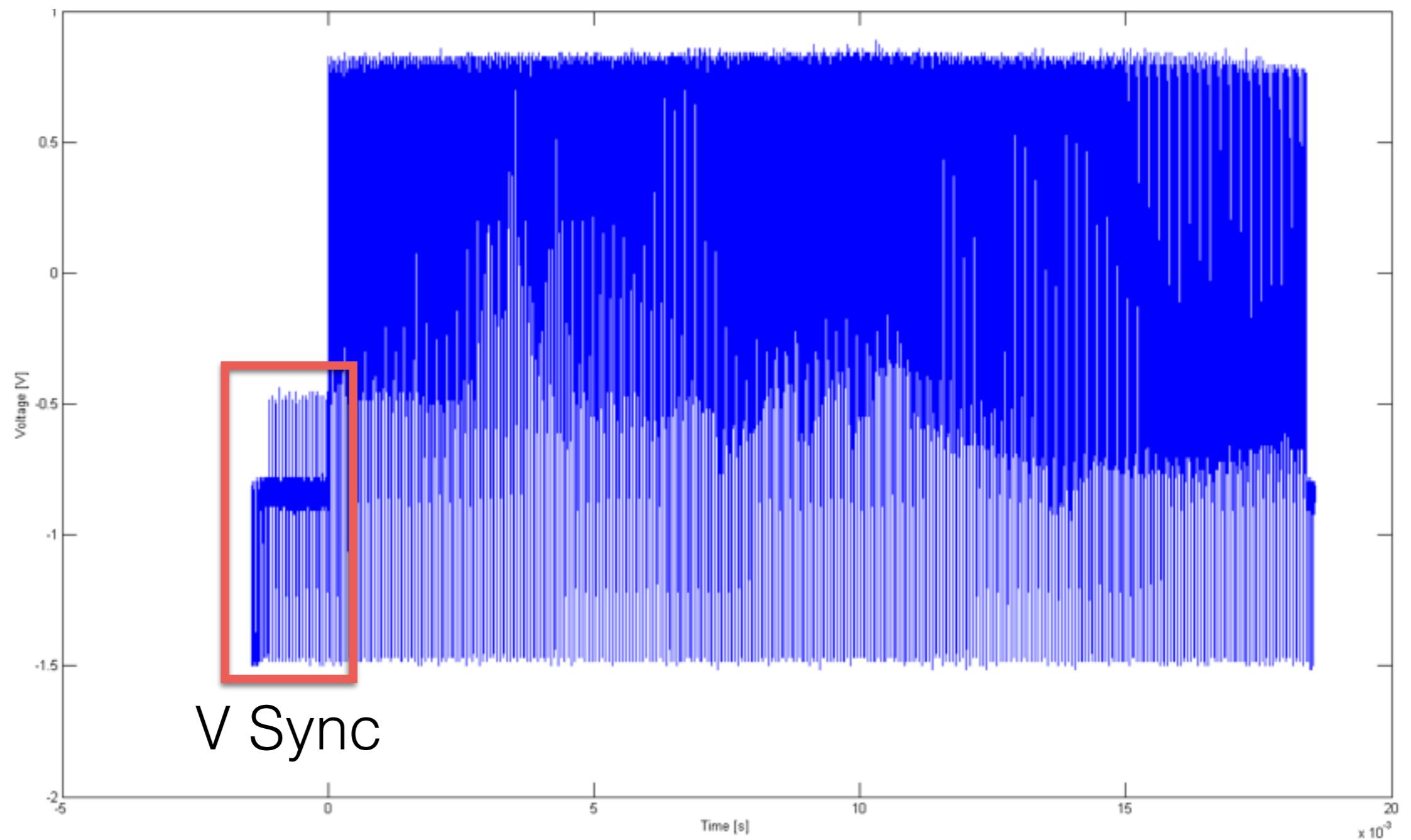
H Sync

Wikipedia



$$1H = 63.5\text{us}$$



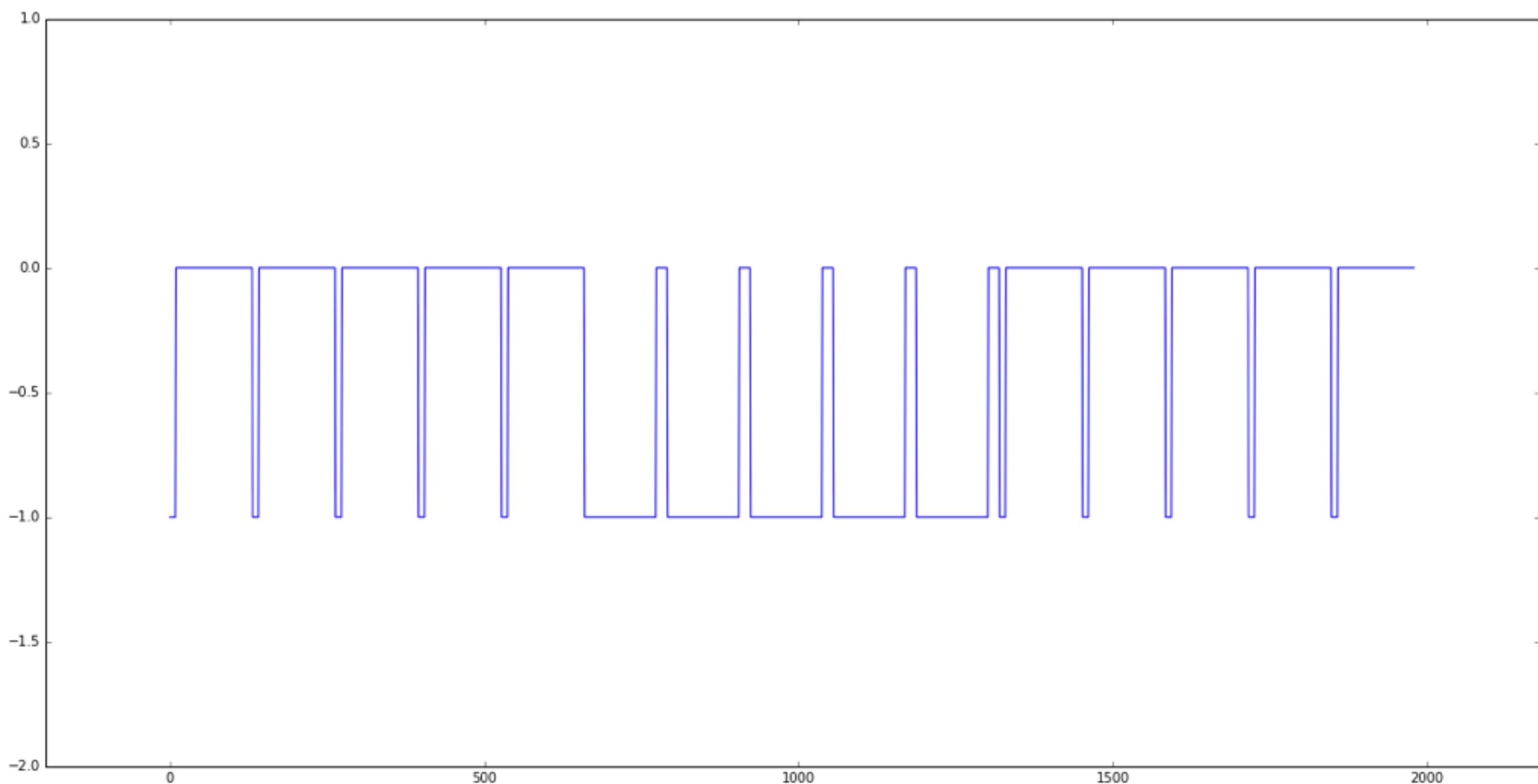


Simple Decoder

- Black & white (luminance only)
- Matched filter for vertical sync
- Read out fixed number of samples for raster
- Adapt resampler to match expected vertical sync rate
- Handle interlacing (even/odd fields)

