

CIS 3990

# Mobile and IoT Computing

<https://penn-waves-lab.github.io/cis3990-24spring>

## Lecture 12: Security

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Some material adapted from Omid Abari (UCLA)

Mobile Security  
Inaudible Voice Commands



# Light Commands Hacking using Laser



**CSE** COMPUTER SCIENCE  
AND ENGINEERING  
UNIVERSITY OF MICHIGAN



# LIGHT COMMANDS

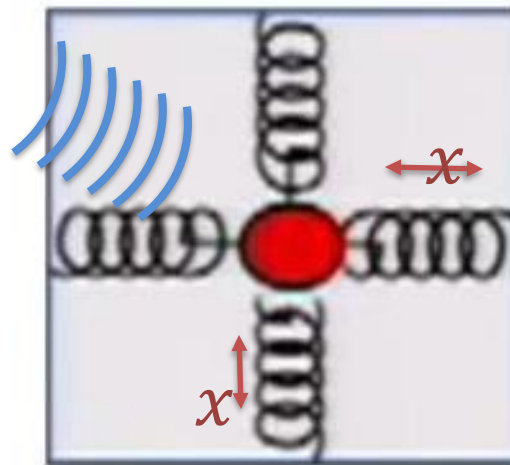
Analog Sensor Security  
Acoustic Attacks on MEMS  
Accelerometers







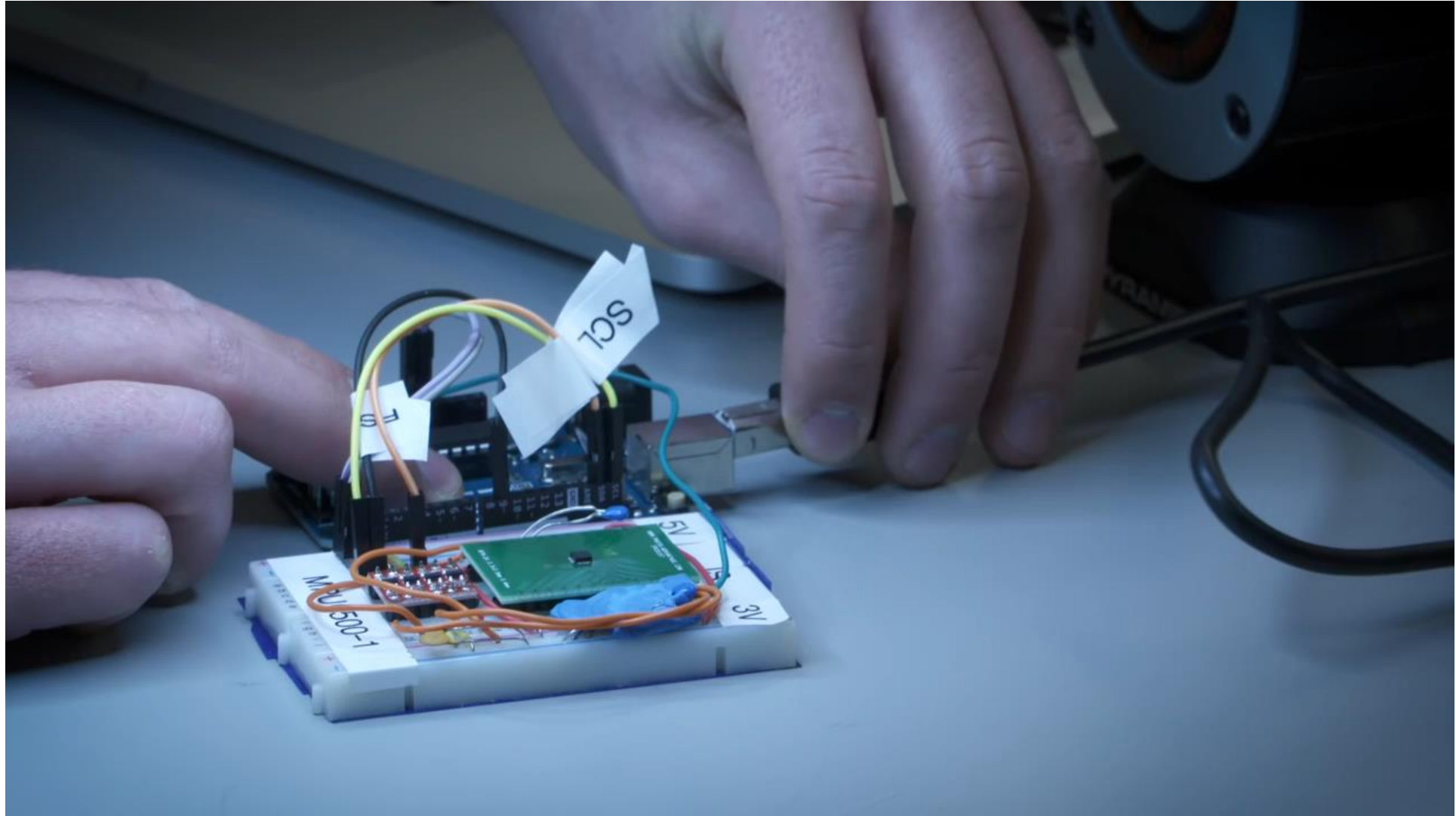
Acoustic  
“pressure” waves



$$F = ma = kx$$

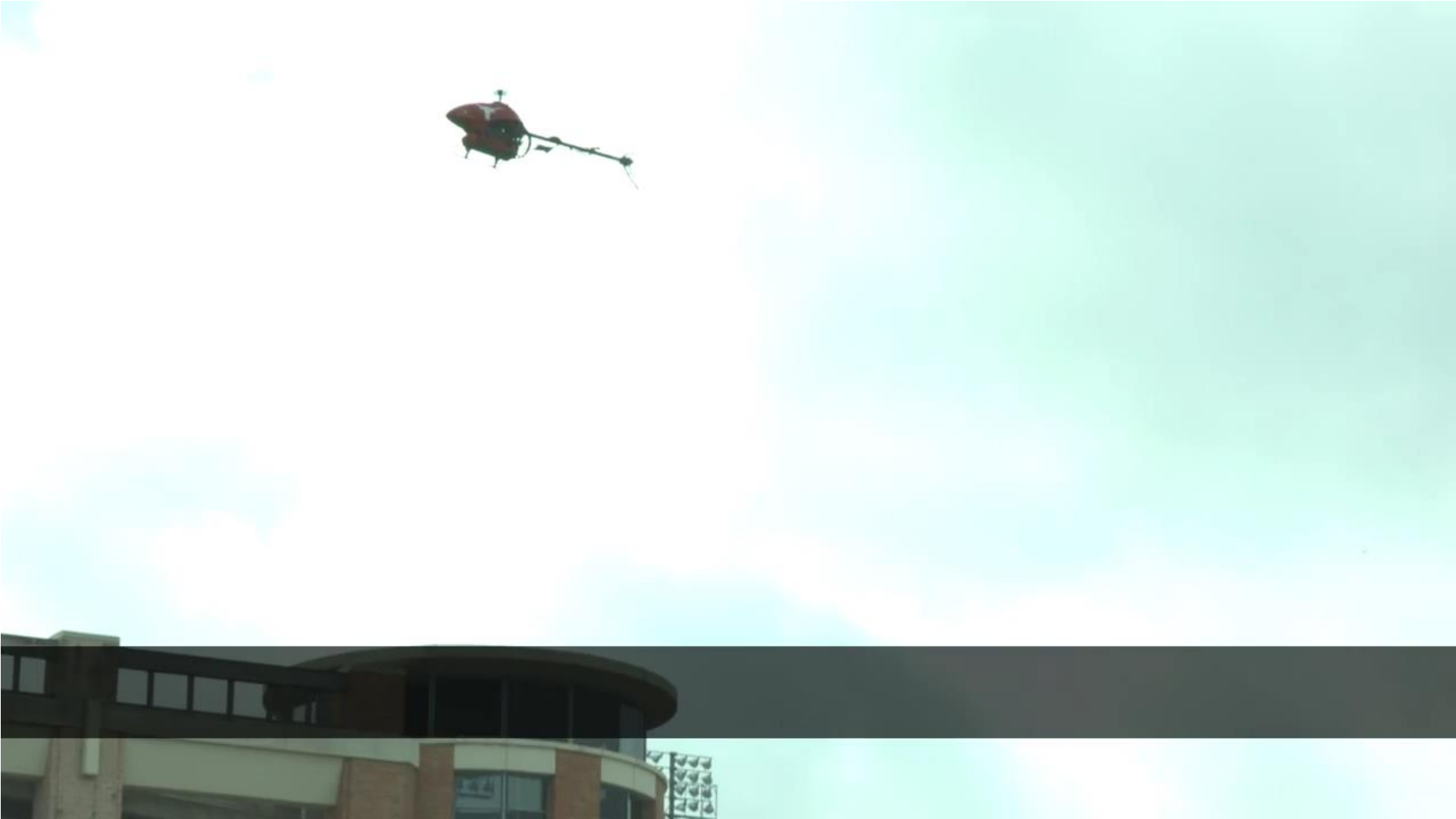
acceleration

measure  
displacement



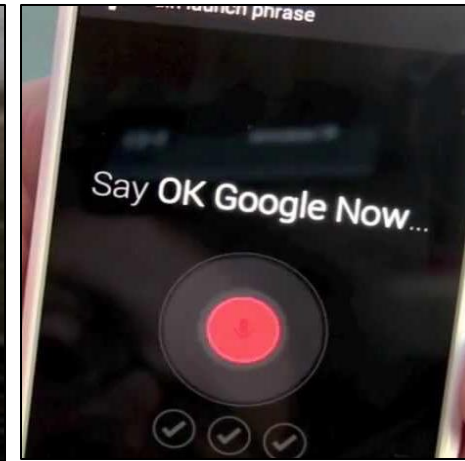
# Drone Security

## Spoofing GPS Signals



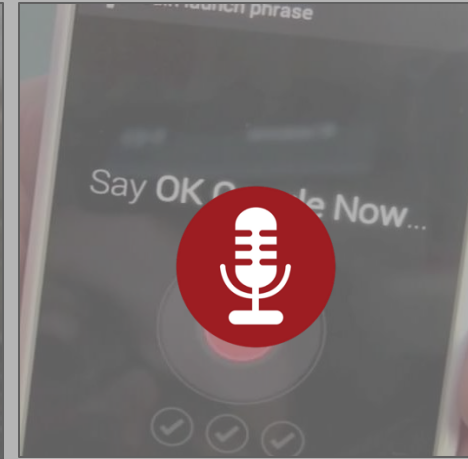
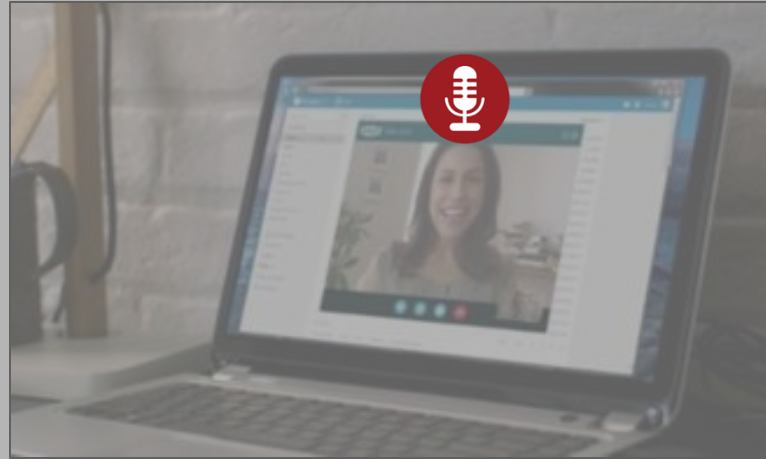
# BackDoor: Making Microphones Hear Inaudible Sounds

