

Name: Justin Ngo

PSU ID: jvn5439

Professor: Mark Mahon

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Project : Wireless MAC Address Spoofing Detection System Using ESP32

**Abstract:**

The purpose of this project is to use an ESP32 microcontroller to create a device that passively detects wireless connections to an access point and logs the MAC addresses and RSSI of the various connections that are made. The device operates in two modes: learning and monitoring. When the device detects that there are no known connections in the `known_connections_file`, it will enter learning mode and begin logging the MAC addresses and corresponding RSSI of the connections that are made for the next 2 minutes and 30 seconds. Assuming that these connections are "normal" connections, the device will save these MAC addresses and their corresponding RSSI values to the `known_connections_file` and use that as a sort of whitelist of valid MAC addresses. After the learning period, the device will enter monitoring mode and try to determine if the MAC address of incoming traffic is a spoofed MAC address or not by comparing the RSSI of any new connections to the RSSI of other connections that were made recently.

**Outline:**

The main idea behind this project was just to experiment with the ESP32 microcontroller and see if I could get it to detect wireless connections made to the access point in my apartment living room.

**Tools and Libraries:**

1. Arduino Nano ESP32 Microcontroller: this was the main hardware part used in the project. I selected it primarily because it was easy to get and I have a little experience with using other Arduino microcontrollers.
2. Arduino IDE: all the code was done in the Arduino IDE. I selected this IDE because I have prior experience with it from another class and remember it being fairly intuitive to use
3. SPIFFS Library: the SPIFFS library is what allowed the ESP32 to create a JSON file on its onboard flash memory. I found out about it while looking for a way to save the packet information to a file for the device to reference later.
4. Wifi Library: the Wifi library allowed the ESP32 to connect to the same wifi network as my computer. I'm not sure that it was entirely necessary to go through with adding the ESP32 to the network but did so anyway to ensure that it was properly scanning the network for connections.
5. ESP32 Wifi Library: I used this library to set the ESP32 in promiscuous mode. This library is core to the device's functionality as it's what allows the ESP32 to detect the MAC addresses and RSSI of the connections that are made to the access point.
6. ArduinoJson Library: I used this to maintain the JSON file which stored the known connections that the device learned during its learning phase.