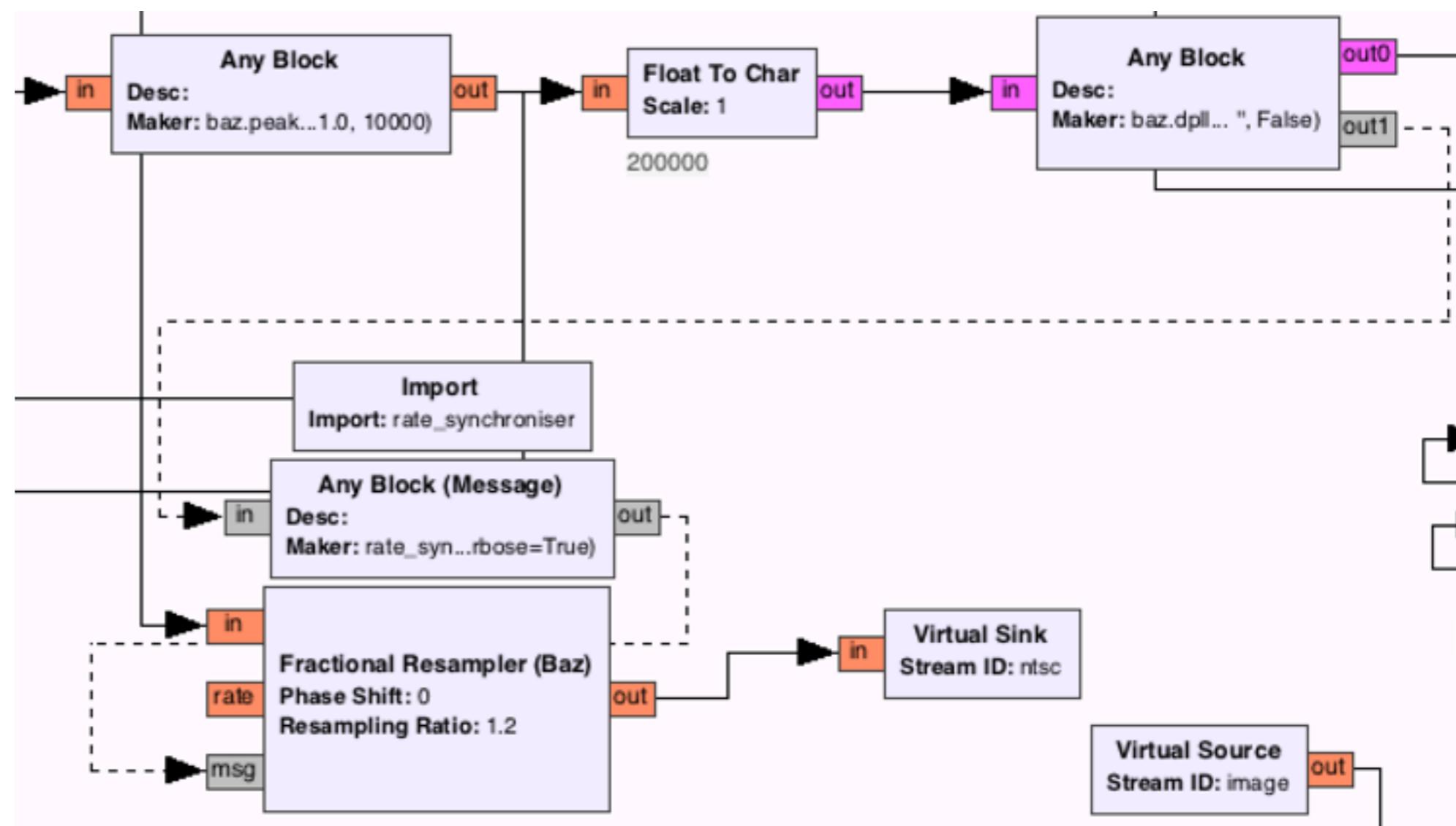
Vertical Sync Matched Filter

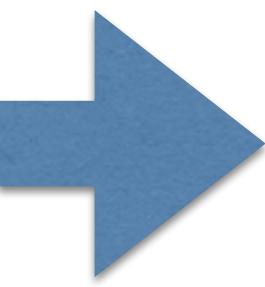
- Determine even/odd field immediately after V Sync