# Microphones are everywhere



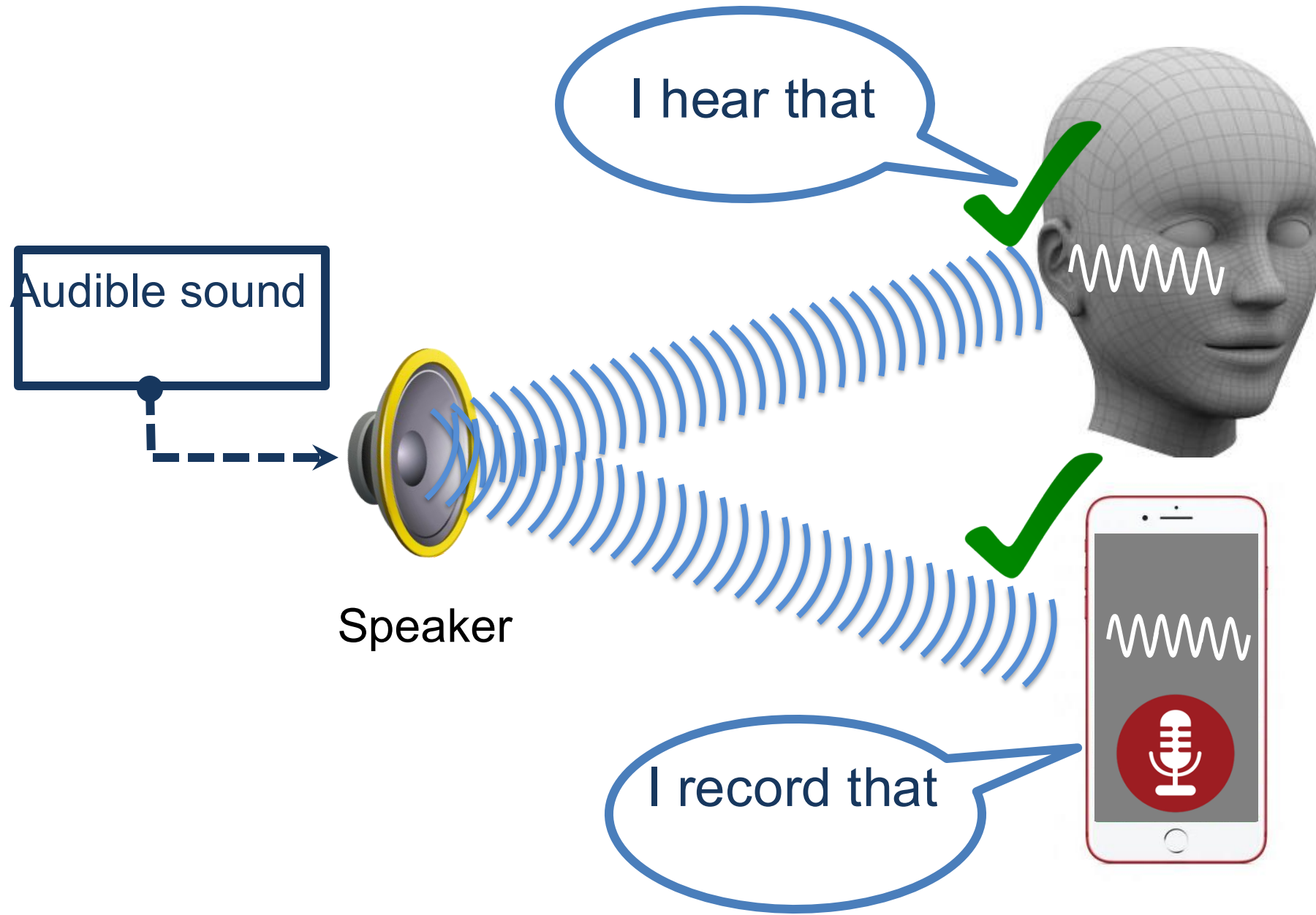


# Microphones are everywhere

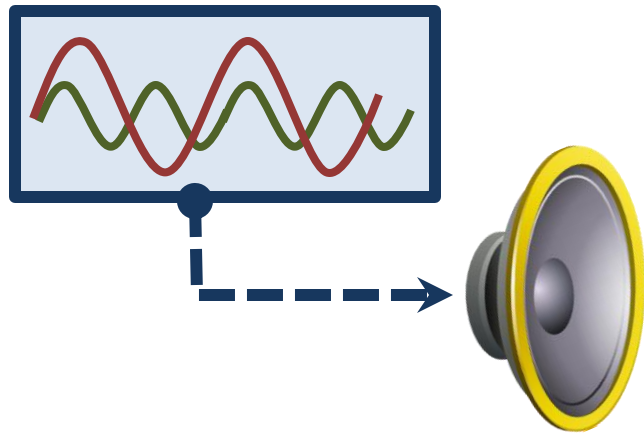




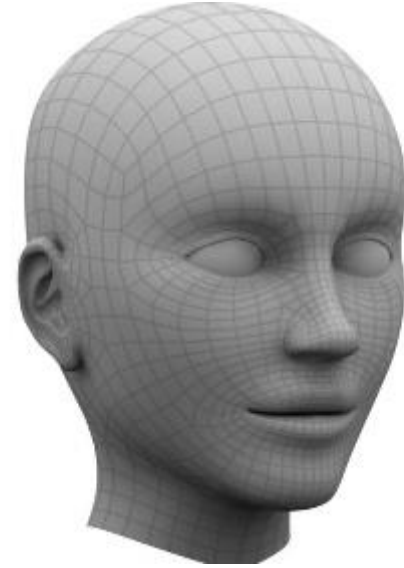
# Microphones record audible sounds



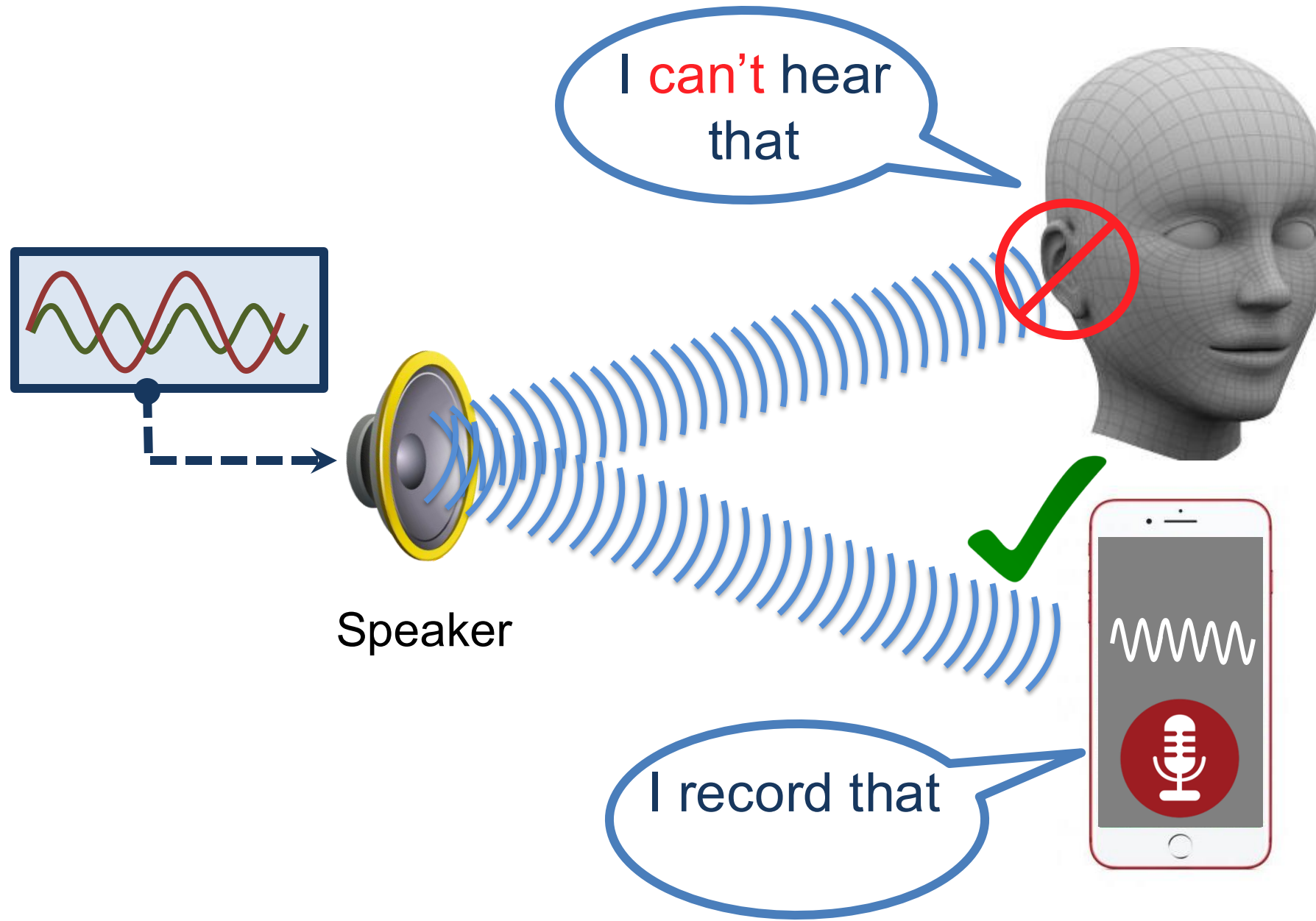
# Inaudible, but recordable !



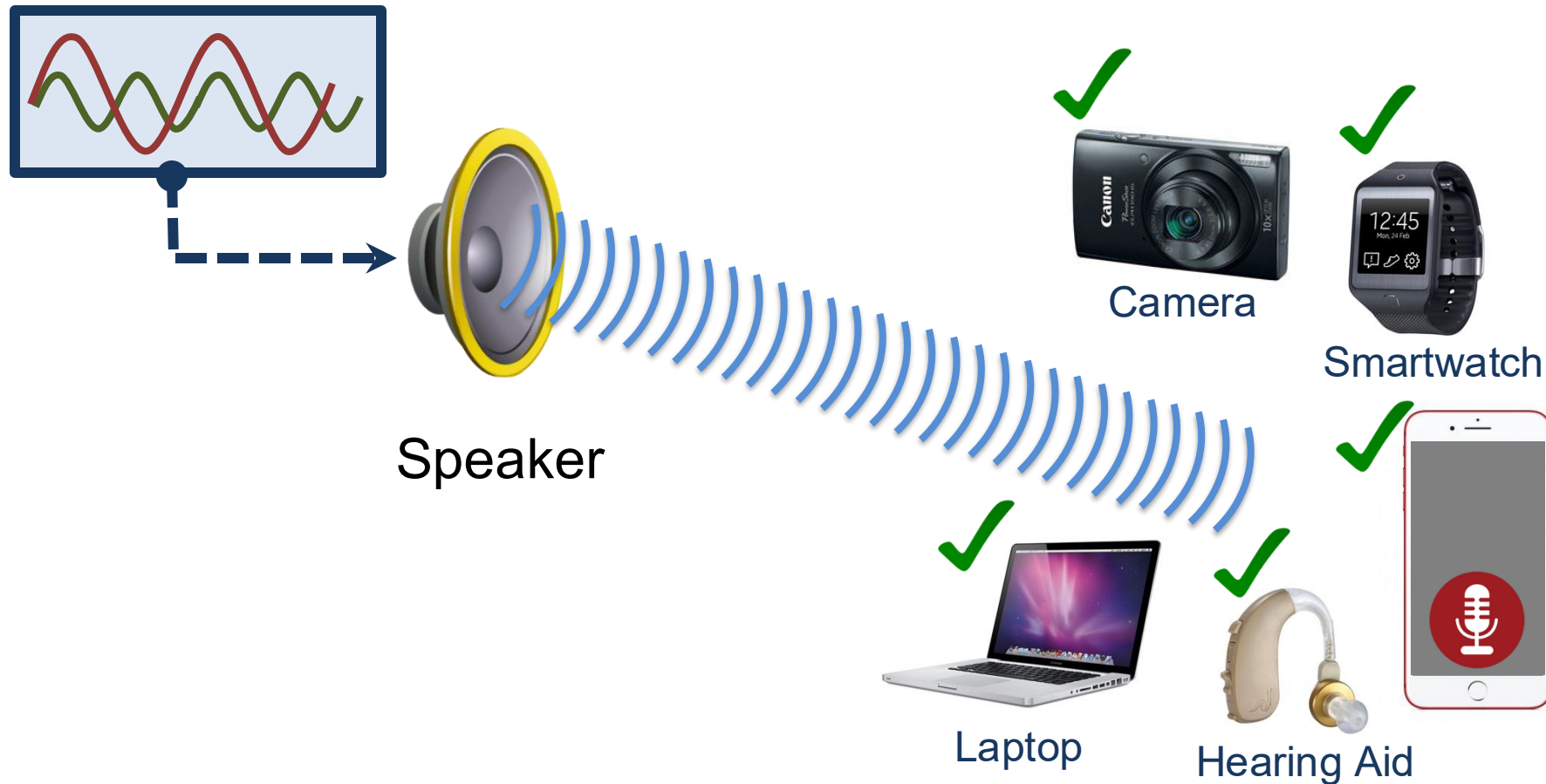
Speaker



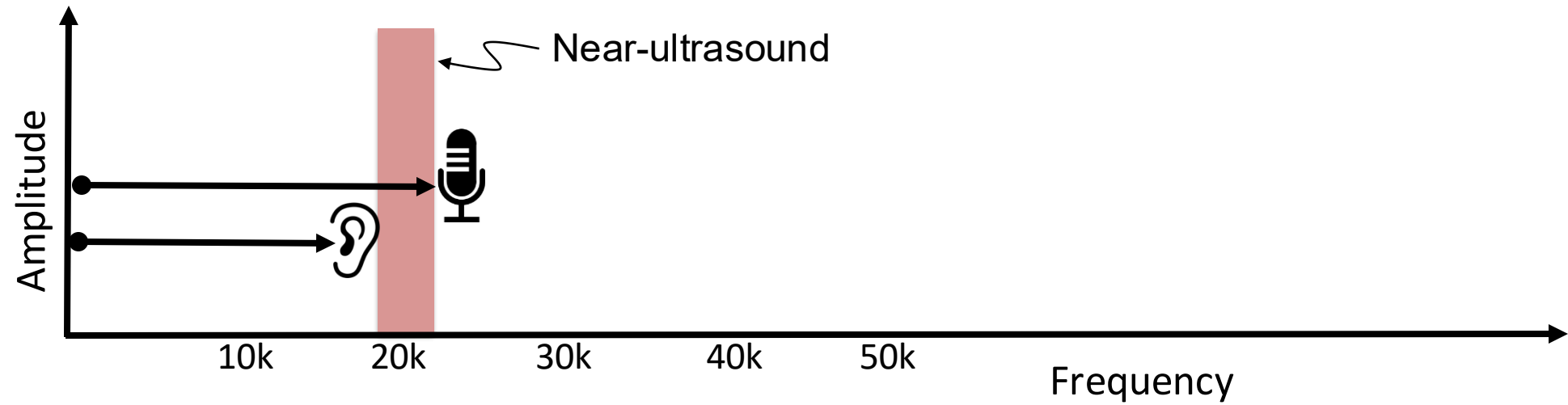
# Inaudible, but recordable !



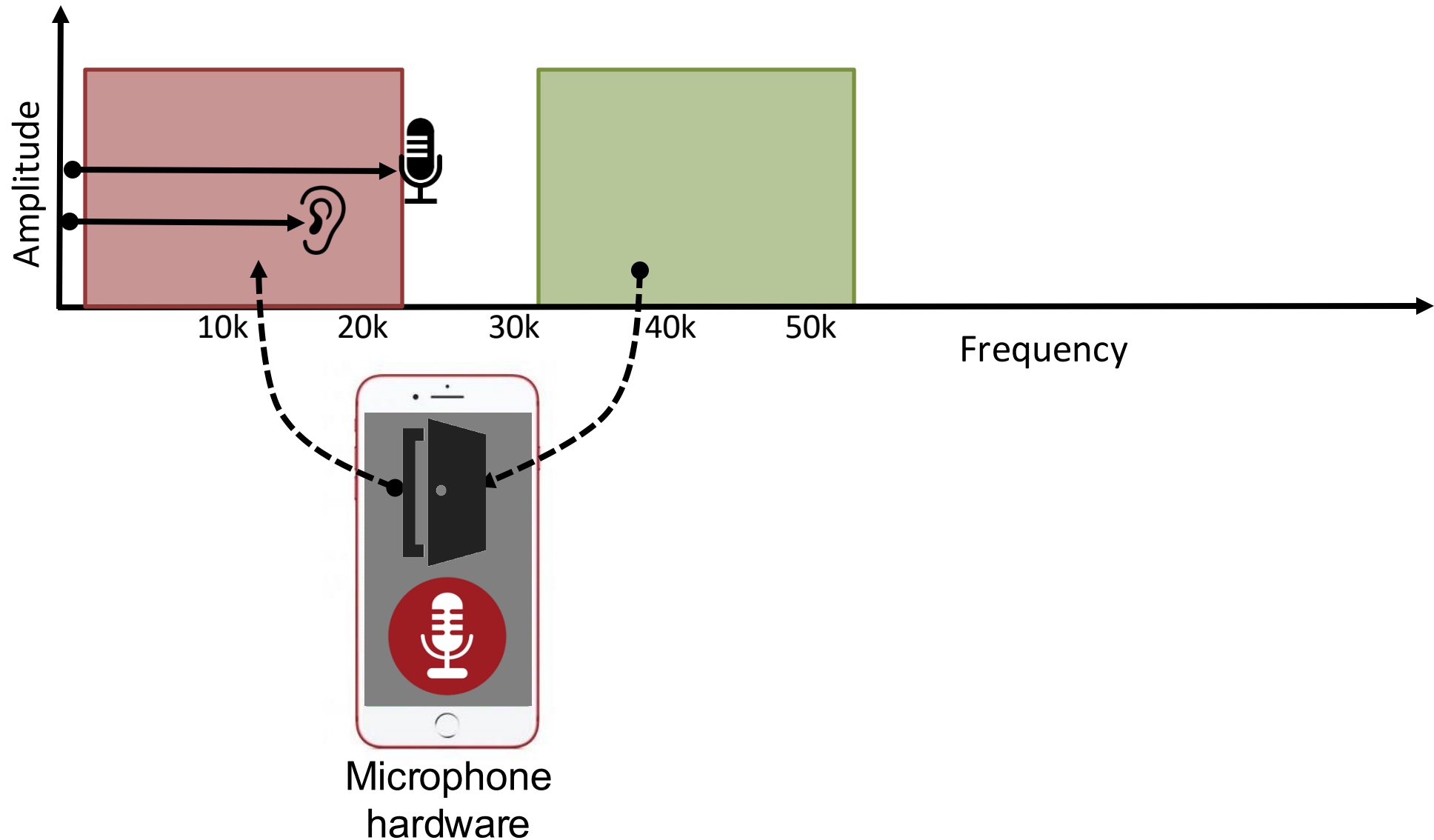
# Works with unmodified devices



# It's not “near-ultrasound”



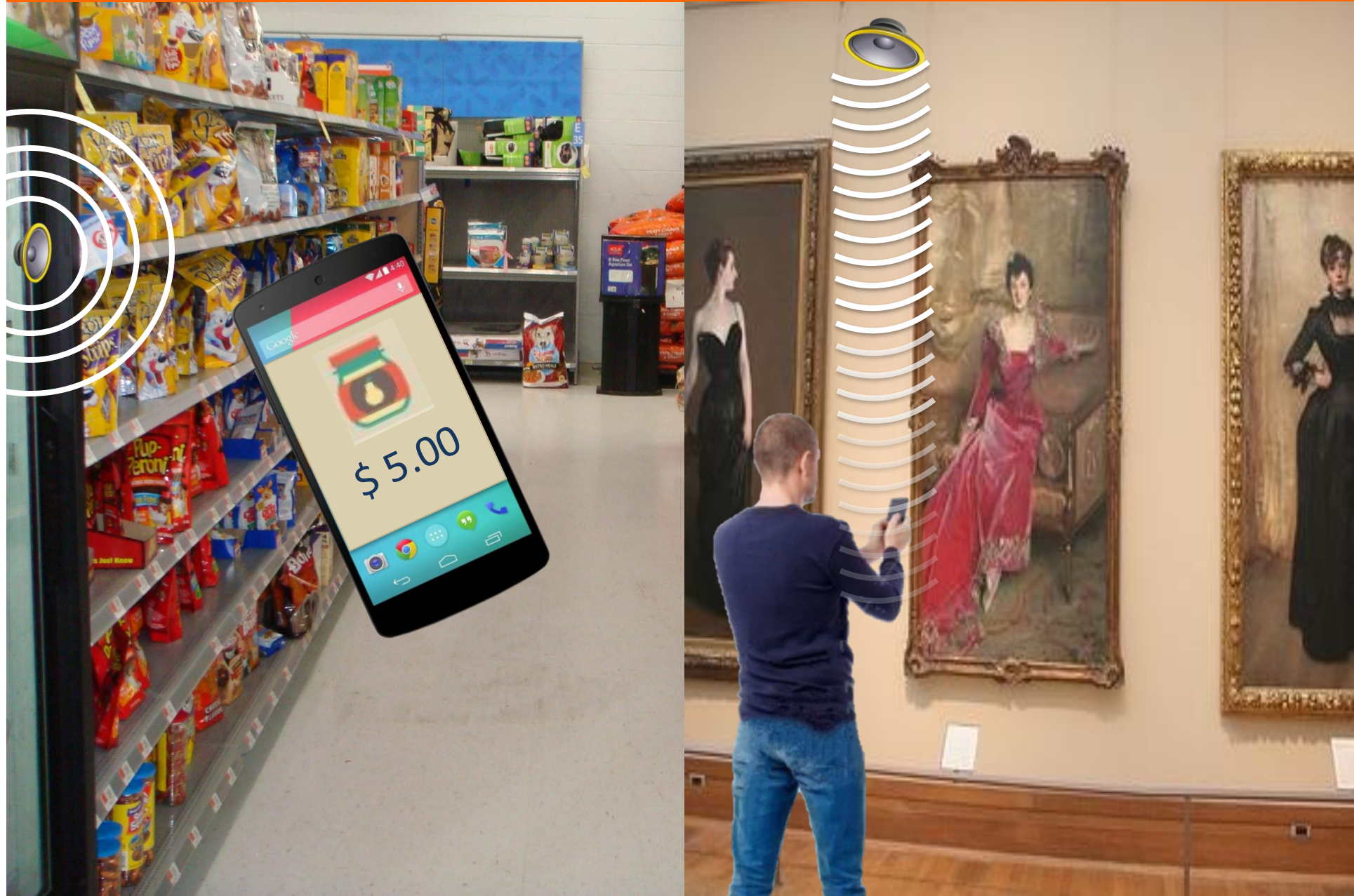
# Exploiting fundamental nonlinearity



What can we do with it?

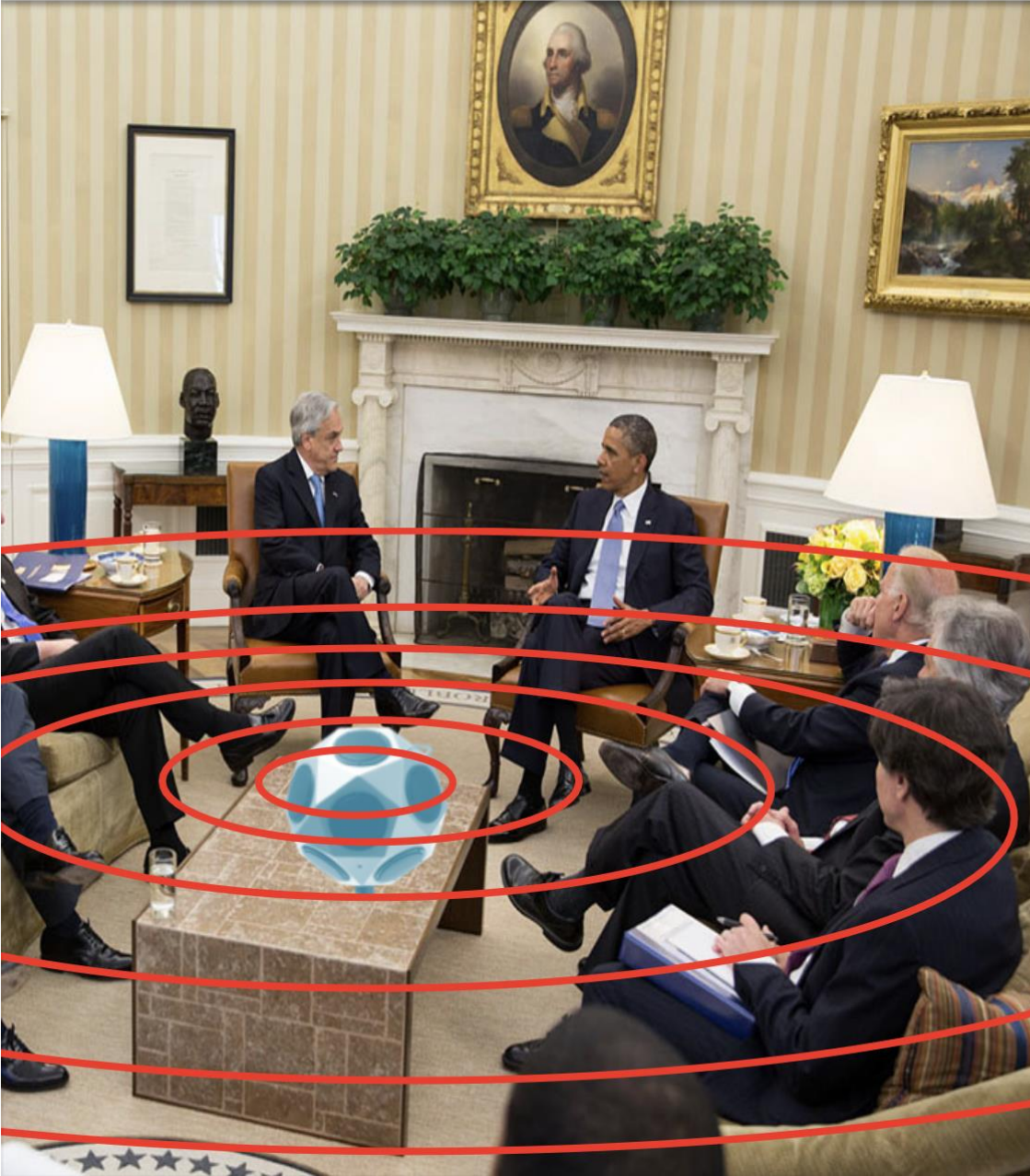


# Application: Acoustic communication





# Protecting Privacy (Inaudible Jammer)



Inaudible  
jamming  
signal

# Threat: Acoustic DOS attack

# Threat: Acoustic DOS attack



Jamming  
hearing aids



# Threat: Acoustic DOS attack



Jamming  
hearing aids



Blocking  
911 calls





# Talk outline

- ① Microphone Overview
- ② System Design
- ③ Challenges
- ④ Evaluation

# Talk outline

① Microphone Overview

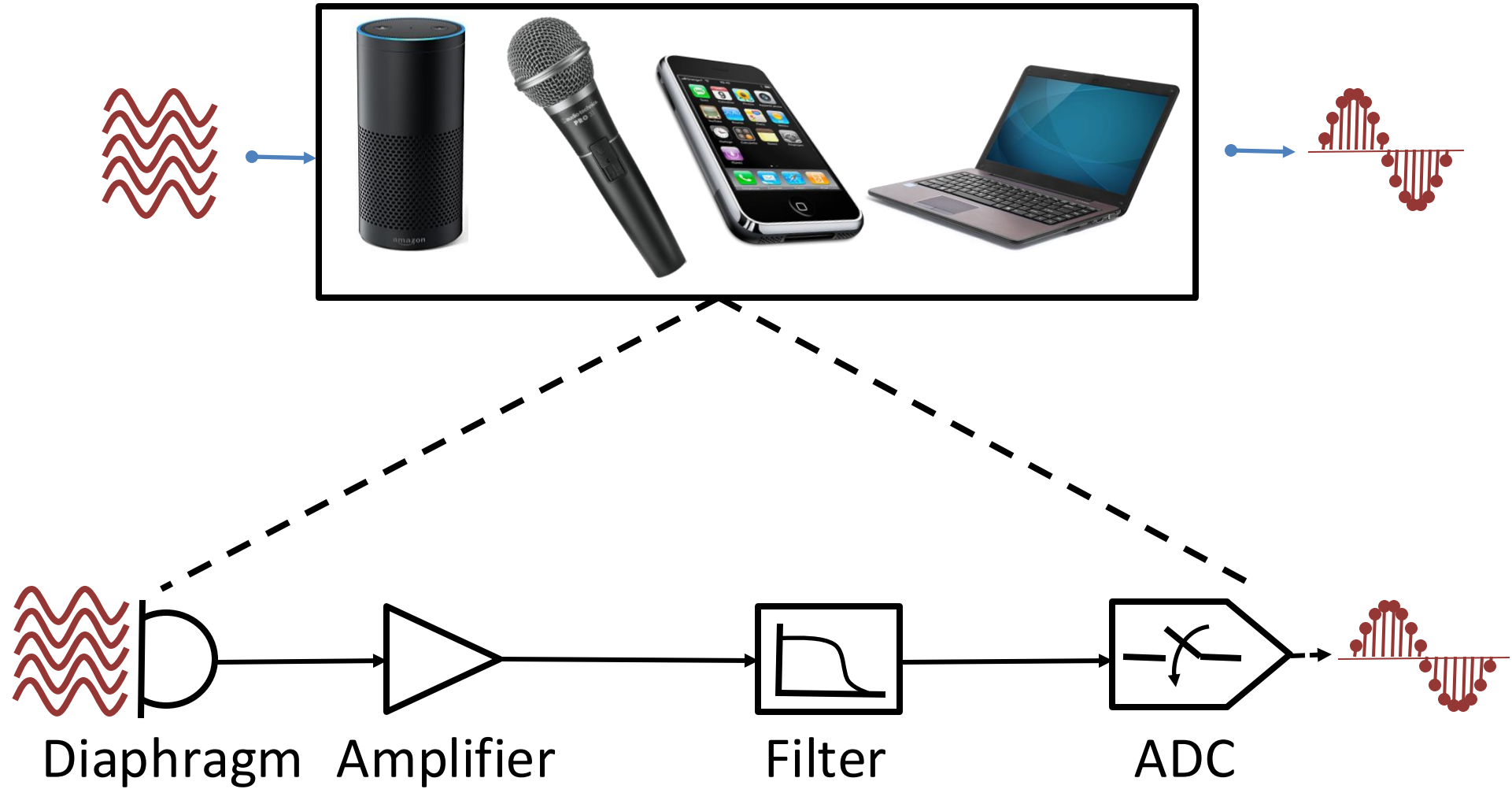
② System Design

③ Challenges

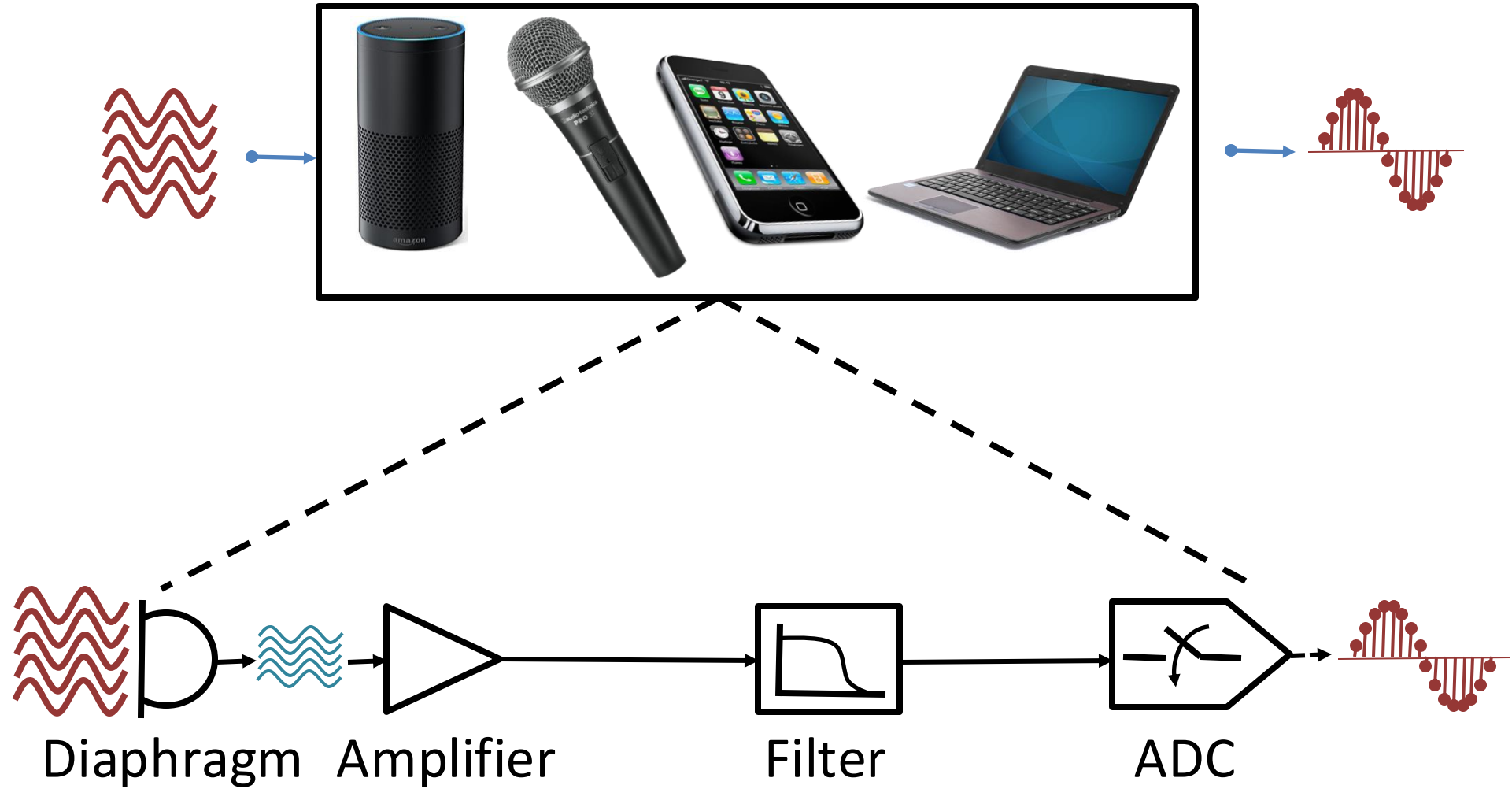
④ Evaluation



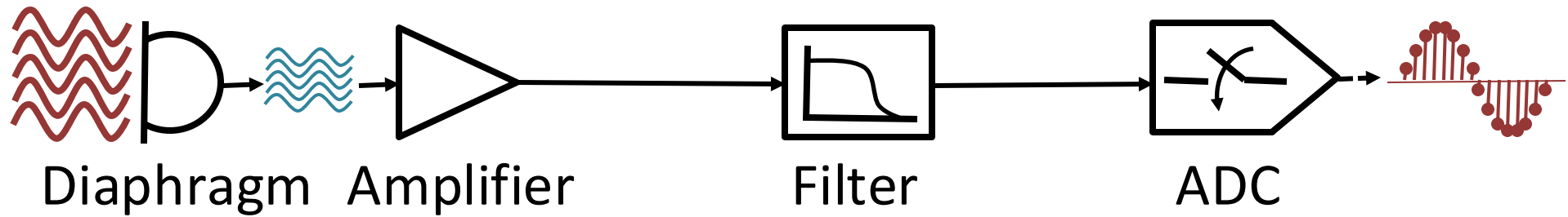
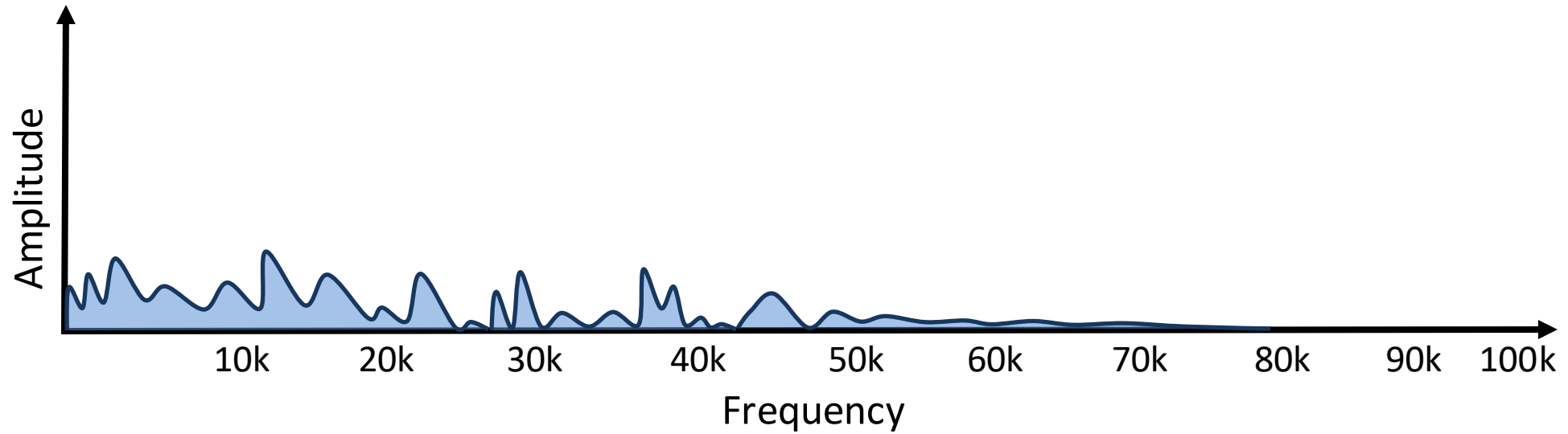
# Microphone working principle



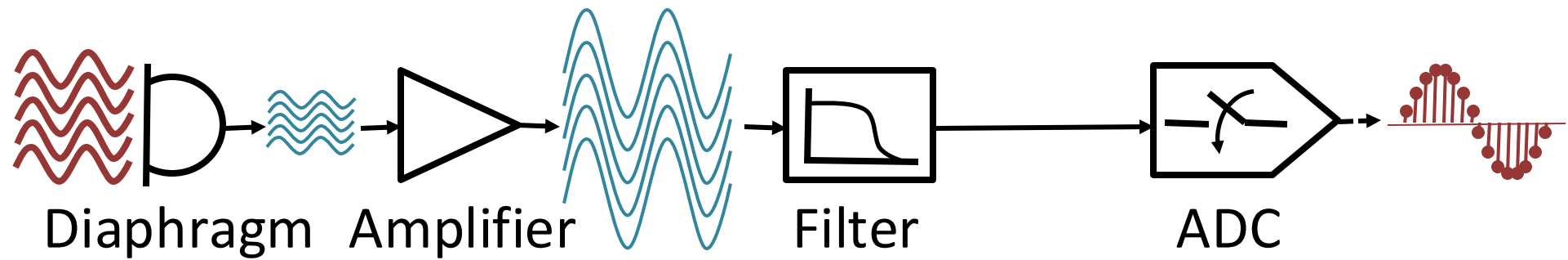
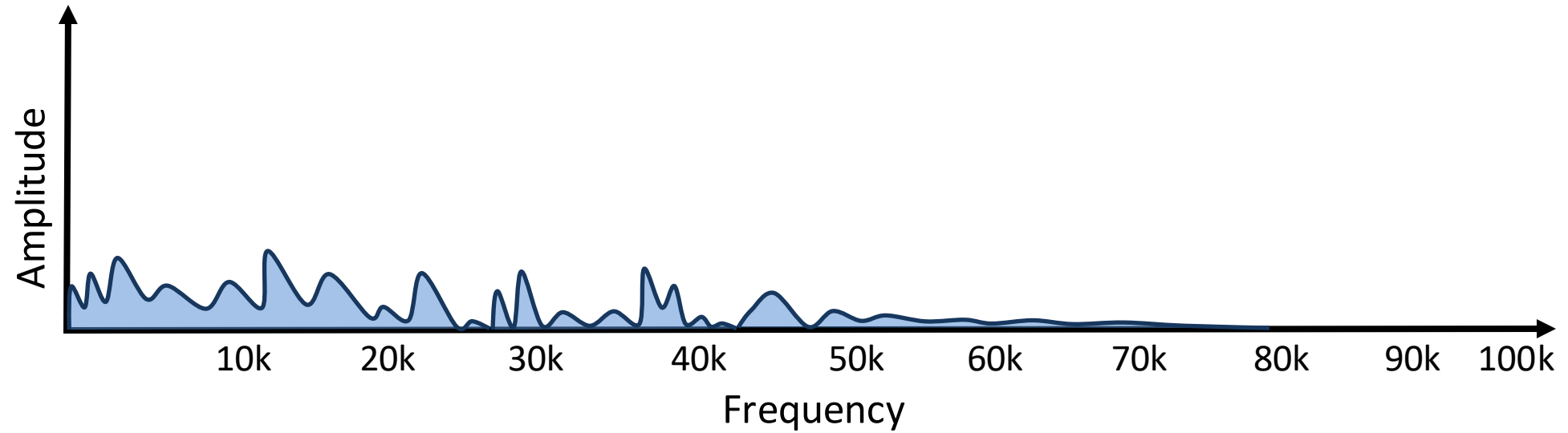
# Microphone working principle