Rate matching

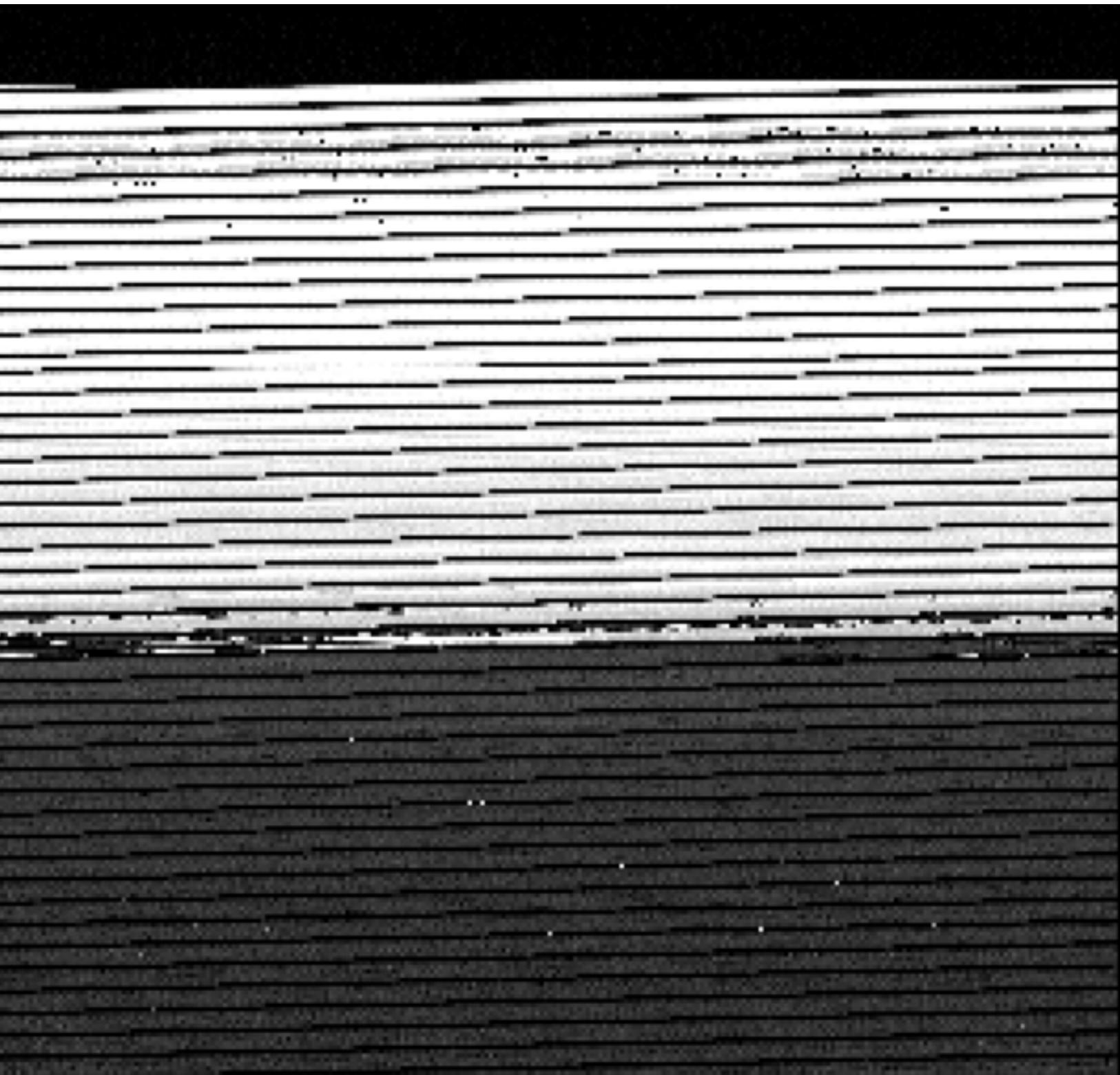
- V Sync filter output fed to peak detector
- DPLL locks to pulses
- Rate Synchroniser uses DPLL period & target rate