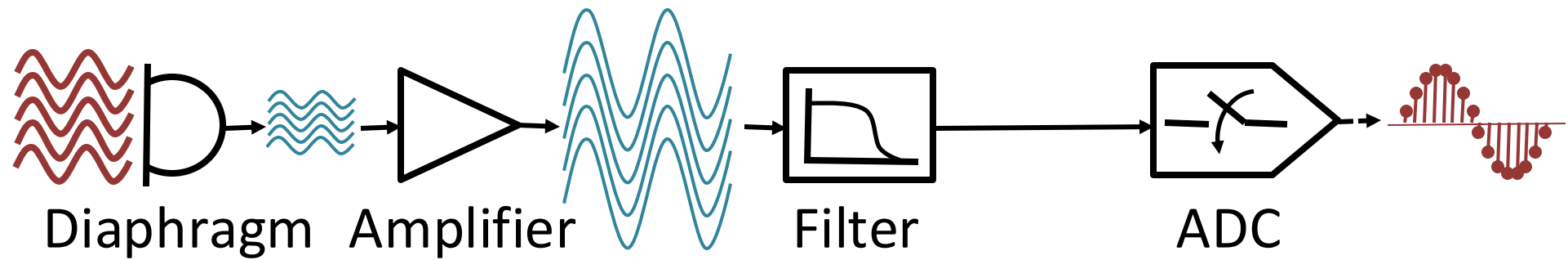
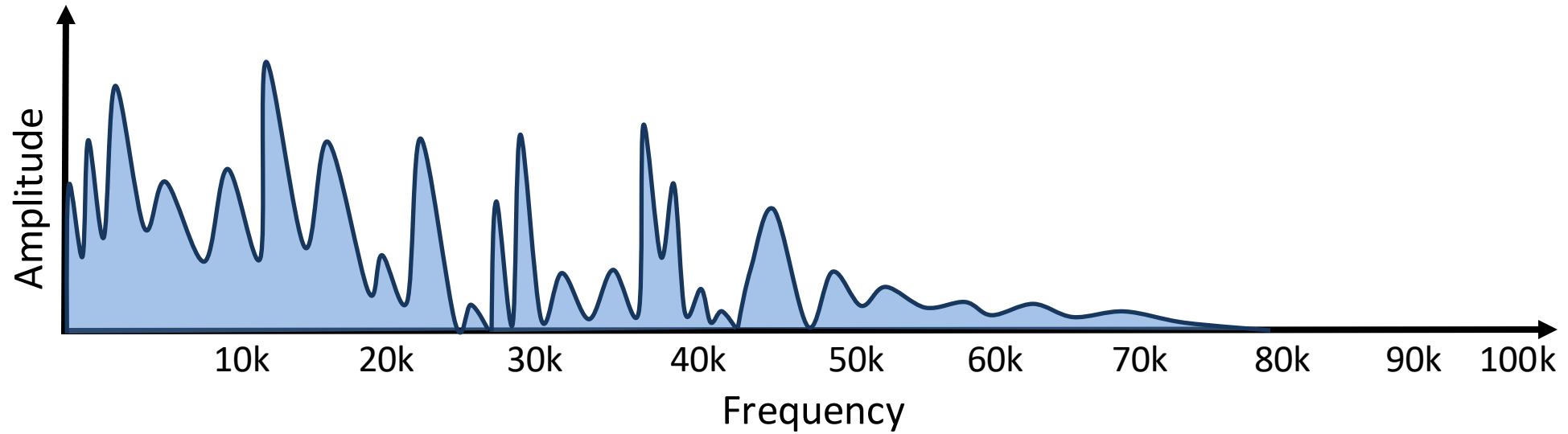
# Microphone working principle



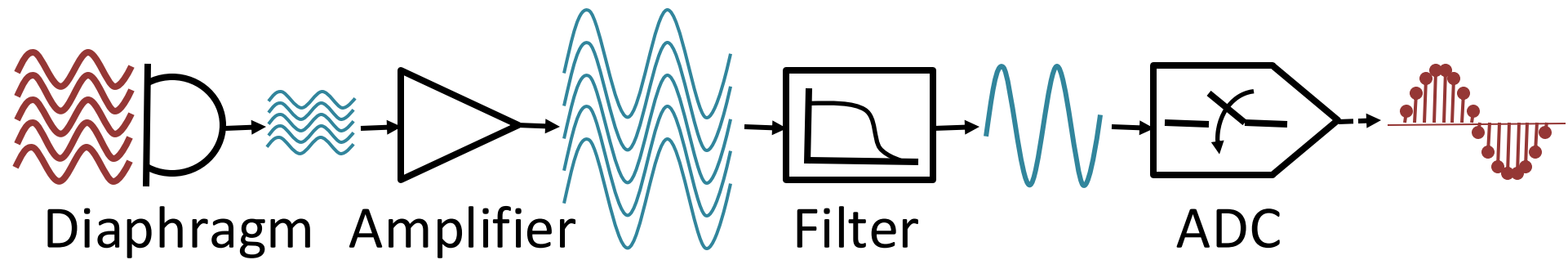
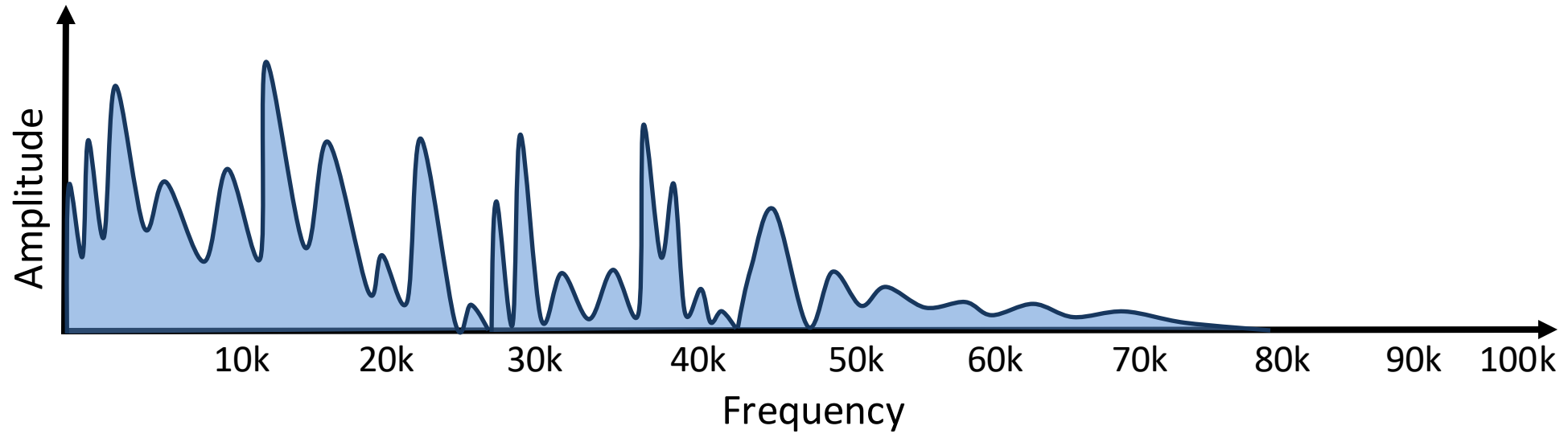
# Microphone working principle



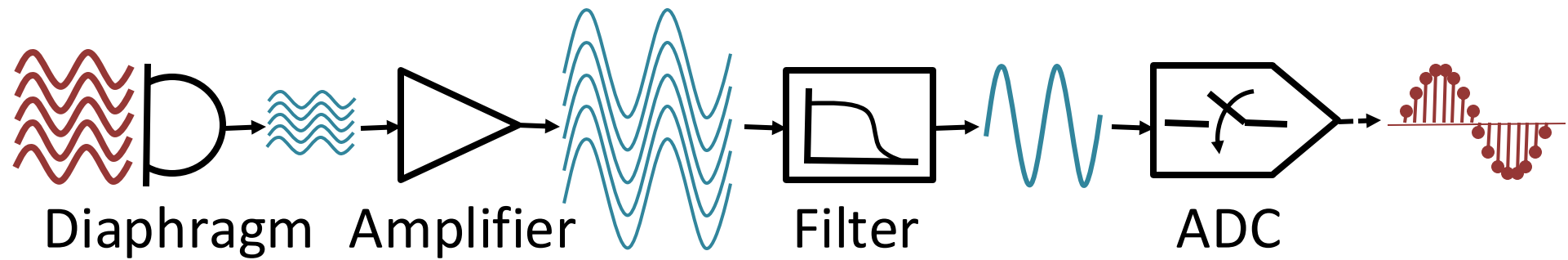
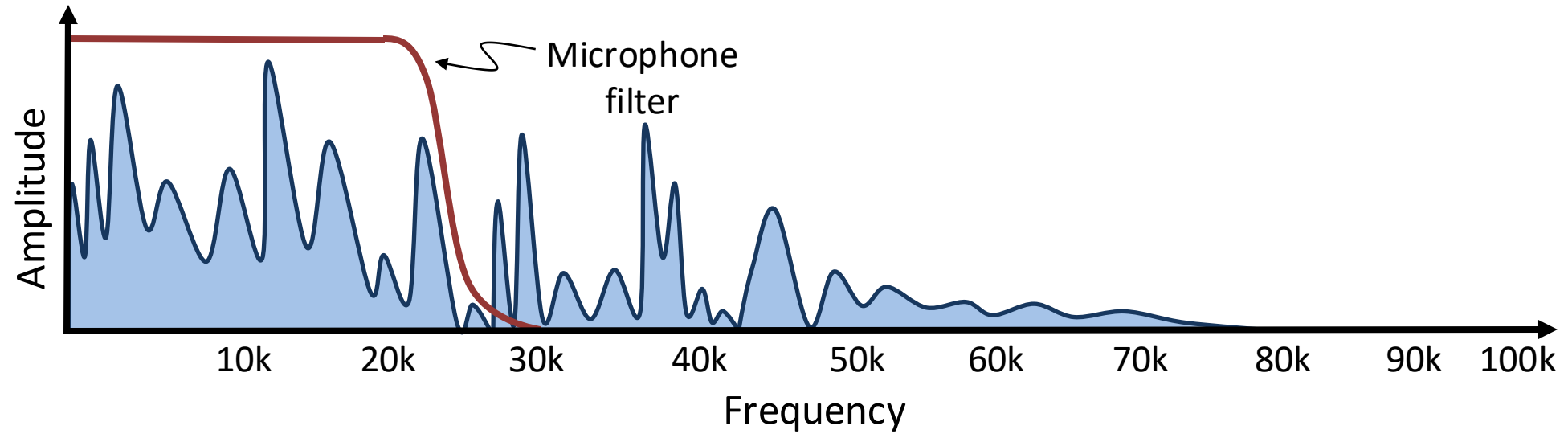
# Microphone working principle



# Microphone working principle

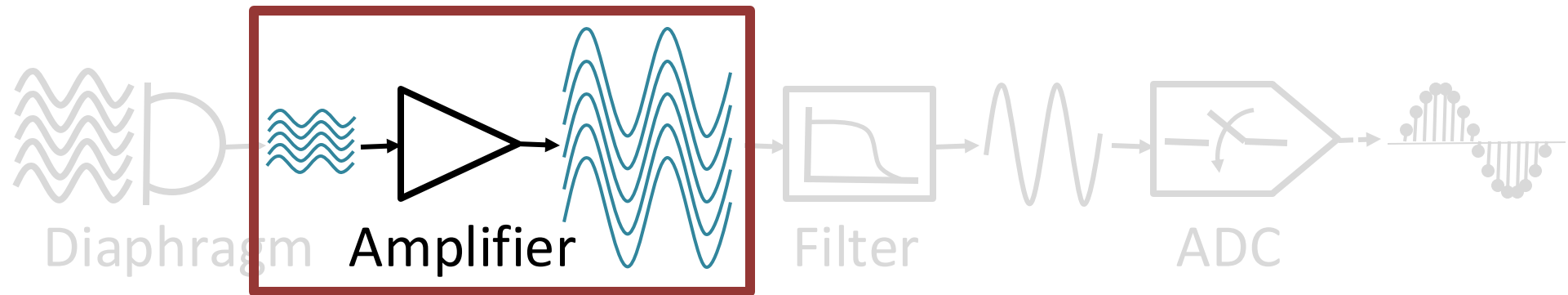
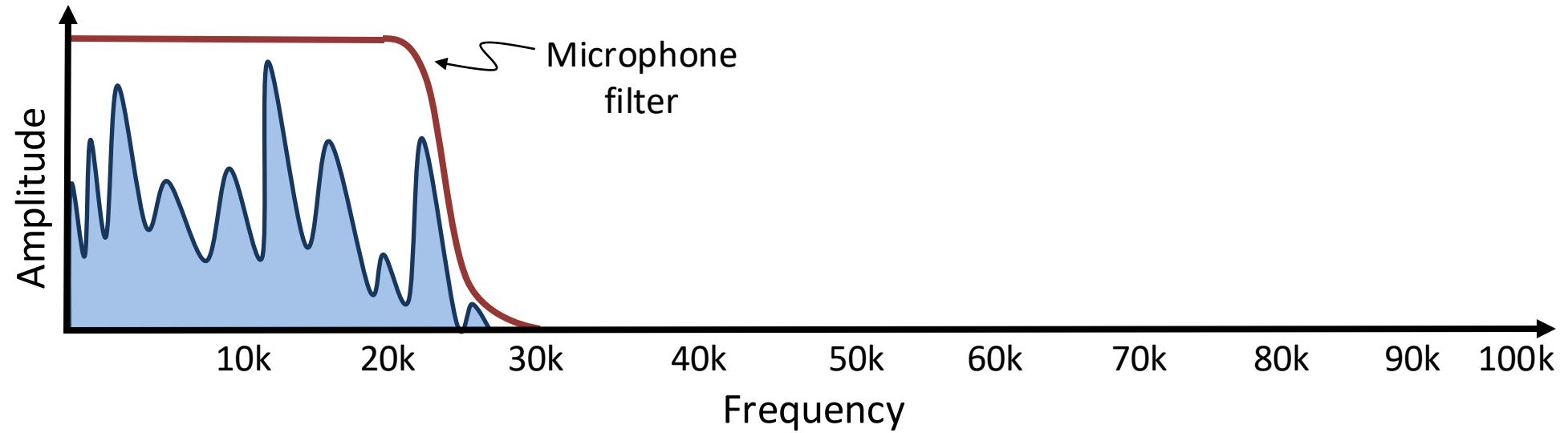


# Microphone working principle

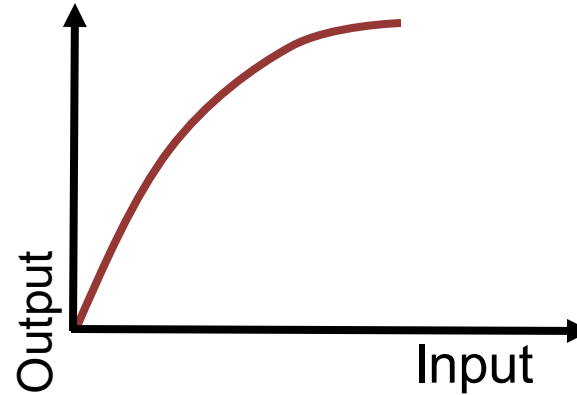
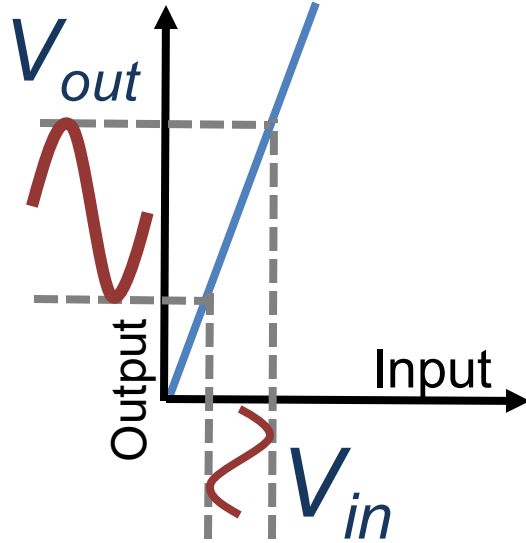