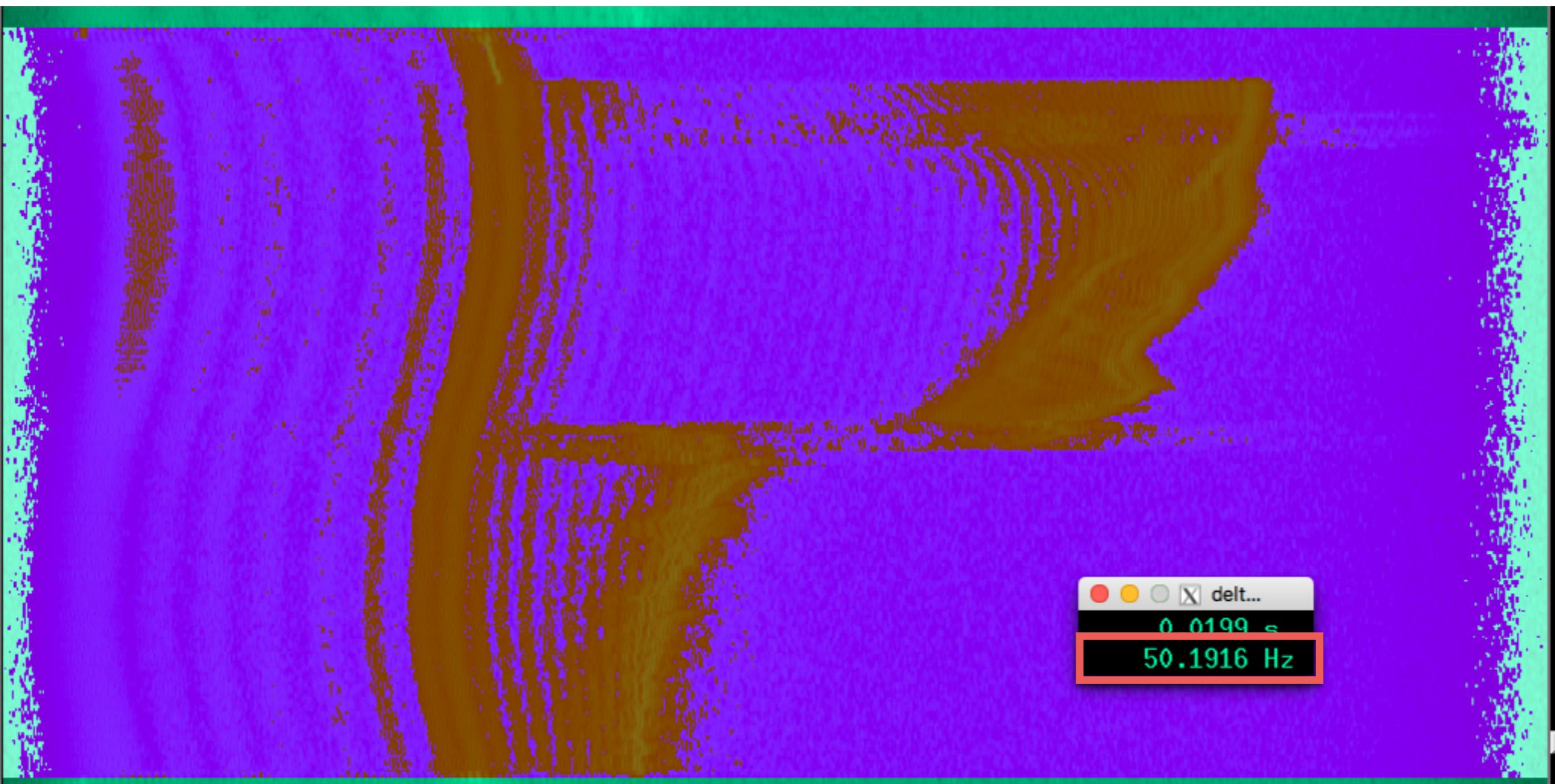




Not Quite...

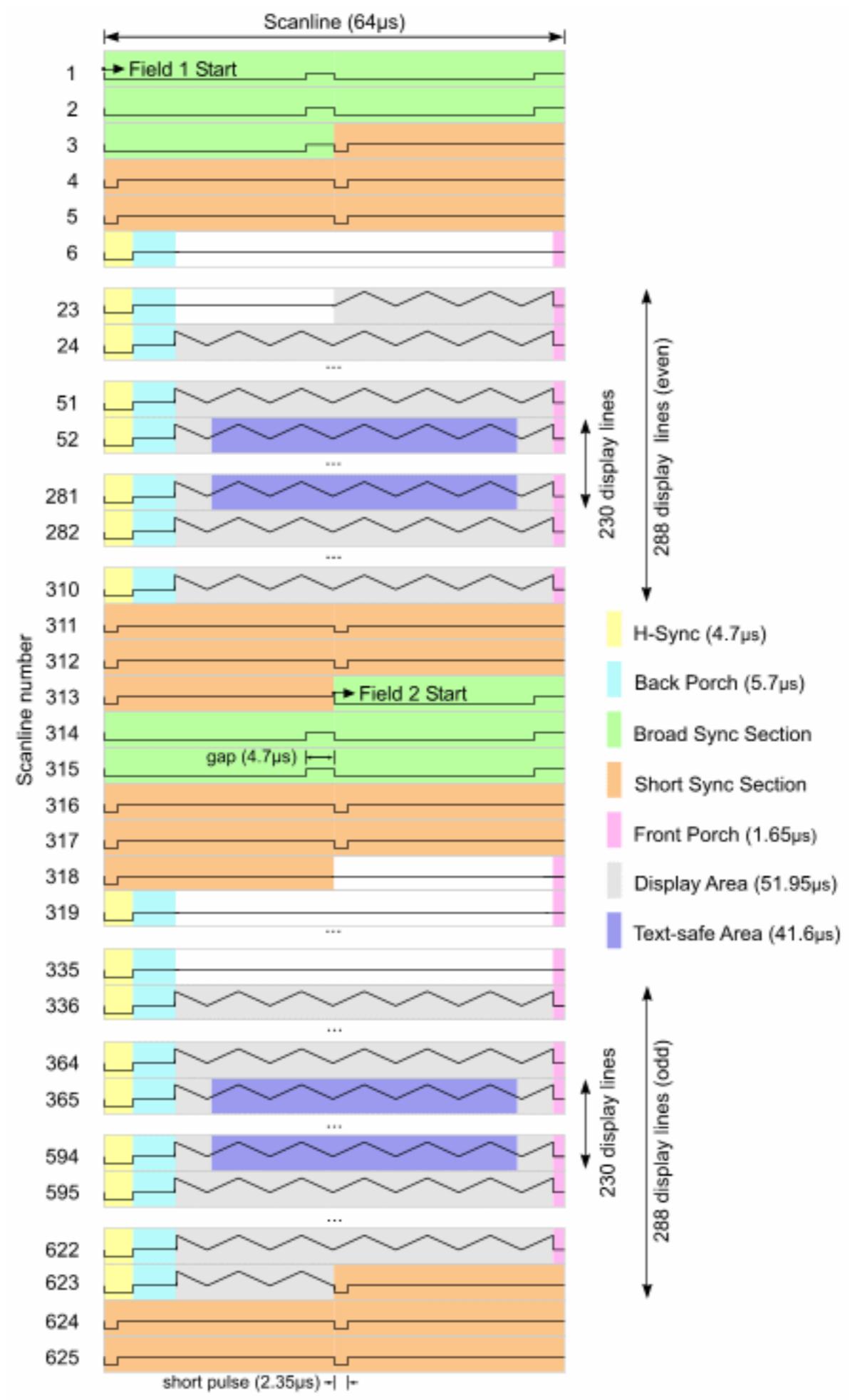
- Wouldn't lock

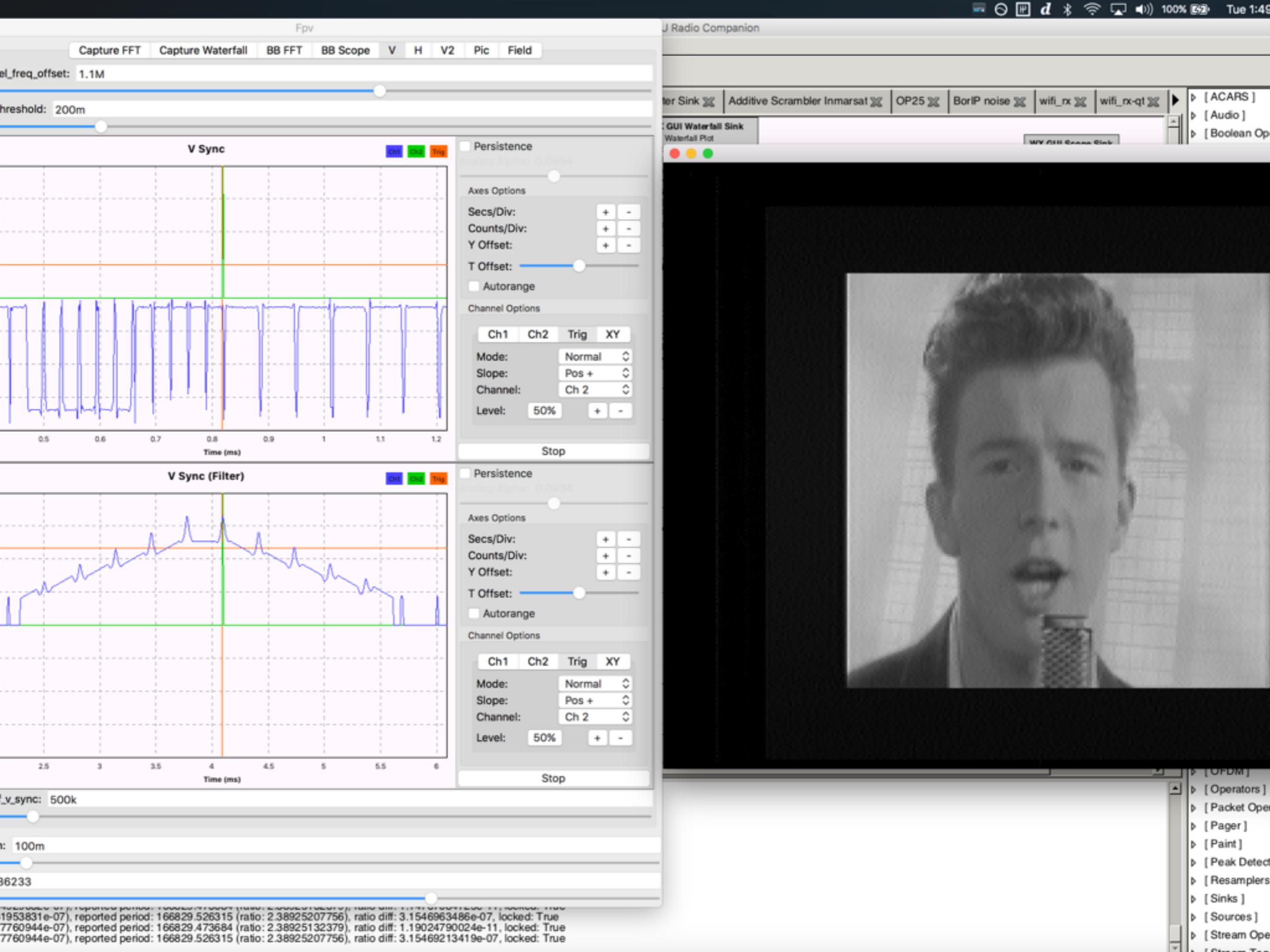




It's not NTSC, it's PAL!

http://www.batsocks.co.uk/readme/video_timing.htm





Thank you!



You can't protect what you can't see.

@spenchdotnet

balint@bastille.net

GitHub: balint256

GitHub: BastilleResearch

Bastille