# Microphone working principle

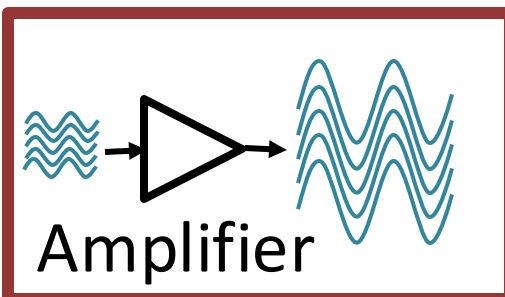
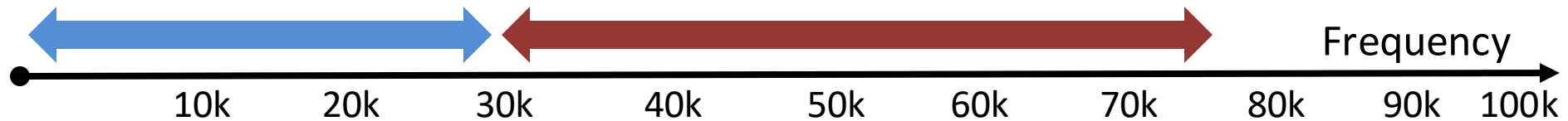


# Microphone working principle

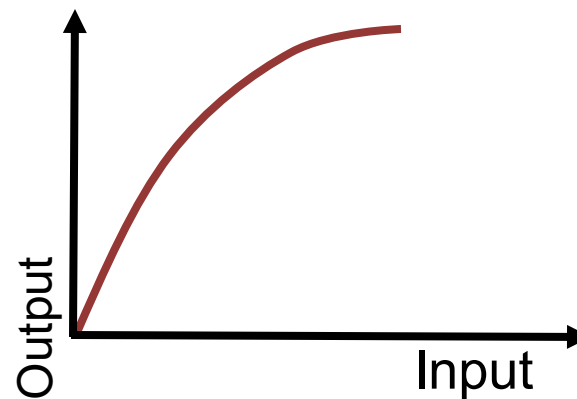
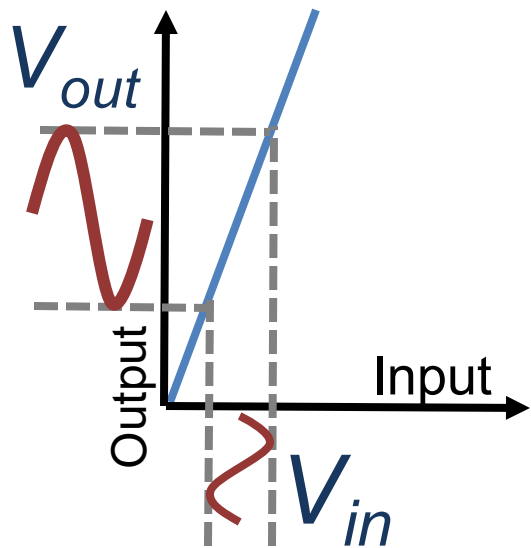


$$V_{out} = a_1 V_{in}$$

$$V_{out} = a_1 V_{in} + a_2 V_{in}^2 + a_3 V_{in}^3 + \dots$$

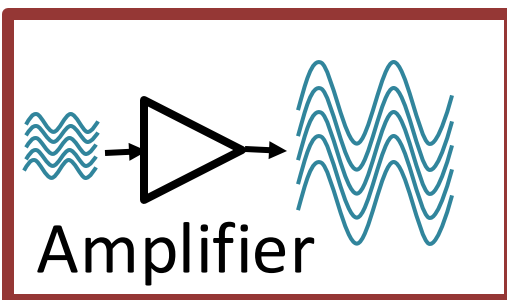
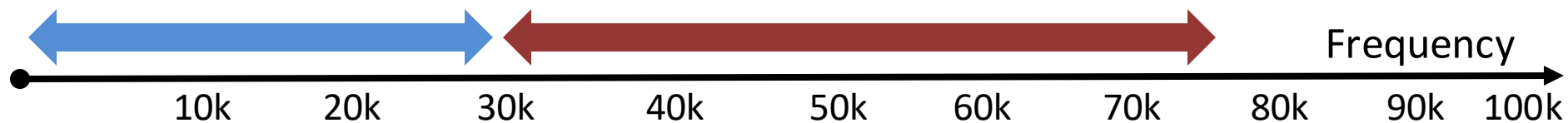


# Microphone working principle

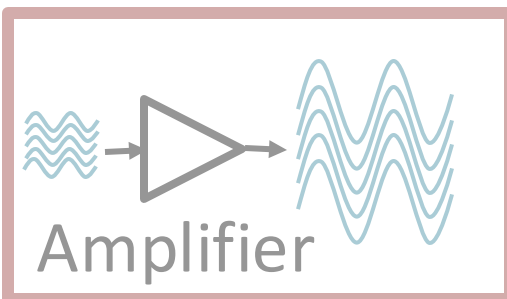
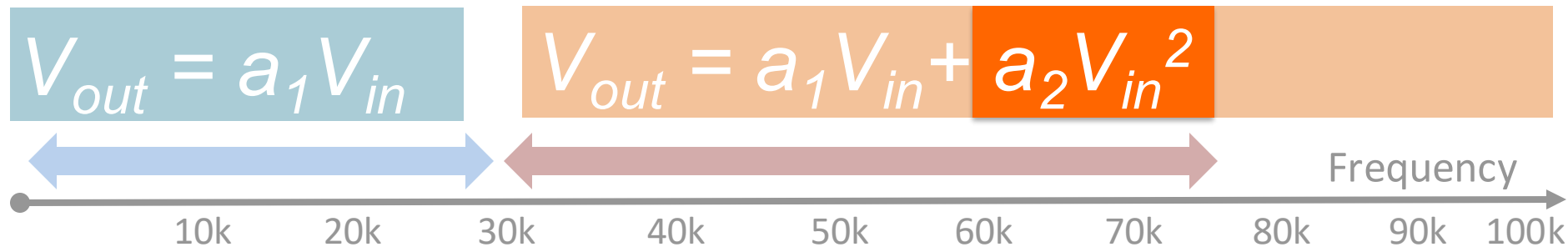
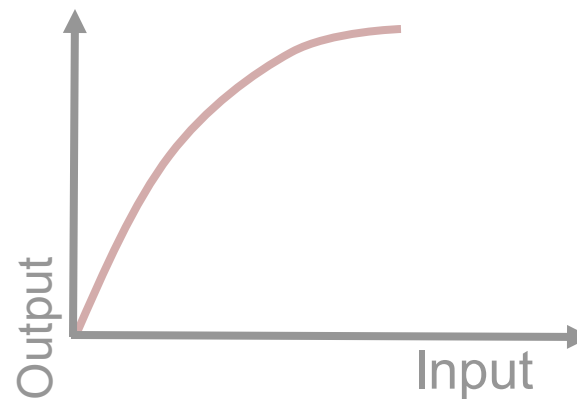
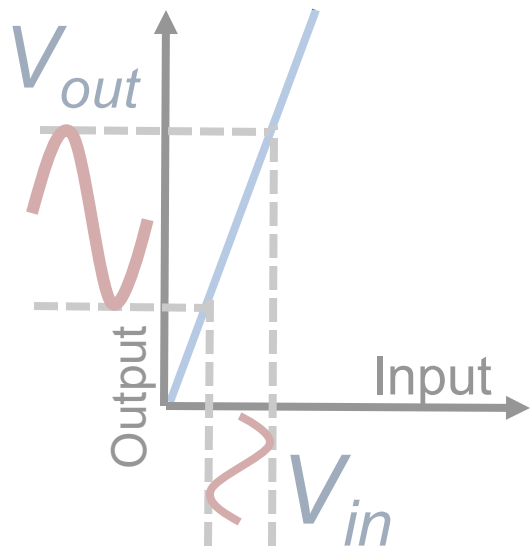


$$V_{out} = a_1 V_{in}$$

$$V_{out} = a_1 V_{in} + a_2 V_{in}^2$$



# Microphone working principle



# Talk outline

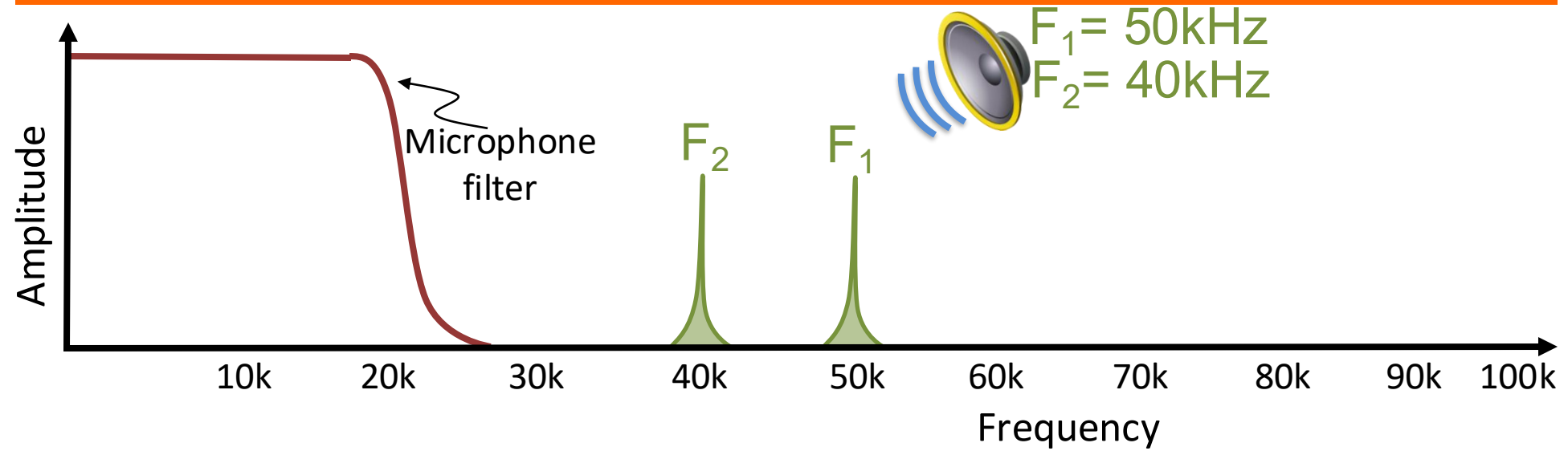
① Microphone Overview

② System Design

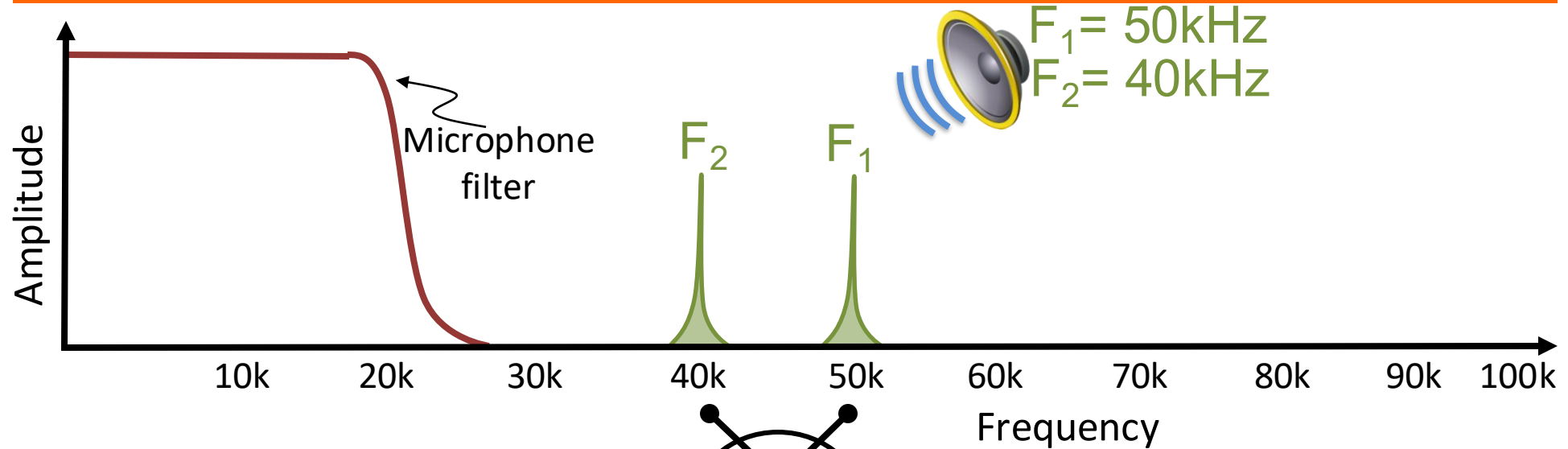
③ Challenges

④ Evaluation

# Exploiting amplifier non-linearity



# Exploiting amplifier non-linearity

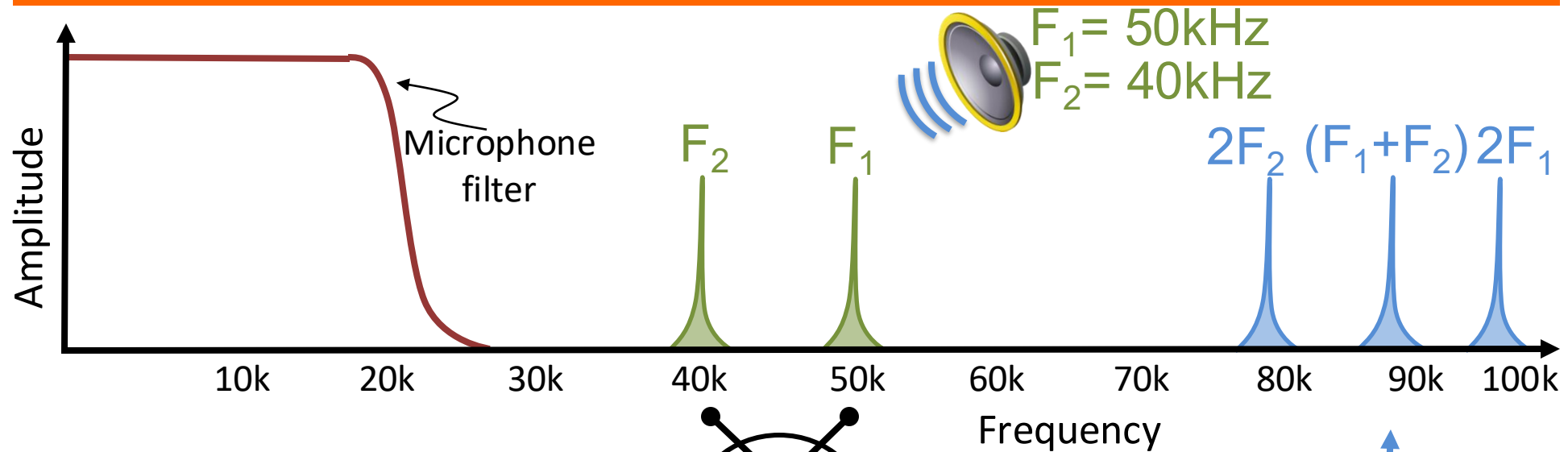


$$V_{out} = a_1 V_{in} + a_2 V_{in}^2$$

$$\begin{aligned} (\sin F_1 + \sin F_2)^2 = & \cos 2F_1 \\ & + \cos 2F_2 \\ & + \cos (F_1 + F_2) \\ & + \cos (F_1 - F_2) \end{aligned}$$



# Exploiting amplifier non-linearity

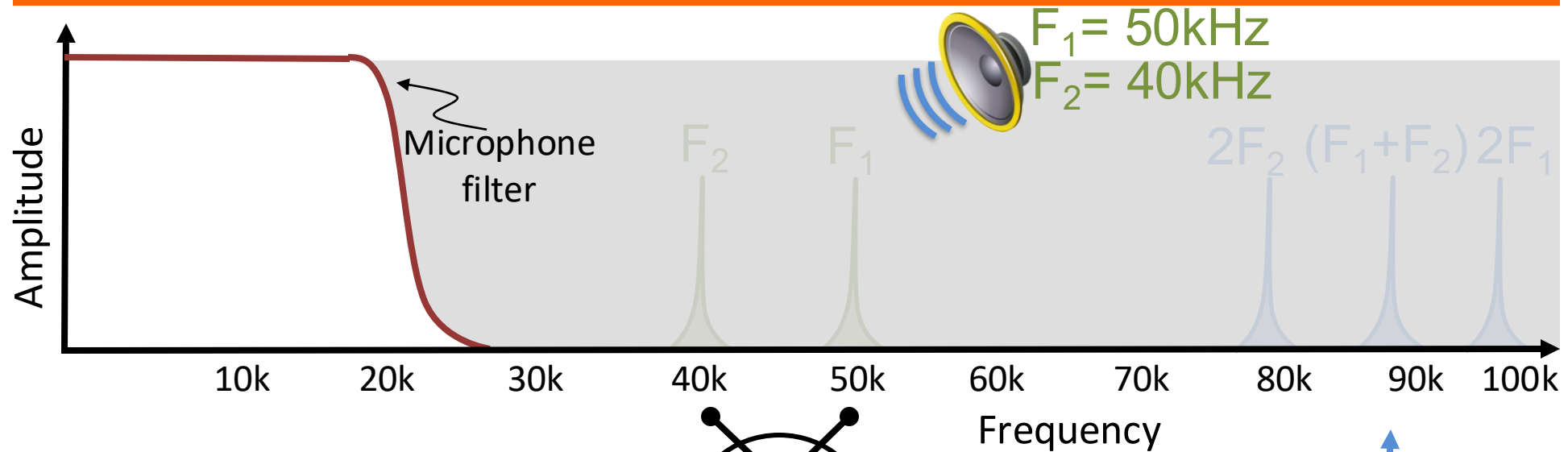


$$V_{out} = a_1 V_{in} + a_2 V_{in}^2$$

$$(\sin F_1 + \sin F_2)^2 =$$

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# Exploiting amplifier non-linearity

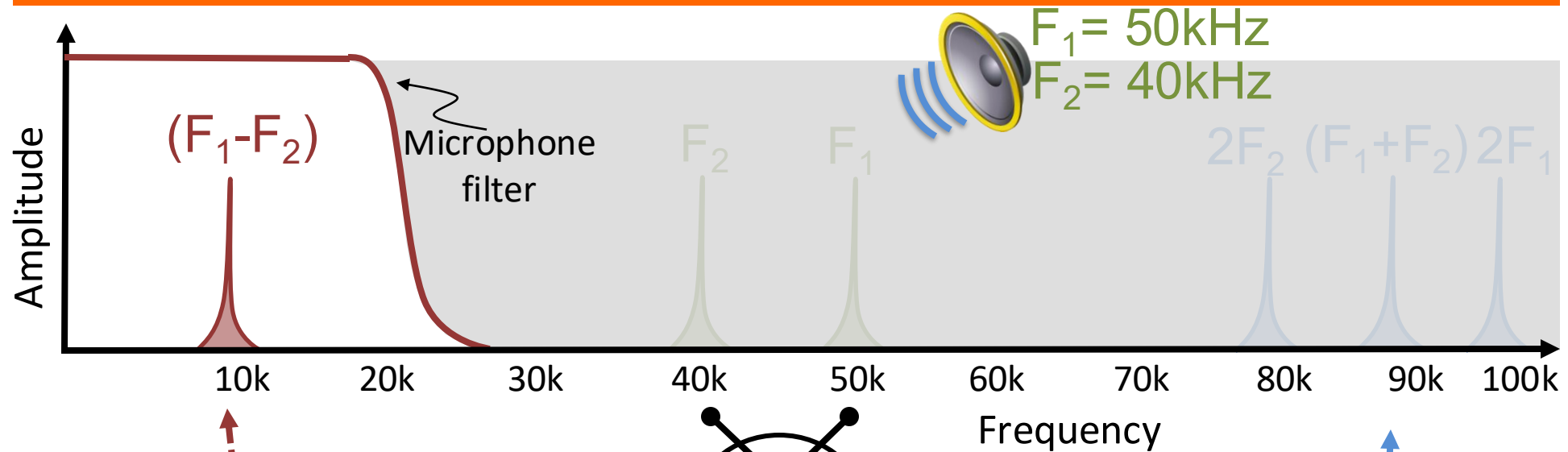


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# Exploiting amplifier non-linearity

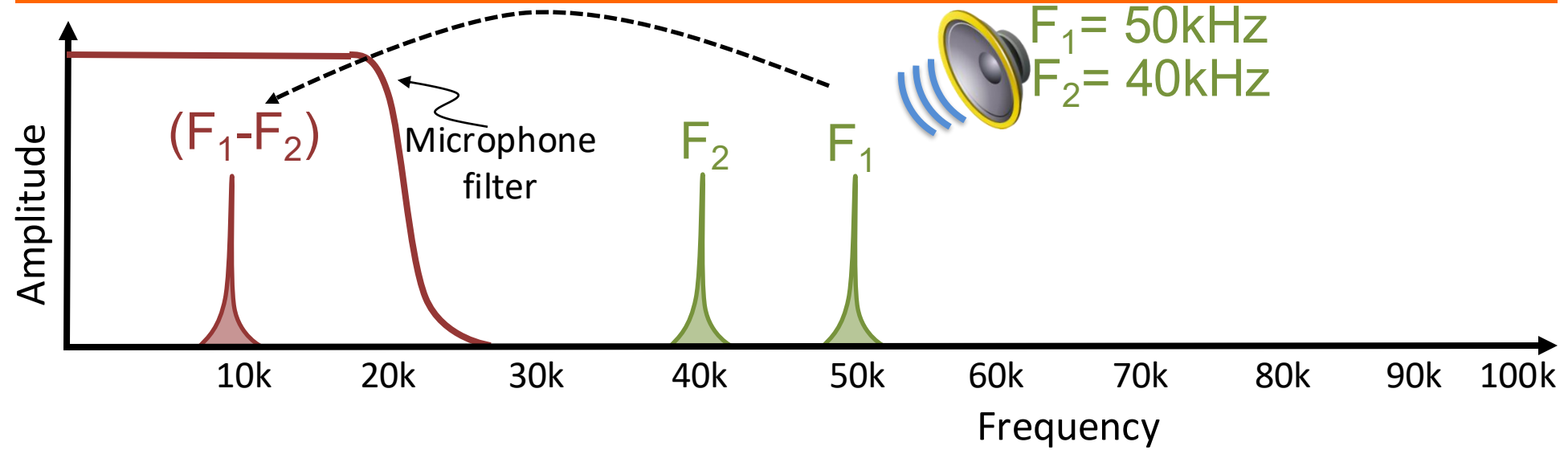


$$V_{out} = a_1 V_{in} + a_2 V_{in}^2$$

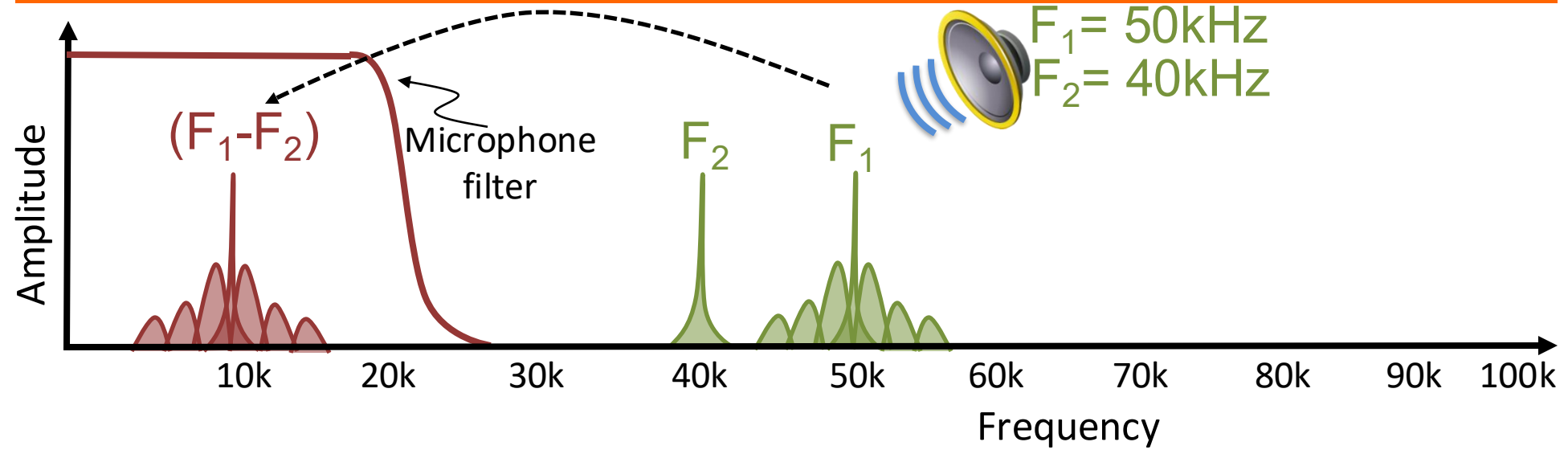
$$(\sin F_1 + \sin F_2)^2 =$$

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# Exploiting amplifier non-linearity



# Exploiting amplifier non-linearity



# Talk outline

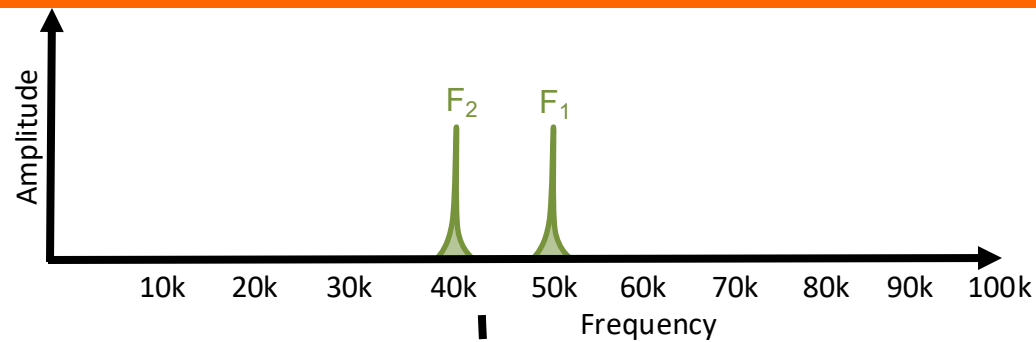
① Microphone Overview

② System Design

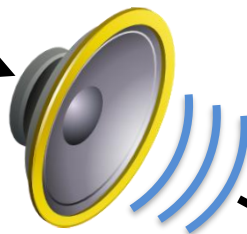
③ Challenges

④ Evaluation

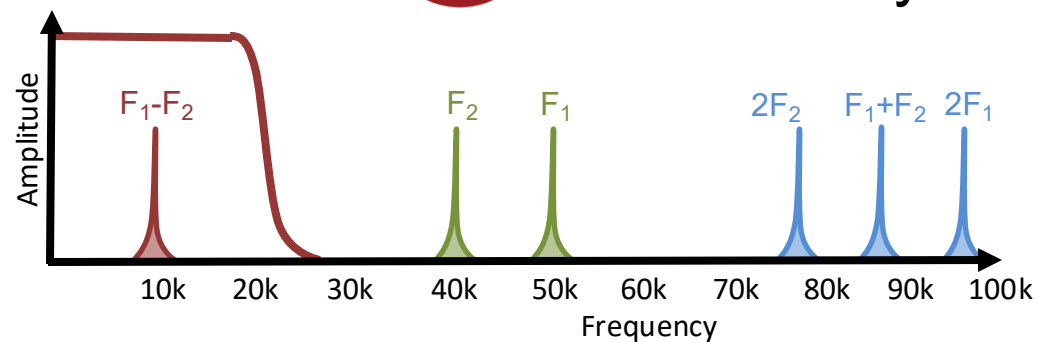
# Challenges



Speaker's  
nonlinearity

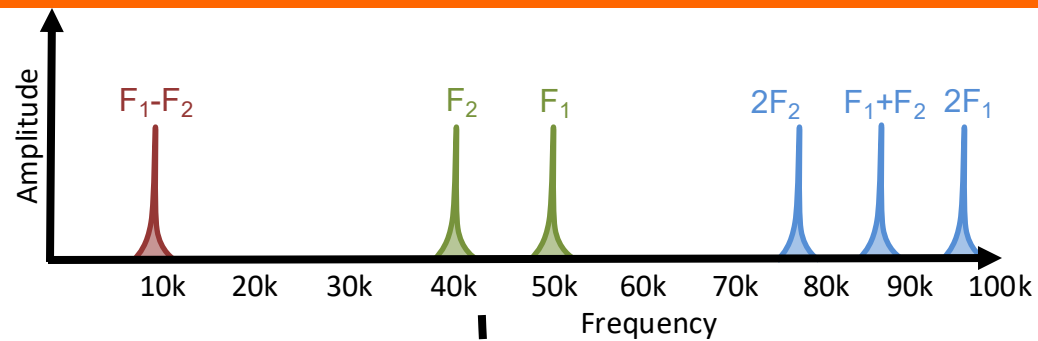


Microphone's  
nonlinearity

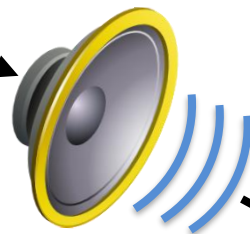




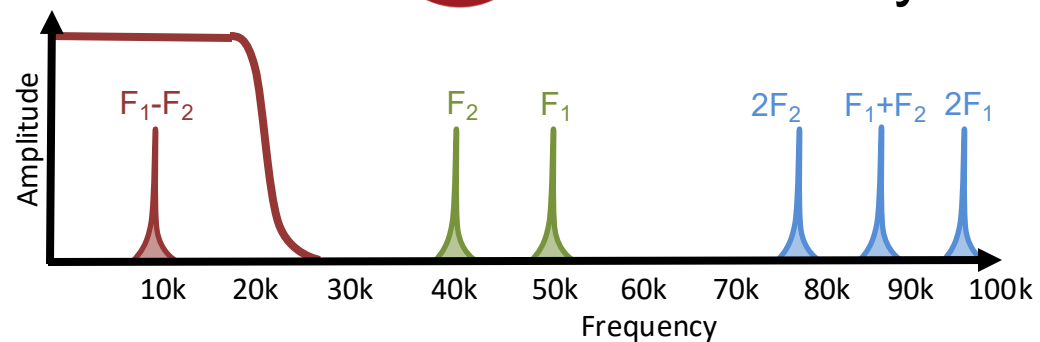
# Challenges



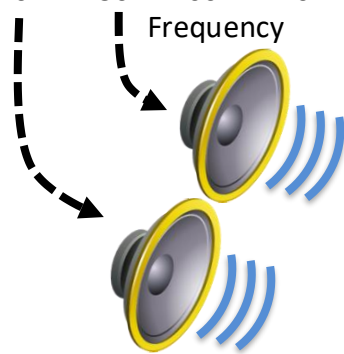
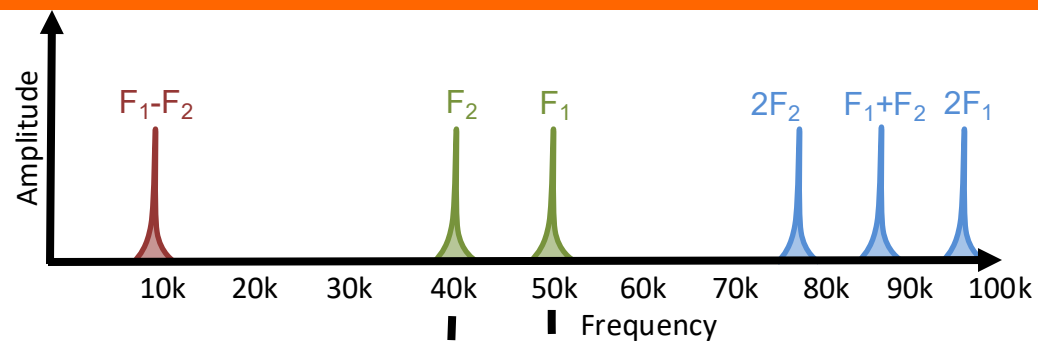
Speaker's  
nonlinearity



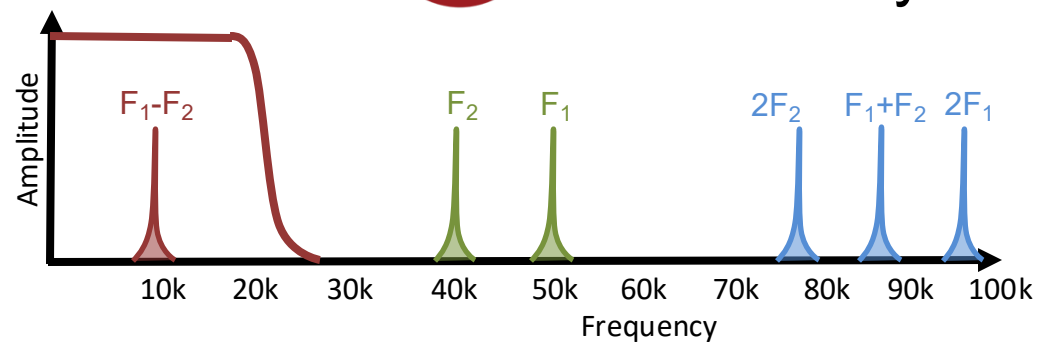
Microphone's  
nonlinearity



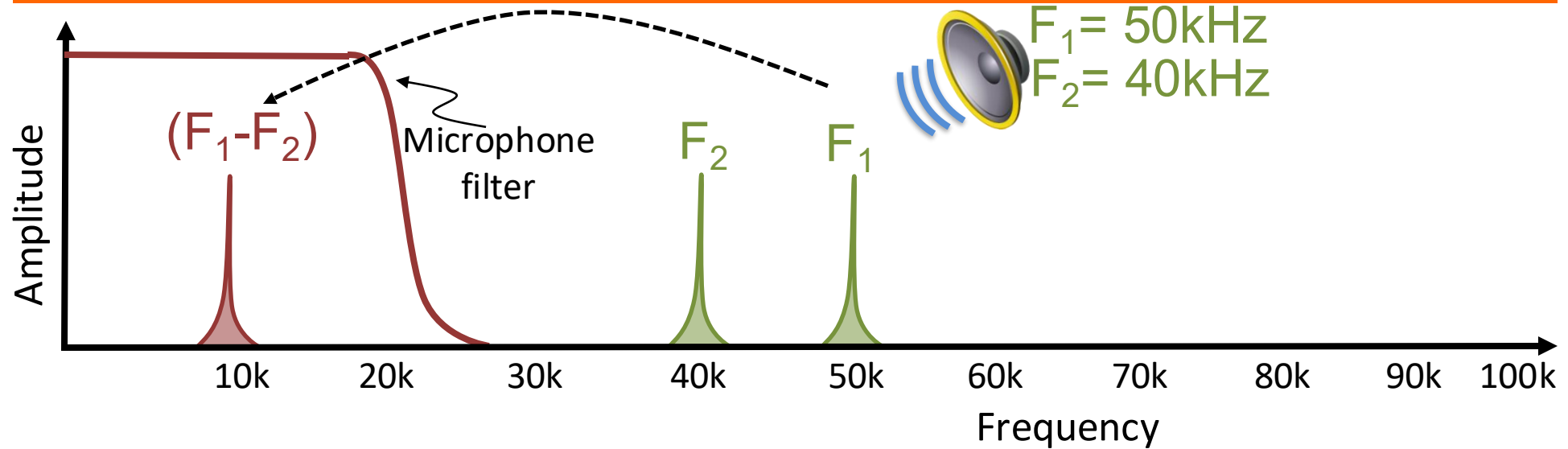
# Challenges



Microphone's  
nonlinearity



# Exploiting amplifier non-linearity



Not sending a single “tone” (sine wave), but sending a command.

How can we send this command?

# Talk outline

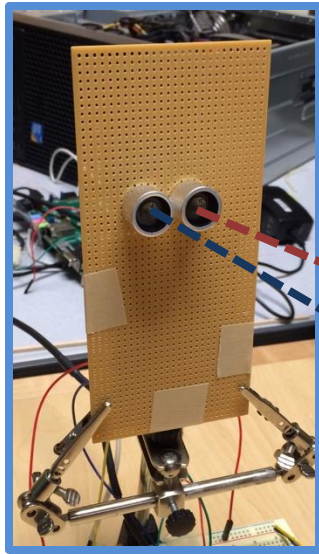
① Microphone Overview

② System Design

③ Challenges

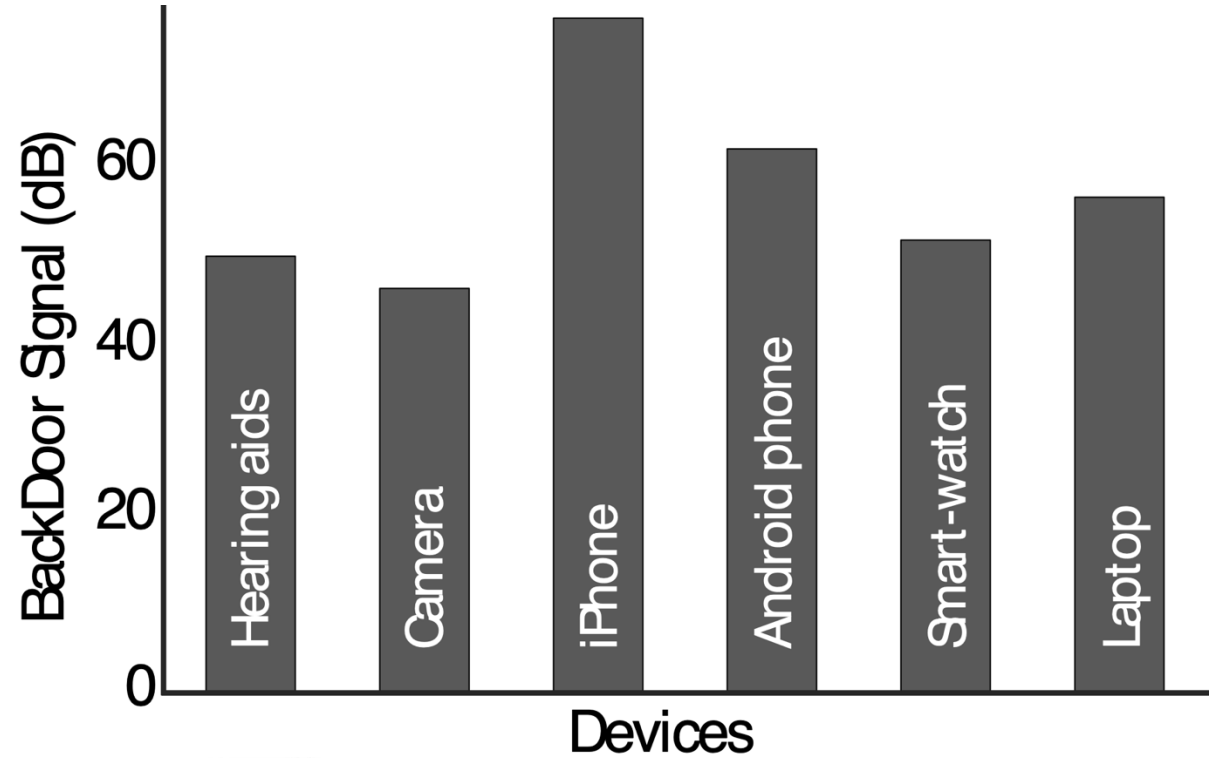
④ Evaluation

# Hardware generalizability



40 kHz

50 kHz



Hearing  
Aid



Camera



iPhone



Android  
phone

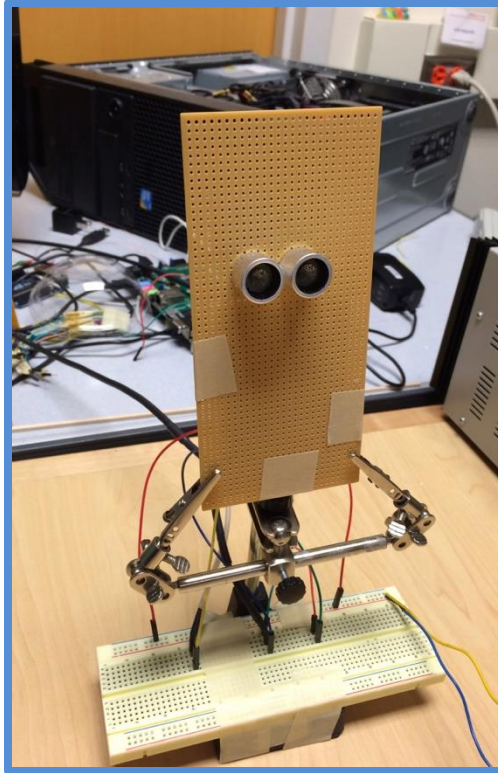


Smartwatch

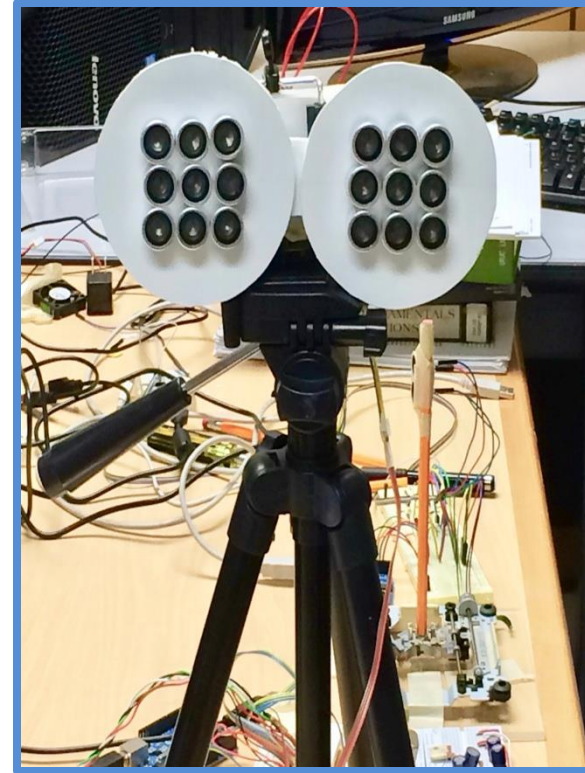


Laptop

# Implementation

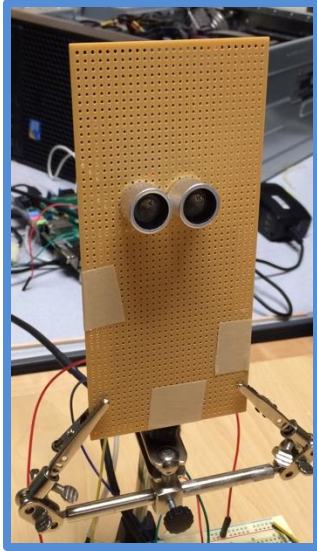


Communication  
prototype



Jammer  
prototype

# Communication performance



FM data packets

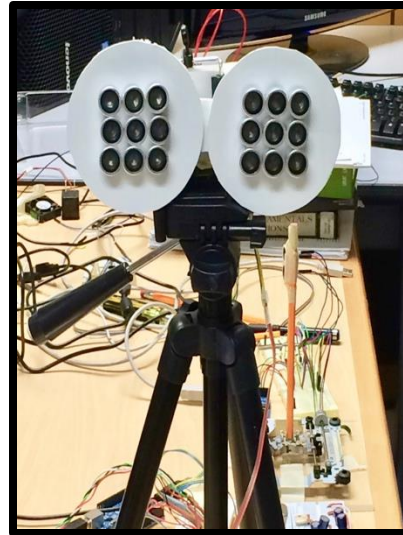
4kbps  
up to 1 meter



More power can increase the distance



# Jamming performance

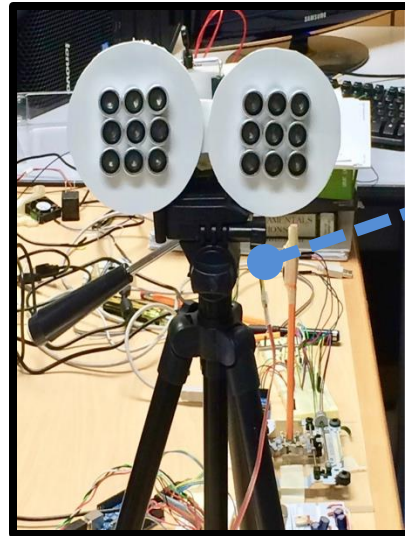


BackDoor jammer



Spy  
microphone

# Jamming performance

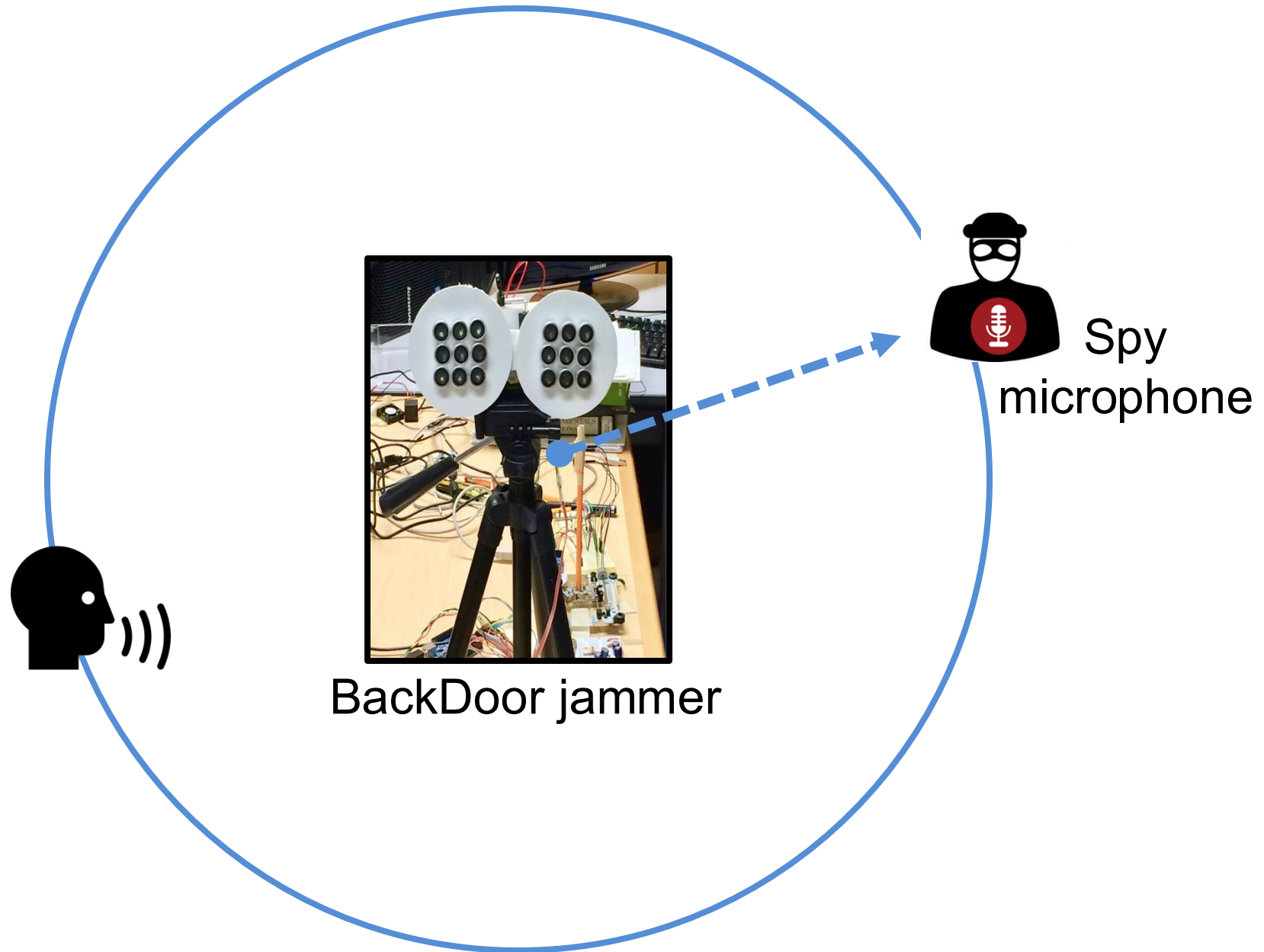


BackDoor jammer

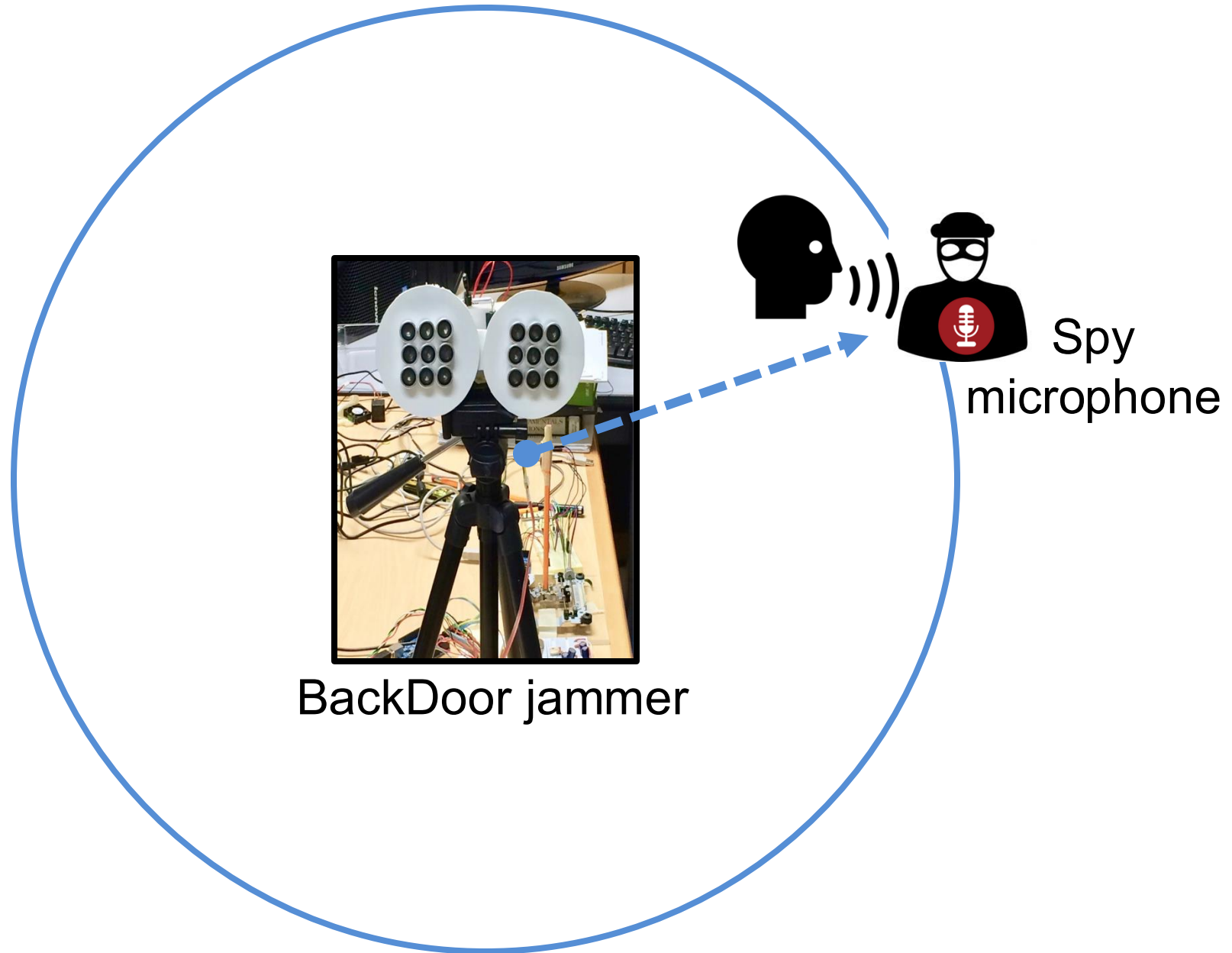


Spy  
microphone

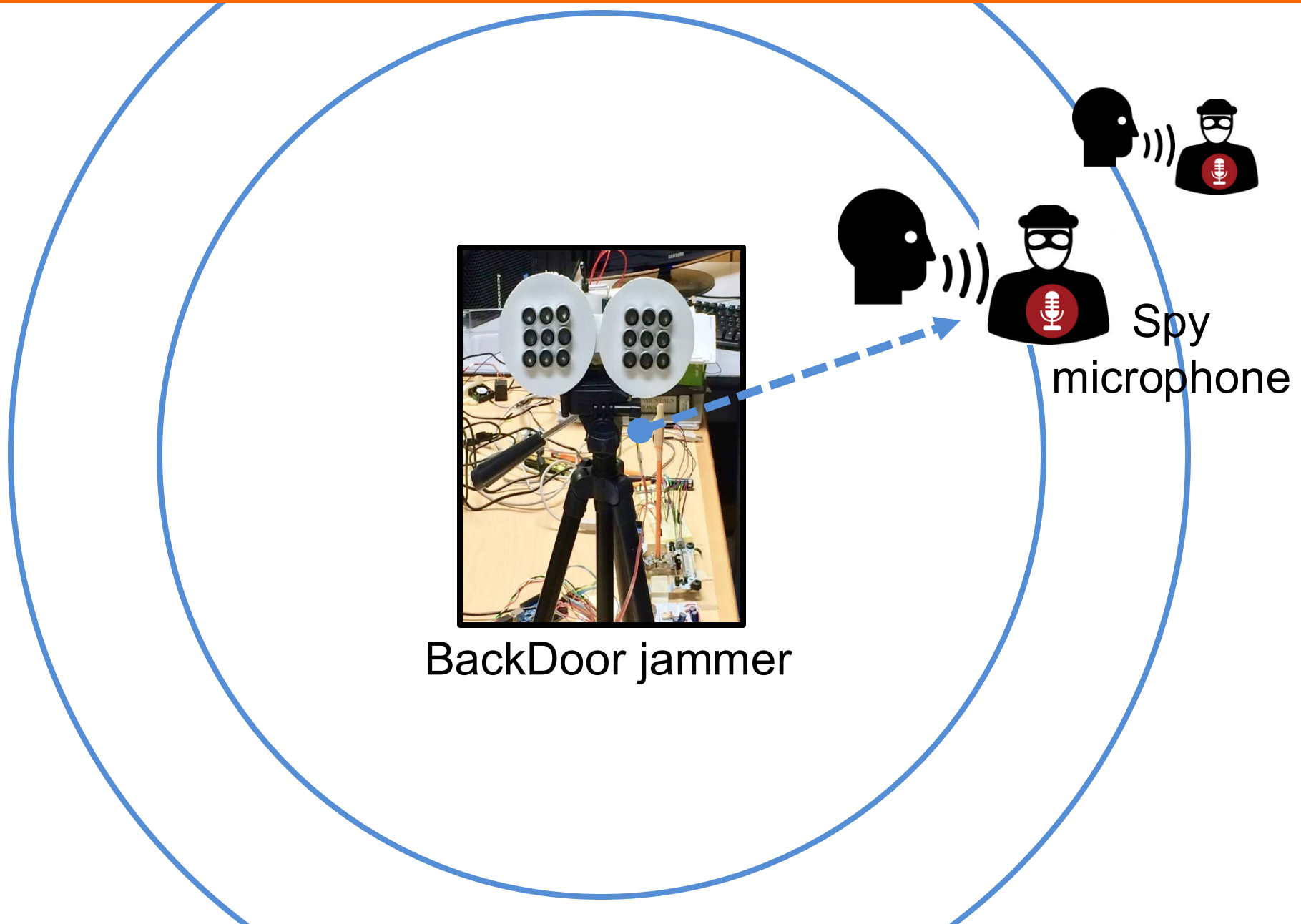
# Jamming performance



# Jamming performance

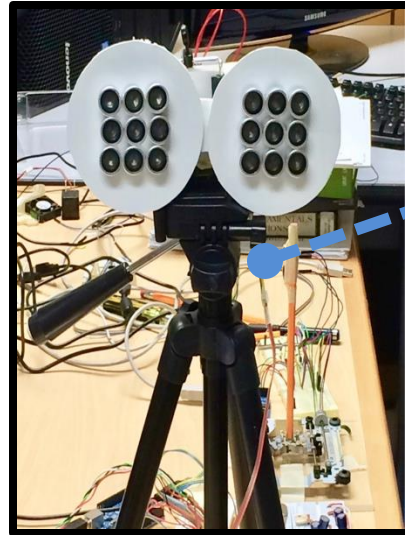


# Jamming performance

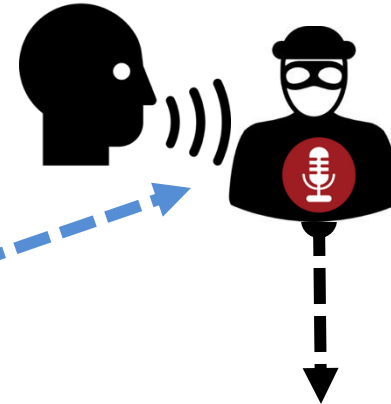


# Jamming performance

2000 spoken words



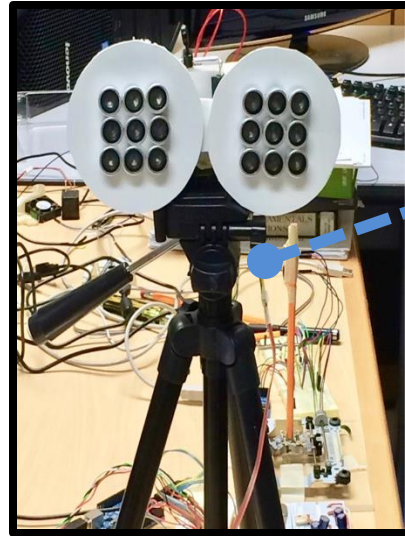
BackDoor jammer



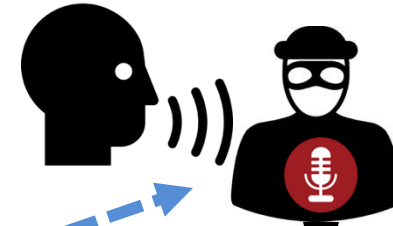
Jammed recording

# Jamming performance

2000 spoken words



BackDoor jammer



Jammed recording



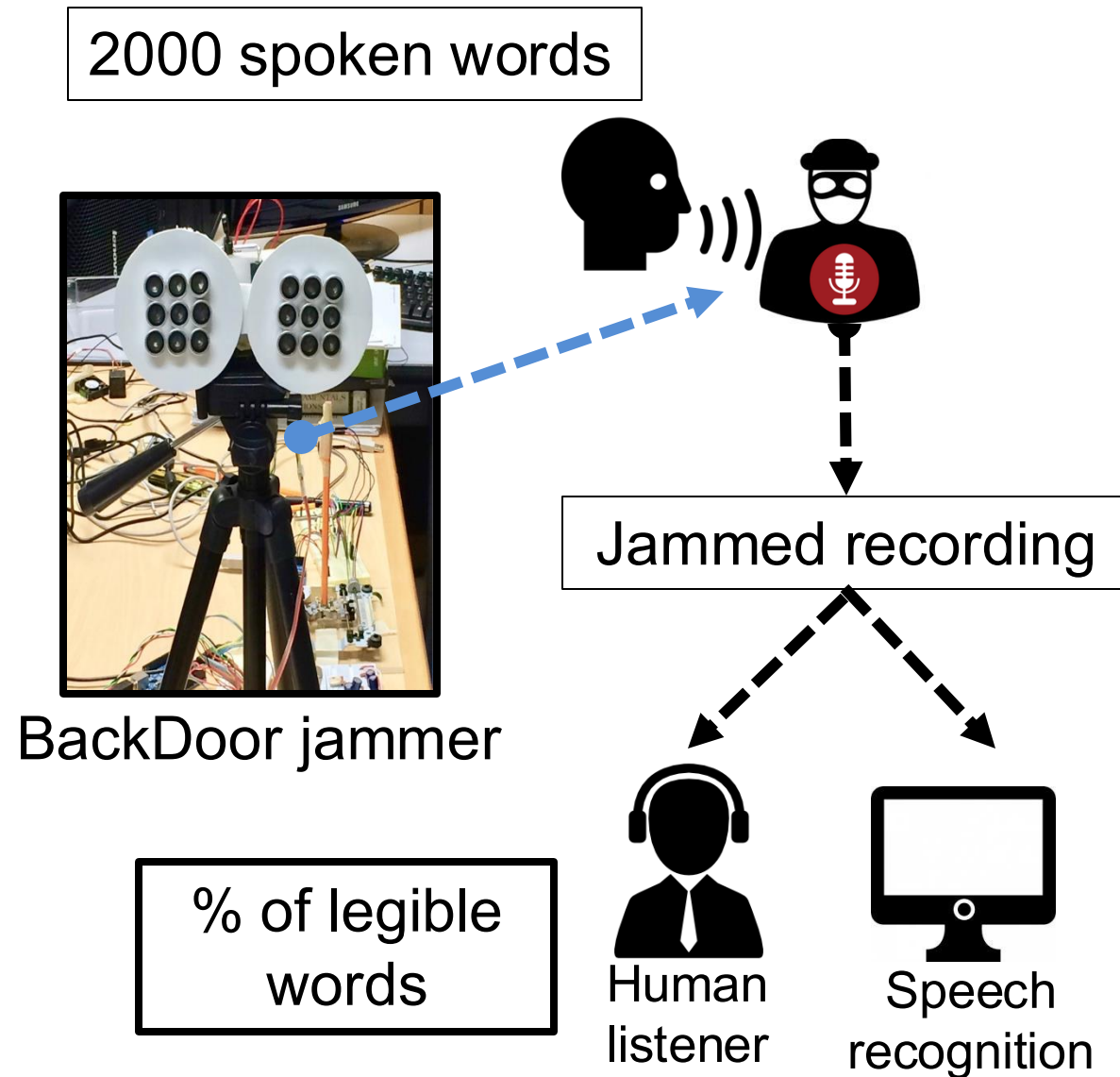
Human  
listener



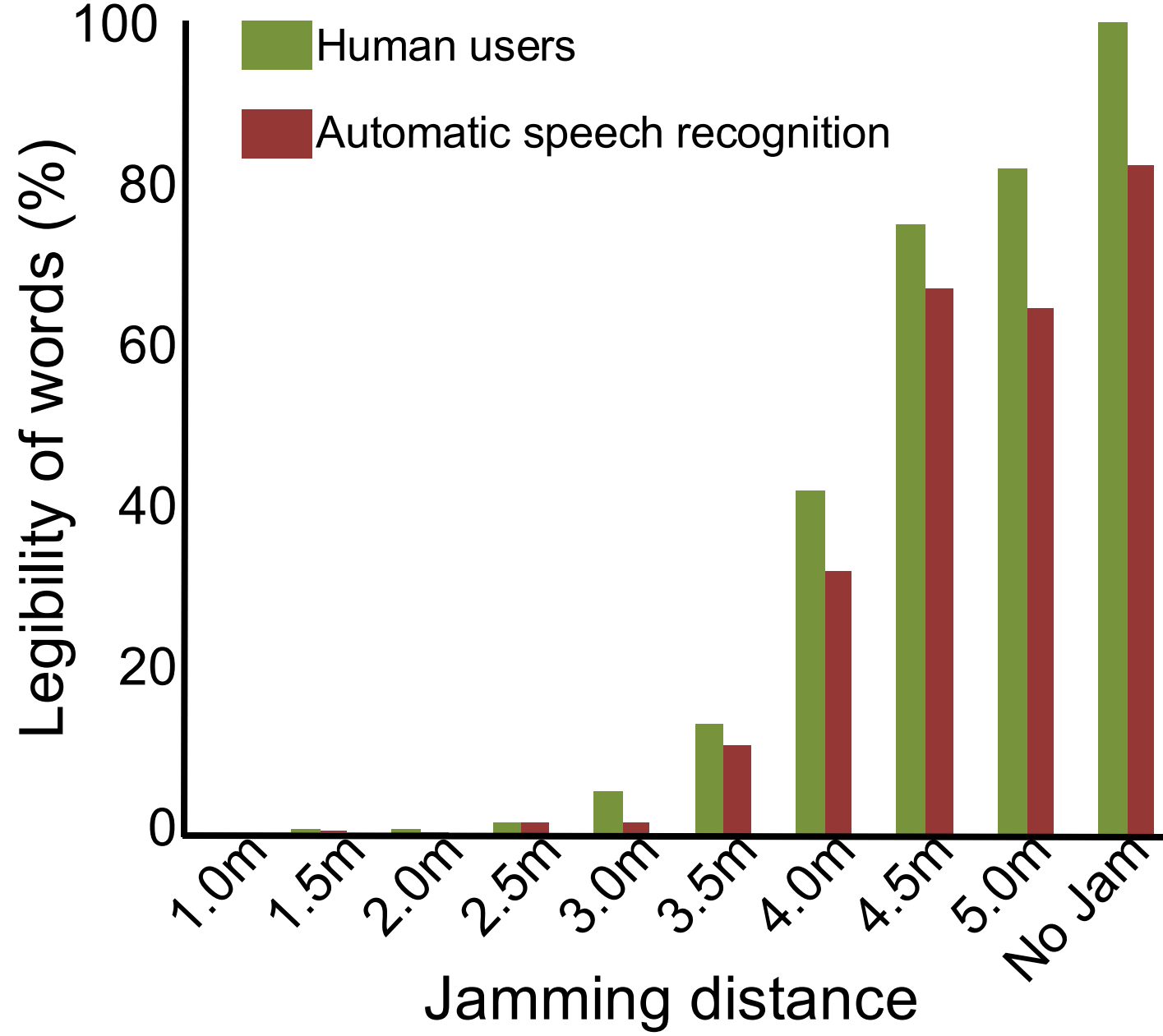
Speech  
recognition



# Jamming performance



# Jamming performance

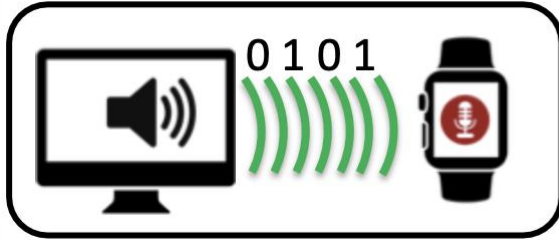


# Takeaways

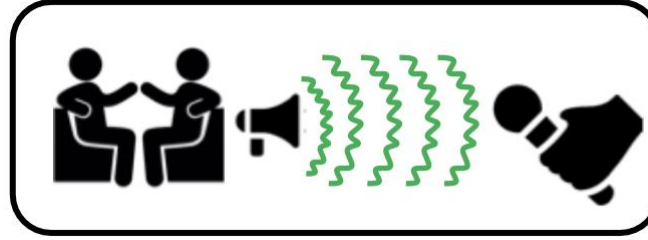
- ① Specially designed inaudible sound can be recorded with unmodified microphone
- ② It can make acoustic jammer possible and also can be a communication channel
- ③ It also uncovers threats like acoustic Denial-of-Service attacks

# To summarize...

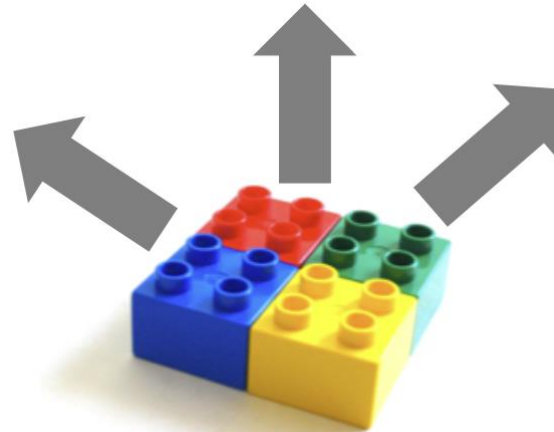
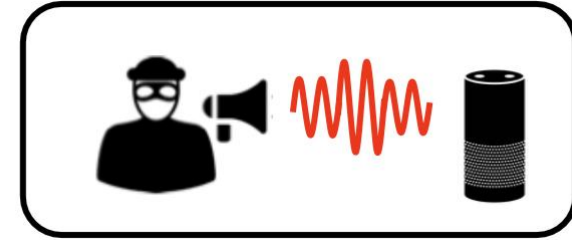
## Communication



## Privacy



## Attack



**Inaudible Acoustics** is a new **primitive** ...  
that makes **inaudible** ultrasound **audible** to microphones  
Underpinning a wide range of IoAT applications ...

# Remainder of the Class

## Emerging Application Domains & Cross-Cutting Topics

✓ 1. Transportation



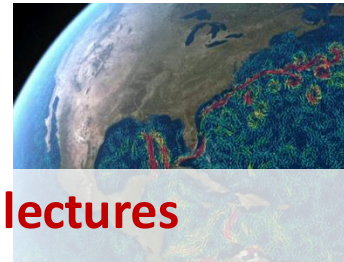
✓ 2. Health



3. Agriculture



4. Oceans/Climate



✓ 5. Security/Privacy



Upcoming lectures